PHILIPS

dynalite

UI Creator

Version 2.11, 2024-12-02

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The Philips Dynalite UI Creator empowers users to build sophisticated custom controls for the PDTS without the need for coding, scripting, or UI/web design expertise.

A combination of drag-and-drop UI elements, along with clearly labelled properties and functions, brings the full power of Dynalite's control capabilities to your fingertips.

Chapter 1. System Requirements

- **OS:** Windows 10 (x64) or later
- **RAM:** 4+ GB
- **HDD:** 10+ GB available
- **Display Resolution (Minimum):** 1024x768
- **Display Resolution (Recommended):** 1920x1080 or greater

Compatibility

UI Creator and its output pages are not compatible with custom pages built in any other application.

Firmware and System Builder Versions

Always use the latest version of the PDTS firmware and System Builder to ensure that you can start the editor and deploy projects correctly.

To upload an existing UI from an older version of UI Creator, right-click the PDTS in System Builder and select Upload Custom Webpages, then browse directly to the project build folder. Back up old content and factory-set the PDTS if you are unsure of its previous usage.

Security Warnings

When installing or running UI Creator's Preview mode you may get security warnings from Windows or your antivirus software. Follow the prompts to allow the application to proceed.

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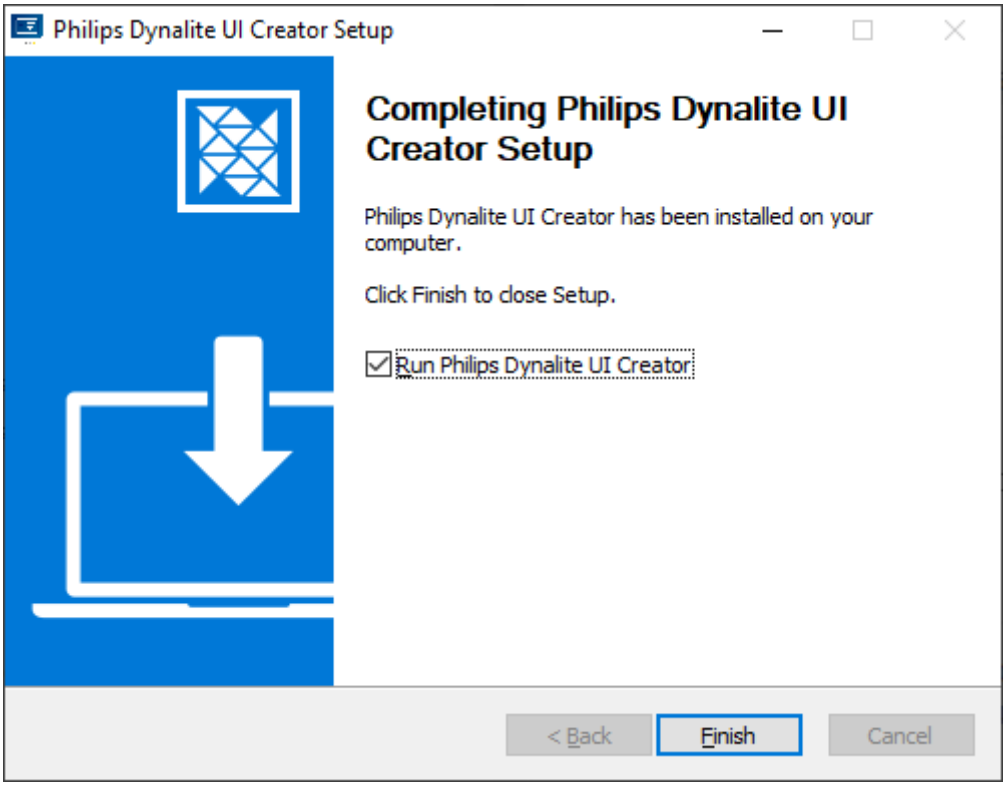
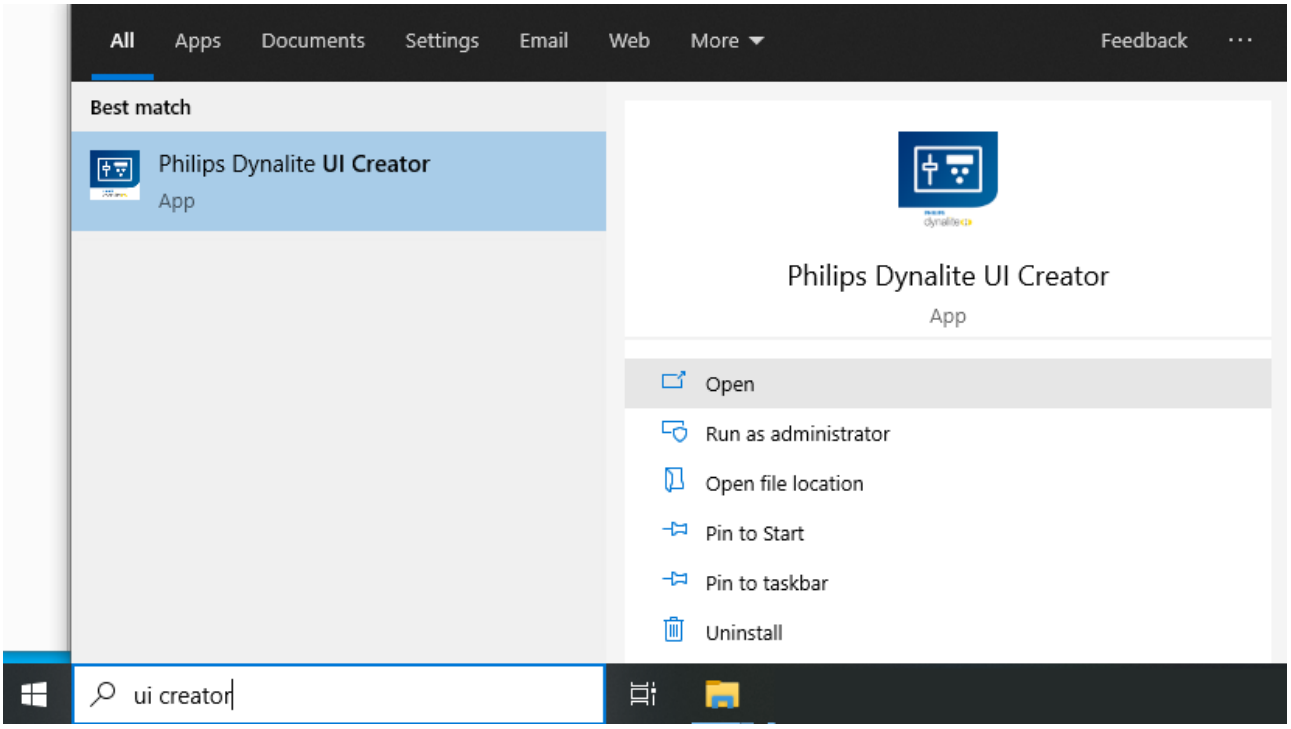
Chapter 2. Installation

1. Once downloaded, simply run the executable installer file.
2. Follow the prompts to complete the installation, then click Finish.



3. You can now open the Philips Dynalite UI Creator from the desktop shortcut or the Windows Start menu.

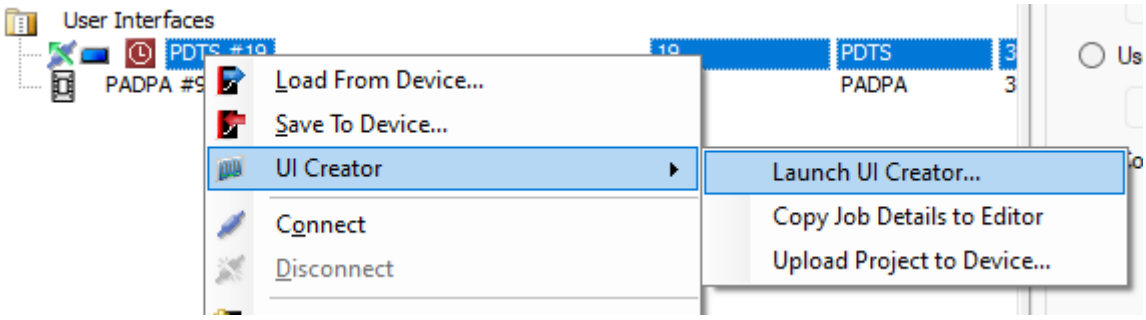


2.1. Launching from System Builder

To launch UI Creator from your System Builder job:

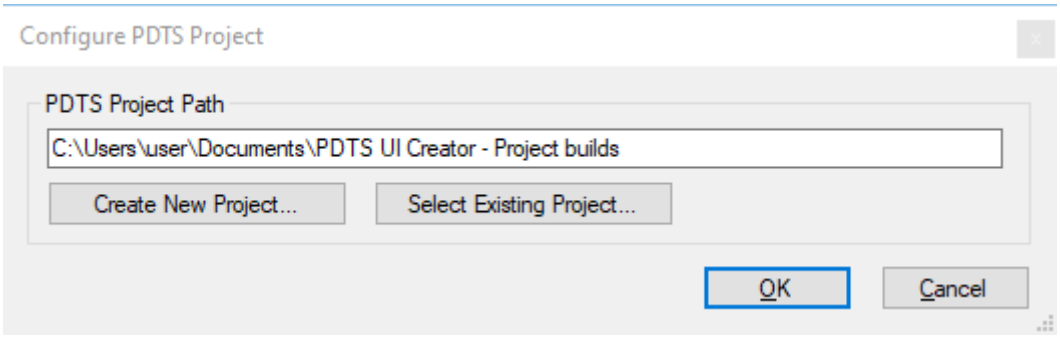
Ensure that there are no instances of UI Creator already running before launching from SB.

1. Right-click the PDTS and select **UI Creator > Launch UI Creator…**



2. The first time you launch UI Creator for an individual PDTS, follow the prompts to create or select a file path for your project and click OK.

You can use the same project path for multiple devices if they are sharing an identical UI.

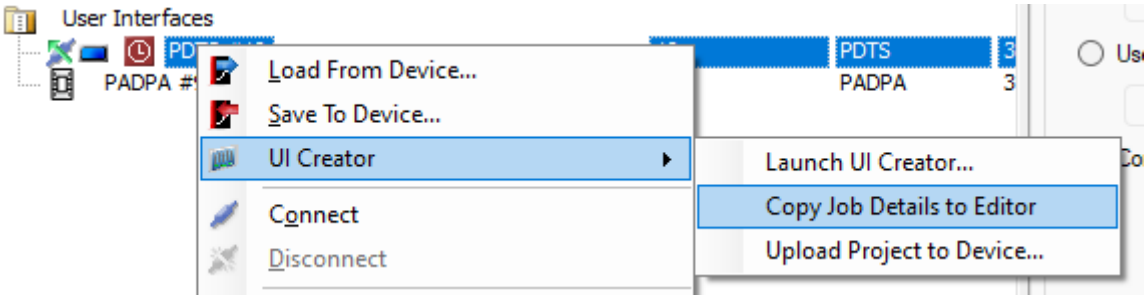


UI Creator will launch with a new project containing the job's existing areas, presets, and tasks.

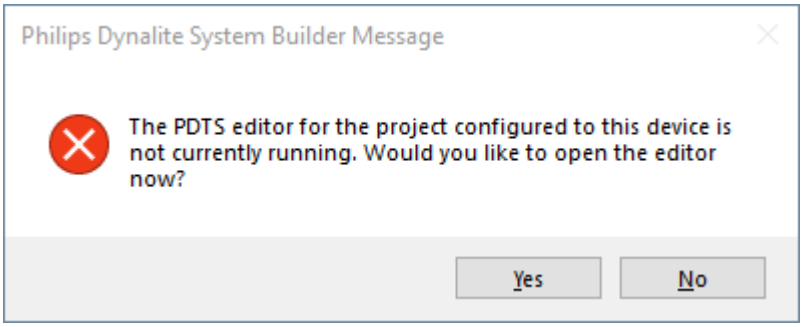
2.1.1. Copying Job Details to UI Creator

UI Creator must know your job's current areas, presets, and tasks to create a functional UI.

1. Right-click the PDTS and select **PDTS Editor > Copy Job Details to Editor**.



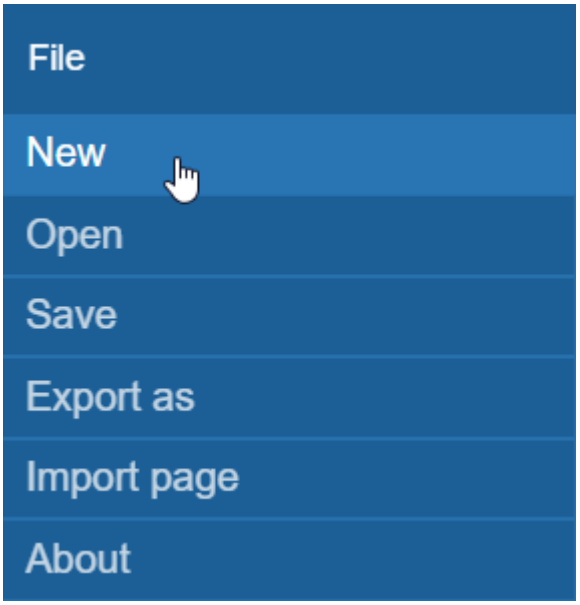
2. If prompted, check that no other instances are running then click Yes to launch UI Creator.


Philips Dynalite System Builder Message
The PDTS editor for the project configured to this device is not currently running. Would you like to open the editor now?
Yes
No

Chapter 3. Creating/Opening a Project

Create a new project:

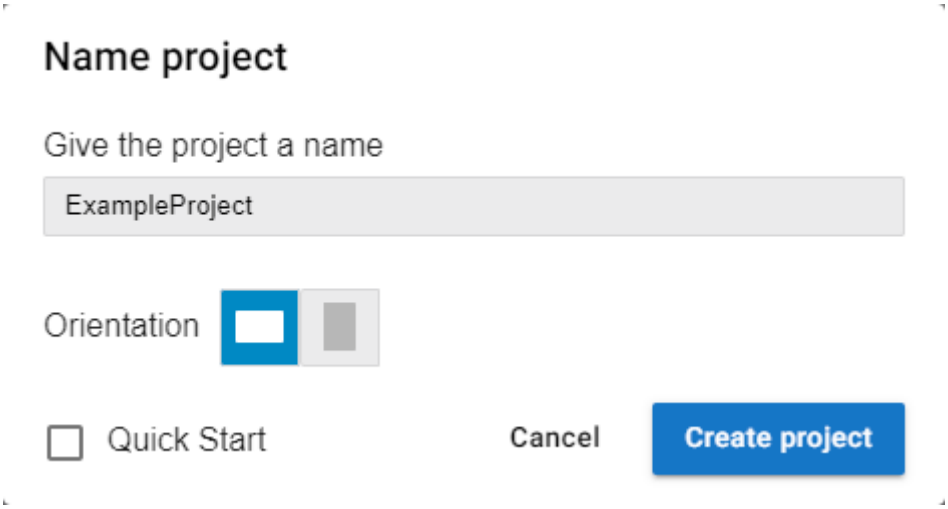
1. Click **File > New**.



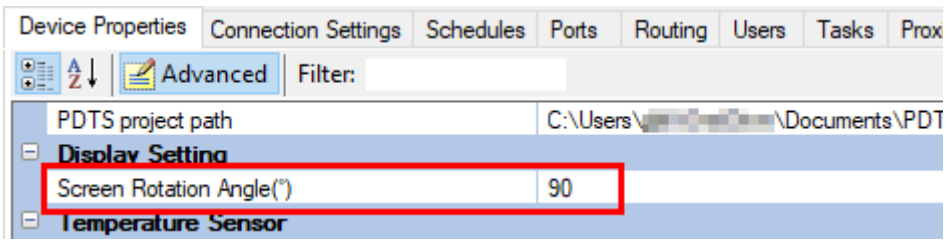
2. Name your project and select the **Orientation** (*landscape* or *portrait*).

   If **Quick Start** is selected, the Quick Start Wizard will guide you through the process of building a UI from your project's System Builder XML file, or from a dummy file that can be modified later - see [open_project:::_quick_start] for more information.

   Click **Create project** to continue



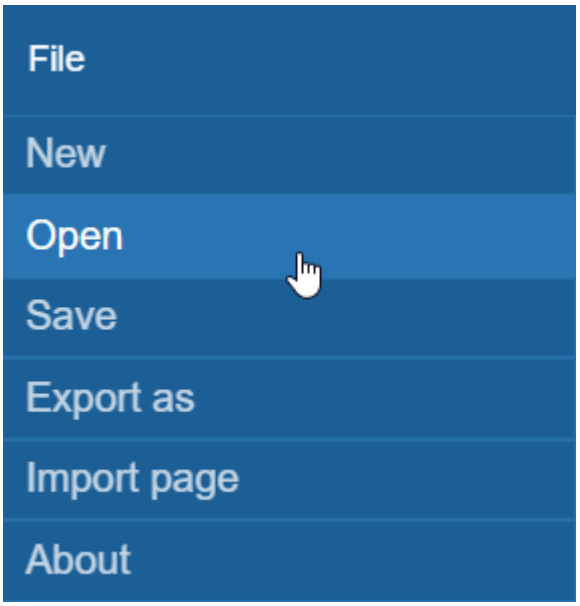
If using portrait (vertical) orientation, ensure that the PDTS **Device Properties > Screen Rotation Angle (°)** in System Builder is set to *90*.



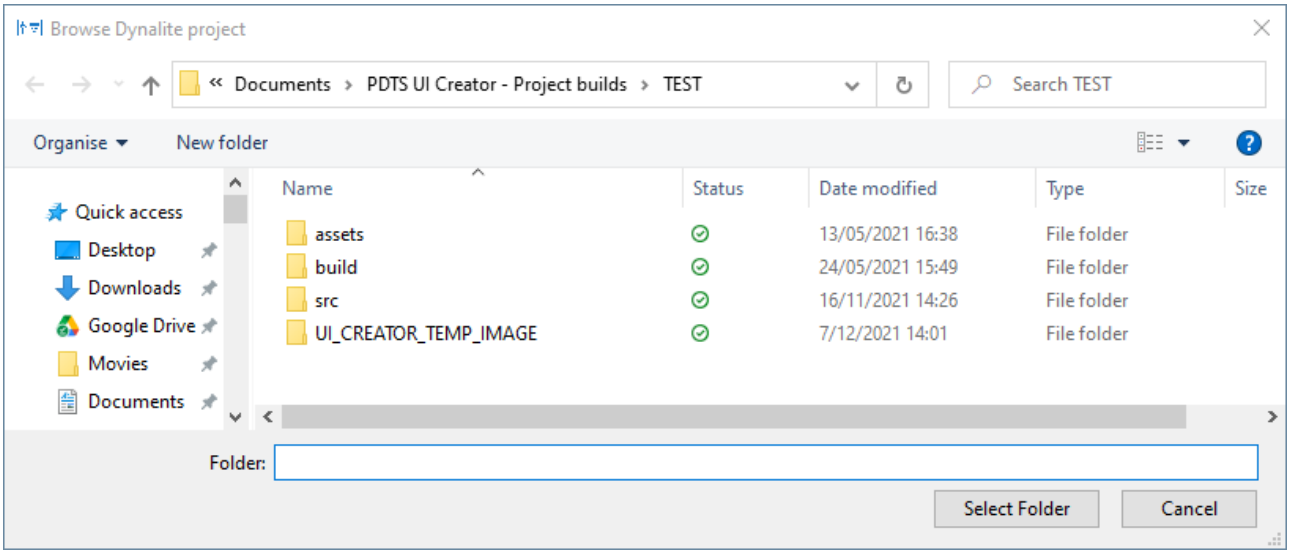
Open an existing project:

Build folders must be saved to `Documents > PDTS UI Creator - Project builds`.

1. Click **File > Open**.



2. Navigate to the project folder and click Select Folder.



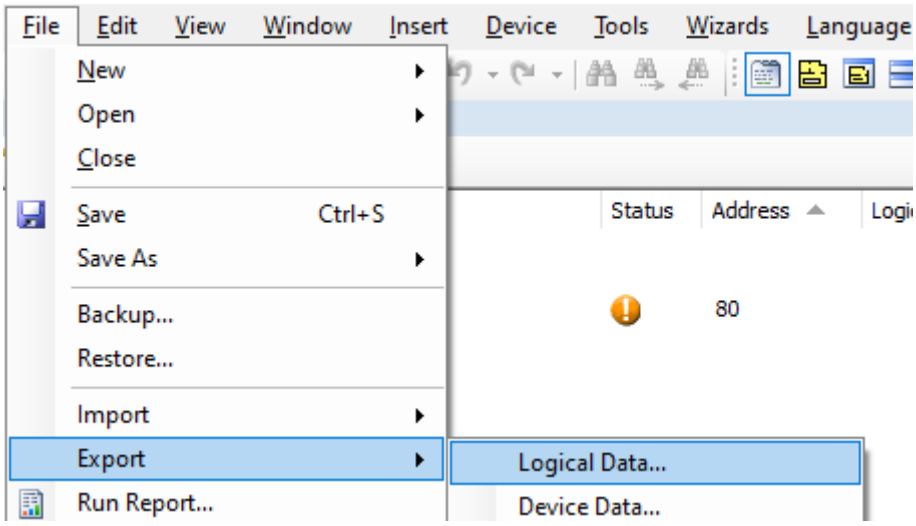
3.1. Quick Start Wizard

This wizard guides you through the process of building a UI based on logical and device data XML files from System Builder.

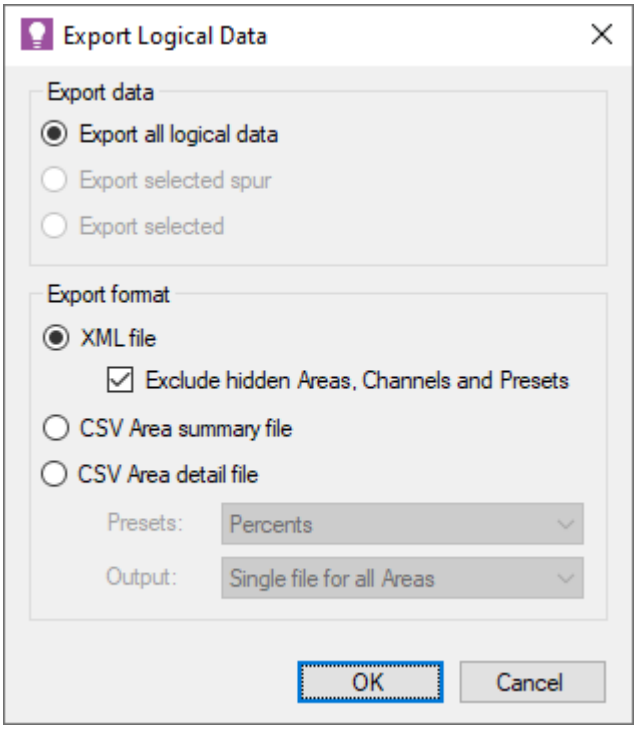
These files are automatically exported to your UI project folder when you /GIT/ui-creator/build/ui-creator/latest/index.html/ui-creator/2.11/installation.html#_copying_job_details_to_the_ui_creator[copy the job details from System Builder], or you can export them manually:

Export XML data From System Builder:

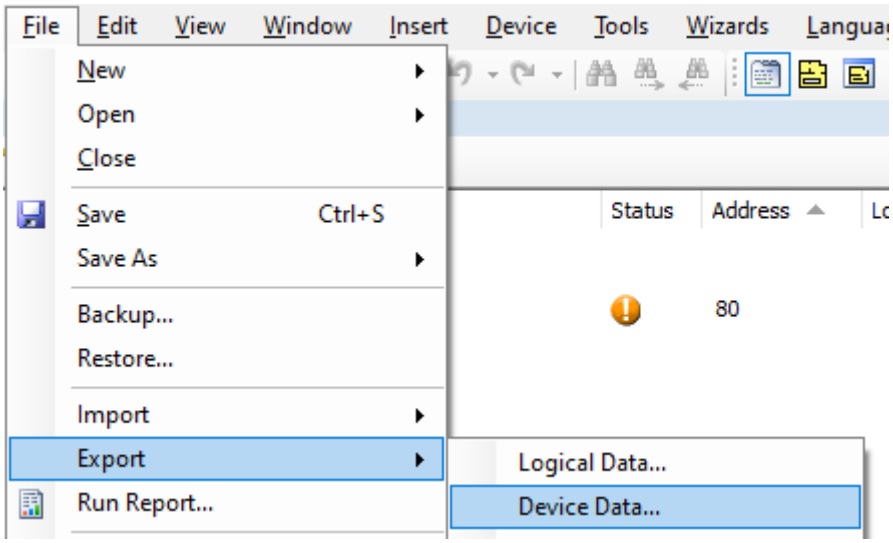
1. Open the job in System Builder and click **File > Export > Logical Data…**



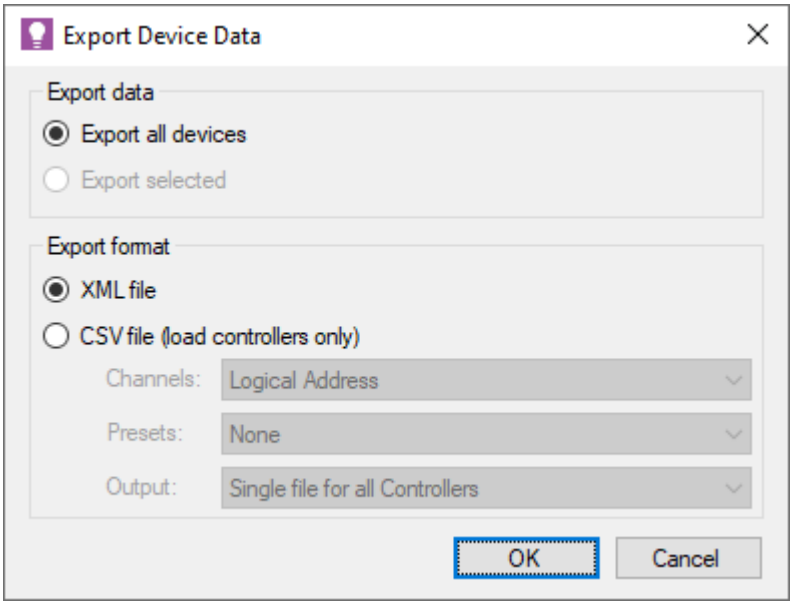
2. Ensure that **Export all logical data**, **XML file**, and **Exclude hidden…** are selected, then click OK and follow the prompts to save the file.



3. Click **File > Export > Device Data…**



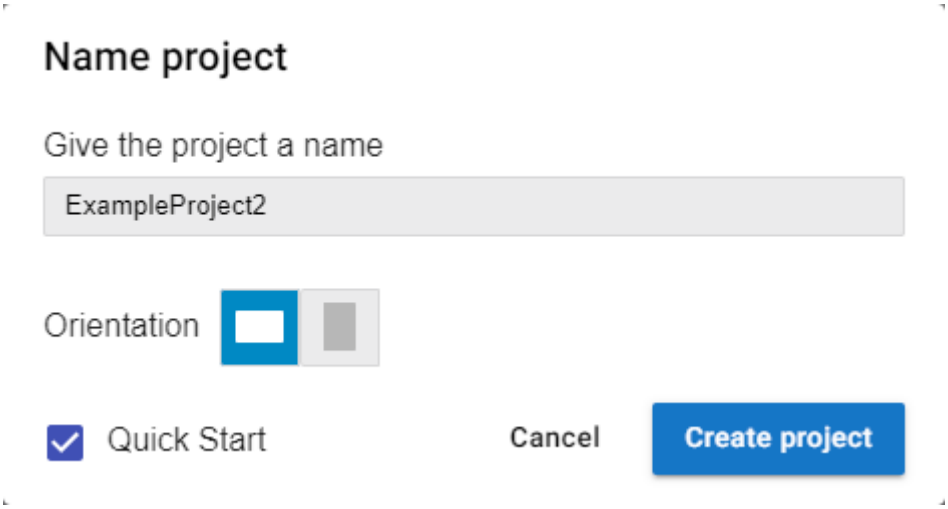
4. Ensure that **Export all devices** and **XML file** are selected, then click OK and follow the prompts to save the file.



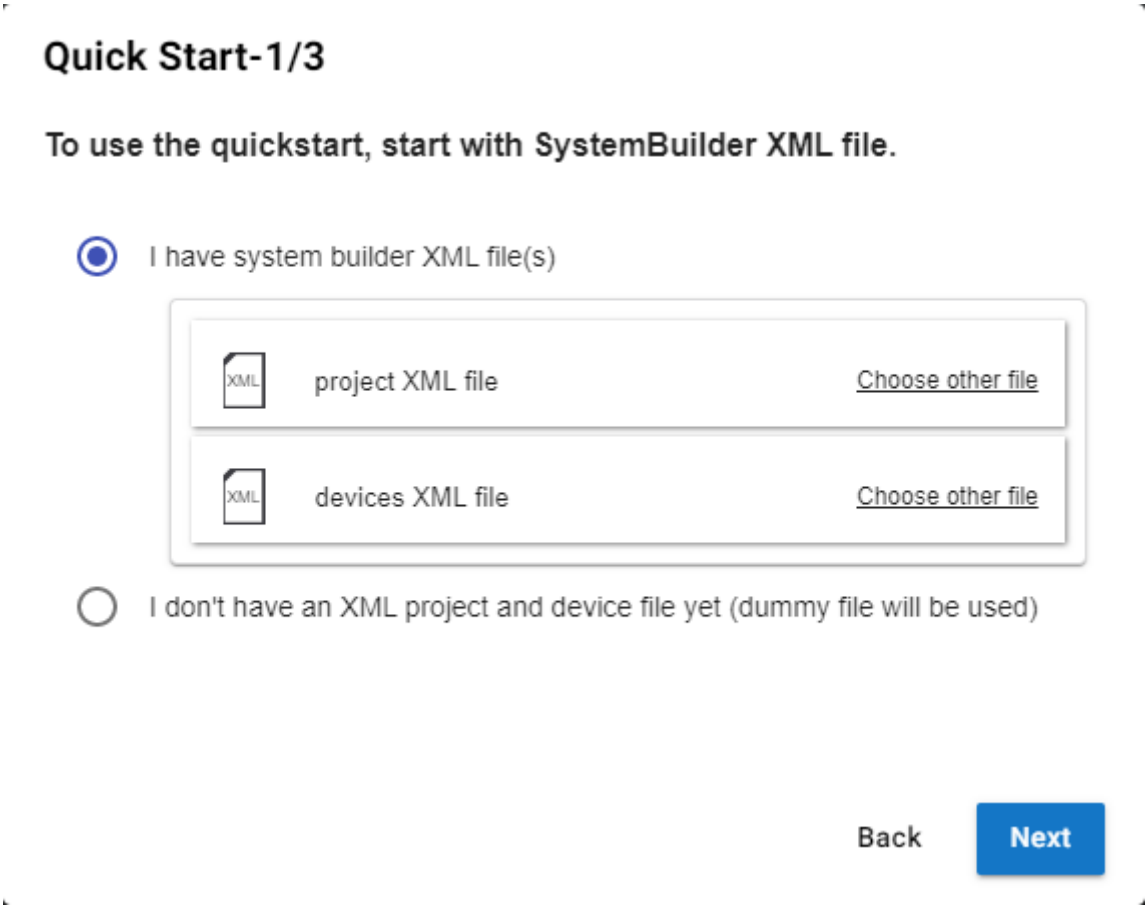
You are now ready to proceed in UI Creator.

3.1.1. Build Your UI With the Quick Start Wizard:

1. When creating a new project in UI Creator, select **Quick Start** and click **Create Project**.

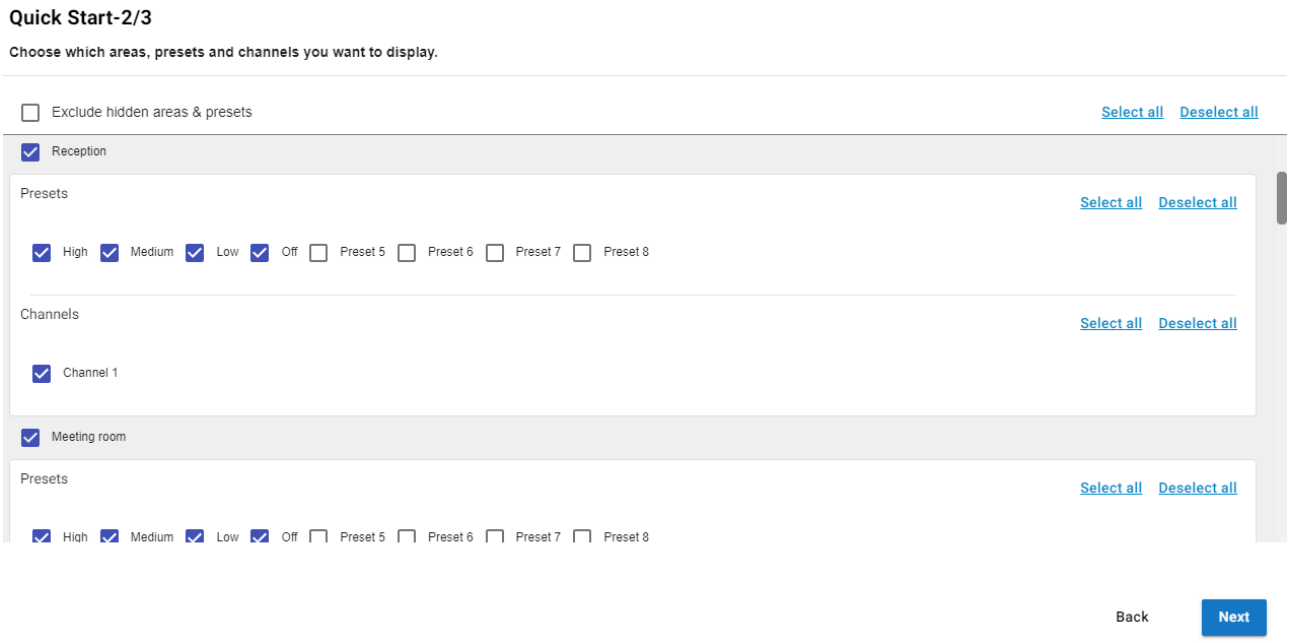


2. Choose your XML files (or select **I don't have an XML project and device file yet** to proceed with a dummy file) and click **Next**.



The dummy file provides up to 29 configurable areas (#2-30) with 8 channels and 8 presets per area.

3. Select the **Areas**, **Channels**, and **Presets** to include in the UI, then click **Next**.



4. Select the default **Philips** style, or create your own **Custom** style with:
   - **Colors** - **Color 1-3** (UI components), **Background body**, and **Default text**
   - **Font**
   - **Border radius** - Adds rounded corners to all UI component borders. See /GIT/ui-

creator/build/ui-creator/latest/index.html/ui-creator/2.11/ui_components.html#_border_radius[UI Components > Border Radius] for more information.

- **Background image** - Adds a background image to every UI page. For best results, use a 1280 x 800px graphic to match the PDTS native resolution.
- **Logo** - Adds a logo image to the bottom right corner of every UI page except Home and Stand-by.

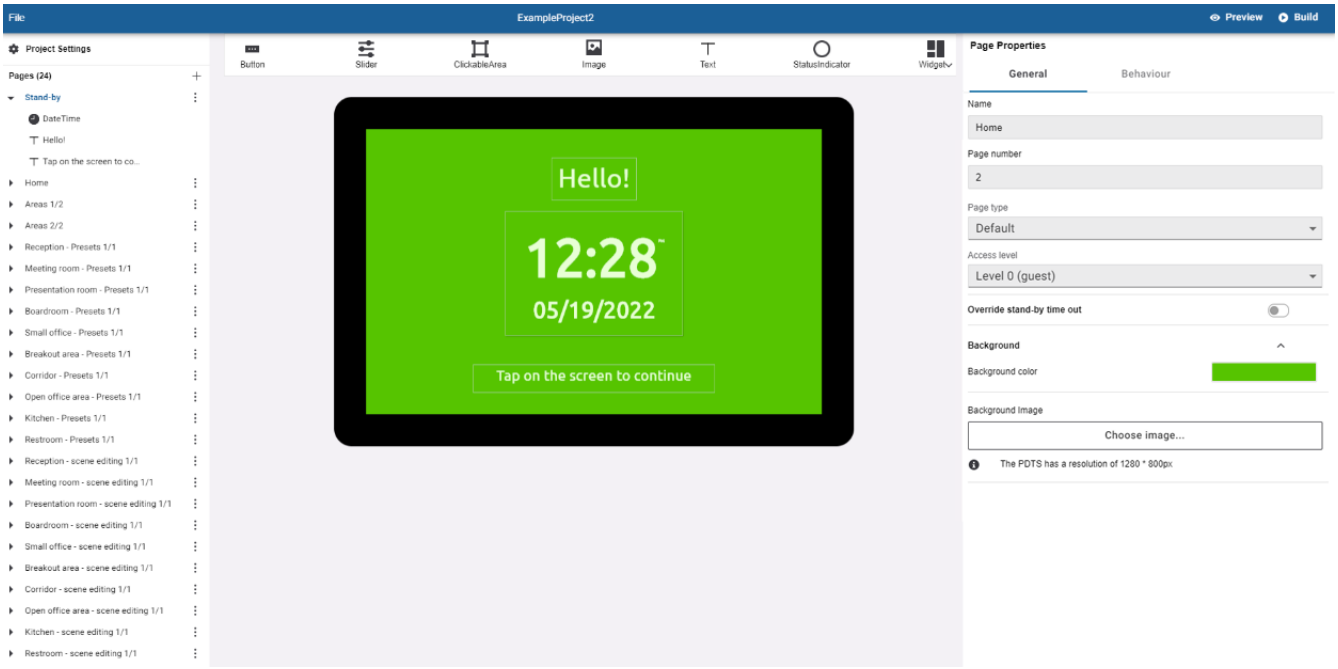
You can see a live preview of your changes in the example thumbnails on the right.

Take care to ensure that you are satisfied with your changes before proceeding.

You can edit individual pages and components after completion, but for project-wide changes it may be quicker to create a new project and repeat the quick start process from scratch.

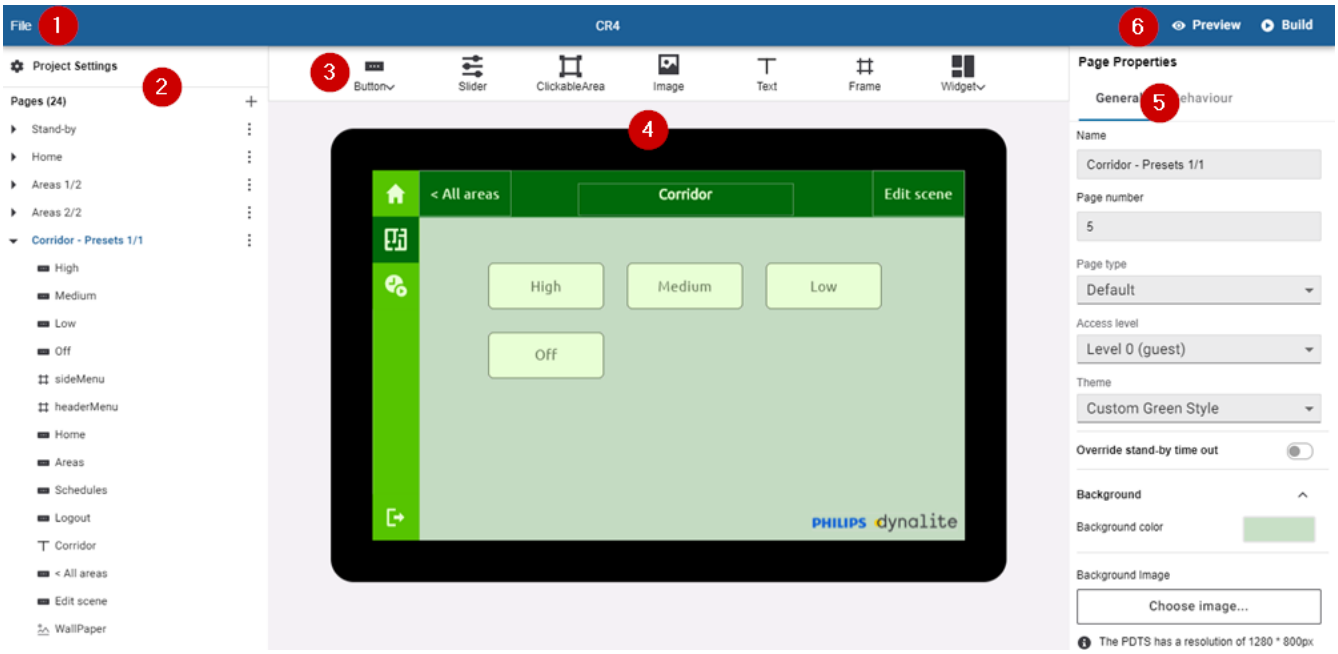
When you are finished, click **Complete** to exit the wizard.

You can now preview or build your project for upload, or make further modifications to individual pages and components.


File
ExampleProject2
Preview
Build
Project Settings
Pages (24)
Stand-by
DateTime
Hello!
Tap on the screen to co...
Home
Areas 1/2
Areas 2/2
Reception - Presets 1/1
Meeting room - Presets 1/1
Presentation room - Presets 1/1
Boardroom - Presets 1/1
Small office - Presets 1/1
Breakout area - Presets 1/1
Corridor - Presets 1/1
Open office area - Presets 1/1
Kitchen - Presets 1/1
Restroom - Presets 1/1
Reception - scene editing 1/1
Meeting room - scene editing 1/1
Presentation room - scene editing 1/1
Boardroom - scene editing 1/1
Small office - scene editing 1/1
Breakout area - scene editing 1/1
Corridor - scene editing 1/1
Open office area - scene editing 1/1
Kitchen - scene editing 1/1
Restroom - scene editing 1/1
Button
Slider
ClickableArea
Image
Text
StatusIndicator
Widget
Hello!
12:28
05/19/2022
Tap on the screen to continue
Page Properties
General
Behaviour
Name
Home
Page number
2
Page type
Default
Access level
Level 0 (guest)
Override stand-by time out
Background
Background color
Background Image
Choose image...
The PDTS has a resolution of 1280 * 800px

Chapter 4. The UI Creator Interface

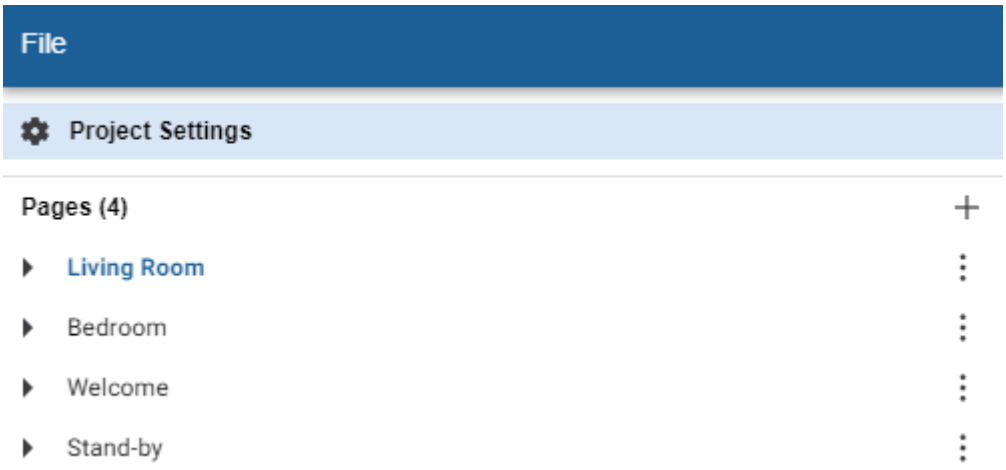
Build and modify the pages of your UI project using the features below:



1. **File Menu:** Create, open, or save your project.
2. **Project/Pages:** Access project settings and add/remove/modify pages.
3. **Components:** Click on a component icon to add it to the current page.
4. **Canvas:** Select, drag, and resize components.
5. **Properties:** Adjust properties for the current page or selected component.
6. **Preview/Build Project:** Preview or build your project for export via System Builder. These will automatically save your progress.

Chapter 5. Project Settings

Configure your project via the **Project Settings** link above the **Pages** list.



The project settings are displayed in the **Properties** panel on the right. These settings are global and affect all pages and components in the project.

5.1. General

- **Landing** - The first page to load when the PDTS wakes up or exits stand-by mode (if enabled).
- **Theme** - This theme is applied to all pages in the project.

> Set the project theme first before selecting any themes for individual pages. Changing this setting will overwrite any previous page theme selections.

- **Enable Stand-by** - Logs out the current user and returns to the selected page after the **start after** timeout (*1-300* seconds) has elapsed.

> This feature must be enabled here before it can be customised/disabled for individual pages.

- **Temperature settings**
  - **Unit** - *Celsius* or *Fahrenheit*
  - **Granularity** - The number of decimal places shown
  - **Step size** - Adjusts the temperature setpoint by *1 degree* or *0.5 degree* increments
  - **Min./Max. Temperature** - Sets the lowest and highest allowed temperature setpoints
- **Date & time settings**
  - **Use 24h. clock**
  - **Date style** - *US* (MM/DD/YYYY) or *European* (DD/MM/YYYY)
- **Component settings**
  - **Border radius** - Sets the default radius for rounded corners on all UI components. See UI Components > Border Radius

> This setting only affects new UI components added to the project. Existing

components keep their current radius, and each component can be adjusted individually at any time.

- **User key value settings** - Creates **Key/Value** pairs that can be referenced by text components, simplifying configuration for mass deployments.

  Example:
  Your hotel has guestroom touchscreens that display the room and floor number on every UI page header.

  Adding *RoomNumber* and *FloorNumber* keys to the base template UI project enables you to copy the project for each device and then adjust these values once per copy, instead of requiring separate edits for every single page.

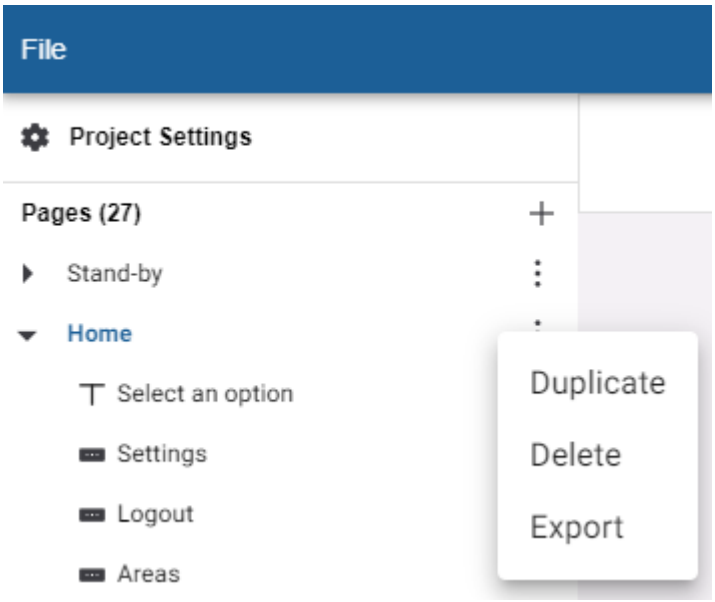
5.2. Layout

- **Enable grid for all areas** - If enabled, components snap to grid lines for easy alignment.
- **Grid block size** - Adjusts the spacing (default: *10px*) between grid lines.

Chapter 6. Pages

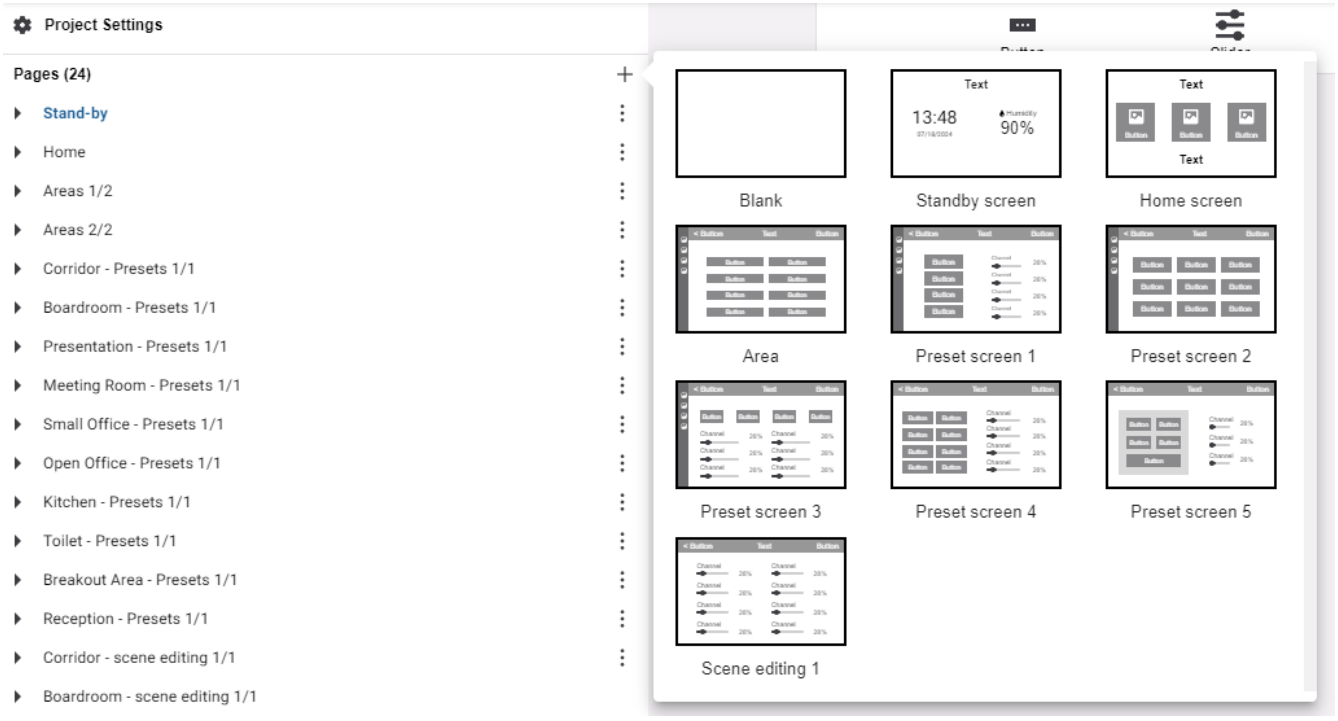
6.1. Managing Pages

The left-hand **Pages** column lists all existing pages with a total page count in brackets next to the header.



To create a new page, click the **+** symbol in the top right of the column and select one of the following templates. Each template includes a preconfigured arrangement of placeholder UI components to configure, modify, or add/remove as required:

- **Blank**
- **Standby screen**
- **Home screen**
- **Area**
- **Preset screen 1-5**
- **Scene editing**



Click the ⍰ symbol next to a page to **Duplicate**, **Delete**, or **Export** it to another UI project.

6.1.1. Importing Pages

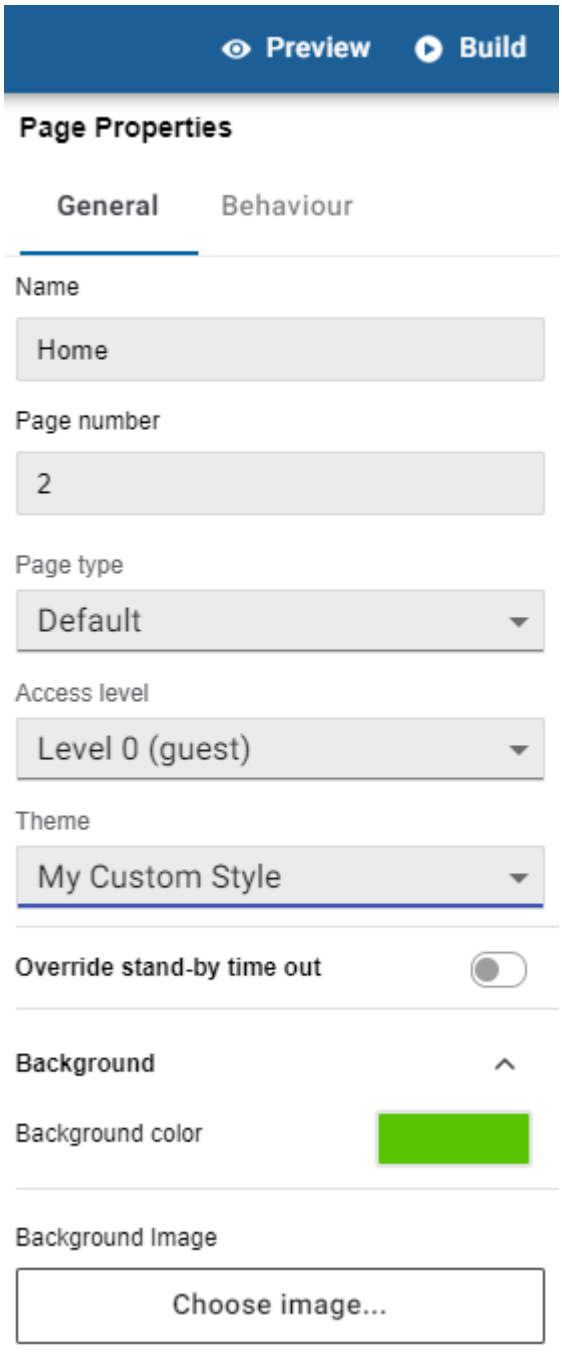
To add an exported page to your project:

1. Click **File > Import page**.
2. Select the .zip file and click Open.

6.2. Page Properties

When you select a page from the list, the **Page Properties** column is displayed on the right.

6.2.1. General



Give each page a short, descriptive title to help navigate and organize your UI.

This identifier is used by other devices in the system to remotely load a specific page on the PDTS - see /GIT/ui-creator/build/ui-creator/latest/index.html/ui-creator/2.11/dynet_page_flip.html[DyNet Page Flip Command].

Setting this to *Area Control* streamlines the setup process for area-specific pages by defaulting all component behaviours to the selected area. Use this option after duplicating an existing page from another area to instantly reconfigure all its components with a single change.

For navigation or multi-area pages, leave this set to *Default*.

This restricts unauthorized users from viewing the page (See Access Level Security).

Enables a unique time-out period (*1-300 seconds*) for the page as required for additional security or convenience.

Overrides the default project theme for the selected page.

Set a **Background color** or **Background image** for the page if required.

Size your background image to 1280 x 800px (W x H) to avoid distortion or resizing artifacts.

6.2.2. Behaviour

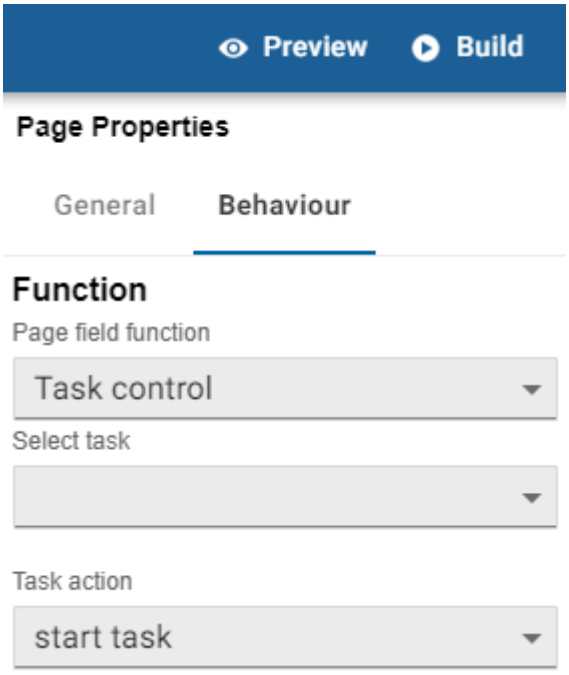
Function

A single **Page field function** can be triggered by tapping anywhere on the page background:

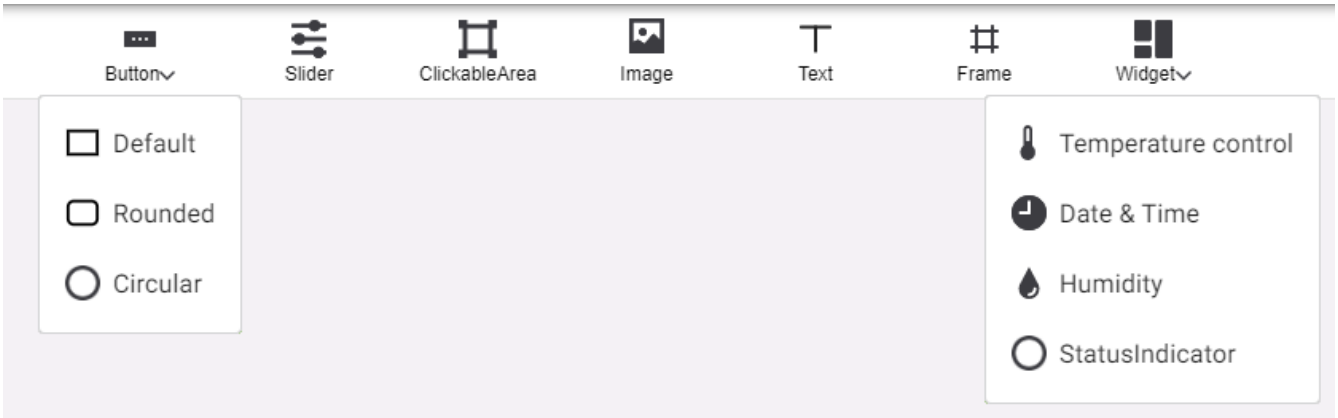
- **Activate preset** - Triggers a lighting preset scene.

  Once selected and configured, the **Activate preset** function is not affected by changes to default area for *Area Control* pages. Make sure to manually update the **Area** property if required.

- **Task Control** - Start the selected task.



Chapter 7. UI Components



Click any component or widget on the top bar to add it to the page, then drag and arrange them as desired.

Select a component to view its **Properties** on the right:

- **Properties > Appearance** includes size, appearance, and formatting options.
- In **Properties > Behaviour**, click the **+** and **-** symbols to add and remove functions for interactive components.

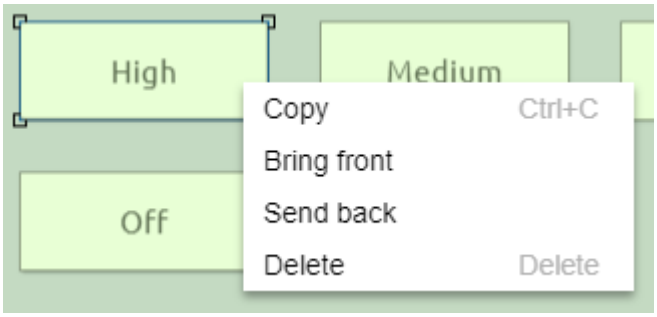
7.1. Component Types

- Button
  - Default
  - Rounded
  - Circular
- Slider
- ClickableArea
- Image
- Text
- Frame
- Widgets
  - Temperature control
  - Date & Time
  - Humidity
  - StatusIndicator

7.2. Copying and Pasting Components

Right-click a component to **Copy**, **Bring front/Send back** (display over/under other overlapping components), or **Delete**.

After a component is copied, right-click anywhere on the page (or another page) and select **Paste** to add a duplicate.



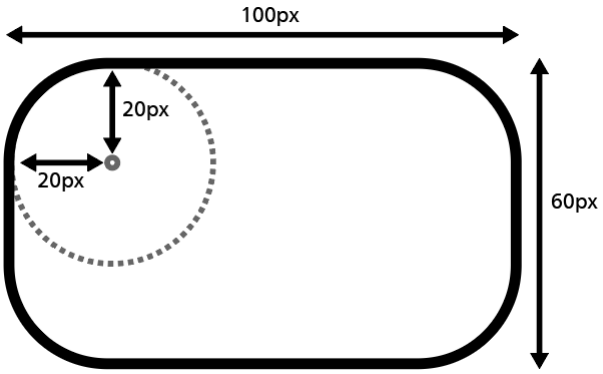
You can also select a component and use keyboard shortcuts:

`Ctrl`+`C` / `Ctrl`+`V` to copy/paste

`Del` / `Delete` to remove

7.3. Border Radius

The **Border radius** property rounds each corner of a UI component, drawing a quarter-circle with a radius of X pixels from the adjacent sides.



The maximum radius is half the shortest side of the component, resulting in a semicircle; larger values do not have any further effect.

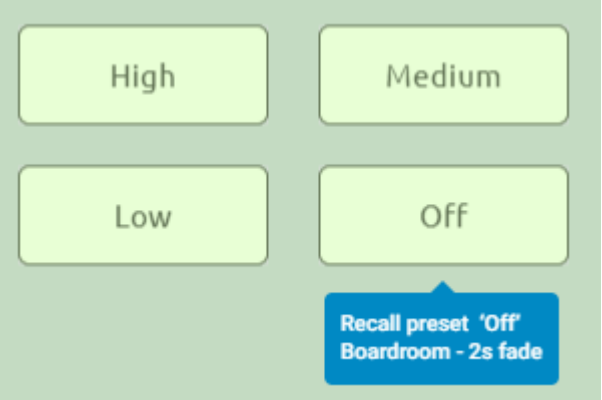
Examples

H x W (px)	50 x 100	50 x 100	50 x 100	50 x 50
Radius (px)	0	10	25	25
Result				

7.4. Button

Buttons are the primary component of any UI, and can perform a variety of functions.

To get started, click **Button** in the top bar and select one of the following:



- **Default** - 250 x 100px (W x H) with the default border radius defined in the project settings.
- **Rounded** - 250 x 100px (W x H) with a 20px border radius.
- **Circular** - 150 x 150px with a 75px border radius.

After creating a button, you can adjust its appearance using the controls in the **Properties > General** pane on the right.
To make additional buttons with the same appearance, simply copy and paste.

7.4.1. Behaviour

The **Properties > Behaviour** pane on the right contains the **Button ID** and the following **Press/Release Functions**:

- **Activate preset** - Triggers a lighting **Preset** scene in the selected **Area**.
- **Stop Fade** - Pauses the current fade between presets in the selected **Area**.
- **Send Channel Level** - Sends the selected channel level command to a single lighting **Channel** in the selected **Area**.
- **Temperature Control** - *Increment* (raise) or *decrement* (lower) the temperature setpoint in the selected **Area**.
  The step size is defined in Project Settings > General > Temperature settings
- **Save Channel To Preset** - Saves the current channel level(s) in the selected **Area** to a specific **Preset**.
- **Save To Current Preset** - Saves the current channel level(s) in the selected **Area** to the currently active preset.
- **Go to page** - Opens the selected UI **Page**. This function uses the page name defined in Page Properties > General.
- **Navigate to Home** - Opens the Home page.
- **Previous Page / Next Page** - Opens the previous/next page in the **Pages** list on the left.

Previous/Next Page follows the displayed order of the **Pages** list on the left. To adjust the navigation order, drag each page up or down to the required position.

This is *not* related to the page number, which acts as a target ID for the **Go to page** function and DyNet Page Flip command.

- **Clean Screen** - Locks the screen for 30 seconds to avoid accidental input while cleaning.
- **Task Control** - *Start*, *stop*, *pause*, or *resume* the selected **Task**.
- **Send DyNet message** - Transmit a predefined DyNet **Packet** to the DyNet network.

- **One Touch** - Toggles between the selected **On**/**Off preset** scenes.
  - **Enable Ramping** - If ticked, holding the button ramps the light level towards the target preset until released.
  - **Enable Program** - If ticked, releasing the button while ramping saves the current light level as the new **On** preset.
- **Log out** - Logs the current user out and returns to the **Landing** page defined in Project Settings > General.
- **Open schedule** - Navigates to the Schedules page.
- **Open settings menu** - Opens the Settings page.

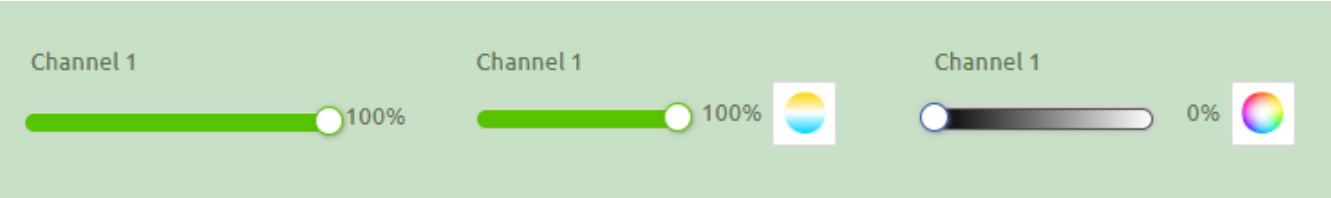
Each button can perform up to two **Press Functions** and/or two **Release Functions** in sequence. For example, you can pair **Activate preset** or **Task Control** with **Go to page** to initiate the command and immediately load a new page with specific buttons or indicators related to that preset/task.

You can also use functionless buttons as a static design element to display text with a custom background and border color.

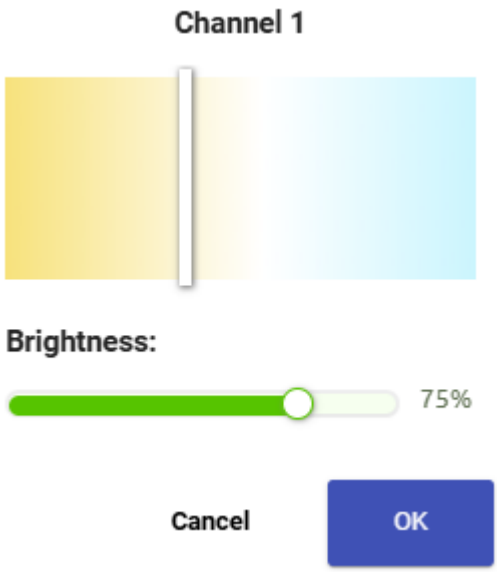
7.5. Slider

The slider displays and controls an individual channel level in the specified area. There are three **Slider Type** selections available in the **Behaviour** pane on the right:

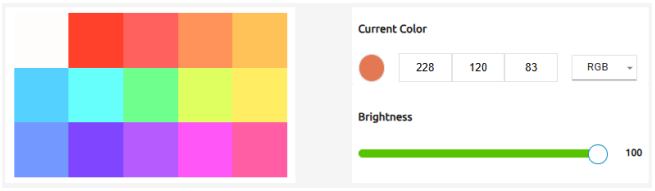
- **Normal** - controls channel level only.
- **Tunable White** - includes a button to open a colour temperature slider for tunable white lamps.
- **RGB** - includes a button to open a colour selection dialog for RGB lamps, with 15 preconfigured colours and an RGB/hex value input.



Slider Types: Normal, Tunable White, RGB



Tunable White Popup



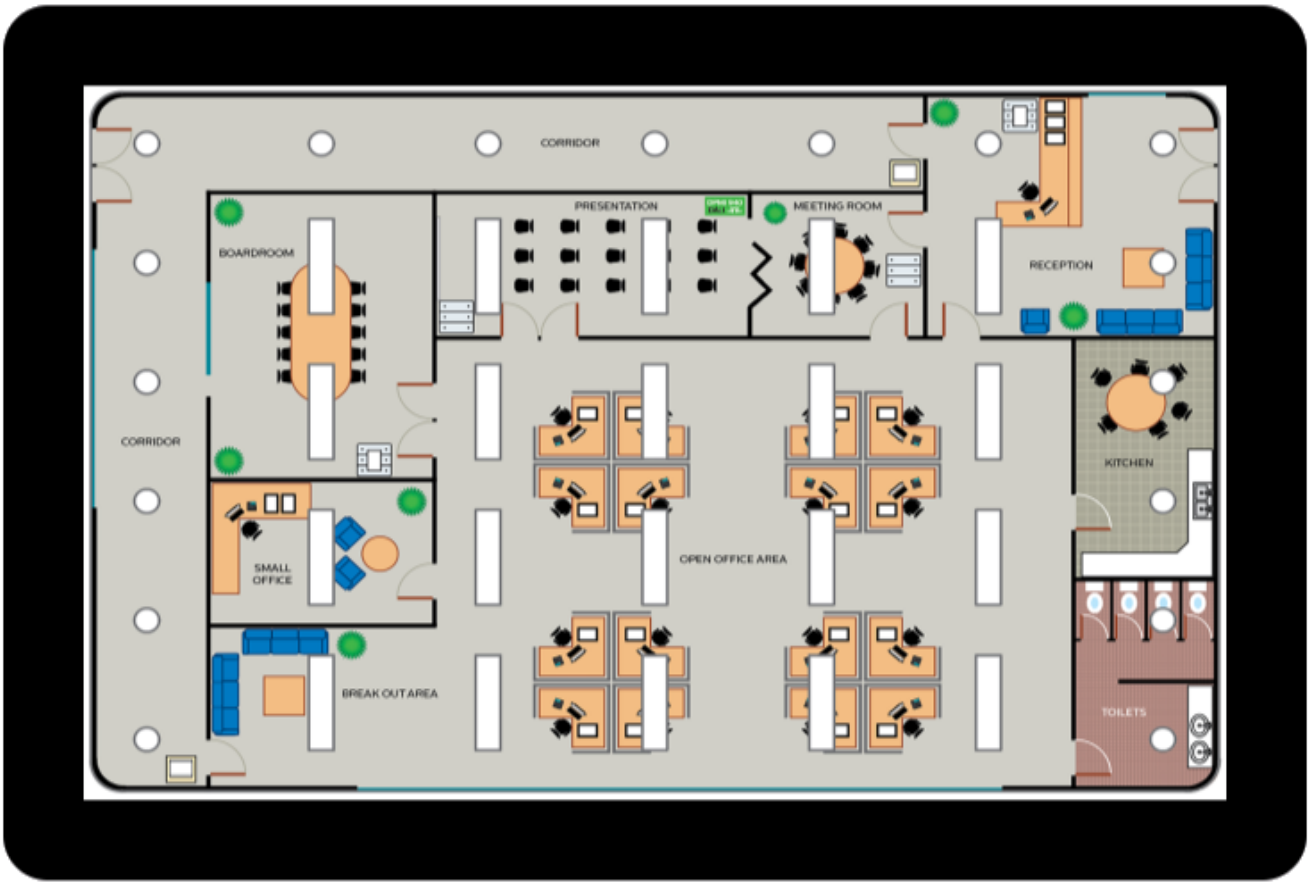
RGB Popup

7.6. ClickableArea

This is an invisible button that you can position over a custom page background or image.

By layering these over your own button/background graphics, you can completely customise your UI to any aesthetic.

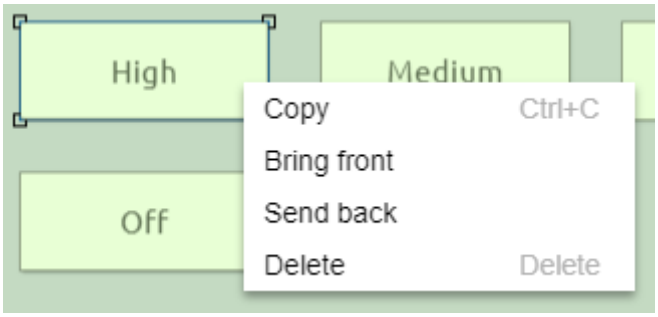
For example, positioning ClickableAreas over a floorplan background image provides intuitive navigation to each room's control page, or simple one-touch toggle control of individual lamps.



7.7. Image

This component inserts a static JPEG or PNG graphic for branding, decoration, or as a custom control when placed under a ClickableArea.

- To place one component over or under another, right-click the component and select **Bring front** or **Send back** as needed.



- To avoid distortion or resizing artifacts, size your images to their exact final dimensions before adding them to your project.
- To set an image as the page background, use the Page Properties > Background setting.

7.8. Text

This component inserts a configurable text element.

The following display options are available in **Properties > Behaviour > Text field function**:

- **Static** - Contents of the **Properties > Appearance > Text label** field.
- **Area name** - Name of the selected area.
- **Channel name** - Name of the selected channel.
- **Active preset** - Currently active preset scene in the selected area.
- **Channel level** - Current level of the selected lighting channel.
- **User defined text** - Displays the **Active text** if one of the selected presets is currently active. Otherwise, the **Inactive text** is shown.
- **Setpoint temperature** - Temperature setpoint for the selected area.
- **Current temperature** - Current actual temperature for the selected area.
- **User key value** - Displays the value of the selected Project Settings > Key/Value pair.
- **Logged in user** - Displays the username of the currently logged-in user, otherwise 'guest'.

Only the **Properties > Appearance > Text label** is shown in UI Creator, so ensure that dynamic text components are helpfully labelled.
You can view the dynamically generated text in Preview, or after uploading the UI to the PDTS.

7.9. Frame

This component is a simple coloured rectangle with a title bar, placed behind a group of components for easy visual identification of related controls or indicators.

To place one component over or under another, right-click the component and select **Bring front** or **Send back** as needed.

Clicking and dragging a frame will also move any fully surrounded components in front of it. Components behind the frame or only partially overlapping are not affected.

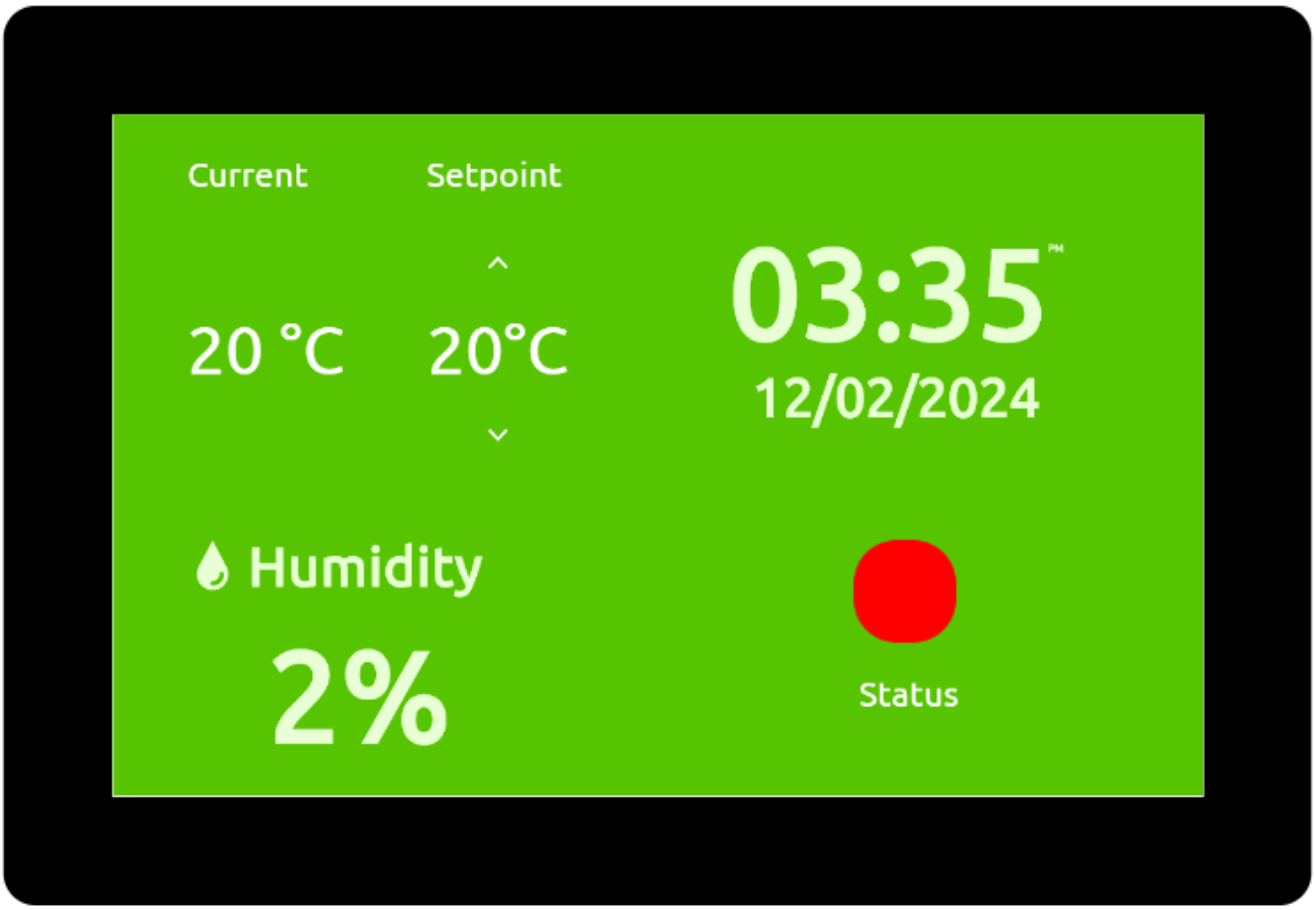
To reposition the frame only, either bring it to the front first or manually enter its new **Properties > Appearance > X/Y** coordinates.

7.10. Widgets

Click **Widgets** and select one of the following:

- **Temperature control** - Either or both for the selected area:
  - Current temperature
  - Temperature setpoint with ramp up/down controls
- **Date & Time** - Current date and/or time
- **Humidity** - Current relative humidity % detected by the onboard sensor (displays an arbitrary value in preview mode)

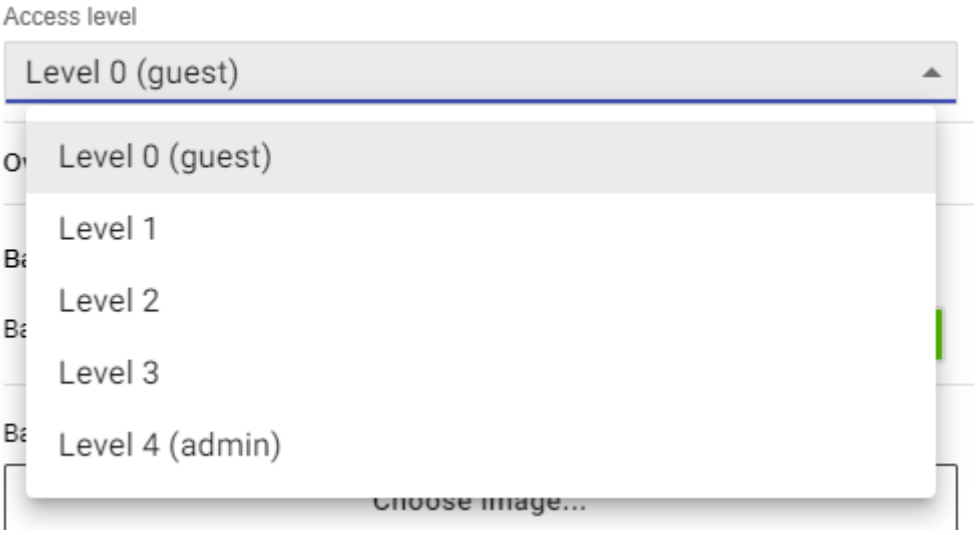
- **StatusIndicator** - Coloured shape that displays its **Active colour** if one of the selected presets is currently active, and **Inactive colour** otherwise.



Chapter 8. Access Level Security

The PDTS includes five access levels (0-4) to ensure that only authorized users can access appropriate control and settings pages.

Each page's access level is set to 0 by default. You can adjust this in the page properties:



Level 0 pages are accessible to all guests and users, while level 1-4 pages require a username and PIN to access. Logged-in users can view any page set to their access level or lower.

You can restrict all access to the PDTS by setting the Landing page access level to 1. Users must then log in to get past the Stand-by page, so there is no need to manually set the access level for subsequent pages unless otherwise required.

8.1. Default User Accounts

The PDTS includes two default accounts with preset PINs:

- **Normal (Level 2):** 1234
- **Admin (Level 4):** 6666

The PDTS supports up to 12 user accounts in total, including the defaults above. Admin users can create and manage additional users, which can be set to any access level.

User accounts are native to the PDTS, and are NOT linked to users created in System Builder.

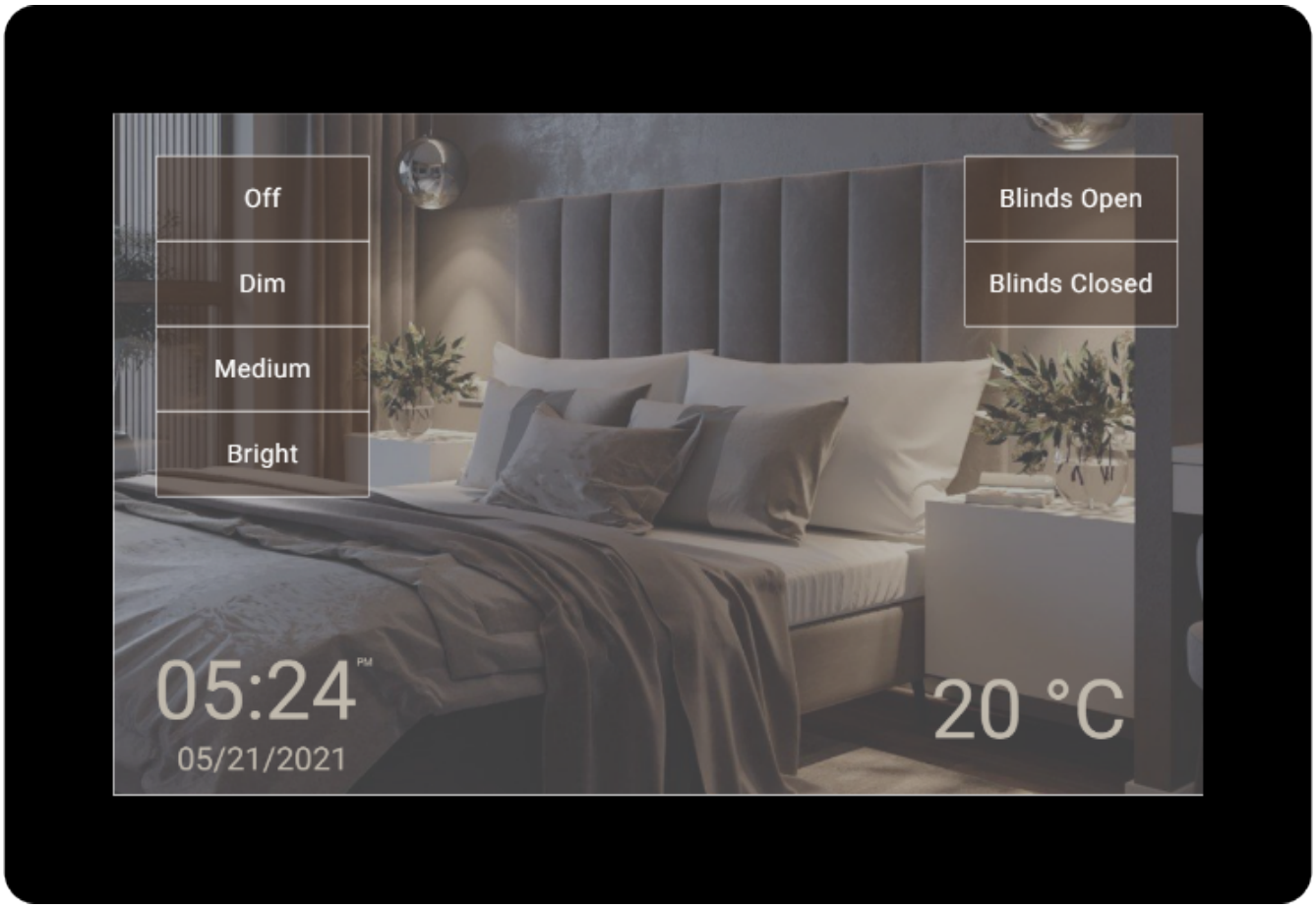
To delete all admin-created user accounts and reset the default Admin/Normal accounts to their original PIN codes, tick the **Delete existing web pages** checkbox when /GIT/ui-creator/build/ui-creator/latest/index.html/ui-creator/2.11/system_builder_upload.html#_upload_your_ui_to_the_pdts[uploading your UI to the PDTS in System Builder].

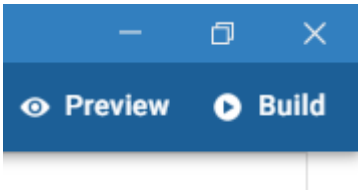
8.2. Settings Page Restrictions

The Settings page on the PDTS displays only the allowed options for the logged-in user.

	0	1	2	3	4
Clean screen (locks screen for 30s)	☑	☑	☑	☑	☑
Change User	☑	☑	☑	☑	☑
Log Out	☑	☑	☑	☑	☑
Change password		☑	☑	☑	☑
Users					☑
Screen settings					☑
Device sign-on					☑
Reboot screen					☑

Chapter 9. Preview and Build Your UI



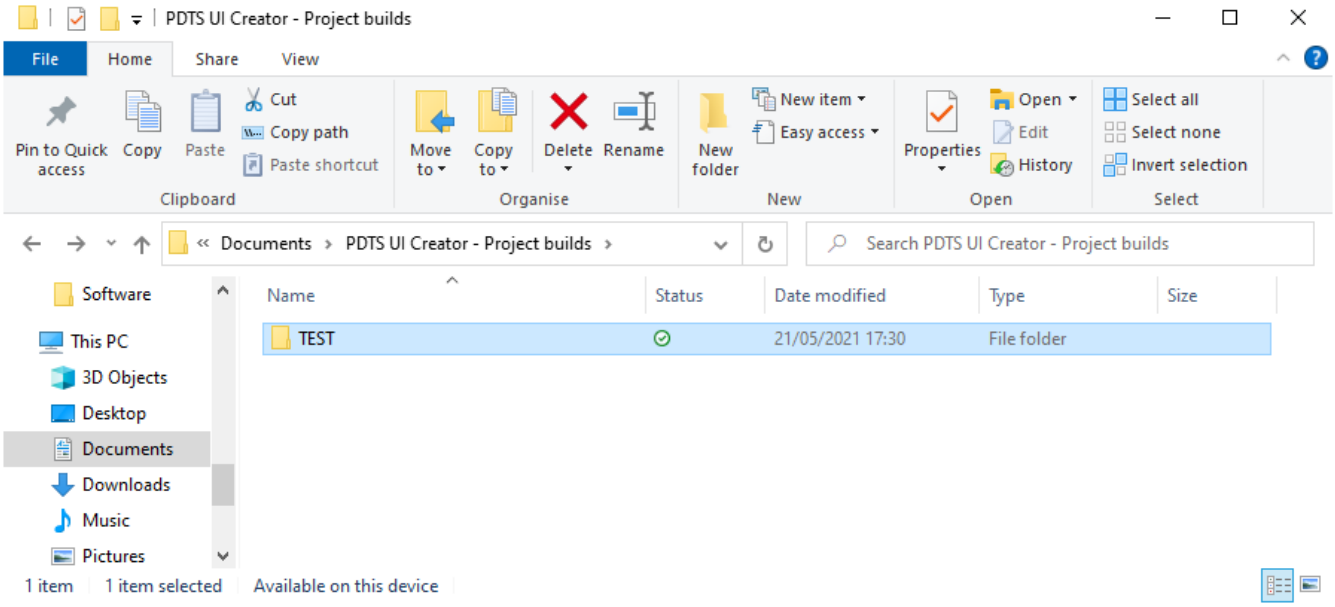


To preview your UI, click the **Preview** button in the top right corner. This automatically saves your progress.

Once you have previewed your project, close the preview window to return to UI Creator. Experiment with layouts and colors to find your ideal mix of functionality and aesthetic appeal.

When you are ready to load your project to the PDTS, click the **Build** button in the top right. It may take 1-2 minutes to create a build folder, which you can then /GIT/ui-creator/build/ui-creator/latest/index.html/ui-creator/2.11/system_builder_upload.html[upload to the PDTS via System Builder].

The build folder is saved to:
`This PC > Documents > PDTS UI Creator - Project builds\[PROJECT NAME]\build`

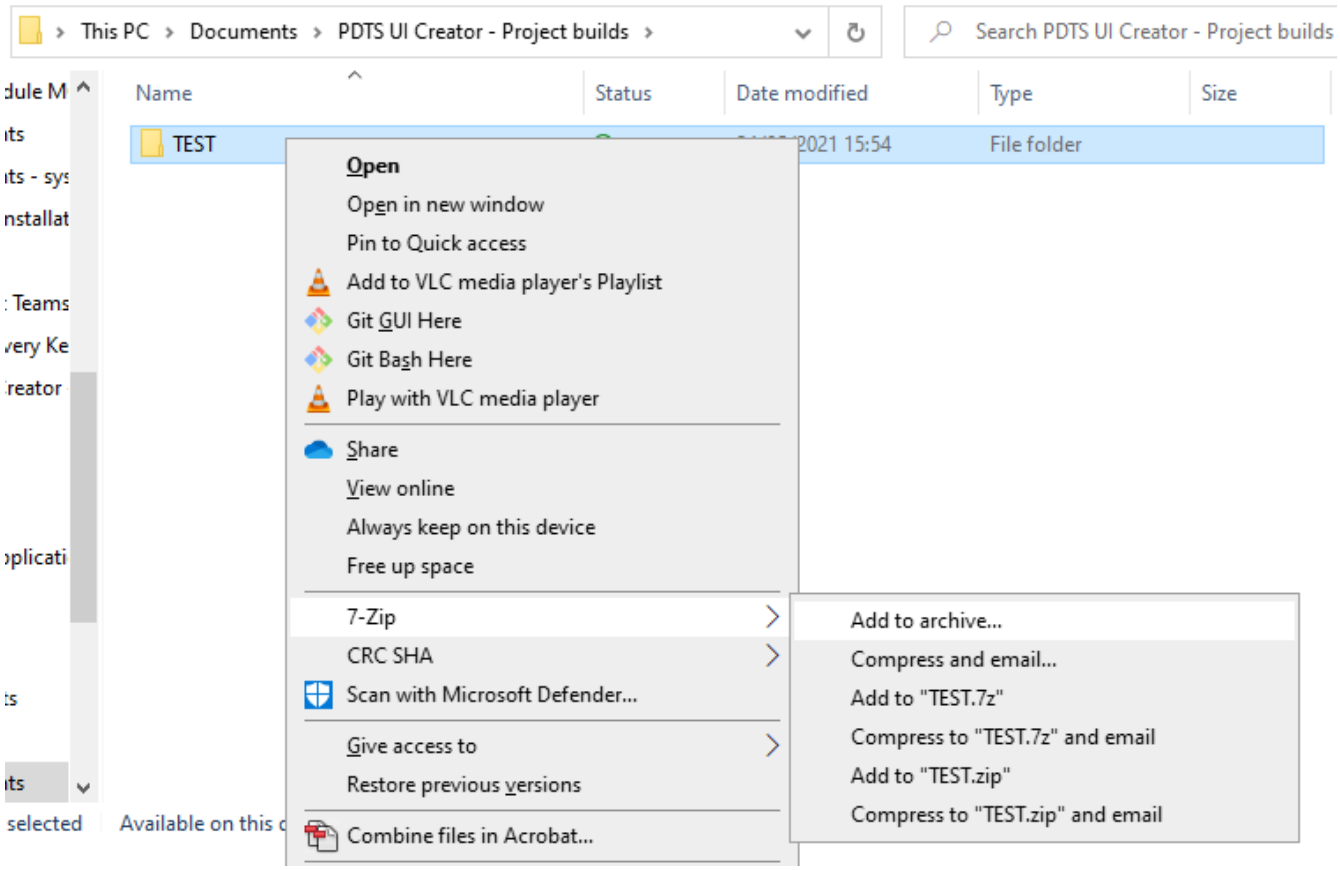

PDTS UI Creator - Project builds
File
Home
Share
View
Pin to Quick access
Copy
Paste
Cut
Copy path
Paste shortcut
Clipboard
Move to
Copy to
Delete
Rename
Organise
New folder
New item
Easy access
New
Properties
Open
Edit
History
Open
Select all
Select none
Invert selection
Select
Documents › PDTS UI Creator - Project builds ›
Search PDTS UI Creator - Project builds
Software
This PC
3D Objects
Desktop
Documents
Downloads
Music
Pictures
Name
Status
Date modified
Type
Size
TEST
21/05/2021 17:30
File folder
1 item
1 item selected
Available on this device

Chapter 10. Share Your UI

10.1. Share the Project Folder

To share a UI project for preview demonstration or further development on another PC, create a compressed archive (e.g. ZIP) of the **entire project folder**.

PDTS UI project folders are located in:
`This PC > Documents > PDTS UI Creator - Project builds`.

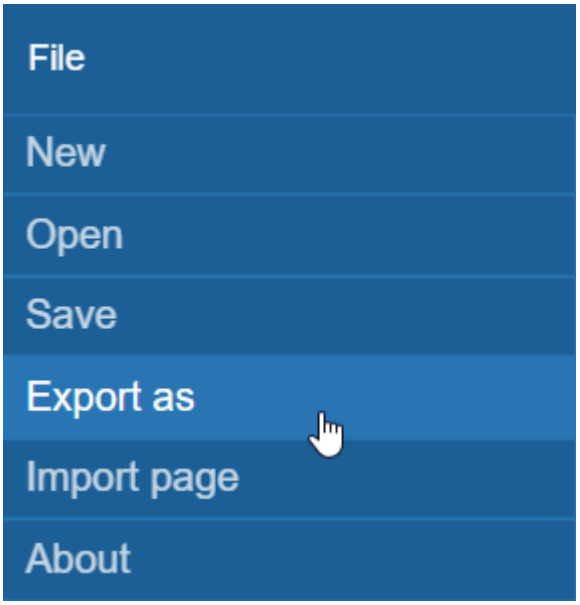


Extract the project folder to the same location on another computer and open it in UI Creator.

Ensure that both PCs are running the same version of UI Creator.

10.2. Share the UI Build

To export your UI for /GIT/ui-creator/build/ui-creator/latest/index.html/ui-creator/2.11/system_builder_upload.html#_upload_a_standalone_build_folder[deployment via System Builder] on a different PC, click **File > Export as**. This creates a zipped standalone build folder.


File
New
Open
Save
Export as
Import page
About

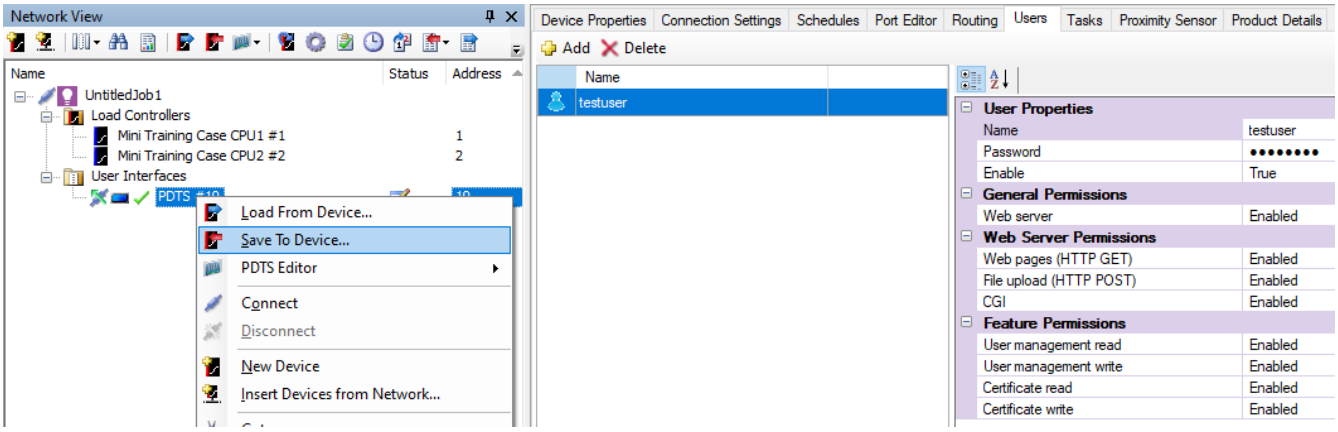
Chapter 11. Upload Your UI (System Builder)

11.1. Prerequisites

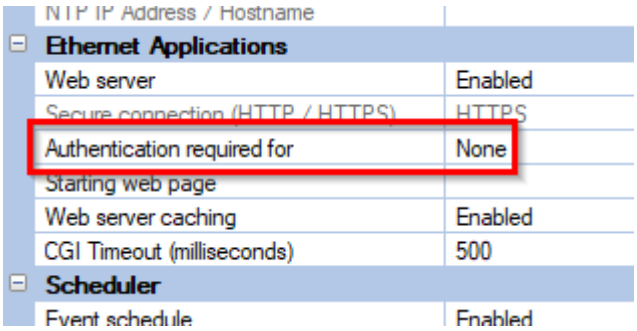
The PDTS must be commissioned in System Builder before adding a custom UI. Ensure that you have the latest version of System Builder version installed, and that System Builder is connected to the PDTS via TCP or UDP.

Refer to the *PDTS Commissioning Guide* for information on configuring and connecting to the PDTS.

Uploading a project to the PDTS requires a user account with File Upload (HTTP POST) permission enabled. You can add a new user in the PDTS **Users** editor.



In the **Device Properties** editor, ensure that **Ethernet Application > Authentication required for** is set to *None*.

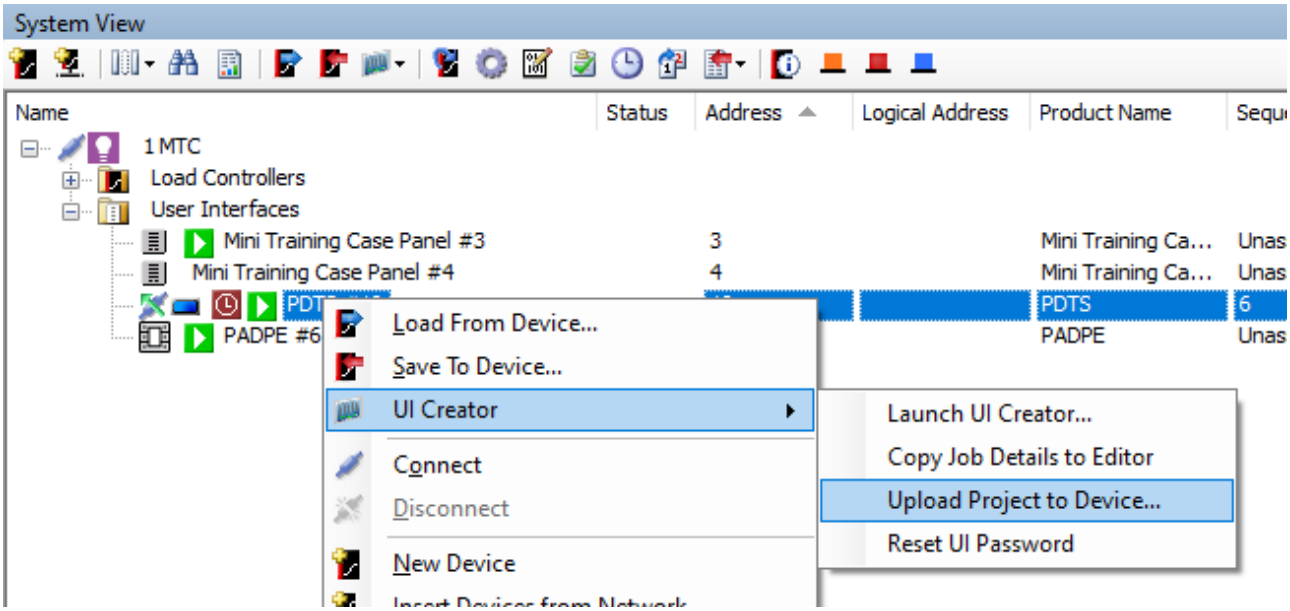


After making any changes to the PDTS properties, right-click the PDTS and select **Save To Device...**

11.2. Upload Your UI to the PDTS

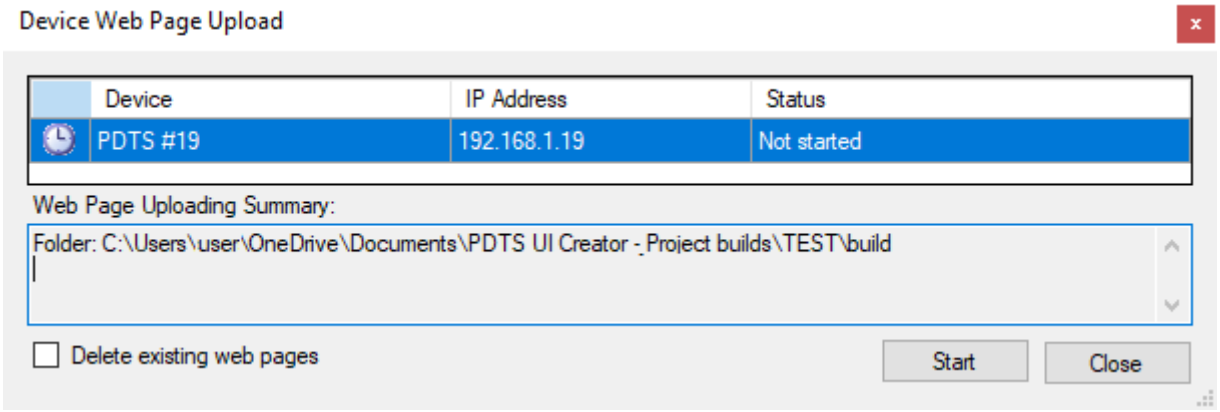
Once your project is ready to upload, follow the steps below:

1. Right-click the PDTS and select **UI Creator > Upload Project to Device...**

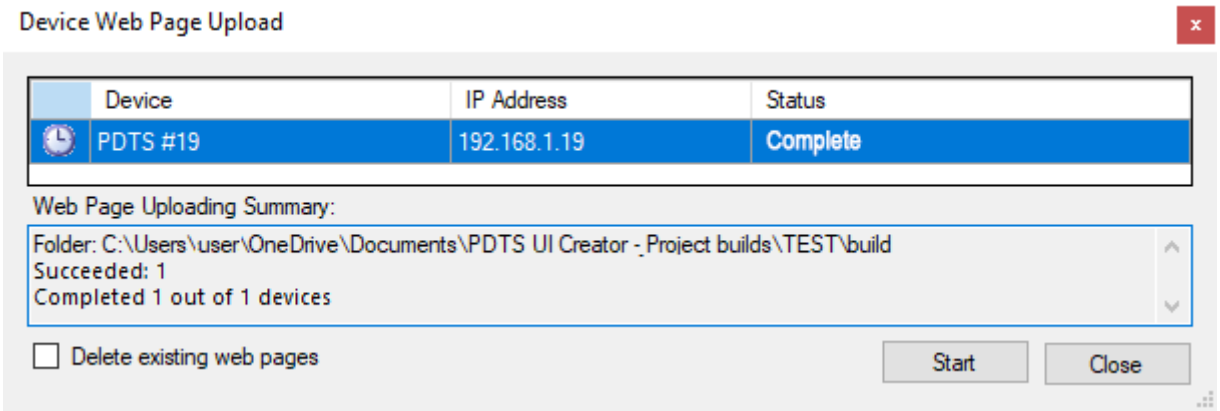


2. Confirm that the correct PDTS and project path are selected, then click Start to proceed.

Ticking the **Delete existing web pages** checkbox removes all admin-created user accounts and resets the default Admin/Normal accounts to their original PIN codes (see /GIT/ui-creator/build/ui-creator/latest/index.html/ui-creator/2.11/security.html[Access Level Security]). Leave this option unticked unless required.



3. Once the **Status** updates to *Complete*, click the Close button.



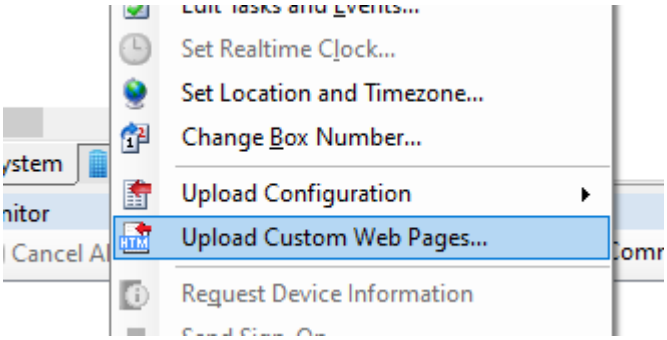
The PDTS will automatically reset, after which you can begin using your new UI.

You can manually set or edit the UI project location for the selected PDTS in **Device Properties > Project Settings > UI Creator project path**.

11.3. Upload a Standalone Build Folder

If you do not have UI Creator installed, you can still upload a /GIT/ui-creator/build/ui-creator/latest/index.html/ui-creator/2.11/share_ui.html#_share_the_ui_build[UI build shared from another PC].

Right-click the PDTS, select **Upload Custom Web Pages…**, and follow the onscreen prompts.



Chapter 12. PDTS Settings Page

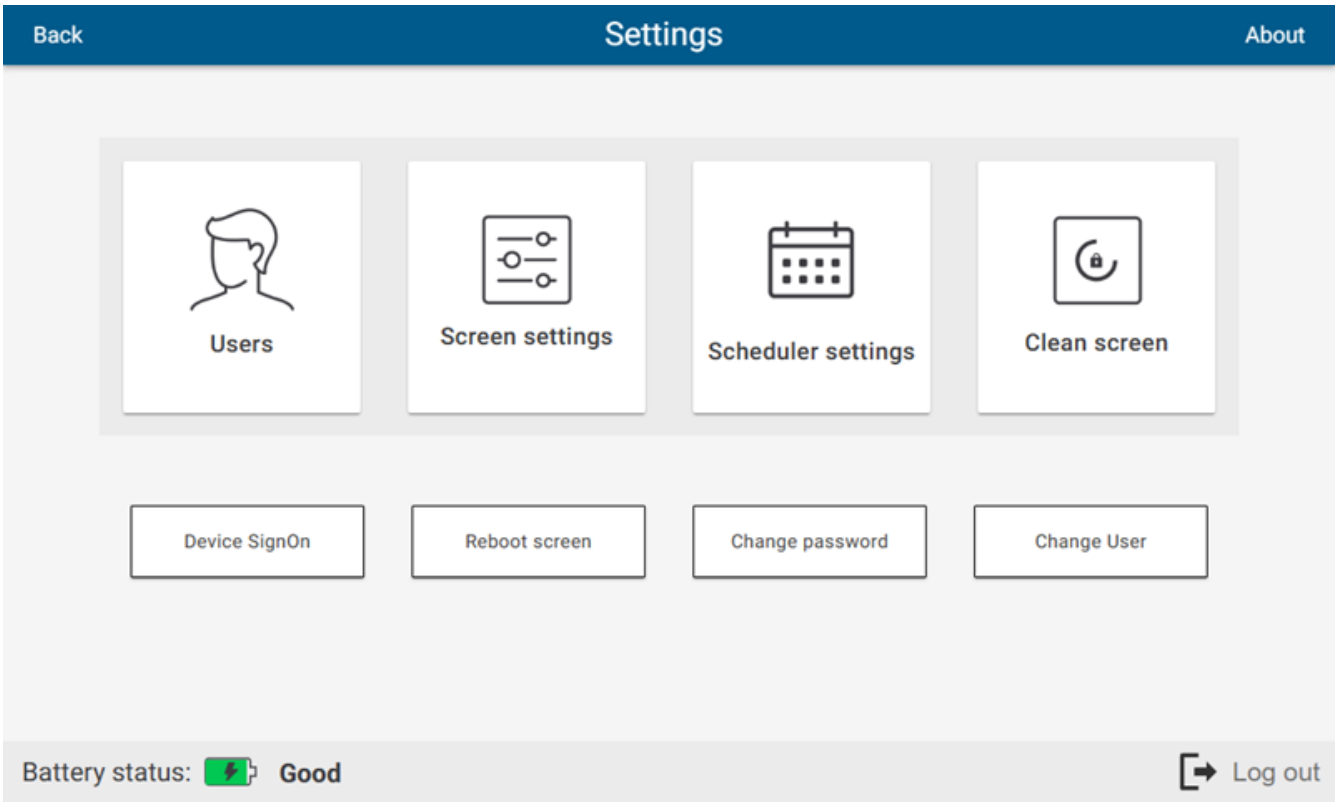
The Settings page includes user management, device configuration, and other useful functions.

Changes made in Preview mode on your PC are not saved or uploaded to the PDTS.

The full range of options below is displayed for Admin (level 4) users only - see /GIT/ui-creator/build/ui-creator/latest/index.html/ui-creator/2.11/security.html#_settings_page_restrictions[Settings Page Restrictions].

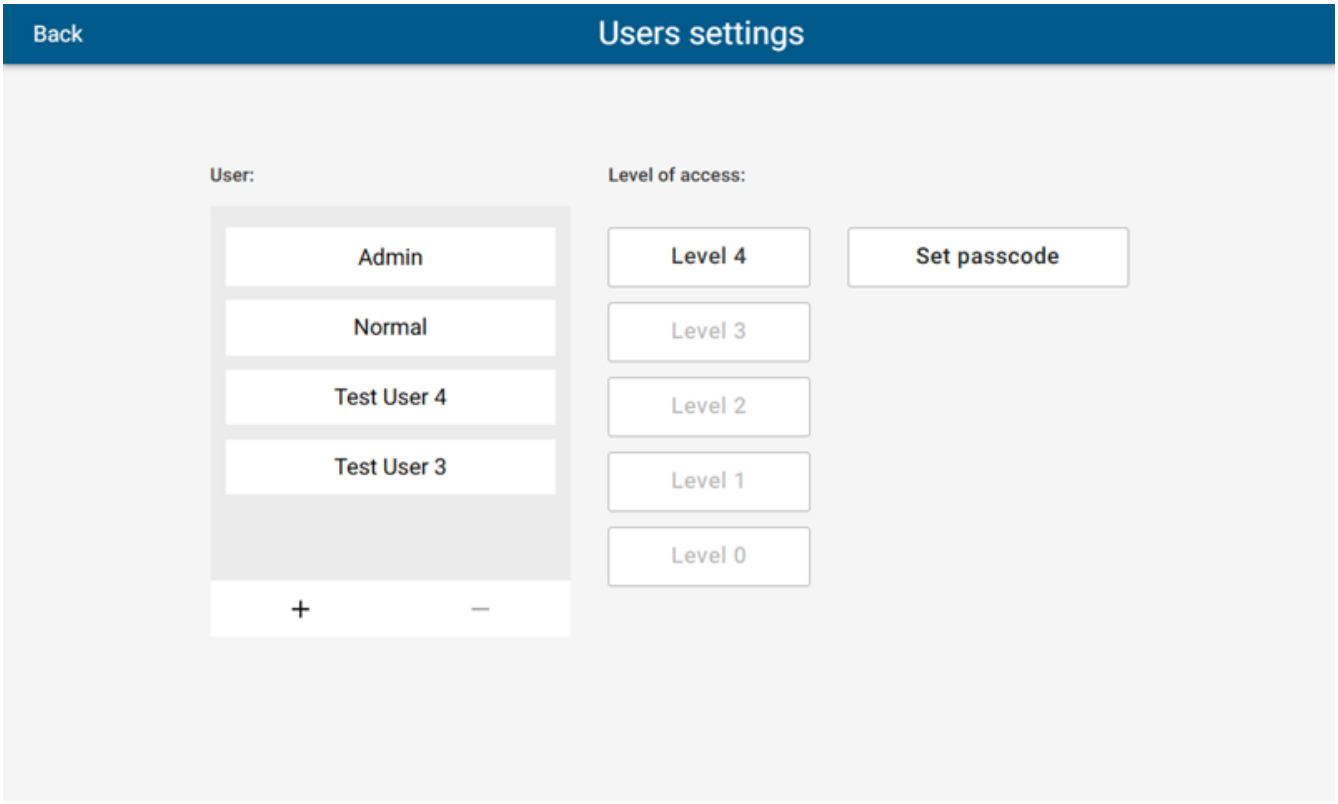
Tap **Clean Screen** to lock the screen for 30 seconds, avoiding accidental triggering while wiping the touchscreen.

The **Battery status** indicator refers to the onboard battery for the real-time clock, which ensures accurate timekeeping when the PDTS is unpowered.



12.1. Users

This screen displays all existing users (max 12). Administrators can add (**+**) new users, and remove (**-**), adjust **Level of access**, or **Set passcode** for existing users.

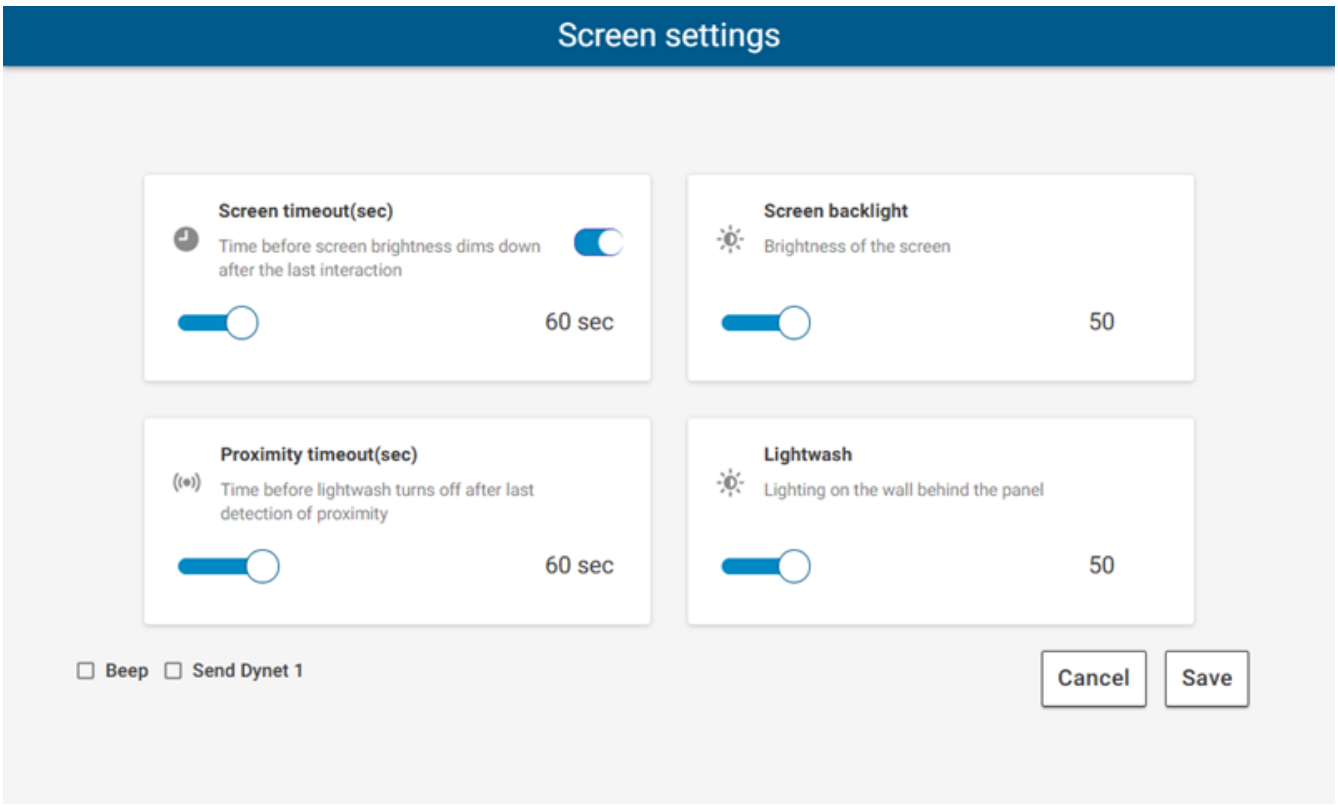


12.2. Screen Settings

Adjust any of the displayed options as required.

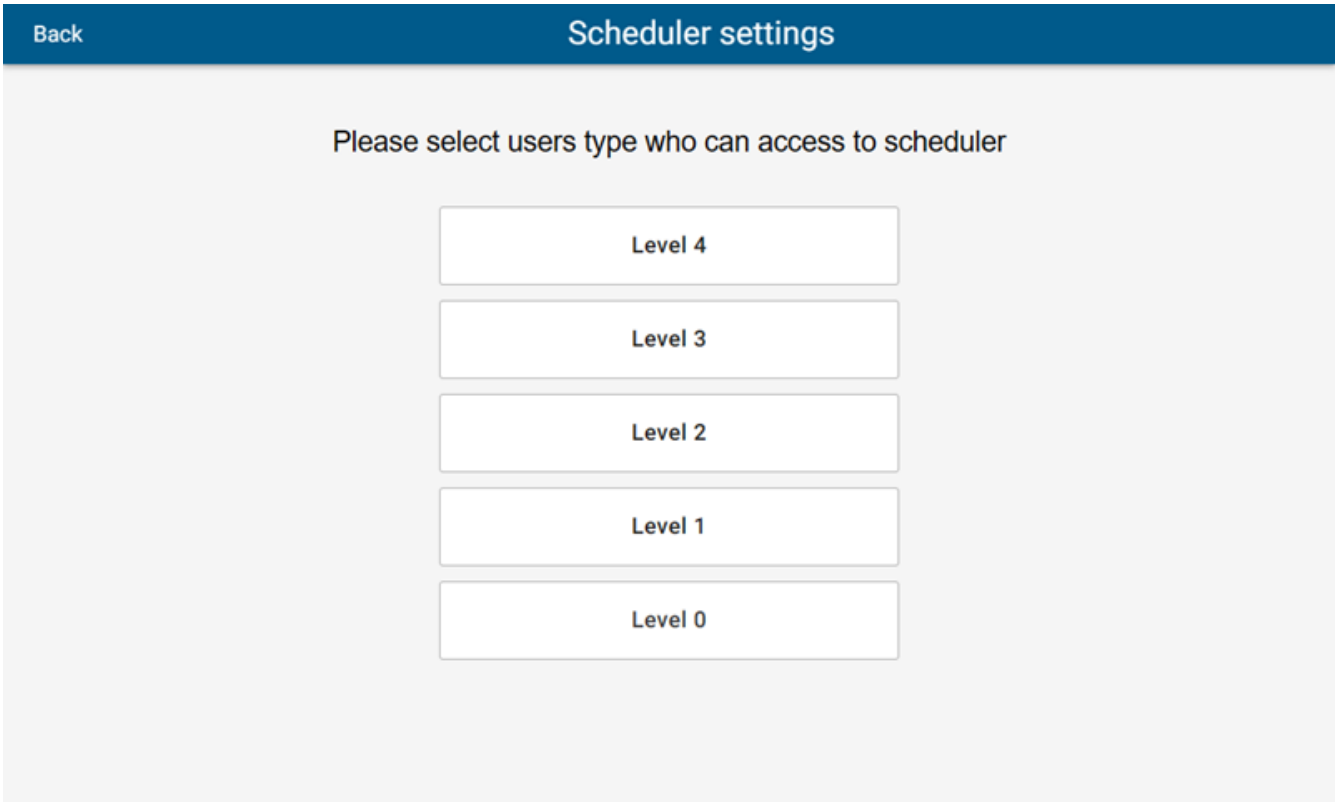
If **Beep** is enabled, the PDTS plays a quiet tone when a component is tapped.

Send DyNet 1 should be left unchecked unless advised by Dynalite support.



12.3. Scheduler Settings

Set the minimum level required for users to access the scheduler.

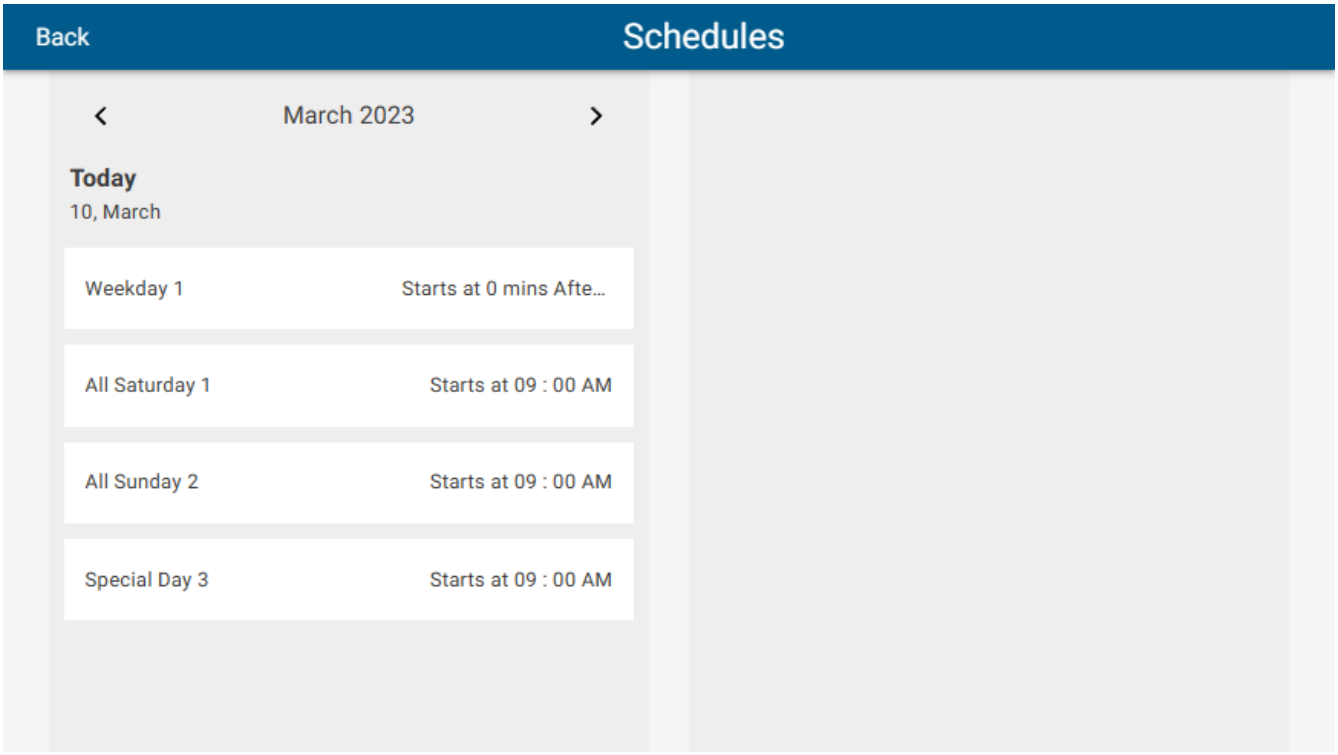


Chapter 13. PDTS Schedules Page

The Schedules page provides limited functionality to view, edit, and delete schedules directly from the PDTS.

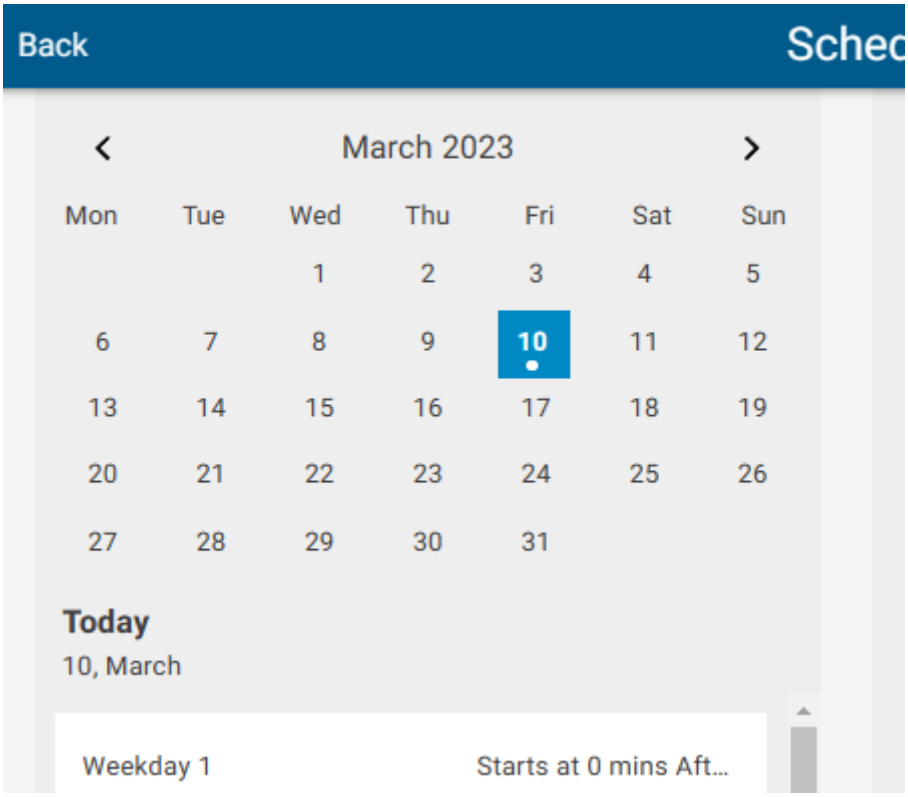
Refer to the *PDTS Commissioning Guide* for more information on managing PDTS schedules in System Builder.

- **System Builder:**
  - Before making any configuration changes in System Builder, click **Load from Device** to avoid overwriting local schedule changes made on the PDTS.
- **Preview Mode:**
  - Changes made in Preview mode on your PC are not saved or uploaded to the PDTS.
- **Schedule Visibility:**
  - Schedules created in System Builder must be named and enabled to be visible on the PDTS.
- **Schedule Actions:**
  - The PDTS only supports adding preset scene selection actions. You can add other action types using System Builder.



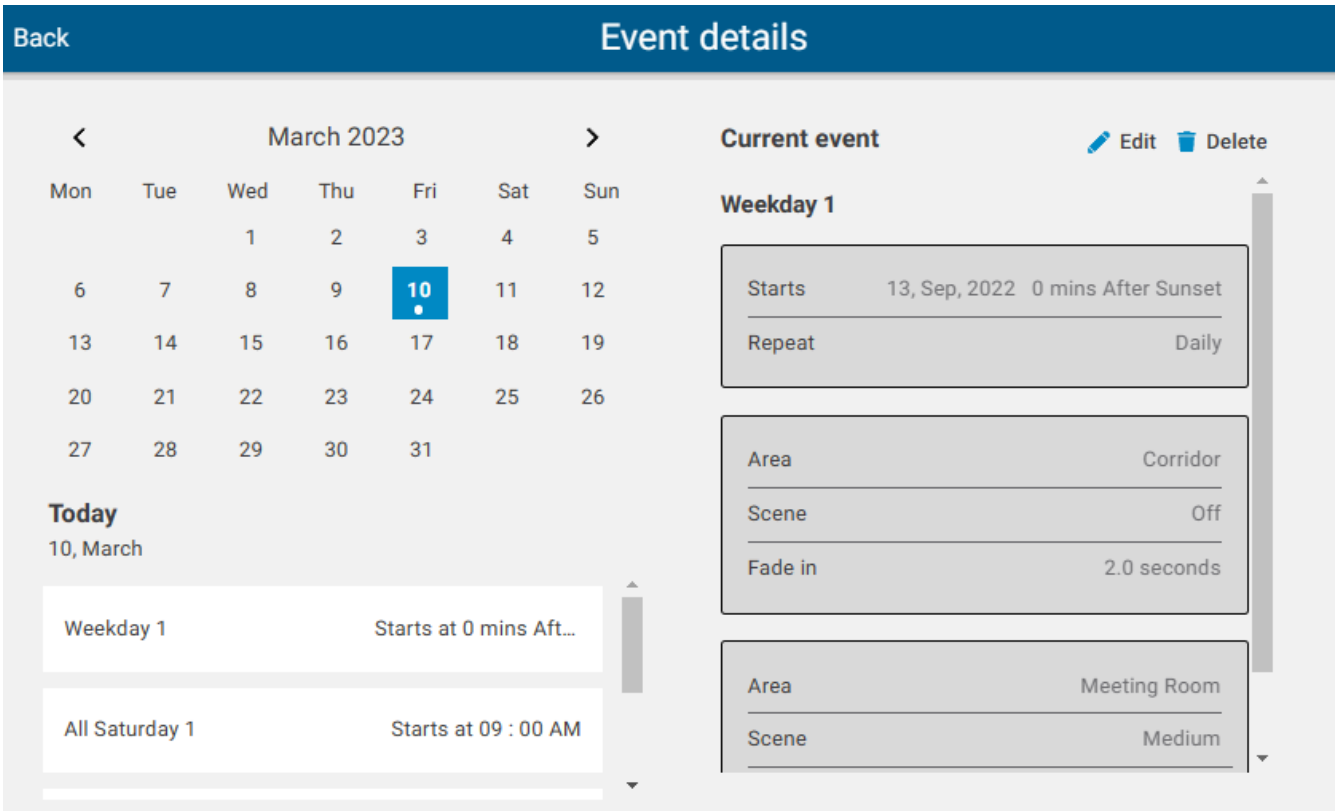
13.1. Navigation

Active schedules are listed for the selected date. Tap the **<** and **>** arrows to increment the month, and tap the month name to specify a date.



13.2. Event Details

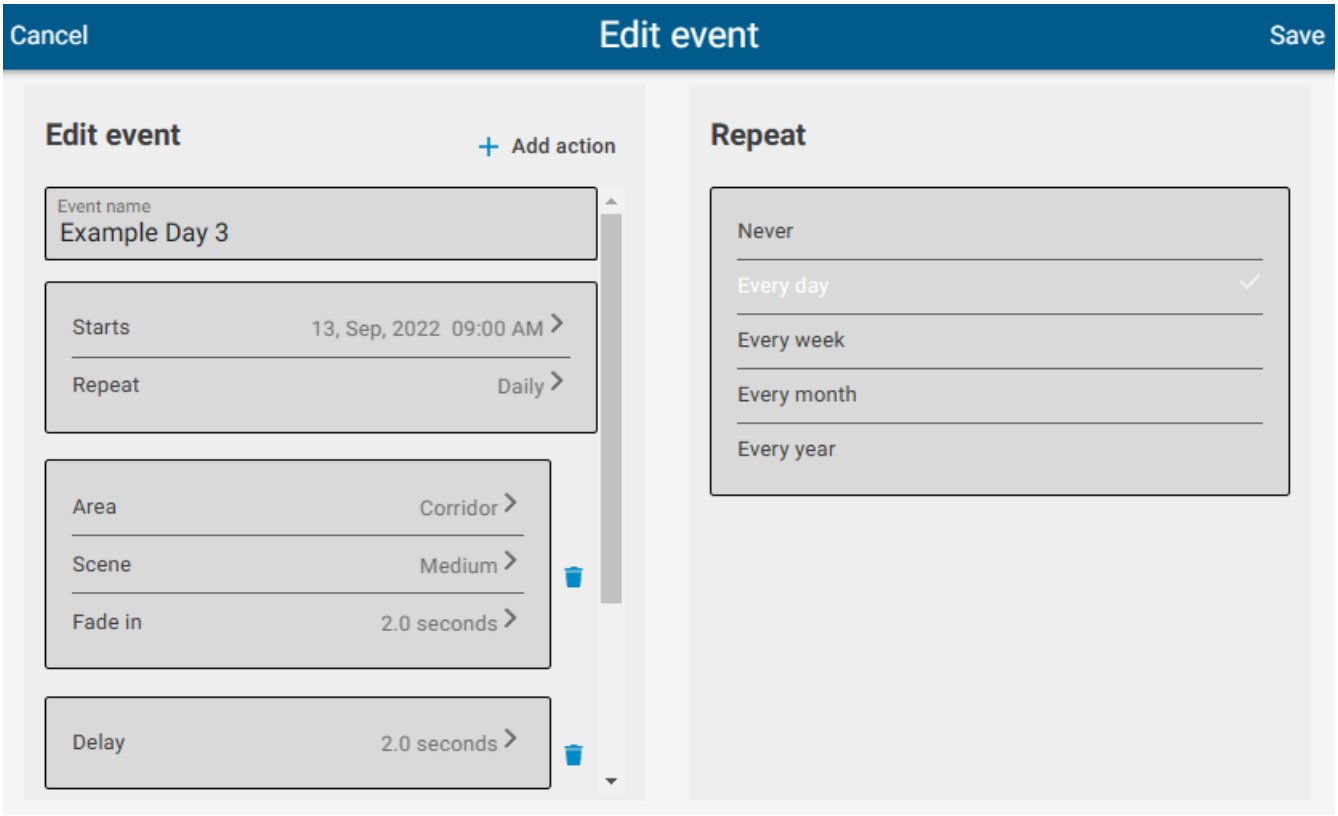
Tap a schedule to view its details and **Edit** or **Delete** it.



Tap on each field to modify as required.

Tap **+ Add action** for additional preset scene commands, or the trashcan icon next to an action/delay to delete it.

Tap **Save** in the top right corner to finalize your changes and return to the previous page.



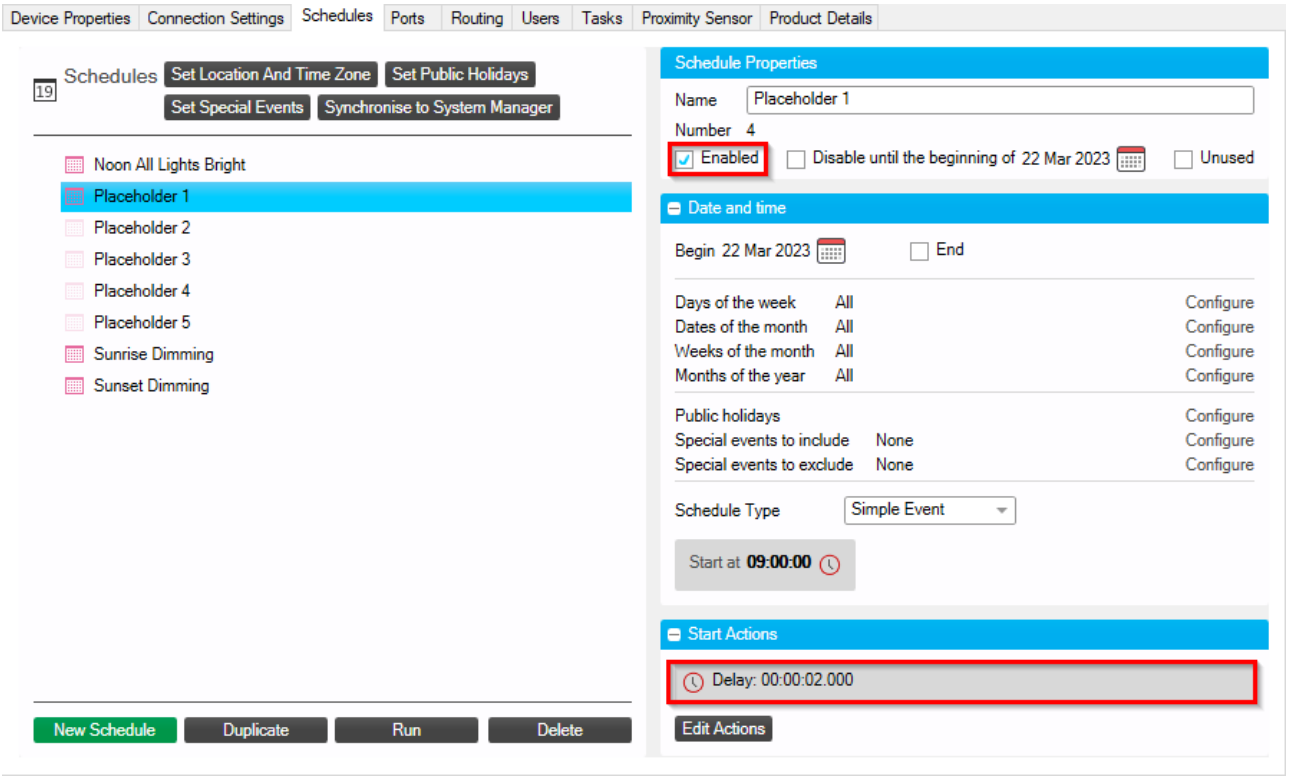
13.3. Adding Placeholder Schedules

The PDTS creates a slot for each schedule added from System Builder, and only displays the **Add Schedule** button when slots are freed up by deleting a schedule on the PDTS itself.

These empty slots are erased when saving any further configuration changes from System Builder, so we recommend using the placeholder method below.

In addition to any active schedules created in System Builder, you can add placeholder schedules to reserve slots for future requirements:

1. Create **Enabled** daily schedules with a single **Delay** action.



2. With the PDTS selected, click **Save to Device**.
3. After saving your changes, click **Send Device Reboot**.

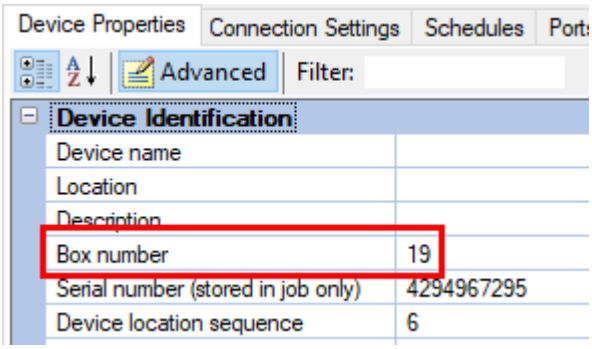
After rebooting, you can then edit and repurpose these schedules on the PDTS as needed.

Chapter 14. DyNet Page Flip Command

Other devices on the system (or the PDTS itself) can send a DyNet packet using the Select Display Page command to load a selected page.

This command requires the following:

- The latest versions of System Builder, UI Creator, and PDTS firmware.
- A UI created in UI Creator and loaded to the PDTS.
- **Box number** of the target PDTS, shown in System Builder under **Device Properties > Device Identification**.



- The target **Page number** from UI Creator, shown under **Page Properties > General**.

Use DyNet packets in the format below to remotely or locally flip PDTS pages.
Edit the third byte for the target box number (hex), and seventh byte for the page number (integer/hex).

Examples

DyNet(0x5C,0x79,0x13,0x62,0x00,0x00,5)
PDTS Box **19** Select Display Page (User page: **5**)

DyNet(0x5C,0x79,0x1B,0x62,0x00,0x00,0xD)
PDTS Box **27** Select Display Page (User page: **13**)

Chapter 15. Dynamic Text Control

The PDTS can use the UIText command in a local task to dynamically alter the displayed text on buttons and text components, making it possible to create responsive custom controls and indicators.

The UIText command requires the following:

- The latest versions of System Builder, UI Creator, and PDTS firmware.
- A UI made in UI Creator and loaded to the PDTS.
- The target Button/Text ID from UI Creator, shown under **Properties > Behaviour**.

Buttons must have the **Properties > Appearance > Text** slider enabled to expose their ID.

15.1. Local Task Example

```
Task1()
{
UIText (ButtonId = 200, TextMessage = "New Text Here")
}
```

Set the following:

- **ButtonId (integer)** - This property is used for both buttons and text components.
- **TextMessage** - The replacement text for the component.

Some versions of the PDTS firmware (v2.32b15508 and earlier) may terminate a task immediately after executing the UIText command.
If including multiple commands in a task, place these before the UIText command to avoid this.