



Swyx Skin Editor - User Documentation

Swyx Skin Editor - The Editor for creating individual skins

As of: December 2009

© 2000-2009 Swyx. All rights reserved.

Legal Information

Whilst Swyx attempt to convey accurate and current information relative to the creation of SwyxWare and this documentation, the information provided in this user guide may contain typographical or technical errors.

This documentation, including all information contained herein is provided "as is", without any warranty of any kind, whether expressed or implied, including, but not restricted to, any implied warranties of merchantability or fitness for a particular purpose or non-infringement. This documentation, including all information contained herein is provided "as is", without any warranty of any kind, whether express or implied, including, but not restricted to any implied warranties of merchantability or fitness for a particular purpose.

Trademark: Swyx, SwyxIt! and "Click. Phone. Smile." are registered trademarks of Swyx. All other trademarks and product names are trademarks or registered trademarks of the respective owners. This documentation is proprietary intellectual property of Swyx. Reproduction, adaptation, or translation of this documentation without the express written consent of Swyx is prohibited and will be prosecuted as a violation of intellectual property rights.



Swyx Solutions AG

Joseph-von-Fraunhofer-Str. 13a

D-44227 Dortmund

www.swyx.com

Table of Contents

1	The Use of Skins	4
1.1	Load Skin	4
1.2	Edit Skin	5
1.2.1	New (Menu Command)	6
1.2.2	Highlighting One or More Objects.....	6
1.2.3	Copy (Menu Command).....	6
1.2.4	Copy Several Elements	6
1.2.5	Insert (Menu Command)	7
1.2.6	Remove (Menu Command)	7
1.2.7	Copy Style (Menu Command)	7
1.2.8	Paste Style (Menu Command)	7
1.2.9	Object to Foreground (Menu Command)	8
1.2.10	Object one Position up (Menu Command)	8
1.2.11	Object to Background (Menu Command)	8
1.2.12	Bring object one Position down (Menu Command).....	8
1.2.13	Reset all Strings (Menu Command).....	8
1.2.14	Load Skin... (Menu Command).....	8
1.2.15	Edit Skin (Menu Command)	8
1.2.16	Save Skin... (Menu Command)	9
1.2.17	Help Topics (Menu Command).....	9
1.2.18	Info about SwyxIt!... (Menu Command)	9
1.2.19	Exit (Menu Command).....	9
1.2.20	Editing the Background Images.....	9
1.2.21	Copy between Skins	10
1.2.22	Move Object	10
1.2.23	Editing Buttons (Action Areas).....	10
1.2.24	Edit information areas (display elements).....	14
1.2.25	Edit slider.....	19
1.2.26	Tabs (page elements)	22
1.2.27	SwyxIt! Web Extension	24
1.3	Save Skin.....	27

1 The Use of Skins

One impressive characteristic of SwyxIt! is the fact that you can design the user interface to completely meet your requirements. This type of freely-configurable "interface" or external design is called a Skin.

This chapter explains how to load, edit, and create new displays of the SwyxIt! interface (so-called Skins).

A number of different Skin designs have been supplied together with your SwyxIt!. These Skins fulfill different requirements (e.g. Skins for everyday use, Skins for the Switch, or small Skins, which only take up a small amount of space on the screen). The administrator can also define a Standard Skin, which you will find right at the top of the list of Skins ("System Standard").

For more information, please contact your system administrator. You can also download further Skins from the Swyx website.



You must have the appropriate rights granted by the system administrator to load, edit, and create Skins. The following rights are possible:

- "Editing of Skins allowed": You are allowed to edit existing Skins, to save them under another name and, in this way, to create a "new" Skin.
- "Changing of Skins allowed": You are allowed to load another Skin and the "Skin" drop-down list is activated.

The right(s) which you have been granted can be seen under User Settings. For further information, please refer to the SwyxIt! documentation.

The administrator is further able to assign you any skin or the Standard Skin.

1.1 Load Skin



A Skin is generally saved in the form of a compressed CAB file. All the information SwyxIt! needs in order to create the Skin from the individual components (background images, buttons, and displays) are located in this file.

Download Skin from the Swyx Website

In SwyxWare you have various Skins available on SwyxServer. In addition, Swyx offers further Skins on the website for download. You can download these using the Help menu or the "Skin" tab in the "File" menu or user profile.



This is how you load another Skin

1. You have several options:
 - Click with the right mouse button on the SwyxIt! user interface. Then, in the shortcut menu, click on "File | Skin | Load..." or
 - go to the menu bar and click on "File | Skin | Load..."

The "Properties of..." window will appear.



Figure 1-1 Skin Properties

2. Select the Skin you want from the "Skin" drop-down list. After a skin is selected, a preview of this skin may be displayed. You can also download a new Skin here from the Swyx website. Simply click on the link "Skin Download" below the preview area.
3. Click "OK" when you have chosen the skin you want.



If you have loaded a Skin, which has fewer Line buttons than your previous Skin, your Line configuration will remain the same. All calls for lines which are not visible on the current Skin are assigned to the first available Line button, so that none of your calls will be lost. If the default line is no longer available

after changing the skin (e.g. line 3 is the default line, but the new skin has only 2 line buttons), SwyxIt! behaves as if no default line was defined. If you later use a Skin with more available Line buttons, then the old line configuration will be used again.

1.2 Edit Skin

You must switch to Edit Mode in order to change the user interface.



The option of changing the Skin is intended especially for those users who already have experience with user interfaces. For this reason, you can only use these functions if the system administrator has given you explicit permission to do so.

The following changeable elements are provided within a Skin:

- background images
- action areas (buttons)
- information areas (display elements)
- Slider
- Web Extension
- Tabs (page elements)

Skins are saved as a compressed Cabinet Archive (CAB) on SwyxServer. A CAB contains the following files:

- Skin definition files (SKN)
- a file with information about the transparent background (RegionCache.dat)
- Graphics
- video clips (AVI)

In addition, the currently selected Skin is saved locally on your PC. If you work at a company location which is not the same as the SwyxServer location, and if you are connected to SwyxServer via a WAN (Wide Area Network), then this is an advantage because, during SwyxIt! Logon, the Skin does not have to be loaded from SwyxServer, but rather the local copy can be accessed.



Due to the fact that the interface is not available as usual while editing the telephony functionality, your telephoning capability will be limited while you are editing. Incoming calls can be answered, for example, lifting the handset, using the menu bar of the non-transparent Skin, or “Functions | Pick up call”.



This is how you edit the user interface

1. You have several options:
 - Click with the right mouse button on the SwyxIt! user interface. Then, in the shortcut menu, click on “File | Skin | Edit” or
 - go to the menu bar and click on "File | Skin | Edit...".

Information concerning the current Online Help appears.

You are now in Edit Mode, which is used to change the current interface. You can change the appearance of existing elements (objects) or add, copy, and delete new elements.

The following describes how you can change the appearance of the interface.

This is how you change the objects of the user interface

1. Click with the right mouse button on the SwyxIt! user interface.

The shortcut menu will appear.

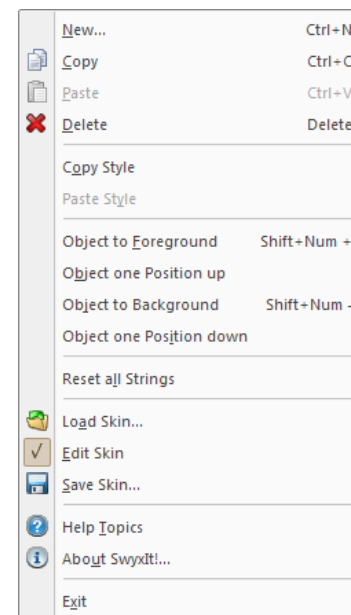


Figure 1-2 The Shortcut Menu for the Skin Edit Mode

The following is a description of the menu commands.

1.2.1 New (Menu Command)

Insert a new object as described in the following.



It is often more practical to copy defined buttons (action areas), display elements (information areas) or sliders which have already been completed, than to design them from scratch (see *Copy (Menu Command)*, page 6).

This is how you insert a new object

1. Click with the right mouse button on the SwyxIt! user interface.

The shortcut menu will appear.

2. Click on "New...".

The following window appears: "Insert New Object".

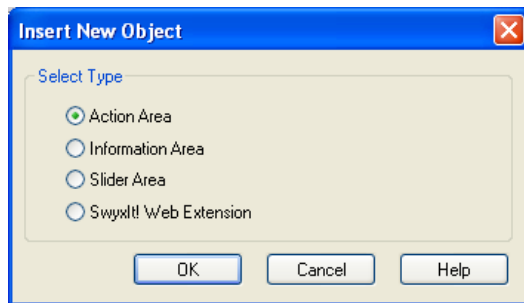


Figure 1-3 The Selection Window for New Object

3. You have several options:
 - Click on "Action Area" to create a new button or
 - Click on "Information Area" to create a new display element, or
 - Click on "Slider" in order to create a new slider.
4. Click on "OK".
The "Properties of..." window will appear.
5. Configure
 - the new action area, as described in *Configuring a Button*, page 10.
 - the new information area, as described in *Configure display element*, page 15.
 - the new slider, as described in *Configuring the Slider*, page 19.
 - the new SwyxIt! Web Extension, as described in *SwyxIt! Web Extension*, page 24.

1.2.2 Highlighting One or More Objects

If you would like to move, copy or delete an existing object, you must first highlight it.

This is how you highlight an object

1. Click on a button or on the display element.
The element will be highlighted, i.e. framed by a dotted line and its "Properties of..." tab will open.
2. You can also highlight several objects at once if you would like to edit the objects together.



This is how you highlight several objects

1. Click on a button or on the display element that you would like to highlight.
2. Keep the Shift button pressed and click on all other objects you would like to select.
If you would like to undo the highlighting of an object, press the Ctrl key and click on this object.



The highlighting state of an object can be switched by pressing the Ctrl key and clicking.

1.2.3 Copy (Menu Command)

The following describes how to copy an existing object onto the Clipboard.

This is how you copy an existing object

1. Click with the right mouse button on the button or display element you would like to copy.
The shortcut menu will appear.
2. Click on "Copy".
The object is copied to the Clipboard.



1.2.4 Copy Several Elements

You can also copy several objects at the same time by highlighting all of them and continuing to treat them as one object.

This is how you copy several existing objects

1. Click on a button or on the display element that you would like to highlight.
2. Keep the Shift button pressed and click on all other objects you would like to select.
You have now highlighted all of the desired objects.



3. Keep pressing the Shift key and click with the right mouse button on the highlighted elements.
The shortcut menu will appear.
4. Click on “Copy”.
The highlighted objects will be copied to a Clipboard as one common object.



You can also use the key combination of Ctrl+C to copy the highlighted objects to the Clipboard and insert the objects with Ctrl+V.

1.2.5 Insert (Menu Command)

You can insert a single object or commonly highlighted and copied objects from the Clipboard. Insert such an object as described in the following.

This is how you paste the objects from the Clipboard

1. Click with the right mouse button on the SwyxIt! user interface.
The shortcut menu will appear.
2. Click on “Insert”.


The object will be inserted onto the interface.

The “Properties of...” tab will appear as soon as you change the placement of the inserted object.

If you have copied several individual objects at once, no “Properties of...” tab will open. You must first remove the common highlighting by clicking on the SwyxIt! interface, for example, in order to define the properties of the individual elements.



The “OK”, “Cancel”, “Apply”, and “Help” buttons in the Properties window are only available when creating a new object.

In the case of objects which have already been defined (e.g. copied objects), all changes are automatically applied when you click on the  to close the window.

If you have mistakenly made changes to a Skin, you can reject these changes by not saving the modified Skin. However, the modified Skin will remain until you log off from your SwyxIt! and it can also be saved later (see chapter 1.3, *Save Skin*, page 27).

3. Configure
 - the new action area, as described in *Configuring a Button*, page 10.
 - the new information area, as described in *Configure display element*, page 15.
 - the new slider, as described in *Configuring the Slider*, page 19.
 - the new SwyxIt! Web Extension, as described in *SwyxIt! Web Extension*, page 24.

1.2.6 Remove (Menu Command)

Remove one or more objects as described in the following.

This is how you remove an object

1. Highlight one or more objects (see *This is how you highlight several objects*, page 6).
2. Click with the right mouse button on the highlighted button or display element you would like to remove.
The shortcut menu will appear.
3. Click on “Remove”.
The objects are no longer found on the interface.



You can also use the “Del” key to remove the highlighted objects.

1.2.7 Copy Style (Menu Command)

You can copy the style of an element and apply it to a similar element in another Skin.

This is how you copy the style of an element onto the Clipboard

1. Highlight the object, whose style is to be copied, by clicking on the object.
2. Click with the right mouse button on this object.
The shortcut menu will appear.
3. Select “Copy Style”.
The style will be transferred to the Clipboard.

You can now change the Skin as you normally would and paste the style in the new Skin. For further information please refer to chapter 1.2.21, *Copy between Skins*, page 10.



1.2.8 Paste Style (Menu Command)

You can paste the style of a similar element from the Clipboard.

Please remember that it is only possible to transfer the style definitions between similar elements. This is especially useful for information areas (display elements) and action areas (Speed Dials, Shortcut buttons and Line buttons).



This is how you paste the style from the Clipboard

1. Highlight the object that will receive the style definitions from the Clipboard.
2. Click with the right mouse button on this object.
The shortcut menu will appear.
3. Select “Paste Style”.
The style will be transferred from the Clipboard.



1.2.9 Object to Foreground (Menu Command)

If several elements overlap, you can change the position of any element within the display level.

The display level indicates the position of the element within the level. If a Line button is partially covered by another button, for example, you can move the button located in the background to the foreground.



This is how you bring an object to the foreground



1. Click with the right mouse button on the element whose position you would like to change.
The shortcut menu will appear.
2. Click on "Object to Foreground".
This will make the element the first element in the display level.

1.2.10 Object one Position up (Menu Command)

In contrast to the command "Object to Foreground", this command will result in the object only being moved one position up.

This is how you move an object within the display level one position up



1. Click with the right mouse button on the element whose position you would like to change.
The shortcut menu will appear.
2. Click on "Object one Position up".
The element moves one position up within the display level.

1.2.11 Object to Background (Menu Command)

If several elements overlap, you can change the position of any element within the display level. The display level indicates the position of the element within the level. If a Line Button is partially covered by another button, for example, you can move the button located in the foreground to the background.

This is how you move an object to the background



1. Click with the right mouse button on the element whose position you would like to change.
The shortcut menu will appear.
2. Click on "Object to Background".
This will make the element the last element in the display level.

1.2.12 Bring object one Position down (Menu Command)

In contrast to the command "Object to Background", in this case, the object is only moved one position down.

This is how you move an object within the display level one position down



1. Click with the right mouse button on the element whose position you would like to change.
The shortcut menu will appear.
2. Click on "Object one Position down".
The element moves one position down within the display level.

1.2.13 Reset all Strings (Menu Command)

This command is used to assign the default labels of the Skin again.

This is how you assign the default labels again



1. Click with the right mouse button on the SwyxIt! user interface.
The shortcut menu will appear.
2. Click on "Reset all Strings".
The default labels are assigned again.

1.2.14 Load Skin... (Menu Command)

You can use another available user interface (see chapter 1.1, Load Skin, page 4).

1.2.15 Edit Skin (Menu Command)

Because you are already in Edit Mode (indicated by the check mark ✓), you can finish editing the Skin by clicking once again on "Edit Skin".

This is how you finish Skin Editing

You are in Edit Mode for the Skin.



1. Click with the right mouse button on the SwyxIt! user interface.
The shortcut menu will appear.
2. Click on "Edit Skin".
A message will appear indicating that the user interface has been changed.
3. Click on "Yes" if you would like to save the changes.
The following window appears: "Overwrite File".
4. Enter a name for the changed Skin. Only apply the name of the existing Skin if you would like to overwrite the file.
5. Click on "OK".
The Skin will be saved under the name you have entered.

1.2.16 Save Skin... (Menu Command)

You can save the changes you have made to the user interface (see chapter 1.3, Save Skin, page 27).

1.2.17 Help Topics (Menu Command)

You can show Online Help.

1.2.18 Info about Swyxt!... (Menu Command)

You can have Swyxt! show version and copyright information.

1.2.19 Exit (Menu Command)

This will exit Swyxt!.

1.2.20 Editing the Background Images

You can assign any background images to Swyxt!. You can use the following formats for this: BMP, GIF, JPEG or TIFF. The Swyxt! window size is then equivalent to the size of the graphic used.

In addition, you can define a second background image. In this case, a distinction is made between the active and the inactive state of the Swyxt!-window, which cannot be easily distinguished on sight when using a transparent Skin.

Example:

You define a blue background for the active state and a gray background for the inactive state. You now see a Swyxt!-window with a gray background on your PC. If you receive a call or if you activate the Swyxt! interface yourself by clicking on it, the gray background will change to a blue one.



This is how you define graphics for the background

You are in Edit Mode for the Skin.

1. Click on the Swyxt! user interface.

The "Properties of..." window will appear.

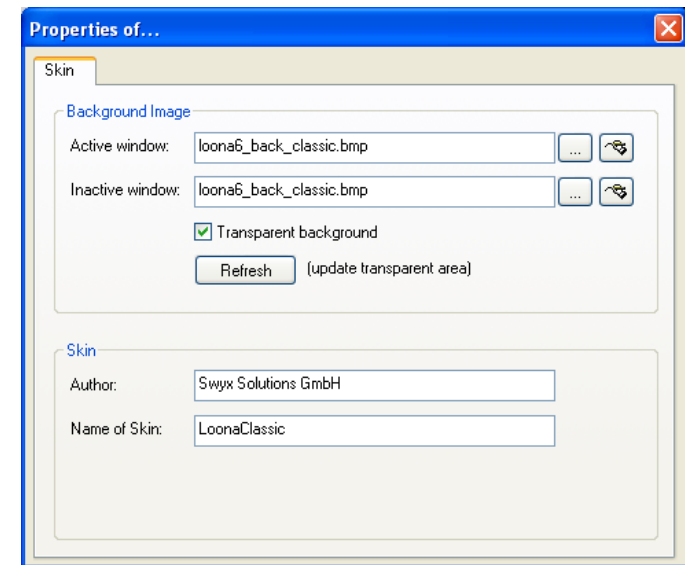




Figure 1-4 Skin Properties

2. Define the graphic file you would like to use for the Swyxt! background in the field "Active window":
 - Click on , to search for the appropriate files.
 - or
 - Click on , in order to edit the selected graphic using the linked graphic application.
3. If you would like to define a second background image for the inactive state, enter the appropriate graphic file in the field "Inactive window". If you do not wish to have a second background image, just leave this field empty.




Please remember that the graphics for both background images should be the same size.

4. Switch the option "Transparent background" in order to display the Swyxt! interface without window frames and menu bar.

If you use this option and the graphic format does not support transparency (BMP, JPG), the color of the upper left pixel of the graphic will be interpreted as a transparent color. This means that all sections of the background image which are displayed in this color will be transparent.

If the graphic format supports alpha channel transparency, the transparency information of the relevant pixel will be applied.

5. Click on "Refresh" in order to re-integrate the graphic.
It makes sense to do this if you use a drawing program to change the background graphic while you are editing the current Skin.
6. Enter your name in the "Author" field.
7. Enter the name of the Skin in the "Name of Skin" field.
8. Click on , to close the window.

1.2.21 Copy between Skins

In order to simplify the creation or modification of a Skin, it is possible to copy elements from one Skin to another.



This is how you copy elements from one Skin to another

1. Load the first Skin (see This is how you load another Skin, page 4).
2. Highlight one or more objects,
see This is how you highlight several objects, page 6.
3. Copy these objects to the Clipboard,
see This is how you copy several existing objects, page 6.
4. Close the first Skin without saving it,
see This is how you finish Skin Editing, page 8.
5. Load the second Skin (see This is how you load another Skin, page 4).
6. Paste the copied elements from the Clipboard by clicking with the right mouse button on the interface.
The shortcut menu will appear.
7. Click on "Insert".
The objects are pasted from the Clipboard and can now you can edit them further.
8. Define the properties of the elements by clicking on them to open the "Properties of..." page.

1.2.22 Move Object


You can place individual elements of the Skin or even groups of elements.

This is how you move an object

You are in Edit Mode for the Skin.



1. Click on the object whose position you want to change.
The object is highlighted. The "Properties of..." window will appear.
2. Click once again on the object and keep the mouse button pressed.
3. Use the mouse to drag the object to the position you want.

4. Release the mouse button.
5. If necessary, you can adjust the position with the help of the x- and y-axes.
6. Click on , to close the window.



It is possible to position not only one object, but to highlight several objects (see *This is how you highlight several objects, page 6*) and then place all of them together.

1.2.23 Editing Buttons (Action Areas)

Swyxit! offers you the option of changing existing buttons or icon buttons, and adding or deleting buttons and/or icons.

Configuring a Button

With Swyxit! you can change the appearance and function of every individual button. A button is made up of the following changeable components:

- Key function (type)
- button background image
- button state
- image or animation which indicates the respective state of the button
- button label (text or image)

This is how you change the appearance of a button

1. Click on the button to be changed.
The following window appears: "Properties of..." with several tabs.



The "General" Tab

This tab helps you to define the general settings for the button.

This is how you define the general settings for a button

1. Click in the drop-down list on "Type" on the button type (function).
2. Enter the text to be used for the label of the button in the "Name" field. You can only change the label for Speed Dials, Line Buttons, and Shortcuts within the configuration of the normal mode, which means after leaving the editing mode.



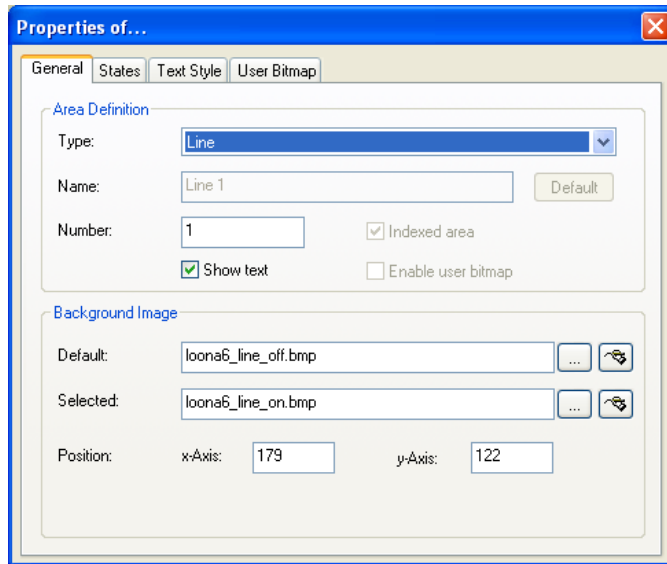


Figure 1-5 General Properties of a Button

3. Click on "Default" to use a possible default text (standard) as the name for the button type selected in "Type".
4. Enter a specific number in the "Number" field for Line, Shortcut, and Speed Dial buttons.

If, for example, you have copied a Speed Dial, you will, at first, be able to dial the same destination from both buttons. If you would actually like to have two buttons, which are assigned with different destinations, then you must give the buttons different numbers. Only then can you assign different Speed Dials to both buttons in the normal mode.



5. The checkbox "Indexed area" indicates that this button type is indexed. It is then possible to assign your own information area to this index. This option is only relevant for line buttons.

Example:

You have a button "Line 1" and a button "Line 2". You can later add an information area, which is only assigned to Line 1. Here you can display the call history, for example. This allows you to illustrate the execution of a call and the various connection attempts.

6. Activate the checkbox "Show Text" if you would like to label the button with the text entered under "Name". The position, color, and font of the text is set on the "Text Style" tab.
7. Activate the checkbox "Enable User Bitmap" so that it is possible for the user to define an image after leaving the Edit Mode. This option is only available for Speed Dials and Shortcut buttons.

8. You define the graphic file which you would like to use for the button background, under "Background image" in the "Normal" field:

- Click on , to search for the appropriate files or
- Click on , in order to modify the selected graphic using the linked graphic application.

You must always specify a background image in the "Normal" field. If you leave this field blank, an error message will be displayed when you close the tab.

Define further background images if necessary for specific states of the relevant button.

- "Selected" field: The graphic file to be used instead of the normal button background image when this button is active. This option is only available for line buttons and tab elements.
- Deactivated: The graphic file to be used instead of the normal button background image when this button is not active.
- Clicked: The graphic file to be used instead of the normal button background image when this button is clicked.
- MouseOver: The graphic file to be used instead of the normal button background image when the mouse pointer is moved over this button.

If you do not specify a background image for a particular state, the graphic given in the "Normal" field is used.

You can define further background images for button-specific states on the "States" tab.

For formats that don't support transparency, the color of the upper left pixel of the graphic is interpreted as a transparent color. This means that the background graphic of the Skin will show through in all areas of the button background in which this color occurs.

9. The coordinates of the button within the SwyXt! interface can be defined under "Position" in the "x-Axis" and "y-Axis" fields. The zero point of the coordinate system lies in the upper left corner.

The "States" Tab

Each button can take on different states depending on its type. The button can be assigned an image (BMP file) or an animation (AVI file) for each of these states.

This is how you define the state properties for a button

1. Open "State" and click on the "Name" drop-down list.

Here you will find a list of all the available states according to the type of the button.



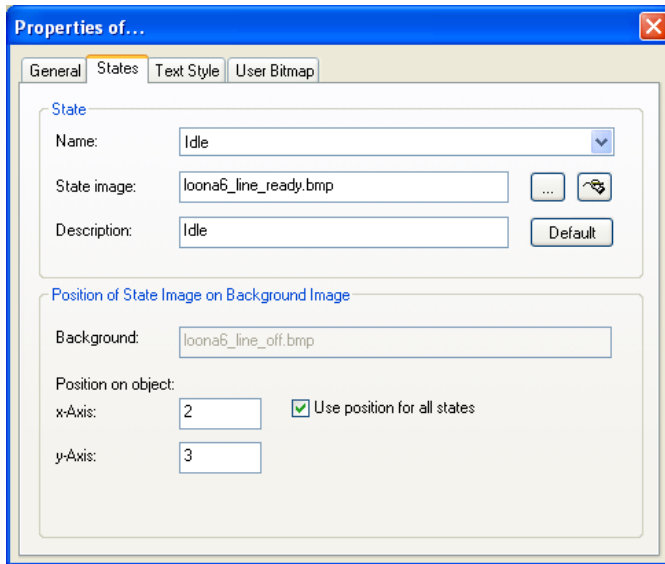




Figure 1-6 The States of a Button

Example: The following states are available for a Line Button

- "Idle"
- "Dial",
- "Busy"

Some states may include placeholders. In this case, %peeraddress% represents the name of the caller and %calledaddress% represents the name of the subscriber called.

2. The graphic file or the AVI animation to be used for the button state is defined in the field "State Image".
 - Click on , to search for the appropriate files or
 - Click on , in order to modify the selected graphic using the linked graphic application.

If no state image was specified for a particular state, the background image is displayed.

For formats that don't support transparency, the color of the upper left pixel of the graphic, or of the same pixel of the first graphic in the AVI animation, will be interpreted as a transparent color. This means that the button background graphic and/or the background graphic of the Skin will show through in all areas of the state image in which this color occurs.

3. Enter a short help text for the QuickInfo in the "Description" field. This QuickInfo appears when you move the mouse pointer over the respective button.

4. Click on "Default" in order to resume using the default text (standard) for the description.
5. The coordinates of the graphic or AVI file to be displayed within the button are defined under "Position of State Image on Object" in the "x-Axis" and "y-Axis" fields. The zero point of the coordinate system lies in the upper left corner of the button background graphic.
6. Activate the option "Use position for all states" in order to use the position entered under "x- and y-Axis" for all of the graphic or AVI files assigned to states.

The "Text Style" Tab

The properties of the button text are defined on this tab.

This is how you define the text for a button

1. The position of the area used for text within a button is defined in the fields "x-Axis" and "y-Axis" located under "Position within Area". The zero point of the coordinate system lies in the upper left corner of the button background graphic.
2. The size of the area used for text is defined in the fields "Width" and "Height".

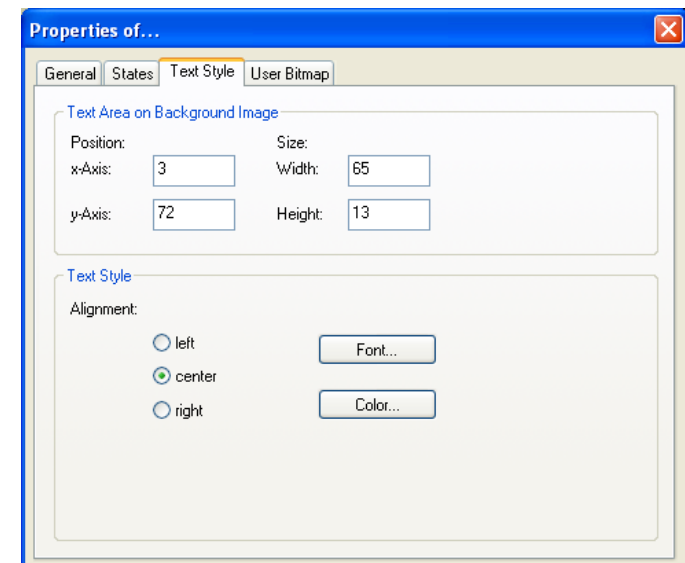


Figure 1-7 The Text Style of the Buttons

3. Then, under "Text Styles", select an alignment option:
 - "left": The text is shown aligned to the left
 - "center": The text is shown centered
 - "right": The text is shown right justified.

4. Click on "Font..." to select the font to be used for the text.
5. Click on "Color..." to select the color to be used for the text.

The "User Bitmap" Tab

If the system administrator allows this in Skin definition, every user can define his own graphics and/or individual texts for certain types of buttons (Speed Dials, Shortcuts). In doing so, the Skin itself is not edited.

If you have allowed the display of a user-specific image on this button on the "General" tab, then you define the properties for this graphic on this tab.

This is how you define the properties of an image which has been assigned to a button by the user

1. The position of the area used for the graphic within a button is defined in the fields "x-Axis" and "y-Axis" located under "Position within Area". The zero point of the coordinate system lies in the upper left corner of the button background graphic.

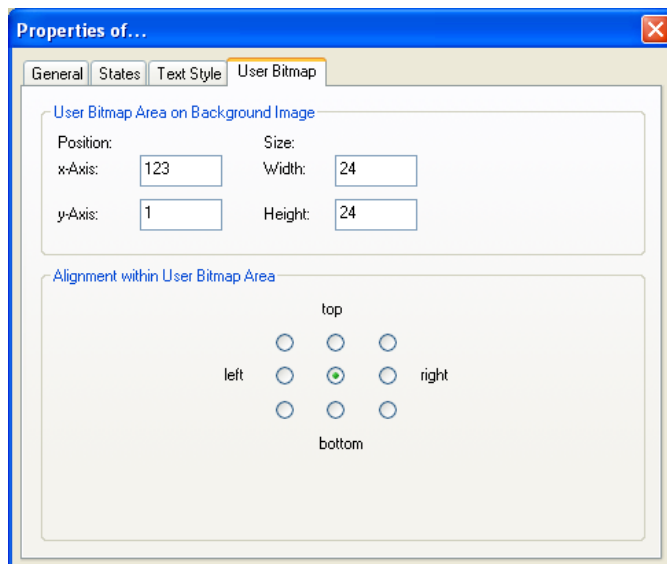


Figure 1-8 Properties of the User-defined Images for Buttons

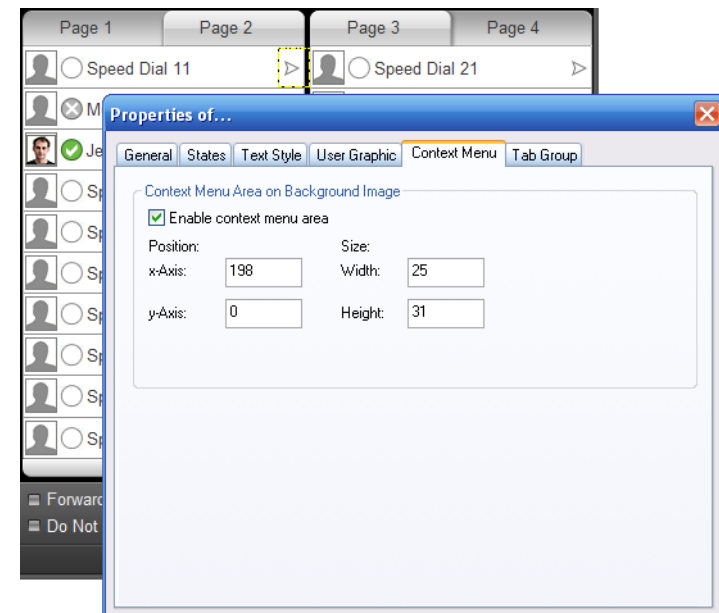
2. The size of the area used for the graphic is defined in the fields "Width" and "Height".
3. The alignment of the graphic within the defined area, if it is smaller than this defined area, is activated by option under "Alignment within User Graphic Area".

The "Context menu" Tab

You can normally call up the context menu on specific keys by clicking with the right mouse button. You can specify on the "Context menu" tab that on a specific area of a button it is possible to call up the context menu with a single click of the left mouse button.

This is how you define the properties for the context menu

1. If you want to use the context menu, activate the checkbox "Enable context menu area".
2. Enter the coordinates for the area in which the context menu should be available.



You cannot use a separate background image for the context menu area. If you want to highlight the area graphically, you have to make appropriate changes to the background image for the button.

If you move the mouse pointer on a skin over an area for which a context menu was defined, the mouse pointer changes accordingly. Click with the left mouse button to open the context menu for this button.

The "Group" tab

You can group skin elements on tabs. You must give the information on the group and page for each element that is to be positioned on a tab.



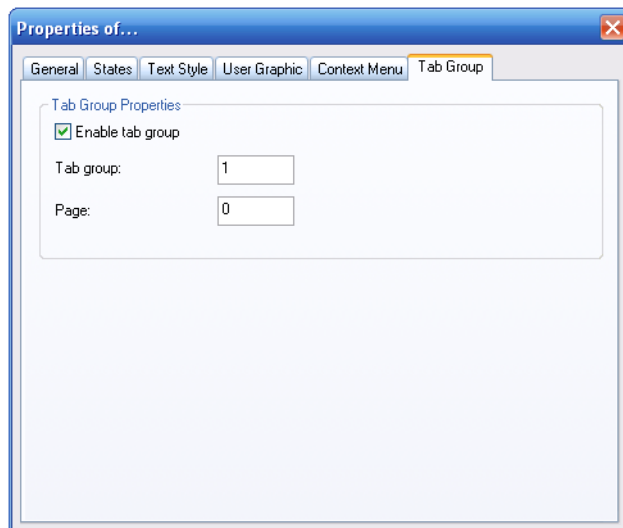
Before you assign the group and page information for the tab for individual skin elements, you should first create the tab elements with the group and page information.

Note the information on creating tabs under Tabs (page elements), page 22.

This is how you assign a skin element to a tab



1. Activate the checkbox "Enable tab group".
2. Enter a number for the group in the relevant field. All elements of a group must have the same number.
3. Enter a number for the page in the relevant field. The page with the lowest number is used in foreground as default.



Add Button



It is often easier to copy buttons which have already been defined than to create new buttons from scratch (see *Copy (Menu Command)*, page 6).

This is how you create a new button



1. Click with the right mouse button on the SwyxIt! user interface.
The shortcut menu will appear.

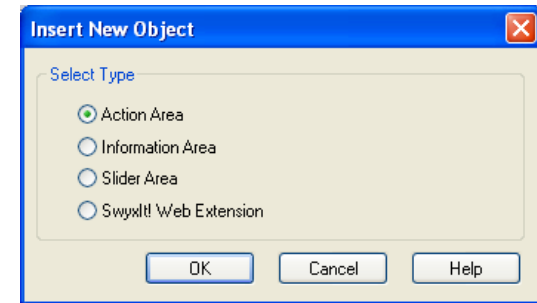


Figure 1-9 The Selection Window for a New Object

2. Click on "New...".
The following window appears: "Insert New Object".
3. Then, under "Select type", click on the option "Action Areas".
4. Click on "OK".
The "Properties of..." window will appear.
5. Configure the new action area, as described in *Configuring a Button*, page 10.

Remove Button

The following describes how to remove a button.

This is how you delete a button



1. Click with the right mouse button on the respective button.
The shortcut menu will appear.
2. Click on "Remove".
The button is then deleted.

1.2.24 Edit information areas (display elements)

Display elements are used to display various information, such as date, time, charges, caller's name and telephone number, name and telephone number of the person being called, etc.

You can arrange the display elements as you wish on suitable areas of the skin. On the Standard Skin, some of the display elements are on the line buttons or the status bar, for example. On older skins, the display elements are arranged on a telephone display. The following describes how you can change, add, or delete existing display elements.

Search function

A special feature of the display element is the information type "Number Dialed". This serves not only for display, but also for entering a number or name, and it also includes the search function.

Information concerning the use of the search function can be found in Chapter 10.6, Search function in input field, page 86.

Configure display element

With SwyxIt! you can change the appearance of and the information to be presented in the individual display elements. A display element is composed of the following components:

- display background image
- information to be shown
- Priority of information

You can also specify whether the element should always be displayed, or only on a particular tab.

This is how you change the appearance of a display element

1. Click on the display element to be changed.
The following window appears: "Properties of..." with several tabs.



The "General" Tab

On this tab, you define the general settings for the display element.

This is how you define the general settings for the display element

1. If you would like to assign this display to a particular Line button, enter the index number of the corresponding line in the "Number" field.

For example, you can then display the call history for the connection of the indexed Line.

If the information area is not indexed (Index 0), the information of the active line only will be displayed.

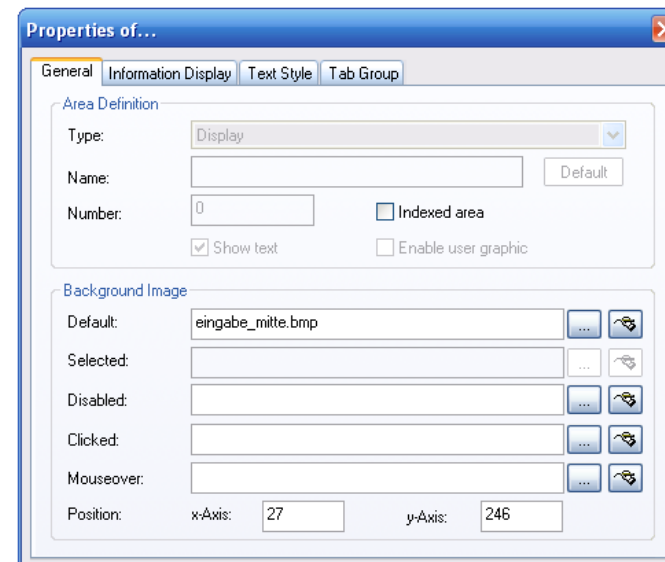




Figure 1-10 General Properties of the Information Areas

2. The graphic file to be used as background is defined in the "Normal" field located under "Background image":
 - Click on , to search for the appropriate files or
 - Click on , in order to modify the selected graphic using the linked graphic application.
3. Under "Position", in the "x-Axis" and "y-Axis" fields, you can define the coordinates of the display elements within the SwyxIt! interface. The zero point of the coordinate system lies in the upper left corner.
It is not possible to change other fields for the display element.



Please make certain that the background for a display, in which you would like to display a call history, has a sufficient height (approx. 6-8 lines).

The “Information Display” Tab

On this tab, you indicate the information to be shown on a display element. The following information is provided for display.

Available Information	Explanation
Active Call Forwarding	Display of Call Forwarding Unconditional (Call Forwarding: <destination>)
Active Server	Display of the server to which SwyxIt! is currently logged on.
Called Extension (incoming)	Display of the extension dialed by the caller
Called Name (incoming)	Display of the subscriber name dialed by the caller
Date	Current Date (dd.mm.yyyy)
Own name	User name, with which SwyxIt! is logged on to SwyxServer.
Charges	Charges incurred for the active connection
Number Dialed	Display of an entered number or search function.
Messages	Information from SwyxIt! These are status messages, which SwyxIt! outputs for an action, e.g. during the logon to the SwyxServer, or for a change to CTI mode.
Name	Name of the caller (if available) XXX stands for an unknown caller
Name / Number	Name and number of the caller (if available) XXX stands for an unknown caller
Number	Number of the caller (if available) XXX stands for an unknown number
Call History	Shows all actions that you have executed with this call.
Call History (brief)	Shows in abbreviated form all actions that you have executed with this call.
Time	Current Time (hh:mm:ss)
Forwarded from name	Name of the subscriber who forwarded this call.
Forwarded from number	Number of the subscriber who forwarded this call.

Available Information	Explanation
Duration of connection	Duration of the active connection (hh:mm:ss)
Connection state	State of the active line. For further information, please refer to the SwyxIt! documentation.

If a display element should show more than one piece of information, you can indicate the priority of each piece of information. For example, if one and the same display element should show the current time and a caller's number/name, it makes sense to assign a higher priority to the number/name information than to the time information. As soon as a call is received, the time information is hidden and the number/name information is shown.

The fields “Minimum display time” and “Maximum display time” are used to indicate how long new information should be shown in the display.

Example:

If you enter 5 seconds in the “Minimum display time” field and 10 seconds in the “Maximum display time” field for the number/name information, this information will be shown for at least 5 seconds (even if information with higher priority should be available in the meantime) and for a maximum of 10 seconds. After this time has expired, the information element with the lower priority, in this case, the time, will once again be shown.

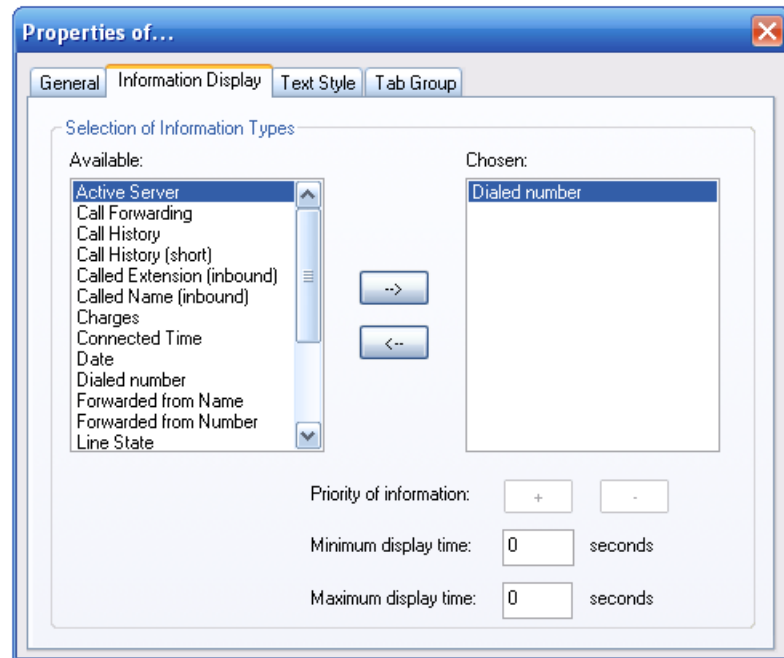



Figure 1-11 The Display in Information Areas

All types of information which can be shown on a display element are listed in the “Available” list box.


The list box “Chosen” contains a list of the information which actually will be shown on the selected display element.

This is how you add information to a display element

1. Click in the “Available” list box on the information you would like shown on the display element.
 2. Click on .
- or
1. In the “Available” list box, double-click on the information you would like shown on the display element.

Each time you do this, the information to be shown will be copied to the “Chosen” list box.

This is how you remove information from a display element


1. In the “Chosen” list box, click on the information you no longer wish to show on the display element.
 2. Click on .
- or

1. In the “Chosen” list box, double-click on the information you no longer wish to show on the display element.


Each time you do this, the information will be removed from the “Chosen” list box.

This is how you change the priority of information in the display element

1. Go to the “Chosen” list box and click on the information to be changed.
2. Click

- on , to increase the priority

or

- on , to decrease the priority

The position of the information within the “Chosen” list box changes according to the priority entry you have made.

This is how you define how long information should be displayed

1. Go to the “Chosen” list box and click on the information to be changed.
2. Enter the least amount of time the information should be shown in the “Minimum display time” field. This period of time applies even if information with a higher priority becomes available in the mean time.
3. Enter the maximum amount of time the information should be shown in the “Maximum display time” field.

A value of “0” means that the information should always be shown (it makes sense to use this for the date or the time).

The “Group” tab

You can group display elements on tabs. You must give the information on the group and page for each element that is to be positioned on a tab.

Before you assign the group and page information for the tab for individual skin elements, you should first create the tab elements with the group and page information.

Note the information on creating tabs under Tabs (page elements), page 22.

This is how you assign a skin element to a tab

1. Activate the checkbox “Enable tab group”.
2. Enter a number for the group in the relevant field. All elements of a group must have the same number.
3. Enter a number for the page in the relevant field. The page with the lowest number is used in foreground as default.



Add Display Element

The following describes how to add a display element.

This is how you add a new display element

1. Click with the right mouse button on the Swyxt! user interface.

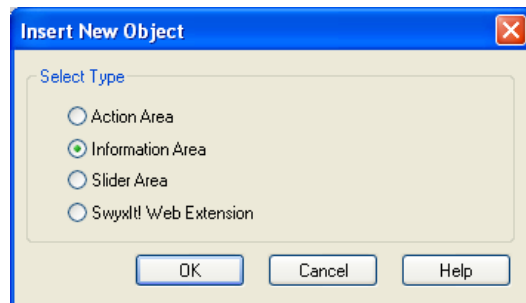


Figure 1-12 The Selection Window for New Object

The shortcut menu will appear.

2. Click on "New...".
The following window appears: "Insert New Object".
3. Then, under "Select type", click on the option "Information Areas".
4. Click on "OK".
The "Properties of..." window will appear.

5. Configure the new information area, as described in Configure display element, page 15.

Removing a Display Element

The following describes how to remove a display element.

This is how you delete a display element

1. Click with the right mouse button on the respective display element.
The shortcut menu will appear.
2. Click on "Remove".
The display element will then be deleted.



1.2.25 Edit slider

To control the volume, you can define a slider on the Skin. It has a start and an end point, a background picture and a text and a moveable slider that can be designed.

Configuring the Slider

This is how you change the appearance of the slider

1. Click on the slider to be changed.
The following window appears: "Properties of..." with several tabs.



The "General" Tab

The general settings are defined on this tab.

This is how you define the general settings for the slider

1. Click in the drop-down list on "Type" on the type of slider.

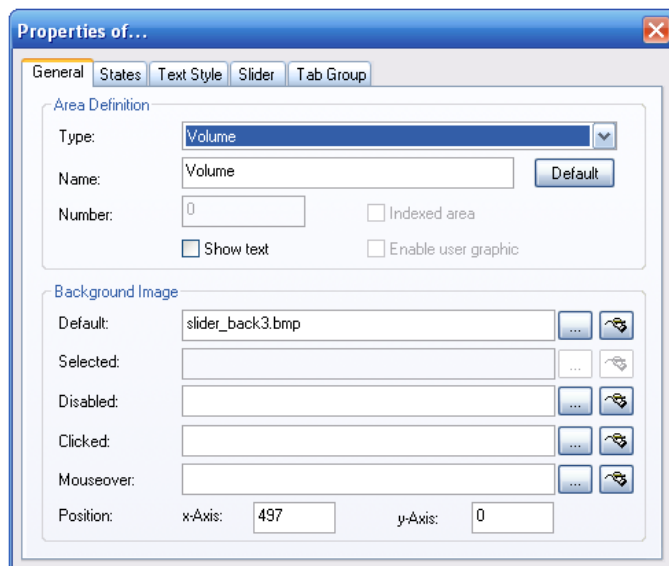




Figure 1-13 General Properties of the Slider

2. Enter the text to be used for the label of the button in the "Name" field.
3. If you would like to display the name of the slider on the interface, activate "Show text".

4. The graphic file to be used as the display background is defined in the "Normal" field located under "Background image".
 - Click on , to search for the appropriate files or
 - Click on , in order to modify the selected graphic using the linked graphic application.
5. Under "Position", in the "x-Axis" and "y-Axis" fields, you can define the coordinates of the slider within the SwyxIt! interface. The zero point of the coordinate system lies in the upper left corner.
It is not possible to change other fields for the slider.

The "States" Tab

The slider can have different states depending on which output is to be regulated (e.g. the volume of the handset, headset or ringing). The slider can be assigned an image (BMP file) or an animation (AVI file) for each of these states.

This is how you define the state properties for a slider

1. Open "State" and click on the "Name" drop-down list.
All available states are listed here.

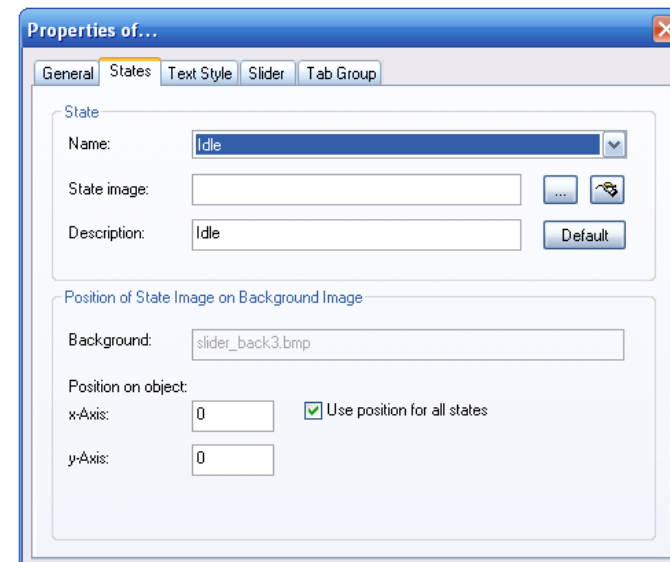




Figure 1-14 States of the Slider

- The graphic file or the AVI animation to be used for the state of the slider is defined in the field "State Image":

- Click on , to search for the appropriate files or
- Click on , in order to modify the selected graphic using the linked graphic application.

For formats that don't support transparency, the color of the upper left pixel of a graphic or an AVI animation is interpreted as a transparent color. This means that the background will show through all areas of the picture which have these colors.

- Enter a short help text for the QuickInfo in the "Description" field. This QuickInfo appears when you move the mouse pointer over the respective button.
- Click on "Default" in order to resume using the default text (standard) for the description.
- The coordinates of the graphic or AVI file to be displayed within the button are defined under "Position of State Image on Object" in the "x-Axis" and "y-Axis" fields. The zero point of the coordinate system lies in the upper left corner of the button background graphic.
- Activate the option "Use position for all states" in order to use the position entered under "x- and y-Axis" for all of the graphic or AVI files assigned to states.

The "Text Style" Tab

The properties of the button text are defined on this tab. This tab is only configurable if the checkbox "Show text" is activated on the "General" tab.

This is how you define the text style for a slider

- The position of the area used for text within a button is defined in the fields "x-Axis" and "y-Axis" located under "Position within Area". The zero point of the coordinate system lies in the upper left corner of the button background graphic.
- The size of the area used for text is defined in the fields "Width" and "Height".

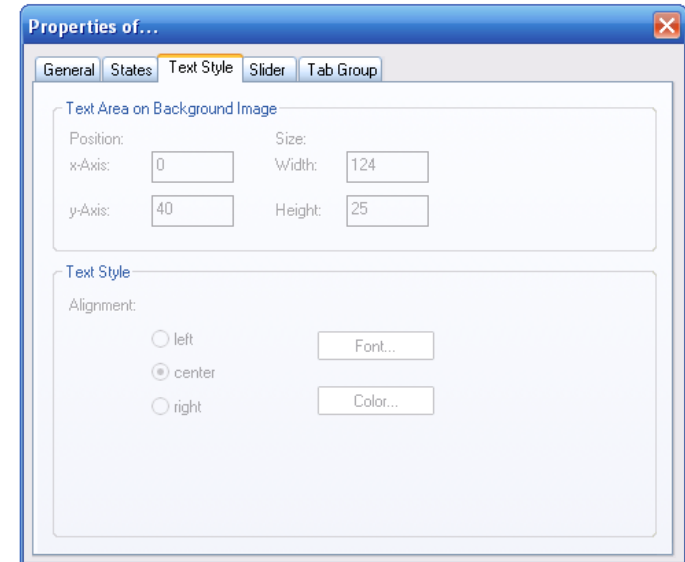


Figure 1-15 Text Style of a Slider

- Then, under "Text Styles", select an alignment option:
 - "left": The text is shown aligned to the left
 - "center": The text is shown centered
 - "right": The text is shown right justified.
- Click on "Font..." to select the font to be used for the text.
- Click on "Color..." to select the color to be used for the text.

The "Slider" Tab

The properties of the slider are defined on the "Slider" tab.

This is how you define the properties of the slider

- The beginning and end position of the slider range is defined under "Slider Control Path" in the fields "x-Axis" and "y-Axis". The zero point of the coordinate system lies in the upper left corner of the background graphic.
- Under "Slider Bitmap" you can define the appearance of the button to be moved over the slider range. You can select from two different pictures here, one for the idle state and a presentation for the "pressed" state of this button.
- With "Control point on the slider bar" you define the exact position of the point that is interpreted as a hot spot within the slider button.

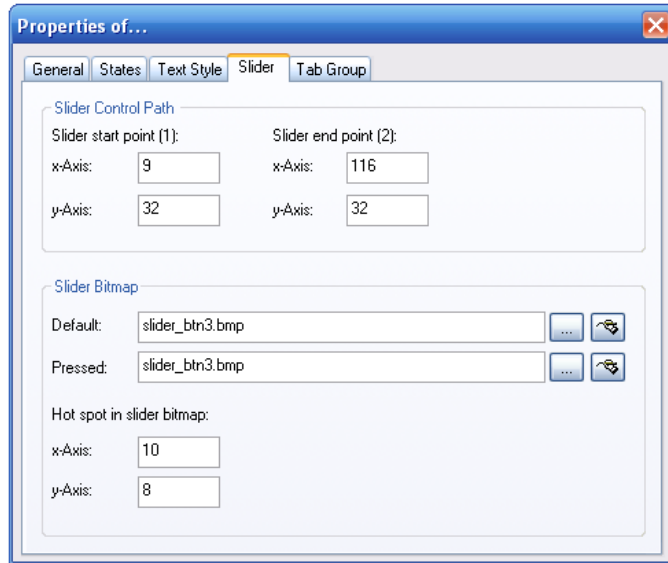


Figure 1-16 Properties of a slider

The "Group" tab

You can group slider elements on tabs. You must give the information on the group and page for each element that is to be positioned on a tab.

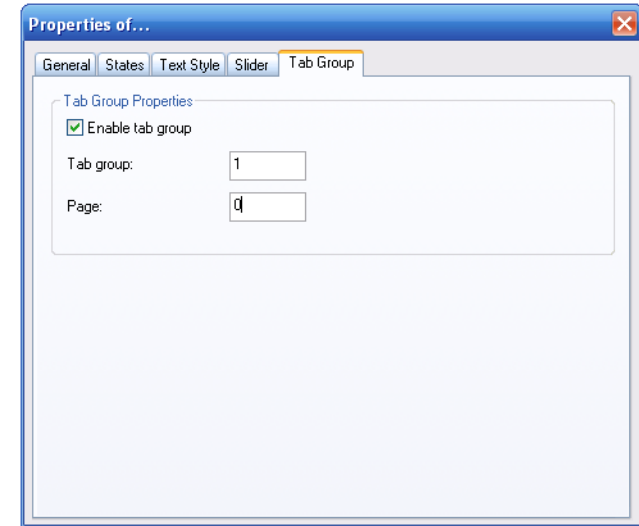


Before you assign the group and page information for the tab for individual skin elements, you should first create the tab elements with the group and page information.

Note the information on creating tabs under Tabs (page elements), page 22.

This is how you assign a skin element to a tab

1. Activate the checkbox "Enable tab group".
2. Enter a number for the group in the relevant field. All elements of a group must have the same number.
3. Enter a number for the page in the relevant field. The page with the lowest number is used in foreground as default.



Add slider element

Add a slider element as described below.

This is how you add a new slider element

1. Click with the right mouse button on the Swyxt! user interface.

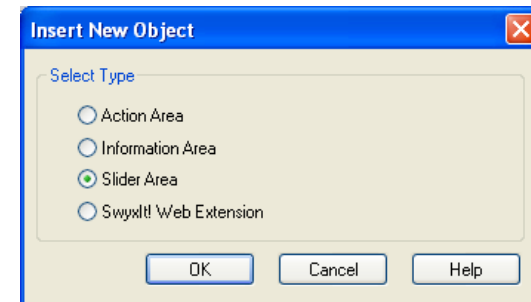


Figure 1-17 The Selection Window for New Object

2. The shortcut menu will appear.
2. Click on "New...".
The following window appears: "Insert New Object".
3. Then, under "Select type", click on the option "Slider".
4. Click on "OK".
The "Properties of..." window will appear.
5. Configure the new slider, as described in Configuring the Slider, page 19.

Remove Slider Element

The following describes how to remove a slider element.

This is how you delete a slider element

1. Click with the right mouse button on the respective slider element.
The shortcut menu will appear.
2. Click on "Remove".
The slider element will then be deleted.



1.2.26 Tabs (page elements)

You can group skin elements on tabs. You can then arrange a large number of elements on a skin. The grouping on the tabs preserves the overview while at the same time enabling faster access.

Tab element:

"Header" of a tab (page). This contains the label. You can switch between the individual pages by clicking on the tab element.

Group:

All tabs (pages) which are overlaid over one another belong to one group. A group can have any number of pages.

Page:

Area on which skin elements can be positioned. The pages always belong to a group, and are brought to the foreground by clicking on the associated tab element.

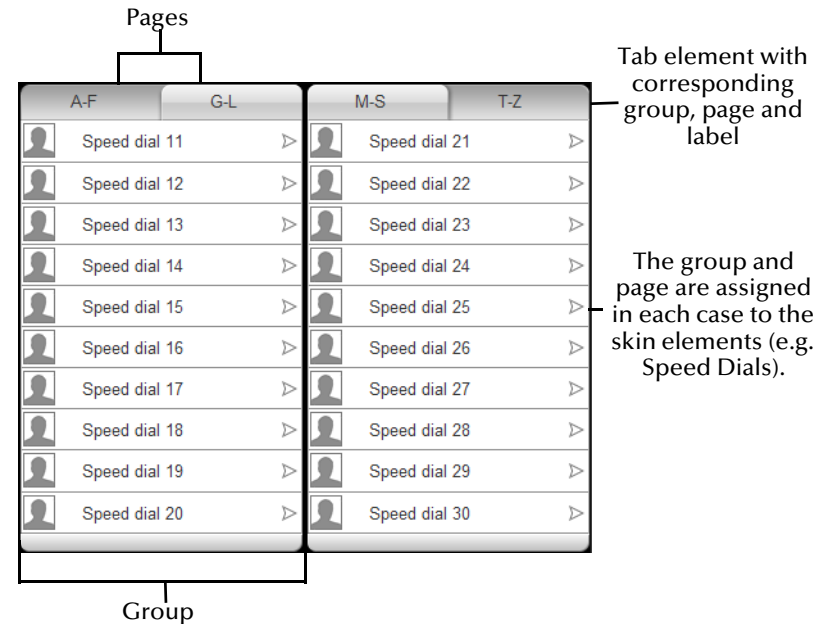


Figure 1-18 Tabs on the Skin

To create a tab, you have to create a tab element and the skin elements that you want to arrange on the pages. You then assign these elements to a tab, by specifying the group and page information.

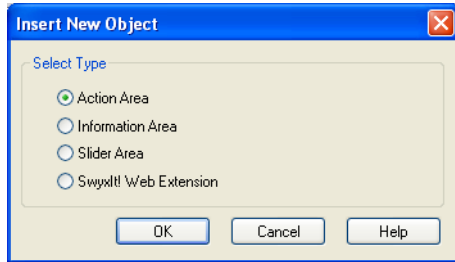


Before you assign the group and page information for the tab for individual skin elements, you should first create the tab elements with the group and page information.

This is how you create a new tab element

1. Click with the right mouse button on the Swyxt! user interface.
The shortcut menu will appear.
2. Click on "New...".
The following window appears: "Insert New Object".

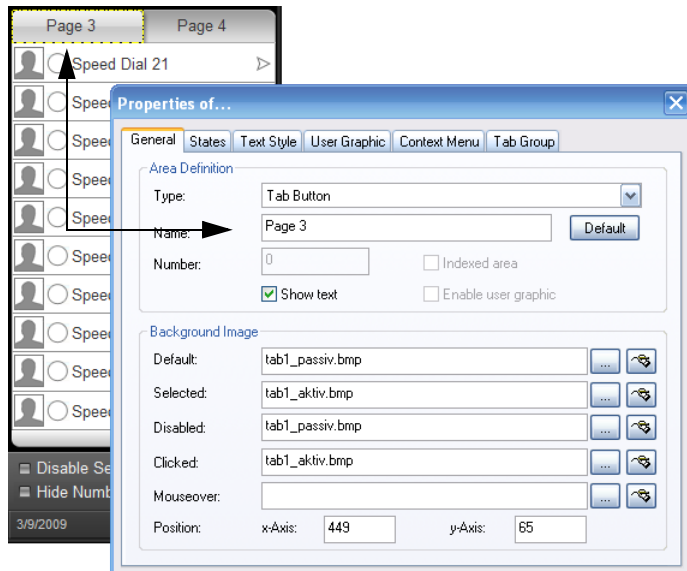




3. Then, under "Select type", click on the option "Action Areas".
4. Click on "OK".
The "Properties of..." window will appear.
5. In the "Type" field, select the option "Tab Element".
6. Configure the new information area, as described in This is how you configure a new tab element, page 23.
7. Create a tab element for each further tab, and assign the corresponding group and page information (tab "Group").

This is how you configure a new tab element

1. Create a new tab element, as described under This is how you create a new tab element, page 22, or click on an existing tab element. The "Properties of..." window will appear.
The option "Tab Element" is selected in the "Type" field.



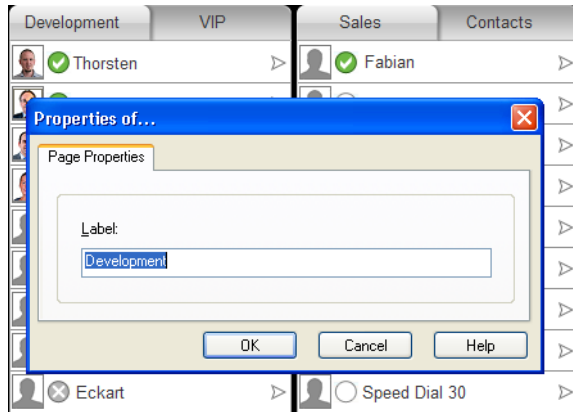
2. If you want to insert a label for the tab, enter the label of the tab element in the "Name" field and activate the checkbox "Show Text". This label will be saved for the skin. In normal mode, you can change this label for the user profile. For further information please refer to chapter 1.2.26.1, Change the Tab Label, page 23.
3. Select the background images and give the position information. You can find more detailed information on the background image under This is how you define the general settings for a button, page 10.
4. No changes are needed for the tab element on the "States" tab, as only one state "page" is present.
5. On the "Text style" tab, you can change the formatting and the position of the label. The fields are only activated if you activate the checkbox "Show text" on the "General" tab.
6. No changes are possible for the tab element on the "User graphic" tab, as no user graphics can be stored for this element type.
7. On the "Context menu" tab you can define an area for the context menu. However, only the Help function is defined in the context menu for the tab element. For further information please refer to This is how you define the properties for the context menu, page 13.
8. On the "Group" tab, specify the group and the page for which you have created the tab element (see This is how you assign a skin element to a tab, page 14).
9. Create further tab elements as necessary for all pages of all groups.
10. Create the skin elements that you want to arrange on the pages, and give the corresponding group and page information for these elements.

1.2.26.1 Change the Tab Label

The tab label set for a skin can be changed in the normal mode. This modification will not be saved in the skin, but in the user profile. If you do not enter a user specific label, the label set for the skin will be displayed.

This is how you change the label for a tab

1. In the normal mode, right-click the tab label and select "Properties" from the shortcut menu.
2. Enter the new label in the Properties window and confirm your entry with "OK".



1.2.27 SwyxIt! Web Extension

SwyxIt! allows Web content to be displayed directly on the Skin. To do this, you have to create a Skin with the Skin element „SwyxIt! Web Extension“, and configure it appropriately.

1.2.27.1 Create SwyxIt! Web Extension

You can create Skins which can display Web content. The Skin element "SwyxIt! Web Extension" is available for this.

This is how you create a new Skin element for the SwyxIt! Web Extension

1. Click with the right mouse button on the background of the Skin.
From the shortcut menu, select the option "New..." A dialog field is opened.
2. Choose the option "SwyxIt! Web Extension".
3. Click on "OK".
A dialog field opens up in which you can specify the properties.

1.2.27.2 SwyxIt! Web Extension

When you have created a new Skin element "SwyxIt! Web Extension", you first have to configure it. You can select various options in this.

On The "General" Tab, you can set general options such as the position and the background image.

The Tab "SwyxIt! Web Extension" allows you to specify additional options such as the URL to be shown in the browser area and the event for which the Web content is loaded; or you can link the content to a specific line. You can also specify whether the contents should be displayed in a separate browser window or within the browser area defined on the skin.

You can configure the SwyxIt! Web Extension in such a way that different browser content is shown depending on the circumstances. For further information please refer to Events, page 26.

The "General" Tab

The general settings are defined on this tab.

You can specify a background image and the position of the SwyxIt! Web Extension on the Skin.

This is how you define the general settings for the SwyxIt! Web Extension

1. In "Area Definition", enter a line number in the "Number" field if you want to link a URL to a line button. Otherwise leave the "0" there.
You cannot change the other two fields in the "Area Definition" box.

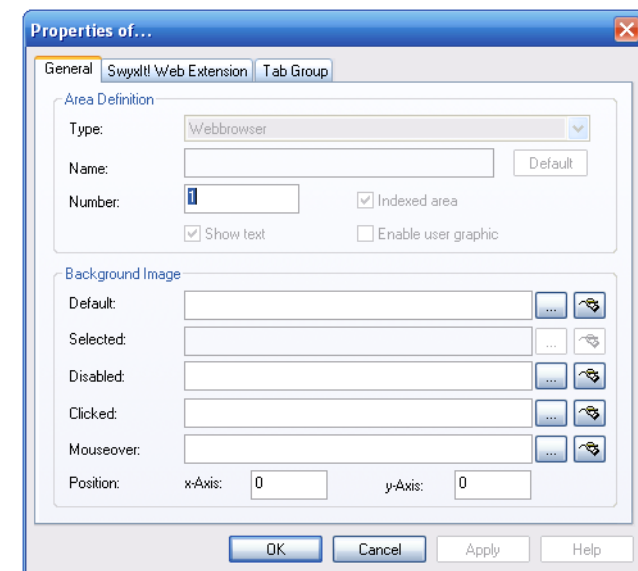




Figure 1-19 General Properties of the SwyxIt! Web Extension

2. The graphic file to be used as the background can be specified in the "Normal" field located under "Background image".
 - Click on , to search for the appropriate files.
 - Click on , in order to edit the selected graphic using the linked graphic application.

- Under "Position", in the "x-Axis" and "y-Axis" fields, you can define the coordinates of the SwyxIt! Web Extension within the SwyxIt! interface. The zero point of the coordinate system lies in the upper left corner. It is not possible to change other fields for the SwyxIt! Web Extension.

The Tab "SwyxIt! Web Extension"

You can define further properties for the SwyxIt! Web Extension on this tab:

- the size and position of the browser area within the SwyxIt! Web Extension
- the URL to be displayed in the browser area
- the event for which the Web content is loaded
- linking of the the content to a specific line
- display of scrollbars in the browser area
- use of the context menu in the browser area

This is how you change the properties of the SwyxIt! Web Extension

- Click on the SwyxIt! Web Extension. The "Properties of..." dialog field will appear.
- Choose the "SwyxIt! Web Extension" tab.

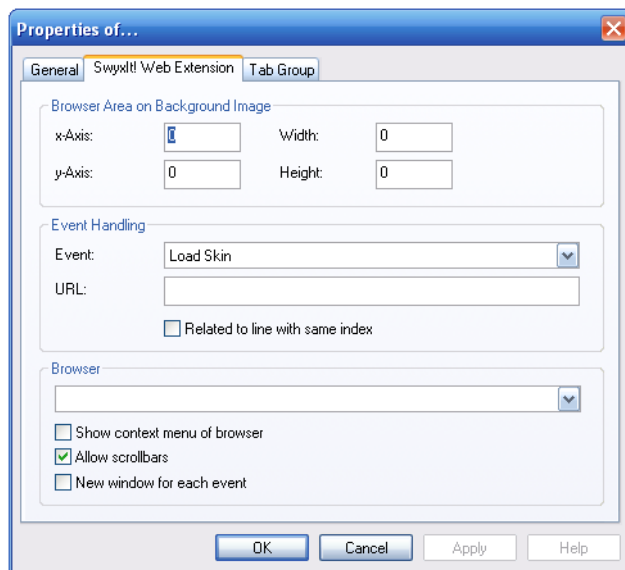


Figure 1-20 Properties of the SwyxIt! Web Extension

- Now enter the coordinates for the browser area within the SwyxIt! Web Extension. This area is initially highlighted with a yellow line in the Skin Editor.
- Now select from the list the event upon which the URL is loaded. Then enter the URL for this event. You can also specify various events, for each of which a different URL is called up. For further information please refer to Events, page 26.
- If you want to link the SwyxIt! Web Extension to a specific line, activate the checkbox "Related to line with same index". You then have to enter the number of the line in the "Number" field on the "General" tab.
- If you activate the checkbox "Allow scrollbars", scrollbars will be displayed when the Web content is larger than the window.
- If you activate the checkbox "Show context menu of browser", the context menu of the browser (Internet Explorer) will be used. If you deactivate this option, no context menu is available in the browser area.

The "Group" tab

You can group SwyxIt! Web Extension elements on tabs. You must give the information on the group and page for each element that is to be positioned on a tab.



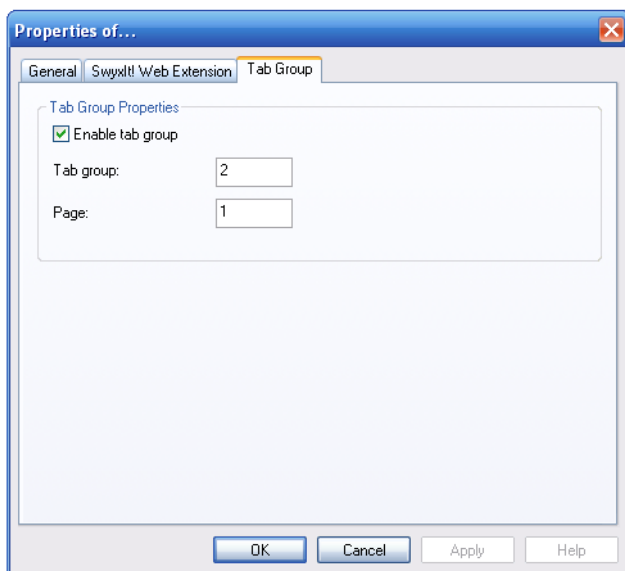
Before you assign the group and page information for the tab for individual skin elements, you should first create the tab elements with the group and page information.

Note the information on creating tabs under Tabs (page elements), page 22.

This is how you assign a skin element to a tab

- Activate the checkbox "Enable tab group".
- Enter a number for the group in the relevant field. All elements of a group must have the same number.
- Enter a number for the page in the relevant field. The page with the lowest number is used in foreground as default.





1.2.27.3 Events

You can configure the SwyxIt! Web Extension in such a way that different browser content is shown depending on the circumstances. For this, you have to enter a URL for each of various events. If you have not defined a URL for an event, the previous browser content is retained for this event.

Event	Action
Load Skin	Here the URL is called when the Skin is loaded, i.e.: <ul style="list-style-type: none"> • on starting SwyxIt! • on changing Skin • on updating the Skin (e.g. with F5)
Incoming call Incoming external call Incoming internal call Secondary call Secondary call (external) Secondary call (internal)	The URL is called for an incoming call. If you have selected the "Related to line with same index" checkbox, the URL is only called for calls on the defined line.

Event	Action
Outgoing Call Outgoing external call Outgoing internal call	The URL is called for an outgoing call (Call or Call Waiting). If you have selected the "Related to line with same index" checkbox, the URL is only called for calls on the defined line.
Connection created External connection created Internal connection created	The URL is called when a new connection is established. If you have selected the "Related to line with same index" checkbox, the URL is only called for calls on the defined line.
Connection terminated External connection terminated Internal connection terminated	The URL is called when a connection is terminated. If you have selected the "Related to line with same index" checkbox, the URL is only called for calls on the defined line.



Please note that in Dialer mode (that is, in connection with SwyxPhone S315) only the events "Load Skin", "Incoming call", "Incoming external call" and "Incoming internal call" will work.

This is how you specify different URLs for various events

1. Click on the SwyxIt! Web Extension. The "Properties of..." dialog field will appear.
2. Choose the "SwyxIt! Web Extension" tab.
3. Now select from the list an event for which a URL should be displayed, and enter in the "URL" field the URL which will be loaded for this event only.
4. Repeat this operation for different events,



1.2.27.4 Application examples for Variables

As well as the events, you can also use call-related variables to create specific Web applications which you can then access by URL. Thus it is possible, for example, to execute address resolution in a telephone directory with the number of an incoming call. This information can then be displayed directly on the SwyxIt! Skin, or you can use it to start further inquiries. If you store information in a customer database in your company, for example, you can also display this directly on the basis of the phone number.

Detailed information on the variables can be found in the Knowledgebase on the Swyx Homepage.

<http://www.swyx.com/support/index.html?kbid=kb3694>

1.3 Save Skin

You can save a skin at any time (in Normal Mode or in Edit Mode).

You can save a changed skin:

- under the same name in your user directory. The original skin will be overwritten.
- under a different name in your user directory.
- on the server, and publish it for all users of this server. You need to have the appropriate permissions to do this.
- as a file in any directory (export it).

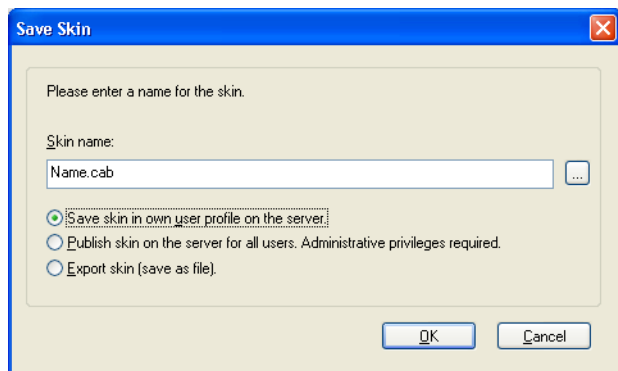


A Skin is generally saved in the form of a compressed CAB file. All the information SwyxIt! needs in order to create the Skin from the individual components (background images, buttons, and displays) are located in this file.

When a skin is saved, a preview graphic is generated which is shown when a skin is loaded. This reflects the current interface state of your skin (e.g. including your current Speed Dial labels). If you want to publish the skin, you should therefore save it in Normal Mode if possible, and appropriately configured.

This is how you save a skin

1. In the "File" menu, select the option "Skin | Save".
or
1. Click with the right mouse button on the SwyxIt! user interface.
The shortcut menu will appear.
2. Click on "Save Skin...".



3. Enter a name for the skin in the Save window if required.

4. Choose one of the options for specifying the memory location for the skin:
 - Save skin in own user profile on the server
 - Publish skin on the server for all users. (Administrative privileges required.)
 - Export skin (save as file)

If you choose the option "Export skin", the last memory location or your standard user directory is automatically given.

To specify a different memory location for the skin, click on the button beside the name/location of the skin. Choose the directory you want, and enter a file name for the skin.

5. Confirm your entry with "OK".

The skin will be saved with the file extension *.cab.

Index

A

Alpha channel transparency 10

B

Background

Object 8

Background Image 9

Telephone Display 15

bitmap

use as background 9

Button

Add 14

Change 10

configuring 10

Delete 14

General Settings 10

State Properties 11, 19

Text Style 12, 20

User Bitmap 13

Button Type 10

C

Copy

(Menu Command) 6

Copyright Information 9

D

Delete

(Menu Command) 7

Display

Background Image 15

configuring 15

Edit 14

General Settings 15, 19

Information Display 16

Display Element

Add 18

Delete 18

Display Level 8

Display of Information (tab for the telephone display) 16

E

Edit Mode 5

end 8

Exit

(Menu Command) 9

F

Foreground

Object 8

G

General (tab for the button) 10

General (tab for the slider) 19

General (tab for the telephone display) 15, 19

General (tab for the Web Extension) 24

H

Help Topics 9

(Menu Command) 9

I

Icon

Add 10

Indexed Button 11

L

Line button

On a new Skin 4

M

Menu

Store on button 13

Menu Command

Copy 6

Delete 7

Edit Skin 8

Exit 9

Help Topics 9

Load Skin 8

Object one Position down 8

Object one Position up 8

Object to Background 8

Object to Foreground 8

Paste 7

Reset all Strings 8

Save Skin 9

O

Object

add 6

Bring to Foreground 8

copy 6

Delete 7

Fine adjustment 10

insert 7

Move 10

Object one Position up 8

one Position down 8

Place 10

to Background 8

Object one Position down

(Menu Command) 8

Object one Position up

(Menu Command) 8

Object to Background

(Menu Command) 8

Object to Foreground (Menu Command) 8

Online Help

show 9

P

- Paste
 - (Menu Command) 7
- Position
 - Object 8, 10
- Properties of...
 - Button (window) 11
 - Skin (window) 9
 - Slider (window) 19
 - Telephone Display (window) 15

R

- Reset all Strings (Menu Command) 8

S

- Search function
 - Skin Editor 14
- Shortcut
 - User Bitmap 13
- Shortcut Menu
 - Skin Editor 13
- Skin 4
 - Add Button 14
 - add object 6
 - Background Image 9
 - Copy between Skins 10
 - copy object 6
 - Copy several objects 6
 - Copy Style 7
 - delete object 7
 - Download 4
 - Edit 5
 - (Menu Command) 8
 - Edit Mode 5
 - Finish editing 8
 - Highlighting Objects 6
 - insert object 7
 - Load 8
 - Load(Menu Command) 8
 - Object one Position down 8
 - Object one Position up 8

- Object to Background 8
- Object to Foreground 8
- Paste Style 7
- Place Object 10
- Second Background Image 9
- Slider 19
 - Store 9, 27
 - (Menu Command) 9
- Skin (Tab) 9
- Slider 19
 - Slider (tab for the slider) 20
- Slider Element
 - Add 21
 - Delete 22
- Speed dial
 - Skin Editor
 - User Bitmap 13
- States (tab for the button) 11
- States (tab for the slider) 19
- Symbol
 - Add 10

T

- Telephone Display
 - add element 18
 - Background Image 15
 - configuring 15
 - Edit 14
 - General Settings 15, 19
 - Information Display 16
 - remove element 18
- Text Style (tab for the button) 12
- Text Style (tab for the slider) 20
- Toolbar
 - Add symbol 10
- Transparency
 - Alpha channel 10
- Transparent Color 9

U

- User Bitmap (tab for the button) 13
- User Interface 4

edit 5

V

- Version Information 9
- Volume control on the interface 19

W

- Web Extension
 - General Settings 24