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TRAFFIC SOFTWARE

User Manual

TRAFFIC FLEET

Schedule animation(s)

Specification : User Manual – TF – Schedule animation(s)

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Detail page

On the detail page you will find all executable actions and all status data of the product. The executable actions with the product are divided into four tabs:

1. Basic: all basic actions such as change animation, put on standby and scheduler.
2. Dynamic: all dynamic actions such as API release, travel time and traffic jam detection.
3. Maintenance: all maintenance actions such as report repair, test connection and perform service.
4. Advanced: all advanced actions such as product settings and communication time-out.

All status information is displayed in blocks on the detail page. It is determined per product type which status information is available. Some status values are also displayed in graphs, which can be adjusted via a time interval.

Schedule animation(s)
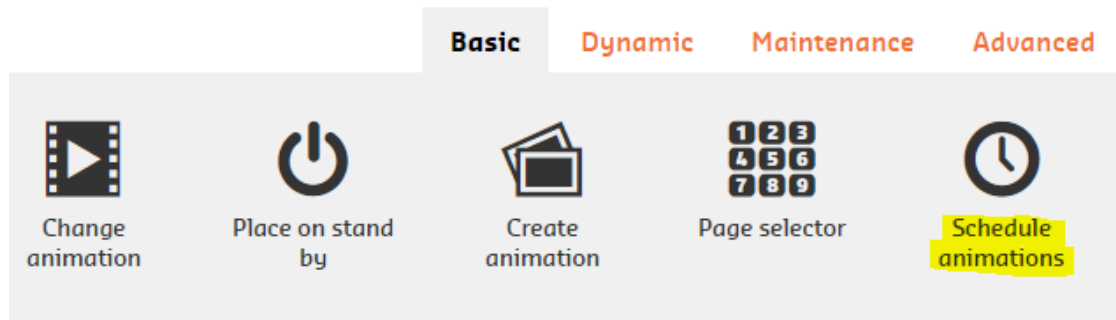
With the action **Schedule animations on the product detail page**, animations by date and time can be sent to a product. In this way an active calendar can be created for one or more products, including the possibility to create this in a repeating pattern.

In the screen for setting up the schedule of 1 or more animations on the product concerned, the planning must be made. Make sure that the date / time is always correct. Especially when the time runs from one day to the next.

If you want to repeat the schedule, this must be created under "Repeat" in the corresponding screen. There you must specify the period within which you want to repeat the animation schedule below.
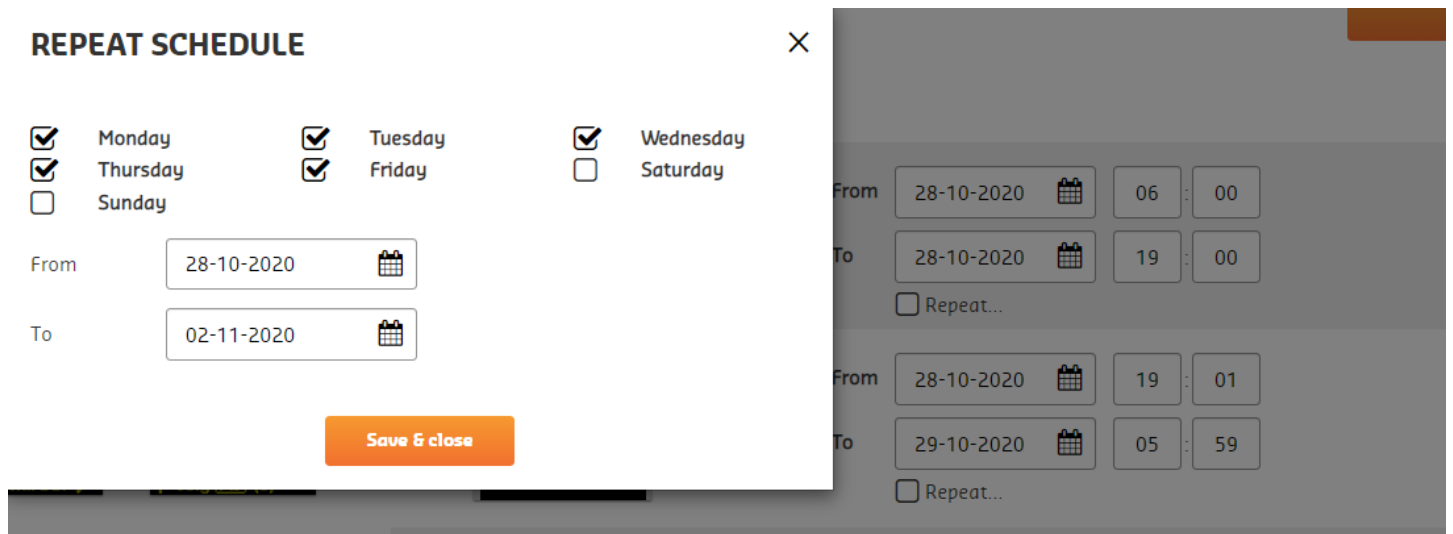
The first screen is actually used for specifying the schedule or specifying 1 animation for a fixed period.
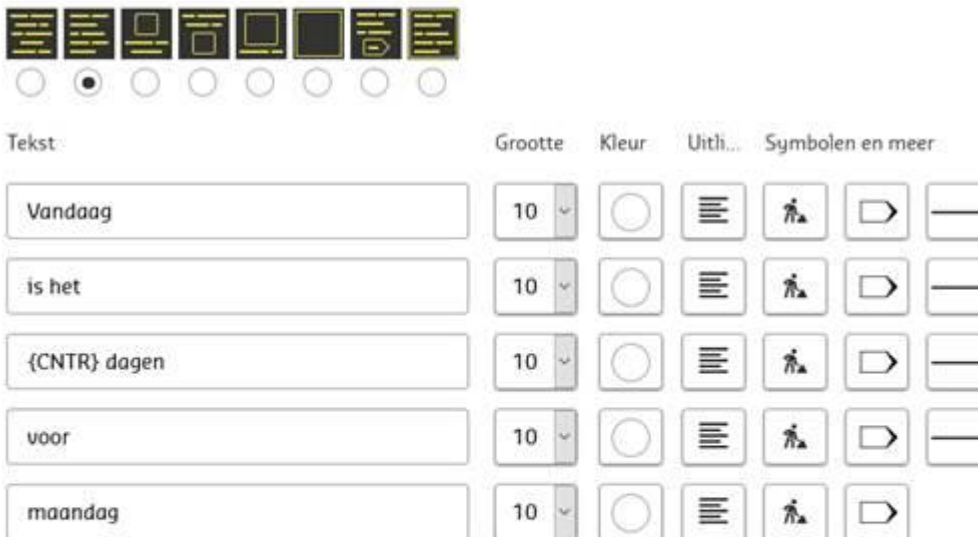
If there is a change between animations and / or standby, the Repetition is used for this. In this case, do not enter the entire period in the first screen either; then you cannot save the schedule either because the animations then logically obstruct each other with regard to the date / time selection.

Thus, the overall period is only specified in the recurrence pattern in case of animation changes.

Countdown in the animation until the end date schedule

Functionality has been added in the form of a variable on an animation which counts down the number of days to the end date in an animation scheduler.

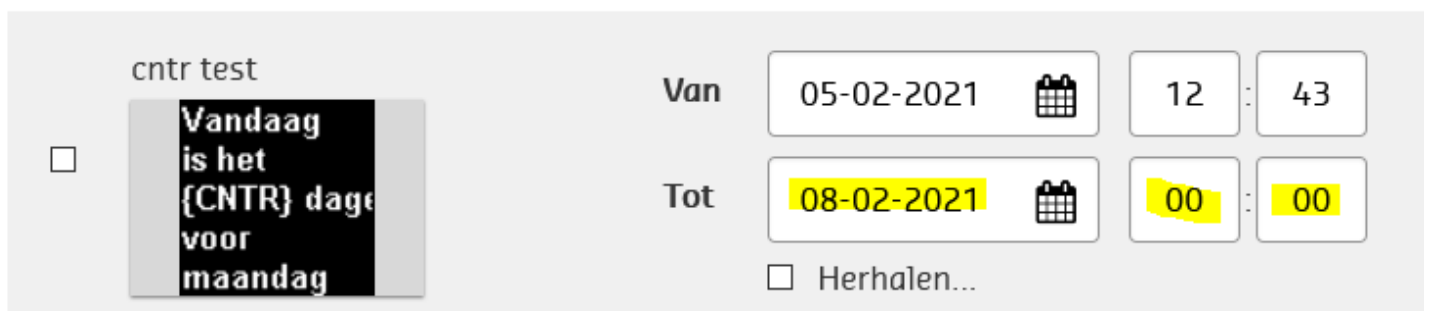An animation can be made for this with the variable "{CNTR}":

The following can then be entered in an animation schedule, whereby the variable will count down the number of days until the end date in the animation shown on the display:

Also pay attention to the time; there is literally a countdown on the date and time. This means that, on 06-02-2021 at 11:57 pm it will indicate 2 more days, 07-02-2021 at 11:57 pm 1 more days, and from 08-02-2021 0 days; however, the animation will expire because the scheduler end date has been reached.