ProVisionaire Control V3.5

Setup Guide

Thank you for downloading Yamaha ProVisionaire Control.
ProVisionaire Control is an application for remotely controlling a system (consisting of devices that can be controlled by this application, such as CL/QL/TF devices or an MTX/MRX system) from a Windows computer and iPad via a wired LAN or a Wi-Fi network.
You can design a control panel by freely arranging various widgets such as buttons and sliders, allowing you to create custom panels to suit your needs.

Who should read this document

This is a guidebook intended for those who design, produce, and set up custom control panels using this application. It is not a guidebook for general users.

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  https://www.yamaha.com/proaudio/

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Contents

What you can do using ProVisionaire Control

- Using ProVisionaire Control, you can intuitively place widgets such as sliders, buttons, and images on the page (screen) to create an original control panel that fits the requirements of your installation and your needs, all without requiring any special programming.

- You can place widgets for multiple devices on a single page. Pages for ProVisionaire Control KIOSK (subsequently KIOSK) allow placement of up to 1024 widgets, and pages for ProVisionaire Touch KIOSK allow placement of up to 150 widgets. A maximum of 30,000 widgets can be placed for one KIOSK controller.

- Since you can create up to 50 pages for each controller, a separate control panel could be created for each area and user, or you can create design pages for specific presets or parameter states.
You can restrict access to control panels and design pages, ensuring secure and convenient operation of the controller.

- Data for a completed control panel can be exported as an individual controller file for KIOSK and ProVisionaire Touch KIOSK. You can use separate controller files for multiple devices in the same location, or you can save the data as a template and use or share it with other systems. This lets you create controllers efficiently and conveniently.

- Since connection with the system being operated can also occur via Wi-Fi, the tablet PC does not have to be mounted on the wall; it can be operated while held in the hand, and used as a convenient remote controller.

- The operating status and diagnostics information of applicable devices can be viewed using KIOSK's System Monitor.

Operating requirements of the software

	ProVisionaire Control	ProVisionaire Monitoring Service
OS	Windows 7 (32bit/64bit) Windows 8.1 (32bit/64bit) Windows 10 (32bit/64bit)	Windows 10 (32bit/64bit)
CPU	Intel Atom/Core i or better	Intel Core i or better
Memory	2GB or more	4GB or more
HDD/SSD	200MB or more	1.5GB or more
Other	A system equipped with Ethernet (1000BASE-T or better) or Wi-Fi capability	

NOTE

The above operating requirements are for ProVisionaire Control version 3.5.0 and ProVisionaire Monitoring Service version 1.0.0. The following URL provides the latest information on the current version of the software and its operating requirements.

https://www.yamaha.com/proaudio/

Depending on the computer that you're using, the requirements might exceed those that are listed above.

Terms and concepts to understand

Roles

ProVisionaire Control uses the following roles.

- **Administrator**

  The person who designs and edits the control panel (mainly the installation contractor). This is the person reading this setup guide. This person knows the Administrator Code (four digits) that lifts restrictions on functions.

- **Power User**

  The sound engineer of the facility, etc. This person knows a Power User Code (four digits) to enter a page that is protected by access control, or to edit a controller file.

- **Staff**

  A person who operates the parameters. This person knows an Unlock Code (four digits) to unlock the screen lock.

- **Guest**

  A person who has no operating privileges, such as a visitor.

Each role can perform the following actions.

	Administ-rator	Power User	Staff	Guest
Unlock the screen lock	—	—	✓	—
Operate parameters	✓	✓	✓	—
Edit a controller file	✓	✓	—	—
Edit the design	✓	—	—	—

Software

The following software related to ProVisionaire Control is available.

- **ProVisionaire Control**

  Software for designing remote controllers that operate on Windows or on iPad. This is used by administrators.

- **ProVisionaire Control KIOSK**

  Software optimized for remote control operating on Windows. This is used by power users or staff. In this document, this is subsequently abbreviated as KIOSK.

- **ProVisionaire Touch KIOSK**

  Software optimized for remote control operating on iPad. This is used by power users or staff. This is supported in ProVisionaire Control V3 and later.

- **ProVisionaire Monitoring Service**

  This is software that monitors the operating status of the applicable devices. The operating status can be viewed using the [System Monitor] widget. In order to view the operating status, there must be at least one computer running this software within the same network.
  Do not connect three or more computers running this software in the same network. Since there are two ports for transmitting and receiving the device's operating data, the third and subsequent computer will not be able to obtain operating data.

Units

In ProVisionaire Control, the following units are used when discussing the structure of a system.

- **Project**

  The system being proposed. This corresponds to an entire building or hall.

- **Controller**

  The unit used with KIOSK and ProVisionaire Touch KIOSK. This can be created for separate locations such as a stage wing or FoH, or for separate users. You can create up to 20 controllers in one project.

- **Page**

  A screen consisting of multiple widgets (such as buttons and sliders) that control devices is called a "page." You can create up to 50 pages for one controller. The page that you specify as the home page is displayed when the file is opened in KIOSK and ProVisionaire Touch KIOSK.

Files

ProVisionaire Control, KIOSK, and ProVisionaire Touch KIOSK use the following files.

- **Project file (extension .pvcpj)**

  This file contains all the settings of a ProVisionaire Control project. It contains the settings for multiple controllers, pages, images, and devices to control.

- **Controller file (extension .ypvc)**

  This is the file loaded into KIOSK. It contains the settings for a single controller and for multiple pages, images, and devices to control.

- **Controller file for ProVisionaire Touch KIOSK (extension .ypvtk)**

  This is the file loaded into ProVisionaire Touch KIOSK. It contains the settings for a single controller and for multiple pages, images, and devices to control.

- **Master style file (extension .ypvcs)**

  This is the default style for a project file. A master style can be specified for each widget. You can export this as a master style file and import it into another project to specify the same master style.

Modes

ProVisionaire Control and KIOSK have the following modes.

- **Initial Mode**

  This is the mode in which no file has been loaded. From this mode, loading a settings file takes ProVisionaire Control to Design Mode or takes KIOSK to Control Mode.

- **Design Mode**

  In this mode you can use ProVisionaire Control to create or edit controllers and pages. KIOSK does not have this mode. You must have Administrator privileges to use this mode. In this mode, ProVisionaire Control is not online with the system to be controlled.

- **Control Mode**

  This mode is used by KIOSK to go online with devices on the network, and control or monitor them. You must have Administrator or Power User privileges to edit a controller file.

Other

This setup guide also uses the following terms.

- **Widget**

  GUI parts such as sliders, buttons, and images. You can assign parameters of the devices to these parts, and synchronize them to the faders or on/off parameters.

- **Style**

  Information related to the color or shape of the widget. You can specify this for each widget.

- **Master Style**

  This is the default style for a project file. A master style can be specified for each widget. You can export this as a master style file and import it into another project to specify the same master style.

Installation procedure

Download the installers for ProVisionaire Control and KIOSK from the Yamaha Pro Audio site. The links are found on the site's [Products]→[Applications] page.
ProVisionaire Monitoring Service is included in both installers, and you can choose whether it will be installed.

https://www.yamaha.com/proaudio/

Decompress the compressed file that you downloaded, double-click Install_PVControl.exe or Install_PVControlKIOSK.exe, and install the software as directed by the installer.

NOTE

If you install ProVisionaire Monitoring Service, PostgreSQL is also installed at the same time. If you uninstall "Yamaha ProVisionaire Monitoring Service," PostgreSQL is also uninstalled.

ProVisionaire Monitoring Service is used in the following types of situation.

- **When ProVisionaire Control or KIOSK as well as ProVisionaire Monitoring Service are installed on the same computer**

  You can leave monitoring online without needing to be specifically aware of it, and view the operating status of the applicable devices by opening the "ProVisionaire Monitoring Service" window.

  If PostgreSQL is already installed before ProVisionaire Monitoring Service is installed, you will be asked to enter the user name and password of the already-registered PostgreSQL super user.

- **When only ProVisionaire Control or KIOSK is installed, and the operating status is obtained from an instance of ProVisionaire Monitoring Service that is installed on another computer**

  In the "Setup" dialog box [Log] tab, specify information for the computer on which ProVisionaire Monitoring Service is installed.

- **When only ProVisionaire Monitoring Service is installed**

  If PostgreSQL is already installed before ProVisionaire Monitoring Service is installed, you will be asked to enter the user name and password of the already-registered PostgreSQL super user.

Screen structure

ProVisionaire Control's design mode consists of a title bar, menu bar, tool bar, controllers area, devices area, widgets area, work area, and properties area.
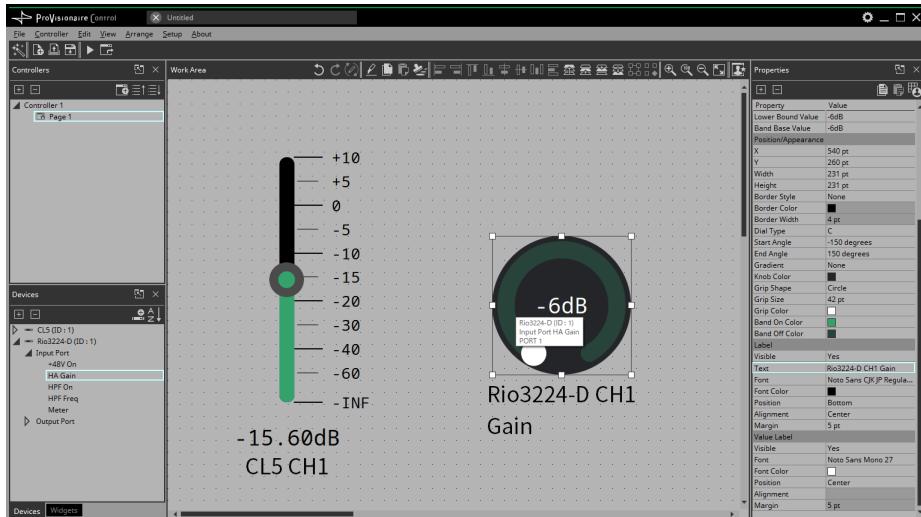
In the upper right of areas other than the work area, there is a ⬚ ; clicking this will make the area float (undocking it), allowing you to use a wider work area. To re-dock the area (that is, cancel the floating state), click the ⬚ located in the upper right.
To re-dock all floating areas, execute the "View" menu command [Dock All].
When the cursor is located at the border between work areas, the cursor changes shape, letting you drag to change the width of the area.

❹ Controllers area

This lists the project's controllers and pages. You can also use this area to add controllers and pages. (page 44)

❺ Devices/Widgets area

Devices shows a list of the devices used in the project, and their parameters. (page 48)

Widgets shows a list of the widgets that can be used. (page 50)

❻ Work area

Drag and drop from the Devices/Widgets area to place widgets in this area. (page 51)

Frequently-used functions are shown at the top of this area as buttons.

❼ Properties area

This lists information about the currently selected widget, page, controller, or device. Click an item to edit it. For details, refer to the page that explains each area or widget.

❶ Title bar

This shows the project file name. This also contains a [Setup] button, etc. (page 36)

❷ Menu bar

This contains commands that can be executed by ProVisionaire Control, organized by category. (page 38)

❸ Tool bar

Frequently-used commands are placed here as buttons. (page 43)

Basic process

Using the creation of a simple page as an example, this section explains the process from startup to controlling a device. In this example, we control the level and on/off for input channel 1 of a CL5 (console ID=1).

In the case of an MRX, this procedure cannot be used to place a widget; refer to "Adding parameters or meters for an MTX/MRX system."

Start up, and register devices

Here's how to start ProVisionaire Control, create a controller and page, and register a device to control.

1. **Start ProVisionaire Control.**

To start, choose [Start] button→[All Programs] or [All Apps]→[Yamaha ProVisionaire Control]→[ProVisionaire Control V3.5].

2. **If you want to create a new project, click [New Project] button 🗋 .**
If you want to load an existing file, choose the [File] menu command [Open Project File], and select the file that you want to load.

In this example, we explain the procedure when you click [New Project] button.

*3.* **When the "Setup" dialog box appears, click [OK] or [Cancel].**

ProVisionaire Control transitions to design mode, and the "New Project Wizard" dialog box opens.

NOTE

Select the network adapter and click [OK], you can verify the devices by connecting the computer in which ProVisionaire Control is installed to the network. In the "Devices" area, right-click the applicable device and choose [Add] to register it.
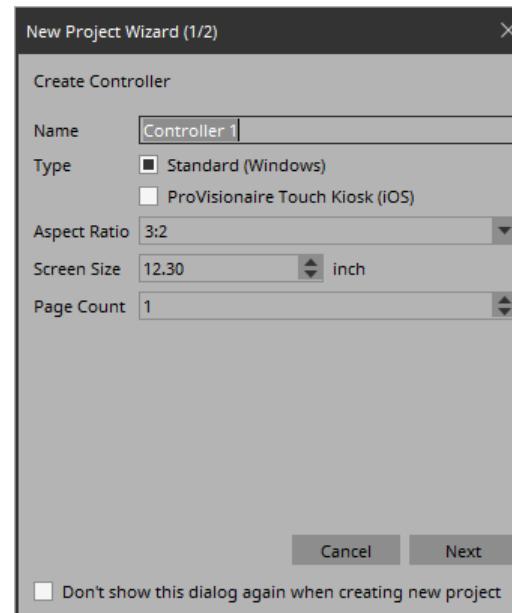
4. **Make settings as appropriate for the screen device used to operate the controller (the screen of the computer on which KIOSK is installed), and click the [Next] button.**

In this example, we keep the default settings. Items other than [Type] and [Aspect ratio] can be changed later.

NOTE

For the controller used with ProVisionaire Touch KIOSK, select "ProVisionaire Touch Kiosk" with the "Type" radio button.

Widgets that are not in Provisionaire Touch can not be placed.

Tips

If you don't know the aspect ratio of the screen, select [3:2] and place the widgets accordingly.
After specifying the aspect ratio, create the appropriate controllers. For each page, you can use the method of using <Ctrl>+<A> to select all widgets, then using <Ctrl>+<C> to copy them, then <Ctrl>+<V> to paste them on the new controller page, and then rearranging them.

5. **Make the following settings, and click the [Add] button.**

"Device Type"=[Digital Mixers]
"Model"=[CL5]
"Match Device by"=[Unit ID]
"Unit ID"=[1]
"Count"=[1]
The CL5 with ID=1 is added to the "Devices" area, and the dialog box closes.
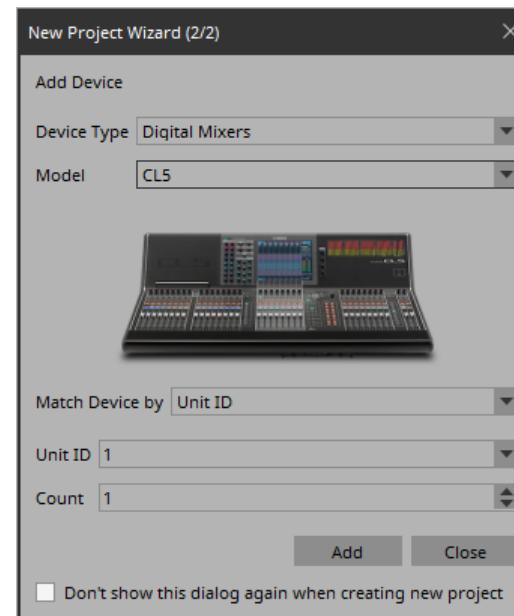
Placing widgets on a page

Here's how to place widgets in the work area so that the parameters of the CL5 can be controlled.

1. **In the "Devices" area, in the "Device List," click the triangle ▷ located at the left of CL5.**

The parameter group is expanded.
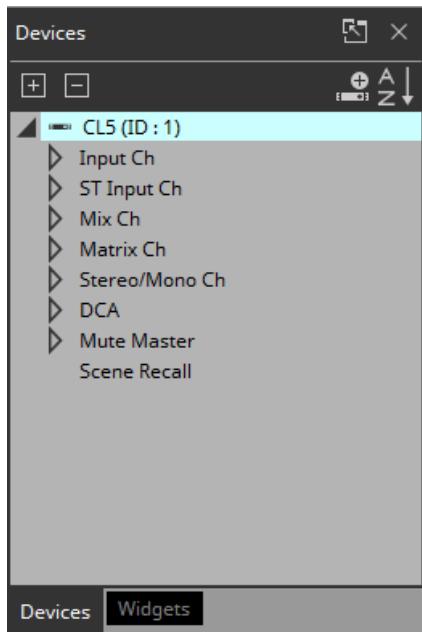
2. **Click the triangle ▷ located at the left of the parameter group containing the parameter that you want to assign.**

The parameters are expanded.

In this example, we want to control the level and on/off of input channel 1, so you'll expand [Input Ch].
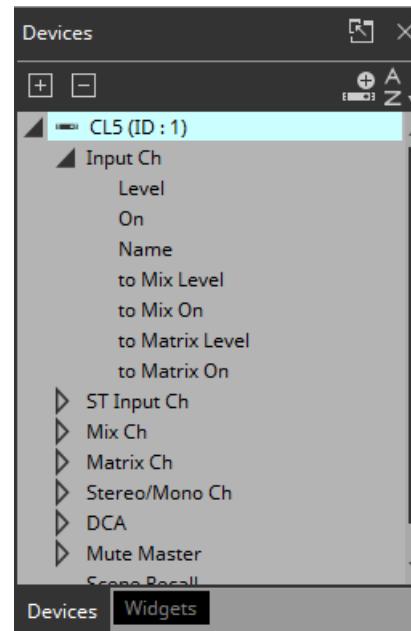
3. Drag and drop [Level] in the work area.

The "Input Ch Level" dialog box opens.

Tips

By holding down the <Ctrl> key or <Shift> key while you make a selection, you can select multiple channels and place multiple sliders simultaneously.

4. Select [CH1] and click the [OK] button.

The slider is placed in the work area.

5. **Drag and drop [On] into the work area.**
The "Input Ch On" dialog box opens.

```
Input Ch On                                    ✕

Please select the channels to be dropped.
Hold down the Ctrl key and left-click to select multiple channels.

Input Channel   CH 1                         ▲
                CH 2
                CH 3
                CH 4
                CH 5
                CH 6
                CH 7
                CH 8
                CH 9
                CH 10
                CH 11                        ▼

                            OK      Cancel
```
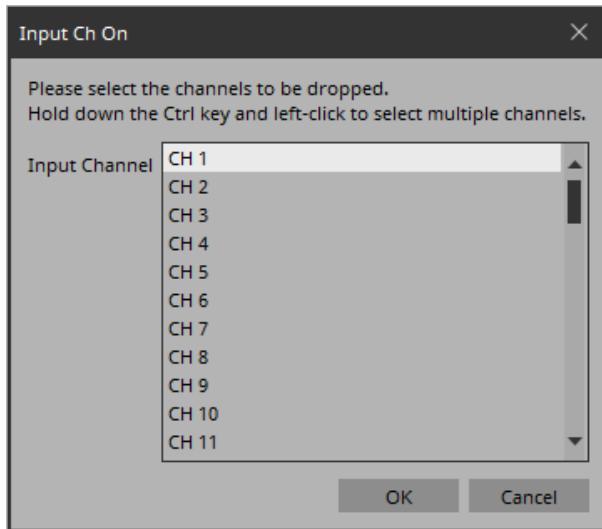
6. **Select [CH1] and click the [OK] button.**
The button is placed in the work area.

7. **Drag and drop the slider and button to place them as you like.**

Labeling widgets for easier recognition

If you simply place a widget, KIOSK will not provide any indication as to what that widget does; here's how to add a label that will be shown in KIOSK.

1. **Click the slider.**
The slider is selected.

2. **In the "Properties" area's "Label," click the column at the right of "Text."**
The "Edit Text" dialog box opens.

3. **Enter a name for the slider.**
For this example, specify "CL5-CH1."

```
Edit Text                                    ✕

CL5-CH1|




                            OK      Cancel
```
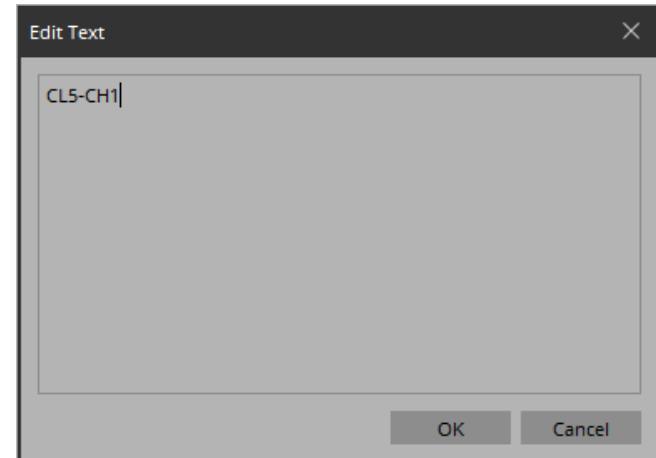
4. **Click the [OK] button.**

The input is confirmed, and the name is shown below the slider.

5. **In the same way, assign the label "CL5-CH1" to the button.**

6. **In the button's "Properties" area, in "Text," click the column at the right of "On Text."**

The "Edit Text" dialog box opens.

7. **Enter the text for when the button is on.**

For this example, specify "ON."

8. **In the "Text" area, click the column at the right of "Off Text."**

The "Edit Text" dialog box opens.

9. **Enter the text for when the button is off.**

For this example, specify "OFF."

10. **In the "Text" area, click the column at the right of "Off Color."**

The "Select Color" dialog box opens.
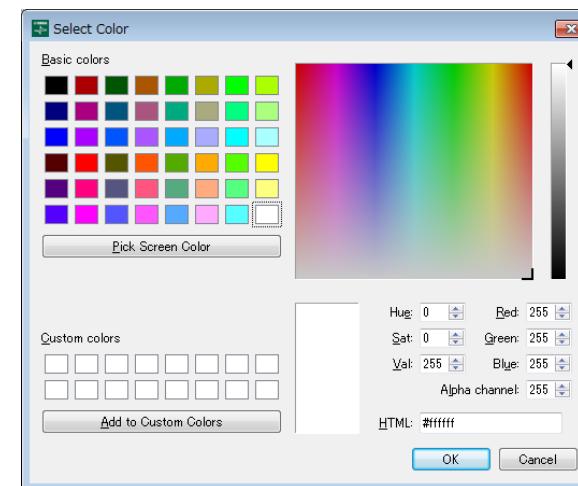
11. **Select a different text color for when the button is off.**

For this example, select yellow.

17
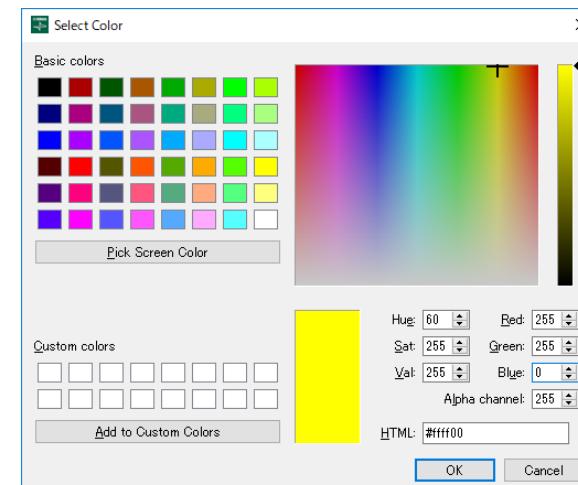
12. Click the [OK] button.

The dialog box closes, and the text color when off will be yellow.

13. In the "Text" area, click the column at the right of "Font."

The "Select Font" dialog box opens.
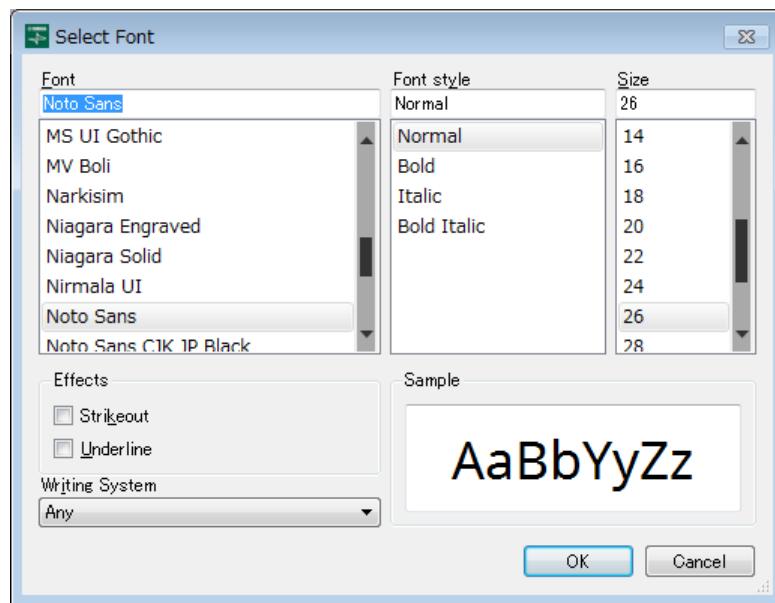
14. Adjust the font used for the text when the button is on/off.

For this example, set the font size at 48 points.
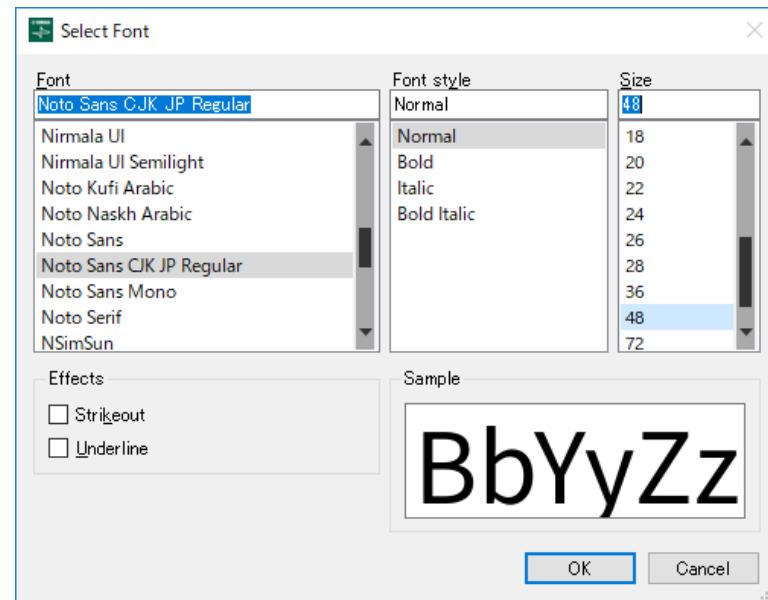
15. Click the [OK] button.

The dialog box closes, and the text size when the button is on/off will change.

Adding a page

Let's add a page to the controller, and add buttons for switching between pages.

1. In the "Controllers" area, right-click any location.

The context menu appears.
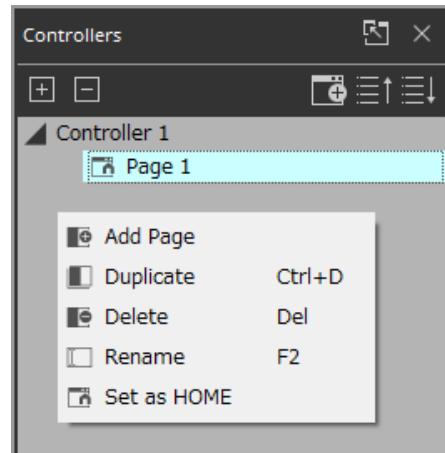
2. Select [Add Page].

A page is added to [Controller 1], and the work area switches to the page that was added.
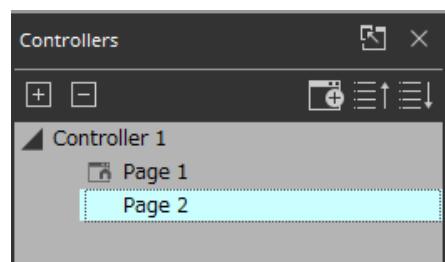
3. Right-click the added page.

The context menu appears.
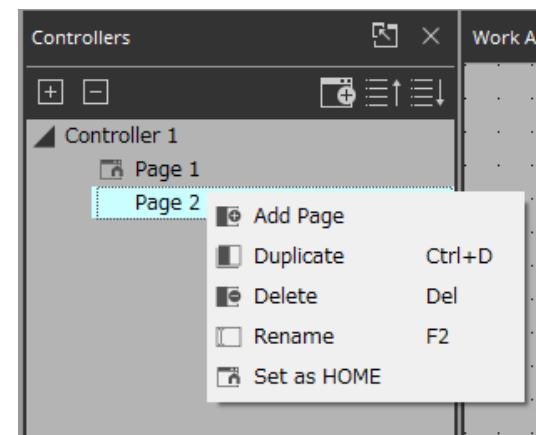
4. Select [Set as HOME].

The added page becomes the home page.
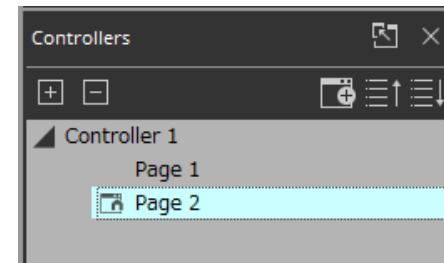
5. Right-click the added page.

The context menu appears.

6. Select [Rename].

Now you can rename the page.
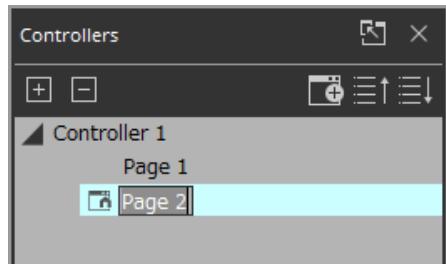
7. Enter a name for the page.

Since this is the home page for this example, specify "Home."
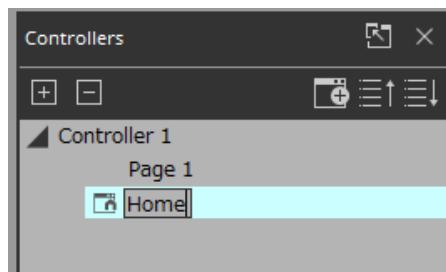
8. In the "Devices" area, click the [Widgets] tab.

The area switches to the "Widgets" area.
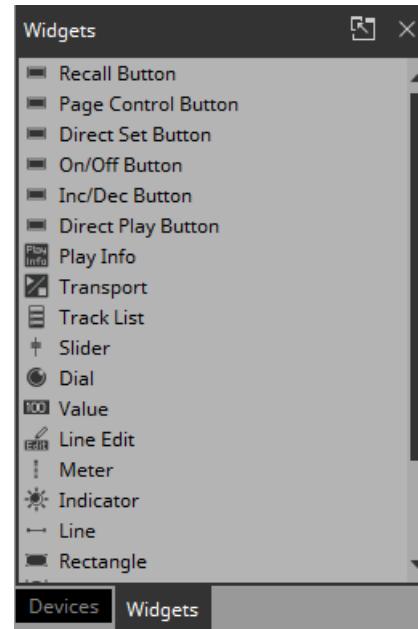
9. Drag and drop [Page Control Button] into the work area.

A button for switching pages is placed in the work area.

10. In the "Properties" area's "Control," click the column at the right of "Page Name."

When you click the button, the pages that can be switched are shown as a list.
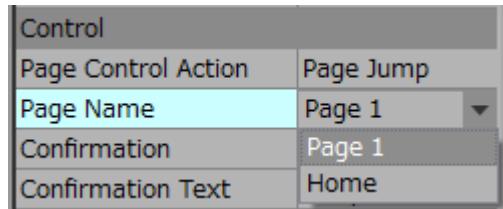
11. Select [Page 1].

When in control mode, clicking the button will now switch to "Page 1."

12. In the "Position/Appearance" area, click the column at the right of "Color."

The "Select Color" dialog box opens.

13. Select the color for when the button is clicked.

For this example, select red.
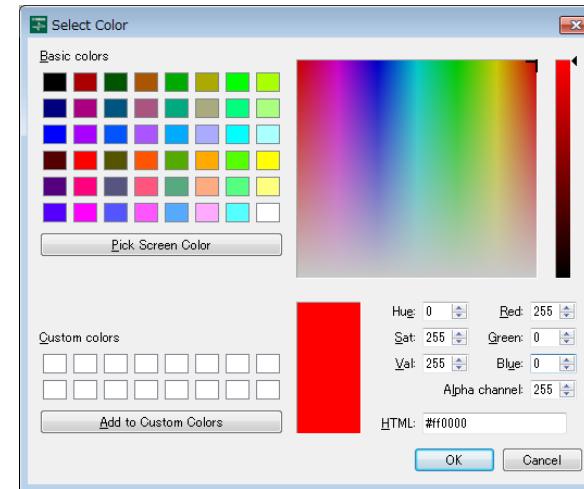
14. Click the [OK] button.

The dialog box closes, and the button turns red.

15. In the "Label" area, click the column at the right of "Text."

The "Edit Text" dialog box opens.

16. Enter a name for the button.

For this example, specify "CL5."
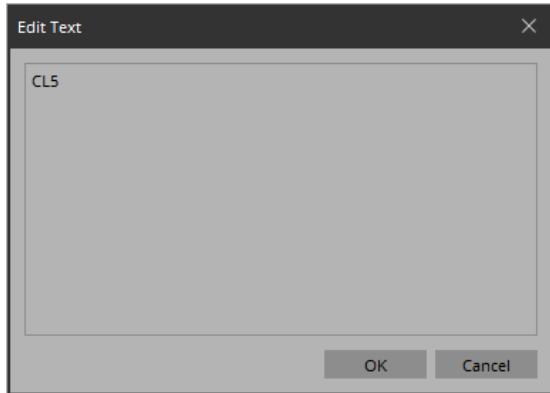
17. Click the [OK] button.

"CL5" is shown below the button.

18. In the "Controllers" area, right-click [Page 1].

The Page 1 work area appears, and the context menu appears.
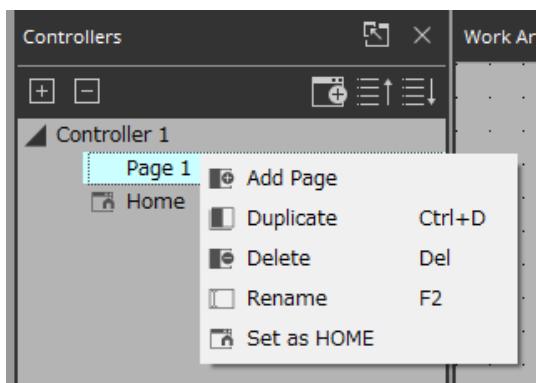
19. Select [Rename].

Now you can enter a name for "Page 1" from the keyboard.
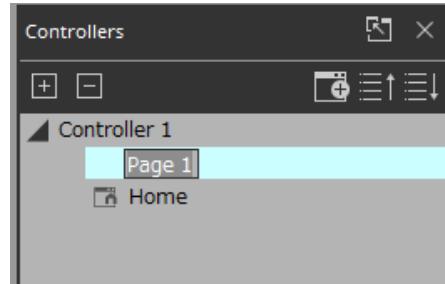
20. Enter a name for the page.

In this example, this page is specifically for the CL5, so specify "CL5."
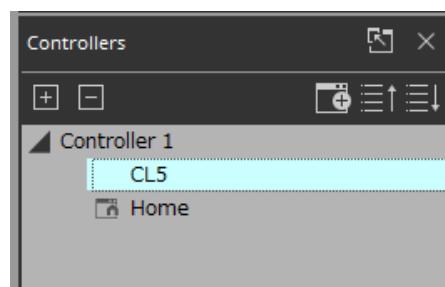
21. **From the "Widgets" area, drag and drop [Page Control Button] into the work area.**

A button for switching pages is placed in the work area.

+10
+5
0
-5
-10
-15
-20
-30
-40
-60
-INF

ON

CL5-CH1

-15.60dB
CL5-CH1
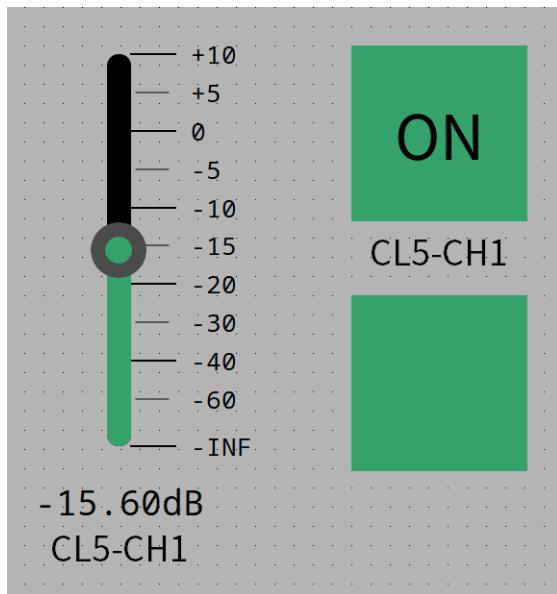
22. **In the "Properties" area's "Control," click the column at the right of "Page Name."**

When you click the button, the pages that can be switched are shown as a list.

Control	
Page Control Action	Page Jump
Page Name	CL5
Confirmation	CL5
Confirmation Text	Home

23. **Select [Home].**

When in control mode, clicking the button will now switch to "Home."

24. **In the "Position/Appearance" area, click the ☐ at the right of "Image."**

The "Select Image" dialog box opens.

Select Image

From Project File   From Folder

Select File

Compression
Ratio   30%

OK   Cancel
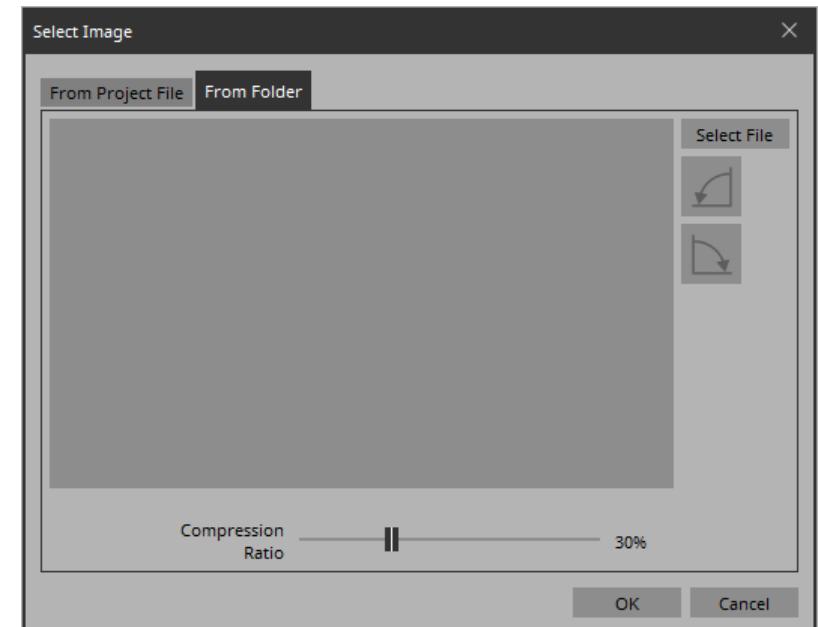
25. Click the [Select File] button, and select a desired image file from the computer.

In this example, we use a white icon of a house.
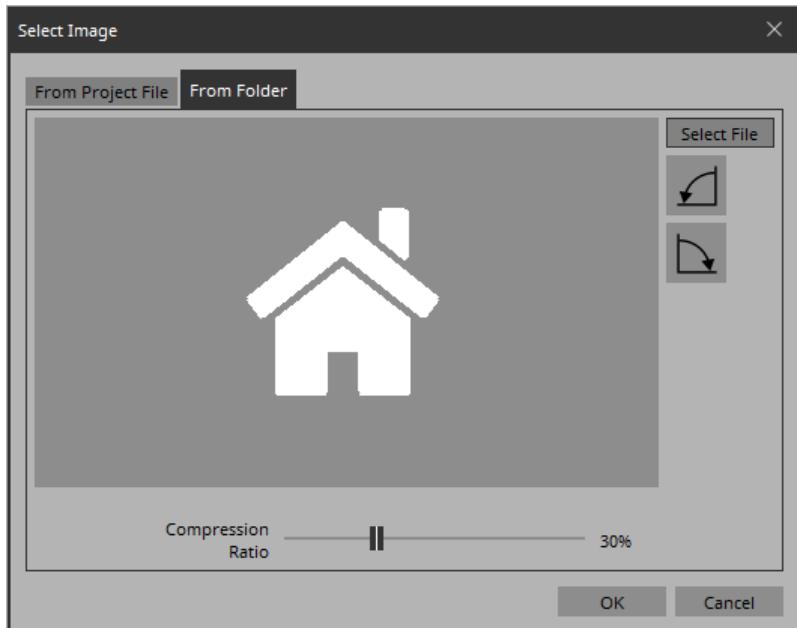
26. Click the [OK] button.

The dialog box closes, and the image is applied to the button that moves to the "Home" page.
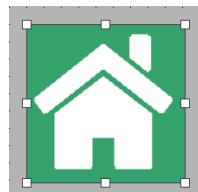
Specifying a background for the page

If you want to specify a background, you'll save time by specifying the background before you adjust the placement of the widgets.

1. Click somewhere in the work area where there is no widget.

"Properties" shows the settings of the page.

Property	Value
Name	CL5
Comment	
Background Color	
Background Image	
Image Expansion Mode	Aspect Fit
HOME Page	No
Snap to Grid	Yes
Dot Color	
Cell Width	20 pt
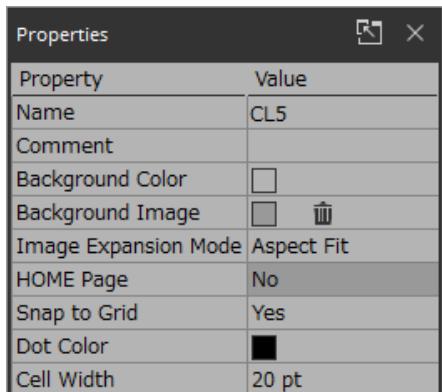
2. Click the ☐ at the right of "Background Image."

The "Select Image" dialog box opens.

3. Click the [From Folder] tab.

4. Click the [Select File] button, and select an image.
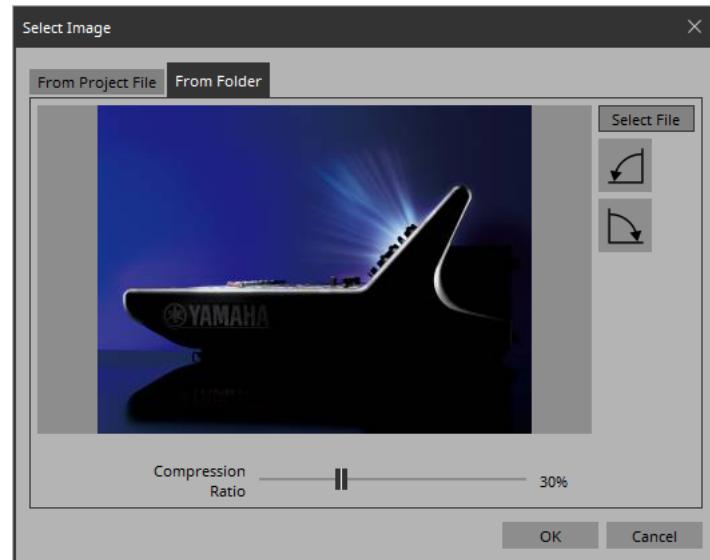
5. In the "Select Image" dialog box, use the [Compression Ratio] slider to change the compression ratio.

Since this image data is embedded in the project file or controller file, a lower compression ratio will increase the size of the file.
A large file size will affect the operation of the overall application, so we recommend that you compress the image a certain amount to decrease the file size.

6. Click the [OK] button.

Adjusting the placement of the widgets

Now we'll make adjustments while watching the widgets that we placed.

1. **On the menu bar, click the [Fit to Screen] button** **so that the entire page is visible.**
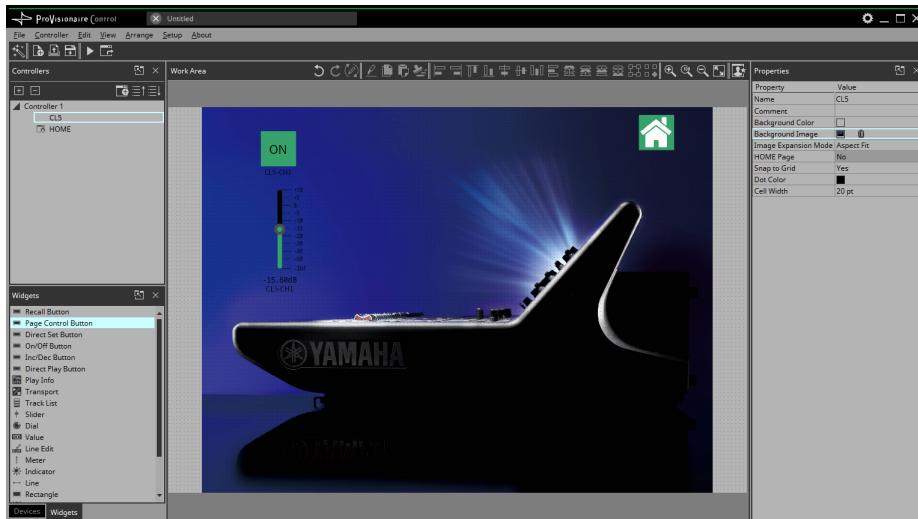
2. **To change the size of the widget, and then adjust its size by clicking and dragging the white squares ☐ that are shown around its edges.**

3. **Drag and drop the widget to adjust its position.**

4. **As necessary, use the "Properties" area to adjust the text size etc. of the label.**

Perform these steps for each page.

Saving the project file

Let's save the project that we created so far.

1. **On the menu bar, click the [Save] button** **.**
The "Save File" dialog box appears.
If file was saved, it is overwritten by the saved data.

2. **If the "Save File" dialog box appears, specify a save location for the file, assign a file name, and save it.**

Testing operation

Let's operate the widgets on each page to verify that they work. We assume that there is a device that is being controlled.

1. **Power-on the device.**

2. **Connect the computer to the network that is connected to the device's NETWORK port.**

For details on settings for the computer, refer to "Specifying the IP address."

3. **On the title bar, click the [Setup] button ⚙ .**

The "Setup" dialog box opens.
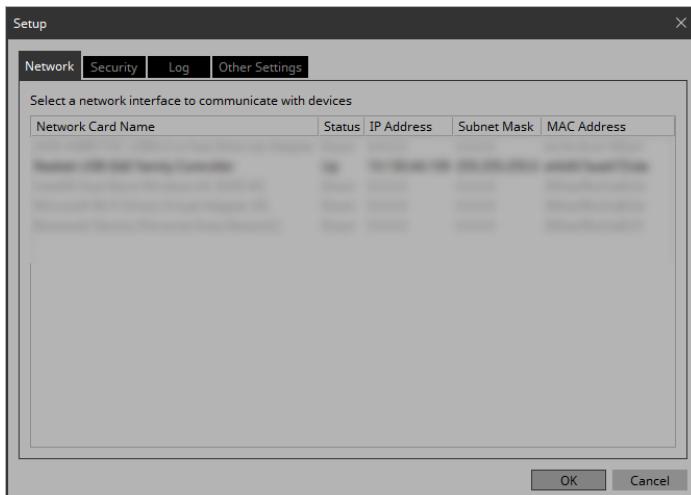
4. **Select the network interface card that is connected to the network that is connected to the device's NETWORK port.**

5. **Click the [OK] button.**

The dialog box closes.

6. **In the "Controllers" area, select the controller that you want to operate.**

7. **On the tool bar, click the [Run] button ▶ .**

KIOSK starts.

NOTE

An instance of KIOSK that is started by clicking the [Run] button differs from a stand-alone instance of KIOSK; for example, it has no [Setup] button.

8. **Note that the indication "All Devices are ONLINE" is shown in the upper right.**

If this indicates "All Devices are OFFLINE," then KIOSK has not detected the devices. Make sure that the network settings of the devices and the computer are correct.

9. **Click the button labeled "CL5."**

The page changes.

10. **Operate the fader and button, and verify that they are linked with the device.**

If you want to edit the placement etc., exit KIOSK and proceed as described in "Adjusting the placement of the widgets." The changes are not applied if KIOSK is left running.

11. **Exit KIOSK.**

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Making security settings

Now we'll specify the screen lock settings and the various pass codes used to unlock restricted functions.

1. **On the title bar, click the [Setup] button** ⚙ **.**

The "Setup" dialog box opens.

2. **Click the [Security] tab.**

The security settings screen appears.
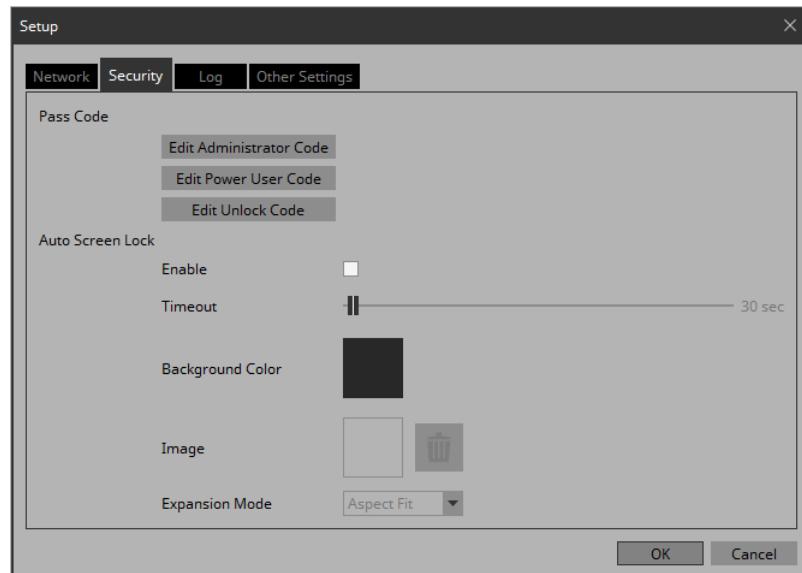
3. **Click the [Edit Administrator Code] button.**

The "Edit Pass Code" dialog box appears, with "Administrator" shown in the upper left.
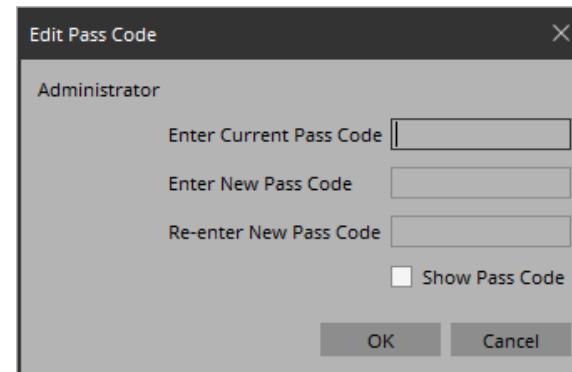
4. **Enter the same four-digit number into the [Enter New Pass Code] text box and the [Re-enter New Pass Code] text box.**

The number that you entered will be the administrator pass code. Since a pass code is not specified by default, leave the [Enter Current Pass Code] text box blank.
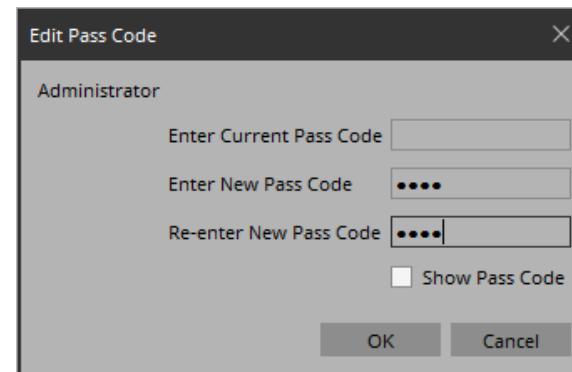
5. Click the [OK] button.

The administrator pass code is confirmed.

6. In the same way, click the [Edit Power User Code] button or the [Edit Unlock Code] button to specify pass codes for power users or for staff.

Since the staff pass code can be changed by the power user, you don't need to specify the staff pass code if the power user will specify it.

7. In the Screen Lock area, select the [Enable] check box.

Now you can make screen lock settings.
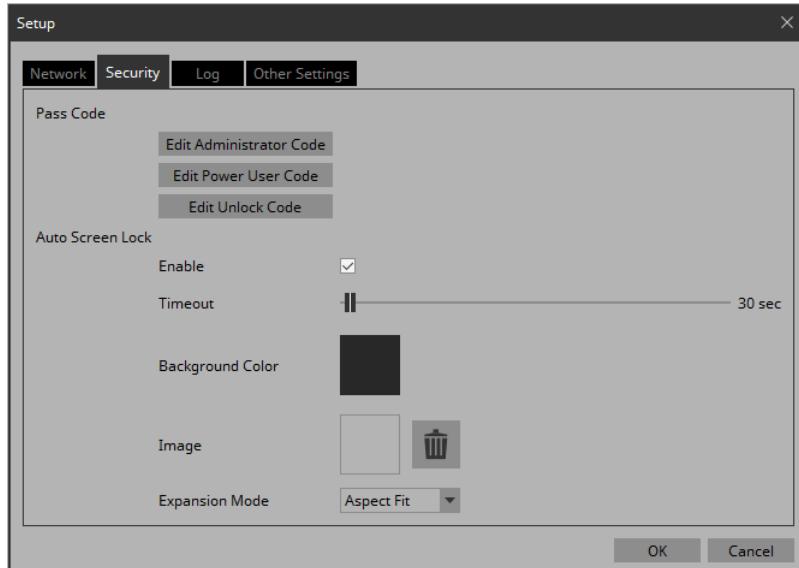
8. Use the [Timeout] slider to specify the number of seconds since the last operation until the screen is locked.

9. Specify the display when the screen is locked.

If you want to specify a solid color, click the [Background Color] field. The color selection screen appears.
If you want to specify an image, click the □ at the right of [Image]. In this example we will specify an image, so click the □.

10. Click the [From Folder] tab.

A screen appears, allowing you to apply an image file from the computer.
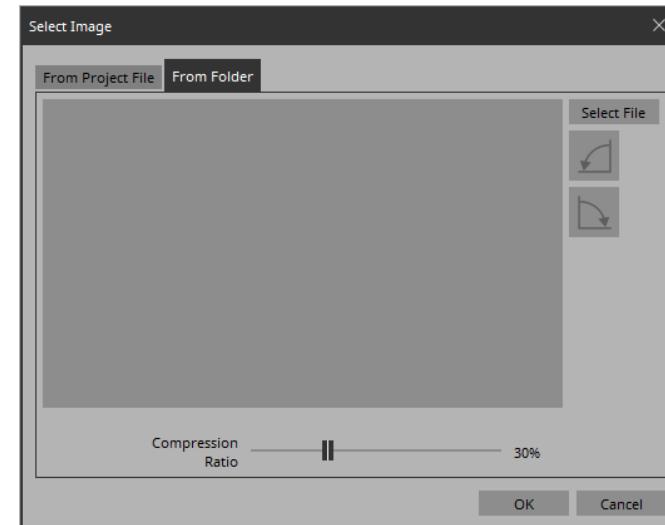
11. **Press the [Select File] button, and select the image file that is shown when the screen is locked.**

12. **In the "Select Image" dialog box, use the [Compression Ratio] slider to change the compression ratio.**

Since this image data is embedded in the project file or controller file, a lower compression ratio will increase the size of the file.


13. **Click the [OK] button.**

Close the dialog box to return to the "Setup" dialog box.
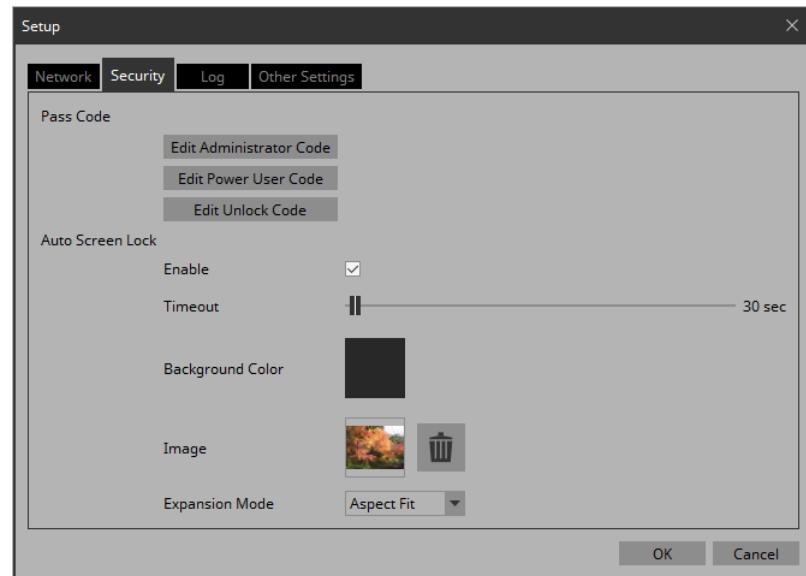
14. **Click the [OK] button.**

The dialog box closes.

15. **On the tool bar, click the [Run] button ▶ .**

KIOSK starts.

16. Refrain from performing any operation for the length of time specified by the [Timeout] slider.

The lock screen appears.

If you want to change the appearance of the image, exit KIOSK, and in the "Setup" dialog box's [Security] tab, use [Expansion Mode] to change the appearance.
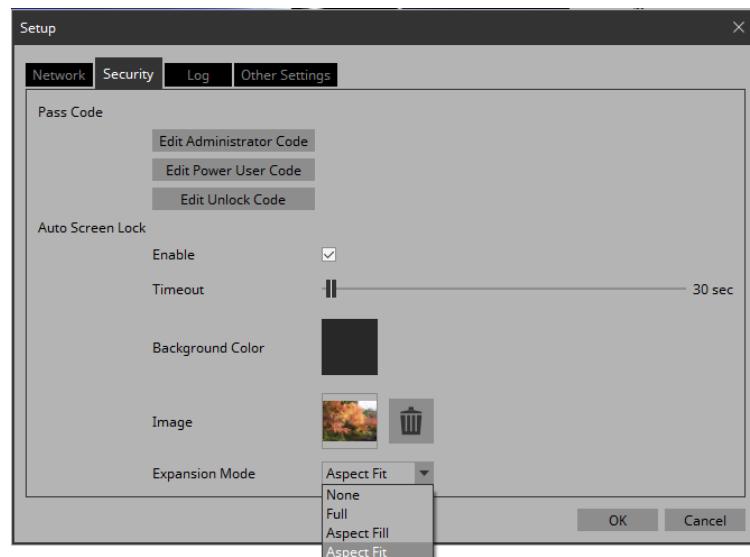
17. Click the lock screen.

The screen indicates "Enter Unlock Code," allowing you to unlock the screen.

If you did not specify an "Edit Unlock Code" in step 6, you return to the screen without any "Enter Unlock Code" indication.
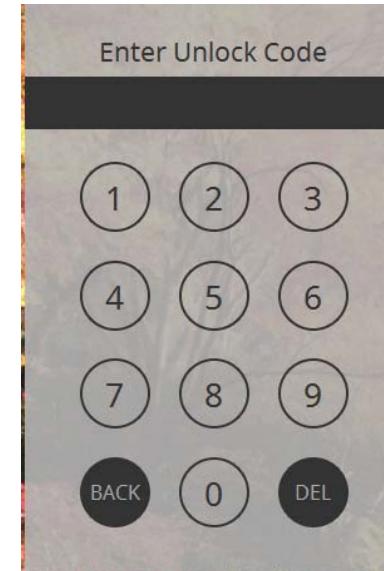
18. Click to enter the Unlock Code that you specified in step 6.

Creating a controller file

Here's how to create a controller file for KIOSK installed on the actual operating terminal.
For details on creating a controller file for ProVisionaire Touch KIOSK and sending it to the iPad, refer to the "Export Controller File" dialog box.

1. **In the "Controllers" area, select the controller for which you want to create a controller file.**

2. **On the tool bar, click the [Export] button .**
The "Export Controller File" dialog box opens.

3. **Assign a file name, and click [Save].**
The controller file is saved.

Making KIOSK start automatically

Here's how to make KIOSK automatically start up and open a specific controller file (ypvc) when Windows starts on the operating terminal.
For details on settings in ProVisionaire Touch KIOSK, refer to "ProVisionaire Touch Setup Guide." You can download the setup guide by searching from the following URL.
https://download.yamaha.com/

1. **Start the operating terminal.**

2. **Install KIOSK.**

3. **Place the controller file in the following folder.**
C:\Users\xxxx\AppData\Roaming\Microsoft\ Windows\Start Menu\Programs\Startup
xxxx is the user name when logging in to the computer.
In some cases, folder names might be shown translated into a different language.
If the AppData folder is not shown in Explorer, enter the folder name directly into the address bar.

4. **Restart the computer.**
When you log in, KIOSK starts and the controller file opens. The first time, the "Setup" dialog box will open; select the interface that is connected to the same network as the device to be controlled, and click the [OK] button.

This completes basic operations.

Adding parameters or meters for an MTX/MRX system

Since the MRX is freely configurable, it is not possible to register parameters or meters in ProVisionaire Control ahead of time.
In order to place the MRX's parameters or meters in the work area, start MRX Designer; then from MRX Designer's "Parameters" area or from the component editor, drag and drop parameters or meters into the ProVisionaire Control work area while holding down the <Ctrl> key.
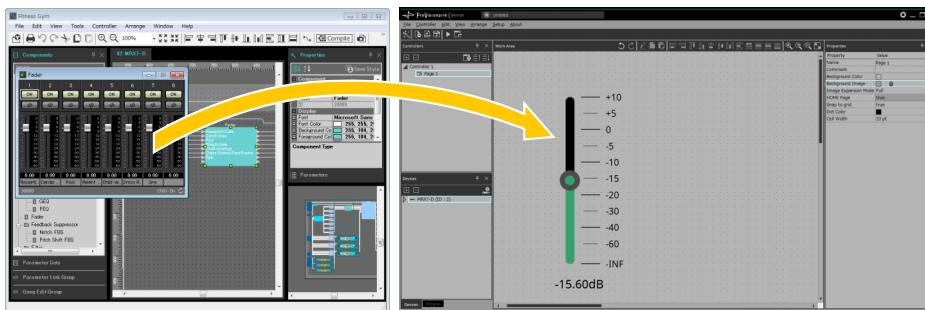
In the same way, parameters or meters of the MTX/MRX system (except for the MRX) can be dragged and dropped from MTX-MRX Editor into the work area of ProVisionaire Control while holding down the <Ctrl> key to place them.

NOTE

If the controller's "Type" is "ProVisionaire Touch Kiosk," and you attempt to place a widget that ProVisionaire Touch does not have, it is replaced by a widget that has similar functionality.

Functions specific to initial mode

Initial mode shows a list of the files that have been previously opened.
In initial mode, a menu for handling the file list is shown in the upper right.

Menu	Summary
[Load]	Opens the selected file.
[Favorite]	Adds a mark ⭐ to the file. Click once again to remove the mark.
[Remove from History]	Removes the selected file from the list. The file itself is not deleted.

To open a file that is not shown in the list, click the [Open Project File] button 📤 in the upper left and open the file, or double-click the file.

To use the exported controller file for ProVisionaire Touch KIOSK, send it to the iPad from the "Export Controller File" dialog box, which is accessed via KIOSK's [Controller] menu item [Export Controller File].

■ "Transfer Controller File" dialog box

Here you can transfer a controller file to an iPad that is running ProVisionaire Touch KIOSK and is on the same network.
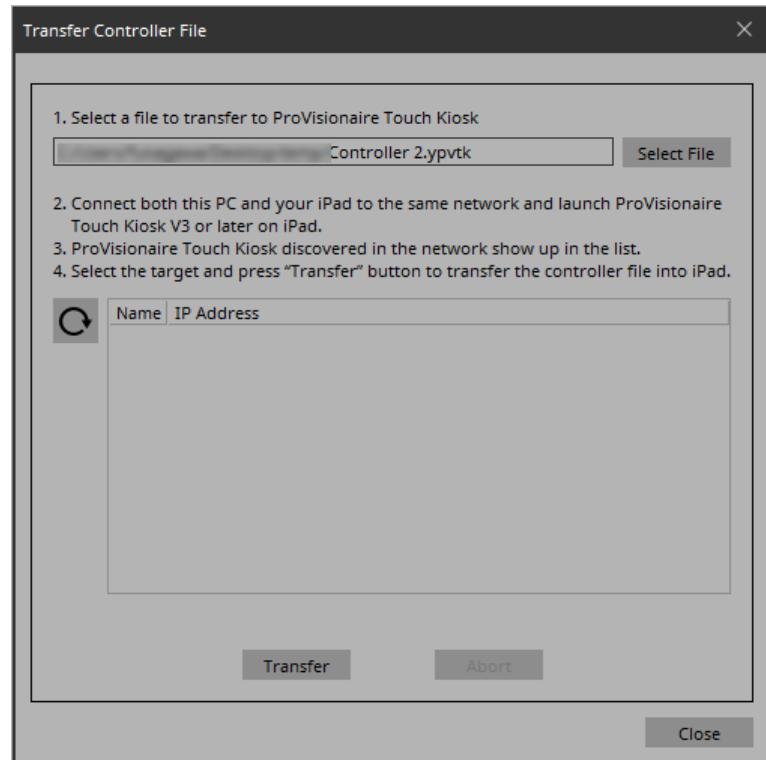
- **[Select File] button**
  Selects the controller file for ProVisionaire Touch KIOSK that you want to transfer.

- **(Refresh) button**

  Updates the iPad list.

- **[Name]/[IP Address]**

  Shows information about the iPad units that are connected to the
  same network as the computer running KIOSK and is running
  ProVisionaire Touch KIOSK. When transferring a controller
  file, select the transfer-destination in this field.

- **[Transfer] button**

  Transfers the currently selected controller file to the iPad that is
  selected by [Name]/[IP Address].

- **[Abort] button**

  Cancels controller file transfer.

- **[Close] button**

  Closes the dialog box.

Title bar

This shows the name of the currently open file, and provides buttons that let you change the screen display settings, etc.

- **ProVisionaire Control**

- **KIOSK**

❶ **[Close File] button**

Closes the open project file or controller file.

❷ **File name**

Shows the name of the opened file.

❸ **[Page List] button**

Shows a page list where you can switch pages.

❹ **[Device Info] button**

Shows information about the devices that are registered in the controller file.

❺ **Online indicator**

Indicates whether the devices registered in the controller file are online.

Green icon: All devices registered in the controller file are online.

Yellow icon: Some of the devices registered in the controller file are online.

Red icon: The devices registered in the controller file are discovered, but are not online.

Gray icon: No devices are online.

- **ProVisionaire Control**

- **KIOSK**

⑥ [Setup] button ⚙

Opens the "Setup" dialog box, allowing you to select a network interface and make security settings.

⑦ [Fullscreen] button ⛶

Puts KIOSK's display in full screen mode. To exit full screen mode, press the <Esc> key.

Menu bar

This contains commands that can be executed by ProVisionaire Control, organized by category. In initial mode, only some of the commands are shown.

File   Controller   Edit   View   Arrange   Setup   About

[File]

Command	Summary	Dialog box opened
[New Project]	Creates a new project file. If you were editing the project file, a confirmation message appears. If the "New Project Wizard" dialog box's [Don't show this dialog again when creating new project] check box is selected, the "New Project Wizard" dialog box does not appear; the project is created with the "Controllers" area and "Devices" area blank.	"New Project Wizard" dialog box or "Setup" dialog box
[Open Project File]	Opens an existing project file. If you were editing the project file, a confirmation message appears.	"Open File" dialog box
[Save]	Overwrite-saves the project file. The first time a file is saved, the "Save File" dialog box opens; assign a name to the file and save it.	—
[Save As]	Saves the project file as a different file.	"Save File" dialog box
[Close Project]	Closes the project file. If you were editing the project file, a confirmation message appears.	Initial mode
[Exit]	Exits ProVisionaire Control. If you were editing the project file, a confirmation message appears.	—

[Controller]

Command	Summary	Dialog box opened
[Add]	Adds a controller. One page is added to the controller that is added.	"Add Controller" dialog box
[Run]	Runs the selected controller in control mode. If the controller's [Type] is ProVisionaire Touch KIOSK, this opens the "Run Controller File" dialog box. Transfer the controller, and use ProVisionaire Touch KIOSK on the iPad to verify that it operates.	"KIOSK" or "Run Controller File" dialog box
[Export]	Creates a controller file for the selected controller. This also transfers the ProVisionaire Touch KIOSK controller file to the iPad on which ProVisionaire Touch KIOSK is installed.	"Export Controller File" dialog box or "Transfer Controller File" dialog box

[Edit]

Command	Summary	Dialog box opened
[Undo]	Cancels the previous operation. Some items cannot be undone.	—
[Redo]	Re-executes the operation that was canceled by [Undo].	—
[Repeat]	Repeats the most recent widget style-related operation that was executed. Some items cannot be repeated.	—
[Cut]	Moves the selected object into the copy buffer.	—
[Copy]	Copies the selected object into the copy buffer.	—
[Paste]	Pastes the object from the copy buffer.	—
[Copy Style]	Copies the style of the selected single widget to the copy buffer.	—
[Paste Style]	Pastes the Properties information from the copy buffer to the selected widget.	—
[Save as Master Style]	Registers the style of the selected widget as the master style (default settings).	—

Command	Summary	Dialog box opened
[Apply Master Style]	Applies the master style to the selected widget.	—
[Duplicate]	Duplicates the selected widget.	—
[Duplicate to Other Channels]	Duplicates the selected single widget, and assigns it to a different channel. Multiple channels can be selected for duplication.	—
[Delete]	Deletes the selected widget.	—
[Select All]	Selects all widgets on the page.	—
[Imported Images]	Shows/deletes the image data in the project file.	"Imported Images" dialog box
[Create Master Button]	Creates a master button that operates multiple buttons in a single action. Before executing this command, select the buttons to which it will apply.	—

[View]

Command	Summary	Dialog box opened
[Devices]	If this has a check mark, the corresponding area is shown.	—
[Widgets]		—
[Controllers]		—
[Properties]		—
[Tool Bar]		—
[Dock All]	Cancels the floating state of all areas.	—

[Arrange]

Command	Summary	Dialog box opened
[Align Left]	Aligns the left edge to the left-most of the multiple selected widgets.	—
[Align Right]	Aligns the right edge to the right-most of the multiple selected widgets.	—
[Align Top]	Aligns the top edge to the highest of the multiple selected widgets.	—
[Align Bottom]	Aligns the bottom edge to the lowest of the multiple selected widgets.	—
[Align Horizontal Center]	Aligns the center of the widget to the horizontal mid-point of the multiple selected widgets.	—
[Align Vertical Center]	Aligns the center of the widget to the vertical mid-point of the multiple selected widgets.	—
[Distribute Horizontally]	Equidistantly spaces the multiple selected widgets in the horizontal direction.	—
[Distribute Vertically]	Equidistantly spaces the multiple selected widgets in the vertical direction.	—
[Bring to Front]	Moves the selected widget all the way forward.	—
[Bring Forward]	Moves the selected widget forward.	—
[Send Backward]	Moves the selected widget backward.	—
[Send to Back]	Moves the selected widget all the way back.	—
[Group]	Groups the selected multiple widgets.	—
[Ungroup]	Cancels grouping for the selected group.	—

[Setup]

Command	Summary	Dialog box opened
[Network]	Selects a computer network interface card for communicating with devices.	"Setup" dialog box
[Security]	Makes security settings.	
[Log]	Makes settings related to ProVisionaire Monitoring Service.	
[Others]	Specifies the units for the size and position information of the widgets.	
[Master Style]	Confirms and edits the master style of each widget in the project.	"Master Style" dialog box

[About]

Command	Summary	Dialog box opened
[About ProVisionaire Control]	Displays detailed information such as the version of ProVisionaire Control.	"About" dialog box

Tool bar

This contains buttons for commands that are frequently used with a ProVisionaire Control project, such as [Open Project File] or [Save]. In initial mode, the two buttons [New Project] and [Open Project File] are shown.

Button	Command	Summary
	[New Project Wizard]	Creates a new project file. If you were editing the project file, a confirmation message appears. The "New Project Wizard" dialog box appears even if the "New Project Wizard" dialog box's [Don't show this dialog again when creating new project] check box is selected.
	[New Project]	Creates a new project file. If you were editing the project file, a confirmation message appears. If the "New Project Wizard" dialog box's [Don't show this dialog again when creating new project] check box is selected, the "New Project Wizard" dialog box does not appear; the project is created with the "Controllers" area and "Devices" area blank.

Button	Command	Summary
	[Open Project File] / [Open Controller File]	Opens an existing project file or controller file. If you were editing the project file, a confirmation message appears.
	[Save]	Overwrite-saves the project file. The first time a file is saved, the "Save File" dialog box opens; assign a name to the file and save it.
	[Run]	Runs the selected controller in control mode. If the controller's [Type] is ProVisionaire Touch KIOSK, this opens the "Run Controller File" dialog box. Transfer the controller, and use ProVisionaire Touch KIOSK on the iPad to verify that it operates.
	[Export]	Creates a controller file for the selected controller. This also transfers the ProVisionaire Touch KIOSK controller file to the iPad on which ProVisionaire Touch KIOSK is installed.

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"Controllers" area

This area shows a list of the project's controllers and pages. The selected page is shown in the work area.
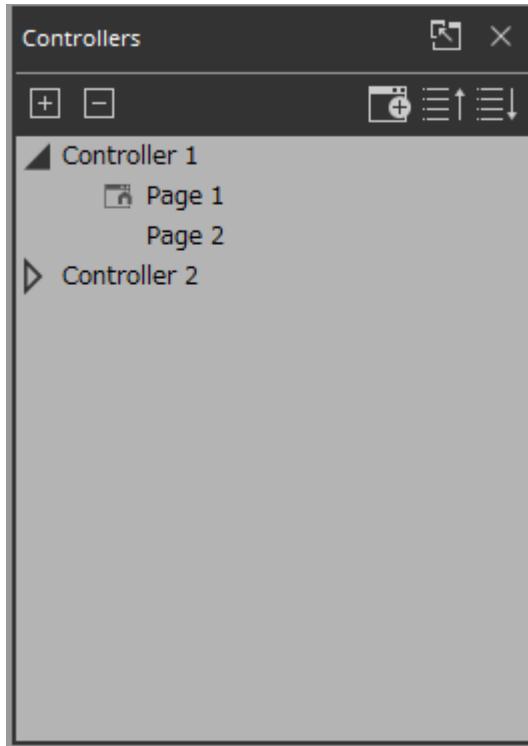
By clicking the triangle ▷ located at the left of a controller, you can expand or collapse the pages for each individual controller.
The 🖻 located at the left of a page indicates the home page of that controller.

■ Buttons

Here we explain the buttons of the "Controllers" area.

Button	Command	Summary
⊞	**[Expand All]**	Expands all controllers and pages.
⊟	**[Collapse All]**	Collapses all controllers and pages.
	[Add]	Adds a controller. One page is added to the controller that is added.
	[Move Page Up]	Move the selected page one position upward.
	[Move Page Down]	Move the selected page one position downward.

■ Context menu

When you right-click a controller or page, a context menu appears. Depending on the selected item, some menu items are not shown.

Menu	Summary
[Add Page]	Adds a page to the selected controller. If a page is selected, the page is added to the controller that includes that page.
[Duplicate]	Adds a duplicate of the selected controller or page. If a page is selected, the duplicate is added to the controller that includes that page.
[Delete]	Deletes the selected controller or page.
[Rename]	Lets you rename the selected controller or page.
[Run]	Runs the selected controller in control mode. If the controller's [Type] is ProVisionaire Touch KIOSK, this opens the "Run Controller File" dialog box. Transfer the controller, and use ProVisionaire Touch KIOSK on the iPad to verify that it operates.
[Export]	Creates a controller file for the selected controller.
[Set as HOME]	Sets the selected page as the home page of that controller.

■ Properties

Here we explain the parameters that are shown in the "Properties" area when the focus is on a controller or page.
Depending on the type of controller, some parameters are not shown.

● Controller

Property	Value
[Name]	The name of the controller. Click this to edit it.
[Type]	The type specified in the "New Project Wizard" dialog box or the "Add Controller" dialog box. This item cannot be edited; if it is incorrect, you'll need to recreate the controller.
[Administrator Comment]	A comment that can be input and edited only by an administrator.
[Comment]	A comment for the controller. You can use this to enter explanatory content that is not sufficiently conveyed by the controller name.
[Display Aspect Ratio]	The aspect ratio specified in the "New Project Wizard" dialog box or the "Add Controller" dialog box. This lets you verify the aspect ratio of the screen for the installed computer on which KIOSK is installed. This item cannot be edited; if it is incorrect, you'll need to recreate the controller.

Property	Value
[Display Size]	The screen size specified in the "New Project Wizard" dialog box or the "Add Controller" dialog box. When you click this, a spin box appears; you can edit the setting by clicking or by directly entering a value. When you change the screen size, the size of previously-placed widgets changes while maintaining the aspect ratio.
[Open with Full Screen Style]	When the controller file is opened or when control mode is selected, this setting selects whether it operates in full-screen display (Yes) or as a window (No).
[Pass Code Setting]	Selects whether the controller's pass code matches the code specified in the "Setup" dialog box (Use Project Pass Code) or a code individually specified for the controller (Use Controller Pass Code). If [Use Controller Pass Code] is selected, the following three items editable.
[Administrator Code]	If you want to set or change the pass code, do so in the "Setup" dialog box [Security] tab.
[Power User Code]	
[Unlock Code]	

Property	Value
[PV Monitoring Service Setting]	For each controller, this selects whether settings for ProVisionaire Monitoring Service will use the settings specified in the "Setup" dialog box (User Project Setting) or the settings specified in the controller's properties (Use Controller Setting).
[Destination PV Monitoring Service]	When [PV Monitoring Service Setting] is set to [Use Controller Setting], this setting selects whether ProVisionaire Monitoring Service is installed on the same computer as KIOSK (This PC) or on a different computer (Other PC).
[Destination PV Monitoring Service IP Address]	When [Destination PV Monitoring Service] is set to [Other PC], this setting specifies the IP address of the computer on which ProVisionaire Monitoring Service is installed.
[Show Widget Selection Border]	When the controller file is opened or when control mode is selected, this setting selects whether the border showing that a widget is selected is visible (Yes) or not visible (No).
[Enable File Operations for Power User]	Selects whether a Power User Code must be entered when opening the file (Yes) or whether an Administrator Code must be entered when opening the file (No).
[Enable Menu Auto-Close]	When ProVisionaire Touch KIOSK is in Control Mode, this selects whether the menu button in the upper left automatically closes after a certain length of time (Yes) or must be closed manually (No).

Property	Value
[Time Until Menu Closes]	Specifies the time after a menu button operation until the menu button is automatically closed when Yes is selected for [Enable Menu Auto-Close].
[Offline Indication]	Specifies whether an indicator is shown (Yes) or is not shown (No) at the upper right of a widget assigned to a device's parameter when offline.
[No Assgin Indication]	Specifies whether a clip is shown (Yes) or is not shown (No) at the upper right of a widget to which a device's parameter is not assigned in KIOSK or ProVisionaire Touch KIOSK.

● **Page**

Property	Value
[Name]	The name of the page. Click this to edit it.
[Comment]	A comment for the page. When you click this, the "Edit Text" dialog box opens, allowing you to edit the comment.
[Background Color]	The background color of the page. When you click the square, the "Select Color" dialog box opens, allowing you to select a background color.

Property	Value
[Background Image]	The background image of the page. When you click the square, the "Select Image" dialog box opens, allowing you to select image data that will be shown above the background color. If you click the trash can button, the background image settings are discarded.
[Image Expansion Mode]	Specifies how the background image is shown. For details on this setting, refer to "About the Expansion Mode."
[HOME Page]	Indicates whether the selected page is the home page (Yes) or not the home page (No).
[Snap to Grid]	Selects whether widgets will be aligned with the grid (Yes) or can be placed freely (No).
[Dot Color]	The color of the grid's dots. When you click the square, the "Select Color" dialog box opens, allowing you to select the dot color.
[Cell Width]	The spacing of the grid. When you click this, a spin box appears; you can edit the setting by clicking or by directly entering a value.
[Power User Code Enable]	Specifies whether authentication via power user code is required (Yes) or not required (No) when moving to the selected page. This cannot be selected for the home page.

"Devices" area

This area shows the devices registered in the project and the parameters of those devices.

Place widgets in the work area by dragging and dropping parameters into the work area.

If the parameter has multiple instances, such as the [On] switch of an input channel, a dialog box asks you which should be assigned when you drop the item. In the dialog box, you can use the <Ctrl> key or <Shift> key to make a multiple selection.
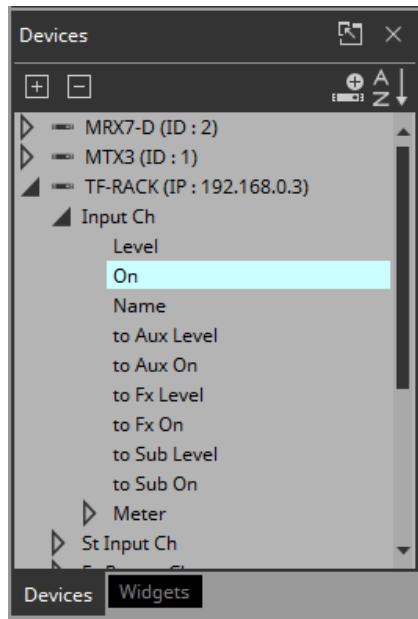
By clicking the triangle ▷ located at the left of a device or parameter , you can expand or collapse the display for each individual device or parameter.

Use the tab below to switch between showing the "Devices" area or the "Widgets" area. If you click "⬚," the area floats, and the tab is not shown.

If an unregistered device is detected, a "?" is shown at the left of that device.

◼ Buttons

Here we explain the buttons of the "Devices" area.

Button	Command	Summary
	[Expand All]	Expands all devices and parameters.
	[Collapse All]	Collapses all devices and parameters.
	[Add Device]	Adds a device to the project.
	[Sort Devices in Ascending Order]	Shows the devices in ascending order.
	[Sort Devices in Descending Order]	Shows the devices in descending order.

◼ Context menu

When you right-click a device, a context menu appears.

Menu	Summary
[Add]	If a device not registered in the project is detected, the corresponding device is registered.
[Delete]	Deletes the device from the project.

◼ Properties

Here we explain the parameters that are shown in the "Properties" area when the focus is on a device or parameter.

Property	Value
[Model]	Indicates the model name of the device.
[Identifier]	Indicates the unit ID or IP address of the device. When you click this, the "Edit Device Identifier" dialog box opens, allowing you to edit the unit ID or IP address. If a widget for the corresponding device is already placed, the unit ID and IP address of the widget change in response to your edit.
[Device Name]	Indicates the name of the device. Click this to edit it.

"Widgets" area

This area shows the widgets that can be placed in the work area.
Place widgets in the work area by dragging and dropping a widget into the work area.
Although some widgets (such as on/off buttons and sliders) can be placed by dragging and dropping parameters, there are widgets that can be placed only by dragging and dropping from the this area (such as page control button and rectangle).
Parameters can be specified by dragging and dropping a parameter to a widget placed in the work area. The same operation can be used to overwrite.

For details on each widget, refer to the chapter "Widgets."
This area does not have buttons, a context menu, or property-related items.
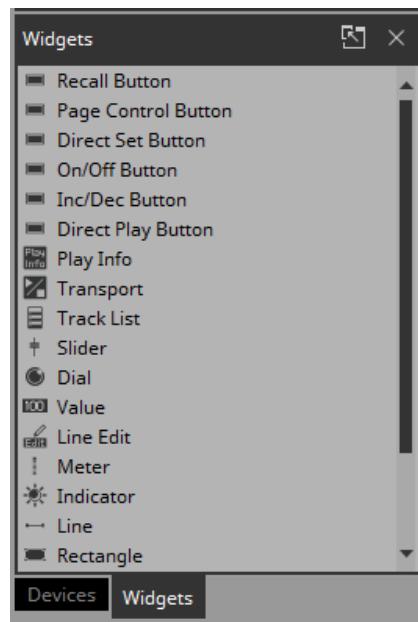
Work area

The currently selected page is shown here.
You can place parameters or widgets into this area by dragging and dropping them (if from MRX Designer or MTX-MRX Editor, while holding down the <Ctrl> key).

When you drag and drop a parameter (if from MRX Designer or MTX-MRX Editor, while holding down the <Ctrl> key) onto an already-placed widget, the parameter of the widget is overwritten.
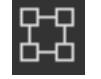
When you click in the work area on a location where there is no widget, the properties of the page appear in the "Properties" area.

■ Buttons

Commands that are frequently used for work area operations are placed above the work area as buttons.

Button	Command	Summary
	[Undo]	Cancels the previous widget-related operation. Some items cannot be undone.
	[Redo]	Re-executes the operation that was canceled by [Undo].
	[Repeat]	Repeats the most recent widget style-related operation that was executed. Some items cannot be repeated.
	[Cut]	Moves the selected object into the copy buffer.
	[Copy]	Copies the selected object into the copy buffer.
	[Paste]	Pastes the object from the copy buffer.

Button	Command	Summary
	[Duplicate to Other Channels]	Duplicates the selected single widget, and assigns it to a different channel. Multiple channels can be selected for duplication.
	[Align Left]	Aligns the left edge to the left-most of the multiple selected widgets.
	[Align Right]	Aligns the right edge to the right-most of the multiple selected widgets.
	[Align Top]	Aligns the top edge to the highest of the multiple selected widgets.
	[Align Bottom]	Aligns the bottom edge to the lowest of the multiple selected widgets.
	[Align Horizontal Center]	Aligns the center of the widget to the horizontal mid-point of the multiple selected widgets.
	[Align Vertical Center]	Aligns the center of the widget to the vertical mid-point of the multiple selected widgets.
	[Distribute Horizontally]	Equidistantly spaces the multiple selected widgets in the horizontal direction.
	[Distribute Vertically]	Equidistantly spaces the multiple selected widgets in the vertical direction.

Button	Command	Summary
	[Bring to Front]	Moves the selected widget all the way forward.
	[Bring Forward]	Moves the selected widget forward.
	[Send Backward]	Moves the selected widget backward.
	[Send to Back]	Moves the selected widget all the way back.
	[Group]	Groups the selected multiple widgets.
	[Ungroup]	Cancels grouping for the selected group.
	[Zoom In]	Increases the magnification of the work area display.
	[Zoom Origin]	Sets the work area display to 100% magnification.
	[Zoom Out]	Decreases the magnification of the work area display.
	[Fit to Screen]	Shows the entire page in the work area.
	[Open Master Style]	Opens the "Master Style" dialog box.

"Properties" area

This area shows the properties of a page or a widget.
You can edit items whose "Value" field is not shaded. To expand or collapse individual items, double-click the entire properties area.
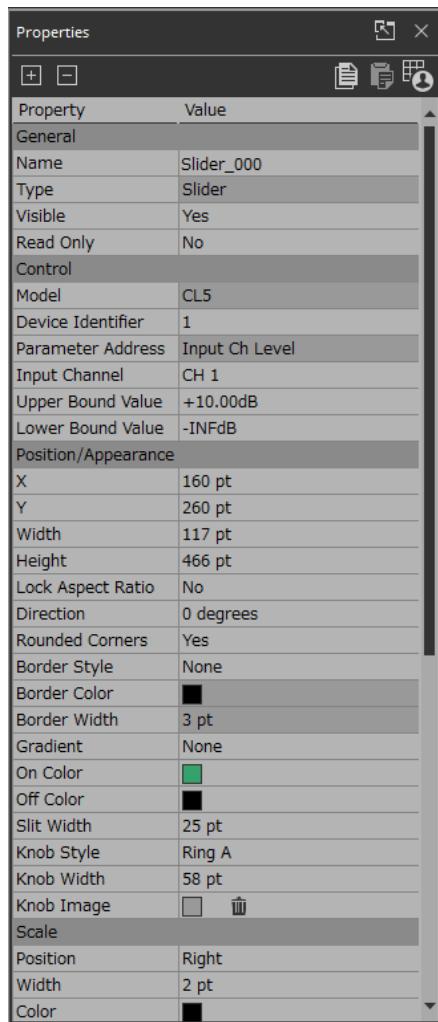
■ Buttons

Commands that are frequently used for properties operations are placed at the top of the "Properties" area as buttons.

Button	Command	Summary
	[Expand All]	Expands all of the properties items.
	[Collapse All]	Collapses all of the properties items.
	[Copy Style]	Copies the information about the style of the selected widget to the copy buffer.
	[Paste Style]	Pastes the information about the style from the copy buffer to the selected widget.
	[Save as Master Style]	Applies the master style to the selected widget.

Widgets

Here we explain the various widgets, organized by category.
The "Edit Text" dialog box appears when you attempt to edit text.
The "Select Color" dialog box appears when you attempt to specify a color.
The "Select Image" dialog box appears when you attempt to specify an image.
When you click the trash can button in the Value area of an [Image] - type item, display of the corresponding image is canceled, but the image itself remains in the project file. If you want to delete the image from the project file, use the "Imported Images" dialog box to delete it.
Undo/Redo are not available for [Control] -type items or [Image] - type items (including On Image, etc.).

Parameters of multiple devices or multiple parameters of the same device can be assigned to [Recall Button], [Direct Set Button], and [On/Off Button] (a maximum of 16 parameters). A button to which multiple parameters are assigned is called a master button. When you drag and drop a parameter to a button for which a parameter has already been assigned, a confirmation dialog box asks whether you want to replace (Replace), add (Add), or cancel (Cancel).
The assigned parameter can be viewed or edited in the "Target Editor" dialog box which is accessed by the [...] button shown in the [Control] field of the "Properties" area.
This cannot be edited by a controller for ProVisionaire Touch KIOSK.

■ Buttons

The following button widgets are available.

Widget name	Description
[Recall Button]	Used to recall scenes or presets.
[Page Control Button]	Used to move to another page.
[Direct Set Button]	Sets a parameter to a specific fixed value.
[On/Off Button]	Switches a parameter on/off.
[Inc/Dec Button]	Increments or decrements the parameter value.
[Direct Play Button]	Used to play or stop content from the SD memory of the MTX or MRX.

● Button properties

Here we explain the parameters that are shown in the "Properties" area if a button is selected. Depending on the button or setting, some parameters are not shown.
Areas whose Value field is darkly shaded cannot be edited.
Items with an "*" in Property are style-related information.

Property	Value
[General]	Overall properties of the widget
[Name]	The name of the widget. If you place the widget first and assign a parameter later, you can enter a name here to indicate the parameter that you intend to assign.
[Type]	The type of widget.
[Visible]	Selects whether the widget is visible or invisible in control mode.
[Read Only]	Selects whether the widget can be operated. If you select [Yes], the widget functions as an indicator.
[Control]	Overall information on what is controlled
[Model]	The model name of the device.
[Device Identifier]	The identifier of the device. The unit ID or the IP address is shown.
[Parameter Address]	The parameter name assigned to the widget.

Property	Value
[Input Channel] etc.	The parameter's channel number, etc. The name differs depending on the parameter that is assigned.
[Confirmation]	Selects whether a confirmation screen appears when clicked.
[Confirmation Text]	The message of the confirmation screen that appears if [Confirmation] is set to [Yes].
[On Value]	The value when on.
[Off Value]	The value when off.
[Switching Mode]	Selects whether the button operates in latched or unlatched mode.
[Page Control Action]	Selects the action that occurs when the widget is clicked.
[Page Name]	The name of the page to which to move when the widget is clicked.
[Press Value]	Specifies the value that is assigned when the widget is clicked.
[Indicator Mode]	Selects the conditions under which the button changes color. With the [Press] setting, the button is always the [On Color]; with the [Stateful] setting, the button is the [On Color] when it matches the value of [Press Value].
[Preset No]/ [Scene No]/ [Scene A No]/ [Scene B No]	These select the number of the scene, preset, or snapshot that will be recalled.

Property		Value
	[Inc/Dec Step]	Specifies the step unit by which the value is incremented or decremented at each click. Specifying a negative value causes the value to decrease.
	[Repeat]	Selects whether to continuously increment or continuously decrement for a long-press. If you select [Yes], continuous increment or continuous decrement will be possible.
	[Rotation]	Selects whether the value will wrap around to the minimum (or maximum) value if you click after reaching the maximum (or minimum) value. If you select [Yes], the value changes from the maximum to the minimum, or from the minimum to the maximum. ⚠ **CAUTION** **If you assign a volume-type parameter (such as Level) and specify Yes, the volume will suddenly increase from the minimum value to the maximum value, possibly causing explosive sound.**
	[Upper Bound Value]	Specifies the maximum value.
	[Lower Bound Value]	Specifies the minimum value.
	[Action]	Selects whether to play (Play) or pause (Pause) when clicked.
	[Play Target]	Selects whether to play one song (Play 1 Song) or play the songs in the folder (Play Folder).

Property		Value
	[Play Mode]	Selects whether, when playing the songs in a folder, the specified song or the songs in the folder are played once (Normal), the specified song or the songs in the folder are played repeatedly (Repeat), or the songs in the specified folder are repeatedly played randomly (Shuffle Repeat).
	[Go to the top when playback stops]	Selects whether, when you stop song playback, the position returns to the beginning (Yes) or pauses at that location (No). If you specify [Yes], playback starts from the beginning of the song or the first song in the folder the next time that playback starts. If you specify [No], playback starts from the previously-stopped position the next time that playback starts.
	[Interval Time]	Specifies the time between songs.
	[SD CARD:/]	Specifies the folder on the SD card of the MTX or MRX that contains song files or songs.
[Position/Appearance]		**Overall appearance of the widget**
	[X]	Specifies the horizontal distance from the top left of the screen and the top left of the widget.
	[Y]	Specifies the vertical distance from the top left of the screen and the top left of the widget.
	[Width]	Specifies the width of the widget.

Property		Value
	[Height]	Specifies the height of the widget.
	[Lock Aspect Ratio] *	Selects whether the width/height ratio of the widget will be fixed.
	[Shape] *	Selects the shape of the widget.
	[Corner] *	Specifies the roundness of the widget's corners.
	[Border Style] *	Selects the type of border for the widget.
	[Border Color] *	Specifies the color of the widget's border.
	[Border Width] *	Specifies the width of the widget's border.
	[Gradient] *	Selects the type of gradation within the widget.
	[Color] *	Specifies the color within the widget.
	[Image] *	Specifies the image within the widget.
	[Image Expansion Mode] *	Selects how the image is seen within the widget.
	[On Color] *	Specifies the color within the widget when its status is "on."
	[On Image] *	Specifies the image within the widget when its status is "on."
	[On Image Expansion Mode] *	Specifies how the image is seen within the widget when its status is "on."
	[Off Color] *	Specifies the color within the widget when its status is "off."

Property		Value
	[Off Image] *	Specifies the image within the widget when its status is "off."
	[Off Image Expansion Mode] *	Specifies how the image is seen within the widget when its status is "off."
	[Effect]*	Specifies how a shadow is added to the outer part of the widget.
[Text]		Text within the widget
	[Visible] *	Selects whether the text within the widget is visible.
	[Text]	Specifies the text within the widget.
	[Color] *	Specifies the color of the text within the widget.
	[Font] *	Specifies the font of the text within the widget.
	[Vertical Alignment] *	Selects the vertical position of the text within the widget.
	[Horizontal Alignment] *	Selects the horizontal position of the text within the widget.
	[On Visible] *	Selects whether the text within the widget is visible when its status is "on."
	[On Text]	Specifies the text within the widget when its status is "on."
	[On Color] *	Specifies the color of the text within the widget when its status is "on."

Property		Value
	[Off Visible] *	Selects whether the text within the widget is visible when its status is "off."
	[Off Text]	Specifies the text within the widget when its status is "off."
	[Off Color] *	Specifies the color of the text within the widget when its status is "off."
	[Direction] *	Selects the direction of the text within the widget.
[Label]		Properties for the widget's label
	[Visible] *	Selects whether the label is visible.
	[Text]	Specifies the label.
	[Font Color] *	Specifies the color of the label.
	[Font] *	Specifies the font of the label.
	[Position] *	Selects the position of the label.
	[Alignment] *	Selects the alignment of the label.
	[Margin] *	Specifies how far the label is separated from the widget.

■ Sliders

There is only one type of slider widget.

● Slider properties

Here we explain the parameters that are shown in the "Properties" area when the focus is on a slider. Depending on the settings, some parameters are not shown.

Areas whose Value field is darkly shaded cannot be edited.

Items with an "*" in Property are style-related information.

Property		Value
[General]		**Overall properties of the widget**
	[Name]	The name of the widget. If you place the widget first and assign a parameter later, you can enter a name here to indicate the parameter that you intend to assign.
	[Type]	The type of widget.
	[Visible]	Selects whether the widget is visible or invisible in control mode.
	[Read Only]	Selects whether the widget can be operated. If you select [Yes], the widget functions as an indicator.
[Control]		**Overall information on what is controlled**
	[Model]	The model name of the device.
	[Device Identifier]	The identifier of the device. The unit ID or the IP address is shown.

Property		Value
	[Parameter Address]	The parameter name assigned to the widget.
	[Input Channel] etc.	The parameter's channel number, etc. The name differs depending on the parameter that is assigned.
	[Upper Bound Value]	Specifies the maximum value.
	[Lower Bound Value]	Specifies the minimum value.
[Position/Appearance]		**Overall appearance of the widget**
	[X]	Specifies the horizontal distance from the top left of the screen and the top left of the widget.
	[Y]	Specifies the vertical distance from the top left of the screen and the top left of the widget.
	[Width]	Specifies the width of the widget.
	[Height]	Specifies the height of the widget.
	[Lock Aspect Ratio] *	Selects whether the width/height ratio of the widget will be fixed.
	[Direction] *	Selects the direction of the widget.
	[Rounded Corners] *	Selects whether the corners of the slit are rounded.
	[Border Style] *	Selects whether the slit has a border.
	[Border Color] *	Specifies the color of the slit's border.

Property		Value
	[Border Width] *	Specifies the width of the slit's border.
	[Gradient] *	Selects the type of gradation within the slit.
	[On Color] *	Specifies the color inside the slit below the current value.
	[Off Color] *	Specifies the color inside the slit above the current value.
	[Slit Width] *	Specifies the width of the slit.
	[Knob Style] *	Selects the type of knob.
	[Knob Width] *	Specifies the width of the knob.
	[Knob Image] *	Specifies the image of the knob.
[Scale]		Scale properties
	[Position] *	Selects the position of the scale.
	[Width] *	Specifies the thickness of the scale.
	[Color] *	Specifies the color of the scale.
	[Value Visible] *	Selects whether numerals are shown for the scale.
	[Font] *	Selects the font of the scale numerals.
	[Font Color] *	Selects the color of the scale numerals.

Property		Value
[Label]		**Properties for the widget's label**
	[Visible] *	Selects whether the label is visible.
	[Text]	Specifies the label.
	[Font Color] *	Specifies the color of the label.
	[Font] *	Specifies the font of the label.
	[Position] *	Selects the position of the label.
	[Alignment] *	Selects the alignment of the label.
	[Margin] *	Specifies how far the label is separated from the widget.
[Value Label]		**Properties for the widget's current value indication**
	[Visible] *	Selects whether the current value is visible.
	[Font Color] *	Specifies the color of the current value.
	[Font] *	Specifies the font of the current value.
	[Position] *	Selects the position of the current value.
	[Alignment] *	Selects the alignment of the current value.
	[Margin] *	Specifies how far the current value is separated from the widget.

■ Dials

There is only one type of dial widget.

● Dial properties

Here we explain the parameters that are shown in the "Properties" area when the focus is on a dial. Depending on the settings, some parameters are not shown.
Areas whose Value field is darkly shaded cannot be edited.
Items with an "*" in Property are style-related information.

Property		Value
[General]		Overall properties of the widget
	[Name]	The name of the widget. If you place the widget first and assign a parameter later, you can enter a name here to indicate the parameter that you intend to assign.
	[Type]	The type of widget.
	[Visible]	Selects whether the widget is visible or invisible in control mode.
	[Read Only]	Selects whether the widget can be operated. If you select [Yes], the widget functions as an indicator.
[Control]		Overall information on what is controlled
	[Model]	The model name of the device.

Property		Value
	[Device Identifier]	The identifier of the device. The unit ID or the IP address is shown.
	[Parameter Address]	The parameter name assigned to the widget.
	[Input Channel] etc.	The parameter's channel number, etc. The name differs depending on the parameter that is assigned.
	[Upper Bound Value]	Specifies the maximum value.
	[Lower Bound Value]	Specifies the minimum value.
	[Band Base Value]	Specifies the initial value specified when the widget is placed.
[Position/Appearance]		Overall appearance of the widget
	[X]	Specifies the horizontal distance from the top left of the screen and the top left of the widget.
	[Y]	Specifies the vertical distance from the top left of the screen and the top left of the widget.
	[Width]	Specifies the width of the widget.
	[Height]	Specifies the height of the widget.
	[Border Style] *	Selects whether the widget has a border.

Property		Value
	[Border Color] *	Specifies the color of the widget's border.
	[Border Width] *	Specifies the width of the widget's border.
	[Dial Type] *	Selects the type of dial.
	[Start Angle] *	Specifies the starting position for the value.
	[End Angle] *	Specifies the ending position for the value.
	[Gradient] *	Selects the type of gradation within the knob.
	[Knob Color] *	Specifies the color within the knob.
	[Grip Shape] *	Selects the shape of the grip.
	[Grip Size] *	Specifies the size of the grip.
	[Grip Color] *	Specifies the color of the grip.
	[Band On Color] *	Specifies the color inside the band below the current value.
	[Band Off Color] *	Specifies the color inside the band above the current value.

Property		Value
[Label]		**Properties for the widget's label**
	[Visible] *	Selects whether the label is visible.
	[Text]	Specifies the label.
	[Font Color] *	Specifies the color of the label.
	[Font] *	Specifies the font of the label.
	[Position] *	Selects the position of the label.
	[Alignment] *	Selects the alignment of the label.
	[Margin] *	Specifies how far the label is separated from the widget.
[Value Label]		**Properties for the widget's current value indication**
	[Visible] *	Selects whether the current value is visible.
	[Font Color] *	Specifies the color of the current value.
	[Font] *	Specifies the font of the current value.
	[Position] *	Selects the position of the current value.
	[Alignment] *	Selects the alignment of the current value.
	[Margin] *	Specifies how far the current value is separated from the widget.

■ Meters

There is only one type of meter widget.

● Meter properties

Here we explain the parameters that are shown in the "Properties" area when the focus is on a meter. Depending on the settings, some parameters are not shown.
Areas whose Value field is darkly shaded cannot be edited.
Items with an "*" in Property are style-related information.

Property		Value
[General]		**Overall properties of the widget**
	[Name]	The name of the widget. If you place the widget first and assign a parameter later, you can enter a name here to indicate the parameter that you intend to assign.
	[Type]	The type of widget.
	[Visible]	Selects whether the widget is visible or invisible in control mode.
[Control]		**Overall information on what is controlled**
	[Model]	The model name of the device.
	[Device Identifier]	The identifier of the device. The unit ID or the IP address is shown.
	[Parameter Address]	The parameter name assigned to the widget.

Property		Value
	[Input Channel] etc.	The parameter's channel number, etc. The name differs depending on the parameter that is assigned.
	[Meter Type]	Selects the meter's display method.
	[Bar Base Point]	Selects the point from which the bar is solidly colored.
[Position/Appearance]		**Overall appearance of the widget**
	[X]	Specifies the horizontal distance from the top left of the screen and the top left of the widget.
	[Y]	Specifies the vertical distance from the top left of the screen and the top left of the widget.
	[Width]	Specifies the width of the widget.
	[Height]	Specifies the height of the widget.
	[Lock Aspect Ratio] *	Selects whether the width/height ratio of the widget will be fixed.
	[Direction] *	Selects the direction of the widget.
	[Rounded Corners] *	Selects whether the corners of the bar are rounded.
	[Border Style] *	Selects whether the bar has a border.
	[Border Color] *	Specifies the color of the bar's border.

Property		Value
	[Border Width] *	Specifies the width of the bar's border.
	[Gradient] *	Selects the type of gradation within the bar.
	[Color Style] *	Selects the pattern of color within the bar.
	[On Color] *	Specifies the color inside the bar below the current value. If the [Meter Type] is [Bar], this will be the color of the current value.
	[Off Color] *	Specifies the color inside the bar above the current value. If the [Meter Type] is [Bar], this will be the color outside the current value.
	[Bar Width] *	Specifies the width of the bar.
[Scale]		Scale properties
	[Position] *	Selects the position of the scale.
	[Width] *	Specifies the thickness of the scale.
	[Color] *	Specifies the color of the scale.
	[Value Visible] *	Selects whether numerals are shown for the scale.
	[Font] *	Selects the font of the scale numerals.
	[Font Color] *	Selects the color of the scale numerals.

Property		Value
[Label]		Properties for the widget's label
	[Visible] *	Selects whether the label is visible.
	[Text]	Specifies the label.
	[Font Color] *	Specifies the color of the label.
	[Font] *	Specifies the font of the label.
	[Position] *	Selects the position of the label.
	[Alignment] *	Selects the alignment of the label.
	[Margin] *	Specifies how far the label is separated from the widget.

■ Indicator

There is only one type of indicator widget.

● Indicator properties

Here we explain the parameters that are shown in the "Properties" area when the focus is on an indicator. Depending on the settings, some parameters are not shown.
Areas whose Value field is darkly shaded cannot be edited.
Items with an "*" in Property are style-related information.

Property	Value
[General]	**Overall properties of the widget**
[Name]	The name of the widget. If you place the widget first and assign a parameter later, you can enter a name here to indicate the parameter that you intend to assign.
[Type]	The type of widget.
[Visible]	Selects whether the widget is visible or invisible in control mode.
[Control]	**Overall information on what is controlled**
[Model]	The model name of the device.
[Device Identifier]	The identifier of the device. The unit ID or the IP address is shown.

Property	Value
[Parameter Address]	The parameter name assigned to the widget.
[Indication Threshold]	Specifies the threshold value at which on/off is switched.
[Analog Input Port] etc.	The parameter's channel number, etc. The name differs depending on the parameter that is assigned.
[Position/Appearance]	**Overall appearance of the widget**
[X]	Specifies the horizontal distance from the top left of the screen and the top left of the widget.
[Y]	Specifies the vertical distance from the top left of the screen and the top left of the widget.
[Width]	Specifies the width of the widget.
[Height]	Specifies the height of the widget.
[Lock Aspect Ratio] *	Selects whether the width/height ratio of the widget will be fixed.
[Shape] *	Selects the shape of the widget.
[Corner] *	Specifies the roundness of the widget's corners.
[Border Style] *	Selects the type of border for the widget.

Property		Value
	[Border Color] *	Specifies the color of the widget's border.
	[Border Width] *	Specifies the width of the widget's border.
	[Gradient] *	Selects the type of gradation within the widget.
	[On Color] *	Specifies the color within the widget when its status is "on."
	[On Image] *	Specifies the image within the widget when its status is "on."
	[On Image Expansion Mode] *	Specifies how the image is seen within the widget when its status is "on."
	[Off Color] *	Specifies the color within the widget when its status is "off."
	[Off Image] *	Specifies the image within the widget when its status is "off."
	[Off Image Expansion Mode] *	Specifies how the image is seen within the widget when its status is "off."
	[Effect]*	Specifies how a shadow is added to the outer part of the widget.

Property		Value
[Text]		**Text within the widget**
	[On Visible] *	Selects whether the text within the widget is visible when its status is "on."
	[On Text]	Specifies the text within the widget when its status is "on."
	[On Color] *	Specifies the color of the text within the widget when its status is "on."
	[Off Visible] *	Selects whether the text within the widget is visible when its status is "off."
	[Off Text]	Specifies the text within the widget when its status is "off."
	[Off Color] *	Specifies the color of the text within the widget when its status is "off."
	[Font] *	Specifies the font of the text within the widget.
	[Vertical Alignment] *	Selects the vertical position of the text within the widget.
	[Horizontal Alignment] *	Selects the horizontal position of the text within the widget.
	[Direction] *	Selects the direction of the text within the widget.

Property	Value
[Label]	**Properties for the widget's label**
[Visible] *	Selects whether the label is visible.
[Text]	Specifies the label.
[Font Color] *	Specifies the color of the label.
[Font] *	Specifies the font of the label.
[Position] *	Selects the position of the label.
[Alignment] *	Selects the alignment of the label.
[Margin] *	Specifies how far the label is separated from the widget.

■ SD memory-related

The following SD memory-related widgets are available.

Widget name	Description
[Play Info]	Shows information related to the selected content.
[Transport]	Controls the selected content.
[Track List]	Selects the content to play.

Additionally related to the SD memory is the [Direct Play Button]. Refer to the explanatory page for "Button."

● SD memory-related properties

Here we explain the parameters that are shown in the "Properties" area when the focus is on an SD memory-related widget. Depending on the widget or setting, some parameters are not shown.
Areas whose Value field is darkly shaded cannot be edited.
Items with an "*" in Property are style-related information.

Property	Value
[General]	**Overall properties of the widget**
[Name]	The name of the widget. If you place the widget first and assign a parameter later, you can enter a name here to indicate the parameter that you intend to assign.
[Type]	The type of widget.
[Visible]	Selects whether the widget is visible or invisible in control mode.
[Control]	**Overall information on what is controlled**
[Model]	The model name of the device.
[Device Identifier]	The identifier of the device. The unit ID or the IP address is shown.
[Position/Appearance]	**Overall appearance of the widget**
[X]	Specifies the horizontal distance from the top left of the screen and the top left of the widget.
[Y]	Specifies the vertical distance from the top left of the screen and the top left of the widget.
[Width]	Specifies the width of the widget.
[Height]	Specifies the height of the widget.

Property		Value
	[Lock Aspect Ratio] *	Selects whether the width/height ratio of the widget will be fixed.
	[Shape] *	Selects the shape of the widget.
	[Corner] *	Specifies the roundness of the widget's corners.
	[Border Style] *	Selects the type of border for the widget.
	[Border Color] *	Specifies the color of the widget's border.
	[Border Width] *	Specifies the width of the widget's border.
	[Gradient] *	Selects the type of gradation within the widget.
	[Color] *	Specifies the color within the widget.
	[Image] *	Specifies the image within the widget.
	[Image Expansion mode] *	Selects how the image is seen within the widget.
	[Button Color] *	Specifies the color of the buttons within the widget.
	[Background Color] *	Specify the background color within the widget.

Property		Value
	[Background Image] *	Specify the background image within the widget.
	[Background Image Expansion Mode] *	Selects how the background image is seen within the widget.
[Text]		**Text within the widget**
	[Visible] *	Selects whether the text within the widget is visible.
	[Text]	Specifies the text within the widget.
	[Color] *	Specifies the color of the text within the widget.
	[Font] *	Specifies the font of the text within the widget.
	[Vertical Alignment] *	Selects the vertical position of the text within the widget.
	[Horizontal Alignment] *	Selects the horizontal position of the text within the widget.
	[Direction] *	Selects the direction of the text within the widget.
[Label]		**Properties for the widget's label**
	[Visible] *	Selects whether the label is visible.
	[Text]	Specifies the label.

Property		Value
	[Font Color] *	Specifies the color of the label.
	[Font] *	Specifies the font of the label.
	[Position] *	Selects the position of the label.
	[Alignment] *	Selects the alignment of the label.
	[Margin] *	Specifies how far the label is separated from the widget.

■ Lines

There is only one type of line widget.

● Line properties

Here we explain the parameters that are shown in the "Properties" area when the focus is on a line .

Areas whose Value field is darkly shaded cannot be edited.

Items with an "*" in Property are style-related information.

Property	Value
[General]	Overall properties of the widget
[Name]	The name of the widget.
[Type]	The type of widget.
[Visible]	Selects whether the widget is visible or invisible in control mode.
[Position/Appearance]	Overall appearance of the widget
[X]	Specifies the horizontal distance from the top left of the screen and the point at which the line starts being drawn.
[Y]	Specifies the vertical distance from the top left of the screen and the point at which the line starts being drawn.
[Angle]	Indicates the angle of the widget, relative to the bottom edge when the widget is placed.

Property	Value
[Length]	Indicates the length of the widget.
[Style] *	Selects the style of the widget.
[Color] *	Selects the color of the widget.
[Width] *	Specifies the width of the widget.

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■ Shapes and Images

These widgets are convenient for placing titles or comments. In addition to text, you can also assign a logo or other image. The following shapes and images widgets are available.

Widget name	Description
[Rectangle]	Rectangle
[Ellipse]	Ellipse
[Polygon]	Polygon
[Image]	Shows an image such as an icon or pattern.

For a polygon, you can right-click the widget to change the number and shape of the angles. To increase the number of angles, right-click where you want to add an angle. To decrease the number of angles, right-click the peak that you want to remove.

● Shape and Image properties

Here we explain the parameters that are shown in the "Properties" area when the focus is on a shape or an image. Depending on the widget or setting, some parameters are not shown.
Areas whose Value field is darkly shaded cannot be edited.
Items with an "*" in Property are style-related information.

Property	Value
[General]	Overall properties of the widget
[Name]	The name of the widget. If you place the widget first and assign a parameter later, you can enter a name here to indicate the parameter that you intend to assign.
[Type]	The type of widget.
[Visible]	Selects whether the widget is visible or invisible in control mode.
[Position/Appearance]	Overall appearance of the widget
[X]	Specifies the horizontal distance from the top left of the screen and the top left of the widget.
[Y]	Specifies the vertical distance from the top left of the screen and the top left of the widget.
[Width]	Specifies the width of the widget.
[Height]	Specifies the height of the widget.

Property		Value
	[Lock Aspect Ratio] *	Selects whether the width/height ratio of the widget will be fixed.
	[Corner] *	Specifies the roundness of the widget's corners.
	[Shape]	Selects the shape of the widget.
	[Border Style] *	Selects the type of border for the widget.
	[Border Color] *	Specifies the color of the widget's border.
	[Border Width] *	Specifies the width of the widget's border.
	[Gradient] *	Selects the type of gradation within the widget.
	[Color] *	Specifies the color within the widget.
	[Image] *	Specifies the image within the widget.
	[Image Expansion Mode] *	Selects how the image is seen within the widget.
	[Effect]*	Specifies how a shadow is added to the outer part of the widget.

Property		Value
[Text]		**Text within the widget**
	[Visible] *	Selects whether the text within the widget is visible.
	[Text]	Specifies the text within the widget.
	[Color] *	Specifies the color of the text within the widget.
	[Font] *	Specifies the font of the text within the widget.
	[Vertical Alignment] *	Selects the vertical position of the text within the widget.
	[Horizontal Alignment] *	Selects the horizontal position of the text within the widget.
	[Direction] *	Selects the direction of the text within the widget.

■ Showing and entering values

These widgets can show the current value of a parameter, or allow direct input. The following value widgets are available.

Widget name	Description
[Value]	Shows the current value of a parameter.
[Line Edit]	Directly inputs the numerical value of a parameter.

● Value properties

Here we explain the parameters that are shown in the "Properties" area when the focus is on a value. Depending on the settings, some parameters are not shown.
Areas whose Value field is darkly shaded cannot be edited.
Items with an "*" in Property are style-related information.

Property		Value
[General]		Overall properties of the widget
	[Name]	The name of the widget. If you place the widget first and assign a parameter later, you can enter a name here to indicate the parameter that you intend to assign.
	[Type]	The type of widget.
	[Visible]	Selects whether the widget is visible or invisible in control mode.

Property		Value
	[Read Only]	Selects whether the widget can be operated. If you select [Yes], the widget functions as a [Value] widget.
[Control]		Overall information on what is controlled
	[Model]	The model name of the device.
	[Device Identifier]	The identifier of the device. The unit ID or the IP address is shown.
	[Parameter Address]	The parameter name assigned to the widget.
[Position/Appearance]		Overall appearance of the widget
	[X]	Specifies the horizontal distance from the top left of the screen and the top left of the widget.
	[Y]	Specifies the vertical distance from the top left of the screen and the top left of the widget.
	[Width]	Specifies the width of the widget.
	[Height]	Specifies the height of the widget.
	[Lock Aspect Ratio] *	Selects whether the width/height ratio of the widget will be fixed.
	[Shape] *	Selects the shape of the widget.

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Property		Value
[Corner] *		Specifies the roundness of the widget's corners.
[Border Style] *		Selects the type of border for the widget.
[Border Color] *		Specifies the color of the widget's border.
[Border Width] *		Specifies the width of the widget's border.
[Gradient] *		Selects the type of gradation within the widget.
[Color] *		Specifies the color within the widget.
[Image] *		Specifies the image within the widget.
[Image Expansion Mode] *		Selects how the image is seen within the widget.
[Text]		**Text within the widget**
[Color] *		Specifies the color of the text within the widget.
[Font] *		Specifies the font of the text within the widget.
[Vertical Alignment] *		Selects the vertical position of the text within the widget.
[Horizontal Alignment] *		Selects the horizontal position of the text within the widget.

Property		Value
[Label]		**Properties for the widget's label**
[Visible] *		Selects whether the label is visible.
[Text]		Specifies the label.
[Font Color] *		Specifies the color of the label.
[Font] *		Specifies the font of the label.
[Position] *		Selects the position of the label.
[Alignment] *		Selects the alignment of the label.
[Margin] *		Specifies how far the label is separated from the widget.

■ System monitor

There is only one type of system monitor widget.
When you click the [System Monitor] widget, the "System Monitor" window appears, allowing you to check the device operating status information that has collected by "ProVisionaire Monitoring Service."
The color changes if a fault occurs in a device.

● System monitor properties

Here we explain the parameters that are shown in the "Properties" area when the focus is on a system monitor. Depending on the settings, some parameters are not shown.
Areas whose Value field is darkly shaded cannot be edited.
Items with an "*" in Property are style-related information.

Property	Value
[General]	Overall properties of the widget
[Name]	The name of the widget. If you place the widget first and assign a parameter later, you can enter a name here to indicate the parameter that you intend to assign.
[Type]	The type of widget.
[Visible]	Selects whether the widget is visible or invisible in control mode.

Property	Value
[Position/Appearance]	Overall appearance of the widget
[X]	Specifies the horizontal distance from the top left of the screen and the top left of the widget.
[Y]	Specifies the vertical distance from the top left of the screen and the top left of the widget.
[Width]	Specifies the width of the widget.
[Height]	Specifies the height of the widget.
[Lock Aspect Ratio] *	Selects whether the width/height ratio of the widget will be fixed.
[Shape] *	Selects the shape of the widget.
[Corner] *	Specifies the roundness of the widget's corners.
[Border Style] *	Selects the type of border for the widget.
[Border Color] *	Specifies the color of the widget's border.
[Border Width] *	Specifies the width of the widget's border.
[Gradient] *	Selects the type of gradation within the widget.
[Effect]*	Specifies how a shadow is added to the outer part of the widget.

Property	Value
[Text]	**Text within the widget**
[Font] *	Specifies the font of the text within the widget.
[Color] *	Specifies the color of the text within the widget.
[Vertical Alignment] *	Selects the vertical position of the text within the widget.
[Horizontal Alignment] *	Selects the horizontal position of the text within the widget.
[Direction] *	Selects the direction of the text within the widget.
[Label]	**Properties for the widget's label**
[Visible] *	Selects whether the label is visible.
[Text]	Specifies the label.
[Font] *	Specifies the font of the label.
[Font Color] *	Specifies the color of the label.
[Position] *	Selects the position of the label.
[Alignment] *	Selects the alignment of the label.
[Margin] *	Specifies how far the label is separated from the widget.

About the Expansion Mode

In the "Properties" area, below [Image], there will in some cases be [Image Expansion Mode]; similarly in the "Setup" dialog box's [Security] tab, there will in some cases be [Expansion Mode]. These items let you select how the image will be shown in the display area.

- **None**

  The image is placed in the center of the area without any change in size
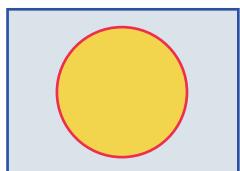
- **Full**

  The image is resized to fill the entire area vertically and horizontally
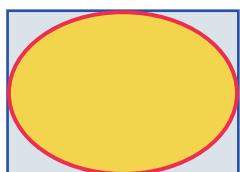
- **Aspect Fill**

  The image is resized so that the shorter dimension (height or width) fits the full area
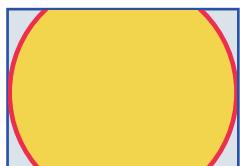
- **Aspect Fit**

  The image is resized so that the longer dimension (height or width) fits the full area
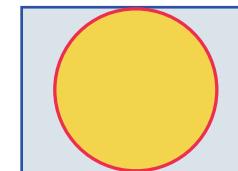
Dialog boxes and windows

Here we explain the dialog boxes and windows.

■ "Setup" dialog box

In this dialog box you make settings for the entire project or controller.
The displayed content differs between ProVisionaire Control and KIOSK. Here we explain using the dialog box for ProVisionaire Control.

[Network] tab

Here you can select the computer's network interface card (subsequently called the "network card") used for communicating with devices.
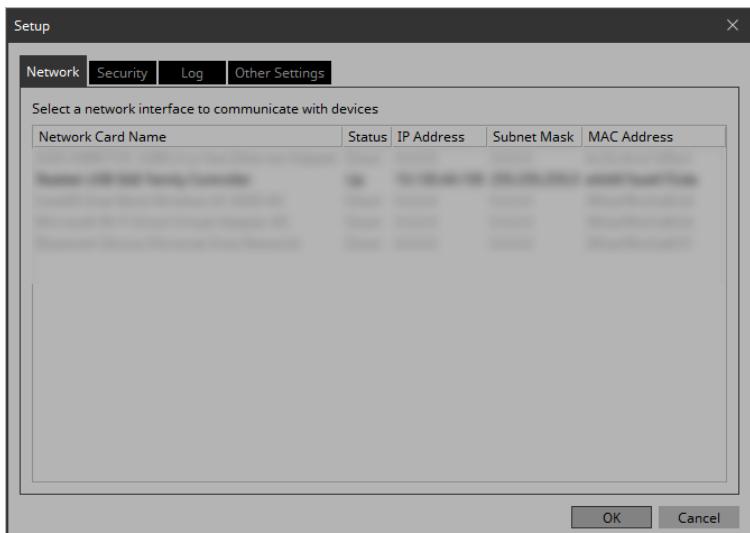
If the computer is not connected to the network, click the [Cancel] button to close the dialog box.

- **Network Card Name**
  Indicates the name of the network card.

- **Status**
  Indicates the status of the network card (Up or Down).
  A network card indicated as "Down" cannot be selected.

- **IP Address and Subnet Mask**
  Indicates the IP address and subnet mask that are assigned to the network card.
  If the network card is set to "obtain IP address automatically" but there is no DHCP server and therefore the IP address is not assigned, this indicates "0.0.0.0".
  Likewise, this indicates "0.0.0.0" if the network card is not physically connected.

- **MAC Address**
  Indicates the MAC address of the network card.
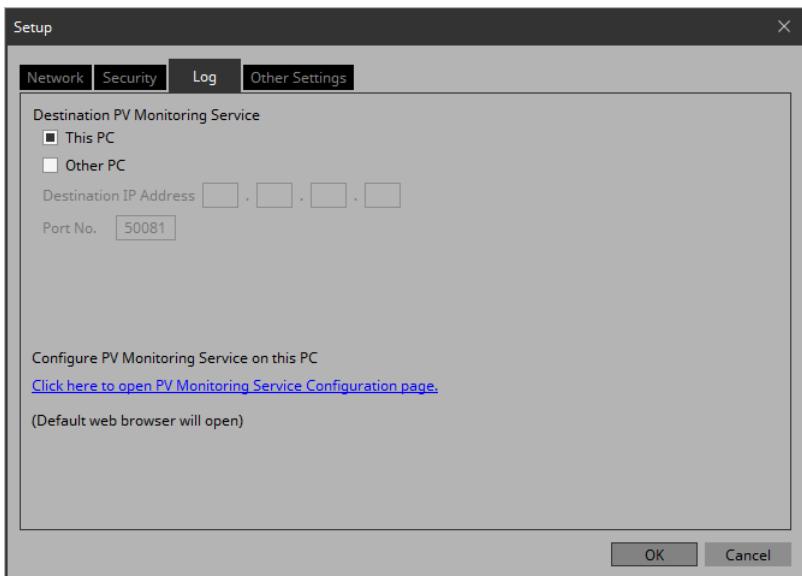
- **[OK] button**
  Updates the settings and closes the dialog box.

- **[Cancel] button**
  Closes the dialog box without updating the settings.

[Security] tab

Here you can make security settings.
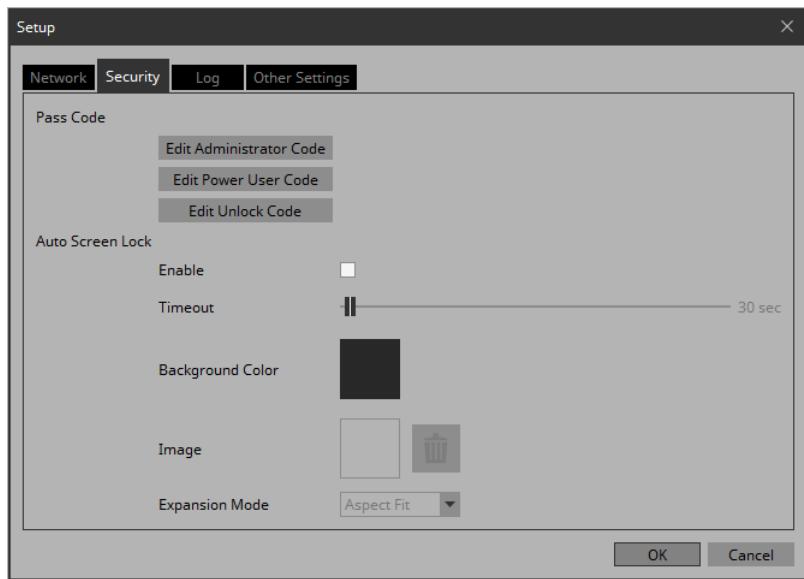
- **Pass Code [Edit Administrator Code]/[Edit Power User Code]/[Edit Unlock Code] buttons**
  Click a button to open the "Edit Pass Code" dialog box.
  When entering a pass code for the first time, leave the [Enter Current Pass Code] field empty when you specify the pass code.

- **Auto Screen Lock [Enable] check box**
  If this is selected, you can make screen lock settings.

- **Auto Screen Lock [Timeout] slider**
  Specifies the time until screen lock occurs.

- **Auto Screen Lock [Background Color] button**
  Click this to open the "Select Color" dialog box. Specify a background color that is used when the image is not shown in the full screen.

- **Auto Screen Lock [Image] button**
  Click this to open the "Select Image" dialog box. Select an image file that is shown when the screen is locked.

- **Auto Screen Lock Image trash can button**
  Cancels the selection of the image specified by the Screen Lock [Image] button. Even if this selection is canceled, the image remains embedded into the project file.

- **Auto Screen Lock [Expansion Mode] list box**
  From the list, select how the image will be shown in the display area. For details on these choices, refer to "About the Expansion Mode."

- **[OK] button**
  Updates the settings and closes the dialog box.

- **[Cancel] button**
  Closes the dialog box without updating the settings.

[Log] tab

Here you can make ProVisionaire Monitoring Service.

- **[This PC] radio button**

  Makes the "System Monitor" window display the device operating status information collected by the computer that you are currently operating.

- **[Other PC] radio button**

  Makes the "System Monitor" window display the device operating status information collected by another computer.

- **[Destination IP Address] text box**

  If the [Other PC] radio button is enabled, enter the IP address of the computer.

- **[Port No.] text box**

  Enter the port number used by "ProVisionaire Monitoring Service" on the other computer. The default value at installation is 50081.

  If you manually change the port number that is used by "ProVisionaire Monitoring Service" on the other computer, you must also change the firewall settings of the other computer.

- **[Click here to Open PV Monitoring Service Configuration page] link**

  When you click this, the "ProVisionaire Monitoring Service Settings" screen is displayed by the default web browser, allowing you to make settings for "ProVisionaire Monitoring Service" installed on the computer that you are currently operating. This cannot be displayed if Internet Explorer is specified as the default web browser, so you must specify a different web browser as the default web browser.

- **[OK] button**

  Updates the settings and closes the dialog box.

- **[Cancel] button**

  Closes the dialog box without updating the settings.

[Other Settings] tab

Here you can specify the units for the size and position information of the widgets.

This setting is saved in the computer, not in the project file.
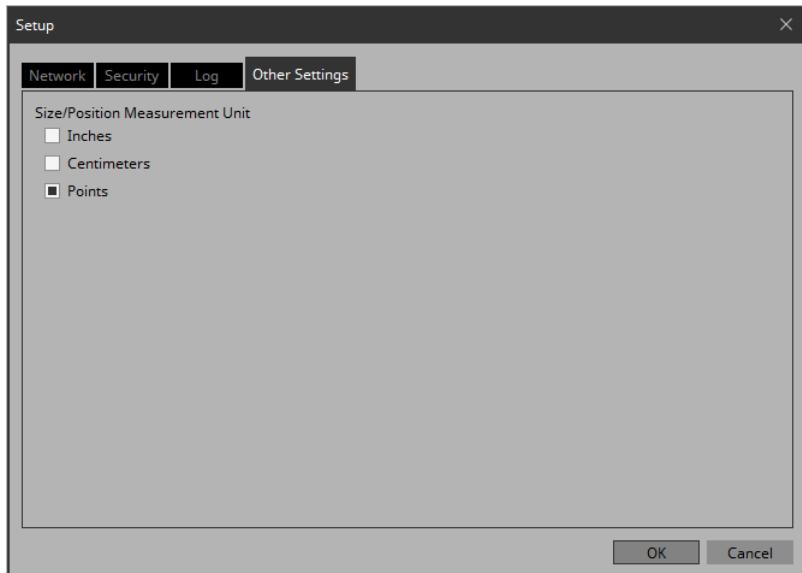
• **"Size/Position Measurement Unit" radio buttons**

Here you can select the units for the size and position information of the widgets.

• **[OK] button**

Updates the settings and closes the dialog box.

• **[Cancel] button**

Closes the dialog box without updating the settings.

■ "New Project Wizard" dialog box

Use this dialog box to create a new project.

1/2 Create Controller

Here you can make settings for a new controller.
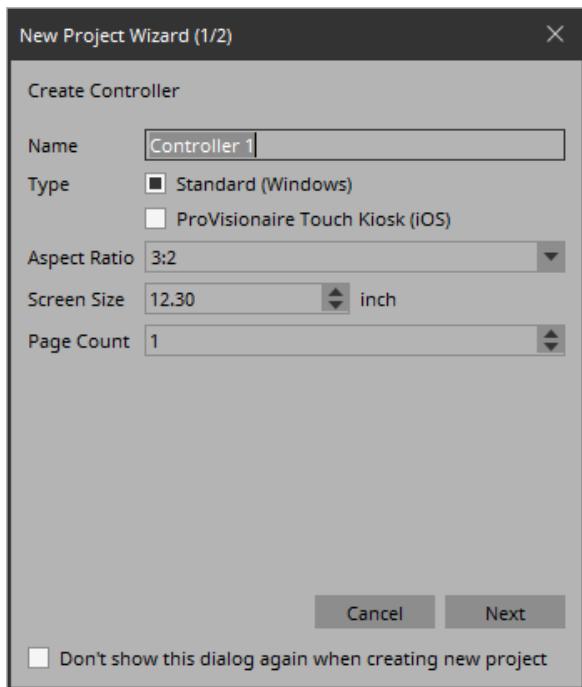
• **[Name] text box**

Specifies the name of the controller.

• **[Type] radio buttons**

Select whether the controller is used in KIOSK (Windows) or in ProVisionaire Touch KIOSK (iPad).

• **[Aspect ratio] list box**

Selects the aspect ratio of the screen in which KIOSK will run. This setting cannot be changed later.

• **[Screen size] spin box**

Specifies the size of the screen in which KIOSK will run. This will be the index by which the size or position of a widget is specified in cm or inches.

• **[Page count] spin box**

Specifies the number of pages for the controller.

• **[Cancel] button**

Closes the dialog box without updating the settings.

• **[Next] button**
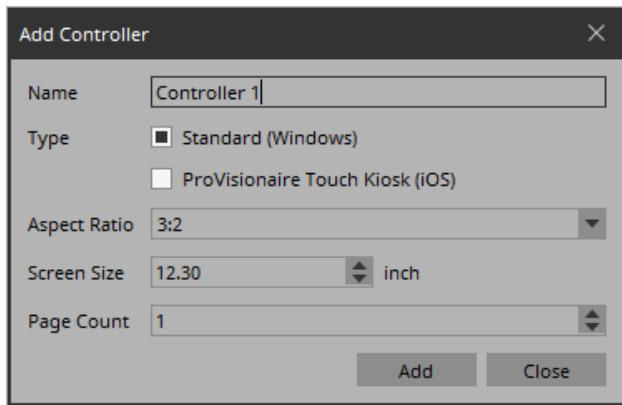
Moves to 2/2, where you can make device settings.

• **[Don't show this dialog again when creating new project] check box**

If this check box is selected, the "New Project Wizard" does not appear when you execute [New Project].
If you want to clear this check box, execute [New Project Wizard] and clear the check box.

2/2 Add Device

Here you can make settings for the device(s) to be registered in the project.

• **[Device Type] list box**
  Selects the type of device.

• **[Model] list box**
  Selects the model name of the device.

• **[Match Device by] list box**
  Selects how the device is identified.
  If you select [Unit ID], the [Unit ID] list box and [Count] spin box are shown below.

If you select [IP Address], the [IP Address] text box is shown below.
If you want to control a device that is on a different subnet than KIOSK, select [IP Address].

• **[Unit ID] list box**
  Selects the starting unit ID of the devices that you want to register.

• **[Count] spin box**
  Specifies the number of units of the devices that you want to register.

• **[IP Address] text box**
  Specifies the IP address of the device that you want to register.

• **[Add] button**
  Registers the device(s) and closes the dialog box.
  If you want to register another device, execute [Add Device] in the "Devices" area.

• **[Close] button**
  Closes the dialog box without registering a device.

• **[Don't show this dialog again when creating new project] check box**
  If this check box is selected, the "New Project Wizard" does not appear when you execute [New Project].
  If you want to clear this check box, execute [New Project Wizard] and clear the check box.

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■ "Add Controller" dialog box

Here you can add a controller to the project.

- **[Name] text box**

  Specifies the name of the controller.

- **[Type] radio buttons**

  Select whether the controller is used in KIOSK (Windows) or in ProVisionaire Touch KIOSK (iPad).

- **[Aspect ratio] list box**

  Selects the aspect ratio of the screen in which KIOSK will run. This setting cannot be changed later.

- **[Screen size] spin box**

  Specifies the size of the screen in which KIOSK will run.

- **[Page count] spin box**

  Specifies the number of pages for the controller.

- **[Add] button**

  Adds a controller and closes the dialog box.

- **[Close] button**

  Closes the dialog box without adding a controller.

■ "Run Controller File" dialog box

Here you can transfer a controller file to an iPad that is running Pro-Visionaire Touch KIOSK and is on the same network, and execute it on the iPad. This is shown if the "Type" of the selected controller is "ProVisionaire Touch Kiosk (iOS)."
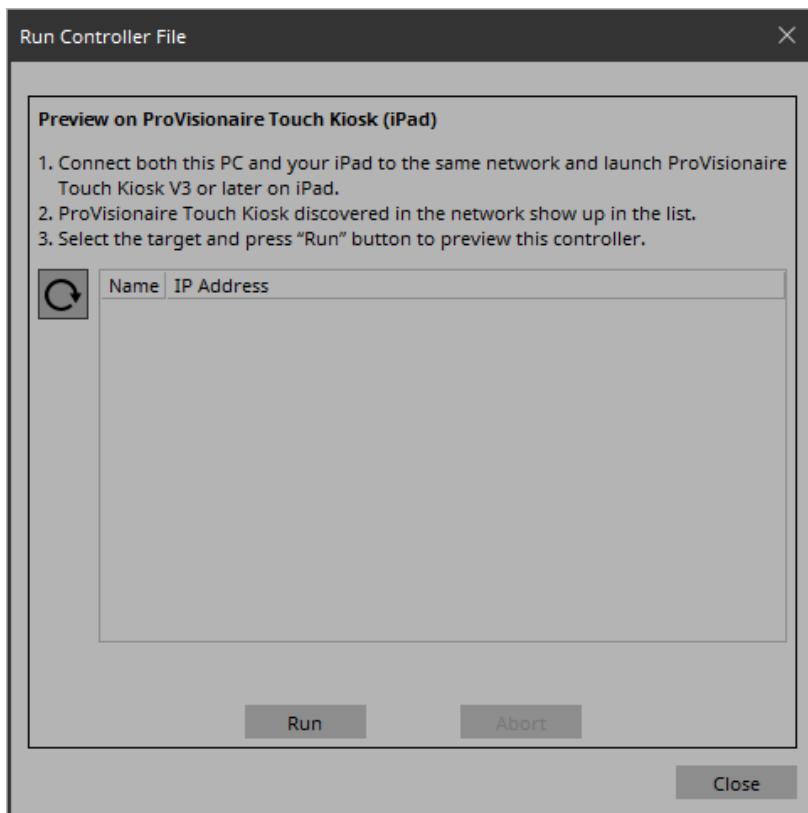
• ⟳ **(Refresh) button**

Updates the iPad list.

• **[Name]/[IP Address]**

Shows information about the iPad units that are connected to the same network as the computer running KIOSK and is running ProVisionaire Touch KIOSK. When transferring a controller file, select the transfer-destination in this field.

• **[Run] button**

Transfers the controller file to the iPad that is selected in the [Name]/[IP Address] field. The receiving ProVisionaire Touch KIOSK shows a confirmation screen.

• **[Abort] button**

Cancels controller file transfer.

• **[Close] button**

Closes the dialog box.

■ "Export Controller File" dialog box

Here you can create a control file for ProVisionaire Touch KIOSK, or transfer a control file to an iPad that is running ProVisionaire Touch KIOSK. This is shown if the "Type" of the selected controller is "ProVisionaire Touch Kiosk (iOS)."

- **[Controller Name]**
  Shows the name of the controller for which a file will be created.

- **[File Name] text box**
  Enter the file name that you want to create.

- **[Close] button**
  Closes the dialog box.

[To Your Computer] tab

Select this when you want to save the control file to the computer. By using [Transfer Controller File] on the [File] menu of KIOSK, the saved file can be transferred to an iPad that is running ProVisionaire Touch KIOSK.
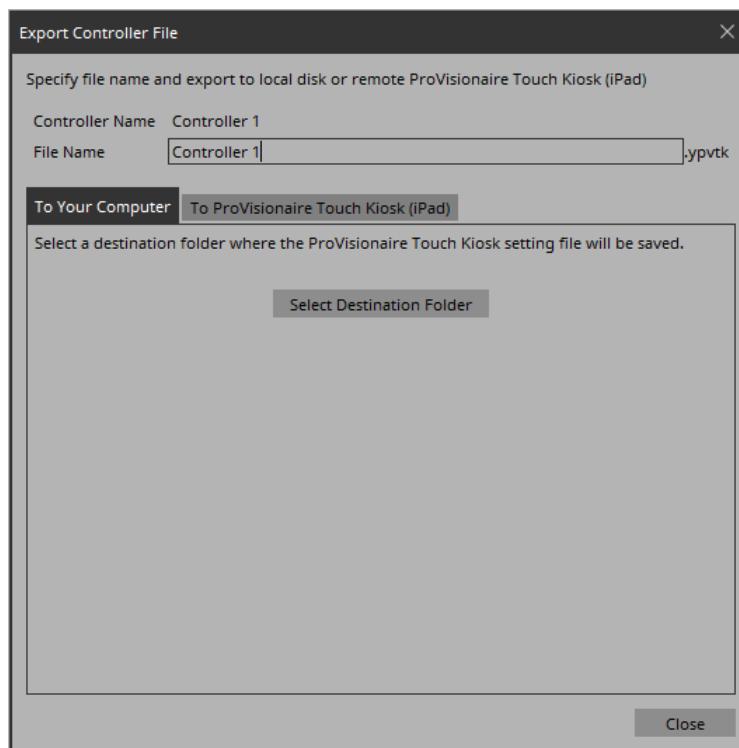
- **[Select Destination Folder] button**
  Selects the save-destination for the controller file and save the controller file.

[To ProVisionaire Touch Kiosk] tab

Without saving the controller file to the computer, transfers it to the iPad that is running ProVisionaire Touch KIOSK.
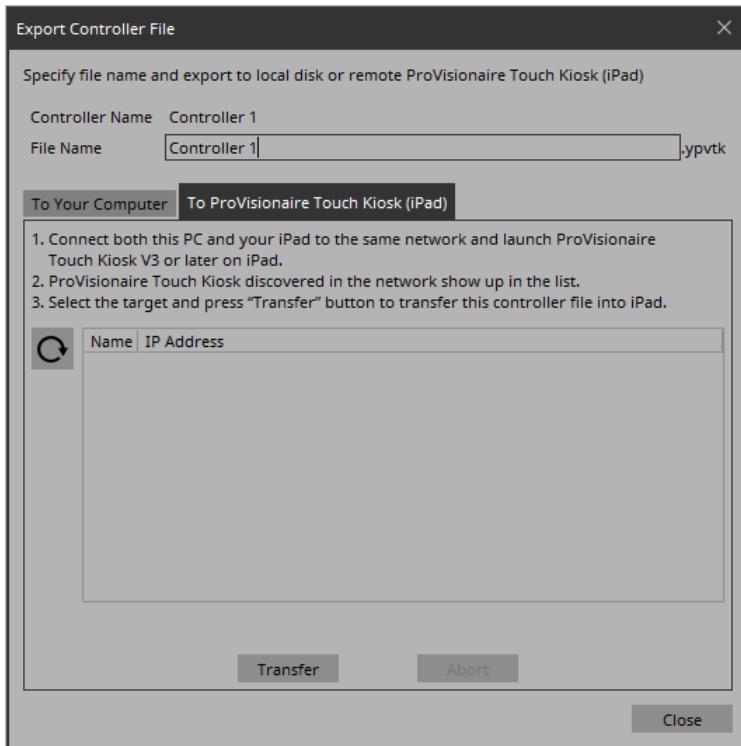
- **(Refresh) button**

  Updates the iPad list.

- **[Name]/[IP Address]**

  Shows information about the iPad units that are connected to the same network as the computer running KIOSK and is running ProVisionaire Touch KIOSK. When transferring a controller file, select the transfer-destination in this field.

- **[Transfer] button**

  Transfers the controller file specified by [File Name] to the iPad that is selected by [Name]/[IP Address].

- **[Abort] button**

  Cancels controller file transfer.

■ "Imported Images" dialog box

Here you can view or delete image data embedded in the project file.
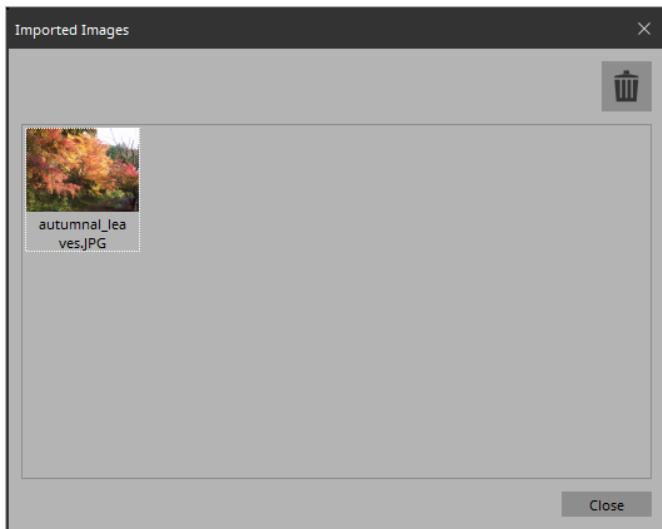
- **Image tile**

  Shows the image data embedded in the project file. To delete data, select the tile of the file that you want to delete.

- **Trash can button**

  Deletes the data whose image tile is selected from the project file.

- **[Close] button**

  Closes the dialog box.

■ "Add Device" dialog box

Here you can add a device to the project.

- **[Device Type] list box**
  Selects the type of device.

- **[Model] list box**
  Selects the model name of the device.

- **[Match Device by] list box**
  Selects how the device is identified.
  If you select [Unit ID], the [Unit ID] list box and [Count] spin box are shown below.
  If you select [IP Address], the [IP Address] text box is shown below.
  If you want to control a device that is on a different subnet than KIOSK, select [IP Address].

- **[Unit ID] list box**
  Selects the starting unit ID of the devices that you want to register.

- **[Count] spin box**
  Specifies the number of units of the devices that you want to register.

- **[IP Address] text box**
  Specifies the IP address of the device that you want to register.

- **[Add] button**
  Registers the device(s) and closes the dialog box.

- **[Close] button**
  Closes the dialog box without registering a device.

■ "Target Editor" dialog box

Here you can show or modify parameter information for buttons (master buttons) to which are assigned parameters of multiple devices or multiple parameters of a single device.

- **[No.]**

  Shows the number of the assigned parameter.

- **[Models]**

  Shows the model name of the assigned parameter.

- **[Device Identifier]**

  Shows or changes the UNIT ID or IP address of the assigned parameter.

- **[Parameter Address]("On/Off" button, "Direct Set" button)**

  Shows the type of the assigned parameter.

- **[Channel(X)]/[Channel(Y)] ("On/Off" button, "Direct Set" button)**

  Shows or changes the channel number of the assigned parameter.

- **[On Value]/[Off Value] ("On/Off" button)**

  Shows or changes whether the assigned parameter is turned on or off when the button is on or off.

- **[Preset/Scene/Snapshot]("Recall" button)**

  Shows the type of the assigned parameter.

- **Preset/Scene/Snapshot [No.]("Recall" button)**

  Shows or changes the recall number of the assigned parameter.

- **[Press Value]("Direct Set" button)**

  Shows or changes the value that is specified when the button is pressed.

- **[Clear]**

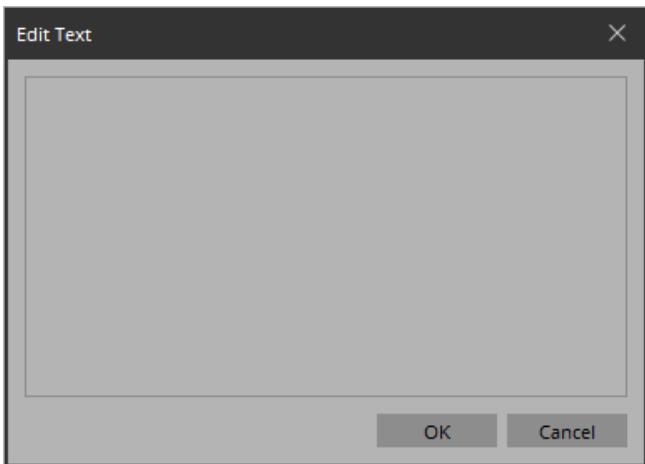 Clears the assigned parameter.

- **[OK] button**

  Applies the settings and closes the dialog box.

- **[Cancel] button**

  Closes the dialog box without applying the settings.

■ "Edit Text" dialog box

Here you can edit the text of a label, etc.

- **Text box**

  Enter or edit text here. You might or might not be able to enter a line-return, depending on the item.
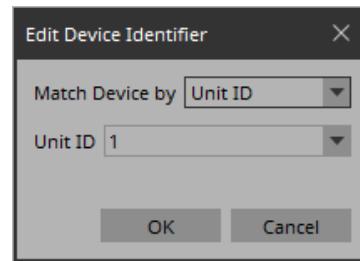
- **[OK] button**

  Applies the text and closes the dialog box.

- **[Cancel] button**

  Closes the dialog box without applying the entered or edited text.

■ "Edit Device Identifier" dialog box

Here you can edit the identifying information of a device.

- **[Match Device by] list box**

  Selects how the device is identified.
  If you select [Unit ID], the [Unit ID] list box is shown below.
  If you select [IP Address], the [IP Address] text box is shown below.

- **[Unit ID] list box**

  Selects the starting unit ID of the devices that you want to register.

- **[IP Address] text box**

  Specifies the IP address of the device that you want to register.

- **[OK] button**

  Applies the settings and closes the dialog box.
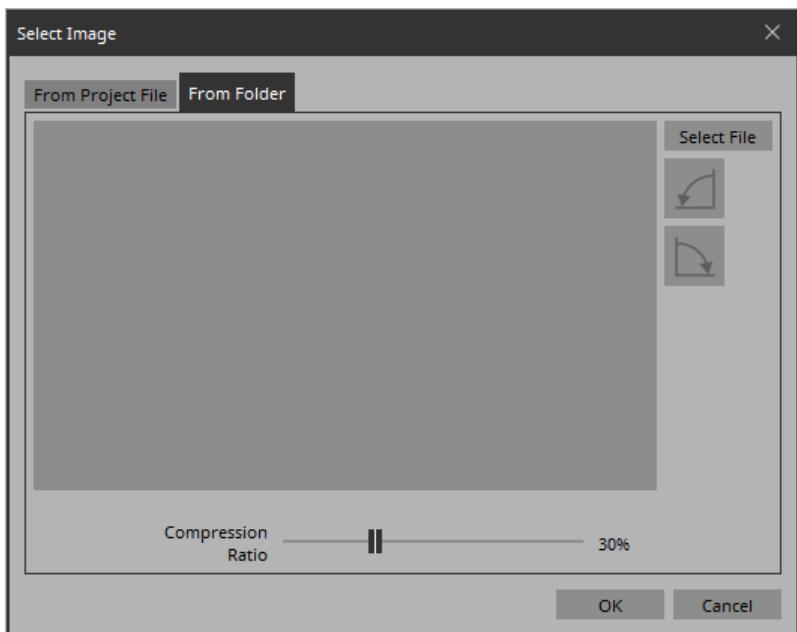
- **[Cancel] button**

  Closes the dialog box without applying the settings.

■ "Select Image" dialog box

Here you can select image data to use.

[From Folder] tab

Here you can select an image file from a folder of the computer.

- **[Select File] button**
  Clicking this button opens a dialog box where you can select an image file.

- **Rotate counterclockwise button**
  Rotates the displayed image 90 degrees counterclockwise.

- **Rotate clockwise button**
  Rotates the displayed image 90 degrees clockwise.

- **[Compression Ratio] slider**
  Specifies the compression ratio when embedding the image in the project file.

- **[OK] button**
  Applies the image and closes the dialog box.

- **[Cancel] button**
  Closes the dialog box without applying the image.

[From Project File] tab

Here you can select image data from the project file.
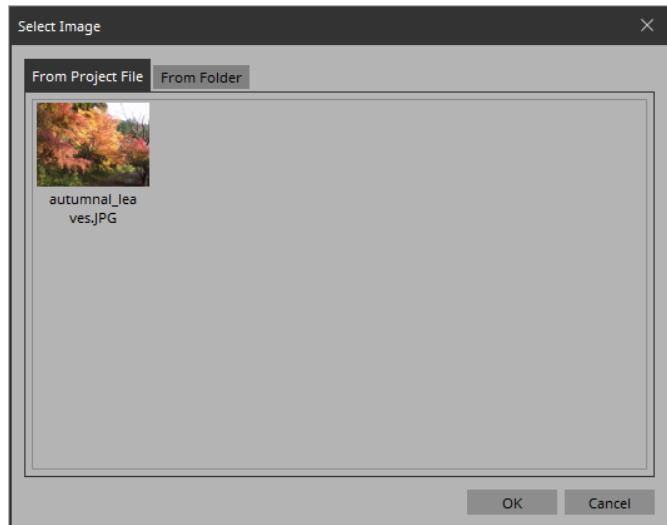
- **Image tile**

  Shows the image data embedded in the project file. Select the image that you want to use.
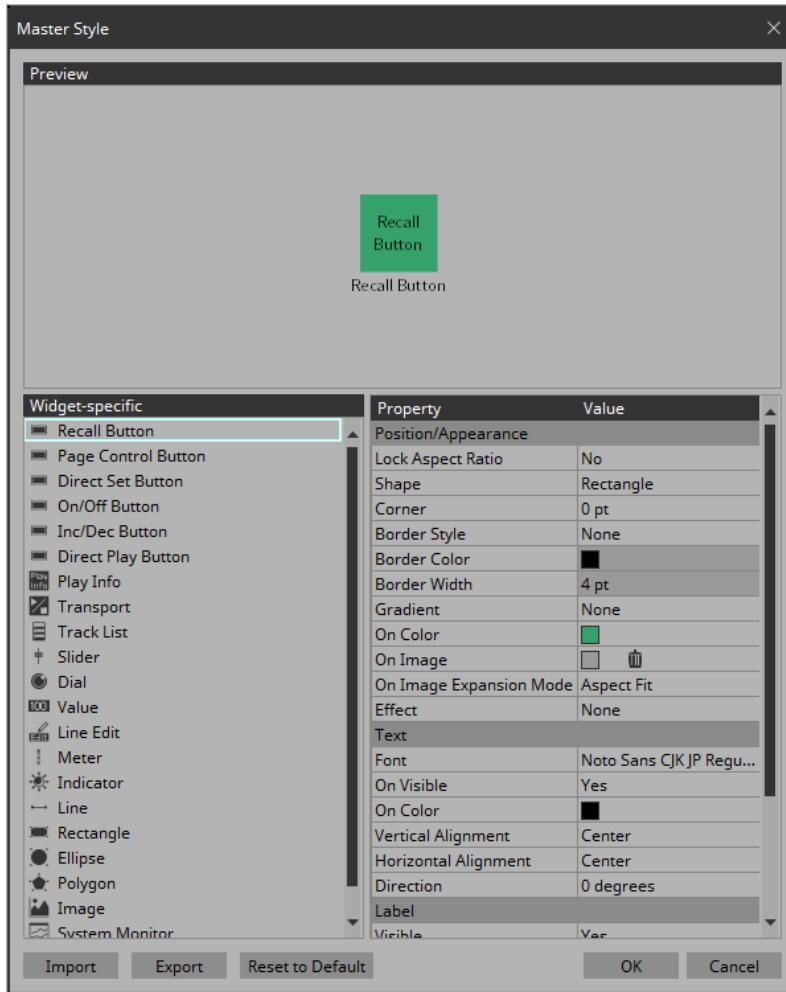
- **[OK] button**

  Applies the selected image and closes the dialog box.

- **[Cancel] button**

  Closes the dialog box without applying the selected image data.

■ "Master Style" dialog box

Here you can confirm and edit the master style of each widget in the project.

- **Preview**

  Shows the shape etc. in the master style for the widget selected by Widget-specific.

- **Widget-specific**

  When you select a widget, the Preview widget is switched, and master style information for that widget is shown at the right.

- **Property/Value**

  Master style information of the selected widget. This can also be edited.

- **[Import] button**

  Imports and overwrites master style information.

- **[Export] button**

  Saves the current master style information as a file.

- **[Reset to Default] button**

  Returns to the master style immediately after installation.

- **[OK] button**

  Applies the settings and closes the dialog box.

- **[Cancel] button**

  Closes the dialog box without applying the settings.

■ "System Monitor" window

This shows the device operating status information that has been collected by ProVisionaire Monitoring Service.

Device list

Lists the compatible devices that are connected.
By clicking the [▼] in each column, you can sort or filter by keyword.

❶ Status indicator

This indicates the highest level of fault for all connected devices. If there is no fault, this indicates "OK."

❷ Filter button (⬛)

Only the devices for which a fault has occurred are shown.

❸ Device list

[Identify] button
When you click this, the indicators of the device flash for several seconds.

[Model]
Indicates the model name of the device.

[ID]
Indicates the UNIT ID of the device.

[IP Address]
Indicates the IP address of the device.

[Firmware Version]
Indicates the MAIN firmware version of the device.

[Status]
Indicates whether the device is powered-on and whether it is online.

[Fault]
Indicates the fault that is occurring on the device.

[Mute]
Indicates whether the fault has caused the device to be muted. Depending on the condition of the device, it might be muted or unmuted automatically.

[Detail] button
Shows detailed information for the device.

Device details

Shows detailed information for the device.

Overview shows information for the device, and Detail shows information about the device's operating status.

- **[Overview] tab**
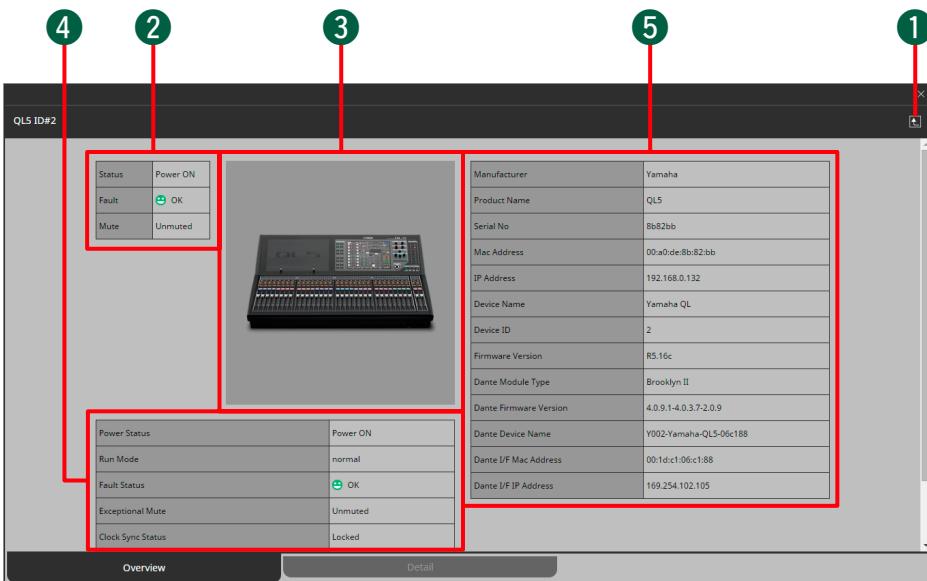
❶ **Back button (🔼)**

Returns to the device list.

❷ **Summary of device status**

Shows a simplified view of the device status.

❸ **Device image**

Shows a graphic of the currently-viewed device.

❹ **Status of entire device**

Shows a simplified view of the overall status of the device.

❺ **Device profile**

Shows a profile of the device, including its firmware version.

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- **[Detail] tab**

❶ Back button (⬆)
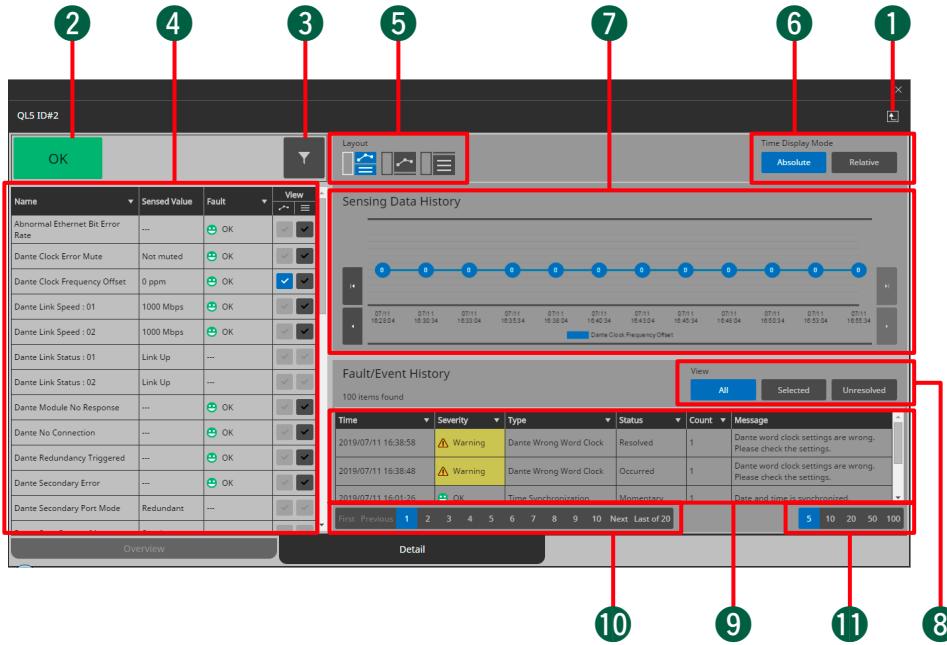
Returns to the device list.

❷ Status indicator

This indicates the highest level of fault for the device. If there is no fault, this indicates "OK."

❸ Filter button (▼)

Only the items for which a fault has occurred are shown.

❹ Item list

This is a list of the operating status information that is being monitored. By clicking the [▼] in each column, you can sort or filter by keyword.

[Name]
These are the names of the operating status items that are being monitored.

[Sensed Value]
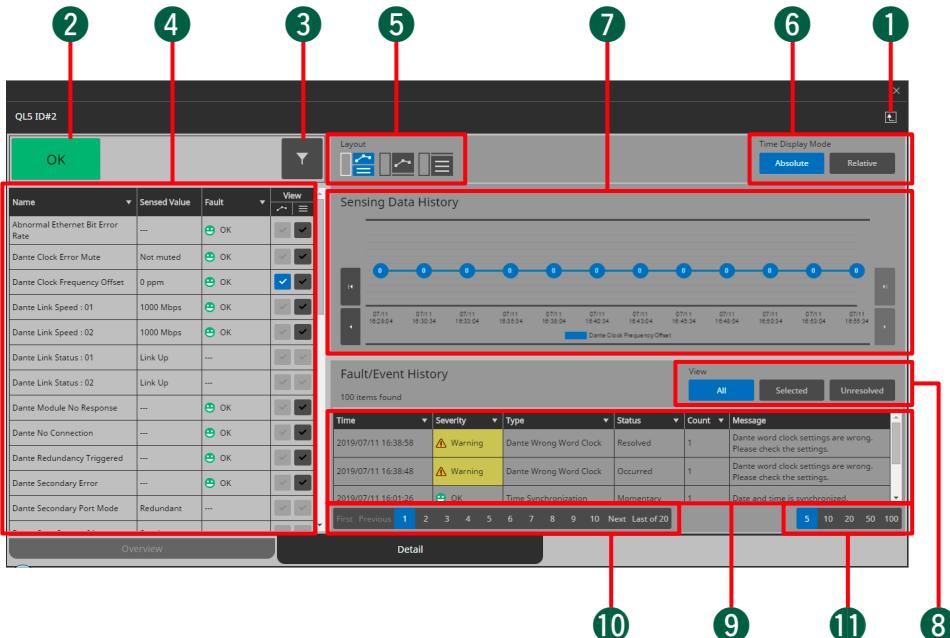This shows the operating status information.

[Fault]
Indicates the fault that is occurring on the device.

[View]
Add a check mark to the items that you want to be shown in "Sensing Data History" or "Fault/Event History."

❺ [Layout] button ( )

Switches the layout of the "Sensing Data History" and "Fault/Event History" display.

⑥ Time Display Mode

Selects the type of time information shown in the "Sensing Data History" graph and "Fault/Event History." [Absolute] shows absolute time expressed as a date and hours/minutes/seconds, and [Relative] shows the cumulative number of occurrences and the time elapsed since startup.

⑦ "Sensing Data History" graph

The items that are checked in the [View] item list are shown as a graph.

[◄|]/[◄]

Shows the time span earlier than the currently shown time.
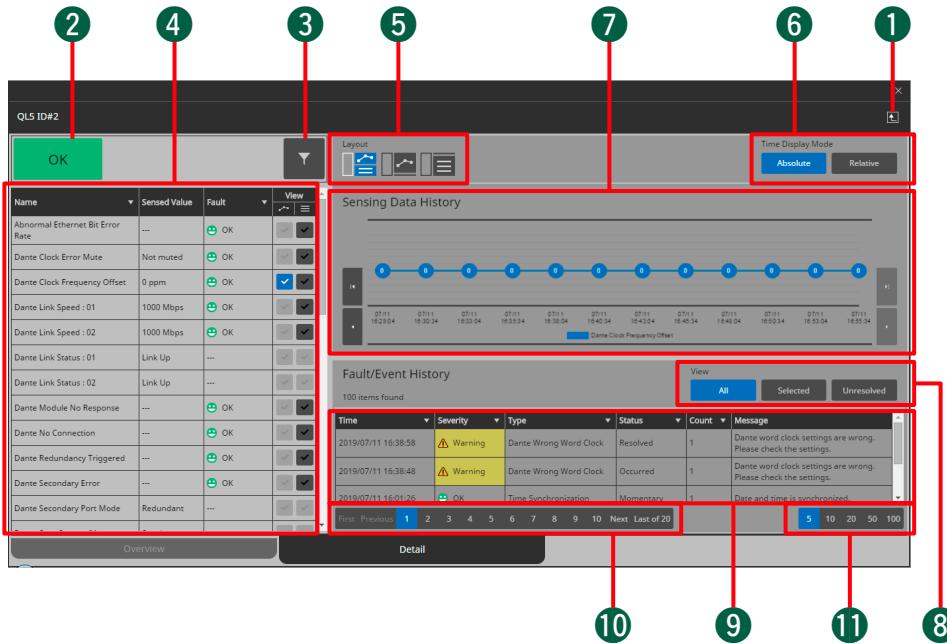
[|►]/[►]

Shows the time span later than the currently shown time.

⑧ View [All]/[Selected]/[Unresolved] button

If [All] is selected, all alerts and events saved in ProVisionaire Monitoring Service are shown.
If [Selected] is selected, the items that are checked in the [View] item list are shown.
If [Unresolved] is selected, only the unresolved faults and events are shown.

❾ Item list

Shows information for the faults and events that occurred. By clicking the [▼] in each column, you can sort or select the items that are shown.

> **[Time]**
> Shows the date and time at which the faults and events occurred.
>
> **[Severity]**
> Shows the severity of the faults and events that occurred.
>
> **[Type]**
> Shows the type of faults and events that occurred.
>
> **[Status]**
> Shows the current status of the fault.
>
> **[Count]**
> Shows the number of times that the same fault or event occurred before the following fault or event occurred.
>
> **[Message]**
> Shows detailed information for the faults that occurred.

❿ Pagination button

Switches between types of faults or events shown in the item list.

⓫ Buttons to change the number of items displayed

Specify the maximum number of faults or events that are shown in the item list.

■ "ProVisionaire Monitoring Service Settings" view

Here you can make settings for the ProVisionaire Monitoring Service that is installed on the computer.
There are two ways to access this screen. You can open it by clicking the link in the [Log] tab of the "Setup" dialog box, or you can click the Windows [Start] menu → [Yamaha ProVisionaire Monitoring Service] → [ProVisionaire Monitoring Service] to open it.
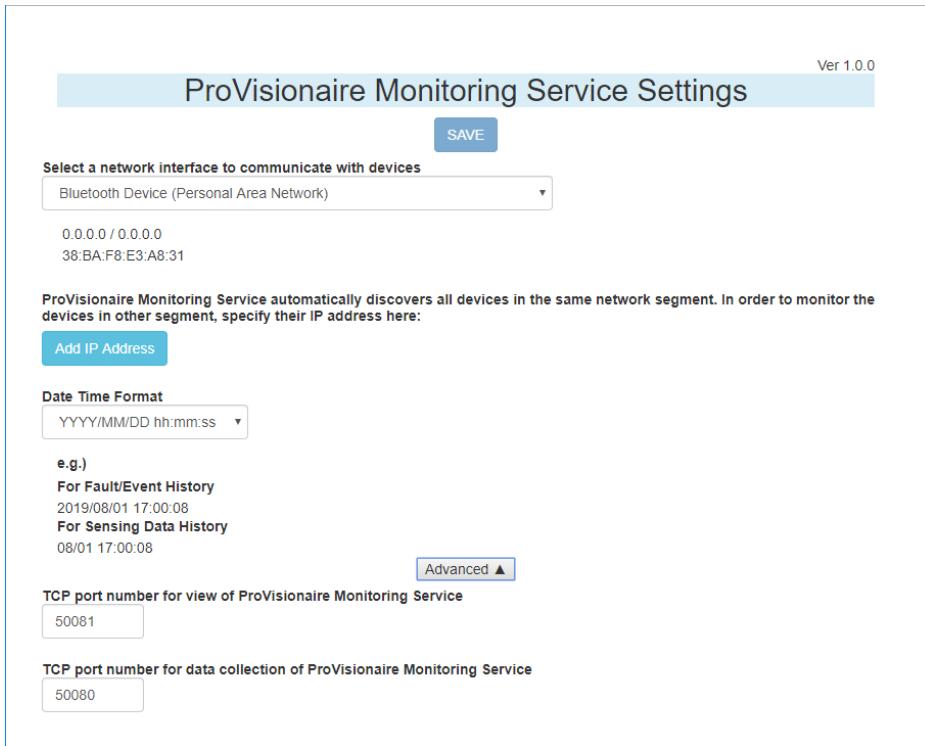
- **[SAVE] button**

  Applies the settings to ProVisionaire Monitoring Service.

- **[Select a network interface to communicate with devices] list box**

  Selects the network interface used to obtain device operating status information.

- **[Add IP Address] button**

  Allows you to enter the IP address and model of a device that is on a different subnet.

- **[Date Time Format] list box**

  Selects the time format that is shown in the "System Monitor" window's "Sensing Data History" graph or in the "Fault/Event History" list.

- **[Advanced] button**

  Shows or hides the detailed settings.

- **[TCP port number for view of ProVisionaire Monitoring Service] spin box / text box**

  Specifies the TCP port number used for passing the operating status information to another computer. If you change this, you must also change the Windows firewall settings. By default, this is set to "50081."

- **[TCP port number for data collection of ProVisionaire Monitoring Service] spin box / text box**

  Specifies the TCP port number used for collecting the operating status information. If you change this, you must also change the Windows firewall settings. By default, this is set to "50080."

Specifying the IP address

Using the following procedure, specify the IP address of the network interface card of the computer to which the devices are connected.

1. **Open "Network Connections."**

• **Windows 7 / 8.1 users:**
Click the start button; then in the search box that appears, enter ncpa.cpl, and open "Network Connections."

• **Windows 10 users:**
In the search box located at the right of the start button, or in Cortana, enter ncpa.cpl, and open "Network Connections."

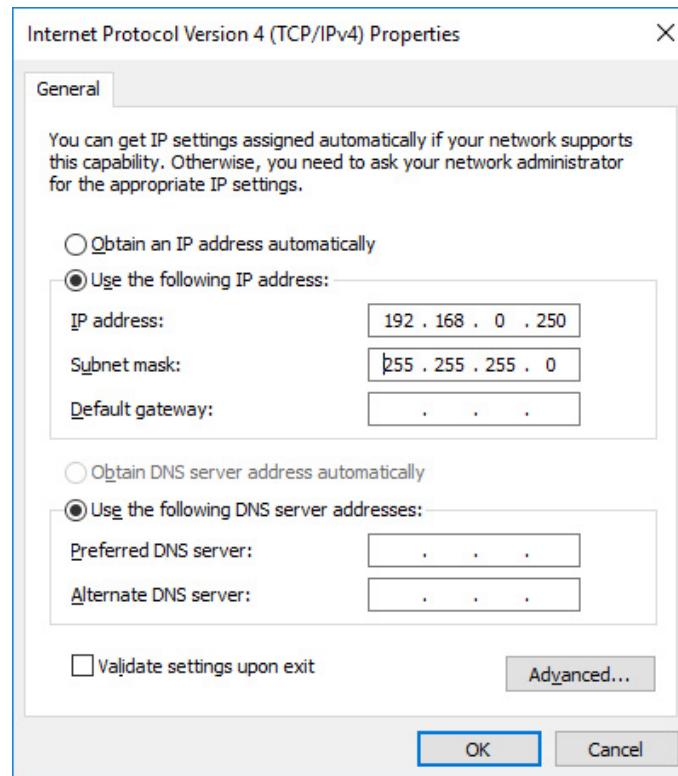*2.* **Right-click the interface card that you want to connect to the system, and choose [Properties].**

3. **Click [Internet Protocol Version 4 (TCP/IPv4)], and then click the [Properties] button.**

4. **Select the [Use the following IP address] radio button.**

5. **Specify the IP address and subnet mask.**
If the device's IP address is 192.168.0.x, specify an IP address such as 192.168.0.250 for the same subnet, setting the subnet to 255.255.255.0.
If you want to use a different address, contact the network administrator for the IP address and subnet mask values that can be used.

Internet Protocol Version 4 (TCP/IPv4) Properties ✕

General

You can get IP settings assigned automatically if your network supports this capability. Otherwise, you need to ask your network administrator for the appropriate IP settings.

○ Obtain an IP address automatically
◉ Use the following IP address:
IP address: 192 . 168 . 0 . 250
Subnet mask: 255 . 255 . 255 . 0
Default gateway: . . .

○ Obtain DNS server address automatically
◉ Use the following DNS server addresses:
Preferred DNS server: . . .
Alternate DNS server: . . .

☐ Validate settings upon exit   Advanced...

OK   Cancel

6. **Click the [OK] button.**
Close the [Internet Protocol Version 4 (TCP/IPv4) Properties] dialog box.

7. **Click the [OK] button.**
The interface's "Properties" dialog box closes.

This completes the settings.

Tips

Here are some things that are convenient to know when creating a project.

Q: **I want to create multiple widgets of the same design.**

A: After designing one widget, copy and paste the widget, then
change the category; alternatively, use [Copy Style] then [Paste
Style], and then drag and drop parameters to create multiple wid-
gets of the same design.
If you want all widgets to have the same design, you can register it
as the master style so that it will be the default design.
You can also work more efficiently by using functions such as
Group, Repeat, and Duplicate to Other Channels.

Q: **Is there a suggested size for widgets?**

A: Try designing the widgets with a size of approximately 1 cm for
the slider knobs or dial grips. On the Yamaha CL series, the fader
knobs are 1 cm wide.
When you change the screen size, the size of previously-placed
widgets changes accordingly. If you change the screen size, you
should also change the size of the widgets.

Q: **I want to enable screen lock using a button, rather than after a
specified length of time.**

A: Place a "Page Control Button" widget, and in the "Properties" area,
in "Control," set "Page Control Action" to [Screen Lock].
If you want to specify an image for when the screen is locked, go to
the "Setup" dialog box's [Security] tab, select the Screen Lock
[Enable] check box, and specify an image. After making these set-
tings, you can clear the Screen Lock [Enable] check box so that
screen lock is not applied after a specified length of time, but the
image setting for screen lock is maintained. Button operation and
the passage of time can both be used together to activate screen
lock.

Q: **I want to hide the work area grid.**

A: In page properties, set the [Dot Color] Alpha value to 0.

Q: **I want to control a device that's on a different subnet.**

A: When registering the device, use the [Match Device by] list box to
select [IP Address], and specify the IP address. To change a device
registered using [Unit ID] to registration by IP address, select the
device in the "Devices" area, then in the "Properties" area's [Iden-
tifier] click "Value" and use the "Edit Device Identifier" dialog box
to make the change.

Q: **What should I be aware of when running KIOSK on a computer equipped with a touch panel?**

A: If KIOSK is running as full-screen, it will not be possible to perform operations such as shutting down the computer unless a keyboard is connected. Place a [Page Control] button widget on one of the pages, and in the "Properties" area, set [Page Control Action] to [Close]. When that button is tapped, the screen for loading a controller file appears, allowing you to close KIOSK.
Additionally, some standard functions such as snap and shake will not operate.

Troubleshooting

Problem	Cause	Action
During installation, you are asked for the PostgreSQL user name and password, but upon entering these, you get an indication that the entries are incorrect, and are unable to proceed.	There is a mistake in the entries. You forgot.	Uninstall PostgreSQL. Since the password is saved in the database files that remain after uninstallation, you must delete these as well. In most cases, you will delete the following folder. C:\Program Files (x86)\PostgreSQL The folder to be deleted might be different depending on your operating system environment.
Can't go online.	The network interface card selection is wrong.	In the "Setup" dialog box, select the network interface card that is connected to the device.
	The network interface card settings are wrong.	**If using Windows 7/8.1,** click the start button, then in the search box that appears, enter ncpa.cpl, and open "Network Connections." Right-click the network interface card that you want to connect to the system, choose [Properties], and make sure that the IP/v4 settings are correct. **If using Windows 10,** enter ncpa.cpl in the search box at the right of the start button or in Cortana, and open "Network Connections." Right-click the network interface card that you want to connect to the system, choose [Properties], and make sure that the IP/v4 settings are correct.
	You have exceeded the maximum number of devices that can be connected simultaneously.	There is a limit on the number of devices that can be simultaneously connected to KIOSK or to R Remote. In particular, note that two R-series (AD/DA), Tio1608-D, or NXAMPmkII units can be connected simultaneously.
	The device-related settings are incorrect.	Make sure that the identification settings of the device match the device identification settings in ProVisionaire Control.

Problem	Cause	Action
A floating area is not shown in the display.	The floating area was moved outside the visible area of the display.	On the [View] menu, execute the [Dock All] command.
Operating status information is not shown in the "System Monitor" window.	Three or more computers on which "ProVisionaire Monitoring Service" is running are connected to the same network.	Allow no more than two computers on the same network to be running "ProVisionaire Monitoring Service."