InetSupervisor-
FlashComponents_UsersGuide

Revised - April 13, 2008

1.0 Flash Application Fundamentals

1.1 Communicator

All communications between client and server is now handled by one flash component called the communicator (*Fx-Communicator.swf*). Since the flash components communicate only to the communicator one must be present on the web site at all times in order to receive point value information and to send overrides. The communicator can be but does not need to be housed on the same page as the receiving flash but it must be in a currently opened page. For example the default web site contains the communicator in the left side navigation pane, not in the center information pane where all the flash is located. Due to the fact that the navigation pane does not close, the communicator is always running and transferring data to and from whatever flash is currently open. The communicator also submits overrides and will check for the proper user level before sending the overriding value (*please see the Inetsupervisor user guide for user level information*).

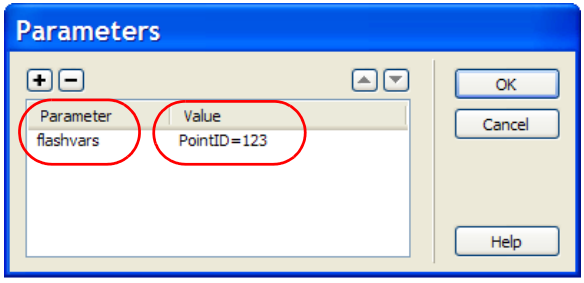
1.2 Identification

All the properties and options described below and point identifications must be identified with a specific syntax. All the properties or option must be added by using a new <param> tag called "***flashvars***" to the flash movie. The <param> tag may be added in one of three ways.

1. You may type the <param> in the web page source code directly. The syntax needs to be <param name="flashvars" value="PointID=*XXX*"> where *XXX* is the point id you wish to assign.

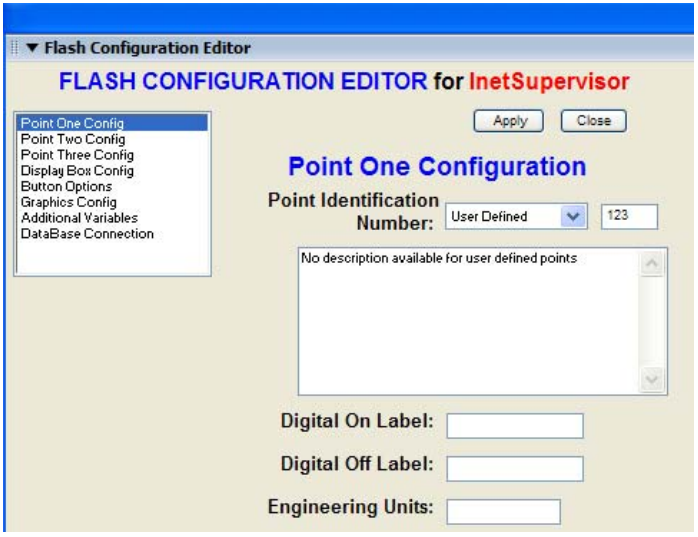
```
<object classid="clsid:D27CDB6E-AE6D-11cf-96B8-444553540000" cod
  <param name="flashvars" value="PointID=123">
  <param name="movie" value="Fx/001/F/Fx-PtVal-20x50.swf">
  <param name=quality value=high>
  <embed src="Fx/001/F/Fx-PtVal-20x50.swf" width="50" height="20
</object>
```

2. If you are using Dreamweaver as you web designer there is a tool in the properties window called Parameters. This tool will add the <param> tag to the code for you. To use this click the Parameters... button in the properties window. Under Parameter enter flashvars under value enter PointID=*XXX* where *XXX* is the point id you wish to assign.



3. If you are using Dreamweaver (version 6.0 or greater) as you web designer. You may install the Quark Flash Configuration Utility extension. To see how to install extensions please refer to the Dreamweaver help guides. The Quark Flash Configuration Utility extension will add the

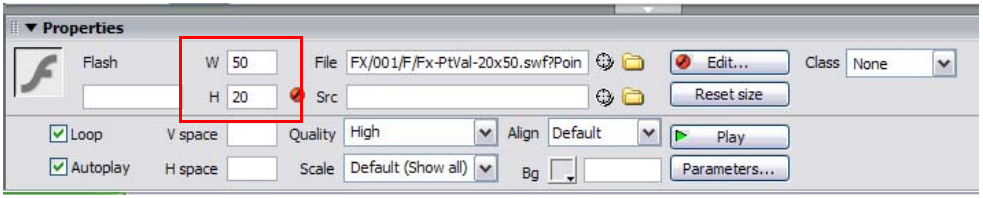
<param> tag with the entered PointID for you. Please see the Quark Flash Configuration Utility extension help guide for complete information on how to use this utility.



This guide will assume the user is adding the options and parameters by hand. If the user is using the Quark Flash Configuration Utility the syntax is applied for you and is not necessary to worry about. Any additional properties or options may be applied by adding the appropriate property or option with an ampersand (&) preceding the name. For instance if you wish to change the text color to red the value of the <param> tag would be as such value=”PointID=123&textcolor=0x0000FF”. The order in which the properties and options are listed does not matter, but the syntax, spelling, and case must be adhered to, as defined below, for the properties and options to function.

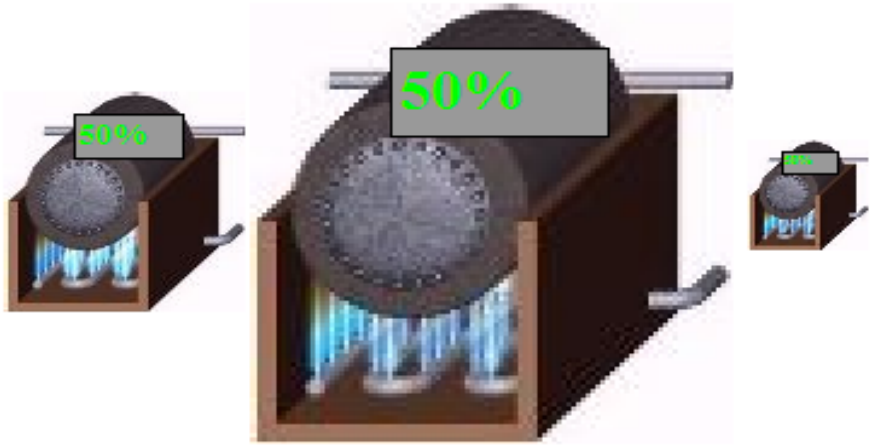
1.3 Resizing

The flash componates are capable of being resized or, in the case of a text box, changing the background color by adjusting the properties. To modify the size of any flash you may change the height and width, in pixels, in the ***W*** and ***H*** input boxes:



It is recommended to use the size changing to adjust the standard 20x50 text box to fit your application. If you are displaying a text line or a long value it may be necessary to legthen the text box to fit all of the value in the display or if you are limited in room you may shrink the box. When you are adjusting the box size, the flash will change the font of the text also.

Flash with graphics can be resized to fit in area's larger or smaller that the original size, but changing the size to extreme limits can cause distortions with the back ground images and make the text unreadable.

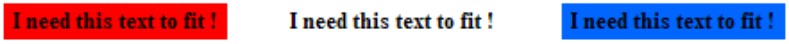


The above screen shot is of a boiler, the first picture is original size, the second is double, and the third is 1/2 size. The text becomes unreadable at the smaller size.

1.4 Text box options

The flash text boxes have 5 properties to adjust the look of the boxes.

1. Font: The font can be changed by adding the string *font=XXX*, where *XXX* is the wanted font (case sensitive). The default is _sans.
2. Font Size: The font size can be changed by adding the string *fontsize=XXX*, where *XXX* is the wanted numeric font size. The default is 10.
3. Background Color: The ability to change the background colors. This can be done by adding the string *bgcolor=XXX*, where *XXX* is the **RGB** color code of background color. Below is the same flash but with changed back ground colors. The default is white. The first has the color code 0xFF0000, the second is 0xFFFFFF, the third is 0x0000FF:



4. Text Color: The text can be changed by adding the string *textcolor=XXX*, where *XXX* is the wanted color in **RGB** format. The default is black.
5. Border: The border can be changed by adding the string *border=XXX*, where *XXX* is the wanted border. The four options for the border are none, inset, outset, solid. The default is inset.
6. Text Alignment: The alignment can be changed by adding the string *align=XXX*, where *XXX* is the wanted alignment. The three options for the border are center, left, right The default is left.
7. Text Weight: The text weight can be changed by adding the string *textweight=XXX*, where *XXX* is the wanted weight. The two options for the border are normal, bold The default is normal.

1.5 Wait

The flash components will load with a rotating clock while waiting for the point value to update. This rotating clock will stay even after the point has updated until the current point value is newer than the value, in seconds, entered in ***ExpirationInterval*** portion of web.config

1.6 File Structure

The default location for the 2.0 flash components will be placed in %Drive letter%:\Inetpub\wwwroot\HMI\FX. Under this folder you will find sub folders starting with 001. Each numbered folder houses a group of flash that corresponds to each other with there associated static images. In each numbered folder the generic flash will be located in the “F” folder. All static images will be in the “I” folder. Any specialized flash will be grouped in there own folders i.e. Lonworks specific flash is in the “LNS” folder. Below is a list of folder definitions:

1. 000 - HVAC water piping schema i.e. pumps, valves
2. 001 - Non color schema 3d i.e. text box, override flash and images
3. 002 - Series 1 HVAC color schema and images
4. 003 - Series 2 HVAC color schema and images
5. 004 - Series 3 HVAC color schema and images
6. F - Generic flash
7. I - Static images
8. LNS - Lonworks specific flash
9. Distech - Distech specific flash
10. Hnywl - Honeywell specific flash

2.0 Inherent Flash Features

All flash componates have some convenient features to assist the end user with information on the point controlling the flash or to help use some of the other Inetsupervisor web pages.

1. PointID Display (all flash)
2. Trends Shortcut (all points being trended)
3. User Guide Shortcut (all flash)
4. Point Information (all flash)
5. Point Editor (all flash)

2.1 PointID Display (Space Bar)

1. Ability - To display the defined point id of the flash component. Nothing is need to enable this option.
2. Example - The mouse pointer must hover over some part of the flash component, then press and hold the space bar. The text box will then display "ID=*XXX* ". Where *XXX* is the defined point id.

2.2 Trends Shortcut

1. Ability - To jump to the "trends by id" web page with the defined point id configured to the first slot. Nothing is need to enable this option.
2. Example - A button will display in the lower right side of the text box if the point is being trended.

note1: The web page that hold the flash and the QTrendsByID.aspx page must be located in the root directory for this to work.

2.3 User Guide Shortcut (Tab + H)

1. Ability - To jump to the flash user guide web page. Nothing is need to enable this option.
2. Example - The flash component must have “focus” on it, then press and hold the “Tab” and “H” buttons

note1: This manual must be located in the *help* sub-directory of the local web directory in order for this option to work

2.4 Point Information (Tab + I)

1. Ability - Displays a pop-up box with the Point ID, Device Name, Device Channel, and Logical Name of the associated point. Nothing is need to enable this option.
2. Example - The flash component must have “focus” on it, then click the “Tab” and “I” buttons at the same time.

2.5 Point Editor (Tab + C)

1. Ability - Displays the Point Editor in a new window. Nothing is need to enable this option.
2. Example - The flash component must have “focus” on it, then click the “Tab” and “C” buttons at the same time.

3.0 Flash Advanced Options

3.1 General

Each flash component may contain some advanced options which need to be defined so they may be utilize. The available options are:

1. Engineering Units
2. Gauge Span
3. Operating Limits
4. Button Names
5. Digital Display Labels

The options are for the display value only and will not change the operation of the flash movie itself. Options are not necessary to be able to use a particular flash component. If the option is not defined as listed below the component will skip the operation and continue on. If the flash has the ability to process more than one option and you wish to use more than one you may continue adding definitions after the first.

note1: Advanced options will only be applied to analog point values

note2: The W3C standard uses some symbols such as %,?,+ and & for passing information in URL's. Due to this if you wish to display these symbols you must do character encoding. To do this first type the escape character (%) then type the Unicode value of the symbol you wish to use, i.e. &units=%3F to display a question mark (?) after the value or &units=%25 for the percent sign(%). Common symbol values: % is 25, & is 26, ? is 3F, + is 2B. For a complete list of restricted characters please visit www.W3C.org. For a complete Unicode list please visit www.unicode.org.

3.2 Engineering Units (units)

1. Option name - units
2. Ability - To append a symbol or abbreviation to the display value.
3. Example - &units=*XXX*. Where *XXX* is the symbol or abbreviation.

3.3 Gauge Span (span)

1. Option name - span
2. Ability - To set the minimum and maximum limits to be displayed on a gauge or sent in an override
3. Example - &span=*XXX,XXX*. Where *XXX* is the minimum and maximum values of the flash components. The minimum must be set first

3.4 Operating Range (limit)

1. Option name - limit
2. Ability - Sets high and low warning and alarm indicators on a bar gauge for easy reference. The warning indicators are orange and the alarm indicators are red. To see the value of the indicator left click the indictor and the value will be displayed, left click the bar gauge and the display will go back to normal operation.
3. Example - &limit=*XXX,XXX,XXX,XXX*. Where *XXX* is the value of the high alarm value, low alarm value, high warning value, low warning value. The values must be in order and seperated by comma's. You may only set the alarm limits if you wish to show only two indicators.

3.5 Button Names (names)

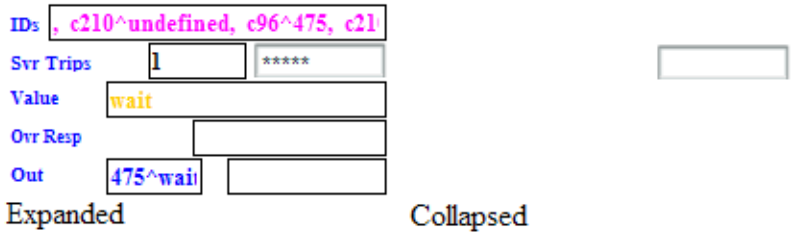
1. Option Name - names
2. Ability- To set the display name of the buttons inside a flash movie.
3. Example: &names=*XXX,XXX,XXX*. Where *XXX* is the name of the button seperated by comma's. The names will be read and assigned in a left to right order i.e the left button will receive the first name in the string, the second button is the second name (unless otherwise noted). If no name is defined in the string then the button label will be blank. If the option is not defined then the default names will be assigned to the buttons.

3.6 Digital Display Labels (diglabels)

1. Option Name - diglabels
2. Ability- To set the display any on and off label when a point is configured as digital.
3. Example: &diglabels=*XXX,XXX*. Where *XXX* is the name of the labels seperated by comma's. The ON display will be assigned the label prior to the comma and the OFF display will be the label after the comma.If no display is assigned then ON and OFF will be used (some graphics and text boxes have pre-assigned displays).

4.0 Flash Text Box Components

4.1 Fx-Communicator



File Name: Fx-Communicator.swf

Size: 100 pix high by 200 pix long

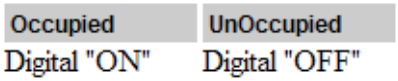
Description: To view the communication information, click on the connection icon and type quark in the text box that appears. ID's will list the active connection names and Point ID's. Svr Trips will show how many times the communicator has transferred information to the flashes. Value will list the value of the active Point ID's. Ovr Resp will displays "error" if the currently logged in user is not authorized to send overrides. Out will list the out going overrides. The communicates assuming that it is place in the root directory of the website. If the flash is placed in a subfolder the communicator will need to know the path to the root directory in order to pass information. This is done by assigning the URL to the communicator. To do this you must append the file name in the properties box in Dreamweaver just like adding a Point ID to the other flash componates. The structure is ?url=*XXX* where XXX is the URL of the root directory. The URL should be the same as the path you input into your web browser minus the last file. For example ***?url=http://192.168.1.100/hmi/.***

Supported Inputs: N/A

Motion: N/A

Supported Options: N/A

4.2 Fx-PtVal-20x100-occ-unocc



File Name: Fx-PtVal-20x100-occ-unocc.swf

Size: 20 pix high by 100 pix long

Description: A text box to display “Occupied” when the point value is ON or “UnOccupied” when the point value is OFF

Supported Inputs: Digital: displays “Occupied” or “UnOccupied”

Motion: N/A

Supported Options: PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

4.3 Fx-PtVal 20x50

File Name: Fx-PtVal 20x50.swf

Size: 20 pix high by 50 pix long

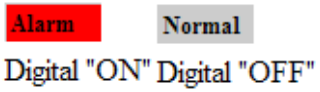
Description: A text box to display the value of a point

Supported Inputs: Analog: displays point value, Digital: displays “ON” or “OFF”

Motion: N/A

Supported Options: Engineering Units, PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels, Digital Display Labels

4.4 Fx-PtVal-20x50-alarm-normal



File Name: Fx-PtVal-20x50-alarm-normal.swf

Size: 20 pix high by 50 pix long

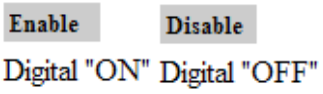
Description: A text box to display “Alarm” when the point value is ON or “Normal” when the point value is OFF

Supported Inputs: Digital: displays “Alarm” or “Normal”

Motion: N/A

Supported Options: PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

4.5 Fx-PtVal-20x50-enable-disable



File Name: Fx-PtVal-20x50-enable-disable.swf

Size: 20 pix high by 50 pix long

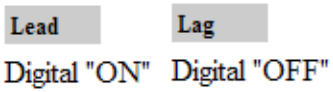
Description: A text box to display “Enable” when the point value is ON or “Disable” when the point value is OFF

Supported Inputs: Digital: displays “Enable” or “Disable”

Motion: N/A

Supported Options: PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

4.6 Fx-PtVal-20x50-lead-lag



File Name: Fx-PtVal-20x50-lead-lag.swf

Size: 20 pix high by 50 pix long

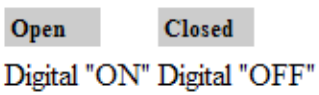
Description: A text box to display “Lead” when the point value is ON or “Lag” when the point value is OFF

Supported Inputs: Digital: displays “Lead” or “Lag”

Motion: N/A

Supported Options: PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

4.7 Fx-PtVal-20x50-open-closed



File Name: Fx-PtVal-20x50-open-closed.swf

Size: 20 pix high by 50 pix long

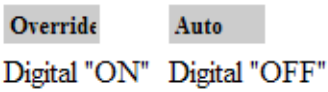
Description: A text box to display “Open” when the point value is ON or “Closed” when the point value is OFF

Supported Inputs: Digital: displays “Open” or “Closed”

Motion: N/A

Supported Options: PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

4.8 Fx-PtVal-20x50-override-auto



File Name: Fx-PtVal-20x50-override-auto.swf

Size: 20 pix high by 50 pix long

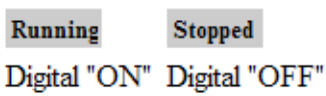
Description: A text box to display “Override” when the point value is ON or “Auto” when the point value is OFF

Supported Inputs: Digital: displays “Override” or “Auto”

Motion: N/A

Supported Options: PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

4.9 Fx-PtVal-20x50-running-stopped



File Name: Fx-PtVal 20x50-running-stopped.swf

Size: 20 pix high by 50 pix long

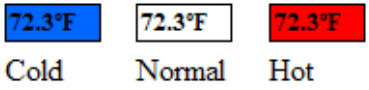
Description: A text box to display “Running” when the point value is ON or “Stopped” when the point value is OFF

Supported Inputs: Digital: displays “Running” or “Stopped”

Motion: N/A

Supported Options: PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

4.10 Fx-PtVal-20x50-Stpt



File Name: Fx-PtVal-20x50-Stpt.swf

Size: 20 pix high by 50 pix long

Description: A text box to display the value of a point with the background color changing as the value moves away from the setpoint. The setpoint must be defined as &PointID2=*XXX*. Where *XXX* is the point id of the setpoint. The background color values are as such:

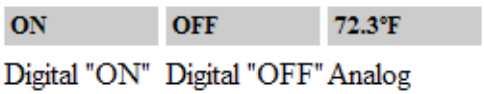
1. Value = Setpoint plus or minus 1 - white
2. Value < Setpoint minus 1 but not more than 2 - light blue
3. Value < Setpoint minus 2 - dark blue
4. Value > Setpoint plus 1 but not more than 2 - light red
5. Value > Setpoint plus 2 - dark red

Supported Inputs: Analog: displays point value

Motion: N/A

Supported Options: Engineering Units, PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

4.11 Fx-PtVal-20x80-alg



File Name: Fx-PtVal-20x80-alg.swf

Size: 20 pix high by 80 pix long

Description: A text box to display the value of a point

Supported Inputs: Analog: displays point value, Digital: displays “ON” or “OFF”

Motion: N/A

Supported Options: Engineering Units, PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

4.12 Fx-Distech-FreProg-v1

File Name: Fx-Distech-FreProg-v1.swf

Size: 20 pix high by 50 pix long

Description: A text box to display the value of a single user defined point within a UCPT from the Distech free programmable controllers. The position must be defined as such &position=*XXX*. Where *XXX* is the digit to be displayed

Supported Inputs: Analog: displays point value

Motion: N/A

Supported Options: PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

4.13 Fx-Distech-FreProg-v2

File Name: Fx-Distech-FreProg-v2.swf

Size: 20 pix high by 50 pix long

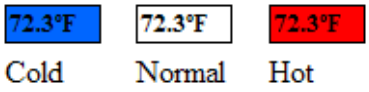
Description: A text box to display the value of a single user defined point within a UCPT from the Distech free programmable controllers. The position must be defined as such &position=*XXX*. Where *XXX* is the digit to be displayed

Supported Inputs: Analog: displays point value

Motion: N/A

Supported Options: PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

4.14 Fx-LonTempAndSetp



File Name: Fx-LonTempAndSetp.swf

Size: 20 pix high by 50 pix long

Description: A text box to display the value of a point with the background color changing as the value moves away from the setpoint. The setpoint value will automatically be loaded from the same controller as the defined PointID providing the nv name of the setpoint is nvoEffectSetPt as in the LonMark guide lines. The background color values are as such:

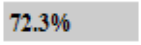
1. Value = Setpoint plus or minus 1 - white
2. Value < Setpoint minus 1 but not more than 3 - light blue
3. Value < Setpoint minus 3 - dark blue
4. Value > Setpoint plus 1 but not more than 3 - light red
5. Value > Setpoint plus 3 - dark red

Supported Inputs: Analog: displays point value

Motion: N/A

Supported Options: Engineering Units, PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

4.15 Fx-PtVal-nested-var



File Name: Fx-PtVal-nested-var.swf

Size: 20 pix high by 50 pix long

Description: A text box to display the value of a nested point in a comma delimited string. The location of the value in the string must be identified as such &loc=*XXX*. Where *XXX* is location in the string. Example: if you want to display only the econ_output percent of a SNVT_hvac_status (HVAC_OFF,0.000,0.000,0.000,0.000,0.000,0) for a Lonworks network the definition would be &loc=5.

Supported Inputs: Analog: displays point value

Motion: N/A

Supported Options: Engineering Units, PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

4.16 Fx-SNVT_alarm

File Name: Fx-SNVT_alarm.swf

Size: 40 pix high by 160 pix long

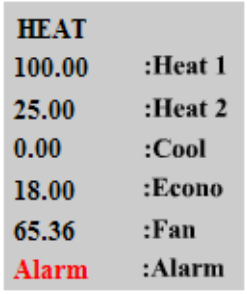
Description: A text box to display the condition and priority level of a Lonworks SNVT_alarm. The condition text displays red when in alarm. The priority does not display unless the condition is in alarm

Supported Inputs: Analog: SNVT_alarm

Motion: N/A

Supported Options: PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

4.17 Fx-SNVT_HVAC_Status



File Name: Fx-SNVT_HVAC_Status.swf

Size: 150 pix high by 125 pix long

Description: A text box to display all the value's included in a Lonworks SNVT_hvac_status. The Alarm text displays red when in alarm

Supported Inputs: Analog: SNVT_hvac_status

Motion: N/A

Supported Options: Engineering Units (for only the Heat1, Heat2, Cool, Econo, and Fan values), PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

5.0 Flash Override Components

5.1 Fx-Override

File Name: Fx-Override.swf

Size: 20 pix high by 100 pix long

Description: An override. To send a value input the desired override (digital supports ON and OFF only) and click the button. “Sending” will display in the input box until the return value is the same as the sent value. GO is the default name of the button

Supported Inputs: Analog, Digital

Motion: N/A

Supported Options: Button Names,Trends Shortcut, User Guide Shortcut, Digital Display Labels

5.2 Fx-Override_PtVal_0-1-2

File Name: Fx-Override_PtVal_0-1-2.swf

Size: 20 pix high by 220 pix long

Description: An override that will display the name of the first button for a value of 0, the second button for a value of 1, the third button for a value of 2. Clicking the first button will send a value of 0, second will send a value of 1, third will send a value of 2. “Sending” will display in the text box until the return value is the same as the sent value. On, Off, Auto are the default button names.

Supported Inputs: Analog

Motion: N/A

Supported Options: PointID Display, Trends Shortcut, Button Names, User Guide Shortcut, Digital Display Labels

5.3 Fx-Override-on-off

File Name: Fx-Override-on-off.swf

Size: 20 pix high by 50 pix long

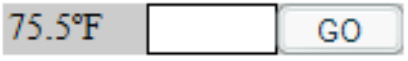
Description: When the left button is clicked the digital value on of the point will be sent. When the right button is clicked the digital value off of the point will be sent. The default button names are On and Off

Supported Inputs: Digital

Motion: N/A

Supported Options: Trends Shortcut, Button Names, User Guide Shortcut, Digital Display Labels

5.4 Fx-Override-PtVal



File Name: Fx-Override-PtVal.swf

Size: 20 pix high by 150 pix long

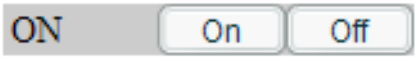
Description: An override that displays the current point value. To send a value input the desired override(digital supports ON and OFF only) and click the button. “Sending” will display in the input box until the return value is the same as the sent value. The default button name is GO

Supported Inputs: Analog: displays point value, Digital: displays “ON” or “OFF”

Motion: N/A

Supported Options: Engineering Units, PointID Display, Trends Shortcut, Button Names, User Guide Shortcut, Digital Display Labels

5.5 Fx-Override-PtVal-on-off



File Name: Fx-Override-PtVal-on-off.swf

Size: 20 pix high by 150 pix long

Description: An override that will display the name of the first button for a value of “ON”, and the second button for a value of “OFF”. When the left button is clicked the digital value on of the point will be sent. When the right button is clicked the digital value off of the point will be sent. “Sending” will display in the input box until the return value is the same as the sent value. The default button names are On and Off

Supported Inputs: Digital: displays left button name for “ON” or right button name for “OFF”

Motion: N/A

Supported Options: PointID Display, Trends Shortcut, Button Names, User Guide Shortcut, Digital Display Labels

5.6 Fx-Override-PtVal-Honeywell-163.835

File Name: Fx-Override-PtVal-Honeywell-163.835.swf

Size: 30 pix high by 150 pix long

Description: A text box to display the value of a point and a Hand or Auto override button. The point value will be displayed in the text box unless the value is 163.835 then AUTO will be displayed. When Hand is clicked the value inputted in the text box will be send. When Auto is clicked the value of 163.835 will be sent. “Sending” will be displayed in the text box until the return value is the same as the sent value.

Supported Inputs: Analog: displays point value

Motion: N/A

Supported Options: Engineering Units, PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

5.7 Fx-Override-PtVal-Honeywell-621.806

File Name: Fx-Override-PtVal-Honeywell-621.806.swf

Size: 30 pix high by 150 pix long

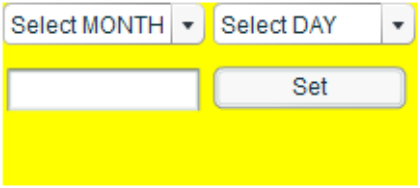
Description: A text box to display the value of a point and a Hand or Auto override button. The point value will be displayed in the text box unless the value is 621.806 then AUTO will be displayed. When Hand is clicked the value inputted in the text box will be send. When Auto is clicked the value of 621.806 will be sent. “Sending” will be displayed in the text box until the return value is the same as the sent value.

Supported Inputs: Analog: displays point value

Motion: N/A

Supported Options: Engineering Units, PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

5.8 Fx-DateChooser



File Name: Fx-DateChooser.swf

Size: 95 pix high by 215 pix long

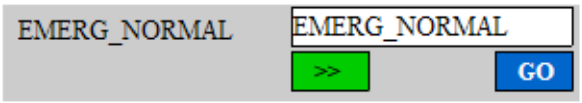
Description: A component box to send a month and day override to a SNVT_time_stamp. To send an override select the month and day from the drop down box’s and click send.

Supported Inputs: SNVT_time_stamp

Motion: N/A

Supported Options: None

5.9 Fx-SNVT_hvac_emerg



File Name: Fx-SNVT_hvac_emerg.swf

Size: 50 pix high by 300 pix long

Description: A text box to send an override to change the value of a Lonworks SNVT_hvac_emerg with a current value display. To send an override: left click on the >> button until the input box displays the value you wish to send then left click the GO button. The input box will display “Sending” until the return value is the same as the sent value

Supported Inputs: Analog: SNVT_hvac_emerg

Motion: N/A

Supported Options: PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

5.10 Fx-SNVT_HVAC_mode-HOA

File Name: Fx-SNVT_HVAC_mode-HOA.swf

Size: 30 pix high by 300 pix long

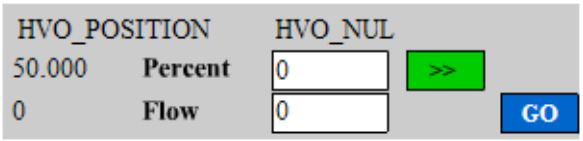
Description: A Hand-Off-Auto override for the Lonworks SNVT_hvac_mode. Left clicking the ON button will send a value of HVAC_TEST, button OFF will send HVAC_OFF, button AUTO will send HVAC_AUTO. The text box will display “Sending” until the return value is the same as sent value

Supported Inputs: Analog: SNVT_hvac_mode

Motion: N/A

Supported Options: PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

5.11 Fx-SNVT_hvac_overid



File Name: Fx-SNVT_hvac_overid.swf

Size: 70 pix high by 300 pix long

Description: A control box for a Lonworks SNVT_hvac_overid. To send an override: left click the >> button until the display shows the value you wish to send, type the percent and flow values to be sent then left click the GO button. the input box's will display "Sending" until the return value is the same as the sent value. The left side text boxes show the current value

Supported Inputs: Analog: SNVT_hvac_overrid

Motion: N/A

Supported Options: PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

5.12 Fx-SNVT_Override-HOA

File Name: Fx-SNVT_Override-HOA.swf

Size: 30 pix high by 200 pix long

Description: A Hand-Off-Auto override for the Lonworks SNVT_override. Left clicking the ON button will send a value of OV_SPECIFIED, button OFF will send OV_RETAIN, button AUTO will send OV_DEFAULT. The text box will display "Sending" until the return value is the same as sent value

Supported Inputs: Analog: SNVT_override

Motion: N/A

Supported Options: PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

5.13 Fx-SNVT_switch-Override

File Name: Fx-SNVT_switch-Override.swf

Size: 50 pix high by 150 pix long

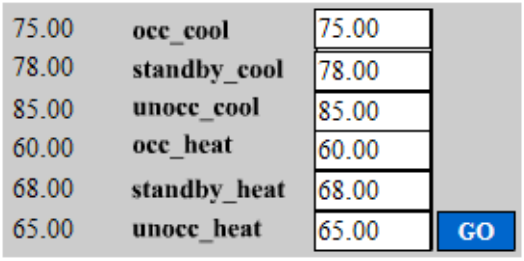
Description: A control for the Lonworks SNVT_switch. To send an override: left click the ON or OFF button to send a 1 or 0 for the state and type the value in the input box, then left click the go button. the input box will display “Sending” until the return value is the same as the sent value

Supported Inputs: Analog: SNVT_switch

Motion: N/A

Supported Options: PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

5.14 Fx-SNVT_temp_setpt



File Name: Fx-SNVT_temp_setpt.swf

Size: 132 pix high by 270 pix long

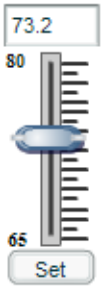
Description: A control for the Lonworks SNVT_temp_setpt. To send an override: input the temperature values in the input boxes and left click the GO button. The input boxes will display “Sending” until the return value is the same as the sent value

Supported Inputs: Analog: displays point value, Digital: displays “ON” or “OFF”

Motion: N/A

Supported Options: Engineering Units, PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

5.15 Fx-SliderV



File Name: Fx-SliderV.swf

Size: 146 pix high by 50 pix long

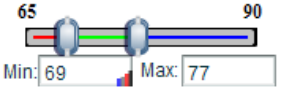
Description: A sliding knob to send an override value within the defined parameters. To send an override: left click and hold the knob and slide it up and down until you reach the desired value then, let up the mouse button and left click the Set button. The default minimum value is 65. The default maximum is 80

Supported Inputs: Analog: displays point value

Motion: N/A

Supported Options: Range, Trends Shortcut, PointID Display, User Guide Shortcut, Digital Display Labels

5.16 Fx-SliderH-Multi



File Name: Fx-SliderH-Multi.swf

Size: 65 pix high by 178 pix long

Description: A slider with 2 knobs to send a high and low override values within the defined parameters. To send an override: left click and hold the knob's and slide them back and forth until you reach the desired values then, let up the mouse button. 2 point id's will need to be assigned PointID is the low value and PointID2 is the high value. The minimum bar color can be modified by adding the option *line1color=XXX*, the maximum bar color can be modified by adding the option *line2color=XXX*, the center bar color can be modified by adding the option *line3color=XXX*. All color values must be in the **RGB** format. The incremental value of each knob movement may be defined with the option steps=XXX. The value of steps must be numeric. The default step is 0.5 The default minimum value is 65. The default maximum is 90

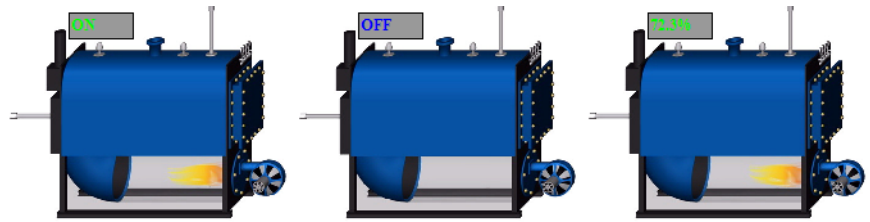
Supported Inputs: Analog: displays point value

Motion: N/A

Supported Options: Range, Trends Shortcut, PointID Display, User Guide Shortcut, Digital Display Labels

6.0 Flash 3d Components

6.1 Fx-3d-Boiler



File Name: Fx-3d-Boiler.swf

Size: 172 pix high by 223 pix long

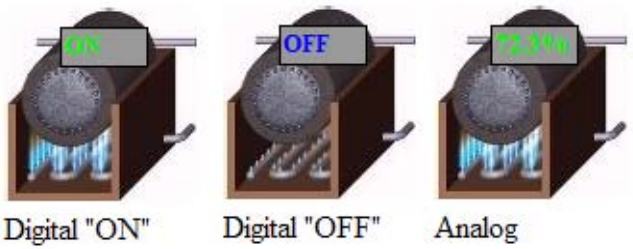
Description: A full size boiler with a 20x50 text box

Supported Inputs: Analog: displays point value, Digital: displays “ON” or “OFF”

Motion: Flickering flame when point value is “ON” or greater than zero

Supported Options: Engineering Units, PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

6.2 Fx-3d-Boiler_sm



File Name: Fx-3d-Boiler_sm.swf

Size: 100 pix high by 100 pix long

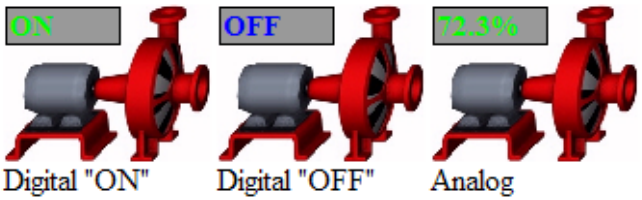
Description: A small boiler with a 20x50 text box

Supported Inputs: Analog: displays point value, Digital: displays “ON” or “OFF”

Motion: Flickering flame when point value is “ON” or greater than zero

Supported Options: Engineering Units, PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

6.3 Fx-3d-Pump-2



File Name: Fx-3d-Pump-2.swf

Size: 81 pix high by 108 pix long

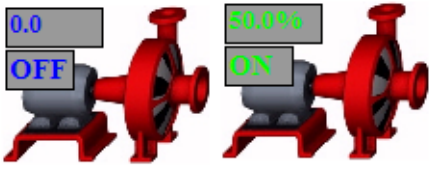
Description: A standard water pump with a 20x50 text box

Supported Inputs: Analog: displays point value, Digital: displays “ON” or “OFF”

Motion: Rotating pump impeller when point value is “ON” or greater than zero

Supported Options: Engineering Units, PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

6.4 Fx-3d-Pump-2-SNVT_switch



File Name: Fx-3d-Pump-2-SNVT_switch.swf

Size: 89 pix high by 109 pix long

Description: A standard water pump with a text box for both the value and state portions of Lonworks SNVT_switch

Supported Inputs: Analog: SNVT_switch (value): displays point value, SNVT_switch (state): displays “ON” or “OFF”

Motion: Rotating pump impeller when point value (state) is 1

Supported Options: Engineering Units, PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

6.5 Fx-3d-Pump

File Name: Fx-3d-Pump.swf

Size: 89 pix high by 109 pix long

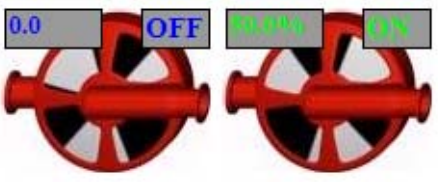
Description: An in-line water pump with a 20x50 text box

Supported Inputs: Analog: displays point value, Digital: displays “ON” or “OFF”

Motion: Rotating pump impeller when point value is “ON” or greater than zero

Supported Options: Engineering Units, PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

6.6 Fx-3d-Pump-SNVT_switch



File Name: Fx-3d-Pump-SNVT_switch.swf

Size: 82 pix high by 108 pix long

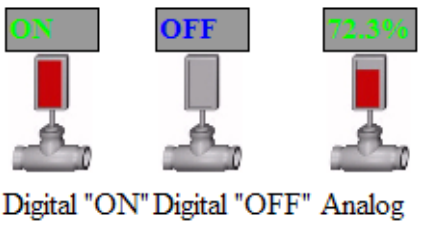
Description: An in-line water pump with a text box for both the value and state portions of Lonworks SNVT_switch

Supported Inputs: Analog: SNVT_switch(value): displays point value, SNVT_switch(state): displays “ON” or “OFF”

Motion: Rotating pump impeller when point value(state) is 1

Supported Options: Engineering Units, PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

6.7 Fx-3d-Valve-2w



File Name: Fx-3d-Valve-2w.swf

Size: 75 pix high by 50 pix long

Description: A 2 way control valve with a 20x50 text box and indicator

Supported Inputs: Analog: displays point value, Digital: displays “ON” or “OFF”

Motion: Indicator rises on a 0-100% input or when point value is “ON”

Supported Options: Engineering Units, PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

6.8 Fx-3d-Valve-2w-Dwn

File Name: Fx-3d-Valve-2w-Dwn.swf

Size: 75 pix high by 50 pix long

Description: An upside down 2 way control valve with an indicator

Supported Inputs: Analog, Digital

Motion: Indicator rises on a 0-100% input or when point value is “ON”

Supported Options: PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

6.9 Fx-3d-Valve-2w-Right

File Name: Fx-3d-Valve-2w-Right.swf

Size: 50 pix high by 85 pix long

Description: A 2way control valve set to the right with an indicator

Supported Inputs: Analog, Digital

Motion: Indicator rises on a 0-100% input or when point value is “ON”

Supported Options: PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

6.10 Fx-3d-Valve-3w

File Name: Fx-3d-Valve-3w.swf

Size: 100 pix high by 50 pix long

Description: A 3way control valve with a 20x50 text box and an indicator

Supported Inputs: Analog: displays point value, Digital: displays “ON” or “OFF”

Motion: Indicator rises on a 0-100% input or when point value is “ON”

Supported Options: Engineering Units, PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

6.11 Fx-3d-Valve-3w-Dwn

File Name: Fx-3d-Valve-3w-Dwn.swf

Size: 80 pix high by 50 pix long

Description: A 3way control valve set upside down with an indicator

Supported Inputs: Analog, Digital

Motion: Indicator rises on a 0-100% input or when point value is “ON”

Supported Options: PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

6.12 Fx-3d-Valve-3w-Right

File Name: Fx-3d-Valve-3w-Right.swf

Size: 50 pix high by 80 pix long

Description: A 3way control valve with indicator set to the right

Supported Inputs: Analog, Digital

Motion: Indicator rises on a 0-100% input or when point value is “ON”

Supported Options: PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

6.13 Fx-90Pipe

File Name: Fx-90Pipe.swf

Size: 81 pix high by 78 pix long

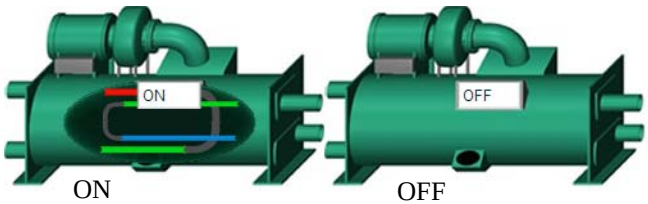
Description: A 90º pipe bend to use when making a water pipe diagram. Add the parameter rotate in the user defined flash parameters to rotate the image. Assign the value to rotate the image. Supported values are 90, 180, 270

Supported Inputs: N/A

Motion: None

Supported Options: None

6.14 Fx-Chiller



ON OFF

File Name: Fx-Chiller.swf

Size: 141 pix high by 250 pix long

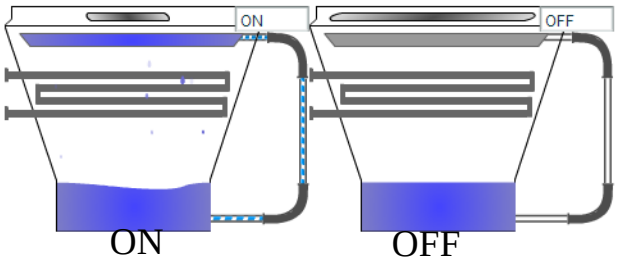
Description: A chiller for CHW systems. Condensing water enters and leaves the back pipes and the chilled water connections are in the front.

Supported Inputs: Analog, Digital

Motion: Internal show the pipes “glow” when the analog value is greater then 0 or digital point value is “ON”

Supported Options: PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

6.15 Fx-CoolingTower



File Name: Fx-CoolingTower.swf

Size: 176 pix high by 238 pix long

Description: A cooling tower for chillers or water source heat pumps

Supported Inputs: Analog, Digital

Motion: Fan runs, water flow to the sprayer's, and water sprays to the pipes when the analog value rises above 0 or when point value is "ON"

Supported Options: PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

6.16 Fx-PipeTempSensor_V

File Name: Fx-PipeTempSensor.swf

Size: 81 pix high by 78 pix long

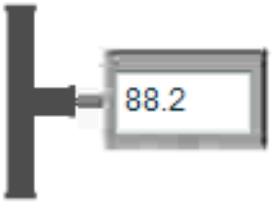
Description: A 2way pipe connector with temperature sensor to display the water temperature

Supported Inputs: Analog, Digital

Motion: None

Supported Options: PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

6.17 Fx-PipeTempSensor_H



File Name: Fx-PipeTempSensor_H.swf

Size: 79 pix high by 106 pix long

Description: A 2way pipe connector with temperature sensor to display the water temperature

Supported Inputs: Analog, Digital

Motion: None

Supported Options: PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

6.18 Fx-StraightPipe_H

File Name: Fx-StraightPipe_H.swf

Size: 10 pix high by 150 pix long

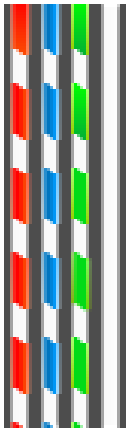
Description: Water pipes for connecting other equipment. The water color can be changed by adding the parameter watertype with the value of chw, hhw, or cdw. chw will show blue, hhw will show red, and cdw will show green. The default is red. The direction of the water flow can be reversed by adding the parameter reverseflow with a value of true

Supported Inputs: Analog, Digital

Motion: Water flow will start when an analog value rises above 0 or when a digital value is “ON”

Supported Options: User Guide Shortcut

6.19 Fx-StraightPipe_V



File Name: Fx-StraightPipe_V.swf

Size: 150 pix high by 10 pix long

Description: Water pipes for connecting other equipment. The water color can be changed by adding the parameter watertype with the value of chw, hhw, or cdw. chw will show blue, hhw will show red, and cdw will show green. The default is red. The direction of the water flow can be reversed by adding the parameter reverseflow with a value of true

Supported Inputs: Analog, Digital

Motion: Water flow will start when an analog value rises above 0 or when a digital value is “ON”

Supported Options: User Guide Shortcut

6.20 Fx-TeePipe

File Name: Fx-TeePipe.swf

Size: 50 pix high by 50 pix long

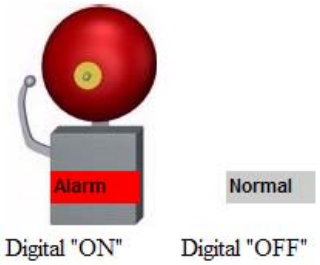
Description: A tee pipe to use when connecting water pipes. Add the parameter rotate in the user defined flash parameters to rotate the image. Assign the value to rotate the image. Supported values are 90, 180, 270

Supported Inputs: N/A

Motion: None

Supported Options: None

6.21 Fx-Alarm-Normal-Bell



File Name: Fx-Alarm-Normal-Bell.swf

Size: 143 pix high by 98 pix long

Description: A ringing bell and a 20x50 text box

Supported Inputs: Digital: displays “Alarm” or “Normal”

Motion: Alarm bell show and rings when point value is “ON”

Supported Options: PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

6.22 Fx-Alarm-Normal-Dome

File Name: Fx-Alarm-Normal-Bell.swf
Size: 150 pix high by 250 pix long
Description: A ringing bell and a 20x60 text box
Supported Inputs: Digital: displays “Alarm” or “Normal”
Motion: Dome alarm shows and rotates when point value is “ON”
Supported Options: PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

6.23 Fx-Fan-triangles 20x20 rev

File Name: Fx-Fan-triangles 20x20 rev.swf
Size: 20 pix high by 20 pix long
Description: Rotating fan blades
Supported Inputs: Analog, Digital
Motion: Blades rotate counterclockwise when point value is “ON” or greater than zero
Supported Options: PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

6.24 Fx-Fan-triangles 20x20

File Name: Fx-Fan-triangles 20x20.swf

Size: 20 pix high by 20 pix long

Description: Rotating fan blades

Supported Inputs: Analog, Digital

Motion: Blades rotate clockwise when point value is “ON” or greater than zero

Supported Options: PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

6.25 Fx-Fan-triangles dark 20x20

File Name: Fx-Fan-triangles dark 20x20.swf

Size: 20 pix high by 20 pix long

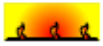
Description: Rotating fan blades

Supported Inputs: Analog, Digital

Motion: Blades rotate clockwise when point value is “ON” or greater than zero

Supported Options: PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

6.26 Fx-Flame 20x50



Digital "ON"

Digital "OFF"

File Name: Fx-Flame 20x50.swf
Size: 20 pix high by 50 pix long
Description: A small flame
Supported Inputs: Analog, Digital
Motion: Flickering flame when point value is “ON” or greater than zero
Supported Options: PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

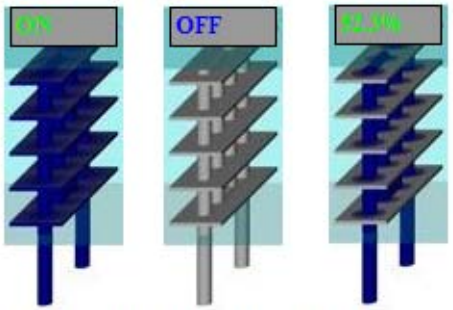
6.27 Fx-Light

Digital "ON"

Digital "OFF"

File Name: Fx-Light.swf
Size: 20 pix high by 20 pix long
Description: A small circle that illuminates
Supported Inputs: Analog, Digital
Motion: Light turns on when point value is “ON” or greater than zero
Supported Options: PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

6.28 Fx-3d-CoilCool



File Name: Fx-3d-CoilCool.swf

Size: 160 pix high by 62 pix long

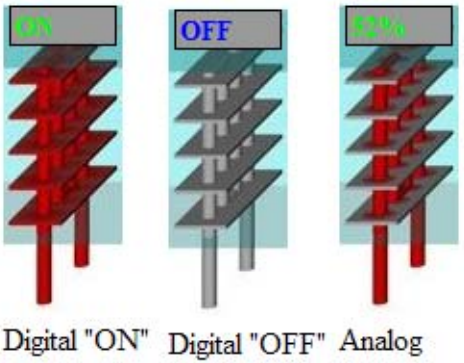
Description: A cooling coil with text box

Supported Inputs: Analog: displays point value, Digital: displays “ON” or “OFF”

Motion: Coil becomes progressively darker blue on a 0-100% input or when point value is “ON”

Supported Options: Engineering Units, PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

6.29 Fx-3d-CoilHeat



File Name: Fx-3d-CoilHeat.swf

Size: 160 pix high by 62 pix long

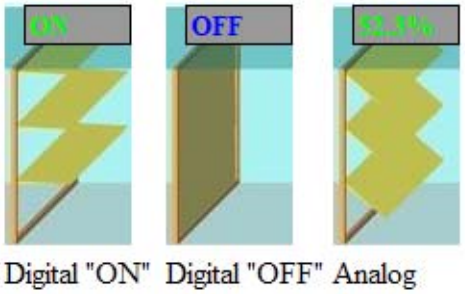
Description: A heating coil with a text box

Supported Inputs: Analog: displays point value, Digital: displays “ON” or “OFF”

Motion: Coil becomes progressively darker red on a 0-100% input or when point value is “ON”

Supported Options: Engineering Units, PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

6.30 Fx-3d-Damper-H



File Name: Fx-3d-Damper-H.swf

Size: 126 pix high by 66 pix long

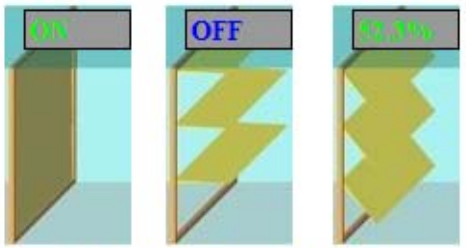
Description: An air damper for the horizontal duct with a text box

Supported Inputs: Analog: displays point value, Digital: displays “ON” or “OFF”

Motion: Damper progressively opens on a 0-100% input or when point value is “ON”

Supported Options: Engineering Units, PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

6.31 Fx-3d-Damper-H-rev



File Name: Fx-3d-Damper-H-rev.swf

Size: 126 pix high by 66 pix long

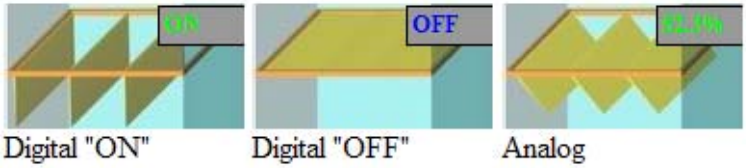
Description: An air damper for the horizontal duct with a text box.

Supported Inputs: Analog: displays point value, Digital: displays “ON” or “OFF”

Motion: Damper progressively close on a 0-100% input or when point value is “ON”

Supported Options: Engineering Units, PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

6.32 Fx-3d-Damper-V



File Name: Fx-3d-Damper-V.swf

Size: 65 pix high by 125 pix long

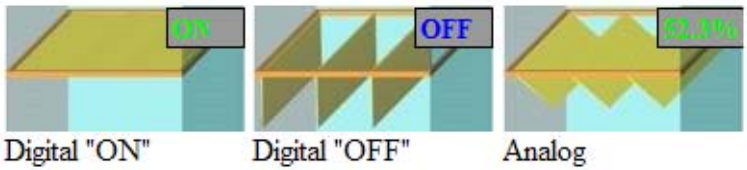
Description: An air damper for the vertical duct with a text box

Supported Inputs: Analog: displays point value, Digital: displays “ON” or “OFF”

Motion: Damper progressively opens on a 0-100% input or when point value is “ON”

Supported Options: Engineering Units, PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

6.33 Fx-3d-Damper-V-rev



File Name: Fx-3d-Damper-V-rev.swf

Size: 65 pix high by 125 pix long

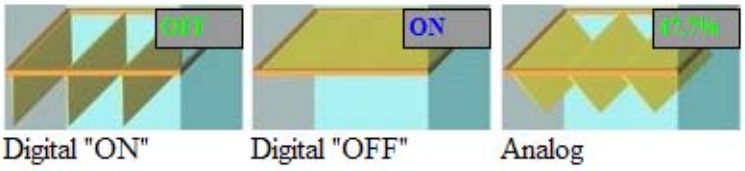
Description: An air damper for the vertical duct with a text box

Supported Inputs: Analog: displays point value, Digital: displays “ON” or “OFF”

Motion: Damper progressively closes on a 0-100% input or when point value is “ON”

Supported Options: Engineering Units, PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

6.34 Fx-3d-Damper-V-revPnt



File Name: Fx-3d-Damper-V-revPnt.swf

Size: 65 pix high by 125 pix long

Description: An air damper for the vertical duct with a text box that displays the reverse of the input

Supported Inputs: Analog: displays point value, Digital: displays “ON” or “OFF”

Motion: Damper progressively closes on a 0-100% input or when point value is “ON”

Supported Options: Engineering Units, PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

6.35 Fx-3d-DuctTemp

File Name: Fx-3d-DuctTemp.swf

Size: 183 pix high by 66 pix long

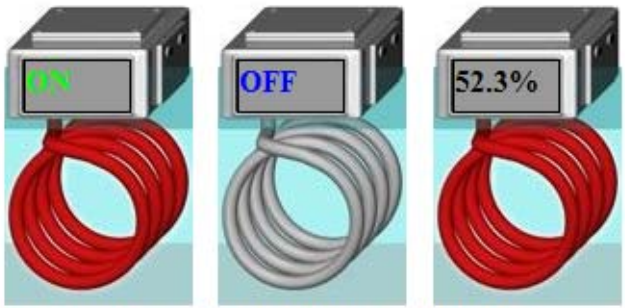
Description: A duct temperature sensor with a text box

Supported Inputs: Analog: displays point value, Digital: displays “ON” or “OFF”

Motion: N/A

Supported Options: Engineering Units, PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

6.36 Fx-3d-EltrcHeat



File Name: Fx-3d-EltrcHeat.swf

Size: 157 pix high by 98 pix long

Description: An electric heating coil with a text box

Supported Inputs: Analog: displays point value, Digital: displays “ON” or “OFF”

Motion: Coil turns red when point value is “ON” or greater than zero

Supported Options: Engineering Units, PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

6.37 Fx-3d-ExhFan

File Name: Fx-3d-ExhFan.swf

Size: 92 pix high by 40 pix long

Description: An vertical exhaust fan with a text box

Supported Inputs: Analog: displays point value, Digital: displays “ON” or “OFF”

Motion: Fan blades rotate when point value is “ON” or greater than zero

Supported Options: Engineering Units, PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

6.38 Fx-3d-Fan

File Name: Fx-3d-Fan.swf

Size: 124 pix high by 170 pix long

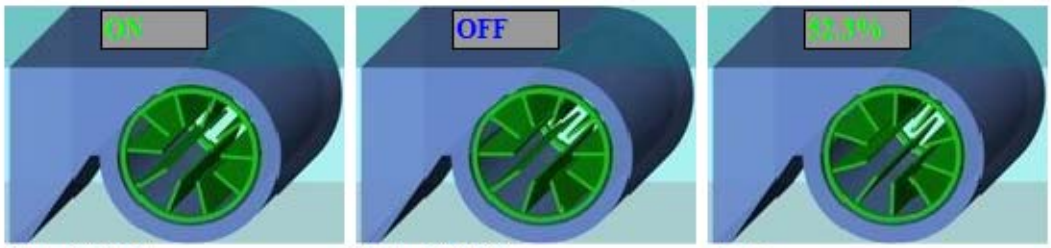
Description: A right side discharge fan with text box

Supported Inputs: Analog: displays point value, Digital: displays “ON” or “OFF”

Motion: Fan blades rotate when point value is “ON” or greater than zero

Supported Options: Engineering Units, PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

6.39 Fx-3d-FanLeft



File Name: Fx-3d-FanLeft.swf

Size: 124 pix high by 170 pix long

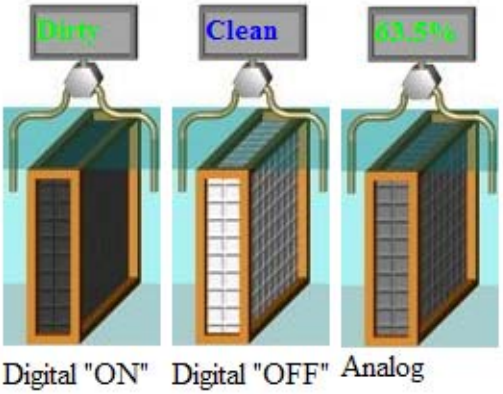
Description: A left side discharge fan with a text box

Supported Inputs: Analog: displays point value, Digital: displays “ON” or “OFF”

Motion: Fan blades rotate when point value is “ON” or greater than zero

Supported Options: Engineering Units, PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

6.40 Fx-3d-Filter-w-sen



File Name: Fx-3d-Filter-w-sen.swf

Size: 182 pix high by 80 pix long

Description: A filter with a differential pressure sensor and a text box

Supported Inputs: Analog: displays point value, Digital: displays “Dirty” or “Clean”

Motion: Filter media progressively darkens on a 0-100% input or when point value is “ON”

Supported Options: Engineering Units, PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

6.41 Fx-3d-Filter

Digital "ON" Digital "OFF" Analog

File Name: Fx-3d-Filter.swf

Size: 125 pix high by 65 pix long

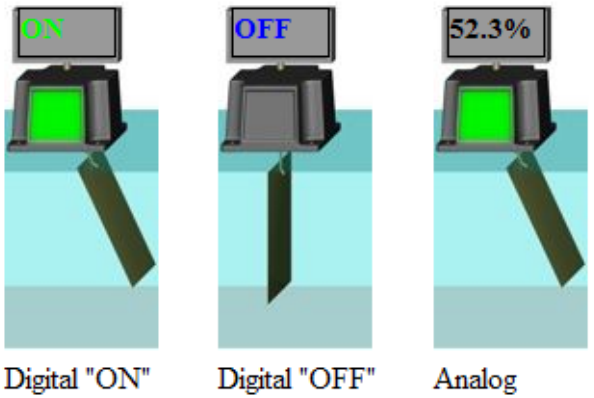
Description: An air filter with a text box

Supported Inputs: Analog: displays point value, Digital: displays “ON” or “OFF”

Motion: Filter media progressively darkens on a 0-100% input or when point value is “ON”

Supported Options: Engineering Units, PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

6.42 Fx-3d-FlowSwitch



File Name: Fx-3d-FlowSwitch.swf

Size: 181 pix high by 80 pix long

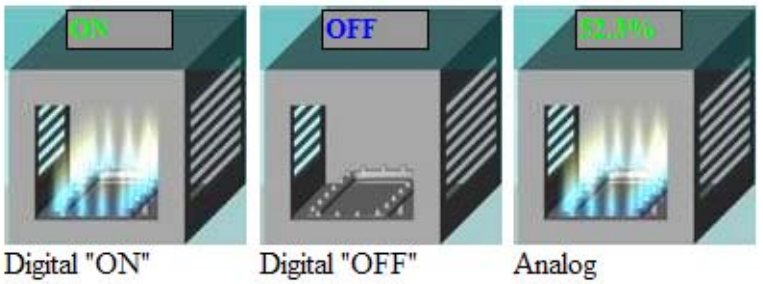
Description: An air flow switch with a text box

Supported Inputs: Analog: displays point value, Digital: displays “ON” or “OFF”

Motion: Switch paddle moves when point value is “ON” or greater than zero

Supported Options: Engineering Units, PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

6.43 Fx-3d-GasHeat



File Name: Fx-3d-GasHeat.swf

Size: 124 pix high by 124 pix long

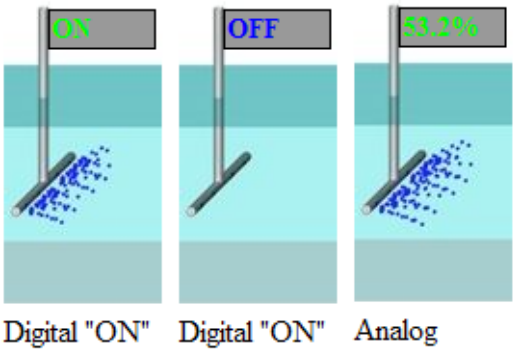
Description: A gas duct heater with a text box

Supported Inputs: Analog: displays point value, Digital: displays “ON” or “OFF”

Motion: Flickering flame when point value is “ON” or greater than zero

Supported Options: Engineering Units, PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

6.44 Fx-3d-Humidifier



File Name: Fx-3d-Humidifier.swf

Size: 157 pix high by 82 pix long

Description: A duct humidifier with a text box

Supported Inputs: Analog: displays point value, Digital: displays “ON” or “OFF”

Motion: Water flows out of the tube when point value is “ON” or greater than zero

Supported Options: Engineering Units, PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

6.45 Fx-3d-VAV

File Name: Fx-3d-VAV.swf

Size: 142 pix high by 318 pix long

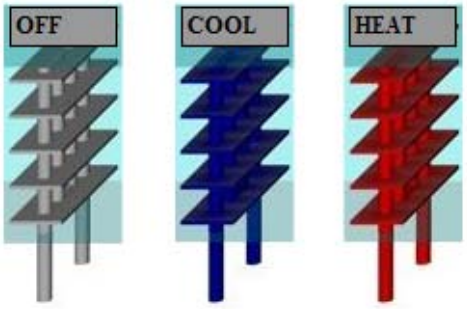
Description: A vav with a text box

Supported Inputs: Analog: displays point value

Motion: Damper rotates progressively on a 0-100% input

Supported Options: Engineering Units, PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

6.46 Fx-3d-Coil-SNVT_hvac_mode



File Name: Fx-3d-Coil-SNVT_hvac_mode.swf

Size: 160 pix high by 62 pix long

Description: A heating and cooling coil with a text box for the Lonworks SNVT_hvac_mode.

Supported Inputs: Analog: SNVT_hvac_mode

Motion: Display and coil color guide:

1. HVAC_AUTO - display = AUTO, color = silver
2. HVAC_COOL - display = COOL, color = dark blue
3. HVAC_PRE_COOL - display = PRE COOL, color = light blue
4. HVAC_NIGHT_PURGE - display = NIGHT PURGE, color = light blue
5. HVAC_HEAT - display = HEAT, color = dark red
6. HVAC_MRNG_WRMUP - display = MRNG WRMUP, color = light red
7. HVAC_OFF - display = OFF, color = silver
8. HVAC_TEST - display = TEST, color = silver
9. HVAC_EMERG_HEAT - display = EMERG HEAT, color = dark red
10. HVAC_FAN_ONLY - display = FAN ONLY, color = silver
11. HVAC_FREE_COOL - display = FREE COOL, color = silver
12. HVAC_ICE - display = ICE, color = sliver
13. HVAC_MAX_HEAT - display = MAX HEAT, color = dark red
14. HVAC_ECONOMY - display = ECONOMY, color = silver
15. HVAC_DEHUMID = display = DEHUMID, color = silver
16. HVAC_NUL - display = NUL, color = silver

Supported Options: PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

6.47 Fx-3d-Fan-SNVT_switch

File Name: Fx-3d-Fan-SNVT_switch.swf

Size: 124 pix high by 170 pix long

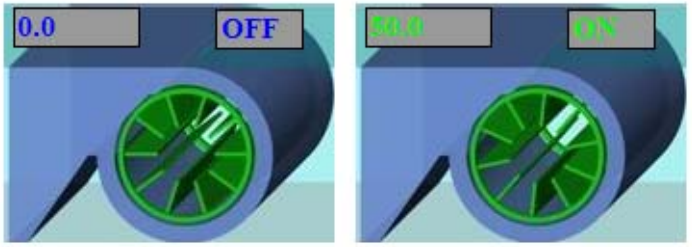
Description: A right side discharge fan with a text box for both the value and state portions of Lonworks SNVT_switch

Supported Inputs: Analog: SNVT_switch (value): displays point value, SNVT_switch (state): displays “ON” or “OFF”

Motion: Rotating fan blades when point value (state) is 1

Supported Options: Engineering Units, PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

6.48 Fx-3d-Fan-SNVT_switchLeft



File Name: Fx-3d-Fan-SNVT_switch.swf

Size: 124 pix high by 170 pix long

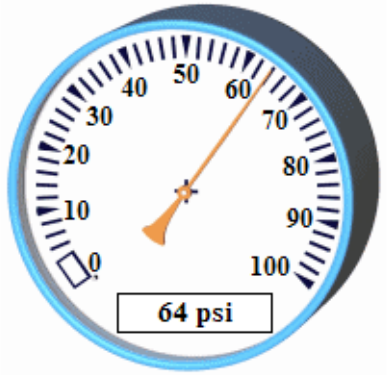
Description: A left side discharge fan with a text box for both the value and state portions of Lonworks SNVT_switch

Supported Inputs: Analog: SNVT_switch (value): displays point value, SNVT_switch (state): displays “ON” or “OFF”

Motion: Rotating fan blades when point value (state) is 1

Supported Options: Engineering Units, PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

6.49 Fx-3d-DialGauge150x150



File Name: Fx-3d-DialGauge150x150.swf

Size: 150 pix high by 150 pix long

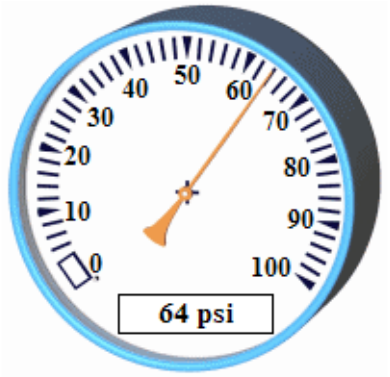
Description: A 3d dial gauge with a text box. The gauge numbers reflect the user defined span. The default span is 0-100

Supported Inputs: Analog: displays point value

Motion: Dial rotates to the point value

Supported Options: Engineering Units, Gauge Span, PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

6.50 Fx-3d-DialGauge200x200



File Name: Fx-3d-DialGauge150x150.swf

Size: 200 pix high by 200 pix long

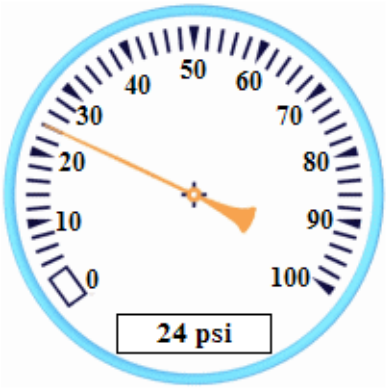
Description: A 3d dial gauge with a text box. The gauge numbers reflect the user defined span. The default span is 0-100

Supported Inputs: Analog: displays point value

Motion: Dial rotates to the point value

Supported Options: Engineering Units, Gauge Span, PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

6.51 Fx-DialGauge150x150



File Name: Fx-DialGauge150x150.swf

Size: 150 pix high by 150 pix long

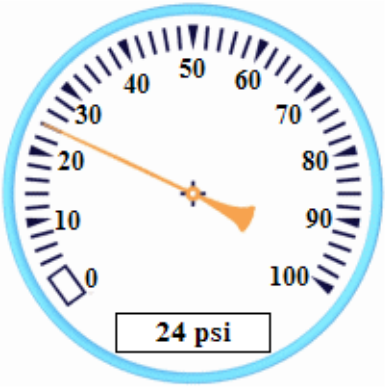
Description: A dial gauge with a text box. The gauge numbers reflect the user defined span. The default span is 0-100

Supported Inputs: Analog: displays point value

Motion: Dial rotates to the point value

Supported Options: Engineering Units, Gauge Span, PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

6.52 Fx-DialGauge200x200



File Name: Fx-DialGauge200x200.swf

Size: 200 pix high by 200 pix long

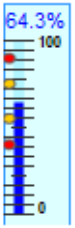
Description: A dial gauge with a text box. The gauge numbers reflect the user defined span. The default span is 0-100

Supported Inputs: Analog: displays point value

Motion: Dial rotates to the point value

Supported Options: Engineering Units, Gauge Span, PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

6.53 Fx-3d-Thermometer



File Name: Fx-3d-Thermometer.swf

Size: 115 pix high by 35 pix long

Description: A bar gauge with a text box. The gauge numbers reflect the user defined span and can have the operating limit indicators. The default span is 0-100

Supported Inputs: Analog: displays point value

Motion: Bar raises to the point value

Supported Options: Precision, Engineering Units, Gauge Span, Operating Limits, PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

6.54 Fx-3d-WallSensor

File Name: Fx-3d-WallSensor.swf

Size: 247 pix high by 142 pix long

Description: A standard wall sensor with a text box and bar gauge. If the operating limits were defined, the temperature text will change color if the temperature goes out of the defined operating limits. The gauge numbers reflect the user defined span and can have the operating limit indicators. The default span is 60-90. If the setpoint override is to be used, define the setpoint Point ID as such &PointID2=*XXX*. Where *XXX* is the point id of the input setpoint. If PointID2 is not defined then the input box and set button will not be displayed. To send an override type the value in the text box and left click the set button. The input box will display “Sending” until the return value is the same as the sent value.

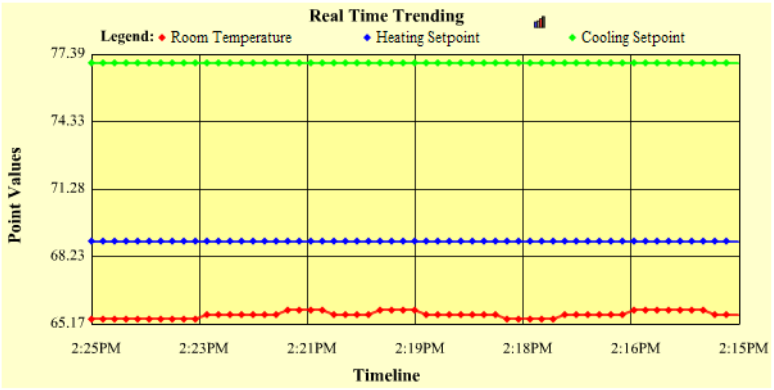
Supported Inputs: Analog: displays point value

Motion: Bar raises to the point value

Supported Options: Precision, Engineering Units, Gauge Span, Operating Limits, PointID Display, Trends Shortcut, User Guide Shortcut, Digital Display Labels

7.0 Miscellaneous Flash

7.1 Fx-RealTimeTrend



File Name: Fx-RealTimeTrends.swf

Size: 300 pix high by 600 pix long

Description: A trend graph that can pre-load trends and then continue's scrolling left with new values. Only 1 point is necessary to use this flash but it can display upto 3 points. The PointID bar color can be modified by adding the option *line1color*, the PointID2 bar color can be modified by adding the option *line2color*, the PointID3 bar color can be modified by adding the option *line3color.* All color values must be in the **RGB** format. The rate of new value refresh can be controlled by assigning a value (in seconds) to the parameter *updaterate*. The amount of old trend data can be adjusted by assigned a value to the parameter *preloadtime*. The top title can be customized with the parameter *title.* The label for the y values can be customized by the parameter *ylabel*. The label for the x values

can be customized by the parameter *xlabel*. *span* may be used to lock the minimum and maximum values for the Y values.

Supported Inputs: Analog: displays point value

Motion: N/A

Supported Options: Range,Trends Shortcut, PointID Display, User Guide Shortcut, Digital Display Labels

7.2 QTree

The tree is structured by an XML file located in the root directory. The InetSupervisor users guide has detailed instructions on how to modify the XML to fit your site. Click the plus and minus buttons to expand and contract the tree folders. If the tree is placed in a subfolder the tree will need to know the path to the xml file in order to pass information from the xml file. This is done by assigning the URL to the tree. To do this you must append the file name in the properties box in ***Dreamweaver*** just like adding a Point ID to the other flash componates. The structure is ?root=*XXX* where XXX is the URL of the xml file. The URL should be the same as the path you input into your web browser minus the last file. For example ***?root=http://192.168.1.100/hmi/***.

1. To hyper-jump to a linked page double-click the node with the link attached.
2. To expand or collapse a node with child files click the arrow or plus, minus sign to its left

Customization

The look and feel of the QTree can be modified for each site as necessary. This is done by passing the parameters in the component name. The first parameters must have the "?" symbol prefix and any additional must have the "&" prefix just like in the flash above. Below is the list of adjustable parameters. The words in **bold** are where you add the parameter you want. All color parameters must be sent in the color hex code. This can be found in the properties box of ***Dreamweaver***. If any parameter is not passed the default value will be used.

1. Font: The font of the tree labels can be changed by adding - &font=**fontname**. Default is Times New Roman.
2. Font Size: The font size of the tree labels can be changed by adding - &fontsize=**font size number**. Default is 14.

3. Row Height: This will adjust the height of each tree row to accomodate larger and smaller font sizing - &rowheight=**row height number**. Default is 20 pixels.
4. Back Ground Color: This will change the back ground color of the tree - &bgcolor=**hex code color**. The default is white (0xFFFFFF).
5. Roll Over Color: This will change the color of the mouse roll over highlighting - &rocolor=**hex code color**. The default is light blue (0x48BFFF).
6. Selected Label Color: This will change the color of the highlighting for selected label - &selcolor=**hex code color**. The default is dark blue (0x0033FF).
7. Text Color: This will change the color of the unselected text - &textcolor=**hex code color**. The default is black (0x000000).
8. Selected Text Color: This will change the color of the selected text - &seltextcolor=**hex code color**. The default is white (0xFFFFFF).
9. Disclosure Arrows: If this is defined, the disclosure icons will be arrows as opposed to the default plus and minus signs - &disclosurearrow=on. The default is the plus and minus signs. ***Do not*** include this parameter if you do not wish to have the arrows for your disclosure.

Icons

This is the list of icons available in the flash tree. To use these icons add the attribute icon="***icon name***" to your node in the xml file. Please see the Inet User's Guide for more information. Folder001 and node001 are the default icons if no attribute is attached.

1. arrow

2. backup

3. BACnet

4. book001

5. clock001

6. connec001

7. dsktool

8. finger

9. firecrackerA

10. firecrackerB

11. folder001

12. folder002

13. folder003

14. graph001

15. help

16. home

17. mailbox

18. manual

19. net001

20. net002

21. node001

22. node002

23. node003

24. phone

25. readme

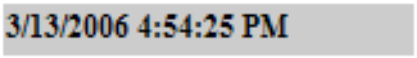
26. server

27. signin

28. street

29. wrench

7.3 Fl-ServerTime



File Name: Fl-ServerTime.swf

Size: 20 pix high by 160 pix long

Description: A text box that displays the date and time of the web hosting server.

Supported Inputs: N/A

Motion: N/A

Supported Options: N/A

7.4 Clock

File Name: clock.swf

Size: 160 pix high by 120 pix long

Description: A clock that displays the date and time. If the string *?openAs=server* is added to the end of the file name the clock will show the web server's time. If the string *?openAs=utc* is added to the end of the file name the clock will show **UTC** (Coordinated Universal Time) time. If nothing is appended to the file string then the clock will show the client computers local time. Any of the 3 time options may be viewed by clicking on the buttons above the clock at any time. The string *&num=roman* may be added to have the clock show roman numerals in place of the standard numbers.

Supported Inputs: N/A

Motion: N/A

Supported Options: N/A

7.5 Fl-DeviceName

File Name: Fl-DeviceName.swf

Size: 50 pix high by 150 pix long

Description: A text box that displays the Lonworks channel name and the device name associated with the assigned point id.

Supported Inputs: N/A

Motion: N/A

Supported Options: N/A

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