

Home automation touch screen

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General information about the system - Touch screen functions

1. General information about the system

VIEW is Vimar's vision of the digital world and the Internet of Things, which forms the guiding principle for the ongoing development of smart solutions, all connected to each other, to the Internet and to the user by means of state-of-the-art digital technologies.

VIEW is a constantly growing ecosystem of stylistically matching smart products and interconnected systems that are also compatible with other manufacturers' products, with the aim of increasing simplicity for users and offering them an extremely intuitive interface with identical graphic icons across all devices, to control their homes at the touch of a button.

The platform allows integrated operation of Vimar systems through a local IP network so that users can operate any system in the home (home automation system, burglar alarm system, video door entry system, etc.).

The 4.3", 7" and 10" touch screens available can be used as supervisors (control and command functions) for a specific system or globally across the entire system.

Thanks to a connection to the Vimar cloud, users can also access a series of advanced remote functions, each of which specific for the reference system.

The connection to the Vimar cloud enables system supervision without necessarily operating on the user's own router to open doors and relying on DynDNS services, and provides firmware updates, push notifications on mobile devices and usage data logs.

2. Touch screen functions

As mentioned previously, the touch screen can be used to supervise and control the system locally.

The functions available are all those relating to the control and management of:

- LIGHTS AND ROLLER SHUTTERS ➔ lighting control/on/off and roller shutter opening/closing and slat orientation.
- CLIMATE CONTROL ➔ temperature control, programmes, etc.
- SOUND SYSTEM ➔ selection of source type, such as radio, stereo, Bluetooth devices, audio zones, etc.
- ENERGY MANAGEMENT ➔ consumption control, load management, etc.
- BURGLAR ALARM SYSTEM ➔ switching on/off of entire system or by zones, types of alarm, etc.
- VIDEO DOOR ENTRY SYSTEM ➔ displaying/answering calls, electric lock opening, etc.
- CCTV ➔ camera viewing, etc.
- CREATION OF SCENARIOS ➔ several functions that are activated using a single control.

These functions are closely linked to the gateways in the system; the touch screen will therefore only be able to manage those linked to them.

The table on the facing page illustrates the correspondence between gateways and functions that can be managed from the touch screen.

Touch screen functions

| | HOME AUTOMATION SYSTEM gateway art. 01410 - 01411 | Burglar alarm system GATEWAY art. 03812 | 2F+ video door entry system GATEWAY art. 01415 | IP video door entry system GATEWAY art. 01416 | CAMERAS and ELVOX DVR/ NVR |
|---|--|---|--|---|-------------------------------------|
| Light control/on/off | ✓ | | | | |
| Roller shutter and curtain opening/closing | ✓ | | | | |
| Slat opening/closing and orientation | ✓ | | | | |
| Light control/on/off with Philips Hue lamps | ✓ | | | | |
| Electric lock opening | ✓ | | ✓ | ✓ | |
| Heating and air conditioning temperature control | ✓ | | | | |
| Climate time schedule setting | ✓ | | | | |
| External sensor management (rain, wind, humidity, etc.) | ✓ | | | | |
| Audio source management and sound system | ✓ | | | | |
| Energy consumption control | ✓ | | | | |
| Load management | ✓ | | | | |
| Sprinkler system control | ✓ | | | | |
| Timer management (weekly, periodical, astronomical) | ✓ | | | | |
| Scenario creation and management | ✓ | ✓* | ✓* | ✓* | |
| Alarm system power-on/off | | ✓ | | | |
| Burglar alarm signalling | | ✓ | | | |
| Tampering alarm signalling | | ✓ | | | |
| Technical alarm signalling (gas leaks, flooding, etc.) | | ✓ | | | |
| Alarm storing | | ✓ | | | |
| Call display and dialogue | | | ✓ | ✓ | |
| Video voicemail | | | ✓ | ✓ | |
| Intercom call | | | ✓ | ✓ | |
| Videocall recording | | | ✓ | ✓ | |
| External environment display | | | ✓ | ✓ | |
| External environment video control | | | | | ✓** |
| Internal environment video control | | | | | ✓** |
| Video-check | | ✓ | | | ✓ |

* The presence of the gateway 01410-01411 is required.

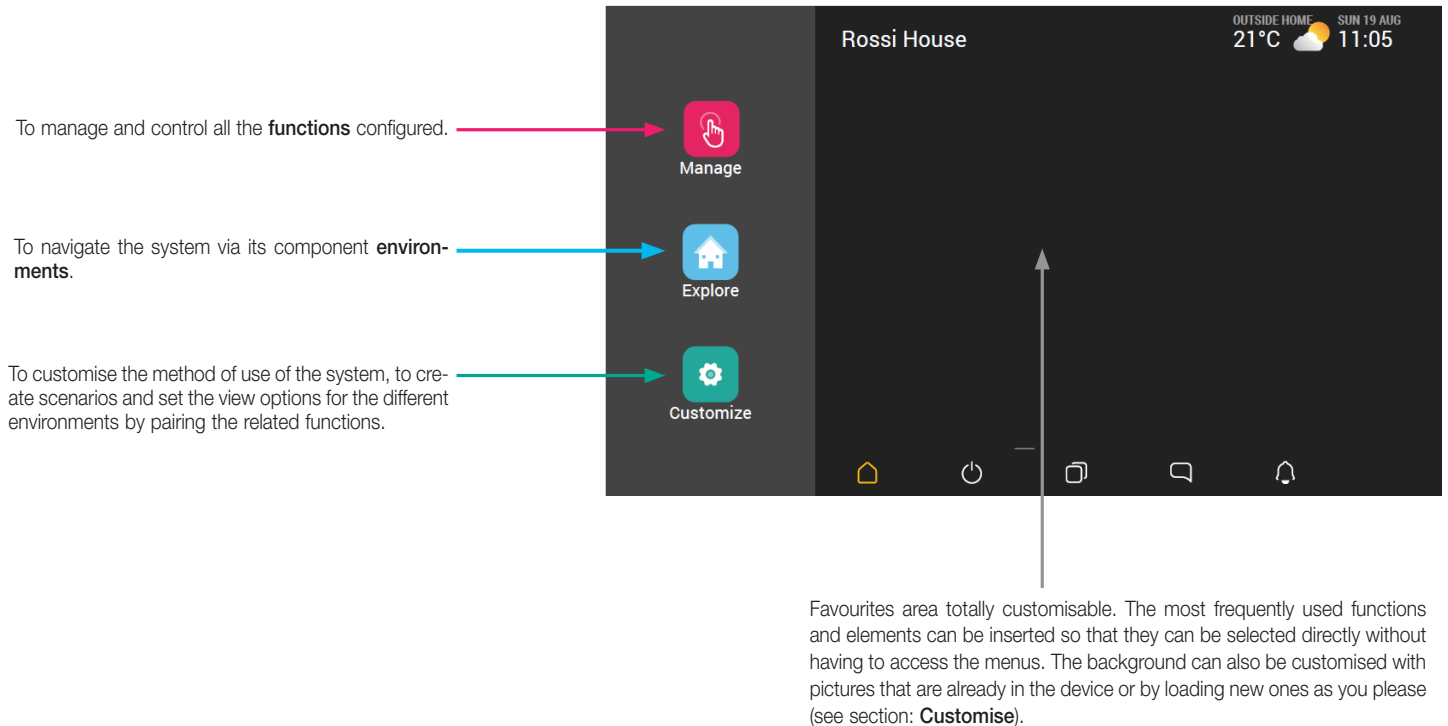
** Touch screens display live images from the IP or IP/analogue cameras associated with the DVR/NVR.

Touch screen home page

3. Touch screen home page

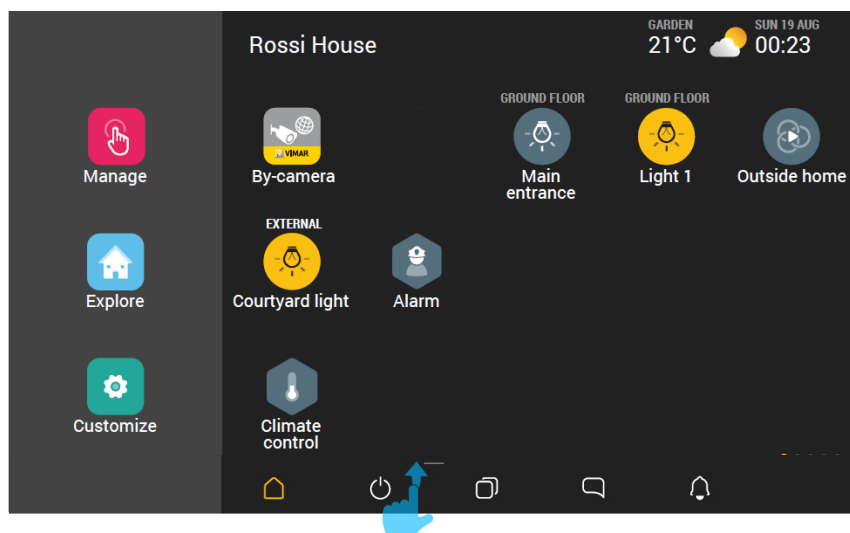
This chapter illustrates the principal concepts used to manage the system through an extremely simple and user-friendly interface.


3.1 Non-customised home page



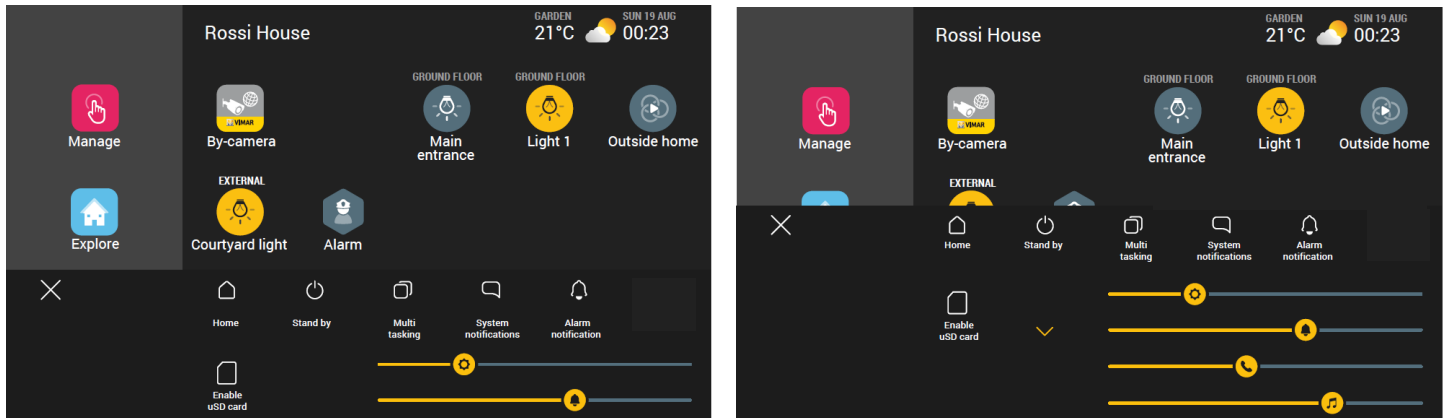
N.B. The environments are displayed in alphabetical order.

3.2 Customised home page



- In every screen, swipe up from the position shown  (see subsequent figures) to display the device control panel (screen brightness, volume, etc.). Swipe up again to display further options only if the video door entry system is also present.

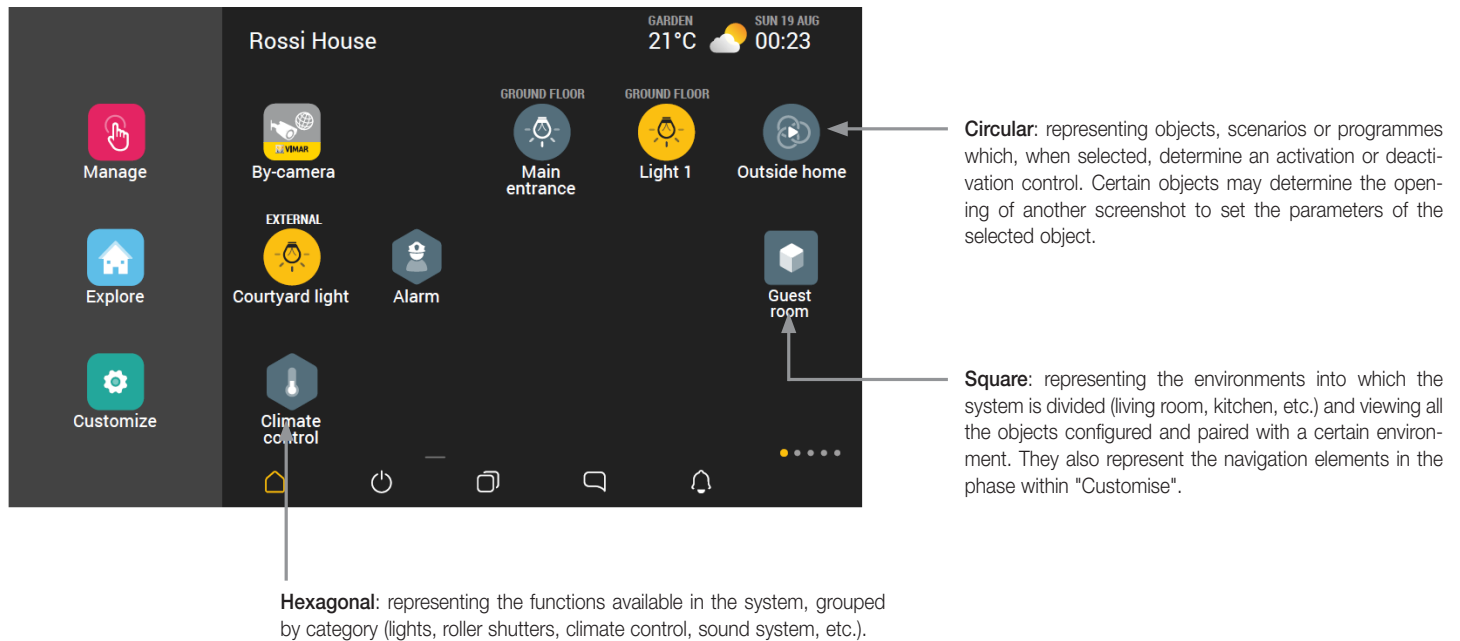
Touch screen home page - Icon types



To close the panel, swipe down  or select .

4. Icon types


The icons used come in three different shapes depending on what they represent:

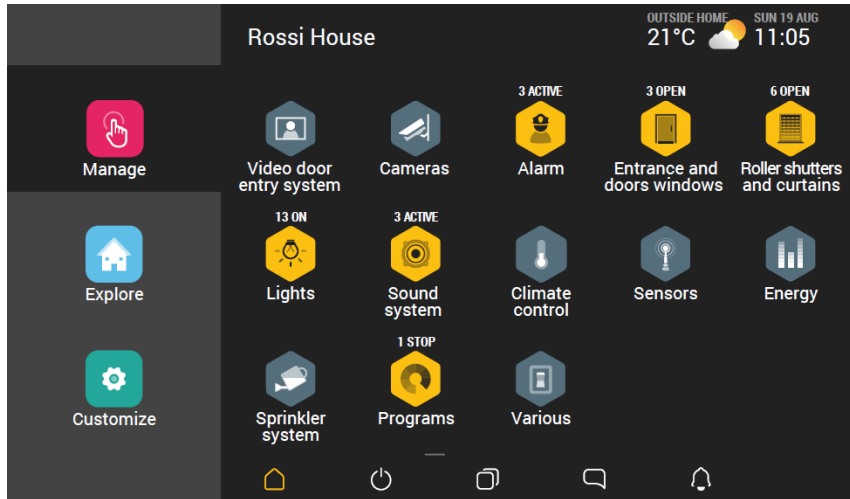



N.B. The three icons become **yellow in colour** when at least one of the elements they represent is **active** (for instance a raised roller shutter, heating on in the "Living room", courtyard light on, an area of the alarm system enabled, a programme on pause).

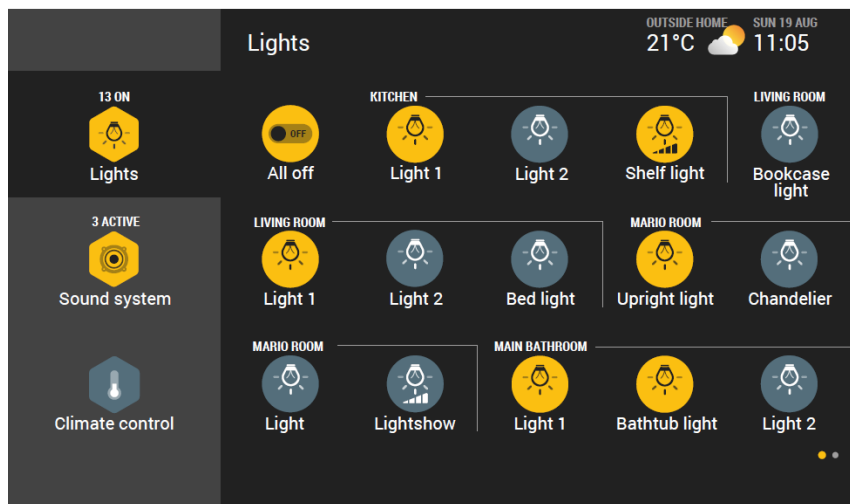
Icon types


4.1 Manage.

The  (Manage) icon is designed to manage and control all the **functions** configured; you will therefore have a global view of the system and, by touching the related icon, the status of each individual function (how many and which lights are on, how many and which roller shutters are up, the temperature values of the climate control zones, etc.).



For instance, if you select  (Lights), details of all the objects present are displayed, divided up by environment, with an indication of their status. A scenario that involves all the objects is also available.



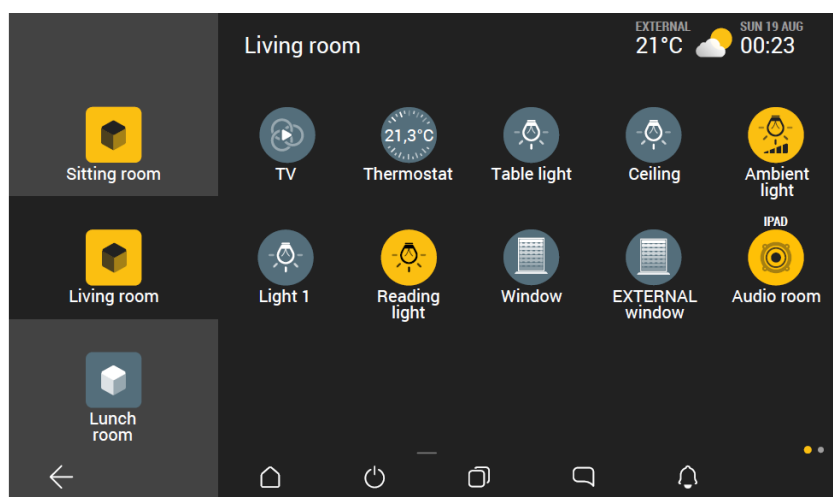
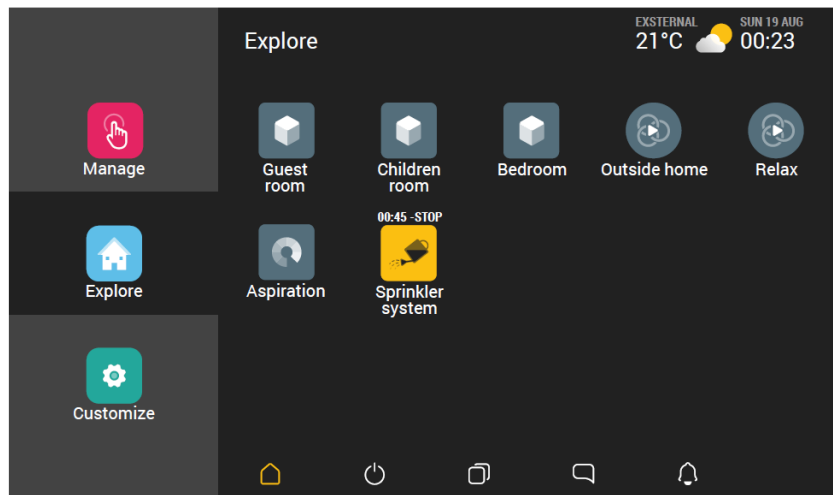
The above screen is the first of two that contain all the objects of the **Lights** function; the current view is indicated by .

Icon types

4.2 Explore.

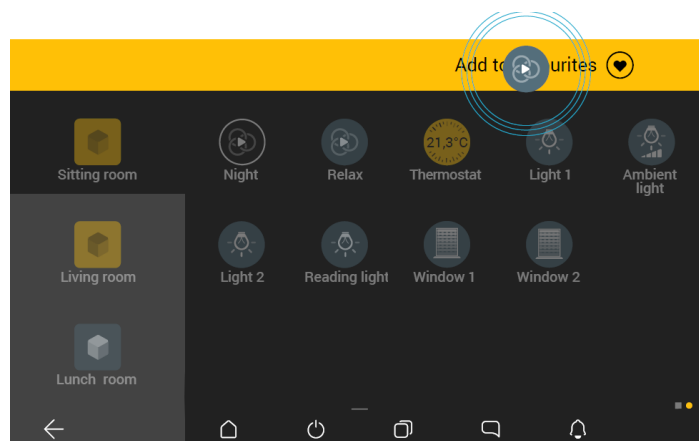
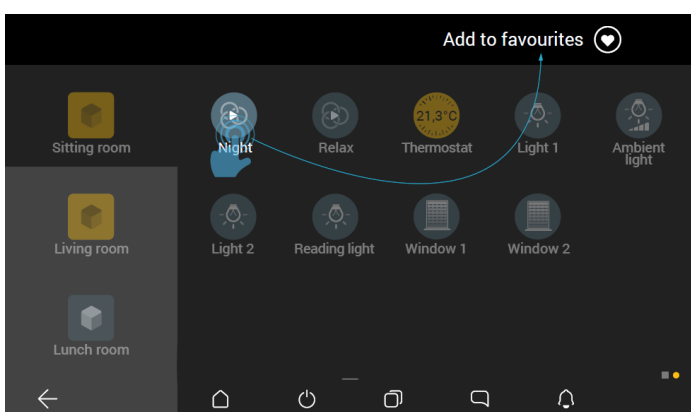
The  (Explore) icon is designed to browse the system through its component environments; the view can be in the form of icons or with a view set in a specific environment (photographic) in which the paired elements are inserted.

For example:




- To insert an element in the “Favourites” area:
 - long press on the related icon (the “Add to favourites” option will be displayed);
 - drag the selected icon into the “Add to favourites” area.

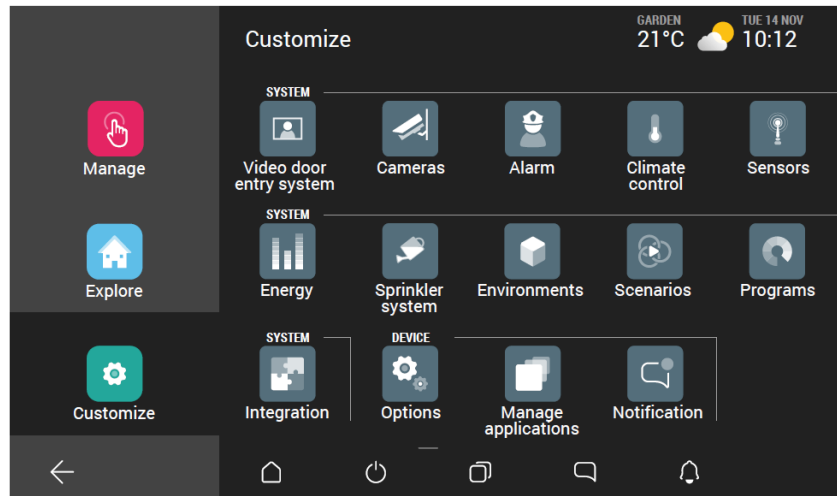
Using the same procedure, and the icons that allow it, you can also choose whether to insert links to every single entrance panel present in the video door entry system in the Home page or in the “Favourites” area



Icon types






4.3 Customise.

The  (Customise) option is designed to customise the method of use of the system (for instance activating/deactivating the burglar alarm system only in specific zones and depending on the user), create scenarios and set the view options for the environments, pairing the related functions.







4.3.1 Touch screen status LED management.

Touch screens 01422 and 01425 are fitted with a LED which, following certain events, notifies the user by turning on with various colours, each combined with the condition that has arisen. In the case of simultaneous events, certain notifications will have priority over others (for instance notifications relating to the burglar alarm system will always have priority over all the rest); the table below indicates the colour with which the LED lights up, the respective notification and the associated priority (in order of importance).

| Colour of the LED | Notification | Priority |
|---|--|----------|
|  <i>permanently on</i> | Generic burglar alarm (break-in, tampering, etc.). | 1 |
|  <i>flashing</i> | Alarm memory (the alarm was remedied but is still stored). | 2 |
|  <i>permanently on</i> | Technical alarm. | 3 |
|  <i>flashing</i> | Disconnection of a load following the exceeding of the threshold value. | 4 |
|  <i>flashing</i> | Generic video door entry notification (missed call, new video message, etc.) | 5 |

To pinpoint the details which have generated the notification, simply access the menus associated with the respective functions (burglar alarm system, energy management, etc.).

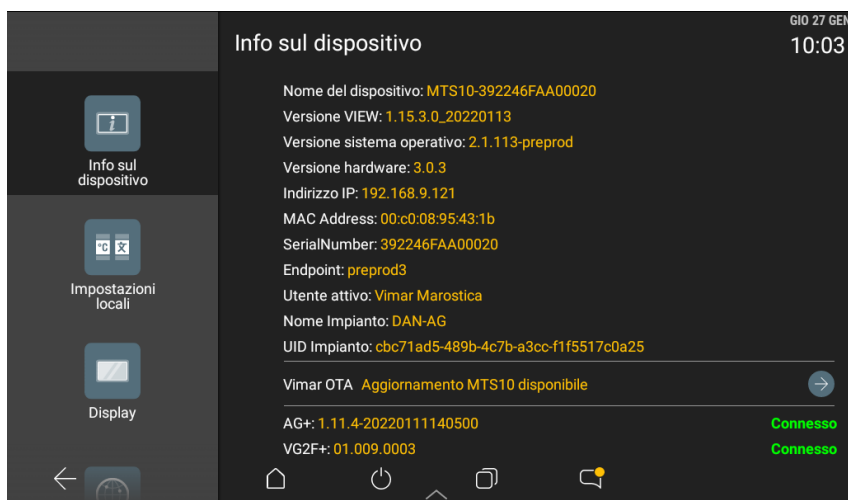
The touch screen can be used to enable/disable notifications with the following procedure:

- From the "Customise" () screen, touch "Notifications" (); the screen with a list of notifications available is displayed.
- Use  or  to enable or disable the desired notifications.

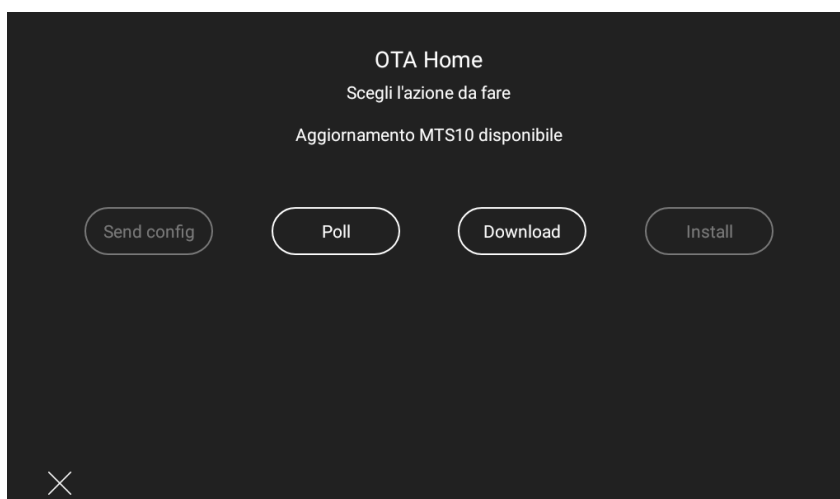
Updating touch screens

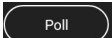

5. Updating touch screens

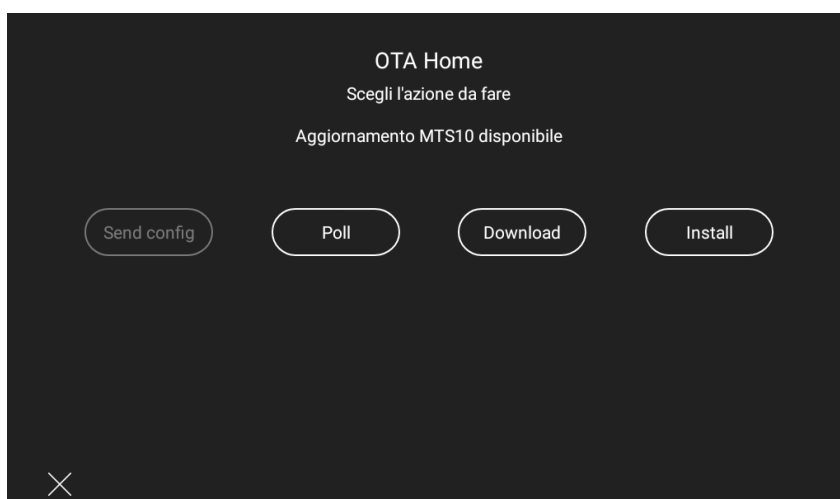
To check if new firmware is available, select "Customise" () -> "Options" () -> "Device information" (); the "Vimar OTA" item will indicate whether a firmware update is available or not.



1. Select  ; the following screen will be displayed:

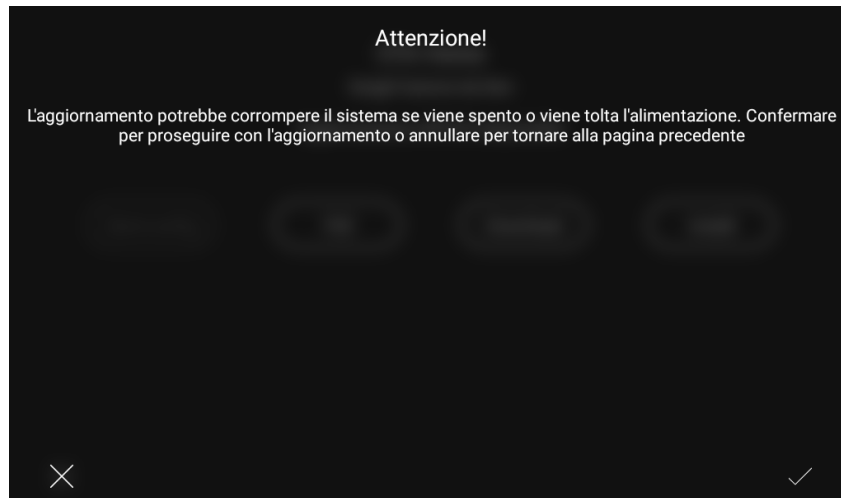



2. Select  followed by  ; then wait for the file containing the updated firmware to download.



Updating touch screens

3. Select .



4. Finally select  to confirm ; the updated firmware will be installed in the multimedia video touch screen.

Creating scenarios

6. Creating scenarios



Scenarios are a set of functions which can be activated using a single control or when a given event occurs.

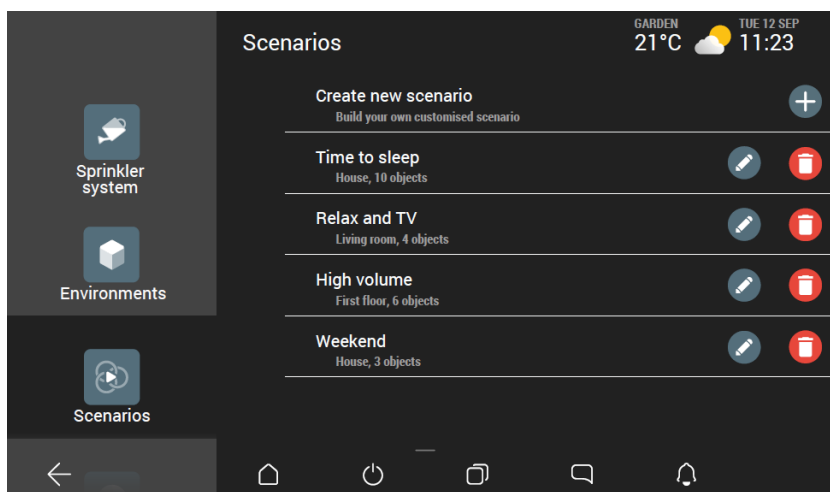
Scenarios are created by the Administrator using the following procedure:


1. From the "Customise" - "Scenario" - "Create new scenario" screen, view all the categories of objects that represent the functions of the system (LIGHTS AND ROLLER SHUTTERS, CLIMATE CONTROL, etc.).
2. Select all the objects you wish to include in the scenario and, one by one, set the status that they should assume upon activation of the scenario.
3. Select an environment and assign a name to the scenario.
4. If, in addition to activation via App or touch screen, the scenario also needs to be activated manually using a button, make the pairing with the desired ones.
Important: in order to make this pairing, the installer must have previously made arrangements, during the system configuration phase, for buttons dedicated to the activation of the scenarios.
5. If the By-alarm Plus burglar alarm system is also present in the system and you wish to activate the scenario using a control or on the occurrence of an event on this system, make the pairing by setting the zone and the type of control or event (switch on/off, alarm, incoming video door entry call, video door entry call end, logical programmes, etc.).

Note: Scenarios can also be created by the Installer (via the touch screens) and by Basic users (via the View App) provided the Administrator has given them privileges to perform this operation.

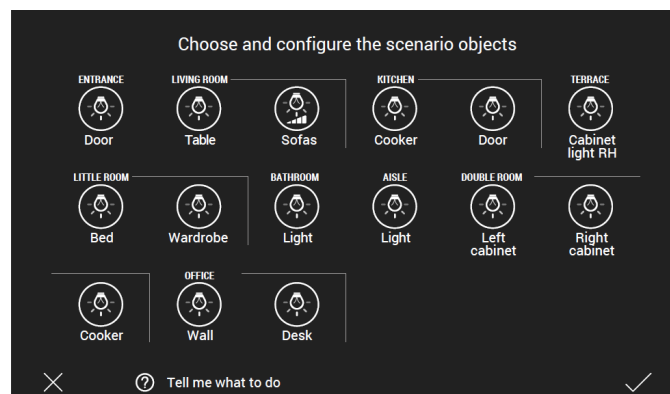
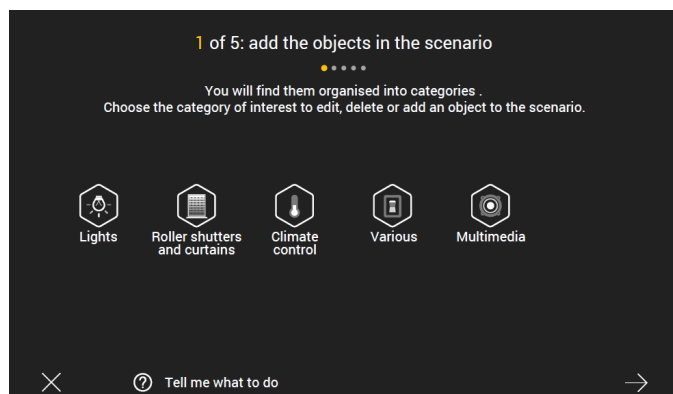
6.1 Scenario creation example

- From the "Customise" () screen, touch  (Scenarios); the screen with the option to create a new scenario is displayed, along with a list of any created previously.




- Touch ; the screen displaying the categories of objects which can be inserted in the scenario is shown.
Here, you can access each category (LIGHTS, ROLLER SHUTTERS, CLIMATE CONTROL, etc.) to add objects, cancel the creation or display the help screen; the help screen is automatically shown at first access whereas it is called up manually after that.



- Touch ; the list of all LIGHTS objects is displayed, organised by relevant environment (non-configured objects are white with a black background).

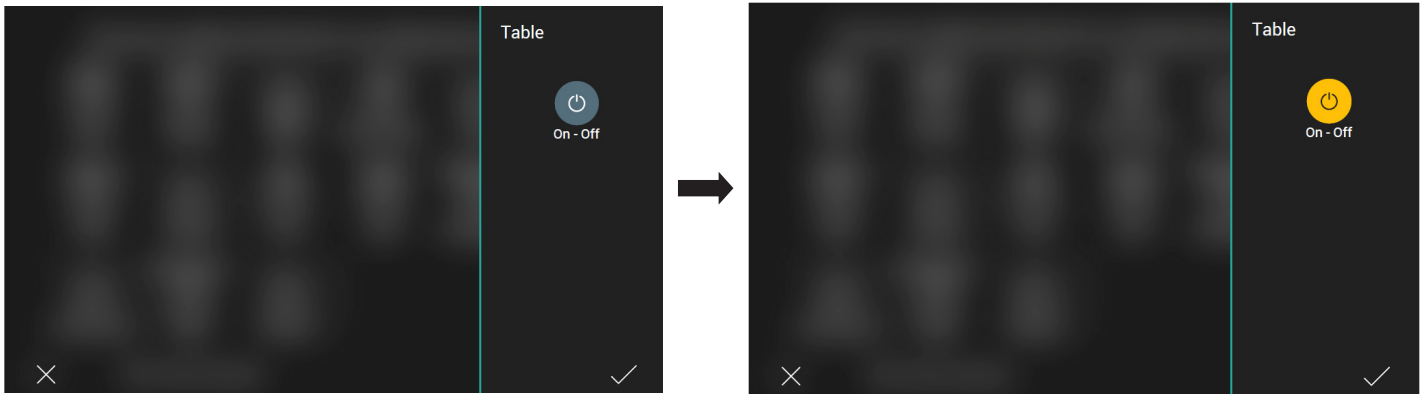



Creating scenarios



- Touch ; in this case it is a lamp with an ON/OFF function.

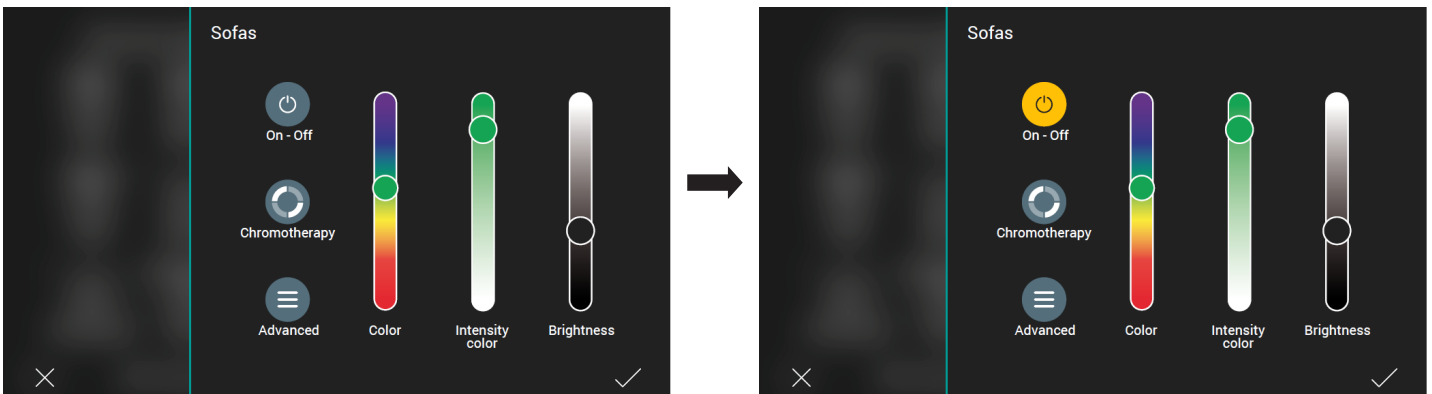
For any object you set, the related control panel appears, showing its current status, and is acquired by the system; use this panel to set the status that the object should assume both on the interface and in real time.


Touch  to switch on or off depending on the status you wish to achieve when the scenario is called up and confirm with .

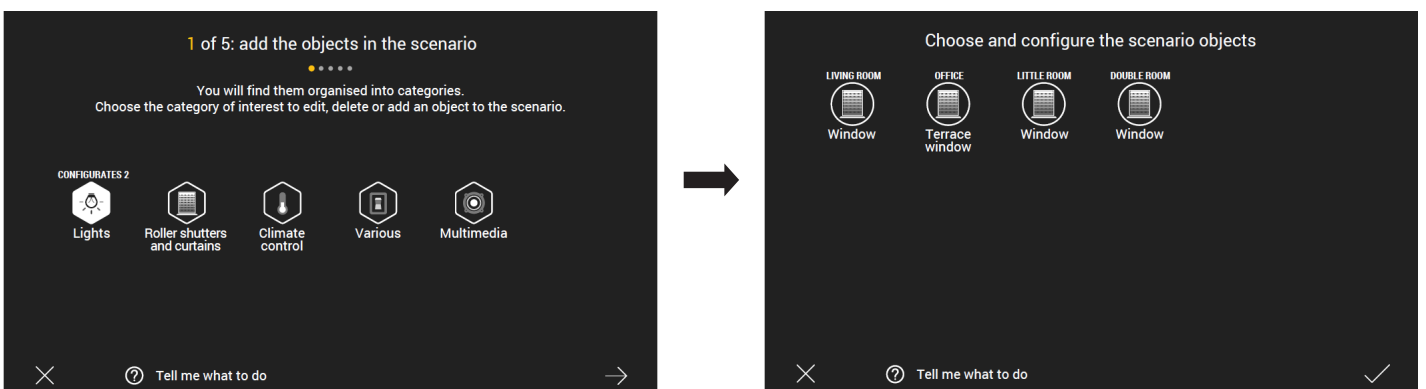


- Touch ; in this case it is a lamp with an ON/OFF function and RGB control.



Touch  to switch on or off depending on the status you wish to achieve when the scenario is called up; in this case you want the lamp to be on with specific brightness, intensity and colour characteristics. Then make the required adjustments and confirm with .

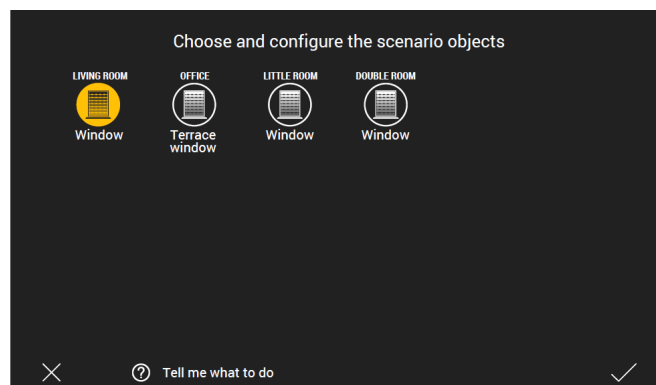
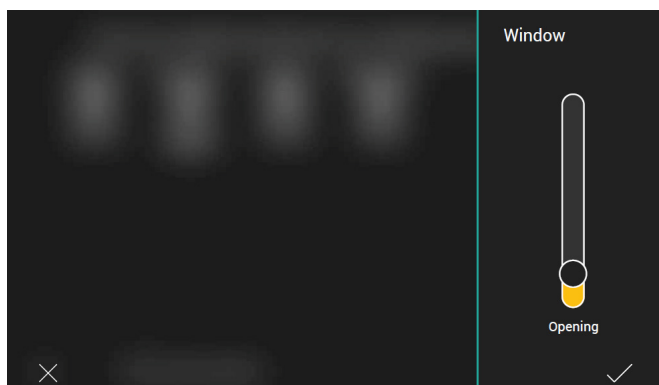



- Go back to the screen showing the categories of objects and touch ; the list of all the ROLLER SHUTTER AND CURTAINS objects is displayed, organised by related environment.



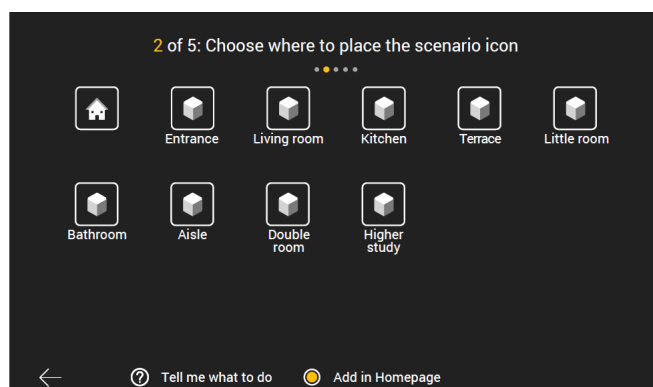
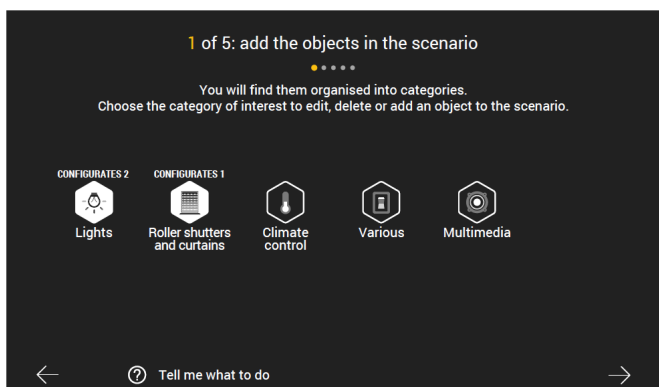
Creating scenarios



- Touch ; in this case, it is a roller shutter which - when the scenario is called up - is set according to the setting made. Then make the required adjustment and confirm with .

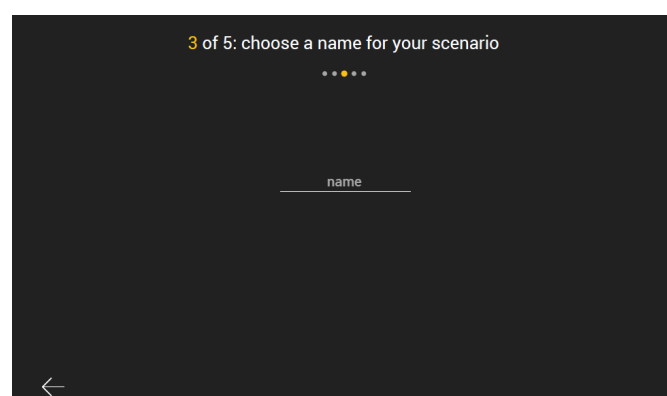
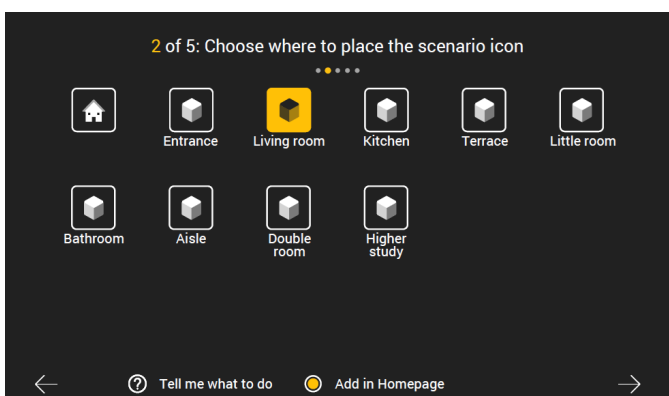


- In this example, no other objects need to be included so touch  again to proceed.

The screen displaying all the categories of objects is shown again, highlighting the elements that have just been configured. Touch  to continue.

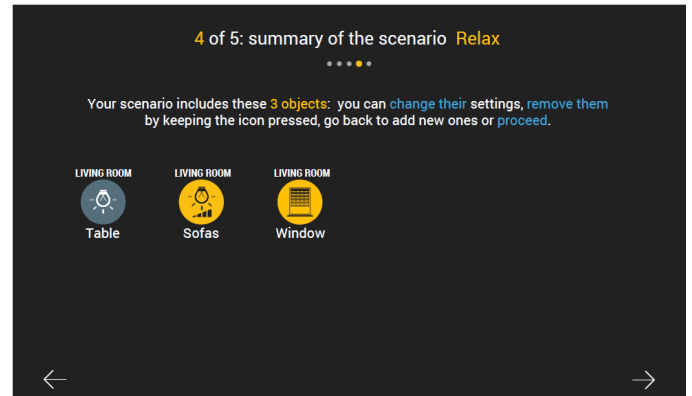
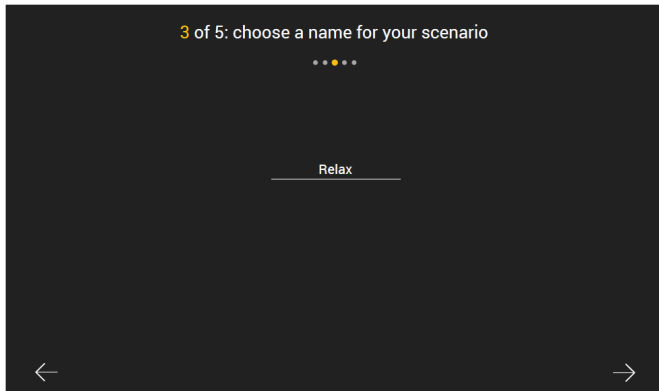


- Select the environment where you wish to position the icon of the scenario you just created and confirm with ; you will now be asked to assign a name to the scenario. Selecting  "Add to homepage" allows you to position the icon of the scenario on the Home Page too.



- Insert the name of the scenario (in this example "Relax") and confirm; the scenario summary screen is displayed.

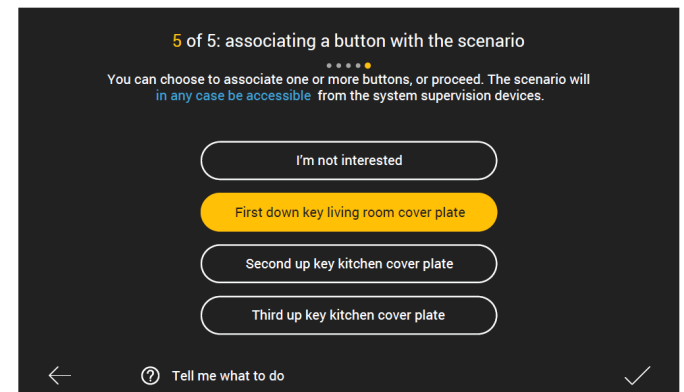
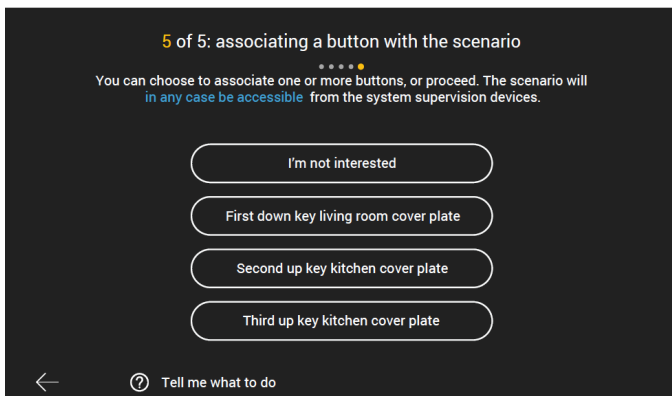
Creating scenarios



- Touch  to continue.

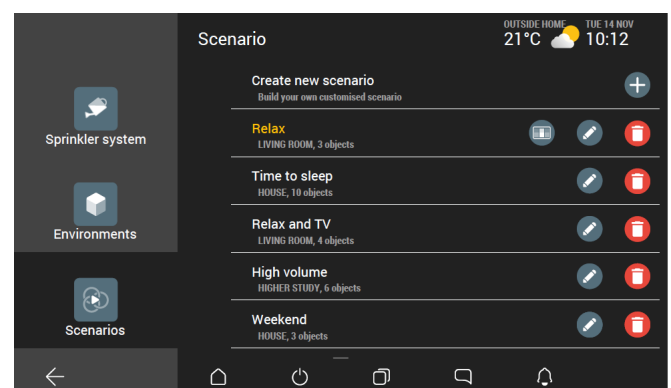
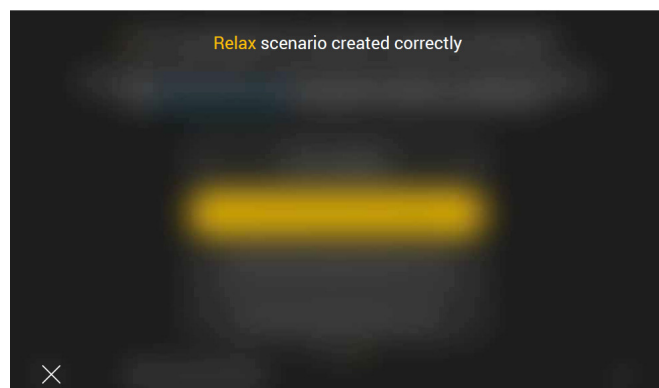
You will now be asked whether you wish to pair the scenario with the button of a control in order to call it up manually too; select the desired button and confirm with .

CAUTION: The button that controls the scenario must be specifically set up by the Installer during the configuration of the By-me Plus system.



- Touch  to continue.

The creation of the "Relax" scenario is now complete, and it will be included in the list shown on the screen dedicated to scenarios.

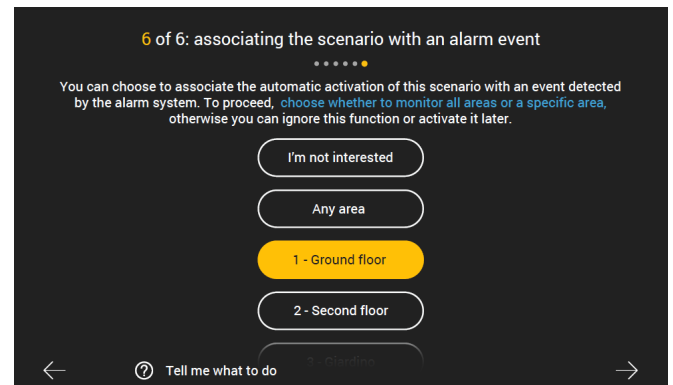
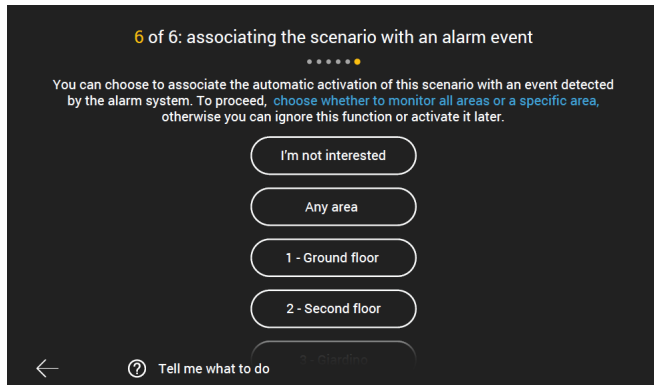


N.B. If the By-alarm Plus burglar alarm system is also present in the system (with the related paired gateway), also give you the possibility of activating the scenario at the occurrence of a given event in a specific zone or in the entire system.


Creating scenarios

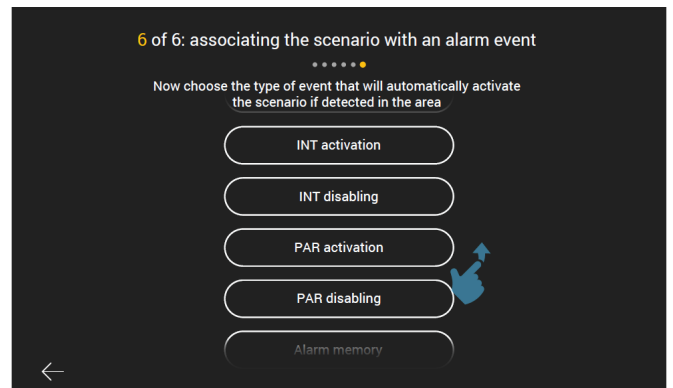
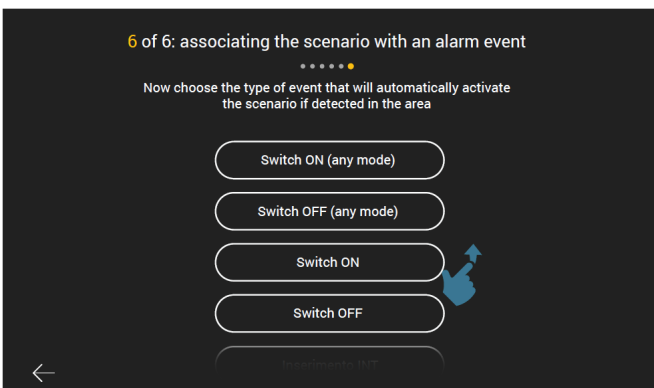
- For instance, select SECOND FLOOR to pair the scenario you just created with an event, should it occur in that zone.

Touch  to confirm and continue.

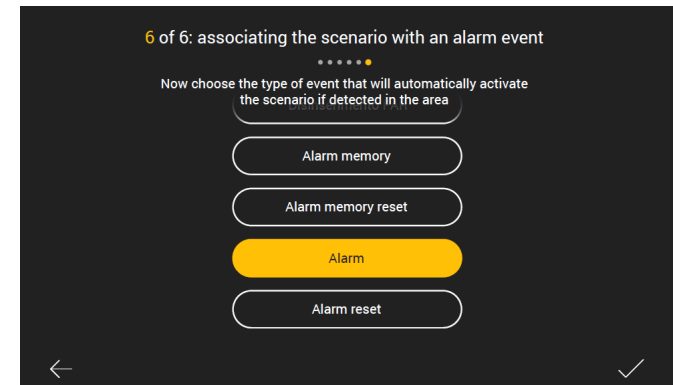
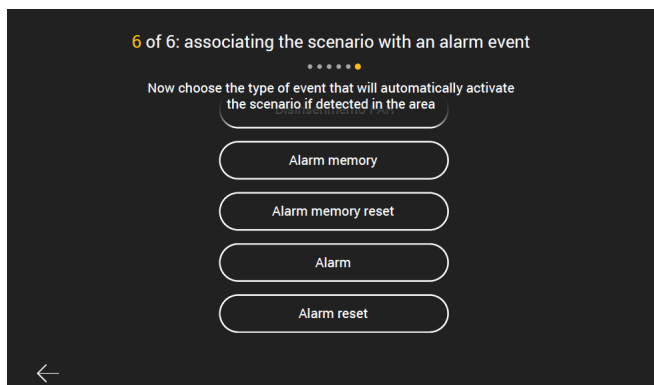


The list of events which can be paired with the scenario will be displayed.

Swipe up  to view all the available options.



For instance, select ALARM; in this case the scenario configured will be activated, not only from the button, but also if an alarm occurs in the SECOND FLOOR zone.



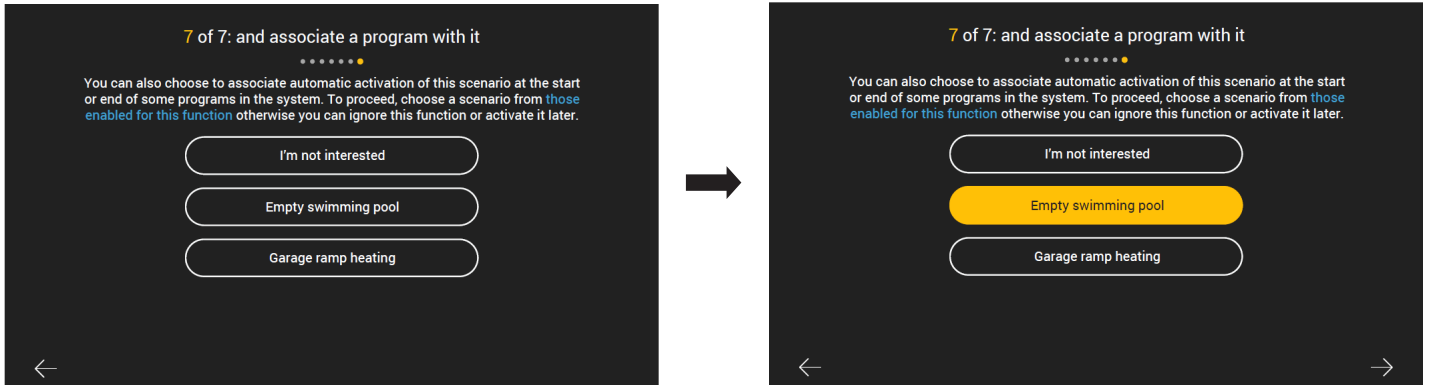
Touch  to confirm.

Creating scenarios

The scenarios can also be paired with logical programmes which have already been configured or with a video door entry event (obviously if a video door entry system is present).

- If you wish to pair a scenario (after creating it) with the logical programme, once shows the button pairing screen, select "Not interested" until the "pairing of a programme with the scenario" screen appears.

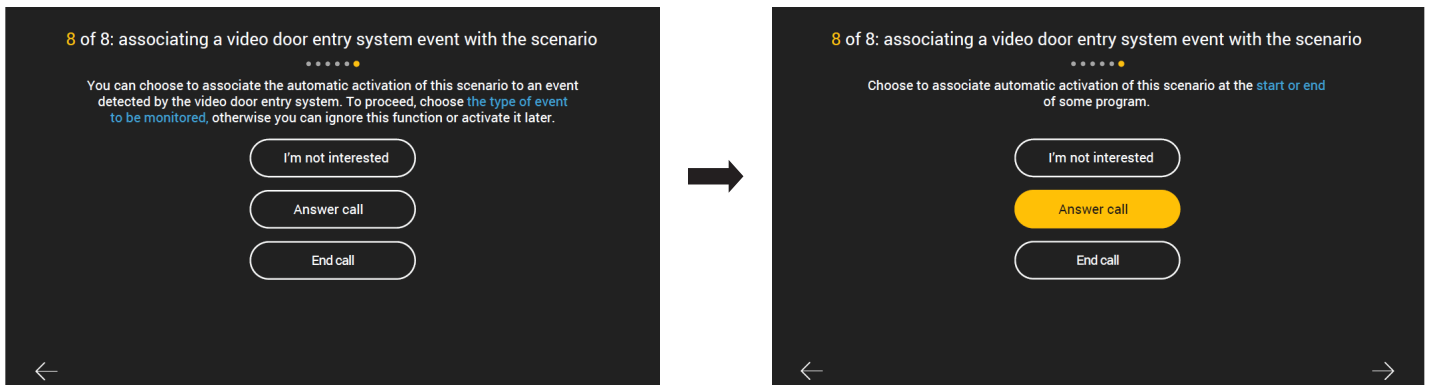
The list of programmes configured will be displayed and select the one with which the scenario should be paired; for instance:



In this case the scenario will be activated at the end of the "Empty swimming pool" programme; touch  to confirm.

- If you wish to pair a scenario (after creating it) with a video door entry event, once shows the button pairing screen, select "Not interested" until the "pairing of a video door entry event with the scenario" screen appears.

Then select the type of event and confirm your choice; for instance:



In this case, the scenario will be activated when a video door entry call is received.

Background customisation

7. Background customisation





The touch screen can be used to customise:

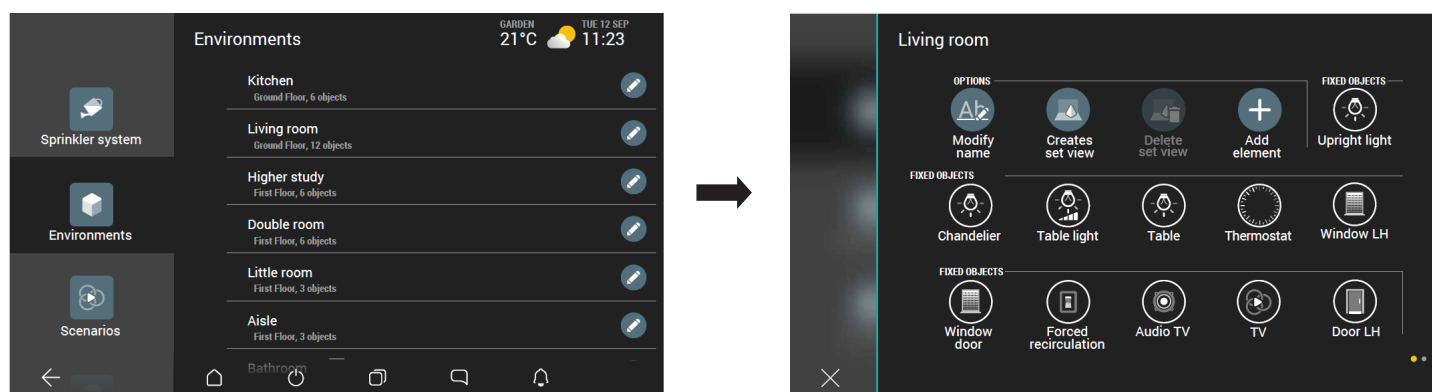
- the background of every environment in the system as they please, inserting a picture or even the photo of the environment itself, on which they may then place the icons related to the functions paired with it;
- the background of the “Home”, Manage”, “Explore” and “Customise” screens of the multimedia video touch screen inserting a picture of their choice.

The uploading of pictures is done using a Micro SDHC card and this must be done on every single multimedia video touch screen.

CAUTION: The pictures must be in JPEG or PNG format and have a maximum size of 2 MB; we also advise using pictures with a minimum resolution of 1200x800 px.



7.1 Environment backgrounds

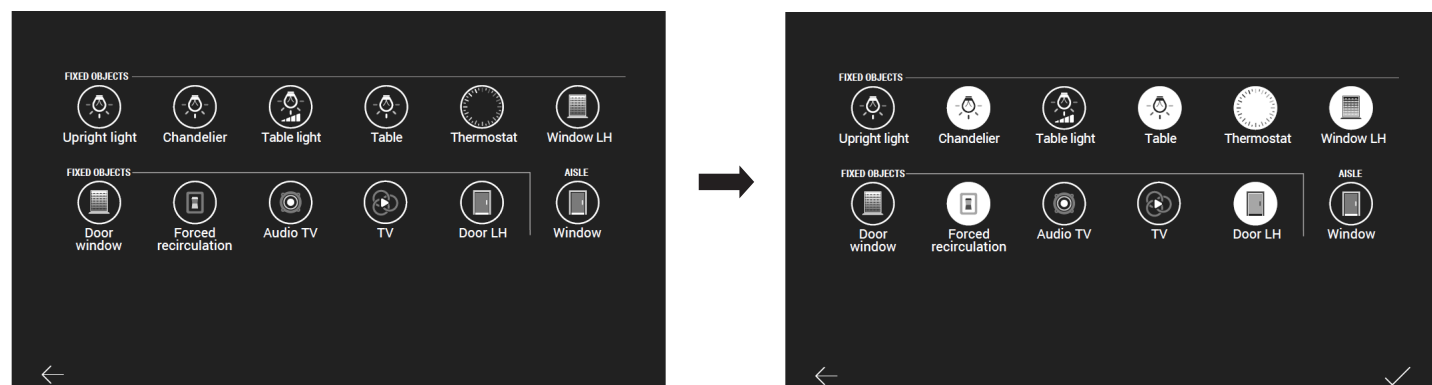
- From the “Customise” screen (), tap on “Environments” (); the screen displayed provides a list of the environments created in alphabetical order.
- Select  for the environment in which you wish to customise the background and then tap on “Create graphic view” ().



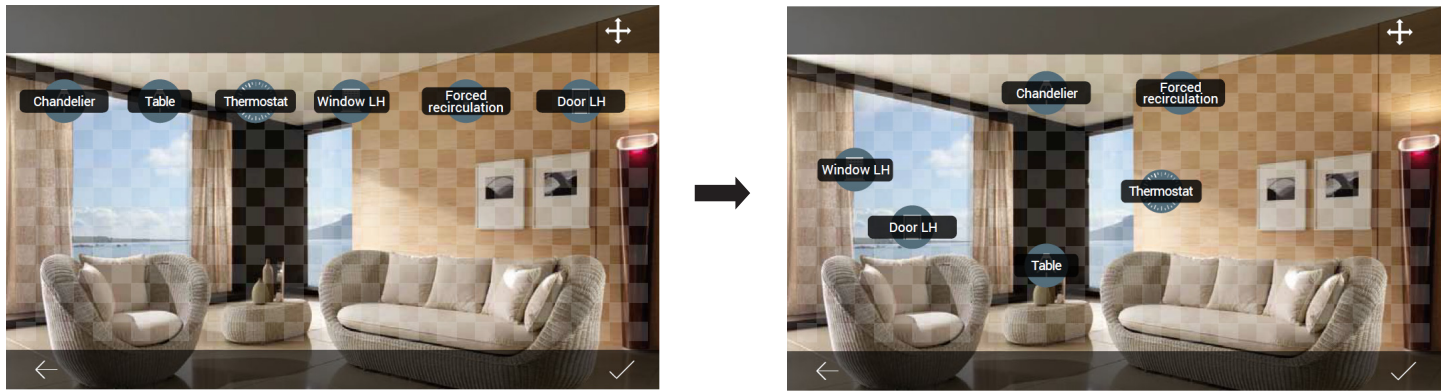
- From the screen that contains the list of pictures previously saved on the mobile device, select the desired one and then position it in the centre of the display.




- Confirm with .
- Now proceed with the insertion of icons that represent the functions of the environment; select the desired ones from the list (once selected, they become white) and confirm with .







Background customisation



- The icons will now be displayed in the selected background; position them as desired and confirm with  .
Each function of the environment will then be managed by selecting the respective icon inside the environment.

7.2 Touch screen background

- From the "Customise" (), screen tap on "Options" () → "Display" (); the screen with a list of images saved is displayed.
- Select the desired image; a preview is displayed, on which you can adjust the opacity.
- Finally confirm with  .

Camera integration

8. Camera integration

The Administrator can integrate digital cameras into the system and configure the related parameters, but only if they allow integration and are accessible via the RTSP string (check the availability of the RTSP string in the instruction sheet of each camera).



For optimum performance, we recommend the following video stream settings:

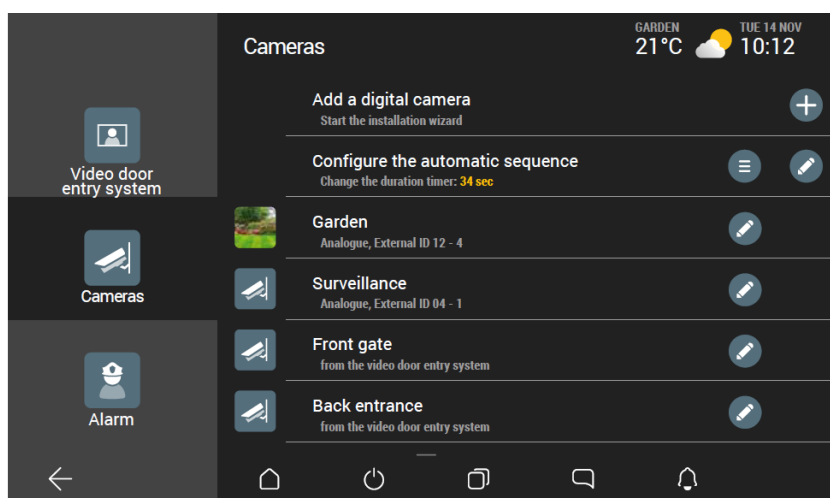
- codec H264 profile main
- 720p resolution (1280x720)
- 10 fps


The Administrator can add new parameters, set automatic viewing sequence schedules and details (in the case of more than one camera, the images transmitted by each one are viewed in cycle), delete them or edit the associated options.

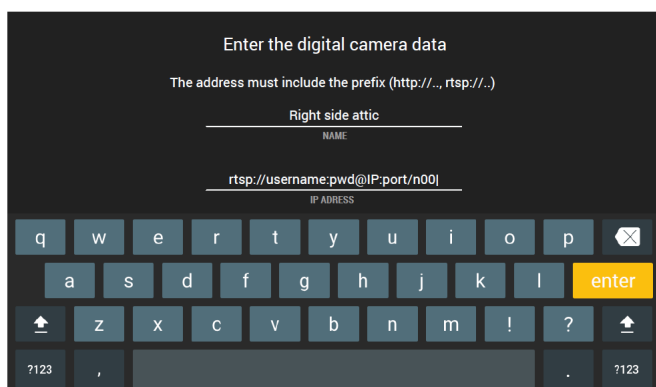
Analogue cameras are on the other hand acquired by the video door entry system and cannot be deleted or renamed.

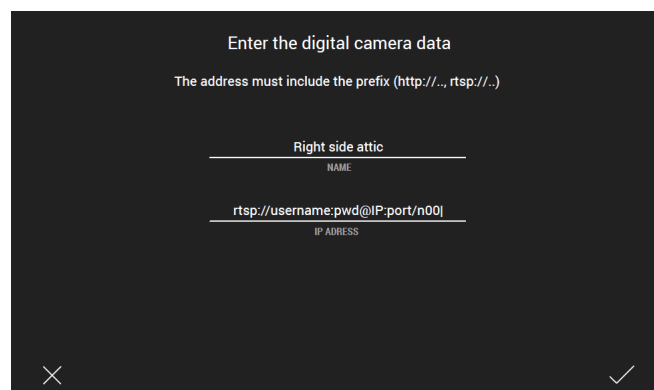
The procedure is as follows:

- From the screen "Customise" (), touch  ; the screen with the list of any cameras already present is displayed.



- Touch  to add a new camera; the screen for entering the ID data is displayed.





CAUTION: To recall NVR/DVR and IP camera streaming, the addresses must be entered as follows:

- NVR/DVR: `rtsp://user:password@192.168.1.200:554/chID=N&streamType=St&linkType=tcP`

Instead of `user:password` enter user and password, instead of `N` enter the channel number and instead of `St` enter main for primary streaming or `sub` for secondary streaming.

- Camera with password: `rtsp://user:password@192.168.1.200:554/profilex`

Instead of `user:password` enter user and password and instead of `x` enter the required streaming.

- Camera without password: `rtsp://192.168.1.200:554/profilex`

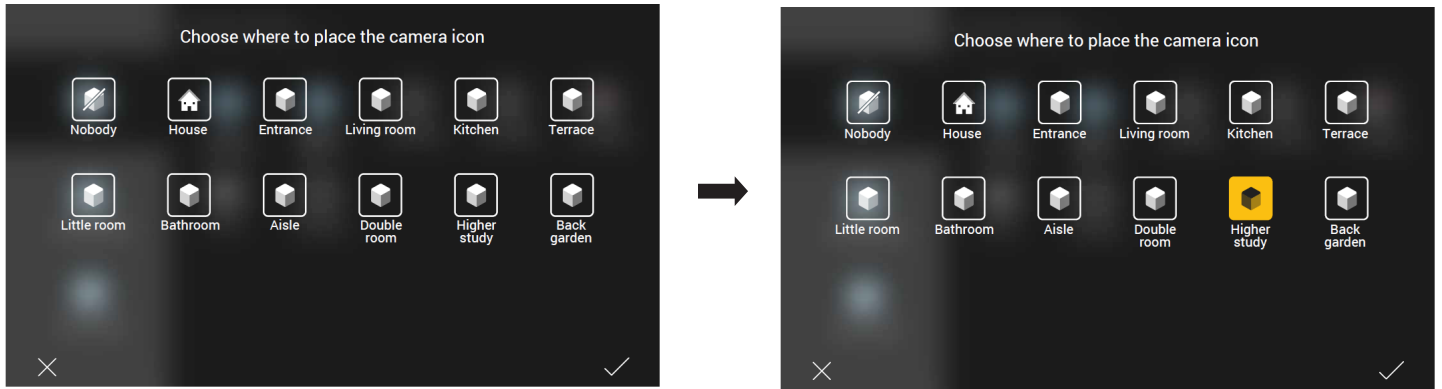
Instead of `x` enter the required streaming.


N.B. `x` = 1,2,3,...n depending on the characteristics of the camera.

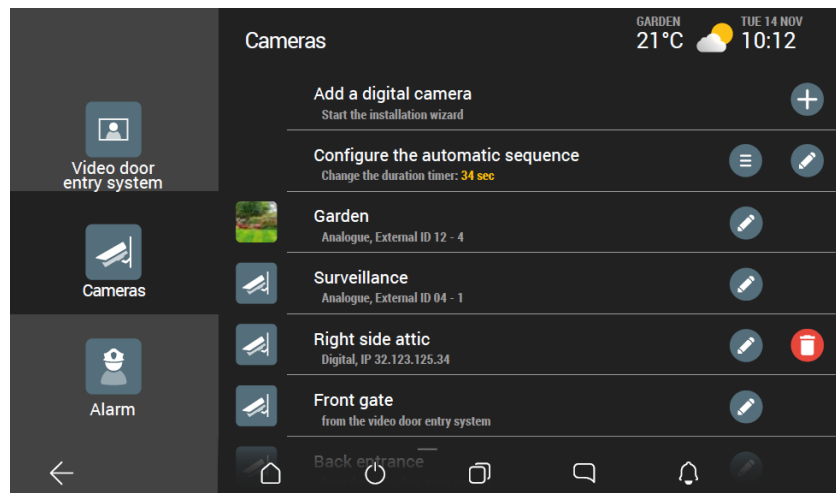
- Once you have entered the data, confirm by pressing 

Finally you will be requested to select the environment to associate the camera to.

Camera integration





- Touch the required environment (the icon will turn yellow) and confirm with . The camera will now be visible in the configured camera list.

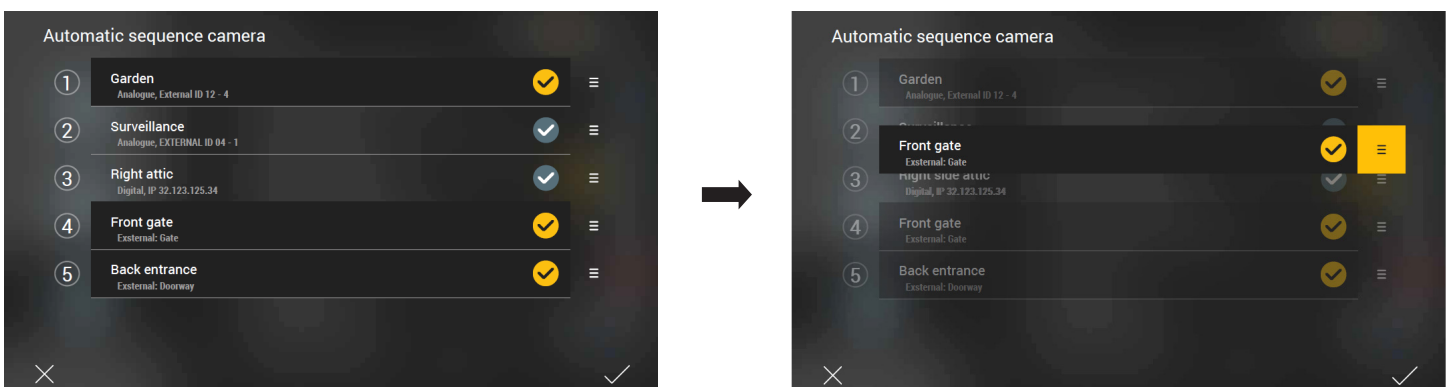


8.1 Configuration of the viewing sequence.

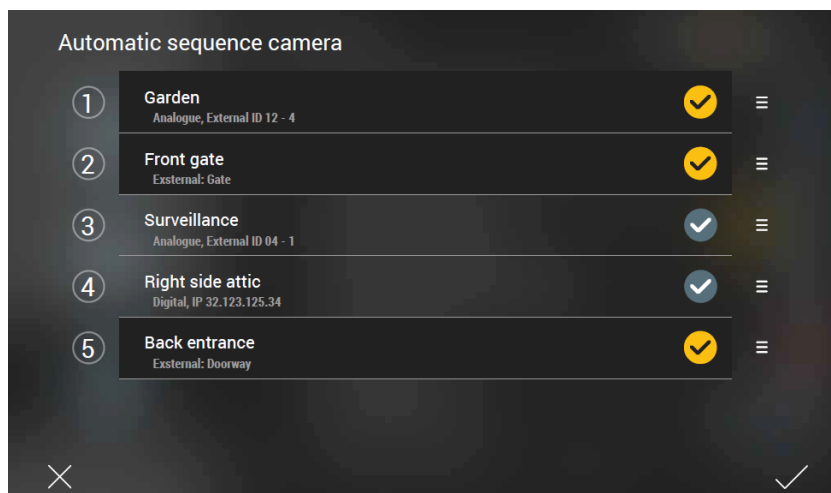
Use this menu to create the sequence of images shown by the cameras, also setting the viewing time.



- From the "Cameras" screen (), select  by "Configure the automatic sequence"; the screen with the configured cameras is displayed.
- Select  by the camera to include in the sequence (the icon will turn yellow ).
- To define the viewing sequence touch  by the camera and "drag" it to the position identified by the number on the left.

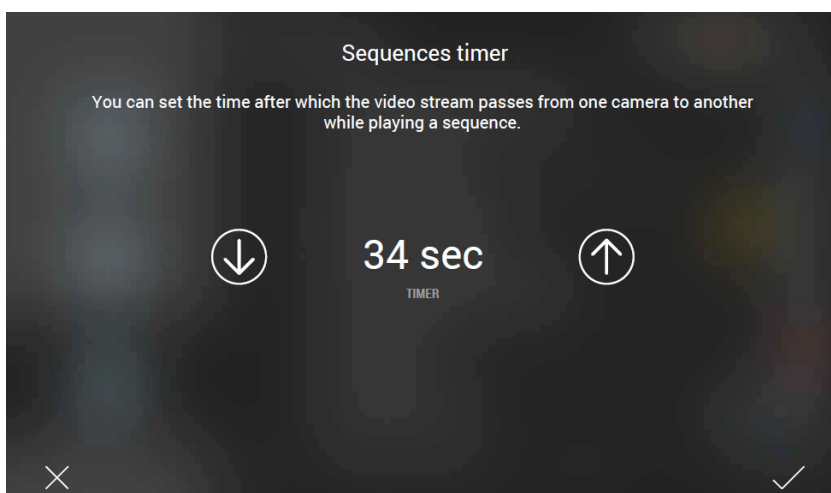
In the following example, the "Front gate" camera is entered from position 4 to position 2 in the sequence.






Camera integration



- Touch  to confirm.
- Select  by "Configure the automatic sequence".



- Using  and  set the viewing time (minimum value 10 s, maximum value 60 s) and confirm with .

Integration with Philips Hue lamps

9. Integration with Philips Hue lamps

If there are Philips Hue lamps in the system, they can only be managed from the touch screen if the Administrator has associated the Hue Bridge (interface for integrated management of the lamps) with the lamps managed by it, placed them in the desired environments and assigned a name to them.

The procedure is as follows:

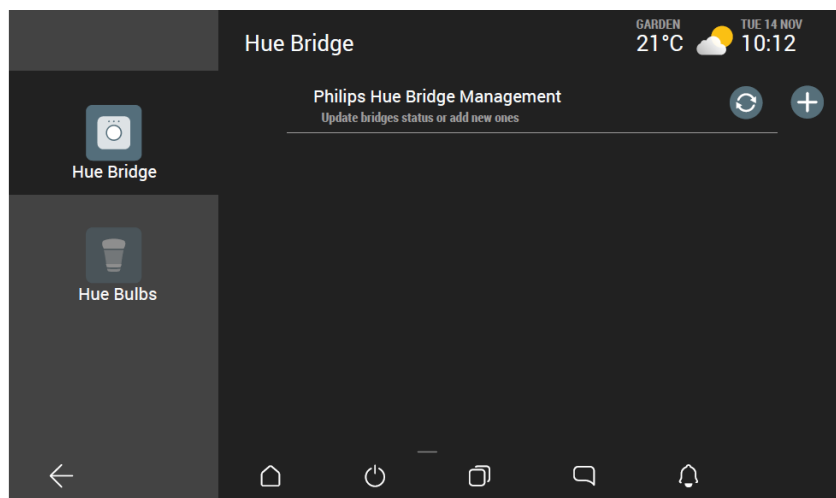
1. From the "Customise" screen - "Integrations" - "Philips Hue" - "Hue Bridge" pair the Philips Hue Bridge device.
2. Using the "Hue Lamps" option, assign a name to each of the lamps and place it in the desired environment; this way, the lamp is paired with the system.

When a new lamp is paired, you can choose:

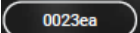

- whether to pair it individually (independent);
- whether to add it to another lamp that is already configured and thus create a group;
- whether to add it to an existing group.

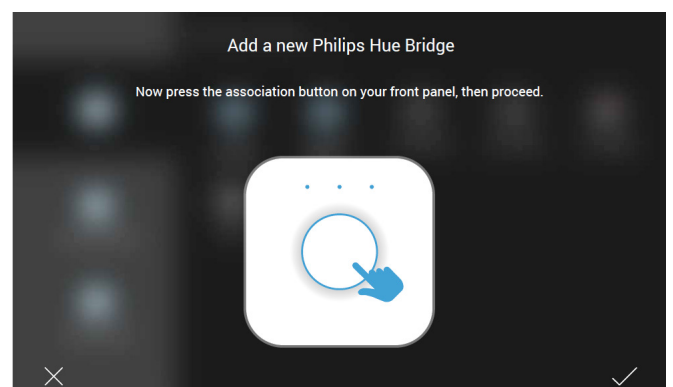
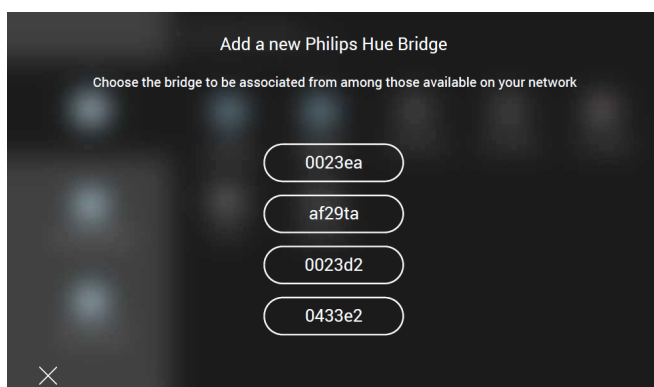
9.1 Example of Philips Hue lamp integration

- From the "Customise" () screen, touch  (Integrations),  (Philips Hue) and then  (Hue Bridge); the screen to enable the Bridge is displayed.






- Touch ; the list of Bridges available for pairing in the network will be displayed (in this example, bridge 0023ea will be paired).

Select , press the button on the front of the Bridge and confirm with .

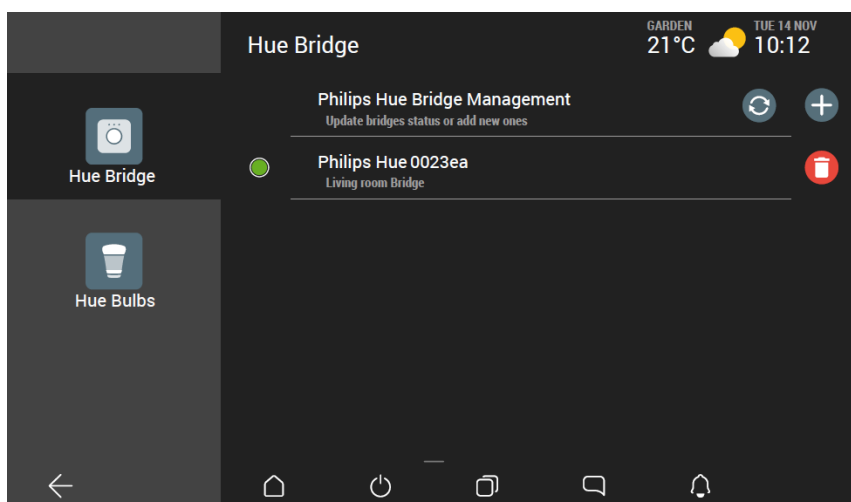



The App will display a confirmation screen ("Philips Hue Bridge 0023ea added"); select  to close it and continue.

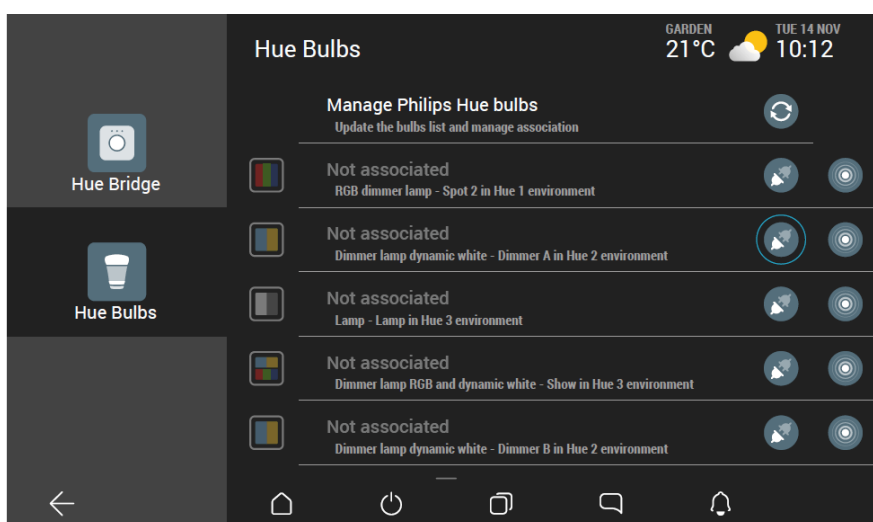
The  (Hue Bridge) screen will now display the recently paired Bridge.

The  symbol indicates that the connection is active, whereas the paired Bridge is deleted with .



Integration with Philips Hue lamps



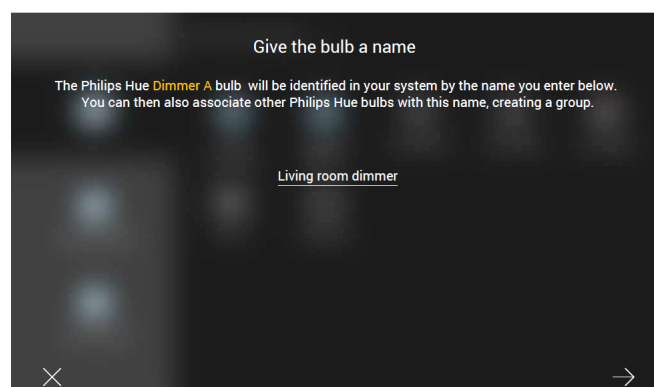
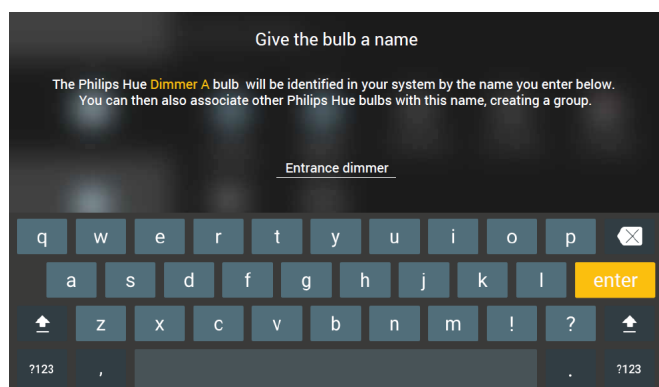
- Select  (Hue Bulbs); all the lamps paired with the Bridge (using the supplier's specific procedure) will be displayed along with the respective icons which identify their type.



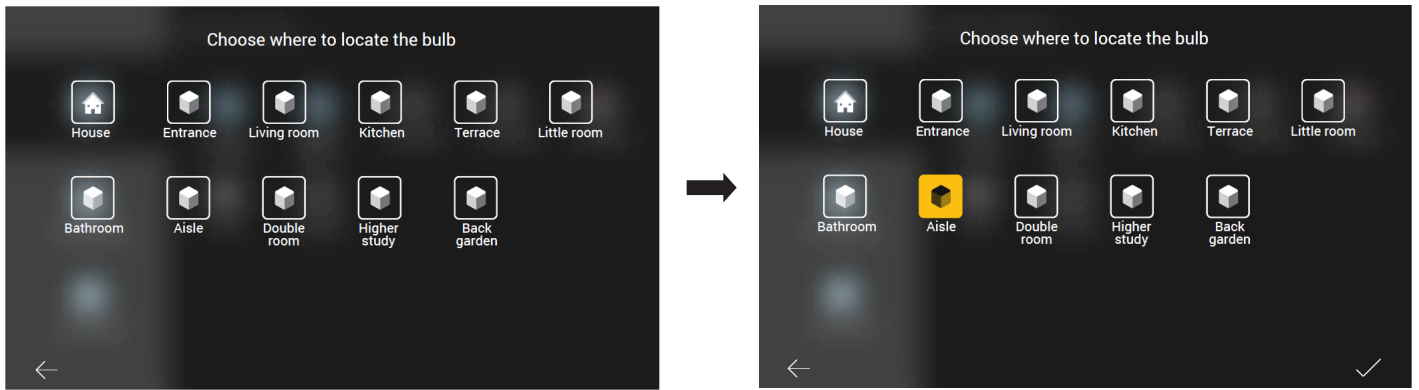
Use  to refresh the list of lamps and their status.

Select  to switch on the corresponding lamp so that it can be identified (the  icon will flash in yellow).

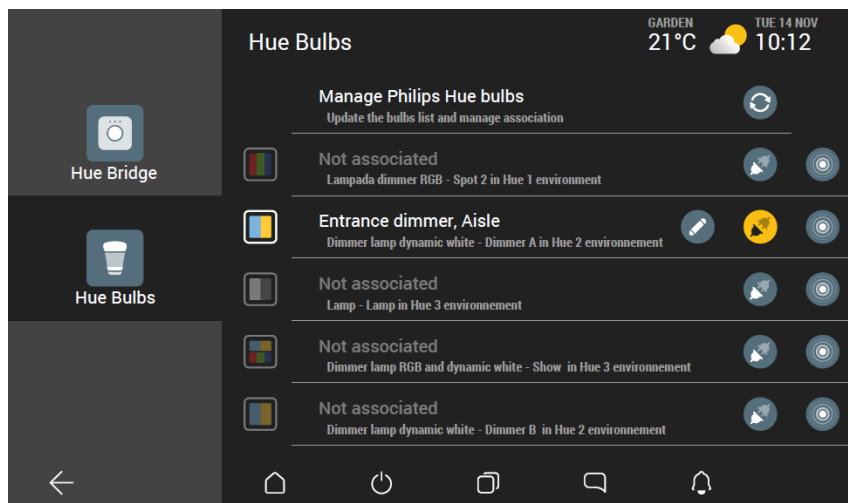
- Select  for the lamp you wish to integrate into the system; assign it a name and place it in the desired environment.



Integration with Philips Hue lamps



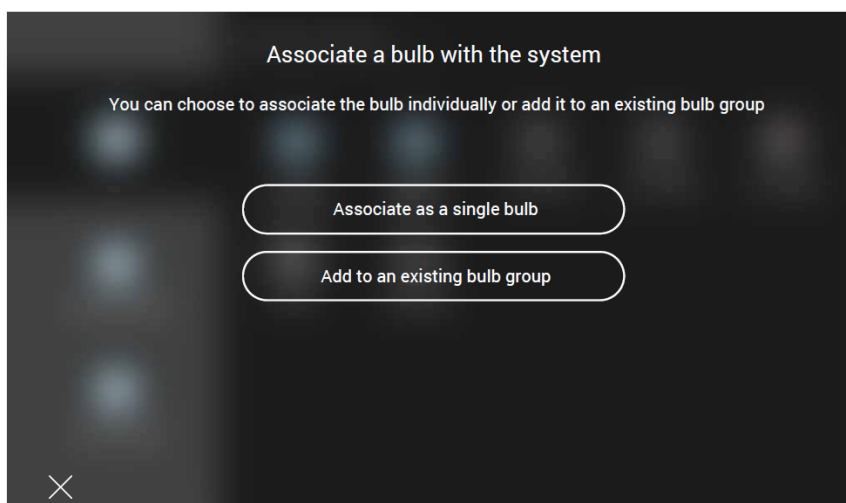
Confirm with ; the lamp is now paired with the system and will be displayed as follows:



Use  to edit both the name and the environment in which the lamp has been positioned if necessary.

- Repeat the procedure for all the lamps to be paired with the system.

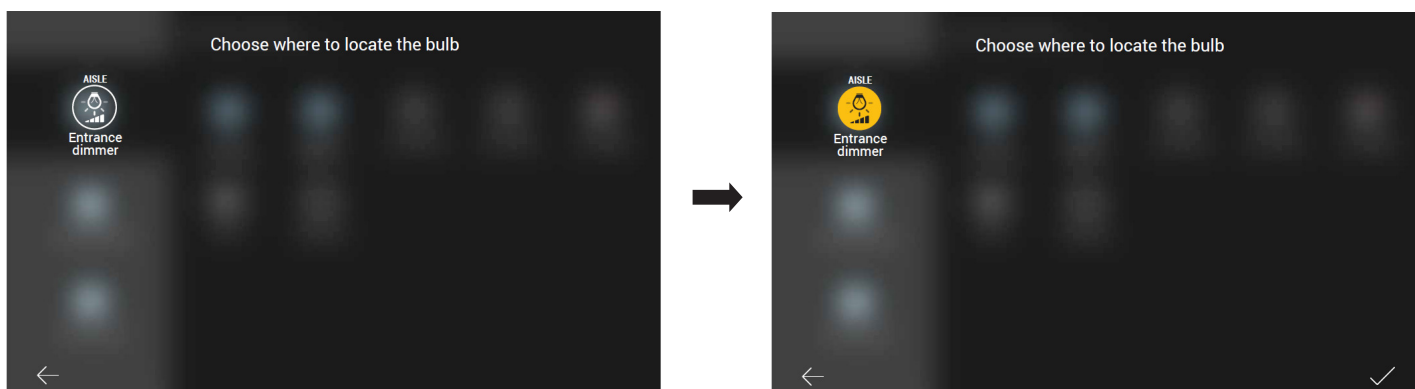
When subsequent lamps are paired, you will need to choose whether to pair them as individual lamps or whether to add them to an existing group (application).




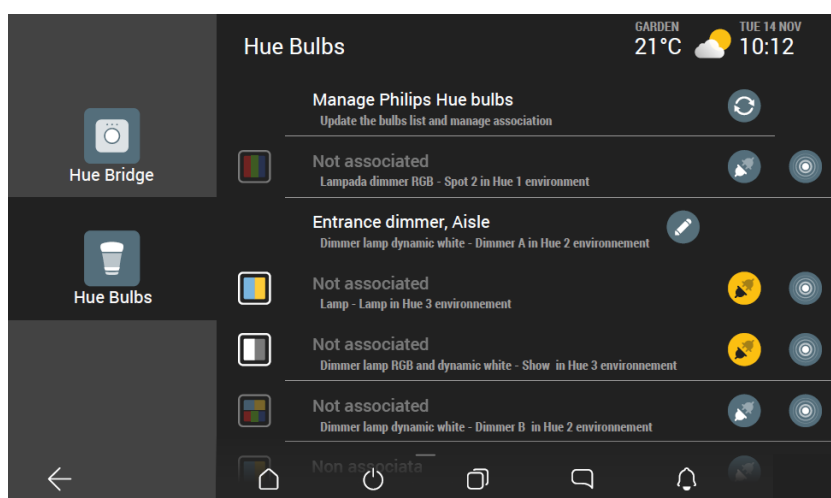
In the event of a pairing as an individual lamp, the procedure will be similar to the one used for the first lamp paired.


Integration with Philips Hue lamps



On the other hand, in the event of a pairing with a group, select the desired one:



Confirm with ; the lamp is now paired with the group of the system and will be displayed as:

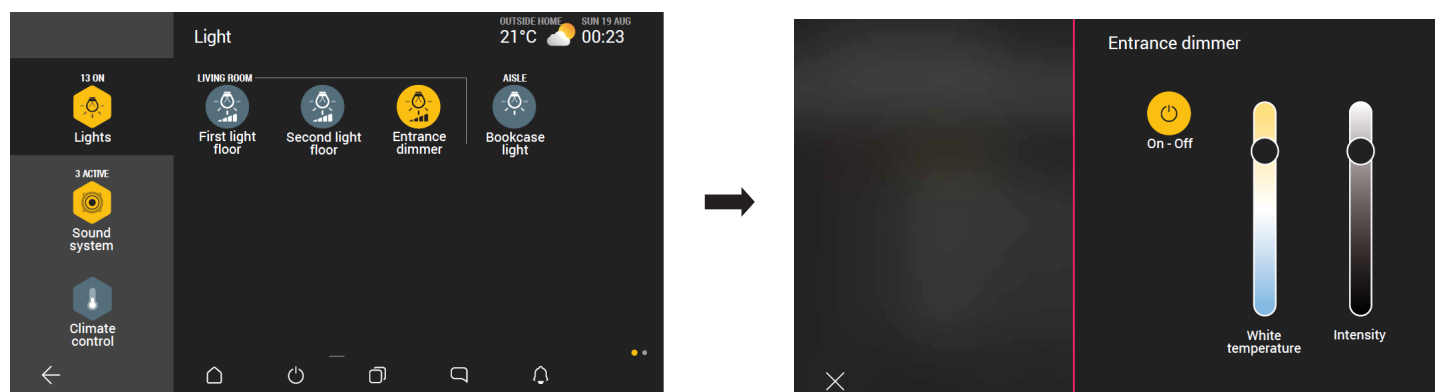


In this case, use  to edit both the name of the group and the environment in which it is positioned, if necessary.

N.B. Select  so that it becomes  to remove the lamp from the system and it will no longer be manageable; it will nevertheless still be displayed in the list and can subsequently be re-paired (by adding it to another group or making it become individual).

Once the associations are complete, the Philips Hue lamps will be managed via the Touch Screen in a similar way to all the other elements in the system.

For example:



Weather station

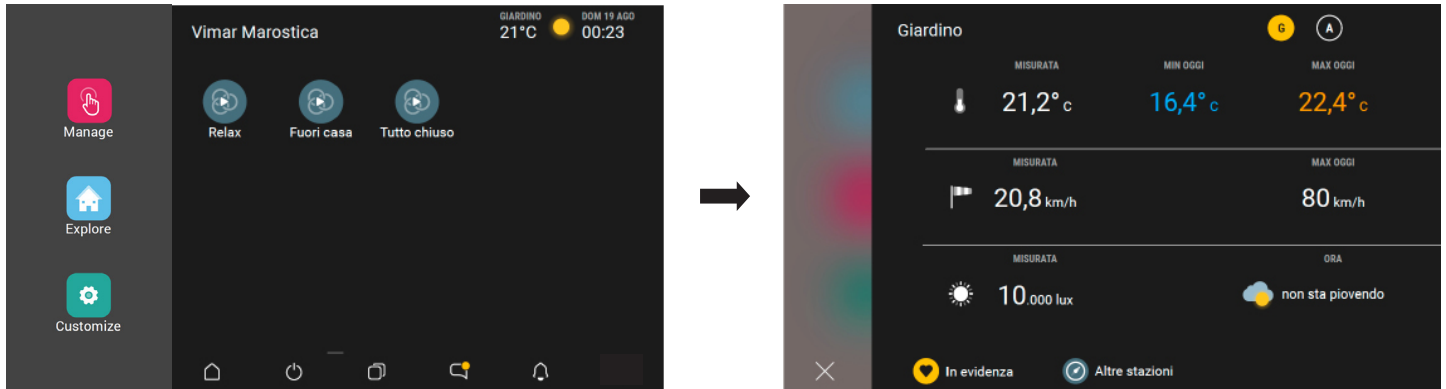
10. Weather station

If one or more weather stations are present in the system, the Touch screen will allow you to view the temperature values, wind speed and brightness they have detected. The current weather will also be indicated.

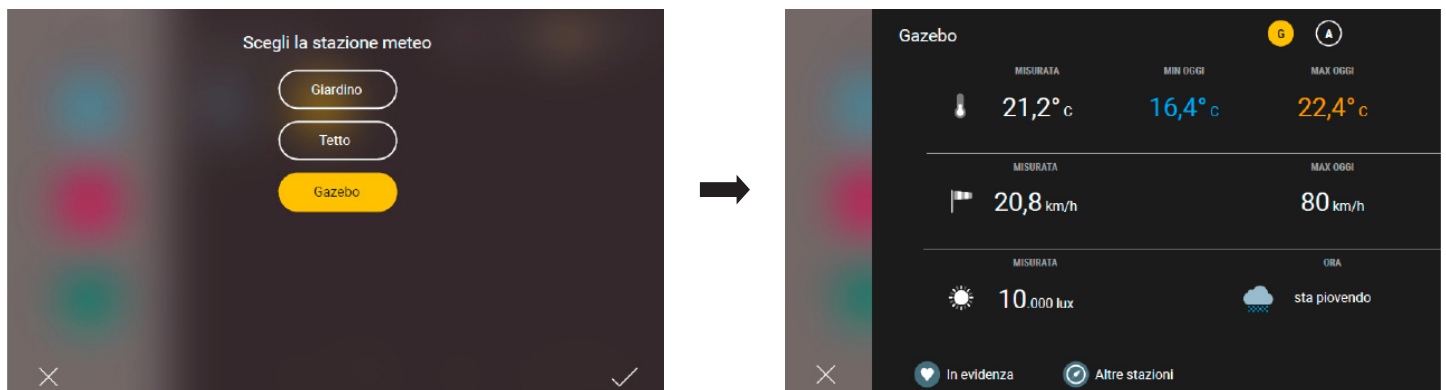
The weather station can be accessed by selecting the one that may be highlighted at the top right, or using the management menu.

10.1 “Highlighted” weather station.


Touch the “Garden”; all the data detected will be displayed.

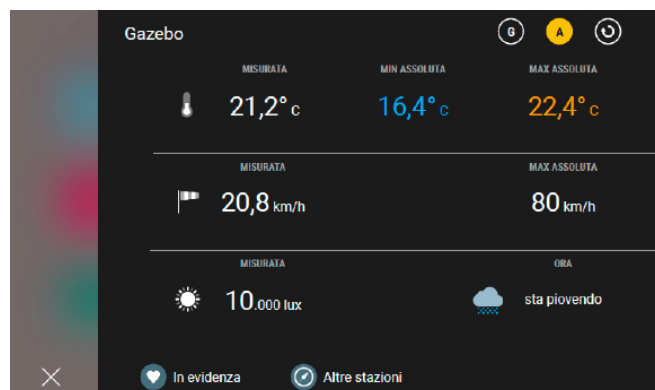


To display the data for the other weather stations, select “Other stations”  and select the desired one.



Should you wish to highlight the “Gazebo” weather station instead of the “Garden” one, select  (it will become yellow).


Select  to display the absolute maximum and minimum values with respect to all the data recorded since the last reset.



Weather station

10.2 Weather station from Manage menu.

On the "Manage" () screen, touch "Sensors" (); the list of system sensors is displayed, including the weather stations configured and identified by the  icon.

Select  for the one you wish to display the data for.



11. Webview

The Webview is the view of a web page which can be used to control a third-party system which is present and accessible in the same local network as the Vimar system for reasons tied to fluidity and security of content use. Thanks to this view, which is available by downloading an installation package onto the IP touch screens (art. 01420, 01422, 01425) connected to the Internet, you can interact on third-party web pages.



Note: The full use of the web page depends on the contents present in the page provided by the third-party system (whether this is a webserver or a web page) and on their resolution, paired with the display of the IP touch screen on which the webview is enabled; the view can in fact be enabled on all IP touch screens and is therefore potentially usable for displays measuring between 4.3" and 10". Correct viewing should therefore be tested in advance and assessed for every individual case by the user/installer configuring the webview for the first time, relieving Vimar of any liability for any failures that may ensue.

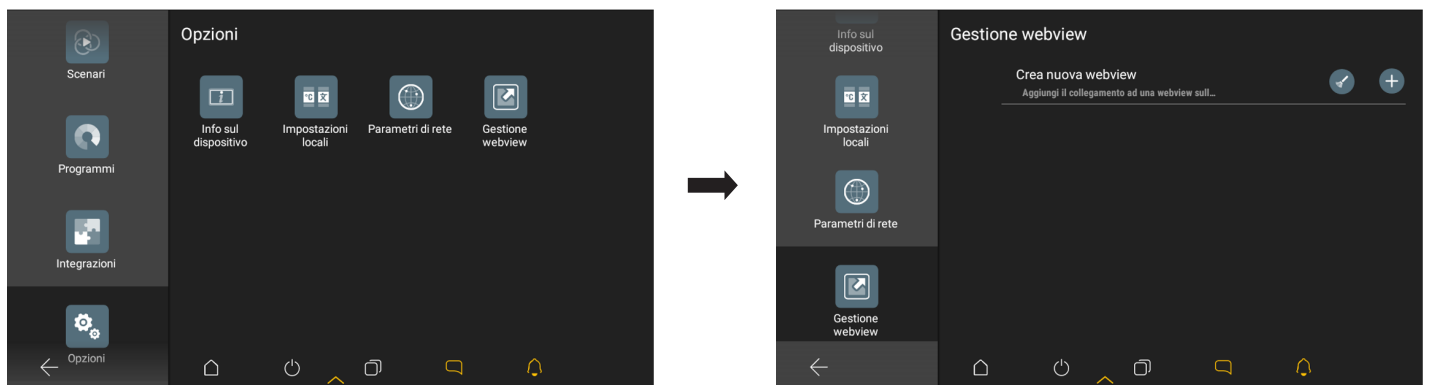
There are also certain restrictions to the technology used by the source page which are illustrated in paragraph 11.3.


11.1 Configuration of a Webview

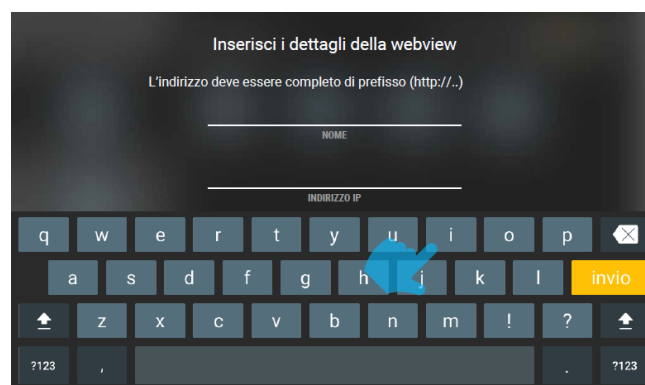
The "Webview Management" option will be displayed in the "Customise" menu → "Options" (as can be seen in the images below) only after the Webview App has been downloaded.

With the on-line touch screen, select "Customise" → "Application Management"; select the "Webview" App on the right and then click on download. Once you have downloaded it onto the touch screen, install the App by following the instructions provided in the images below).

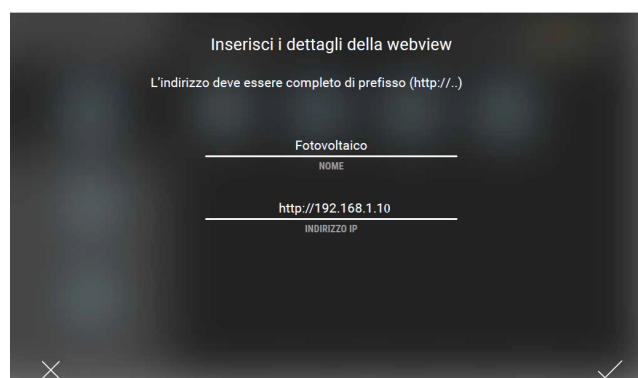
- From the "Customise" screen () on the touch screen touch "Options" () and select "Webview management" ().




- Select  : the Webview creation wizard is launched, where you should enter:
 - the name associated with the Webview, which will then be displayed on the Home page;

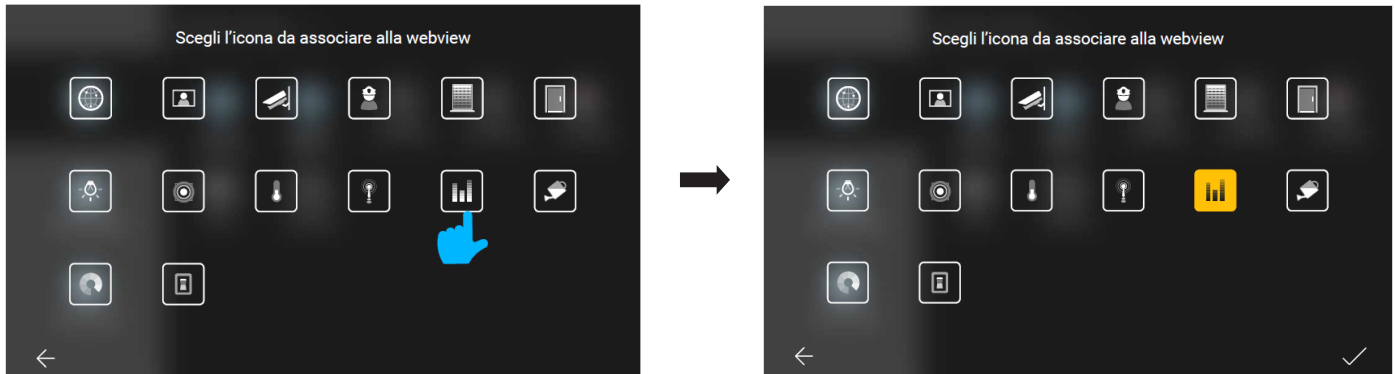



- the link (URL) to the page that will be displayed (in the example: 192.168.1.10) and confirm using  :

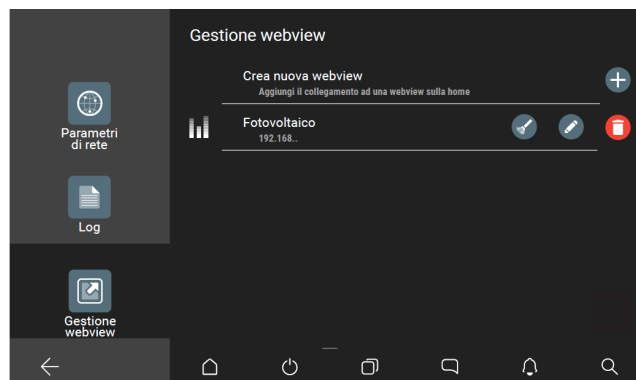




Webview

- the icon associated with the Webview, to be selected to call up that view (for instance ).

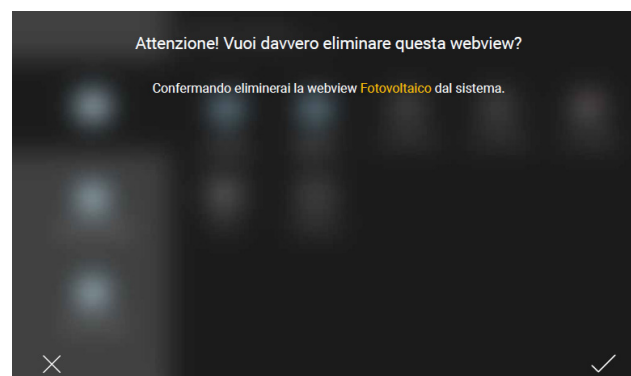



• Confirm using : the new Webview will be displayed on the Webview management page.

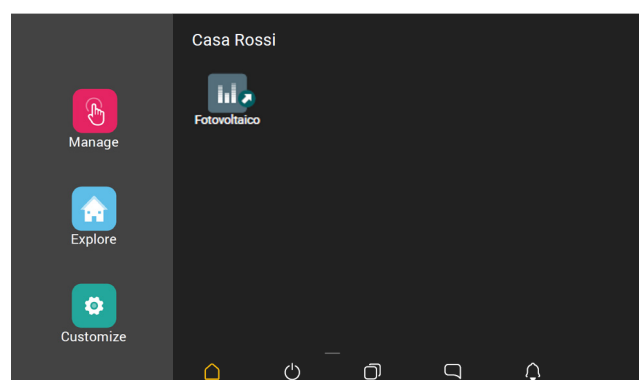


Use  to modify the Webview (launching the wizard again) and use  to clear the cache.

Select  to eliminate the Webview; removal will take place upon confirmation (using ) of the following warning:



• Select  to return to the Home page of the touch screen, where the icon of the Webview you just created will be displayed.



Webview

11.2 Webview Use

Select the icon of the Webview created on the Home page of the touch screen to launch an external view. This opens a full-screen page that links to the URL defined. To return to the Home page, press the "Multitasking" button on the system bar.

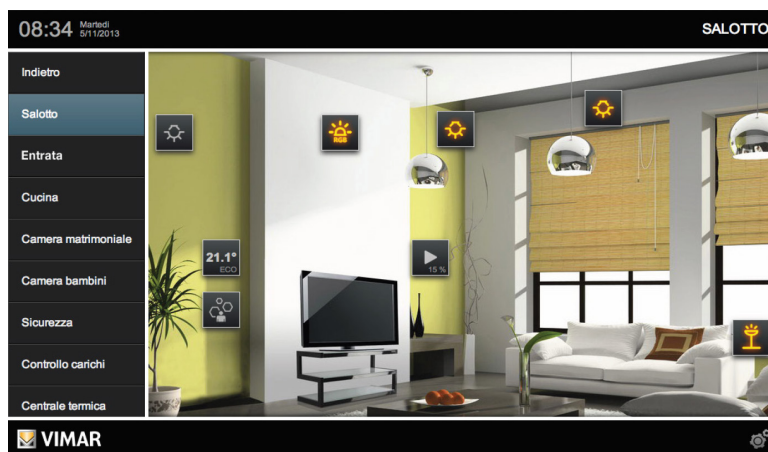
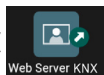
11.3 Restrictions to the use of the Webview

- The Webview displayed by the touch screens must be directed towards web servers which reside in the same network to optimise the fluidity and security of use of the contents.
- The pages of the web server must not make use of plugins for Internet browsers such as:
 - Adobe Flash Player;
 - Quick Time Player;
 - Java plugin;
- The graphic output on the touch screens is tied to the responsiveness of the page residing on the web server of the third-party system and to the relationship between resolution and size of the display.
- The viewing of the pages provided by the webserver must support the landscape mode.
- Versions 5 or lower of Javascript are supported (ECMAScript 5).
- The Webview does not allow you to download any type of file onto the Touch Screens.
- The Webview does not support audio/video streaming.
- The Webview does not support pages that use drag & drop.

Example of Webview display with Vimar KNX Web Server art. 01545

During configuration, the URL of the Vimar KNX Web Server was inserted in a Webview called "KNX Web Server", the icon for which will then be displayed on the Home page;

select this icon () to access the control screen of the functions present in the system.



This way, you will be able to supervise a KNX system and manage other Vimar systems (By-alarm Plus burglar alarm system, Elvox video door entry system and By-camera video surveillance) using a single touch screen.



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