



# INSTALLATION AND USE GUIDE

## SIC TOOLS e7V1

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# I - GENERAL

## 1 - Required configuration

- PC equipped with
  - a processor operating at 400 MHz or more
  - Windows 98, NT4, 2000 or XP
  - a CD-ROM drive
  - an RS232 serial port (or an USB RS232 adapter compatible with your computer)
  - 20 Mbytes of free space on the Hard Disk
  - 20 Mbytes of available RAM
- An Controller E7
- The PC to controller link cable

## 2 - List of programs

SIC TOOL e7V1 is a suite of software running on the PC allowing the administration of the E6 controller

- SIC LOAD : used for updating the controller (program downloading)
- SIC FILE MANAGER : used for backing up the marking files and downloading the logos,
- SIC Edit Logo Mat : used for printing the matrix logos,
- SIC Edit Logo Vect : used for printing the vector logos,

## 3 - List of documents

- Start manual:
  - Familiarization with controller E7
  - Example of use
  - Description of most widely used features
- Installation and guide use (this document)
  - Describes the procedure for installing utilities on the PC
  - Guide to using these utilities

## II - INSTALLATION OF CD-ROM

**CAUTION, for some configurations, it is necessary to reboot the PC.**

Before starting the install program, we advise you to exit all the other active programs.

Insert the CD in the drive then run the SETUP program (if it fails to start automatically).

Choose the language: this is the language of the install program and of all the installed utilities.

Choose the target folder: To ease the maintenance we advise you to leave the default choice.

If requested, reboot your PC to complete the installation.

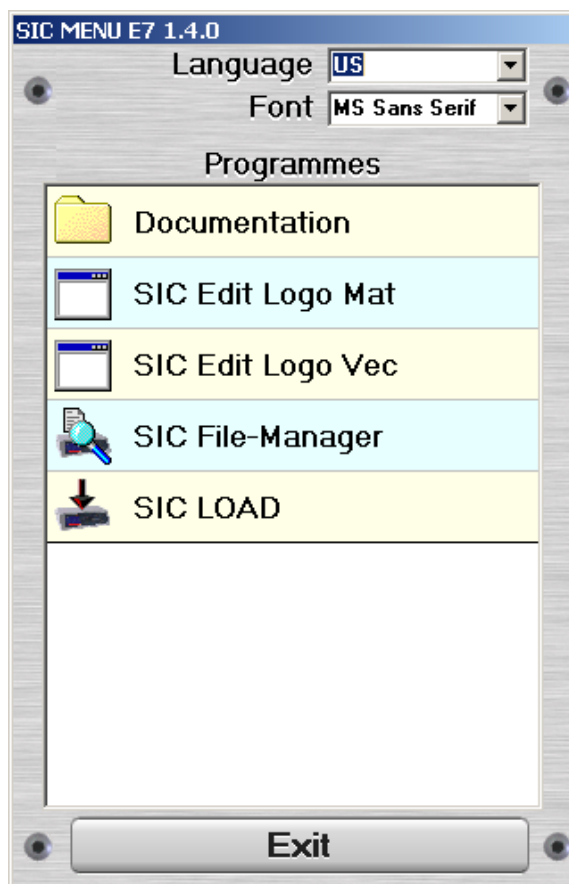
In most of the delivered configurations, the controller is ready for use.

If it proves necessary to update the controller this installation will be carried out from the utility :

SIC TOOL e7V1

## III - SIC TOOL E7V1

This software is the entry point of all SIC software :



**Language** : Software language

**Font** : displayed text font : To change is text does not appear correctly on the screen

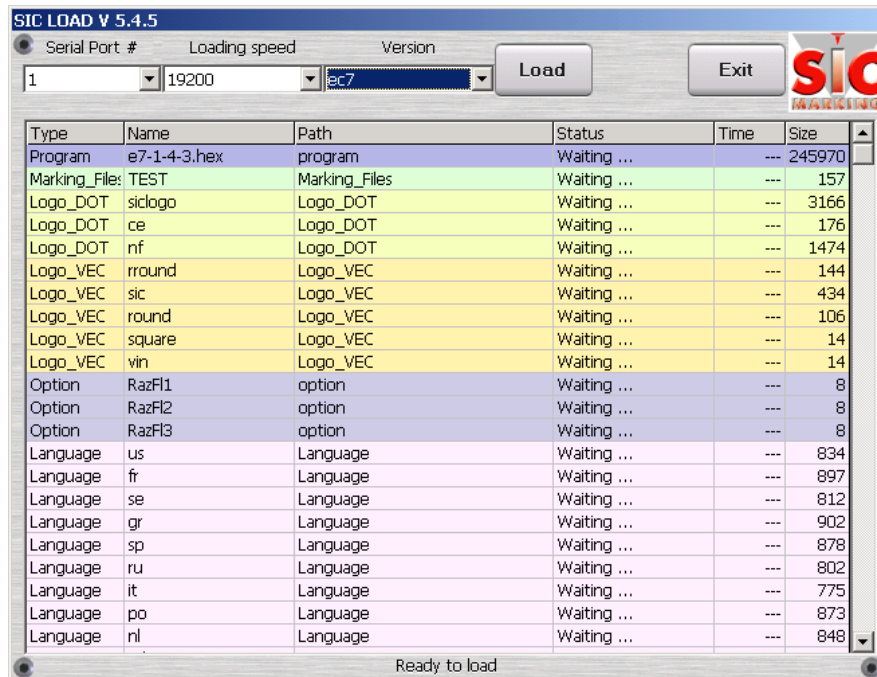
**Documentation** : notes of software

Double clic to run software

## IV - SIC LOAD

### 1 - Program presentation

This program is used for updating the controller. It installs the elements required for the operation of the controller: such as character fonts, translator files, machine definitions, etc



**Serial Port #** : PC port to which the controller is connected

**Transfer speed** : A high rate reduces the loading time but increases the risks of transfer failing: these risks depend essentially on the surrounding interference and the nature of the cable. To optimize these rates, start with the highest then select a lower rate working down until the error transfer factor is acceptable.

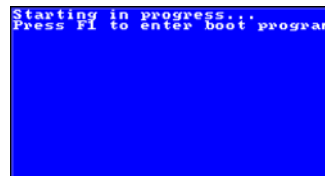
**Version** : List of elements to be downloaded to the controller: corresponds to the program version to be installed.

**Load** : Launches the downloading of the entire list to the controller

**Double-click** on an element from the list to transfer only the chosen file.

## 2 - Installation of program on controller

- Start the controller and as soon as you see the following screen press key [F1] (on the controller internal keyboard):



- Connect the RS232 cable to the port serial of the controller and to the PC port [COM1]
- On the PC, start the utility: SIC LOAD e7v1
- Click the « Load » button (to download the controller elements)

## 3 - Errors during installation

### *a) Case where certain files do not download to the controller*

To resume file downloading double click on the corresponding line.  
If the problem continues try reducing the transfer rate.  
At the end of the update, restart the controller.

### *b) Case where all the files do not download to the controller*

Check the wiring:

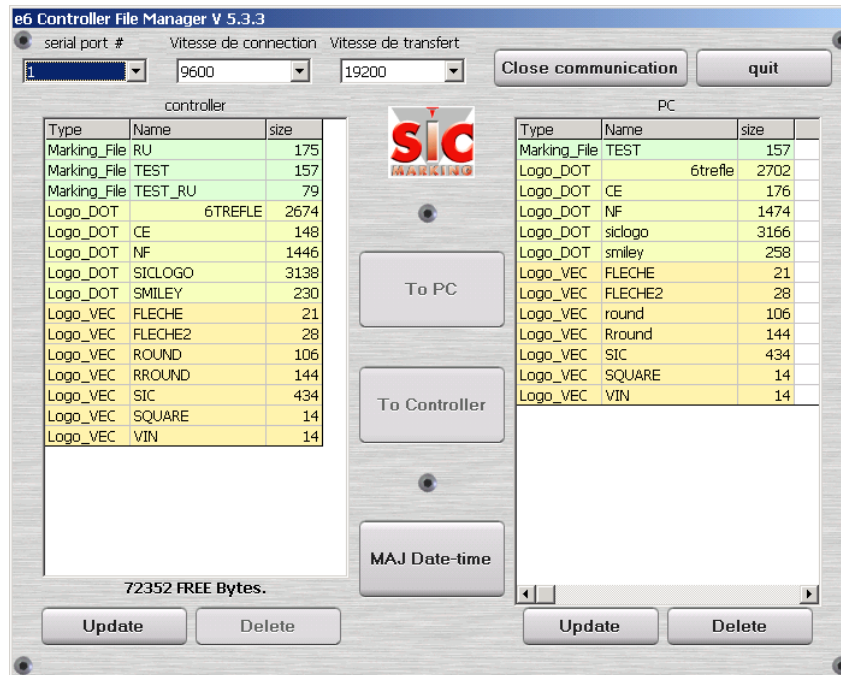
The controller serial port must be connected to the PC via the cable supplied.

The PC communication port must not be used by any other programs.

In the SIC\_LOAD e7v1 program, check that the chosen serial port is the one that is connected to the PC.

## V - SIC FILE MANAGER

For the file manager to be able to operate the controller must be in marking mode and the serial cable connected.



The list on the left represents the files on the controller,

The list on the right represents the files on the PC.

**Serial Port #** : PC port to which the controller is connected

**Transfer speed** : A high rate reduces the loading time but increases the risks of transfer failing: these risks depend essentially on the surrounding interference and the nature of the cable. To optimize these rates, start with the highest then select a lower rate working down until the error transfer factor is acceptable.

**Close/Open the port** : Initialization of link with controller

**Refresh** : Update list

**Erase, Delete** : Erases selected element

**Update Date/Time** : Synchronizes controller with the PC time

**To Controller** : Transfers selected element to controller

**To PC** : Transfers selected element to PC

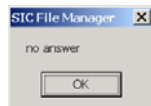
On the computer the files are stored in the directory corresponding to the type, from the SIC TOOL e7V1 directory (utility installation directory).

**E.g.:** The **TEST** marking file is located on the PC in:

C:\Program Files\SIC MARKING\SIC TOOL e7V1\e7-v1-4.001\Marking\_Files\TEST

**Note:**

The message:



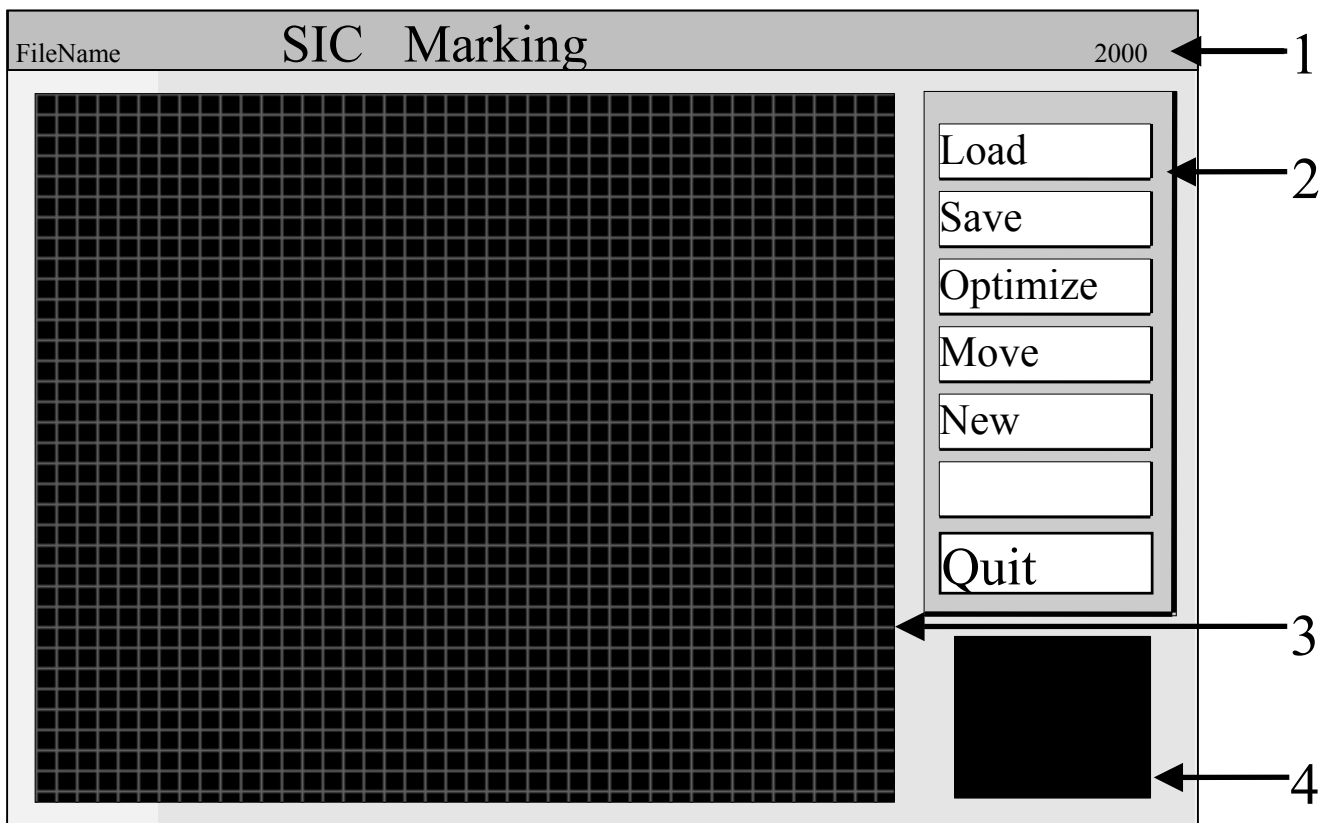
indicates that the PC cannot communicate with the controller:

→ check that the serial cable is connected properly and that the controller in the marking mode.

## VI - MATRIX LOGO EDITOR

### 1 - Software description

On start up the following screen appears:



- 1 Number of points available.
- 2 Options.
- 3 Zone in which logo has to be drawn.
- 4 Logo preview zone (the logo drawn in the left chart appears small here so as to get a more visible preview of it).

To design a logo, you have 2000 points that you can place where you wish in an array measuring 120 times 110 points (zone 3). At all times, you know how many points there are available because the number is displayed at the top right of the screen (1).

To position a point on the array (zone 3) press the mouse left button and to remove one, press the right button.

A number of options are available at all times: To start an option, position the mouse cursor on the desired option and press one of the buttons.

## **2 - List of options**

### **a) Load**

When you click this option, the list of existing logos appears on the screen. Select the file you want to download. After loading the file, return to the starting screen. The logo is displayed in zones 3 and 4.

### **b) Save**

This option is used for saving the logo currently displayed on-screen. When you click on it a frame will appear and enable you to enter the file name to be saved.

### **c) Optimize**

When you have created a new logo, the various points will be memorized in the order you enter them. If you start marking this logo, the vibrating stylus will apply the impacts in that order which could cause a great loss of time on each print job, depending on the number of to and fro movements it will cause.

To optimize the movements of the stylus you can redefine the order of the impacts. To do this, use the mouse to click on the logo points in the order you want them to appear. When you select a point memorization is obtained by clicking on the left mouse button and appears in pink. Each validated point will be memorized after the last selected point. To deselect a point that has been validated by mistake move over it and press the right mouse button which will result in the memorizing of the entire list end.

The «**Controller**» option is a way of testing the order in which the points are entered. The logo is redrawn slowly on the screen and enables you to display the order of appearance.

When the organization of the points is good, click the "OK" option to return to the initial screen. Then, you simply need to save your work.

### **d) Move**

Allows the logo on the edit array to be moved down, up, to left or right.

### **e) New**

Erases (from screen) the logo currently being edited.

### **f) Quit**

This option is used for exiting from the logo editing software and returning to the operating system.

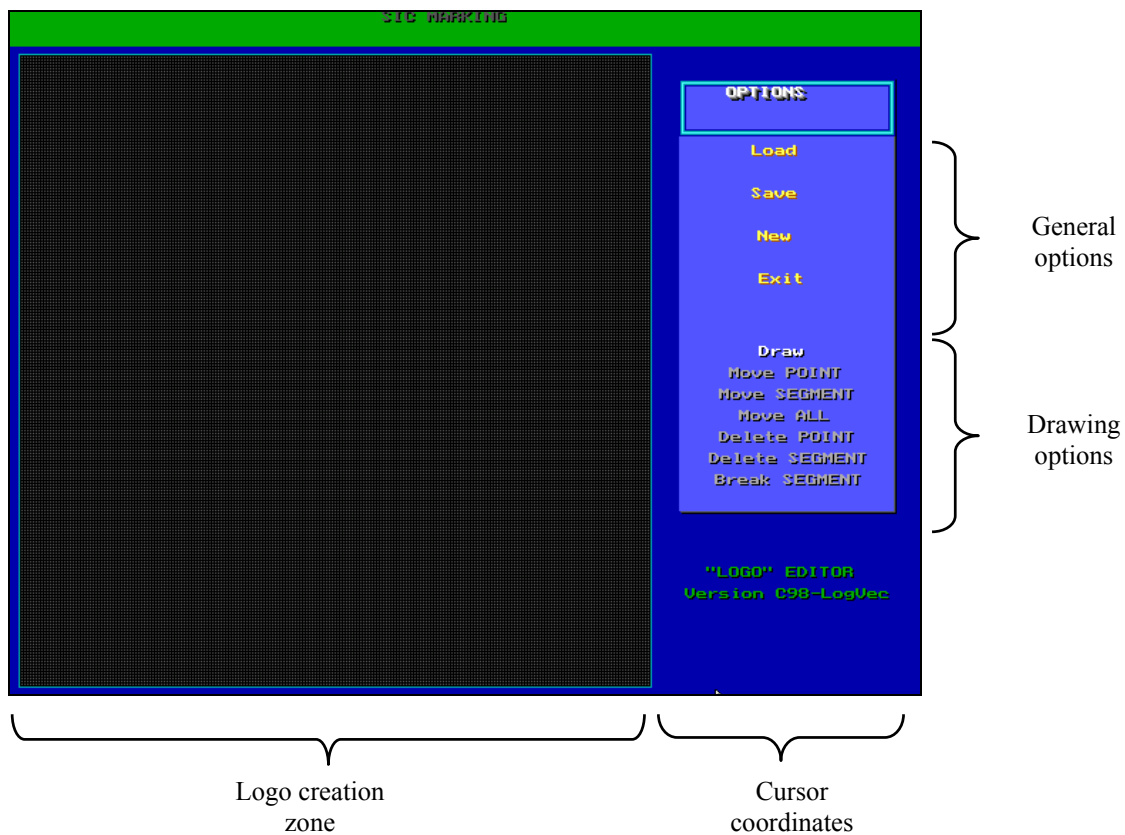
### **g) Logo transfer**

Use the SIC FILE MANAGER software to transfer the LOGOS between the controller and a PC.

## VII - VECTOR LOGO EDITOR

### 1 - Software description

Main logo editor screen



To design a logo, you have 1000 points that you can place where you wish in an array measuring 220 times 220 points (logo creation zone).

#### a) The various cursors

When you move the mouse cursor, depending on where it is located, it will appear in different shapes:

☞ : when the cursor moves out of the logo creation zone ...

⊕ : when the cursor is in the logo creation zone ...

◆ : when the cursor is on a point ...

⊕ : when the cursor is on a segment ...

This means you have better control of the various drawing options.

## b) The general options

- **Load:** When you click this option, the list of existing logos appears on the screen. Select the file you want to download. Then, the file loads and the logo appears on the screen.
- **Save:** This option is used for saving the logo currently displayed on-screen. When you click on it a frame will appear and enable you to enter the file name to be saved.
- **New:** Used for deletion (from the screen) the logo being edited to obtain a blank screen and create an new logo
- **Quit** As indicated by the name, you can exit the logo editing software and return to the operating system.

## c) Drawing options

- **Draw:** Used for drawing a segment. To do this, place the cursor in the logo creation zone, press the left mouse button move the cursor then release the button.
- **Move point** This function is used for moving a point (at the end of segment). In this case, move to a point, press the mouse left button and move the cursor. The point will then be moved to the place where the cursor is located when you release the mouse button.
- **Move segment:** To move a segment, place the cursor on that segment. Then, when the mouse cursor changes to indicate the detection of a segment press the button of the mouse and the segment will then follow the movement of the cursor.
- **Move all** This function moves the entire logo in the creation zone.
- **Erase point:** Used for erasing a point. To do this, position the cursor of the mouse on the point to be erased and press the mouse button.
- **Erase segment:** Used for erasing a segment. To do this, position the cursor of the mouse on the point to be erased and press the mouse button.
- **Split segment:** This function is used for splitting a segment into 2 other segments. Position the cursor on the desired segment, then press the mouse left button and move the cursor.

### Illustration:

