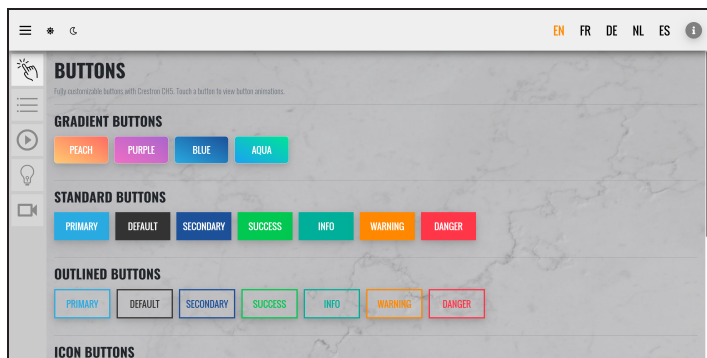


Crestron® HTML5 User Interface

HTML5 Design Components for Crestron® User Interfaces



- Offers an alternative to VT Pro-e® and Smart Graphics® software programs that is built on existing web technologies
- Uses open web standards to future proof projects as the web evolves
- Permits front-end and back-end design to occur independently with scalable, reusable code
- Leverage what the web has to offer by extending user projects with open source and third-party solutions
- Build and deploy a single project to many display types and aspect ratios (in landscape and portrait modes)
- Provides an SDK and API to interface with Crestron solutions for out-of-the-box development
- Supported on Crestron TSW-60 and TSW/TS-70 series touch screens
- Web browser support via the HTML5 Web XPanel feature
- iOS® device (iPhone® and iPad® devices) support via the Crestron ONE™ app.

For more information on downloading, installing, and using Crestron® HTML5 User Interface, refer to the Crestron HTML5 User Interface Developer Microsite at <https://developer.crestron.com>.¹

Crestron HTML5 User Interface is a collection of design components used for creating a JavaScript® programming library that is compatible with HTML5. This library allows web application developers to create UI projects that communicate to Crestron control systems instead of normal HTTP servers.

Crestron HTML5 User Interface can be run on a touch screen, on a web browser using the HTML Web XPanel feature, or on an iOS® device (iPhone® and iPad® devices) using the Crestron ONE™ app.

Crestron HTML5 for Touch Screens

Crestron HTML5 User Interface bridges standard web development methodologies with Crestron solutions for creating dynamic, scalable user interfaces.

- Crestron HTML5 User Interface leverages standard web technologies such as HTML5, CSS3, JavaScript, SASS, Web Components, Node.js®, Yarn, and others to allow UI developers and programmers to create dynamic, custom user interfaces for Crestron solutions.
- Crestron HTML5 User Interface can be used with or without a JavaScript framework such as Angular (included as a sample Crestron HTML5 User Interface project) or a comparable technology to integrate with Crestron HTML5 User Interface APIs.
- New components can be built without Crestron or obtained from open source.

Crestron HTML5 User Interface allows for the separation of front-end and back-end development to provide flexibility for dealers and integrators.

- Changes on the front-end or back-end can be deployed independently.
- User interfaces can be designed and tested using control system emulation.
- A single project for every screen size is native with the HTML5 responsive design methodology.
- User interfaces are reusable across multiple devices and solutions without needing to create separate projects.
- Projects can be deployed to touch screens within seconds during development to view progress and resolve issues.

HTML5 Web XPanel

Transform any compatible HTML5 web browser into a virtual Crestron touch screen using the HTML5 Web XPanel feature, which is supported on Windows®, macOS®, and Android™ operating systems. HTML5 Web XPanel works on almost any computer platform and any screen size, and only requires a touch screen display and a mouse (or other pointing device) to operate. Screen reader accessibility support can also be built into the HTML5 Web XPanel project using standard accessibility web development methodologies.

Programming for HTML5 Web XPanel uses the same Crestron HTML5 User Interface scripts and components with the addition of the required HTML5 Web XPanel library and configuration.

HTML5 Web XPanel is compatible with remote AV or IT support workflows. Additionally, no dedicated servers are required: establishing a friendly URL for a residential or corporate control system is enabled using the [myCrestron Dynamic DNS Service](#).

Crestron® HTML5 User Interface

HTML5 Design Components for Crestron® User Interfaces

Crestron ONE App

The [Crestron ONE app](#) for Apple® iPhone® and iPad® devices provides various user control solutions for an Apple mobile device. When set to HTML5 UI mode, the Crestron ONE app enables custom Crestron HTML5 User Interface projects to be loaded into the application, creating a personalized user control experience for the home or office.

Programming for the Crestron ONE app uses the same Crestron HTML5 User Interface scripts and components needed for touch screen and HTML Web XPanel deployments.

Model

Crestron® HTML5 User Interface

HTML5 Design Components for Crestron® User Interfaces

Notes:

1. A Crestron web account is required to access the Crestron® HTML5 User Interface Developer Microsite.
2. This functionality is accessed via the **eControl** tab in Crestron Fusion software running version 11.2.0006.0063 or later. The HTML5 Web XPanel functionality can be used in older versions of Crestron Fusion software; however, a Software Mobility license is required.

The original language version of this document is U.S. English. All other languages are a translation of the original document.

The product warranty can be found at www.crestron.com/warranty.

The specific patents that cover Crestron products are listed online at www.crestron.com/legal/patents.

Certain Crestron products contain open source software. For specific information, please visit www.crestron.com/opensource.

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