

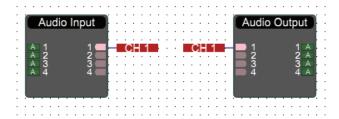
XILICA PROGRAMMER'S PRO TIPS GUIDE

CREATE NEW PROJECT FROM SELECTED DEVICE(S)

When creating a new project, a time-saving feature is the Create New Project from Selected Device(s) button found in the software's Network View. Simply Ctrl+Click each of the hardware devices (whether currently on or offline) that you wish to include in the new design, then click Create New Project from Selected Device(s). This will create a new Project from the selected hardware and automatically match the IO card configuration of the physical hardware so that you do not have to define it manually.

WIRE TAGS

Within the DSP schematic of the Xilica Designer software, wires between modules can be broken into tags. The wire tags allow you to create interschematic bussing, reducing clutter for complex designs and helping maintain a clean DSP design.



To create a wire tag, first draw a traditional wire between modules. Once complete, simply right-click on the wire and choose "Break wire into wire tag". Give the tag a unique name, then click Ok. You'll now see a tag at the upstream module output, and a corresponding tag at the downstream module input.

MULTI-NODE WIRING

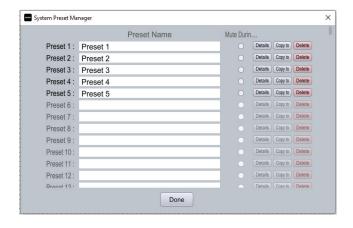
Multiple wires can be drawn simultaneously between modules. To draw one or more wires between two modules, simply Ctrl+click and highlight the nodes on one module, then click and drag to the adjacent module with like nodes. To connect all wires of a module, simply left-click on the module to highlight it, then click a node and drag to the receiving module's first node. The receiving module must have the same number of nodes or more of the module it's connecting to.

WIREBOX SELECT

Similar to AutoCAD, when working with objects in the Designer software (devices, modules, wires, etc.) the direction that you click and drag to select a given object determines its behavior. When you click and drag to the right, you must fully encompass an object before it selects. When you click and drag to the left, you only need to encompass a portion of an object to select it.

PRESETS

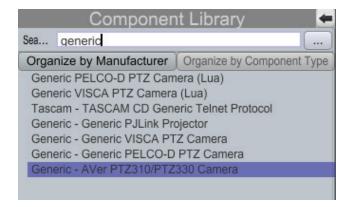
Presets can be created in three different ways, at the unit level, at the module level, and at the parameter level. To capture the state of an entire device to a preset, simply right-click on the device and choose Copy Device Values to Preset. To capture the state of a module, right-click and choose the same option. And for the most granular preset, right-click on a specific parameter to capture its current state to a preset. All presets can be managed in the Project Presets dialog under the Project menu.





GENERIC CONTROL MODULES

The Designer software has a handful of generic modules for connecting to and controlling cameras and projectors. While in the Project View, search the keyword "generic" in the Component Library search field. It will return a number of options for controlling VISCA and Pelco cameras, as well as PJLink projectors.



XTOUCH EMBEDDED WEB BROWSER

XTouch panels, whether deployed on Solaro touchscreens, third-party touchscreens, or the XTouch app for iOS, Android, Mac or PC, can contain an embedded web browser. With an XTouch design schematic in focus in the Designer software simply drag in an Embedded Web Browser from the Component Library. Then enter the URL in the Object Property. If the controlling device has Internet access you'll see the specified website when you go online with the device.



STACKED CONTROLS

When creating control panels using XTouch, a time-saving feature is the ability to stack like controls. If you wish to have a single button press or fader on an XTouch panel control multiple linked parameters of the same type, you can "stack" them. Simply Ctrl+click and then drag the first parameter to an XTouch panel. Then Ctrl+click and drag each subsequent like parameter and drop it on top of the original. As you drag and hover over the stacked control it will turn green to indicate that the controls are similar and can be stacked. When you release the mouse button you can then view or edit the number of controls that are stacked together in the Object Property window.

REMOTE REBOOT

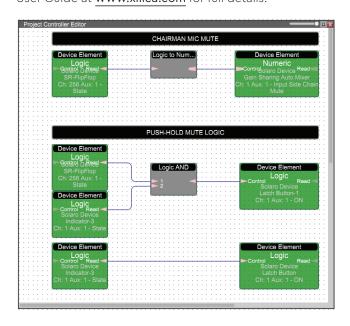
If you're working with a device that requires a power-cycle but that device is physically remote from the host computer, you can remotely reboot the device from the Network View. Simply double-click on the device icon to enter the Device Setup dialog. There are many hardware management features within this dialog, one of which is the remote reboot option found on the General tab.





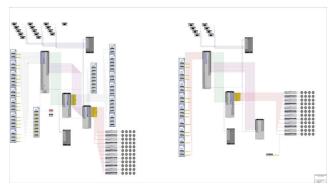
PROJECT CONTROLLER

Within a Solaro DSP system is a full-featured control engine called Project Controller. This control engine is an object-oriented, drag-and-drop design schematic for building simple or complex control signal paths. The master DSP in any project will have a Project Controller button on the device icon in Project View. Objects can be dropped onto the Project Controller design schematic from either its Component Library, from third-party device modules, or from parameters within the audio design schematic. A simple Ctrl+click and drag will bring an object from a module onto the Project Controller schematic. Project Controller accommodates logical, numeric and binary data as well as communication to and from third-party devices via TCP or UDP. Please see the Solaro Project Controller User Guide at www.xilica.com for full details.



EXPORT PROJECT DESIGN DRAWINGS

System drawings of the Project View and DSP Schematic View can be automatically created and expired to a CAD formatted file or a JPEG. Once your design is complete, simply navigate to the Project menu and choose Export Project Design Drawings. Select your desired format and whether to include the DSP schematics of any individual devices.



REMOTE DEVICE CONNECTION

The Xilica Designer software allows you to connect your host computer to a device or system of devices that reside on a different LAN segment/subnet. From the network view, click the Search for Remote Device button. Enter the device IP address and click Search. It will then attempt to connect to the remote device's TCP port. If it is successful, it will display the information of the remote device. You can then press "Connect to device" to connect to it. See the Xilica FAQ for more details and limitations.

