
LIGHTFACTORY

INTERFACE

BUILDER

V1.0

Copyright © 2004 - 2008 Dream Solutions Ltd

Auckland, New Zealand

LIGHTFACTORY INTERFACE BUILDER

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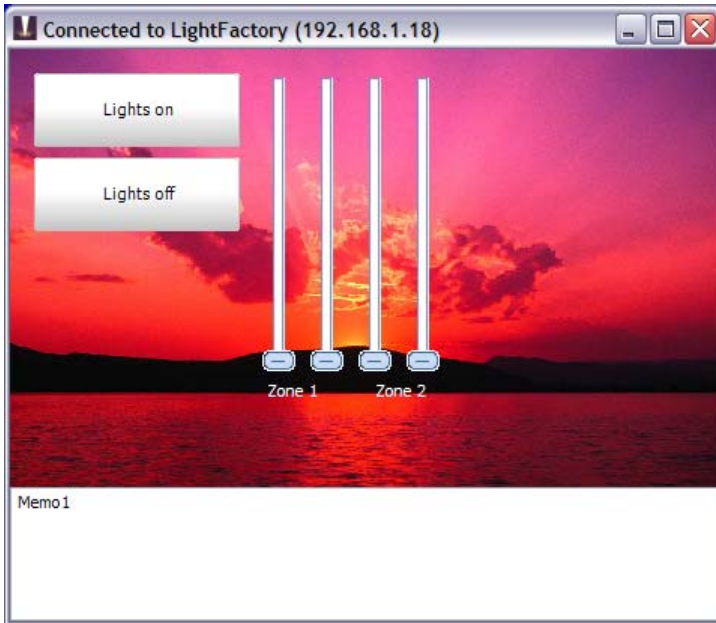
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OVERVIEW

The LightFactory Interface Builder is a simple way to create an end user lighting controller. The editor window allows you to place and configure buttons, sliders, images, and other standard windows controls for an end user surface.

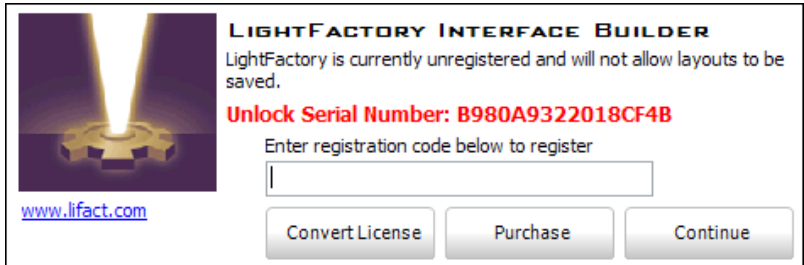
Example Custom Interface



REGISTRATION

The LightFactory Interface Builder is free to use when running pre-designed layouts. However unregistered systems will not be able to save new or changed layout.

When an unregistered system starts up you will be prompted with a windows asking for you to enter a registration code.



To run the software in demo mode (All save functions will be disabled) click on the continue button. The main editor windows will appear.

If you have a valid registration code for the Interface Builder enter it into the space provided before clicking on the continue button. Once a valid registration code is entered you will no longer see this window when the software starts.

If the system is running standalone then no registration screen will be displayed and the software will go automatically into running your layout.

Unlock Serial Number

The unlock serial number will be required to register the software. This is a unique number generated for your system. The registration code is linked to this number and cannot be used on other systems.

Click on the “Unlock serial number” to copy it to the windows clipboard. You can then past (control-v) this into the web form to register the software.

HARDWARE DONGLES

If you purchased the Interface builder with a hardware dongle then this is all the security you need to run the software with full saving features.

The SecuTech UNIKEY dongle is a small driverless hardware to plug in your computer USB port. Each UNIKEY dongle presents a unique digital signature that is recognized by the software to be protected, therefore, the software allows its correct operation.



If the LightFactory Interface Builder detects a valid UNIKEY dongle then the registration will not be seen and the software will functions normally with all save functions enabled.

The main advantage of using the hardware dongle for software licensing is that you can use the software on as many PC's as you need without a separate license for each one.

PURCHASE

If you would like to edit and save your own layouts with the Interface Builder you will need to purchase a licensed copy of the software.

To purchase the software online click on the purchase button on the registration window. You will be taken to the LightFactory sales web site that will list the purchase options.

Note: Once you have purchased the software a licence code will be sent to you immediately and you will be able to start saving your layouts within minutes of purchase.

CONVERTING YOUR LICENSE TO A REGISTRATION

When you purchase the LightFactory interface build you will most likely receive either a hardware dongle or a license code. If you have received a license code then it will be in the format:

000000000000-ABCDEF-ORDER

This code is not the registration itself but rather a one time right to register you copy of the software. To register you license code click

on the button “Convert License” at the bottom of the registration screen. This will take you to a web site similar to the following:

LightFactory - Register - Mozilla Firefox 3 Beta 5

File Edit View History Bookmarks Tools Help

http://www.lifact.com/convert_license_en.php

Smart Bookmarks LightFactory Home Pa... lightfactory_software... stage > research T ENTTEC T ENTTEC Helpdesk Bank of New Zealand

CONVERT LICENSE TO REGISTRATION

Thank you for supporting the development of this product.

This page is designed to convert pre-purchased license codes into valid registration codes. You cannot enter a license code directly into the LightFactory registration system. A pre-purchased license can only be used once to generate a registration code after it has been used it will no longer be valid.

If you do not have a pre-purchased license code click on the [pricing & sales](#) link to purchase the software online. Once the purchase has been complete you will receive a license code that can be used to register the software.

If you have upgraded from a version prior to 1.1.1 then you will need to upgrade your registration code. This process should be automatic the first time you start the software. If not please [click here](#) to perform this upgrade manually.

All of the fields marked with an asterisk (*) are compulsory and must be completed. Take care to enter the correct name in the appropriate fields as this will be used to identify your Lightfactory system. If no company name is entered the registration code will be based on the catenation of your first and last name. Your registration code will be e-mailed to you immediately.

LIGHTFACTORY

- OVERVIEW
- FEATURES
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- LF REMOTE
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- FIXTURE LIBRARY
- SUPPORT HOME
- WHERE TO BUY

*License Code

*Unlock Serial Number

*First Name

*Last Name

Company Name (leave blank if not required)

*EMail Address

Contact Phone

Address

City

State

Country

Downloads tppro_docs.zip 15 Capture 2005 Li... 326040.jpg Clear

Done

Enter the license code sent and the unlock serial number on the registration window.

Complete the rest of the details on the form (fields marked with a * must be filled in) and press the “Submit” button.

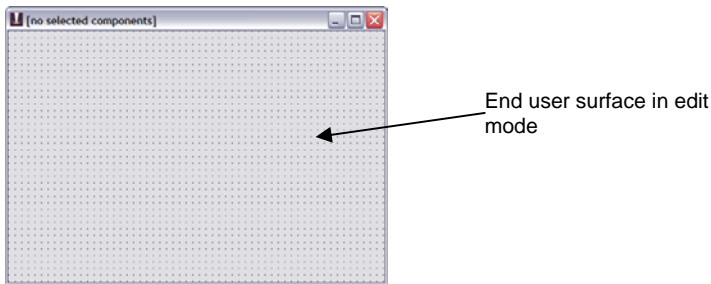
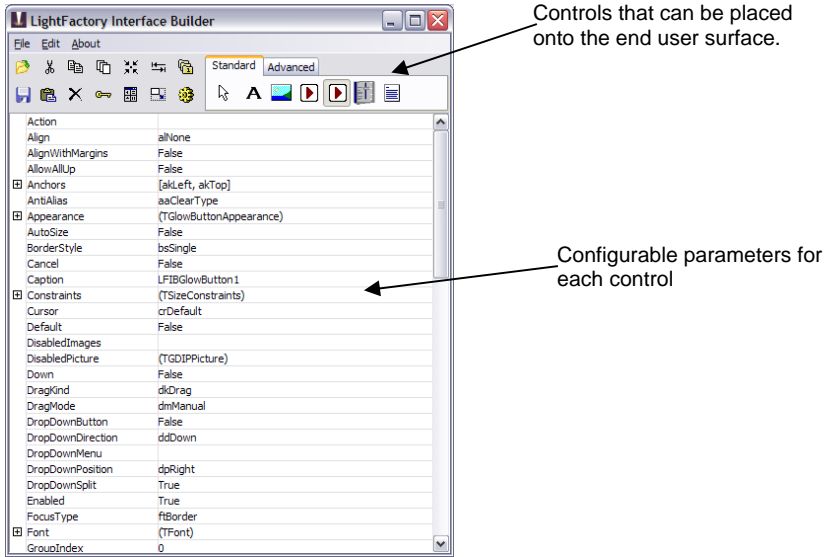
The registration code will be sent to the email address provided in the form.

PROBLEMS WITH YOUR REGISTRATION

If you experience any problems registering the LightFactory Interface Builder please contact us by email support@lifact.com or using the phone numbers listed on our contact page at www.lifact.com.

HOW IT WORKS

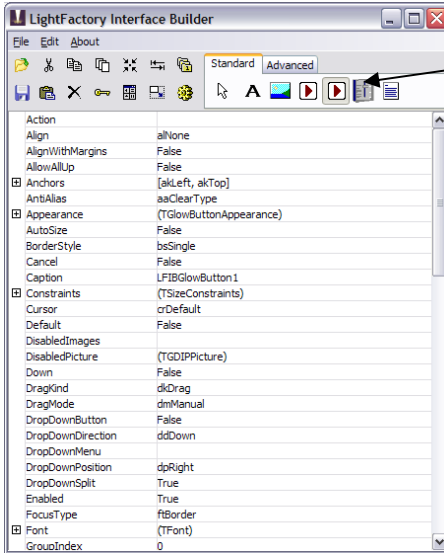
When started without any command line arguments the LightFactory Interface Builder will default to run in edit mode. This will provide you with the tools to build the end user surface.



As you graphically design the user interface for your application, the Interface Builder generates the underlying configuration files necessary to run the end user interface. As you select and modify the properties of the controls, the results of those changes appear

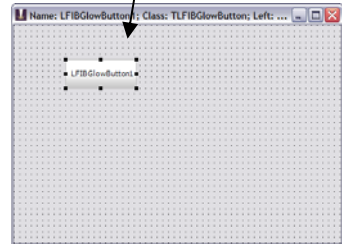
automatically in the end-user surface. The changes you make are immediately reflected in the visual environment.

To add a control to the end-user surface, select the desired tool in the controls palette and then click into the end-user surface to place it.



Click here to select the desired control.

Click here to place the control onto the end user interface



CONTROL TYPES

STANDARD CONTROLS



Label control

Use the label control to place text onto the user interface.



Image or picture control

Use this control to place a jpeg or bitmap onto the interface. Other controls can be placed on top of the image allowing you to set a background to the entire interface.

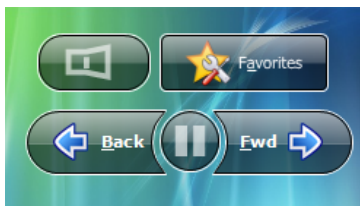


LightFactory Shortcut button

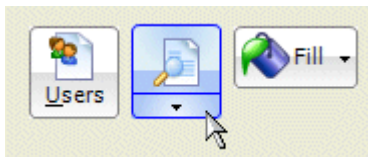
The shortcut button is one of the primary controls for use with LightFactory. The button is connected to LightFactory by assigning a shortcut number. When the button is pressed the shortcut is sent to LightFactory.

There are two varieties of buttons available:

Glass Button



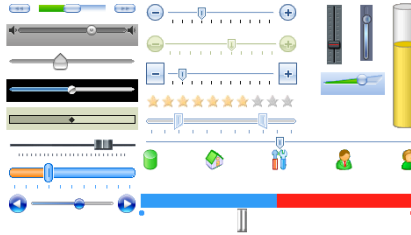
Glow Button





LightFactory Submaster control

The submaster control is the second primary control for use with LightFactory. By setting the submaster parameter associated with the control you can use the slider to change any function that can be assigned to a submaster.



Memo control

Use the memo control to place multiple lines of text onto the page. The text can also be edited by the end user.

There is also a debug function associated with this control. By setting the “tag” property to 1 the control will display all incoming messages from LightFactory. This can be useful for the display of cue notes when executing cues in the system.

Note: This debug function is not available if you are on a local connection.



Indicator control

Use the indicator control to display the state of shortcuts that have a toggle function. This refers specifically to channel group toggle shortcuts and effects runner.

By assigning the indicators “LightFactory_Shortcut” property the control will change colour to indicate if the channel group or effect is active. If the shortcut does not reference a toggle function then the indicator will not change state.

Note: The indicator control does not work with direct local connections as this requires telnet messages to be returned to LightFactory. If you would like to use this function on a local system use the local IP address or 127.0.0.1 in the connection settings.

ADVANCED CONTROLS



Simple panel to assist with layout



Date and time label



Gradient painter



Splitter control to use with the panel



Mirrored image



Mirrored text label



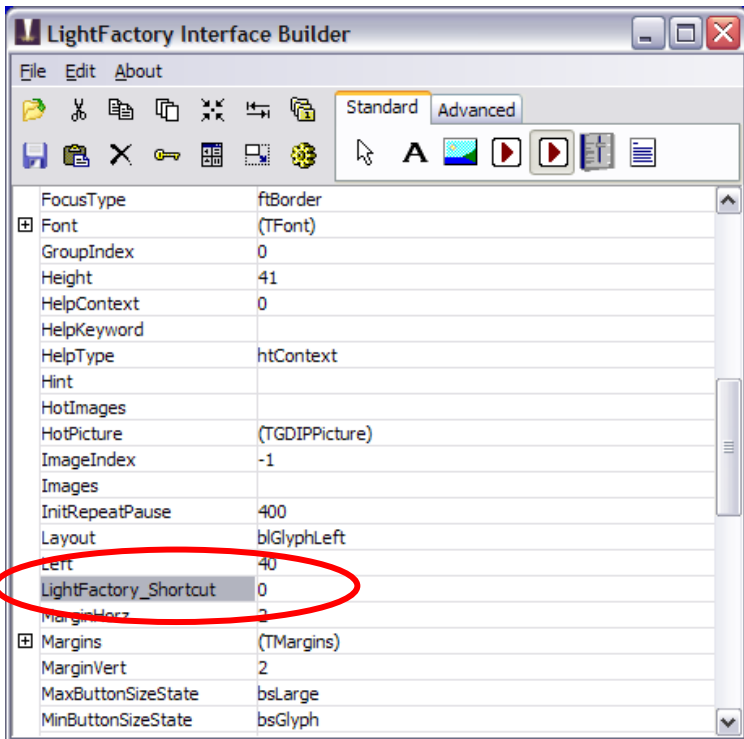
Simple coloured shapes

CONTROLLING LIGHTFACTORY

There are 2 important properties that are required to control LightFactory from the Interface Builder.

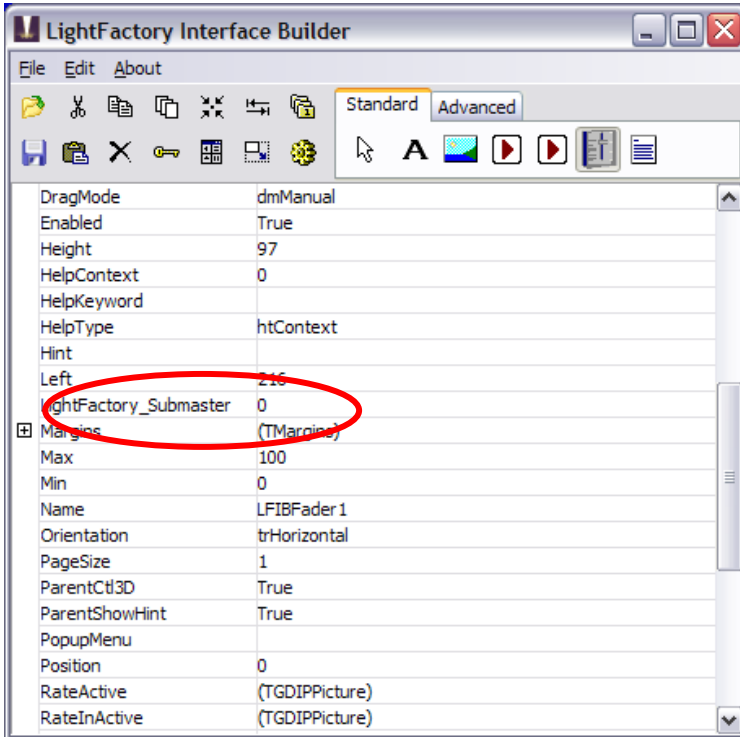
LIGHTFACTORY_SHORTCUT

After placing a button onto your form you can connect it to a LightFactory function by simply setting this shortcut number. Every time the button is pressed the shortcut will be transmitted to LightFactory.



LIGHTFACTORY_SUBMASTER

When changes to a slider control are made the interface builder will send LightFactory the message to change a submaster to reflect the value you have set. The submaster number to the right will define what LightFactory submaster the slider will control.



LIGHTFACTORY_FLASH_SUBMASTER

This property is specific to the button controls in the Interface and allows you to assign a flash function to the button. When the button is pressed down with the left mouse button the control will set the submaster to 100%. On releasing the mouse button the specified submaster will be returned to 0.

You can assign both a flash submaster and a shortcut to the same button and both functions will be executed.

LIGHTFACTORY_TEMP_SWITCH

Use the temporary switch function to double fire a shortcut using a hold and release action. If this property is set to "True" the shortcut will be sent to the server as soon as the left mouse button is pressed down. Releasing the mouse button will then send the same shortcut message again.

This can be useful when working with toggle channel groups where holding the mouse button down will activate the channel group and releasing it will deactivate it.

OTHER COMPONENT PROPERTIES

Every component has its own properties that can be used to change the appearance and behaviour. In this section we have listed the most common properties that you may want to use.

ALIGN

Use Align to align a control to the top, bottom, left, or right of a form or panel and have it remain there even if the size of the form, panel, or component that contains the control changes. When the parent is resized, an aligned control also resizes so that it continues to span the top, bottom, left, or right edge of the parent.

For example, to use a panel component with various controls on it as a tool palette, change the panel's Align value to `alLeft`. The value of `alLeft` for the Align property of the panel guarantees that the tool palette remains on the left side of the form and always equals the client height of the form.

The default value of Align is `alNone`, which means a control remains where it is positioned on a form or panel.

Note: To cause a control to maintain a specified relationship with an edge of its parent, but not necessarily lie along one edge of the parent, use the Anchors property instead.

ANCHORS

Use Anchors to ensure that a control maintains its current position relative to an edge of its window, even if the window is resized. When its window is resized, the control holds its position relative to the edges to which it is anchored.

If a control is anchored to opposite edges of the window, the control stretches when its parent is resized. For example, if a control has its Anchors property set to `[akLeft, akRight]`, the control stretches when the width of the window changes.

CAPTION

Use Caption to specify the text that labels the control.

To underline a character in a Caption that labels a component, include an ampersand (&) before the character. This type of

character is called an accelerator character. The user can then select the component by pressing Alt while typing the underlined character. To display an ampersand character in the caption, use two ampersands (&&).

FONT

A font is traditionally defined as a complete character set of a single size of a particular typeface. Use the font control to change the typeface, style, colour and size of the text in the control.

Use the plus (+) to the left the property to expand the parameters that can be adjusted or alternatively click on the button (...) to open the font selection dialog window.

HINT & SHOWHINT

Use the Hint property to provide a string of help text for the control. A Help Hint is a box containing help text that appears for a control when the user moves the mouse pointer over the control and pauses momentarily. To set up Help Hints:

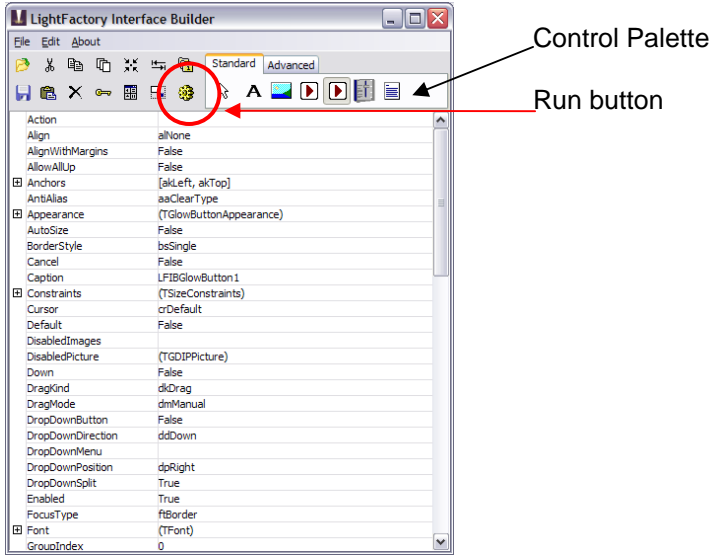
Specify the Hint property of each control for which a Help Hint should appear. Set the ShowHint property of each appropriate control to true

PICTURE

Use Picture to specify the image for the control. Click on the button (...) to brings up the Picture Editor, which can be used to specify the file that contains the image.

TESTING THE LAYOUT

Before using the layout with end users you may want to test that all of the controls appear as you expect. Click on the “Run” button just to the left of the control palette.



The system will prompt you for the LightFactory server you want to connect to. You must be running the Telnet interface on LightFactory for the interface builder to work.



Enter the IP address of the remote system and the port number in the edit boxes provided. Then select connect.

If you want to connect to a local system enter the phrase “localhost” into the server field.

If a successful connection is made the editor window will be disabled and the new interface is ready to use.

Clicking on the buttons and moving the sliders should immediately result in commands in LightFactory.

RUNNING THE SYSTEM STANDALONE

Once the interface has been designed you will most likely want to deploy it for end-users. Because you typically do not want the end-user to have access to editing functions in the software the Interface Builder can be run in an automated environment.

To achieve this a Windows shortcut to the program is required that will have command line parameters to specify how the program will run.

The command line parameters available are:

-L{layout file name}

Use this parameter to specify the layout file name that you have saved. You may wish to have several shortcuts that load different interfaces for different uses.

-S{server address}

If the server address is not specified using this parameter the user will be prompted to enter the server address in the same way as when the layout is tested.

-P{optional port number default 3100}

By default the LightFactory telnet interface uses port number 3100. If you have changed this on the remote system the `-P` parameter can be used to tell the interface builder of the change you have made.

-F

To run the interface in full screen mode, place `-F` anywhere in the parameters. If this is not used the interface will start up in the same size window as it was designed.

NOTE: If the layout name and path includes spaces you will need to enter quotation marks around the text to ensure the software can distinguish it as a single parameter.

Example

```
lfb.exe -L"c:\my layouts\test.lfi" -F -S192.168.1.15 -P3100
```

AUTO-CREATE DESKTOP SHORTCUTS

To make it easier to create standalone systems the LightFactory interface builder can make system shortcuts on your desktop automatically.

To create a desktop shortcut you must have the desired layout loaded.

Click on the file menu and select “**Create a desktop shortcut for the current layout**”. The software will prompt you for the connection setting exactly as it does when testing.



Click on the “Connect” button and a new icon will appear on the desktop using the name of the layout you are using.

To run the system in standalone mode simply double click on the new shortcut as you would for any application.