

# PHILIPS



## PEP 1 Vs PEP2

Guy Roels, September 2008

# Take Away

- Why PEP2.0?
- Know the main differences PEP1 vs PEP2
- Useful to know

# Why PEP2.0?

The typical custom installer

- is using in most projects the same brands and activity
- does NOT want to spend to much time on a configuration
- is NOT a graphic designer (no Photoshop experience)
- wants to control infra red devices and RS232 devices
- wants to have a full simulator
- wants to use One Editor for all the Pronto Devices

## PEP2.0 includes

- Wizard based tool
- Adjustable graphics
- RS232 database
- One Editor for TSU9400 and TSU9600
- Plus loads more...

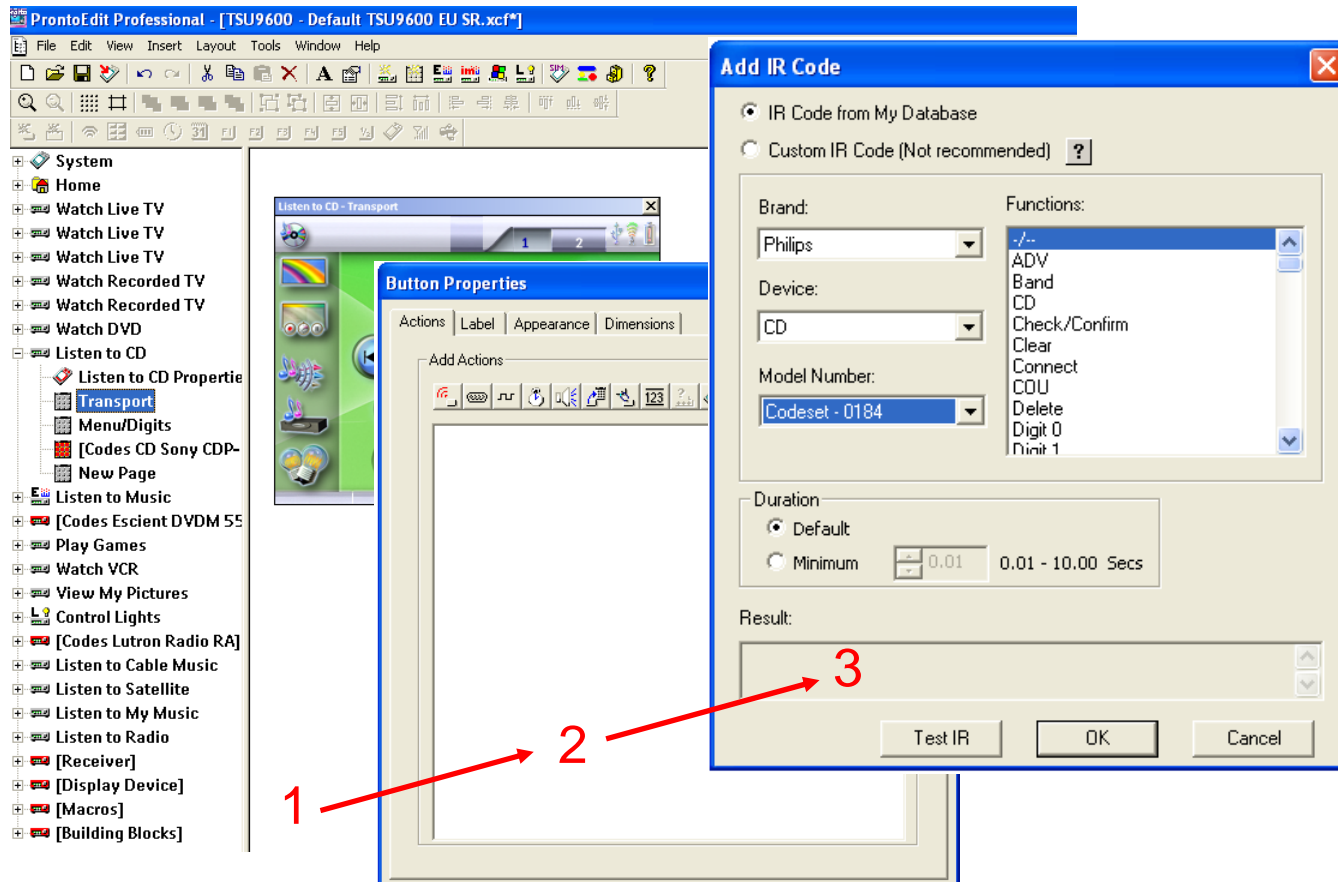


# Content    PEP2 Versus PEP1

1. Flat user Interface with full Drag and Drop
2. Complete split of User interface and devices
3. Building blocks
4. Resizable graphics / Multi select property change
5. Use Prontoscript with a third party application
6. Using the Quick start Wizard
7. My Database
8. Changing project type
9. Open file dialog view
10. Help
11. Simulator
12. Useful to know in PEP2.0

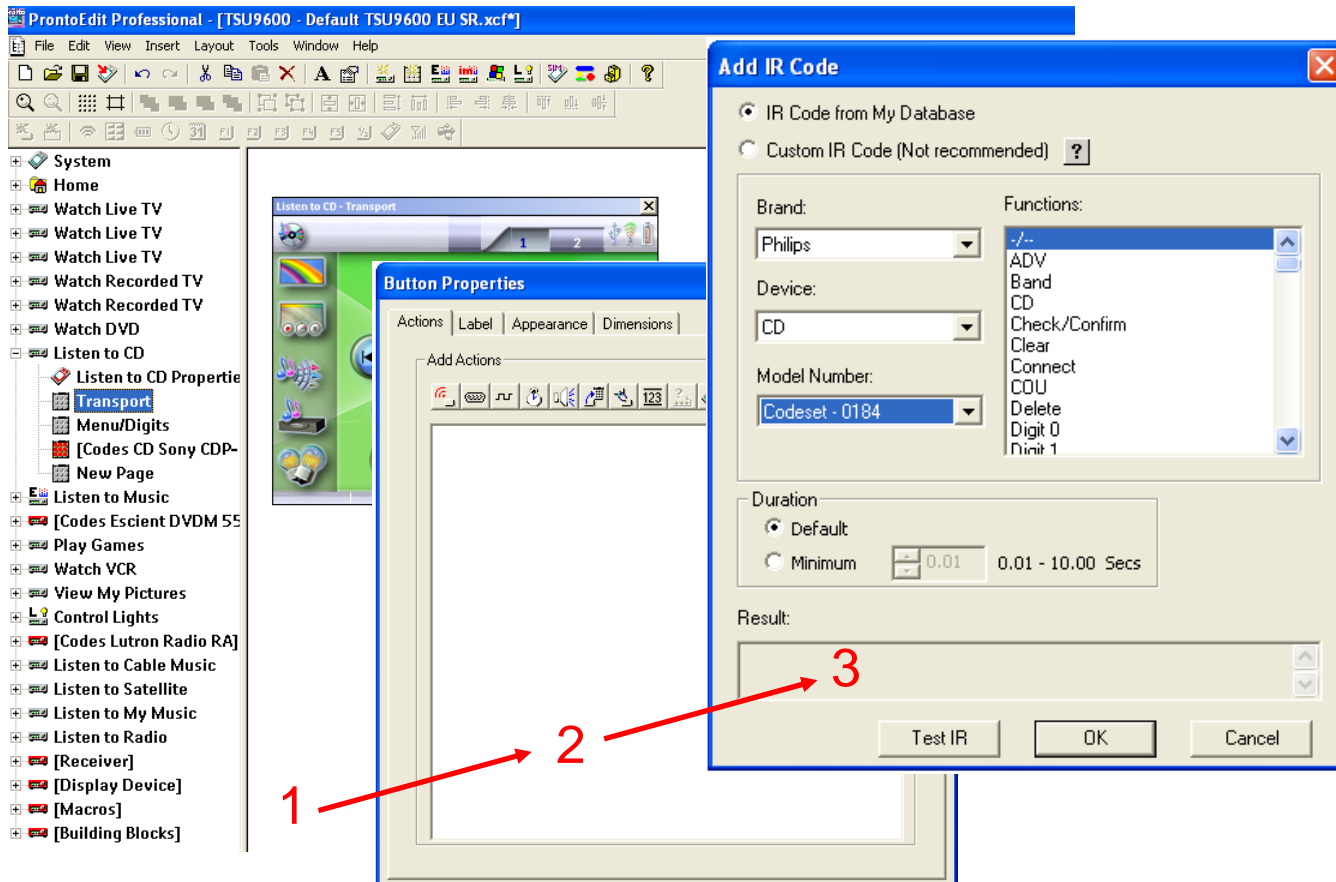
## PEP 1

- Covering pop-up screens on working page
- Multiple screens must be closed in same order



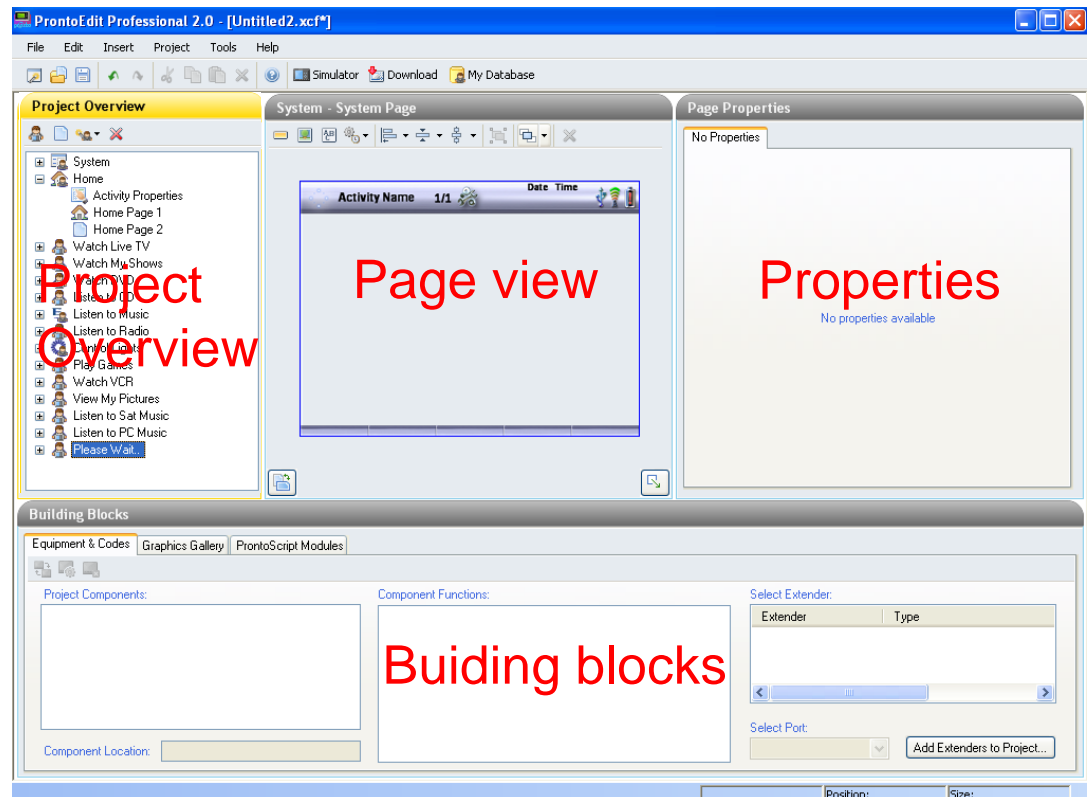
## PEP 1

- Covering pop-up screens on working page
- Multiple screens must be closed in same order



## Improved in PEP2

- One Page → One View
- No pop-up screens!
- Immediate access to
  - Project Overview
  - Page View
  - Properties
  - Building Blocks





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## PEP 1

- Tree view too confusing for the installer  
mix of graphics, activity, devices, IR codes,... with visible and hidden devices.

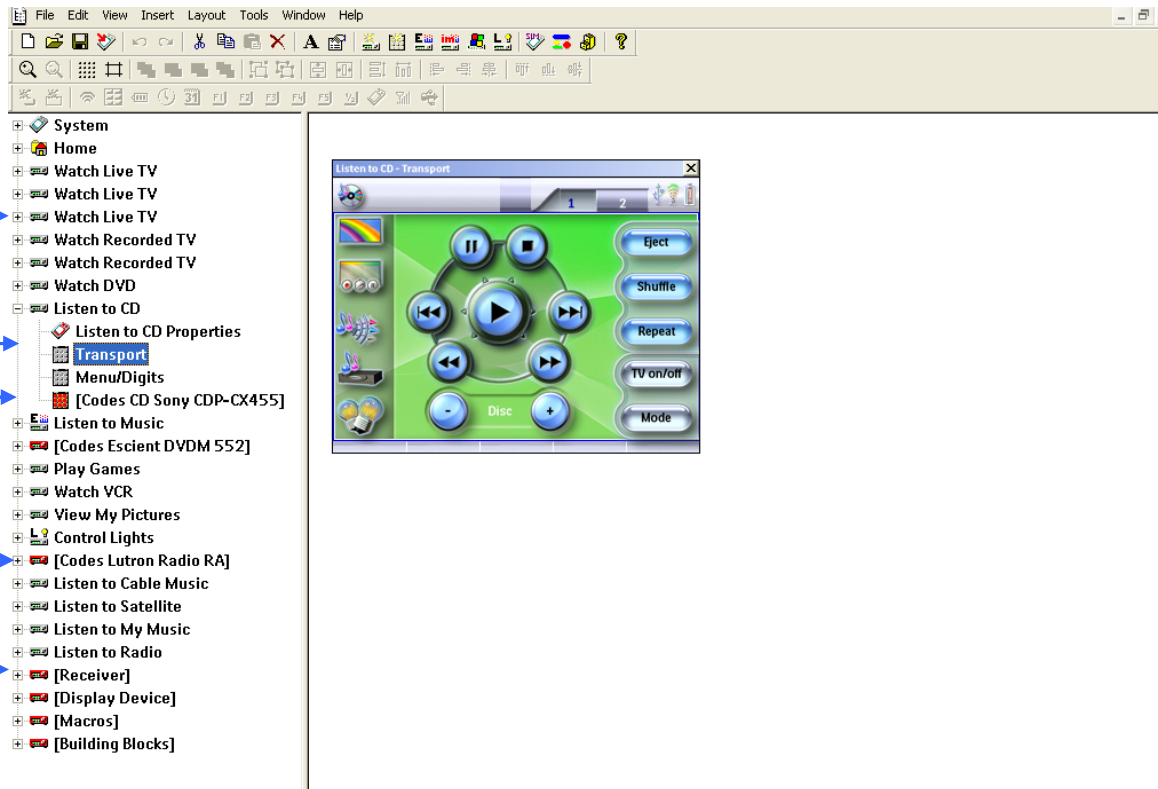
Activities

User pages

IR codes

Hidden device

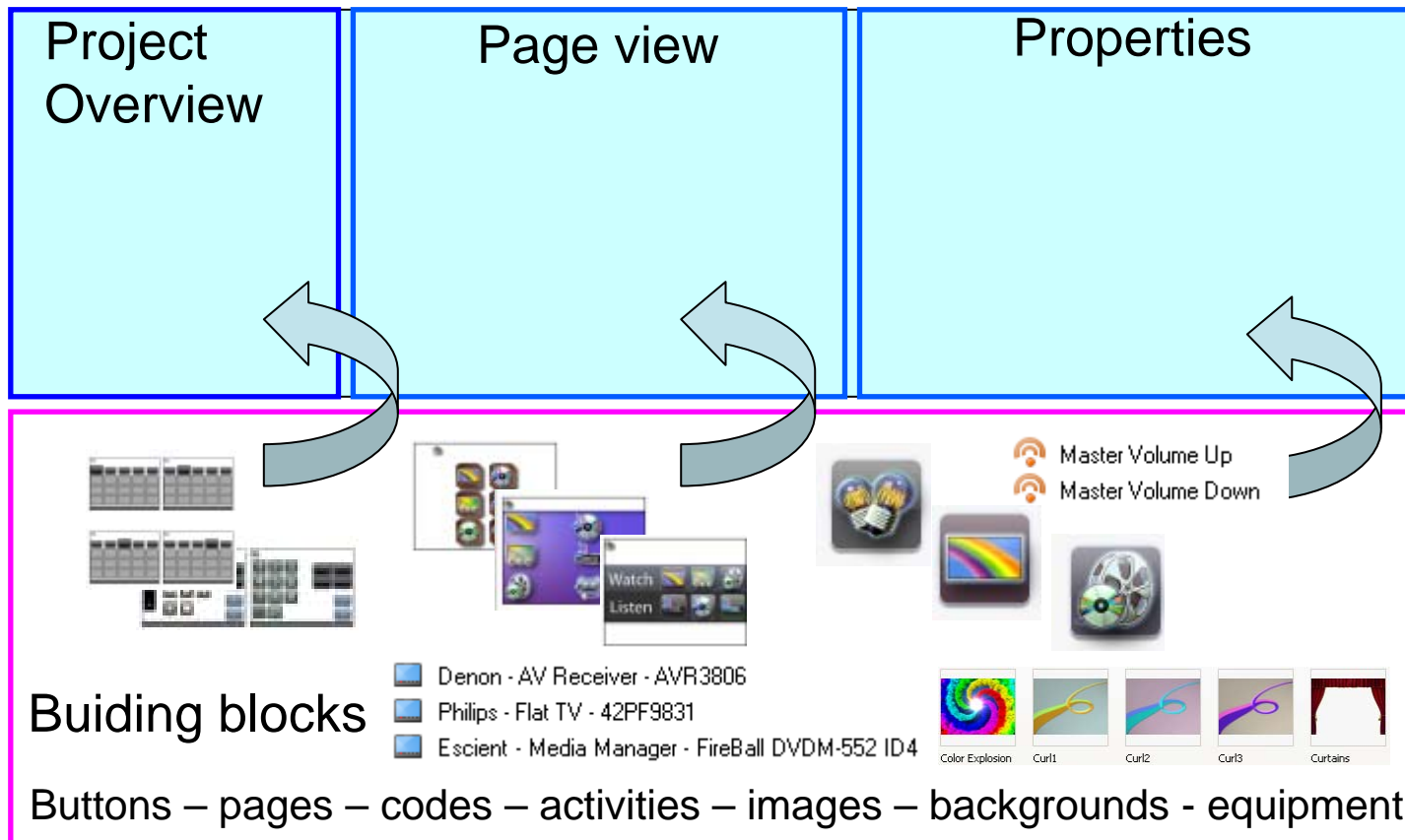
Devices



## PEP2 => Complete split

### User interface and devices (building blocks)

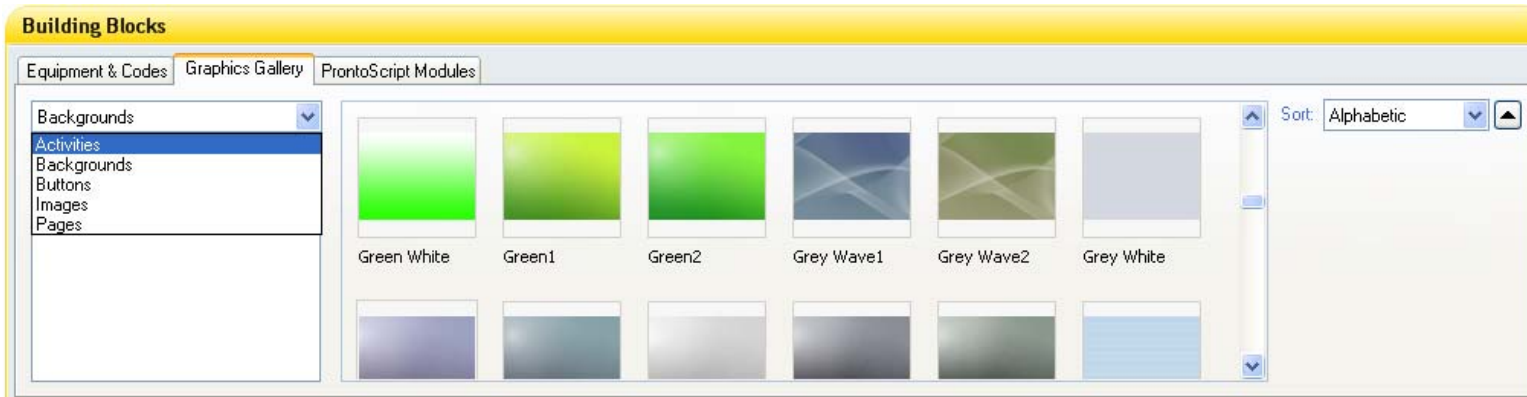
Create a full project by Drag and Drop



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# Building blocks with enhanced Gallery in PEP2

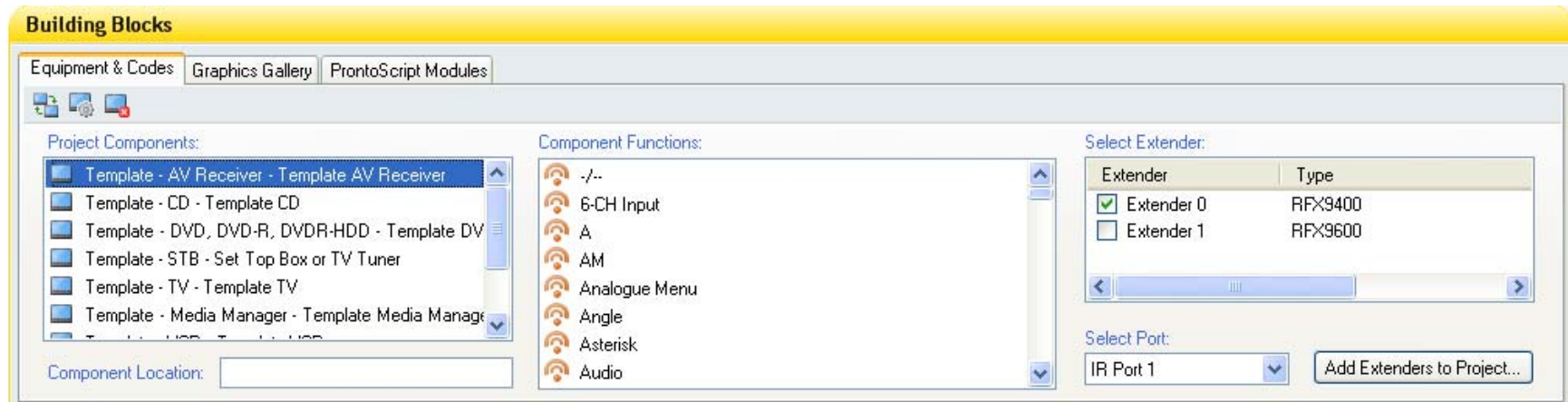


Enhanced Gallery selection with Activities, Backgrounds, Buttons, Channel icons, images, pages



# Building blocks with Equipment & codes

## Equipment & Codes



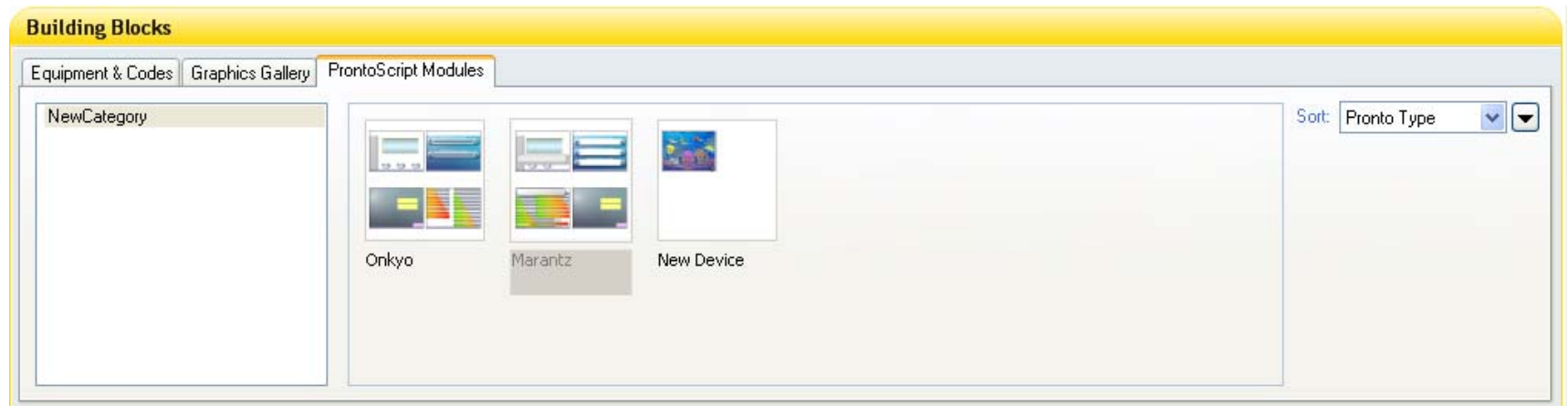
For each component in the project you will see all the available functions and which extender it's connected to



Replacing component, Edit functions and remove components

# Building blocks with Prontoscript modules

## Adding Prontoscript modules



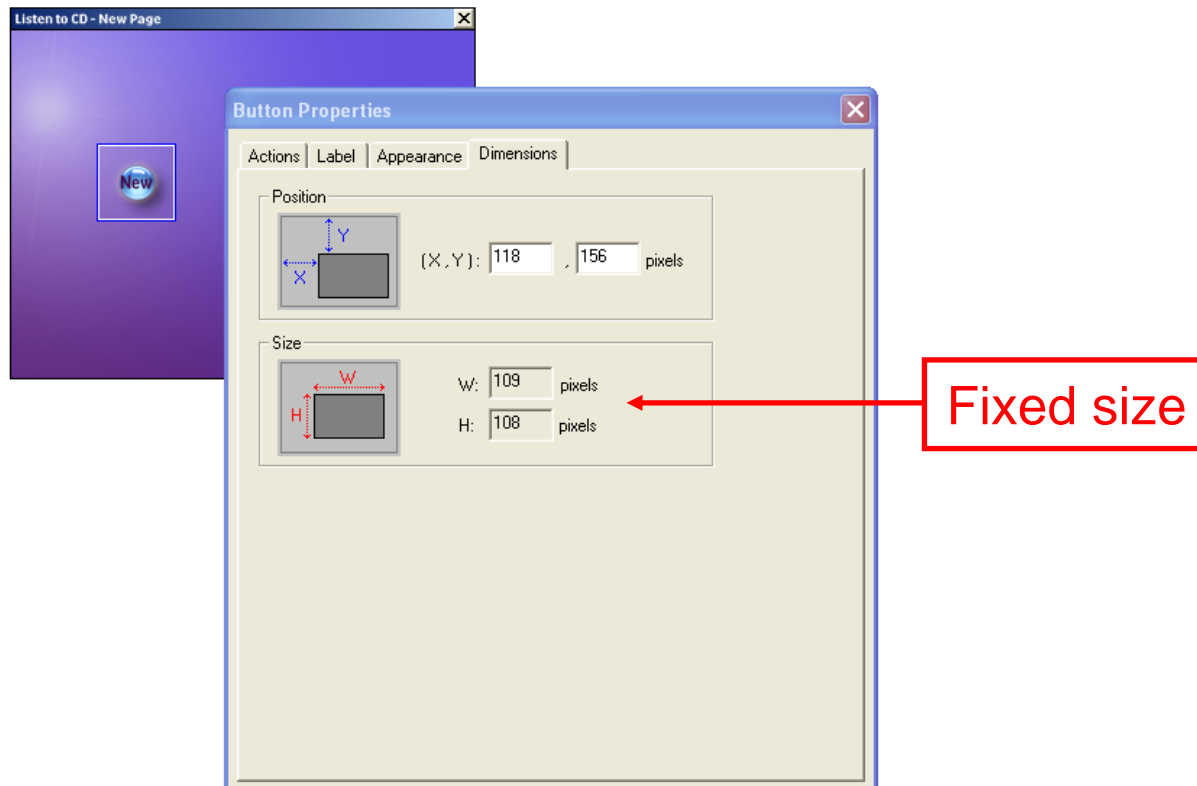
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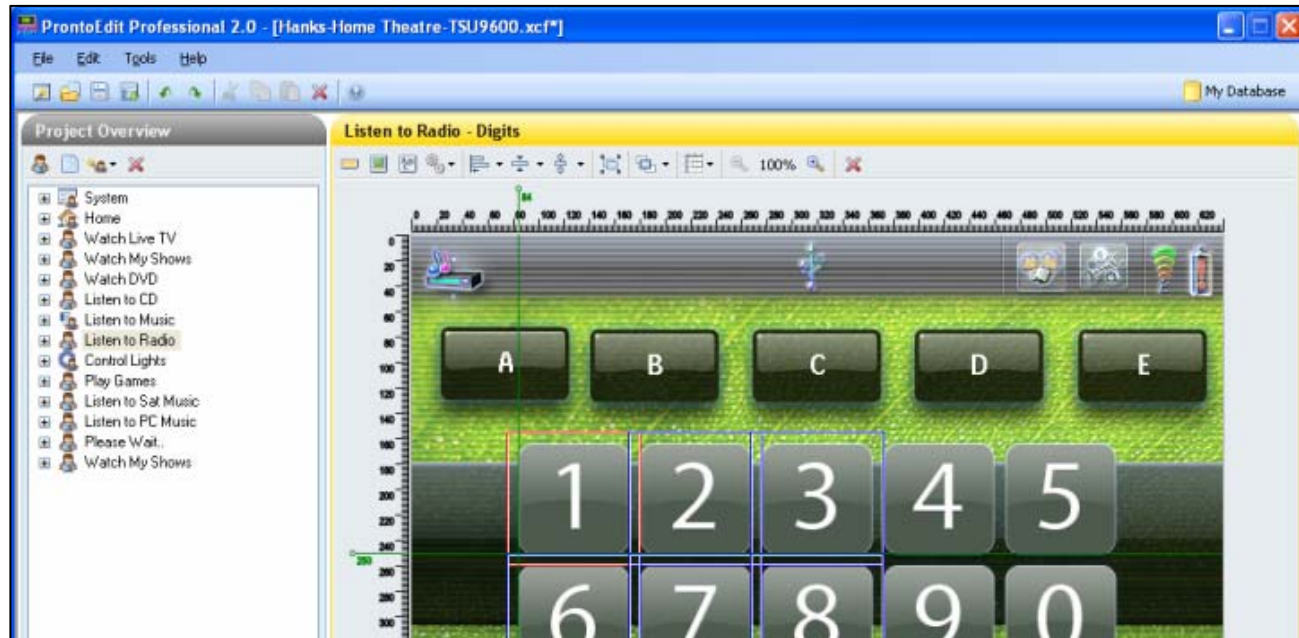


# PEP 1

- Images and buttons can not be resized in PEP1
- Need to Resize => use Photoshop or similar tool



# PEP2 => Resizable graphics



## Contemporary UI Operations

- Drag-Multi-Select
- Multi-Select Property Change (e.g. Text Color & Size)
- On the fly Button (Image) Resize
- Intelligent undo of ALL operations

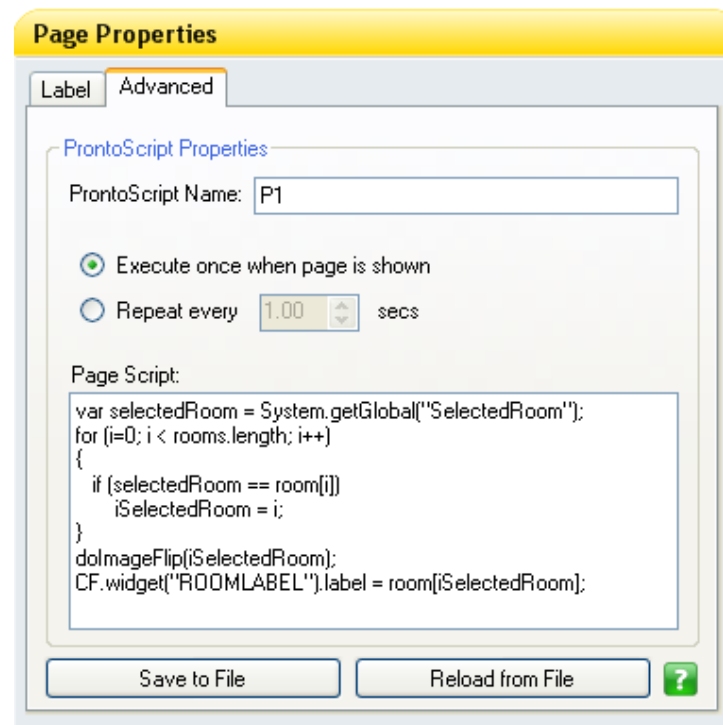
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## PEP2 => Use Prontoscript with a third party application

You can use a third party Javascript application to edit the Prontoscript  
Save the Prontoscript box with the “Save to file” option

This will create a Javascript (\*.js) file in the following location  
c:\Documents and Settings\All users\Application  
Data\Philips\ProntoEdit Professional 2.0\Prontoscript

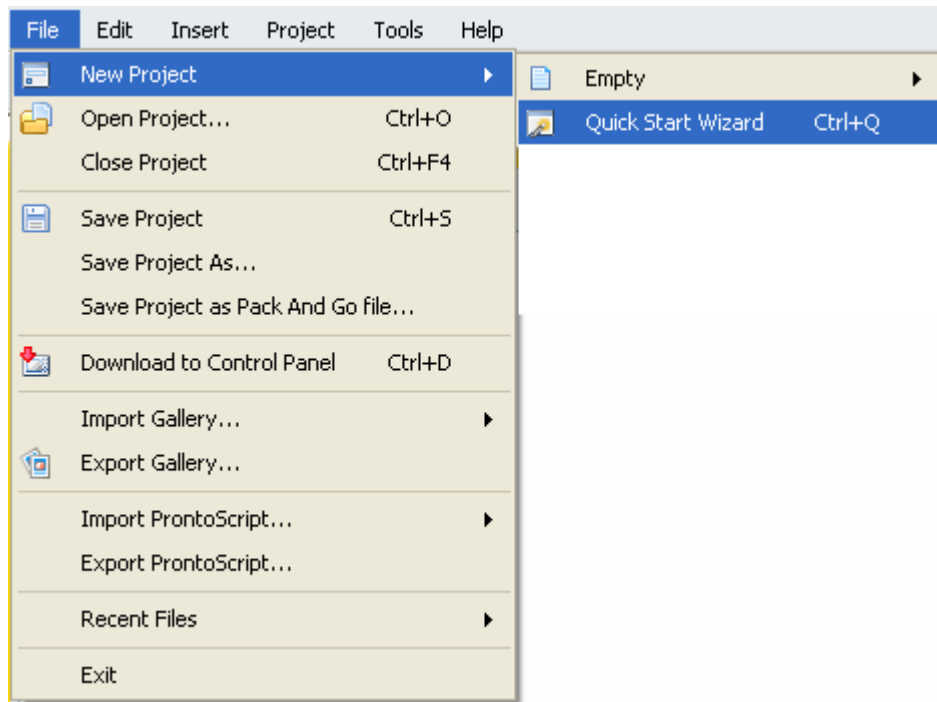


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# PEP2 => Speed it up with the Wizard tool

Using the Quick Start Wizard (Ctrl Q) within 3 steps, this wizard will guide you through a successful project, using the standard graphics and buttons



## Speed it up with the Wizard tool

Step 1 Project setup

Step 2 Component list

Step 3 Activity configuration

The image displays three overlapping screenshots of the 'Quick Start Wizard' tool, illustrating the three steps of the setup process.

**Step 1: Project Identification**

Customer Name: John Peterson  
 Project Name: My Home  
 Pronto Type: ☐ TSU9400 ☒ TSU9600  
 Details: 455 Fifth Avenue New York  
 Project: The Project Filename consists  
 Project Filename: John Peterson-My Home-TSU9600

**Step 2: Component Identification**

**Project**  
 First select the required component on the right (If the required component is not in the list you can add it after you finished the Wizard).  
 Then search in My Database or Factory Database to replace this default brand/model.  
 Select the component and press Assign.  
[What is a Template?](#)

Component Type	Brand Name	Model Name
<input checked="" type="checkbox"/> receiver	DENON RS232	123
<input checked="" type="checkbox"/> CD	Marantz	
<input checked="" type="checkbox"/> AV Receiver	Marantz	

Search:

Brand Name	Component Type	Model Name
DENON RS232	receiver	123

☐ Show all components

**Step 3: Activity Identification**

**Project**  
 Select only those activities that you require in your project.  
 In case you do not find a required activity, you can add one after the project is created.  
 If you have removed components in the previous page (Component Identification) it will be a good idea to remove activities that are dependent on such components. Unless you plan to enable these activities by adding components later using the Editor.

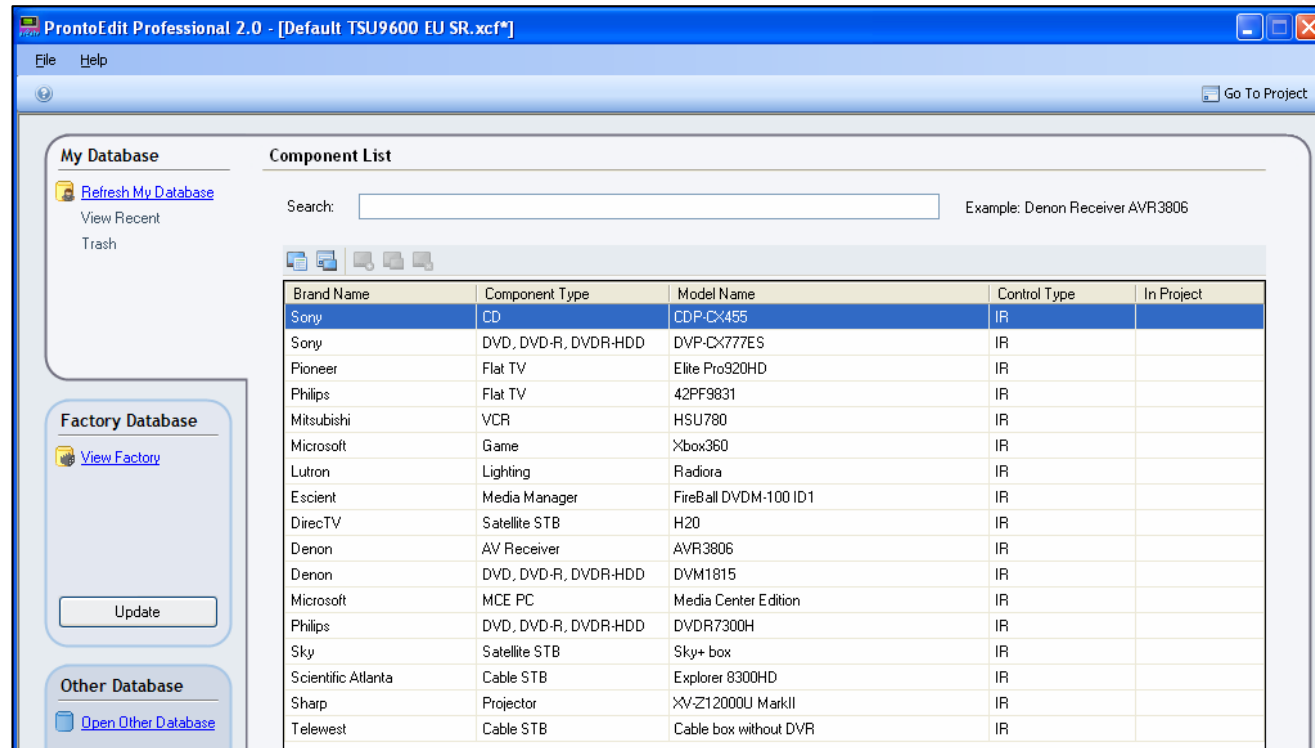
Navigation buttons: << Previous, Next >>, Finish, Cancel

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## PEP2 => improved “My Database”



- Introduced in ProntoEdit Professional 1 (within legacy framework)
- Re-Introduced without compromise in PEP 2
  - Contemporary web-like Layout with Web-like search
- Easy Data management capabilities with “Open Other Database” feature

## PEP2 => extended “My Database”

Search:

Brand Name	Component Type	Model Name	Control Type	In Project
Lutron	Lighting	RA-IR	IR	
Lutron	Lighting	Spacer System	IR	
Maestro IR	Home Automation	Lutron	IR	
Maestro IR	Home Automation	Lutron: Extended functions	IR	
Marantz	AV Receiver	AV550	RS	
Marantz	AV Receiver	SR4400	IR	
Marantz	AV Receiver	SR5200	IR	
Marantz	CD	CC4300	IR	
Marantz	CD	CC870	IR	
Marantz	CD	CD5000	IR	
Marantz	CD	CD5001	IR	

**Identity :**  
Brand Name:   
Component Type:   
Model Name:   
Control Type:

**Delays :**  
General Delay:  sec  
(Delay between two Functions such as Digit 1, Digit 2, etc)  
Power On Delay:  sec  
(Delay between Power On and first Function)

**RS232 :**  
Baud Rate:  Data Bits:   
Parity:  Stop Bits:

- Infra Red and RS232 Database

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# Change Project type in PEP1

Separate ProntoEdit Professional for TSU9400 and TSU9600  
Compatible xcf files, graphics need to be adjusted



TSU9400

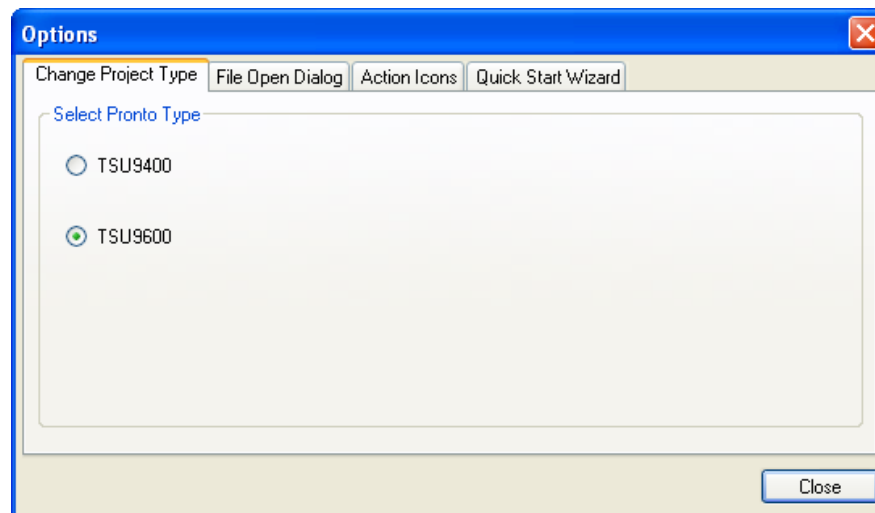
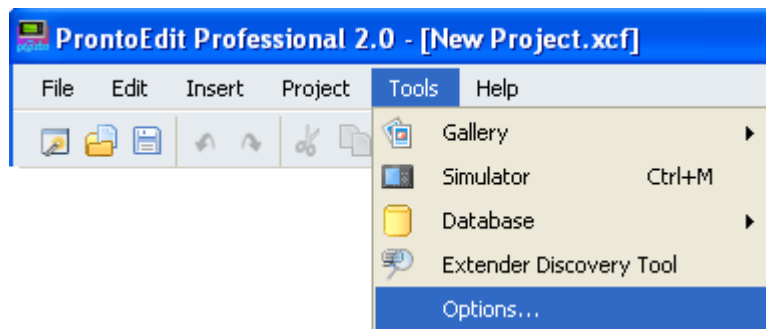


TSU9600

# Change Project type in PEP2

Select Tools / Options

Selecting the Pronto Type will change all the Graphics in the corresponding view

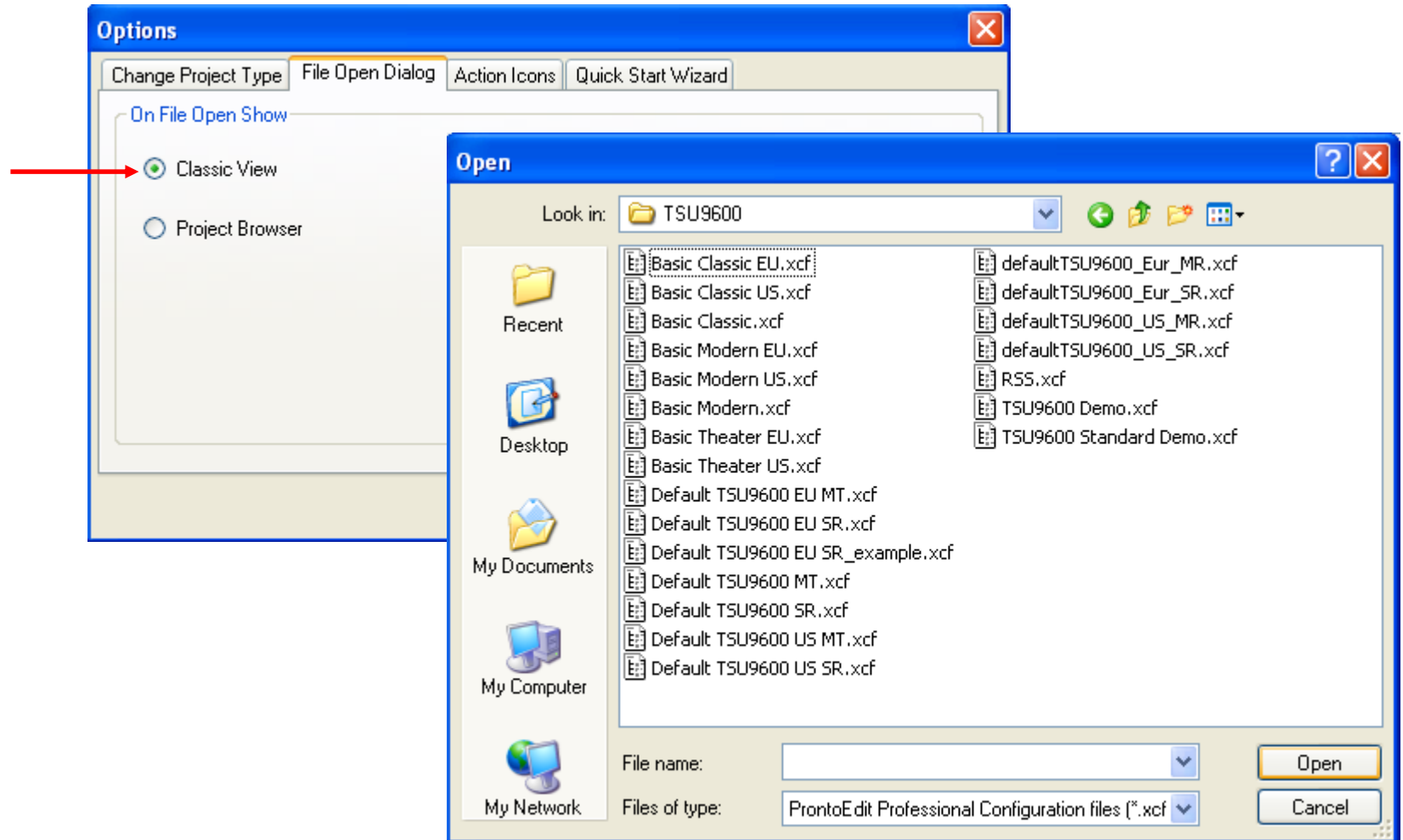


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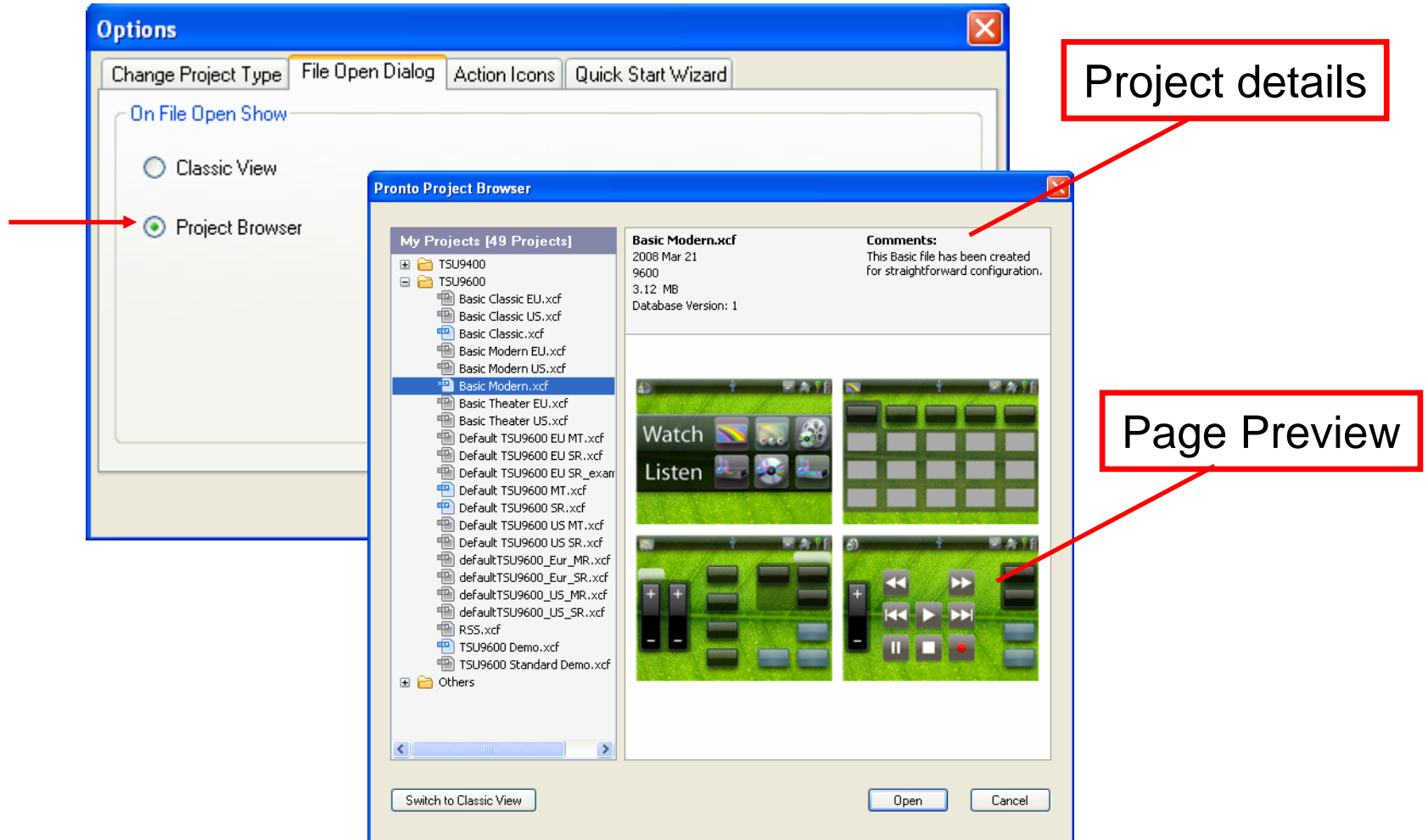
# PEP2 => Open file dialog view

Classic view



# PEP2 => Open file dialog view

## Project Browser

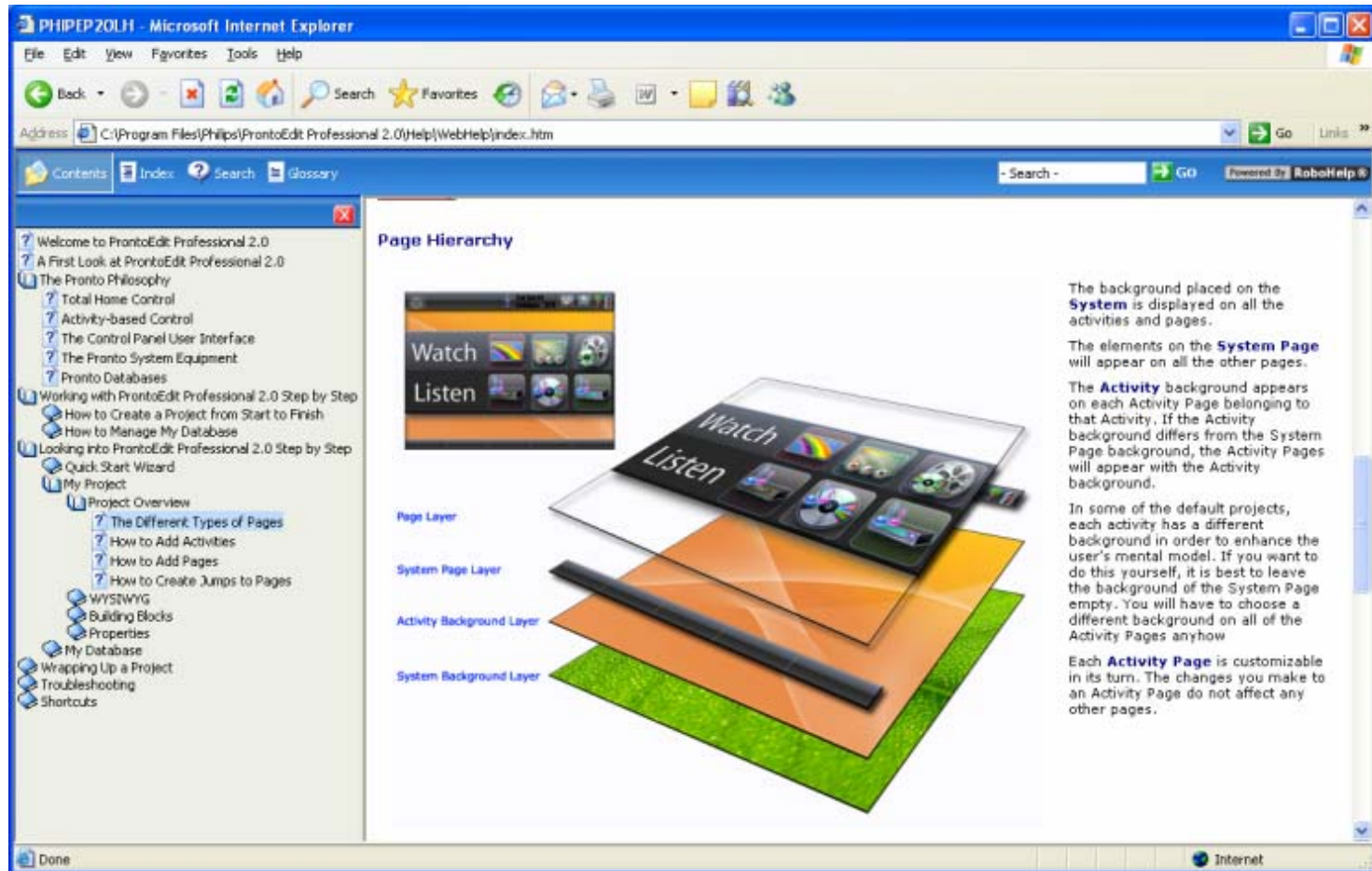




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## PEP2 => Fully re-designed Help system



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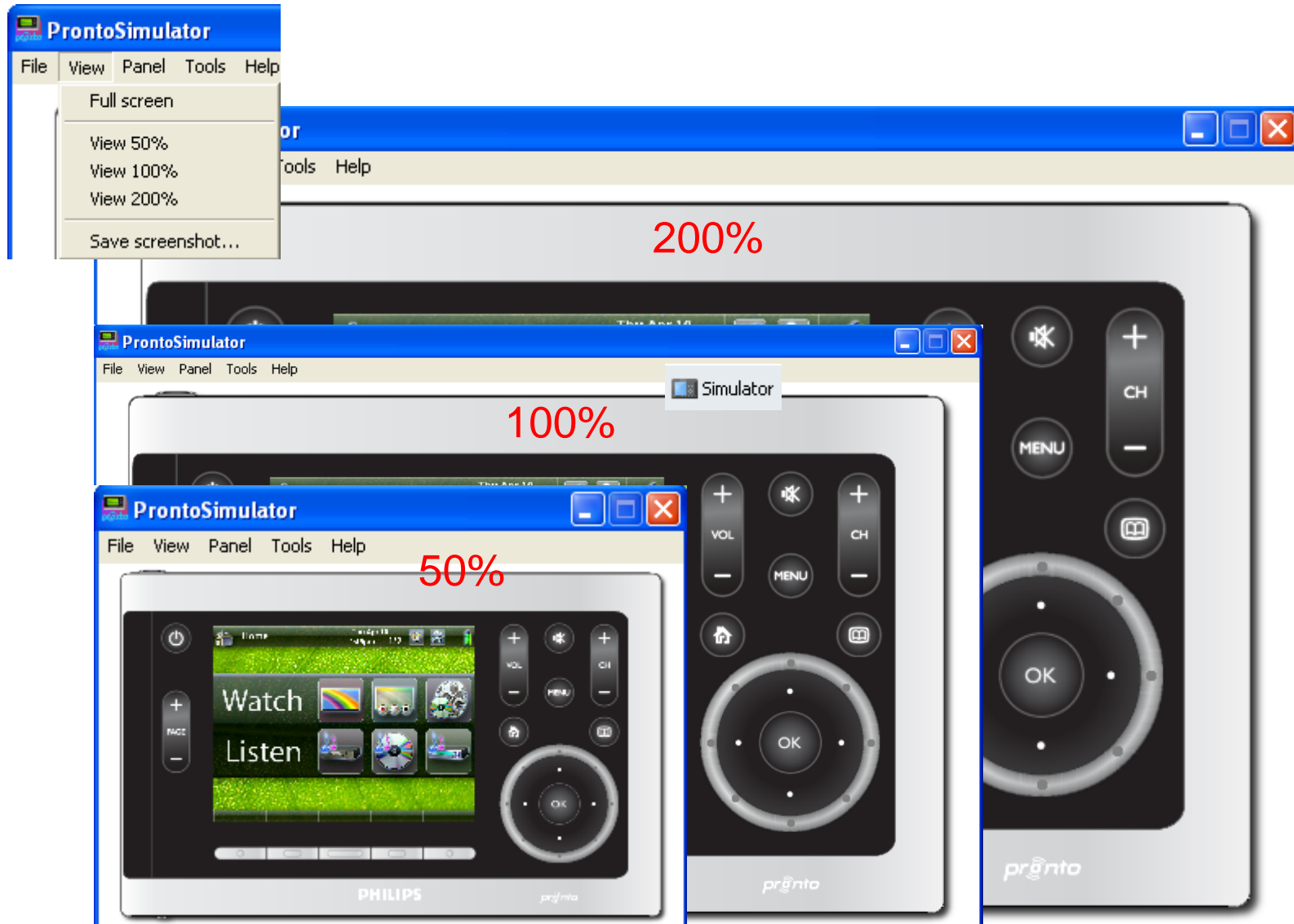
## PEP2 => Advanced Simulator

Start the Simulator Ctr + M or press  Simulator

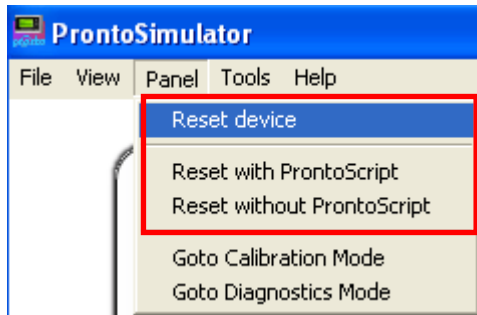
To test your complete configuration **AND** Prontoscript on screen before downloading to the control panel



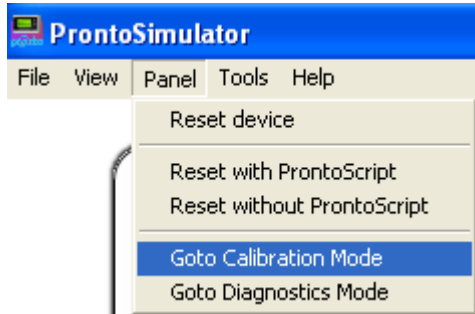
## PEP2 => Simulator - scaling



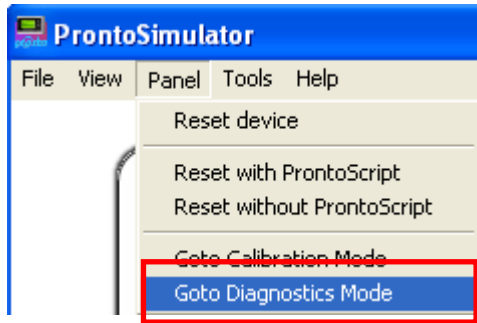
## PEP2 => Simulator - reset



# PEP2 => Simulator – Calibration mode

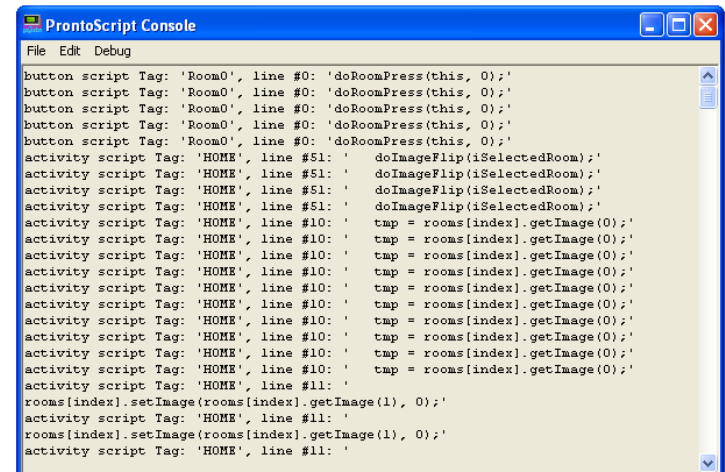
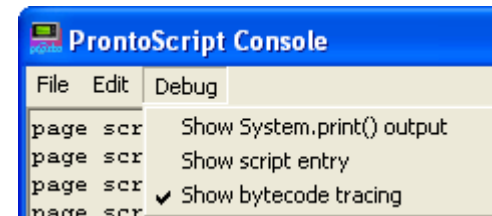
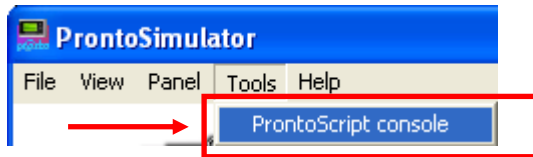


## PEP2 => Simulator – Diagnostic mode





# PEP2 => Simulator – Prontoscript Console



# Content    PEP2.0 Versus PEP1

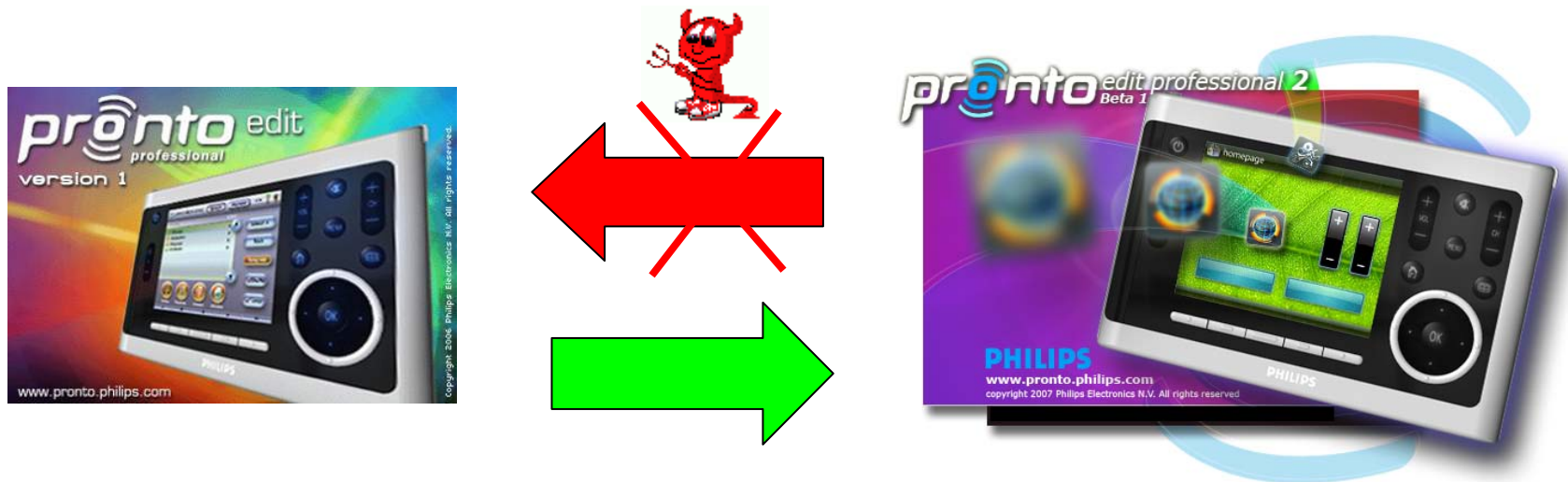
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## Useful to know in PEP 2.0

### Can I use PEP1 xcf files in PEP2?

There is no backwards compatibility when you create an xcf in PEP2. Once you save an imported xcf from PEP1 in PEP2 you can no longer use that file in PEP1.

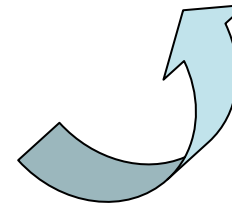
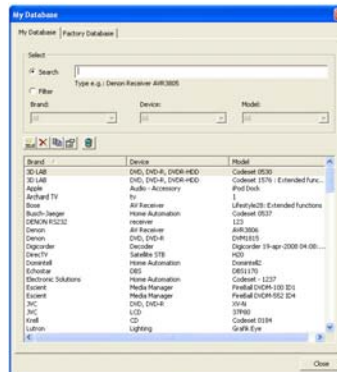
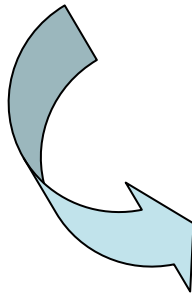
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## Useful to know in PEP 2.0

### Are PEP1 xcf files compatible in PEP2?

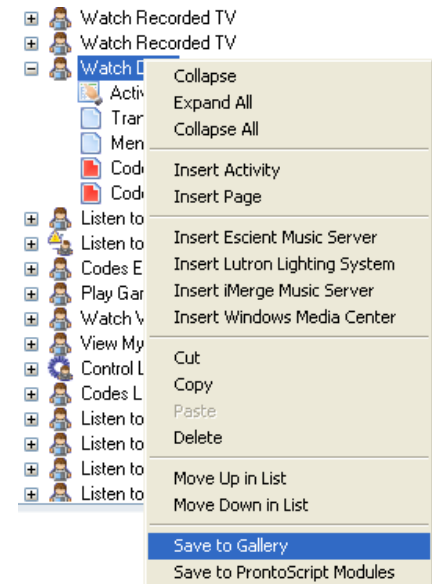
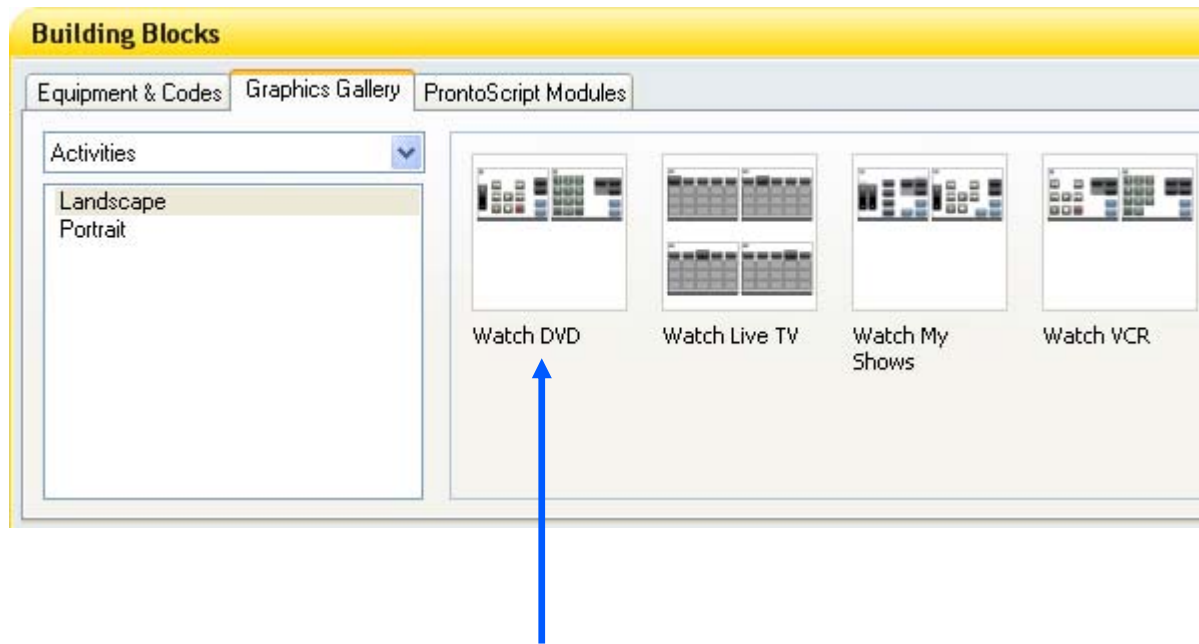
When opening xcf's made in PEP1, first store all non-db codes in My Database.



## Useful to know in PEP 2.0

### How to merge files in PEP2?

If you need an activity from another file, save the activity to the Gallery and you can use it in another project



# Useful to know in PEP 2.0

## How to use “Links” in PEP2?

Links are useful in combination with Macro's. IN PEP2 Macro's will be created in an activity, where you can execute any action. Placing a “jump” to that activity will execute that activity

