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**Fly Elise-ng
Immersive Touch Panels v1.0
User Guide**

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1 Introduction

Fly Elise-ng has a number of software products for designing, configuring, aligning and driving multi-projection or multi-LCD panels visual setups.

The software portfolio includes Immersive Display PRO, Immersive Calibration PRO, Immersive Player PRO, Immersive LCD PRO and Immersive Mapper PRO.

Every software has a comprehensive set of features that can be used via the Windows Desktop graphical user interface (GUI).

Next to the standard GUI interface, every software also supports an alternative network and socket based interface, the CMDNET interface, to be able to control the software remotely.

The CMDNET interface is a simple socket based, command interface for easy integration of the Fly Elise-ng software control features with any existing control system.

The set of supported CMDNET commands per software product can be found in the corresponding software user manual.

Integrating the existing control systems with the CMDNET interface requires low level programming and integration skills.

Immersive Touch Panels software provides an alternative solution for defining, and using touch panels from any web enabled device with screen: telephone, tablet, PC, etc.).

Instead of using expensive professional touch control software and hardware, one can use Immersive Touch Panels to visually and interactively create professional touch panels which can be used to directly control all available Fly Elise-ng software which support the CMDNET interfaces.

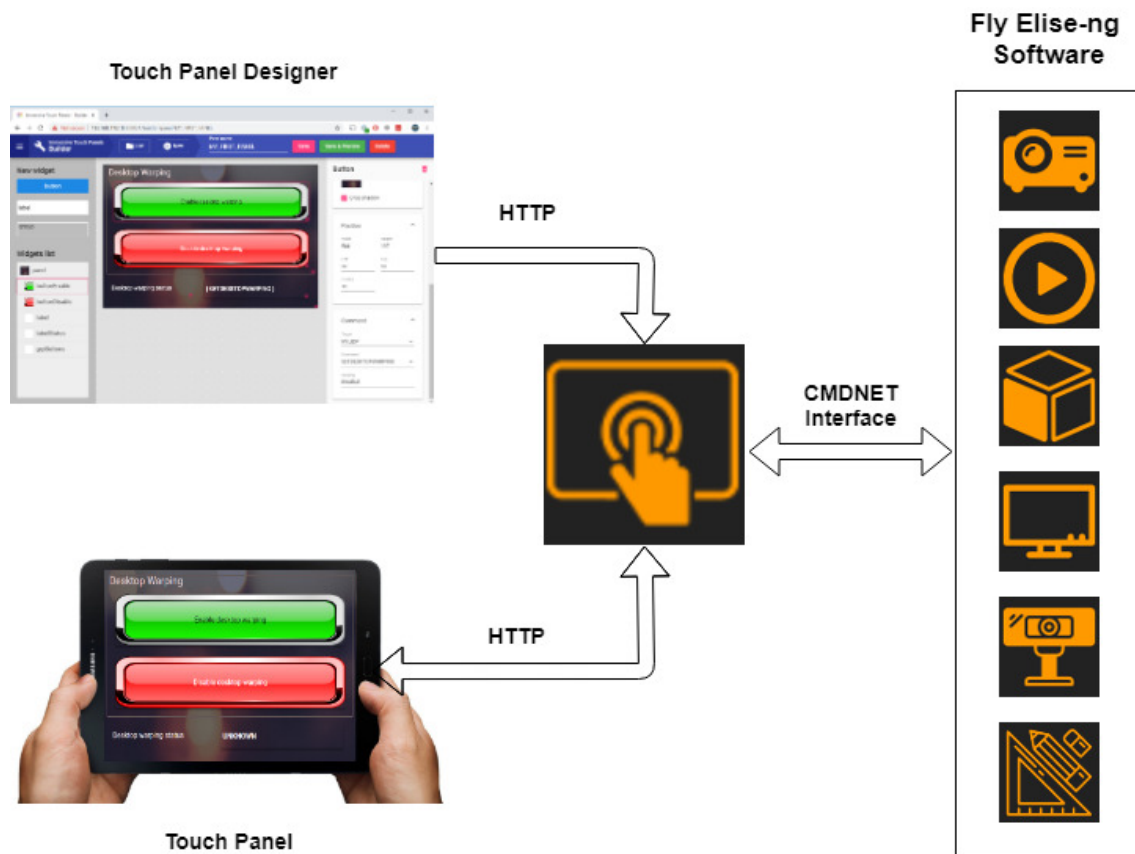
Immersive Touch Panels is a gateway between the software with CMDNET interface and the user of the software. All the CMDNET interface commands and arguments are made available to the user. User can define HTML based touch panels and place buttons or other controls to directly execute the CMDNET commands with their parameters.

Immersive Touch Panels provides 3 types of services:

- Gateway to all available software with CMDNET interface
- Web based interface for defining HTML based touch panels
- Web interface for loading the defined HTML based touch panels and executing the CMDNET commands.

Users can use any HTML/HTTP enabled device to define their own control panels that can be used from any device to control the software.

Here is the graphical overview of the Immersive Touch Panels:



2 System requirements

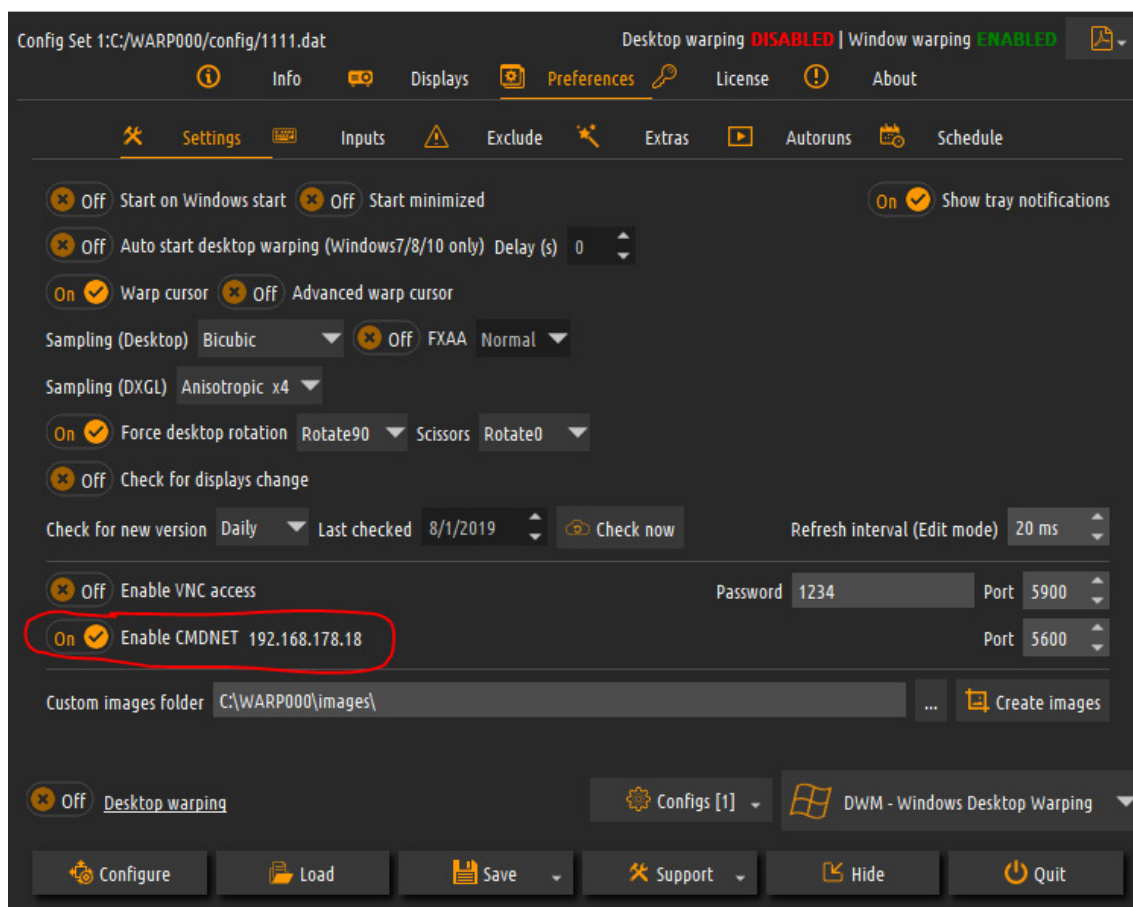
The following is the required minimal configuration:

- PC with 2.0 Ghz or higher processor (32bit or 64 bit)
- 2 Gb or more RAM
- A moderate graphics card (NVIDIA or AMD/ATI)
- A network connection

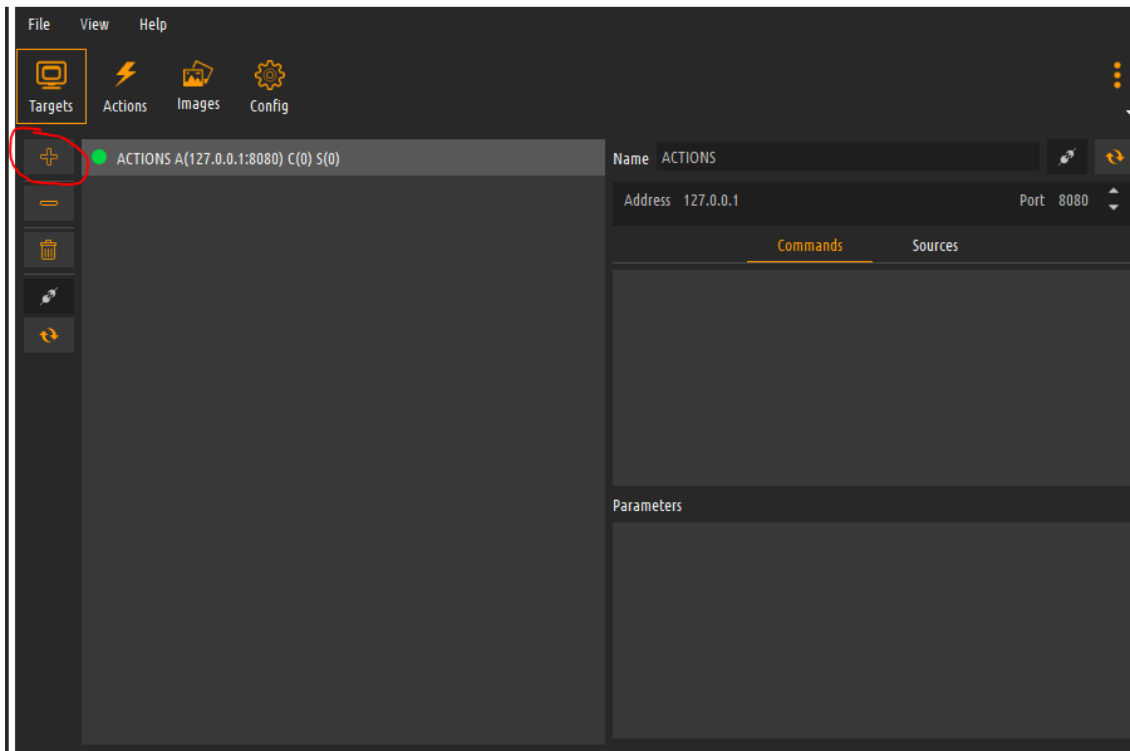
3 Quick Setup Guide

This quick setup guide shows a number of basic steps to setup the Immersive Touch Panels, and to define and use a touch panel to control a running instance of Immersive Display PRO.

Start Immersive Display PRO and make sure that the CMDNET interface is enabled:



Start Immersive Touch panels on the same or a different PC. Select the Targets window and add a new Target. Target is an instance of a Fly Elise-ng software with support for CMDNET interface.



Click on the Add Target button to connect to the CMDNET target and to make it available to define and use its commands in a HTML based touch panel.

Add new target

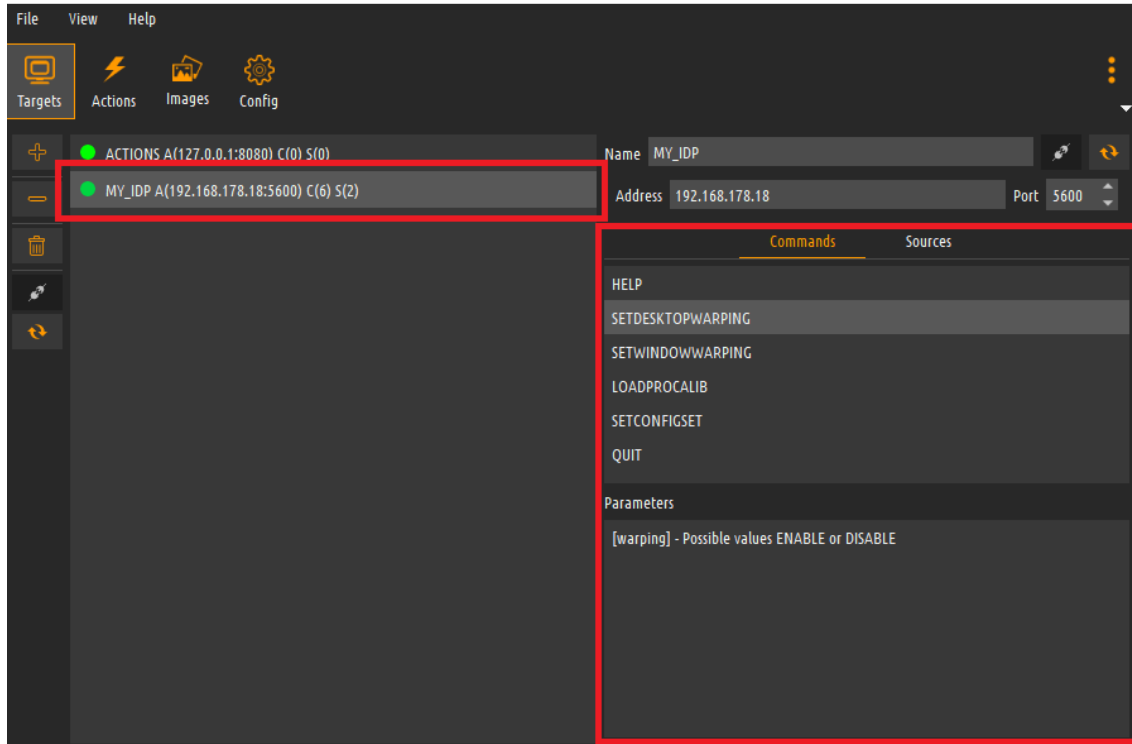
Name	MY_IDP	
Address	192.168.178.18	Port 5600

CancelApply

Give it a descriptive name and enter the correct IP address and the port that the target is running its CMDNET interface.

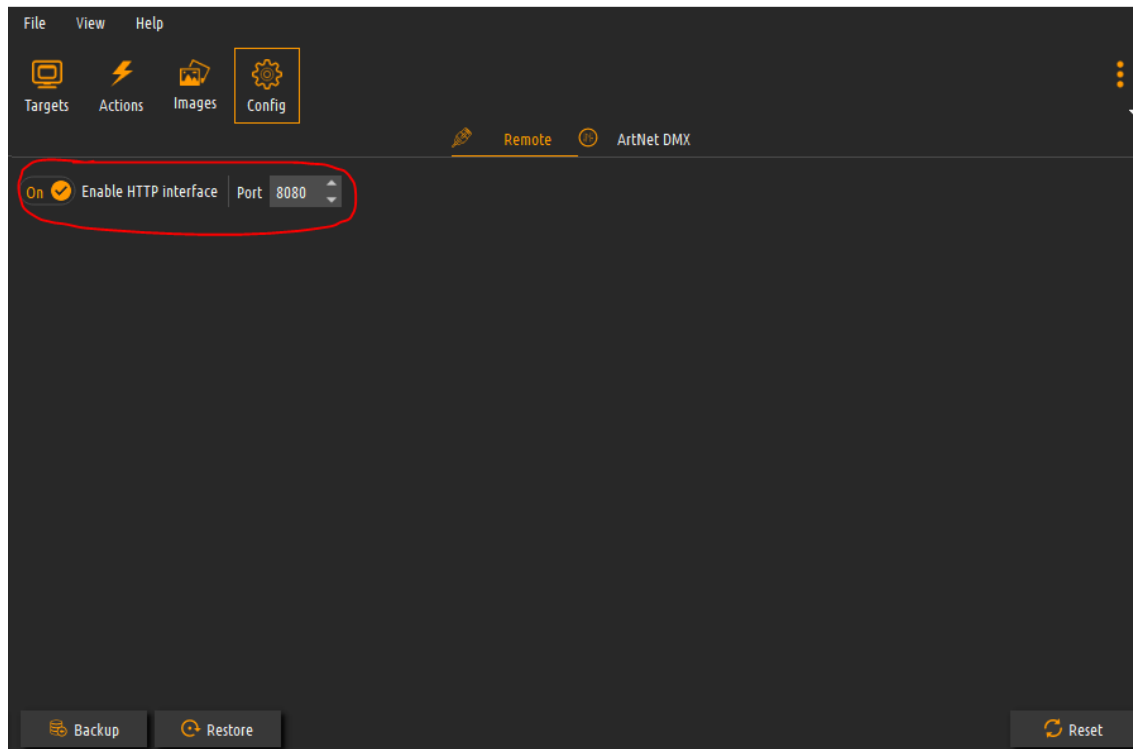
Click apply to add the target to the list of available targets.

The software will connect to the CMDNET target, and retrieve all available commands (and their parameters) supported by the target.

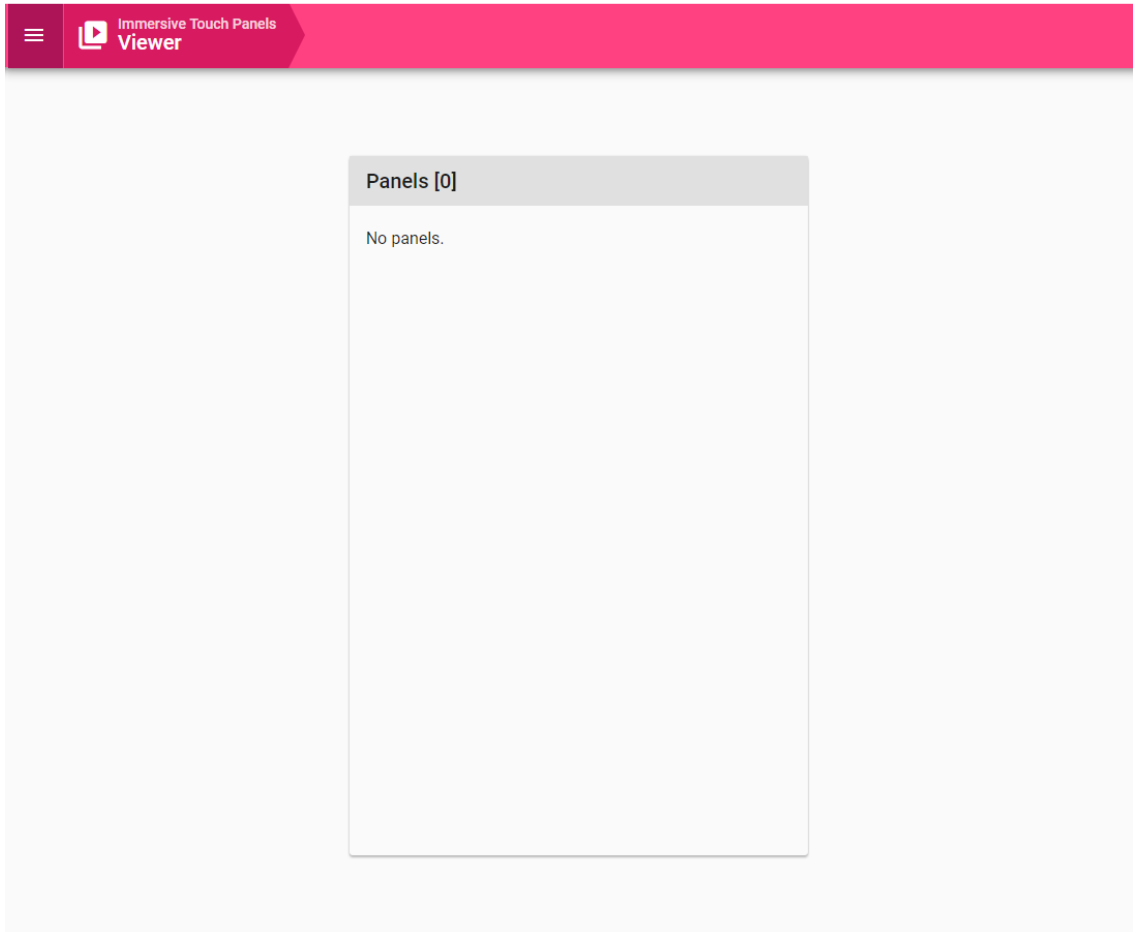


The CMDNET interface supports “Commands” and “Sources”. The commands go from the touch panel to the software to change its state. The sources are status information going from the software to the touch panel.

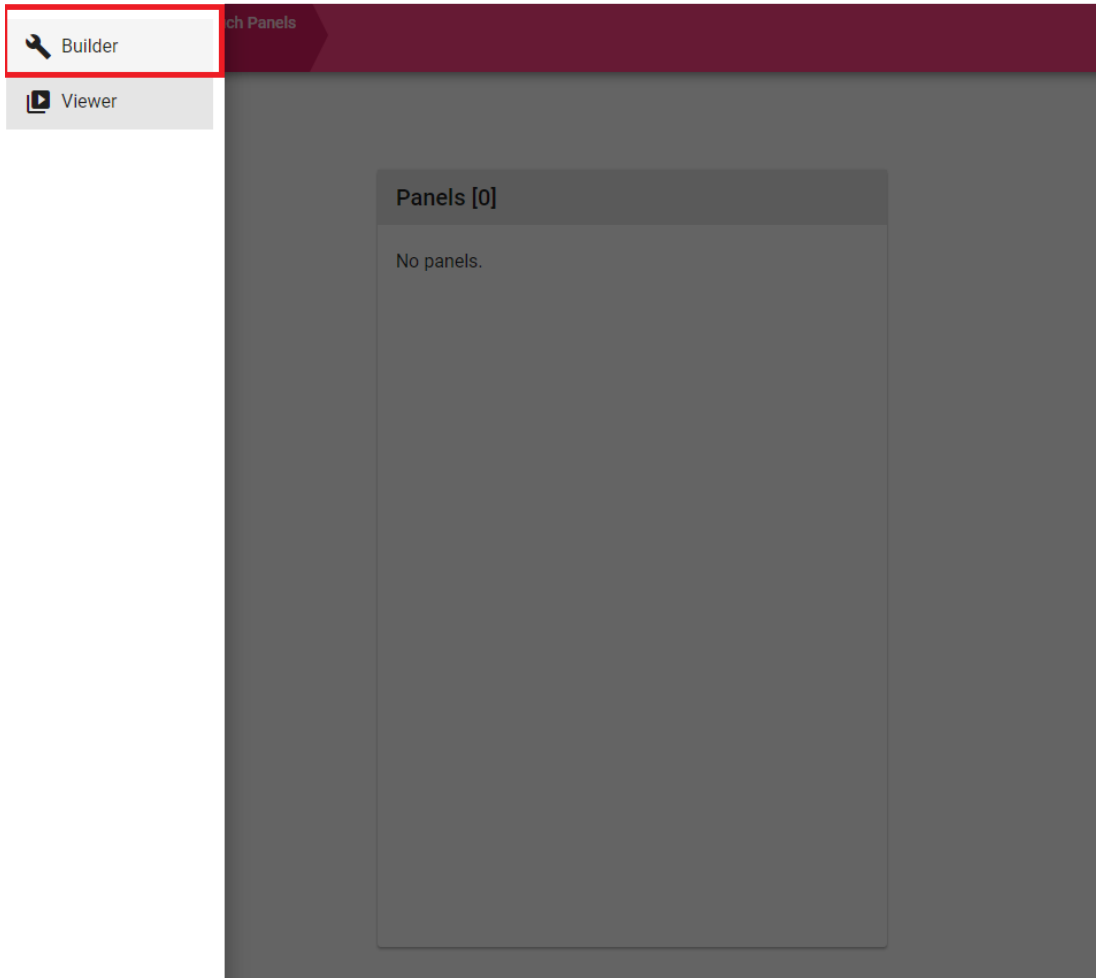
Make sure the HTTP interface of Immersive Touch Panels is enabled. This will allow to connect to the software from a web browser to define or use a touch panel.



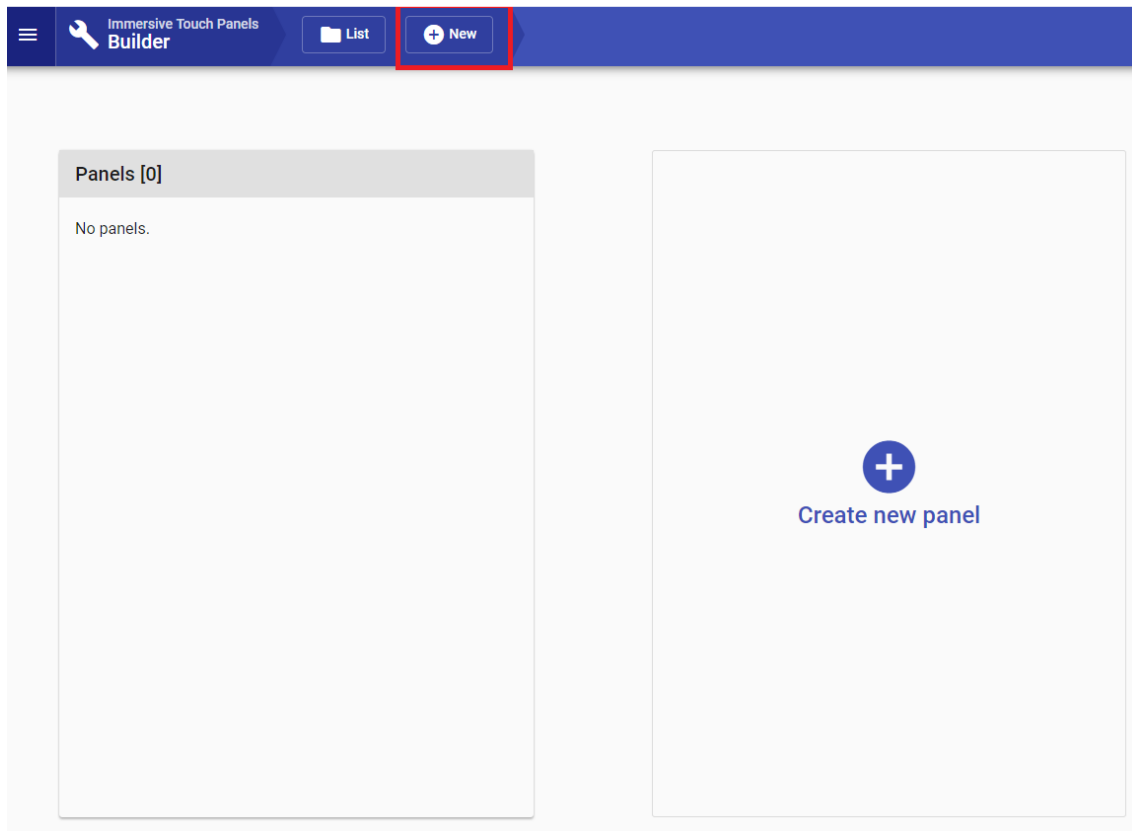
Now start a web browser on a PC or any other HTML enabled device.
Connect the HTTP interface provided by the Immersive Touch Panels software.
In our case 192.168.178.18:8080



A web page will open that lists the available defined panels. Click on the top left menu and select the Builder screen.

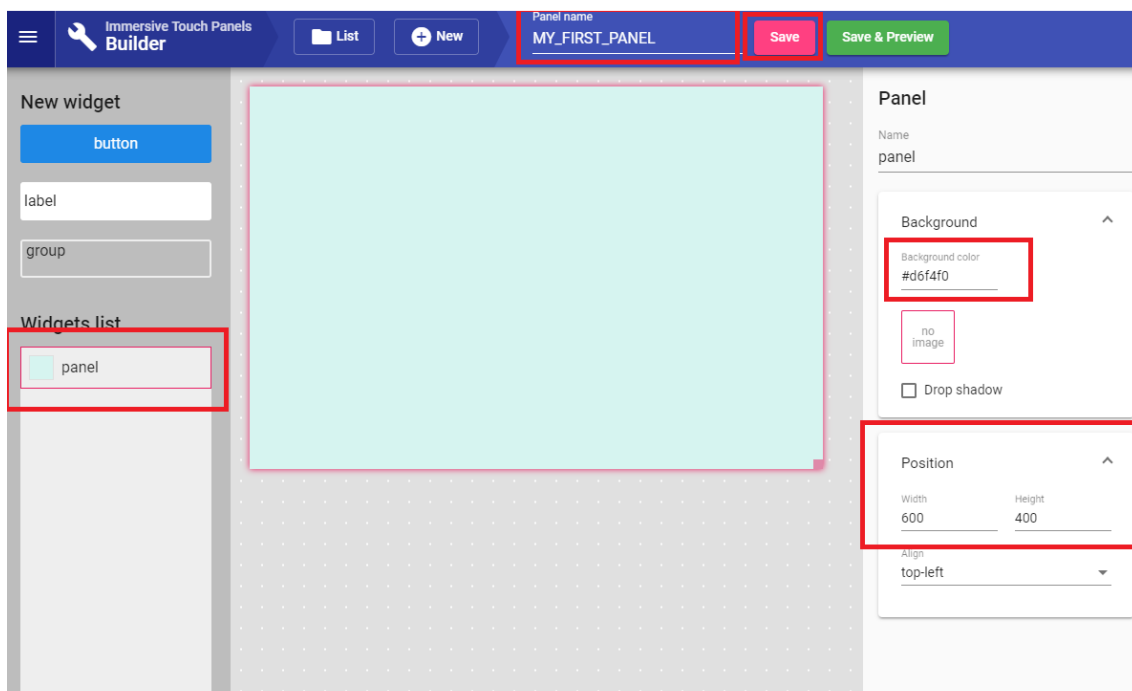


This will open an interactive Panel designer to define your touch panel.



Click on the New button to create a new Panel.

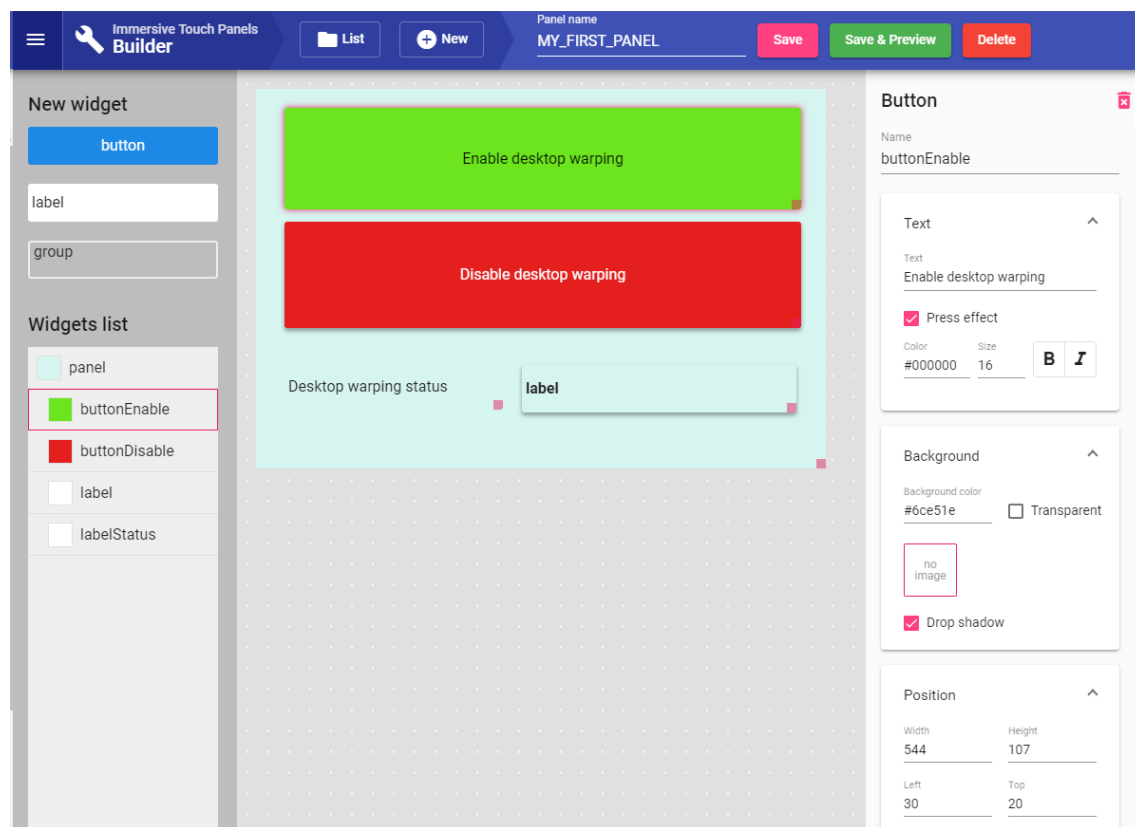
The panel builder screen will open to define or edit the panel.



Click on the “panel” in the widgets list to open the panel properties and define the panel width and height to match your touch device screen resolution. Define the desired panel color, set the descriptive panel name and press save.

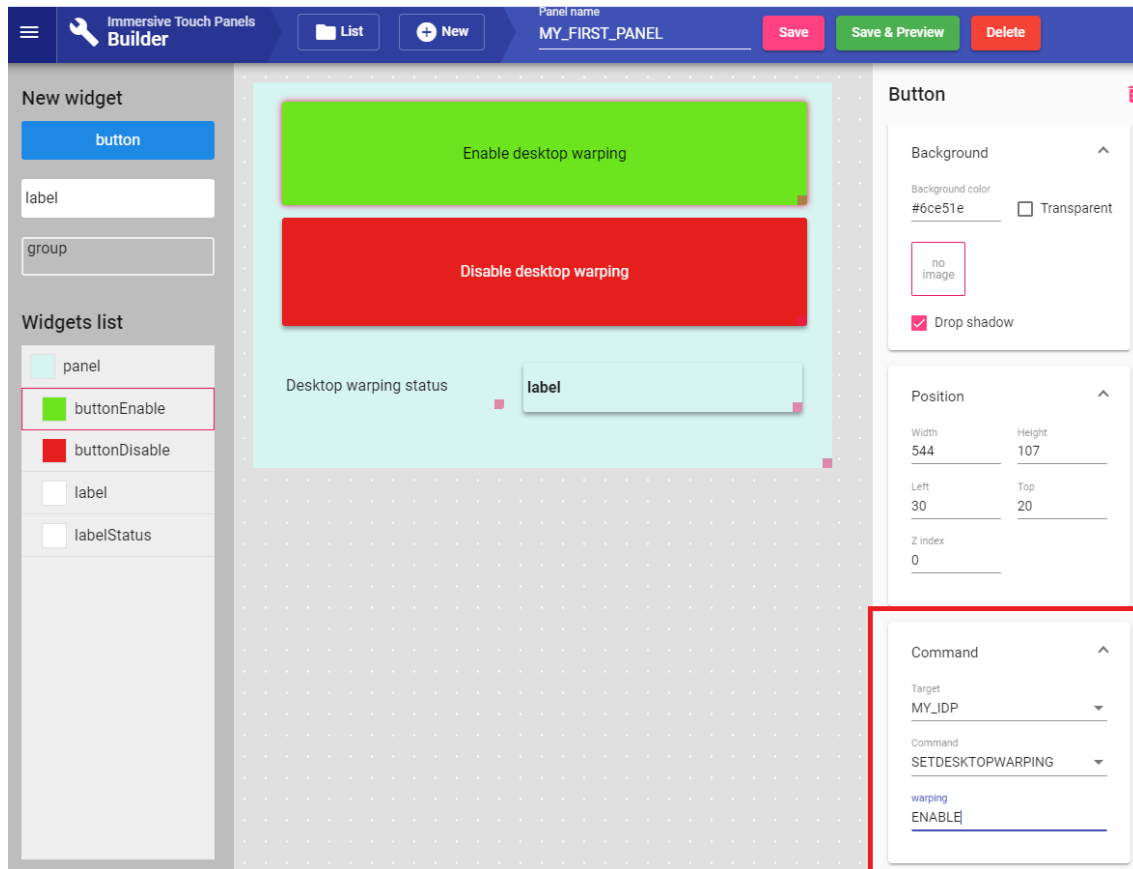
The panel is created and ready to be used. But first let’s define the buttons and commands that we can use with those buttons.

Drag and drop 2 buttons widgets on the panel and drag and drop 2 labels widget. Move, position and resize the widgets as you prefer. Click on each button separately and widget properties: names, background color, text color, etc.



Now for each button we will define the command to be executed on the available targets defined in Immersive Touch Panels.

In the Command properties for the button, select our defined target MY_IDP, select the command SETDESKTOPWARPING and type the value of the argument “warping” to ENABLE.

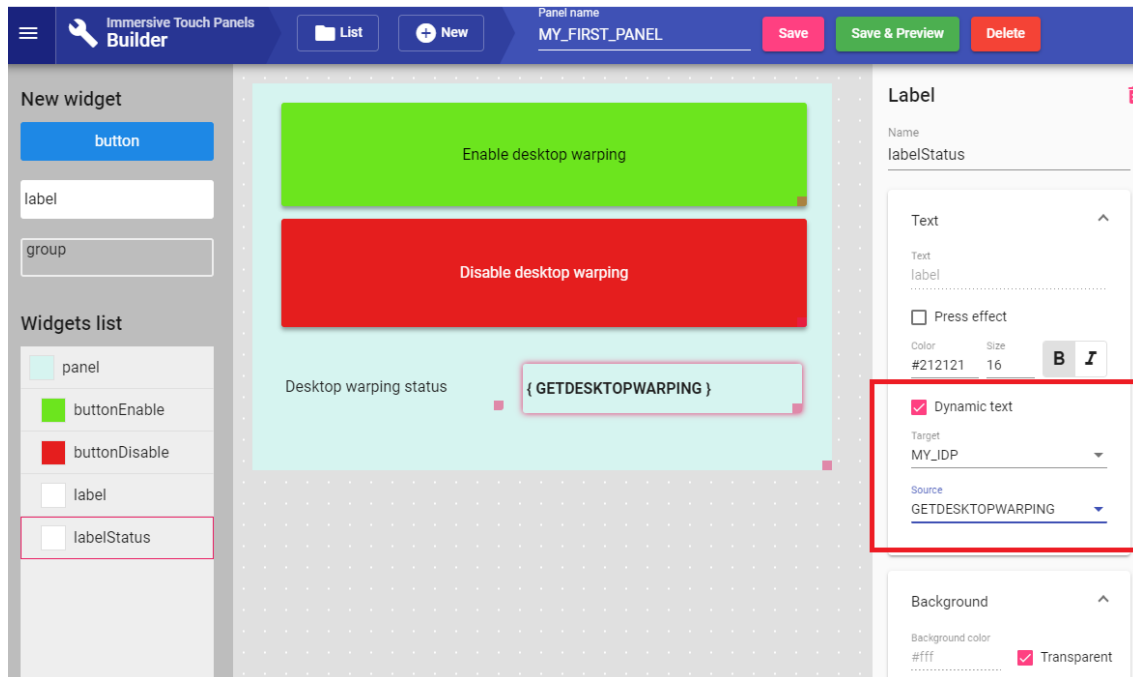


Repeat the same for the disableButton, but in the command parameter type DISABLE.

Now our button will be able to send commands to our running Immersive Display PRO software to enable and disable the desktop warping.

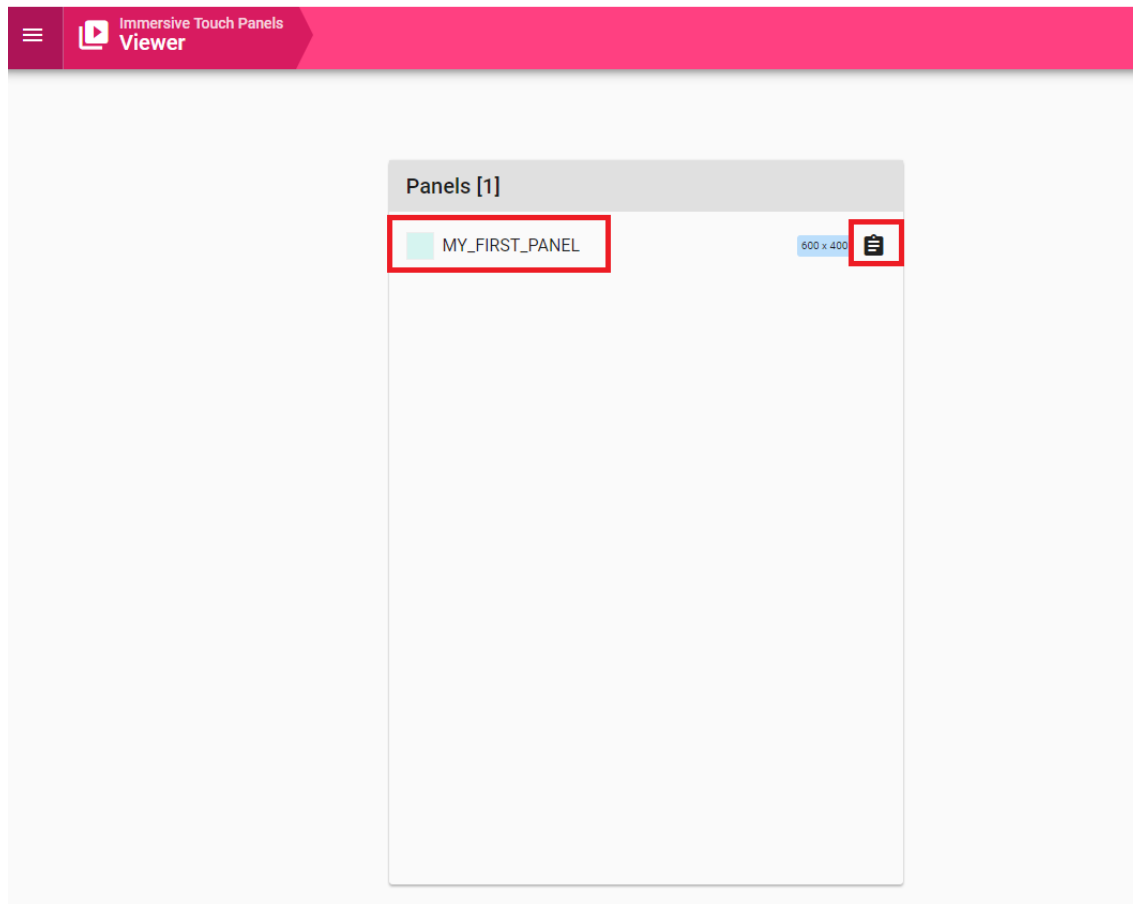
Now, select the labeStatus. This label will show the status of the desktop warping, which is available as a “source” from our running Immersive Display PRO. Whenever the warping status will change, the value of the label will be changed accordingly.

Enable the “Dynamic text” property of the label, and select the GETDESKTOPWARPING source from out MY_IDP target.

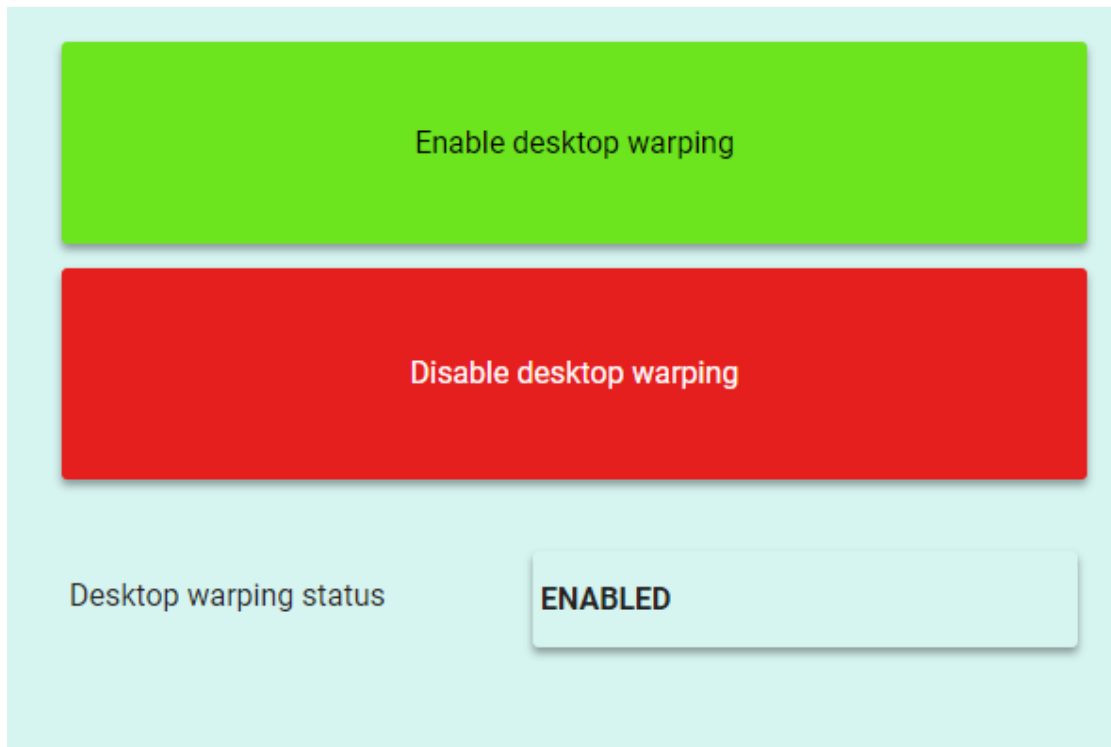


That is all. Our panel is ready to be used. Press Save and go the Viewer section using the top left menu button.

Our panel is ready to be used. Clicking on the panel name will open the running panel. The URL of the panel can be copied to the clipboard using the "Copy" button on the right of the panel name.



Here we are. Our Panel is opened in our browser and we can click on the buttons to change the state of the desktop warping.



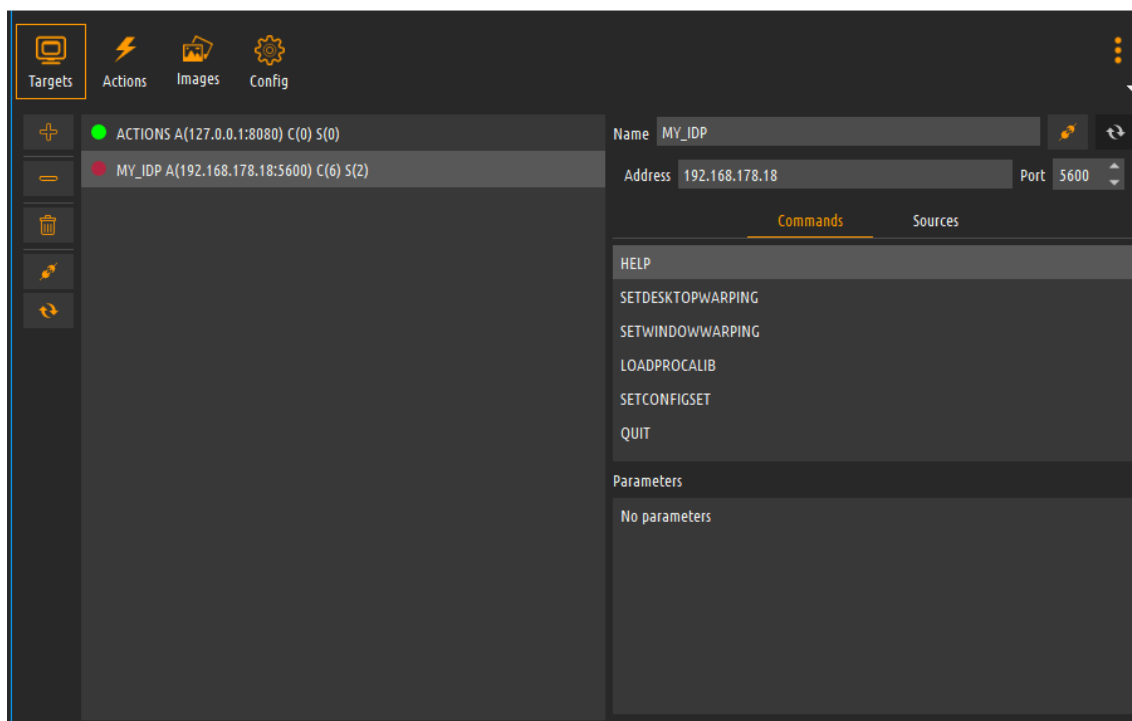
Use any device with screen and a browser to access our panel using the URL:
http://192.168.178.18:8080/#/viewer/panel/MY_FIRST_PANEL

4 User interface

The graphical user interface is composed of several pages. Each page can be selected using the toolbar buttons



4.1 Targets page



A “target” is a receiver of the commands that can be executed from a HTML panel, or provider of data that can be send to the HTML panel.

In the Targets page users can define one or more targets. Targets is a running instance of Fly Elise-ng software that has enabled CMDNET interface.

Targets can be added by their IP address and post to which the CMDNET interface is connected.

The state if the target is connected or disconnected. When the CMDNET interface becomes available (the Fly Elise-ng software is started) then the Immersive Touch Panels will automatically connect to the target.

A special type of target is the ACTION target.

The ACTIONS target is a local target that can be used to execute the additional UDP/Serial/JPLink and DMX actions defined in the “Action” page. The ACTIONS target is always available when the software is licensed with the Advanced license.

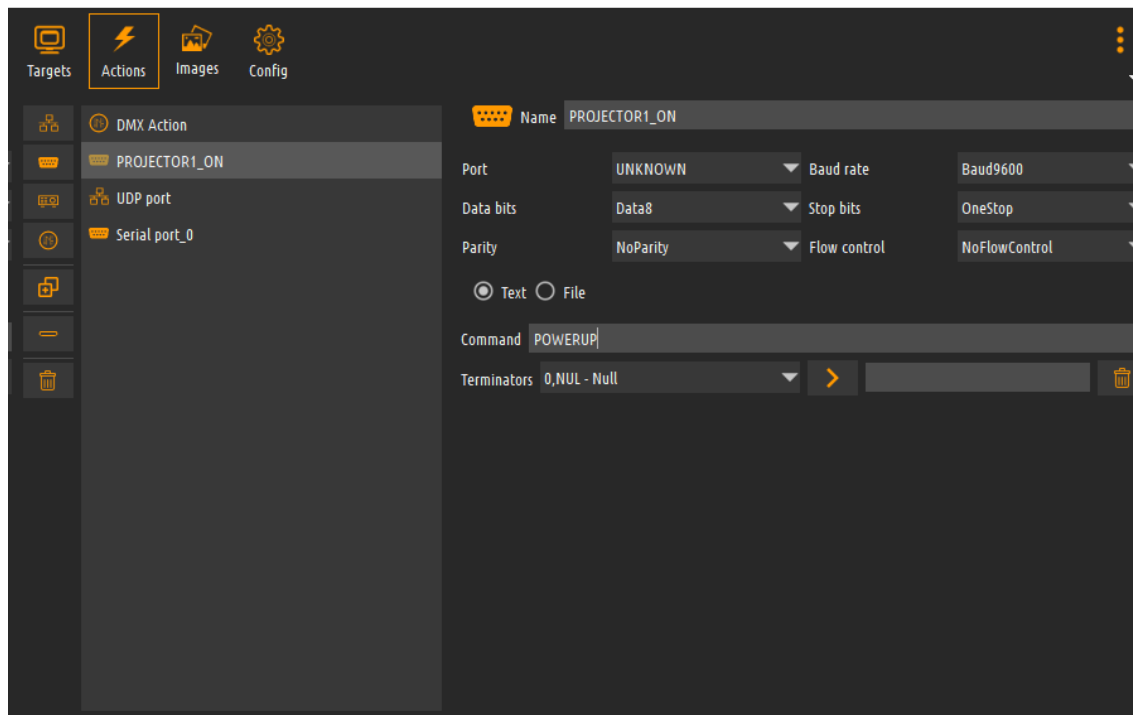
Each target has a unique name that can be used to uniquely identify the target of the command from the HTML touch panel.

On the right site of the screen, for each target, the list of the supported commands and sources are listed for the selected target.

After connecting to the target, the software will query the target for the supported commands, sources and the corresponding parameters. Those will be used for designing and building the HTML panels.

The list of the supported commands and sources can be retrieved explicitly by pressing the refresh target button, next to the target name.

4.2 Actions page



Note: The use of actions requires the Advanced License.

The actions page allows definition of control actions that can be put on the timeline.

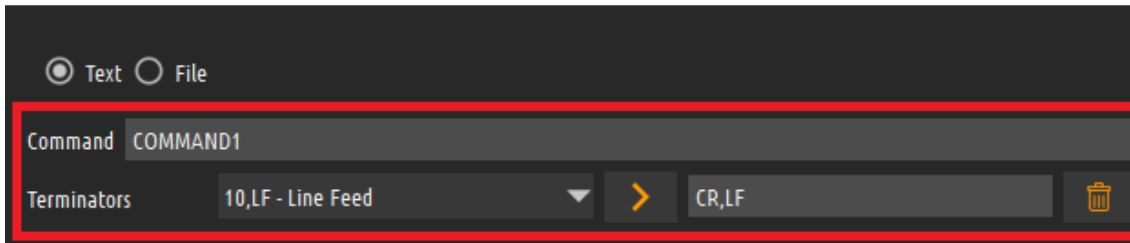
The software supports the following types of show control actions: UDP, Serial Port, PJLink and DMX actions.

The buttons on the left side can be used to add and remove/delete actions.

4.2.1 UPD Action

The UDP actions are action that send a data to a specified IP address and UDP port. The data to be sent can be specified as a text data or as a binary or text file content.

When a test command is specified, the user can enter the any text. Any non-printable characters can be added to the end of the data if the receiving part requires terminating characters. A list of all non-printable characters are available in the combo box. The list of the non-printable characters and be cleared using the delete button.



4.2.2 Serial Port Action

The Serial port actions are similar to the UDP actions.

The specified data or the content of the file is send to a serial port.

The screenshot shows a configuration window titled "SEND SERIAL DATA2". It contains the following fields and options:

- Name:** SEND SERIAL DATA2
- Port:** COM5 - Prolific USB-to-Serial Comm Port
- Baud rate:** Baud115200
- Data bits:** Data8
- Stop bits:** OneStop
- Parity:** NoParity
- Flow control:** NoFlowControl
- Text/File:** Radio buttons for Text (selected) and File.
- Command:** AAA
- Terminators:** 10,LF - Line Feed (selected), with a button to add "NUL,STX" and a trash icon.

User can select a COM port specify the parameters of the COM port for the data sending.

4.2.3 PJLink Action

The screenshot shows a configuration window titled "PJLink_ACTION". It contains the following fields and options:

- Name:** PJLink_PROJ1_ON
- Address:** 192.168.1.33
- Port:** 4352
- Password:** PROJ1PASSWORD
- PJLink Command:** PowerOn

PJLink is a standard interface implemented by the major projector manufacturers to control the projectors remotely.

User can specify the IP address and the port of the projector. The standard PJLink port is 4352.

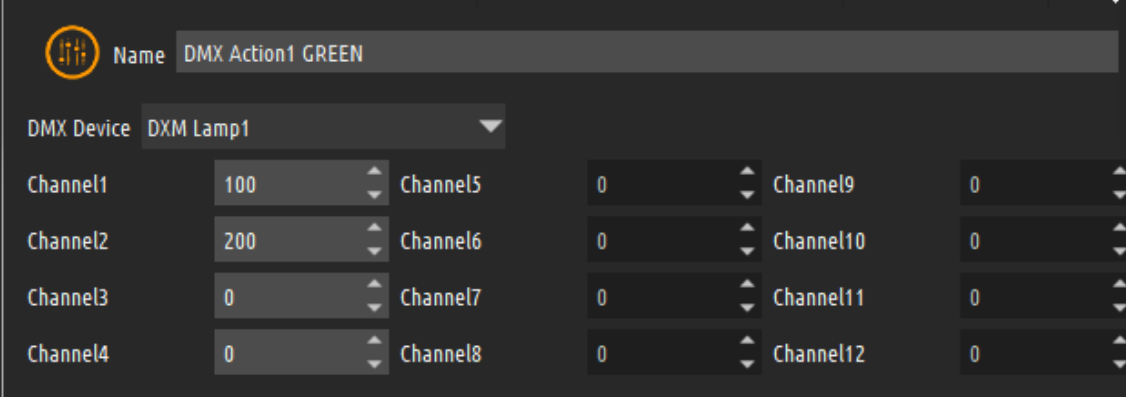
Additionally, if the projector is setup with the password, the PJLink password can be specified.

The software supports the following PJLink commands:

PowerOn, PowerOff, MuteAudio, MuteVideo, MuteAudioVideo, UnMuteAudio, UnMuteVideo, UnMuteAudioVideo, InputRGB, InputVideo, InputDigital, InputStorage and InputNetwork.

Some of the commands require an additional parameter that can be specified when the command is selected.

4.2.4 DMX Action



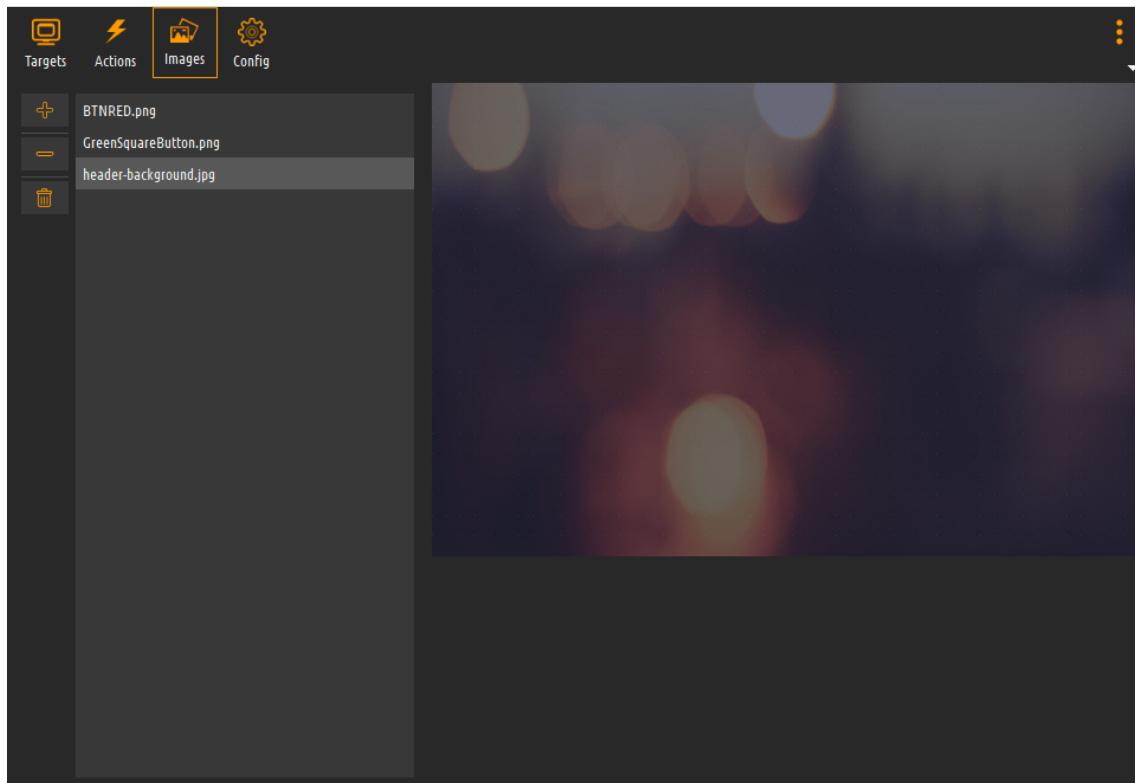
DMX Action1 GREEN					
DMX Device: DXM Lamp1					
Channel1	100	Channel5	0	Channel9	0
Channel2	200	Channel6	0	Channel10	0
Channel3	0	Channel7	0	Channel11	0
Channel4	0	Channel8	0	Channel12	0

The DMX action is an action on one of the specified DMX devices. Depending on the number of channels specified by a DMX device, the user can enter the values for the specified channels. The values are in the range of 0–255. Check the specific DMX device specification for the allowed channel values.

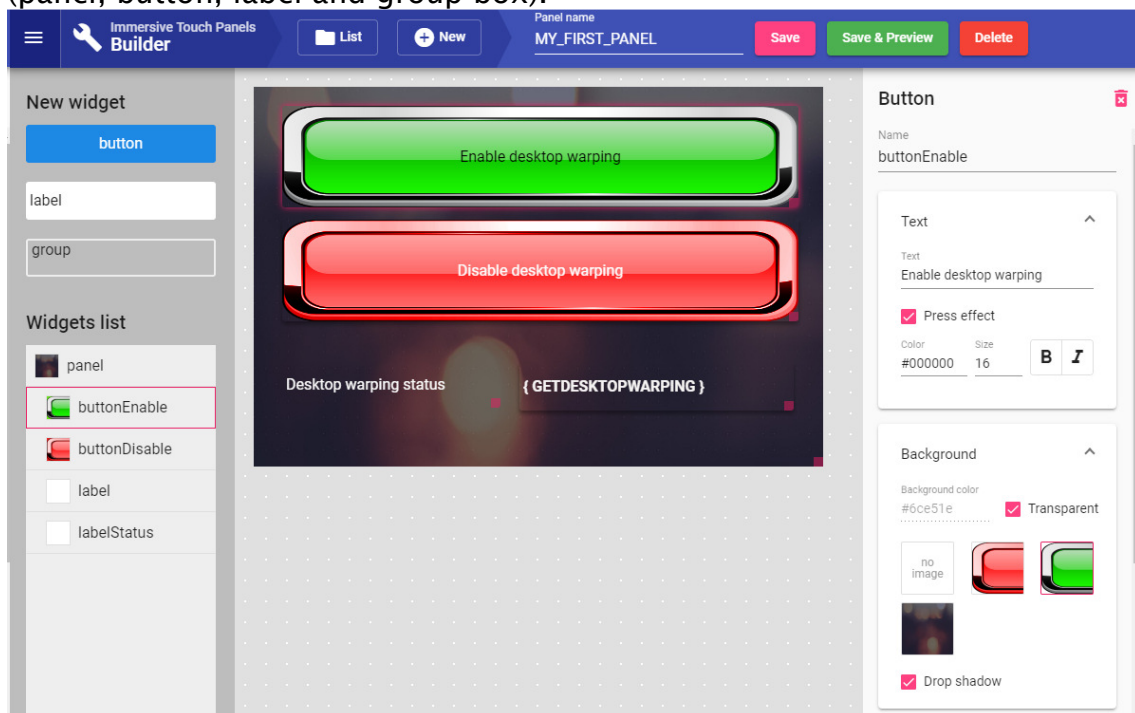
The channel values are applied instantaneously when the action is executed.

4.3 Images page

The images page allows the user to upload images that can be used for designing, building and using the HTML based touch panels.



Once the images are uploaded, then are available to be selected as background or foreground for each element in the HTML touch panel builder (panel, button, label and group box).



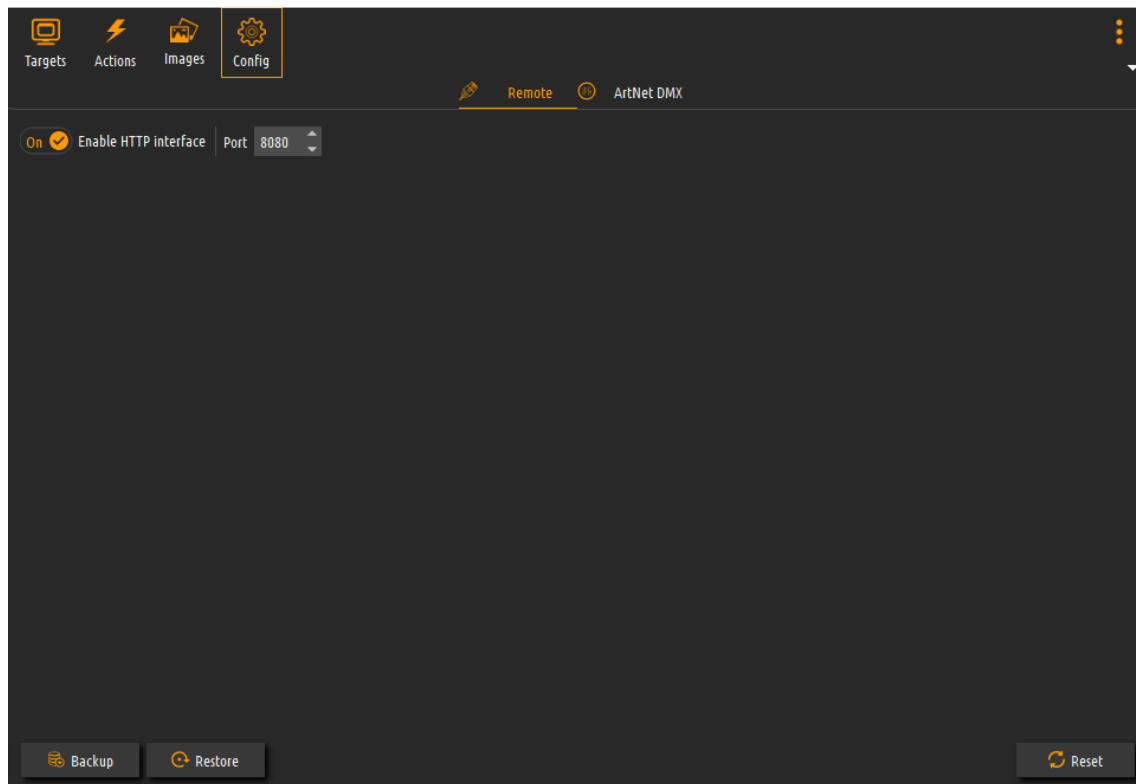
Use the buttons on the left side to add/upload and remove the images.

4.4 Settings page

The settings page contains Tabs for configuring Immersive Touch Panel software.

The settings can be backed up and restored using the corresponding Backup/Restore buttons.

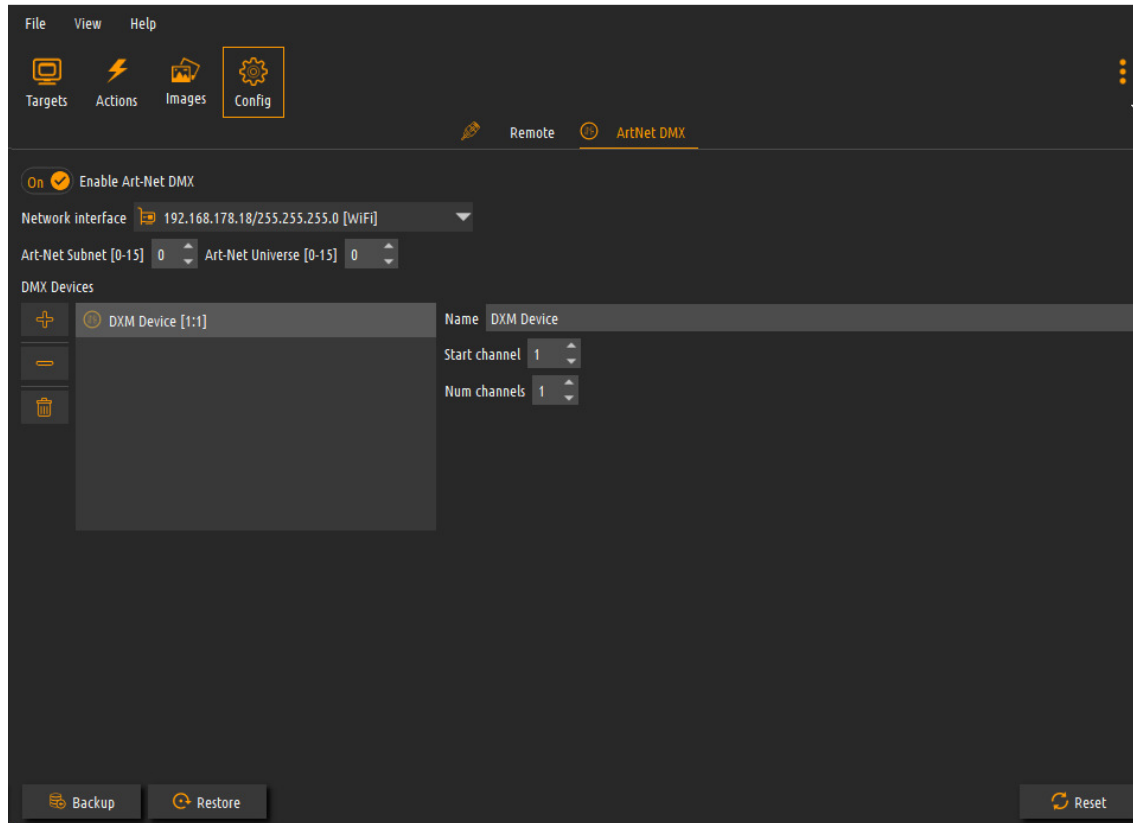
4.4.1 Remote



In this tab user can define the port that will be used by the internal HTTP server to be used to define and use HTML based panels.

When the HTTP interface is disabled, users can not access the HTML based interface to define and use touch panels.

4.4.2 ArtNet DMX



Note: The use of ArtNet DMX requires the Advanced License.

In this tab the user can enable/disable the ArtNet DXM show control functionality. When enabled, user can configure the network interface to be used to send ArtNet commands as well as the Subnet and Universe of the target DXM devices.

DMX devices include DMX controlled lamps, smoke machines and variety of other show devices that have a DMX interface.

Devices can be added to the list of known DMX devices. Each device can be configured to use one or more channel. The start channel and the number of channels determine the range of channels used by the device.

Devices with maximum of 12 channels are supported.

The DXM devices specified here can be used on the Actions editor to define the actions that can be put on the timeline.

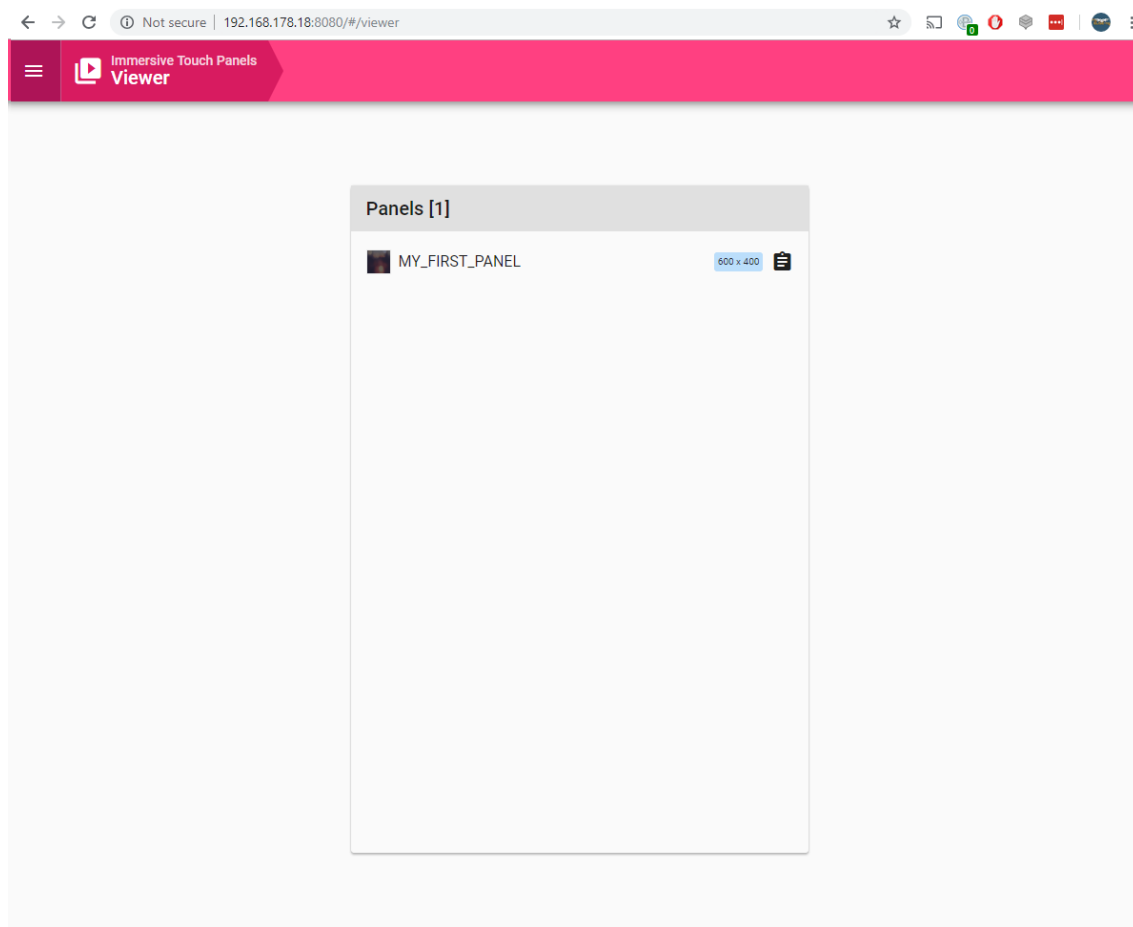
5 HTML based panel builder and runner

Immersive Touch Panels offers HTML web based interface to visually define and use the touch panels.

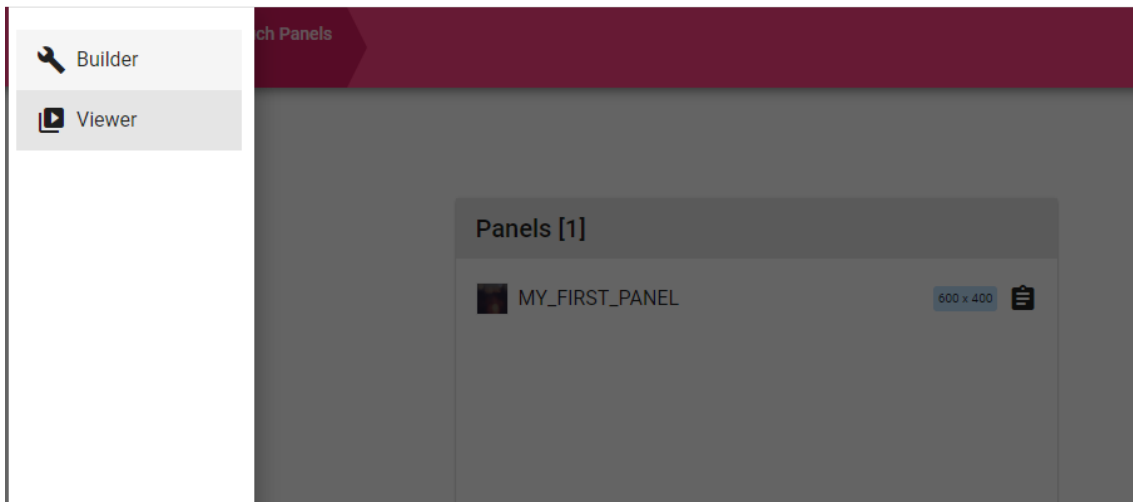
The software provides a HTML server that can be configured to run on a given port number.

Once enabled, the HTTP server will offer a web application to be used from any web enabled device.

Just point the browser to the IP address and the port specified and start to use the application.



The web application has two entry points: The Viewer and the Builder. User can switch between the entry points using the menu available from the top left button.

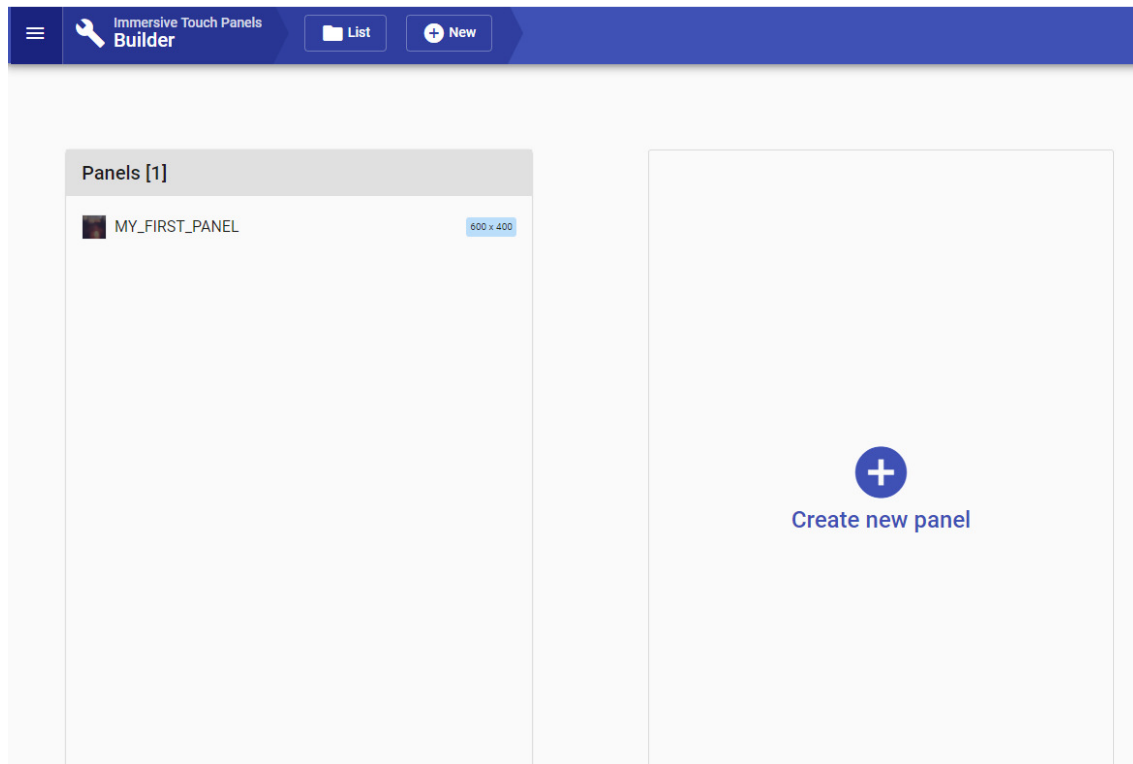


The Viewer entry point (the default) screen. On this screen a list of all defined panels is shown, and the user can click on the desired panel to open it.

The URL address of the panel can be also copied to clipboard using the “Copy to clipboard” button on the right side of the panel name.

Before a panel can be used, the panel has to be fully designed and built. The Builder screen offers a simple but powerful visual editor to create the most sophisticated and professional touch control panels.

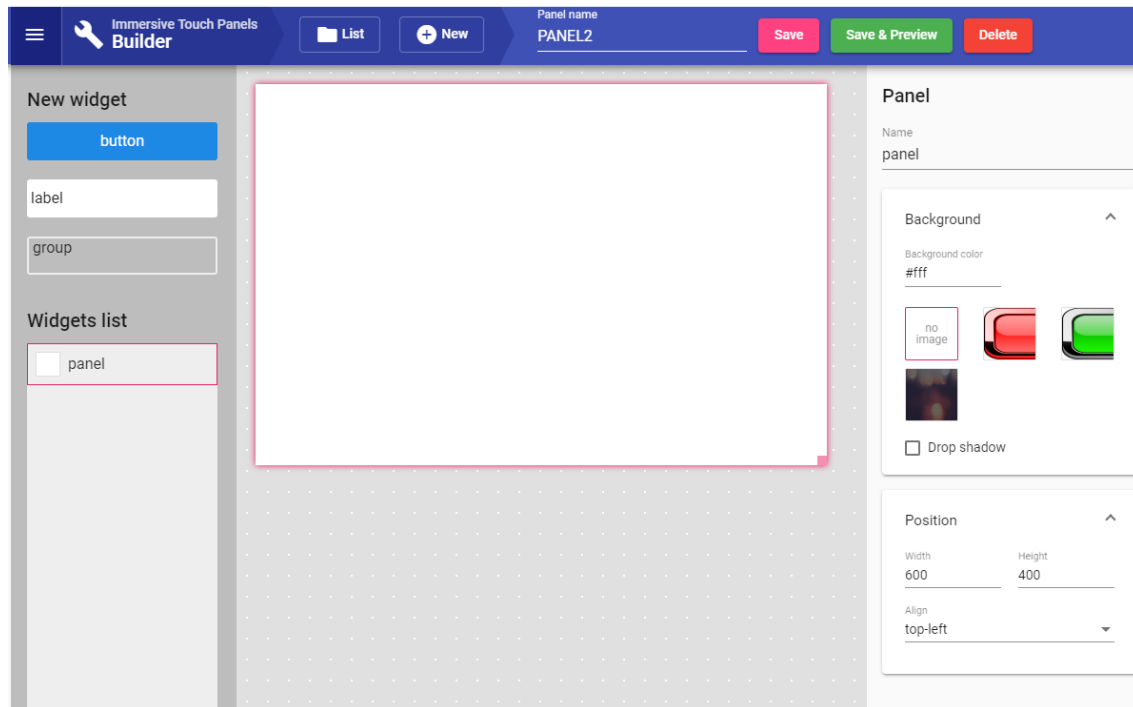
From the top menus, select the “Builder” interface. The user will be presented with the entry point of the builder interface.



Here the already defined panels are listed. Clicking on the panels the panel editor will be opened to edit the panel elements.

Using the New button, user can create a new panel and directed to the panel editor page.

When a new panel is created, just give it a unique panel name to be able to find and use this panel from the Viewer interface. Use the save button to save the panel definition.



Panel is composed of Widgets that can be put on the pane.

The top level element is the panel element that can contain widgets.

3 types of widgets are supported: Buttons, Labels and Groups. Widgets can be dragged and dropped to the panel. Give each instance of the widgets a unique name that can be seen in the widgets list.

Each type of widget will be described in details.

The panel element can be configured to have a defined resolution (to match the touch device screen resolution). The background can be configured to be a single color background or an image from the uploaded images.

A **Button** is a widget that can be used to execute commands on the targets, or navigate to other panels.

Button has the following groups of properties:

Text: To defined the button text properties

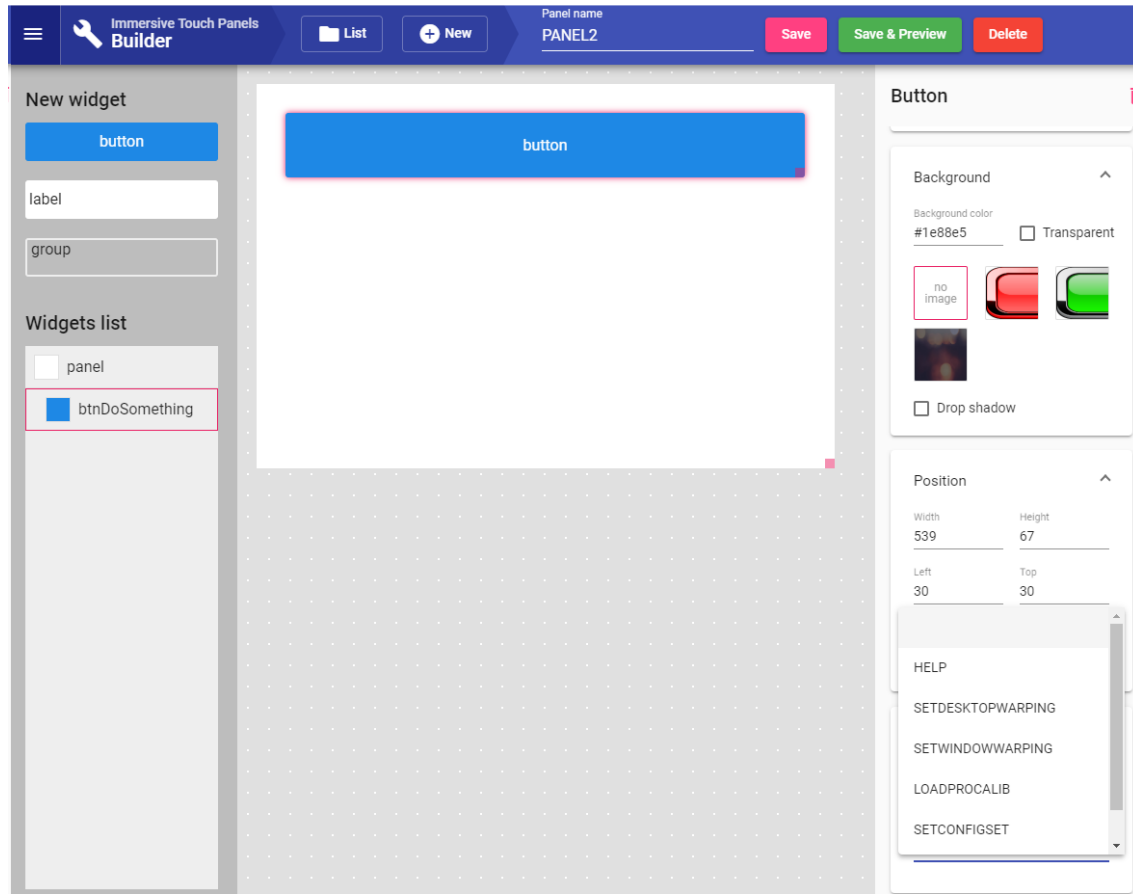
Background: To define the button background properties

Position: To define the button position, size and order on the panel

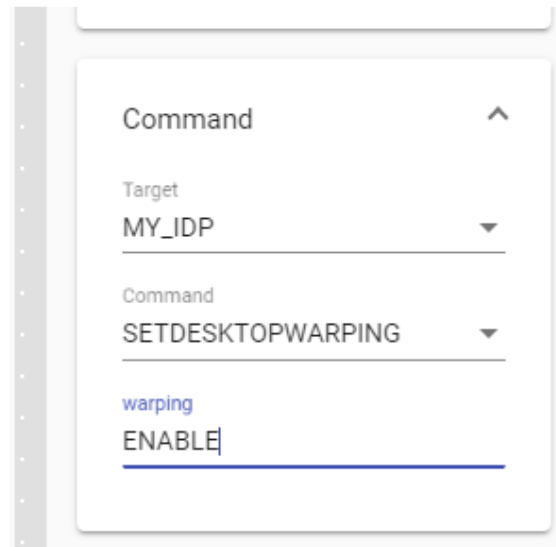
Command: To defined the target and the command to be executed on the target when he button is pressed. First select the desired target. A special

target “Navigate To” is available to navigate to another (previously defined) touch panel.

Once the target is selected, a list of commands for this target is presented.



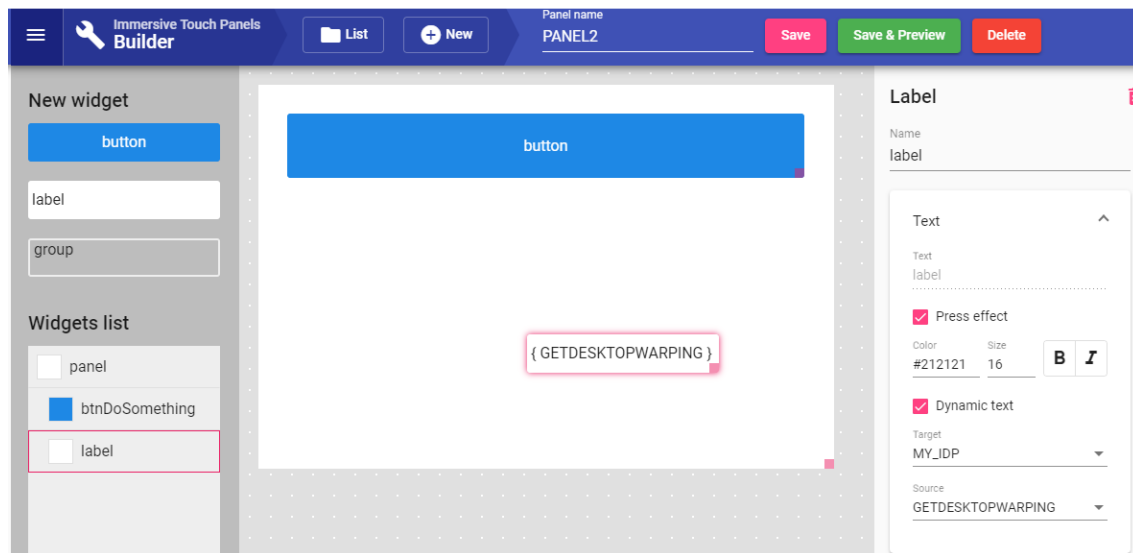
When the commands is selected, the possible parameters of the command can be entered.



A **Label** is a widget that can be used to show static text or to show a text coming from a target source. The target sources provide a dynamic text that will update the label text when the source changes.

Label has the following groups of properties:

Text: To defined the label text properties. If the dynamic text is selected, the user can select and target and the source from that target to provide the text for the label.



Background: To define the label background properties

Position: To define the label position, size and order on the panel

A **Groups** is a widget that can be used to visually group one or more widgets and to provide visual containers group related buttons or labels.

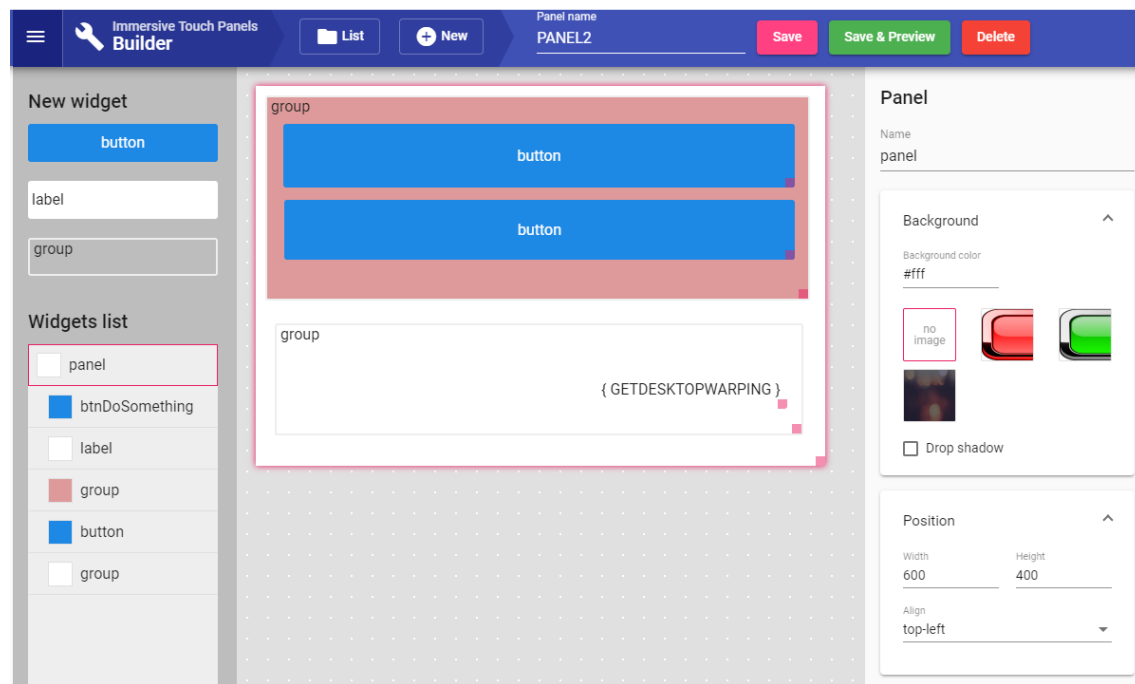
Group has the following groups of properties:

Text: To defined the group text properties.

Background: To define the group background properties

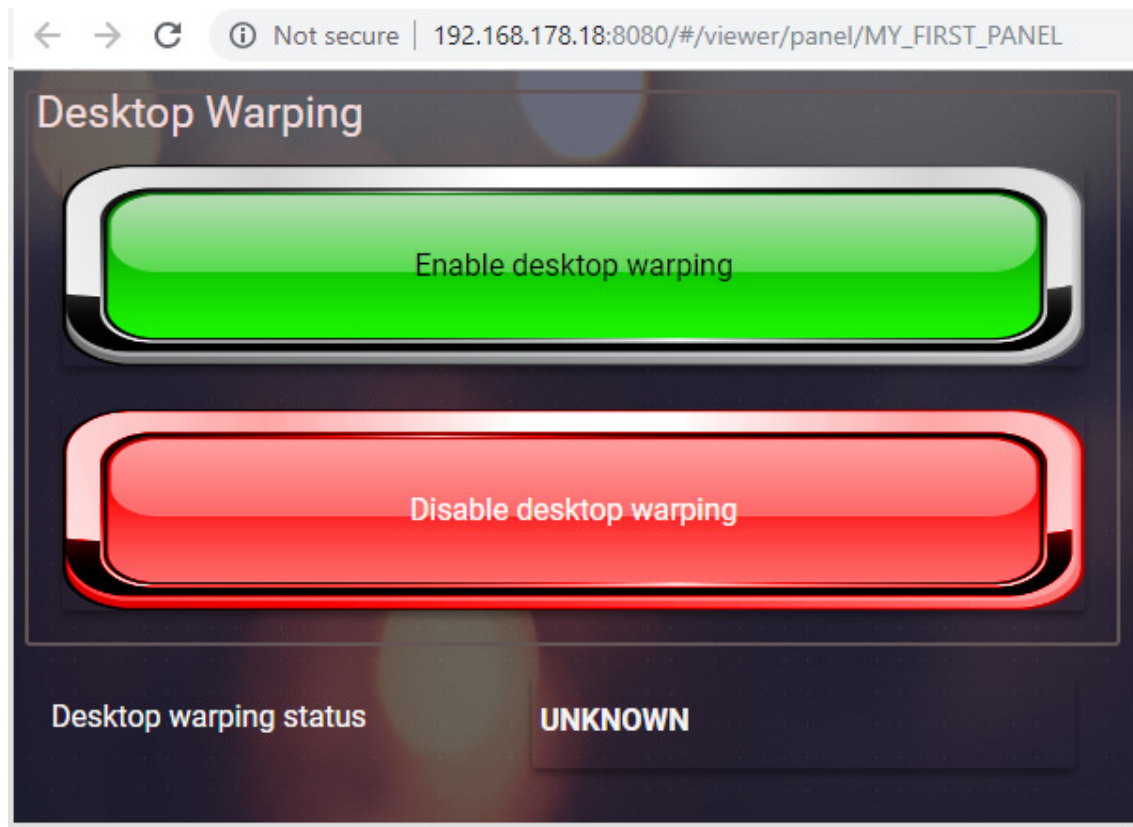
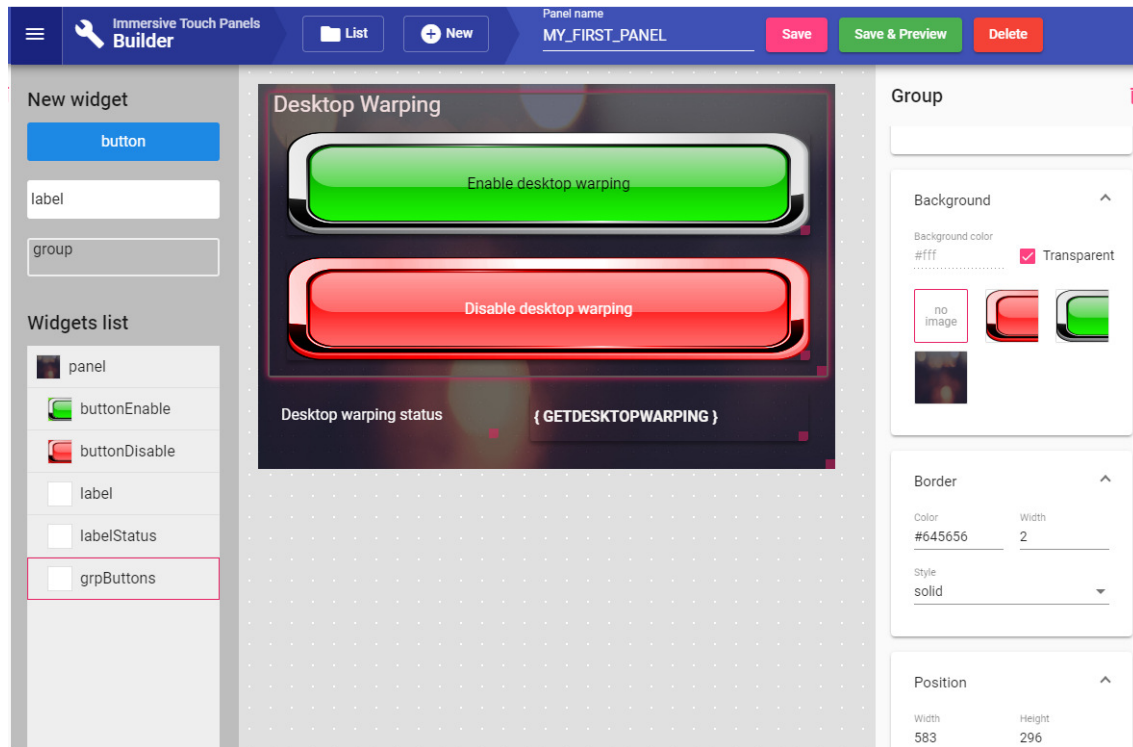
Border: To defined the group border properties.

Position: To define the group position, size and order on the panel



For crating the most appealing and professional touch panels, users can create images that can be used as a background for the panel, button, labels and groups. This way the visual representation of the panels can be 100% customized to match the user preferences.

The fowling panel uses an image for the background and each button uses its own background image.



6 License options

The software can be licensed with different license modes. For more information about the available license modes please visit:

<https://fly.elise-ng.net/products/>

6.1 PC Locked and USB Dongle Licenses

The **PC Locked License** is "locked" to the PC Hardware components. The software will generate a "**HardwareID**", and based on this **HardwareID**, a "License Code" will be generated and emailed. The software can run only on that PC as long as the hardware components do not change. When a hardware component changes, the software will generate another **HardwareID**. Based on the changed **HardwareID**, it can be determined which component has been changed. If only one hardware component has been changed, we can generate a new PC Locked License. If the PC hardware is changed completely or a new PC is used, PC Locked License can NOT be re-generated.

If the software will be used on a changing PC Hardware configurations, or if the software will be used on more than one PC, a **USB Dongle License** needs to be ordered.

The **USB Dongle License** is stored and delivered on a secure "**USB Dongle**". The **USB Dongle License** is independent of the PC Hardware. The software can be used on any PC as long as the USB Dongle is inserted. USB dongles are delivered by post. Shipping costs are included in the price.

6.2 Commercial and Home-User Licenses

A **Commercial License** is for customers who are using the software for commercial applications and receive financial compensation from using the software. Re-sellers and system integrators who use the software in their solutions are considered commercial parties. Commercial license can NOT be ordered as PC Locked License. For commercial use only USB Dongle License must be ordered. If a PC Locked License is ordered and if the PC Hardware components change, PC License will not be re-generated.

A **Home–User License** (non–commercial) is for individual home–use only. It can only be purchased if no financial compensation is received whatsoever from using the software. A Home–user License can be ordered as both PC Locked License and USB Dongle License.

6.3 License validity

Both PC Locked and USB Dongle licenses are **perpetual**. A perpetual license will allow the customer to use the licensed software **indefinitely**. For the first **2 years**, the perpetual license also entitles the customer to download all **updates** to the software and to receive **technical support**.

After the 2 – year period ends, the customer can choose to remain with the last version downloaded or to purchase a 2 – year **Updates & Support** package, for 40% of the license price. There are no penalties for letting Updates & Support lapse for a while before purchasing a new 2 – year Updates & Support package. The new 2 – year Updates & Support period will be extended from the expiry date of the last 2–year period.

6.4 Register the software with PC Locked License

After you send us the HardwareID, we will generate the PC Locked License Code.

PC Locked License can be entered using the Software License Window and pressing the **Enter PC Locked License** button.

Registration type: Trial, 30 day(s) left

License info: **Advanced**
Max targets: 9999

UDP Commands: Yes

Serial Commands: Yes

PJLink Commands: Yes

DMX Commands: Yes

HardwareID: F9083F-425897

Enter PC Locked License

Close

A new window will open to enter the license code.

Enter license code

New (License Code) Old (User Name and License Key)

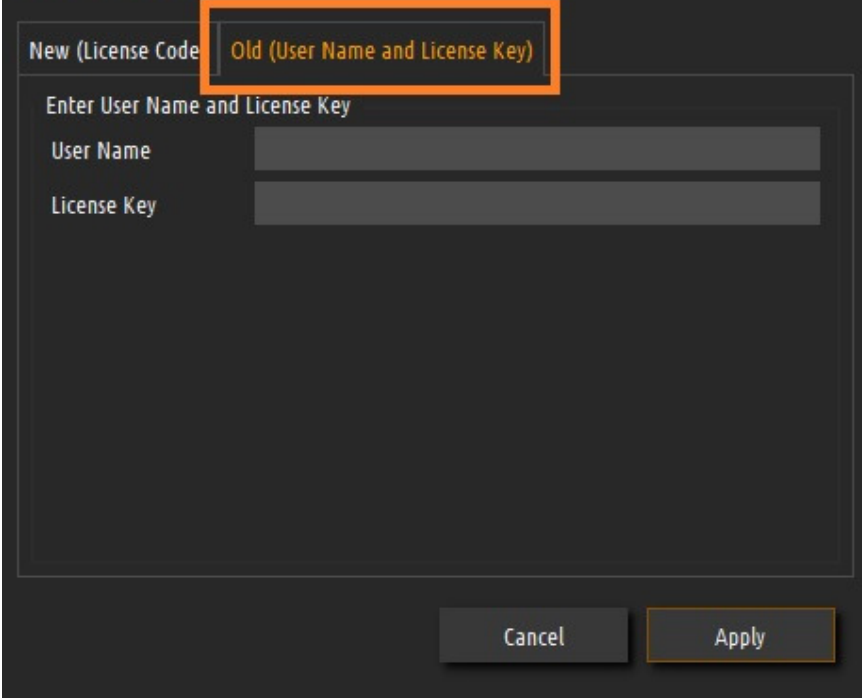
Paste the license code here

Cancel Apply

Paste the license code that you received from us in the window and press Apply. The software needs to be restarted to apply the license.

If you have an “old” license with UserName and LicenseKey, select the “Old” tab.

Enter license code



New (License Code) Old (User Name and License Key)

Enter User Name and License Key

User Name

License Key

Cancel Apply

Enter the UserName and LicenseKey. Press Apply and restart the software to apply the license.

7 License agreement

Copyright (c) 2009–2019 by Fly Elise-ng.

License for use and distribution of this software:

Immersive Touch panels is "try-before-you-buy" software. This means:

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