WebViews Editor Guide - Foreseer 7.0

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Contents

1.   WebViews Editor Guide

The WebViews Editor is a graphic editing mode you can access directly in the Foreseer web interface. Using the WebViews Editor, you can modify and build the WebViews pages that make up a Foreseer user interface. WebViews pages typically fall into one of three categories:

- Location diagrams, which can be maps, floor plans, etc. These are two-dimensional, top- view diagrams used to direct users to the right geographic location. They are typically at the top levels of the Foreseer WebViews hierarchy. These are generally just a background image with links added in the appropriate places.
- Electrical one-line diagrams. These not only show the electrical connections, but also real-time data from the various devices depicted on the one-line. In most cases, these will make up the bulk of the WebViews pages in the Foreseer system. These consist of lines and devices as well as channel values from those devices.
- Elevation diagrams. Typically, these are front views of equipment cabinets with real-time data from the various devices displayed in the appropriate locations on the cabinet. They're built like location diagrams using a background image.

The WebViews Editor is a separately licensed product. If you don't have a license for the WebViews Editor, contact your Eaton sales person or application manager. There are a few things you'll need to do before you can start building your WebViews pages:

- Have an installed and configured instance of Foreseer available.
- Make certain your login credentials are part of a Foreseer user group with sufficient privileges to use the WebViews Editor. This is described in the *Foreseer Administrator's Guide*.
- Install the appropriate devices in Foreseer via either the Device Config utility or the Foreseer server. Once installed, devices and their channels are available on pages throughout Foreseer.
- Create the folder hierarchy (using the WebConfig utility) you'll need to support your various WebViews pages. Each WebViews page must have its own folder in the hierarchy.

> ⊘   The WebViews Editor is intended for use on a PC only, and requires both a keyboard and pointing device. You cannot use the WebViews Editor on a tablet or Chromebook.

WebViews pages are graphical representations of a Foreseer site used to monitor multiple locations and conditions. A WebViews page can be:

- Map or floor plan based diagrams showing the location of sites, buildings, and equipment.
- One-line electrical diagrams that provide real-time views of critical energy data from your equipment.
- Location diagrams, showing the physical location of equipment in electrical panels as well as real-time data from that equipment.
- Detailed dashboard views of the most popular real-time data from each piece of equipment.

The WebViews Editor is used to construct and configure WebViews pages. The editor works within your browser, and provides tools to:

- Place and configure objects that represent devices or channels and provide real-time channel data.
- Draw lines to connect devices in a one-line diagram.
- Place and configure graph and waveform objects, to provide detailed views of channel data or events.
- Add text boxes.
- Add graphics to WebViews pages or define a graphic for use as a background image on a page.
- Create hyper-links to navigate to other WebViews pages.
- Apply display styles to set the look-and-feel of elements on a WebViews page.
- Connect lines and control objects to device channels.
- Add HTML iFrame objects to display information from other web assets, such as video feeds or external web pages.

2.   Accessing the WebViews Editor

Access to WebViews Editor is controlled by Foreseer's account privileges. At a minimum, anyone accessing the WebViews Editor requires the PXSauthADMIN permissions. Also, editing web pages requires the right to view the pages. There are a number of permissions that carry the right to view all WebViews pages. See the Foreseer Administrator's Guide for more details about account privileges.

The URL for the WebViews Editor is:

http://forseer_server/WebAdmin

or, if HTTPS is active on the Foreseer Server:

https://foreseer_server/WebAdmin

where foreseer_server is the domain name or IP Address of the Foreseer Server website. Supported browsers include:

- IE 11 - 11.0.46 or later
- Safari (Mac OS, iOS) - 10.1 or later
- Chrome - 61.0 or later
- Edge - 41.0 or later

Quick Guide to the New Interface

The right-click menu has been replaced by the top menu and the side bar. Click the Edit command in the top menu to edit the WebViews page. The following figures highlight the various parts of the interface and provide a quick reference. If you are unfamiliar with the Foreseer interface or want more information, refer to the more detailed topics after this quick overview.
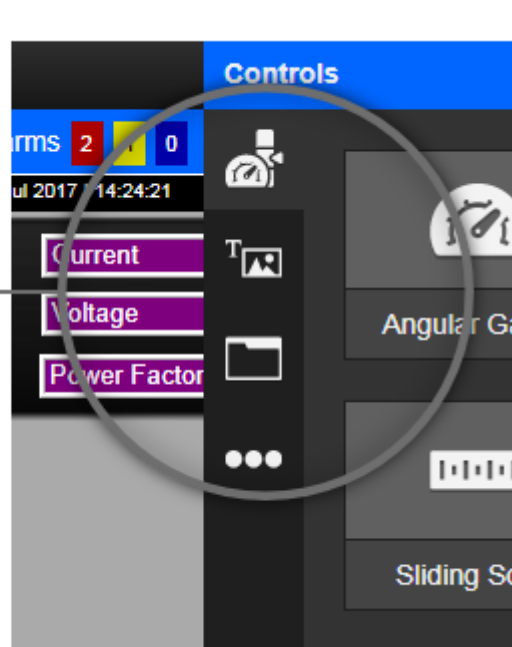
Editing Interface

Use Add or the sidebar to add objects to the page. When you are satisfied with your changes, click Save.
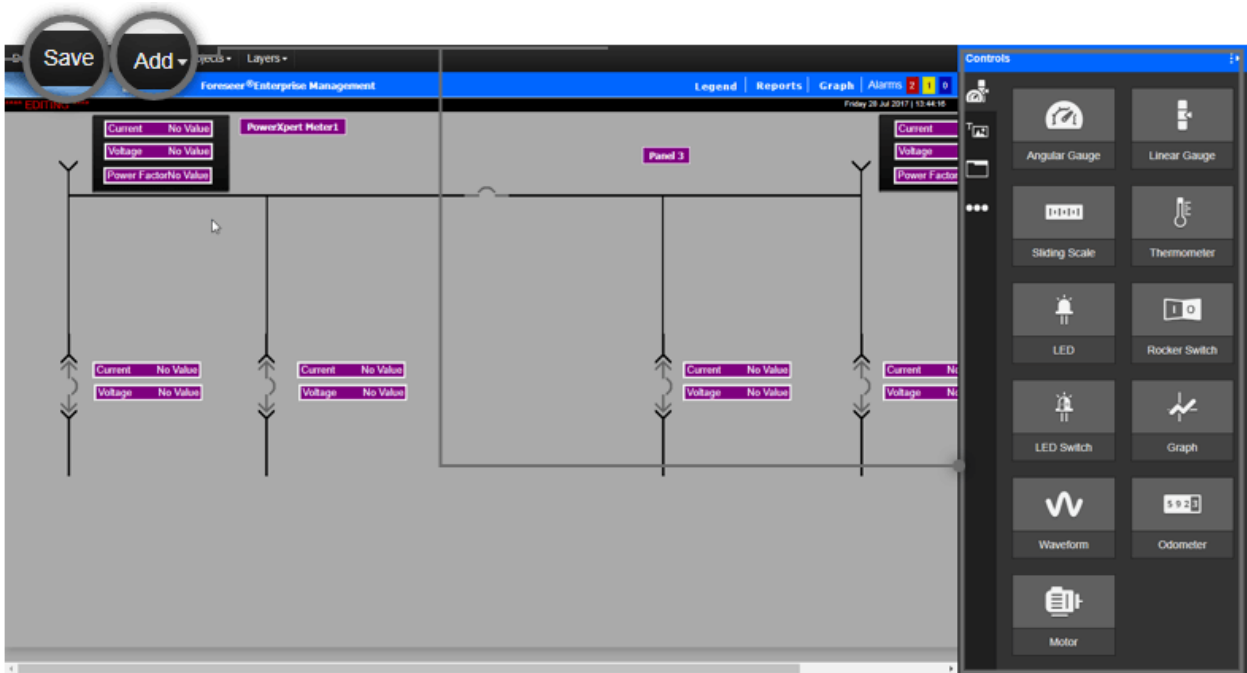
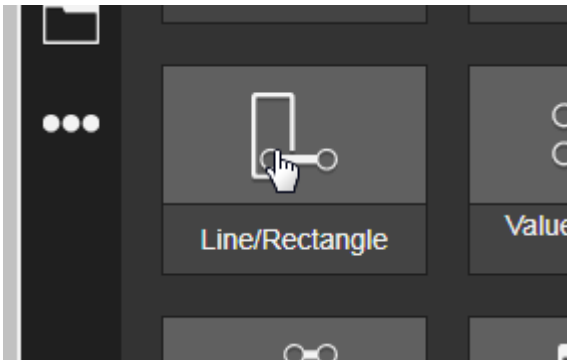The WebViews Editor Editing Interface: saving and adding.

Sidebar Tabs

The WebViews Editor Editing Interface: Sidebar Tabs

Object Placement

Double click an object to place it on the page

Object Properties

Line/Rectangle Properties

▼ **General**

▼ **Channel Link**   **Change Link**

Server	not found
Device	not found
Channel	not found

▼ **Alignment**

Top	120
Left	849
Width	50
Height	4
Z-Index	50

▼ **Appearance**

| Line Style | Standard Style 0 ▼ |

▼ **Line**

Orientation	Horizontal ▼
Unlinked Color	#000000 ■
Opacity	1

Change the object's properties in the sidebar.

Channel Picker

Use the Edit Link channel picker to link to a channel.
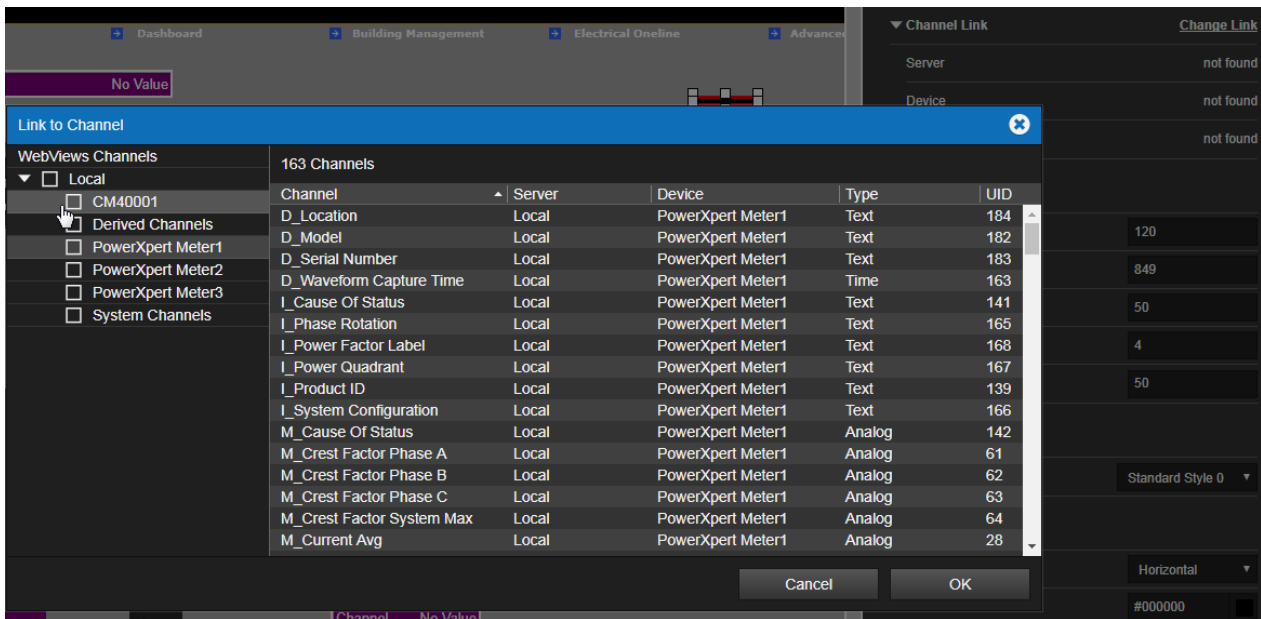
Controlling Links

You can link channels and view what's linked, as well as control the background image from the Object Menu
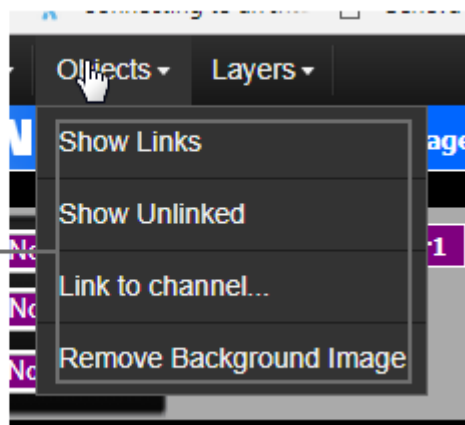
Controlling links and the background image

Layer Menu

Use the layers menu to control z-axis layers.
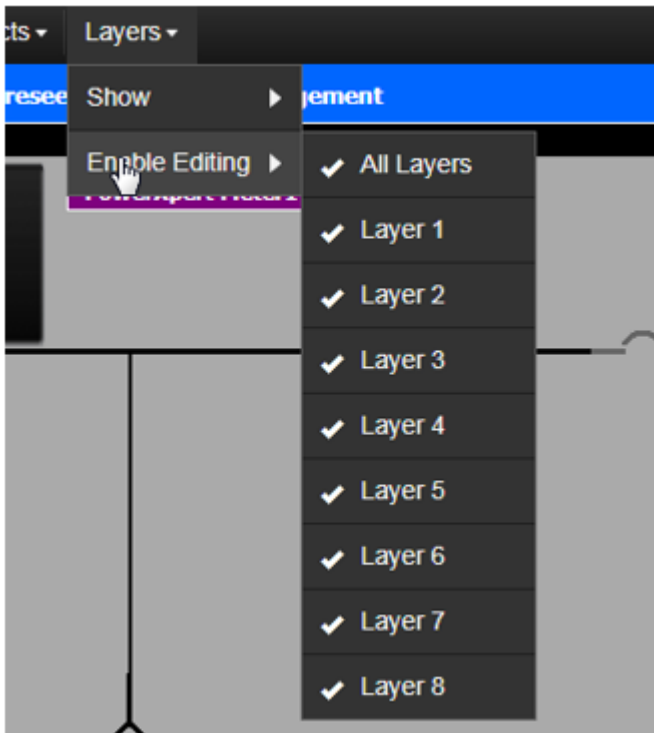
3. The WebViews Editor Interface

Drawing Lines and Rectangles

Line Placement

You can create a single line in Edit mode on the Text and Graphics tab. Double-click Line/Rectangle to place a line segment. You can stretch a line both vertically and horizontally to create longer or shorter lines or rectangles.
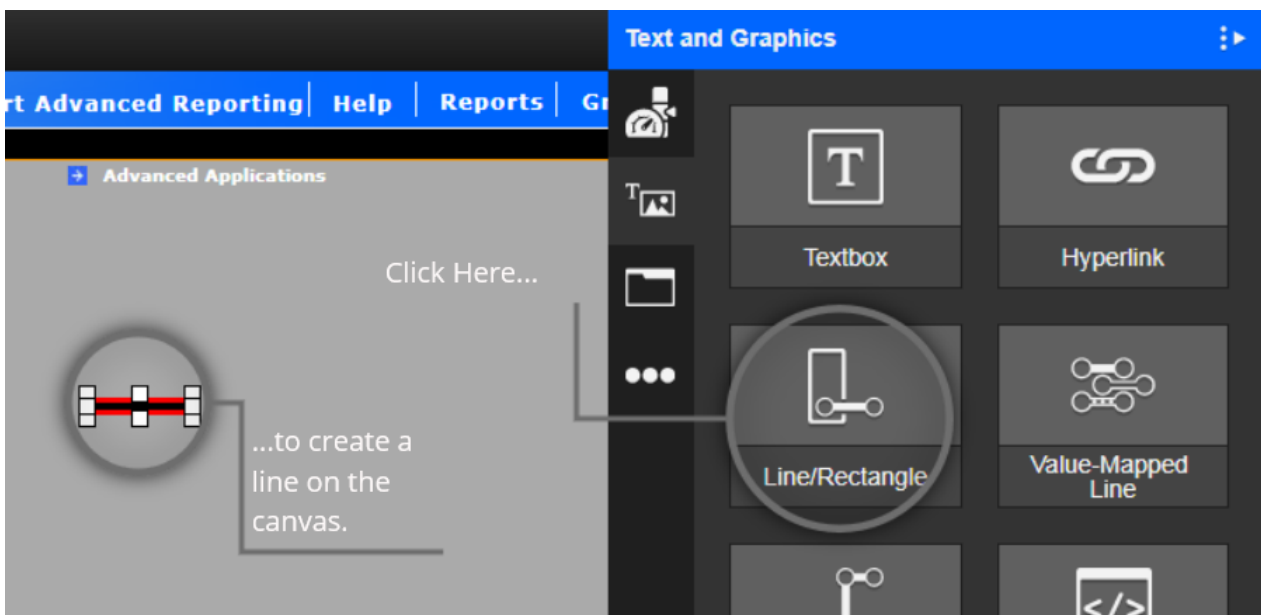
Click Line/Rectangle to place a line on the canvas.

Appearance and Orientation

Once drawn, you can rotate a line 90º by changing the Line Orientation from Horizontal to Vertical. You can change the color and opacity from the sidebar. The color is used only if the line isn't linked to a channel. When linked to a channel, the line color reflects the color corresponding to the channel state.

Sidebar, with appearance and orientation controls.

Multi-Line

You can create a multiple-segment line by creating individual lines and manually moving them. However, it's easier to use the Multi-line tool to create a jointed line. Keep in mind that multiple segment lines can only be drawn at right angles. Each click defines the length of the line segment along the X or Y axis, not the actual end point of the segment. When you've created the last segment, press Esc to stop line creation.
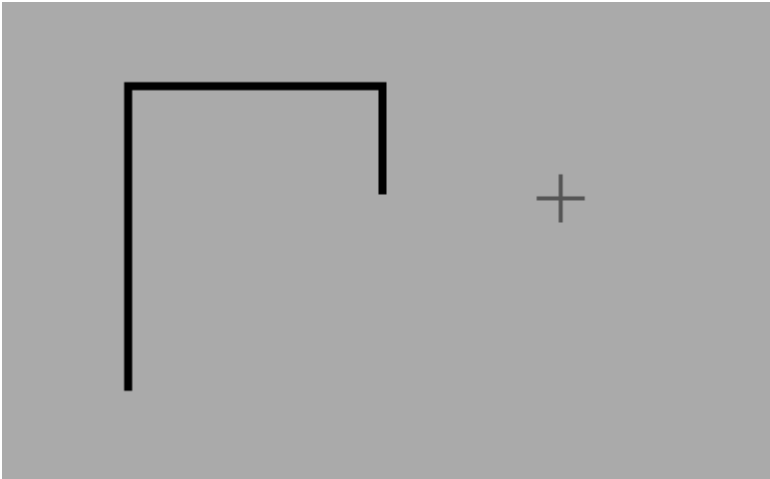
Drawing a multi-segment line with Multi-line.

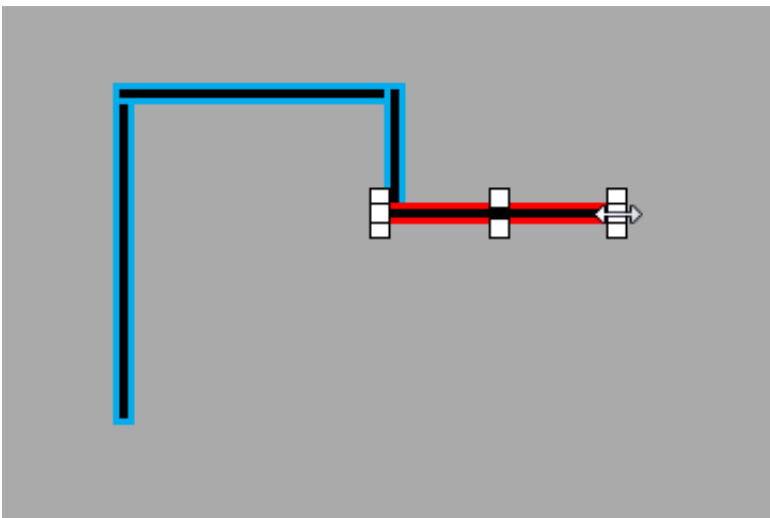Each segment in the line that you've created is now a separate line, and you can link, stretch, and color them either separately or together. To select multiple lines, draw a selection box that touches or encloses all of the lines you wish to select. Stretching multiple lines can lead to unexpected consequences as they are all being pulled along the same axes, causing some to grow and others to become narrower.
Styles provide the best way to apply a standard look to a set of selected lines or rectangles. Simply select the appropriate line style after selecting the lines.

4. Aligning Objects and Lines

Selecting Multiple Objects

When editing, click-and-drag a selection box to completely enclose the objects that you wish to select. Partially enclosed objects won't be selected.

Selection Box

You can also select multiple items by Ctrl-clicking each one (use Cmd-click on a Mac).
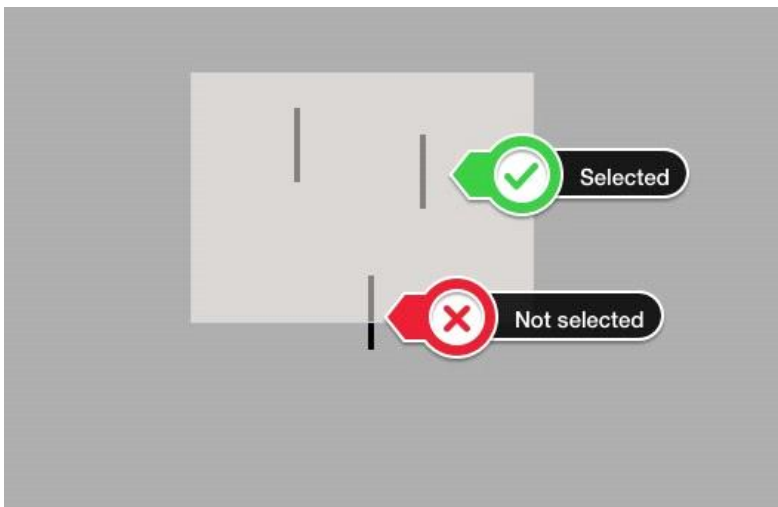
Selection Box

The Importance of Focus

Objects and Lines align around the object with focus. You can tell an object has focus because it has a red outline and sizing handles (as opposed to a blue outline which shows a selected object). In the following figure, the center line has focus.
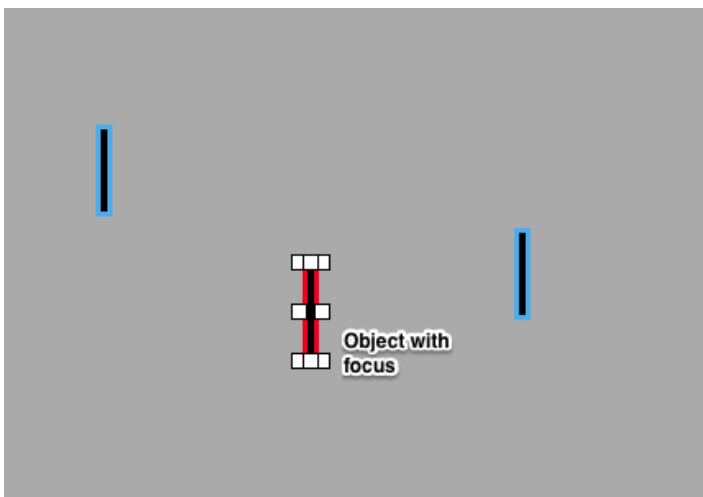
Focus in a Group of Selected Objects

Selected Objects

Other selected objects align around focus. The following example shows how this works with Vertical Align Top. This is a handy behavior because you can select which object to align to instead of everything aligning to the object that is furthest in the direction of alignment.
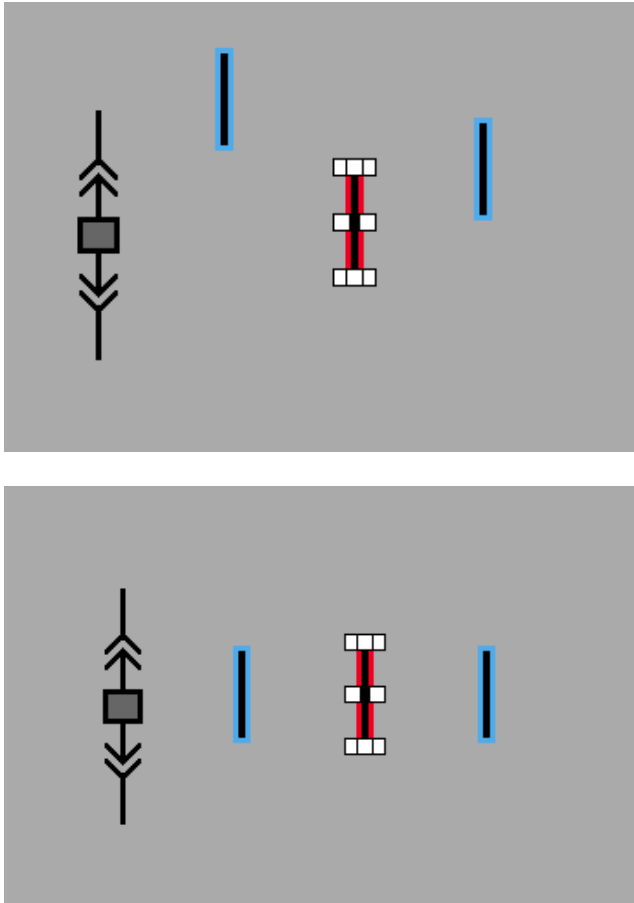
For example, Vertical Align Top always aligns with the top of the item that has focus.

5.   Using Layers to Overlap Objects

The Z-Index function determines the stacking order for overlapping objects. The WebViews Editor supports 79 separate "drawing layers" (10 through 89) called Z-Indexes. Most objects, by default, are initially created on Z-index layer 50. However, some objects have a different default layer; for example, control objects are on z-index 89 and iFrame objects are on z-index 51.

In most cases design elements do not overlap, so you don't need to change the layer for the object. If the page layout requires objects to overlap, keep in mind that higher the Z-Index numbers are closer to the "top" of the stack and will appear over objects on lower layers.

You can use either the toolbar or sidebar to change the z-index level.
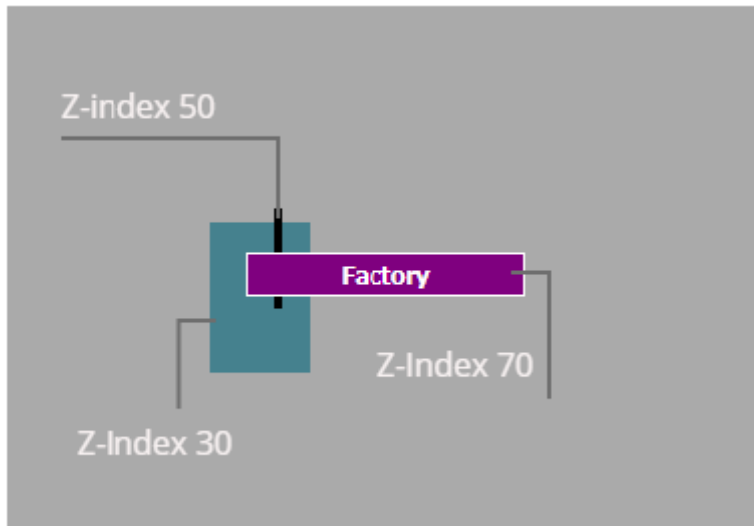
Three stacked objects on different z-index levels.

⊘ If two objects with the same Z-Index overlap, the most recently created object is on top (even though both objects are still on layer 50). When creation order is an issue, use the Z-Index commands to change the layering.

Layer Groups

Layer (groups) 1 through 9 allow you to hide all objects that exist in a set of layers, temporarily removing them from editing. To make things easy, layer groups span all layers in a decade (twenties, thirties, etc.). So, if you turn off "show" for objects in Layer (group) 2, any objects with a Z-index layer of 20 through 29 would be hidden. When you save and click Done, all hidden layer groups are shown in WebViews. You can hide and show Layer (groups) through the Show command on the Layers menu.
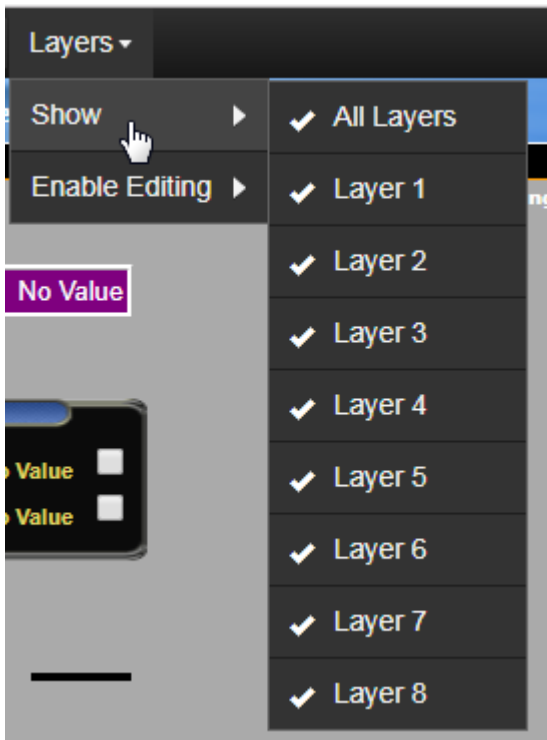
Changing the Appearance of an Object

You can use the Properties sidebar to change the visual appearance of an object using the Properties in the sidebar. Each object type has an individual set of properties you can set. The following video shows how to use these to change the appearance of an object.

Creating and Editing Styles

Styles modify the appearance of Channels, Lines, Text Boxes, Hyperlinks, and Folders. You can either create new styles or edit existing styles that were created by you or another user. You can't edit the built- in set of styles.

> ⊘ You can't create a new style for a Line. You can only assign one of the built-in styles to a Line.

Creating a New Style

For new or user-created styles, you can change the text size, weight, font family, color, and orientation. You can also change the color and border appearance of objects. To edit or create a style, select an object and click Create/Edit.
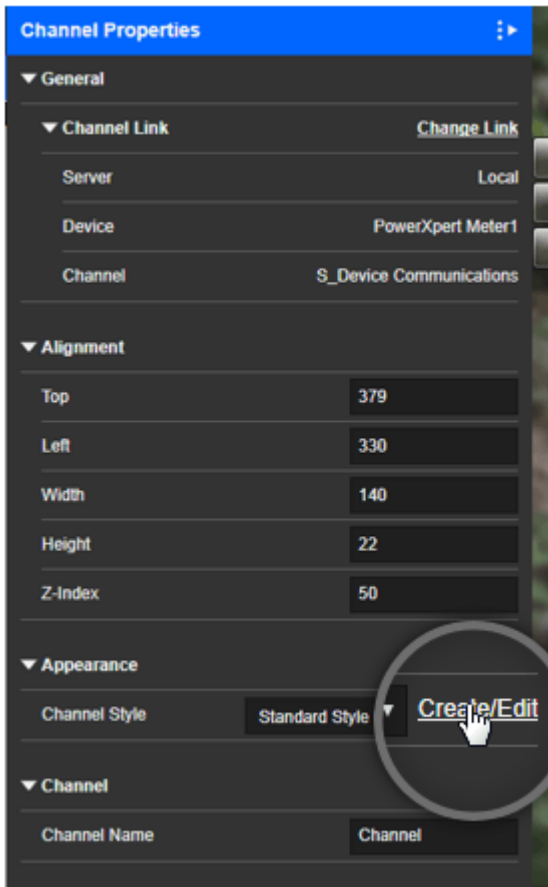
When creating a new style, you'll need to give it a name. You can't use spaces or special characters in the style name. If you do, you won't be able to click Next until you remove them. After specifying a name, select a style from the dropdown list to use as a model. This preloads the new style with the settings from the style you select in the list. The appearance of the selected style is shown in the Preview. Click next to modify the appearance.
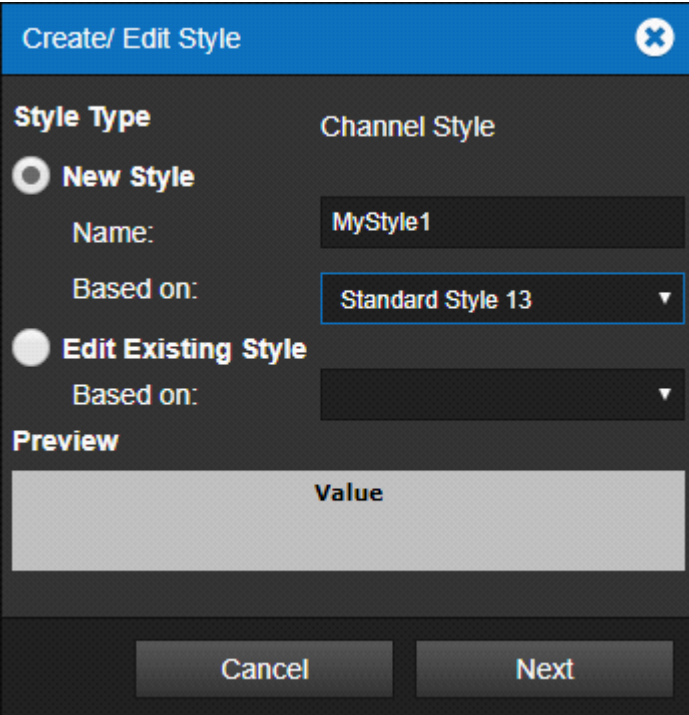
You can change the border and background transparency on the gear tab. Background color can also be set for all objects except Channel and Folder. You can see the results of your changes in the Preview. If you want to set a specific color for the border, instead of selecting a color using the picker you can enter the hexadecimal code for the color directly. When you move to another field or press tab the new color will show in the preview. Note that background color cannot be set for either Folders or Channels.
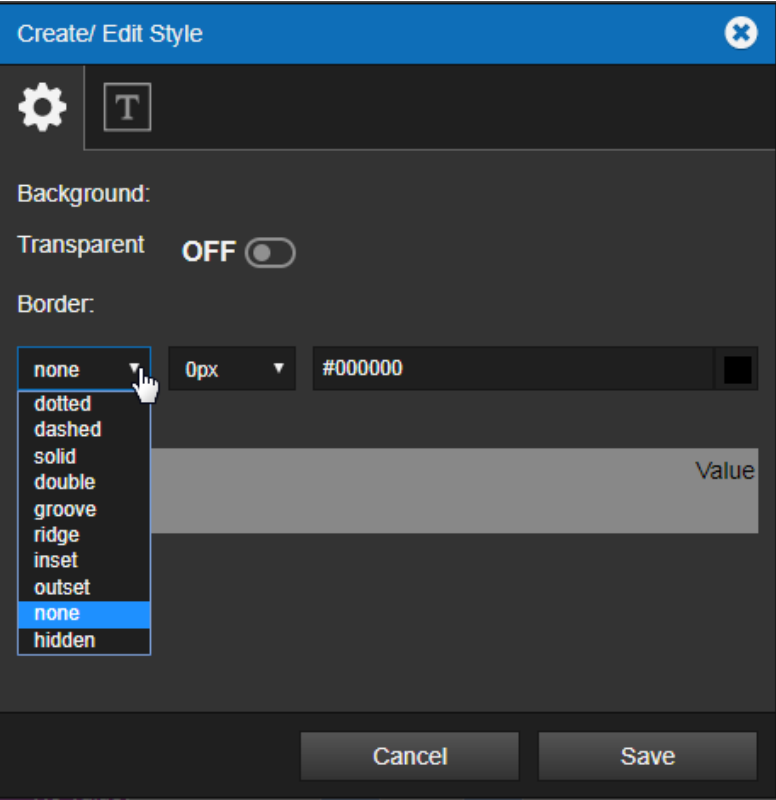
Use the Type tab to change the appearance of the label text. You can set the font family, size, color, weight, and orientation. The list of available fonts is the set of fonts currently installed on the Foreseer server.
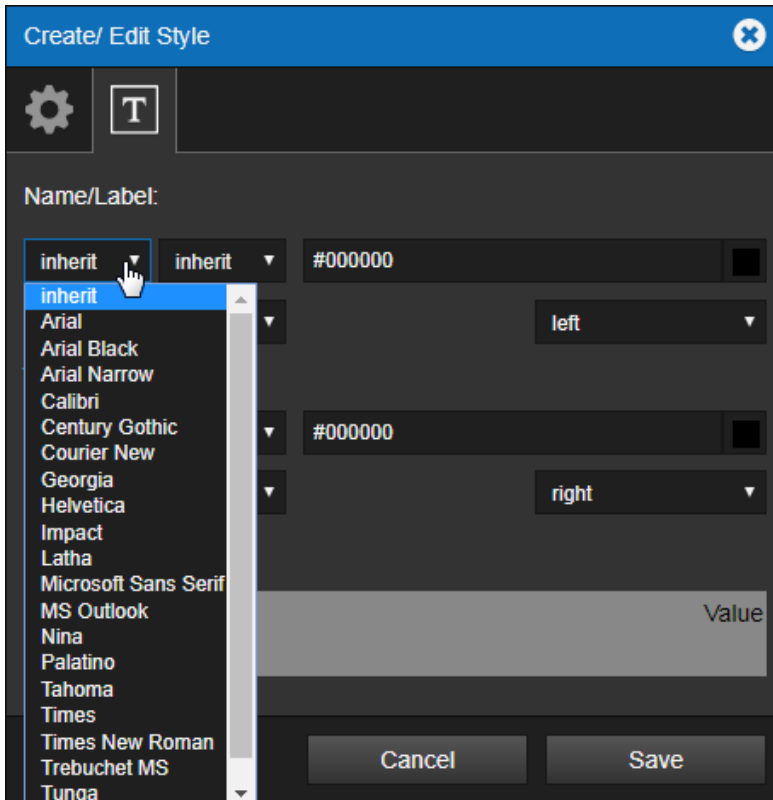
When you've finished making changes, click Save to add your new style to the list.

Editing a User Created Style

To edit an existing user-created style, simply select Edit Existing Style and then select it from the Style list. You can now change all of the attributes of that style just as you did when it was created.

6.   Channel Checkbox, and LED

| Object Type	Digital Channel	Analog Channel	Time Channel	Text Channel	Derived Channel	Style
Channel	Yes	Primary Use	Yes	Yes	Yes	Yes
Checkbox	N/A	Primary Use	N/A	N/A	Yes	No
LED	Primary use when Type = Value	Primary use when Type = State	No	No	Yes	No

Channel Objects

A Channel object can display values from a single channel for any device added to Foreseer. These objects, especially Channel, are used throughout WebViews pages to provide operators with real-time updates to Channels. Channels are often shown:

- By themselves, usually on electrical one-lines or floor plans.
- Grouped together in "boxes" (which are merely static images) to show the most important Channels from a device. These are usually shown on an electrical one-line.
- Superimposed over elevation diagram panel static images to show Channel values from an object in that position.
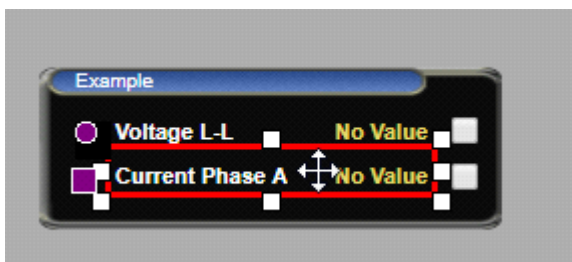
A channel object in a data display box (edit mode)

A Channel object can display values from a single channel for any device added to Foreseer. You can place a Channel object through either the shortcut key "C" or by using the Channels and Folders tab on the sidebar. You can continue to press "C" to cycle forward or Short+C to cycle backward through the various channels already in use on the page. You can press "F9" to add a set of channel objects corresponding to all channels currently in use on the page.

⊘ You can preload a set of channels onto a page through the WebConfig Utility.

Channel State Color Codes

In WebViews, Channel objects are color coded to help the user visually distinguish the status of each channel. The color coding scheme is as follows:

Color	Alarm State
Red	Critical alarm state
Yellow	Cautionary alarm state
Blue	Acknowledged alarm state
Gray	Inactive alarm or event state. This is the default color for Channel objects in edit mode.
Purple	Disabled
Light Blue	Disarmed
Green	Normal

Special Styles for Channels

In WebViews, Channel objects are color coded to help the user visually distinguish the status of each channel. The color coding scheme is as follows:

Style Number	Appearance	Typical Use
22		Analog channel LED indicator, used over a display box static image or black background in legacy installations.
19		Digital channel LED indicator, used over a display box static image in legacy installations.
18	Voltage L-L 27.198	Used over a display box static image (the style has a transparent background and does not change color to reflect the channel state.

Checkbox Objects

Check Box objects are almost always used in conjunction with Channel objects. When users click the Graph link, it launches the Graph window pre-loaded with the channels linked to selected check boxes. The following figure shows a typical arrangement of check boxes with channels on a WebViews page. You can link a Check Box to a channel by selecting a Channel and pressing "x".
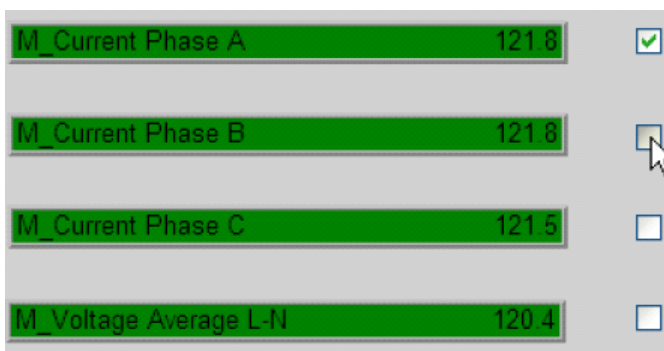
LED Objects

LED objects can show either the standard channel state color codes (shown above) or indicate a 0 or
non-0 value with a special color. They have more color options available than Channel objects

(without editing style CSS) and are useful when you need to show a special color for either a 0 or non-0 state. Select an LED Type of State for the standard color states or Value for zero or non-zero custom colors.

7. Common Design Tasks

Adjusting Absolute Position

The Alignment controls set the top and left starting positions of the object (measured from the top left corner) and its width and height. All settings are in pixels. Z-index sets the stack order.

Finding Objects without Links

To determine which objects are not properly linked to the appropriate Channels, press the "U" key (or select Show Unlinked from the Objects menu). Unlinked objects or objects not linked to an available Channel are highlighted.

Finding What Channels are Linked

To see which Channels are linked to objects, press the "K" key (or select Show Linked from the Objects menu). Linked objects or objects linked to a Channel are highlighted.

8. Adding a Device Channel to an Object

You can link any object to a device or derived channel through either:

- Channel Link in the side bar
- The Link to Channel command in the Objects menu.

Click the Change Link to launch the Link to Channel dialog box. Along the right, you'll find a tree listing servers, devices, and channels. You can expand the list under servers (in this case, just the local Foreseer server) to shall all of its devices, system channels, and derived channels. Click one of these to select it.

> ⊘ WebViews Channels, are only those channels already in use or channels added through the WebViews Editor.
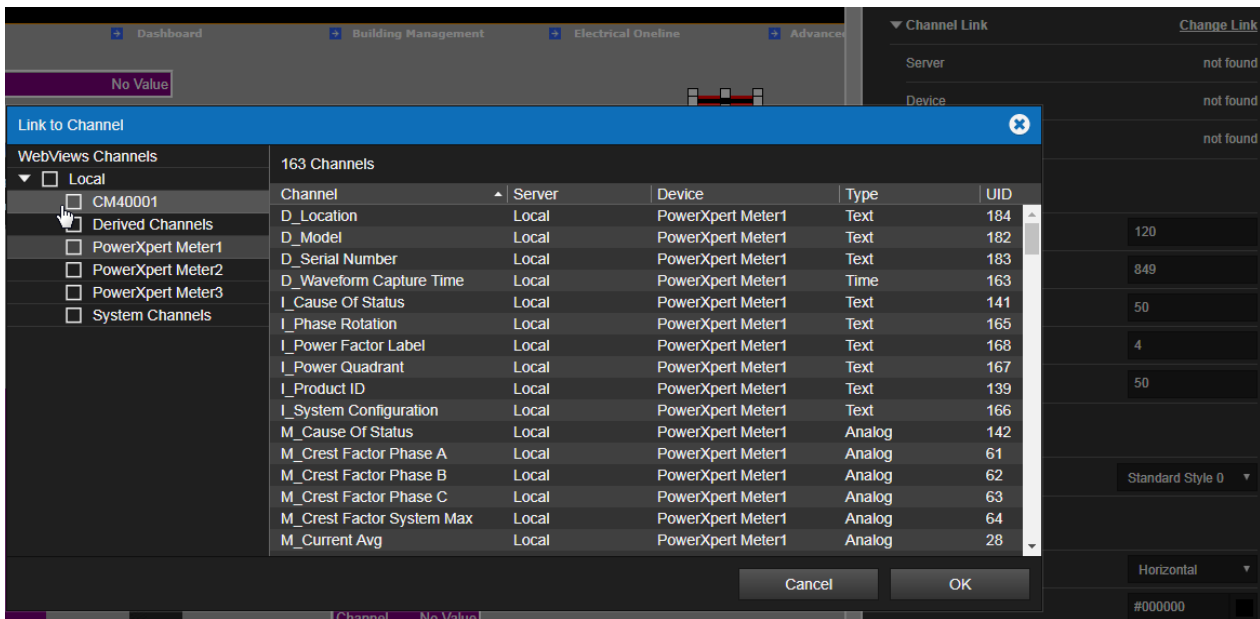
9.   Switch Objects

Foreseer provides two Switch objects:

Switch Object	Action	Special Styling
Rocker Switch	Toggles with top (active) or bottom (inactive) depressed	Selectable active colors and borders.
LED Switch	Toggles between pressed (active) and normal (inactive).	Selectable active colors, borders, and text label.

Switch objects are interactive and used to initiate an action via a derived digital channel. The Switches must be used with digital channels as they are designed for 0 or non-0 inputs/outputs. The active (non-0) and inactive (0) states have programmable colors, also, the switch itself will visibly "toggle" between states.

Motor Object

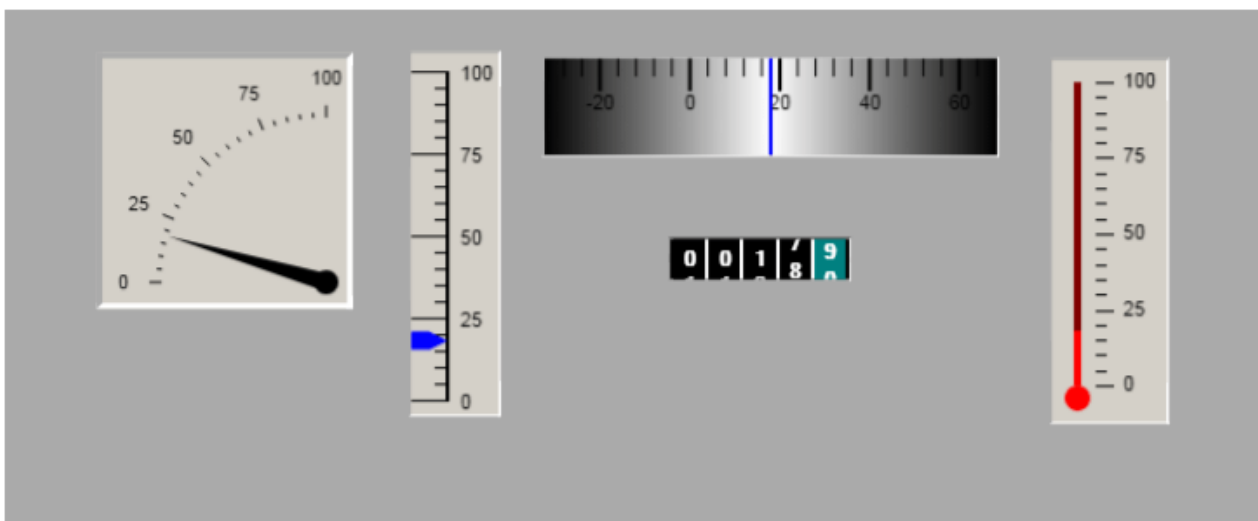The Motor objects shows a zero (motor not rotating) or non-zero (motor rotating) value. Motor objects have lots of appearance options for the motor itself, the blades, and even the pipes. Motors are not commonly used in WebViews pages.

Object Type	Digital Channel	Analog Channel	Time Channel	Text Channel	Derived Channel	Style
Motor	Primary use	Yes	No	No	Yes	No

Gauges and Other Analog Indicators

Object Type	Digital Channel	Analog Channel	Time Channel	Text Channel	Derived Channel	Style
Angular Gauge	No	Primary use: analog values above zero.	No	No	Yes	No
Linear Gauge	No	Primary use: analog values above and below zero.	No	No	Yes	No
Sliding Scale	No	Primary use: analog values above *and below* zero.	No	No	Yes	No
Thermom eter	No	Primary use: analog values above *and below* zero.	No	No	Yes	No
Odometer	No	Primary use: accumulating values above zero.	No	No	Yes	No

Gauges use the familiar metaphor of instrument panel gauges and instruments. Gauges can display values from analog and derived channels. There are a wide variety of look-and-feel customizations for each of the gauge objects, including settings for major and minor ticks, labels, and indicators. The Analog Gauge and Sliding Scale also support multiple settings, which can be used to set colored sections on the scales. Typically, sections are used to indicate cautionary and critical alarm ranges.
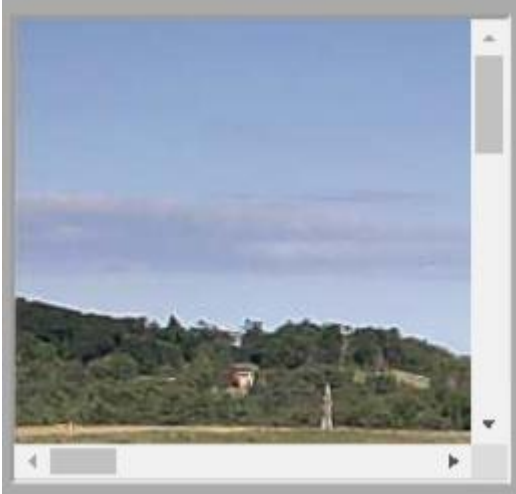
Linking Objects

Foreseer provides three ways to add links to your WebViews page:

Folder Objects	UNITED STATES Factory Typical folder objects.	Use these to link to any existing Folder in Foreseer. You can: • Select the target folder from a drop down list. • Provide a descriptive label for the object. • Choose the style for the	🗀

		object. Styles specifically for use with Folder Objects are: (fill in when style map available). Folders always open in the current tab. Folder colors reflect alarm states from channels on the target WebViews page.	
Hyperlink Objects	**Google** Typical hyperlink object.	Use these to link to intranet or Internet resources. You can: • Specify the target URL. • Provide a descriptive label for the object. • Specify if the URL should open in the current tab or in a new tab. • Choose the style for the object. Styles specifically for use with Folder Objects are: (fill in when style map available).	

IFrame Objects		Use these to embed a frame in the WebViews page with a target URL. Typically this is used to provide a view from a streaming video source, such as a camera in your facility. You can: • Specify the URL for the streaming video source. • Provide a descriptive name for the object. • Set one of the following iFrame properties (other iFrame HTML properties are not supported). Never use double-quotes, as the attribute value will not be retained. Single quotes are not required around the arguments. • margin width • margin height • scrolling • frame border • The style for the object. Styles specifically for use with Folder Objects are: (fill in when style map available).	
	IFrame object showing a web cam.		

⊘ Never reference a WebViews page or any Foreseer page with an IFrame object.

10. Animated Images and Value Mapped Images and Lines

Animated Images

Animated images provide one of a set of three different static images, depending on the state of the linked channel. These are designed to work with digital channels, and the images correspond to true (non-zero), false (zero), and no data. You select the image set that you want from a scrollable list.
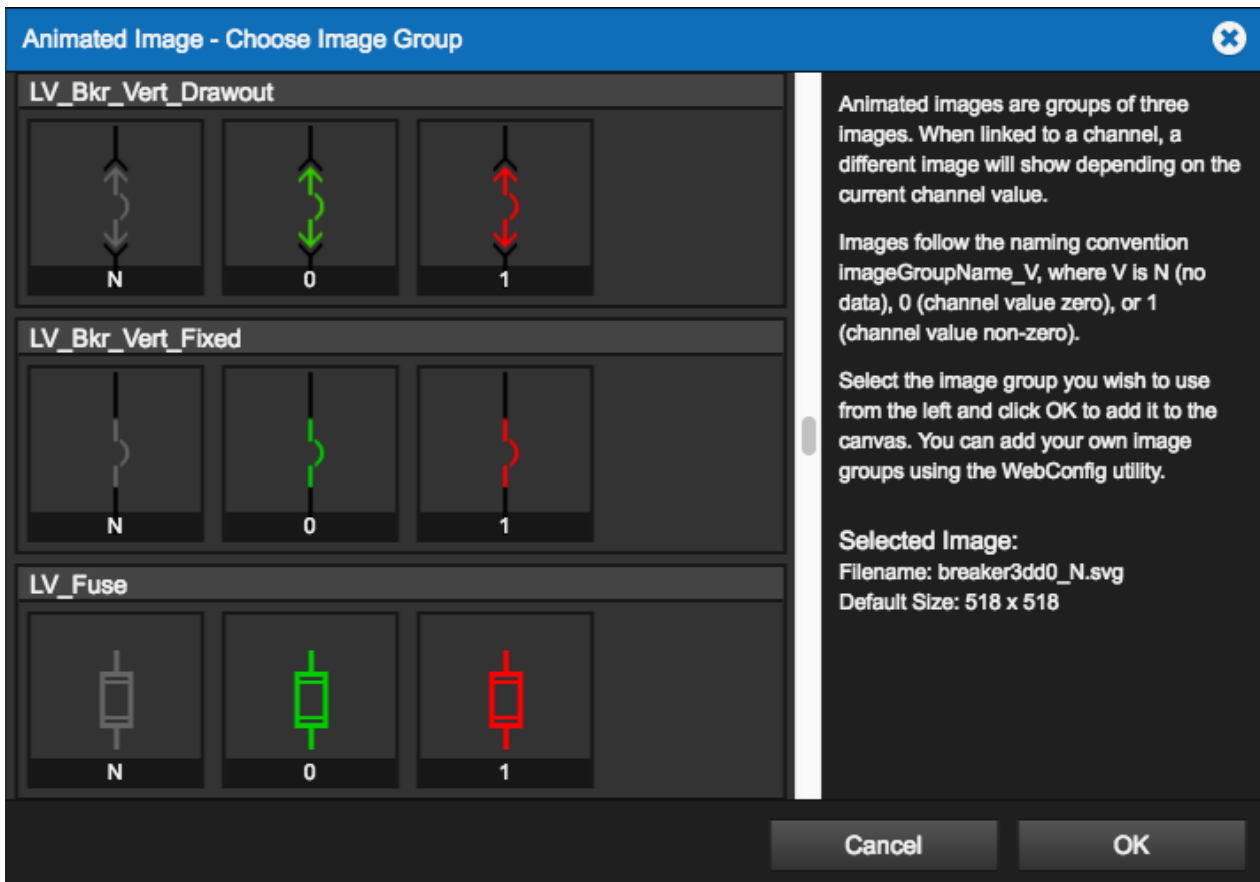
Examples of animated image sets

Value Mapped Images and Lines

Value Mapped Images are similar to Animated Images, but the choice of which of the three images is displayed depends on rules that match a set of numeric values or strings. Value Mapped Lines have rules that specify the line color depending on the value of the linked channel. Like standard Lines, you can set the opacity and style for Value Mapped Lines.
The numeric values in the rules are exact matches; that is, you cannot specify greater than or less than. You can specify floating point numeric values. You can also specify text strings to match. Each string must be enclosed in double quotes. For example: "closed" or "open."

> ⊘ Value Mapped Images and Lines work well with derived channels. You can use the derived channels arithmetic features to convert ranges of analog values into the fixed values required.

Value Mapped Images can only have up to 10 images in a set, and therefore 10 corresponding rules. Value Mapped Lines can have up to 10 rules and color variations.
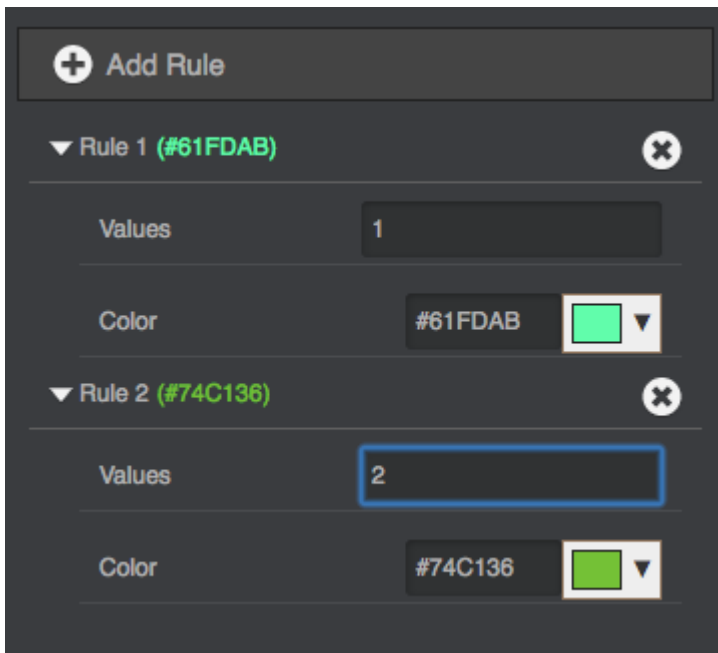
Two example rules for a Value Mapped Line

11. Accelerator Keys and Mouse Gestures

Basic

Category	Functions
Ctrl+E	Enters edit mode
Ctrl+S	Saves the layout.
F5	Exits edit mode and discards all changes since last save. The F5 button is the browser Refresh command which causes the current page to be reloaded.
F6	Enters edit mode or, if in edit mode, saves changes and exits edit mode.

Object Selection

Accelerator	Function
Click	Selects the clicked object and deselects all other selected objects. The selected object will also be the focused object. Clicking outside of any object will deselect all objects. The Background object cannot be selected by any method. A selected object is indicated by a highlight border color of dark blue or orange. Blue indicates selected and orange indicates focused. A focused

	object is always the last object selected and has special meaning for certain commands.

A focused object is always the last object selected and has special meaning for certain commands. If only one object is selected, then it is by default the focused object. The focused object is generally the object a command applies to such as "make same size as" or "align to top of."

When a layer is active, all selection commands will act as if only those objects exist; e.g., Ctrl-A for Select All Objects will only select the objects that fall within the defined layer. When new objects are created, their Z-index will be set to the middle of the active layer and the Z-Index Front and Back commands set the selected objects to the front or back of the active layer. |
Ctrl+Click	If the object is not selected, it will be added to the current list of selected objects and will become the focused object (the last selected object rule). If the object is selected, but is not the focused object, then this object will become the focused object and the previous focused object will become a normal selected object. If the object is the focused object, it will be deselected.
Alt+Click	Deselects a selected or focused object.
Space Bar	If no objects are selected and the cursor is over an object, the object the cursor is over will be selected. If objects are selected, all objects will be deselected. Shift+Space Bar will always select the object under the cursor. If any other objects are selected, this object will be added to the group.
Tab	Select the next (previous if Shift+Tab) object in the document. If no object is selected, the selection will start from the beginning of the document. The document order is the order that objects were created.
Ctrl+A	Selects all objects.
Ctrl+Drag	When starting outside of any selected objects, selects objects that the cursor passes over. The drag must start outside of an object and proceed through the object (don't move the mouse too fast). You can Drag in any arbitrary pattern included doubling back. You can extend selections by Ctrl+Dragging to add new objects.
Ctrl+Dragging any selected object of a group of selected objects moves the entire group of objects.
Drag	When starting outside of any selected objects, this will first deselect all objects and then create a bounding box that will select all objects that are completely contained within its boundary. If the mouse button is released outside of the browser window, the bounding box will be invalidated and you will have to start it over.
Dragging a focused object will move the object (or group of objects if multiple objects are selected). If multiple objects are selected, be careful to drag the focused object. If you attempt to drag one of the selected objects in the group you are in fact just doing a select of that individual object which deselects all other objects. You can Drag a group of selected objects from a non-focused object by using Ctrl+Drag.
Esc	Deselect all selected objects.

Copy and Paste

Accelerator	Function
Ctrl+C	Copy: Copies the selected objects. This only works for copying and pasting objects in the current WebViews page.
Ctrl+V	Paste: Pastes the copied objects 10 pixels to the right and 10 pixels down from their original position. For ActiveX controls, the new object is pasted 30 pixels down and to the right. This only works in the current WebViews page.
Alt+Ctrl+C	Copy: Copies the selected objects. This works for copying and pasting objects in any WebViews page.
Alt+Ctrl+V	Multi-Page Paste: Pastes the copied objects 10 pixels to the right and 10 pixels down from their original position. For ActiveX controls, the new object is pasted 30 pixels down and to the right. This only works in the current WebViews page. The objects can be pasted in any WebViews page

View

Accelerator	Function
+=,_-	Zooms in or out by 100% (you do not need the shift key for +). When zooming in, the zoom area will be centered on the tip of the cursor. You may zoom in multiple levels. If the Ctrl key is pressed, the zoom level will be 50% instead of 100%. Be careful when making layout changes while zoomed. Zoom mode is for examining the fine details of object placement. It's always safer to actually move and resize the objects at native (100%) resolution.

Layers and Z-Index

Accelerator	Function
Shift+layer+number	All objects in a layer can be hidden by typing Shift+layer-number. This command is a toggle so to show the objects, type the same command again. You can hide as many layers as you would like. Unlike the selection layers, the hiding layers do not need to be contiguous. To show all objects, type Shift+0.
F8	Selected objects can be moved to different layers by using the Switch Layer command from the menu or the F8 shortcut. When moving objects to a new layer, their relative position will remain the same in the new layer

	(i.e., if the selected object has a Z-index of 46 and it is moved to layer 2 it will now have a Z-index of 26).
Alt+Plus	Z-Index Increment (by one), the selected objects
Alt+Minus	Index Decrement (by one), the selected objects

Object Creation and Manipulation

Accelerator	Function
C	Create a Channel object. If a Channel object is focused, pressing C repeatedly will cycle through available Channels. The Channel object will be created where the cursor is positioned. If you will be cycling through Channels to find a particular Channel, you may want to resize the Channel object first to make sure that it is large enough to hold the longest Channel name.
F9	The All Channels command will create a Channel object for all Channels that are contained in this folder. The Channel objects will be created in columns starting at the upper left of the window. Caution: use this with care. Depending on the number of channels assigned to that WebViews page, this command can create more Channel objects than the page can contain (some channel objects spill over into the gray area). Should this occur, cancel edits and do not save.
F	Create a Folder object. If a folder is focused, cycle through available folders. If you will be cycling through folders to find a particular folder, you may want to resize the folder object first to make sure that it is large enough to hold the longest folder name.
F10	The All Folders command will create a folder object for all sub-folders that are contained in this folder. The folders will be created in a column starting at the upper left of the window.
F2	The All Objects command will create all objects (Channel objects, Folder objects, and Folder Link objects) that are contained in this folder. The objects will be created in columns starting at the upper left of the window.
Date and Time	The Date and Time object. You can set the Date and Time style, which is global and affects all Date and Time objects throughout the layout, with Switch Styles.
Breadcrumbs	The Breadcrumbs command is available from the Layout menu only. By default the breadcrumbs line will display the crumbs as the URL path to the folder that is currently being displayed. To change the crumbs, you may enter specific breadcrumbs text for each folder on the server from the folder properties available at the server. You can set the Breadcrumbs style, which is global and affects all Bread-crumbs throughout the layout, with Switch Styles.
Ctrl+L	Create a Horizontal Line. If a Line is focused the line orientation will switch between horizontal and vertical depending on the current orientation.
Ctrl+Q	Create a Square/Rectangle object. If the object is focused the its orientation will switch between horizontal and vertical depending on the current orientation. A Square/Rectangle object that is linked to a Channel will use the color assignments set by the One Line Colors command from the Short-cut Menu. If the object is not linked to a Channel, the line can be set to any color using the property editor. Opacity is supported for both linked and unlinked

	lines and can be set to any value between 0.00 (fully transparent) and 1.00 (fully opaque) in 0.01 steps.
Ctrl+I, Ctrl+M	Create a Static Image. A dialog will be shown for user to select a static image. If a static image is focused, it will be replaced. Otherwise, a new static image will be added to the page.
Ctrl+B, Ctrl+N	Create an Animated Image. A dialog will be shown for the user to select an animated image from the palette. If an animated image is focused, it will be replaced. Otherwise, a new animated image will be added to the page. For animated images (e.g. a breaker), orientations may refer to what edge the poles of the breaker are on (top, bottom, left or right).
Ctrl+Alt+N	Create a Value-Mapped Image. A Value-Mapped Image object that is linked to an Channel will use the color assignments set by the Mapping dialog box accessible from the object's properties dialog box.
Ctrl+T	Create a Text object. To edit the text, double-click inside the text object. When you are done editing the text, click outside the object. A text object may be flipped to/from horizontal/vertical by using the Flip Text Horiz/Vert command, which is available from the Objects shortcut menu. If you need to edit a vertical text object, it's easier to flip it to horizontal, do the editing, and then flip it back to vertical.
Alt+W	Create a Flash animation movie object. A dialog will be shown for user to select a flash animation movie. If a flash movie is focused, the focused one will be replaced. Otherwise, a new flash animation movie will be added to the page
Ctrl+H	Create a Hyperlink. To edit the label and the URL, double click the hyperlink object to display the property editor. You may leave the label blank. Hyperlinks by default will open the page pointed to in the URL field in the same browser window. Optionally, you can have the link opened in a new window by changing the "Open In" property. When using a separate window, you can specify the window size.
Ctrl+P	Attaches a background image to the page. A dialog will be shown for user to select a background image. If a background image has already been attached to the page, it will be replaced. Otherwise, the new background image will be attached to the page. The Remove Background command is only available through the Objects shortcut menu and will remove a background image from the page
Alt+Y	Switch Style: Changes the style of the selected object. This command is only supported for Channel, Folder, Folder Link, Hyperlink, Line, Text, Breadcrumbs, and Date/Time objects. The Style Selection dialog box containing a list of standard styles for the selected object will be displayed. Select the desired style or customize an existing style. If customizing a style, a name must be entered for this new style.
Y	Apply Style: Applies the style of the focused object to all of the selected objects.
Ctrl+Z	Undo: Reverses the effects of editing operations. This is a multiple level Undo and the Undo buffer can grow quite large after a long editing session. Periodically, you should save your work and exit and re-enter edit mode which will release the memory resources that the Undo buffers have consumed. When using the ActiveX controls, Undo will only restore the size and position information of the control.
Ctrl+Y	Redo: Reverses the effects of the Undo command. Redo is only available after an Undo operation.

Del	Deletes the selected objects.
Ctrl+Space	Launches the linking dialog box.
K	Show Links: Select either an object or an Channel and the press the 'k' key to show links. If an Channel is selected, then the objects linked to that Channel will be selected, if an object is selected, the Channel that the object is linked to (if linked) will be selected.
U	Show Unlinked: Pressing the 'u' key will select all linkable objects that are currently unlinked or are mis-linked. A mis-linked object is an object that is linked to an Channel that is not valid. This can occur due to an Channel being deleted from the WebViews folder that this object was linked to or the Channel or device being deleted from the server. An unlinked object is an object that has not been linked yet.
Left-Click	Left-click on any object will show what it is linked to and other object information in the status bar. The link will show the full Channel name in the '\\server\device\ Channel format for the object. The status bar is at the bottom of the browser. If it is not visible, you can make it visible by going to the browsers View menu and making sure the 'Status Bar' item has a check mark next to it.
Alt+F1	Shows the position of the selected object, its z-index and its Unique ID and other object information in the status bar. The position information is the objects x and y coordinates in pixels relative to the top left of the window being x=0, y=0. The objects width and height in pixels is also displayed along with its z-index. The z-Index determines which object is visible if objects overlap. The higher the z-Index, the closer the object is to the viewer (the more visible it is). For objects with the same z-index, the order the objects are created determines visibility with the newest object being more visible.
Arrow Key	Moves selected objects by one pixel in the direction of the arrow.
Ctrl+O	Launches the Change One Line Color dialog box.

Object Layout and Sizing

Accelerator	Function
Alt+Arrow Key	Resizes selected objects by one pixel in the direction of the arrow.
Ctrl+Arrow Key	Resizes the objects by 10 pixels.
S	Same Size: Makes the selected objects the same size (width and height) as the focused object. Select any number of objects and then select the object you want the objects to be the same size as the last selection.
W	Same Width: Makes the selected objects the same size in width only as the focused object. Select any number of objects and then as the last selection, select the object you want the objects to be the same width as.
H	Same Height: Makes the selected objects the same size in height only as the focused object. Select any number of objects and then as the last selection, select the object you want the objects to be the same height as.
T	Align Top: Aligns the selected objects with the top of the focused object. Select any number of objects and then as the last selection, select the

	object to which you want the objects to be aligned.
L	Align Left: Aligns the selected objects with the left side of the focused object. Select any number of objects and then as the last selection, select the object to which you want the objects to be aligned.
B	Align Bottom: Aligns the selected objects with the bottom of the focused object. Select any number of objects and then as the last selection, select the object to which you want the objects to be aligned.
R	Align Right: Aligns the selected objects with the right side of the focused object. Select any number of objects and then as the last selection, select the object to which you want the objects to be aligned.
Shift+H	Align Center Horizontal: Aligns a set of vertically spaced objects with the horizontal mid- point of the focused object. Select any number of objects and then as the last selection, select the object to which you want the objects to be aligned.
Shift+V	Align Center Vertical: Aligns a set of horizontally spaced objects with the vertical mid-point of the focused object. Select any number of objects and then as the last selection, select the object to which you want the objects to be aligned.
A	Space Across: Divides the amount of horizontal (left to right) empty space between the first and last selected objects in a group of objects to make the spacing between all objects in the group even. The left and right-most objects will not be moved, only the objects in between. After executing the space across command, if you find that there is too much or too little space between the objects, just move either the first or last object left or right, select the group again and do another space across.
D	Space Down: Same as Space Across but in the vertical (top to bottom) direction.
Shift+A	Stack Across: Removes all horizontal (left to right) empty space between the first and last selected objects in a group of objects. The left-most object will be the anchor object and will not be moved.
Shift+D	Stack Down: Removes all vertical (top to bottom) empty space between the first and last selected objects in a group of objects. The top-most object will be the anchor object and will not be moved.

Object Properties

Accelerator	Function
Double-Click or P	Displays the property editor for an object. The individual properties vary depending on the object. All objects have the Z-index property (so they can participate in the editing Layer). When the property editor is displayed, clicking on the property will display a short description of the property. Most properties can be edited by typing the value directly. Some properties such as the color of an unlinked line may be edited directly or a Color Picker dialog may be accessed by selecting the Color Picker button.

Controls

Accelerator	Function
Alt+Z	Displays the controls menu. Controls are ActiveX objects that can be gauges, dials, digital displays, and LEDs. Controls behave differently than other objects for property edit purposes. Right-click a Control object to set the various control Channels. Double-click the object to set its Properties.

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