



Template Editor Utility Operation Guide

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1 Template Editor Utility Operation Guide. Introduction

On the page:

- [Purpose of the Document](#)
- [General Information about the Template Editor utility](#)

1.1 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.

1.2 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](#)).

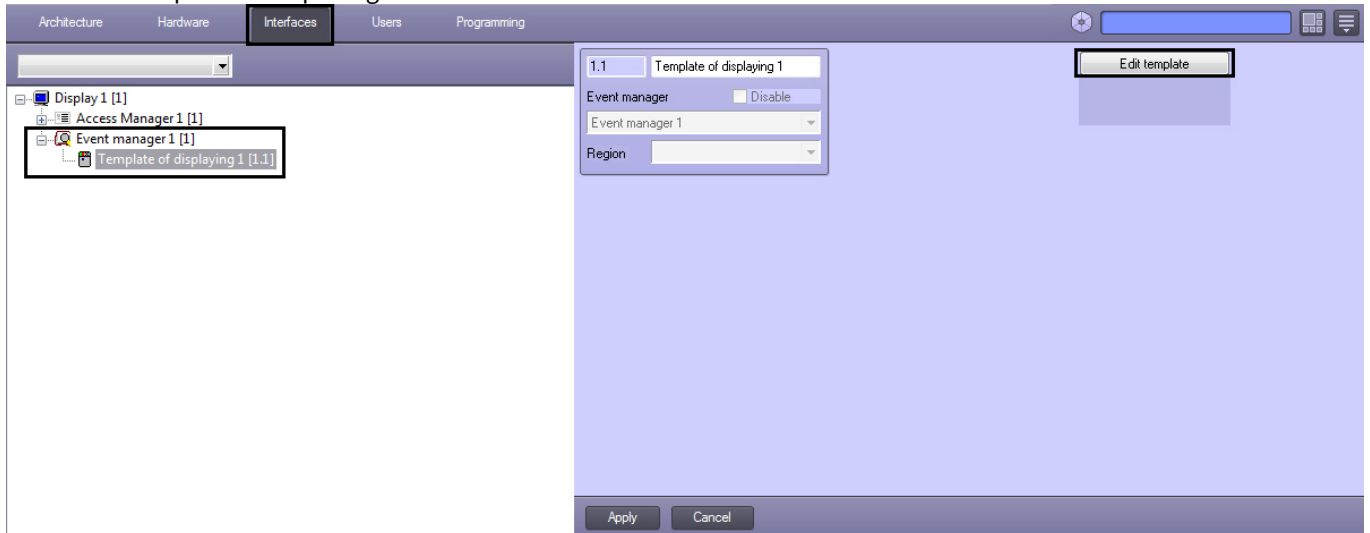
2 Licensing policy for Template Editor

The utility is not licensed.

3 Starting and shutting down the Template Editor utility

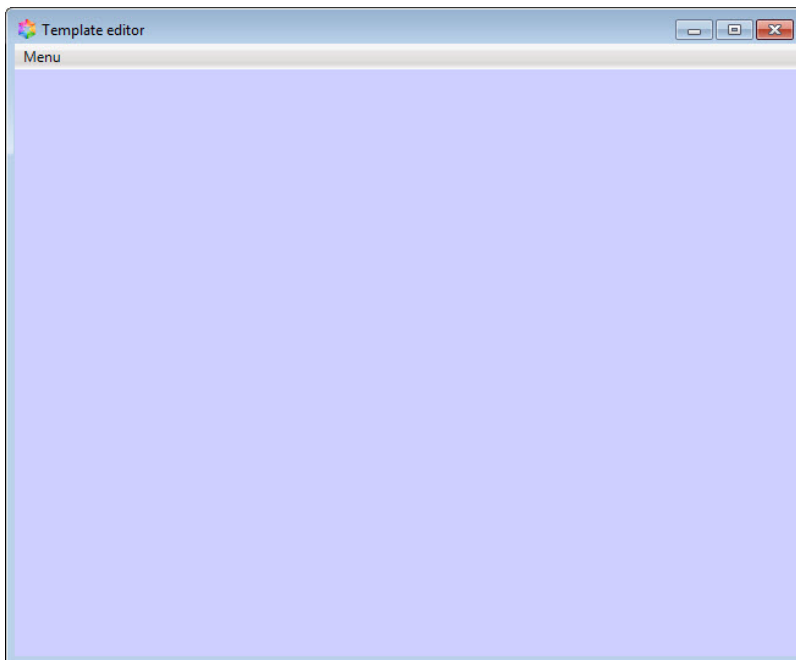
The *Template Editor* utility can be started by one of the following ways:

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.

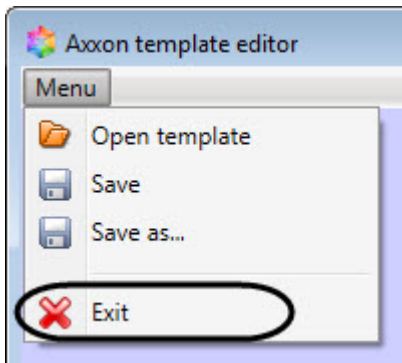


2. Using the EditorWpf.exe executive file located in the <Directory of installation ACFA Intellect software package>\Modules.

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



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

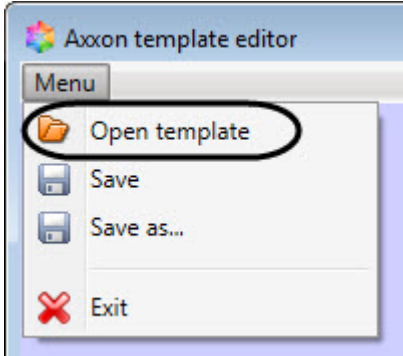


4 Opening template in Template Editor

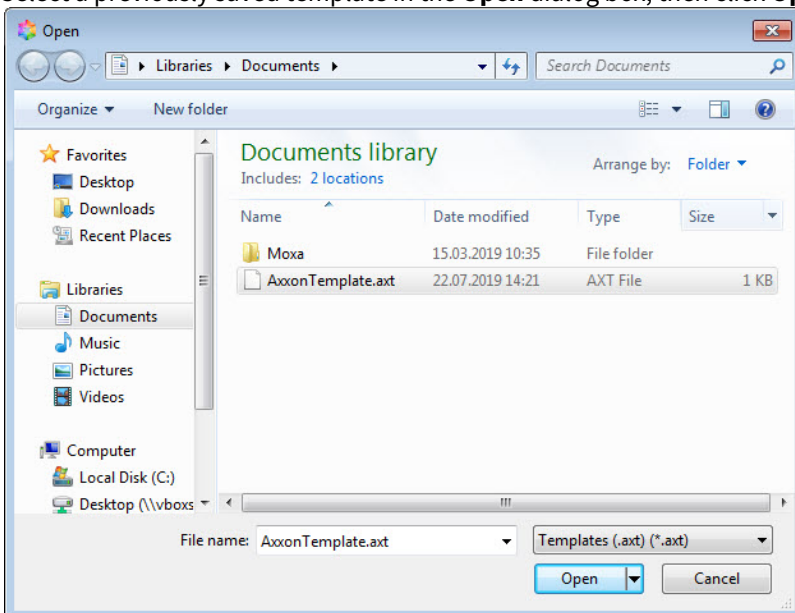
There are two ways of opening a previously saved template (see [Saving template in Template Editor](#)):

The first way:

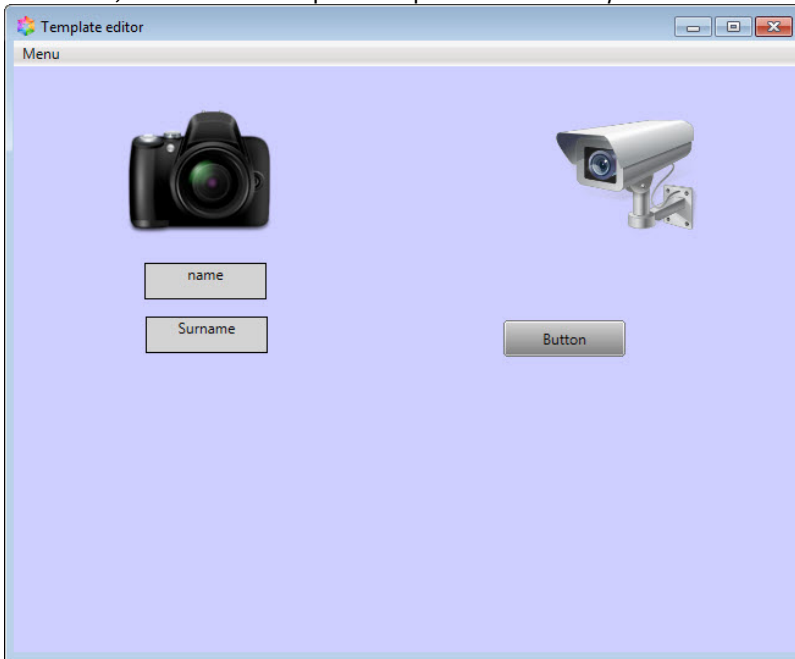
1. Run *Template Editor* (see [Starting and shutting down the Template Editor utility](#)).
2. Select **Menu** → **Open template**. As a result, a dialog box for file opening is displayed.



3. Select a previously saved template in the **Open** dialog box, then click **Open**.

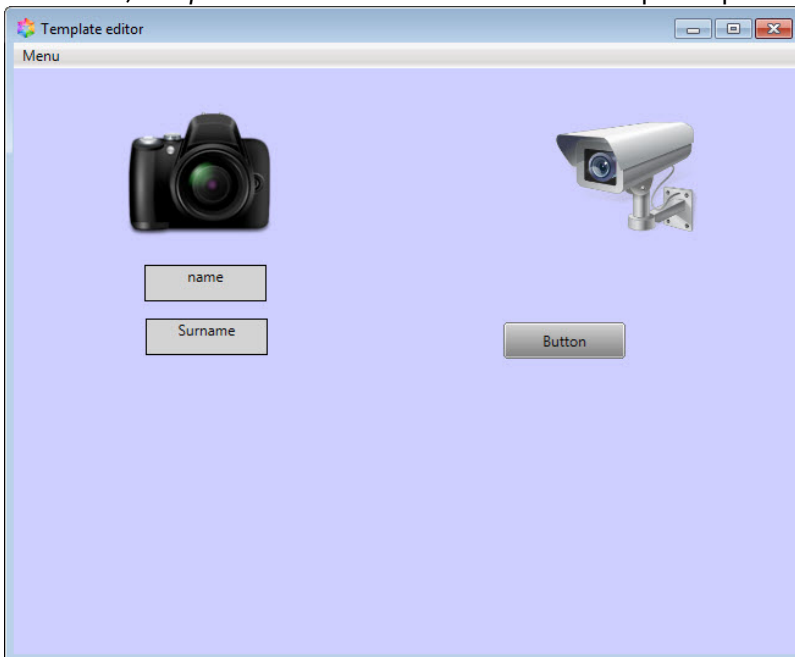


4. As a result, the selected template is opened in the *Template Editor*.



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!

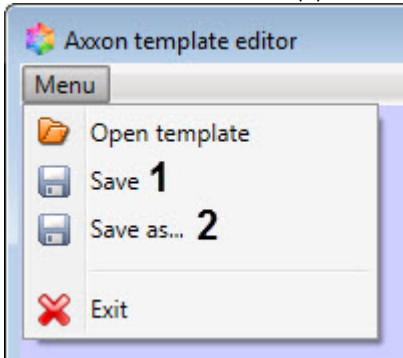
Associate *.axt files with *Template Editor* **EditorWpf.exe** before you use the second way.

Opening files in *Template Editor* is completed.

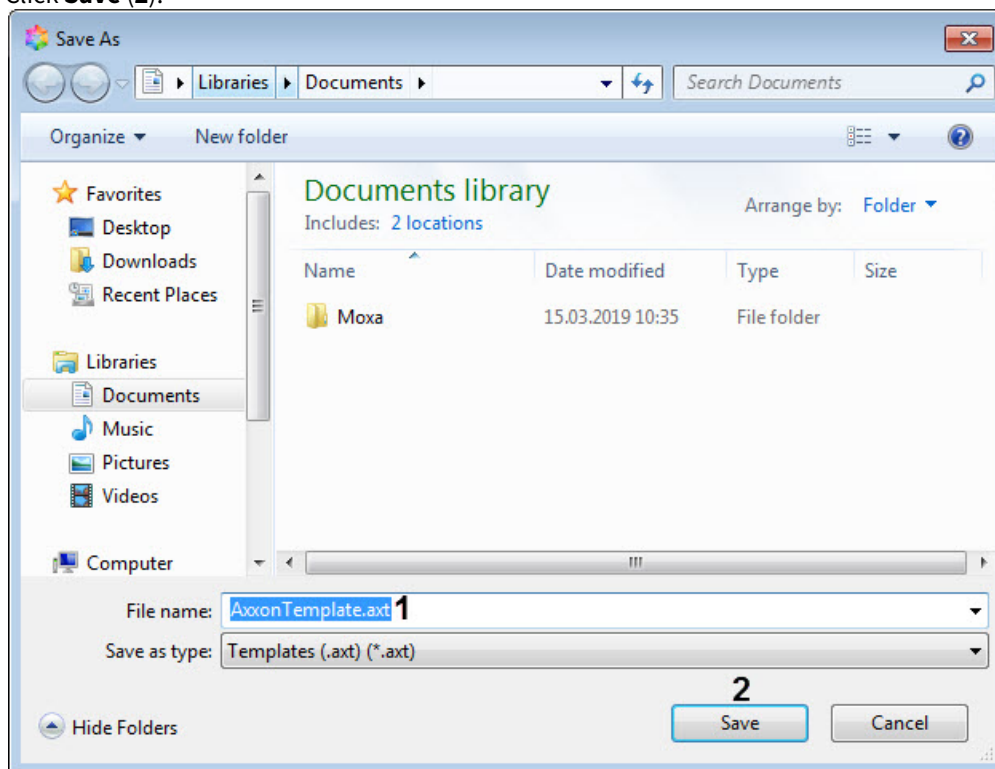
5 Saving template in Template Editor

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:
 - a. Select the folder to save the template in.
 - b. Enter template name (1).
 - c. Click **Save** (2).

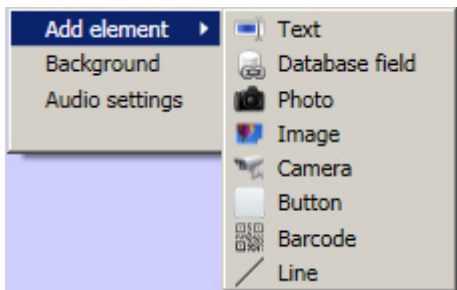


Saving template in *Template Editor* utility is completed.

6 Operations with templates in Template Editor

6.1 Add element of template

To add a new element to the template editor click the right mouse button in any empty space within the template and select the **Add element** item in the menu.

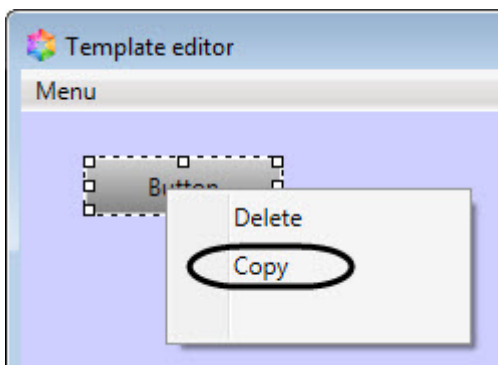


The following elements are available:

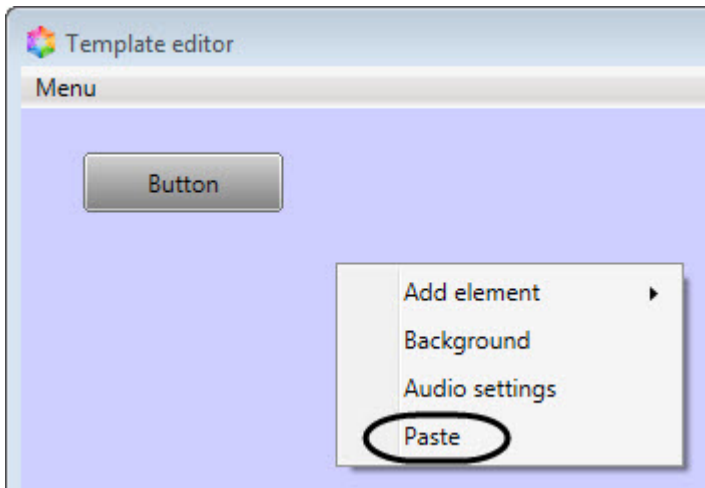
- **Text** — creates a box on the template to enter text information.
- **Database field** — creates a box on the template in which information about employee stored in the Intellect database is displayed.
- **Photo** — creates a box on the template in which photo assigned to user is displayed.
- **Camera** — 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.
- **Barcode** — creates a bar code encoding selected database field(s).
- **Line** — creates a line on the template.

6.2 Copy, delete or align template elements

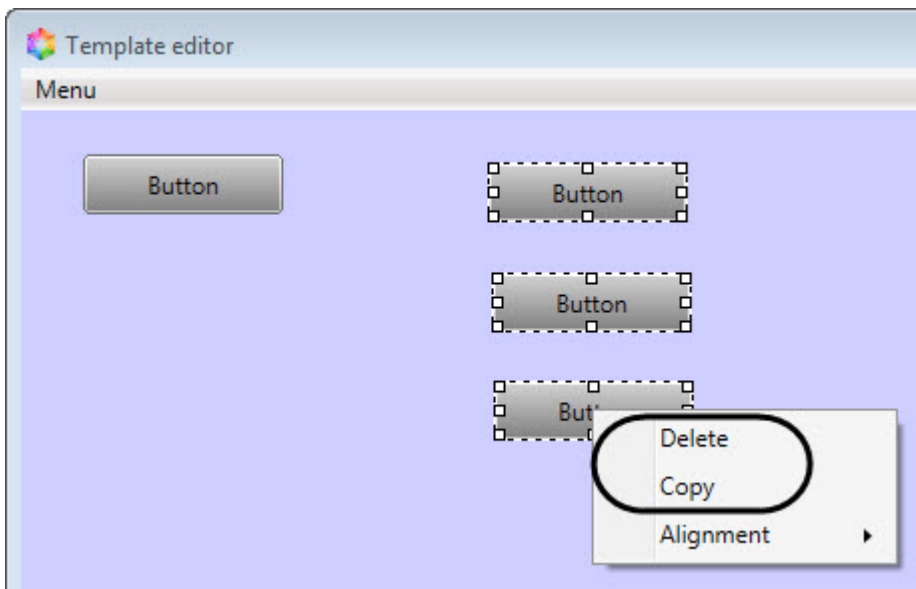
Any item added in the template editor window can be copied many times. To do this, right-click on the added object and select **Copy**.



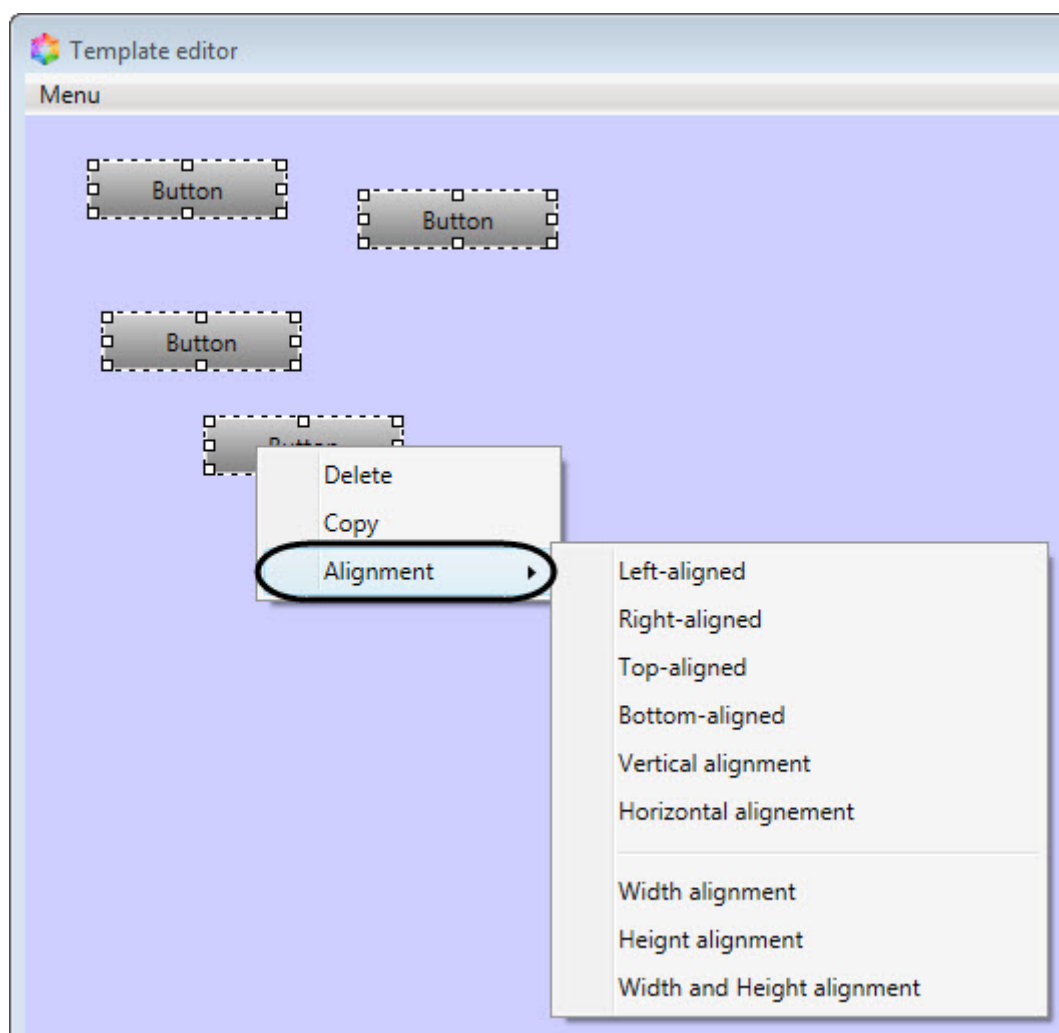
After that, right-click in any place on the screen and select **Paste**. By clicking **Paste** several times in a row, you can quickly add several identical objects to the template.



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**.



In addition, it is possible to align several objects relative to the Template Editor window. To do this, hold down the **Shift** key, click on the desired objects and, without releasing **Shift**, click the right mouse button and select **Alignment**. From the drop-down list, select the required alignment type.



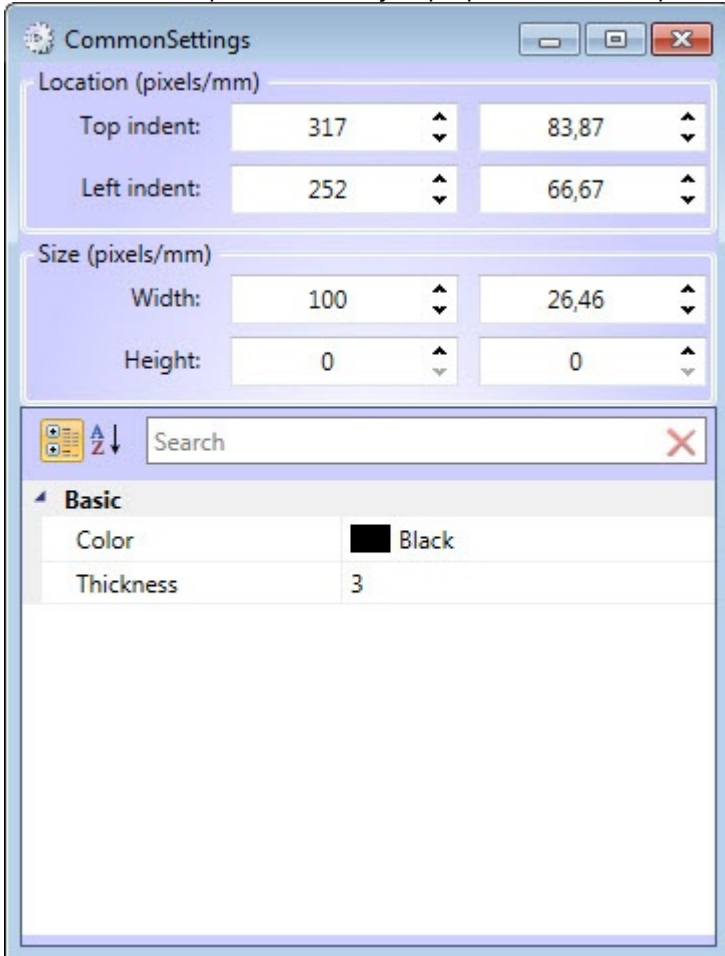
6.3 Object properties in Template Editor

6.3.1 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. Left-click the object which properties are to be edited.

- As a result of this operation the object properties window opens.



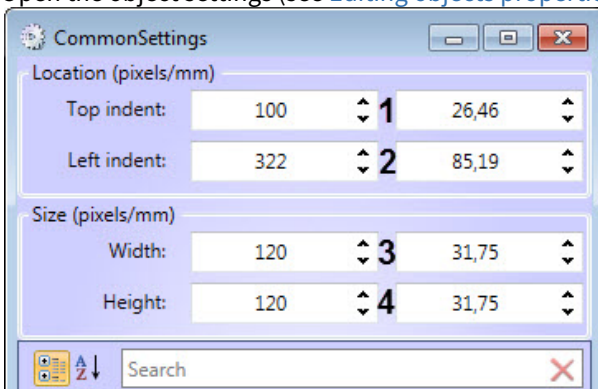
Object properties can be changed in this window. Available parameters depend on the object type. Please see the sections below for description of each parameter.

6.3.2 Configuring size and position of any object in the Template Editor

The size and position of an item in the *Template Editor* can be set by mouse or by manually entering coordinates in the object settings. This section describes the latter way.

In order to set object size and/or position, do the following:

- Open the object settings (see [Editing objects properties in the Template Editor](#)).



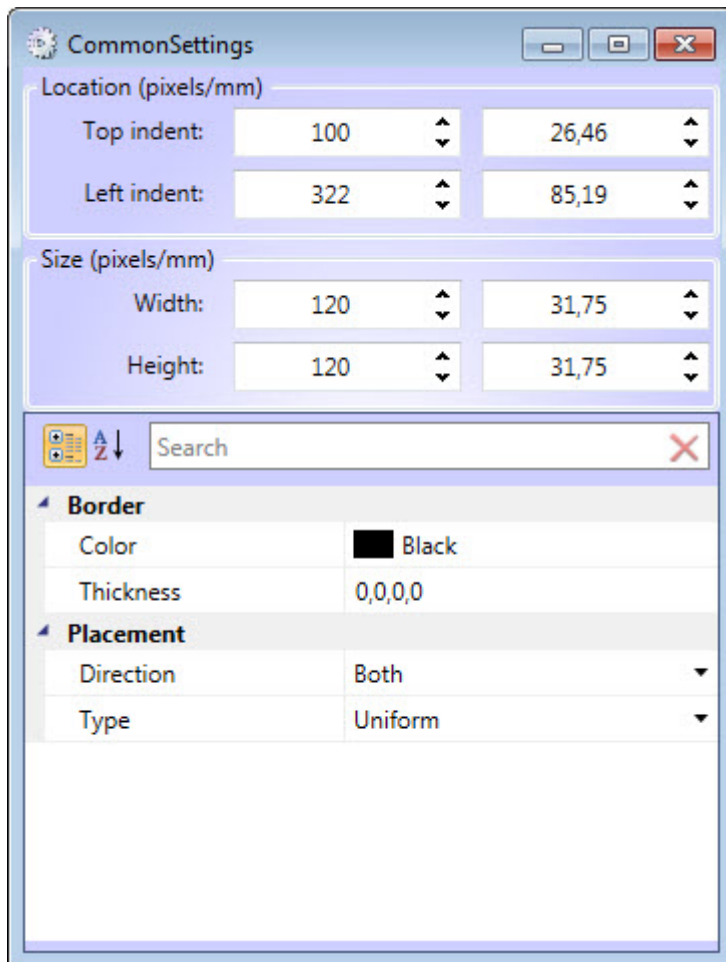
- Specify an indent from top (**1**) and left (**2**) editor border in pixels or millimeters.
- Specify width (**3**) and height (**4**) of the element in pixels or millimeters.

Editing the size and position of the object is completed.

6.3.3 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:

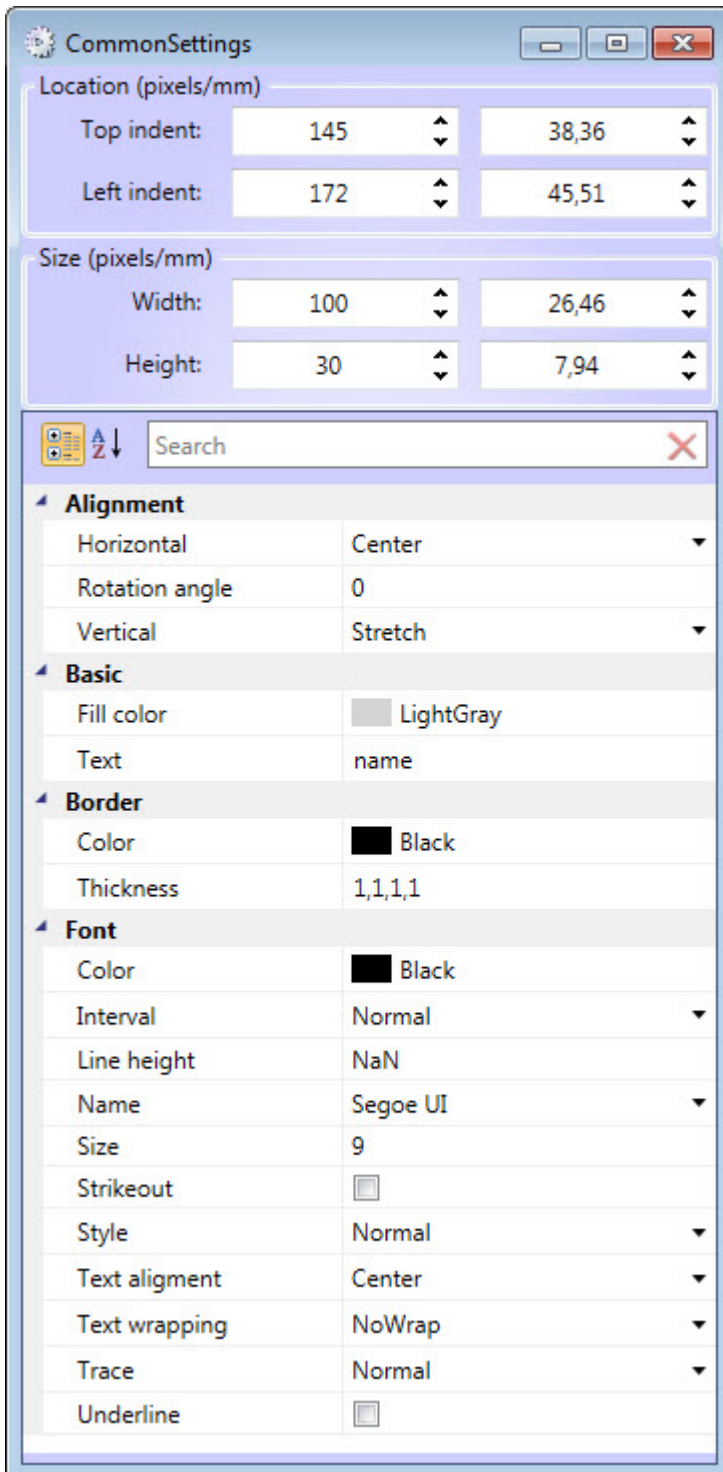
1. From the **Direction** drop-down list select direction of image location in the **Photo** box:
 - a. *UpOnly* – image scales upward only it's smaller than window of the **Photo** object.
 - b. *DownOnly* – image scales downward only it's larger than window of the **Photo** object.
 - c. *Both* – image 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:
 - a. *None* – image preserves its original size;
 - b. *Fill* – image is resized to fill the whole window of the **Photo** object. The aspect ratio is not preserved.
 - c. *Uniform* – image is resized to fit the window of the **Photo** object while it preserves its native aspect ratio.
 - d. *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.

6.3.4 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:
 - a. *Top* – alignment of the string content by top border;
 - b. *Center* – alignment of the string content by center;
 - c. *Bottom* – alignment of the string content by bottom border;
 - d. *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:
 - a. *Left* – alignment of the string content by left border;

- b. *Right* – alignment of the string content by right border;
 - c. *Center* – alignment of the string content by center;
 - d. *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:
 - a. *Condensed* – width is less than *SemiCondensed*;
 - b. *Expanded* – width is larger than *SemiExpanded*;
 - c. *ExtraCondensed* – width is less than *Condensed*;
 - d. *ExtraExpanded* – width is larger than *Expanded*;
 - e. *Normal* – normal width (on default)
 - f. *SemiCondensed* – width is less than *Normal*;
 - g. *SemiExpanded* – width is larger than *Normal*;
 - h. *UltraCondensed* – the least value of width;
 - i. *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:
 - a. *NoWrap* – text is not wrapped to the other line;
 - b. *Wrap* – text is wrapped to the other line;
 - c. *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.

6.3.5 Database field object properties

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

As a result the window for setting DB field properties will open.

CommonSettings

Location (pixels/mm)

Top indent: 62 16,4

Left indent: 139 36,78

Size (pixels/mm)

Width: 100 26,46

Height: 30 7,94

Search

Alignment

Horizontal	Center
Rotation angle	0
Vertical	Stretch

Basic

Fill color	Thistle
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Border

Color	Black
Thickness	1,1,1,1

Database field

Unusual	
Predefined	Surname

Font

Color	Black
Interval	Normal
Line height	NaN
Name	Segoe UI
Size	9
Strikeout	<input type="checkbox"/>
Style	Normal
Text alignment	Center
Text wrapping	NoWrap
Trace	Normal
Underline	<input type="checkbox"/>

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 if 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 parameters on which the *Event manager* is configured using the **Database field** object. In the **Unusual** field enter the names of the event parameters.

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](#).

The syntax for entering parameters is as follows:

Syntax	Description
\n	Line break in the displayed text
\r	Carriage return in the displayed text
{parameter}	parameter is any parameter in the event from the <i>Intellect</i> object

You can specify several parameters in the Unusual template string. For example, to display the date and time of the event simultaneously, enter the following template string: **Date: {date} Time: {time}**. As a result, for a given event, the database field will display, for example: **Date: 08-07-2019 Time: 8:00:00**.

Database field	
Unusual	Date: {date} Time: {time}
Predefined	Unusual ▼

Note

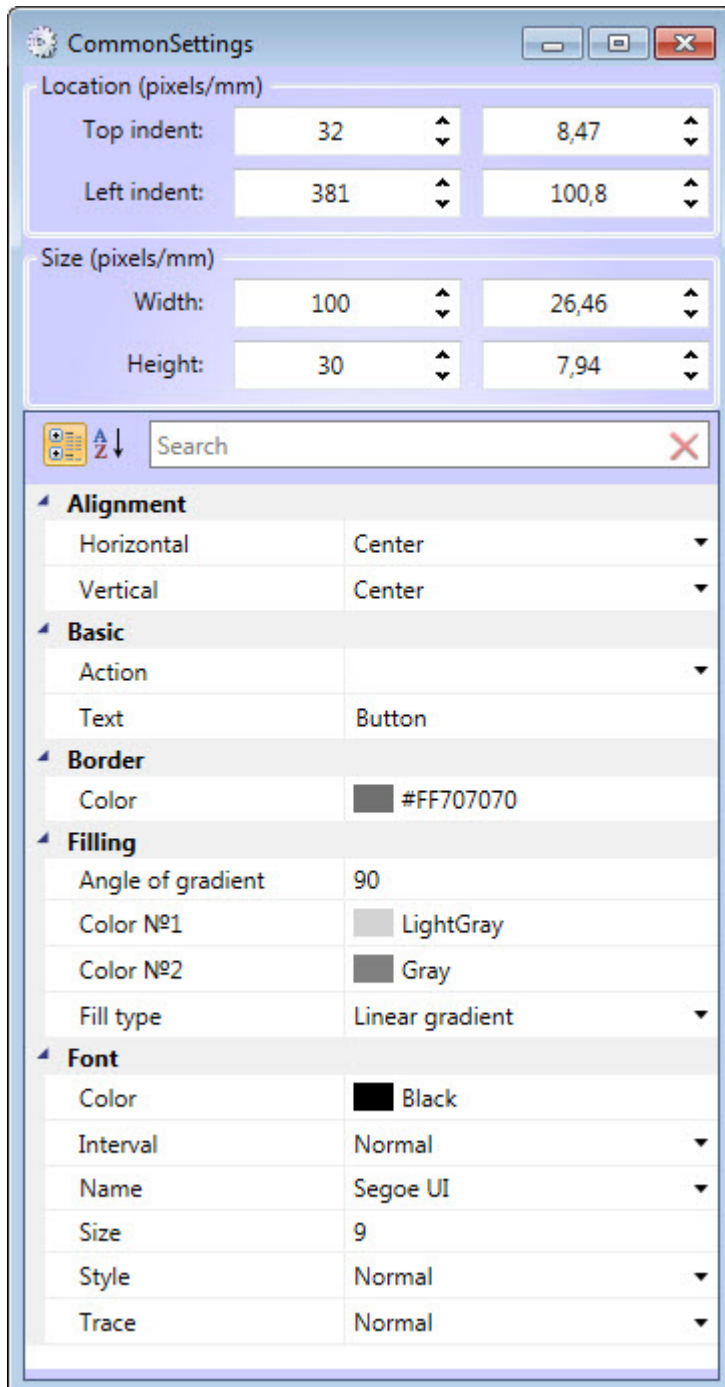
See also [Event Manager Module Settings and Operation Guide](#).

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.

6.3.6 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.

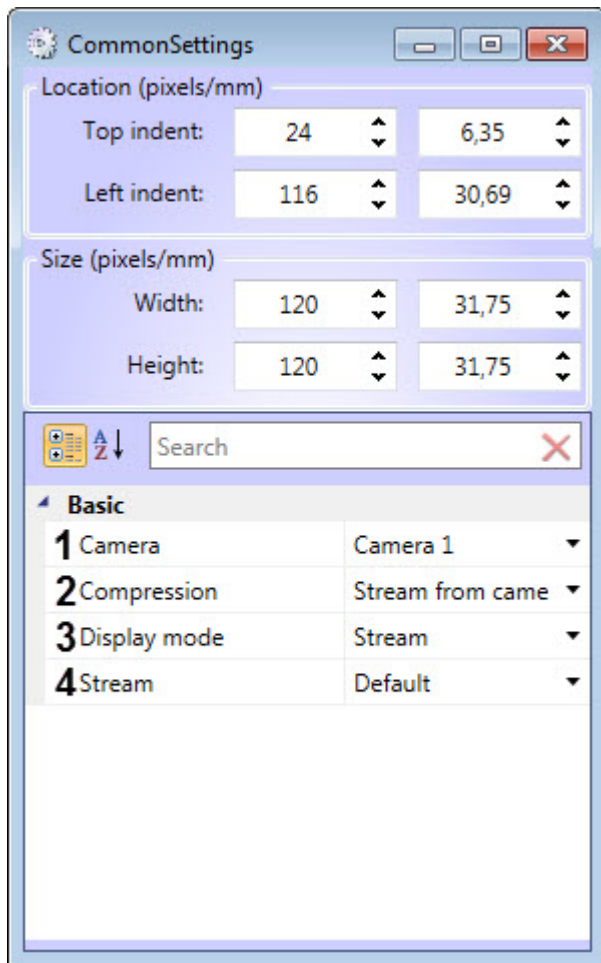
Other properties are the same as the **Text** object properties.

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

6.3.7 Camera object properties

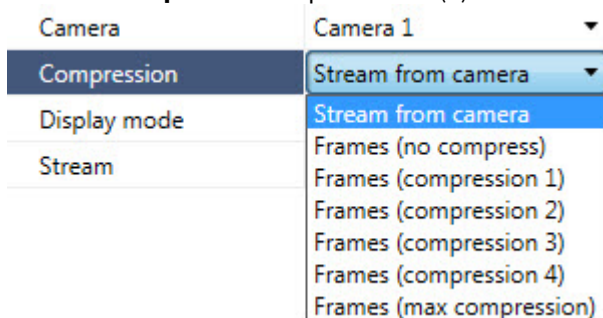
To open the properties window for a **Camera** object, see the [Editing objects properties in the Template Editor](#) section.

As a result the window will open containing the properties of the corresponding object.



To edit the properties of the **Camera** object, do the following:

1. From the **Camera** drop-down list (1) select the camera object from which displaying of video signal to the created field will be performed.
2. From the **Compression** drop-down list (2) select the video stream compression level:



- **Stream from camera** - the video from the camera is transmitted to the client without any changes.
- **Frames (no compress)** - the video from the camera is unpacked and the uncompressed stream is transmitted to the client.
- **Frames (compression 1) to Frames (max compression)** - the video from the camera is unpacked, compressed in MJPEG or MWavelet and transmitted to the client.

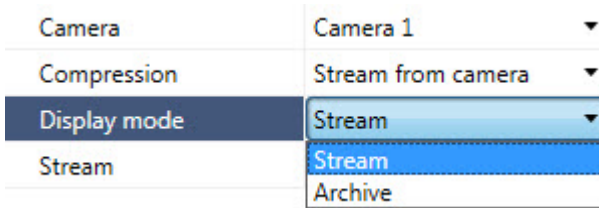
⚠ Attention!

Using the video stream compression mechanism places a heavy load on the video server processor, especially when using several **Event manager** objects. Therefore, it is recommended to use the **Stream from camera** mode and use a stream of a lower resolution and quality (see the stream selection setting below).

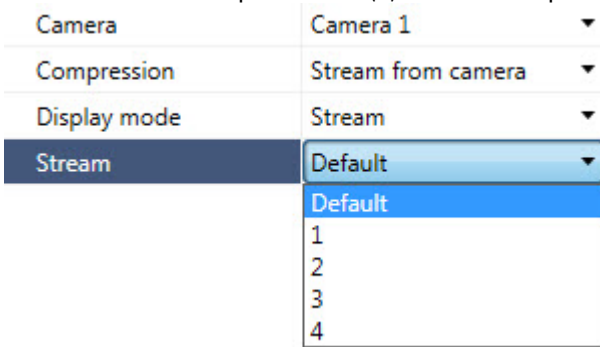
3. From the **Display mode** drop-down list (3) select the display mode:
 - **Stream** - displays the video stream in real time.
 - **Archive** - displays the video archive, paused at the time of the event.

(i) Note

If you choose the **Archive** display mode, make sure that the video archive is recorded.



4. From the **Stream** drop-down list (4) select the required video stream.



(i) Note

To enable the video stream selection, it is necessary to:

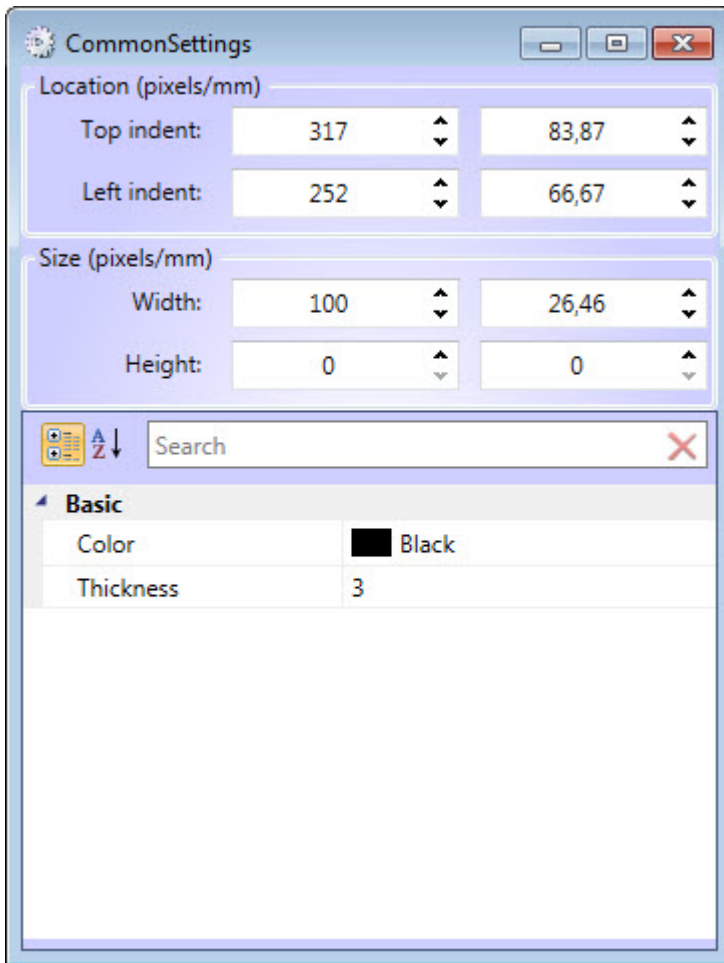
- a. Configure 2 streams in the camera web interface.
- b. Select the necessary streams in the camera settings in *Intellect* (see [Configuration of multistream video](#)), and make sure that the use of device settings is enabled (see [Configuring video acquisition from IP devices](#)).

Editing of the Camera Object properties is complete.

6.3.8 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.

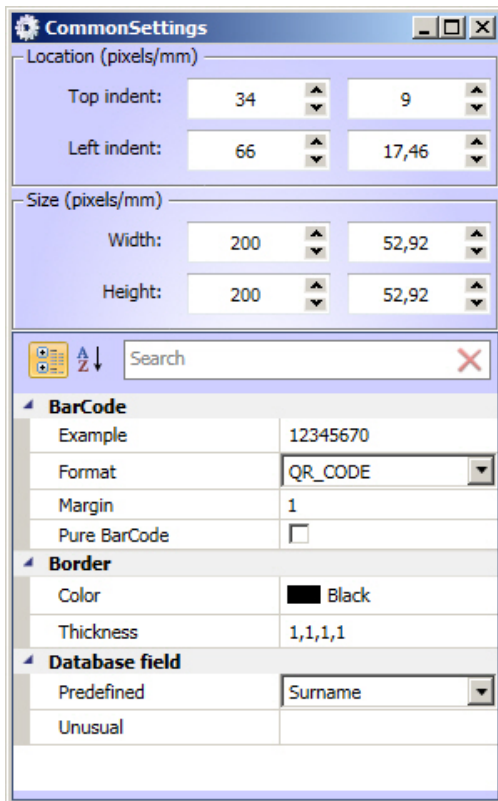
6.3.9 Barcode object properties

The **Barcode** object is intended for printing an 1D or 2D bar code on an employee access card.

Important!

Bar codes are not copy protected and do not contain any security keys. All information in the bar code can be read by any device that supports bar code reading. Using such formats is the responsibility of the owner!

To open the properties window for the **Barcode** object, see the [Editing objects properties in the Template Editor](#) section. As a result the following window opens.

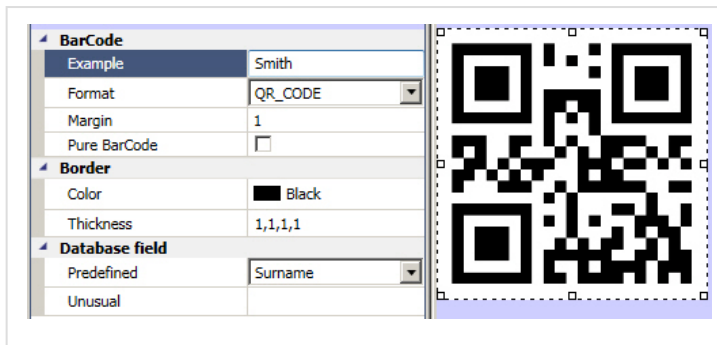
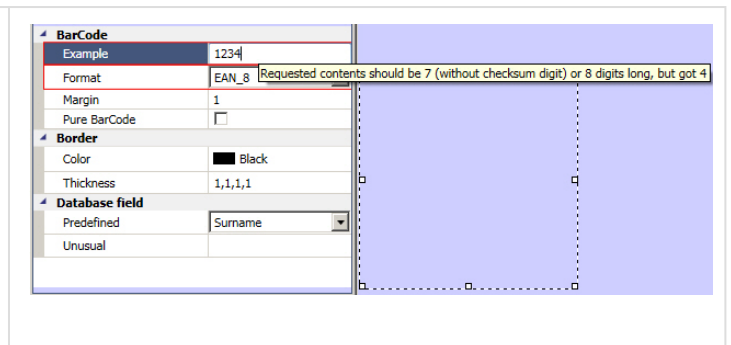


6.3.9.1 Bar code settings

First of all, select the **Format** of the bar code (see the code specifications for more details):

1. AZTEC: 2D barcode encoding from 13 digits or 12 Latin letters to 3832 digits or 2067 Latin letters.
2. CODABAR: 1D barcode encoding digits 0 to 9 and special characters -, \$, :, /, ., +
3. CODE_39: 1D barcode encoding upper-case Latin characters A to Z, digits 0 to 9 and special characters (-, ., \$, /, +, %, and space).
4. CODE_93: 1D barcode encoding upper-case Latin characters A to Z, digits 0 to 9 and a number of special characters.
5. CODE_128: 1D barcode encoding all 128 ASCII characters by shifting among three code sets (A, B, C):
 - a. 128A (Code Set A) – ASCII characters 00 to 95 (0–9, A–Z and control codes), special characters, and FNC 1–4
 - b. 128B (Code Set B) – ASCII characters 32 to 127 (0–9, A–Z, a–z), special characters, and FNC 1–4
 - c. 128C (Code Set C) – 00–99 (encodes two digits with a single code point) and FNC1
6. DATA_MATRIX: 2D barcode encoding up to 3116 ASCII characters.
7. EAN_8: 1D barcode encoding exactly 7 digits plus 1 digit in the end being a checksum (if absent, considered 0).
8. EAN_13: 1D barcode encoding exactly 12 digits plus 1 digit in the end being a checksum (if absent, considered 0).
9. ITF: 1D barcode encoding even number of digits (e.g. 12, 1234, but not 123).
10. PDF_417: 2D barcode encoding up to 2710 characters (ASCII, bytes, numbers).
11. QR_CODE: 2D barcode encoding up to 7089 characters (see specifications). Cyrillic symbols are UTF-8.
12. UPC_A: 1D barcode encoding exactly 11 digits plus 1 digit in the beginning being a checksum (if absent, considered 0).
13. UPC_E: 1D barcode encoding exactly 12 digits plus 1 digit in the beginning being a checksum (if absent, considered 0).
14. MSI: 1D barcode encoding digits 0 to 9.
15. PLESSEY: 1D barcode encoding digits 0 to 9.

Then enter any string in the **Example** field and see how it displays in the template. The example string should correspond to the typical string that may be stored in the selected Database field, and to the rules for the selected **Format**. For example, if you select **Predefined** Database field **Surname**, enter some characters in the **Example** field and see how it looks on your template, adjust the size of the bar code accordingly etc. If you select the **Format** which does not support such characters, the **Format** and **Example** fields are highlighted in red indicating the error in the tooltips. In this case, either change **Format** or Database field or **Example**.

	
<p>The Format and Example correspond to each other, so the QR-code is displayed normally</p>	<p>The Format selected requires 7 digits whali only 4 are entered as Example, so the error is displayed and the bar code is not shown in the template</p>

The **Margin** field is for adjusting white space around the code.

In some cases – for linear digit codes – the coded number may be displayed under the code. If necessary, set the **Pure BarCode** checkbox to hide this number.

6.3.9.2 Database field

The fields in the **Database field** group are filled similar to the same fields of the **Database field** object (see [Database field object properties](#)). Select one of the **Predefined** database fields or enter the **Unusual** template.

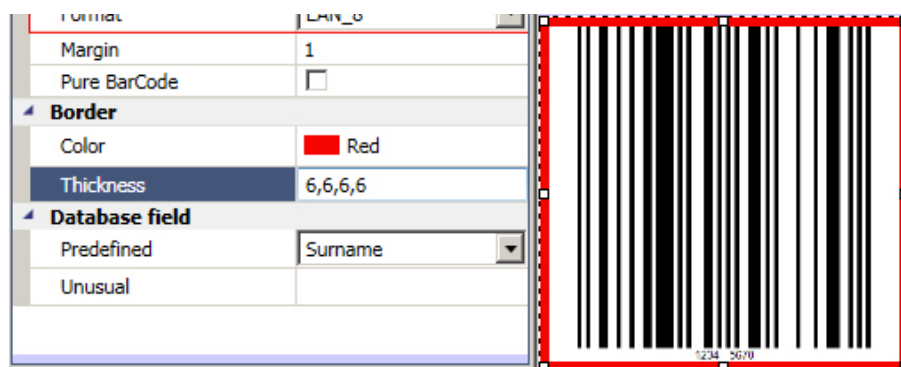
If it is necessary to select several fields, specify them in the **Unusual** field in the format of the *Intellect* software database fields.

Example: It is required to display ID, Surname, Name, object code and card code. To do this, enter the string **{id}, {name}, {surname}, {facility_code}, {card}** in the **Database Field - Unusual** field. Commas are separators. You can also use periods, spaces, etc.

Make sure to check if selected bar code **Format** allows encoding of all the characters used or supposed in the database field (i.e. do not select **EAN_8** for **Surname** or **CODE_39** when using a colon ":" in **Unusual** field).

6.3.9.3 Border settings

You can choose the **Color** and **Thickness** of the border around the code.

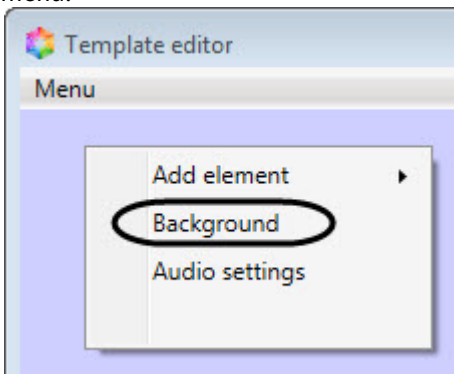


6.4 Set image of template background

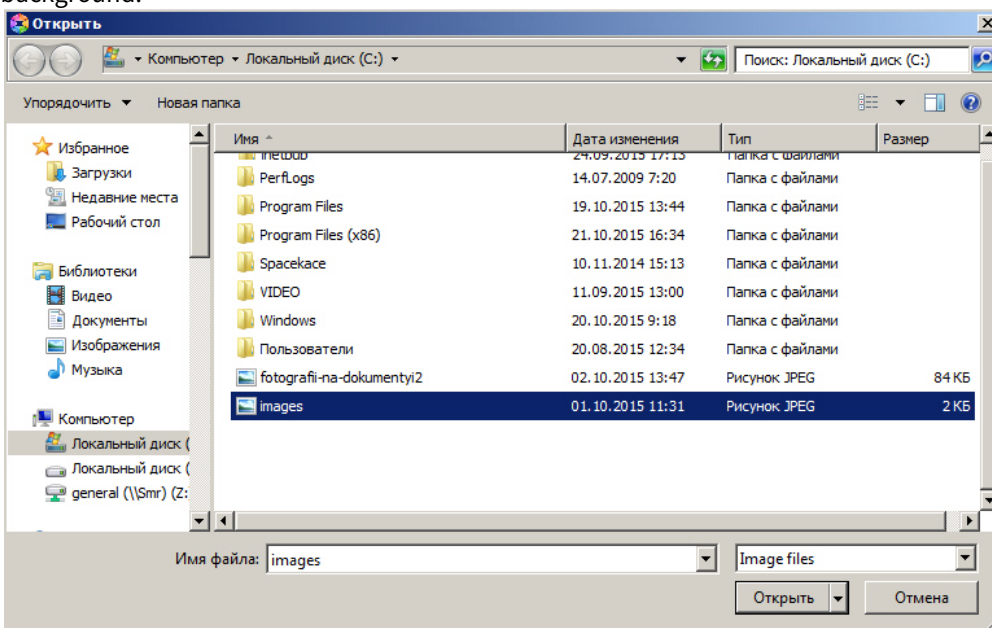
To set image to template background, do the following:

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

- 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!

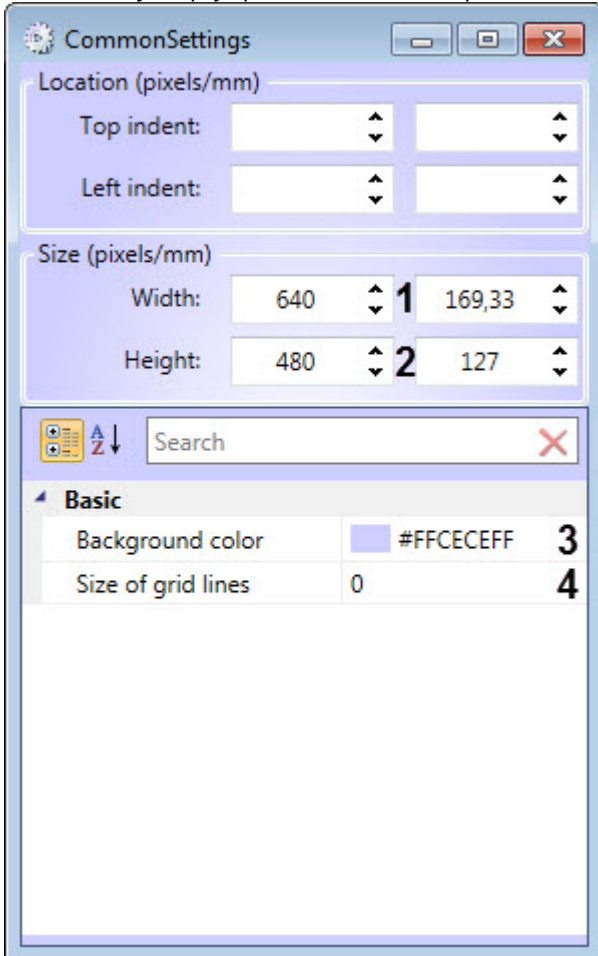
Maximal size of file for template background is 3 MB.

Setting image of template background is completed.

6.5 Set or edit template sizes and backbround color

To set or edit background or sizes of template, do the following:

1. Left-click any empty space within the template. The following template setting box opens.



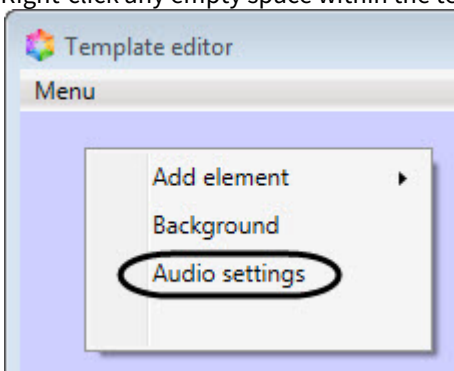
2. Enter the **Width (1)** and **Height (2)** of the template in pixels or millimeters.
3. Select the color of template background in the **Background color** field (3).
4. In the **Size of grid lines** field (4), enter the size (in pixels) of the squares of the auxiliary grid which will be superimposed over the template for more convenient placement of objects.

Setting of template sizes and background is completed.

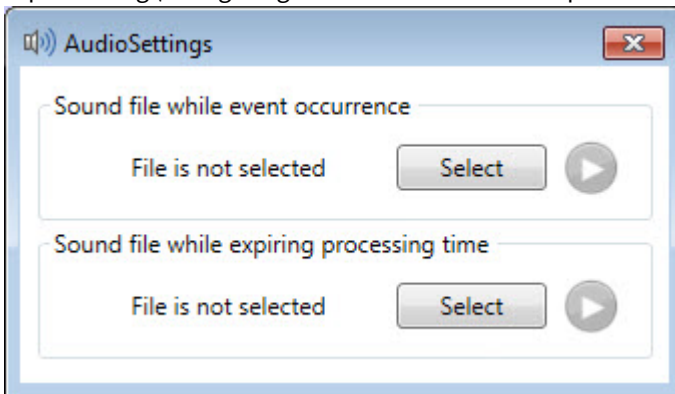
6.6 Set sound notification

To set sound notification, do the following:

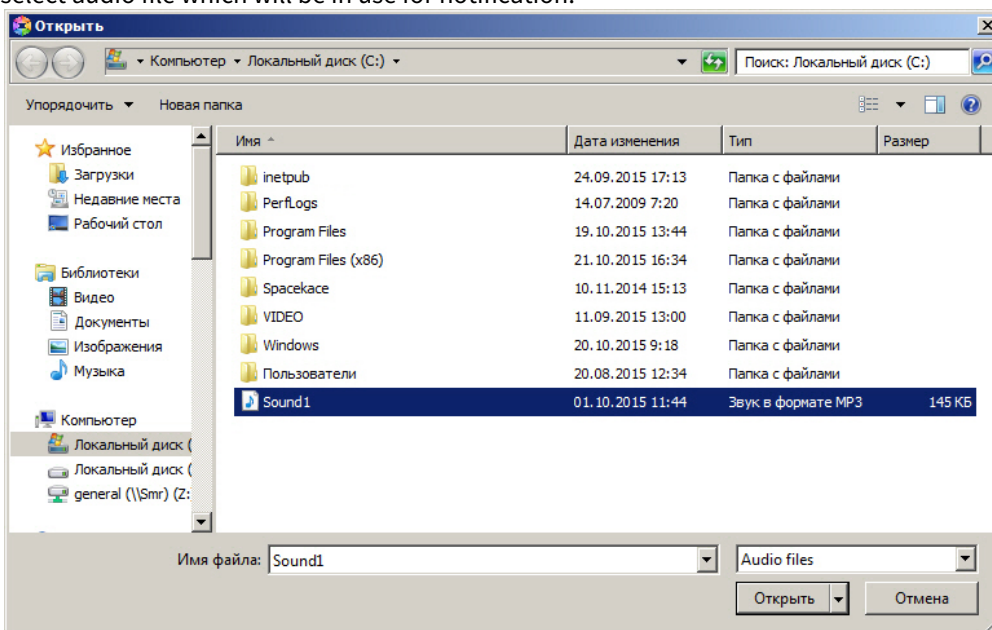
1. Right-click any empty space within the template and select **Audio settings** item from the context menu.



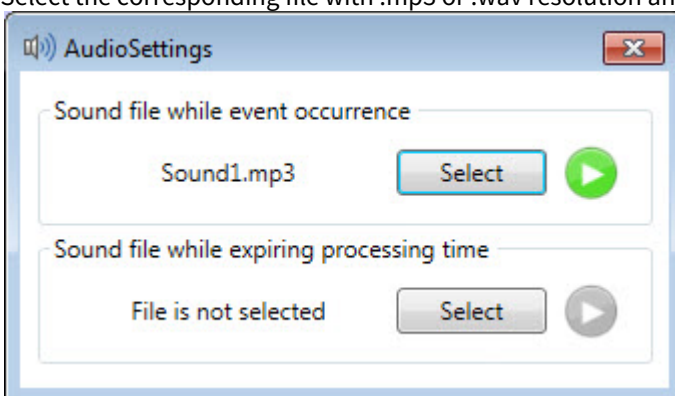
- In the opened **Audio Settings** window specify sound files which will playback while event receiving or while expiring time of processing (configuring of sound notifications is presented in the [Configuring the rule of displaying](#) section).



- 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.

i 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.