Synergy Designer

Synergy UI Design Software

User Manual

Version: 1.0.0

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Introduction

Synergy Designer is used to create pages and visual controls for **SYN-TP10-B** and the software-based **Synergy Touch App**. This manual covers the basic UI design workflow only.

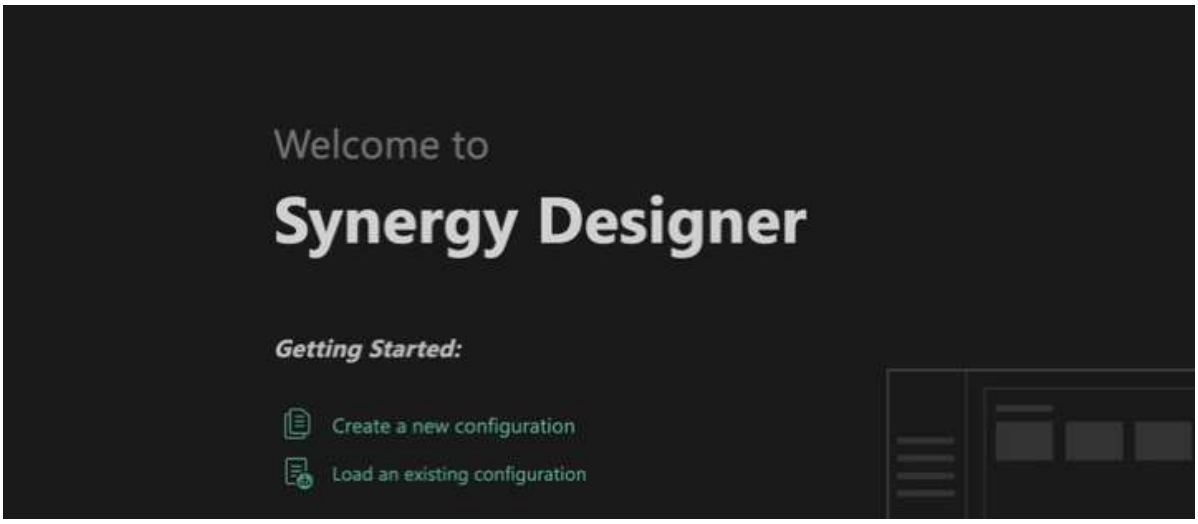


Figure 1: Start Screen

1. Select **Create a new configuration** to start a new UI design.
2. Select **Load an existing configuration** to continue a saved **.wtp** project.

The **Information** icon at the lower left shows the installed software version.

Create a Configuration

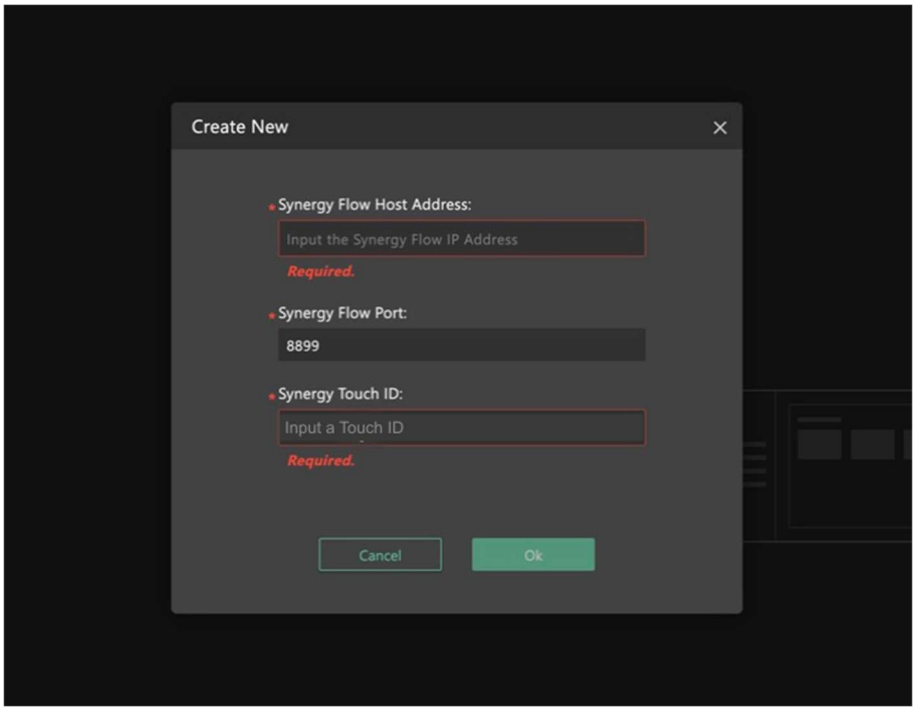


Figure 2: Create New

1. Enter the **Synergy Flow Host Address** supplied for the project.
2. Enter the **Synergy Flow Port** and **Synergy Touch ID**.
3. Select **Ok**. **Synergy Designer** opens the design workspace.

These fields identify the project connection. They do not define the page layout or control appearance.

Workspace

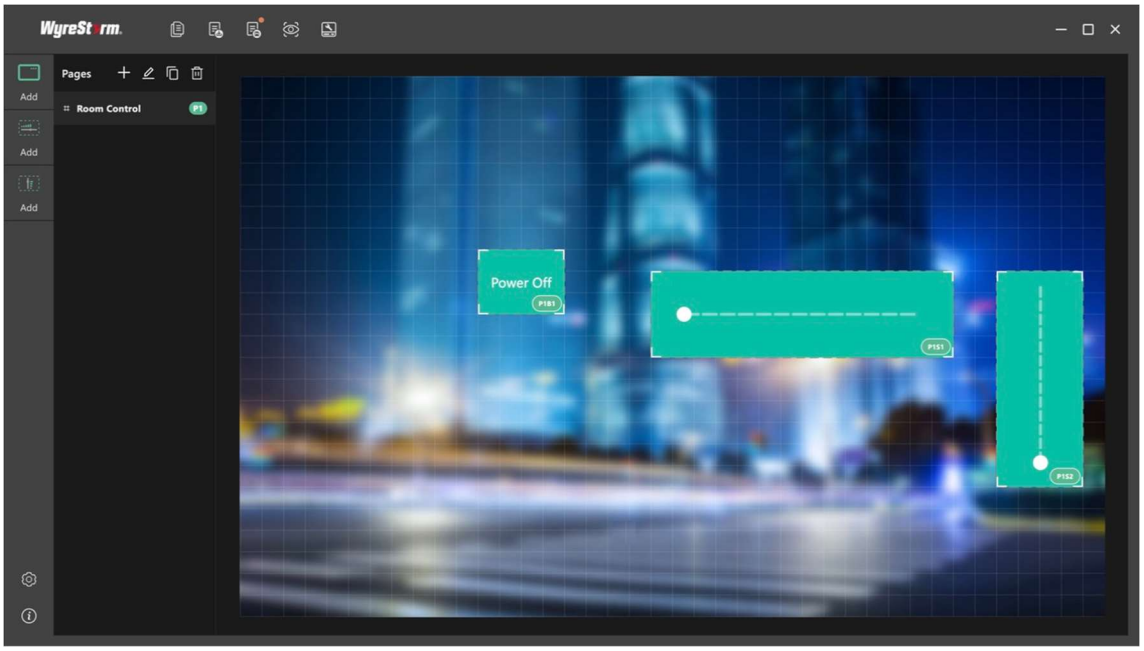


Figure 1: Main Workspace

The top toolbar provides **New**, **Open**, **Save**, **Preview** and **Management**. The **Pages** panel is on the left, and the large area on the right is the design canvas.

The three **Add** tools create a button, a horizontal slider and a vertical slider. Drag the required **Add** tool onto the canvas.

Create a Page

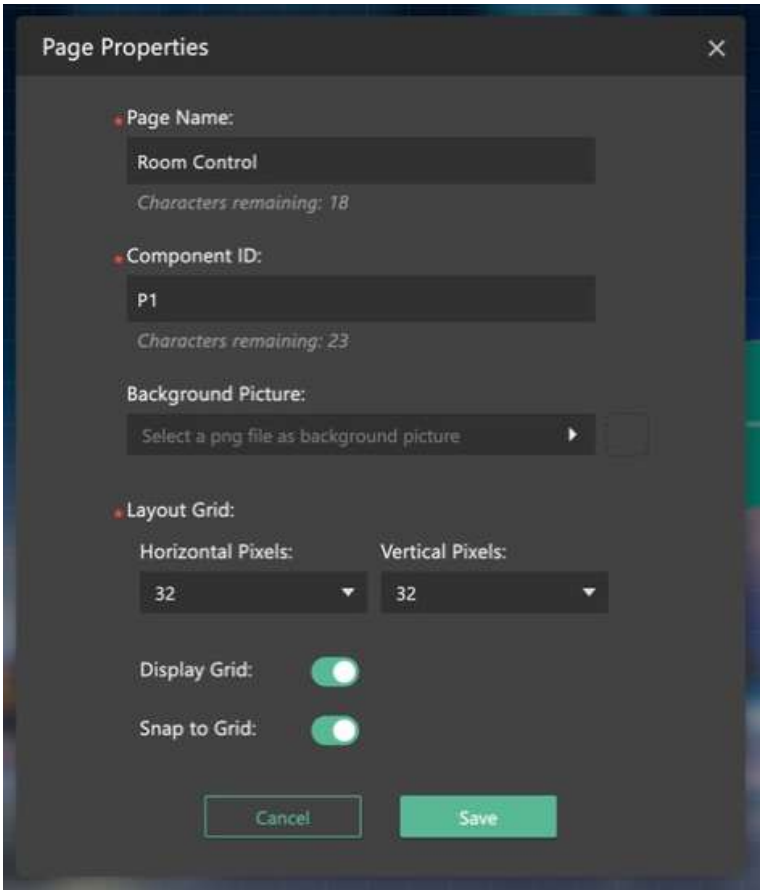


Figure 2: Page Properties

1. Select the **+** icon beside Pages.
2. Enter a **Page Name** and a unique **Component ID**.
3. Optionally choose a **Background Picture** and set the **Layout Grid**.
4. Select **Save**. Use the pencil icon later to edit the selected page.

Add a Button

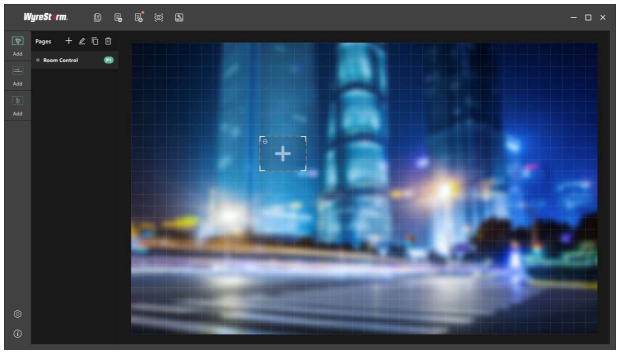


Figure 5a: Blank button with

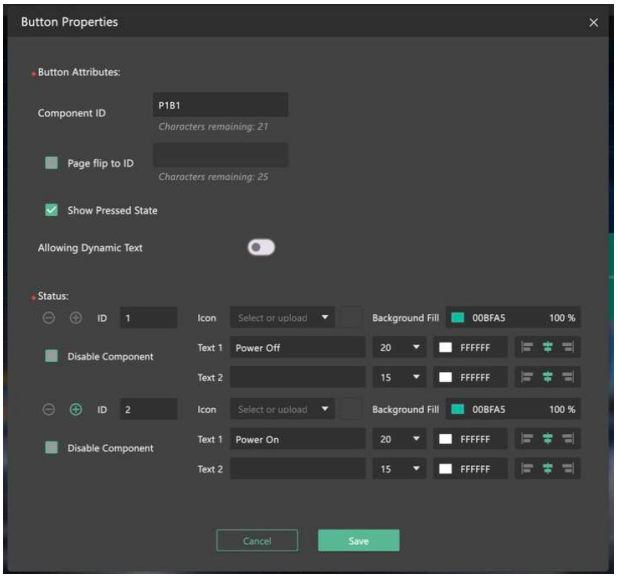


Figure 5b: Button Properties

1. Drag the first **Add** tool onto the page. A blank button containing + appears.
2. Select **+** to open **Button Properties** and complete the button definition.
3. Enter a unique **Component ID**. For each **Status** ID, set the **Icon**, **Background Fill**, **Text 1**, **Text 2**, font size, text color and alignment as required.
4. Select **Disable Component** for any status in which the button must not respond to user input.
5. Select **Save** to complete the button.

Page flip to ID and **Show Pressed State** are optional button properties. Enable them only when required by the UI design.

Add Sliders

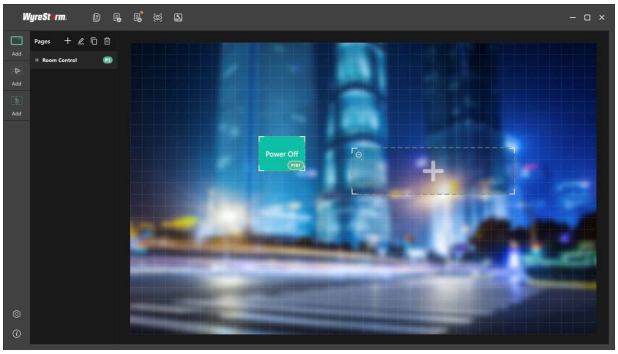


Figure 6a: Horizontal slider with +

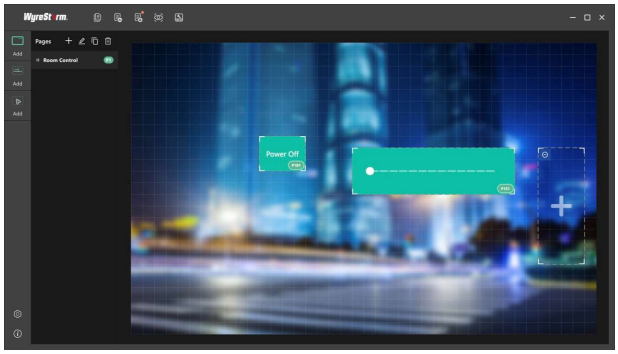


Figure 6b: Vertical slider with +

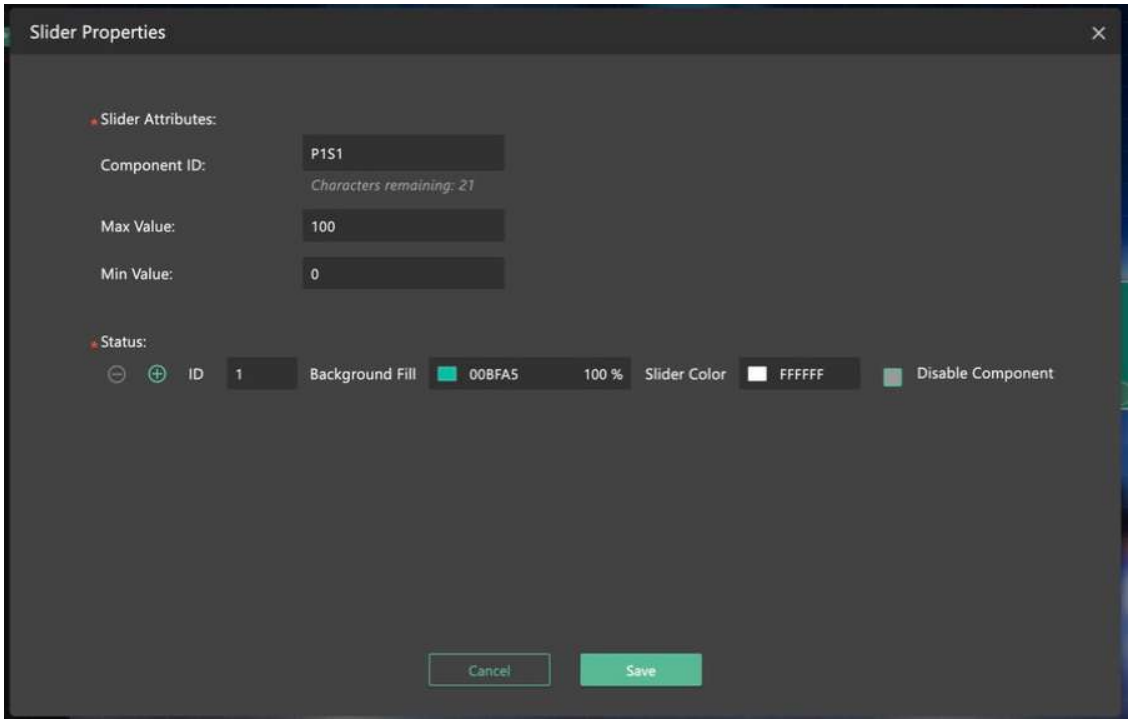


Figure 6c: Slider Properties

1. Drag the second **Add** tool for a horizontal slider, or the third **Add** tool for a vertical slider. A blank slider containing + appears.
2. Select **+** to open **Slider Properties**.
3. Enter a unique **Component ID**, then set **Max Value** and **Min Value**. For each **Status** ID, set the **Background Fill** and **Slider Color** as required.
4. Select **Disable Component** for any status in which the slider must not respond to user input.
5. Select **Save** to complete the slider.

Edit Copy and Paste Controls

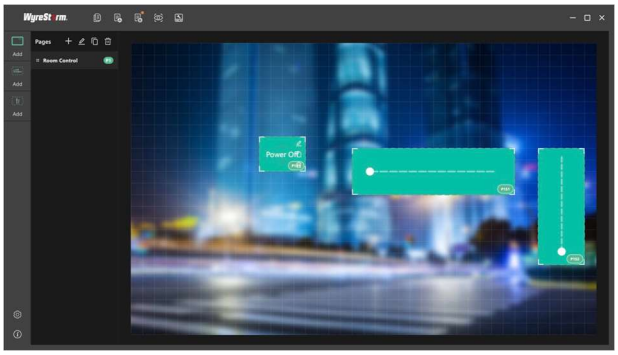


Figure 7a: Selected control and quick actions

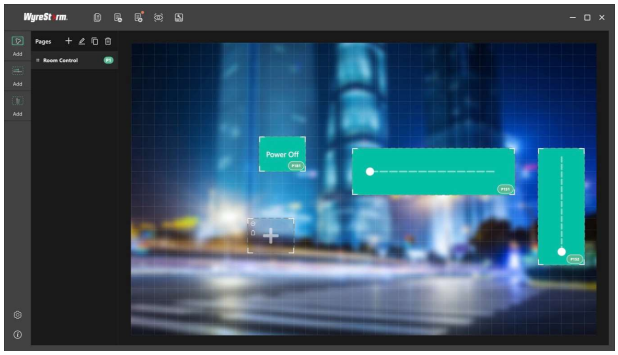


Figure 7b: Blank control with + and Paste

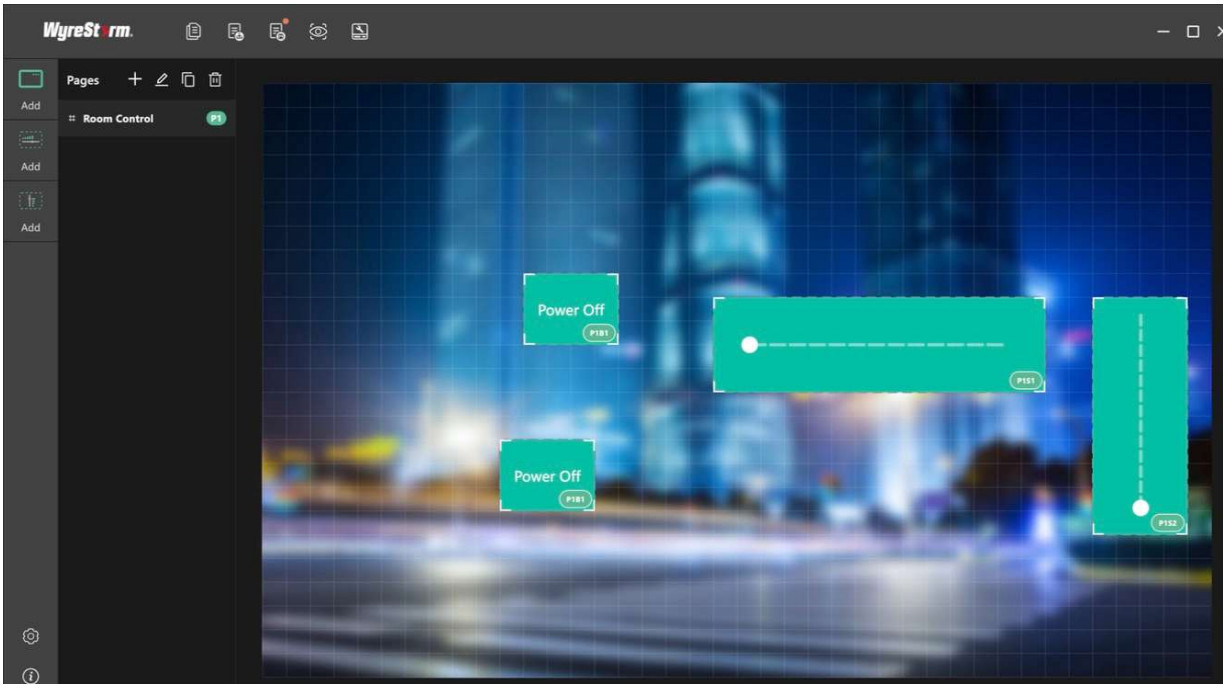


Figure 7c: Pasted button

1. Select a configured control to display its boundary and quick actions. Select **Copy**.
2. Drag the same **Add** tool onto an empty area. The new blank control shows **+** and **Paste**.
3. Select **Paste** to apply the copied properties to the blank control. Select + instead when creating a new control from scratch.
4. After pasting, select **Edit** and change the **Component ID** so it remains unique.

Drag a selected control to move it. Drag its boundary handles to change its size.

Backgrounds

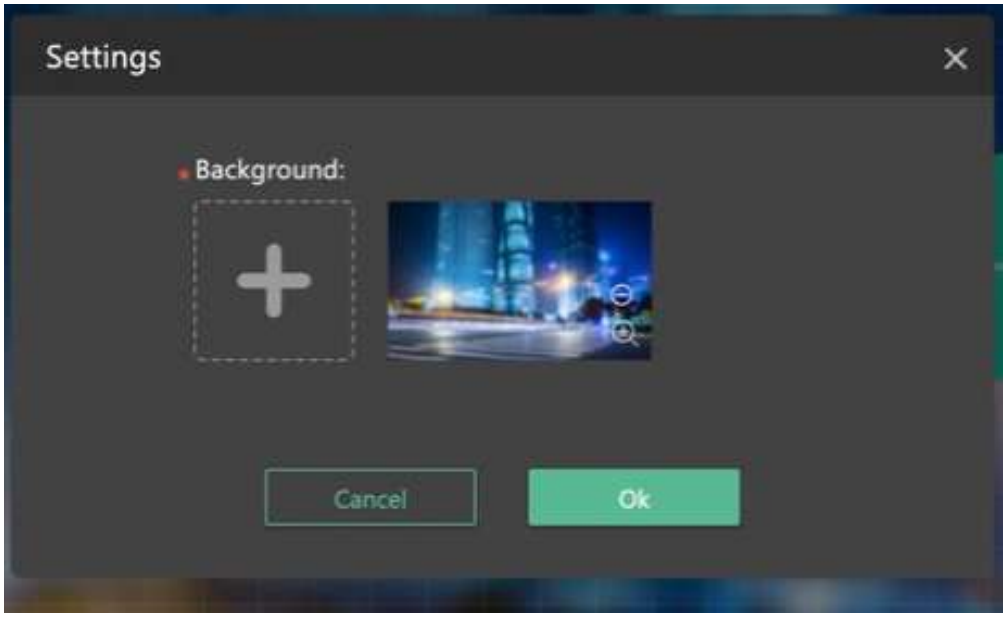


Figure 8: Project Background

1. Select **Settings** at the lower left to choose the project **Background**.
2. Choose the required background picture and review it on the design canvas.
3. Select **Ok** to apply the background.

Icon Management

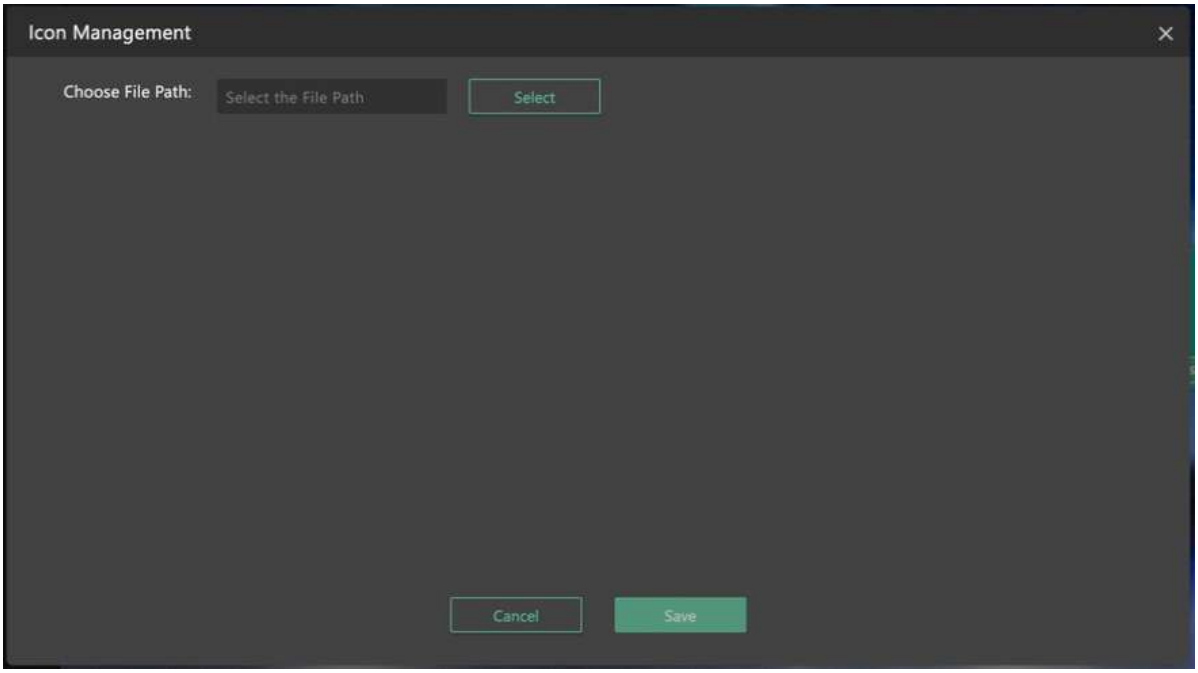


Figure 9: Icon Management

Icon Management imports reusable icons so they can be selected while defining a button's visual state.

1. Open **Management** and select **Icon Management**.
2. Under **Choose File Path**, select **Select** and choose the required icon source. Source icons can use **PNG** or **SVG** format.
3. When **Icon List** appears, review the available icons, then select **Save**.
4. Open **Button Properties** and select the imported item from the **Icon** library for the required button state.

Transfer Management

Transfer Management discovers compatible touch panels on the selected network interface. It sends a saved **.wtp** UI configuration or an approved **.bin** upgrade file to a selected **SYN-TP10-B**.

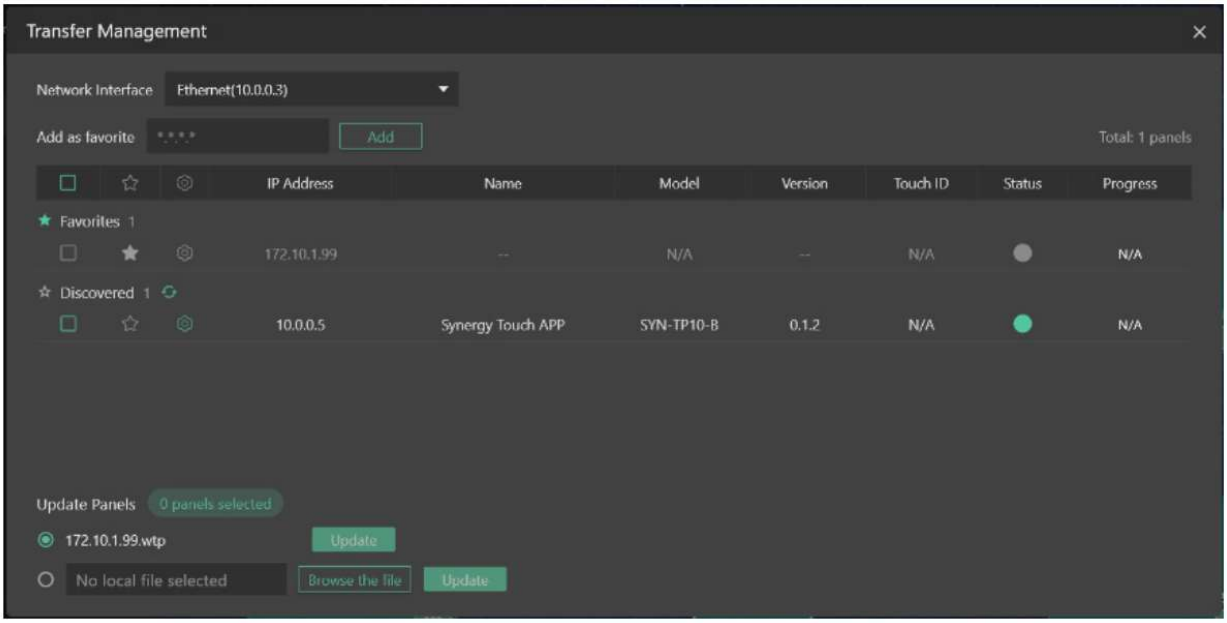


Figure 10a: Transfer Management

1. Open **Management** and select **Transfer Management**.
2. Choose the correct **Network Interface**, then identify the target by its **IP Address**, **Model**, **Version** and **Touch ID**. Select the checkbox for that panel.
3. To send a UI design, choose the saved **.wtp** entry or select **Browse the file** and choose a **.wtp** file, then select **Update**.
4. To upgrade the panel application, select **Browse the file**, choose the approved **.bin** upgrade file, then select Update.
5. Keep the computer and panel connected while the operation runs. Check **Status** and **Progress**; **Done** indicates that Synergy Designer has finished the transfer process.



Figure 10b: Transfer completed with Progress showing Done

After a configuration transfer, confirm that the intended UI is active on the target panel. After an application upgrade, confirm the displayed **Version**.

Preview and Test with Synergy Flow

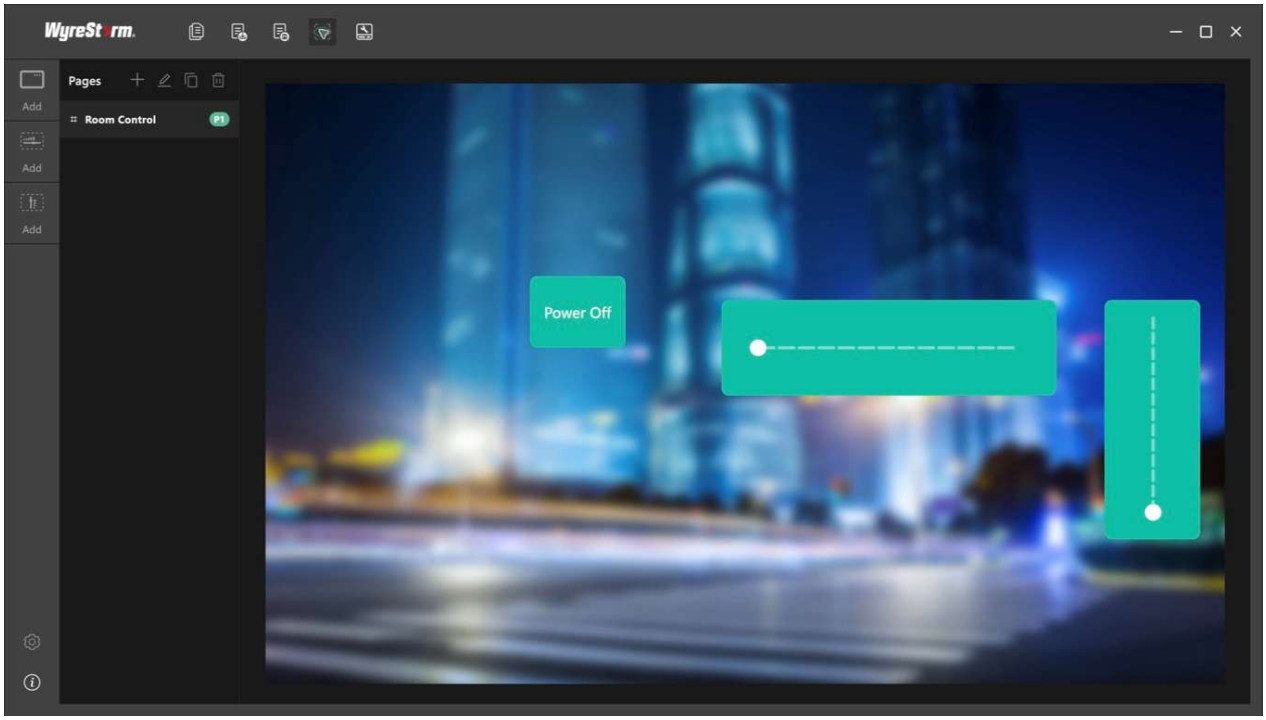


Figure 11: Preview mode

1. Select **Preview** in the top toolbar to enter **Preview mode**.
2. Check page composition, button labels and slider appearance without the layout grid.
3. When **Synergy Flow Host Address**, **Synergy Flow Port** and **Synergy Touch ID** are valid and the connection is available, operate the buttons and sliders to test communication with **Synergy Flow** and check the feedback shown in **Synergy Designer**.
4. Select **Preview** again to return to edit mode and make corrections.

Files and Version Information

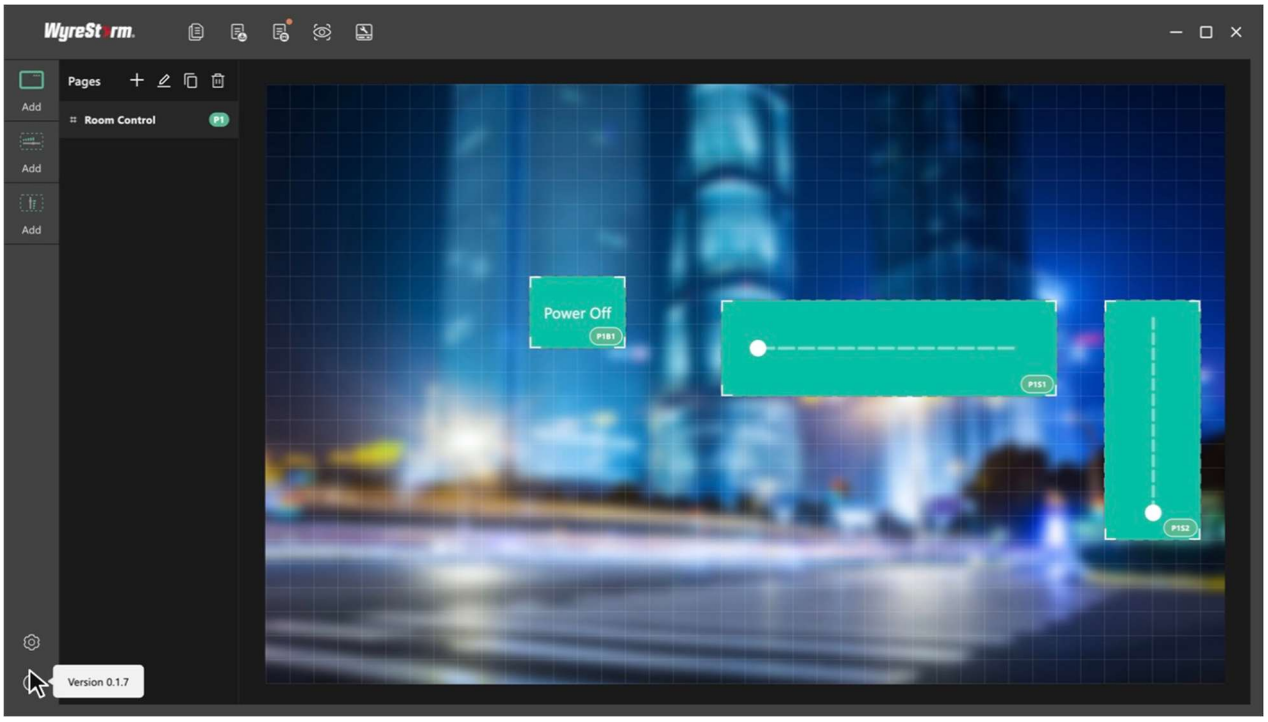


Figure 12: Version information

Select **Save** in the top toolbar, choose a location and save the design as a **.wtp** file. Use **Command S** on macOS or **Ctrl+S** on Windows to save later changes.

Select **Open** to choose an existing **.wtp** file. Save the current project before opening another file.

Hover over the **Information** icon at the lower left to view the installed **Synergy Designer** version.