SELECT BUTTON :	The select button does not manipulate the properties of a button in any way. Holding down the shift buttonwhile selecting various buttons will select multiple buttons and the last selected button becomes the reference.
MOVE / COPY :	Selecting this button will create a pointer "from"  The pointer will change to "swap" when you click any button  Holding Shift on your keyboard will change it to "copy" 
ADD / REMOVE BUTTONS :	This function can only be used when you are <u>in the layout</u> tab to add multiple buttons simultaniously. Buttons will be added below the active panel area. The delete last button will delete <u>only</u> the button with the highest number.
DEFINE VIRTUAL PAGES :	Your panel can be split up into segments or groups that can be navigated seperately, but still the components in one group influence the components in other groups. This is how you can have "Sources", "Targets" and "Navigate" groups
DEFINE SUB PANEL :	Sub panels are created in the same wat that Virtual pages are created but here the segments are totally independant of one another as if it were seperate panels.
GROUP ELEMENTS :	When you add multiple GPI's into the same group, the GPI's will, only in this particular page, ensure that only one can be set to true at any given time. Setting a GPI state to tru in this group will set all other GPI's in the group to a false state.
BLANK :	This button is used to delete a button. The empty position will still remain to use as a different button later.
GENERIC BUTTON :	Generic buttons are generally used as navigation buttons and they can navigate a single or multiple groups to a different page, have secondary functions or just be used to indicate your current status.
DISPLAY SOURCE :	A display Source button will display the source of the currently selected Target. This is a display only button.
DISPLAY TARGET :	Display Target will display the currently selected target, even if that target is not visible on the current page. This is a display only button and it will automatically find the selected target.
ESCAPE :	Pressing the Escape button will immediately bring all groups in a panel back to page 1 or the "idle" page. When you change the Bitmap of the Escape button, the new Bitmap will be persistant on all Escape Buttons. 
LAYER :	The layer button can be used to turn on and off the layers that will be switched, provided there are Pseudo rules defined. <u>The Pseudo trigger layer will always be switched and can't be disabled.</u>
SHIFT :	A shift button can be used to navigate to another page but only while the button is being pushed. This is supported on all physical panels but for Virtual panels simultanious button pushes are generally not supported.
SOURCE :	A source button will generally automatically be made when a source is ragged into any blank button. If a device is a source and target, you can change to a source if you accidentally dragged from the target column.
ROTATE SOURCE :	Rotate sources can be used to access many sources if you have only a limited number of buttons. The content and order of these buttons is determined by a view that needs to be created and attached to this button.
REFERENCE SOURCE :	If you have more than one Reference source button, you can allocate a reference number to them. Any Reference source button on any panel that has the same reference number will be allocated the same source attached to the original.
PREVIEW :	You can attach a source to this button and this source will be selected to the currently selected target <u>only</u> while the button is pressed. When releasing the button, the target will return to the previous source.
TARGET :	A target button will automatically be created if a target is dragged into an empty button. If a signal path is a source / target and you dragged a source, you are able to change it to a target button.
ROTATE TARGETS :	Rotate targets can be used to access many targets if you have only a limited number of buttons. The content and order of these buttons is determined by a view that needs to be created and attached to this button.
TARGET REFERENCE :	This works in the same way as reference source, but for targets.
MULTI TARGET :	With Multi Target you are able to select more than one target simultaniously and when you select a source, the selected source will instantly be routed to all selected targets.
MULTI TARGET FROM SOURCE :	With Multi target from source you are able to do a quick recovery in case of an issue with a source (eg. Broken framesync) selecting a new source will automatically route the new source to all targets that were connected to the bad source.
TAKE :	Generally vsmStudio is a direct take system controller. If you have a target selected and then select a source, the crosspoint is immediately set except if the page that you are on has a "Take" button. In that case you need to press "Take"
ENABLE :	When an enable button is present on the current page, you are only able to perform an action (eg. Select a source, target or GPI) while the enable button is pressed. This needs at least 2 fingers and isn't supported on most touchscreens.
NEXT :	The Next button will take the group that it is in to the next page in numeric order.
MAIN :	The Main button will take the buttons of the group that contains the Main button to the front page directly.
PREVIOUS :	The Previous button will inteligently take the buttons of the group that contains this button back to the page that is was navigated from.
SOURCE OF TARGET :	This button has an attachment that needs to be a target. It will become a source button and which can now be routed to other targets. You can also select the "show previous" attribute to display or even cut back to the previous source.

LOCK TARGET :	This button can be used to lock the currently selected target. When the target that is selected becomes locked the button will display "Unlock" The button has various locking attributes.
BLIND-SOURCE :	Selecting this button will select the blind source that has been identified as the blind source of the selected target to be routed to this target.
TARGET OF SOURCE :	This button can be used to display all targets that currently use the source that is attached to this button. If you have more than one targets using the same source you can add multiple buttons. A scroller will appear.
CONNECT TARGETS :	This is used in facilities where a router has a monitor out port that enables monitoring outputs of the router. Normal router outputs are treated as sources to this monitoring port.
CONTROL EG. GPIs? GADGETS... :	Normally this button will be automatically created if you drag a GPI or Gadget parameter into an empty button.
ASSIGN GPI TO SWITCHABLE NODE :	A GPI needs to be attached to this button and when you press it, you need a target selected and a source. From that point on, a true state of this GPI will set the selected node. (Crosspoint)
ASSIGN MULTIPLE GPIs TO GPO :	This button treats a GPO as if it was a target. You can assign more than one incoming GPI to this GPO so that a true state of any of these inputs will set the GPO to a true state.
ASSIGN TALLY TO GPO :	You are able to route tally signals from any signal path to a GPO so that the true state of a tally will set this GPO to a true state. This is the standard way of assigning signals like patchfield tally but can't be saved in storage groups.
MIMIC :	A mimic button is programmable and you press it for longer than three seconds to enter programming mode (blinking). The next buttton that you press (except navigation) will be copied with all of its properties to the mimic button.
INDUCE LABEL TEXT :	This button can be used together with a keyboard on vsmPanel <u>only</u>. You can attach a signal path to it and pressing this button will now give you the option to rename the EXTERNAL (temporary) label.
QUEUE CONTROL :	It is possible to drag crosspoints from a matrix view (in the GPI Tab) directly to buttons. With the queus control it is possible to enable crosspoints in a specified order allowing the next crosspoint ONLY when the current is released.
INSERT :	If you have a signal path that is fed from the router on its input <u>and</u> the output feeds the router, you can insert this device before a target or by using the visual link.
TIMERS :	Timers can be created internally in vsmStudio and used as countdowns, count ups and various timezone displays. These can be displayed in panels and vsmPanels and UMDs.
CHANGE PANEL :	You are able to become a different panel with this button, either temporarily or permanently.
STORAGE GROUPS :	Storage groups can be used to store and recall various router connections, labels, Mimic programming or Gadget parameters. A button can save or load storage groups or even program them.
PUSH TO TALK :	Sometimes audio matrixes are used as basic intercom systems. vsmStudio can then treat buttons as push to talk. Various additional features are supported like dimming, indicating last callers by colour change.
VISUAL LINK : (vsmPanel <u>only</u>)	This is not a button but a window that can indicate the entire signal path flow either of a attached target or a dynamically selected target. Various labling options and signal path colours are supported.
SCHEDULER : (vsmPanel <u>only</u>)	You are able to create a scheduler to cut crosspoints at previously define times of day. Preroll and postroll options exist to prepare, eg. Set vlues of colour correctors before they are cut to air.
VIEWS : (vsmPanel <u>only</u>)	In a view you are able to see a partial view of any matrix or a collection of matrices on a soft panel. You can see these as a matrix view or a list. Display only, confirmation and various label layers are supported.
MAP : (vsmPanel <u>only</u>)	To use Image map you need to create a map in seperate vsmImageMap software. In the vsmPanel you can use the ImageMap as a picture in which chosen zone are treated as if they are buttons.
AUDIO LEVEL METER : (vsmPanel <u>only</u>)	An Audio level meter can be displayed if you have a device that shares audio level metering as data through a gadget connection.
ALARM MANAGEMENT : (vsmPanel <u>only</u>)	You are able to create an alarm from any GPI or GPO and the alarms management page can be used to monitor, log or warn that an alarm has been sensed in your system.
MEDIA PLAYER : (vsmPanel <u>only</u>)	In the media player you are able to view video or audio clips. Only some codecs are supported.
WEB BROWSER : (vsmPanel <u>only</u>)	Embedded into vsmPanel is a standard web browser that can be used to navigate the WWW or the web interface of multiple devices.
STORAGE LIST : (vsmPanel <u>only</u>)	The storage list can be used to indicate the contents of a storage group and their status.
CLOCK AND DATE : (vsmPanel <u>only</u>)	The clock and date is a display only. Various user defined loooks can be selected. You can also display various timezones.
PICTURE : (vsmPanel <u>only</u>)	A standard .bmp or .png file can be used as a background in vsmPanel. Transparency will be supported in .png files.
PARAMETER ENTRY FIELD : (vsmPanel <u>only</u>)	If this field is attached to a gadget parameter, you are able to type in a value for this parameter. Eg 100% for a gain value. You do need to know the parameter range though.

TEXT : (vsmPanel <u>only</u>)	The text tool can be used to manually type a text with various font, colour and text. You're also able to attach a signal path or parameter to your text to display the value of the attached signal or parameter.