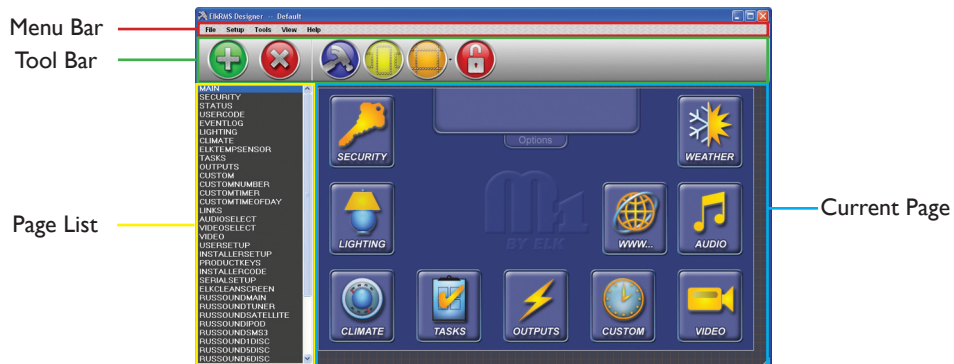


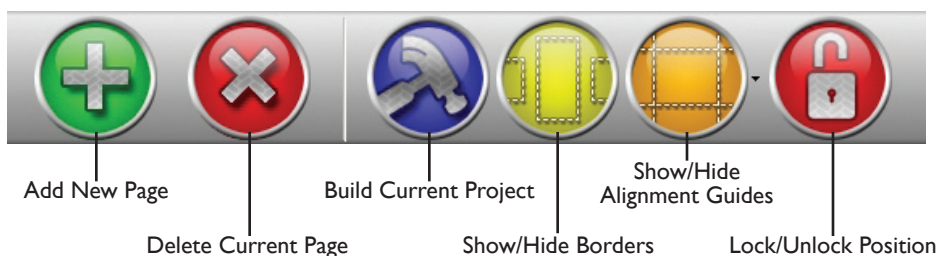
# RMDesigner Quick Start Guide

RMDesigner is a software application used to create or edit page designs for the RMS Remote Management Software. This guide will provide an overview of the features and operation of RMDesigner.

## Program Overview

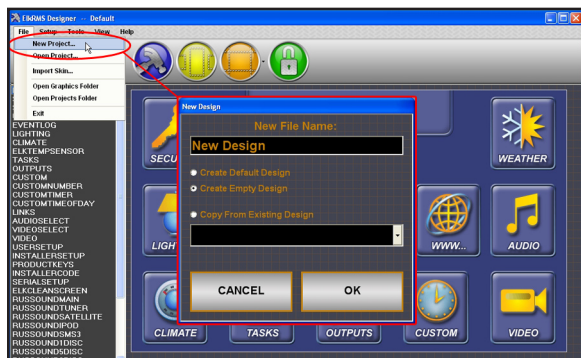


## Toolbar



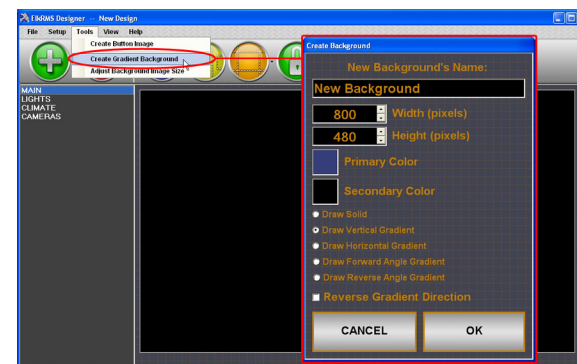
## Create New Project

Select New Project from the File Menu. Enter a name for the file. Select the desired type of project to create (default, empty, or copy from existing). Click OK. The "Main" page for the selected project type will be displayed.



## Create Solid/Gradient Background

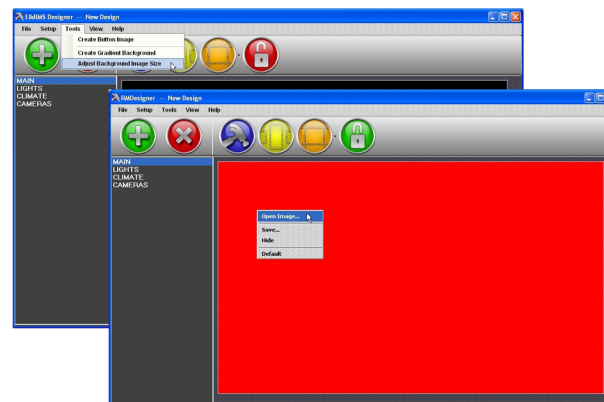
To create a solid or gradient background image, select Create Background Image from the Tools menu. In the Create Background window name the background, and select the desired size. To select the primary and secondary colors, click on the color box. You can select a system color or define your own color. Choose the type of background to create. Then click OK.



## Create Background From Image

To create a background from an image, select Adjust Background Image Size from the Tools menu. Right click on the red box in the current page area. Choose Open Image from the menu. Navigate to the desired image and click Open. The image can be moved within the current page window by clicking and dragging the image or by using the arrow keys on the keyboard. The image can be resized by holding the shift key while pressing the arrow keys on the keyboard.

NOTE: The position lock feature must be turned off (Red Unlock Icon in Toolbar) in order to move or resize the background image.

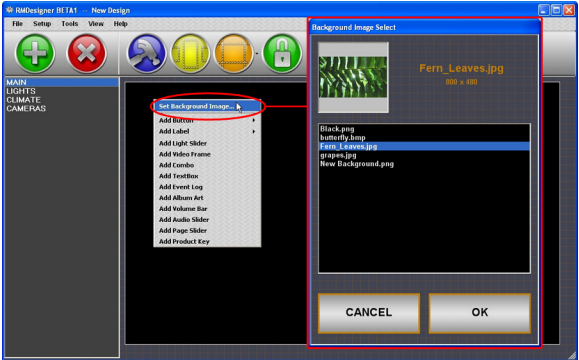


Once the image adjusted to the desired size and location, right click on the image and choose Save. On the Save Image screen, enter a file name and click Save. Then, click Adjust Background Image Size to return to the current page of the project.



**Set Background Image**

After creating the background, right click on the current page and select Set Background Image. Select the desired background file from the list and click OK. The background image for the current page will be set to the selected image.

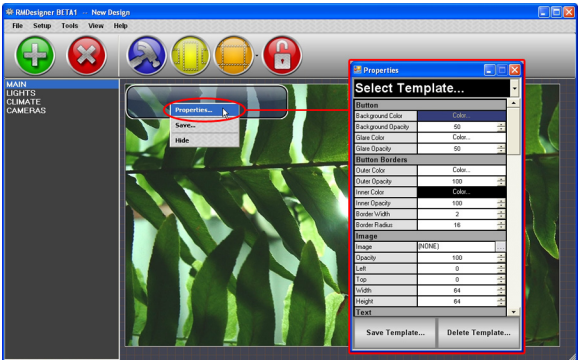


**Creating Button Images**

Select Create Button Image from the Tools Menu. The default button will appear on the screen. If the lock position feature is disabled (Red Unlock Button in Toolbar) the button can be moved on the screen by clicking and dragging or by using the arrow keys on the keyboard. The button may be resized by holding the shift key while pressing the arrow keys on the keyboard.



To change the appearance of the button, right click on the button and choose properties. The Properties window allows changes to button color, opacity, borders, text, etc.



The changes that are made on the button properties window will be reflected on the button that is displayed on the current page.



Once the desired changes are made, position the button where it will be on the final page. Using alignment guides and showing button borders are helpful in this process. When the button is positioned in its final location, right click on the button and choose Save. Enter a name for the button and click OK. Repeat the process for other buttons that will go on the current page.



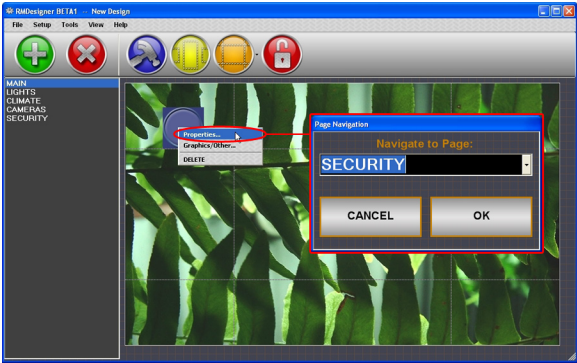
After creating and saving buttons for the current page, right click on the button and choose Hide to clear the button from the current page.

### Adding Buttons to a Page

To add a button to the current page, right click on the current page. A menu will appear that contains a list of items that can be added to the page. Select Add Button and another menu will appear with the various types of buttons that may be added. Each button type has different properties that determine what the button can do. In this example, page navigation is selected. This button type is used to bring up other pages in the project.



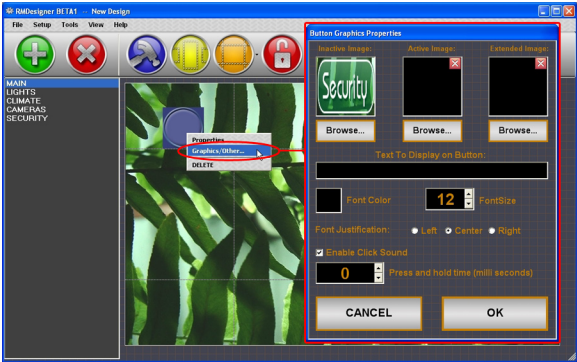
A button with the default graphic is added to the page. Right click on the button and choose Properties. On the Page Navigation window select the page the button should bring up. Then click OK.



If a different button type were selected when the button was added the Properties option would display a window relevant to the that type of button.

To change the button graphics, right click on the button and choose Graphics/Other. This will display the Button Graphics Properties window. This window allows the image and other attributes of the button to be changed. Some button types may use both an inactive and active image. For example, an output button may use one image to represent that the output state is off and another image when the output state is on.

Click the browse button to select a new image. A list of images associated with the project will appear. Select the desired image and click OK. A representation of the new image will be displayed on the Button Graphics Properties Screen. Click OK to apply the new graphic attributes



Other page elements such as labels, video frames, light sliders, combo boxes, etc. are added and customized using similar steps.

### Building the Project

Once all page elements are added and positioned as desired the project is ready to be built. To build a project click the hammer icon in the toolbar. Select the session\* you wish to build the project to and click Build. When the build is complete, the All Done dialog box will appear. Click OK. The session of ElkRM can be launched and will now display the customized design.



\* RMS version 2.0.2 supports multiple sessions of the program. This allows different projects to be built under different file names. For more details on this feature, please access the RM Designer online help from the Help menu.

Fern Leaves: Photo © A. Carlos Herrera