Blu-Ox Logos.

LogoMaker.py

NOTE
 This is a thrown together program it meanly helps calculate the Bytes structure of the logos.
 You need to have Python and Pygame installed on the computer prior to running.
 Works in both windows and linux.

LogoMaker.exe

 Windows only compiled version of logomaker

Enter a logo number – this is relevant to the logmaker only – it does not link in anyway to the logo
number / position in the code of the blu-ox software.

You will either see a drawn logo or a big blue square appear on the screen,
if its not the logo you want close the logomaker and reload and pick another logo number.

Blue = no Pixel.
white = Pixel.

Draw the desired logo using right and left mouse button,
Close and save the logo by pressing space bar.
Again, its rough and ready code to do a simple job.

In the logomaker directory look for the file byteX.txt where X is the number you were editing.

Copy this File as its the coding for your new logo.

Updating the Blu-Ox Software

COPY THE CURRENT FINAL VERISON
RENAME THE COPY TO NEXT NUMBER

Open the SoftTec STVD7 for inDART-STX Package
Open Workspace,
browse to the file Blu-OX.stw inside the COPYS file structure.

In the workspace tab click the [+] on the blueox

[+] Include Files
        Double Click on main.inc

in the window on the right you should see then code for main.inc
scroll down look for DEFINE Logo,
the **; symbol comments out the lines**
comment out which ever is applicable
then at the bottom of the define logos add another

for example #Define Logo   12   ; free text describe the logo

Back in the window on the left click the [+] Source Files
Double Click lcd.asm

Load up your saved byteX.txt file into notepad
Edit the XXX to the number you added to the #Define logo

Copy all the Text to ClipBoard

after the LAST #ENDIF
but before the
END

Paste the new logo text data

Top Menu Click Build and select Rebuild all,
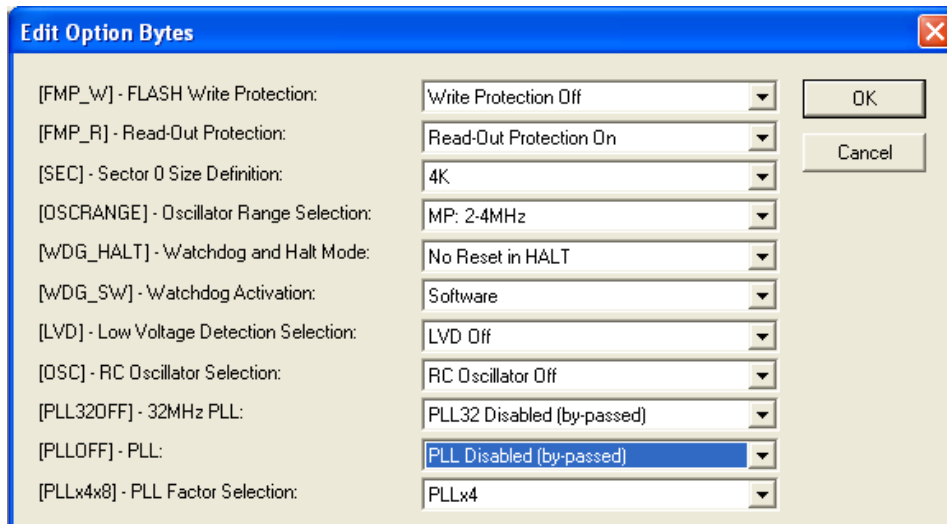you will be asked to save changes – agree.

You can now close the STVD7 program

Load the InDART-STX DataBlaze Programmer

Select Device:

ST7FLITE15

Click option Bytes

set up as follows

Note the read-out protect on for customers off for developers,

Load
Code Buffer
SET Format to Motorola S-Rec
using filemanger look into your COPY of the software into the obj folder and load the blu-ox.s19
file

click program

ensure the usb cable is attached to the Dev board and then to the Blu-ox,
Note the cable to the blue ox has 6 pins the blu ox has 7,
the connector connect full to the edge side, leaving the pin toward the middle of the board empty.

Press and hold the on off button on the blueox,
click start..

should hopefully work :-)

FOR CYCLING LOGOS,

In the ST7 Editor open
interupts.asm
LINE 89 add ' OR eq XXX' where xxx is your logo number

main.asm

add the second logo in same way was first but after the first if

#IF {Logo eq 10}   ; logo description

Logo2

LINE 816 add OR eq XXX where xxx is your logo number.