



WhiteOak Terminal User's Manual

WhiteOak Controls, Inc.
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Introduction

WhiteOak Terminal was developed in conjunction with WhiteOak Controls' programmable control devices. WhiteOak Controls' devices utilize an intuitive electronic interface for setup instead of relying on small potentiometers and switches. The interface refers to setup parameters with common terms and standard units. So instead of counting turns, searching for switch bank tables, and measuring test points – simply scroll through to the desired parameter and view or adjust.

But WhiteOak Terminal offers more than just manual adjustment and viewing of parameters. It allows you to read all parameters with one click of the button. The parameters can then be viewed in table form on the screen or sent to your printer. The list can be saved to a file for future use. The parameter list can also be written to another device for duplication, backup, etc.

These features and more make setting up and monitoring your WhiteOak Controls devices simple and intuitive.

Installation

NOTE: Do not plug in any WhiteOak USB devices until after the software has been installed.

To install WhiteOak Terminal software:

1. Insert the CD or floppy disk in the appropriate drive.
2. Double-click on the file named WhiteOak Terminal Installer Vx.xx.exe.
3. Follow the instructions on the screen to install the software.

Registration

WhiteOak Terminal will default to demonstration mode when first opened. In demo mode, some functions are disabled, such as saving to a file. In order to fully utilize the software, it must be registered.

Registration is quick and easy. It does not involve phone calls or internet access. You access the registration screen by clicking on *Registration* under the *Help* menu. The Registration screen asks for three items of information: your name, your company, and the registration code. The registration code can be found on the back of the CD case. It is a ten character code consisting of numbers and letters. To avoid confusion, the letters I (capital i) and O are not used. All letters will be upper case.








Once you have entered the information, click OK. A message window will appear asking you to restart the program so the registration settings can take effect.

Using WhiteOak Terminal

Interface

The main WhiteOak Terminal window is shown to the right. This window is referred to as the interface window.

The Interface allows the user to scroll through the parameters and to change their values. The display shows real time information received from the device. There are four buttons which make up the primary controls and an On/Off button, an Open Menu button, and a Help button.

-  - Adjust Up Button
-  - Adjust Down Button
-  - Lock Button
-  - Unlock Button
-  - On/Off Button
-  - Menu Button
-  - Help Button



The Interface provides the primary means of interaction with the device. It contains a display area which reflects real time information provided by the attached device. It contains five buttons which allow you perform the main functions of viewing and adjusting parameters.

To read the parameters individually from the WhiteOak controller use the Adjust Up and Adjust Down buttons. You can only scroll through the parameters if you are in locked mode. You know you are in locked mode when an asterisk (*) does NOT appear to the left of the parameter value. Movement takes place in a circular fashion, whereby the last parameter loops around to the first and vice-versa.

To change a parameter which is variable, you need to click on the Unlock Button to switch to unlocked mode. You know you are in unlocked mode when an asterisk (*) appears to the left of the parameter value. Once unlocked, the Up and Down buttons are used to adjust the value. When the desired setting is reached, press the Lock button to re-enter locked mode.

NOTE: Changes made to the controller parameters while in unlocked mode are not reflected in the Parameter Table until the Parameter Table is refreshed. The Parameter Table is refreshed by clicking on the Read Controller menu item.

In addition to the buttons and the menu items, there are shortcut keys. The keys used are Up (+), Down (-), Lock (/), and Unlock (*).

Menu

The Main Menu items are listed below with a brief description of each.

Port - The Port Menu lists the options for the communication port used to connect to the control device. A check mark indicates the currently configured port.

Open File - Opens a WhiteOak Terminal file (.wtf) and fills the Parameter Table with the data from the file.

Read Controller - Reads all of the parameters from the attached device into the Parameter Table.

Write to Controller - Write the values from the Parameter Table into the attached device.

Save to File - Saves the values in the Parameter Table to a WhiteOak Terminal file.

Print - Prints the contents of the Parameter Table to your printer.

Exit - Closes the WhiteOak Terminal Program.

Parameter Table

The Parameter Table allows the user to view all of the parameters of a controller at once. The Parameter Table can be activated by either a 'Read Controller' or an 'Open File' command. The information displayed in the Parameter Table is used to complete a 'Write to Controller' or 'Save to File' command.

The Parameter Table is used as an overview of the controller's parameters. It contains a two column table and a heading. The Table is filled with new data from a WhiteOak Terminal file (.wtf) when 'Open File' is selected or from the attached controller when 'Read Controller' is selected. The two columns typically correspond to the first and second line of the Interface display.

The heading data is used to identify the model, version and communication mode of the connected device. The data source will be 'WhiteOak Controller' if the data was read directly from a controller, or if the table was populated by a WhiteOak Terminal File, the name of that file will appear.

The parameters in this table are only updated as a result of a 'Read Controller' or 'Open File' command from the menu in the Interface. Parameter data that is changed using the Interface will change the data in the controller, but **NOT** the data in the Parameter Table.

It is important to note that all file-to-controller and controller-to-file operations take place by way of the Parameter Table. When 'Write to Controller' is selected, it is the Parameter Table data that is written to the controller. Likewise, when 'Save to File' is selected, the information to be saved comes from the Parameter Table.



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