EXOR ELECTRONIC R&D **TECH-NOTE**

How to Put a Graphic into a UniOP Font, Using the UniOP Font Editor and Paintbrush.

One of the capabilities of the UniOP 16 or 25 line panels, is an ability to display a character or group of characters (such as a company logo). This means that the Font or the display memory characters can be altered for these display types, by you by using our Font Editor. The following steps can easily guide you into achieving this customized for your display.

1: You must first be in the **UniOP Designer for Windows**, and have your project for a 16 or 25 line display selected.

2: Open the pull-down menu **Options**.

3: **Select Font Editor** from the list. Note that the font that you are currently using for your project comes up on the screen. Even though you can change fonts for a project on the UniOP you can only download one font for that project to the display. The fonts for the 16 and 25 line models are 16 pixels high and 8 pixels wide.

4: Select **Define Symbol**.

5: Select **Symbol Dimensions**.

6: The next step is to **Enter** in the number of characters you would like to overwrite in the font. Horizontal and Vertical. These 2 numbers multiplied equal the number of characters that you want to use as your symbol or a company logo. Note: there are only 256 characters within all fonts for the Designer that can be changed. **Select OK**

7: Select **Options** again.

8: Select **Define Symbol** again.

9: Select **Draw New Symbol.** The Font Editor will now show the area size that you just selected. This area should display the characters that you want to overwrite, if it does not then move the cursor in the font at the bottom of the page to the area you want.

10: **Use Alt Tab** to open Program Manager then Open Paintbrush from the Program Manager.

11: In Paintbrush **Select View.**

12: Select **Zoom In**.

13: Put the Cursor box where you want it.

14: Now you can edit the area on the display. Each pixel in Paintbrush is related to a Pixel in the Designer, so make the drawing based on the count you defined in the UniOP Font Editor. Remember that each character is 16 pixels high and 8 pixels wide.

15: Select **View.**

16: Select **Zoom Out**.

17: Select the **Right Pick Box** (right scissors)

18: **Form a box** around the Object that you just created.

19: Select **Edit**.

20: Select **Copy**.

21: **Alt Tab** to open up the font Designer.

22: Select **Edit**.

23: Select **Paste**. The area at the top left of the page will now hold the characters you created in Paintbrush..

24: **Go down to the Font bar** at the bottom of the page and **click the mouse**. This will now activate the changes in the font.

25: **Save the Font file as a new custom name** . Do not exit the Font Editor yet.

26: To make your new characters a symbol that you can grab within the Designer as a complete set of characters for example a logo or push-button, you must do the following remaining steps.

27: Select **Options** from the Font Editor.

28: Select **Define Symbol.**

29: Select **Symbol Name**.

30: **Type** in the Name you would like for the symbol.

31: Click on **OK**.

32: Select **File**.

33: Select **Save**.

Technical assistance may be obtained :
In North America EXOR at 1-513-874-4665.
In Europe EXOR Italy 045 - 8779068