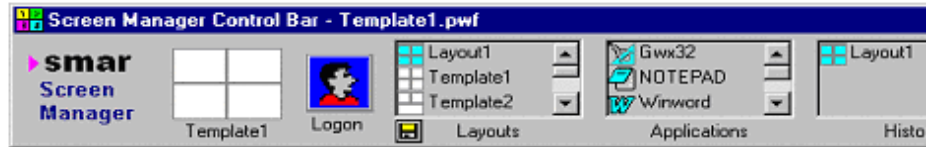


Screen Manager



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Screen Manager

1.1 Purpose of the Screen Manager

The purpose of the Screen Manager is to provide the user with the ability to manage his/her screen space on single or multiple monitors by selecting pre-defined screen layouts.

These screen layouts can:

- Manage the screen space on single or multiple monitors by providing defined screen layouts.
- Provide the ability to load combinations of pre-configured applications.
- Provide the ability to treat several applications as one desktop display by controlling application window desktop locations and display properties.

1.2 Launching the Screen Manager

The Command Bar is a dialog-based application, which can be launched via a Project Icon, Program Group or from Windows Explorer.

From the Start Menu, select Programs > System302 > ProcessView, and click on the Screen Manager icon on the Tools group.

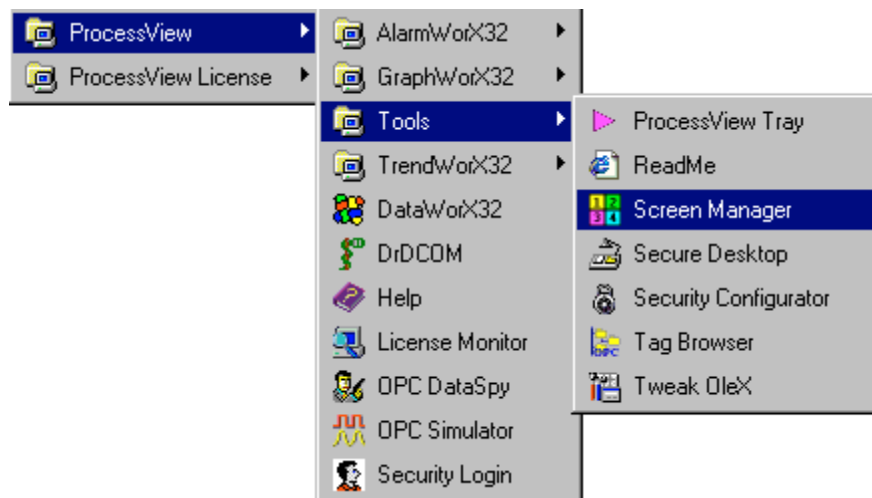


Figure 1 - Launching Screen Manager from the Start Menu

The *Screen Manager Command Bar – Project Information* dialog displays as shown below:

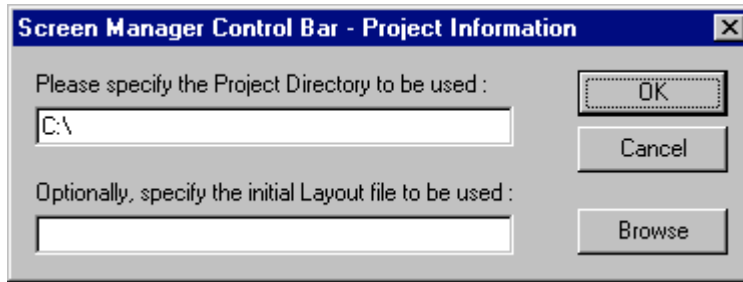


Figure 2 - Screen Manager Command Bar - Project Information

1.3 Specifying the Project Directory

You can easily use the *Browse* button to traverse project directories. First, you must already have established Project directories that contain the project application files. If you press the *Cancel* button, you will abort the loading of Screen Manager. Otherwise, the requested project will load.

Specify the valid Project directory and initial screen layout file to be used. If you click on the *Browse* button, you can search for valid screen layout (*.pwf*) files in the Locate > PWF Layout File dialog box.

The Locate > PWF Layout File dialog box is shown below:

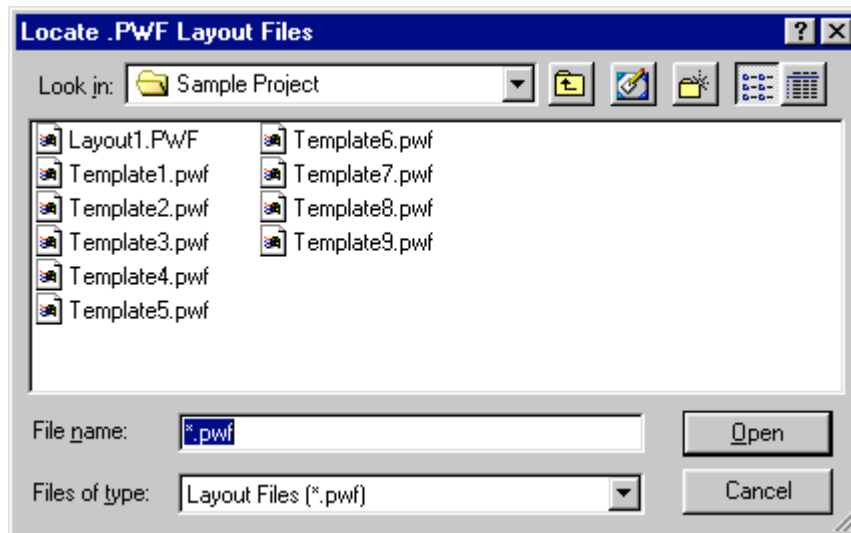


Figure 3 - Locate PWF Layout Files Dialog

Note: At least one *.pwf* layout file must exist in the directory.

After selecting the desired *.pwf* files, click on the *Open* button.

The *Screen Manager Command Bar* will appear as shown below. To select a new layout, double-click on any layout shown in the *Layouts List* or *History List*.

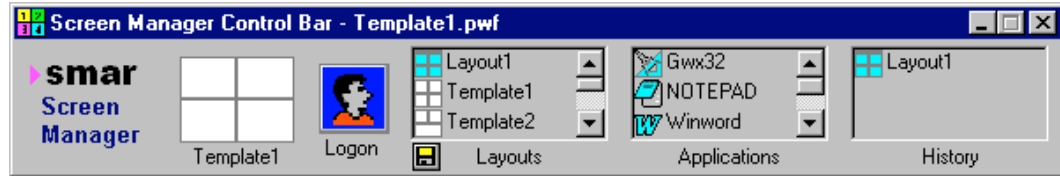


Figure 4 - Screen Manager Command Bar

When you launch Screen Manager for the first time, you will also launch the default layout. To change the initial graphics to be loaded, right-click on the **Screen Manager Command Bar** and click on **Screen Manager Properties**.

The Screen Manager Properties dialog box will appear, as shown below:

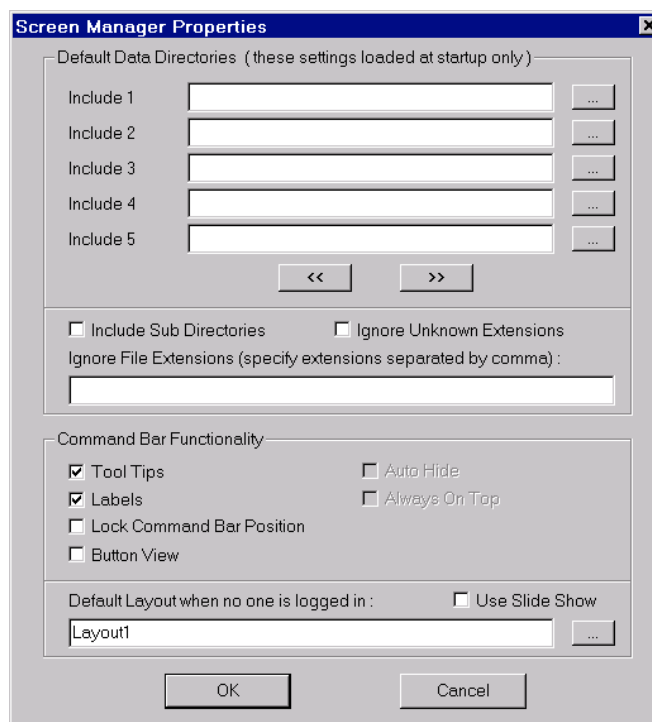


Figure 5 – Screen Manager Properties Dialog Box

You may choose to select another initial graphic to be loaded or you may leave it blank. The setting will take effect the next time Screen Manager is launched.

1.4 The Screen Manager Command Bar

1.4.1. User Interface

The *Screen Manager Command Bar* runs locally on each user station. The Command Bar is a dialog-based application, which can be launched via a Project icon, Program Group or from File

Explorer. Optionally, Screen Manager can be launched via command line by another application or VB script.

1.4.2. Functional Description

The Screen Manager Command Bar shown in the following figure allows the user to interact with the desktop layout. It provides the ability to treat several applications as one desktop display. The combination of the *Configuration* and *Runtime* portions of the screen manager provides the functional support for:

- Controlling application window desktop location.
- Window style properties.
- Window launch properties.
- Changing displays.
- Providing automatically changing screen with slideshow feature
- Providing access to available application.
- Providing security for user actions.

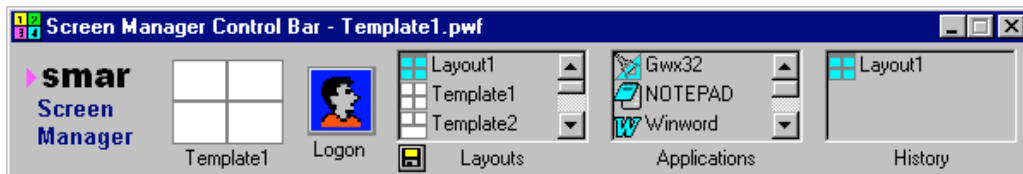


Figure 6 - Screen Manager Command Bar

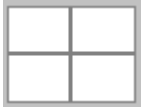
1.4.3. Screen Manager Command Bar

Only one *Screen Manager Command Bar* can be run on a station at a time. The conventional command bar view uses list-control boxes to access Layouts, Applications and History files. The command bar can either float within the primary display or can be "docked" to an edge of the primary display.

An alternative view of Screen Manager Command Bar is called the Button View. You can open it by selecting the *Button View* option on the Screen Manager Properties dialog box. The Button View uses buttons to launch pop-up list dialog boxes.

1.5 Parts of the Screen Manager Command Bar

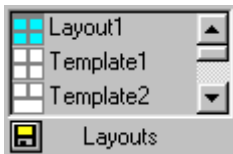
1.5.1. Thumbnail Window



The thumbnail Window at the left of the dialog appears as a bitmap, which reflects the current panel layout. The thumbnail visually identifies the placement of each panel and will color code empty panels as white and populated panels as cyan. Clicking the diskette icon displays the *Save As* dialog box. You can use this to save the current panel layout, which will then be included in the *Layouts* list box.

If the user left-clicks on the Thumbnail Window, the current displays will realign to their original positions and contents. If the user right-clicks within the Thumbnail Window, the individual panel properties can be modified as described in the section **Creating and Modifying Layouts**.

1.5.2. Layouts List



The Layouts List includes all layouts and template (empty layout) files found in the current project directory. To launch a layout or template, simply highlight and double-click on the desired layout.

In the Button View toolbar, you can create a new layout by clicking on the *Layout* button and selecting *New*.

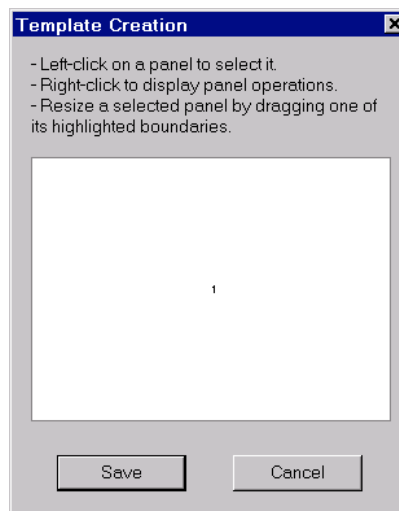


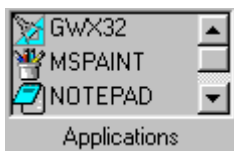
Figure 7 - Template Creation Dialog Box

1.5.3. History List



The *History List* control box maintains a list of previously viewed layouts using the large icon of the layout. Every time a user launches a configured layout or template, it is added to this *History List*. Double-click to launch the Layouts from within this list.

1.5.4. Applications List



Every project directory defines a certain collection of available application files such as GraphWorX, TrendWorX or Excel, which the user can drag and drop into available panels. The *Applications List* control box provides the mechanism to browse the available files.

To select a data file, double-click on the application icon. This will update the list box with all data files associated with the application. The user can modify the *Application Launch* properties by right-clicking on the *Application* icon which will display the *Application Launch Properties* dialog box described in the section **Creating and Modifying Layouts**.

Once in *Select Panel* mode (achieved by right-clicking on the Thumbnail Window on the Command Bar), the user can modify the panel properties using the *Panel Properties* dialog box (displayed by a left-click on the panel to be modified) discussed in the **Creating and Modifying Layouts** section of this help file.

1.5.5. Save Layout button



The current desktop layout or template can be saved at any time as a new layout *.pwf* file by clicking the diskette at the bottom of the *Layouts List* box. Templates should be marked read-only so that they cannot be overwritten.

1.5.6. Logon Button

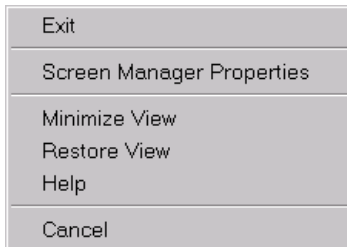


The *Logon* button is used to launch the *ProcessView Security Server* and allows the user to log in. Upon logging in, the user's actions are limited to those configured in the Security Server. The Security Configurator allows for a user-specific default language and/or Screen Manager layout to be loaded when you log in.

Select the *Preferences* button while configuring a *Users Properties* within Security Configurator or select **User – Preferences** within the Security Login application.

Please refer to the "Security Configurator" documentation for further details.

1.5.7. Command Bar Menu Items



The *Screen Manager Commands* is accessible using a pop-up menu. Right-clicking on the Command Bar or by right-clicking on the Command Bar title bar and selecting “*Commands*” launches the pop-up menu.

Exit	Forces the Screen Manager to close the current layout and then close the current project.
Screen Manager Properties	Launches configuration dialog that maintains the <i>ProjInfo.ini</i> file.
Minimize View	Minimizes the Command Bar as well as all applications running in the current layout.
Restore View	Restores the Command Bar and all applications in the current layout.
Help	Launches online help for the Command Bar.
Cancel	Returns control back to the Command Bar and closes pop-up menus.

1.6 Launching a Project

1.6.1. Project Launching Options

There are two methods that can be used:

1.6.1.1. Program Group or Project Shortcut

1. Specify the project directory to be used in the box provided.

Note: At least one *.pwf* layout file must exist in the directory.

You may specify the layout file to be launched in the Screen Manager Command Bar dialog shown below:

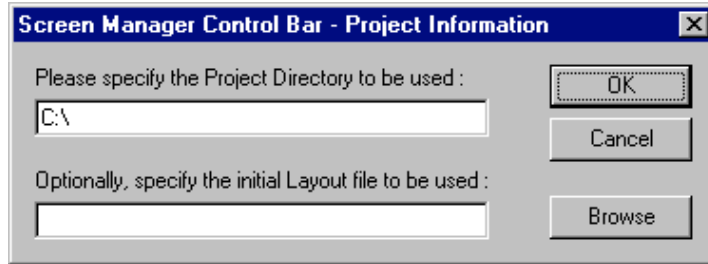


Figure 8 - Screen Manager Command bar Project Information

2. Click the Browse button. This displays the Locate .pwf Layout Files dialog box that allows you to choose the initial layout file to be used as default.

1.6.1.2. Controlling the Screen Manager via command line

The Screen Manager can be launched and controlled via a command line:

```
ScrMgrBar.exe ["C:\Project files\Layout One.PWF"]
```

This may be useful for launching or controlling Screen Manager from a VB script, etc.

1.7 Launching a Layout

Possible specifications are:

Project directory only – command bar will load with specified directory.

Layout file only – command bar will launch with previous project directory.

Both project directory and layout file – will launch as specified.

No project directory or layout file – will launch command bar with previous project directory.

ScrMgrBar.exe [/Quit or /Exit] - will close the current *Screen Manager* layout and exit.

Note: The *Screen Manager Command Bar* is a single instance application. If the command line is used to launch a layout while a layout is already loaded the original layout will be closed and the new layout will be loaded. This allows other applications or scripts to control layouts of the Screen Manager.

1.7.1. Launching an Application Within a Layout

If *Screen Manager* is already running with a Layout or Template, it is possible to load an application within a panel using the following syntax:

```
"c:\Program Files\Smar\ProcessView\bin\ScrMgrBar.exe"  
"c:\application_path\application_file.ext[,command_line_switch[,Panel_  
Number]]"
```

Some examples:

- 1) (full path) `ScrMgrBar.exe "Display2.gdf"` would load the GraphWorx32 display (in configuration mode) into the last panel of the current layout or template.
- 2) (full path) `ScrMgrBar.exe "Display2.gdf,-runtime"` would load the GraphWorx32 display (in runtime mode) into the first empty panel of the current layout or template.
- 3) (full path) `ScrMgrBar.exe "Display2.gdf,-runtime,1"` would load the GraphWorx32 display (in runtime mode) into panel number one of the current layout or template.
- 4) (full path) `ScrMgrBar.exe "Display2.gdf,-runtime,1,1"` would load the GraphWorx32 display (in runtime mode) into panel number one of the current layout or template at the highest priority.

`ScrMgrBar.exe "c:\my documents\Message.txt,,3"` would load the message file into panel three of the current layout or template.

No spaces should exist between comma separated fields. Also, if no command line is provided, a comma separator is still require if specifying a panel number.

1.8 Creating and Modifying Layouts

1.8.1. Modifying Application Launch Properties

On the Screen Manager Command Bar, in the *Applications List* box, right-click on the application whose Launch Properties you wish to modify by clicking on the commands menu. This launches you to the command items as shown before. This displays the dialog box shown below:

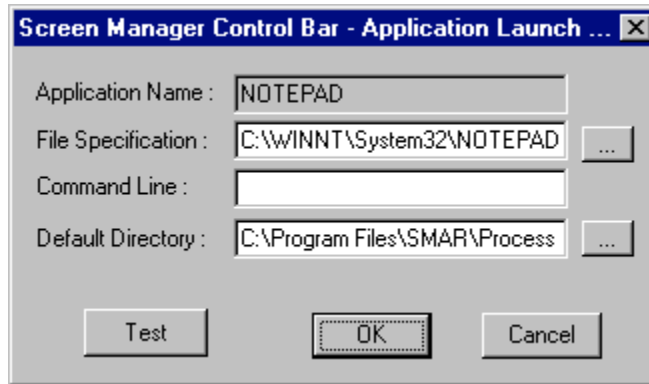


Figure 9 - Screen Manager – Application Launch Properties

1.8.2. Selecting a Template or Existing Layout

Select and double-click on an existing layout or a template from the *Layouts List* box.

Once you select one of the layouts or the templates that particular layout will display in the thumbnail sketch to the left of the *Layouts List* box.

1.8.3. Dragging Applications into a Panel

You can drag an application from the *Applications List* box onto a panel. If an application is already assigned to the panel, the message box shown in the figure below will display.

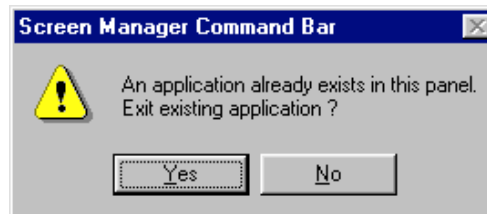


Figure 10 - Message Box

If you click “Yes”, the application you have selected will replace the existing application and drag it onto the panel on your desktop and launch it.

1.9 Panel Properties

To modify the properties of any one panel, right-click on the Thumbnail Window. This will set the system into “*Select Panel*” mode as shown in the following figure:

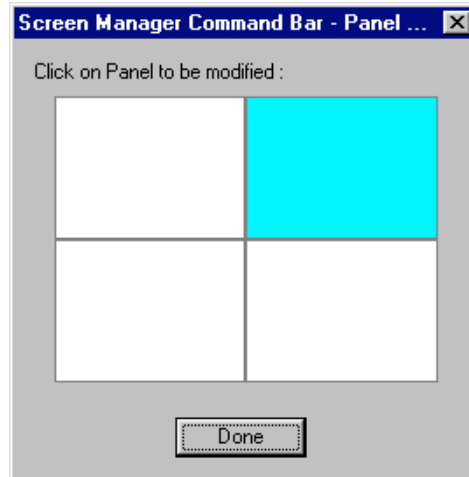


Figure 11 - Screen Manager Panel Selection Dialog Box

Click on the Panel to be modified.

In the *Screen Manager Panel Properties* dialog box, position the cursor over the panel that you wish to modify and click the mouse. The *Screen Manager Panel Properties* dialog box will display as shown below:

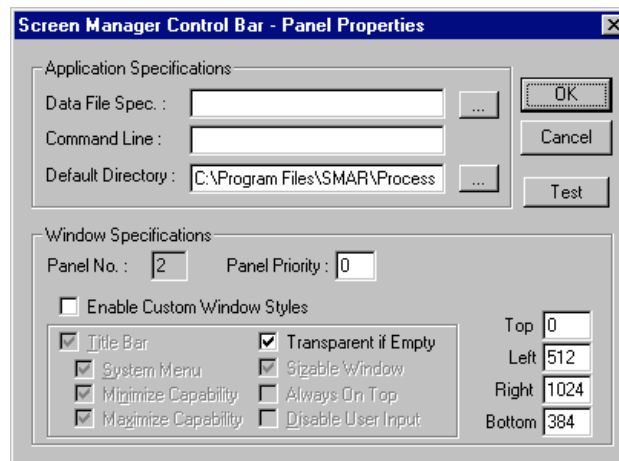


Figure 12 - Screen Manager – Panel Properties dialog

Define the parameters in the *Panel Properties* dialog box to modify the *Screen Manager* panel properties. The following table describes the individual parameters in this dialog:

Table: *Screen Manager Panel Properties Dialog Parameters*

Application Specifications

Data file Spec Displays the location of the Data files for the application assigned to the panel. Clicking on the button at the right displays the *Locate Specification Files* dialog box. This allows you to browse directories for data files.

Command Line	Application Information being passed.
Default Directory	Displays the default directory for the application assigned to the panel. Clicking the button at the right lets you browse several directories to set a default directory.
Test	Pressing this button tests the newly modified panel layout before you click <i>OK</i> .

Window Specifications

Panel No.	Displays the Panel No. for the panel selected.
Panel Priority	Displays the Panel priority for the panel selected.
Enable Custom Window Styles	Check this box to enable the <i>Custom Window Styles</i> section of the dialog box.
Title Bar	Check this box to display the Title Bar.
System Menu	Check this box to view the system menu for the application assigned to this panel.
Minimize Capability	Check this box to enable the minimizing feature for the application assigned to this panel.
Maximize Capability	Check this box to enable the maximizing feature for the application assigned to this panel.
Sizable Window	Check this box to enable the resizing feature for the window.
Always on Top	Check this box to always display the window on top. That is, the window for the application assigned to this panel cannot be overlaid.
Transparent if Empty	If there is an empty panel, select whether to show placeholder application or leave empty.
Disable User Input	Check this box to prevent the user from entering any input.
Top	Enter a number to reposition and move the window for the application assigned to the panel selected.
Left	Enter a number to reposition and move the window for the application assigned to the panel selected.
Right	Enter a number to reposition and move the window for the application assigned to the panel selected.
Bottom	Enter a number to reposition and move the window for the application assigned to the panel selected.

When you have set all the properties for this application window, click the *OK* button.

1.10 Screen Manager Properties

Right-click on the Command Bar and select Commands. The *Screen Manager Properties* dialog box sets the allow directory path to different application and files and sub-directories. Also, the *Screen Manager Properties* dialog box determines the runtime functionality of the command bar.

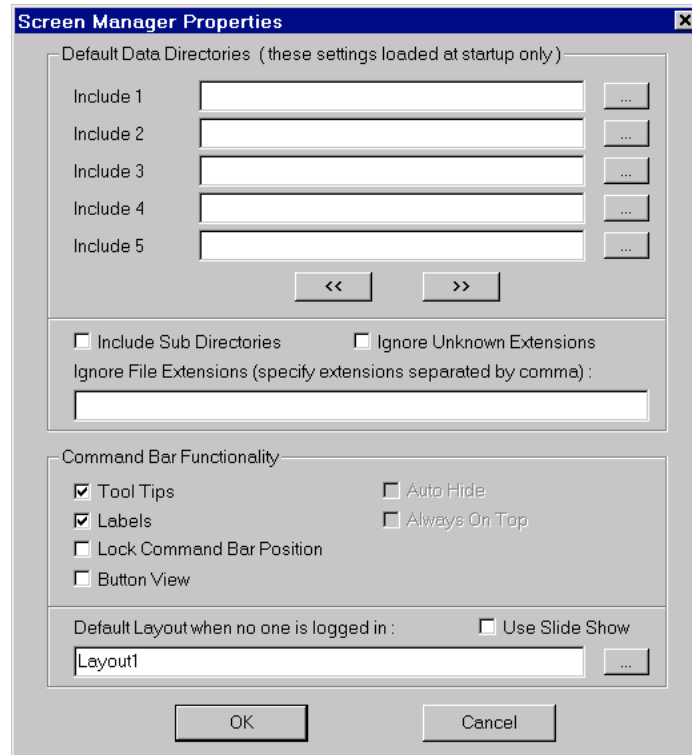


Figure 13 – Screen Manager Properties Dialog Box

Include1 - Include100 allows the user to browse and add supplemental data file directories.

Include Sub Directories check box forces the subdirectories of all include directories as well as the subdirectory of the project directory to be searched for data files.

Note: If an excessive number of additional subdirectories are included, it may take some time for Screen Manager to launch as all subdirectories must be search in order to build the appropriate application file.

Ignore File Extensions allows the user list all file extensions which are to be ignored from this project.

Tool Tips is used to enable tool tip description of the button that the cursor is over.

Labels is used to enable the label under each button. This does not control display of the current user logged into the Security Server, which is always present.

Lock Command Bar Position locks the command bar to its current “snap-to” state. This prevents users from dragging the command bar from a docked or floating position to another position.

Button View is used to enable or disable Button View.

Auto Hide is enabled to allow a docked command bar to be hidden similar to the way that the Windows Task Bar may be hidden.

Always On Top issues the “always on top” window style to the command bar so that nothing can appear on top of it.

Default Layout when no one is logged in specifies the .pwf layout file to be loaded when no one is logged into the Security Server.

Slide Show is used to enable specifies the .pwf layout file to be loaded when no one is logged into the Security Server.