.AV FRAMEWORK

HTML5 CUSTOMIZATION GETTING STARTED

Crestron Electronics, Inc.

R E V I S I O N   H I S T O R Y

Version	Date	Comments	Author
1.0	8/17/2020	Initial Release	AHS
1.1	1/12/2020	Official release	AHS

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1   INTRODUCTION

.AV Framework **Version 6.9** and later supports HTML5 (CH5) for the user interface. This allows developers to customize the user experience and tailor the look and feel based on customer needs.

The AVF-HTML5 project is based on Crestron's HTML5 Template Project. A thorough understanding of the Template Project is required, prior to attempting any modification of the AVF-HTML5 source code.

Please visit HTML5 Developer Microsite for information on the Template Project, as well as details on environment configuration and project use.

The developer microsite is located here:

https://sdkcon78221.crestron.com/sdk/Crestron_HTML5UI/Content/Topics/Home.htm

Review the Getting Started section and then thoroughly review the Using the Crestron Template Project section.

Getting Started:
https://sdkcon78221.crestron.com/sdk/Crestron_HTML5UI/Content/Topics/Quick-Start2.htm

Using the Crestron Template Project:

https://sdkcon78221.crestron.com/sdk/Crestron_HTML5UI/Content/Topics/Template-Project/Use-Template.htm

Once familiar with the Template Project, review the AV Framework section of the HTML5 Developer Microsite. .AV Framework has its own contract for communication between the HTML5 project and the .AV Framework application running on the control system. The contract cannot be manipulated or modified in any way.
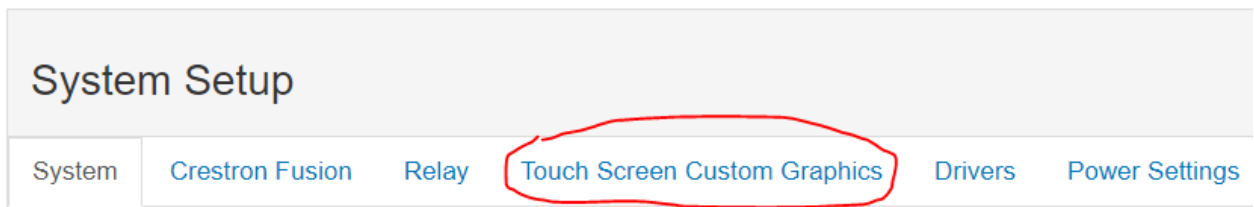
The HTML5 (CH5) contract file is part of the source code archive and is located in the "app->config" folder.

.AV Framework information:

https://sdkcon78221.crestron.com/sdk/Crestron_HTML5UI/Content/Topics/AV-Framework/AV-Framework.htm

2 CONFIGURATION STEPS FOR CONTROL SYSTEMS

1. Ensure the control system is running .AV Framework v6.9 or later.

2. Open the .AV Framework configuration web page on the control system.

3. Go to Configure -> System.

4. Select the "Touch Screen Custom Graphics" tab.

5. Ensure the "Enable Touch Screen Auto Update" feature has been disabled.

6. In the ".AV Framework User Interface Theme" drop-down, select "AVF 2.0 Theme CH5 (New)".

Note: If more than one panel is planned to be used, all panels must be loaded with the CH5 project. A hybrid of SmartGraphics/CH5 is not supported.

7. The default configuration loaded in Step 2 adds a single touch panel at IP ID: 03. If additional panels are desired for testing, add them using the Configure -> Device Management.

3 INSTALLATION STEPS FOR TOUCH PANELS

1. Ensure the touch panel is configured to use a User Project.

   Note: This can be accomplished through either the touch panel web configuration page or the setup menu on the actual touch panel.
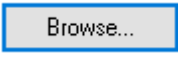
2. Using Toolbox, add or modify the IP Table based on the connection settings configured in the control system.

   Note: The default panel has been configured to use IP ID: 03.

3. Using Toolbox, load the .ch5z file that should have been generated after compiling the custom project.

   a. This can be done using Text Console.
   b. Click the icon and select "Project …".
   c. Click and set the file type to "CH5 Projects (*.ch5z).
   d. Select the .ch5z file provided in the beta package.