



North America

Vossloh Signaling, Inc.

VSIG Data Viewer

(150204 version)



User Guide

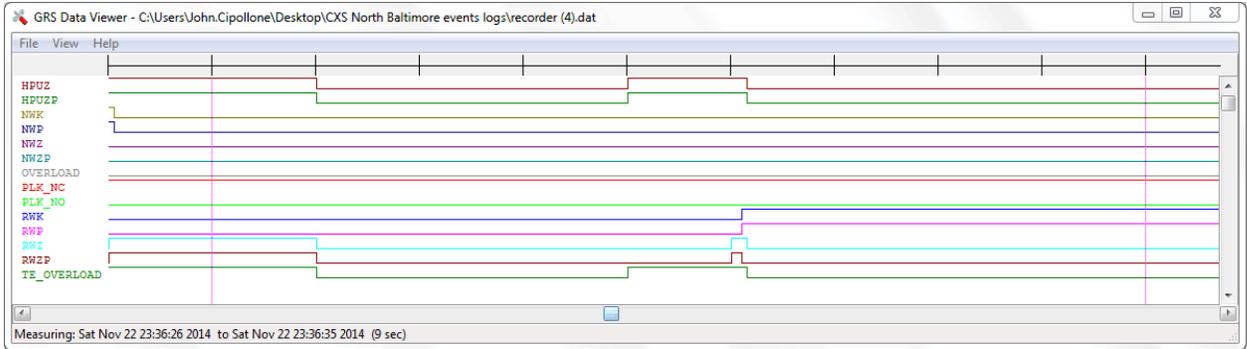
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Introduction

The VSIG Data Viewer is a utility program that allows you to view the recorded data files generated by many of the Vossloh Signaling USA, Inc. products.

This process requires a few simple steps:

- 1) Collect the recorded data file (.DAT) from the site.
- 2) Collect the mnemonic file (.MNE) from the site.
- 3) Load them both in to the view.
- 4) Edit the configuration to select which mnemonics from the recording will be viewed.
- 5) Create a Player view of the recording, if desired.
- 6) Save settings as a configuration (.GDV) file.
- 7) View the recorded data in graphic, player, or listing format.

This guide is written with the premise you are familiar with similar products of this type and are transferring your skills with those products to this program.

Glossary

The following terms are used throughout this document:

.DAT	Recorded data file extension.
. MNE	Mnemonic file extension.
.GDV	VSIG Graphic Data Viewer site file extension.
Mnemonic	A 12 character name associated with an input or output.

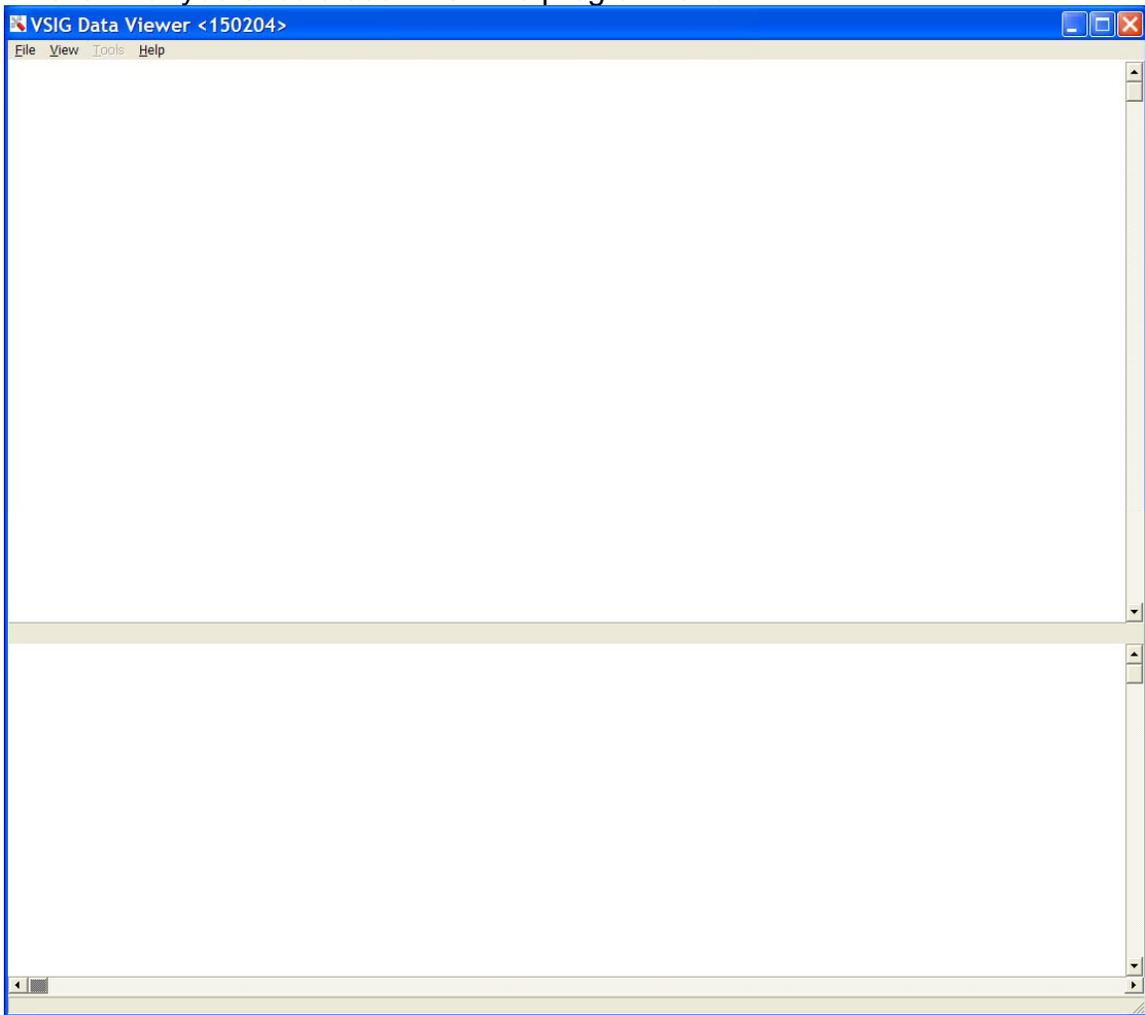
Program Installation

No complex installation required. Simply copy the VSIG Data Viewer .exe program file to your Windows computer. Run the program as you would any other.

VSIG Data Viewer has been tested on Windows XP, Windows Vista, and Windows 7.

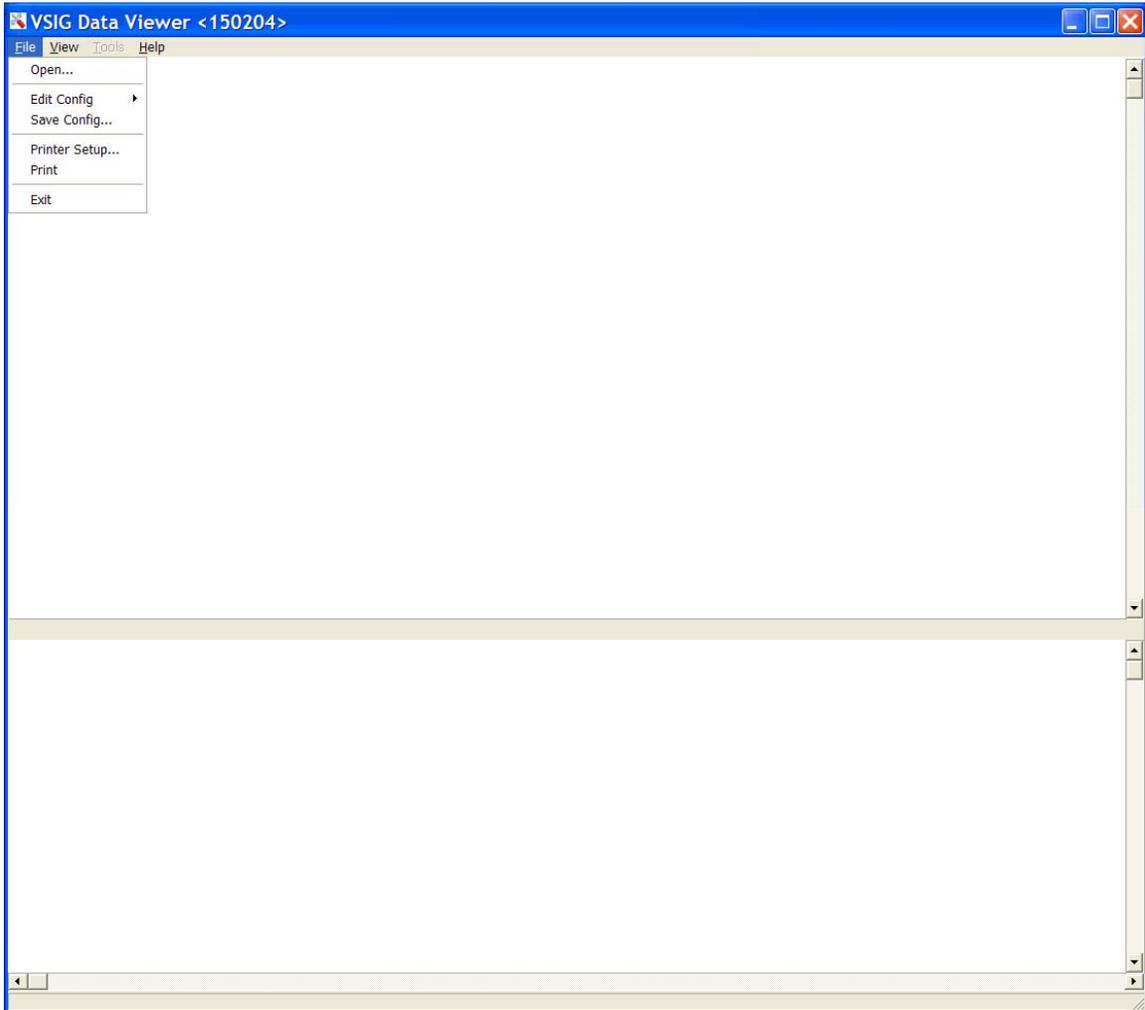
Program Operation

This is what you should see when the program is run:



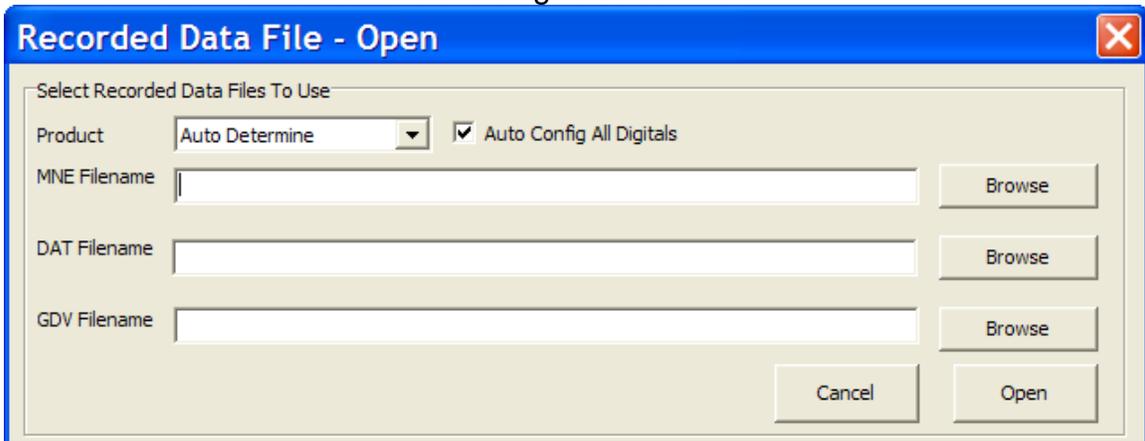
This window shows the main menu, analog graphic area, digital graphic area and area scroll bars.

File



Open

Use this menu item to activate a dialog to select the needed files.



Product

Select the product type that matches the source product of the recorded data.
Using the wrong type will cause an inaccurate data display.

Auto Config All Digitals

Use this checkbox to automatically select all digital mnemonics when the file is opened. Uncheck to manually configure via Edit Config / Digital.

MNE Filename

Use the Browse button to select the desired mnemonic file.

DAT Filename

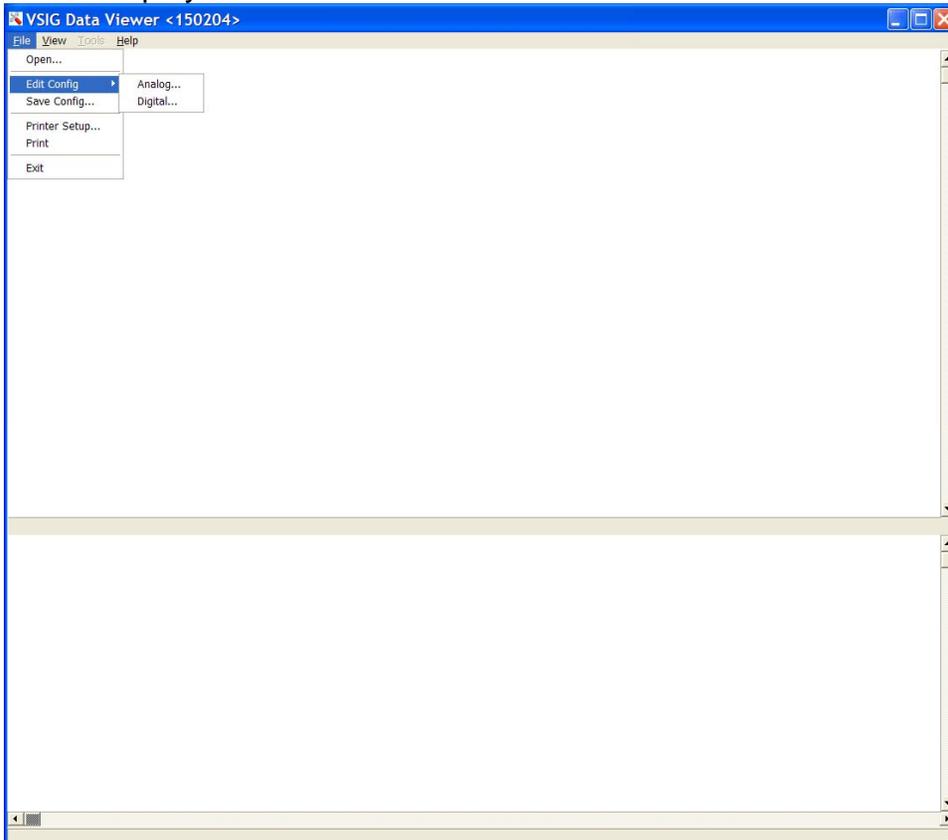
Use the Browse button to select the desired recorded data file.

GDV Filename

Use the Browse button to select the desired configuration file. Leave this entry blank if you have not created a configuration file for this site.

Edit Config

Use this menu item to open a dialog that allows you to select the mnemonics that will be displayed.

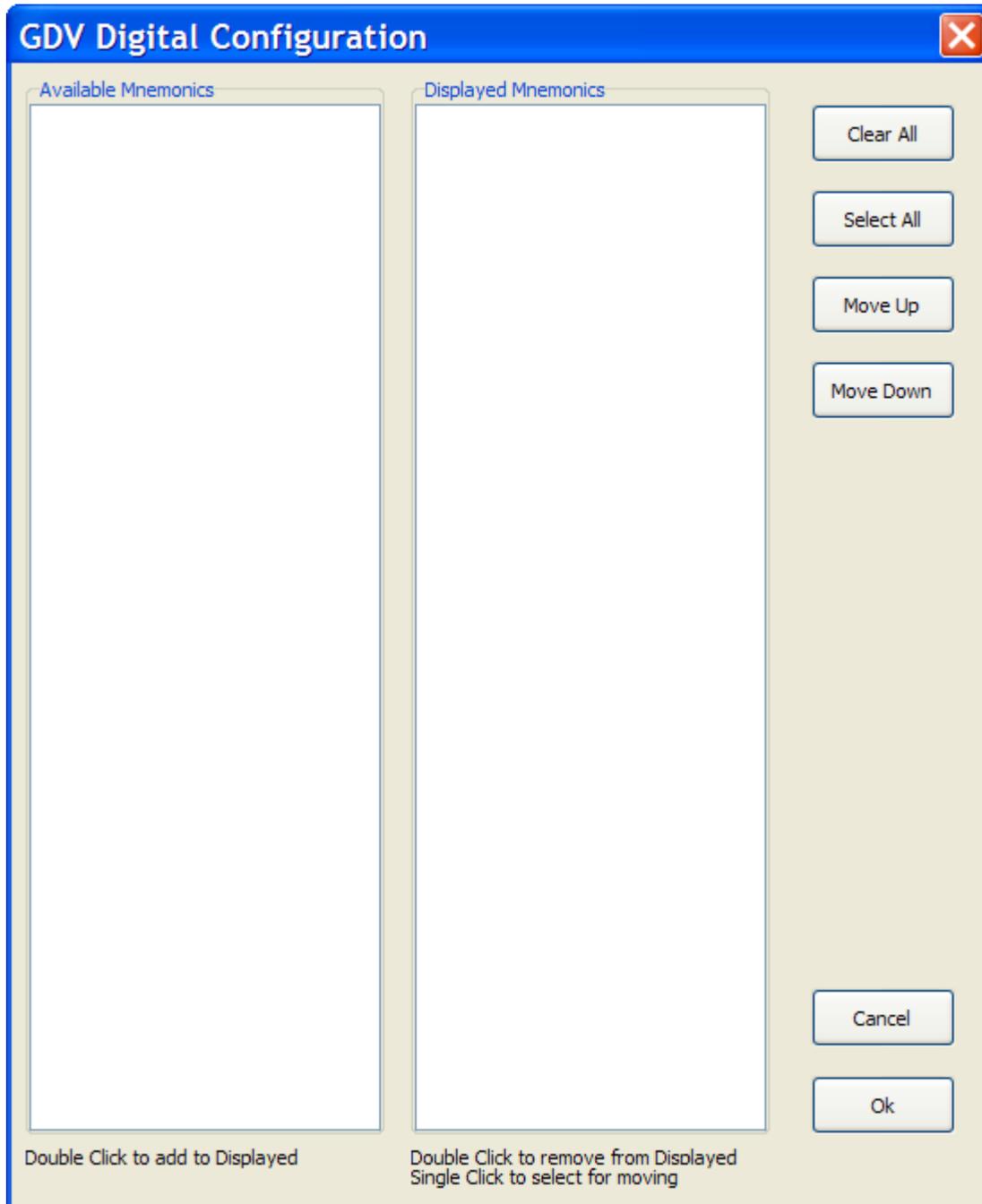


Select Analog or Digital to activate the configuration dialog for that data type.

Analog

Same as the digital configuration below but for analog mnemonics.

Digital



Select the desired mnemonics to be viewed from the available mnemonics listed on the left. Use the Move buttons to position desired groupings.

Save Config

Use this menu item to save the edited configuration as a .GDV file.

Printer Setup

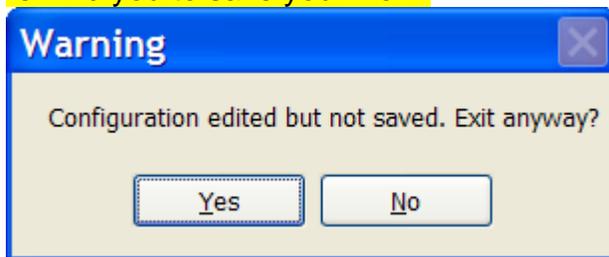
Standard Windows dialog to select the printer this program will use during the Print function.

Print

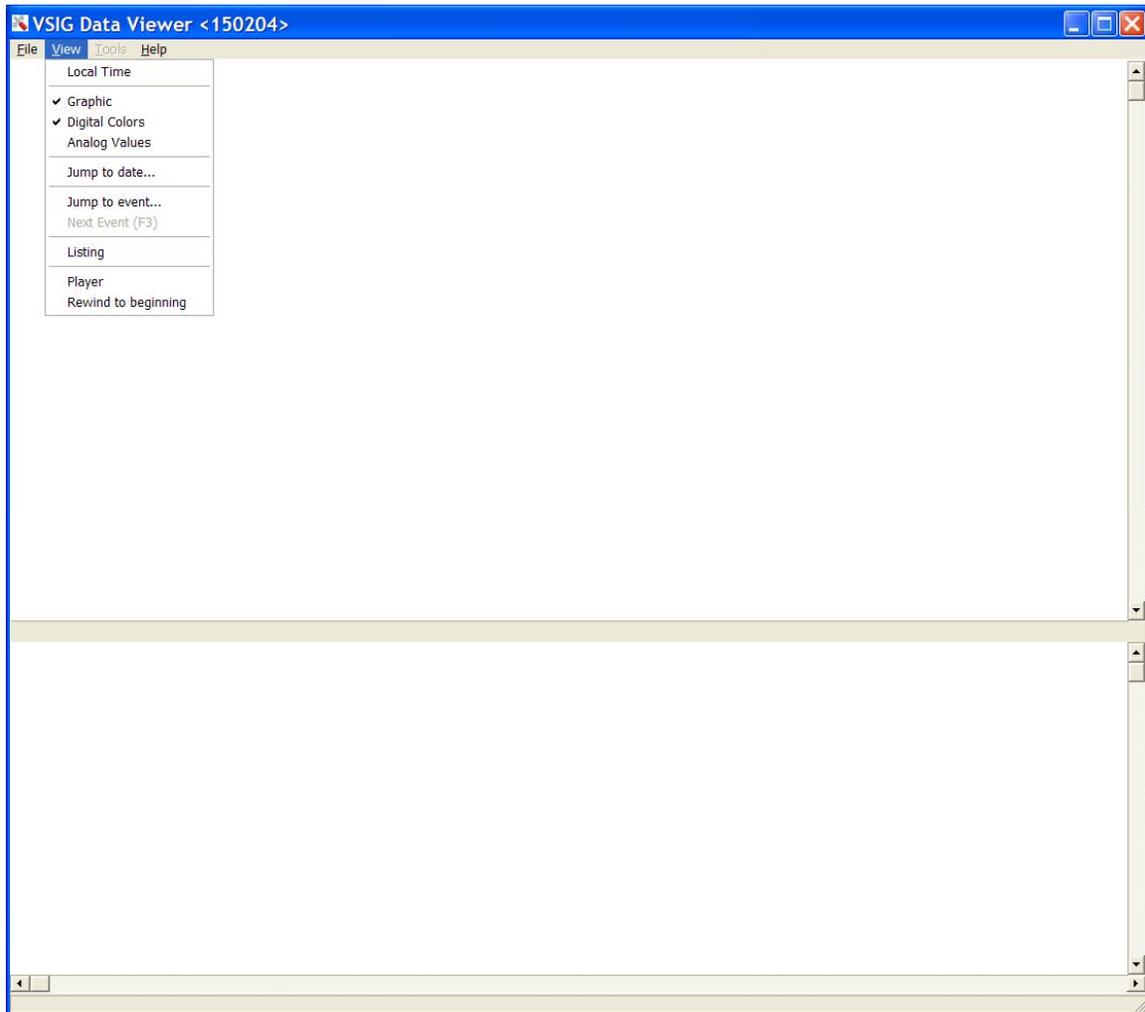
Use this menu item to print the active view on the printer specified by the function above. It works for all views: Graphic, Listing, and Player.

Exit

Exit the VSIG Data Viewer program. Be sure to Save your configuration file before exiting. If you have added any Player elements or realtime, a message will remind you to save your work.



View

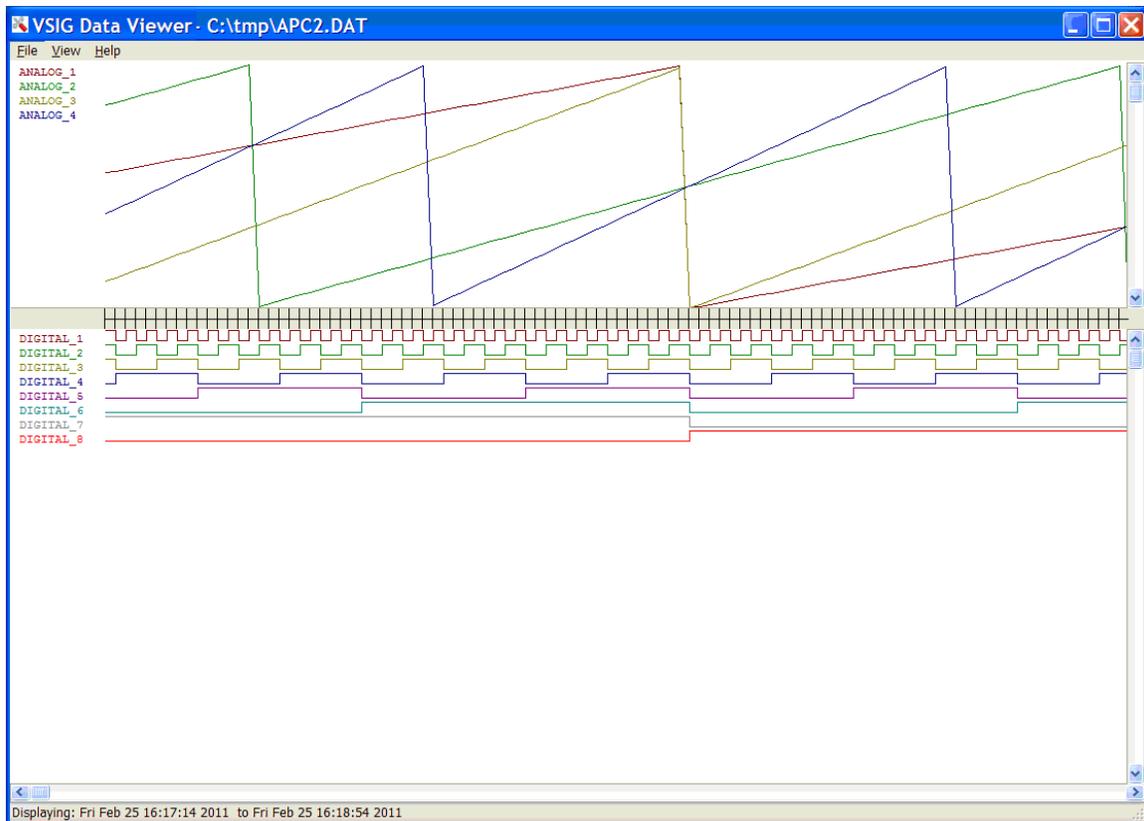


Local Time

Check this option to see the recorded data timestamp displayed as local time in both Graphic and Listing format. Unchecked displays GMT time. The local time to GMT offset is automatically determined by the time zone chosen for the computer this program is running on.

Graphic

Use this function to see the recorded data in a graphic style.



Scroll Bars

Right - Use the scroll bars on the right side to select which mnemonic range is displayed.

Bottom - Use the scroll bar on the bottom to select which recorded data time range is displayed.

Splitter Bar

Use the center splitter bar to adjust the relative size of the analog and digital display areas.

Mouse Functions

Left click - to identify a specific sample point. A vertical red line will appear and the selected time will display in the information bar at the bottom.

Left click and drag – measure the time between two sample points. The measurement will appear in the information bar at the bottom.

Right click – to remove any visible mouse lines.

Keyboard Functions

Up Arrow Key – Zooms the display “in” to show less recorded time, more detail.

Down Arrow Key – Zooms the display “out” to show more recorded time, less detail.

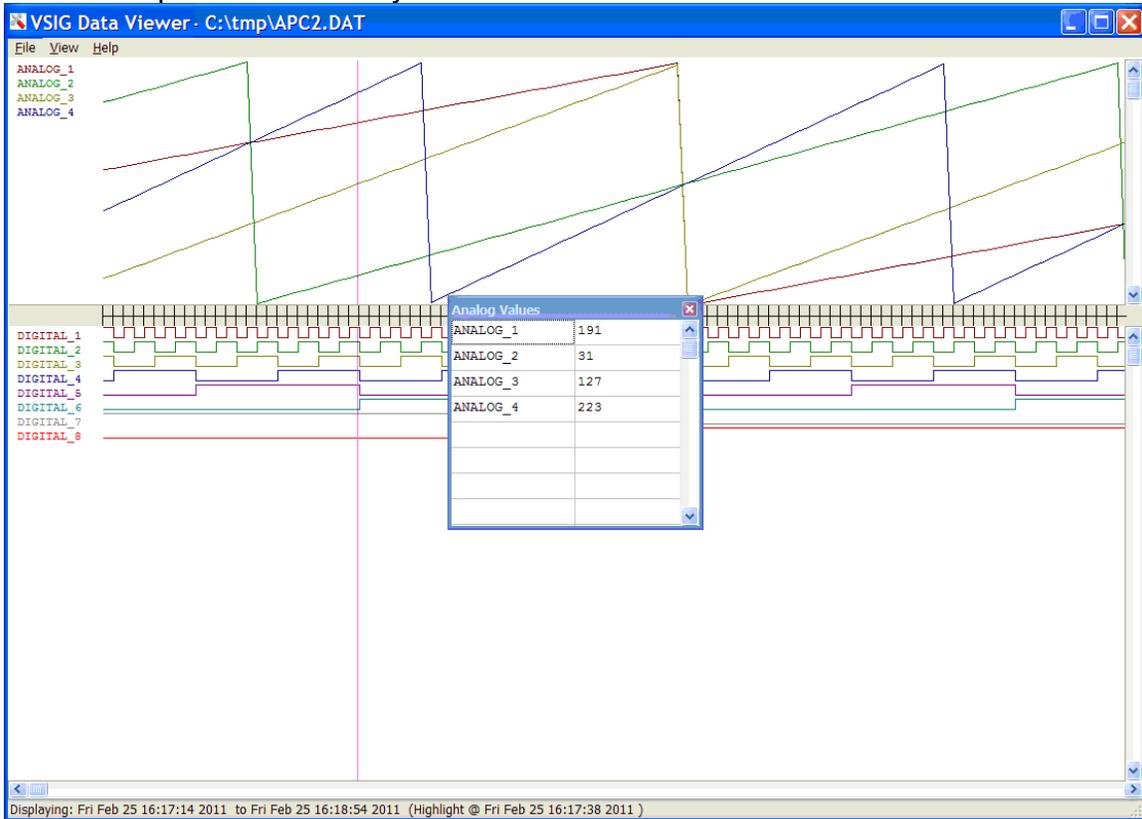
F3 Key – Jump to next event.

Digital Colors

The Digital Traces change from all black color to individual colors, like the Analog Traces when this option is checked.

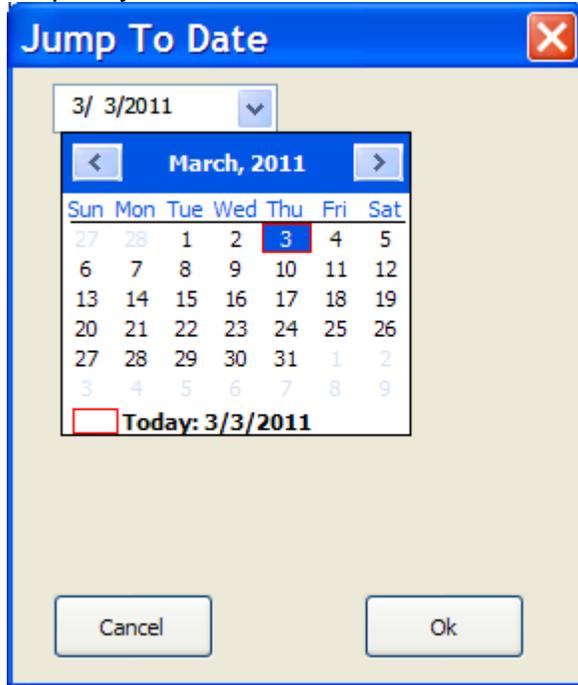
Analog Values

Use this function to activate a separate analog values window that displays the actual sample values for any left click mouse selection.



Jump To Date

Use this function to activate a separate calendar window that allows you to select or specify a date to find within the recorded data file.



If the date is not found, an error message will appear saying so.



Jump To Event

Use this function to activate a separate search window (shown below) that allows you to setup event logic to search for. If the event is not found, an error message will appear saying so.

The screenshot shows the 'Jump To Event' dialog box. The title bar contains the text 'Jump To Event' and standard window control buttons (minimize, maximize, close). The main area is divided into two sections. The left section, titled 'Displayed Mnemonics', contains a list of mnemonics from 10_C1_IN to 12_ATK. The mnemonic '11_NJSP' is highlighted. The right section contains a 'Start At:' dropdown menu set to 'Beginning of the file'. Below this is a section titled 'And Then Find Event Where:' with a text input field containing '11_NJSP' and a dropdown menu set to 'TRUE'. A logical operator dropdown menu set to 'AND' is positioned between two more text input fields, the second of which also contains 'TRUE'. At the bottom of the dialog are 'Cancel' and 'Find' buttons. A footer note reads 'Click on a Mnemonic to Select'.

Start At

Use this dropdown list to specify Beginning of File or Current Display Left Time. The search function will begin its search at the select point.

And Then Find

Use these boxes to specify the search logic desired.

Select a mnemonic by first clicking on that mnemonic in the displayed mnemonics list on the left, then click on a right hand box to place it in.

If only a single bit test is desired, leave the second mnemonic box blank.

Select the bit state desired from the TRUE/FALSE box to the right of the mnemonic.

When two mnemonics are specified, select the logic test desired from the AND/OR box between the two mnemonic lines.

Cancel

This button returns you to the current graphic display without searching.

Find

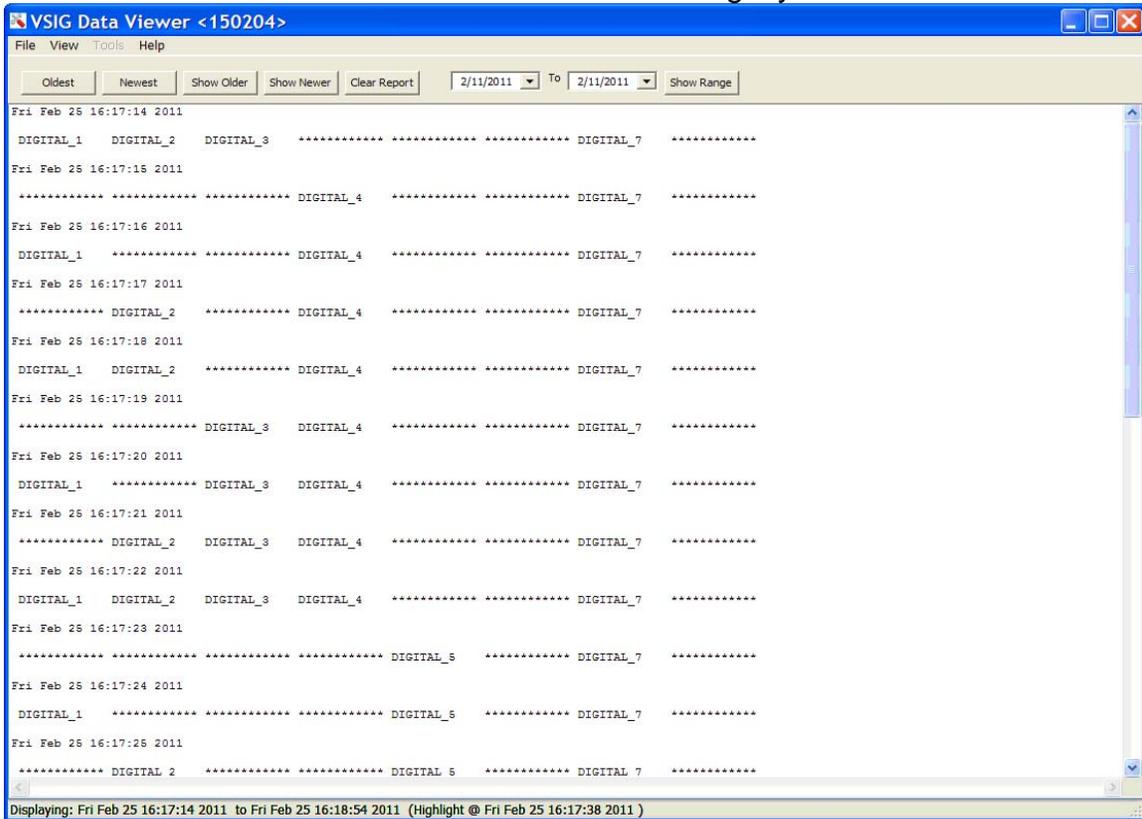
This button begins the search process for the desired event.

Next (F3)

Use Next or the F3 Key to find the next occurrence of the specified event.

Listing

Use this function to see the recorded data in a listing style.

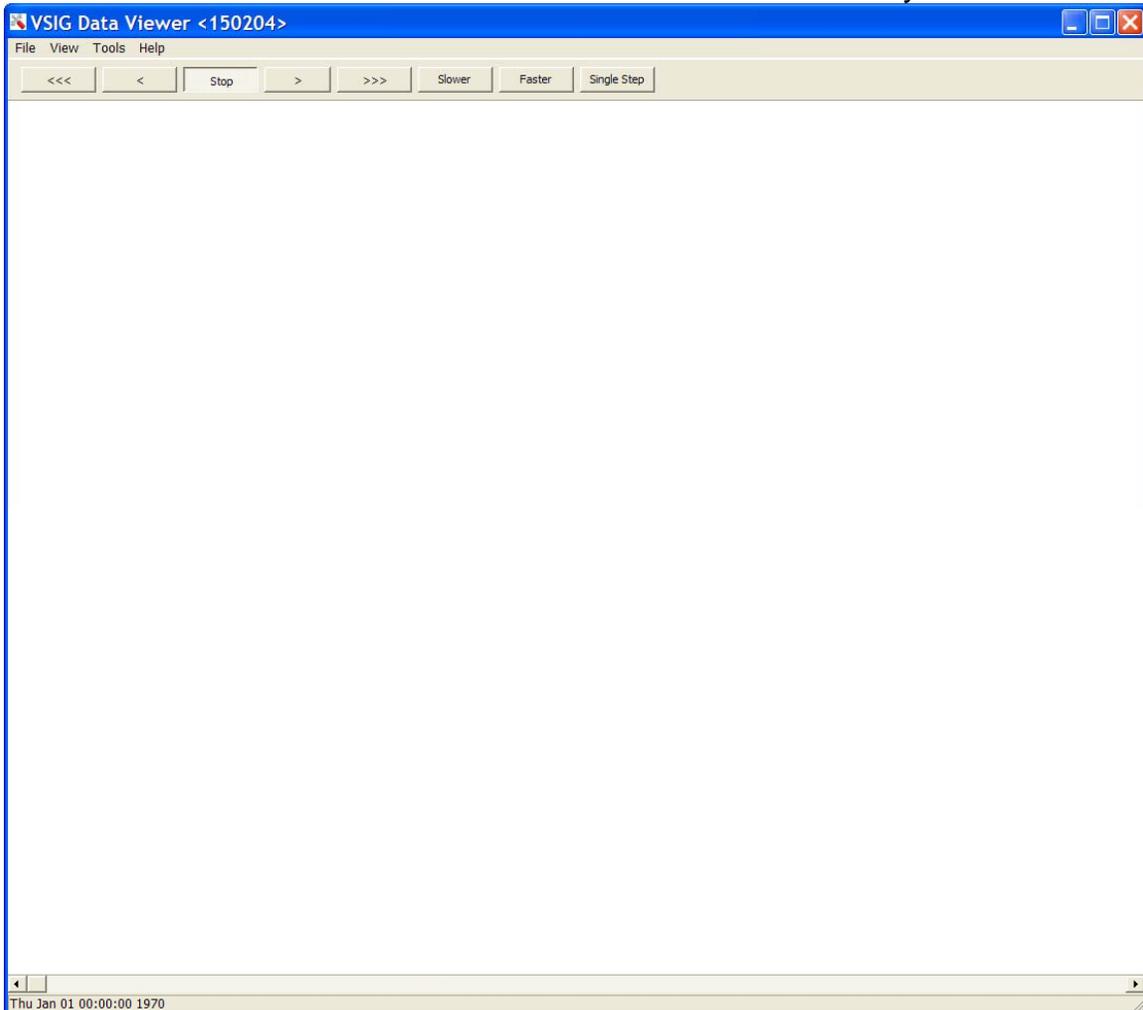


Use the buttons to append the desired records to the report. Use the scrollbar on the right to see down the report.

You can also use the date windows to enter a start to finish range. Clicking the Show Range button will display any recorded data within that range. A Cancel button can be used to stop adding to the listing if needed.

Player

Use this function to see the recorded data in a realtime movie style.



The top control bar contains buttons that control the speed and direction of playback. Place the mouse tip over a button to see its function explained.

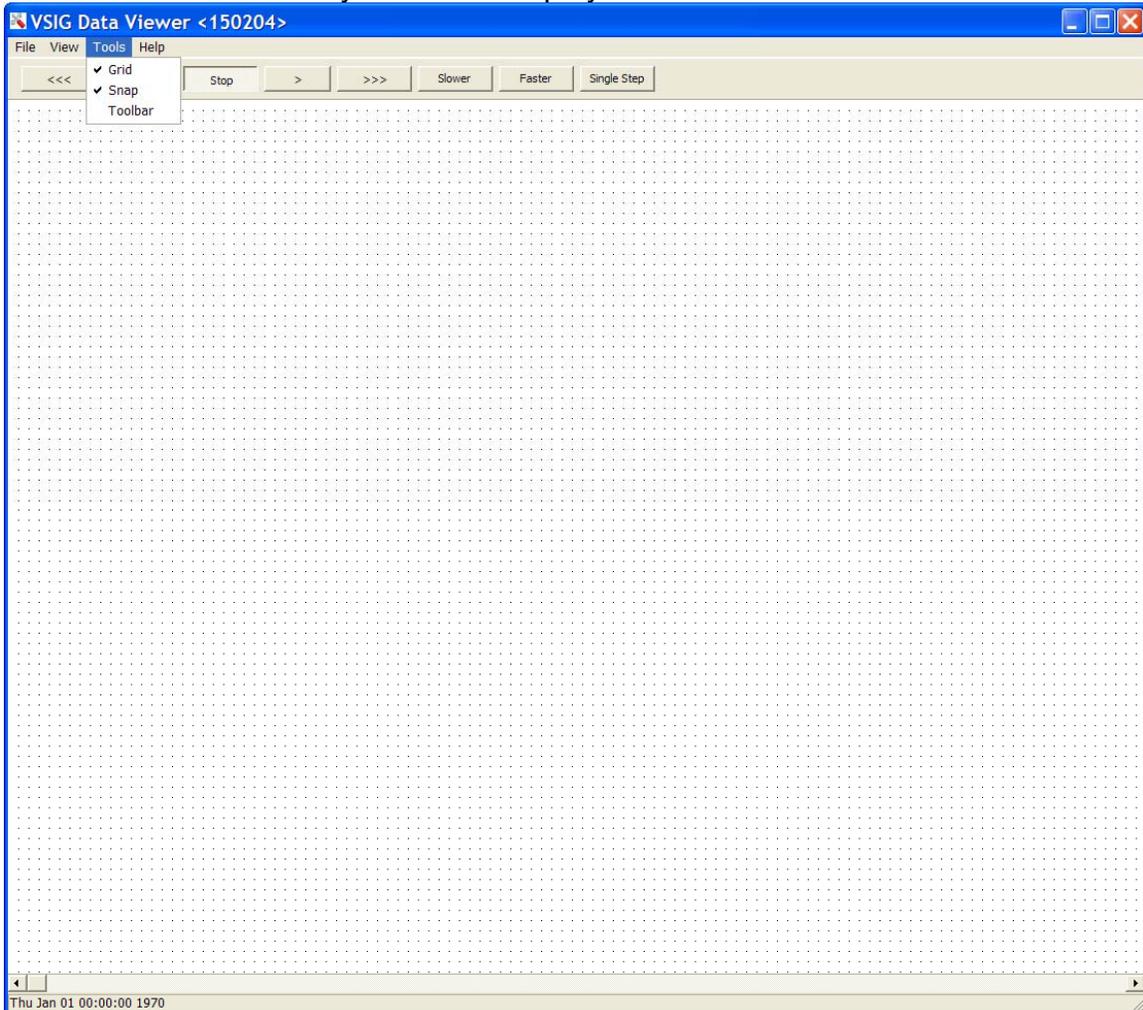
During playback, the current event time will be displayed on the status bar at the screen bottom and the scroll bar position will move in sync with the recorded data position. Grab the scroll bar position indicator and move it left or right to reach a desired time.

Single Step advances the playback one record at a time in a forward direction.

Use the Tools menu to create a graphic representation of the sites track plan, complete with tracks, switches, and signals that will light in various colors based on the status of mnemonics.

Tools

The Tools menu allows you to access player related functions.



Grid

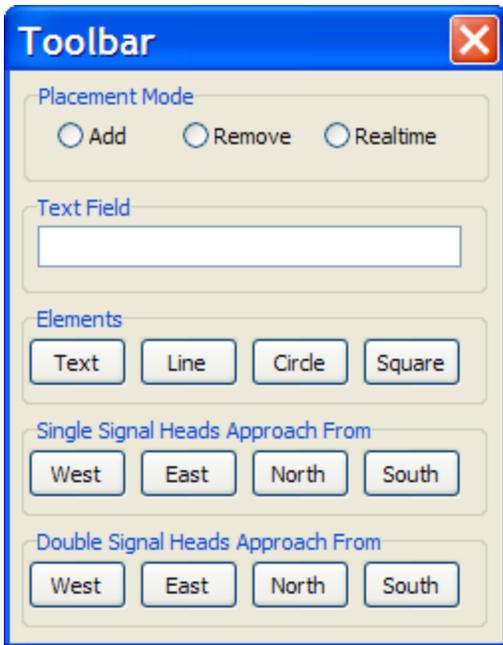
Draws a 10 pixel x 10 pixel grid of dots on the screen to aid in object placement.

Snap

Causes any object placement to snap to a grid position. **Your graphic placement is best when you activate both Grid and Snap.**

Toolbar

This causes the floating toolbar to appear.



It may be moved anywhere on the screen that makes your working area visible. It contains 5 areas of interaction:

Placement Mode

Select the primary function that you wish to perform:

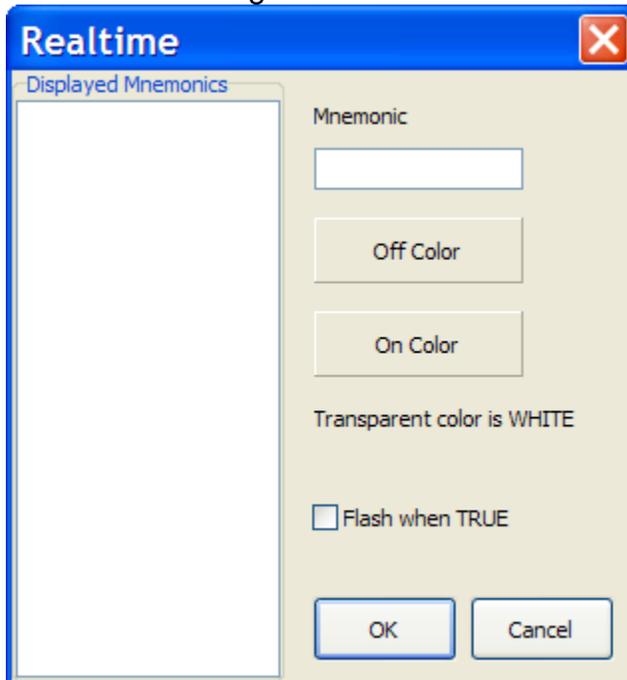
Add – Will add a new element to the existing presentation. Press and hold the Left mouse button to position an element or field at the desired spot, then release. The dialog to the left will appear. Choose the desired element color and click OK to complete the addition. Clicking Cancel will erase the element in progress. If you are planning on adding realtime fields to this element, select Black as its base color.



Remove – Will remove an existing element and its associated realtime fields from the existing presentation. Move the mouse over elements until the mouse cursor changes to a hand with finger. Single left click to produce the removal prompt .



Realtime – Will add a new realtime field to an existing element. Realtime fields are displayed in the order they were created so if you are stacking multiple fields on the same element (e.g. signal lamp) be sure to make the first OFF field Black and all higher layered fields transparent (White). Move the mouse over elements until the mouse cursor changes to a hand with finger. Single left click to produce the realtime dialog shown below:



Click on any displayed mnemonic in the list box and it will transfer to the Mnemonic edit box. You can also type the name if you know it.

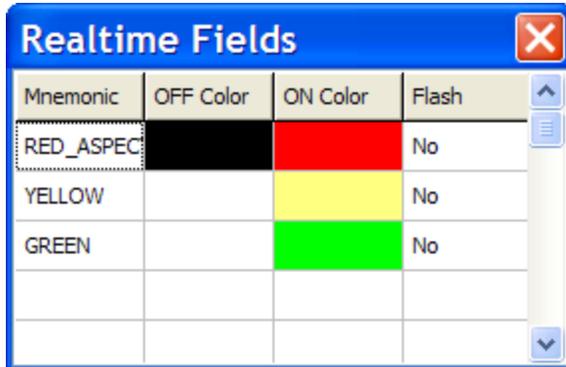
Click the Off Color button to show the same Color Dialog as in the element Add section. Choose the desired Off color.

Click the On Color button to show the same Color Dialog as in the element Add section. Choose the desired On color.

Click the Flash when TRUE to cause the aspect to blink instead of a steady On. Blinking is only active when the playback timebase is close to realtime.

Click OK to save or Cancel to abort the new realtime field.

Realtime fields information can be displayed for any element by a single right click.



Mnemonic	OFF Color	ON Color	Flash
RED_ASPEC	Black	Red	No
YELLOW	White	Yellow	No
GREEN	White	Green	No

Text Field

Enter the text string you wish to place onto the presentation.

Elements

These are primitive drawing elements available. Place the mouse cursor at the upper left end of the desired location. Press and hold the left button down as you move to the objects lower right location; release.

Single Signal Heads

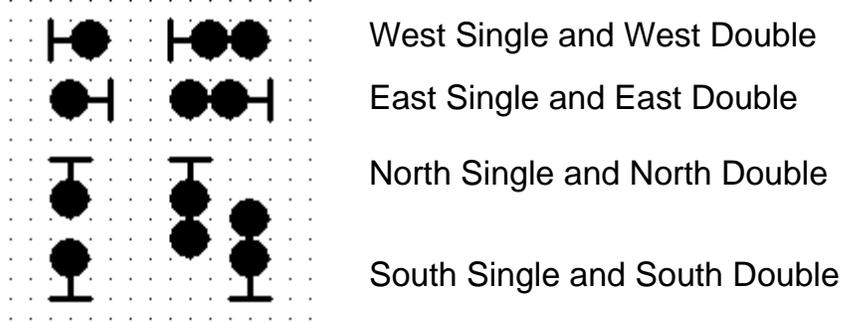
These are drawing macros that place all of the elements related to a single lamp head (base, post, lamp) in a single click. Once placed, these elements are independent of each other.

Double Signal Heads

These are similar to Single but have two lamps.

Hint: You can have as many lamps per head as necessary by manually adding additional circles to an existing signal position.

Signals are shown as if approaching them from the direction named:



Rewind to beginning

Rewinds the data file to the oldest entry. The same can be done by moving the player's scroll bar at the bottom all of the way to the left.

Help

Presents the About box for product information.

