

**PREFACE**

This manual describes the operating functions and features of Hi\*Tech DDE Pump software, release 1.15. The version of software installed in your PC may be found in the "About" info box under "Help".



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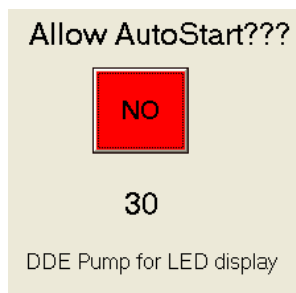
## Overview

The intent of this program is to provide the user a convenient way to link up to 50 embedded variables in their display's playfile to a DDE source.

## Complay Variables

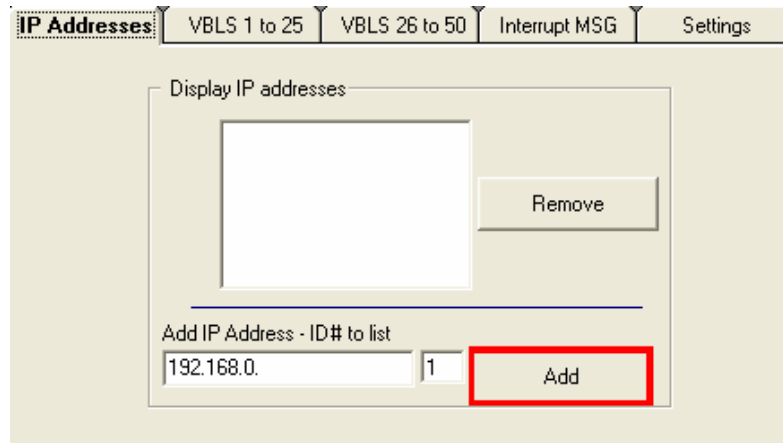
In the Complay playfile, an embedded variable can provide the ability to update and change text and numeric information on the display without having to retransmit the playfile. They can be used in a scrolling text message as well as static and can be any LED font size (windows fonts are NOT supported). *Please refer to your Complay manual for assistance on inserting embedded variables.*

## Setting up the program



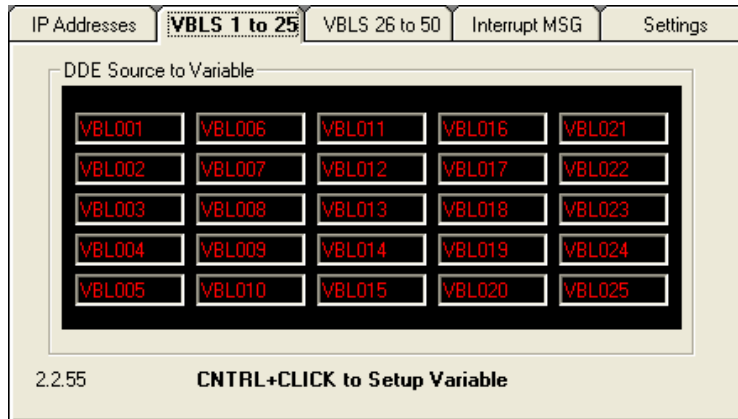
DDE Pump requires Complay 3.0 (version 371). Upon launching the program the user will be shown an "Allow Auto Start?" form – please select "NO", this will prevent the program from starting to update the display. The countdown value is defined in PUMP.INI under ([AutoStart] DelayVal=xx).

## Communication



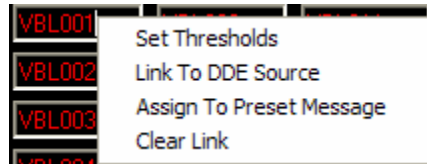
This program supports communication with multiple displays over Ethernet – ONLY. There is a listbox located on the IPAddresses Tab on the left side of the form. To enter the IP addresses, type the IP address and the display ID in the "Add an Address to List" textbox then click "add".

## Variable Tab



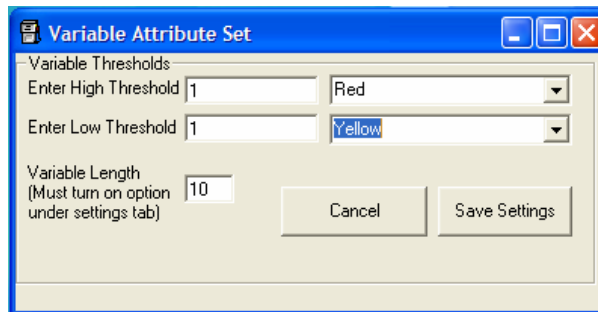
You will notice an array of 50 textboxes, these are linked to 50 embedded variables in your display. Any text value in these boxes will appear in the variable (Selecting a textbox will display a Bubble Help description of the variable it is linked to).

## Variable Options



Hold down the "CTRL" key and left Click on VBL001. You will see the menu shown above. The next part of this document will pertain to these variable options.

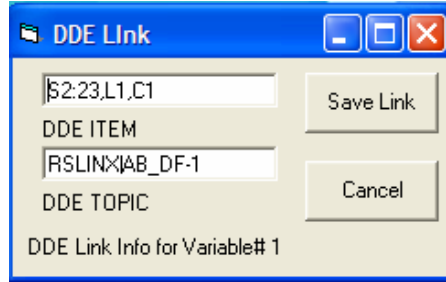
## Set Thresholds



This window is used to set color attributes based on Numeric Threshold conditions. Note the Low value and color and high value and color. If the text is numeric, and the value is below the low value it will be the low value color, if it is above the high value it will be the high value color (if it is between the two it will be GREEN by default). The Variable Length box will set the Character length for this (and only this) variable.

## Link to DDE Source

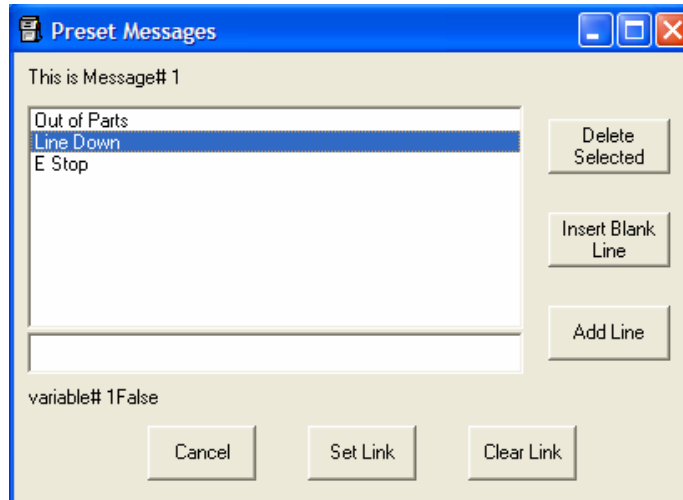
**IMPORTANT:** PLEASE ENSURE THE DDE SOURCE PROGRAM IS RUNNING AT ALL TIMES WHEN ATTEMPTING TO LINK THIS PROGRAM.



Notice the text boxes for topic and item – this is where you enter the DDE Topic information (“*ProgramName/TopicName*” The “|” symbol **MUST** appear between the two). Also notice the DDE Item Description. Any valid Item name will work. NOTE: NO “!” OR QUOTES(“) ARE NECESSARY. Use the “Save Link” button to set the Link.

**PLEASE NOTE: THE UPPER LEFT BOX IS BOX#1, BELOW IT IS BOX#2 – PLEASE LINK THE BOXES IN NUMERICAL ORDER.**

## Assign to Preset Message



This feature will allow each variable to have a separate Message Library. The Message is sent to the variable by the message index number. Example: if DDE Source is “1” “Line Down” will be sent to the variable. NOTE: Maximum character setting still apply.

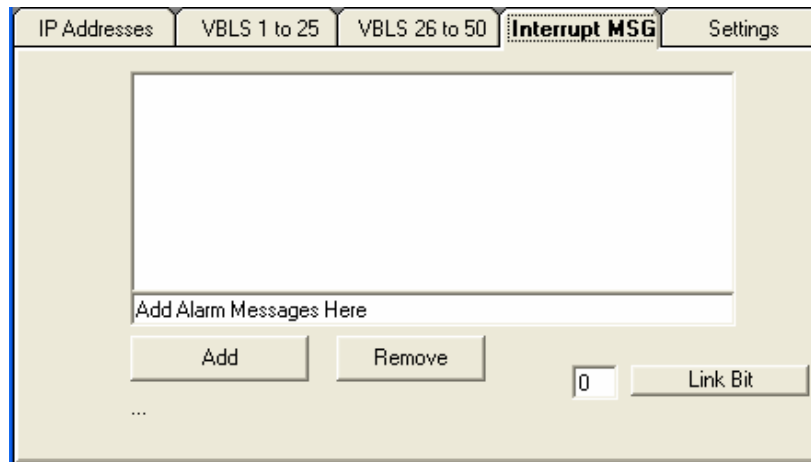
### Clear Link

Clears Current link values.

### Color Control

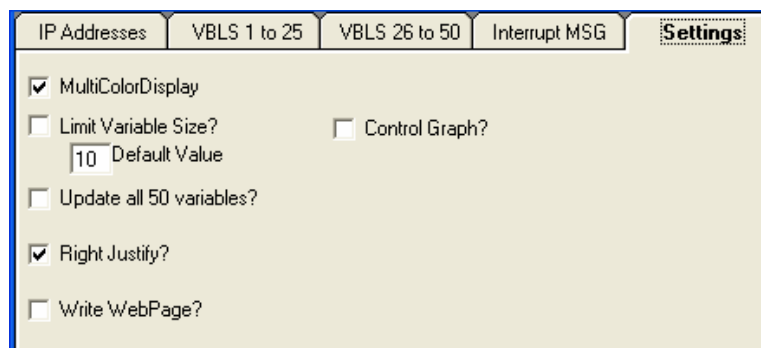
The color of any variable can also be controlled by preceding the text with “(*color*)”. This will change the color of the variable without threshold settings. Example: “(R)hello world” would appear – Red ; “(G)hello world” would appear - Green ; and “(Y)hello world” would appear – Yellow. THE COLOR LETTER MUST BE A CAPITOL LETTER.

## Interrupt Messages Tab



This feature is used if the user wants to stop the current playfile and show only a Preset Scrolling message. The textbox next to the “Link Bit” button is used to watch an integer in the DDE Source. If this value goes to a non-zero value the associated message will display.

## Settings Tab



- **MultiColor Check** – used on tricolor displays
- **Limit Variable Size?** – Use if you want to control variable length
- **Default Value Box**- If user does not select a specific length for a variable this value will be used.
- **Update all 50 variables**- Use if user wants to send updates to all variables regardless of how many are actually linked
- **Right Justify** – Sets all variables to right justification
- **Write Web Page** – Write “DDE\_PUMP\_STATUS.htm” after every transmission
- **Control Graph** – Custom feature for single customer. DO NOT USE.

## Saving settings

Unless there is a DDE error, all settings are saved when the program is closed

## Running the program

Clicking the "Update Displays" Button will start the program. The program checks for changes from the DDE Source once a second. It will only transmit to the display on change. If on execution the "NO" button is not clicked from the "AutoStart?" startup form the program will start running automatically with the last settings.

FINALLY I WOULD SUGGEST THE USER DRAG A SHORTCUT TO THE STARTUP MENU OF WINDOWS (*C:\WINDOWS\Start Menu\Programs\Startup*) SO THIS PROGRAM WILL CONTINUE RUNNING IF THE COMPUET IS REBOOTED. THE 30 SECOND START DELAY WILL ALLOW ENOUGH TIME FOR YOUR DDE SERVER PROGRAM TO STARTUP.

## Common DDE Server syntax Examples:

**Microsoft Excel**            Topic = Excel|Sheetname Item = R#C# (excel|sheet1 R1C1)

**RS Linx**                    Topic = RSLINX|TopicName Item = Datafile (RSLINX|TOPICNAME S2:22)

## RSView32 as a DDE Server

To set up another Windows application to read a tag value from RSView32, you need to specify the name of RSView32

as a DDE server, the name of the RSView32 project the information is to be read from and the name of tag containing

the information. These are:

Application: RTData

Topic: The name of the project, without a path or extension.

Item: A tag name.

To run RSView32 as a server

- 1        Define the link in the other application as described above.
- 2        Start both RSView32 and the other (client) application.
- 3        In RSView32, use the command RTDataServerOn/NetDDE in a Startup macro to run RSView32's DDE server. This lets  
the other application read a value but it can't change it.

To allow a client to change a tag value

Give the RTDataWriteEnable command in RSView32 to allow writes from external DDE applications to change tag values in RSView32.

## **Tips**

- If you are using NetDDE in Windows NT, you must configure the Network DDE DSDM and Network DDE services to start automatically before you can start the DDE Server in RSView32. This is configured under Services in the Control Panel. You only need to make this configuration change once.  
If you do not do this an error message is reported. However, RSView32 can still function as a local DDE server.
- Use RTDataServerOff and RTDataWriteDisable commands to turn functions off again.
- RSView32's DDE server supports a maximum of 3000 tags on scan.

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NOTE: If AppStart function of RSView id used, View will copy Pump.exe to Windows\System32. You will need to setup this occurrence as opposed to the original file.