



SPINETIX

Elementi

2016

Quick Guide

Elementi 2016 4.1

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System Requirements

Windows

- Microsoft® Windows® 10, Windows® 8.1, Windows® 7 with Service Pack 1, Windows® Vista with Service Pack 2.
- 32-bit or 64-bit processor (Elementi is a 32-bit application, but it also runs on a 64-bit processor)
- 200 MB of available hard-disk space for installation
- Intel® Pentium® 4, AMD Athlon® 64 processor, or newer that support SSE2 instruction set
- 4GB of RAM
- Resolution above 1024x768 DirectX 9.0c or later with 32-bit color

Elementi cannot be used without activation. Internet connection is required for download, activation, and reactivation.

Notes

- *Mac OS is not supported, however Boot Camp (with or without Parallels Desktop) runs compatible versions of Microsoft® Windows® or Intel-based Mac*
- *Linux OS is not supported*
- *Windows® Server OS is not supported*
- *Virtual machine is not recommended mostly for performance reasons*

Getting Started

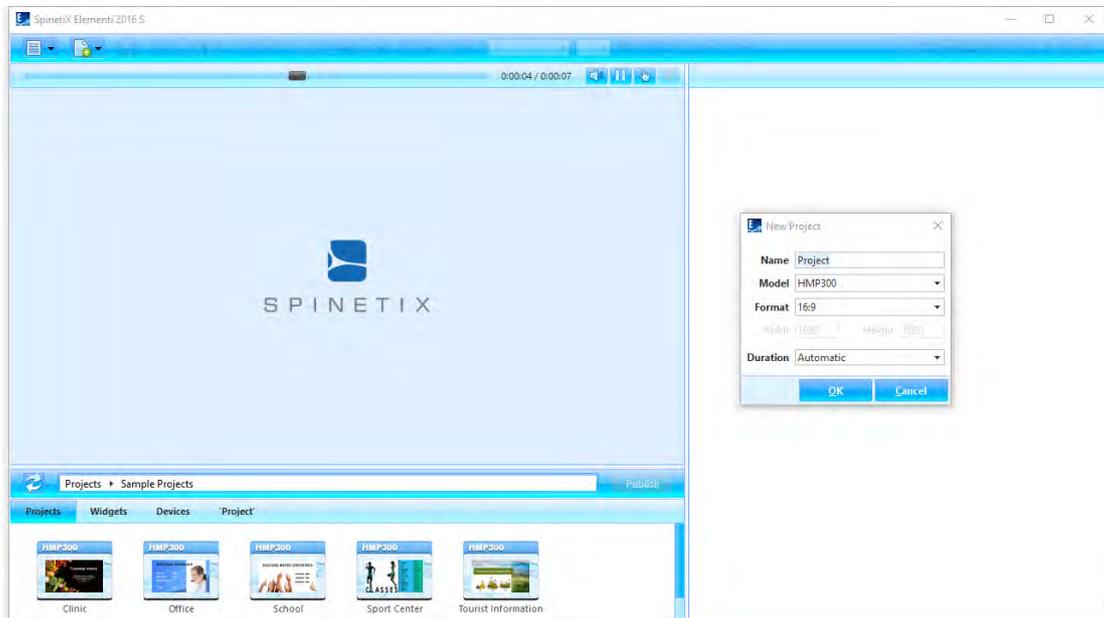
Toolbar

Toolbar contains icons used to perform the most frequent actions. The toolbar is context sensitive, and depending on the task performed, only relevant icons will be shown. When hovering the cursor over an icon, a tooltip will appear. Some icons offer more options, and these can be viewed by clicking on the downward pointing arrow.

	Menu Access to main menu (file, edit, settings, etc.)		Multiscreen Selecting screen to view
	New Creation of new project, layout, playlist, etc.		Text Bold Style choice of bold
	Save Saving project, layout, playlist, etc.		Text Italic Style choice of italic
	Cut Moving selected data to clipboard		Text Color Style choice of color
	Copy Creation of duplicate data in clipboard		Text Horizontal Align Left, center, right and justified text alignment
	Paste Placing of copied data from clipboard		Text Vertical Align Top, center and bottom text alignment
	Undo Undoing the last change done		Delete Layer Deletion of a layer
	Redo Reversing the <i>Undo</i> feature		Add Text Layer Adding new text layer
	Fit Screen Making selection occupy an entire screen		Add Media Layer Adding new media layer
	Media Rotation 90CW, 90CCW, 180, horizontal and vertical mirroring		Add Streaming Layer Adding new streaming layer
	Media Align Left, right, center, top and bottom selection alignment		Add Web Page Layer Adding new web page layer
	Media within Selection Fit Selection fit, boundaries meet, and media slice		Schedule Media Adding media into schedule
	Media within Selection Align Left, right, center, top and bottom media alignment		Document Properties Setup dialog (background color, transitions, etc.)
	Back Going back to previous document		

Project

Project is all the files put together to create digital signage content for screen.



Project Components

Project contains a master file, and any combination of images, videos, playlists, and/or layouts. Master file (index.svg) allows viewing a project. Project may also contain schedule, scripts, data, etc. It is possible to place any number of layouts and playlists, as well as a schedule within a project.

Creating New Project

To create a new project, select **New Project** (under New icon in the toolbar), and set project name, target device, display format, duration, etc. These properties can be changed at any time. New project is automatically saved under **Projects** (tab in the browse panel). Projects can be grouped together in a collection (folder).

Viewing Project

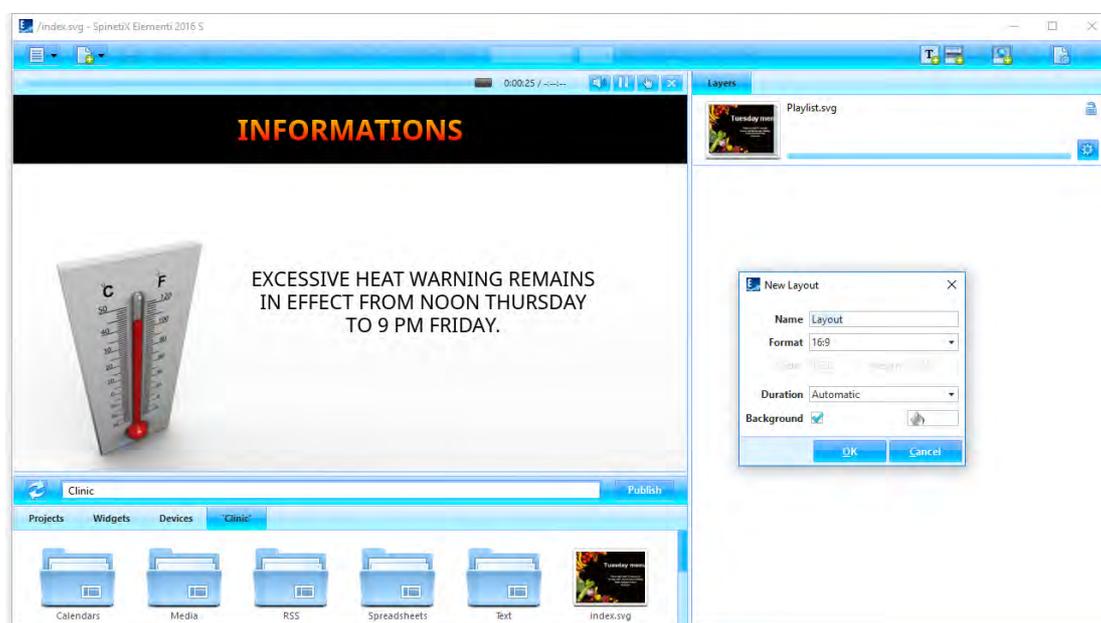
To view a project in the preview panel, double-click on the project (icon in the browse panel). All project files will show up under 'current project' (the last tab in the browse panel). Project name will automatically appear as the last tab name.

Properties

To view and modify properties, click on **Document Properties** (icon in the toolbar).

Layout

Layout is media arranged in a particular way.



Creating New Layout

To create a new layout, select **New Layout** (under New icon in the toolbar), and set name, format, background color, duration, etc. These properties can be changed at any time. New layout is automatically saved inside of the current project.

Using Layout

Layout can be used in project, playlist or schedule. Layout can be dragged and dropped into the edit panel. Any number of layouts can be created within a project.

Editing Layout

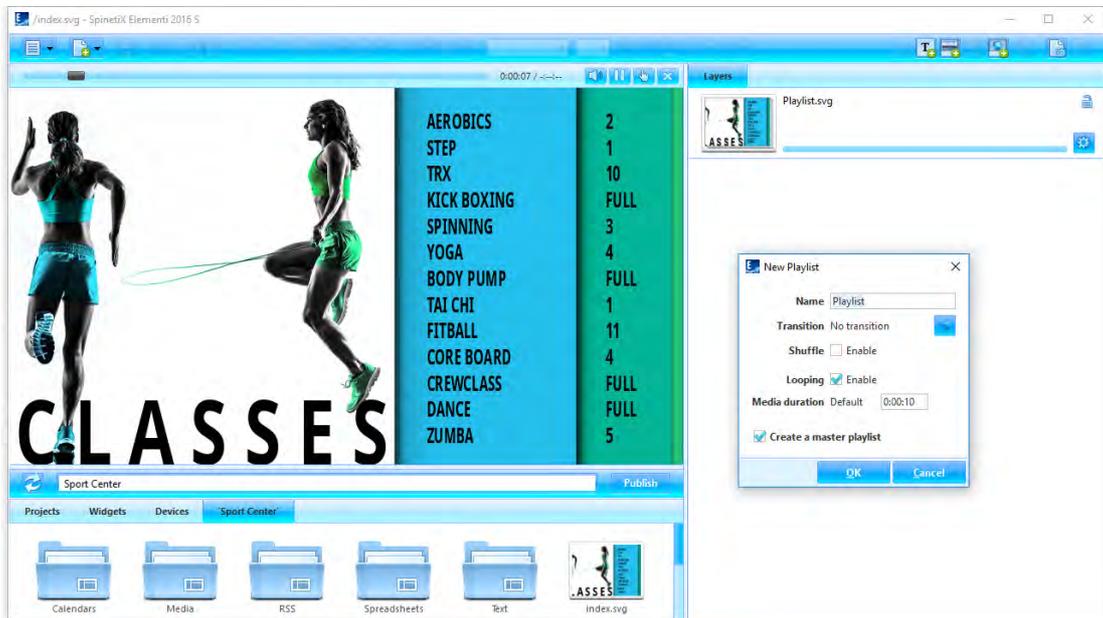
To edit a layout, double-click on the layout (icon in the browse panel). To view a layout in the preview panel, double-click on the layout master file (index.svg). To add media, drag and drop media (file) from the browse panel into the preview or edit panel. To add text, click on **Add Text** (icon in the toolbar). Each added media and text automatically get their own layer in the edit panel.

Properties

To view and modify properties, click on **Document Properties** (icon in the toolbar).

Playlist

Playlist is a list of items that play in sequential order.



Creating New Playlist

To create a new playlist, select **New Playlist** (under New icon in the toolbar), and set the name, transition, duration, etc. These properties can be changed at any time. New playlist is automatically saved inside of the current project.

Using Playlist

Playlist can be used in project, layout, another playlist or schedule. Playlist can be dragged and dropped into the preview or edit panel. Any number of playlists can be created within a project.

Editing Playlist

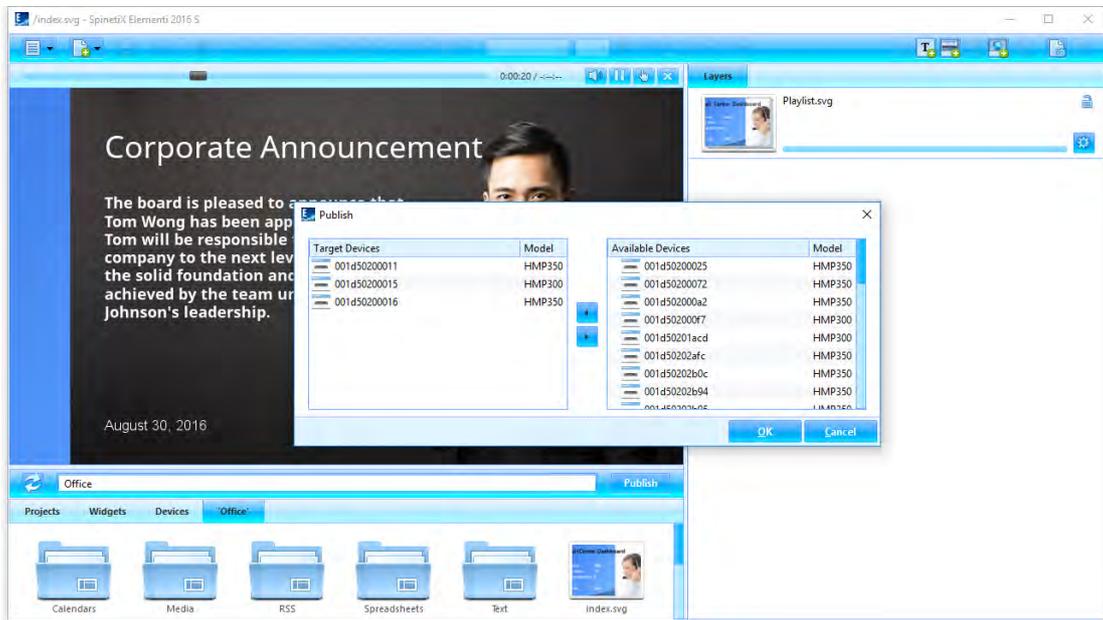
To edit a playlist, double-click on the playlist (icon in the browse panel). To view a playlist in the preview panel, double-click on the playlist master file (playlist.svg). To add media in a playlist, drag and drop the media (file) from the browse panel into the edit panel.

Properties

To view and modify properties, click on **Document Properties** (icon in the toolbar).

Publish

Publish is the action of copying project to one or multiple devices.



Publishing Project

To publish the current project, click on **Publish** (button). To publish a project within **Projects** (tab in the browse panel), select the project to publish, and click on **Publish** (button). In both cases, the publish dialog opens.

Target Devices

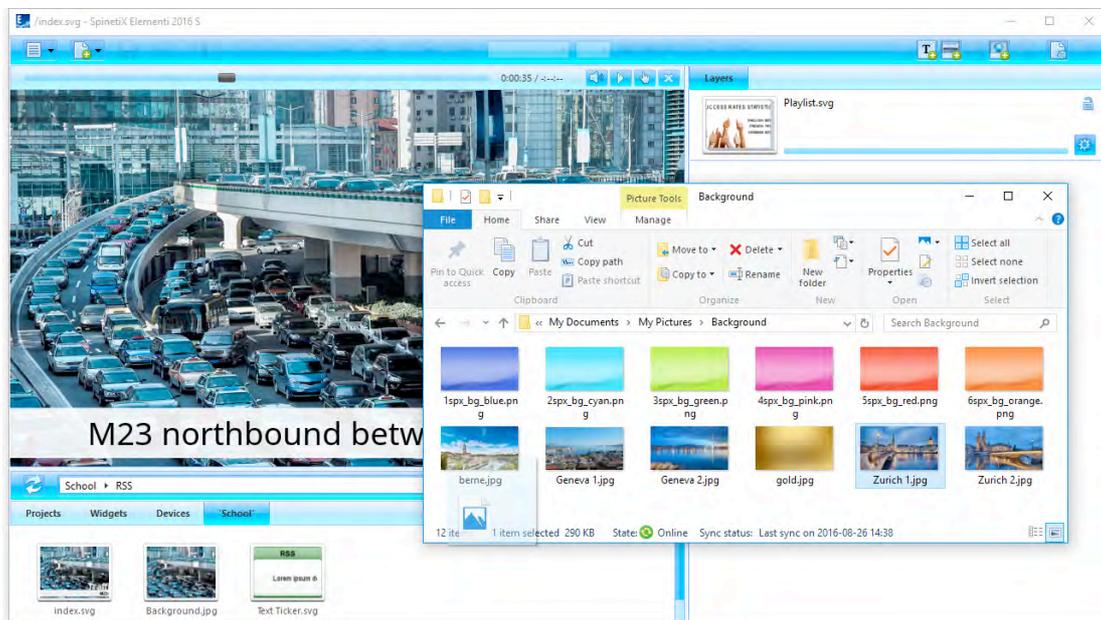
To add or remove target device/s, click on **Add/Remove** (button). Select the target device/s for the project to be copied to. Once added target device/s will remain in the **Target Devices** list until removed.

Republishing Project

Republishing the project will only copy the modified file/s.

Import

Import is bringing files from any location to a project.



Importing Files

To import the file/s, drag and drop file/s from Microsoft® Windows® Explorer to the browse panel, or use **Import** (under Menu>Project in the toolbar) feature.

Image Formats

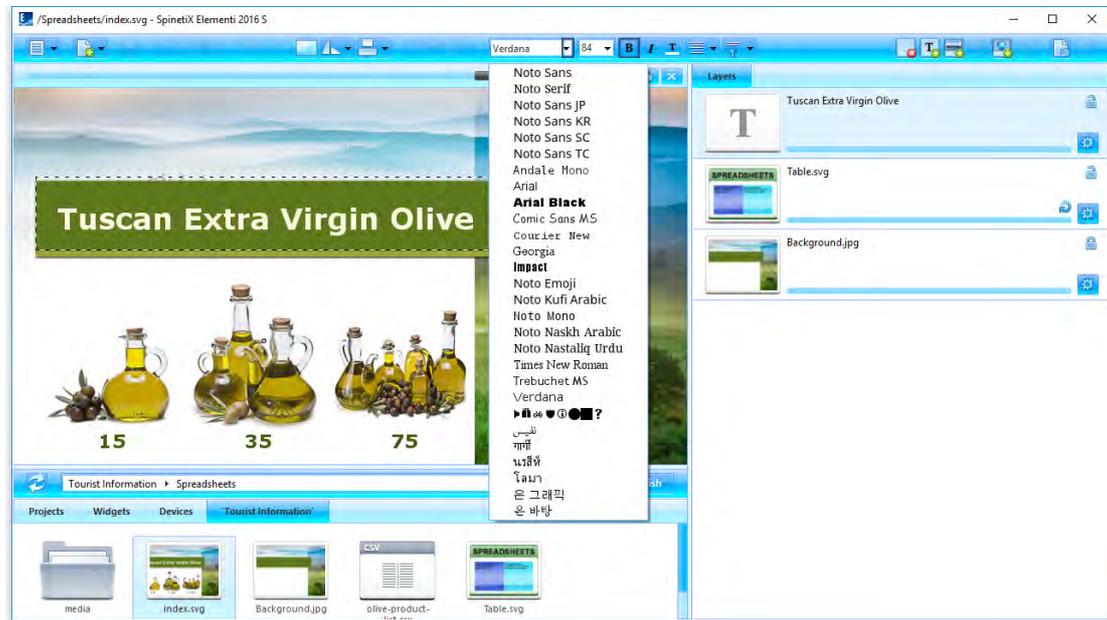
PNG and JPEG image formats, supported by Elementi, will be imported. All other image formats will be automatically converted into either PNG or JPEG.

Video Formats

Videos within the player specification will be imported. All other videos will be automatically converted. For further info, please refer to SpineXI Support Wiki.

Fonts

Fonts are included in Elementi, and new fonts can be added.



Adding Font

To add a new font, select **Add Fonts** (under Menu>Project in the toolbar). New font is automatically added to the font selection (drop down menu in the toolbar), and saved under **fonts** (folder) created within the current project.

Supported Font Types

Elementi supports TrueType and OpenType fonts.

Interface Overview

Panels and Views

Elementi consists of four panels, and allows horizontal and vertical view.

Panels

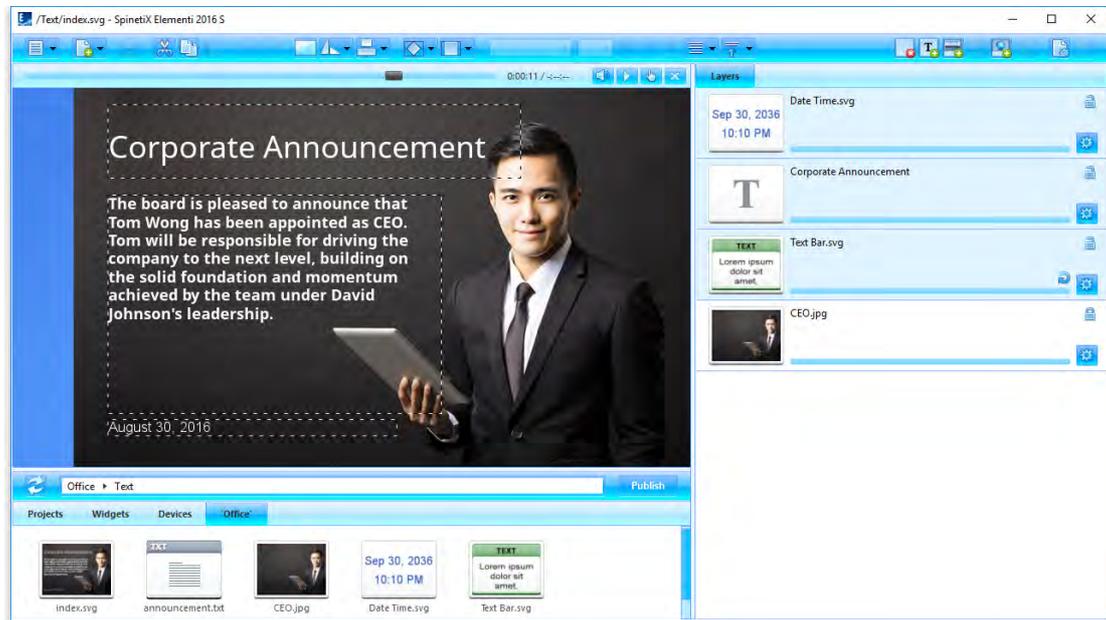
- Preview Panel** allows viewing projects, layouts and playlists (*see Preview Panel, p15*)
- Edit Panel** allows editing components such as properties, layers, playlist items and schedule (*see Edit Panel, p17*)
- Schedule Panel** allows assigning the time slot for media to play at a particular time, or with certain recurrence (*see Schedule Panel, p19*)
- Browse Panel** file repository (*see Browse Panel, p20*)

Views

To change a view, select **Orientation** (under Menu>View icon in the toolbar), and choose **Horizontal** or **Vertical**.

Preview Panel

Preview panel allows viewing projects, layouts and playlists.



Preview Panel Features

Preview panel can be adjusted in size by dragging the dividers horizontally and/or vertically. Preview panel includes playback, and the following actions:



Mute/Unmute
Muting or unmuting audio



Interactivity On/Off
Activating touch screen testing (On) or editing (Off)



Pause/Play
Pausing or playing



Close
Closing currently open document

Preview Panel Editing

You can move and resize media in the preview panel. It is not possible to edit locked (in the edit panel) media. Placing new media on top of media in the preview panel, will replace it.

Editing Within Layout

To edit within a layout, double click on media (icon in the edit panel). When editing layout, playlist or schedule within a layout, only the edited selection will be active, whereas the rest of the preview remains inactive. Clicking on **Back** (icon in the toolbar) will revert to preview.

Full Screen

Full screen allows viewing content shown in the preview panel over an entire screen.

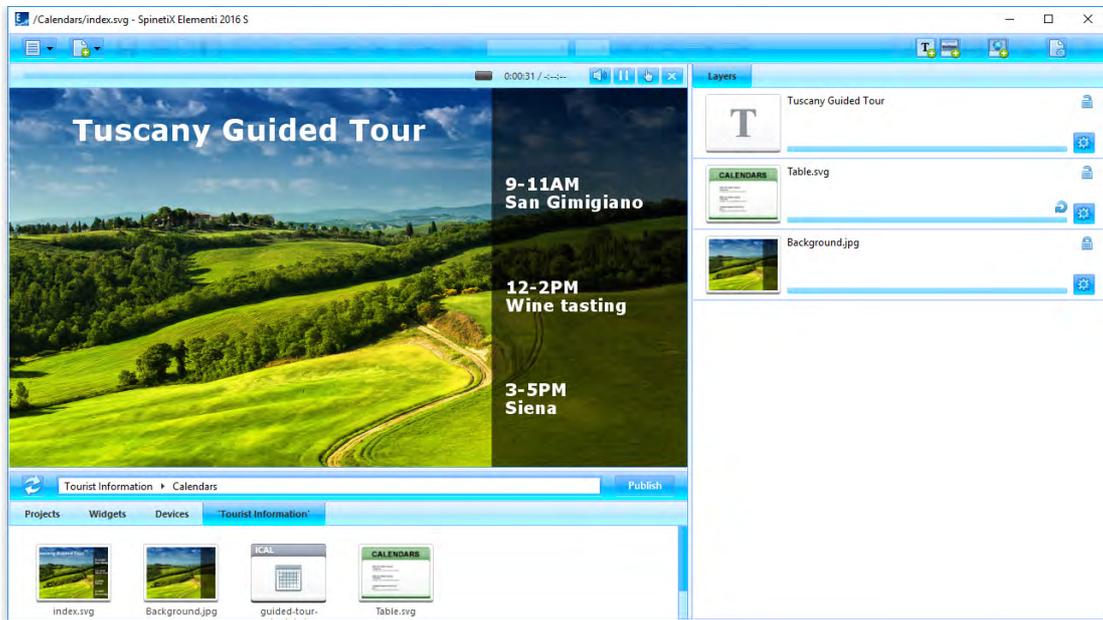


Enabling Full Screen

To enable full screen, select **Full Screen** (under Menu>View in the toolbar), or press the F12 keyboard key. To exit full screen, press **Escape** (esc) on the keyboard.

Edit Panel

Edit panel allows editing components such as properties, layers, playlist items and schedule.



Edit Panel Components

Depending on the component, edit content is accordingly adjusted.

Properties Properties allows setting up color, locale, data source, etc.

Layers Layers allows ordering and editing media. Each media has its own timeline, and the following actions:



Properties
Editing layer properties



Lock/Unlock
Locking or unlocking layer

Playlist Items Playlist items allows ordering and editing all playlist media. Each playlist media item has its own duration, and the following action:



Properties
Editing item properties

Schedule Schedule allows assigning the time slot for each media to play.

Not Editable Components

In some cases, a document may not have any editable components, or they might be limited due to restricted editing rights.

Timeline

Timeline is a visual representation of a media start and end play time.



Timeline Duration

Each media has its own timeline. By default, the duration of each media is 100%.

Timeline Features

The main timeline feature is to set start and end play time per media. Depending on media type, additional features are available. Hovering the pointer over the timeline shows the following parameters: begin play time, duration and end play time.

Video, Layout and Playlist Video, layout and playlist can be set to play once or forever, or truncated. Play status is indicated by the following icons:

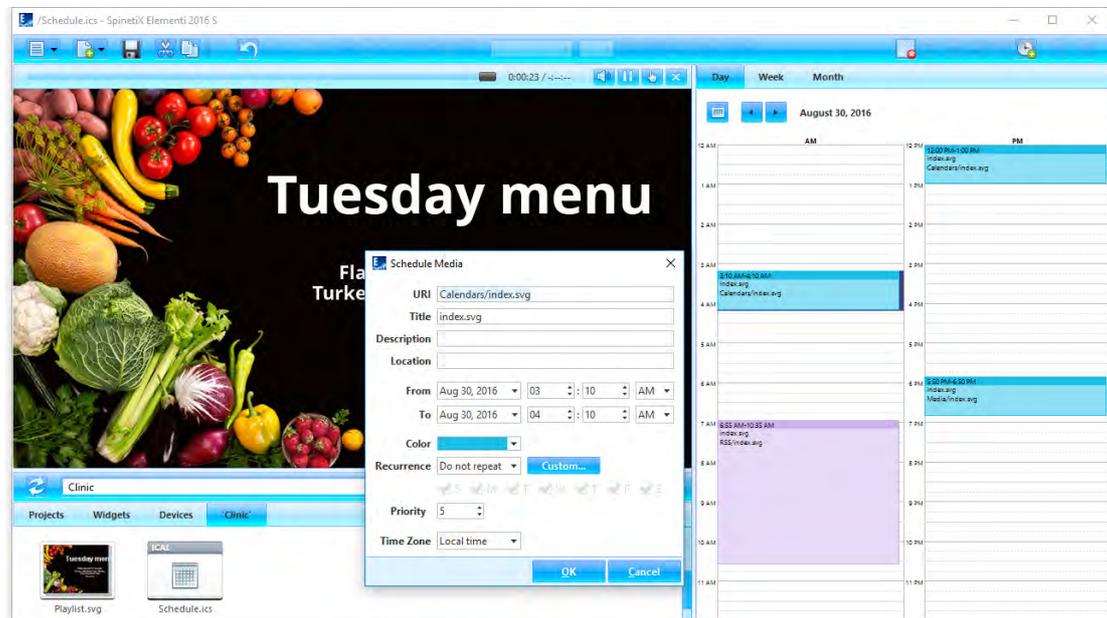
-  **Play Once**
Playing video, layout or playlist one time
-  **Play Forever**
Looping video, layout or playlist
-  **Truncate**
Truncating video, layout or playlist to inferior duration

All other media It is possible to adjust the start and end play time, as well as move the whole play time slot per media. Media status is indicated by the following icon:

-  **Duration**
Duration is set

Schedule Panel

Schedule panel allows assigning the time slot for media to play at a particular time, or with certain recurrence. Text is the only media that cannot be scheduled.



Creating New Schedule

To create a new schedule, select **New Schedule** (under New icon in the toolbar). To open a schedule, click on the schedule (icon in the browse panel).

Schedule Views

Schedule has a daily, weekly and monthly view. Each view allows navigating to the previous and next day, week or month.

Scheduling Media

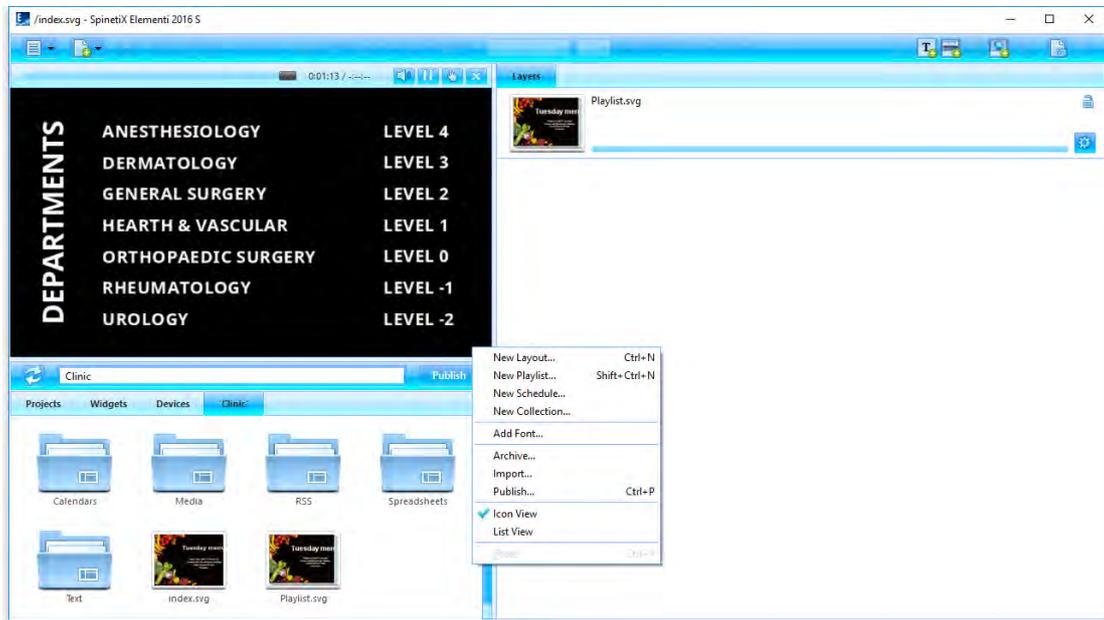
To schedule media, drag and drop any media (file) into schedule, or click on **Schedule Media** (icon in the toolbar). It is also possible to move already scheduled media by drag and drop. Also, the start and end play time can be adjusted.

Scheduling Options

To edit scheduling options such as reoccurrence, time zone, etc., double-click on the scheduled media in the schedule panel.

Browse Panel

Browse panel is a file repository.



Browse Panel Components

The following components are included in the browse panel:

Projects	repository of all the projects created, or imported
Widgets	a selection of widgets (<i>see Widgets, p21</i>)
Assets	user content repository, available with Elementi M and X (<i>see Assets, p22</i>)
Devices	repository of all available devices (<i>see Devices, p23</i>)
'current project'	current project files under the last tab (named after the current project)

Browse Panel View

To set icon or list view, select **View** (under Menu icon in the toolbar), and choose **Icon View** or **List View**.

Browse Panel Features

Browse panel allows viewing, renaming and deleting file/s, as well as importing file/s.

Widgets

Widgets are ready to use digital signage components.



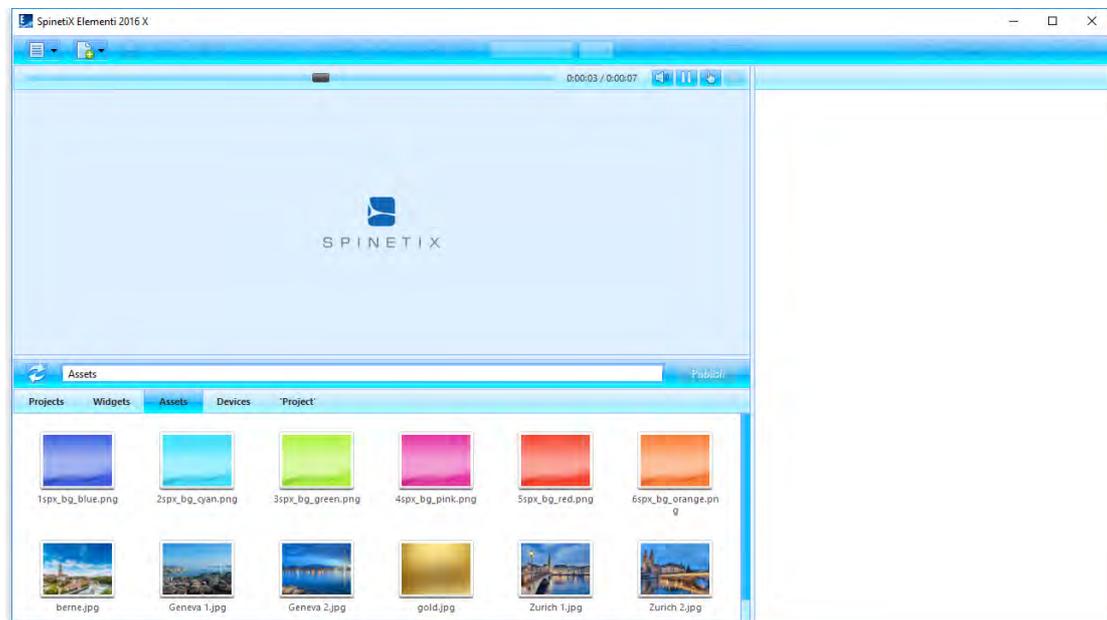
The following widgets are included in Elementi:

Backgrounds	selection of background images
Cliparts	selection of cliparts
Clocks	selection of analogue and digital clock widgets
Counters	selection of counter widgets
Sun & Moon	selection of widgets to display Sun and Moon times
Text Effects	selection of advanced text effect
Text Crawlers	selection of widgets to display crawling text
Twitter	selection of widgets to display Twitter data
Flickr	selection of widgets to display Flickr data
RSS	selection of widgets to display data from RSS
Text	selection of widgets to display data from text
Spreadsheets	selection of widgets to display data from spreadsheet
Calendars	selection of widgets to display data from calendar
Media	selection of widgets to display media
Charts	selection of widgets to display data as charts
Gauges	selection of widgets to display data as gauges
Finance	selection of widgets to display financial data
Weather	selection of widgets to display weather
Screen Control	selection of widget to control display/s (on/off, volume, etc.)
Interactivity	selection of widgets to create interactivity content
More Widgets	access to an online repository of widgets

More information on Widgets available in Widgets Quick Guide.

Assets

Assets are a user file repository that can be shared and modified. Assets are included in Elementi M and X.



One User

User can place any file into Assets. All the files placed in Assets can be shared between projects

Multiple Users

Assets location can be set as Microsoft® Windows® Share to enable users to share individual files and folders, or projects with other users.

Using Files

To use files from Assets, drag and drop the chosen file to layout, playlist or schedule. The chosen file will be automatically copied into the current project.

Devices

Devices are all compatible SpinetiX HMP devices, USBs and publish locations.



Adding Device

All compatible devices are automatically discovered, and available under **Devices** (tab in the browse panel) in the browse panel. SpinetiX HMP devices are distinguished by model. Device name and photo appear on the icon. Devices can be added, renamed or deleted, as well as organized into collections.

Adding Device Manually

To manually add a device, select **New Device** (under Menu>Devices in the toolbar), and set a device serial number, IP address and password (optional).

Adding Publish Location

To add a publish location, select **New Publish Location** (under Menu>Devices in the toolbar), and set server address, name and credentials (optional). Publish location is included in Elementi M and X.

Device Status

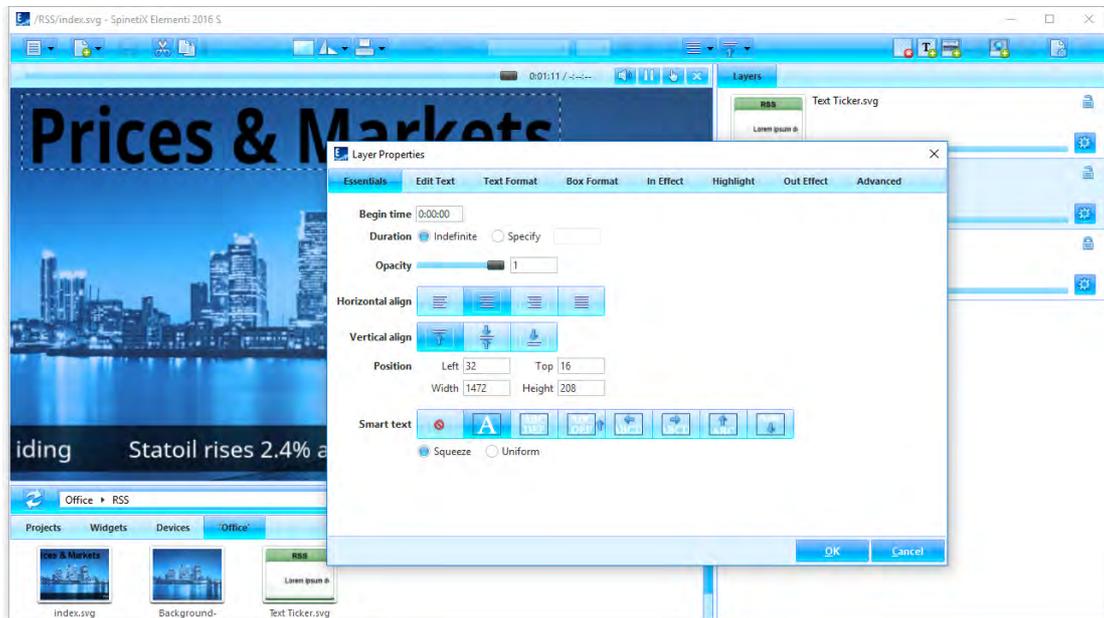
To view device content, double click on the device (icon in the browse panel). Devices status is indicated by the following icons:

-  **OK**
Device is OK
-  **Safe Mode**
Device is in safe mode
-  **Recovery**
Device is in recovery
-  **Not Responding**
Device is not responding
-  **Not Configured**
Device is not yet configured

Style Features

Text Properties

Text properties are any parameters applied to text.



Essentials

The following parameters are included in **Essentials** (tab in the edit panel):

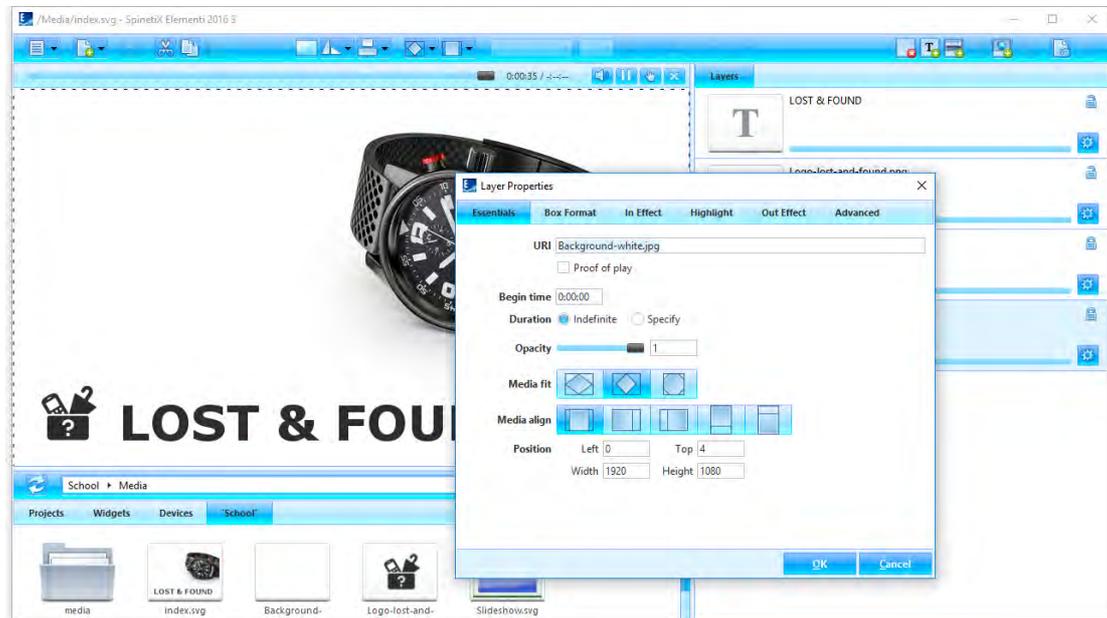
Time	begin time, and /or duration
Opacity	0-100%
Alignment	horizontal and/vertical
Position	exact position and size
Smart Text	a selection of text effects such as motion, auto text size, etc.

Applying Properties

To apply properties, click on **Layer Properties** (icon in the edit panel), and choose **Essentials**. Sliders facilitate adjusting particular options such as opacity.

Media Properties

Media properties are any parameters applied to all media except text.



Essentials

The following parameters are included in *Essentials* (tab in the edit panel):

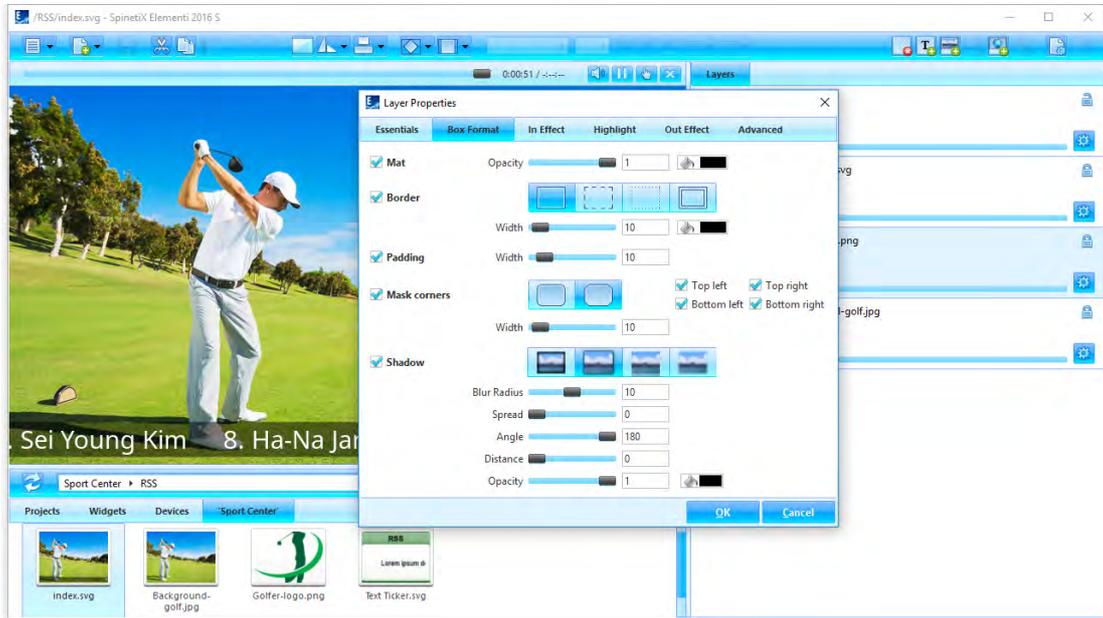
URI	unique resource identifier, and option 'proof of play'
Time	begin time, and /or duration
Opacity	0-100%
Fit	selection fit, boundaries meet, and media slice
Alignment	horizontal and vertical
Position	exact position and size

Applying Properties

To apply properties, click on *Layer Properties* (icon in the edit panel), and choose *Essentials*. Sliders facilitate adjusting particular options such as opacity.

Box Format

Box format is a visual effect applied to media or text box.



Format Types

There are four types of effects:

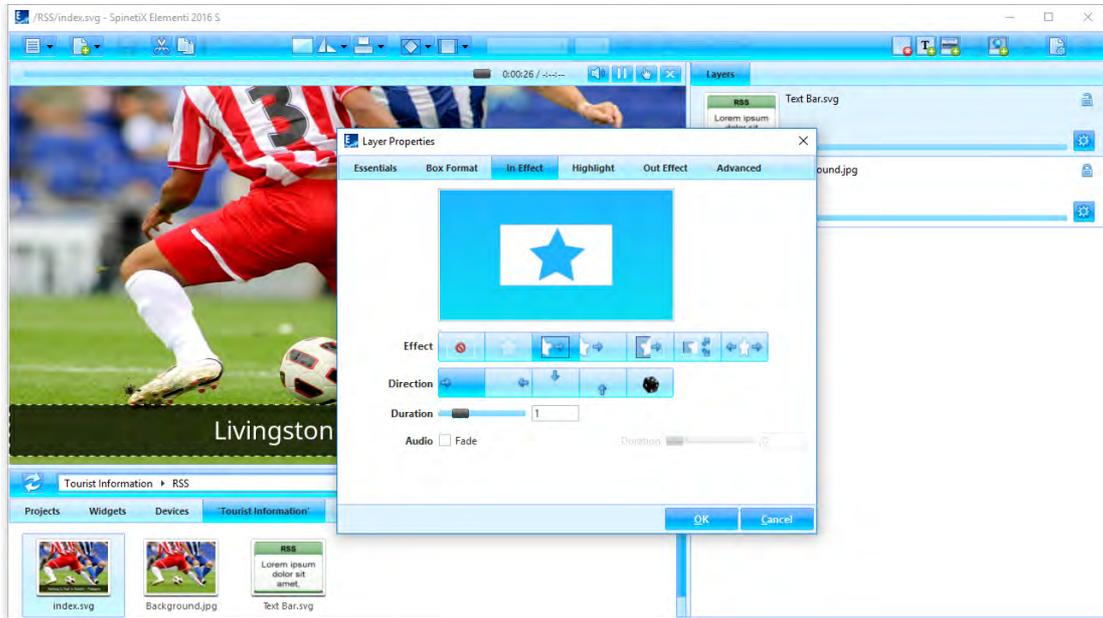
Mat	background opacity and color
Border	selection of borders
Padding	space between media and selection
Corners	selection of corner style
Shadow	selection of shadow styles

Applying Format

To apply a format, click on **Layer Properties** (icon in the edit panel), choose **Format**, and tick format type to apply. Depending on format type, more options become available. Sliders facilitate adjusting particular options such as width.

Effects

Effects are animations applied to media.



Effect Types

There are three types of effects:

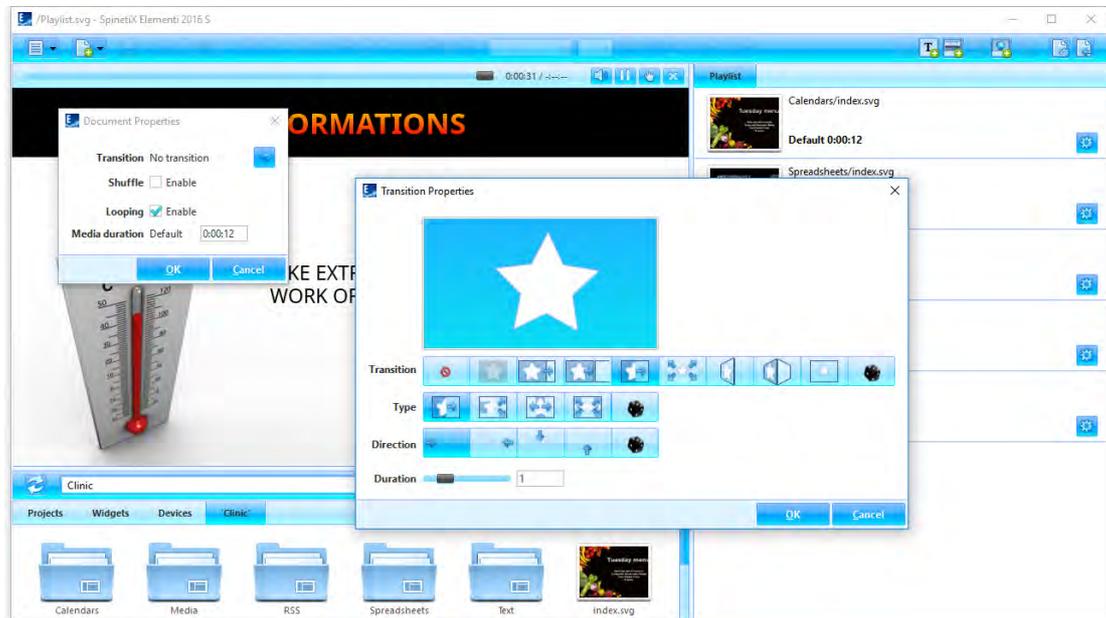
- In Effect** controls how media appears
- Highlight** animates media on the spot
- Out Effect** controls how media disappears

Applying Effect

To apply an effect, click on **Layer Properties** (icon in the edit panel), and choose the type of effect to apply. Icons show all the effects available, including **No effect** to cancel effect. Depending on effect, more options such as **Direction** show up. To set a random direction, click on **Random** (icon). Sliders facilitate adjusting particular options such as **In Effects** and **Out Effects** duration and audio fade, and **Highlight** duration, offset, occurrence, interval and amplitude. Mini preview shows the chosen effect.

Transitions

Transitions are playlist motion effects applied between media.



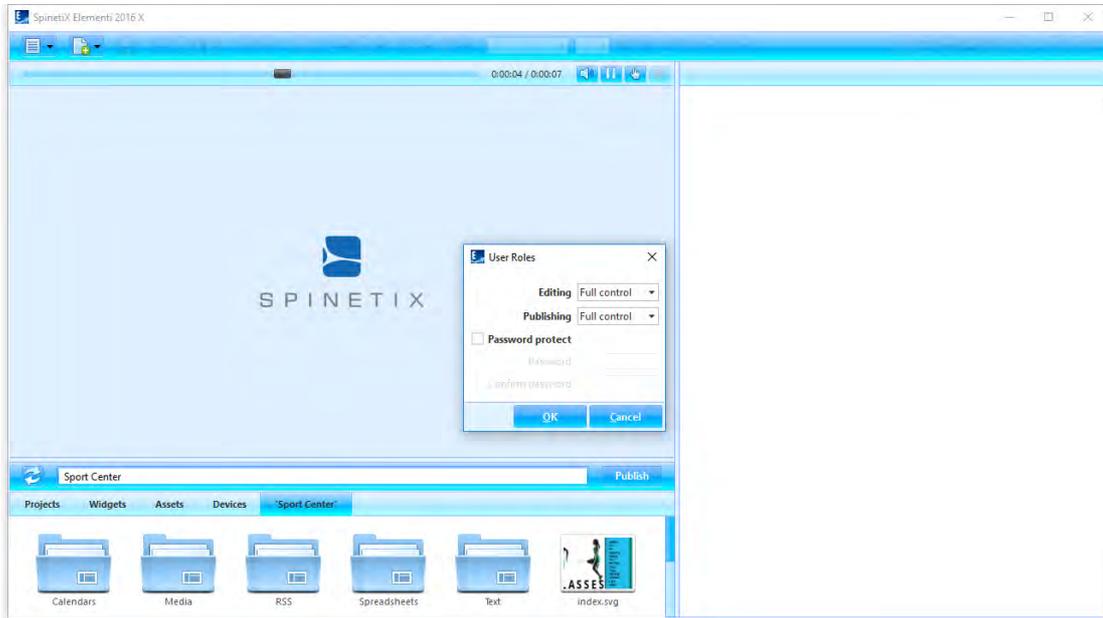
Applying Transition

To apply a playlist transition, click on **Document Properties** (icon in the toolbar), click on **Transition** (icon), and choose transition to apply. Icons show all the transitions available, including **No transition** to cancel transition. Depending on transition, more options such as **Direction** show up. To set a random transition, type and direction, click on **Random** (icon). Sliders facilitate adjusting particular options such as duration. Mini preview shows the chosen transition.

User Role Overview

User Roles

User roles are editing and publishing restrictions per user.



Setting User Roles

To set user roles, select **User Roles** (under Menu>Settings in the toolbar), and set the level of editing and publishing restrictions. User Roles setup can be username and password protected.

Editing

There are three types of editing restrictions:

- Full Control** default, full editing rights
- Edit Mode** allows editing only media that is defined as editable (content created with Elementi X)
- Read Only** no possibility to edit, and no edit panel available

Publishing

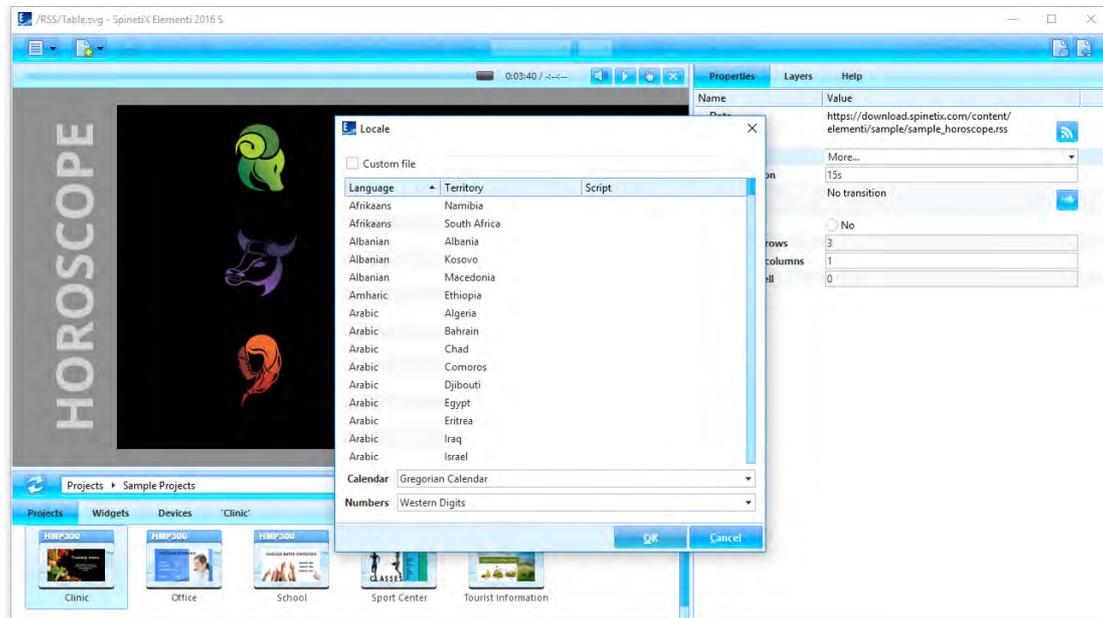
There are three types of publishing restrictions:

- Full Control** default, full add/remove devices and publishing rights
- Limited** allows publishing only to predefined target device/s
- Not Available** no possibility to publish

Advanced Features

Locale

Locale is parameters that define date and time format, depending on user language, country, etc.



Widgets

All the widgets that display date and/or time can be configured using more than 200 locale variations.

Choosing Locale

To define locale, select **Properties** (tab in the edit panel), and choose **locale** in the drop down menu. Recently viewed parameters will be shown in the locale dialog. To see all parameters, choose **more**.

Interactivity

Interactivity is all the widgets used to establish a response to user action.



Widgets

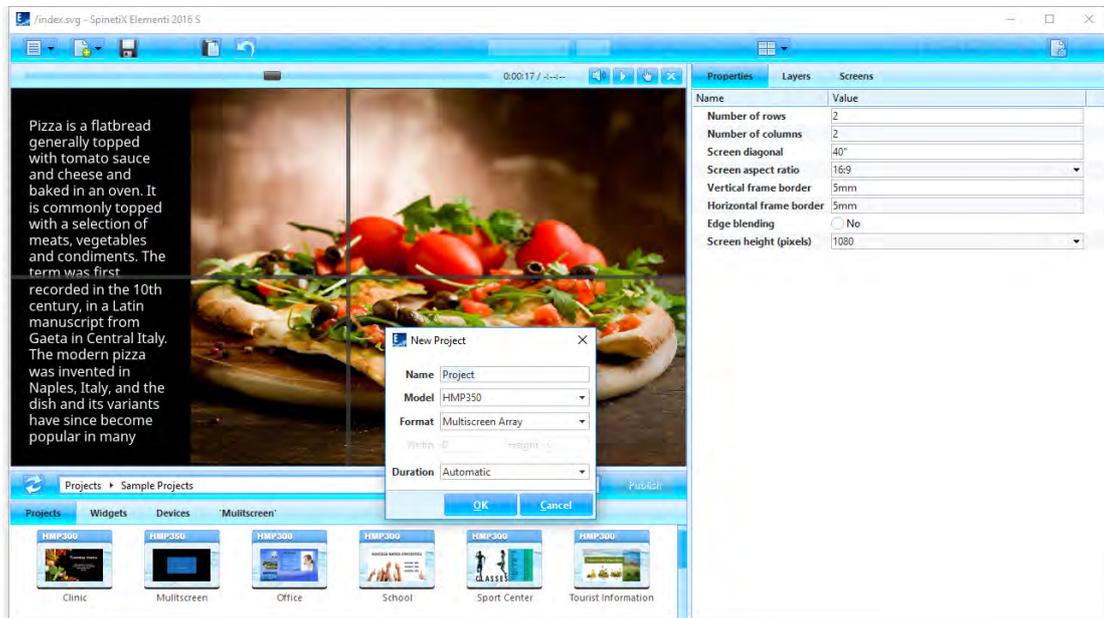
All interactivity widgets are 'read only'. To edit widgets, it is necessary to open **Interactivity** (folder), and drag and drop the chosen widget to layout, playlist or schedule. The chosen widget will be automatically copied into the current project.

Customizing Widget

To customize a widget, double-click on the widget, and all widget components will open in **Layers** (tab in the edit panel). To test a widget, click on **Interactivity Mode** (icon in the preview panel).

Multiscreen

Multiscreen is a project for multiple synchronized screens.



Creating Basic Multiscreen

To create a basic multiscreen, select **New Project** (under New icon in the toolbar), set project name and target device, and choose **Multiscreen Array** as the display format. Duration does not apply to multiscreen.

Multiscreen Parameters

To view properties such as number of screens, frame border, etc., select **Properties** (tab in the edit panel).

Viewing Screen

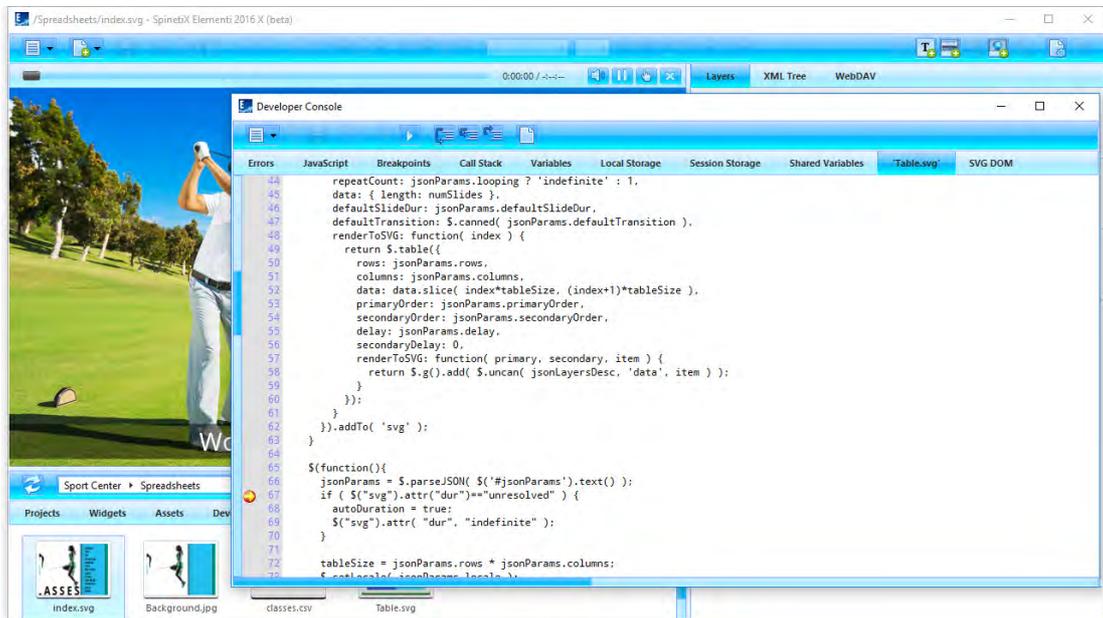
To view an individual screen, click on **Multiscreen** (icon in the toolbar), and choose from the list of screens.

Important

Prior to creating a multiscreen, please check TWiki Support documentation as certain restrictions apply.

Developer Console

Developer console is a dedicated development tool for scripting, debugging and testing.



Features

The following features are included:

Errors	list of errors such as 'file not found', etc.
JavaScript	JavaScript errors and content of alert
Breakpoint	list of breakpoints
Call Stack	information about calling stacks of subroutines
Variables	list of variables and values
Local Storage	content of the local storage
Session Storage	content of the session storage
Shared Variables	list of shared variables and values
'current file'	file currently being debugged (each file automatically opens in a new tab)
SVG DOM	live state of SVG DOM

Viewing Developer Console

To view Developer Console, select **Developer Console** (under Menu>View icon in the toolbar).

Licenses

Getting Started

Step 1 Download Elementi from spinetix.com/download

Step 2 Installation on PC

Step 3 Activation

Activation

There are two activation options:

Enter a license key valid license key needed to activate Elementi S, Elementi M or Elementi X

Get a 30 day free trial Elementi S free trial

Upon pressing **OK** (button), Elementi will automatically restart.

Elementi S, Elementi M or Elementi X license can be purchased at any SpinetiX partner (see partner list under spinetix.com/partners). Purchased Elementi license can be activated on a single PC. 30 day free trial Elementi license can be activated on a single PC, and that can be done only once.

Activation requires Internet connection. If the PC running Elementi does not have Internet access, manual activation will start.

Deactivation

Elementi license is a 'single node' license, and can be activated on a single PC.

Step 1 Release: select **Licenses** (under Help menu), press **Release** (button) to release license

Step 2 Deinstall

License is ready to be activated on a new PC.

Reactivation

For security and product quality reasons, the license needs to be reactivated regularly.

Update Plan

Update Plan offers immediate access to all Elementi updates. Elementi license comes with 1 year Update Plan. At the end of this period, the user can purchase an extension of the Update Plan associated with that license.

Support

SpinetiX provides the following Elementi support:

Sample Projects

The sample projects are included within Elementi. They can be used to learn, and test most of the features, including user roles in Elementi M. Please note that the images included in these projects cannot be commercially used.

Video Tutorials

There are Elementi video tutorials made available under spinetix.com/tutorials.

Support Wiki

There is Elementi Wiki support available under support.spinetix.com/wiki/elementi, as well as generic technical support under support.spinetix.com/wiki.

Glossary

Activation	License validation procedure
Assets	User file repository
Box Format	Visual effect applied to media or text box
Browse Panel	File repository
Clock	Analogue and digital clock widget
Collection	Folder
Devices	SpinetiX HMP devices, USBs and publish locations
Edit Panel	Properties, layout, playlist and schedule editing
Effect	Animation applied to media
Full Screen	Viewing content shown in the preview panel over an entire screen
Highlight	Animation of media on the spot
HMP	Hyper Media Player
Import	Bringing files from any location to a project
In Effect	Effect that controls how media appears
Interactivity	Widgets used to establish a response to user action
Layer	Transparent and stackable sheet-like media placeholder
Layout	Media arranged in a particular way
Layout Master File	File that allows viewing a layout (index.svg)
Locale	Parameters that define date and time format depending on user language, country, etc.
Master File	File that allows viewing a project (index.svg)
Mat	Background of a selection
Media	Text, image, video, streaming, layout, playlist, etc.
Multiscreen	Project for multiple synchronized displays
Out Effect	Effect that controls how media disappears
Padding	Space between media and selection
Playlist	List of items that plays in sequential order
Playlist Master File	File that allows viewing a playlist (playlist.svg)
Preview Panel	Viewing project, layout and playlist panel
Project	Files put together to create digital signage content
Projects	Repository of all projects
Publish	Action of copying project to device
Reactivation	License revalidation procedure
Media Property	Parameter applied to media
Schedule Panel	Assigning the time slot for media (except text) to play at a particular time, or with certain recurrence
Selection	Area surrounding media
Smart Text	Text effect
Target Device	Device to publish project to
Timeline	Visual representation of a media start and end play time
Tooltip	Message that appears when hovering the cursor over an icon
Transition	Motion effect applied between media
URI	Unique Resource Identifier used to identify media
User Role	Editing and publishing restrictions per user
Widget	Widgets are ready to use digital signage components.