

	<b>NEW CONFIGURATION :</b>	Use this Icon to start building a new configuration from scratch. The Icon will be greyed out if a configuration is open.
	<b>OPEN CONFIGURATION :</b>	Use this Icon to open an existing configuration. The Icon will be greyed out if a configuration is open.
	<b>SAVE CONFIGURATION :</b>	Click on this icon to save the current configuration with the same name as the currently selected, open configuration. To save with a new name, click on file and then select "Save as..."
	<b>SYNC SERVERS :</b>	Synchronisations across servers is not done automatically to protect users from making an error and the error being applied to both servers. Click on this Icon to manually synchronise servers
	<b>DELETE SELECTED :</b>	Deleting is only possible when you have an item selected. It could be a signal path or a text. Right clicking and selecting delete or the delete button on a keyboard have the same result.
	<b>COPY SELECTED :</b>	Copying is only possible when you have an item selected. It could be a signal path or a text. Right clicking and selecting copy or pressing Ctrl + C on a keyboard have the same result.
	<b>PASTE FROM CLIPBOARD :</b>	Pasting is only possible when you have an item copied or cut to the clipboard. It could be a signal path or a text. Right clicking and selecting paste or pressing Ctrl + V on a keyboard have the same result.
	<b>INFORMATION :</b>	Press this Icon to display the information regarding the currently installed version of vsmStudio on screen.
	<b>SETTINGS :</b>	In this menu you'll find all settings needed to configure Matrix size, properties and debug flags. Use with Caution!!
	<b>COMMUNICATIONS :</b>	Opening the communications is only recommended for troubleshooting. It won't harm the system, but it is always on top and does not minimise. Here you can add more devices and monitor connection status of installed devices.
	<b>MASTER MATRIX :</b>	Clicking on this Icon open the master matrix in a grid view with sources in the rows down the left of the screen and Targets (Destination) in the coloms across the top of the screen. These list can grow to be enormous.
	<b>VIEWS LIST / CONTROL :</b>	For easier navigation, partial matrix views can be made. These can be customised in size and order of appearance. You can group favourites or frequently used sources and destinations in a view.
	<b>SIGNAL PATHS :</b>	All signal paths that are used in a system are added, deleted, edited and viewed in the signal paths list. These lists are displayed in a kind of a spreadsheet view and sorting is supported. Fast typing is supported foe searching.
	<b>PSEUDO DEVICES :</b>	Pseudo devices are physical or virtual signals that are grouped to act as one. In the pseudo device list video signals can be attached to audio sources, or married together like key and fill signals.
	<b>BOXING :</b>	Boxing is a system that is used to make two facilities that use different brands and models of equipment compatible withing the same configurations. This is not used in SS22.
	<b>GPI / GPO LIST :</b>	This icon opens the list of physical and virtual GPI inputs and outputs. Configuration, renaming and handling of GPIO devices is handled here.
	<b>GPI / GPO OVERVIEW :</b>	The status of all GPIO devices, both physical and virtual can be viewed and temporarily switched here in numerical order. The names of the GPIO are not displayed.
	<b>PANELS LIST / CONTROL :</b>	Clicking on the Icon will open the panels list from where panels can be edited, added, deleted, renamed. Clicking on the arrow will display a dropdown from where a virtual panel can be opened. No scaling is possible then.
	<b>STORAGE GROUPS :</b>	Storage groups are used to save and recall statuses of router crosspoints, Gadget parameters and Labels (Currently only External labels are supported)
	<b>MONITORWALL :</b>	This Icon brings up a monitorwall simulator in traditional CRT or single destination monitor walls. This feature is seldom used in modern installations and not used in SS22.
	<b>UMD :</b>	When Physical UMD Devices supplied by LSB are used, configuring of this is done from here. This is not used in SS22.
	<b>GADGETS :</b>	Any device that has parameters that can be controlled by vsmStudio is referred to as a Gadget. This can be modular equipment, intercom systems, color correctors, monitors, servers....
	<b>META GADGETS :</b>	In order to save on having too many buttons for control of Gadgets, Gadgets can be connected to signal paths and vsmStudio will automatically trace the parameter to be controlled.
	<b>MODULES :</b>	Sometimes Gadgets can be linked together and controlled in a certain way. An example is an audio monitor. One single slider is desired to control the gain into 6 speakers in a 5.1 installation.
	<b>TIMERS :</b>	Timers can be used as up, down or counting to a particular time. Control of timers is done by buttons and they can be displayed in buttons or on vsmPanel clients.
	<b>SCHEDULER :</b>	The scheduler can be used to perform actions on an automation scheduler basis. For this, channels need to be allocated. Not used in SS22.
	<b>BITMAPS :</b>	Most signals that are used in Buttons have a bitmap that is used by the particular button. A library of used bitmaps is stored and can be accessed from this Icon.
	<b>ZOOM MATRIX :</b>	You can use this Icon to Zoom in on a Matrix view to be clearer. The Icon is greyed out if you are not viewing a Matrix.