

## 6.27 Programming Menu > Adjustment area > Presets configuration

### General

The Preset is a register that enables you to store destination setups, "looks," to memory, and to recall them.

### Presets configuration menu description



This menu provides:

- A numbered list of the available Presets.
- Buttons to select the complete or relative saving of Presets.
- A **Save from PVW** button to create a new Preset from selected Destination(s) in Preview.
- An **Overwrite from PVW** button to overwrite the preset data in the selected Preset from selected Destination(s) in Preview.
- A **Save from PGM** button to create new Preset from the selected Destination(s) in Program.
- An **Overwrite from PGM** button to overwrite the preset data in the selected Preset from selected Destination(s) in Program.
- A **Delete Preset(s)** button to enter a multiple delete of Presets.
- An **Enable Reorder** button to enable the reordering of Presets in the list.
- A **Lock All** button to lock all the Presets in the list.
- An **Unlock All** button to unlock all the Presets in the list.
- A couple of search edit boxes to search Presets.
- Three buttons to manage Preset recall actions.

### Complete vs Relative

The "Complete" and "Relative" radio buttons do not affect the recall process; they are used only during the save process.

- To save a "Complete" preset, make sure the "Complete" radio button is selected, arm the Destinations to be part of the Preset and press the "Save from PVW" or "Save from PGM" button.
- To save a "Relative" preset, make sure the "Relative" radio button is selected, arm the Destinations to be part of the Preset, hide/show the Background/Layers in the destinations and then press the "Save from PVW" or "Save from PGM" button.

When a "Complete" Preset is recalled, all Layers of the chosen Destinations are affected. When a "Relative" Preset is recalled, normal layers are affected, but hidden Layers are not affected.

## 6. EM GUI orientation

To hide a Layer, select the Layer in the Programming Diagram area of the Workspace, then select Hide 6. EM GUI orientation are of the workspace. See image 6-65.

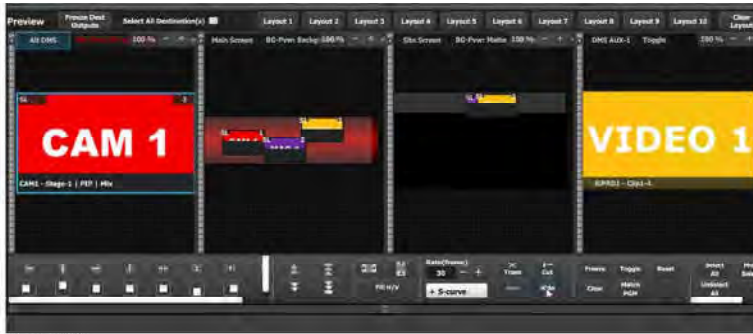


Image 6-65  
Hiding a Layer

A Layer can also be hidden using the Hide icon in the Programming > Adjust > Layer configuration menu 6. EM GUI orientation > Adjustment area > Layer configuration", page 165.

A hidden Layer shows a "hidden" symbol in the lower right-hand corner of the Layer. See image 6-66.



Image 6-66  
Hidden Layer with "hidden" symbol

### Save From PVW

Saves the current look on Preview into a new Preset. Only Destinations that are active or selected will be saved. For example: There are 3 Destinations. User enables Dest1 and Dest 3 and presses "Save to new Preset." Only Dest1 and Dest3 looks are stored. Dest 2 is not part of this Preset.

### Save From PGM

Saves the current look on PROGRAM into a new Preset. Only Destinations that are active or selected will be saved. For example: There are 3 Destinations. User enables Dest1 and Dest 3 and presses "Save to new Preset." Only Dest1 and Dest3 looks are stored. Dest 2 is not part of this Preset.

### Overwrite From PVW

This button allows the override of a selected Preset from the Preview, if the destination is active. The name of the Preset is updated.

### Overwrite From PGM

This button allows the override of a selected Preset from the Program, if the destination is active. The name of the Preset is updated.

### Delete Preset(s)

By pressing this button, the delete "x" marks will appear next to all presets. Select the presets you like to delete and then press the red "Delete Selected" button.

### Search edit box

Search Presets by characters in names. A list of the preset with be singled out. List restores to normal once search box is cleared.

### Search Number (# icon)

Search Preset by number, User types the number of the preset wanted and this preset will be instantly selected ready for recall.

### Recall buttons

They are not enabled unless a Preset is selected from the list.

1. Recall Previous button: Recalls the Previous preset. Not active is the Preset1 is selected.
2. Recall Selected button: Recalls the currently selected Preset.
3. Recall Next: Recalls the next preset. Not active the last preset in the list is selected.