Creator

Quick Start Guide

Creator Quick Start Guide

A guide for using the Creator software to design the SmartView products

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V.1.0.3 : Feb. 2017

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Chapter 1 Introduction to Creator

Creator is a professional development toolkit especially designed for the **SmartView (or HA-401) series** of devices produced by ICP DAS. **Creator** can be used to integrate several commonly used PLC communication protocols, providing rich and flexible object editing tools that allow easy navigation and adjustment of window management, repeated import and export of data in order to shorten the development process, simple uploading or updating of SmartView (or HA-401) projects using the built-in TCP transport, and the construction of control systems, ranging from a small and simple local control/monitoring application to management systems for large buildings, factories, and engine rooms, etc.



1.1 Features

- Supports commonly used PLC Communication Protocols
- Easy to create HMI Projects without the need for complex coding
- Diverse range of HMI Objects and Functions, including:
 Alarms, Schedules, Recipes, Data Logging, Macros, etc.
- Update Projects via Ethernet
- Supports MQTT
- Online/Offline Simulation
- Supports Multiple languages (Traditional Chinese/Simplified Chinese/English)

Chapter 2 Software Installation

The following provides details related to the installation of the Creator software, including the recommended operating system and hardware specifications.

2.1 Hardware and Software Specifications

Before installing the Creator software, ensure that both the hardware specifications and operating system are sufficient to allow the efficient performance of the software.

2.1.1 Recommended Operating Systems

- Microsoft Windows 7 or later
- Microsoft .Net Framework version 3.5 or later

2.1.2 Recommended Hardware Specifications

- CPU: 1.8 GHz or better
- Memory: Minimum of 1Gb RAM
- Hard Disk: At least 40G of free space
- Display: Full-color display that supports a resolution of 800*600 or better

2.2 Installation Procedure

2.2.1 Installing from the Companion CD

• Automatic:

After inserting the companion CD into the CD-ROM, Windows will automatically launch the installation file. Note that if the "Autorun" feature is not enabled in Windows, this function will not work and the manual method described below must be used.

• Manual:

Double-click the Creator_Setup.exe file that can be found in the root directory of the CD-ROM to launch the installation file.



2.2.2 Setup Wizard

Install the software **Creator** by following the instructions given in the Setup Wizard.

Click the Next button to begin the installation process.



 On the Select Start Menu Folder screen, either allow the shortcuts to be created in the default Start Menu folder, or click the Browse... button to select an alternate folder, and then click the Next button to continue.





 On the Select Destination Location screen, either click the Next button to install Creator into the default folder, or click the Browse... button to select an alternate folder, and then click the Next button to continue.

🕏 Setup - Creator
Select Start Menu Folder Where should Setup place the program's shortcuts?
Setup will create the program's shortcuts in the following Start Menu folder.
To continue, click Next. If you would like to select a different folder, click Browse.
Creator Browse
< Back Next > Cancel

 On the Select Additional Tasks screen, check the Create a desktop icon checkbox to create a shortcut on the desktop, and then click the Next button to continue. On the Ready to Install screen, verify that the settings are correct, and then click the Install button to begin the installation.



 Once the installation has been completed, click the Finish button to exit the Setup Wizard.

<u>Note</u>:

To automatically launch Creator once installation is complete, check the **Launch Creator** checkbox.

🞼 Setup - Creator 📃 🗖 🔀
Ready to Install Setup is now ready to begin installing Creator on your computer. 5
Click Install to continue with the installation, or click Back if you want to review or change any settings.
Destination location: C:\ICPDAS\Creator Start Menu folder: Creator Additional tasks: Additional icons: Create a desktop icon
< <u>Back</u> Instal Cancel

 The Setup Wizard will display a progress bar to indicate the status of the installation process.
 Click the Cancel button to stop the installation if necessary.

朦 Setup - Creator	- IX
7	Completing the Creator Setup Wizard
	Setup has finished installing Creator on your computer. The application may be launched by selecting the installed icons.
	Click Finish to exit Setup.
	I aunch Creator
	Einish

2.2.3 Execute the Creator software



To launch Creator, double-click the shortcut that was created on the desktop.

Alternatively click the **Start** button, and then point to **All programs**. Point to the **Creator** folder and then click **Creator**.

	🛅 HTML Help Workshop	•	
All programs(P)	🛅 ISaGRAF 3.4	•	
r in programo(E) 🦻	🛅 Creator	🕨 😹 Creator	
	🛅 ICPDAS	🕨 🏹 Uninstall Creator	
	🏉 Internet Explorer		_
🧃 Start	🗐 Outlook Express		

Chapter 3 Overview of the Software Interface

3.1 Program Window Interface

The diagram below provides an overview of the Creator interface, including the various menus and view areas, each of which is described in more detail below.

						Device		Creator
	Menu	Standard	Design	Screen	Status	Language	Status	Language
	Toolbar	Toolbar	Toolbar	Тоо	lbar	Toolbar	Toolbar	Toolbar
🐞 Creator								
∎ Project Edit View	Tools Window	w Help =	비 물 킄 叩	ք վարթի ≑		🔋 🔹 🔋 0:Langua	age O 🛛	🖌 English 🗸
- 🗋 💕 🔒 🔤	🖸 🖪 🖳 😐	0 0 0	X 🗙 🗛 🤆	100%	• 💌 🕀	ର୍ ଷ୍ 💷 🗖	📑 State	0 💌 🎛 🛙
Project View	🕂 🗶 🛃 Start	tup 1 : Screen	1				🐱 То	obox 😐
	<u> </u>							Drafting
🖻 🛅 Alam								Cursor
		(Rectangle
Project View	N							L Jahel
Connections								Disture
Variables							9	Jricture
			Scree	n Design A	Area			Tool Box
🔏 Data Sampling								
- 📑 Screen Control								Line
	-						_ _	Multi Line
Screen View	т × («(Ш]				General
	Simple	Complete						Switch
Screen Viev	Property	/iew					Ψ×L	Recipe
	⊡ Scree	nl 🔺	PareCode 1		Book Color	0.0.0		Alarm
Object Viev	V Ge	eneral			Dark COIDI	0, 0, 0		Sampling
Screen Object V	View <		Screen Type B	ase Screen 🛛 💌			-	Keyboard
Library Output	t View 🛛 👫 Search	1						
	•							

Library Output View Search

Menu Toolbar	The Menu Toolbar contains the six main functions of the Creator application. The tree structure can be expanded by clicking the menu.
Tools Toolbar	The Tools Toolbar contains icons for the most commonly used functions. Icons for other functions are also contained in the toolbars for the Design, Language, Status, Object, View and Toolbox functions. Hovering the mouse over the icon will display instructions for using the function.
Screen Design Area	The Screen Design Area is the main working area in the Creator application, and is used for designing, editing, and viewing the HMI screen and functions

Chapter 4 First Project: Hello World

"Hello World" is the most basic program that is used by every computer programming language to output the string "Hello World", and is also traditionally used by beginners to practice when learning a new language.

Using Creator, the "Hello World" program can be easily generated without the need for any programming knowledge. Use the procedure described below to build a SmartView project in Creator and output the message "Hello World" on the SmartView HMI screen.

4.1 Creating a New Project

Follow the instructions described below to create a new project in the Creator software.

4.1.1 Create a New Project

A new project can be created using a variety of methods, each of which is described below.

- A. From the menu Project menu, click the New item to begin creating a new project, or
- B. Click the New button in the Standard toolbar, or
- C Click the New project item in the Startup screen.





4.1.2 Select the SmartView Model

As described above, a dialog box will be displayed allowing the SmartView Series HMI Model to be selected. Choose an appropriate option from the **HMI** drop-down menu and then click the **OK** button. The **New Project Wizard** will then be displayed.



4.1.3 Enter the Project Information

In the **New Project Wizard**, enter a name for the project in the **Project Name** field, and then enter an appropriate description and version number, if necessary, in the respective fields. Click the **Next** button to continue.



4.1.4 Create the Connection

In this case, there is no need to set up a connection for the "Hello World" project, click the "**Next**" button to skip this step. If necessary, the connection can be configured later.

New Project Wizard				8
Connections				
COM1 COM2 ETH1 Mitsubishi - FX Series CPU	J 🔽 RS232, 960	00, 7, Even, 1		
Name	Connection Mode	Configuration	Comment	
		New	Edit	emove
	_	Back 🚽 Next	Complete	Cancel

4.1.5 Import the System Variables

In this case, there is no need to import any system variables, so click the "No" option button and then click the "Complete" button to finish creating the project.



4.2 Using Objects

To display the "Hello World" text on the SmartView screen, use a "**Label**" object that can be found in the "**Drafting**" panel of the "**Toolbox**".

4.2.1 Adding an Object

Step 1: Click the "Label" component in the "Drafting" panel of the "Toolbox".

Step 2: Click on the screen design area of the SmartView HMI to place the label component.

Startup 1 : Scr	een1	8	Toolbox	₽×
			Drafting	
			Cursor	<u>^</u>
	••••••••••••••••••••••••••••••••••••••		Rectangle	
			A Label	Ξ
	2 Click on the screen design area, or drag out a	1. (Click the Label o	bject
Simple Complete	proper size of shape.		Circle	Ŧ

4.2.2 Configuring the Properties for the Object

Specific properties can be set for each individual object. To change the text of the "**Label**" object, double-click the object to open the "**Property View**" dialog box. Click the "**General**" property for the "**Label**" object, and then type "Hello World" in the text field.

Startup 1 : Screen1	
Simple Complete	Hello World Hello World Click the Label object
Property View	₽ 🗙
 □- Label □- General □- Border □- Text Shadow □- Glisten □- Offset □- Conditional Display □- Position and Size □- Other 	Font Tahoma,12 Image: Alignment Top-Left Foreground Color 255, 255, 255 Background Color 0, 0, 0 Transparent Hello World Image: Type "Hello World" in the text field, and the font and colors can also be changed as desired. Image: Type Type Type Type Type Type Type Type

4.3 Uploading the Project

Before the project can be uploaded to the SmartView device, the target IP Address must first be configured.

4.3.1 Configuring the Connection for the HMI Project

In the "**Project View**" panel, click the "**Settings**" item and then click the "Upload" tab in the "**Settings**" dialog box. Configure the settings for the target and the connection mode from the respective drop-down menus, and then enter the IP address in the "**IP**" text field.



				Double click this
Target Sm	artView	•		
HMI Connection			🕑 Upload Project	
HMI Connection	Ethernet		✓ Upload Project	esent on the HMI device

4.3.2 Compilation and Upload

To download the project, click the "**Upload**" item from the "**Tools**" menu. The project will be compiled first, and then, if compiled successfully, it will be downloaded to the target device based on the download settings.



The result of the compilation process will be displayed in the "Output View" window.

Output V	ew	×
	Message	*
(i)	===== Communication =====	
i	Communication Total Count:1	
(Screen No:1 Communication Rate:1	
(===== Image Data =====	
(i)	Image Total:0 Bytes	
(i)	===== Font Data =====	
()	Tahoma 700180 bytes	
(i)	===== Project Data =====	
(i)	User Data Total Capacity:0%	=
, i	User Font Total Size:683kb / 102396kb •	
	Compilation Successful!	-
	III	

Once the compilation process is complete, the project will be uploaded.



4.4 The Result on the SmartView Device

If the project has been successfully compiled and uploaded, the result should be displayed on the SmartView device as illustrated below.

	• •	
Hello World		

Chapter 5 Example: Modbus Device Monitor/Control

The following example uses a SmartView SV-2201 and an M-7045D Modbus device with 16 DO channels. This example provides an illustration of how to use more advanced Creator operations, such as listing connections, setting variables, as well as component selection and usage, allowing a project to be built more easily and rapidly.



5.1 Creating a New Project

5.1.1 New a Project

Click "New" from the "Project" menu to create a new project.



5.1.2 Select the SmartView Model

Select the SmartView Series HMI Model from the "**HMI**" drop-down menu, and then click the "**OK**" button to continue.



5.1.3 Enter the Project Information

Enter a name for the project in the "**Project Name**" field, then enter a description for the project and the version number in the respective fields, and then click the "**Next**" button to continue.

Ne	w Project Wizard		×
	Project Inforr	nation	
	-		
	Project Name		
	My Project		
	Description		
			^
			\sim
	Version		
	1.0		
		Back Next Complete 🗶 C	ancel

5.1.4 Create the Connection

A. Select COM Port and Protocol

Select the COM port and the communication protocol to be used to connect to the Modbus M-7045D module.

Protocol	Comment
Modicon ModBus ASCII Master ModBus ASCII Slave ModBus ASCII Slave(FC use 06H) ModBus RTU Master ModBus RTU Slave ModBus RTU Slave ModBus RTU Slave OEMax	In this example, COM2 on the SV-2201 is used to connect the M-7045D as a Modbus Slave.

B. Port Configuration

To configure the port, click the "Port Configuration" button to open the "Port Setup" dialog box.

R	S485, 9600, 8, No	one, 1		
P	ort Settings			
	Communication Pa	arameters		
	Interface	RS485		
	Baud Rate	9600		Select the required values for the device to
	Data Bits	8		be connected, e.g., the M-7045D in this case,
	Parity	None		from the respective drop-down menus, then
	Stop Bits	1	٠	click the " OK " button to continue.
	Timeout (ms)	1000	٢	
	Delay Time (ms)	0	0	
	Retry Count	3	٢	
	Set connection to	offline when retry count	exceeded	
		🖌 ок 🛛 🗶	Cancel	

C. Create a New Connection

- 1. Click the "New" button to add a connection.
- In the "Connection Editor" dialog box, enter a name for the new connection and configure the communication parameters, including the COM Port and the Station number (Net ID), and then click the "OK" button to continue.

	New	Project Wizard					×
	(Connections					
		COM1 COM2 ETH1					
		Modicon - ModBus RTU S	Slave 🖌 RS485, 96	00, 8	8, None, 1		
		Name	Connection Mode	Co	onfiguration	Comment	
Connection	n Edi	tor					
Name		Connect_1	\sim				
Port		COM2	2	•			
Connecti Mode	on	Online		•			
PLC		Net ID					
Station		1					
					New	Edit	Remove
					Next	✓ Complete	X Cancel
Comment	ts				3		
				~			
				~			
		ОК	Cancel				

3. The new connection will be listed in the "**Connections**" dialog box. Click the "**Next**" button to continue.

	Name	Connection Mode	Configuration	Comment
>	Connect_1	Online	Station No: 1	

5.1.5 Import the System Variables

In this case, there is no need to import any system variables, so click the "**No**" option button and then click the "**Complete**" button to finish creating the project.

New Project Wizard					×
Variable Settings					
Import System Variables					
Yes					
No					
	Back	Next	Complete	×	Cancel

5.2 Configuring Variables

5.2.1 Modbus Address for the M-7045D Module

Enter the Modbus address for the M-7045D module, which can be found in the User Manual for the module, as illustrated below.

M-7045/M-7045D:

Valid Starting Channel	0x0000 ~ 0x000F for DO Output
------------------------	-------------------------------

5.2.2 Add Variables

A. Project View - Variable

To add a new variable to the project, double-click the "Variables" item in the "Project View" panel, then click the "New" button to open the "Add a New Variable" dialog box.

Project View	 	🗙 🕞 🖉 Variables						
⊡ <mark>> <u>My Pi</u> ⊨<mark>⊜</mark> Ala</mark>	roject arm	New	Edit	Dele	ete	Сору	Paste	Cut
	Digital	Search	Export	Impo	ort	Cycle Edit	Import Sys Tag	
	Alarm Settings nnections riables	Name	Connection	DataType	Address	Length	Update Cycle (ms)	Comments
A	Add New Variable	Tag_1	X	Sel cre	ect the r ated in t	name of tl he previo	he connection ous step, "Conr	that was nect_1" in
[Connection Type	Connect_1 BOOL (1bit)	this case. Then, s oL (1bit)					n the "Type" DO.
	Address	0x1		Add	dressing			
	Update Cycle Time	Full Speed		Registe Addres	r <mark>Ox</mark>			
	Comments	Enable as global	variable		0x : Coil Address	Status 1 is the f	irst tag of the	M-7045D
		ОК	Cancel				×	

In the "Add a New Variable" dialog box, enter a name for the new Tag, then select the name of the connection that was created in the previous step, "Connect_1" in this case. From the "Type" drop-down menu, select "BOOL", and then click the options button for the "Address" field to open the "Addressing" dialog box.

In the "Addressing " dialog box, select the required value from the "**Register**" drop-down menu, and then enter the required Address in the text box. Click the [\checkmark] button to save the settings.

Click the "OK" button to save the new Tag.

B. Quickly Adding New Variables

Once the first variable has been created, an alternative method exists for creating additional variables. Double-click the next **blank row** in the "**Variable List**", and Creator will automatically create the next variable. Once created, click the "**Edit**" button to change the settings where necessary.



5.3 Using Objects

In order to control and display the ON/OFF states of the M-7045D DO points on the SmartView, use the "**Bit Switch**" object in the "**Switch**" Toolbox and set its action type as "**Toogle**".

5.3.1 Adding an Object

Step 1: Click the "Bit Switch" object in the "Switch" panel of the Toolbox

Step 2: Click on the screen design area of the SmartView HMI to place the Switch

Startup	1 : Screen1	8	Toolbox	Ŧ X
			Drafting	
	2. Click on the screen design area, or drag out a shape		General	
	2. Click of the screen design area, of drag out a shape.		Switch	
			🗼 Cursor	
	OFF		📕 Bit Switch	
			💮 Multistage Swit	ch
			Function Butto	<u>\</u>
<((10)> 1	L. Click the object	ct 🛛
Simple Comple	ete		Jog +/-	

5.3.2 Configuring the Properties for the Object

Click the object to open the Property View dialog box. Click the "General" property, and then select the required Read and Write variables and set the type as "Toggle", as illustrated below. Repeat the process described above to add 15 more Toggles for the 16 DO points.

Startup 1 : Screen:	1										
OFF Click the object											1
Simple Complete					S	ele	ct the w	rite/re	ad vari	ables	
Property View					a	nd	set the 1	Type as	"Togg	le".	
□ BitSwitch	-	Write	Tag_1								
General				Ma Na	ame 🛆 T	ype	Connection	Address	Length	Comment	
Toxt		Read	Tag 1	💊 Tag_1	. Bit	t	Connect_1	0x1	1		
TEAL				Tag_1	.0 Bit		Connect_1	0x10	1		=
Picture		Туре	Togale	Tag_1	.I BR		Connect_1	0x11 0x12	1		
Border	-			Tag_1	.2 Bit		Connect 1	0x12	1		
Image: Image	P			Tag_1	.4 Bit	t	Connect_1	0x14	1		
,				Tag_1	.5 Bit	t	Connect_1	0x15	1		
				Tag_1	.6 Bit	:	Connect_1	0x16	1		~
				88							11.

Project View

My Project

🗄 🫅 Alarm

📑 Digital

🍡 Connections

Variables

Sub-macros

🔏 Data Sampling

Recipe

📑 Alarm Settings

×

5.3.3 Viewing Information about Object Properties

After configuring all 16 Bit switches, simply moving the mouse over the object, the property information of the object will be displayed.



5.4 Uploading the Project

Before the project can be uploaded to the SmartView device, the target IP Address must first be configured.

5.4.1 Configuring the Connection for the HMI Project

In the "**Project View**" panel, click the "Settings" item and then click the "**Upload**" tab in the "**Settings**" dialog box. Configure the settings for the target and the connection mode from the respective drop-down menus, and then enter the IP address in the "**IP**" text field.

Settings	
IMI Information Protect Backlight / Touch Target SmartView 💌	Pane Upload Password Pane Upload Canguage Manage Manager Settings
	Double click this item.
HMI Connection	💌 Upload Project
Connection Mode Ethernet 💌	Upload fonts not present on the HMI device
IP Address 0.0.0.0	jopidad Kuntine Program

5.4.2 Compilation and Upload

To upload the project, click the "Upload" item from the "**Tools**" menu. The project will be compiled first, and then, if compiled successfully, it will be uploaded to the target device based on the upload settings.



The result of the compilation process will be displayed in the "**Output View**" window.

Output V	iew	×
	Message	*
i	===== Communication =====	
٠	Communication Total Count:1	
٠	Screen No:1 Communication Rate:1	
(===== Image Data =====	
(Image Total:0 Bytes	
(===== Font Data =====	
()	Tahoma 700180 bytes	
•	===== Project Data =====	
•	User Data Total Capacity:0%	=
•	User Font Total Size:683k	
	Compilation Successful! Successfully Compiled.	-

Once the compilation process is complete, the project will be uploaded.



5.5 The Result on the SmartView Device

If the project has been successfully compiled and downloaded, the result should be displayed on the HMI device as illustrated below.

								۰	•		
On	On	On	On	Off	Off	Off	Off				
Off	Off	Off	Off	On	On	On	On				

Appendix 1: SmartView Operations

The following provides an overview of the operations that can be performed on the SmartView device, including how to execute a project either automatically or manually, together with details of the functions available in the Control Panel of the SmartView device.



A. Executing a Project Automatically

By default, the SmartView will automatically load and run the project once it boots up.

Note: To prevent the project from automatically loading, tap anywhere on the screen as it is loading, as illustrated below.



B. Executing a Project Manually

In some cases, you need to execute a project manually. For example, either after uploading a project to the SmartView, or after configuring most of functions in the Control Panel, the SmartView will not automatically run the project. Thus, you can tap the **Run Project** icon to manually execute a project.



C. Control Panel

The **Control Panel** is used to configure a variety of functions, each of which are described in more detail below, and include options such as changing the system date and time, configuring the IP settings and calibrating the sensitivity and accuracy of the touch screen, etc.

To access the Control Panel, tap the Control Panel icon and the settings screen will be displayed.



The following is an overview of the options available in the **Control Panel**.



C.1 Date/Time Settings



The **Date/Time Settings** function is used to adjust the system date and time for the SV-x201 device.

To adjust the Date and Time Settings for the SV-x201 device, tap the **Date/Time Settings** icon in the **Control Panel** to open the Date/Time Settings screen.



After tapping the value you want to adjust, the Numeric Keyboard will be displayed as below. Input the value for the year (or month / day / hour / minutes / seconds) field, and then tap the **Enter** button to complete the setting, as illustrated in the figure below. Finally, click the **OK** button to apply the settings.



The following is an overview of the options available in the Date/Time Settings screen for the Date/Time Settings function in the Control Panel

Date	Used to adjust the system date
Time	Used to adjust the system time
ОК	Used to apply the settings and exit the screen
Cancel	Used to exit the screen without saving the configuration settings

C.2 IP Settings



The **IP Settings** function is used to configure the IP address, Network Mask, Gateway address and DNS Server address for the SV-x201 device.

To configure the IP address, tap the **IP Settings** icon in the **Control Panel** to open the IP Settings screen. Enter the relevant details in the respective fields and then tap the **OK** button to apply the settings.

	-	E.		NH.
192	168	254	1	
255	255	• 0	• 0	X
192	168	1	• 1	
211	- 78	• 130	2	
	V ok		XCancel	
	192 255 192 211	192 168 255 255 192 168 211 78	192 168 254 255 255 0 192 168 1 211 78 130	192 168 254 1 255 255 0 0 192 168 1 1 211 78 130 2 V 78 130 2

The following is an overview of the options available in the IP Settings screen for the **IP Settings** function in the **Control Panel**.

IP Address	Used to specify the IP address for the SV-x201 device
Network Mask	Used to specify the Network Mask for the SV-x201 device
Gateway	Used to specify the Gateway address for the SV-x201 device
DNS Server	Used to specify the address of the DNS Server for SV-x201 device
Obtain an IP address via DCHP	Used to specify whether or not the IP address for the project should be obtained via a DCHP server
ОК	Used to apply the configuration settings and exit the screen
Cancel	Used to exit the screen without saving the configuration settings

C.3 Screen Calibration



The Screen Calibration function is used to calibrate the sensitivity of the touch screen and can be used to adjust the accuracy of the response to user input.

To calibrate the sensitivity and accuracy of the touch screen, tap the **Calibrate** icon in the **Control Panel** to open the Screen Calibration screen.

On the Calibration screen, tap and briefly hold the target (cross) in the center of the screen. Repeat this process as the target moves around the screen.

Carefully press and birefly hold shuke on the center of the taget. Repeat as the taget moves and the socient. Press the Esc key to cancel.

After completing the process, it will automatically return to the **Control Panel**.

C.4 NTP Server



The NTP (Network Time Protocol) Server can be used to automatically synchronize the system time of the SV-x201 device with a remote server.

To configure the NTP server, tap the **NTP** icon in the **Control panel** to open the NTP screen.

Choose one of the NTP server and the time zone, and check the Enable NTP checkbox and then tap the **OK** button to apply the settings.

NTP Server :	time1.google.com					
		time1.google.com time2.google.com time3.google.com time4.google.com				
Time Zone :	GMT-12	time.windows.com time.nist.gov time-nw.nist.gov time-a.nist.gov				
		time-b.nist.gov 自訂NTP伺服器				

The following is an overview of the options available in the NTP screen for the **NTP** function in the **Control Panel**.

NTP Server	Used to specify the NTP Server for updating the system time
Time Zone	Used to specify the Time Zone
Enable NTP	Used to enable the NTP function
ОК	Used to apply the settings and exit the screen
Cancel	Used to exit the screen without saving the configuration settings

C.5 Language Settings



The **Language** function is used to configure the language used for the SV-x201 device and can be selected from English, Traditional Chinese, or Simplified Chinese.

To adjust the interface language, tap the **Language** icon in the **Control panel** to open the Language screen. Choose the desired language in the drop-down list, tap the **Select** button to select it, and then tap the **OK** button to apply the settings.

Language Options : English	7	
	<mark>繁體中文</mark> English 简体中文	
	Cancel Select	
	🖌 Ok	Cancel

D. Exit the Project

To exit the project and return to the Home screen, follow the procedure described below:

Tap and hold the top left-hand corner of the screen (A).

Slide your finger to the bottom left-hand corner of the screen (B).

1. Release your finger to exit the project.

