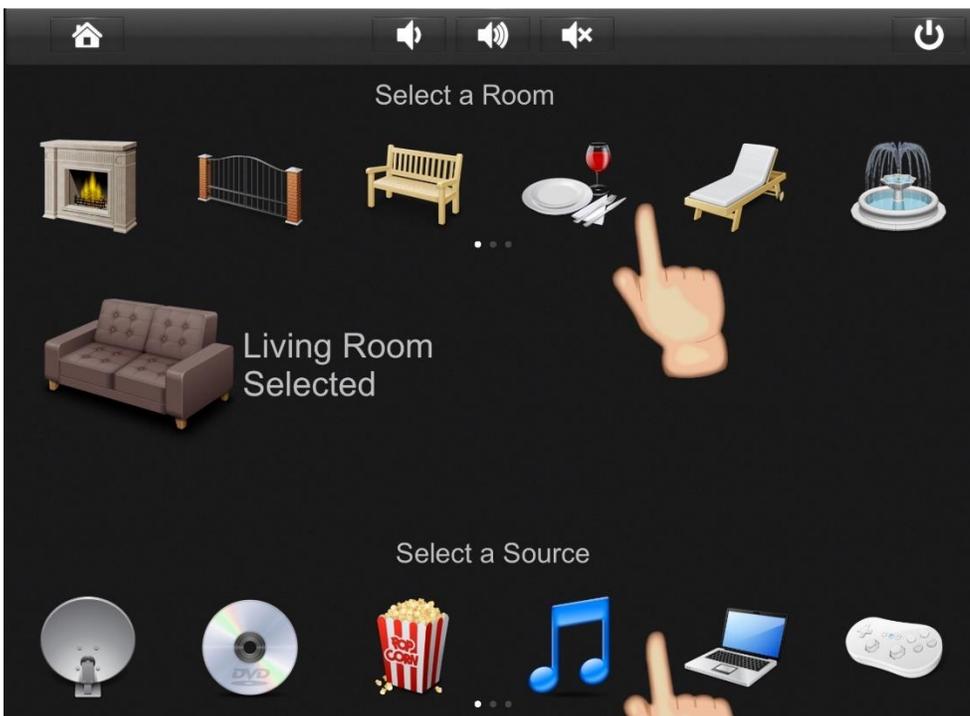


USING VIEWPORTS IN APEX

Viewports provide a way to enhance your RTIPanel IOS or Android interfaces by creating a scrolling region on your screen that can page through multiple selections using a single page. As the end user “flicks” through the horizontally scrolling item, also known as the viewport, the items in the viewport change while preserving the rest of the user interface.

You may use Viewports for scrolling through favorite channels, room and source selection menus, and any other type of multi-icon menu that requires additional screen space. Viewports can be created as layers or exist on their own. Below illustrates an example of two separate viewports on single RTIPanel, one selecting a room, the other selecting a source.



The end user can see how many frames of bitmaps there are and can scroll through them by flicking the screen to the left or the right before choosing a selection.

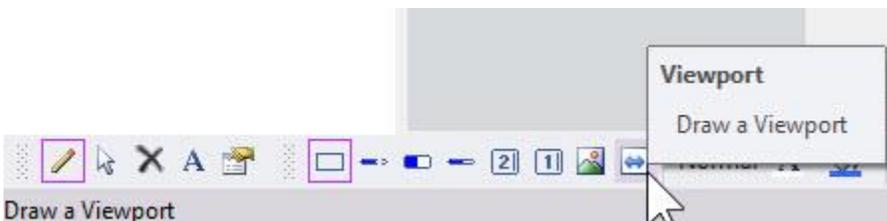
In 10.4, it is not possible to create vertical scrolling lists, only horizontal, but two-way items lists can be created for that purpose if one wishes to select choices vertically.

Creating a Viewport

In this example below, we wish to create several channel selections for the client without having to create any additional pages. Once you delete the provided bitmaps, there is ample space to create a scrolling viewport.

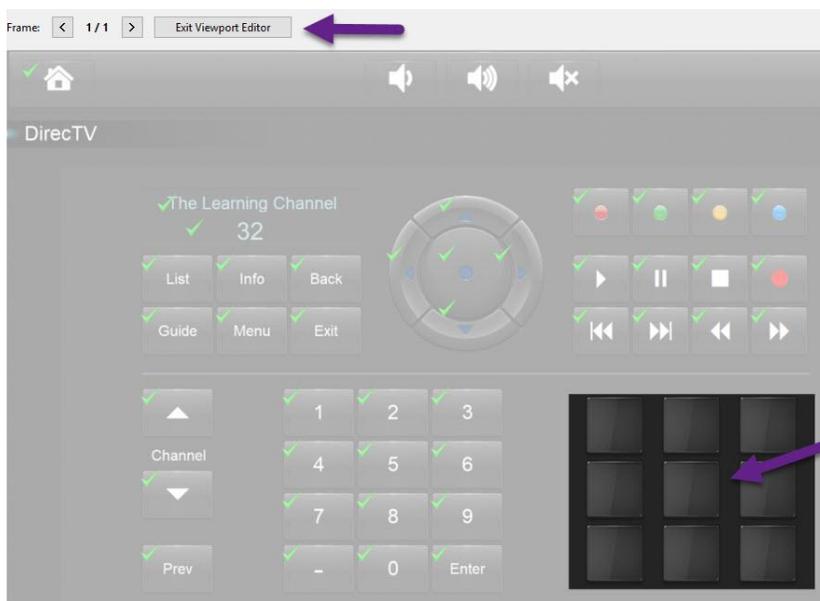


You can create a viewport by selecting the pencil in the tools palette, and then click the viewport icon as shown below. Once you select this option, draw your viewport anywhere on the screen, on any layer selected.





Make sure you select the selection tool from the tool palette to resize and properly situate your viewport. Once you are happy with the size and shape, right click on the viewport and click "Edit Viewport."



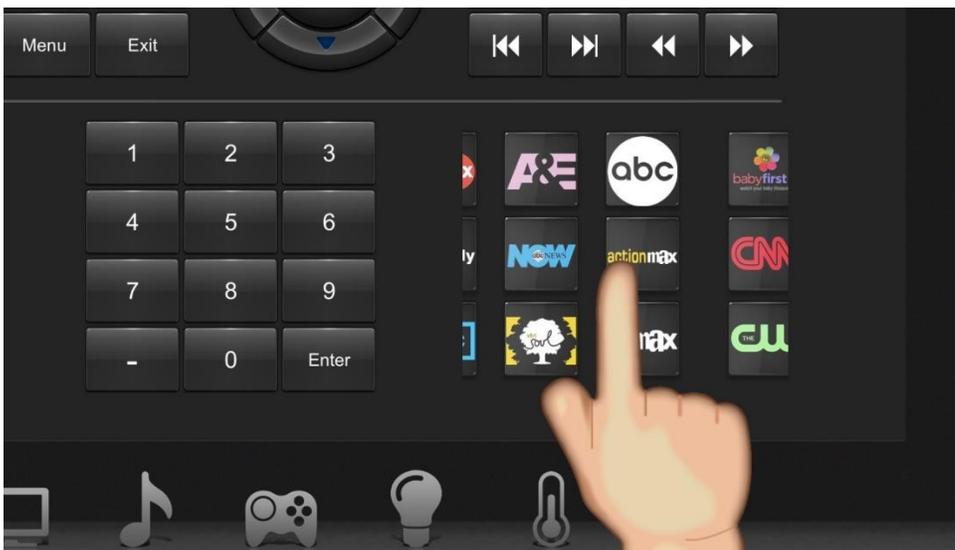
Once the viewport opens on the screen, the rest of the screen will be greyed out. Drag some buttons into the viewport. You can align, center, distribute and equalize spacing of the buttons inside the viewport. On top, you will see frame 1/1 which means you are on the first frame. To create another set of buttons on another frame, select all the buttons from frame one, then select copy. Click the right arrow which will create a second viewport frame and click paste within the viewport. Continue this process until you have created enough frames for your channel selections.



Next, go back to the first frame and start dropping in your TV channel icons. Use the right or left arrow to navigate from frame to frame. Once you have populated all the channel favorites, program them as you would normally. Be sure to not click anywhere on the interface outside the viewport. Otherwise, the viewport will close. If this happens, right-click on the viewport and select “Edit Viewport” again.

Once the channels are tagged and programmed, click “Exit Viewport” and sync your system changes.

You will now have a horizontal scrolling option for channel favorites.



You may use Viewports for a variety of functions, and you can use more than one on a single interface. You can build Viewports a layer, and for zone, source and automation selections when a single page is not enough.

Any questions, please contact the RTI Dealer Experience Team.