

icenter.suite

icenter.media V3.2

User manual

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Change management

Version	Date	Name	Dep.	Changes	Status
1.0	09.02.15	AMR	Product-House	Initial version	Draft
1.1	20.04.15	AMR	Product-House	Added chapter "General"	Released
1.1E	01.06.15	TOB	Project-House	Translation from German into English	Draft
1.2	01.06.15	AMR	Product House		Released

Verification

Version	Date	Name	Dep.	Comment
1.0	20.02.15	DEL	Product-House	Review / 4 Eyes principle
1.1	04.03.15	TOB	Project-House	Review

Release

Version	Date	Name	Dep.	Comment
1.2	01.06.15	AMR	Product House	Released

1 Introduction

This manual describes the purpose and functionality of the icenter.media application for users.

1.1 General information on this manual

Besides the normal explanations this manual also contains the elements "reference" and "warning".



This indicates a reference which provides you with background information, or it can assist you to solve possible



This indicates a warning which must be absolutely respected.

Besides text this manual includes also Images. Crucial sections in Images are highlighted with a red frame, or marked with red text.

1.2 Functional range of icenter.media

icenter.media is a configuration tool, it supports configuring the presentations on Gorba TFT's in most simple manners.

The tool features the possibility to manage contents of PIS (passenger information systems). Layouts and sequences can be defined and determined, when which content should be displayed on the TFT. A further possibility is to display Web contents at a pre-defined window. These contents can be configured by third parties using the icenter.webmedia. Thereby it is possible to separately manage operational and commercial contents.

The basic functional range of icenter.media includes:

- Definition of physical displays
- Definition of virtual displays on a physical display
- Definition of layouts and their contents (PSI information, graphics, photos and videos)
- Definition of events on fulfilment of defined conditions
- Definition of complex Cycles and their content
- Simple pre-view
- Export for the TFT's
- Multi language support
- Client-server application
- Uses the standardised client- user management of icenter.suite

1.3 Requirements

Enabling icenter.media to function on your computer, the following requirements must be fulfilled:

- Background system version 2.0 with reachable icenter.suite gateway must be installed.
- User login for the icenter gateway and the respective authorization to install icenter.media.
- .Net 4.5.1
- DirectX Version 9c

1.4 Compatibility with icenter.media 3.0 and 2.0



Projects, which were created in "icenter.media 3.0" can be imported into "icenter.media 3.2" and there further edited. Icenter.media 2.0 projects are not supported.

2 General

This chapter describes the general and recurrent operating elements of the software.

2.1 System login

After the successful installation of icenter.media; the application can be started via the desktop icon or via start → programs → Gorba → icenter.media.

The icenter.media login mask pops up



Illustration 1:Login screen

Index	Designation	Description
1	Server	Enter the following server URL here: icenter.gorba.com
2	User name	For the user name basically the last 2 characters of the name and the first character of the surname is used: Miller Alexandra = mia The user name is written with lower case characters.
3	Password	The password which the client gets from Gorba is entered here:



If a PC or Laptop is setup new, it is possible that the time has not been synchronised yet. From the server site this is checked on establishing a connection and it could happen that a connection is **NOT** possible, even if everything was installed correctly and username and password fit. Therefore first carry out the time synchronisation.

If the user is authorised to access various clients, then a field appears where the client names can be selected (see below Image). If a user has no authorisation, then the application for his assigned client opens directly.



Illustration 2:Optional: Client selection

2.2 Tool tips

Some elements of the GUI are provided with a tool tip, hover with the mouse over the element immediately (if available) an explanation is displayed.

3 Software Functions

3.1 Preparation

Before a new project is started, a good preparation in regard the following issues are essential:

- Which traffic related information should be displayed? (e.g., route sequence, next stop information, connections security,...)?
- What should the TFT display (Background Images, Images, videos, font type, font size, colour,...)?
- Does it need several cycles (e.g. with conditions)?
- Does it need event cycles? (only a one time pass of a cycle)?
- When should what be displayed how long?
- ...



Create all necessary background Images, advertisement-Images, symbols and videos in advance.

Please note the following requirements (e.g. resolution, format) for the Images and videos under [R1].

3.2 Program structure

icenter.media is structured as follows:

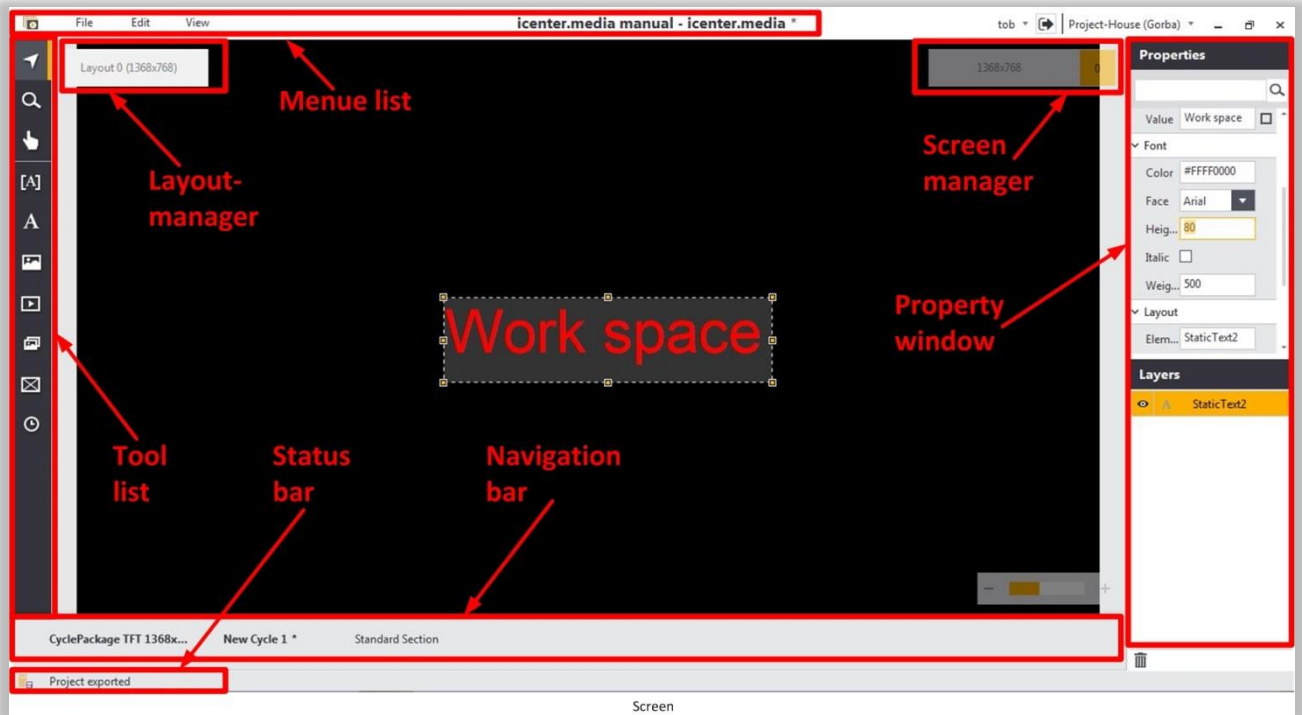


Illustration 3: Program structure

3.2.1 Menu bar

The menu bar is sectioned in "File", "Edit" and "View".

3.2.2 File menu

3.2.2.1 New

Creates a new project existing of:

- Name: Project name, under which the project is stored in the data base.
- Description: Optional Project description.
- Type: Entering the start project (TFT, LED and Audio). Later the project can be extended with additional types.
- Resolution: Selecting the desired resolution

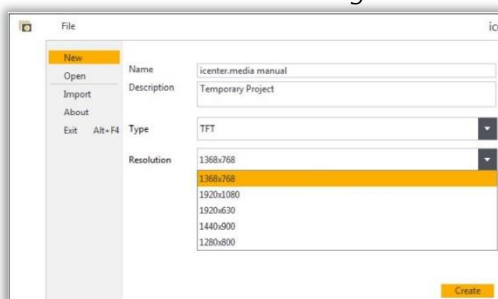


Illustration 4: File/New

By activating the create button a new TFT project is created with a TFT cycle package including a "standard cycle" and an empty layout.

3.2.2.2 Open

Under the tab “last used projects” a list of the last used projects is available and can be directly called via the short cuts.

Under the server tab all available projects saved in the data base are listed. By means of filters projects can be searched and project contents listed.

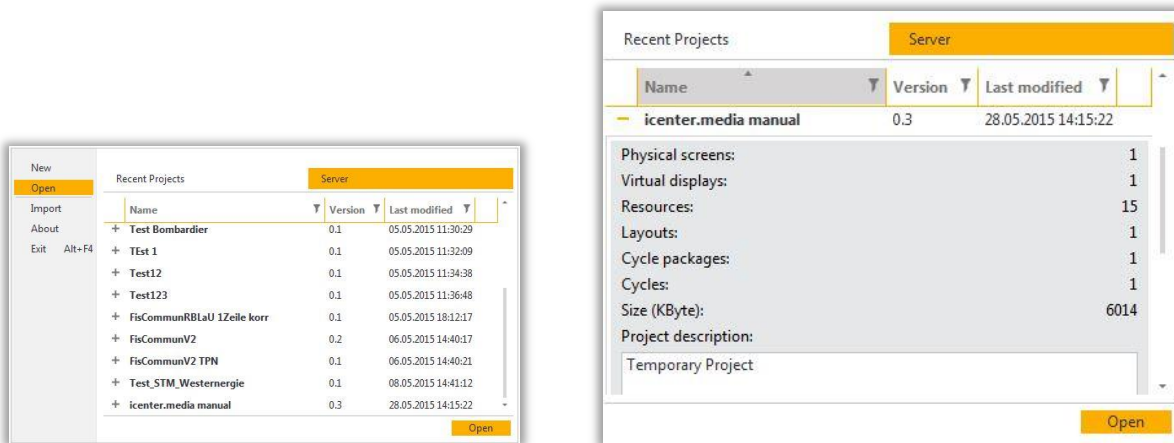


Illustration 5: File/open

3.2.2.3 Save, Ctrl + S

The active project is locally saved.



The saving location cannot be chosen.

3.2.2.4 Check in, Ctrl + shift + S

The project is checked in to the data base as main- or sub version.

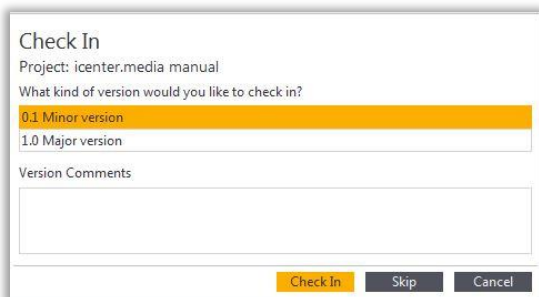


Illustration 6: File/Check in



The selection of the version type is left to the user.

Proposal Gorba:

- Main version: At functional project adjustments
- Sub version: smaller adjustments

3.2.2.5 Check in as, F12

The project is checked into the data base under the desired client and project name.

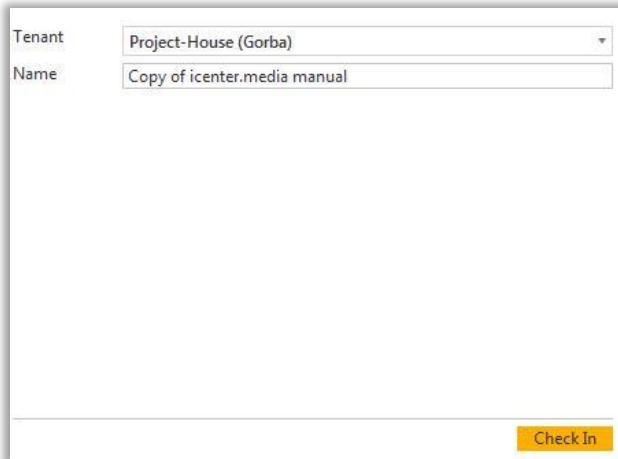


Illustration 7:File/Check in as...

3.2.2.6 Import

Via the import function an existing project (*.icm) is directly imported into the data base.

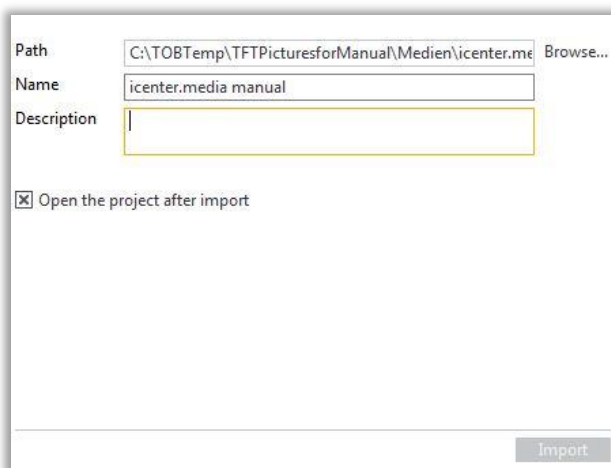


Illustration 8: Import



Via the import function project created as from icenter.media 3.0 can be imported and further edited.

3.2.2.7 Export

3 differing export possibilities are available:

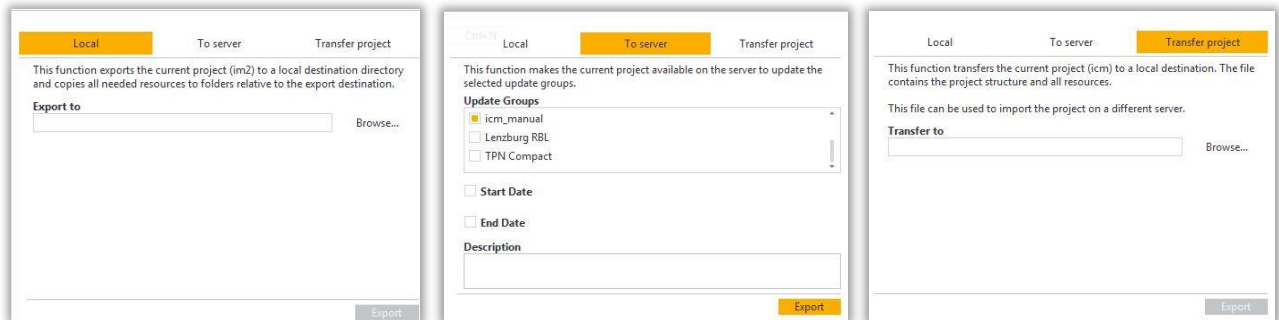


Illustration 9: Export Local, to server and transfer Project

- **Local:**

This function exports the present project (*.im2) into the selected target directory and copies all required resources into files relative to the target directory. (Audio, Font, Images, Symbols, Videos and Pools)



Is used to manually update a TFT.

- **To server:**

This function provides the present project as a download order on the server to the selected update groups.



Is used for the automatic update.

- **Transfer project:**

This function transfers the present project (*.icm) into a selected target directory. The file includes the project structure and all resources.



Is used to export the project to another server.

3.2.2.8 Media

Under this menu item the media files which are available to the user enabling him to create the layouts are managed.

There are 5 types of media:

- Images: Background Images, Images for advertising, (bmp, gif, jpg, jpeg, png, egr, egl, egf)
- Videos: videos for advertising (asf, avi, mpg, mp2, mpeg, mp4, wmv)
- Symbols: Transfer symbols line-symbols, ... (bmp, gif, jpg, jpeg, png, egr, egl, egf)
- Audio: Announcement texts, Gong, (mp3, wav)
- Fonts: Windows font, LED-Fonts (ttf, fnt, fon, otf)



Media can be added to, or deleted in the respective folders.

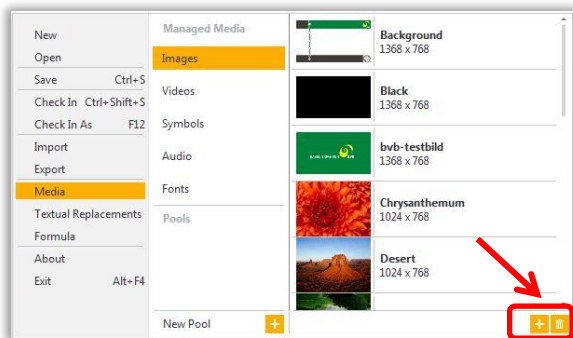


Illustration 10: Data/Media

Additionally there is the possibility to create one or multiple pools. In these pools one can deposit advertisement- and information Images as well as videos in the required sequence to be later played in the Layouts. The sequence can be changed later on any time by "Drag & Drop". The number of included media is indicated in brackets.

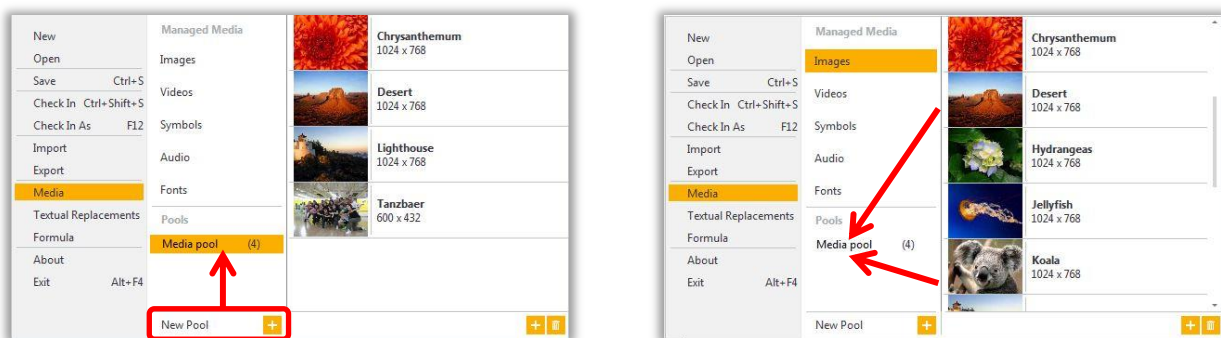


Illustration 11: Pool



Rel3.2: Changing the sequence is done by "re-naming" of the file name. We suggest that the files be named either in alphabetic or numerical order.

3.2.2.9 Text replacements

The text replacement table is usually used for line number - replacement (showing special text or a graphic instead of a line number). The following fields must be filled in:

- **Nr:**
Line special character Index from 1 to 99 (DS001a)
- **Text/Symbol:**
Input box for the Line replacement text or symbol. The change is done by clicking onto the text or Image symbol.
- **Description:**
Optional field

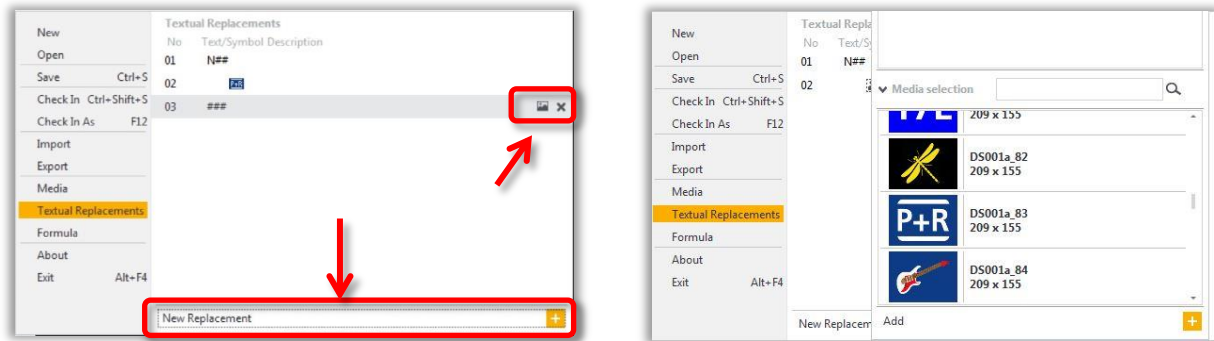


Illustration 12: File/Text replacement



The filled in table is exported as Codeconversion.csv .



Rel3.2: For special customer specific requirements the "special text" function can be accessed.

Filing of the file: ..\config\protran\specialtext.csv

⇒ Please contact the Gorba project manager.

3.2.2.10 Formulas

icenter.media 3.2 onwards already contains the most frequently used formulas. The list of formulas can be extended with customer specific formulas.

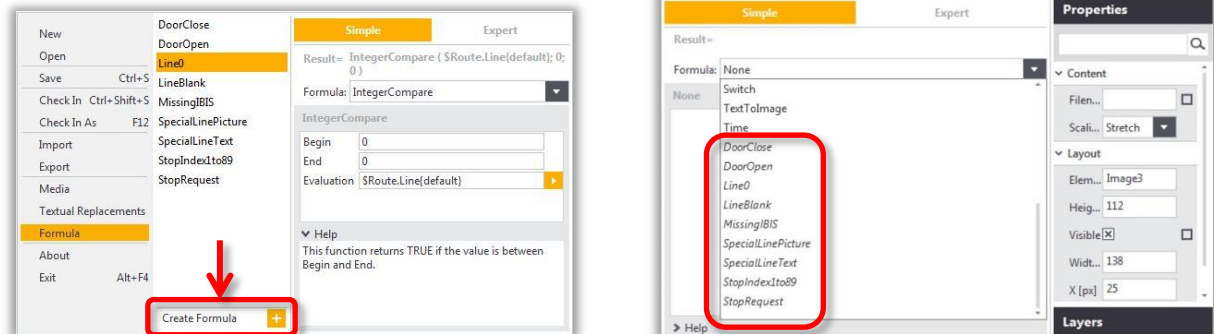


Illustration 13: File/Formulas



All pre-defined formulas are available to the users at any time.

3.2.2.11 Info

Displays the version number.



Illustration 14: File/version number

3.2.2.12 Exit, Alt + F4

The program is exited. If the project was not saved the user will be warned.

3.2.3 Menu edit

Under menu item "Edit" one has the possibility to undo the last changes or to restore it. Layout-elements can be marked, copied, inserted or deleted.

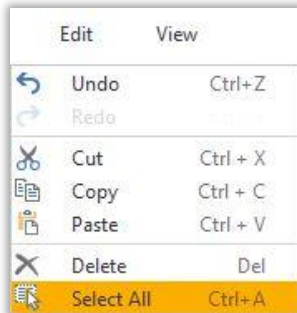


Illustration 15: Edit

3.2.4 Menu View

Under menu item "view" the (Pre-view) simulation and "Edge Snap" as Layout support function is started (automatic snap/lock) is activated and deactivated.



Illustration 16: View

3.3 Tool-List

In the tool list all available Layout-elements and support-tools are listed.



With "Move" (V) 1 or multiple selected elements can be moved.



With "Zoom" (Z) enlarging and minimising is done.



With "Hand" (H) the whole workspace is moved.



A random dictionary element is assigned to a "dynamic Text" (D) element.



The "static Text" (T) is applied as simple Textbox.



A managed Image is assigned to a "Image" (I).



A managed video is assigned to a "Video" (M).



To the "Symbol list" transfer symbols are assigned.



To a "Frame" (F) a Pool is assigned. (1 frame per Layout)



With "Analogue clock" an analogue clock is assigned (Digital clock see chapter 6.3)

3.4 Layout-element property window

In the property window all available attributes of the selected layout-element are evident and editable. The window is partitioned in:

- Content:
- Font:
- Layout:

3.5 Layout-Element section

In the section window, the priority of the layout-element is assigned. The top element has the highest priority.



The sequence can be changed at random with "Drag & Drop".

3.6 Cycle navigator

With the explorer you can navigate through the cycle packages to the desired cycle. To the cycles so called sections are attached, which again can depend on various conditions. 2 different Cycle types are used:

- Event Cycle
- Standard Cycle

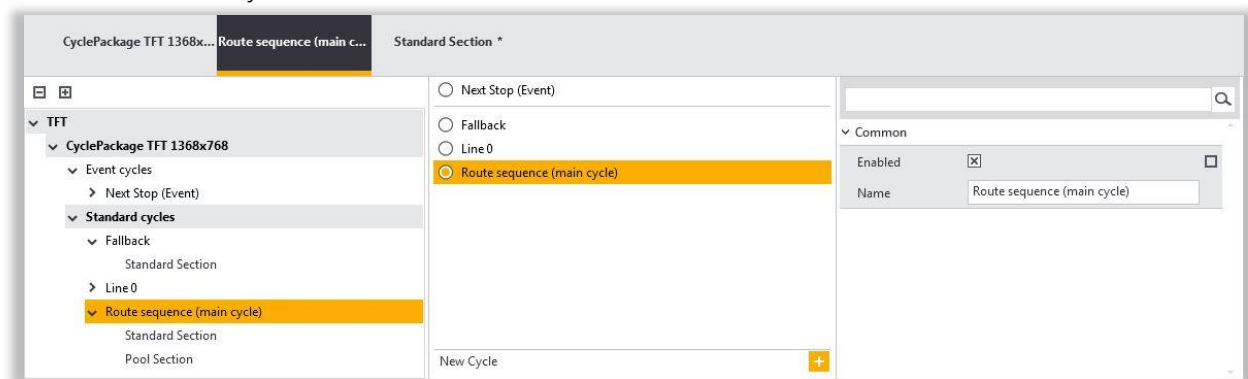


Illustration 17: Cycle- and Event-navigator

3.6.1 Event Cycle

An "Event cycle" is only passed through once.



An "Event Cycle" has the highest priority it interrupts a standard cycle.

3.6.2 Standard Cycle

The "Standard Cycle" stays active until the condition is not fulfilled anymore.



The sequence of the created cycles corresponds to the priority.
The "Main Cycle" always has the lowest priority and therefore is also placed at the bottom of the sequence.



Please consider that per cycle package there is only one "Main Cycle". It is not allowed to link this "Main Cycle" with a condition (formula).
But it is compulsory to link all other Standard cycles with a condition (formula).

3.6.3 Section

To a Cycle a section or multiple sections are allocated. Each section can again be dependent of a condition or conditions and is linked to a layout with chronological display duration.

There are 5 varied section types:

- Standard section:
- Image section
- Video section
- Pool section
- Multi section



The sequence of the created sections correlates with the priority.

3.6.3.1 Standard-section

In the "standard section" the chronologic display duration of the layout and if required a condition is assigned.

3.6.3.2 Image section

In the "Image section" the chronological display duration of the layout and if required a condition is assigned. In addition the file name (including the file extension) of the selected Image and the frame ID has to be registered.

3.6.3.3 Video section

In the "video section" the chronological display duration of the layout and if required a condition is assigned. In addition the file name (including the file extension) of the selected video and the frame ID has to be registered.

3.6.3.4 Pool section

In the “pool section” the chronological display duration of the layout and if required a condition is assigned. In addition a desired Pool name must be assigned and the frame ID has to be registered.

3.6.3.5 Multi-section

In the “multi section” the chronological display duration of the layout and if required a condition is assigned. In addition the desired content has to be registered.



The entry in the “frame” field must correspond with the frame ID.
“O” means display in full screen mode.

3.7 Work space

In this section the layout is assembled.

3.8 Context menu

Many functions are directly accessible via a context menu (right mouse-click). (see chapter 8.3)

3.9 Layout manager

By clicking onto the layout selection icon on the work space, a new layout can be created, duplicated, renamed or deleted.

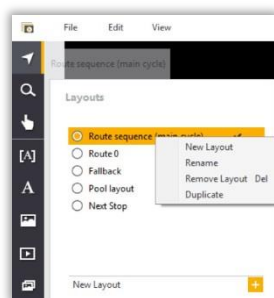


Illustration 18: Layout manager

Is a layout created, you can now select the desired layout element in the tool list and draw it up on the work space. The respective attributes are visible and editable in the property window.

Depending on the layout element the required type has to be assigned (e.g. stop, line, destination....).

Thereto, for the “dynamic text boxes [A]” automatically the complete selection available from the so called “dictionary”.

For Image  or Video  all files from the managed media are available.

The last used types/files are always listed on top.

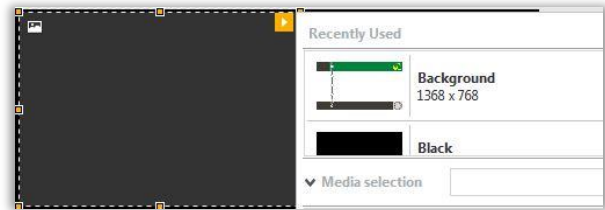
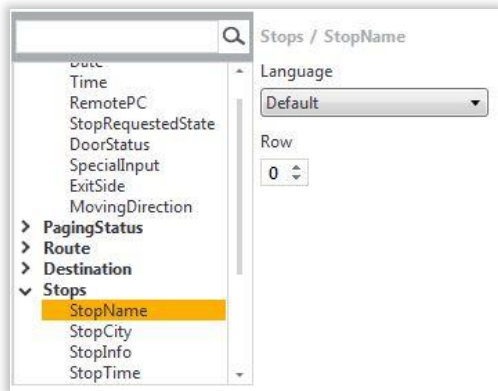


Illustration 19: Assignment



The complete dictionary list and its meaning are described in chapter 8.2 .

3.10 Screen-manager

By clicking onto the screen-manager icon on the work space a new screen can be created, duplicated, re-named or deleted.

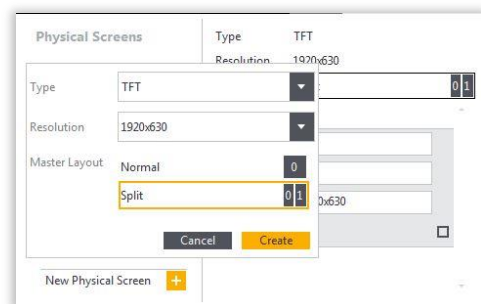
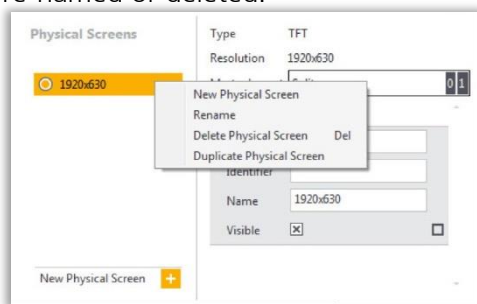


Illustration 20: Screen manager

Illustration 21: Screen Split



On demand a TFT-display can be split into a left- and right (virtual display). The pre-defined settings are stored in the MediaConfiguration.xml (see chapter 8.1).

3.11 Formula, Conditions

Anywhere where a condition (formula) can be entered a square or fx symbol is shown.



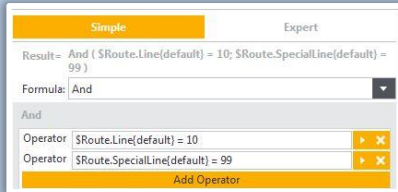
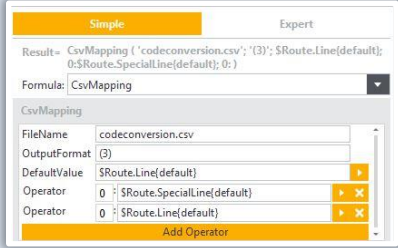
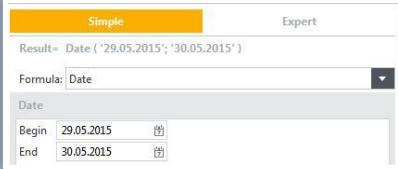
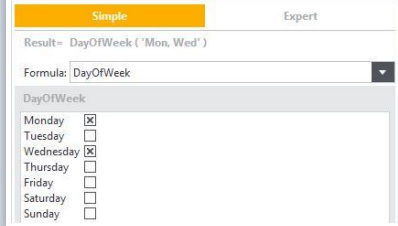
no formula entered



Formula entered

By clicking onto the symbol the formula editor opens. Editing a condition is done "Excel like".

The following formulas are available:

Command	Formula	Description
And		<p>This function delivers the value TRUE, if all arguments are valued TRUE. If one or more arguments are valued FALSE the function delivers the value FALSE.</p> <p>Example: Operand \$Route.Line{default} = 10 Operand \$Route.SpecialLine{default} = 99</p> <p>Direct-input: =And (\$Route.Line{default} = 10; \$Route.SpecialLine{default} = 99)</p>
CsvIllustration, CsvMapping		<p>This function returns the value of the column which is defined in the field Outputformat and if the columns of the defined operands match. The field FileName includes the file name of the comma separated file.</p> <p>Example: FileName: codeconversion.csv OutputFormat: {3} DefaultValue: \$Route.Line{default} Operand 0: \$Route.SpecialLine{default} Operand 1: \$Route.Line{default}</p> <p>Direct-input: =CsvMapping ('codeconversion.csv'; '{3}'; \$Route.Line{default}; 0:\$Route.SpecialLine{default}; 1:\$Route.Line{default})</p>
Date		<p>This function delivers the value TRUE if the actual date is between Begin and End.</p> <p>Example: Begin: 01.01.2014 End: 01.07.2014</p> <p>Direct-input: =Date ('01.01.2014'; '01.07.2014')</p>
DayOfWeek		<p>This function delivers the value TRUE, if the day of week is defined in the list.</p> <p>Direct-input: =DayOfWeek ('Mon, Wed')</p>

Format

This function replaces the pace holders {0}, {1},... which are specified in the format by the operands values.

Example:

Operand: \$Route.Line{default}
Format: Symbols\{0}.png

Direct-input:

=Format ('Symbols\{0}.png';
\$Route.Line{default})

Generic

This function delivers the value from the selected dictionary

Example:

Language: 0
Table: 20
Column: 2
Row: 0

PassengerMessage.MessageText[0]{default}

If

The function If returns a specific value, if an indicated condition is valued TRUE and another value if the condition is valued FALSE.

Example:

Condition: \$SystemStatus.DoorStatus = 'true'
Then: 'Stop'
Else: 'next Stop'

Direkt-Eingabe:

=If (\$SystemStatus.DoorStatus = 'true'; 'Stop'; 'next Stop')

IntegerCompare

This function delivers the value TRUE, if the value lays in between Begin and End.

Example:

Begin: 1
End: 99
Evaluation: \$Route.Line{default}

Direct-input:

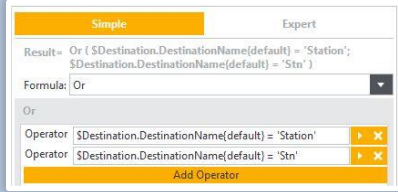

=IntegerCompare (\$Route.Line{default}; 1; 99)

Not

Reverses the value of an argument. Not you can always use then, when you want to make sure, that a value does not tally with a specific value.

Example:

Evaluation: \$Destination.DestinationTransferSymbols{default}= ''

		Direct-input: <code>Not(StringCompare (\$Destination.DestinationTransferSymbols{default}; ''; 'False'))</code>
Or		Returns the value TRUE if an argument is TRUE. Returns the value FALSE if all arguments are FALSE. Example: Operator: <code>\$Destination.DestinationName{default} = 'Station'</code> Operator: <code>\$Destination.DestinationName{default} = 'Stn'</code> Direct-input: <code>=Or (\$Destination.DestinationName{default} = 'Station'; \$Destination.DestinationName{default} = 'Stn')</code>
RegexReplace		This function replaces the character string found by the pattern in the field Evaluation with the value in Replacement. Example: Pattern: 0 Replacement: N Auswertung: <code>\$Route.Line{default}</code> Direct-input: <code>=RegexReplace (\$Route.Line{default}; '0'; 'N')</code>
StringCompare		This function delivers the value TRUE, if the fields value and evaluation are equal. Example: Value: IgnoreCase: False Evaluation: <code>\$Stops.StopTransferSymbols[0]{default}</code> Direct-input: <code>=StringCompare (\$Stops.StopTransferSymbols[0]{default}; ''; 'False')</code>
Switch		The function returns the content of the operand and whose "case" value matches with the operand. If no match was found the default value is taken. Beispiel: Value: <code>\$Route.Line{default}</code> Operand: 90 : <code>'Symbols\90.png'</code> Operand: 91 : <code>'Symbols\91.png'</code> Operand: 92 : <code>'Symbols\92.png'</code> Operand: 93 : <code>'Symbols\93.png'</code> Default : <code>'Symbols\1.png'</code> Direkt-Eingabe: <code>=Switch (\$Route.Line{default}; '90': 'Symbols\90.png'; '91': 'Symbols\91.png'; '92': 'Symbols\92.png'; '93': 'Symbols\93.png'; 'Symbols\1.png')</code>

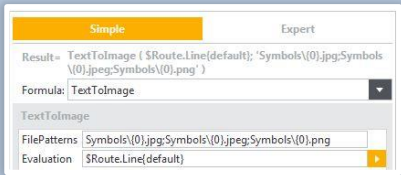
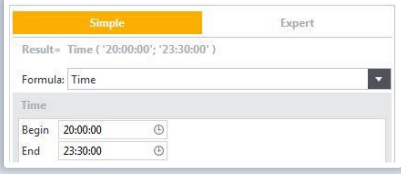
TextToImage		<p>This function delivers the image to the value from the dynamic text.</p> <p>Example: FilePatterns: Symbols\{0}.jpg;Symbols\{0}.jpeg;Symbols\{0}.png Evaluation: \$Route.Line{default}</p> <p>Direct-input: =TextToImage (\$Route.Line{default}; 'Symbols\{0}.jpg;Symbols\{0}.jpeg;Symbols\{0}.png')</p>
Time		<p>This function delivers the value TRUE, if the actual time is between Begin and End.</p> <p>Example: Begin: 20:00:00 End: 22:30:00</p> <p>Direct-input: =Time ('20:00:00'; '22:30:00')</p>

Table 1: Formula-description (Standard)

Pre-defined formulas depending on functions:

Command	Formula	Description
DoorClose		Delivers the value TRUE if the door is closed.
DoorOpen		Delivers the value TRUE if the door is open.
Linie0		Delivers the value TRUE when line number is 0.
LineBlank		Delivers the value TRUE when no line number is received.
MissingIBIS		Delivers the value TRUE when there is no IBIS-vehicle bus communication.
SpecialLineImage		Delivers the assigned special line symbol, when the line number and special line number match.

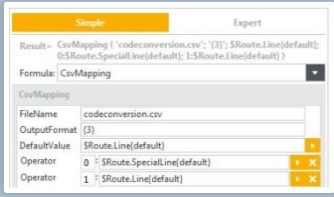
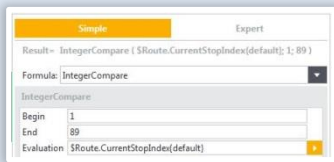
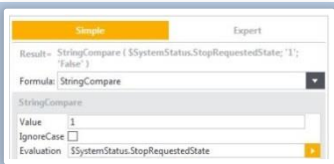
SpecialLineText		Delivers the assigned special line symbol text when the line number and special line symbol text match.
StopIndex1-89		Delivers the value TRUE if the Stopindex is between 1 and 89.
StopRequest		Delivers the value TRUE if the stop request is activated.

Table 2: Formula-description (user defined) Table

3.12 Animation

By clicking onto the formula symbol the animation editor window opens.

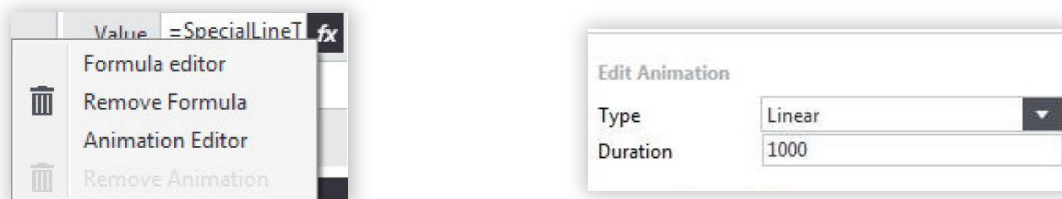


Illustration 22: Animation


Two types of animation are available:

- Linear crossfade (parallel fade-out of the old and fade-in of the new value)

Allee hof

- Crossfade by nothing (first the old value fades out and afterwards the new value fades in).



An animation can only be linked up with a formula, it is marked with the  Symbol.

3.13 Consistency check

The consistency checker (seen in the status bar) automatically checks the present project on its correctness and informs the user with warnings ⚠ and errors ❗.



Clicking onto the warning/error symbols automatically manoeuvres to the erroneous position.

4 External signs LED configuration

From Version 3.2 onwards the LED external (mono-chrome and RGB) signs programming and configuration is supported.

4.1 Project LED – exterior signs

Along the lines of a TFT project also an LED exterior sign project exists of:

- Name: Project name, under which the project is saved in the data base.
- Description: Optional project description.
- Type: LED Monochrome or LED Colour.
- Resolution: Selection of the required resolution



Subsequently and at random, the project can be extended by additional LED types.

By clicking onto the create button a proprietary LED project with a “Standard cycle” and an empty Layout is created.

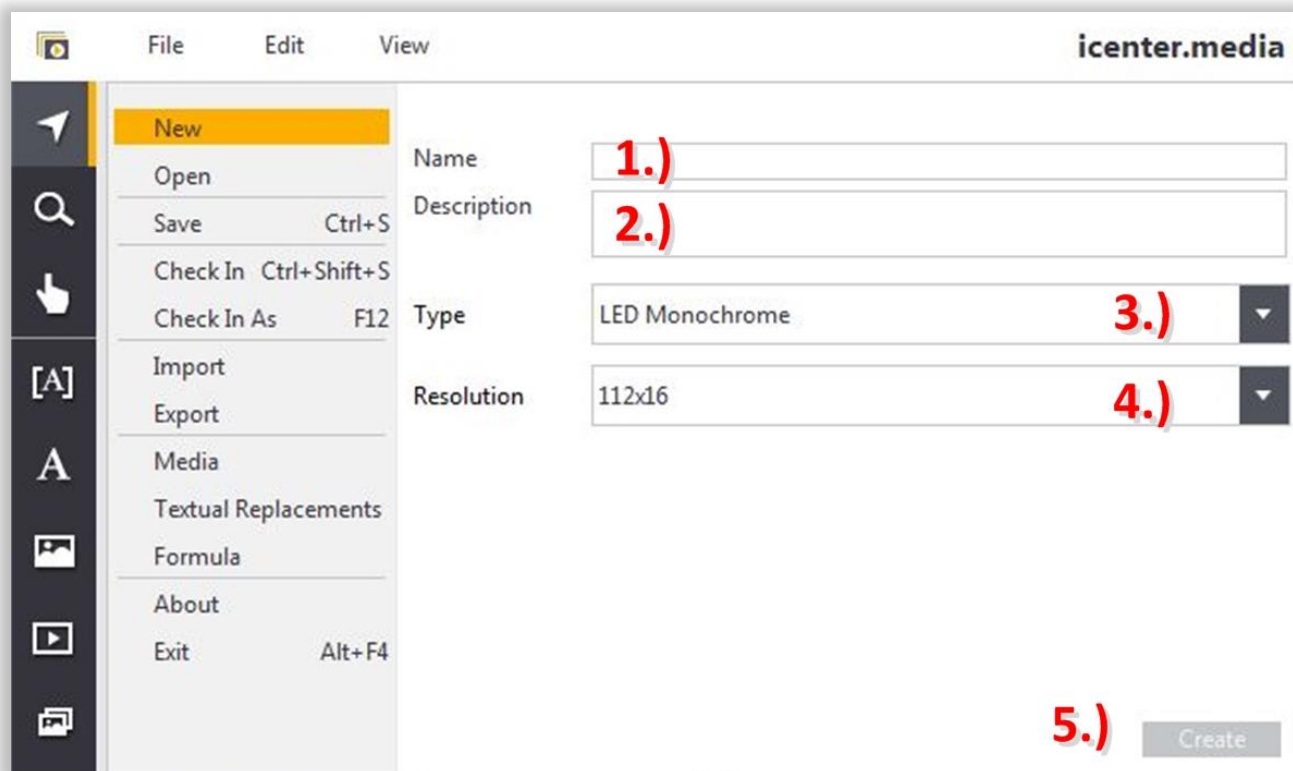


Illustration 23: Project LED – external sign

4.2 Combined project TFT with LED

Also the possibility exists to extend a TFT project with the LED component. Thereto click onto the screen manager (see 3.10), this inserts a new screen of the LED – Monochrome/LED-colour type with the required resolution.

By clicking onto the create button the existing project is extended by an LED cycle package existing of a Standard cycle and an empty layout.

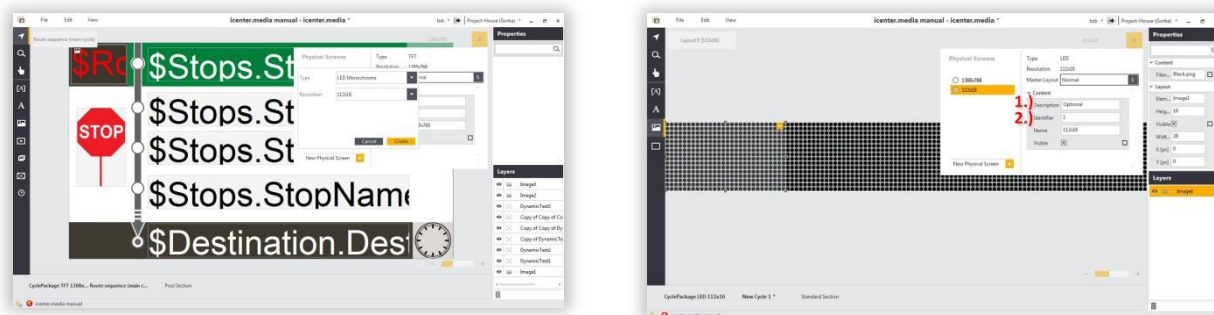


Illustration 24: Combination TFT and LED



Each physical screen needs a unique identifier (address).

With the assistance of the tool list the LED Layout can be configured as required.

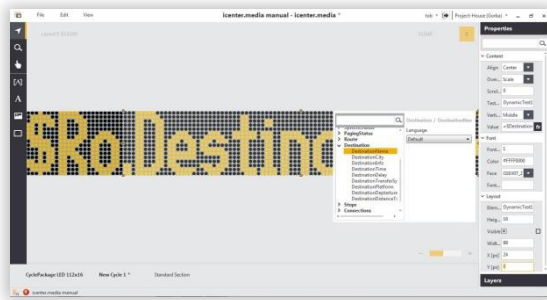


Illustration 25: LED-Layout

In the property window various settings, such as horizontal and vertical text orientation, font size and so on can be configured.

5 Audio configuration

As from Version 3.2 onwards the TFT can also be configured as announcement system.

5.1 Project Audio

Along the lines of a TFT-project also an audio project exists of:

- Name: Project name, under which the project is saved in the data base.
- Description: Optional Project description.
- Type: Audio

By clicking onto the create button a proprietary Audio project with a "Audio cycle package" and an event cycle with corresponding layout is created.



In version 3.2 only the Event layout can be edited.

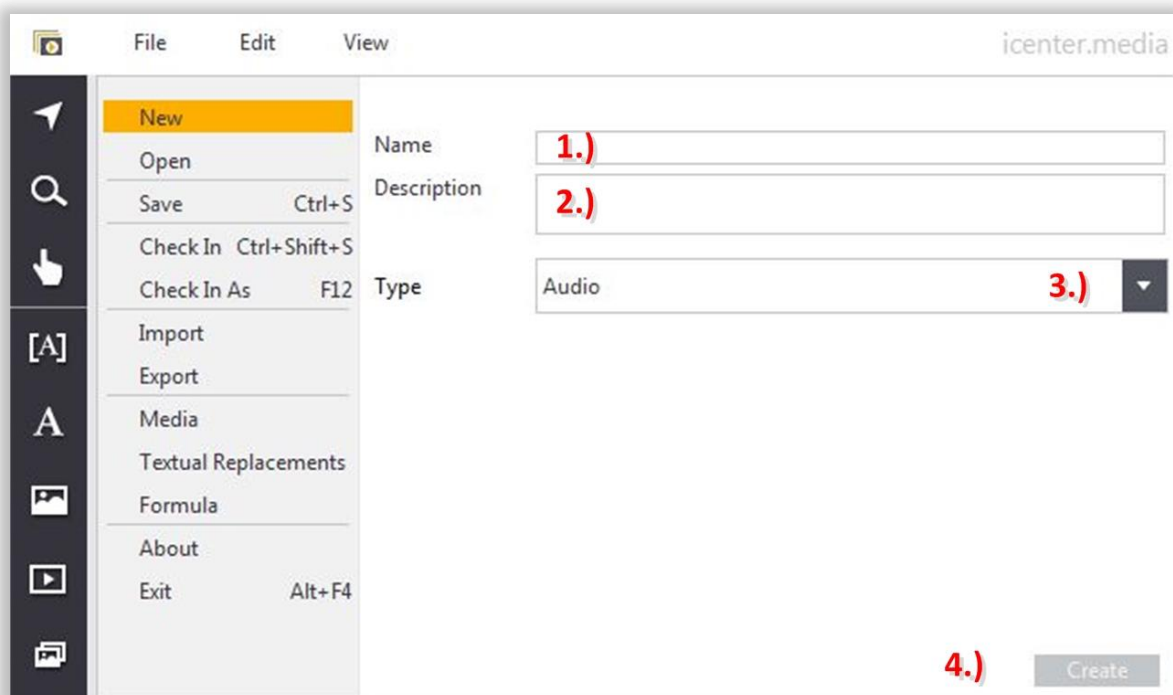


Illustration 26: Project Audio

5.2 Combined Project TFT with Audio

To extend a TFT project with the audio component a click onto the screen manager (see chapter 3.10) inserts a new screen of the "Audio" type.

By clicking onto the Create button, the existing project is extended by an Audio cycle package existing of a "Standard cycle" and an "Event cycle" with corresponding layout.

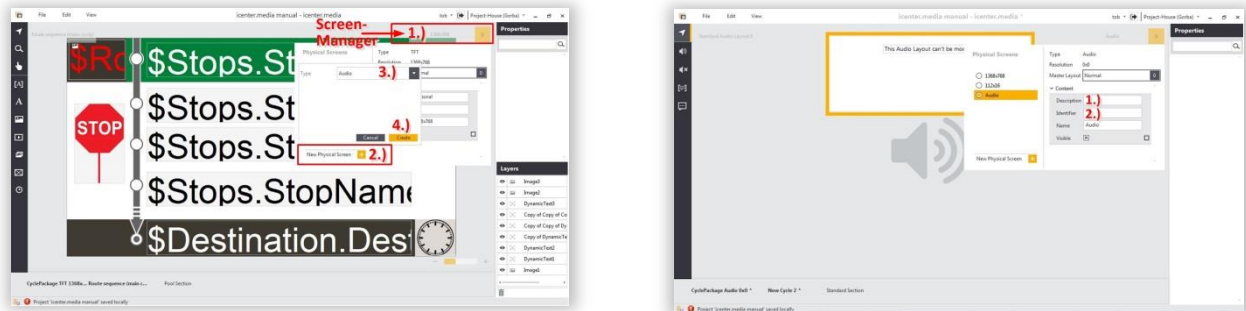


Illustration 27: Combination TFT and Audio



Each physical screen needs an unique identifier (address).

By using the tool list, the Event audio layout can be configured as required.

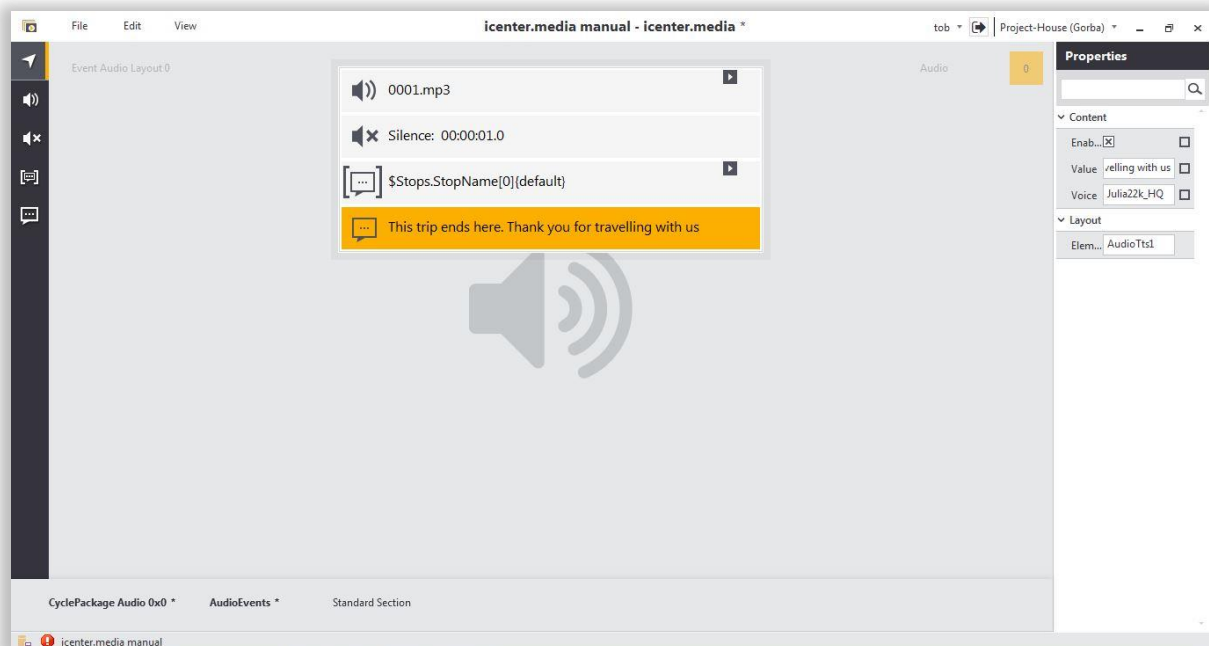


Illustration 28: Audio-Layout

5.2.1 Audio Tool-List

In the tool list, all available layout elements and support tools are listed.



With "Move" (V) 1 or more selected elements can be moved.



With Audio file an audio file can be assigned.



With "silence" a pause is inserted.



A random dictionary element is added to the "dynamic TTS text".



The "static TTS text" is applied as simple text box.

In the property window various settings for the respective audio element can configured.

6 Special function: Static text with BB-Code

BB-Codes are simple tools to format text.

Below a few samples as to how BB-Code can be applied.

BB-Code	description
[b]text[/b]	Display text in bold characters
[i]text[/i]	Display text in Italic
[bl]text[/bl]	Display text flashing
[color=xxx]text[/color]	Display text in colour xxx
[face=FaceName]text[/face]	Display text with a specific font
[br]	Shows that a line feed occurs
[size=xxx]text[/size]	Display text in font size xxx
[time=format]	Display the present system time in a particular format [time=HH:mm] (see chapter 6.3)
[a]alt-1[[]alt-2[[]...[[]alt-n[/a]	Display alternating text
[img=Imagepath]	Inserts a picture from the indicated path
[vid=Videopath]	Inserts a video from the indicated path


Table 3: BB-Code

6.1 Flashing, alternating, various styles

This [face=Verdana]is [b]some [size=50%]random[/size][[/b] text[/face] [size=14]with[/size] [i]different[/i] [bl][color=red]sty[/color]les[/bl].




This [a]is[[]alternating[[]]text[/a].


Some more [bl]blinking[/bl] text.




6.2 Insert pictures and videos

Via BB-Code, depending on the settings (e.g scale or extend) you can directly integrate pictures and videos adjusted to the pre-defined window or in the original size in the "static text".

This text has a Image [img=images\90.png].

This text has a video [vid=videos\Wildlife.wmv].

6.3 Digital time

Displaying a digital clock is done via static text layout element and the following BB-Code: (Sample: [time=HH:mm])

Format	Darstellung
dd.MM.yyyy	22.09.2013
M/d/yyyy	9/22/2013
dddd, MMMM d, yyyy	Sunday, September 22, 2013
HH:mm	14:23
HH:mm:ss	14:23:56
h:mm tt	2:23 PM
ddd, dd.MM.yyyy HH:mm	Sun, 22.09.2013 14:23

Table 4: Formating [time]

Link: <https://msdn.microsoft.com/en-us/library/8kb3ddd4.aspx>

7 Part 2: Samples “step by step”

7.1 Create new project (TFT)

Create a new project with a project name and optional project description and select type “TFT” and the required resolution.

By clicking onto the Create button a new TFT project with a TFT cycle package consisting off a Standard cycle and an empty layout.

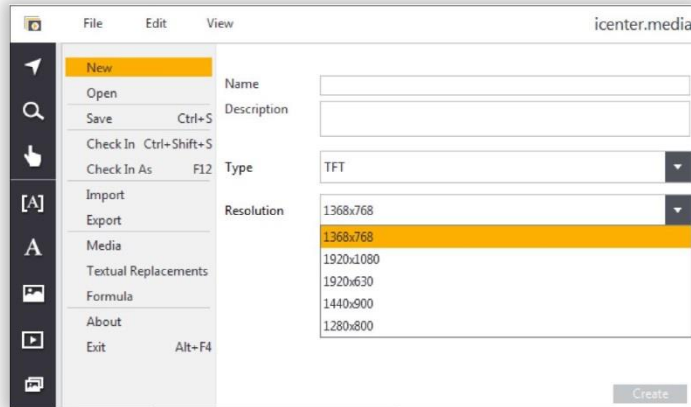


Illustration 29: New TFT-Project

7.2 Managing the media files

In the next step we need to provide all the managed media files which are needed to create Layouts for the project. To do this select the respective register and add the media with the + button.

- Images: Into the media folder images store all background pictures, advertising or other pictures....
- Videos: Into this folder place the available videos.
- Symbols: Into this folder place all symbols, such as transfer symbols and special line symbols.
- Audio: Announcement texts mp3, Gong
- Fonts: Additional Windows fonts, fonts for the external signs.
- Pools: In the pool/pools, images and videos are stored. With drag & drop the desired play sequence can be changed. It is also possible to create multiple (criteria or event controlled) pools.

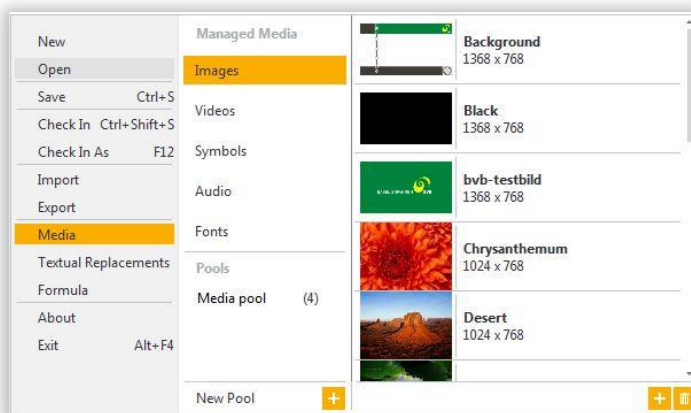


Illustration 30: Managing Media-files

7.3 Create Layout

Next we create a layout with the name "route sequence". Click onto the Layout 0 button top left on the work space this creates a new layout, or rename the existing layout into "route sequence".

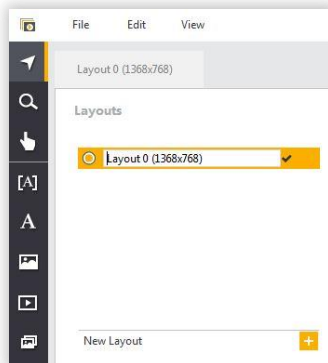



Illustration 31: Create Layout

7.3.1 Background image

To provide the layout route sequence with a background image first activate image  in the tools list, afterwards position- and draw it out on the work space. Afterwards select the required background image from the media selection. By a click onto the image corner (top right in the selection window) the picture in its original size is inserted. Afterwards move the background image to the required position or enter the co-ordinates directly into the properties boxes (in our sample X=0, Y=0).

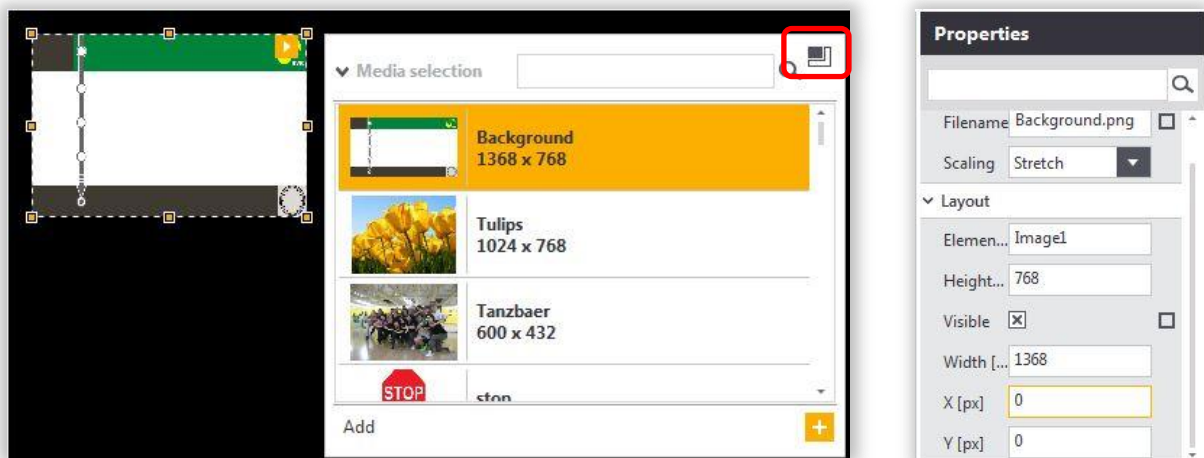



Illustration 32: Background image

7.3.2 Stops, transfer symbols and destination

Now the stops, transfer symbols and destination texts are positioned on the layout.

7.3.2.1 Stop names and destination

Stops and destinations are attributes from the dictionary which are assigned to a "dynamic text" . Position the "dynamic texts" to the desired location on the layout for:

- 1.Stop: "*Stops.Stopname*", Language "*Standard*", Row = 0
- 2.Stop: "*Stops.Stopname*", Language "*Standard*", Row = 1
- 3.Stop: "*Stops.Stopname*", Language "*Standard*", Row = 2
- 4.Stop: "*Stops.Stopname*", Language "*Standard*", Row = 3

In order not having to align each box individually one can mark multiple boxes to enter the required co-ordinates in the property window. Sample: X=282, Width: 935, Height: 140

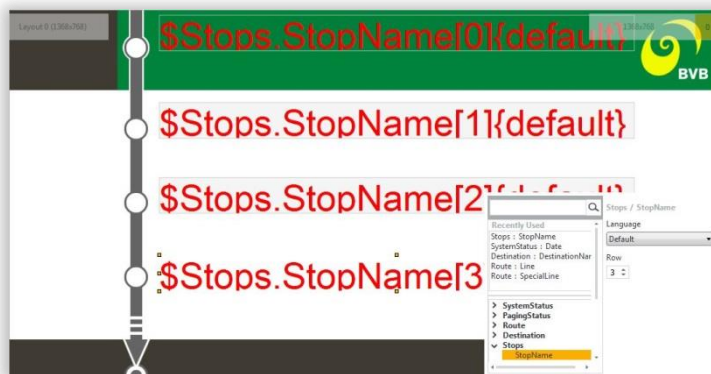



Illustration 33: Line/route sequence

7.3.2.2 Transfer symbols

Transfer symbols have their own element the symbol list  available in the tools list. Proceed the same way as with stop names and position and link the symbol list with the Directory element "*Stops.StopTransferSymbols*" → Language "*Standard*", "Row" = (0 to 3)



Please make sure there is enough space for the symbols in the pre-defined symbol list (height).

7.3.2.3 Destination text

The destination text again is a dynamic text field and has to be linked with the Dictionary element "*Destination.DestinationName*" Language "*Standard*"

7.3.2.4 Line

The line number is usually a 3 digit number. There are however situations in which the line number has to be replaced by a special line symbol (e.g. Park & Ride school bus....)

To be able to realise this feature 2 different elements are needed (text and image) which must be placed onto the exact same position, but must be provided with a condition (formula).

- For the Line number a "Dynamic text field" Line number => "*Route.Line*" Language "*Standard*"

- Now the condition (formula) that only the line number is displayed when no special line symbol number is received has to be entered.
- To edit the formula, click onto the formula button in the properties window attribute "value".
- Select the pre-devined formula "*SpecialLineText*"

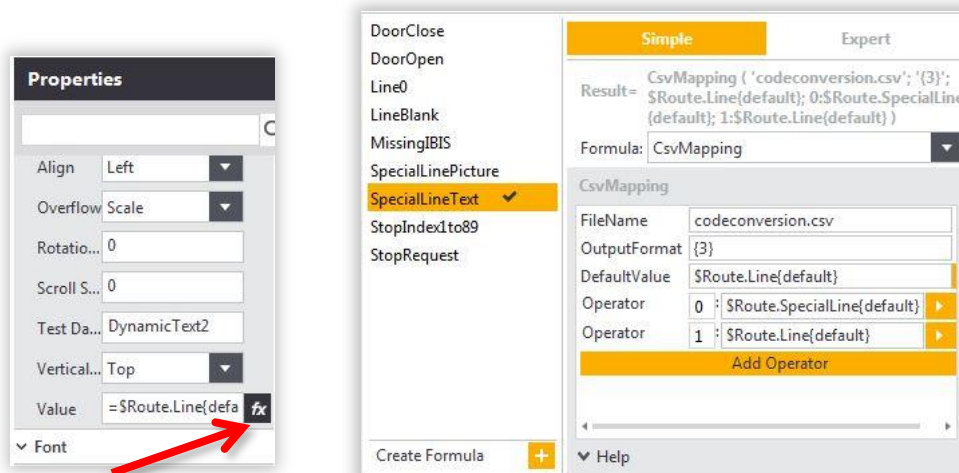


Illustration 34: Formula Special line symbol (Text)



With the pre-defined formula "*SpecialLineText*" it will be searched for a match between special line symbol and line number in a CSV-file. If there is a hit, then the information from column 3 will be transferred to the text box. (e.g. ###N, means an "N" will be added to the present line number)

- For the special line symbol an "image" is needed.
 - In order that a special line symbol is displayed only when a special line symbol information is received, we use the pre-defined formula "*SpecialLineImage*".
 - Therefore click onto the formula button behind the field "file name" to add "*SpecialLineImage*".

7.3.2.4.1 Sample of a Codeconversion.csv

Special Line (0)	Line Number (1)	Graphic (2)	Text (3)
71	8		N8
72	*		###N
73	*	Symbols\parc&ride.png	

Table 5: Codeconversion

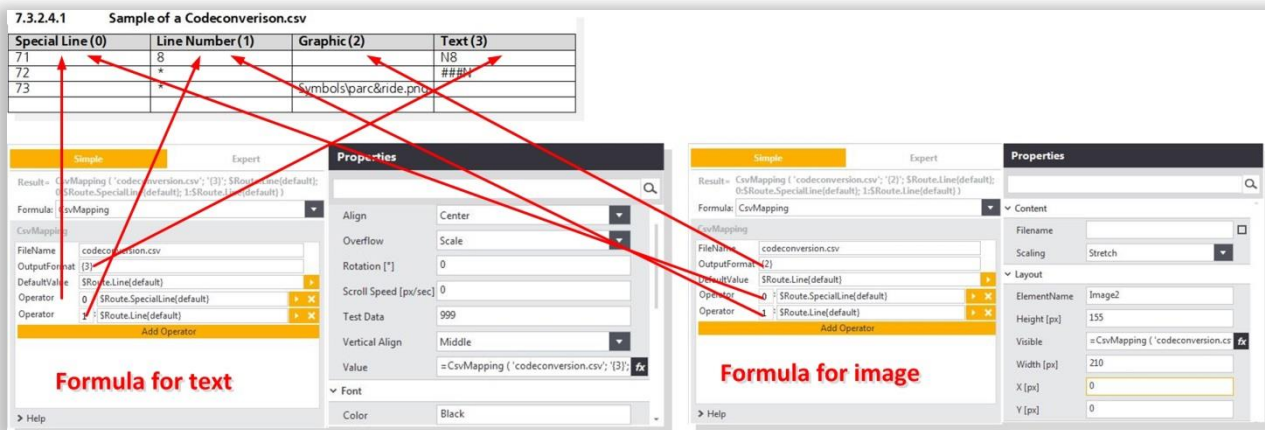


Illustration 35: Linking of special line symbol



Illustration 36: Line/route sequence

7.3.3 Analogue clock

To incorporate an analogue clock just click onto the clock in the tool list and move it to the desired position.



Illustration 37: Analogue clock



The hour- minute and second- hand can be individually adjusted in the property window. (see instruction "Analogue clock configuration" [R02])

7.3.3.1 Pool

Next we define a new layout (e.g. advertisement) and add a frame for the pool.



ID must be greater than 0, else the pool will be displayed in full picture mode.

7.4 Simulation

To quickly check the effects of changes start the simulator ("View/show simulation").
Enter the data to be simulated in the Property window under test data.

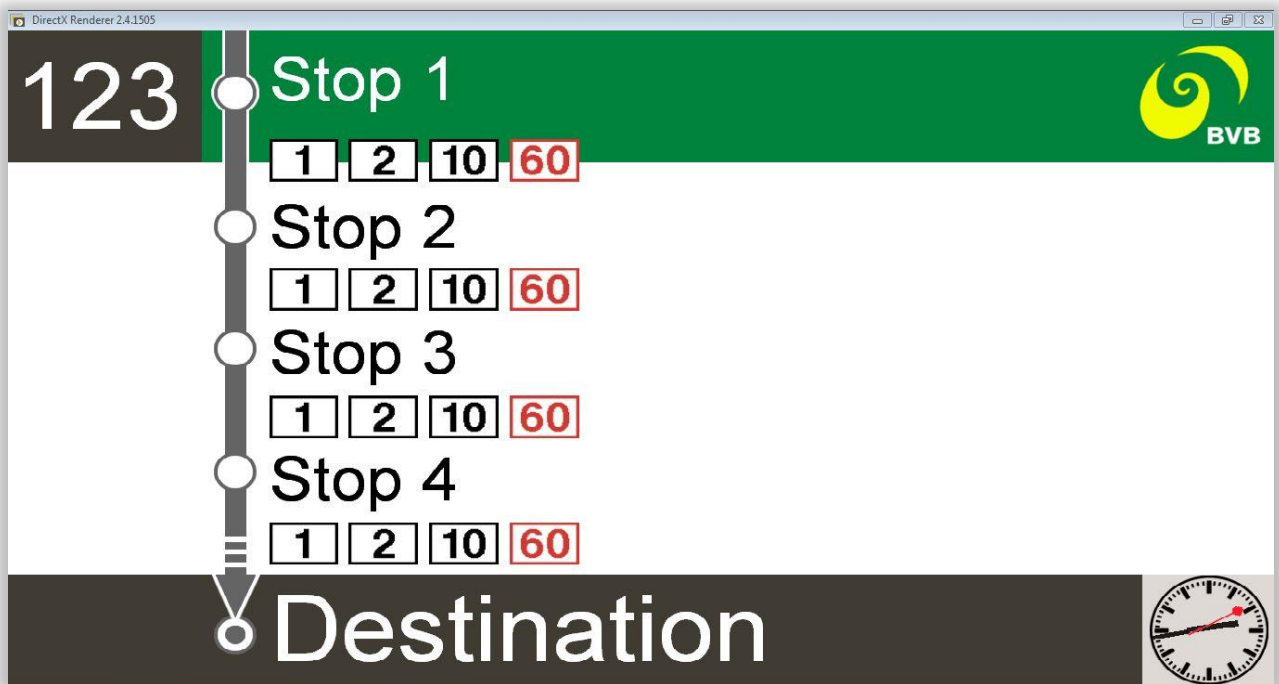


Illustration 38: Simulation

7.5 Cycle

7.5.1 Create "Main Cycle"

Change to the cycle navigation and create a "new cycle" or rename the "new cycle" into "main cycle".



The sequence of the created cycle resembles the priority.
The "main cycle" always has the lowest priority and therefore must be lowest in the list.



Note that there is only one "main cycle". This "main cycle" shall not be linked to a (formula).
All other created standard cycles must be compulsory linked to a condition (formula).

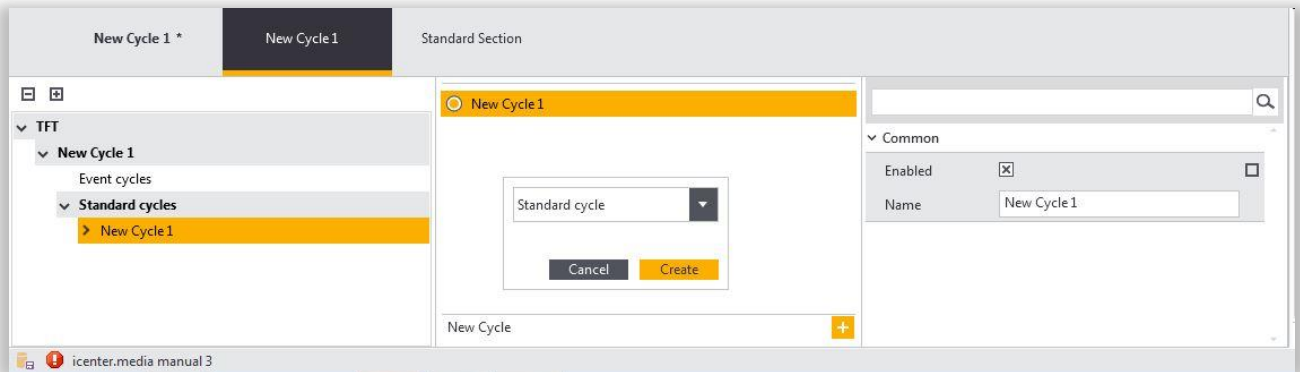


Illustration 39: Main Cycle

To attach a desired sequence to the “main cycle”, in navigation mark the “standard section” tab. In this window you can add new sections at random and link with the desired layout and a relevant display duration.

Sample:

We want that the Line/route process is shown for 30s and afterwards an advertisement picture from the pool.

- Rename “Standard section” in “Line-Process Section”
- Allocate a layout to the “Line-Process Section” in our case layout “Lineprocess” and set the time to 30s.
- Create a new section as “Pool” type and as layout choose “advertisement” (the Advertisement layout has to be created beforehand) and name it “advertisement section”.
- Activate the radio box and in the property window select the desired pool and the play duration. The entry in the frame field must match with the frame ID of the Layout. (Attention it must be greater than 0 else the frame is shown in full picture mode)

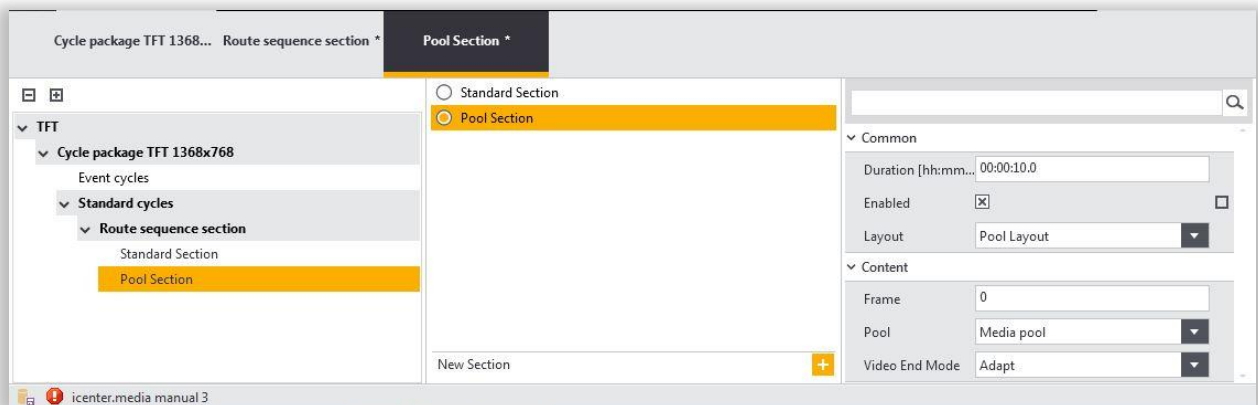


Illustration 40: Pool section

7.6 Export Project

Our simple project is now done and can be made available for the TFT with the “export” function.

Local: Select the storage location on your hard drive and name the file “main.im2”.

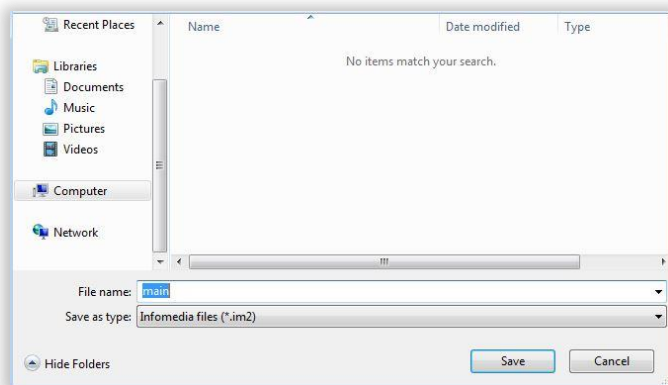


Illustration 41: Export project

To Server: The project can also be made available as download task to the server.

8 Appendix

8.1 MediaConfiguration.xml

A clean-up mechanism is implemented, in order not to unnecessarily fill up the hard disc.

The following specific settings are possible in the MediaConfiguration.xml:

Parameter	description
LocalResourcePath	Project specific files are stored under a defined path Default path is: \Users\??\AppData\Local\Gorba\Center\Media
MaxUsedDiskSpace	Maximal storage space for für icenter.media projects [in Byte]
MinRemainingDiskSpace	Minimal storage space which must be available for [in Byte]
RemoveLocalResourceAfter	The time duration after which a local resource is deleted [days]
AvailableResolutions	List of possible resolutions
ScreenType	List of possible screen types (TFT, Audio, LED)

Table 6: MediaConfiguration.xml

8.2 Dictionary

Dictionary	Description
SystemState: <ul style="list-style-type: none">- Date- Time- RemotePC- StopRequestState- Doorstate- SpecialInput- ExitSide- MovingDirection	System status: <ul style="list-style-type: none">- Date- Time- Connection-status (0 = no connection, 1 = OK)- Stop request status (1 = Stop request active)- Door status (0 =door closed, 1 = door open)- Special input (1 = active)- Exit side (0 unknown, 1 right, 2 left, 3 both)- Moving direction (0 forward, 1 reverse)
PagingStatus: <ul style="list-style-type: none">- NumberOPages- PageNumber	Paging status: <ul style="list-style-type: none">- Number of pages- Page number
Route: <ul style="list-style-type: none">- Line- SpecialLine- Region- Punctuality- CurrentStopIndex- ApprochingStop- Trip- Block- Run- Route- AnnouncementIndex- FareZone- Deviation	Route: <ul style="list-style-type: none">- Line- Special line symbols- Region Code- Punctuality information- Current stop index- Approaching stop (1 = Approaching)- Trip- Block- Run journey- Route- Present announcement index- Fare zone- Time table deviation

Destination: <ul style="list-style-type: none"> - DestinationName - DestinationCity - DestinationInfo - DestinationTime - DestinationDelay - DestinationTransferSymbol - DestinationPlatform - DestinationDepartureTime - DestinationDistanceToNext 	Destination: <ul style="list-style-type: none"> - Destination name - Destination name for a second language - Destination information - Destination time - Destination approach delay - Destination transfer symbol - Destination arrival platform - Destination arrival time - Distance to next stop [m]
Stops: <ul style="list-style-type: none"> - StopName - StopCity - StopInfo - StopTime - StopDelay - StopTransferSymbol - StopPlatform - StopDepartureTime - StopDistanceToNext 	Stops: <ul style="list-style-type: none"> - Stop name - Stop name for a second language - Stop Information - Stop time - Delay - Stop transfer symbol - Stop platform - Stop arrival time - Distance to next stop [m]
Connections: <ul style="list-style-type: none"> - ConnectionTransportType - ConnectionLineNumber - ConnectionLineSymbol - ConnectionTime - ConnectionDestinationName - ConnectionDestinationCity - ConnectionVia - ConnectionPlatform - ConnectionInfo - ConnectionDelay 	Connections: <ul style="list-style-type: none"> - Transport symbol - Line number - Line symbol - Target time - Destination name - Destination for second language - Via Info - Platform - Additional information - Delay
ConnectionReference: <ul style="list-style-type: none"> - ConnectionReferenceTransportType - ConnectionReferenceLineNumber - ConnectionReferenceLineSymbol - ConnectionReferenceTime - ConnectionReferenceDestinationName - ConnectionReferenceDestinationCity - ConnectionReferenceVia - ConnectionReferencePlatform - ConnectionReferenceInfo - ConnectionReferenceDelay 	Connection reference: <ul style="list-style-type: none"> - Transport type symbol - Line number - Line symbol - Target time - Destination name - Destination name for a second language - Via information - Platform - Additional information - Delay
PassengerMessages: <ul style="list-style-type: none"> - MessageType - MessageTitle - MessageText 	Passenger messages: <ul style="list-style-type: none"> - Type - Title - Text

Table 7: Description dictionary content

8.3 Keyboard short cuts

Keyboard	description
General:	
Delete	Deletes the marked element (e.g. layout element)
Ctrl + S	Saving the present project
Ctrl + Shift + S	Checking in the present project
F12	Checking in as new project
Ctrl + Z	Reverse last action
Ctrl + Y	Re-activate last action
Ctrl + A	Marks all layouts
Ctrl + C	Copies selected layout elements
Ctrl + V	Inserts copied layout element from the clipboard.
Ctrl + X	Cuts the selected layout element
Alt + F4	Exits the program
Layout manipulation (LE: layout-element)	
Arrow left	Moves LE 1 pixel to left
Arrow right	Moves LE 1 pixel to right
Arrow up	Moves LE 1 pixel up
Arrow down	Moves LE 1 pixel down
Arrow left + CTRL	Moves LE 10 pixel to left
Arrow right + CTRL	Moves LE 10 pixel to right
Arrow up + CTRL	Moves LE 10 pixel up
Arrow down + CTRL	Moves LE 10 pixel down
Arrow left + CTRL + SHIFT	Moves LE 50 pixel to left
Arrow right + CTRL + SHIFT	Moves LE 50 pixel to right
Arrow up + CTRL + SHIFT	Moves LE 50 pixel up
Arrow down + CTRL + SHIFT	Moves LE 50 pixel down
Arrow left + CTRL + SHIFT + ALT	Moves LE 100 pixel to left
Arrow right + CTRL + SHIFT + ALT	Moves LE 100 pixel to right
Arrow up + CTRL + SHIFT + ALT	Moves LE 100 pixel up
Arrow down + CTRL + SHIFT + ALT	Moves LE 100 pixel down
SPACE	Activates "manual" tool
V	Activates "move" tool
T	Activates "Static text" tool
I	Activates "Image" tool
D	Activates "Dynamic text" tool
M	Activates "Video" tool
F	Activates "Frame" tool
Navigation	
Home	Reset navigation and zoom
Scroll_up	Scrolls the layout up
Scroll_down	Scrolls the layout down
Scroll_up + CTRL	Scrolls the layout to the left
Scroll_down + CTRL	Scrolls the layout to the right
Scroll_up + ALT	Enlarges
Scroll_down + ALT	Scales down
TAB	Changes to the next property field
TAB + Shift	Changes to the previous property field.

Table 8: Keyboard short cuts

8.4 Worth knowing about fonts

In the property window only enter the font name. The font intensity can be adjusted between (thin) and extra thick (bold).

Attention: not all fonts support the whole range of font strength.

8.4.1 Font name

The following fonts are supported as standard in the TFT's.

File name	Font name	OpenType
app850.fon	Terminal	Terminal
arial.ttf	Arial	Arial
arialbd.ttf	Arial	Arial Bold
arialbi.ttf	Arial	Arial Bold Italic
ariali.ttf	Arial	Arial Italic
ebrima.ttf	Ebrima	Ebrima
ebrimabd.ttf	Ebrima	Ebrima Bold
estre.ttf	Estrangelo	Estrangelo Edessa
gadugi.ttf	Gadugi	Gadugi
gadugib.ttf	Gadugi	Gadugi Bold
gisha.ttf	Gisha	Gisha
gishabd.ttf	Gisha	Gisha Bold
impact.ttf	Impact	Impact
leelawad.ttf	Leelawadee	Leelawadee
leelawdb.ttf	Leelawadee	Leelawadee Bold
lucon.ttf	Lucida Console	Lucida Console
micross.ttf	Microsoft Sans Serif	Microsoft Sans Serif
moolbor.ttf	MoolBoran	MoolBoran
mvboli.ttf	MV Boli	MV Boli
plantc.ttf	Plantagenet Cherokee	Plantagenet Cherokee
segoesc.ttf	Segoe Script	Segoe Script
segoescb.ttf	Segoe Script	Segoe Script Bold
segoeui.ttf	Segoe UI	Segoe UI
segoeuib.ttf	Segoe UI	Segoe UI Bold
segoeuii.ttf	Segoe UI	Segoe UI Italic
segoeuil.ttf	Segoe UI	Segoe UI Light
segoeuisl.ttf	Segoe UI	Segoe UI Semilight
segoeuiz.ttf	Segoe UI	Segoe UI Bold Italic
seguili.ttf	Segoe UI Light	Segoe UI Light Italic
seguisb.ttf	Segoe UI Semibold	Segoe UI Semibold
seguisbi.ttf	Segoe UI Semibold	Segoe UI Semibold Italic
seguisli.ttf	Segoe UI Semilight	Segoe UI Semilight Italic
seguisym.ttf	Segoe UI Symbol	Segoe UI Symbol
symbol.ttf	Symbol	Symbol
tahoma.ttf	Tahoma	Tahoma
tahomabd.ttf	Tahoma	Tahoma Bold
times.ttf	Times New Roman	Times New Roman
timesbd.ttf	Times New Roman	Times New Roman Bold
timesbi.ttf	Times New Roman	Times New Roman Bold Italic
timesi.ttf	Times New Roman	Times New Roman Italic

vga850.fon	Terminal	Terminal
vgafix.fon	Fixedsys	Fixedsys
vgasys.fon	System	System
wingding.ttf	Wingdings	Wingdings

Table 9: Font name

8.4.2 Font strength

Typ	Wert	Beschreibung
Black	900	900 font weight.
UltraBold	800	800 font weight.
DemiBold	600	600 font weight.
Regular	400	400 font weight.
UltraLight	200	200 font weight.
Heavy	900	900 font weight.
ExtraBold	800	800 font weight.
Bold	700	700 font weight.
SemiBold	600	600 font weight.
Medium	500	500 font weight.
ExtraLight	200	200 font weight.
Thin	100	100 font weight.
DoNotCare	0	0 font weight.
Normal	400	400 font weight.
Light	300	300 font weight.

Table 10: Font strength

8.4.3 Font - colours

The font colour can be set either via the Hex – value or directly with the colour name.

	AliceBlue	#FFF0F8FF		DarkTurquoise	#FF00CED1		LightSeaGreen	#FF20B2AA		PapayaWhip	#FFFFEFD5
	AntiqueWhite	#FFFAEBD7		DarkViolet	#FF9400D3		LightSkyBlue	#FF87CEFA		PeachPuff	#FFFDAB9
	Aqua	#FF00FFFF		DeepPink	#FFFF1493		LightSlateGray	#FF778899		Peru	#FFCD853F
	Aquamarine	#FF7FFFD4		DeepSkyBlue	#FF00BFFF		LightSteelBlue	#FFB0C4DE		Pink	#FFFC0CB
	Azure	#FFF0FFFF		DimGray	#FF696969		LightYellow	#FFFFFFE0		Plum	#FFDDA0DD
	Beige	#FFF5F5DC		DodgerBlue	#FF1E90FF		Lime	#FF00FF00		PowderBlue	#FFB0E0E6
	Bisque	#FFF4E4C4		Firebrick	#FFB22222		LimeGreen	#FF32CD32		Purple	#FF800080
	Black	#FF000000		FloralWhite	#FFFFFFAF0		Linen	#FFFAF0E6		Red	#FFFF0000
	BlanchedAlmond	#FFFEBECD		ForestGreen	#FF228B22		Magenta	#FFFF00FF		RosyBrown	#FFBC8F8F
	Blue	#FF0000FF		Fuchsia	#FFFF00FF		Maroon	#FF800000		RoyalBlue	#FF4169E1
	BlueViolet	#FF8A2BE2		Gainsboro	#FFDCCDCD		MediumAquamarine	#FF66CDAA		SaddleBrown	#FF8B4513
	Brown	#FFA52A2A		GhostWhite	#FFF8F8FF		MediumBlue	#FF0000CD		Salmon	#FFFA8072
	BurlyWood	#FFDEB887		Gold	#FFFD7000		MediumOrchid	#FFBA55D3		SandyBrown	#FFFA4A60
	CadetBlue	#FF5F9EA0		Goldenrod	#FFDAA520		MediumPurple	#FF9370DB		SeaGreen	#FF2E8B57
	Chartreuse	#FF7FFF00		Gray	#FF808080		MediumSeaGreen	#FF3CB371		SeaShell	#FFFFF5EE
	Chocolate	#FFD2691E		Green	#FF008000		MediumSlateBlue	#FF7B68EE		Sienna	#FFA0522D
	Coral	#FFF77F50		GreenYellow	#FFADFF2F		MediumSpringGreen	#FF00FA9A		Silver	#FFC0C0C0
	CornflowerBlue	#FF6495ED		Honeydew	#FFF0FFF0		MediumTurquoise	#FF48D1CC		SkyBlue	#FF87CEEB
	Cornsilk	#FFFFF8DC		HotPink	#FFFF69B4		MediumVioletRed	#FFC71585		SlateBlue	#FF6A5ACD
	Crimson	#FFDC143C		IndianRed	#FFCD5C5C		MidnightBlue	#FF191970		SlateGray	#FF708090
	Cyan	#FF00FFFF		Indigo	#FF4B0082		MintCream	#FFF5FFFA		Snow	#FFFFFAFA
	DarkBlue	#FF00008B		Ivory	#FFFFFFF0		MistyRose	#FFFFE4E1		SpringGreen	#FF00FF7F
	DarkCyan	#FF008B8B		Khaki	#FFF0E68C		Moccasin	#FFFFE4B5		SteelBlue	#FF4682B4
	DarkGoldenrod	#FFB8860B		Lavender	#FFE6E6FA		NavajoWhite	#FFFFDEAD		Tan	#FFD2B48C
	DarkGray	#FFA9A9A9		LavenderBlush	#FFF0F0F5		Navy	#FF000080		Teal	#FF008080
	DarkGreen	#FF006400		LawnGreen	#FF7CFC00		OldLace	#FFFD5E6		Thistle	#FFD88FD8
	DarkKhaki	#FFBDB76B		LemonChiffon	#FFFFFACD		Olive	#FF808000		Tomato	#FFFF6347
	DarkMagenta	#FF8B008B		LightBlue	#FFADD8E6		OliveDrab	#FF6B8E23		Transparent	#00FFFFFF
	DarkOliveGreen	#FF556B2F		LightCoral	#FFF08080		Orange	#FFFA5000		Turquoise	#FF40E0D0
	DarkOrange	#FFF8C000		LightCyan	#FFE0FFFF		OrangeRed	#FFFF4500		Violet	#FFEE82EE
	DarkOrchid	#FF9932CC		LightGoldenrodYellow	#FFFAFAD2		Orchid	#FFDA70D6		Wheat	#FFF5DEB3
	DarkRed	#FF8B0000		LightGray	#FFD3D3D3		PaleGoldenrod	#FFEE8AA		White	#FFFFFFF0
	DarkSalmon	#FFE9967A		LightGreen	#FF90EE90		PaleGreen	#FF98FB98		WhiteSmoke	#FFF5F5F5
	DarkSeaGreen	#FF8FBC8F		LightPink	#FFF8B6C1		PaleTurquoise	#FFAFEEEE		Yellow	#FFFFF000
	DarkSlateBlue	#FF483D8B		LightSalmon	#FFFA07A		PaleVioletRed	#FFDB7093		YellowGreen	#FF9ACD32
	DarkSlateGray	#FF2F4F4F									

Table 11: Font - colour

Extract from:

<http://msdn.microsoft.com/de-de/library/system.windows.media.colors%28v=vs.110%29.aspx>

9 Known open issues (Solution in Rel3.4)

- Resolution information from Video formats are not displayed under Windows 8
- Video – pre-view of mp4-Files not possible
- Re-naming of project presently de-activated.
- Function “Text replacement” can be only used without the wildcards (N## or N&&)
- Playing of pool elements according to sorted sequence is not supported at present.
- Presently only one font can be assigned to LED – signs (as of Rel3.4 multi font support)
- “Dirty Flag *” is not always shown correctly.

10 References, Documents

Reference ID	Descriptions
R01	InfoVison Topbox-Compact_Video-recommendation_DE.pdf \\Gorba.com\Daten\Softwareserver_Release\Documents\02_imotion\02_TFT\00 System Overview
R02	Analogue clock configuration.docx \\Gorba.com\Daten\Softwareserver_Release\Documents\01_icenter\18_icenter.media\icenter.media V3.0
R03	
R04	
R05	
R06	

Table 12: References, Documentation

10.1 Definitions and Abbreviations

Abbreviations	Descriptions
icenter.suite	Software package of the Gorba company
BackgroundSystem	Background system of the Gorba company
Dictionary	Configuration of the 4 dimensional generic data model with information regarding tables, rows and columns.

Table 13: Definitions and Abbreviations

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