
InetSupervisor- FlashConfigUtility_UsersGuide

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Version 1.1.0

1.0 Getting Started

1.1 Installation

You must have Dreamweaver 6.0 or higher to use this utility.

1. Close or make sure Dreamweaver is not running.
2. Double click *QCI Flash Configuration.mxp* file located in *c:\inetpub\wwwroot\hmi\flash* directory, or start Macromedia Extension Manager and point to file QCI Flash Configuration.mxp. The MXP file can also be located on the InetSupervisor CD in *HMIweb\Inetpub\HMI\sysapp\Flash* directory.
3. Accept the Dreamweaver disclaimer.
4. The Extension Manager will automatically install the extension.
5. If you dont have the InetSupervisor HMI web installed on your computer then you need to make sure that the .net framework V2 is installed. Also you need to make *c:\LonWorks\apps\qci\others* folder on your PC. Then copy *DWDataConnector.exe* into this folder. The *DWdataconnector.exe* can be found on the InetSupervisor CD in the *HMIweb\LonWorks\Apps\Qci\Others* directory.

1.2 Opening the Utility

1. Start Dreamweaver
2. Click on *QCI Flash Configuration* Utility from the *windows* menu on top.

1.3 Dreamweaver Floating Window

Floating windows are utilities that can be resized, moved or docked into position. Dreamweaver will remember the last known position and size for this utility when closed, so when started again the QCI Flash Configuration Utility will start where the last position was. To move the window click and hold the top header and drag to the position desired. To dock the utility to a specific position click and hold the docking point (see dreamweaver help) and drag to the desired docking position.

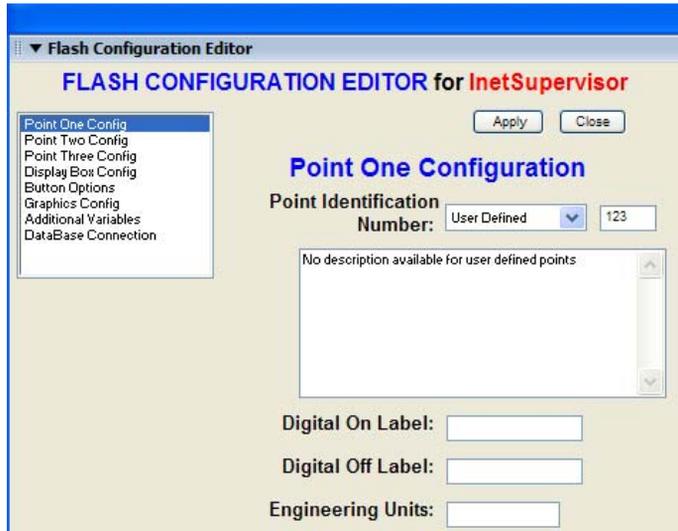
1.4 Identification

All the properties, options 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 syntax needed is <param name="flashvars" value="PointID=XXX"> where XXX is the PointID you wish to assign. Any other properties of options need to be assigned as an ampersand

```
<object classid="clsid:D27CDB6E-AF6D-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>
```

delimited string to the value attribute of the <param> tag. 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&text-color=0x0000FF". The order in which the properties and options are listed does not matter, but the syntax, spelling, and case must be adhered to for the properties and options to function.

If you are using the Quark Flash Configuration Utility extension the `<param>` tag will be applied to the flash component with all the appropriate options and properties.



2.0 Using the QCI Flash Configuration Utility

2.1 Applying Values to a flash movie (flash component)

1. Start Dreamweaver.
2. Open a web page with flash movies or add some flash to the page.
3. Open the QCI Flash Configuration Utility.
4. Highlight the flash movie you wish to configure
5. Assign or adjust the values you wish thru the interface (see below)*.

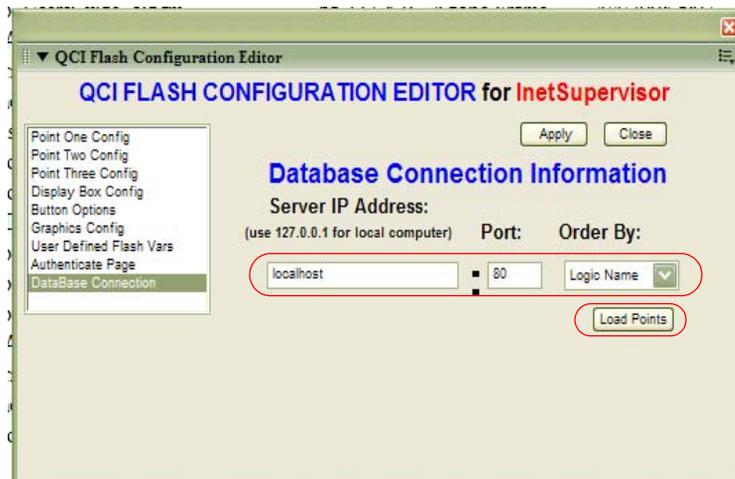
6. Click the “Apply” button.

*Not all options will be available for all flash movies

2.2 Loading Server Points

The QCI Flash Configuration Utility has the ability to download the currently available points from any server database. To do this follow the steps below.

1. Start Macromedia Dreamweaver and open the *QCI Flash Configuration Utility* from the *Window* menu at the top.
2. Click on Database Connection from the left side navigation list
3. Enter the IP address or server name and IP connection port for the server to connect, select to order by the points Logic Name or ID then click the “Load Points” button. If you wish to load points from the local computer, you must use the look back IP address 127.0.0.1 or localhost.



Once the “Load Points” button has been clicked the utility will contact your specified server and download the available points to the Point List drop down box in Point One Config, Point Two Config, and Point Three Config for use.

2.3 Point One Config

This area is used to configure the PointID, units, and diglabels parameters for the flash movie.

▼ QCI Flash Configuration Editor

QCI FLASH CONFIGURATION EDITOR for InetSupervisor

Apply Close

Point One Configuration

1 Point Identification 468 - Room Temperature
Number:

2 Network Type: LNS
Logic Name: Room Temperature
Channel Name: Channel 1
Device Name: FAU 1
Functional Block Name: Fb
Variable Name: nvoRoomTemp

3 Digital On Label:
Digital Off Label:

4 Engineering Units:

1. Point Identification Number: Use to assign the point identification number from you data-base to the flash movie. You may use either the drop down box if points have been loaded or the text box to enter points by hand.
2. Point Description: This a read only text area that displays specific information about the chosen point. This will only show information if the points have been loaded from the server.
3. Digital On & Off Labels: These text boxes are used to enter custom display labels for digital points. These are useful for displaying more meaningful information other than “ON” and “OFF” such as Open and Closed or Hand and Auto
4. Engineering Units: This is used to apply a text string to the end of the point value. This is useful for adding symbols such as % ,°,” or more descriptive information such as % Open, °F, “of W.C.

2.4 Point Two Config

This area is used to configure the PointID2, and units2 parameters for the flash movie.

The screenshot shows the 'QCI Flash Configuration Editor for InetSupervisor' window. On the left is a tree view with 'Point Two Config' selected. The main area is titled 'Point Two Configuration' and contains three numbered sections:

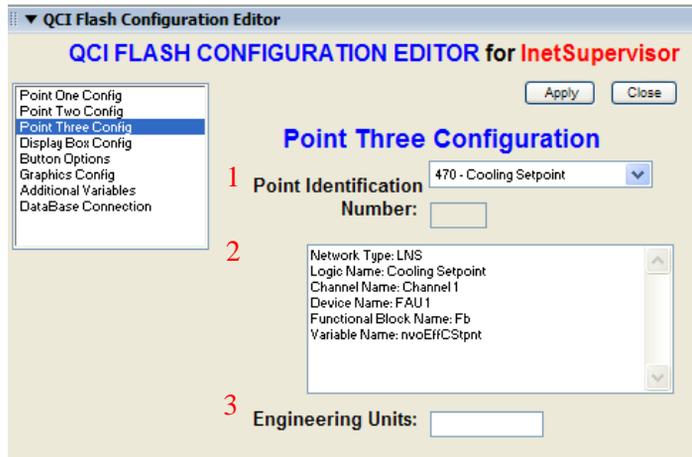
- 1 Point Identification:** A dropdown menu showing '469 - Heating Setpoint' and an empty text box labeled 'Number:'.
- 2 Point Description:** A text area displaying: 'Network Type: LNS', 'Logic Name: Heating Setpoint', 'Channel Name: Channel 1', 'Device Name: FAU 1', 'Functional Block Name: Fb', and 'Variable Name: nvoEffHStpnt'.
- 3 Engineering Units:** An empty text box.

Buttons for 'Apply' and 'Close' are located at the top right of the window.

1. **Point Identification Number:** Use to assign the second point identification number from your database to the flash movie. You may use either the drop down box if points have been loaded or the text box to enter points by hand.
2. **Point Description:** This is a read-only text area that displays specific information about the chosen point. This will only show information if the points have been loaded from the server.
3. **Engineering Units:** This is used to apply a text string to the end of the point value. This is useful for adding symbols such as % , °, ” or more descriptive information such as %Open, °F, “of W.C.

2.5 Point Three Config

This area is used to configure the PointID3, and units3 parameters for the flash movie.



1. Point Identification Number: Use to assign the third point identification number from your database to the flash movie. You may use either the drop down box if points have been loaded or the text box to enter points by hand.
2. Point Description: This is a read only text area that displays specific information about the chosen point. This will only show information if the points have been loaded from the server.
3. Engineering Units: This is used to apply a text string to the end of the point value. This is useful for adding symbols such as % , °, ” or more descriptive information such as %Open, °F, “of W.C.

2.6 Display Box Config

This area is used to configure the font, textcolor, textsize, textweight, align, border, and bgcolor parameters for the flash movie.



1. Text Font: Use to assign the font to be displayed.
2. Text Font Size: Use to assign the font size to be displayed.
3. Text Color: Use to assign the Text Color to be Displayed.
4. Text Alignment: Use to assign the text alignment to the display box.
5. Text Weight: Use to assign the text weight.
6. Border Type: Use to assign the border type.
7. Display Background Color: Use to assign the background color of the display box.

2.7 Button Options

This area is used to configure the names parameter for the flash movie.



1. Button One: Use to assign a custom label to the first button.
2. Button Two: Use to assign a custom label to the second button.
3. Button Three: Use to assign a custom label to the third button.
4. Button Four: Use to assign a custom label to the fourth button.

2.8 Graphic Config

This area is used to configure the span, limit, title, xlabel, ylabel, preloadtime, updatarate, line1color, line2color, and line3color parameters for the flash movie.

QCI FLASH CONFIGURATION EDITOR for InetSupervisor

Apply Close

Point One Config
Point Two Config
Point Three Config
Display Box Config
Button Options
Graphics Config
Additional Variables
DataBase Connection

Graphical Configuration

1 **Gauge Span:**
Max. Value Min. Value

2 **Operating Range:**
Alarm High Value Warning High Value
Warning Low Value Alarm Low Value

3 **Display Title:**

4 **Y Value Label:**

5 **X Value Label:**

6 **Pre Load Time (Hours 1-8):**

7 **Update Rate (Seconds):**

8 **Line 1 Color:**

9 **Line 2 Color:**

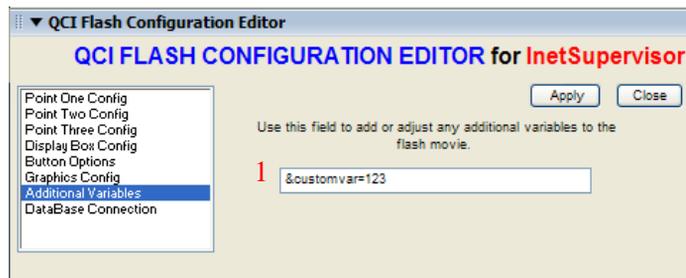
10 **Line 3 Color:**

1. Gauge Span: Use to assign a minimum and maximum value to an override slider.
2. Operating Range: Use to assign the high and low values to a display with a specific range.
3. Display Title: Use to assign a custom title to a flash movie with a title.
4. Y Value Label: Use to assign a custom Y value label to the RealtimeTrends flash movie.
5. X Value Label: Use to assign a custom X value label to the RealtimeTrends flash movie.
6. Pre Load Time: Use to assign a preload time to the RealtimeTrends flash movie.
7. Update Rate: Use to assign the update rate for the RealTimeTrends flash movie.
8. Line 1 Color: Use to assign the color to the first line of an override slider or RealTimeTrends.
9. Line 2 Color: Use to assign the color to the second line of an override slider or RealTimeTrends.

-
10. Line 3 Color: Use to assign the color to the third line of an override slider or RealTime-Trends.

2.9 Additional Variables

This area is used to add any additional options, parameters, or custom variables to the flash movie.



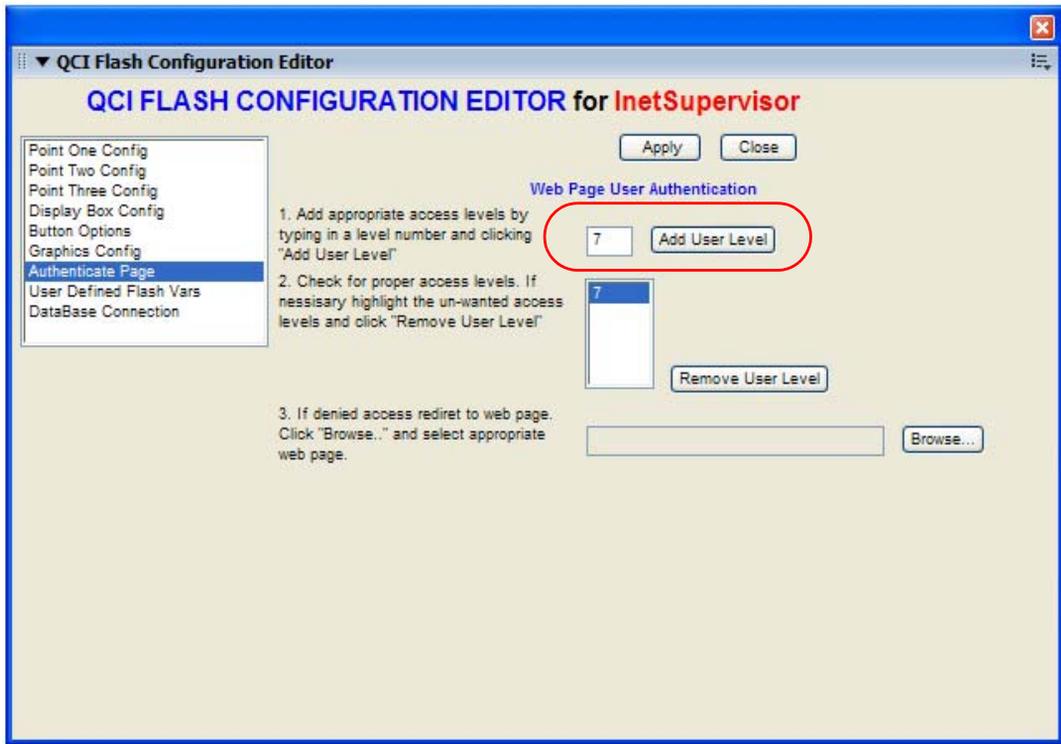
1. Use this text box to add any variables not offered in the other area's. This area can also be used to add custom variables that are needed by user created flash movie's using out Flash SDK. The variables must be delimited by the ampersand(&).

2.10 User Authentication

This option is used to apply an ASP.Net server VBScript to the body of the web-page. This script will call for the access level of the currently logged in user and compare that with a list of acceptable users for that web page. If the user is deemed not-acceptable the web-page will be automatically redirected to a defined web-page. To apply this script the web-page must be capable of handling ASP.Net VBScript. This means when you create the new web-page, choose the Dynamic Page in the category and ASP.NET VB for the page type then follow the instructions below.

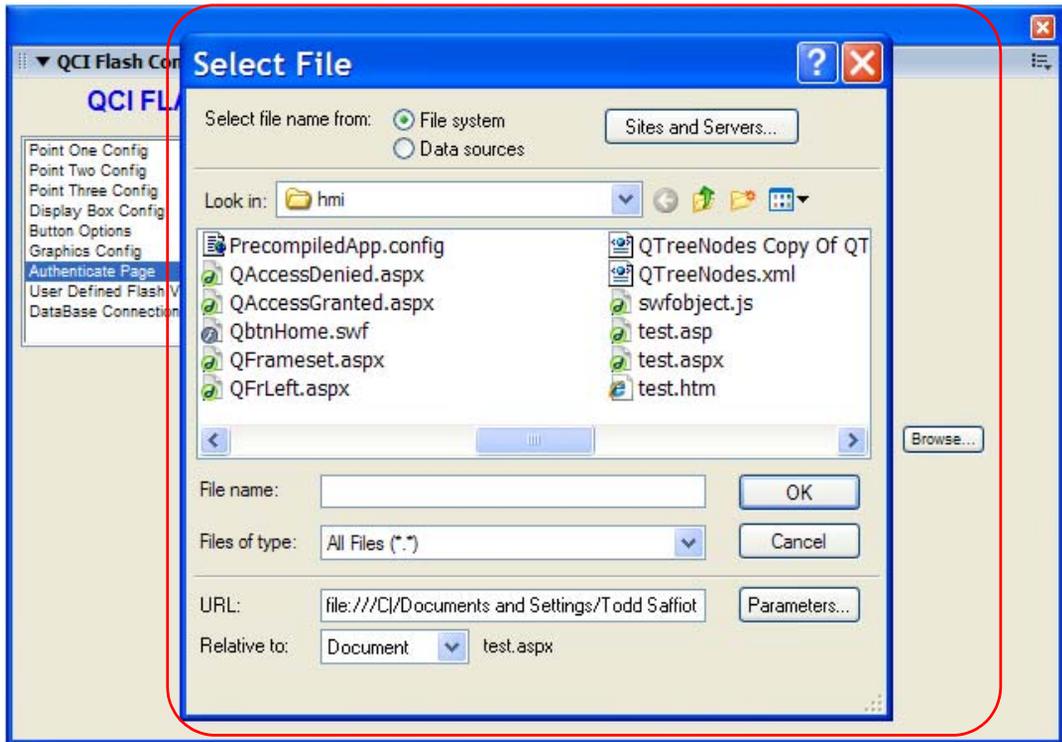
1. Open the Flash Configuration Utility

2. Add the acceptable user levels to the list by typing the user level, 1 at a time, and then click the Add User Level button.

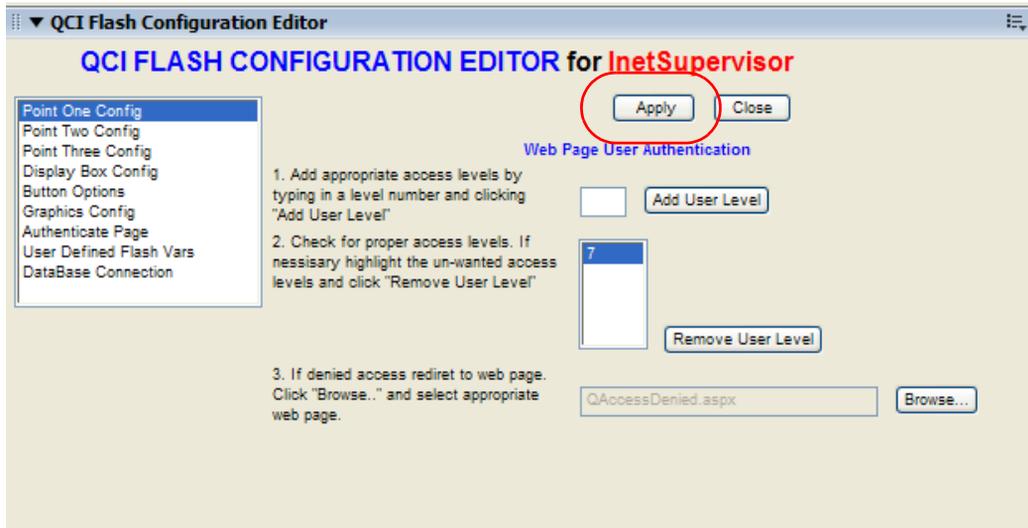


3. You can remove any user levels not desired by highlighting the level(s) to be removed and then clicking the Remove User Level button

4. Choose a web-page to have the non-acceptable user redirected to by clicking on the Browse... button and choosing the proper web-page.



5. When done add the redirect web-page url. Click the Apply button to generate the script.



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