SPINETIX

Elementi

Quick Guide

Version 1 for Elementi 3.0.1

Contents

Disclaimer

Elementi License Agreement

spinetix.com/legal

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System Requirements

Windows

- Microsoft® Windows® Vista with Service Pack 1 or later, Windows 7 with Service Pack 1 or later, or Windows 8
- 32-bit or 64-bit processor (Elementi is a 32-bit application, but it also runs on a 64-bit processor)
- 100 MB of available hard-disk space for installation
- Intel® Pentium® 4 or AMD Athlon® 64 processor
- 4GB of RAM
- 1024x768 display or1280x720 with 32-bit color

Elementi cannot be used without activation. Internet connection is required for download, activation, and reactivation.

Notes

- *Mac OS is not supported, however Boot Camp (with or without Parallels Desktop) runs compatible versions of Microsoft® Windows® or Intel-based Mac*
- *Linux OS is not supported*
- *Windows® Server OS is not supported*
- *Virtual machine is not recommended mostly for performance reasons*

Getting Started

Toolbar

Toolbar contains icons used to perform the most frequent actions. The toolbar is context sensitive, and depending on the task performed, only relevant icons will be shown. When hovering the cursor over an icon, a tooltip will appear. Some icons offer more options, and these can be viewed by clicking on the downward pointing arrow.

Menu
Access to main menu (file, edit, settings, etc.)

New
Creation of new project, layout, playlist, etc.

Save
Saving project, layout, playlist, etc.

Cut
Moving selected data to clipboard

Copy
Creation of duplicate data in clipboard

Paste
Placing of copied data from clipboard

Undo
Undoing the last change done

Redo
Reversing the *Undo* feature

Fit Screen
Making selection occupy an entire screen

Media Rotation
90CW, 90CCW, 180, horizontal and vertical mirroring

Media Align
Left, right, center, top and bottom selection alignment

Media within Selection Fit
Selection fit, boundaries meet, and media slice

Media within Selection Align
Left, right, center, top and bottom media alignment

Multiscreen
Selecting screen to view

Text Bold
Style choice of bold

Text Italic
Style choice of italic

Text Color
Style choice of color

Text Horizontal Align
Left, center, right and justified text alignment

Text Vertical Align
Top, center and bottom text alignment

Delete Layer
Deletion of a layer

Add Text Layer
Adding new text layer

Add Media Layer
Adding new media layer

Add Streaming Layer
Adding new streaming layer

Schedule Media
Adding media into schedule

Document Properties
Setup dialog (background color, transitions, etc.)

Back
Going back to previous document

Video Tutorial   **Elementi Interface**

Project

Project is all the files put together to create digital signage content for display/s.
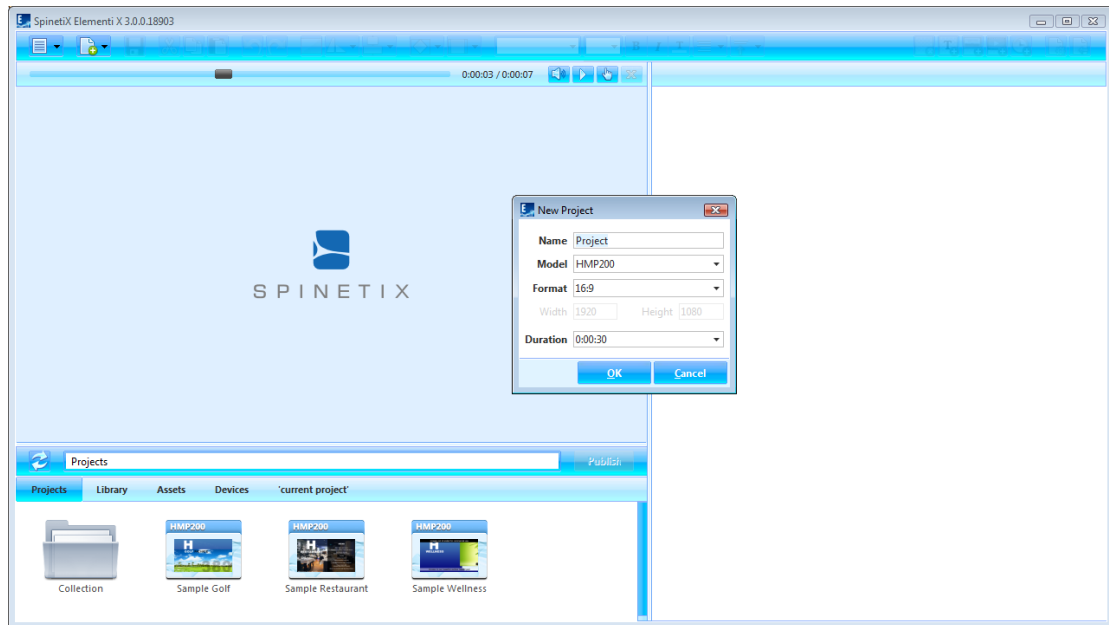
Project Components

Project contains a master file, and any combination of images, videos, playlists, and/or layouts. Master file (index.svg) allows viewing a project. Project may also contain schedule, scripts, data, etc. It is possible to place any number of layouts and playlists, as well as a schedule within a project.

Creating New Project

To create a new project, select **New Project** (under New icon in the toolbar), and set project name, target device, display format, duration, etc. These properties can be changed at any time. New project is automatically saved under **Projects** (tab in the browse panel). Projects can be grouped together in a collection (folder).

Viewing Project

To view a project in the preview panel, double-click on the project (icon in the browse panel). All project files will show up under 'current project' (the last tab in the browse panel). Project name will automatically appear as the last tab name.

Properties

To view and modify properties, click on **Document Properties** (icon in the toolbar).

Video Tutorial   Create Project

Layout

Layout is media arranged in a particular way.
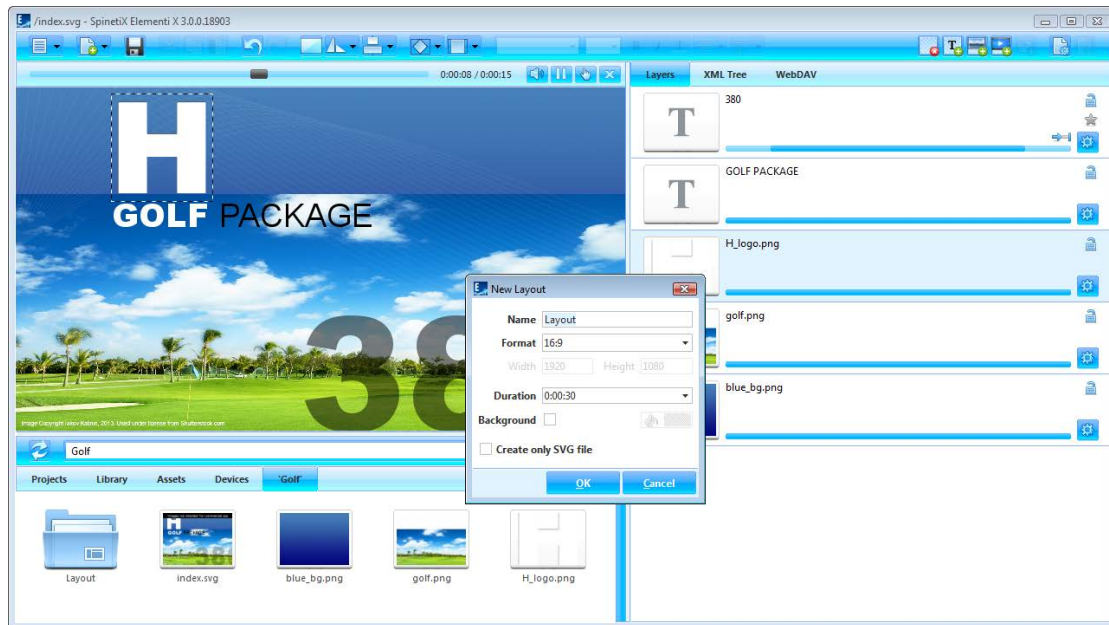
Creating New Layout

To create a new layout, select **New Layout** (under New icon in the toolbar), and set name, format, background color, duration, etc. These properties can be changed at any time. New layout is automatically saved inside of the current project.

Using Layout

Layout can be used in project, playlist or schedule. Layout can be dragged and dropped into the edit panel. Any number of layouts can be created within a project.

Editing Layout

To edit a layout, double-click on the layout (icon in the browse panel). To view a layout in the preview panel, double-click on the layout master file (index.svg). To add media, drag and drop media (file) from the browse panel into the preview or edit panel. To add text, click on **Add Text** (icon in the toolbar). Each added media and text automatically get their own layer in the edit panel.

Properties

To view and modify properties, click on **Document Properties** (icon in the toolbar).

Video Tutorial   **Create Layout**

Playlist

Playlist is a list of items that play in sequential order.
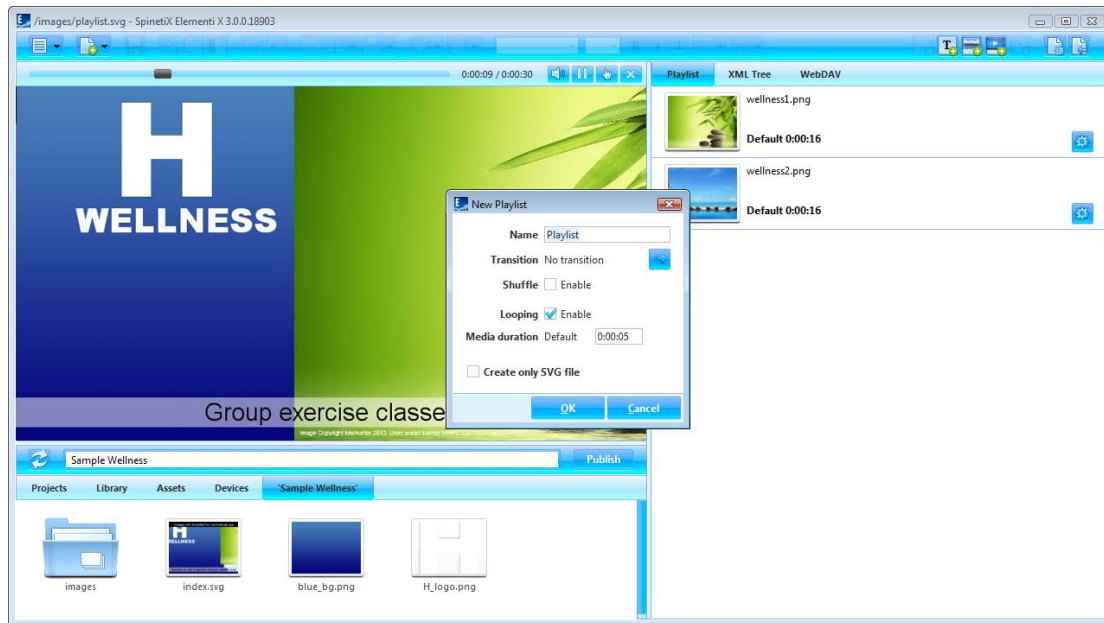
Creating New Playlist

To create a new playlist, select *New Playlist* (under New icon in the toolbar), and set the name, transition, duration, etc. These properties can be changed at any time. New playlist is automatically saved inside of the current project.

Using Playlist

Playlist can be used in project, layout, another playlist or schedule. Playlist can be dragged and dropped into the preview or edit panel. Any number of playlists can be created within a project.

Editing Playlist

To edit a playlist, double-click on the playlist (icon in the browse panel). To view a playlist in the preview panel, double-click on the playlist master file (playlist.svg). To add media in a playlist, drag and drop the media (file) from the browse panel into the edit panel.

Properties

To view and modify properties, click on *Document Properties* (icon in the toolbar).

Video Tutorial   **Create Playlist**

Publish

Publish is the action of copying project to one or multiple devices.
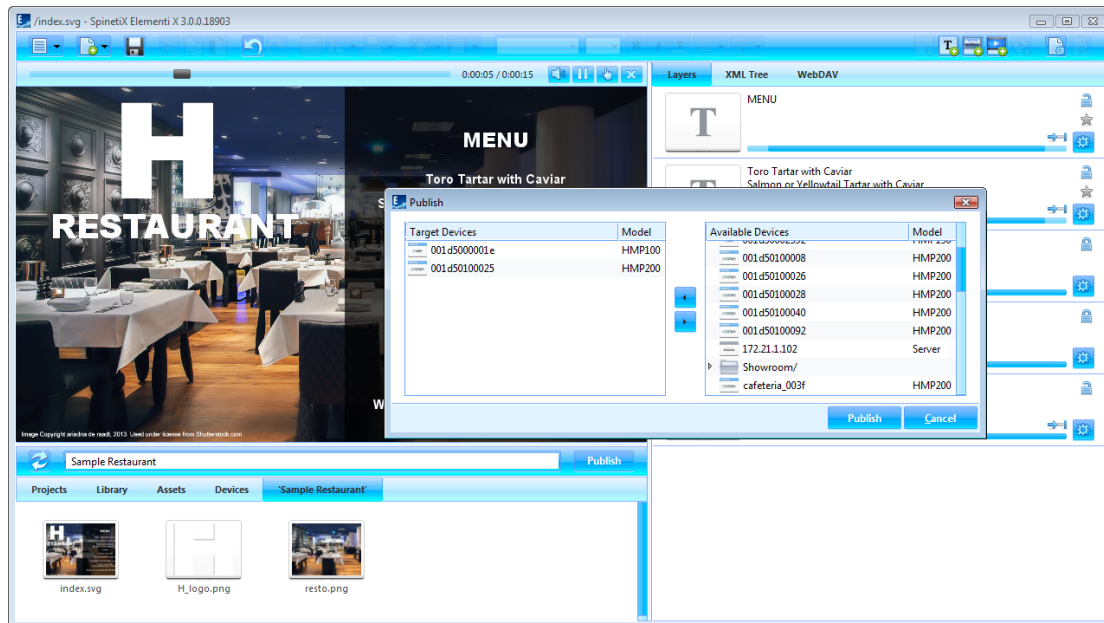
Publishing Project

To publish the current project, click on **Publish** (button). To publish a project within **Projects** (tab in the browse panel), select the project to publish, and click on **Publish** (button). In both cases, the publish dialog opens.

Target Devices

To add or remove target device/s, click on **Add/Remove** (button). Select the target device/s for the project to be copied to. Once added target device/s will remain in the **Target Devices** list until removed.

Republishing Project

Republishing the project will only copy the modified file/s.

Video Tutorial   Publish Project

Import

Import is bringing files from any location to a project.

Importing Files

To import the file/s, drag and drop file/s from Microsoft® Windows® Explorer to the browse panel, or use **Import** (under Menu>Project in the toolbar) feature.

Image Formats

PNG and JPEG image formats, supported by Elementi, will be imported. All other image formats will be automatically converted into either PNG or JPEG.

Video Formats

Videos within the player specification will be imported. All other videos will not be automatically converted. For further info, please refer to SpinetiX Support Wiki.

Microsoft® PowerPoint Files

To import a Microsoft® PowerPoint file, Microsoft® PowerPoint Viewer 2007 needs to be installed.

Video Tutorial   **Import Media**

Fonts

Fonts are included in Elementi, and new fonts can be added.
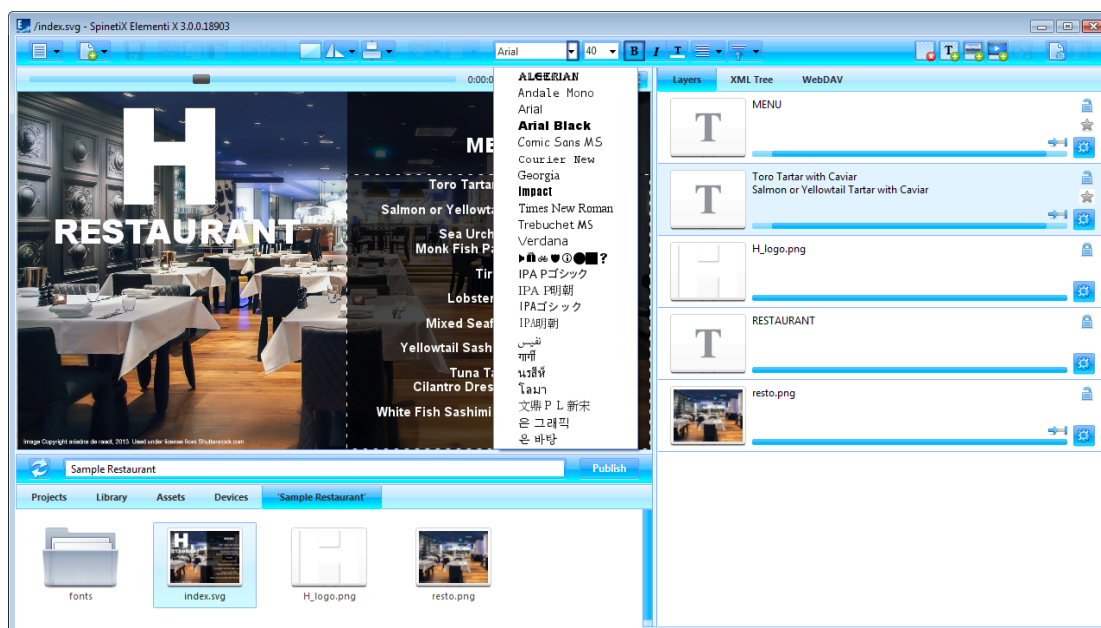
Adding Font

To add a new font, select **Add Fonts** (under Menu>Project in the toolbar). New font is automatically added to the font selection (drop down menu in the toolbar), and saved under **fonts** (folder) created within the current project.

Supported Font Types

Elementi supports TrueType and OpenType fonts.

Video Tutorial   **Add Fonts**

Interface Overview

Panels and Views

Elementi consists of four panels, and allows horizontal and vertical view.

Panels

Preview Panel allows viewing projects, layouts and playlists *(see Preview Panel, p15)*

Edit Panel allows editing components such as properties, layers, playlist items and schedule *(see Edit Panel, p17)*

Schedule Panel allows assigning the time slot for media to play at a particular time, or with certain recurrence *(see Schedule Panel, p19)*

Browse Panel file repository *(see Browse Panel, p20)*

Views

To change a view, select **Orientation** (under Menu>View icon in the toolbar), and choose **Horizontal** or **Vertical**.

Preview Panel

Preview panel allows viewing projects, layouts and playlists.
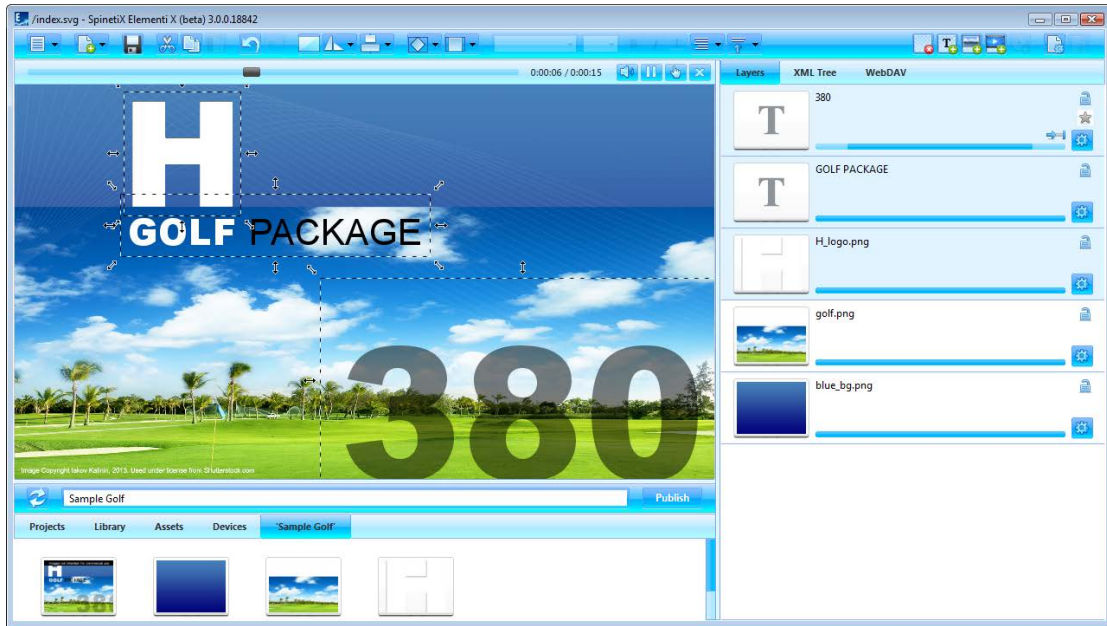
Preview Panel Features

Preview panel can be adjusted in size by dragging the dividers horizontally and/or vertically. Preview panel includes playback, and the following actions:

Mute/Unmute	**Interactivity On/Off**
Muting or unmuting audio	Activating touch screen testing (On) or editing (Off)
Pause/Play	**Close**
Pausing or playing	Closing currently open document

Preview Panel Editing

You can move and resize media in the preview panel. It is not possible to edit locked (in the edit panel) media. Placing new media on top of media in the preview panel, will replace it.

Editing Within Layout

To edit within a layout, double click on media (icon in the edit panel). When editing layout, playlist or schedule within a layout, only the edited selection will be active, whereas the rest of the preview remains inactive. Clicking on *Back* (icon in the toolbar) will revert to preview.

Video Tutorial   **Elementi Interface**

Full Screen

Full screen allows viewing content shown in the preview panel over an entire screen.

Enabling Full Screen

To enable full screen, select **Full Screen** (under Menu>View in the toolbar), or press the F12 keyboard key. To exit full screen, press **Escape** (esc) on the keyboard.

Video Tutorial   **Full Screen Preview**

Edit Panel

Edit panel allows editing components such as properties, layers, playlist items and schedule.
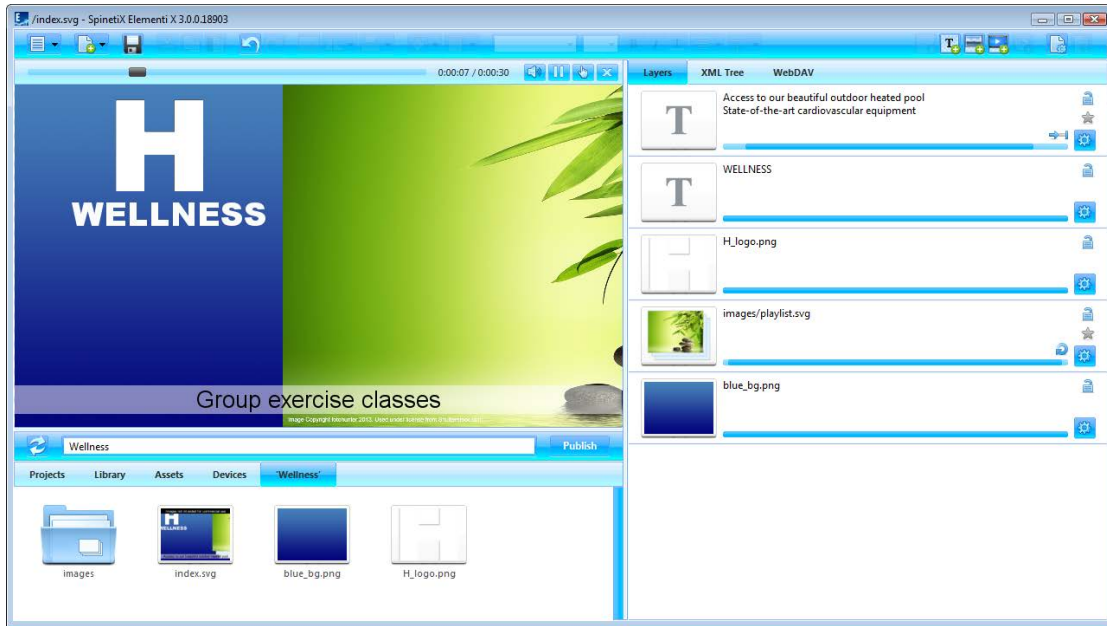
Edit Panel Components

Depending on the component, edit content is accordingly adjusted.

Properties   Properties allows setting up color, locale, data source, etc.

Layers   Layers allows ordering and editing media. Each media has its own timeline, and the following actions:

       Properties
       Editing layer properties

       Lock/Unlock
       Locking or unlocking layer

Playlist Items Playlist items allows ordering and editing all playlist media. Each playlist media item has its own duration, and the following action:

       Properties
       Editing item properties

Schedule   Schedule allows assigning the time slot for each media to play.

Not Editable Components

In some cases, a document may not have any editable components, or they might be limited due to restricted editing rights.

Video Tutorial **Elementi Interface and Edit Content**

Timeline

Timeline is a visual representation of a media start and end play time.
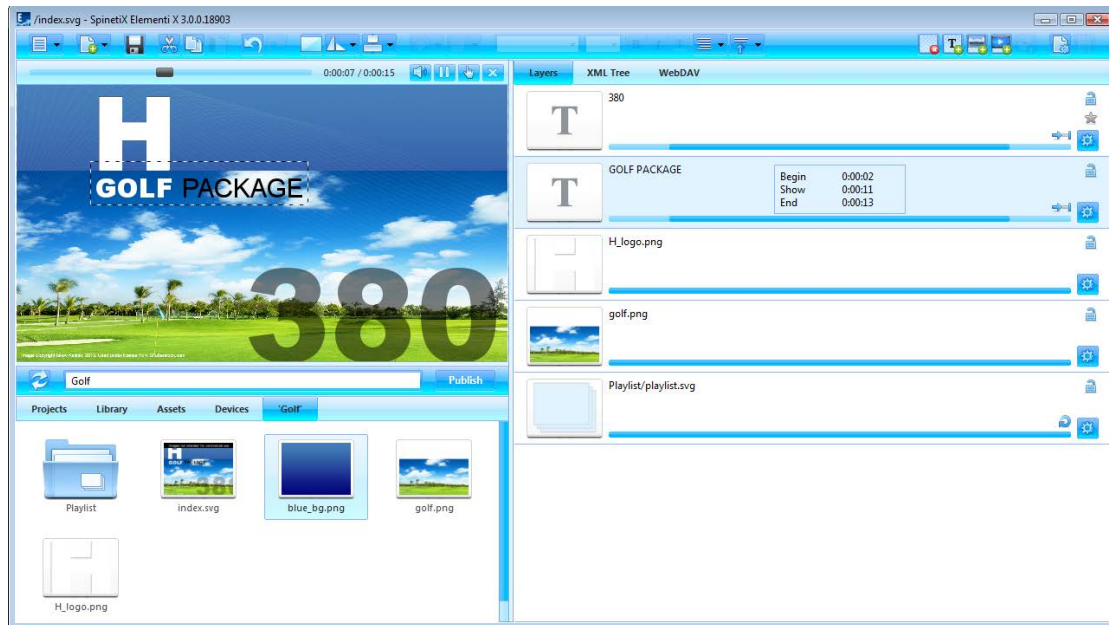
Timeline Duration

Timeline is shown only if the project or layout has its duration set to an exact value. By default, the project duration is set to 30 seconds. Each media has its own timeline. By default, the duration of each media is 100%.

Timeline Features

The main timeline feature is to set start and end play time per media. Depending on media type, additional features are available. Hovering the pointer over the timeline shows the following parameters: begin play time, duration and end play time.

Video, Layout and Playlist   Video, layout and playlist can be set to play once or forever, or truncated. Play status is indicated by the following icons:

Play Once
Playing video, layout or playlist one time

Play Forever
Looping video, layout or playlist

Truncate
Truncating video, layout or playlist to inferior duration

All other media   It is possible to adjust the start and end play time, as well as move the whole play time slot per media. Media status is indicated by the following icon:

Duration
Duration is set

Video Tutorial   **Use Timeline**

Schedule Panel

Schedule panel allows assigning the time slot for media to play at a particular time, or with certain recurrence. Text is the only media that cannot be scheduled.
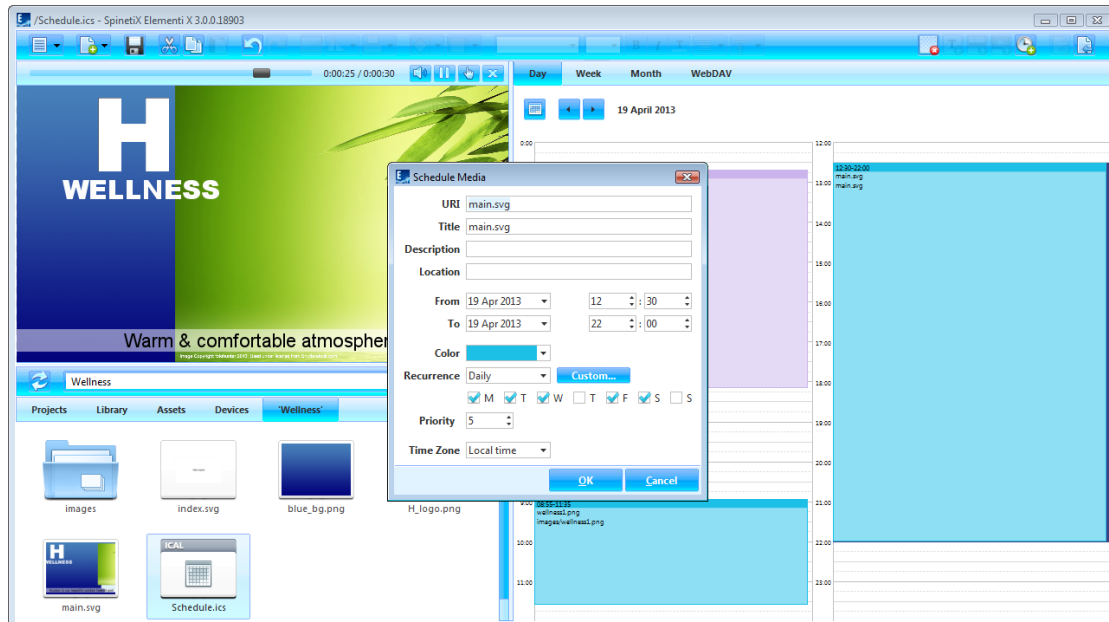
Creating New Schedule

To create a new schedule, select **New Schedule** (under New icon in the toolbar). To open a schedule, click on the schedule (icon in the browse panel).

Schedule Views

Schedule has a daily, weekly and monthly view. Each view allows navigating to the previous and next day, week or month.

Scheduling Media

To schedule media, drag and drop any media (file) into schedule, or click on **Schedule Media** (icon in the toolbar). It is also possible to move already scheduled media by drag and drop. Also, the start and end play time can be adjusted.

Scheduling Options

To edit scheduling options such as reoccurrence, time zone, etc., double-click on the scheduled media in the schedule panel.

Video Tutorial   **Schedule**

Browse Panel

Browse panel is a file repository.
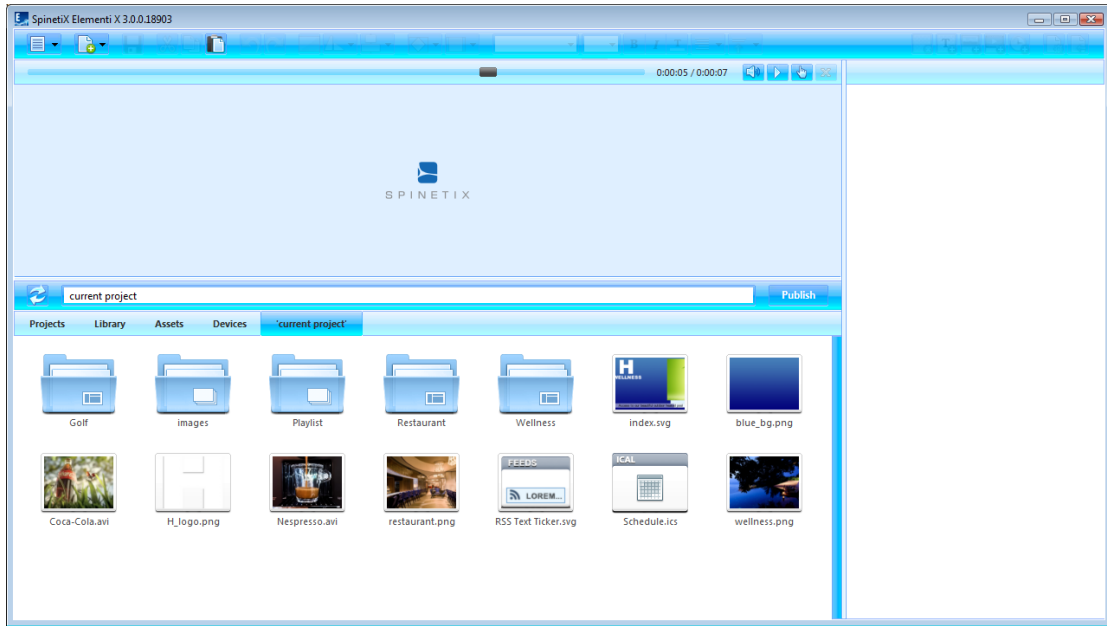
Browse Panel Components

The following components are included in the browse panel:

Projects   repository of all the projects created, or imported
Library   a selection of widgets, templates, etc. *(see Library, p21)*
Assets   user content repository, available with Elementi M and X (*see Assets, p22*)
Devices   repository of all available devices (*see Devices, p23*)
'current project'   current project files under the last tab (named after the current project)

Browse Panel View

To set icon or list view, select *View* (under Menu icon in the toolbar), and choose *Icon View* or *List View*.

Browse Panel Features

Browse panel allows viewing, renaming and deleting file/s, as well as importing file/s.

Video Tutorial   **Elementi Interface**

Library

Library is all the widgets, samples, etc. included in Elementi.
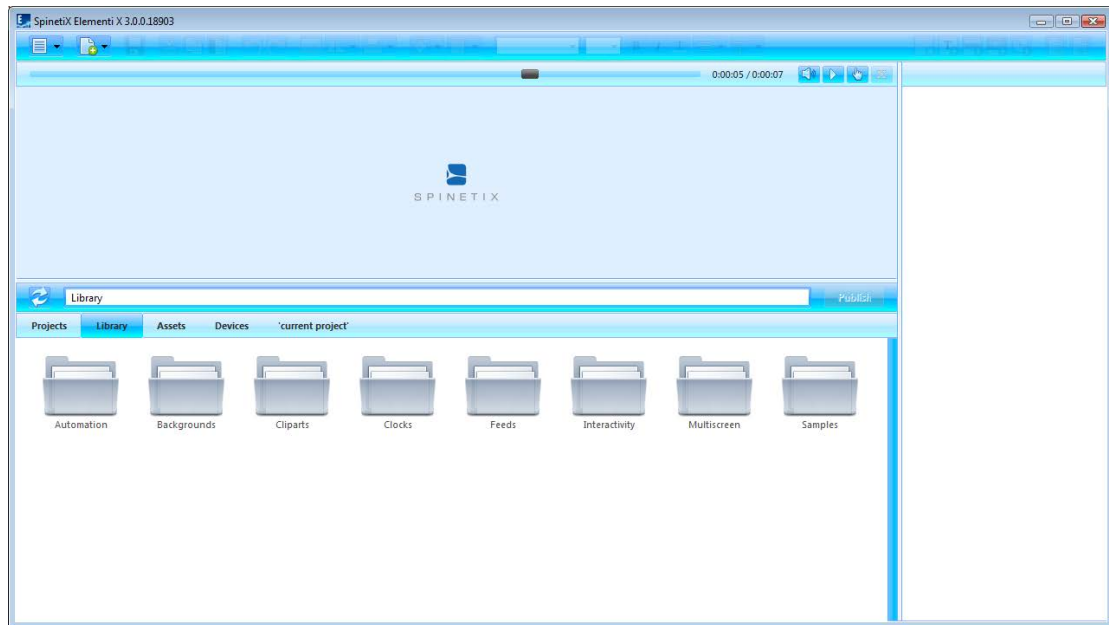
Library Components

The following components are included in the Library:

Automation   selection of widget to control display/s (on/off, volume, etc.)
Backgrounds   selection of background images
Cliparts   selection of cliparts
Clocks   selection of analogue and digital clock widgets
Feeds   selection of widgets to show feeds (*see Feeds, p34*)
Interactivity   selection of widgets to create interactivity content (*see Interactivity, p35*)
Multiscreen   project for multiple synchronized displays (*see Multiscreen, p36*)
Samples   selection of sample projects

Editing Library Widget

Widgets in the library are read only. To edit a library widget, it is necessary to drag and drop the chosen widget to layout, playlist or schedule. The chosen widget will be automatically copied into the current project.

Documentation   **Support Wiki**

Assets

Assets are a user file repository that can be shared and modified. Assets are included in Elementi M and X.
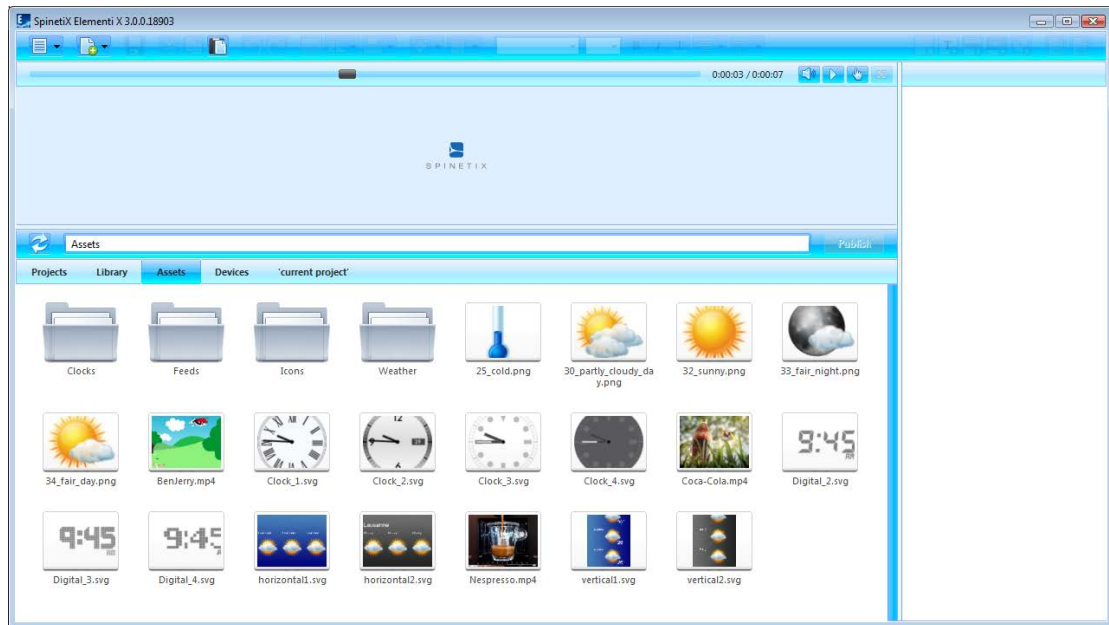
One User

User can place any file into Assets. All the files placed in Assets can be shared between projects

Multiple Users

Assets location can be set as Microsoft® Windows® Share to enable users to share individual files and folders, or projects with other users.

Using Files

To use files from Assets, drag and drop the chosen file to layout, playlist or schedule. The chosen file will be automatically copied into the current project.

Devices

Devices are all compatible SpinetiX HMP devices, USBs and publish locations.
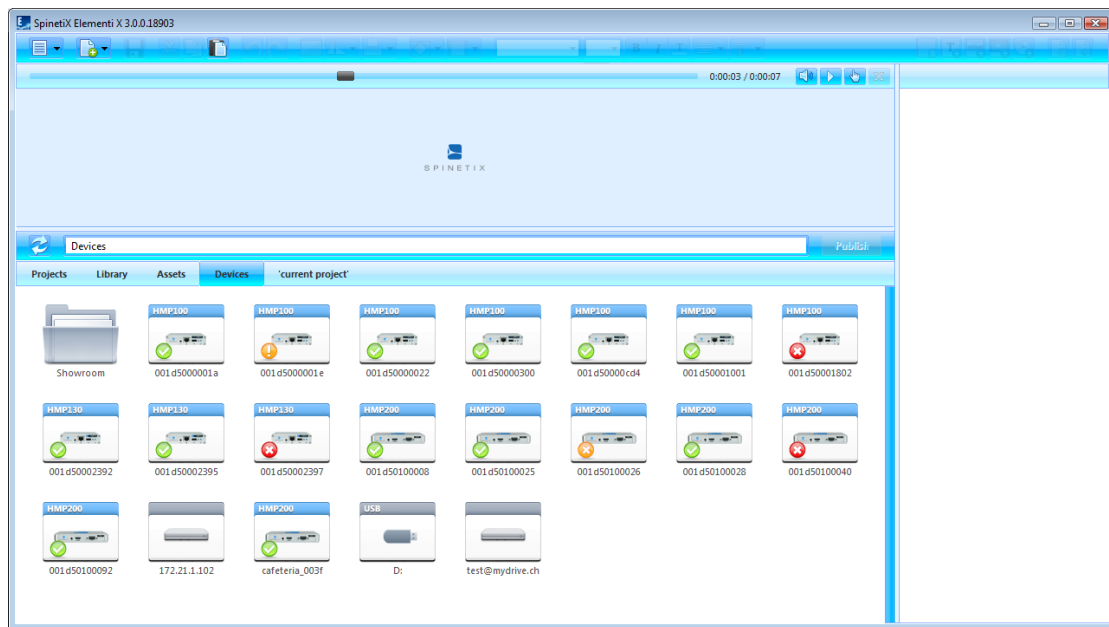
Adding Device

All compatible devices are automatically discovered, and available under **Devices** (tab in the browse panel) in the browse panel. SpinetiX HMP devices are distinguished by model. Device name and photo appear on the icon. Devices can be added, renamed or deleted, as well as organized into collections.

Adding Device Manually

To manually add a device, select **New Device** (under Menu>Devices in the toolbar), and set a device serial number, IP address and password (optional).

Adding Publish Location

To add a publish location, select **New Publish Location** (under Menu>Devices in the toolbar), and set server address, name and credentials (optional). Publish location is included in Elementi M and X.

Device Status

To view device content, double click on the device (icon in the browse panel). Devices status is indicated by the following icons:

OK
Device is OK

Safe Mode
Device is in safe mode

Recovery
Device is in recovery

Not Responding
Device is not responding

Style Features

Text Properties

Text properties are any parameters applied to text.
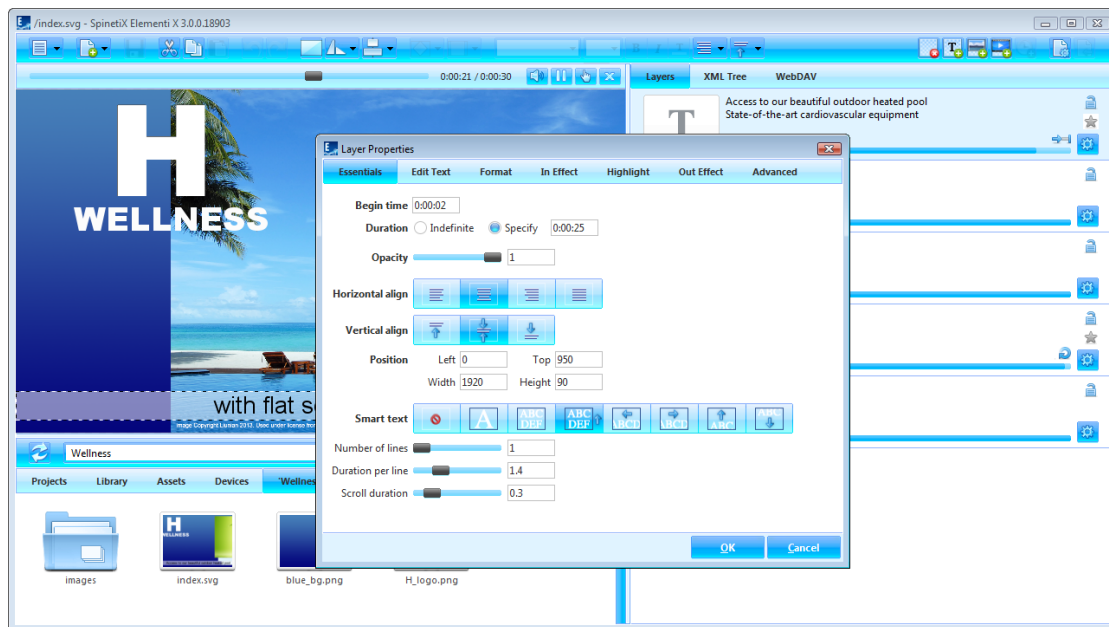
Essentials

The following parameters are included in **Essentials** (tab in the edit panel):

Time	begin time, and /or duration
Opacity	0-100%
Alignment	horizontal and/vertical
Position	exact position and size
Smart Text	a selection of text effects such as motion, auto text size, etc.

Applying Properties

To apply properties, click on **Layer Properties** (icon in the edit panel), and choose **Essentials**. Sliders facilitate adjusting particular options such as opacity.

Media Properties

Media properties are any parameters applied to all media except text.
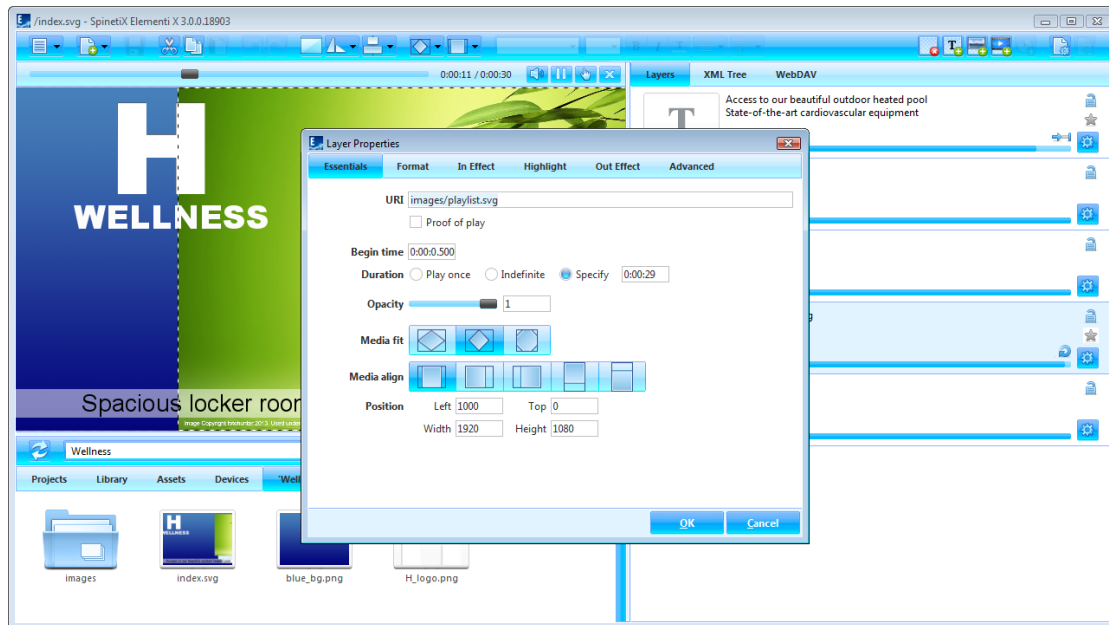
Essentials

The following parameters are included in **Essentials** (tab in the edit panel):

URI	unique resource identifier, and option 'proof of play'
Time	begin time, and /or duration
Opacity	0-100%
Fit	selection fit, boundaries meet, and media slice
Alignment	horizontal and vertical
Position	exact position and size

Applying Properties

To apply properties, click on **Layer Properties** (icon in the edit panel), and choose **Essentials**. Sliders facilitate adjusting particular options such as opacity.

Formats

Formats are visual effects applied to media.
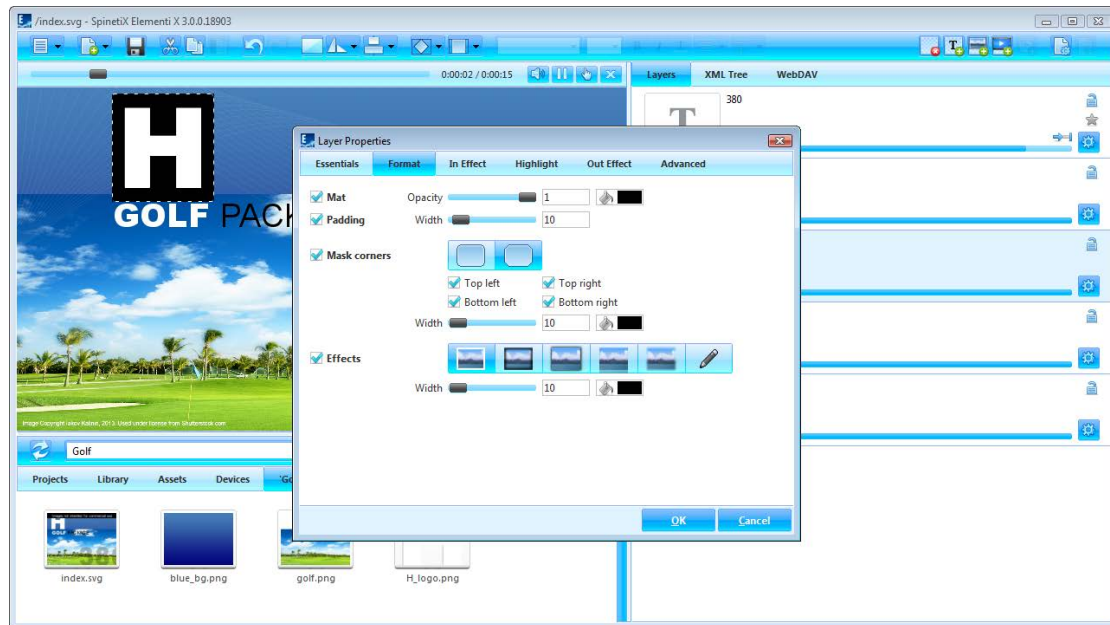
Format Types

There are four types of effects:

Mat	selection background
Padding	space between media and selection
Corners	corner style
Effects	shadow, frame, reflection, etc.

Applying Format

To apply a format, click on **Layer Properties** (icon in the edit panel), choose **Format**, and tick format type to apply. Depending on format type, more options become available. Sliders facilitate adjusting particular options such as width.

Video Tutorial   **Apply Format**

Effects

Effects are animations applied to media.
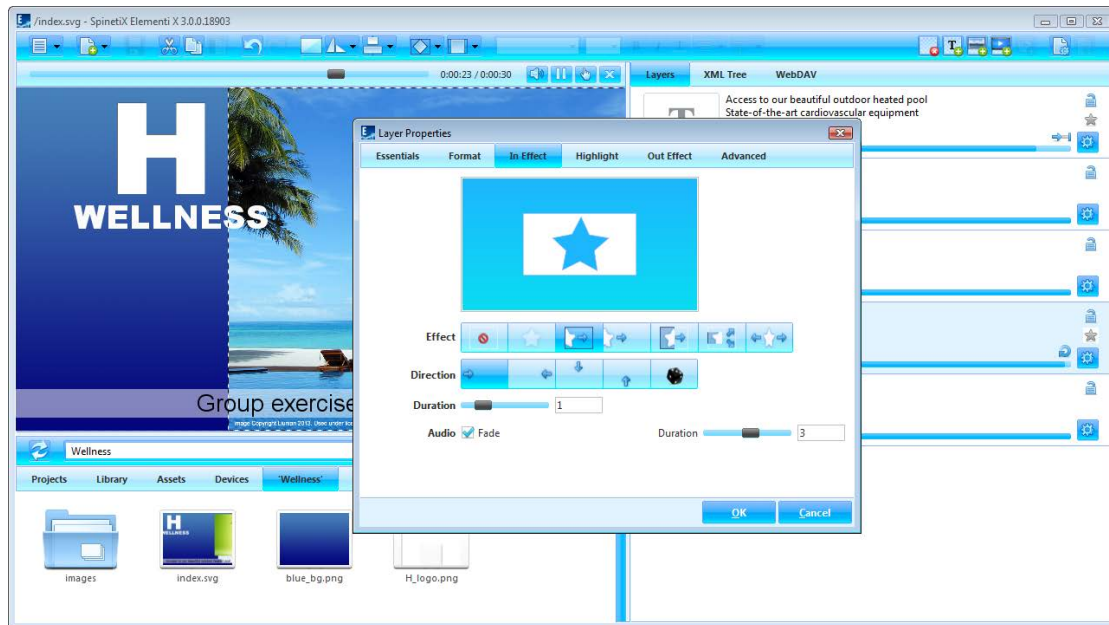
Effect Types

There are three types of effects:

In Effect	controls how media appears
Highlight	animates media on the spot
Out Effect	controls how media disappears

Applying Effect

To apply an effect, click on **Layer Properties** (icon in the edit panel), and choose the type of effect to apply. Icons show all the effects available, including **No effect** to cancel effect. Depending on effect, more options such as **Direction** show up. To set a random direction, click on **Random** (icon). Sliders facilitate adjusting particular options such as **In Effects** and **Out Effects** duration and audio fade, and **Highlight** duration, offset, occurrence, interval and amplitude. Mini preview shows the chosen effect.

Video Tutorial   **Apply Effect**

Transitions

Transitions are playlist motion effects applied between media.
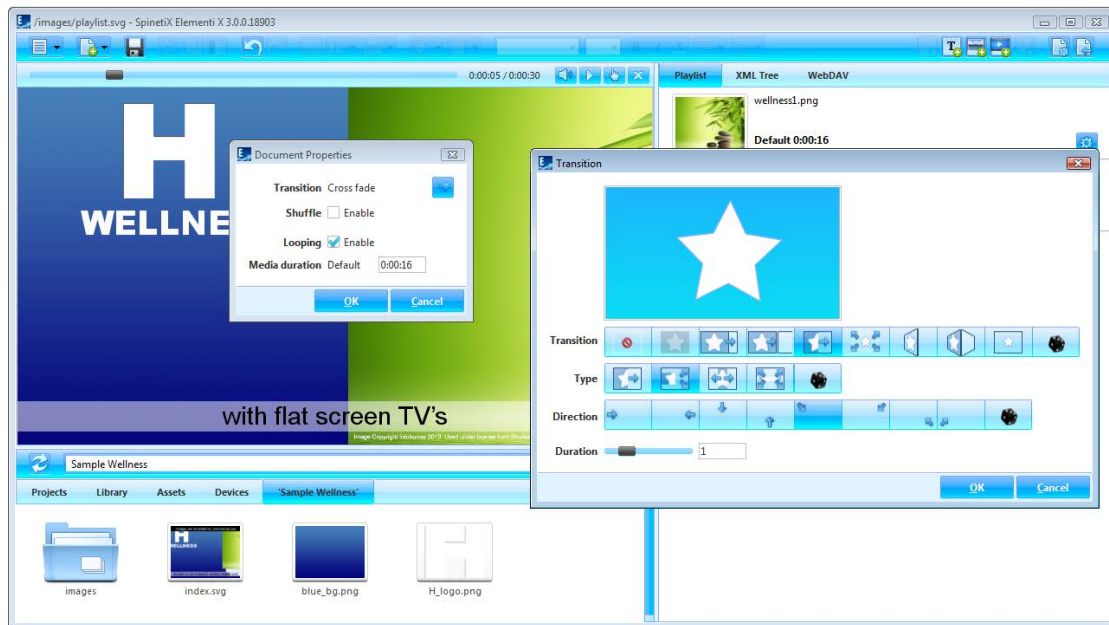
Applying Transition

To apply a playlist transition, click on **Document Properties** (icon in the toolbar), click on **Transition** (icon), and choose transition to apply. Icons show all the transitions available, including **No transition** to cancel transition. Depending on transition, more options such as **Direction** show up. To set a random transition, type and direction, click on **Random** (icon). Sliders facilitate adjusting particular options such as duration. Mini preview shows the chosen transition.

Video Tutorial   **Apply Transition**

User Role Overview

User Roles

User roles are editing and publishing restrictions per user.
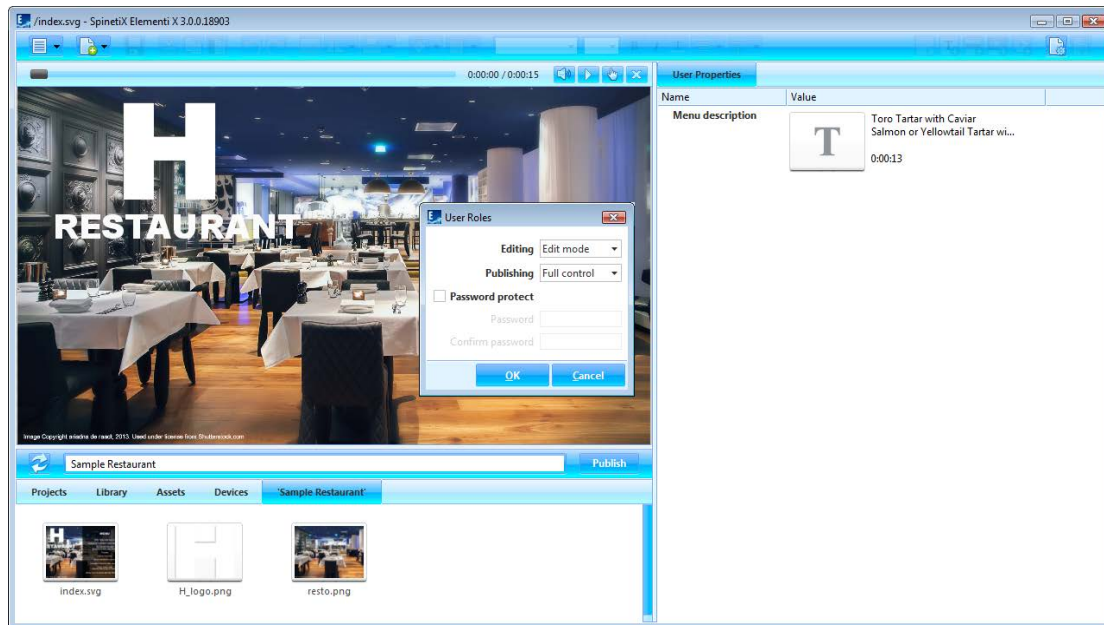
Setting User Roles

To set user roles, select *User Roles* (under Menu>Settings in the toolbar), and set the level of editing and publishing restrictions. User Roles setup can be username and password protected.

Editing

There are three types of editing restrictions:

Full Control   default, full editing rights
Edit Mode   allows editing only media that is defined as editable (content created with Elementi X)
Read Only   no possibility to edit, and no edit panel available

Publishing

There are three types of publishing restrictions:

Full Control   default, full add/remove devices and publishing rights
Limited   allows publishing only to predefined target device/s
Not Available   no possibility to publish

Video Tutorial   Setup User Roles

Advanced Features

Feeds

Feeds are the widgets used to display data from external sources.
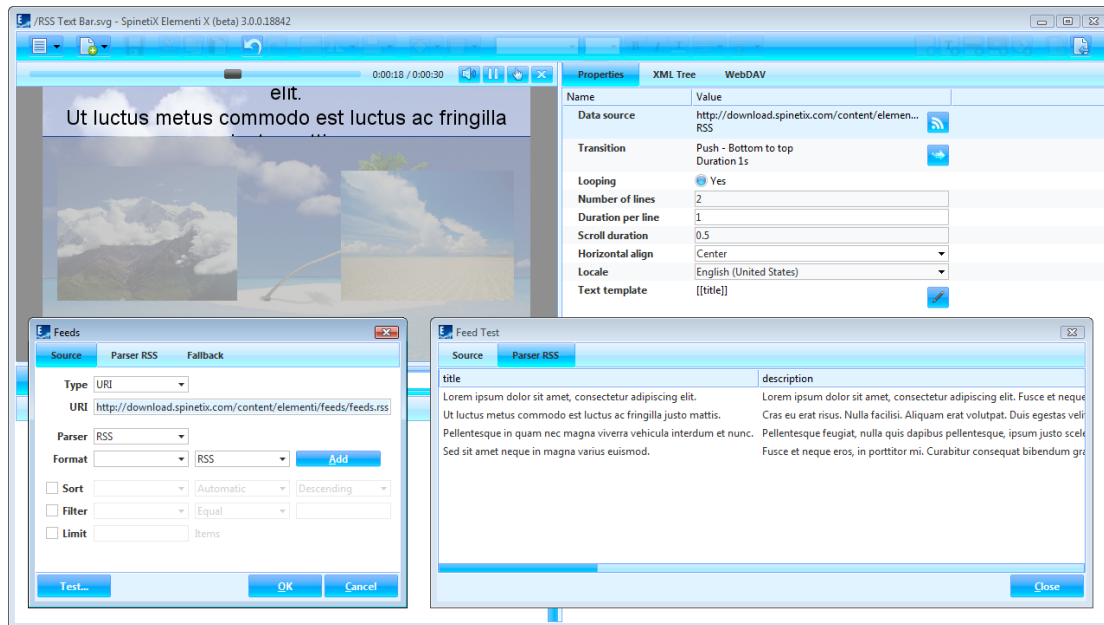
Library

All feeds widgets are in the library, and they are 'read only'. To edit library widgets, it is necessary to open **Feeds** (folder in the library), and drag and drop the chosen widget to layout, playlist or schedule. The chosen widget will be automatically copied into the current project.

Customizing Data Source

Double-click on widget to open **Properties** (tab in the edit panel). To customize data source, click on **Data Source** (icon in the edit panel). The level of customization will depend on license type:

Elementi S and M   customizing location of data source
Elementi X   full control: customizing data source, location, parser, etc.

To test data source, click on **Test** (button).

Video Tutorial   **Customize Feeds**
Documentation   **Support Wiki**

Locale

Locale is parameters that define date and time format, depending on user language, country, etc.
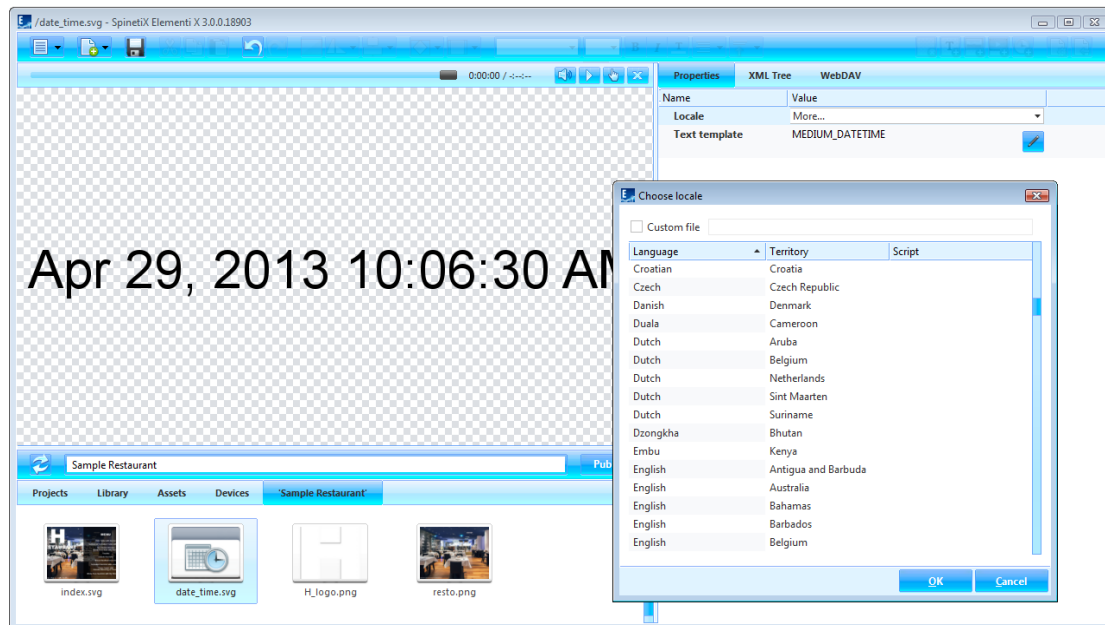
Widgets

All the widgets that display date and/or time can be configured using more than 200 locale variations.

Choosing Locale

To define locale, select **Properties** (tab in the edit panel), and choose *locale* in the drop down menu. Recently viewed parameters will be shown in the locale dialog. To see all parameters, choose *more*.

Documentation   **Support Wiki**

Interactivity

Interactivity is all the widgets used to establish a response to user action.
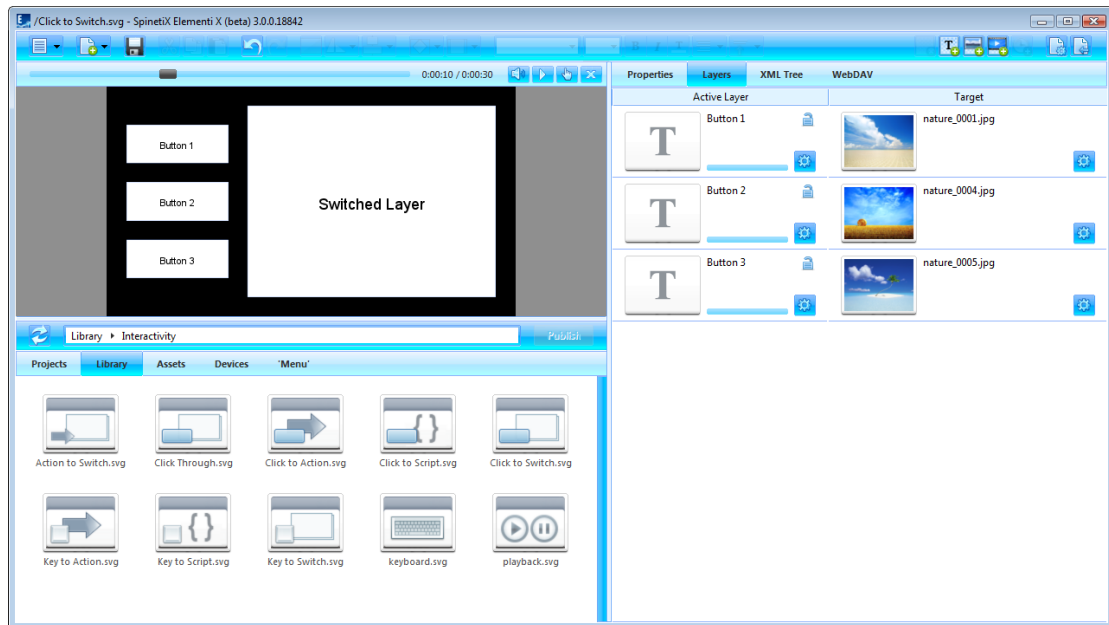
Library

All interactivity widgets are in the library, and they are 'read only'. To edit library widgets, it is necessary to open **Interactivity** (folder in the library), and drag and drop the chosen widget to layout, playlist or schedule. The chosen widget will be automatically copied into the current project.

Customizing Widget

To customize a widget, double-click on the widget, and all widget components will open in **Layers** (tab in the edit panel). To test a widget, click on **Interactivity Mode** (icon in the preview panel).

Documentation   **Support Wiki**

Multiscreen

Multiscreen is a project for multiple synchronized screens.
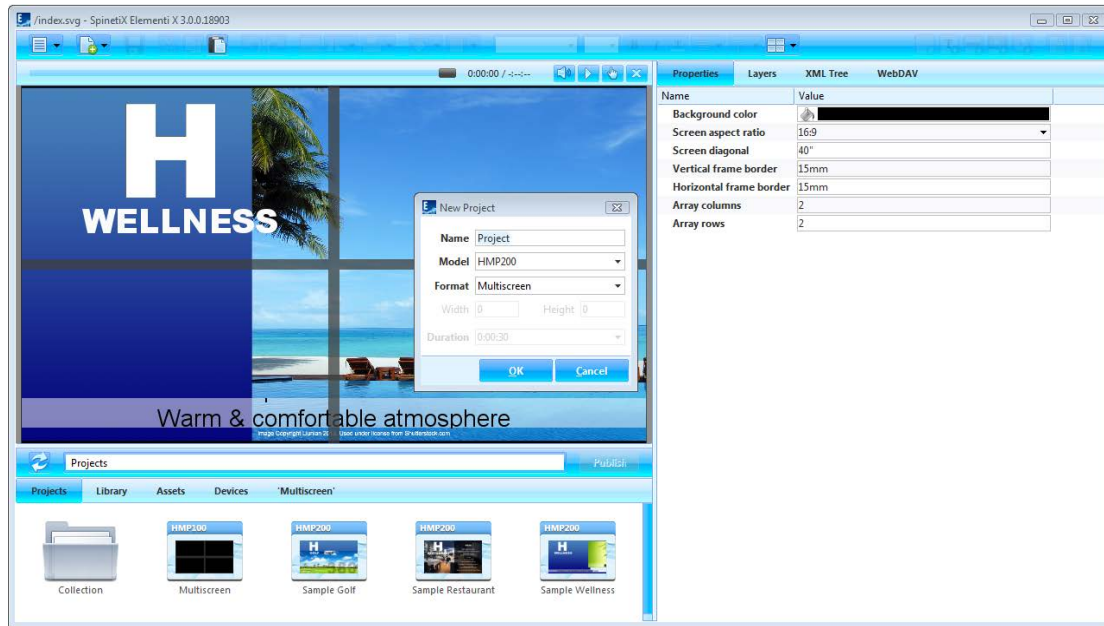
Creating Basic Multiscreen

To create a basic multiscreen, select *New Project* (under New icon in the toolbar), set project name and target device, and choose *Multiscreen* as the display format. Duration does not apply to multiscreen.

Multiscreen Parameters

To view properties such as number of screens, frame border, etc., select *Properties* (tab in the edit panel).

Viewing Screen

To view an individual screen, click on *Multiscreen* (icon in the toolbar), and choose from the list of screens.

Important

Prior to creating a multiscreen, please check TWiki Support documentation as certain restrictions apply.

Documentation   **Support Wiki**

Fusion Skin & Template

Elementi allows creation of Fusion skins and templates.
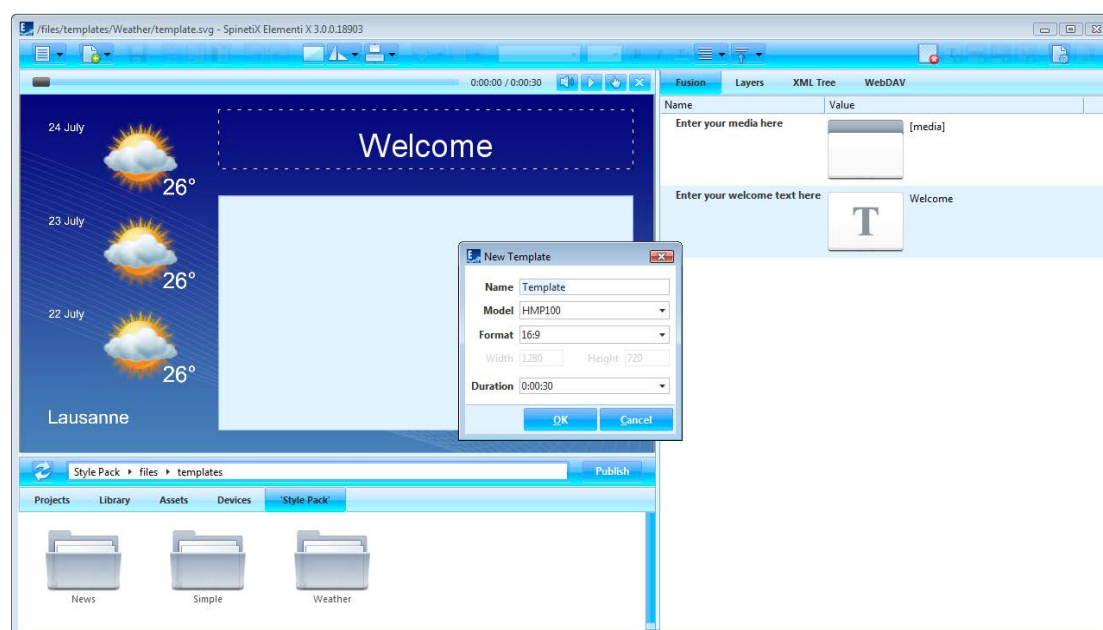
Compatibility with HMP

Fusion Style Pack contains everything needed for skins and templates, and its structure is compatible with HMPs.

Creating New Skin

To create a new skin, select **New Style Pack** (under New icon in the toolbar). Go to **files** (folder within the Style Pack), go to **skins** (folder), right click (in the browse panel) to **Create New Skin**, and set name, target device, display format and duration.

Creating New Template

To create a new template, select **New Style Pack** (under New icon in the toolbar). Go to **files** (folder within the Style Pack), go to **templates** (folder), right click (in the browse panel) to **Create New Template**, and set name, target device, display format and duration.

Editing Skins and Templates

Editing Skins and Templates is the same as editing Layout. The only difference is that is possible to decide what media can be edited in Fusion.

Video Tutorial   Create Fusion Skin and Create Fusion Template
Documentation   Support Wiki

Developer Console

Developer console is a dedicated development tool for scripting, debugging and testing.
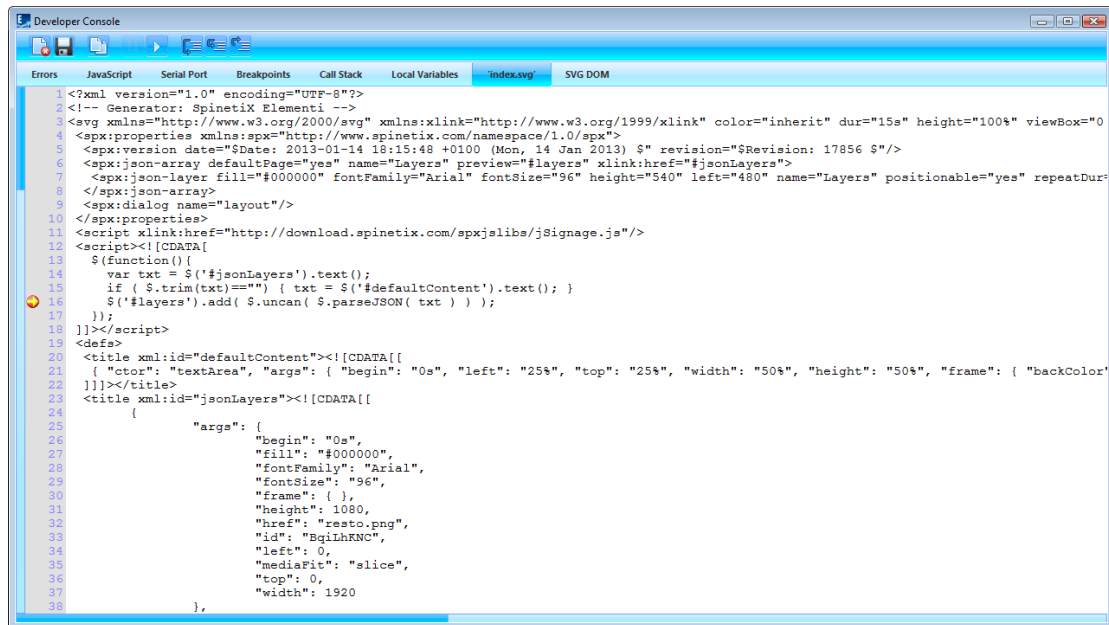
Features
The following features are included:

Errors   list of errors such as 'file not found', etc.
JavaScript   JavaScript errors and content of alert
Serial Port   content sent to serial port
Breakpoint   list of breakpoints
Call Stack   information about calling stacks of subroutines
Local Variables   list of variables and values
'current file'   file currently being debugged (each file automatically opens in a new tab)
SVG DOM   live state of SVG DOM

Viewing Developer Console
To view Developer Console, select *Developer Console* (under Menu>View icon in the toolbar).

Documentation   **Support Wiki**

38

HMD Legacy Support

All HMD projects are compatible with Elementi.
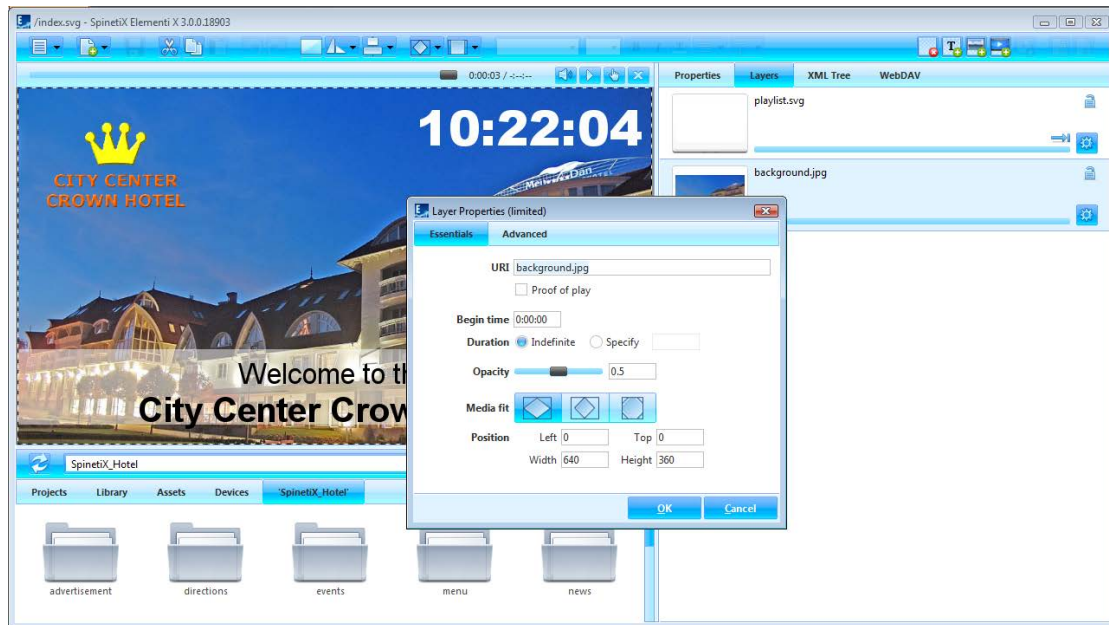
HMD vs Elementi Features

HMD legacy project can be viewed and edited in Elementi, but Elementi features will not be available. HMD legacy project will open a dialog marked as Limited. SpinetiX recommends creating a new project with Elementi to fully benefit from the features such as formats, effects, etc.

HMD Effects Templates

All effects created using HMD templates remain within HMD legacy project, but cannot be modified. HMD effects template cannot be added.

Licenses

Getting Started

Step 1 Download Elementi from *spinetix.com/download*
Step 2 Installation on PC
Step 3 Activation

Activation

There are two activation options:

Enter a license key   valid license key needed to activate Elementi S, Elementi M or Elementi X
Get a 30 day free trial   Elementi S free trial

Upon pressing *OK* (button), Elementi will automatically restart.

Elementi S, Elementi M or Elementi X license can be purchased at any SpinetiX reseller (see reseller list under *spinetix.com/where-to-buy*). Purchased Elementi license can be activated on a single PC. 30 day free trial Elementi license can be activated on a single PC, and that can be done only once.

Activation requires Internet connection. If the PC running Elementi does not have Internet access, manual activation will start.

Deactivation

Elementi license is a 'single node' license, and can be activated on a single PC.

Step 1 Release: select *Licenses* (under Help menu)**,** press *Release* (button) to release license
Step 2 Deinstall

License is ready to be activated on a new PC.

Reactivation

For security and product quality reasons, the license needs to be reactivated regularly.

Support

SpinetiX provides the following Elementi support:

Sample Projects

There are three sample projects included within Elementi. They can be used to learn, and test most of the features, including user roles in Elementi M. Please note that the images included in these projects cannot be commercially used.

Video Tutorials

There are Elementi video tutorials made available under *spinetix.com/elementi*, as well as on *YouTube (search: SpinetiX Elementi)*. Each video tutorial covers a particular subject such as Create Project, Apply Effects, etc. They can be used as a quick learning tool, and most of them last less than a minute. SpinetiX recommends starting with *Elementi Interface* video tutorial.

Support Wiki

There is Elementi Wiki support available under *support.spinetix.com/wiki/elementi*, as well as generic technical support under *support.spinetix.com/wiki*.

Glossary

Activation	License validation procedure
Assets	User file repository
Browse panel	File repository
Clock	Analogue and digital clock widget
Collection	Folder
Devices	SpinetiX HMP devices, USBs and publish locations
Edit panel	Properties, layout, playlist and schedule editing
Effect	Animation applied to media
Feeds	Widgets used to display data from external sources
Format	Visual effect applied to media
Full screen	Viewing content shown in the preview panel over an entire screen
Highlight	Animation of media on the spot
HMP	Hyper Media Player
Import	Bringing files from any location to a project
In Effect	Effect that controls how media appears
Interactivity	Widgets used to establish a response to user action
Layer	Transparent and stackable sheet-like media placeholder
Layout	Media arranged in a particular way
Layout master file	File that allows viewing a layout (index.svg)
Library	Widgets, samples, etc. included in Elementi
Locale	Parameters that define date and time format depending on user language, country, etc.
Master file	File that allows viewing a project (index.svg)
Mat	Background of a selection
Media	Text, image, video, streaming, layout, playlist, etc.
Multiscreen	Project for multiple synchronized displays
Out Effect	Effect that controls how media disappears
Padding	Space between media and selection
Playlist	List of items that plays in sequential order
Playlist master file	File that allows viewing a playlist (playlist.svg)
Preview panel	Viewing project, layout and playlist panel
Project	Files put together to create digital signage content
Projects	Repository of all projects
Publish	Action of copying project to device
Reactivation	License revalidation procedure
Media property	Parameter applied to media
Schedule panel	Assigning the time slot for media (except text) to play at a particular time, or with certain recurrence
Selection	Area surrounding media
Smart text	Text effect
Target device	Device to publish project to
Timeline	Visual representation of a media start and end play time
Tooltip	Message that appears when hovering the cursor over an icon
Transition	Motion effect applied between media
URI	Unique Resource Identifier used to identify media
User role	Editing and publishing restrictions per user