Matthew Vecchio 06/07/2022
Vertex 2.5 update notes

This document is my personal notes on the Vertex 2.5 update. For historical purposes and some insight into my note taking…

Vertex 2.5 update

The goal of this update is to get a solid understanding of how Vertex works and to fix some of its usability bugs.

We want to put Vertex into a usable updatable state

TODO:

1 Rename ‘Flash Projector’ check projector

2 Put all Vertex Development documentation on G-Drive.

3 Remove double click instance

4 Vertex Setting to be able to switch between Kiosk and Resizable mode

5 Document on what advanced changes can be made to vertex – (where the extra options are, the use of extra files?)

6 Check how to do the drag and drop custom app feature

7 Update options to Settings Panel -> Restore Inis, Export Keystone

8 Fix the way Vertex updates work

9 Document how Runtime works -> Prompt the user if DLLs aren’t backed up. Check out how this is functioning

10 Document how Vertex Updates its applications

11 Store UI layout fix

12 Extract Keystone data

13 Remove packages that shouldn't be there

14 Create a pinned app to recent

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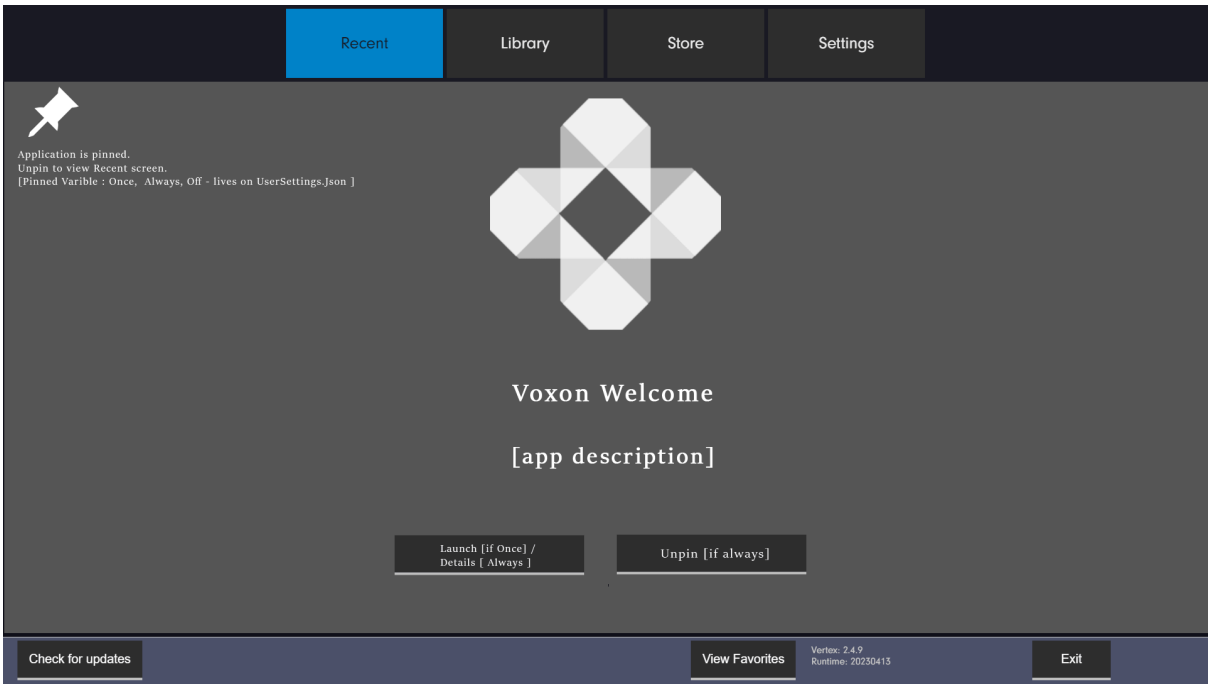
Pin App To Recent



Any app can be ‘pinned’ to the recent screen. Pinned app [always , once, off]
In the userSettings.Json the field can be edited.

Usersettings.Json has ‘pinnedVar’ and a ‘String’ to that app

Pinned apps can be enabled in the library detail view this enables / always / off

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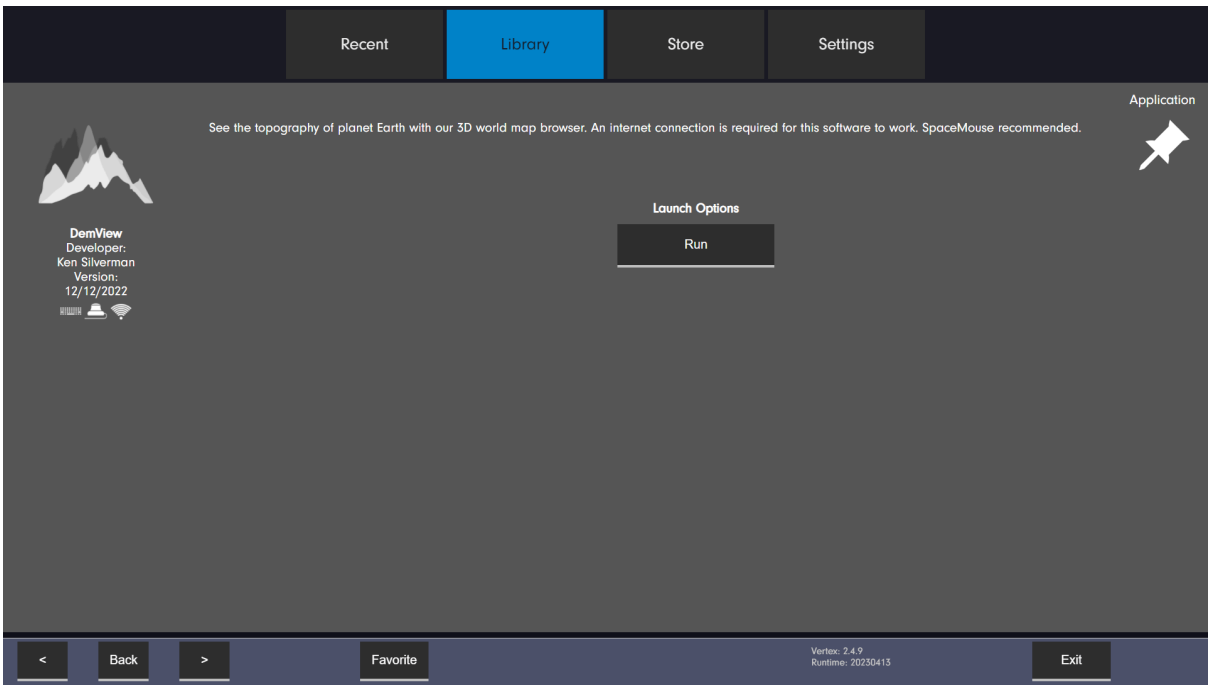

Remove packages that shouldn’t be in the store view

Whilst in Store and browsing Media using the Left and Right browsing buttons ‘samplepack’ (the original) and ‘sample dicom’

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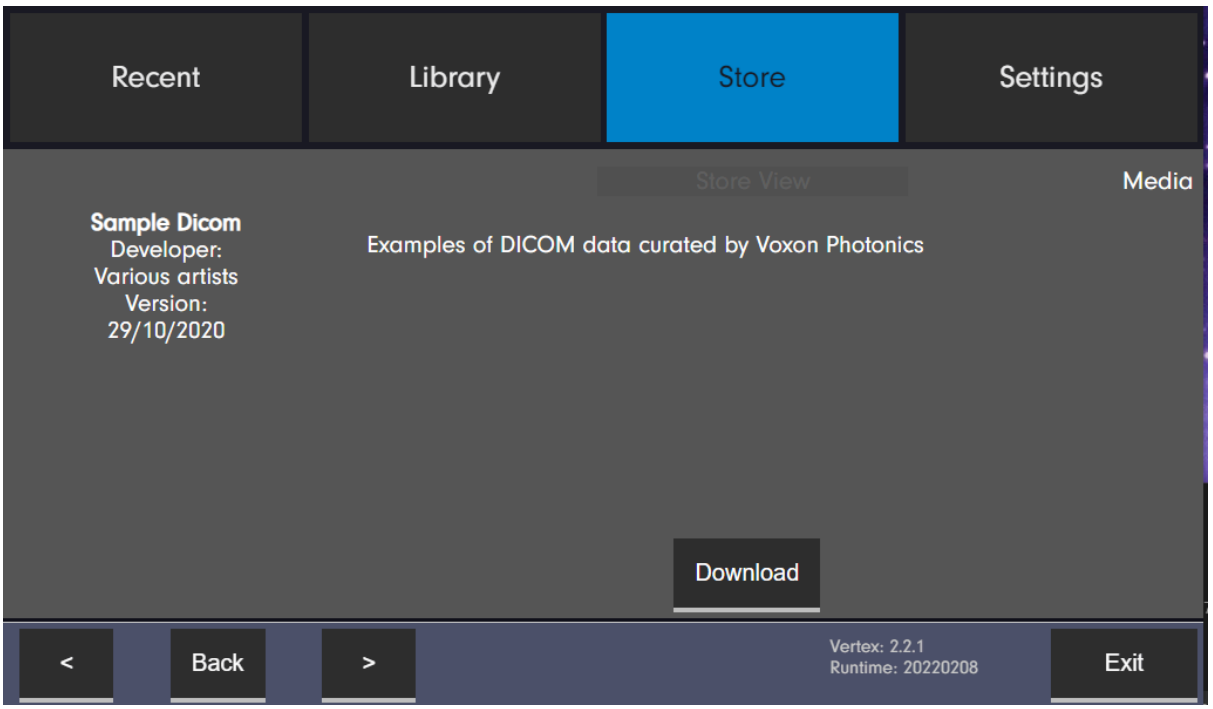

02. We don't want Vertex to add in the heat protection stuff to the voxiebox.ini file anymore could ensure vertex doesn' add…

celcius_warning=36; // heat protection
celcius_shutdown=39; // heat protection
celcius_startramp=28; // heat protection
ledmulpercelcover=0.9; // heat protection

To voxiebox.ini

Maybe put this feature as a true // false setting in the user_settings.json (as we might need to turn it on again in the future)

03 BUG : how does Vertex actually update voxiebox.ini with the line "volcapdir=C:\Voxon\MyMedia\MyCaptures\". Since this is a new setting how can we get this and the creation of the folders made for existing users?! – I am not sure how Vertex adds this like. If i remove the line or other settings i can't get Vertex to actually amend this line to the dll.

04. "volcapdir=C:\Voxon\MyMedia\MyCaptures\" the quote needs to not have the ; at the end of its line so no ";". Vertex seems to be adding the ';' at the end when it writes it.

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VoxieBox DLL protection / management

How can I get Vertex to download voxiebox.dll again ? if voxiebox.dll is deleted or runtime.json removed can the DLL be downloaded again from the server?

This would be handy as we are always screwing around with voxiebox.DLL replacement and want a quick way to bring a system back in line

How Vertex should handle a Vertex Updates

Currently Vertex will just quit and install an Vertex update as soon as it finds it. Interrupting the user even if they are in a VX application. To fix it an update should work like this:

a) User presses the ‘check for updates’ located from the bottom ‘Recent’ tab

b). If a Vertex update is found it is downloaded automatically in the background (as what is happening currently)

c). Once it is downloaded & the download manager isn’t downloading anything else the ‘check for updates’ button is renamed to ‘Update Vertex’

!! Important → this button only shows if Vertex isn’t downloading anything else the Download Manager button takes priority. This is because we don’t want Vertex to update (and close itself) whilst other downloads are occurring…

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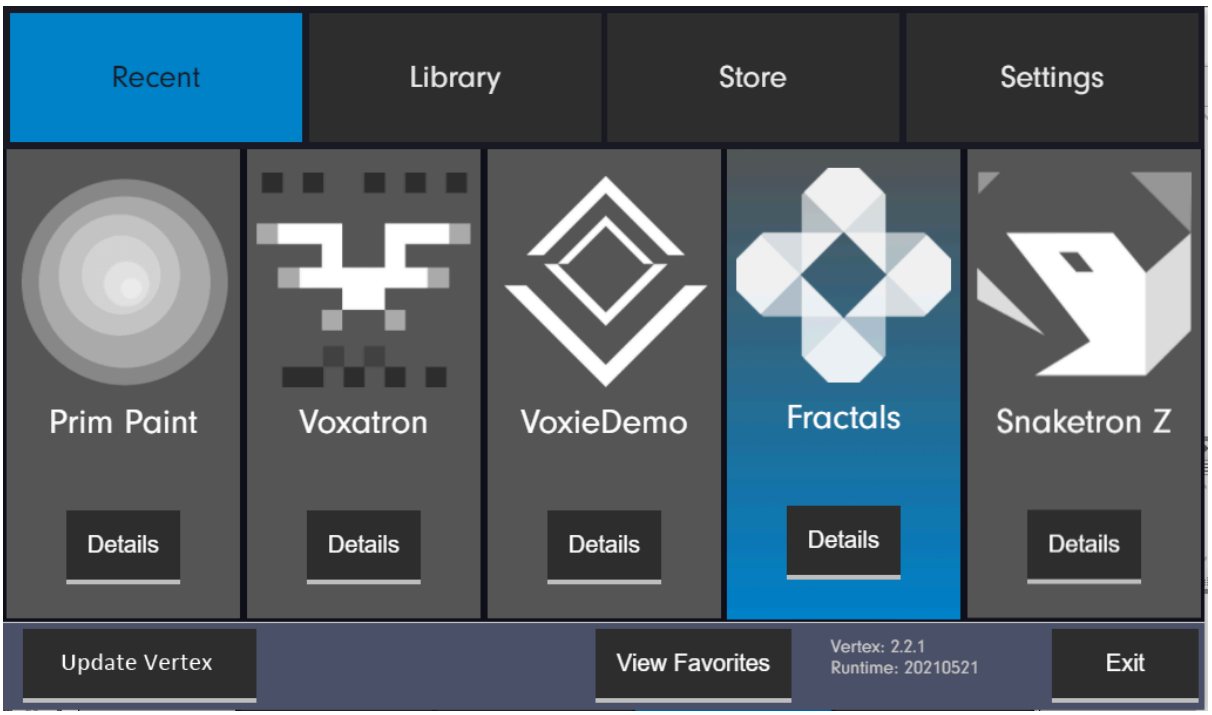
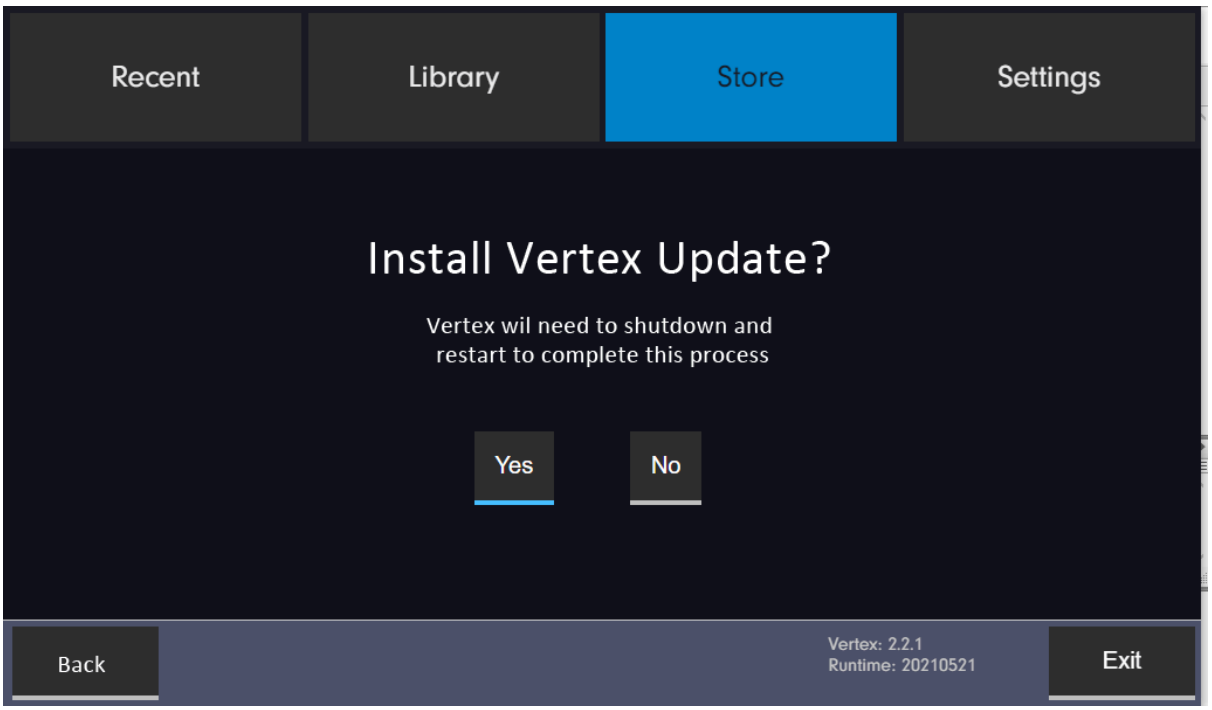


The ‘Update Vertex’ button takes priority over offline and no updates are found cases…

c). When user is ready for update they press ‘Update Vertex’

d) load up a YES / NO question box to ask the user that its okay to restart.



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YES = install update
NO = go back.

NOTE : the user can't 'check for updates' if an update is ready to be installed. For example if an update has been downloaded and is ready to install and the user exits vertex when Vertex is next started the button will say 'Update Vertex' as that update is still pending install. If the user then when to the store and downloads some new applications the button will go to the Download Manager until all other downloads are finished. Once

Download Manager -> highest priority
Update Vertex -> higher priority
Check For Updates / Offline → Low priority (depending on connectivity)
No Updates Found -- > Lowest Priority

How Vertex should handle a App / Media (Package) Updates

Packages can be updated in two ways - All at the same time by pressing 'Check for Updates' on the Recent tab OR selecting them manually via the store page.

Using the 'Check for Updates buttons' -> downloads all app / media updates

Currently App / Media updates have to be done manually by looking at the Store page. This is fine for when users want to do it themselves. When A User presses 'Check For Updates' fgfrom the main menu.

It should update all Apps / Media.

In The 'Check For Updates' button should :

1) Check for updates for all installed apps / media packages and download / install them.
2) Check for updates for Vertex and download the package (and let the user decide when to install them)

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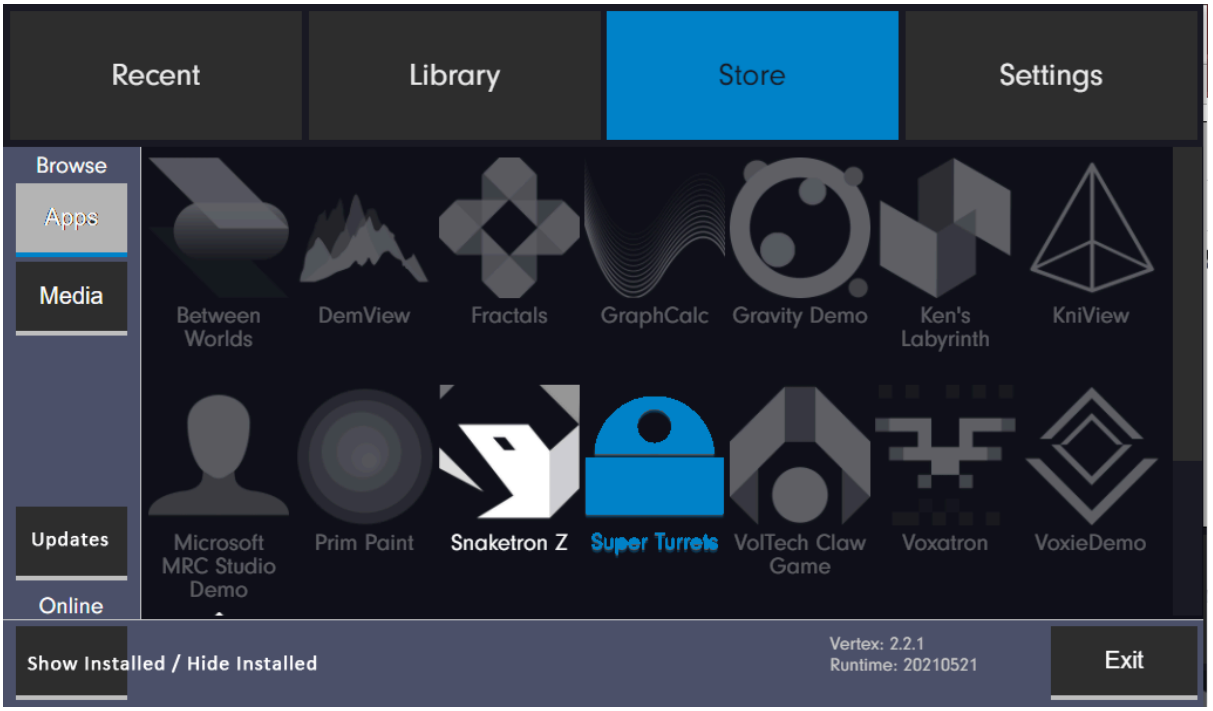
Updating Apps / Media manually.

This is how it currently works - user will find their app on the app store and instead of the ‘download’ button it will say ‘update’ and update…

Nothing to change here.. Only the general store layout will be updated and packages that could be updated are presented in blue.



-> So your code will need to determine these three states and load up a different CSS tag

The active page you are browsing - notice that the button will be ‘pressed in’ (using a CSS tag) to help uses know which type of package they are browsing.

Two new buttons will be added to the store general view to help users manage the store.

The ‘Updates’ button: which will only show apps that are installed and have a new update waiting to be installed. This will show ALL packages (Media and Apps together)

The Show Installed / Hide Installed button : This button has two states by default it is switched to Hide Installed (so the button should read ‘Show Installed’)

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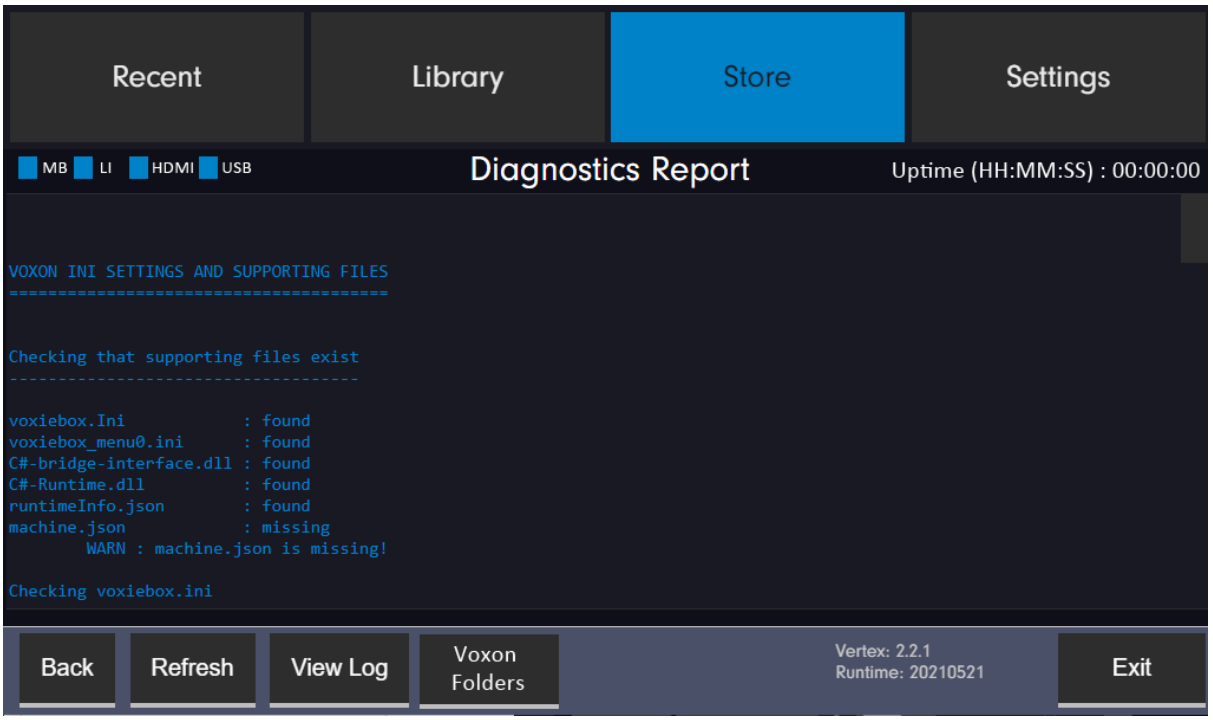
When Hide Installed is active :

Only show packages which aren't currently installed
Only show updates if the user is browsing 'updates'

When Show Installed is active :

Packages that are installed will be greyed out
Packages that are installed but have an update not installed will be in blue (or the theme's active colour)
Packages that haven't been installed yet are fully coloured.

Diagnostics View update



Lights to indicate Motherboard, Licence, HDMI and USB connection – Blocker ask Ben
Button to jump to explorer to view the voxon folders – Ask Ben
Show Uptime in a HH:MM:SS format – Done

Store General View

Store General view is getting some new features .. descriptions about the changes are found in the 'Manual updating a package' section.

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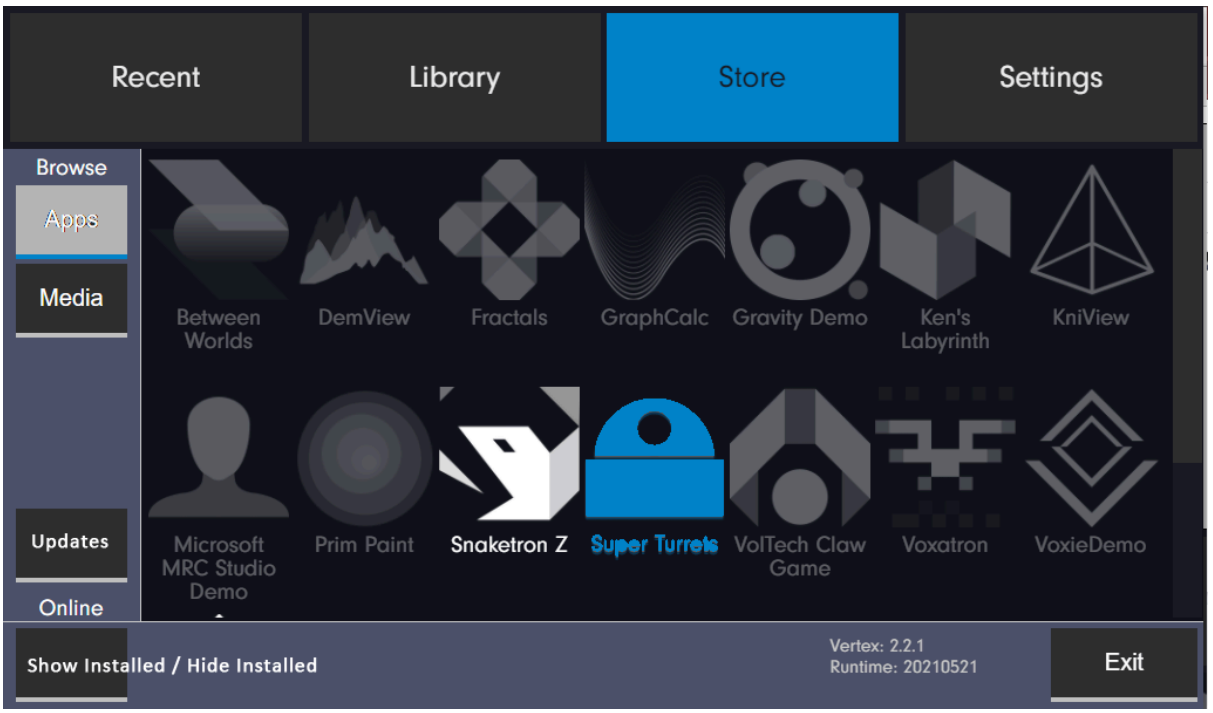
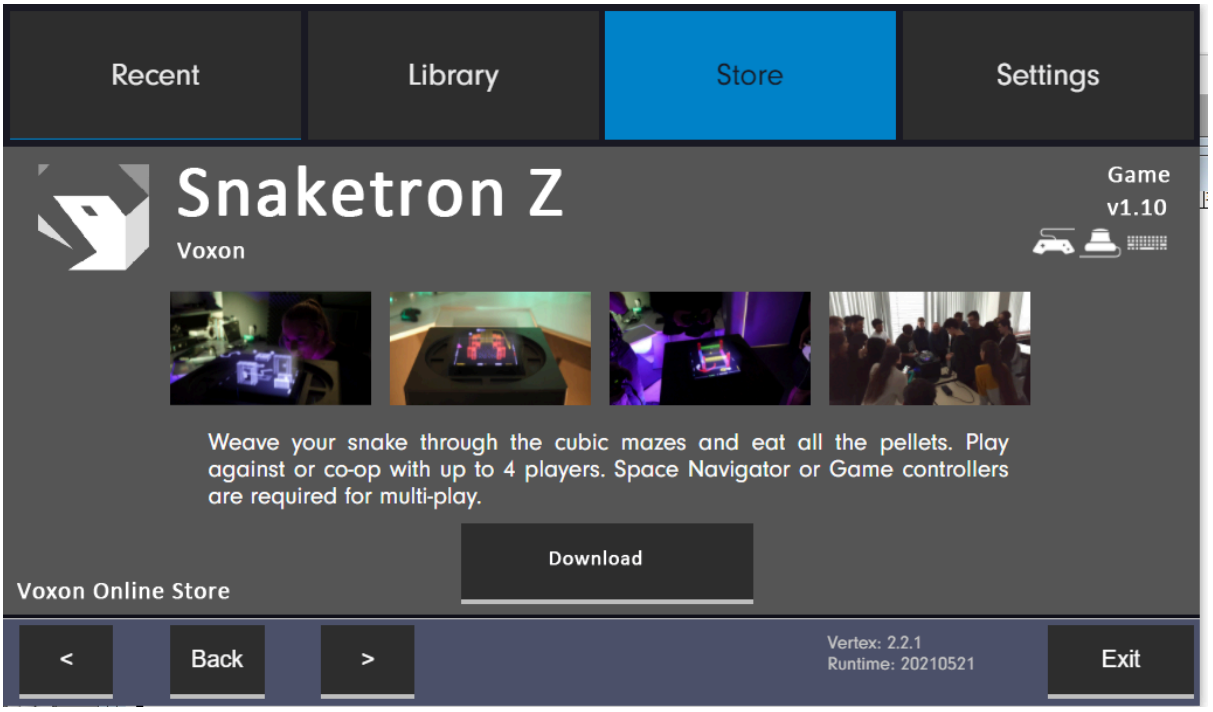


Store Detailed View too similar to Library

The store's detailed view is too similar to the library view. This is the new design to combat this issue - the user should know which screen they are in now...



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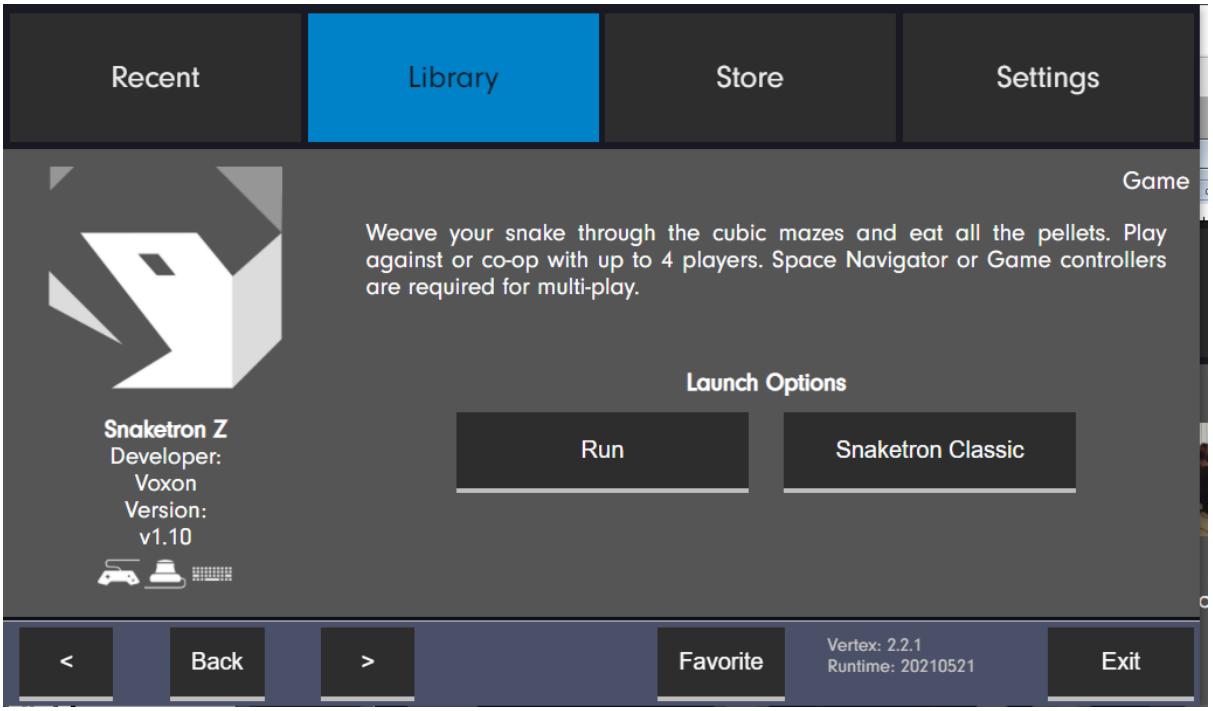

Administrator secret button press to reveal hardware options :

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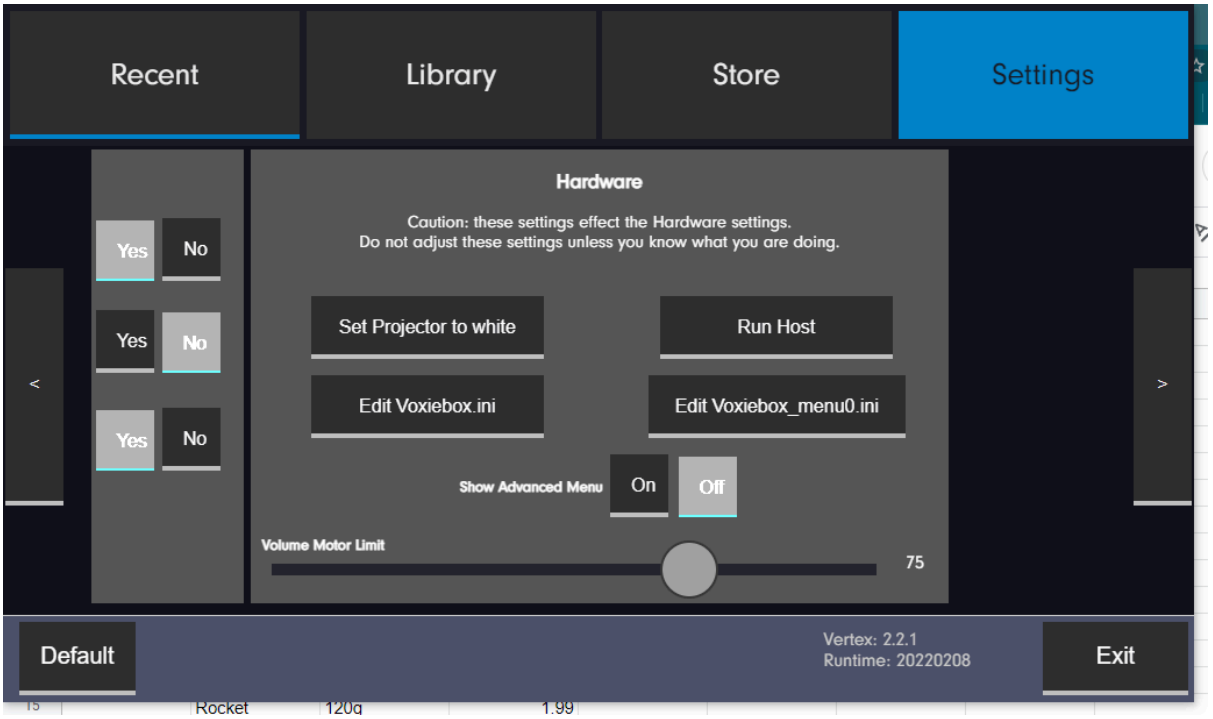
Press something on this panel to reveal

(remove Volume Motor Limit)

(add button to edit Vertex's user_settings.json)