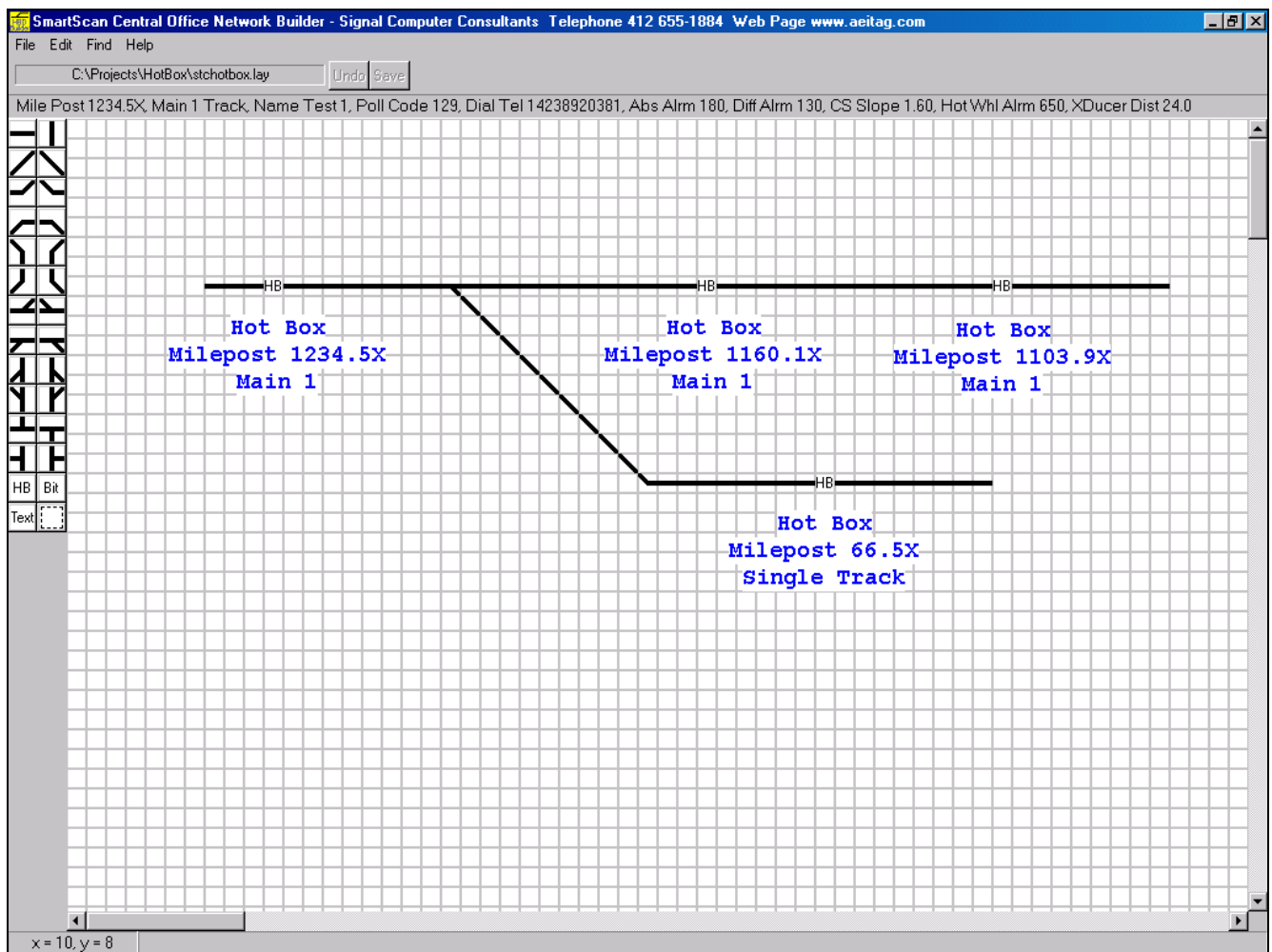


SMARTSCAN CENTRAL OFFICE NETWORK BUILDER

User Manual

February 20, 2003



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1. BRIEF OVERVIEW

The SmartScan Central Office System is a set of two programs that are designed to communicate with Southern Technologies SmartScan Next Generation Hot Box Detectors. The two programs are the SmartScan Central Office Network Builder and the SmartScan Central Office Server. Both programs can run on any computer running a Windows 32-bit operating system (Windows 95, 98, NT, ME, 2000 or XP).

The SmartScan Central Office Network Builder creates a database that defines a railroad's hot box detector network to the SmartScan Central Office Server.

The SmartScan Central Office Server is a program that retrieves data from hot box detectors, stores and displays this data and sounds alarms when a hot box detector finds a problem. The SmartScan Central Office Server will display this and other information on a map of the rail network showing the locations of all hot box detectors in the network.

The SmartScan Central Office Network Builder is used to draw a map of the railroad network. This map shows the location of tracks, switches and hot box detectors. It is also used to define the attributes of each hot box detector. These attributes include the hot box detector's mile post, telephone number and/or polling code, and various other setup parameters.

2. INSTALLATION

2.1. Installing SmartScan Central Office Server and Builder Programs

The SmartScan Central Office Server and Builder programs come on a CD-ROM. To install the programs, insert the CD-ROM into the CD-ROM drive. The installation program should automatically start. If it does not start, click the Start and then the Run buttons. In the Open box, type d:autorun.exe if the CD-ROM is the D drive on your computer. If it is not the D drive, type the appropriate drive letter followed by a colon and then autorun.exe (ex. e:autorun.exe, f:autorun.exe, etc.). The display in Figure 1 will then appear.

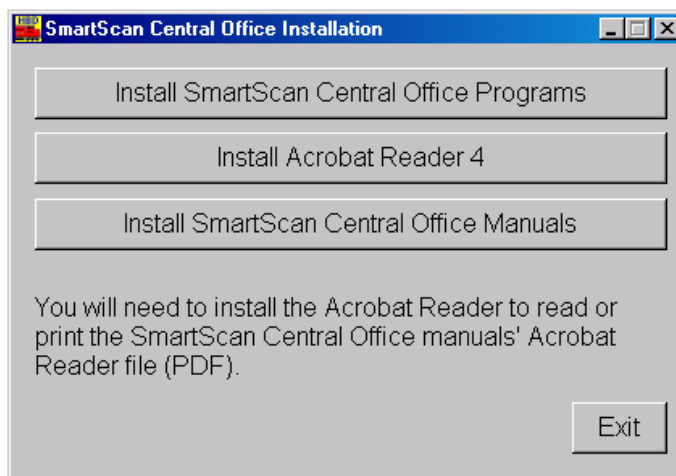


Figure 1 - Installation Display

Click the Install SmartScan Central Office Programs button to install the programs, and follow the instructions. When the SmartScan Central Office programs are installed, they are loaded into the SmartScan folder by default.

To install an icon for the SmartScan Central Office Network Builder program on your desktop:

- click the Start button
- place the mouse pointer on Programs
- place the mouse pointer on the SmartScan Central Office Network Builder (should be at the bottom of the list) and click the right mouse button
- place the mouse pointer on Send To
- click on Desktop

An icon for the SmartScan Central Office Server can be installed on your desktop in a similar fashion.

2.2. Starting the Program

To start the program, click the Start button, point to Programs and then to the SmartScan Central Office Network Builder program, or double click on the appropriate icon on the desktop, if installed.

After starting the program, the Rail Network Layout display will appear (see Figure 2).

3. TECHNICAL SUPPORT AND UPDATES

Periodically Signal Computer Consultants issues maintenance releases and new versions of this program. Maintenance releases are free and correct problems found with the program and/or provide minor enhancements to the program. Before contacting us with problems, we suggest you check our web page at www.aeitag.com to insure that you have the latest maintenance release of the program. You can also go to our web page by clicking the appropriate web page item under the program's Web Page menu at the top of the screen.

Technical support is free for the first twelve months after installation. A maintenance agreement can be purchased to extend the period of technical support.

For technical support or more information on the maintenance agreement, contact Signal Computer Consultants at:

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4. BUILDING THE RAIL NETWORK LAYOUT

When the SmartScan Central Office Network Builder is started the first screen to appear is the Rail Network Layout display (see Figure 2). The first time the program is run this display will show a new network layout with all of the grids blank.

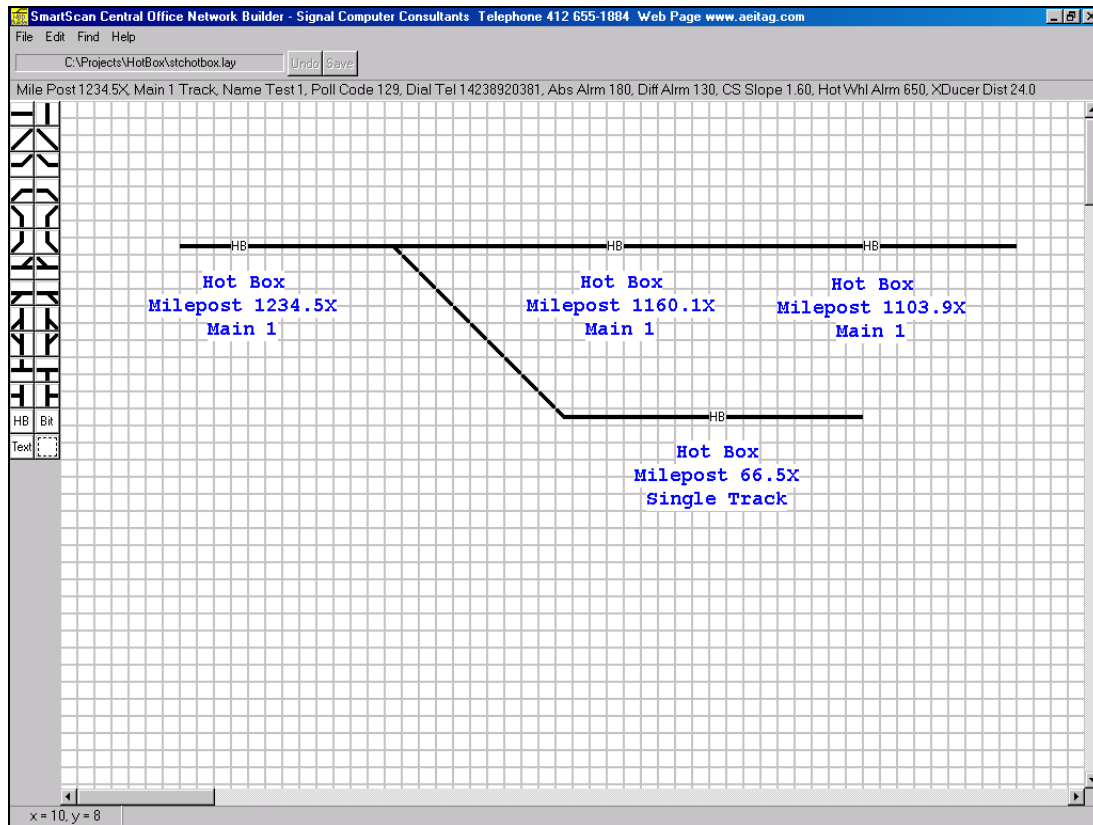


Figure 2 - Rail Network Layout Display

4.1. Files

The SmartScan Central Office Network Builder program creates two types of files. These are the layout file (.lay) and the track file (.trk). Located below the File menu in Figure 2 is the name of the layout file currently being displayed. In this example the file name is "stshotbox.lay".

The program can handle multiple layout files. To create a new file, open or save an existing layout file, select the File menu item, and the secondary menu in Figure 3 will appear.

Once the construction of a new layout or revision of an existing layout file is completed, the Create Network Track File item is selected to create the track file. The track file contains the database that is used by the SmartScan Central Office Server program. Only after the track file is created will any new layout or changes to an existing layout file be accessible by the SmartScan Central Office Server program.

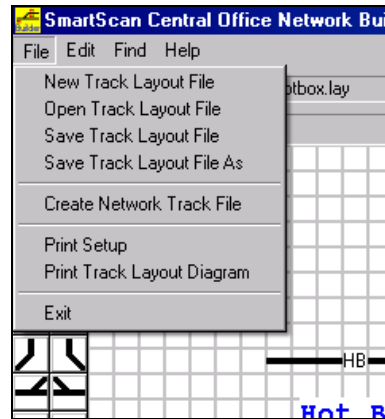


Figure 3 - File Menu

4.2. Drawing Track, Switch and Hot box Detector Symbols on the Layout

It is quite easy to draw the network layout. The buttons at the left of the screen (see Figure 4) represent the various drawing symbols. The first 12 symbols are track symbols, the next twelve are switch symbols, and the last is the hot box detector symbol.

To add one of these symbols to the layout, click the button of the desired symbol. The button will turn gray and the cursor will change shape representing the symbol selected. The symbol is placed at the desired grid location by moving the cursor to the grid square and clicking the left mouse button. The same symbol can be added to many grid squares by pointing to the squares and clicking the left mouse button.

4.3. Clearing Symbols from the Layout

There are many ways to clear a symbol from a grid square. These all start by placing the cursor on the grid square to be cleared. Once on the grid square:

- press the Delete key,
- press the Backspace key which causes the cursor to move to the next grid square to the left,
- double click the left mouse button,
- click the right mouse button to cause a pop-up menu to appear, and choose the Delete Grid Square menu item.

If a mistake is made, clicking Undo in the top toolbar will return the layout to the configuration prior to the last change.

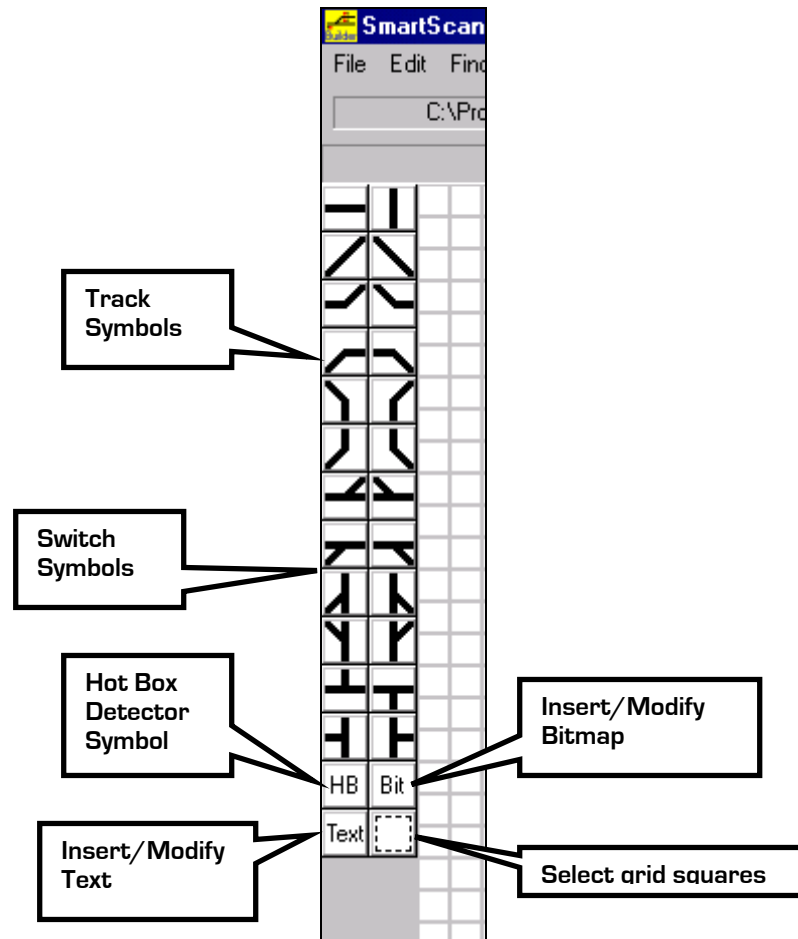


Figure 4 - Drawing Tools

4.4. Hot Box Detector Setup Parameters

The system requires a considerable amount of information to be entered for each hot box detector. This information is entered after the hot box detector is positioned at the desired grid location. To enter the information about a hot box detector, place the mouse pointer on the hot box detector and click the right mouse button. This causes a pop-up menu to be displayed. Select the Properties item from the pop-up menu, and the dialog shown in Figure 5 will be displayed.

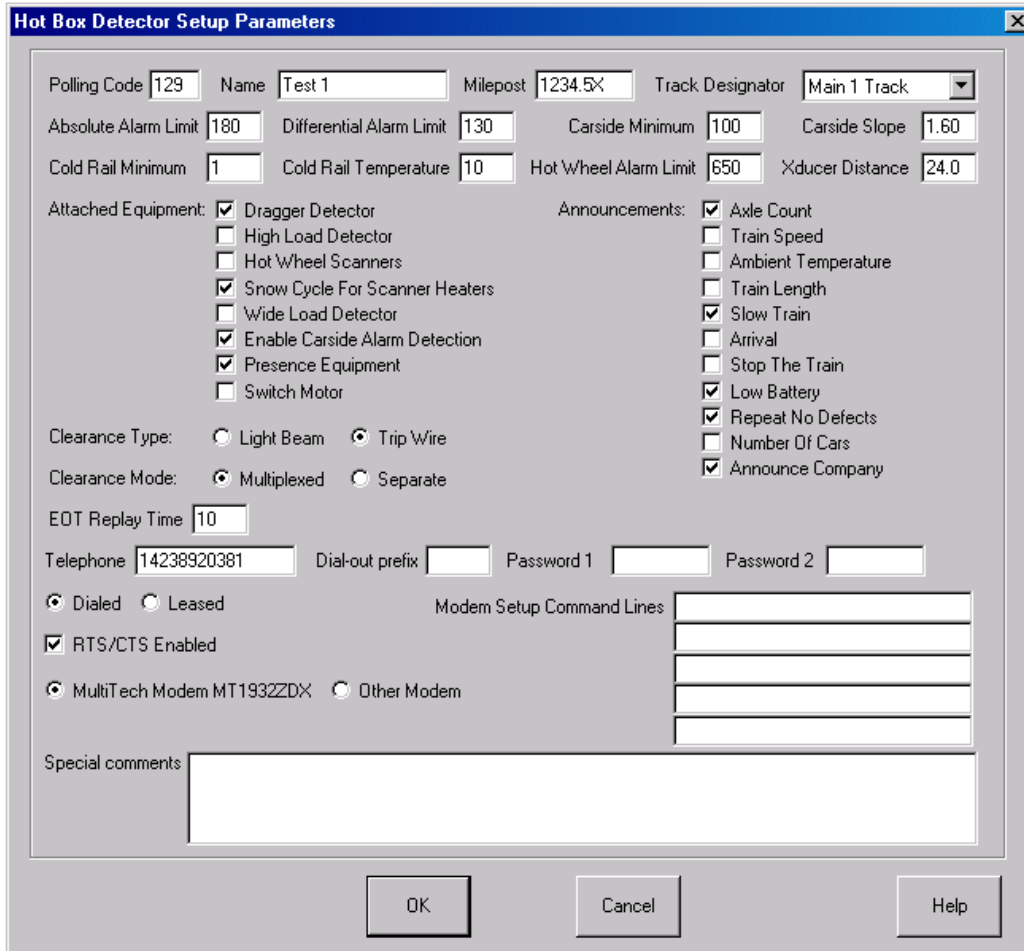


Figure 5 - Hot Box Detector Office Setup Parameters

The following describes the fields in this display:

- Polling Code** the communications address code if the hot box detector is on a multi-drop communications line.
- Name** the hot box detector name.
- Mile Post** the mile post location.
- Track Designator** the identifier of the track the hot box detector is monitoring.
- Absolute Alarm Limit** see Southern Technologies SmartScanNG After Installation Manual (EUD-2003024) for information about this field.
- Differential Alarm Limit** see Southern Technologies SmartScanNG After Installation Manual (EUD-2003024) for information about this field.
- Carside Minimum** see Southern Technologies SmartScanNG After Installation Manual (EUD-2003024) for information about this field.
- Carside Slope** see Southern Technologies SmartScanNG After Installation Manual (EUD-2003024) for information about this field.

Cold Rail Minimum	see Southern Technologies SmartScanNG After Installation Manual (EUD-2003024) for information about this field.
Cold Rail Temperature	see Southern Technologies SmartScanNG After Installation Manual (EUD-2003024) for information about this field.
Hot Wheel Alarm Limit	see Southern Technologies SmartScanNG After Installation Manual (EUD-2003024) for information about this field.
Xducer Distance	see Southern Technologies SmartScanNG After Installation Manual (EUD-2003024) for information about this field.
Attached Equipment	see Southern Technologies SmartScanNG After Installation Manual (EUD-2003024) for information about this field.
Clearance Type	see Southern Technologies SmartScanNG After Installation Manual (EUD-2003024) for information about this field.
Clearance Mode	see Southern Technologies SmartScanNG After Installation Manual (EUD-2003024) for information about this field.
EOT Replay Time	see Southern Technologies SmartScanNG After Installation Manual (EUD-2003024) for information about this field.
Telephone	if the hot box detector is connected to a dialup telephone line, the associated telephone number of the line.
Dial-out Prefix	if the hot box detector is connected to a dialup telephone line, any dialing prefix it must use to dial the server.
Password 1	see Southern Technologies SmartScanNG After Installation Manual (EUD-2003024) for information about this field.
Password 2	see Southern Technologies SmartScanNG After Installation Manual (EUD-2003024) for information about this field.
Dial or Lease	indicates whether the hotbox detector is on a dialup or lease communications line.
Modem Setup Command Lines	see Southern Technologies SmartScanNG After Installation Manual (EUD-2003024) for information about this field.
RTS/CTS Enabled	see Southern Technologies SmartScanNG After Installation Manual (EUD-2003024) for information about this field.
MultiTech or Other Modem	see Southern Technologies SmartScanNG After Installation Manual (EUD-2003024) for information about this field.
Special Comments	any special comments about the hot box detector.

4.5. Device Status Line

At the top of the Rail Network Layout display is a device status line (see Figure 6). This contains information about the hot box detector to which the mouse is pointing.

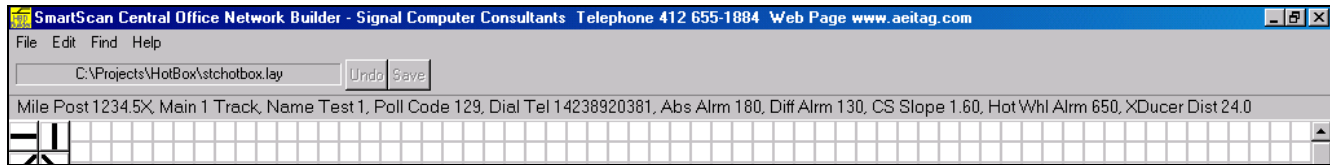


Figure 6 - Device Status Line

In the example shown in Figure 6 the mouse pointer was on the hot box detector at milepost 1234.5X. The information displayed in this line from left to right is:

- Mile Post
- Track Designator
- Name
- Polling Code
- Lease or Dial Line (If Dial line the telephone number will also appear)
- Absolute Alarm limit
- Differential Alarm Limit
- Carside Slope
- Hot Wheel Alarm Limit
- Xducer Distance

4.6. Cursor Location

At the bottom left of the Rail Network Layout display is the cursor position (see Figure 7). The cursor position is updated as the mouse pointer is moved around the layout display.

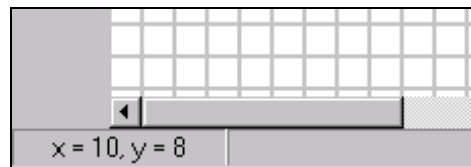


Figure 7 - Cursor Location

4.7. Selecting a Group of Grid Squares

To make it easier to configure the rail network layout, the user can select several grid squares, which can then be moved or cleared as an intact group. The bottom right-most button in the left-hand tool bar is used to select a group of squares. When this button is clicked the cursor will turn to cross hairs when it is moved over the grid. To select a group of grid squares, place the cursor in the grid square just above and to the left of the top, left-most square to be selected, hold down the left mouse button, and drag the cursor to the grid square just below and to the right of the group to be selected. While dragging the cursor, a blue rectangle, which encompasses the selected squares, will appear. When the left mouse button is released the selected squares will become light blue.

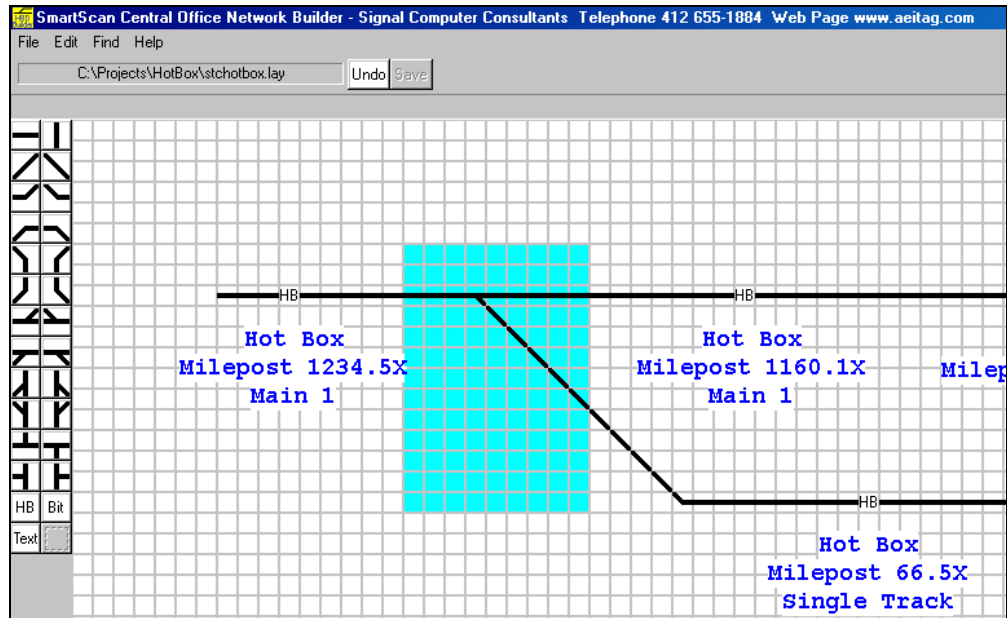


Figure 8 - Selected Group of Grid Squares

4.7.1. Clearing a Selected Group of Grid Squares

To clear all of the squares in this group, place the cursor on any square in the group and perform one of the following:

- press the Delete key,
- double click the left mouse button
- or
- click the right button to cause a pop-up menu to appear, and choose the Delete grid squares menu item.

If a mistake is made, clicking Undo in the top toolbar will return the layout to the configuration prior to the last change.

4.7.2. Moving a Selected Group Of Grid Squares

To move the selected group to another location on the grid, place the cursor on any grid square in the selected group, hold the left mouse down and drag the group to another location. A blue rectangle equal to the size of the selected group will appear and move with the cursor. When the left mouse button is released the selected group will move to the new location, but will not change any symbols underneath the selected group until the group of squares is deselected. This feature allows the user to move the selected group again without affecting the grid squares it overlaid. Once the group is deselected, the symbols the group overlaid will be replaced by the symbols in the group. Again, the Undo button can always be used to return the display to its configuration prior to the last action.

To deselect a group, place the cursor on any grid square outside of the selected group and click the left mouse button.

4.8. Bitmaps (User Generated Graphics)

The users can add their own graphics to the Rail Network Layout display. These graphics are in the form of bitmaps, which can be copied from a variety of sources such as clip art packages or generated by the user using software such as Paint. These bitmaps may represent the user company's logo or physical items at the user's facility such as buildings, roads, rivers, etc.

All bitmap files have a file extension of .bmp. The system limits a single bitmap size to 60,000 bytes and the number of colors to 16. The user may generate a number of bitmaps (see Paragraph 7 for the maximum number of bitmaps).

Any bitmap can be used many times and resized when inserted in the Rail Network Layout display.

4.8.1. Adding Bitmaps

The user adds bitmaps by clicking the bitmap symbol button in the tool bar on the left hand side of the screen, moving the cursor to the intended location in the layout display grid, and clicking the left mouse button. The dialog shown in Figure 9 will then be displayed.

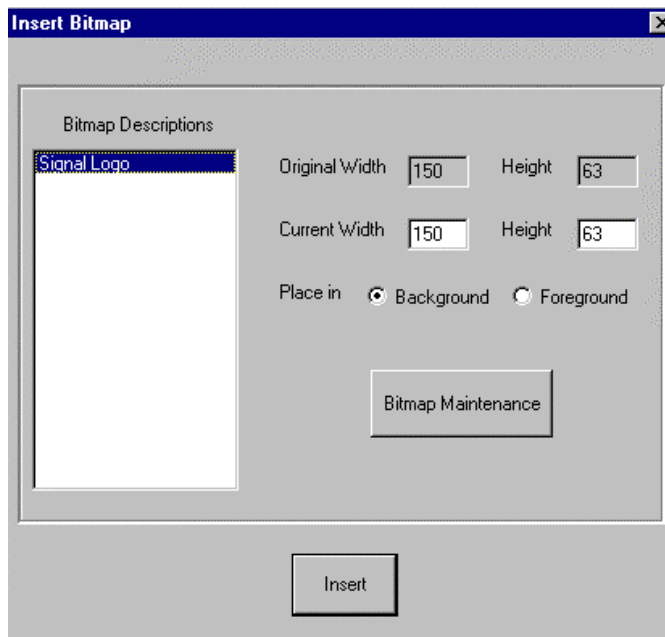


Figure 9 - Inserting a Bitmap

A list of available bitmaps appears in the Bitmap Descriptions list box on the left-hand side of the display. Select the desired bitmap from the list box and click the Insert button to add the bitmap to the layout display grid. Each layout file maintains its own unique list of available bitmaps. A new layout file will not have any bitmaps until the user adds a bitmap to the file by use of the Bitmap Maintenance function. This function can be called by clicking the Bitmap Maintenance button on this screen.

The display above shows each available bitmap's original width and height in pixels. The user can change the size of the bitmap that is displayed on the Rail Network Layout by changing the number of pixels in the Current Width and Height fields. The user can make the displayed bitmap larger or smaller than the original.

Bitmaps can be displayed either in the background or foreground. If in the background, all track/road and vehicle symbols will be displayed on top of the background bitmaps. If the user specifies the bitmap to be in the foreground, the bitmap will be written on top of the track/road and vehicle symbols. Foreground bitmaps also are written on top of background bitmaps and background user text areas (see Paragraph 4.10 for more information). Figure 10 shows the effect of adding a foreground bitmap to the layout display. This bitmap is displayed in its original size.

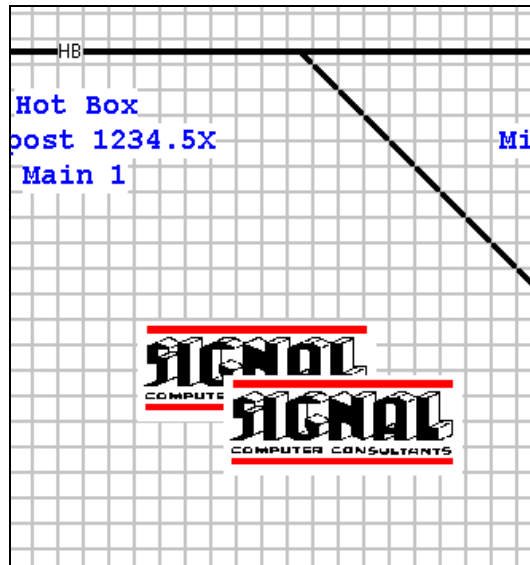


Figure 10 - Foreground Bitmap

4.8.2. Modifying Bitmaps

Bitmaps already displayed can easily be moved, deleted, resized or duplicated. To perform any of these operations the displayed bitmap must first be selected. To select a particular bitmap, first click the bitmap symbol on the left-hand side of the display and then point to the bitmap to be modified. The cursor will change in shape from the bitmap symbol to an arrow.

4.8.2.1. Moving Bitmaps

To move an existing bitmap, first select it, and then hold down the left mouse button, which will cause a blue rectangle to appear around the bitmap. While holding down the left mouse button drag the bitmap to another position on the screen. If the bitmap is dragged near the edge of the screen, the screen will automatically scroll in the direction of the cursor movement. Release the left mouse when the bitmap has been positioned in the desired location.

4.8.2.2. Deleting Bitmaps

The operation of deleting a bitmap begins with selecting the bitmap. Then press the Delete key, double click the left mouse button, or click the right mouse button. The first two operations will immediately delete the bitmap from the display. The last operation (click the right mouse button) will cause a secondary menu to appear (see Figure 11). Click the Delete bitmap menu item to delete the bitmap.

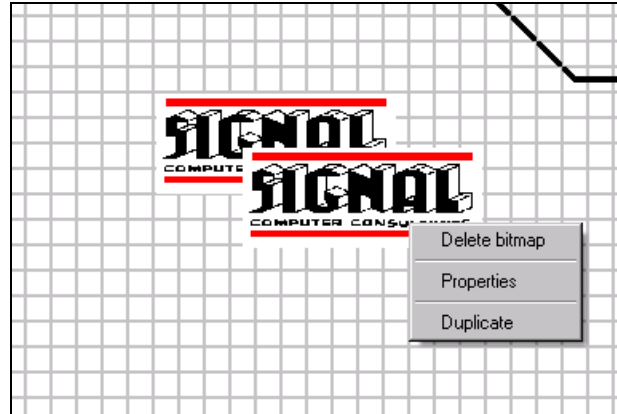


Figure 11 - Deleting a Bitmap

4.8.2.3. Changing Bitmaps

To change a selected bitmap, right click the mouse and choose the Properties menu item shown in Figure 11. Figure 9 will then appear. Follow the instructions in Paragraph 4.8.1 Adding Bitmaps to change the displayed bitmap's graphics or size.

4.8.2.4. Duplicating Bitmaps

To duplicate a selected bitmap, right click the mouse and then choose the Duplicate menu item shown in Figure 11. Another bitmap with the same characteristics as the selected bitmap will appear below and to the right of the selected bitmap.

4.8.3. Bitmap Maintenance

Each layout file maintains its own list of available bitmaps. The user adds, removes or changes this list through the Bitmap Maintenance function. To display this function select the Configure Bitmap Maintenance item under the Setup menu or click the Bitmap Maintenance button in the Insert Bitmap dialog (see Figure 9). The display in Figure 12 will then appear.

To add a bitmap the user must enter a description of the bitmap in the Bitmap Description field on the right-hand side of the display and provide the bitmap's file name including its path. To help the user find the bitmap file, the user can click the Browse File Name button, which causes the standard Open File dialog to appear. Once a valid bitmap file name is selected, the bitmap's graphics will appear in the lower right hand box. The graphics shown will not be the actual size of the bitmap, but will be sized to fit into this box. The user will receive an error message if the bitmap is not valid or is greater than 60,000 bits.

To add the bitmap to the layout file click the Add button. Once added, the description the user entered for the bitmap will appear in the Bitmap Descriptions list box on the left-hand side of the Bitmap Maintenance display. The description will also appear in the Bitmap Descriptions list box of the Insert Bitmap dialog (see Figure 9).

To remove or change a bitmap in the layout file, select the bitmap description in the Bitmap Descriptions list box by pointing the cursor at it and clicking the left mouse button. The user can then remove it by clicking the Remove button or change the description or file name by clicking the Change button.

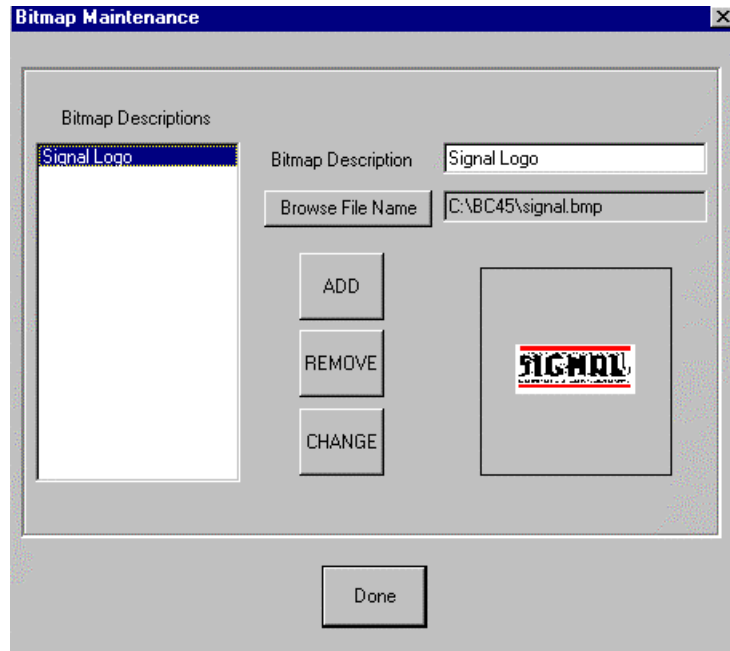


Figure 12 - Bitmap Maintenance

4.9. User Text Areas

The user can add text to the Rail Network Layout display. The user specifies the font, font size and color of the text. The user may generate a number of text areas [see Paragraph 7 for the maximum number of text areas].

4.9.1. Adding Text Areas

The user adds text by clicking on the Text button in the vertical tool bar, pointing the cursor at the location in the layout display grid where the text is to be placed, and then clicking the left mouse button. Figure 13 will then be displayed.

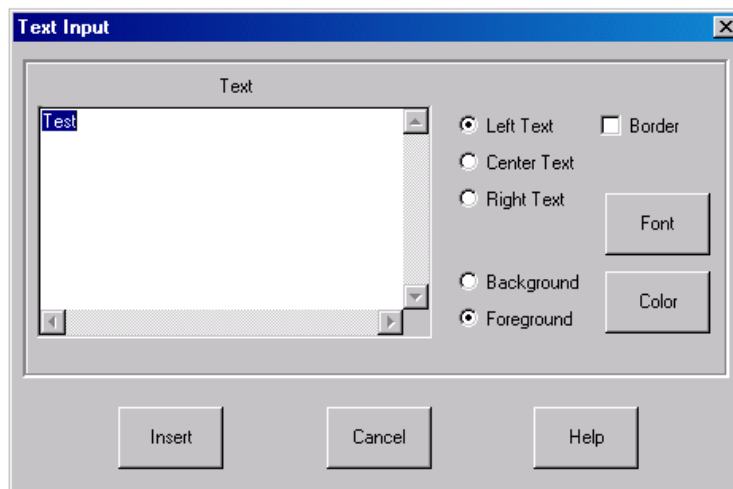


Figure 13 - Inserting Text

To add text the user types the text in the Text box on the left-hand side of the screen. The system creates a text box that is sized for the amount of text the user entered for the given font and font size. The user can specify whether the text is to be left, center or right justified by clicking the appropriate button (Left Text, Center Text or Right Text). The user can also specify whether the text box will have a border around it by checking the Border box.

If the user wants to change the text's font, font size or font style, the user will click the Font button, and the standard Font dialog will appear.

To change the text color the user clicks the Color button, and the standard Color dialog will appear (see Figure 14). The user then clicks on one of the color boxes for the color he or she wants to use for the text.

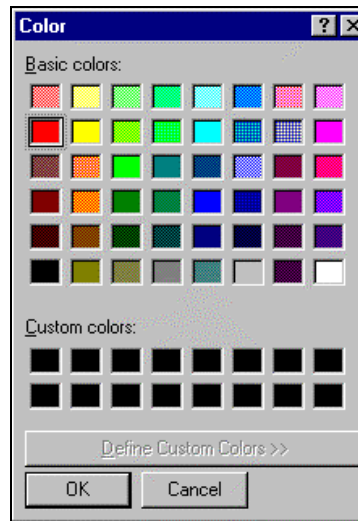


Figure 14 - Color Dialog

Text areas can be displayed in the background or foreground. If in the background, all track/road and vehicle symbols will be displayed on top of the background text areas. If the user specifies the text area to be in the foreground, the text area will be written on top of the track/road and vehicle symbols. Foreground text areas also are written on top of background bitmaps and background user text areas (see Paragraph 4.10 for more information). Figure 15 shows the effect of adding a foreground text area to the network layout.



Figure 15 - Foreground Text Area

4.9.2. Modifying Text

Text areas displayed on the Rail Network Layout can easily be moved, deleted, changed or duplicated. To perform any of these operations the text area must first be selected. To select a particular text area, first click on the Text button in the vertical tool bar and then point to the text

area that you want to modify. As soon as you point to a text area, the cursor will change in shape from the Text symbol to an arrow.

4.9.2.1. Moving Text Areas

To move a text area, point to the text area, then hold down the left mouse button, which will cause a blue rectangle to appear around the text area. While holding the left button down drag the text area to another position on the screen. If the text area is dragged near the edge of the screen, the screen will automatically scroll in the direction of the cursor movement. Release the left mouse button when the text area is positioned in the desired location.

4.9.2.2. Deleting Text Areas

The operation of deleting a text area begins with selecting the area to be deleted. Then, press the Delete key, double click the left mouse button, or click the right mouse button. The first two operations will immediately delete the text area from the display. The last operation (click the right mouse button) will cause a secondary menu to appear (see Figure 16). Click the Delete Text menu item to delete the text.

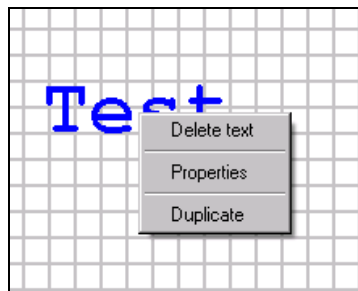


Figure 16 - Deleting a Text Area

4.9.2.3. Changing Text Areas

To change a selected text area, right click the mouse and then choose the Properties menu item shown in Figure 16. Figure 13 will then appear. Follow the instructions in Paragraph 4.9.1 to change the text area's data, font, font size, font style or color.

4.9.2.4. Duplicating Text Areas

To duplicate a selected text area, click the right mouse button and then choose the Duplicate menu item shown in Figure 16. Another text area with the same characteristics as the selected text area will appear below and to the right of the selected text area.

4.10. Background and Foreground General Rules

The system was designed to provide the user with maximum flexibility in deciding how graphics and text are displayed. Part of this flexibility allows the user to designate which objects will be placed on top of other objects when objects overlap each other. The user controls this by designating which bitmaps and text areas are in the display's background or foreground. The system controls the display overlap by writing the background objects first, then the device symbols and finally the foreground objects. The following is the order in which various objects are written to the screen:

- Background Bitmaps
- Background Text Areas
- Track, Switch, and Hot Box Detector Symbols
- Foreground Bitmaps
- Foreground Text Areas

If the user has several bitmaps in the background and these bitmaps overlap, the bitmap that was last selected by the user (click the bitmap symbol on the left side of the display, point to the bitmap to select, and click the left mouse button) will be the bitmap that will be placed on top of the other background bitmaps. The same rule applies to two foreground bitmaps or two text areas that are either both in the background or foreground.

5. CREATING THE TRACK FILE

Once the layout is completed, a track file (.trk) must be created. The SmartScan Central Office Server uses the information in the track file to determine how to communicate with the hot box detectors. Once the track file is created, it must be transferred to the computers running the SmartScan Central Office Server, and the SmartScan Central Office Server program must be re-started. Only then will any changes made by the SmartScan Central Office Network Builder program take effect.

To create a track file select the Create Network Track File menu item under the File menu. See Figure 17.

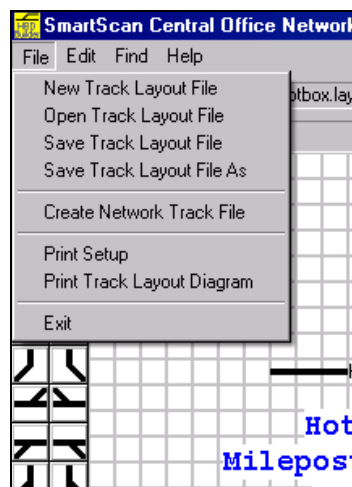


Figure 17 - Create Network Track File

6. MISCELLANEOUS FUNCTIONS

6.1. Finding Hot Box Detectors

To find a hot box detector, click the Find menu item at the top of the screen. This causes a secondary menu to appear from which you can select the type of device you want to find. Figure 18 shows the results of selecting the Find Hot Box Detector menu item.

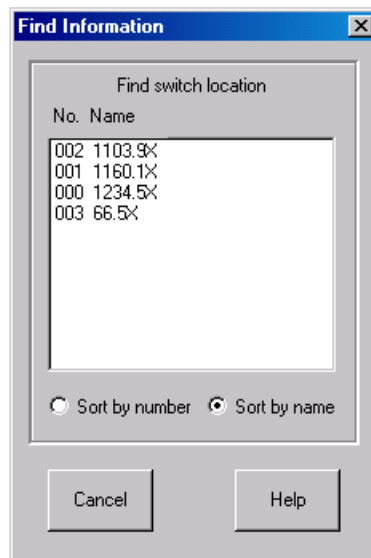


Figure 18 - Find Hot Box Detector

To locate a particular hot box detector, click on the hot box detector name (mile post) in the list box shown in Figure 18, and the mouse pointer will jump to the location on the Rail Network Layout display of the selected hot box detector.

6.2. Printing Layout Display

To print the Rail Network Layout display, select the File menu and then Print from the secondary menu.

7. SYSTEM SPECIFICATIONS

Maximum Number of Hot Box Detectors	100
Maximum Network Layout Horizontal Grid Size	500
Maximum Network Layout Vertical Grid Size	500
Maximum Individual Bitmaps per Layout File	100
Maximum Bitmap Insertions per Layout File	200
Maximum Text Areas per Layout File	100
Maximum Number of Layout Files	Unlimited

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