The N-Touch web interface allows you to configure basic settings (e.g., unit name, network settings, screen brightness, passwords, etc.), view logs and LLDP information, set up mobile access, as well as create custom touch-panel layouts for display on the N-Touch device's screen.

This guide takes you through all of the N-Touch configuration options, screen-by-screen. For ease of navigation, it is organized to directly reflect the graphical user interface (GUI).

N-Touch Interface Overview

The N-Touch interface is divided into five main pages:
- **Settings** (described in detail beginning on page 7)
- **Logs** (described on page 9)
- **LLDP** (described on page 9)
- **Users** (described on page 10)
- **Panel Builder** (described in detail beginning on page 11)

You can access the main pages by clicking on the links available at the top of any screen (see Figure 1).

NOTE: *The Panel Builder page opens in a new webpage, therefore whichever page you launch it from remains accessible on a separate tab of your browser.*

Access the main pages using these links.
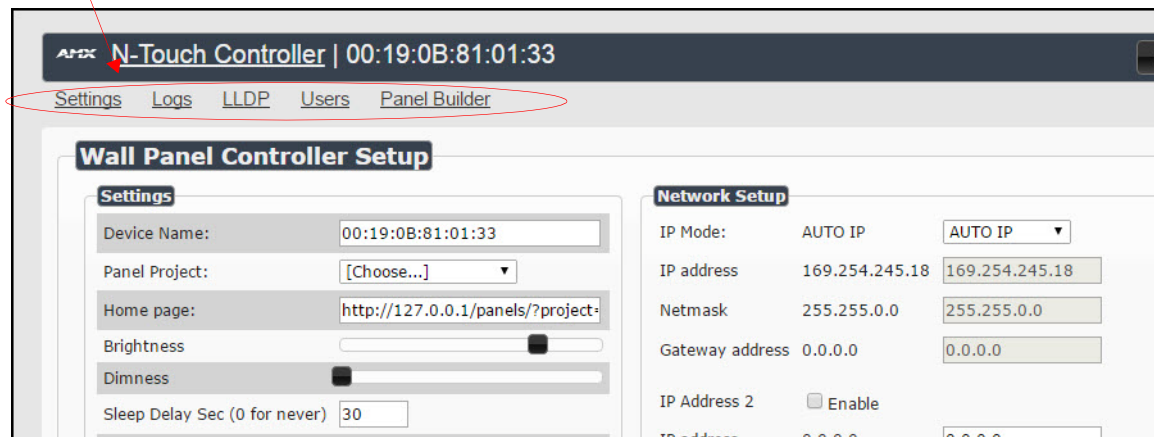
FIG. 1 Accessing the Main Pages

Settings Page

The first screen to display after you log in is the **Settings** page (shown in [Figure 2](#)). Here you can perform important unit setup operations such as:

- Changing the device's name and home screen.
- Performing an operating system reboot.
- Configuring network settings.
- Changing your password.

NOTE: *If you need instructions for logging in to the unit, refer to the N-Touch device's Quick Start Guide (provided in shipment).*

FIG. 2 Settings Page

Refer to [Table 1](#) for detailed descriptions of the options available on the **Settings** page.

TABLE 1 Settings Page Option Descriptions

Option	Description
Settings	
Device Name	Change the name to something meaningful and more user-friendly so that it may be easily referenced. By default, the unit is named by its MAC address.
Panel Project	Once you have created panels in the **Panel Editor**, you can choose one from this list to be the panel's home page. See the section *Panel Builder* on page 11 for more information.
	NOTE: *Active projects can also be set from within Panel Builder by selecting File > Save > Set project to Wall Controller.*

TABLE 1 Settings Page Option Descriptions (Cont.)

Option	Description
Home page	Enter the URL for the screen you would like displayed as the home page on the N-Touch Wall Controller screen. The URL automatically populates when you select a saved panel from the **Panel Project** drop-down menu (see above).
Brightness	Adjust the backlight of the N-Touch Controller's active panel screen. (The screen dims automatically during sleep mode.)
Dimness	Adjust how dim the backlight will be when the N-Touch Controller panel screen goes into sleep mode.
Sleep Delay Sec	Enter time (in seconds) until the N-Touch Controller's panel screen goes into sleep mode when idle. Enter 0 for never.
Discovery Packet Transmit	Enable to send out multi-cast packets so the N-Touch Controller can be discovered.
Discovery Interval (sec)	Enter an interval (in seconds) to lapse in between transmission of the multi-cast packets.
Cancel/Save buttons	Cancel or save any changes made in the **Settings** section of this page. When making changes to device **Settings**, no changes will occur until this **Save** button has been clicked. One or more changes can be made at the same time. **NOTE:** *This Cancel/Save choice does not apply to the other areas of the Settings page (Network Setup, Change Password, etc.).*
Software	
Serial	View the unit's serial number.
Mac Address	View the MAC address of the unit's network interface.
Web Version	View the date code for the currently running version of the web interface.
Firmware Version	View the date code for the currently running version of the internal firmware.
Calibrate Touch	Click to begin an on-screen calibration test on the touch screen unit. Follow on-screen instructions to complete the test.
Factory Restore button	Click to restore the unit to its factory default settings.
Reboot	Click to reboot the device (does not affect current configuration).
Network Setup	
IP Mode	Select the IP mode from the drop-down menu. The options are **AUTO IP**, **DHCP**, and **STATIC**. For most applications, a **STATIC** IP address is recommended.
IP Address (primary)	View the current IP address. When in **STATIC** mode, you can enter a new IP address here. All IP addresses must be unique. Two or more devices set to the same IP address will cause problems with the SVSI system and controls. This includes third-party IP devices as well.
Netmask	View the current subnet mask. When in **STATIC** mode, a new subnet mask can be entered here.
Gateway Address	View the current gateway address. When in **STATIC** mode, you can enter a new gateway address here. A gateway address is required even if a gateway is not present in the project. If this is the case, enter an IP address such as 169.254.1.1 (or a value that works with the desired IP scheme).
IP Address 2	Check this box to enable a second IP address for the unit.
IP Address (secondary)	View the unit's second IP address. When in **STATIC** mode, you can enter a new IP address here. All IP addresses must be unique. Two or more devices set to the same IP address will cause problems with the SVSI system and controls. This includes third-party IP devices as well.
Netmask (secondary)	View the current subnet mask (for **IP Address 2**). When in **STATIC** mode, you can enter a new subnet mask here.
Manual DNS	Enable if you would like to manually assign your DNS (domain name system) server address(es).
DNS address (1-3)	Enter up to three DNS server addresses.

TABLE 1 Settings Page Option Descriptions (Cont.)

Option	Description
Save IP Settings button	Save the IP settings. This causes the device to change the IP address and apply all other changes made. Now change your web browser to the new IP address. Log in and confirm the new IP address. If the IP address is not confirmed, it will revert back to the previous IP address the next time the device is rebooted.
NOTE: *IP settings should be configured by a networking specialist and should be set so that the N-Touch Controller shares the same network as the controlled units.*	
Change Password	
Click the **Change Password** link to change the password from its default setting (of **password**) and increase system security. Once you have entered a unique password and confirmed it, click the **Change PW** button to accept the settings.	

Logs Page

The **Logs** page displays a command log which lists all of the TCP/IP messages that the unit receives. It also displays the host PC's IP address and gives you options to **Refresh** and **Reset Logs**.
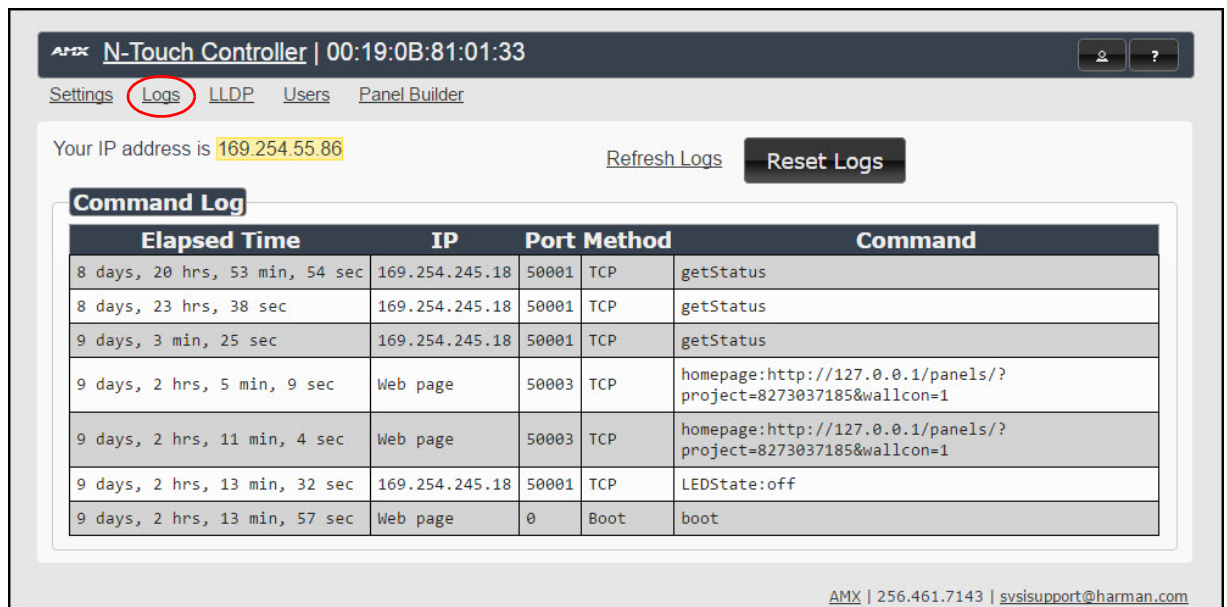
FIG. 3 Logs Page

LLDP Page

The **LLDP** page displays information from the LLDP (link layer discover protocol) packet which identifies the port number and switch that the device is connected to.
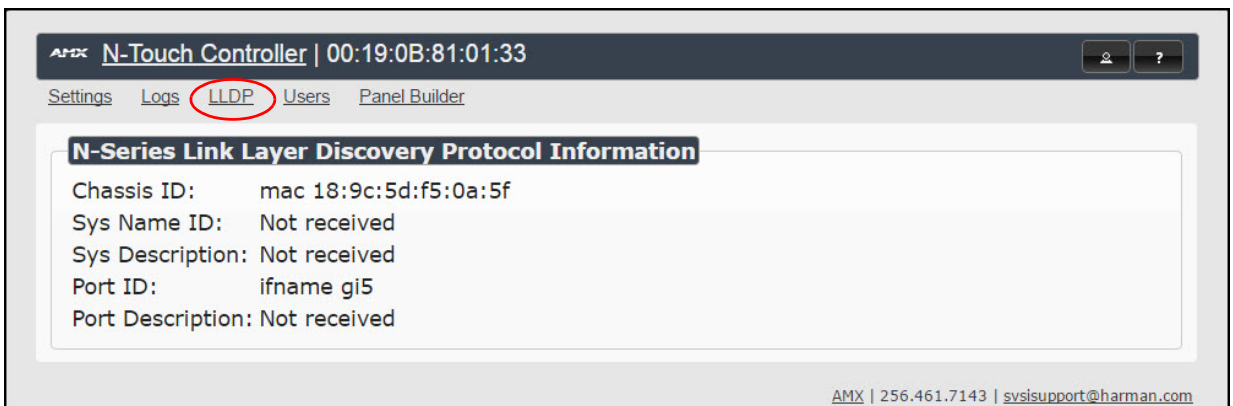
FIG. 4 LLDP Page

Users Page

The **Users** page allows you to set up mobile panel access. Follow these instructions to access panels from your mobile device.

Viewing Panels on the SVSI Mobile App

Once you have a panel created using **Panel Builder,** log in to the N-Touch using your web browser.

NOTE: *Panel Builder functionality is described in more detail beginning on page 11.*

1. Click the **Users** link at the top of the page. The screen in Figure 5 is displayed.

FIG. 5 Users Page

2. Use this page to assign the **Panel Project** you created to your **Username** (if needed, multiple users/logins can be added using the **Add User** button).
3. Enable the **Auto Redirect** checkbox.
4. Download SVSI's free **Conductor Mobile** app to your iPhone or Android.
5. Log in to **Conductor Mobile** using the same **Username** set in Step 2.
6. The **Panel Project** assigned to your **Username** is displayed, allowing you to control the N-Touch from your phone.

NOTE: *In order for this connection to be successful, your N-Touch must be on the WiFi network (on the same subnet).*

Panel Builder

Panel Builder allows you to design attractive, intuitive, and easy-to-use touch panel layouts for controlling SVSI's Networked AV Systems and third-party equipment. **Panel Builder** provides an easy way to design a panel to control any room or facility with just a few simple steps. You can choose to use button and widget libraries that are part of Panel Builder, or import your own images to
customize the panel to look exactly as you want.

This following sections explore the **Panel Builder** user interface, defining each option for easy reference. For more step-by-step project building instructions, refer to the tutorials provided in **Panel Builder's Help** menu (see *Top Ribbon Option Descriptions* section on page 13).

NOTE: *Panel Builder is accessible through N-Touch (as discussed in this document), through N-Command (N8001/N8002/N8012 web-based controllers), and also through a stand-alone version that installs directly on your computer.*

Beginning a Panel Builder Project

Follow these steps to begin a project in **Panel Builder** and explore the options provided in the **Project Editor**.

1. Launch **Panel Builder**. The **Welcome** screen appears.

2. Click the **New** button.

Welcome to the panel builder.

Would you like to create a new, open, or import an existing project?

Recent: [Choose...] ▼

New   Open   Import
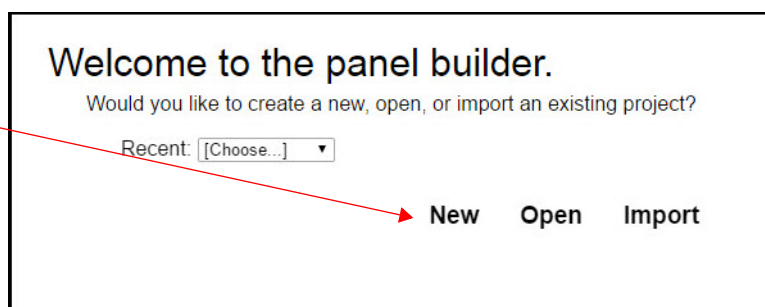
3. Enter a **Panel Name**, **Width**, and **Height**.

Add a panel to your project.

Enter the details of your new panel:

Panel Name: 2x2 Matrix

Panel Width (px): 1024

Panel Height (px): 600

4. Click **Add**.

Add   Cancel

FIG. 6 Beginning a New Project in Panel Builder

5. The system launches the **Project Editor** (as shown in Figure 7).
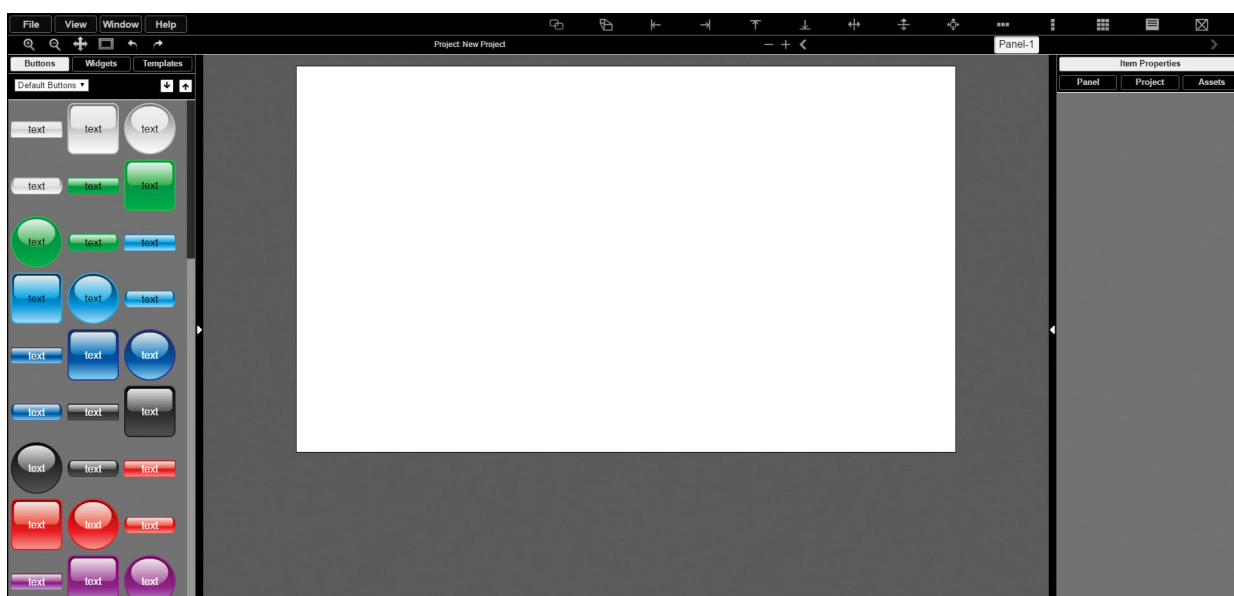
FIG. 7 Project Editor

NOTE: *For step-by-step panel building instructions, refer to the Panel Builder Tutorial (available in the Panel Builder Help menu).*

Once you arrive at the main **Project Editor** page, the following screen is displayed. See the sections referenced in the callouts for descriptions of each area of the **Project Editor** interface.

See the section *Top Ribbon Option Descriptions* on page 13 for descriptions of the interface's top ribbon of options and icons.

See the section *Project Pane Option Descriptions* on page 15 for descriptions of this section of the interface.
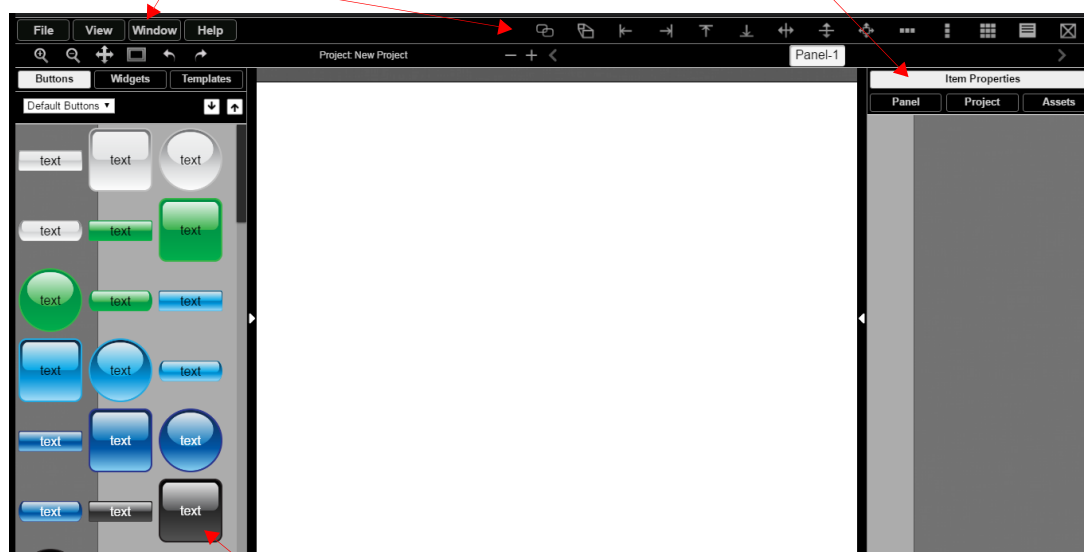
See the section *Tools Pane Option Descriptions* on page 18 for descriptions of this section of the interface.

**FIG. 8** Project Editor Section References

Top Ribbon Option Descriptions

Refer to [Table 2](#) for detailed descriptions of the options available in the top ribbon of the **Project Editor** initial page. Hold the **Shift** key when selecting multiple buttons/widgets (for aligning groups of objects, etc.).

TABLE 2 Top Ribbon Option Descriptions

Option	Description
File	Open new and existing projects, save or delete projects, and perform import/export project functions.
View	Preview the current panel in a separate browser window or open the setup script in the **Panel Builder** editor to view/edit.
Window	Select **Tools Pane** to display the left pane of the interface (which allows you to add buttons/sliders/etc. to your panel). Select **Project Pane** to display the right pane of the interface (which allows you to further edit the panel you are building as well as the overall project, add scripts, etc.).
Help	Select **Editor** to view a tutorial for **Panel Builder**, **Modules** to view a list of module scripts, **Scripts** to view a user guide for **Panel Builder** scripting, or **Commands** to view a list of direct control API commands.
▢	Create a copy of the selected button or widget. This will also clone any scripts/conditionals that are loaded onto the button.
▢	Use to make all buttons the same size. The first button you select (highlighted in green) will be the size that the other selected buttons (highlighted in blue) will conform to when this icon is clicked. Hold the **Shift** key to select multiple objects.
⊢	Left-align the selected buttons or widgets to the main selected item. The first button you select (highlighted in green) stays in position as the other selected buttons (highlighted in blue) are aligned to it. Hold the **Shift** key to select multiple objects.
⊣	Right-align the selected buttons or widgets to the main selected item. The first button you select (highlighted in green) stays in position as the other selected buttons (highlighted in blue) are aligned to it. Hold the **Shift** key to select multiple objects.
⊤	Top-align the selected buttons or widgets to the main selected item. The first button you select (highlighted in green) stays in position as the other selected buttons (highlighted in blue) are aligned to it. Hold the **Shift** key to select multiple objects.
⊥	Bottom-align the selected buttons or widgets to the main selected item. The first button you select (highlighted in green) stays in position as the other selected buttons (highlighted in blue) are aligned to it. Hold the **Shift** key to select multiple objects.
↔	Center-align the selected buttons or widgets horizontally. Hold the **Shift** key to select multiple objects.
↕	Center-align the selected buttons or widgets vertically. Hold the **Shift** key to select multiple objects.
⊕	Center-align the selected buttons or widgets horizontally and vertically. Hold the **Shift** key to select multiple objects.
▦	Align and evenly distribute the selected buttons or widgets horizontally. Hold the **Shift** key to select multiple objects.
▤	Align and evenly distribute the selected buttons or widgets vertically. Hold the **Shift** key to select multiple objects.
▦	Align the selected buttons or widgets to the grid. Allows you to select the number of rows/columns and then aligns the selected objects to that grid. Hold the **Shift** key to select multiple objects.
▤	Open the script editor and assign/change scripts for the selected button or widget.
⊠	Delete the selected button(s) and/or widget(s).
⊕	Zoom in.

TABLE 2 Top Ribbon Option Descriptions (Cont.)

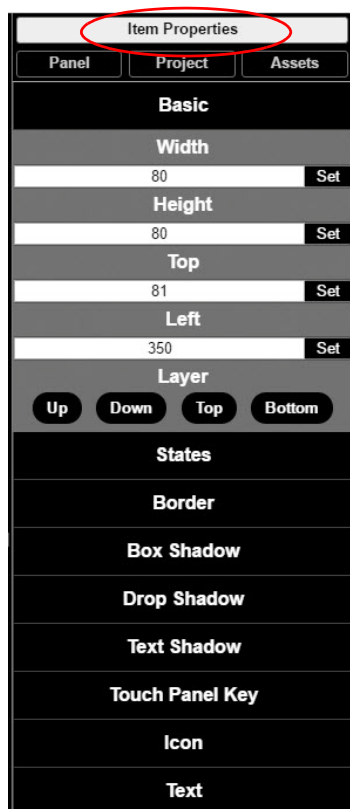| Option	Description
🔍	Zoom out.
✛	Click/drag to reposition the panel on the screen.
▢	Resize and center the project to fit the current browser window.
↩	Undo previous action.
↪	Redo a previous action that was undone using the undo ↩ function (see above).
▬	Delete a panel from the current project.
➕	Add a panel to the current project.
‹ ›	Scroll through the panels of the current project.

Project Pane Option Descriptions

On the right side of the main screen, you will find options that allow you to edit the current panel you are building, your overall project, as well as view your project assets (such as available images, created scripts, and related modules). If you do not see this pane displayed on the main page of the **Project Editor**, select **Window > Project Pane**.

This section shows the screens associated with these options as well as tables that contain details regarding each screen.

Item Properties Tab

Refer to Figure 9 and Table 3 for detailed descriptions of the options available on the **Item Properties** tab. You must have an item (budget or widget) selected before clicking this tab in order to view the options.

FIG. 9 Item Properties Tab Pane

TABLE 3 Item Properties Pane Option Descriptions

Option	Description
Basic	View/edit the width, height, and location of the selected item (i.e., the selected button or widget).
Layer	Choose what layer the selected item is on. Send the item **Up** or **Down** one layer, send to front (**Top**), or send to back (**Bottom**).
States	Edit/add different states for the selected item (and the associated scripts and appearances during each state).
Border	Set the border width/color/etc. for the selected item.
Box, Drop, and Text Shadow	Add/remove/adjust shadow settings for the selected item.
Icon	Choose an image to serve as an icon for the selected item.
Text	Edit the text to be displayed on the selected item.

Panel Tab

Refer to Figure 10 and Table 4 for detailed descriptions of the options available on the **Panel** tab.

FIG. 10 Panel Tab Pane

TABLE 4 Panel Tab Option Descriptions

Option	Description
Name	View/edit the current panel's name. Click the **Set** button to accept changes.
Width	Set the width of the current panel (in pixels). Click the **Set** button to accept changes.
Height	Set the height of the current panel (in pixels). Click the **Set** button to accept changes.
Default Panel	Enable this checkbox to set the current panel as the device's home screen.
Auto-Resize Panel to Device	Enable this checkbox to automatically size the current panel to fit the device's screen when viewed as the active panel.
Background Color	Edit the current panel's background color.
Background Image	Select an image from your computer to be displayed as the current panel's background.

Project Tab

Refer to Figure 11 and Table 5 for detailed descriptions of the options available on the **Project** tab.


FIG. 11 Project Tab Pane

TABLE 5 Project Tab Option Descriptions

Option	Description
Name	View/edit the current project's name.
Setup Script	View/edit the setup script for the project.
Set project as N-Touch Panel	Enable this checkbox to set the current panel as the home page on the N-Touch Wall Controller screen.
Snap Items to Panel	Enable this checkbox to force all buttons and widgets to remain on the panel background template of the editor (i.e., the white portion of the editor screen).
Project Security Code	Enter a pass code (any combination of numbers 1 through 8) if you would like a code to be required to access that panel on the N-Touch Wall Controller. If a code has been entered, a dialog appears on the N-Touch Wall Controller's screen prompting the user to enter the key for access.
Project Tree	Lists all items in the project. Click an item in the list to select it on the actual panel.

Assets Tab

Refer to Figure 12 and Table 6 for detailed descriptions of the options available on the **Assets** tab.
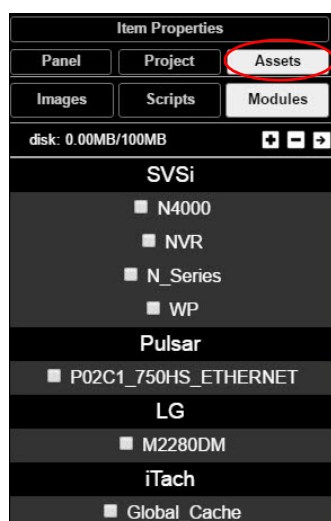
**FIG. 12** Assets Tab Pane

TABLE 6 Assets Tab Option Descriptions

Option	Description
Images	View all images in the project.
Scripts	Creates scripts that can be dragged and dropped onto multiple buttons at once.
Modules	Use to control a specific type of device with the commands specific to that item.

Tools Pane Option Descriptions

On the left side of the main screen, you will find options that allow you to access/create buttons, access widgets (such as sliders, text fields, etc.), as well as store panel templates for future use. If you do not see this pane displayed on the main page of the **Project Editor**, select **Window > Tools Pane**.

To add a button or widget to your project, simply drag and drop it onto your module display as shown in Figure 13.
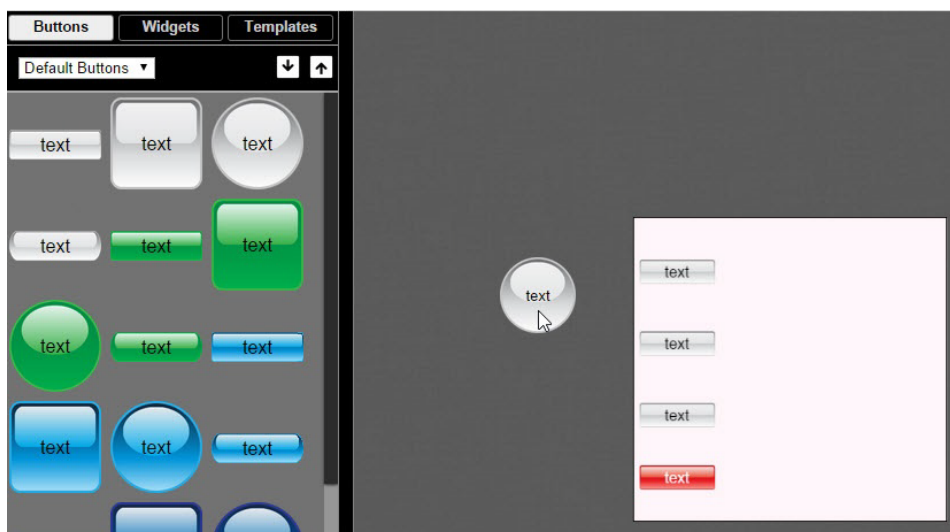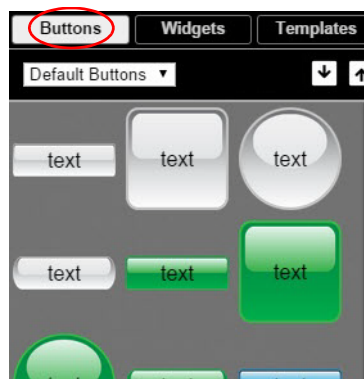

FIG. 13 Adding a Button to the Display

This section shows the screens associated with these options as well as tables that contain details regarding each screen.

Buttons Tab

Refer to Figure 14 and Table 7 for detailed descriptions of the options available under the **Buttons** tab.

**FIG. 14** Buttons Tab Pane

TABLE 7 Buttons Tab Option Descriptions

Option	Description
Default/User Buttons	Choose **Default Buttons** from the drop-down menu to access all of the system buttons. Select **User Buttons** to access buttons created previously to use as a template. Drag and drop to add a button you created to the **User Button** library.
⬇ ⬆	Click the down arrow to export a selected button to your computer. Click the up arrow to browse to a (previously exported) button file and import it into the **User Button** library.

Widgets Tab

Refer to [Figure 15](#) and [Table 8](#) for detailed descriptions of the options available on the **Widgets** tab.
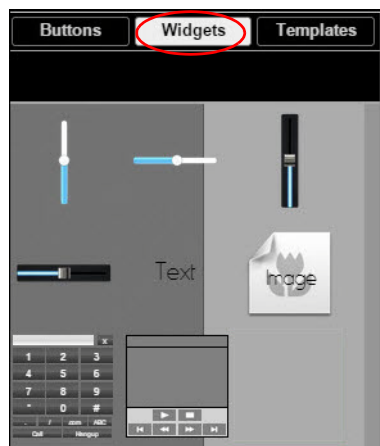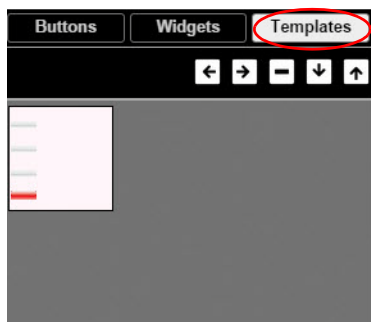

FIG. 15 Widget Tab Pane

TABLE 8 Widget Tab Option Descriptions

| Option	Description
Sliders	Allows script to fill in value from 0 to 100 (or custom values between two numbers).
Text	Adds text to the panel.
Image	Adds an image to the panel. Drag and drop this icon to the panel and then double-click it to select an image file (supports .gif, .jpg, or .png file types).
Dialer widget	Adds keypad to the panel (for data entry).
NVR Control widget	Adds play, stop, pause, etc. buttons for network video recorder (NVR) control.

Templates Tab

Refer to Figure 16 and Table 9 for detailed descriptions of the options available on the **Templates** tab.

FIG. 16 Templates Tab Options

TABLE 9 Templates Tab Option Descriptions

Option	Description
← →	Click the left arrow button to add the current panel to the template page. Click the right arrow button to apply the template to the current panel.
▬	Deletes the currently selected template.
↓ ↑	Click the down arrow to export the template library to your computer. Click the up arrow to browse to a (previously exported) file and import it into the template library. **NOTE:** *When buttons are exported, they become .zip files.*

Now that you have familiarized yourself with the interface options, use the tutorials provided in the **Help** menu of **Panel Builder** to further explore its capabilities.