

# V-Control GUI

**Displays**

Status ⓘ | 
 Projectors 🖥️ | 
 Displays 🖥️ | 
 Video Routing 📺 | 
 Sound 🎧 | 
 Audio Routing 🎧 | 
 Lights 🏠 | 
 Computers 🖥️ | 
 Presets ✓

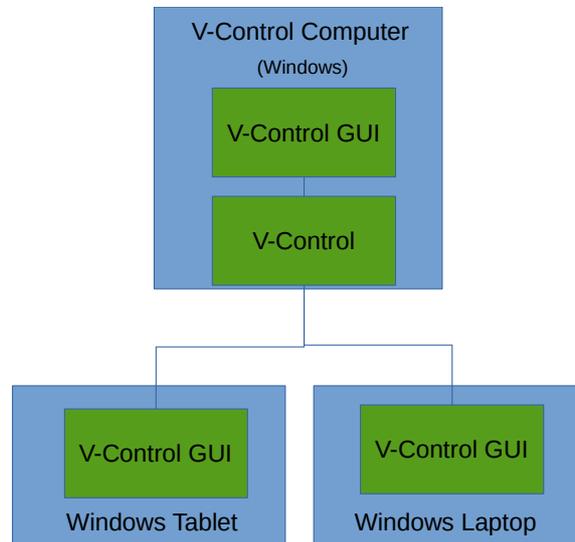
| Room 1 LCD Left |  |   | Room 1 LCD Right |  |   | Room 2 LCD Left |  |   | Room 2 LCD Right |  |   |
|-----------------|--|---|------------------|--|---|-----------------|--|---|------------------|--|---|
| Power           | <span style="background-color: green; color: white;">On</span> | <span style="background-color: red; color: white;">Off</span> | Power            | <span style="background-color: green; color: white;">On</span> | <span style="background-color: red; color: white;">Off</span> | Power           | <span style="background-color: green; color: white;">On</span> | <span style="background-color: red; color: white;">Off</span> | Power            | <span style="background-color: green; color: white;">On</span> | <span style="background-color: red; color: white;">Off</span> |
| Status          | <span style="color: green;">ON</span>                          |   | Status           | <span style="color: green;">OFF</span>                         |   | Status          | <span style="color: green;">ON</span>                          |   | Status           | <span style="color: green;">ON</span>                          |   |
| HDMI 1          | Set HDMI 1   |   | HDMI 1           | Set HDMI 1   |   | HDMI 1          | Set HDMI 1   |   | HDMI 1           | Set HDMI 1   |   |
| HDMI 2          | Set HDMI 2   |   | HDMI 2           | Set HDMI 2   |   | HDMI 2          | Set HDMI 2   |   | HDMI 2           | Set HDMI 2   |   |
| DVI             | Set DVI  |   | DVI              | Set DVI  |   | DVI             | Set DVI  |   | DVI              | Set DVI  |   |
| Current Input   | <span style="color: green;">DVI</span>                         |   | Current Input    | <span style="color: green;">HDMI 1</span>                      |   | Current Input   | <span style="color: green;">DVI</span>                         |   | Current Input    | <span style="color: green;">HDMI 2</span>                      |   |
| Volume          | +  | -   | Volume           | +  | -   | Volume          | +  | -   | Volume           | +  | -   |
| Mute            | <span style="background-color: green; color: white;">On</span> | <span style="background-color: red; color: white;">Off</span> | Mute             | <span style="background-color: green; color: white;">On</span> | <span style="background-color: red; color: white;">Off</span> | Mute            | <span style="background-color: green; color: white;">On</span> | <span style="background-color: red; color: white;">Off</span> | Mute             | <span style="background-color: green; color: white;">On</span> | <span style="background-color: red; color: white;">Off</span> |
| Current Volume  | <span style="color: green;">58</span>                          |   | Current Volume   | <span style="color: green;">0</span>                           |   | Current Volume  | <span style="color: green;">66</span>                          |   | Current Volume   | <span style="color: green;">89</span>                          |   |

# Content

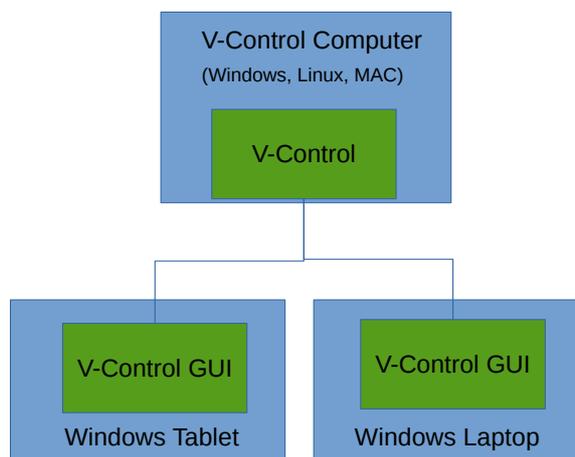
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## How it works

V-Control GUI is an external software that is used to create Graphical (touch) User Interfaces for V-Control. It communicates with V-Control via TCP, and multiple V-Control GUI instances can have simultaneous access to a V-Control System.



While V-Control is multi-platform software (Windows, MAC OSX and Linux) V-Control GUI is Windows only at the moment. Nevertheless V-Control GUI can operate with V-Control running on a Linux or MAC OS computer (and of course Windows). Only V-Control GUI itself has to run under a Windows environment.



**Because V-Control GUI is only an Add on for V-Control, it is essential that the user has at least Basic V-Control skills.**

## Licensing

V-Control GUI is not open source such as V-Control. Therefore you need to buy a license to use it. A license is only valid for a single instance of V-Control GUI, meaning if you use i.e. three times V-Control GUI at the same time, you have to buy three licenses.

If you use V-Control GUI in fixed installations, you have to buy a license for every hardware (PC, Tablet etc.) that is running V-Control GUI.

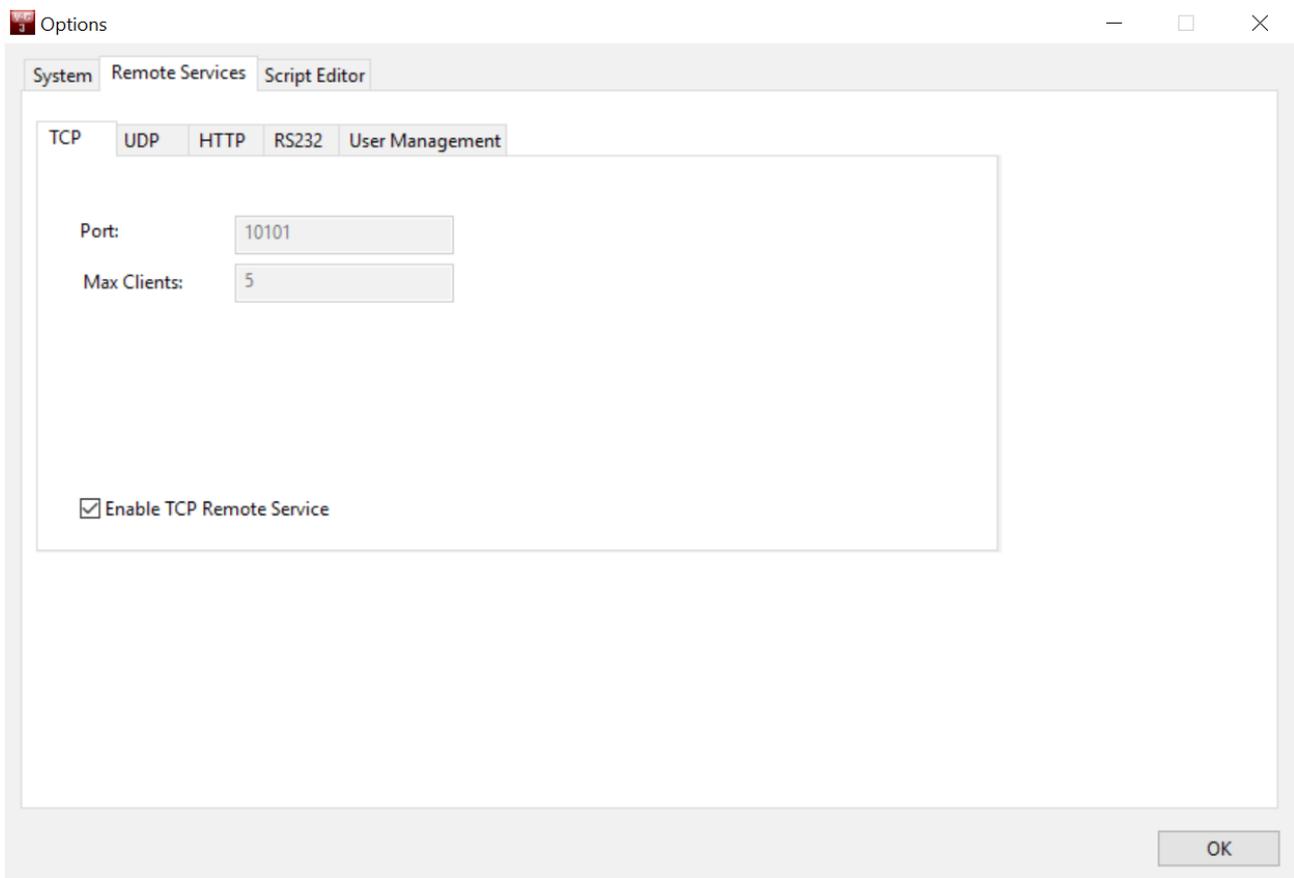
The fact that V-Control GUI has no copy protection does not mean that you can use it without license or (even worse) resell the software without buying a license. To continue the development of V-Control and V-Control GUI, we depend on income from selling services and tools. So please be honest, there are enough assholes running around.

## Installation

Installation is very easy. Unzip the downloaded file and copy it to a directory with users write permissions. Then launch the exe file.

# Setting up V-Control

Before V-Control GUI can connect to a V-Control instance, we need to enable V-Control's remote capabilities. To do so, select in *Configure* → *Options* in V-Controls main menu. Then switch to the *Remote Services* tab and select the *TCP* tab there.

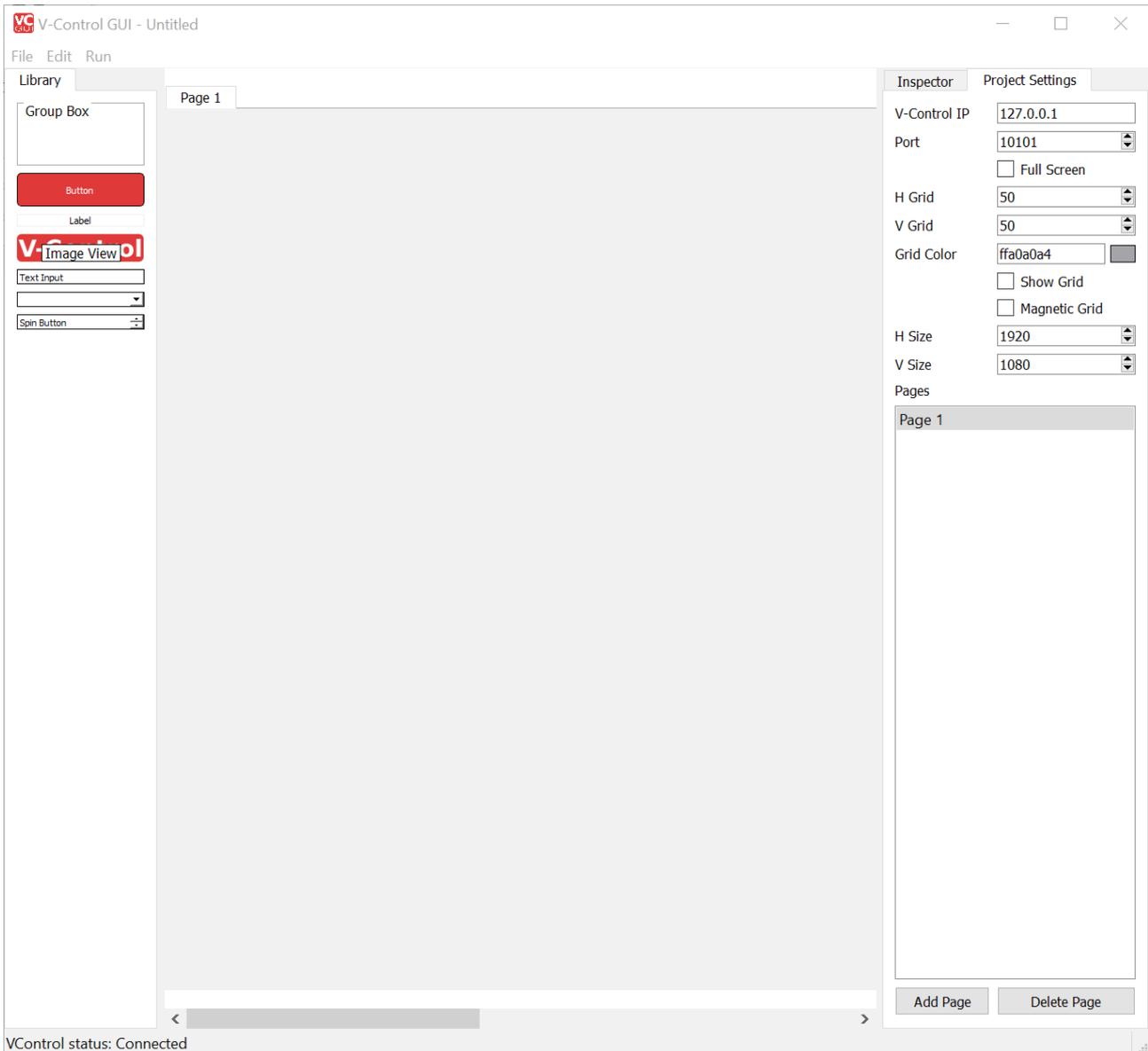


Change the port if you need (default is 10101) and the maximum number of clients allowed to connect.

Finally, check the *Enable TCP Remote Service* box.

More information here [http://v-control.com/wiki/doku.php/v-control\\_preferences](http://v-control.com/wiki/doku.php/v-control_preferences)

# GUI Overview



The Main Window is divided into three parts:

1. The Library (left) Here are the widgets that can be dropped to the page area. These widgets are used to build the GUI.
2. Page Area (center) This is the area where you drop and position your widgets.
3. Project Settings / Inspector (right) Here you can set up the project and customize the widgets.

# Project Settings

Inspector Project Settings

V-Control IP

Port

Full Screen

H Grid

V Grid

Grid Color

Show Grid

Magnetic Grid

H Size

V Size

Pages

Page 1

## V-Control IP:

To establish a connection between V-Control GUI and V-Control, you need to set up the TCP connection. *V-Control IP* contains the IP Address of the V-Control system. If both, V-Control and V-Control GUI running on the same system, this should be localhost (127.0.0.1). In other cases the use the real address.

## Port:

The TCP port that is used by V-Control.

## Full Screen:

If checked, V-Control GUI will cover the whole screen if switched to *Run* mode. There will be no window decoration. To exit the run mode if full screen view, press ESC.

## H Grid, V Grid:

In Edit Mode, the user can display a grid that helps to position and align the widgets. *H Grid* and *V Grid* determine the distance between the grid lines.

## Grid Color:

Determines the color of the grid.

## Show Grid:

If checked, the grid is shown

## Magnetic Grid:

If checked, widgets will allign to the grid if you change their position by dragging them.

## H Size, V Size:

Determines the size of all pages in a single project. Usually this should match the Display size if you want to run in Full Screen mode.

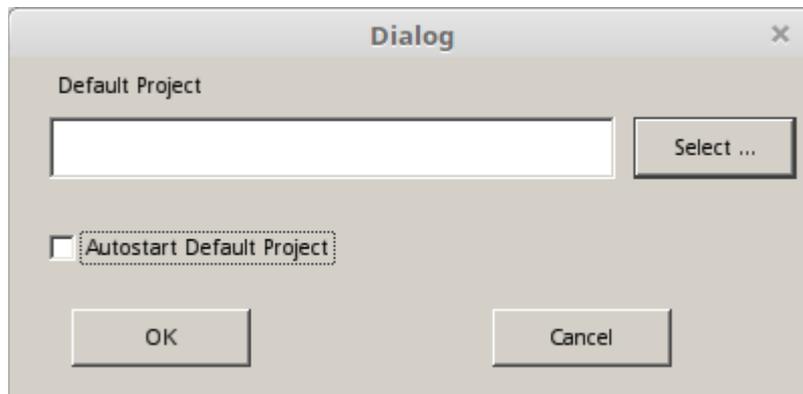
## Add Page, Delete Page

V-Control GUI can use multiple pages within one project.

Here you can add new ones or delete existing ones.

# Settings

Main Menu File → Settings



## Default Project

Press the *Select* button to choose a project that is loaded at startup.

## Autostart Default Project

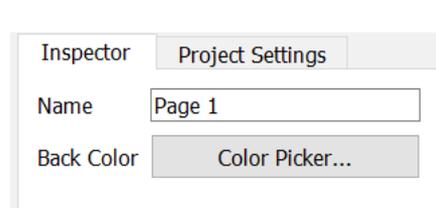
If a valid project is loaded by default, enabling this check box will initiate run mode at startup.

## Pages

A V-Control GUI project consist of one or more pages. A page act as container for widgets and can use the entire screen in run mode if Full Screen is selected (see [#4.1.3.Full Screen:](#)).

To add or delete pages switch to *Project Settings*.

### Page Properties:



To access the page properties select the *Inspector* and click on an empty area in the page. Then you can change the page *Name* and *Back Color*. The name has to be unique.

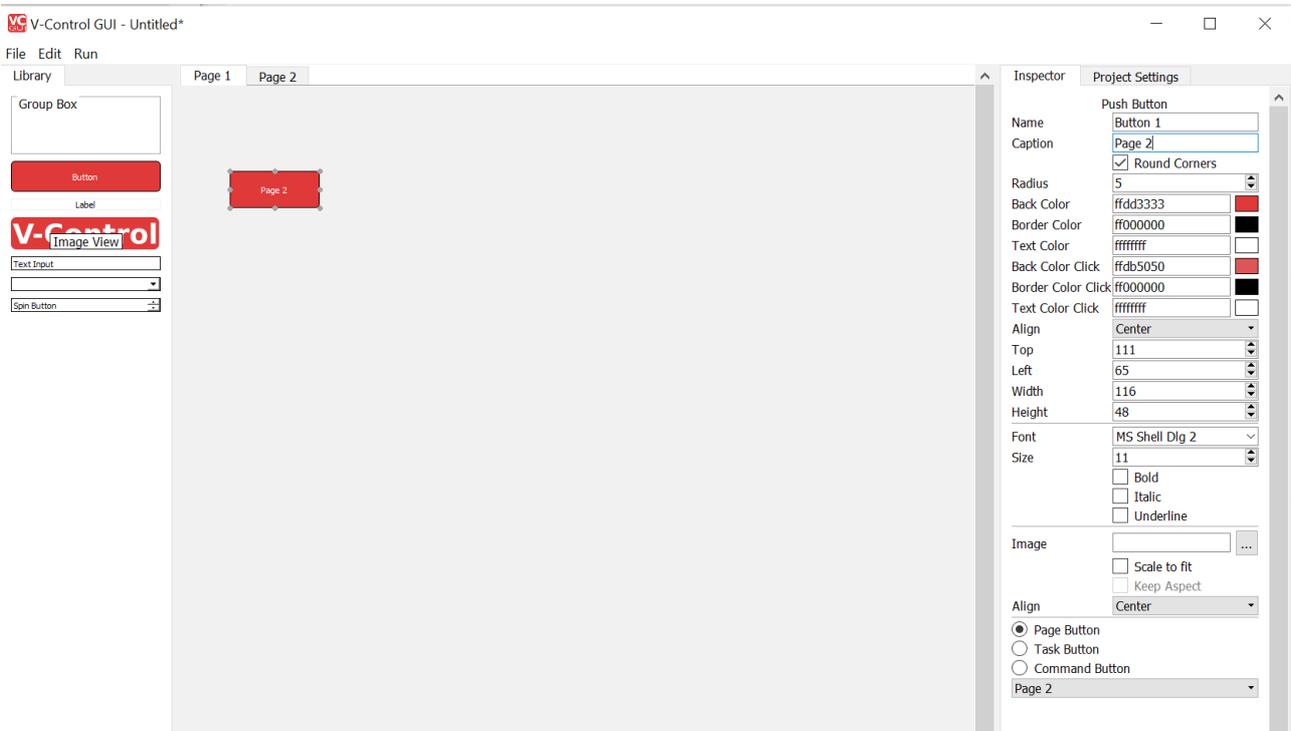
## Buttons

Buttons are used to perform an action. The type of action is determined by the buttons type. A button can act as:

1. Page Button A Page Button switches to another Page
2. Task Button A task Button calls a task on the V-Control system
3. Command Button A Command Button runs a device command on the connected V-Control system.

## Page Buttons

As described above page buttons are used to switch between several pages within one project. For the first example create two pages. Select the first page (you can use the tabs on top of the page area) and drag a button to the page.



At the bottom of the Inspector, you see three options (Page Button, Task Button and Command Button). Select *Page Button* here. Under the options there is a combo box showing “Page 1”.

Change this to Page 2 as shown above. Then change the buttons *Caption* to Page 2.

Now select Page 2 and drag a button to Page 2.

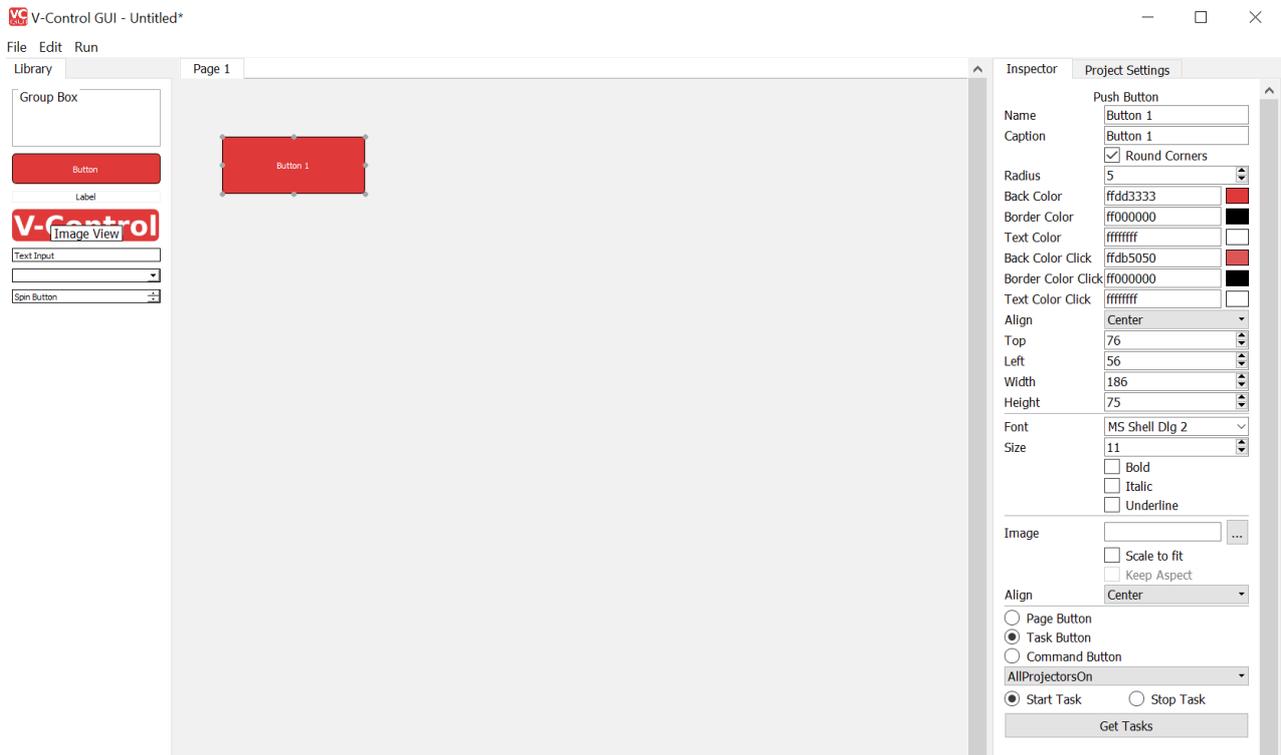


Change the *Caption* to Page 1 and select Page 1 in the drop down field at the bottom of the Inspector.

Click Run → Run or Ctrl+R to switch to run mode.

# Task Buttons

A Task button is used to start or stop tasks on a V-Control system.



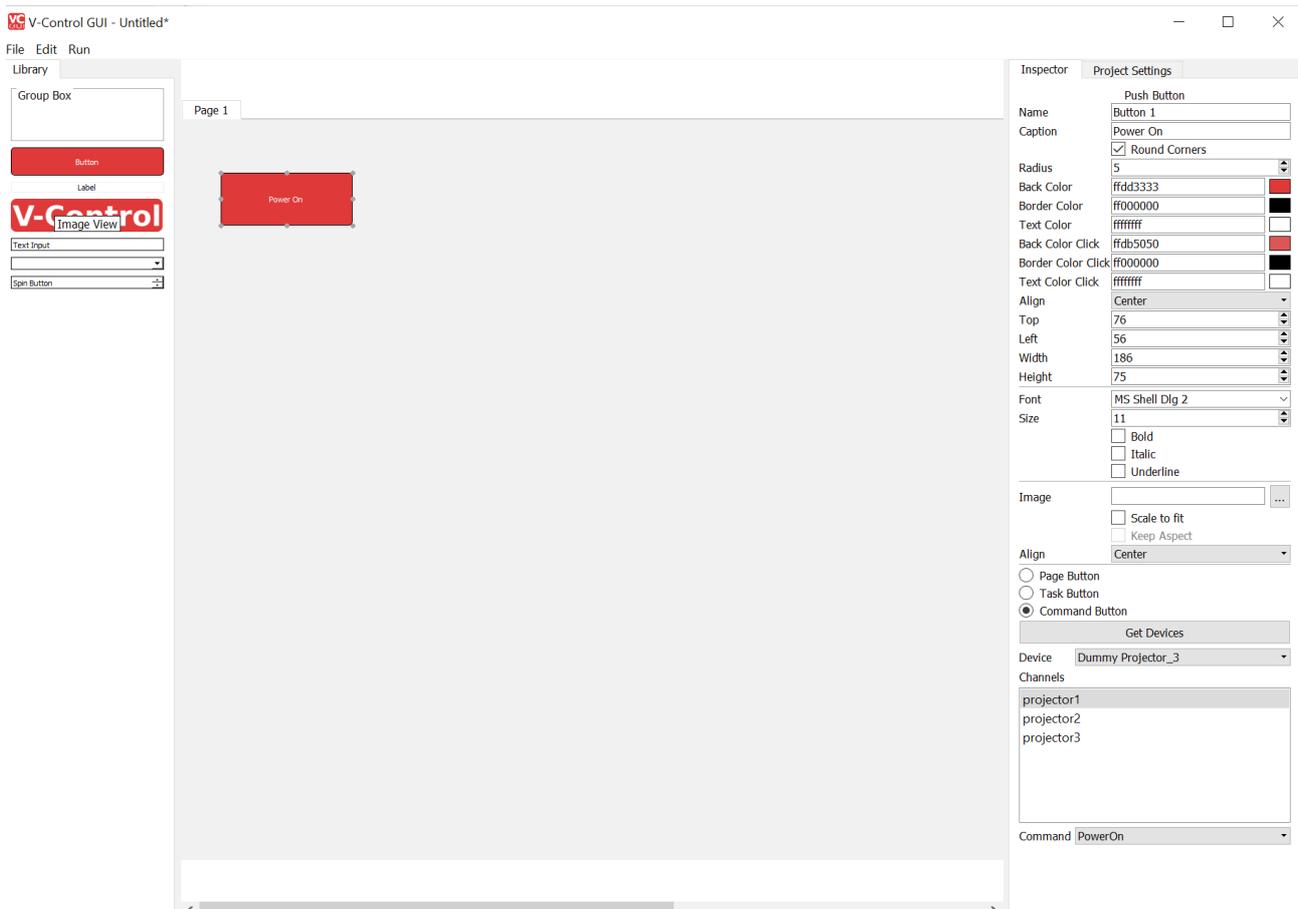
Drag a new button to the editor and select the *Task Button* option. The drop down box under the three options is now populated with tasks that exist on the connected V-Control system. Select a task here and determine if it should start or stop by selecting the *Start Task* or *Stop Task* option.

## Command Buttons

Command Buttons are used to run a single device command. Because some commands need parameters, it might be necessary to use a combo box (or drop down box), spin button or text input field together with a command button.

We start with a simple example. My V-Control project has a device named “Dummy Projector\_3” that has the channels “projector1”, “projector2” and “projector3”. So there are three projectors in total.

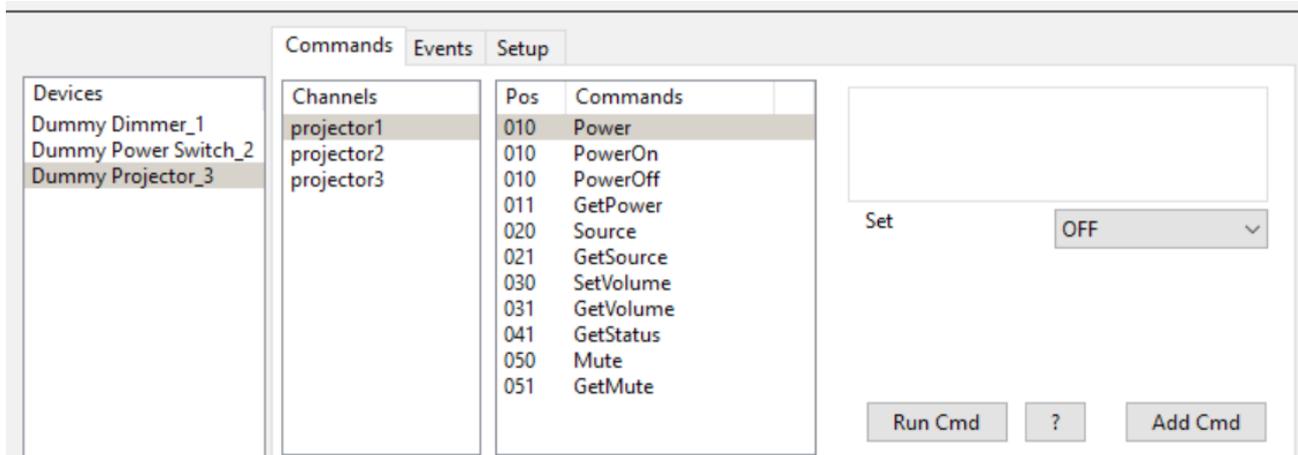
The projector has two commands without parameter, “PowerON” and “PowerOFF”. Now drag a button to the editor, change its Caption to “Power On” and select *Command Button*.



A new combo box appears with all available devices. Select the device you want to use and the channels list is populated with all channels that belong to this device. At the bottom there is the *Command* combo box which holds all available commands for this device. I have selected the “PowerOn” command here. This command does not need any parameters, so that’s all for the moment.

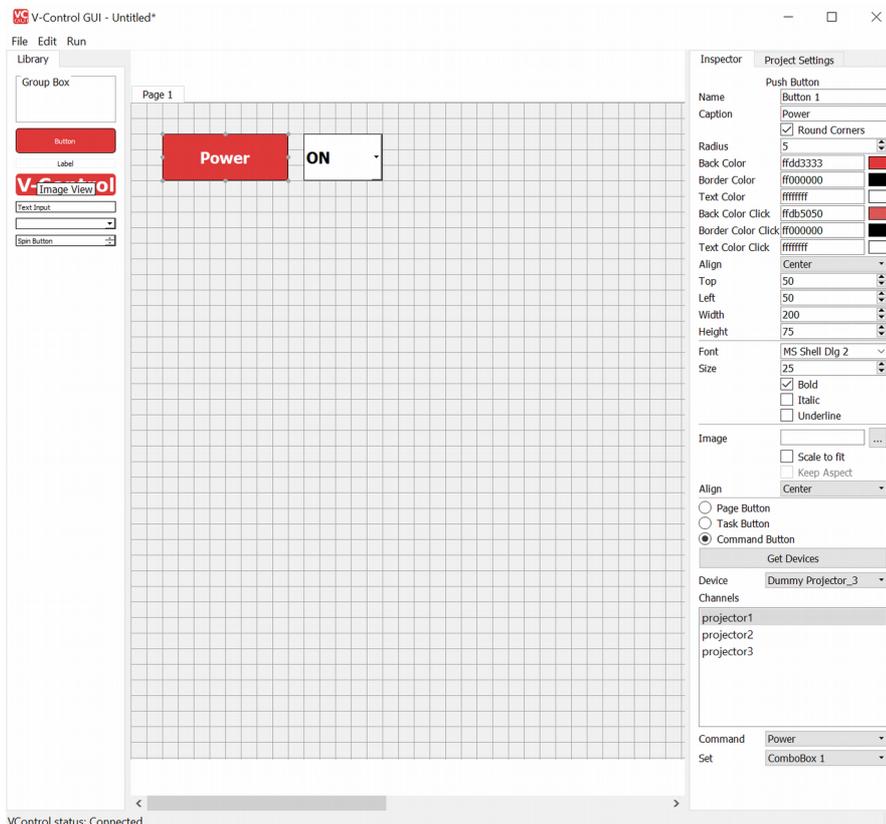
## Command Buttons with Parameters

As mentioned before, some commands need parameters. You know the type of parameter and their graphical representation if you switch to V-Control. In case of the Power Command above, the projector has also a command to switch the power state by using a parameter.



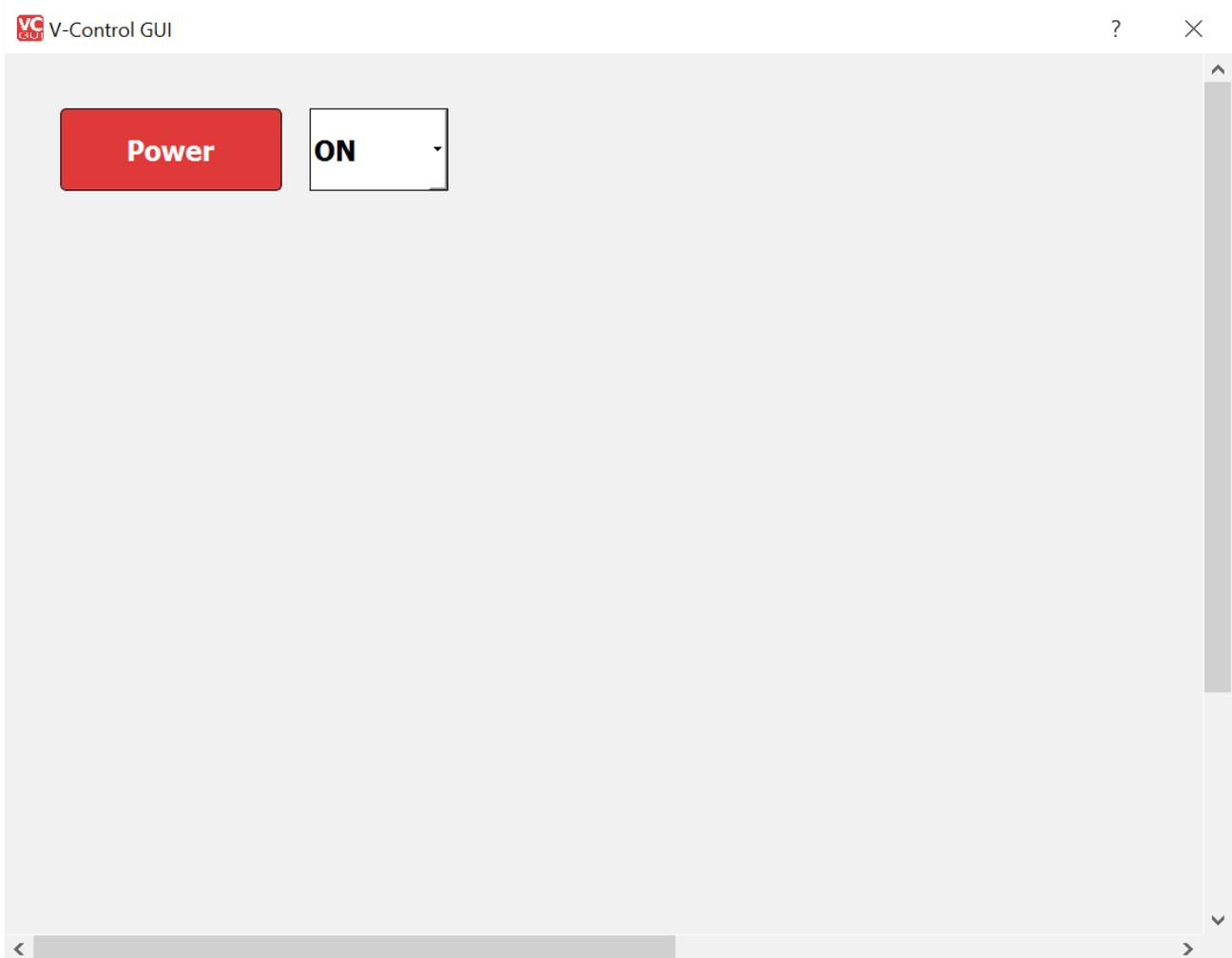
As shown above the command uses a combo box to select the parameter. This is important to know because we need a combo box in V-Control GUI as well.

To use a parameter combo box drag a combo box to the editor. Select the button and select the command with parameter.



The select the combo box as parameter. The combo box is now populated with possible parameter values.

Ctrl+R switches to run mode.



Now, the user can select a parameter value from the combo box and click the “Power” button to switch the device On or Off.

# Labels

Labels can be used as – well, just labels, to display some text. But labels can also be used to show status or event messages from V-Control. As third function labels can show the current time.

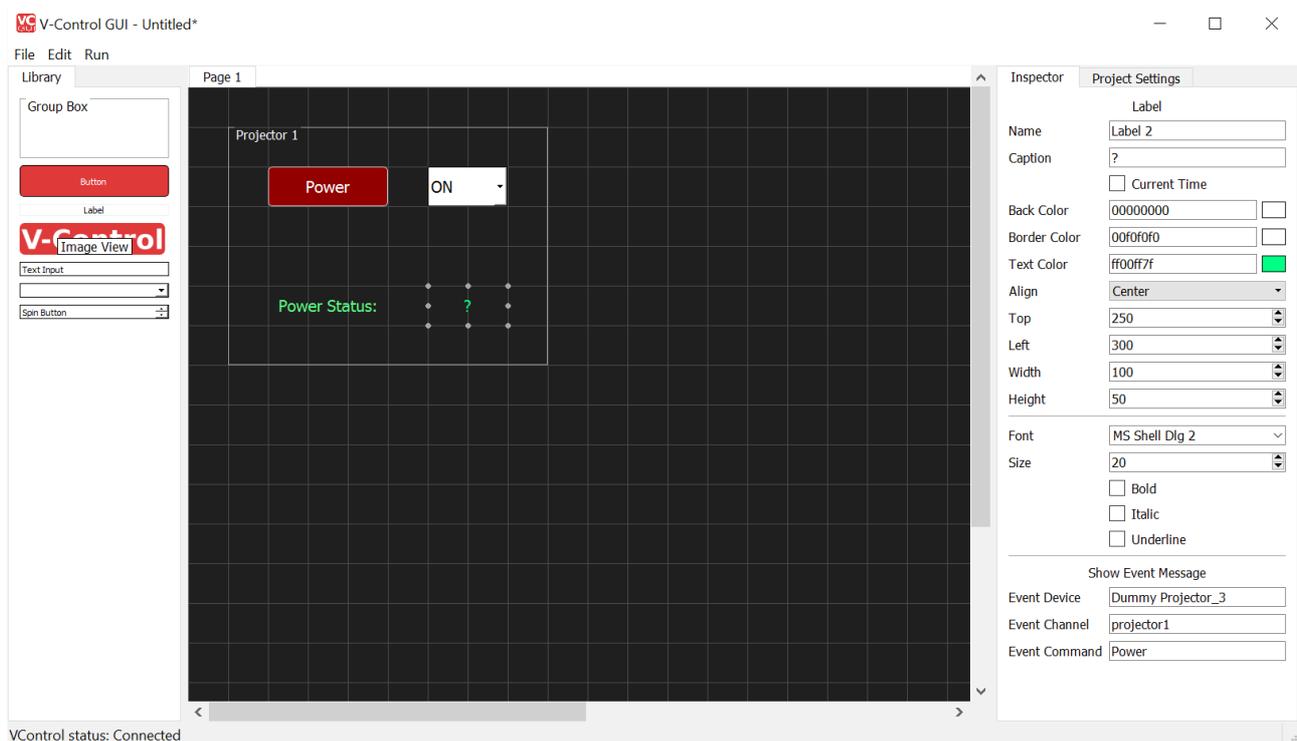
## Simple Label

To use a label just as simple label drag it to the editor, change the *Caption* property as you need and change the Color and Font properties as you need.

## Labels for Messages

Every Time V-Control receives an Acknowledge, this Acknowledge is also sent to V-Control GUI. For that reason, a label has the three properties *Event Device*, *Event Channel* and *Event Command*. These properties act as filter.

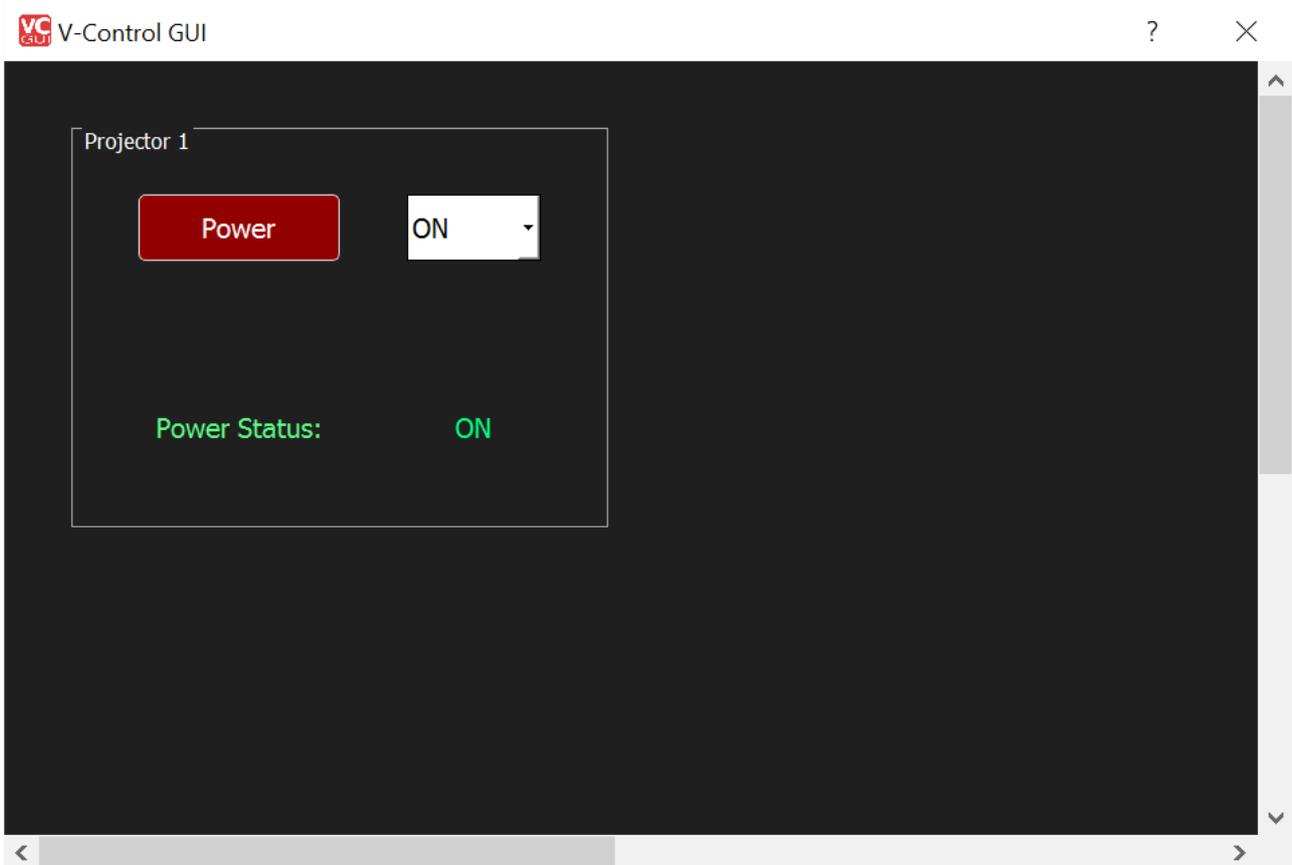
Here is an Example how it works:



We added a Power command button with combo box for the parameter as shown in section [#7.3.1.Command Buttons with Parameters](#). Then I added a simple label with the caption property set to “Power Status”. The second label has the caption “?”. But here we set the Event parameters.

As *Event Device* “Dummy Projector\_3” is chosen. Take attention that you enter the name exactly as it appears in V-Control. Next we select the *Event Channel* and set this property to “projector1”. The *Event Command* property is set to “Power”, which is exactly the command the button executes.

If we now switch to *Run* mode and press the power button, the label shows the Acknowledge of the Power command, which is “ON” or “OFF”.



But that's not all. This label receives the acknowledge of the power command also if the comand is executed in a script or by another V-Control GUI instance or if this command is executed by V-Control itself.

#### **Hint 1:**

If you want to permanently monitor a status of a device such as power, lamp hours or temperature, you can create a script in V-Control that runs periodically (create a timer event for that). In this sacript you can run commands such as “GetPower”, “GetLampHours” ad “GetTemperature”. Then you add three labels and set the *Event Device* and *Event Channel* to the same values, but the *Event Command* is individual for each label.

#### **Hint 2:**

You can use wildcard \* for all three event properties. If you set the *Event Command* to “\*”, then the label shows the acknowledge of all commands sent to the device with the selected channel. If *Event Channel* is set to “\*” then all channels will be used. If all three event properties are “\*” then the label shows all messages from V-Control.

# Change Log

## Version 1.1

- Added auto load and auto run support
- If Demo version, the program terminates every 30 minutes.