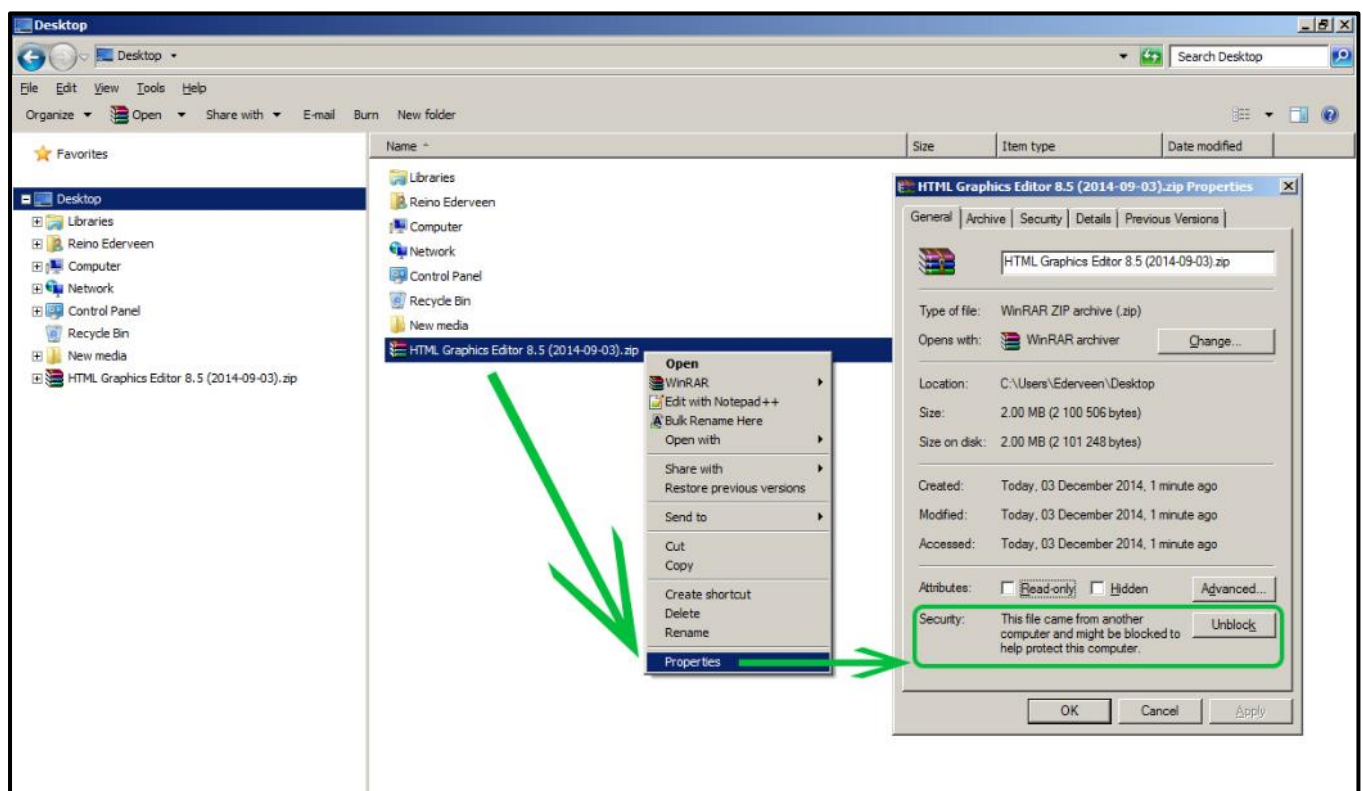


Downloading and installing the software

You can download the Fidelix Graphics Editor / HTML Editor software package from our partner webpage partner.fidelix.com/partner.

Because the editor doesn't have an installation wizard where a User Account Control check could be done to attribute administrative rights to the editor, you can sometimes run into a malfunctioning editor. Therefore, you have to grant the editor sufficient rights in another way. There are two ways of doing so. The first is by unblocking the downloaded zip-file in the file properties dialog box as follows:

Click right on the downloaded ZIP-file, choose "Properties" and click the "Unblock" button in the bottom right of the "Properties" dialog box.

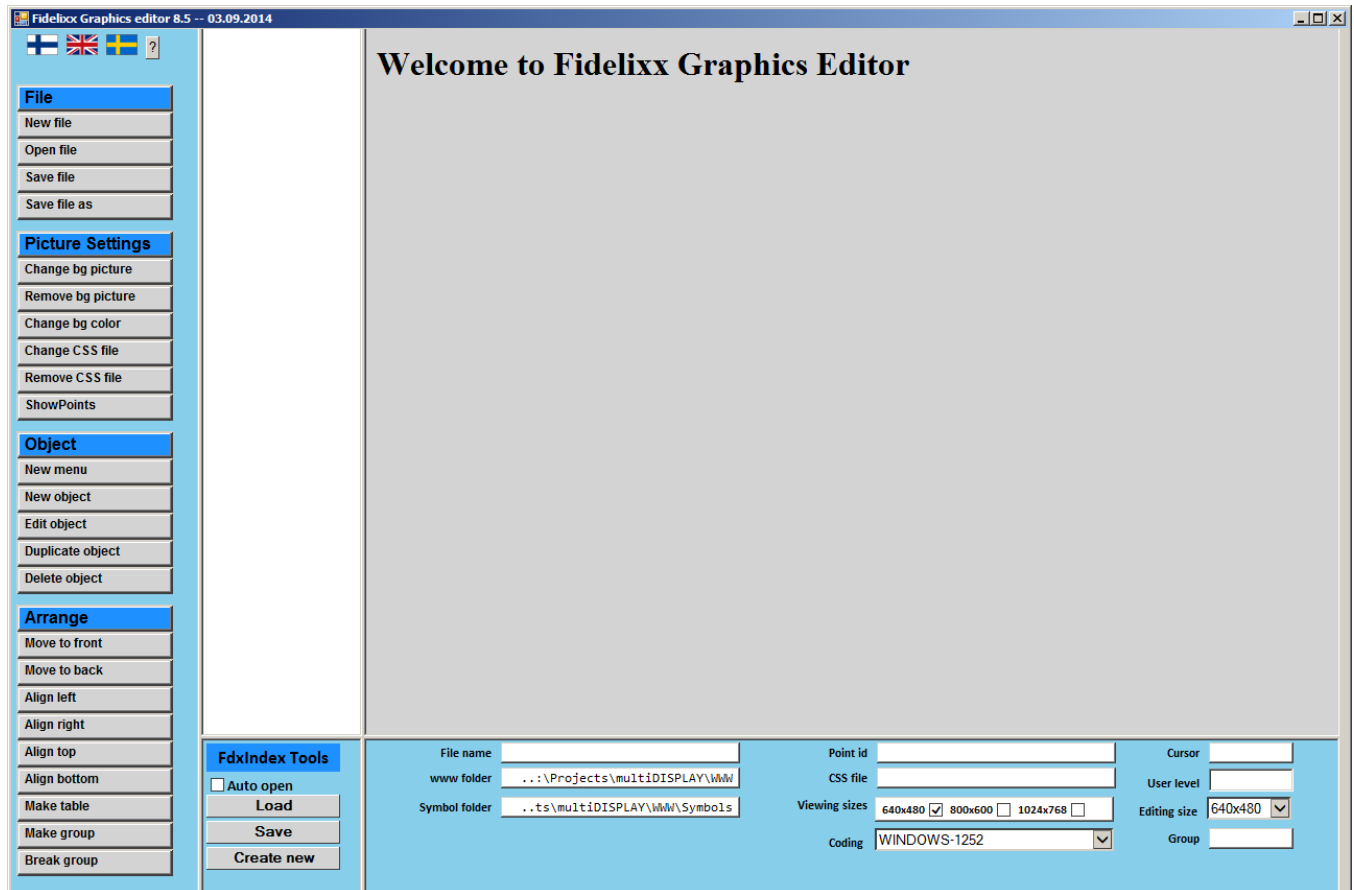


Be sure to do this for all programs and files you download, as well as for all example or help files and example folders!

The second way to achieve the same goal is by following the steps below carefully; sometimes, the unblocking doesn't seem to be enough, and then the following method needs to be used:

1. Unzip the HTML graphics editor folder as it is (preserve the subfolder structure!) and save the folder somewhere on your local hard drive.
2. Delete the downloaded zip-file.
3. Re-zip the whole folder you just unzipped locally and save the new zip-file on your local hard drive.
4. Delete the previously unzipped folder (the folder you unpacked from the downloaded zip-file).
5. Now, from the locally generated zip-file, unzip again the same the HTML graphics editor folder as it is (again, preserve the subfolder structure!) and save the folder somewhere on your local hard drive.
6. Delete the locally created zip-file.

Now if you open the HTML graphics editor, it will look something like this:



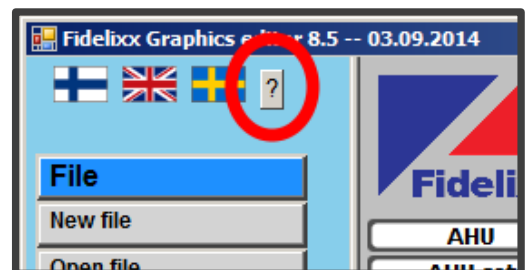
Using the Fidelix Graphics Editor

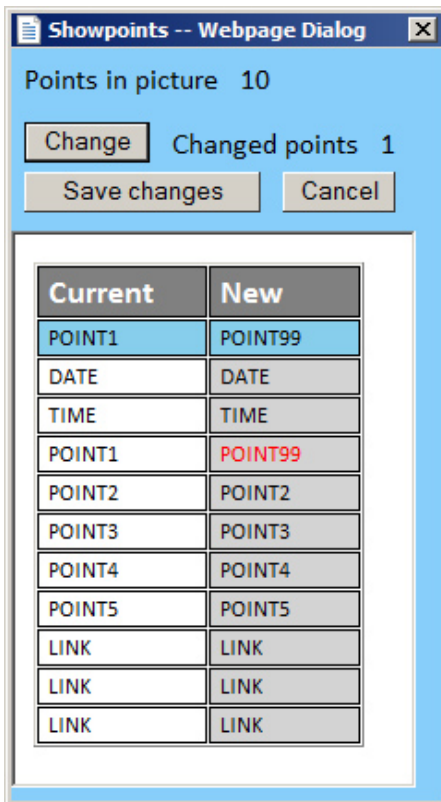
What you should know before you edit pages

The Fidelix HTML Graphics editor is used for making graphics for the FX-controllers, webVision SCADA software, the multiLINK and the multiDISPLAY. That is why you might not use all the features of the HTML-editor. For instance, most of the point-related features that are described in the HTML editor help file (in the same folder as the editor executable) do not apply for the multiDISPLAY.

Important to know is also that your project folder and the graphics editor program folder have to be on the same drive because of the same Windows rights reasons you had to locally zip and unzip the editor.

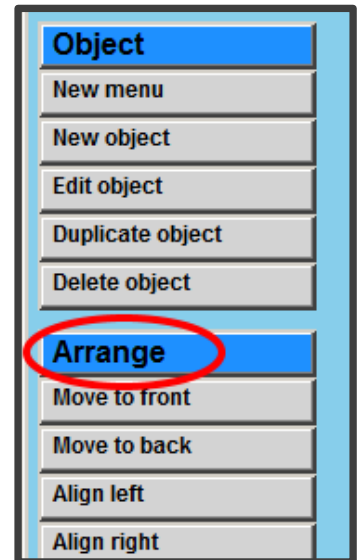
Make sure to read through the cheat sheet page that pops up when you click the question mark next to the three flags. It contains useful tips.





Choose "ShowPoints" in the left menu or click right on an empty spot in your page with no element selected and select "Show Points" for a fast way to batch change multiple points in your page; for instance, if you need to make 5 identical pages for 5 devices, you can very quickly rename the points for device 1 as 11, 12, 13 ... 19, for device 2 as 21, 22, 23 ... 29 etc.

Make sure to click the "Arrange" button in the bottom left corner of the screen to have access to some very useful features.

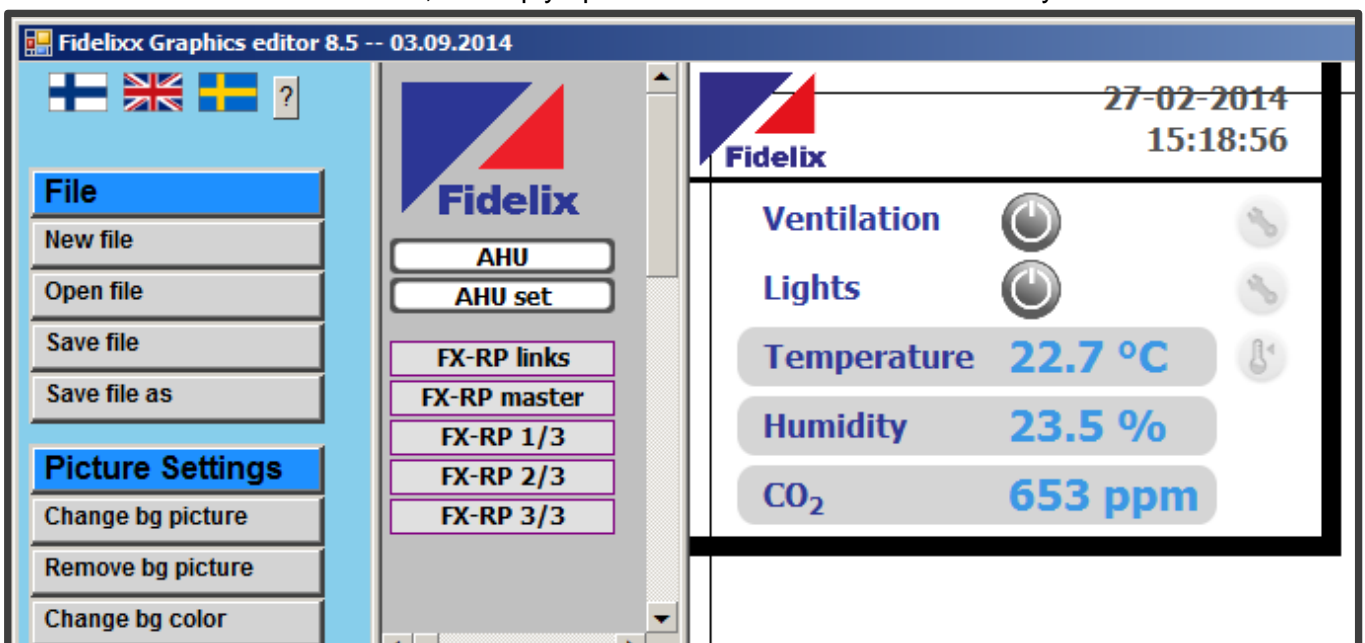


The FXINDEX page

The middle column of the editor is reserved for the FDXINDEX.HTM file. There are two possibilities for the index file; either you have a freely editable menu (like the one from the "WWW" example folder), or you can use the built in collapsible menu (which is the preferred way).

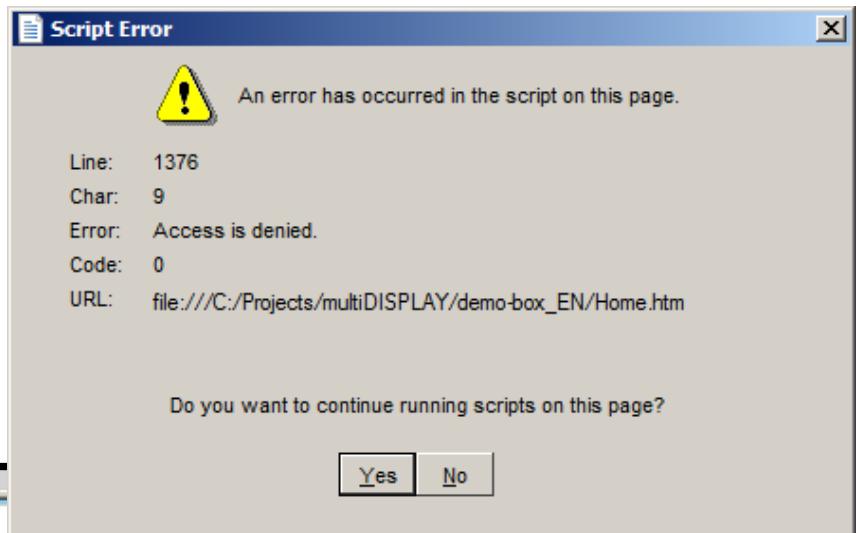
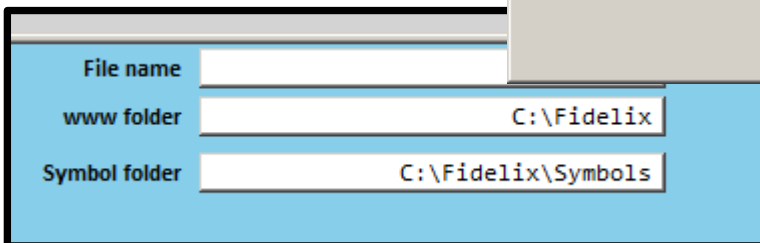
This menu is shown on the FX-controller and, if the built-in collapsible menu is used, for webVision, but can also be used for multiDISPLAY and multiLINK projects, to make navigation easier while developing.

Using a freely editable menu means you have to make each link yourself, and you have to edit the index file just like any other page. For an example, just open any page in the "WWW" example folder and then click "load" in the middle column, or simply open the FDXINDEX.HTM file directly.



If you have just downloaded the editor, and didn't open any "normal" page yet, but still click "load" in the middle column, the editor will return an error like the one on the right.

The same error will also pop up when you try to load the FXINDEX page without it being present in your project folder. The project folder is mentioned under "www folder" in the right bottom panel of the editor window:



This error will probably cause the editor to completely freeze or get stuck in an endless loop of error report popups. The reason being that the graphics editor uses Internet Explorer scripts for its base functionality (that is why it is so small) that cannot be stopped from outside of Internet Explorer.

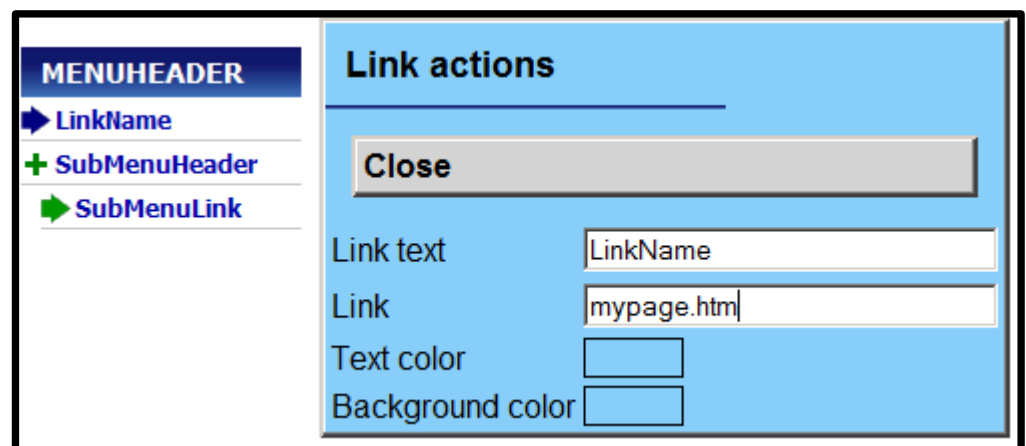
So make sure you have the FXINDEX file present in your working folder before loading it.

You can also use the built-in collapsible menu (mandatory when making pages that will be displayed with webVision, and generally advised):

Just click "create new" and an FXINDEX file will be created in your project folder. The menu file will contain all possible elements: a menu header, a link inside that menu, a submenu header and subsequently, a link inside that submenu.

Right-click on any of these elements to edit them, or right-click outside the menu to add another menu or change the menu page background colour under "Edit page" (yes, you probably wanted to change that immediately...).

Making links is done by typing the name of the .htm file in the "LINK" field. The Text and Background colour will stay at their defaults if you don't change it here. The arrows and "plus" icons are not editable or changeable.



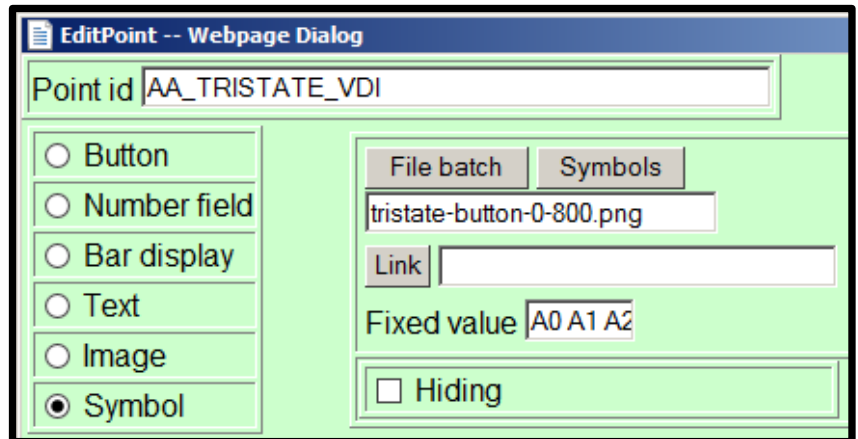
Caution! Be careful when switching from page to page through the menu; any unsaved changes will be lost, and there is NO popup box to remind you to save changes!

Editing pages (a few pointers)

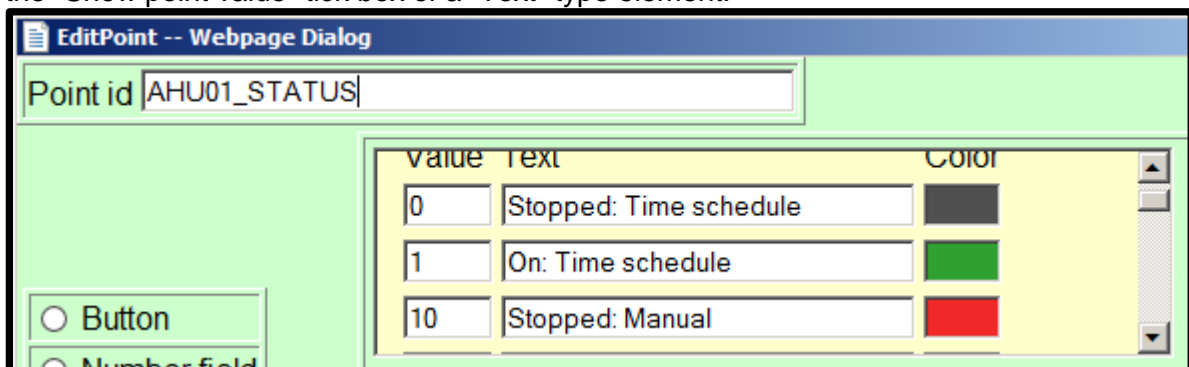
- Once a page is opened inside the Graphics editor, you can drag elements around with the mouse or with the keyboard as you like (shift+arrow = 10px movements).
- Only select 640x480 for "Viewing size" and "Editing size" in the bottom right panel of the editor; the possibility to select other sizes is rather a remnant of the past, when browsers were unable to scale things properly. If you only select "640x480", you will also only need those symbols
- Any graphical element can be used, but the naming should follow the conventions like in the "symbols" folder inside your project folder. (e.g. Filename-0-640.jpg)
- Graphical elements have to be either .bmp, .gif, .jpg, .jpeg or .png.

- If you want to use a multi-stage image (like the power buttons in the example pages for the multiDISPLAY), enter the desired values through which to toggle separated by spaces in the "Fixed value" field of the EditPoint dialog box:

The way to use "Fixed value buttons" is explained in the editor Help file, which is in the same folder as the editor's executable file.

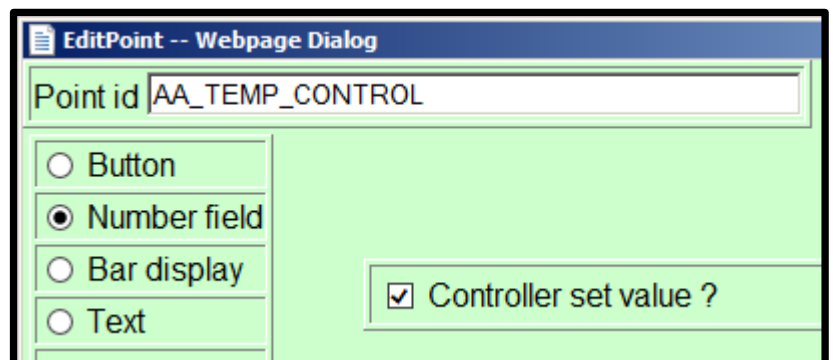


- You can choose to show the value of a point, or to display a text according to the point's value. Showing the actual value is done by either selecting a "Number field" type element, or by ticking the "Show point value" tick box of a "Text" type element.



Showing text based on the value of a point (like for instance on/off, day/night or off / startup / slow / fast / error) is done by selecting a text type element and writing the desired values and corresponding texts in the yellow box inside the EditPoint dialog box.

- To make points with editable values, simply tick the "Controller set value?" tick box in the EditPoint dialog box.



For more detailed instruction on how to correctly make HTML pages and use all the features the editor already offers, please refer to the editor manual in the same folder the editor executable is in.