



4D SYSTEMS
TURNING TECHNOLOGY INTO ART

Workshop 4 - ViSi-Genie Reference Manual

REFERENCE

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1. ViSi-Genie Introduction

The **ViSi-Genie** is a breakthrough in the way 4D Systems' graphic display modules are programmed, it provides an easy method for designing complex Graphics User Interface applications without any coding. It is an environment like no other, a code-less programming environment that provides the user with a rapid visual experience, enabling a simple GUI application to be 'designed' from scratch in literally seconds.

ViSi-Genie does all the background coding, no 4DGL to learn, it does it all for you.

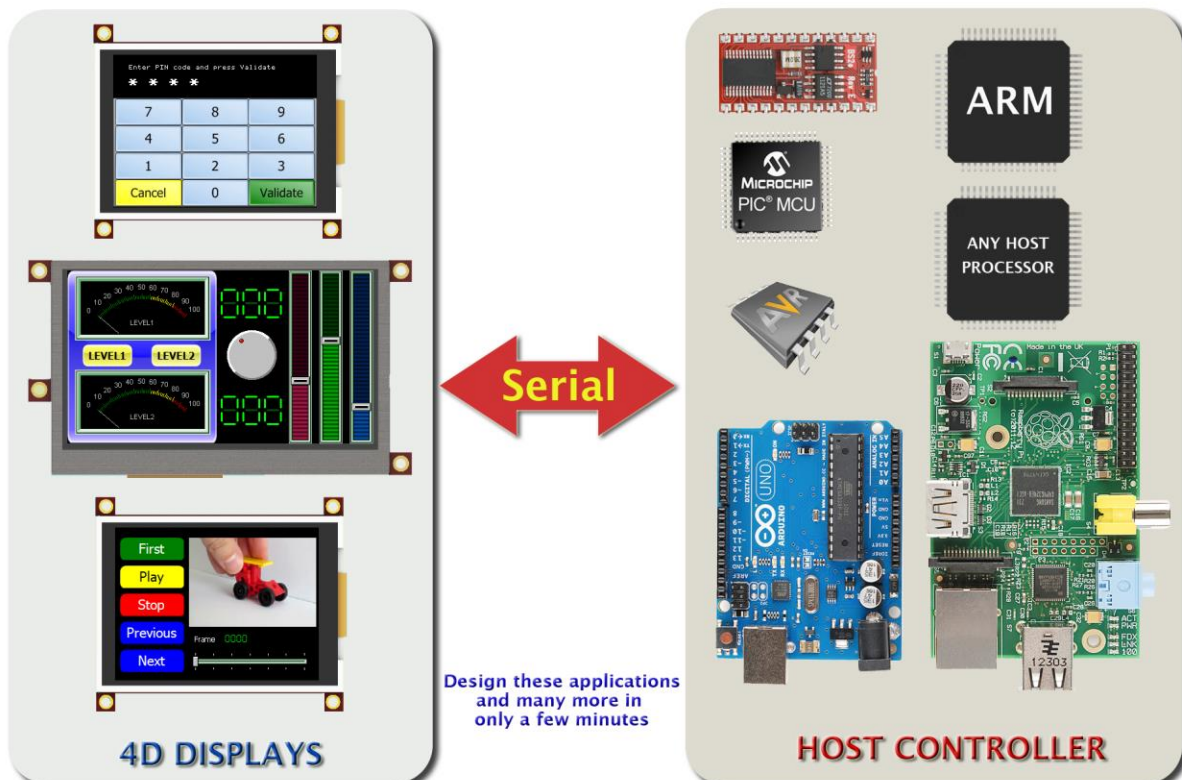
Pick and choose the relevant objects to place on the display, much like the ViSi environment, yet without having to write a single line of code. The full animation of the objects is done under-the-hood, such as pressing a button or moving the thumb of the slider. Each object has parameters which can be set, and configurable events to animate and drive other objects or communicate with an external host.

Simply place an object on the screen, position and size it to suit, set the parameters such as colour, range, text, and finally select the event you wish the object to be associated with, it is that simple.

In seconds you can transform a blank display into a fully animated GUI with moving meters, animated press and release buttons, and much more. All without writing a single line of code!

ViSi-Genie provides the user with a feature rich rapid development environment, second to none.

This document covers the ViSi-Genie functions available for the PICASO and the DIAOBLO16 Processors. This document should be used in conjunction with the **ViSi-Genie User Guide**.



2. ViSi-Genie Communications Protocols

The ViSi-Genie display platform offers a serial communications protocol called the **Genie Standard Protocol**. The protocol provides access to a majority of the display's features and gives the host detailed information on the current state of all the objects used in the display application.

The **Genie Standard Protocol** provides a simple yet effective interface between the display and the host controller and all communications are reported over this bidirectional link. The protocol utilises only a handful of commands and is simple and easy to implement.

Serial data settings are:

8 Bits, No Parity, 1 Stop Bit.

The baud rate for the display is selected from the Workshop Genie project. The user should match the same baud rate on the host side.

Note: RS-232 handshaking signals (i.e., RTS, CTS, DTR, and DSR) are not supported by the ViSi-Genie protocols. Instead, only the RxD (received data), TxD (transmitted data), and signal ground are used.

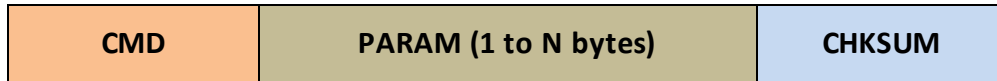
Objects are drawn on the display in the order they are created in the Workshop project. If Image objects are to be used for the background and other objects on top, then the image objects must be created and added first. Also note this only applies to non-active Image objects, other active objects should not be added on top of each other.

2.1. Genie Standard Protocol

This section describes the Genie Standard Protocol in detail.

2.1.1 Protocol Definitions

The commands and parameters are sent and received using a very simple messaging structure. The message consists of a command byte, command parameters, and a checksum byte. The checksum ensures some the integrity of the message. The following figure shows the organisation of the message.



- **CMD:** This byte indicates the command code. Some commands will have more parameters than others. The table below outlines the available commands and their relevant parameters.
- **PARAM:** Parameter bytes (variable); a variable number of parameter bytes (between 1 to N) that contains information pertaining to the command. Refer to the command table below.
- **CHKSUM:** Checksum byte; this byte is calculated by taking each byte and XOR'ing all bytes in the message from (and including) the CMD byte to the last parameter byte. Then, the result is appended to the end to yield the checksum byte.

Note: If the message is correct, XOR'ing all the bytes (including the checksum byte) will give a result of zero.

2.1.2 Command and Parameters Table

Command	Code	Parameter 1	Parameter 2	Parameter 3	Parameter 4	Parameter N	Checksum
READ_OBJ	0x00	Object ID	Object Index	-	-	-	Checksum
WRITE_OBJ	0x01	Object ID	Object Index	Value (msb)	Value(lsb)	-	Checksum
WRITE_STR	0x02	String Index	String Length	String (1 byte chars)			Checksum
WRITE_STRU	0x03	String Index	String Length	String (2 byte chars)			Checksum
WRITE_CONTRAST	0x04	Value	-	-	-	-	Checksum
REPORT_OBJ	0x05	Object ID	Object Index	Value (msb)	Value(lsb)	-	Checksum
REPORT_EVENT	0x07	Object ID	Object Index	Value (msb)	Value(lsb)	-	Checksum

2.1.3 Command Set Messages

This section provides detailed information intended for programmers of the Host Controller. It contains the message formats of the commands that comprise the ViSi-Genie protocol. New commands may be added in future to expand the protocol.

Acknowledgement Bytes Table

ACK	Acknowledge byte (0x06); this byte is issued by the Display to the Host when the Display has correctly received the last message frame from the Host. The transmission message for this is a single byte: 0x06
NAK	Not Acknowledge byte (0x15); this byte is issued by the receiver (Display or Host) to the sender (Host or Display) when the receiver has not correctly received the last message frame from the sender. The transmission message for this is a single byte: 0x15

2.1.3.1 Read Object Status Message

Message	CMD, OBJ-ID, OBJ-INDEX, CHKSUM	
	CMD	0x00 : READ OBJECT Command Code.
	OBJ-ID	Object ID. Refer to Object ID table for the relevant codes
	OBJ-INDEX	This byte specifies the index or the item number of the Object
	CHKSUM	Checksum byte
Direction	From Host to Display	
Length	Message length is 4 bytes	
Response	From Display to Host : NAK or REPORT OBJECT	
	NAK	If the Display did not understand the message it will respond with the NAK byte. In this case, the Host should retransmit the message.
	REPORT OBJ	If the Display understood the message, it will respond back with the Report Object Status message.
Description	The host issues the Read Object message when it wants to determine the current value of a specific object instance. Upon receipt of this message the display will reply with either a NAK (in the case of an error) or the REPORT_OBJ message (0x05, Object-ID, Object Index, Value{msb}, Value{lsh}, checksum). For more details refer to the Report Object Status message in this section.	
Example		

2.1.3.2 Write Object Value Message

Message	CMD, OBJ-ID, OBJ-INDEX, VALUE(msb), VALUE(lsb), CHKSUM	
	CMD	0x01 : WRITE OBJECT Command Code
	OBJ-ID	Object ID. Refer to Object ID table for the relevant codes
	OBJ-INDEX	This byte specifies the index or the item number of the Object
	VALUE(msb)	Most significant byte of the 2 byte VALUE
	VALUE(lsb)	Least significant byte of the 2 byte VALUE
	CHKSUM	Checksum byte
Direction	From Host to Display	
Length	Message length is 6 bytes	
Response	From Display to Host, ACK or NAK	
	ACK	If the Display understood the message, it will respond back to the host with an ACK after completing the requested action.
	NAK	If the Display did not understand the message it will respond with a NAK. In this case, the Host should retransmit the message.
Description	The host issues the Write Object command message when it wants to change the status of an individual object item. For example, Meter 3 value needs to be set to 50.	
Example		

2.1.3.3 Write String (ASCII) Message

Message	CMD, STR-INDEX, STRLEN, "STRING", CHKSUM	
	CMD	0x02 : WRITE STRING (ASCII) Command Code
	STR-INDEX	This byte specifies the index or the item number of the ASCII String Object
	STRLEN	Length of the string characters, including the null terminator
	STRING	ASCII String characters
	CHKSUM	Checksum byte
Direction	From Host to Display	
Length	Message length is 4 bytes + the number of string characters (including the null terminator).	
Response	From Display to Host: ACK or NAK	
	ACK	If the Display understood the message, it will respond back to the host with the ACK byte after completing the requested action.
	NAK	If the Display did not understand the message it will respond with the NAK byte. In this case, the Host should retransmit the message.
Description	<p>A place holder for ASCII string objects can be defined and created in the Genie project. In order to display a dynamic string, the host can send this Write String (ASCII) message along with the string object index and then the string to be displayed. The maximum string length is 80 characters.</p> <p>Note1: The ASCII characters are 1 byte each.</p> <p>Note2: The String should not be null terminated.</p> <p>Note3: Refer to the application notes for detailed information on Strings and their usage.</p>	
Example		

2.1.3.4 Write String (Unicode) Message

Message		CMD, STR-INDEX, STRLEN, "STRING", CHKSUM
	CMD	0x03 : WRITE STRING (Unicode) Command Code
	STR-INDEX	This byte specifies the index or the item number of the Unicode String Object
	STRLEN	Length of the string characters, including the null terminator
	STRING	Unicode String characters (2 bytes per character).
	CHKSUM	Checksum byte
Direction		From Host to Display
Length		Message length is 4 bytes + the number of string characters (including the null terminator).
Response		From Display to Host: ACK or NAK
	ACK	If the Display understood the message, it will respond back to the host with the ACK byte after completing the requested action.
	NAK	If the Display did not understand the message it will respond with the NAK byte. In this case, the Host should retransmit the message.
Description		<p>A place holder for Unicode string objects can be defined and created in the Genie project. In order to display a dynamic string, the host can send this Write String (Unicode) message along with the string object index and then the string to be displayed. The maximum string length is 80 characters.</p> <p>Note1: The Unicode characters are 2 bytes each.</p> <p>Note2: The String should not be null terminated.</p> <p>Note3: Refer to the application notes for detailed information on Strings and their usage.</p>
Example		

2.1.3.5 Write Contrast Message

Message	CMD, VALUE, CHKSUM	
	CMD	0x04 : WRITE CONTRAST Command Code
	VALUE	Contrast value: 0 to 15
	CHKSUM	Checksum byte
Direction	From Host to Display	
Length	Message length is 3 bytes	
Response	From Display to Host , ACK or NAK	
	ACK	If the Display understood the message, it will respond back to the host with an ACK after completing the requested action.
	NAK	If the Display did not understand the message it will respond with a NAK. In this case, the Host should retransmit the message.
Description	The host issues the Write Contrast command message when it wants to change the contrast or brightness of the display. Certain power saving modes and applications may require the host to dim or completely turn off the backlight. Note: Contrast value of 0 will turn the backlight OFF. Any non 0 value will turn the backlight ON.	
Example		

2.1.3.6 Report Object Status Message

Message	CMD, OBJ-ID, OBJ-INDEX, VALUE(msb), VALUE(lsb), CHKSUM	
	CMD	0x05 : REPORT OBJECT Command Code
	OBJ-ID	Object ID. Refer to Object ID table for the relevant codes
	OBJ-INDEX	This byte specifies the index or the item number of the Object
	VALUE(msb)	Most significant byte of the 2 byte VALUE
	VALUE(lsb)	Least significant byte of the 2 byte VALUE
	CHKSUM	Checksum byte
Direction	From Display to Host	
Length	Message length is 6 bytes	
Response	From Host to Display : NAK	
	NAK	If the Host did not understand the message it may respond with a NAK. In this case, the Display will retransmit the message.
Description	This is the response message from the Display after the Host issues the Read Object Status message. The Display will respond back with the 2 byte value for the specific item of that object.	
Example		

2.1.3.7 Report Event Message

Message	CMD, OBJ-ID, OBJ-INDEX, VALUE(msb), VALUE(lsb), CHKSUM	
	CMD	0x07 : REPORT EVENT Command Code
	OBJ-ID	Object ID. Refer to Object ID table for the relevant codes
	OBJ-INDEX	This byte specifies the index or the item number of the Object that caused the event
	VALUE(msb)	Most significant byte of the 2 byte VALUE
	VALUE(lsb)	Least significant byte of the 2 byte VALUE
	CHKSUM	Checksum byte
Direction	From Display to Host	
Length	Message length is 6 bytes	
Response	From Host to Display : NAK	
	NAK	If the Host did not understand the message it may respond with a NAK. In this case, the Display will retransmit the message.
Description	When designing the Genie display application in Workshop, each Object can be configured to report its status change without the host having to poll it (see Read Object Status message). If the object's 'Event Handler' is set to 'Report Event' in the 'Event' tab, the display will transmit the object's status upon any change. For example, Slider 3 object was set from 0 to 50 by the user.	
Example		

3. ViSi-Genie Objects Summary and Properties

This section provides a summary of all the objects along with some relevant information. For more detailed information on the Objects and their properties, refer to the individual application notes and the *ViSi-Genie User Guide*.

3.1. List of objects

Legends used in this section:

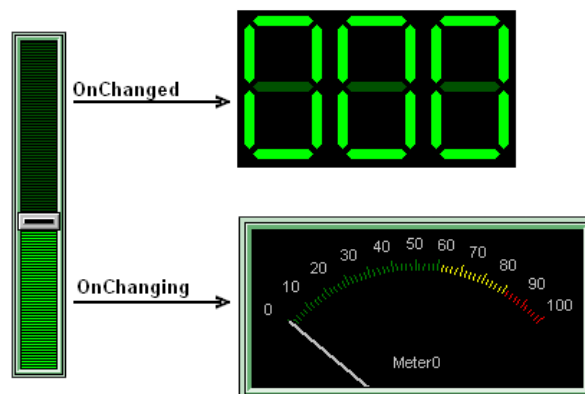
- **On Actions:** These are the actions of an object that will influence other objects; OnChanged, OnChanging, OnActivate. These are selectable by the user under the 'Event' tab object properties in the Workshop4 Genie project.
- **OnChanged:** Other objects can be influenced when the state of the Object has changed.
- **OnChanging:** Other objects can be influenced whilst touch is maintained and the state of the object is changing.

3.2. Combining the Objects

Combining the events with the objects allows multiple configurations.

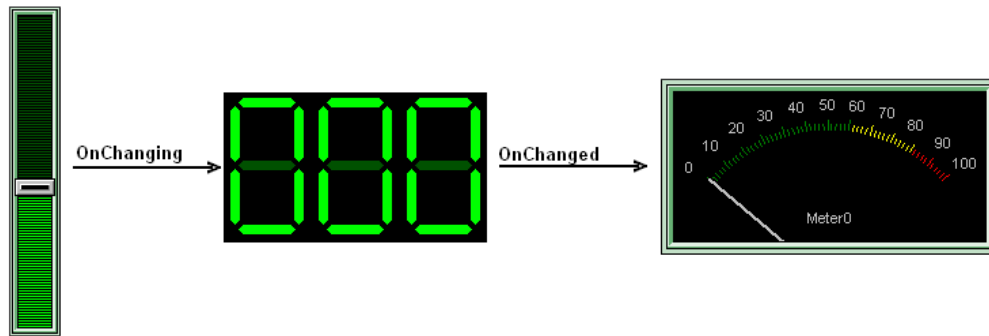
The same track-bar object sends two different messages, each message being triggered by an event:

- The event onChanged sends a message to the LED digits;
- While the event onChanging sends a message to the meter.



Another configuration with a comparable result:

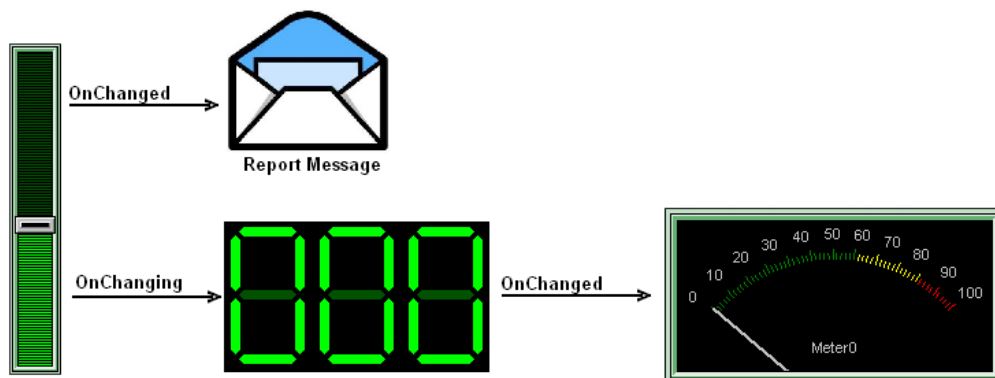
- Only one event is used, onChanging, and sends a message to a first object, the LED digit;
- The LED digit raises another event, onChanged, and sends a message to the second object, the meter.



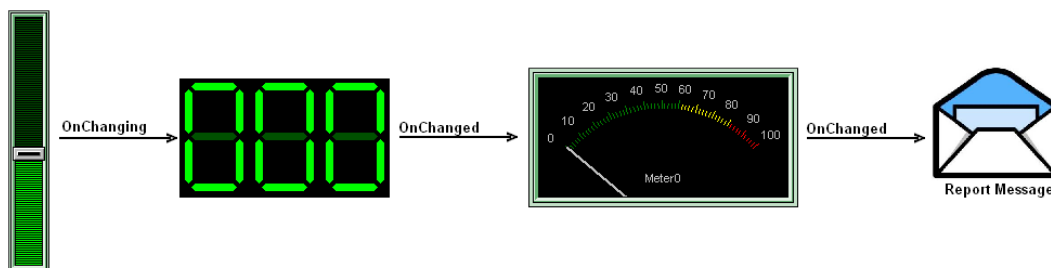
Now, a message can be sent the host controller, using the ReportMessage.

Below, the same track-bar object sends two different messages, each message being triggered by an event:

- The event onChanged sends a ReportMessage to the host controller;
- While the event onChanging sends a message to the LED digits;
- The LED digit raises another event, onChanged, and sends a message to the second object, the meter.



Another configuration with the same result: the objects are chained and the last one sends a ReportMessage to the host controller:



Note1: The visible properties of the objects are not applicable to the Genie application and can't be dynamically altered. The visible properties are adjustable and set only during the design phase under the 'Properties' tab in the Workshop Genie project.

Note2: To minimize the amount communications traffic during event reporting back to the host, it is advisable to select the 'OnChanged' event report option in the Genie project settings.

Note3: The host is able to alter the state of any Object by issuing the Write Object command message (with the exception of the Image object).

Note4: For the last combination, although the meter is set to report message back to the Host, the event reported would be actually that of the Slider which is the initiator of the event. A report is from the Input (ie a slider), not from any other widget in the chain.

3.2.1 Button Objects

3.2.1.1 WIN BUTTON

Object	Winbutton	
ID	6 (0x06)	
Description	A Windows Style Button Object. The button can be turned in to either a Momentary type or a Toggle type or a Matrix.	
Input	Yes	
Output	Yes	
Selected Properties	Matrix	Buttons can be matrixed (joined together). All buttons with the same Matrix number form one group. Only one member of a group can be down at any one time.
	Momentary	Specify Yes for a momentary Button, No for a toggle or matrixed Button in the off state, or On for a toggle or matrixed Button initialised in the on state. There is no check to ensure that only one button in the matrix is set to on, the button will just be set to on there is no 'reporting' of that state when it is set initially.
On Actions	OnChanged	When the Button is pressed and then released, the selection action occurs. This can cause a message to be sent to the host, or to activate another form or other actions to occur such as sounds, strings, timer or video objects.
Event Report	OnChanged	Report Event message will be transmitted to the host after the button is pressed and then released.
	Value(msb:lsb)	<p>This is the 2 byte value, <i>Value(msb):Value(lsb)</i>, that is used in the message transmissions to and from the host. For this object the Value(msb) is always 0x00.</p> <p>The least significant byte, Value(lsb) will contain the Button state setting.</p> <p>When reporting an Event or responding to query from Host:</p> <p>For Toggle: If Button is OFF, when released: Value(lsb) = 0 If Button is ON, when released: Value(lsb) = 1</p> <p>For Matrix: When Button is released: Value(lsb) = 1</p> <p>For Momentary: When Button is released: Value(lsb) = 0</p>

Note: It is not recommended for the host to poll momentary type buttons as the Press/Release action can be missed. Instead, configure the display to automatically report the event.

3.2.1.2 4D BUTTON

Object	4D Button	
ID	30 (0x1E)	
Description	A Generic Button Object for the various button styles available in Workshop. The 4D button can be turned in to either a Momentary type or a Toggle type or a Matrix.	
Input	Yes	
Output	Yes	
Selected Properties	Matrix	4D Buttons can be matrixed (joined together). All 4D buttons with the same Matrix number form one group. Only one member of a group can be down at any one time.
	Momentary	Specify Yes for a momentary 4D button, No for a toggle or matrixed 4d Button in the off state, or On for a toggle or matrixed 4d Button initialised in the on state. There is no check to ensure that only one button in the matrix is set to on, the button will just be set to on there is no 'reporting' of that state when it is set initially.
	Size	In general 4D buttons can be 32x3, 48x48, 64x64 or scaled. The scaled option allows you to scale the button to the exact size required. Depending upon the scaled size, this scaled button's quality may be compromised.
	Style	The style is generally the color of the button, but may represent something else.
	Type	Each different 4d button in the Object selector is a different type and that can be changed here, rather than deleting and re adding the 4D Button .
On Actions	OnChanged	When the 4D button is pressed and then released, the selection action occurs. This can cause a message to be sent to the host, or to activate another form or other actions to occur such as sounds, strings, timer or video objects.
Event Report	OnChanged	Report Event message will be transmitted to the host after the button is pressed and then released.
	Value(msb:lsb)	This is the 2 byte value, <i>Value(msb):Value(lsb)</i> , that is used in the message transmissions to and from the host. For this object the Value(msb) is always 0x00 . The least significant byte, Value(lsb) will contain the 4D button state setting. When reporting an Event or responding to query from Host: For Toggle: If 4D Button is OFF, when released: Value(lsb) = 0 If 4D Button is ON, when released: Value(lsb) = 1 For Matrix: When 4D Button is released: Value(lsb) = 1 For Momentary: When 4D Button is released: Value(lsb) = 0
Notes	Note: It is not recommended for the host to poll momentary type 4D buttons as the Press/Release action can be missed. Instead, configure the display to automatically report the event.	

3.2.1.3 ANI BUTTON

Object	AniButton	
ID	31 (0x1F)	
Description	An Animated Button Object. The button can be turned in to either a Momentary type or a Toggle type or a Matrix.	
Input	Yes	
Output	Yes	
Selected Properties	Images	The list of images that make up the animated Button. Click on the ellipses to the right of the list to edit and maintain the Image list and display information about them.
	Interval	The interval (in ms) between the display of successive images that make up the AniButton.
	Matrix	AniButtons can be matrixed (joined together). All AniButtons with the same Matrix number form one group. Only one member of a group can be down at any one time.
	Momentary	Specify Yes for a momentary AniButton, No for a toggle or matrixed AniButton in the off state, or On for a toggle or matrixed AniButton initialised in the on state. There is no check to ensure that only one button in the matrix is set to on, the AniButton will just be set to on there is no 'reporting' of that state when it is set initially.
	Stretch	Set stretch to Yes to automatically resize images to the size of the object.
On Actions	OnChanged	When the AniButton is pressed and then released, the selection action occurs. This can cause a message to be sent to the host, or to activate another form or other actions to occur such as sounds, strings, timer or video objects.
Event Report	OnChanged	Report Event message will be transmitted to the host after the button is pressed and then released.
	Value(msb:lsb)	This is the 2 byte value, <i>Value(msb):Value(lsb)</i> , that is used in the message transmissions to and from the host. For this object the Value(msb) is always 0x00 . The least significant byte, Value(lsb) will contain the Button state setting. When reporting an Event or responding to query from Host: For Toggle: If AniButton is OFF, when released: Value(lsb) = 0 If AniButton is ON, when released: Value(lsb) = 1 For Matrix: When AniButton is released: Value(lsb) = 1 For Momentary: When AniButton is released: Value(lsb) = 0
Notes	<p>Animated buttons consist of a sequence of images that are displayed in sequence to simulate the button going down (first to last image) and coming up (last to first image). In the unpressed state the first image is displayed, when the image is pressed (or touched) the second image is displayed, when the touch is released a timer is started and successive images are displayed until the last image is displayed.</p> <p>Sample images for a couple of buttons can be found in C:\Users\Public\Documents\4D Labs\Animated Buttons</p> <p>Note: It is not recommended for the host to poll momentary type AniButtons as the Press/Release action can be missed. Instead, configure the display to automatically report the event.</p>	

3.2.1.4 USER BUTTON

Object	User Button	
ID	33 (0x21)	
Description	A Generic Button Object for the user to create his or her own buttons with. The User button can be turned in to either a Momentary type or a Toggle type or a Matrix.	
Input	Yes	
Output	Yes	
Selected Properties	Images	The list of images that make up the User Button. Click on the ellipses to the right of the list to edit and maintain the Image list and display information about them.
	Matrix	User Buttons can be matrixed (joined together). All User buttons with the same Matrix number form one group. Only one member of a group can be down at any one time.
	Momentary	Specify Yes for a momentary User button, No for a toggle or matrixed 4d Button in the off state, or On for a toggle or matrixed User Button initialised in the on state. There is no check to ensure that only one button in the matrix is set to on, the button will just be set to on there is no 'reporting' of that state when it is set initially.
	Stretch	Set stretch to Yes to automatically resize images to the size of the object.
On Actions	OnChanged	When the User button is pressed and then released, the selection action occurs. This can cause a message to be sent to the host, or to activate another form or other actions to occur such as sounds, strings, timer or video objects.
Event Report	OnChanged	Report Event message will be transmitted to the host after the button is pressed and then released.
	Value(msb:lsb)	<p>This is the 2 byte value, <i>Value(msb):Value(lsb)</i>, that is used in the message transmissions to and from the host. For this object the Value(msb) is always 0x00.</p> <p>The least significant byte, Value(lsb) will contain the 4D button state setting.</p> <p>When reporting an Event or responding to query from Host:</p> <p>For Toggle: If User Button is OFF, when released: Value(lsb) = 0 If User Button is ON, when released: Value(lsb) = 1</p> <p>For Matrix: When User Button is released: Value(lsb) = 1</p> <p>For Momentary: When User Button is released: Value(lsb) = 0</p>
Notes	<p>Buttons for 4D displays have 2 states when Momentary(Up and Pressed) and 4 states otherwise (Up, Up Pressed, Down and Down Pressed). User buttons can have more states, but these states can only be set by the host.</p> <p>Note: It is not recommended for the host to poll momentary type User buttons as the Press/Release action can be missed. Instead, configure the display to automatically report the event.</p>	

3.2.2 Input Objects

3.2.2.1 DIP SWITCH

Object	Dipswitch	
ID	0 (0x00)	
Description	A Dip Switch Object that can have from 2 to 16 positions.	
Input	Yes	
Output	Yes	
On Actions	OnChanged	Other objects can be influenced when the switch position has changed, such as LED turns ON/OFF or 7segment display indicates position.
	OnChanging	Other objects can be influenced whilst touch is maintained and the switch position is changing. For example, if the Dip Switch has 16 positions, each intermediate change can dynamically display its position on a 7 segment display.
Event Report	OnChanged	Report Event message will be transmitted to the host once the position has changed and touch is released.
	OnChanging	Report Event message will be transmitted to the host as the position changes and whilst touch is maintained.
	Value(msb:lsb)	<p>This is the 2 byte value, <i>Value(msb):Value(lsb)</i>, that is used in the message transmissions to and from the host. For this object the Value(msb) is always 0x00.</p> <p>The least significant byte, Value(lsb) will contain the dipswitch position settings.</p> <p>For 2 position Dip Switch: Value(lsb) = 0 or 1 For 3 position Dip Switch: Value(lsb) = 0 to 2 For N position Dip Switch: Value(lsb) = 0 to N-1</p> <p>Note: N max = 16</p>

3.2.2.2 KNOB

Object	Knob	
ID	1 (0x01)	
Description	A Knob Object. The size, color and appearance of the knob are defined by the 'Backimage'. The size, color and appearance of the 'handle' (the red 'dot') are defined by the 'Handleimage'. These are adjustable under the object 'Properties' tab in the Genie project.	
Input	Yes	
Output	Yes	
On Actions	OnChanged	Other objects can be influenced when the knob position has changed. For example, the knob can be used as the frequency dial and the 7segment display indicates the new frequency when the change is made.
	OnChanging	Other objects can be influenced whilst touch is maintained and the knob position is changing. As per the example above, the 7 segment display can dynamically update the frequency values while the knob is rotated.
Event Report	OnChanged	Report Event message will be transmitted to the host once the position has changed and touch is released.
	OnChanging	Report Event message will be transmitted to the host as the position changes and whilst touch is maintained.
	Value(msb:lsb)	This is the 2 byte value, <i>Value(msb):Value(lsb)</i> , that is used in the message transmissions to and from the host. The range of values for the knob can range from 0 to 65535 (0x00 to 0xFFFF). For example, if the knob value is 289 (0x0121) the 2 byte value will be: Value(msb) = 0x01 Value(lsb) = 0x21

3.2.2.3 ROCKER SWITCH

Object	Rockerswitch	
ID	2 (0x02)	
Description	A Rocker Switch Object. This object has 2 positions, ON or OFF state.	
Input	Yes	
Output	Yes	
On Actions	OnChanged	Other objects can be influenced when the switch state has changed.
Event Report	OnChanged	Report Event message will be transmitted to the host once the switch position/state has changed and touch is released.
	Value(msb:lsb)	<p>This is the 2 byte value, <i>Value(msb):Value(lsb)</i>, that is used in the message transmissions to and from the host. For this object the Value(msb) is always 0x00.</p> <p>The least significant byte, Value(lsb) will contain the switch position setting. For OFF state: Value(lsb) = 0 For ON state: Value(lsb) = 1</p>

3.2.2.4 ROTARY SWITCH

Object	Rotaryswitch	
ID	3 (0x03)	
Description	A Rotary Switch Object that can have from 2 to N positions.	
Input	Yes	
Output	Yes	
On Actions	OnChanged	Other objects can be influenced when the switch position has changed. For example a 7segment display indicates the switch position.
	OnChanging	Other objects can be influenced whilst touch is maintained and the switch position is changing. For example, if the Rocker Switch has 10 positions, each intermediate change can dynamically display its position on a 7 segment display.
Event Report	OnChanged	Report Event message will be transmitted to the host once the position has changed and touch is released.
	OnChanging	Report Event message will be transmitted to the host as the position changes and whilst touch is maintained.
	Value(msb:lsb)	<p>This is the 2 byte value, <i>Value(msb):Value(lsb)</i>, that is used in the message transmissions to and from the host. For this object the Value(msb) is always 0x00.</p> <p>The least significant byte, Value(lsb) will contain the rocker switch position settings.</p> <p>For 2 position Rocker Switch: Value(lsb) = 0 or 1 For 3 position Rocker Switch: Value(lsb) = 0 to 2 For N position Rocker Switch: Value(lsb) = 0 to N-1</p> <p>Note: Although there's no limit to the number of positions, for practical purposes limit N to 32.</p>

3.2.2.5 SLIDER

Object	Slider	
ID	4 (0x04)	
Description	A Slider Switch Object.	
Input	Yes	
Output	Yes	
On Actions	OnChanged	Other objects can be influenced when the slider position has changed. For example, the slider can be used to set a volume level and the LED Bar Gauge can display the setting.
	OnChanging	Other objects can be influenced whilst touch is maintained and the slider position is changing. As per the example above, the LED Bar Gauge can dynamically update the level while the slider is moved.
Event Report	OnChanged	Report Event message will be transmitted to the host once the position has changed and touch is released.
	OnChanging	Report Event message will be transmitted to the host as the position changes and whilst touch is maintained.
	Value(msb:lsb)	This is the 2 byte value, <i>Value(msb):Value(lsb)</i> , that is used in the message transmissions to and from the host. The range of values for the slider can range from 0 to 65535 (0x00 to 0xFFFF). For example, if the slider value is 50 (0x0032) the 2 byte value will be: Value(msb) = 0x00 Value(lsb) = 0x32

3.2.2.6 TRACK BAR

Object	Trackbar	
ID	5 (0x05)	
Description	The Trackbar Object.	
Input	Yes	
Output	Yes	
On Actions	OnChanged	Other objects can be influenced when the trackbar position has changed. For example, the trackbar can be used to set a volume level and the LED Bar Gauge can display the setting.
	OnChanging	Other objects can be influenced whilst touch is maintained and the trackbar position is changing. As per the example above, the LED Bar Gauge can dynamically update the level while the trackbar is moved.
Event Report	OnChanged	Report Event message will be transmitted to the host once the position has changed and touch is released.
	OnChanging	Report Event message will be transmitted to the host as the position changes and whilst touch is maintained.
	Value(msb:lsb)	This is the 2 byte value, <i>Value(msb):Value(lsb)</i> , that is used in the message transmissions to and from the host. The range of values for the trackbar can range from 0 to 65535 (0x00 to 0xFFFF). For example, if the slider value is 300 (0x012C) the 2 byte value will be: Value(msb) = 0x01 Value(lsb) = 0x2C

3.2.2.7 KEYBOARD

Object	Keyboard	
ID	13 (0x0D)	
Description	A highly configurable Keyboard Object with 4 predefined configurations and an unlimited number of user definable configurations. Predefined configurations are: QWERTY, NUMERIC, CELLPHONE, CUSTOM	
Input	Yes	
Output	No	
On Actions	OnChanged	At the time of writing this document the keyboard object has no influence on other objects.
Event Report	OnChanged	Report Event message will be transmitted to the host along with the key value as soon as the key is pressed.
	Value(msb:lsb)	This is the 2 byte value, <i>Value(msb):Value(lsb)</i> , that is used in the message transmissions to the host. For the keyboard object the Value(msb) is always 0x00 . The least significant byte, Value(lsb) will contain the value of the key pressed. Value(lsb) = Key value
Notes	For more detailed information on the Keyboard objects and its, refer to the individual application notes and the <i>ViSi-Genie User Guide</i> .	

3.2.2.8 COLOR PICKER

Object	Color Picker	
OID	32 (0x20)	
Description	The Color Picker Object.	
Input	Yes	
Output	No	
Selected Properties	Color	The background Color of the color Picker.
On Actions	OnChanged	The only meaningful Onchanged action is to create a report message.
Event Report	OnChanged	Report Event message will be transmitted to the host after the button is pressed and then released.
	Value(msb:lsb)	This is the 2 byte value that is used in the message transmissions to and from the host. For this object the Value represents the 16 bit color value in 565 format (5bits of Red, 6 bits of Green, 5 bits of Blue).
Notes	The color of the color picker can be both read and set by the host.	

3.2.3 Gauge Objects

3.2.3.1 ANGULAR METER

Object	Angularmeter	
ID	7 (0x07)	
Description	An Angular Meter Object.	
Input	No	
Output	Yes	
On Actions	OnChanged	An input type object (such as a Slider, Trackbar, etc) can cause this output type Meter to be changed. This can subsequently cause another output type object (Digital Gauge, LED Digits, etc) to be changed.
Event Report	OnChanged	Report Event message will be transmitted to the host after the meter state has changed.
	Value(msb:lsb)	This is the 2 byte value, <i>Value(msb):Value(lsb)</i> , that is used in the message transmissions to and from the host. The range of values for the meter (theoretically) can range from 0 to 65535 (0x00 to 0xFFFF). For example, if the meter value is 290 (0x0122) the 2 byte value will be: Value(msb) = 0x01 Value(lsb) = 0x22
See Also	Cool Gauge, Meter	

3.2.3.2 COOL GAUGE

Object	Coolgauge	
ID	8 (0x08)	
Description	A Cool Gauge Object.	
Input	No	
Output	Yes	
On Actions	OnChanged	An input type object (such as a Slider, Trackbar, etc) can cause this output type Gauge to be changed. This can subsequently cause another output type object (Digital Gauge, LED Digits, etc) to be changed.
Event Report	OnChanged	Report Event message will be transmitted to the host after the gauge state has changed.
	Value(msb:lsb)	This is the 2 byte value, <i>Value(msb):Value(lsb)</i> , that is used in the message transmissions to and from the host. The range of values for the gauge (theoretically) can range from 0 to 65535 (0x00 to 0xFFFF). For example, if the gauge value is 100 (0x0064) the 2 byte value will be: Value(msb) = 0x00 Value(lsb) = 0x64
See Also	Meter, Angular Meter	

3.2.3.3 GAUGE (LED Type)

Object	Gauge	
ID	11 (0x0B)	
Description	A LED Type Gauge Object.	
Input	No	
Output	Yes	
On Actions	OnChanged	An input type object (such as a Slider, Trackbar, etc) can cause this output type Gauge to be changed. This can subsequently cause another output type object (Meter, LED Digits, etc) to be changed.
Event Report	OnChanged	Report Event message will be transmitted to the host after the meter state has changed.
	Value(msb:lsb)	This is the 2 byte value, <i>Value(msb):Value(lsb)</i> , that is used in the message transmissions to and from the host. For example, if the Gauge value is 120 (0x0078) the 2 byte value will be: Value(msb) = 0x00 Value(lsb) = 0x78

3.2.3.4 METER

Object	Meter	
ID	16 (0x10)	
Description	A Meter Object.	
Input	No	
Output	Yes	
On Actions	OnChanged	An input type object (such as a Slider, Trackbar, etc) can cause this output type Meter to be changed. This can subsequently cause another output type object (Digital Gauge, LED Digits, etc) to be changed.
Event Report	OnChanged	Report Event message will be transmitted to the host after the meter state has changed.
	Value(msb:lsb)	This is the 2 byte value, <i>Value(msb):Value(lsb)</i> , that is used in the message transmissions to and from the host. The range of values for the meter (theoretically) can range from 0 to 65535 (0x00 to 0xFFFF). For example, if the meter value is 290 (0x0122) the 2 byte value will be: Value(msb) = 0x01 Value(lsb) = 0x22
See Also	Cool Gauge, Angular Meter	

3.2.3.5 THERMOMETER

Object	Thermometer	
ID	18 (0x12)	
Description	The Thermometer Object.	
Input	No	
Output	Yes	
On Actions	OnChanged	An input type object (such as a Slider, Trackbar, etc) can cause this output type Thermometer to be changed. This can subsequently cause another output type object (Meter, LED Digits, etc) to be changed.
Event Report	OnChanged	Report Event message will be transmitted to the host after the meter state has changed.
	Value(msb:lsb)	This is the 2 byte value, <i>Value(msb):Value(lsb)</i> , that is used in the message transmissions to and from the host. For example, if the Thermometer value is 120 (0x0078) the 2 byte value will be: Value(msb) = 0x00 Value(lsb) = 0x78

3.2.3.6 SPECTRUM

Object	Spectrum	
ID	24 (0x18)	
Description	The Spectrum Object.	
Input	No	
Output	Yes	
Selected Properties	Bar Spacing	The number of unused pixels between each bar.
	Bar Width	The width of each bar.
	Columns	The number of bars.
	MinValue	Should always be 0 as there is no visual indication of value and all object values are 0 based.
	Spacing	The number of unused pixels between each tick on a bar.
	TickHeight	The height of each tick (row of color) on a bar.
	Width	The width is a function of BarSpacing, Barwidth, Bevel and columns, this value is ignored.
On Actions	N/A	
Event Report	N/A	
Notes	<p>Values can only be meaningfully be written to a Spectrum whilst its form is displayed.</p> <p>Each value written to a spectrum is comprised of two bytes, the first byte is the bar (0 to Columns-1), the second byte is the value (0 to maxvalue).</p> <p>If the Form on which the Spectrum appears is changed all displayed values should be considered lost and must be resent from the host when the form containing the spectrum is redisplayed.</p>	

3.2.3.7 SCOPE

Object	Scope	
ID	25 (0x19)	
Description	The Scope Object.	
Input	No	
Output	Yes	
Selected Properties	Color	The 'background' color of the scope.
	Graticule*	A dotted 'graticule' can be created with these properties.
	Refresh Increment	The scope is only redrawn after 'refresh increment' values (per trace) are written to it. This enables you to perform a 'mass' update without the redraw delay. An update can be 'forced' at any time by re-selecting the current form.
	Traces	Up to 4 traces can be drawn. Each value written to the object is written to the 'next' trace.
	Xmag	Used to compress or expand values in the X direction. Normally 0 for 'standard'. Be aware that negative values significantly increase the amount of internal memory required to hold scope values and that such values should be used carefully.
	Yamp	Amplification of values in the Y direction, 100 is unity and 200 is maximum.
	YLine*	A solid Line can be created across the scope at any point.
	Yoffset	The offset from the bottom of the scope of the 0 value. Normally 0 when drawing graphs or height / 2 otherwise.
On Actions	N/A	
Event Report	N/A	
Notes	Note: Refer to the application notes for detailed information on the scope and its usage.	

3.2.3.8 TANK

Object	Tank	
ID	26 (0x1A)	
Description	The Tank Object.	
Input	No	
Output	Yes	
Selected Properties	Color	The color of the area surrounding the tank
	Container	The Tank can be thought of, roughly as a rectangular container with a shape on top of that. This defines that container and whether it is visible or not
	Min	Should always be 0 as there is no visual indication of value and all object values are 0 based.
	Position	The current fill position of the Tank, this is for design time visualization only, it does not have any effect at run time.
	Shape	The Shape at the top of the Tank.
On Actions	OnChanged	An input type object (such as a Slider, Trackbar, etc) can cause this output type Tank to be changed. This can subsequently cause another output type object (Meter, LED Digits, etc) to be changed.
Event Report	OnChanged	Report Event message will be transmitted to the host after the meter state has changed.
	Value(msb:lsb)	This is the 2 byte value, <i>Value(msb):Value(lsb)</i> , that is used in the message transmissions to and from the host. For example, if the Tank value is 120 (0x0078) the 2 byte value will be: Value(msb) = 0x00 Value(lsb) = 0x78

3.2.4 LEDs and Digits Objects

3.2.4.1 LED

Object	Led	
ID	14 (0x0E)	
Description	The LED Object.	
Input	No	
Output	Yes	
On Actions	OnChanged	An input type object can cause this output type LED to be changed. This can subsequently cause another output type object to be changed.
Event Report	OnChanged	Report Event message will be transmitted to the host after the LED state has changed.
	Value(msb:lsb)	This is the 2 byte value, <i>Value(msb):Value(lsb)</i> , that is used in the message transmissions to and from the host. For the LED object the Value(msb) is always 0x00 . The least significant byte, Value(lsb) will contain the state of the LED. If LED is OFF: Value(lsb) = 0 If LED is ON: Value(lsb) = 1
Notes	Glyph	If LedType is custom this Bitmap defines the Led that is displayed. The Bitmap should be two bitmaps side by side, the first being the 'OFF' image, the second being the 'ON' image.
	LedType	Can be set to three internal LED types or custom, in which case the LED is based on the Image contained in 'Glyph'.
See Also	User LED	

3.2.4.2 USER LED

Object	Userled	
ID	19 (0x13)	
Description	The LED Object.	
Input	No	
Output	Yes	
On Actions	OnChanged	An input type object can cause this output type LED to be changed. This can subsequently cause another output type object to be changed.
Event Report	OnChanged	Report Event message will be transmitted to the host after the LED state has changed.
	Value(msb:lsb)	This is the 2 byte value, <i>Value(msb):Value(lsb)</i> , that is used in the message transmissions to and from the host. For the LED object the Value(msb) is always 0x00 . The least significant byte, Value(lsb) will contain the state of the LED. If LED is OFF: Value(lsb) = 0 If LED is ON: Value(lsb) = 1
See Also	LED	

3.2.4.3 LED DIGITS

Object	Leddigits	
ID	15 (0x0F)	
Description	7 Segment LED Digits Object.	
Input	No	
Output	Yes	
On Actions	OnChanged	An input type object can cause this output type LED Digits to be changed. This can subsequently cause another output type object to be changed.
Event Report	OnChanged	Report Event message will be transmitted to the host after the LED Digits state has changed.
	Value(msb:lsb)	This is the 2 byte value, <i>Value(msb):Value(lsb)</i> , that is used in the message transmissions to and from the host. For example, if the LED Digits value is 5645 (0x160D) the 2 byte value will be: Value(msb) = 0x16 Value(lsb) = 0x0D
See Also	Custom Digits	

3.2.4.4 CUSTOM DIGITS

Object	Customdigits	
ID	9 (0x09)	
Description	The Custom Digits Object. The size, color and shape of the digits are defined by the 'Bitmap'.	
Input	No	
Output	Yes	
On Actions	OnChanged	An input type object (such as a Slider, Trackbar, etc) can cause this output type Digits to be changed. This can subsequently cause another output type object (Digital Gauge, LED Digits, etc) to be changed.
Event Report	OnChanged	Report Event message will be transmitted to the host after the digits state has changed.
	Value(msb:lsb)	This is the 2 byte value, <i>Value(msb):Value(lsb)</i> , that is used in the message transmissions to and from the host. The range of values for the gauge (theoretically) can range from 0 to 65535 (0x00 to 0xFFFF). For example, if the digits value is 2100 (0x0834) the 2 byte value will be: Value(msb) = 0x08 Value(lsb) = 0x34
Notes	To create a custom bitmap, use GIMP, for example, type in the letters 0-9, adjust the fonts and attributes to obtain the desired appearance, then save the resulting image as a bitmap. The bitmap may need modifying, its width should be ten times the size of each digit.	
See Also	Led Digits	

3.2.5 Text And String Objects

3.2.5.1 STATIC TEXT

Object	Statictext
ID	21 (0x15)
Description	The Static Text Object.
Input	No
Output	No
On Actions	Not Applicable
Event Report	Not Applicable
Notes	Static Text is displayed as part of the form, there is no need to alter it.

3.2.5.2 STRINGS

Object	Strings	
ID	17 (0x11)	
Description	The Strings Object.	
Input	No	
Output	Yes	
On Actions	OnChanged	An input type object (such as a Button, Slider, Trackbar, etc) can cause this output type String to be changed. A string can be made up of many segments of messages (each separated by 0x0A Carriage Return). A button or other input type object can sequence thru these messages. Very handy when different messages need to be displayed upon certain actions taken. A state change in the string can subsequently cause another output type object to be changed.
Event Report	OnChanged	Report Event message will be transmitted to the host after the string state has changed.
	Value(msb:lsb)	Not used.
Notes	<p>The first strings are displayed initially. Normally strings are set to predefined values, e.g. a value of 0 might display the string 'Hello There'. Using predefined values makes the most efficient use of the comms link and also minimizes the code required in your controller.</p> <p>In order to display a dynamically created string the user can send the Write String ASCII command message. The maximum strings length is 80. For Unicode string objects Unicode strings can be sent, using the Write String Unicode command message. CRs and LFs can be included and the user is responsible for the 'formatting' of the string.</p> <p>Note: Refer to the application notes for detailed information on Strings and their usage.</p>	

3.2.6 System and Media Objects

3.2.6.1 FORM

Object	Form	
ID	10 (0x0A)	
Description	A Form Object (a page on the screen).	
Input	No	
Output	Yes	
On Actions	OnActivate	An input type object (such as Button) can cause a form to be activated, along with all the objects on that form.
Event Report	OnActivate	Report Event message will be transmitted to the host after the form is activated.
	Value(msb:lsb)	Not used.
Notes	Form0 (or the first form) is automatically made active when the Genie application program starts on the display. The host can change the form by setting the value of the Form's index and sending the Write Object Value message. The selected form will then be displayed along with all of its objects and the ACK will be returned once this is complete.	

3.2.6.2 IMAGE

Object	Image
ID	12 (0x0C)
Description	The Image Object.
Input	No
Output	No
On Actions	Not Applicable
Event Report	Not Applicable
Notes	Images are displayed as part of the form, there is no need to alter them.

3.2.6.3 VIDEO

Object	Video	
ID	20 (0x14)	
Description	The Video Object.	
Input	No	
Output	Yes	
On Actions	OnChanged	An input type object, such as a button or a slider, can cause each frame of the video to be changed. This can subsequently cause another output type object to be changed, such as Led Digits as a frame counter.
Event Report	OnChanged	Report Event message will be transmitted to the host after the LED state has changed.
	Value(msb:lsb)	This is the 2 byte value, <i>Value(msb):Value(lsb)</i> , that is used in the message transmissions to and from the host. This 2 byte field is the value of the video frame count.
Notes	<p>Note 1: To use the video object as a video player, the Timer object must be used. Each click of the timer will increment to the next frame of the video.</p> <p>Note 2: The video object can also be used as a slideshow. Compile all of the separate images into a GIF file. A slider or a button can then be used to sequence thru the images as frames.</p> <p>Note 3: Refer to the video object application note for detailed information on the Video object and its usage.</p>	

3.2.6.4 SOUNDS

Object	Sounds													
ID	22 (0x16)													
Description	The Sounds Object. The sound object can be made up of one or many wav files. Each wav file corresponds to an index within the sound object.													
Input	No													
Output	Yes													
On Actions	OnPlayingChanged OnVolumeChanged	When one of these values is changed by an input you can cause either another output to be changed or a message to be sent to the host.												
Event Report	OnPlayingChanged OnVolumeChanged	Report Event message will be transmitted to the host after any of these states has changed.												
	Value(msb:lsb)	This is the 2 byte value, <i>Value(msb):Value(lsb)</i> , that is used in the message transmissions to and from the host. This 2 byte field hold the value of the specific action (see Notes below).												
Notes	<p>The Sound object is different to other objects in that there is only one of them (Sounds0) and that the values have predefined meanings, write to them to 'set' them. Reading Object #0 returns the number of blocks left to play</p> <table border="1"> <thead> <tr> <th>Object Index</th> <th>Meaning (Value field)</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>Play wav file n</td> </tr> <tr> <td>1</td> <td>Set Volume n</td> </tr> <tr> <td>2</td> <td>Pause</td> </tr> <tr> <td>3</td> <td>Continue</td> </tr> <tr> <td>4</td> <td>Stop</td> </tr> </tbody> </table> <p>An input can change the current wav file being played and/or change the volume of the sound object. For buttons this can be a discrete file, for other inputs care must be taken to ensure the value is valid and reasonable.</p>		Object Index	Meaning (Value field)	0	Play wav file n	1	Set Volume n	2	Pause	3	Continue	4	Stop
Object Index	Meaning (Value field)													
0	Play wav file n													
1	Set Volume n													
2	Pause													
3	Continue													
4	Stop													

The Sound object (like the Timer object) will always reside in Form0.

3.2.6.5 TIMER

Object	Timer	
ID	22 (0x17)	
Description	The Timer Object.	
Input	No	
Output	Yes	
On Actions	OnTimer	Normally used to move a video to the next frame.
Event Report	Not Applicable	
Notes	<p>Enabled Set to yes to indicate the timer is to start when the Codeless program is loaded. Once enabled the timer continues until the Video displays its last frame.</p> <p>Interval The number of milliseconds between timer events.</p>	

The Timer object (like the Sounds object) will always reside in Form0.

3.2.6.6 USER IMAGES

Object	User Images	
ID	27 (0x1B)	
Description	The User Images Object represents an easy way to build a slideshow by joining together a sequence of images in one place.	
Input	No	
Output	Yes	
Selected Properties	Images	The list of images that make up the object. Click on the ellipses to the right of the list to edit and maintain the Image list and display information about them.
	Stretch	Set stretch to Yes to automatically resize images to the size of the object.
On Actions	OnChanged	An input type object, such as a button or a slider, can cause each frame of the User Images to be changed. This can subsequently cause another output type object to be changed, such as Led Digits as a frame counter.
Event Report	OnChanged	Report Event message will be transmitted to the host after the User Images state has changed.
	Value(msb:lsb)	This is the 2 byte value, <i>Value(msb):Value(lsb)</i> , that is used in the message transmissions to and from the host. This 2 byte field is the value of the User Images image count.
Notes	<p>Note 1: To use the User Images object as a video player, the Timer object must be used. Each click of the timer will increment to the next frame of the User Images.</p> <p>Note 2: The User Images object can be used as a slideshow. A slider or a button can then be used to sequence thru the images as frames.</p> <p>Note 3: The User Images object operates in the same way as the Video object. Refer to the video object application note for detailed information on the Video object.</p>	

3.2.7 I/O

3.2.7.1 PIN OUTPUT

Object	PinOutput	
ID	28 (0x1C)	
Description	The Pin Output Object.	
Input	No	
Output	Yes	
Properties	Idle State	A pin idle (i.e. be inactive) in either a low or high state. When the pin becomes active it will change to the opposite state.
	Pulse Duration	If 0 no pulse is generated and the pin moves to the selected state (active or idle). If non zero (max 32000) a pulse to the active state is generated. This pulse is not exactly the specified pulse duration and may be slightly longer.
	Pin	The output pin to be pulsed. Multiple PinOutputs can use the same pin. It is the users' responsibility to manage such usage in a reasonable way.
On Actions	OnChanged	When one of these values is changed by an input you can cause either another output to be changed or a message to be sent to the host.
Event Report	OnChanged	Report Event message will be transmitted to the host after any of these states has changed.
Notes	It would seem to make sense to only connect a momentary button to a pulsed output pin and similarly connected a toggled button to a non-pulsed output. Of course, it occasionally come in handy to be able to do the non-apparent, so you can set these options any way you like. PinOutputs can be read by the host.	

The PinOutput object (like the PinInput) will always reside in Form0.

3.2.7.2 PIN INPUT

Object	PinInput	
ID	29 (0x1D)	
Description	The Pin Input Object.	
Input	Yes	
Output	No	
Properties	Idle State	A pin idle (i.e. be inactive) in either a low or high state. When the pin becomes active it will change to the opposite state.
	Pin	The Input pin to be read. Multiple PinInputs can use the same pin. It is the users' responsibility to manage such usage in a reasonable way.
On Actions	OnChanged	When one of these values is changed you can cause either another output to be changed or a message to be sent to the host.
Event Report	OnChanged	Report Event message will be transmitted to the host after any of these states has changed.
Notes	Do not set a pin to both input and output as undesirable results may occur. IF you need to read an output pin from your host then use the normal read command for the PinOutput.	

The PinInput object (like the PinOutput) will always reside in Form0.

3.3. Object Summary Table

Object	ID	Input	Output	Notes
Dipswitch	0 (0x00)	✓	✓	
Knob	1 (0x01)	✓	✓	
Rockerswitch	2 (0x02)	✓	✓	
Rotaryswitch	3 (0x03)	✓	✓	
Slider	4 (0x04)	✓	✓	
Trackbar	5 (0x05)	✓	✓	
Winbutton	6 (0x06)	✓	✓	
Angularmeter	7 (0x07)		✓	
Coolgauge	8 (0x08)		✓	
Customdigits	9 (0x09)		✓	
Form	10 (0x0A)		✓	Used to set the current form
Gauge	11 (0x0B)		✓	
Image	12 (0x0C)			Displayed as part of form, no method to alter
Keyboard	13 (0x0D)	✓		Keyboard inputs are always single bytes and are unsolicited
Led	14 (0x0E)		✓	
Leddigits	15 (0x0F)		✓	
Meter	16 (0x10)		✓	
Strings	17 (0x11)		✓	
Thermometer	18 (0x12)		✓	
Userled	19 (0x13)		✓	
Video	20 (0x14)		✓	
Statictext	21 (0x15)			Displayed as part of form, no method to alter
Sound	22 (0x16)		✓	
Timer	23 (0x17)		✓	
Spectrum	24 (0x18)		✓	
Scope	25 (0x19)		✓	
Tank	26 (0x1A)		✓	
UserImages	27 (0x1B)		✓	
PinOutput	28 (0x1C)		✓	
PinInput	29 (0x1D)	✓		
4Dbutton	30 (0x1E)	✓	✓	
AniButton	31 (0x1F)	✓	✓	
ColorPicker	32 (0x20)	✓	✓	
UserButton	33 (0x21)	✓	✓	

Note: Object IDs may change with future releases; it is not advisable to code their values as constants.

4. Revision History

Revision	Revision Content	Revision Date
1.0	First Release	Nov 19, 2012
1.1	Fixed incorrect information in Section 2	Feb 28, 2013
1.2	Updated description in 2.1.3.1	Mar 7, 2013
1.3	Updated Note 4 in section 3.2	April 30, 2013
1.4	Updated Buttons section 3.2.1.1	July 5, 2013
1.5	Updated TOC	August 19, 2013
1.6	Added New Widgets	September 18, 2013

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