



Wizcon Supervisor™

The complete Internet-based solution for control and information

Potential Issues with Image Displays when Migrating Applications



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Overview

Wizcon 9 introduced many important improvements to the manipulation and display of dynamic text objects in an image.

All newly developed applications will benefit from these improvements and will make image creation a simpler process than in earlier versions.

These improvements may mean that, in a small minority of cases, that some manipulation of images from earlier versions of Wizcon will be needed. These issues arise due to;

1. Changes in the way that dynamic text is manipulated and displayed in Wizcon images.
2. Changes in the design of modern graphics cards.

To help you counteract these issues, should this be necessary, two tools have been provided, ImageTextSettings.exe and ImageCalibrationTool.exe. You can find these tools in the Utilities folder where you installed Wizcon Supervisor.

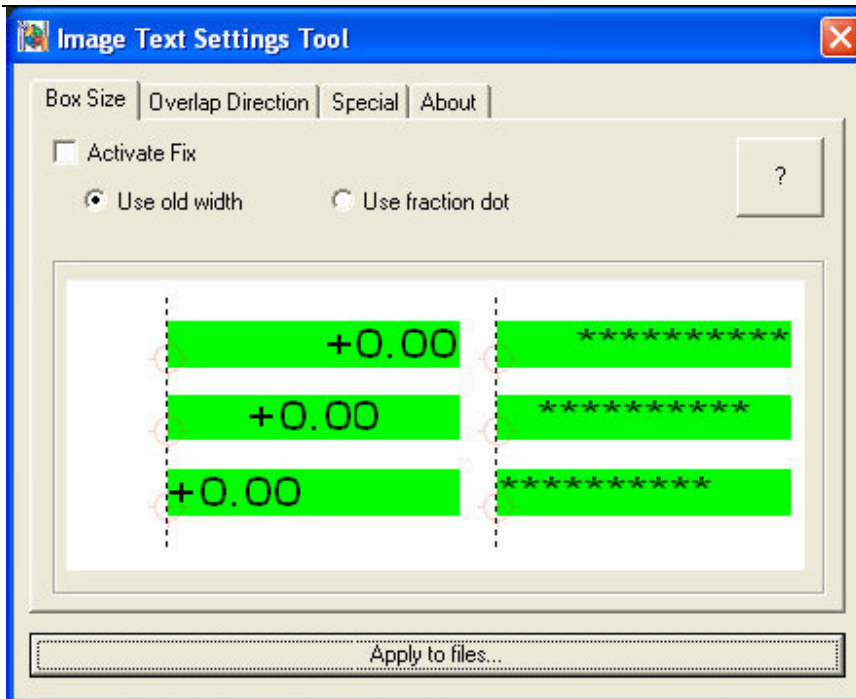
This document describes the kinds of issues that you may face, and shows you how these tools will counteract any undesirable effects.

Improvements to dynamic text handling and display

If you are developing applications in Wizcon 9+, this section is for information only – you will not meet any of the issues described below. If your application was developed in Wizcon 8 or lower, this section will show you how to counteract any display anomalies you may encounter depending upon the version in which the image was developed. These anomalies typically involve a different alignment of the dynamic text objects to that which you observed when the image was developed. One option when encountering any display anomalies is to correct them by moving the objects in the image. This is the surest thing to do because it means that the objects will be aligned correctly from that point onwards. In many cases, there are too many objects and too many images to modify. In this case, an automatic method of correcting the alignment is the only option. However, choosing the automatic options will mean that dynamic text will not benefit from the new improvements.

Improvements to text-handling and display

On the Utilities menu, you will see an option for Image Text Settings tool. If you launch this tool, you will see the following interface:



Here, you will see three tabs that allow you modify the position of the display of dynamic text in different ways.

On each tab, you will get the following information:

1. A simple description of the type of problem (shown as the tab name)
2. A detailed description of the problem (click on the “?” button)
3. Different options for fixing that particular type of problem
4. A graphical indication of the effect of applying the fix. The pictures at the bottom show two scenarios:
 - a. What you see when real values are used to align the text (on the left)
 - b. What you see when you are disconnected from the device that will be used to generate the number that will be seen in production
5. The pictures on each side show the effect of text displayed using right, center and left alignment

Clicking on the “Activate Fix” button will update the images on the lower window to show you what would happen to text in the real images if you were to choose that option.

If, at any time, you want to see the effect of a particular modification on a real image, you can click on the “Apply to files...” button. This will allow you to choose 1 or more .IMG files or .VIM files to which you want to apply the changes. If the changes do not correct the images in the way you would like, simply close the images *without saving them*. You can then apply different changes without modifying the images.

You do not need to be an expert to understand what needs to be done, the visual feedback and the fact that you can apply different changes to the image freely, means that you can experiment with the type of change that you need. The sections below will help you to understand the types of issues you may encounter and how this tool will help you to overcome them.

Corrections in the size of the bounding box

The bounding box defines the space that the dynamic text will occupy when live values are displayed in an image.

The over-riding principle of the new mechanism is that the bounding box should be as large as possible so that it **never** needs to change. However, this was not always the case. If you developed your images based on the fact that the size could change, then this fix is for you.

There were two types of mechanism that were changed which meant that the size of the bounding box is different to this version.

If you click on the "Activate Fix" checkbox, you will see the effect of applying one or other of these fixes.

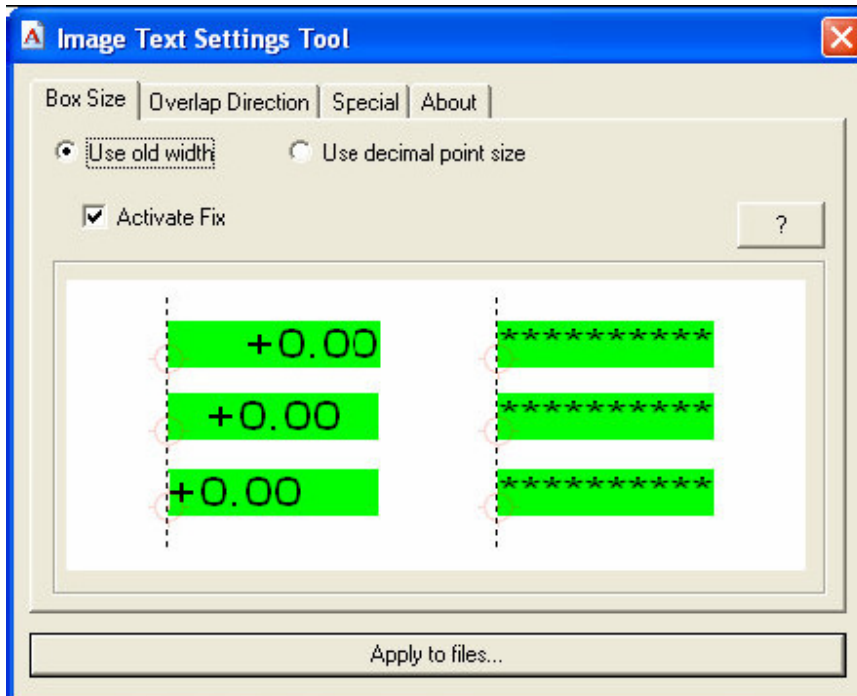


Figure 1: Applying a fix to change the algorithm used to calculate the size of the bounding

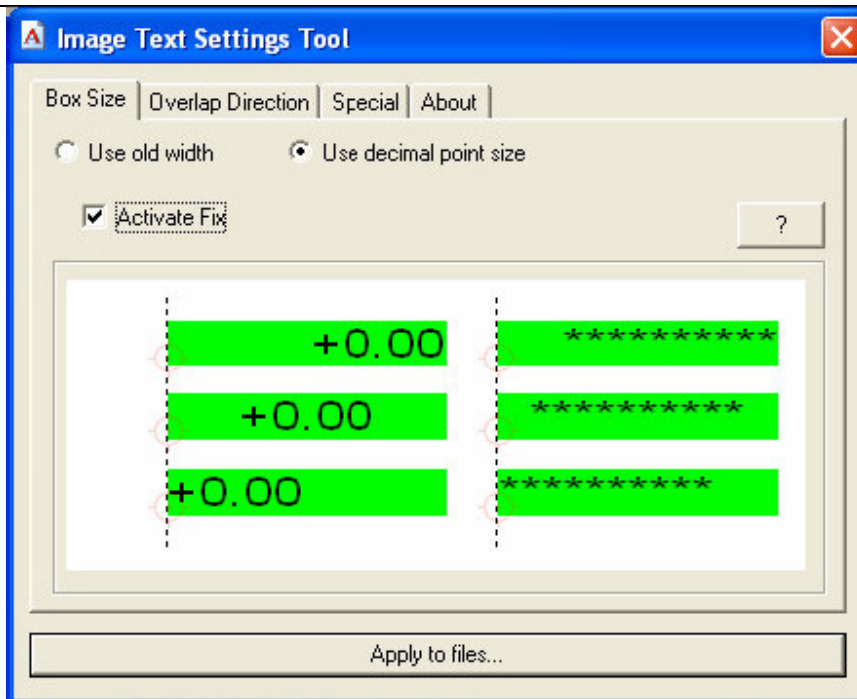


Figure 2: Applying a fix to use the width of a decimal point when calculating the size of the bounding box of the dynamic text

Corrections for when the text overlaps the bounding box

If you applied one of the changes above, it may be that the text overlaps the bounding box (remember that this is because a different calculation is used to calculate the size of the bounding box). Depending on the type of alignment used, the text may overlap in different directions. Activating this option will correct this overlap.

“Special Fix”

This is a last resort if neither of the above options gives the required results. Essentially, it will remove all the changes and your text will behave as before.

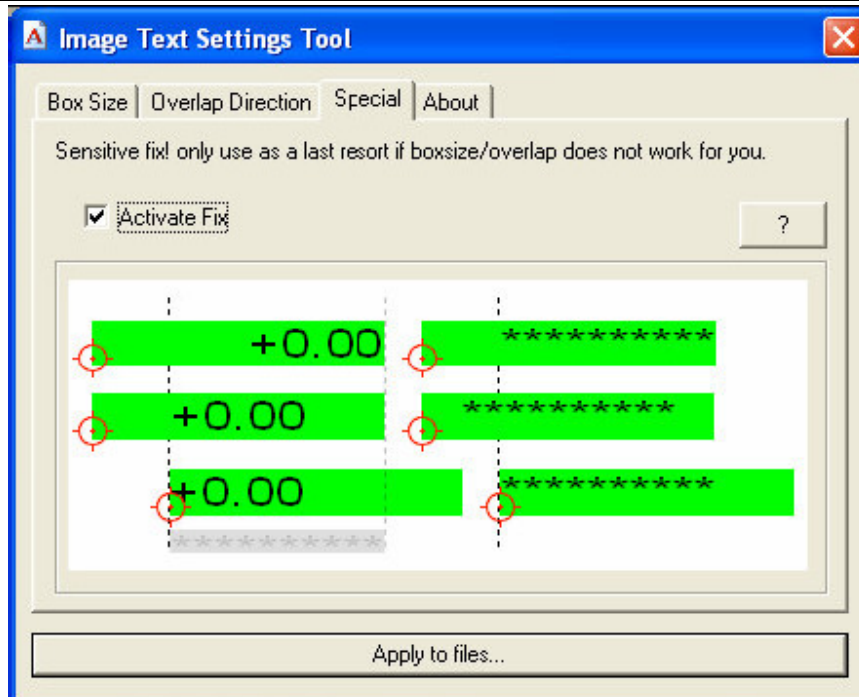


Figure 3: Using the "special fix to remove all changes to the display of dynamic text

Applying the adjustments

If you want to apply the selection to one or more images, you need to choose the files that you want to modify. If everything is OK, there is nothing to do; if the changes are incorrect, close the image and try again with a different adjustment.

How it works

If you chose to apply the changes to .VIM files, the same modifications will be applied to every image loaded into that window (VIM). If you chose to modify the image (IMG) files, the changes that you make are stored in a file, <<image name>>.dat – one file per image. Each time that the image is loaded, the parameters stored within this file are applied to all the dynamic text in the image. This means that you can load different images into the same window and they will not necessarily have the same modifications made (as they would if you had stored the changes in the VIM file).

Note that this mechanism is not necessary for images developed in Wizcon 9.0 and above.