

iS2 Layout Designer Software

User Manual

REVISION CHANGES:

Rev	Changes	By	Date
0.9	Preliminary Release	LKH	10 th Dec 14
1.0	Add in the configuration of Video and Application Object Add in the Power Management and Preview Feature	LKH	30 th Dec 14

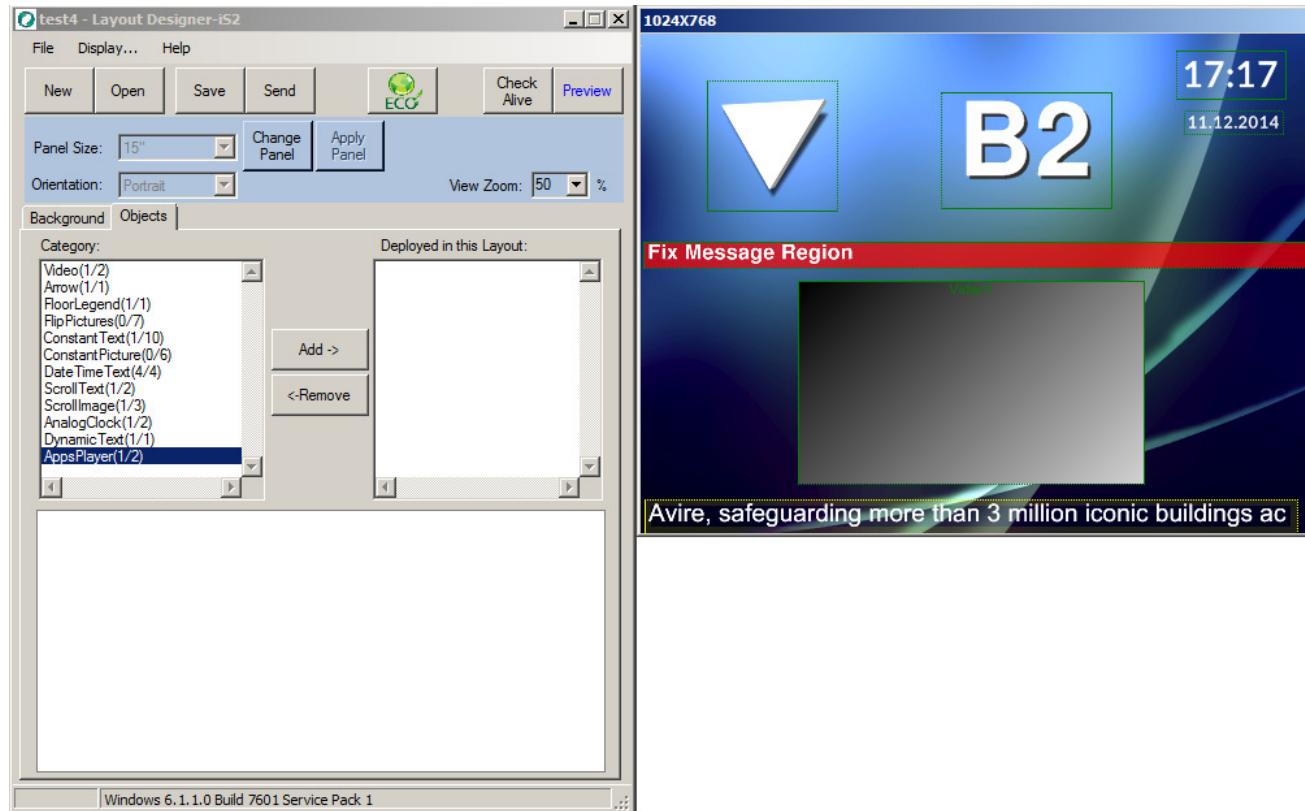
Data provided is current as of publication date and may be subjected to change without notice.

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1. Introduction

The iS2 configuration software allows the user to configure the layout¹ of the iS2 LCD with ease and flexibility which is described in Section 2.



1.1 System Requirements

The configuration software is to be installed in a PC with the following properties:

Basic Requirements	
Operating System	Win XP SP2/3 with at least Microsoft DotNet 3.5 Windows Vista / Windows 7 / Windows 8
Screen Resolution	Minimum: 1024 x 768 Recommended: 1280 x 1024
Hardware ¹	LAN port [If configuration update is to be done remotely through network] Wifi port [If configuration update is to be done remotely through Wifi communications] USB port [If configuration update is to be done through thumbdrive]

¹ The actual hardware required will depend on the mode of configuration.

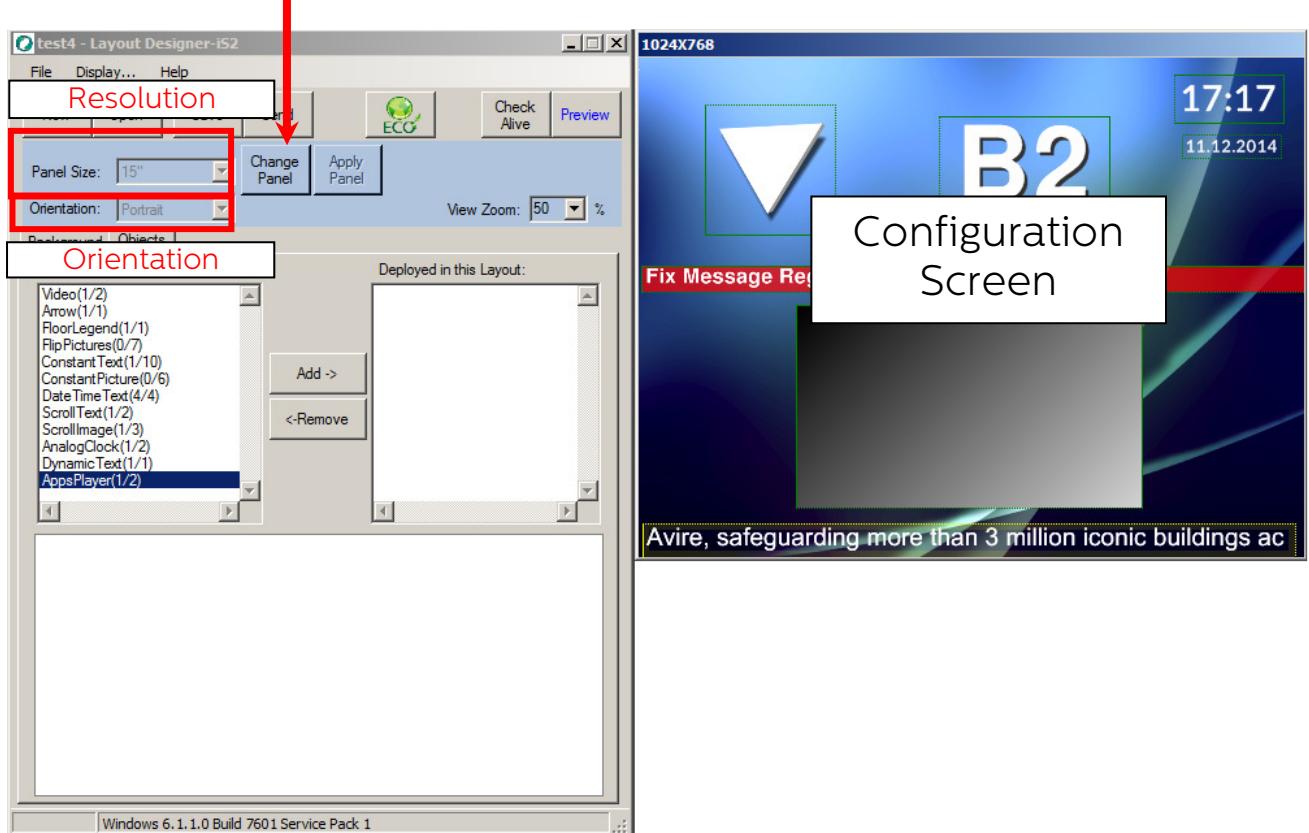
2. Getting Started

This section briefly explains the process of configuring the generic layout for iS2; background, arrow, floor legends, date/time and lift status messages.

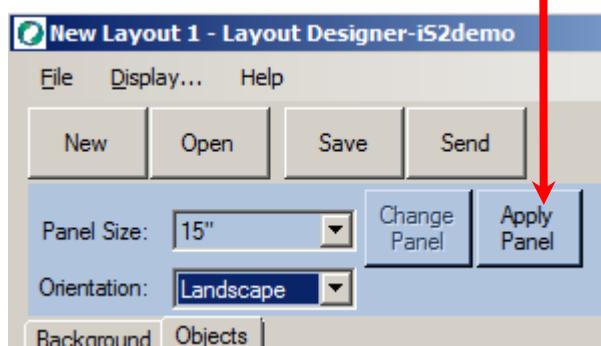
a. Launch the iS2 Layout Designer software through the “Start” menu at the PC.

b. *Panel Size/Orientation Setup*

c. Choose the panel size and orientation of the screen to be configured by clicking on the “Change Panel” button.



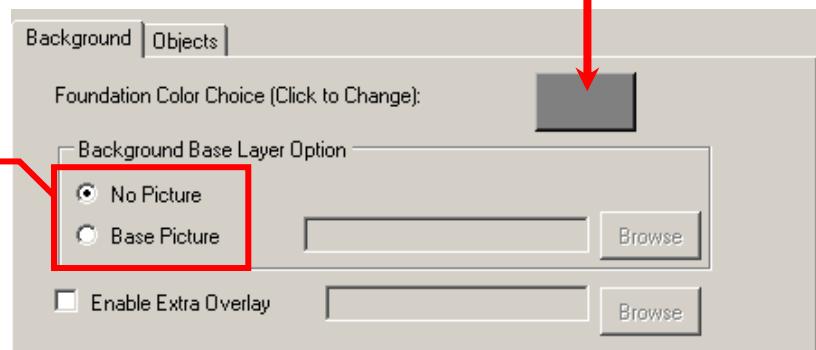
d. Click “Apply Panel” to accept.



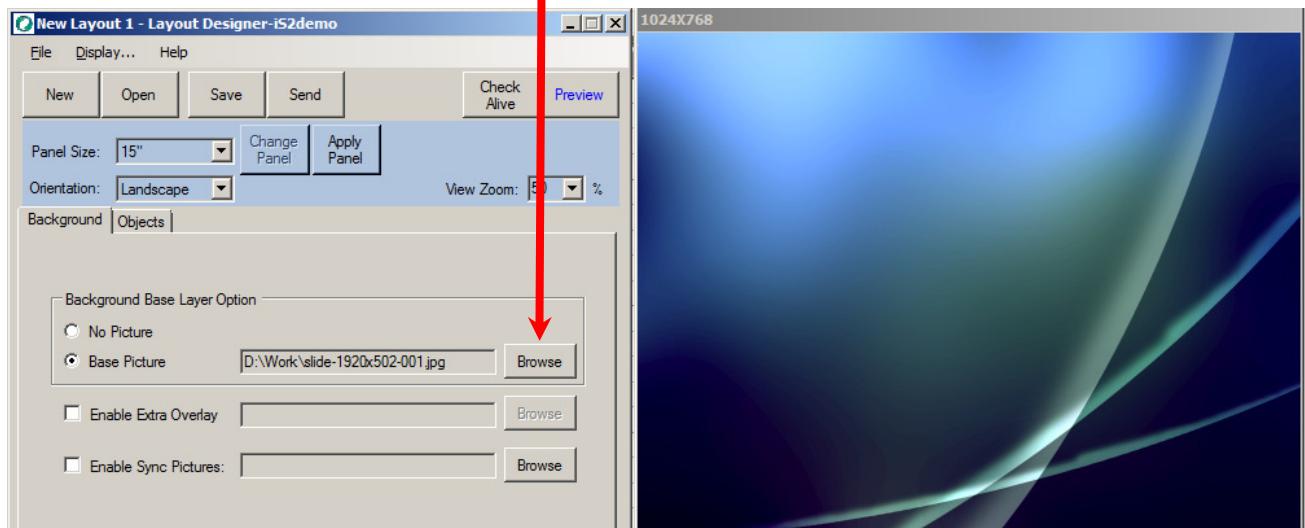
e. Background Setup

At the “Background” tab, select the type of background; either a single color

Select the type of background



or a picture.

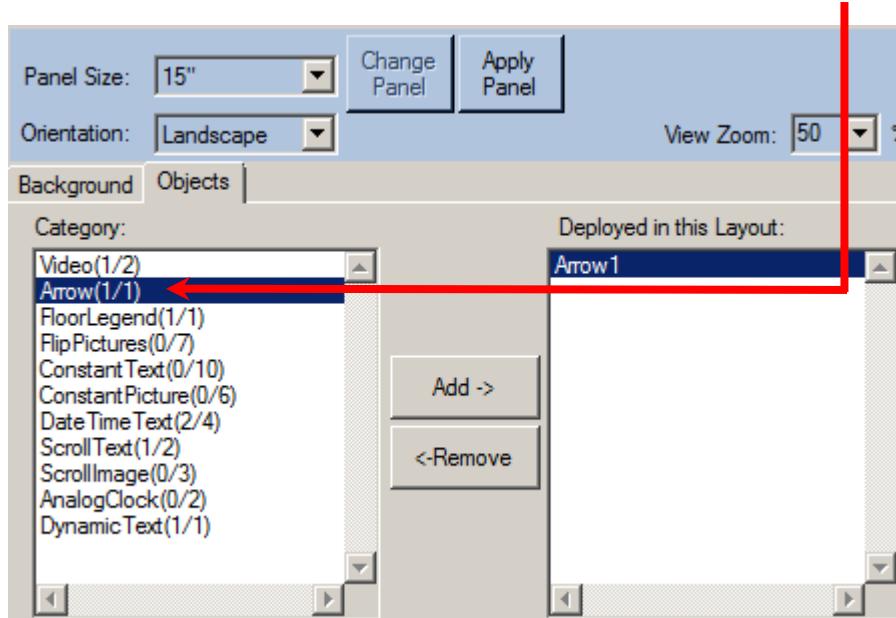
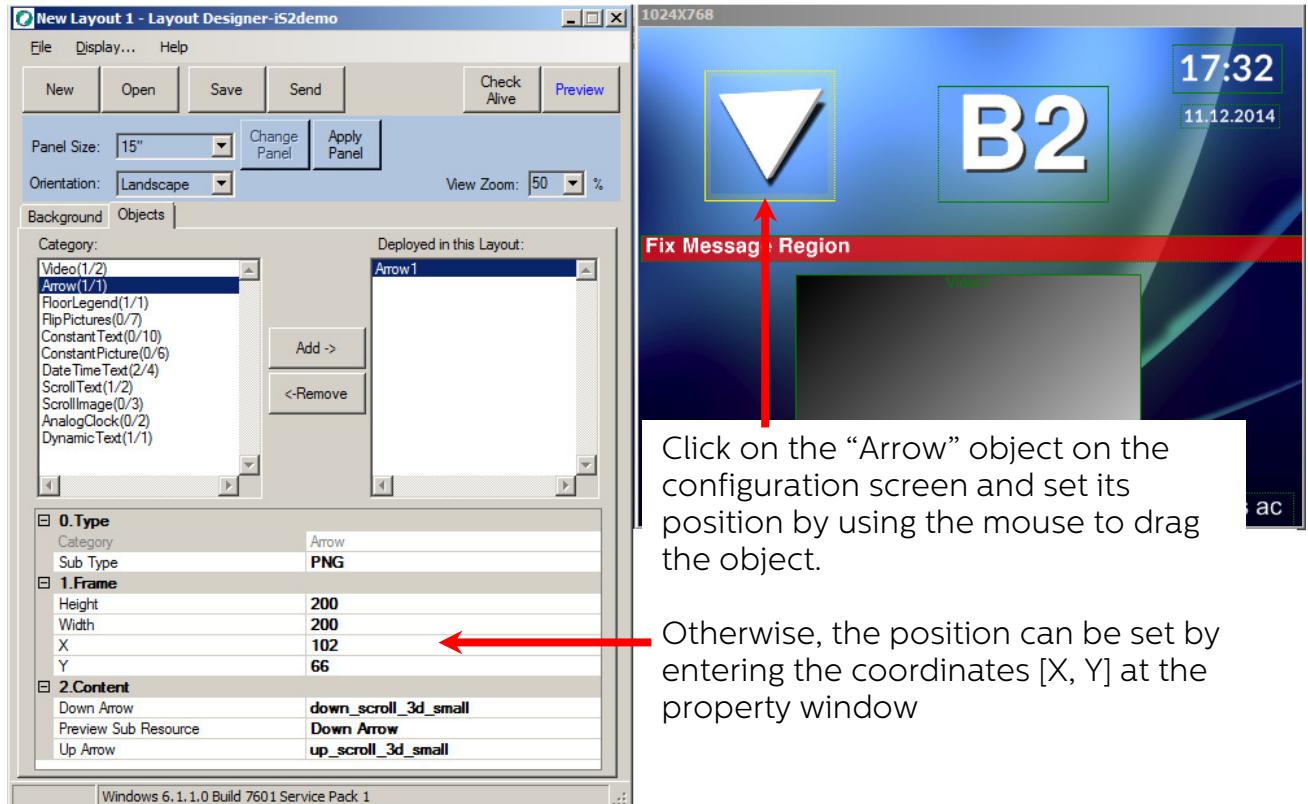


Note: The picture can be in JPEG, BMP or PNG format.

f. Go to the “Objects” tab to add floor and arrow in the layout.

g. Arrow Setup

To add an arrow object, select the “Arrow” in the “Category” and double-click to add to the configuration screen. Alternatively, click the “Add” button.

The screenshot shows the Layout Designer interface with the property window open for the selected 'Arrow' object. The '1.Frame' section is expanded, showing 'X: 102' and 'Y: 66', which are highlighted with a red arrow. To the right, the configuration screen displays a blue background with a white downward-pointing arrow icon. A red arrow points from the text 'Fix Message Region' to the arrow icon. Below the screen, a callout box contains the text: 'Click on the “Arrow” object on the configuration screen and set its position by using the mouse to drag the object.' Further down, another callout box contains the text: 'Otherwise, the position can be set by entering the coordinates [X, Y] at the property window'

New Layout 1 - Layout Designer-iS2demo

File Display... Help

New Open Save Send Check Alive Preview

Panel Size: 15" Change Panel Apply Panel View Zoom: 50 %

Orientation: Landscape

Background Objects

Category: Video(1/2)
Arrow(1/1)
FloorLegend(1/1)
FlipPictures(0/7)
ConstantText(0/10)
ConstantPicture(0/6)
Date TimeText(2/4)
ScrollText(1/2)
ScrollImage(0/3)
AnalogClock(0/2)
DynamicText(1/1)

Deployed in this Layout: Arrow1

Add ->
<-Remove

0.Type
Category: Arrow
Sub Type: PNG

1.Frame
Height: 200
Width: 200
X: 102
Y: 66

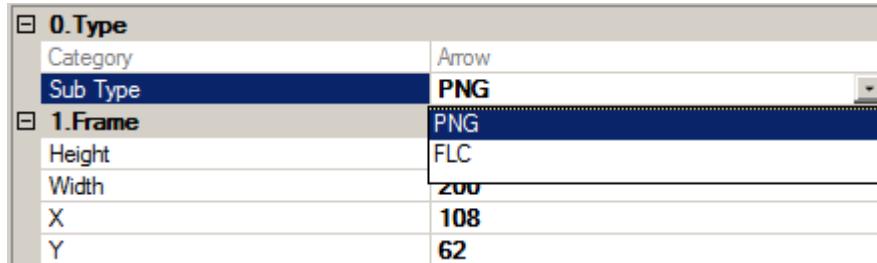
2.Content
Down Arrow: down_scroll_3d_small
Preview Sub Resource: Down Arrow
Up Arrow: up_scroll_3d_small

1024X768
17:32
11.12.2014
Fix Message Region

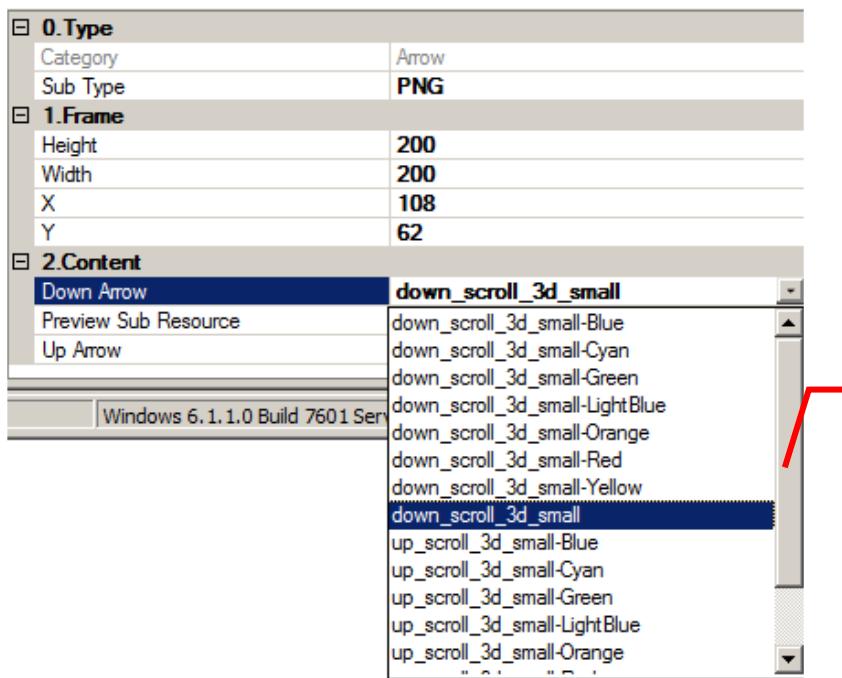
Video1

Windows 6.1.1.0 Build 7601 Service Pack 1

Choose the file format of the arrow file at the “Sub Type” of the property window.



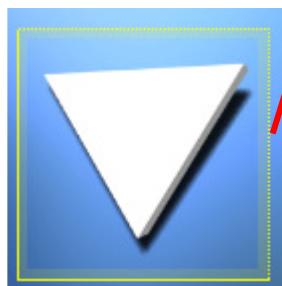
Choose the desired Down/Up arrow file at the “Down Arrow” and “Up Arrow” of the property window.



The size of the arrow can be changed by moving the mouse pointer over yellow boundary of the object till the mouse pointer changed to a double-arrow pointer and then left-click to drag to the desired size.

Note: This also applies to arrows of PNG format,

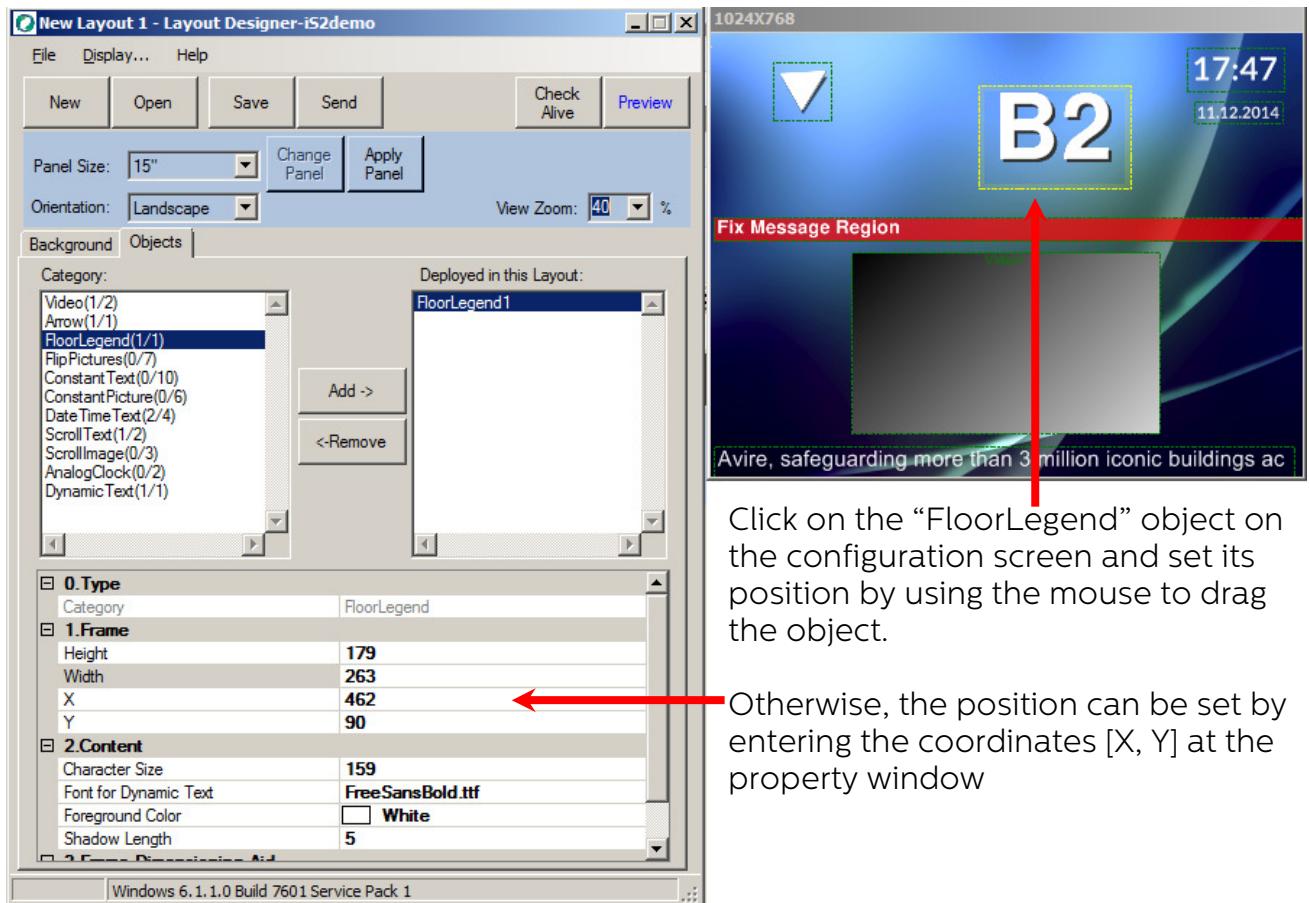
Alternatively, key the values in the “Height” and “Width” of the property window.



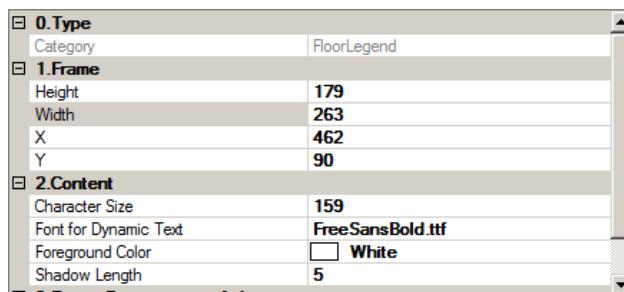
Move the mouse pointer to boundary till it changed to a double-arrow pointer and then left-click to drag the object to the desired size.

h. Floor Legend Setup

To add a floor object, select the “FloorLegend” in the “Category” and double-click to add to the configuration screen. Alternatively, click the “Add” button.



At the property window of the “FloorLegend” object, choose the font type and size to be used at the “Font for Dynamic Text” and “Character Size”. The color of the floor is set by clicking on the “Foreground Color”.



The size of the floor legend can be changed by moving the mouse pointer over yellow boundary of the object till the mouse pointer changed to a double-arrow pointer and then left-click to drag to the desired size.

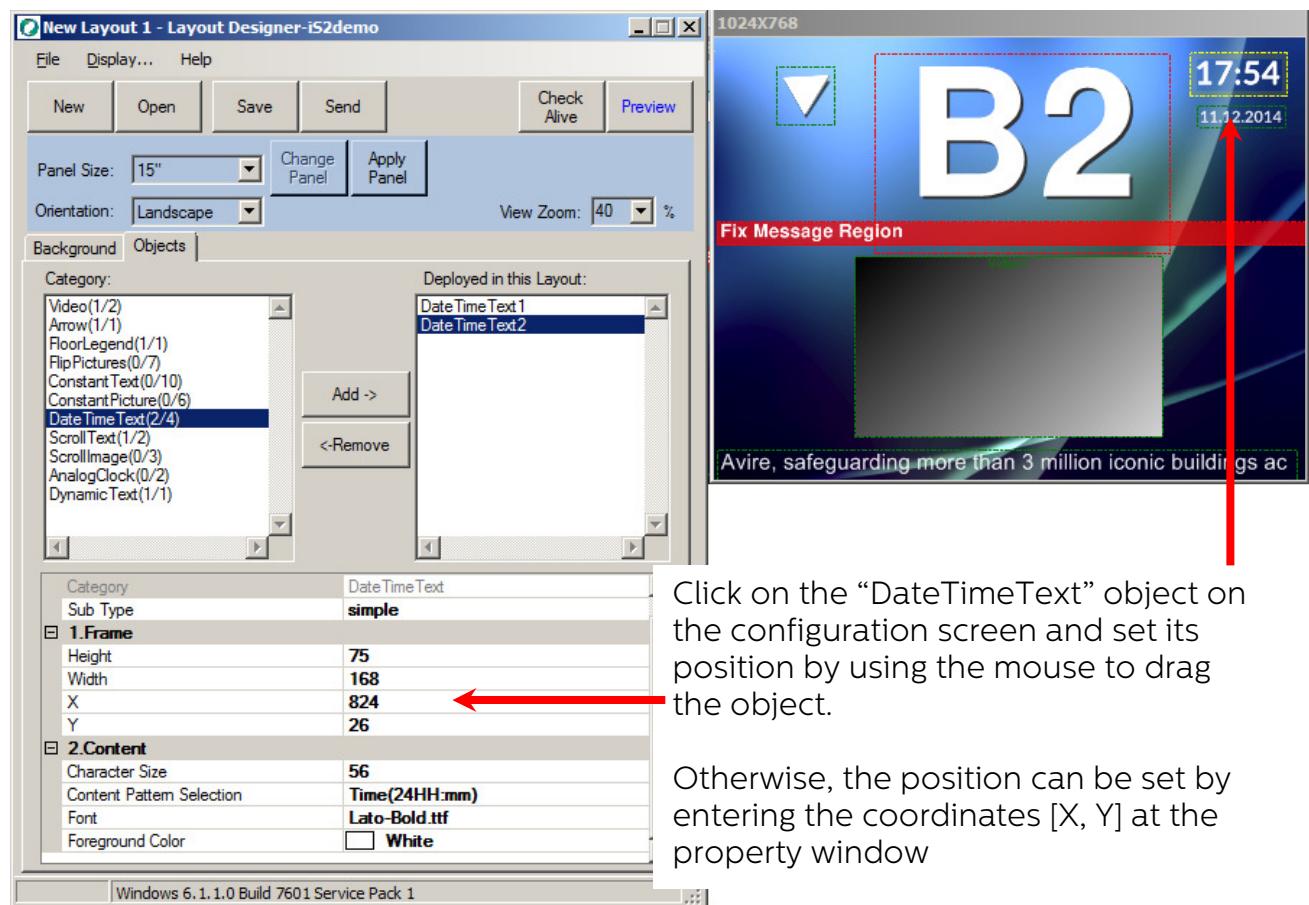
Please refer to Appendix I for instructions on how to set floor legends to display in graphic format

i. Date and Time Setup

To add the date and time object, select the “DateTimeText” in the “Category” and double-click to add to the configuration screen. Alternatively, click the “Add” button.

Choose “flexible” in the “Sub Type” at the property window for customized date/time format.

If the standard date/time format is required, choose “simple” in the “Sub Type” at the property window.



Click on the “DateTimeText” object on the configuration screen and set its position by using the mouse to drag the object.

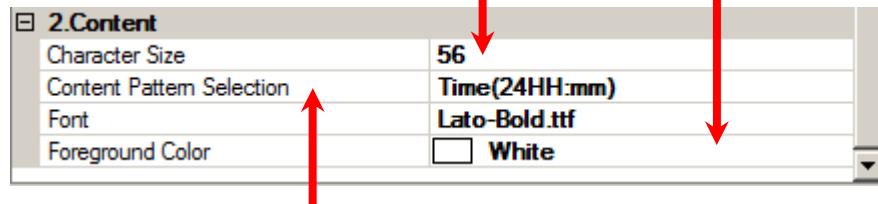
Otherwise, the position can be set by entering the coordinates [X, Y] at the property window

Sub Type = simple (Used when the desired format is in the given range)

At the property window of the “DateTimeText” object, choose the font type to be used at the “Font”. The color of the date and time are set by clicking on the “Foreground Color”.

Choose WenQuan yi Micro Hei.ttf if Chinese language is used.

Enter the desired size of the font at the “Character Size”.



Select the format of the date/time in the “Content Pattern Selection”; whether to display time, date or day.

The “Formats” will only be visible when the “DateTimeText” is assigned to display date (For example, Day.Month.Year).

Formats:

Display the date in different formats. Taking the date (21/10/2014) as an example, the date format is Day/Month/Year.

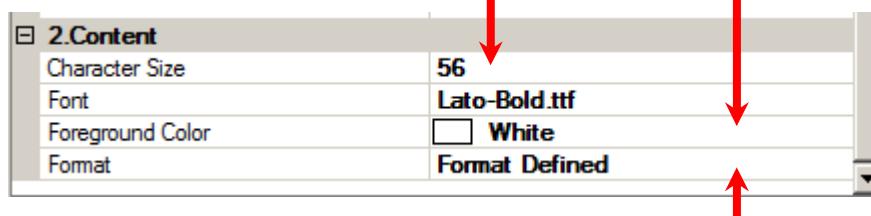
Symbol	Meaning	Example
d	Date in numeric format (without leading 0)	2 (Eg 2 nd)
dd	Date in numeric format	21
M	Month in numeric format (without leading 0)	1 (Eg Jan)
MM	Month in numeric format	10
MMM	Month in English Alphabet (Short)	Oct
MMMM	Month in English Alphabet (Long)	October
yy	Year in numeric format (Short)	14
yyyy	Year in numeric format (Long)	2014

Sub Type = flexible (Used when the desired format is not in the given range)

At the property window of the “DateTimeText” object, choose the font type to be used at the “Font”. The color of the date and time are set by clicking on the “Foreground Color”.

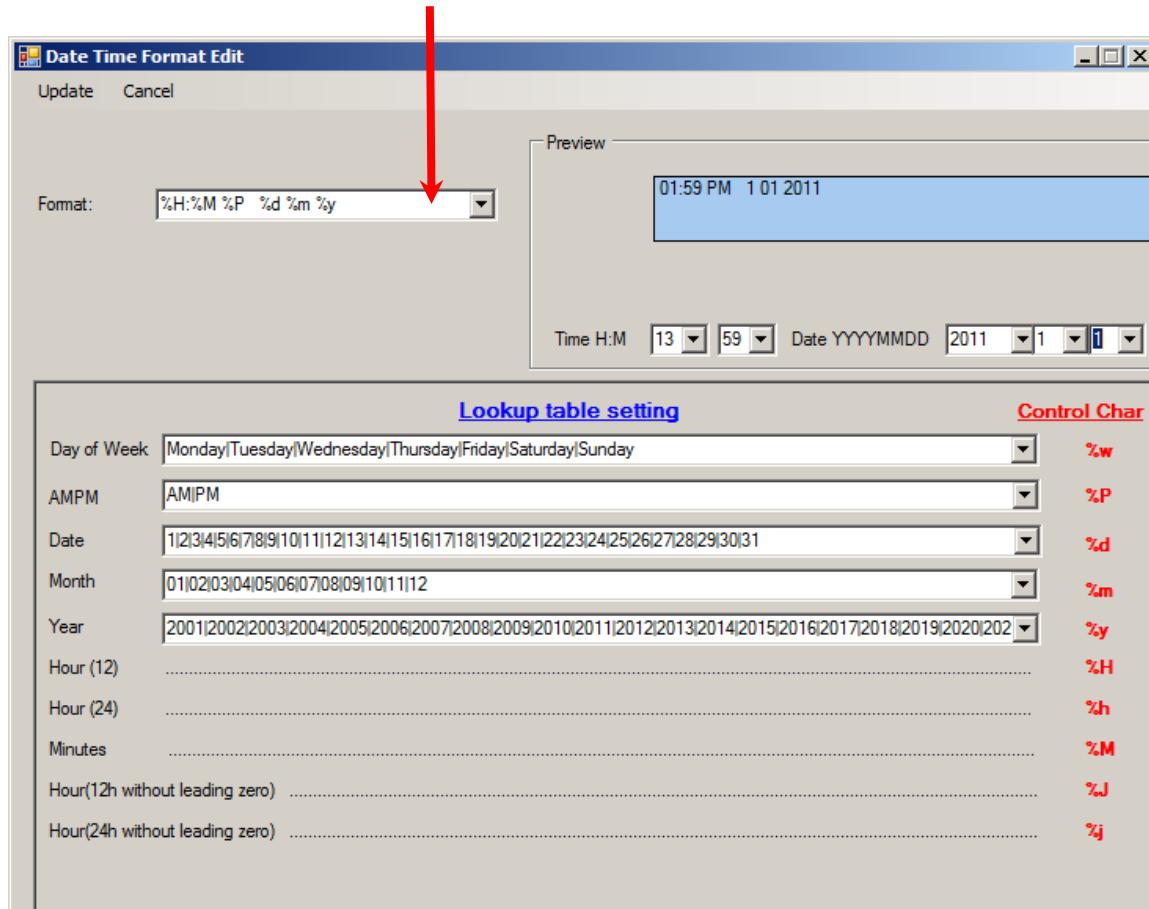
Choose WenQuan yi Micro Hei.ttf if Chinese language is used.

Enter the desired size of the font at the “Character Size”.



To change the format of the date and time, click on the “Format” to access the clock format window.

The format of the date/time can be selected either from the dropdown list or by entering the value represented by the “Control Char” in the “Format 1” field.

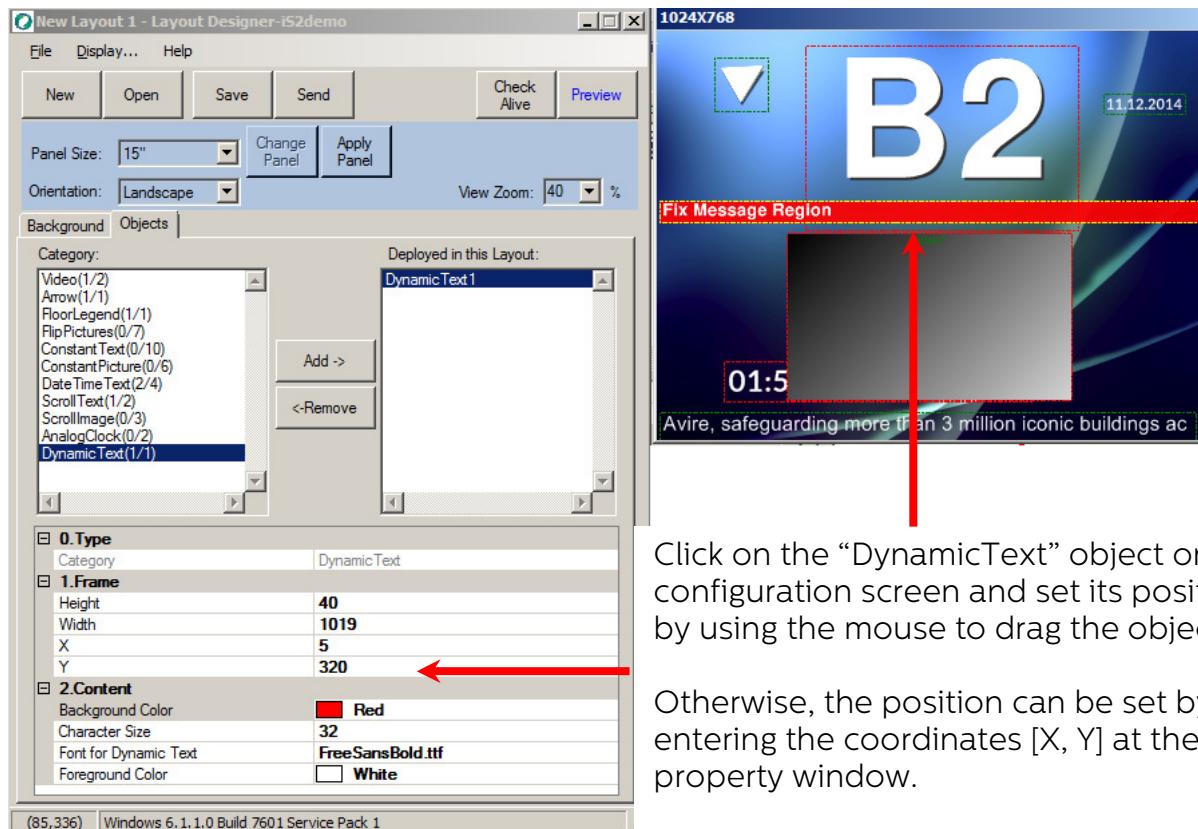


j. Floor Directory Setup

Please refer to Appendix I for instructions on how to set floor directory to display in graphic format and text format respectively.

k. Fixed Message Setup

To add the lift status messages, select the “DynamicText” in the “Category” and double-click to add to the configuration screen. Alternatively, click the “Add” button.



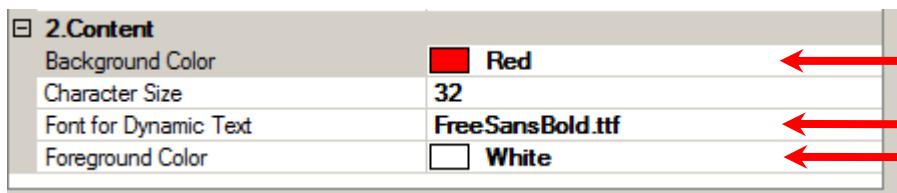
Click on the “DynamicText” object on the configuration screen and set its position by using the mouse to drag the object.

Otherwise, the position can be set by entering the coordinates [X, Y] at the property window.

At the property window of the “DynamicText” object, choose the font type to be used at the “Font for Dynamic Text” and the color of the lift status message at the “Foreground Color”.

Choose WenQuan yi Micro Hei.ttf if Chinese language is used.

The background color of the lift status message can also be set.

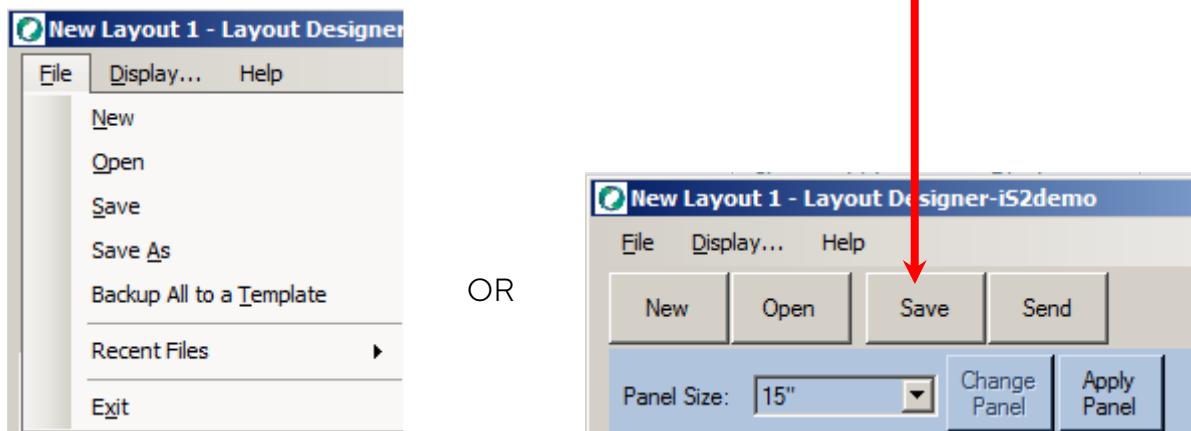


Please refer to Appendix II for instructions on how to set lift status message to display in graphic format.

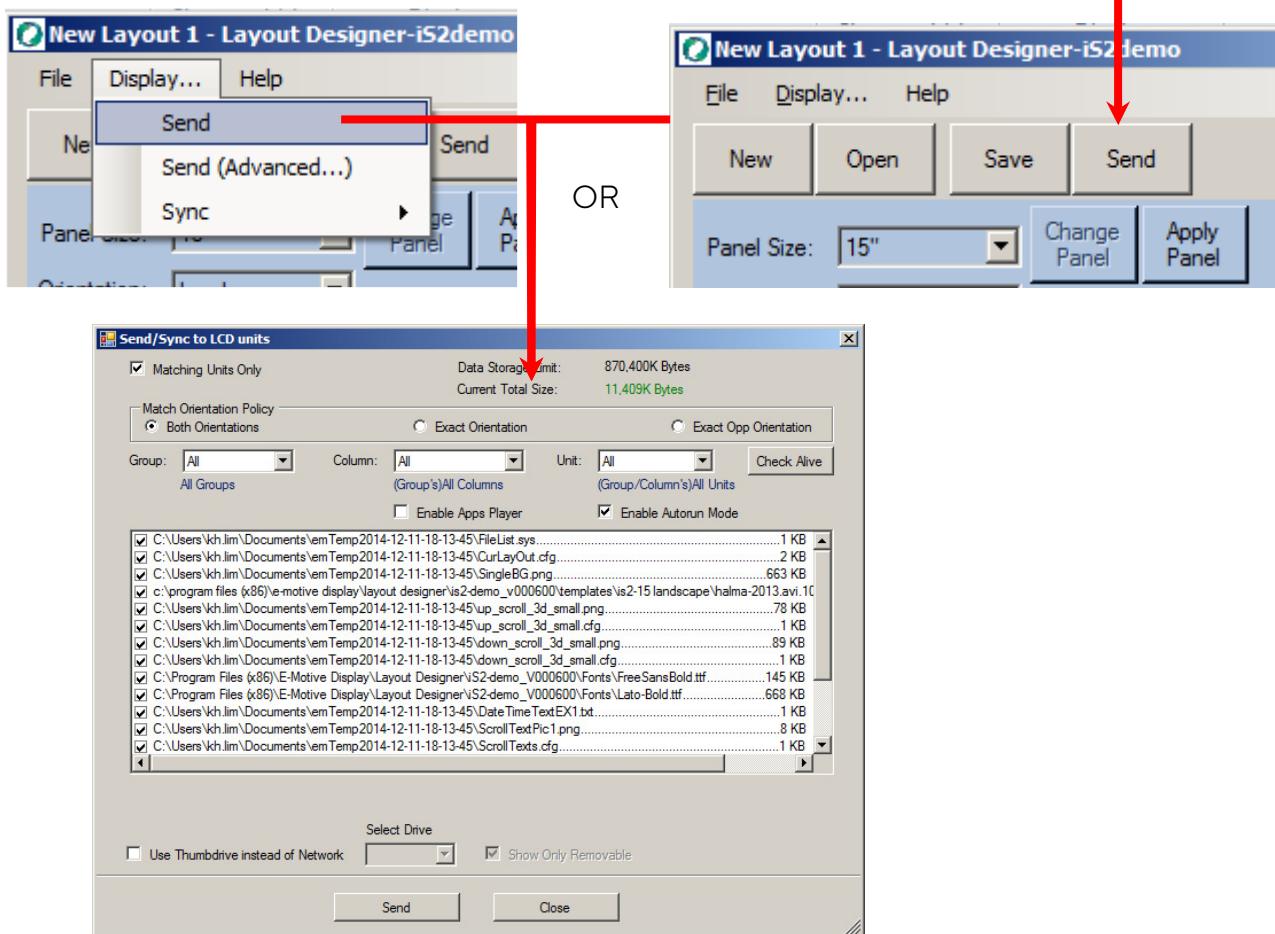
2.1 Updating the iS2 Layout through remote access

Once the design of the iS2 is completed, the contents is ready to be sent to the iS2 through LAN/Wifi communication.

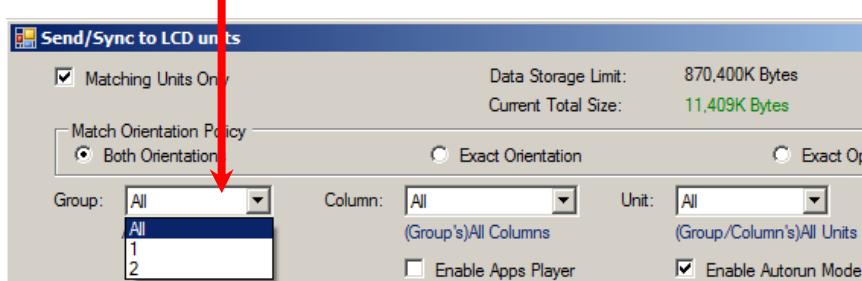
- Save the layout by going to the “File” Menu and choose either “Save” or “Save As”. Alternatively, please click on the “Save” button for quick access.



- Proceed to send the configuration to the iS2 by going to “Display”->“Send” at the menu bar. Alternatively, please click on the “Send” button for quick access.

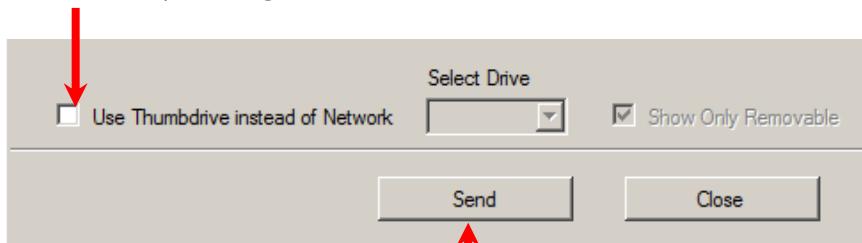


- c. Choose the address of the configured iS2 through the drop-down button. A particular iS2 or a particular group of iS2 can be selected in accordance to user's preference.

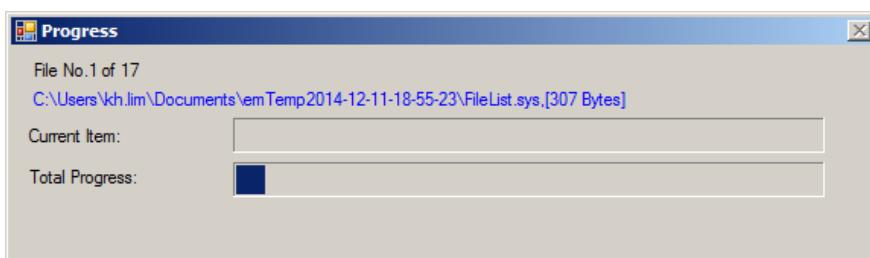


Note: For Wifi communication, please select a particular iS2.

- d. Make sure the “Use Thumbdrive instead of Network” button is unchecked if the mode of updating is selected to be LAN/Wifi.



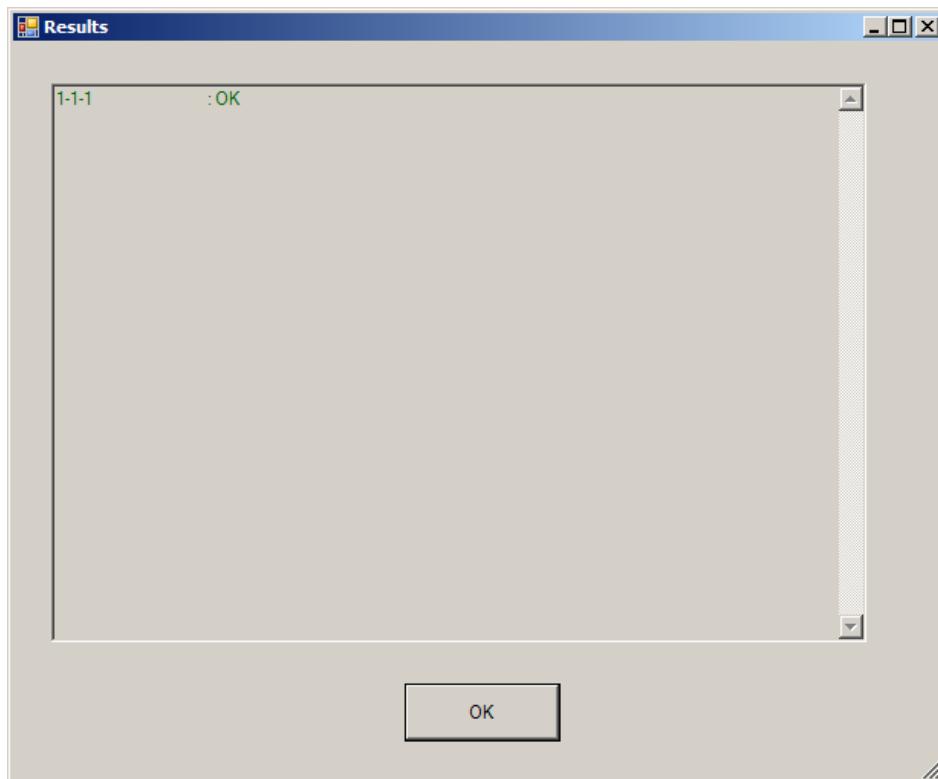
- e. Click “Send” to send the configuration layout to the iS2 and the progress window below will display the status of the file transmission.



- f. The “FileTxNT_L.exe” should be present to ensure successful transmission.

```
C:\Program Files (x86)\E-Motive Display\Layout Designer\S1_delete\FileTxNT_S.exe
Connection with config broken...
wait for new config client to connect...
Connection established
CheckAlive Cmd G/C/U ids:0-0-0
Checking Alive
*<S>1-1-1SendCfgStreamDataPacket<pos:1>:Socket closed,disconnecting...
CfgDataProcHeader<pos:0>:Socket closed,disconnecting...
Connection with config broken...
wait for new config client to connect...
Connection established
Connection Cmd G/C/U ids:1-1-1
CheckAlive Cmd G/C/U ids:1-1-1
Checking Alive
*<S>1-1-1*<S>1-1-1CfgDataProcHeader<pos:0>:Socket closed,disconnecting...
Connection with config broken...
SendCfgStreamDataPacket<pos:0>:Stream closed or failure ,disconnecting...
*<S>1-1-1SendCfgStreamDataPacket<pos:0>:Stream closed or failure ,disconnecting...
...
*<S>1-1-1wait for new config client to connect...
Connection established
CheckAlive Cmd G/C/U ids:1-1-1
Checking Alive
*<S>1-1-1*<S>1-1-1CfgDataProcHeader<pos:0>:Socket closed,disconnecting...
Connection with config broken...
SendCfgStreamDataPacket<pos:0>:Stream closed or failure ,disconnecting...
*<S>1-1-1
```

- g. A “Results” window will pop up after the completion to indicate the results of the transmission.

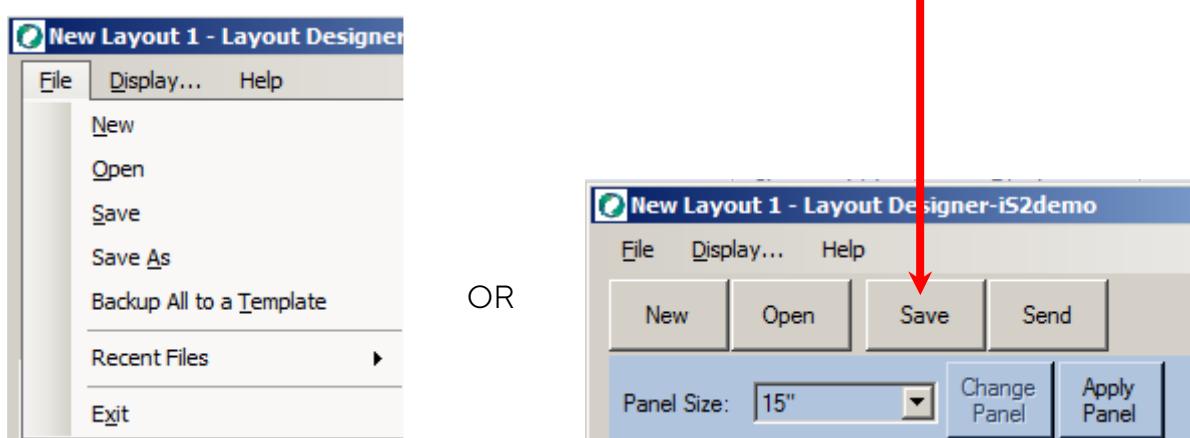


- h. Click “OK” to exit from the “Send” window
- i. The iS2 should now reset with the new layout and it might take a few minutes to go into operational mode.

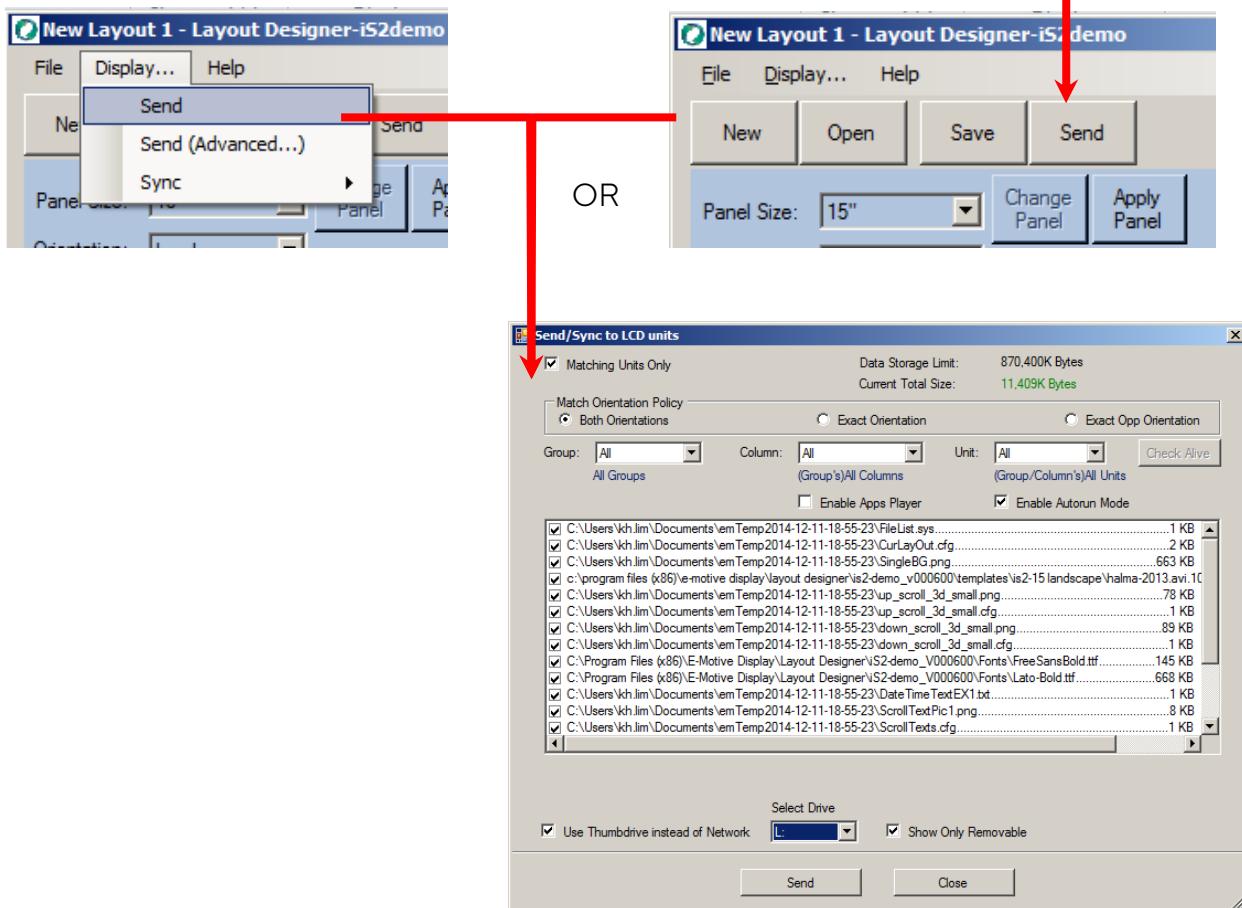
2.2 Updating the iS2 Layout through local access

Once the design of the iS2 is completed, the contents is ready to be written to a thumbdrive for upload to the iS2.

- Save the layout by going to the “File” Menu and choose either “Save” or “Save As”. Alternatively, please click on the “Save” button for quick access.

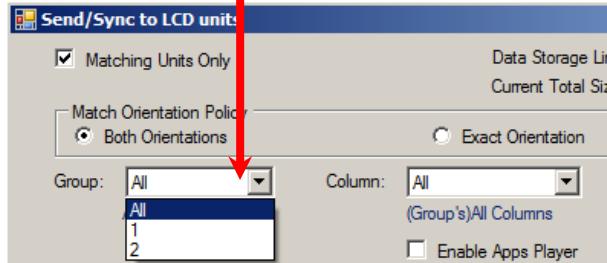


- Proceed to send the configuration to the thumbdrive used to update the iS2 by going to “Display”->“Send” at the menu bar. Alternatively, please click on the “Send” button for quick access.

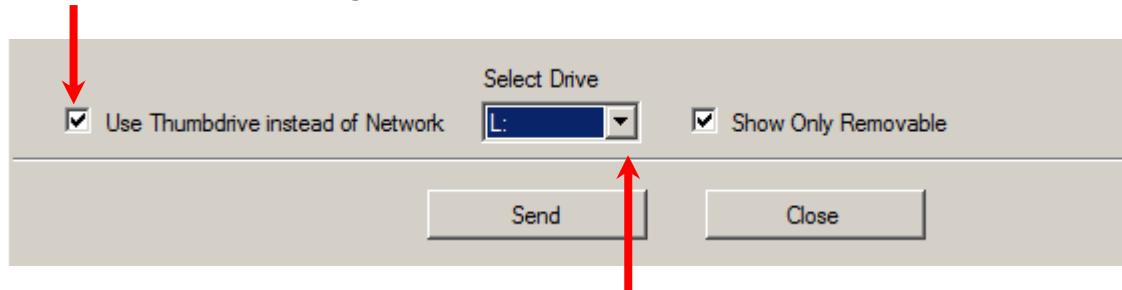


- c. Choose the address of the configured iS2 through the drop-down button. A particular iS2 or a particular group of iS2 can be selected in accordance to user's preference.

This step is preferred only if a particular iS2 needs to be updated with a particular layout or if different layouts for different iS2 are required. Otherwise, it is advised to select "All" for the address for easy updating.



- d. Click the "Use Thumbdrive instead of Network" button if the mode of updating is selected to be through thumbdrive.



Select the drive letter of the Thumbdrive and click on the "Send" button.

Choose the "Eject" from the Windows Explorer before removing the Thumbdrive. This is to ensure the proper transfer of the files to the Thumbdrive.

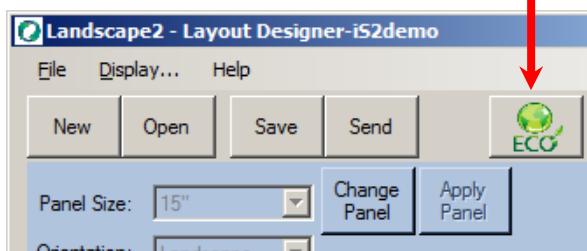


Plug the Thumbdrive to the intended iS2 to update to the new configuration.

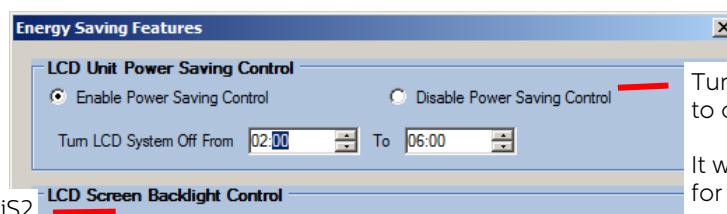
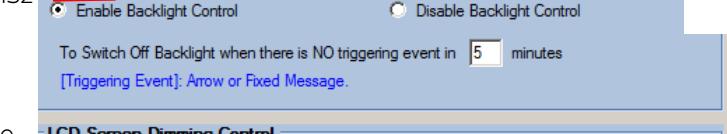
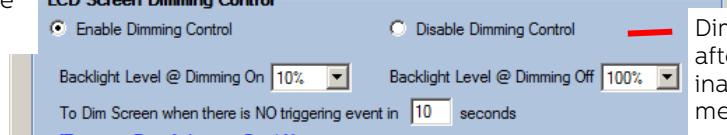
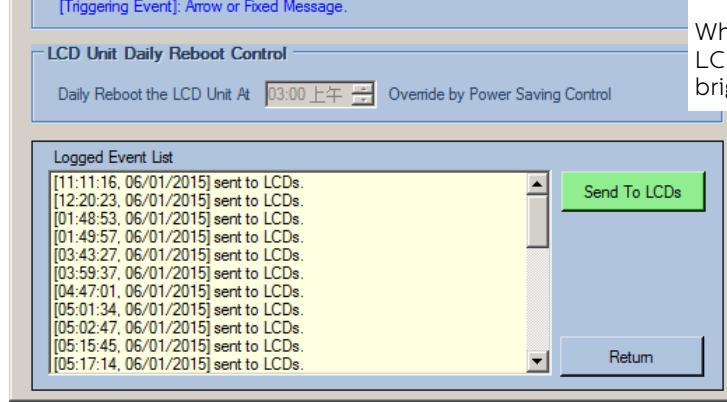
3. Power Management Settings

This section explains the steps to configure the power management feature for energy conservation.

- Please click on the “ECO” button to configure the power management feature for the iS2 .



- At the “Energy Saving Features” window, “LCD Unit Power Saving Control” defines the time where iS2 will go into sleep mode. It will turn off/on the system at the time specified to conserve power during the power save time.

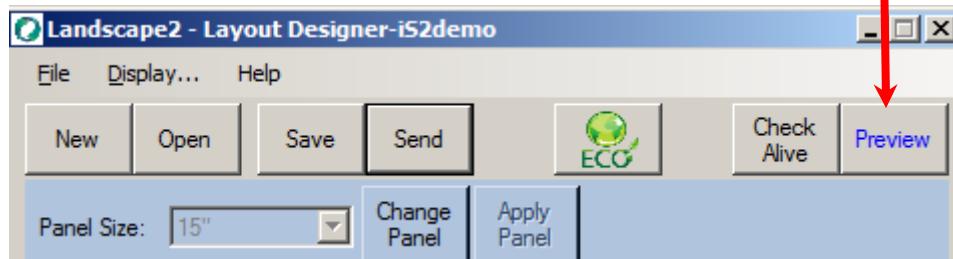
 Turn off the LCD backlight of the iS2 after the specified period of inactivity (No arrow and lift messages).	Turn off the iS2 at the specified time to conserve energy. It will take no more than 5 minutes for iS2 to start up.
 When new activity is detected, the LCD will turn on instantly.	Dim the LCD backlight of the iS2 after the specified period of inactivity (No arrow and lift messages).
 Turn off the LCD backlight of the iS2 after the specified period of inactivity (No arrow and lift messages).	When new activity is detected, the LCD will resume the original brightness immediately.
 Click “Send” to update the iS2 with the new power saving settings.	

- Click “Send” to update the iS2 with the new power saving settings.
- If it is not required to update the iS2, click “Return” to exit.

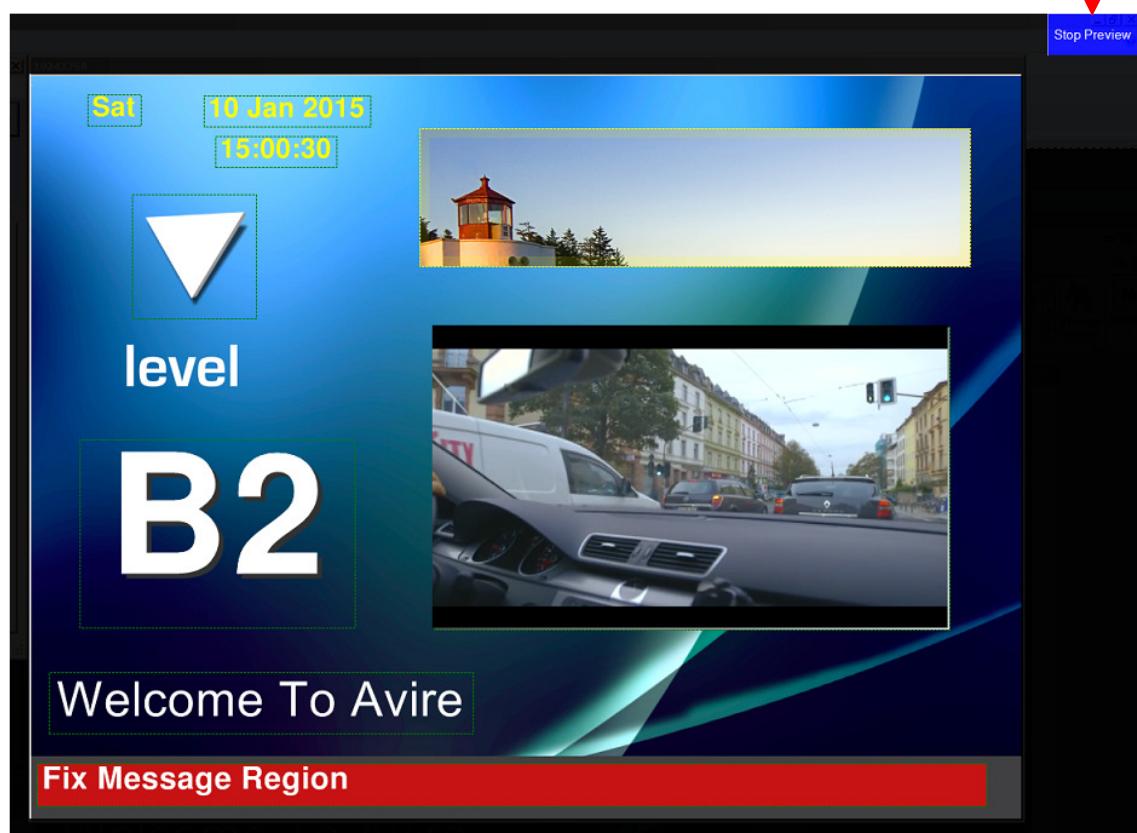
4. Preview Feature

The preview feature allows the user to view the layout on their configuration PC before updating iS2.

- Please click on the “Preview” button.



- The configuration PC will then display a simulation process of iS2 with the designed layout.
- To stop the preview, click on the “Stop Preview” button on the top right corner of the configuration PC.

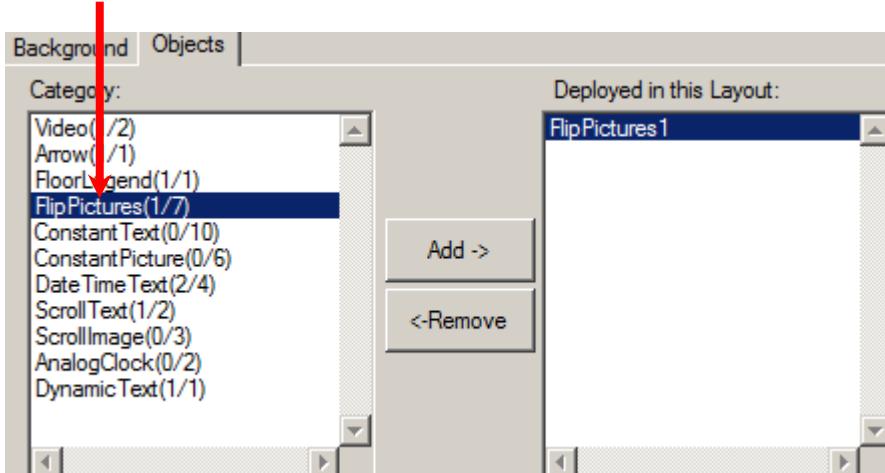


APPENDIX

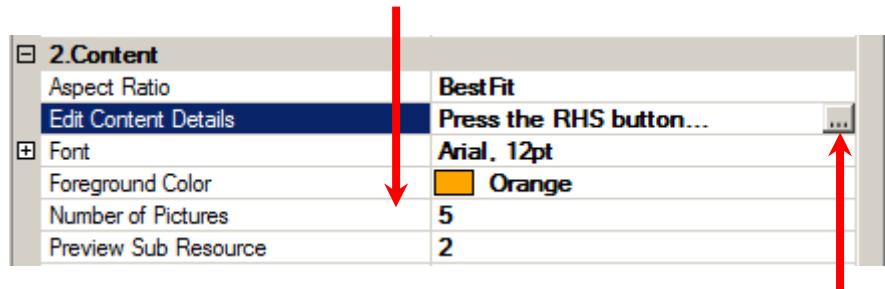
Appendix I Configuration of Floor Legend and Floor Directory in Graphical form

This section explains the steps taken to configure the floor legends and floor directory in graphical form.

- Select the “FlipPictures” in the “Category” and double-click to add to the configuration screen. Alternatively, click the “Add” button.



- At the property window of the object “FlipPictures”, enter the number of floor legends in the “Number of Pictures”

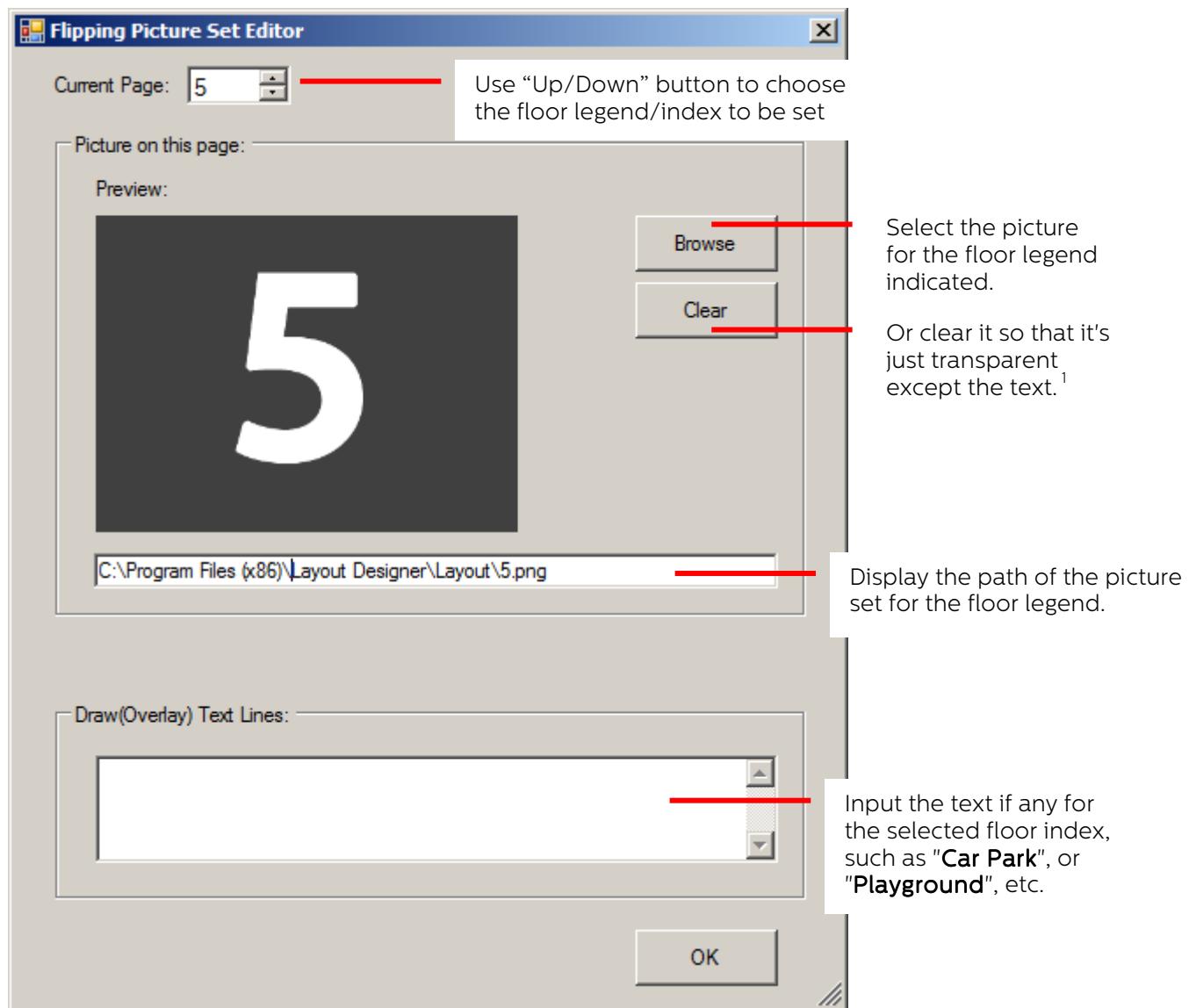


- Go to “Edit Content Details” and press the RHS button to assign the pictures/text content to the respective floor legends.

- d. At the “Flipping Picture Set Editor” window, adjust “Current Page” according to each floor and then
- Enter the desired text content in the "Draw(Overlay) Text Lines..." region if required
 - Click “Browse” to assign the required picture to the respective floor

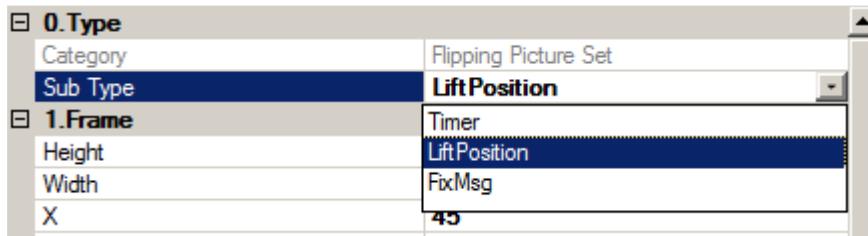
When both text and picture are available, the text will be embedded on the top left corner of the picture.

If transparency is required for the background of the floor legend resource file, it is a MUST for the picture files to be in “PNG” format with transparent background. Otherwise, it can be in “JPG” or “BMP” format.

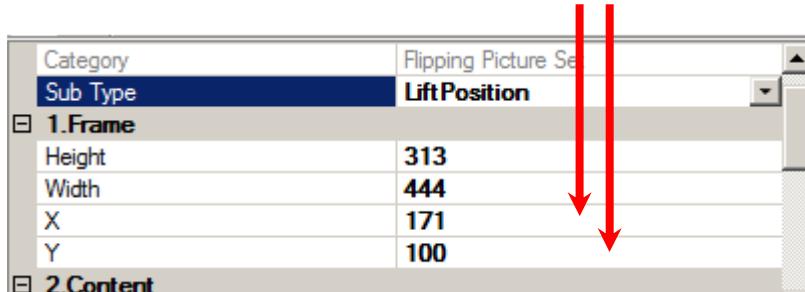


¹This is applied when languages such as Chinese, Japanese, Korean, etc is required to be displayed. Input of these languages will be dependent on the individual PC Operating System.

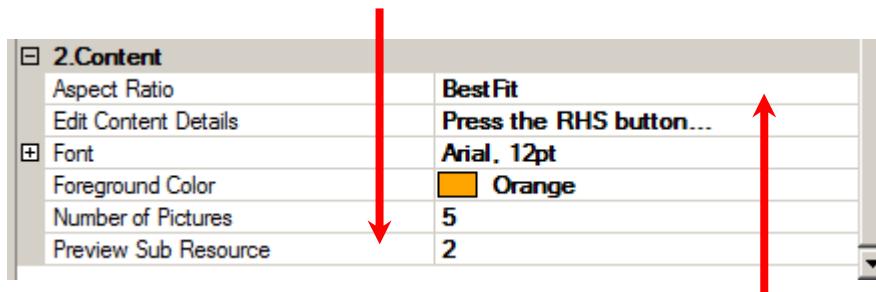
- e. Click “OK” to return to the main window when the pictures have been set for the floor legends.
- f. Go to the “Sub Type” at the property window and choose “LiftPosition”.



- g. To set the object’s position, either use the mouse to drag the object in the configuration or enter the coordinates [X, Y] at the property window.



- h. Fine-tune the font size and the color for the texts, preview window will show an example look as per selected preview sub resource , corresponding to a floor of the same index number



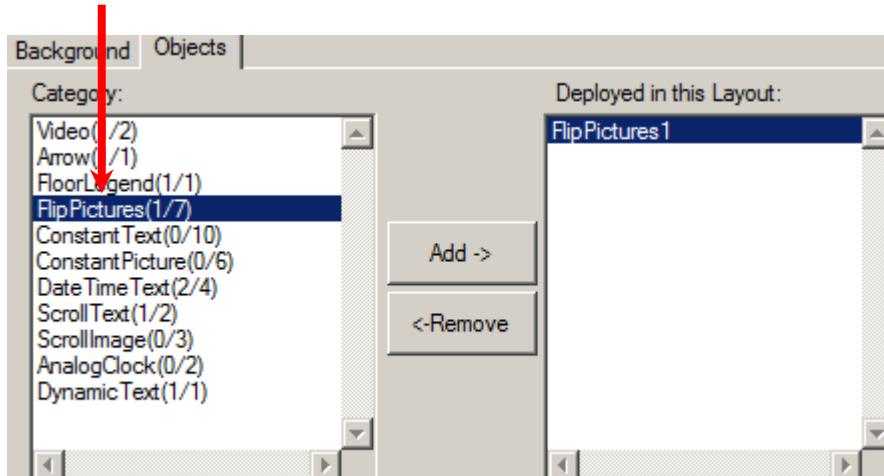
- i. Select “BestFit” to resize the picture according to the its original aspect ratio or “Fill” to fill up the area assigned.

It is recommended to use the actual height and width of the picture resource file to prevent any distortion although the picture can be auto-resized to the height/width specified.

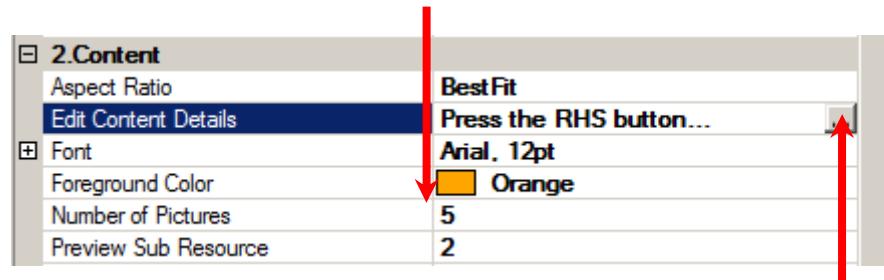
Appendix II Configuration of Lift Status Message, customizing its text content or using Graphical form

This section explains the steps taken to configure the lift status message in graphical form.

- Select the “FlipPictures” in the “Category” and double-click to add to the configuration screen. Alternatively, click the “Add” button.



- At the property window of the object “FlipPictures”, enter the total number of Fixed Message signals in the “Number of Pictures”

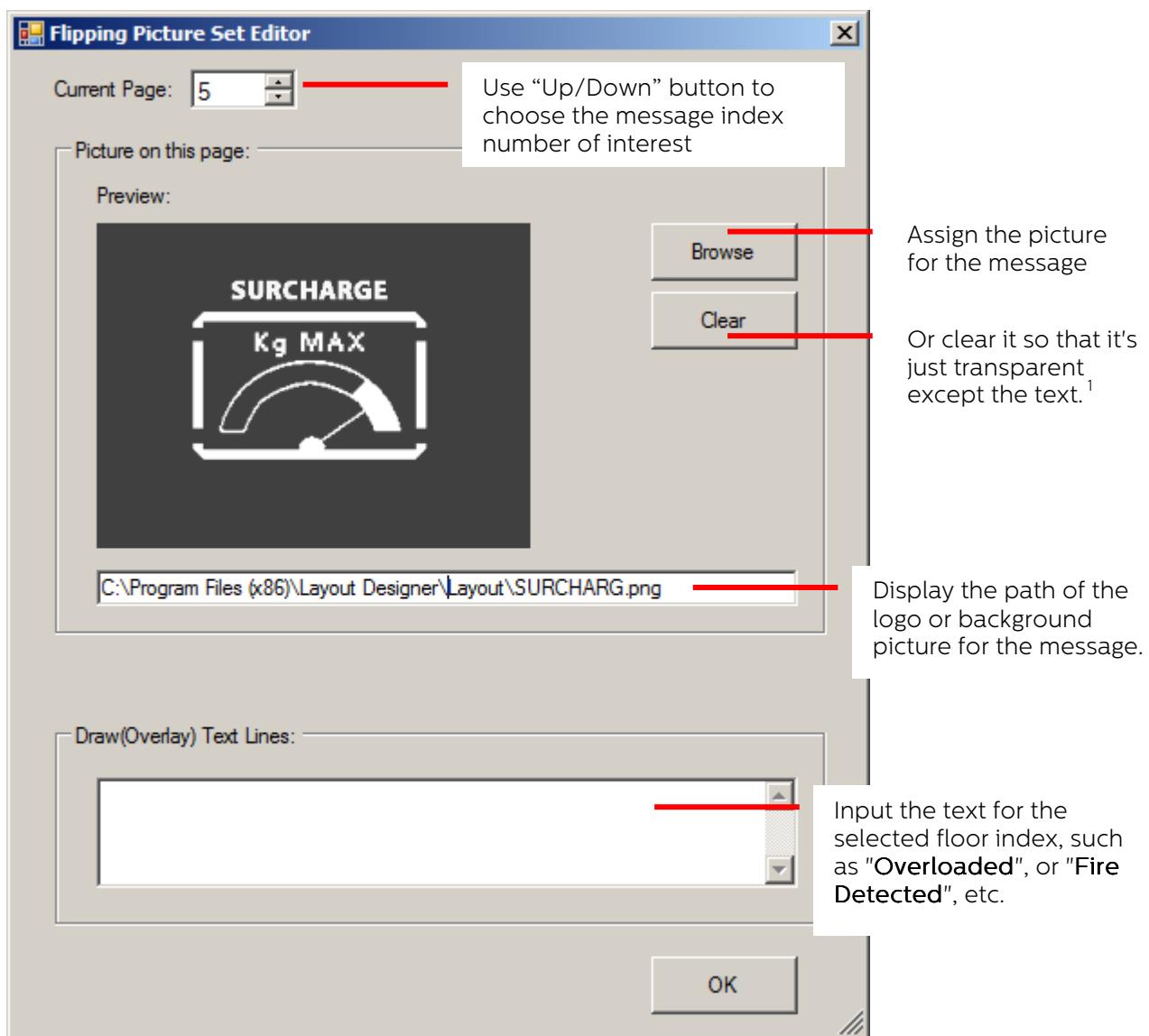


- Go to “Edit Content Details” and press the RHS button to assign the text content or picture to each respective message number.

- d. At the “Flipping Picture Set Editor” window, adjust "Current Page" according to each lift message, and then
- Enter the desired text content in the "Draw(Overlay) Text Lines..." region if required
 - Click “Browse” to assign the required picture to the respective lift status message number.

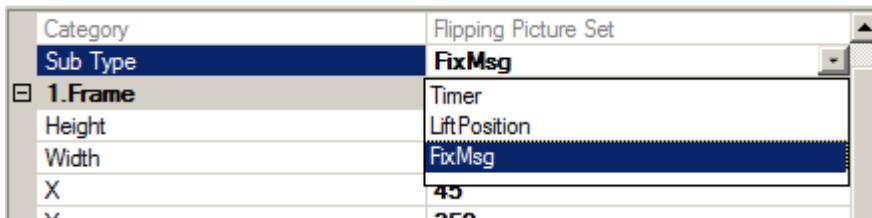
When both text and picture are available, the text will be embedded on the top left corner of the picture.

If transparency is required for the background of the lift status message resource file, it is a MUST for the picture files to be in “PNG” format with transparent background. Otherwise, it can be in “JPG” or “BMP” format.

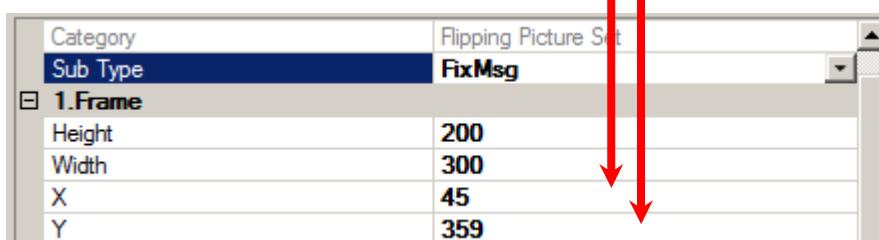


¹This is applied when languages such as Chinese, Japanese, Korean, etc is required to be displayed. Input of these languages will be dependent on the individual PC Operating System.

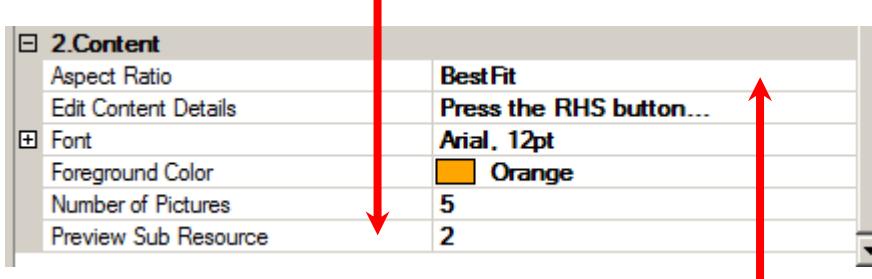
- e. Click “OK” to return to the main window when the pictures have been set for the lift status messages.
- f. Go to the “Sub Type” at the property window and choose “FixMsg”.



- g. To set the object’s position, either use the mouse to drag the object in the configuration or enter the coordinates [X, Y] at the property window.



- h. Fine-tune the font size and the color in use, preview window will show an example look as per selected preview sub resource , corresponding to a lift status message of the same index number



- i. Select “BestFit” to resize the picture according to the its original aspect ratio or “Fill” to fill up the area assigned.

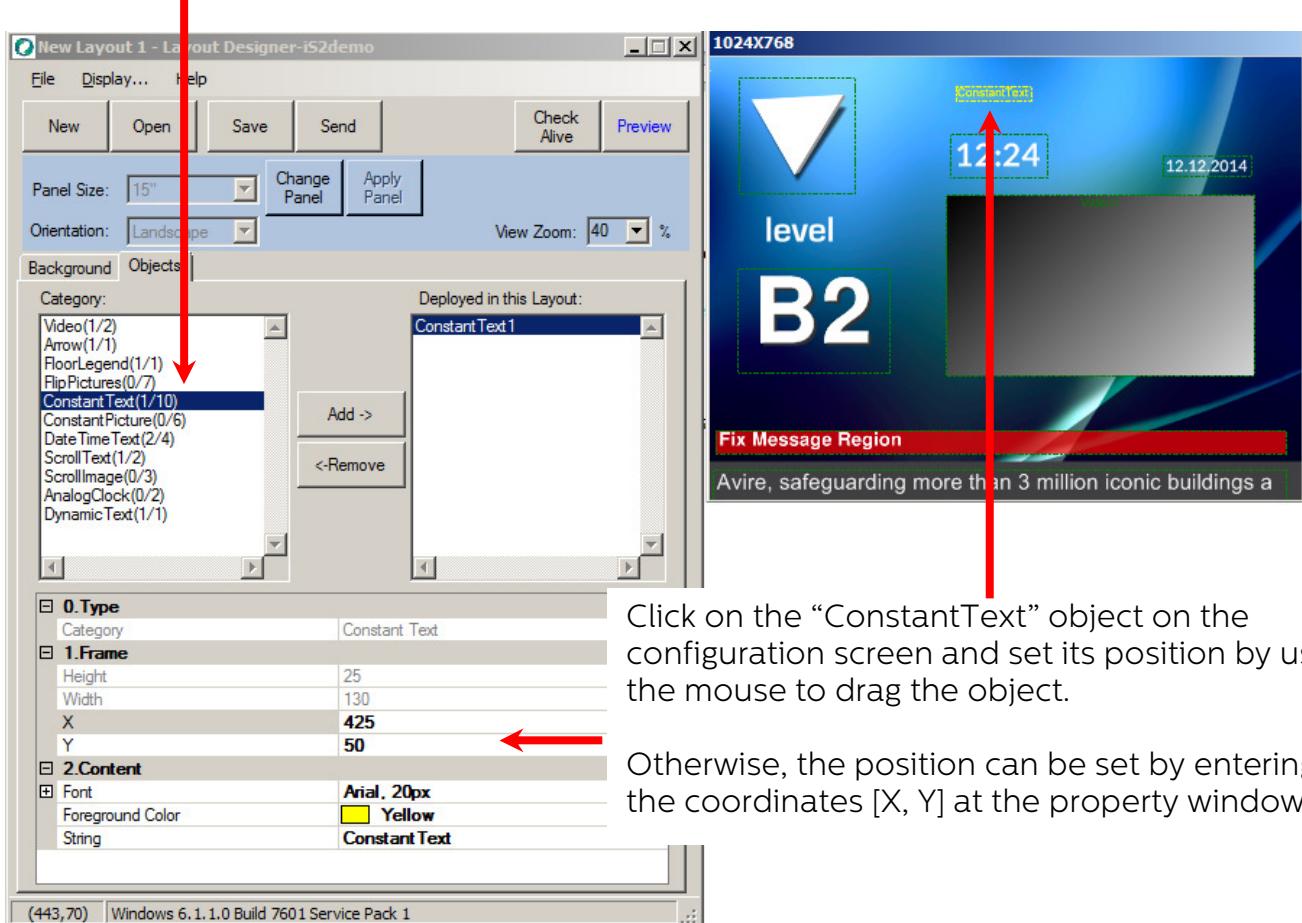
It is recommended to use the actual height and width of the picture resource file to prevent any distortion although the picture can be auto-resized to the height/width specified.

Appendix III Configuration of Constant Text and Constant Picture

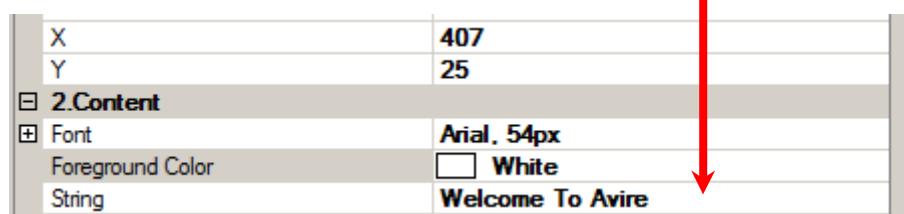
This section explains the steps taken to configure the constant text and picture for a layout.

It is mainly used as

- i. Company Welcome Message and Motto Message for ConstantText
 - ii. Company Logo for ConstantPicture
- a. Select the “ConstantText” in the “Category” and double-click to add to the configuration screen. Alternatively, click the “Add” button.

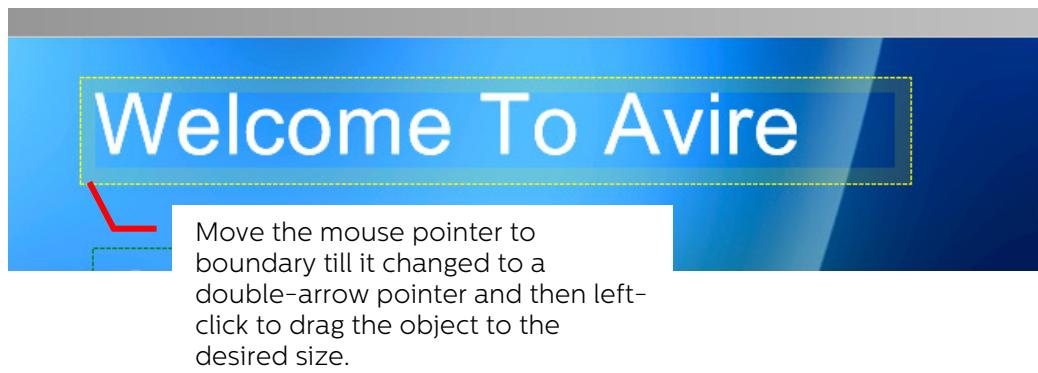


- b. At the property window of the object “ConstantText”, enter the desired text content in the “String”.

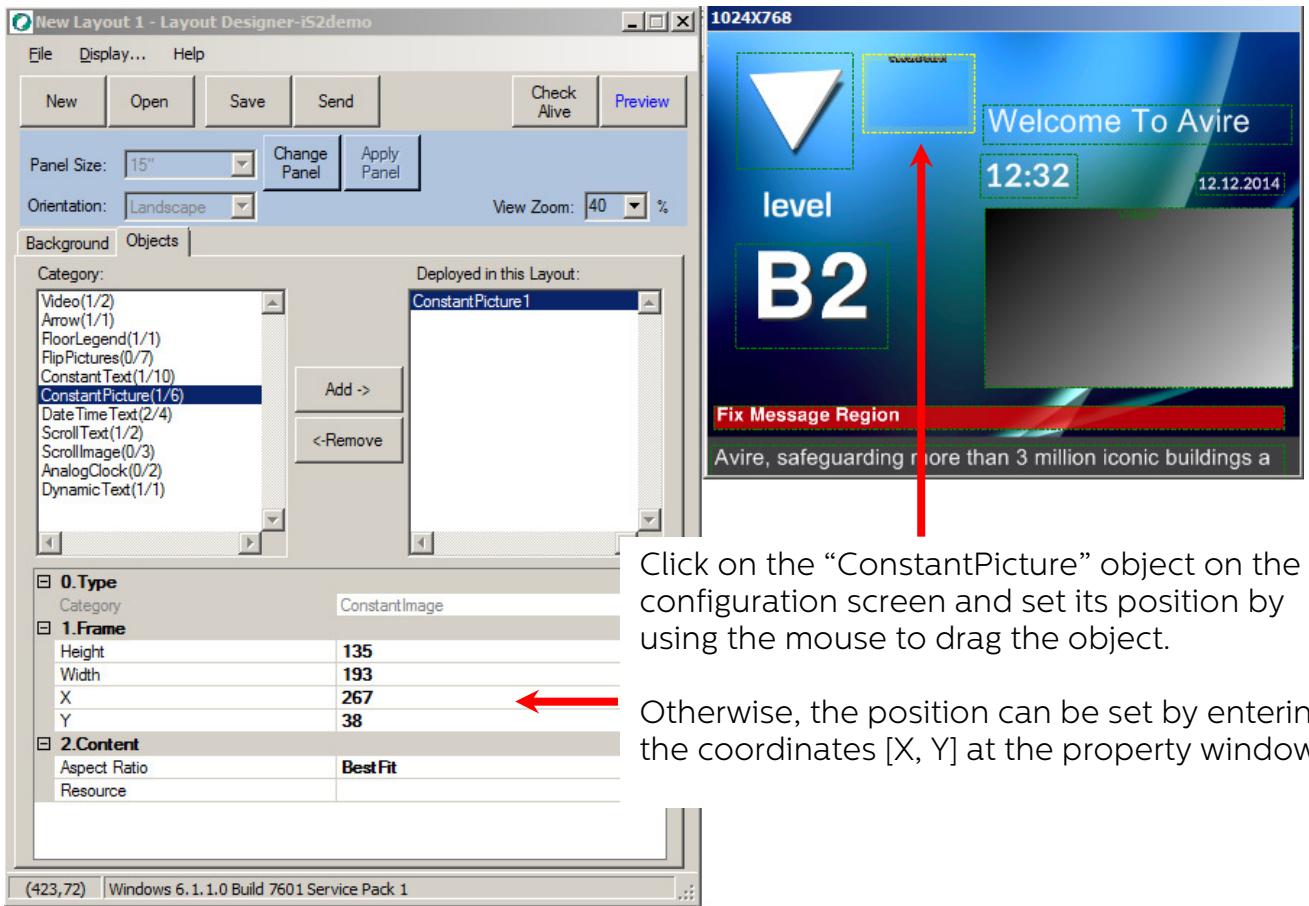


- c. Select the font type and size of the text in the “Font” field and the color in the “Foreground Color” field.

Alternatively, the size of the font can be changed by moving the mouse pointer over yellow boundary of the object till the mouse pointer changed to a double-arrow pointer and then left-click to drag to the desired size.



- d. Select the “ConstantPicture” in the “Category” and double-click to add to the configuration screen. Alternatively, click the “Add” button.

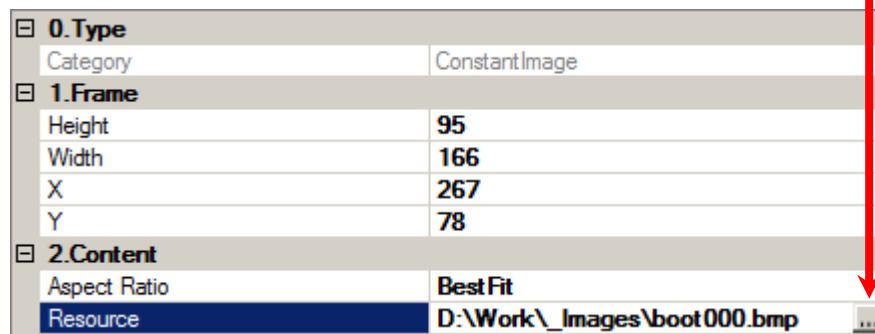


Click on the “ConstantPicture” object on the configuration screen and set its position by using the mouse to drag the object.

Otherwise, the position can be set by entering the coordinates [X, Y] at the property window

0.Type	Category	ConstantImage
1.Frame		
Height	135	←
Width	193	
X	267	
Y	38	
2.Content		
Aspect Ratio	Best Fit	
Resource		

- e. At the property window of the object “ConstantPicture”, go to “Resource” and press the RHS button to assign the picture.



If transparency is required for the background of the picture resource file, it is a MUST for the picture file to be in “PNG” format with transparent background. Otherwise, it can be in “JPG” or “BMP” format

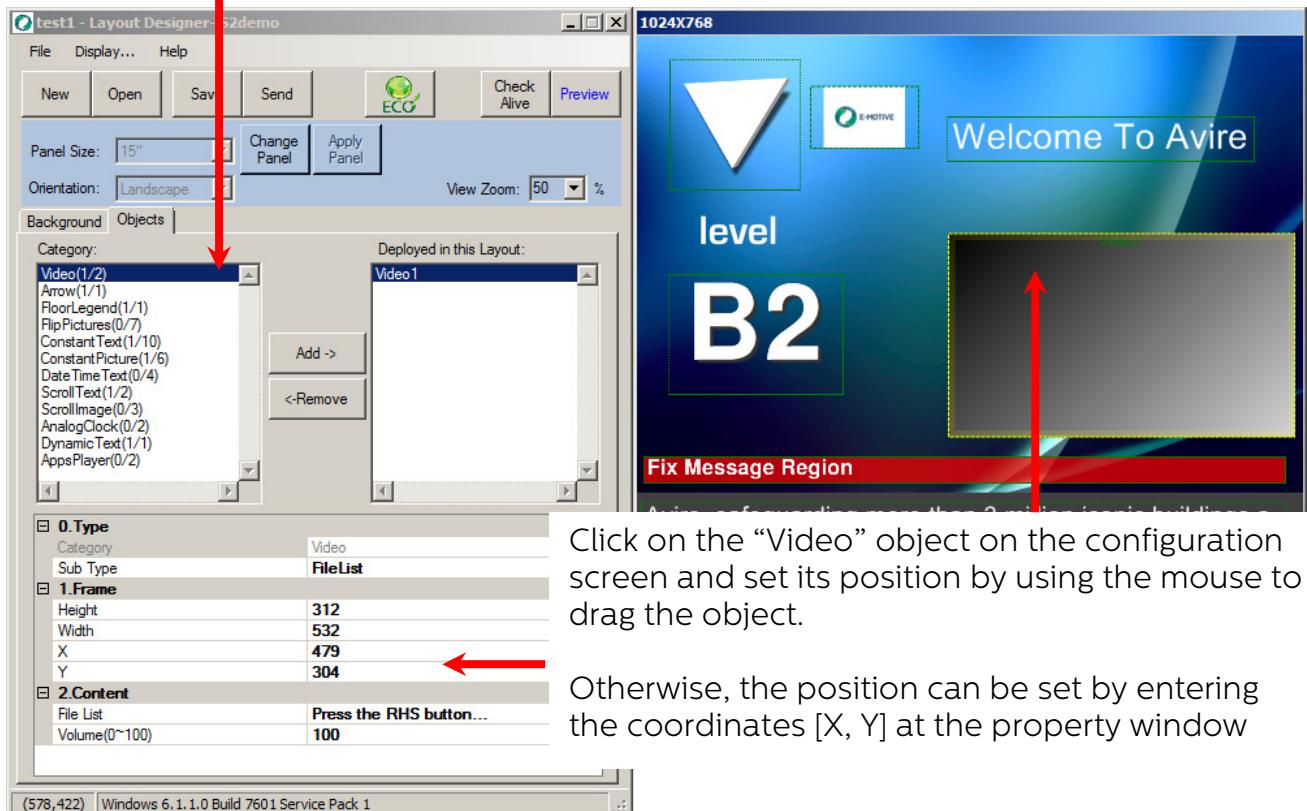
- f. Enter the desired height and width attributes of the picture to be displayed on the LCD.
- g. Select “BestFit” to resize the picture according to its original aspect ratio or “Fill” to fill up the area assigned.

It is recommended to use the actual height and width of the picture resource file to prevent any distortion although the picture can be auto-resized to the height/width specified.

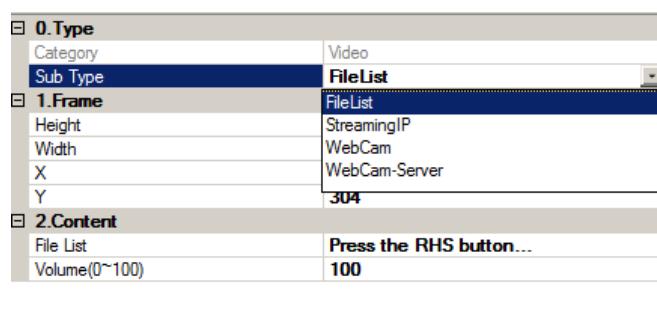
Appendix IV Configuration of Video Object

This section explains the steps taken to configure the video object for a layout.

- Select the “Video” in the “Category” and double-click to add to the configuration screen. Alternatively, click the “Add” button.

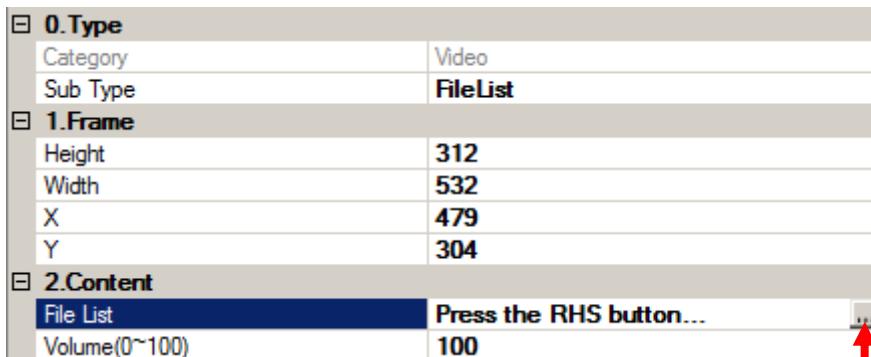


- The video object can be selected to stream its video from E-Motive Video Server, a playlist of video files or webcam. At the property window, select the source at the “Sub-Type”; FileList, StreamingIP, WebCam or WebCam Server.



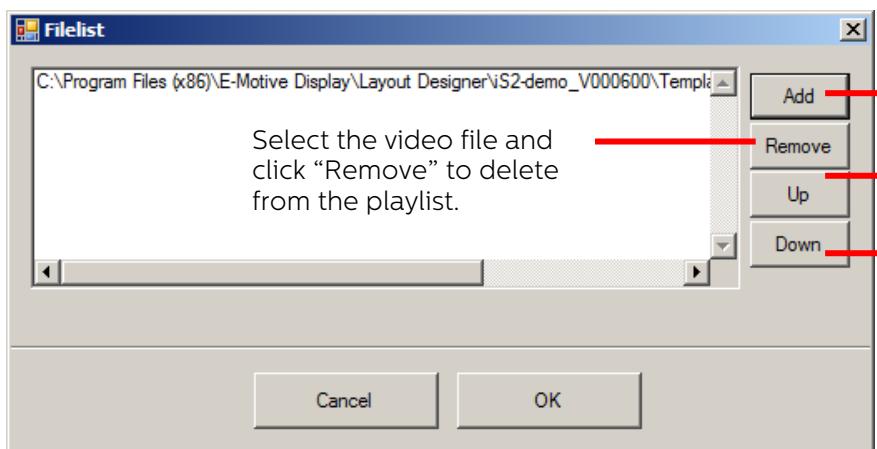
Note: The video files are to be in [AVI](#), [MPG](#) or [MPEG](#) format.

c. Sub Type = fileList (Used when playing video files locally)



Press the [...] button to assign the video files.

A “FileList” window will appear to allow selection of the video files.

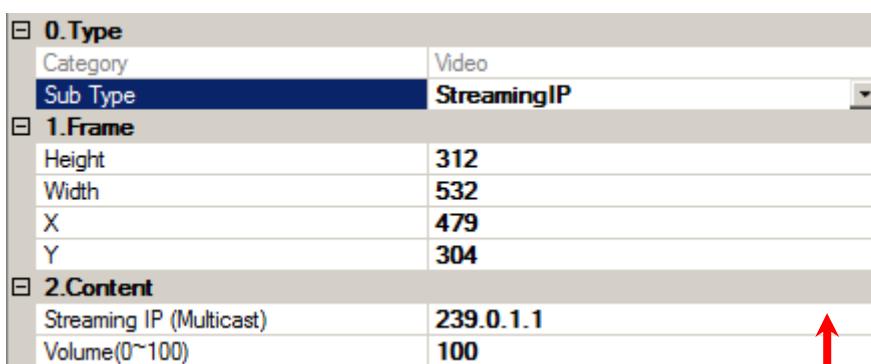


Click “Add” to add a video file to the playlist.

To move up the selected video file in the playlist.

To move down the selected video file in the playlist.

d. Sub Type = StreamingIP (Used when playing video files remotely from E-Motive Video Server)

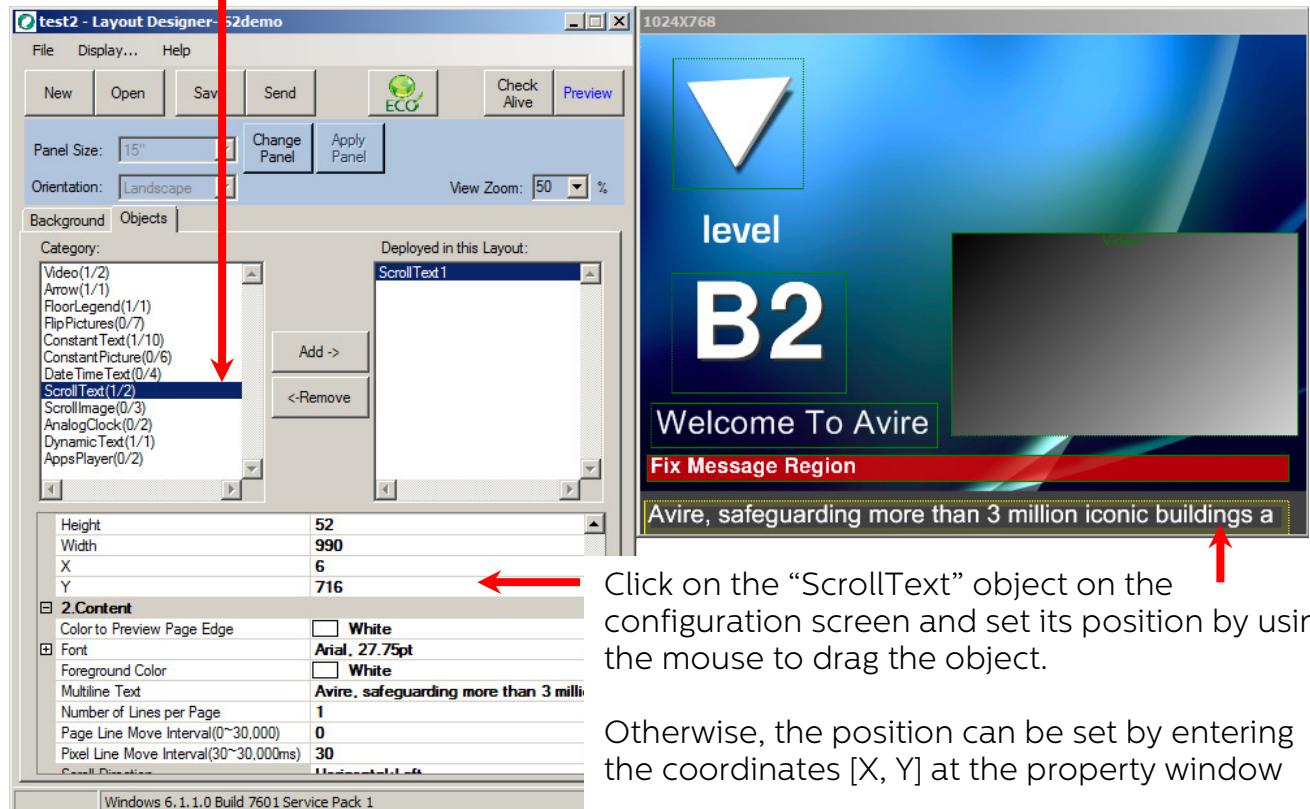


Make sure that the IP address at the “Streaming IP (Multicast)” matches that of the E-Motive Video Server.

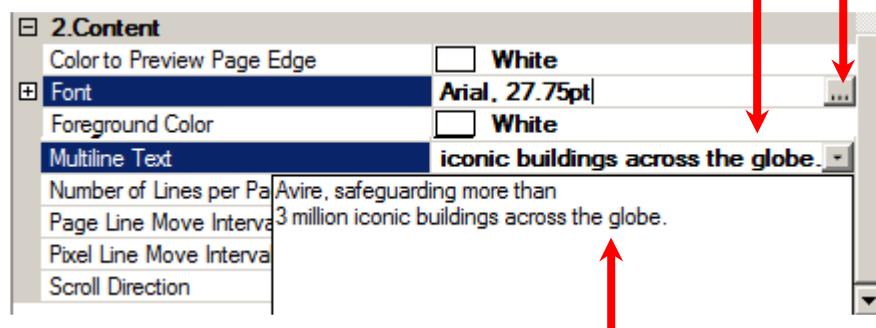
Appendix V Configuration of Scrolling Text Object

This section explains the steps taken to configure the scrolling text object for a layout.

- Select the “ScrollText” in the “Category” and double-click to add to the configuration screen. Alternatively, click the “Add” button.



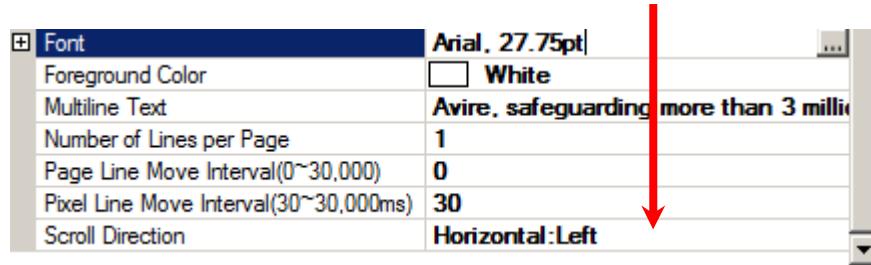
- At the property window of the “ScrollText” object, choose the font type and size to be used at the “Font”. The color of the scrolling text is set by clicking on the “Foreground Color”.



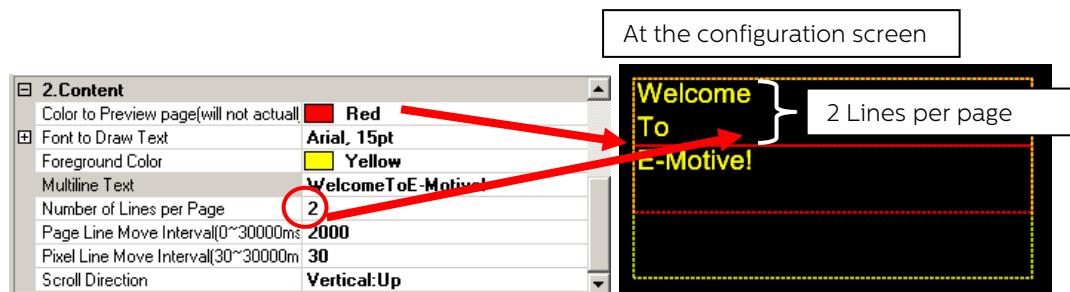
Enter the desired text content in the “Multiline Text”. Press “Enter” for a new line.

- c. The “Scroll Direction” will determine the manner in which the scrolling text will scroll; either horizontally or vertically.

The “Vertical:Up” and “Vertical:Down” are normally used for multi-line text while the “Horizontal:Left” and “Horizontal:Right” are meant for single line text.



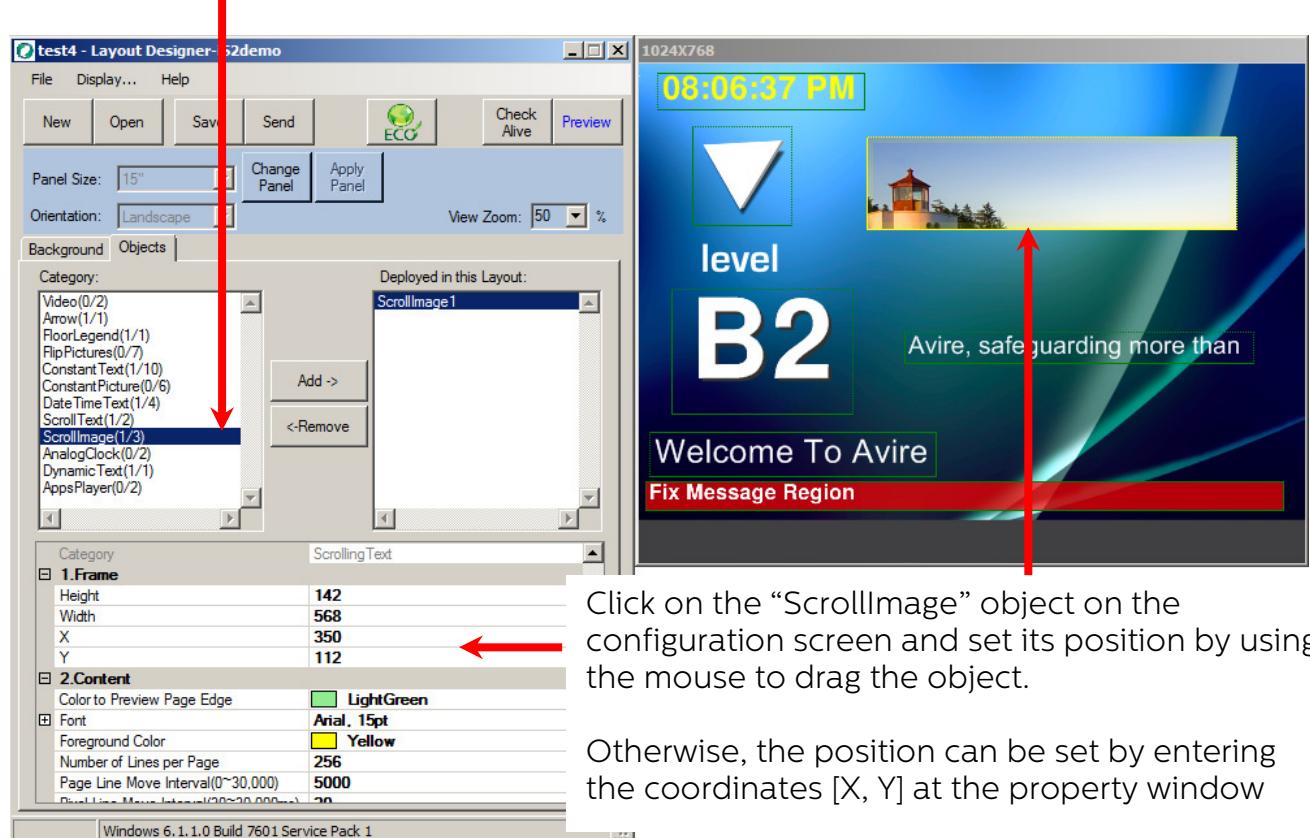
- d. The speed of the scroll text is determined by the
 Vertical Scroll Direction: “Page Line Move Interval”
 Horizontal Scroll Direction: “Pixel Line Move Interval”
- e. Note that the “Color to Preview page”, “Number of Lines per Page” and “Page Line Move Interval” are meaningful only when the scroll direction is selected to be vertical.



Appendix VI Configuration of Scrolling Image Object

This section explains the steps taken to configure the scrolling image object for a layout.

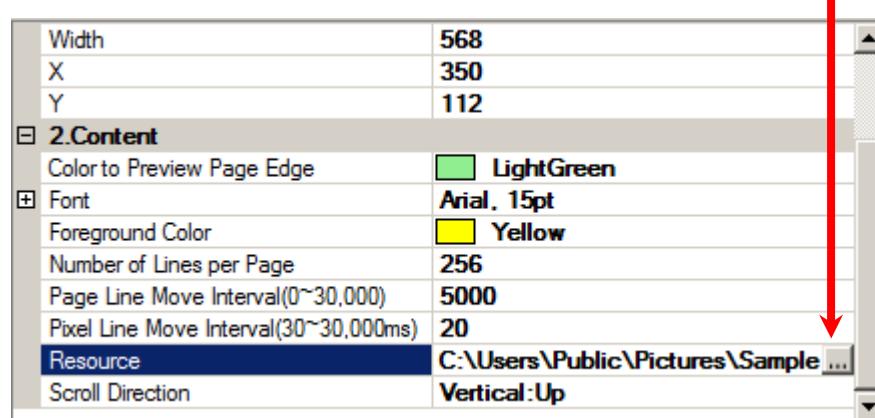
- Select the “ScrollImage” in the “Category” and double-click to add to the configuration screen. Alternatively, click the “Add” button.



Click on the “ScrollImage” object on the configuration screen and set its position by using the mouse to drag the object.

Otherwise, the position can be set by entering the coordinates [X, Y] at the property window

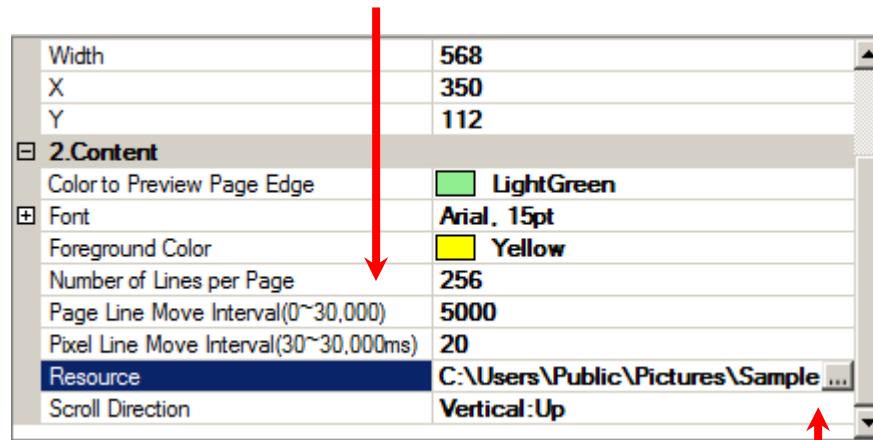
- At the property window of the object “ScrollImage”, go to “Resource” and press the RHS button to assign the picture.



If transparency is required for the background of the picture resource file, it is a MUST for the picture file to be in “PNG” format with transparent background. Otherwise, it can be in “JPG” or “BMP” format

- c. At the “Number of Lines per Page”, enter the portion of the image’s area to be shown on the display at any instant.

In the example below, the value “256” will translate to showing 256 pixels of the image file on the defined object area.

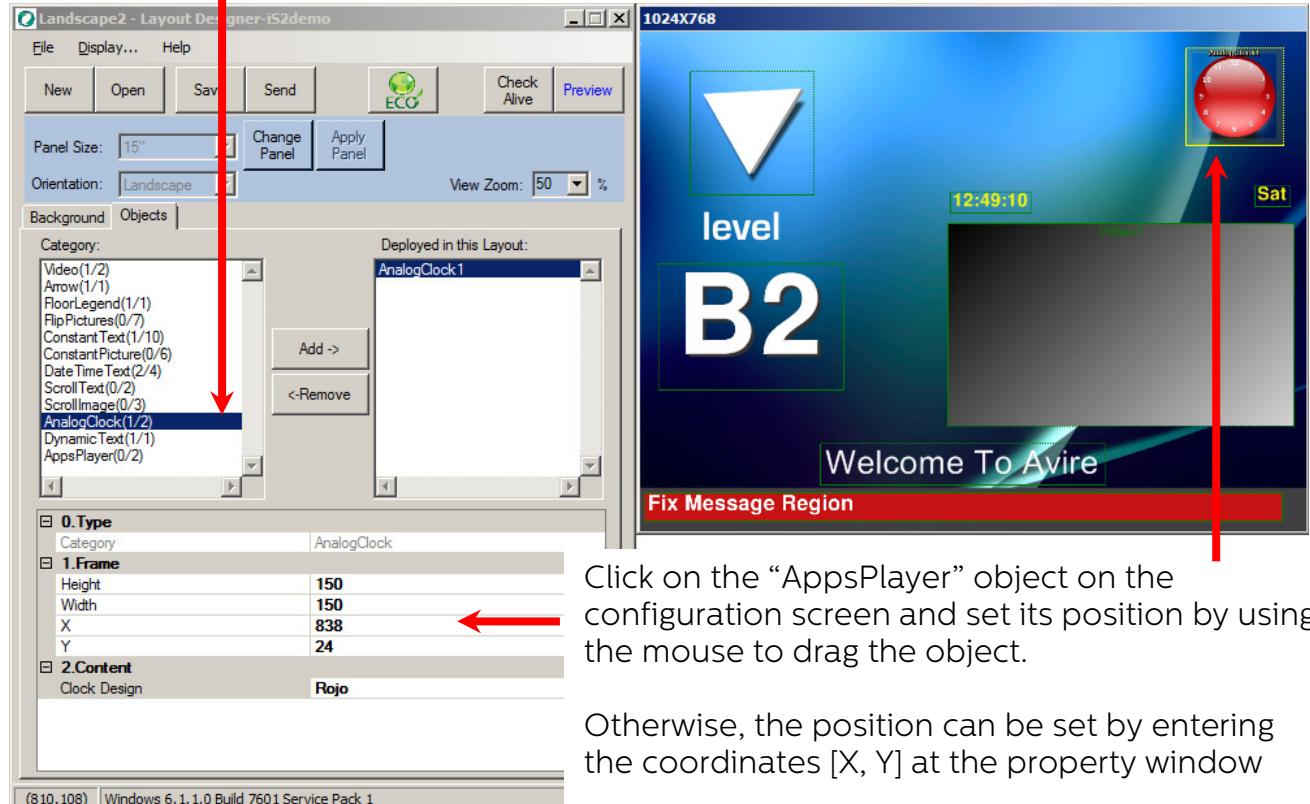


- d. The “Scroll Direction” will determine the manner in which the scrolling image will scroll; either horizontally or vertically.
- e. The speed of the scroll image is determined by the
 Vertical Scroll Direction: “Page Line Move Interval”
 Horizontal Scroll Direction: “Pixel Line Move Interval”
- f. Enter the desired height and width attributes of the picture to be displayed on the LCD.

Appendix VII Configuration of Analogue Clock Object

This section explains the steps taken to configure the analogue clock object for a layout.

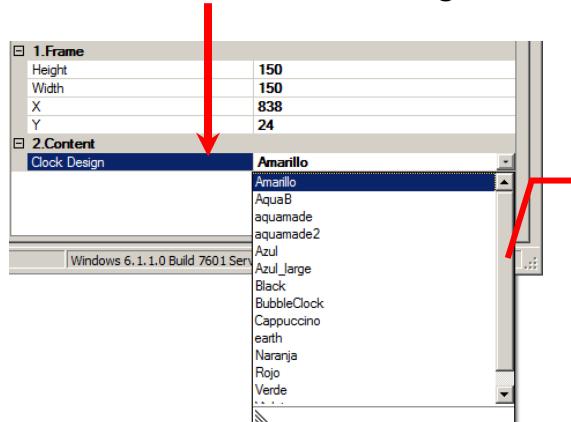
- Select the “AnalogClock” in the “Category” and double-click to add to the configuration screen. Alternatively, click the “Add” button.



Click on the “AppsPlayer” object on the configuration screen and set its position by using the mouse to drag the object.

Otherwise, the position can be set by entering the coordinates [X, Y] at the property window

- Select the desired clock design from the library.



Use the vertical scroll bar to scroll through the properties

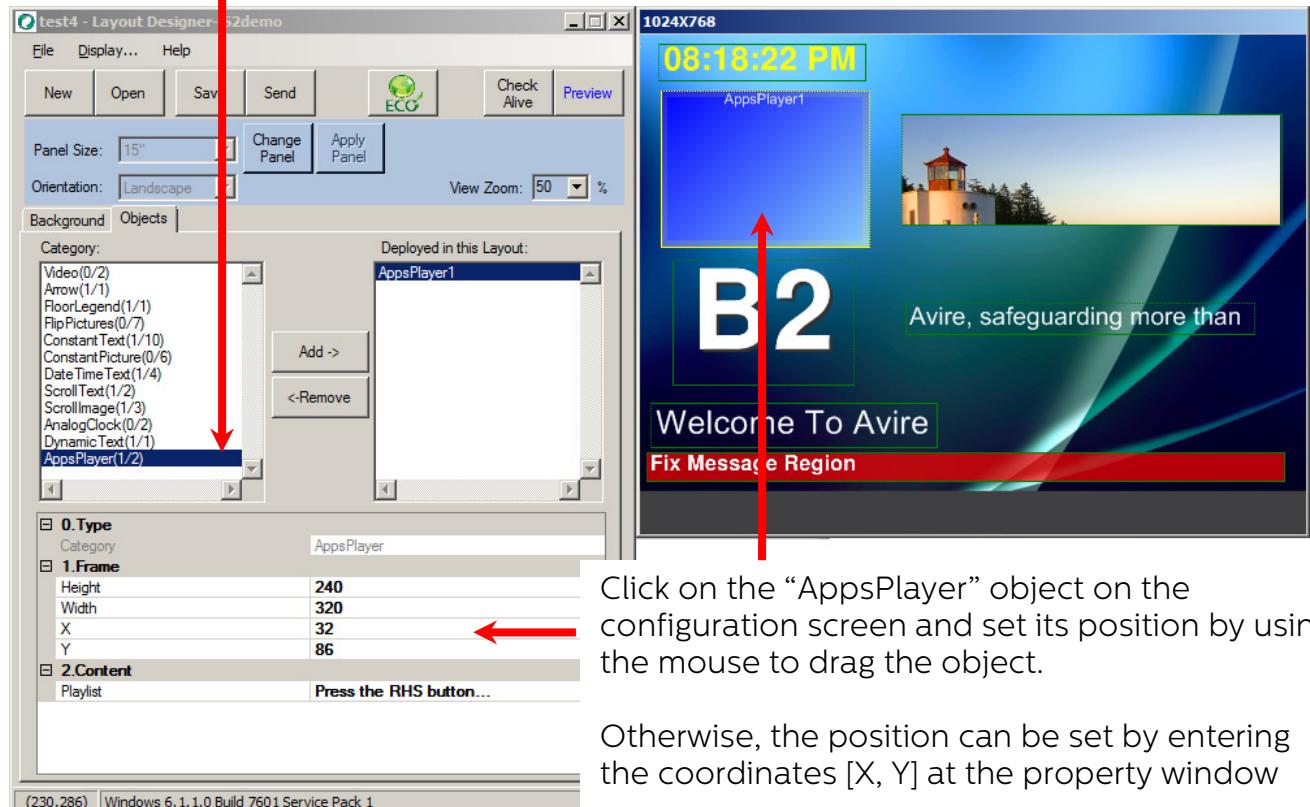
The size of the analogue clock can be changed by moving the mouse pointer over yellow boundary of the object till the mouse pointer changed to a double-arrow pointer and then left-click to drag to the desired size.

Alternatively, key the values in the “Height” and “Width” of the property window.

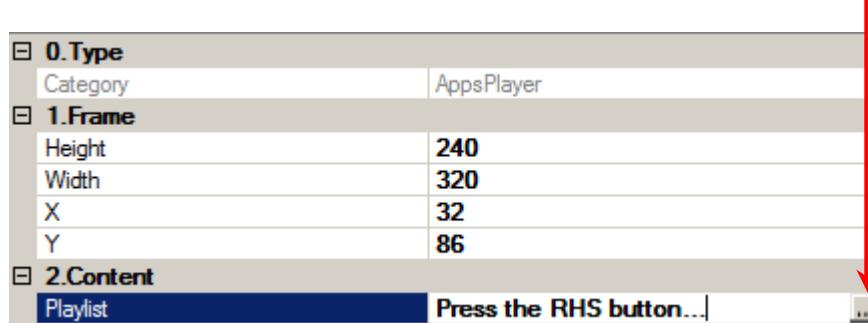
Appendix VIII Configuration of Apps Player Object

This section explains the steps taken to configure the apps player object for a layout.

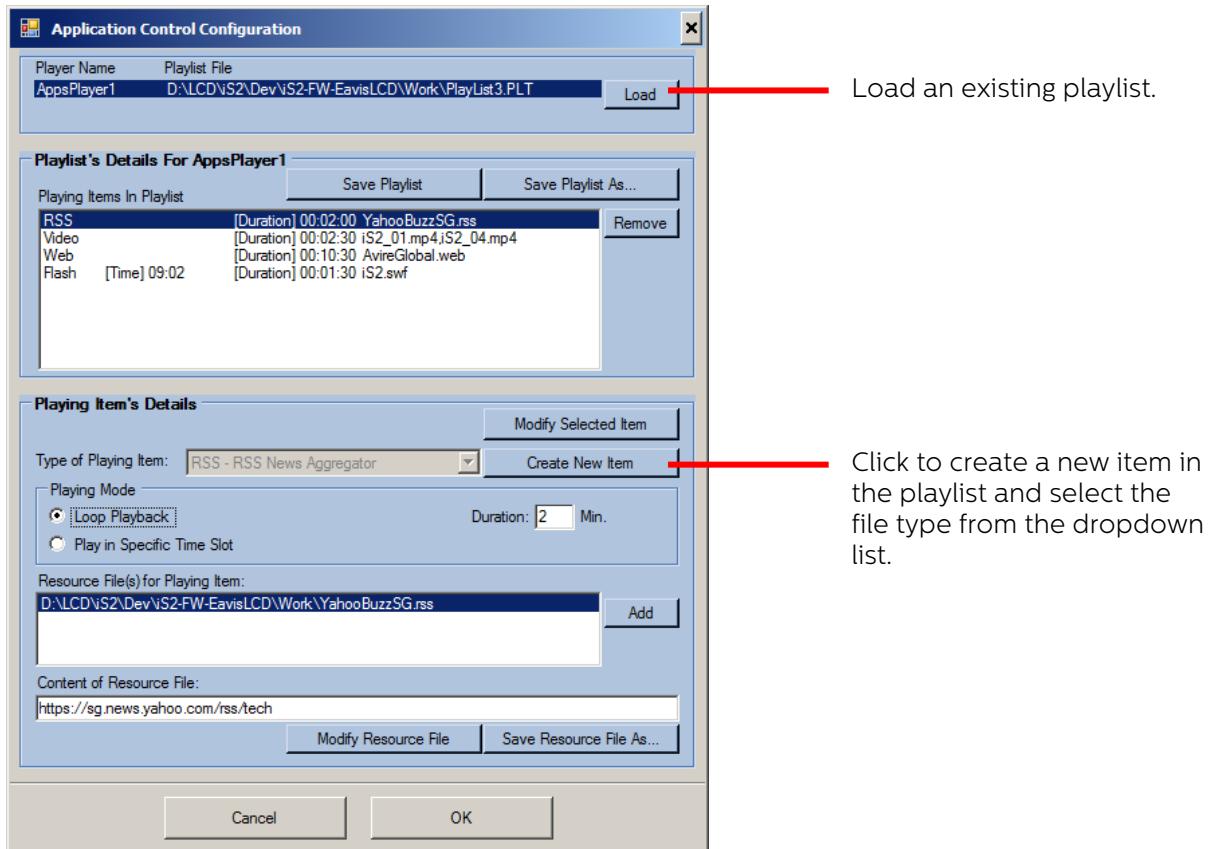
- Select the “AppsPlayer” in the “Category” and double-click to add to the configuration screen. Alternatively, click the “Add” button.



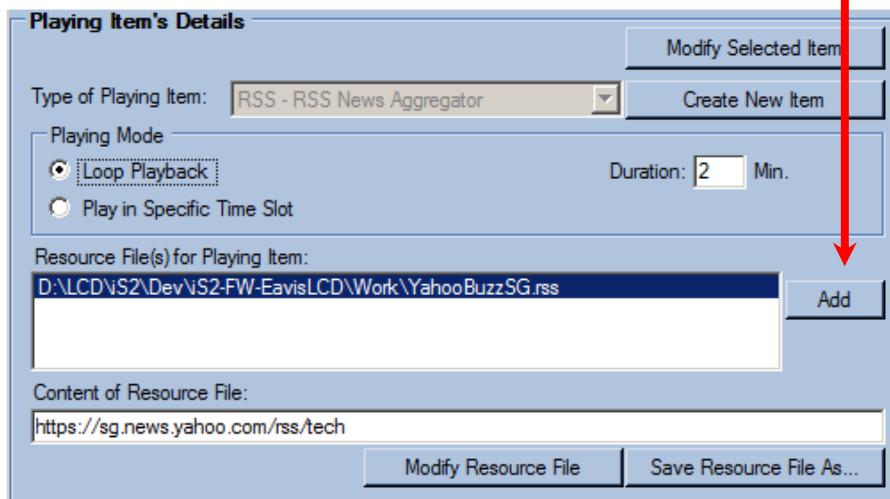
- Click on the RHS button to assign the resource files for the apps player.



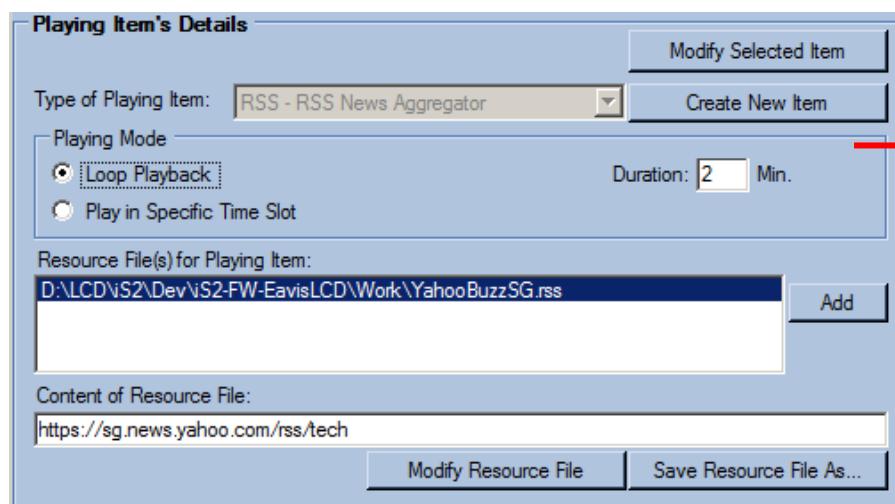
- e. The “Application Control Configuration” window allows the user to assign RSS feed, PDF files, Flash files and webcam streaming for a particular playlist.



- f. Select the corresponding file by clicking on the “Add” button.

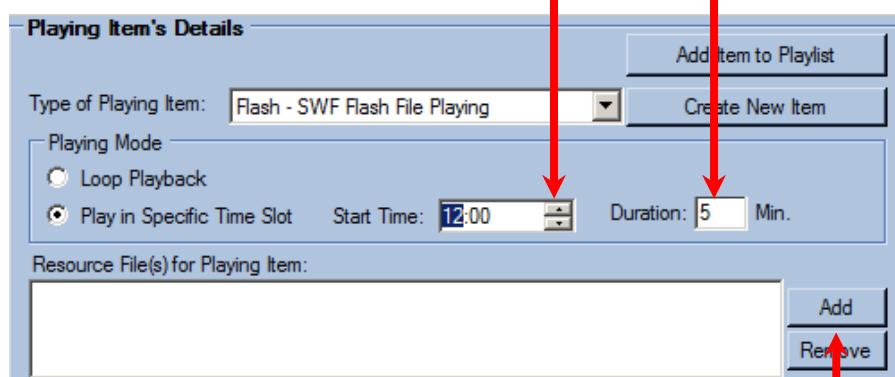


- g. The file can be set to play for a certain amount of time by selecting “Loop Playback”.

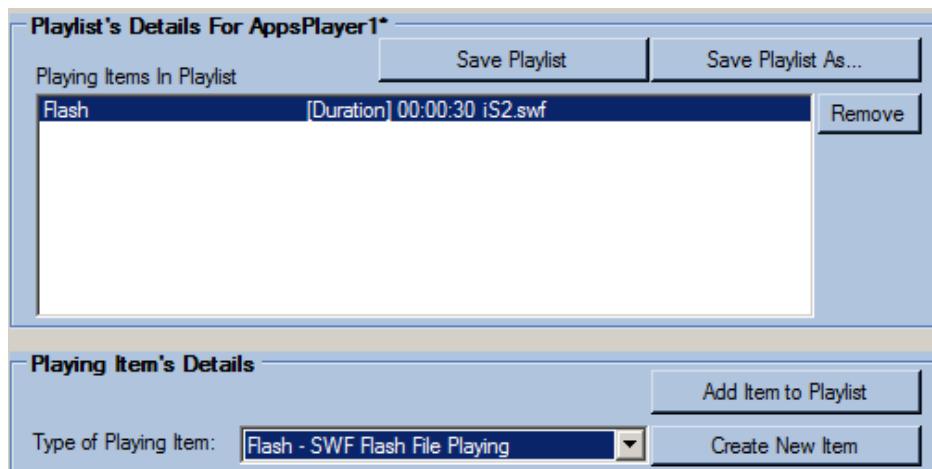


Defines the duration of the file playing.

- h. It can also be set to play at a certain timing and for a certain duration by selecting “Play in Specific Time Slot”



- i. Click “Add” to select the resource file.
- j. After the file is selected, click “Add Item to Playlist” to add to the playlist.



Playlist's Details For AppsPlayer1*

Playing Items In Playlist

Flash	[Duration] 00:00:30 iS2.swf	Remove
-------	-----------------------------	--------

Save Playlist | Save Playlist As...

Playing Item's Details

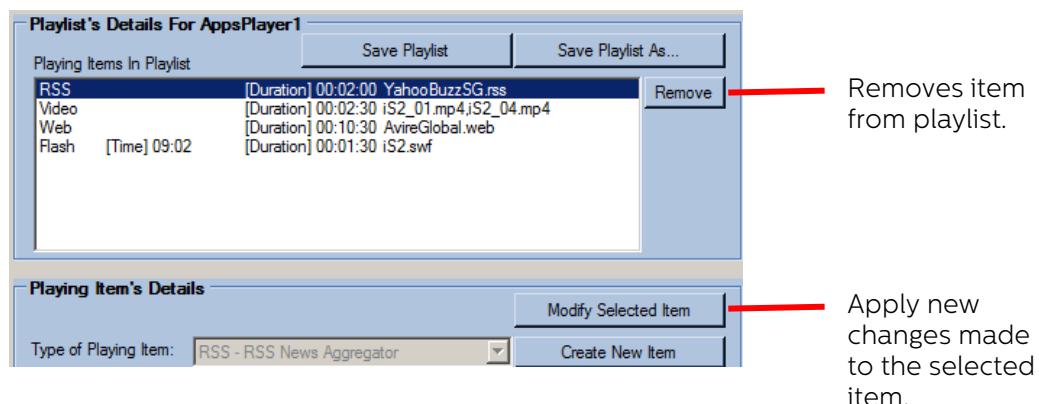
Type of Playing Item: Flash - SWF Flash File Playing

Add Item to Playlist | Create New Item

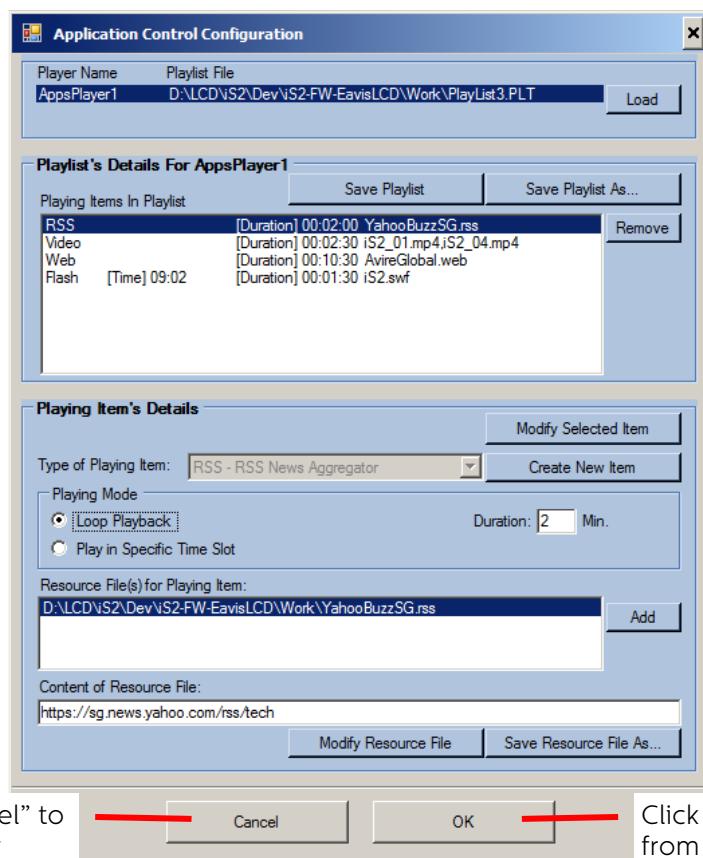
- k. To modify or delete an item from the playlist, select the item.

Click “Remove” to delete from the playlist.

For modification such as reassigning the resource files or changing the duration of playing, make the changes at the “Playing Item’s Details” and then click on “Modify Selected Item”



- l. Click “Save Playlist” or “Save Playlist As” to save the play



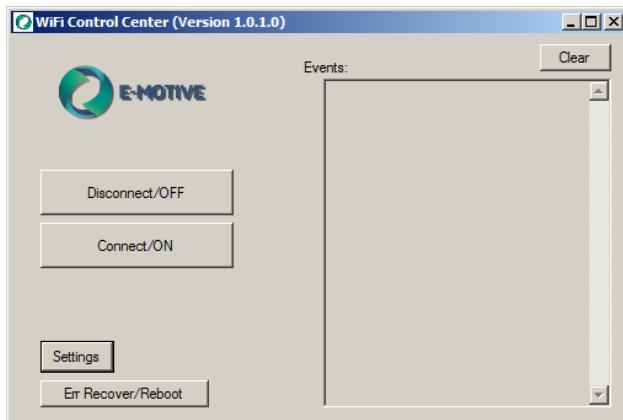
Click “Cancel” to discard any changes made.

Click “OK” to exit from the window.

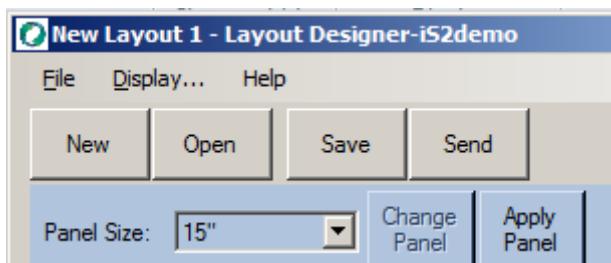
Appendix IX Overview of Layout Update Process

This section demonstrates the quick tutorial on Layout Designer for iS2.

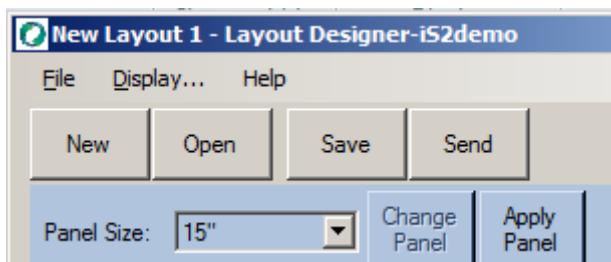
- d. Start the iS2 Layout Designer software.
- e. For remote update through Wifi, please launch the “EmdWifiCtr.exe”. Please click on “Connect/ON” to activate the Wifi feature of the configuration PC.



- f. Load the required layout template by clicking on the “Open” button.



- g. Make the changes to the layout if necessary, based on project requirements.
- h. Click on the “Send” button to update the iS2 with the new content; either through LAN/Wifi or local update (Thumbdriive).



- i. For thumbdrive update, go to the intended iS2 and plug to the USB port. Remove the thumbdrive when it restarts.

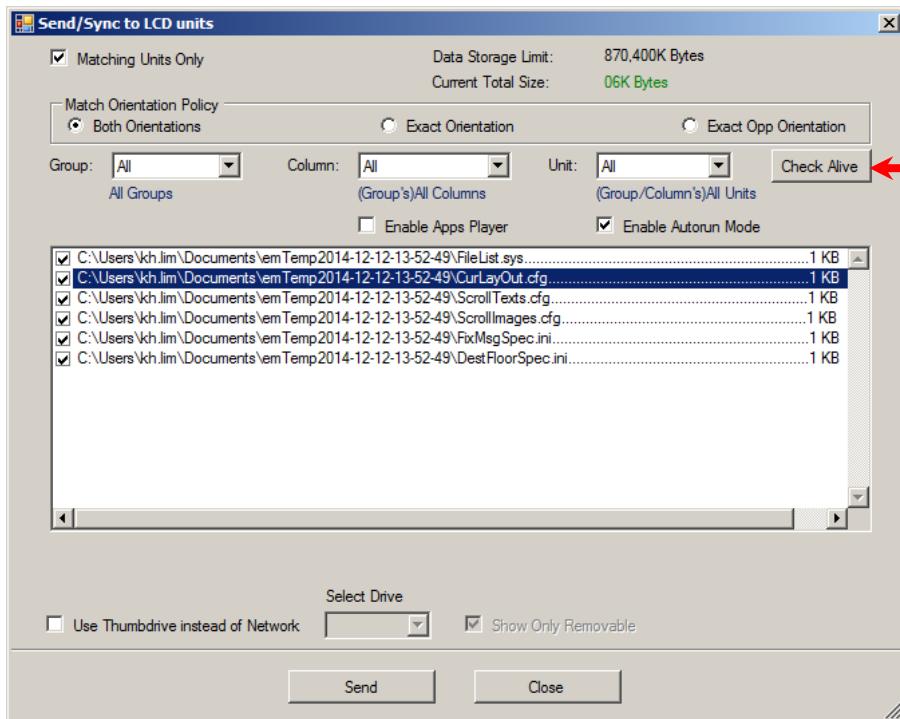
The iS2 will then be updated with the new layout.

- j. For remote update through LAN or Wifi, please do a “Check Alive” to ensure that the intended iS2 is online before sending the layout.

This is especially important when doing Wifi transmission to ensure that proper communication is established.

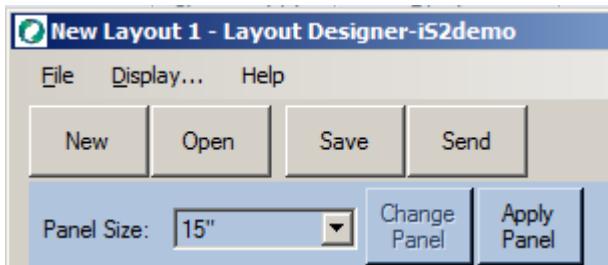
Once the “Check Alive” of the iS2 is successful, select the address of the intended iS2 and click the “Send” button.

For Wifi communication, please ensure that the transmission is 1-to-1 communication.

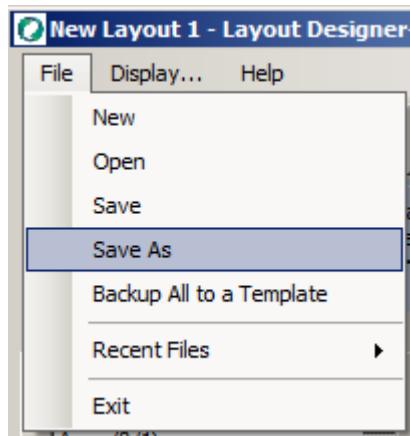


- k. If any change has been made to the template layout, it is recommended to save the layout for future reference.

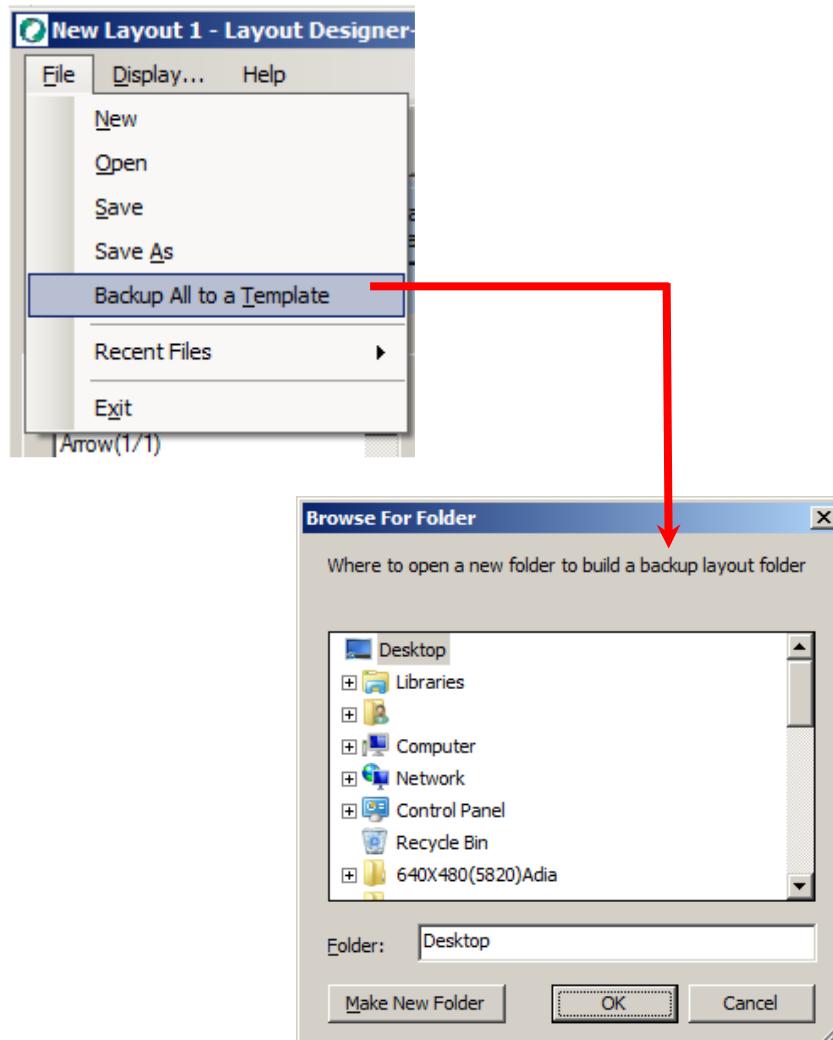
Click the “Save” button to save the edited layout in the local drive.



To save the edited layout as another filename, go to “Display” -> “Save As”.



The template can also be backup to the local drive so that it can be sent to a third party user.





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