

WindO/I®-NV

Chapter 1: Software Overview

1 Project Development

Step 1 Project Creation and Management

The first step is to name or create a project.

Step 2 Screen Creation and Management

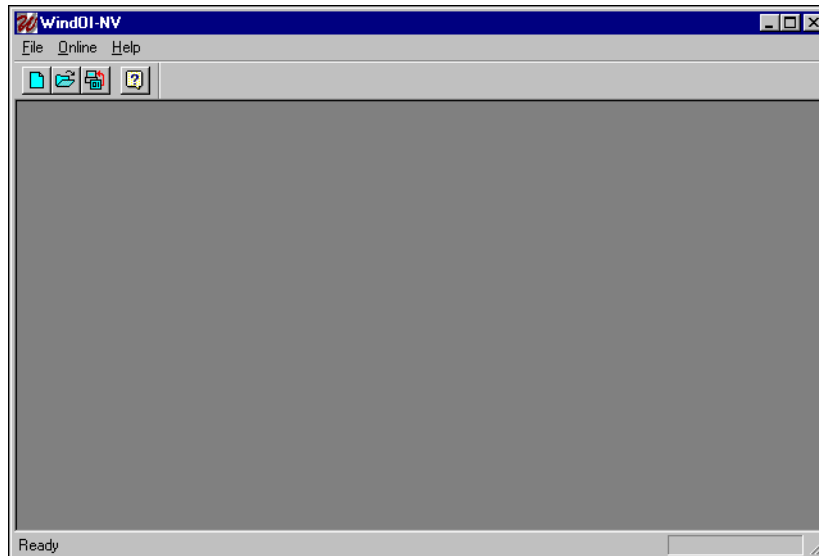
Once a project is named, you then choose the type(s) of screen(s) that you want to be part of that project. Images/objects are placed on the screens which you can then edit.

Step 3 Project Download

You then download the project data to the operator interface.

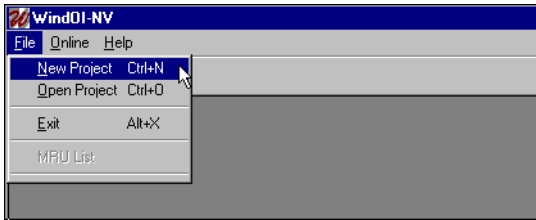
2 Initial WindO/I Window

When you launch WindO/I-NV, the initial window opens.



File

- *New Project*



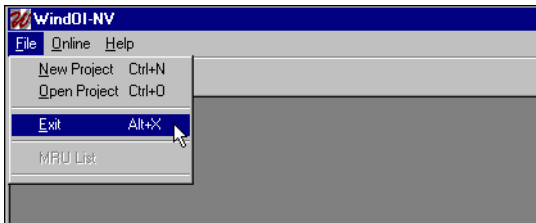
Create a new project.

- *Open Project*



Open an existing project.

- *Exit*



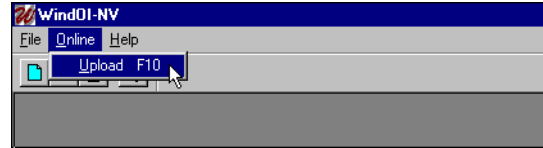
Exit WindO/I-NV.

- *Previous Project List*

Lists the projects that you previously opened. You can select a project and open it by double-clicking on it.

Online

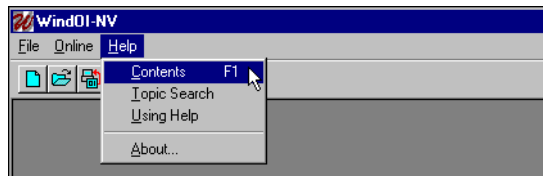
- *Upload*



This option is used to read or import a database from the operator interface to the WindO/I-NV running on your PC.

Help

To access Help in WindO/I-NV, select the [Help] menu option. If you open a dialog box, you can also select the [Help] button or click on the [Help] icon. Clicking on the [Help] icon allows you to then click on any item that you want additional information on.



- *Contents*

- *Topic Search*

Choosing either [Contents] or [Topic Search] will give you the ability to find help topics in the following ways:

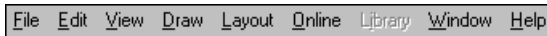
Contents – Contains specific help topics. Click on a item of interest and additional topics will appear.

Index – Search the Help files for a specific word.

Find – Search the Help files for specific words or phrases.

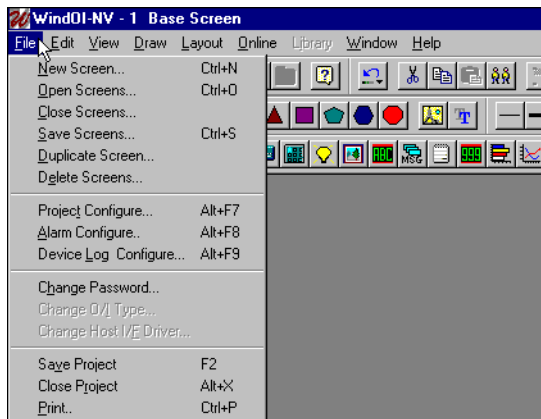
- *Using Help*
Topics related to using the Help files.
- *About*
Displays information about this version of WindO/I-NV.

3 Main Screen Menu Commands



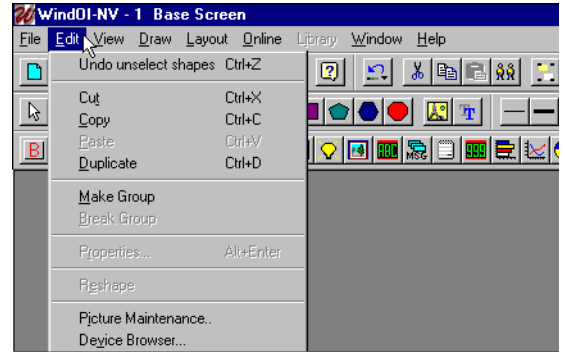
File

The File menu items are for project-related operations and perform different maintenance functions.



Edit

The Edit menu contains edit functions for the various objects.



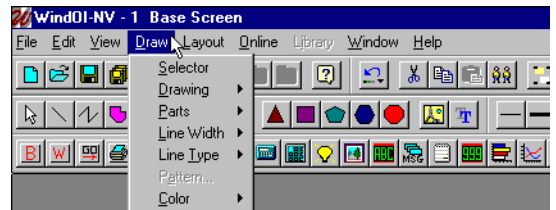
View

View commands relate to the appearance of operating environment.



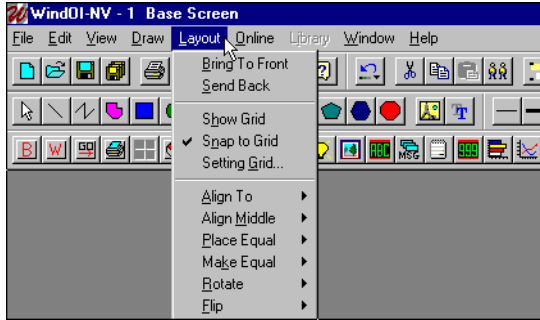
Draw

The Draw menu is used for drawing graphics.



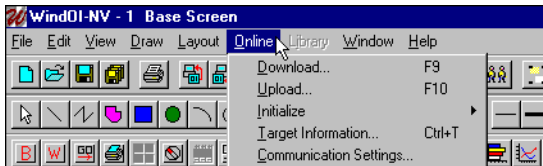
Layout

Layout menu contains commands that are related to positioning an object on the screen.



Online

This menu contains commands for online operation with the Operator Interface. These include Download, Upload, Data Initialization and Communication Setting commands.

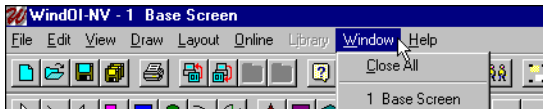


Library

Not active at present.

Window

Contains a list of the currently open windows, and the Close Window command.



Help

This will provide the user access to the Help menu. The WindOI-NV version number is also included here.



4 Main Screen Toolbars

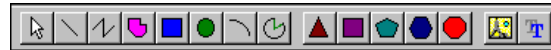
Normal

The Normal Toolbar contains the screen maintenance icons.



Drawing

The Drawing Toolbar is used to draw geometric shapes that can be placed on the screens.



Drawing Properties

The Drawing Properties Toolbar has icons which can be used for Drawing attributes such as size, color, etc.



