

Arrowes VMSStudio User Manual

Introduction

Arrowes VMSStudio is a software tool specifically used to create message for displays on Arrowes VMS.



This software allows the user to create lists of messages (a message contains 1 or more frames of graphic/text to create a sequence of displays) using the graphic design tool with functions similar to MS Paint.

The message list created can be transferred to the VMS controller through a SD. This software provides a simple function to achieve this. (This requires the user to have a working SD slot on their computers)

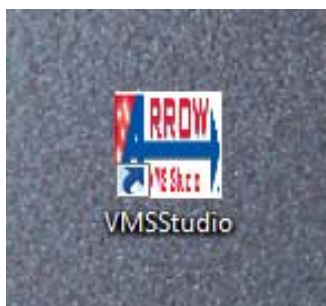
Removing/inserting the SD card from the VMS controllers

The SD cards are located on the right or left side of the VMS controllers, a push and release will remove the SD cards. Any common SD cards are compactible in this system. (Note: The VMS controllers must be power off before removing SD Card)

Installing the software

 setup.exe	5/8/2015 11:53 AM	Application	393 KB
 VMSSetup.msi	5/8/2015 11:53 AM	Windows Installer ...	4,847 KB

Shown above are the files provide for the software, double click on the setup file, the installation wizard will popup (click yes for administration permission if required) then follow the steps to install the software. The software should take least than 5 min to install.

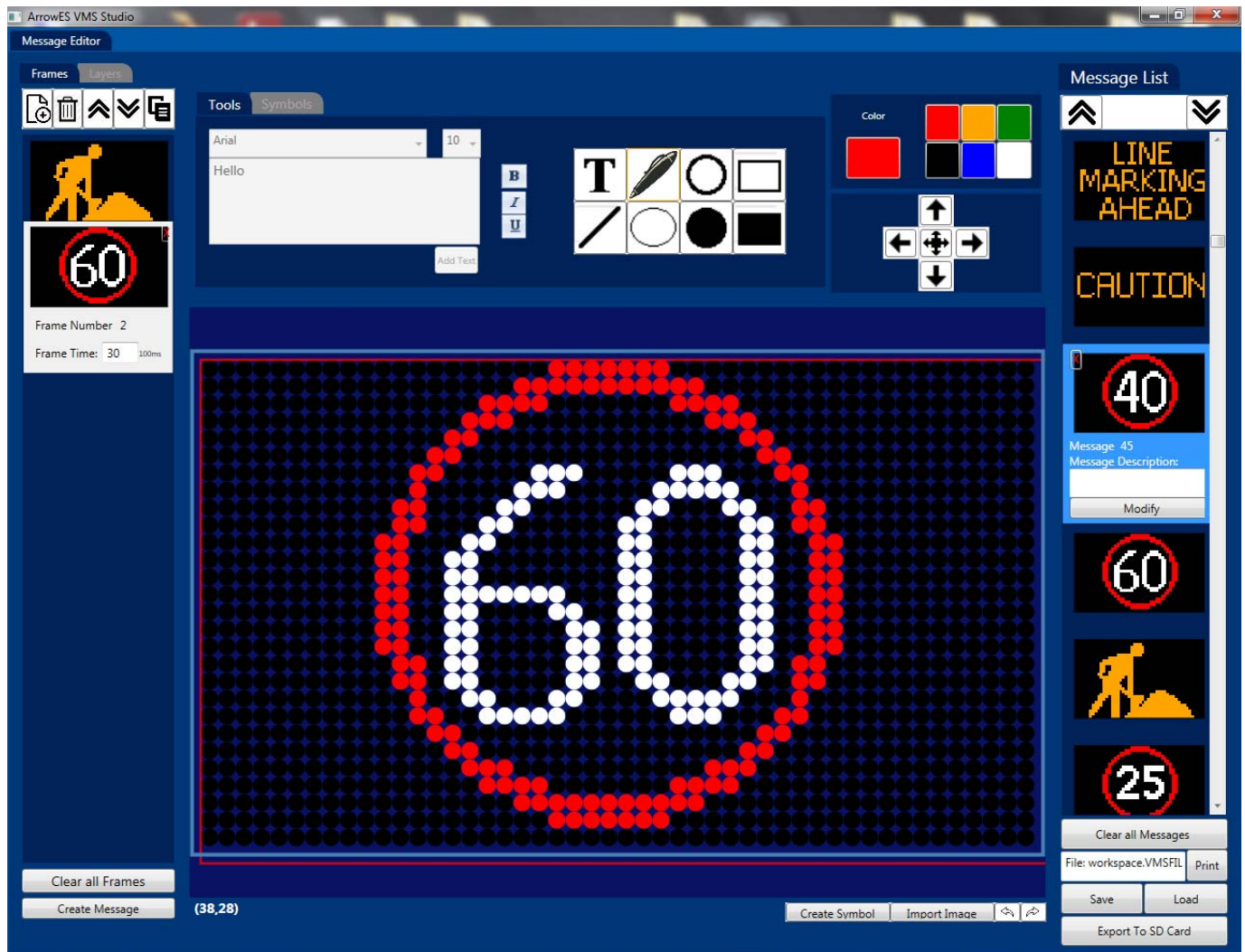


A shortcut icon similar to above will be created on the desktop. This is the shortcut to launch the software. (Click yes for administration permission when the software is launch)

Overview of the VMSStudio software application

Below is the overall appearance of the application, showing an already created message list, and the frames within a message. Most of the functions of the buttons are self-explanatory, some button also provides short popup descriptions of its function if the cursor is placed over them for 2 seconds.

There are two different types of file format created by this software, a .VMSFILE format and a .VMS format. The .VMSFILE are files which can only be read by this software, they are files that represents the saved works you are working on this software. The .VMS are files which can only be read by the VMS control, they are files that are exported to the SD card.

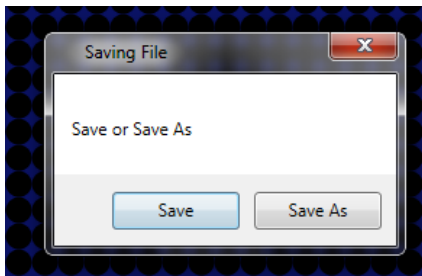


Quick tutorial for creating VMS messages

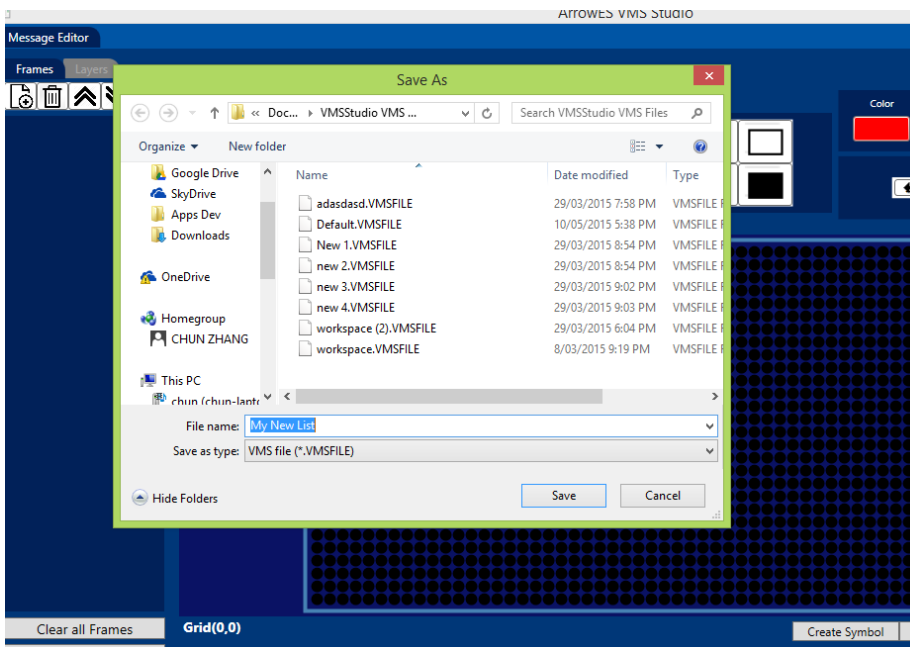
1. Open the installed VMSSstudio application.
2. When the application is loaded, creating a work folder and designate a file name by clicking the save button on the bottom right section of the window.



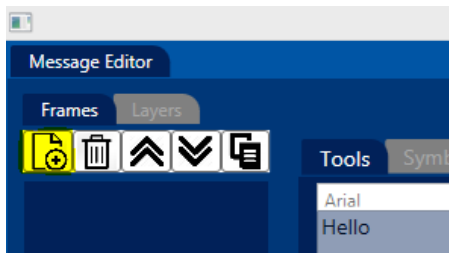
The following window will popup, click 'save as' and the save dialogue window will pop up. (If you click 'save' the file is saved as Default.VMSFILE at 'Documents\VMSSstudio VMS Files' directory.)



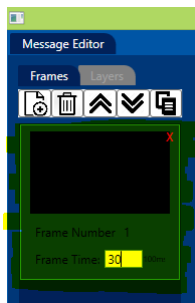
Below is the save dialogue window, type in the work file name as 'My New List', then click save. (The following directory is located by default you can relocate this and change the file names.)



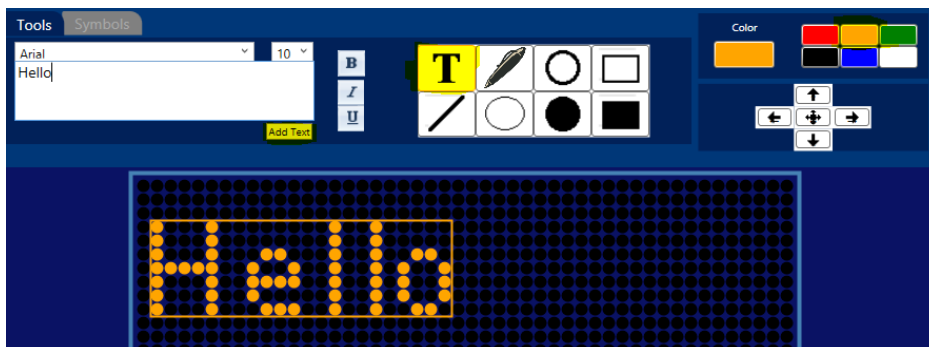
3. **Create a new empty frame** by clicking the icon shown below, locate on the top right corner of the window.



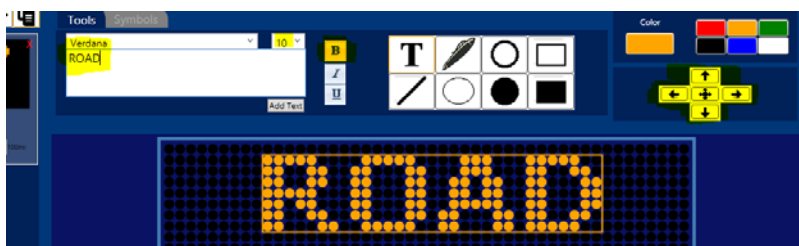
A new empty frame will be created, and appears on the 'Frames' list shown below. The Frame Number represents the order of the frames. The Frame Time represent the time this frame will stay on before jumping to the next frame, the timing unit is 100ms (for 3 seconds, the value should be 30). If the message only contains 1 frame this value is ignore. A frame can be removed by click on the red X on the top right corner of each frame, or by clicking the Bin icon above it.



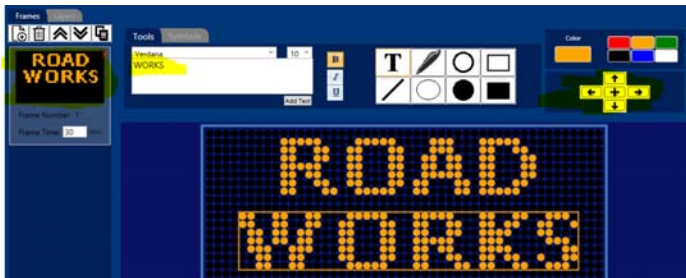
4. **Adding Text** by clicking on the 'T' text icon and select the color on the color buttons, shown below. Then click the 'Add Text' button below the textbox to add the text to this frame. The other text edit tools can also be used, such as fonts, font size, and bold/italic/underling text.



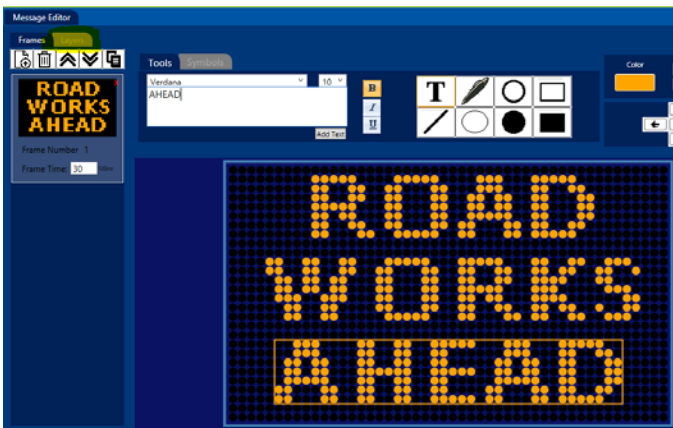
Change the text in the textbox to 'ROAD', font Verdana, Bold text. And shift the text to the center using the navigation buttons shown below.



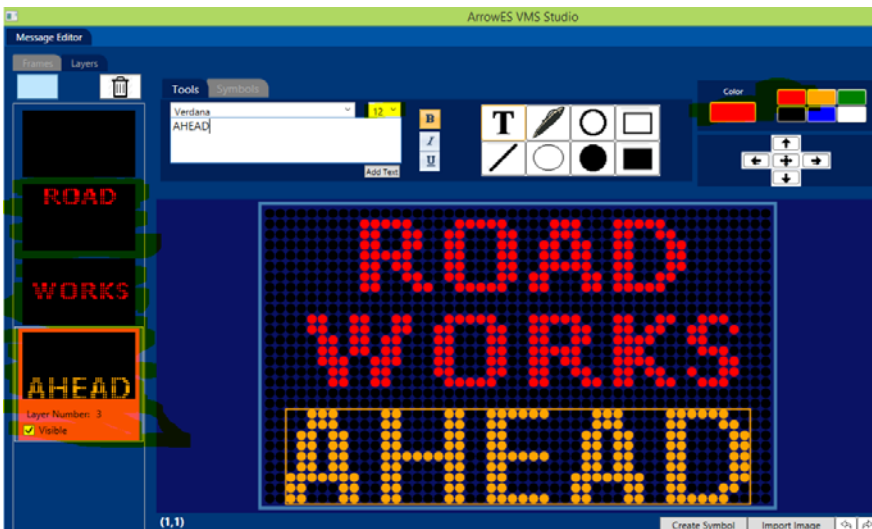
Add second line of text by click 'Add Text' first (must click 'Add Text' for every new text object before changing and editing the text). After it is clicked a new text is added to the frame, use the text box to change the text to 'WORKS' and reposition the text using the navigation buttons.



Adding line 3 with 'AHEAD' text. By repeating the previous step done for line 2. There are 3 text objects on this frame. By clicking in the 'Layers' tab, you will be able to see all the object within this frame. This allows you to go back to the other text object and make changes such as repositioning, changing the text or colors etc.



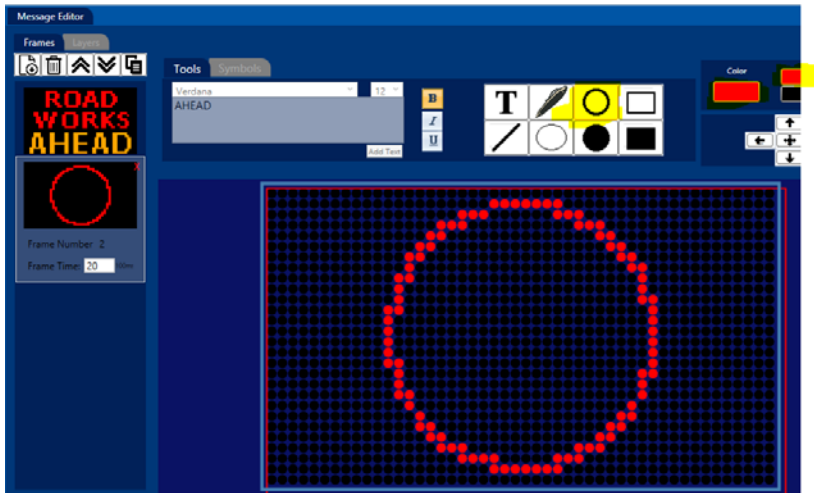
After click the 'Layers' tab the, Layers list appears with the 3 text object shown on the list shown below. To edit each text individually, click on the text, this highlights the text. When a text is selected you can make changes to it. Change the first two text color to red, and the third text font size to 12. Then click on 'Frames' tab to return to frames list. And the first frame is done.



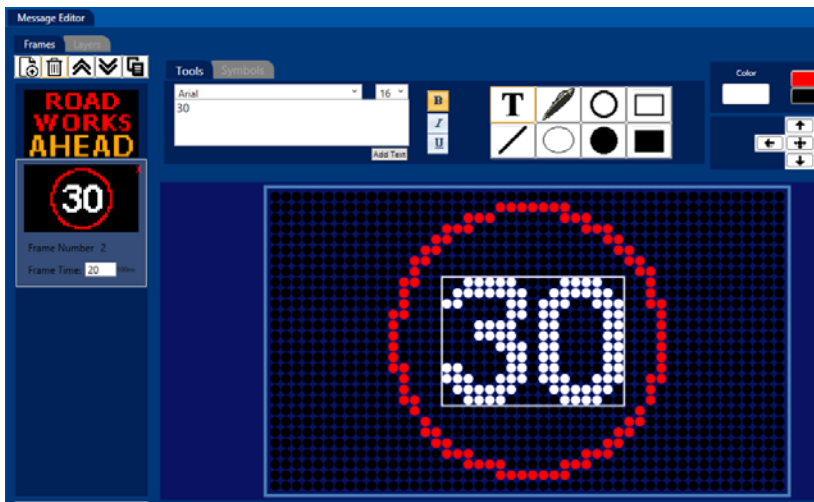
5. **Create a second empty frame** by following step 3. A new empty frame will be added to the frames list shown below. Change the time value to 20 (2 seconds on time for this frame before jumping to the next frame).



6. **Using to the Drawing tools** to draw a circle shown below. Note: the desired color must be selected before using the tools to draw.



Add a text '30', font Arial, font size 16, bold text, white and position to the center of the circle. If the circle object is required to be reposition, it must be selected by going to the Layers tab, then use the navigation buttons.

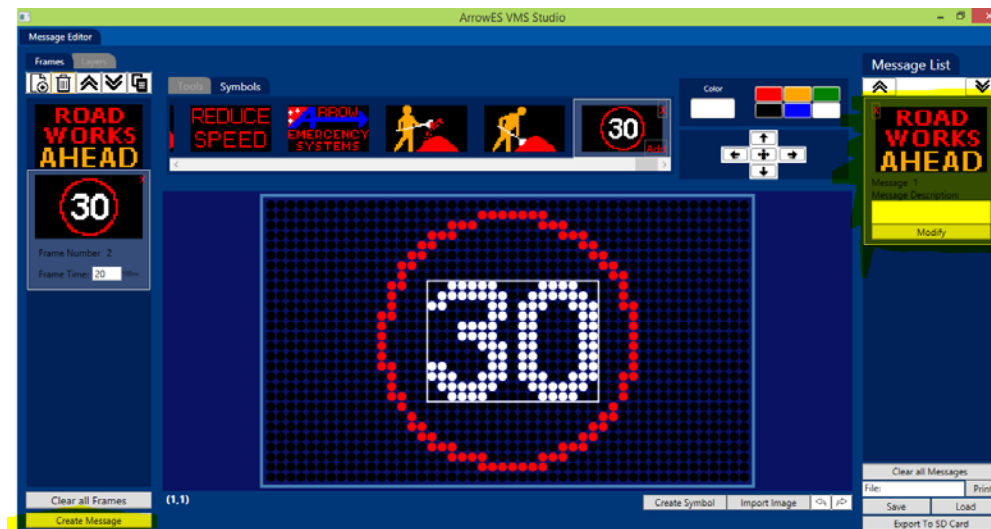


7. 'Favourite' an already drawn frames to 'Symbols' list which can be reused later on.

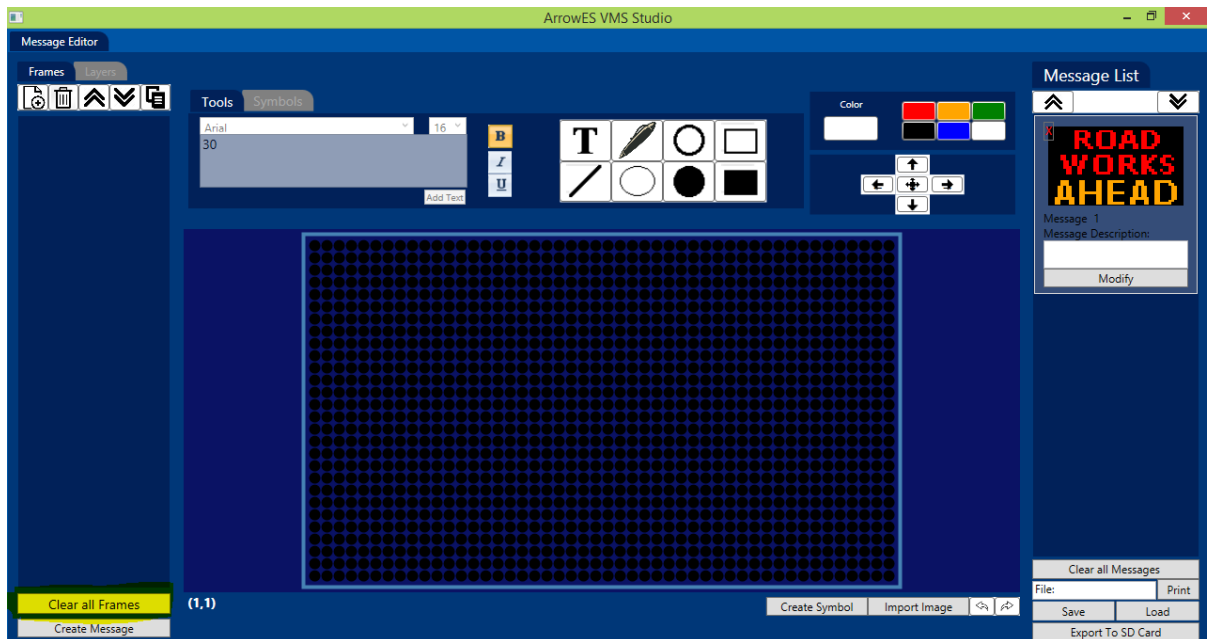
- When you click on the 'Symbols' tab there be a list of already create symbols which can be used as a shortcut instead of drawing the graphics again.
- The frame you have drawn can be add to this list by clicking the 'Create Symbol' button on the bottom of this frame graphic box (highlighted below), it will then appear on the symbols list and can be reused.
- By click and select a symbol on the symbols list, an 'Add' button in red text appears which allows you to add the symbol to the current frame.



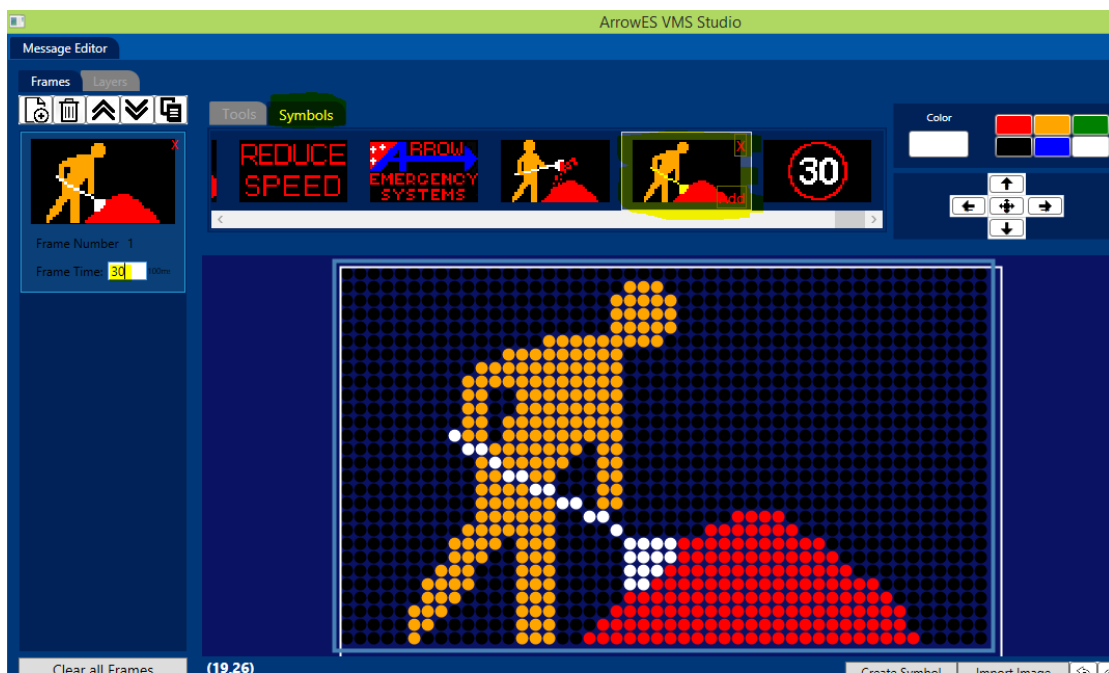
8. When you are complete with creating the frames you can **create the Frames as a Message** by clicking on the 'Create Message' button beneath the frames list. After it is clicked then a pop window to confirm by clicking 'Create New' and the message is created. This message is added to the message list on the right hand side. This list will contain all the message which is to be exported to the SD card and used for displays on the VMS. When you click on the message item on this list you can preview the message, which shows frame 1 for 3 seconds then show frame 2 for 2 seconds then repeats as this is the last frame.



9. **To create a new second message**, all the frames must be cleared (because the next message is complete different) by clicking the 'Clear all Frames' button shown below. When it is click the frames list and graphic drawing box will be clear. And the new frame can be create.

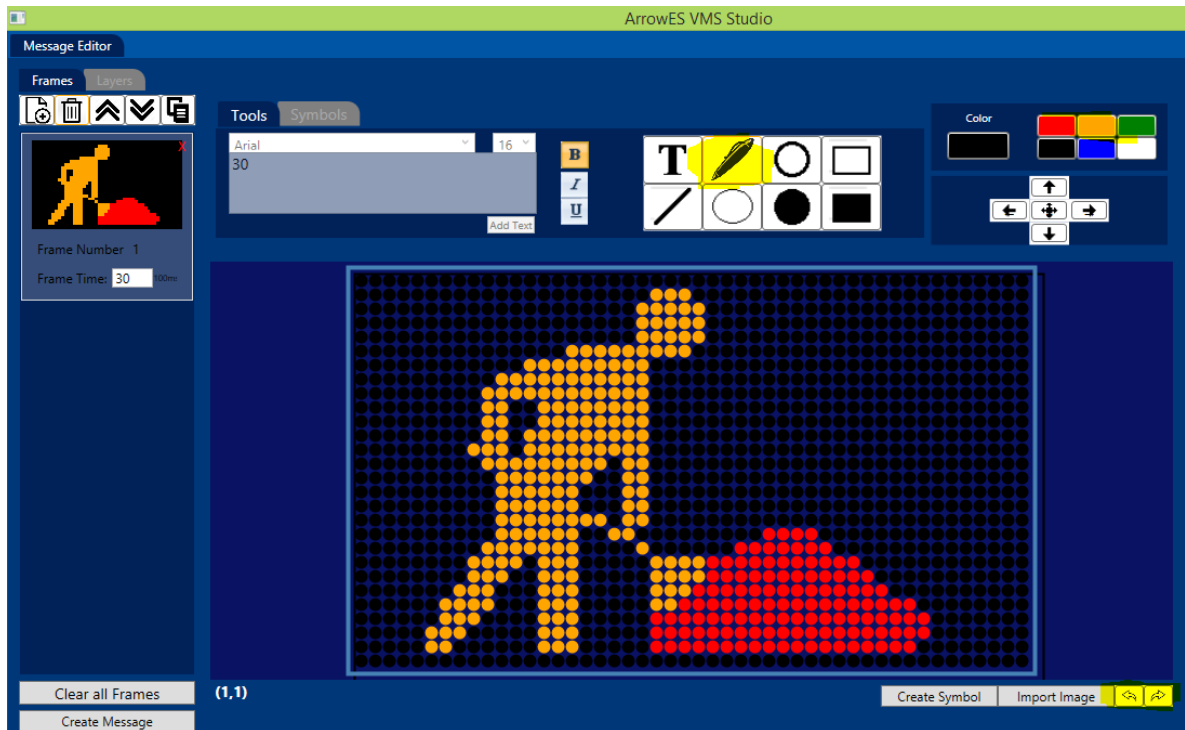


10. **Create a new frame then use the favourite symbols to create frame** by going to the symbols tab mentioned in step 7, and add the 'digging man' as frame 1, change the frame time to 30 (which is 3 seconds).

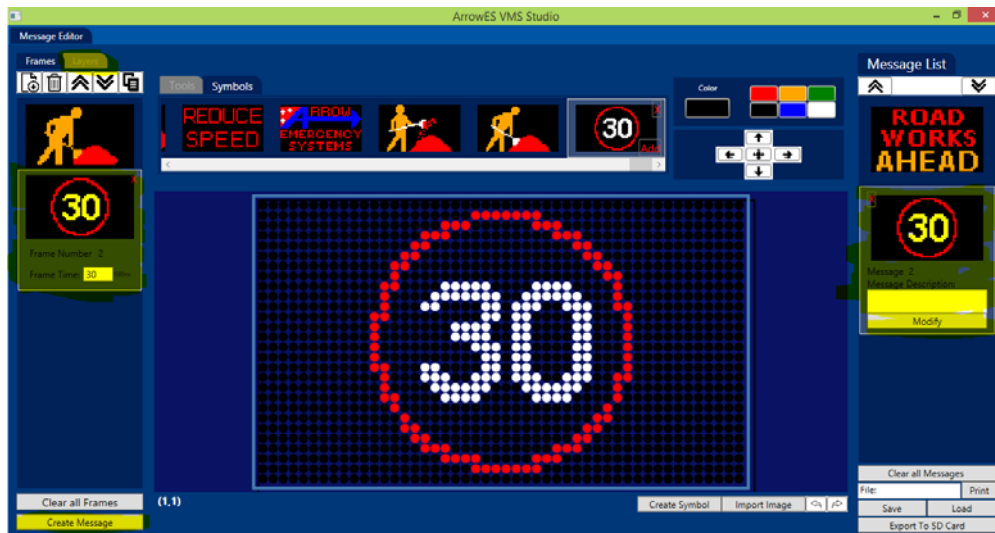


You can also edit the symbols by using the drawing tools, in this case the shovel is changed to amber color using the pen tool. Note: the background is black so to erase an area of the image,

you use black as color and the pen tool. Note: The Undo and Redo button locate on the bottom right corner can be used to undo or redo mistakes.



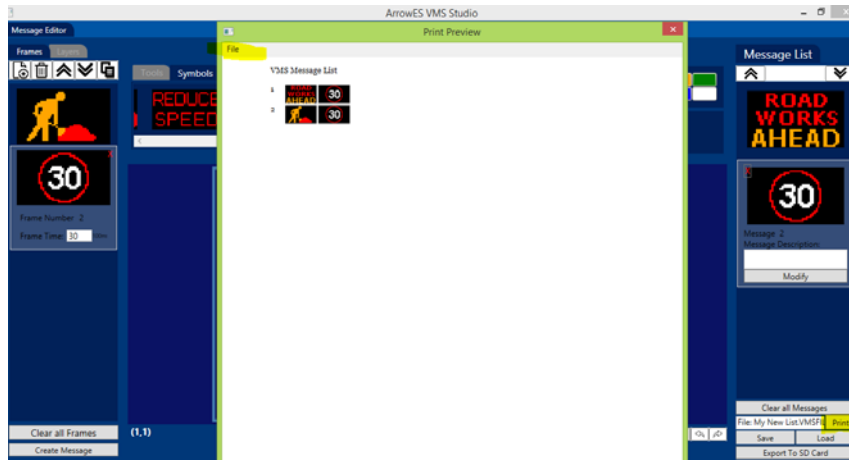
11. **Create new frame and reuse the 30KM speed limit symbol** by go to the symbols tab, and add the symbols to this frame, set frame time to 30. And create these frames as a message, you will have your second message added to the message list. Note: If you accidentally add a symbol over the wrong frame you can go in to the 'Layers' tab of the frame and delete the layer by selecting the layer and click the Bin icon at the top.



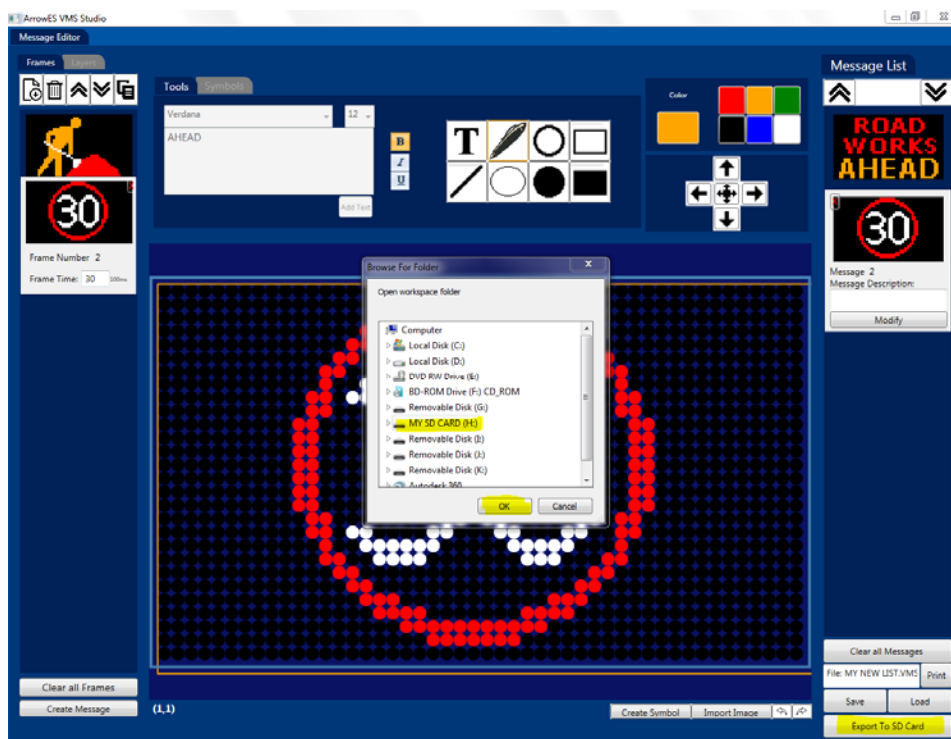
12. **Saved this work**, so the message list and frames can be loaded and reuse in the future. You can save or save as another file name. Note: this file is a .VMSFILE format.

13. **Printing the message list** by clicking the 'Print' button on the bottom right corner of the window. When the button is clicked a print preview will appear showing the two message create with its message number. **Important:** This is the number that is used to punch in the VMS controllers to select the message for display. This print out must match the list that are exported to the SD card.

Print by clicking file and print, a common print window will appear, select your printer and print.

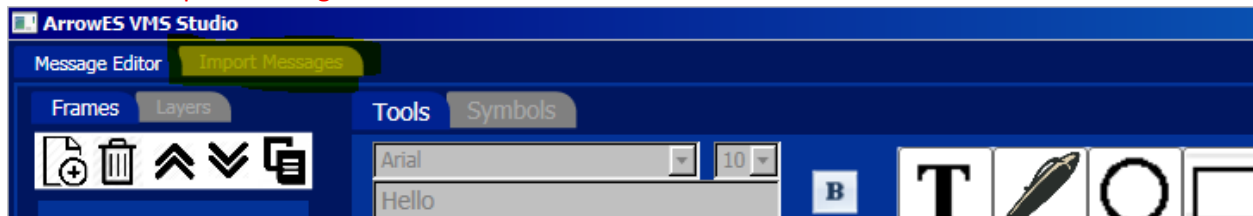


14. **Exporting to SD card.** When you are complete with creating the messages, insert your SD card into your computer, click the 'Export To SD Card' button. And the 'browse for folder' window will appear, navigate to the SD Card drive, select it then click 'OK'. The software will start transfer the messages, this is indicated by a message and another message when it is complete. When it is complete the SD card containing the messages you've created is ready, remove the card and insert into the VMS controller, the messages then can be selected (according the message numbers on the printout) to be displayed on the VMS.

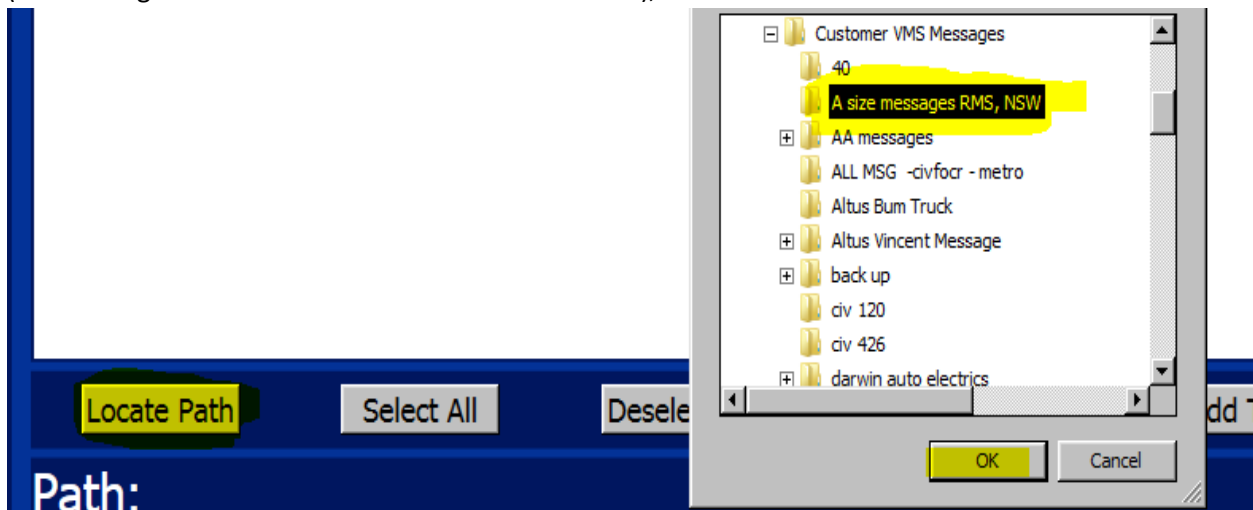


Importing VMS files

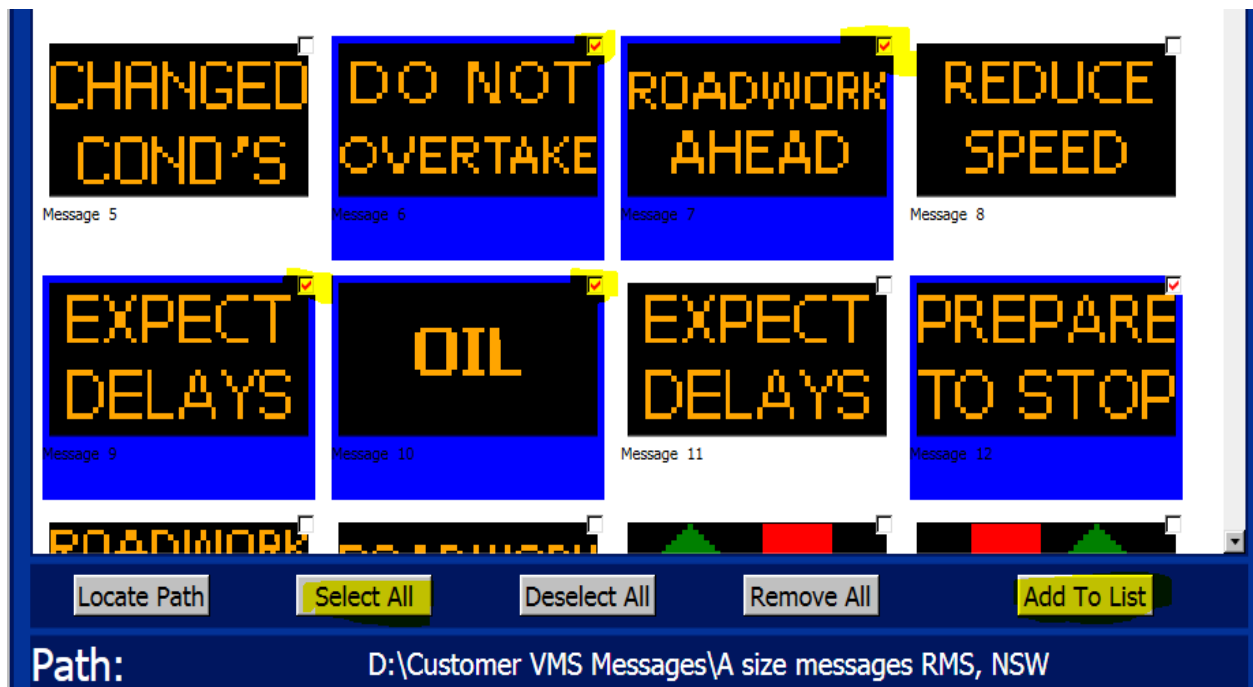
1. Click on the **Import Message** tab.



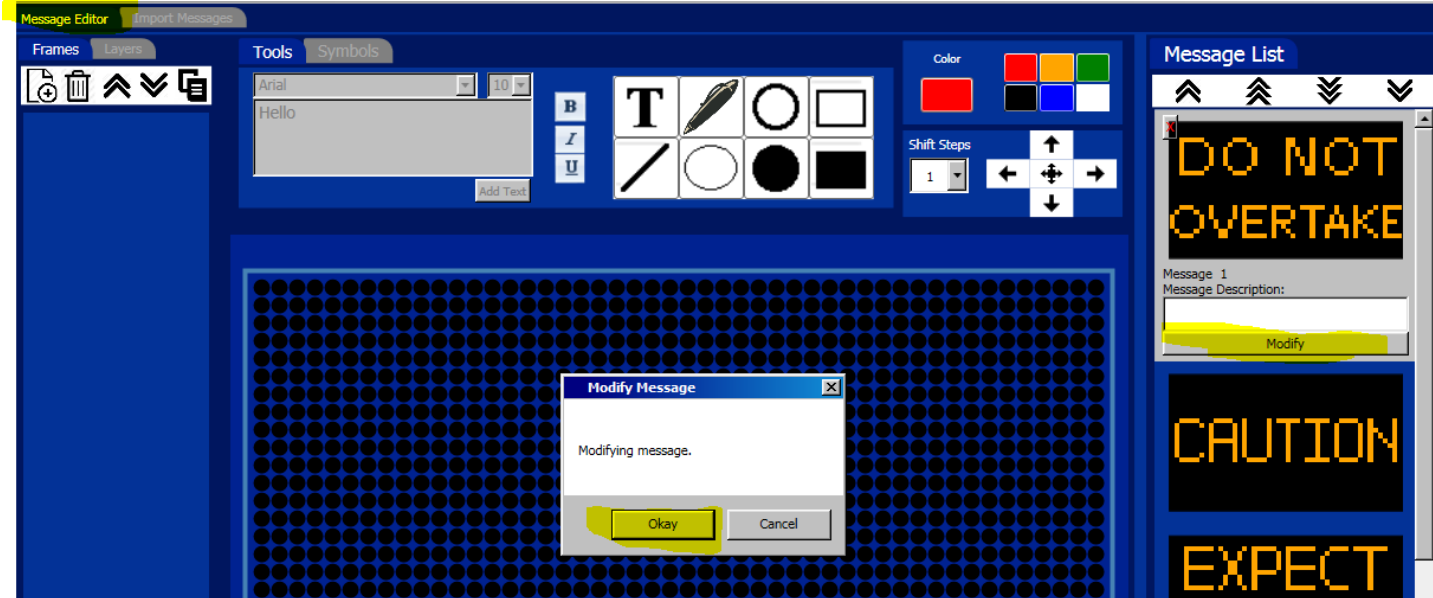
2. Once on the import tab, click on the **Locate Path**, a navigation window will appear, navigate to the directory (the message list folder which contains the .VMS files), then click OK.



3. The files from the message list folder will be loaded to software on the listbox, click on the tick box on the top right corner of each message (image) to select the message or use select all. Then click **Add To List**



- Once Add To List is clicked, the selected messages is added to the **Message Editor** tab, which then can be **modified** and export to SD card. (Note you can also export to any folder on the computer and use the import function to load the message back on).



- The Modify function creates a copy of the message and loaded onto the frames list, so making changes to the frames does not modify the message list. Using the **Create Message** button to create a new message and overwrite a message will modify the message list.

