

1.0 OpenGN Technical Addendum

This document describes current issues with OpenGN and how to fix them.



Note: This document applies to OpenGN version 2.3.5.7.

1.1 Restart the computer after making configuration changes

Restart the computer after you open the configuration or settings windows, even if you do not make any changes to the configuration or settings.

1. If **UL Lock** is enabled, enable the taskbar by clicking the **Taskbar** button.
2. Quit OpenGN.
3. Restart the computer.



1.2 Custom icons and two jobs

If you have custom icons in one job and you import a second job, then the custom icons in the first job are replaced by default icons. You must import your custom icons again.

1.3 Use Supervised Mode

Always use **Supervised Mode** (in **Display Settings**). **Non-Supervised Mode** can cause OpenGN instability.


1. Click the **Config** button.
2. Click the **Settings** button in the lower right-hand corner of the Configuration window.
3. Click **Display Settings**.
4. Select **Supervised** under **Supervision Mode**.

1.4 Disable screen savers

- Disable all screen savers and sleep functions on the computer running OpenGN.
- Disable the OpenGN screen saver:
 1. Click the **Config** button.
 2. Click the **Settings** button in the lower right-hand corner of the Configuration window.
 3. Click **Display Settings**.
 4. Unselect **Enable Screen Saver**.

1.5 Extra entries in the XML Adapter version 0.65

If there is an extra entry in the Adapter that is empty except for -1, delete it:

1. Select the empty adapter.
2. Click the **X** icon. 

1.6 Importing a new job or job version

- After you import a new job or job version, wait for OpenGN to restart. The import process is not complete until OpenGN has restarted.



Note: Expand the job tree before you import a new job. When OpenGN restarts, the job tree closes. This way, you can be sure that OpenGN has restarted.

1.7 License Mis-Match (versions older than 2.3.5)

OpenGN displays the **License Mis-Match** error when it has imported two versions of the same job. When you see this error, there is more than one job in the **Select Job** pulldown menu in the Panel Settings, as shown in Figure 1.

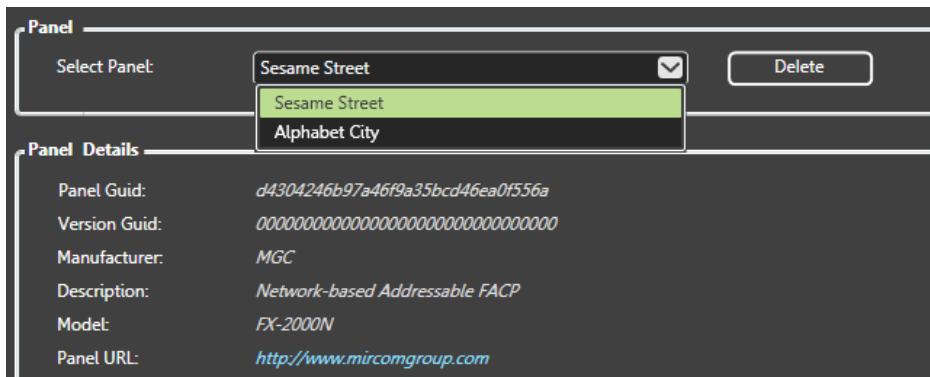


Figure 1 Multiple Jobs in OpenGN

You should delete the old job. You must:

1. Back up the OpenGN database so that you can restore it if necessary.
2. Delete the old job.

Follow the instructions below to complete these steps.

To back up the database

1. Click the **Config.** button from the Main Display window, and then click **OK** to confirm that you want to enter the configuration section.
The Configuration window appears.
2. Click **Settings.**

The Main Program Settings window appears.

3. Click the **Database Settings** tab.

The Database Settings window appears.

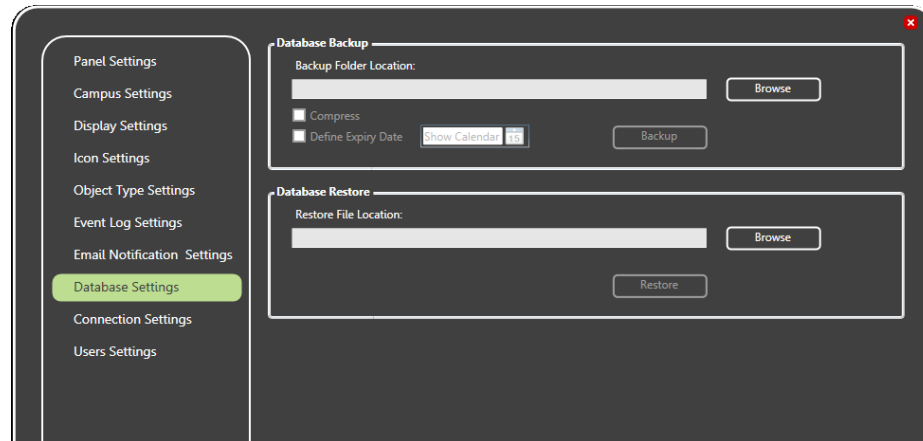


Figure 2 Database Settings

4. Click **Browse** in the **Backup Folder Location** section, and then navigate to the location where you want to store the database backup. Then click **OK**.
5. Click **Compress** if you want to compress the backup file. A compressed file will take less space on your hard drive but might make the restoration process longer.
6. Click **Backup** to create the backup file of the current database.
7. Click **Close** to return to the Configuration window.

To delete the old job if you have multiple jobs



Attention: Do not delete the job if it is the only job in OpenGN.

1. Click the **Settings** button in the lower right-hand corner of the Configuration window.
The Main Program Settings window appears.
2. Click the **Panel Settings** tab.

The Panel Settings window appears.

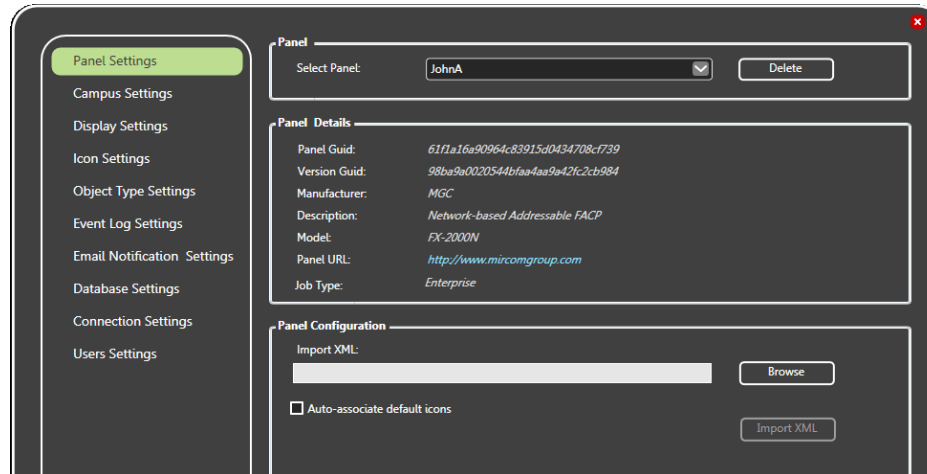


Figure 3 Panel Settings

3. Click the pulldown menu beside **Select Panel**.
4. Select the old job.
5. Click **Delete**.
6. Click **Yes**.

OpenGN deletes the old job.

1.8 Version Guid Mismatch

OpenGN displays this error when its job does not match the job on the panel. This can happen if you export the job as XML before you send it to the panel.

- Send the job to the panel before you export the job as XML.

The job changes when you send it to the panel. If you export the job as XML first and send it to the panel second, then OpenGN will interpret the XML file as a different job.

1.9 Icons for convention input modules

OpenGN assigns the same icon to all conventional input modules:



Figure 4 Icon for input modules

To differentiate between input modules, you can place images on the floor plan above the icons. For example, you can place an image of a manual station above the icons that represent the manual stations, an image of a sprinkler above the icons that represent the sprinklers, and so on.

You must:

1. Assign a more descriptive icon to the input modules.
2. Add images to the floor plan.

Follow the instructions below to complete these steps.

To assign a more descriptive icon to input modules

1. Click the **Settings** button in the lower right-hand corner of the Configuration window.
The Main Program Settings window appears.
2. Click the **Icon Settings** tab.
The **Icon Settings** window appears.
3. Select **Input Module** from the list of available icons.

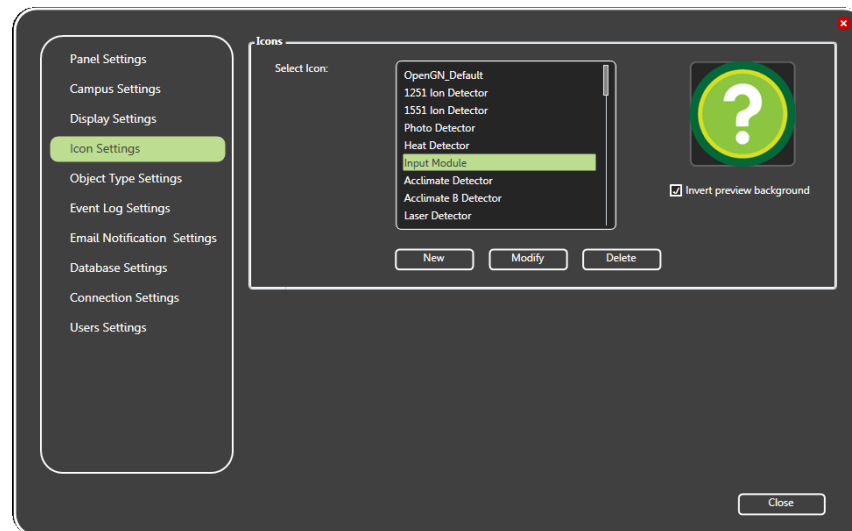


Figure 5 Icon Settings

4. Click **Modify**.
The Icon Properties window appears.

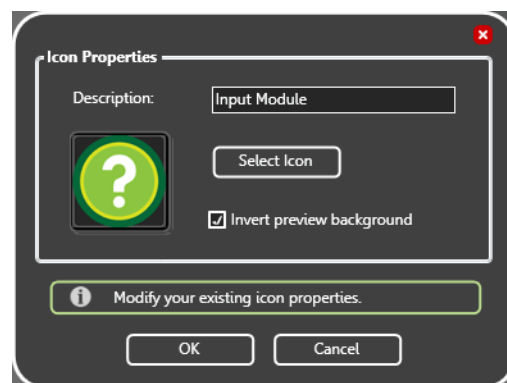


Figure 6 Icon Properties

5. Click **Select Icon**, and then choose an image. The selected file can have an extension of PNG, ICO, BMP, JPG, JPEG, or GIF.

6. Type a description of the icon in the **Description** field.
7. Click **OK**.
8. Click **Close**.

To add images to the floor plan



1. In the Configuration screen, click the Image button  in the upper right corner.
2. Click on the floor plan.
An **Open** window appears.
3. Select the format of image you want to import in the pulldown menu (Png, Icon, JPG, Bitmap, GIF).
4. Double-click the image that you want to import.
The image appears on the floor plan.
5. In the Configuration screen, click the Select button  in the upper right corner.
6. Click and drag the image until it is above the icon.



Figure 7 A floor plan showing an imported image above a device icon