SMART PANEL CREATOR

user’s manual

SYMBOLS

The following symbols are used in this document:



This symbol notifies the user about the instructions that must be followed strictly to ensure the correct installation or operation of the product.

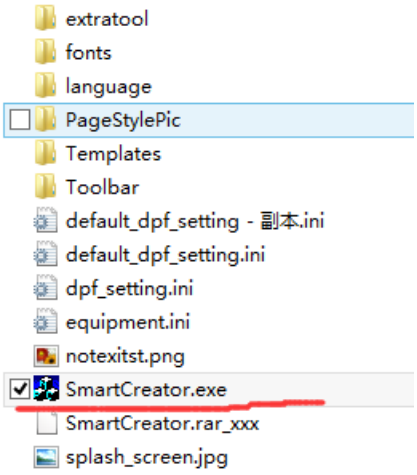


This symbol notifies the user about additional information or optional instructions.

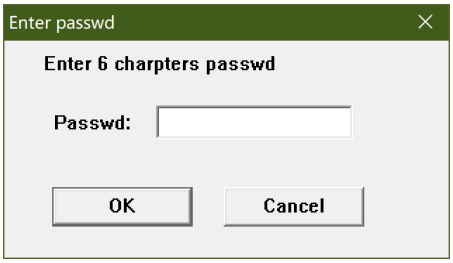
1. Starting:

1.1 Run the software

Find the files folder named “SmartCreator”, open it,

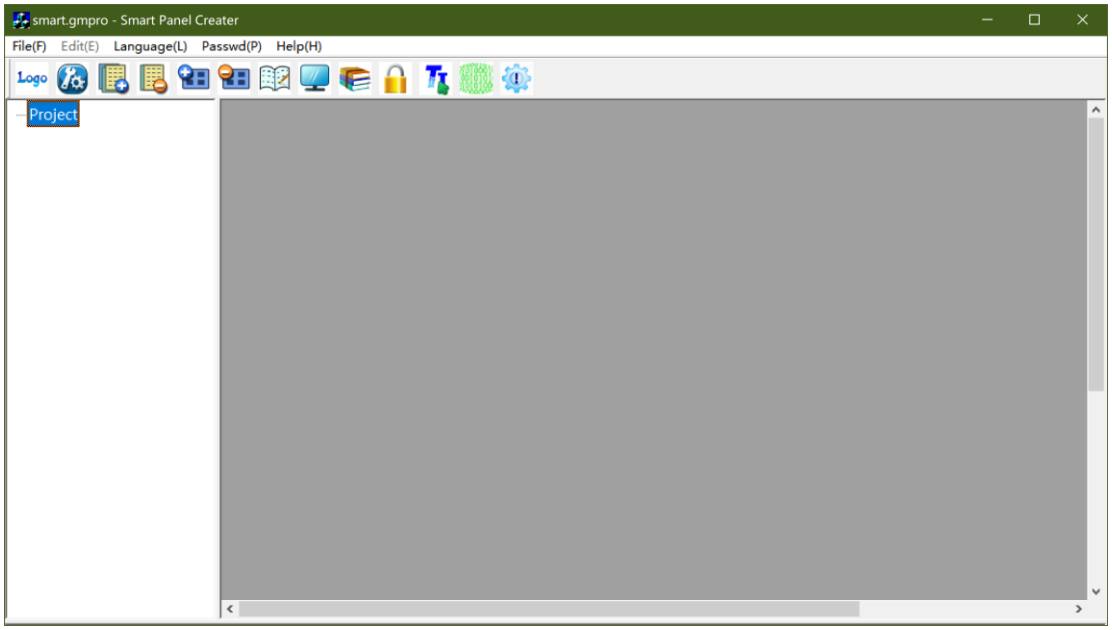


Then double click the “SmartCreator.exe”



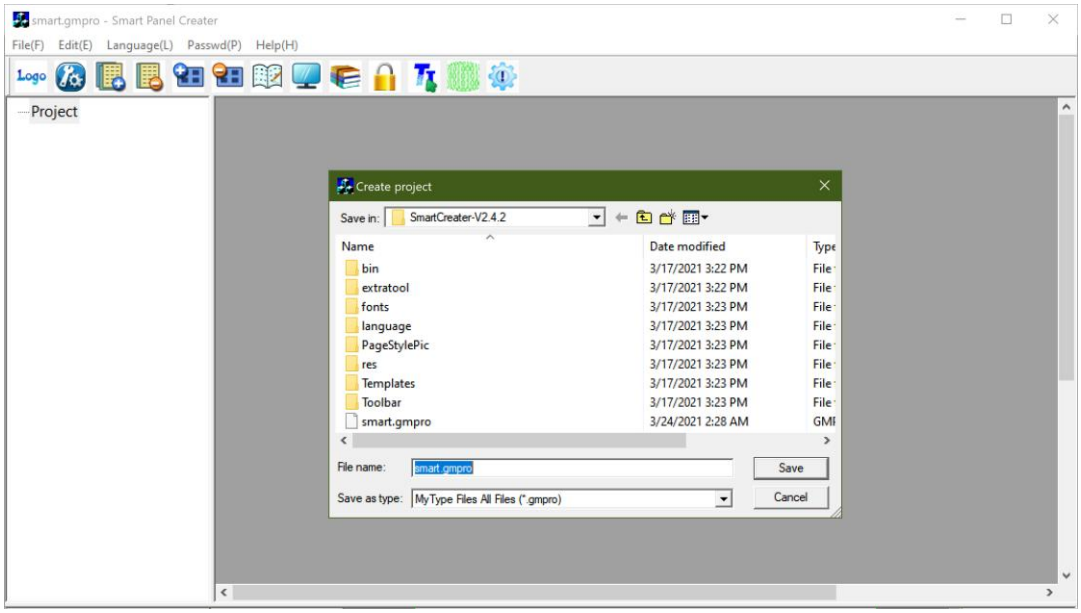
Default Passwd: 888888

The following is the UI of “SmartCreator”:

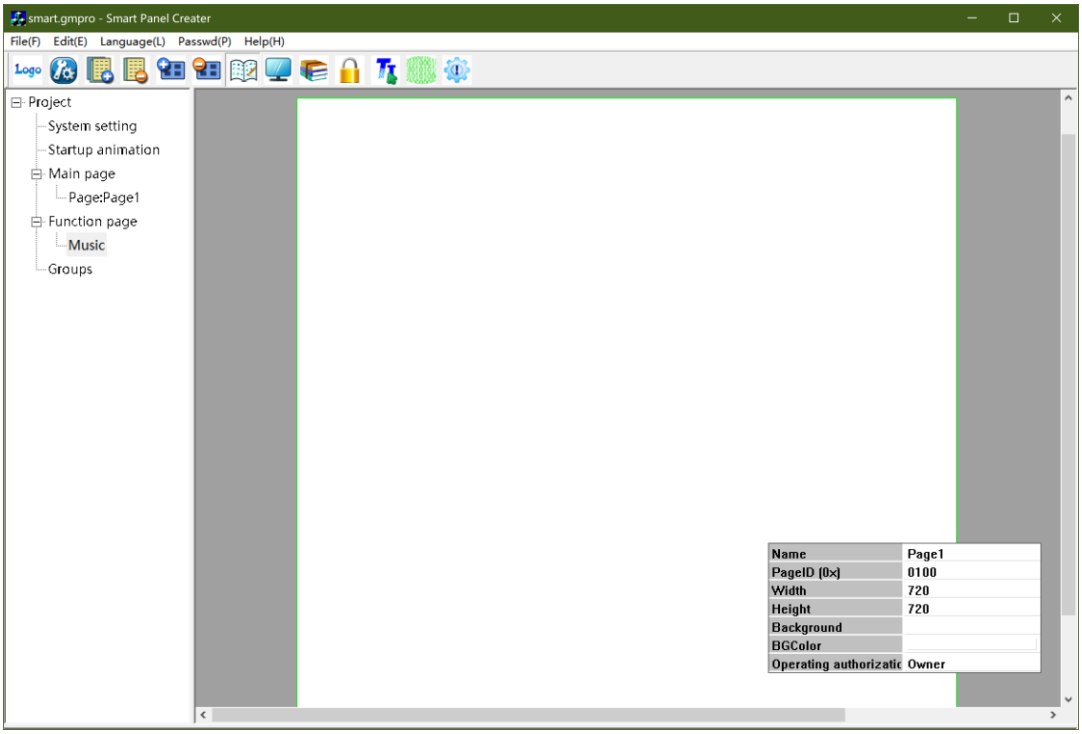


1.2 Create a new project:

Click “file” and click “new project”, the default project file name is “smart.gmpro”. You can rename it and select the folder.

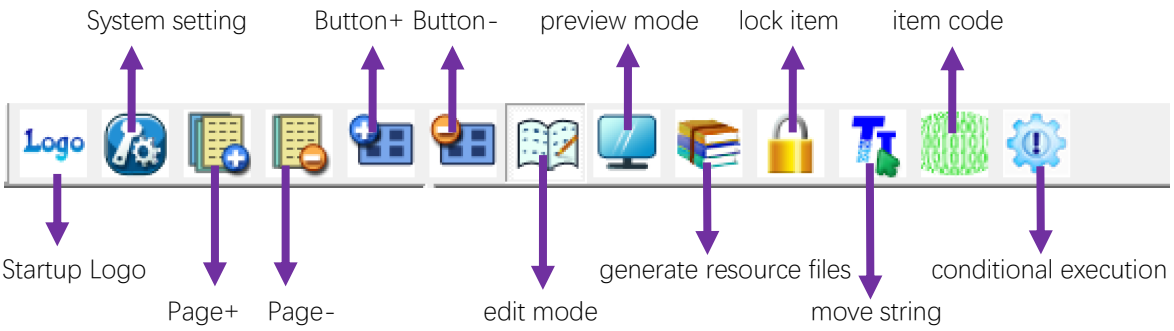


Click “save”

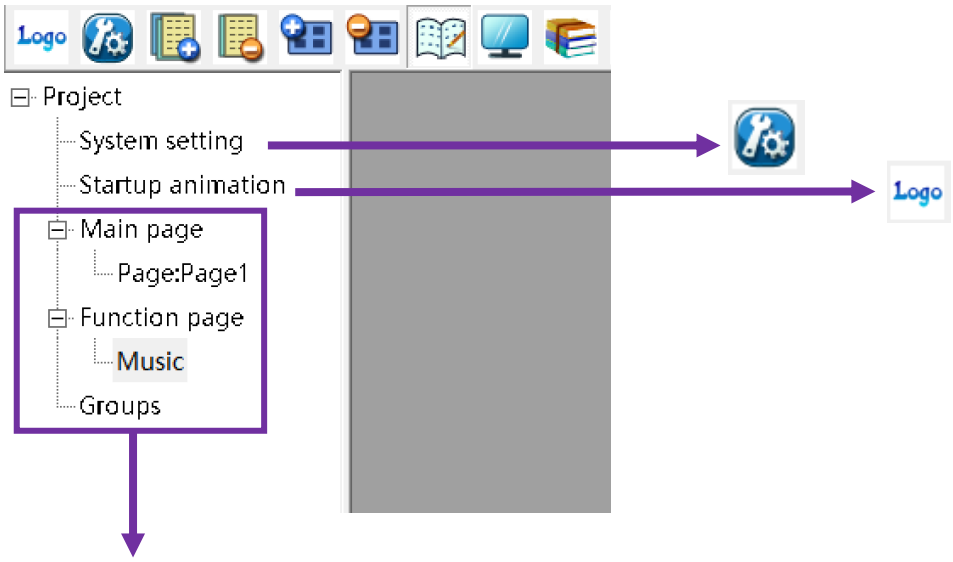


Note: when you create a new project, a folder named “res” will be generated automatically with 4 folders in it. The “icon” folder is for saving page’s background and control pictures, “logo” is for logo pictures, “music” is for mp3 music files, “wall” is for screensaver pictures.

1.3 Introduction of icons



1.4 Introduction of project



Main page: main pages are main control interface that can be skipped back and forth by swiping the screen, maximum of 6 pages can be created.

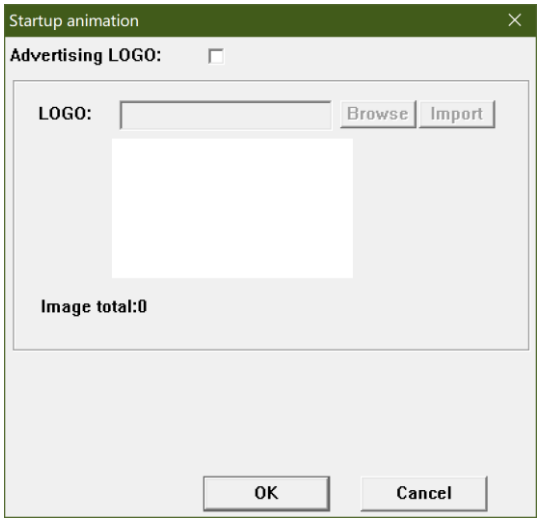
Function page: these pages only can be pop up by press button jumping to, and back to parent page by return button. The number of function pages is not limited.

Music: music page is a built in music player interface, it is belong to function page.

Groups: groups here means several buttons or switches have a certain control association that can be setting as user demanded.

1.5 Starting up logo setting:

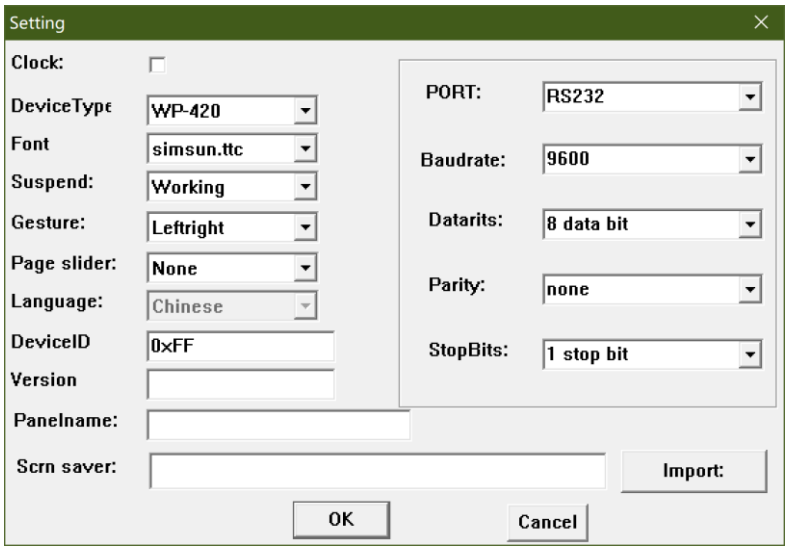
Click 



You can import your starting up logo picture.（format: 720*720）
Another method is to move the logo picture into “logo” folder, the system is default setting the picture in the “logo” folder.

1.6 System Setting:

Click 



Device Type:

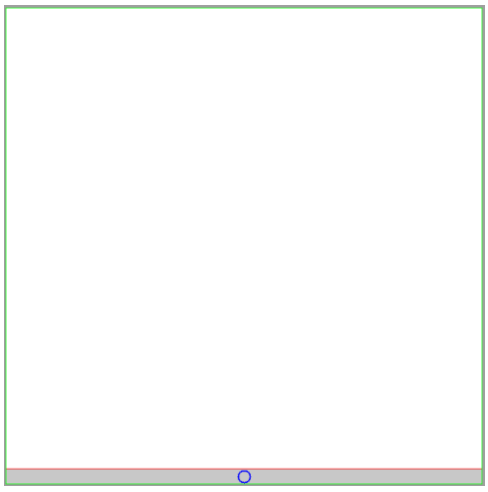
WP-420 is one serial port control panel which is used to control any other unit stand-alone. The options in right select box is just for this model.

WP-430 is used with CMT-100, CMT-200 and CMT-300, the right select box is irrelevant.

Page Slider: for page changing indicator, if you did not need it, select "None"

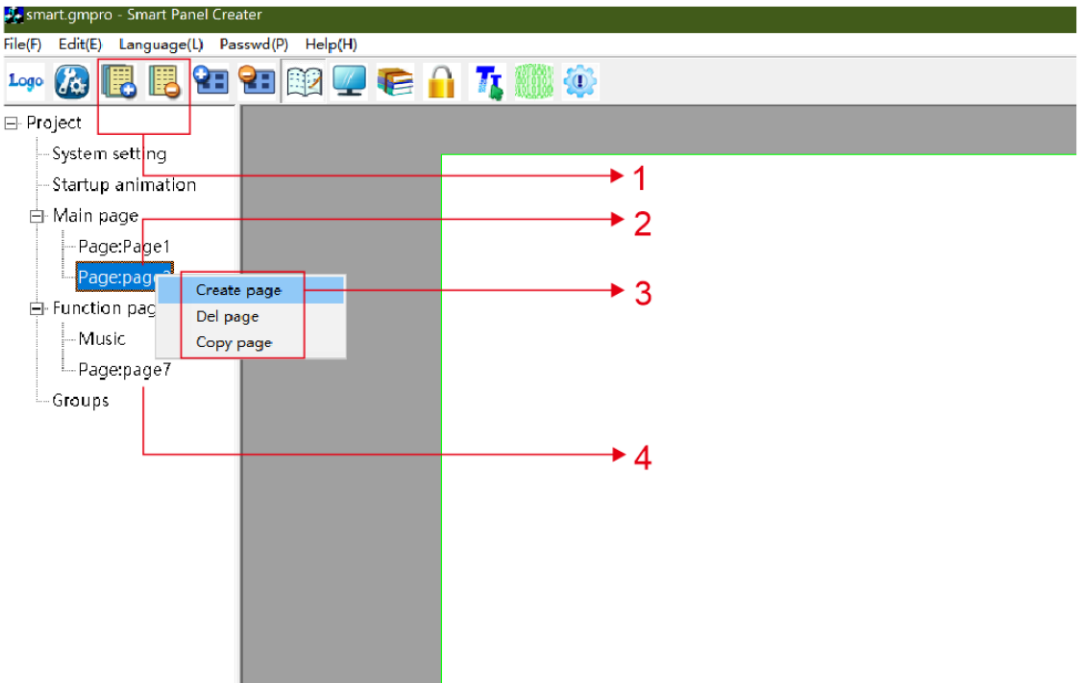
Number 24 or 36 is height of slider.

Following is 24.



2. Pages and buttons

2.1 Page create and delete:



1) Page+ and Page- icon, are used to create and delete page. Click on the Main pages or Function pages at first, and then create or delete corresponding pages.

2) New page2 of Main page.

3) Click on anyone page, then right click, the selection box will appear, it is another way to create or delete page.

4) Create function page, from the page7 beginning.

2.2 Page edit:

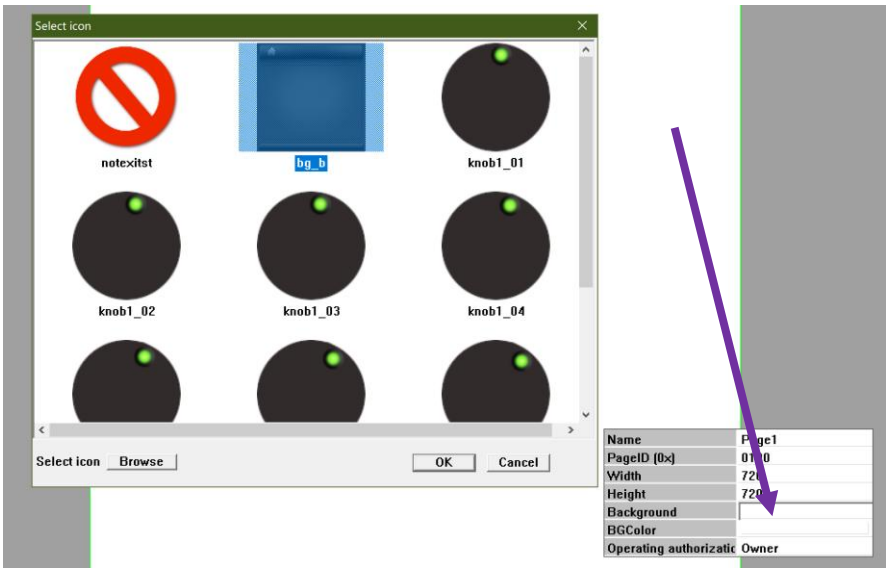
Name	**Page1**
PageID (0x)	**0100**
Width	**720**
Height	**720**
Background	
BGColor	
Operating authorizatic	**Owner**

1) Name and PageID: current page name and ID, name can be renamed.

2) Width and Height: sizes of display, the default setting is 720*720 pixel.

3) Background: background picture setting

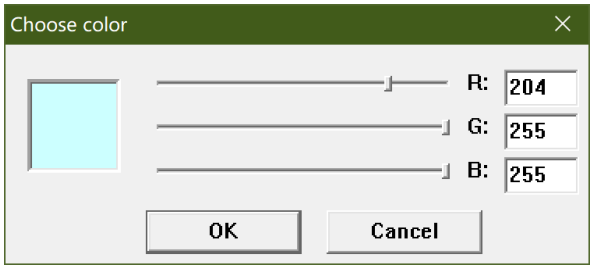
click the blank where is right to Background



Select the picture of background, 720*720 pixel is recommended format.

4) BGColor setting

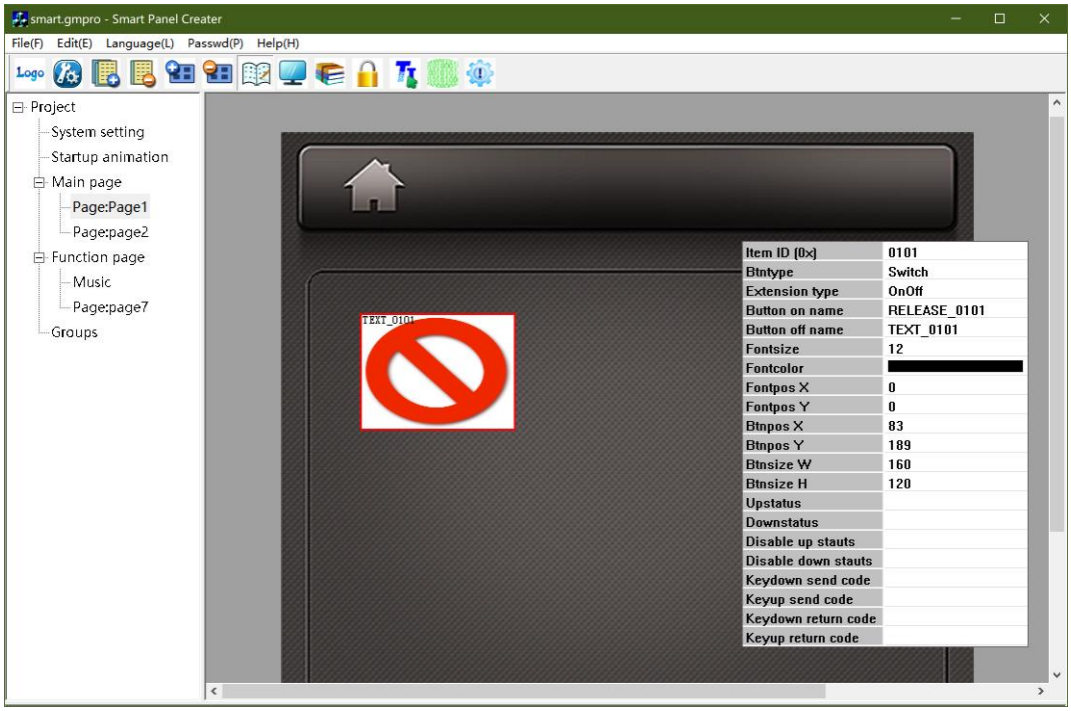
click on the blank where is right to BGColor



Note: background picture is priority to BGColor.

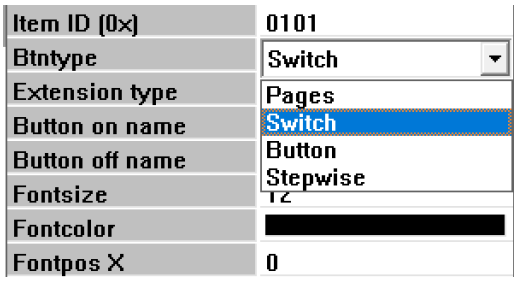
2.3 Button Edit:

Click , add a button



Item ID(ox): 01page, 01button

Btntype: Button types



Button has 4 types, Page(Box), Switch, Button and Stepwise, each type has several extension types for further division.

1) "Switch" has 2 extension types.

"OnOff" type is common self-lock switch with 2 conditions of On and Off.



Up status, down status are switch on and off status images.

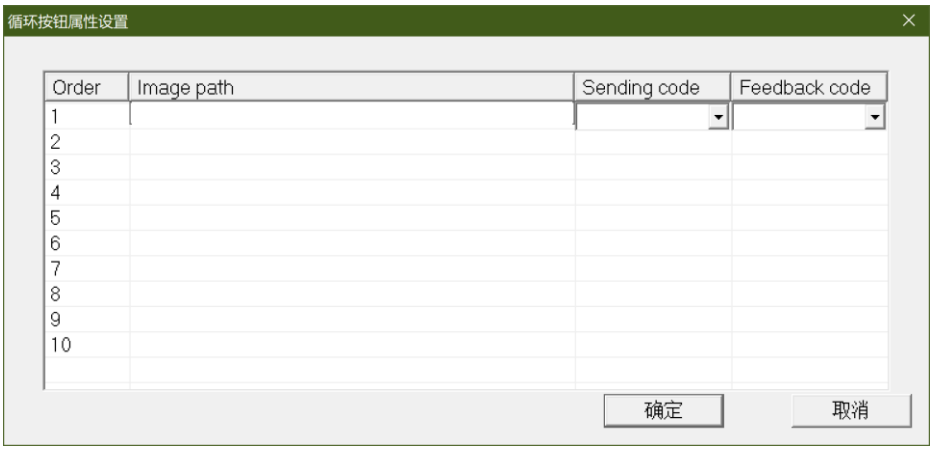
disable up status and disable down status are the images when the switch is in disable mode.

"Loop switch" type is one switch with more than 3 conditions such as a band switch.

Item ID (0x)	0101
Btntype	Switch
Extension type	Loop switch
Btnpos X	59
Btnpos Y	64
Btnsize W	160
Btnsize H	120
Loop status	10
Property setting	

"Loop status" is number of switch conditions.

"Property setting" , click on the right blank, a pop-up window appear.



For setting each switch condition's image and that send and receive codes.

2) “Button” has 2 extension types.

“Press” is common unlock key switch.

Item ID (0x)	0101
Btntype	Button
Extension type	Press
Button on name	Press
Button off name	Matrix
Fontsize	12
Fontcolor	
Fontpos X	0
Fontpos Y	0
Btnpos X	59
Btnpos Y	64
Btnsize W	160
Btnsize H	120
Upstatus	
Downstatus	
Disabled status	
Keydown send code	
Delay(millisecond)	0
Jump to	

Besides 3 status images and send code, “Delay” means the button that you should press and hold for awhile to active,.

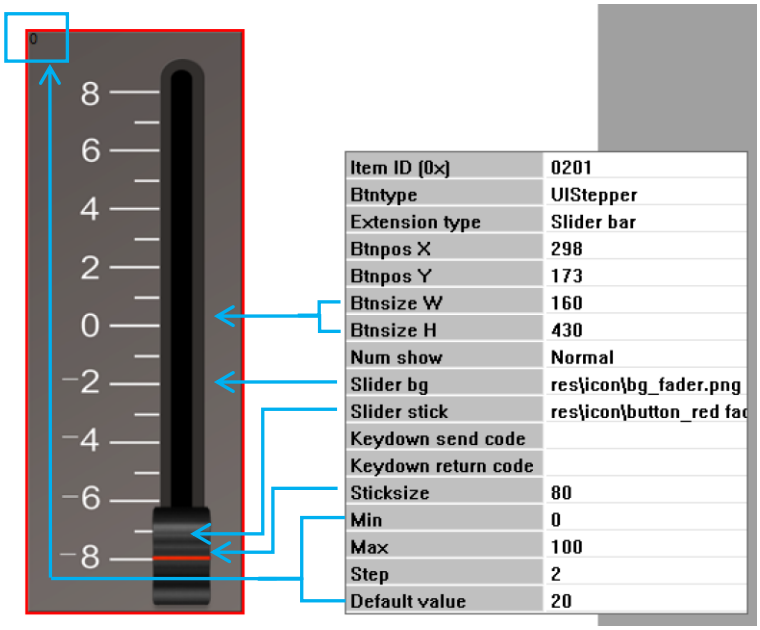
“Jump to” for selecting the other page which will jump to, if it is needed.

“Matrix” type is just used for matrix switcher controlling

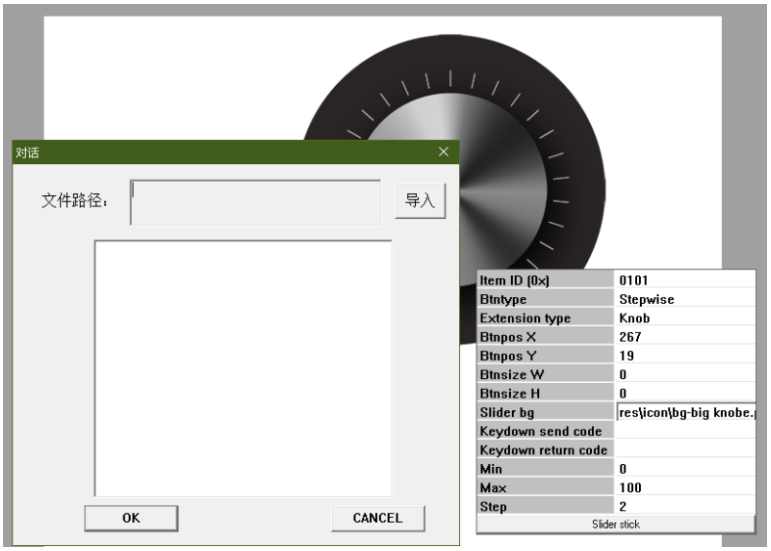
Item ID (0x)	0101
Btntype	Button
Extension type	Matrix
IO	Input
Button on name	Input
Button off name	Output
Fontsize	12
Fontcolor	
Fontpos X	0
Fontpos Y	0
Btnpos X	59
Btnpos Y	64
Btnsize W	160
Btnsize H	120
Upstatus	
Downstatus	
Disable up stauts	
Disable down stauts	
TalkCode	
Keydown send code	

“Matrix” includes 2 subsidiary buttons, input buttons and output buttons. The buttons belong to one matrix switcher should be formed a matrix group(see the page *). The matrix switching operation includes 2 steps, press a input button at first, and then press a output button.

3) “Stepwise” has 3 extension types.



“Slider Bar” is designed for level control like a fader. It is made up of slider stick and slider background, that size can be adjusted. The slider control values are also can be set according to the actually device being.



“Knob” is rotary knob common used for audio or other kind of volume control. It is formed with a knob background and 8 rotary knob pictures with different angle. Normally these pictures are put in a separate folder for easy importation



Item ID (0x)	0101
Btntype	UIStepper
Extension type	Progress
Btnpos X	419
Btnpos Y	171
Btnsize W	60
Btnsize H	300
Num show	Normal
Slider bg	res\icon\bg-s.png
Slider stick	res\icon\2.1.png
Keydown send code	
Keydown return code	
Sticksize	20
Min	0
Max	200
Step	10
Default value	20

"Progress" is progress bar for level control or indication. It is made up of slider stick and background, that size can be adjusted. The progress stick will add upon at step moving.
To integrate slider bar and press button into a group, The slider bar can be used as volume indicator associated with press button control.

4) "Display" has 2 extension types.

Item ID (0x)	0105
Btntype	Pages
Extension type	Image
Fontsize	Text
Fontcolor	Image
Btnpos X	76
Btnpos Y	256
Btnsize W	260
Btnsize H	100
Slider stick	

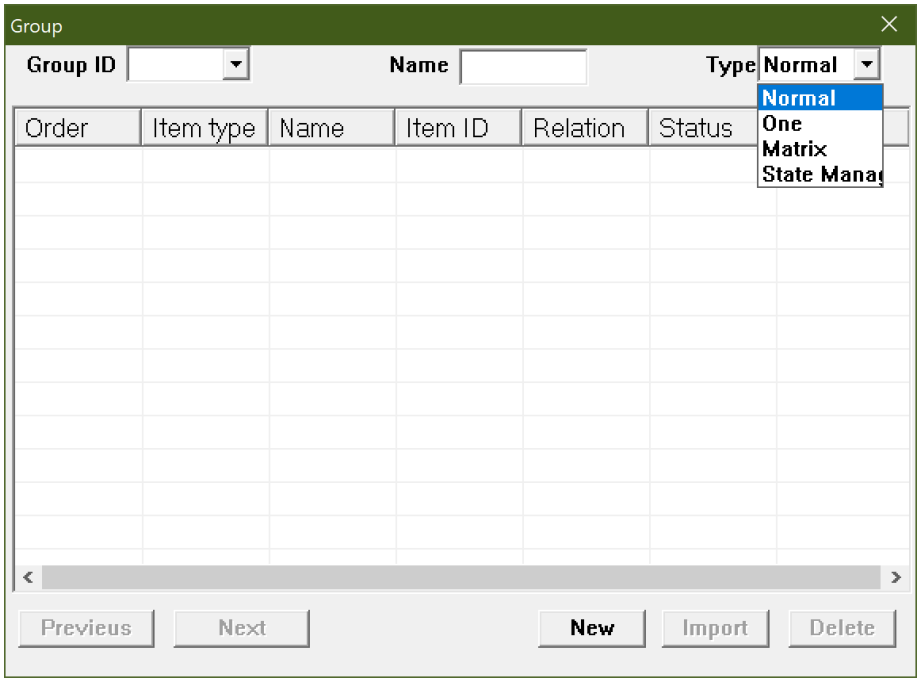
"Image" is for display purpose, it is can be used with other buttons together.
"Text" is for text display

Click , delete a button, or right click on a button, several options will appear.

3. Groups :

3.1 : Interdependent Buttons groups

In order to fulfill Interdependent control function, several buttons should be formed one group and defined control relationship of them.



There are 4 types groups as the different controlling purpose.

1) Normal group

Include one primary(master) button and slave buttons, the master controls slave buttons.

（for example： all on/off switch)

The types of button in normal group could be switch_onoff, button_press, step wise and image.

If all of primary and slave buttons are switch_onoff, each slave button can select action in same or invert status.

Press buttons can be used with step wise or images as a normal group, forming linkage control of press buttons with step wise or images.

There is only one primary button in a normal group.

2) One choice group(one)

Radio buttons group includes several same interlocking on/off buttons. Only one button is on, others are off.

3) matrix group

A matrix group includes input buttons and output buttons within one matrix switcher. Users select one input at first, then select one or more output to finish a matrix switch operation.

4) State manege group

State manage group used to manage button disable state.

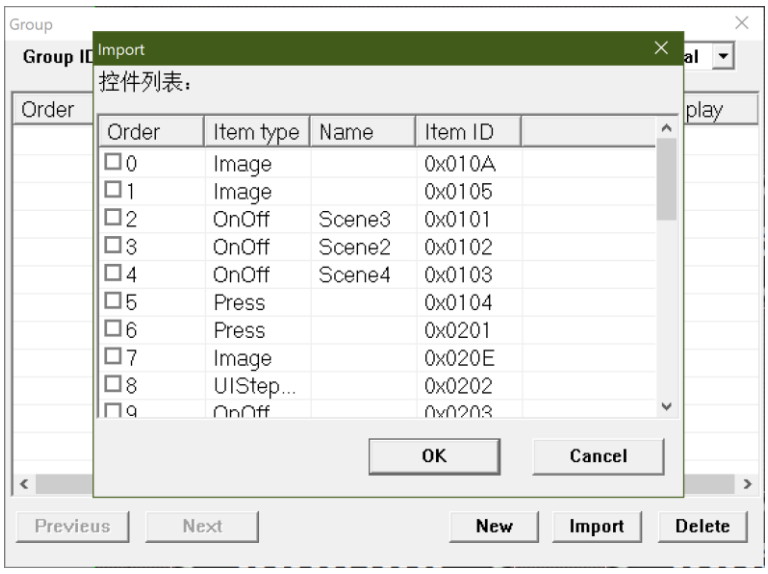
3.2 Setting

When you finish adding and setting buttons, you can click “group” to set groups：

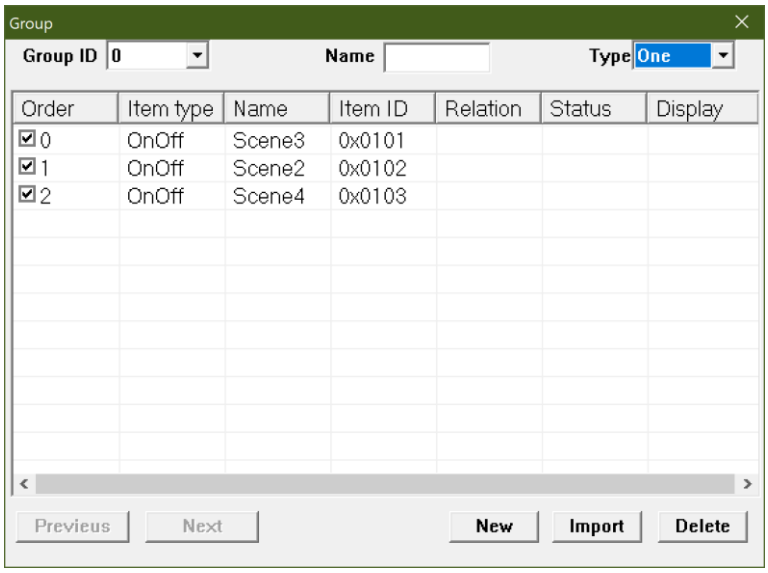
Click “New” button to create a group, name it, select type of group, then import the buttons of this group and setting it.

Setting a normal group:

select the type of group: normal, click import:



Select buttons in the group, click “OK”

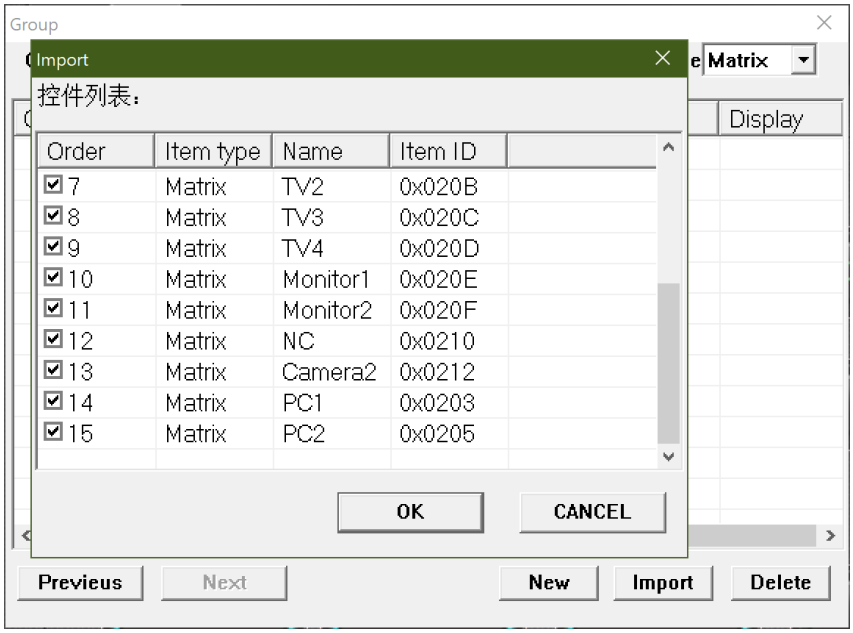


Select relation and status options, setting is finished.

Setting a matrix group:



To select the type of group: matrix, click import:



Select buttons in the group, click "OK", then the setting is ok.

Setting a one choice group:

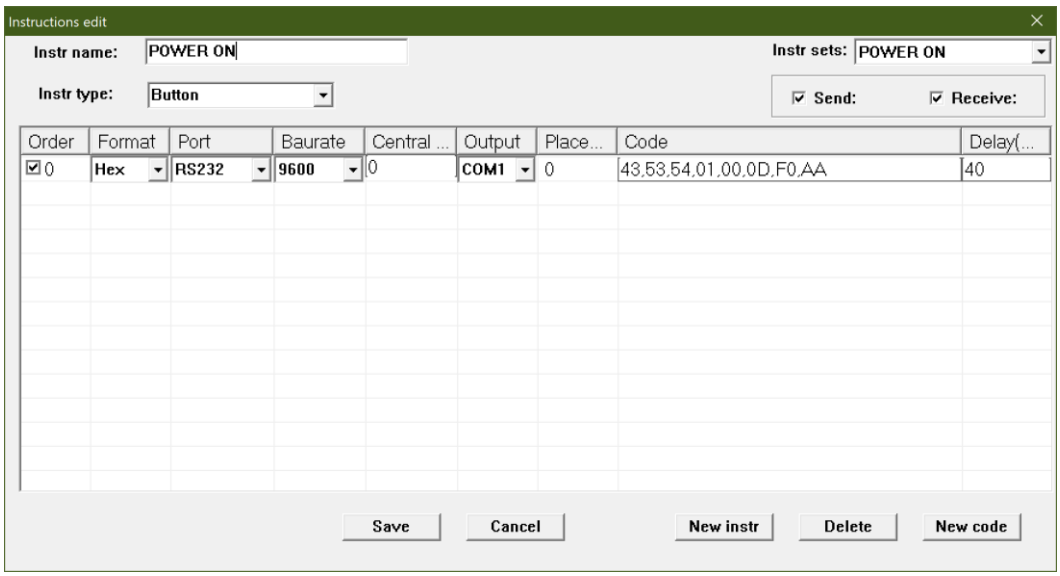
Like matrix group setting, just import the buttons of the group, then finished.

Setting a state manege group:

Select linkage status options.

4. Control Instruction

Double click  , setting control instruction.



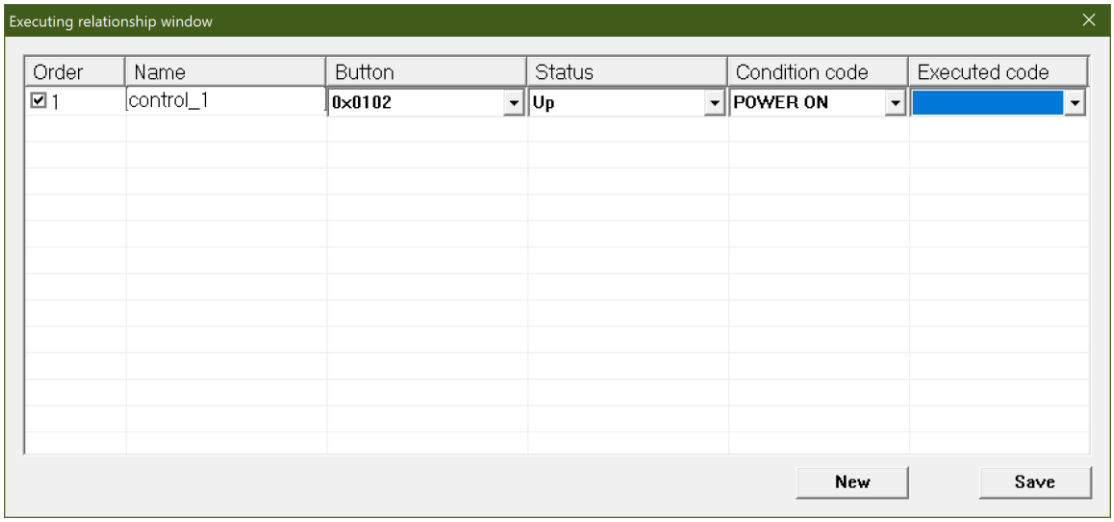
Click “New instr” button, create a new control instruction. “Instr name” is for renaming.

One instruction is not specified for one button function, It is for a task command that can be call by any button. Any one instruction has one or more control codes, between each code, interval delay can be set. “New code” is for add one code.

“Instr set” include all instructions, from this column, you can select any instruction and re-edit it.

Conditional execution

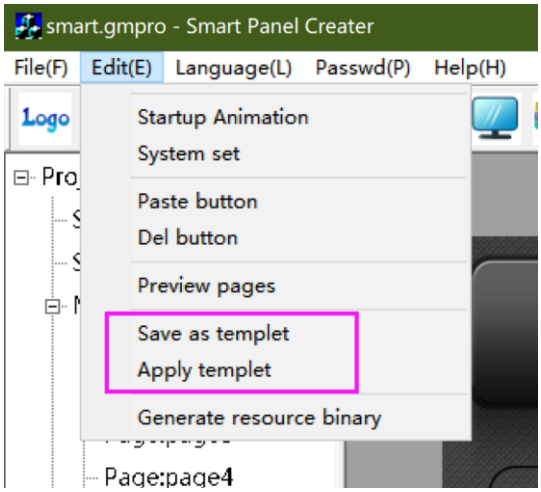
Double click  , setting conditional execution.



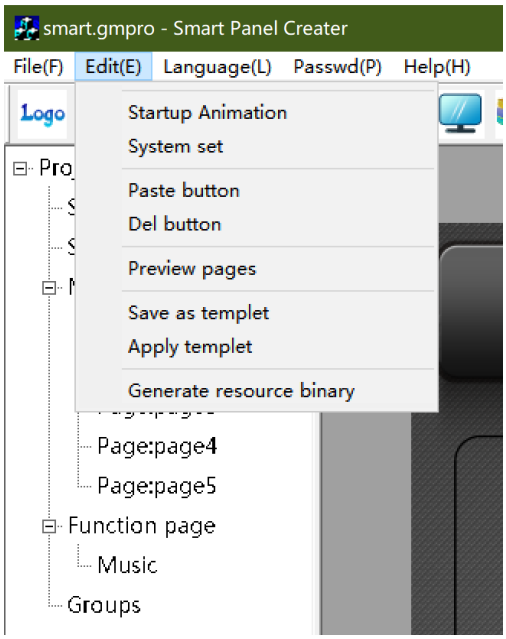
Conditional execution means to execute the command according to the setting condition including received codes and or one button being in the status. These setting can implement some automatic control purpose.

Templet

In the software, user can save one page as a templet, so that in the other project, for the similar function or design, the templet can be applied.

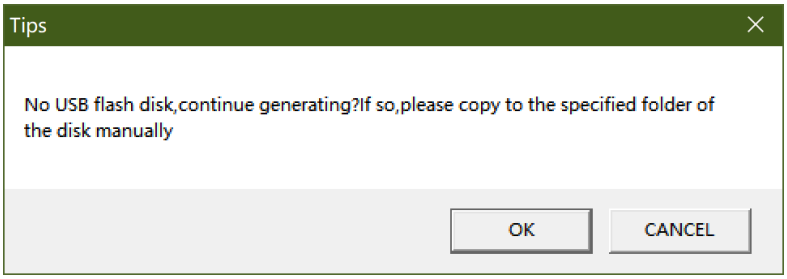


Generate resource binary



One microUSB to USB cable is needed to connect the PC to the flash disk built in smart panel, so resource files can be generated in the panel.

Or, user can generate the resource files in the PC temporally, and then copy the files to the smart panel later.



The resource binary file name is ui_utf_8.xml.