

LIGHTFACTORY REMOTE

USER GUIDE

V1.2

**Copyright © 2006 LightFactory Software Ltd
Auckland, New Zealand**

LIGHTFACTORY QUICK START GUIDE

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LIGHTFACTORY REMOTE



The LightFactory Remote (**LFREMOTE**) is a separate application designed to work with Windows Mobile hand held devices. It provides easy access to the features of LightFactory from a hand held remote control. If your device is equipped with wireless network access then this immediately becomes a useful way to control the software from anywhere in your venue.



Figure 1: LightFactory Remote

The most common practical application of this is to use it as a remote rigging device. You can turn fixtures on and off without having to return back to where LightFactory is setup and running.



Note: LFRremote is designed to work with Windows Mobile 5 only and will not run on Windows CE devices or Palm OS devices.

INSTALLING LFREMOTE

LFRemote is distributed as a single CAB file for installation on Windows Mobile devices. The CAB file is designed to run within Windows Mobile, and must be transferred to your Pocket PC or smartphone before it can be installed.



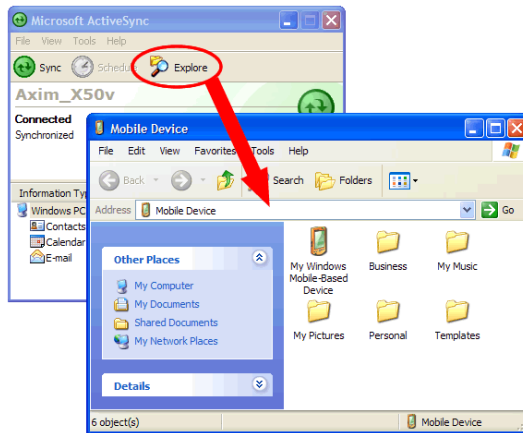
Note: For the purposes of this tutorial, we'll install on a Dell Axim X50v Pocket PC, however the same process works for Windows Mobile smartphones.

Step 1: Moving the .CAB File to Your Windows Mobile Device

Our first step is simply transferring the .CAB file to the Windows Mobile Pocket PC. The file LFRremote.cab can be found on your installation CD or downloaded from the following web address:

<http://msearancke.fileburst.com/LFRremote.cab>

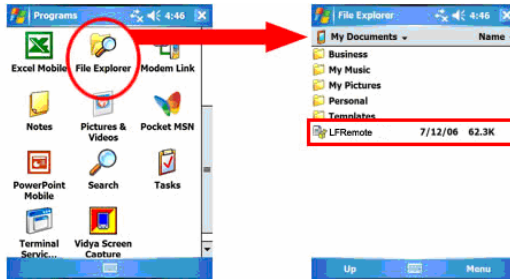
To begin, connect the Pocket PC to your Windows PC using a USB cable or cradle. Allow the synchronization process to complete. Inside ActiveSync, click the Explore button on the toolbar:



The *Explore* feature of ActiveSync is very useful; it provides access to the files stored on your Pocket PC or smartphone from Windows. With the *Mobile Device* screen open on your desktop, left-click on the .CAB file and drag it to the *Mobile Device* screen, then let go of the mouse button:

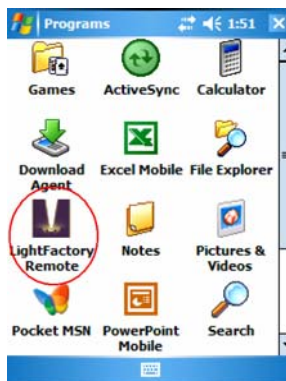
Step 2: Install the .CAB File's Software

Now that the .CAB file has been copied to your Windows Mobile device, we're ready to install the program. On your mobile device click: *Start > Programs > File Explorer*. If you followed the instructions above and moved the file to the root *Mobile Device* window, navigate to the *My Documents* folder:



You should see the file you transferred in the *My Documents* folder. When you find it, tap it with your stylus (or, on a smartphone, highlight the file and hit the *OK* key). The .CAB file will begin the installation process. Follow the instructions on screen, which may vary from program to program:

Your software has now been installed and is ready to use. You will now find the application in the programs section of your mobile device.



SETTING UP LIGHTFACTORY TO USE LFRREMOTE

There is little or no setup required to run the LightFactory remote with the software. You will need to run the version 1.2 of LightFactory or greater for all functionality of the remote to work.

TELNET INTERFACE

The LFRremote uses the telnet interface in LightFactory to communicate with the software. This option must be turned on to connect with the device.

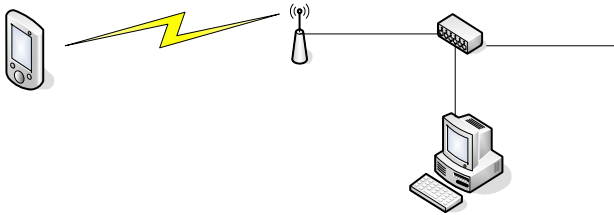
To enable the Telnet interface open the “System Properties” found in the “File” menu of LightFactory. On the “System” tab is the option – “Enable telnet Interface”. Once checked you can connect to LightFactory through port number 3100 using your remote device.



Figure 2: Telnet command interface options

Use the “Telnet Port” edit box to set the IP port number that the software will bind to. Unless you have a specific port conflict that will not let you use port 3100 you should leave this at its default value.

LFREMOTE IN A WIRELESS ENVIRONMENT



To setup the remote for wireless use you will need the following equipment:

1. Working Ethernet connection on your LightFactory PC
2. A Wi-Fi (802.11) access point.
3. A windows mobile PDA or Smartphone with a wireless network built in or attached.

For detailed instructions for setting up a wireless network please visit:

http://www.tomsnetworking.com/2002/10/11/wireless_networking_ntk_

Once you have setup a working wireless network and can connect you mobile device to the network then no further setup is required and the LFRemote will be able to connect to LightFactory.

USING LF REMOTE

Find the “LightFactory Remote” program on your mobile device and tap it with your stylus (or, on a smartphone, highlight the file and hit the OK key). After a few seconds the program will start and you will see the LFRemote interface.

CONNECTING

When the application first starts all of the buttons will be disabled except for the “Connect” button found in the bottom left corner of the screen.

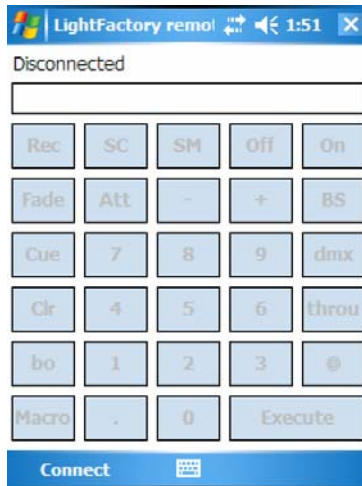


Figure 3: LightFactory Remote (Disconnected)

Make sure LightFactory is running and the Telnet interface is enabled. When the software starts you will see a message indicating that the Telnet interface is running. Click on the “Connect” button to connect to a LightFactory system. You will see the following screen appear:

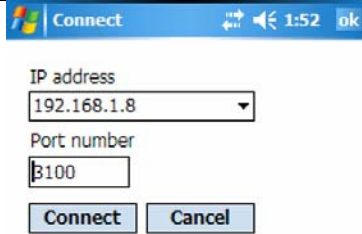


Figure 4: LightFactory Remote, Connect Screen

In the box labelled “IP address” enter the Internet address of the computer running LightFactory (server). If you do not know the IP address of the LightFactory server open the “Properties” window for the network interface that is connected to the same network.

Start > Settings > Network Connections > {Network name}

e.g. Start > Settings > Network Connections > Local Area Connection

The “Properties” can be accessed by right clicking on the network interface and selecting it from the resulting popup menu. Click on the “Support” tab to view the following window:

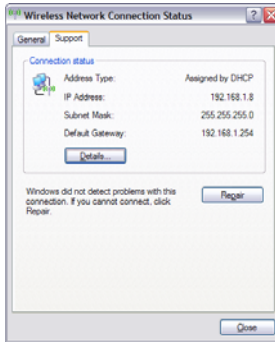


Figure 5: Network Interface Properties, Support

The IP Address is listed just below “Address Type” and is a four numbers separated by a point. Use this number as the address to connect to in LightFactory Remote.

The edit box for entering the IP address in LFRemote will show the last entered address when the software starts. You can also use the drop down control to select IP addresses from list. The list will contain all of the IPs entered into the program to date.

Next enter the “Port” number if it is different to 3100 on your configuration in LightFactory. 3100 is the default value and should not be changed unless you have another application also using this port.

Once you have the LightFactory server IP and Port number entered correctly click on the “Connect” button. The top of the screen will show the word “Connecting...” while the software attempts to communicate with your LightFactory system.

Once connected the following screen will return with all of the buttons enabled:

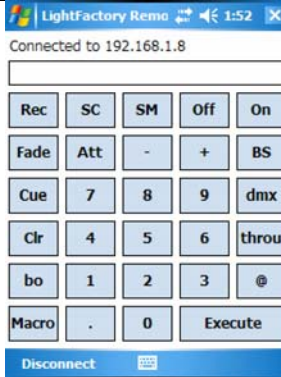


Figure 6: LightFactory Remote, Main screen

ENTERING COMMANDS

The remote is now ready to accept command to control your lighting system. The syntax for entering commands is exactly the same as the command line interface in LightFactory and is described in the next section.

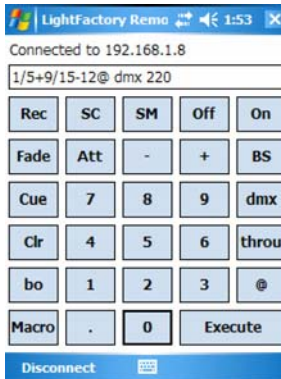


Figure 7: LightFactory Remote, Example Syntax

In the above example we have issued a command to set channels 1 through to 5 and 9 through to 15, excluding 12 to DMX value 220.

COMMAND STRUCTURE

CHANNEL COMMANDS

All commands take the following format. The square brackets ([]) indicate optional syntax.

Channels [Property] @ [DMX] Value [fade Value]

Channels

A list of all of the channels you want to apply some change to. Each channel is separated by either a comma (,) or plus (+). A range of channels can be entered using the word “through” or the forward slash (/) symbol between two values. Channels can be removed from a selection using the minus (-) key.

If you enter a channel list only the software will select the channels in the channel view. If the channel view is not visible it will be opened and brought to the front of your screen.

Examples

1,2,3,7,19 through 33 @ ... Will select the channels 1, 2, 3, 7, and will also select channels 19 through to channel 33.

1+2+3+7+19/33-21 @ ... Will also select channels 1,2,3,7 and channels 19 through to 33 with the exception of channel 21.

Property/Attribute

This section allows you to access specific attributes of fixtures that you have selected. By default, the software will operate on the dimmer as it is assumed that all fixtures have this function (Not always true).

The following attributes can be entered:

PAN, TILT, COLOUR, GOBO, GOBO R, CONTROL, CYAN, MAGENTA, YELLOW, RED, GREEN, BLUE, EFFECT, ZOOM, DIFF, IRIS, EDGE, FOCUS, STROBE

Some of these attributes can accept a number following the command to access features where more than one of a attribute exists. E.g. Some intelligent fixtures have more than one colour wheel. If a command is entered with the word COLOUR then colour


wheel 1 is selected by default. To select colour wheel 2 the command should read COLOUR2

Example

To access the gobo wheel 2 on the fixture patched to desk channel 24 through to 30, we could use the command: 24 through 30 gobo2 @ ...



Note: When fixture properties are selected, the command value is always a DMX value (i.e. 0 - 255). You are not required to enter the key word DMX in front of the value.

LFRemote provides some helper functions to make entering the property/attribute syntax easier. For example if we want to control an attribute of a fixtures such as PAN then we would need to open the keyboard at the bottom of the screen () and type the word "pan".

The LightFactory remote makes this easier by providing quick access to all of the attributes that can be accessed from the command syntax. Clicking on the "Att" button will popup a menu to select the attribute you want.

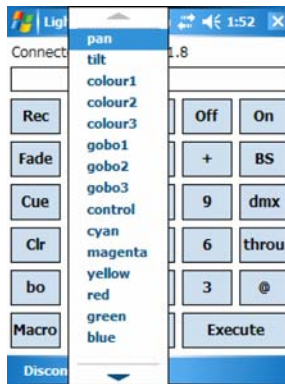


Figure 8: LightFactory Remote, Attribute List

Value

The value you want to set the fixture or fixture property to. If standard dimers are selected, the value will set the dimmer to the

entered value as a percentage of full. Accepted values for standard dimmers can be any integer number between 0 and 100.

If the selected channel is an intelligent fixture then the software will apply the value to the dimmer property unless a different property is specified.

Example

1+2+3+7+19/33 @ 25

This will set channels 1, 2, 3, 7 and channels 19 through 33 to 25% of full.

DMX keyword

If the channel selection does not specify a property, the DMX keyword can be placed in front of the desired value to enter a number between 0 and 255 representing the real DMX output level.

Example

1+2+3+7+19/33 @ DMX 125

This will set channels 1, 2, 3, 7 and channels 19 through 33 to output 125 on the DMX line.

Fade Value

With any command an optional fade time can be specified. This will determine how long the channels will take to get from the current value to the new desired value. The fade directive will also be apply to fixture properties.

The syntax is in the format; fade X – where X is any integer value representing the time in milliseconds. The keyword “fade” can also be shortened to just the letter “f” followed by the time in seconds that you want to fade.

Example

24/30 cyan @ 150 fade 2.4

This will set the cyan property of fixtures 24 through to 30 to the DMX value 150 and will take 2.4 seconds to reach this value from the current cyan property value.



Note: When working with intelligent fixtures such as the one in this example, the term “fixture” replaces the term “channel” in LightFactory.

On & Off

The On & Off commands can be used to replace the channel value. Setting channels to “Off” will set the dimmer or attribute value to 0. Setting the channels to “On” will set the dimmer or attribute to the on level specified in the system properties. When using the On or Off keywords you do not need to enter the @ symbol prior to the command.

There is no need to press the “Execute” key after pressing the “On” key as this will automatically trigger the command.

Example

3+6/9 On

This will set channels 3 and 6 through to 9 to the on level.

OTHER COMMANDS

CLEAR (CLR)

Use the clear function to unselect channels and clear the channel display. Entering the clear command on its own will clear all channels.

Optionally you can put a channel list after the clear command to clear only the listed channels.

Example

clr 1/20

The above command will unselect the channel 1 through to 20.

CUE

The “cue” command can be used to execute cues in the system. The syntax is of the form;

Cue <cue list> <cue number>

Cue Go

Cue Back

Cue Stop

Cue Reset

The “cue list” parameter is the name of the cue list to execute the cue. The “cue number” is any cue number that exists in the cue.

Example

cue “Act 1” 2.5

This will execute the cue number 2.5 in cue list “Act 1”

Entering Cue Go will advance the cue list as if the go key had been presses.

Cue Back will step the cue list back by one cue.

Cue Stop stops the current execution of cue. All fades and effects will be terminated.

Cue Reset returns the cue list to its starting cue and prepares it for execution.

The Cue command can be shortened to:

C <cue list> <cue number>, C Go, C Back, C Stop, C Rest

The remote interface provides a easy way to access cue list by clicking on the “Cue” button. As we do not want to remember all of the cue lists in the system the remote interface retrieves this information for us and lists them in a pop up menu. To run a cue from the remote simply click on the “Cue” button and a popup menu will list all of the cue lists available.

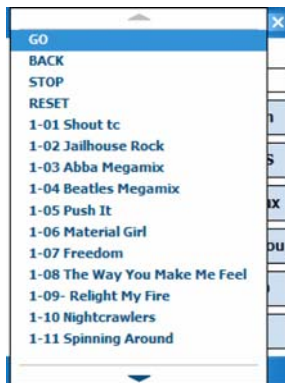


Figure 9: LightFactory Remote, Cue list

Selecting the cue lists from this menu will automatically complete the first 2 parts of the syntax by adding the word “Cue” to the front of the cue list name. In the example above if we selected the cue list “1-05 Push It” then the remote will automatically put into the command line: cue “1-05 Push It” – and then wait for the cue number to be entered.

BLACKOUT (BO)

One common function you may want to execute is to blackout the entire system. This can be achieved using either the “bo” (blackout) command.

Either of these commands can be followed by a channel list to limit which channels are reset.

Example

BO 1/20

This will blackout the channels 1 through to 20.

MACRO

The macro command can be used to execute any of the macros added to the show.

The syntax for this command is

Macro <macro Name>

Enter the word “macro” followed by the name (or part name) of the macro you want to run. As soon as you enter the command the macro will execute.

This command can be shortened to “M <macro name>”.

Example

M “Reset Movers”

The above command will execute the macro called “Reset Movers” if it exists. If a macro does not exist the command will fail.

The same helper operation can be used for running Macro’s as we used for Cues. Clicking on the “Macro” button will pop up a list of macro names found on the LightFactory server.

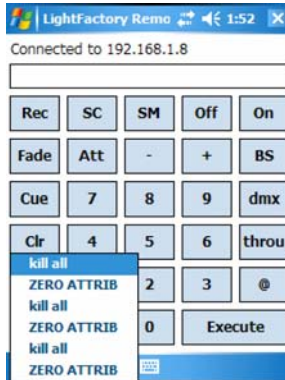


Figure 10: LightFactory Remote, Macro Selection

RECORD (REC)

To record a cue from the command line use the “record” command. This can be abbreviated to just “rec”.

The syntax is of the form;

rec <cue list> <cue number>

The “cue list” parameter is the name of the cue list to record into and the “cue number” is any cue number that exists in the cue. You can exclude the “cue list” and the system will record into the current active cue list.

Example

rec “Act 1” 2.5

This will record the active channels into cue 2.5 in cue list “Act 1”

ON, OFF, +, -

If any of these keys are pressed with the command line blank (nothing else typed) then they will execute immediately on the currently selected channels. Channels can be selected by entering channel numbers and not entering a values to assign to them. Pressing the + or – key will increase or decrease the channels by the “Scroll wheel” setting in the “System Properties” of LightFactory.

BS

The BS (Backspace) key is used to correct mistakes made when entering commands into the system. This key will remove the last character of whatever is typed.

EXECUTE

Press the “Execute” key to run the command you have entered on your LightFactory system. Once the command has been executed it will appear above the entry box and indicate if the command was successful or not. If you see the word “Failed” after the command you entered then the syntax was not correct and the system did not do anything.

SHUTTING DOWN

Before closing down the LightFactory remote you should disconnect from the server using the “Disconnect” button on the bottom left of the screen. Once disconnected the buttons on the remote will become disabled and the button you just pressed will be labelled “Connect”.

This button can now be used to connect again or you can close the application by clicking on the small X in the top right hand corner of the screen.