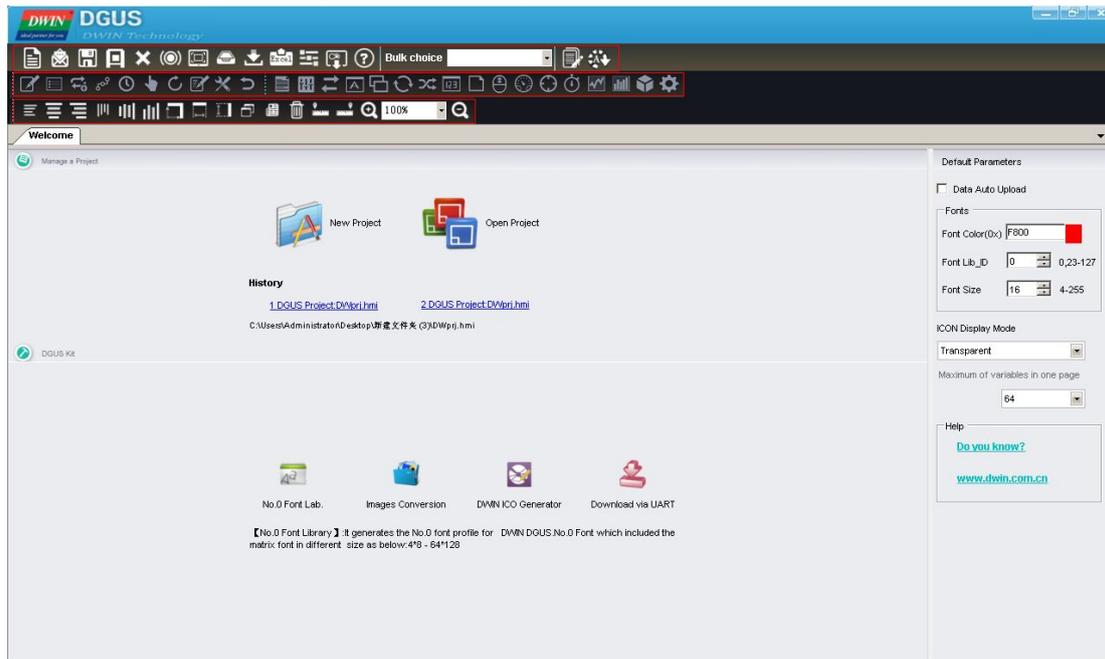


# Tips of DGUS upgrade--V5.1

In this document we will introduce the point as enhancements in the software which optimized the interface mainly as well as redesign the layout of functional button in order to better conveniences in operation. We, DWIN TECHNOLOGIES, hope this version V5.1 makes user friendly enough to access for developer.

Please review as following in details of adjustment.



## 1. IMPROVEMENT OF THE EFFICIENCY

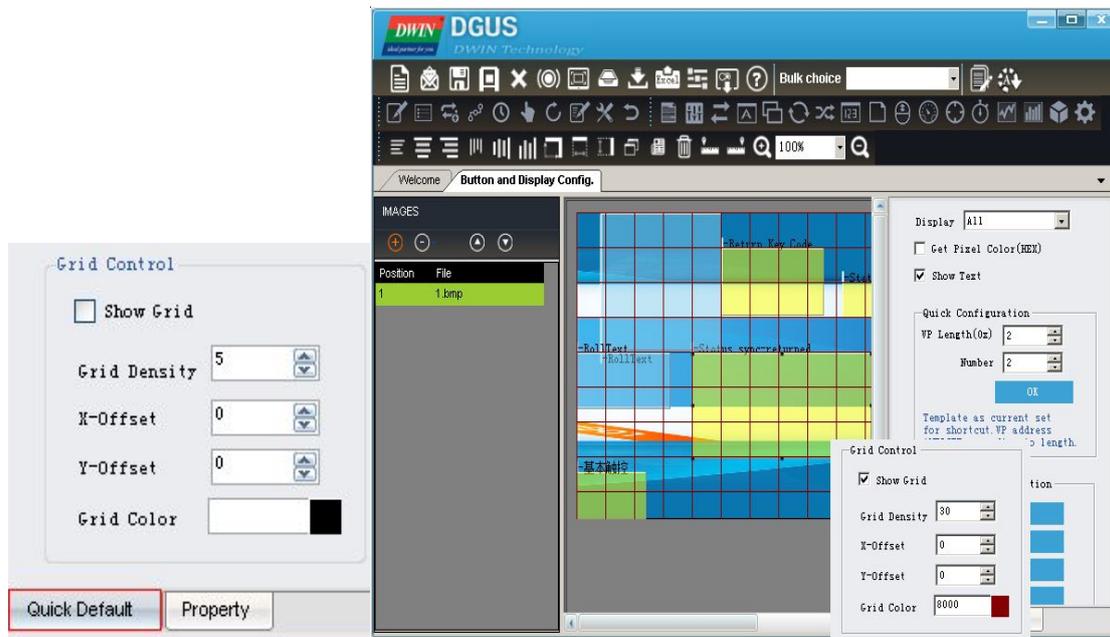
### 1.1 WAYS OF ALIGNING

Alignments are added including centered, left-aligned, right-aligned, top-aligned, button-aligned, equal width, equal height. The text and values could be displayed in the user-defined mode.



### 1.2 GRIDS FOR THE COMPOSING

Users could compose the widgets by setting grids in the right corner. Click the Quick default button to set the configuration.



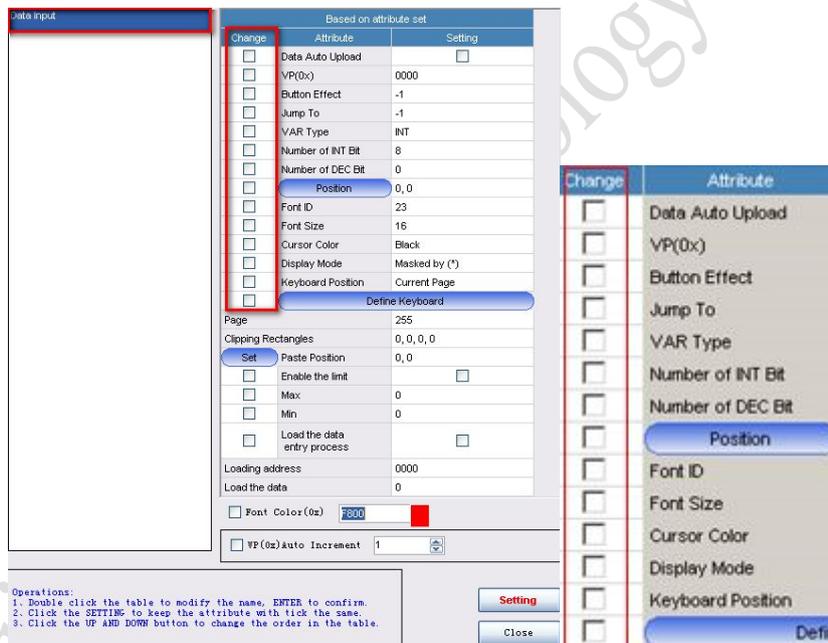
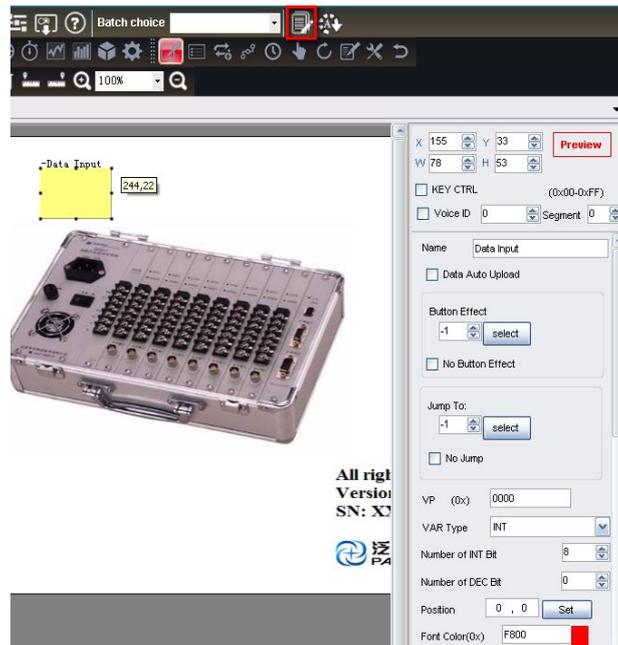
### 1.3 UNDO

The revocation function is added. Ctrl+Z can be used in undoing the settings at most 50 steps.

### 1.4 BATCH EDITING



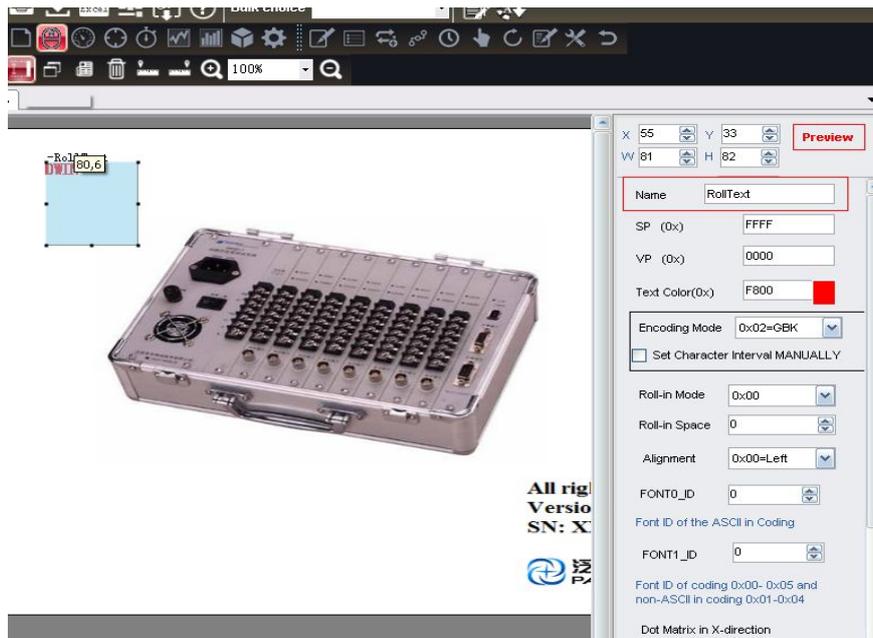
- Select in Batch as a option was added in the right side of tool bar in target of sweeping changes to attributes. Meanwhile, some of attributes like Variable Address can be adjusted intelligently that every value in the row displayed.
- Each properties is going to displayed in the right corner as widget selected to define the button. Either, you are allowed to choose which properties to change by ticking before them.



## 2. CONFIGURATION

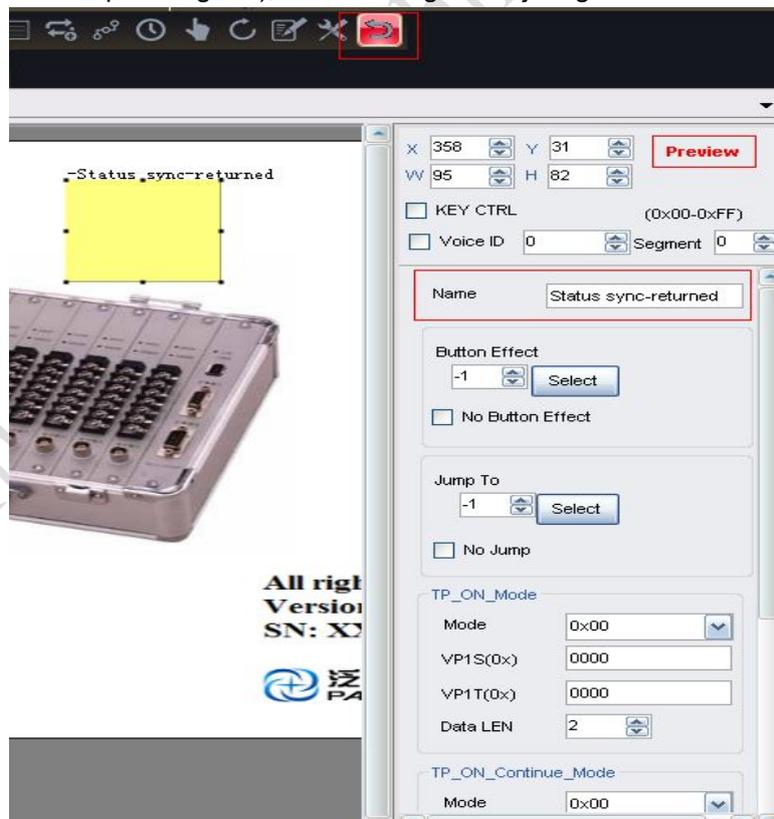
### 2.1 Text Roll-in FUNCTION

This function enables the text roll from the right to the left side (other directions: left to right, top to bottom, bottom to top).



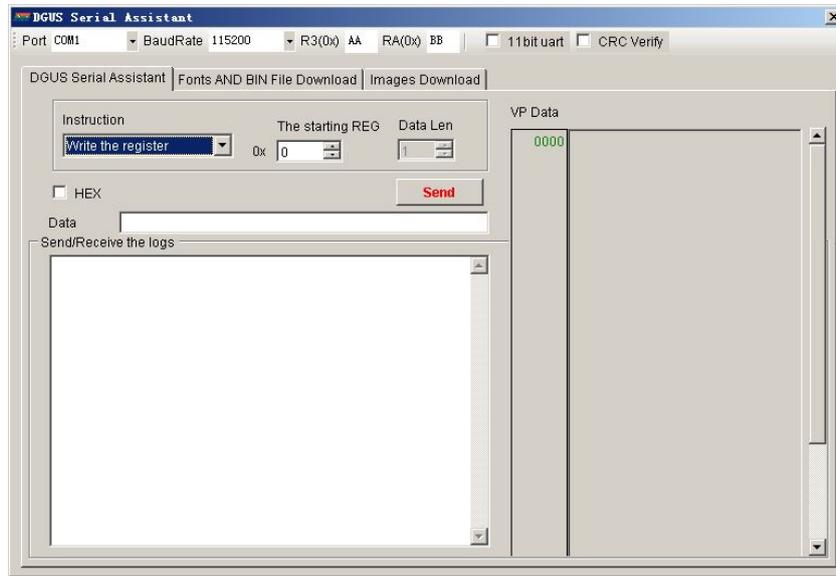
## 2.2 STATUS SYNC-RETURNED FUNCTION.

This function enables the LCD automatically upload parameters to the serial port according to different circumstances. Two commands returned with once touch(one for pressing and one for pressing-left), and freezing touch just generate one command.

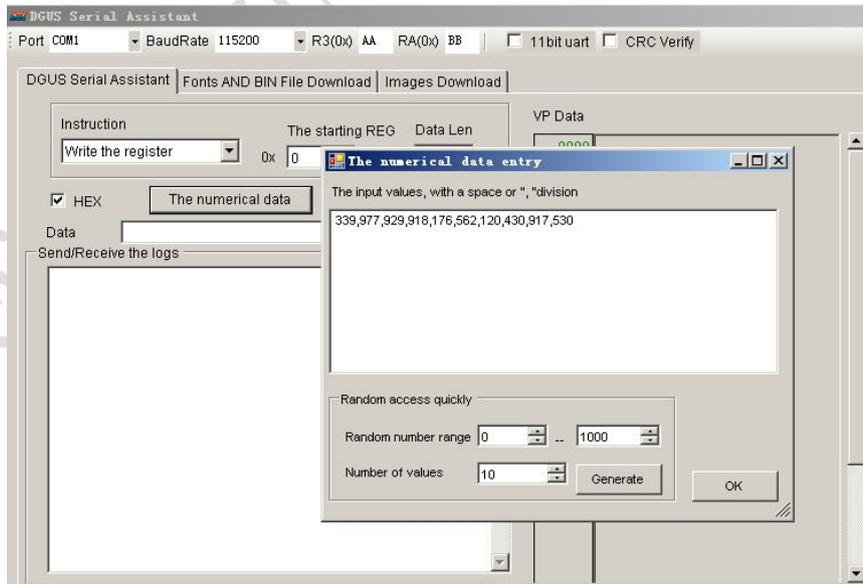


### 3. DOWNLOADING TOOL UPGRADE

Debugger function is added. In the use of development, the user could send commands(80-84 command) to the LCM via the serial port.



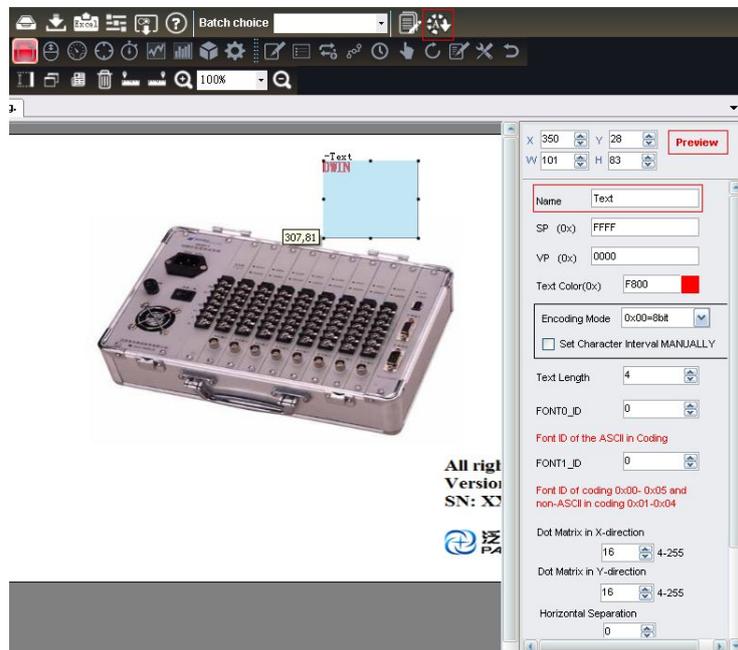
The user could also easily send data by clicking the numerical data button. For example, if a serial of data are going to be sent to the LCD for curve display function, the user could tick before the 'HEX' button, then enter some random numbers or just click the 'Generate' button to generate the random numbers. The random number range and number of values could be set by the user.



#### 4. PREVIEW FUNCTION

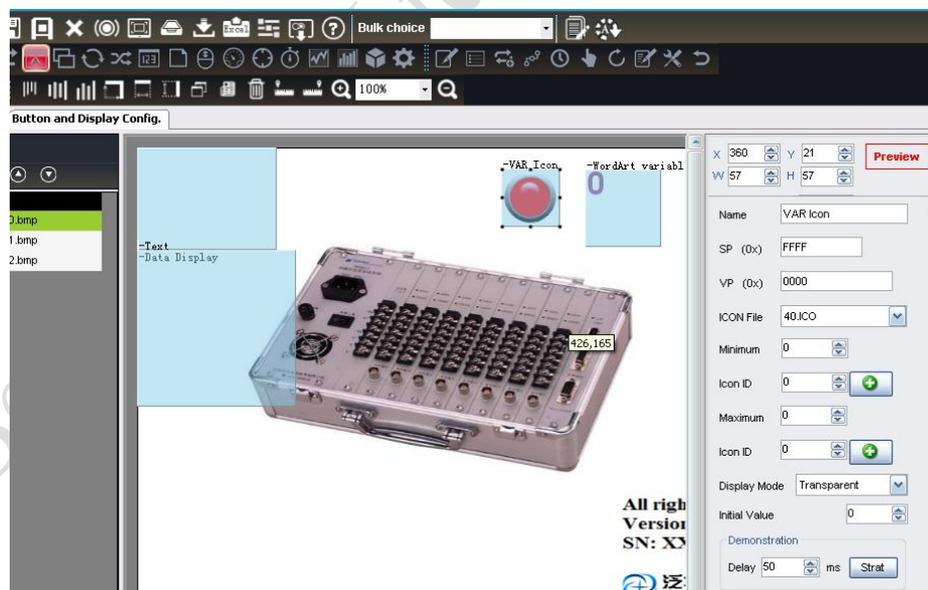
##### 4.1 FONT DISPLAY

The values and words could be displayed as their real size when the font is loaded. Click the LOAD FONT button to load the font(in the DWIN\_SET folder) to the current project.



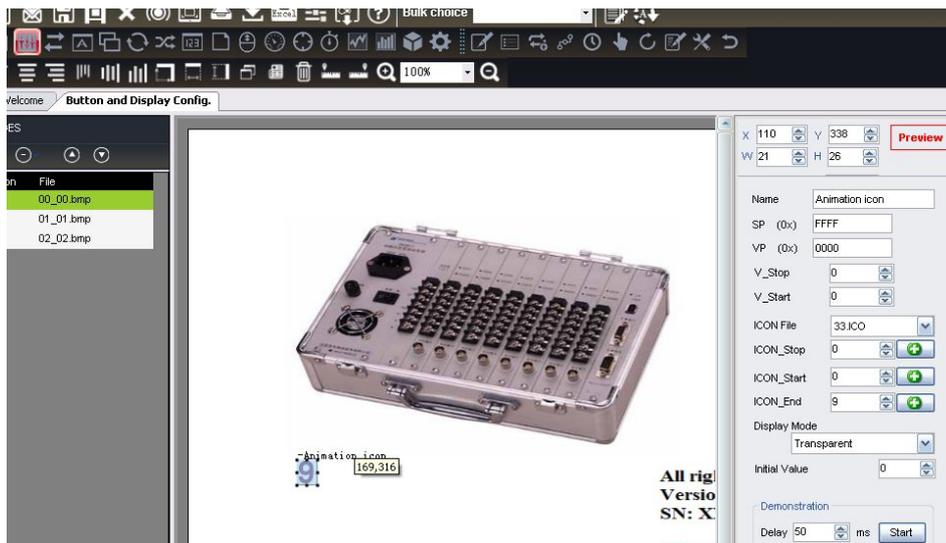
##### 4.2 ICON DISPLAY

The chosen icons would be displayed in the interface directly, as well as the WordArt.



##### 4.3 ANIMATION ICON DISPLAY

The animation icon display function could be simulated via the serial port, it could display from the first icon to the end in a roll in a specified interval.



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