LANCOM Systems

Lancom Skin Editor User Documentation

Lancom Skin Editor The Editor for Designing Individual User Interfaces.

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Lancom Systems GmbH
Adenauerstraße 20 / B2
D-52146 Würselen
www.lancom-systems.com

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1 The Use of Skins

One impressive characteristic of LANCOM Advanced VoIP Client 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 LANCOM Advanced VoIP Client interface (so-called Skins).

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, is (are) indicated under User Settings.

A number of different Skin designs have been supplied together with your LANCOM Advanced VoIP Client. These Skins fulfil 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).

1.1 Load Skin

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

This is how you load another Skin

① You have several options:

Load Skin

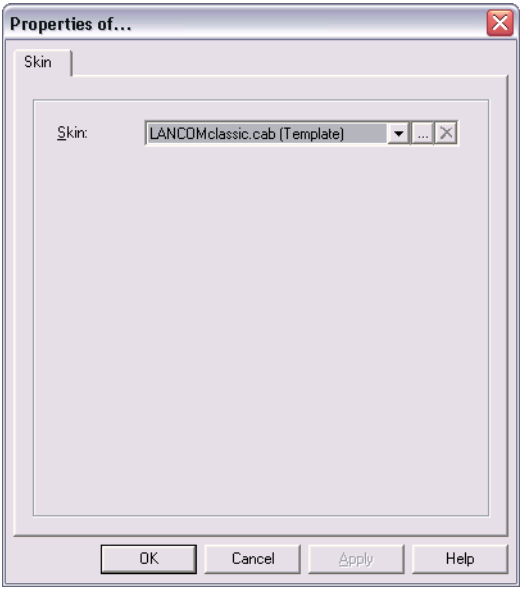


Fig. 1 Skin Properties

- Click with the right mouse button on the LANCOM Advanced VoIP Client 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.

② Select the Skin you want from the “Skin” drop-down list.

③ Click on “OK”.

If you have loaded a Skin, which has fewer Line buttons than your previous Skin, your Line configuration will remain the same. All 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 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.

The following changeable elements are provided within a Skin:

- background images
- action areas (buttons)
- information areas (display elements)
- Slider

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

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

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

Edit Skin

① You have several options:

- Click with the right mouse button on the LANCOM Advanced VoIP Client 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

Change Element

① Click with the right mouse button on the LANCOM Advanced VoIP Client user interface.

The shortcut menu will appear.

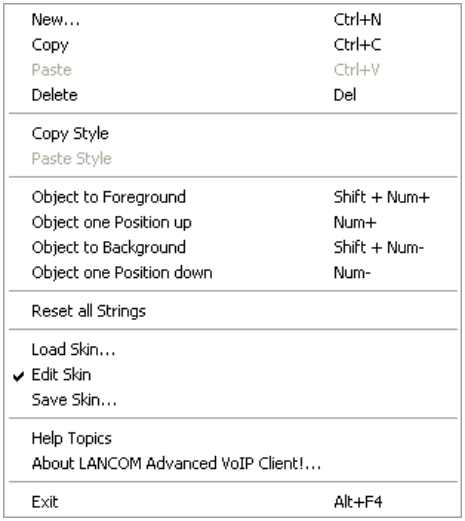


Fig. 2 The Shortcut Menu for the Skin Edit Mode

The following is a description of the menu commands.

1.2.1 New (Menu Command)

Insert a new object as described in the following.

This is how you insert a new object

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).

Add Elements

① Click with the right mouse button on the LANCOM Advanced VoIP Client user

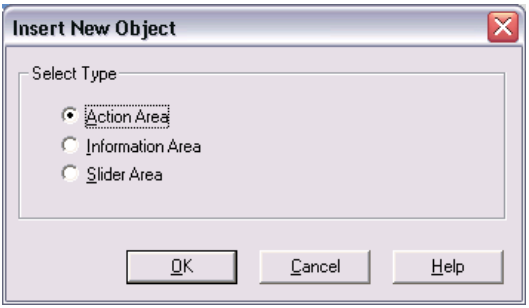


Fig. 3 The Selection Window for New Object

interface.

The shortcut menu will appear.

② Click on “New…”.

The following window appears: “Insert 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 15.
- the new information area, as described in *Configuring the Telephone Display*, page 22.
- the new slider, as described in *Configuring the Slider*, page 28.

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.

Highlighting a Button or Display Element

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.

Highlighting Several Buttons or Display Elements

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.

Copying a Button or Display Element

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.

Copying Several Buttons or Display Elements

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.

Inserting a Button or Display Element

This is how you paste the objects from the Clipboard

① Click with the right mouse button on the LANCOM Advanced VoIP Client 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 LANCOM Advanced VoIP Client interface, for example, in order to define the properties of the individual elements.

The "OK", "Cancel", "Apply", and "Help" buttons 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 LANCOM Advanced VoIP Client and it can also be saved later (see chapter 1.3, *Save Skin*, page 33).

③ Configure
- the new action area, as described in *Configuring a Button*, page 15.
- the new information area, as described in *Configuring the Telephone Display*, page 22.

1.2.6 Remove (Menu Command)

Remove one or more objects as described in the following.

This is how you remove an object

Removing a Button or Display Element

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

Copy Style

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, *Copying Between Skins*, page 14.

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 (telephone display) and action areas (Speed Dials, Shortcut buttons and Line buttons).

This is how you paste the style from the Clipboard

Paste Style

① Highlight the object that will receive the style definitions from the Clipboard.

② Click with the right mouse button on this object.

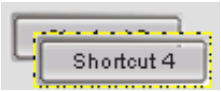
The shortcut menu will appear.

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

Arranging a Button or Display Element

① Click with the right mouse button on the button or display 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

Move Level of Button or Display

① Click with the right mouse button on the button or display 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

Arranging a Button or Display Element

① Click with the right mouse button on the button or display 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

Move Level of Button or Display

① Click with the right mouse button on the button or display 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

Reset all Strings

① Click with the right mouse button on the LANCOM Advanced VoIP Client 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 2).

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.

Finish Edit Mode

① Click with the right mouse button on the LANCOM Advanced VoIP Client 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 33).

1.2.17 Help Topics (Menu Command)

You can show Online Help.

1.2.18 Info about LANCOM Advanced VoIP Client... (Menu Command)

You can have LANCOM Advanced VoIP Client show version and copyright information.

1.2.19 Exit (Menu Command)

This will exit LANCOM Advanced VoIP Client.

1.2.20 Editing the Background Images

You can assign any background images to LANCOM Advanced VoIP Client. The graphics you would like to use must be in bitmap format (BMP). The LANCOM Advanced VoIP Client window size is then equivalent to the size of the bitmap 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 LANCOM Advanced VoIP Client-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 LANCOM Advanced VoIP Client-window with a gray background on your PC. If you receive a call or if you activate the LANCOM Advanced VoIP Client interface yourself by clicking on it, the gray background will change to a blue one.

This is how you define bitmaps for the background

You are in Edit Mode for the Skin.

Change Background

① Click on the LANCOM Advanced VoIP Client user interface.

The "Properties of…" window will appear.

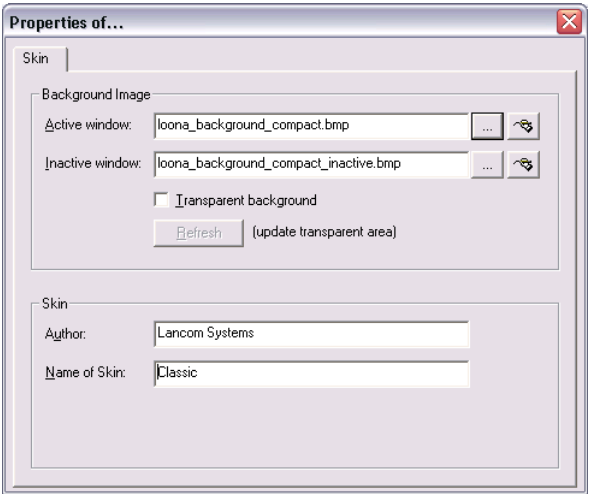


Fig. 4 Skin Properties

② Define the bitmap file you would like to use for the LANCOM Advanced VoIP Client background in the field “Active window”:

- Click on ..., to search for the appropriate files.

  or

- Click on , in order to modify the selected bitmap using the linked graphic application.

③ If you would like to define a second background image for the inactive state, enter the appropriate bitmap 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 bitmaps for both background images should be the same size.

④ Switch the option “Transparent background” in order to display the LANCOM Advanced VoIP Client interface without window frames and menu bar.

When you use this option, the color of the upper left pixel of the bitmap 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.

⑤ Click on "Refresh" in order to re-integrate the bitmap.

It makes sense to do this if you use a drawing program to change the background bitmap 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 Copying Between Skins

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

This is how you copy elements from one Skin to another

Copy from one Skin to another

① Load the first Skin,

see *This is how you load another Skin*, page 2.

② Highlight one or more objects,

see *This is how you highlight an object*, page 6.

③ Copy these objects to the Clipboard,

see *This is how you copy several existing objects*, page 7.

④ Close the first Skin without saving it,

see *This is how you finish Skin Editing*, page 11.

⑤ Load the second Skin,

see *This is how you load another Skin*, page 2.

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.

Moving an Object

① Click on the object (button or display element) whose position you would like 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)

LANCOM Advanced VoIP Client offers you the option of changing existing buttons, adding new buttons and deleting buttons.

Configuring a Button

With LANCOM Advanced VoIP Client you can change the appearance and function of every individual button. A button is made up of the following changeable components:

- 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

Change 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

General Settings

① Click in the drop-down list on on the button type.

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 in the normal mode.

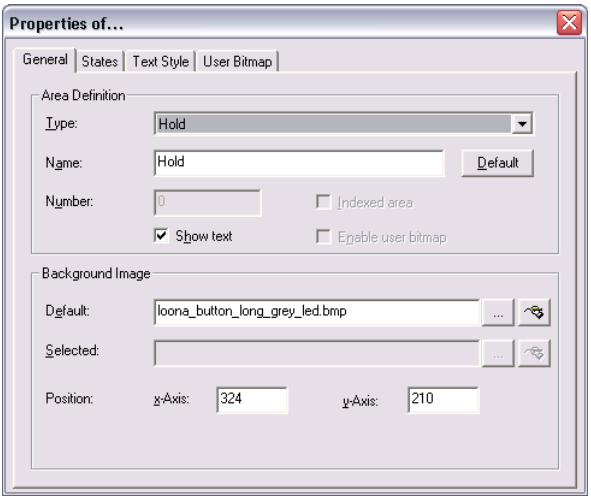


Fig. 5 General Properties of a Button

③ Click on "Default" to use the 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. At this time, only the button type "Line" can be indexed.

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 bitmap 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 bitmap using the linked graphic application.

The color of the upper left pixel of the bitmap is interpreted as a transparent color. This means that the background bitmap of the Skin will show through in all areas of the button background in which this color occurs.

⑨ For Line buttons only:

Define the bitmap file to be used instead of the normal button background image when this Line Button is active under “Background image” in the “Selected” field.

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

The color of the upper left pixel of the bitmap is interpreted as a transparent color. This means that the background bitmap of the Skin will show through in all areas of the button background in which this color occurs.

⑩ The coordinates of the button within the LANCOM Advanced VoIP Client 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

Button States

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.

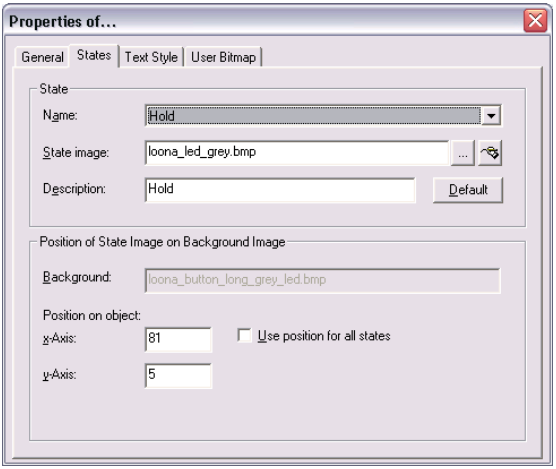


Fig. 6 The States of a Button

Example: The following states are available for a Line Button

- “Idle”
- “Dial”,
- “Busy”

A numeric button, on the other hand, has no states.

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

② The bitmap 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 bitmap using the linked graphic application.

The color of the upper left pixel of the bitmap, or of the same pixel of the first bitmap in the AVI animation, will be interpreted as a transparent color. This means that the button background bitmap and/or the background bitmap 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 bitmap 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 bitmap.

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 bitmap 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

Button Text

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 bitmap.

② The size of the area used for text is defined in the fields "Width" and "Height".

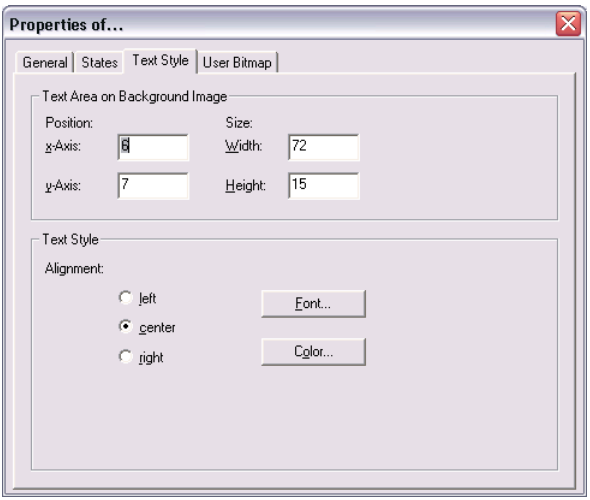


Fig. 7 The Text Style of the Buttons

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 images (bitmaps) 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

User-defined Image and/or Text for Button

① The position of the area used for bitmap 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 bitmap.

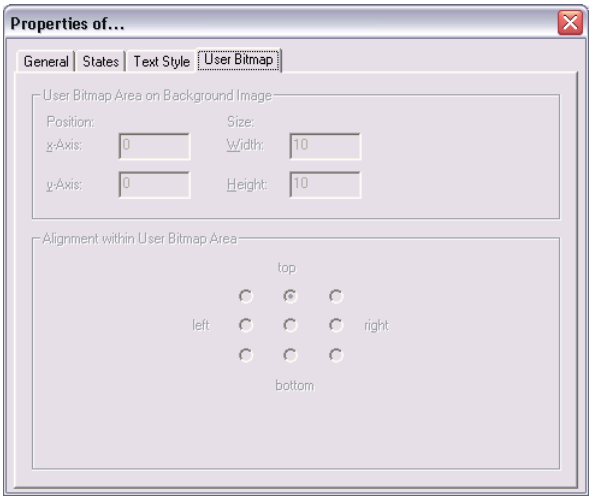


Fig. 8 Properties of the User-defined Images for Buttons

② The size of the area used for the bitmap is defined in the fields "Width" and "Height".

③ The alignment of the bitmap within the defined area, if it is smaller than this defined area, is activated by option under “Alignment of User Bitmap”.

■ 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

Add Button

① Click with the right mouse button on the LANCOM Advanced VoIP Client user

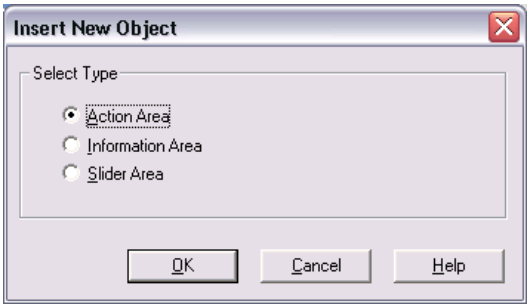


Fig. 9 The Selection Window for New Object

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 Configure the new action area, as described in *Editing Buttons (Action Areas)*, page 15.

■ Remove Button

The following describes how to remove a button.

This is how you delete a button

Remove 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 Editing the Telephone Display (Information Areas)

The telephone display of the Standard Skin of your LANCOM Advanced VoIP Client is made up of several display elements. Display elements can include the following information: date, time, charges, caller's name and telephone number, name and telephone number of the person being called, etc. All display elements together make up the telephone display. It is, of course, also possible to place the individual elements at different positions within the LANCOM Advanced VoIP Client user interface. The following describes how you can change, add, or delete existing display elements.

Configuring the Telephone Display

With LANCOM Advanced VoIP Client 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

This is how you change the appearance of the telephone display

Change Telephone Display

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 telephone display.

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

General Settings

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.

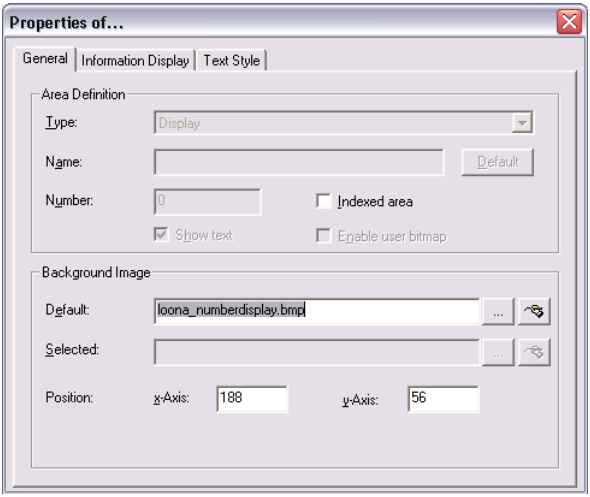


Fig. 10 General Properties of the Information Areas

② The bitmap 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 bitmap 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 LANCOM Advanced VoIP Client interface. The zero point of the coordinate system lies in the upper left corner.

It is not possible to change other fields for the telephone display.

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 the telephone display. 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 account information where LANCOM Advanced VoIP Client is currently logged on.
Called Extension (incoming)	Display of the number 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 LANCOM Advanced VoIP Client is logged on.
Charges	Charges incurred for the active connection
Number Dialled	Number Entered by User
Messages	Information from LANCOM Advanced VoIP Client
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.
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 LANCOM Advanced VoIP Client 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.

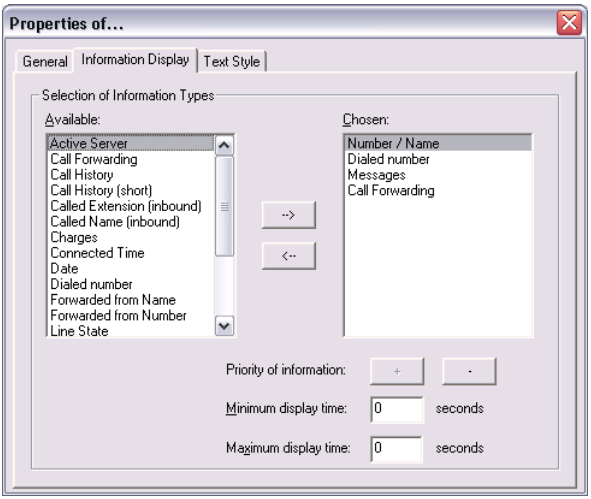


Fig. 11 The Display in Information Areas

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.

Add Information

This is how you add information to the telephone display

① Click on the information you would like show on the display element in the "Available" list box.

② Click on [=>].

or

① In the "Available" list box, double-click on the information you would like show on the display element.

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

Remove Information

This is how you remove information from the telephone display

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.

Change Priority

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

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.

Define Information Display Time

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).

■ Add Display Element

The following describes how to add a display element.

This is how you add a new display element

Add Display Element

① Click with the right mouse button on the LANCOM Advanced VoIP Client user

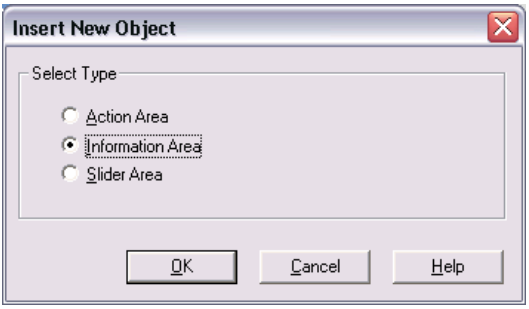


Fig. 12 The Selection Window for New Object

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 “Information Areas”.

④ Click on “OK”.

The "Properties of…" window will appear.

⑤ Configure the new information area, as described in *Configuring the Telephone Display*, page 22.

■ Removing a Display Element

The following describes how to remove a display element.

This is how you delete a display element

Removing 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

Changing 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

General Settings

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

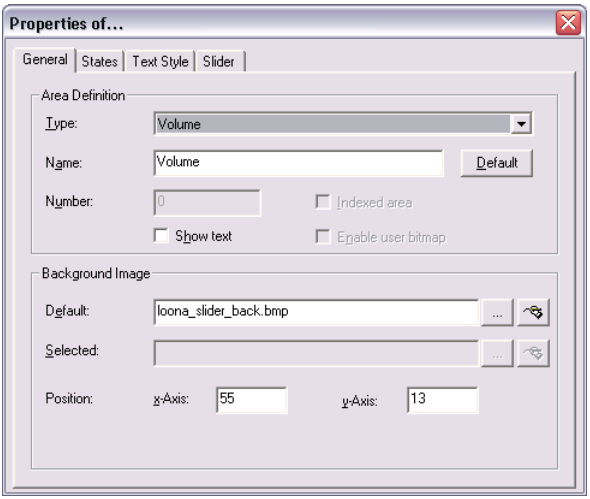


Fig. 13 General Properties of the Slider

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 bitmap 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 bitmap 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 LANCOM Advanced VoIP Client 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

States of a Slider

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

All available states are listed here.

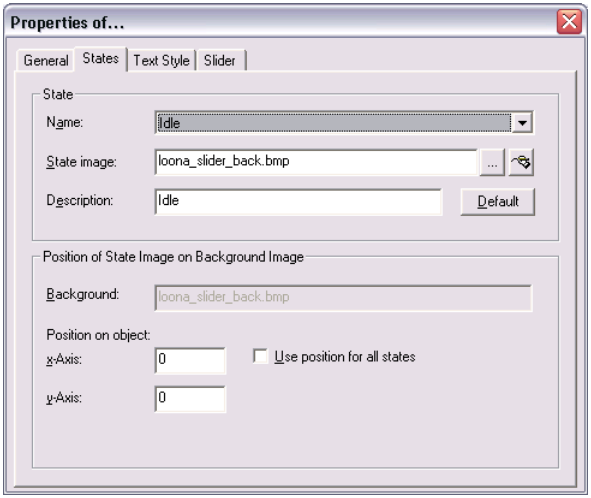


Fig. 14 States of the Slider

② The bitmap 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 bitmap using the linked graphic application.

The color of the upper left pixel of the bitmap or an AVI animations is interpreted as a transparent color. This means that background will shine through all areas of the picture, which have these colors.

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 bitmap 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 bitmap.

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 bitmap 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

Test Style of a Slider

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 bitmap.

② The size of the area used for text is defined in the fields "Width" and "Height".

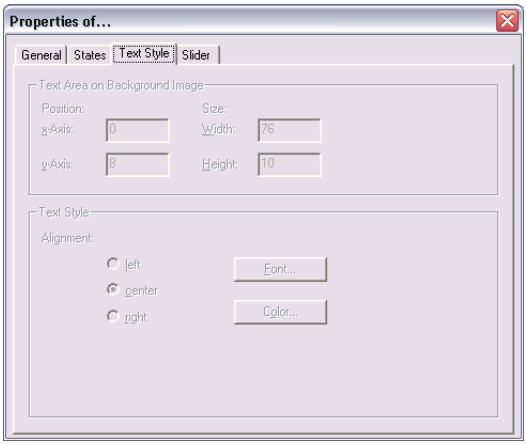


Fig. 15 Text Style of a Slider

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 "Slider" Tab

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

This is how you define the properties of the slider

Properties of a slider

① 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 bitmap.

② 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.

③ 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.

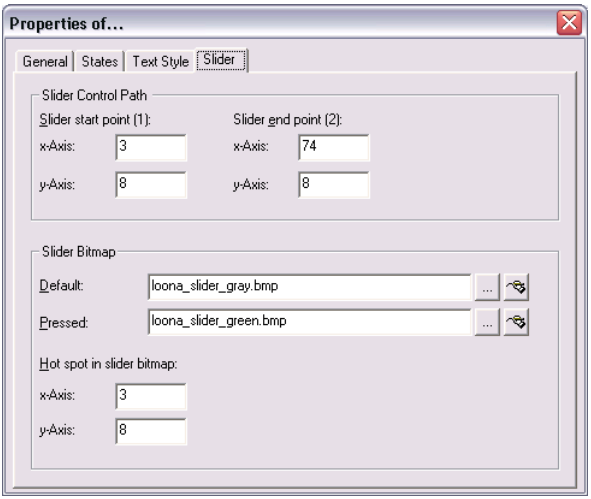


Fig. 16 Properties of the Slider

■ Add slider element

Add a slider element as described below.

This is how you add a new slider element

Add slider element

① Click with the right mouse button on the LANCOM Advanced VoIP Client user

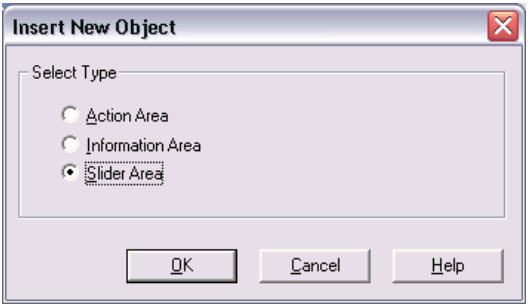


Fig. 17 The Selection Window for New Object

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 “Slider”.

④ Click on “OK”.

The "Properties of…" window will appear.

⑤ Configure the new slider, as described in *Configuring the Slider*, page 28.

■ Remove Slider Element

The following describes how to remove a slider element.

This is how you delete a slider element

Remove 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.

1.3 Save Skin

It is possible to save the changes you have made to the Skin.

This is how you save the edited Skin (in Edit Mode)

Save Skin

① Click with the right mouse button on the LANCOM Advanced VoIP Client user interface.

The shortcut menu will appear.

② Click on "Save Skin...".

This is how you save the edited Skin (not in Edit Mode)

Save Skin

① Click with the right mouse button on the LANCOM Advanced VoIP Client user interface.

The shortcut menu will appear.

② Click on "File | Skin | Save...".

The following window appears: which prompts you to enter a file name.

③ Save the Skin with the file extension ".cab".

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

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