



August 1, 2014

Version 1.0

Ripdraw Getting Started Tutorial

Loading a Splash Screen Using the Emulator

Purpose:

This tutorial will show the user how to load a splash screen on the Ripdraw display using the windows native hardware emulator program. No C programming is required for this tutorial.

Things you need:

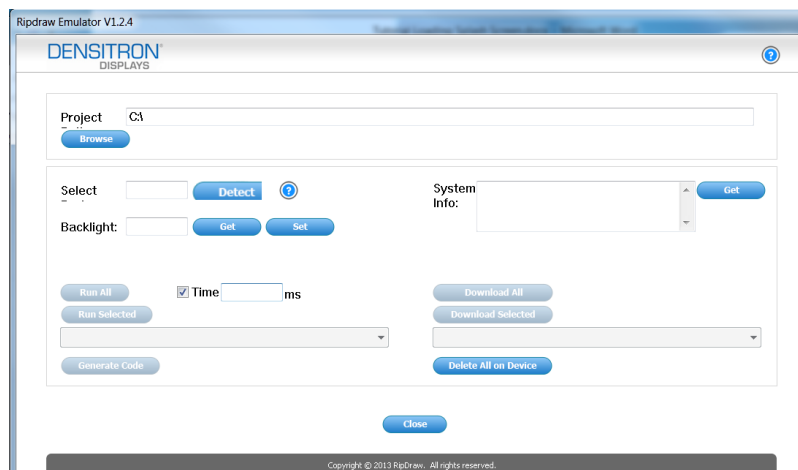
1. Windows PC machine with USB port
2. Ripdraw Windows Native Emulator Software
3. Ripdraw display and power supply
4. USB cable to connect Windows PC to the Ripdraw display
5. Access to Ripdraw web portal to download the image, account and password



Step 1: Setup hardware and software

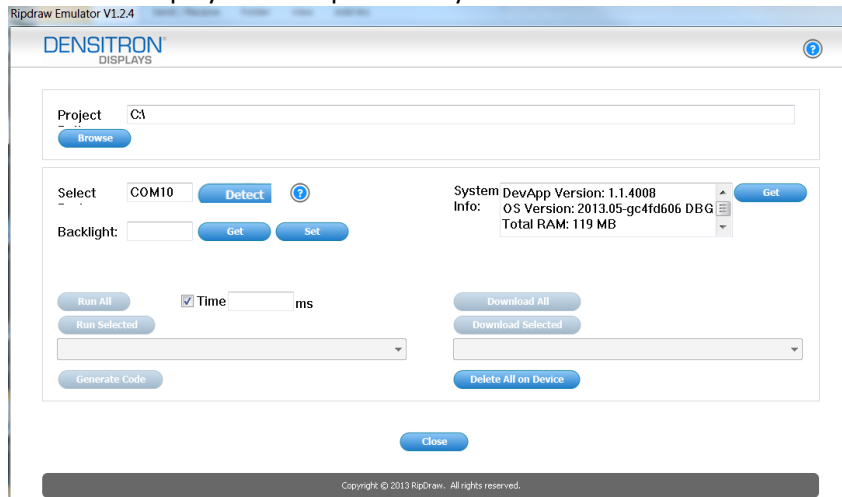
- a) Connect the PC to the Ripdraw display using the USB cable.
- b) Connect the Ripdraw display to the power supply, but do not connect the power supply to the AC yet.
- c) Download and install the Ripdraw Windows Native Emulator Software (emulator) on to your PC. This software can be found in Densitron Ripdraw support page

Step 2: Power Up Display and Emulator Software

- a) Connect the Ripdraw power supply to AC. You should see a quick slight flash on the display and the Windows machine should notify you that a comm port has been detected.
- b) Startup up the emulator and see something similar to this:



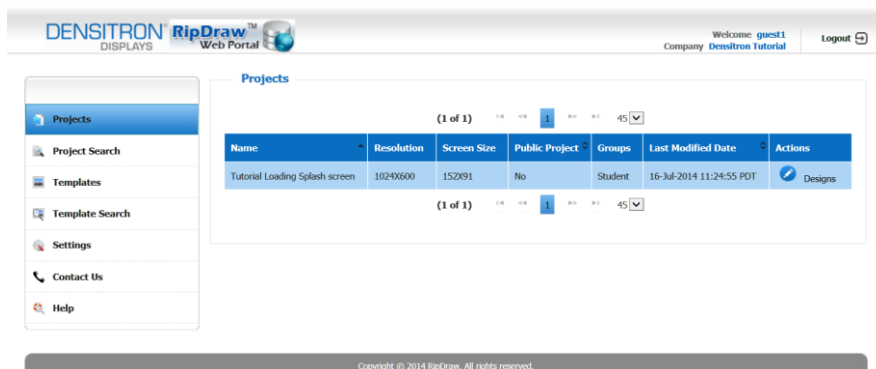
- c) Test the emulator by clicking the  Detect button.
- d) The com port that was assigned by windows should show up next to the button.
- e) Click the  Get button to get System version.
- f) The screen should now display the com port and System Info




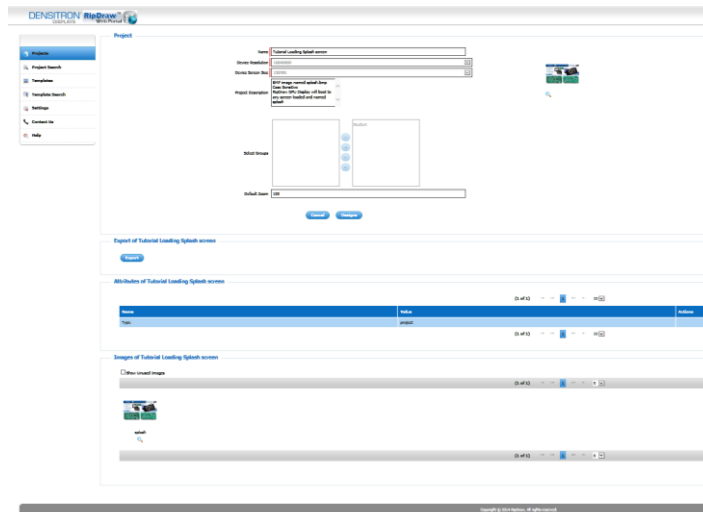
This means that the Windows machine is talking to the Ripdraw display thru the emulator. Now we are ready to load an image into the Ripdraw Display.

Step 3: Go to Ripdraw Web Portal, Download project to PC, Download image to Ripdraw Display

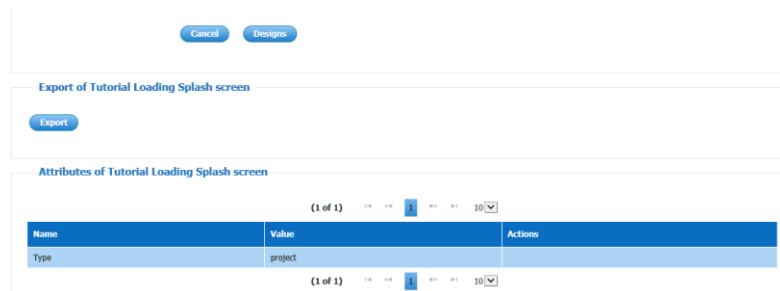
- a) Log on to the Ripdraw Web Portal and you should see the following project "Tutorial Loading Splash screen".




- b) Click on the  pencil icon to go to the write projects page and you should see the following:




- c) Scroll down “Export” section of the page, about mid page:



Name	Value	Actions
Type	project	

- d) Click on the  Export button and a “download” text will appear above the export button.



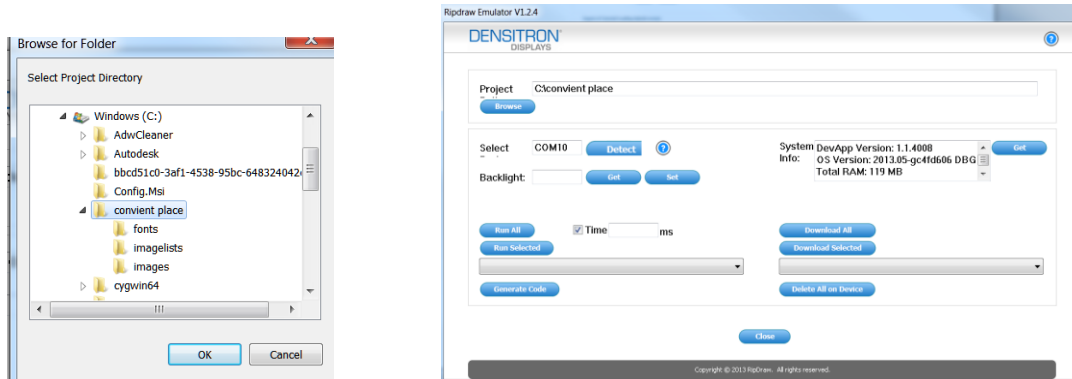
- e) Click on the “download” text and the Ripdraw Web portal will download a zip file containing the project to your PC. Save and then unzip this onto your computer on convenient directory of your choice. You can now exit or minimize the Ripdraw Web Portal, we are done with the Ripdraw Web Portal.
- f) Go back to the Emulator screen and by using the  Browse button, navigate to the directory of your project. It should be directory, directly above these folders, *fonts*, *imagelist*

and *images*. You can tell if you reached the right spot, when the button becomes enabled.

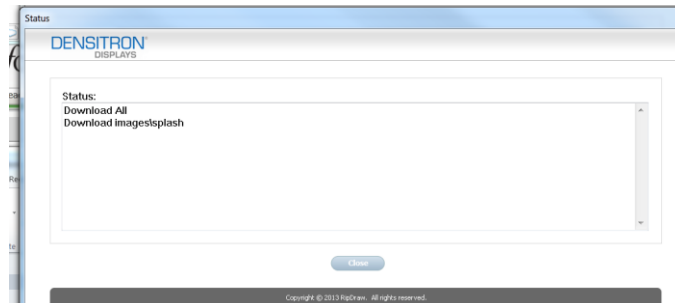
Download All

Download All

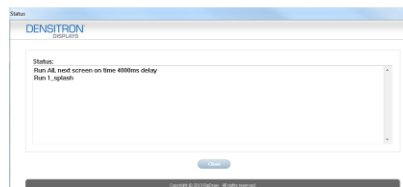
Download All



- g) Click on [Download All](#) Download All button and the splash.bmp will be downloaded to the Ripdraw Display.



- h) Click on the [Run All](#) Run All button and the splash screen will appear on the Ripdraw Display.



This will show up on the Ripdraw Display:



We are done!

More Stuff:

The image name "*splash.bmp*" is a special reserve file name for the Ripdraw Display. If any image with this file name is downloaded to the Ripdraw display, the Ripdraw Display will automatically put up this splash display when powered up. Only power to the Ripdraw Display is needed, no other connection is required. To try this, disconnect the USB cable and power cycle on the Ripdraw Display, the splash screen will come up.

The splash screen is useful as functional check after power cycle.

YouTube Video:

Check out the YouTube Video on this tutorial

Invoke Ripdraw Emulator and check USB to Ripdraw Display (success)

<https://www.youtube.com/watch?v=1rsYbhYibkk>

Invoke Ripdraw Emulator and check USB to Ripdraw Display (fail)

https://www.youtube.com/watch?v=H_g-XzmoowI

Other tutorials available at www.densitron.com

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