



ADVANCED
NETWORK DEVICES

Pixel Graphics (Pixmaps)

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U.S.A

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TROUBLESHOOTING AND ADDITIONAL RESOURCES

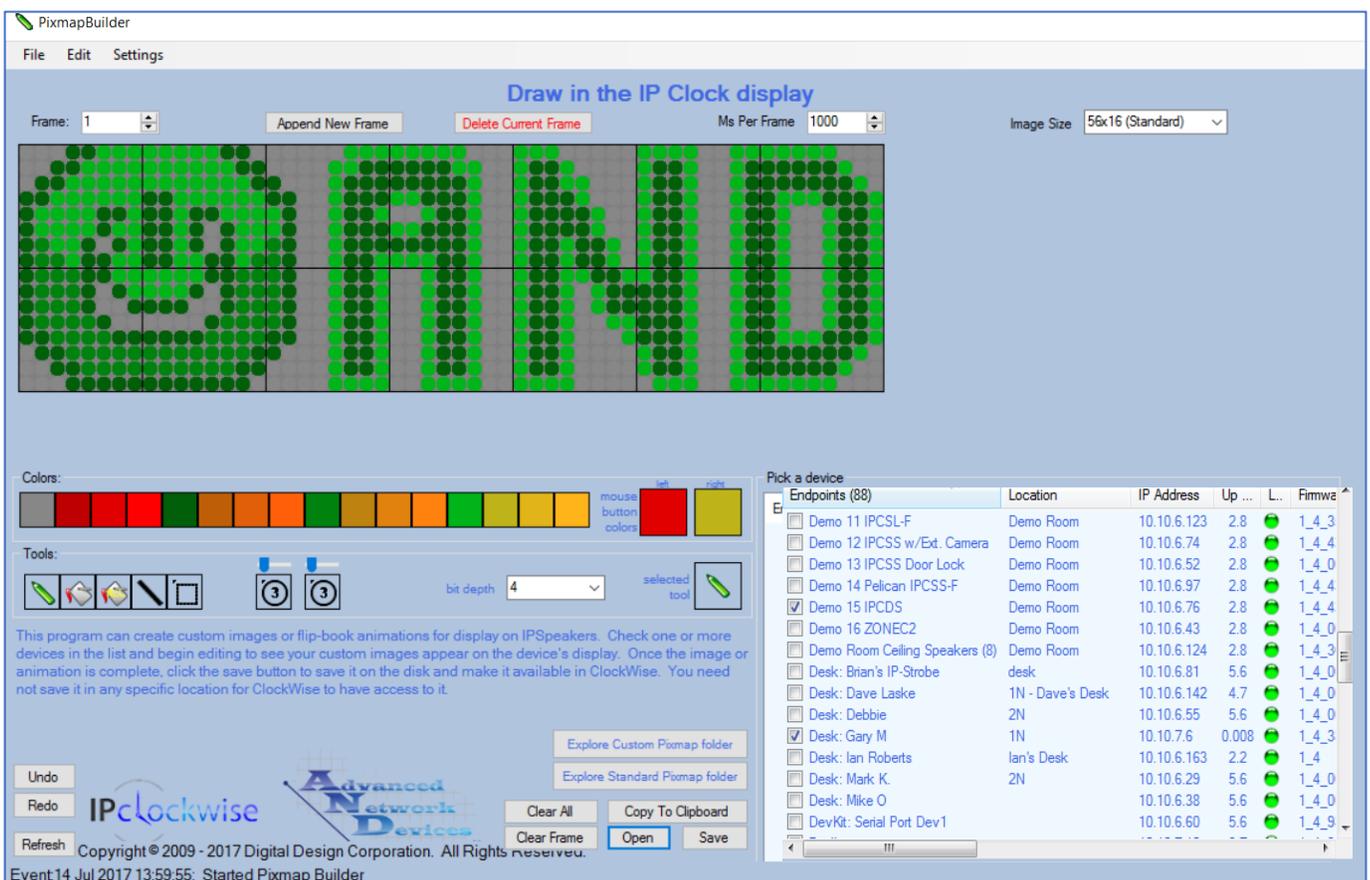
User Support: <https://www.anetd.com/user-support/>
Technical Resources: <https://www.anetd.com/user-support/technical-resources/>
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OVERVIEW

IPClockWise allows creation of pixel graphics called pixmaps. The images can display as a scrolling or still display on any AND IP display device, or you can animate them. The graphics will display when activated by IPClockWise or other third-party alert software.

PIXEL GRAPHIC CREATIONS

Use the pixmap builder to create still images or animations for use in events and alerts.

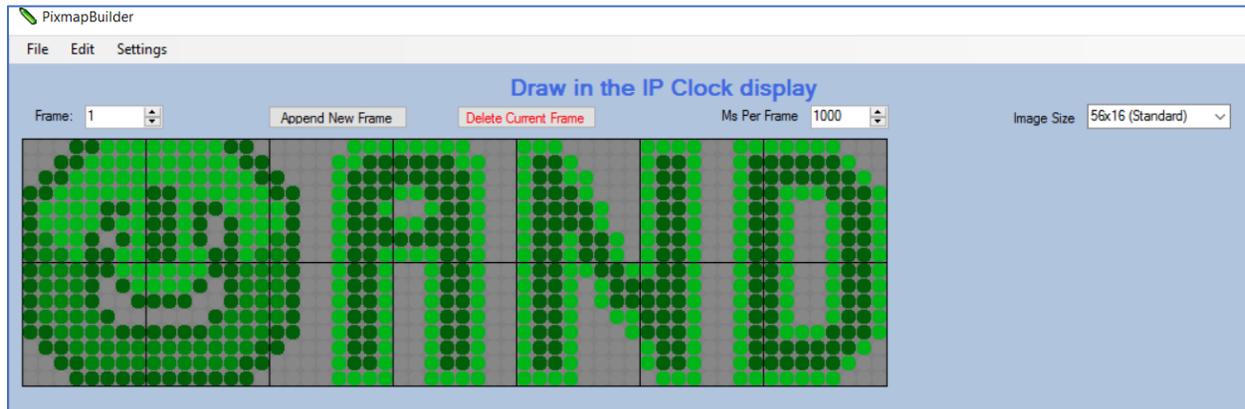


Endpoints (88)	Location	IP Address	Up ...	L...	Firmware
<input type="checkbox"/> Demo 11 IPCSL-F	Demo Room	10.10.6.123	2.8	●	1_4_3
<input type="checkbox"/> Demo 12 IPCSS w/Ext. Camera	Demo Room	10.10.6.74	2.8	●	1_4_4
<input type="checkbox"/> Demo 13 IPCSS Door Lock	Demo Room	10.10.6.52	2.8	●	1_4_0
<input type="checkbox"/> Demo 14 Pelican IPCSS-F	Demo Room	10.10.6.97	2.8	●	1_4_4
<input checked="" type="checkbox"/> Demo 15 IPCDS	Demo Room	10.10.6.76	2.8	●	1_4_4
<input type="checkbox"/> Demo 16 ZONEC2	Demo Room	10.10.6.43	2.8	●	1_4_0
<input type="checkbox"/> Demo Room Ceiling Speakers (8)	Demo Room	10.10.6.124	2.8	●	1_4_3
<input type="checkbox"/> Desk: Brian's IP-Strobe	desk	10.10.6.81	5.6	●	1_4_0
<input type="checkbox"/> Desk: Dave Laske	1N - Dave's Desk	10.10.6.142	4.7	●	1_4_0
<input type="checkbox"/> Desk: Debbie	2N	10.10.6.55	5.6	●	1_4_0
<input checked="" type="checkbox"/> Desk: Gary M	1N	10.10.7.6	0.008	●	1_4_3
<input type="checkbox"/> Desk: Ian Roberts	Ian's Desk	10.10.6.163	2.2	●	1_4
<input type="checkbox"/> Desk: Mark K.	2N	10.10.6.29	5.6	●	1_4_0
<input type="checkbox"/> Desk: Mike O		10.10.6.38	5.6	●	1_4_0
<input type="checkbox"/> DevKit: Serial Port Dev1		10.10.6.60	5.6	●	1_4_9

- **Endpoints List**
Lists available devices that can display pixmap drawings and animations. Check boxes to select the device(s) on which to preview the drawing or animation.
- **Status Bar**
At the bottom, the status bar shows any messages pertaining to the current PixmapBuilder action.

Drawing Surface

The drawing surface contains the available pixels for the pixmap (56 pixels wide by 16 pixels high). The tools for animating a pixmap reside above the drawing surface.



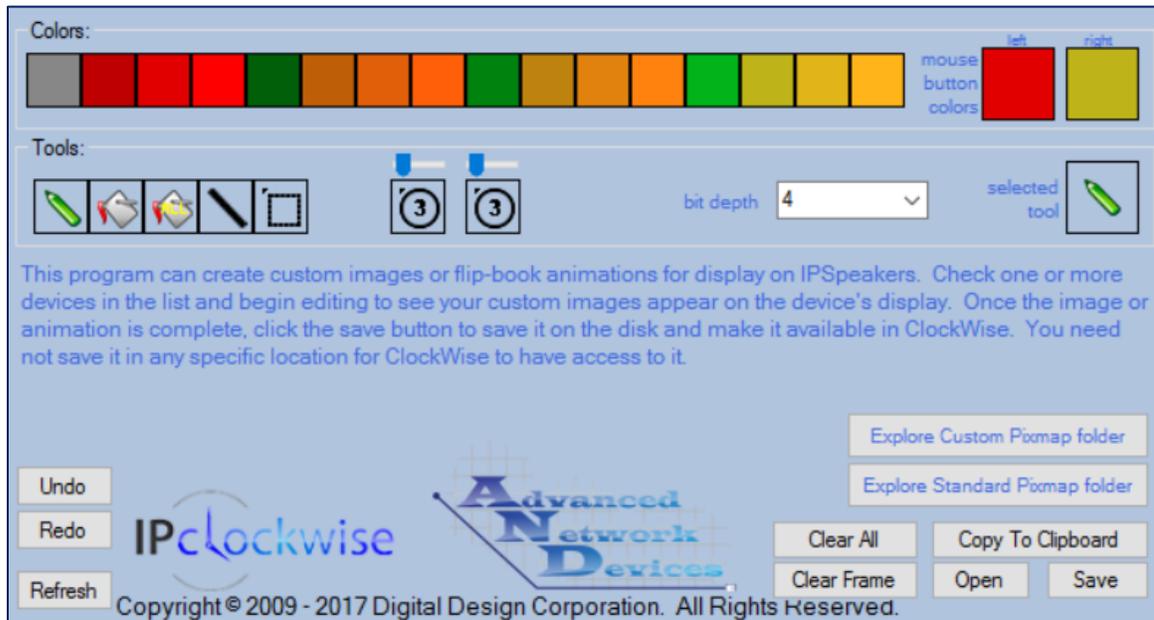
- Frame Box
Shows the current frame of a drawing. If more than one frame is selected, the images will display as an animation, one frame after the next.

Use the “+” button to add a new frame following the currently selected frame.

Use the “-” button to delete the currently displayed frame.

Use the up/down arrows to move to another existing frame in the animation, or type in the number of the frame, and press enter.
- Append New Frame
Clears the drawing surface to begin a new frame in the animation sequence.
- Delete Current Frame
Deletes the frame from the sequence.
- Ms Per Frame
Controls the display time in milliseconds for each frame in an animation. Type in the desired time, or use the up and down arrows next to the box to increase / decrease in increments of 100. (Range 150 – 50,000)
- Image Size
Describes the size of the current pixmap drawing area (standard is 56 x 16).

Drawing Tools



- Colors
Available color palette.
- Mouse Button Colors
Displays the color currently assigned to the left and right mouse buttons. Left-click or right-click on colors in the color palette to assign a selected color to each respective mouse button. The palette selection may change based on the bit depth.
- Drawing Tools
 -  Pen Change one pixel at a time.
 -  Bucket Fill selected area with color.
 -  Replace Fill all pixels of the same color to selected color.
 -  Select Select pixels for cutting and pasting. Press CTRL+C to copy (or CTRL+X to cut) pixels from the selected area. Press CTRL+V to paste any copied or cut pixels to the selected area.
 -  Line Draw a 1px line in the selected color. Click and hold the mouse button of the desired color, drag the cursor, and then release to complete the line.

- Circle tools



Select the left circle tool to create a filled circle.
Use the slider above the circle to specify the size.



Select the right circle to create an empty circle.
Use the slider above the circle to specify the size.

- Bit Depth

Controls the number of color bits per pixel.

Bit Depth = 4

The highest quality, which allows the full 16 color palette on multi-color displays.

Bit Depth = 2

Reduces the colors to four values (off, 1/3 intensity, 2/3 intensity, and full intensity), based off the foreground text color selected in the alert or event (or the default text color if not selected). Use orange, red, or green as the foreground color in 2-bit mode to prevent odd color combinations based on the intensity mapping.

Bit Depth = 1

Reduces the color to two values (off and on), based on the foreground text color selected in the event or alert.

- Selected Tool



Indicates the tool currently in use.

- Redo / Undo

Adds or removes one or more previous actions to/from the current image.

- Refresh

Refreshes the *Endpoints list* if one or more endpoints have joined the network since launching PixmapBuilder. Unlike the main IPClockWise interface, the *Endpoints list* in the PixmapBuilder will not refresh automatically.

- Explore Custom / Standard Pixmap folder

Opens the default image folders in the application data directory.

The Custom Pixmap folder will contain user-created pixmaps:

In XP: `C:\Documents and Settings\\Application Data\ClockWise\Pixmaps`
In Win7 or newer: `C:\Users\gmunson\AppData\Roaming\clockwise\Pixmaps`

The standard Pixmap folder will contain all pixmaps installed with the IPClockWise application:

In XP: `C:\Documents and Settings\All Users\Application Data\ClockWise\Pixmaps`
In Win7 or newer: `C:\ProgramData\ClockWise\Pixmaps`

- Clear All
Clears all data from the drawing area, including all frames, and resets frame to 1.
- Clear Frame
Clears only the current frame.
- Copy to Clipboard
Places the current Pixmap frame into the Windows clipboard in an ascii format for use with the background feature of AND display model devices. The background feature requires firmware version 1.5 or newer (see Error! Reference source not found.).
- Open
Opens an image or animation file, and displays it in the drawing area.
- Save
Saves the current drawing or animation to the default images folder of the application data directory ("\\Clockwise\\Pixmaps\\") for use in events and alerts. In the Windows file dialog box, enter a descriptive name for the file and click save. The images are saved as a custom XML text file, *.ippix*. (Previous versions saved the image files as *.txt*). When adding or editing an alert or event, you will find the new pixmap in a drop-down list, identified by the descriptive name.

The same pixmap can work on multiple sizes of displays. Contact AND Technical Support for more information.

USING PIXEL GRAPHICS

For use in IPClockWise, create a new event or alert. Change the "Text type" to "Image" (or "Pixmap"), and schedule their periodic or instantaneous display, or control the duration. Add audio sounds and other enhancements for the alert or event as needed.

If you download a pixmap from the customer portal <https://www.anetd.com/portal/>, access the file as follows:

1. Download the PixMap to your Clockwise\\Pixmaps directory.

For Windows XP/2000: \\Documents and Settings\\<user>\\Application Data\\Clockwise\\Pixmaps

For Windows Vista/7: \\Users\\<user>\\AppData\\Roaming\\Clockwise\\Pixmaps

2. Restart IPClockWise and the new PixMap will be available for use (in Events and Alerts)

For use with a Third-Party software, contact their tech support for assistance.