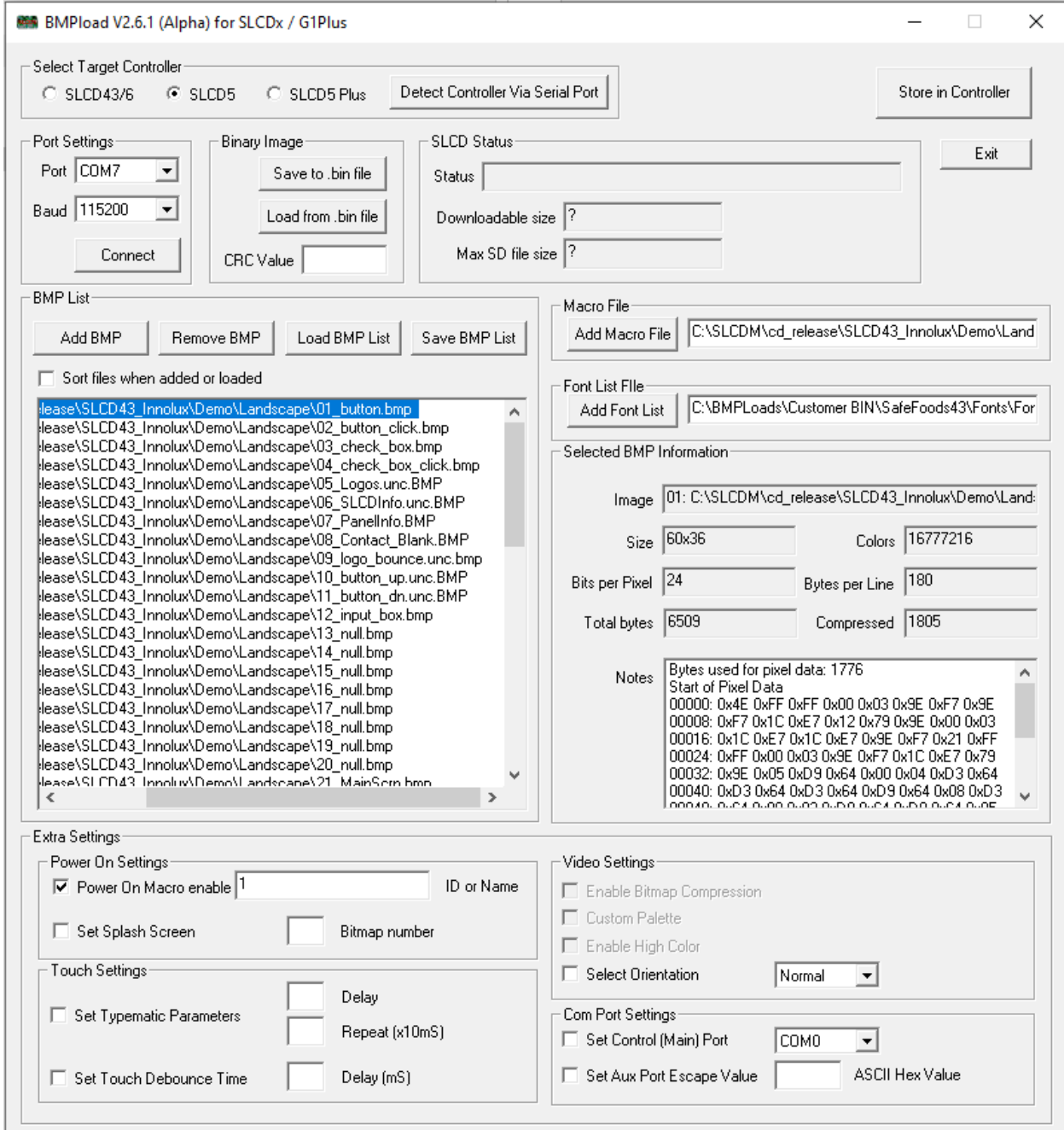


Using BMPLoad v2.6.x

Going forward SLCD products are going to use unified version of BMPLoad software merging BMPLoad v1.x.x and v2.4.x (and earlier) functionality. This means that you can use the same version of BMPLoad regardless of the SLCD version (SLCD43, SLCD6, SLCD5, SLCD5+E etc.)

The naming used for the alpha release is BMPLoad v2.6.x (Alpha).



BMPLoad V2.6.1 (Alpha) for SLCDx / G1Plus

Select Target Controller: SLCD43/6 SLCD5 SLCD5 Plus

Port Settings: Port: COM7 Baud: 115200

Binary Image: CRC Value:

SLCD Status: Status: Downloadable size: Max SD file size:

BMP List: Sort files when added or loaded

- lease\SLCD43_Innolux\Demo\Landscape\01_button.bmp
- lease\SLCD43_Innolux\Demo\Landscape\02_button_click.bmp
- lease\SLCD43_Innolux\Demo\Landscape\03_check_box.bmp
- lease\SLCD43_Innolux\Demo\Landscape\04_check_box_click.bmp
- lease\SLCD43_Innolux\Demo\Landscape\05_Logos.unc.BMP
- lease\SLCD43_Innolux\Demo\Landscape\06_SLCDInfo.unc.BMP
- lease\SLCD43_Innolux\Demo\Landscape\07_PanellInfo.BMP
- lease\SLCD43_Innolux\Demo\Landscape\08_Contact_Blank.BMP
- lease\SLCD43_Innolux\Demo\Landscape\09_logo_bounce.unc.bmp
- lease\SLCD43_Innolux\Demo\Landscape\10_button_up.unc.BMP
- lease\SLCD43_Innolux\Demo\Landscape\11_button_dn.unc.BMP
- lease\SLCD43_Innolux\Demo\Landscape\12_input_box.bmp
- lease\SLCD43_Innolux\Demo\Landscape\13_null.bmp
- lease\SLCD43_Innolux\Demo\Landscape\14_null.bmp
- lease\SLCD43_Innolux\Demo\Landscape\15_null.bmp
- lease\SLCD43_Innolux\Demo\Landscape\16_null.bmp
- lease\SLCD43_Innolux\Demo\Landscape\17_null.bmp
- lease\SLCD43_Innolux\Demo\Landscape\18_null.bmp
- lease\SLCD43_Innolux\Demo\Landscape\19_null.bmp
- lease\SLCD43_Innolux\Demo\Landscape\20_null.bmp
- lease\SLCD43_Innolux\Demo\Landscape\21_MainScreen.bmp

Macro File: C:\SLCDM\cd_release\SLCD43_Innolux\Demo\Land

Font List File: C:\BMPLoads\Customer BIN\SafeFoods43\Fonts\Fon

Selected BMP Information:

Image	01: C:\SLCDM\cd_release\SLCD43_Innolux\Demo\Land	
Size	60x36	Colors 16777216
Bits per Pixel	24	Bytes per Line 180
Total bytes	6509	Compressed 1805

Notes: Bytes used for pixel data: 1776
Start of Pixel Data
00000: 0x4E 0xFF 0xFF 0x00 0x03 0x9E 0xF7 0x9E
00008: 0xF7 0x1C 0xE7 0x12 0x79 0x9E 0x00 0x03
00016: 0x1C 0xE7 0x1C 0xE7 0x9E 0xF7 0x21 0xFF
00024: 0xFF 0x00 0x03 0x9E 0xF7 0x1C 0xE7 0x79
00032: 0x9E 0x05 0xD9 0x64 0x00 0x04 0xD3 0x64
00040: 0xD3 0x64 0xD3 0x64 0xD9 0x64 0x08 0xD3
00048: 0x64 0x00 0x03 0x9E 0xF7 0x1C 0xE7 0x79

Extra Settings:

Power On Settings: Power On Macro enable 1 ID or Name Set Splash Screen Bitmap number

Touch Settings: Set Typematic Parameters Delay Repeat (x10mS) Set Touch Debounce Time Delay (mS)

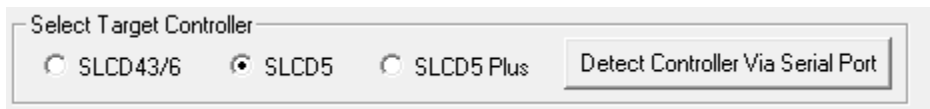
Video Settings: Enable Bitmap Compression Custom Palette Enable High Color Select Orientation Normal

Com Port Settings: Set Control (Main) Port COM0 Set Aux Port Escape Value ASCII Hex Value

BMPLoad v2.6.x provides the same functionality as the previous releases with minor changes. Below are the differences you might find if you're coming from previous versions of BMPLoad:

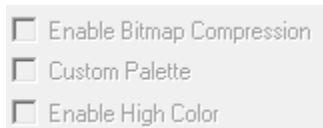
If you used BMPLoad v1.x.x before

The main difference will be the "Select target controller" selector at the top of the UI:



If you're using SLCD43 or SLCD6 product the first option "SLCD43/6" should be selected prior to storing data into the SLCD. Once the connection to SLCD is established you can click "Detect Controller Via Serial Port" which should automatically select relevant option for your device.

Greyed out items in "Extra settings" are default now and should be ignored.



If you used BMPLoad v2.4.x.

The "Extra Settings" block has been added to the bottom of BMPLoad screen. This allows to set up several settings in the SLCD once programming has been finished such as:

Power On Macro – macro to be run on SLCD start

Splash Screen – index of the bitmap to be show on SLCD start

Touch settings,

Video settings

Com port settings

If you're coming from BMPLoad v2.4 or prior, It's likely that "Extra Settings" are of no relevance to your process and can be ignored.

