

# Manager

A home destination for all projects, spaces and controlled spaces. The manager is a single sign-in area that includes all of your installations.

## Project

A Kramer control installation that includes as much specific details as possible for each project including, daytime hours, building layout, floor layout and controllable spaces.

## Controlled Space

An area of your project that has controllable hardware. Every controllable project requires a Brain.

- A project can have a single controlled space, or it could have an indefinite amount of controlled spaces. For instance, an office building could have 100 controlled spaces for conference rooms, common areas and specific offices.
- A controlled space can include a site, building, floor and/or room.

## Space Types

- Site – The physical address of your Kramer control project. Companies with multiple sites would have a single project, with different locations identified as separate sites.
- Building – A physical building within a site that has a controlled space. Sites and campuses typically have multiple buildings that must be differentiated.
- Floor – A physical floor within a building.
- Room – A physical room within a building. Typically, this is your controlled space.

When you reach the controlled space, the site/campus, building and floor are identified. For example:

- Project – iRule
- Building – Madison
- Floor – 2nd floor
- Room – Studio conference room

## Business Hours

Identify the days of the week the business is open and the time during the day the office is open. Business hours help identify usage data for your controlled spaces as well as the scheduling of events.

## Image Manager

A way for the project architect to add images specific to this particular project. For example, a client's logo or custom backgrounds for that particular project.

## Image States

- Default – The image you see when initially viewing your interface. When nothing is pressed and nothing is selected, the default image appears.
- Pressed – A unique image that typically displays a highlighted ring around your default image to indicate you are currently holding that button.
- Selected – After pressing a button, some buttons have a selected state indicating that this was the last button pressed. Typically, this image looks similar to the default image but with an adjustment indicating a difference.
- Disabled – An image indicating that the element is disabled. For example, a grayed out image.

## Launch Icon

This icon opens the Builder web page.

## Manager Page Panes

The Manager web page includes the following panes (sections):

- Left (Project) pane – A detailed list of all Projects that you have created. Expand each Project to view sites, buildings, floors and spaces. Your entire Project Tree appears here.
- Center pane – Contains editable information for your project, site, building, floor and/or space.
- Right (Info) pane – An itemized list showing the created date, last modified date and project hierarchy.

# Builder

Web page that provides an area for the designer to create a User Interface (UI) for the Project.

## Builder Page Panes

- Left pane – Enables adding new components to the controlled space such as a UI, Macros, Events and Hardware.
- Center pane – Area for configuring the elements of the UI.
- Right pane – Area for selecting and adding Devices and Images.

See [Builder Interface Overview](#) for more information.

## UI

User interface. The user-facing interface that enables controlling equipment found in the controlled space and/or the entire project.

## Interface

A device that controls equipment in a controlled space. Available in portrait (phone) or landscape (tablet) orientations.

## Frame

A container within an Interface that separates multiple activities or device type commands.

## Page

An interface that controls a specific activity. Controls include number pads, cursor pads and all other commands necessary to control the equipment in the Space and/or Project.

## Buttons

An area in a page that executes a single command, a navigation action and/or a macro. Buttons can be either image or text based.

## Images

Images added to a page can be a button or a background image. Not all images are buttons.

## Slider

Horizontal or vertical sliders execute a command based on a programmed range within the device driver.

For example, a volume slider executes commands based on a 0 – 100 range. The bottom of a vertical slider or the left side of a horizontal slider is 0 and the opposite side is 100.

## List Box

A UI design element that provides feedback and control within a single view.

## Button Interaction

Buttons can be configured to work in the following ways:

- Press – A single press of a button executes a single command, macro and/or navigation action.
- Long press – Pressing and holding a button for more than a 3 seconds executes a different command than pressing the same button without holding.
- Press and release – The command is not executed until the button is released after pressing. For example, a press and release command can control a shade or screen. On pressing, the shade/screen is moved. On releasing, the movement stops.

## Navigation

A command that enables the user to move from one page to another page within the interface.

## Macros

A series of custom-designed commands that are activated with a single button press. System-On macros include Power on commands for each piece of equipment in the controlled space.

## Events

Occurrences that automatically execute or trigger actions .

Examples of Events are:

- Device State – The State of a device, such as when the device is powered on or when the volume reaches a certain level.  
For example, the UI background changes color when a device is powered on.
- Relative time – Executes commands at a specific time interval.  
For example, a digital signage that changes content every 30 minutes.
- Absolute time – Executes commands at a specific time of day such as, sunrise, sunset or a specific time of day such as, 8 AM or 8 PM.

## Device Driver

Includes all control commands/states for equipment controlled within the space. The device driver contains IR, network, RS-232 (serial) and relay commands.

## System Device

A device included in all controlled spaces. Commands and states of the system device include date, time, weather and system status.

## Keyboard Shortcuts

Shortcuts used while designing in the builder.

- Copy – Command/control + c
- Paste – Command/control + v
- Undo – Command/control + z
- Redo – Command/control + y
- Nudge – Cursor keys
- Nudge more – Shift + Cursor keys
- Multi Select – Command/control left mouse click
- Grow – “+” key
- Shrink – “-” key
- Grow more – Shift + “+” key
- Shrink more – Shift + “-” key

- Single Axis Grow – Control + left, right, up or down cursor key (holding shift grows by 10 pixels)
- Single Axis Shrink – Alt + left, right, up or down cursor key (holding shift shrinks by 10 pixels)
- Group – Shift + “G”
- Un-group – Command/Control + Shift +“G”

## Application

Provides your client with a chosen interface to control Spaces within the Project. Downloaded from the Application store (App store iOS, Play Store – Google, etc.) of your interface.

## Provisioning

The transfer of programming from the Builder to the application. This transfers all interface, programming to the Brain from the Builder.

## Brain

Central Brain processor for the control system. The Brain contains all necessary device drivers, images and gateway routing to control the client space.

## Gateways

Gateways execute commands from the user interface to the controlled hardware installed in the space, for example:

- Network gateway – Communicates commands directly through the network without the need for additional hardware such as, a TCP, UDP or HTTP gateway with port/method manipulation.
- FC-xx – Kramer control hardware that communicates IR, RS-232 (serial), relay or GPIOcommands.
- SL-xx – Kramer Brain hardware that communicates IR, RS-232 (serial), relay or GPIOcommands.

## Wizards

Walk the designer through steps in a process. Different processes can have different wizards, for example:

## **Project Wizard**

Provides steps to assign a Project name, description and location.

## **Space Wizard**

Provides steps to create a Space type within a project.

## **Device Wizard**

Provides steps to import controlled devices into a controlled space.

## **Event Wizard**

Provides steps to create a new Event based on device state or time.

## **Gateway Wizard**

Provides steps to assign devices to the installed Brain.