

Camper Touchscreen and Application User Manual

SOFTWARE VERSION 1.2.0 +

28/08/2024

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Camper Touchscreen

1. Home – Camper Touchscreen – Sections

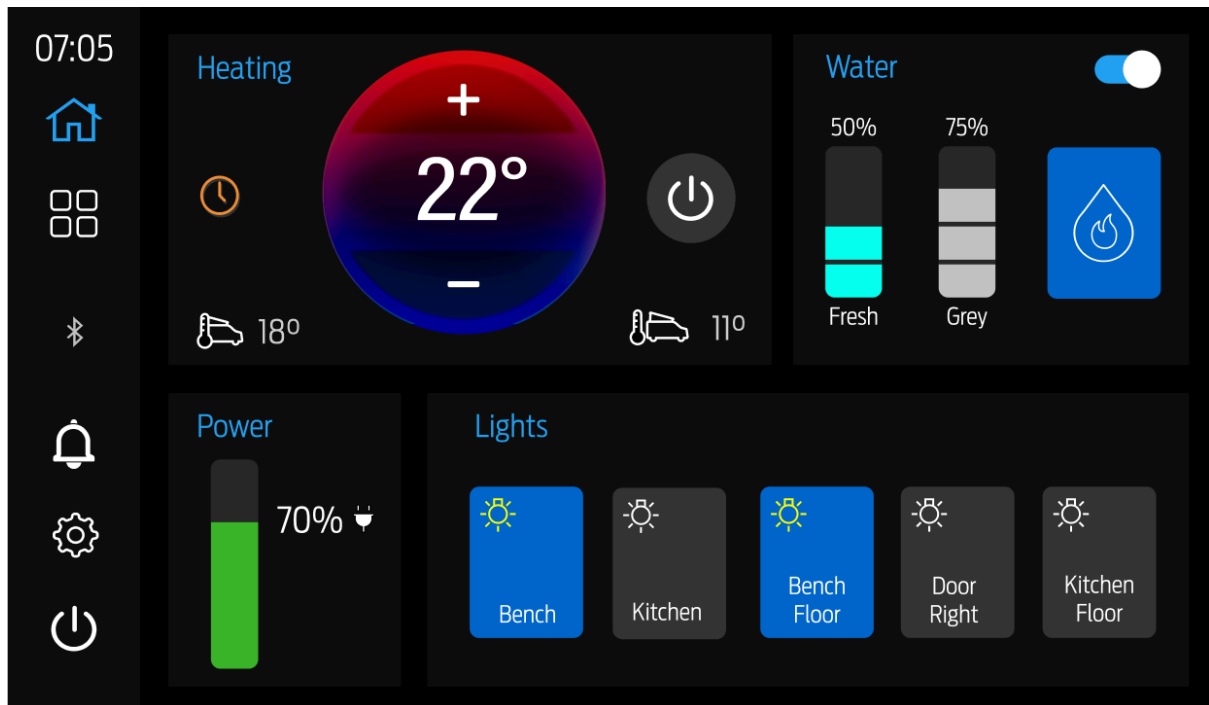


Figure 1 - Home Camper Touchscreen

The Camper Touchscreen Home design is comprised of 5 sections which are broken down into sub-sections of the home page.

Each section is detailed below with a user guide denoted by a numbered system.

1.1. Section 1 – Navigation Bar – Home:

The Navigation Bar is located on the left-hand side of the display.

See Table Below for Navigation Definition Icons:







Icon	Definition
	Home – Press to navigate to Home Page
	Widgets – Press to navigate to Widgets
	Notifications – Feature simulation
	Settings – Press to navigate to the Settings Menu
	Power – Press to choose Standby or Power Off the Camper Touchscreen System
	BT – Indicates status of Bluetooth connections by changing from White to Grey

Figure 2 - Navigation Bar – Camper Touchscreen

Navigation Bar Icon Colour / Navigation indicators

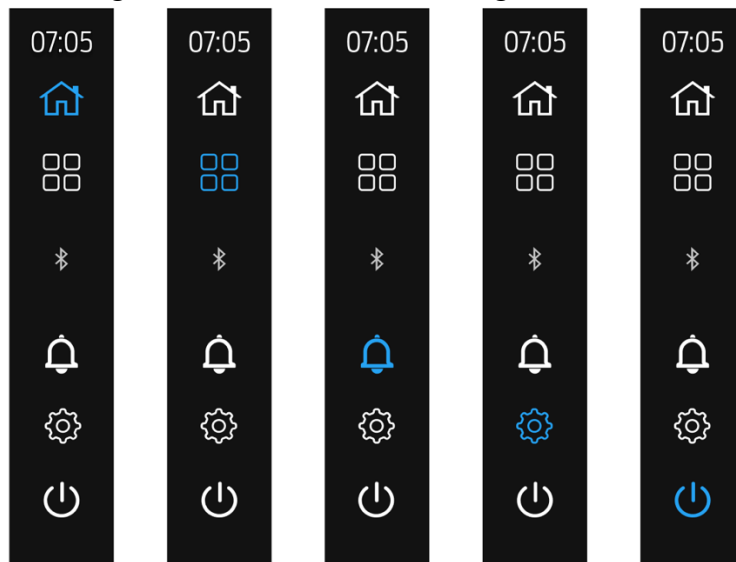


Figure 3 - Navigation Bar - Home Camper Touchscreen

The **Navigation** bar provides users with an ability to move within the **Camper Touchscreen** system. Users can navigate by pressing the icons below the system **Digital Clock** on the **left-hand** side.

The **Blue Icon colour** represents the current **selected screen** within the system. Pressing an icon will navigate user to the associated screen/page described in Figure 3.

1.2. Section 2 – Heating



Figure 4 - Heating - Home Camper Touchscreen

- 1. Heating Schedule State:** Indicates if heating schedules are active.
 - a. Orange – Schedules are Enabled.
 - b. Grey – Schedules are Disabled.
- 2. Heating thermostat:** Provides user with an option to increase or decrease the set temperature via + and - buttons:
 - a. Press the + button to increase temperature.
 - b. Press the – button to decrease temperature.
- 3. 3 Way Heating Toggle:** Press to change state.



Figure 5 Heating – Toggle States

- a. OFF - When **Heating** is **OFF** – **Switch** immediate or current scheduled **Heating OFF** and the **Thermostat** cannot be set.
 - b. Vent – Heater operates in **FAN** only mode.
 - c. Heat - When **Heating** is **ON** – **Schedules** are **allowed**, **Thermostat** can be set.
- 4. Interior temperature:** Provides user with interior temperature of the Vehicle.
 - 5. Exterior temperature:** Provides user with exterior temperature of the Vehicle.

Pressing the Heating label in this section will take you to the heating schedule widget.

1.3. Section 3 – Water

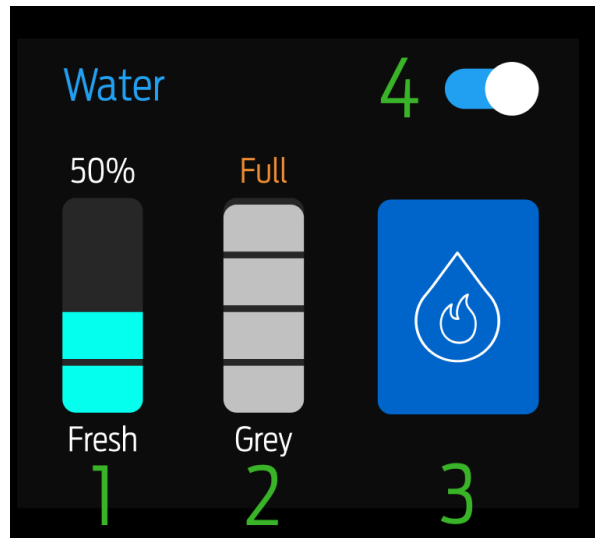


Figure 6 - Water - Home Camper Touchscreen

1. **Water Levels: Freshwater**

Level is displayed in the left bar graph with each bar representing 25% of the water level (example: 3 bars is equal to 75% fresh water remaining).

 - a. When Freshwater reaches 0%, text will change to **Orange: 0%**
 - b. Water system is automatically **Disabled** when **Freshwater** levels reach less than 25% to protect the **Water Pump** and **Water Heater**. To **Enable** the Water system, refill **Freshwater** capacity greater than or equal to 25%.
2. **Water Levels: Grey water**

Level is displayed in the left bar graph with each bar representing 25% of the water level (example: 3 bars is equal to 75% fresh water remaining).

 - a. When Grey water reaches 100%, text will change to an **orange** colour and read **“Full”**.
3. **Water Heater ON/OFF:** When button is Blue, the **Water Heater** is selected and **ON**.
 - a. The **Water Heater** will heat the **Freshwater** as required.
 - b. If button is **Grey**, the **Water Heater** is not selected and **OFF**.
4. **Water ON/OFF:** When **toggle** is set to the **right** and **blue**, the pump and heater are usable.
 - a. Power to the **Water Pump** is **Enabled**
 - b. Taps and Shower will activate the water pump.
 - c. If **toggle** is set to the **left** and **grey** – Power to the **Water Pump** and **Heater** are **Restricted** and will **NOT** operate as required.

1.4. Section 4 - Power

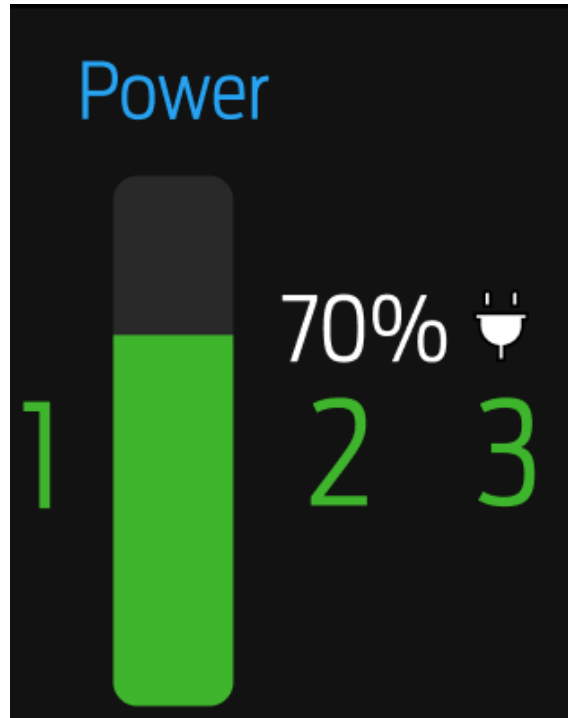


Figure 7 - Power - Home Camper Touchscreen

1. **Power Bar** – indicates measured State of Charge (SOC) available. Displayed in **10-bit** resolution (0-10-20-30-40-50-60-70-80-90-100), Green fill on bar from bottom to top indicates the same.
 2. **SOC Percentage** – numerically displays State of Charge read from the Smart Fuse Box information in **10-bit** resolution (0-10-20-30-40-50-60-70-80-90-100).
 3. **Plug icon** – icon **White** when Dometic 230V **charger** is **present**, plugged in and **charging** the Power system. If charger is not detected, icon will be greyed out.
- Pressing the Power label will take you to the Battery widget.

1.5. Section 5 – Lights

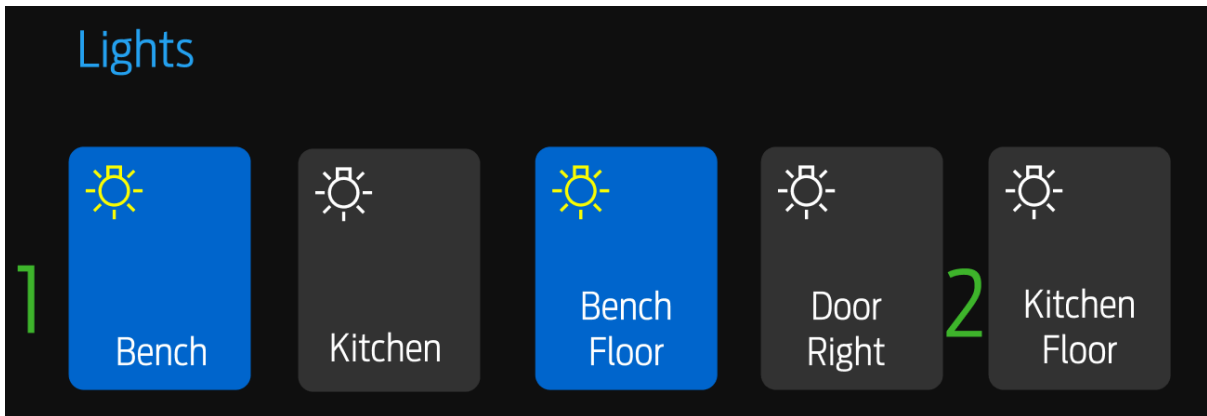


Figure 8- Lights - Home Camper Touchscreen

1. Light Switches – States:

- a. **Blue with Yellow Bulb icon** – Light is **ON**
 - b. **Grey with White Bulb icon** – Light is **OFF**
- Pressing the Lights label will take you to the Lights widget.

2. Standby – Camper Touchscreen

The **Standby** function is **automatically** applied after the Camper Touchscreen has had a period of **inactivity 2 minutes** without user **input** from either the **Camper Touchscreen** system or Mobile **Application**.

- Users can touch any location on the display to wake from standby.

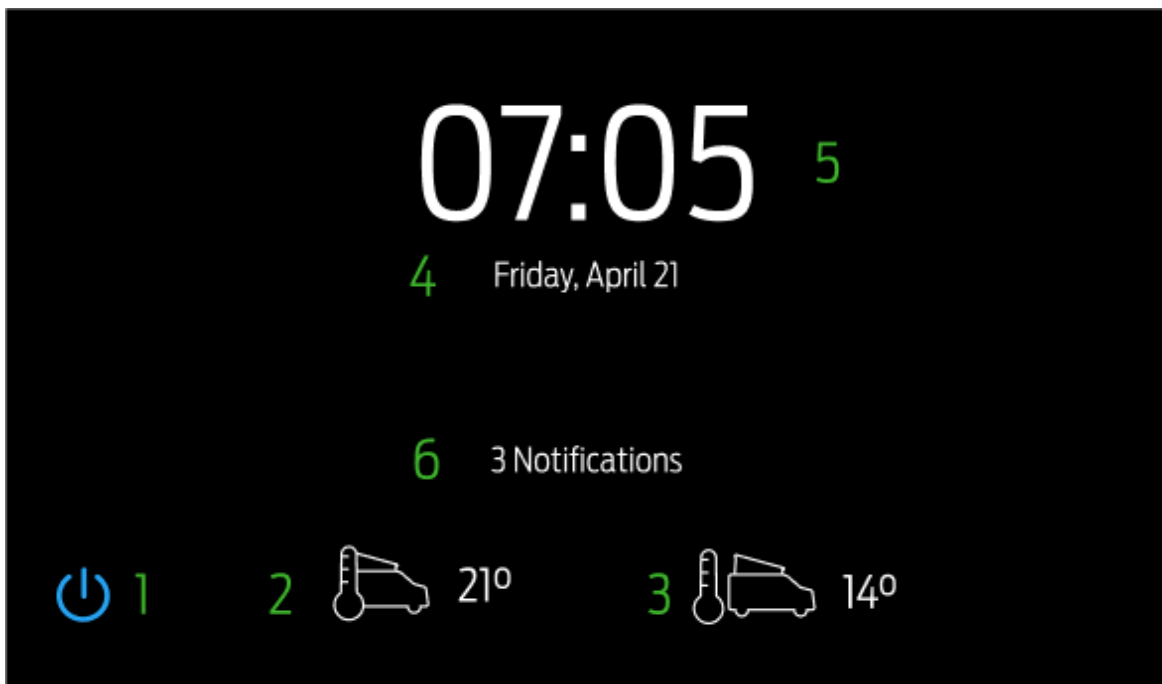


Figure 9 - Standby – Camper Touchscreen

1. **Power:** When pushed will generate the **Power Button Menu** (see **Power Button Menu**) as an **overlay** to the Standby display.
2. **Inside Temperature:** Provides user with **inside temperature** measurement from **thermistor** input to **Camper Touchscreen** harness to the **nearest degree**.
3. **Outside Temperature:** Provides user with **outside temperature** measurement from **thermistor** input to **Camper Touchscreen** harness to the **nearest degree**.
4. **Date:** Current **Date** is **displayed** here as is either:
 - a. **Counted** from **initial** power on and **not configured**.
 - b. **Counted** from **configuration** / **read** from **Smart Fuse Box**.
5. **Time:** Current **Time** is **displayed** here as is either:
 - a. **Counted** from **initial** power on and **not configured**.
 - b. **Counted** from **configuration** / **read** from **Smart Fuse Box**.
6. When Camper Touch Screen has a notification the number of notifications will appear here. Users will need to proceed to the notifications section for more information.

3. Power Button Menu – Navigation Bar

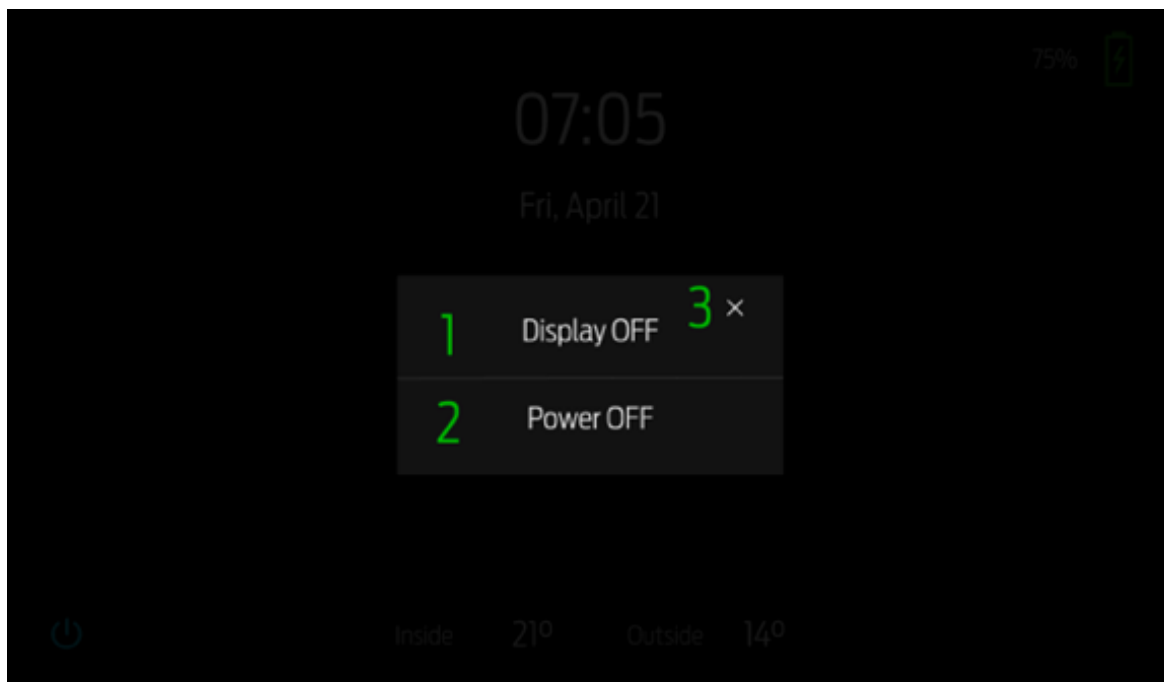


Figure 10 - Power Button Menu – Camper Touchscreen

The Power Button Menu appears after selecting the Power Icon. It provides 3 options for the system: Display off, Power off and cancel.

1. **Display OFF** – Toggle Display OFF. **Display** can be **restored** by user **input** through **touch**.

2. **Power OFF** – Power OFF to Camper Touchscreen System. Power **restoration requires a full ignition cycle** (ign. Off, ign. On) for **power** to be **restored** to the **system**.
 - a. After pressing **Power OFF** – a **5-minute** timer is activated and pop-up message generated.
 - b. Selecting **Cancel** will **stop** the **5-minute** timer and **cancel Power OFF** setting.
 - c. After 5-minutes the Camper Touchscreen will Shut down and **requires a full ignition cycle** (ign. Off, ign. On) for **power** to be **restored** to the **system**.

3. **X** – This **option cancels** the **selection** and **returns** the **user** to the previously overlaid **page** before initially selection the **power icon**.

4. Settings – Navigation Bar

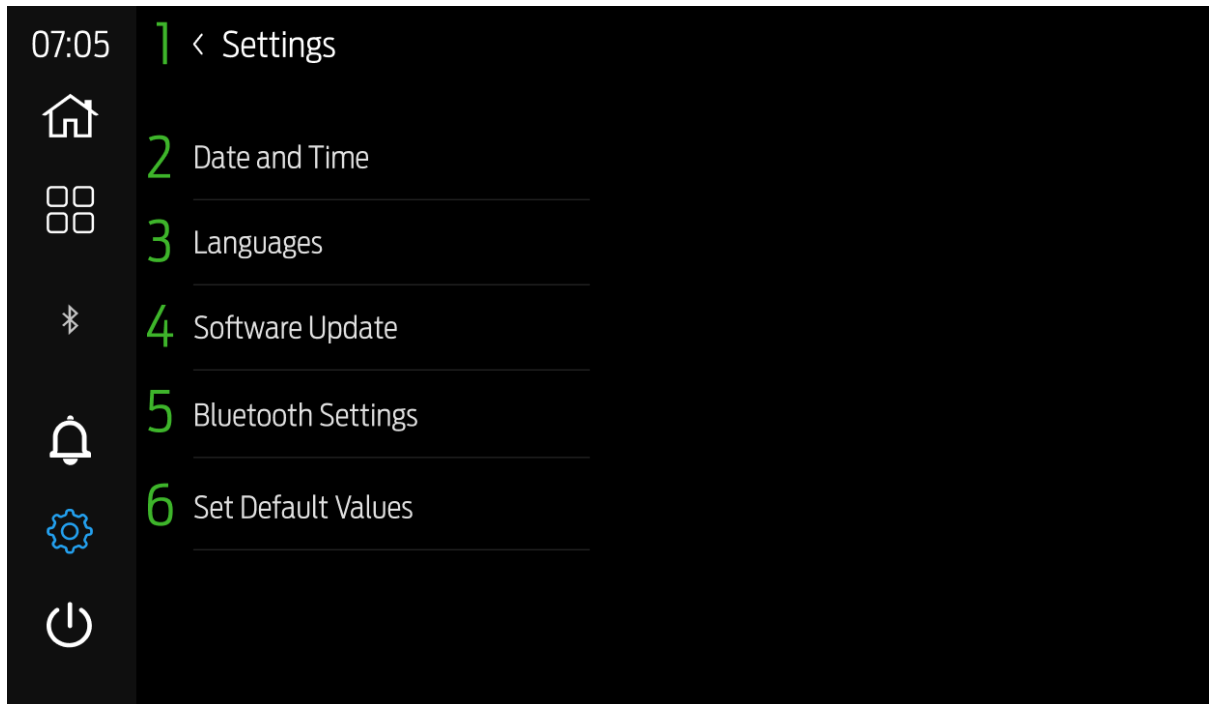


Figure 11 - Settings – Camper Touchscreen

The Settings page hosts Language, Date and Time and Reset options for the user.

1. **Back Arrow** – If **pressed**, guides **user back** to previous **page** before selecting icon.
2. **Date and Time** – Takes **user** to the **Date and Time page**.
3. **Language** – Takes **user** to the **language** selection **page**.
4. **Software Update** – Takes **user** to the **Software update page**.
5. **Bluetooth Settings** – Takes **user** to the **Bluetooth Settings** page.
6. **Set Default Values** - Provides **user** with **option** for **Factory Reset**. When **pressed**, **Camper Touchscreen** will generate a confirmation pop up.

5. Date and Time – Settings

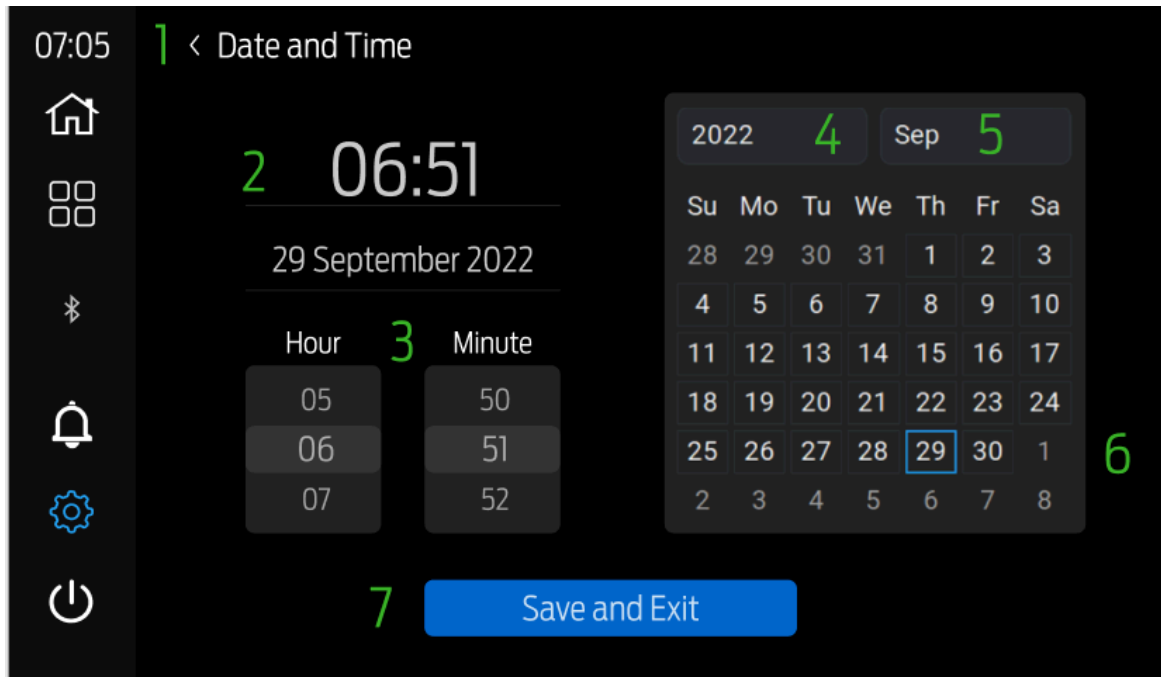


Figure 12 - Date and Time - Settings

1. **Back Arrow** – If pressed, guides user back to previous page
2. **Display current configuration** – Displays currently selected **Date** and **Time** for view and **confirmation** before hitting **Save and Exit**.
3. **Hour and Minute** – Provides 2 **separate selections** for the user time configuration.
 - a. **Hour**: Roller control
 - b. **Minute**: Roller controlOperation of rollers:
 1. Slide or press from **up to down** to **decrease** unit.
 2. Slide or press from **down to up** to **increase** unit.
4. **Year** – User is provided with a **drop-down menu** (scroll using hour and minute slider logic) to **select** desired **year**. Selection will then be **retained** in the **box** until **Save and Exit** is selected.
5. **Month** – User is provided with a **drop-down menu** (scroll using hour and minute slider logic) to select desired Month. Selection will then be **retained** in the **box** until **Save and Exit** is selected.
6. **Calendar** – **Displays currently** selected **Year** and **Month** for view and **confirmation** before hitting **Save and Exit**.
7. **Save and Exit** – **Save the currently displayed and selected user input for Date and Time + Year and Month** to the **system**. This is performed by **saving data** in the **Smart Fuse Box** for recall on the **Camper Touchscreen** when **power to the system** is **ON**.

6. Languages – Settings

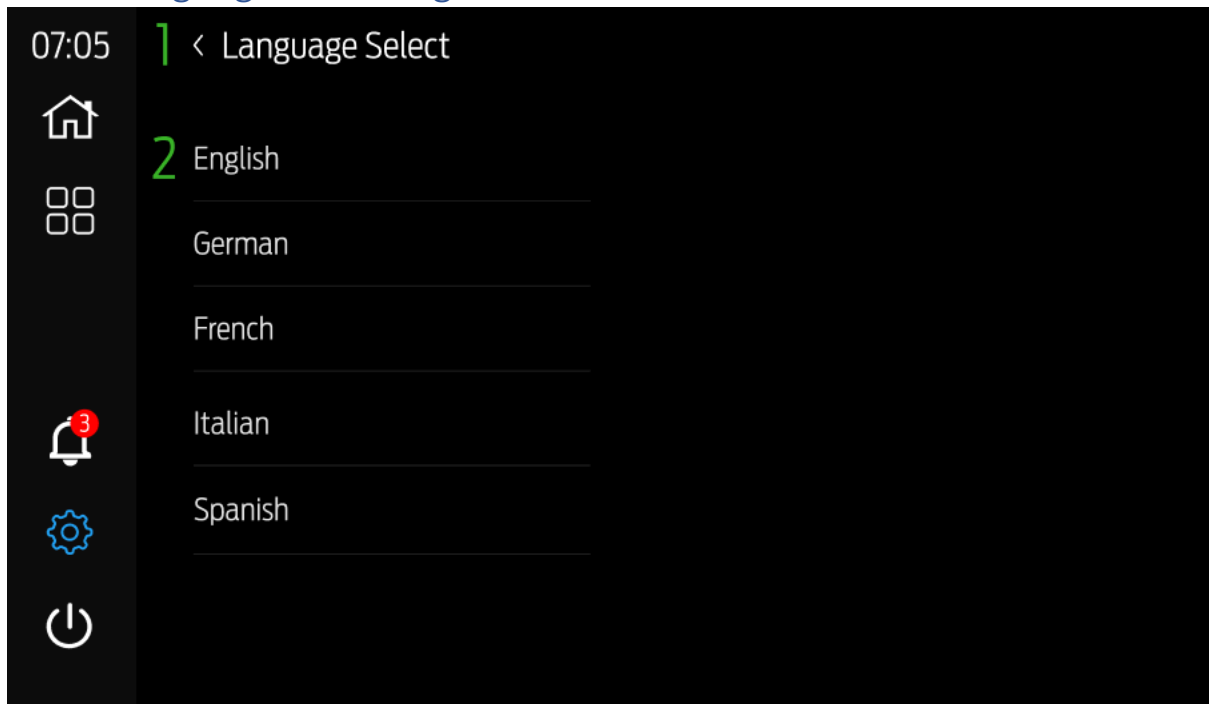


Figure 13 - Language – Settings

1. **Back Arrow** – If **pressed**, guides **user back** to previous **page**.
2. **Language selection** – User is provided with a choice of languages. Upon press, **Camper Touchscreen** will **perform** a full **restart** and **load** the chosen **language**. A **System Restarting** Message will be generated at this time.

7. Software Update – Settings

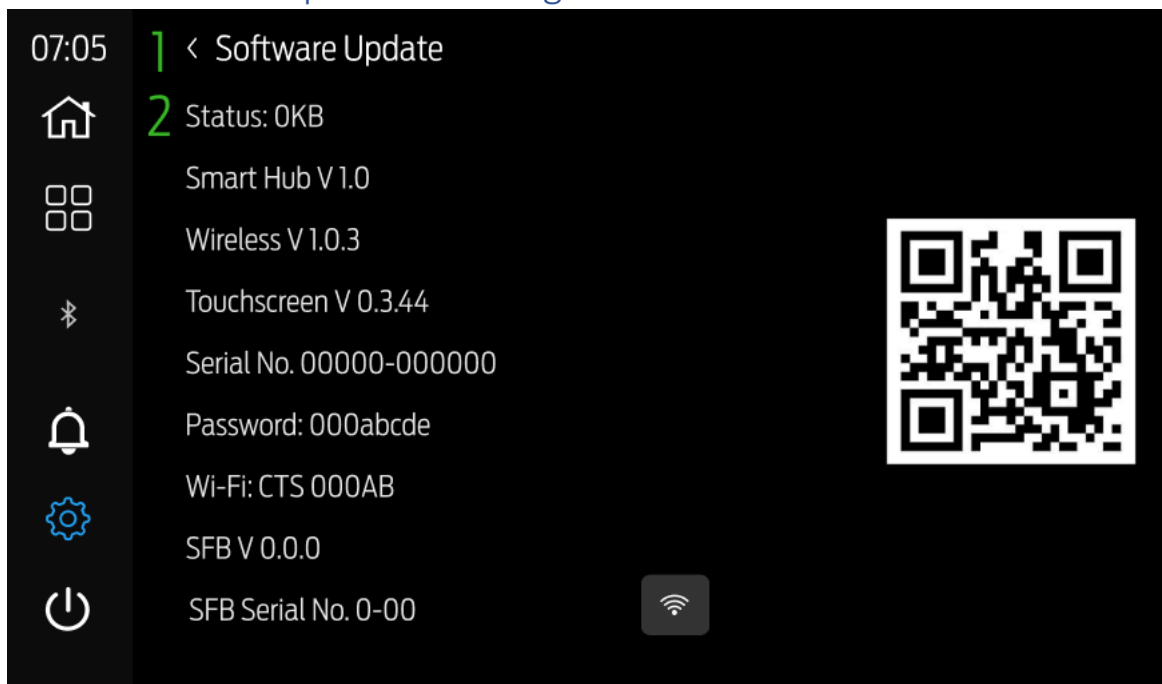


Figure 13 – Software Update – Settings

1. **Back Arrow** – If pressed, guides user back to previous page
2. **Information Section** – User is provided with software update details used when Camper Touchscreen requires a software update.

8. Widgets – Navigation Bar

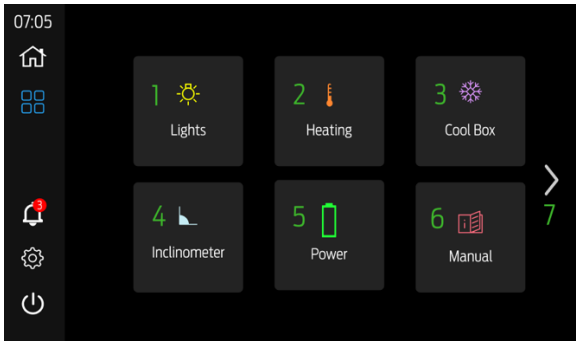


Figure 14 - Widgets - Navigation Bar 1

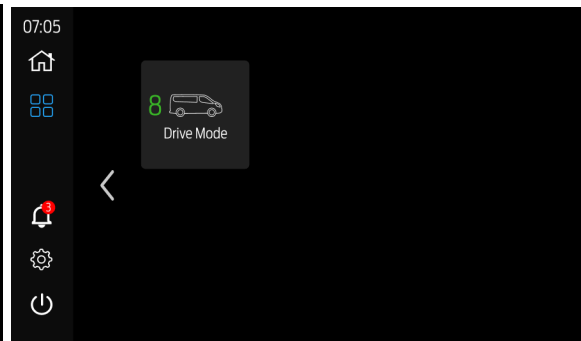


Figure 15 - Widgets - Navigation Bar 2

Widgets are an expansion or addition to functionality provided on the Home Page of the Camper Touchscreen system. Here users can get more information or access to settings not on the Home Page.

1. **Lights** – Takes User to the **Lights Configuration Page**.
2. **Heating** – Takes User to the **Heating Schedule Page**.
3. **Cool Box** – Takes User to the **Cool Box Power Page**.
4. **Inclinometer** – Takes User to the **Levelling Page**.
5. **Power** – Takes User to the **Power Page**.
6. **Manual** – Takes User to the **Manual Page**.
7. **Navigation Arrows** – If pressed, guides user back to **Lights 1**. If pressed on **Lights 1**, takes user to **Lights 2**.
8. **Drive Mode** – **Drive Mode ON/OFF** (see **Drive Mode section 17**):
 - a. Blue Background = **ON**
 - b. Grey Background = **OFF**

9. Lights – Widgets

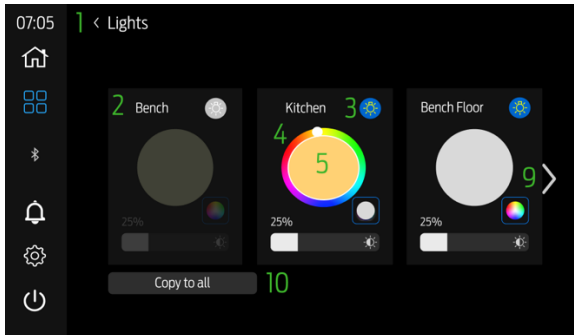


Figure 16 - Lights 1 – Widgets



Figure 17 - Lights 2 - Widgets

1. **Back Arrow** – If pressed, guides user back to previous page before selecting settings icon.
2. **Light Identifier** – Provides User with Light name (paired with home page) to identify which Light is being configured.
3. **Light ON/OFF** – User touch input to change state.
States Icons:
 - a. Yellow light + blue background = **ON**
 - b. White light + Grey background = **OFF**
4. **Red, Green, Blue (RGB) Colour** – User can select on Wheel, directly, which colour to configure the light to. The user presses on the exterior of the wheel to select colour whilst the interior (Function 5) represents the current selection.
5. **RGB Configured Colour** – User configured, or currently selected colour displayed here.
6. **RGB / Warm White** – press to switch lights from RGB mode to Warm White mode. Brightness control affects both.
7. **Brightness control and Display** – User can select desired brightness for each individual light. Utilising the Bar, user can slide to the right (increases brightness) or the left (decreases brightness). Numerical percentage display is the level selected on the bar graph.
8. **Brightness icon** – Icon indicates brightness bar.
9. **Navigation Arrows** – If pressed, guides user back to Lights 1. If pressed on Lights 1, takes user to Lights 2.
10. **Copy to all** – If pressed, generates pop-up confirmation to copy light settings for the first light to all lights. This will copy the colour, RGB or white light and brightness to all lights.

10. Heating Schedule – Widgets

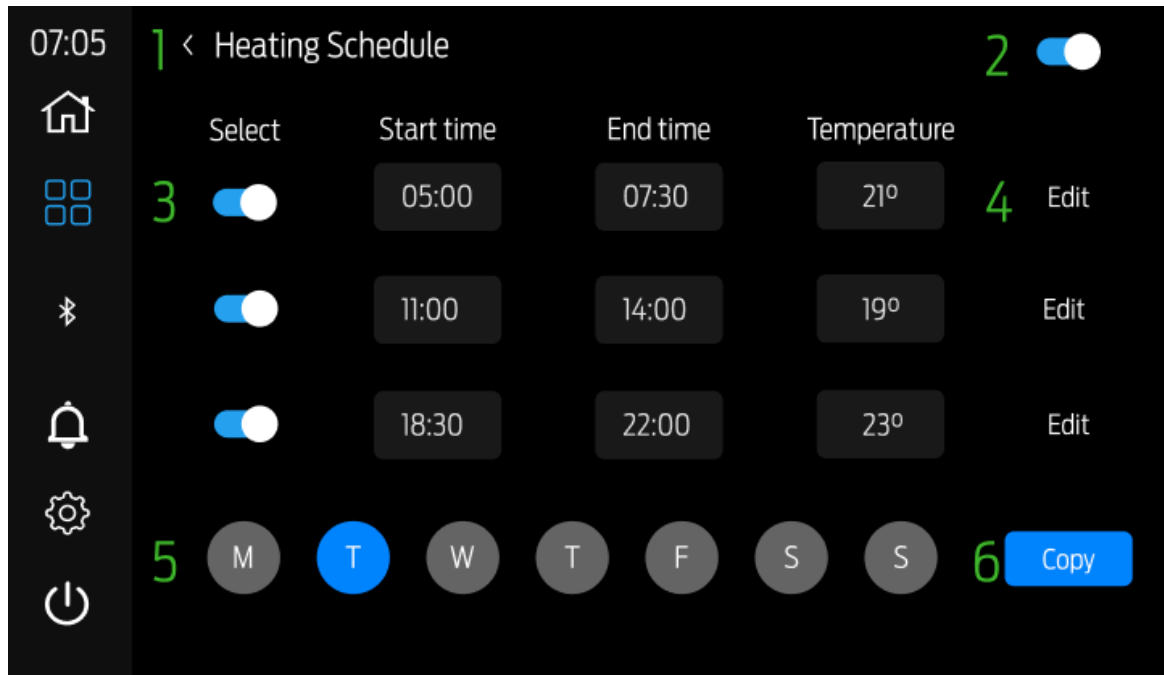


Figure 18 Heating Schedule – Widgets

1. **Back Arrow** – If pressed, guides user back to previous page before selecting settings icon.
2. **Heating Schedule Toggle ON/OFF** – When toggle is set to the **right** and **blue**, schedules are active. If toggle is set to the **left** and **grey**, schedules are not active.
3. **Schedule toggle (1 – 3) ON/OFF** – When toggle is set to the **right** and **blue**, this **singular schedule** will be **active**. If toggle is set to the **left** and **grey**, this **singular schedule** is **not active**.
4. **Edit Schedule** – Press to **edit** selected **schedule**, generates **pop-up menu**.
5. **Day Schedule View** – User **selects** which **day** to **view**, **edit** and **copy** from/to by press. **Blue** indicates which **day** is presently **selected**.
6. **Copy** - Press to **copy** selected **day schedules** to another **day/s**. Press generates **pop-up menu**.

Edit Schedule

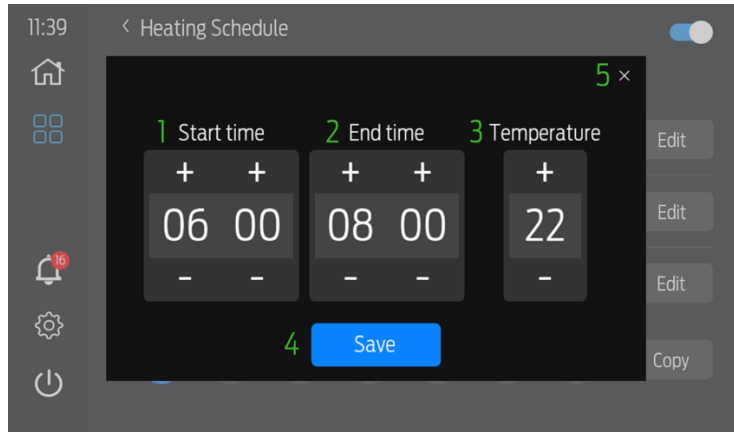


Figure 19 Heating Schedule - Widgets - Edit Schedule

1. **Start Time** – provides user with + and – buttons to **change time** schedule will **start**.
2. **End Time** – provides user with + and – buttons to **change time** schedule will **end**.
 - **Note - Start and End times cannot overlap within a singular day schedule.** If end time overlaps next schedule, the start and end time of that schedule will be changed to accommodate new schedule time.
3. **Temperature** – provides user with + and – buttons to **change** what **temperature** the **heater** will **achieve** and **maintain**.
4. **Save** – button to **save** the **changes** edited.
5. **Cancel** – press to **cancel edit** and **revert** to previous setting.

Copy Schedule

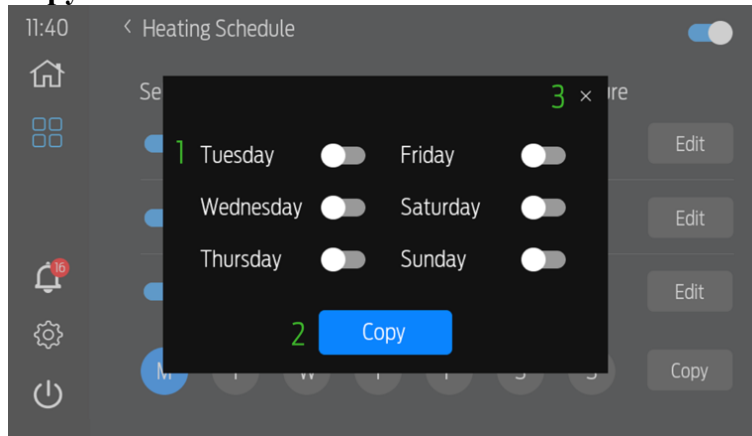


Figure 20 Heating Schedule - Widgets - Copy Schedule

1. **Select Day Toggle** – When toggle is set to the **right** and **blue**, schedule will be copied to this day. If toggle is set to the **left** and **grey**, schedules will not copy to this day.
2. **Copy** – when pressed copies current day schedules (**ALL**) to selected day.
3. **Cancel** - press to **cancel copy function**.

11. Cool Box – Widgets

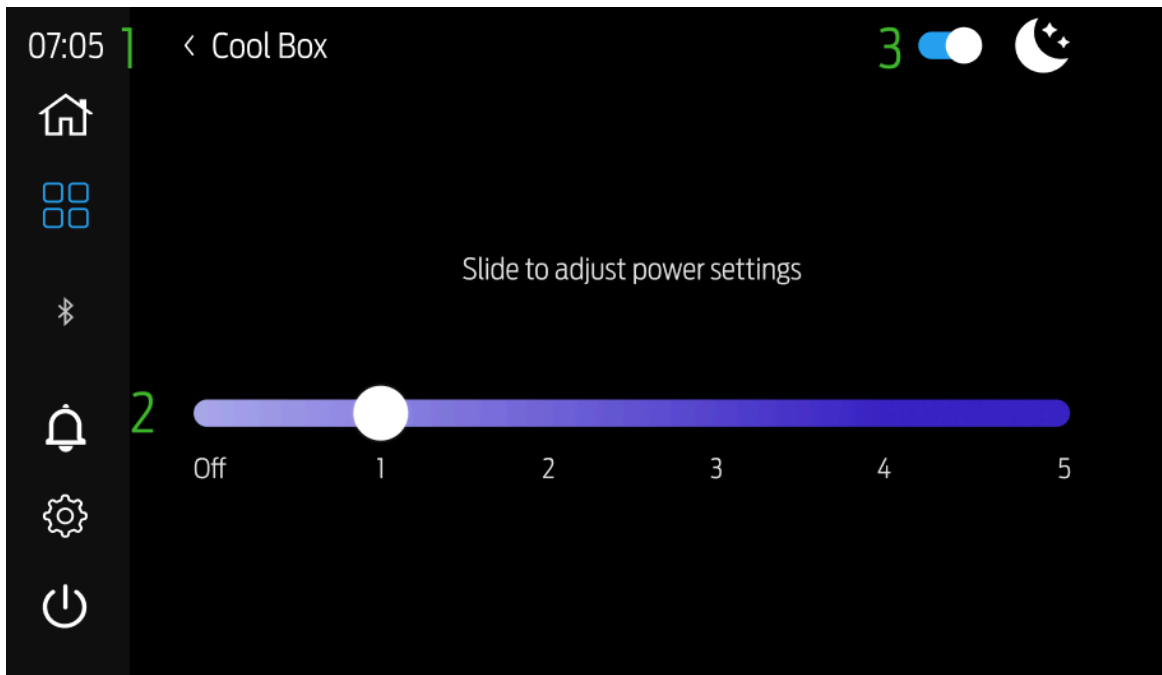


Figure 21 - Cool Box - Widgets

1. **Back Arrow** – If **pressed**, guides **user back** to previous **page** before selecting settings icon.
2. **Cool Box Power - Control** of the Cool box **power** is here including **ON/OFF**. **ON** is equated to power levels **1:5**. **OFF** is slider position to **OFF**.
3. Toggle **Night Mode** – User can select night mode for reducing power consumption of the cool box. Night Mode is not affected by system time and as such will not automatically turn **ON/OFF**.
 - a. When toggle is **Blue**, **Night Mode** is selected and **ON**.
 - b. If toggle is **Grey**, **Night Mode** is not selected and **OFF**.

12. Inclinometer – Widgets

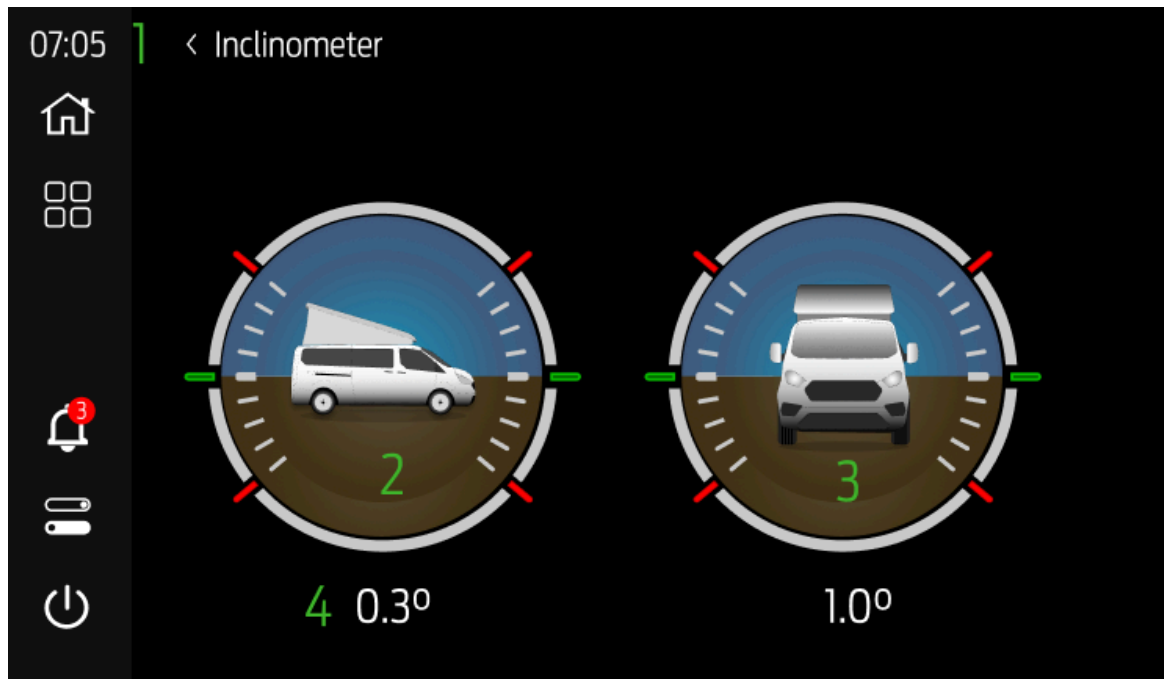


Figure 22 Inclinometer – Widgets

1. **Back Arrow** – If **pressed**, guides **user back** to previous **page** before selecting settings icon.
2. **Pitch** – displays the pitch (up/down) of the vehicle in degrees +/-
3. **Roll** – displays the yaw (left/right) of the vehicle in degrees +/-
4. **Angles** – Pitch and Yaw values are shown in 1/10 degrees of rotation.

13. Power – Widgets

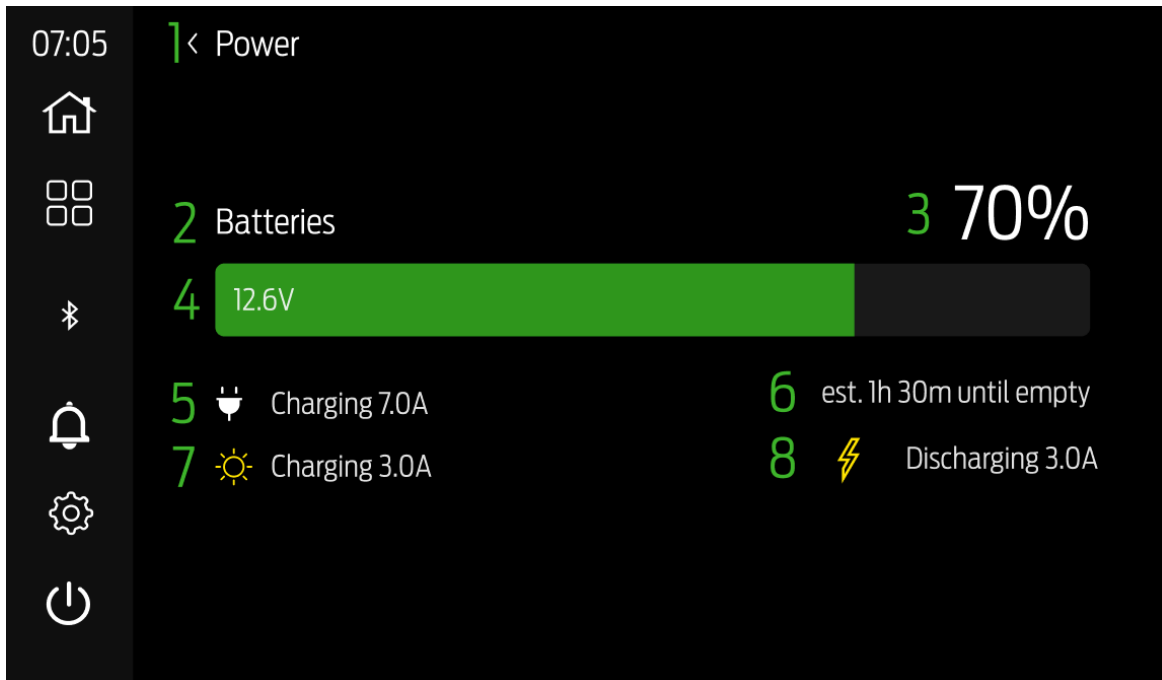


Figure 23 Power – Widgets

1. **Back Arrow** – If **pressed**, guides **user back** to previous **page** before selecting settings icon.
2. **Batteries** – Describes the **power** currently displayed.
3. **Battery level** – displays in 10% increments the battery power available for the system.
4. **Voltage** – displays the voltage in 1/10th of a volt of the power system.
5. **230V Charging** – if present, indicates the system is charging and the charge rate.
6. **Charge/Discharge time** – displays the approximate time until the power depleted (only present when 230V charger is not active).
7. **Solar Charging** – if present, indicates the system is charging and the charge rate.
8. **Discharge Current** – if present, shows the current drain of the system.

14. Manual – Widgets

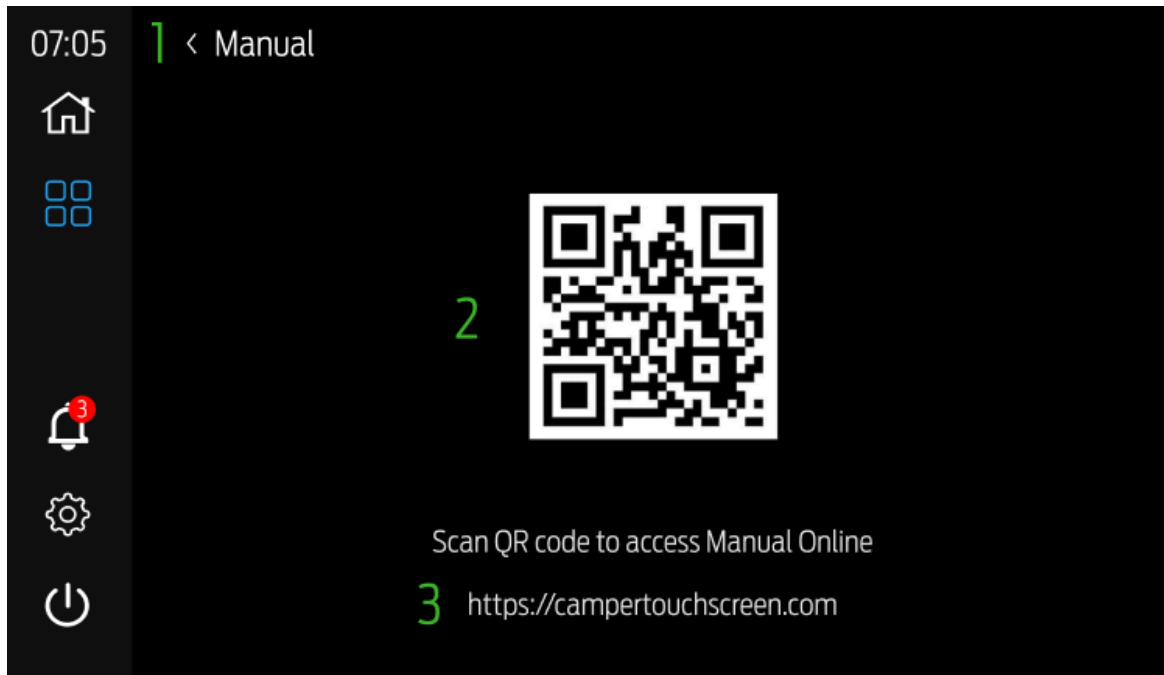


Figure 24 - Manual - Widgets

1. **Back Arrow** – If **pressed**, guides **user back** to previous **page** before selecting settings icon.
2. **QR Code** – User can scan the **QR code** using a mobile device with either **Camera** application (if QR enabled) or QR code scanner to proceed directly to website <https://campertouchscreen.com>
3. **Web address** – URL provided for users that cannot scan the **QR code**. This is the home page for the manual and other **supporting** documentation for the **Camper Touchscreen System**.

15. Notifications

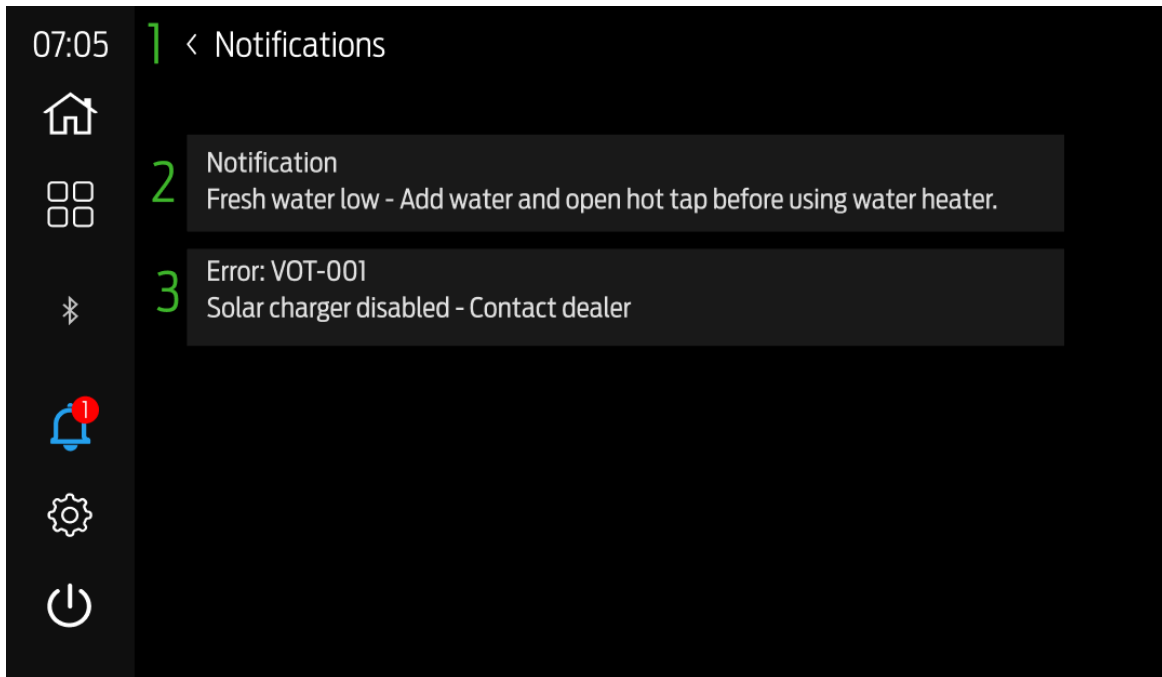


Figure 25 Notifications - Side Bar

1. **Back Arrow** – If **pressed**, guides **user back** to previous **page** before selecting settings icon.
2. **Notification message** – if present: a description of the system notification and/or error detected.
 - a. When **Notification** is resolved, this message will delete itself.
3. **Error** – if present: System error that requires user to contact dealer to resolve. User must contact **FORD Dealer** and provide **Code** (example Error: VOT-001).
 - a. When **Error** is resolved, this message will delete itself.

16. Camper Control Application

The Camper Touchscreen System supports Bluetooth (BT) connectivity with the use of Android and iOS supporting applications: **Camper Control**.

To use the **Bluetooth (BT)** functionality Search either **Play Store** or **iOS APP Store** for **Camper Control** and download.

Users can pair with the **Camper Touchscreen** using a mobile device with Bluetooth functionality using the following steps.

1. Find and open the **Camper Control** application on your mobile device.
 - a. Open the application by selecting the **Camper Control** icon on your mobile device to launch the app.

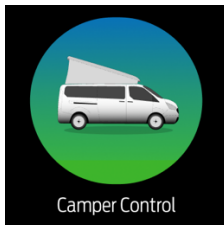


Figure 26 Camper Control App Icon

2. Find the **Bluetooth ID** of the **Camper Touchscreen** by navigating to the **Settings** section (section 5) of the Camper Touchscreen and selecting **Bluetooth Settings**.

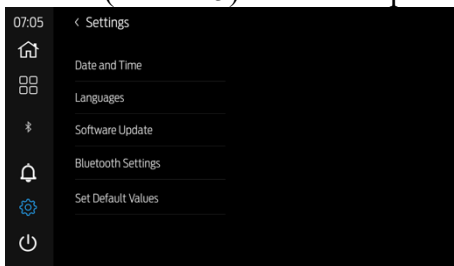


Figure 27 Camper Touchscreen - Settings

3. The **Bluetooth ID** used for **pairing** with the **Camper Touchscreen** via the **Camper Control** application is displayed on the **Bluetooth Settings** page.

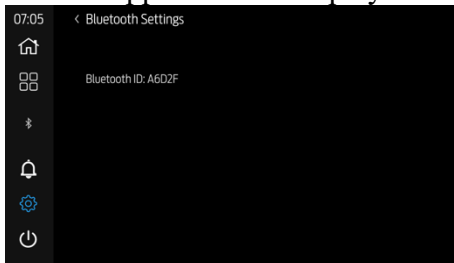


Figure 28 Camper Touchscreen - Bluetooth Settings

4. Input the **Camper Touchscreen Bluetooth ID** into the splash page of the Camper Control Application.

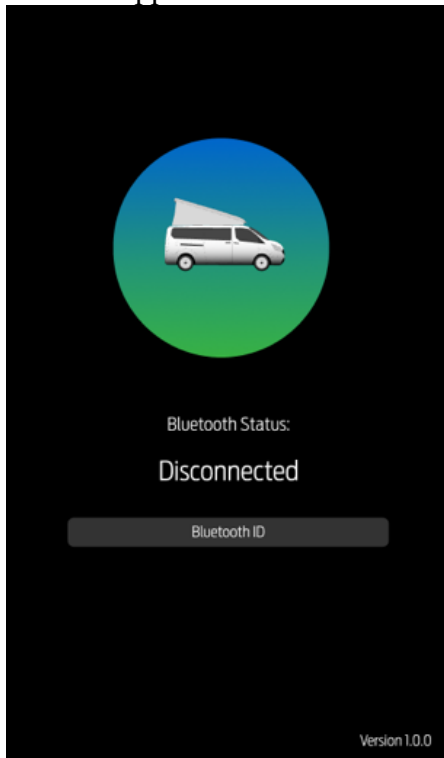


Figure 29 Bluetooth Disconnected - Camper Control

5. Users pairing a new device will see splash page (Figure 28) before loading the home page of the application for Camper Control.
 1. Users **MUST** have the Camper Touchscreen on Bluetooth Settings page to pair successfully. If not performed, users will need to use the Power Off function on Camper Touchscreen and start again.
 2. Bluetooth pairing code and Pin Pad Entry on the Camper Touchscreen” is generated after the user interacts with “Pair and Connect” when prompted by mobile device.
 3. Some users will need to repeat this process to generate a pairing code to enter on the Camper Touchscreen.
 4. Follow the prompt on the mobile device and enter the PIN code provided on the Camper Touch Screen:

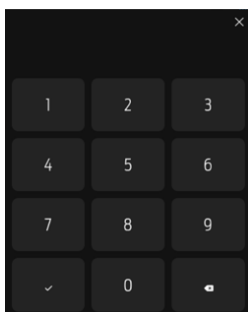


Figure 19 – Camper Touchscreen PIN Pad

6. **“Forget Device”** will allow the user to **unpair** from the **Camper Touchscreen** and enter a new **Bluetooth ID** for connection.

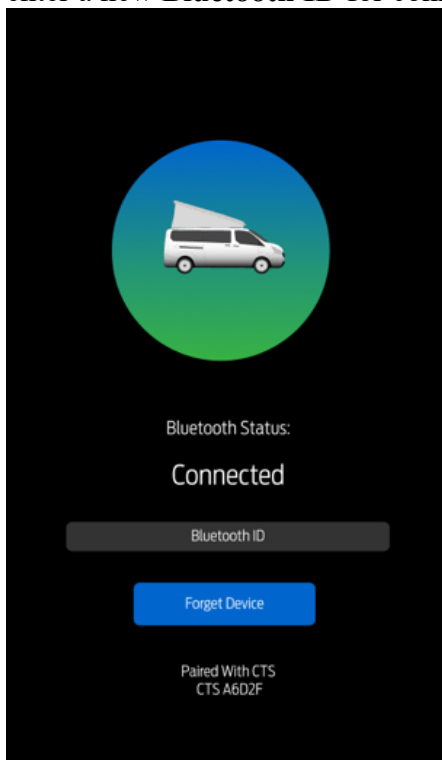


Figure 30 Bluetooth Connected - Camper Control

7. When the **Camper Control** application is **paired** with the **Camper Touchscreen** the **Home page** will be loaded giving users the ability to control the heating modes, set heating temperature and control light switches remotely.
8. Camper Touchscreen will show the BT connected icon in white when successful.

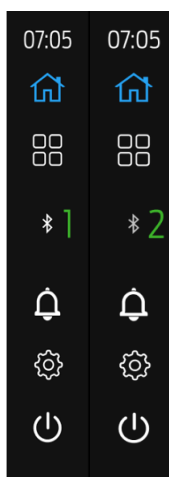


Figure 20 – Bluetooth Connection - Status

1. **BT Icon White:** Icon represents successful BT connection with Camper Touchscreen system and User device.
2. **BT Icon Grey:** Icon represents unsuccessful BT connection with Camper Touchscreen system and User device.

9. Application controls

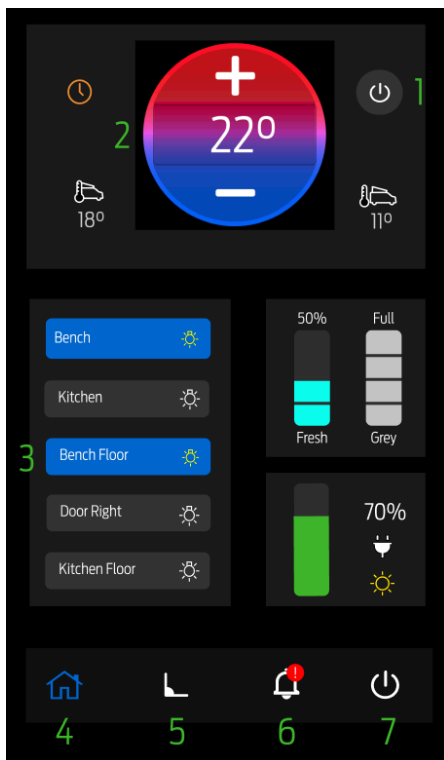


Figure 31 Camper Control Home Page

1. Users can change the heating modes by pressing on this icon where 3 modes can be selected:



Figure 32 Heating Controls - Camper Control

- A. OFF
 - B. Vent
 - C. Heat
2. Users can change the heating temperature set point by using the +/- controls.
 3. Lights are controlled remotely by pressing on the desired light to toggle the switch:
Light Switches – States:
 - A. **Blue** with **Yellow** Bulb icon – Light is **ON**
 - B. **Grey** with **White** Bulb icon – Light is **OFF**
 4. Navigation to the **home page** on press.

5. Navigation to the **Inclinometer** page on press. Users can view **levelling** information from the **Camper Touchscreen** remotely using this feature.

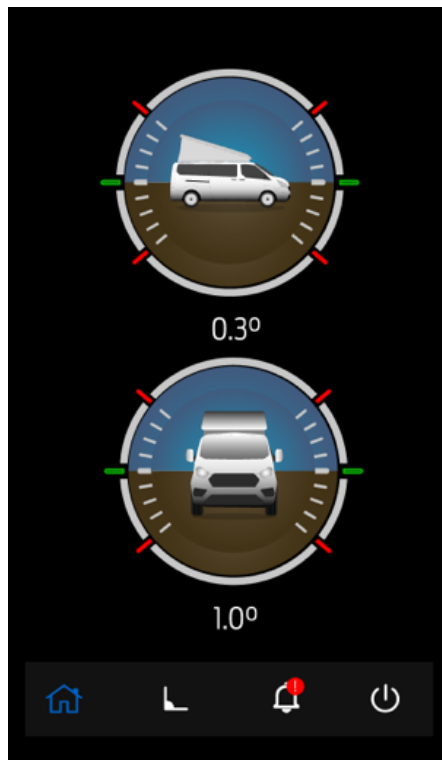


Figure 33 Inclinometer Page - Camper Control

6. Red exclamation mark will appear on the Notifications Icon when the **Camper Touchscreen** detects an **error** or **fault**. Pressing this icon will **notify** the user to check the **Camper Touchscreen** for more information.
7. Power icon provides user with controls:
 1. Display Off – **Camper Touchscreen Display** will turn **OFF**.
 2. Power Off – This option will switch **power** to the **Camper Touchscreen System OFF** (Heater, Cool Box, Lighting, and other systems will be affected).
 3. Forget Device – forget the **Bluetooth ID** used to **pair** with the **Camper Touchscreen**

17. Drive Mode

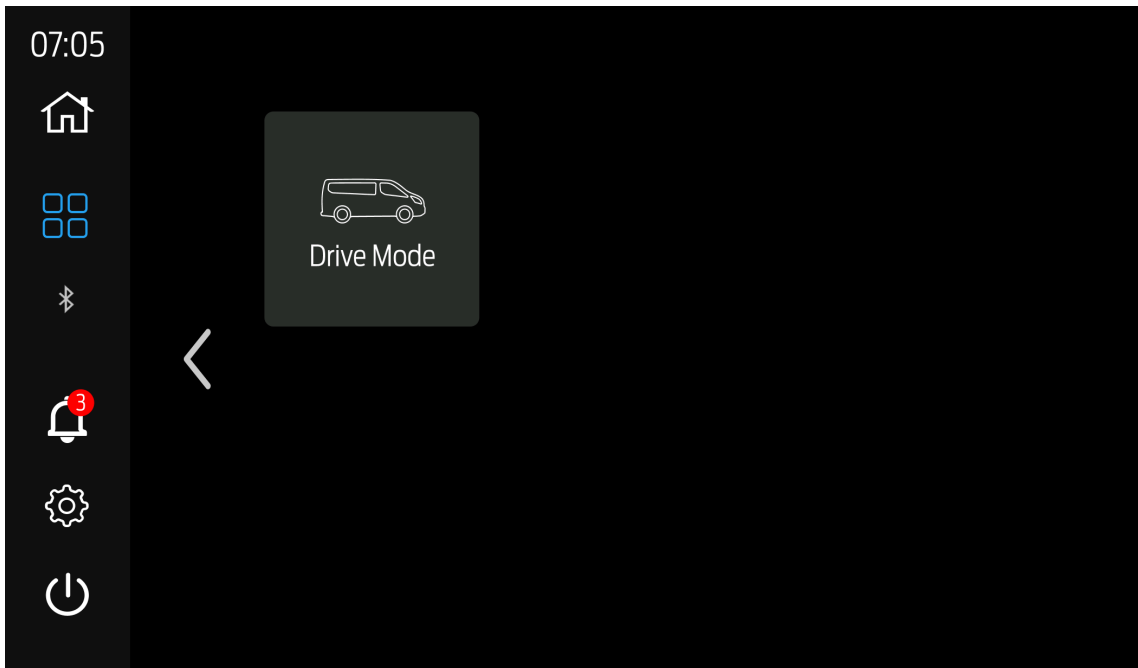


Figure 34 Widgets - Drive Mode

The Camper Touchscreen system includes a **Drive Mode** function selectable through the **widgets** menu on the second page of widgets (see **Widgets** section 8).

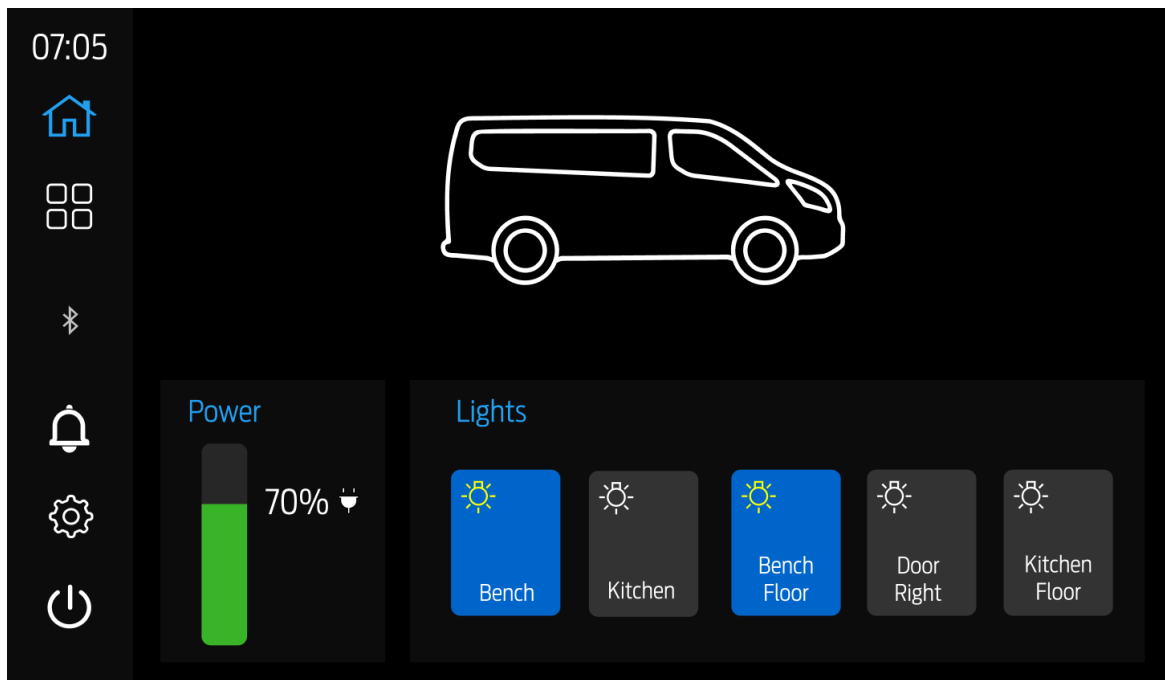
Drive Mode prevents the use of the Camper **electrical system** when **ON** to preserve the battery and **prevent** Fridge, Heating and power functions operating for **normal vehicle use**. Only Lighting will be available in this mode for **3 minutes** after which, the **Camper Touchscreen system will shut down automatically**.

Use of Drive Mode:

Drive Mode OFF (grey) =

1. Activate **Drive Mode** via press on widget – widget menu – button changes from grey to blue.
 2. **Drive Mode** is activated
 - a. 5 minutes power shutdown activated (unless **Power OFF** timer is already active)
 - b. A Notification will be generated and can be dismissed to **Cancel Drive Mode**
- Note - If **Battery Low** Notification is present, after selecting **Drive Mode**, **Drive Mode** will be **ON** next time Camper Touchscreen has **Power ON**.

Drive Mode ON (blue) =



1. **Power ON Camper Touchscreen – Only Light Switches will work at this time and a 3-minute timer will be started.**
 - **Note - Camper Control will not control the Camper Touchscreen.**
2. **Camper Touchscreen will start with DISPLAY OFF.**
3. **Touch the Display to wake the Camper Touchscreen within the 3-minute timer to use lights or to Switch Drive Mode OFF.**