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User and Installation Guide



SeQent
Real-Time Visualization

Marquee Manager Video Server
Configuration Editor V9.02

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Version Information

Edits

Version	Date	Author	Description
V9.00	January 2010	K. MacLennan	Initial Document
V9.01	March 2011	K. MacLennan	Enhancements
V9.02	Sept 2012	D. Labute	Updates to include recently added features

Customer Service

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You may purchase a support contract for any of our products. Support is free for product trials and for the first 30 days of product ownership.

To view the SeQent support options, go to our web site (www.SeQent.com). To contact SeQent's Customer Support department please use the following methods.

Urgent Issues:

Normal Business Hours (Weekdays 9AM-5PM EST):

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2. Select: Option 1

If there is no answer then please leave a voice mail message with your contact information and your call will be returned promptly.

After Hours (Weekdays 5PM-9AM EST and Weekends):

1. Dial: +1.519.652.0401
2. Select: Option 1
3. Listen to the on-call phone number provided
4. Call the indicated after hours number

If there is no answer then please leave a voice mail message with your contact information and your call will be returned promptly.

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1. E-Mail: Support@SeQent.Com
2. Include the following information:
 - Contact Information
 - Product Name
 - Version
 - Description of the problem being experienced

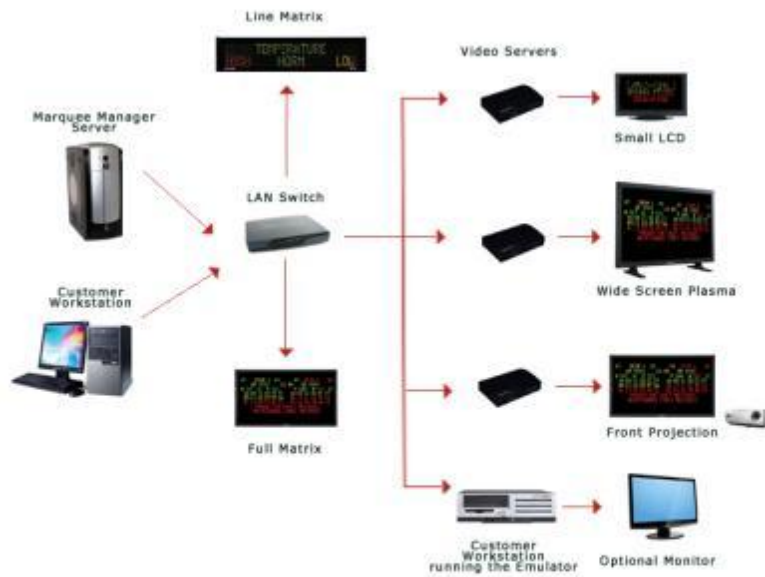
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.1. Product Overview

SeQent's *Marquee Manager Video Server* provides network connection for commodity video display devices. It allows you to connect standard LCD/Plasma monitors and video projectors to any TCP/IP network. The video server TCP/IP enables any standard display device, providing both network connectivity and display formatting. By providing marquee-like formatting capabilities, standard VGA based video displays can be used as small screen marquees. With the small format and standard based interfaces, the Video Server based solution facilitates machine or station level Andon at a very low cost.



Key Features:

- Efficient network protocol – no video streaming
- Small physical size
- No operating system or virus protection to maintain
- No moving parts
- Remote management
- Easy to use Windows interface for template definition
- 4:3 and 16:9 aspect ratios
- Supports video splitting

How it Works

The Video Server works with a wide variety of displays, transforming them into marquees. It also allows any standard Marquee Manager installation to incorporate any video driven device (LCD, Projector) into the network. This allows utilization of all the capabilities available in Marquee Manager with no changes to the gateways or servers.

The Emulator software must be run on every display. The Emulator receives all data that has been configured in the Configuration Editor then sends this data to the displays.

The Configuration Editor, included with the Emulator software, enables the user to configure the displays using various tools for each available marquee type. The user can edit such things as borders, colors, and size of the objects, basically providing a visual of exactly how the data will be displayed by the Emulator.

.2. Installation

Prerequisites

Before beginning the installation, it is important to determine the hardware and software requirements necessary for Marquee Manager Video Server to run efficiently. Review the following prerequisite list before the software is installed.

Licensing	General: Per server
System Requirements	<p>One of: Microsoft Win2K3 (SP1+) Microsoft WinXP (SP1a+) Microsoft Win2K8 Microsoft Win2K8R2 Microsoft Win7 Microsoft Win7-64</p> <p>Display: 800x600 Disk Space: 200MB RAM: 128MB</p> <p>Applications: Marquee Manager Server</p> <p>Windows compatible workstation (configuration software) VGA, DVI or HDMI compatible video display device Fixed TCP/IP address</p>
Drivers	TCP/IP MDAC V2.7 (SP1+)

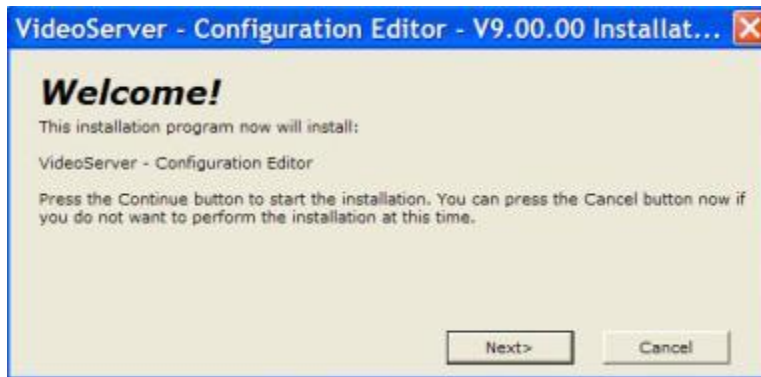
Installing the Application

Before installing Marquee Manager Video Server, the following information must be considered:

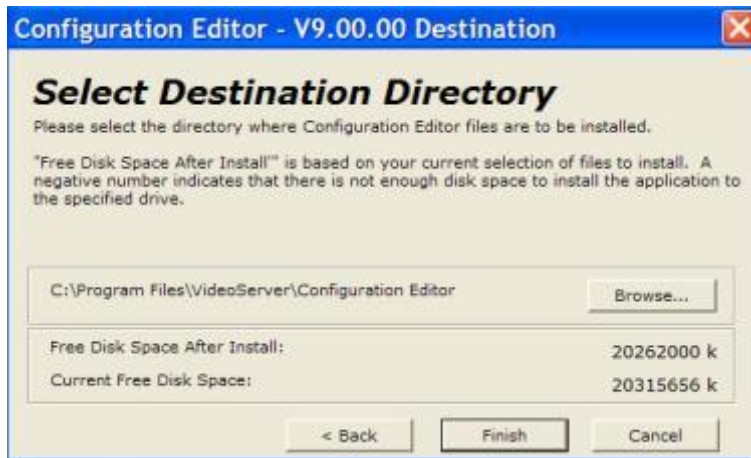
- Determine which disk drive/directory your video server software will reside on. The server software itself requires 120 MB of disk space for installation and operation.
- Determine the marquees that will be used for displaying messages as well as the correct address configured for each.

To Install Marquee Manager Video Server:

1. Run Video Server SETUP.EXE. Click *Next*.



2. You will be prompted for the installation destination directory.



3. Click *Finish* to complete the installation. The computer must be restarted before the Marquee Manager Video Server can be configured or operated.

3. Configuration

Setting up the Application

Before you can begin using the Video Server, you must add at least one template to the Video Server Configuration Editor. Once the template is added, various settings that control the interface to the template must be configured. The steps required include:

- Adding a New Project
- Adding a Template
- Adding a Server

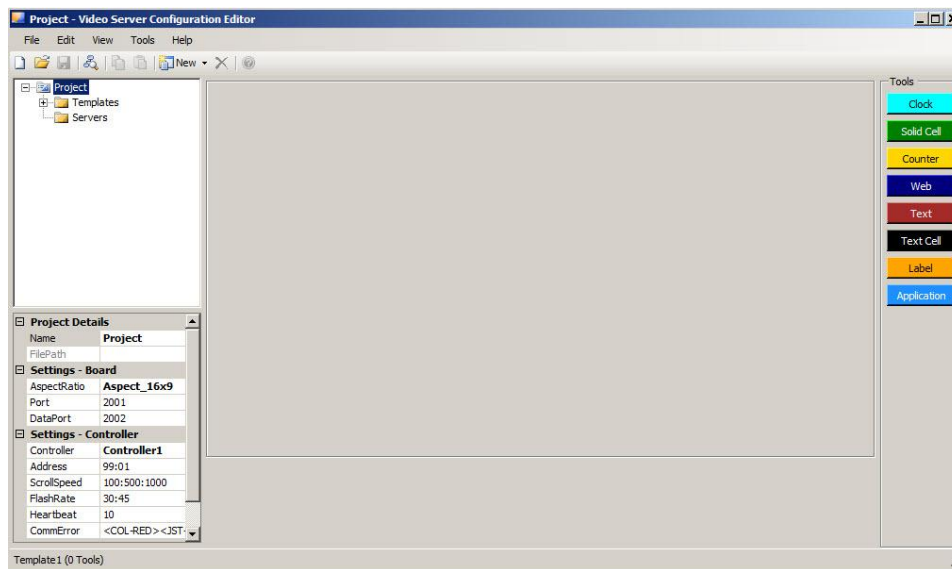
Configuring Key Components – New Project

Adding a Project

Marquee Manager Video Server Configuration Editor allows you to configure multiple projects that include multiple templates.

New Project Steps

1. After installing and restarting your computer, select *Start – Programs – Marquee Manager – Video Server* to launch the Video Server Configuration Editor.
2. Select *Project* set up/change the attributes for the project. The following screen is displayed:



PROJECT SETTINGS	
Project Details	
<i>Name</i>	A unique name to reference the Project. Default is Project
<i>FilePath</i>	The location where the project will be saved.
Settings – Board	
<i>AspectRatio</i>	Video properties that best match the display being used. (See <i>Table 1.0 Aspect Ratios</i> below for a list of the available aspect ratios)
<i>Size</i>	Dimensions of the display being used, in pixels. This setting is only used when using the custom aspect ratio setting.
<i>AdminPort</i>	Port that the Configuration Editor uses to push the .xml file to the Emulator. Default is 2001.
<i>DataPort</i>	Port that is used by Marquee Manager Server to send the data to the displays. Default is 2002.
<i>AuxPort</i>	Optional port that is used by Marquee Manager Server to send background color tokens to the displays, overriding the background color of the canvas and all objects. Default is 0 (Disabled).

<i>FontName</i>	Default font that will be used for all objects in the project unless overridden at a lower level.
Settings – Controller	
<i>Controller</i>	The name of the Controller that will be used to display various templates in a cycle defined by the administrator or by gateway events.
<i>Address</i>	Each manufacturer will have a different address format. For format examples, see " <i>Appendix A - Manufacturers Address Formats</i> ". This address must match what has been configured for the Controller type Marquee in Marquee Manager Administrator. (See <i>Chapter 4 in this manual for details on adding/configuring various marquee types.</i>)
<i>ScrollSpeed</i>	Controls the scrolling speed of data for each speed: Slow, Medium and Fast
<i>FlashRate</i>	Controls the flashing speed of data. Defaults to 30:45 ms
<i>Heartbeat</i>	The time delay for how often the Emulator expects to see data. If no data is being received in x sec., it will close the connection to Marquee Manager Server and display the CommError. Default Heartbeat is set to 10 sec.
<i>CommError</i>	The error message that will appear when the Emulator loses connection with Marquee Manager Server. Insertion tags may be used in this message. See " <i>Appendix B – Insertion Tags</i> " for a list of available tags that may be included in this text. The text defined here will be automatically scaled to fit 96% of the width of the screen.
Settings – Special Characters	
<i>CHRVB</i>	Width in pixels of a special separation character that can be inserted into messages by using <CHR-VB>. Default 3 pixels, maximum 999.
Settings – Tunes	
<i>TuneAddress</i>	Each manufacturer will have a different address format. For format examples, see " <i>Appendix A - Manufacturers Address Formats</i> ". This address must match what has been configured for the Sounder type Marquee in Marquee Manager Administrator. (See <i>Chapter 4 in this manual for details on adding/configuring various marquee types.</i>)

NAME	RESOLUTION	ASPECT RATIO
VGA	640 by 480	4:3
SVGA	800 by 600	4:3 (12:9)
XGA	1024 by 768	4:3
XGA+	1152 by 864	4:3
	1280 by 600	W_2, 133:1 (32:15)
HD Ready	1280 by 720	16:9
WXGA	1280 by 768	5:3 (15:9)
WXGA	1280 by 800	8:5 (16:10)
SXGA (UVGA)	1280 by 960	4:3
SXGA	1280 by 1024	5:4
	1400 by 1050	
WXSGA	1440 by 900	8:5 (16:10)
HD+	1600 by 900	16:9

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UXGA	1600 by 1200	4:3
	1856 by 1392	4:3
HD-1080	1920 by 1080	16:9
WUXGA	1920 by 1200	8:5
	1920 by 1440	4:3
QXGA	2048 by 1536	4:3
Custom	User Defined (Pixel Based)	User Defined

Table 1.0 – Aspect Ratios

3. From the *File* menu, select *Save Project* once the project details have been configured.

Configuring Key Components - Template

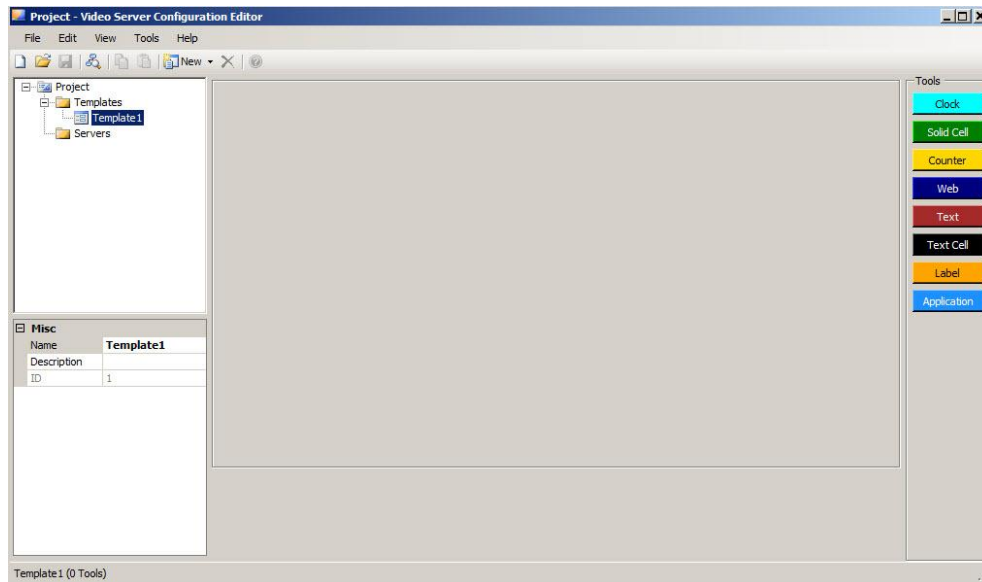
Adding a Template

Marquee Manager Video Server includes a template switching feature that permits for a single display to present data for many different functions. Template switching may be timed or controlled via external conditions. Because it contains no moving parts and proprietary firmware, the video server does not require OS service packs or virus scanning.

Templates support the following object types: counters (variable length), clocks (12/24 hour), multi-line text marquees, cell text, cell block and http/url displays (full or partial screen).

New Template Steps

1. After installing and restarting your computer, select *Start – Programs – Marquee Manager – Video Server* to launch the Video Server Configuration Editor.
2. Select the *Templates* folder in the tree view. Click the *New* icon in the toolbar then select *Template* from the menu options.



There must always be a default template. When a new configuration project is started, the first template will automatically be started and will be assigned as the default.

Misc	
Templates	
<i>Name</i>	A unique name to reference the template. Default is Template1
<i>Description</i>	Any text the administrator wishes to refer to the template. This field is optional
<i>Locked</i>	Prevents positional movement of objects on the template. Used

	to freeze a layout once everything is in its proper location.
<i>FontName</i>	Default font that will be used for all objects on this template unless overridden at a lower level.
<i>ID</i>	This field is already populated with a unique ID.

3. After completing the Misc Details, you can now configure the template and add multiple object types to display data.
4. On the right of the configuration screen is a tools section that contains all the available objects that may be utilized to configure each template. Select one of these objects and drag it onto the template area. Resizing arrows will appear, allowing you to resize the object to the desired size. (See table 1.1 Available Tools below for a list and description of the tools that can be added to each template)
5. From the *Tools* menu select the *View Grid* option to make object placement/organization easier in relation to other objects that will be added. The *Snap to Grid* option is available when the *View Grid* option is turned on. The user can utilize the grid when aligning the objects, 'snapping' the object to the grid before resizing them.
6. The arrow keys can be used to move the object to the desired location on the grid.
7. Use Ctrl and the arrow keys to move the object around the grid. Use Shift and the arrows keys to resize the object.

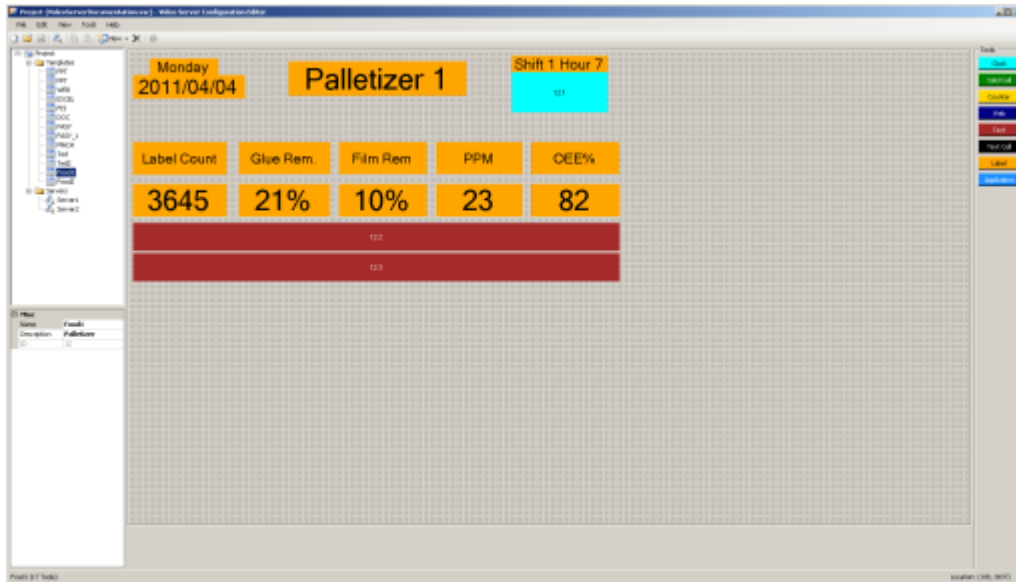
See next section entitled "View Menu Options" for additional options on viewing the tool objects.

OBJECT PROPERTIES	
Common	
<i>Name</i>	A unique name to reference the tool. Defaults to <i>Tool#</i> but this may be edited.
<i>Address</i>	A unique address given to the object. This must match what is configured in Marquee Manager Administrator for that marquee.
<i>ToolType</i>	Displays the type of tool that is currently selected.
<i>Location</i>	Location of the object's starting point for the object boundary (in pixels) from the top and left.
<i>Size</i>	Length and height of the object boundary (in pixels).
<i>BorderWidth</i>	Select the width of the border you wish to add around the tool. The Configuration Editor uses a measurement of 'unit' that is relative to the template size and resolution of the display. The smaller the number, the thinner the border.
<i>BorderColor</i>	Select the color you wish to add to the border, using the format <COL-XXX> ex. To show a red border, type <COL-RED> in the BorderColor field for that tool. See "Appendix B - Insertion Tags" for a list of available color tags that are available.
<i>Description</i>	Any text the administrator wishes to refer to the template. This field is optional
<i>FontName</i>	Font that will be used when displaying text on this object.
ADDITIONAL	
Solid Cell and Text Cell	
<i>CellRow</i>	Number of rows for cell displays
<i>CellCol</i>	Number of columns for cell displays
<i>CellBorderWidth</i>	Select the width of the border you wish to add around the tool. The Configuration Editor uses a measurement of 'unit' that is relative to the template size and resolution of the display. The smaller the number, the thinner the border.
<i>CellBorderColor</i>	Select the color you wish to add to the cell border, using the format <COL-XXX> ex. To show a red border, type <COL-RED> in the CellBorderColor field for that tool. See "Appendix B - Insertion Tags" for a list of available color tags that are available.
Clock	
<i>Justification</i>	Left, center or right justifies the clock time according to the size the clock object is made.
<i>ShowAMPM</i>	Option to have 'AM' or 'PM' displayed with the clock time.
Text and Label	
<i>LineCount</i>	Defines the number of lines for the objects. This must match what is configured on the Options tab in Marquee Manager Administrator in the 'Number of Lines' and 'Sign Height' fields.
Text	
<i>ScrollingDirection</i>	Defines the direction of text scrolling for the object. Scrolling can either be traditional right to left, or vertical. Default is Horizontal.
Label	
<i>Text</i>	Allows the addition of token in addition to text to define the Label object. Ie. <COL-RED><MOD-FL>Target displays the word Target with attributes of Color red, and Mode of flashing.
<i>Display Text</i>	Shows the text that will be displayed on the Label object.

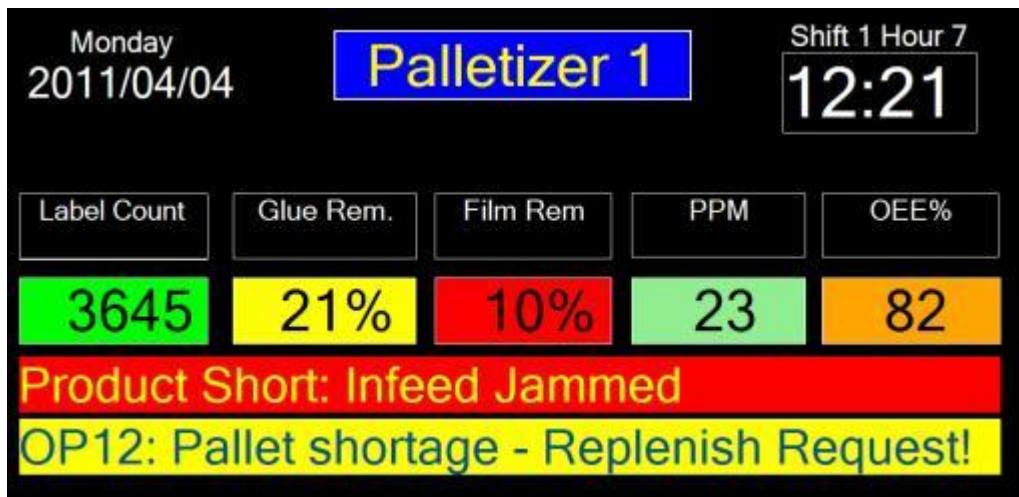
Web	
<i>CacheURL</i>	Option to cache the web page so that if the same URL is passed, it does not reload the page but returns you to where you left off, even when returning from a series of template switches.
String Alert	
<i>CacheURL</i>	Option to cache the web page so that if the same URL is passed, it does not reload the page but returns you to where you left off, even when returning from a series of template switches.
Timer	
<i>CellBorderWidth</i>	Select the width of the border you wish to add around the tool. The Configuration Editor uses a measurement of 'unit' that is relative to the template size and resolution of the display. The smaller the number, the thinner the border.
<i>CellBorderColor</i>	Select the color you wish to add to the cell border, using the format <COL-XXX> ex. To show a red border, type <COL-RED> in the CellBorderColor field for that tool. See "Appendix B – Insertion Tags" for a list of available color tags that are available.
<i>TextPosition</i>	Select the position of the text label relative to the timer portion of the object. For detail on how to use this object, please reference Appendix C.

8. Continue in this manner, selecting the tools that will become part of the template.
9. Click the *Save* icon in the toolbar to save the new template.
10. After completing the template setup, you can now add multiple servers which will utilize the templates assigned to them.

Sample New *Video Server Template* Set-up



Sample New *Video Server Template* as seen from the *VideoServer Emulator*



<i>Tool</i>	<i>Description</i>
Clock	A display element specifically designed to display the time of day. The time may be displayed in either 12 or 24 hour format and will display "AM" or "PM".
Solid Cell	Cell type displays typically used to display data best represented in a grid format.
Counter	A display element specifically designed to display numeric counts. The counts may be positive or negative.
Web	Used to display web objects on a Video Server display. It may be used to show multiple URLs on a Video Server and can be mixed with regular Andon/Marquee objects.
Text	Used to display text on a marquee, providing the means to display time, date and message text such as production counts, and what areas of a plant are experiencing problems.
Text Cell	Used to display data best represented in a grid format which contains text cells that may be configured with up to three characters for display
Label	Name assigned to a Tool to define/describe the date being displayed.
Application	Allows another application to be launched and displayed on the VideoServer. This will be the path/location of the application's executable that you wish to run.

Table 1.1 – Available Tools

View Menu Options

The Video Server's Configuration Editor has additional options that may be useful when adding objects to create templates. These options are available in the *View* menu at the top of the screen.

Using the View Menu

1. Click on *View* in the toolbar. The following options are available: Tool Type, Address, Content and Name.

VIEW OPTIONS	
<i>Tool Type</i>	Allows the user to view the type of object that has been added to the template. ie. Clock, Solid Cell, Counter, Web, Text, Text Cell or Label)
<i>Address</i>	Allows the user to view the address that was assigned to the object.
<i>Content</i>	Allows the user to view the number of characters that the object allows to ensure the object is the correct size for the desired number of characters.
<i>Name</i>	Allows the user to view the name that has been assigned to the object.

2. The default viewing option is Name.

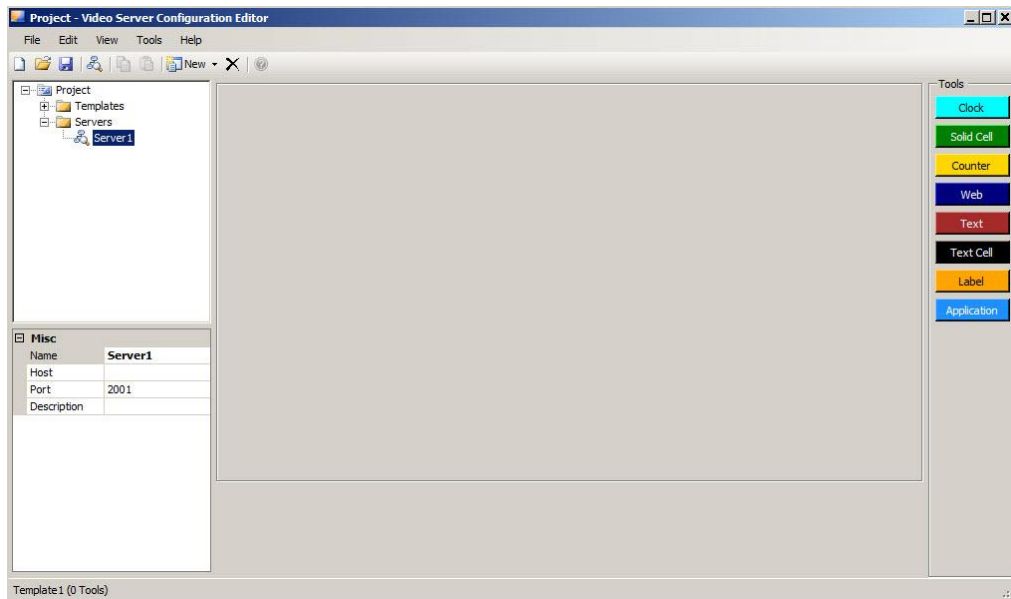
Configuring Key Components - Server

Adding a Server

Marquee Manager Video Server allows templates to be assigned to multiple servers, reducing the need to configure templates on each video server implemented.

New Server Steps

1. Select the *Servers* folder in the tree view. Click the *New* icon in the toolbar then select *Server* from the menu options.



Misc	
Server	
<i>Name</i>	A name to reference the server.
<i>Host</i>	The TCP/IP name or address of the Video Server
<i>Port</i>	Defaults to 2001
<i>Subscribe</i>	Instead of uploading the configuration to a server, if this option is set to YES, a UNC name can be specified to copy the configuration file to instead.
<i>Path</i>	UNC path to copy the configuration file to. Only used if the Subscribe property is set to YES.
<i>Description</i>	Any text the administrator wishes to refer to the server. This field is optional

2. After completing the Misc Details, you can now assign a template to that server via Marquee Manager Administrator.
3. From the *File* menu in the toolbar, select *Update Servers* to send all new templates, servers and any updates to the Video Servers.

4. Using Marquee Manager Video Server

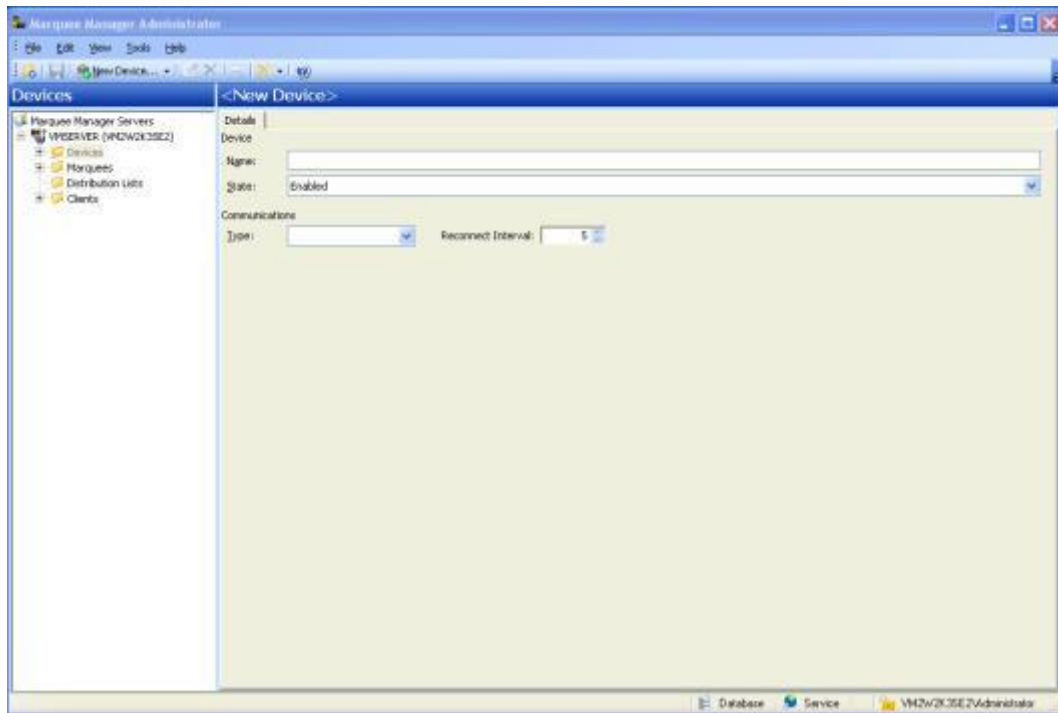
Once the Video Server Configuration Editor has been set up, Marquee Manager Administrator must be configured to reflect the marquees/displays in the editor.

Configuring Marquee Manager Administrator

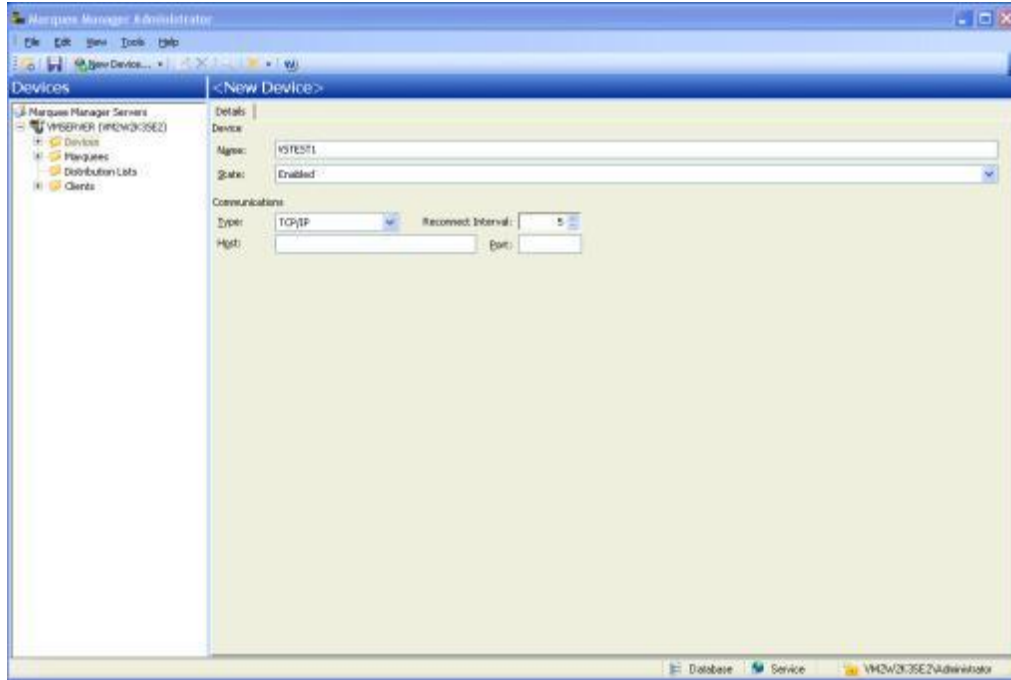
Before configuring the marquees that have been configured in the Configuration Editor, a new Device must be added via Marquee Manager Administrator. This Device will be the details for the Video Server.

Adding a New Device

1. In the tree view, click on the *Device* folder and then click on the *New* icon in the toolbar. A *Details* tab will appear.



2. Under the *Communications* section of the tab, choose *TCP/IP* from the drop-down list to select the Type of communication. This drop down contains all of the available Device types.

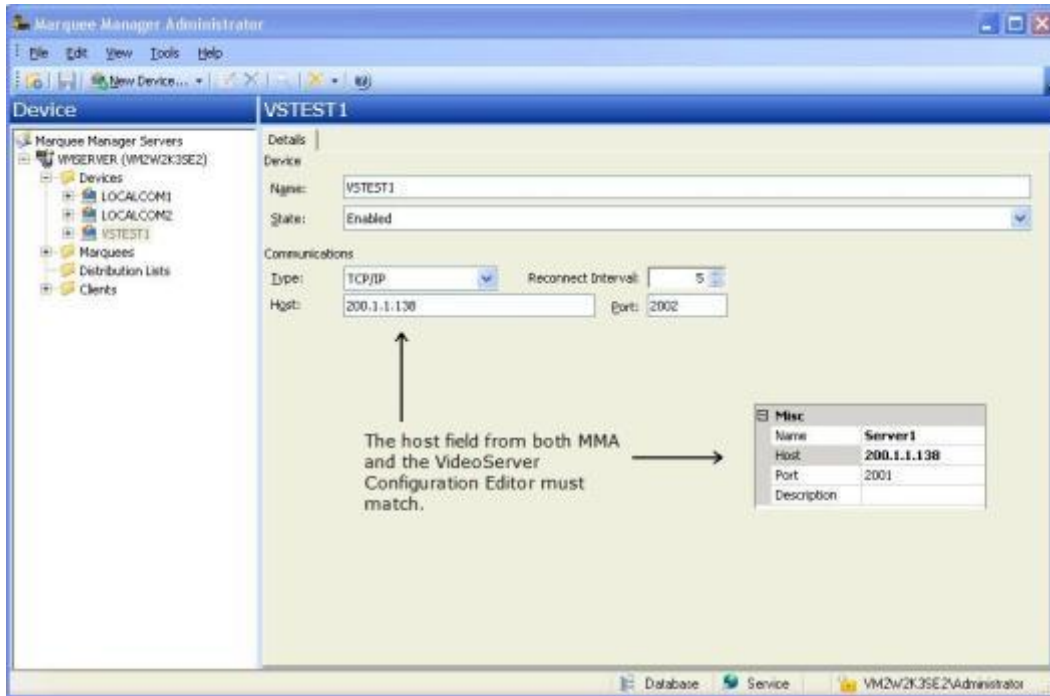


DETAILS TAB	
Device	
<i>Name</i>	This is a logical name utilized by the administrator to refer to this physical device. For example a Video Server may be called VIDEO_SERVER1
<i>State</i>	Default value is set to Enabled
Communications	
<i>Type</i>	This drop-down contains all available Device types, but will be TCP/IP for a Video Server.
<i>Reconnect Interval</i>	When the Device loses connection with the boards, it will try to reconnect every second which can cause excessive network traffic. This field allows you to set your own rate in seconds. Default is set to 5 second intervals.
<i>Host</i>	Enter Host or IP address of the video server's connection point. This must match what is configured in the Configuration Editor.
<i>Port</i>	The port used to connect to the terminal server or LAN.

Once all of the fields are populated, click *Save* and the TCP/IP Device will appear under the devices folder.

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Sample Video Server Device set up in Marquee Manager Administrator:

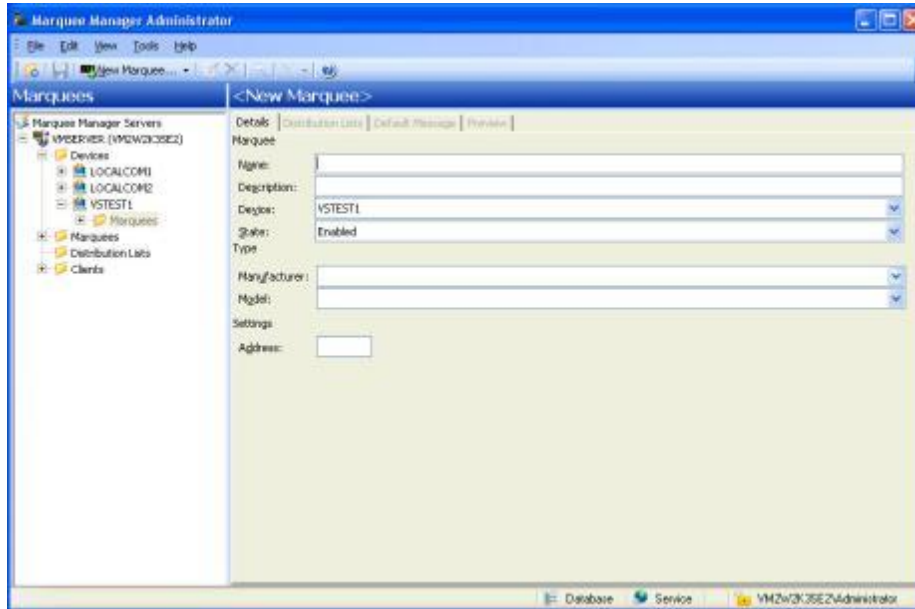


Adding a New Marquee

The following are basic steps to follow in configuring marquees; more details are provided in the Section entitled "*Configuring Key Components – Marquee Details*" in the Marquee Manager Server V9 manual.

New Marquee Steps

1. Expand the *Devices* folder. Under any *Device*, select the *Marquees* folder under the new VideoServer device that was just created. Right click and select *New - Marquee* or select the *Marquees* folder and click the *New* button on the toolbar.



You can also click on the *Marquee* folder located directly under the *Device* folder and choose *New* from the toolbar. The first tab that appears is the *Details* tab.

DETAILS TAB	
Marquee	
<i>Name</i>	Enter the Marquee Name and Description. The name will appear in Marquee Manager Client and gateways exactly as it is typed in this field.
<i>Description</i>	Enter a description of the marquee. This field is optional.
<i>Device</i>	If you are adding a marquee under the <i>Device</i> folder, the Device name will already be filled in. If you are adding a marquee from the <i>Marquee</i> folder, you must choose a <i>Device</i> from the drop-down list.
<i>State</i>	The state can be Enabled (default), Disabled or Test mode. This allows you to disable or enable individual marquees to make firmware changes or for testing purposes. The state of Test is the marquee's manufacturer's specific default settings which can be used to determine if the marquee is fully functional.

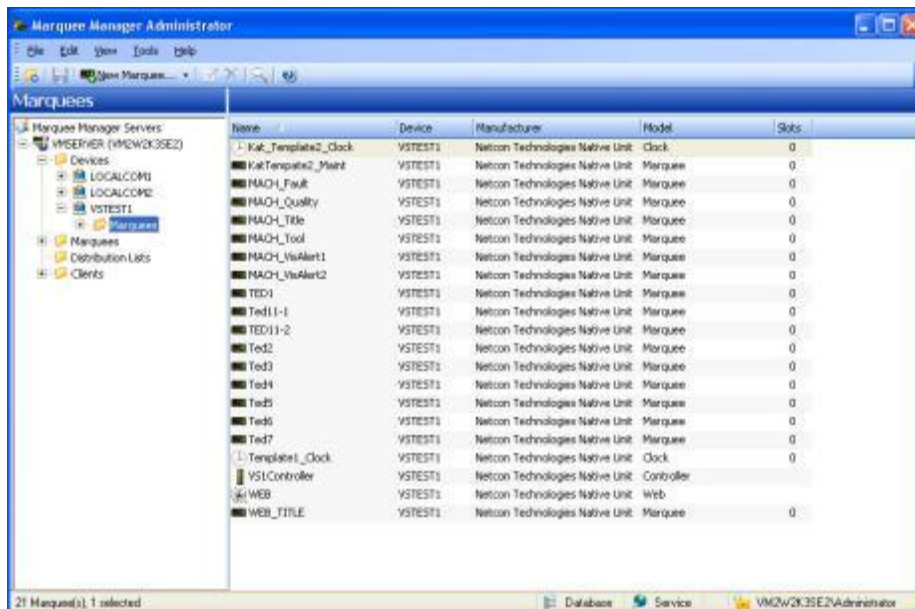
Type	
<i>Manufacturer</i>	The drop-down list contains supported manufacturers.
<i>Model</i>	This drop-down contains the Models specific to your <i>Manufacturer</i> choice. The selection here must match what is configured in the Video Server.
Settings	
<i>Address</i>	Each manufacturer will have a different address format. For format examples, see the Appendix on Manufacturer Address Format. This must match the address that is configured in the Video Server Configuration Editor.

- Once you have *Saved*, you will see two buttons listed under *Marquee Functions*.

Clear: Allows the marquee to be cleared of all messages, including those sent through Marquee Manager Client.

Refresh: Allows the marquee to be refreshed, maintaining all current messages that are currently displayed or in the queue to be displayed.

- To view all of your marquees, you can click on the Marquee folder in the tree view and a list will be displayed in the right pane.

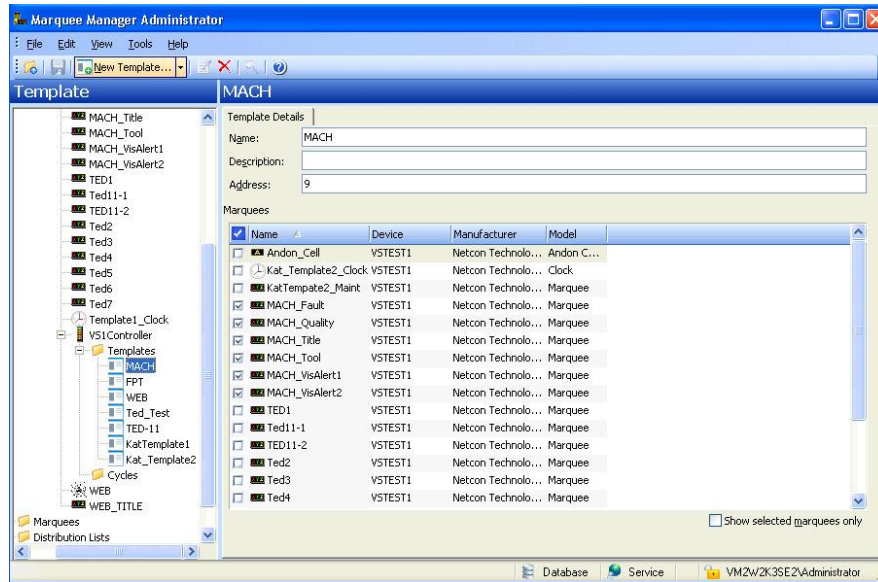


4. There are several manufacturers and types of marquees. For each type, there are specific set-up instructions and options. The types covered are:
 - Bin Cell
 - Clock Display
 - ColorBlock
 - Controller
 - Counter
 - Marquee
 - Solid Cell
 - Speaker
 - Stack Light
 - Text Cell
 - Text Display
 - Tune Device
 - Web Display
5. Once you have chosen a marquee, you can begin configuring the rest of the tabs. The available tabs will vary, depending on which Manufacturer and Model of marquee you choose.
6. At least one marquee configured must be a model type of Controller. This controls the templates that will be displayed on the displays.

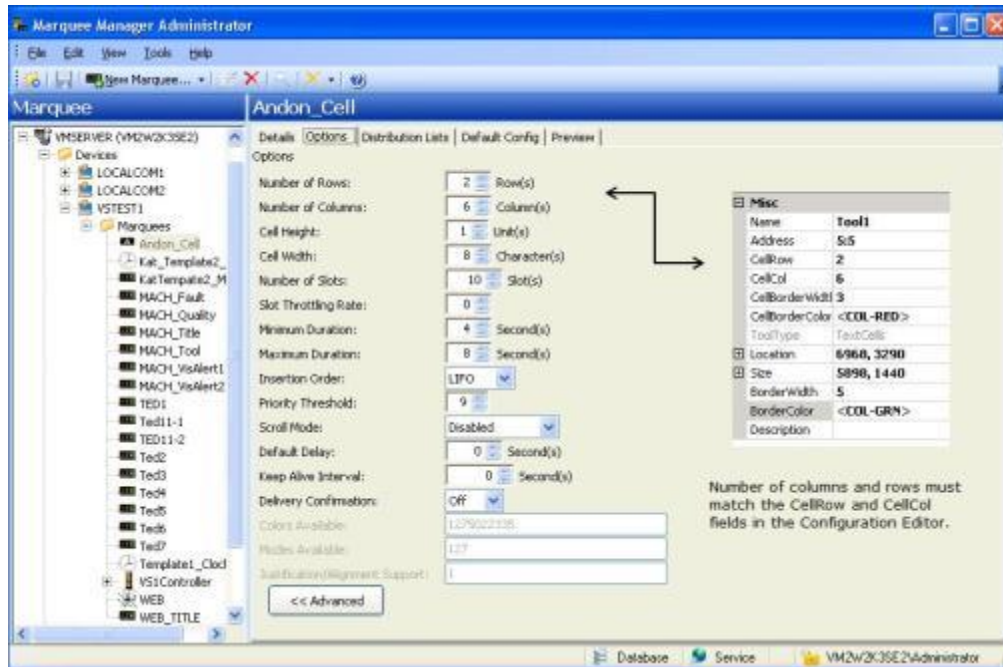
For detailed steps on adding the various types of marquees, please see "Chapter Three – Configuration" in the Marquee Manager Administrator v9.0 manual. The sections entitled "Configuring Key Components – Marquee Options" and "Configuring Marquees By Type" provide details on what options are available for each marquee as well as steps required to configure each type of marquee.

Marquee Manager Video Server V9

Sample Controller marquee set up in Marquee Manager Administrator



7. Also be sure that options such as Line Count, Number of Columns and Number of Rows on the Options tab match what is configured in the Video Server Configuration Editor.



Glossary

Administrator

Typically a GUI application, this component facilitates configuration and monitoring of a server engine. If changes are made to the server configuration the administrator notifies the engine to reload its running configuration either automatically or on user demand. An example of an administrator component is *FirstPAGE* Administrator.

This administrator allows you to maintain the *FirstPAGE* server's engine configuration.

Administrator Kit

An administrator kit contains the product's administration component only. After installing this kit on a workstation you may utilize any of the features of the Administrator component.

Andon

Andon boards are used to show where (station or location) there is a problem (fault) or a potential problem (blocked or starved station or low on stock). They are used to alert the proper personnel that something needs their attention - either immediate or in the near future. A marquee may be used to give mention to upcoming meetings, or events and can display the time, date, number of parts that are expected and actually produced. Basically, they are a visual communication tool used to help production meet their goals and minimize shut down time.

Bin

An area within each cell that contains data relevant to various locations in an environment. (i.e. plant stations such as paint) and various statuses typically used in these areas. Data such as current station state or a station that may be experiencing a problem may be displayed on the Andon Board.

Cell

For Andon type marquee signs, a cell refers to one block of data on the sign.

Device

A Marquee Manager Server device is a name assigned to a physical connection point on the server, which will be used to establish a connection with a marquee.

Marquee

A sign display that serves as a visualization communication tool, providing the means to display time, date and message text such as production counts, and what areas of a plant are experiencing problems.

Appendix A - Manufacturers Address Formats

Manufacturer	Address Format
Adaptive Alpha Version 2	2-digit hex from the display Range = 00-FF e.g. 01
Adaptive Micro Systems	2-digit hex from the display Range = 00-FF e.g. 0A
Allen-Bradley Inview	2-digit hex from the display Range = 00-FF e.g. 0C
Electro-Matic Products Inc.	Stack Light & Sounder: group:unit hex Range = 00-FF for group and unit 4-digit display: 2-digit hex from the display Range = 00-FF e.g. 03
NETCON Technologies Native Unit	Fixed length 4-character address field. First two bytes represent group, second two bytes represent unit. Valid values 00-FF. All characters in uppercase. e.g. 01:EF
Nu-Media Display Systems	8-bit addressing where group = 0 2-digit hex value e.g. 01
Static Controls Corporation	group:unit hex Range = 00-FF for group and unit e.g. 01:FF
Uticor Technology	group:unit with 00:0000 format e.g. 00:0003

You may use the number zero as a wildcard character when searching for an unknown address. e.g. 01 will return all addresses with two digits where the last digit is 1.

Appendix B – Insertion Tags

<i>Tag</i>	<i>Description</i>	<i>Attributes available</i>
COL	Color	AMB – Amber BLK – Black BLU – Blue BRN – Brown DEF – Default GRN – Green LGR – Light green ORG – Orange RED – Red LRD – Light Red WHI – White YLW – Yellow
BCL	Background color	Same as COL
FNT	Font	DEF – Default SML – Small
JST	Justification	CEN – Center DEF – Default LEFT RIGHT
MOD	Mode	DEF – Default FFL – Fast flash FL – Flash REV – Reverse RFF – Reverse fast flash RFL – Reverse flash ST – Static STR – Strobe

Appendix C – Object Usage

Graphical Objects

Supported file types for image files are JPEG, GIF, BMP and PNG.

Timer Object

For the timer object to function, packets must be passed to it in the following format: DateTime~<attributes>StartTime~<attributes>LabelText"~<attributes>Threshold~<attributes>LabelText~<attributes>EndTime~<attributes>LabelText~

Example packets: 2012/04/21 01:47:08~<COL-WHI><BCL-DEF><MOD-DEF>0~<COL-WHI><BCL-DEF><MOD-DEF><SCR-DEF>Elapsed Time~<COL-YLW><BCL-DEF><MOD-DEF>60~<COL-YLW><BCL-DEF><MOD-FL><SCR-DEF>Time Warning~<COL-RED><BCL-DEF><MOD-FFL>120~<COL-RED><BCL-DEF><MOD-FFL><SCR-DEF>OVER TIME~

Packet	Description
DateTime	Date and time to begin the timer in the format YYYY/MM/DD HH:MM:SS
StartTime	Value to begin counting from. If this value is less than EndTime, the timer will count up. If this value is greater than EndTime, the timer will count down.
Threshold	Time at which to change the label and attributes to display another value such as a time warning.
EndTime	Time at which to stop counting. Label and attributes can be changed again to reflect an expired state.
LabelText	The text to be displayed at each of the Start, Threshold and End intervals of the timer.
Attributes	Display attributes of the data to be displayed. Multiple attributes can be assigned.

String Alert

For the timer object to function, packets must be passed to it in the following format: <attributes>Text~<attributes>Message
~<attributes>DateTime~Threshold~

Example packets: <BCL-RED><COL-YLW><JST-CEN><TIME-24>OP10~<BCL-DEF> <COL-RED>Torque tool <MOD-RFF><BCL-RED>fault @ K12 ~<JST-RIGHT>2012/06/29 15:23:45~300~

This control supports displaying multiple rows of data. In order to enable this, the "Remote Queue" function of the corresponding marquee in Marquee Manager must be enabled.

Packet	Description
Text	Static text which will not change, such as a station number.
Message	Dynamic, changing text to indicate an alert or data to display.
DateTime	Date and time to begin the timer in the format YYYY/MM/DD HH:MM:SS
Threshold	Time at which to change the label and attributes to display another value such as a time warning.
Attributes	Display attributes of the data to be displayed. Multiple attributes can be assigned.

Appendix D – Additional Settings

Registry Settings

Additional settings for the Video Server Emulator can be accessed and modified via the Windows registry. On a 32-bit OS, these keys can be found in the following locations:

32-bit OS:

HKEY_LOCAL_MACHINE\SOFTWARE\ \SEQENT\VideoServer\Emulator\Config

64-bit OS:

HKEY_LOCAL_MACHINE\SOFTWARE\Wow6432Node\SEQENT\VideoServer\Emulator\Config

Key Name	Values	Description
AlwaysOnTop	Binary (0,1)	Keep the emulator window on top of all other windows.
FullScreen	Binary (0,1)	Run the emulator in full-screen mode. Running in this mode will also hide the mouse cursor.

Font List Configuration

The list of fonts available for selection in the configuration editor can be modified using the FONTS.xml file located in the EXE subdirectory of the configuration editor install directory.