Osdedit tool user manual

About osdedit tool

Osdedit tool is to help the user to generate the data of osd displaying used ;

There are some glossaries to explain:

Merge bin file : the file includes the font bin file and message file. it is the data to put into the flash memory;

Font bin file: the file includes all kinds of font libraries and bmp data;

Message file: the file includes all kinds of OSD message data;

Font lib file: the file includes one kind of font library data;

Word lib file : the file includes one word data ;

Message lib file: the file includes one kind of OSD message data;

Bmp file :bmp file that you want to display it in the OSD, it must be in 256 or 16 color format;

Suggestion:

There are two parts to introduce the tool. if you first use the tool, please read from first part.

General Index

I.Interface introduce

II. how to use osdedit tool

Only For *Cosmic*

I.Interface introduce
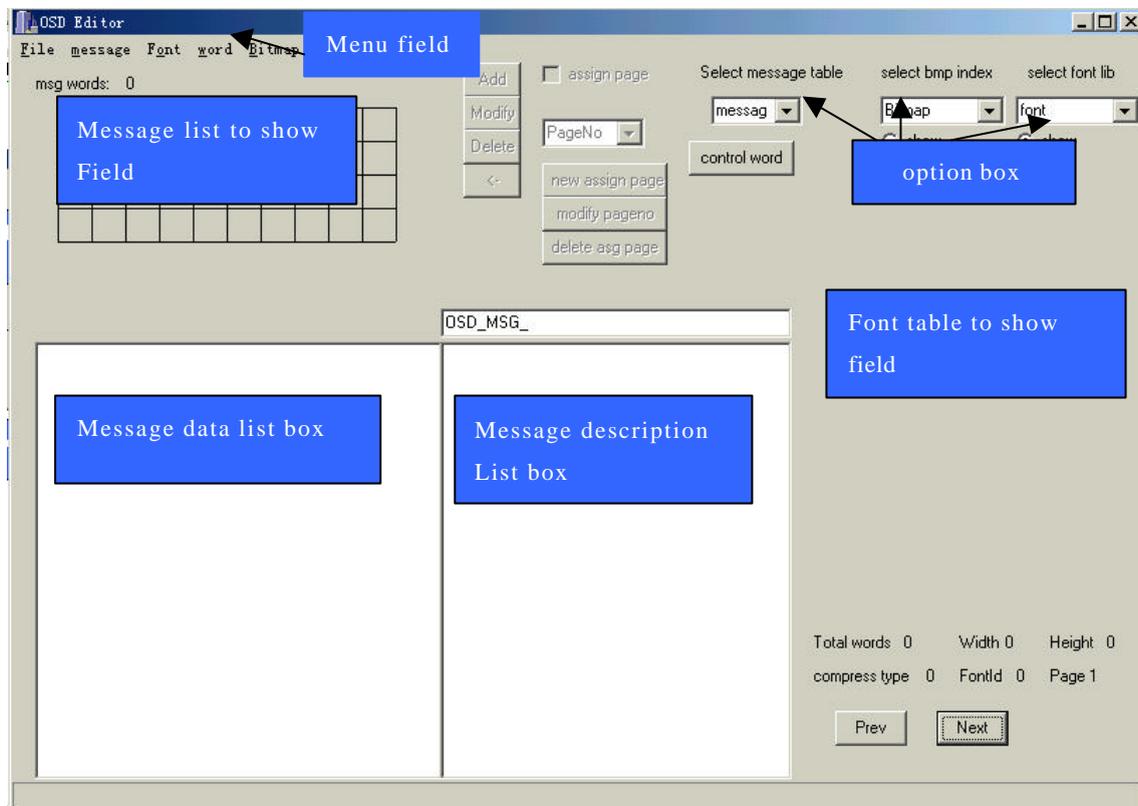
List of interface

when you run the osdedit.exe you will see as the picture;

in this picture is dived to some field;

1. **menu field**

2. **opition box**

3. **message data list box**

4. **message discription list box**

5. **font table to show field**

6. **message list to show to show field**

Back to general index

menu field

File

Message

Font

Word

Bitmap

Cursor

There are four items in the menu field the menu list as below:

File

the subitems included in "File" Item and their functions as below:

Open:

font bin:Open font binary file

msg file: Open message binary file

merge bin:Open merge binary file

Save:

font bin:Save font binary file.

msg file:Save message binary file

merge bin:Save merge binary file;

Exit:close the osdedit tool

descriptions

font bin includes font library data and bmp data;

Back to list of menu

Message

the subitems included in "Message" Item and their functions as below:

new:new a message table;

Load: load a message library data;

Delete:delete a message library ;

Extract: extract current selected message library data;

note****

1.　the message lib file must be in the permitted format;

Back to list of menu

Font

the subitems included in "Font" Item and their functions as below:

New:new a font library data;

Add :add font library from font lib file ;

Extract: Extract current selected font library data

Delete: delete current selected font library data

Compress: compress current selected font library

UnCompress :uncompressed current selected font library and save as normal font lib;

Notes

1. the added font library data file must be in the permitted format, if not add font library data will not success;

2. if you delete one font library data ,you will notice that the font used in your message will not be included in the font library data that you will delete;

3. now the max font number is 8;

4. when you compress a font lib ,the font lib pixel property must be 2. another words the font is in 4 color ;

word

extract: extract current selected word data to a word lib file

Bitmap

The subitems included in "Bitmap" Item and their functions as below:

Add:add   bmp

Delete :delete bmp

Notes**

1. when add bmp picture, the picture file must be 256 color or 16 color bmp

2. now the max bmp number is 256;

Cursor

the subitems included in "Cursor" Item and their functions as below:

Add: add cursor picture data

Delete :delete current selected cursor picture;

Note*

the cursor menu not invalid;

opition box

there are four Option boxes .

message box,

font box,

bmp box;

message lib box: select which message you want to show it in message data list box;

font lib box: select which font you want to make up the message;

bmp box: select which bmp you want to see ;

message data list box

message data list box is to show the message data that read from the message.bin or msg.lib

message description list box

message discription list box is to show the message description ;

font table to show field

font table filed is to show font table

message list to show to show field

message list field is to show message list;

II. how to use osdedit tool

Index of Function list

New ,load, delete, extract message library

New a message lib:

Step:

1. select "message" menu, then select "new" submenu then will create a new message lib;

Note

the max message table number is 8;

Load a message lib:

Step:

1. select the message index you want to the message Loaded to ;

2. select "File"menu ,then select "Load msg bin"submenu,

3. select the name of message.lib from open box,then click "OK" button in the openbox

Delete a message lib

Step:

1. select the index of the message you want to delete;

2. select "message" menu ,then select the "delete" submenu;

Extract a message lib

Step:

1. **select the index of the message you want to delete;**

2. **select "message"menu,then select the "Extract" submenu;**

3. **input message lib name to savebox then confirm;**

Add a piece of message

Step:

1. **open font binary file or add a font library binary file**

2. **select the message index**

3. **select the font index**

4. **select the word in font table**

5. **edit the message description box;**

6. **click the "add "button**

Delete a piece of message

Step:

1. **open font binary file or add a font library binary file first**

2. **open message binary file**

3. **select message index**

4. **select message list item which you want to delete**

5. **click the button "button"to delete the word in the message;**

Open font binary file

Step:

1. **select "File"menu,then select subitem "open"-> "font bin";**

2. **,select font binary file name,then click the button "OK" in the open box;**

Open Message binary file

Step:

1. select "File"menu,then select subitem "open"-> "msg file";
2. select message binary file name, then click the button "OK" in the box;

Open Merge binary file

Step:

3. select "File"menu,then select subitem "open "->"merge bin";
4. select message binary file name,then click the button "OK" in the box;

select message index

step:

click message index box,then select the index you want;

select font index

step:

click font index box, then select the font kind index you want;

Edit a piece of message

The work to Edit a piece of message includes two parts ,one is to select font to make up of the message, the other is to use the **"control word"** button to edit command;

Select font to make up the message

step:

1. select the font index box to select font library
2. click the "prey"and"next"button to select to page in the font library;
3. add word:

    select the word in the font table to edit message,the words selected will show in the message list field
4. delete word:

    click the word that is next to the word that you want to delete in Message list ,then click button **"<-"**to delete ;

use "control word" button to edit command

the command is necessary when OSD shows.

Command format

Parameter	decription

"S" or"s"	There will be a message insert into this position
"c"	Change color Start address set command
"C"	Change color end address Set command
"0"~"9"	Number of the digit to insert into this position

Example:

If you want make a message to show"Chapter 3/5"

Because the number "3"and"5"must be read from the sharememory,it is not fixed; so you should tell the CPU there is a number will insert to this position.

The step list is as below:

1. **select font in font library "C","h","a","p","t","e","r"**

2. **click "control button"to indicate command word;"%"different color will show to indicate the command word;**

3. **then select "1"in font library to indicate there is one digit will be inserted;**

4. **select"/"in font library**

5. **click "control button"to indicate command word;"%"different color will show to indicate the command word;**

6. **then select "1"in font library to indicate there is one digit will be inserted;**

at last you will see the message list as blow
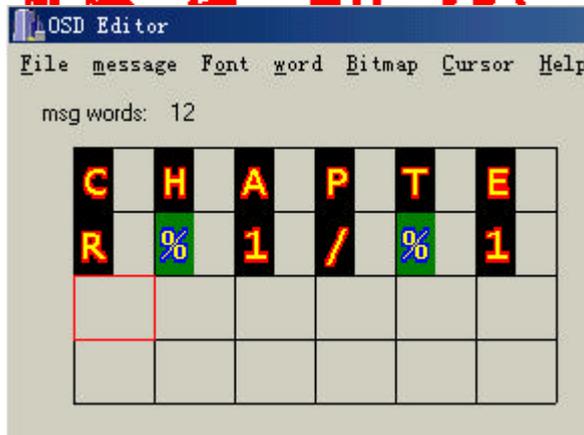
"Chapter%1/%1",the meaning is to show "chapter"-> show a digit ->show"/"->show a digit;

add ,extract,delete font library

new font library

step:

1. **select "font" menu ,then click the "new" item then new font lib box show as below;**
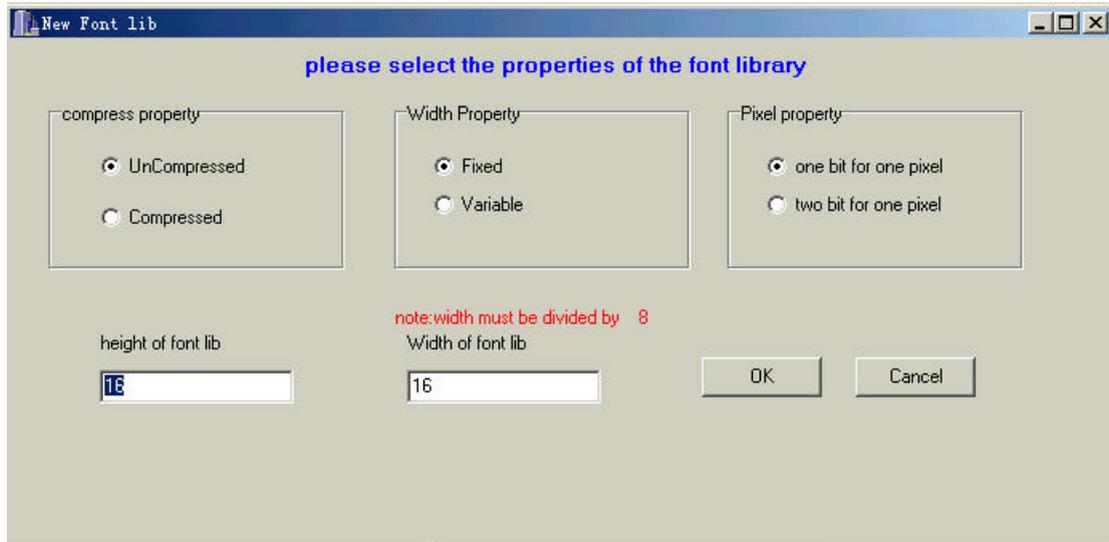
compress property: :indicate the font lib data will be compressed or not;

Width property: indicate the width of the font lib will be fixed or variable;

Pixel property: indicate the font will be in 2 color format or 4 color format;

Height: the Height of the font library;

Width: if the width of the font lib is fixed ,it will be the width of the font lib,

Else it will be the default width for the font library;

Note :when you create a 2 color font library ,the width should be divided by 8;

When you create a 4 color font library ,the width should be divided by 4;

2. select properties of the new font library ;

3. click the button of "ok" to confirm it;

*****Note*****

the max font library number is 8

add font library

step:

1. select "font" menu ,then click the "add" item;

2. select the font library binary file name, then click the "ok "in the open box;

*****Note*****

the max font library number is 8

extract font library

step:

1. select font library index;

2. select "font "menu, then click the "extract" item;

3. input font library file name to save as

4. click "ok " button in save box;

delete font library

step:

1. select font library index;

2.   select "font "menu, then click the "delete" item;

compress font library

1.   select font library index;

2.   select "font" menu then click the "compress" item;

3.   input font library file name to save as;

4.   click "ok" button in save box;

*****Note*****

the font library that will be compressed must be not compressed already and in the 4 color format;

Uncompress font library

1.   select font library index;

2.   select "font" menu then click the "Uncompress" item;

3.   input font library file name to save as;

4.   click "ok" button in save box;

*****Note*****

the font library that will be Uncompressed must be already compressed and in the 4 color format;

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add ,delete bmp

add bmp

step:

1.   select "bitmap"menu,then select "add" submenu;

2.   select name of bmp file ,then select "ok "button in open box

when you add a 16 color bmp you will see as below:

*******Note*****

the added bmp file must be 256 color or 16 color format;
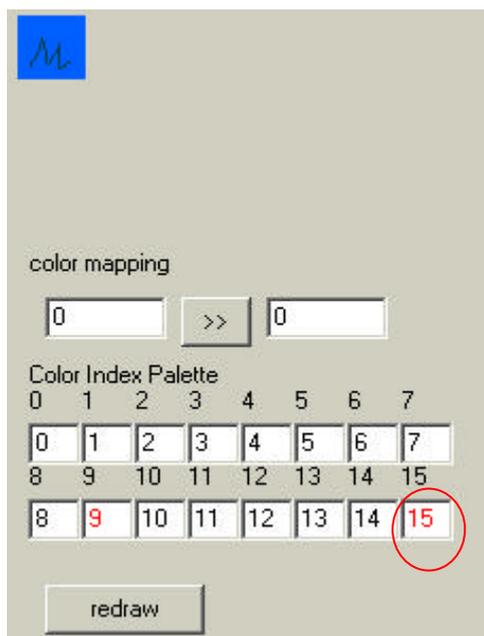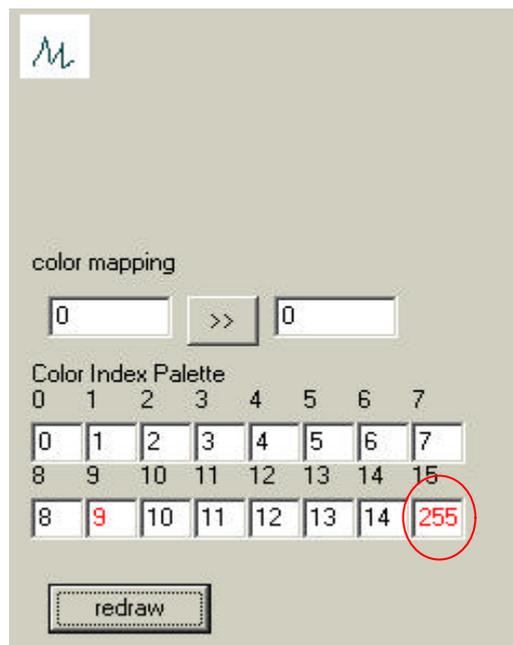
step 1   step 2

As all known, in the bmp in 16 color format every pixel color index's range is from 0 to 15(to index 16 color in the palette);

there are two functions you can use:

The two blanks below the Label "color mapping" are for the function of "Change bmp color mapping data"

The sixteen blanks below the label "color index palette" are for the function of "Change bmp Color to show".

Note: the font in the color index palette will be in red if the color index is used by current bmp;

Change bmp Color to show

Step:

1.   change color index of the color index edit in the color index palette;

2.   click the button "redraw" ,bmp will be shown according to the new palette;

for example:

as previous pictures, If you want to change the blue background to white background.

1.   confirm the blue background color index in "color index palette".

   in this example the blue color index is 15;

2.   change index of color palette;

   in this example "15"->"255"

3. click button "redraw", the bmp's blue background will be changed to white background;

Change bmp color mapping data
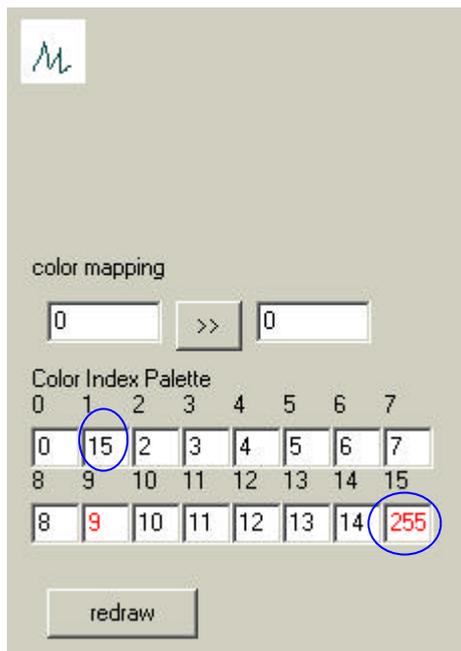
step 1
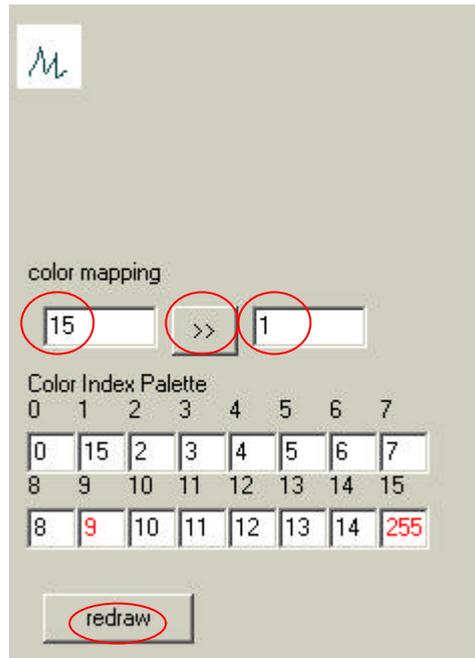
step 2

step 3

if you don't satisfy the color of the bmp, you can modify the data of the bmp;

step:

1. Input the color index of 256 color palette index to 16 color palette;

   In this example "15"in the 16 color index palette is inputted;

2. Input the old index in 16 color palette and the new index in 16 color palette;

   In this example the old index is "15",the new index is"1",then click the button">>",the bmp data will be modified;

3. click the "redraw" button ,the bmp will be refreshed;

   In this example ,the white background will be changed to blue background;

delete bmp

step:

1. **select bmp picture index;**

2. **select "bitmap"menu ,then select "delete" submenu;**

*******Note*****

1. **the added bmp file must be 256 color or 16 color format;**

2. **the max bmp number is 256;**

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edit , delete, insert, add, extract a word in font library

add a word into font library

step:

1. **select index of font library you want to edit**

2. **put the mouse in the range of the word that you want to edit;**

3. **click the mouse right button then pop_menu will show, click the item of "add"**

4. **if the font library's width is not fixed ,then a window will show.**
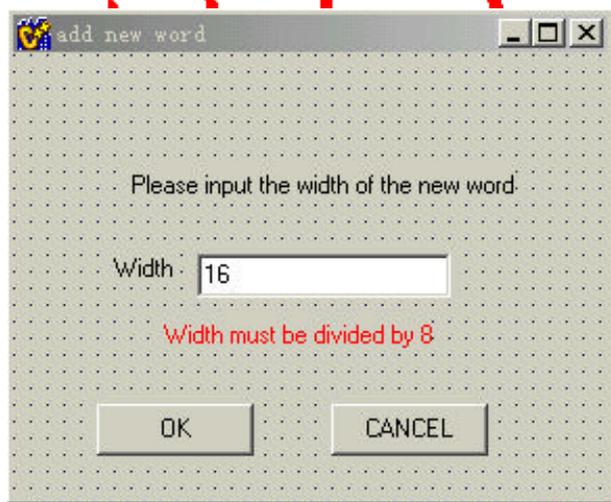
Please input the width of the new word into the input_box .then click the button of "O K" to confirm;

*****Note*****

1. **the value of width must be divided by 8 if the font lib in 2 color format;**

2. **the value of width must be divided by 4 if the font lib in 4 color format;**

5. Edit font window will show you can edit the word in it;

Edit a word in the font library

step:

1. **select index of font library you want to edit**

2.   **put the mouse in the range of the word that you want to edit**

3.   **click the mouse right button then pop_menu will show, click the item of "Edit"**

4.   **a new window will show as below**
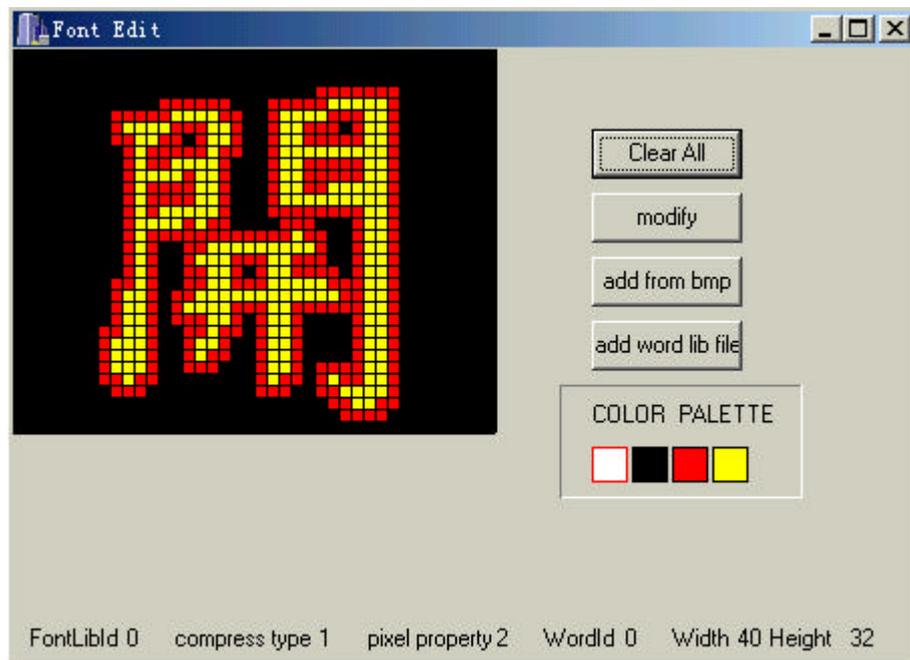
1. **you can click the palette in the right bottom of the window to select the color you want to draw.**

2. **buttons:**

   "Clear all" :the function will clear all the grid of the word.

   "modify": confirm to save current edit data, really modify the word in the font library;

   "add from bmp" : the data of the lattice can input from bmp file, click the button then select filename you want to added in; (the bmp size must be same as the word's size;)

   "add word lib file ":the data of the lattice can be input form word lib file.

   (the added word's size must be same as the word being edited)

   note:

*the bmp file must be in 2 color format, else the operation will be failed;

*the word lib must be in permitted format. the file can be created by

   menu "word"->"extract" or popmenu "extract";

Insert a word into font library

1.select index of font library you want to edit;

2.put the mouse in the range of the word that you want to edit;

3.click the mouse right button then pop_menu will show, click the item of "Insert"

4.if the font library's width is not fixed ,then a window will show as below:

please input the width of the new word ,then click the button of "ok" to confirm.

Note:

1. the value of width must be divided by 8 if the font lib in 2 color format;

2. the value of width must be divided by 4 if the font lib in 4 color format;

Delete word in font library

1.select index of font library you want to edit;

2.put the mouse in the range of the word that you want to delete;

3.click the mouse right button then pop_menu will show, click the item of "delete"

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Extract a word in font library

1. put the mouse in the range of the word that you want to extract;

2. click the mouse right button then pop menu will show,click the item of "extract"

3. input the word lib name to the save box

4. click "ok" button to save the word lib ;

note**

the word lib file can be used when you edit a word in the font library;

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save font binary file

step:

1. select "File"menu ,then select "save"->"font bin";

2. input the name of the file to save as;

3. click "ok" button in savebox;

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save message binary file

step:

1.　select "File"menu ,then select "save "->"msg file"

2.　input the name of the file to save as;

3.　click "ok" button in savebox;

save merge binary file

step:

4.　select "File"menu ,then select "save "->"merge bin";

5.　input the name of the file to save as;

6.　click "ok" button in savebox;

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