

DRAWING YOUR BOAT

A view is a drawing of the boat that the screen shows to the end user to report **the boat's status**. Read it, and correct it, in three steps and in this order; then preview, save and deploy.

READ A VIEW, AND CORRECT IT, IN THIS ORDER

01 DRAWING
 what is on the page

02 GROUPING
 which elements act together

03 RULES
 when they change

Choose a **widget** to represent a value or a flow: Icon, Arrow, Text, Gauge...

Then set how it looks in the sidebar: label, colour, position.

Toolbar, **Show groups**: a dashed frame per group. Right-click the frame's edge: Select members, Edit style, Delete group.

Sidebar, **Condition Groups** → **+ Assign**: an Existing group, or a Group label. Several selected: right-click → Add in group.

Elements → **Groups**, in the view's menu: a read-only audit.

Edit style opens on the Template tab. Apply template replaces both the rules and the visibility.

Visibility is static: Device exists or Function exists.

Rules: a Default state, then RULE 1–n: a condition (Boolean, Compare, Range, Enum, Changed, Online, AND, OR, NOT), Visible, Severity, and a colour, gradient or direction.

The last matching rule wins.

PREVIEW Space

SAVE the button or Ctrl+S

DEPLOY Project → Deploy

Save is not Deploy: the screen changes on Deploy only.

COMMON SHORTCUTS

Plain letters act on the selection; **Shift + letter** picks a tool.

TOOLS	Shift+P polygon · Shift+A arrow · Shift+I icon Shift+T text · Shift+S stamp
WIDGETS	Shift+J / B / V / G / K / D gauges, graphs, badge
DRAWING	Enter closes a polygon · Esc cancels or deselects
EDIT	D / Ctrl+D duplicates · L locks or unlocks Del / Backspace deletes, not a locked element C colour · F fill · F2 edits text · G gradient, or the grid
TRANSFORM	H / V mirror · R rotates 90° · Shift+R 45°
MOVE	Arrows 1 px · Shift+arrows 10 px PageUp / PageDown , Home / End stacking order
CLIPBOARD	Ctrl+Z undo · Ctrl+Y redo · Ctrl+C copy · Ctrl+V paste Ctrl+A select all
VIEW	+ / - zoom · 0 resets · M magnet · \ hidden elements Space PREVIEW · Tab / Shift+Tab next / previous, locked included · ? the Legend
MOUSE	Middle-drag pans · Ctrl+wheel zooms Right-click the menu, and selects a locked element

THE THREE ZONES

Synoptic · synoptic-energy — icons, arrows and texts; a group lights a whole path as one, as on the 48V battery park.

Solar panels · the first solar- view — locked shapes over the deck picture, no group: a rule each. Label, instance, path: one number.

Cabins · cabins-n — Shift+S stamps, D duplicates. The TOUCH layer holds the touch zones, each with the Touch code it sends.

KEEP IN MIND

Delete on an icon — its arrows go too, and a group left empty is deleted. Ctrl+Z at once.

The arrows show availability, not energy flow — a MUXEN choice: with no load, a flow display goes dark and confuses the owner. Bind arrows to availability; only a reversible arrow (charging / inverting) follows the current.

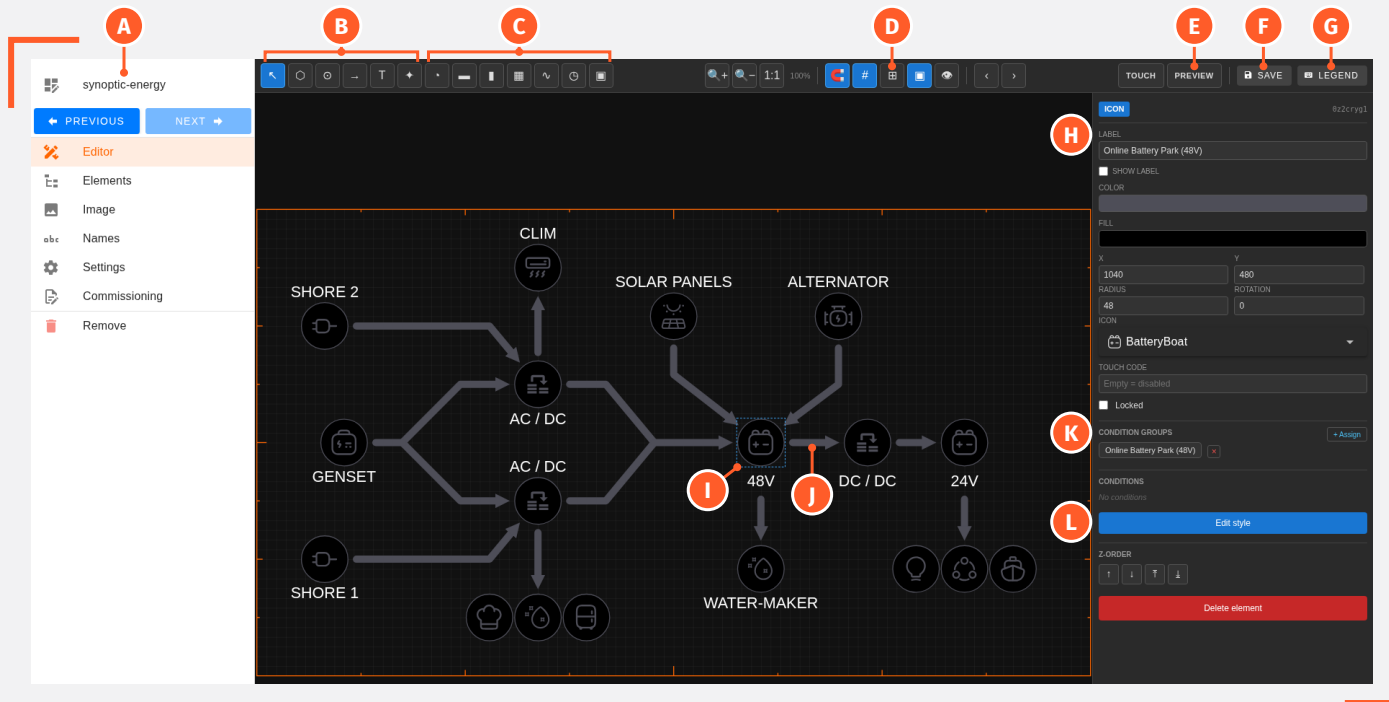
BEFORE YOU DEPLOY

- ☐ **The name** — one the screen reads (Add view lists them): synoptic-energy and synoptic-doors on every boat, cabins-n for page n, one solar- view. And Enabled on.
- ☐ **Show groups** — everything that should move is in a frame, and only what should.
- ☐ **Every instance** — in each rule path and each Visibility, the number matches the device's name in Devices.
- ☐ **Every arrow** — bound to availability; flow only for a reversible arrow.
- ☐ **PREVIEW** — nothing missing that the boat has, nothing shown that it has not.
- ☐ **Saved** — no unsaved chip, and a fresh Backup.

THE EDITOR, PART BY PART

My boat → Views → synoptic-energy → Edit, the 48V battery selected. Each letter sits on a part of the **editor**; the legend under the picture says what it is for, and its key.

RAKEN, THE CANVAS EDITOR · YOT 53 TEMPLATE



- A The view** — synoptic-energy, the name the screen finds it by. Under it the view's menu: Settings holds the name, Elements → Groups audits the groups, read-only.
- B Drawing tools** — Select **Esc**, Polygon **Shift+P**, Icon **Shift+I**, Arrow **Shift+A**, Text **Shift+T**, Stamp **Shift+S** (right-click it for its models).
- C Widget tools** — a live value: gauges **Shift+J** / **B** / **V**, bar graph **Shift+G**, sparkline **Shift+K**, status badge **Shift+D**. Image, no key.
- D Show groups** — a dashed frame around every condition group. Right-click its edge: Select members, Edit style, Delete group.
- E PREVIEW** — **Space**: the page as the screen will draw it, rules on live data. With no module answering, grey is correct. **Space** again to edit.
- F SAVE** — or **Ctrl+S**: writes the view into the project on the Brain, and the unsaved chip beside it goes. The screen changes on Deploy only.
- G LEGEND** — or **?**: every key of the editor. Plain letters act on the selection; Shift + letter picks a tool.
- H Properties** — what the selected element is and where it sits: the ICON chip, LABEL, COLOR, FILL, X and Y, RADIUS, the ICON symbol, Locked **L**.
- I The selected element** — the 48V battery, framed by a dashed box. **Tab** selects the next element, **Shift+Tab** the previous one, locked ones included.
- J An arrow** — from the 48V to the DC / DC, in the same group as the battery. It shows that power is available, not that it flows.
- K Condition Groups** — the groups the element is in: Online Battery Park (48V). + Assign adds it to an Existing group, or to a new Group label.
- L Conditions, Edit style** — the element's own rules: here No conditions, so it follows its group. Edit style opens Template, Visibility and Rules.