



Template Editor Utility Operation Guide

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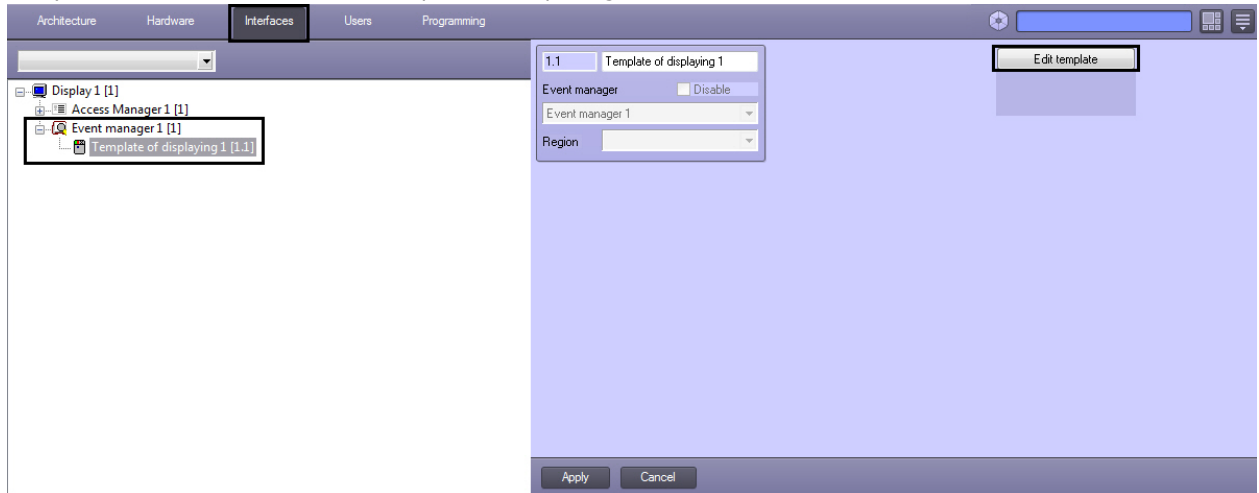
Licensing policy for Template Editor

The utility is not licensed.

Starting and shutting down the Template Editor utility

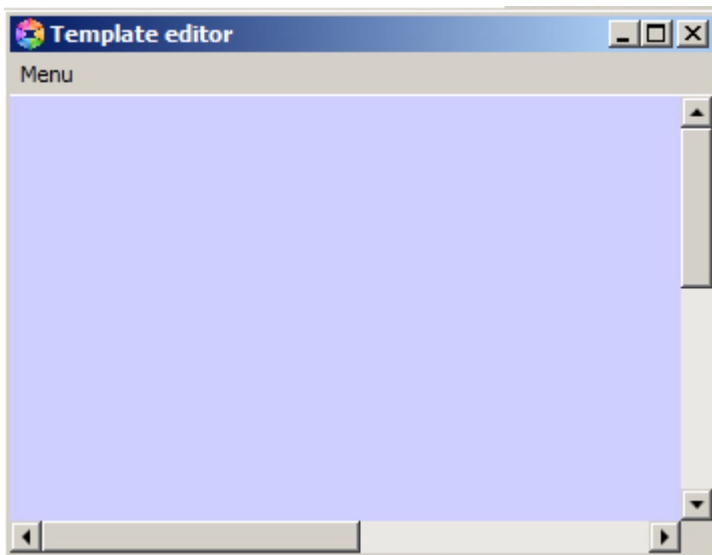
The *Template Editor* utility can be started by one of the following ways:

1. Using the **Edit template** button on the settings panel of the **Template of displaying** object based on the Event Manager object (see [Event Manager Module Settings and Operation Guide](#)). In this case the possibility to save template files is locked and templates are saving via the Teplate of displaying object from settings panel of which utility started. Also the function of template files opening is unavailable in this case.

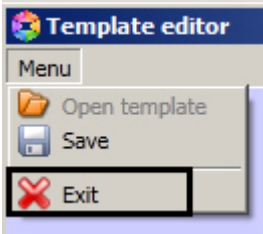


2. Using the EditorWpf.exe executive file located in the <Directory of installation ACFA Intellect software package>\Modules.

General view of the **Template Editor** utility as follows.



To shut down the *Template Editor* utility click the  button or select **Menu -> Exit**.

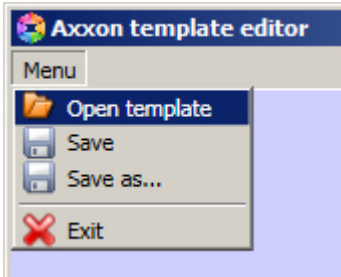


Opening template in Template Editor

There are two ways of opening a previously saved template (see [Saving template in Template Editor](#)):

The first way:

1. Run *Template Editor* (see [Starting and shutting down the Template Editor utility](#)).
2. Select **Menu Open template**. As a result, a dialog box for file opening is displayed.



3. Select a previously saved template in the **Open** dialog box, then click **Open**.
4. As a result, the selected template is opened in the *Template Editor*.



The second way:

1. Open the folder containing template file in Windows Explorer or other file manager.
2. Double-click the template file.

3. As a result, *Template Editor* runs with the selected template opened in it.



Important!

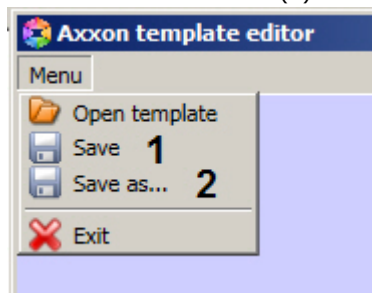
Associate *.axt files with *Template Editor* **EditorWpf.exe** before you use the second way.

Opening files in *Template Editor* is completed.

Saving template in Template Editor

To save a template in *Template Editor* utility, proceed as follows:

1. Select **Menu Save** (1) to save new template into file or overwrite the current template if it was opened in *Template Editor* (see [Opening template in Template Editor](#)).
2. Select **Menu Save as...** (2) to save current template into a new file.

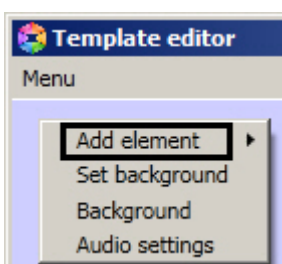


3. The **Save as...** dialog box opens if **Save** was selected for newly created template not opened from the file, or if **Save as...** was selected. In the box:
 1. Select the folder to save the template in.
 2. Enter template name.
 3. Click **Save**.

Saving template in *Template Editor* utility is completed.

Add element of template

To add a new element to the template editor click the right mouse button in the window of editor and select the **Add element** value.

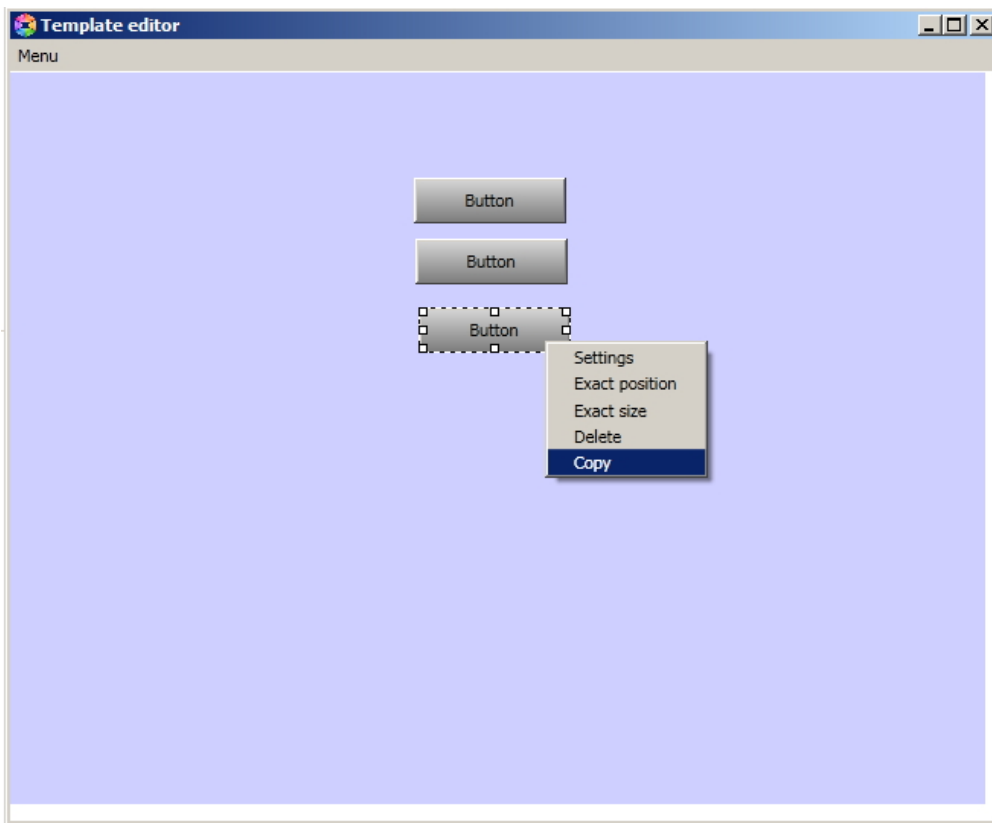


The following elements are available:

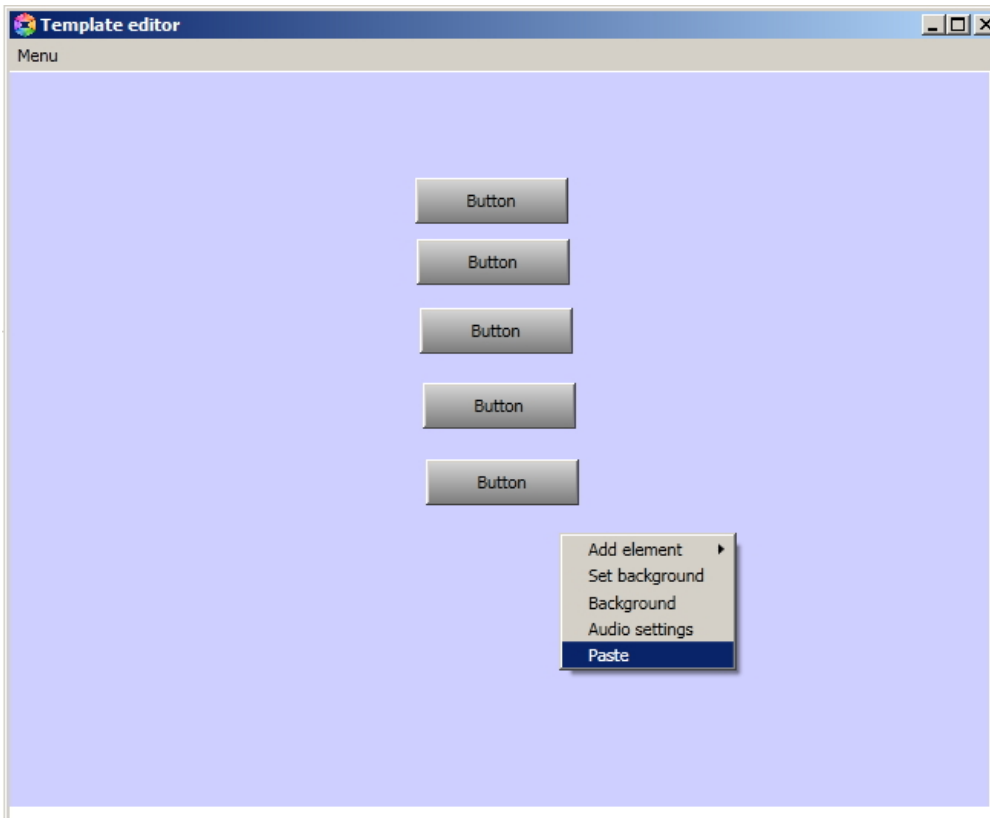
- **Text** — creates a box on the template to enter text information.
- **Database field** — creates a box on the template in which information about employee stored in the Intellect database is displayed.
- **Photo** — creates a box on the template in which photo assigned to user is displayed.
- **Camera** — creates a box on the template in which signal from connected video camera is displayed.
- **Button** — creates a box on the template in which reaction can be assigned to control actuators.
- **Line** — creates a line on the template.

Copy and delete template elements

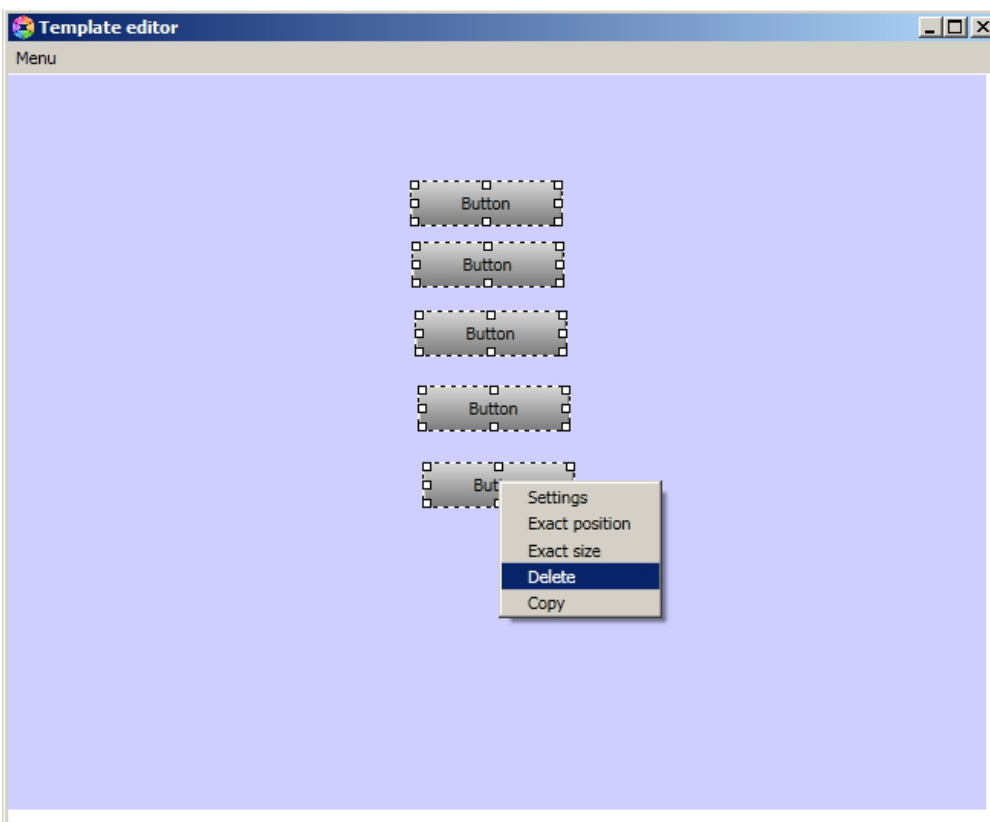
Any item added in the template editor window can be copied many times. To do this, right-click on the added object and select **Copy**.



After that, right-click in any place on the screen and select **Paste**. By clicking **Paste** several times in a row, you can quickly add several identical objects to the template.



It is also possible to quickly remove multiple objects. To do this, hold down the **Shift** key, click on the objects you want to remove and, without releasing **Shift**, right-click and select **Delete**.

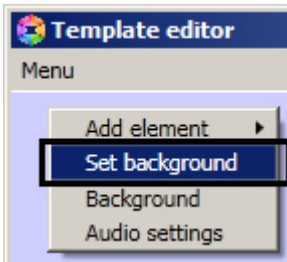


Set and edit template sizes

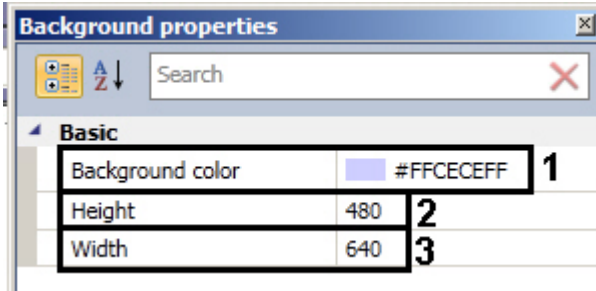
To set and edit sizes of template, do the following:

1. Go to the settings panel of the template of displaying, background of which is to be edited.
2. Click the **Edit template** button.

3. Click the right mouse button on the opened **Template editor** window and select the **Set background** item from the context menu.



4. In the opened window select the color of template background in the **Background color** field (1).



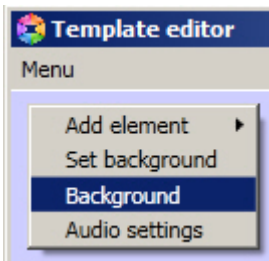
5. In the **Height** field enter the value in pixels corresponding to the template height(2).
6. In the **Width** field enter the value in pixels corresponding to the template width (3).

Setting of template sizes is completed.

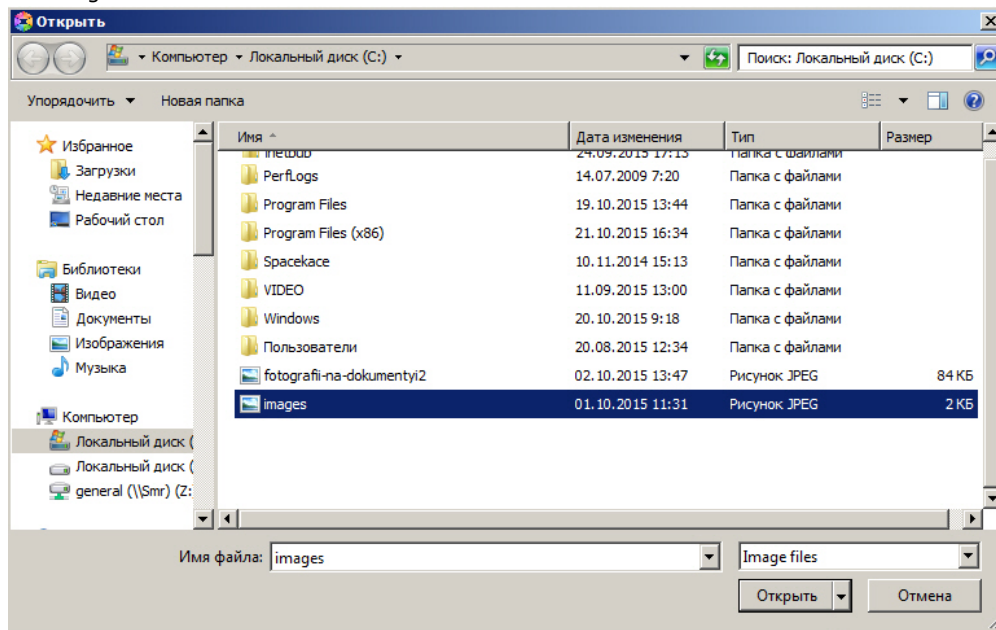
Set image of template background

To set image to template background, do the following:

1. Go to the settings panel of the template of displaying, background of which is to be edited.
2. Click the **Edit template** button.
3. Click the right mouse button on the opened **Template editor** window and select the **Background** item from the context menu.



- As a result the standard window of files selection will open, it is required to select graphic file which will be in use as background.



- Select the corresponding file with .jpg or .png resolution and click the **Open** button. As a result the selected file will display as background of template of displaying.

Attention!

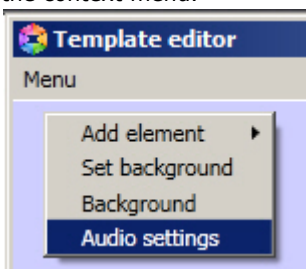
Maximal size of file for template background is 3 Mb.

Setting image of template background is completed.

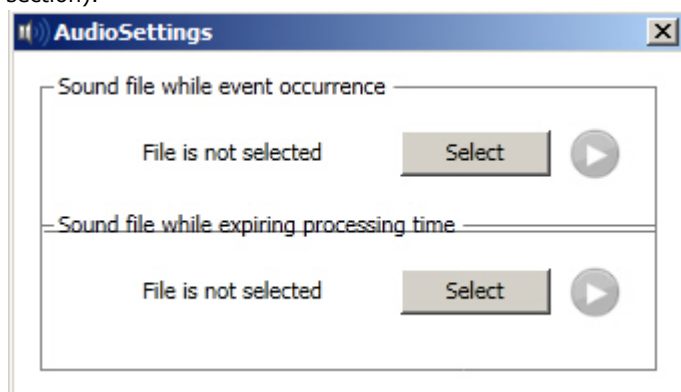
Set sound notification

To set sound notification, do the following:

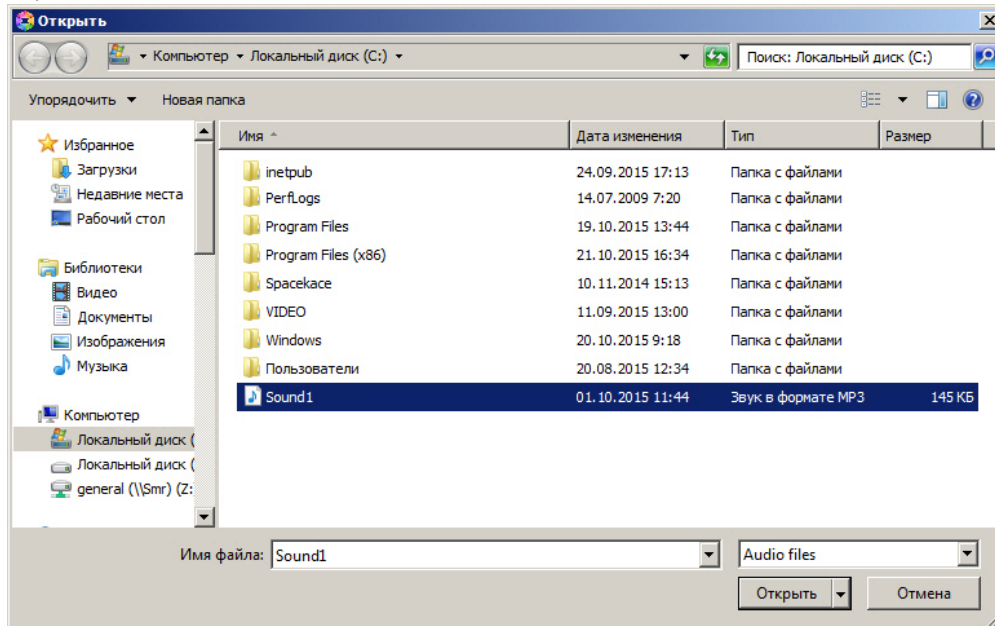
- Go to the settings panel of the template of displaying, background of which is to be edited.
- Click the **Edit template** button.
- Click the right mouse button on the opened **Template editor** window and select the **Audio settings** item from the context menu.



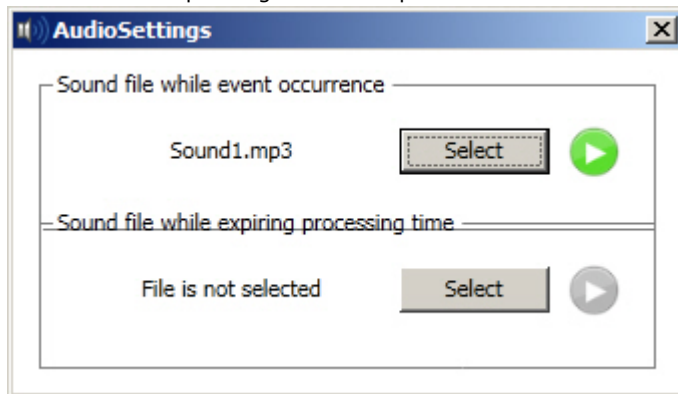
- In the opened **Audio Settings** window specify sound files which will playback while event receiving or while expiring time of processing (configuring of sound notifications is presented in the [Configuring the rule of displaying](#) section).



- Click the **Select** button to select audio file. As a result the standard window of files selection will open, it is required to select audio file which will be in use for notification.



- Select the corresponding file with .mp3 or .wav resolution and click **Open**.



- To hear the selected file click the  button.

Attention!

Maximal size of sound notification is 1 Mb.

Setting sound notification is completed.

Note

The sound notification will playback on the standard sound device selected in the operating system. Playing the sound on the camera speakers is possible only with the help of scripts.

Template Editor Utility Operation Guide. Introduction

On the page:

- Purpose of the Document
- General Information about the Template Editor utility

Purpose of the Document

The *Template Editor Utility Operation Guide* is a reference guide for configuration specialists and operators of the *Event Manager* and *Access Manager* modules. This module is part of the *ACFA Intellect* software package.

The following information is performed in this Guide:

1. General information about the *Template Editor* utility.
2. Description of working with the *Template Editor* utility.

General Information about the Template Editor utility

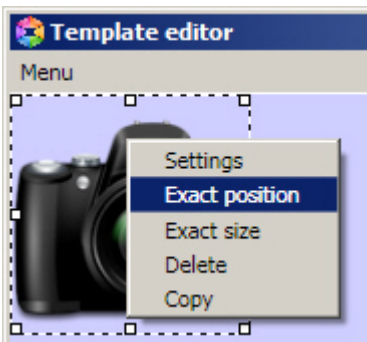
The *Template Editor* utility is designed to create templates used for the following targets:

1. To print access card from the *Access Manager* module.
2. To display information about user in the *Event Manager* window (see [Event Manager Module Settings and Operation Guide](#)).

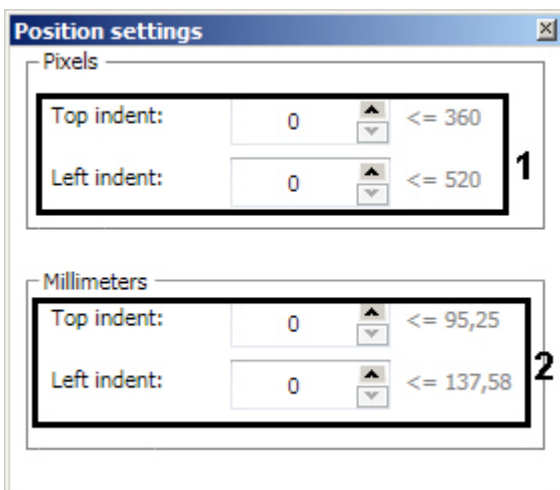
Templates editor objects properties

Configuring of object position in the template editor

To specify position of object in the template editor, right-click on the corresponding object and select the **Exact position** value in the opened list.

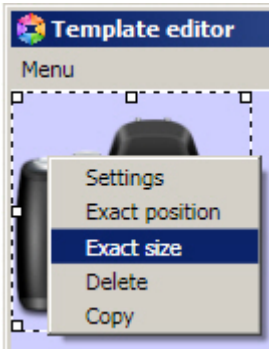


As a result the **Position settings** window will open. Specify an indent from top and left editor border in pixels (**1**) or millimeters (**2**).

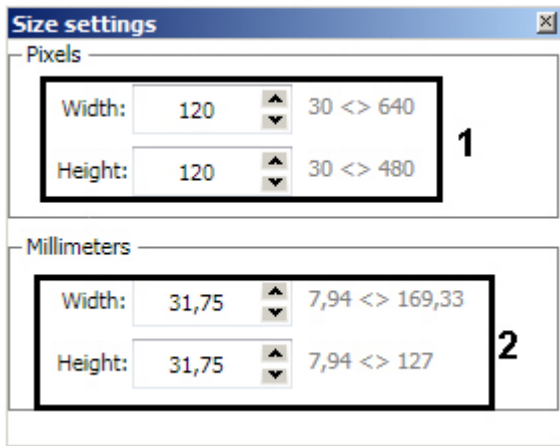


Configuring of object size in the template editor

To specify size of object in the template editor, right-click on the corresponding object and select the **Exact size** value in the opened list.



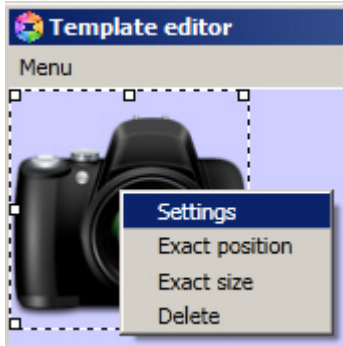
As a result the **Size settings** window will open. Specify a width and height of the element in pixels (1) or millimeters (2).



Editing objects properties in the template editor

To edit objects properties, do the following:

1. Open a template of displaying for editing (see the [Editing the template of displaying](#) section).
2. Click the right mouse button on the object, properties of which are to be edited and select the **Settings** item in the list.



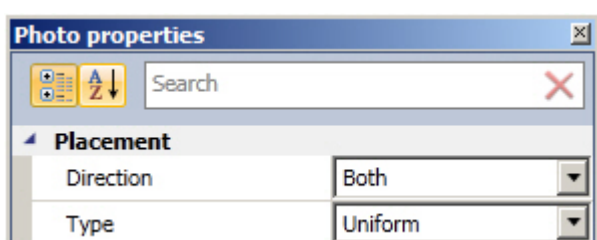
3. As a result of this operation the object properties window will be open.

Editing of object properties is completed.

Photo object properties

To open the properties window for a **Photo** object, see the [Editing objects properties in the template editor](#) section.

As a result the **Photo properties** window will open.



To edit the **Photo** object properties, do the following:

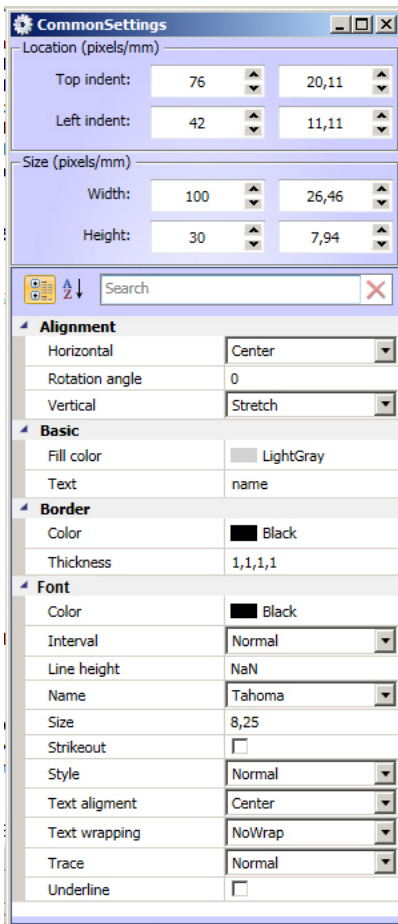
1. From the **Direction** drop-down list select direction of image location in the **Photo** box:
 1. *UpOnly* – image scales upward only if it's smaller than window of the **Photo** object.
 2. *DownOnly* – image scales downward only if it's larger than window of the **Photo** object.
 3. *Both* – image stretches to fit a window of the **Photo** object according to the **Type** mode.
2. From the **Type** drop-down list select the way of image location in the **Photo** box:
 1. *None* – image preserves its original size;
 2. *Fill* – image is resized to fill the whole window of the **Photo** object. The aspect ratio is not preserved.
 3. *Uniform* – image is resized to fit the window of the **Photo** object while it preserves its native aspect ratio.
 4. *Uniform ToFill* – image is resized to fill the object window while it preserves its native aspect ratio. If the image size larger than the object window, the image is clipped to fit in the object window.

Editing of **Photo** object properties is completed.

Text object properties

To open the properties window for a **Text** object, see the [Editing objects properties in the template editor](#) section.

As a result the **Text properties** window will open.



To edit the **Text** object properties, do the following:

1. From the **Horizontal** drop-down list select the way of alignment in horizontal direction:
 1. *Top* – alignment of the string content by top border;
 2. *Center* – alignment of the string content by center;
 3. *Bottom* – alignment of the string content by bottom border;
 4. *Stretch* – elements stretch to fill in the whole string height.
2. In the **Rotation angle** field enter text rotation angle clockwise.
3. From the **Vertical** drop-down list select the way of alignment in vertical direction:
 1. *Left* – alignment of the string content by left border;
 2. *Right* – alignment of the string content by right border;
 3. *Center* – alignment of the string content by center;
 4. *Justify* – elements stretch to fill in the whole string width.
4. In the **Fill color** field select the fill color of internal area of object.
5. In the **Text** field enter the message which will display in the **Text** box.
6. In the **Thickness** field enter value of thickness of line which is bordered the **Text** box.
7. In the **Color** field select the color of font of text message.

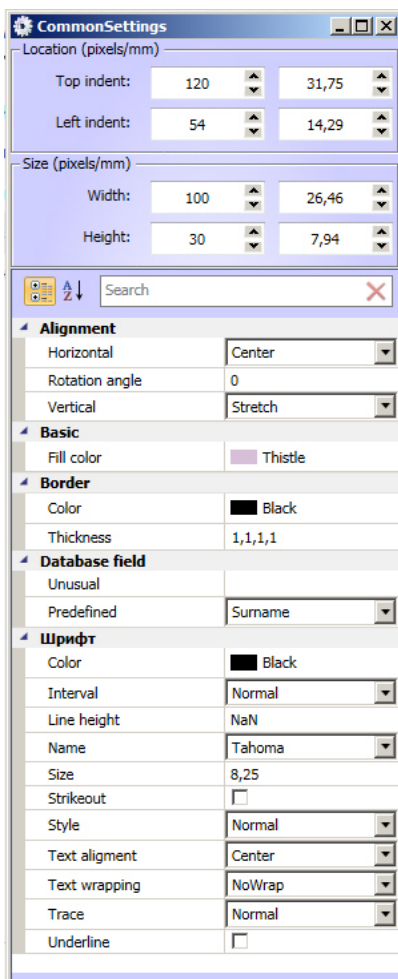
8. From the **Interval** drop-down list select the font interval of text message:
 1. *Condensed* – width is less than *SemiCondensed*;
 2. *Expanded* – width is larger than *SemiExpanded*;
 3. *ExtraCondensed* – width is less than *Condensed*;
 4. *ExtraExpanded* – width is larger than *Expanded*;
 5. *Normal* – normal width (on default)
 6. *SemiCondensed* – width is less than *Normal*;
 7. *SemiExpanded* – width is larger than *Normal*;
 8. *UltraCondensed* – the least value of width;
 9. *UltraExpanded* – the largest value of width.
9. From the **Name** drop-down list select the font name of text message.
10. In the **Size** field enter the value corresponding to font size of text message.
11. To cross out a text set the **Strikeout** checkbox.
12. From the **Style** drop-down list select the font style of text message.
13. From the **Text wrapping** drop-down list select the way of string wrapping in the field:
 1. *NoWrap* – text is not wrapped to the other line;
 2. *Wrap* – text is wrapped to the other line;
 3. *WrapWithOverflow* – text is wrapped to the other line by separate words.
14. From the **Trace** drop-down list select the way of font tracing of text message.
15. To underline a text set the **Underline** checkbox.

Editing of **Text** object properties is completed.

Database field object properties

To open the properties window for a **Database field** object, see the [Editing objects properties in the template editor section](#).

As a result the **DB field properties** window will open.



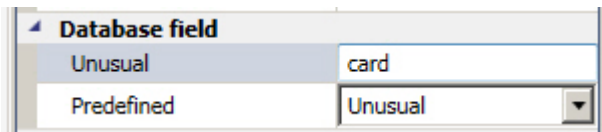
Properties of the **Database field** object are similar to properties of the **Text** object, except of **Unusual** and **Predefined** parameters. Purpose of these parameters are follows.

In the **Predefined** drop-down list select the field from the database which will be displayed in the template. Apart from names of database fields there is the **Unusual** value. Select the **Unusual** value if the template is in use for the *Event Manager* module operation and it's required to display event parameter on which the *Event manager* is configured using the **Database field** object. In the **Unusual** field enter the name of the event parameter.

Note

To determine available parameters of the required event using the debug window of the *Intellect* software, generate the required event in the system. Working with this window is described in the *Intellect software package. Programmer's Guide (JScript)* document. The latest version of this document is available in the [AxxonSoft documentation repository](#).

For example, for the Access (ACCESS_IN) event from the Orion reader which is part of the Bolid SDK Orion v.2 integration module, the object code and code of access card are sent in the card and facility parameters correspondingly. If the Event manager is configured on this event, it's possible to display values of these parameters using the Database field object. Example of configuring this object to display value of the card parameter is follows:



Note

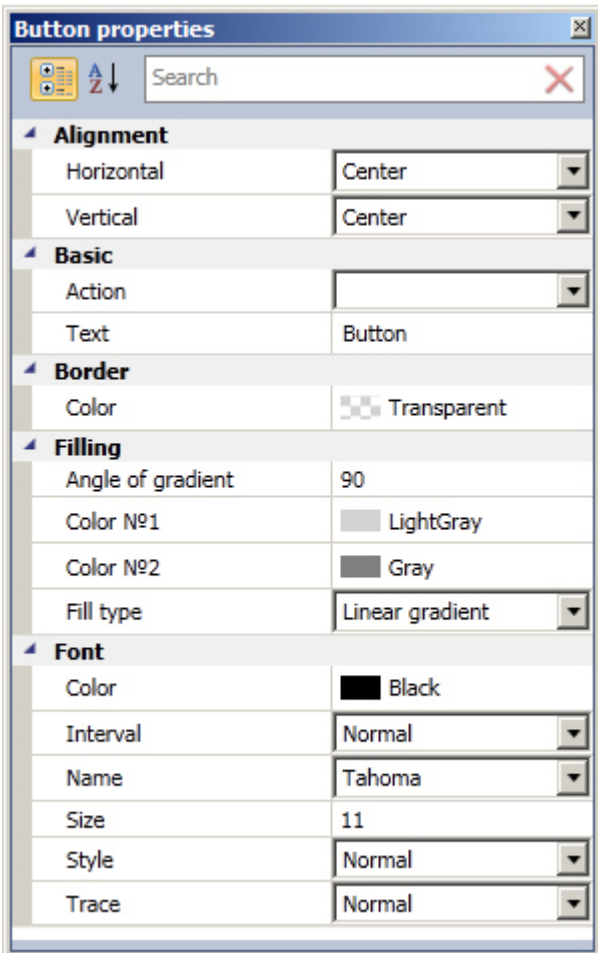
See also [Event Manager Module Settings and Operation Guide](#).

Also it's possible to add fields created by user in the intellect.ext.dbi file to the template. For this purpose enter the name of corresponding field from a database in the Unusual field. Procedure of creating additional fields in the database is given in the Adding additional user parameters section.

Button object properties

To open the properties window for a **Button** object, see the [Editing objects properties in the template editor](#) section.

As a result the **Button properties** window will open.



To edit the **Button** object properties, do the following:

1. From the **Action** drop-down list select action which will be performed while clicking the button.
2. In the **Text** field enter the message which will display on the button.
3. In the **Angle of gradient** field enter the value corresponding to the angle of filling gradient.
4. In the **Color №1** and **Color №2** select colors of gradient filling of internal object area.
5. From the **Fill type** drop-down list select the type of filling of internal object area.

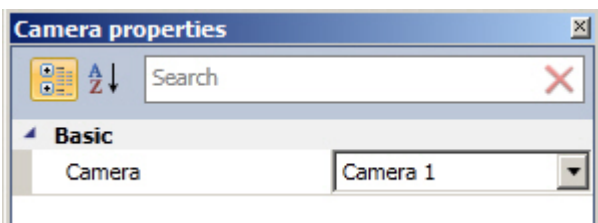
Other properties are the same as the **Text** object properties.

Editing of **Button** object properties is completed.

Camera object properties

To open the properties window for a **Camera** object, see the [Editing objects properties in the template editor section](#).

As a result the **Camera properties** window will open.



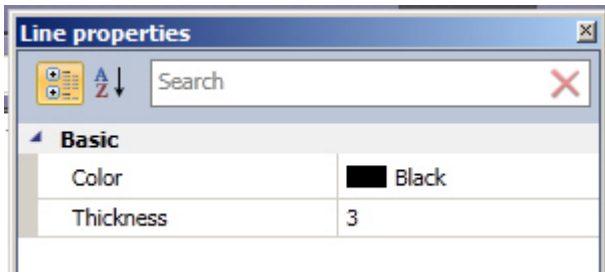
From the **Camera** drop-down list select the camera object from which displaying of video signal to the created field will be performed.

Editing of **Camera** object properties is completed.

Line object properties

To open the properties window for a **Line** object, see the [Editing objects properties in the template editor section](#).

As a result the **Line properties** window will open.



To edit the **Line** object properties, do the following:

1. In the **Color** field select the color of line.
2. In the **Thickness** field enter the value of the line thickness.

Editing of **Line** object properties is completed.