



OPERATION & SETTINGS



SEMSY[®] VIDEO MANAGEMENT **VMC TOUCH**

CAMERA OPERATION VIA THE TOUCH SCREEN APPLICATION

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Dallmeier electronic GmbH & Co.KG
Cranachweg 1
93051 Regensburg, Germany

www.dallmeier.com
info@dallmeier.com

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1 Introduction

1.1 Validity

This document is valid for the **VMC Touch Application for HEMISPHERE® SeMSy® Video Management**.

Illustrations in this document may differ from the actual product.

1.2 Documents

Operation & Settings (this document)

For instructions on using all features of the software
(for operators without technical knowledge)

1.3 Typographical Conventions

This document may contain various warning words and symbols that indicate potential sources of danger:

NOTICE

NOTICE indicates practices for preventing property damage, incorrect configurations or faulty operations.

For reasons of clarity and readability, various text formatting elements and types of emphasis are used in this documentation:

Instructions are indicated by arrows (➤).

➤ Carry out instructions one after the other in the sequence described.

Expressions in ***bold/italics*** generally indicate a control element on the device (switches or labels) or on its user interface (buttons, menu items).

Paragraphs in italics provide information on basic principles, special features and efficient procedure as well as general recommendations.

2 General Notes

2.1 Intended Use

The VMC Touch Application for HEMISPHERE® SeMSy® extends the video management system by a simple and convenient multi-touch operation. Many functions can be easily and intuitively operated on the optimized user interface by pulling, swiping, typing, scrolling, zooming. As a result, users receive a much more flexible way of operating.

The VMC Touch Application is designed to complement and expand the operation of basic functions of a HEMISPHERE® SeMSy® Video Management with a touch control. Live streams in viewers and on monitors can be operated completely, PTZ cameras controlled in detail and recordings played extensively.

The camera image is displayed only on monitors of the workstation and monitorwalls and not in the VMC Touch Application.

2.2 Performance Features

The VMC Touch Application is characterized by the following features and functions:

- Convenient touch control of live streams
- Comprehensive operation of playback functions
- Intuitive control of PTZ cameras
- Useful bookmark function for desktop viewers and monitor walls
- Enhanced snapshot function for markers and text boxes
- Optimized for devices with Full HD (1920 × 1080px) resolution
- Scaling for devices with lower resolution supported
- Scaling for devices with higher resolution (4k) supported
- Optional operation with mouse, trackball etc. supported

2.3 Warranty

The terms and conditions valid at the signing of the contract shall apply.

3 User Interface

3.1 Menu

- Open the menu area by clicking the corresponding menu button **A**.

In the menu area of the VMC Touch the user interface can be changed between different **Views** **B**:

- **Split Manager** (usual operating mode for camera operation)
- **Snapshot Editor** (labeling of screenshots)

The views are explained in the following sections of this chapter.

In addition, the **Settings** dialog for the VMC Touch configuration can be opened in the menu area **C**.

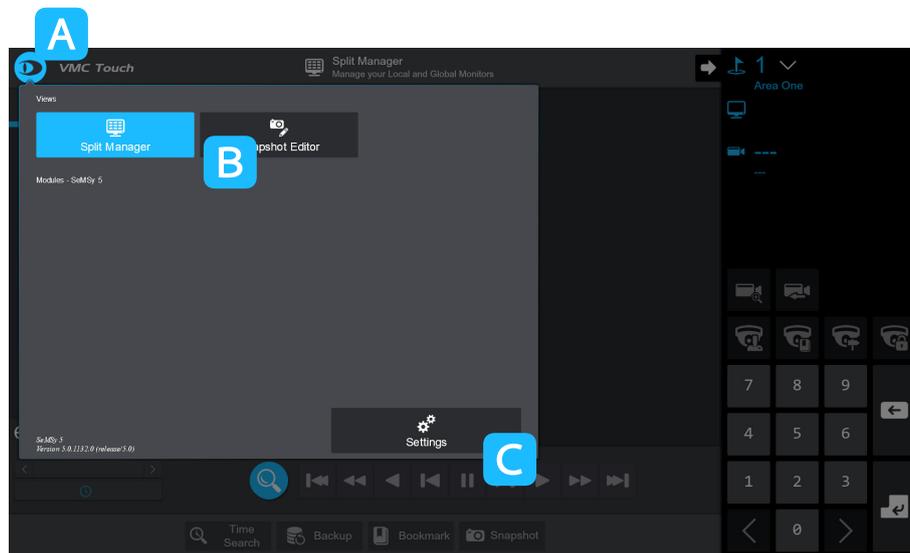


Fig. 3-1

3.2 Views

The **Views** for various operation modes of the VMC Touch can be activated via the menu area.

3.2.1 Split Manager

The **Split Manager** view is the normal operating mode for cameras and splits in the VMC Touch app.

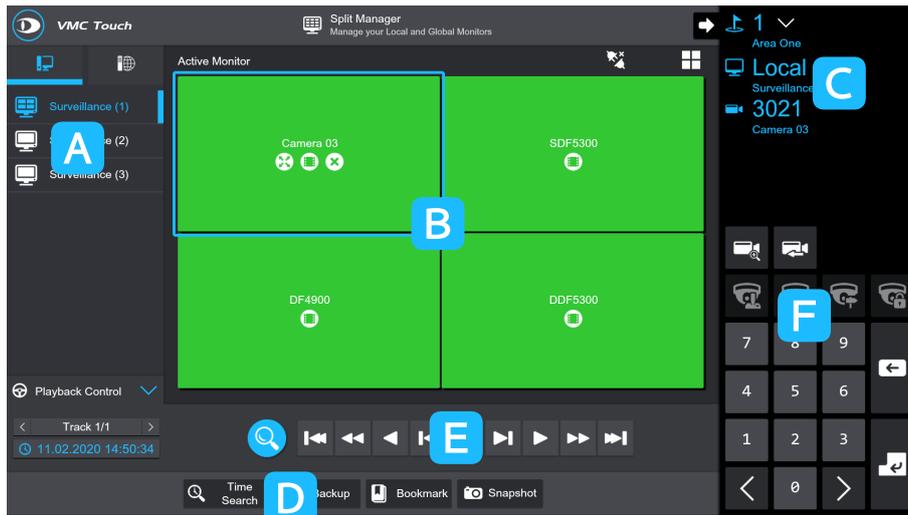


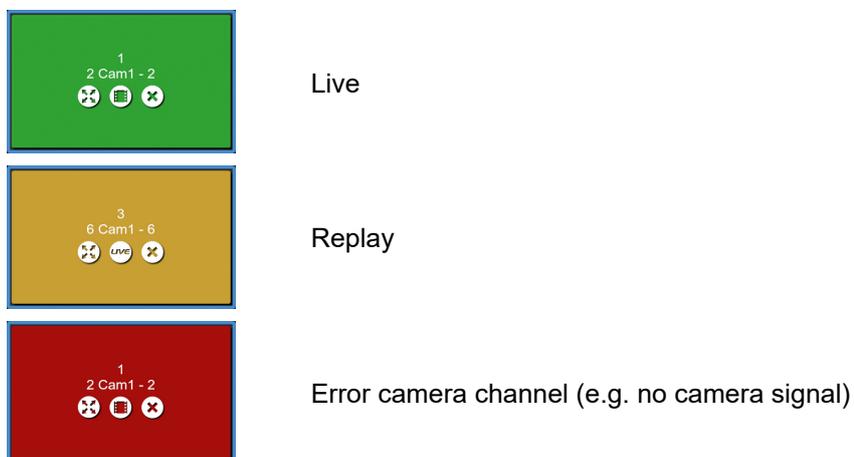
Fig. 3-2

- A** Local viewer tabs/global monitors
- B** Split operation area
- C** Info area for selected item
- D** Action buttons
- E** Replay control/time search
- F** Camera functions

➤ Use the functions as described in the following.

Split States

The activity state of camera splits is displayed in color:



3.2.2 Snapshot Editor

In the **Snapshot Editor** snapshots can be quickly and easily edited with text fields and character markings in addition to the export function.

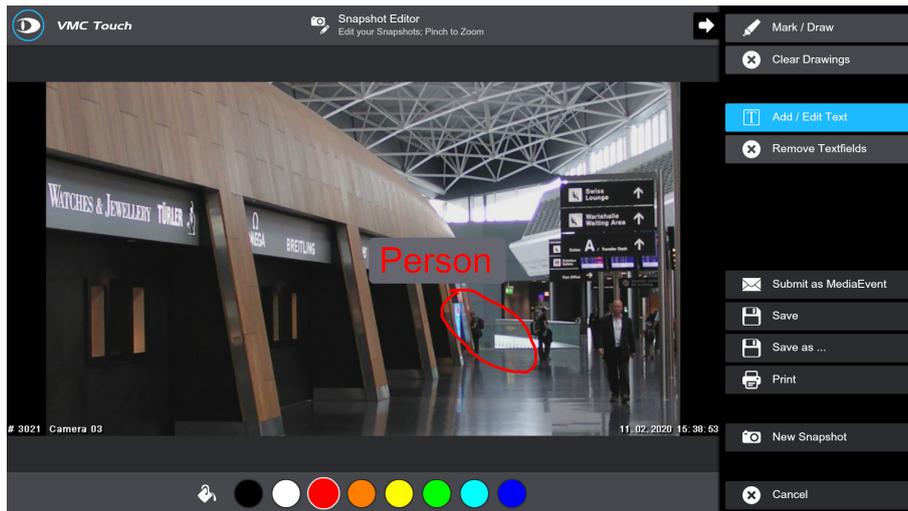


Fig. 3-3

➤ Use the functions as described in the following.

3.3 Navigation

The navigation in the VMC Touch app and the operation of the functions takes place using simple touch input, comfortable multi-touch operation and intuitive gestures.

The user interface of the VMC Touch app can be fully operated with a mouse. Note that when the mouse is controlled, no touch inputs are possible simultaneously. It always works with only one input method.

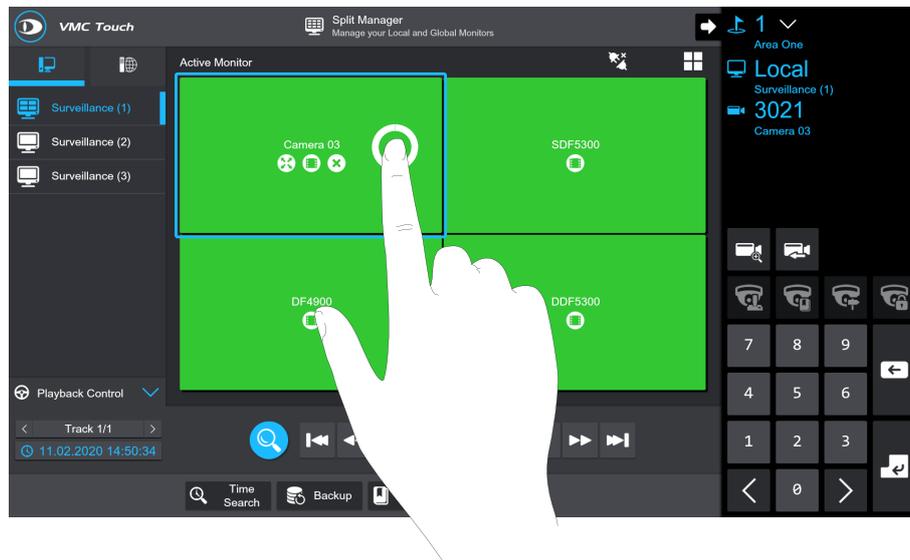


Fig. 3-4 Example touch input split selection

With a single tap on buttons or user interface elements they are opened, or their function is activated.

Pressing and holding items makes it possible, for example, to re-arrange split orders.



Fig. 3-5 Example camera split activation in a new viewer

The user interface of the VMC Touch app recognizes and processes simultaneously multiple touches: For example, select a camera split with one finger and simultaneously open a new viewer with another finger to place the selected camera split on the new viewer.

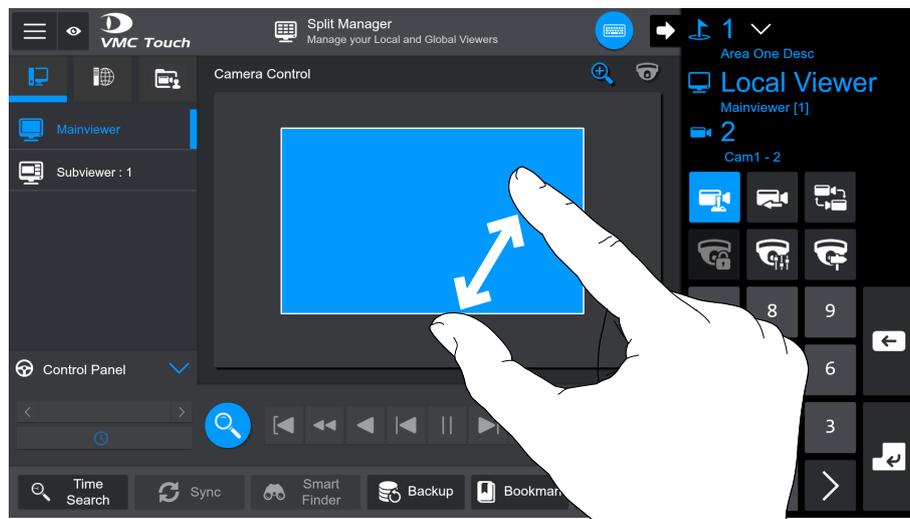


Fig. 3-6 Example zoom function

The zoom function of the camera control can be operated intuitively with merging or spreading the fingers.



Fig. 3-7 Example drag to scroll

Scroll left/right or up/down, for example, to browse stored PTZ tours of a corresponding camera.

3.4 Customize

The **Split Manager** view can be customized to requirements. The *Info area* and the *Replay control* can be faded-out or faded-in.



Fig. 3-8

➤ Click the *Fade-out info area* arrow button in order to expand the work space of the **Active Viewer**.

The **Active Viewer** is expanded.

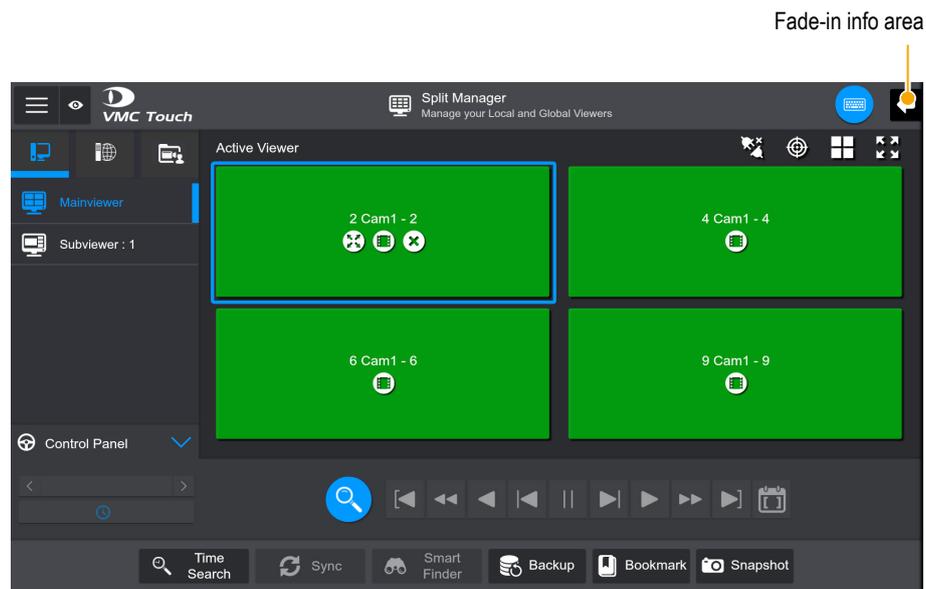
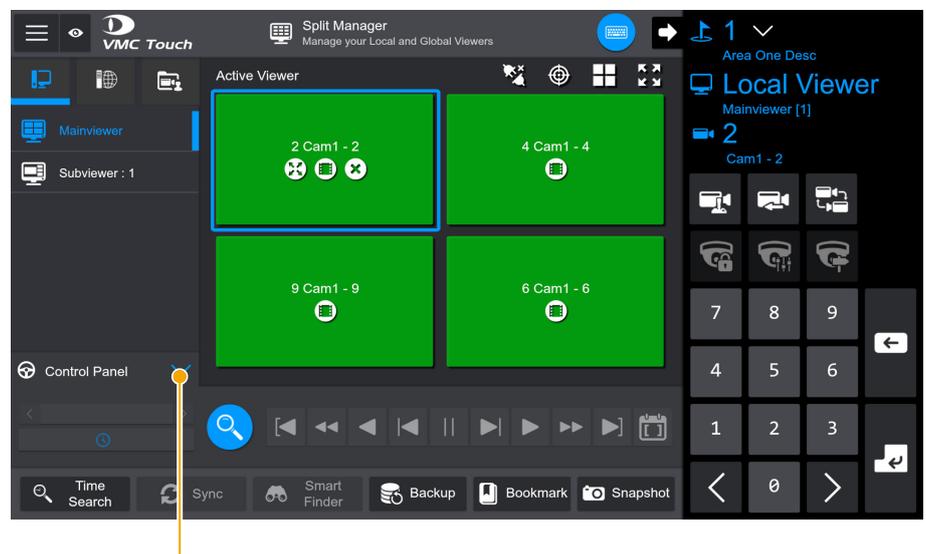


Fig. 3-9

➤ Click the *Fade-in info area* button in order to activate the *Info area* again.

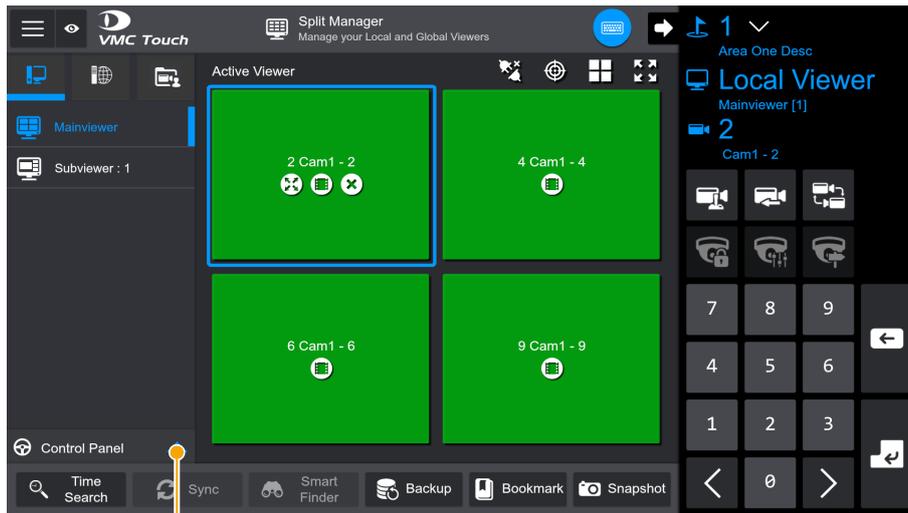
Replay Control



Fade-out replay control

Fig. 3-10

➤ Tap the *Fade-out replay control* button to expand the work space of the **Active Viewer**.



Fade-in replay control

Fig. 3-11

➤ Tap the *Fade-in replay control* button in order to re-activate the *Replay control*.

Combination

Both possibilities of adaptation for the user interface can also be combined if required:

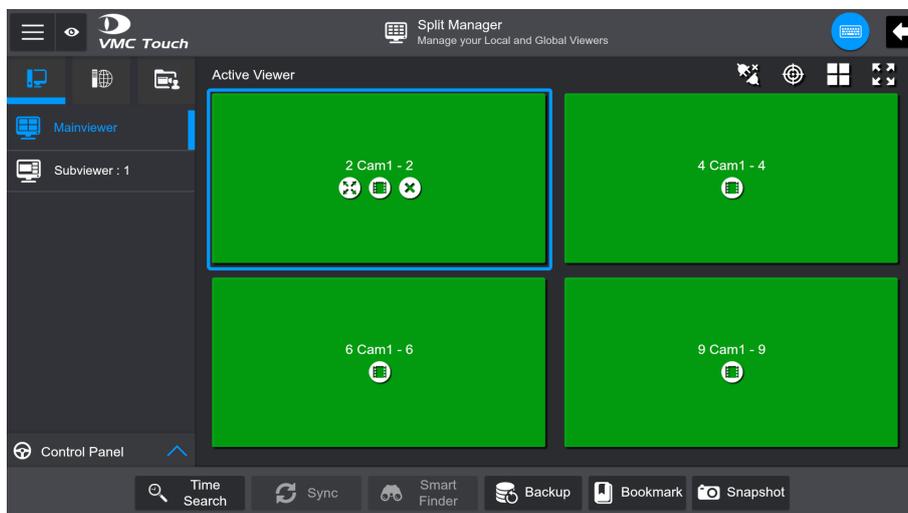


Fig. 3-12

➤ Make the settings as described above.

3.5 Display Date/Time

In the upper right corner can permanently displayed date and time. This must be activated separately in the configuration file. By default, the display is turned off.

Display of date and time

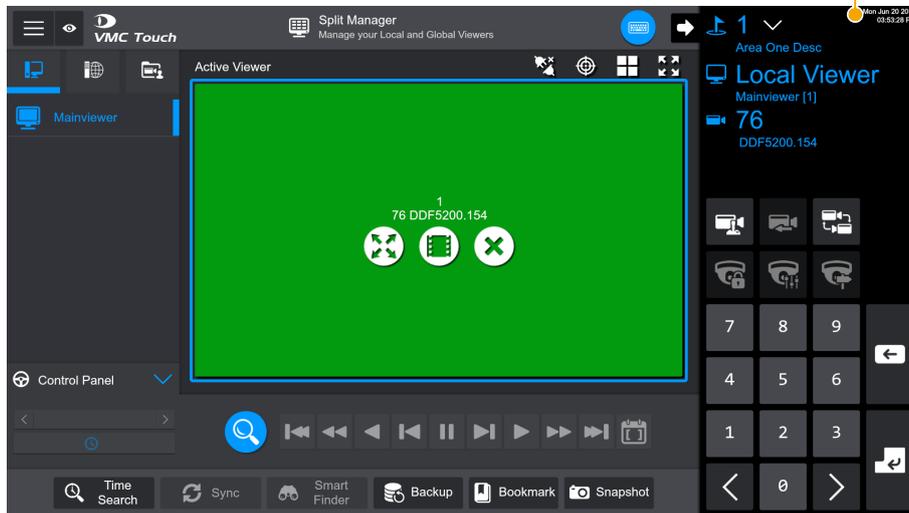


Fig. 3-13

- Activate the display of date and time as described in the “Handout” for “VMC Touch Configuration” if required.

4 Settings

In the **Settings** dialog can be defined the output device for the VMC Touch application and a scaling can be made of the user interface. In addition, the touch interface can be switched to left-handed operation.

- Open the menu area with the appropriate menu button **A**.

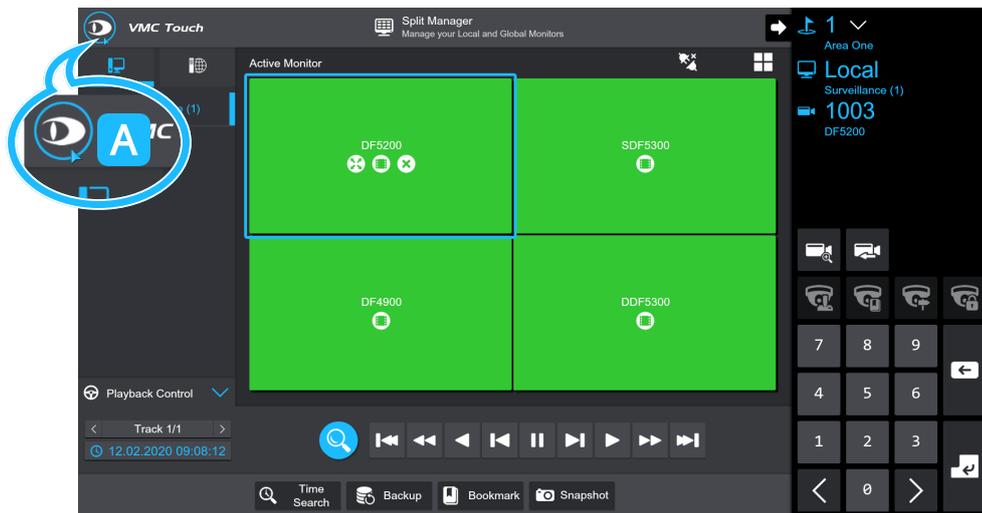


Fig. 4-1

The menu is displayed.

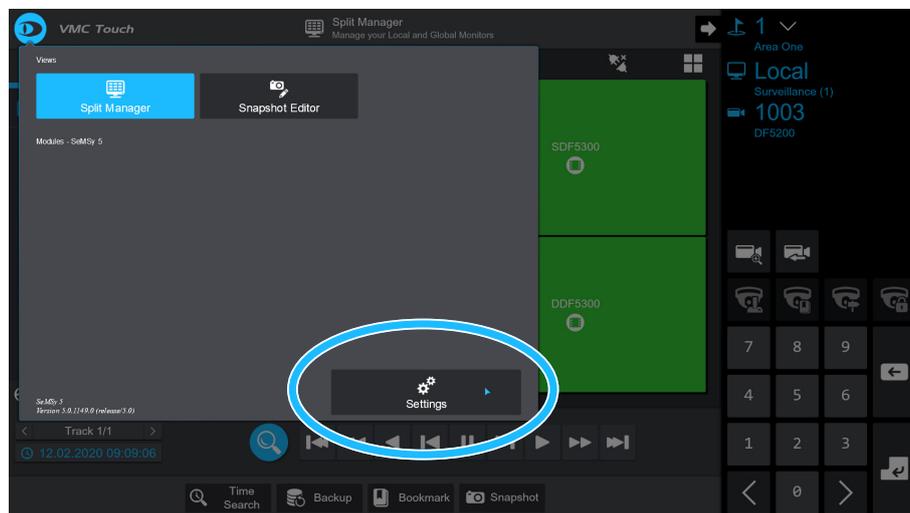


Fig. 4-2

- Select **Settings** to open the settings area.

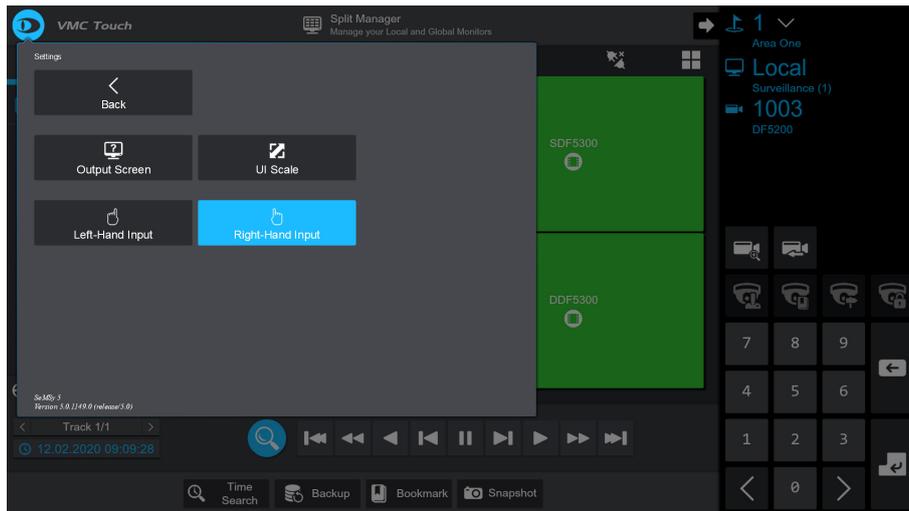


Fig. 4-3

- Make the required settings as described below.

4.1 Touch Screen Selection

The **Output Screen** option allows to define the display device for the VMC Touch application. The user interface of the VMC Touch application is optimized for displaying on screens at a resolution of Full HD (1920 × 1080 pixels).

The VMC Touch application can be completely operated with mouse control when there is no touch screen available.

- Open the **Output Screen** dialog using the appropriate button in the **Settings** area.

The available screen devices on the workstation are displayed:

The display corresponds to the set monitor configuration in Windows[®].

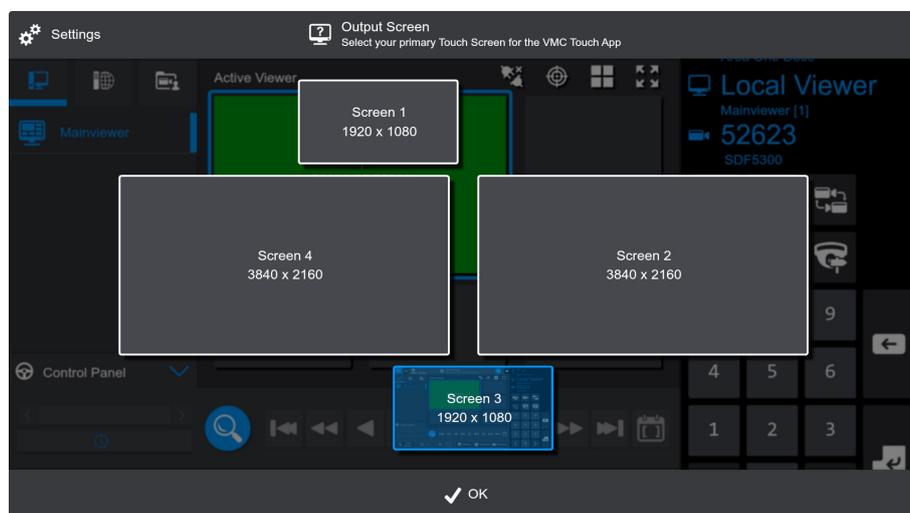


Fig. 4-4

- Select the required display device.

The VMC Touch application is displayed on the selected screen.

- Confirm the selection with **OK**.

4.2 Scaling

The user interface presentation of VMC Touch app can be customized to the relevant requirements of the user and the display device.

The "MEDIUM" default setting is recommended for the operation.

- Open the **UI Scale** dialog with the corresponding button in the **Settings** area.

The scaling of the user interface can be adjusted in three steps:

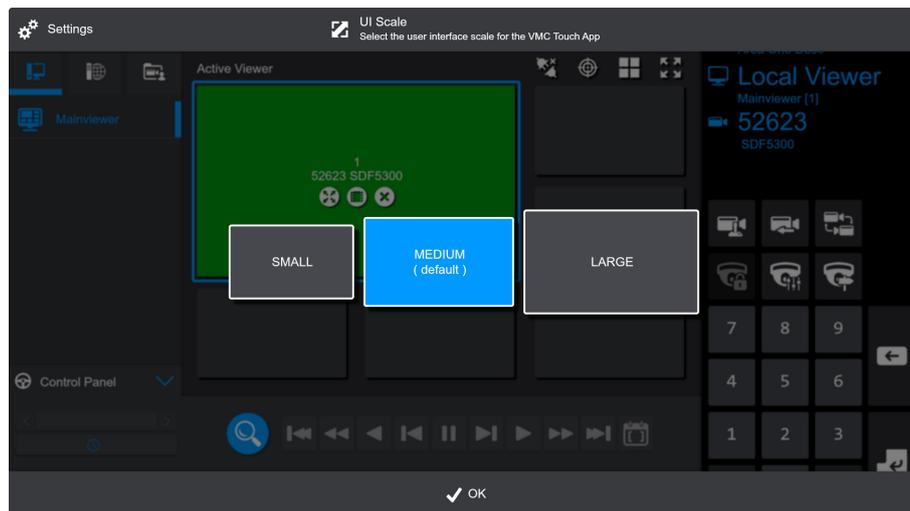


Fig. 4-5

- Select the required option.
- Confirm the selection with **OK**.

4.3 Settings Handedness

The user interface of the VMC Touch app can be configured for left-handed or right-handed users.

- Select the option **Left-Hand Input** for left-handed operation.

The user interface will be changed immediately without rebooting:

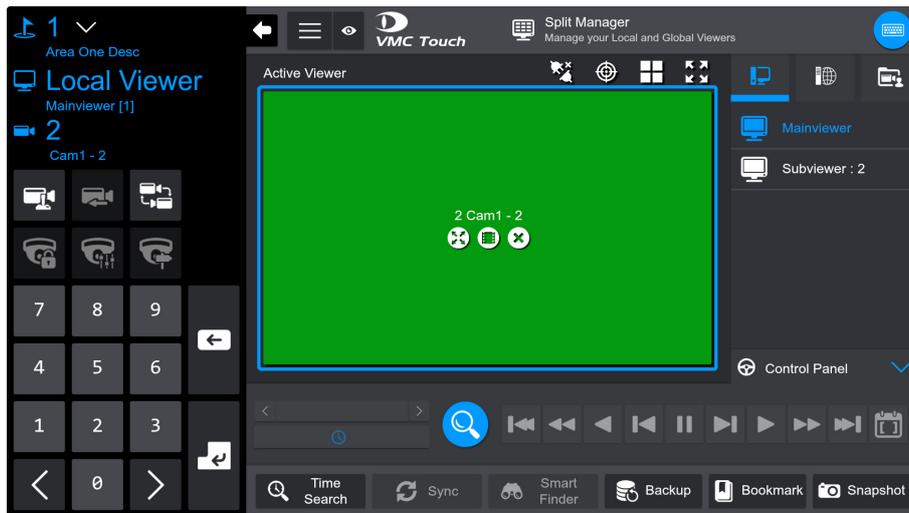


Fig. 4-6

- Select the option **Right-Hand Input** to set the user interface back to right-handed users if required:

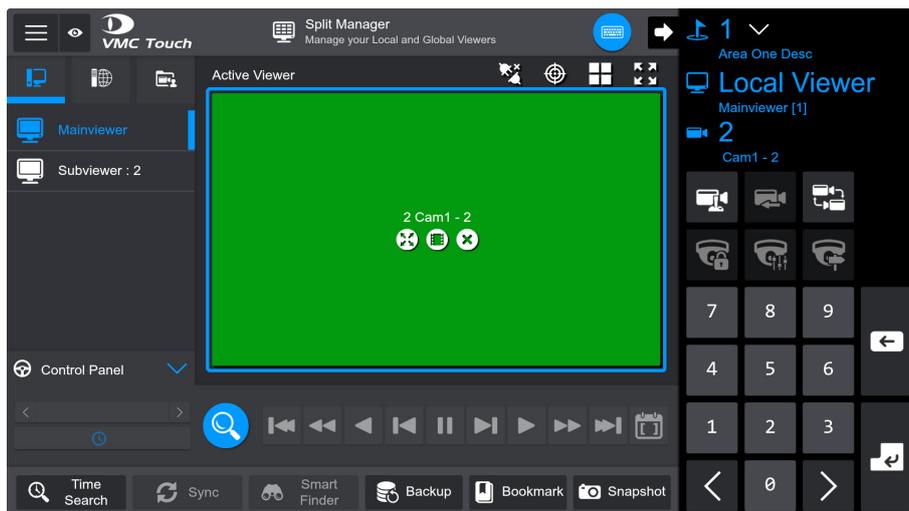


Fig. 4-7

5 Operation

The VMC Touch application allows a convenient and easy operation of a HEMISPHERE® SeMSy® Workstation Software with a touch screen.

5.1 Monitors

The operation of live streams and playbacks on workstation and monitorwall monitors build the central functional area of the VMC Touch application.

5.1.1 Local Surveillance Tabs

Surveillance tabs on workstation monitors are displayed on the local workstation tab **A**.

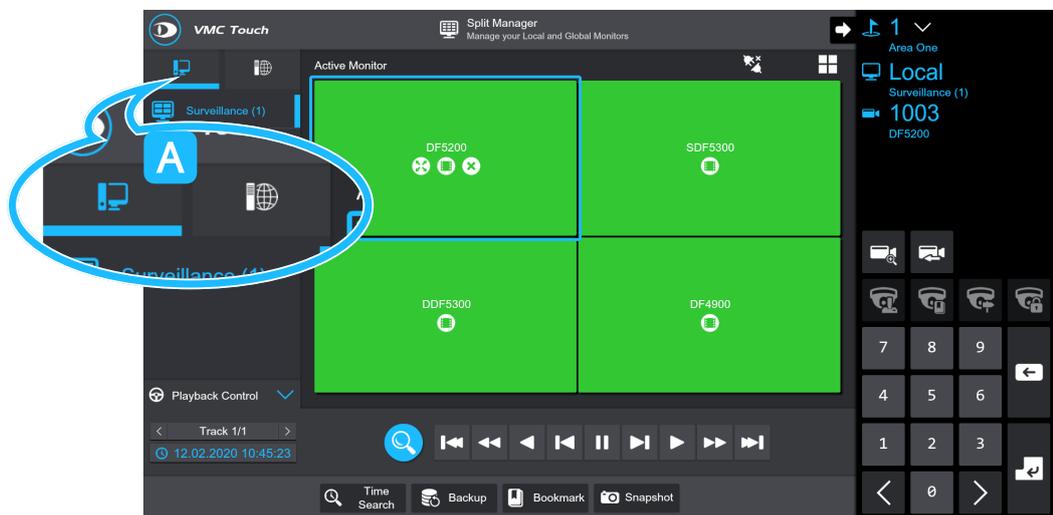
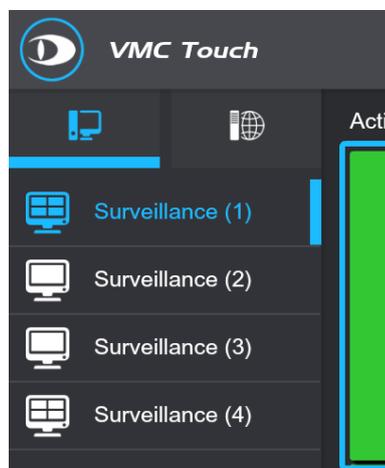


Fig. 5-1

- Select the tab for the local workstation monitors.



- Select the required **Surveillance** tab from the list.

The selected tab is displayed in the **Active Monitor** area.

- Operate and control the **Surveillance** tab as described below.

Fig. 5-2 Detail VMC Touch user interface

5.1.1.1 Info Area

The info area right above displays in which area code you are. In addition, the current **Surveillance** tab or external monitor, the number of the individual split and the therein active camera is always displayed:

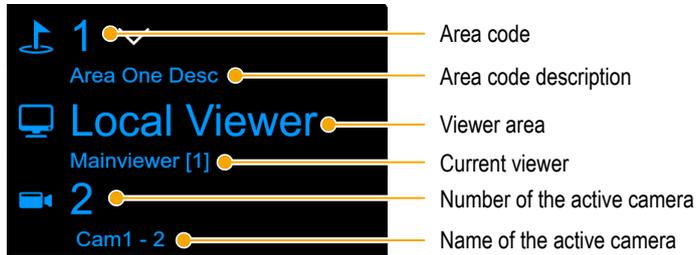


Fig. 5-3 Detail info area

The area code can be changed using the drop down menu.

5.1.1.2 Split Layouts

Split layouts can be exchanged quickly and easily.

- Select the required **Surveillance** tab in the list **A**.
- Tap the *Split Layouts* button to display the layout selection **B**.



Fig. 5-4

- Select the required split layout.

The selected layout will be activated and displayed in the **Surveillance** tab.

- Operate and control the new split layout in the viewer as described below.

The split layout, which is enabled in a Surveillance tab, is also displayed as an icon on the respective list item:

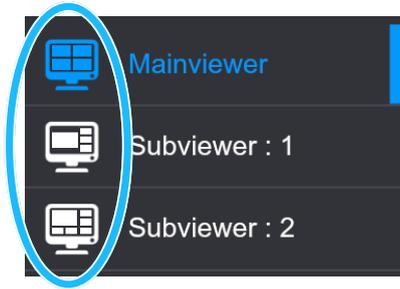


Fig. 5-5 Detail VMC Touch user interface

5.1.1.3 Activate Cameras

Encoders/cameras are activated in splits via the number pad.

The corresponding numbers of the encoders/cameras are displayed in the camera tree of the “Navigator”.

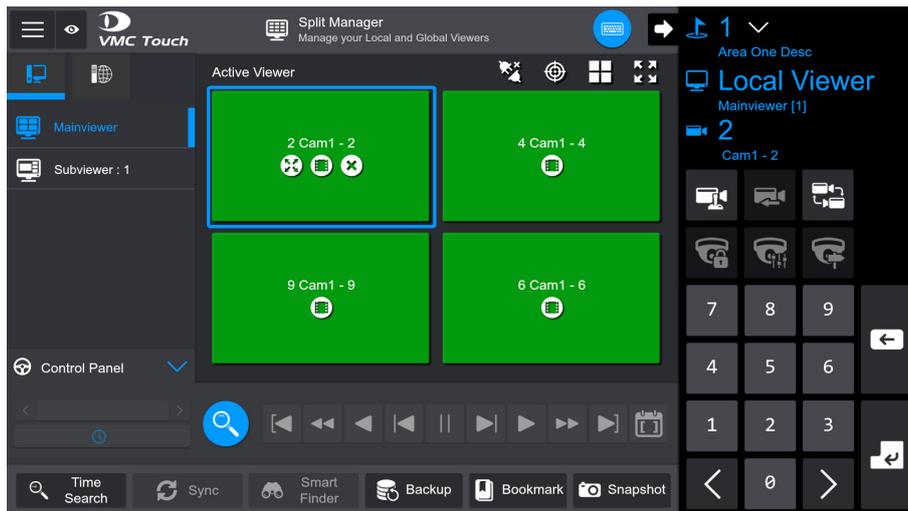


Fig. 5-6

- Select the required **Surveillance** tab from the list, if required.
- Select the required split window.

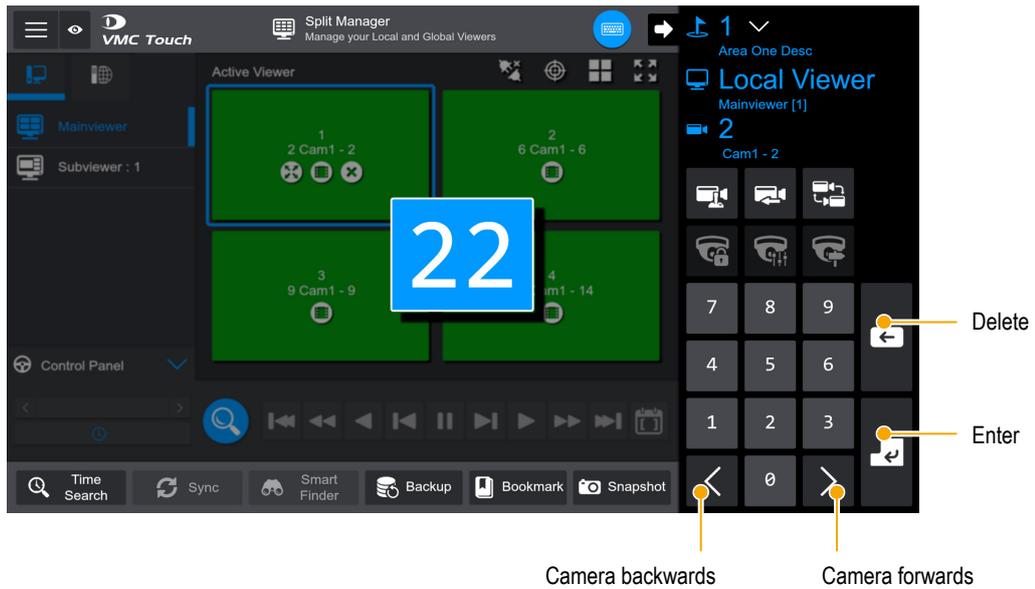


Fig. 5-7

- Enter on the number pad the required camera number.
- Tap the *Enter* button.

Inputs on the number pad can be corrected using the “Delete” button.

The selected camera is displayed in the split.

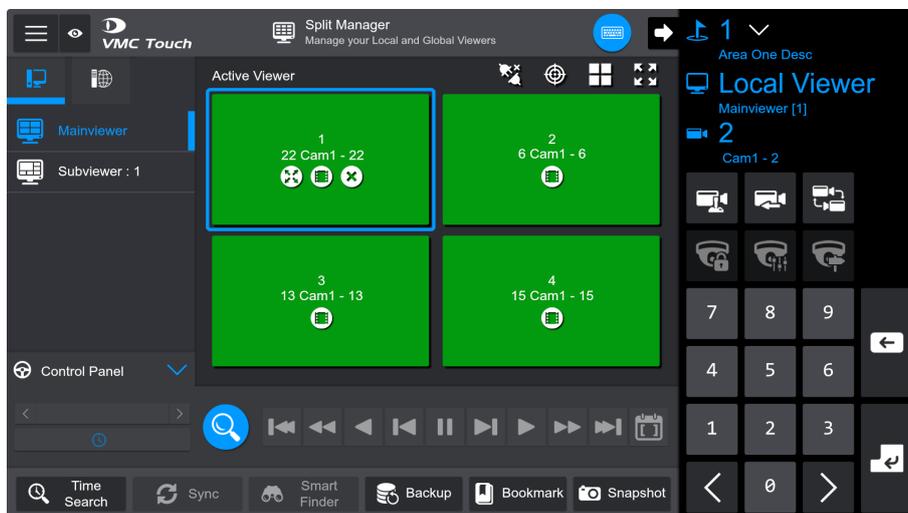


Fig. 5-8

Alternatively use the “Camera backwards” and “Camera forwards” buttons to activate respectively the next device in the camera list.

- Operate and control the camera with the touch functions as described in the following.

5.1.1.4 Split Exchange

The positions of single splits can be changed quickly and easily in split layouts with drag and drop and multi-touch operation.

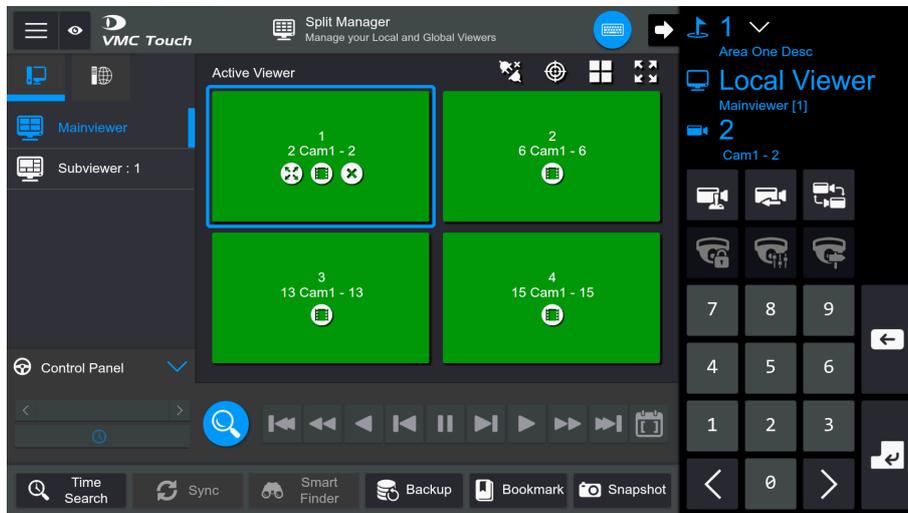


Fig. 5-9

- Select the required **Surveillance** tab and then the single split to be moved to another position.



Fig. 5-10

- Tap and hold the single split (long press gesture).
- Move the split with drag and drop to the new split.

The positions of the splits are changed as soon as the initial split is released.

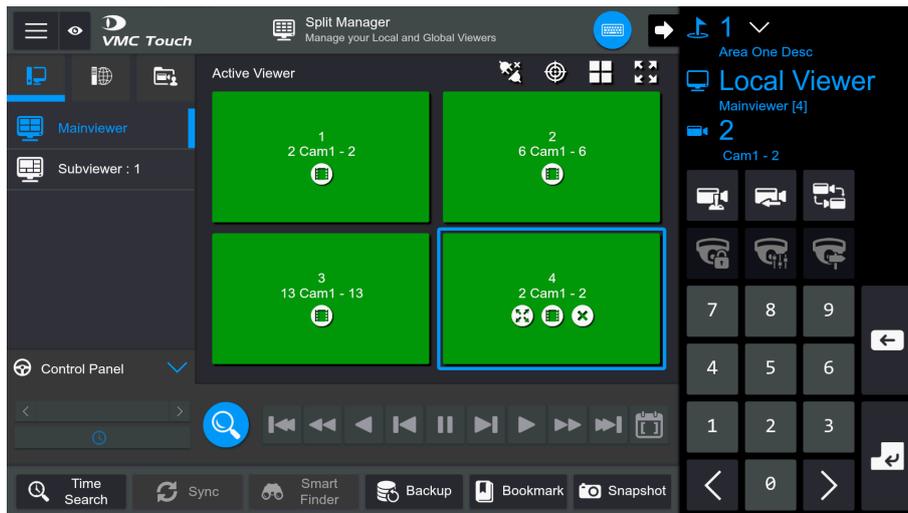


Fig. 5-11

- Proceed as described here to change the split arrangement in split views further on.

Multi-touch Operation for a Split Exchange Between Various Surveillance Tabs:

- Tap and hold the desired single split.
- Drag it over the desired **Surveillance** tab in the list.

The selected **Surveillance** tab is displayed in the **Active Monitor** section.

Alternatively, use another finger to select the desired **Surveillance** tab in the list while still holding down the previously selected split window.

- Drag the still holding single split into the desired split window in the new **Surveillance** tab.

5.1.1.5 Split Full Screen Mode

Splits can be viewed on workstation monitors in full screen mode within a **Surveillance** tab.

- Select the required **Surveillance** tab and the desired single split window.



Fig. 5-12

- Tap the *Split screen mode* button **A** of the required split.
- Alternatively, simply double-tap a split window.

The split is displayed in full screen mode on the workstation monitor.

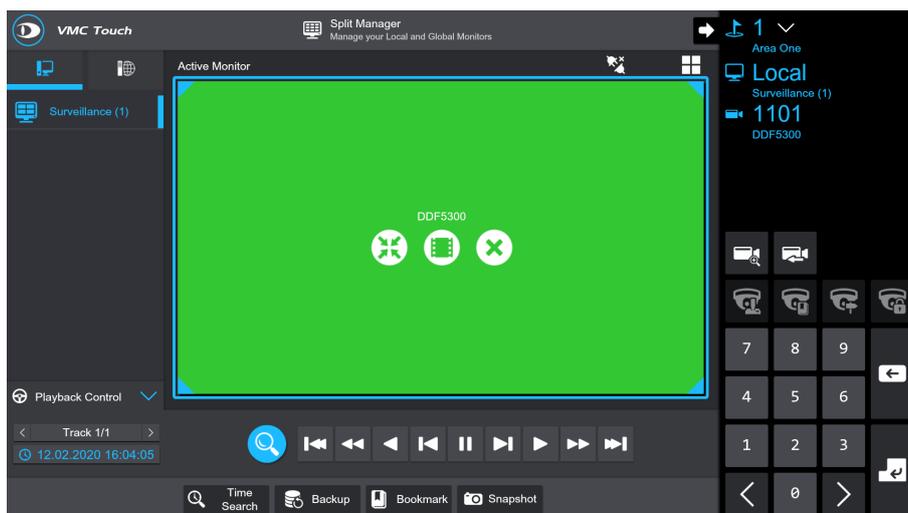


Fig. 5-13

- Tap the *Split full screen mode* button again to exit the full screen split mode.
- Or double-tap the full screen split to restore the original split layout.

5.1.1.6 Disconnect All Cameras

The cameras that are enabled in a Surveillance tab can be removed all at once.

- Select the required **Surveillance** tab.

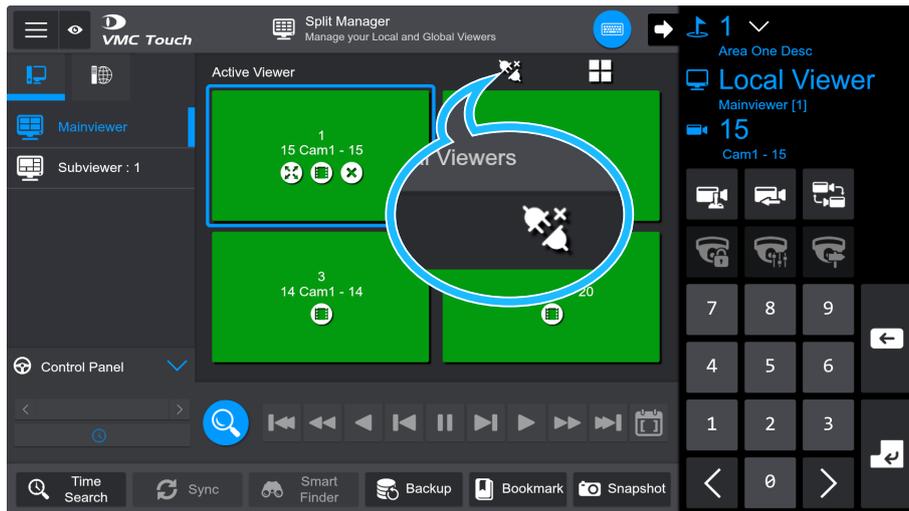


Fig. 5-14



Disconnect all

➤ Tap the *Disconnect all* button.

All encoders/cameras, that are connected with the **Surveillance** tab are separated.

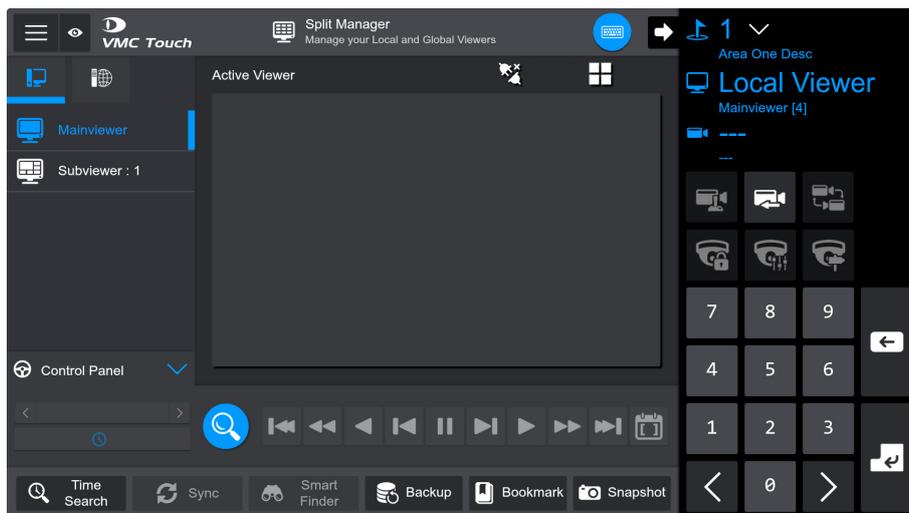


Fig. 5-15

5.1.2 Variodecoders / Monitorwalls

The operation of Variodecoders (external monitors) on monitor walls includes mode switching (live, replay), operation of recording tracks and control of PTZ cameras. In addition, operators create backups, bookmarks or snapshots for cameras on external monitors.

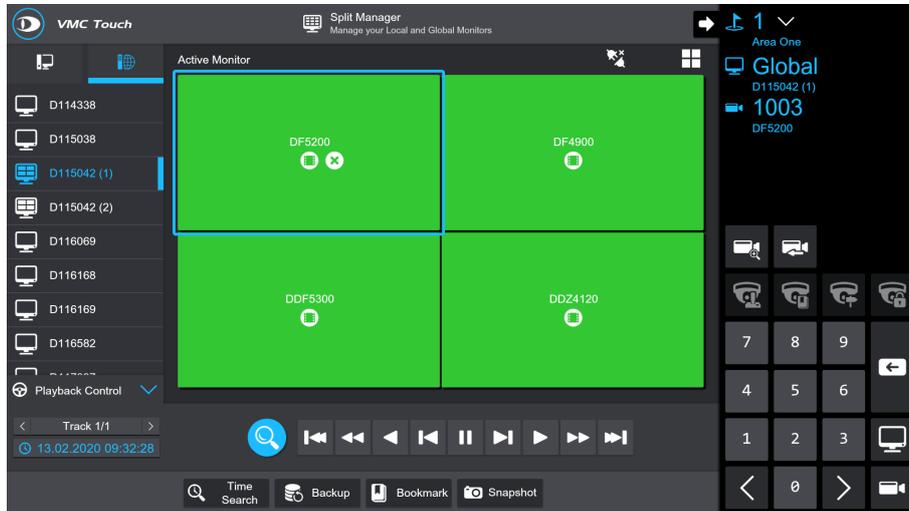


Fig. 5-16

➤ Operate Variodecoder in the VMC Touch application as described below.

5.1.2.1 Info Area

The info area right above displays in which area code you are. In addition, the current decoder type, the monitor and the therein active camera is displayed:

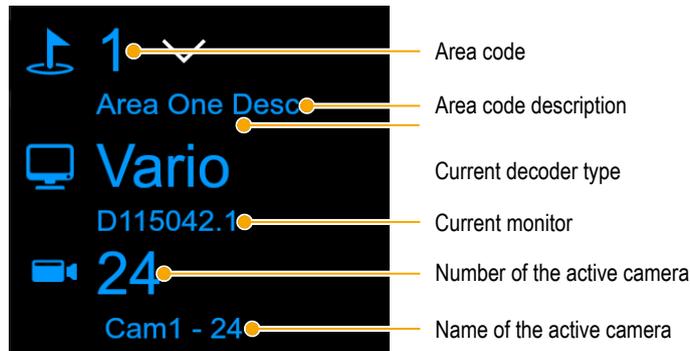


Fig. 5-17 Detail info area

The area code can be changed using the drop down menu.

5.1.2.2 Select Decoder

Monitors are selected via the decoder list.

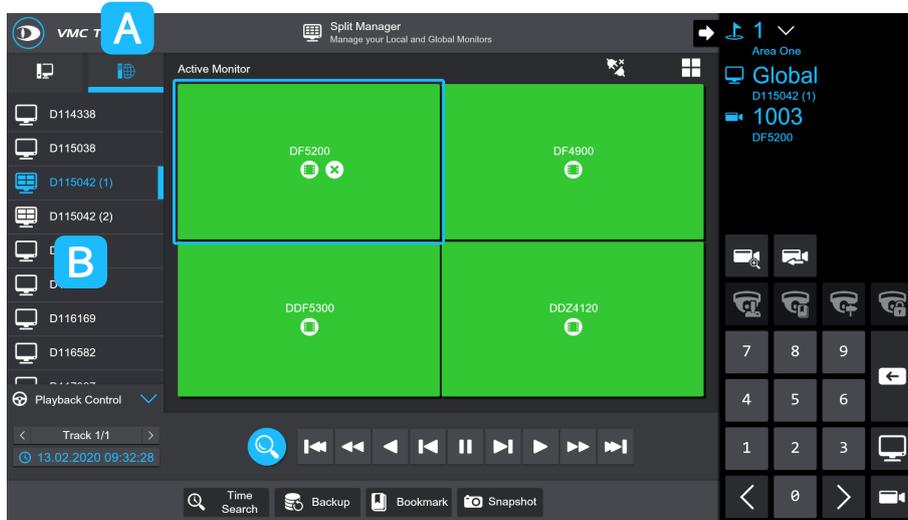


Fig. 5-18

- Select the decoders tab **A**.
- Scroll through the list of the available decoders **B**.
- Select the required monitor.

5.1.2.3 Activate Cameras

Cameras can be enabled on monitor splits with the number pad.

- Select the required monitor as described above.

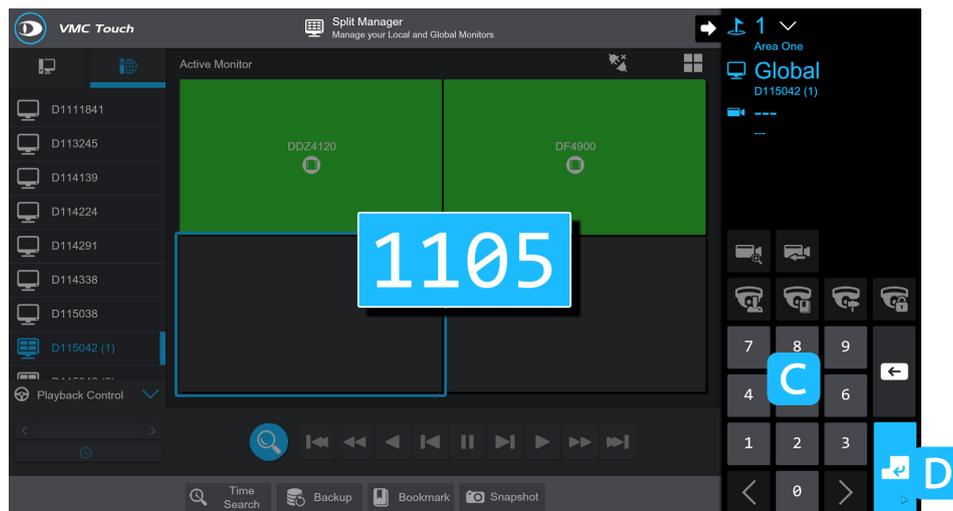


Fig. 5-19

- Select a single split.
- Enter on the number pad **C** the required camera number.
- Confirm the input with the *Enter* button **D**.

Inputs on the number pad can be corrected using the “Delete” button above the “Enter” button.

The selected camera is displayed in the split.

Alternatively use the “Camera backwards” and “Camera forwards” buttons to activate respectively the next device in the camera list.

- Operate and control the camera with the touch functions as described below.

5.1.2.4 Split Layouts

It is also possible to change a split layout on an external monitor.



Fig. 5-20

- Select the required monitor in the list as described above.
- Tap the button **A** for the split layout menu.
- Select the desired split layout from the menu.

The selected split layout is displayed on the monitor.

5.2 Camera Control

Cameras can be controlled quickly and easily with touch controls. Procedure and use of the following functions is the same for cameras on **Surveillance** tabs and decoders.

- Activate the required PTZ camera.

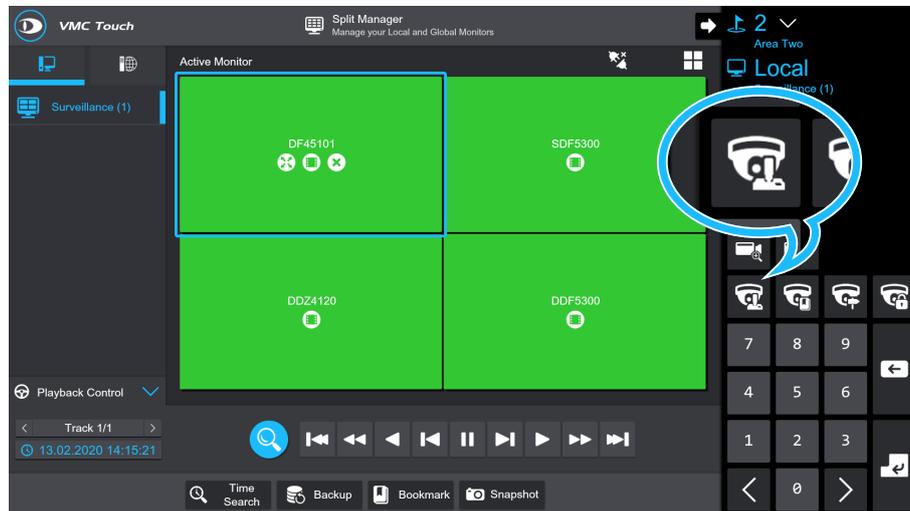


Fig. 5-21

- Tap the camera control button.

The active split layout is disabled and the **PTZ Control** area **A** is displayed.

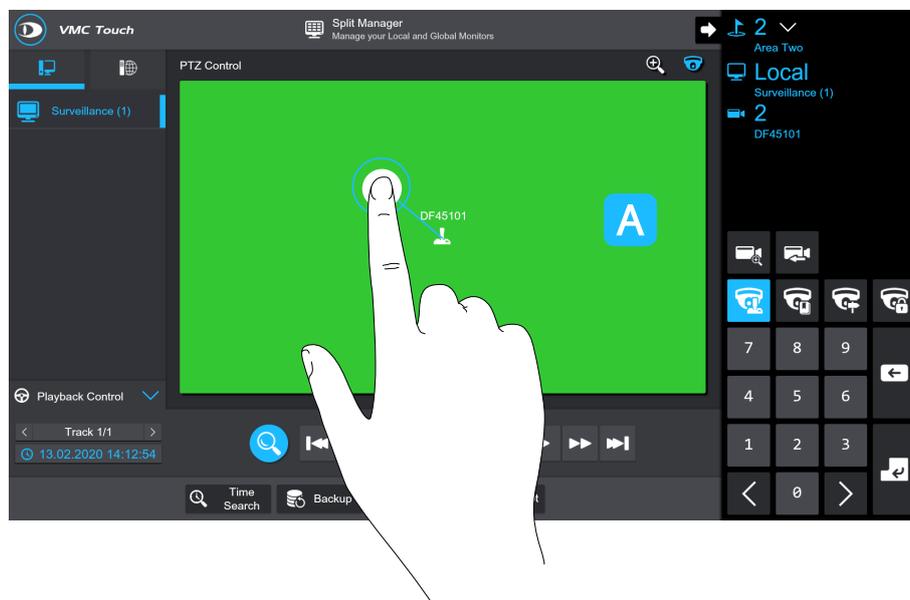


Fig. 5-22

- Tap into the **PTZ Control** area and draw with drag and drop in the desired direction to move the camera to the required position (The longer the blue movement marker is drawn the faster the camera movement takes place in this direction).
- Tap the active camera control button to exit the camera control mode and return to the active split layout.

5.2.1 Presets

Stored camera positions (presets) can be enabled quick and easy over the *Camera functions* area. But presets can also be stored.

5.2.1.1 Activate

The camera control must not be activated for opening the “PTZ Presets” dialog. If a camera has stored presets, the dialog can be selected with the “Presets” button as soon as the camera is activated.

- Enable the required PTZ camera.

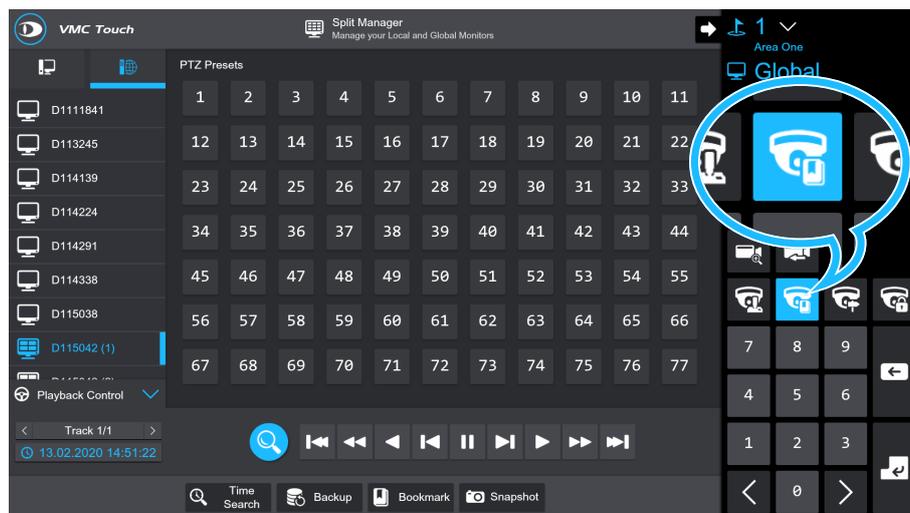


Fig. 5-23

- Tap the presets button.

The **PTZ Presets** overview is displayed.

- Scroll through the presets list if required.
- Tap the number button of the required preset.

The camera preset is activated.

Alternatively, presets can be activated directly without having to open the “PTZ Presets” dialog. In order to do this, enter the preset number using the number pad and tap the “Presets” button. The stored position of the camera is displayed.

5.2.1.2 Storing

Camera positions can even be stored.

- Move the corresponding PTZ camera to the required position.
- Open the **PTZ Presets** dialog as described above.

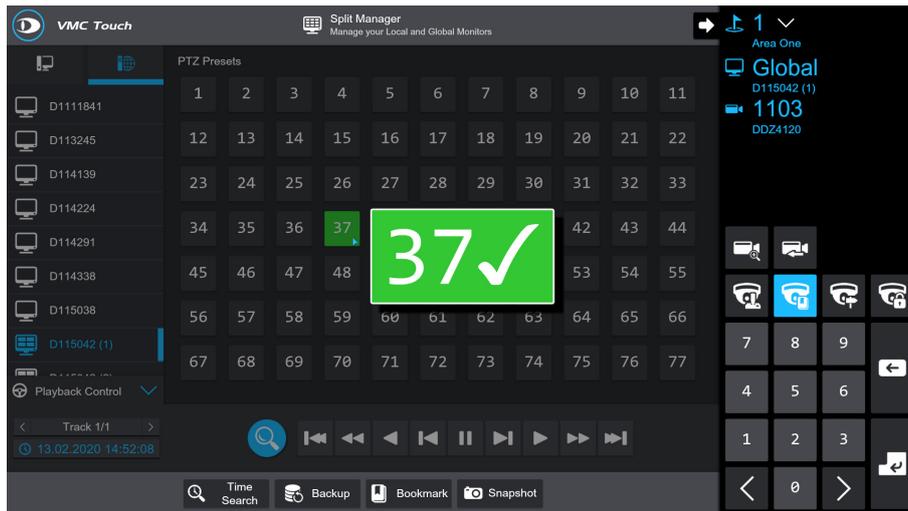


Fig. 5-24

- Tap the number button on which the position is to be stored, and keep the button pressed (long press gesture) until the storing is confirmed with the green confirmation dialog displayed above.

The position is saved under the selected preset button.

Alternatively, presets can also be stored directly, without opening the **PTZ Presets** dialog:

- Move the corresponding PTZ camera to the required position.
- Enter on the number pad, the number under which the preset is to be saved.
- Tap the presets button and keep it pressed (long press gesture) until the storing is confirmed with the info dialog and a green preset button.

The position is stored under the selected number.

5.2.2 Tours

Stored camera tours are activated over the *Camera functions* area.

The camera control must not be activated for opening the “PTZ Tours” dialog. If a camera has stored tours, the “Tours” dialog can be selected with the button as soon as the camera is activated.

- Enable the required PTZ camera.

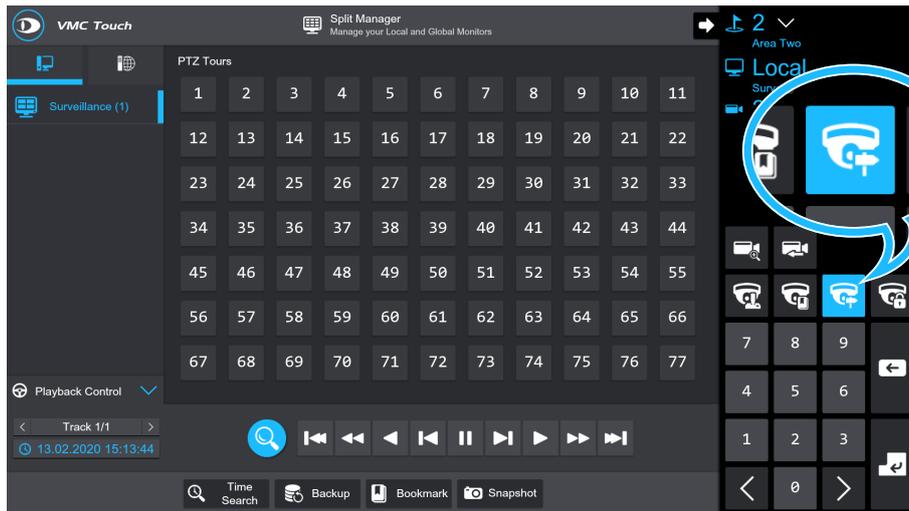


Fig. 5-25

- Tap the tours button.

The **PTZ Tours** dialog is displayed.

- Scroll through the tours list if required.
- Tap the number button of the required camera tour.

The camera tour is enabled.

Alternatively, tours can be activated directly without having to open the “PTZ Tours” dialog. In order to do this, enter the tour number using the number pad and tap the “Tours” button.

5.2.3 Camera Reverse

The camera back option makes it possible to activate previous cameras with a tap.

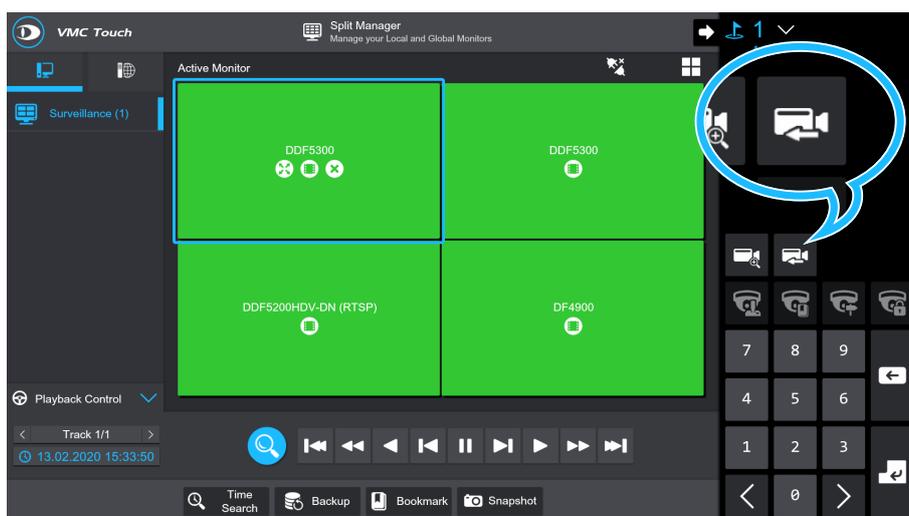


Fig. 5-26

- Tap the camera backwards button to enable the previous activated camera.

5.2.4 SmartZoom

The SmartZoom function can be controlled with a two-finger touch control movement (pinch-to-zoom gesture) in the *Camera control* area.

The SmartZoom function allows to enlarge a image area without changing the resolution. The relevant area, that is zoomed in (picture of interest), is cut out from the overall image (cropping) and it will be transferred only this image area. This conserves a high wideness in detail of the image when zooming.

- Tap the *Camera control* button in order to enable the camera control mode for the required camera as described above.
- Tap the *SmartZoom* button.

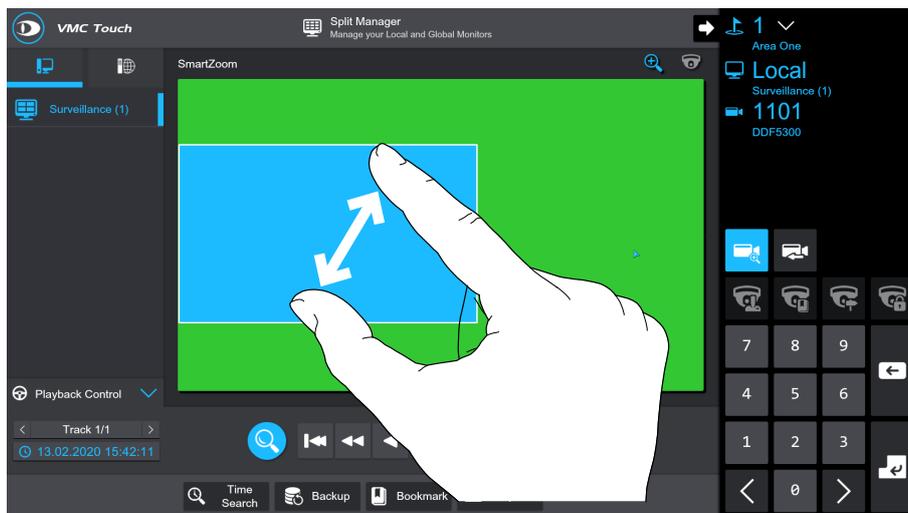


Fig. 5-27

- Move the SmartZoom apart with two fingers to zoom in the display.
- Shrink the SmartZoom with two fingers to zoom out the display.
- Move the blue zoom window with drag and drop to position the SmartZoom to the required image detail.

The respective viewer (**Surveillance** tab or monitor) displays the result of the SmartZoom operation without delay.

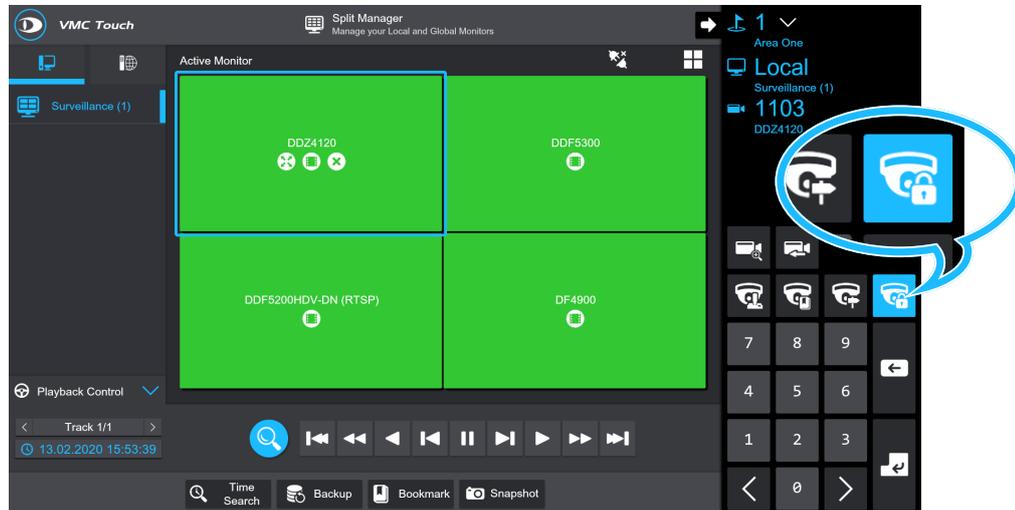
- Double-click the zoom rectangle to exit the SmartZoom and display again the full camera image if required.

A SmartZoom setting persists for the respective camera image until the camera is disconnected.

5.2.5 Quick PTZ Lock

The fast PTZ Lock option allows the current user to lock a PTZ camera for other operators.

- Select the required PTZ camera.



- Tap the quick PTZ lock button.

The camera is locked for other users and can only be controlled by the current operator until he switches the function off again.

5.3 Replay

A complete control for replay is available in the VMC Touch app for the evaluation of recording tracks.

- Select the split of the required camera.

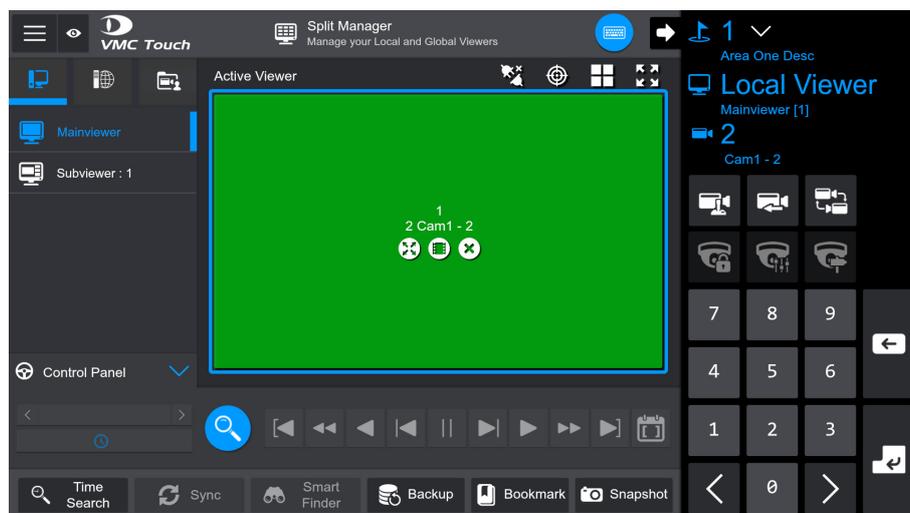


Fig. 5-28

 **Replay**

- Tap the replay button in the split.

The replay mode is enabled. The latest image of the track will be displayed in the appropriate viewer.

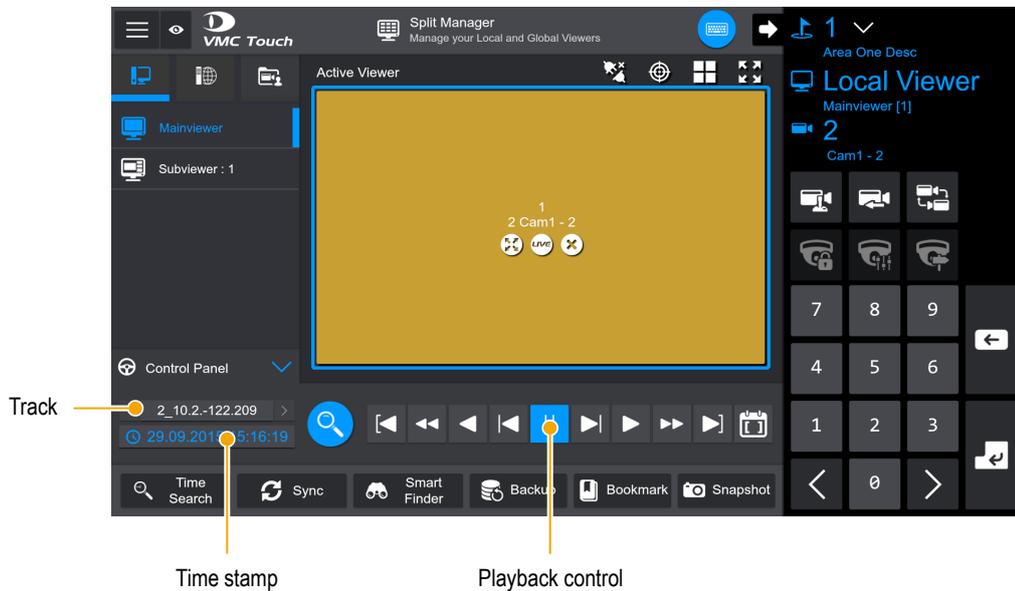
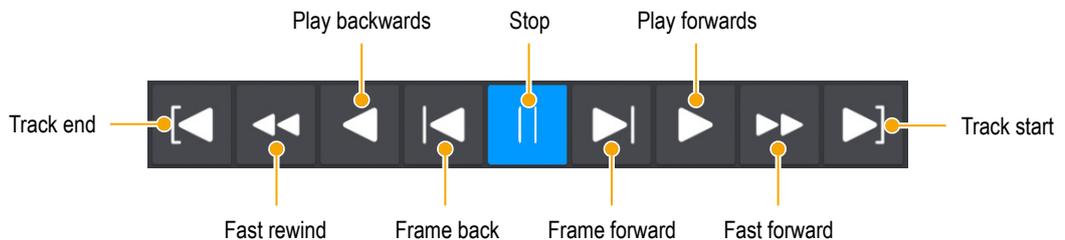


Fig. 5-29

The playback can be operated immediately using the playback control buttons:



- Evaluate the playback on the viewer display on the workstation monitor.
- Use the search function in addition if required.

5.4 Search Function

 **Search function**

- Tap the *Search function* button.

The control panel for the search function will be displayed. It allows the evaluation of a recording in definable intervals.

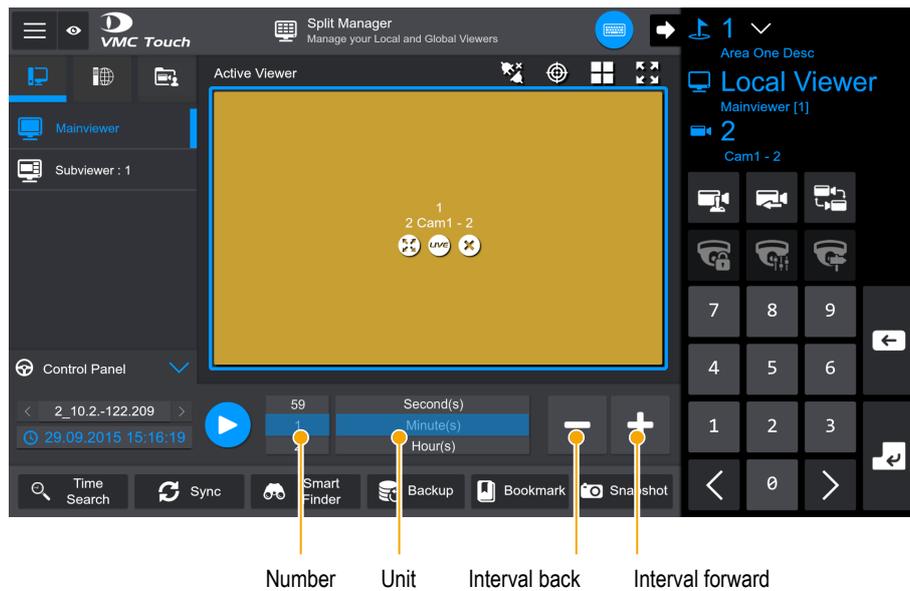


Fig. 5-30

- Define by scrolling in the *Number* and *Unit* boxes the required time interval.
- Tap the *Interval back* / *Interval forward* buttons to move the defined time interval in the track forward or backward.
- Evaluate the image displayed at the time of the recording on the viewer-display on the workstation monitor.

Playback control

- Tap the *Playback control* button in order to operate the recording at the time with the playback functions.
- Evaluate the playback on the viewer display on the workstation monitor.

Live stream

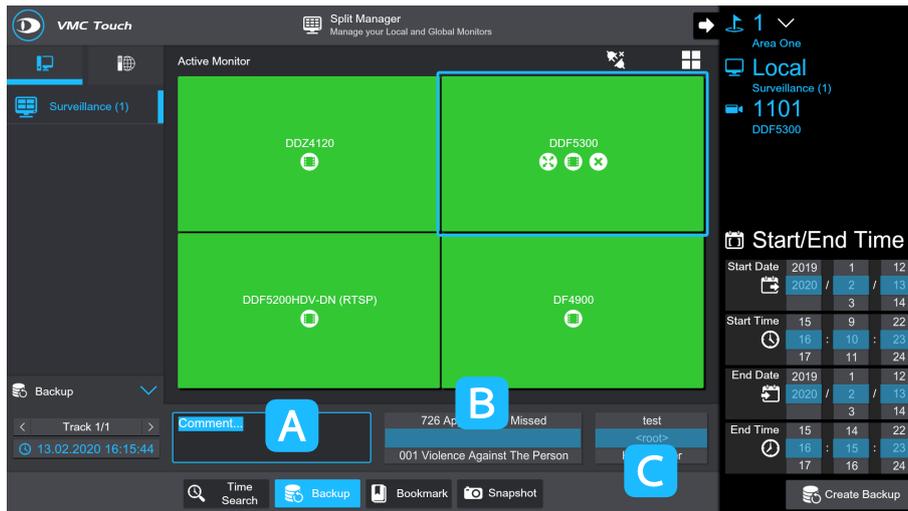
- Tap the **Live** button in the split to finish the playback and display the live stream of the encoder / camera.

5.5 Backup

The recording of a camera / track can be sent directly to the **Backup** app. The start and end time for the backup can be defined with the **Time Index** control panel in the VMC Touch application. If the settings should be further specified, this must be made in the **Backup** app (see documentation “Operation” for “HEMISPHERE® SeMSy® Backup Application”).

The backup function can be triggered during playback as well as in live mode.

- Select the required camera.



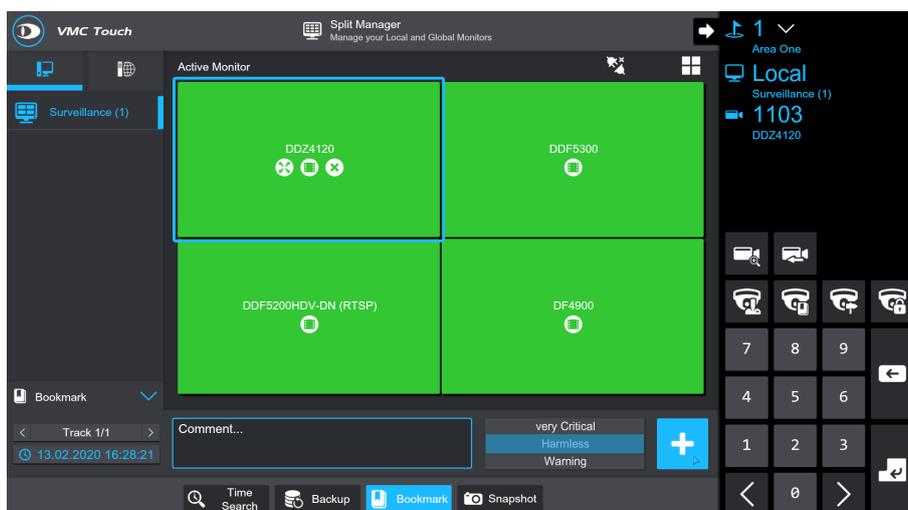
- Tap the **Backup** button.
- Enter a **Comment...**, if required **A**.
- Select an Incident, if required **B**.
- Select an archive folder, if required **C**.
- Define by scrolling in the respective options the **Start/End Time**.
- Finally, tap **Create Backup** to send the backup directly to the corresponding **Backup** app.

The backup is created automatically with the settings made.

5.6 Bookmarks

The bookmark feature allows you to create a snapshot with a bookmark mark in the corresponding recording track.

- Select the required camera.



- Tap **Bookmark**.

- Enter a **Comment...**, if required.
- Select a criticality rating next to it, if required.
- Finally, tap the **+** button to create the bookmark.

5.7 Snapshots

This function allows to create quick snapshots of the currently displayed image. These can be saved (JPEG) or printed directly. Snapshots can be recorded during a live stream as well as in playback.

The **Snapshot Editor** in the VMC Touch application extend the snapshot function to the possibility to create markers and text boxes in a snapshot image.

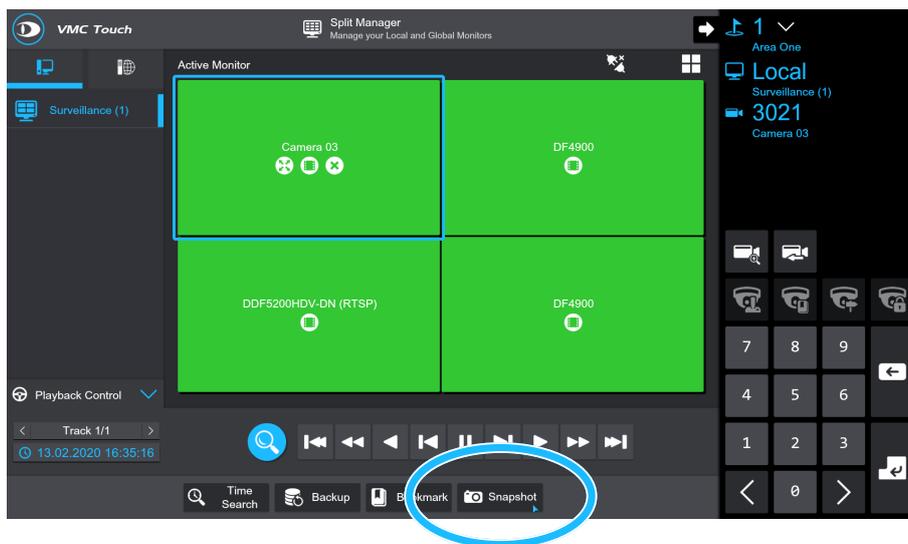


Fig. 5-31

- Tap **Snapshot** if you want to save the currently displayed image quickly.

The saved image is displayed in the **Snapshot Editor**.

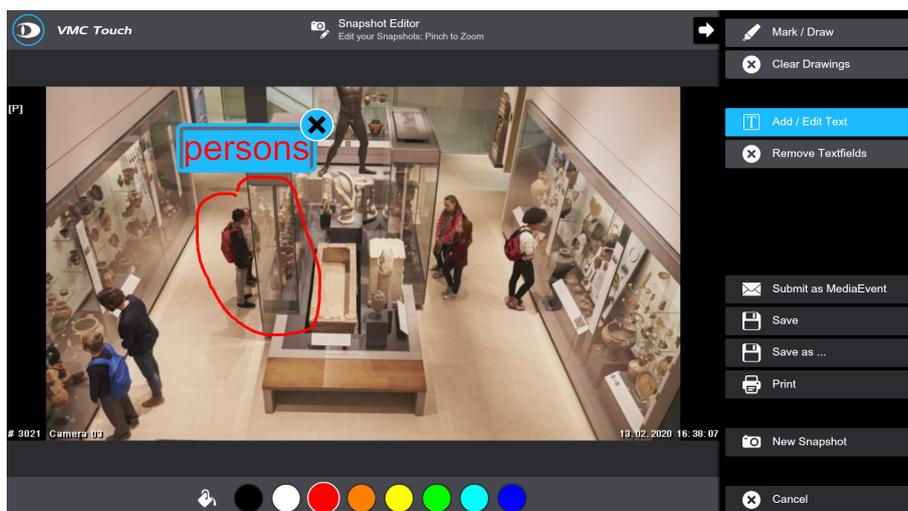


Fig. 5-32

- Zoom in or out image sections with pinch to zoom, if required.

- Move the image section with drag and drop if required.
- Make markers in the image as described below.
- Save or print the image as described below.
- Tap **New Snapshot** in order to create a new screenshot of a current event.
- Tap **Cancel** in order to close the **Screenshot Editor** and to discard the image.

Mark / Draw = drawing markers

- Select the option.
- Select an appropriate color from the color palette.
- Mark the required objects / events in the image.
- Select **Clear Drawings** in order to remove the markers if required.

Add / Edit Text = insert / handle text fields

- Select the option.
- Tap in the image to position the text field.
- Select an appropriate text color from the color palette.
- Enter the required text with the keyboard.
- Tap the **x** button on a text field to delete the text field completely if required.
- Tap **Remove Textfields** to remove all text fields complete from the image.

Export

Snapshots can be saved or printed directly.

When for the first time a snapshot was stored in a directory with the option "Save as...", this directory is applied as a quick access memory for the "Save" option. This directory is valid until a new storage directory is selected with the "Save as ..." option.

- Tap **Save as...**, select an appropriate storage directory with the file explorer and confirm the save dialog in the file explorer.
- or
- Tap **Print**, select an appropriate printer in the print dialog and confirm the printout in the print dialog.



HEAD & ACCOUNTS OFFICE

Dallmeier electronic GmbH & Co.KG
Bahnhofstr. 16
93047 Regensburg
Germany

tel +49 941 8700 0
fax +49 941 8700 180
mail info@dallmeier.com

www.dallmeier.com