

# Application Note AN1904 LogoLoader for Handsets HA57 SDK, HA57 EVO and HA59

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## 0 History

Date	Revision	Author	Comments
May 2019	1.0	CS	First Release

Table 1: History

## 0.1 Related Documents

Nr.	Name	Remarks
1	AN1800 HA57 EVO User Manual	Application Note 1800
2	AN1902 Description API HA57 EVO	Application Note 1902
3	AN1903 AppLoader HA57 SDK & HA57 EVO	Application Note 1903

Table 2: Related Documents

## 1 Introduction

This document describes the program **LogoLoader HA57 – HA59 SDK und EVO**. The **LogoLoader HA57 – HA59 SDK und EVO** is a Windows® program, which facilitates the upload of a logo file onto a pei tel handset HA57 SDK, HA57 EVO or HA59. This logo file can be displayed alternatively to the pei tel logo during the initialization period of the handset.

The program **LogoLoader HA57 – HA59 SDK und EVO** will be called **LogoLoader** on the following pages.

## 2 Needed Components

The following components are needed to upload a logo file to a handset:

- Installation file of the LogoLoader
- Logo file (*see also 6 Properties of the Logo File*)
- Windows® PC (OS Windows® 7 SP1 or higher) with free serial COM-port
- Alternatively to the COM-Port: USB-to-RS232-Convertor
- Handset HA57 SDK, HA57 EVO or HA59
- ECU (Eval Com Unit), which facilitates the connection between handset and PC and as well supplies power to the handset

Administrator permissions on your PC are necessary for the installation.

## 3 Installation of the LogoLoader

### About the USB-to-RS232-Convertor:

Please note, that the USB-to-RS232-convertor comes with a driver package, which needs to get installed on the PC. These drivers are provided by the manufacturer of the USB-to-RS232-convertor.

### Installation:

1. Start the installation by running the **setup.exe**.
2. Enter the **administrator password**, when asked to do so and follow the instructions on screen.

#### Notice

The program needs .NET Framework 3.5 SP1, which is supplied by the installation package and installed automatically when needed.

## 4 Short Description

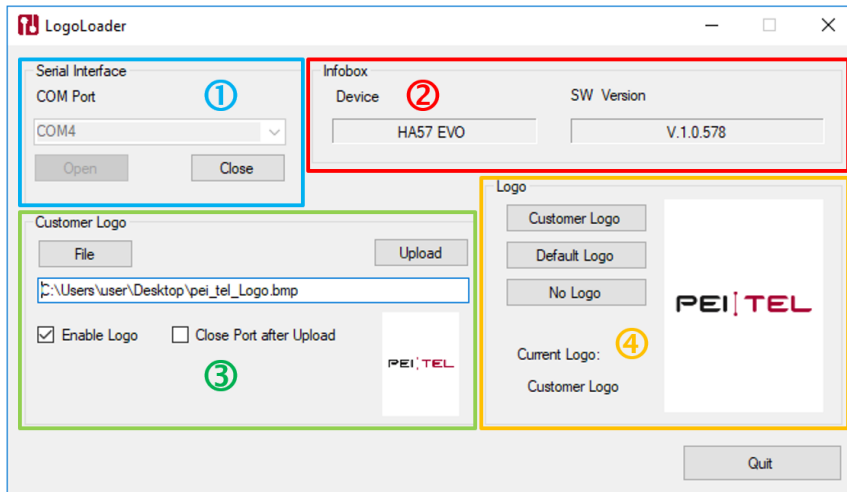


Figure 1: Active LogoLoader-Window

### 1 Serial Interface:

**COM Port:** COMx<sup>[1]</sup> port selection

**Open:** Opens the connection to the handset.

**Close:** Closes the connection to the handset.

### 2 Infobox:

**Device:** Handset type

**SW Version:** Handset firmware version

### 3 Customer Logo:

**File:** Opens a window for the logo file selection.

**Upload:** Sends the logo file to the handset.

**Enable Logo:** The logo file is displayed in the handset's display during initialization.

### 4 Logo:

**Customer Logo, Default Logo and No Logo:** Use these buttons to select, which logo is displayed during the initialization period of the handset.

**Current Logo** shows the current selection.

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<sup>[1]</sup> "COMx" stands for the COM port number, which is automatically assigned by the PC;

e.g. COM1, COM2, COM3, etc.

## 5 Usage Instructions

### 5.1 Preparation of the Handset

1. Plug the handset into the RJ50-jack of the ECU.
2. Setting-up the connection between PC and ECU:
  - a) Either connect the ECU to a free serial COM port of the PC, using a suitable serial cable.
  - b) Or connect the ECU using a USB-to-RS232-converter. If necessary, add a USB cable for extension.
3. Connect the ECU to the power supply.

### 5.2 Starting the Program

Start the LogoLoader by selecting **LogoLoader HA57 – HA59 SDK und EVO** in the Windows® Start menu.

If all the preparation work was done correctly (see also [5.1 Preparation of the Handset](#)), the LogoLoader window opens. Otherwise, an error message is generated.

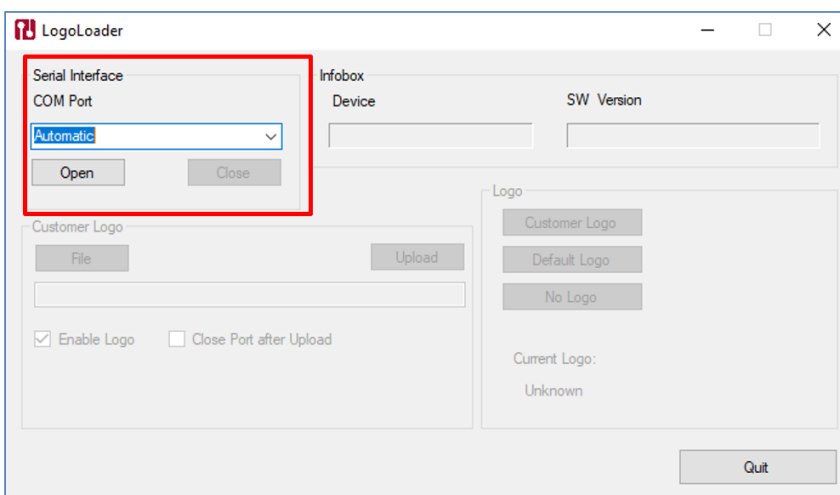


Figure 2: LogoLoader-Window after program start-up

### 5.3 Set-up of the Serial Connection

1. In the **Serial Interface** sector, select the correct COM port.
2. Press **Open**.



**Tip**

Select **Automatic** to let the program search for the COM port automatically. During the search the program scrolls through all available COM ports.

Once the connection to the handset is established, all functions of the LogoLoader are available. The handset displays the writing "SERVICE".

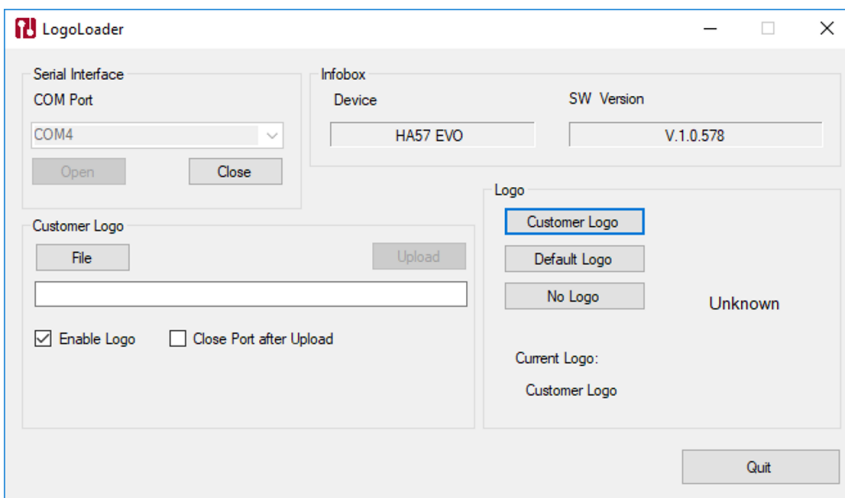


Figure 3: LogoLoader-Window, all functions available

## 5.4 Infobox

The **Infobox** shows information read out of the handset.

**Device:** Handset type

**SW Version:** Handset firmware version

The software version of the **LogoLoader** program is shown in the title bar of the window.

## 5.5 Logo Upload to the Handset

For the preparation of the logo file see also 6 *Properties of the Logo File*.

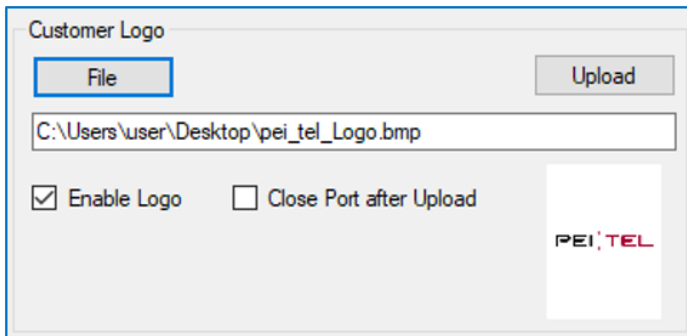


Figure 4: LogoLoader-Window after selecting the path of the logo file

Step 1: Press **File** and select the required logo file.

Step 2: Confirm the selection by pressing **Open**.

The program checks the data format of the logo file. If the file is ok, path and logo will be displayed in the program window. Otherwise, an error message will be generated.

Step 3: Press **Upload**.

The LogoLoader window displays a green progress bar.

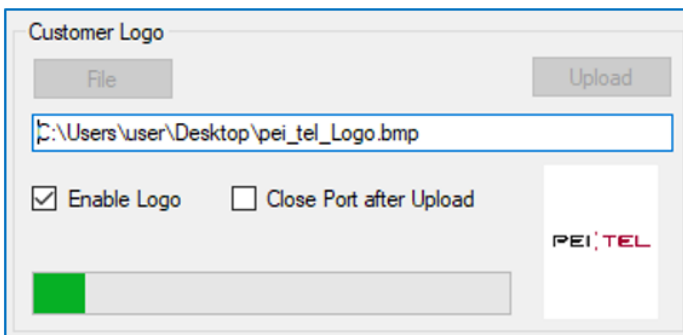


Figure 5: Upload progress bar

Step 4: After the upload, a confirmation window shows: **Upload successful**.

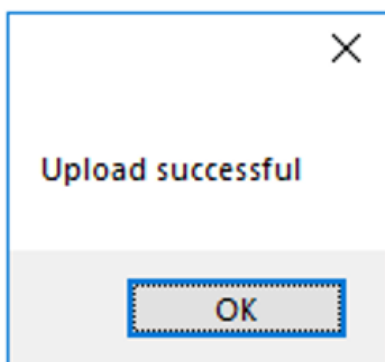


Figure 6: Upload succeeded

Step 5: Press **OK** to close the confirmation window.

## 5.6 "Enable Logo" Function

<input checked="" type="checkbox"/> <b>Check box checked</b>	The logo file is uploaded to the handset and displayed as start logo during initialization of the handset.
<input type="checkbox"/> <b>Check box unchecked</b>	The logo file is only uploaded to the memory of the handset. It is not displayed as start logo during the initialization of the handset.

Table 3: "Enable Logo"

## 5.7 Choosing a Logo Option

Select the logo option in the **Logo** section of the LogoLoader window. The following logo options determine which logo is displayed during the initialization of the handset.

Logo Option	Description
Default Logo	Logo of pei tel
Customer Logo	Customer logo loaded onto the handset
No Logo	No logo

Table 4: Initialization logo options

The current selection is displayed under "Current Logo:". Additionally, the logo image is shown.

### Note

In some circumstances, instead of the logo image, "Unknown" is displayed in writing when the program doesn't have the logo image in memory anymore. This happens for example after the program was restarted. This is not an error!

## 5.8 Closing the Program

Pressing **Quit** closes the program and the handset initializes. During the initialization period, the chosen logo option is displayed in the handset's display.

## 6 Properties of the Logo File

Use the following parameters when creating a logo file with a graphic program.

Meeting these requirements is necessary; otherwise, an error message will be generated during the upload of the logo file to the handset.

### 6.1 Requirements HA57 and HA57 SDK

<b>Parameters of the Logo Image</b>	
Image Width	128 Pixel
Image Height	160 Pixel
Layers	1
Color Depth Bits / Pixel	16
File Format	BMP
Compression	None

Table 5: Parameters of the image file (HA57 and HA57 SDK)

### 6.2 Requirements HA59 and HA57 EVO

<b>Parameters of the Logo Image</b>	
Image Width	240 Pixel
Image Height	320 Pixel
Layers	1
Color Depth Bits / Pixel	16 (RGB 565)
File Format	BMP
Compression	None

Table 6: Parameters of the image file (HA59 and HA57 EVO)

## 7 Creating the Logo File Using Adobe Photoshop

Program: **Adobe Photoshop**

Operating system: **Windows or Mac OS**

### 7.1 Creating an Image File

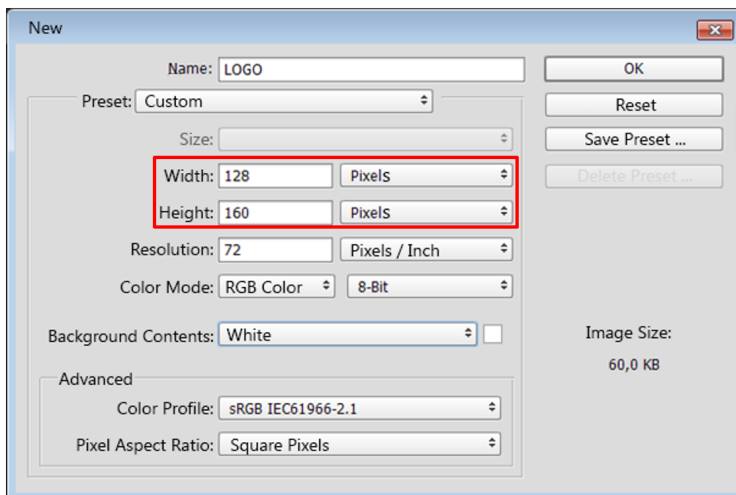


Figure 7: New image (example with values for HA57 and HA57 SDK)

- On your computer, start **Photoshop**.
- Select **File > New**.
- The **New** window opens. Enter width and height.
- You also might want to assign a name.
- Do not touch any other settings!
- Confirm your choice with **OK**.

## 7.2 Copy the image into the picture and align it carefully



Figure 8: Logo on white background

**Note**

The image size equals the size of the display of the handset. We recommend aiming for a balanced arrangement.

## 7.3 Saving the image

- In Photoshop, select **File > Save as.**
- Select a path for storage.
- Assign a file name.
- Select file type **BMP.**
- Select **Save.**

## 7.4 BMP Options Window

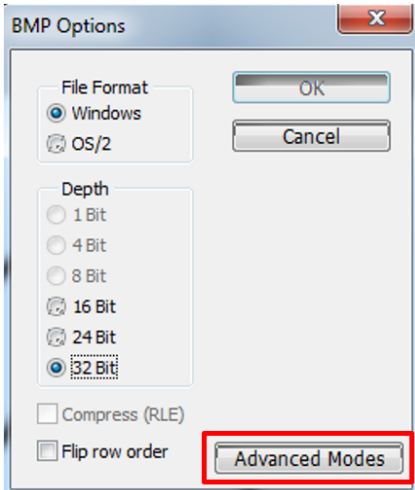


Figure 9: BMP Options

- Select **Advanced Modes**.

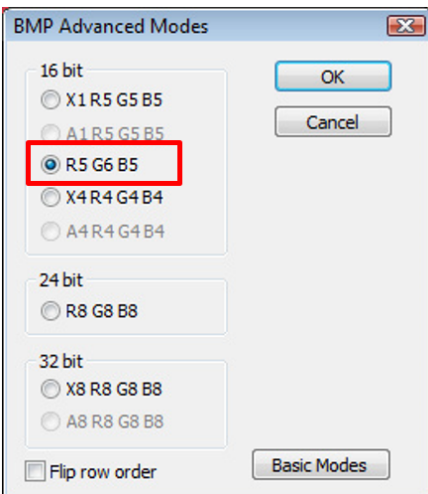


Figure 10: BMP Advanced Modes

- Select **R5 G6 B5**.
- Press **OK**.

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