

XMedia Creator

User Manual

V 1.3.30



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0. Introduction

XMedia Creator is the XMedia Next and XMedia SuperLite compatible devices configuration utility for Windows 10 (32bit y 64bit) and MacOS 11.1 or later.

XMedia Creator can, among other things:

- Create, edit and manage complete configuration projects, including positioning and multimedia configurations.
- Show a live preview of a project as it will run on the selected XMedia Next device.
- Load a project into one or many devices connected via LAN or WAN.
- Create a USB drive which will automatically load a project into a compatible XMedia Next or XMedia SuperLite device by just plugging it in.
- Connect via LAN or WAN to an XMedia Next device and and monitor in real time its display.

XMedia Creator can be completely operated with a keyboard for a faster experience. To move between sections use the TAB key, to move inside a section use the arrow keys. To edit en element use the RETURN key. To save the changes, click RETURN again and to discard them click ESC.

The changes on every page can be undone by click on the “Undo changes” button placed on the top right corner. It will be active whenever a field has been modified.

1. Installation

• Windows 10

To install XMedia Creator in Windows 10, execute de Setup program Setup_XMediaCreator_w10.exe and follow the instructions on screen.

• MacOS

To install XMedia Creator in MacOS, open the installer disk image XMediaCreator.dmg and drag and drop the application icon into the Applications folder.

WARNING

An error warning may arise trying to open the application in MacOS, stating that it is not possible to open “XMedia Creator.app” because the developer can not be verified.

- Click on the Cancel button on the pop up window
- Open System Preferences and go to “Security & Privacy”
- Click on the lock and enter your password to allow changes
- On the “General” tab, click on “Open anyway” besides the message saying that the us of XMedia Creator has been blocked. A window will open.
- To open the application, click on “Open”.

2. Settings

In this section you can adjust the application preferences, these settings will not affect the projects.

The first time you open the application, XMedia Creator will present you with this page where you will have to set the work folder.

Preferences

App Language

Language English

Work Folder

Theme

User Management

Disabled

Enabled

New User

Username

Password

Access level Administrator

2.0. Language

If you wish to change the application's language choose one from the drop-down list.

2.1. Work Folder

Use the button labeled "Select" to change the work folder where the projects will be stored.

2.2. Theme

You can choose among different themes for the application.

2.3. User Management

Enable this option to create user accounts with different access levels to the application.

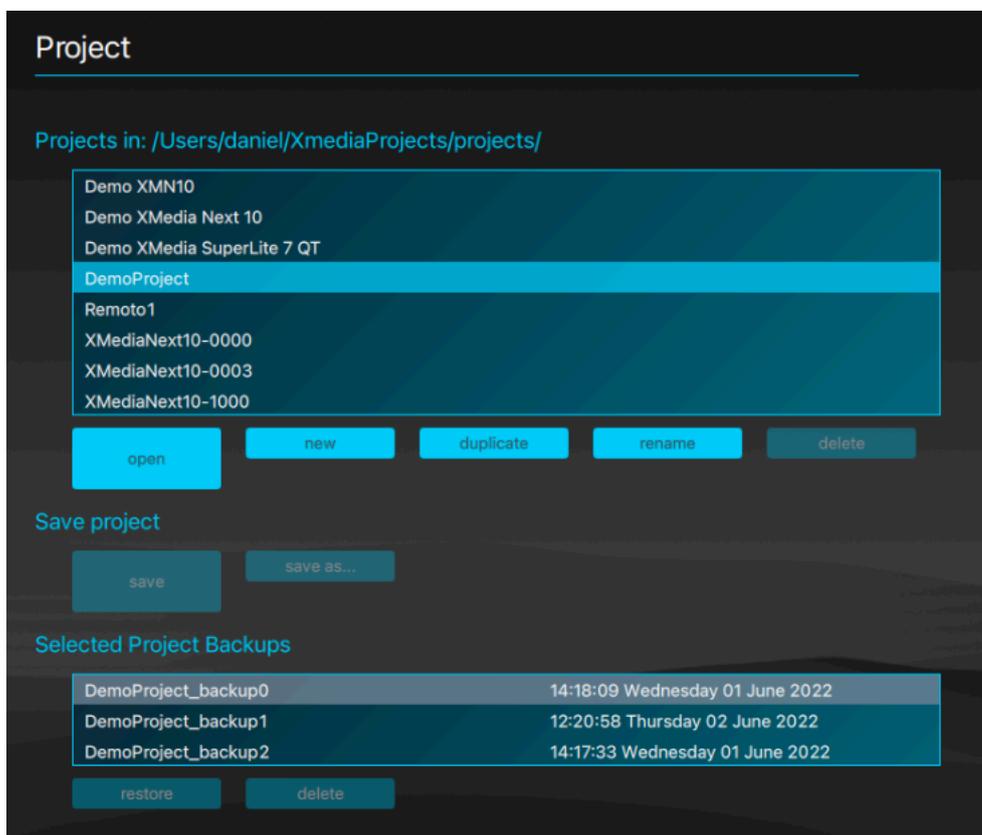
The first user must have administrator privileges, after that you will be able to add users with “Positional” access level, able to modify the General and Positioning parameters of the project and users with “Multimedia” access level, only authorised to manage the Multimedia section.

We recommend to use a “Multimedia” access level to manage the daily media content.

3. Projects

A project comprises all the contents and configuration settings which determine how a device operates. Project contents and parameters are split into General, Positioning and Multimedia.

In this page you can manage your XMedia projects. They are listed under the work folder path, where their respective folders are stored.



3.0. Opening an existing project

To open a specific project, select it from the list and click on the “Open” button. Once the project is loaded, the preview will play automatically.

3.1. Creating a new project

To create a new project, click on the “New” button, enter a name for the project and click on “Accept”.

3.2. Duplicating or renaming an existing project

To duplicate or rename an existing project, select it from the list, click on the according button, enter the the name in the pop-up windows and click on “Accept”.

3.3. Deleting an existing project

To delete an existing project, select it from the list, click on the “Delete” button and confirm by clicking on “Accept” on the pop-up window.

3.4. Backup copies

XMedia Creator automatically creates a backup every time you open a project and allows to restore or delete the stores backup copies. Select a backup from the list and click on the corresponding button to restore it or delete it.

4. General

This section specifies the general parameters of the project.

4.0. XMedia model

The model selected from the drop down list will only be used in the preview window to show the correct screen size. It is possible to load a project into a different model device, but content created for a specific model screen size may appear distorted in another one.

4.1. XMedia language

This setting only affects the time and date format as well as the weather forecast texts. Any other user defined text, like floor names, and the announcer voices must be changed manually in their respective sections.

4.2. Operation mode

In positioning mode, the floor indicator panel will be displayed on screen, including the logo, direction arrows, floor name and the lift information on the inferior panel. In both operation modes the multimedia contents will be displayed according to the Multimedia section configuration.

4.3. Device description

This information helps identify each device in order to manage installations with several units in the same location or network.

4.4. Weather forecast

To show the weather forecast in the bottom information panel, select “Yes” from the “Show” drop-down list and insert the location and format parameters in the corresponding fields. The weather forecast is refreshed hourly.

4.5. Bottom information panel

Placed at the bottom of the screen, it contains the weather forecast as well as the time and date when in multimedia operation mode or the lift information in positioning mode.

You can show or hide this panel and change its appearance with the “Visible”, “Theme”, “Text colour” and “Opacity” fields.

General

Operation

- XMedia model: XMedia Next 10
- XMedia language: Spanish
- Operation mode: Positioning Display
- Orientation: Horizontal

Device Description

- Name: XMedia Next 10
- Address: José Antonio Zapata 3
- City: Madrid
- Region: Madrid
- Country: Spain

Weather report

- Show: Yes
- City: Donostia
- Region: Gipuzkoa
- Country: Spain
- Units: Celsius °C
- Theme: White
- Server: open weather

Lower information panel and news

- Show: Yes
- Theme: Dark
- Font Colour: White
- Opacity: 60%

Date and hour

- Show: Yes
- Font Colour: White
- Show Seconds: Yes

Wallpaper

add remove

f1.jpg f2.jpg f3.jpg
f4.png f5.jpg f6.jpg

Sound Muting

- Enabled: No
- Activation mode: Inputs
- Start Time: 22:00
- End Time: 8:00

Energy Saver

- Enabled: No
- Activation Mode: Inputs
- Timer (Seconds): 15

4.6. Time and Date

To show the date and time on screen, select “Yes” from the “Visible” drop-down list and the format options in the “Text colour” and “Seconds visible” field.

Connected devices automatically updated date and time over the Internet.

WARNING

On off-line devices, it may occur that, after several days or weeks, that the time may be off by several minutes and in case of the drained battery, after a power outage, the time and date will be reset to the 1st June 1971. Therefore, **it is not recommended to show the time and date on off-line devices.**

4.7. Wallpaper

The wallpaper is the image which sits behind the whole screen. Depending on the opacity setting of the positioning and bottom information panels it will show through these.

4.7.0. Changing the wallpaper

To set the wallpaper, select an image from the selection window. It shows 6 images at a time but can be scrolled to reveal the rest of the images in the repository.

4.7.1. Adding images to the wallpaper repository

To add an image to the wallpaper repository, click on the “add” button and select the image file from your computer.

4.7.2. Removing an image from the wallpaper repository

To remove an image from the wallpaper repository, select it and then click on the “remove” button, press the DELETE key or fn+BACKSPACE.

4.8. Sound muting

You can completely mute the device in order to prevent disturbing in the evening or at night, for example.

To mute the screen select “Yes” in the “Enable” drop-down list, select the activation mode and enter the start and end time if applicable.

- **Activation mode - Inputs**

In this activation mode, connect the activation signal to the designated input on the device.

- **Activation mode - protocol**

In this activation mode, the lift controller must send the activation message in the communication protocol over the control BUS.

- **Activation mode - Time**

In this activation mode, the device will be muted between the designated start and the end times.

4.9. Energy saver

You can turn off the screen to save energy when the lift is on floor and the doors are closed and there are no recorded calls. The device will remain on while the screen backlight is turned off.

To activate the energy saver, select “Yes” from the “Active” drop-down list and enter the related parameters.

- **Activation mode - Inputs**

In this activation mode, connect the activation signal to the designated input on the device.

- **Activation mode - protocol**

In this activation mode, the lift controller must send the activation message in the communication protocol over the control BUS.

- **Activation mode - Time**

Enter the delay in seconds in the “Timer (Seconds)” field. The device will turn off the screen backlight if no signal is detected during this time. It will remain off until any signal is activated on any input.

5. Positioning system

The positioning system section contains all the settings related to the lift function and the characteristics displayed on screen.

5.0. Operation and data

5.0.0. Operation mode

Select the right connection to the controller from the “Controller Interface” drop-down list. In case of a binary connection, you can set the first value to 0 or 1.

The “Demo” mode generates a simulation of car travel along with all the according signals.

5.0.1. Announcer settings

5.0.1.0. Volume

You can adjust the announcer messages volume with the sliding control. This volume is independent from the volume of the multimedia content.

5.0.1.1. Direction arrow mode

- **Next direction**

In this mode the device interprets the arrow signals as the next car direction, this direction is announced prior to opening doors on arrival.

- **Travel direction**

In this mode the device interprets the arrow signals as the current car travel direction.

5.0.2. Maximum load and information text

Enter the information you want to be displayed on screen in the text fields. The text in the two last fields will only be displayed if the weather forecast is not displayed.

5.0.3. Positioning information panel

The positioning information panel displays the travel direction arrow, the logo, the floor number and floor name. You can configure its appearance using the fields in this section.

5.0.4. Logo

To show a logo in the place of the arrows when the car is stopped, select “Yes” from the “Show” drop-down list.

5.0.4.0. Changing the logo

Select an image from the section window. It which shows 6 images at a time but can be scrolled to reveal the rest of the images in the repository.

5.0.4.1. Adding logos to the repository

To add an image to the logo repository, click on the “add” button and select the image file from your computer. We recommend using images with a PNG format which allow for transparency. The correct logo size for 10.1” screens and over is 250x250 pixels, for 7” screens, 130x70 pixels is the correct size.

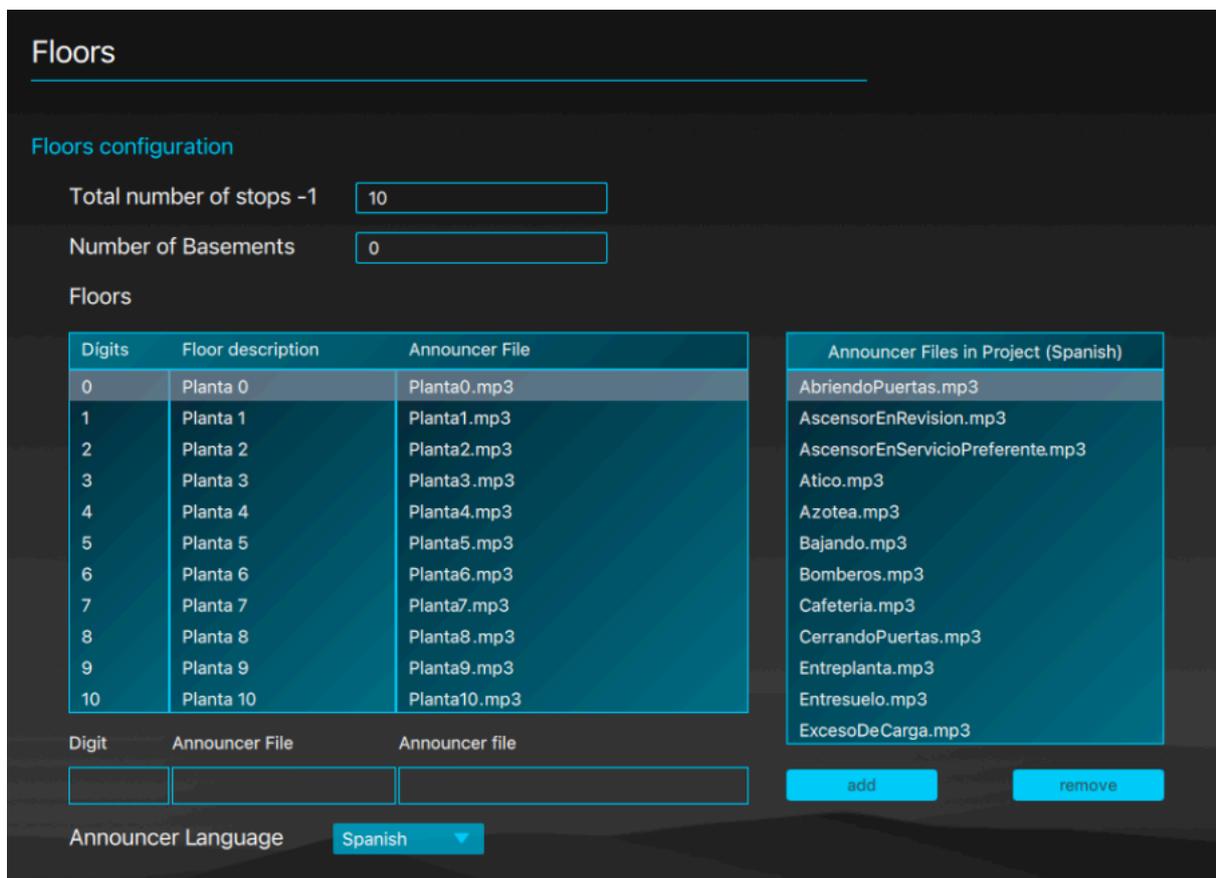


5.0.4.2. Deleting a logo from the repository

To delete an image from the wallpaper repository, select it and then click on the “delete” button or press the DELETE key or fn+BACKSPACE.

5.1. Floors

In this section you can describe the stops in the installation by entering the number of stops, their number, name and the announcer associated message.



5.1.0. Number of stops and basements

Enter the total number of stops reduced by one (-1) and the number of basements to update the stops list.

5.1.1. Floors

To change a floor name, select it from the list by clicking on it with the mouse pointer or using the keyboard arrows to navigate the list and clicking ENTER. Edit the values in the fields at the bottom of the list. Use the TAB key to move from field to field. Changes are saved automatically.

5.1.2. Announcer messages

To play a floor announcer message, click on its name.

5.1.2.0. Assigning an audio message to a stop

To assign an audio file to the selected stop, select it in the “Announcer Files in Project” list and double click on it or click ENTER.

5.1.2.1. Adding audio files to the repository

To add audio files to the repository, click on the “Add” button at the bottom of the “Announcer Files in Project” list and select the file on your computer you want to add.

5.1.2.2. Deleting audio files from the repository

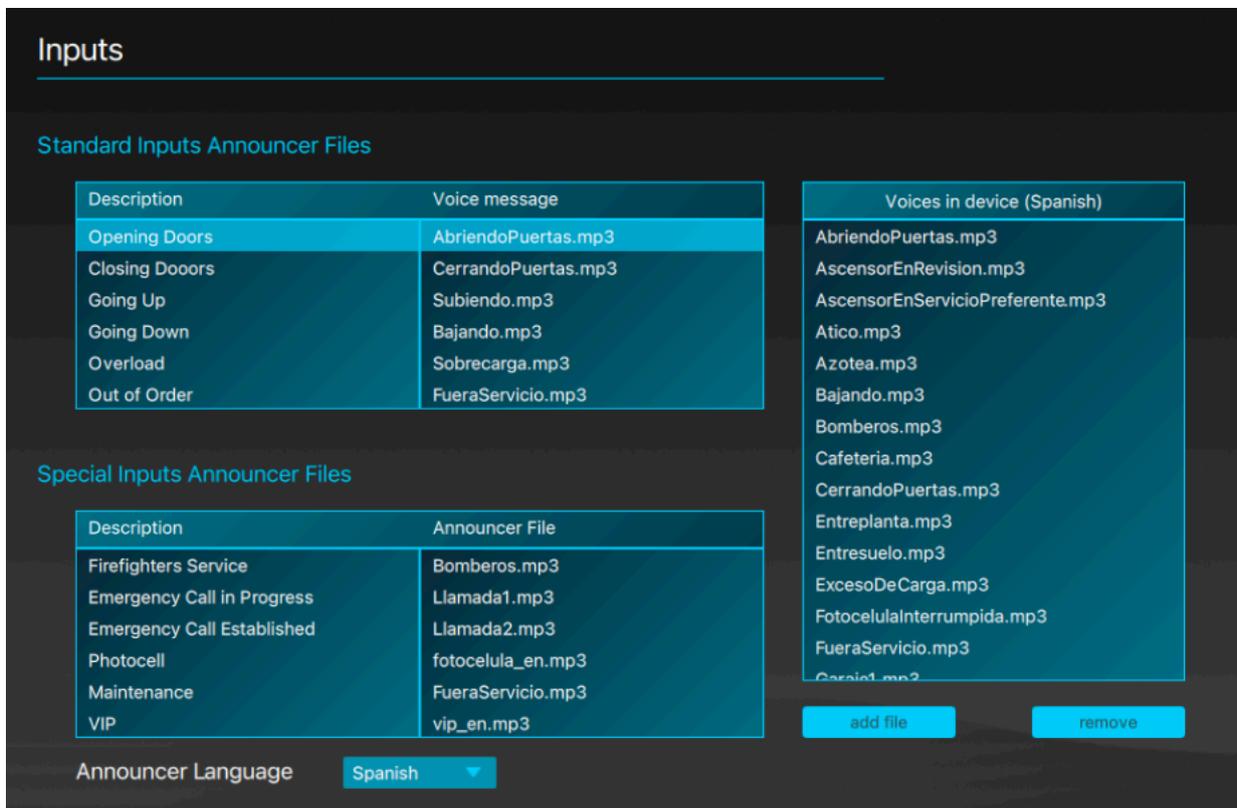
To remove an audio file from the repository, select it on the “Announcer Files in Project” list and click on the “remove” button, press the DELETE key or fn+BACKSPACE.

5.1.2.3. Announcer language

Selecting a language from “Announcer language” the drop-down list, all the audio messages are replaced by the corresponding ones in the selected language.

5.2. Inputs

In this page you can assign announcer audio files to the standard and special input signals.



5.3. Assigning a voice message to an input

To assign a voice message to the selected input, select the audio file on the “Announcer Files in Project” list and double click or press ENTER.

5.3.0. Adding audio files to the repository

To add audio files to the repository, click on the “add” button under the “Announcer Files in Project” list and select a file on your computer.

5.3.1. Deleting audio files from the repository

To remove an audio file from the repository, select it from the “Announcer Files in Project” list and click on the “remove” button, press the DELETE key or fn+BACKSPACE.

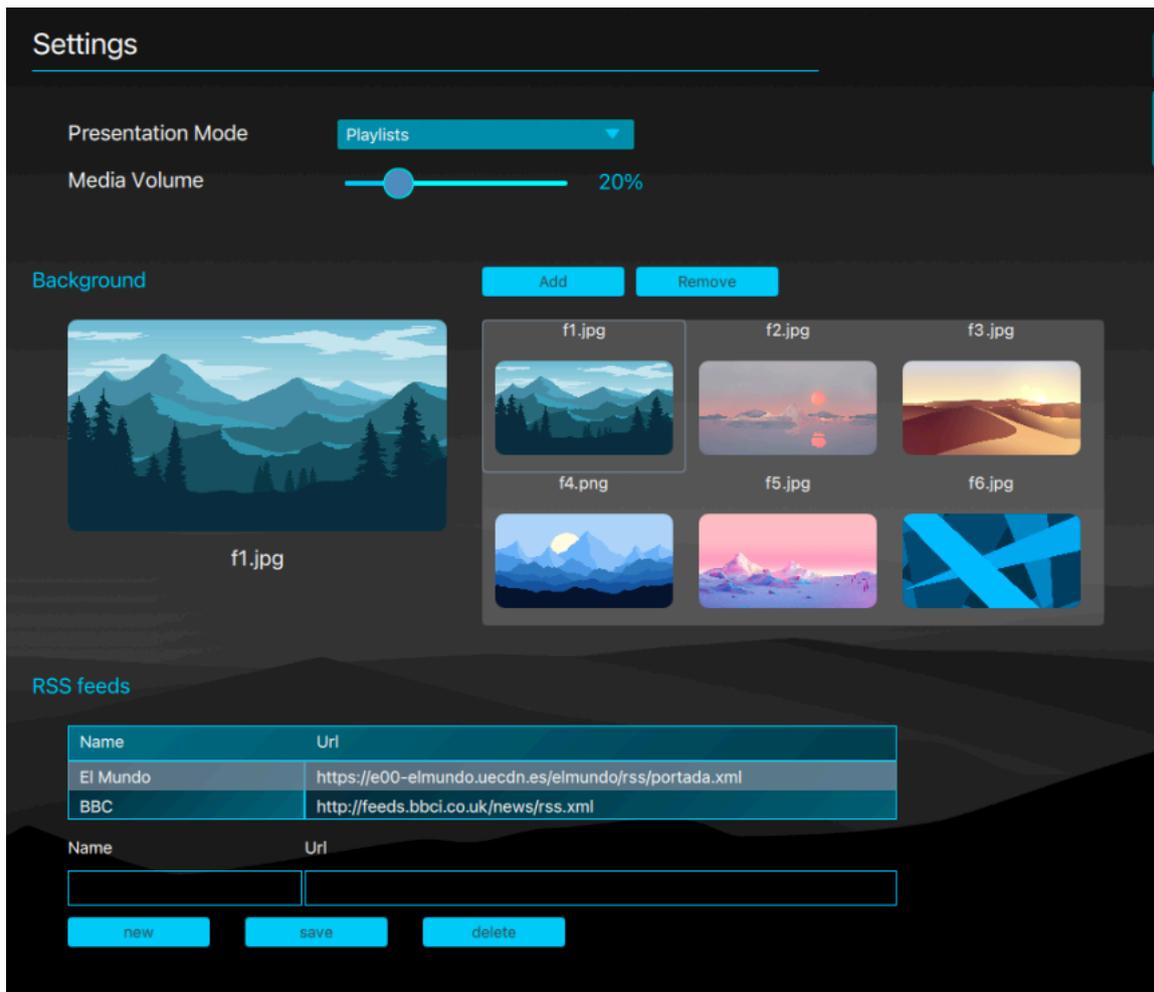
5.3.2. Announcer language

Selecting a language from “Synthesiser language” the drop-down list, all the audio messages are replaced for the corresponding ones in the selected language.

6. Multimedia

6.0. Settings

In this section you can set the general configuration parameters related to the media content presentation.



6.0.0. Presentation mode

Select the desired option from the drop-down list.

- **Playlists**

In this mode you will be able to create and play playlists combining images, videos, websites and video on streaming.

- **Pictures per floor**

In this mode, the screen will display an image associated to each stop on arrival.

- **Maps (demo)**

This mode is just a proof of concept.

- **Weather report**

In this mode, the weather forecast will be displayed in the content area instead of in the bottom information panel.

- **Telemetry (demo)**

This mode is a proof of concept and displays real time lift statistics on screen.

6.0.1. Media volume

You can adjust the volume level for the multimedia content using the sliding control. This volume is independent from the volume of the announcer messages.

6.0.2. Background

You can select a background image for the media display area o top of the general background image.

6.0.3. RSS feeds

In this section you can configure the RSS feeds whose headlines will be displayed in the news line, alternating with the custom messages of the teletype. The URL must point to an .xml file. The feed is updated twice a day.

6.0.3.0. Adding an RSS feed

To add RSS feeds to the list, click on the “new” button, enter the URL in the text field and click on “save”.

6.0.3.1. Editing an RSS feed

To edit an RSS feed, select it from the list and use the txt field to modify the URL. click on the “save” button or press the ENTER key to save the changes.

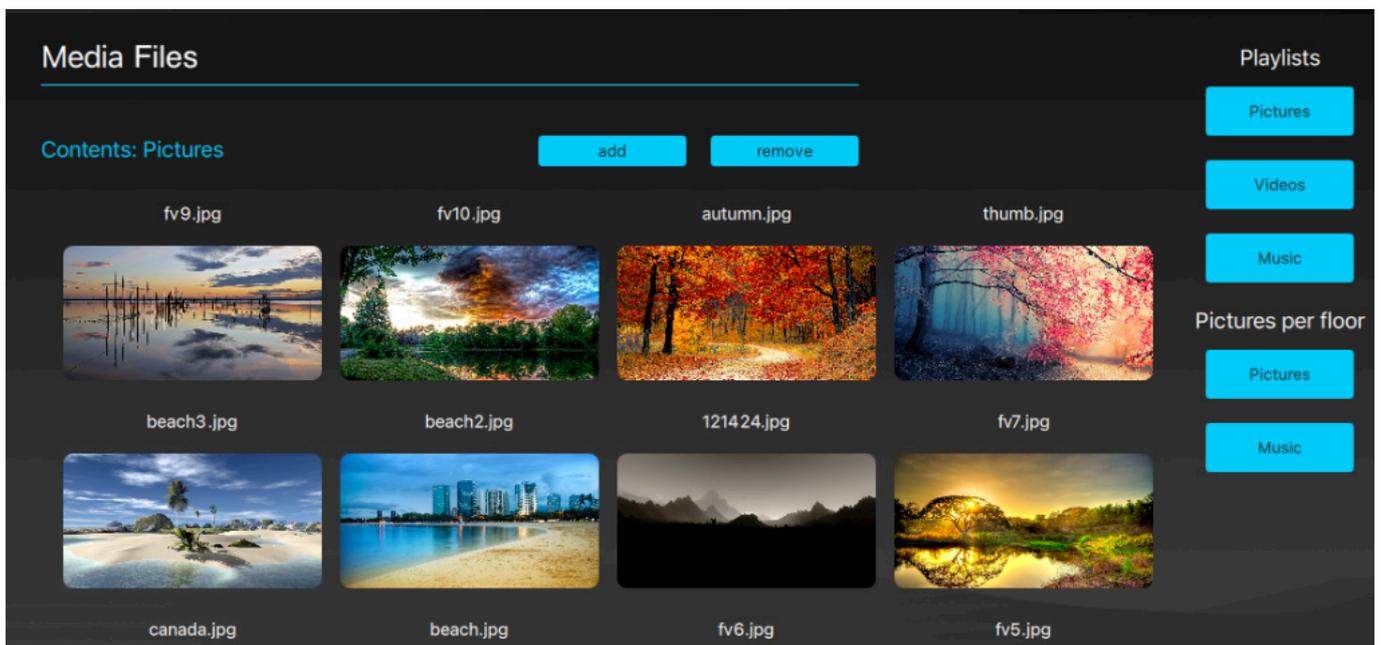
6.0.3.2. Removing an RSS feed

To remove an RSS feed from the list, select it and click the “delete” button, the DELETE key or fn+BACKSPACE.

6.1. Media Files

In this page you can manage all the media content in the project repository, which will be loaded into the device, whether they are used or not in the multimedia presentations.

To zoom in on a media, click on it or press the ENTER or SPACE key; click or press again to zoom out. On video or audio files, you can use the “play” button to play and pause them.



The buttons on the right of the screen filter by type of content.

6.1.0. Adding a media file to the repository

To add a media file to the repository, click on the “add” button and select it from your computer.

6.1.1. Removing a file from the repository

To remove a media file from the repository, select it and click on the “delete” button, the DELETE key or fn+BACKSPACE.

6.2. Pictures per floor

In this page you can configure the pictures per floor operation mode associating an image to each stop, selecting the background music and entering the teletype messages.

Pictures per floor

Pictures

Name	Floor description	Picture file
0	Planta 0	iw1.jpg
1	Planta 1	iw2.jpg
2	Planta 2	iw3.jpg
3	Planta 3	iw4.jpg
4	Planta 4	iw5.jpg
5	Planta 5	iw6.jpg
6	Planta 6	iw7.jpg
7	Planta 7	iw8.jpg
8	Planta 8	iw9.jpg
9	Planta 9	fv5.jpg
10	Planta 10	fv6.jpg

Music

Playlist

- city_colours.mp3
- grandes TemasDeAscensor.mp3

añadir remove

Teletype

Headlines

- En caso de emergencia pulsar 3sg el botón de alarma
- XMedia Multimedia: Reproducción de vídeos HD
- XMedia Multimedia: Presentación páginas web
- XMedia Multimedia: Presentación imágenes

new save remove

iw1.jpg

6.2.0. Pictures

To assign an image to a stop, select the stop on the “Pictures” list, the currently assigned image will be displayed on the box on the right.

click on the stop, on the image or click ENTER to open the image selection. Select the image to be assigned and click on it or click ENTER to validate.

To cancel the selection click the ESCAPE key or the “Cancel” button in the top right corner of the selection window. To load a new image to the repository, click on the “Add” button placed on the right and select it from your computer. It will be added at the end of the list, you may need to scroll down to find it.

6.2.1. Music

To add audio files to the music playlist, click on the “add” button under the “Music” list and select the file from the “Music in Project” list on the right. Double click on the file name or press ENTER to add it to the playlist.

To add files to the music repository click on the “add” button under the “Music in Project” list, to remove files from the repository, click on the “remove” button.

To remove a music file from the playlist, select it and click on the “remove” button.

6.2.2. Teletype

6.2.2.0. Adding a message to the teletype

To add a line of text to the teletype, click on the “new” button, enter the text in the designated field and click on the “save” button or press the ENTER key.

6.2.2.1. Editing a teletype message

To edit a teletype message, select it, make the desired changes in the text field and click on the save “button” or press the ENTER key.

6.2.2.2. Deleting a teletype message

To delete a message line from the teletype, select it and click on the “delete” button, press the DELETE key or fn+BACKSPACE.

6.3. Playlists

In this page you can create and manage the playlists which will be later played by the scheduler. You can create as many as you need and they can be of one of the following types:

- **Full screen**

This type of playlist uses all the screen space between the bottom information panel and the positioning information panel.

- **Multiscreen**

This type of playlist displays uses a picture in picture layout. The contents are displayed in two areas, the main screen uses the same space as the fullscreen layout and the second screen is smaller one overlaid on the top right corner.

- **Directory**

This type of playlist divides vertically the available screen space into two zones. A narrow one on the left intended to show images in guise of directory information and the rest of the screen to the right for regular content.

All types of playlist allow to present a succession of images, videos, web pages and streaming video simultaneously in their different areas. During the presentation of images, the music playlist will play.

Every area of the different layout types can play a succession of images, videos, web sites and video streams. While presenting images, you can simultaneously play a music playlist.

Playlists

Playlists

Name	Layout
Lista especial	fullscreen
Reuniones diarias	multiscreen
Directorio clientes	directoryscreen

- open
- new
- duplicate
- rename
- remove

Selected list: Lista especial ~ fullscreen

Main Screen

Grid of 13 items:

- iw3.jpg (5s)
- Morocco_1080p_60fps.mp4 (60s)
- iw4.jpg (5s)
- iw1.jpg (5s)
- iw2.jpg (5s)
- iw7.jpg (5s)
- sp21.jpg (5s)
- iw6.jpg (5s)
- iw5.jpg (5s)
- sp1.jpg (5s)
- iw9.jpg (5s)
- iw8.jpg (5s)

- add
- remove
- Time(s)

Teletype

Headlines
Lista de reproducción FullScreen
XMedia Next Listas de reproducción
XMedia Next Prueba de XML
XMedia Next Microlift
XMedia Next Presentación noticias de cliente

- new
- save
- remove

Pictures Background Music

Music Playlist
city_colours.mp3
grandesTemasDeAscensor.mp3

- add
- remove

6.3.0. Creating a new playlist

To create a new playlist, click on the “new” button, enter the name in the pop-up window text field, select from the drop-down list the type of playlist you want to create and click “Accept” or press the ENTER key.

6.3.1. Duplicating a playlist

To duplicate a playlist, select it on the list, click on the “duplicate” button, enter the name of the new playlist in the pop-up window text field and click “Accept” or press the ENTER key.

6.3.2. Renaming a playlist

To rename a playlist, select it on the list, click on the “rename” button, enter the new name in the pop-up window text field and click on “Accept”.

6.3.3. Deleting a playlist

To delete a playlist, select it from the list, click on the “delete” button, press the DELETE key or fn+BACKSPACE and confirm the action by clicking “Accept” or by pressing the ENTER key in the pop-up window.

6.3.4. Editing a playlist

To edit a playlist, select it on the list and click the “open” button or double click on the playlist name. The different sections of the playlist will be shown under the list.

Playlists layout areas (Screens)

Under their respective name (Main screen, Second screen, Directory Screen), the different areas of the playlist layout show the contents’ thumbnail in play order along with their file name as well as the play time in seconds and, if its a video file, a play button.

6.3.4.0. Changing the play order of an element

To alter the play order of an element of a playlist, select it and, while pressing the SHIFT key, use the arrow keys to move it to the desired position.

6.3.4.1. Removing an element from a playlist

To remove an element from a playlist, select it and click on the “remove” button, press the DELETE key or fn+BACKSPACE.

6.3.4.2. Adding an element to a playlist

To add an element to a playlist, click on the “add” button at the bottom of the section. The page will show the thumbnails for all the content loaded into the project.

- To add an image or a video, select it and click on it or press the ENTER key. You can select multiple elements by clicking on them while pressing the CTRL or CMD key.
- To add a URL to show a web page, enter the full URL in the text field and click on the “add url” button.
- To add a streaming video, enter the URL for the .m3u8 file in the text field or select one from the drop-down list then click on the “add TV” button.
- To add a file to the repository, click on the “add file” button on the top right corner and select it from your computer.
- To delete a file from the repository, select it and press the DELETE key or fn+BACKSPACE.
- To cancel the selection, click on the “return” button or press the ESCAPE key.

6.3.4.3. Replacing an element in a playlist

To replace an element in the playlist, select it and click on it or click ENTER to open the selection page. (See previous point).

6.3.4.4. Teletype

The Teletype shows text lines alternating with the RSS feed headlines selected in the multimedia configuration.

- To add a headline click on on the “new” button, enter the text in the field and click on the “save” button or press the ENTER key.
- To edit a line, select it, change the text in the field and click on the “save” button or press the DELETE key.
- To delete a text line, select it and then click on the “delete” button, press the DELETE or fn+BACKSPACE.

6.3.4.5. Pictures background Music

The “Music Playlist” will play on an independent loop whenever a playlist is showing images, pausing and resuming before and after videos. To listen to a file, click on it and click again to stop.

- To add a file to the list, click on on the “add” button, select it from your the list on the right and double click on it or press ENTER.
- To add music files to the repository, use the “add” button under the the “Music in device” list. These files are the same found in the music selection of the Media Contents page.
- To remove a music file from the playlist, select it and click on the “remove” button under the “Music Player” list.
- To remove a music file from the repository, select it and click on the “delete” button under the “Music in device” list. This action will require confirmation.

6.4. Scheduler

In this page you can select the playlists to be presented.

There are two modes of operation: Single list and scheduled playlists. Select the desired mode with the radio button.

The screenshot shows the 'Scheduler' interface. At the top, the title 'Scheduler' is displayed. Below it, the 'Operation Mode' section has two radio buttons: 'Single List' (unselected) and 'Scheduler' (selected). A dropdown menu next to 'Single List' shows 'Lista especial'. Below this, the 'Schedule' section contains a table with the following data:

Playlist	Day week	Week time	Date	Time date	Mode
Directorio clientes	Sunday	00:00	22/12/2020	00:00	weekly
Lista especial	Tuesday	17:31	15/10/2020	08:30	date
Reuniones diarias	Friday	20:00	22/12/2020	19:30	weekly

Below the table are four buttons: 'new', 'save', 'delete', and 'close'. At the bottom, there is a 'List to edit' section with a table for editing the selected playlist:

List to edit	Day week	Week time	Date	Time date	Mode
Directorio clientes	Sunday	00 : 00	22/12/2020	00 : 00	weekly

6.4.0. Single playlist

In this mode, the device will play a single playlist in a loop. Select the playlist from the drop-down list.

6.4.1. Scheduled playlists

In this mode of operation, you can schedule your playlists by day of the week and time or time and date.

6.4.1.0. Adding a entry to the scheduler

To add an entry to the scheduler, click on the "new" button. In the emerging box, select the mode (weekly / date), the playlist and the day or date and time. Click on the "save" button to save the changes or the "close" button to cancel.

6.4.1.1. Editing an entry in the scheduler

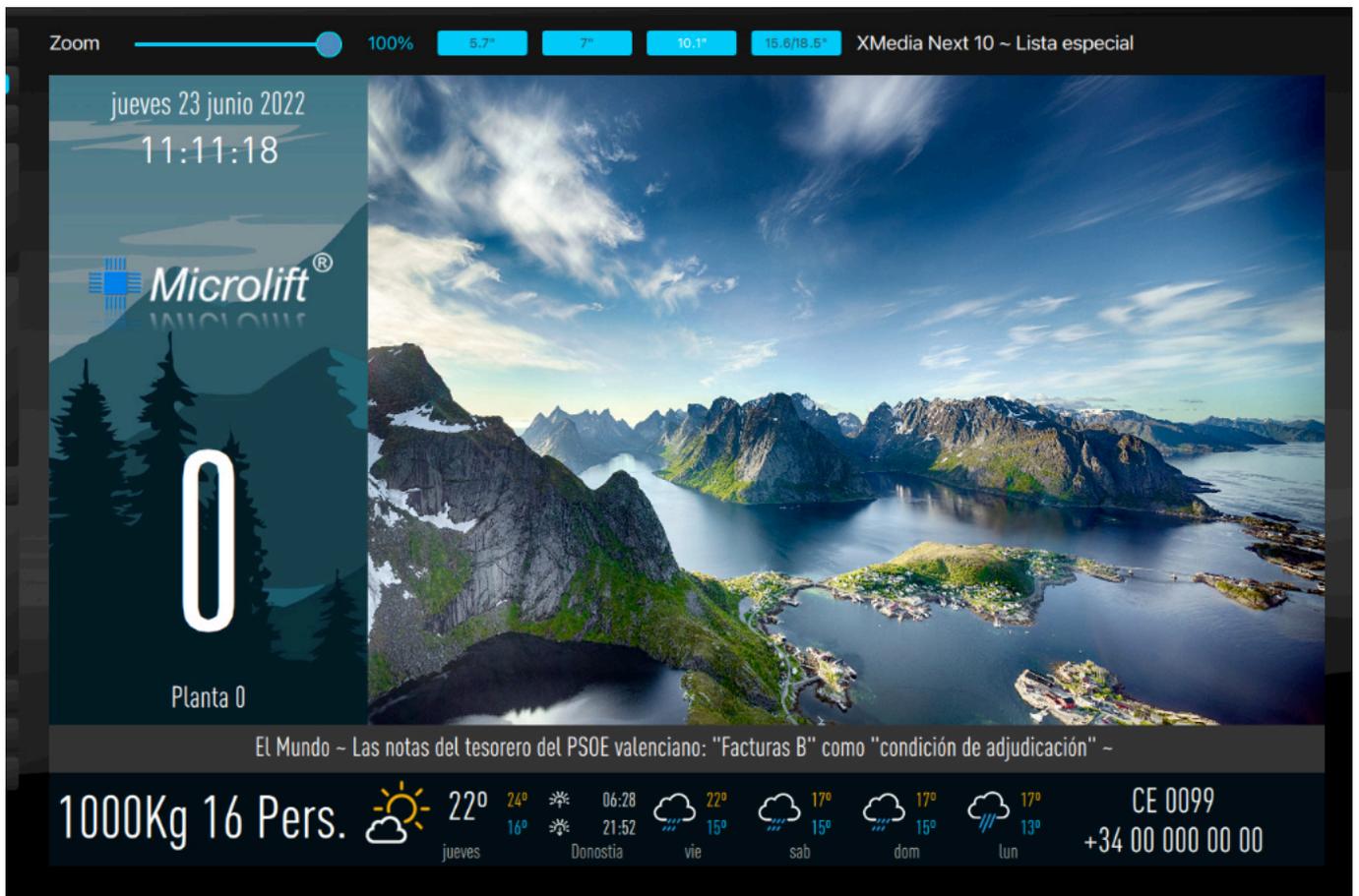
To edit an entry in the scheduler, select it in the list and click on it or press the ENTER key. Edit the values in the emerging box and click on the "close" button to save the changes.

7. Preview

In this page you can see a working preview of the configuration, as it will run on the device. On the top right corner the device model is displayed along with the active playlist or operation mode.

By default, the aspect ratio and resolution are those of the device model specified in the General section of the settings, but you can switch to other models using the corresponding buttons.

There is a zoom slider to accommodate the display area to your monitor.



8. Programming a device

In this section you can find the different options for loading the current project into one or several devices.

8.0. Syncing modes

You can sync the project to your devices on different degrees.

- **Complete project**

In this mode, the entire project, configurations and contents, will be loaded into the selected device replacing its previous contents.

- **Configuration**

Only the configuration data of the three sections (General, Positional and Multimedia) will be synced, but none of the media contents (wallpapers, logos, images, videos, etc.).

This is the recommended sync mode if no media content has been added or modified.

- **General**

Only the General section is synced, including configuration and media (logos, wallpapers, etc.).

- **Positional**

Only the Positioning section is synced, including configuration and media (voices, logos, etc.).

- **Multimedia**

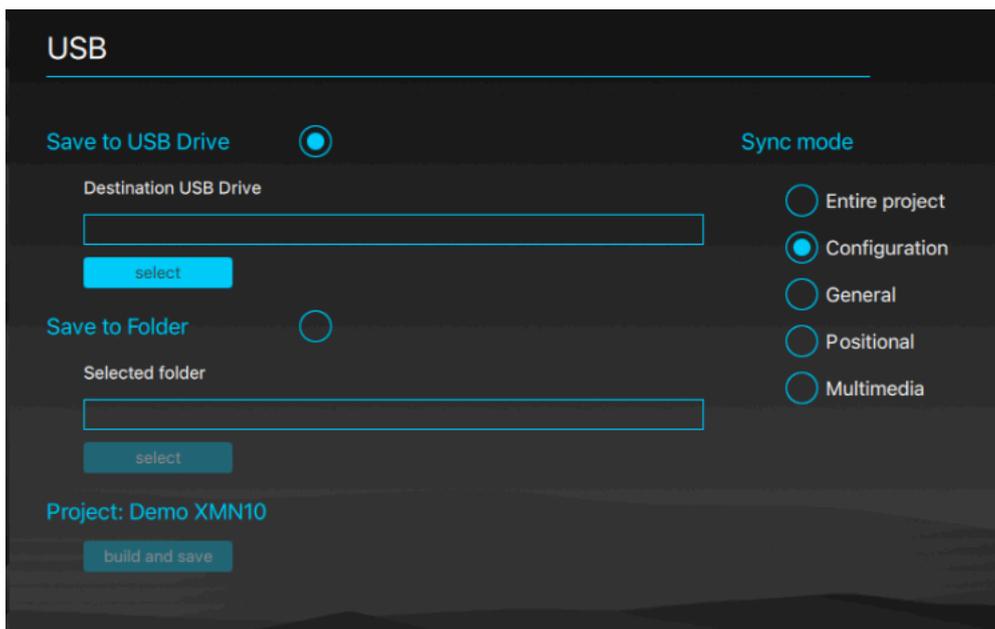
Only the Multimedia section is synced, including configuration and media (images, videos, etc.).

8.1. USB

This method is suited for offline devices.

Connecting a USB drive with the project files created by this utility into a compatible XMedia Next or XMedia SuperLite, will automatically load the project while displaying an indicator on screen during the process. When completed, you can unplug the USB drive from the device.

You can create a project package directly into a USB drive or save it to a folder on your computer for later use.



- **Saving to an USB drive**

To save a project to an USB drive, select the desired Sync mode with the radio buttons on the right, plug a FAT32 formatted USB drive into your computer with at least 8GB of free space. click the “find” button if it doesn’t appear automatically on the list.

- **Saving to a folder in your computer**

To save a project to a folder on your computer, select the desired Sync mode with the radio buttons on the right and click the “Select” button under the “Selected folder” text field to open the selection window. Make sure you have writing permissions on the selected folder.

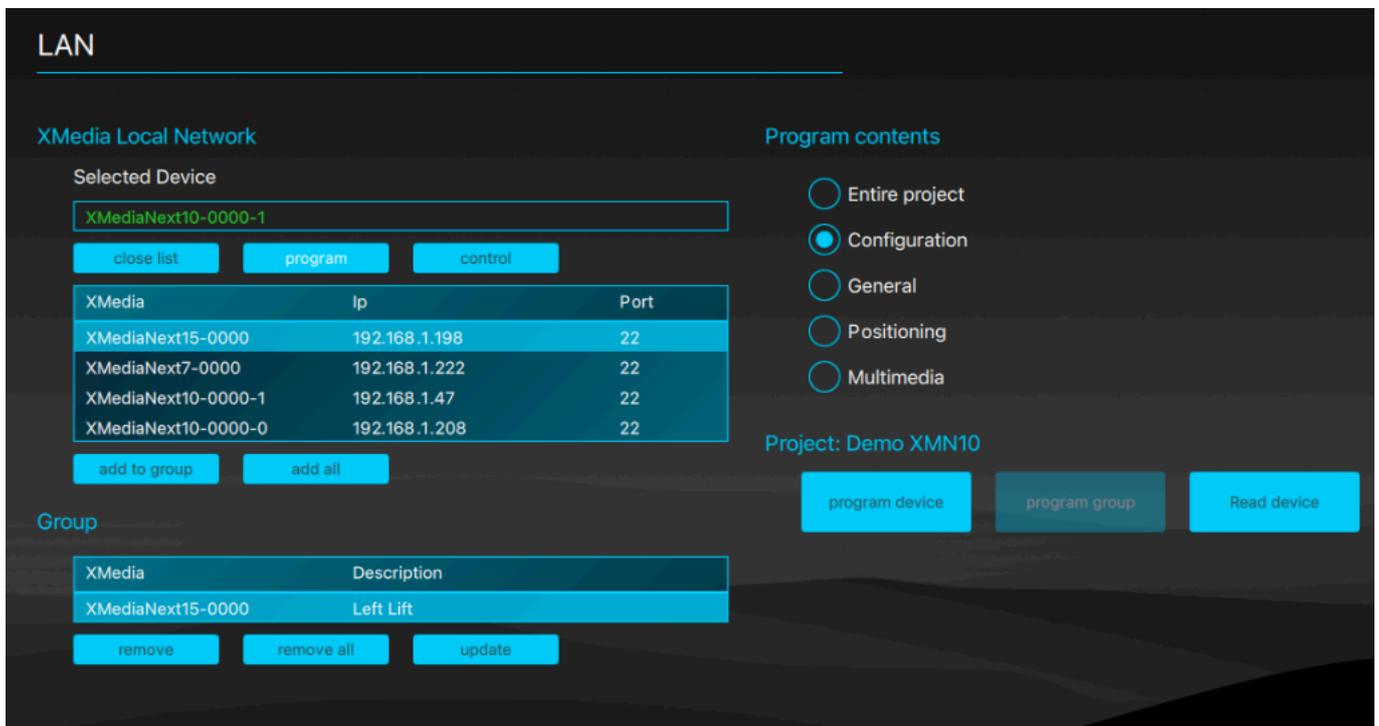
WARNING

In Windows 10 systems, the included disk formatting utility doesn’t allow drives exceeding 32Gb to be formatted as FAT32 . Use a third party utility to format bigger drives .

To save the project to the selected destination, click the “build and save” button.

8.2. LAN

LAN syncing requires the destination devices to be connected to the same local network as the computer running the XMedia Creator software. You can alternatively connect a XMedia Next device directly to the computer with an Ethernet cable.



8.2.0. Connecting to devices in a LAN

XMedia Creator will automatically search compatible devices in the network using the Bounjour™ protocol and list them in a table. To manually start the search, click the “search” button.

8.2.1. Programming a device

To program a single device, select it from the list, select the “Program contents” you desire to apply and click the “Program device”.

8.2.2. Group of devices

You can group several devices which share certain configurations like the Multimedia, for example, to simplify their programming.

8.2.2.0. Adding devices to the group

To add a device to the group, select it from the list, click on the “add to group” button and fill in the description. To add all the detected devices to the group, click the “add all” button.

8.2.2.1. Programming all the devices in the group

Select the syncing mode and click the “Program group” button.

8.2.3. Reading a device’s contents

To download the whole configuration and contents from a connected device, and save it as a new project, click on the “Read device” button. Once the process is completed, a new project with the device’s name will have been created.

8.2.4. Remote control

The remote control options are shown by clicking on the “remote control” button, these are the same for the LAN and WAN connections. Refer to section 8.4 for more information.

8.3. WAN (Connecting to devices behind a firewall)

You can access online devices in a different network behind a firewall or a router, by configuring manually the public IP and the redirected ports for each device.

WAN

XMedia WAN

Selected XMedia screen
Left Lift
close edit program control

Description: Left Lift
Public IP: 10.10.10.10
RC Port (8383): 1112
Sync Port (5353): 1113
Añadir al grupo

Program contents

- Entire project
- Configuration
- General
- Positioning
- Multimedia

Project: Demo XMN10
program device program group Read device

Group

Device	WAN Ip	RC Port	Sync Port
Left Lift	10.10.10.10	1112	1113

remove remove all update

8.3.0. Adding a WAN connection

To add a connection to a device through a firewall or a router, click the “add” button. Fill in the fields giving the device a host name and introducing the public IP and the open ports respectively redirected to the remote control port (RC port) and the synchronisation port (Sync port). click “add to group” to save the connection.

8.3.1. Connected devices

XMedia Creator checks the connection status for the devices on the list. Selecting an online device from the list will show its name in the “selected XMedia device” field.

8.3.2. Syncing

The syncing operation and modes are the same as previously seen in the LAN section. You can sync a single device or the entire group. Refer to section 8.2 for more.

8.4. Remote control options (LAN and WAN)

You can connect to a selected device over LAN or WAN and use the following tools after clicking on the “remote control” button under the “selected XMedia device” field. To return to the synchronisation options, click on the “Synchronisation” button.

8.4.0. Reboot

To reboot the device, click on the “Reboot” button.

8.4.1. Telemetry

To access the telemetry data click on the “Telemetry” button.

The screenshot displays the XMedia Creator interface, divided into two main sections: LAN and Remote control.

LAN Section:

- XMedia Local Network:** Shows a "Selected Device" field with "XMediaNext7-0000" and buttons for "close list", "program", and "control". Below is a table of devices:

XMedia	Ip	Port
XMediaNext15-0000	192.168.1.198	22
XMediaNext7-0000	192.168.1.222	22
XMediaNext10-0000-1	192.168.1.47	22
XMediaNext10-0000-0	192.168.1.208	22

Buttons for "add to group" and "add all" are present below the table.

- Group:** Shows a table with columns "XMedia" and "Description". One device is listed: "XMediaNext15-0000" with description "Left Lift". Buttons for "remove", "remove all", and "update" are below.

Remote control: XMediaNext7-0000(XMediaNext7-0000.local)

A grid of buttons is shown: reboot, telemetry, logs, Network Settings, screen Capture, Time and Date, information, software update, On-Screen Mes..., Slave Indicators, and Webcam.

Telemetry Section:

- Buttons for "salir" and "reset".
- Signal count:** A table of metrics:

Power On:	54	Out of order:	14163
Sync:	17	Overload:	0
Floor:	2	Fireman service:	14154
Stops:	28417	Call waiting:	0
Going up:	14312	Call established:	0
Going down:	14271	Photocell:	0
Doors opening:	42541	Maintenance:	14151
Doors closing:	42484	VIP service:	14147

A vertical slider on the right is set to 2.

- Current log:** "[Elevator] Floor: 2"
- Timing:** "[Elevator] Floor 1 to 2: 3s" and "[Elevator] Travel 1 to 2: 3s".
- A large button with an upward arrow and the number "2" is shown.

8.4.2. Logs

To access the activity logs on the selected device, click on the “logs” button.

8.4.3. Network Setup

To edit the network settings, click on the “Network Settings” button.

8.4.4. Screen Capture

To watch a real time screen capture of the selected device, click on the “Screen Capture” button. The frame rate is limited to 10 fps to avoid interfering with the device’s operation.

8.4.5. Time and Date

To set the time and date as well as the time zone on the connected device, click on the “Time and Date” button. The time zone selection will show. click on the “Time Zone” button to apply the selection to the device. Whenever the device is unable to update the time and date over the network, you can apply those on your computer by clicking on the “Set Time and Date” button. Use the Screen Capture feature to check that the device updated correctly.

8.4.6. Information

To check the version number for the software components of the connected device click on the “Information” button.

8.4.7. On-Screen Messages

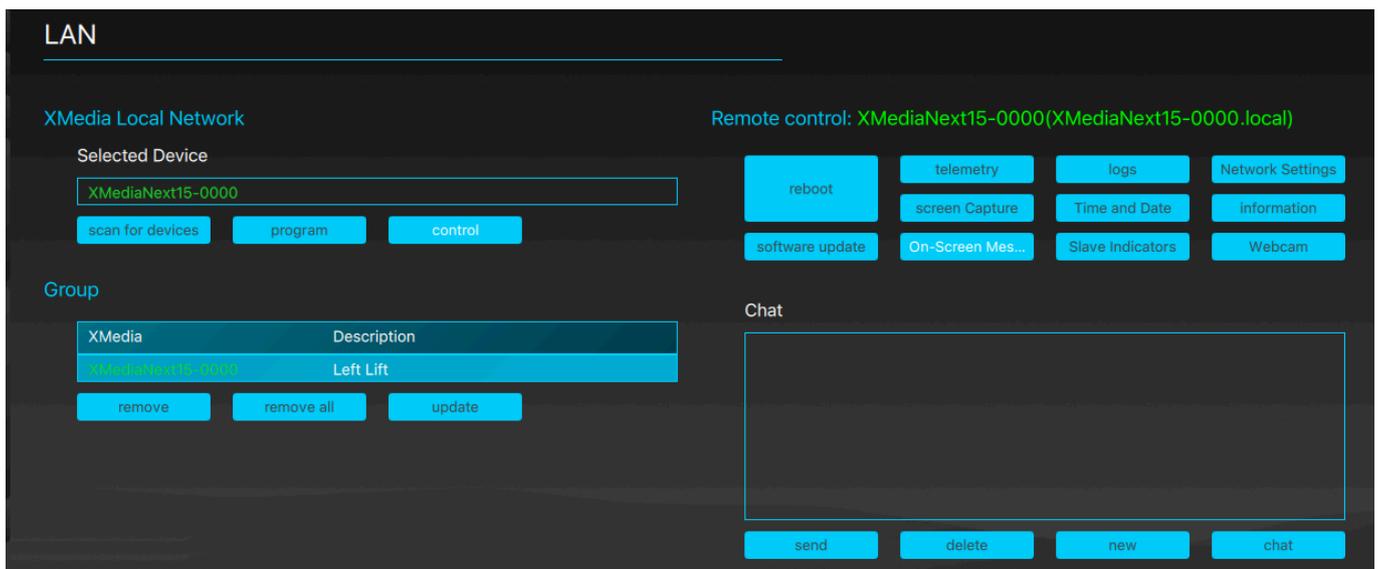
You can show text messages in a pop-up window on the device’s screen, either by sending a whole text or by sending individual lines as you write them. click on the “Chat” button to show and hide the system.

To send a text to de screen of the device, click on the “New” button and paste it or write in the text box and click on the “Send” button.

To delete de text click on the “Delete” button.

To start a chat and send text lines by clicking ENTER, click the “Chat” button.

To clear the text and close the chat window on the device, click on the “End” button.



8.4.8. Webcam (Demo)

If you have a webcam connected to your computer, you can stream it to the selected device. Audio is not transmitted.

9. Tools

9.0. Software Update Tool

In this page you can build the required files to update the software in an XMedia Next or XMedia SuperLite compatible device from a binary update file.

Select the destination by clicking in the corresponding radio button.

- **Build to USB**

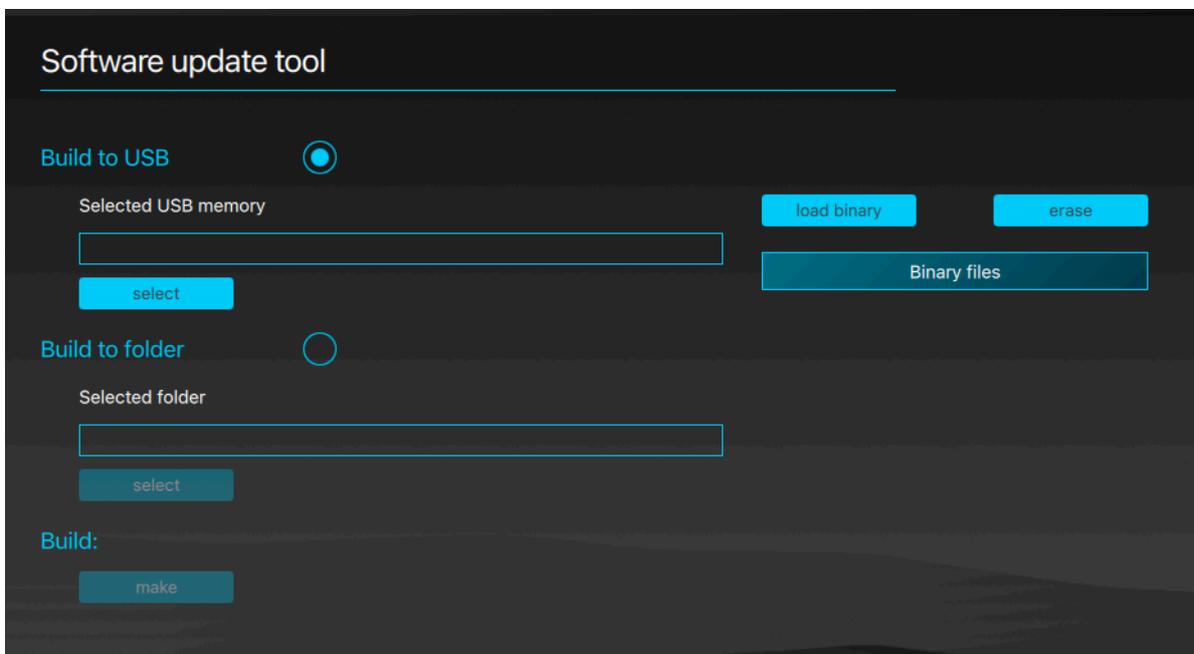
Plug an USB drive to your computer. If it doesn't show up automatically on the list, click on the "Select" button and select it from the list of USB drives.

- **Build to Folder**

click on the "Select" button to select a folder on your computer. You must have writing privileges on the selected folder.

To build the update, select the binary file from your computer and click the "Build" button. Once the process is completed, if the destination is an USB drive, eject it safely according to your operating system.

To apply the update to a device, turn on the device, plug in the USB drive with the built update and look for the indications on the screen of the device until the process is completed. This process might reboot the device.



The screenshot shows the 'Software update tool' interface. It features a dark background with light blue text and buttons. At the top, the title 'Software update tool' is displayed. Below the title, there are two main sections: 'Build to USB' and 'Build to folder'. The 'Build to USB' section is currently selected, indicated by a filled radio button. It includes a 'Selected USB memory' label, a text input field, a 'select' button, a 'load binary' button, an 'erase' button, and a 'Binary files' button. The 'Build to folder' section is unselected, indicated by an empty radio button. It includes a 'Selected folder' label, a text input field, and a 'select' button. At the bottom, there is a 'Build:' label and a 'make' button.

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