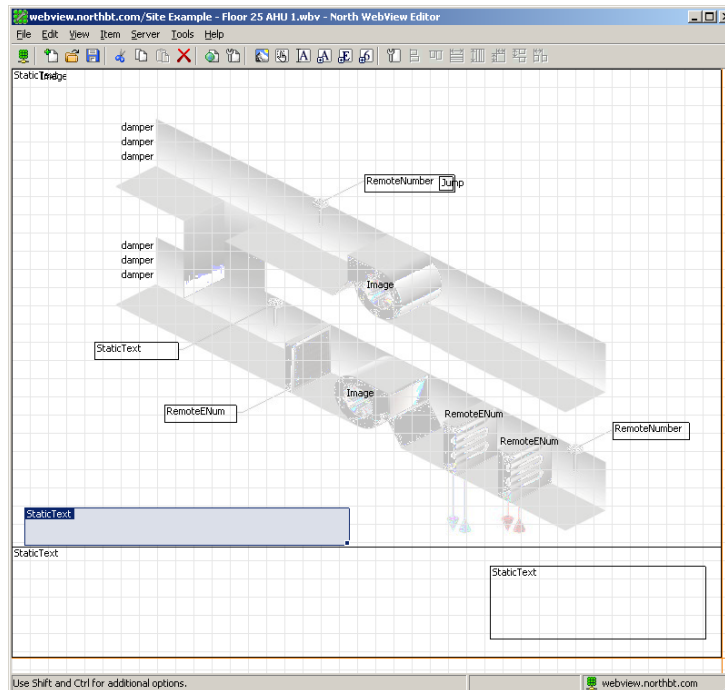


User Guide

WebView Editor v11 Window

Introduction

The WebView Editor Window is a graphical editor used to create Web pages for the North WebView Server. The editor uses a graphical method of placing items on the page with no knowledge of HTML authoring required.



A WebView page can include the typical type of static information found on a Web page, such as:

- Text
- Images
- Links to other pages
- Objects and Applets – such as Flash, Java, or embedded documents from other sources, etc.

In addition, the WebView Server is designed to present real-time information from the connected systems within a building. A page can include real-time data, such as:

- Text values
- Numerical values – e.g. temperatures, set-points, etc.
- Enumerated values – e.g. on/off values, states, etc.
- Alarm events – history of alarm messages
- Date and time – e.g. calendars, time profiles, etc.
- Historical data – logged graph

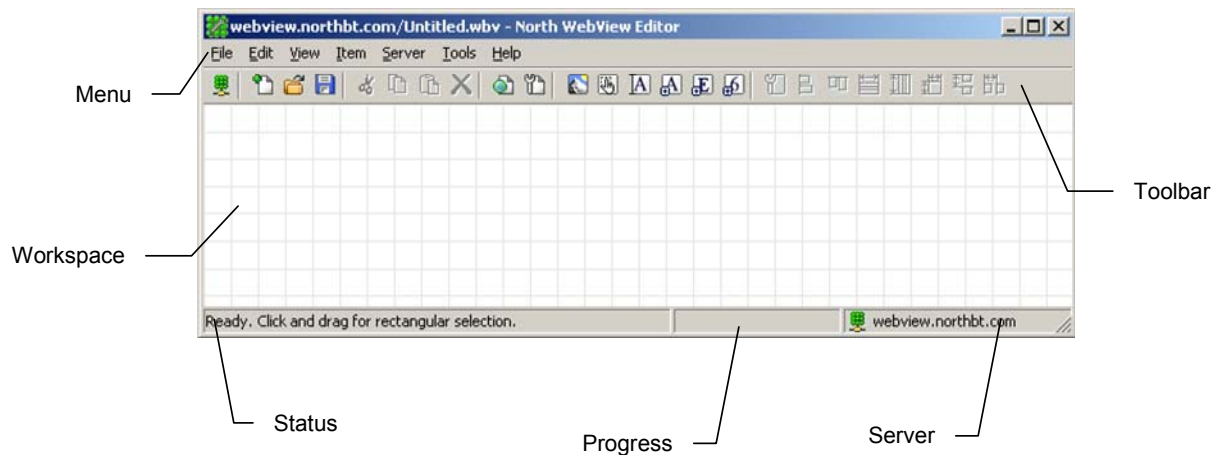
WebView is part of the North ObSys suite and is therefore able to display information from the many different manufacturers' systems found within a building; including data acquisition modules, power meters, BMS controllers, lighting, and power management systems such as UPS generators.

Further Information

For information relating to the WebView Server including configuration of the Ethernet card, user authentication, and connection to the calendar and alarm store modules refer to the [OSM v20 WebView v12 Engineering Guide](#).

The Editor Window

The WebView Editor window has the following layout:



The Menu

The menu provides access to all of the commands available within the WebView Editor.

For a description of the commands available refer to the '[Menu Reference](#)' section later in this document.

Keyboard accessibility shortcuts are available for some features; please refer to the '[Using the Keyboard](#)' section later in this document.

The Toolbar

The toolbar provides quick access to the most frequently used features. Hold the mouse pointer over a button to find out its function.

The Workspace

The workspace displays the contents of the current open file. The contents of the file are either displayed graphically (layout view) or as a raw text file (text view).

Right-clicking on the workspace displays a menu with a selection of options.

The Status Bar

The status bar provides information on the editors' current activity. If the editor is busy, the progress bar gives an indication of how much of the task has been completed. If the editor is connected to a WebView Server this is also indicated.

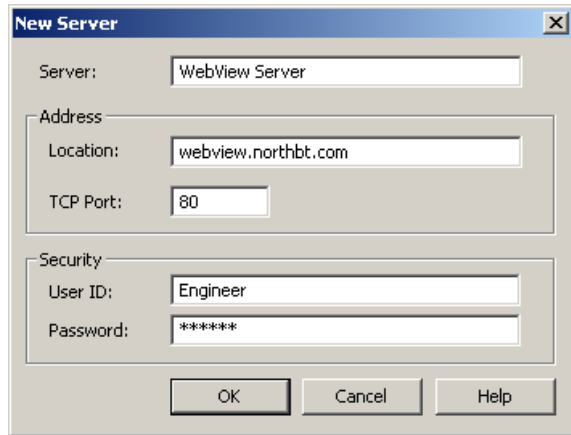
WebView Server Connection

The editor requires a connection to a WebView Server. The server is usually located on another device connected via an Ethernet network, but it could be located on the same computer.

New Connection to a Server

When you want to connect to a new server you will need to tell the editor about it.

To add a new server select Server > New from the menu bar.



Server

Enter a brief label or name to identify the server.

Address

Enter the location of the Web Server. This can be the Internet address or hostname assigned to the server.

An Internet address, or IP address, is a four byte number with each number separated by a full stop. An example IP address is "127.0.0.1".

Hostnames are made up of a series of labels, with each label being separated by a full stop. An example of a hostname is "webview.northbt.com".

The TCP port is the port number used by the WebView Server. The default value used by the server is 80.

Security

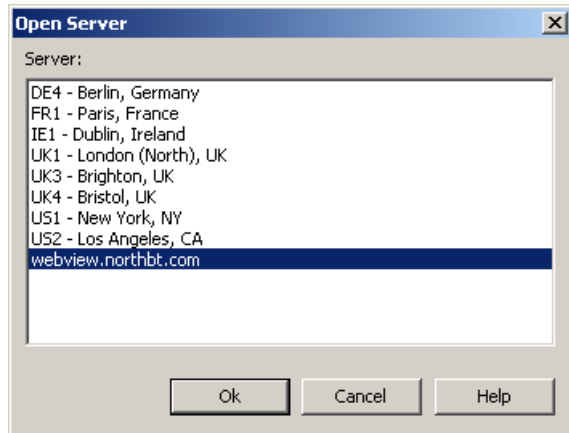
If security is enabled on the WebView server, enter your logon credentials including user ID and password. You should have sufficient privileges to allow engineering the server.

Open a Connection to a Server

Once you have told the editor about a server, from the new server window, you can connect to it.

To open a connection to a server select Server > Open from the menu bar or toolbar.

When starting the editor application, it will automatically reconnect to the previously connected server.



To connect to the server, select its name from the list and click ok.

WebView Editor will now connect to the server and load the available modules.

Server Connection Errors

If the editor is unable to connect to a server it will display an error window. This window provides details of what you should check to resolve the error.

The window provides an “Error Information” section detailing the specific error:

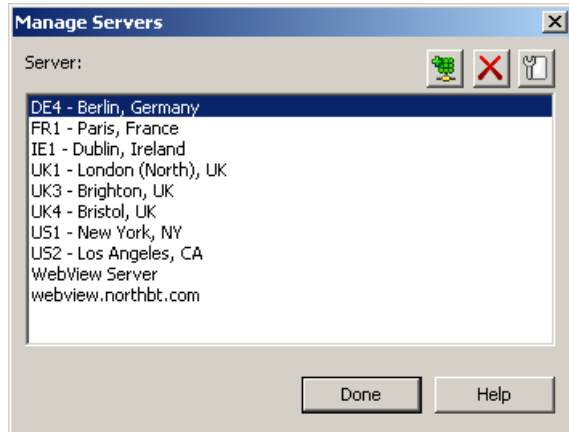
- Unauthorized [401] – Check the user ID and password for the server. Does the user have sufficient privileges to engineer the server?
- Server connection error – the server is not responding. Check the server location. Is the server running at this location? If you connect to the Internet via a proxy server, you may need to edit the connection settings.

See also 'Managing Servers'.

Managing the Servers

From the manage servers window you can add, delete and edit server information.

To open the manage servers window select Server > Manage from the menu bar.



Adding a Server

Click the new button. Refer to the ['New Connection to a Server'](#) section for more information.

Deleting a Server

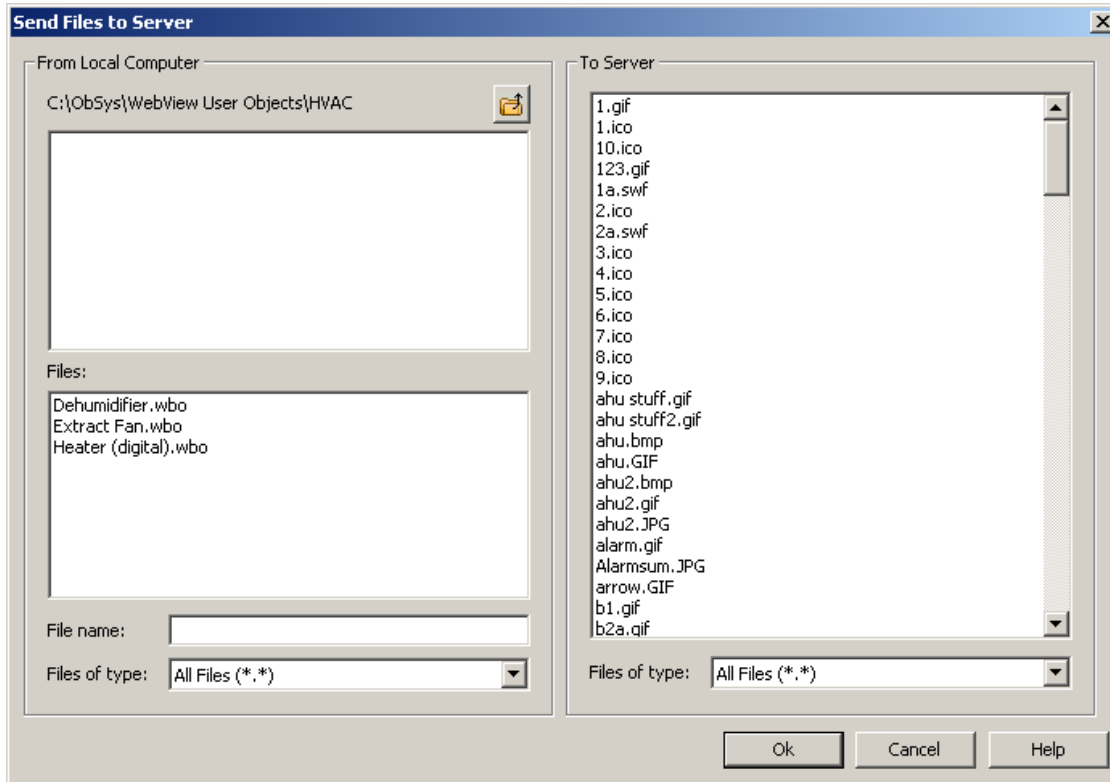
Select a server name from the list and click the delete button.

Editing a Server

Select a server name from the list and click the edit button. Refer to the ['New Connection to a Server'](#) section for more information.

Send Files to the Server

Before images, user objects and resources can be inserted on to a page they must first be sent to the server. To open the window select Server > Send Files to Server from the menu bar.



The left-hand side of this window lists the files located on your local computer, and the right-hand lists files on the WebView Server.

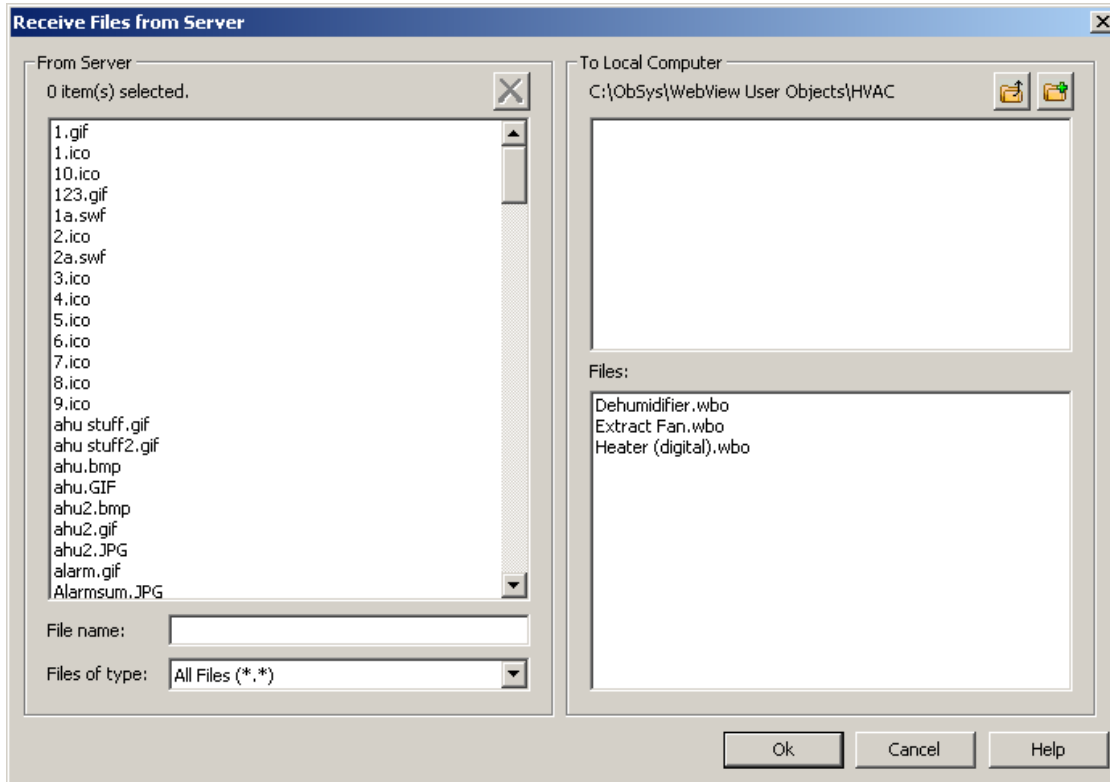
Highlight the files from your computer to be sent to the server and click ok. Several files may be highlighted by holding Ctrl when selecting the file.

On clicking ok, the files will be sent to the server and a second window will indicate their progress.

Receive Files from the Server

From the receive files window you can back-up or delete files from the server.

To open the window select Server > Receive Files from Server from the menu bar.



The left-hand side of this window lists the files located on the WebView Server, and the right-hand lists the files located on your local computer.

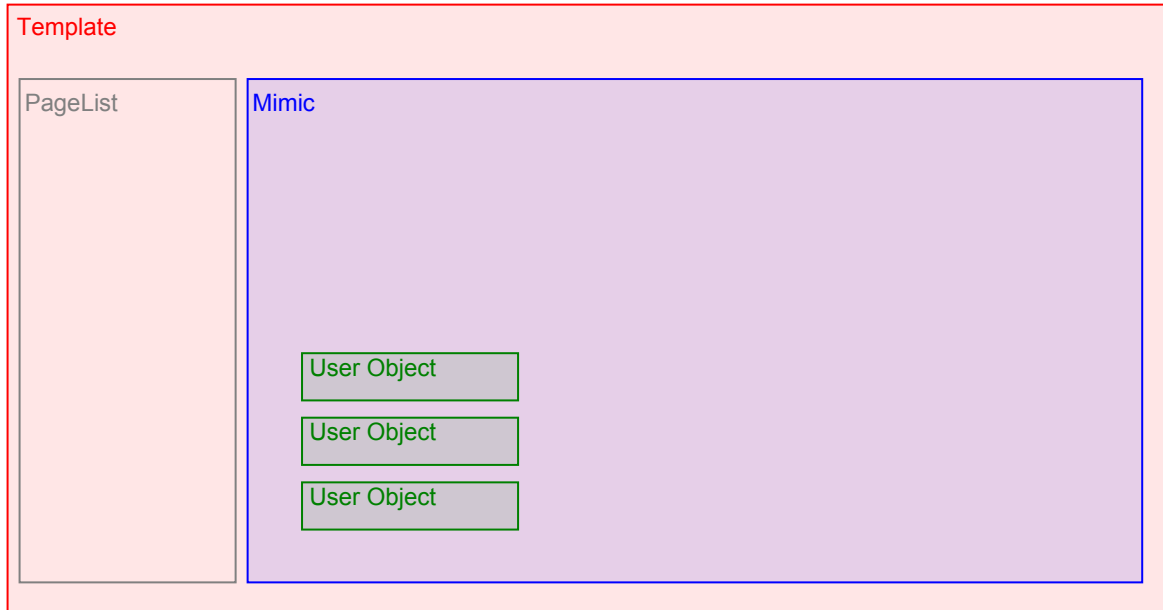
Highlight the files from the server to send to your computer and click ok. Several files may be highlighted by holding Ctrl when selecting the file.

On clicking ok, the files will be received from the server and a second window will indicate their progress.

Creating a File

Once the editor is connected to a server you can open existing files and create new ones.

The editor can create three types of files used by the server: Templates, Mimics and User Objects. These different files are then combined by the server to generate the page as viewed from a Web browser.



Templates

The template is used to create a common style for the pages generated by the server.

The template usually contains:

- a Mimic object - to indicate where the mimic file is placed
- a PageList object - to provide a list of the pages available and links to these pages
- and some additional text & images common to all the pages, e.g. a company logo.

The default template used by WebView is called "template.wbt", and the small value adjustment popup window uses the "popup.wbt" template.

Mimics

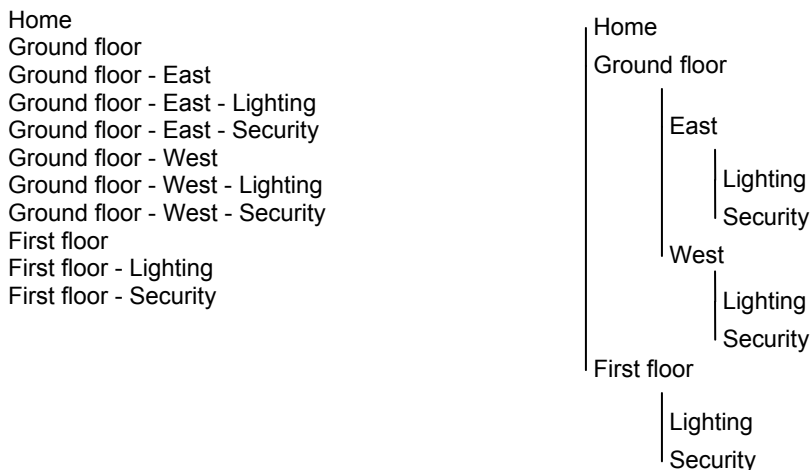
The mimic file defines the main contents of the page. Many different items can be added to the mimic including the base objects: text, images, links, real-time values from the connected systems, alarms, calendars and historical data; and user objects.

The default home page mimic file is called "home.wbv".

Mimic Filenames

Mimic filenames may be grouped together in a hierarchical tree. Names are separated using the hyphen character '-'.

For example, the following mimic filenames create the page list shown on the right:



User Objects

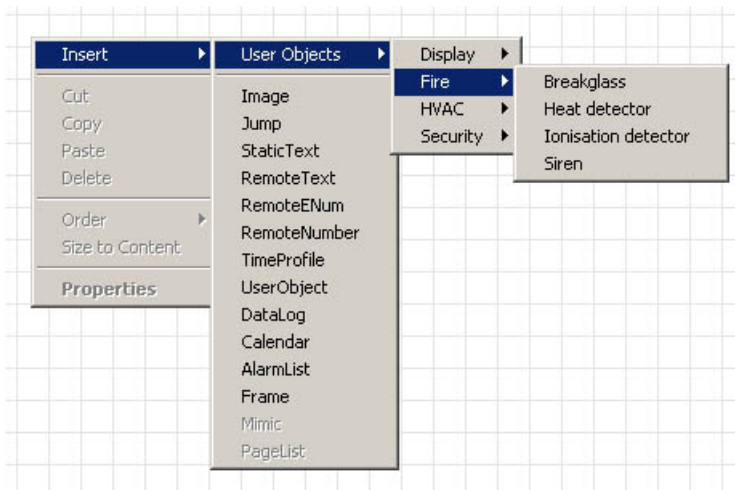
A user object can contain several base objects to create a new object. For example, a user object could be created that displays for a specified point: the label; the current real-time value; and a jump to the historical data log.

User parameters may be passed to this user object when placing it on a mimic. For example, an object reference, colour, etc.

User Object Filenames

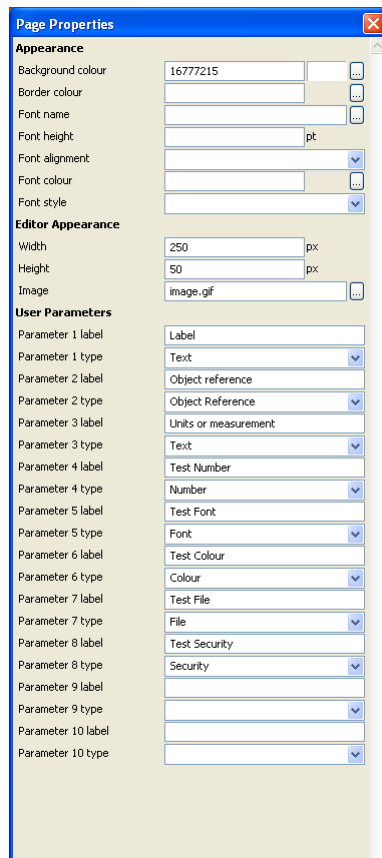
Like the mimic filenames, user objects can also be grouped together in a hierarchical tree. Group names are again separated using the hyphen character, '-'.

This hierarchical tree is used when creating the Insert > User Objects menu.



User Parameters

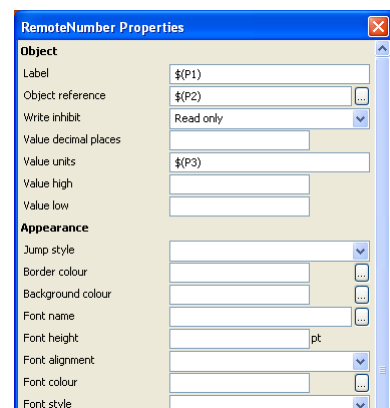
When adding items to the user object, you may wish to have parameters passed to it from the mimic. For example, an object reference.



When editing the user object view the page properties to configure the user parameters available. Up to ten user parameters may be defined.

When a user adds this user object to a mimic, they will then be prompted for these parameters.

Within the user object, the value of these parameters is obtained by the syntax \$(P1), \$(P2), \$(P3), etc. Several parameters may be used together.



Using the Editor

Once connected to a server and a file is open, the Editor Window can be used in one of two modes: layout or text view. The layout view allows items to be graphically placed and sized on to the page, and the text view provides a simple text editor for modifying the file directly.

This chapter discusses using the editor in the layout view mode.

Inserting an Item

To insert a new item on to the page, select the type of item from either the toolbar or Insert menu, then position the top-left corner of the item by clicking on the workspace. You can also size the item by dragging to the bottom-right corner before releasing the mouse button.

The item's properties window will then prompt for more information.

Items Available

The types of items depend on those available in the connected server. Possible object types include:

- Image – graphic/image resource, e.g. GIF, JPG or PNG file.
- Jump – text or graphic with navigational link to another page or resource.
- StaticText – fixed text label.
- RemoteText – text label from a remote system.
- RemoteArea – displays a variable sized area that changes depending on a percent value.
- RemoteEnum – enumerated state from a remote system.
- RemoteNumber – number from a remote system.
- RemoteRange – display number range from a remote system as a single state.
- RemoteWrite – write a set value to a remote system.
- TimeProfile – on/off time schedule
- UserObject – user created object containing any of the above object types.
- DataLog – historical logged data graph from Data Manager or User Data.
- Calendar – calendar from a CalTimer module.
- AlarmList – list of alarm events from an AlarmStore module.
- UserData – information from a UserData module.
- Frame – embedded object or applet, e.g. Flash, Java, PDF document, Web page, etc.
- Mimic – used in a template file to indicate where the mimic file is placed.
- PageList – used in a template file to automatically generate a list of the available pages.

For more information on the different object types refer to the [*OSM v20 WebView v12 Engineering Guide*](#).

Selecting an Item

An item is selected by simply clicking on it. Several items may be selected by holding down the Ctrl key. Alternatively click and drag using the rectangular selection tool.

Properties

Both items and files have properties that may be configured. Properties include parameters to change the font, colour, background, specify a label or an object reference, etc.

Inheritance of Properties

The default properties of an item are inherited from its parent. The order of inheritance is as follows:

- Template file properties
 - Mimic object properties
 - Mimic file properties
 - Object properties

So an object on a page inherits its default properties from the mimic file, etc.

For example, if a RemoteText object is placed on to a mimic and no background colour is specified, it will inherit the background colour from the mimic file. If the mimic file does not specify this property, it will inherit the value from the Mimic object on the template. Then finally, if the Mimic object does not specify this property, it will inherit the value from the template file.

The types of properties inherited include the background colour and font.

Positioning Items

Several features are provided to align, size and locate items on the page:

Grid

A grid provides visual guidance to position items on the page. When editing a mimic file, the guidelines indicate the size of the mimic area. Additionally, snap to grid forces items to align.

Moving Items on the Page

Hold the Shift key whilst dragging the selected item(s). Items may be ordered by placing them in front, or behind, of other items.

Sizing Items

The size of an item can be adjusted by clicking on the grab area in the bottom-right corner and dragging to the size required. An item may be also sized automatically to its content (when rendered by the browser), select the menu Item > Size to Content.

Several selected items can be resized to the same width or height. Select the menu Item > Make Same Size.

Align and Distribute Items

Select the items to be aligned or distributed, then

To align the selected items on the same edge, select the menu Item > Align > top/right/bottom/left.

To distribute the selected items evenly, select the menu Item > Space Evenly > Horizontally/Vertically.

Clipboard

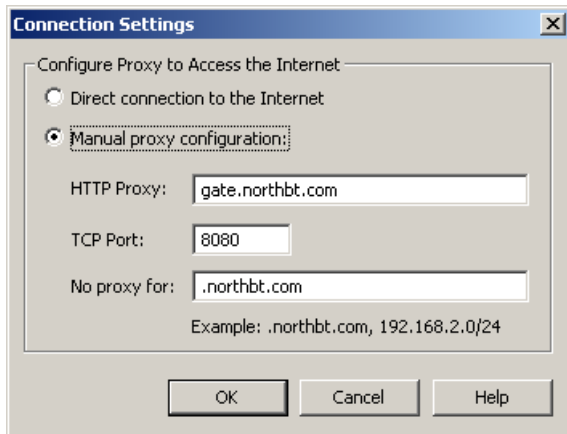
Use the clipboard to cut, copy and paste items on the page. The selected item(s) may also be duplicated either by holding the Ctrl & Shift keys then dragging the selected items, or from the menu.

Options

Connection Settings

Your organisation or Internet service provider may require you to use a proxy. A proxy acts as an intermediary between your computer and the Internet. It intercepts all requests to the Internet to see if it can answer the request using its cache.

Proxies are used to improve performance, filter requests, and hide your computer from the Internet to improve security. Proxies are often part of a corporate firewall.



Direct connection to the Internet

This is the default option. Choose this if you do not want to use a proxy.

Manual proxy configuration

Ask your system administrator for the location and port number of the server running the proxy.

Enter the location of the proxy. This can be the Internet address or hostname assigned to the server.

You may need to connect to a WebView Server on your local network, not via the proxy. To exclude certain locations enter the domain name, Internet address or sub-network address.

Using the Keyboard

Layout View Window

Press	To
Ctrl + A	Select all
Ctrl + B	Launch Web browser
Ctrl + C	Copy to clipboard
Ctrl + D	Duplicate selected item
Ctrl + N	New file
Ctrl + Shift + N	New server
Ctrl + O	Open file
Ctrl + Shift + O	Open server
Ctrl + S	Save file
Alt + T	Text view
Ctrl + V	Paste from clipboard
Ctrl + X	Cut selected items to clipboard
Enter	Properties of selected item
Alt + Enter	Page properties
Del	Delete selected item
Esc	Cancel insert item
Tab	Move selection to next item
Shift + Tab	Move selection to previous item
Ctrl + Cursor Arrow	Align selected items, to edge in direction of arrow
Shift + Cursor Arrow	Nudge selected items 1 pixel, in direction of arrow
Alt + Up Arrow	Space selected items vertically
Alt + Right Arrow	Space selected items horizontally
F1	Help
Ctrl + F4	Close file
Ctrl + Shift + F4	Close server

Text View Window

Press	To
Ctrl + A	Select all
Ctrl + B	Launch Web browser
Ctrl + C	Copy to clipboard
Alt + L	Layout view
Ctrl + N	New file
Ctrl + Shift + N	New server
Ctrl + O	Open file
Ctrl + Shift + O	Open server
Ctrl + S	Save file
Ctrl + V	Paste from clipboard
Ctrl + X	Cut selected items to clipboard
Ctrl + Z	Undo
F1	Help
Ctrl + F4	Close file
Ctrl + Shift + F4	Close server

Menu Reference

File	Edit	View	Item	Server	Tools	Help
New	Cut	Layout	Insert ►	New...	Options...	User Guide
Open...	Copy	Text		Open...		Engineering Guide
Close	Paste		Align ►	Close		Show Properties
	Delete	In Web Browser	Space Evenly ►			Help
Save			Make Same Size ►	Manage Servers...		North on the Web
Save As...	Find...	Grid	Order ►			About WebView
	Replace...	Snap to Grid	Size to Content	Send Files to Server...		
Exit	Duplicate	Page Guidelines		Receive Files from Server...		
	Select All	Page Properties	Properties			