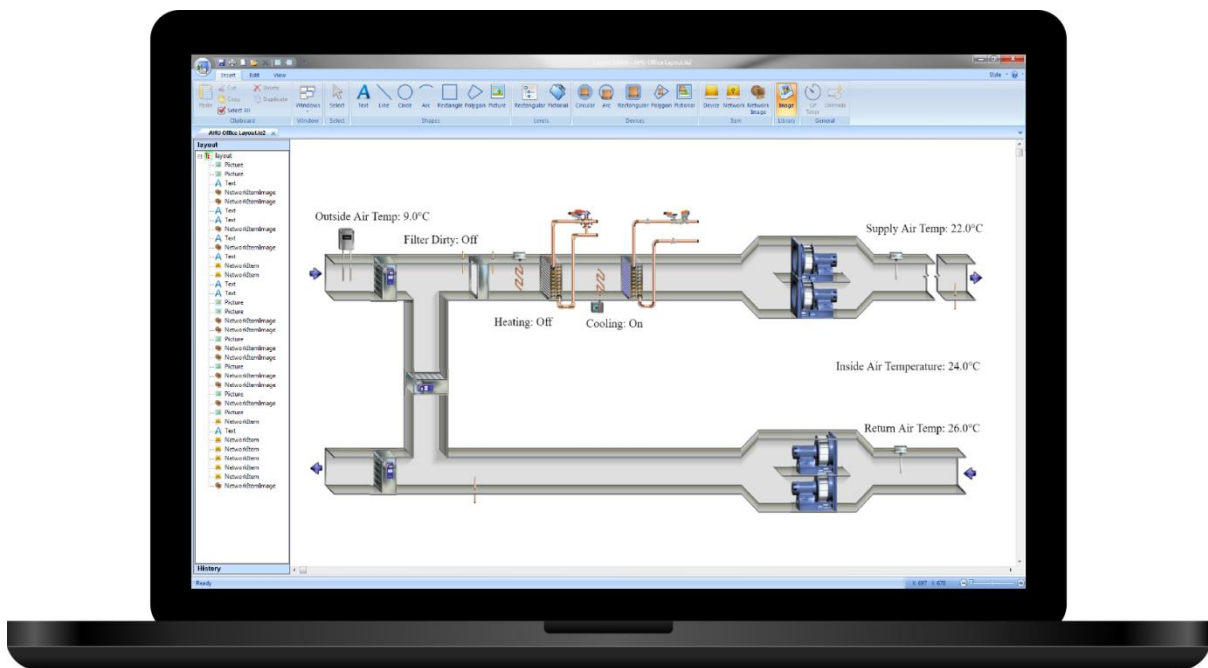


Resource
Data Management

Layout Editor 3

User Guide

Revision 3.0.4a



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Layout Editor 3

From Resource Data Management

The RDM Layout Editor is a graphical editing tool that allows site layouts to be created and saved in a file format compatible with the DMTouch. Once the Layout has been created, it is displayed on the DMTouch and the local or remote PC. Using a layout diagram gives a better visual indication of where all the devices are located as opposed to being displayed on a list.

Once imported to the DMTouch, the layout gives a visual indication of all the devices current states by changing the symbol of the device to a different colour. For example red could indicate an alarm condition and blue could indicate normal. Instantaneous device values can also be displayed on the layout diagram.

Layouts can be created without the need of imported drawings or from an imported AutoCad dxf file. To allow for correct scaling, the tool allows the user to preview the layout as it would appear on the onsite PC screen. Additionally, the layout can either be a simple one layered design or have multiple levels. Having multiple levels allows for the layout to be divided into different sections, for example floors in a building. Clicking on a level icon will open up a layout for that particular section which, subsequently, itself can also contain multiple levels. Using levels prevents a layout becoming too complicated and cluttered.

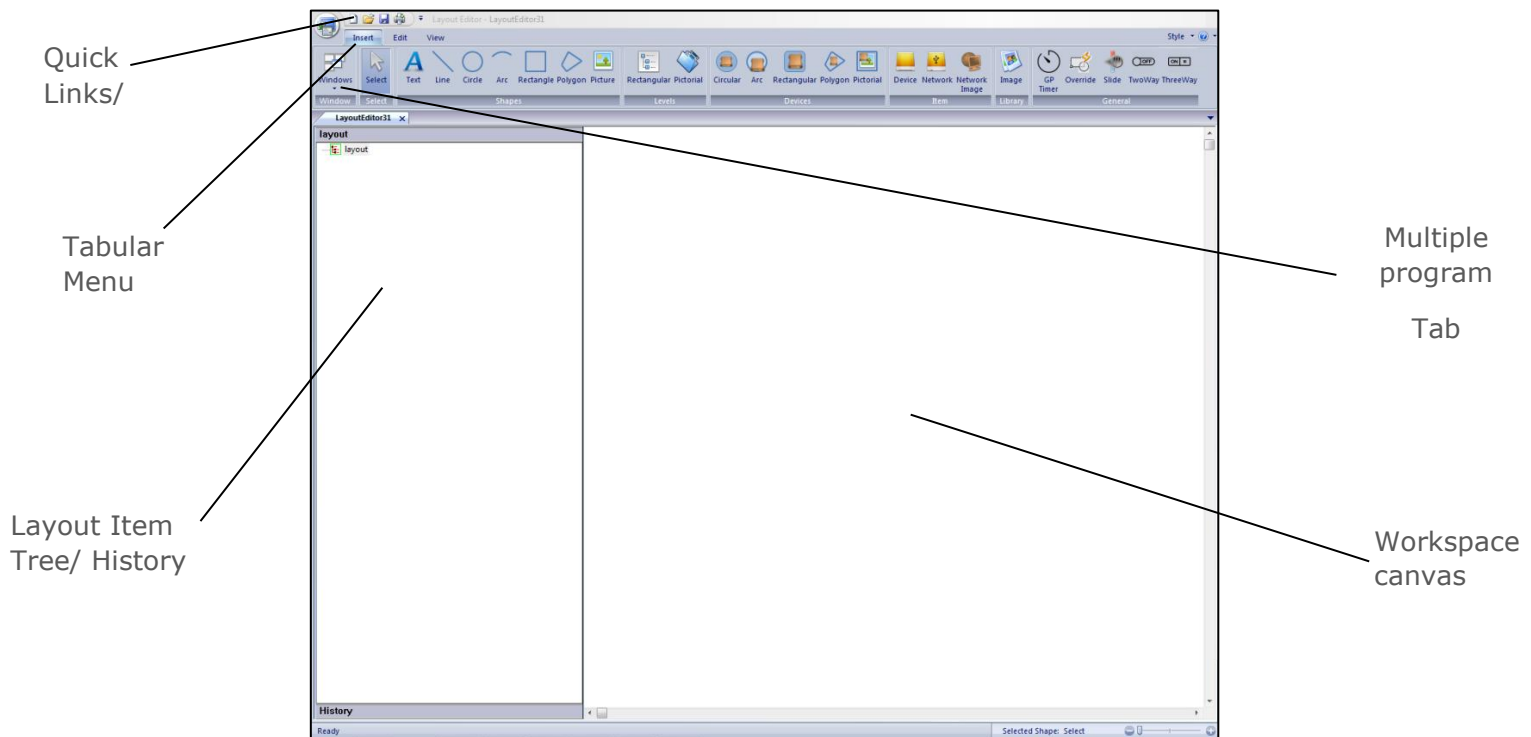
Layouts may appear differently on different PCs depending on their settings. PC display settings and font sizes may need to be adjusted to show the layout as intended, the type of internet browser used may also affect how the layout appears.

Installation

The Layout Editor Software can be obtained by contacting RDM Technical Sales (0141 810 2828 option 1). RDM recommend that you attend the RDM training course, which includes the use of Layout editor, before using this software. Therefore RDM cannot be held responsible for the misuse of the software.

Getting Started

Opening the Layout Edit or will result in the presentation of the following page;



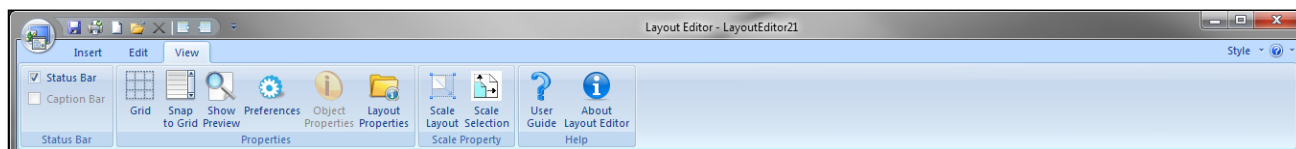
The Layout Editor Opens a default untitled blank Layout automatically which can immediately be used to create the design. Using the items from the tabular menus outlined in the next section, the user can now begin in creating the Layout.

Note: for importing DXF files on to layouts, please see the [Import DXF](#) section.

Layout Editor Interface

View Menu

The 'View' menu allows the user to specify certain properties of the layout and tailor the interface to the user's needs. Such things as the layout size, grid enablement and colouring will be available to change.

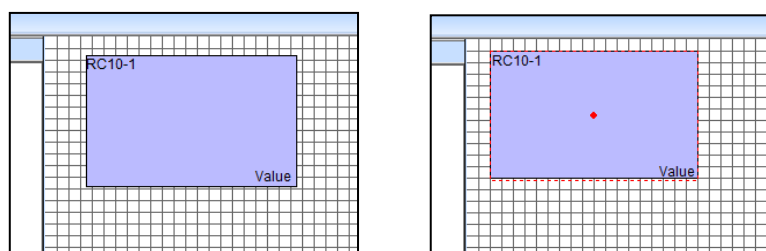


Status Bar / Caption Bar

toggling the Status and Caption bar check boxes will change their visibility to the user. The status bar is located at the bottom of the editor advising of current status and advisory comments. The caption bar may be used in future developments.

Grid / Snap to Grid

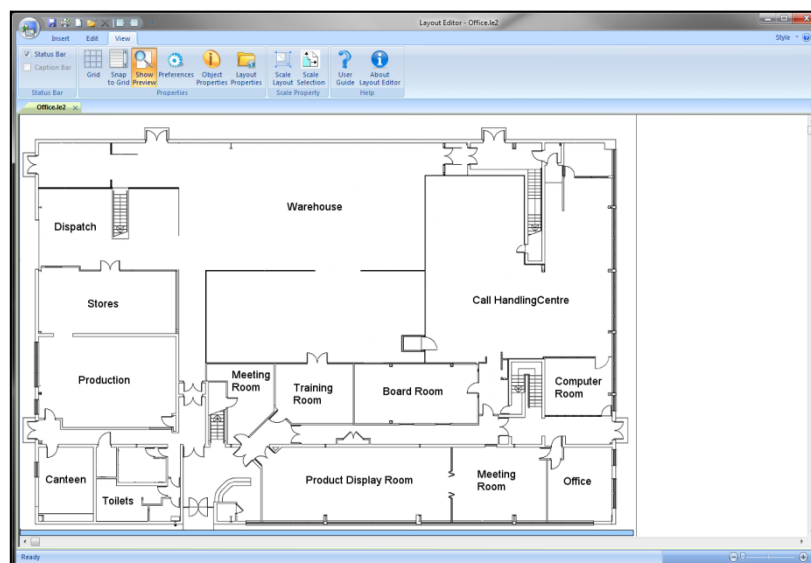
Clicking on the 'Grid' icon will result in a grid being shown on the work space, helping with alignment of items on the layout. The grid will not be visible on the layout when it is transferred on to the DMTouch. The size of the grids can be amended in the [preferences section](#), also accessible through 'View' menu.



Clicking on the 'Snap to grid' icon will implement the feature so that when placing new or moving objects it will automatically align itself with the grid row and column. The example, above right, shows the result using the snap to grid feature. Again, the size of the grid can be altered and the objects will snap to the current grid scale.

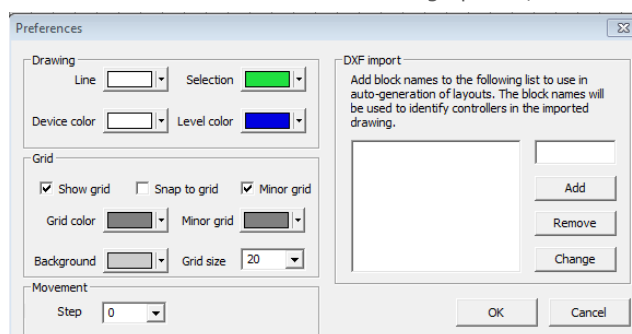
Show Preview

The Layout being created can be previewed, which shows how it will appear on the DMTouch.



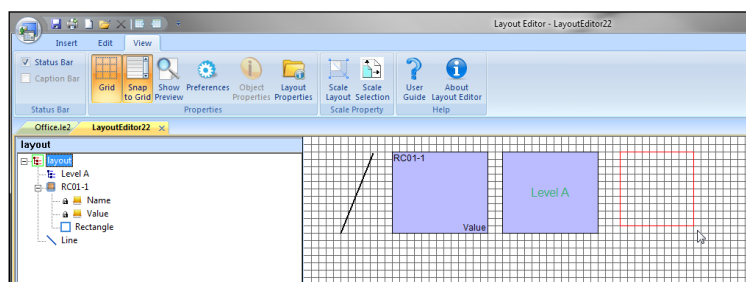
Preferences

The preferences, once clicked will offer the user the following options;



Drawing and Grid

These settings define certain characteristics of the editor itself dictating certain colours and sizes etc. For example the above settings for 'Drawing' and 'Grid' would result in the following when used on the layout canvas;



Movement

This setting allows the user to move the shapes/objects with the keyboard keys Left, Right, Up, Down, 7, 1, 3 and 4. Setting the step value between 1 to 10 will determine the amount of movement. 0 will disable this function. **Note :-** When used the tree navigation is disabled. Another shape can only be selected by directly clicking on it.

DXF Import

Before importing a DXF file, the Layout Editor can be set to automatically detect DXF block reference names. These are then used to automatically generate controller blocks on the layout. There are a limited amount of block reference names as standard, but more can be added manually. For more information on DXF files, please see the [Import DXF](#) section.

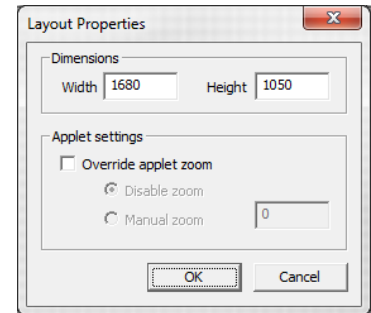
Object Properties

Object properties is a quick link to the properties of the currently selected object. For instance if a Rectangular Device is selected then clicking this button will allow the user to edit the device's properties, i.e. name etc.

Layout Properties

Clicking the Layout properties will provide the user the options to change the Layouts dimensions (width and height) along with the zoom properties that are associated to the Layout once it is on the DMTouch. The width and Height are shown in pixels.

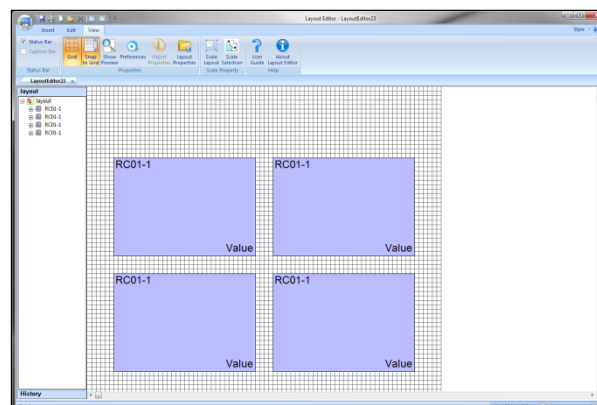
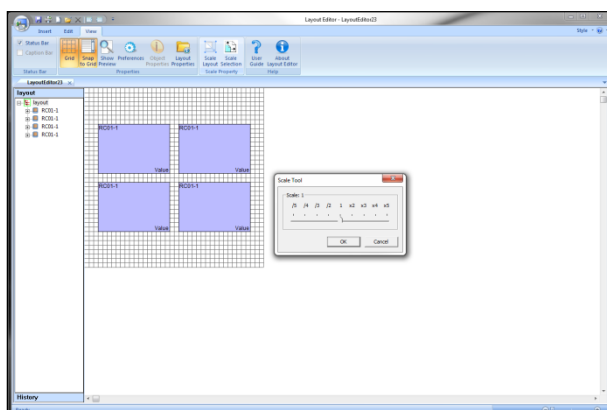
Tick the 'Override Applet Zoom' box to allow the two options; Disable and Manual Zoom. Disabling the layouts zoom will prevent the user (on the DMTouch) to zoom in either with pressing the screen (dmTouch) or clicking on the layout via its web interface.



By checking the 'Manual Zoom' it will allow the user to provide a scaling factor to which represents the level of magnification the 'clicking' or 'pressing' on the live layout will cause. So for example if the user inserts "2" in the box, when the layout is 'zoomed' it will magnify the layout by x2.

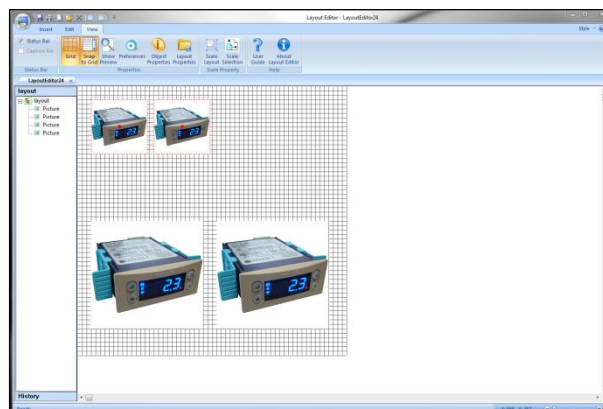
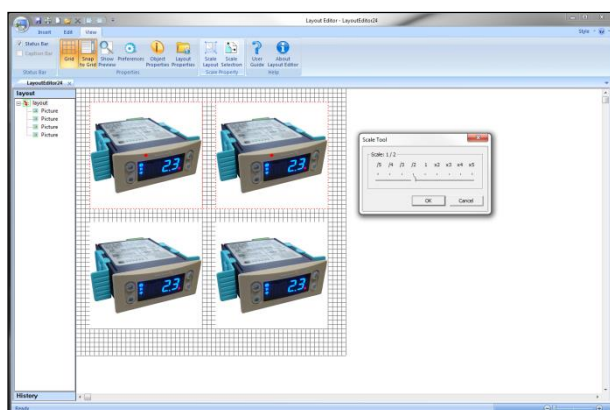
Scale Layout

Using the scale layout feature is a handy tool for increasing the size of the layout and all objects within. All objects will be scaled to that of the users choosing. When the option is selected the 'Scale Tool' will appear and the desired scaling can be applied.



Scale Selection

The scale selection tool allows part, or all the layout to be increased or decreased in size by a specified scaling factor. The user would select which objects they wish to be scaled by individually clicking on them with the 'shift' key depressed or simply left clicking on the canvas and drag around the desired objects. In the example below the top two picture objects are highlighted and are subsequently scaled to the factor chosen.



User guide

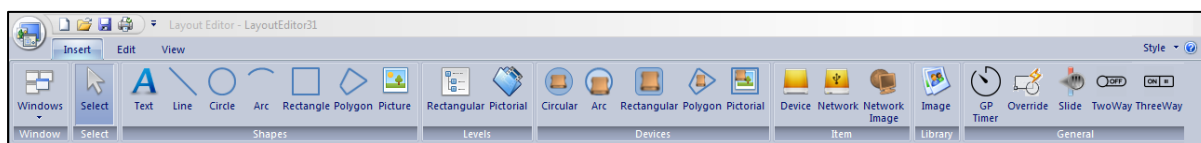
The User guide option will open this pdf for assistance in use of the editor. This document can also be downloaded at the RDM web site www.resourcedm.com.

About Layout Editor

Offers generic information about the editor stating the software version etc.

Insert Menu

The insert menu is used as the main menu for selecting what type of object the user is placing on the workspace. All available items and their descriptions are outlined in the below sections.



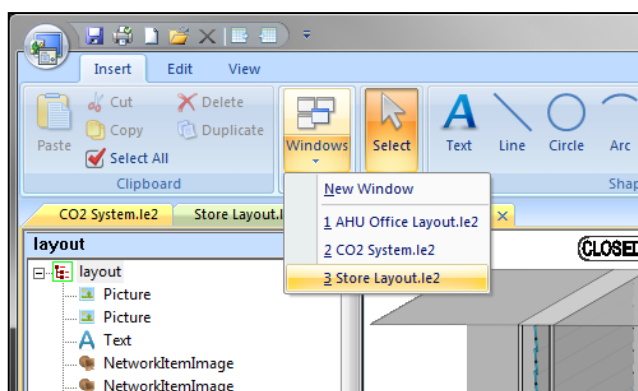
Clipboard

Cut/ Copy/ Paste/ Duplicate/ Delete

These commands are used as quick editing features. Cut an item or multiple items from the workspace when selected to remove them. Use the 'Paste' command to 'paste' the cut (or copied) items on to the workspace. The Copy will duplicate the selected item or items and again clicking paste will paste the items back on to the workspace. The duplicate option will actually copy the selected items and paste them immediately next them. 'Select All' will select all objects on the workspace. The 'Delete' will delete any objects selected. Click on 'Select' to remove any other associations the mouse pointer has and cause it to be nothing but a selection tool.

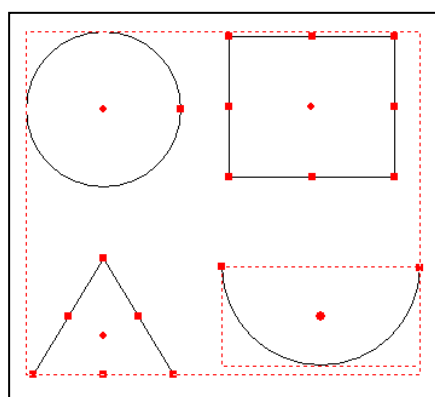
Windows

The Windows menu allows easy selection of the multiple layouts (currently open in the editor). As per the example below the editor will show the open layouts along a tabular menu which can be navigated between. The Windows drop down menu is a second method of selecting the layout the user wishes to edit.



Selection Tool

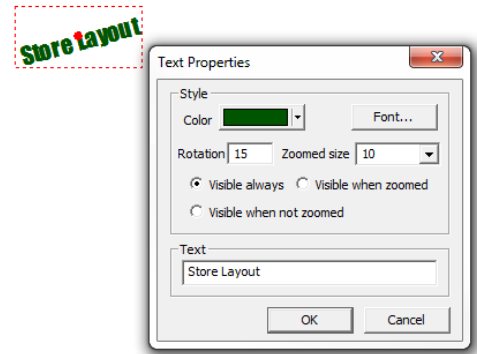
The selection tool simply disassociates the pointer from any previously selected item. This will allow the user to select objects by clicking on them, allowing them to be moved and resized etc. Additionally, clicking on the canvas and dragging over objects will select multiple items.



Shapes

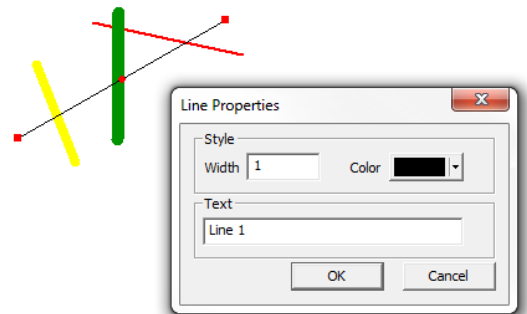
Text

Selecting the 'Static text' icon allows a user to place, anywhere on the layout, specific text strings. Once selected, left click on the location in the workspace the text is to be added where it will add a "Text" block. By going into the text object's properties (right clicking on the string) the user can specify the actual string, type of font, colour etc. Other characteristics can also be set relating to the view when the layout is zoomed (while on the DMTouch).



Line

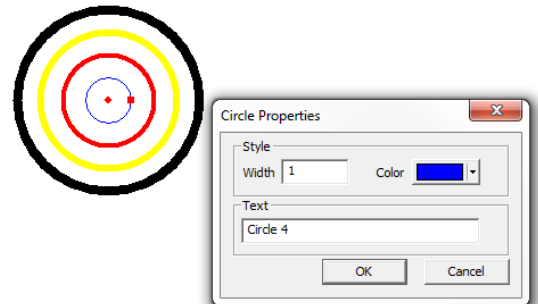
Lines can be added to the layout by selecting the "Line" tool. Click and hold the left button where you want the line to start on the layout; drag the mouse until the desired end point is reached and release the left button where the line will be drawn on the layout. Once drawn, the line's 'end points' can be moved, changing the size and direction of the line. Repeat the operation for further lines on the layout.



Right clicking and selecting "Properties" allows the line colour and width to be selected.

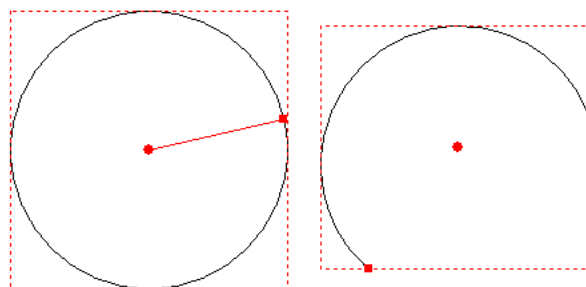
Circle

Circles can be added to the layout by selecting the "Circle" tool. Once selected, click on the desired position where the centre of the circle is to be. With the mouse button still depressed, drag the mouse away from the centre expanding the circumference to the size required. Once the circle is placed it can be selected at any stage and resized. The colour and line width can also be changed to suit the needs, through the properties box.



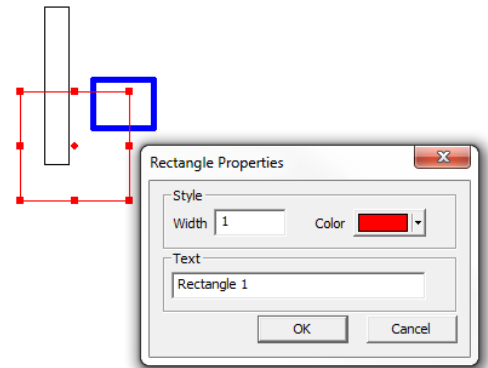
Arc

Arcs can be added to the layout by selecting the "Arc" tool. To draw the arc, it is done in small stages; firstly click and hold at the point on the workspace the centre of the circle (of which the arc is based) is to be placed. Still holding the mouse button, drag outward from the centre point to the edge of the circumference where the start of the Arc is to be and release the mouse. Now, to dictate the size of the arc rotate the mouse pointer around the circumference of the circle and the trace of the arc will become visible. **Note:** it will draw the arc up to the 90° point on the circles circumference. The size of the Arc can be adjusted after it is drawn and line size and width can be specified in its properties menu.



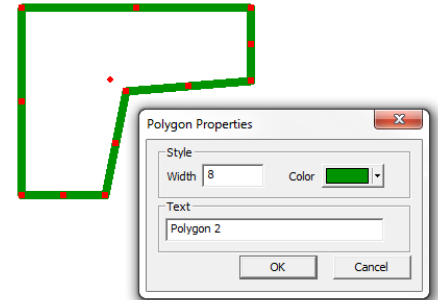
Rectangle

Rectangles can be added to the layout by selecting the "Rectangle" tool, clicking and holding the left button on the layout and dragging the mouse until the desired size is reached. Right clicking and selecting "Properties" allows the colour and line width to be changed. The size of the rectangle can be altered at any time.



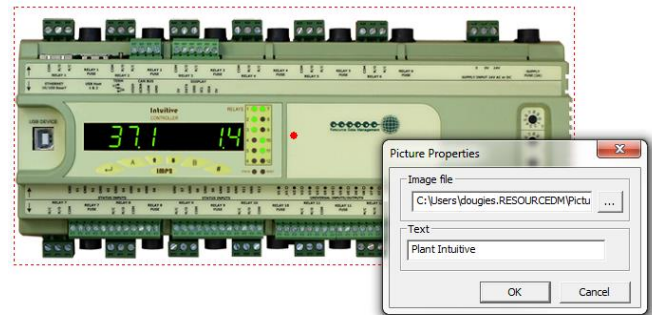
Polygon

Polygons can be added to the layout by selecting the "Polygon" tool. To start 'drawing the shape', click and release the left mouse button on the layout to select a start point. Click (and release) on a second point to draw the first line, move the mouse to the next point and click again. Repeat the process several times until the last point has to be drawn. On the final point and to end the drawing, single right click the mouse. The placed points of the polygon can be moved at any time, in addition to using the properties box to change the line width and colour.



Picture

Pictures in the form of a gif, png, jpg, or jpeg image, can be added to the layout by selecting the "Picture" tool. Click and release the left button on the layout at the desired position where a "Picture" icon will appear. Right clicking and selecting "Properties" allows the location of the desired image file to be selected and clicking "OK" will complete the action and add the image to the layout.

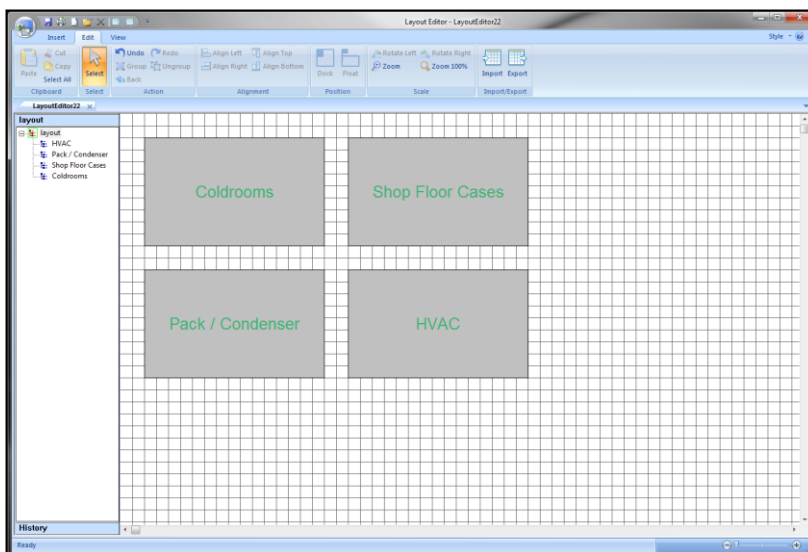


Levels

Several levels can be added to a layout diagram. Careful consideration should be taken in the planning of this, the top level should be selected first as it cannot be added at a later date.

Rectangular

Select the "Rectangular Level" tool, then click and hold the left mouse button on the layout, drag the mouse until the desired size is reached and then release the left button to complete the operation.



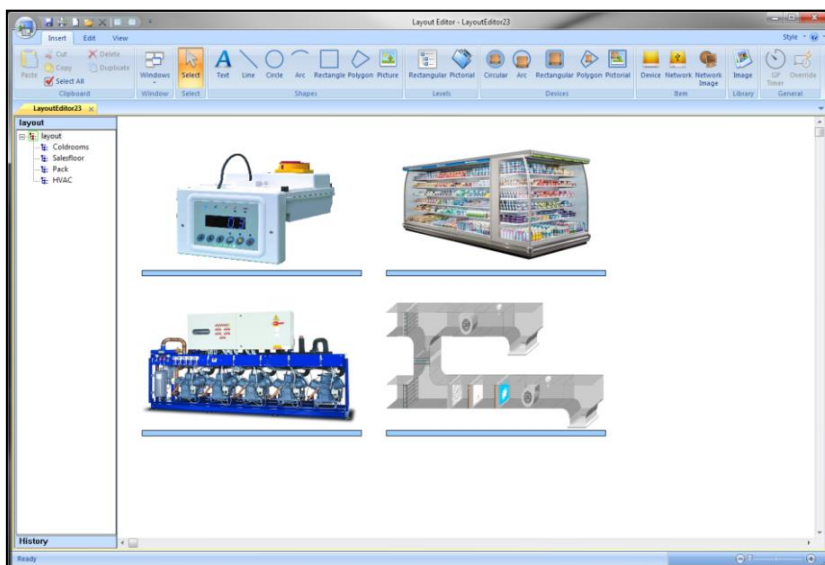
In the example on the left, four Rectangular Levels have been added to a blank layout. Each Rectangular level is given a name by right clicking and selecting "Properties" for each rectangle.

This is now the "Top Level" and will be the first page to be displayed when the completed layout is loaded onto the DMTouch.

Double clicking the left mouse button on any of the four rectangles will open a new "Sub Level". Each sub level can now be created in the same manner as the top layer, in this example there will be four sub levels, each with its own layout.

Pictorial

A pictorial level can be used in the same manner as a Rectangular level, but using a suitable image instead.



Select the "Pictorial Level" tool, then click and release the left mouse button on the layout at the desired position. A "Pictorial Level" icon will appear.

Right clicking and selecting "Properties" allows the location of the desired image file to be selected, clicking "OK" will complete the action and add the image to the layout.

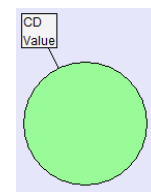
Once loaded onto a DMTouch, a colour bar will appear underneath each image to indicate the condition of the items in the sub-level. If the items are in different conditions, the bar will split into different colours accordingly.

Devices

There are five different types of devices on the toolbar; Circle, Arc, Rectangle, Polygon and Picture. These are added to the layout by the same method as the regular shapes on the toolbar, but are linked to a controller or item on the DMTouch or system network. A 'device' will display a value relating to the controller as it appears on the DMTouch's device list and will also change colour to reflect the status of this controller or item.

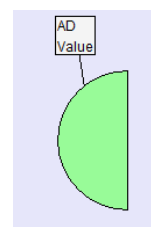
Circular Device

Circular devices can be added to a layout by firstly selecting the 'Circular Device' icon. Once selected, click on the desired position where the centre of the circle is to be. With the mouse button still depressed, drag the mouse away from the centre expanding the circumference to the size required. See [Linking Device Objects to Controller / Input Names](#) for details on editing the device properties.



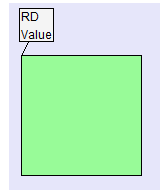
Arc Device

Arc Devices can be added to a layout by selecting the 'Arc Device' icon. Similar to the 'Arc shape', to draw the Arc device, it is done in small stages; firstly click and hold at the point on the workspace the centre of the circle (of which the arc is based) is to be placed. Still holding the mouse button, drag outward from the centre point to the edge of the circumference where the start of the Arc is to be and release the mouse. Now, to dictate the size of the arc rotate the mouse pointer around the circumference of the circle and the trace of the arc will become visible. **Note:** it will draw the arc up to the 90° point on the circles circumference. See [Linking Device Objects to Controller / Input Names](#) for details on editing the device properties.



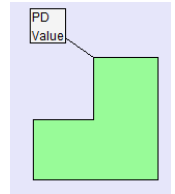
Rectangular Device

Rectangular Devices can be added to the layout by selecting the 'Rectangle Device' icon, clicking and holding the left button on the layout and dragging the mouse until the desired size is reached. See [Linking Device Objects to Controller / Input Names](#) for details on editing the device properties.



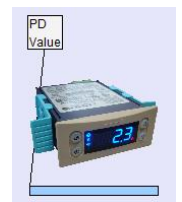
Polygon Device

Polygon Devices can be added to the layout by selecting the 'Polygon Device' icon. To start drawing the polygon, click and release the left mouse button on the layout to select a start point. Click (and release) on a second point to draw the first line, move the mouse to the next point and click again. Repeat the process several times until the last point has to be drawn. On the final point and to end the drawing, single right click the mouse. See [Linking Device Objects to Controller / Input Names](#) for details on editing the device properties.



Pictorial Device

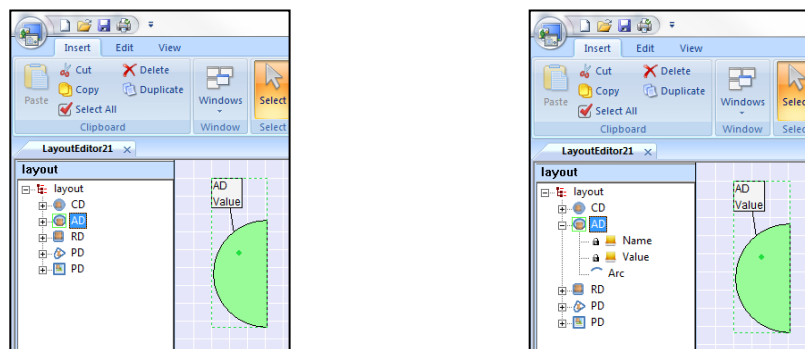
Images in the form of a gif, png, jpg, or jpeg image, can be used as 'Pictorial Devices' and are added by firstly selecting the 'Pictorial Device' icon. Click and release the left button on the layout at the desired position where the 'Picture' device icon will appear. To choose the image for the device, navigate to the 'Layout Tree' (located on the left hand side of the editor), locate the 'Picture Device' Object (will be highlighted when just added), open the tree 'branch', right click on the 'Picture' and select properties. Here the image location can be chosen. See [Linking Device Objects to Controller / Input Names](#) for details on editing the device properties.



Linking Device Objects to Controller / Input Names

In order to have a successful layout, each device object must be associated (or mapped) to a controller logged onto the DMTouch or a direct input on the DMTouch (such as a temperature probe). To form this association, the "Name" of each device object (circular, arc, rectangular, polygon and pictorial objects) needs to be changed from its default name (such as AD for arc device) to the name the controller or input has in the DMTouch (as it appears on the DMTouch Device list).

Use the select tool to click on the controller object in the workspace. The item in the layout 'tree' on the left of the page, relating to the item just selected, will be highlighted, as shown below;



The item in the tree can now be expanded by clicking on the "+" symbol (shown on right). Right clicking on "Name" and selecting "Properties" will display a text box where the device name can be changed from the default name (AD in this example) to the name of the controller or input the device is to be linked to (RC10-1 for example). Again, the name must correspond exactly to the name as it appears in the DMTouch's devices list.

The "Value" cannot be changed, this will simply be the device's value as shown on the DMTouch (e.g. control temp).

Furthermore, there will be an associated shape (or picture) attached to the device, this is shown at the bottom of the expanded section (shown above as 'Arc' in the example). By left clicking on this it will allow the user to change the characteristics of the shape (similar to when drawing the shape), by means of changing its size. Right clicking on the 'Arc' text will also allow the name, line colour and width of the shape to be amended.

Item

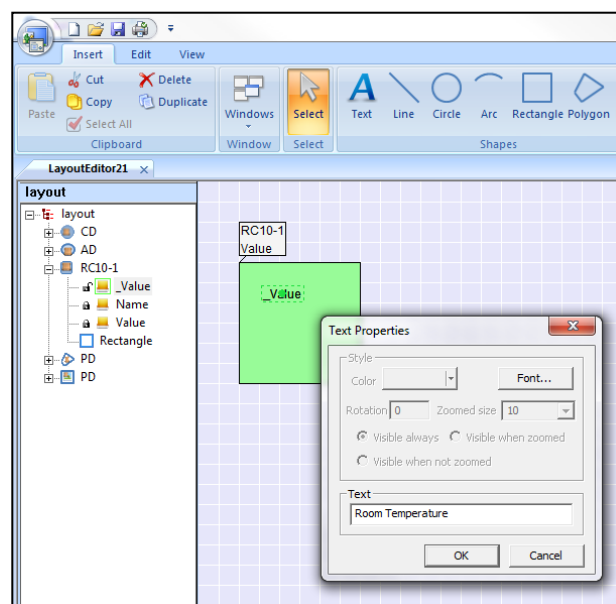
Device Item

A device's value, as it appears in the DMTouch's device list, will be automatically displayed in real time within the device once the layout has been loaded onto the DMTouch. The 'Device Item' tool allows additional device values to be displayed inside the device.

Before using the tool, there must already be a pre-defined 'Device' object on the layout.

Select the "Device Item" tool and left click at the position, within the device, where the value is to be displayed, a "Value" icon will appear. Right clicking and selecting "Properties" opens a text properties box. The value's name, to be displayed, can be entered here.

Note: The text must match exactly the text on the DMTouch of the value to be displayed, for example "Room Temperature" (text is case sensitive).



If the value needs to be edited at a later date, left clicking on the device will highlight it in the left hand Layout tree, the device can then be expanded and the value edited as required. The same process can be used to alter the position of the value within the device.

Network Item

A real time value (such as temperature) from a device on the system network or DMTouch, can be displayed inside or next to a device.

Select the "Network Item" tool and left click at the position where the value is to be displayed, a "Device" and "Value" icon will appear. Right clicking and selecting properties opens a dialogue box.

In the dialogue box, the network 'device' to be used and the 'value' from that device to be displayed can be selected.

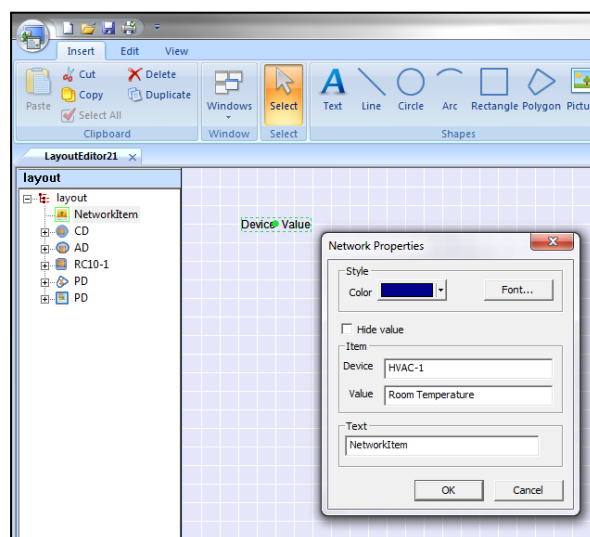
Note: The text must match exactly the text on the DMTouch of the name of the controller and the value to be displayed, for example "HVAC-1" and "Room Temperature" (text is also case sensitive).

Additionally, the font, size and colour of the value to be displayed can also be chosen if required. The value's name can be hidden when loaded on the DM. So with the example to the right it would show;

HVAC-1: 22.5°C

On the DMTouch's layout. With the 'Hide Value' box checked it would remove the "HVAC-1:" and just display the reading.

Note :- When creating a layout to be used on an Intuitive controller the device name can be ignored as it will have no effect, it is the 'Value' field which must match.

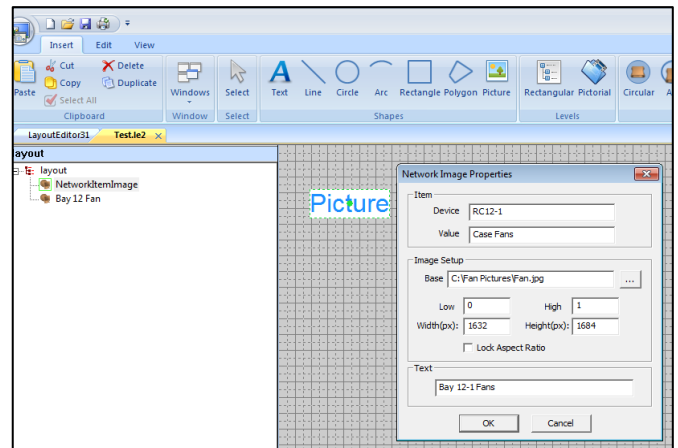


Network Image

Network images can be used in layouts to associate certain pictures (static jpegs, jpg, png or animated gif's) with the device's I/O's. For example, on RDM refrigeration case controllers there is a fans output state. Within the device's IO list it will show Lights as either 'On' or 'Off'. The network image can be mapped to this value and will change depending on the state (on or off).

To place the network image on to the layout, select 'Network Image' and left click on the location it is to be placed. Then, to edit the properties, right click on the 'Picture' icon and select 'Properties'.

Enter the Device name and the value the image is to be linked to. For example device "RC12-1" and "Case Fans".



Note: The text must match exactly the text on the DMTouch of the device name and value.

Once the image is on the page the user can resize it two ways. Either by clicking on the image and using the mouse to increase or decrease its size by dragging the corners, Or by altering the values in the width(px) and/or Height(px) boxes in the properties dialog box. By using the check box for 'Lock Aspect Ratio', the user can alter either one of the Width(px)/Height(px) values and once they press ok, Layout Editor will automatically calculate the other value to keep the aspect ratio the same.

Note: Once the image is resized and the layout is saved there may be quality issues if the image size is then later increased by substantial proportions. RDM recommends that the user always keeps a copy of the original image as a backup.

Note :- When creating a layout to be used on an Intuitive controller the device name can be ignored as it will have no effect, it is the 'Value' field which must match.

Image Setup

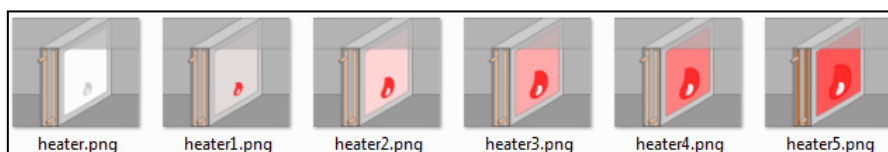
The first step is to provide the location of the 'Base' image. This is the image that will be used when the I/O is in its lowest state. In the case fans example, this would represent the fans being 'off'.

The Low and the High limits represent the minimum and maximum value the I/O can have. With a digital value (e.g. case fans) it can only have two; off or on. Therefore the Low would be set to "0" and the High would be set to "1".

The actual name of the image file is important. For instance, if the image used to represent the fans state being 'off' (low value) was called "fan.gif" then the 'high' (fans on) image would need to be called "fan1.gif". The fan.gif could be a static image where the fan1.gif could be a moving image. For moving images both the static and moving images must be the same file type (.gif)

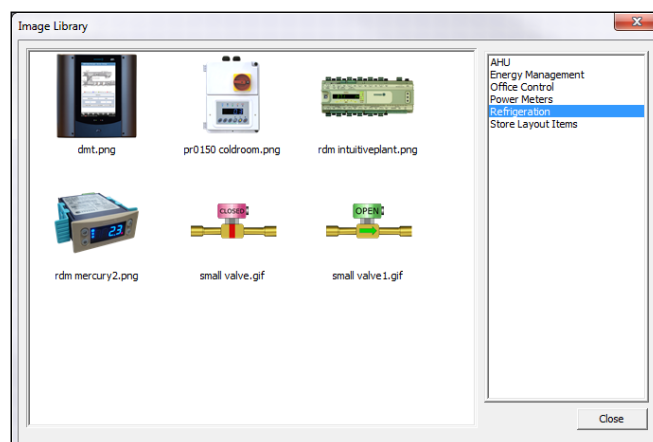
In this example, after the Layout is uploaded to the DMTouch, when the device RC12-1's fans are 'off' the layout will show a static image of the fans. Then, when the case fans go 'On' the image will change to the moving (rotating) fans.

In some cases there are analogue I/O's. For example some outputs range from 0 – 100 (%). Therefore the low and high values would be "0" and "100". The user can use more than two images to represent the different levels the I/O has. For example the user could have; heater.png, heater1.png, heater2.png, heater3.png, heater4.png and heater5.png. When associated to a 0-100 output the image would change as the reading went up (or down).



Library Images

The Image library is a useful feature to store images in one easily accessible area. When the user clicks on the 'Image' tab it will open a new window, similar to the below;



From the window, the user can select from the library, which image they wish to use. On the right there is a navigation pane where 'sub categories' can be viewed, within, each can have its own image listings.

To set the library up, the user must create an 'images' folder in the same directory as the editor application. Within the images directory the user can furthermore create named sub-folders. For example, 'AHU', 'Energy Management' etc. When the 'Image Library' is opened these folders will be shown as the categories on the right navigation pane.

Should additional graphics be required a number of third party drawing applications can be used to create compatible graphics, for example .png, .jpg, .gif, for use in LE3. Some example drawing packages are Inkscape and GNU Image Manipulation Program (GIMP)

Other third party companies, such as those listed below, design and develop a range of images which are compatible with LE3.

<http://bascustomgraphics.com/>

<http://www.controlpix.com/>

<https://www.qagraphics.com/bas-services/>

Note the above links are examples only. Other graphic providers are available. RDM can't be held responsible for the content obtained from the websites listed. Each graphic package will have its own licensing agreements which must be investigated prior to purchase.

General

The following images are provided along with the Layout Editor Program but the user can change the image and resize them by right clicking and selecting properties.



GP Timer

This allows the user to see the current status of a specified GP Timer channel on the DMTouch. If the channel is on then the graphic will show a green indicator as shown, when the channel is off the indicator will be greyed out.

Properties:

Item: Channel: Enter the required DMTouch GP timer channel.

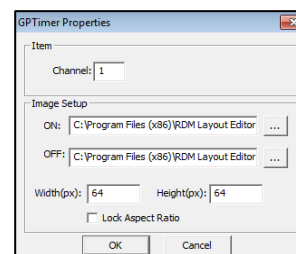
Image Setup:

ON: If a different "On" graphic is required then the image's location can be entered here.

OFF: If a different "Off" graphic is required then the image's location can be entered here.

Width & Height: Allows the image size (in pixels) to be adjusted.

Lock Aspect Ratio: When ticked, changing the width will apply a proportional change to the height and the aspect ratio will be maintained. When unticked, changing the width will have no effect on the height and the image will become stretched, the aspect ratio will not be maintained.



Override

This will allow the user to override a specified GP Timer channel on the DMTouch. When the channel is overridden the graphic will display the slider as green and in the right hand position, the time when the override is due to finish will be shown below the graphic (12:03 for example). When the override is off the graphic will display the slider as red and in the left hand position.

Properties:

Item: Channel: Enter the required DMTouch GP timer channel.

Item: Duration: Enter the maximum time in minutes that the override will be active, if the override is not manually turned off during this period then it will turn off automatically after the specified time.

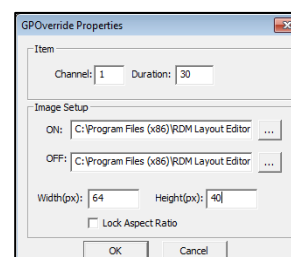
Image Setup:

ON: If a different "On" graphic is required then the image's location can be entered here.

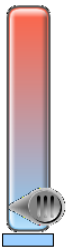
OFF: If a different "Off" graphic is required then the image's location can be entered here.

Width & Height: Allows the image size (in pixels) to be adjusted.

Lock Aspect Ratio: When ticked, changing the width will apply a proportional change to the height and the aspect ratio will be maintained. When unticked, changing the width will have no effect on the height and the image will become stretched, the aspect ratio will not be maintained.



Note: The GP Timer settings in the DMTouch need to be set to allow run ons for this feature to work

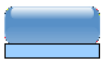
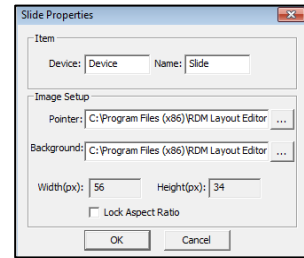


Slide

This will allow the user to input an analogue value in a TDB program running on the DMTouch. A slider icon will appear on the layout along with a pointer, the pointer can be moved up and down on the layout which will alter an analogue value attached to the display slider block.

Properties:

- Item: Device Enter the name of the device (the TDB program) as it appears on the DMTouch device list.
- Item: Name Enter the name of the corresponding display slide block in the TDB program.
- Image Setup:
- Pointer: If a different pointer graphic is required then the image's location can be entered here.
- Background: If a different background graphic is required then the image's location can be entered here.
- Width & Height: This feature cannot be used with slide block, image size is fixed.
- Lock Aspect Ratio: This feature cannot be used with slide block, image size is fixed.

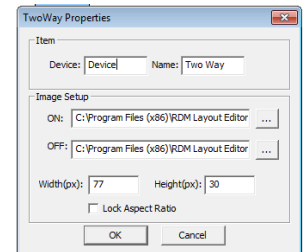


Two Way

This allows the user to input a digital value in a TDB control program running on the DMTouch. Two buttons (Turn On & Turn Off) will appear on the layout, with the current state value below it. The button that is active will appear blue and the button that is inactive will be greyed out. The text that appears in the buttons (Turn On & Turn Off are defaults) is user definable within the TDB program.

Properties:

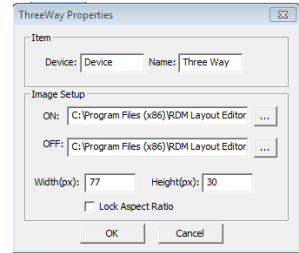
- Item: Device Enter the name of the device (the TDB program) as it appears on the DMTouch device list.
- Item: Name Enter the name of the corresponding display override block in the TDB program.
- Image Setup:
- ON: If a different "On" graphic is required then the image's location can be entered here.
- OFF: If a different "Off" graphic is required then the image's location can be entered here.
- Width & Height: Allows the image size (in pixels) to be adjusted.
- Lock Aspect Ratio: When ticked, changing the width will apply a proportional change to the height and the aspect ration will be maintained. When unticked, changing the width will have no effect on the height and the imaged will become stretched, the aspect ration will not be maintained.





Three Way

This allows the user to input a digital value in a TDB control program running on the DMTouch or allow the value to be set to automatic mode. Three buttons (Man On, Man Off and Auto) will appear on the layout, with the current state value below it. The button that is active will appear blue and the buttons that are inactive will be greyed out. The text that appears in the buttons (Man On, Man Off and Auto are defaults) is user definable within the TDB program.



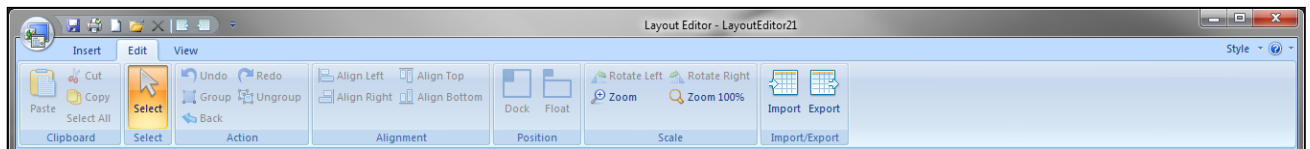
Properties:

- Item: Device Enter the name of the device (the TDB program) as it appears on the DMTouch device list.
- Item: Name Enter the name of the corresponding display 3 way block in the TDB program.
- Image Setup:
 - ON: If a different "On" graphic is required then the image's location can be entered here.
 - OFF: If a different "Off" graphic is required then the image's location can be entered here.
 - Width & Height: Allows the image size (in pixels) to be adjusted.
 - Lock Aspect Ratio: When ticked, changing the width will apply a proportional change to the height and the aspect ration will be maintained. When unticked, changing the width will have no effect on the height and the imaged will become stretched, the aspect ration will not be maintained.

Note :- When using the above Icons on a layout to be used on an Intuitive controller the device name can be ignored as it will have no effect, it is the 'Value' field which must match.

Edit Menu

The edit tab is there for general characteristic settings of layout items, including alignment and grouping of objects.



Cut/ Copy/ Paste/ Selection Tool

These commands are used as quick editing features. Cut an item or multiple items from the workspace when selected to remove them. Use the 'Paste' command to 'paste' the cut (or copied) items on to the workspace. The Copy will duplicate the selected item or items and again clicking paste will paste the items back on to the workspace. 'Select All' will select all objects on the workspace. The 'Delete' will delete any objects selected. Click on 'Select' to remove any other associations the mouse pointer has and cause it to be nothing but a selection tool.

Undo/ Redo Actions

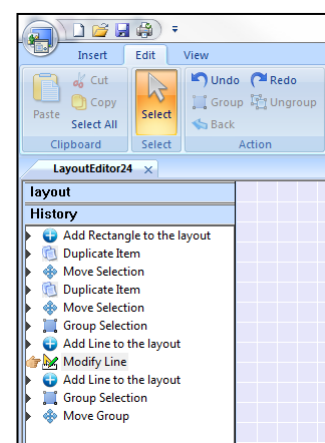
The 'Undo' and 'Redo' functions are quick features to literally 'undo' the last action, i.e. take a step back to the layout state it was before the last action was carried out. 'Redo' would repeat the action took before 'undo' was selected.

History Pane

The history pane holds a listing of all actions taken to produce the current layout. As default, the pane to the left of the workspace will show the Layout tree structure, however by clicking on 'History' it will show the user actions.

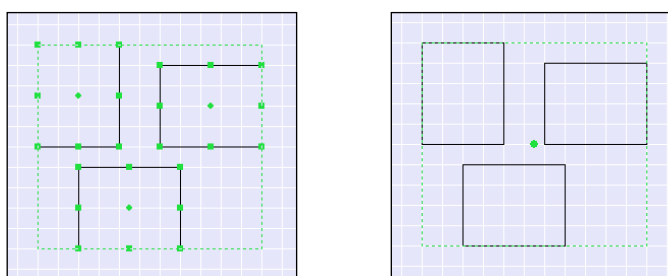
Within the History window there will be a 'hand icon'. By using the 'Undo' and 'Redo' buttons the pointer moves up (or down) the list, illustrating which action the user has reverted back to. When the user carries out another action (e.g. place a new object) the history will automatically update itself to the new line of events.

Note: the history will only show the user's interactions editing the current layout. It does not save the history of events to the layout file, therefore opening a saved layout does not list the actions previously carried out.



Group/ Ungroup

Objects can be grouped together to form a single object, this can make it easier to edit a layout. Using the select tool, click and hold the left mouse button on the workspace, drag the mouse until all the objects you wish to group are within selecting rectangle and release the left button. The objects can now be grouped as one object by either; clicking the Group icon in the toolbar or by right clicking and selecting Group.



To ungroup the objects that have previously been grouped together, left click the mouse button over the grouped objects to select them, then right click and select the Ungroup or click on the ungroup icon in the toolbar. They will now become single objects again.

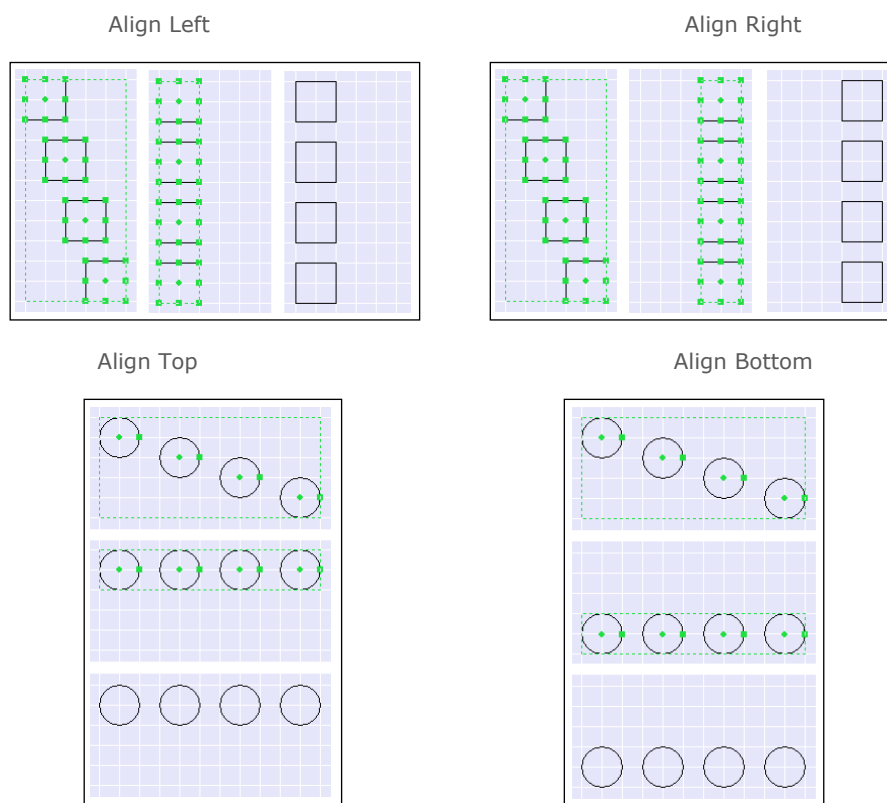
Note : - If the 'Group' is selected in the Layout 'tree' and you add a Shape, Level or Library Image, it will automatically add it to the group.

Back

While creating a layout that has more than one layer, the back button can be used to go 'up' a level of the layout 'tree'. Alternatively, the user can double click on the desired level within the Layout tree to navigate straight to it.

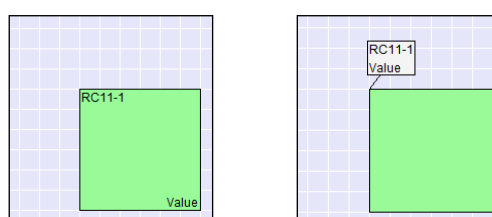
Alignment

The four alignment icons are used to automatically move the selected objects into the same alignment on the workspace. Using the select tool, click and hold the left mouse button on the workspace, drag the mouse until all the objects you wish to align are within the selection rectangle and release the left mouse button. Now either select the Align Left, Right, Top or Bottom. The movement of the objects will be to the left most, right most, top most or bottom most (depending on the choice) edge of the selection rectangle. Their actions are displayed below;



Value Position

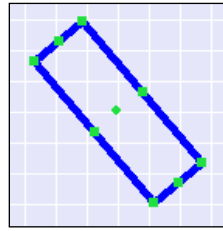
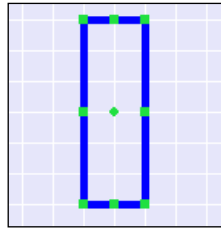
This feature offers the ability to the user to change the positions of the actual name and value within a Rectangular Device. Having the name and value 'Docked' will show them within the boundaries of the actual device. Showing the contents as 'Float' will create a floating box attached to the device with the name and value within. To select the position of the name and value of the rectangular device, first select the device and click either 'Docked' or 'Float'.



The image on the left shows the Rectangular device with 'Docked' values and the image on the right shows the values as a 'Floating' box. To change the position of the floating box, expand the Rectangular Device's nested tree within the Layout panel on the left of the workspace and click on 'Name' or 'Value'. This will select only the floating box (as opposed to the device and floating box), allowing the user to drag and drop the box anywhere on the layout.

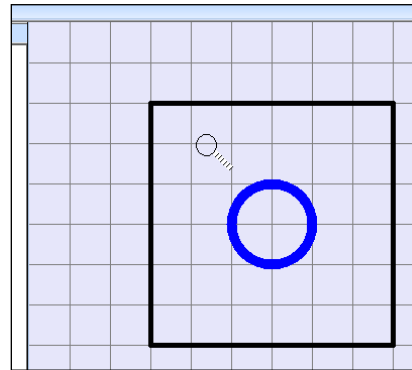
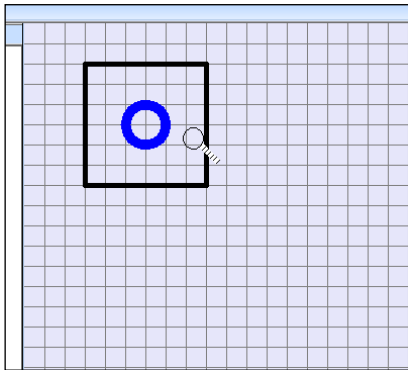
Rotate Left & right

The user can use the 'rotate left' or 'rotate right' buttons to rotate any non-circular or pictorial shape or device. Firstly select the object to be rotated, by left clicking the pointing device on the object and then simply click 'rotate left' or 'rotate right'. The object will rotate accordingly. The buttons can be used as many times as necessary until the correct position is reached.



Zoom

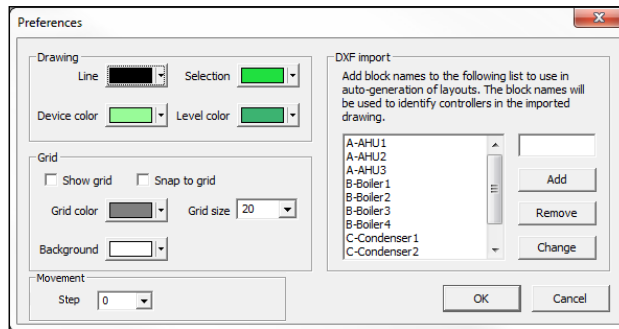
The Zoom icon, when used, allows the user to zoom in on areas of the layout. To enable, click the 'Zoom' icon, hover mouse over the area that needs to be zoomed, and click the left mouse button.



Import DXF

As stated in the 'Preferences section', before importing a DXF file, the Layout Editor can be set to automatically detect DXF block reference names. These are then used to automatically generate controller blocks on the layout. There are a limited amount of block reference names as standard, but more can be added manually.

To configure this option, click to the "View" menu item and then choose "Preferences",

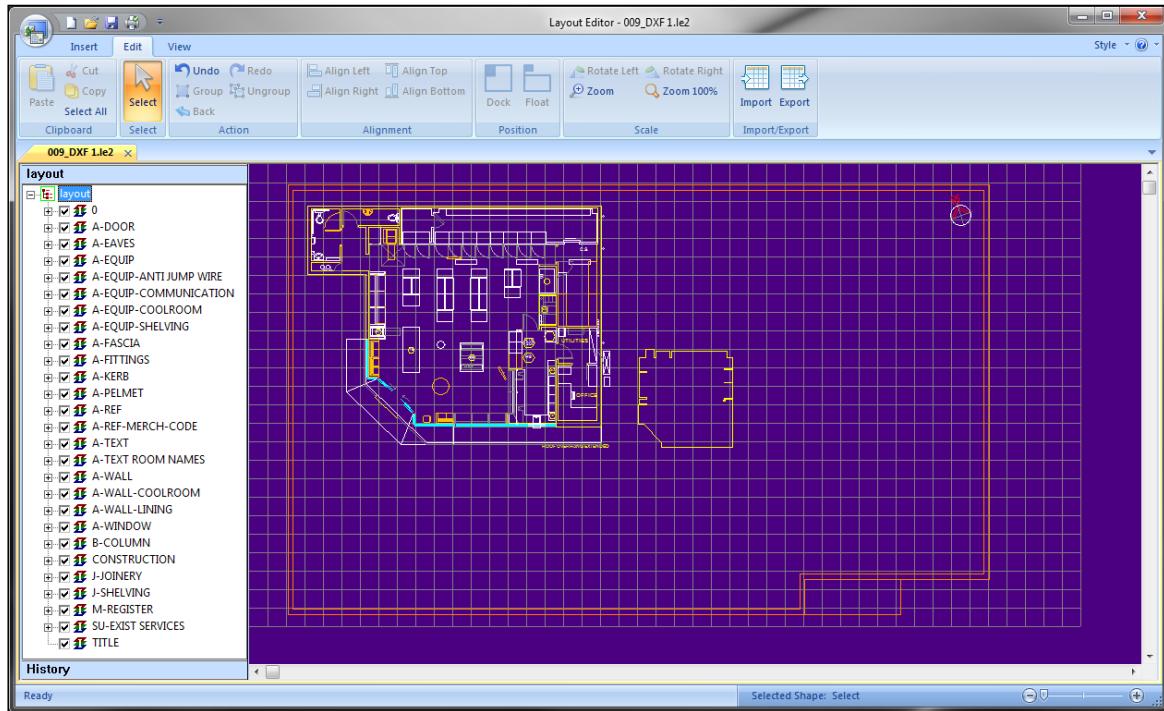


Once the preferences have been set. The DXF file can be imported by clicking 'Import' within the 'Edit' menu. Alternatively it can be found in the 'File' or 'Quick Access' menu.

Follow the on-screen instruction to locate and load the desired DXF file. Note that loading a DXF can take several minutes depending on its size, the PC processor and memory specification.

Once the DXF has loaded, the layout features can be added or edited using the tools available on the Layout Editor.

The DXF file is loaded onto a separate layer in the Layout Editor. Individual layers in the DXF file can be removed or deleted completely after it has been used to position controllers etc. Use the Layout 'tree' on the left of the workspace to locate the layers. Next to the layers there will be a tick box, toggle the tick to change the visibility.



Export as xml file

In DMTouch's with older software versions, the file type used by layouts was different to that of the more recent versions. However, Layout Editor 3 can be used to generate layouts of the format compatible with the older versions. Once the layout has been created as specified by the user, clicking the 'Export' button will offer a 'Save As' options window. There, the file name is entered (as per the usual save method) and the type of file will be ".xml". Clicking 'Save' will save the layout in the format that can now be loaded on to a DMTouch with older software.

Note: for more information please contact RDM Technical Sales (0141 810 2828 – Option 1).

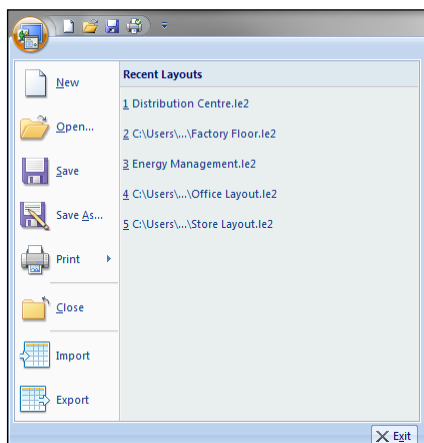
Quick Access Toolbar and File menu

The File and 'Quick Access' menus provide options to certain preferences with regards to views of the editor, options to save and open new files.



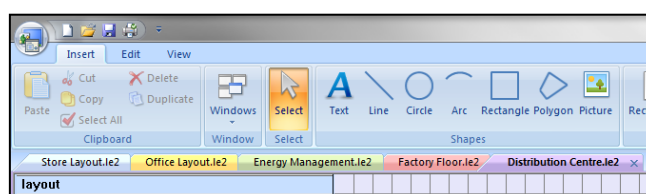
File Menu

The file menu, illustrated by the Layout Editor Symbol at the top left most point of the application, will offer the options as below;



New/ Open

Selecting 'New' opens a blank Layout for the user to begin creating a new project. Choosing 'Open' will open a dialogue box where the user can select a file location and the specific file they wish to open and edit. On both options, if there are any open layouts at the time a new 'tab' will be created across the top of the workspace.



Save/ Save As

The 'Save' option, when clicked, will automatically update the file with all amendments and additions made to this point. If the layout has never been saved or if the user wishes to save it as a separate file then clicking 'Save As' will offer the user locations on the PC of where to save the file. This will show the user their own PC folders. Additionally, this is where the user specifies the file name. **Note:** Do not change the file extension type.

Print

The Print option is available for a paper copy of the layout. Clicking on the arrow to the left of 'Print' will provide three options; Quick Print, Print Preview and Print Setup. Quick Print will print the file with one click, with the printer settings and view set as default. The Print Preview will provide the user an example of how the layout will look on the piece of paper when printed. The Print Setup will show the options available on how the layout should be printed, i.e. the name of printer, paper orientation and size.

Close/ Exit

The close button allows the user to 'Close' the active layout. Therefore if there are several layouts open, clicking this option just closes the layout currently in the 'Editing window' (i.e. the currently layout currently being edited).

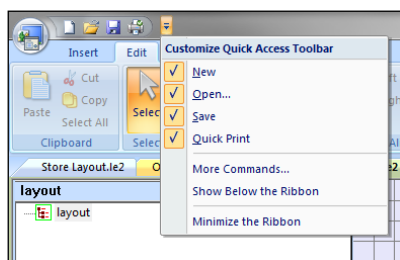
The Exit option, will close the entire editor and all active layouts. If there have been amendments to any of the layouts since opened or created then the option to save changes will be prompted.

Import DXF / Export as xml

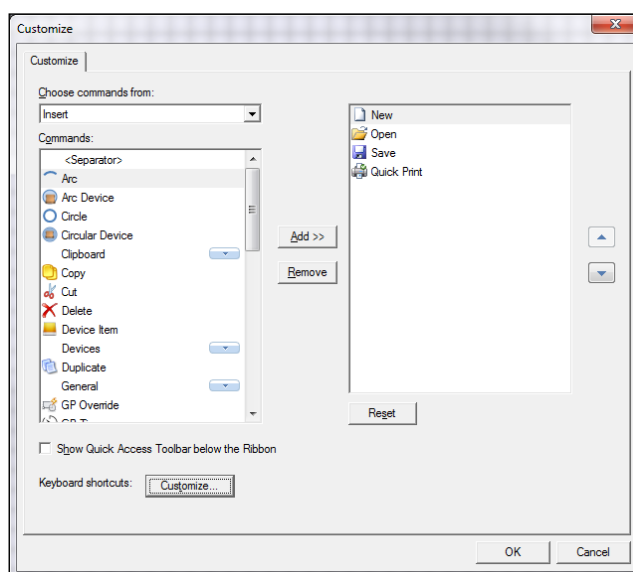
These options offer another handy method of accessing the '[Import DXF](#)' and '[Export as XML](#)' features outlined in the previous section.

Quick Access Toolbar

The Quick Access Tool Bar is a convenient method to place quick access buttons for certain features.



The tool bar is situated to the right of the File menu as default (however can be moved to below the 'Menu Ribbon' by selecting that option). As default it shows the likes of 'New', 'Open' and save etc. however it can be customised to suit the users requirements. By clicking on 'More commands' it opens the properties box;



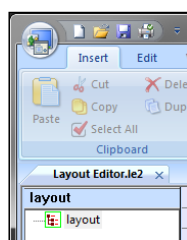
Within the 'Customise' properties box the user can select which quick-buttons to place on the 'Quick Access Toolbox'. Simply choose the category of commands, then select the command (align left, copy, print etc) before clicking 'Add' which adds it to the list. Once all commands have been added to the list, click 'OK'. The Quick Access Toolbox will update itself.

Note: the 'Keyboard Shortcuts' is for future development.

Within the drop down 'Customise Quick Access Toolbar' menu the user can also select the location of the 'Quick Access Tool Box', either above or below the Menu 'Ribbon' (Insert, Edit and view menus).

Styles

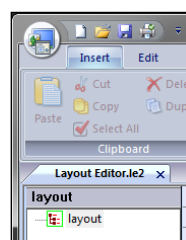
The styles menu offers a selection of shells the editor can be set to. Depending on the user's preference they can select from four different colour schemes.



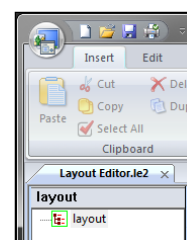
Blue



Black



Aqua



Silver

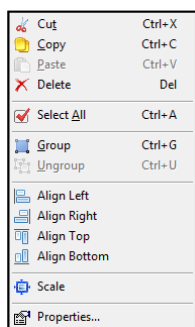
Help/ Help topics

This offers another handy method of accessing the User guide which will open this pdf for assistance in using the editor. This document can also be downloaded at the RDM web site www.resourcedm.com.

About Layout Editor

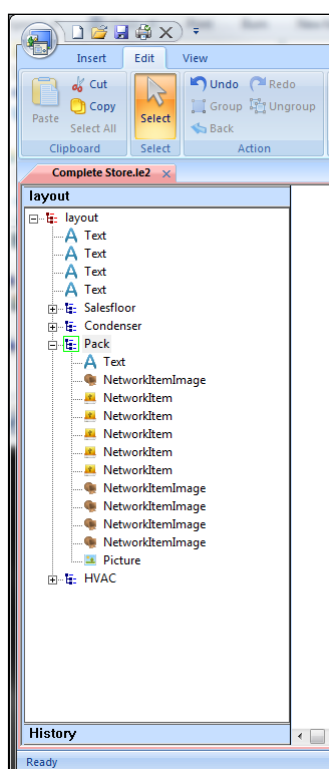
Offers generic information about the editor stating the software version etc.

Right click menu



The right click menu will always have the same options listed wherever the user clicks. However depending on the object or area clicked upon, there will be some options highlighted, and some not telling the user which are available for this specific object. All conveniently placed features available on this menu are accessible in the menus throughout the Editor.

Layout Item Tree



The Layout 'Tree' is always located on the left hand side of the editor and offers a hierarchical view all objects and levels the Layout has.

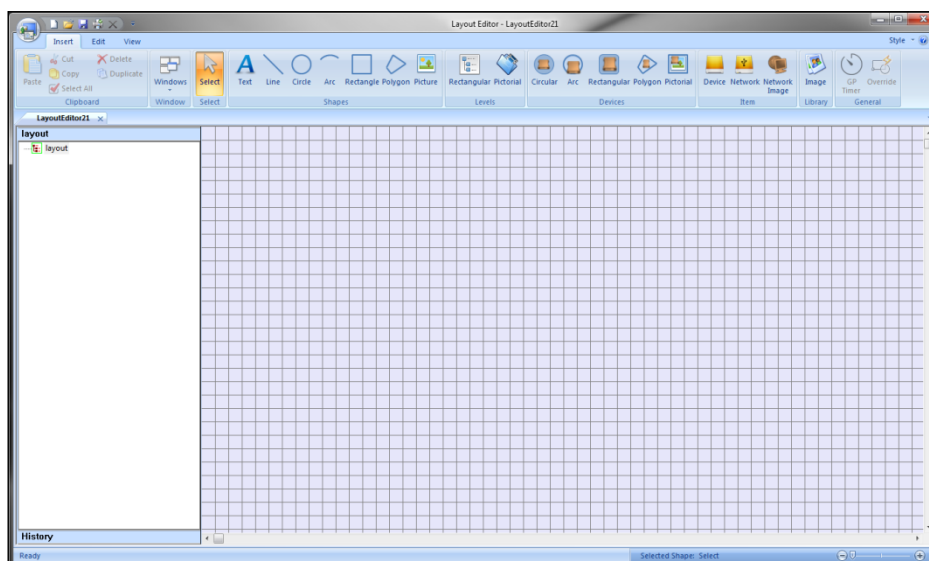
The 'tree' is expandable by clicking on the '+' or '-' tab at the side of levels or objects. When the user clicks on the tree item it will highlight it in the layout itself and furthermore, if the user right clicks on the item, they can edit the properties.

If there are levels within the layout, double clicking on the level name within the tree will take the user to that level to allow it to be edited.

Note at the bottom of the panel there is the 'History' tab, clicking on this will show the history of all movements and changes to the layout. For more info see the [History Pane](#) section.

Creating a Layout

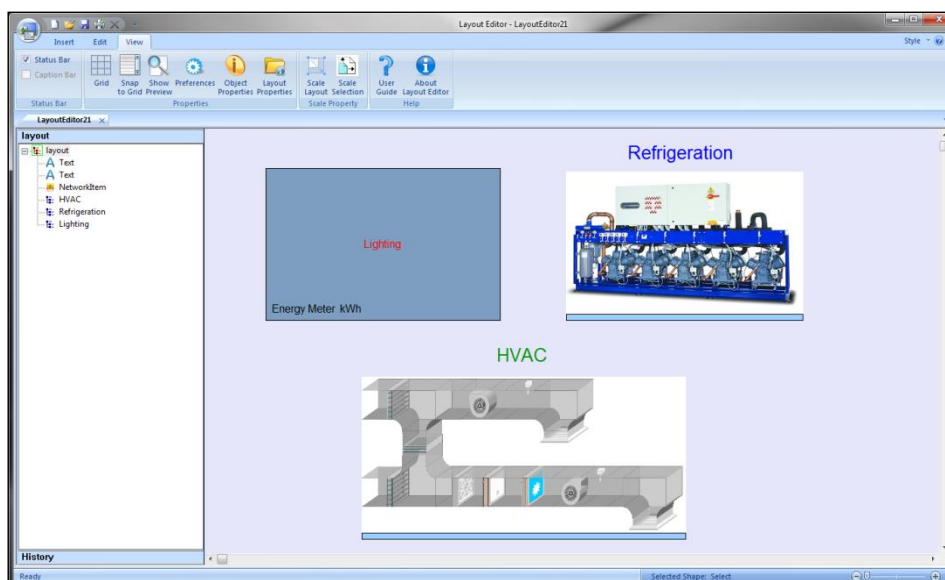
When the Layout Editor is first opened, a blank workspace is shown. Many layouts can be opened and edited in the same editor;



Before creating the layout it would be worthwhile confirming all preferences, outlining the layout size ([Layout Properties](#)) and editing colours ([preferences](#)). However these attributes can be changed at any time.

If different levels are required then the top level will be created first then subsequent levels can be added by using Rectangular or Pictorial Levels. Levels are useful for differentiating between control applications on the DMTouch and making the layout easier to navigate through.

An example of this would be a site which has HVAC control, Refrigeration control and Lighting control. Three levels (pictorial or rectangular) would be created on the layout at this point with a text description for each such as "HVAC", "Refrigeration" and "Lighting". If a rectangular level is used, the description is added using its "Properties", if a pictorial level is used the description is added using a text box.



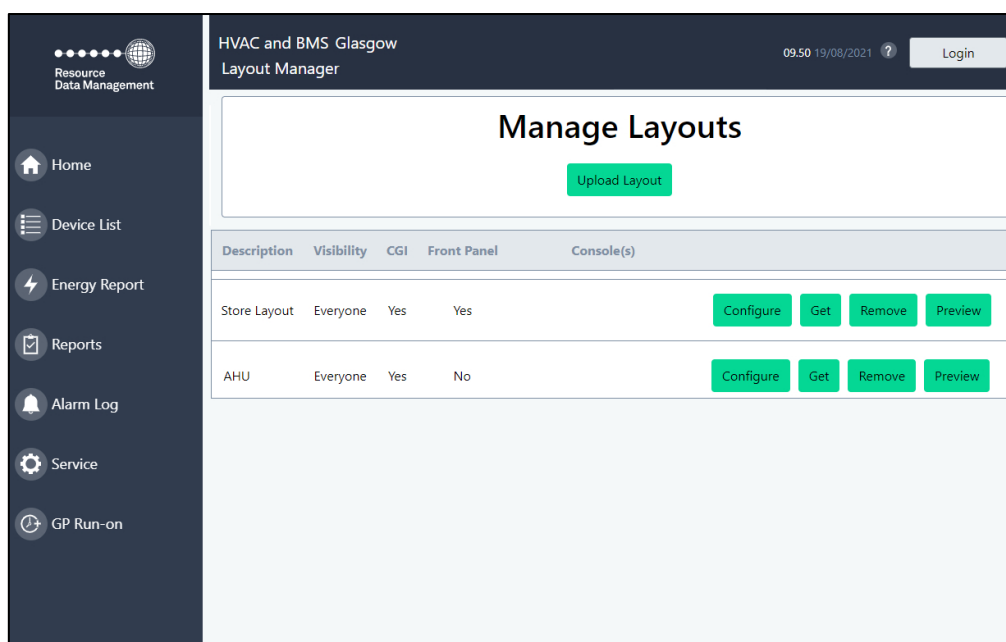
Using the Editors available tools and objects (as described in the [Layout Editor Interface](#) section), design a layout that best suits the requirement of the site. Once complete save the Layout Editor file, ready to be uploaded to the DMTouch.

Transferring a Layout onto the DMTouch

Before transferring a layout onto a DMTouch it is advisable to save any existing layout from the DMTouch first, as any existing layout will be deleted when a new layout is loaded.

Connect to the DMTouch using a web browser in the usual manner. (See "Connecting a PC to the DMTouch" in the DMTouch Commissioning Guide, for more details).

From the home page, select "Service", and enter user name and password. Navigate through the menus to 'System', 'Layouts / Custom Home Screen', 'Manage Layouts'. The following screen will appear (if the DMTouch is set to a different 'look' it may appear slightly different);

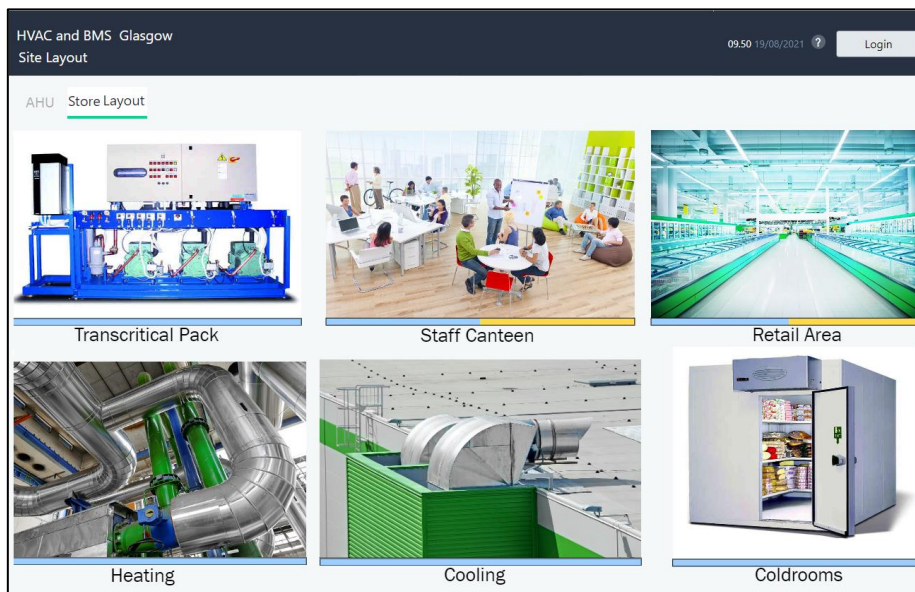


Select 'Upload Layout' and use the 'Choose File' option to locate the layout and then click 'Upload'.

On the DMTouch, it is also possible to place the Layout on the system by using a USB stick. In this instance, transfer the file on to the base (root) directory of the USB memory stick and insert it into the USB socket on the DMTouch. Similar to above, System', 'Layouts / Custom Home Screen', 'Manage Layouts' and then click 'Upload Layout'. (for more details please consult the DMTouch's user guide) .

To Save or remove an existing Layout from the DMTouch, click either on 'Get' to save it or 'Remove'. If 'Get' is clicked, it will automatically download to the users 'download' folder. If 'Remove' is selected then it will prompt the user to confirm.

Selecting 'Home' button on the DMTouch will now show any layouts loaded on to the panel. The user will see the top level of the layout diagram (if there is more than one level). There is an option on the left hand side to show a list of devices if required;



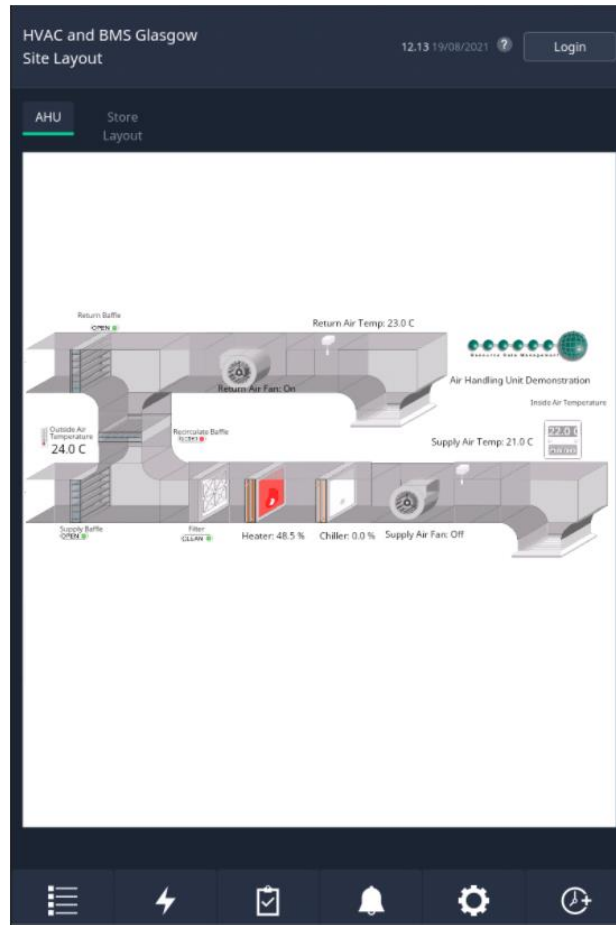
A typical top level layout as it appears on the DMTouch is shown above. When loaded onto the DMTouch any device object will show one of five colours to indicate the state of the device.

They are as follows :-

- Red : Alarm
- Blue : Normal
- Yellow : Defrost
- Green : Case Off
- Orange : Alarm Inhibit.

The bar underneath each pictorial level indicates the current state of the devices within the level. Left clicking on any of the six pictorial levels will open up a sub level where the individual items can be viewed in more detail. Right clicking will return back to the top level.

The Layout will also be viewable on the DMTouch Touch's front screen, an example is shown below;



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Change History

Revision	Date	Changes
v3.0	24/09/2014	New Release
v3.0a	04/06/2015	Links to graphics websites added
v3.0.2	23/02/2017	Aspect ratio lock added. Keyboard movement of shapes added.
v3.0.3	18/10/2017	GPTimer, Override, Slide, Two Way and Three Way buttons images added.
v3.0.3a	28/08/2018	RDM Asia contact details updated.
v3.0.3b	10/10/2018	Note added about moving image file types (.gif images)
v3.0.3c	10/08/2018	Note added regarding item names when creating a layout for the Intuitive controller, RDM USA details updated.
v3.0.4	19/08/2021	Support added for 24 bit images. DMTouch pictures updated.
v3.0.4a	12/06/2024	Contact details updated.

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