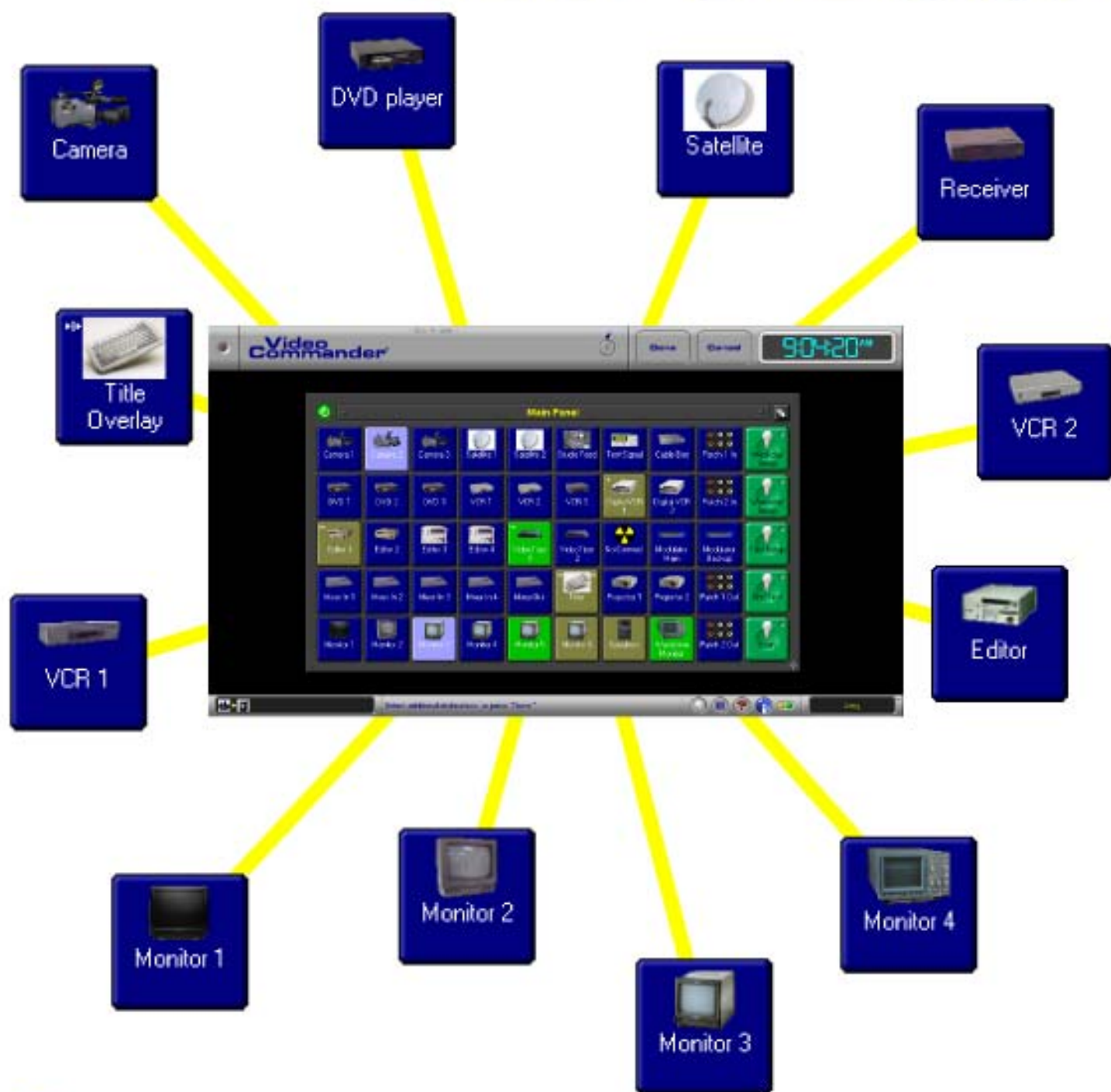


iNED™

Video Commander® User's Guide



IRIS Technologies, Inc.

OVERVIEW ----- 3
 Video Commander ----- 3
 Starting Video Commander ----- 4
 The Video Commander Screen ----- 5
ROUTING ----- 7
 Making a Route ----- 7
 Breaking a Route ----- 8
 Adding a Device to an Existing Route ----- 9
 Inserting a Device within an Existing Route ----- 10
 Breaking Away Signals ----- 11
 Locking and Unlocking Devices ----- 12
 Connection Details ----- 13
EDITING PANELS ----- 15
 Adding a Button ----- 15
 Copying a Button ----- 16
 Moving a Button ----- 17
 Removing a Button ----- 18
 Changing the Face of a Button ----- 19
 Creating a New Panel ----- 20
 Modifying a Panel ----- 21
 Deleting a Panel ----- 22
 Saving the Screen Arrangement ----- 23
MACROS ----- 25
 Recording a Macro ----- 25
 Recording a Macro with a Time Delay ----- 27
 Recording a Macro with a Prompt ----- 28
 Stopping a Running Macro ----- 29
 Removing a Macro ----- 30
INDEX ----- 31

iNED Video Commander User’s Guide

Copyright © 2004, IRIS Technologies, Inc.

No part of this publication may be reproduced, transmitted, transcribed, stored in a retrieval system, or translated into any language or computer language in any form or by any means electronic, magnetic, optical, chemical, manual or otherwise, without the prior written permission of IRIS Technologies, Inc.

IRIS Technologies, Inc. makes no representations or warranties with respect to the contents hereof, and specifically disclaims any implied warranties of merchantability or fitness for any particular purpose. Further, IRIS Technologies, Inc. reserves the right to make changes from time to time in the content hereof without obligation to notify any person of such revisions and changes.

The IRIS Video Commander is registered under United States patent number 5,144,548.

Video Commander is a registered trademark, and iNED is a trademark, of IRIS Technologies, Inc. Windows is a registered trademark of Microsoft Corporation. All other brand and product names are trademarks or registered trademarks of their respective owners.

This Chapter introduces this manual and the Video Commander system.



Welcome to Video Commander!

The Video Commander routing system makes it easy to connect signals between multimedia equipment. Each of your devices is represented by a button on a computer screen. Making connections between devices is as easy as touching the devices on a touch screen, or clicking the devices with a mouse.

This manual describes the core features of the Video Commander system. Chapter 2 covers **Routing**—using the buttons to connect signals in various ways. Chapter 3 covers **Editing** (arranging the buttons the way you want them), and Chapter 4 covers **Macros** (remembered sequences of routing steps, to make repetitive tasks even easier).

BEFORE YOU START

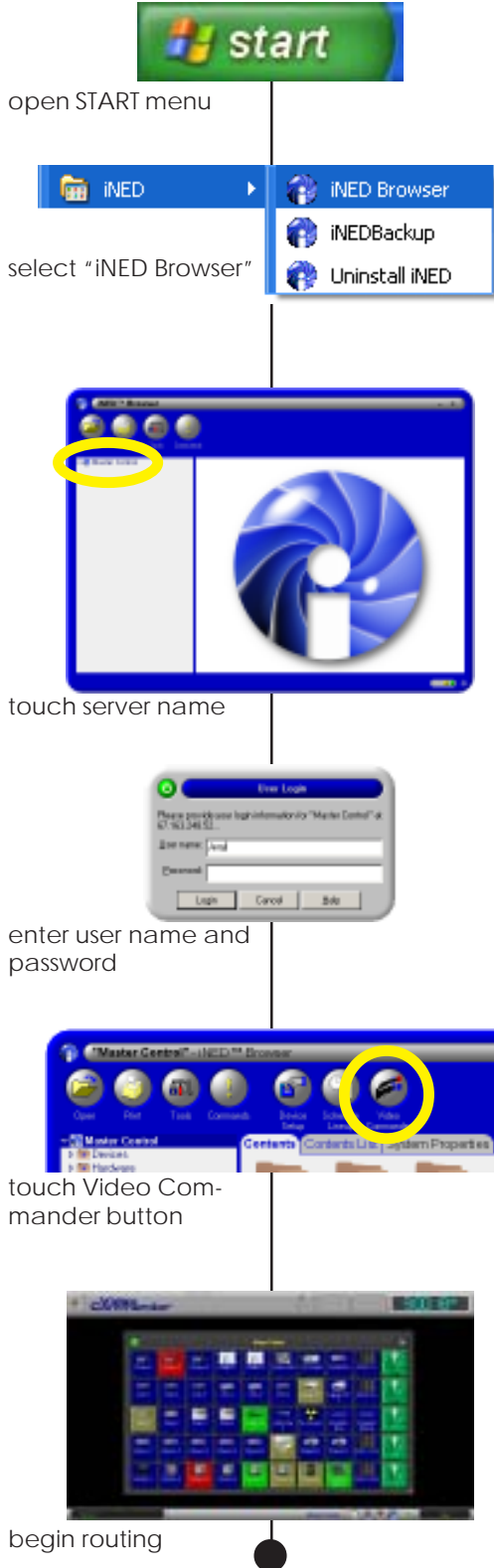
Your Video Commander system should already be installed and configured as described in the *iNED Setup Guide*.

If you are the person who performed the initial installation, then you already know how to start Video Commander, and you already know the user name and password to use when logging into your iNED server.

If someone else performed the installation, then that person should have already created a user name for you, and created a panel of buttons for your use. You will need to know the name of your iNED server (if your organization has more than one) and the user name and password to use when logging in.

STARTING VIDEO COMMANDER

Follow these steps to start running Video Commander.



1 START THE INED BROWSER

Touch (or click) the START button on your PC. From the "All Programs" or "Programs" menu (depending on your version of Windows), choose the "iNED" group, and from there choose "iNED Browser."

2 CONNECT TO THE SERVER

The iNED Browser displays a window split into two sections. In the left section should be the name of your iNED server; touch that name.

3 LOG IN

You will be prompted for a user name and password for access to the server. Enter the name and password set up for your use and touch the LOGIN button.

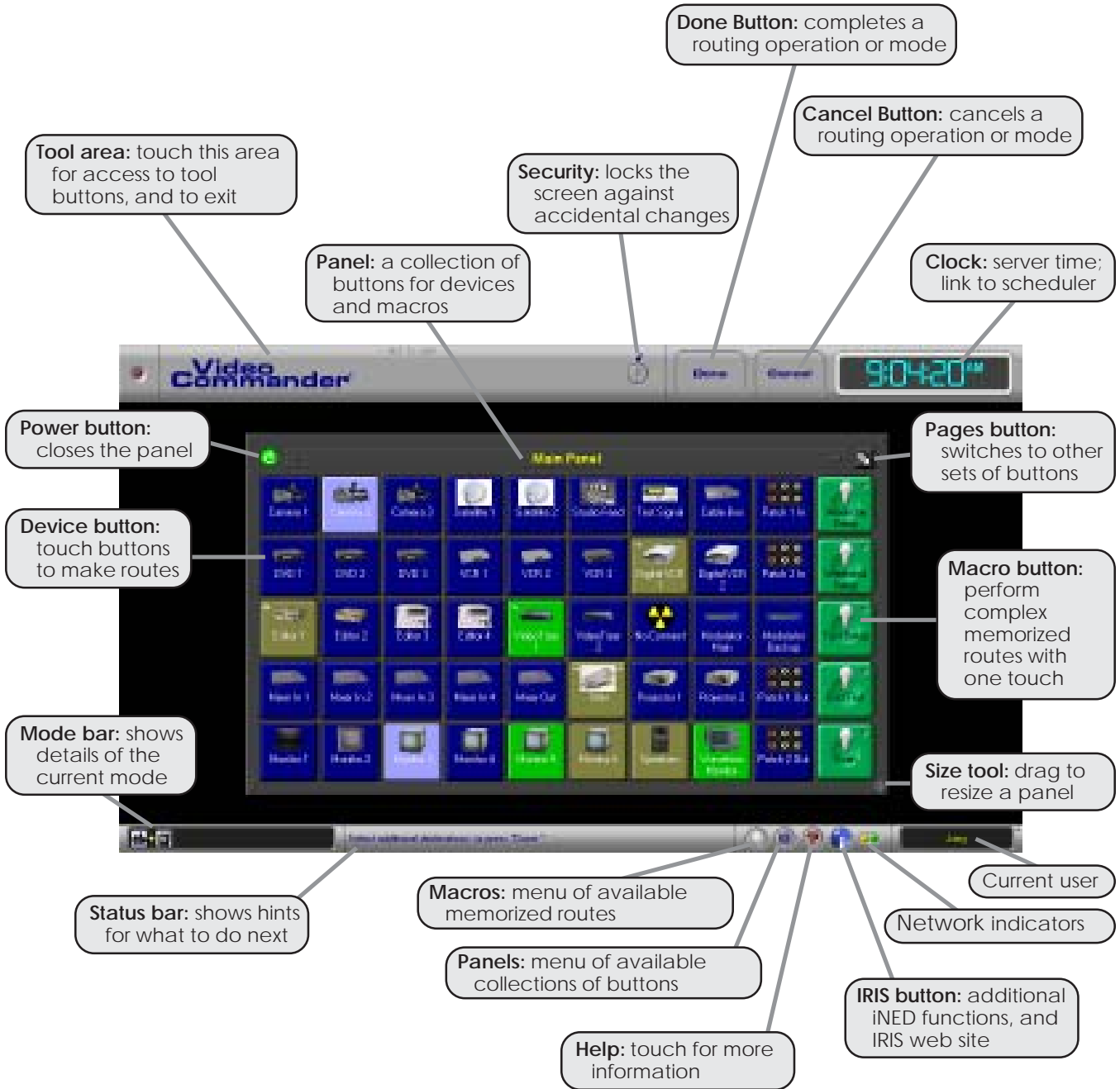
4 START VIDEO COMMANDER

Once you have successfully logged in, a tool button for Video Commander appears near the top of the iNED Browser. Touch that button to start.

Video Commander *may* ask if you want to practice without affecting the real devices. For ordinary use, touch NO.

TIP: Most pages in this manual are arranged like this one, with numbered steps to follow to perform a particular task, and a flow of pictures alongside to show the same steps more visually. Any additional notes or tips are set off in gray boxes like this.

THE VIDEO COMMANDER SCREEN



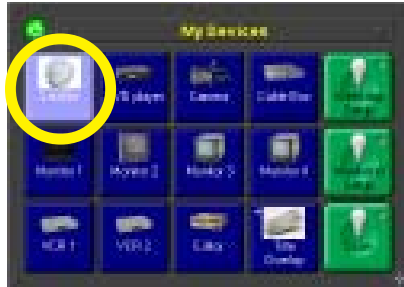
2

ROUTING

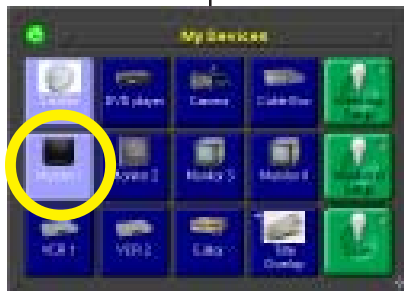
This Chapter guides you through the process of routing signals with Video Commander.



Follow these steps to route signals with Video Commander.



touch a SOURCE device



touch a DESTINATION device



touch DONE



devices are routed together

1 SELECT SOURCE DEVICE

Touch (or click) the blue BUTTON representing your SOURCE device. The button will change to a light blue color, indicating selection.

2 SELECT DESTINATION DEVICE

Touch the BUTTON representing your DESTINATION device. The button will also change to the selection color.

3 COMPLETE THE ROUTE

Touch the DONE button to complete the route between the selected SOURCE and DESTINATION devices.

TIP: Double-clicking on the DESTINATION DEVICE with your mouse completes the route without having to touch DONE.

You will notice that the devices you just routed are now a new, matching color. Each routing "job" is given its own color to indicate which devices are routed together. In addition, you will notice that there is an arrow in the corner of the source device, indicating it as the SOURCE of the job.

If you want to route from your source to more than one destination, you would pick *all* the destinations before touching DONE. All of the routes are made at the same time when you touch DONE.



Follow these steps to remove a route between devices.

BREAKING A ROUTE



touch a routed device



touch DONE



devices are no longer routed together

1 SELECT A ROUTED DEVICE

Touch the **BUTTON** (not blue) representing the device to unroute. The button will blink between the light blue selection color and the job color.

2 COMPLETE THE UNROUTE

Touch the **DONE** button to remove the route(s).

If the device you selected was the source of its job (showing an arrow in the corner), all routes from that source are removed. If the device you selected was a destination (no arrow), only the route to that device from its source is unrouted; routes from that source to other destinations remain intact.

The unrouted devices return to the blue "no job" color.

TIP: Double-clicking on the device with your mouse performs the unroute without having to touch **DONE**.

You can unroute several devices at one time by touching each device button before touching **DONE**.

Follow these steps to add another destination device to a routing job.



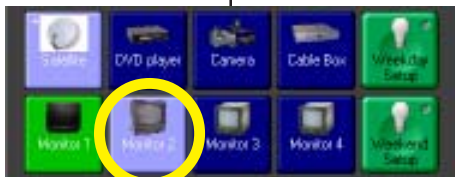
open the tool area



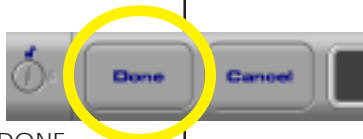
touch APPEND



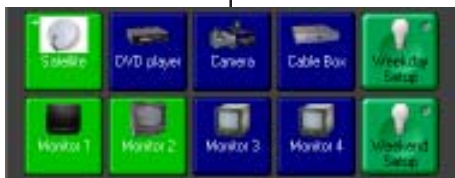
touch the SOURCE device



touch additional DESTINATION device(s)



touch DONE



the route is appended

1 OPEN THE TOOL BAR

Touch the Video Commander logo at the top of the screen. This reveals a set of tool buttons.

2 SWITCH TO APPEND MODE

Touch the APPEND button. A red indicator light shows on the corner of the button to indicate the mode.

3 SELECT THE SOURCE DEVICE

Touch the SOURCE of an existing route.

4 SELECT THE DESTINATION DEVICE

Touch the additional DESTINATION device(s).

5 COMPLETE THE ROUTE

Touch the DONE button to complete the appended route. On the tool bar, the mode changes back to "Connect."

TIP: When you are in Append Mode, touching a device always starts an append rather than unrouting. In fact, switching Video Commander to Append Mode *actually prevents accidental unroutes!*

TIP: You can also append from any in/out device (like a VCR) that is presently a destination of a route. Appending from an in/out devices continues the route *through* the device, and a pass-through arrow is shown on the in/out device to indicate this.

INSERTING A DEVICE WITHIN AN EXISTING ROUTE

Follow these steps to add a device between the devices in an existing route.



open the tool area and touch INSERT



touch the SOURCE device



touch the INSERT device



touch DONE and the device is inserted

1 OPEN THE TOOL BAR

Touch the Video Commander logo at the top of the screen to open the tools.

2 SWITCH TO INSERT MODE

Touch the INSERT button.

3 SELECT THE SOURCE DEVICE

Touch the SOURCE of an existing route.

4 SELECT THE INSERT DEVICE

Touch the INSERT DEVICE you want to route within the existing route. (Devices set up as "insert devices" show an insert symbol on the button.)

5 COMPLETE THE ROUTE

Touch the DONE button to complete the insert.

You will notice that the device you inserted shows two arrows in the corner, indicating that the signal is passing through the device.

If you unroute an insert device, it is *extracted* from the route, rather than breaking the job passing through it.

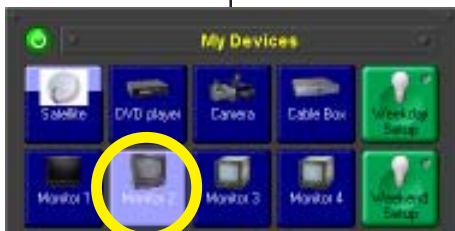
Follow these steps to route distinct signals within devices.



open the tool area and touch BREAK AWAY



touch the SOURCE device, then the SIGNAL



touch the DESTINATION device



touch DONE and the signal is routed

1 OPEN THE TOOL BAR

Touch the Video Commander logo at the top of the screen to open the tools.

2 SELECT BREAK AWAY

Touch the BREAK AWAY button.

3 SELECT THE SOURCE DEVICE AND SIGNAL

Touch the SOURCE device to use. Then, touch the specific signal(s) to route (video, left audio, right audio, or whatever signals are supported by the device). Each selected signal shows the light blue selection color.

4 SELECT THE DESTINATION DEVICE

Touch the DESTINATION device to receive the signal.

5 COMPLETE THE ROUTE

Touch the DONE button to complete the route.

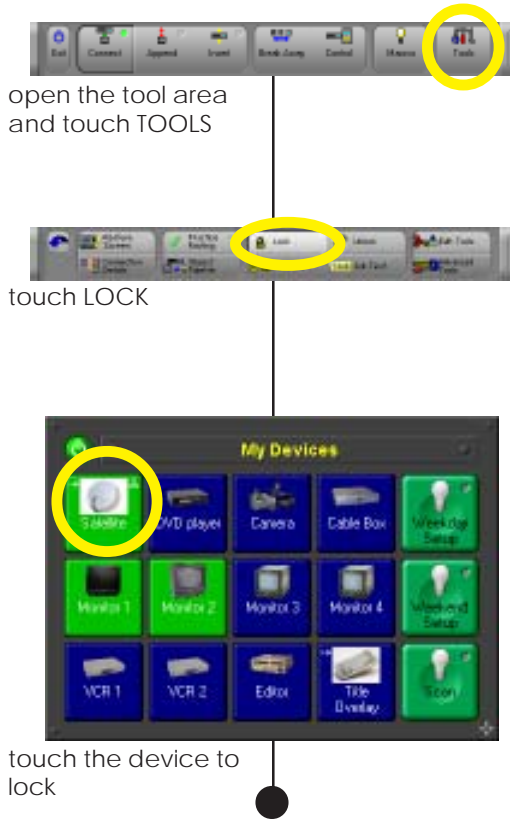
Each device button in the route shows the job color only on the "stripes" matching the break away signals for that device.

TIP: If the source device is already routed, switch to Append Mode before touching Break Away.

TIP: In Connect Mode you can use Break Away to select signals from an existing route to unroute them. Break Away simply restricts the regular behavior of Connect, Append or Insert to specific signals of the device.

LOCKING AND UNLOCKING DEVICES

Follow these steps to protect devices from accidental changes.



Locking a device prevents anyone from accidentally routing or unrouting important signals by forcing you to take the extra step of unlocking a device before making changes.

1 GO TO TOOLS

Touch the Video Commander logo at the top of the screen to open the tools. Touch the TOOLS button to switch to an additional set of buttons.

2 SELECT LOCK

Touch the LOCK button.

3 SELECT THE DEVICE TO LOCK

Touch the device you want to lock.

A small lock indicator appears in the corner of the device button. Video Commander will not allow anyone to change the routes at that device.

To *unlock* a device, touch the UNLOCK button, then the device you want to unlock.

You can also *reserve* a device, meaning it is locked for other users but you are still free to use it. Touch the RESERVE button, then the device you want to reserve. The device button shows a key, indicating that it is reserved for you. Other users of Video Commander with different user IDs will see the device as locked.

Follow these steps to see the flow of signals through a routing job.



open the tool area and touch TOOLS



touch CONNECTION DETAILS



touch the device to examine



In most cases you can tell how signals are routed in your system just by looking at the job colors and indicators on the device buttons. But for some complex routes, that may not be enough to show you everything that is going on. To see the complete set of routes, use the Connection Details feature.

1 GO TO TOOLS

Touch the Video Commander logo at the top of the screen to open the tools. Touch the TOOLS button to switch to an additional set of buttons.

2 SELECT CONNECTION DETAILS

Touch the CONNECTION DETAILS button.

3 SELECT A DEVICE

Touch any device button within the job you want to see. Video Commander draws a complete Connection Details diagram of the job, showing every device and signal.

4 CLOSE THE CONNECTION DETAILS

When you are done with the Connection Details display, touch the power button in the upper left corner of the display to close it.

3

EDITING PANELS

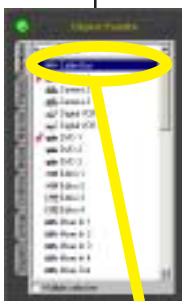
This Chapter guides you through the process of customizing your Video Commander system.



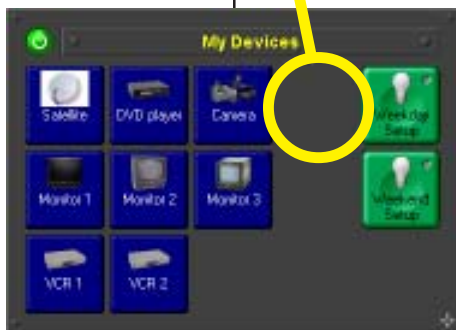
open the tool area and touch TOOLS



touch OBJECT PALETTE



touch, and drag, device to add...



...to an empty space on your panel, then release



touch SAVE



Follow these steps to add buttons to panels within Video Commander.

1 GO TO TOOLS

Touch the Video Commander logo at the top of the screen to open the tools. Touch the TOOLS button to switch to an additional set of buttons.

2 OPEN THE OBJECT PALETTE

Touch the OBJECT PALETTE button. This displays a panel containing lists of objects which can be made into Video Commander buttons. The tabs on the left are for the different button types (not all of which may be applicable to your system). Touch the "Devices" tab for a list of routing devices.

3 DRAG A DEVICE TO YOUR PANEL

Touch the device you want to add to your panel, then drag that device over to your panel and drop it there. A new button for the device will appear on the panel. If you drop on top of an existing button, the new button will be placed in the first free space after that point, possibly creating a new page if there is no empty space in your panel.

If you want to add more devices to your panel, continue to drag each to where you want it.

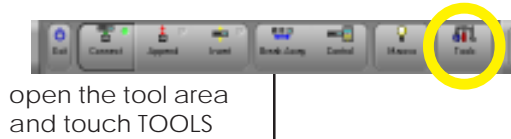
4 SAVE YOUR CHANGES

When a panel has been modified, a SAVE button with an image of a disk appears between the power button and the title on that panel. When you are done making changes, touch that SAVE button. The INED server is updated with your changes.



Follow these steps to copy a button on your panel.

COPYING A BUTTON



open the tool area and touch TOOLS



touch EDIT TOOLS



touch COPY



drag BUTTON to copy to its new location



touch COPY again



touch SAVE

1 GO TO EDIT TOOLS

Touch the Video Commander logo at the top of the screen to open the tools. Touch the TOOLS button for additional buttons, then touch the EDIT TOOLS button.

2 SWITCH TO COPY MODE

Touch the COPY button. A red indicator light shows on the corner of the button to indicate the mode.

3 COPY A BUTTON

Touch the button you want to copy, then drag it to the new location where you want a copy. A duplicate button will appear on the panel at that position, or the first empty space after that position.

TIP: You can copy the button onto a different panel, if both panels are open and visible at the same time.

You can drag additional buttons (while still in Copy Mode).

4 FINISH COPYING

Touch COPY again, or DONE, to exit Copy Mode.

5 SAVE YOUR CHANGES

When you are done making changes, touch the SAVE button on the panel. The iNED server is updated with your changes.

Follow these steps to move a button on your panel.



open the tool area and touch TOOLS



touch EDIT TOOLS



touch MOVE



drag BUTTON to move to its new location



touch MOVE again



touch SAVE

1 GO TO EDIT TOOLS

Touch the Video Commander logo at the top of the screen to open the tools. Touch the TOOLS button for additional buttons, then touch the EDIT TOOLS button.

2 SWITCH TO MOVE MODE

Touch the MOVE button.

3 MOVE A BUTTON

Touch the button you want to move, then drag it to the new location where you want it to be instead. The button will appear at the new position (or the first empty space after that position), and an empty position will appear where the button had been.

You can move additional buttons (while still in Move Mode).

4 FINISH MOVING

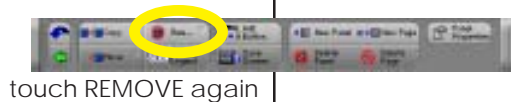
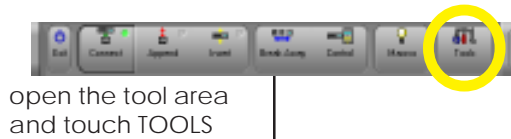
Touch MOVE again, or DONE, to exit Move Mode.

5 SAVE YOUR CHANGES

When you are done making changes, touch the SAVE button on the panel. The iNED server is updated with your changes.

REMOVING A BUTTON

Follow these steps to remove a button from your panel.



1 GO TO EDIT TOOLS

Touch the Video Commander logo at the top of the screen to open the tools. Touch the TOOLS button for additional buttons, then touch the EDIT TOOLS button.

2 SWITCH TO REMOVE MODE

Touch the REMOVE button.

3 REMOVE A BUTTON

Touch the button you want to remove. The button will disappear, leaving an empty space on the panel.

You can remove additional buttons (while still in Remove Mode).

4 FINISH REMOVING

Touch REMOVE again, or DONE, to exit Remove Mode.

5 SAVE YOUR CHANGES

When you are done making changes, touch the SAVE button on the panel. The iNED server is updated with your changes.

NOTE: This operation only removes buttons, without deleting the corresponding device (or other object).

Follow these steps to change the text and/or image of a button on your panel.

CHANGING THE FACE OF A BUTTON



open the tool area and touch TOOLS



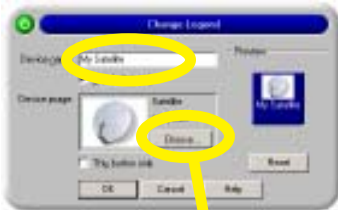
touch EDIT TOOLS



touch CHANGE LEGEND



touch BUTTON to modify



edit the name, and/or touch CHOOSE...



...to pick a new image



touch SAVE

1 GO TO EDIT TOOLS

Touch the Video Commander logo at the top of the screen to open the tools. Touch the TOOLS button for additional buttons, then touch the EDIT TOOLS button.

2 SELECT CHANGE LEGEND

Touch the CHANGE LEGEND button.

3 SELECT BUTTON TO CHANGE

Touch the button whose look you want to change.

4 CHANGE THE BUTTON

To change the button TEXT, enter your changes in the "Name" space.

To change the button IMAGE, touch the CHOOSE button next to the image, then pick this image you want.

For either text or image, check the "this button only" checkbox if you want your changes to apply only to this single button; otherwise, you are changing the text or image for this object throughout the Video Commander system.

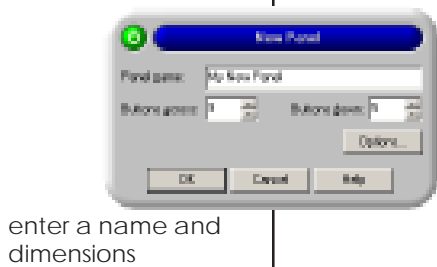
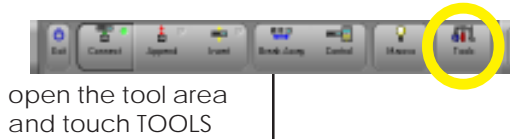
When done, touch OK to make the changes.

5 SAVE YOUR CHANGES

When you are done changing your panel, touch the SAVE button. The iNED server is updated with your changes.

CREATING A NEW PANEL

Follow these steps to create a new button panel.



1 GO TO EDIT TOOLS

Touch the Video Commander logo at the top of the screen to open the tools. Touch the TOOLS button for additional buttons, then touch the EDIT TOOLS button.

2 SELECT NEW PANEL

Touch the NEW PANEL button.

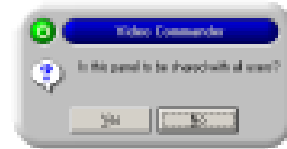
3 ENTER PANEL INFORMATION

Enter a name for your new panel. You may also want to specify a different size, in terms of how many buttons will fit across each row and down each column.

TIP: Don't worry if you're not sure what size to make; you can always resize the panel later.

4 CREATE THE PANEL

Touch OK. Video Commander may ask if you want to share the panel with all users; touch NO if it is just for your use.



5 ADD BUTTONS

Video Commander creates your new panel, which is initially empty. The Object Palette automatically appears so you can start adding buttons, as described at the beginning of this chapter.

This page describes some tools for changing the arrangement of a panel.



You can make various changes to the layout of your button using the Edit Tools; this page summarizes your options.

RESIZE A PANEL

You can change the size of your panel by dragging the resize diamond symbol in the lower right corner of the panel. (However, Video Commander will not allow you to make the panel larger than your screen can hold, or smaller than the buttons you have on your pages.)



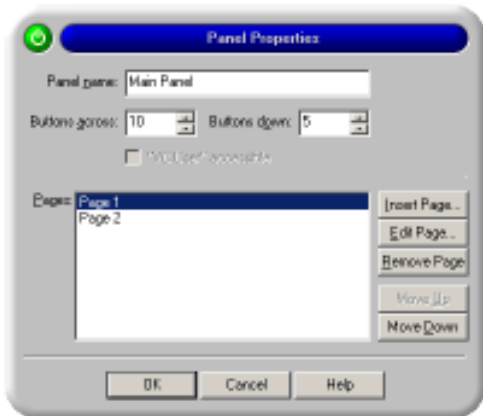
NEW PAGE

You can add a page to your panel by touching the NEW PAGE button, then touching the panel to modify. Touch YES when prompted. The new page is added to the panel and selected.

You switch between pages of a panel by touching the page button in the upper right corner of the panel. (Panels with only one page don't have this button.)

DELETE PAGE

You can remove the current page from your panel by touching the DELETE PAGE button, then touching the panel to modify. Touch YES when prompted. (If there are still buttons on the page you are deleting, Video Commander will ask you again to confirm.)



PANEL PROPERTIES

Touch the PANEL PROPERTIES button, then touch a panel, to see a window of properties for the panel. This window also lets you change the panel size and add or remove pages, but additionally lets you rename the panel and rename or re-order the pages. Touch the HELP button in the properties for more information.

DELETING A PANEL

Follow these steps to remove a panel from Video Commander.



open the tool area and touch TOOLS



touch EDIT TOOLS



touch DELETE PANEL



touch the PANEL to remove; at prompt, touch YES

1 GO TO EDIT TOOLS

Touch the Video Commander logo at the top of the screen to open the tools. Touch the TOOLS button for additional buttons, then touch the EDIT TOOLS button.

2 SELECT DELETE PANEL

Touch the DELETE PANEL button.

3 SELECT PANEL TO REMOVE

Touch the panel you want to delete. Video Commander asks if you are sure; touch YES.

NOTE: This operation completely removes the panel from the iNED server. If you only want to remove a panel from your screen, click the power button in the upper left corner of the panel.

Follow these steps to set your starting Video Commander panel arrangement.



arrange your panels



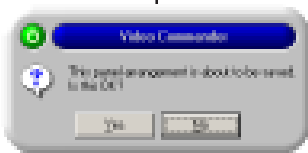
open the tool area and touch TOOLS



touch EDIT TOOLS



touch SAVE SCREEN



touch YES

When you start Video Commander, the screen shows your panels, in no particular order. If you have several panels you may find that you have to keep moving them into a better arrangement. Instead, you can save your preferred arrangement.

1 ARRANGE YOUR PANELS

Move your panels (by dragging the titles) into the arrangement you want to have as your starting positions.

2 GO TO EDIT TOOLS

Touch the Video Commander logo at the top of the screen to open the tools. Touch the TOOLS button for additional buttons, then touch the EDIT TOOLS button.

3 SELECT SAVE SCREEN

Touch the SAVE SCREEN button. Video Commander asks if this is what you want to do; touch YES.

The next time you start Video Commander the panels will be in this same arrangement.

TIP: You can also return to your starting panel arrangement at any time, by touching the RESTORE SCREEN button in the Tools set of buttons.

4

MACROS

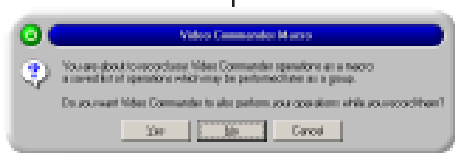
This Chapter guides you through the setup and use of Macros within Video Commander.



open the tool area and touch MACROS



touch RECORD



choose whether to do routes while recording



do each route step you wish to include within the macro



Follow these steps to record a sequence of routes.

Macros let you perform a sequence of routing operations with a single button. They are helpful for repetitive tasks that involve multiple steps.

1 GO TO MACRO TOOLS

Touch the Video Commander logo at the top of the screen to open the tools. Touch the MACROS button to switch to an additional set of buttons.

2 START RECORDING

Touch the RECORD A MACRO button.

Video Commander asks if you want to actually do the steps of the macro while you record them. Touch YES if you want the routes to occur, or touch NO if you only want to "simulate" the results on the screen while making the macro.

3 RECORD YOUR ROUTES

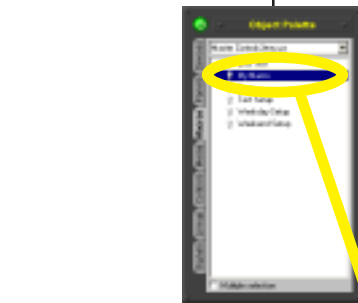
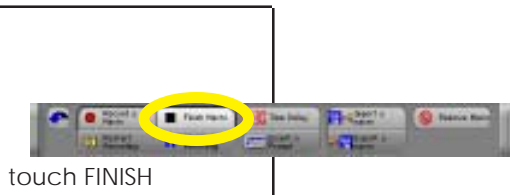
Perform each routing operation you want to include in the macro.

For example, if you want to record a simple route, touch the source device, then touch the destination device, and then touch DONE just like you normally make the route. Each operation is added to the macro recording.

continued >>>>

RECORDING A MACRO

Follow these steps to finish recording a macro.



4 COMPLETE THE MACRO

Touch the FINISH MACRO button.

5 NAME YOUR MACRO

Enter a name for your newly created macro, then touch OK.

6 CREATE A MACRO BUTTON

The Object Palette automatically appears. Video Commander may display a message about how to use your new macro. If so, simply touch OK.

From the "Macros" tab on the Object Palette, drag your new macro onto a panel. A new macro button is created where you dropped the macro (or the first empty space after that position).

7 SAVE YOUR CHANGES

Touch the SAVE button on the panel. The iNED server is updated with your changes.

You can run your new macro by simply clicking on the new macro button.

TIP: While recording the macro, if you find you need to perform some routing steps to set up for the macro, but you don't want those steps to be part of the macro, touch the PAUSE RECORDING button, perform the steps to *not* record, and then touch PAUSE RECORDING again to resume recording your operations.

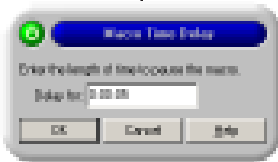
Follow these steps to include a time delay within a macro.



start recording a new macro



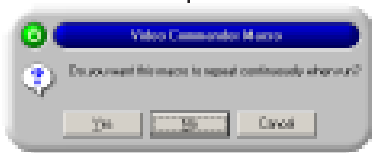
at the point where you want a pause, touch TIME DELAY



enter delay length



finish recording your macro



choose whether the macro should repeat

You can record a macro with delays between routing steps. For example, if you wanted to send a signal from two cameras to a single monitor, you could automatically switch the routes on timed delays (continuously switch between cameras every ten seconds).

1 START RECORDING

Go to Macro tools and touch the RECORD button as described on the previous pages. Record any routing steps you wish to include before the delay.

2 INSERT A DELAY

Touch the TIME DELAY button. In the "Macro Time Delay" window enter the time to delay, either in hours:minutes:seconds or as a total count of seconds. Touch OK to add the delay to the macro recording.

3 COMPLETE THE MACRO

Record any other routing steps or further delays that you wish. When done, touch the FINISH button and name your new macro.

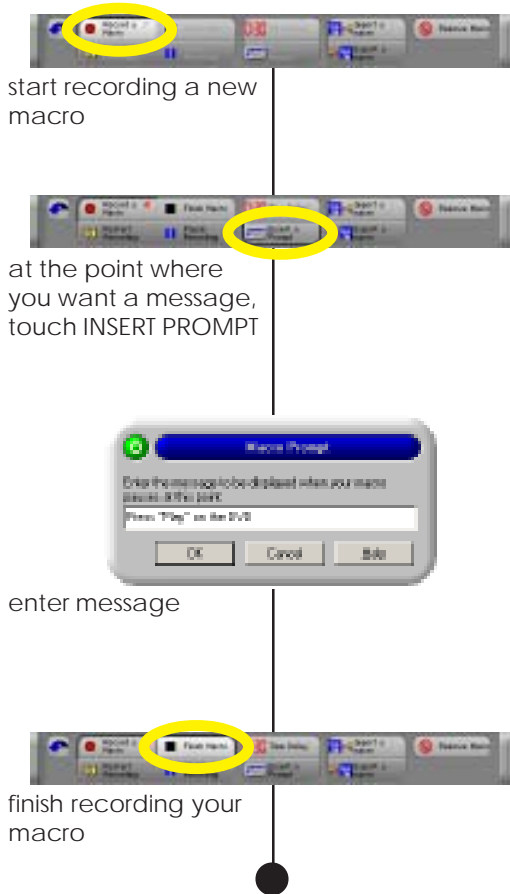
4 CHOOSE WHETHER TO LOOP

Video Commander asks whether you will want this macro to repeat continuously when run. Touch YES or NO as appropriate for your macro.

When Video Commander runs a macro with a time delay, the clock in the upper right corner of the screen shows a countdown to the next operation to perform.

RECORDING A MACRO WITH A PROMPT

Follow these steps to include a prompt within a new macro.



To make macros more interactive, Video Commander allows you to include prompts in macros, to display information as the macro is running, or remind you to perform a particular action.

1 START RECORDING

Go to Macro tools and touch the RECORD button as described on the previous pages. Record any routing steps you wish to include before the prompt.

2 INSERT A PROMPT

Touch the INSERT A PROMPT button. In the "Macro Prompt" window enter the text to display in the prompt. Touch OK to add the prompt to the macro recording.

3 COMPLETE THE MACRO

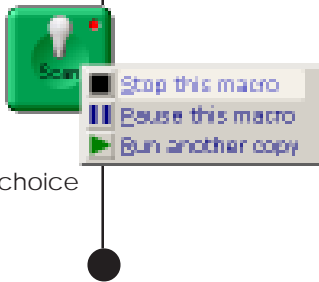
Record any other routing steps, prompts or delays that you wish. When done, touch the FINISH button and name your new macro.

TIP: When the macro reaches the prompt step, Video Commander displays the message you recorded and pauses the macro until you touch OK. This is useful when the remaining steps of a macro should not be performed until something external happens (for example, switching tapes).

Follow these steps to stop a macro that is running.



touch the button for a running macro



touch "Stop" choice on menu

While Video Commander is running a macro on your PC, the macro button shows a red indicator light to tell you that it is active. A simple macro with just a few steps usually finishes quite rapidly. But a macro with time delays or prompts could be running for some time, or even repeat endlessly. So you may want to tell Video Commander to stop running a macro.

1 SELECT THE MACRO

Touch the button for the macro that is currently running. Video Commander displays a menu of choices for this macro.

2 SELECT STOP

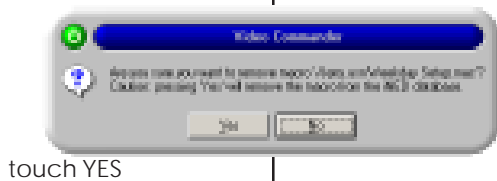
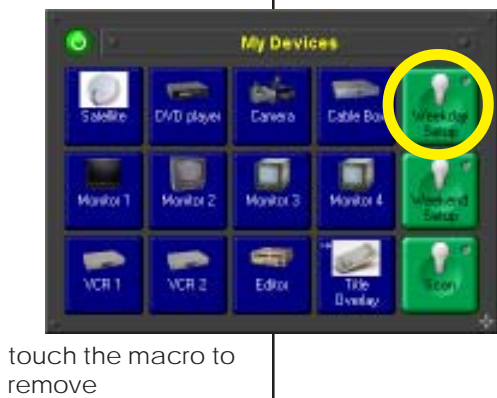
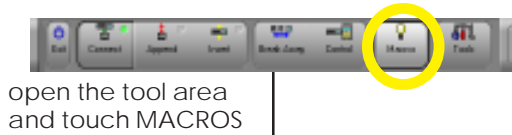
Touch the "Stop this Macro" choice. The macro will stop immediately.

TIP: If a macro is stopped at a prompt, you can simply touch CANCEL to stop the macro at that point.

The menu for a running macro also includes a "Pause" choice. This will suspend the macro rather than stop it. A "pause" indicator appears on the macro button; touch the macro button again to resume it.

REMOVING A MACRO

Follow these steps to remove an existing macro.



1 GO TO MACRO TOOLS

Touch the Video Commander logo at the top of the screen to open the tools. Touch the MACROS button to switch to an additional set of buttons.

2 SELECT REMOVE MACRO

Touch the REMOVE MACRO button.

3 SELECT THE MACRO TO REMOVE

Touch the button for the macro to remove. Video Commander will ask if you are sure; touch YES to delete the macro from the iNED server.

TIP: This operation permanently deletes the macro from your system. If you just want to remove the button and not the macro itself, use REMOVE in the Edit Tools as described in the previous chapter.

INDEX

A

Adding a Button 15
Append Mode 9
arrangement 23
arrow 7

B

blink 8
Break a route 8
Break Away 11
button image 19
button text 19

C

Cancel button 5
Change Legend 19
changes 15
Clock 5, 27
Connection Details 13
Copy Mode 16
Copying a Button 16
countdown 27
Current user 5

D

Delete Page 21
Delete Panel 22
destination device 7
Device button 5
Done button 5, 7
double-click 7, 8
Drag 15
Drop 15

E

Editing 15

F

Finish Macro 26

I

image 19
in/out 9
iNED Browser 4
Insert a Prompt 28
Insert Device 10

Insert Mode 10
IRIS button 5

J

job color 7

L

Lock 12
Log In 4
Loop macro 27

M

Macro button 5, 26
macro delay 27
macro name 26
Macro Tools 25
Macros 25
Macros menu 5
Mode bar 5
Move Mode 17
Moving a Button 17

N

name 19
Network indicators 5
new button 15
New Page 21
New Panel 20

O

Object Palette 15, 20, 26

P

Pages button 5
Panel 5
Panel Properties 21
panel size 20
Panels menu 5
pass-through 9
password 4
Pause macro 29
Pause Recording 26
Power button 5
practice 4
Prompt 28

R

Record a Macro 25
Remove Macro 30
Remove Mode 18
Removing a Button 18
repeat macro 27
Reserve 12
Resize a Panel 21
Restore Screen 23
Route 7

S

Save button 15
Save Screen 23
Screen 5
Security 5
signal 11
Size tool 5
source device 7
Status bar 5
Stop macro 29
stripe 11

T

this button only 19
Time Delay 27
Tool area 5
Tool Bar 9

U

Unlock 12
unroute 8
user name 4

