



LEGENDARY
PERFORMANCE™

SW6000 Conference Management Software, Version 6.7.8

SW6000

Name Sign Template

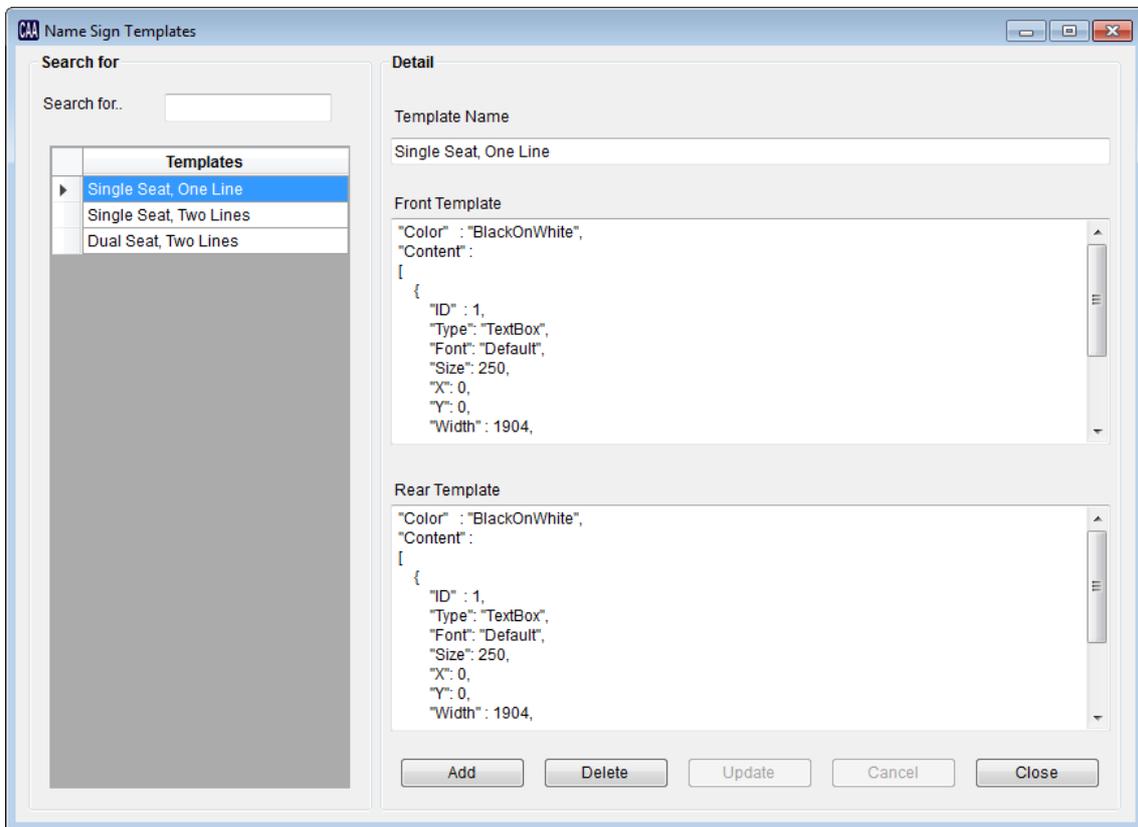


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1 Introduction

This document describes the format of name sign template markup language as used in SW6000.

In the current incarnation, the name sign template format used in SW6000 is in fact the render format directly understood by the rendering engine in the Name Sign hardware. In SW6000, though, the template is split into a "Front" and "Rear" definition for easier handling, and then merged into one before sending to a Name Sign (termed "rendering the template" on the CUI before sending it).

So a template in SW6000 is in its essence the Name Sign Render API JSON file for rendering the front and rear displays on a name sign.

On top of the basic JSON definition SW6000 has a small markup language which can be embedded into the templates and which is evaluated by SW6000 when it renders the template for a specific name sign.

In this way e.g. delegate information can be merged into the predefined name sign template before it is sent to a name sign.

What is covered in this document is the CUI name sign template markup language defined for the CUI rendering of name sign content.

2 The template markup format

The name sign template markup format is quite simple:

- All commands starts with an @-sign
- Command arguments are passed in a pair of parentheses directly after the command (i.e. no white spaces between command and arguments)
- If there are no arguments to the command, the argument parentheses can be omitted.
- If the first character after a command or command argument end parenthesis is a space, it is trimmed out when rendering a template. This allows the output of a markup command to line up with literal content in the template. (e.g. the template snippet "@If(something Yes@Else No" would evaluate to "Yes" or "No" when rendering – without skipping a space after a command it would yield "Yes" or " No", where No has a leading space, or would require empty parentheses after @Else to be able to put "No" right after the @Else to avoid the space)
- If a @-character is required in the template, it must be typed in as "@@" – the template renderer will render that sequence as a single @-character in the output.
- Commands and arguments cannot span multiple lines. Both must be on the same line in the template.
-

3 The commands

The markup language contains the following commands

Command	Description
@SeatA	Insert value from paired sets A
@SeatB	Insert value from paired seat B
@Sign	Insert value from name sign configuration
@If	Open a conditional section in the template
@Else	Open the alternative section of a conditional section in the template
@EndIf	Close a conditional section in the template

The following sections describes the commands in more detail.

3.1 @SeatA and @SeatB commands

The @SeatA/B commands are used for accessing information about the seat paired with the name sign as either A or B seat.

The command takes one argument specifying which information to fetch from the seat

Argument	Data inserted when rendering
SeatNumber	The seat number of the paired seat
DelegateName	The full name of the delegate of the paired seat
DelegateTitle	The title of the delegate of the paired seat
DelegateCustom1	The "User Table 1" value of the delegate of the paired seat
DelegateCustom2	The "User Table 2" value of the delegate of the paired seat
DelegateCustom3	The "User Table 3" value of the delegate of the paired seat
DelegateCustom4	The "User Table 4" value of the delegate of the paired seat
GroupName	The group name of the delegate of the paired seat
GroupAbbreviation	The abbreviated group name of the delegate of the paired seat

Most values in the table above refer to "the delegate of the paired seat". This is the delegate intended to be displayed on the name sign. First and foremost, this is the delegate which is logged in at the seat. If no delegate is logged in, and there is a seat assignment in the current conference, the delegate assigned to the seat will become "the delegate of the paired seat", providing the delegate is not currently logged in at another seat.

If there is no delegate for the paired seat, the delegate-derived values will render as an empty string.

All text values are fetched in the conference default language for all name signs. At present, the conference default language is always the system default language.

3.1.1 Examples

Template snippet	Output
Seat @SeatA(SeatNumber)	"Seat 5" – providing the name sign has seat 5 as paired seat A
@SeatB(DelegateName)	"Peter Fessler" – providing the delegate Peter Fessler is either logged in at, or assigned to, the seat paired as seat B on the name sign
@SeatB(DelegateName)	"" (empty string)– providing there is no delegate for the paired seat B on the name sign

3.2 @Sign command

The @Sign command is used to access information about the name sign itself.

The command takes one argument specifying which information to fetch from the seat

Argument	Data inserted when rendering
SerialNumber	The serial number of the name sign
SeatA	Seat number of the seat paired as A seat on the name sign
SeatB	Seat number of the seat paired as B seat on the name sign

3.2.1 Examples

Template snippet	Output
SerialNo: @Sign(SerialNumber)	"SerialNo: 164.214.045" – providing the serial number of the name sign is 164.214.045

3.3 @If...@Else...@EndIf commands

The @If, @Else and @EndIf commands exists for conditional inclusion of (JSON) sections in a name sign template.

Everything between an @If and its associated @Else command is rendered to the name sign by the CUI only if the condition argument to the @If command is true. Otherwise, the section between the @Else and its associated @EndIf command is rendered to the name sign.

The @Else command can be excluded, in which case the section between the @If and @EndIf commands is rendered if the condition argument of the @If command is true.

@If..@Else..@EndIf constructs can be nested for complex conditional template content.

The @If command takes one of the following conditions as argument

Argument	Condition is true when
SeatAHasDelegate	The seat paired as name sign seat A has a delegate assigned to it (i.e. a delegate is to be displayed on the name sign)
SeatBHasDelegate	The seat paired as name sign seat B has a delegate assigned to it (i.e. a delegate is to be displayed on the name sign)

The @Else and @EndIf commands take no arguments.

3.3.1 Examples

The following examples includes some JSON formatting, since the `@If...@Else...@EndIf` command syntax is designed to include or exclude chunks of JSON data in the template. If not using JSON data for this example we'd have to go into handling of line breaks, encoded spaces etc. in the rendering engine, which is outside the scope of what the `@If`-construct is designed for.

Template snippet	Output
<pre>@If(SeatAHasDelegate) "Text":"Delegate A is here", @If(SeatBHasDelegate) "Text":" with delegate B" @EndIf @Else @If(SeatBHasDelegate) "Text":"Delegate B is here alone" @Else "Text":"No one is here" @EndIf @EndIf</pre>	<pre>[{"Text":"No one is here"}] If no delegate is assigned to either paired seat A or B. [{"Text":"Delegate A is here"}] If a delegate is assigned to paired seat A and no one is assigned to paired seat B. [{"Text":"Delegate B is here alone"}] If a delegate is assigned to seat B and no one is assigned to seat A. [{"Text":"Delegate A is here", "Text":" with delegate B"}] If both seat A and B has assigned delegates.</pre>

3.3.2 Notes

Although you may succeed in using `@If`-constructs inside a quoted JSON string in a template, it is not what the construct is designed for. You may end up having trouble getting spaces around the `@If` statement to play nicely.

3.4 Some notes on white spaces

To limit the amount of data sent over the DCS LAN, the CUI will trim down the JSON of name sign templates. To save on processing this is done before the template is pre-parsed into literal text and markup commands.

The trimming down of the JSON involves removing all non-quoted spaces and line breaks. This will affect how the markup language is parsed after the trimming. If, for instance, you have the construct `"@EndIf This is my text"` it will be trimmed down to `"@EndIfThisIsMyText"`, which will fail parsing, since there is no markup command named `@EndIfThisIsMyText`.

A workaround for such a situation would be to include the optional parantheses on `@EndIf`. This would result in the trimmed down `"@EndIf()ThisIsMyText"`, which is parsable.

However, since this is all intended to operate on JSON templates, there should, in general, be no problems with this trimming down, since all plain text will be in quoted JSON strings, which are not being trimmed down.

3.5 Name Sign Specifications

The MXCSIGN supported by the templates has the following specifications:

	Shure MXCSIGN
Image Size	1900 x 460 pixels
Screen Dimensions	380mm x 100 mm
Thickness	9mm
Width x Height	402mm x 113mm

The positions and size of an item are specified in pixels. The position of an item is counted from lower left corner of the display.

4 Font Sizes

The font types supported are:

Roboto Condensed Regular

Roboto Condensed Bold

The following characters are supported (specified in ISO/IEC 8859-1):

SP	!	"	#	\$	%	&	'	()	*	+	,	-	.	/
0	1	2	3	4	5	6	7	8	9	:	;	<	=	>	?
@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
P	Q	R	S	T	U	V	W	X	Y	Z	[\]	^	_
`	a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
p	q	r	s	t	u	v	w	x	y	z	{		}	~	
NBSP	¡	¢	£	¤	¥	¦	§	¨	©	ª	«	¬	SHY	®	¯
°	±	²	³	´	µ	¶	·	¸	¹	º	»	¼	½	¾	¿
À	Á	Â	Ã	Ä	Å	Æ	Ç	È	É	Ê	Ë	Ì	Í	Î	Ï
Ð	Ñ	Ò	Ó	Ô	Õ	Ö	×	Ø	Ù	Ú	Û	Ü	Ý	Þ	ß
à	á	â	ã	ä	å	æ	ç	è	é	ê	ë	ì	í	î	ï
ð	ñ	ò	ó	ô	õ	ö	÷	ø	ù	ú	û	ü	ý	þ	ÿ

Note

SP Space
 NBSP Non-breaking space
 SHY Soft hyphen

Font sizes supported are 50pt, 100-250pt in 10pt intervals

If an invalid font is specified "Roboto Condensed Regular" will be used. If an invalid size is specified the size 50pt will be used.

The "Roboto Condensed Regular" is the default font and can be specified using either the full font name or the name "Default".

If a bold font is required the font name "Roboto Condensed Bold" must be specified.

5 Example template

The following template example uses @If..@EndIf constructs to display a "<" and ">" direction indicator if somebody is logged in at the A and B seat respectively, indicating the seating position of the displayed delegate name.

```

"Color"    : "WhiteOnBlack",
"Content"  :
[
  @If(SeatAHasDelegate)
  {
    "ID"    : 1,
    "Type"  : "TextBox",
    "Font"  : "Default",
    "Size"  : 170,
    "X"     : 10,
    "Y"     : 20,
    "Width" : 150,
    "Height" : 250,
    "AlignH" : "Left",
    "AlignV" : "Top",
    "Text"  : "<"
  },
  @EndIf
  {
    "ID"    : 2,
    "Type"  : "TextBox",
    "Font"  : "Default",
    "Size"  : 170,
    "X"     : 160,
    "Y"     : 20,
    "Width" : 1760,
    "Height" : 250,
    "AlignH" : "Left",
    "AlignV" : "Top",
    "Text"  : "@SeatA(DelegateName)"
  },
  {
    "ID"    : 3,
    "Type"  : "TextBox",
    "Font"  : "Default",
    "Size"  : 170,
    "X"     : 0,
    "Y"     : 290,
    "Width" : 1760,
    "Height" : 250,
    "AlignH" : "Right",

```

```
"AlignV": "Top",
"Text": "@SeatB(DelegateName)"
}
@If(SeatBHasDelegate)
,{
  "ID" : 4,
  "Type": "TextBox",
  "Font": "Default",
  "Size": 170,
  "X": 1760,
  "Y": 290,
  "Width" : 150,
  "Height" : 250,
  "AlignH": "Right",
  "AlignV": "Top",
  "Text": ">"
}
@endIf
]
```



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