Simulator 1.0 User Manual

1 Overview

Simulator 1.0 is an user-self-service software with which users can edit the monitor interfaces and icons. Through copying into the SD memory cards the data files from the Simulator 1.0 and inserting the SD memory cards into the standby entrance panels and/or monitors, new interfaces and icons will be generated to cover the existing ones after the process of loading UI and Menu.

Simulator 1.0 applies to these models : 4'' NSTC , 4'' PAL , 5'' NTSC ,5'' PAL, 7'' NTSC ,7'' PAL, 10'' NTSC ,10'' PAL.
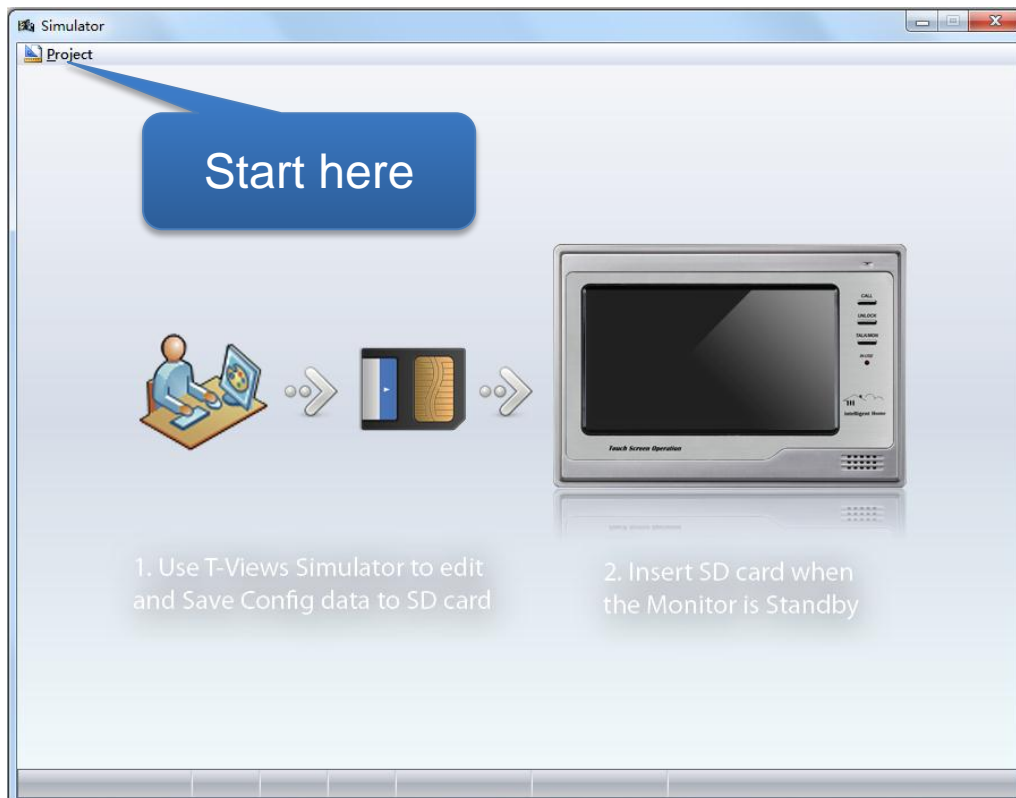
Based on a user-friendly operation interface and management framework, Simulator 1.0 functions to manage all interface items、renew the monitor backgrounds, update the icons , open the files with icons , edit the interface menu , preview the new layout and output the data pack for loading UI and Menu.

2 Simulator 1.0 Operation Requirements

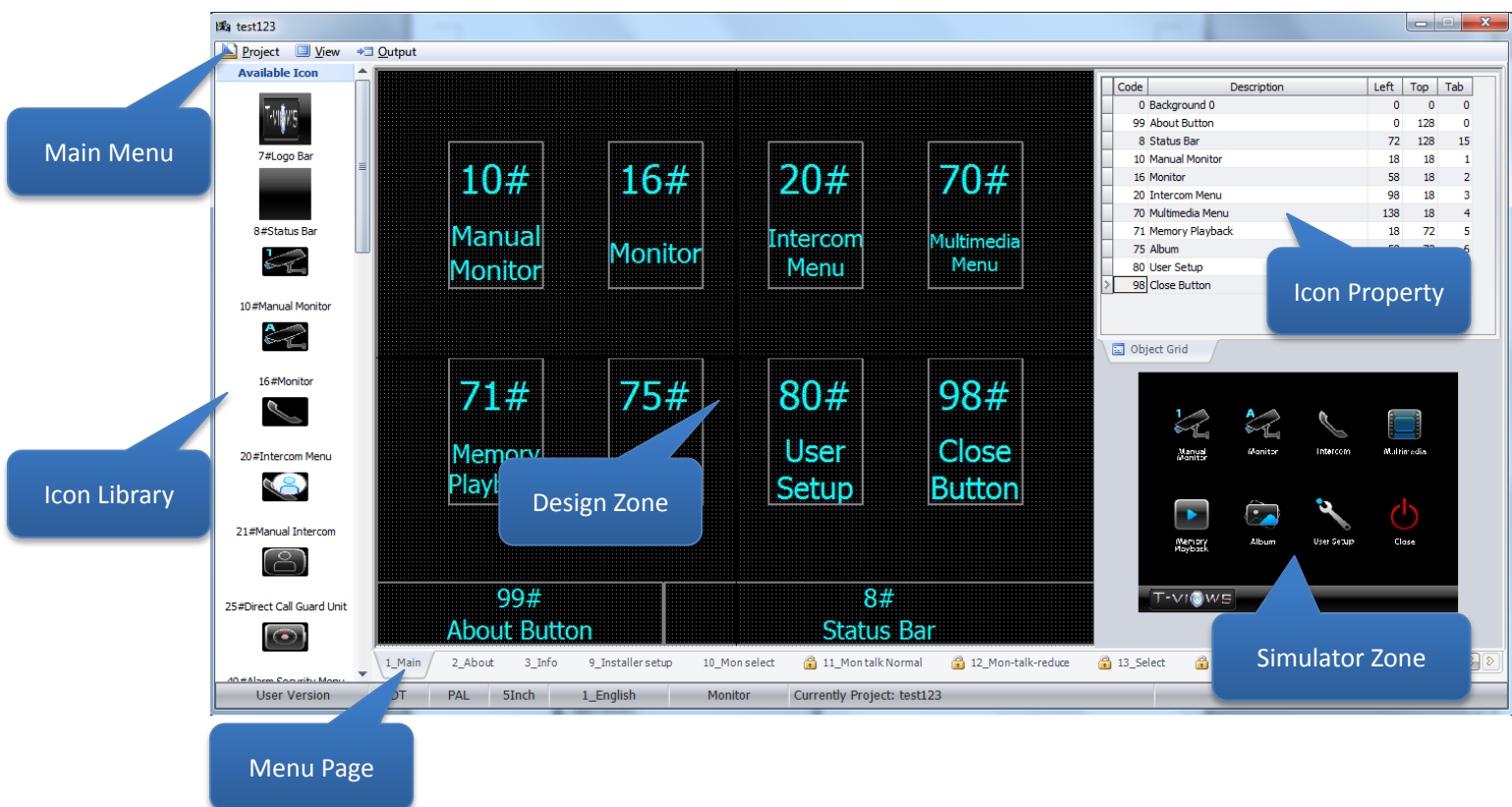| Operation System	Microsoft Windows 2000 or better
PC Memory	1G
Resolution	1440*900 (16:10) /1400*1050 (4:3) or better
Disk Space	According to items quantity
SD Card Reader	Built-in , or peripheral

3 Installation

Simulator 1.0 is a installation-free software. Copy the data pack to any files under the PC disk and click the **.exe** to enter the operation interface.

Start here

1. Use T-Views Simulator to edit and Save Config data to SD card

2. Insert SD card when the Monitor is Standby

4 Operation Instructions

4.1 Interface Overview

Main Menu

Icon Property

Icon Library

Design Zone

Simulator Zone

Menu Page

4.1.1   Main Menu: Project / View /Output

4.1.1.1   Project: : Include New Project, Open Project, Edit Project Info, Save Project, Save As Project, Close Project, Manage Background, Open Icon Folder;

4.1.1.2   View : Include Show Tool Windows and Show Icon;

4.1.1.3 Output : Include Output Config;

4.1.2 Icon Library :

This displays the available icons on the current interface page, and new icons can be added onto the page through dragging new icons to the Design Zone

4.1.3 Menu Page :

This displays the menu-tree items for different pages on monitor or panels

4.1.4 Design Zone :

This zone is designed to add / delete / drag the icons

4.1.5 Icon Property :

This zone is designed to position the new icons and provides the positioning coordinates for the icons

4.1.6 Simulator Zone :

It simultaneously displays the outlook from the Design Zone and double click it to open the Simulative window

4.2 Create a New Item

4.2.1 Create a New Item through Simulator 1.0

Go to main menu and click **project->New Project**, or press the keys Ctrl + N，and a window will display；Select the correct configurations from the columns below and Click **OK,** new items will be generated and opened.
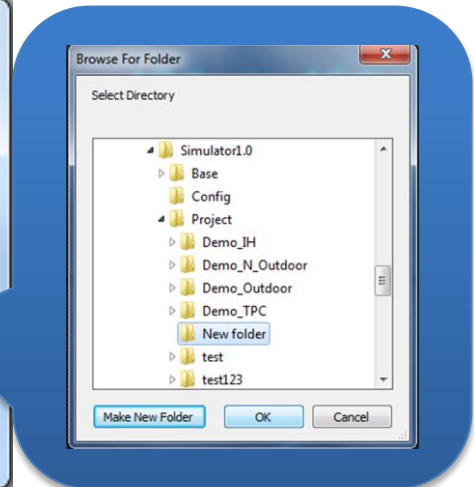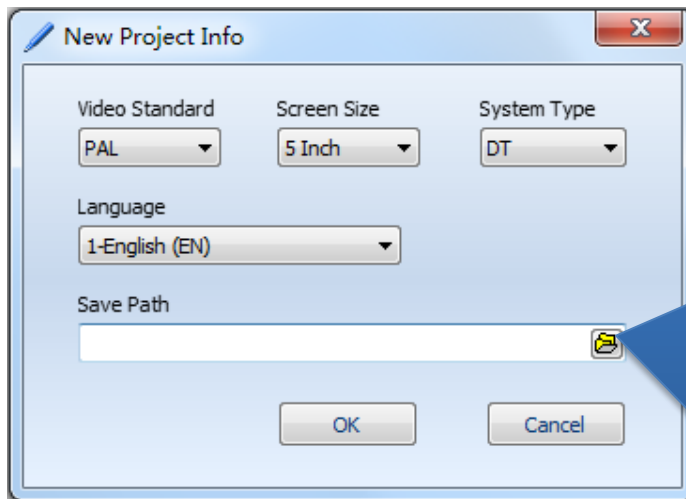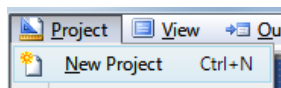
➢ Video Standard: NTSC or PAL；

➢ Screen Size: 4/5/7inch；

➢ System Type: AT (CAT5) or DT (2-wire)；

➢ Language: English, French, Spanish, Italian, German, Dutch, Portuguese, Simplified Chinese, Traditional Chinese, Greek, Turkish, Polish, Russian, Slovakia, Hungary, Czech.

➢ Save Path：Select a file to save the new items and it is suggested to save the items under the default file for easier maintenance.
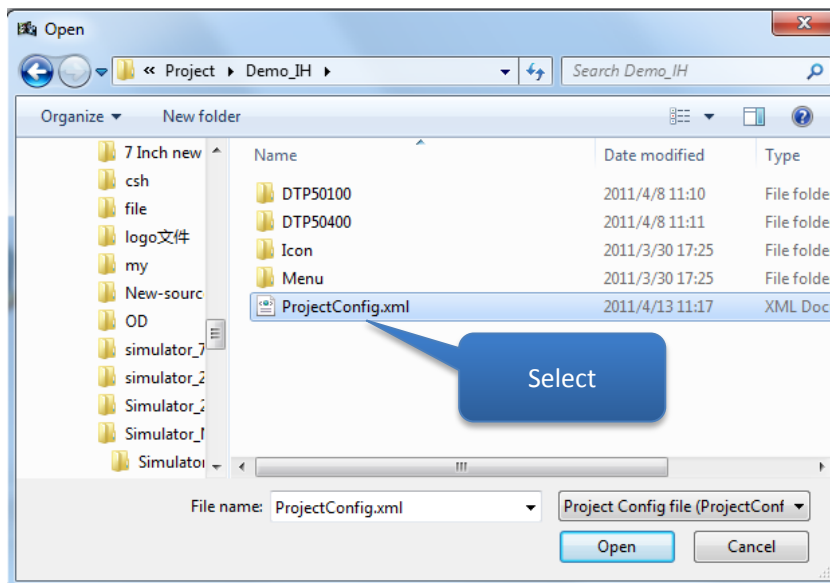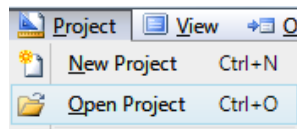
NOTES：

4.1.1.1.1 Video Standard, Screen Size, System Type, Language etc will affect the interface pages and data output;

4.1.1.1.2 Users need to edit and input into the icons and please refer to the Appendix for icons design

4.1.1.1.3 Users are not permitted to select a sub-folder which already contains any project items as the Save Path

4.2.2 Copy from exiting items

Copy from exiting items and please refer to article 4.3 if the update is needed

4.3 Open a Project Item

Go to main menu and click **Project->Open Project** or press the keys Ctrl + O，a window will be opened，select an existing projectConfig.xml from a project folder，and the item will be opened.
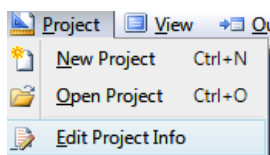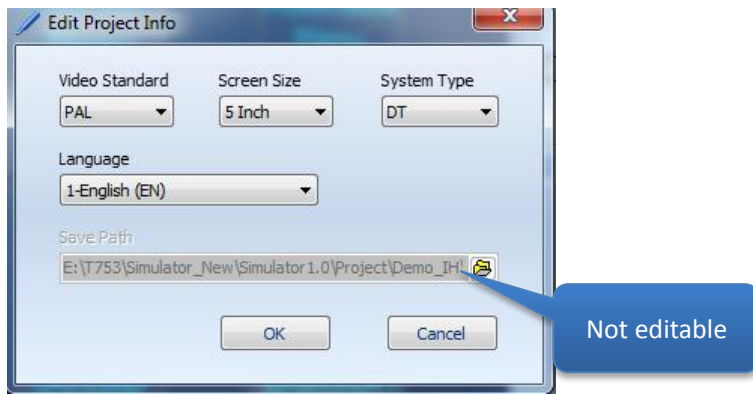

Notes：

ProjectConfig.xml   is generated automatically and cannot be created by users.

4.4 Edit a Project Item

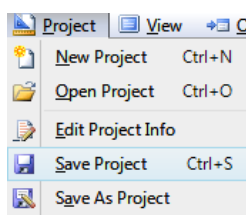Go to main menu and click **Project->Edit Project info**，a window will be opened，Click OK and the edited information will come into effect and the item will be opened again automatically.

Not editable

4.5 Save a Project Item

Go to main menu and click **Project->Save Project** or press the keys Ctrl + S，the item information will be saved；

4.6 Save as Another

Go to main menu and click **Project->Save As Project ,** a window will be opened，select another file to save as a new project item, Click OK and current items will be saved as another ones automatically and new items will be also opened automatically.
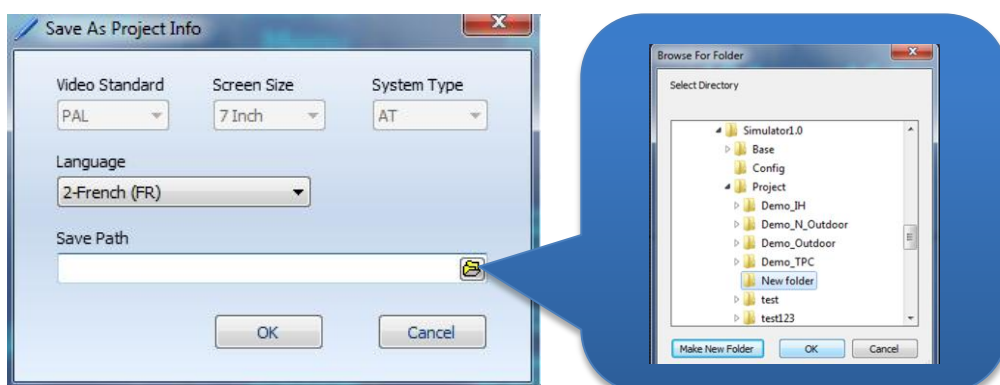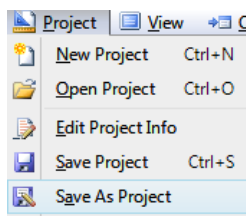
Notes：

      1.1.1.1.1 Video Standard, Screen Size, System Type, Language etc will affect the interface pages and data output;

      1.1.1.1.2

            Users need to edit and input into the icons and please refer to the Appendix for icons

1.1.1.1.3 Users are not permitted to select a sub-folder which already contains any project items as the Save Path

4.7 Close a Item

Go to main menu and click project->Close Project，the item will be closed；
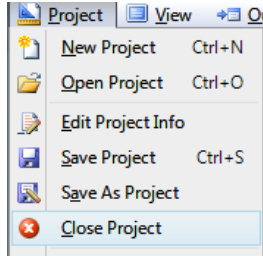
4.8 Background Management

Go to main menu and click Project->Manage Background，and a window will be opened，click the right button and select "Change Background"，open the window and click the specified picture to renew the background；
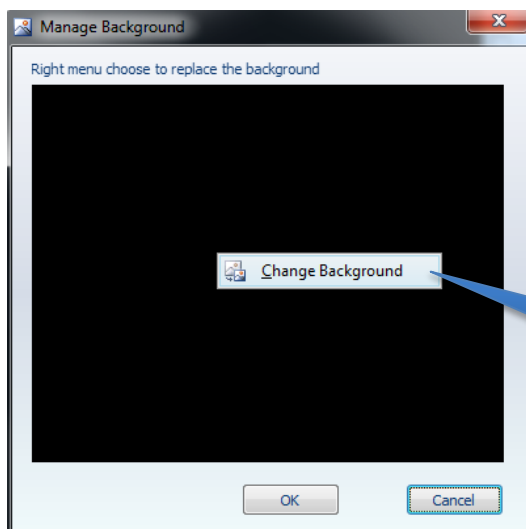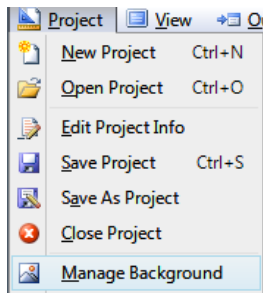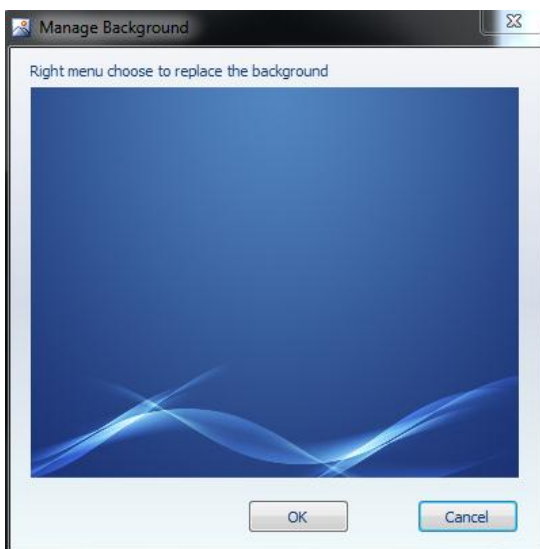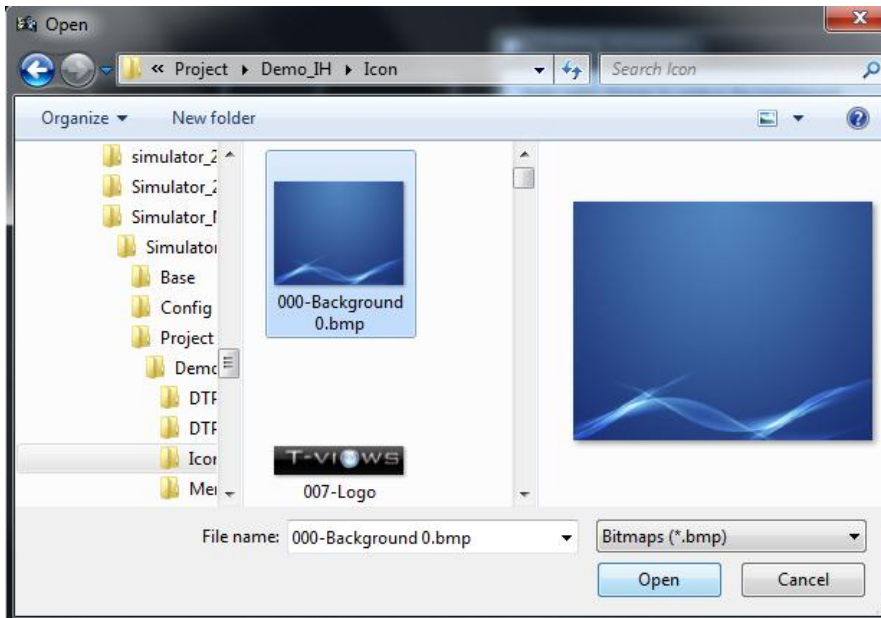
NOTES：

a) Only .bmp(24) can work as background picture

b) The picture resolution must be720*576 Pix

c) Pink（#FF00FF）pictures are not suggested for the background

4.9 Open an Icon Folder

Go to main menu and click Project->Open Icon Folder, and the folder will be opened；
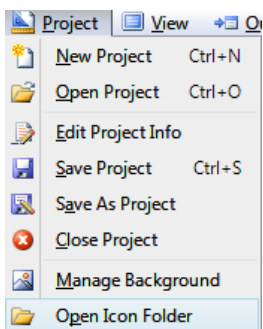
4.10 Show the Design Tools

Go to main menu and click   View->Show Tool Windows，the tool window will be showed or hidden；
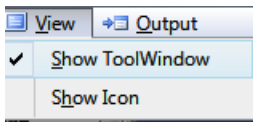
NOTES：

    a)   The whole design zone and tool window will show only when monitor resolution is better than 1440*900 (16:10) or 1400*1050 (4:3)；

    b)   Otherwise , Simulator1.0 will adapt to the real resolution and narrow the design zone

    c)   In case b)，the tool window can be closed

4.11 Show Icon Details

Go to main menu and click View->Show Icon，and switch between existing icons and in-design icons；
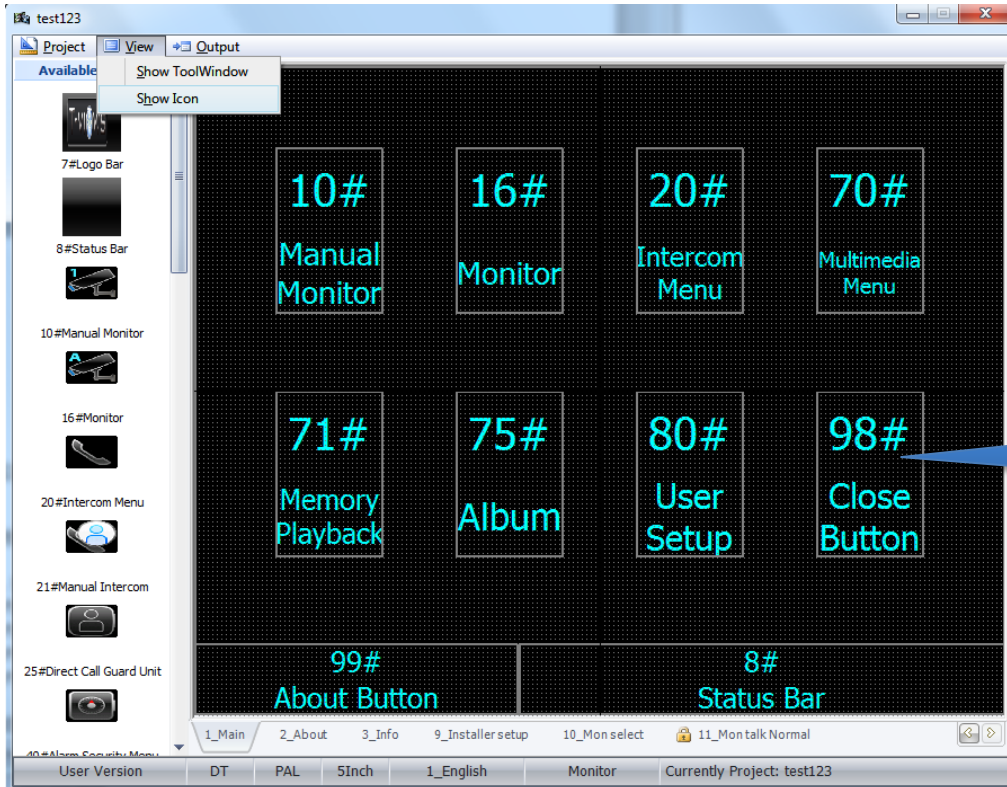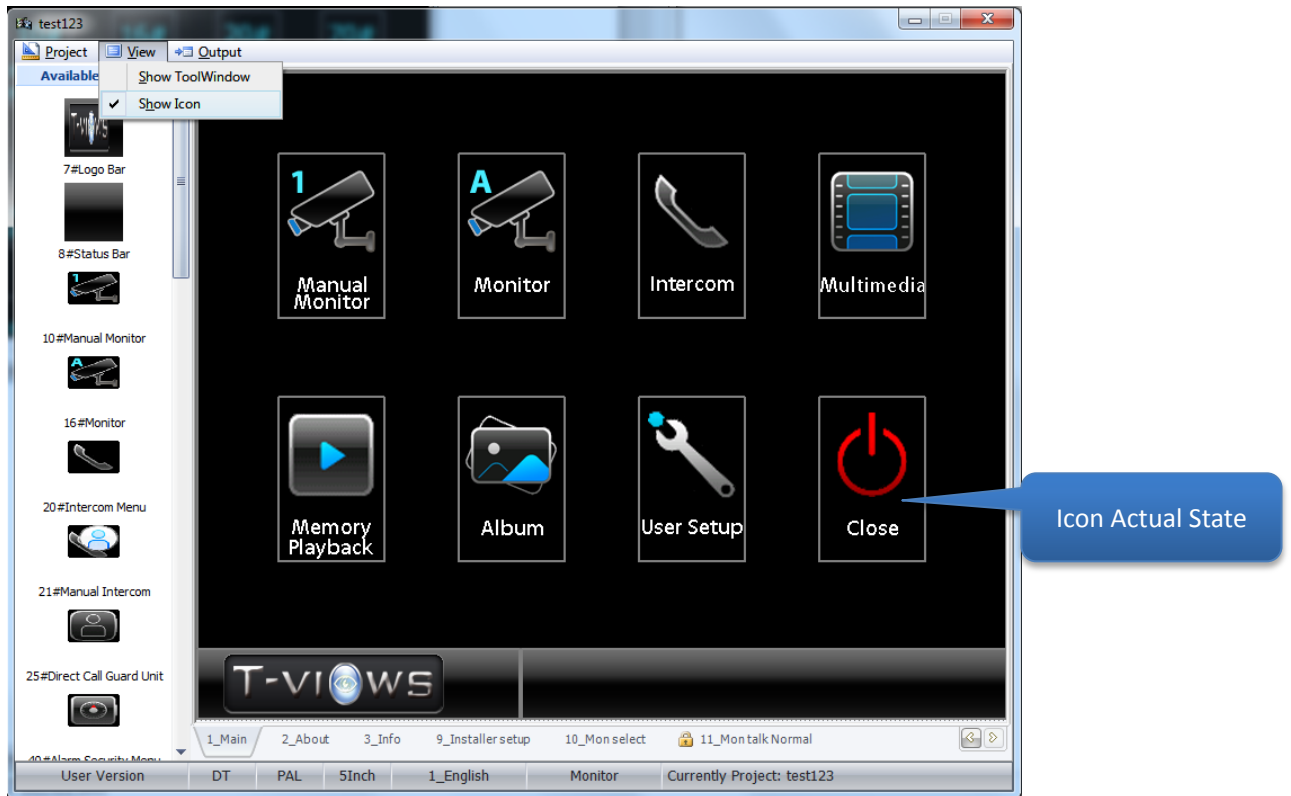
4.12 Renew Icons

4.12.1 Click to select the icon for renewal in the Icon Library Zone, and rightclick to select Change Icon, a window will be opened, and click an icon and go for OK , the icon will be renewed.
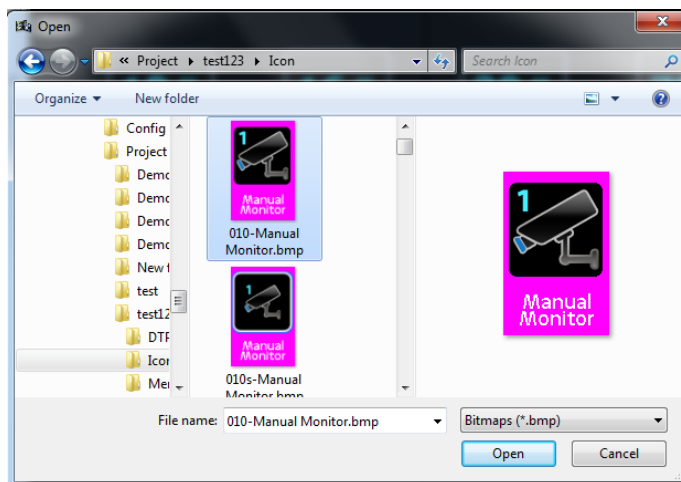
4.12.2 Open a file with icons to renew the icons directly.   Attention must be paid that it is not allowed to modify the name and resolution of the old icons.

Notes：
   a)   **The new icon resolution must be consistent with existing icons**
   b)   **Please refer to Appendix for new icon making and edit**
   c)

4.13 Edit Menu

4.13.1 The "menu" herein mentioned is referred to the different pages in entrance panels and / or monitors, and it contains different icons. Please also note that the quantity and name of the menu is not editable by Simulator 1.0.   If a menu item is not necessary for the design, do not relate an icon to it.

Notes：

    a)   **The icon file can be deleted if it is not used in any menu items or other items in new projects.**

    b)   **Please delete the redundant icons if the OSD.dat is over 9 mb.**

4.13.2 Switch Among Menus

    4.13.2.1 Leftclick the mouse to select the page；

    4.13.2.2 Rightclick the mouse on the page and select the menu page to switch；
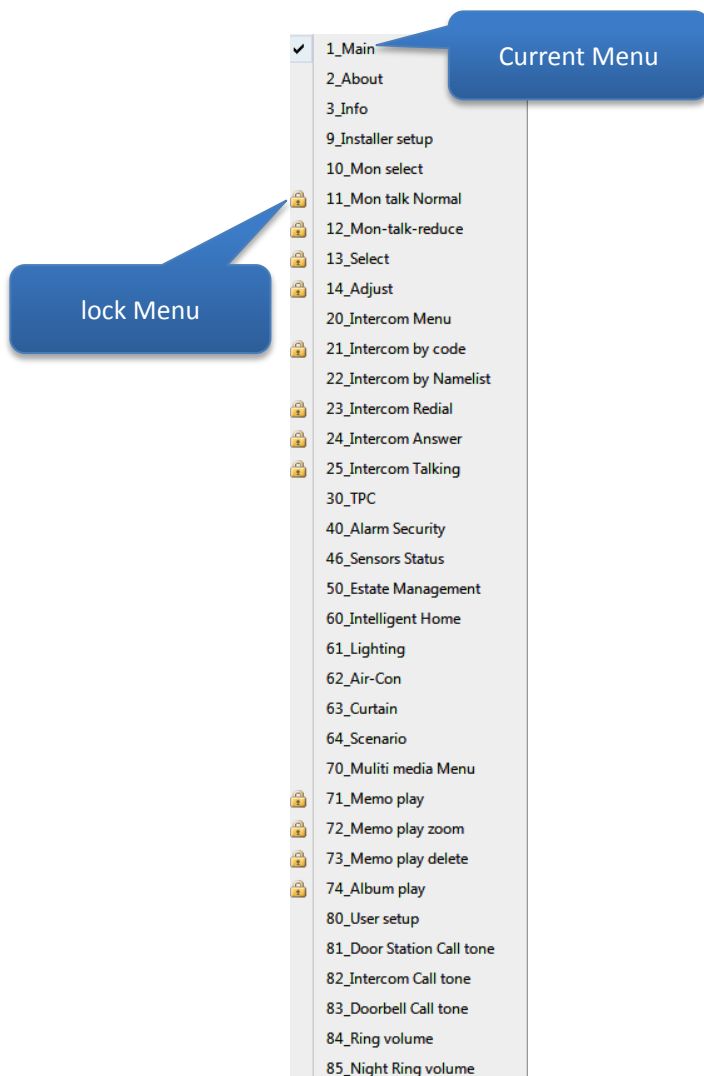
4.13.3 Add an Icon

    4.13.3.1 Please search in Icon Library to select the available icon(s) for the current menu, and Leftclick to drag the icon(s) to the Design Zone

10#Manual Monitor

4.13.4 Relocate Icons

4.13.4.1 Select the icon(a icon is editable if the column line is green, and not if the line is red)

178# Home — Not editable Icon

71# Memory Playback — Editable Icon
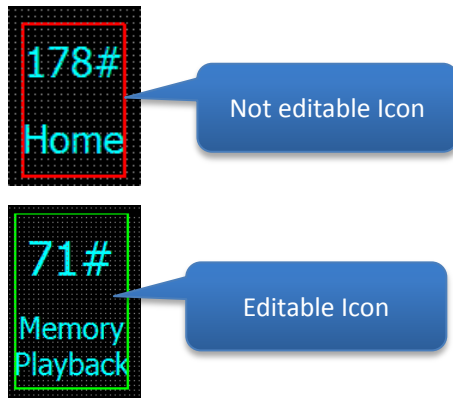
4.13.4.2 Drag the icon to the new position to relocate

4.13.4.3 Or , select the icon and move the navigation keys on the key board to relocate

4.13.5 Rightclick the Icons

4.13.5.1 When a group of icons are selected , rightclick to select a item to align the selected icons

←	Left Alignment
→	Right Alignment
↑	Top Alignment
↓	Bottom Alignment
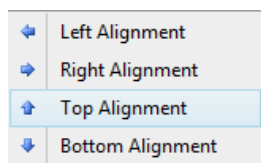
4.13.5.2 If a menu is linked to an icon, rightclick and select "Go to Link Menu" to switch to the related menu page

Go to Link Menu
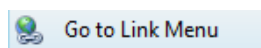
4.13.5.3 If a IH icon is selected , rightclick to select " edit IH interface " , and open the edit window ;

Edit IH Interface

IH Interface

	Status	Cmd_Status	L1R1			
Icon Code: 114	Open	Cmd_Open	L1W2	Res_O		
	Close	Cmd_Close	L1W3			

IH Interface Command Strings

	Status	Cmd_Status	L2R1			
Icon Code: 115	Open	Cmd_Open	L2W2	Res_Open	L2D2	
	Close	Cmd_Close	L2W3	Res_Close	L2D3	

	Status	Cmd_Status	L3R1			
Icon Code: 116	Open	Cmd_Open	L3W2	Res_Open	L3D2	
	Close	Cmd_Close	L3W3	Res_Close	L3D3	

	Status	Cmd_Status	L4R1			
Icon Code: 117	Open	Cmd_Open	L4W2	Res_Open	L4D2	
	Close	Cmd_Close	L4W3	Res_Close	L4D3	

	Status	Cmd_Status	L5R1			
Icon Code: 118	Open	Cmd_Open	L5W2	Res_Open	L5D2	
	Close	Cmd_Close	L5W3	Res_Close	L5D3	

Interface Head (1 byte) :

IH Interface Head(1 byte)

4.13.6 Edit a icon Property

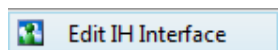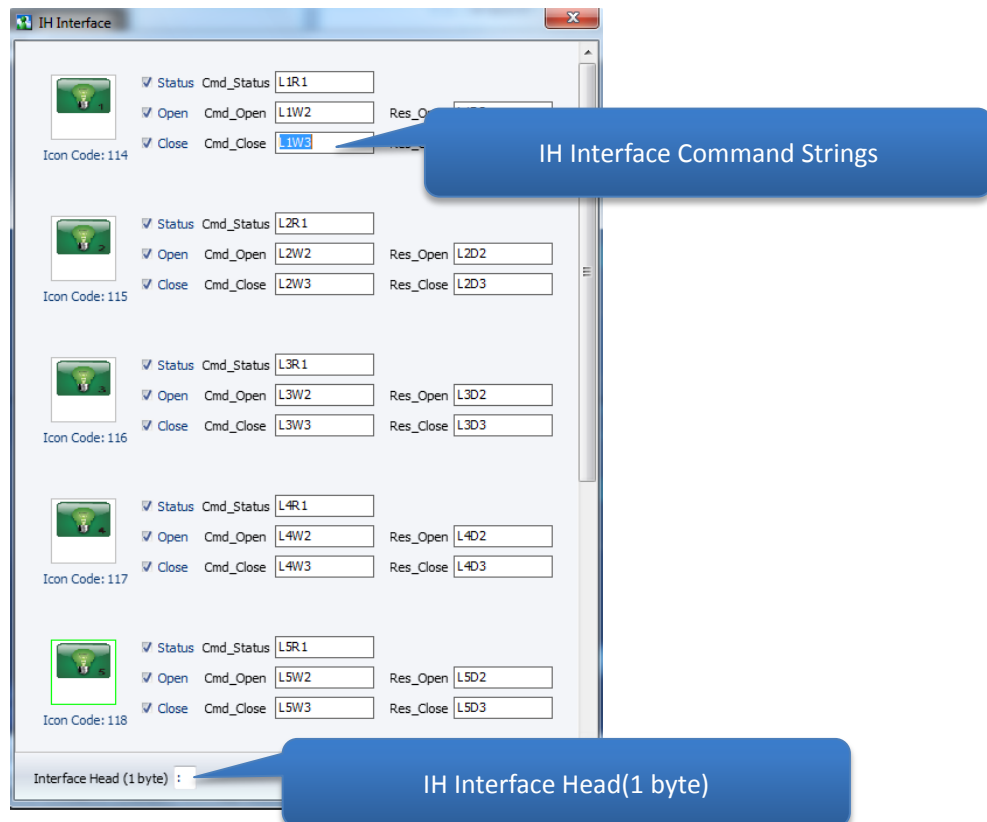| Code	Description	Left	Top	Tab
0	Background 0	0	0	0
99	About Button	0	128	0
8	Status Bar	7	128	15
10	Manual Monitor		18	1
16	Monitor		18	2
20	Intercom Menu		18	3
70	Multimedia Menu		18	4
71	Memory Playback	18	72	5
75	Album	58	72	6
80	User Setup	98	72	7
98	Close Button	138	72	8

Icon Left

Icon Tab

Icon Top

4.13.6.1 Modify the Icon left   Coordination

Modify the "left "value to get a new left Coordination for a selected icon

Notes：
  a)   **It is invalid if a coordination goes beyond the Design Zone**

  b)   **The showing coordination value is equal to 4 in Design Zone**

4.13.6.2 Modify the Icon Top Coordination

Modify the "Top" value to get a new Top Coordination for a selected icon

Notes：
  a)   **It is invalid if a coordination goes beyond the Design Zone**

  b)   **The showing coordination value is equal to 4 in Design Zone**

4.13.6.3 Modify the Tab for icon

Tab value is defined as below:
a) 0 for background picture；
b) 15 for icons without anti-election；
c) 0 for icons with anti-election but not related to button response from entrance panel and / or monitors；
d) 1-14 for icons with anti-election and related to button response from entrance panel and / or monitors；

4.13.7 Delete an Icon

4.13.7.1 Select the icon and press " del " to delete it

(A icon is delectable if the column line is green, and not if the line is red)

4.14 Simulate the Interface page

4.14.1 Double-click the Simulation Zone to open the Simulation Window；

4.14.2 Any operation in the Simulation Window is equal to manipulating the entrance panels and / or monitors , and check the real effects；

Notes：
a) Press " Home " to return to Main page；

4.15 Output the Loading data

4.15.1 Go to main menu and click Output->Output Config , and Simulator 1.0 will automatically output the current configuration to the data file for entrance panels and / or monitors

；
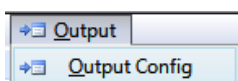
4.15.2 The data file will be saved in a folder under current route and a new window will be opened to select the Save Path.

4.15.3 Insert a SD memory card into a disk reader and click the disk representing the SD card, click OK , and Simulator 1.0 will automatically reproduce the data file into the to root dictionary under the current SD memory card.
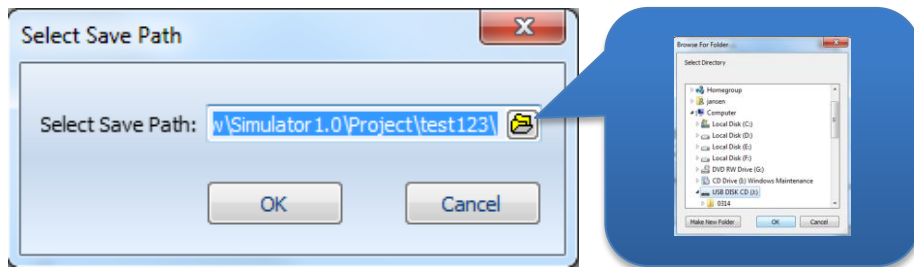
4.15.4 If a SD memory card is not inserted, select "cancel "and copy the data file into the root dictionary under the current SD memory card.

Notes：

a) **If Simulator 1.0 notifies of an invalid data during the check , please try again to output the data, otherwise an error may occur during the loading process**

b) **Possible data invalidity may be related to : OSD.DAT, UII.BIN, UKZ.BIN is invalid or not complete , or the OSD.DAT is over 9.0 mb , or UII.BIN and UKZ.BIN has a wrong file format, etc.**

c) **An 8-digit Capital Letters and figures is combined to name the file,e.g. DTP50100**

d) **Different files might have different names according to the specific interface item information**

e) **The operation specified in 4.12.3 is copying by software, while it is manual copy in 4.12.4.**

1 Loading Configuration

1.1 Please copy the data files into SD memory cards and insert SD card into entrance panels or monitors, upload the data file as the user manuals instruct

1.2 If the loading operation succeeds, enter the main page to check the new interface

1.3 Otherwise, please check if valid data files are copied into SD memory card

Appendix 1：Menu

Menu	System Type	Not Editable	Editable ICON CODE
01-Main	DT, AT		7, 8, 10, 16, 20, 21, 25, 40, 70, 71, 75, 80, 97, 98, 180, 190
02-About	DT, AT		7, 8, 19, 87, 89, 97
03-Info	DT, AT		96
09-Installer setup	DT, AT		96, 198, 199
10-Mon select	DT, AT		7, 8, 11, 12, 13, 14, 16, 17, 97
11-Mon talk Normal	DT, AT	√	
12-Mon talk reduce	DT, AT	√	
13-Select	DT, AT	√	
14-Adjust	DT, AT	√	
20-Intercom Menu	DT, AT		7, 8, 22, 23, 24, 25, 97
21-Intercom by code	DT, AT	√	
22-Intercom by Namelist	DT, AT		27,65,66,96
23-Intercom Redial	DT, AT	√	
24-Intercom Answer	DT, AT	√	
25-Intercom Talking	DT, AT	√	

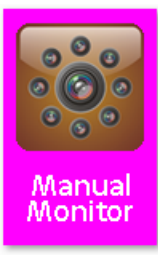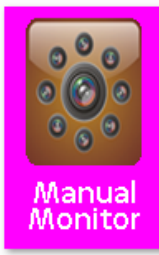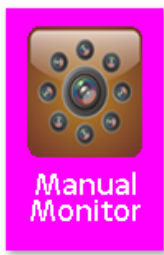| 30-TPC	DT, AT	√	29,125,126,252
40-Alarm Security	AT		7, 8, 41, 42, 43, 44, 45, 46, 48, 97
46-Sensors Status	AT		7,8,96
50-Estate Management	AT		7, 8, 97, 181, 182, 183, 184, 185, 186
51-Message	AT	√	
60-Intelligent Home	AT		7, 8, 97, 191, 192, 193, 194, 195, 196
61-Lighting	DT, AT		96,114,115,116,117,118,119,140,141
62-Air-Con	DT, AT		96,142,143,144,145
63-Curtain	DT, AT		96,146,147,148,149
64-Scenario	DT, AT		96,150,151,152,153,154,155,156,157
70-Muliti media Menu	DT, AT		7, 8, 71, 72, 74, 75, 76, 77, 78, 97
71-Memo play	DT, AT	√	
72-Memo play zoom	DT, AT	√	
73-Memo play delete	DT, AT	√	
74-Ablum play	DT, AT	√	
80-User setup	DT, AT		7, 8, 17, 81, 82, 83, 84, 85, 88, 97, 99, 129, 172
81-Door Station Call tone	DT, AT		81, 125, 126, 127
82-Intercom Call tone	DT, AT		82, 125, 126, 127
83-Doorbell Call tone	DT, AT		83, 125, 126, 127
84-Ring volume	DT, AT		84, 125, 126, 127
85-Night Ring volume	DT, AT		85, 125, 126, 127

Appendix2：ICON Notes

1. **ICON format**

    1.1 ICON must be .BMP format with 24 bit depth；
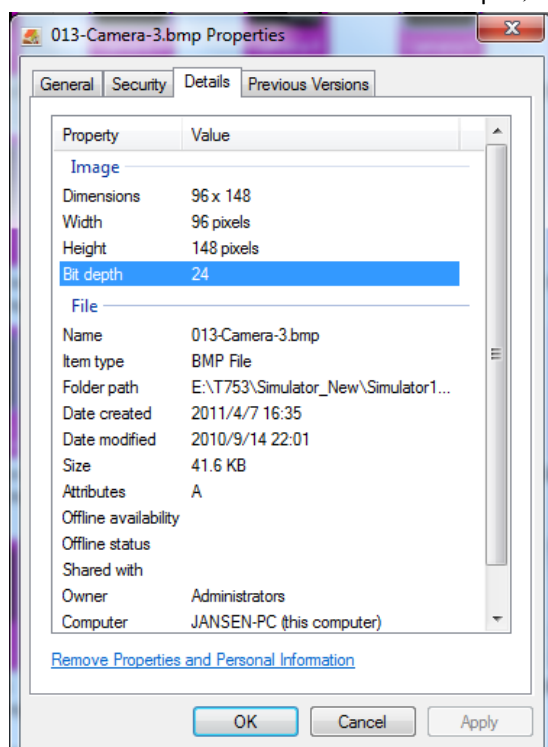

2. **ICON Display Ratio**

    The display ratios inside below monitor models are different to ensure the real ratio:

2.1 5''(PAL) : the display ratio inside is 100% width and 100% height of those of actual ratio;

2.2 7''(PAL) : the display ratio inside is 88% width and 113% height of those of actual ratio;

2.3 5''(NTSC) : the display ratio inside is 88% width and height of those of actual ratio；

2.4 7''(NTSC) : the display ratio inside is 113% width and 113% height of those of actual ratio;

	5 Inch PAL Icon	5 Inch NTSC Icon	7 Inch PAL Icon	7 Inch NTSC Icon
Display Icon	100%	88% Width	88% Width and 113% Height	113% Height

3. ICON Color

2.5 ICON picture: pink（#FF00FF）；

2.6 ICON file: Pink（#FF00FF） is not recommended；

2.7 Any shadow or transparent color is not suggested for ICON edges；
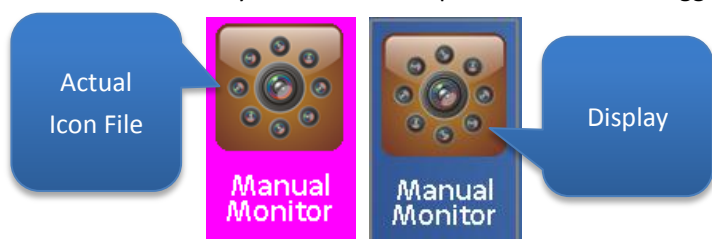
4. ICON Texts

3.1 Hollow-carved texts are necessary for icons and sawtooth must not be removed；

3.2 Make sure the text has a proper length for a better visual effect；

3.3 Max 2 lines of texts are allowed with length not over the width of icons；

3.4 An abbreviation is recommended if the text is too long and exceeds the width of icons；

5. ICON name

4.1 the part ahead of"-" represents icon code while the latter part is the icon description；

4.2 The icon description is editable but ICON CODE is not；

6. **File output**

5.1 Simulator 1.0 can output the loading files for monitors；

5.2 The outputted OSD.DAT must not be over 9 Mb , otherwise , delete the unrelated icon files；

7. ICON Size

Please refer to the codes in below chart for icon size(available for both DT and AT system):

Standard	ICON Size (Pixels)	ICON Code (xxx 的选择效果为 xxxs)	Number
P	720 x 576	000-Background 0	1
	512 x 384	127-Ring Selection	1
	256 x 472	198-DT installation	1
	320 x 352	029-Digital Keyboard	1

	192 x 576	058-Standard Console Curve	1
	320 x 192	252-Divert Option	1
	432 x 64	008-Status Bar	1
	320 x 80	028-Input Box, 243-Monitor time, 244-Album time, 245-Record time, 250-NameList, 251-telephone number	6
	320 x 64	130-Line 00, 130s-Line 00, 131-Line 01, 131s-Line 01, 132-Line 02, 132s-Line 02, 133-Line 03, 133s-Line 03, 134-Line 04, 134s-Line 04, 135-Line 05, 135s-Line 05, 136-Line 06, 136s-Line 06, 137-Line 07, 137s-Line 07, 224-Call Divert to TPC, 225-Blank, 226-Door unlocked 1, 227-Door unlocked 2, 228-Wait, 229-Recording, 230-Call received ring, 231-Call received mute, 232-Enter talk state, 233-Run Monitoring, 234-Have no pictures, 235-Copy OK, 236-Copy Err, 237-Read memory Err, 238-Restore to default, 239-Delete all, 240-Format flash, 241-Copy, 242-Delete	35
	288 x 64	007-Logo Bar, 097-Home Button, 097s-Home Button, 099-About Button, 099s-About Button	5
	128 x 128	037-Adjuse Curve, 246-Normal, 247-User, 248-Soft, 249-Bright	5
	96 x 148	010-Manual Monitor, 010s-Manual Monitor, 011-Camera-1, 011s-Camera-1, 012-Camera-2, 012s-Camera-2, 013-Camera-3, 013s-Camera-3, 014-Camera-4, 014s-Camera-4, 015-Common-Camera, 015s-Common-Camera, 016-Monitor, 016s-Monitor, 017-Mon-Timing-setup, 017s-Mon-Timing-setup, 019-Installer Setup, 019s-Installer Setup, 020-Intercom Menu, 020s-Intercom Menu, 021-Manual Intercom, 021s-Manual Intercom, 022-Intercom by Namelist, 022s-Intercom by Namelist, 023-Inner call, 023s-Inner call, 024-Call Guard Unit, 024s-Call Guard Unit, 025-Direct Call Guard Unit, 025s-Direct Call Guard Unit, 026-Call Guard Unit by Select, 026s-Call Guard Unit by Select, 027-Dial Number, 027s-Dial Number, 040-Alarm Security Menu, 040s-Alarm Security Menu, 041-Armed-Out, 041s-Armed-Out, 042-Armed-Stay Home, 042s-Armed-Stay Home, 043-Disarmed, 043s-Disarmed, 044-Change Password, 044s-Change Password, 045-Sensor map, 045s-Sensor map, 046-Sensor Status, 046s-Sensor Status, 048-Alarm Record, 048s-Alarm Record, 070-Multimedia Menu, 070s-Multimedia Menu, 071-Memory Playback, 071s-Memory Playback, 072-Memory Options, 072s-Memory Options, 073-Auto Record, 073s-Auto Record, 074-Memory to SD, 074s-Memory to SD, 075-Album, 075s-Album, 076-Album Options, 076s-Album Options, 077-Memory Info, 077s-Memory Info, 078-Format Memory, 078s-Format Memory, 079-MP3 Play, 079s-MP3 Play, 080s-User Setup, 080-User Setup, 081-Door Station Call tone, 081s-Door Station Call tone, 082-Intercom tone, 082s-Intercom tone, 083-Door Bell tone, 083s-Door Bell tone, 084-Ring Volume, 084s-Ring Volume, 085-Clock, 085s-Clock, 086-Language, 086s-Language, 087-Device Property, 087s-Device Property, 088-Restore to Default, 088s-Restore to Default, 089-Caliber Touch Screen, 089s-Caliber Touch Screen, 096-Cancel, 096s-Cancel, 098-Close Button, 098s-Close Button, 100-Intercom Redial, 100s-Intercom Redial, 101-Intercom Answer, 101s-Intercom Answer, 102-Intercom Close, 102s-Intercom Close, 103-Intercom Talking, 103s-Intercom Talking, 105-Door-Magnetic, 105s-Door-Magnetic, 106-IR, 106s-IR, 107-Gas-Smoke, 107s-Gas-Smoke, 108-Emergency-Button, 108s-Emergency-Button, 125-Exit&Save, 125s-Exit&Save, 126-Exit&Unsave, 126s-Exit&Unsave, 128-Night Ring, 128s-Night Ring, 129-Night Ring volume, 129s-Night Ring volume, 172-TPC, 172s-TPC, 180-Estate Management, 180s-Estate Management, 181-Message, 181s-Message, 182-Host Services, 182s-Host Services, 183-Electricity Maintenance, 183s-Electricity Maintenance, 184s-Water Maintenance, 184-Water Maintenance, 185-Network Maintenance, 185s-Network Maintenance, 186-TV Maintenance, 186s-TV Maintenance, 190-Intelligent Home, 190s-Intelligent Home, 191-All Close Mode,	148

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	96 x 96	177-Return, 177s-Return	2
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		Same as that of PAL system	

Notes：

a) ICON CODE must be consistent with current files；

b) The +S after the ICON CODE represents the anti-election of the specific ICON CODE；

c) The icon width is dividable by 32 , and height by 4.