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KISSsys Instruction:

The Main Window and its Functions

1 Introduction

This guide should help the user to gain knowledge about the basic user commands for the main window.

2 Main Window

The main window of KISSsys shows the well known windows menu bar and the following red framed components:

1. The **Tree Structure** is used for the construction of the model. The administrator changes and builds his model in this window.
2. In the **Schematics Window** the construction and the power flow of the model is shown in a schematic diagram.
3. The **Messages** from the program, while it is calculating or doing other evaluations, are shown here.
4. The 3D view and the other objects appear on the **Main Surface**. The three objects from above are shown here as well.

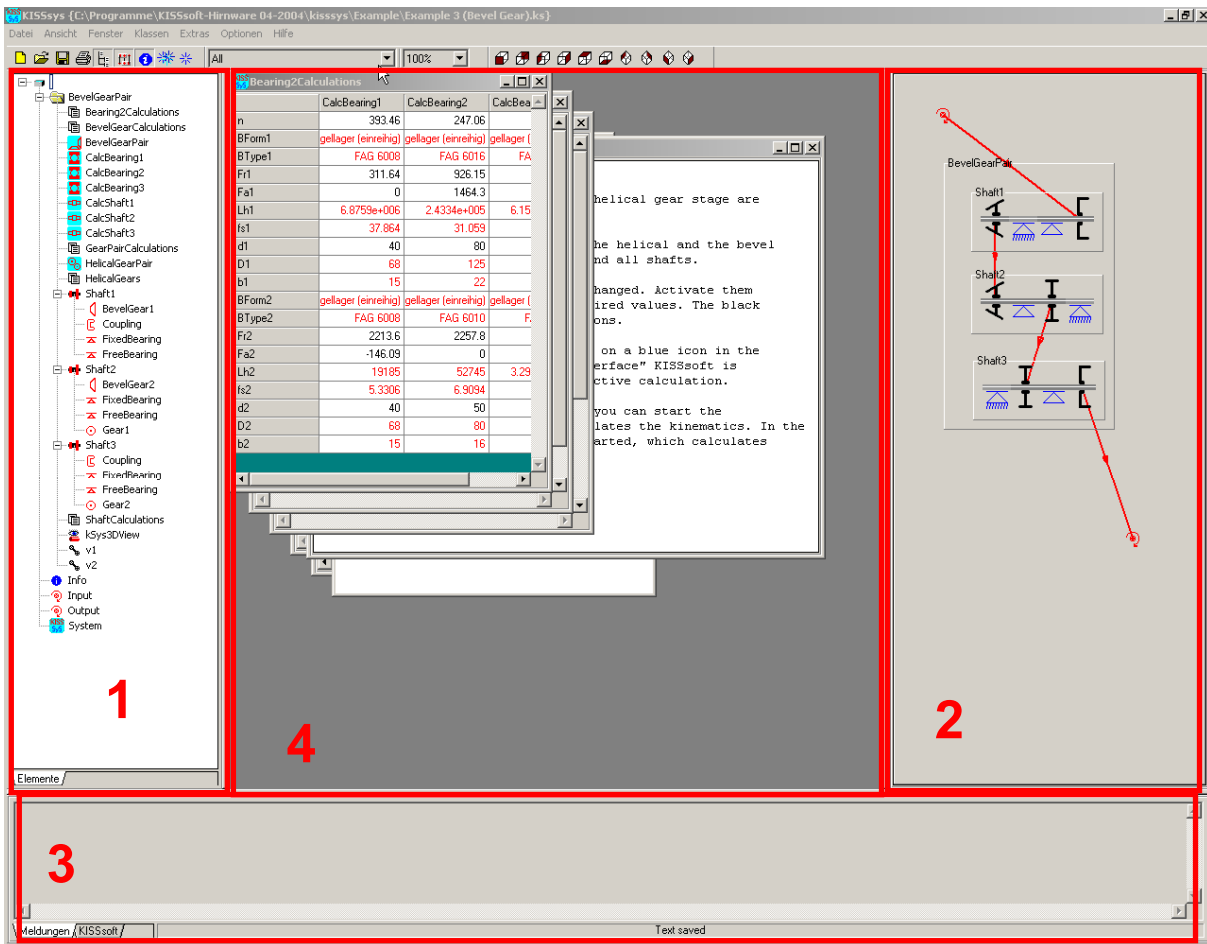


Figure 2-1 Main Window

3 Icons

The discussion of the icons from the main menu:

As soon as the cursor hovers over the icon the program shows the name of the corresponding icon.

Microsoft Icons

Schematic Window

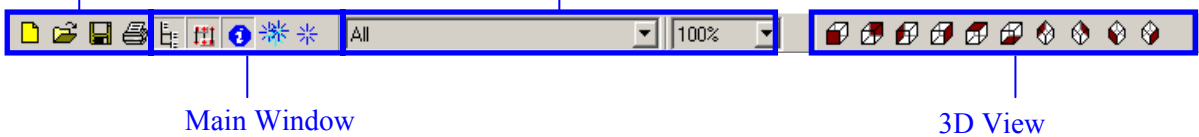







Figure 2-2 Icon Bar

3.1 Microsoft Icons

- Opens a new model (not a project) for the work.
- Opens the browser for the choice of an already existent model.
- Saves the model under the name appearing in the title bar.
- Creates a print job of active table in main surface.

3.2 Main Window

The Icons for the main window command the layout of the main window and are used for the refreshment of the model.

-  Shows or hides the Tree Structure from the Main Surface.
-  Shows or hides the Schematic Diagram on the Main Surface.
-  Shows or hides the Messages on the Main Surface.
-  Refresh All refreshes the whole model after settings were changed.
-  Refresh refreshes only the actual window after settings were changed.

3.2.1 Moving the Windows

To move specific tables and windows of your model drag and drop the window over the title bar and place wherever you want on the Main Surface.

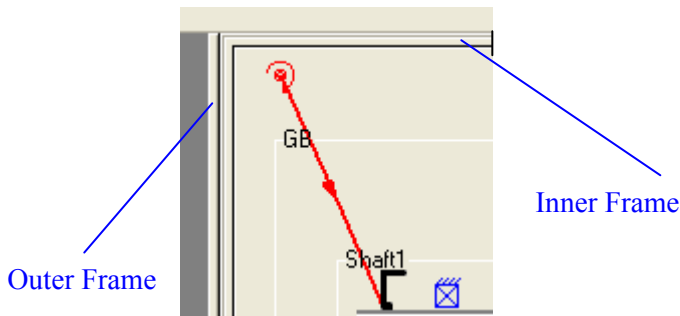


Figure 2-4 Difference Between Outer and Inner Frame

To move the three windows which you use to work with (Schematics Window, Tree Structure and Messages) is a little bit more complicated. All three windows have two frames, an outer and an inner frame. If you drag and drop the window on the outer frame you can modify its size. If you drag and drop the window on the inner frame you can move the window (**Figure 3-3 Example of a Moved Window**).

To bring the window back into the structure of the Main Window you should drag and drop it at the border of the Main Surface. A little bit training should help to do that.

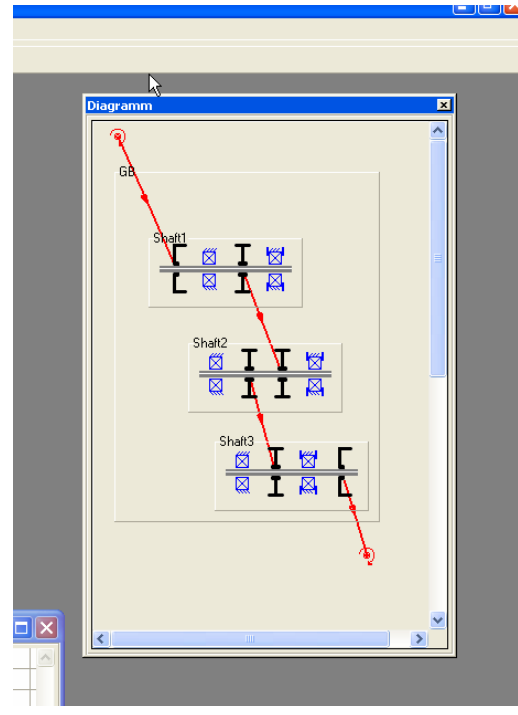
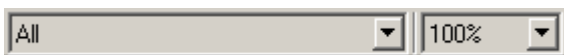


Figure 2-3 Example of a Moved Window

3.3 Schematic Window

The two order bars are only for the Schematics Window. As soon as this entity is not active the two bars disappear.













In the first order bar can be defined if the Schematics Window shows everything or only the system without the influence from outside, like the power input and output. Which kSysGroup to show in the Schematics Window can be chosen here as well.

In the second order bar the size of the Schematics Window can be fixed in percentage.

3.4 3D View





These icons command the 3D representation of the model in the 3D Viewer.

	Frontview
	Backview
	Left view
	Right view
	View from above
	View from below
	Isometric view from the left back corner
	Isometric view from the right back corner
	Isometric view from the left front corner
	Isometric view from the right front corner






4 Menu Bar

The menu bar and its functions are explained here in detail:

4.1 File

Order	Function
New	
Open	
Save	
Save as	Saves the model under a new name.
Print	
Open Project	Used to change the project. A project in KISSsys is a folder with all data about a model.
Open template file	Loads the KISSsys tools.
Save template file	Saves a changed template file.
Close template file	Deletes every template in the model.
Quit	Closes KISSsys.

4.2 View

Order	Function
Toolbars	Shows the Microsoft and the Main Window icons.
3D Viewer	Shows the icons for the manipulation of the 3D representation.
Tree Structure	
Graph	
Messages	
Refresh	
Refresh All	

4.3 Window

Order	Function
Vertical order	Adjusts the tables and windows vertically.
Horizontal order	Adjusts the tables and windows horizontally.
Cascaded order	Adjust the windows in cascades. This option can be helpful if a table or a window seems to disappear. Some times it reappears by clicking on this order.

The toggle in the lower part of the menu shows which window/table is active.

4.4 Options

Order	Function
Administrator	The administrator has the right to change the tree structure. If a toggle appears before the order, the rights to act as an administrator is active and the model can be changed.
Suppress Messages	Prevents the construction of a special error message window. It shows the error message in the <i>Messages</i> . This is very helpful if the model should be changed. It prevents the user to click after every failure message the <i>Ok</i> button.
Display classes	Shows the classes of the KISSsys model. Classes in KISSsys are one step deeper in the program structure. The functions constructing the elements are programmed here. The manipulation of the classes is only for very experienced users.

4.5 Help

Order	Function
Help	General help about KISSsys
Programming Help	Help for the programming in KISSsys.
Information about KISSsys	General information about the program.