



KRAMER ELECTRONICS LTD.

USER GUIDE

K-Touch 3.0
For the Dealer

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1 Introduction

Kramer Electronics presents the **K-Touch** suite of application software that enables you to design advanced room-control and automation systems and control them via the network using an iOS or Android smartphone or tablet.

This user guide describes the **K-Touch** system and is intended for the System Integrator (Dealer).

The example illustrated in [Figure 1](#) shows how **K-Touch** is implemented into a room control project. In this example:

- The **End Customer** initiates a project relating the design of a controlled room with A/V equipment, peripheral equipment and automation systems. The **End Customer** contacts a **Dealer** (the **Dealer** is the **System Integrator (SI)**)
- The **Dealer** accepts the project and plans the controlled room with Kramer Pro-AV, speakers and control products, peripheral equipment such as projectors and displays, shades and lights control and so on. All the room components will be controlled by **K-Touch** via a touch panel
- The **Dealer** contacts a **Kramer office** to place a Purchase Order (PO) for a **K-Touch** license for this project. Several license types are available, depending on the number of touch screens used and the number of AV controlled devices used
- The **Kramer office** sends an invoice to the **Dealer** and allocates the cloud-based license for this project
- The **Dealer** uses **K-Touch Builder** to build the touch screen control. Note that the installer can use **K-Touch Builder** before or after purchasing the license

K-Touch App is then installed on the touch panel (found in the App Store or in Google Play) and the built project info is synced / downloaded into the App where connectivity gateways are defined for the **End Customer**.

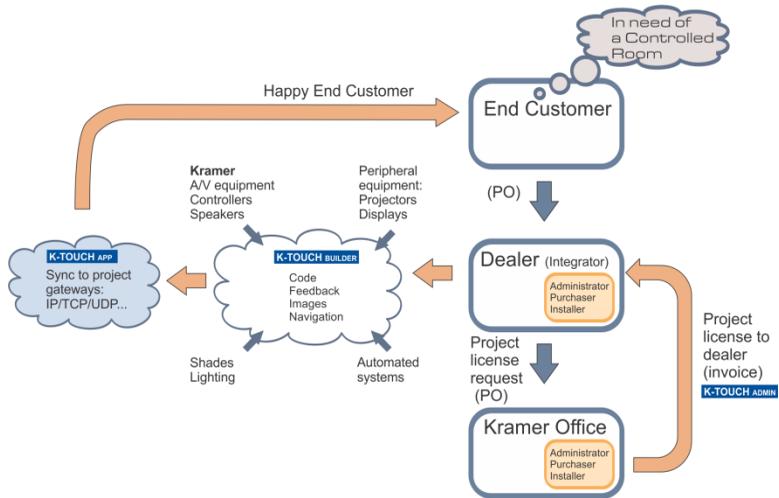


Figure 1: Project implementation Process

The **K-Touch** system includes:

- **K-Touch Admin**, see [Section 2](#) to [Section 5](#)
- **K-Touch Builder**, see [Section 6](#)
- **K-Touch App** for iOS and Android, see [Section 7](#)



We recommend that you use **K-Touch Admin** and **Builder** via Google chrome and Firefox browsers.

2 System Overview

K-Touch is a comprehensive Cloud-based platform that lets dealers easily design advanced room-control and automation systems that can be operated from most iOS or Android touch panels.

Using the **K-Touch** system the installer can easily integrate common touch devices as user interfaces into a Kramer-based room control system. By configuring the Kramer room controller to communicate over standard IT networks with an iOS or Android touch device, and designing the required control screen on the Cloud screen designer (without the need to install it on the PC), a complete, advanced, touch-based room control system is available. In particular, it supports:

- Hundreds of touch panels - **K-Touch** is supported on iOS and most common Android phones and tablets. With its easy-to-use free App available in the App Store and Google Play, **K-Touch** is your ultimate fits-all control solution
- Cloud Based System - **K-Touch Admin** and **K-Touch Builder** are online cloud-based systems. Created user panels can be downloaded to their mobile device with the touch of a button, and can then be modified over the Internet anytime. To complete the change, re-sync the system
- Mixed types of Hardware Panels and Touch Panels
- Kramer Ethernet Controllers - Kramer's Ethernet controllers offer a host of control ports (RS-232, GPIO, relays or IR) that can be controlled using **K-Touch** via a touch panel device.

For example, the Kramer **FC-26** which is a hardware and software interface system for bidirectional control of RS-232 (two ports) and IR-controllable devices (four ports) via an Ethernet LAN, as well as via the Internet and can be controlled from mobile devices.

Kramer Ethernet controller series also includes the **FC-132ETH**, the **FC-22ETH** and others.

Programming projects with **K-Touch** requires dedicated training. Ask your local Kramer office or local distributor about course availability and training options

2.1 Definitions

The following definitions will help you better understand the **K-Touch** platform:

Kramer Office – is the local **K-Touch** distributor for its local dealers. The Kramer office registers and manages dealers, manages office projects, users and licenses.

Dealer – registers as a dealer with a Kramer office, orders licenses per project from a Kramer office and manages dealer projects, users and licenses.

User – a user can be an administrator, purchaser, installer or local installer that is given an account within a dealership or an office. Depending on their role in the organization, each user is given a username and password and assigned different operations they can perform on **K-Touch Admin**.

For example, a dealership can have several technical personnel (installers), one administrator and two sales persons (purchasers).

Administrator – a user with access to all **K-Touch Admin** features. The administrator is in charge of the overall **K-Touch** system. The administrator in the Kramer office also approves Dealers.

Purchaser – a sales representative who orders licenses and allocates them for the different projects.

Installer – the installer designs and manages all the Dealer's projects. The installer can apply the appropriate license per project, has direct access to **K-Touch Builder**, can edit the project details and add a new project. The installer also manages the templates.

Local Installer – the local installer has access only to the projects that she or he designs. The installer can apply the appropriate license for the project he is working on, has direct access to **K-Touch Builder** for programming a project and can edit the project details and add a new project. The installer also manages the **K-Touch** templates (see [Section 5.5](#)).

Project – a project is assigned per room, includes the configuration of a controlled room and requires an exclusive room license.

Project configurations can be duplicated for identical rooms, each requiring a room license.

License – a room license is issued per project (per room). It includes a touch panel and a set number of controlled devices and is consumed per room.

Different types of licenses are available for different room sizes. Add-ons are also available (for example, an additional panel).

Panel (Touch Panel) – the iOS or Android tablet or mobile device used for room control.

Device (controllable Device) – a device that is controlled by **K-Touch**.

Controllable devices are counted by the number of devices that appear in the Devices Tab of the builder for a specific project.

Template – a pre-made project that can be added to the account and used.

3 Project Programming Workflow

K-Touch enables the integrator to create, in few simple steps, a room-control user interface application that is used on touch panels.

The touch panel and Ethernet controller are connected to the same IT network and configured with the correct IP addresses.

We recommend the following workflow for creating and programming the complete room control project:

1. Design how you want to setup your touch panel pages by initially sketching them on a piece of paper or using a design application. Include the button location, their expected control outcome, gestures needed, and so on.
2. In **K-Touch Admin**, open (if needed) a project per room for your specific customer. Be sure to allocate the correct type of room license for each room project.
3. From **K-Touch Admin**, launch **K-Touch Builder**. Select the correct touch panel (iOS or Android) that will be used to control the room.
4. Configure and program your designed room-control GUI using the **K-Touch Builder** software.
5. Finalize the programming of the control application design in **K-Touch Builder** and save the project.
6. Download the **K-Touch** application to your touch device from the App Store or Google Play Store.
7. Launch the App on your panel and sync it to the project account. This downloads the project program you have created and also makes use of the allocated room license.
8. Configure the network connectivity information on your touch panel to connect it to your Ethernet controller.

Once you are familiarized with **K-Touch**, you can follow an alternative workflow (according to your preference).

Consider these significant points:

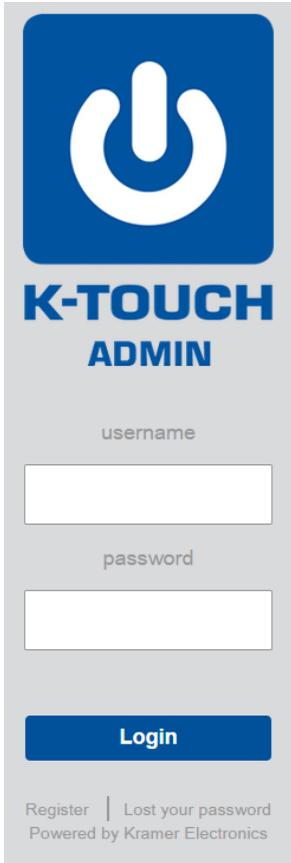
1. Licenses are ordered via your standard ordering process and once allocated and assigned to a project are subtracted from your dealer account.
2. Identical projects, for example using the exact same control configuration for several rooms, can reuse the first-made identical configuration and require a separate license per room.
3. After using your license, initially, to download the project info to the touch panel, you can re-sync the device to change/update the screen design in this project. However, if the touch panel is broken or misplaced, you cannot reuse the license. You must use a new license to sync another touch device to the same project.

4 K-Touch Login Page

To enter **K-Touch Admin**, go to the Web site:

<http://k-touch.kramerav.com>

The **Login Screen** displays:



The image shows a vertical login screen for K-Touch Admin. At the top is a blue square containing a white power button icon. Below this is the text "K-TOUCH ADMIN" in bold blue letters. Underneath are two input fields: the first is labeled "username" and the second is labeled "password". Below the password field is a blue button with the word "Login" in white. At the bottom, there are two links: "Register" and "Lost your password", separated by a vertical line. Below these links is the text "Powered by Kramer Electronics".

Figure 2: K-Touch Admin Registration and Login Screen

4.1 Registering as a New Dealer and Requesting an Account



Note that you need to complete the **K-Touch** on-line training program successfully and receive your certificate.

You can request an account (or have your Kramer office register you as a new dealer) in the following way:

1. On the **Login Screen** (see [Figure 2](#)), click **Register**.
The **Account Request** screen appears (see [Figure 3](#)).
2. Enter the appropriate information in each field. Starred fields are mandatory:
 - We recommend that you add your country in parenthesis next to your company name
 - Choose the State and Country
 - Fill in your first and last name as well as your username
 - Fill in the Security Question (and answer)
3. Select the Kramer Office as your distributor under which the new dealer will be added.



It is most important that you choose the correct Kramer office.

Request your K-touch Admin account

* Company Name

* Company Web Site

* Email

Address 1

Address 2

City

State/Province

Zip/Post Code

* Country

Phone 1

Phone 2

* First Name

* Last Name

* Username

* Password

* Confirm Password

* Security Question

* Security Answer

* Distributor

Request your K-touch Admin account

* Company Name

* Company Web Site

* Email

Address 1

Address 2

City

State/Province

Zip/Post Code

* Country

Phone 1

Phone 2

* First Name

* Last Name

* Username

* Password

* Confirm Password

* Security Question

* Security Answer

* Distributor

Figure 3: Account Request Screen

4. When finished, click **SUBMIT**.
5. Wait for approval from your local Kramer office or local distributor.

Once approved, the information entered will be used to create the first user of this new dealer and she/he will have Admin credentials.

4.2 Logging in Normally

Once registered, you can log in on the **Login Screen**: enter your username and password and click **Login**.

The **K-Touch Admin Main Page** screen appears (see [Figure 6](#)):

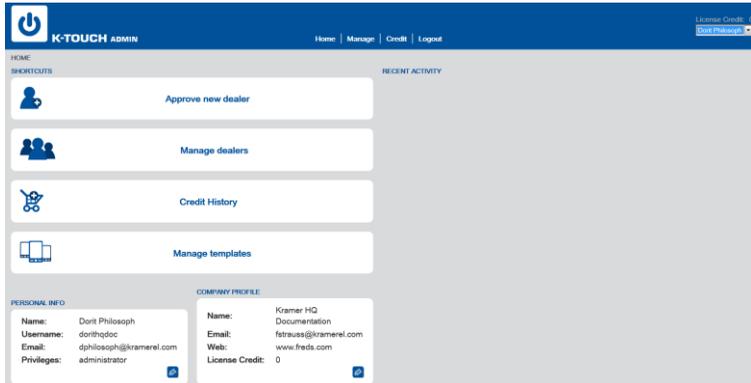


Figure 4: K-Touch Admin Main Page

The type of authorization determines the access to **K-Touch Admin**.

4.3 Retrieving a Lost User Name or Password

To retrieve a lost user name or password:

1. On the **Login Screen**, click **Lost your password**.

The Username and Password Retrieval window appears (see [Figure 5](#)).

Figure 5: Username and Password Retrieval Window

2. Enter your email address and click **Look up**.
A security question window appears.
3. Answer the security question correctly and the username/password is sent to your authorized email address.

5 Using K-Touch Admin

After logging in, the **K-Touch Admin** main page appears. [Figure 6](#) describes the elements of the main page.

Note: The blue bar at the top of the screen (with items 1 through 6) is common to all **K-Touch Admin** screens.

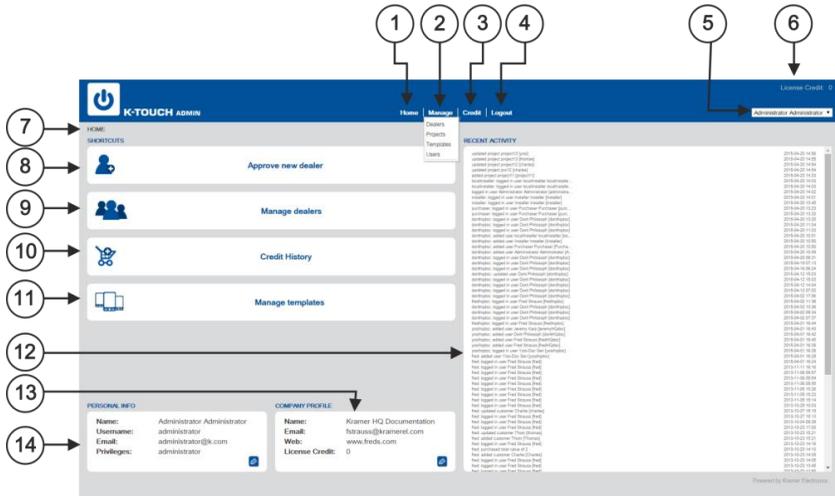


Figure 6: K-Touch Admin Main Screen (for a dealer that can have dealers below him)

#	Feature	Function
1	Home Button	Click to return to the Home screen
2	Manage Button	Click to choose management of dealers, projects, templates or users: Dealers –for Kramer Offices use Projects – for managing projects Templates – add, edit or delete a template Users – the list of the users in your group (administrators, purchasers, installers, local installers)
3	Credit button	Click to display the license credit allocation history screen
4	Logout button	Click to logout of K-Touch Admin
5	User dropdown box	Displays the current user, supports editing user information and log out
6	License Credit	Displays how many licenses are still available. Click to see the credit for each license type
7	Present screen identifier	Displays the name of the present screen
8	Approve new dealer Shortcut	For Kramer Offices use

#	Feature	Function
	Button	
9	Manage dealers Shortcut Button	For Kramer Offices use
10	Credit History Shortcut Button	Click to view a list of recent license credits
11	Manage templates Shortcut Button	Click to manage the templates
12	RECENT ACTIVITY Window	Displays a log of all activities performed by this dealer
13	COMPANY PROFILE Window	Displays the name, email, Web site and license credit of the company present user
14	PERSONAL INFO Window	Displays the name, user name, email and privileges of the present user

5.1 User Access

Different users within the group have different access privileges to **K-Touch Admin**. The following table defines each user category and access authorizations.

User	Can	Activities
Administrator	Access all of the K-Touch Admin features	Add/manage a dealer (Kramer Offices use) Add/manage a user Add/manage a project Allocate licenses
Purchaser	Manage dealers	Manage dealers (Kramer Offices use) Manage Licenses (Kramer Offices use)
Installer	Manage templates	Manage projects and templates Allocate licenses Access the K-Touch Builder and edit projects
Local installer	Manage templates	Access only to projects that s/he opened

5.2 Managing Dealers



Note that currently Manage Dealers is used by the Kramer offices only.

To manage dealers choose *Manage > Dealers* or click the **Manage Dealers** shortcut. [Figure 7](#) describes the Manage Dealers screen.

Figure 7: Manage Dealers Screen

#	Feature	Function
1	OVERVIEW Panel	Lists all approved dealers including company name, email, dealer ID, and when last modified
		Click to edit the dealer information
		Click to prevent editing
2	OVERVIEW Search Bar	For approved dealers, enter the company name, email or dealer ID to search for a specific dealer
3	APPROVE Panel	Lists all dealers (who requested an account, see Section 4.1) waiting for approval including company name, email, dealer ID and create date
		Edit dealer information
		Approve dealer
		Delete dealer
4	APPROVE Search Bar	For non-approved dealers enter a name to search for a specific dealer

5.2.1 Editing a Dealer

To edit a dealer (be it an approved or non-approved dealer), click the pen icon next to the desired dealer. The EDIT DEALER page opens ([Figure 8](#)).

License Type	Quantity
Additional Panel (1)	0
Standard (100)	0
Advanced (1+10)	0
Premium (1500)	0
Additional Device (5)	0

License Type	Quantity
Premium (1500)	
Advanced (1+10)	
Standard (100)	
Advanced Panel (1)	
Additional Device (5)	

Figure 8: Edit Dealer Screen

In addition to the informational fields, dropdown boxes let you to set controls:

The **Account Locked** dropdown can lock the account so the specified dealer cannot use it anymore.

- To lock the account, choose **Yes**
- To allow its use, choose **No**

The **Distributor** dropdown allows the dealer to register another level of dealers under his dealership and will open the Dealers admin menus and options for him.

- To allow the dealer to open more dealerships, choose **Yes**
Used only by Kramer offices or distributors
- If this is an installer who does not resell credits, choose **No**

The **Current Dealer Credit** list states the current license status of this dealer. For example, this dealer has a credit of 5 standard licenses.

The **Transfer License** fields allow you to supply credit to this dealer. Available Credits show unsold credits in the left box.

- To add credits, select a requested license type, set the requested number, click the arrow to the right, and then click **Save**.

5.3 Managing Users

To manage a user, choose *Manage > Users*. The Manage Users screen opens (Figure 9). From here you can add and edit Users in your group.

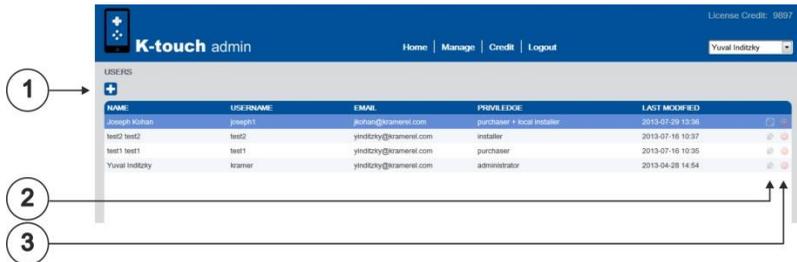


Figure 9: Manage Users Screen

#	Feature	Function
1	+ icon	Click to add a new user
2	Pen icon	Click to edit the user information
3	Red icon	Click to delete the user

5.4 Managing Projects

A project is designated for configuring a control program for a room. For example, College A has two branches, College A1 and College A2. In each branch there are conference rooms (Class 1) and classrooms (class 2) that are identical (see Figure 10). In this example four projects are listed in the Projects page each requiring a license.

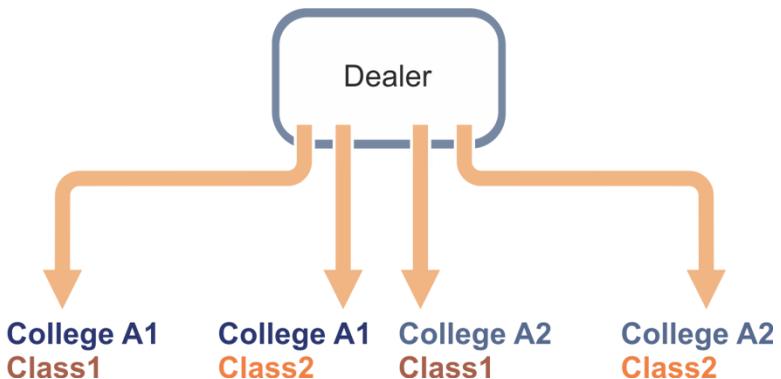


Figure 10: Managing Projects – Example

To manage these four projects it is important to enter all the details in a way that will help you keep track of these very similar projects.

To manage projects, choose *Manage > Projects*. The Manage project screen opens ([Figure 11](#)). From here you can add a project, check licenses and go to the Screen Builder with the Tablet Icon.

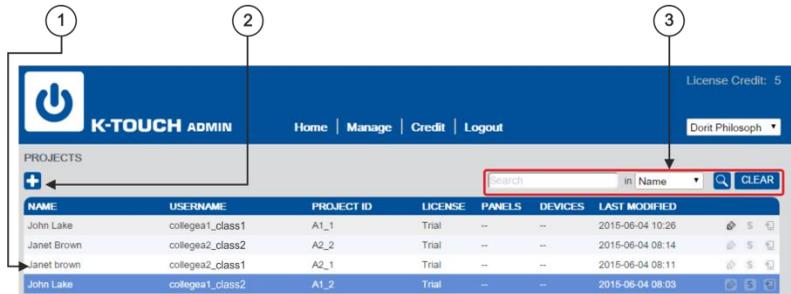


Figure 11: Manage Projects Screen

#	Feature	Function
1	Project Details	States the: NAME – the first and last name of the end customer USERNAME – the name of the company + the specific room PROJECT ID – the job number LICENSE – the type of license allocated for this project PANELS – the number of touch panels used to control the system DEVICES – the number of controlled devices LAST MODIFIED – the date of the last changes
		Click the pen icon to edit the project information
		Click the \$ icon to allocate licenses to this project
		Click the tablet icon to open the screen builder to create/edit this project. This is the best way to access the screen builder
2	+ Icon	Click to add a new project (see Section 5.4.1)
3	Search Bar	Enter a name/username/nickname/email/project to search for a specific project within the list

5.4.1 Adding a New Project

To add a new project, click the + button. The first new project screen opens (INFORMATION, STEP 1 OF 4).

Note that the **Password** is used to sync the mobile device with the project. Use the **Nickname** to shortly describe the room (such as classroom, conference room and so on).

STEP 1 OF 4:
INFORMATION

* Username: name of the project (company+room]
* Password: password
* Nickname: classroom1
* First Name: end customer first name
* Last Name: end customer last name
* Email: end customer email
* Project ID: job number
Address 1: end customer address
Address 2: end customer address
City: end customer address
State/Province: - State/Province -
Zip/Post Code: end customer address
Country: - Country -
Phone 1: end customer phone
Phone 2: end customer phone
Notes: any details regarding this specific room

CANCEL NEXT >

Figure 12: New Project Screen Step 1 - General

To manage the four projects described in the example in [Figure 10](#), fill the INFORMATION form as follows:

STEP 1 OF 4:

INFORMATION

* Username

* Password

* Nickname

* First Name

* Last Name

* Email

* Project ID

Address 1

Address 2

City

State/Province

Zip/Post Code

Country

Phone 1

Phone 2

Notes

Figure 13: New Project Step 1

Enter all the necessary information and click **NEXT >**. The second step screen opens:

STEP 2 OF 4:

APPLY LICENSES

AVAILABLE	SELECTED
Premium (1+50) 0	Standard (1+5) 1
Advanced (1+15) 0	
Standard (1+5) 0	
Additional Panel (1) 0	
Additional Device (5) 0	
Total: 1	

Figure 14: New Project Step 2

- To add licenses, choose the available license type from the left box and click the right arrow to add the license to the list on the right
- To remove licenses, highlight the product in the right box and click the left arrow to remove the product
- Note, unused licenses allocated to a project cannot be reimbursed by the dealer

Click **NEXT >**. The third step screen opens:

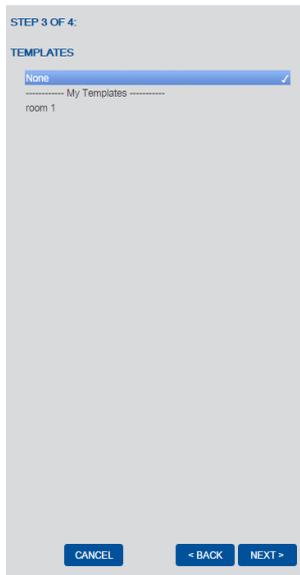


Figure 15: New Project Step 3

Templates are pre-made projects that can be added to the account and used. Set the templates for the project and click **NEXT >**. The final screen opens, which summarizes the information:

STEP 4 OF 4:

INFORMATION SUMMARY

Name:	John Lake
Username:	collegeA1_class1
Email:	John@collegeA1.com
Project ID:	A1_1

SELECTED

Total: 1

The licenses for this purchase will be subtracted from your balance.

Figure 16: New Project Step 4

Click **FINISH**.

5.4.2 Editing a Project

To manage a project, highlight the desired project and click on the pen icon. The Edit Customer screen opens ([Figure 17](#)).

PROJECT: A1_class1

INFO

* Username: collegea1_class1

* Password: 1238

Account Locked: yes (Builder access through login)

* Nickname: A1_class1

* First Name: John

* Last Name: Lake

* Email: John@collegeA1.com

* Project ID: A1_1

Address 1: 12 Thunderbay Rd

Address 2:

City: Portland

State/Province: Maine

Zip/Post Code:

Country: United States

Phone 1: 207-561-4133

Phone 2:

Notes: 5 devices, large windows

CLOSE SAVE

Figure 17: Edit Customer Screen

Fill in all necessary information. The **Account Locked** dropdown sets the access to **K-Touch builder** through the login.

- To deny access, choose **Yes**
- To allow access, choose **No**

5.4.3 Allocating Licenses to a Project

To allocate licenses to a project, highlight the desired project and click on the \$ icon. The EDIT PROJECT license screen opens ([Figure 17](#)).

PROJECT: project13

HISTORY

On 2013-10-13 15:06
Additional Panel (1)

APPLY LICENSES

AVAILABLE	SELECTED
Premium (1+50) 0	
Advanced (1+15) 0	
Standard (1+5) 5	Standard (1+5) 1
Additional Panel (1) 0	
Additional Device (5) 0	

Total: 1

CLOSE SAVE

Figure 18: Edit Project License Screen

- To add licenses, choose the requested license types from the left box, click the right arrow to add the license to the selected list on the right, and set the requested number of licenses
- To remove licenses, highlight the removed license types in the right box, set the removed number of licenses and click the left arrow to remove them
- Note that unused licenses allocated to a project cannot be reimbursed by the dealer
- When done click **SAVE**
- Each activity is logged in the History box

5.5 Managing Templates

To manage a user, choose *Manage > Templates*. The Manage Templates screen opens (see [Figure 19](#)):



Figure 19: Manage Templates Screen

The Template screen lists the available templates for use in **K-Touch Builder**. Click the **New** button to add a new template. The **New Template** screen appears:

New Template

INFO

* Name

Notes

CLOSE SAVE

Figure 20: New Template Screen

Add the template name and relevant notes and click **SAVE**.

Click the **Edit** button to edit an existing template. The EDIT TEMPLATE screen appears:

EDIT TEMPLATE

room 2

INFO

* Name room 2

Created On Tue May 12 11:29:40 GMT+300 2015

Modified On Tue May 12 11:29:40 GMT+300 2015

Notes

Shared not shared

CLOSE Save

Figure 21: Edit Template Screen

Edit the template name, add notes and set the Shared status to not shared, shared with all dealers or shared with specific dealers (add the list of dealers to share the template). Note that you can access the EDIT TEMPLATE screen also via the pen icon on the right side of the project line. Click the **Save** button.

Use the **Delete** button or delete icon to delete a template. Use the load button to load the template to **K-Touch Builder**.

5.5.1 Adding a New User

To add a new user, click the + button. The User screen opens ([Figure 22](#)).

New User

INFO

* First Name

* Last Name

* Email

* Username

* Password

* Confirm Password

Notes

PRIVILEGES

Administrator

Purchaser

Installer (manage all customers)

Local Installer (manage only his/her customers)

CLOSE **SAVE**

Figure 22: User Screen

Fill in all necessary information (starred fields are mandatory).

Select the required permissions (see also [Section 5.1](#)):

- Administrator – can access all options and projects
- Purchaser – cannot open projects
- Installer – has access to all the projects
- Local Installer – has access only to the projects that he opened

When done, click **SAVE**.

5.5.2 Editing a User

To edit a user, highlight the desired user and click on the pen icon. The Edit User screen opens ([Figure 22](#)):

The screenshot shows the 'Edit User' interface for a user named 'Installer Installer'. The form is divided into two main sections: 'INFO' and 'PRIVILEGES'.
INFO Section:
- * First Name: Installer
- * Last Name: Installer
- * Email: installer@k.com
- * Username: installer
- * Password: [masked with dots]
- * Confirm Password: [masked with dots]
- Notes: [empty text area]
PRIVILEGES Section:
- Administrator
- Purchaser
- Installer (manage all customers)
- Local Installer (manage only his/her customers)
At the bottom right, there are two buttons: 'CLOSE' and 'SAVE'.

Figure 23: Edit User Screen

Click the **SAVE** button after changing the information.

5.6 Viewing the Credit History

From the Main screen, click the Credit button or the Credit History shortcut. The CREDIT screen opens ([Figure 24](#))



STATUS	FULFILLED	ORIGINATOR	TOTAL
Completed	2013-11-05 15:10	Kramer Electronics	5
Completed	2013-10-09 10:55	Kramer Electronics	5

Figure 24: Credit History Screen

5.7 Logging Out of K-Touch Admin

To log out, click the Logout button at the top of the Main screen.

6 K-Touch Builder



Note that within the **K-Touch Builder**, the term “touch panel” is called “Handset” or “Handset Device” and that “Panel” in the **K-Touch Builder** includes the pages and affects that will appear on your touch panel for controlling the room.

Use **K-Touch Builder** to configure the control GUI application for your end customer project. **K-Touch Builder** can be accessed via the **K-Touch Admin**, projects list by clicking the  icon:

NAME	USERNAME	PROJECT ID	LICENSE	PANELS	DEVICES	LAST MODIFIED
John Johnson	teccommuni-usa1	teccom A room 1	Trial	--	--	2015-05-25 12:22

The following window appears:

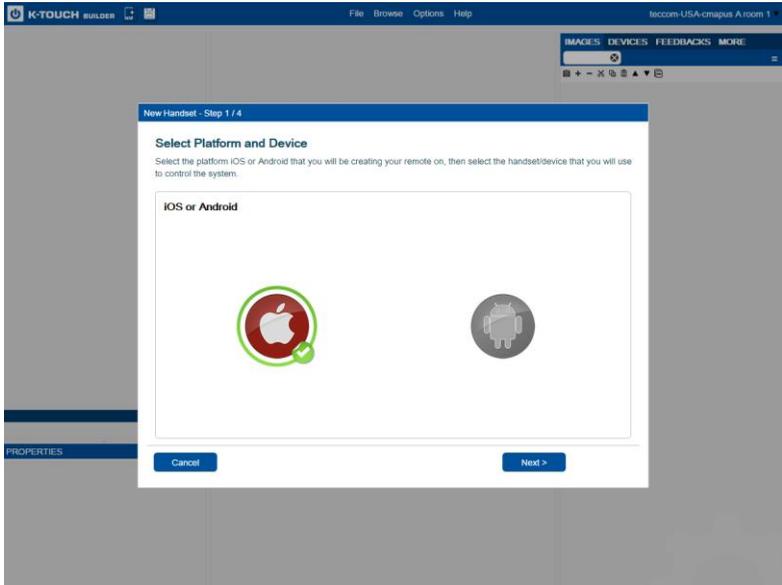


Figure 25: K-Touch Builder – Select the Platform

Choose the type of platform you will be using as your program handset and click **Next>**:

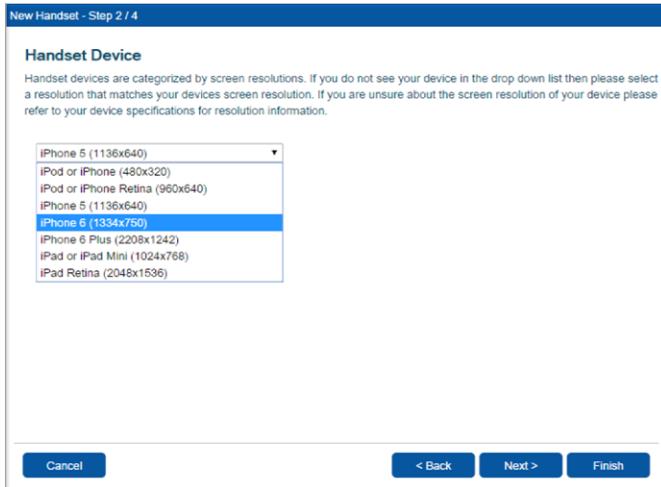


Figure 26: K-Touch Builder – Select the Handset

Choose the type of handset device you will be using and click **Next>**:

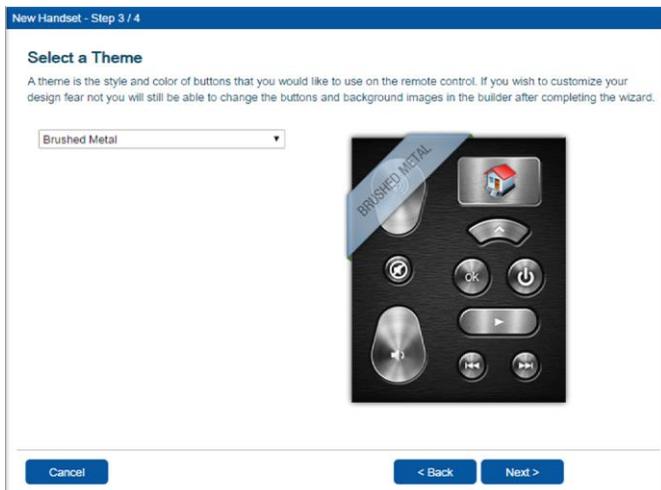


Figure 27: K-Touch Builder – Select the Theme

Select the Theme you will be using and click **Next**>:

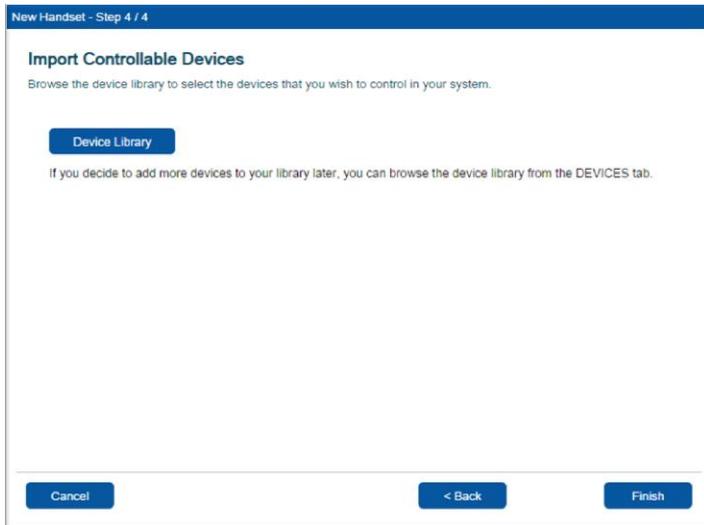


Figure 28: K-Touch Builder – Import Controllable Devices

Import the controllable devices you will be using, if you need to, and then click **Finish**. The handset used in the project is being created:



Figure 29: K-Touch Builder – Creating the Handset

The **K-Touch Builder** main window opens:

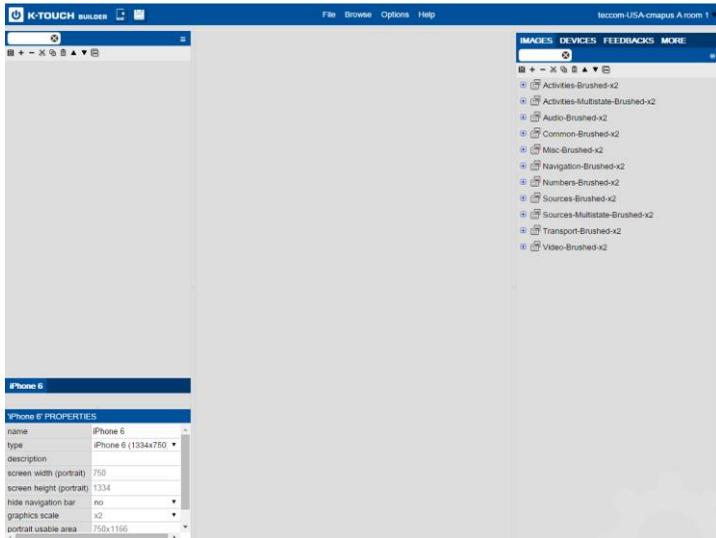


Figure 30: K-Touch Builder – Main Window

The lower left size shows the properties of the selected handset (iPhone 6 in this example).

On the top Left side of the window click the + sign to add a page and right click Portrait Pages to select for example, a Portrait page:

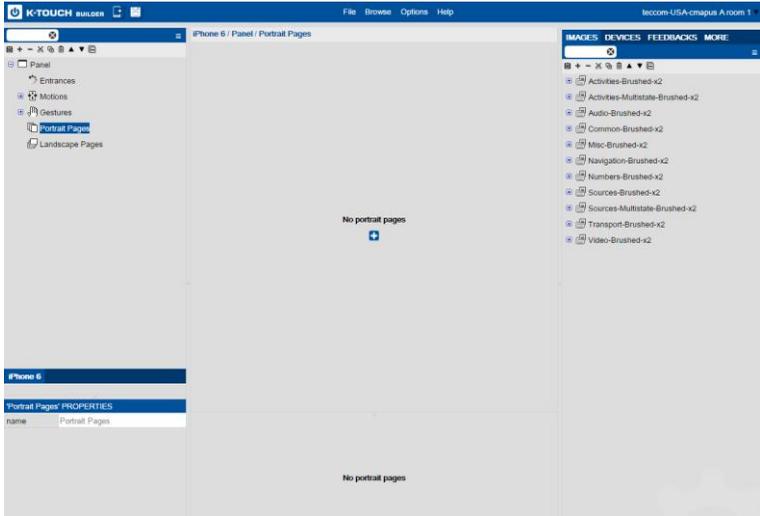


Figure 31: K-Touch Builder – Add a new Page

The portrait page appears and you are now ready to build your controller.

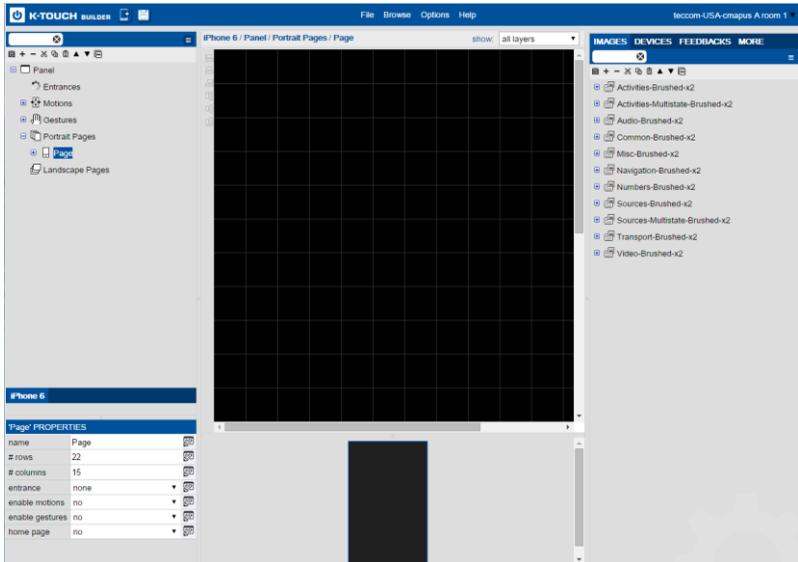


Figure 32: K-Touch Builder – Page Ready for Configuration

6.1 K-Touch Builder Overview

The following section describes the various functions and features of **K-Touch Builder**.

The **K-Touch Builder** main screen includes the menu and the project name on the top right, and four distinct areas as shown in [Figure 33](#).

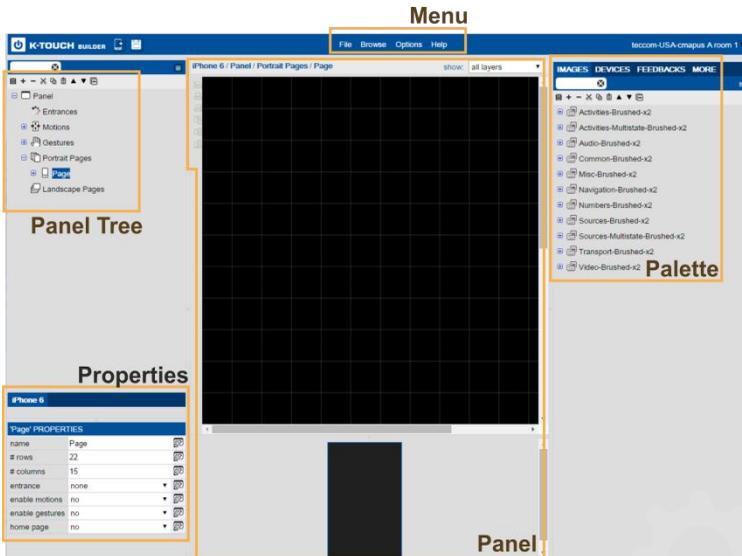


Figure 33: K-Touch Builder – Main Areas on Screen

6.1.1 The Panel area

The panel area shows the current page you are working on.

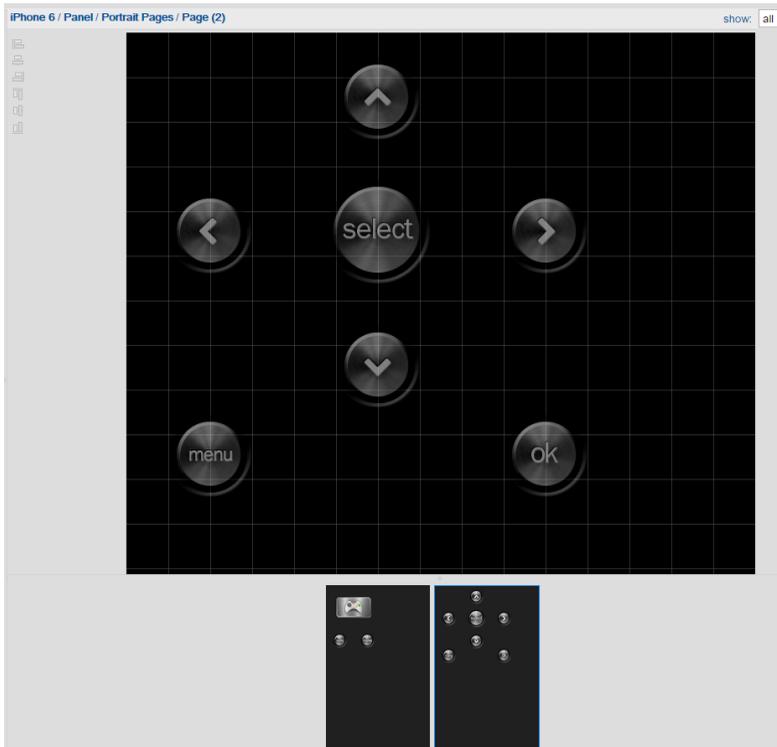


Figure 34: K-Touch Builder – the Panel Area

On the left side you can see the alignment buttons which let you easily align the items added to the page. A preview of each page appears below the main page.

6.1.2 The Panel Tree Area

The Panel tree area shows all the items that are currently added to the panel such as pages, motions, entrances and so on. Anything that appears on any of the panels and pages will also appear in this tree:

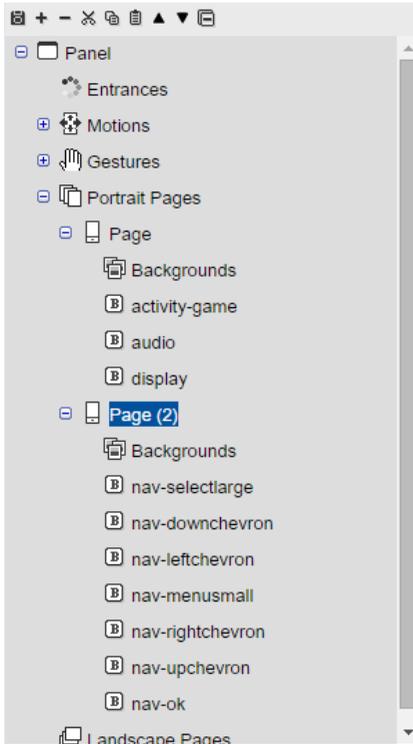


Figure 35: K-Touch Builder – Panel Tree Area

6.1.3 The Properties Area

The properties area shows the properties of your current selection. It will show the properties of the selected GUI item such as your handset or a selected button (for example, an audio button):

'iPhone 6' PROPERTIES	
name	iPhone 6
type	iPhone 6 (1334x750) ▼
description	
screen width (portrait)	750
screen height (portrait)	1334
hide navigation bar	no ▼
graphics scale	x2 ▼
portrait usable area	750x1166
landscape usable area	1334x670

'audio' PROPERTIES	
name	audio
row	7 
column	1 
width (cells)	4 
height (cells)	3 
repeat on hold	no ▼ 
toggle commands	no ▼ 
push-release	no ▼ 
text	

Figure 36: K-Touch Builder – Properties Area

6.1.4 The Palette Area

The palette area includes anything that you can add to the panel page:

IMAGES – a large selection of buttons is available and others can be imported.

DEVICES – includes the drivers for Kramer machines as well as other peripheral equipment (such as LCD sets, projectors and so on).

FEEDBACK – includes all the bi-directional communication commands.

MORE – includes various modules, actions, widgets and so on.

Note that modules are sets of ready-made commands for various systems such as iTunes, Kramer VIA and so on

6.1.5 The Menu

The menu is described in the following table:

Menu Item	Function
File	
New Handset	Select a new handset
Save	Save the configuration to the cloud
Backup	Save the configuration locally
Restore	Restore a configuration file
Upload Virtual Device XML	Upload a virtual device
Browse	
Panels	Select a panel
Image Libraries	Browse and import images
Devices	Browse and import Devices
Feedbacks	Browse and import feedbacks
Options	
Handsets	Open the Handsets manager to edit the information
Settings	Open the settings window to add a nickname, set a default delay value, change the background color or set a full resolution grid for new pages
Help	
Support	Connect to technical support for help
About Kramer	View the software version and the Kramer connecting details



Note that to learn more and use **K-Touch Builder** you need to complete the **K-Touch** Training program successfully and receive your certificate.

7 K-Touch App

K-Touch App, Kramer's application for iOS/Android, allows Dealer installers to easily use commercially-available touch panel devices as room controllers.

After completing the design and configuration of the project set of dynamic control application pages on the Kramer **K-Touch Builder**, download the **K-Touch** application and then sync it with your project program file on Kramer's server and continue to configure the project IP properties of the direct Ethernet or hardware IO connectivity installed in the project room for controlling room peripheral equipment.

7.1 System Overview and Workflow

Once a license has been allocated (**K-Touch Admin**) to the project and the project program has been configured (**K-Touch Builder**), you can download the **K-Touch** application and then sync it to the project program. The sync process will download the program you created online in **K-Touch Builder** to your iOS or Android touch panel. Once the sync is completed, you can move on to configuring IO connectivity gateways and controlled devices.

To download the **K-Touch** application, search for Kramer **K-Touch** on the relevant application store and download the application that is suitable for your project touch panel.

7.2 Syncing the Configured Touch Panel

To Sync the configured touch panel, do the following:

1. On the touch panel main display, tap the **K-Touch** app to open it.

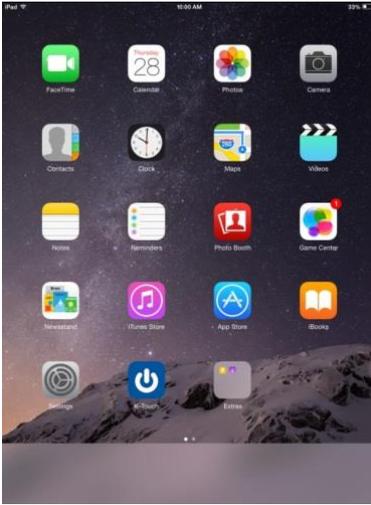


Figure 37: K-Touch App – Touch Panel Main Display

2. The K-Touch App main screen opens:



Figure 38: K-Touch App – Main Screen

3. Wait for the Settings screen to appear:

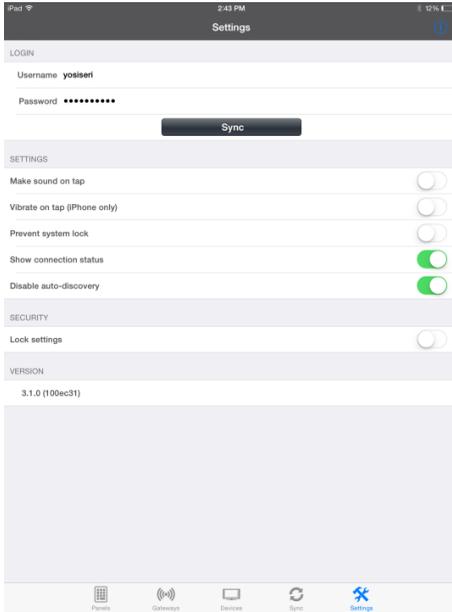


Figure 39: K-Touch App – Settings Screen

4. Enter your Username and Password (as was allocated for the relevant project on **K-Touch Admin**, see [Section 5.4](#)).

5. Tap the Sync button to download the project program onto your touch panel.



At this point, from the relevant **K-Touch Admin** project account, its allocated room license will be consumed and activated.

6. The device is now syncing with **K-Touch Builder**.



If an “Out of License Quota” message appears, this means that there are no available licenses and you should contact your distributor.

7. Wait for the validation message to appear and enter the Project ID number.

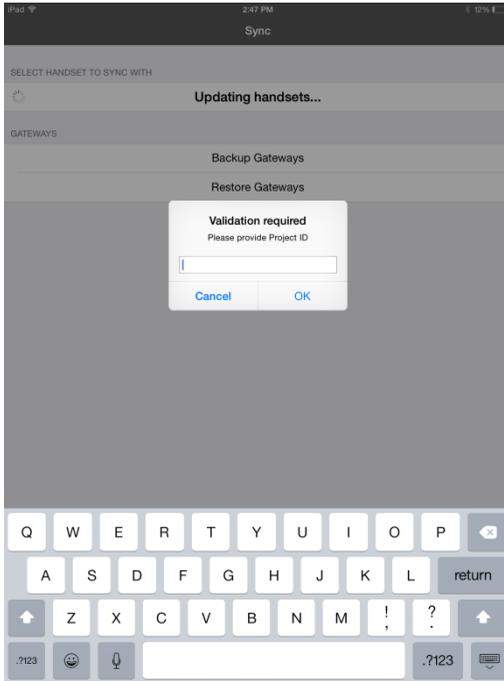


Figure 40: K-Touch App – Validation Message

9. Enter the Project ID number (see [Section 5.4](#)) and tap OK.



If there are no compatible handsets found, contact your dealer.

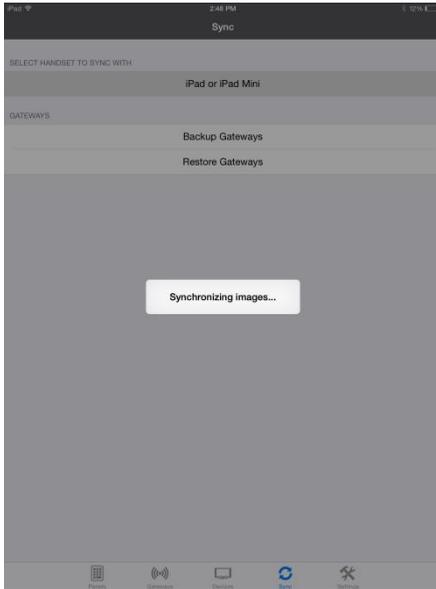


Figure 41: K-Touch App – Synchronizing Images

10. Wait for the system to synchronize the images.

Once the sync is complete, the control program entry screen (as defined in **K-Touch Builder**) appears on the main touch panel display.

If you did not yet assign gateways to the devices, the following message appears:

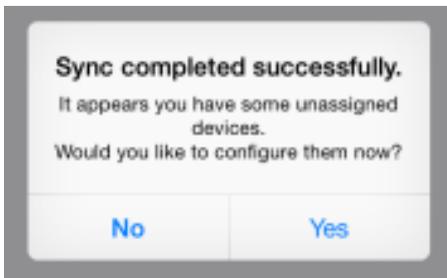


Figure 42: K-Touch App – Unassigned Gateway Messages

Click Yes, to enter the Devices screen to assign gateways to the unassigned devices. Click No if you want to assign gateways later on.

gateways can be assigned in the following ways:

- In the Devices screen, select an unassigned device and add a gateway for this device (see [Section 7.3.1](#))
- In the Gateways screen, select a gateway and assign it to a device (see [Section 7.3.2](#))
- Restoring the Gateways of a previously backed up gateway configuration

7.3 Configuring the IO Connectivity Gateways

This section describes how to connect your project touch panel handset to the Kramer IO connectivity gateway products installed in the room. Both should, of course, share the same Ethernet network.

7.3.1 Assigning a Device via the Devices Screen

To assign a device via the Devices screen, tap the Devices icon

The Devices screen appears which lists the unassigned/ assigned devices

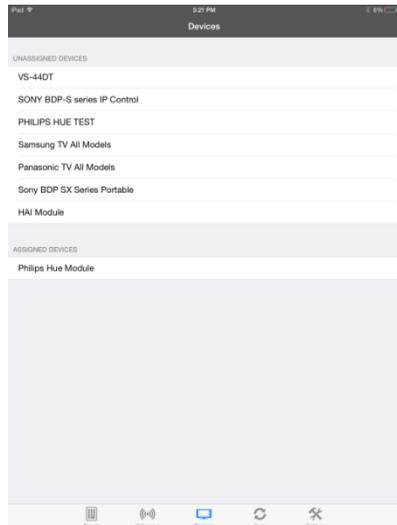


Figure 43: K-Touch App – The Devices Screen

Tap the device for which you want to assign a gateway (a Samsung TV in this example). The Samsung device details screen appears.

Click **Tap To Configure** to add a new gateway

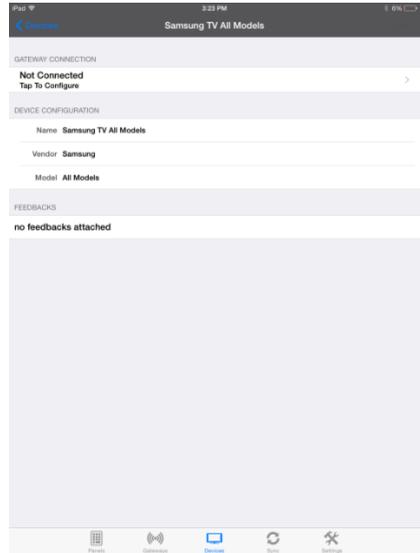


Figure 44: K-Touch App – The Devices Details

Tap the + button:

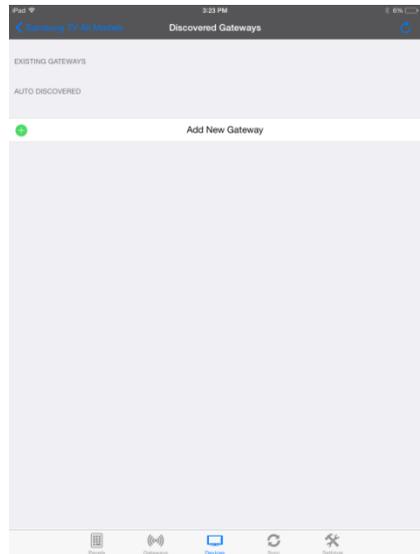


Figure 45: K-Touch App – Adding a New Gateway

A list of the Gateways that apply to this device appears.

Select a gateway to assign.

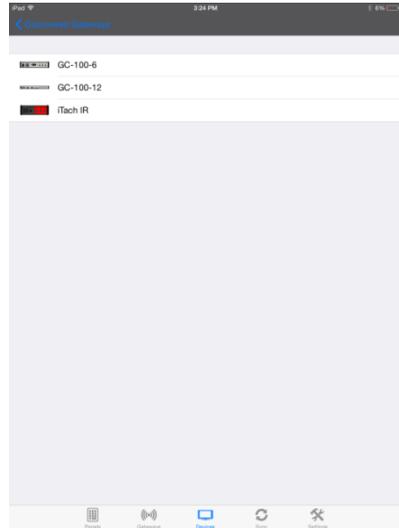


Figure 46: K-Touch App – Available Gateways

In this example an IR gateway was selected, with three available IR channels:

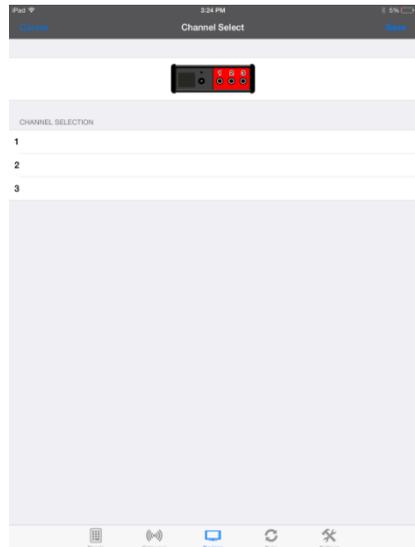


Figure 47: K-Touch App –Gateway Channels

Select a channel (channel 1 in this example) and tap Save.

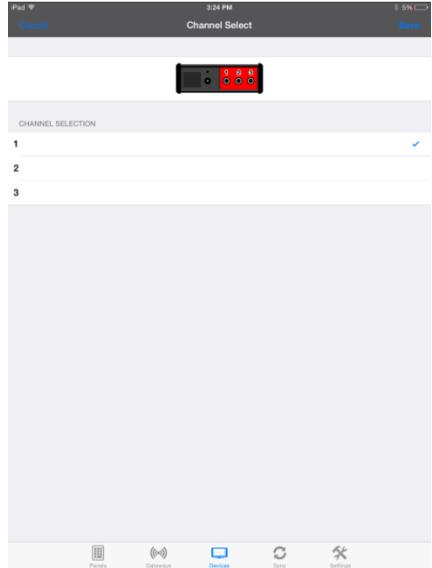


Figure 48: K-Touch App –Selecting a Gateway Channel

Fill in the IP Address.

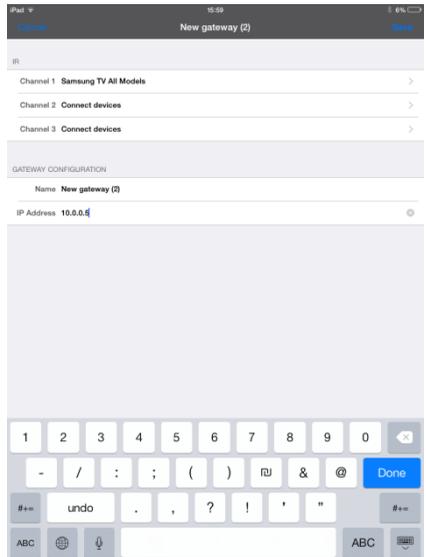


Figure 49: K-Touch App –filling in the Details

The Samsung TV appears in the assigned list in the Devices screen.

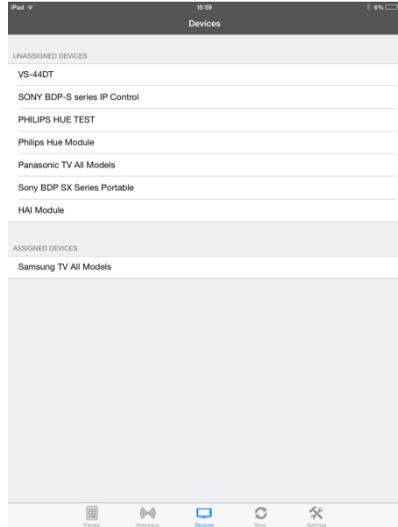


Figure 50: K-Touch App – Assigned Devices

7.3.2 Assigning a Device via the Gateways Screen

To assign a device via the Gateways screen, tap the Gateways icon

The Gateways screen appears which lists the various gateways available for use.

Tap Edit:

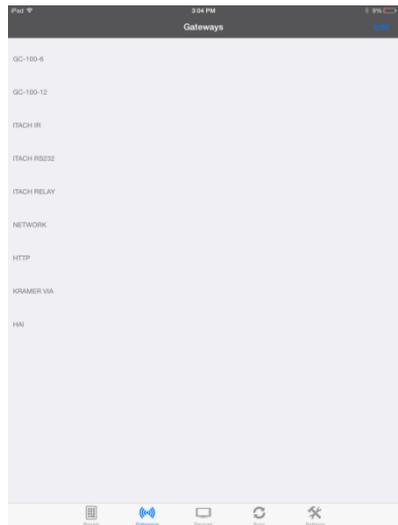


Figure 51: K-Touch App – The Gateways Screen

You can add a new gateway to any of the available gateway paths.

Tap the + icon to add a new gateway.

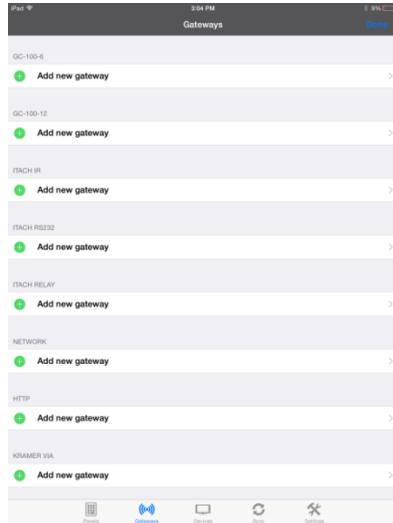


Figure 52: K-Touch App – Edit Gateways

The new gateway details appear.

Tap Connect devices:

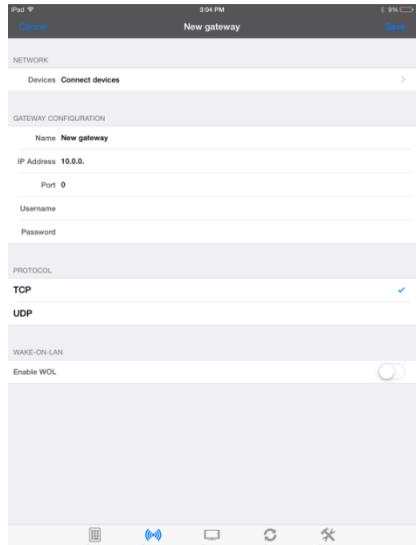


Figure 53: K-Touch App – New Gateway

Tap the + icon to add the device:

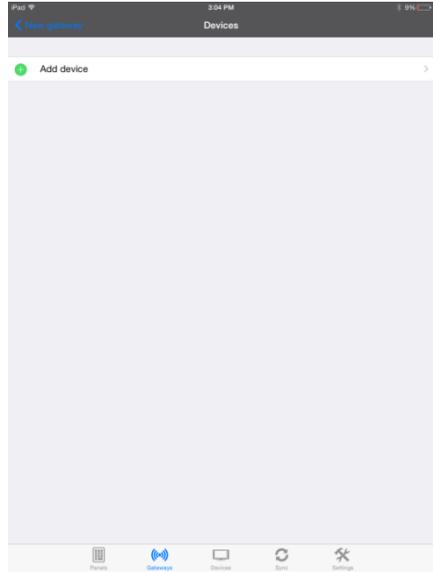


Figure 54: K-Touch App – Add Device

Select one of the devices in the list. For example, a Philips Hue Module.

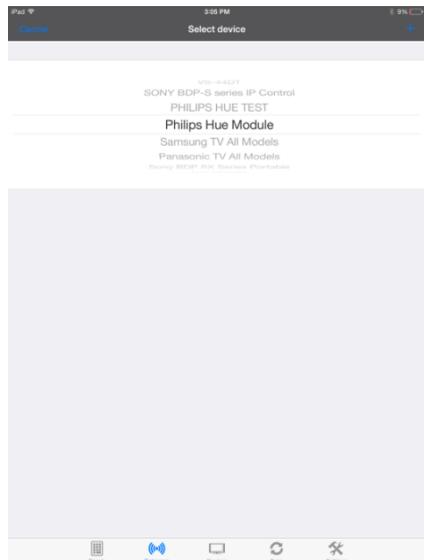


Figure 55: K-Touch App – Select Device

The Philips Hue Model is selected.

Tap New gateway (top left side).

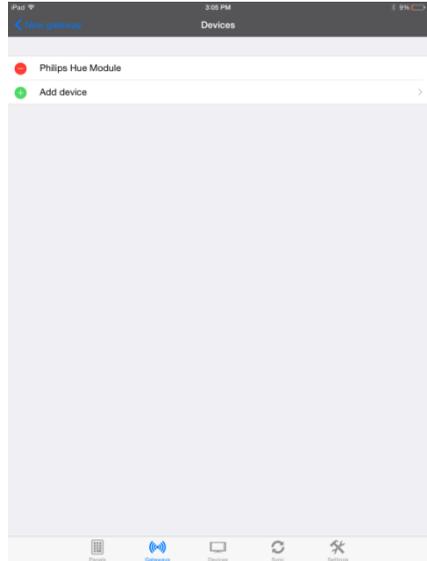


Figure 56: K-Touch App – Return to New Gateway

The Device is added to the new network gateway.

Note that each gateway type screen is different.

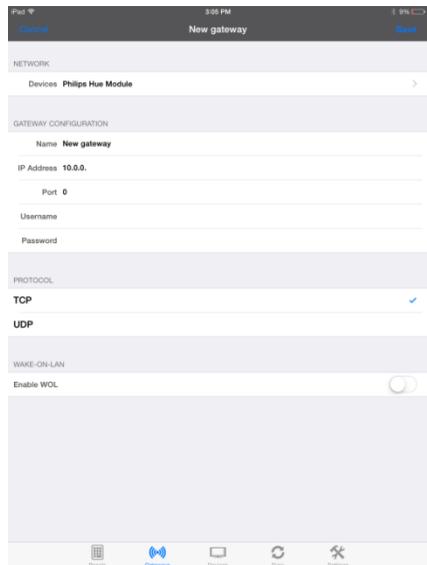


Figure 57: K-Touch App – Device Added

Fill in all the relevant details:

Enter the IP address and port of the IO connectivity gateway product (the Philips Hue Module) installed in the room.

The username and password are not needed.

Tap Save.

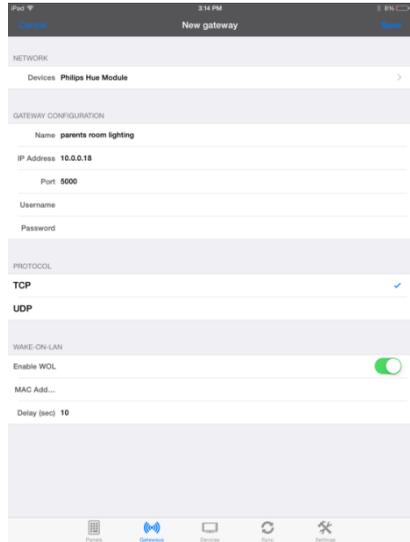


Figure 58: K-Touch App – Fill in Details

The Parents room lighting is assigned to the network gateway.

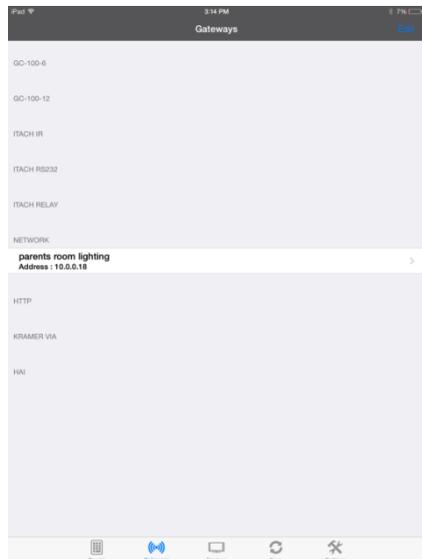
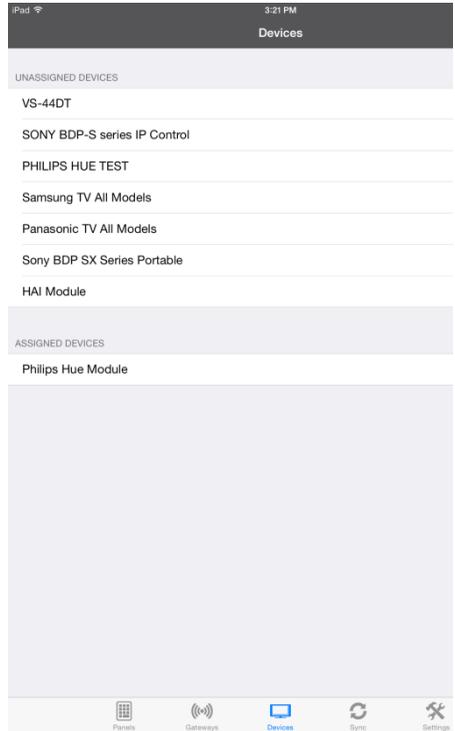


Figure 59: K-Touch App – Device Assigned

In the Devices screen, Philips Hue Module appears in the Assigned Devices list.



7.3.3 Restoring a Backed-up Gateways Configuration

Once you have finished assigning gateways to your devices, we recommend that you backup gateways to the cloud for future use.

If you have previously backed up the configuration of the controlled room which is identical to this room you can assign the Gateways immediately by tapping Restore Gateways.

To back up the Gateways:

Tap Backup Gateways.

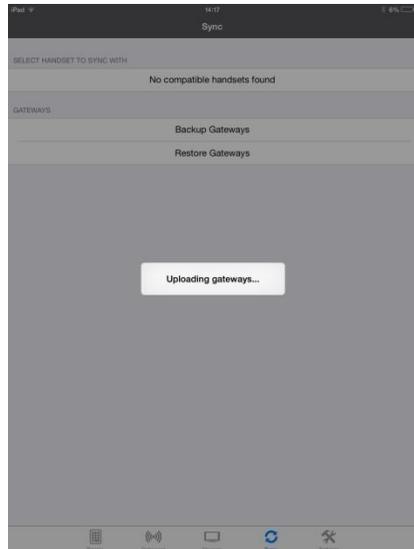


Figure 60: K-Touch App – Upload Gateways

Upon completion, the following message appears:

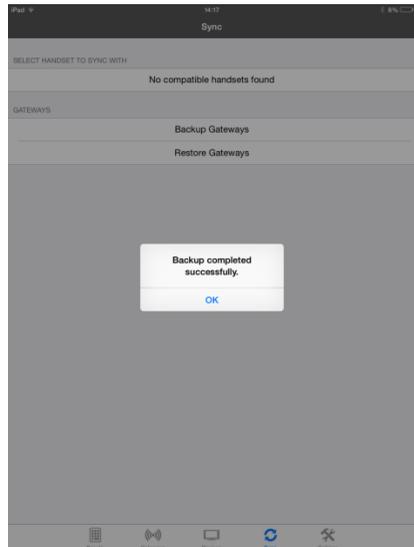


Figure 61: K-Touch App – Backup Complete

To restore the Gateways:

Tap Restore Gateways. The following message appears.

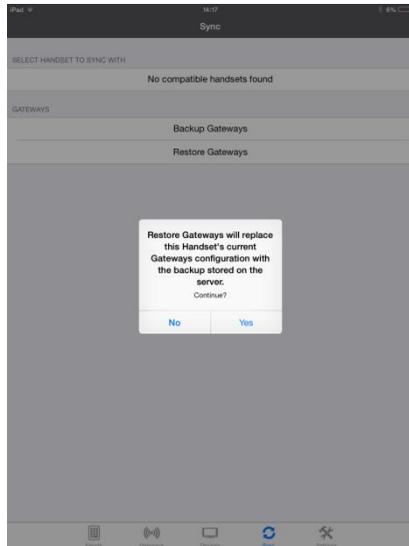


Figure 62: K-Touch App – Restoring Gateways

The Gateways are restored.

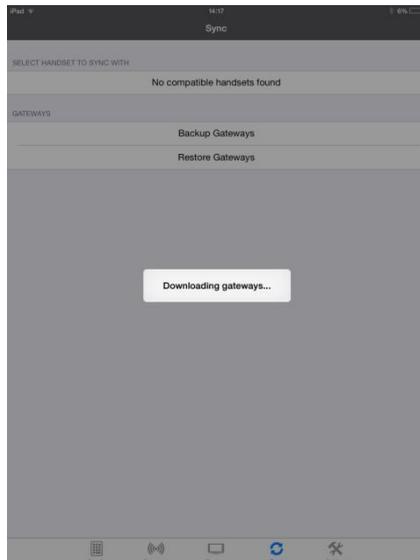


Figure 63: K-Touch App – Downloading Gateways

Upon completion, the following message appears:

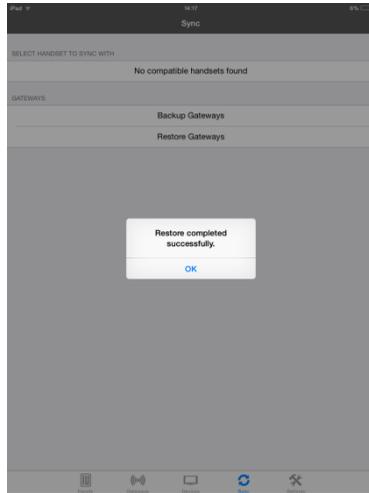


Figure 64: K-Touch App – Restore Complete



For the latest information on our products and a list of Kramer distributors, visit our Web site where updates to this user manual may be found.

We welcome your questions, comments, and feedback.

Web site: www.kramerelectronics.com

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Rev: 1