

SoftPanel 2

Setup and Operations Guide

SoftPanel 2 - Operations Guide

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SoftPanel 2 Overview

Introduction

SoftPanel-2 is a system for creating and deploying GUI-based soft control panels on a network. The system consists of a Panel Creation Module that provides tools for designing the GUI panels; either as replicas of the UCP-series hardware panels, or as free-form panels designed from a palette of buttons, displays, and other control devices.

After a panel is created, it is published to the network with specific access control rights that determine which users or groups of users can access the panel. The SoftPanel-2 Panel Creation Module receives the system programming information from the Utah Scientific U-CON System Configuration Utility. The router definitions, source, and destination tables are thus fully synchronized with the System Controller's programming, ensuring that labelling in the SoftPanel-2's panels matches the labels that appear on the hardware control panels.

SoftPanel-2 comes with a full library of pre-drawn control panels that match the UCP-series panels in look and feel. This allows the operators who use a GUI-based panel to work with panels that they are familiar with.

Panels created with the Panel Creation Module can also make use of GUI-specific features such as drop-down lists and check boxes.

System Requirements

- Windows 10, Windows 7, XP
- Pentium 1.3 gigahertz (GHz) processor or faster
- At least 1 gigabyte (GB) of RAM
- At least 100 megabytes (MB) of available space on the hard disk

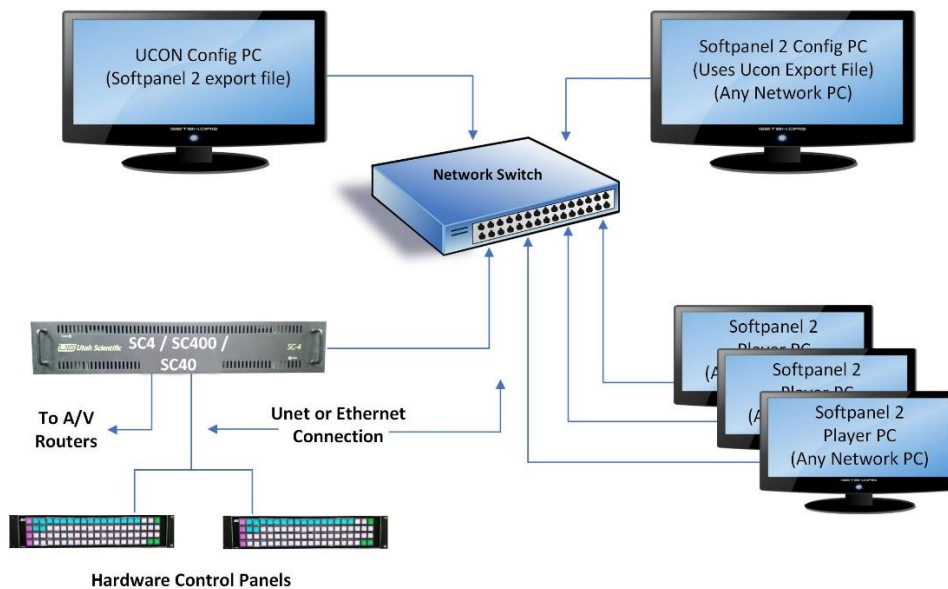
Configuration Overview

The Utah Scientific configuration PC contains a folder called Ucon or Ucon-V4. The program in this folder communicates with the SC-4 / SC400 / SC40 system controller to configure sources and destinations for the video/audio routers.

Note: SoftPanel 2 is compatible with Ucon v3.5.xx or newer. To verify the version of Ucon, click the “Help” item in the upper menu and select “About Ucon”. If the version is older than this, you will need to contact Utah Scientific customer service to learn how to upgrade the system controller and Ucon to the current required versions.

The Softpanel 2 configuration software can reside on any desired network PC that has access to the Client PC's, which in turn have access to the system controller IP address. The Client PC's contains the Softpanel 2 “Player” application, which is used to switch the video/audio routers. The relationship between the system controller and the soft panels is simply a text file of sources and destinations that is exported from the Ucon Datastore software and then imported into the Softpanel 2 configurator.

The soft panels are either used independently or in conjunction with hardware panels as shown in the illustration below. Hardware control panels can connect via Unet or Ethernet, whereas the soft panels are installed on a PC and run via Ethernet only.

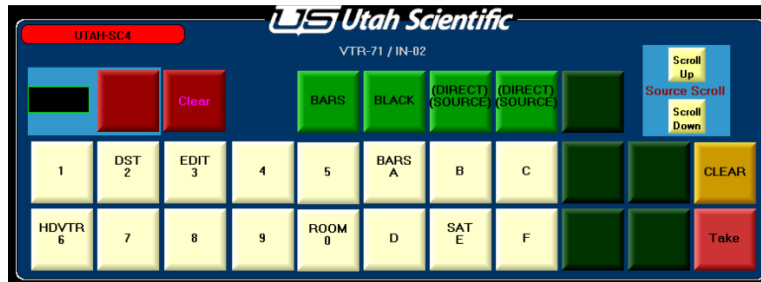


Ucon will send the exported information from the Datastore to the desired location on the network PC where the SoftPanel 2 configurator exists. The export function can be controlled manually or set to automatic. In the automatic mode, using U-CON, the operator sets the file to automatically export every time a change is made to the Source or Destination lists.

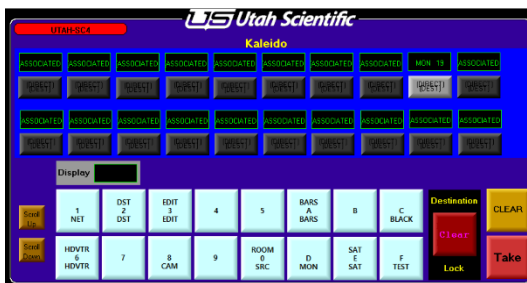
The information is then manually imported into the SoftPanel 2 configuration. At this point, panels may be custom designed or created using default templates. The panels are then deployed to the desired client PC's and then operated using the SoftPanel 2 Player utility.



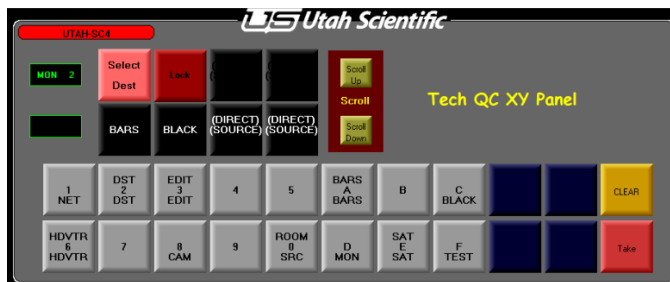
Soft Panel Examples



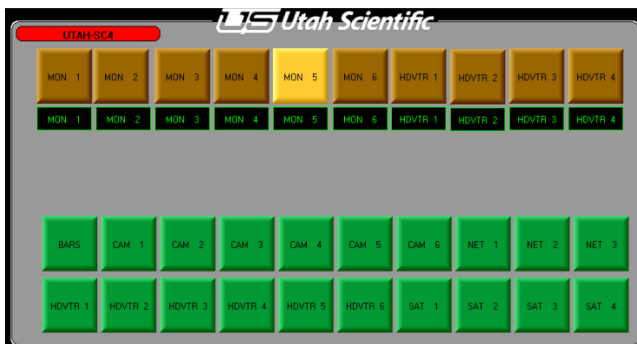
Custom Design with Scrolling and Keypad



Custom Design with Locks and Destination Windows



Custom XY Design for QC



Template for 20x10 Matrix

Administrator

It is recommended that the Softpanel 2 Configurator and Player applications are installed on a network PC and only the Player application is installed on the Client PC's. The administrator for this software is simply the person whom is given access to the network PC where the Softpanel 2 application resides.

The administrator is then given access to the SP2 configuration utility, which allows panel building and customization. The administrator also has access to the entire system panel inventory. The Configuration software uses the Ucon datastore export file to apply the desired sources and destinations where needed. Files are then saved in the panel folder where they are then deployed to the desired client PC's.

Basic System Operation

Once the SoftPanel 2 program is installed on the Network PC, the file information can be exported from Ucon. This detail is then imported using the SoftPanel 2 configurator and a folder (alias name "controller") is then created. This is where the export file will reside and where each new panel will be saved. Panels are then created and saved in this folder to be used directly from there or deployed to desired client PC's.

The SoftPanel 2 "Player" application can be installed and operated on additional client PCs on the same network as the SC4 / SC400 / SC40 controller. Once this is complete, the panels will connect to the system controller via the IP address that resides in the panel configuration file, which originated from the Ucon export file.



Softpanel 2 Configuration

The soft panels use the device (index) numbers of the source and destination tables based in the SC4/SC400 controller config that the panels are connected to via Ethernet. The following procedure is to be used for properly configuring and connecting the soft panels to the SC4.

NOTE: The SC4 must be running on software v1-7-1 (or newer) with UCON v3-5-1 (or newer). If this is not what your system is currently using, follow the steps found in Section 2 of the System Installation Guide (UTSCI System Updates and Upgrades). THE U-CON SOFTWARE VERSION IS LOCATED WITHIN THE PROGRAM'S HELP MENU/ABOUT. FOR ASSISTANCE LOCATING THE SC-4'S SOFTWARE VERSION, SEE 'Device Software Lookup' in the System Installation Guide.

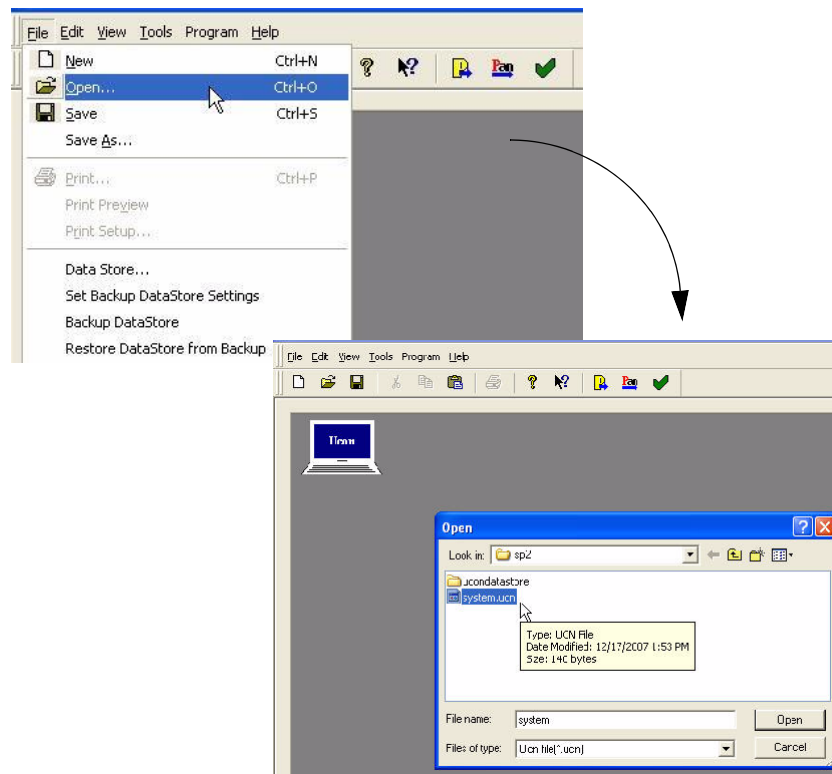
SP2 installation

1. Open windows explorer
2. Locate the directory release-softpanel2 inside the install2020 folder. (SoftPanel 2, System Installation CD).
3. Double-click the setup.bat file. This installs softpanel 2 on the local PC's hard drive (c:\usi\softpanel2)

UCON Export

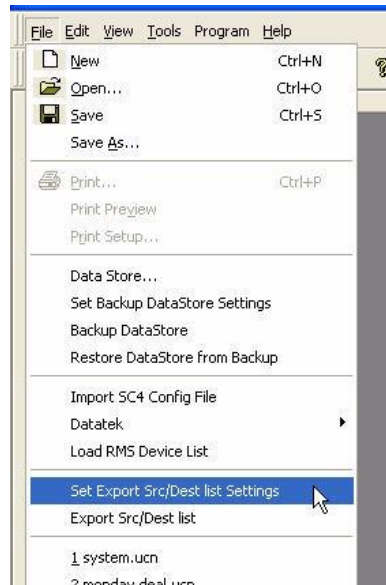
All Sources and Destinations located within the current U-CON Datastore must be introduced to the SoftPanel 2 configuration. These will be the same Sources and Destinations that were sent to the SC-4/SC-400 controller via U-CON.

1. Start UCON, locate, then open the current datastore.

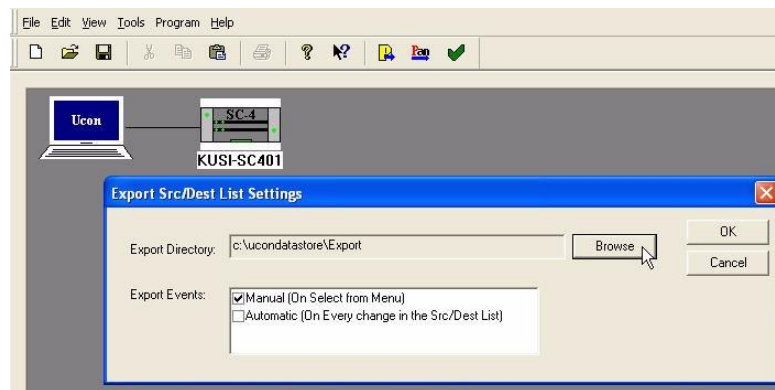




2. Select FILE->Set Export Src/Dest List Settings

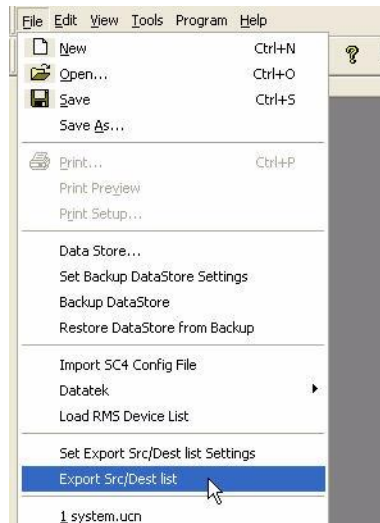


3. Select Browse and select a directory to export the list to (the default location is c:\ucondatastore\Export).

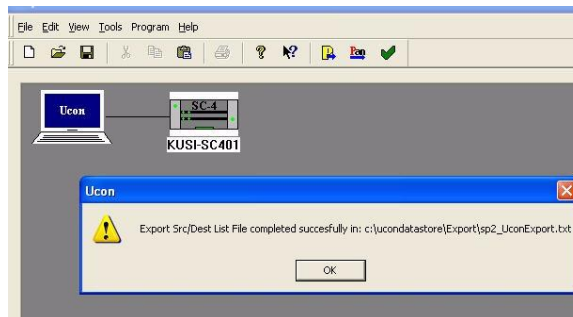


Click **OK** when finished.

4. Select FILE->Export Src/Dest List. This generates a file in the export directory.



You will see the following dialog when the operation is complete.



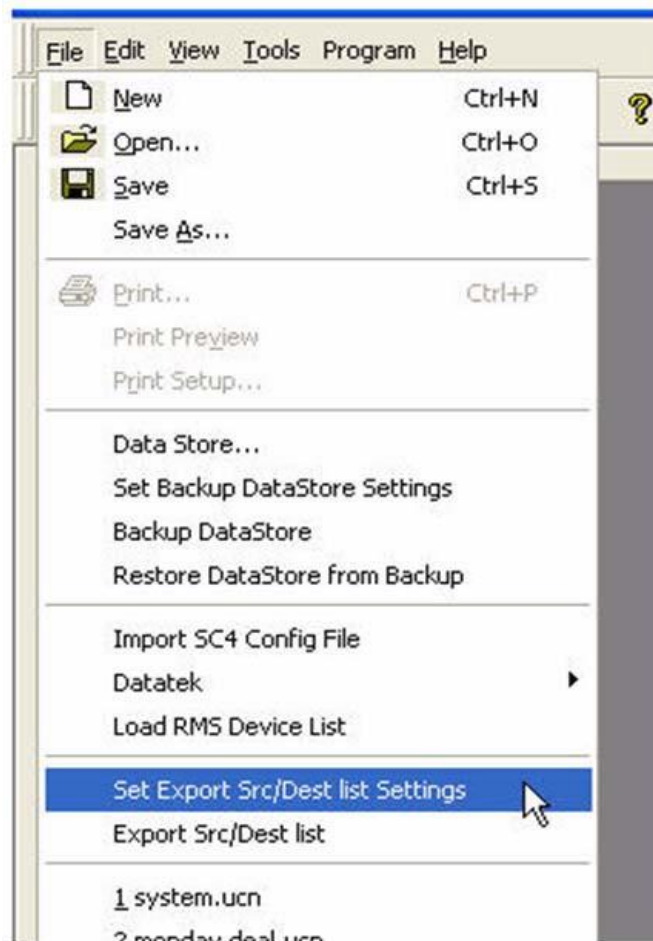
This completes the U-CON portion of this exercise. U-CON is not required for further SoftPanel 2 operation, and can be closed at this time.



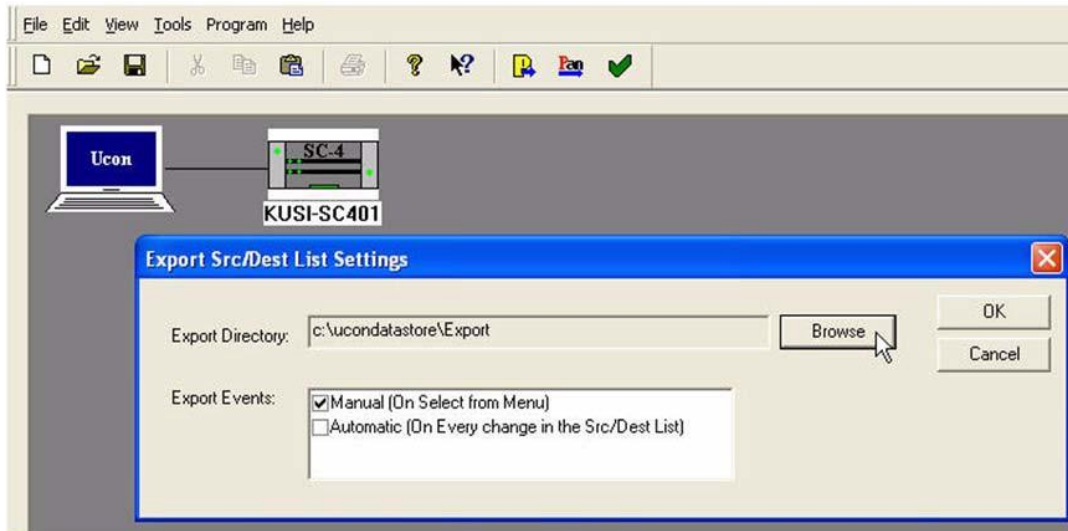
Automatic Export

The export file can be sent directly to the folder automatically. This would happen after changes to the data store occur and the 'Save' button is pressed.

1. With the data store running, select FILE->Set Export Src/Dest List Settings.



2. Select Browse and select a directory to export the list to (the default location is c:\ucondatastore\Export).



3. Change the 'Export Events' from manual to automatic by clicking the checkbox. Then click OK when finished.

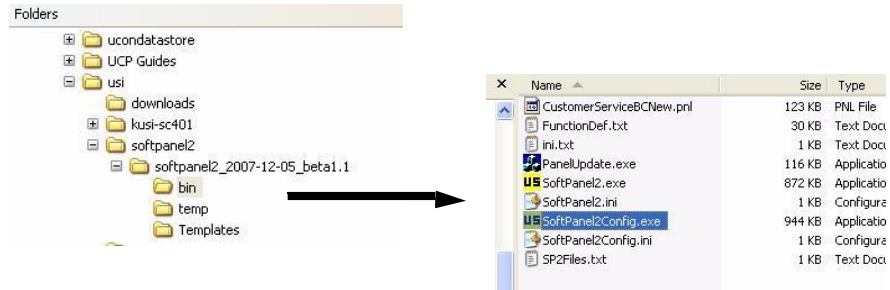


Note: Once automatic is set, it will not be possible to manually export the file from the menu.

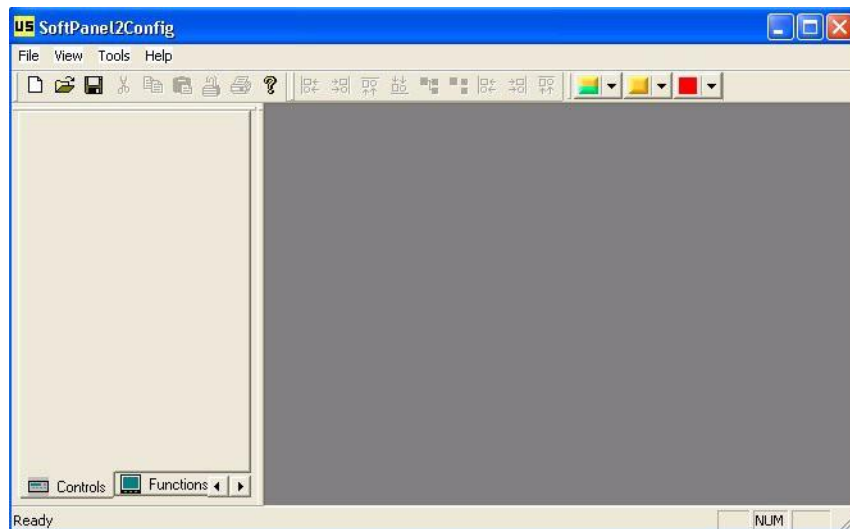


Importing the U-CON Config File

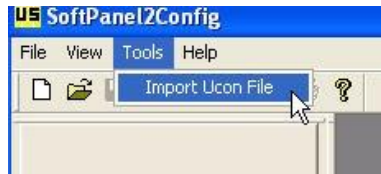
1. Double-click SoftPanel2Config.exe. This is located in the bin folder, which can be found in the recently created SoftPanel2 directory (c:\usi)



The following will appear:



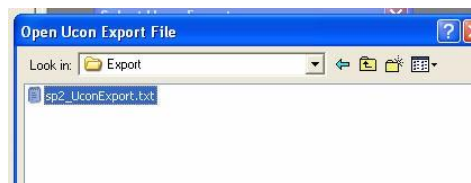
2. From the **Tools** menu, select *Import Ucon File*.



3. Select BROWSE in the dialogue window.



4. Change to the directory you exported the UCON data to and select the ucon export file.

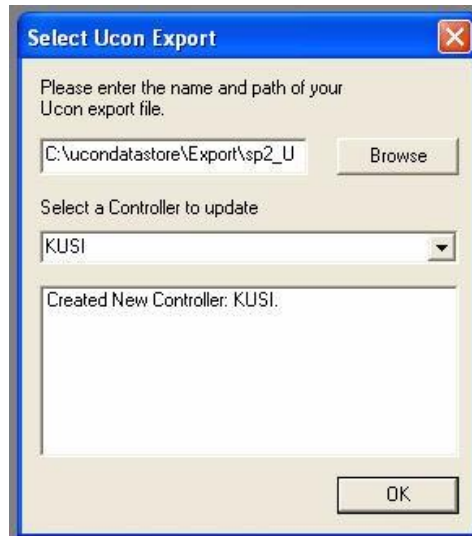




5. In the *Select a Controller to Update* input box, type the name of the controller (ex KUSI), then click **Update**. This will create a new controller directory in softpanel2. (Example c:\usi\softpanel2\KUSI).



This will complete the process.

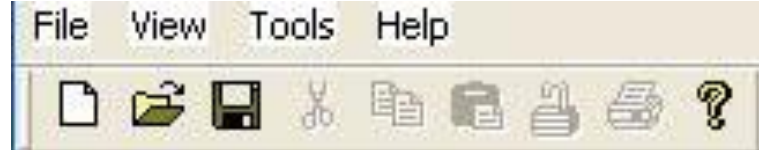




SP2 Panel Configuration

Using the Toolbar and Panel Dropdown Menus

When the configurator program first opens (as shown on page 2-7 step 1) the following toolbar and dropdown menu will appear in the top left of the program.



Toolbar

The only items that are functional when the configurator is first launched will be the first three icons. HINT 1: To view the name of any icon, roll the mouse over any icon (commonly called flyover) and wait a second. The name is also related to its function. A more detailed description of the button will be shown in the status bar at the bottom of the screen. HINT 2: Equivalent use of the icons are also located in the dropdown menu items called 'File' and 'Edit' and will be shown below. Each of these also have quick key functions and can be seen in the dropdown menus.

'New' - this is the white icon that looks like a blank sheet of paper. This may be used to begin creating panel from scratch and will automatically open a blank canvas in the working area of the configurator.

'Open' - this is the next icon that looks like a slightly opened file folder. This may be used to open a panel from the working folder or from the templates folder.

'Save' - this is the third icon that looks like a disc. This is used to save the current panel to the templates folder or to the working folder. NOTE: panels should always be saved in the working 'Controller' folder that is created from the import function shown in section 2 above. If they are saved in any other location, they will not work properly as this is where the import file from UCON is located and used from.

The next four icons are used for editing panel items. They will appear grayed out and will be activated when a panel is opened as seen in the figure below.



'Cut' – this is the icon that looks like scissors. When a single item or multiple items are selected on a panel, this will remove them from the canvas.

'Copy' – this is the icon that looks like two identical pieces of paper. When a single item or multiple items are selected on a panel, this will copy all of these to the working clipboard to be used for pasting when ready. NOTE: Only one copy can be performed at a time. Each time 'Copy' is pressed it will overwrite the previous copy.

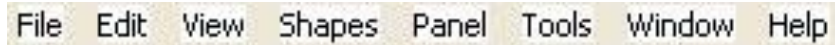
'Paste' – this icon looks like a clipboard with a piece of paper on its lower right corner. When pressed, this will paste the items that were copied to the clipboard from the 'Copy' function.

'Toggle Lock' – this is the icon that looks like a padlock. When this is pressed it will lock the drag function from the mouse, however all other functions may still be used.



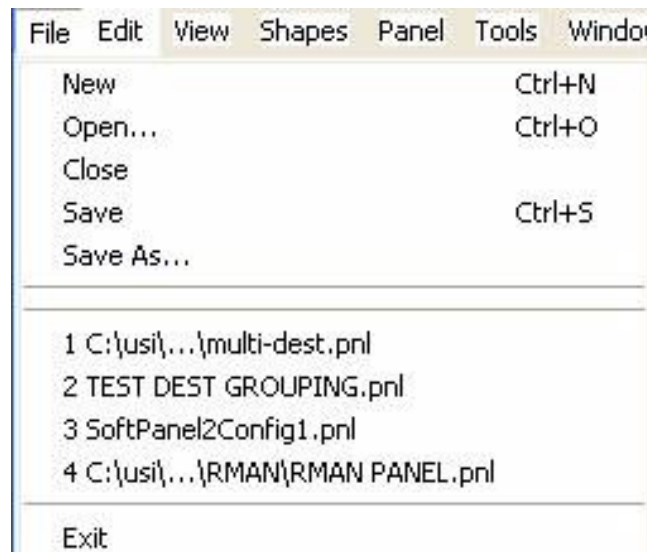
Dropdown Menus

When the configurator is first open, only the 'File', 'View', 'Tools' and 'Help' items will appear. The remaining items, as seen in the figure below, will open into view when a panel is opened.

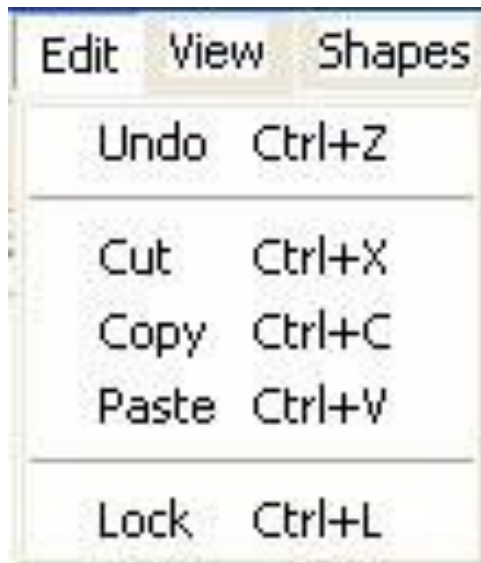


'File' – some items in this dropdown menu are also accessible using quick keyboard keys as well as the icons in the tool bar. The 'Close' item will close the current panel that is open on the canvas and prompt to be saved if changes were made. The 'Save As' item will allow the current panel to be renamed or saved again if desired, by opening a 'Save Panel' window.

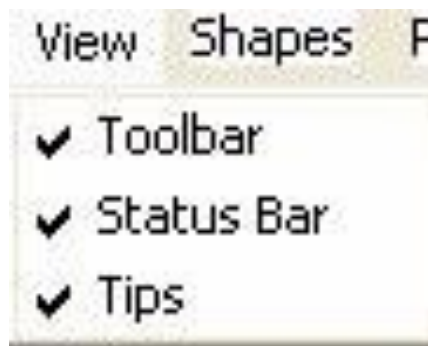
Additionally, the lower section of the 'File' dropdown will allow the user to open a panel that was previously opened. The last panel that was opened will be number 1 in the list. Up to four previous panels will be listed from most recent as number 1 to the fourth one away as number 4.



'Edit' – all of these items in this dropdown menu are also accessible using quick keyboard keys as well as the icons in the toolbar. The only additional item is 'Undo' and is only accessible from this menu and the quick key 'Ctrl Z'. This will undo as many changes that were made all the way back to the last save that was performed.



'View' – these views may be turned on or off from here. A check mark next to the item enables the view. The 'Toolbar' is the upper left icons for editing, opening and saving work. The 'Status Bar' is the information bar located at the bottom of the application. 'Tips' are occasional items that appear while working on the panel functions.



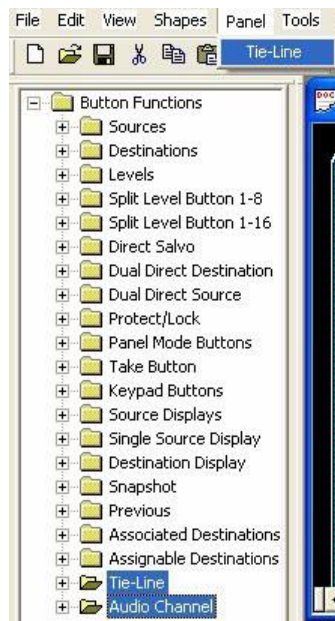


'Shapes' – all but the bottom three items in this menu are the alignment and grouping tools which can also be used from the icons just above the panel canvas. These functions are used with multiple buttons and displays only and will be grayed out until more than one button and display are highlighted together. These will be described in detail farther along in this chapter.

The lower three items in this menu are used to set the default colors that will appear on the buttons and rectangle backgrounds that are added to the control panels.



'Panel' – there is only one item in this menu and it is titled 'Tie-line'. When this is selected it will change the function table to the view seen in the figure below with additional items called 'Tie-Line' and 'Audio Channel'. This is only used with specific video cards and software with audio shuffling capability. To turn the function view back off so these items are no longer displayed in the function menu, click 'Panel' and 'Tie-Line' again and it will prompt for the change.



'Tools' – This was described in section 2 above in detail. It is used to import the working datastore file from UCON in order to begin creating panels.

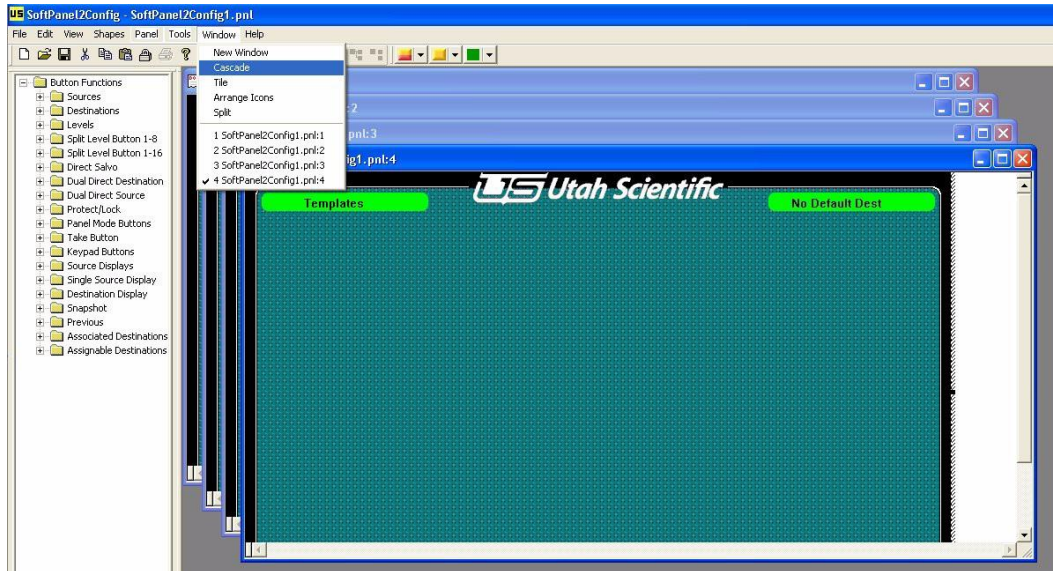


'Window' – there are no limit to the amount of panels that can be opened at the same time. This menu is used when more than one panel is opened. The panels will appear in a numbered list at the bottom and the panel that is currently being worked on will have a check mark next to it.



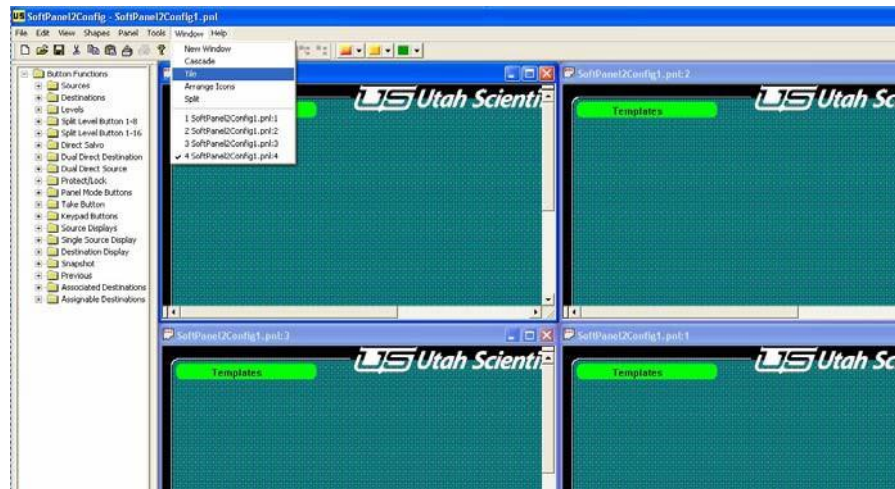
SP2 Panel Configuration

The **'Arrange Icons'** and **'Split View'** items are not operationally useful in this application. However, the other two are described below.



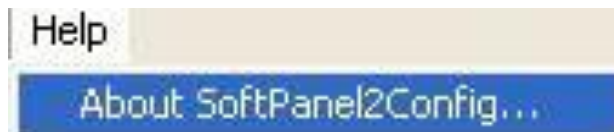


This is the '**Cascade**' view and will layer the panels in a cascading format.



This is the '**Tile**' view and will display the panels in a flat view all at once.

'**Help**' – This displays the version of Softpanel 2.



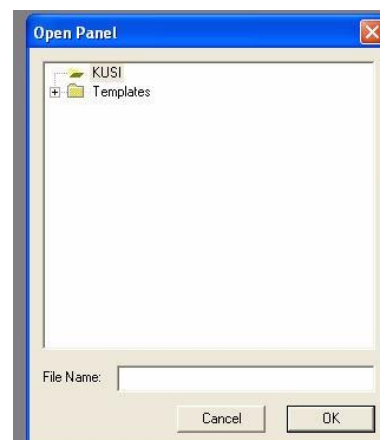
Initial Setup

Initial panel creation involves the placement of button types from the menu tree within the development area. The Controls selection contains pre-defined templates for use in your SoftPanel 2 development. This is recommended as a means of faster panel implementation.

If for any reason you would like to delete one of the panel's buttons or button groups, simply highlight the unwanted portion and press the Delete key. A red outline will appear whenever a button or button group is highlighted. You can also move panel parts easily when the target areas are highlighted. Basic PC functions apply here; copy, paste, delete, etc.

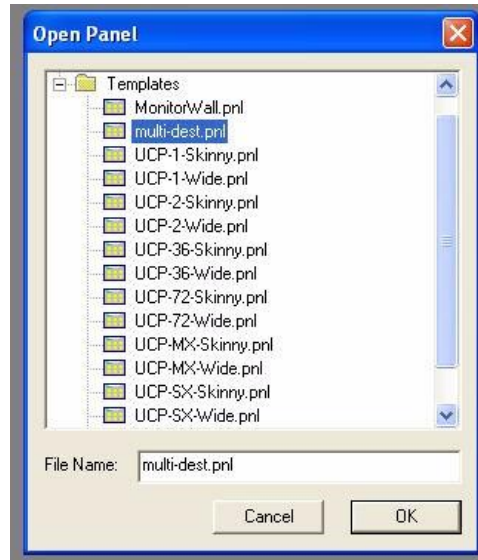
In this part of the exercise, you will create a ready-to-use panel from an existing template. This template, along with many other usable layouts are located in a pre-developed folder. These steps will familiarize you with the process. You can apply any one of the panels to your own operation, or create a new one by selecting **New** from the *File* menu.

1. Double-click SoftPanel2Config.exe (if it is not already running.) This is located in the bin folder, which can be found in the recently created SoftPanel2 directory (c:\usi). *This is the same procedure as step one above.*
2. Select FILE->Open, then open the TEMPLATES entry shown in the dialogue box.





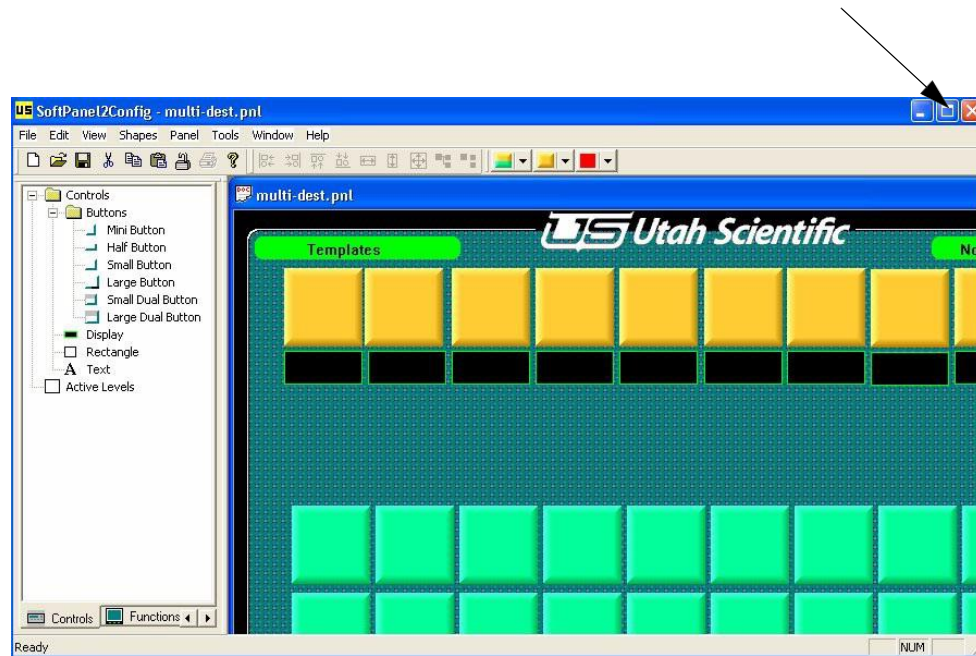
3. Double-Click the MULTI-DEST entry under TEMPLATES¹.



1. 'Template' is used in this example, but is not required.

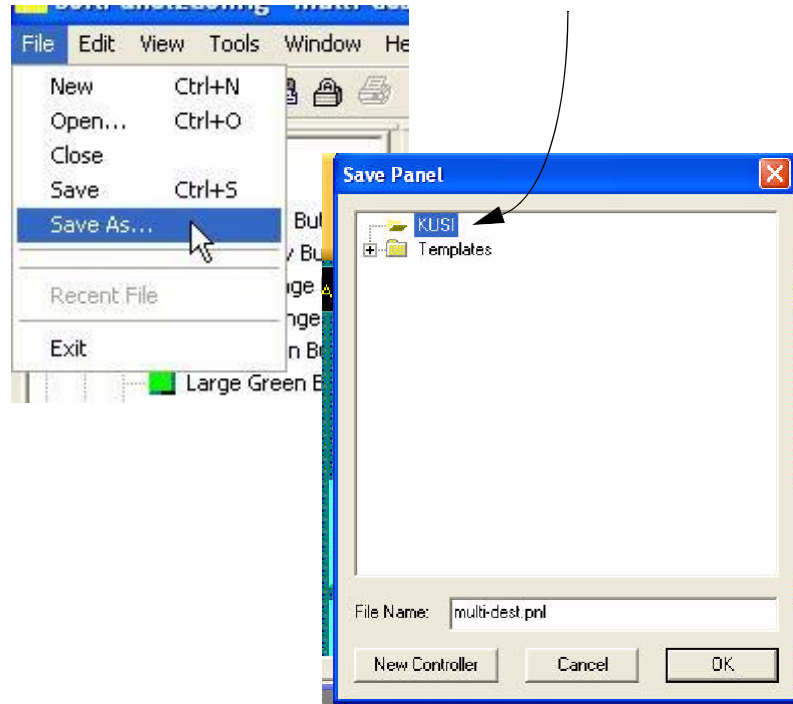
SP2 Panel Configuration

Your screen should appear as follows. (Note: For the best on-screen view and editing capability, click the configurator and panel's maximize button. In this 'maximized' mode you can re-size each panel, which will then become the panel's new size when opened later in the Player mode.)

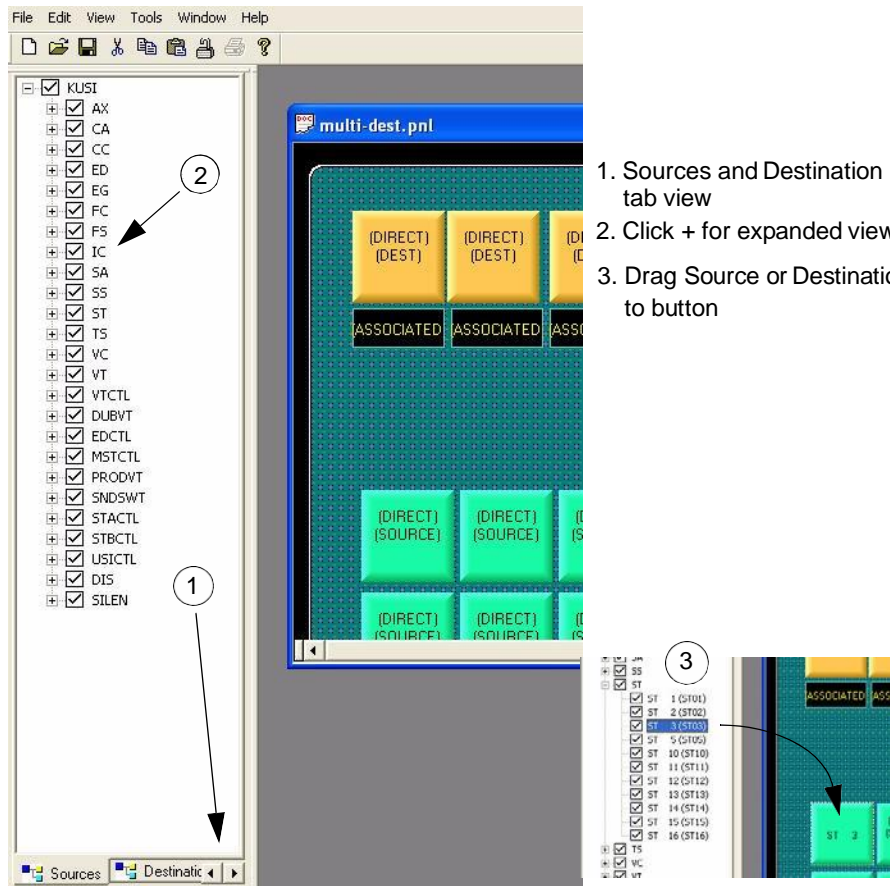




4. Select FILE-SAVE AS, and save the multi-dest to the controller directory.



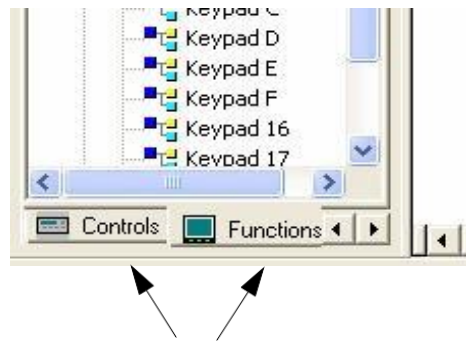
5. Add Sources/Destinations (Groups) using the lower-left hand window by selecting the Sources or Destinations tabs, then dragging them onto the buttons.



1. Sources and Destination tab view
2. Click + for expanded view
3. Drag Source or Destination to button



You can use any button on the panel (above); or modify any one for your particular use by using the Control and Function sections (tabs) in the lower left corner of the interface.



- Assign a direct destination by dragging a destination from the “Destination Device” section of the screen and dropping it onto the direct destination buttons. After you have dragged one direct destination you can select the next three just by clicking on another “Destination Device” and it will be automatically assigned to the next button.
- Assign a direct source by dragging a source from the “Source Devices” section of the screen and dropping it onto the direct source buttons. After you have dragged one direct source you can select the next direct source by clicking on another “Source Device”. It will then be automatically assigned to the next button.
- To configure a group on a group button, left-click on any device in that group (from the “Source Devices” or “Destination Devices”) and drop it on the desired button. All of the sources or destinations in that group will be included in the panel, except the ones that are placed in the “Exclude” list.
- The panel will use the first Direct Destination as the default destination (the one that it will use when the panel powers up).
- To unassign a group name, direct destination, or source on a button, use the right mouse button and click the button that you want to unassign.

Controls/Buttons - Setup

The buttons include 6 fixed sizes and types of which the sizes cannot be altered.

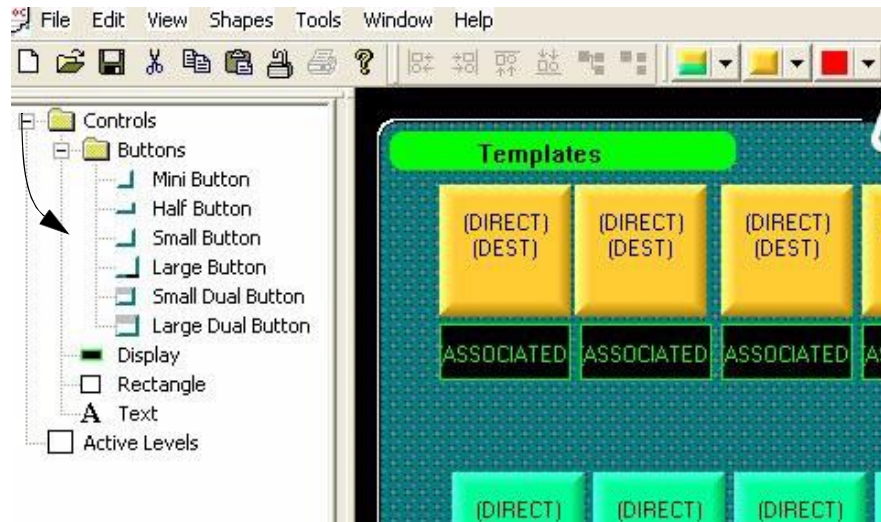


Figure 3-1.

The first button added to any new panel is placed by left-clicking, then dragging the button to the panel.

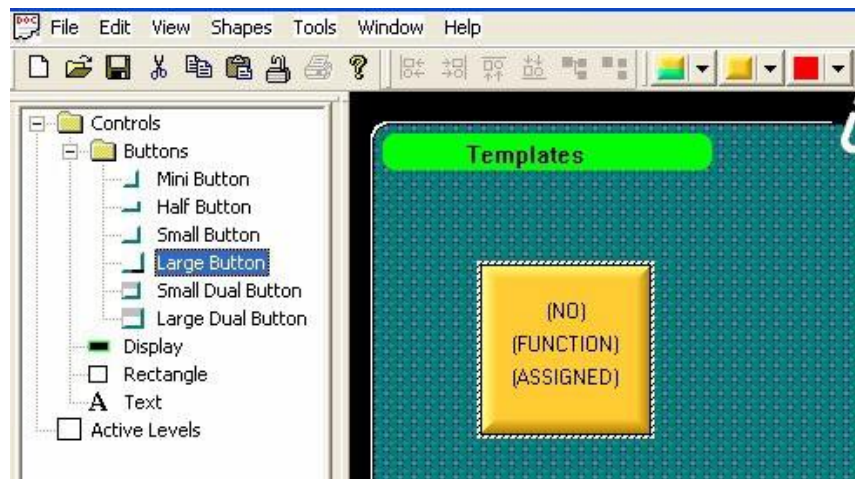


Figure 3-2. Initial button placement

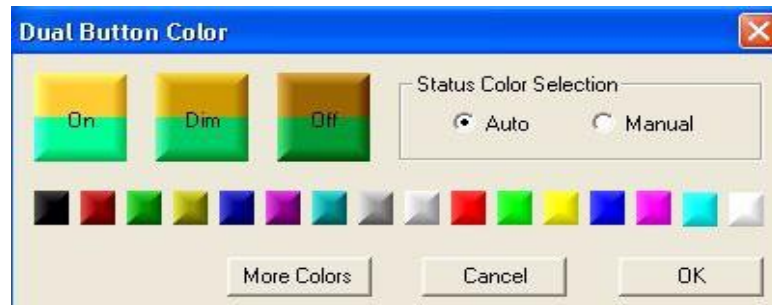


The default color for all buttons can be set prior to adding the buttons to the canvas. To do this, locate the three color selection boxes just above the working canvas area which look like the following figure.



There are three options for colors. The first one is for the upper and lower half of the dual buttons. The second option is for single buttons. And the third option is called 'Rectangle' and is for setting a default color for the item in the 'Control' list under buttons. This is for adding rectangle boxes to the canvas as background layers behind buttons or whatever else is desired.

Drop down the arrow next to each of these items to set the default colors. When the button is then added to the canvas, it will use the color that was set as the default. The following three figures show these color palettes after they have been selected.



Once it has been added to the screen, the color of any button can be changed to any desired color by simply right clicking on the button and selecting the item in the list called 'Color' as seen in the figure below.



From that point forward, buttons are added to the display area by simply double-clicking the button type from the buttons folder. The buttons folder allows you to select and place content within the display area *only*.

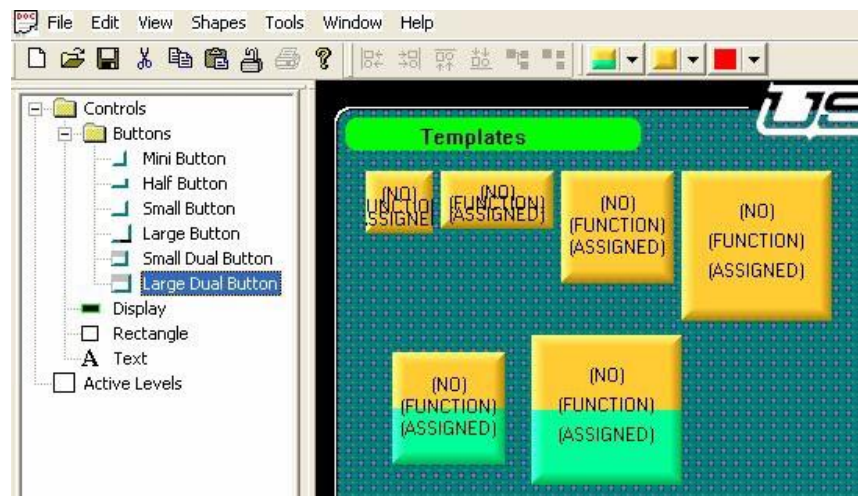


Figure 3-3. Subsequent button placement

There are three additional items in the 'Control' menu that can be added to the canvas and used as desired. They are 'Displays', 'Rectangle' boxes and 'Text' boxes.

Displays

Displays can be used for source or destination status depending on the function that is assigned to that display. Refer to the 'Function' description table in this guide for details on how to use these. There is no limit to how many displays may be used.

Rectangle

This is an option for adding a background layer anywhere on the panel. It is always furthest back in the layers so as to allow buttons, displays or text boxes to be placed on top of it.

Note: *It is only capable of being used with colors and cannot have any images loaded as the background.*



To use this option, click, hold and drag the rectangle onto the canvas. Then click on any edge to adjust the box for the desired size. To move the box around, click, hold and drag it to the desired location. Use the arrow keys on the keyboard for smaller increments of movement. The following figure is an example of a background of black behind the keypad on a panel.



Text Boxes

This is an optional box that can have text added to it. There are a variety of fonts and sizes to choose from. The text box however, is only transparent with no options of color, lines or backgrounds are available.

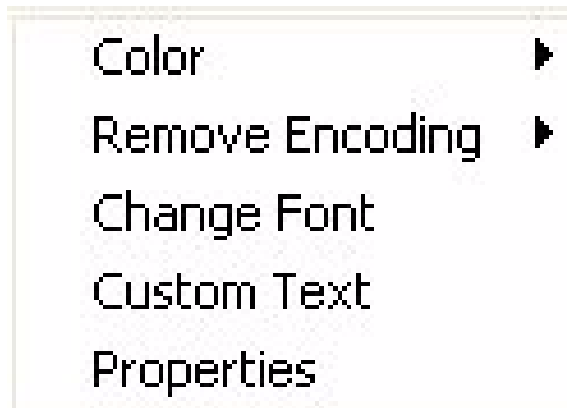
To use this option, click, hold and drag the rectangle onto the canvas. Then click on any edge to adjust the box for the desired size. To move the box around, click, hold and drag it to the desired location. Use the arrow keys on the keyboard for smaller increments of movement. The following figure is an example of two text boxes. One is completed and the 2nd has the cursor around it highlighted.





Customizing Buttons

By right clicking on any button, display, text box or rectangle box, the following menu will appear.



The menu items that are usable for each of these devices will be available and seen as not grayed out. A description of each of these menu items is listed below.

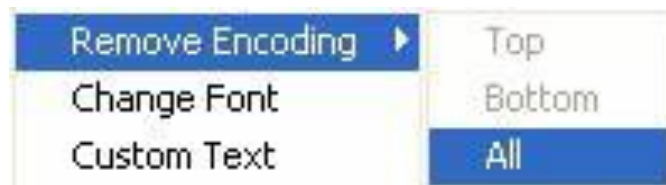
'Color' – There are three options for this selection. One is for a dual style button. The second is for a single style button. And the third is for a rectangle, background selection all of which are shown below. These are all described Controls/Buttons - Setup section above.



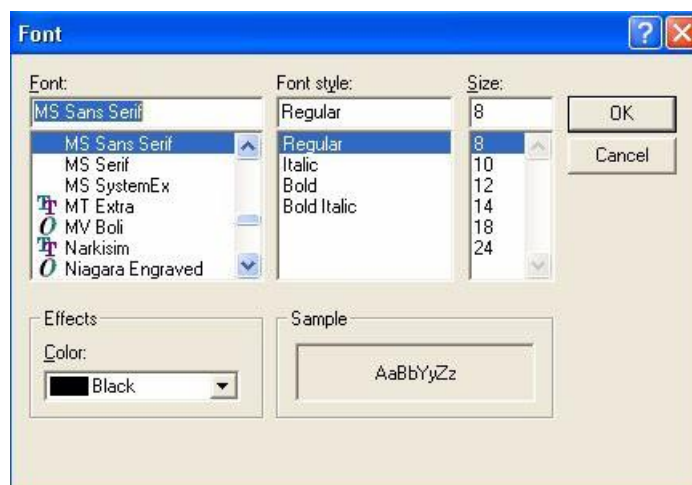
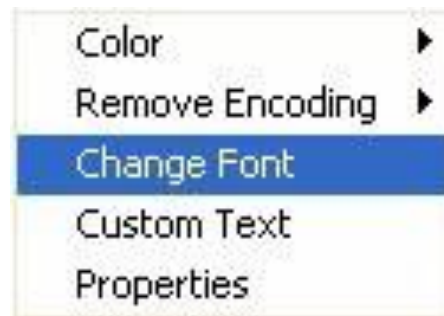
'Remove Encoding' – This option is used only with buttons and blanks out the selection that has been dropped onto that button. This does not include the functions but only the source and destination that is on the button. Another option for this instead of removing the encoding is to drag another source or destination on that button type.



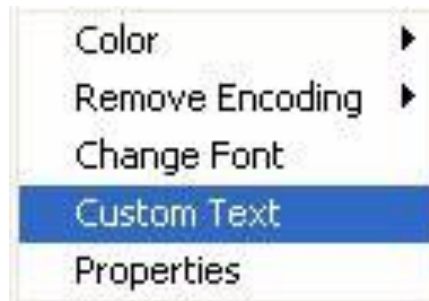
As seen in the figure below, only the 'All' item will appear in the menu. There is no 'Top' or 'Bottom' selection that is usable at this time.



'Change Font' – Fonts may be changed on buttons, text boxes and displays but not on rectangle boxes. Normal font changes may be changed along with colors and text sizes.



'Custom Text' – This option may only be used on buttons and is used to change or add text to a button after it is created from the default source or destination list that is imported from UCON. After the source or destination appears on the original button when it is dragged onto the button, when this menu item is selected the following box will appear. It will allow a top, middle and bottom line of text to be added and will replace the original text. NOTE: Any number, letter or character may be used and there is no limit to how many of these there are. The button may also be stretched by grabbing any corner and making it larger as needed. (See figures below for detailed views).

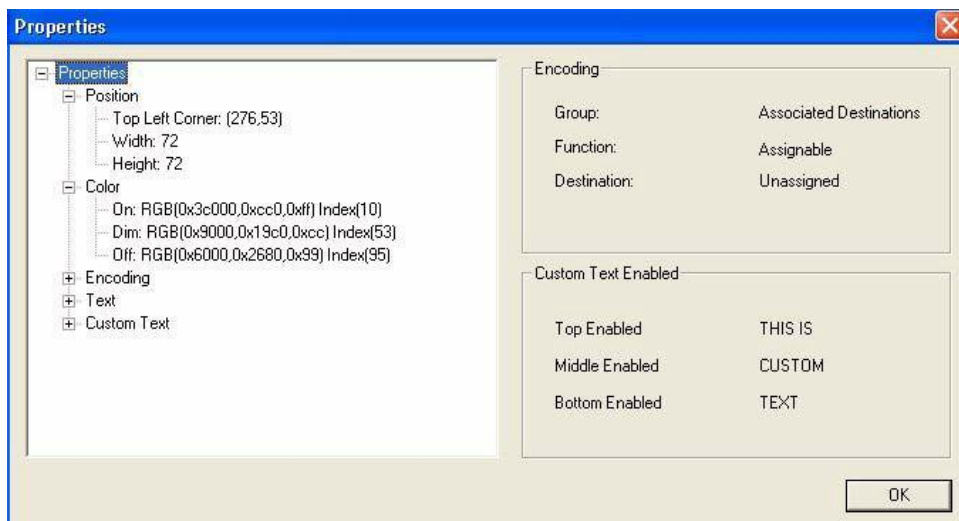
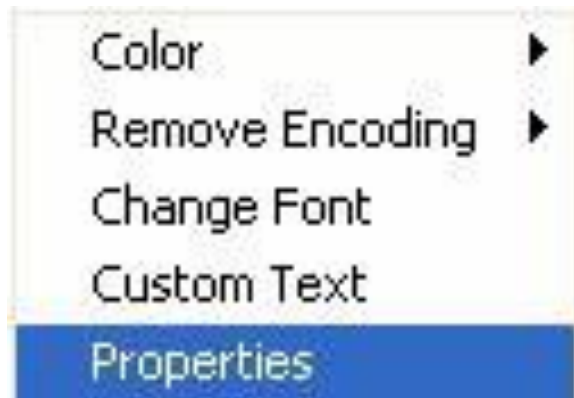




The 'Edit Button Labels' dialog box is shown. It has a blue title bar with the text 'Edit Button Labels' and a close button (X). The dialog contains three sections: 'Top Label', 'Middle Label', and 'Bottom Label'. Each section has a checked 'Enable' checkbox and a text input field. The 'Top Label' field contains 'THIS IS', the 'Middle Label' field contains 'CUSTOM', and the 'Bottom Label' field contains 'TEXT'. At the bottom of the dialog are three buttons: 'Change Font', 'Cancel', and 'OK'.

'Properties' – This will bring up a window that will show information regarding that item. This includes the position and color of that device along with the encoding, text and custom text related to that device.

This is especially helpful for buttons and displays that are associated as it will show which type of association has been applied. (See figures below for detailed views).





Alignment and Sizing

The first four items control alignment activity; left, right, top, and bottom. Any buttons highlighted (in the display area) will be stacked in accordance with the selected operation.

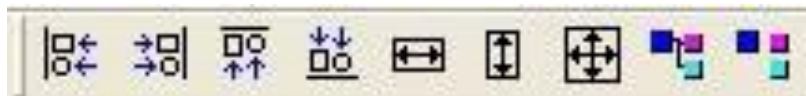


Figure 3-4. Alignment controls

Specifically, all highlighted buttons will align with the **first** button selected in your display area -- either on the selected button's left, right, above or below (top and bottom). Note that if the buttons are in a row and you align *left* or *right*, the buttons will stack on top of one another.

Buttons are aligned by highlighting the target group, then clicking the desired alignment option under the Controls group area. Be cautious about left and right stacking order, as buttons or groups can pile on top of one another, obscuring buttons underneath. There are multiple levels of undo (CNTRL-Z) in the event a wrong selection is made.

Sizing, Cloning Buttons, and Displays

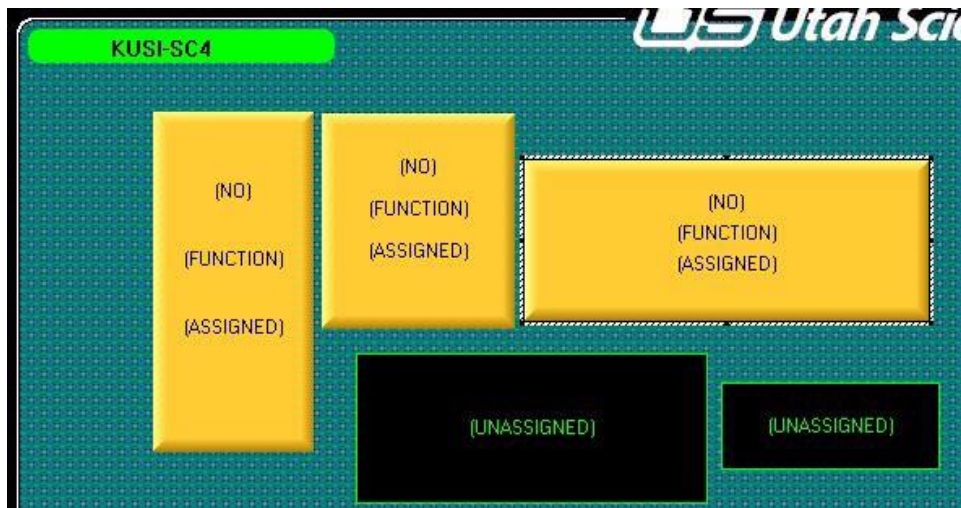
The next three items in the tool bar (figure above) are for cloning multiple buttons and displays to be the same as a chosen button and display.

To use this option, first click on the button or display that you would like the others to resemble. Next, hold the 'Ctrl' button down on the keyboard and click the button or display that you would like to make the same as the chosen one. This will turn on the next three selection tools in the tool bar.



Click on either of the first two controls in order to clone the desired buttons or displays width or height the same as the chosen one. Click the third cloning tool button to snap the desired buttons or displays to the exact size as the chosen one. NOTE: The first button or display that is selected is the one that the other selected items will be cloned to.

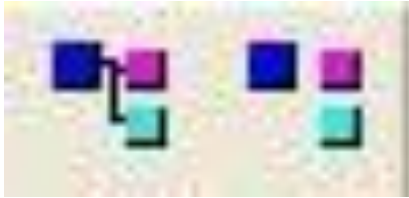
Buttons and displays may be sized to different heights and widths by clicking and holding the mouse over any edge of the item and then dragging it to the desired size as seen in the figure below. Then cloning the item is much easier in making them the exact same size.





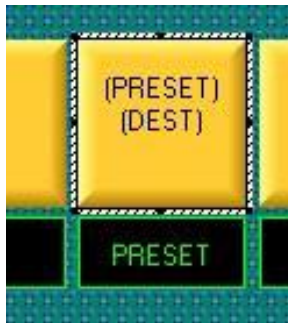
Grouping Buttons and Displays

The last two items in the tool bar are for grouping and ungrouping (associating and disassociating) button and displays together.

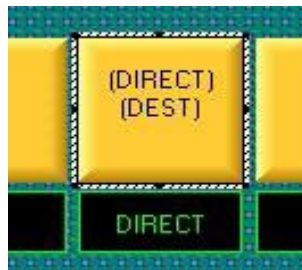


NOTE: This function may only be used with the function titled 'Associated Destinations' and is used with a single display and a single button. It is used to associate the two together with specific functions related to a destination assigned to that button. To properly use these buttons you must first click the desired button and then hold the 'Ctrl' button down on the keyboard and click the display that is to be used with that button. With both highlighted, click the 'Group' button (left button) in the toolbar above. Next, from the function table selected at the bottom left of the screen, go to 'Functions' and drop down the function item called 'Associated Destinations'. Choose the desired item from the list and drag it onto the destination button. There are four selections:

1. 'Preset' also requires a 'Take' button to be added to the panel. When a destination is selected and then a source is pressed from the panel, the source will blink in the display prior to switching to that output. The user would then press the 'Take' button to activate the switch.



2. 'Direct' – when this mode is applied to a destination button, it will immediately update any source that is pressed. It is directly taken to that destination without a prompt.



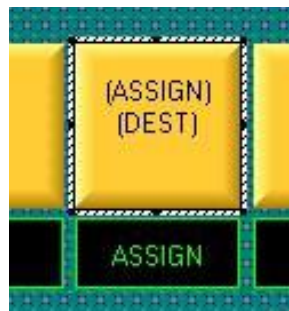
3. 'Status' is used to show status of sources that are routed to that destination in the display from any panel that makes switches. This function only needs to be dropped onto a destination display, which is not associated to a destination button. After it is dropped onto a display, go to the destination list at the bottom left of the screen and drag the desired destination onto the status display. NOTE: this is a status display only and will now show the source that is connected to that destination with every switch that is made



and does not require any destination button on the panel as it will status when any panel on the network switches that destination. Ideally, a panel can be created with nothing but status displays to show only destinations and the sources that are applied to them.



4. 'Assignable' allows the user to right click the button and select from a table of all the destinations on the controller and switch it up as a preset or take option to that destination. Then when a source is selected to go to that destination it will either blink if in preset mode or take it directly when in 'Take' mode.



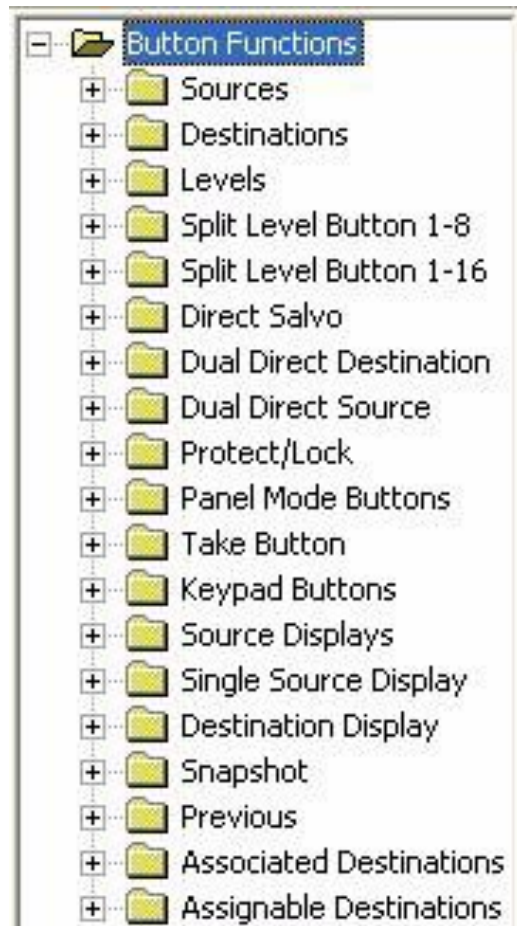
Destination Displays

The Destination Displays, located within the Control group area, act as a means for providing status for another button's assignment. Though button status will be revealed in the destination display box, these status displays are not officially associated with another button until the user makes the connection. To associate the destination display with another button, you must first assign a Function to the destination display box. In this case, 'destination display'. Next highlight both items (button and Destination Display box), and click 'Associate', located in the Control Operations group area. An association can be verified by first highlighting the destination display box, then clicking its associated button counterpart. The button's [destination] will appear inside the destination display box when the association is valid. Finally, click Save-As from the File menu.

There are two types of Destinations; the regular Destination that reveals only the current destination, and an 'Associated Destination' that contains the [destination] status inside the Destination Display box.

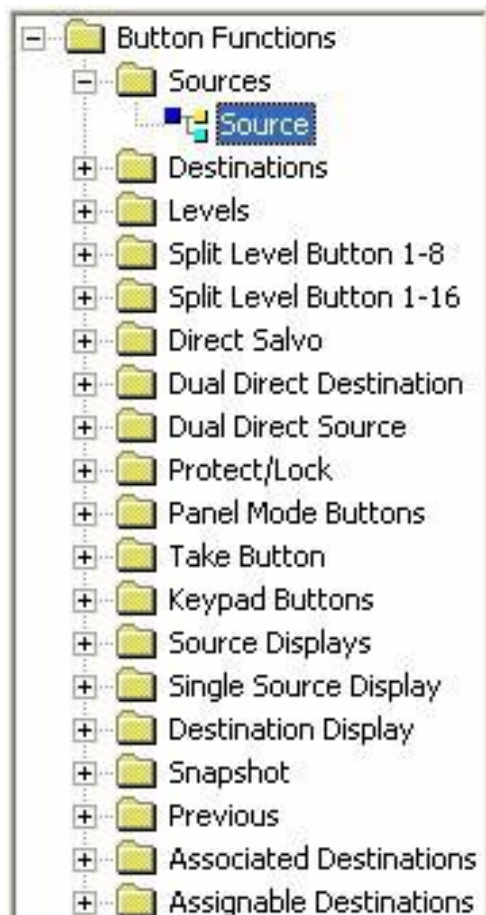


Functions



- The function menu has items that can be added to the various buttons and displays depending on how they are to be used.

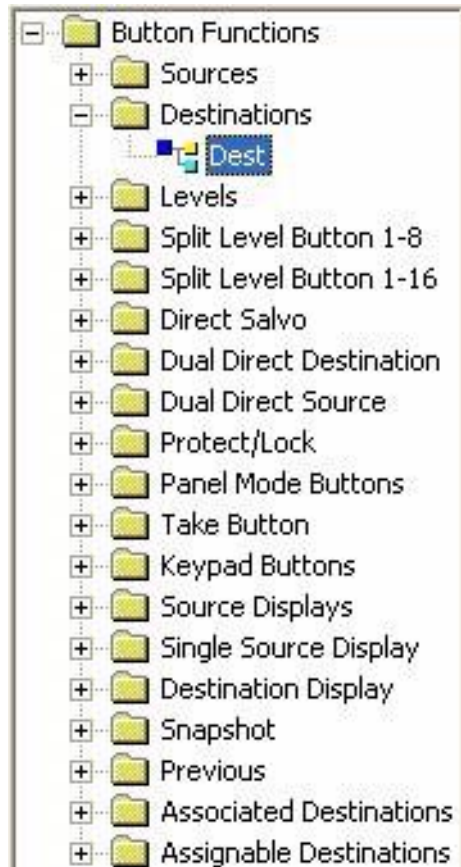
Sources



This is the Sources function. This function will assign the button to the Source Group. When this button is pressed a direct take will occur.

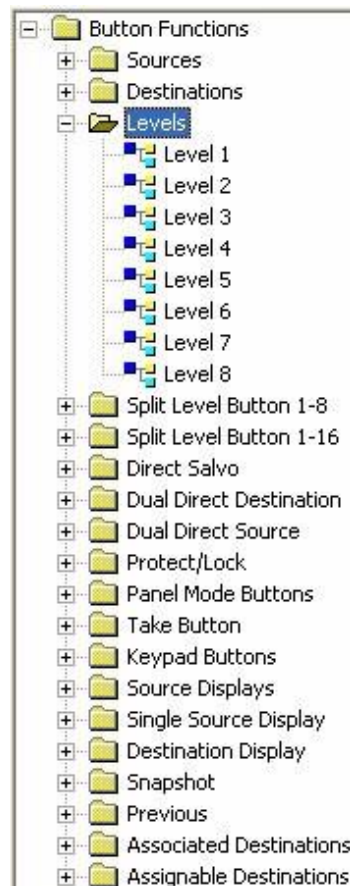


Destinations



The Destination group will assign a button to control a given destination for this panel. The brightly lit destination is the current one that this panel will be switching to. If this panel does not contain any destination buttons, there should be a default destination assigned and labeled somewhere. In this way, the users can determine the appropriate output for this panel's control.

Levels



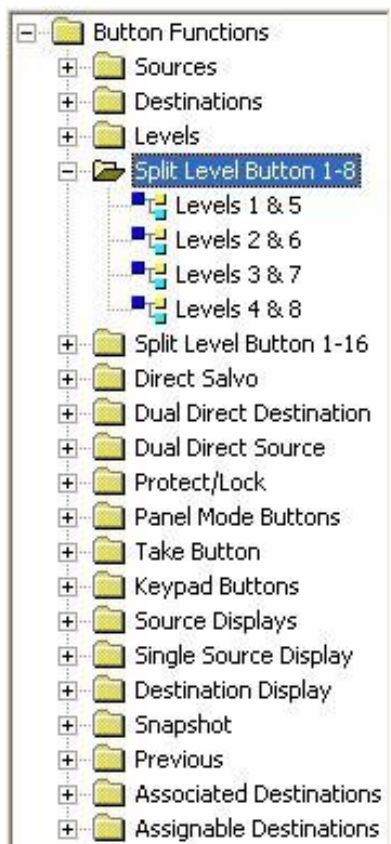
This type of level function is designed for simplicity and ease of use. If you assign a button as a “Level 1” through “Level 8” button, it functions in the following manner:

If the button is lit, this level will be used when the Direct Source button is pressed. If you want to eliminate a level from being taken with the next Direct Source button, press the button to extinguish it. In the same manner, press it again to illuminate it and this level will be included when the Direct Source buttons are pressed.



There is no indication as to which level is being statused on the Direct Source buttons. The level being statused is the last level button that was illuminated. For example, to see the status for “Level 1”, press the “Level 1” button to turn it off, then press it again to turn it back on. This will set the panel to show the status on “Level 1”.

Split Level Button



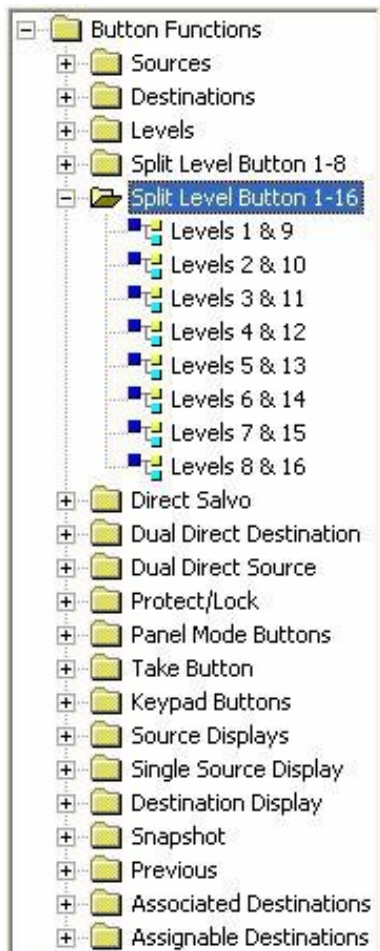
The split level buttons were designed to be used on the UCP-2, UCP-36, and UCP-72 panels. They give the user the ability to control 8 levels on 4 buttons. They should be used in conjunction with the “Panel Mode Buttons” and “Level Shift 1-4/5-8” button. This gives the user the ability to shift between levels 1-4 and 5-8.

The bright level is the level being statused. The backlit levels are valid for the current destination, while the levels that are off are not valid for this destination.

To setup a breakaway take, press the brightly lit button and it will start blinking. Select other levels in this same manner.



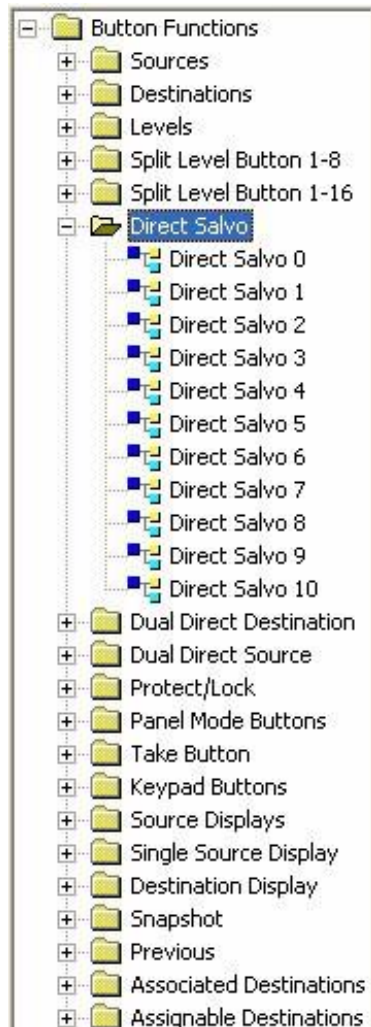
Split Level Button 1-16



The split level buttons were designed to be used on the UCP-XY, UCP-SX, and the UCP-MX. They give the user the ability to control 16 levels on 8 buttons, and should be used in conjunction with the “Panel Mode Buttons” and “Level Shift 1-8/9-16” button. This gives the user the ability to shift between levels 1-8 and 9-16.

If one of these levels are bright, it indicates that this level is valid for the currently selected destination.

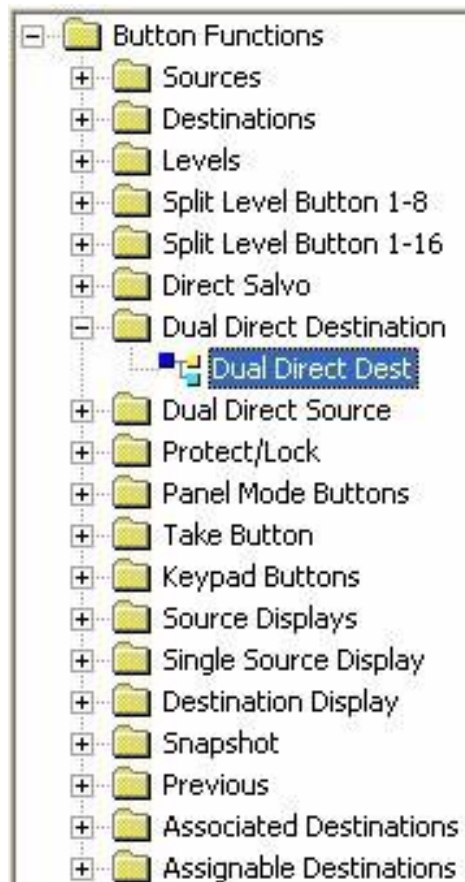
Direct Salvo



A Direct Salvo can be assigned to a button. To accomplish this, drag a “Direct Salvo #” and drop it on a button. When this button is pressed, it will send a command to the controller that will execute the direct salvo. The salvo must be configured in the SC4 *first* before this button will execute anything.

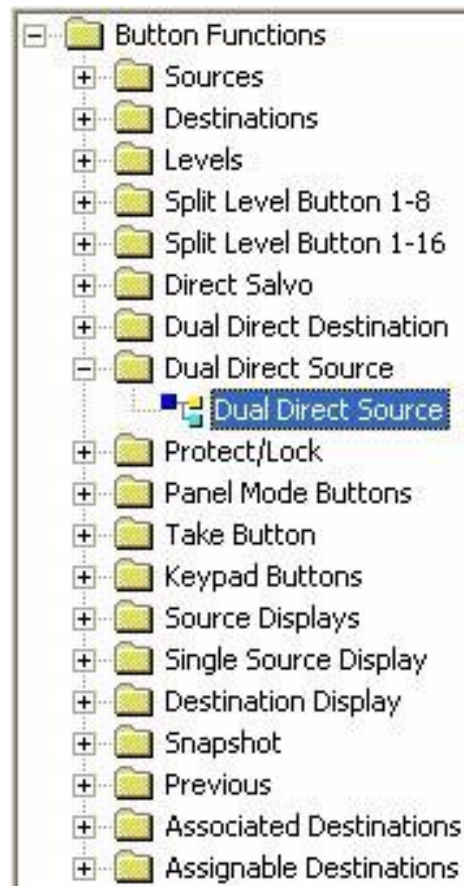


Dual Direct Destination



This allows a button to select the actual destination the panel will control. Assign (2) destinations to the button *after* assigning this function to the button. Once that happens, this button can be used to select the destination this panel will control.

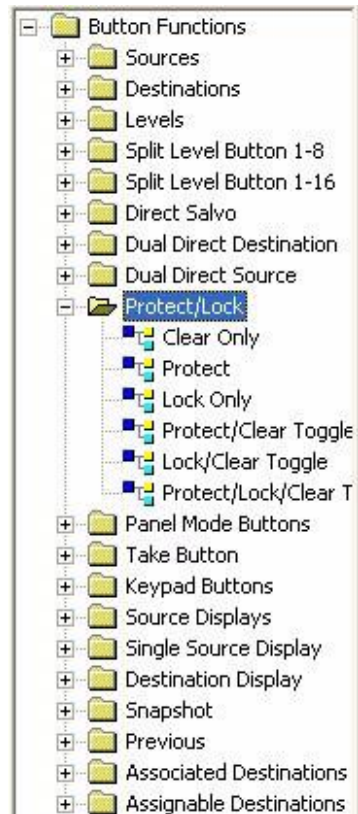
Dual Direct Source



This allows the button to select between two different direct sources on one button. Use this button function in conjunction with the *Panel Mode Buttons/Source Shift* function. In conjunction with the 'Source Shift', the user can have two different sources on one button. This will double the number of direct sources this panel can control.



Protect/Lock



1. Clear Only

This function clears a “Protect” or “Lock” that has been set on the current output. This type of button function should be used in conjunction with the *Protect Only* and the *Lock Only* functions. The user can set a “Protect” or “Lock” and then use this button to clear them.

2. Protect Only

This assigns the function of “Protect” to a button, allowing the button to set a protect on the current output. A protect will allow this panel to continue to make takes but will not allow any other panels to make takes on the current output.

3. Lock Only

This assigns the function of “Lock” to a button. This allows the button to set a lock on the current output. A *Lock* secures the output so that no panels can make takes on this output until the Lock is cleared.

4. Protect/Clear Toggle

This is a toggle button that allows the user to set a “Protect” on the current output. You can then press the same button to “Clear” the protect. A “Protect” will lock the output so that only the current panel can make takes on this output. (To clear the “Protect” press the button again.)

5. Lock/Clear Toggle

This is a toggle button that allows the user to set a “Lock” on the current output. You can then press the same button to “Clear” the protect. A “Lock” will lock the output so that no panels can make takes on this output. (Press the “Lock” button again to clear the lock.)

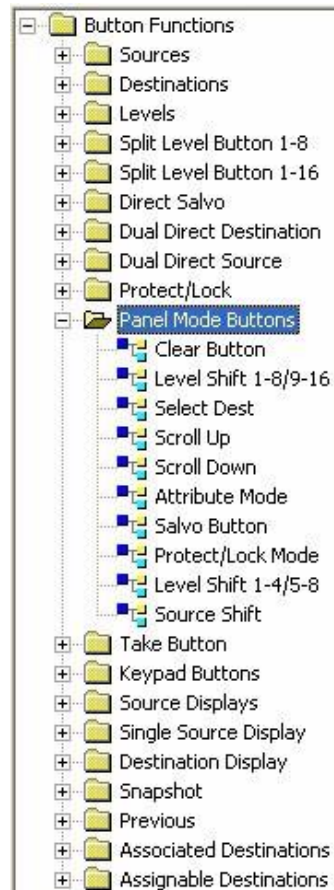
6. Protect/Lock/Clear Toggle

This is a toggle button that allows the user to press the button three times to cycle between a Protect-Lock-Clear. Press the button first to set a “Protect” on the current output. Press the button again to clear the “Protect” and set a “Lock”. Press the button a third time to clear the “Lock”.

- A “Protect” locks all other panels from making takes on the current output while allowing the current panel to continue to make takes.
- A “Lock” locks all panels from making takes on the current output.
- A “Clear” clears a “Lock” or “Protect” that have been set on the output.



Panel Mode Buttons



1. Clear Button

This button is used to cancel any pending operation such as a pending take. Pressing the clear button will return the panel back to a normal operating mode.

2. Level Shift 1-8/9-16

This button is used to shift the levels for the 8 source displays. This button is also used in combination with other buttons to view and set parameters on the panel. Check the UCP panel manual for more information about the function of this button.

3. Select Dest

The Destination Select button is used to select a different destination on the panel. This button will allow you to enter and new group name and extension destination for this panel to control.

4. Scroll UP

This button is used to scroll up through the sources or destination on panels that have display windows. You can press the scroll button until you find the desired source then press the TAKE button. Check the UCP manual on how to switch the panel from scrolling between Destination and Sources.

5. Scroll Down

This button is used to scroll down through the sources or destinations on panels that have displays windows. You can press the scroll button until you find the desired source then press the TAKE button. Check the UCP manual on how to switch the panel from scrolling between Destination and Sources.

6. Attribute Mode

This button allows panels that have displays to setup or breakaway audio attributes on the router. Pressing this button puts the panel in to “attribute” mode. It will stay blinking until it is pressed again. Refer to the UCP panel manual on how to use the Attribute mode in the panel.

7. Salvo Button

This button allows you to send a salvo buffer number take to the controller. Pressing this button the word “SALVO 0” is placed into the destination display. You can then enter a 3 digit number and then press TAKE. The panel will send that buffer number to the controller. If that salvo is configured on the controller it will execute it. Refer to setting up Salvo's in Chapter 2 of this manual.

8. Protect/Lock Mode

This button will place the panel into Protect/Lock Mode. It should be used on a panel that has displays. The Protect button will continue to flash until it is pressed again. While the panel is in protect mode you can setup Protects or Locks on different levels as well as different destinations. When the panel is not in Protect Mode this button will status Bright RED if the current destination has a protect or lock enabled on it.



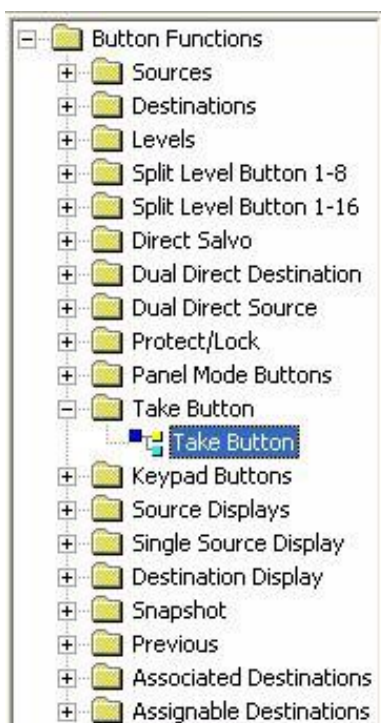
9. Level Shift 1-4/5-8

This button is used on panels that only have 4 level buttons. It should be used in conjunction with the “Split Level Button” group defined in this chapter. It allows you to the ability to select 8 levels on the 4 level buttons by splitting the buttons in half.

10. Source Shift

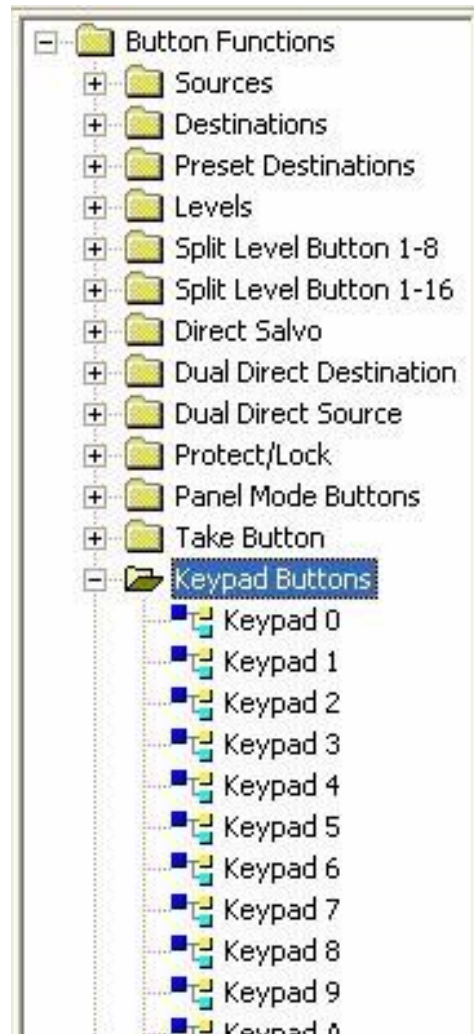
This function should be used in conjunction with the “Dual Direct Source” function defined in this chapter. It allows the “Direct Source” buttons to control two sources instead of just one. The “Source Shift” button controls which half of the “Direct Source” button will be used when it is pressed.

Take Button



This will assign the take functionality to a button. After configuring a take, this button should be pressed to send the take to the controller.

Keypad Buttons



The Keypad layout buttons are mainly used on the UCP-2 panel. They define the keypad layout of 0 - 9, A - F, and 16 - 19.



Source Displays

Source Displays 1 - 8 are individual functions within any larger display that was previously dragged to the work area. All Source Displays work in unison with **Levels 1 - 8** (located above, *Button Functions* list).

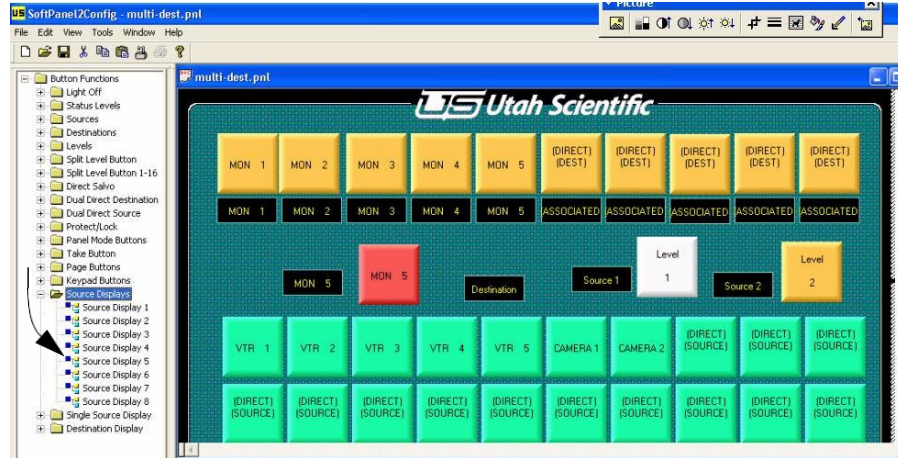


Figure 3-5. Source Display selection

Source Displays work in conjunction with the Levels selections (also 1 - 8). When the panel is running, the program will display the sources that are switched to the specified destination on the associated Level.

Single Source Displays

The following will occur when a Single Source Display (function) is dragged to a button:

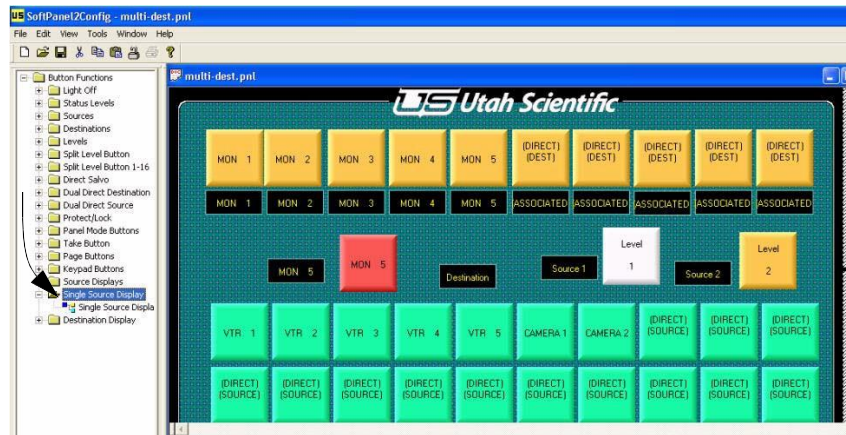


Figure 3-6. Single Source Display

Any time any source button is pressed, regardless of the destination, the program will display only that particular source in the window, each time. The same result will occur no matter which Destination is current -- the program will display the same Source in the window.



Destination Displays

Mode 1 - As with the Source Display, any time the Destination Display is dragged in as a function, the program will always display that particular destination in the window, and nothing else, not matter the Destination pressed. Any source assigned will not appear in the display. This is a destination display only.

Mode 2 - An associated Destination Display (associated with a specific destination button). The program will status the source that is currently switched to, on that specific destination only.

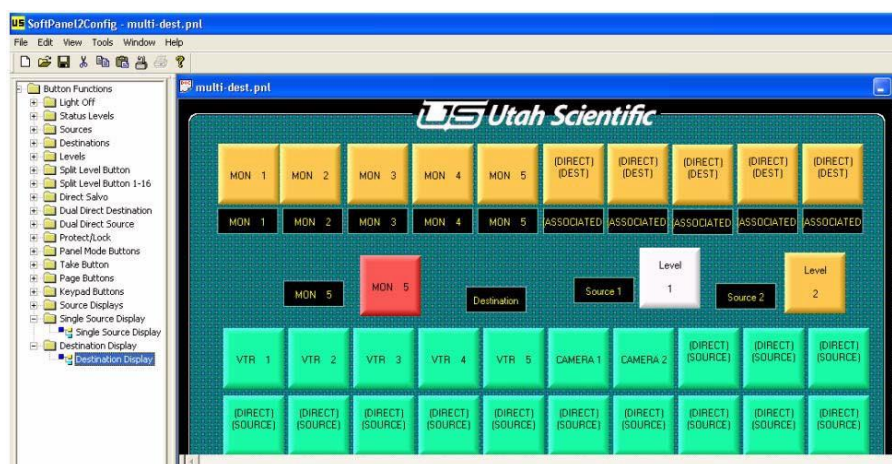
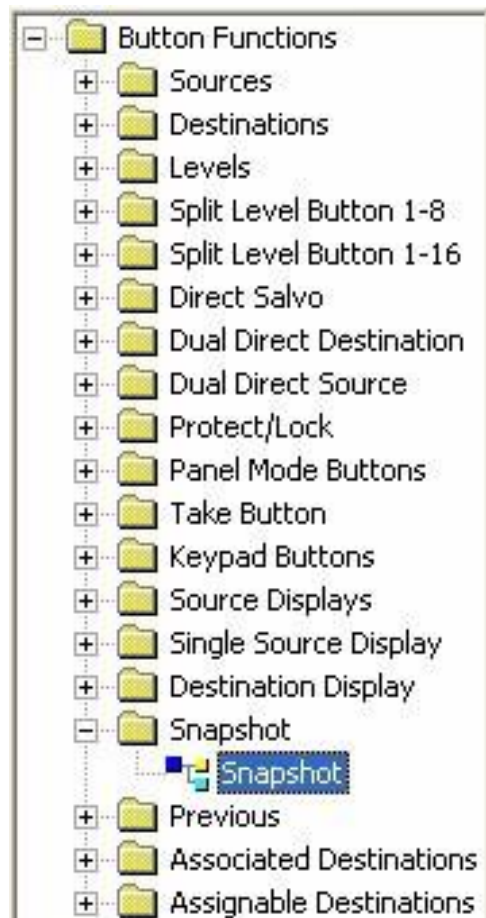


Figure 3-7. Destination Display

The Destination Displays, located within the Control group area, act as a means for providing status for another button's assignment. Though button status will be revealed in the destination display box, these status displays are not officially associated with another button until the user makes the connection. To associate the destination display with another button, you must first assign a Function to the destination display box. In this case, 'destination display'. Next highlight both items (button and Destination Display box), and click 'Associate', located in the Control Operations group area. An association can be verified by first highlighting the destination display box, then clicking its associated button counterpart. The button's [destination] will appear inside the destination display box when the association is valid. Finally, click Save-As from the File menu.

There are two types of Destinations; the regular Destination that reveals only the current destination, and an 'Associated Destination' that contains the [destination] status inside the Destination Display box.

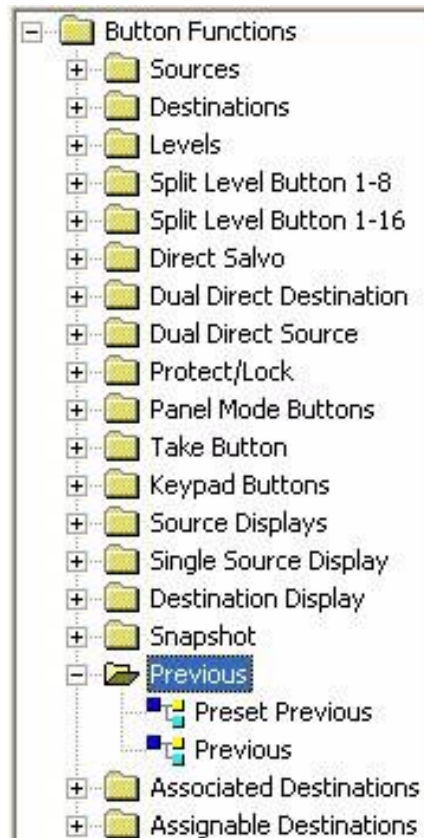
Snapshot



Snapshot buttons are used for defining a set of takes which can be triggered by pressing this button in the actual soft panel or retrieving a snapshot from the menu and taking it from there. These are only used with multiple destinations such as a monitor wall and are not to be confused with salvos. One or more of the outputs can be taken at the same time using a snapshot by retrieving the snapshot as a preset and then performing a take with the desired outputs by choice.

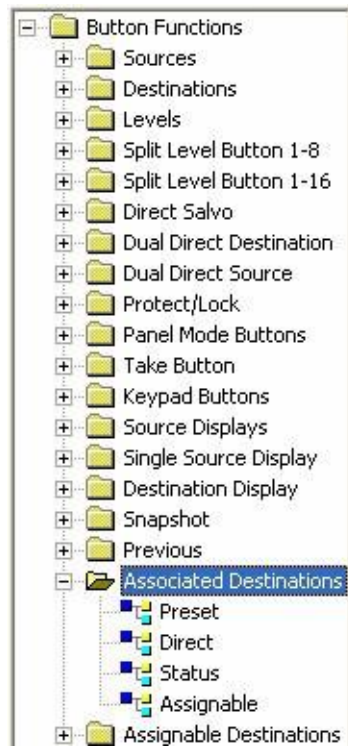


Previous



There are two options in the Previous folder. Both relate to reverting back to the previous switch after a take is made. This does not undo the current take but it literally goes back to the previous take made. The option called 'Preset Previous' shows the previous take in a blinking state before taking it, allowing the user the option to cancel or continue on with a Take. This mode also requires a Take button on the panel. The option called 'Previous' will perform the take without a prompt.

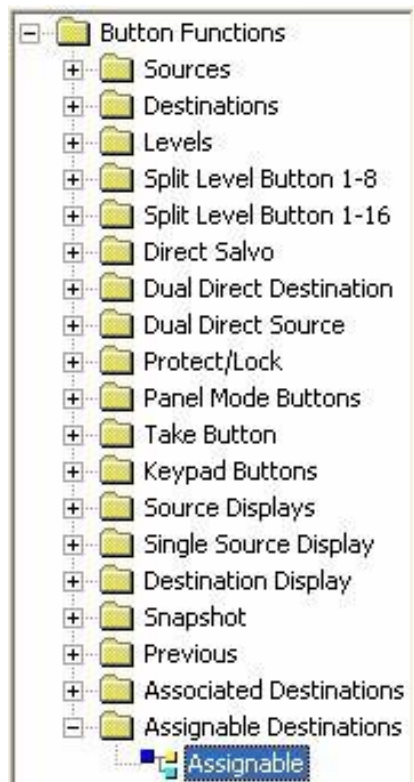
Associated Destinations



Refer to the section above titled, 'Grouping Buttons and Displays' for details on using these associated buttons.



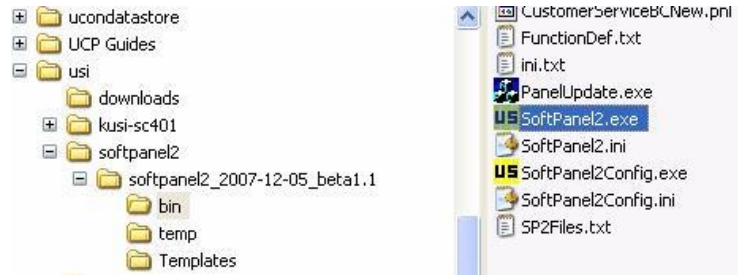
Assignable Destinations



With this assigned as a destination button, the user can right click on the button in the panel to open the entire destination list of which they can select the desired destination.

SP2 Panel Operation

1. Double-click SoftPanel2Config.exe (if it is not already running.)
This is located in the bin folder, which can be found in the recently created SoftPanel2 directory (c:\usi).

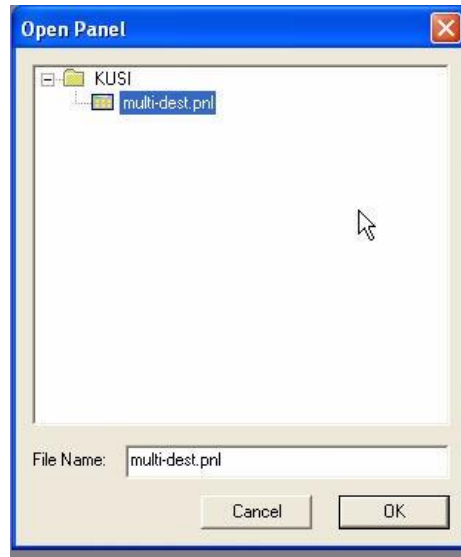


The following screen will appear:

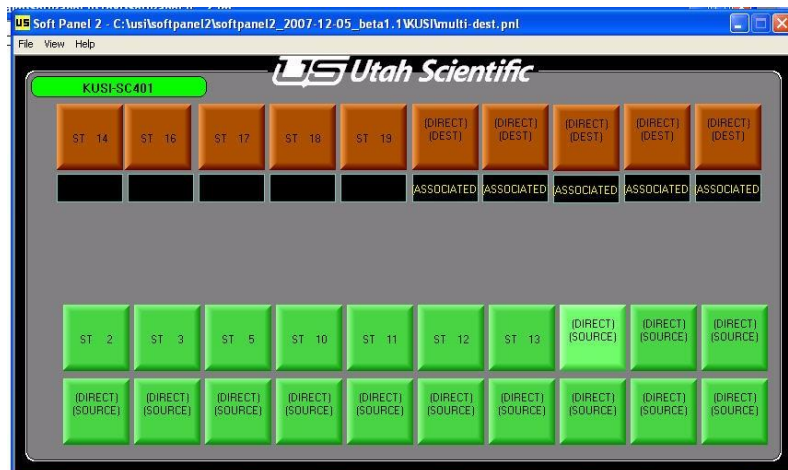




2. Select **File->Open Panel**, click your controller's folder (created above) and select the MULTI-DEST item. Click OK.



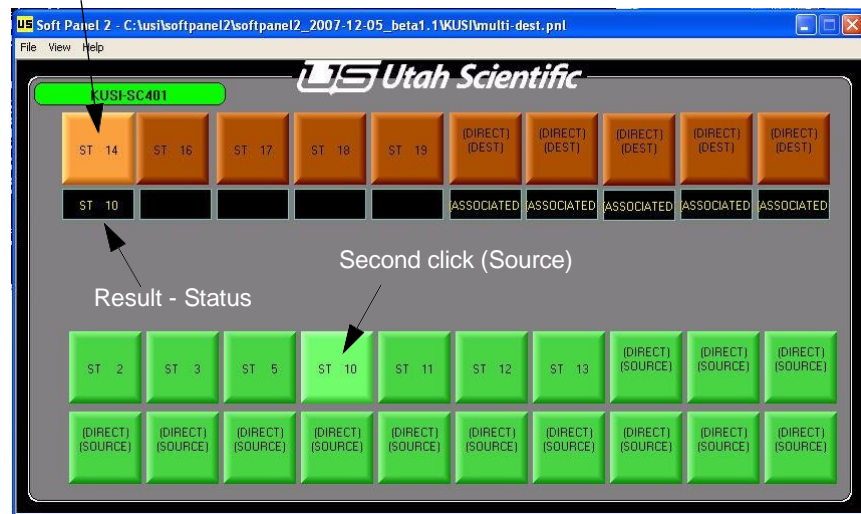
The following screen will appear:



The cell in the upper-left corner should be green, indicating a successful connection to the controller. Red indicates a bad network connection between the SoftPanel's PC and the SC-4.

3. Select 1 of the destinations
4. and then select sources to make takes.

First click (Dest)





Functions Requiring Additional Details

Levels and Level Shift Buttons

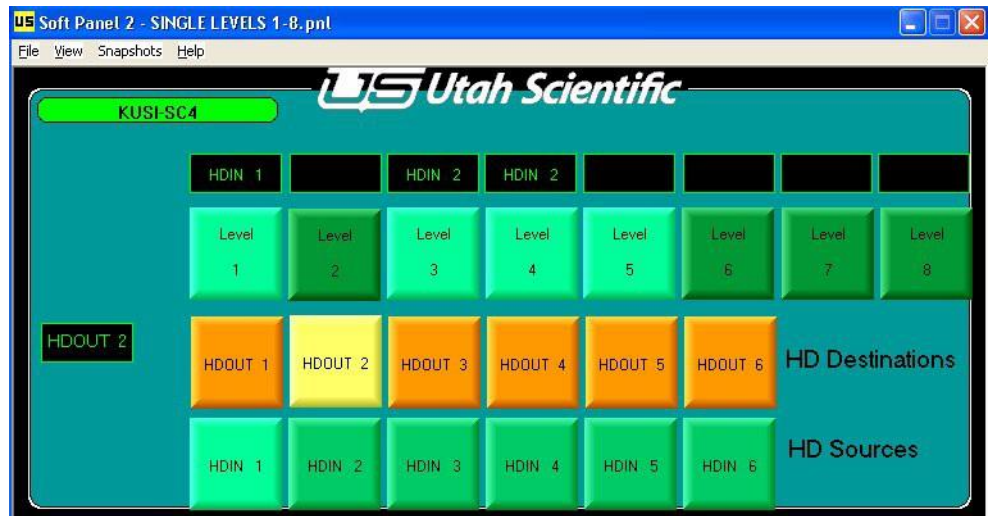
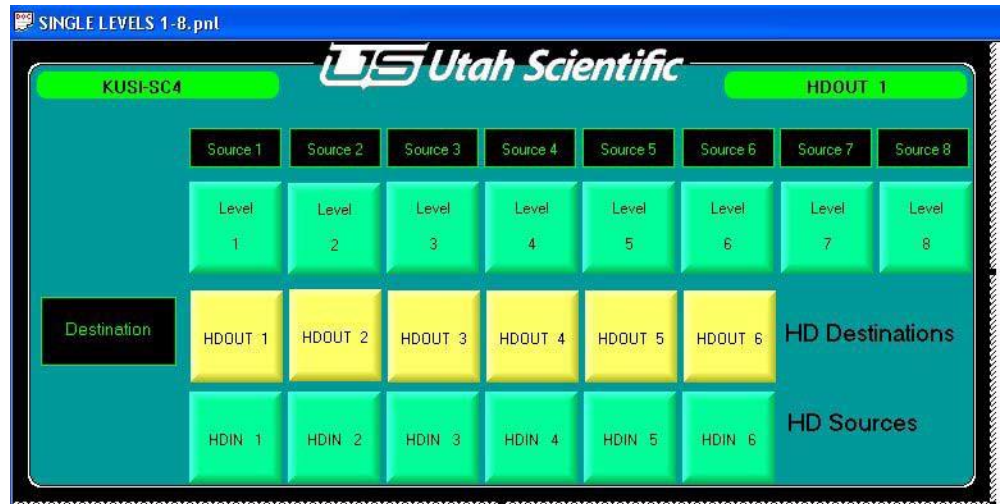
Levels are physical video and audio routers that are defined in the controller source and destination tables. The sources and destinations are assigned names, as well as physical BNC connection numbers within these levels. Levels are identified by the controller by dip switch assignments that are unique to each level, generally beginning with level 1. If your system has multiple video and audio routers (levels), then in most cases switches will be performed as 'All Level Takes' where all video and audio routers switch together. However, you will have the ability to break these levels away and perform switches only to specific levels as desired. That is when you would create individual level buttons that are assigned to these router levels. There are several ways of using these functions of which are described in the following steps. NOTE: Refer to section 3 above for details on creating these buttons.

'Individual Levels'

There are two views below showing a panel created with some simple direct sources and destinations along with 8 single level buttons. These buttons have a display that is added from the function list item called 'Source Displays'. These displays are listed from 1 through 8 and represent those levels. These source displays, as well as the destination display, are not required but will show the source that is connected to the destination that appears in the destination display.

The first view is from the configurator as to how it appears when the buttons and displays are created. The other view is from the actual panel when it is on line.

To use the breakaway function, press all of the desired level buttons that are NOT wanted when the switch is made. This will disable those levels. Do not press the levels that are part of the breakaway switch. Next, press the desired source button and it will switch only that source to the desired breakaway levels.



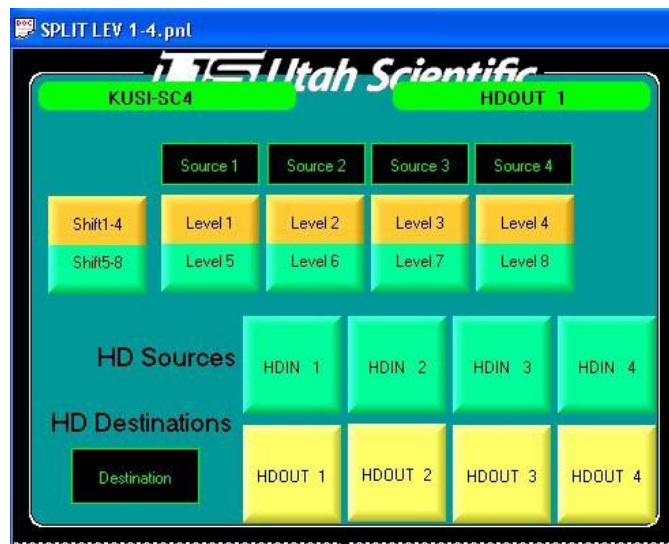


'Split Levels 1-8'

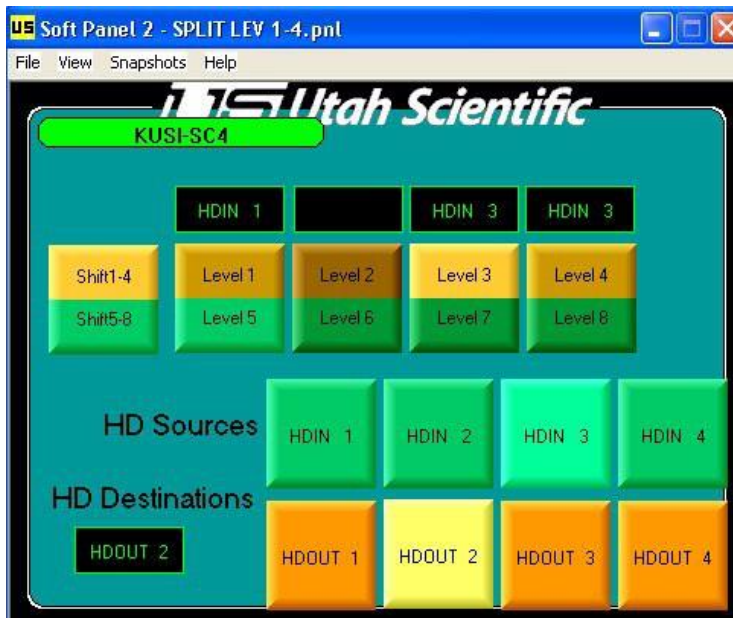
There are two views below showing a panel created with some simple direct sources and destinations along with 4 split level buttons. These buttons have levels 1-4 on the top half and levels 5-8 on the bottom half and requires the use of the level shift button called 'Shift 1-4 and Shift 5-8'. There is also a display above each level button that is added from the function list item called 'Source Displays'. These displays are listed from 1 through 8 and represent those levels. These source displays as well as the destination display are not required but will show the source that is connected to the destination that appears in the destination display. When the levels are toggled to the lower half, the displays will status correctly for levels 5-8.

The first view is from the configurator as to how it appears when the buttons and displays are created. The other view is from the actual panel when it is on line.

To use the breakaway function, this works the opposite of single level breakaways. Press all of the desired level buttons that ARE to be switched in the breakaway. This will enable those levels. Do not press the levels that are NOT part of the breakaway switch. Next, press the desired source button and it will switch only that source to the desired breakaway levels. If a breakaway is desired on levels 5-8, first press the 'Shift 1-4 and Shift 5-8' button to toggle to the lower half of the level buttons.



USE PIC 26B HERE



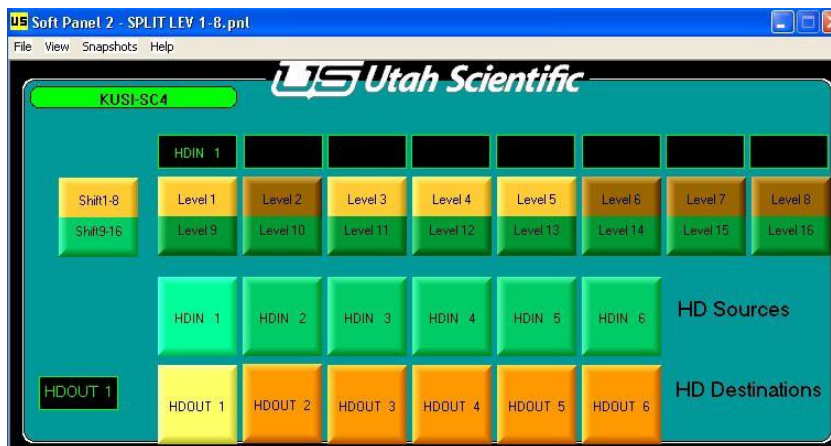
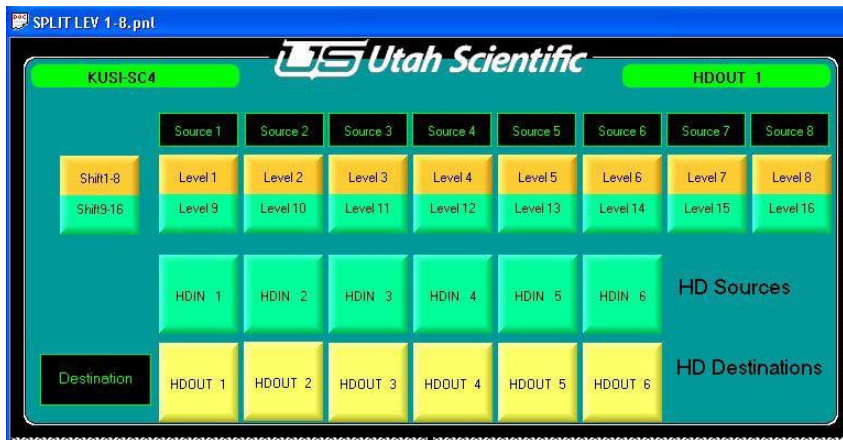
'Split Levels 1-16'

There are two views below showing a panel created with some simple direct sources and destinations along with 8 split level buttons. These buttons have levels 1-8 on the top half and levels 9-16 on the bottom half and requires the use of the level shift button called 'Shift 1-8 and Shift 9-16'. There is also a display above each level button that is added from the function list item called 'Source Displays'. These displays are listed from 1 through 8 and represent those levels. These source displays as well as the destination display are not required but will show the source that is connected to the destination that appears in the destination display. When the levels are toggled to the lower half, the displays will status correctly for levels 9-16.

The first view is from the configurator as to how it appears when the buttons and displays are created. The other view is from the actual panel when it is on line.



To use the breakaway function, it works the opposite of single level breakaways. Press all of the desired level buttons that ARE to be switched in the breakaway. This will enable those levels. Do not press the levels that are NOT part of the breakaway switch. Next, press the desired source button and it will switch only that source to the desired breakaway levels. If a breakaway is desired on levels 5-8, first press the 'Shift 1-4 and Shift 5-8' button to toggle to the lower half of the level buttons.



Using Salvo Buttons

Salvos are single button 'Takes' where a series of events of source and destination combinations switch. These must be created and stored in the SC4/400 using the UCON software application. These salvos will send the request to the SC4/400 to switch using the numbers in the Softpanel, which directly correspond to the salvo number in the SC4/400. NOTE: There are two ways of configuring salvos in the Softpanel. The first way is to create them as 'Direct Salvos', which has a limit of eleven only. The second way is to create a 'Salvo' button as a group, which will then allow the user to select from the entire list of 128 possible salvos that can be created in the SC4/400. This second way also requires keypad numbers to be on the panel in order to select the number of the salvo. Both of these methods are described below in detail. NOTE: Refer to the UCONV4 manual, section 2, for details on setting up the salvos in the SC4/400.

'Direct Salvos'

To use a direct salvo, simply press the desired salvo button 0-9. These correlate specifically to the salvo 0-10 in the SC4/400. The switch will happen immediately and the last output and its input will appear in the destination and source displays, if there are level displays created on the panel. NOTE: the displays are not required. Also, if desired, custom names can be put on the salvo buttons to describe that salvo.





'Selecting Salvos from Keypad'

If there are more than eleven salvos that need to be switched from a Softpanel, then the panel must have keypad numbers 0-9, depending on what numbers are needed, and a takebutton.

A salvo can be ran from any destination that is currently showing in the destination display as the salvo has nothing to do with this. To select the desired salvo, first click the salvo button. The word Salvo will appear if in the destination display (if there is a display on the panel).

Next, press the desired salvo number from the keypad. This number related directly to the number of the salvo created in the SC4/400. Press the Take button and the salvo will switch.

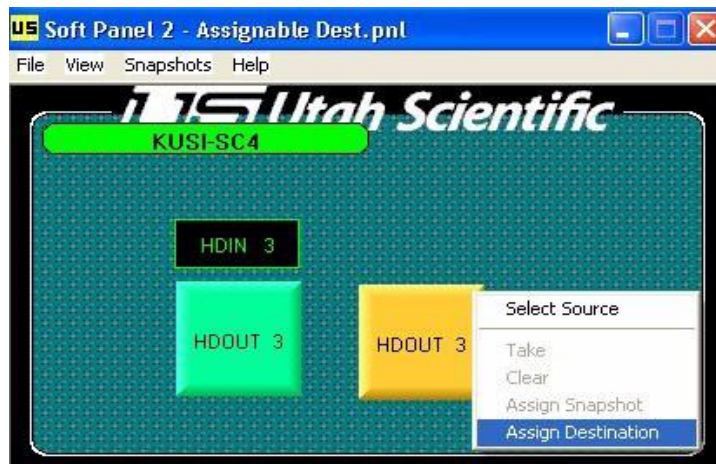


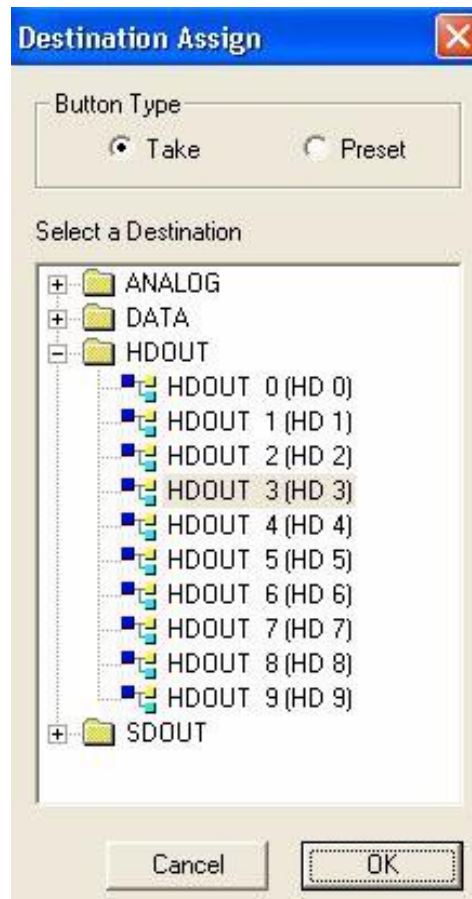


Assigning Destinations and Sources

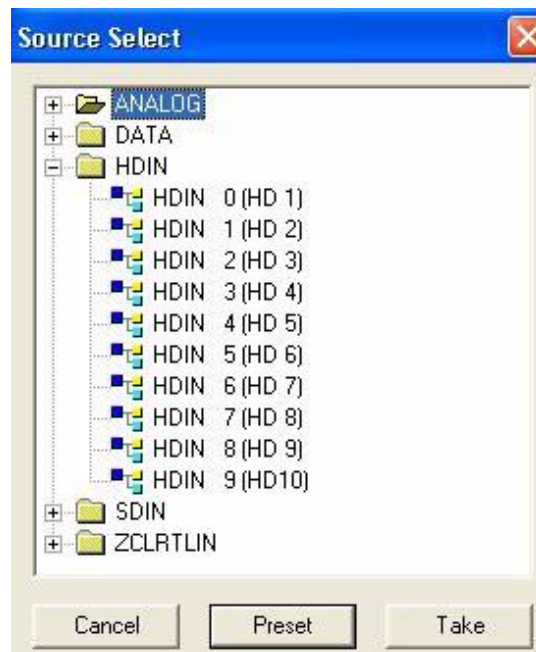
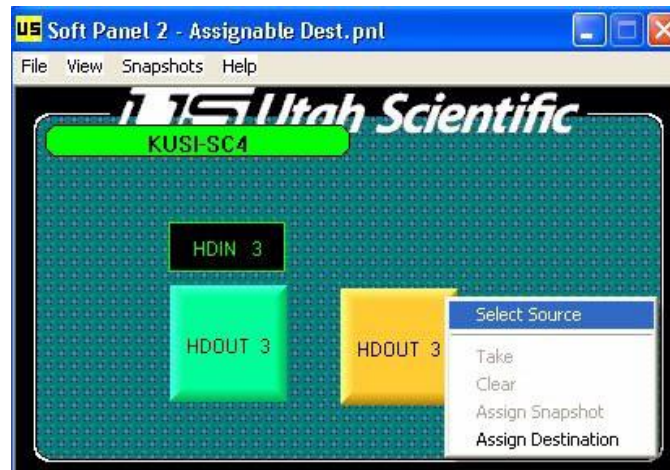
There are two options for assigning destinations when creating these from the configurator. One is from the 'Associated Destinations' and the other is from the 'Assignable Destinations' menu items.

To assign a destination from either option, right click on the destination button and the following window will appear.





The associated option will have a display that shows the source status of what is switched to the assigned destination. The assignable option does not require a display. With either option there is also a source select that will bring up the source list of which the user may select from the entire list. NOTE: click the 'Take' item in the window to send that source directly to the destination. Otherwise, if 'Preset' is selected, then a Take button is required on the panel.



Using Snapshots

Snapshots can be created, saved and used from the menu in the actual soft panel. They can also be saved to a button that was put onto the Softpanel from the configurator program. If a button is used then it can be set in the panel as either a preset or actual take when the button is pressed.

Saving a Snapshot

To save a snapshot first open the desired soft panel and then click on the menu item at the top of the soft panel called "Snapshots" and choose "Save Snapshot" as seen below.





When the save snapshot window appears, type the desired name for that snapshot, along with a description if desired. The name will be used to retrieve or edit the snapshot and the description if for notes only when that snapshot is viewed. Click OK to save.

The image shows a 'Save Snapshot' dialog box with a blue title bar and a close button. It is divided into two main sections. The left section is a list box containing two items: 'Monitor Wall 1' and 'Monitor Wall 2'. The right section, titled 'Snapshot Details', contains two text input fields: 'Name:' and 'Description:'. At the bottom right of the dialog are 'Cancel' and 'OK' buttons.

Retrieving a Snapshot

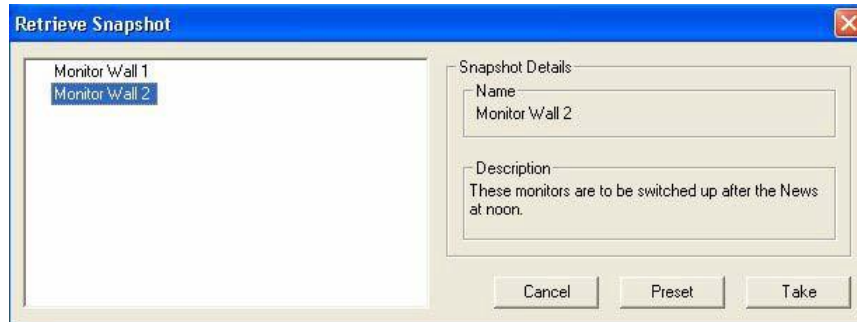
To retrieve a snapshot, click on the menu item at the top of the soft panel called "Snapshots" and choose "Retrieve Snapshot" as seen below.



When the window opens, choose the snapshot from the left of the screen and then at the bottom of the screen choose either "Preset" or "Take" to execute the snapshot, or "Cancel" to abort.



If “Preset” is selected, all of the outputs will blink with the source in their displays that were saved in the snapshot. If any of the outputs are not to be switched, these can be cleared by right clicking on that output and selecting the “Clear” function. These will stop blinking and not change when the take button is clicked.

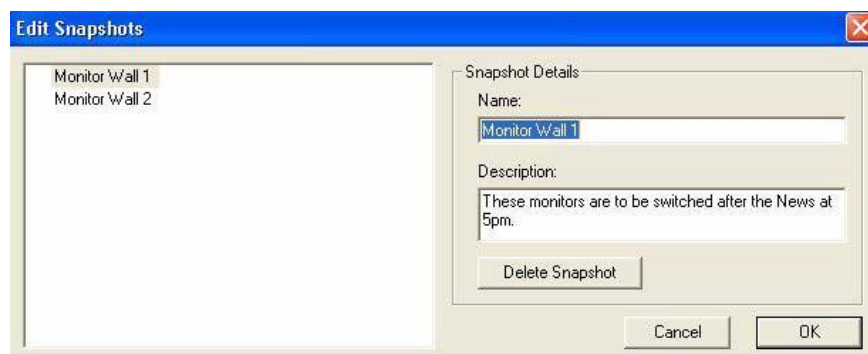


Editing a Snapshot

To edit a snapshot, click on the menu item at the top of the soft panel called "Snapshots" and choose "Edit Snapshot" as seen below.



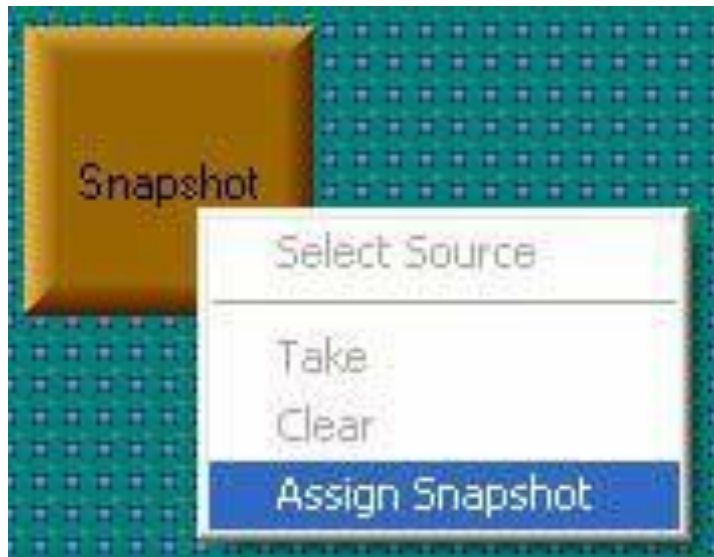
With the edit window open you may change the name or description of that and then save it by clicking OK, or you also have the option of deleting that snapshot. In any of these cases there will not be a prompt to delete or overwrite any changes, so be certain of what you want to do. If no changes are to be made, either click OK or Cancel to exit prior to any changes.





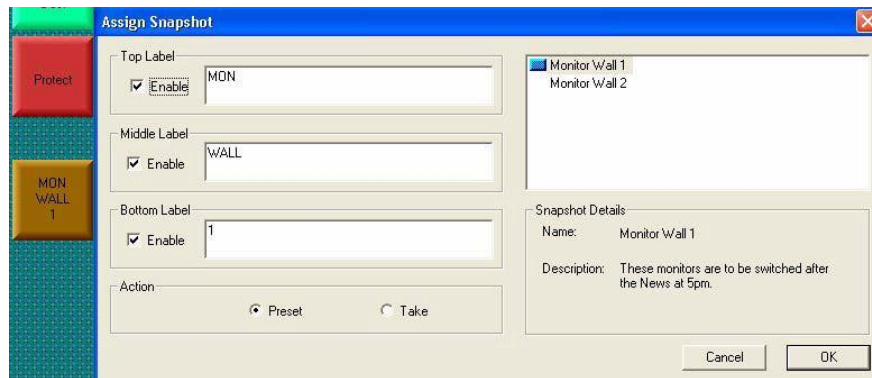
Using a Snapshot from a Button

While in the soft panel, right click on the button called "Snapshot". Select "Assign Snapshot" and the following window will appear.



With the selection window open, choose the desired snapshot from the upper left window. Type in the desired names as wanted, in the left section for the top, middle and lower titles and check the box next to each of them.

Click the desired action as “Preset” or “Take” in the lower left which will either come up blinking as a preset, waiting for the take button to be pressed, or as a direct take which will happen immediately upon pressing the snapshot button.





SoftPanel 2 Workstation Distribution

1. Place the entire Softpanel 2 folder (found on c:\usi in desired location) on the network where the workstations and the SC4 have access. The UCON program should also be run from this location.
2. Build the panels using the Softpanel config program and save them to the controller folder previously created in the Softpanel 2 installation process.
3. Create shortcuts of the newly created panels on the Softpanel remote workstations. The file will have a .pnl extension.
4. Associate the soft panel shortcut to the Softpanel.exe on the network server.
5. If the remote workstations are on a different network than the SC4, a gateway may be needed as well as changing the subnet mask. In this case refer to Appendix D of this guide.
6. When changes are made to the src/dst tables in the SC4 via UCON, they will automatically be sent to the export file that was created in the Softpanel 2 installation process. You will then import that file using the Softpanel 2 configurator that will then update all of the panels that were previously created as needed.

Usage Example – Adding 1 or more Panel Displays with Multiple Functions

(Note: Certain references to 'Source' below may actually refer to 'Destination')

Without association, the Source Display box acts as a status display with no associative connection to anything else. The display will status every source that is pressed without any regard to destination. The destination display will simply update the Source within the window whenever a destination is clicked.

The Source displays (1 – 8 in the Function tab area) represent specific Levels. When, as an example, one of the 'level dedicated' Source Displays is assigned to Level 2, the display will only status Level 2.

Again, a single source display will only provide status for the last Source button pressed, not matter what the output.

The Four Operational Modes – Related to Association

- § There is a Source Display for Source Status
- § Source Levels for Level Status
- § Destinations – to provide status as a destination
- § Associating the Display to a Separate Destination

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