APPENDIX 13.5

EDITING THE AUTOLOG CONTROLLER & OUTPUT BOX

Contents

_____

1.0 Keypad Layout Diagram

Cal Key

Flow Key

Shift Key

Go Key

LHK Edit Key

RHK Edit Key

Enter Key

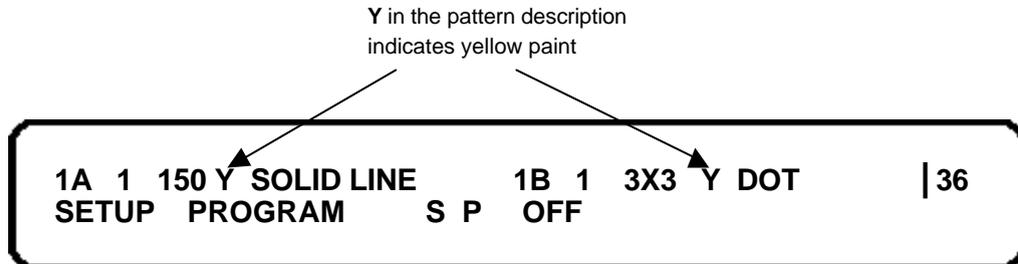Left Hand Keypad (LHK)   Right Hand Keypad (RHK)

2.0 Keys and Commands to Use When Editing

➢ Use the **SHIFT** key to obtain the value marked on the bottom half of any key. For example, to enter the letter **A** hold down **SHIFT** and press the **A (7)** key.

➢ The cursor highlights where you are editing. To move the cursor to a different position on the keyboard use the arrow keys on the LHK.

➢ Change the entry the cursor is highlighting by typing over it.

➢ To leave a space or clear an entry place the curser over the entry and then use the **SPACE** key (Press **SHIFT** and **SPACE**)

3.0 Tips For Editing

➢ We suggest that initially you use Job Number 9 Pattern 9 to familiarise yourself with AUTOLOG editing requirements. This will keep your more frequently used settings unchanged.

➢ The value following an **L** or **G** command can be a maximum of three characters long.

➢ A decimal point is recognised as a character. When using a decimal with a leading zero eg. 0.9. The zero may be omitted ie .9 is acceptable.

➢ If the message UNKNOWN COMMAND appears you have made an incorrect entry. When this message appears you are automatically in the Program Edit field ready to correct the entry.

_____

- ➢ The **T** command provides a counter used for incidental markings eg pedestrian crossings, stop signs etc.

- ➢ The default paint setting is for white paint. If you also use yellow paint entering **Y** in the pattern description will indicate yellow paint. The yellow paint counters will then automatically count any yellow patterns separately to the white painted patterns. See the example on the screen below:

Y in the pattern description
indicates yellow paint

```
1A  1  150 Y SOLID LINE       1B 1   3X3  Y DOT          |36
SETUP   PROGRAM       S P   OFF
```

4.0   EDITING

Note: If no entries are made within 15 seconds of entering Edit Mode AUTOLOG returns to the last Job Number setting used.
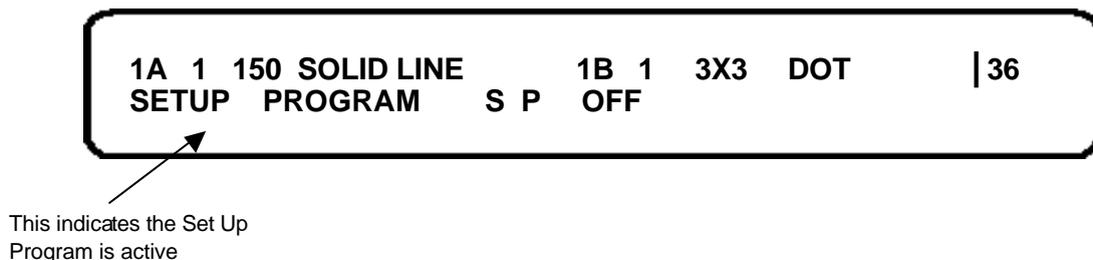
Step 1 Enter the Job Number you wish to edit.   Press **JOB** on the LHK. The screen will beep and prompt you to enter the Job Number. The screen will look similar to the one below:-

```
JOB#
000000 MTRS
```

Enter the job number by pressing the number key on the relevant keypad ie use the LHK for A patterns and the RHK for B patterns

**Step 2** Enter the pattern number you wish to edit. Using the number keys on the relevant keypad.

Step 3 Enter the **SETUP PROGRAM**. Hold down **SHIFT** and press **ENTER**. The screen will be similar to the one below:

```
1A  1  150  SOLID LINE        1B  1   3X3   DOT          |36
SETUP   PROGRAM     S P   OFF
```

This indicates the Set Up
Program is active

Step 4 Enter the Edit Program from this screen. Hold down **SHIFT** and press **EDIT**. The fields to edit are marked on the screen below. The example given is for Job 1A Pattern No 1 being a continuous solid centre line and Job 1B Pattern No 1 being a continuous 3 x 3 dotted centre line.

Note: You need to use the LHK Edit Key for A patterns and the RHK Edit Key for B patterns

4.1 Fields for Editing
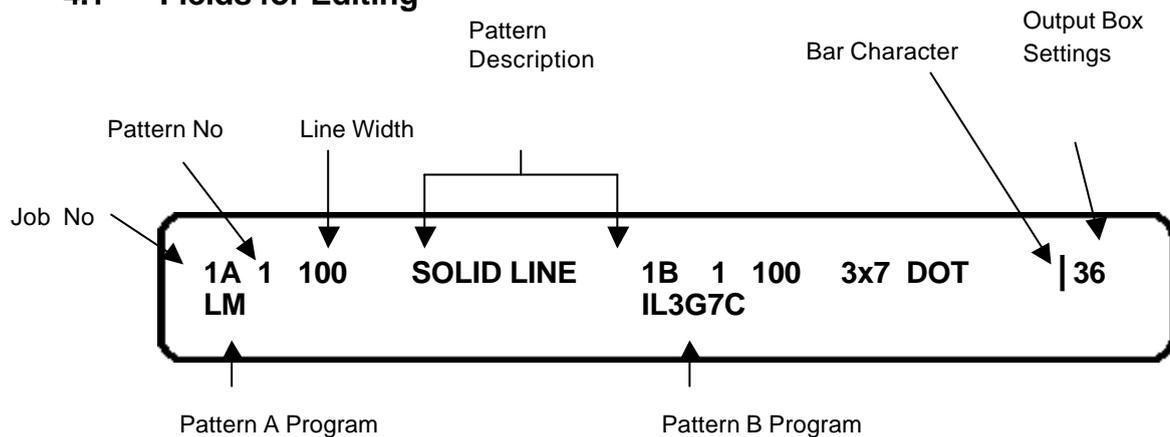
4.1.1 Line Width

The first field is the Line Width. This must be exactly 3 characters eg 075 or 100. This must be entered to enable the thickness gauge to operate. If you do not have a Thickness Gauge this field can be ignored. Use the arrow key to move to the Pattern Description.

4.1.2 Pattern Description

The pattern description is your unique description of the pattern eg SOLID or 3X3 DOT, or PEDXING. It can be a maximum of 10 characters. This field does not affect the Pattern Program.

Note: If you use yellow paint you must include **Y** in the pattern description to ensure the yellow paint counters operate eg 3X3YDOT

Enter the Pattern Description and press **ENTER** to advance to the next field which is Pattern Program.

4.1.3 Pattern Program

Use the program commands set out below to edit the Pattern Program Field. When you have finished press **ENTER** to save the entry and exit the editing program.

Pattern Program Commands

| Command	Action
A	**Distance counter -** Counts the distance whilst marking the specific pattern. All lines and gaps will be included in the count.
I	**Indefinite Distance Counter -** Counts the total distance whilst the vehicle is moving and the pattern is selected. All lines and gaps will be included in the count. Note: When the trigger is released counting will cease after the end of the LAST GAP.
Note: If no counter command is entered (i.e. A or I) AUTOLOG will count the distance of any line painted but will not include gaps.	
G	**Gap** – Leaves a gap. This command must be followed by a number specifying the gap size. The number must be a maximum of 3 characters
L	**Line** – Marks a line. This command must be followed by a number specifying the length of the marked line. The number must be a maximum of 3 characters.
LS	**Spot** – Marks a spot. Use for RPM's
LM	Manual – Allows the user to operate the guns manually whilst the vehicle is moving
C	**Continuous Pattern –** Continuously repeats the pattern program. This must be the last character entered in the pattern program field
T	**Incidental Marking Counter** – Allows you to count incidental markings eg stop signs, pedestrian crossings etc. Enter the name of the incidental marking in the pattern comment field and **T** in the command field. The litres of paint used will also be counted.

Examples of pattern programs are detailed below:

Example 1   AL3G3C

This means:

A   The distance counter is operating and both line and gaps will be counted while marking is activated.
L3   The pattern is a Line 3 metres long
G3   Followed by a Gap 3metres long.
C   This is a continuous pattern and will be repeated until the operator deactivates the program. .

The pattern would look like this:

Line 3m		Line 3m		Line 3m	Repeating

Gap 3m   Gap 3m   Gap 3m
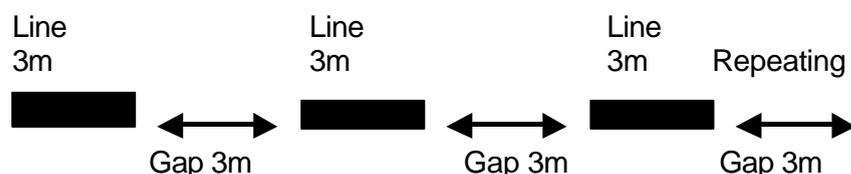

Example 2   L0.6G0.6

This means:

LO.6   The pattern is a Line 0.6 metres long
G0.6   Followed by a Gap 0.6 metres long.

There is no **A** or **I** counter command entered so the line only is counted. The pattern is not continuous. If the operator releases the trigger the sequence will reset to the beginning of the programmed command ie the beginning of the 0.6m line.

The pattern would look like this:

Line   Line
0.6 m   0.6 m   **Not Repeating**

[▬▬ ◀▶ ▬▬]

Gap
0.6
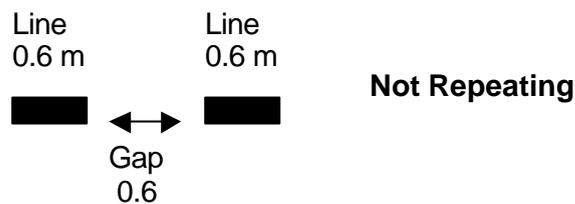
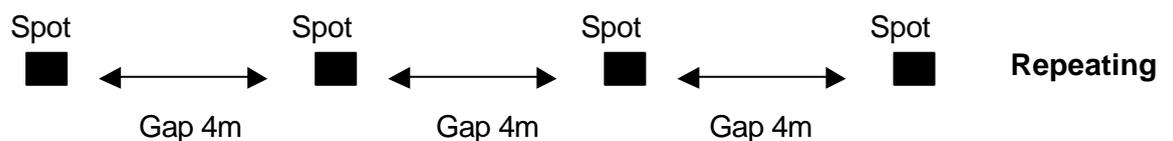**Example 3   ILSG4C**

This means:

I   The Indefinite Distance Counter is on.
LS   The pattern is a Spot
G4   Followed by a Gap 4 metres long.
C   This is a continuous pattern and will be repeated until the operator deactivates the program.

The pattern would look like this:

Spot   Spot   Spot   Spot
■   ◀——▶   ■   ◀——▶   ■   ◀——▶   ■   **Repeating**

Gap 4m   Gap 4m   Gap 4m

Example 4   L3G3.5LSG3.5C

This means:

L3   This pattern is a Line 3 metres long
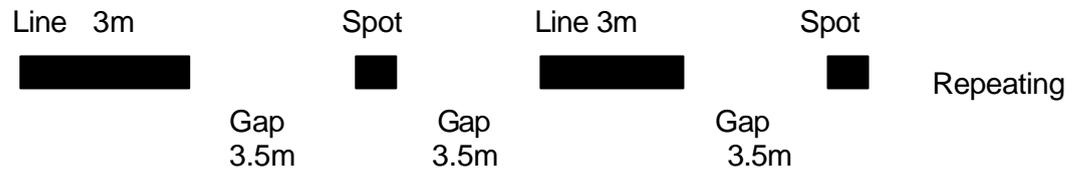**G3.5**   Followed by a Gap 3.5 metres long
LS   Followed by a Spot
G3.5   Followed by a Gap 3.5 metres long.
C   This is a continuous pattern and will be repeated until the operator deactivates the program**.**

(This could also be described as a line with a 7 metre gap with a spot in the centre).

The pattern would look like this:

Line 3m		Spot	Line 3m		Spot	
██████████		██	██████████		██	Repeating
	Gap 3.5m	Gap 3.5m		Gap 3.5m		

Note: The value following an L or G command must be a maximum of three characters long. A decimal point is recognised as a character.

In the above example, the value for the gap command is 3.5. This has the maximum number of characters for a line value.

When using a decimal with a leading zero eg. 0.9. The zero may be omitted ie a value such as .9 is acceptable.

5.0   Incidental Markings

Incidental roadmarkings such as pedestrian crossings, stop signs, direction arrows, fire hydrants etc can be recorded in AUTOLOG.

We suggest you use Jobs 7– 9 for incidental markings. Each pattern needs to be programmed as an incidental marking. The same editing process is used as set out on pages 3 and 4.

The Pattern Description is your abbreviation for the marking. The pattern Program is T.   For example on the screen below Job 9 Pattern 1 has been entered as a pedestrian crossing.

```
9A   1   PED XING
T
```

6.0   Default Settings Reload

It is possible to reload the manufacturer's default program settings into memory as follows:

Step 1 Turn the AUTOLOG off

Step 2 Press the Job number you wish to re-enter on the LHK and turn on the power at the same time. Keep pressing the number until the screen reads as below:

```
Press E to Quit
ENTER JOB No to    -        reload & press E: _
```

Step 3 Enter the job number again on the LHK and press **ENTER.** This will re-load
the default settings for that job number.

Step 4 Repeat for other job numbers as required.

7.0   Output Box

Each pattern has an output selection number relating to a specific gun. These output
selection numbers are set out in the table below. The output selection number is
entered behind the bar character (|) on the AUTOLOG screen. Follow the steps
below to access the bar character and change the gun selections:

Step 1 Enter the Job Number you wish to edit. Press **JOB** on the LHK. The screen
will beep and prompt you to enter the Job Number. The screen will look
similar to the one below:-

```
JOB#
000000 MTRS
```

Use the number keys on the LHK to enter the job number.

Step 2 Use the number key on the LHK to enter the Pattern Number

Step 3 Enter the SETUP PROGRAM. Hold down **SHIFT** and press **ENTER** .

```
1A   1   150 SOLID LINE       1B  1    3 X 3  DOT              │ 36
SETUP   PROGRAM    S  P  OFF
```

This indicates the Set Up
Program is active

Step 4 Hold down **SHIFT** and press **EDIT** to enter the Edit Program.

Step 5 Use the arrow key → to move across the screen past the bar character. |

_____

Bar Character   Output Selection

| 1A 1 150 SOLID LINE   1B 1 3x3 DOT | 36 |
| LM   IL3G3C | |
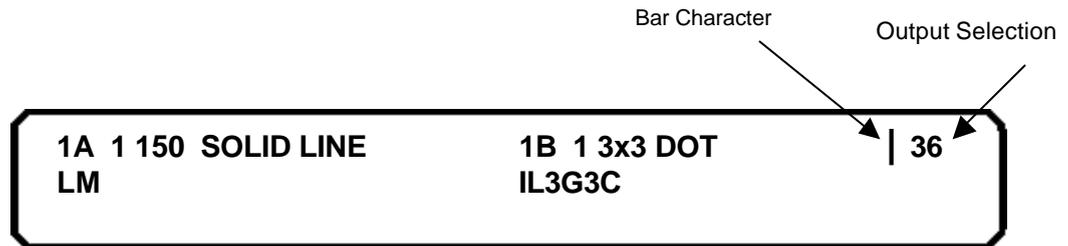
Step 6 Position the curser under the Output Selection numbers. Enter the new
selections using the table below for guidance.
For example for Solid (Pattern A) to Gun 2 and Dots (Pattern B) to Gun 3
enter Output Selection numbers **3 6**

7.1   Output Selection Guide

	Gun 1		Gun 2		Gun 3		Gun 4	
Pattern	A	B	A	B	A	B	A	B
Output Selection	1	2	3	4	5	6	7	8

7.2   The Bar (|) Character

If you delete the bar (|) character. It may be re-entered as follows:

Step 1 Hold down **SHIFT** and press **ENTER** to enter the SETUP PROGRAM. If you
are already in the SETUP PROGRAM move to Step 2.

Step 2 Hold down **SHIFT** and press **EDIT** to enter the Edit Program. If you are
already in the Edit Program move to Step 3.

Step 3 While in the Edit Program hold down **SHIFT** and press **ENTER** to display the
bar **(|)** character.

_____