RGBPC
INSTRUCTIONS FOR INSTALLATION AND USE
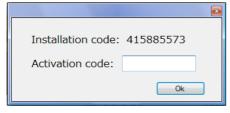
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INTRODUCTION:

This software is for use in conjunction with the transmitter, code TVTXQ868U07, and its use. When the term receiver is used it refers to the device TVRGBDU868A01, which governs RGB type LEDs.

It's possible to use under 1 second standing times with TVRGBDU868A01-B01 with product version higher than 3.05, TVRGBDU868ST24 with product version higher than 3.05, products named "syncroled" are not compatible.

1. INSTALLATION OF THE SOFTWARE

To install the software:

1. Launch the installation file SETUP.EXE.

2. The program needs Microsoft .NET Framework 2.0 or later versions in order to run; if it is not already installed in the PC, it will be installed automatically. Visit the site www.microsoft.com/downloads for information and other updates.

During the first start the software gives an installation code and it requires an activation code; in order to receive it, you have to enter on our website www.telecoautomation.com\usb enter the password "USB0410", enter all your personal data and then the displayed installation code. After that, use the activation code and press OK in order to activate the copy of the program.

2. DESCRIPTION OF THE WINDOWS

MAIN WINDOW

Fig.1 Main window

At start up the main window of the program is displayed (fig.1), which is the starting point for every operation.

Commands:

- OPEN: display the window showing the installations present in the computer.
- MANAGE: display the window related to device memory management.
- NEW: display the window for creation of a new installation.
- LANGUAGE: display the window for selecting the language for the program.
- ABOUT: display the window related to the program version.
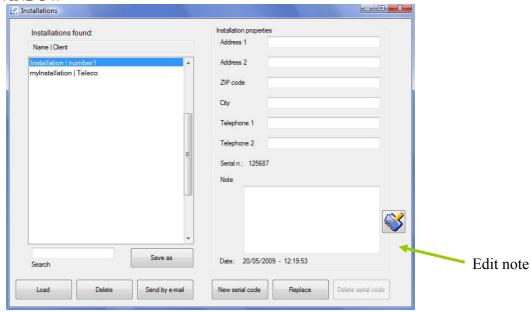
INSTALLATIONS WINDOW

Fig.2 Installations window

From the main window use the OPEN command to access the INSTALLATIONS window (fig.2), which appears with a box containing a list of the installations saved in the computer (left part of the figure) and information related to the selected installation, ranging from customer data to the date of installation of the receivers. Notes regarding an installed receiver are displayed (since reference is made to just one specific receiver through the serial number, it is handy to accompany this information with notes for example regarding the position of the actual receiver).

Commands:

- LOAD: load the scenes connected to a receiver directly into the program windows.
- DELETE: erase the selected installation from the PC.
- SEND BY E-MAIL: send a file (name_installation.rgs) containing the data relative to the selected installation.
- NEW SERIAL CODE: insert a new device to an existing installation; data associated to new device are the same of the last device of the selected installation.
- REPLACE: change the serial number of a selected device with another (in figure 2 it is No. 125687); this command is useful, for example, when changing the device for a new one.
- DELETE SERIAL CODE: in the case of installations with 2 or more devices present, the data related to the selected device are erased.
- EDIT NOTE: edit the installation notes related to the selected receiver.
- SAVE AS: create a copy of a selected installation saving it with new properties(name,address…).
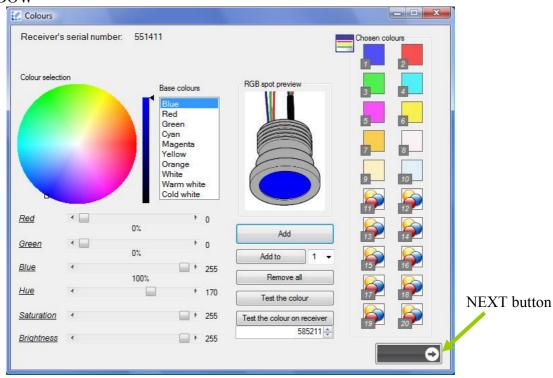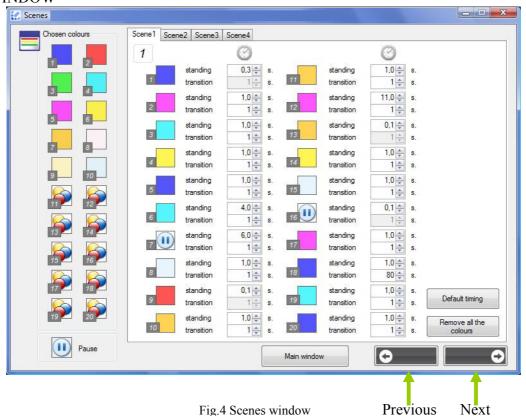
COLOURS WINDOW

Fig.3 Colours window

This window offers the choice of 20 colours (max.) starting from the base colours list (left side of fig.3) or by clicking on the colour wheel and combining hues, saturation and brightness as desired through the bars with cursor underneath. Once the colours have been added to the list on the right of the figure, they may be displayed again in preview by clicking on top with the left mouse button or deleted by clicking on top with the right mouse button.

Commands:

    - ADD: add the colour displayed in preview to the list of selected colours.
    - ADD TO: add the colour displayed in preview in a specific position (if empty) on the list of selected colours.
    - REMOVE ALL: remove all colours from the list of chosen colours.
    - TEST THE COLOUR: display on a specified receiver(in the figure, number 551411) the actual colour in real time.
    - TEST THE COLOUR ON RECEIVER: display on receiver (in the figure, number 585211) the actual colour in real time.
    - NEXT: display the scenes window.

SCENES WINDOW

Fig.4 Scenes window   Previous   Next

This window is used to define 4 scenes starting from the list of chosen colours (on the left of fig.4). Select one of the scenes and one of the colours; each time you click on one of the free positions between 1 and 20, the chosen colour is copied. There's a box named "Pause" usable to set time ranges without colours(in this example it was inserted in 7th and 16th position). A scene with only a pause in the first box is equal to an empty scene The standing times of the colour or a pause and the transition times between one colour and the next or between a pause and the next colour are settable and they go from a minimum of 1 up to 65279 seconds. Standing times can have also under 1 second values so il's possible to have scenes with mixed timing(slow and fast times). No transition effects is applied between colours with fast times setted.

Commands:

      - DEFAULT TIMING: set default timing values (1 sec.).
      - REMOVE ALL THE COLOURS: remove all colours from the scene.
      - MAIN WINDOW: go to main menu.
      - NEXT: display settings window.
      - PREVIOUS: display colours window.

Click on the image of the clocks (at the top of the columns) and all the times are set at the values inserted for colour 1. E.g. if the set times for colour 1 are 5 seconds and 1 second respectively, upon clicking on one of these images, all the times related to the other colours will have the same value.
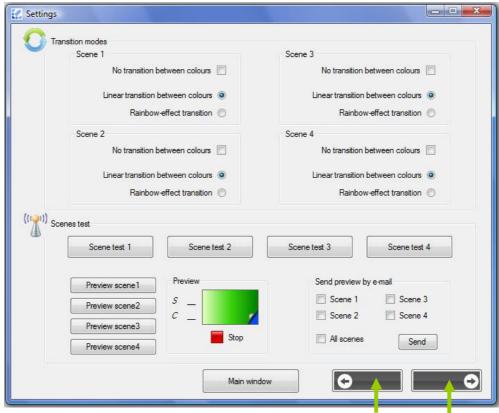
SETTINGS WINDOW

Fig.5 Settings window   Previous   Next

This window is used to define the method of transition between the colour displayed in a given moment and the next one for each of the 4 scenes. The choice is between: no transition between colours, linear transition between colours and rainbow effect transition.

Once the transition method has been set, the preview of the scene can be displayed on the computer in the relative box or directly on the specified receiver. The pause preview in the software is displayed with black colour. It is also possible to send data related to one or more scenes via e-mail.

Commands:

- SCENE TEST (1-2-3-4): display on the specified receiver the scene preview (1-2-3-4).
- PREVIEW SCENE(1-2-3-4): display the relative scene preview (1-2-3-4) in the box with the same name.
- SEND: create a new e-mail message for sending the selected scenes preview.
- MAIN WINDOW: go to the main menu.
- NEXT: display the window related to the save options.
- PREVIOUS: display the scenes window.
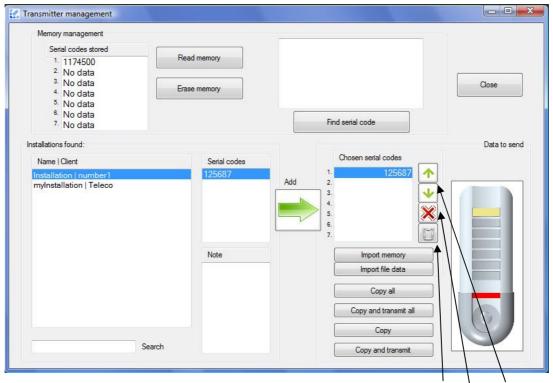
MANAGEMENT WINDOW

Fig.6 Transmitter management window   Empty list Delete Move

The MANAGEMENT window has a box for reading the stored data and a part for preparing data to store. Starting from the installation properties and relative serial codes (fig.6 on the left) it is possible to set the data to send (fig.6 on the right).

Commands:

- READ MEMORY: read the memory of the device and create a list of the serial codes found.
- FIND SERIAL CODE: select a serial code in the list (e.g. in fig.6 number 1174500), and it finds the installation in the PC that contains its specific data.
- ERASE MEMORY: erase the entire memory of the device.
- ADD: add the codes selected from the installations found to the list of data to send.
- IMPORT MEMORY: import the serial codes from the memory into the list of data to send.
- IMPORT FILE DATA: import data to use from a selected file.
- COPY ALL: store in the device all the data relating to the serial codes in the list above.
- COPY AND TRANSMIT ALL: store in the device all the data relating to the serial codes of the list above and transmit them to the respective receivers.
- COPY: select the data related to one serial code and copy them into the transmitter.
- COPY AND TRANSMIT: select the data related to one serial code, copy them into the transmitter and send them to the corresponding receiver.

The buttons beside the list of selected serial codes are used for the sorting and deletion of the single codes.

3 METHODS OF USE

3.1 CREATION OF AN INSTALLATION

Creating an installation with RGBPC means customizing the configuration of 4 light scenes consisting of a maximum of 20 RGB colours each, associating their data with a specific receiver (product code TVRGBDU868A01) through its serial code and saving everything in the PC keeping trace of the client's name, creation date and any other specifications.

STEP-BY-STEP PROCEDURE
Click on CREATE in the main window and a dialog box appears with the prompt to insert the serial number of the receiver to which reference is being made at that moment. In figure 7, for example, the inserted serial number is 551411. Click on OK.

Fig.7 Insertion of receiver serial number

STEP 1: choosing the colours.

Having inserted the serial code of a receiver, the COLOURS window shown on page 5 appears. It presents in graphic form the preview of a chosen colour with the prompt box to prepare a sequence of customized colours; it is possible to mix the RGB components using the bars with cursor or by inserting the required values (from 0 to 255) thereby adjusting the hues and intensity and testing the colour directly through the receiver (in this example the receiver with serial number 551411). Having chosen the colour add it to the sequence using the relative command (up to a maximum of 20 colours can be chosen) and continue with this procedure for all the required colours. At the end, click on NEXT.

STEP 2: deciding the scenes.

From the COLOURS window pass on to the SCENES window shown on page 6. The palette of previously chosen colours appears in it plus the pause box and 4 panels of empty boxes corresponding to the 4 settable scenes. To set up a scene, click on the corresponding panel, then click on a colour or on "pause" to select it. Having made the selection, it can be "pasted" into any free box in the panel. At least one colour per scene must be set(can be set only a pause too); if the corresponding panel is not filled the rotation of colours of a scene will restart once the last consecutive full box has been reached. If empty boxes are left inside a sequence (e.g.: boxes from 1 to 12 filled, 13 and 14 empty and from 15 to 20 filled), the scene will be considered as ended when the first remaining empty space is detected (in the example it will end with box 12).
The times beside each box that can be customized refer to the standing of that colour and to the transition between that colour and the next one. Once operations are concluded, click on the NEXT command.

STEP 3: types of transition and previews.

From the SCENES window pass on to the SETTINGS window shown on page 7. This window prompts the choice (for each of the 4 scenes) of a method of colour transition from among the following:

- no transition, so the passage from one colour to the next is immediate and the relative transition time set in the SCENES window is ignored;
- linear transition between colours, so the passage from one colour to the next is gradual through shadings and variations in intensity;
- rainbow effect transition, so the passage from one colour to the next is gradual through intermediate shadings and variations in intensity.

Upon completion of this operation a simulation of the scenes may be viewed in the PREVIEW box of the window or a preview of the scene may be viewed on the receiver (which for this function uses default standing and transition times of 1 sec.). The colour simulation on the PC can be sent as a file via e-mail and is viewed through the "*Sviewer*" application, the use of which is described in section 4 on page 13.

STEP 4: saving the data.

Fig.8 Saving

Having confirmed the selection made in the SETTINGS window, click on NEXT, to view the options (see fig.8):
- SAVE: save the installation attributes referred to this single receiver (No. 551411) on the PC;
- SAVE AND TRANSMIT: store the installation referred to this single receiver (No. 551411) on the PC and transmit all the data to it through the device TVTXQ868U07. This function uses the first storage location of the transmitter, i.e. the one associated with key T1 (see device instructions).
- SAVE MULTIPLE: store an installation referred to the specified receiver and other receivers. This is the case in which an installation with multiple receivers (for example 10) must have the same scenes for all. The following window (fig.9) may be used, by clicking on SAVE, to insert the serial codes of the other devices to which the data are to be associated (in the example Nos. 12120, 12121, 12122, 12123, 12124 are added).
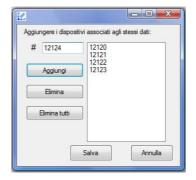

Fig.9 addition of devices for the set scenes

- SAVE AND ADD: store the data on the PC and initialize the program (i.e. the user must restart from the COLOURS window) to insert another receiver to the current installation; this is the case where an installation with multiple receivers (for example 10) must have different scenes for each one. Whenever 4 scenes are set up they are associated with different receivers. In this situation, click on NEXT in the SETTINGS window and the prompt appears to choose between SAVE AND ADD and SAVE AND FINISH (fig.10).

Fig.10

Once the program is initialized, the new RESCUE command (fig.11) appears in the COLOURS window, allowing the colours that had been chosen for the first receiver in the series to be copied.

Fig.11

- SEND DATA BY E-MAIL, prepare a file sending(in this case New_Data551411.rgs) containing the chosen data.

3.2 DISPLAY AND EDITING OF THE INSTALLATIONS

Displaying the data relating to an installation with RGBPC means that upon selecting one of the saved installations and a receiver (if the installation contains more than one), the data in the program windows can be displayed in such a way as to make them immediately accessible for tests and previews as well as for possible editing.

OPERATIONS
To display installation attributes or data associated with a receiver belonging to an installation, click on the OPEN command of the main window. The INSTALLATIONS window will appear as shown on page 4. Select the required installation from the list; information related to the client, date, relative serial codes and specific notes for a given receiver will be displayed in the right part of the window. Select a serial code (if there is more than one) and click on the LOAD command; the COLOURS window appears showing the name of the installation, the receiver serial code and the colours that had been on that occasion inserted into the palette.
The possible operations are those already known: it is possible to add/delete colours, preview and test the chosen colour through the receiver. Use the NEXT command to view the SCENES window, which will show the customized colour sequences with the corresponding times; also in this case it is possible to operate as seen previously, editing the scenes as desired. Continuing, the SETTINGS window is shown in which the options chosen at the time of installation are displayed and also these can be edited. All the simulation and preview commands may also be used in this circumstance. Having completed any operations, click on the NEXT button and the prompt will appear to choose (fig.12) between:

- SAVE: update the installation attributes by overwriting existing data.

- SAVE AND TRANSMIT: update the installation attributes by overwriting existing data and transmit the data to the selected receiver through the device TVTXQ868U07. This function uses the first storage location of the transmitter, i.e. the one associated with the T1 key (see device instructions).
- SAVE TO ALL: assign to each receiver in the selected installation (if more than one receiver is stored) the scenes that have just been displayed and/or edited. This is the case if the editing is to be applied to all the receivers belonging to the installation (for example 10).
- SEND DATA BY E-MAIL: send by e-mail data about the loaded installation.
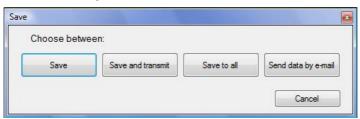

Fig.12

3.3 TRANSMITTER MANAGEMENT AND DATA TRANSFER

Managing and transferring data related to an installation on a transmitter TVTXQ868U07 means being able to know what is stored in the device and to administer the data that it must contain. In addition to data transfer it is also possible to send information directly from the program to the receivers. Naturally all the operations are possible by connecting the transmitter to the computer with mini USB – USB cable.

OPERATIONS

Once TVTXQ868U07 is connected to the computer, click on the MANAGEMENT command in the main window to open the window with the same name. Figure 13 on page 13 gives an example of the typical use of the window. Point 1) consists of reading the memory; the data that refer to the receiver with the serial number 1174500, which is part of the installation "*myInstallation*", are found in storage location 1. To edit the transmitter contents, at point 2) select "*Installation*", which contains the data referred to the receiver with serial number 154896 (point 3). Click on the key ADD to copy the serial code into the "chosen serial codes" box in position 1, then using the data copy commands, update the contents of the memory of the device. Data may come from various installations or imported from files and be sorted in the chosen serial codes list so that they correspond to the desired transmitter keys. Data added from a file to the chosen serial codes list are marked with a red position's label. Use the relative command COPY (or COPY AND TRANSMIT) so that a dialog box appears for choosing which storage location to update while keeping the others unchanged. The maximum number of storable data relating to the receivers is 7.
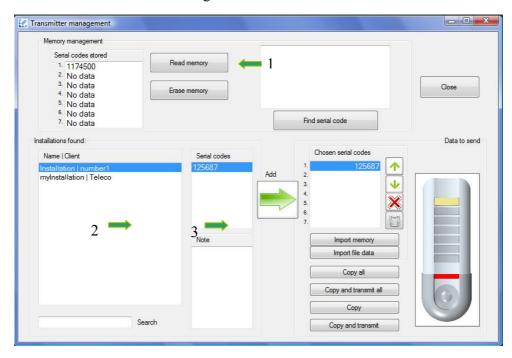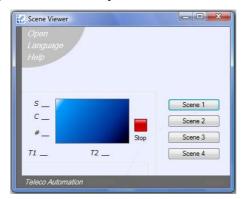

Fig. 13

4 PREVIEW DISPLAY SVIEWER

Sviewer is software for customized preview display (Preview.mpr file) created for the user or end client. The purpose of the program is to ensure that the user can reproduce the simulation of specific scenes sent via mail by the installer using RGBPC. In this way the user can assess if any editing that has been done of the scenes corresponds to what he wants and is to his liking. Figure 14 shows the program window; the SCENE buttons start the corresponding simulations after having loaded the data, the OPEN command is used to search and load the received file, the LANGUAGE command can be used to change language in the program and the HELP command opens instructions regarding *Sviewer*. Alternatively double click on the *Preview.mpr* file and the program automatically starts with the loaded data.
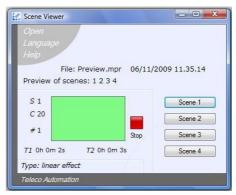

Fig.14 and 15

Fig.15 shows the program with the loaded data and in execution; the file creation date and the number of the scenes in the file are displayed. In the simulation window, beside the letter *S* is the number of the scene, beside *C* the number of colours contained in that scene, beside # the index of the colour displayed at that moment (in this case green is No. 1), beside *T1* the standing time of the displayed colour, and beside *T2* the transition time.

5 SOFTWARE UPDATE

To install an updated version of the RGBPC software, just proceed as described in section 1, since the installation application automatically updates previous versions of the program.
Disinstallation does not delete the files related to the executed installations, which means that they may be reused at a later time; in fact, the software automatically imports the existing installations into the "INSTALLATIONS" window.