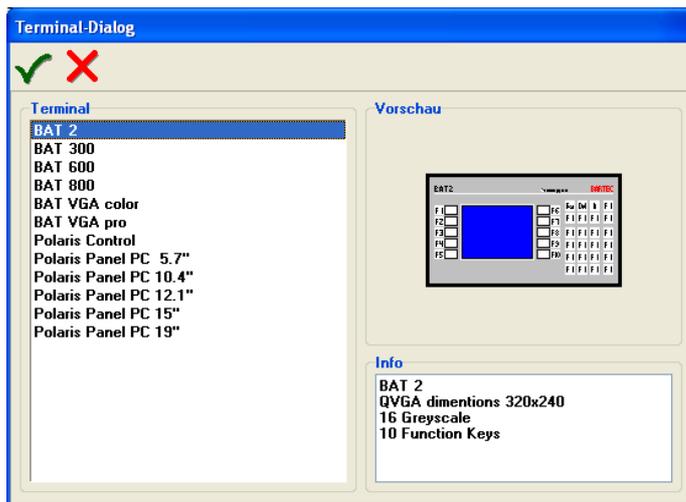


Innovations in BMS Graf pro – Version V6.0.0.0

1.1 Selection of graphic display (re. Section 3.4 in the BMS Graf pro Version 5.0.x.x manual)

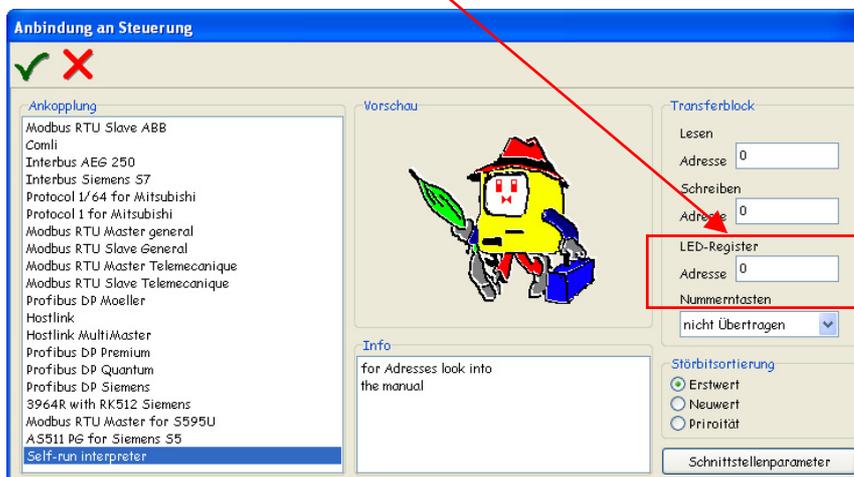
Integration of the POLARIS series



1.2 Selection of docking-on

LED register (address) must be set (data record with 2x16 Bit register)

e.g.: Address 100 → 100 → control bits for LED on
Address 100 + Offset 0001 → 101 → control bits for LED flash
Whereby Bit 0 = F1
Bit 15 = F16



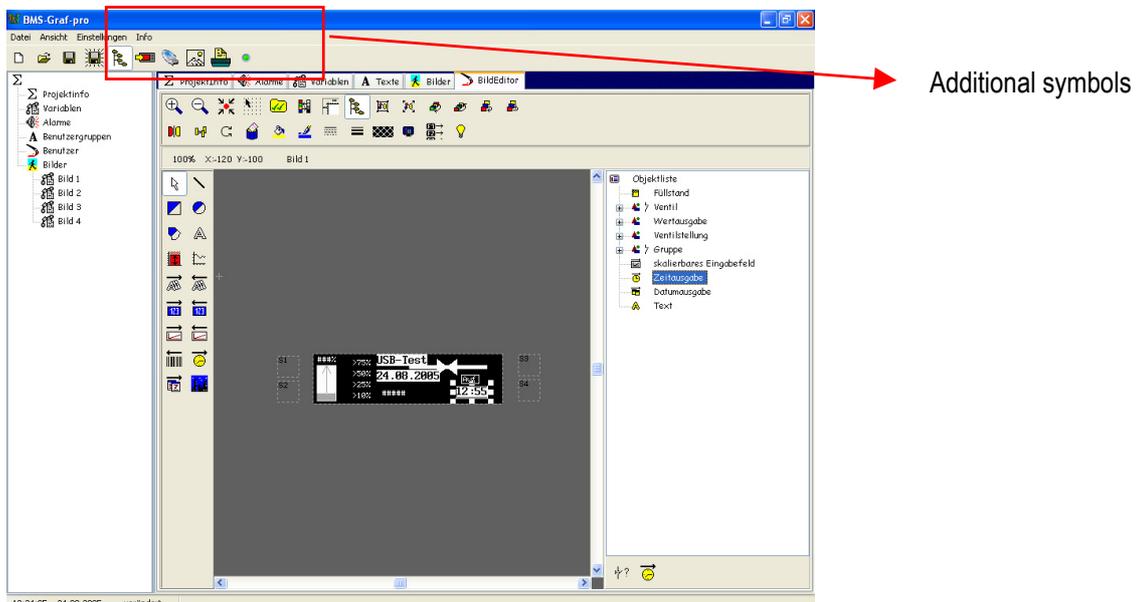
1.3 Selection of interface parameters

Driver settings: With immediate effect, these are projected in the software and can no longer be set on the device itself.



1.4 Picture editor (re. Section 7.2 of the BMS Graf pro Version 5.0.x.x manual)

1.4.1 Overview



Additional symbols in the symbol bar



Transfer project to USB stick



Merge title bar in / out

Additional function:

The picture can be zoomed in and out using the mouse.

Special conditions for use of POLARIS Control

A special colour view (two-colour, blue/white) is available if POLARIS Control has been selected in the project (view on the POLARIS Panel PCs in black is shown in blue, all other colours are shown in white).



1.5 Keyboard assignment

1.5.1.1 Function and special keys, key combinations

(supersedes Sections 7.2.5.2.1 and 7.2.5.2.2 in the BMS Graf pro Version 5.0.x.x manual)



The function and special key assignments are now grouped together in a menu.

Taste	Funktion
F1	Bild 2
F2	nichts
F3	nichts
F4	nichts
F5	nichts
F6	nichts
F7	nichts
F8	nichts
F9	nichts
F10	nichts
F11	nichts
F12	nichts
S1	nichts
S2	nichts
S3	nichts
S4	nichts
Shift-F1	nichts

1.6 Transfer project to graphic display

1.6.1 Transfer using the EEx i-memory stick

- ➔ Insert the USB stick into a vacant port on the PC.
- ➔ Create a folder on the USB stick with the name "bgxp2005".
- ➔ Press the button  in BMS Graf
- ➔ Select the USB stick bearing the folder "bgxp2005".



- ➔ Start  transfer.
- ➔ The following window will appear after successful transfer:



- ➔ Conclude Transfer with „Continue“.
- ➔ Remove USB stick.
- ➔ The project is stored on the USB stick and can be loaded onto a POLARIS.