



PEACOCK

Multi Function Display System

(Rev. 1.2 ENG)



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Intro

1. Intro

Compliments for having acquired Peacock, the multi-function system for the creation and management of video PlugIns.

1.1 What is Peacock

Peacock is an integrated environment for the realization of visualization projects and the management of their projects. The particular organization of the user interface, combined with the flexibility of the program, allow you to obtain fast and good results. Peacock provides a complete audio / video / graphics editor that allows anyone to create their own contents with great speed and flexibility. Moreover, Peacock can run and control its projects with the opportunity to make changes and updates during the execution of the project itself.

1.2 Who is Peacock for

Peacock finds its ideal application field in: pubs, hospitals, shop-windows, showrooms, schools, public environments, governmental buildings, waiting rooms, supermarkets, fairs, airports, hotels, shops, highways, information services, ships, sport complexes, gyms, security systems, web-tv and in any places where high quality and high reliability dynamic audio-visual information are needed.

1.3 Main features

1.3.1 Project management

The management of a Peacock project and its executable file is based on the concept of path's relativity. It is important that all the external objects, images, and texts that are linked to Peacock's controls are in subfolders of the Root Folder, thus creating a structural stability which also allows the integral displacement of the project (that is the Root Folder) on any other Pc, without changing its functionality.

The screen size (in Design mode) is better to be set according to the proportions of the output (that is the screen where the Preview is created). Even if they have different proportions (e.g.: Design is 800x400, that is 4:3, and Preview is a 16:9 tv), the output is created but the objects inserted in Design will be resized according to the Preview.



For each screen inserted on Peacock's project, it is possible to create an executable file. This file is default created into the Root Folder and has the screen's name. Together with the executable file, all the .dll files that are necessary to the functioning of it are created. If we move the Root Folder, we also need to move its content in order to keep the functionality of the executable file.

For the creation of a project, refer to "5. HOW TO" Chapter

1.3.2 Layout management

The layout management has been conceived to help the work of the user that has to create several projects that are similar as for the tipology of the inserted objects, but different in their content. It is possible to export the layout (therefore, only Location and Size properties) of all the objects on the selected screen.

For the layout management, refer to "5. HOW TO" Chapter

1.4 Minimum system requirements

Peacock needs the following hardware and software requirements:



- HARDWARE
 - CPU: Intel DualCore
 - RAM: 2Gb
 - □ VIDEO: VGA video card
- SOFTWARE
 - OS: Windows XP SP2
 - □ <u>Microsoft Framework 3.5</u> installed.



Index **2. Installation**

There are two different setup types of Peacock. The first type is for installing the Peacock software, the second type must be used on the Pc where you want to execute the file compiled by Peacock.

2.1 Setup

Run the setup file, as it is shown in figure:



Enter "User Name" and "Company Name" data:

Customer Information	and the second se
Please enter your information.	
Please enter your name and the name	e of the company for which you work.
User Name:	
Techi	
Company Name:	
Axel Technology	
allShield	

Select the desired setup type:

Setup Type Select the s	etup type to install.
Please selec	et a setup type.
© Complete	All program features will be installed. (Requires the most disk space.)
© Custom	Select which program features you want installed. Recommended for advanced users.
tallShield ——	



Index Click on the "Install" button:



Once the installation is completed, click on the "Finish" button:



Insert the hardware key

2.2 Setup for Distributed version

There is also a setup for the Distributed version, its installation is necessary on the Pc where you have to execute the compiled file that has been created with Peacock.

This installation registers and copies all the DLL files and codecs needed for the functioning of the compiled file.







Select the language and continue with the installation:













3. Peacock's Editor

One of Peacock's most important features is the ability to work in real time during the whole creation and setting of a project. It means that the program immediately responds to the user's actions, without any waiting times, always ensuring the best quality in final result.

Peacock's interface fits to any video resolution.

Peacock shows all the available objects, called "**PlugIn**", inside the **Toolbox** on the left of the screeen. All the used plugIns are shown both in the work area and in the **Objects list**; they can be customized through the related panel (**Object properties**) shown under the Objects list.





Index **3.1 The ToolBar**

The operations concerning the management of a project are gathered in the toolbar upon the Peacock's editor.

3.1.1Home



File



- □ New: it opens a new empty project
- Open: it opens an existing project
- □ Save: it saves the changes done on the project
- Save as: it saves the changes done on the project in a path and with a name specified by the user
- Close: it closes the current project

Clipboard

- □ Cut, Copy, Paste: operations on the selected object
- Paste Properties: it copies, in the selected object, the properties of the object previously stored in the clipboard
- Delete: it deletes the selected object
- □ Select All: it selects all the objects into the project

Preview

- Preview: it enables/disables the preview window of the project
- Lock Designer: it locks/unlocks the editing mode of the project

Output

- Add Screen: it adds a new work area and the related preview window
- Remove Screen: it removes the selected work area and the related preview window
- Rename Screen: it allows to rename the selected work area

Schema

- Export: it allows to export the layout of the selected screen.
- □ Import: it allows to import on a screen a layout that has been previously exported.

3.1.2 Edit

Home	Edit Scree	n Layout	Tools						
Background A Co	olor +			Font name	Microsoft Sans	Seri - A* A*	A	A	A
Alpha color 🕞 🗇 🕂	•••••••••••••••••••••••••••••••••••••••	Show / Hide Border	Enable / Disable Blink	Font style	G C <u>s</u>		Show / Hide Border	Show / Hide Shadow	Show / Hide Highlight
Control properties						Text proper	rties		

Control Properties

This area collects a set of tools for the formatting of the selected control.

Text Properties

This area collects a set of tools for the formatting of the text that is associated to the selected control.

Action

This area contains all the tools that directly interacts with the selected controls:

□ Show / Hide Status: it shows, if it exists, the status form of the selected control.



(m) =								
Home	e Edit	Screen La	yout T	ools				
Align Left	er 🐠 Align	Top VCenter Bottom	SizeH	SizeW	De H. Decrease De H. Increase Do H. make Equal	움 V. Decrease 봄 V. Increase 음 V. make Equal	Bring to front	Send to back
Ali	gnement		5	lize	Spa	icing	Vi	ew

Alignment

This area collects the tools for managing the alignment among the selected items

Size

This area collects the tools for managing the relative scaling among the selected items and with the grid of the work area.

Spacing

This area collects the tools for managing the spacing among the selected elements

View

- Lock controls: it allows to lock/unlock the option for editing all the items of the project
- Bring to front: it moves the selected item on the foreground
- □ Send to back: it moves the selected item on the background

3.1.4 Tools



Build

- Compile: it allows to create an executable file of the project, that can be run without the software.
- View Dependency: it shows what are the files and libraries that are needed for running the project.



Scheduler

- □ Enable Scheduling: it enables the scheduler.
- Edit Scheduler: it shows the general settings of the scheduler

All the settings of the Edit Scheduler window are listed and explained below:

Screen	Radio Templa	te 💌	Has end time		
Start Time	01/09/2008 1	4:12:00	02/09/2008 00:00		
Schedule Type	Every n days		Add		
Days scheduler					
Eveny 2	+ dav/s				
	111111				
Licity 2	• uuy/s				
Licity 12	* uby/s	1	Looper and the second		
Screen	Recurrency	Start Time	End Time		
Screen Radio Te	Recurrency	Start Time 01/09/2008	End Time 02/09/2008 00:00:00		
Screen Radio Te Radio Te	Recurrency	Start Time 01/09/2008 01/09/2008	End Time 02/09/2008 00:00:00 02/09/2008 00:00:00		
icreen Radio Te Radio Te	Recurrency	Start Time 01/09/2008 01/09/2008	End Time 02/09/2008 00:00:00 02/09/2008 00:00:00		
Screen Radio Te Radio Te	Recurrency	Start Time 01/09/2008 01/09/2008	End Time 02/09/2008 00:00:00 02/09/2008 00:00:00		

- □ Screen: it determines on which output the scheduler is set.
- □ Start Time: it determines the start day and hour for the scheduler
- $\hfill\square$ Has end time: if enabled, it determines the end day and hour for the scheduler
- □ Schedule Type: it determines the frequency of the scheduler on the selected screen.
- Add: it adds the parameters set on the scheduler list.

Streaming

- □ Start: it starts the streaming of the selected monitor.
- □ Stop: it stops the streaming of the selected monitor.
- □ Info: it shows the general settings of the streaming.



Options: it shows the general settings of the program.

The settings of the Options window are listed and explained below:

🕹 General

ieneral	Streaming	Output video	Compile			
Skin Co	lor	Blue				
Total re	ecent files sh	own 5	🗘 Clea	rlist		
Enab	le preview a	t Peacock start	up			
V Show	v screen title	bar on task ba	ar (reboot i	s necessary	1	
Oper	n last playlist	at Peacock sta	artup			
Enab	le schedule	at Peacock star	tup			
🔲 Minir	mize to notif	ly icon				
📰 Enab	le automatio	change Audio	Manager to	o Monitor		
Enab	le automatio	change Audio	Manager to	o Monitor Cancel		

- Skin Color: it determines the style of Peacock.
- □ Total recent files shown: it sets the maximum number of projects that can be saved on the recent playlist. The "Clear list" button clears the recent playlist.
- Show screen title bar on task bar: it minimizes the program at startup on the taskbar.
- Open last playlist at Peacock startup: it opens the last Peacock project in the recent playlist.
- Enable schedule at Peacock startup: it enables the scheduling at the program's startup.
- □ Minimize to notify icon: reduce il programma all'avvio come icona sulla barra delle applicazioni.
- Streaming

eccinys	-		_	_	_	
General Streaming	Output video	Compile				
📄 Start streaming at	t Peacock start	up	Stream	1 port	8081	-
V Show Windows M	edia Encoder v	vindow			1	
Lock Windows Me	dia Encoder w	indow				
E Stream even audie	þ					
Capture Device	UScreenCapt	ture				▼ Set
Profile editor path	C:\Programm	ni\Windows N	1edia Comp	onents\Er	ncoder\WMF	ProE
Media Encode Path	C:\Programm	ni∖Windows №	1edia Comp	onents\Er	ncoder∖wme	nc.)
Profiles	Screen Video	o High (CBR)		- Cre	ate new R	efresh
	Ok		Cancel			

- □ Start streaming at Peacock startup: it allows to enable the streaming at Peacock's startup.
- Show Windows Media Encoder window: it allows to show the window of Windows Media Encoder during the streaming.
- Lock Windows Media Encoder window: it allows to show and disable the window of Windows Media Encoder during the streaming.



- □ Stream even audio: it allows to stream the audio any time you enable the streaming.
- Stream port: it sets the TCP/IP output port of the streaming.
- □ Capture Device: it sets the card to be selected for the streaming output. Use the "Set" button to set the card.
- Profile editor path: it determines the path of Windows Media Profile Editor to be used for the streaming.
- □ Media Econde Path: it determines the path of Windows Media Encoder to be used for the streaming.
- □ Profiles: it allows to choose a profile of WME, previously saved through the "Create new…" button, to be used for the streaming. Use the "Refresh" button to refresh the list of profiles.

General	Streaming	Output video	Compile			
📄 Enal	ble video ou	tput on no VGA	card			
🔲 Run	at Peacock s	tartup				
Captur	re screen filte	er a				Τ.
Captur	re screen pin				+	
Output	t video devic	e				τ.
Output	t video pin				÷	
		Ok		<u>C</u> ancel	-	

Output video

Compile

Settings						
General	Streaming	Output video	Compile			
V Enal	ole audio out	put on Compile	e project			
		0		<u>C</u> ancel		

Enable audio output on Compile project: it enables the audio output of the project on the compiled file.



3.2 The Toolbox



Every project is composed by one or more plugIns, each one with its own life and features. Peacock shows the plugIns that are loaded at startup into the **Toolbox** placed on the left of the screen.

The plugIns of each project are gathered into the **Objects list** that allows to select and manage them.

3.2.1 Inserting a plugIn

To insert a new plugIn, you need to select it from the Toolbox and drag it into the work area.

Once you have dragged the item, it will appear in the Objects list too.

Note: every plugIn that has been created all over again by Peacock has default settings that allow its immediate use.



4. Objects management

Peacock's Objects are divided into 3 macro categories:

- 1. Monitors: In this category you can manage the work areas that are the project's layouts.
- 2. **Controls**: This category collects, in subcategories, all the items for creating the layouts.
- 3. Components: This category collects all the items working in background into the project.

Peacock 07/11/2008 09:50:40			
-			
Home Edit Screen Li	ayout Tools		
New Open Save Save As Close	Cut Copy Paste Paste Delete Select All Undo Redo	Preview Lock Add Remove Rename Screen	
Toolbox « Sun	emarket Template		Objects list
A General			
+ Alarms			Tirker
AlarmsExecuter	dateTime1	1-1-14	ticker1 {X=80,Y=544}-{Width
AxelSoftwareMonitors			DateTime
Image Controls			dateTime1 {X=8,Y=8}-{Width
Pointer			eMail1 Local
AnimatedGif	nictureBox1		B ProcessLauncher
RictureBox	processi	label2 gpiCounter4	processLauncher1 Local
SlideShow			SerialPort
Internet Controls			
Media Controls		******	L sound1 Local
Pointer			🛱 ТСРІР
CaptureDevice		1.1.10	Local
😁 MediaPlayer		label3 gpiCounter2	sms local
VuMeter			
+ RemoteAlarms			
Text Controls			Object properties
R Pointer			
GPICounter			
IniReader	sildeShow1	label4 gpiCounter3	DonkeyServer/ 192.168.99.131
A Label :			DonkeyServerF 13780
ASF RSSTICKER			LocalRS232 ()
Sqllicker			MobileNumbe
AFlicker			Name smsL
Inne Controls			Type Local
A pointer		label5 gpiCounter1	
Contractions			
DistalClash			
L G innecounter	nalogClock	ticker1	
			-
P			
	👖 sms1 🛛 🦉 topip1 🕑 sound1 🛛 💞 serialPort1 🖉 p	rocessLauncher1 🔄 eMail1	Name
			Determines the alarm executer's
			name.





4.1.1 Overview

It is possible to add several Monitors for each project. They define the work area for the layout.

Supermarket	Store 1	Store 2

You can modify the name for each Monitor through the related "Rename Monitor" button (see "The Toolbox" paragraph) or by simply double clicking on the panel's TAB.

eacock	
Tuesthe new news	Ok
Type the new name	<u>C</u> ancel

The work are has been designed to make the operations of editing and placing on the objects extremely easy and fast.



This panel allows to select every object through a simple mouse click, showing the related controls that allow its resize. To move an item inside the work area, drag it with the mouse or use the arrow keys of the keyboard.

Keys	"Position" change
Left	Move left
Right	Move right
Up	Move up
Down	Move down
Ctrl+Right	Move right (higher precision)
Ctrl+Left	Move left (higher precision)
Ctrl+Up	Move up (higher precision)
Ctrl+Down	Move down (higher precision)



To resize the selected object, drag the little squares appearing onto the sides and corners of the selection. It is also possible to use the arrow keys together with the Shift key: in this case, the position of the upper left corner will not change.

Keys	"Position" change
Shift+ Left	Decrease width
Shift+ Right	Increase width
Shift+ Up	Decrease height
Shift+ Down	Increase height

4.1.2 Properties

Each panel that we add to the project is provided with several features and properties, that can be displayed and edited through the **Object properties** mask when we select the desired panel.

Below, a list of these properties in alphabetical order:

BackColor:

It sets the background color for the selected Monitor.

BackColorBlend:

It sets the mix of colors for the background of the selected Monitor.



BackColorBlendDirection:

It sets the direction of the mix of colors for the background of the selected Monitor.

BackColorType:

If it is set on Solid, the BackColor property is taken into consideration, otherwise, if it is set on Blend, the BackColorBlend property for the background of the selected Monitor is taken into consideration.

BackgroundImage:

It sets the background image for the selected Monitor.

DrawGrid:

If it is set on True, it determines the grid display on Monitor.

GridSize:

It sets the cells size of the grid (if it is visible) on the selected Monitor.

Locked:

If it is set on True, it determines the objects lock on Monitor. They can not be neither resized or moved.



Form Pa	anel	>>
DrawGrid	True	*
🕀 GridSize	8; 8	
Locked	False	
MonitorInd	e 0	
E ScreenOffSe	et 0; 0	
ScreenState	Maximized	
🕀 Size	800; 600	-
output monito Alarms Execute	e index of the or. ers / Notifiers	*
Alarms Output	t List	
sms1		Ψ.
1 20 2	10 10 10 WHAT	-
Change Co	introls Association	
Form Objects L	ist	*
🕀 DateTime		*
dateTin	nel {X=874,Y=802}-	
DMLVideo		
dmlVtd	eo1 {X=864,Y=294}	
- dmlVid	eo3 (X=19 V=440).4	
dmlVid	eo4 {X=230,Y=440}	
- dmlVid	eo5 (X=1075,Y=440	
- dmlVid	eo6 {X=864,Y=440}	
dmlVid	eo7 {X=653,Y=440}	
dmlVid	eo8 {X=442,Y=440}	
dmlVid	eo9 {X=442,Y=147}	
- dmlVid	eo10 (x=653, y=14)	
dmlVid	eo12 (X=1075 V=14)	
- dmlVid	eo13 (X=19.Y=294)	
dmlVid	eo14 {X=230,Y=294	
10 10 00 00 00 00 00 00 00 00 00 00 00 0	The state of the second s	and the second second
- dmlVtd	eo15 {X=442,Y=294	*

Index MonitorIndex:

It sets the output screen for the selected Monitor.

ScreenOffSet:

It sets the shift of the output monitor from 0;0 coordinates of the screen. This property takes effect only if ScreenState is in Normal mode.

ScreenState:

If it is set on Normal, the output's size is the one of the Size property. Otherwise, if it is set on Maximized, the form fills the whole output screen.

Size:

It sets the Monitor size.

SnapToGrid

If it is set on True, it automatically align the added objects to the Monitor's grid.

4.1.3 Alarms Executers / Notifiers

In every screen we can associate to each Alarm Executer or Alarm Notifier a list of controls, that are on the form, to be associated. In this way, if such controls will get an error, the Alarm Executer or the Alarm Notifier will generate an alarm signal.

Controls List	SELECT ALL
🔽 dateTime1	
🔽 dmlVideo1	1997
🔽 dmlVideo10	- 200
dmlVideo11	
👽 dmlVideo12	
🔽 dmlVideo13	
dmlVideo14	
dmlVideo15	
🔽 dmlVideo16	
dmlVideo17	
Ok	Cancel



4.1.4 Project Panel

In the Project Panel you will find those controls regarding the general project. In this panel it is possible to manage what follows:

1. Audio: it is possible to determine the output audio of the complete project by choosing teh desired screen among all the screens added to the project. Obviously, in order to get an output Audio, it is necessary that at least one Audio Manager component has been inserted on a screen. Moreover, with the "Show Audio Object Status" button it is possible to display the status of the Audio control or of the selected Audio component.

🔨 Project Panel	»
Audio	*
Audio Manager Output	
Output 0 - audioManager1	-
Automatic Change AM / N	Aonitor
Show Audio Object Stat	tus

2. Alarm Management: It is possible to enable or disable the alarms throughout the project, by the related checkbox. Besides, with the "Show Alarm Controls Status" button it is possible to display the status of the selected Alarm control.

Alarm	*
Project Alarms Manage	
Enable / Disable Project	Alarms
Show Alarm Controls S	itatus

4.2 Controls

4.2.1 Overview

"Controls" objects are divided into the following subcategories:

- Text Controls
- Time Controls
- Image Controls
- Media Controls
- Internet Controls
- Alarms
- RemoteAlarms
- AxelSoftwareMonitors



Index 4.2.2 Common Properties

Every item that is inserted into the project is provided with several features and properties that can be displayed and edited through the **Object properties** panel when the desired object is selected.

Note: Usually, if there is the Style property, all the properties related to the ForeColor are not present, and vice versa.

Below, you find a list of these properties in alphabetical order:

dit AlarmExecuterName proper	ty for dml¥ideo28
Alarms List	SELECT ALL
processLauncher1	
✓ sms1	

AlarmExecuterNam

e:

It sets the list of the AlarmsExecuter Components that are into the project and are added to the selected control.

AlarmsCountToRais

e:

It sets the number of times the Control must reach before before launching any alarm through one or more AlarmsExecuter Components linked to the Control itself.

AlphaBackColor

It sets the transparency on the background color of the Control.

BackColor

It sets the background color of the Control.

BackColorBlen

d:

It sets the background colors mix for the Control.



BackColorBlendDirection:

It sets the direction of the background colors mix for the Control.

BackColorType:

If it is set on Solid, the BackColor property is taken into account; otherwise, if it is set on Blend, the BackColorBlend property is taken into account for the Control background.

Blink:

If it is set on True, the Control will blink with an interval set by the BlinkInterval property.

BlinkInterval:

It sets the Control's blink interval (if the Blink property is set on True).

Border:

BlendColors: it sets the background colors mix.

_		
A 80FF0000		-
Alpha	÷	128
	lear	

Direction: it sets the direction of the color.

Corners: It sets the corners of the edges in percentage related to the length of the bottom side (values from 0 to 50).

-	Di lo l	
±	BlendColors	
Ŧ	Corners	0;50;50;0
	Direction	Vertical
	Size	5
	Style	Dash
	Pr	review
	ot	My oject



Size: it sets the width of the edge. *Style*: it sets the style for the edge's line. *Visible*: if it is set on True, the edge is visible.



CheckTimeInMinute (in all categories except **Alarms**, **RemoteAlarms** and **AxelSoftwareMonitors**): It sets the timer (in minutes) that is used to control the properties liable to changes (such as, for example, the Filename property).

CheckTimeInSecond (only in controls of **Alarms**, **RemoteAlarms** and **AxelSoftwareMonitors** categories): It sets the timer (in seconds) that is used to control the alarm status.

Font:

It sets the font for the Control.

ForeColor:

It sets the font color for the Control.

ForeColorBlend:

It sets the font color mix for the Control.

_	0	C
	Red	*
Alpha 😑		255
Ok	<u>C</u> lear	

ForeColorBlendDirection:

It sets the direction of the font color mix for the Control.

ForeColorType:

If it is set on Solid, the ForeColor property is taken into account; otherwise, if it is set on Blend, the ForeColorBlend property is taken into account.

Location:

It sets the position of the object into the Monitor.

Name:

It sets the Control name.

Size:

It sets the Control size.

Visible:

If it is set on True, the Control is visible.

Many Controls within the above mentioned categories have some complex properties in common. Below, such properties are listed:



Style:

It sets the style for the text displayed on the Control. It is possible to set the following parameters:

- 1. Fill Text Properties
- 2. Text Shadow Properties
- 3. Text Border Properties
- 4. Text Highlight Properties

reason in topernes	Text Shadow Properties	Text Border Properties	Text Highlight Properties	
BlendColors () Direction Vertical	Angle 45 BelendColors () Direction Vertical Distance 3 Style Normal	BlendColors () Direction Vertical Size 1 Style Halo Visible True	BlendColors () Direction ForwardDiagonal Distance 15 Radius 45 Visible True	
BlendColors The foreground colors of the fill text.	Visible Determines whether the shadow's text is visible or hidden.	BlendColors The foreground colors of the border's text.	BlendColors The foreground colors of the highlight's text.	
	This is	a test		

- Fill Text Properties

It sets the colors for the text filling, and their direction:

- BlendColors: it sets the mix of colors for the text filling.
- Direction: it sets the colors' direction.
- Text Shadow Properties

It sets the text shadow:

- □ Angle: it sets the shadow slope related to the text.
- BlendColors: it sets the mix of colors for the text shadow.
- Direction: it sets the colors' direction.
- Distance: it sets the distance between the shadow and the text.
- □ Style: it sets the shadow style:
 - Normal: it sets the classic style, without any effect.
 - Halo: it sets the style with halo.
- □ Visible: if it is set on True, the shadow will be displayed.
- Text Border Properties
- It sets the text border:
 - BlendColors: it sets the mix of colors for the text border.
 - Direction: it sets the colors direction.
 - □ Size: it sets the size for the text border.
 - □ Style: it sets the style for the text border:
 - Normal: it sets the classic style, without any effect.
 Halo: it sets the style with halo.
 - □ Visible: if it is set on True, the border is displayed.



- Text Highlight Properties

It sets the text highlight:

- BlendColors: it sets the mix of colors for the text highlight.
- Direction: it sets the colors direction.
- Distance: it sets the distance between the highlight and the text.
- Radius: it sets the angle radius for the border of the text highlight.
- □ Visible: if it is set on True, the border is displayed.

4.2.3 Text Controls



4.2.3.1 Overview

The objects of the Text Controls category are the following:

- 1. GPICounter
- 2. IniReader
- 3. Label
- 4. RSSTicker
- 5. SqlTicker
- 6. Ticker

All of these controls determine the display of a text; the text source can be external (a file, a GPI card, etc...) or an inscription, directly inserted by the user, inside a property of the Control.

The Text Control Tickers (Ticker, SqlTicker e RSSTicker), unlike the other Text Controls, are not provided with the Style property and the color can be set according to the following properties:

ForeColor:

It sets the color for the text body.

ForeColorBlend:

It sets the mix of colors for the text.

ForeColorBlendDirection:

it sets the direction of the mix of colors for the text.

ForeColorType:

It shows whether to use the mix of colors or the color that is set in the ForeColor property.



The above mentioned controls will be explained below.

4.2.3.2 GPICounter

The GPICounter control shows a numeric value that is the result of the inputs sent by a GPI card. The displayed value may be increased, decreased and reset to a minimum value.

Below you will find the list of the properties for this control, in alphabetical order:

Align:

It sets the text alignment inside the Control.

Angle:

It sets the bend angle of the text inside the Control.

AutosizeFont:

If it is set on True, the Control's font is resized according to the dimension of the Control itself.

DonkeyServerAddress:

It sets the host of the pc running the Donkey program that controls the GPI card and returns the input for the Control.

DonkeyServerPort:

It sets the port of the pc running the Donkey program that controls the GPI card and returns the input for the Control.

Font:

It sets the font for the text body.

GPICountDown:

Bit: it sets the bit of the port for the GPI card (a value from 0 to 7).

Port: it sets the port of the GPI card (A,B or C).

It sets the listening value on the GPI card for the count down of the value displayed on the Control.

GPICountReset:

Bit: it sets the bit of the port for the GPI card (a value from 0 to 7).

Port: it sets the port of the GPI card (A,B or C).

It sets the listening value on the GPI card for the reset of the value displayed on the Control.

GPICountUP:

Bit: it sets the bit of the port for the GPI card (a value from 0 to 7).

Port: it sets the port of the GPI card (A,B or C).

It sets the listening value on the GPI card for the count up of the value displayed on the Control.

Max:

It sets the maximum value the Control counter can reach.

Min:

It sets the minimum value the Control counter starts from.

Style:

Refer to Common Properties.

C	bject properties	»
	AlarmExecuterName	
	AlarmsCountToRaiseAlarm	2
	Align	MiddleCenter
	AlphaBackColor	255
	Angle	0
	AutosizeFont	True
	BackColor	0; 0; 0
	BackColorBlend	()
	BackColorBlendDirection	Vertical
	BackColorType	Solid
	Blink	False
	BlinkInterval	0.3
	Border	()
	DonkeyServerAddress	192.168.99.13
	DonkeyServerPort	13780
Ŧ	Font	Microsoft Sans
ŧ	GPICountDown	0, 0
ŧ	GPICountReset	0, 0
Ŧ	GPICountUp	0, 0
Ŧ	Location	72; 24
	Locked	False
	Max	100
	Min	0
	Name	gpiCounter1
÷	Size	200; 50
	Style	()

AlarmExecuterName

Determines the alarms executer names.



Index 4.2.3.3 IniReader

the IniReader control shows a value extracted from a key of a INI file. To get this value, you must set on the IniFile property the INI file path, the value of the section and of the desired key, as follows:

Ini File Path	C:\boot.ini	
Ini File Section	boot loader 🔹 🔻	
Ini File Key	timeout 👻	

Below, the list of the properties for this control, in alphabetical order:

Align:

It sets the text alignment inside the Control.

Angle:

It sets the blend angle of the text inside the Control.

AutosizeFont:

If it is set on True, the font of the Control is resized according to the size of the Control itself.

IniFile:

It sets the path for the INI file from which you want to get the value of the required key.

Font:

It sets the font of the text body.

Style:

Refer to the Common Properties.

	AlarmExecuterName		
	AlarmsCountToRaiseAlarm	2	
	Align	MiddleCenter	
	AlphaBackColor	255	
	Angle	0	
	AutosizeFont	True	
	BackColor	0; 0; 0	
	BackColorBlend	()	
	BackColorBlendDirection	Vertical	
	BackColorType	Solid	
	Blink	False	
	BlinkInterval	0.3	
	Border	()	
	CheckTimeInMinute	1	
Ŧ	Font	Microsoft Sar	
	IniFile	()	
ŧ	Location	288; 24	
	Locked	False	
	Name	iniReader1	
Ŧ	Size	200; 100	
	Style	()	



4.2.3.4 Label

The Label control shows a text that can be taken from an external file or directly set into the TextValue property.

Below, the list of the properties for this control, in alphabetical order:

Align:

It sets the text alignment inside the Control.

Angle:

It sets the blend angle of the text inside the Control.

AutosizeFont:

If it is set on True, the font of the Control is resized according to the size of the Control itself.

FileName:

It sets the path of the file you get the text to display from, only when the Mode property is set on DynamicValue.

Font:

It sets the font of the text body.

LineSeparator:

It sets the text to be used for separating the lines when you want to display that text on a single line.

Mode:

If it is set on StaticValue, the text inserted on theTextValue property is taken into account; otherwise, if it is set on DynamicValue, the text extracted from the file set on the FileName property is taken into account.

Multiline:

If it is set on True, the text is displayed on multiple lines, otherwise it is displayed on a single line.

Style:

Refer to the Common Properties.

TextValue:

It sets the text to be displayed when the Mode property is set on StaticValue.

Object properties		
80 21 100		
AlarmExecuterName		
AlarmsCountToRaiseAlarm	2	
Align	MiddleCenter	
AlphaBackColor	255	
Angle	0	
AutosizeFont	True	
BackColor	0; 0; 0	

>>

Object properties

	AlarmExecuterName	
	AlarmsCountToRaiseAlarm	2
	Align	MiddleCenter
	AlphaBackColor	255
	Angle	0
	AutosizeFont	True
	BackColor	0; 0; 0
	BackColorBlend	()
	BackColorBlendDirection	Vertical
	BackColorType	Solid
	Blink	False
	BlinkInterval	0.3
	Border	()
	CheckTimeInMinute	1
Ð	Font	Microsoft Sans
	IniFile	()
ŧ	Location	288; 24
	Locked	False
	Name	iniReader1
Ŧ	Size	200; 100
	Style	()

AlarmExecuterName

Determines the alarms executer names.



4.2.3.5 RSSTicker

The RSSTicker shows a scrolling text produced from a RSS link.

Below, the list of the properties for this control, in alphabetical order:

Font:

It sets the font of the text body.

LineSeparator:

It sets the text to be used for separating the lines.

Random:

If it is set on True, the URL paths are produced randomly.

Speed:

It sets the speed of the scrolling text. The value is set from 1 to 5.

Url:

It sets a of internet path list of RSS objects from where you want to get the text to be displayed.

URL	eedsportal.com/c/32275/f/438637/index.rss CHECK OF
Previe	ew
F Int Sicu	mi, timida ripresa nel 2010 Ma in Italia crescita a -4,4% Istat, 2,5 milioni in povertà Al Sud unafamiglia ogni 5 tercettazioni illegali, la Consulta "Non tutte devono essere distrutte" Filippine, blitz per liberareVagni Scontro a fuoco con i sequestratori urezza lavoro, monito di Napolitano "Riscrivere le normesui manager"
lica	
050,	si è ucciso David Kellermann responsabile finanze di Fredo
USS L	si è ucciso David Kellermann responsabile finanze di Fredo ist
LSS L	si è ucciso David Kellermann responsabile finanze di Fredo ist ://rss.feedsportal.com/c/32275/f/438637/index.rss +
NSS L	si è ucciso David Kellermann responsabile finanze di Fredd ist ://rss.feedsportal.com/c/32275/t/438637/index.rss +
http	si è ucciso David Kellermann responsabile finanze di Fredd ist ://rss.feedsportal.com/c/32275/t/438637/index.rss +
SS L	si è ucciso David Kellermann responsabile finanze di Fredd ist ://rss.feedsportal.com/c/32275/t/438637/index.rss +
http	si è ucciso David Kellermann responsabile finanze di Fredo ist ://rss.feedsportal.com/c/32275/t/438637/index.rss +
RSS L	si è ucciso David Kellermann responsabile finanze di Fredo ist v/rss.feedsportal.com/c/32275/f/438637/index.rss
RSS L	si è ucciso David Kellermann responsabile finanze di Fredo ist //rss.feedsportal.com/c/32275/t/438637/index.rss + - X

•		
	AlarmExecute	ı ()
	AlarmsCount	12
	AlphaBackCo	255
	BackColor	0; 0; 0
	BackColorBlei	r 🚺 ()
	BackColorBle	r Vertical
	BackColorTyp	Solid
	Blink	False
	BlinkInterval	0.3
	Border	()
	CheckTimeInl	N 1
Ŧ	Font	Microsoft Sans Se
	ForeColor	White
	ForeColorBler	n 🔄 ()
	ForeColorBler	n Horizontal
	ForeColorTyp	(Solid
	LineSeparator	~
Ŧ	Location	264; 408
	Locked	False
	Name	rssTicker1
	Random	False
Ŧ	Size	200; 100
	Speed	2
	Url	()

names.



4.2.3.6 SQLTicker

The SQLTicker control shows a scrolling text derived from the rows of a table of a database by specifying the column. To get the text, you must set the SQLDatabase property:

	SalSenier	121	
server Type	sqiserver		
Server Name	SQL-AXEL		Load
Server Port	3306		
Jsername	sa		
Password	sapassword		
DATABASI	E		
Database Name	ProtectionKey	•	Load
Fable Name	Prodotti	•	Load
Column Name	NOME	•	Load
SORT			
Column Name	ID	•	
Order By	ASC		

- Server Type: database type to be set (SQLServer, MySql)
- Server Name: name of the server where the database is installed. It is possible to use the Load button that automatically loads the list of servers (of the specified type) that are on the net.
- Server Port: Port of the server you want to connect to.
- **Username**: Username to be used for the server access.
- **Password**: Password to be used for the server access.
- **Database Name**: Name of the database. It is possible to use the Load button that automatically loads the list of the databases that are on the selected server.
- **Table Name**: Name of the database table. It is possible to use the Load button that automatically loads the list of the tables that are on the selected database.
- **Column Name (DATABASE)**: Name of the table's column. It is possible to use the Load button that automatically loads the list of the columns that are on the selected table.
- **Column Name (SORT)**: Name of the sort column. It is possible to use the Load button that automatically loads the list of the columns that are on the selected table.
- Order By: Sorting method (ASC o DESC).



To check whether the entered data is correct, you can test the connection using the "Test Connection" button. In case of error, the following message could appear:



Otherwise, the following message will appear:



Below, the list of the properties for this control, in alphabetical order:

Alignment:

It sets the horizontal alignment of the text when the Direction property is set on DownToUp or UpToDown.

Direction:

It sets the scrolling text direction. The available values are: LeftToRight, RightToLeft,DownToUp or UpToDown.

Font:

It sets the font of the text body.

LineSeparator:

It sets the text to be used for separating the lines.

SQLDatabase:

It sets the connection to the database from where you get the scrolling text to be displayed.

Speed:

It sets the scrolling text speed. The value is from 1 to 5.

TimerValue:

It sets the scrolling step.

C	bject properties		»
•			
	AlarmExecuterName		
	AlarmsCountToRaiseAlarm	2	
	Alignment	Cer	nter
	AlphaBackColor	255	i .
	BackColor		0; 0; 0
	BackColorBlend	ľ.	()
	BackColorBlendDirection	Ver	tical
	BackColorType	Soli	id
	Blink	Fals	ie
	BlinkInterval	0.3	
	Border	()	
	CheckTimeInMinute	1	
	Direction	Rig	htToLeft
ŧ	Font	Mic	rosoft Sans Seri
	ForeColor		White
	ForeColorBlend		()
	ForeColorBlendDirection	Ver	tical
	ForeColorType	Solid	
	LineSeparator	~	
Ð	Location	80; 416	
	Locked	False	
	Name	sqlTicker1	
Ŧ	Size	200	; 100
	Speed	2	
	SQLDatabase	()	
	TimerValue	33	

AlarmExecuterName

Determines the alarms executer names.



4.2.3.7 Ticker

The Ticker control shows a scrolling text taken from an external file or from an inscription inserted by the user directly on the TextValue property.

Below, the list of the properties for this control, in alphabetical order:

Alignment:

It sets the horizontal alignment of the text when the Direction property is set on DownToUp or UpToDown

Direction:

It sets the scrolling text direction. The available values are: LeftToRight, RightToLeft,DownToUp or UpToDown.

FileName:

It sets the path of the file you get the scrolling text to display from, only when the Mode property is set on DynamicValue.

Font:

It sets the font of the text body.

LineSeparator:

It sets the text to be used for separating the lines.

Mode:

If it is set on StaticValue, the text inserted into the TextValue property is taken into account; otherwise, if it is set on DynamicValue the text extracted from the file set into the FileName property.

Speed:

It sets the scrolling text speed. The value is from 1 to 5.

TextValue:

It sets the text to be displayed when the Mode property is set on StaticValue.

TimerValue:

It sets the scrolling step.

4.2.4 Time Controls



Ť			
	AlarmExecuterName		
	AlarmsCountToRaiseAlarm	2	
	Alignment	Center	
	AlphaBackColor	255	
	BackColor	0; 0; 0	
	BackColorBlend	()	
	BackColorBlendDirection	Vertical	
	BackColorType	Solid	
	Blink	False	
	BlinkInterval	0.3	
	Border	()	
	CheckTimeInMinute	1	
	Direction	RightToLeft	
	FileName		
Ŧ	Font	Microsoft Sans Ser	
	ForeColor	White	
	ForeColorBlend	()	
	ForeColorBlendDirection	Vertical	
	ForeColorType	Solid	
	LineSeparator	~	
Ŧ	Location	408; 264	
	Locked	False	
	Mode	StaticValue	
	Name	ticker2	
÷	Size	200; 100	
	Speed	2	
	TextValue		
	TimerValue	33	



The objects in the Time Controls category are the following:

- 1. AnalogClock
- 2. DateTime
- 3. DigitalClock
- 4. TimeCounter

All of these controls determine the displaying of a date, a clock or a timer.

4.2.4.2 Common Properties

Every item inserted into the project is provided with several features and properties, each one can be displayed and edited through the **Object properties** panel when the desired object is selected.

TimeZoneInformation:

It sets the current hour in the time zone selected from the list below:





The AnalogClock control shows a time through an analog clock.



Below, the list of the properties for this control, in alphabetical order:

SpringEffect:

If it is set on True, the spring effect is activated on the clock seconds hand.

TimeZoneInformation:

Refer to Common Properties.

•			
	AlarmExecuterName		
	AlarmsCountToRaiseAlarm	2	
	AlphaBackColor	0	
	BackColor	0; 0; 0	
	BackColorBlend	()	
	BackColorBlendDirection	Vertical	
	BackColorType	Solid	
	Blink	False	
	BlinkInterval	0.3	
	Border	()	
Ŧ	Location	496; 80	
	Locked	False	
	Name	analogClock1	
÷	Size	130; 130	
	SpringEffect	True	
	TimeZoneInformation	(GMT + 1.00 h) Ar	


The DateTime control shows the current date and time in various formats. In the following examples two different views are shown:



mercoledì 15 ottobre 2008 12:09:52

Below, the list of the properties for this control, in alphabetical order:

Align:

It sets the alignment of the text inside the Control.

Angle:

It sets the blend angle of the text inside the Control.

AutosizeFont:

If it is set on True, the font of the Control is resized according to the size of the Control itself.

DateTimeFormat:

It sets the date view. Several default format types are suggested, and the opportunity to enter a custom format is left to the user.

Font:

It sets the font of the text body.

MillisecondVisible:

If it is set on True, the date's millisecond decimals are displayed.

Style:

Refer to the Common Properties.

TimeZoneInformation:

Refer to the Common Properties.

	AlarmExecuterName	()	
	AlarmsCountToRaiseAlarm	2	
	Align	MiddleCenter	
	AlphaBackColor	255	
	Angle	0	
	AutosizeFont	True	
	BackColor	0; 0; 0	
	BackColorBlend	()	
	BackColorBlendDirection	Vertical	
	BackColorType	Solid	
	Blink	False	
	BlinkInterval	0.3	
	Border	()	
	DateTimeFormat	ddd MMM yy	
Ð	Font	Microsoft San	
Ŧ	Location	216; 8	
	Locked	False	
	MillisecondsVisible	False	
	Name	dateTime1	
Ŧ	Size	384; 72	
	Style	()	
	TimeZoneInformation	(GMT + 1.00 h	

AlarmExecuterName

Determines the alarms executer names.



Index 4.2.4.5 DigitalClock

The DigitalClock control shows a time through a digital clock



Below, the list of the properties for this control, in alphabetical order:

ColorFiveSeconds:

It sets the color for the five seconds dots on the clock.

ColorSeconds: It sets the color for the seconds dots on the clock.

ColorTextSeconds: It sets the text color for the seconds on the clock.

ColorTextTime:

It sets the time text color (seconds exluded) on the clock.

Font:

It sets the font of the text body.

ImagePath:

It sets the path for the clock image.

ImageVisible:

If it is set on True, the clock image (if it exists) is displayed.

TimeZoneInformation:

Refer to the Common Properties.

•			
	AlarmExecuterName		
	AlarmsCountToRaiseAlarm	2	
	AlphaBackColor	0	
	BackColor	0; 0; 0	
	BackColorBlend	()	
	BackColorBlendDirection	Vertical	
	BackColorType	Solid	
	Blink	False	
	BlinkInterval	0.3	
	Border	()	
	ColorFiveSeconds	White	
	ColorSeconds	Yellow	
	ColorTextSeconds	White	
	ColorTextTime	White	
Ŧ	Font	DS-Digital; 10pt; s	
	ImagePath		
	ImageVisible	True	
ŧ	Location	144; 304	
	Locked	False	
	Name	digitalClock1	
Ŧ	Size	130; 130	
	TimeZoneInformation	(GMT + 1.00 h) Ar	



4.2.4.6 TimeCounter

The TimeCounter control shows a counter that is activated via input by a GPI card. The displayed value can be a countdown or a countup, according to the Direction property setting.

Below, the list of the properties for this control, in alphabetical order:

Align:

It sets the alignment of the text inside the Control.

Angle:

It sets the blend angle of the text inside the Control.

AutosizeFont:

If it is set on True, the font of the Control is resized according to the size of the Control itself.

Direction:

It sets the counter way. The possible values are Down (countdown) or Up (countup).

DonkeyServerAddress:

It sets the host of the pc running the Donkey program that controls the GPI card and returns the input for the Control.

DonkeyServerPort:

It sets the port of the pc running the Donkey program that controls the GPI card and returns the input for the Control.

Font:

It sets the font of the text body.

GPIReset:

Bit: it sets the bit of the port for the GPI card (a value from 0 to 7)

Port: it sets the port for the GPI card (A,B or C)

It sets the listening value on the GPI card for the counter reset.

GPIStart:

Bit: it sets the bit of the port for the GPI card (a value from 0 to 7)

Port: it sets the port for the GPI card (A,B or C)

It sets the listening value on the GPI card for the counter start.

GPIStop:

Bit: it sets the bit of the port for the GPI card (a value from 0 to 7)

Port: it sets the port for the GPI card (A,B or C)

It sets the listening value on the GPI card for the counter stop.

StartTime:

It sets the counter start value.

Style:

Refer to the Common Properties.

enter
; 0
.99.131
ft Sans
2
inter1
)

AlarmExecuterName

Determines the alarms executer names.



Index 4.2.5 Image Controls

-		-
	 Image Controls 	
1	Pointer	
	AnimatedGif	
	🔏 PictureBox	
	SlideShow	

4.2.5.1 Overview

The objects in the Image Controls category are the following:

- 1. AnimatedGif
- 2. PictureBox
- 3. SlideShow

All of these controls determine the displaying of one ore more images into the Screen.

Note: The file extensions recognized by Peacock are as follows:

- 🗆 bmp, dib
- □ JPG, JPEG, JPE JFIF
- GIF
- □ TIFF, TIF
- PNG

Below, the above mentioned controls will be explained:

4.2.52 Ani11ud£dGif

! maledGif cmtrd sllo\o\IS en image file IMth GIF

FileName: It sets the path fcr the GIF image to be dsp ayed.

B .	_fA					
AlarmExecuterName						
AlarmsCountToRaiseAiarm			Aiarm	2		
	AlphaE	BackC	Color		255	
	BackC	olor				0.0.0
	BackC	olorB	iend			C 1
	BackC	olorB	iendDire	ction	Vertic	2.11
	BackC	olorT	уре		Solid	
	Blink]	False	
	Blinlcl	nterva	al	(0.3	
	Border			((1	
	Check	Timel	nMinute		1	
	FileNa	me				
1B	Locati	ion			368;	48
	Locked	1			False	
	Name				mi	
В	Size			2	200; 1	00



4.2.5.3 PictureBox

The PictureBox control shows an image file: BMP, JPEG, GIF, TIFF, ecc...

Below, the list of the properties for this control, in alphabetical order:

FileName:

It sets the path for the GIF image to be displayed.

StretchImage:

If it is set on True, the image is resized to the size of the Control containing it, otherwise it keeps the original size.

•		
	AlarmExecuterName	
	AlarmsCountToRaiseAlarm	2
	AlphaBackColor	255
	BackColor	0; 0; 0
	BackColorBlend	()
	BackColorBlendDirection	Vertical
	BackColorType	Solid
	Blink	False
	BlinkInterval	0.3
	Border	()
	CheckTimeInMinute	1
	FileName	
Ð	Location	400; 184
	Locked	False
Đ	Name	pictureBox1
	Size	216; 64
	StretchImage	False

· · · · =



4.2.5.4 SlideShow

The SlideShow control shows a list of images in a folder that can be set in the Folder property. These images are reproduced in a slideshow, and the playback speed can be set.

Below, the list of the properties for this control, in alphabetical order:

Folder:

It sets the path of the folder containing the images to be played on the slide.

PauseTime:

It sets the pause time between the images playback.

Random:

If it is set on True, the images will be played randomly.

StretchImage:

If it is set on True, the image is resized to the size of the Control containing it, otherwise it keeps the original size.

4.2.6 Internet Controls



4.2.6.1 Overview

The objects in the Internet Controls category are the following:

1. FlashPlayer

2. WebBrowser

All of these controls determine the displaying of a web page or of a Flash or Flash compatible video project.

Below, the above mentioned controls will be explained:

C	bject properties	*
•		
	AlarmExecuterName	
	AlarmsCountToRaiseAlarm	2
	AlphaBackColor	255
	BackColor	255; 255; 2
	BackColorBlend	()
	BackColorBlendDirection	Vertical
	BackColorType	Solid
	Blink	False
	BlinkInterval	0.3
	Border	()
	CheckTimeInMinute	1
	Folder	slide
Ŧ	Location	688; 472
	Locked	False
	Name	slideShow2
	PauseTime	5
	Random	False
Ŧ	Size	104; 120
	Stretch	True

AlarmExecuterName

Determines the alarms executer names.



4.2.6.2 FlashPlayer

The FlashPlayer control shows an object that is compatible with Flash. This object can have the source on internet or on a local file.

FileName:

It sets the path or the internet URL address of the object that is compatible with Flash.

4.2.6.3 WebBrowser

The WebBrowser control shows a web page like it was an image on Monitor.

Below, the list of the properties for this control, in alphabetical order:

OffsetPosition:

It sets the coordinates for starting to capture the web page as an image for the control.

Url:

It sets the path for the HTML (or IE compatible) file, or the URL address of the web page that you want to display as an image.

4.2.7 Media Controls



•		
	AlarmExecuterName	
	AlarmsCountToRaiseAlarm	2
	AlphaBackColor	255
	BackColor	0; 0; 0
	BackColorBlend	()
	BackColorBlendDirection	Vertical
	BackColorType	Solid
C	bject properties	;
•		
-	AlarmExecuterName	
	AlarmsCountToRaiseAlarm	2
	AlphaBackColor	255
	BackColor	0; 0; 0
	BackColorBlend	()
	BackColorBlendDirection	Vertical
	BackColorType	Solid
	Blink	False
	BlinkInterval	0.3
	Border	()
	CheckTimeInMinute	1
Ŧ	Location	368; 160
	Locked	False
	Name	webBrowser1
Ŧ	OffsetPosition	0; 0
Ŧ	Size	200; 100
	Url	
AI	armExecuterName etermines the alarms execute	r names.



4.2.7.1 Overview

The objects in the Media Controls category are the following:

- 1. CaptureDevice
- 2. MediaPlayer
- 3. MP3Player
- 4. VuMeter
- 5. WebPlayer

All of these controls determine the displaying of a video stream and of an audio signal on the Monitor.

Note: Some video file extensions cannot be displayed because they are not compatible with the Peacock. For a proper video playback, it is always advisable to install the Peacock packet for the Distributed version (rif. 2.2. Below, you will find the extensions of the files that are not compatible with the system:

MOV: the MOV files are displayed only if created with Audio Source AAC and Video Source AVC and renamed or exported in .AVI extension (it requires the installation of the Peacock packet for the Distributed version).

Except VuMeter, the other objects create, if not already present, the AudioManager component (refer to 4.3.2.2 section) that determines what are the Media Controls to be enabled the audio to. All the other objects are in Mute mode.

To display the form Status of Media Control you can use the following combination of hot keys: Ctrl + I

MediaPlayer Statu	5		×
Filename:			
Status:	Duration:	Position:	Volume:
VuMeter			*
VuMeter LEFT:	-		MUTT
VuMeter RIGHT:	-		WUTE

The above mentioned controls will be explained below:

4.2.7.2 CaptureDevice

The CaptureDevice control plays an audio-video stream that is compatibile with ffdshow. This object has a device card as a source.

To display the status of this control you can open the form status through the "Show/Hide Status" button (refer to 3.1.2 section) as shown in figure:

captureDevice1		X
Status: NotReady	Position: 00:00:00	
VuMeter - MUTE		*
VuMeter LEFT: -99 dB		MUTE
VuMeter RIGHT: -99 dB		WIGTE



Below, the list of the properties for this control, in alphabetical order:

Device:

It sets a DirectShow compatible capture device through the related selection form.

VuMeterDock:

It sets the position of the VuMeter on the control. If this property has None as a value, the VuMeter is not visible.

	AlarmExecuterName	
	AlarmsCountToRaiseAlarm	2
	AlphaBackColor	255
	BackColor	0; 0; 0
	BackColorBlend	()
	BackColorBlendDirection	Vertical
	BackColorType	Solid
	Blink	False
	BlinkInterval	0.3
	Border	()
	Device	()
ŧ	Location	88; 160
	Locked	False
	Name	captureDevice1
Ŧ	Size	200; 120
	VuMeterDock	None

4.2.7.3 MediaPlayer

The MediaPlayer control plays an audio-video stream that is compatibile with ffdshow. This object has a folder as a source.

To display the status of this control you can open the form status through the "Show/Hide Status" button (refer to 3.1.2 section) as shown in figure:





Below, the list of the properties for this control, in alphabetical order:

Folder:

It sets the path of the folder containing the video files that will be played on Media Player.

Random:

If it is set on True, the video files will be played randomly.

VuMeterDock:

It sets the position of the VuMeter on the control. If this property has None as a value, the VuMeter is not visible.

Object properties			
•	1 2 1 📼		
	AlarmExecuterName		
	AlarmsCountToRaiseAlarm	2	
2	AlphaBackColor	255	
	BackColor	0; 0; 0	
	BackColorBlend	()	
	BackColorBlendDirection	Vertical	
	BackColorType	Solid	
	Blink	False	
	BlinkInterval	0.3	
11111	Border	()	
	CheckTimeInMinute	1	
	Folder		
Ð	Location	96; 312	
	Locked	False	
	Name	mediaPlayer1	
	Random	False	
Ŧ	Size	200; 120	
	VuMeterDock	None	
AI	armExecuterName etermines the alarms execute	er names.	

4.2.7.4 MP3Player

The MP3Player control creates a playlist of MP3 files.

To display the status of this control you can open the form status through the "Show/Hide Status" button (refer to 3.1.2 section) as shown in figure:

mP3Player	1						×
Filename:	C:\Peacock\Sam	ples\Projects\TEST\	MP3\Takk - (20	05)\01-sigur_ros-tal	:k.mp3		
Status:	Playing	Duration:	00:03:21	Position:	00:00:07		
Info							*
Title: Ta	ikk		Artist:	Sigur Ros			
Album:	Takk		Gender:	Rock	Year:	2005	



Below, the list of the properties for this control, in alphabetical order:

Folder:

It sets the path of the folder containing the MP3 files that will be played ont the MP3Player control.

Random:

If it is set on True, the MP3 files will be played randomly.

Object propert	ies
8≣ 🛃 📼	
CheckTimeInMinute	30
Folder	
Name	mP3Player1
Random	False
CheckTimeInMinute	
Determines the interval	time for
the checking source.	

4.2.7.5 VuMeter

The VuMeter control shows the audio level of a DirectShow compatible capture device.

In the following example, two VuMeter objects are displayed (one horizontal and one vertical):





Below, the list of the properties for this control, in alphabetical order:

CaptureDevice:

It sets a DirectShow compatible capture device from the list on the properties.

Orientation:

If it is set on Vertical, the VuMeter is oriented vertically; If it is set on Horizontal, il VuMeter is oriented horizontally.

	AlarmExecuterName		
	AlarmsCountToRaiseAlarm	2	
	AlphaBackColor	255	
	BackColor	0; 0; 0	
	BackColorBlend	()	
	BackColorBlendDirection	Vertical	
	BackColorType	Solid	
	Blink	False	
	BlinkInterval	0.3	
	CaptureDevice		
Ŧ	Location	416; 232	
	Locked	False	
	Name	vuMeter1	
	Orientation	Vertical	
Ŧ	Size	40; 200	

4.2.7.6 WebPlayer

The WebPiayer cmtrd shoi'IS en aJdio-IAdeo stream that is based on Windoi'IS MediaPlayer object.

URL

It sets the URL path for the aJdio/IAdeo strean to be played through the cmtrol.



Object properties

AlarmExecuterName AlarmsCountToRaiseAiarm 2 **》**





Index
255
— 0;0;0
- <1
Vertic.11 Solid F.11se
0.3
(1
240;480
False webPI.tyer1
200; 1 00

Determines the alarms executer names.

4.2.8 AxelSoftwareMonitors



4.2.8.1 Overview

The objects in the AxelSoftwareMonitors category are the following:

- 1. DJPro
- 2. DMLServer
- DMLServer
 DMLVideo
 MultiPing
 Storage
 XPlayout

All of these controls determine the monitoring of a server or or of a program that is external to the Peacock.



FTP:

It sets the parameters for the FTP connection:

Edit FTP property	
SERVER	
Server Address	
Server Port	
Server Folder	
USER	
Username	
Password	
	Ok

- □ Server Address: it sets the address for the FTP server.
- □ Server Port: it sets the port for the FTP server.
- □ Server Folder: it sets the desired folder on the FTP server.
- Username: it sets the username for the access on the server.
- □ Password: sets the password for the access on the server.

PingList:

It sets the parameters for the host list to check through ping:

Me			
		IPAddress	127.0.0.1
		Name	Me
		Name Determines the	hort oc pama
Add	Remove	Name Determines the	e host pc name.

- □ IPAddress: it sets the IP address to check through ping.
- □ Name: it sets the name to be shown on the list.



HardDiskList:

It sets the parameters for the list of the shared pc partitions:

narubisk List			
Disco W			
Disco X		Name	Disco W
Disco Y		PartitionLetter	W
Disco Z		SpaceLimit	1024
		Unit	Mb
		PartitionLetter Determines the h	nard disk partition
Add	Remove	PartitionLetter Determines the H letter.	nard disk partition

- □ Name: it sets the name to be shown on the list.
- □ PartitionLetter: it sets the letter for the shared partition.
- □ SpaceLimit: it sets the space limit beyond which the Hard Disk is in error.
- Unit: it sets the unit of measure referring to the size set in the SpaceLimit property.

Folders:

It sets the parameters for the folder list to be checked on the remote pc:

Folder	\\digiserver-1\W	I OK
Folders	List	
\\digis	erver-1\W	+
\\digis	erver-1\X	
\\digis	erver-1\Y	10000
\\digis	erver-1\Z	
		×
		X

You can enter the network path through the related button <a>[or manually. Then it is possible to determine the folders sorting through the PLUS and MINUS buttons.

The above mentioned controls will be explained below:



The DJPro control monitors the status of DJ Pro External Terminal.

In the following images this control is displayed in OnAir mode (both Peacock and Classic) and in Complete mode (both Peacock and Classic):



Below, the list of the properties for this control, in alphabetical order:

Server:

It sets the host name for the server where the DJPro Terminal is running.

ServerPort:

It sets the port for the server where the DJPro Terminal is running.

ViewMode:

It sets the view mode for the control, it can be Complete (that is the list of the 5 songs into the playlist) or OnAir (that is only the first song).

ViewStyle:

It sets the graphic style for the control that can be Peacock or Classic.

Object properties

AlarmExecuter	
Blink	False
BlinkInterval	0.3
CheckTimeInS	0.8
Location	24; 48
Locked	False
Name	djPro1
Server	
ServerPort	0
Size	240; 404
ViewMode	Complete
ViewStyle	Peacock
	AlarmExecuter Blink BlinkInterval CheckTimeInS Location Locked Name Server Server ServerPort Size ViewMode ViewStyle

AlarmExecuterName

Determines the alarms executer names.



Index 4.2.8.4 DMLServer

The DMLServer control monitors the status of a server through the Ping control, the date control, the control of the available dimension on the server partitions and the control of date-time of the most recent file contained into the folders set by the user.

In the following example this control is displayed in RealTime:

digiserver-1	digiserver-1	0
Ping	Ping	
DateTime HardDisks	DateTime HardDisks	
Folders	Folders	

✓ General

Time (sec)

V Ping

Edit AlarmDMLServer property for dmlServer1

1 🗘

2

2

4

*

*

Ok

Hard Disks

Folder (hour)

Below, the list of the properties for this control, in alphabetical order:

AlarmDMLServer:

It sets, for each server alarm, the enabling for the error notification and the number of times after which the alarm is started:

- General: referred to the failed connection to the server, or to any other errors.
- Ping.
- Time + TimeDiff: time in seconds after which the alarm is reported.
- HardDisks.
- □ Folder + TimeDiff: time in hours after which the alarm is reported.

Folders:

It sets the list of the server folders where you must control the time of the most recent file contained in them.

HardDiskList:

It sets the server partitions and the minimum free space limit beyond which the alarm will run. You can add a maximum of four partitions.

Labelcolor:

It sets the labels color for the control.

PeacockSpyPort:

It sets the port for the server where the Peacock Spy is running, which returns the status of partitions and of the date. The Peacock Spy must be run on the server you want to monitor.

PeacockSpyUsed:

it determines whether to use or not the Peacock Spy.

RemotePcName:

It sets the host name of the server you want to monitor.

Titlecolor:

It sets the title color for the control.

•		
	AlarmExecute	1 ()
	AlarmServer	()
	Blink	False
	BlinkInterval	0.3
	CheckTimeIn:	5 5
	Folders	()
	HardDiskList	()
	Labelcolor	White
Ð	Location	376; 24
	Locked	False
	Name	systemServer1
	PeacockSpyPe	c 13780
	PeacockSpyU	s False
	RemotePcNar	\\digiserver-1
Ð	Size	185; 132
	Titlecolor	White

2 🌻

-

2 2

names.



AxelTech

The DMLVideo control monitors the Axel DML status.

In the following example this control is displayed in OnlyImage and Complete modes:



Below, the list of the properties for this control, in alphabetical order:

AlarmDML:

It sets, for each DML alarm, the enabling to error notification and the number of times beyond which the alarm will be run:

- General: Referred to the failed connection to the DML program or to any other general errors.
- Status.
- □ Video.
- Audio.
- □ Time + TimeDiff: time in seconds after which the alarm is reported.
- □ IDR.
- ADR.
- Drop Frames.

Connection:

If it is set on LAN, the connection type is via LAN, otherwise if it is set on FTP, the connection type is via FTP.

FTP:

(refer to 4.2.8.2 section).

ShowChannelName:

If it is set on True, it displays the control title.

StatusFolder:

It sets the path on the folder containing the Status.txt file where the data associated to the control alarms are written.

ViewMode:

It sets the view mode of the control, it can be Complete (that is with image and alarms) or OnlyImage (that is only with image).

Titlecolor:

It sets the title color for the control.

V Status		2	:	J IDR	2	*
Video		2	, the second sec	ADR	2	- A- - W
V Audio		2	:	Drop Frames	2	*
Time (sec)	4	2	12			

+		
	AlarmDML	()
	AlarmExecute	r
	Blink	False
	BlinkInterval	0.3
	CheckTimeIn	5 5
	Connection	LAN
	FTP	()
Ð	Location	88; 112
	Locked	False
	Name	dmlVideo1
	ShowChannel	True
Ŧ	Size	144; 103
	StatusFolder	
	Titlecolor	White
	ViewMode	Complete

Determines the group of the DMLVideo alarms properties.



Index 4.2.8.6 MultiPing

The MultiPing control monitors the status of a maximum of 10 hosts printers, pc, servers, routers, ecc...) through the Ping control.

In the following example this control is displayed in RealTime:

Here the Caption	
Me	
Tecnico1	
Tecnico6	

Below, the list of the properties for this control, in alphabetical order:

AlarmMultiPing:

It sets, for each server alarm, the enable to error notification and the number of times after which the alarm is started:

□ Ping.

/ Ping 1	* 2	12	
HU 3.		10.00	

Caption:

It sets the control title.

LaberIcolor:

It sets the labels color for the control.

PingList:

It sets the IP address for the hosts to be contolled through ping.

Titlecolor:

It sets the title color for the control.

It sets the port of the server where the Peacock Spy that returns the AlarmMultiPing (status of partitions and the date is running. Peacock Spy must run on Blink File BlinkInterval 0

PeacockSpyUsed:

It determines whether to use the Peacock Spy or not.

RemotePcName:

It sets the host name for the server you want to monitor.

Titlecolor:

It sets the title color for the control.

	AlarmExecuterNa	1 ()
he	AlarmMultiPing	()
on	Blink	False
	BlinkInterval	0.3
	Caption	Here the Caption
	CheckTimeInSec	5
	Labelcolor	White
Ð	Location	400; 152
	Locked	False
	Name	multiPing2
	PingList	()
Ŧ	Size	144; 103
	Titlecolor	White



the Xplayout control monitors the status of Axel Xplayout.

In the following example this control is displayed in RealTime:

192.168.99.189	192.168.99.189
IP 192.168.99.189	IP 192.168.99.189
Position 00:01:34.03	Position 00:01:39.07
Remain 01:58:25.24	Remain 01:58:20.23
Delay Manual	Delay Manual
on Air C:\CAPTURE\prova 1 mpg2.mpg	On Air C:\CAPTURE\prova 1 mpg2.mpg
NextFile C:\CAPTURE\prova divx 1.avi	NextFile_C:\CAPTURE\prova_divx_1.avi

✓ General

✓ Status

✓ IP Address

V Current File

V Next File

1 *

2 *

2

2

2 *

*

+

✓ Delay

V Position

Remain

Ok

names.

\$

+

2

Below, the list of the properties for this control, in alphabetical order:

AlarmXPlayout:

It sets, for each XPlayout alarm, the enable Edit AlarmXPlayout property for xPlayout1 to error notification and the number of times after which the alarm is started:

- General: referred to the failed connection to XPlayout, or to any other errors.
- Status.
- IP Address.
- Current File.
- Next File.
- Delay.
- Position.
- Remain.

Connection:

If it is set on LAN, the connection type is via LAN, otherwise if it is set on FTP, the connection type is via FTP.

FTP:

(refer to 4.2.8.2 section).

Labelcolor:

It sets the character color for the control (red is not available).

StatusFolder:

It sets the path to the folder containing the XtvStatus.txt file where the data associated to the control alarms are written.

Titlecolor:

It sets the title color for the control.

	AlarmExecuter	()
	AlarmXPlayou	()
	Blink	False
	BlinkInterval	0.3
	CheckTimeInS	5
	Connection	LAN
	FTP	()
	Labelcolor	White
Ŧ	Location	72; 272
	Locked	False
	Name	xPlayout1
Ŧ	Size	160; 103
	StatusFolder	
	Titlecolor	White



Index **4.3 Components**

the Components objects are divided into the following subcategories:

AlarmsExecuter

😨 topip1	💿 sound1	🖋 serialPort1	🗁 processLauncher1	
🗆 Ala	rmsNotifie	ers		
🛷 logFile1	🖂 eMail1	📒 sms1		
Cor	mponents			

audioManager1

Unlike the Controls, the Components are objects working in background. They are associated to Controls or Monitors.

Moreover, the Components are displayed on the bottom of the Monitor and not inside, because they are not displayed in RealTime.

Every Monitor can contain several Components which, in turn, can be associated to all the Controls inserted into the concerned Monitor.

4.3.1 Alarms Executers



4.3.1.1 Overview

The objexts in the Alarms Executers category are the following:

- 1. ProcessLauncher
- 2. SerialPort
- 3. Sound
- 4. TCPIP

All of these components determine an alarm run if the control that is associated to them will change its own status by generating an error.



These components are associated to controls by a common property, **AlarmExecuterName** (see section 4.2.2), and you can associate several AlarmsExecuters to each control.

Usually, the Controls that are associated to these components are in the **AxelSoftwareMonirtos**, **Alarms** and **RemoteAlarms** subcategories.

The alarm can be run locally or remotelly by the Donkey program (its parameters can be set for each Alarms Executer).

4.3.1.2 Common Properties

Each item in the project is provided with several features and properties, all viewable and editable through the **Object properties** panel when you select the desired object.

Below in alphabetical order, a list of this common properties:

DonkeyServerAddress:

It sets the IP address or the Host name of the server where the Donkey program is running.

DonkeyServerPort:

It sets the port of the server where the Donkey program is running.

Name:

It sets the component's name.

4.3.1.3 ProcessLauncher

the ProcessLauncher component, if used, creates a new process according to the statements set on the ProcessParameters and ProcessPath properties. This control works only in remote through Donkey:

Below, the list of the properties for this component, in alphabetical order:

DonkeyServerAddress:

(refer to section 4.3.1.2).

DonkeyServerPort:

(refer to section 4.3.1.2).

Name:

(refer to section 4.3.1.2).

ProcessIsClosable:

If it is set on True, the process, once the associated control is no longer in error, is closed; otherwise, if it is set on False, the process remains open regardless of the control status.

ProcessParameters:

It sets any parameters to be associated to the process.

ProcessPath:

It sets the path of the process you want to run. It is also possible to choose a non executable file: Windows will automatically load up the file according to its specifics.





Index 4.3.1.4 SerialPort

The SerialPort component, if used, sends a serial comand, that can be set through theMessage property, to a serial port that can be local or remote. This control works only locally. To set the local port, you need to set the LocalRS232 property:

Serial Port Name:	COM1	
Bits Per Second:	9600	
Data Bits:	8	
Parity:	None	
Stop Bits:	1	
Flow Control:	None	-

Below, the list of the properties for this component, in alphabetical order:

DonkeyPortNumber:

It sets the remote serial port. Specify the number of COM (es: 1 is for COM1).

DonkeyServerAddress:

(refer to section 4.3.1.2).

DonkeyServerPort:

(refer to section 4.3.1.2).

LocalRS232:

It sets the properties for the local serial port.

Message:

It sets the message to be sent to the serial port.

Name:

(refer to section 4.3.1.2).





4.3.1.5 Sound

The Sound component, if used, plays a sound through wav file. When you use this component you cannot run the remote alarm, but only the local one. This control works only locally.

Below, the list of the properties for this component, in alphabetical order:

LoopMode:

If it is set on True, the sound is played in loop.

Name:

(refer to section 4.3.1.2).

SoundPath:

It set the absolute path of the wav file that you want to use as an alarm.

TimeOut:

It sets the time length for the sound to be played.

Control Panel		
2↓		
Loop	Mode	False
Nam	ie	sound1
Sour	ndPath	
Time	out	5

4.3.1.6 TCP IP

The TCPIP component, if used, sends a serial comand, that can be set on the theMessage property, through TCP/IP protocol to the specified address. This control works only in remote through Donkey.

Below, the list of the properties for this component, in alphabetical order:

DonkeyServerAddress:

(refer to section 4.3.1.2).

DonkeyServerPort: (refer to section 4.3.1.2).

IPAddress: It sets the IP address to send the alarm message to.

Message:

It sets the message to be sent to TCP/IP.

Name: (refer to section 4.3.1.2).

Port: It sets the port to send the alarm message to.

4.3.2 Alarms Notifiers

Alarms Notifiers

Pointer

LogFile

Mail

SMS





The objects in the AlarmsExecuter category are the following:

- 1. LogFile
- 2. eMail
- 3. SMS

All of these components will run an alarm if the associated component will change its status, causing an error.

These components are associated to the controls through the **AlarmExecuterName** common property (see section 4.2.2); it is possible to associate several AlarmsExecuters for each control.

Usually the Controls that are associated to these components are shown in the **AxelSoftwareMonirtos**, **Alarms** and **RemoteAlarms** subcategories.

The alarm can be run locally or remotely through the Donkey program (its parameters can be set for each AlarmsExecuter).

4.3.2.2 Common Properties

Every item inserted into the poject is provided with several features and properties that can be displayed and edited through the **Object properties** panel when you select the desired object.

Below, a list of these common properties, in alphabetical order:

DonkeyServerAddress:

It sets the IP address or the Host name of the server where the Donkey program is running.

DonkeyServerPort:

It sets the porta of the server where the Donkey program is running.

Name:

It sets the name of the component.

4.3.2.3 LogFile

The LogFile component, if used, creates or modifies a user defined log file. This control works only locally.

Below, the list of the properties for this component, in alphabetical order:

DonkeyServerAddress: (refer to section 4.3.1.2).

DonkeyServerPort: (refer to section 4.3.1.2).

Filename:

It sets the name of the file (without path) that you want to create for the error log.

Name: (refer to section 4.3.1.2).



The eMail component, if used, sends an email according to the settings in the Email property. This control works only in remote through Donkey:

rom: marco.deangelis@axeltechnology.com		
o:	marco.deangelis@axeltechnology.com leonardo.zambonelli@axeltechnology.com	
SMTP Host:	smtp.axeltechnology.com	SMTP Port: 25

- **From**: the email sender.
- To: the email recipients. You have to to list the recipients by separating them with a new line.
- **SMTP Host**: SMTP Host of the mail server that you want to use for sending emails.
- SMTP Port: SMTP port number of the mail server that you want to use for sending emails.
- **Username**: Username to be used for accessing the server.
- Password: Password to be used for accessing the server.

Below, the list of the properties for this component, in alphabetical order:

DonkeyServerAddress:

(refer to section 4.3.1.2).

DonkeyServerPort:

(refer to section 4.3.1.2).

Email:

It sets the parameters needed for the email send.

Name:

(refer to section 4.3.1.2).

DonkeyServer/	192.168.99.131
DonkeyServerl	13780
Email	()
Name	eMail1



the SMS component, if used, sends a SMS through serial port to all the mobile numbers that are set in the MobileNumbers property. This control works only in remote through Donkey:

Serial Port Name:	COM1	
Bits Per Second:	9600	17
Data Bits:	8	
Parity:	None	
Stop Bits:	1	-
Flow Control:	None	-

SMS	+393381208300	OK
SMS I	ist	
+393	3381208300	+
		×
	Ok	Cancel

Below, the list of the properties for this component, in alphabetical order:

DonkeyServerAddress:

(refer to section 4.3.1.2).

DonkeyServerPort: (refer to section 4.3.1.2).

LocalRS232: It sets the properties for the local serial port.

MobileNumbers:

It sets the list of mobile numbers you want to send the alarm to.

Name:

(refer to section 4.3.1.2).

DonkeyServer	192.168.99.131
DonkeyServer	rl 13780
LocalRS232	()
MobileNumb	e ()
Name	sms1



Index 4.3.3 Components

- Components	
Pointer	
Audio Manager	

4.3.3.1 Overview

The objects in the Components category are the following:

1. AudioManager

All of these components determine the management of the controls in the Peacock's project.

Usually the Controls that are associated to these components are shown in the MediaControls subcategory.

4.3.3.2 AudioManager

The AudioManger component is automatically inserted, if not already present, when entering an object that is in Media Controls.

Below, the list of the properties for this component, in alphabetical order:

ActiveControl:

It sets the Media Controls control that must be audio-enabled. Consequently, all other controls have the sound turned off.

Name: (refer to section 4.3.1.2).



5. HowTo

5.1 Export / Import of a layout

You can create and load the layouts through the Export and Import buttons that are in the Schema section Peacock Toolbar:



After creating a layout on a monitor, click on the Export button:



se	Cut Copy	Paste	Paste Properties Clipb	Delete Se oard	elect All	Undo R	edo	Preview Preview	Lock Designer riew	Add Screen	Remove Screen Outpu	Rename Screen	Export Sche	Import ema	
Franc	hising Templat	e													
	pictureBox*	1							label2						
								label1							
	pictureBox2		pictureBox slideShow		picture	eBox4					ticker				P
			label4												
	digitalClock1							la	bel3						

The following window will appear:

schema Name	
ranchising	
ichema Description	
ayout Franchising shop. Th Objects into the layout: n.4 PictureBoxs, Labels	is layout is 800x600.



You can determine the name and a short description of the Layout you want to export. Then, add a new screen and name it "Shop1":



Click on the Import button and select the Schema that you just exported. Note that the description and a preview for the layout of the selected schema are reported:

Schema		
Name	Franchising	٠
Description	Layout Franchising shop. This layout is	
	800x600.	
	n 4 PictureBoxs Tabels	
	n.1 DigitalClock, SlideShow, Ticker	
Delete all pre	vious objects 🗸	
Desulation		_
		1

Note the "Delete all previous objects" checkbox that determines the deletion of all the possible objects on the monitor you want to export the schema on. Otherwise, if you uncheck it, the objects on the monitor are added to the ones of the schema.





Remember that only the Location and Size properties of all the objects in the user defined layouts are exported. Consequently, any inserted texts or linked images are exported because they are not relevant for the layout.

5.2 Creating a project

The creation of a project in Peacock is simple and intuitive. You have to choose the Root Folder, that is the path where you want to save the project you are creating; the Design Monitor size (height and width), keeping in mind that the project will be resized according to the resolution of the monitor that will be used for the Preview; possibly, choose a Template, that is the opening of a Peacock's default project containing some controls that are already set. Below, the mask for the creation of a new project:

Root Folder				17/11
Design Size Width	800	Design Size Height	600	
Template				1
Name				
Description				
		No template selected.		

The project's creation and the related compile of the executable file are based on the concept of path relativity. It is important to remember that all the external objects, images and texts linked to Peacock's controls should be stored in subfolders of the Root Folder, thus creating a structural stability that allows the movement of the whole project to any other pc without altering its functionality

For example, select "C:\Peacock\Samples\Projects\Test" as Root Folder and click on Ok:

Root Folder	C:\Peacock\S	amples\Projects\Test		
Design Size Width	800	Design Size Height	600	
Template				×
	Ok	Cancel		



Index Add a PictureBox control into the Monitor, as it is shown in figure:

🐺 Peacock 17/10/2008 10:41:13		
*		
Home Edit Scree	n Layout Tools	
🗋 🗁 🖬 🛃 🖆	i 🐒 🗋 🗋 🔒 📓 🕗	-> 💵 📼 📑
New Open Save Save As Close	e Cut Copy Paste Paste Delete Select All Undo Properties	Redo Real Time On Air Add Ren Screen Scr
File	Clipboard	Preview C
Toolbox «	utput 0	
I Connel		
Alarms		1
Alarmsexecuter		
AxelSoftwareMonitors		
Image Controls		
R Pointer		
AnimatedGif		
Reference PictureBox		
SlideShow	·····	
t Internet Controls	au to group collections of	
Media Controls	·····	
A Remote Alarme		
Test Cestada	· · · · · · · · · · · · · · · · · · ·	
Time Controls		
		pictureBox1
		••••••••••••••••••••••••••••••••••••••
	· · · · · · · · · · · · · · · · · · ·	

Create a Images subfolder into the Root Folder.

Now, copy a picture (e.g.: "Axel.png") from the pc and paste it into the subfolder you have just created ("C:\Peacock\Samples\Projects\Test\Images"):

C:\Peacock\Samples\Projec	ts\Tes	\Images							- 0 ×
Eile Modifica Visualizza Prefi	eriti <u>S</u>	trumenti <u>?</u>							1
🕝 Indietro 🔹 🕥 - 🎓	Cer	ca 😥 Cartelle	·	Sincronizzazione	cartella				
Indirizzo 🚞 C:\Peacock\Samples\P	Projects\	Fest\Images						-	P Vai
-		Nome 🔶		Dimensione	Tipo	Data ultima modifica	D	Formato	
🧕 Operazioni immagine	*	Axel.png		273 KB	File PNG	08/07/2008 11:27		1594 x 525	
Operazioni file e cartella	*								
Altre risorse	*								
Dettagli	*								
Axel.png File PNG Formato: 1594 x 525 Dimensione: 272 KB Deta ultima modifica: marted 8									

Go back to the project and set the FileName property of the pictureBox1 control with the related path of "Axel.png" file. It is possible to get help through the related dialog box ("File Open"):

Note that, on the FileName property of the PictureBox, automatically appears the relative path ("Images\Axel.png"):



Ŧ	(DistaBindings)	
-	AlarmExecutorN	
	AlarmsCountTo	2
	AlphaBackColo	255
	BackColor	
	Blink	False
	BlinkInterval	0.3
	Border	()
	CheckTimeinwi	
	FileName	Images\Axel.png
Đ	Location.	304: 208
	Locked	False
	Name	pictureBox1
Ŧ	Size	200; 100
	Stretchlmage	False

Finally, save the project in the Root Folder previously set, using the "Save" button (note that the path suggested by the dialog box is the Root Folder):

ialva con nome						? ×
Salva jn:	Dest 🔁		•	+ 🖻 💣	•	
Documenti recenti Dosktop						
Documenti Risorse del						
Computer Vice		-				
Risorse di rete	<u>N</u> ome file:	Peacock_Project1.pck			-	<u>S</u> alva
	Sal <u>v</u> a come:	Peacock files (*.pck)			•	Annulla

If there were no errors, the project is saved correctly:

Peacock		×
٧	Project saved successfully!	
	Ok	

It is important to remeber that, following this procedure, the relativity of the project has been kept as to the Root Folder, so if you move the Root Folder it can be used in any pc path.



For example, after closing the current project on Peacock by the "Close" button, return to "C:\Peacock\Samples\Projects\Test" folder and you should find a situation like the following:

		Nome 🔶	Dimensione	Tino	Data ultima modifica	Eormato	
Operazioni file e cartella	*		1 Californio III	Cartella di file	17/10/2008 10:46	1 . similar	
		Peacock_Project1.pck	1 KB	File PCK	17/10/2008 11:08		
Altre risorse	*	Peacock_Project1.so0	3 KB	File SO0	17/10/2008 11:08		
Projects							
Documenti							
Dicorce del computer							
Bisorse dei computer							
S KISOISE GITECE							
Dettagli	*						
Test Cartella di file							
Data ultima modifica: Oggi 17							

Move the "C:\Peacock\Samples\Projects\Test" folder onto the Desktop, thus changing the absolute path of the folder itself in "C:\Documents and settings\name.surname\Desktop\Test".

Return to Peacock and click on the "Open" button, select the new path of the project ("C:\Documents and settings\nome.cognome\Desktop\Test") and open the .pck file.

Enabling the Preview, you can see that the PictureBox object still has the previously set image.

5.2.1 Creation of a Digital Signage project

5.2.1.1 Aim

Assume to create a project that shows through a monitor the promotions of some products of a company.

5.2.1.2 What you need

For this kind of project it is necessary to have an image of the company logo, several pictures of the promoted products, a text-like file with a list of the promotional offers and a rather winning background image.

5.2.1.3 Making of

Create a new project by the "Open" button, choose the Root Folder and the size of the Design Monitors according to the output monitor which you assumed to use.

Note: in the following example, let's assume we created a project with Design Monitor size 800x600.

Copy all the mentioned files into separated subfolders in the Root Folder, as follows:

- 1. The company Logo image and the background image must be copied into the Images folder
- 2. The pictures of the promoted products must be copied into the Slide folder
- 3. The text-like file must be copied into the Texts folder





Return to Peacock and change the Monitor's name ("Output 0") into the name of the shop you are creating the project for:

acock	
Time the new name	<u>O</u> k
type the new name	Cancel

Add the following items to the Design Monitor, in the following positions and with the following dimensions:

- 1. **PictureBox** from "Image Controls". Set the **Location** property at 8; 8 and the **Size** property at 248; 104.
- 2. Label from "Text Controls". Set the Location property at 256; 8 and the Size property at 536; 104.
- 3. **SlideShow** from "Image Controls". Set the **Location** property at 8; 120 and the **Size** property at 784; 424.
- 4. Ticker from "Text Controls". Set the Location property at 0; 552 and the Size property at 800; 48.




Select the **PictureBox** object and make the control's border invisibile through the Visible parameter of the **Border** property, or by unchecking the "**Show/Hide Border**" button from the Edit menu, like in the following figures:



Set the full transparency on the control by setting the **AlphaBackcolor** property to 0, or by using the slide object from the "**Control Properties**" group in the Edit menu, like in the following figures:

Background 🛕 Color 👻			
Alpha color	Show / Hide Border	Enable / Disable Blink	🔵 AlphaBackColor 🛛 🛛 🖉
Control prop	erties	91	BackColor 8, 0, 0



Index

Then select the company Logo image through the editor of the FileName property.

CheckTimeInIv	1
FileName	Images\Logo.png
Location	8-8
L = = l = = l	

Finally, set the **StretchImage** property on True.

E	l Size	248; 104
	StretchImage	True 🔵

Select the **Label** object and make the control's border invisibile through the Visible parameter of the **Border** property, or by unchecking the "**Show/Hide Border**" button from the Edit menu, like in the previous images. Modify the **Font** property using an "impressive" font type such as, for example, "Viner Hand ITC". Note that, if the **AutosizeFont** property is set on True, it is not important to determine the Font size because it is reset according to the control's height and width.

Set the full transparency on the control by setting the **AlphaBackcolor** property to 0, or by using the slide object from the "**Control Properties**" group in the Edit menu, like in the following figures:

Background A Color -		AlemisCounti ora z
Alpha color () ++++++++ 0 Show / H Borde	ide Enable / Disable Blink	AlphaBackColor 0
Control properties	0	BackColor 8, 0; U

Insert the text (e.g.: "My Shop") in the **TextValue** property and modify the Style property, for example, as follows:

Text Fill Properties	Text Fill Properties Text Shadow Properties		Text Highlight Properties	
BlendColors () Direction Vertical	Angle 45 ⊞ BlendColors () Direction Vertical Distance 3 Style Halo	BlendColors [] Direction Vertical Size 1 Style Normal Visible True	☑ BlendColors [] Direction Vertical Distance 10 Radius 0 Visible False	
endColors Angle The angle of the shadow's text in degrees.		BlendColors The foreground colors of the border's text.	BlendColors The foreground colors of the highlight's text.	
	Prev	lew		
	This is	a test		

The result will be the following:





Select the **Slide** object and load the pictures of the promoted products byt setting the **Folder** property:



Select the **Ticker** object and make the control's border invisibile through the Visible parameter of the **Border** property, or by unchecking the "**Show/Hide Border**" button from the Edit menu, like in the previous images. Then change the **BackColor** and **ForeColor** respectively with the Blue and Orange color. Select the text-like file in the FileName property, as in figure:



Increase the **Font** size up to about 50.25pt by the related property or using the button in the "**Text Properties**" group in the Edit menu, as in figure:

Font name	Arial	*	A^	A	A	A	A
Font style	G C <u>5</u>				Show / Hide Border	Show / Hide Shadow	Show / Hide Highlight
			Text	prope	rties		

Finally, select the **Form** and set the Monitor background through the editor of the **BackgroundImage** property:

BackColor	Black
BackgroundImage	Images\Background.png
DoubleBuffered	True
1 5 51	-



The final result will be the following: In

Design:

MyShop	
pictureBox1	labelt
	slideShow1
	lickeri u

In Preview:





Index 5.2.2 Creation of a Web TV project

5.2.2.1 Aim

Assume to create a project that displays a WebTV.

5.2.2.2 What you need

For this kind of project it is necessary to have an image of the WebTV logo, some video clips to be played or, if you don't have them, a link to a WebTV video stream, a MySQL or SQLServer database containing, for example, SMS that you want to show through a ticker and a rather winning background image.

5.2.2.3 Making of

Create a new project by the "Open" button, choose the Root Folder and the size of the Design Monitors according to the output monitor which you assumed to use.

Note: in the following example, let's assume we created a project with Design Monitor size 800x600.

Copy all the mentioned files into separated subfolders in the Root Folder, as follows:

- 1. The company Logo image and the bakground image must be copied in the Images folder
- 2. The video clips of the WebTV sono must be copied in the Videos folder

Then we will have the following structure:

-	\bigcirc	Root Folder
		🚞 Images
		🚞 Videos 👘

Return to Peacock and change the Monitor's name ("Output 0") into the name of the WebTV:

acock	
Two the new name	Qk
type the new name	Cancel

Add the following items to the Design Monitor, in the following positions and with the following dimensions:

- 1. **PictureBox** from "Image Controls". Set the **Location** property at 8; 8 and the **Size** property at 784; 88.
- 2. Label from "Text Controls". Set the Location property at 8; 536 and the Size property at 784; 56.
- 3. **MediaPlayer** from "Media Controls". Set the **Location** property at 232; 104 and the **Size** property at 560; 424.
- 4. Ticker from "Text Controls". Set the Location property at 8; 104 and the Size property at 216; 424.
- 5. SqlTicker from "Text Controls". Set the Location property at 128; 544 and the Size property at 656; 40.



The Design Monitor should appear as follows:

My WebTV		
		pictureBox1
	ücker1	mediaPlayer1
		sqITIcker1

Note: When you insert the MediaPlayer control, an AudioManager component automatically appears on screen. Such object can be left with its default settings, but if you want to listen to the MediaPlayer's audio, you need to set the ActiveControl property of the AudioManager object on "mediaPlayer1".

Select the **PictureBox** object and make the control's border invisibile through the Visible parameter of the **Border** property, or by unchecking the "**Show/Hide Border**" button from the Edit menu, like in the following figures:





Set the full transparency on the control by setting the **AlphaBackcolor** property to 0, or by using the slide object from the "**Control Properties**" group in the Edit menu, like in the following figures:

Background $\underline{\mathbf{A}}$ Color \div Alpha color $(-)$	Show / Hide	Enable / Disable	AlemisCountToRa Z
Control prov	Border	Blink	
Control prop	Jerties		BACKCOICI U, U, U

Then select the WebTV Logo image through the editor of the FileName property.



Finally, set the **StretchImage** property on True.

E Size	248; 104
StretchImage	True 🔵

Select the **Label** object and make the control's border invisibile through the Visible parameter of the **Border** property, as in figure:

_	Doruer :	signer roper ues	1000
±	BlendColors	()	_ ^
	Corners	15; 15; 15; 15	
	Direction	Vertical	
	Size	5	100
	Style	Solid	-
	Pr	eview	
	Pr	eview	
	Pr ot	www. My Dject	

Set the full transparency on the control by setting the **AlphaBackcolor** property to 0, or by using the slide object from the "**Control Properties**" group in the Edit menu, like in the following figures:

Background A Color -			AlernisCountToRa Z
Alpha color	Show / Hide Border	Enable / Disable Blink	🔍 AlphaBackColor 🛛 🛛 🔵
Control prop	erties		BackColor 8, 0, 0

Modify the Align property in order to align the text of the label:

AlarmeCountTo	2
Align	MiddleLeft
AlphaBackColo	0



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Insert the text (e.g.: "SMS box") in the **TextValue** property and then and the modify the **Style** property, for example, as follows:

Text Fill Properties	Text Shadow Properties	Text Border Properties	Text Highlight Properties	
BlendColors [] Direction Vertical	Angle 45 BlendColors () Direction Vertical Distance 3 Style Normal	45 rs () Vertical 3 Normal ↓ Visible True ↓ BlendColors () Direction Vertical Direction Verti		
BlendColors The foreground colors of the fill text.	Angle The angle of the shadow's text in degrees.	BlendColors The foreground colors of the border's text.	BlendColors The foreground colors of the highlight's text.	
	Pre	view		
	This is	a tesi	3	

The result will be the following:

SMS box		
area ban		

Select the **MediaPlayer** object and, if you are provided with some video clips, set the folder containing them in the **Folder** property:

Folder	Videos\
EL OCAULU	232 104

Otherwise, insert the URL of the stream to be played in the **StreamURL** property, remembering to change the **SourceType** property from "Folder" to "URL".

Select the **Ticker** object and make the control's border invisibile through the Visible parameter of the **Border** property, or by unchecking the "**Show/Hide Border**" button from the Edit menu, like in the previous images. Set the full transparency on the control by setting the **AlphaBackcolor** property to 0, or by using the slide object from the "**Control Properties**" group in the Edit menu, like in the following figures:

Reduced A Color	222	ALA	ARCHITEXCOURTER
Background A Color *			AlcimsCountLoRa 2
Alpha color	Show / Hide Border	Enable / Disable Blink	🔍 AlphaBackColor 🏾 0 🛛 🔵
Control prop	erties		BackColor 8, 0, 0

Set the **ForeColor** with the Gold color and increase the **Font** size up to about 23.25pt by the related property or using the button in the "**Text Properties**" group in the Edit menu, as in figure:

	Font name	Arial	*	A*	A*	A	A	A
State.	Font style	G C <u>s</u>				Show / Hide Border	Show / Hide Shadow	Show / Hide Highlight
				Text	prope	rties		



Set the **Direction** property on DownToUp and insert a text in the **TextValue** property (e.g.: "It's not that I'm afraid to die, I just don't want to be there when it happens". Woody Allen)

	CheckTimeInIvii	1
C	Direction	DownToUp
	FileName	

Select the **SqlTicker** object and make the control's border invisibile through the Visible parameter of the **Border** property, or by unchecking the "**Show/Hide Border**" button from the Edit menu, like in the previous images.

Set the full transparency on the control by setting the **AlphaBackcolor** property to 0, or by using the slide object from the "**Control Properties**" group in the Edit menu, like in the following figures:

a design of the second se	0.000	ATZ	ARCHIEXCONCILING
Background A Color +		200	AlamisCounti orta z
Alpha color	Show / Hide Border	Enable / Disable Blink	🔇 AlphaBackColor 🏾 0 🛛 🔵
Control prop	erties	²	BackColor 8, 0, 0

Set the **ForeColor** with the Gold color and increase the **Font** size up to about 23.25pt by the related property or using the button in the "**Text Properties**" group in the Edit menu, as in figure:

Font name	Arial	*	A*	A	A	A	A
Font style	G C <u>5</u>				Show / Hide Border	Show / Hide Shadow	Show / Hide Highlight
			Text	prope	rties		

Set the **SQLDatabase** property with the related Editor, as in figure:

Edit SQLDatabası	e property	
SERVER		
Server Type	SqlServer	-
Server Name	MyServer	* Load
Server Port	3306	
Username	MyUsername	
Password	MyPassword	
DATABASE	E	
Database Name	MyDatabase	* Load
Table Name	MyTable	💌 Load
Column Name	MyColumn	✓ Load
SORT		
Column Name	DateTime	
Order By	DESC	
Test Connection	on Ok	Cancel

If you want you can moderate the speed by increasing the value in the TimeValue property from 17 to 51.

Finally, select the **Form** and set the Monitor background tyhrough the editor of the **BackgroundImage** property:

BackColor	Black
BackgroundImage	Images\Background.png
DoubleBuffered	True
D OT	



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The final result will be the following:

In Design:



In Preview:



Note: now it is also possible to stream the output you generated. Refer to section 5.3.



5.3 Creation of a DMLVideo System Monitoring project

5.3.1.1 Aim

Assume to create a tv monitoring system that uses, for an amount of 16 channels, Axel DMLVideo software. To have a real-time reporting of any errors reported by DMLVideo, the Peacock provides a variety of alarm executers as well as a graphical display of the DMLVideo software.

5.3.1.2 What you need

For this kind of project you must have installed the DML program on any PC on the network, a SMTP server and a GPRS card installed for the SMS send and the Donkey program run on a given server.

5.3.1.3 Making of

Create a new project by the "Open" button, choose the Root Folder and the size of the Design Monitors according to the output monitor which you assumed to use.

Note: in the following example, let's assume we created a project with Design Monitor size 800x600.

Return to Peacock and change the Monitor's name ("Output 0") into "MyMonitoring":

acock	
Sine the new name	<u>O</u> k
ype the new mane	<u>C</u> ancel

Add the following items to the Design Monitor, in the following positions and with the following dimensions:

- 1. **DigitalClock** from "Time Controls". Set the **Location** property at 432; 464 and the **Size** property at 150; 107.
- DateTime from "Time Controls". Set the Location property at 640; 464 and the Size property at 150; 56.
- 3. **PictureBox** from "Image Controls". Settare la proprietà **Location** a 640; 528 and the **Size** property at 150; 56.
- 4. **DateTime** from "Time Controls". Set the **Location** property at 592; 456 and the **Size** property at 368; 50.
- 5. **N. 16 DMLVideo** from "AxelSoftwareMonitors". Set the **Location** property since they are spaced as shown below, and the **Size** property at 150; 107.
- 6. **Storage** from "AxelSoftwareMonitors". Set the **Location** property at 8; 464 and the **Size** property at 150; 107.
- DMLServer from "AxelSoftwareMonitors". Set the Location property at 216; 464 and the Size property at 150; 107
- 8. SMS from "Alarms Notifiers".
- 9. eMail from "Alarms Notifiers".
- 10. LogFile from "Alarms Notifiers".



The Design Monitor should appear as follows:



Disco U		8≣ ⊉↓ ⊡	
Disco V		Name	Disco Z
Disco W		PartitionLetter	Z
Disco X		SpaceLimit	1024
Disco Y		Unit	Mb
		PartitionLetter Determines the f	nard disk partition
Add	Remove	PartitionLetter Determines the H letter.	nard disk partition

Select the **PictureBox** object and insert the company Logo image through the editor of the **FileName** property.

		CheckTimeInIvi	1
1	C	FileName	Images\Logo.png
	Ð	Location	8.8
		111	F -1



Finally, set the StretchImage property on True.



Select the **DateTime** object, set the **AutoresizeFont** property on False and set the **DateTimeFormat** and **Font** properties as in the following figure:

	Border	()
	DateTimeFormat	dddd d MMMM yyyy
Ð	Font	Microsoft Sans Serif; 30
Ð	Location	592; 456

Set the previously inserted Alarms Notifiers with the settings that are necessary to make them be operative. Begin with the **remote** ones:

Select the **eMail** component and set the IP address and the port of the server where the Donkey is running, by setting **DonkeyServerAddress** and **DonkeyServerPort** properties.

Select the **SMS** component and set the IP address and the port of the server where the Donkey is running, by setting **DonkeyServerAddress** and **DonkeyServerPort** properties. Finally, set the **MobileNumbers** property with the list of mobile numbers to which you want to send the notification message, as in figure:

SMS List			
N 2020 0000 000			
+39329062121	1		+
+39338007007	1		
			X
-		120000 k	

Now it's turn of the local Alarms Notifier:

Select the LogFile component and set the name (without path) of the log file you want to create/edit using the **Filename** property.

Note: the GPRS card and the SMTP mail server must be installed on the server where the Donkey is running.

Now it is possible to set the paths needed for the AxelSoftwareMonitors controls to monitor the DMLVideo and XPIayout programs, and the whole server.

Select **DMLVideo** and set the **StatusFolder** property with the path on the StatusAndLogs folder containing the Status.txt file.



Select **DMLServer** and set the **RemotePcName** property with the name of the remote server where the Donkey is running, to monitor the partitions (8 maximum) of the server itself. Then, set the partition list through the **HardDiskList** property. Finally, set the folders of the server that you want to monitor.

Select **Storage** and set the **RemotePcName** property with the name of the remote server where the Donkey is running, to monitor the partitions (8 maximum) of the server itself. Then, set the partition list through the **HardDiskList** property.

Finally, for each AxelSoftwaremonitors control, it is necessary to associate one or more AlarmsExecuter or AlarmNotifiers components so that, in case of an error, the notifications will be sent. To do this, there are two ways:

1. Select one by one all the **DMLVideo** controls and the **Server** control, then set the **AlarmExecuterName** property for each one as follows:

Edit AlarmExecut	erName prop	erty for QDml3Ch3	
Alarms List			SELECT ALL
🔽 eMail1			
V logFile1			
🔽 sms1			
-			1
	Ok	Cancel	

2. Use the Form's panel by selecting one by one all the Alarms Executers or Notifiers from the Alarms Executers / Notifiers curtain menu as in figure:

Alarms Executers / Notifie	ers 🌣
Alarms Output List	
	*
eMail1	
logFile1	
sms1	



Assign to each of them the controls in that form by clicking the "Change Controls Associations" button as shown in figure:

	inois List
<u>^</u>	analogClock1
	dateTime1
	digitalClock1
	pictureBox1
	QDml1Ch1
	QDml1Ch2
	QDml1Ch3
	QDml1Ch4
	QDml2Ch1
*	ODml2Ch2
	 QDml1Ch4 QDml2Ch1 ODml2Ch2

The final result will be similar to the following:



5.4 How to create the Streaming of a Peacock project

5.4.1.1 Aim

Assume to create a WebTV and you want to send on web the stream of a project created with the Peacock.

5.4.1.2 What you need

The Peacock uses the UScreenCapture streaming filter. If you own a program for streaming, it is advisable to set the UScreenCapture filter on this program. If, instead, you don't have any program for streaming, you can install the free software Windows Media Encoder from Peacock's installation CD.



5.4.1.3 Making of

Create a new project and, from the Tools menu, click on Options. Then select the Streaming tag as shown in figure:

General	Streaming	Output video		
Star	t streaming a	t Peacock startup	Stream port	8081
Sho	w Windows N	ledia Encoder window		
Loci	k Windows M	edia Encoder window		
Stre	am even aud	o		
Captu	re Device			·▼ Se
Profile	editor path			12
Media	Encode Path			14
Profile	s		- C	ireate new Refresh
		Ok	Cancel	

Note: For the settings' use refer to section 3.1.3.

Set the paths of Windows Media Encoder and Window Profile Encode and select the UScreenCapture Capture Device as shown:

General Streaming	Output video		
Start streaming a	t Peacock startup	Stream port	8081
Show Windows N	ledia Encoder window		
Lock Windows Me	edia Encoder window		
E Stream even audi	0		
Capture Device			- Se
Profile editor path	UScreenCanture)E
	Ci/Programmi)Mindow	re Media Componente	
Media Encode Path	C. Frogramm window	is media components (ncoder/wmenca
Media Encode Path Profiles	CAPIOgrammiwindow	• Cr	eate new Refresh
Media Encode Path Profiles	C.(Frogramm, Window	• Cr	eate new Refresh



Clicking on the Set button, once the Capture Device is given, the following window appears:

Screen resolution: 1280x1024 Monitor 1 Monitor 2 Both Monitors Capture Frame Rate 10 Screen capture video source filter by Unreal Streaming Technologies http://www.umediaserver.net Ereeware	Capture full screen Desktop region to capture Left Top Corner V coord Right Bottom Y coord 1280 1024
---	--

In this window you can set the output monitor and choose on what portion of the monitor the stream will run: either on the whole monitor (check "Capture full screen") or on one region only, by setting the coordinates of the point on the upper left and on the bottom right to determine the stream area.

Then choose an existing profile or save a new one by clicking on the "Create new ..." button as shown:

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/ideo format:	processing	Allow nonsguare pix	el output	

Note that, after saving the settings, the Start button for the Streaming is enabled. So, the program is ready to start the stream according to the settings previously set.

Click on Start and start the stream through the Peacock. To stop the stream, click on Stop.

5.5 Creating a scheduled Peacock project

5.5.1.1 Aim

Assume to create a project with several outputs and that you want to display them on the same screen, following a timetable for each one. To do this, you must set the Scheduler and enable it.

5.5.1.2 Making of

Create a new project with 2 screens and open the Edit Scheduler window from the Tools menu. At this point it is necessary to determine the frequency of both the first and second selected screen. Once they have been added to the list, remember to enable the scheduler.



6. Glossary

- Α
- Alarms: Category containing all the controls of individual local alarm.
- AlarmExecuter: Category containing all components required for the notifications in the event a control generates an alarm.
- AlarmExecuterName: Control property associated with one or more AlarmExecuter components.
- AlarmsCountToRaiseAlarm: Control property that determines the number beyond which the alarm is started. The alarm is run only if the AlarmExecuterName property is not empty.
- Align: Control property that determines the text alignment.
- AlphaBackColor: Control property that determines the transparency (0 to 255) for the control's back color.
- Angle: Control property that determines the bend angle for the control's text.
- AutosizeFont: Control property that determines the automatic resizing of the text according to the size of the control.
- AxelSoftwareMonitors: Category containing all the monitoring controls for the Axel programs.

В

- BackColor: Control property that determines il colore dello sfondo del control o del monitor.
- **BackColorBlend**: Control property that determines the color mix for the control background or monitor background.
- BackColorBlendDirection: Control property that determines the color mix direction for the control background or monitor background.
- **BackColorType**: Control property that determines whether to consider the BackColorBlend property or the BackColor property.
- **BackgroundImage**: Monitor property that determines the path of an image used as a background for the monitor itself.
- **BlendColors**: Subproperty of Style and Border properties that determines the color mix to be applied to the Text Border or Style.
- BlendTransparentVisible: Control property that determines if the transparency visualization at the text's beginning and end is enabled or not.
- Blink: Control property that determines if the control is blinking or not.
- BlinkInterval: Control property that determines the interval (in milliseconds) of the control's flashing.
- Border: Control property that determines the border's properties.
- Border Text: Control property that determines the text border's properties.

С

- **CheckTimeInMinute**: Control property that determines how often (in minutes) the control must selfcheck its own dynamic properties.
- CheckTimeInSecond: Control property that determines how often (in seconds) the control must self-check its own dynamic properties.
- **Compile**: Tool that allows you to create the exe file for the selected monitor. This file is created into the Root Folder.
- **Component**: Object linked to one or more controls, working in background. It is inserted in the project's Monitors.
- **Components**: Category containing all the components that are useful for managing the controls of Peacock's project.
- Connection: Control property that determines the type of connection to be used.
- Control: Object to be displayed on the output. It is inserted in the project's Monitors.
- **Corners**: Subproperty of Border property that determines the borders angle in percentual, related to the length of the control's underside.

- DateFormat: Control property that determines the date format to display.



D

- Design: Peacock's design mode.
- **Device**: Control property that determines the DirectShow compatible device to display.
- Direction: Control property that determines the direction of the text to display.
- Donkey: Program used as a remote request manager for Peacock.
- DonkeyServerAddress: IP address for the Donkey server.
- DonkeyServerPort: Donkey server port.
- DrawGrid: Monitor property that determines whether to display the grid or not.

Е

- Email: Component property that determines the settings for the email to send in case of an alarm.
- **Export**: Function that imports a monitor's layout from a schema managed by Peacock.

F

- FileName: Control property that determines the path of the file you want to display.
- Fill Text: Control property that determines the text's filling properties.
- Folder: Control property that determines the folder that must display its content.
- Font: Control property that determines the font for the text to display.
- ForeColor: Control property that determines the color for the text to display.
- ForeColorBlend: Control property that determines the color mix for the text to display.
- ForeColorBlendDirection: Control property that determines the color mix direction for the text to display.
- ForeColorType: Control property that determines whether to take into account the ForeColorBlend property or the ForeColor property.
- FTP: Control property that determines the FTP connection properties.

G

- **GPICountDown**: Control property that determines the GPI settings for the count down.
- GPICountReset: Control property that determines the GPI settings for the count down reset.
- GPICountUp: Control property that determines the GPI settings for the count up.
- GPIReset: Control property that determines the GPI settings for the count up reset.
- GPIStart: Control property that determines the GPI settings for the count start.
- GPIStop: Control property that determines the GPI settings for the count stop.
- GridSize: Control property that determines the grid size.

н

- Highlight Text: Control property that determines the text's highlighting properties.

L

- Image Controls: Category containing all the image displaying controls.
- Import: Function that exports a monitor's layout on a schema managed by Peacock.
- IniFile: Control property that determines the path, section and key of the INI file.
- Internet Controls: Category containing all the controls for displaying Internet pages and Flash compatible objects.
- **IPAddress**: Component property that determines the IP address to use for running the message in case of an alarm.

J

- κ
- -

L

- Labelcolor: Control property that determines the color for the text to display.
- LineSeparator: Control property that determines the character used to separate the text lines.
- Location: Control property that determines the control's position into the monitor containing it.



- LocalRS232: Component property that determines the settings for the local serial port to use for sending the message in case of an alarm.
- Locked: Control property that determines whether the control can be resized or blocked.
- Loop Mode: Control property that determines if the loop mode is enabled on the control.

Μ

- Max: Control property that determines the maximum value to be achieved.
- Media Controls: Category containing all the controls for audio and video stream displaying.
- Message: Control property that determines the message to send in case of an alarm.
- Min: Control property that determines the minimum value to be achieved.
- **MobileNumbers**: Component property that determines the list of mobile numbers to send the alarm to.
- **Mode**: Control property that determines how to choose the text to be displayed. It can be Static or Dynamic.
- **Monitor**: Project's Output. Every project can have several Monitors, each of them is associated to an output (that can be set in the MonitorIndex property).
- MonitorIndex: Monitor property that determines what is the output to use.
- Multiline: Control property that determines whether the text must be displayed on more than one line or not.
- Mute: Control property that determines whether the volume level is enabled or not.

Ν

- Name: Control, component and monitor property that determines their name.

0

- OffsetPosition: Control property that determines the coordinates of the web page from which to start the visualization.
- On Air: If enabled, all the controls inside the monitors cannot be resized.
- Options: Peacock's options.
- Orientation: Control property that determines the control's orientation.

Ρ

- PauseTime Control property that determines the pause time between the displaying of two images.
- Port: Component property that determines the port to use for sending the message in case of an alarm.
- Preview: Peacock's project preview.
- **ProcessisClosable**: Component property that determines if the process can be closed when the alarm is ceased.
- **ProcessParameters**: Component property that determines the parameters for the process to run in case of an alarm.
- **ProcessPath**: Component property that determines the path for the process to run in case of an alarm.

Q

R

- Real Time: Peacock's project preview.
- Recent Documents: Peacock's projects recently saved.
- Remote Alarms: Category containing all the controls of individual remote alarm.
- Root Folder: Peacock's project default path.

S

- ScreenOffSet: Monitor property that determines, if ScreenState is not Maximized, the movement of



- **ScreenState**: Monitor property that determines the output window mode. It can be Normal (it can be set in Options) or Maximized (it fills the whole output monitor).
- Schema: Monitor layout of a Peacock's project.
- Server: Control property that determines the server host.
- ServerPort: Control property that determines the server port.
- Shadow Text: Control property that determines the text shadow properties.
- ShowChannelName: Control property that determines the controls title displaying.
- Size: Control or monitor property that determines their size.
- **SnapToGrid**: Monitor property that determines whether the controls inserted on it are automatically aligned to the grid or not.
- SoundPath: Component property that determines the path for the WAV file to use for running the alarm.
- Speed: Control property that determines the text scrolling speed.
- SQLDatabase: Control property that determines the properties of the database to connect to.
- StartTime: Control property that determines the initial time to be displayed.
- StatusFolder: Control property that determines the path of the folder containing the status file.
- StreamURL: Control property that determines the URL of the stream to display on the control.
- StretchImage: Control property that determines whether the image is resized according to the control or not.
- Style: Control property that determines the text properties.

Т

- Template: Peacock project already set, it can be selected during the creation of a new project.
- Text Controls: Category containing all the controls of text visualization.
- **TextValue**: Control property that determines the value of the text to display.
- Time Controls: Category containing all the controls of date and time visualization.
- TimeFormat: Control property that determines the format of the time to display.
- TimeOut: Component property that determines the time beyond which the alarm is disabled.
- **TimeZoneInformation**: Control property that determines the time zone to set on the control's date/time.
- TimerValue: Control property that determines the text's scrolling step.
- Titlecolor: Control property that determines the color of the title to display.
- Type: Component property that determines whether the alarm message is run locally or via Donkey.

U

- URL: Control property that determines the URL path.
- V
- ViewMode: Control property that determines the view mode for the control.
- Volume: Control or component property that determines the Audio level.
- VuMeterDock: Control property that determines the position, if displayed, of the VuMeter in the Media control.

W

- Х
- Y
- Ζ

