

# Panel Builder User Manual

Version 1.0

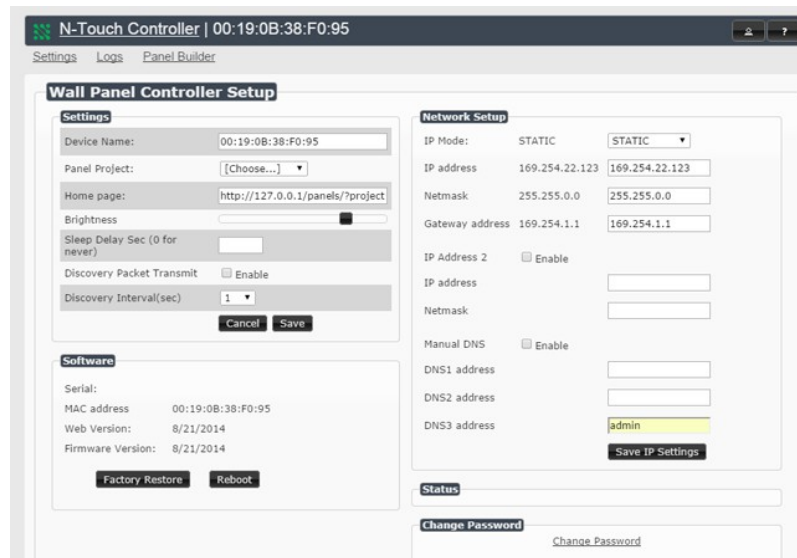
## Table of Contents

A. ....	<a href="#">Introduction p.2</a>
B. ....	<a href="#">Starting the Panel Builder p.2</a>
C. ....	<a href="#">Adding a Panel p.3</a>
D. ....	<a href="#">Adding Buttons p.3</a>
E.i. ....	<a href="#">Editing Buttons p.4</a>
E.i. ....	<a href="#">Editing Button Text p.4</a>
E.ii. ....	<a href="#">Editing Button Appearance p.4</a>
F. ....	<a href="#">Adding Widgets p.5</a>
F.i. ....	<a href="#">Editing Widgets p.5</a>
G. ....	<a href="#">Toolbars p.6</a>
H. ....	<a href="#">Creating a Template p.7</a>
H.i. ....	<a href="#">Working with Templates p.7</a>
I. ....	<a href="#">Previewing your Panel p.7</a>
J. ....	<a href="#">Saving your Project p.7</a>
J.i. ....	<a href="#">Exporting and Importing your Project p.7</a>
K. ....	<a href="#">Scripts p.8</a>
L. ....	<a href="#">Conditionals p.9</a>

SVSi 2014

## A. Introduction

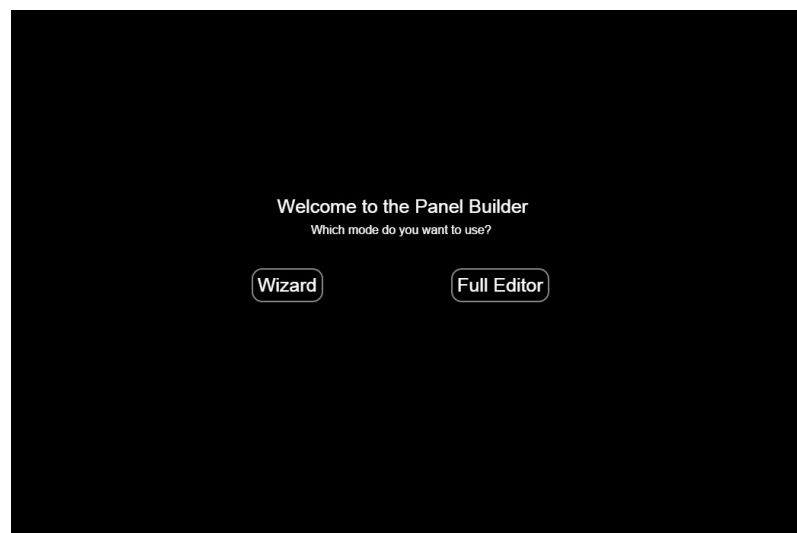
The panel builder is designed to help network administrators easily and rapidly develop and deploy utility panels for controlling streaming and recording of audio and video across a network. It can be accessed from the N-Touch home page at the top next to "Settings" and "Logs".



The screenshot shows the 'Wall Panel Controller Setup' interface. It is divided into three main sections: Settings, Network Setup, and Software. The Settings section includes fields for Device Name (00:19:0B:38:F0:95), Panel Project (a dropdown menu), Home page (http://127.0.0.1/panels/?project), Brightness (a slider), Sleep Delay Sec (0 for never), Discovery Packet Transmit (checked), and Discovery Interval (1 second). The Network Setup section includes IP Mode (STATIC), IP address (169.254.22.123), Netmask (255.255.0.0), Gateway address (169.254.1.1), IP Address 2 (checked), and Manual DNS (checked). The Software section displays Serial, MAC address (00:19:0B:38:F0:95), Web Version (8/21/2014), and Firmware Version (8/21/2014). There are buttons for 'Factory Restore' and 'Reboot'. A 'Save IP Settings' button is also present in the Network Setup section.

## B. Starting the Panel Builder

When you first visit the Panel Builder from your N-Touch home page, you will be presented with the option of working with the Wizard editor or the Full Editor:

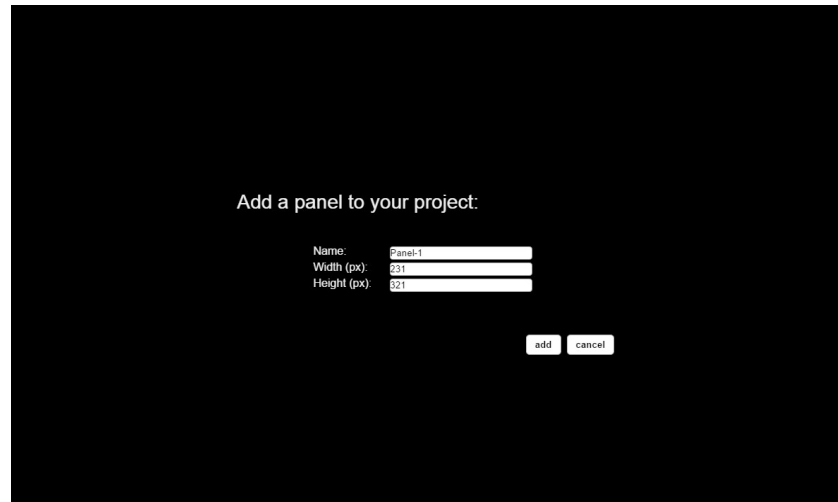


This tutorial will cover the Full Editor, so go ahead and select it. At the next dialog, if you haven't created any projects yet, the Recent Projects dropdown list and the Open Project button will not be displayed. That will leave you with only the option to create a New Project or to Import an existing project file from your computer. We will get to Importing and Exporting projects in a later section, so for now we will select 'New'. After clicking the New button, you will be asked to name

your new project.

## C. Adding a Panel

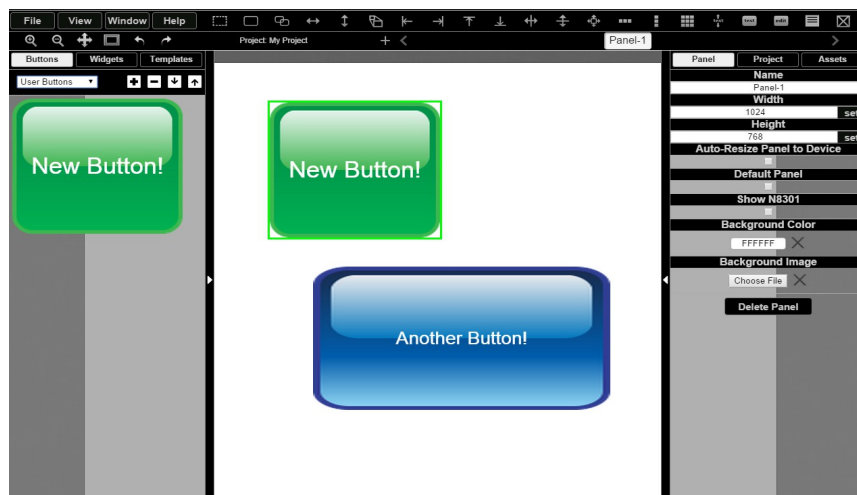
After naming your new project the Panel Builder will automatically prompt you to create your first panel in this project, like in the picture below:



Here you may choose a name for your new panel and also the width and height of the panel in pixels. If at any time you wish to change the width and height of your panel, or set the panel to Auto-Resize itself to your device, you can find the options to do so in the 'Panel' tab in the right side Tools window pane. If you want to add additional panels to your project, you may do so by clicking the small "+" next to the panel list.

## D. Adding Buttons

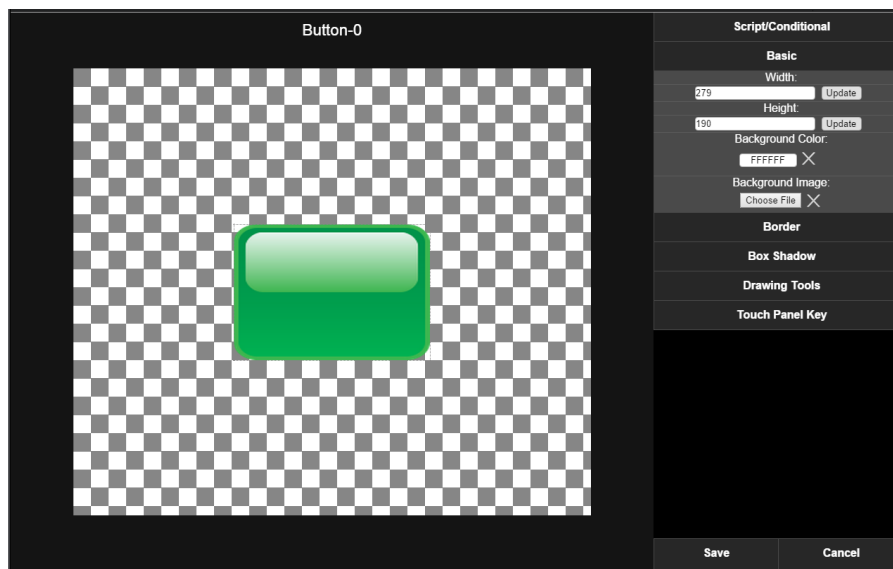
To add buttons to your newly created panel you may simply drag and drop them from your 'Buttons' tab in the left side Tools window pane. To create your own custom buttons you can edit a button that has been placed on the panel already or click the 'Default Buttons' dropdown and switch to 'User Buttons', which is a custom library that gets saved with your project. You can then drag edited buttons from the panel and drop them into the User Button window pane area to store them in the library or click the 'New' button at the top of the User Button area to create a new button from scratch.



## E. Editing Buttons

Once you've placed a few buttons on your panel, you're probably wondering how you can change their look, and how to add scripts to them to determine their function. To resize the button you can click and drag any corner of the button to stretch it to the desired size. To change the text on your button you can double click the text in the middle of the button. This will bring up a small inline text editor where you can type your text and select different styles for it. You can even insert line breaks in the text, and after you click off of the text editor the text will be automatically vertically centered in the button.

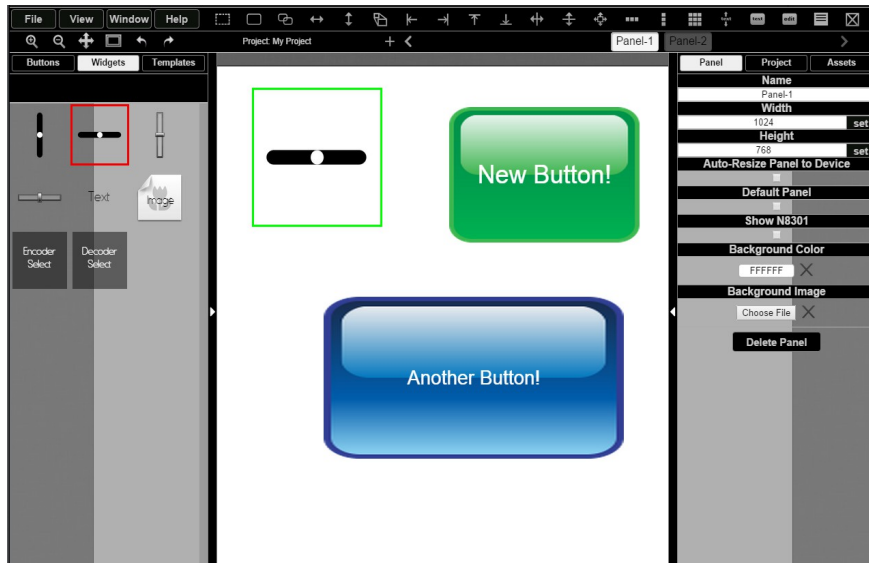
To edit other properties of the button and add scripts you can double click the button, or select the button and then click the small 'Button Editor' icon on the toolbar, to bring up the Button Editor. In this window pane you can edit many more properties of the button, such as setting Scripts and Conditionals and adding visual properties like borders and drop shadows. When you are done, remember to click the 'Save' button at the bottom and the changes will be applied to the button you are editing.



The Touch Panel Key area is for setting the side buttons on the N-Touch wall controller's side buttons. Each button maps to a key with the values 1 through 8. It should be noted that setting a custom border radius for curved edge buttons can be done in the Border section. Otherwise, the button's properties treat the button as if it is a rectangle regardless of the transparency aspects of the button's background image (as pictured here, where the background image has rounded corners.) Once you have set the button's border-radius to match its background image, then you can add many properties to the button such as a drop shadow, colored border, or a drawing on the button.

## F. Adding Widgets

Widgets are small tools that make creating certain task functions easier. An example would be the slider widget which automatically returns a certain value to the scripting engine when you drag the slider to a certain spot. This is more convenient than having, say, a hundred buttons to set a specific Volume amount between 1 and 100 percent, one for each button. To add a widget simply select the 'Widget' tab in the left side Tools window pane. This will display the available default widgets. You may then drag and drop them onto the panel just as you would a default button.



Currently the default widgets include sliders, text, image, encoder, and decoder select widgets.

- The sliders return a certain value between its minimum and maximum values (which are by default 0 and 100, but both of these may be changed by clicking the 'Widget Editor' icon in the middle toolbar.)
- The text widget simply contains any text that you wish, in order to label things on the panel, and may be edited by double clicking the widget once it's on the panel in order to bring up the inline text editor.
- The image widget simply displays an image, which may be changed by dragging an image onto it from your desktop, or by double clicking the widget and choosing an image, or by selecting the widget and then clicking the 'Widget Editor' icon in the middle toolbar.
- The encoder and decoder select widgets allow you to select a list of encoders and a list of decoders which when used in conjunction allow the panel user to switch between those units seamlessly by scrolling to the unit in the list and then selecting which encoders stream to which decoders. Currently they both display in a scrollable horizontal list.

## G. Toolbars

There are two toolbars in the Panel Builder. The top toolbar is a menu bar and next to the menu are actions that can be performed on selected items on the panel. It contains menus like the File menu where you can save and load data, the View menu which lets you preview panels in your project, and so on. The second toolbar contains panel zoom buttons, undo and redo buttons, a panel scroll/reposition button (which can be activated by dragging it), a fit to window button which will resize the panel to the viewing area, and the panel list which allows you to move between panels with the "<" and ">" arrow buttons and create new panels with the "+" button.

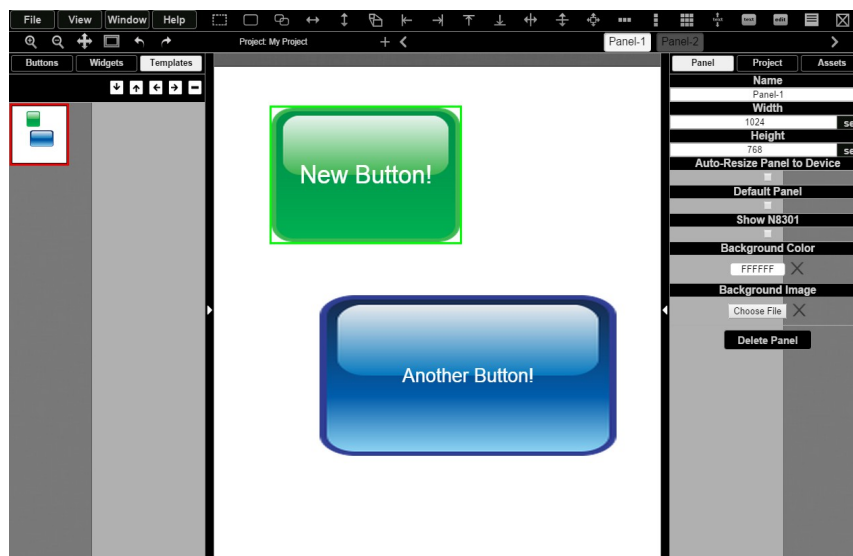
The icon bar is the most difficult part to remember of the builder because of the many icons and functions it performs. There are tooltips that appear when hovering over the icons to help you remember. The functions/icons are as follows, starting from the left:

- 'Set Border Size' icon. This allows you to set the border size and border color of the selected buttons/widgets.
- 'Shape' icon. This allows you to set the border radius of each corner of the selected buttons/widgets.
- 'Clone' icon. This creates a copy of the selected buttons/widgets.
- 'Set Width' icon. This allows you to set the width in pixels of the selected buttons/widgets.
- 'Set Height' icon. This allows you to set the height in pixels of the selected buttons/widgets.
- 'Copy Size' icon. This will copy the size of the first selected button/widget to all of the other buttons/widgets; the first selected has a different color outline than all the other selected items, its outline is green instead of blue.
- 'Align Left' icon. This will align all of the selected buttons/widgets to the left edge of the first selected button/widget.
- 'Align Right' icon. This will align all of the selected buttons/widgets to the right edge of the first selected button/widget.
- 'Align Top' icon. This will align all of the selected buttons/widgets to the top edge of the first selected button/widget.
- 'Align Bottom' icon. This will align all of the selected buttons/widgets to the bottom edge of the first selected button/widget.
- 'Center Horizontally' icon. This will move the selected buttons/widgets to the center of the panel horizontally.
- 'Center Vertically' icon. This will move the selected buttons/widgets to the center of the panel vertically.
- 'Center' icon. This will move the selected buttons/widgets to the center of the panel.
- 'Align Horizontally' icon. This finds the average horizontal position of the selected buttons/widgets and moves them all to that line.
- 'Align Vertically' icon. This finds the average vertical position of the selected buttons/widgets and moves them all to that line.
- 'Align Grid' icon. Allows you to select the number of rows/columns and then aligns the selected buttons/widgets to a grid.
- 'Text Offset' icon. Allows you to set a horizontal and vertical offset for the button's text.
- 'Text Style' icon. Allows you to change text properties.
- 'Item Editor' icon. If one button is selected this allows you to open the Button Editor pane for that button.

- 'Script Editor' icon. Opens the Script options for the first selected button or widget.
- 'Delete' icon. Allows you to delete the selected buttons/widgets.

## H. Creating a Template

The Template tab in the Tools window pane allows you create, apply, import, and export panel templates. Panel templates allow you to easily duplicate and design similar panels. When you click the 'Add From' button in the Template pane, it will create and add a template to the library from the current panel. You may then select a panel in the library and click 'Apply To' or drag and drop a template onto a panel to replace that panel with the template. Importing and Exporting will save the library to and from a file on your computer. The library is also saved and restored when saving or loading the project itself.



## I. Previewing Your Panel

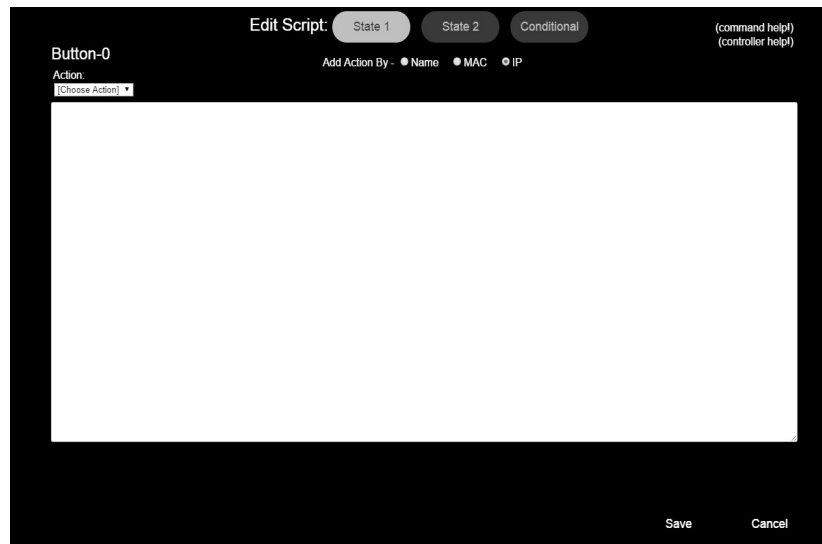
When you have your panel to a point where you want to see how it looks and functions, you can quickly test out your panels by clicking on the 'View' menu item and then selecting 'Preview Panel'. This will bring up the panels in a new browser tab (or window, depending on your browser settings) without saving the project to the database.

## J. Saving Your Project

Finally, the time has come to save your project to be used. To simply save your project for use, click the 'File' menu and select 'Save Project'. This will save the project to the database and allow you to view it or assign it to the N-Touch Control Panel. If you want to create a copy of your project, or rename it, then choose the 'Save Project As' option, which will save a copy of your project with the name you specify. To save the project to a file, for transferring between computers, choose the 'Export...' and 'Import...' options respectively to save to and load from a file on your computer.

## K. Scripts

You can edit a button's script in the Button Editor for that button, or you can edit scripts for a button or widget by clicking the 'Edit Scripts/Conditions' icon in the second toolbar.



You can select between the button's State 1 and State 2 script. The button is in State 1 by default, and on the active panel, when you click or press the button its State 1 script will be activated. If the button becomes set to State 2 at some point either through a script or a conditional, then when it is pressed its State 2 script will be activated.

There are dropdowns which will help you select proper commands for the button to execute which will affect the properties of the SVSi units in your network. You may also set properties of the buttons in the script by writing in commands like:

```
getButton('Button-0').setState(2);
```

Adding that command to the state1 script will set the button's state to state2 when the user clicks the button and the script is executed. You may also set the button's state to -1 which will cause the button to be invisible and inaccessible until its state is set back to 1 or 2. In addition, you can set clientside variables that will persist the entirety of the time that the panel page remains open, by declaring them in a script like this:

```
variable = 3;
```

You may also use branching logic in your scripts like the following example:

```
if (varname == 3){
    getButton('Button-0').textnode.innerHTML = "I'm set to 3";
}
else
    getButton('Button-0').textnode.innerHTML = "I'm not set to 3";
```