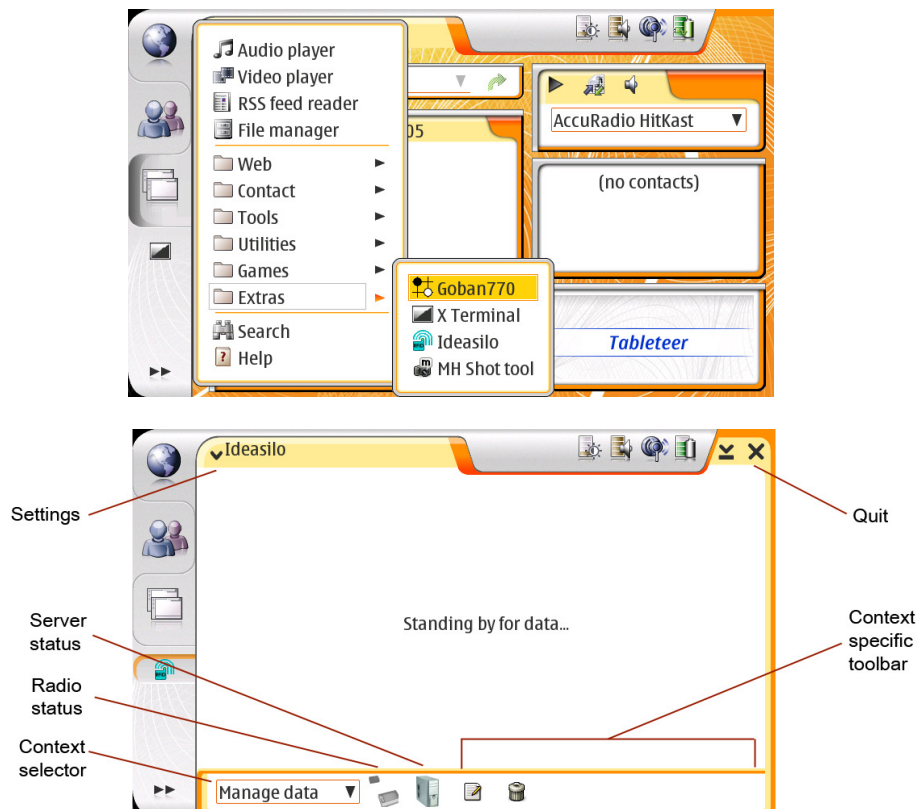


Ideasilo

User manual

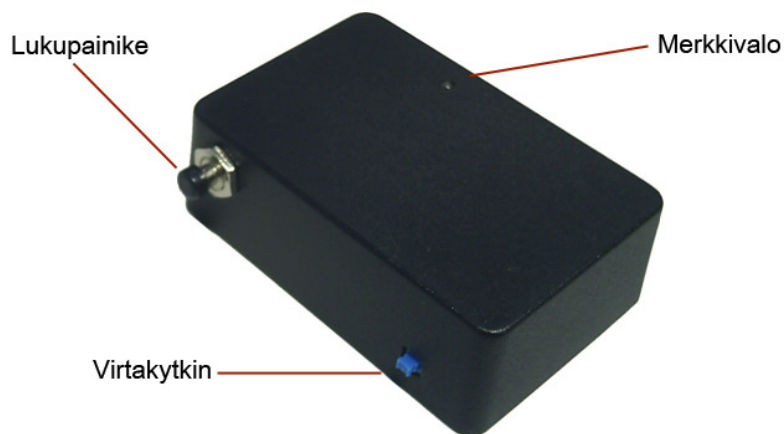
After installing Ideasillo according to the installation instructions, the program can be found under the 'extras' category in the menu.



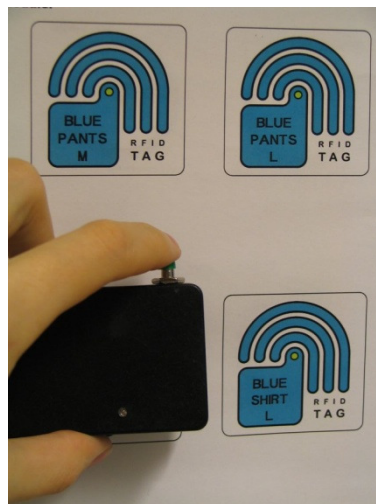
The initial screen of Ideasillo looks roughly like in the picture above. At this point there are no tags read yet, no connection has been made to the server and the connection to the radio transmitter isn't working yet. The current context can be read in the toolbar in the bottom part of the screen. The default is 'Manage data', which lets you browse read tags and modify the data contained on the server. Other contexts become available when connection to the server is formed.

In order to make the server connection available, you need to make sure the correct server address is entered in the application options. The options dialog can be found under the application settings indicated in the picture above.

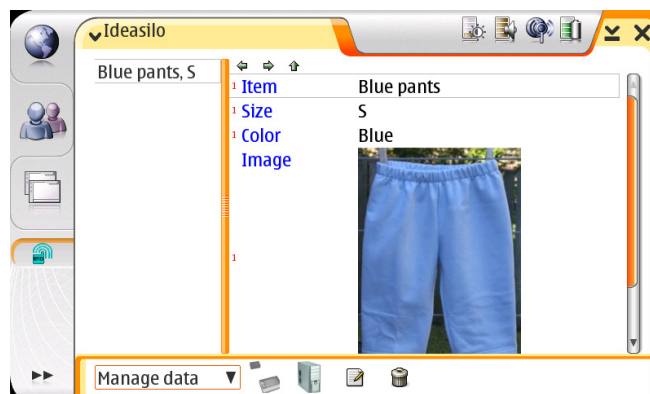
In order to read a tag, you need make sure the connection to the radio transmitter is working and have the tags and the reader ready. The tags can be assembled for example like a poster in the following picture.



To read a tag, first turn on the reader module from the power switch. Wait for the red signal light to go out. Then press the read button until the signal lights up again. Position the reader on one of the tags and wait for the light to go out without moving the reader too much. Especially be sure not to have more than one tag on close range.



When a tag has been read and the information has reached Ideasillo successfully, you should hear a sound effect. If the program is able to connect to the server containing the actual data and the data is available on the server, you should hear another sound effect when the data appears on the screen.



The tags that have been read are listed on the left panel. They can be browsed freely. The actual data about the currently selected tag is displayed on the panel to the right. If you would like to remove some piece of data from the memory, select it and click the trashcan icon. If you would like to edit the data on the server, select the notepad icon. An edit dialog should pop up. You can then make the necessary changes and send the modified data to the server by pressing the update button. The data on the screen is only updated if a confirmation from the server is received.

