

velocity™

by Atlona

Version Information

Version	Release Date	Notes
23	Sept 2021	Updated for firmware 2.4.3 <ul style="list-style-type: none"> Added Navigate to Music Server - Button / Navigation
24	Jan 2022	Updated for firmware 2.4.5 <ul style="list-style-type: none"> Added custom lighting widget to Custom Control Interface Updated Custom Control Interface Buttons / Labels navigation section to new selections Added new navigation selections to the Macros
25	March 2022	Updated for firmware 2.4.6 <ul style="list-style-type: none"> Added Ubuntu Firmware instructions Adding Control Screen Device has had the ability to copy panels added
26	June 2022	Updated for firmware 2.5.0 <ul style="list-style-type: none"> Added new QR Code Security updates
27	Aug 2022	Updated for firmware 2.5.1 <ul style="list-style-type: none"> Added new Reports area for All Devices, All Macros, Bill of Materials, and Room Reports. Updated SSL information

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Sales, Marketing, and Customer Support

Main Office

Atlona Incorporated
70 Daggett Drive
San Jose, CA 95134
United States

Office: +1.877.536.3976 (US Toll-free)
Office: +1.408.962.0515 (US/International)

Sales and Customer Service Hours
Monday - Friday: 6:00 a.m. - 4:30 p.m. (PST)

<https://atlona.com/>

International Headquarters

Atlona International AG
Tödistrasse 18
8002 Zürich
Switzerland
Office: +41 43 508 4321

Sales and Customer Service Hours
Monday - Friday: 09:00 - 17:00 (UTC +1)

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Log In & Activation

Initial log in and activation of the Velocity Gateway is outlined in this section.

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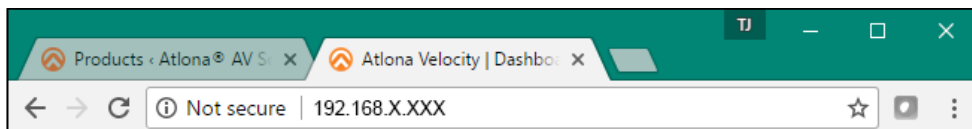
Log In

Once the Velocity Gateway has been set up on a network, locate the IP address of the unit.

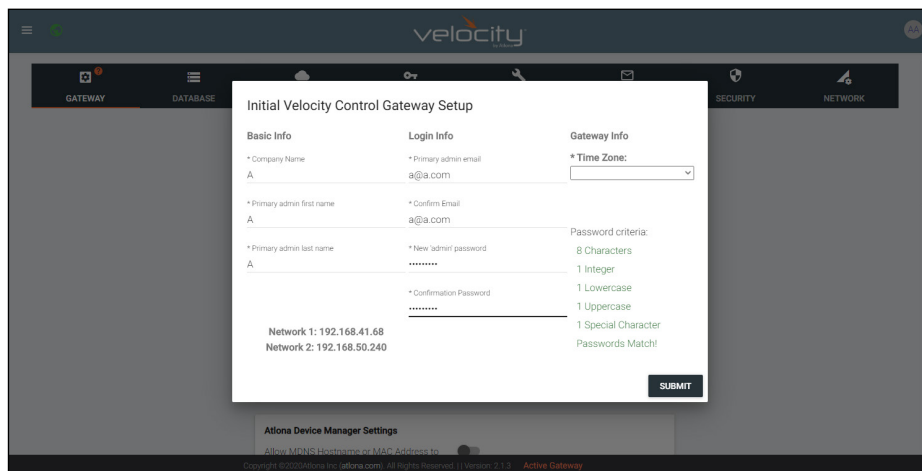
- VGW Hardware: The IP address of the server can be located by connecting to an HDMI or Mini DisplayPort display (the IP will be located on the center of the screen) or using an IP scanner.
- VGW Software: The IP address will be located on the center of the screen after installation.

NOTE: Google Chrome is the recommended browser when using Velocity. Other browser may experience technical difficulties and may not support full functionality.

1. Open any browser on the network and type the IP address in, as shown below.



Velocity will automatically log in once the IP is launched and a pop up will appear.



* New 'admin' password	Password criteria:
.....	8 Characters
	1 Integer
* Confirmation Password	1 Lowercase
	1 Uppercase
	1 Special Character
	Passwords do not match.

* New 'admin' password	Password criteria:
.....	8 Characters
	1 Integer
* Confirmation Password	1 Lowercase
	1 Uppercase
	1 Special Character
	Passwords do not match.

* New 'admin' password	Password criteria:
.....	8 Characters
	1 Integer
* Confirmation Password	1 Lowercase
.....	1 Uppercase
	1 Special Character
	Passwords Match!

2. Fill in the initial set up information, including: Company Name, First & Last name, the email address for system emails to be sent, time zone, and a new password.

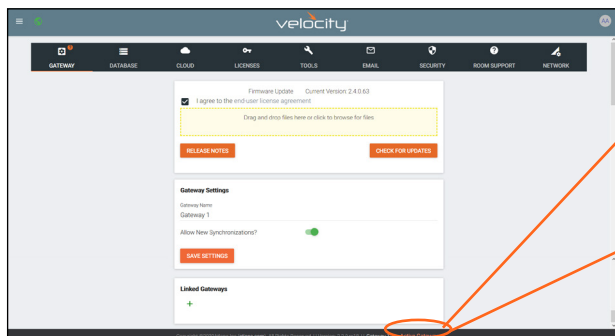
NOTE: Passwords must be at least 8 characters and include: 1 number, 1 uppercase letter, 1 lowercase letter, and 1 special character. The text will appear all green when the password meets all criteria.

3. Press **SUBMIT** once all information is filled. A new pop up will appear.

NOTE: Once the initial log in and activation is complete, the new password should be kept somewhere easy to find. If the password is lost, please follow the directions in the [Reset Password](#) section.

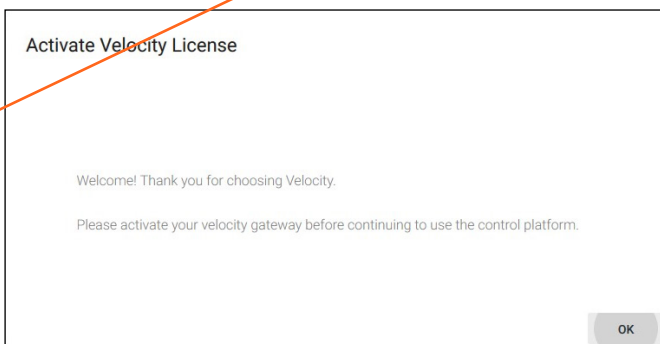
Online Activation

NOTE: AT-VGW-HW will be activated straight out of the box and the activation steps can be skipped. If the software is activated already, it will go to the sites page. If the software is not activated, it will go to the system settings page. Activation status can be found at the bottom right hand of the screen.

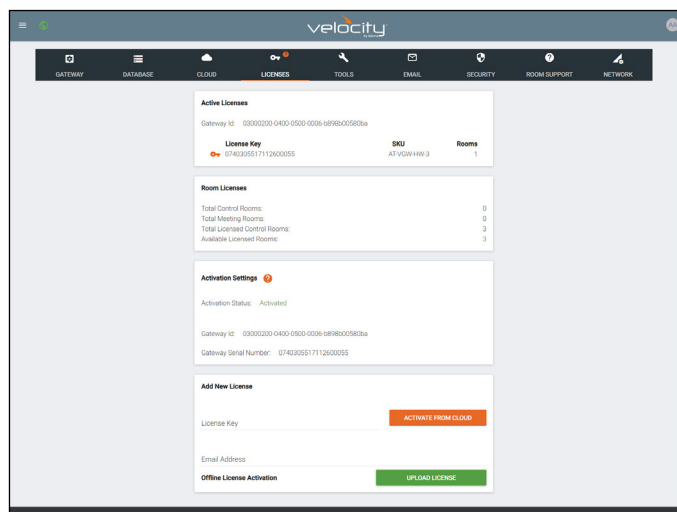
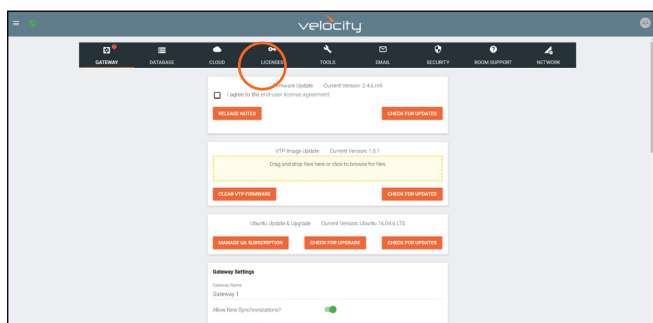


Inactive Gateway

Active Gateway



4. Press the **OK** button on the Activate Velocity License window. The settings page will open.
5. Select the License tab from the top navigation.



6. Fill in the serial number (provided at time of purchase or located on the bottom of the AT-VGW-HW-3/10/20) and the email where the license registration should be sent. Press the **Register** button.

NOTE: Either the Gateway or the computer connected to the Gateway needs to have access to the internet to register.

Activation Settings ?

Activation Status: Not Activated

Gateway Id: 03000200-0400-0500-0006-b898b00580ba

Gateway Serial Number
0740305517112600055

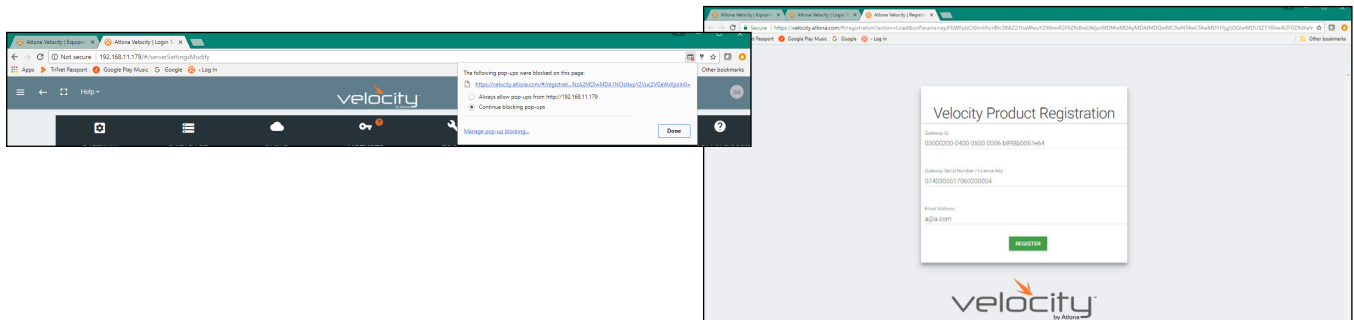
Email Address
a@a.com REGISTER

Offline Activation UPLOAD LICENSE

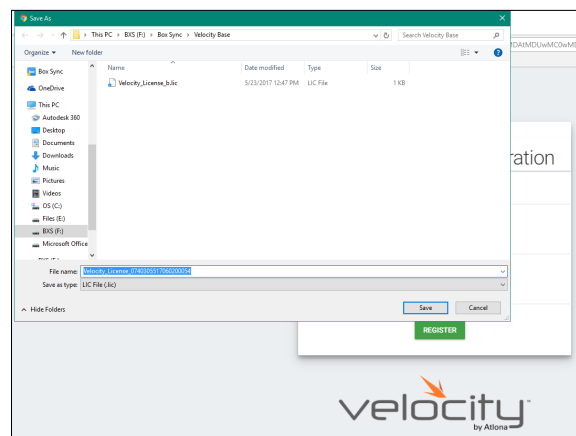
Offline Activation

1. Follow steps 1 through 7 of Online Activation. When the Register button is pressed in step seven, a new window will open.

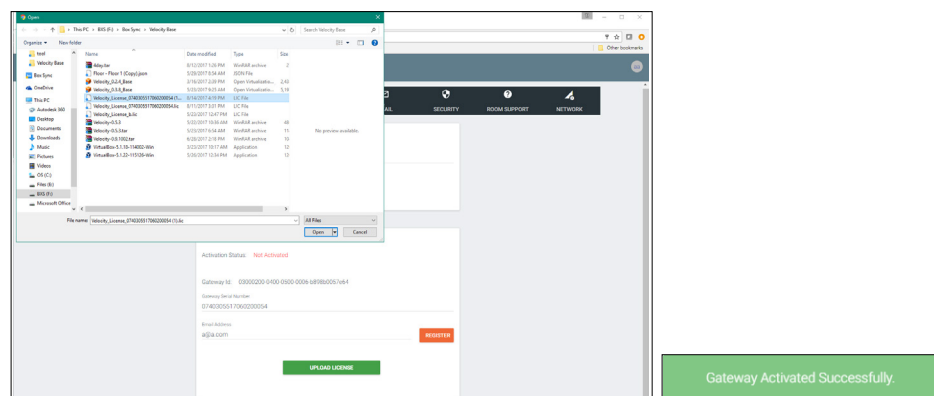
NOTE: If nothing happens when the register button is pressed, disable pop-up blockers and open the blocked window.



2. The fields should be auto-filled from the previous screen, if not, fill in the serial number and email address. Press the **Register** button.
3. The license file will be downloaded automatically. Select an easy to find place on the local PC (e.g. desktop) to save to.



4. Close the registration tab and return to the system settings page.
5. Press the **Upload License** button. A new window will open.



6. Select the license file from the folder and select **Open**.

Once the file has been uploaded successfully, the message **Gateway Activated Successfully** will appear at the bottom of the screen and the **Activation Status** will show **Activated**.

NOTE: The page should refresh automatically after registration, if the page does not, manually refresh the web browser.

System Settings

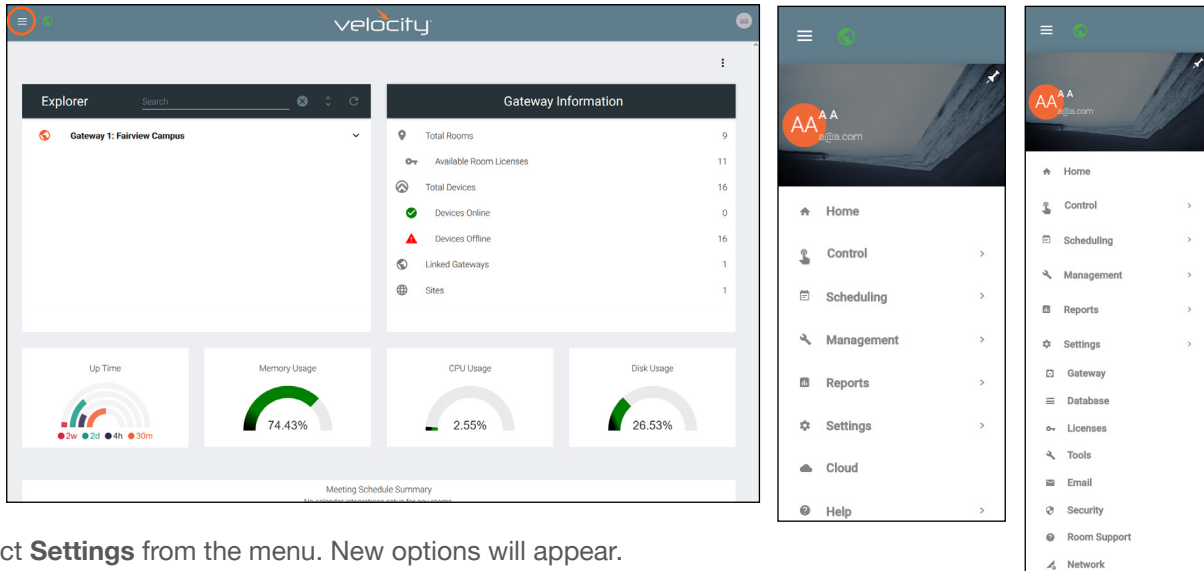
System settings will include the ability to view server settings, scheduling, licenses, tools, set up email notifications, security options, and firmware upgrades.

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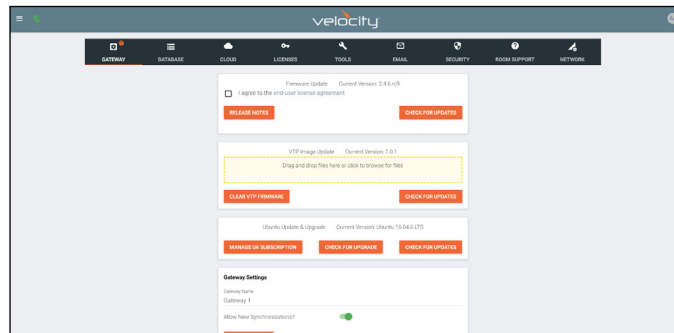
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General

1. Locate the ≡ in the top left corner of the home page and left click to open the menu.

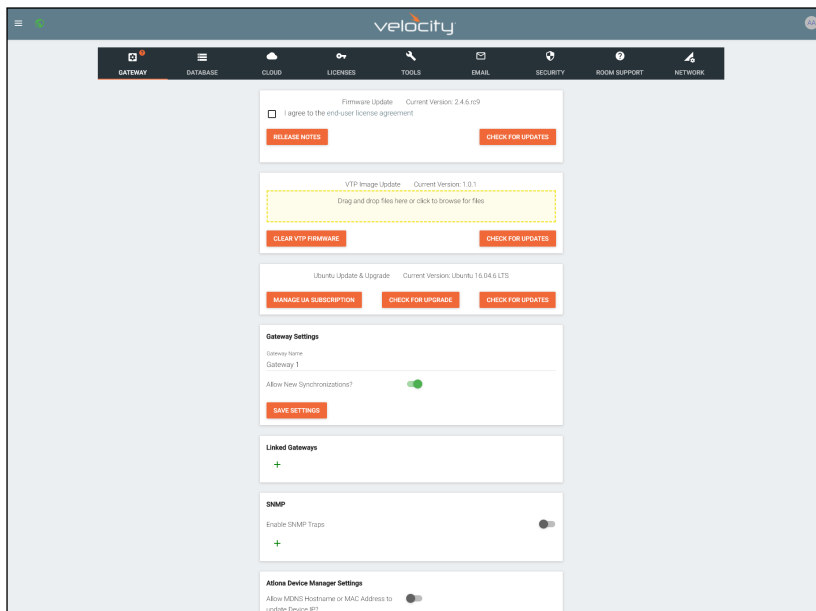


2. Select **Settings** from the menu. New options will appear.
3. Select **Gateway**.



Gateway

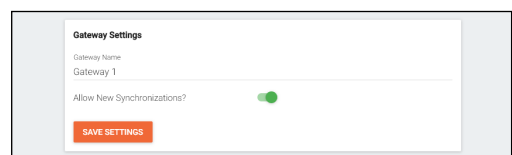
Gateway is the default page opened when Settings is selected. It provides basic information for Velocity, such as: Firmware, Gateway Settings, Synchronization, ID, Serial Number, and Time Settings.

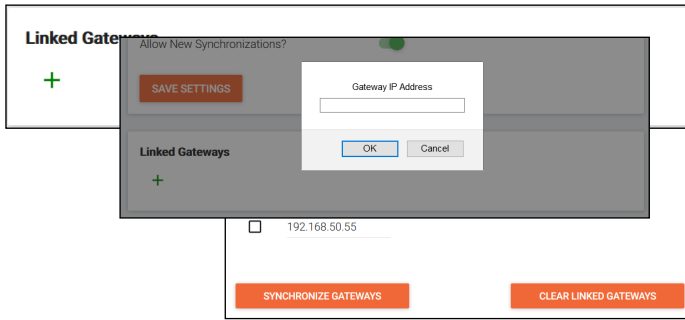


Gateway Settings

The gateway name may be changed, to provide an easy way to discern between different gateways.

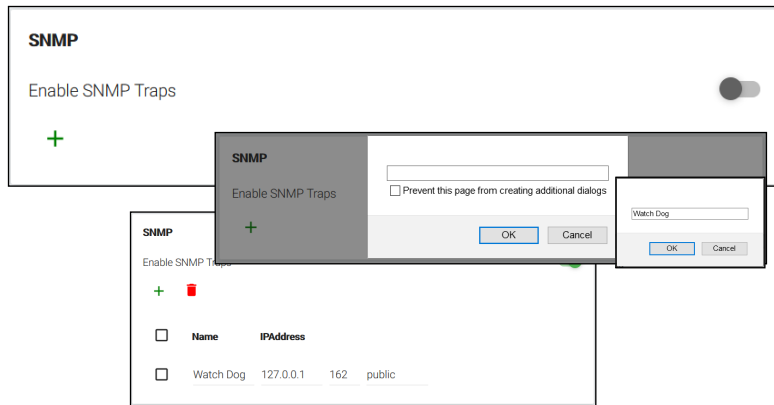
Select the slider bar next to **Allow New Synchronizations** to enable the Atlon Touch Pads and other BYOD control devices to connect to the gateway. This is enabled by default.





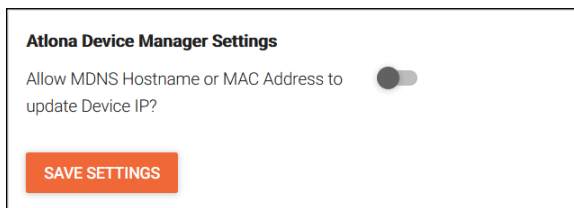
Linked Gateways

- Select the + button to link to any other Velocity Gateways on the network. A pop up will appear.
- Enter the IP address of the other gateway.
- Press the OK button.
- Press the Synchronize Gateways. A pop up will appear when complete.



SNMP

- Enable this feature to set up notifications when issues arise.
- Once enabled, press the + sign. A pop up will appear that the name for the notification device can be entered into.
- Press OK once the name is entered.
- Enter the IP Address in the IP Address field.
- The next field is for the IP Port.
- The final field is for the community string, which is defined by the watch device.



Atlona Device Manager Settings

Enable this to have Velocity update a device IP address if it changes to the new address and has the MDNS hostname or MAC address associated to it within the software. e.g. If a device is set to DHCP and the IP is renewed to a new address, it will auto update in Velocity.

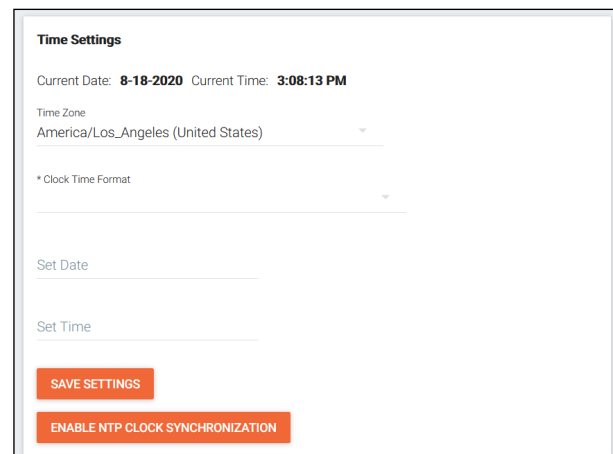
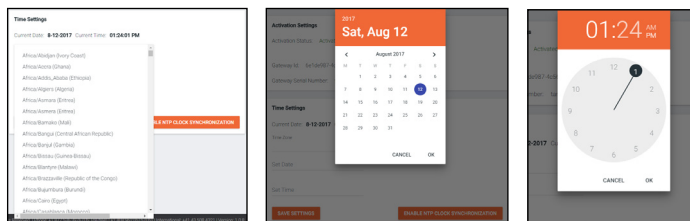
Time Settings

Set the time, time zone, and date for Velocity.

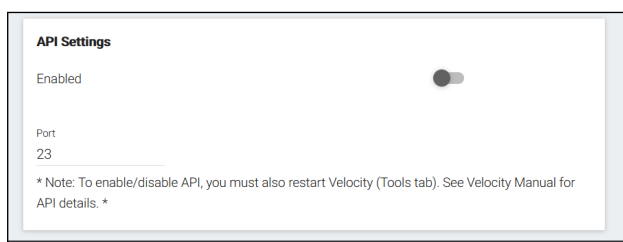
Enable NTP Clock Synchronization

Select this button to allow Velocity to sync its clock with the server.

NOTE: The gateway must be online in order for the clock to synchronize with the server.



API Settings

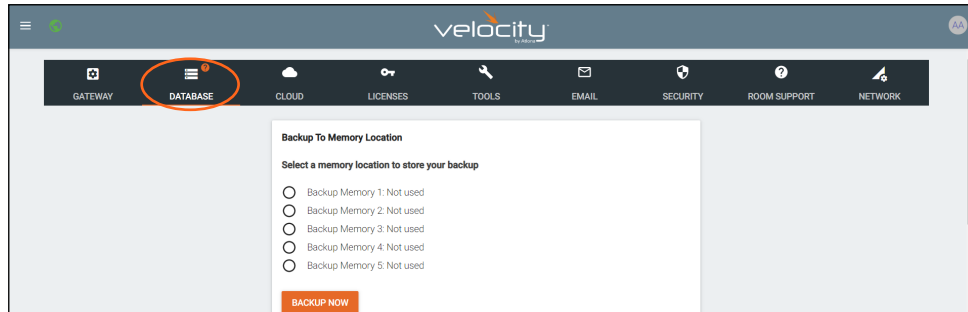


API is used for integrating Velocity with a pre existing control system. Select the enabled slider and type in the port to activate API integration.

NOTE: Once changes have been made, restart Velocity using the Restart Velocity button in the Tools tab.

Database

1. Select **Database** from the top navigation inside of the **Server Settings**.

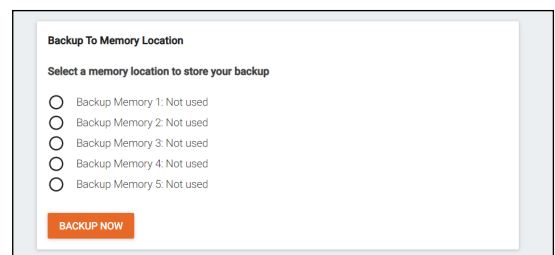


The Database page provides a way to back up, restore, set up redundancy, and delete databases & settings for Velocity.

Backup To Memory Location

Select one of the five memory backup locations and press save. This will back up the Velocity database to the currently selected Backup Memory. Once a backup memory has been used, it can be downloaded, restored from, or deleted.

NOTE: Atlona recommends creating a backup and saving to a secure location after integration is complete.



Backups Available For Restore

All backups available will appear in the list. The backups can be renamed, deleted, downloaded to the local computer, or restored to.

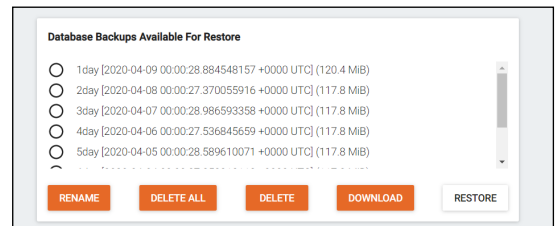
Rename - Allows creation of a custom name for each backup.

Delete All - Delete all provides a quick way to clear all the previous back ups at once.

Delete - Removes the selected backups, creating space for additional backups if needed

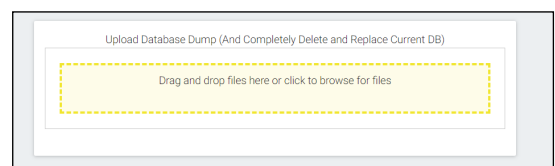
Download - Save back ups to the local computer for future restores.

Restore - Restores the gateway to the selected back up, overwriting all current information/settings of the gateway.



Upload

Drag and drop previously saved database backups from the local computer.



Database Restore History

Once a restore has occurred, a new field will appear after the restore. This will show all the database restores that have been successfully processed.

Database Restore History				
Date Restored	File Name Backup	File Modify Time	User Uploaded	Database Size
Jan 5 20:34:24	RecurringBackups-01-5-2018 19:00	Jan 5 19:00:16	A, A	173.9 MB

Redundancy Settings

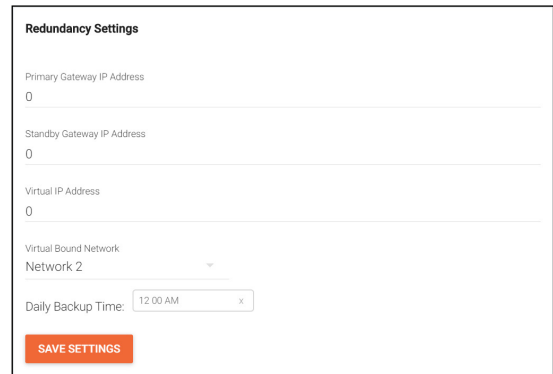
Redundancy provides seamless control where in the case of power loss or other events on one gateway, the secondary gateway takes over control.

Primary Gateway IP Address - Set to the IP of the primary gateway.

Standby Gateway IP Address - Set to the IP of the secondary gateway in case of failure.

Virtual IP Address - Set the virtual IP. This IP is where access to the Velocity webGUI can be found and will be used for all control device connections. Using this IP will ensure no loss of functionality in case the primary gateway goes down.

Virtual Bound Network - Select the physical port both gateways use to connect into the network with the controlled devices.

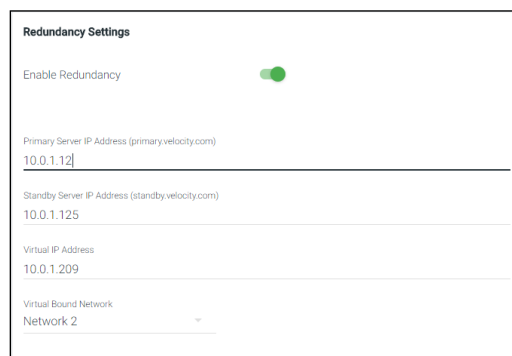


NOTE: Both gateways must be connected to the network using the same Ethernet port on the units. If the primary gateway is connected to Ethernet port 1 then the backup gateway must also be connected to the network using Ethernet port 1.

Daily Backup Time - Set the time per day in which the primary gateway will back up to the standby gateway.

NOTE: The backup gateway must have gone through the initial setup process and be set to a static IP before redundancy is set up.

Once both units have been set up and connected correctly, redundancy can be set up.



1. Type in the primary gateway's IP address.

NOTE: Redundancy settings are only made on the primary gateway.

NOTE: Both gateways must be set to a static IP before redundancy is set up, to avoid any future issues.

2. Type in the secondary gateway's IP address.

3. Type in a Virtual IP address.

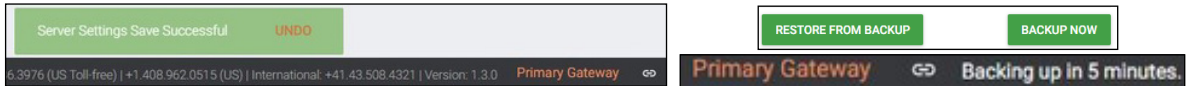
e.g. If the primary IP is 10.20.200.219 and the secondary IP is 10.20.200.168, the virtual IP should be 10.20.200.XXX (such as 10.20.200.115).

NOTE: The Virtual IP address must be an unused IP address. It cannot share an IP with any other devices on the network.

4. Set the virtual bound network to mirror the port used to connect both gateways to the control network. If the units are connected to the network on Ethernet port 2, then select Network 2 from the drop down menu.

5. Set the time of day that the backup will occur.

- Press the Save Settings button. A green successful message will appear at the bottom of the page when redundancy has been set up. The title Primary Gateway will also appear in the server information at the bottom of the page.



The primary gateway will back up to the secondary unit at the designated time each day. The database back up may also be started manually by pressing the **BACKUP NOW** button at the bottom of the redundancy options, and set both gateways to the current configuration.



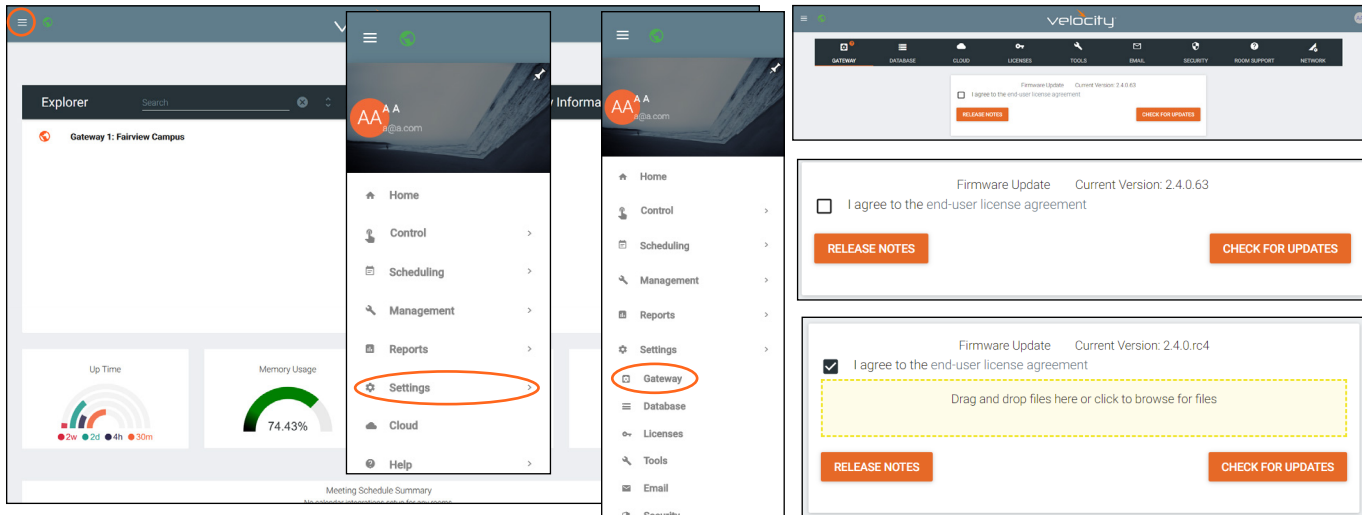
As the primary gateway is backed up, it will display the Backing Up Database message. Once a database has been successfully backed up, the backup gateway will show that it is in standby mode. The backup gateway will remain in backup mode until a time in which the primary gateway has been offline for the set timeout amount. Once the backup gateway is active, it will remain that way until the primary gateway is online again.

i NOTE: If any changes have been made while the primary gateway was offline, select the Restore From Backup button to import the changes from the backup gateway.

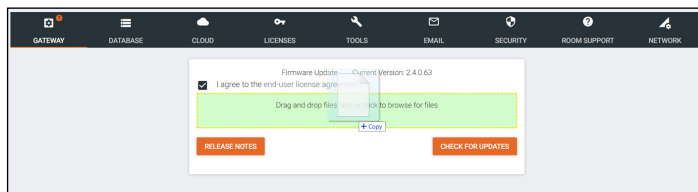
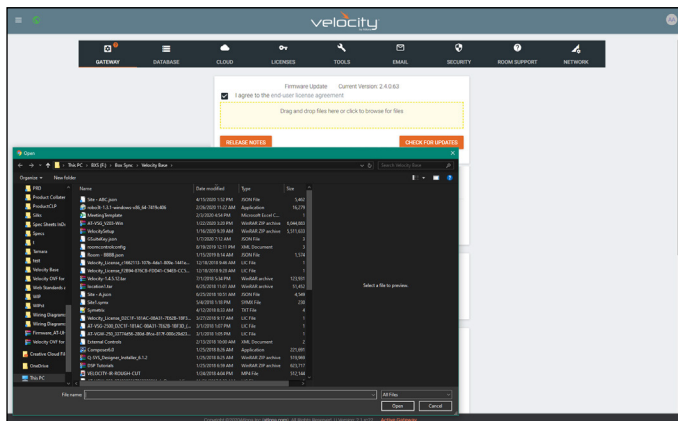
If the redundancy is no longer needed, use the **CLEAR REDUNDANCY** button at the bottom of the redundancy field to unlink both gateways and erase the settings.

System Firmware

1. Locate the ≡ in the top left corner of the home page and left click to open the menu.
2. Select **Settings** from the menu. New options will appear.
3. Select **Gateway**.

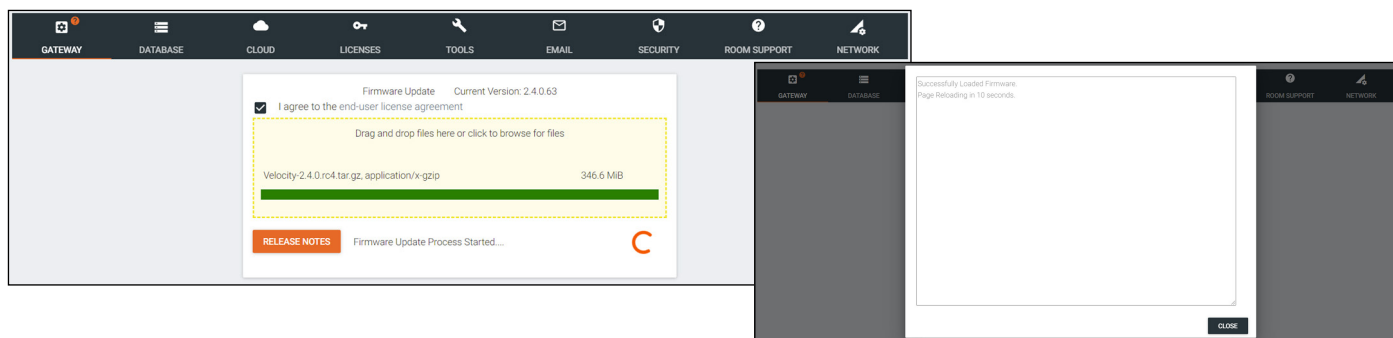


4. Select the **end-user license agreement (EULA)** link to download the pdf.
5. Once read, to proceed with the firmware update, the I agree to the EULA checkbox must be selected.
6. Click on the field to browse the local computer for the firmware file, or drag and drop the firmware into the field.



- NOTE:** Velocity update files will be tar.gz file extensions. These are compressed files and should not be extracted before upload.
- NOTE:** When downloading the firmware file on a MAC, ensure that the file is not being auto-extracted. The option to turn off auto-extraction will be found within the browser settings.

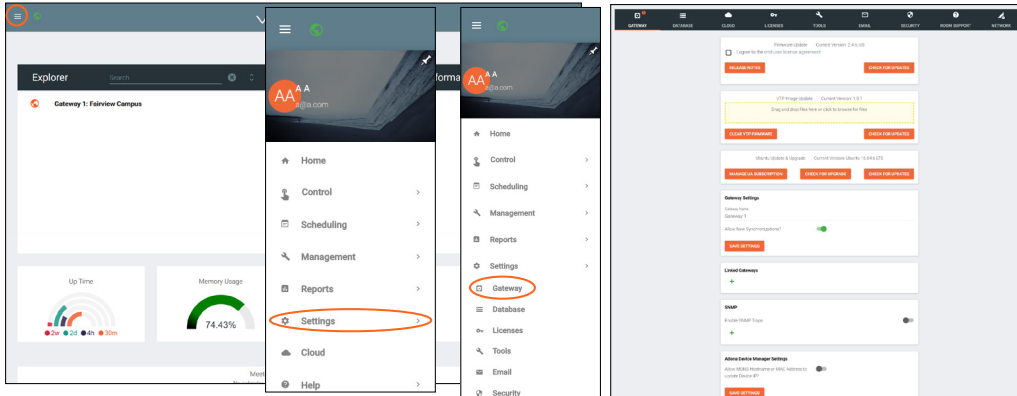
Firmware upgrading will start automatically.



When the firmware upgrade is successfully completed, a pop up window will appear. It will close a few seconds later.

Ubuntu

1. Locate the ≡ in the top left corner of the home page and left click to open the menu.
2. Select **Settings** from the menu. New options will appear.
3. Select **Gateway**.

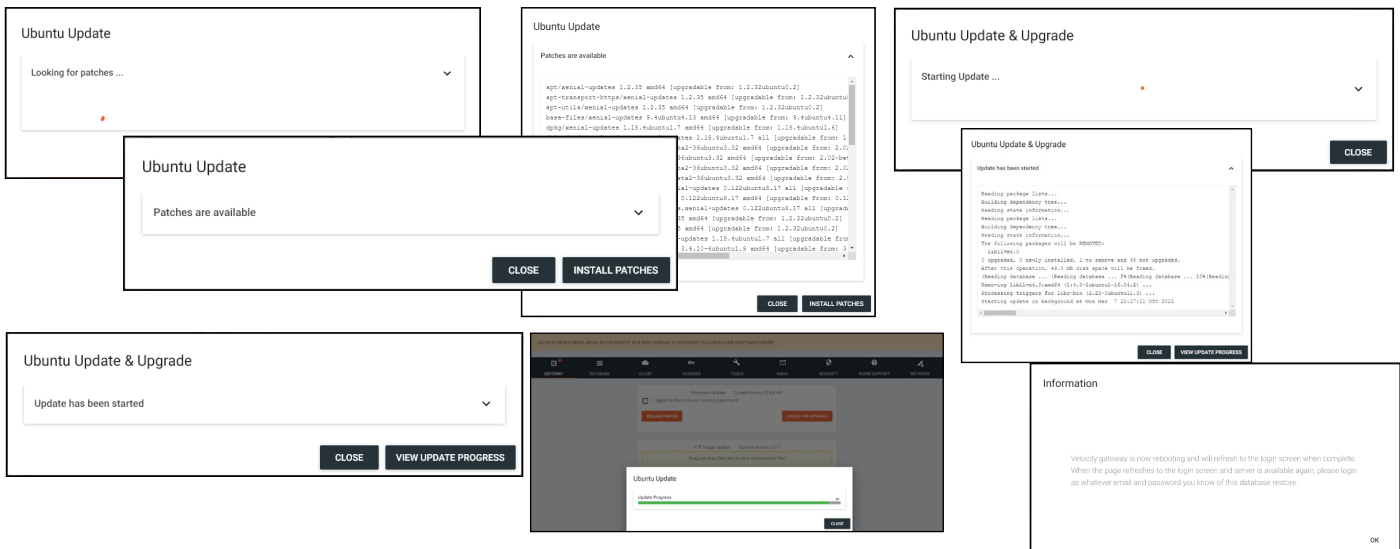
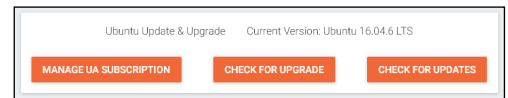


NOTE: It is recommended to backup the database before updating or upgrading. Instructions for backup can be found in the [Backup To Memory Location](#) section.

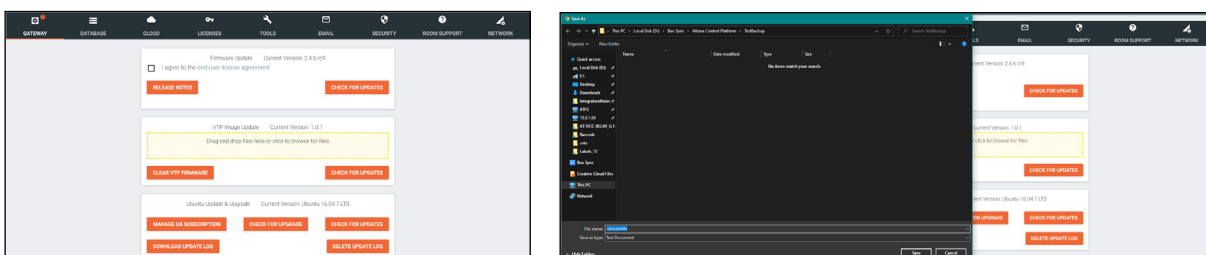
Check for Updates

Velocity is an Ubuntu based program and can be patched through the system settings.

- Select the **Check for Updates** button. A pop up will appear.
- Once the system is done with checking for updates, it will display a 'Patches are available' message if there is an update. Press the down arrow to see a list of patches. Select **Install Patches** to start the update. An update pop up will appear.



- To view the update process, select **View Update Process**. A progress bar will display. Once completed, a reboot pop up will appear. The reboot may take several minutes and Velocity will refresh when completed.

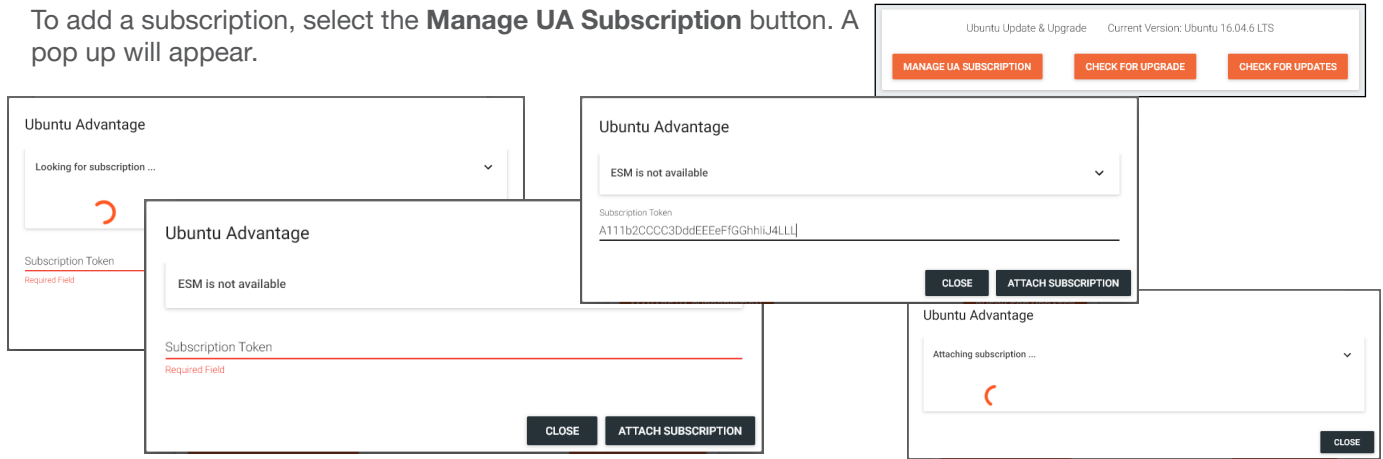


- Once the system has refreshed, the update log can be downloaded. Select **Download Update Log**.
- The update log can also be deleted by using the **Delete Update Log** button.

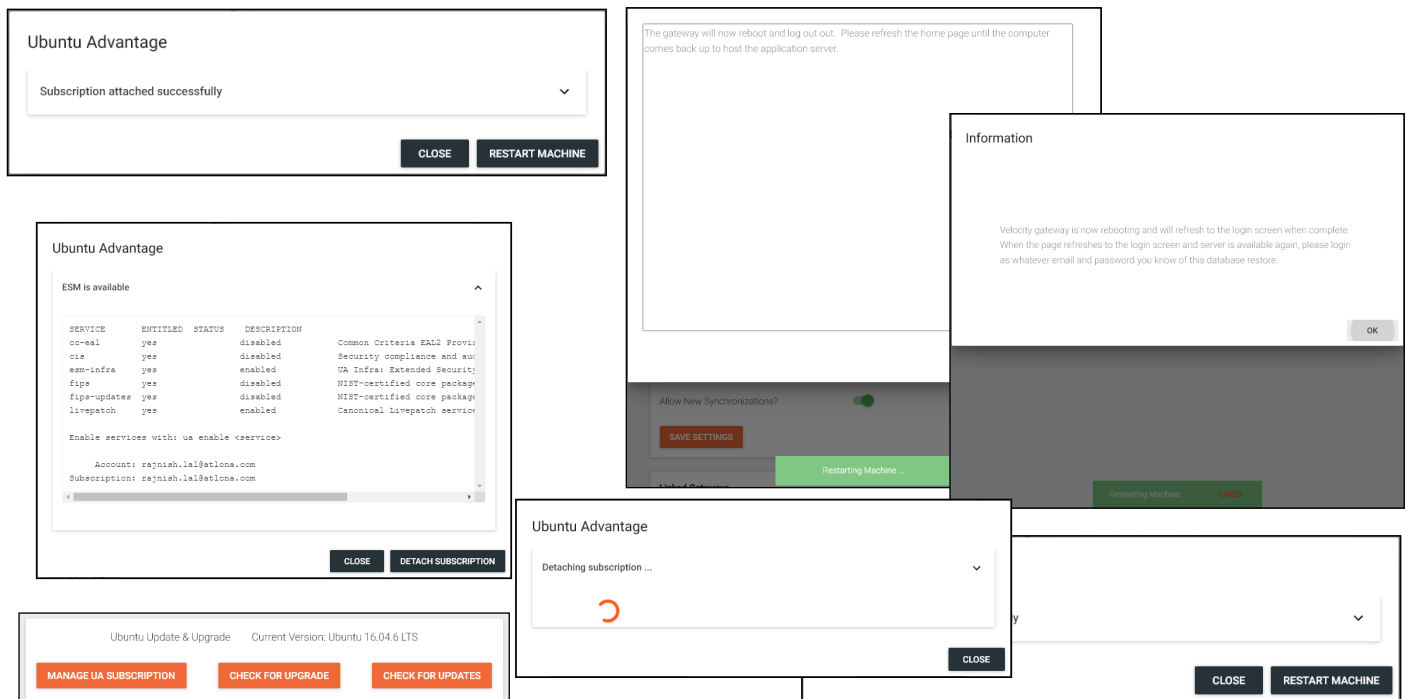
Manage UA subscription

The free updates and upgrades can be downloaded through the previous sections, but an Ubuntu advantage subscription can provide further security and maintenance updates.

- To add a subscription, select the **Manage UA Subscription** button. A pop up will appear.



- The pop up will display 'ESM is not available' if there is no Ubuntu Advantage. To add a subscription, enter the Subscription Token from an Ubuntu Advantage account into the token field and press the **Attach Subscription** button.
- The subscription will attach to the account, when finished a success message will appear. Select **Restart Machine** to complete the attachment. Two pop ups will appear in sequence as the system reboots.
- Once the reboot is complete, the Check Updates button can be pressed again to look for any security and maintenance updates. Follow the update steps to complete the process.

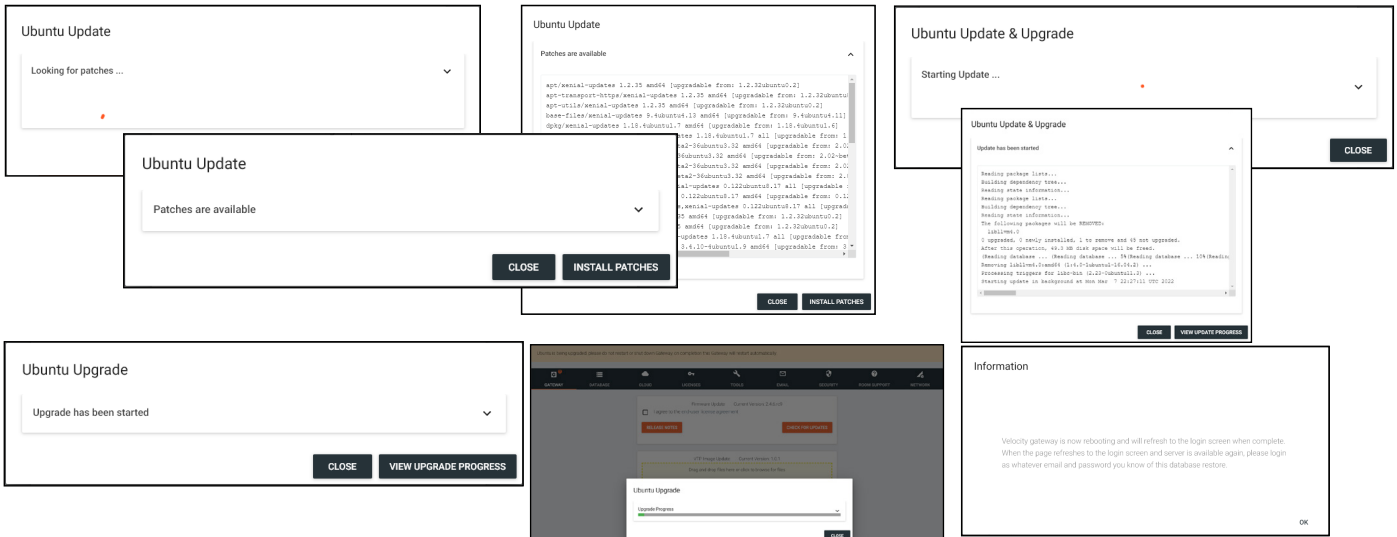
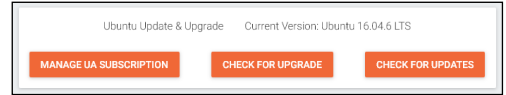


- To detach the subscription, select **Manage UA Subscription** again. The pop up will say 'ESM is available'. Select **Detach Subscription**. The process will start. When completed, select **Restart Machine** to finish the removal.

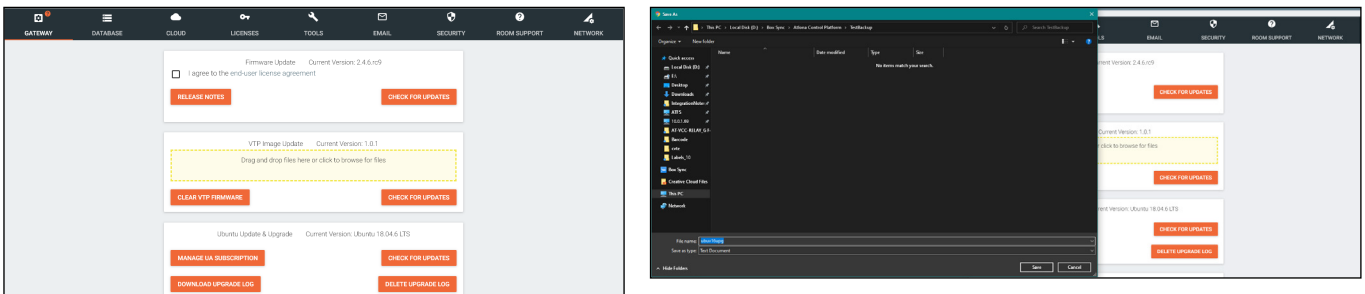
Check for Upgrades

AT-VGW-SW runs off of Ubuntu OS, which can be updated through Velocity. This is only available on AT-VGW-SW. This process can take up to 45 minutes depending on the internet connection speed and size of update.

- Select the **Check for Upgrade** button. A pop up will appear.
- Once the system is done with checking for upgrades, it will display a 'Ubuntu Upgrade Available' message if there is an update. Press the down arrow to see a list of upgrades. Select **Install Upgrade** to start. An upgrade pop up will appear.



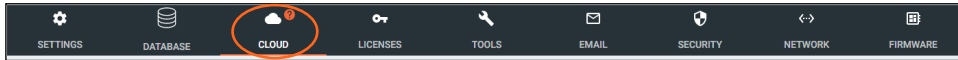
- To view the upgrade process, select **View Upgrade Process**. A progress bar will display. Once completed, a reboot pop up will appear. The reboot may take several minutes and Velocity will refresh when completed.



- Once the system has refreshed, the update log can be downloaded. Select **Download Upgrade Log**.
- The update log can also be deleted by using the **Delete Upgrade Log** button.

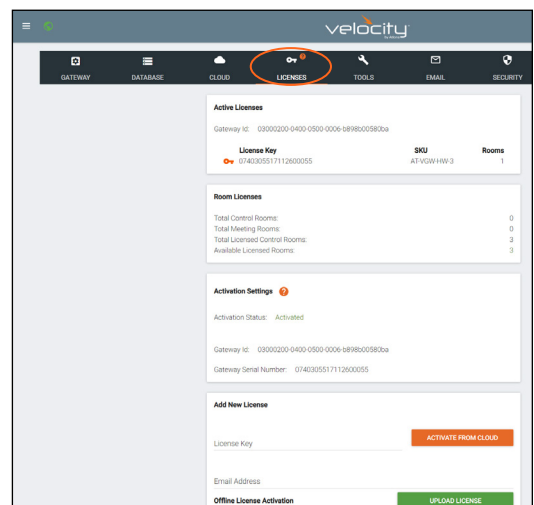
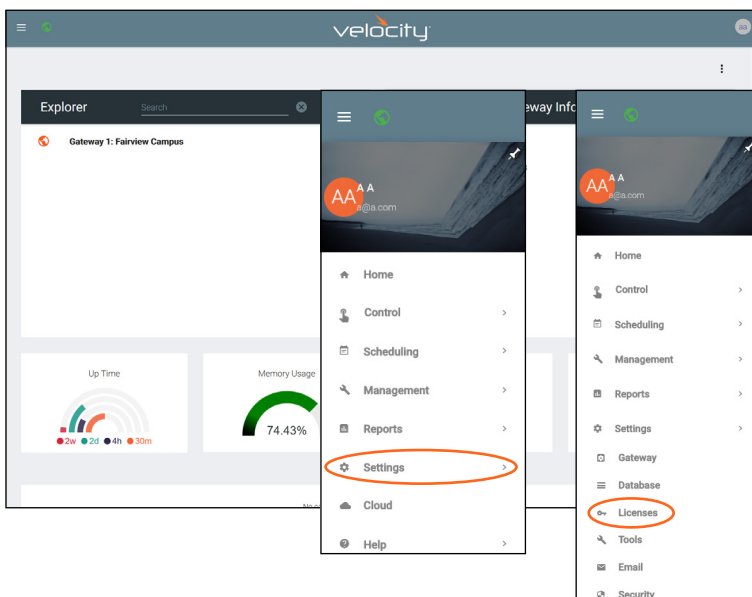
Cloud

Refer to the [AT-VPS-RG](#) manual found under the resources tab.



Licenses

1. Locate the ≡ in the top left corner of the home page and left click to open the menu.
2. Select **Settings** from the menu. New options will appear. If already in the Settings page, select **Licenses** from the top navigation.
3. Select **Licenses**.



The license page displays any currently associated licenses and provides a way to load new room licenses to the user's VGW-SW or to activate a VSG license for Velocity Soft Gateways (AT-VGW-SW). More licenses can be activated here, to expand the amount of rooms Velocity can control.

NOTE: License keys and license download links are provided by email at the time of purchase. If an email cannot be found in the inbox, check the spam or junk folder. Only AT-VGW-SW can be expanded with extra rooms.

Add New License

License Key **ACTIVATE FROM CLOUD**

Email Address

Offline License Activation **UPLOAD LICENSE**

System Settings

If the gateway is connected to the internet, a new license can be activated with the license key and an email address.

- Type in the License Key received by email at the time of purchase.
- Type in the email address associated with the license key (the email where the license was received).
- Press the **Activate From Cloud** button. The new license will activate and appear in the Active License field.

Add New License

License Key
22C97-FFBFF-848BF-DF362-D2CB2

Email Address
a@a.com

ACTIVATE FROM CLOUD

Active Licenses

Gateway Id: 03000200-0400-0500-0006-b898b0057e8c

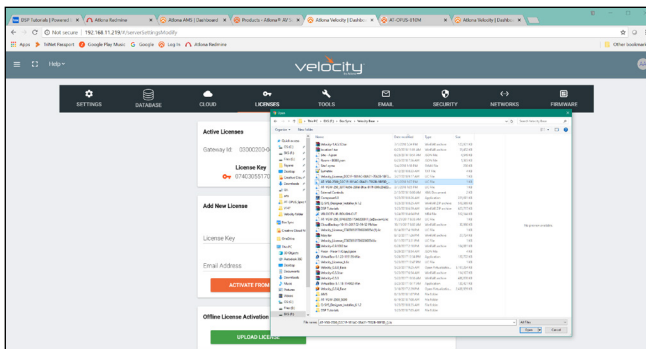
License Key	SKU
0740305517060200011	AT-VGW-250
22C97-FFBFF-848BF-DF362-D2CB2	AT-VDL-10

If the gateway is offline, the license file will need to be loaded to the gateway manually.

Activation Status: Activated

Gateway Id: 03000200-0400-0500-0006-b898b00580ba

- On a PC connected to the internet, download the license using the link received by email at the time of purchase.
- Select the **Upload License** button to search the local PC for the license file.
- Select the license file and press the **Open** button. The new license will appear in the Active License section.



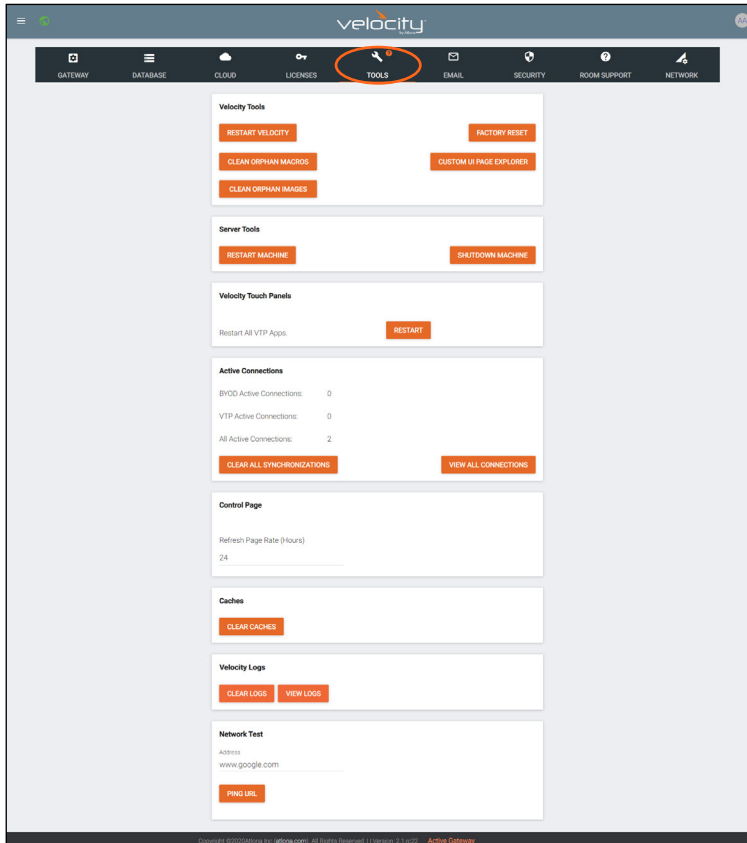
Active Licenses

Gateway Id: 03000200-0400-0500-0006-b898b0057e8c

License Key	SKU
0740305517060200011	AT-VGW-250
22C97-FFBFF-848BF-DF362-D2CB2	AT-VDL-10

Tools

1. Select **Tools** from the top navigation inside of the **Server Settings**.



The tools page allows for the Velocity software, Gateway, or web browser Velocity files to be reset.

Restart Velocity - Restarts the Velocity software without restarting the hardware

Factory Reset - Resets Velocity back to factory settings, removing all sites and settings. Network settings will remain the same.

Clean Orphan Macros - Removes any unassigned macros from within Velocity's database.

Custom UI Page Explorer - See the Customized Control UI Setup Guide found in the resources tab at <https://atlona.com/product/VGW-HW/>.

Clean Orphan Images - Removes any unassigned images from within Velocity's database.

Restart Machine - Reboots the gateway.

Shutdown Machine - Shuts down the gateway until it is power cycled.

NOTE: Turning off the gateway will shut down Velocity and control will not be possible until the unit is restarted.

Velocity Touch Panel : Restart - Forces any connected VTPs to restart.

Active Connections - Will display how many control touch pads and browser windows are connected to Velocity at the time.

Clear All Synchronizations - This will disconnect all logged in touch pads & browser windows and refresh their connections after 3 seconds.

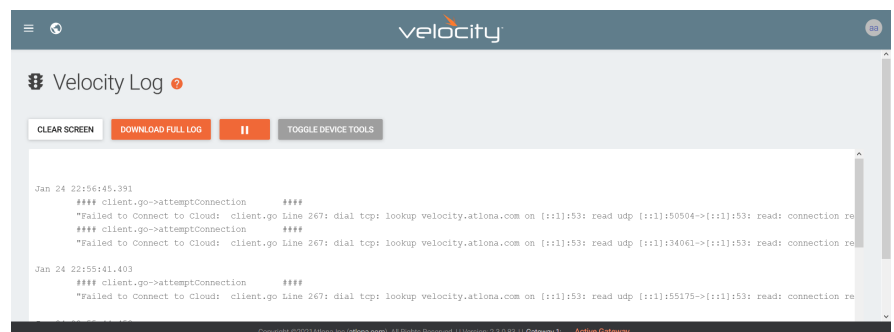
View All Connections - This will display all the current control devices/screens connected to Velocity in a pop up window with ID, connected page, IP address, time of last use, and connection type.

Control Page - Set how long in hours between Velocity refreshing the control page caches.

Clear Cache - This will clear all internal cached files for all equipment. Use this if equipment remotes are not populating correctly after changes have been made.

Clear Logs - This will clear all internal log files for Velocity.

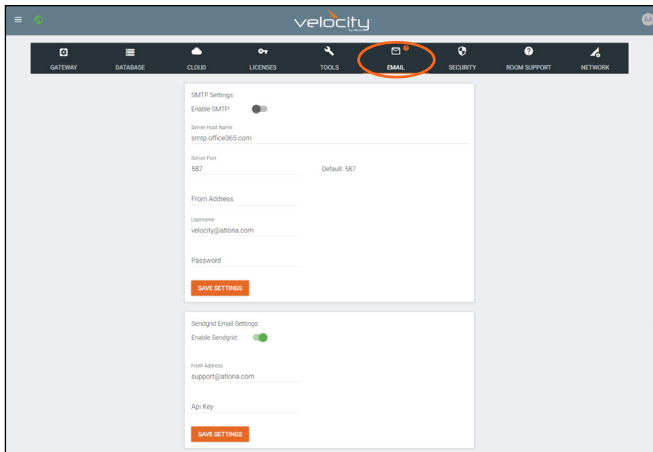
View Logs - This open a new tab that will display all logs and provide the ability to clear, download, and pause all logs.



Network Test - Test the gateway's connection to the internet by pressing PING URL. By default the URL is www.google.com, but can be changed if needed. A green OK message will appear below the ping button if the connection is ok.

Email

Velocity by default will send error notifications from Atlona's default email address.

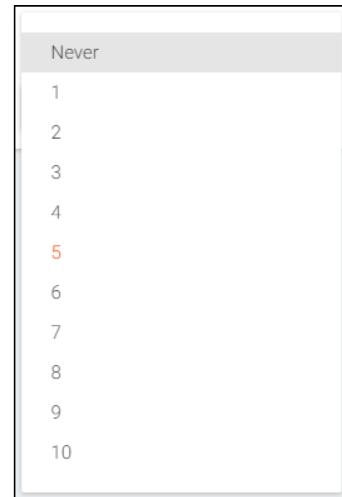
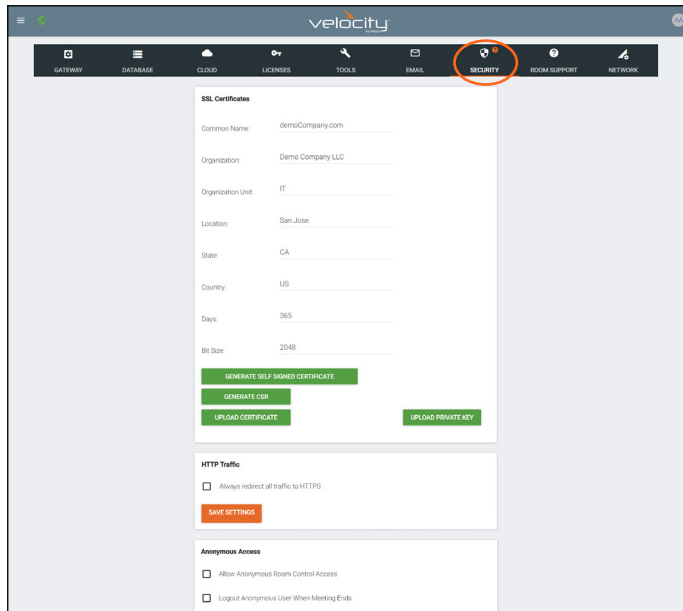


1. Select **Email** from the top navigation inside of the **Server Settings**.
2. Fill in the company's email and/or Sendgrid settings.

This information will be provided by the company's email host. If the IT admin is not setting up Velocity, check with them for the correct settings.

Security

1. Select **Security** from the top navigation inside of the **Server Settings**.
2. Set the limit for how many login attempts a user has before the system is locked to those credentials.

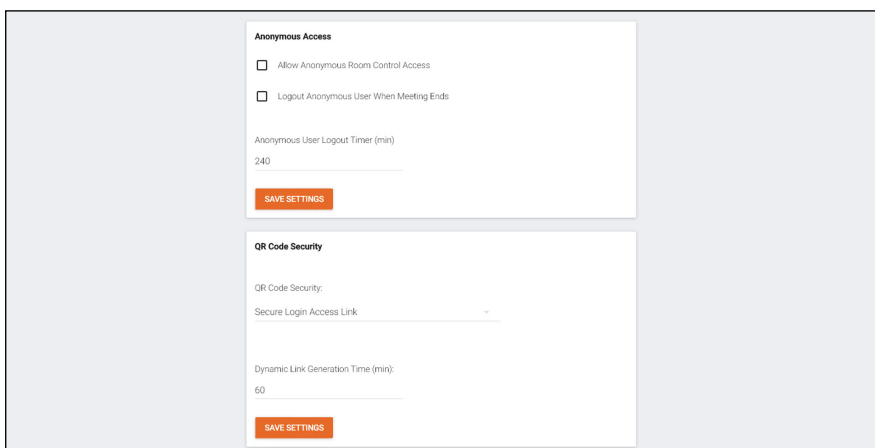


- **SSL** - Use self-signed certificate, upload certificate, or generate/upload CSR.
- **HTTP Traffic** - Select the check box if a secured connection is required on the network.
- **Other - Allow Anonymous Room Control Access** - Check this box to allow for anyone with the link to control a specific room on any touch device.

Allow Anonymous Room Control Access

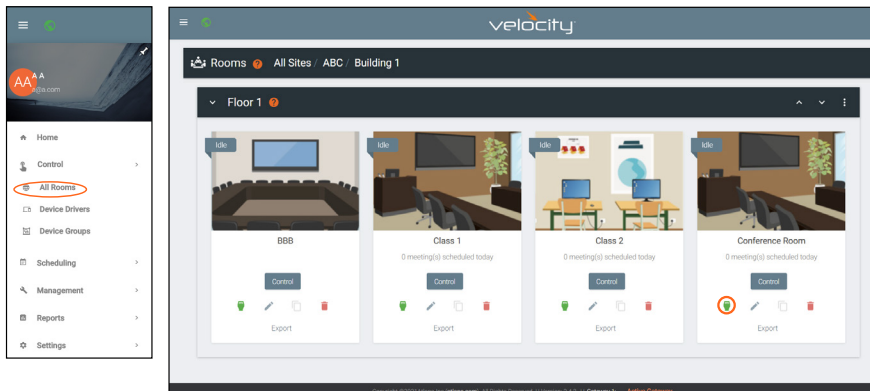
To allow outside presenters access to specific room controls without logging into Velocity. Allow Anonymous Room Control must be enabled.

- Scroll down to the **Anonymous Access** section within the Security tab of the Server Settings page.
- Select the checkbox next to **Allow Anonymous Room Control Access**.
- Press the **Save Settings** button.

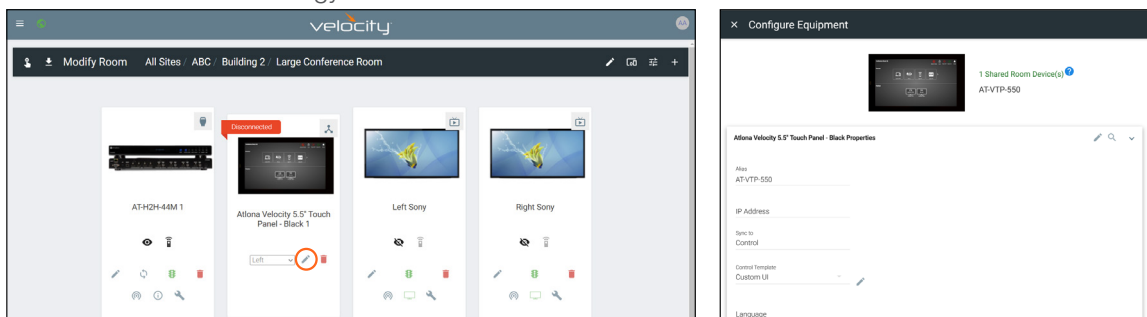


NOTE: When Enabled, the URL is not secure. Any user with this URL can access and control the room at any time.

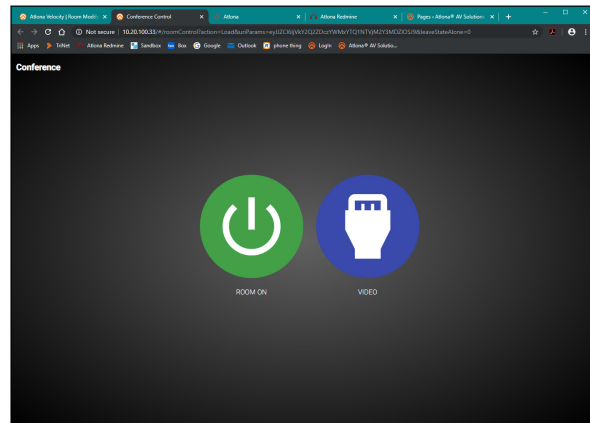
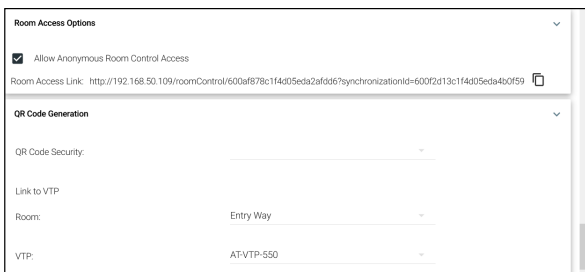
- **Logout Anonymous User When Meeting Ends** - When enabled, will ensure that once the scheduled meeting has ended, the outside user will be logged out of room control.
- **Anonymous User Logout Timer (min)**- Set this timer to ensure that any outside person controlling the room will be logged out after the set time period has lapsed.



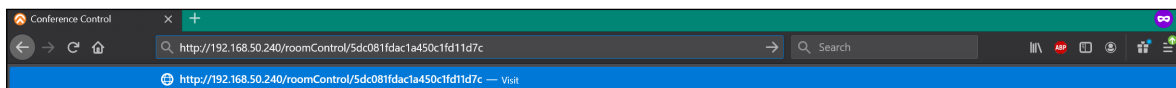
- Open the left navigation menu using the ≡ button in the top left corner of the screen.
- Select the **All Rooms** button under the Control option.
- Select the Edit Room Technology button on the room tile.



- Select the Edit button on the room control device (AT-VTP-550 in the image above).
- Scroll down to the bottom of the screen and copy the URL listed next to Room Access Link.
- Give that URL to the guest user, or create a scannable QR code for easy navigation.

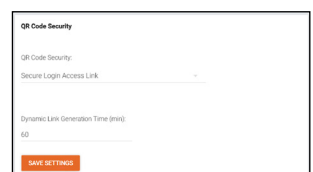


- **NOTE:** The user device must be on the same network as Velocity or the URL will not work.
- **NOTE:** Do not navigate to the URL on the same PC that the Velocity software is being used.



QR Code Security

- **QR Code Security drop down** - Select between the three security options.
 - Secure Login Access Link - When scanned, the user will be required to enter a username and password.
 - Unsecure Fixed Access Link - Will allow access to the room with no username or password.
 - Unsecure Dynamic Room Access Link - This will allow room access with no username or password, while updating the link at the set time.
- **Dynamic User Generation Time (min)** - Set the time in minutes for when the dynamic QR code will be regenerated.

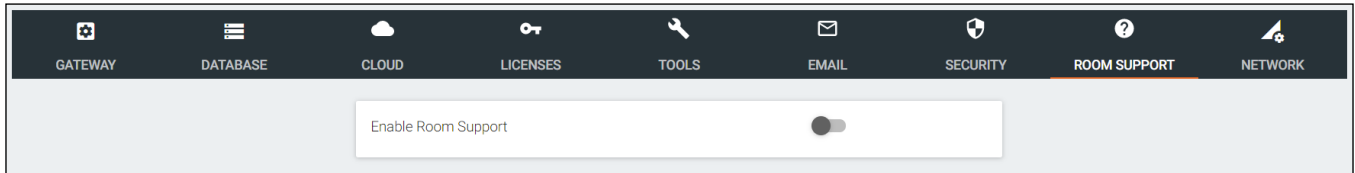


- **NOTE:** Once security options have been selected, the QR code can be set up in the Custom UI. Instructions on set up can be found in the [QR Code](#) section

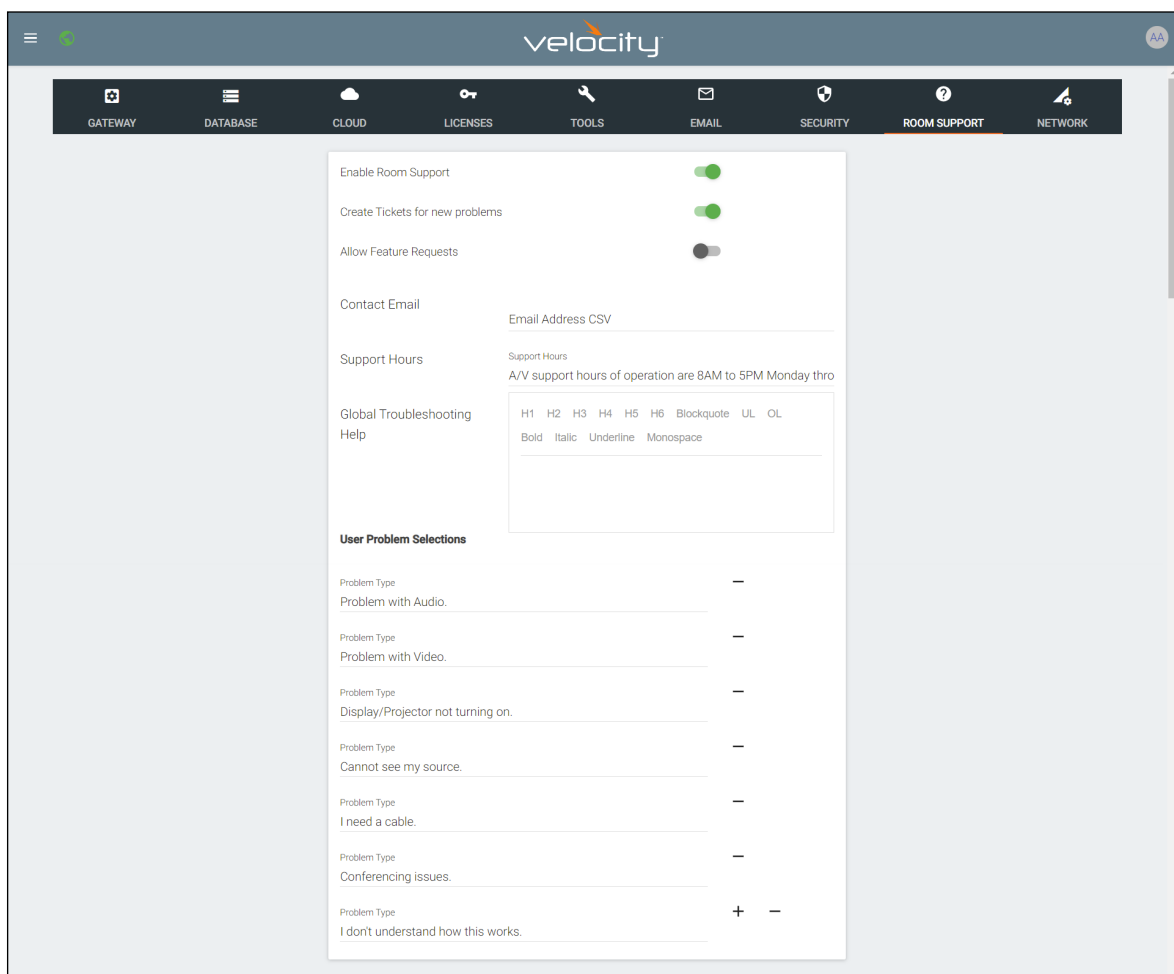
Room Support

Velocity has the ability to set up tickets and request help from the company's tech support through the Room Support page.

1. Select **Room Support** from the top navigation inside of the **Server Settings**.



2. Select the **Enable Room Support** slider to display the ticket options.



The options allow for as much information on the problem as possible to be provided at the time. All of these options will update what is seen on the room support pop up within the control screen.

Create Tickets for new problems - Select this slider to ensure every option creates a ticket in the system.

Allow Feature Requests - Adds an extra field to the help pop up that allows users to request new features or options for that room.

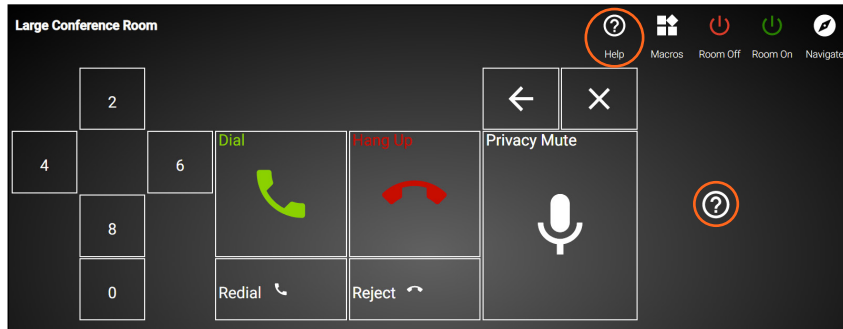
Contact Email - Enter the company support Email or the company's help desk Email to create tickets and request help from the company's IT administrator.

Support Hours - Provide a statement of the company's IT/help desk hours, this will appear in the control room pop up.

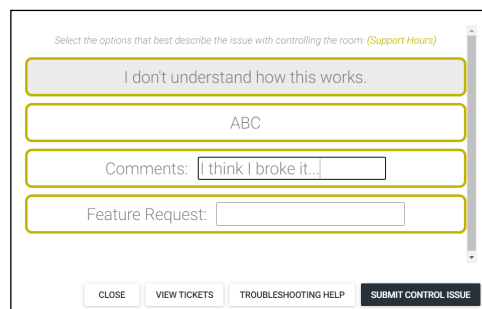
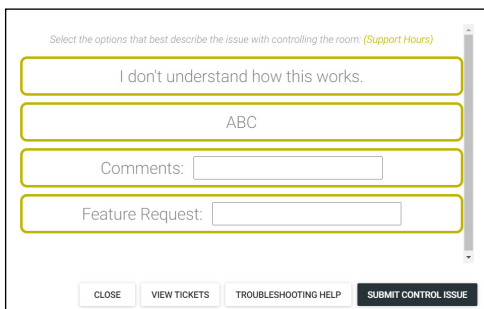
Global Troubleshooting - Provide basic troubleshooting steps or support information for the rooms in this field, it will appear in a secondary pop up using the button [Troubleshooting Help](#).

User Problem Selections - Add default troubleshooting statements here to provide a quick selection of common issues.

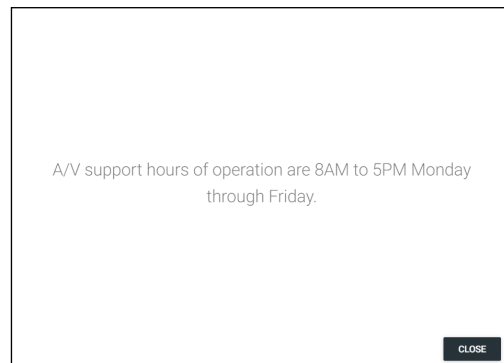
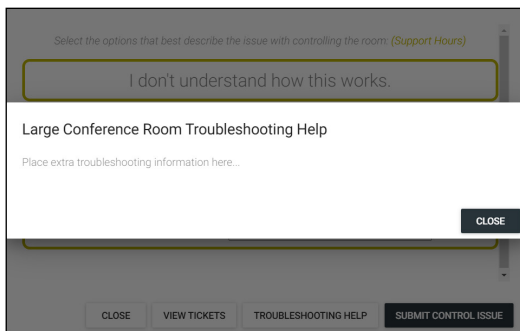
Once enabled, the help icon will appear in the header of the control screen, or it can be added as a widget to a custom screen. The default icon will be a circled ? mark.



Select the icon to have the room support pop up appear.

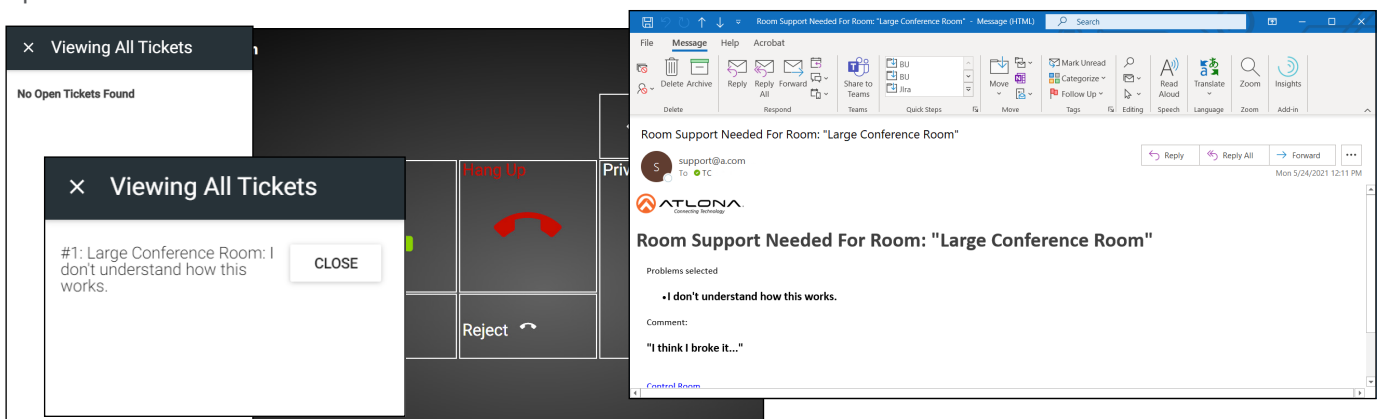


The pop up will have the previously created options. Select the option and it will highlight grey. Additional information on the problem can be added to the comments section. Once all information is completed, press the **Submit Control Issue** to create a ticket.



To see the support hours, select the Support Hours link, a new pop up will appear with the information entered into the Support Hours field.

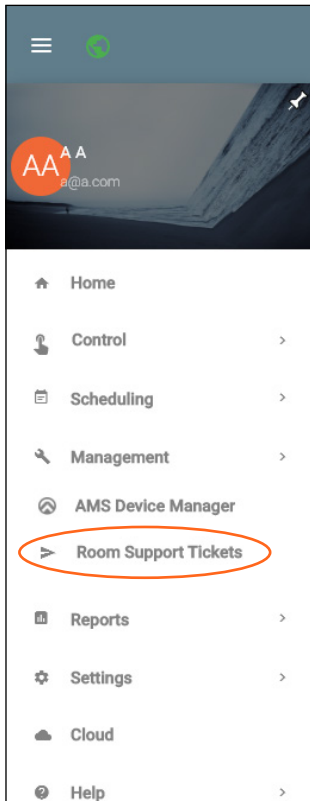
To see the troubleshooting information entered into the Global Troubleshooting section, select the Troubleshooting Help button.



Once a ticket is created, an Email will be sent to the administrator and the ticket will appear in the menu, to view the ticket or close it once completed, select the View Tickets button and a slide out menu will appear on the left.

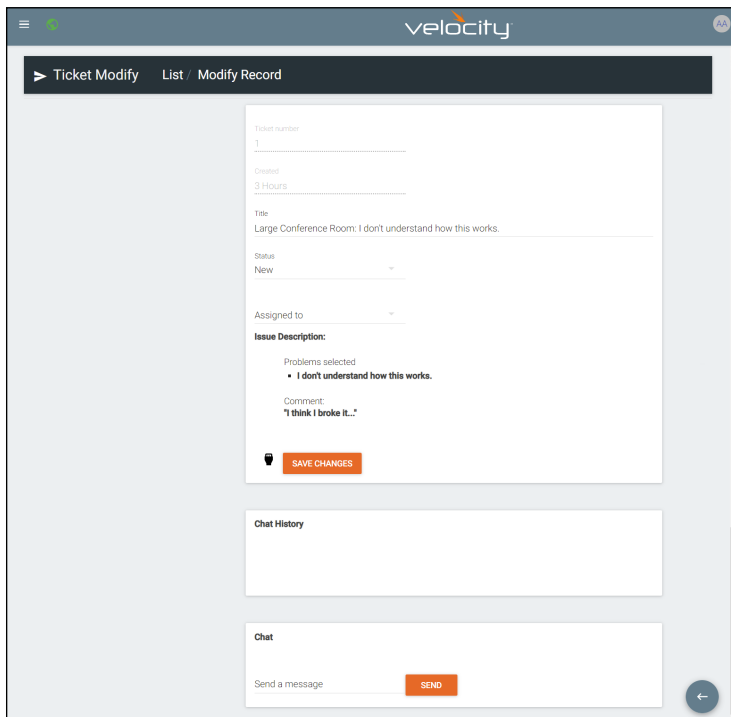
To view, edit, or respond to the ticket, use the Room Support Tickets page.

NOTE: The **Room Support Tickets** option will not appear until Room Support is enabled.



1. Select the ≡ button from the top left corner and select **Management**. New options will appear below.
2. Select **Room Support Tickets** from the new options. A new screen will appear.

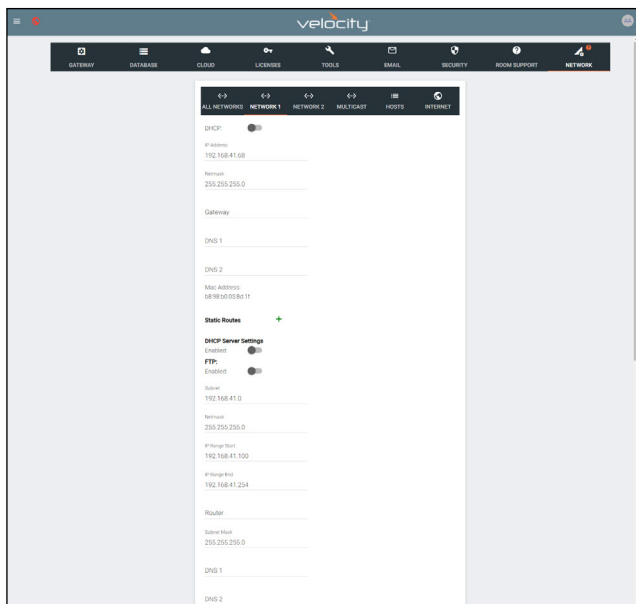
The new screen will display all the tickets currently in the system. They will be numbered based on when they were created and will be titled by the reported problem.



The new screen will display all the tickets currently in the system. They will be numbered based on when they were created and will be titled by the reported problem.

Networks

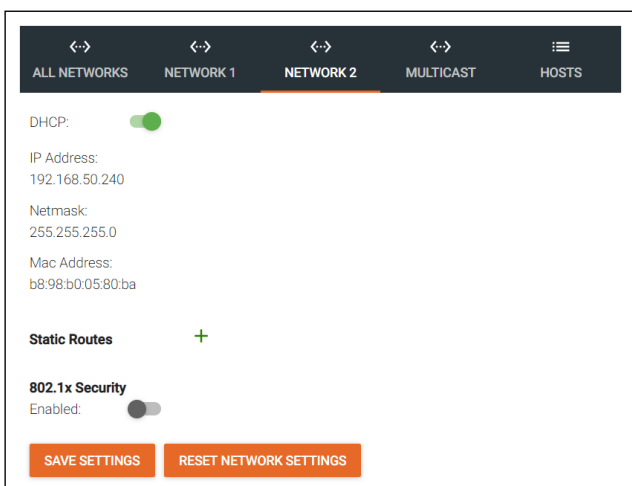
1. Select **Networks** from the top navigation inside of the **Server Settings**.



Network 1 - Corresponds with Ethernet Port 1 of the AT-VGW and can be set between static IP, DHCP, and DHCP server. If set as a DHCP server, a range of IP addresses must be set so it can assign IP addresses for anything else connected to the network. FTP slider is used with updating the Velocity Panels and more information can be found within the VTP/VSP installation guides.

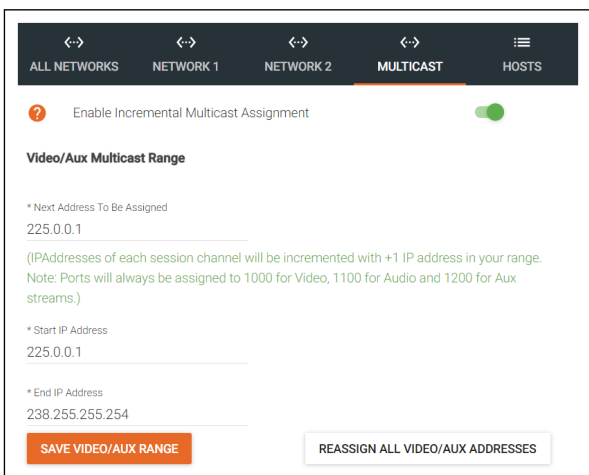
- **802.1x Security** - Enable or disable this by selecting the slider. Enabling will allow the Velocity Gateway to be authenticated and authorized when connected to a network using 802.1x access control.

NOTE: By default, Ethernet Port 1 is set to Static IP (192.168.41.68) and Ethernet Port 2 is set to DHCP. When using a VGW-HW.



Network 2 - This option will only appear when there is multiple network ports on the server or a VGW-HW is being used. This section corresponds with Ethernet Port 2 of the AT-VGW and can be set between static IP and DHCP.

- **802.1x Security** - Enable or disable this by selecting the slider. Enabling will allow the Velocity Gateway to be authenticated and authorized when connected to a network using 802.1x access control.

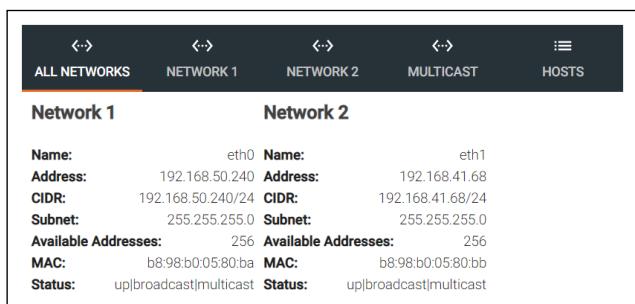


Multicast - This option will only appear if there is an OmniStream connected to the network. View the OmniStream manual for more information on Multicast set up.

System Settings



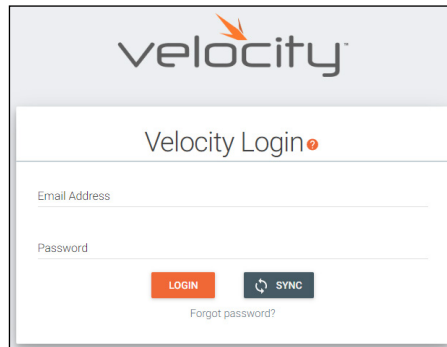
Host - Provide a simple way to assign a name to any Velocity controlled device on the network. Simply enter the controlled device IP address and write a host name to assign to it.



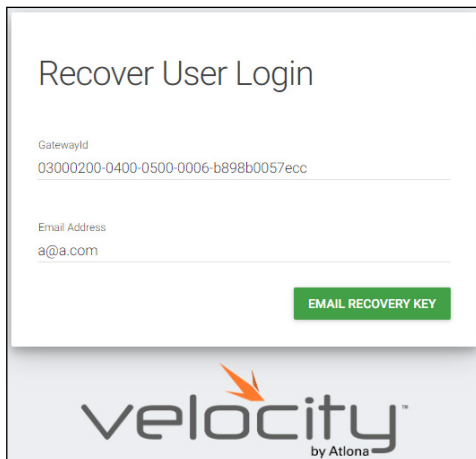
All Networks - Provides a quick overview of the network port settings. This will only appear when there is more than one network port.

Reset Password

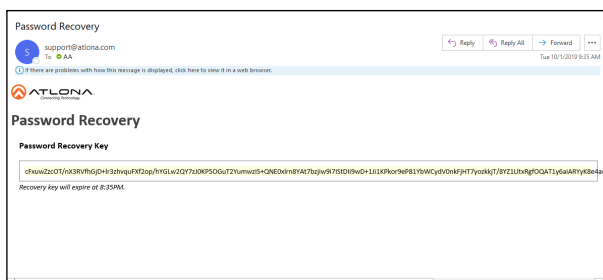
If the login password is ever forgotten, it can be reset on the login page. The password reset may only be done once Email has been set up in System Settings.



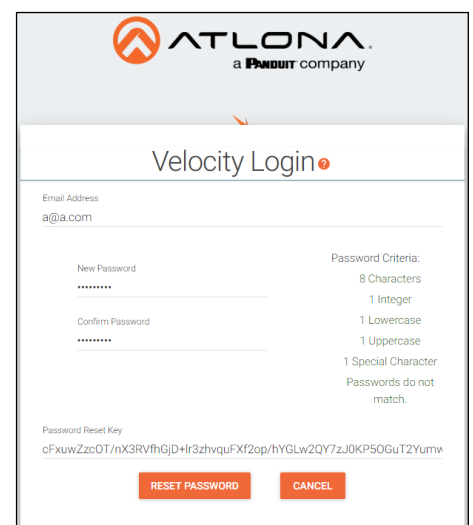
1. Select the **Forgot Password** link found under the LOGIN button. A new tab will open with the GatewayID number and the Email associated with the account.



2. The Email address should auto populate with the account Email. This can be changed, but if the Email entered is not associated with the gateway, the password key will not work. Press the **EMAIL RECOVERY KEY** button. A success message should appear.



3. Once the Email is received (be sure to check junk Email), copy the Password Recovery Key from the box.
4. The login page will have automatically changed to a password update screen. Enter the new password and the Password Reset Key from the Email.
5. Select the **RESET PASSWORD** button. Velocity will open and a green password reset successfully message will appear at the bottom.



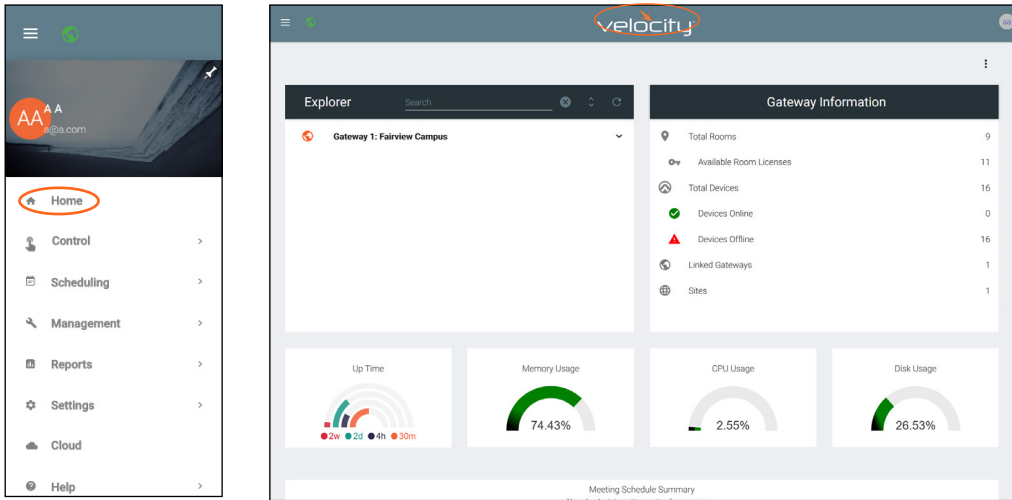
Home Page

The home page provides a single place to see sites, gateways, run times, and system status.

Contents

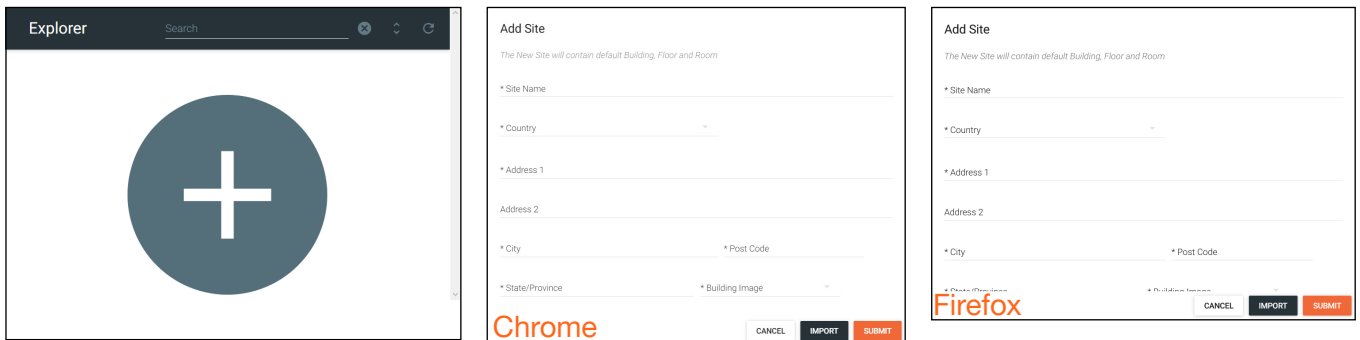
Explorer	35
Gateway Information	36
Usage Information	36
Customization	37

The home page will display when logged in, when the Velocity logo in the center of the software is selected, or when home is selected from the left navigation.

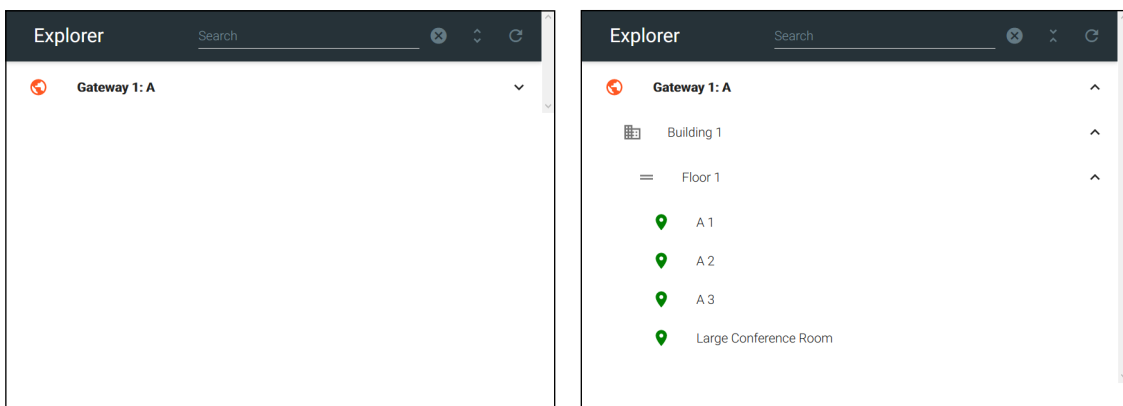


Explorer

The explorer provides a quick place to add a site, or view all linked gateway sites.



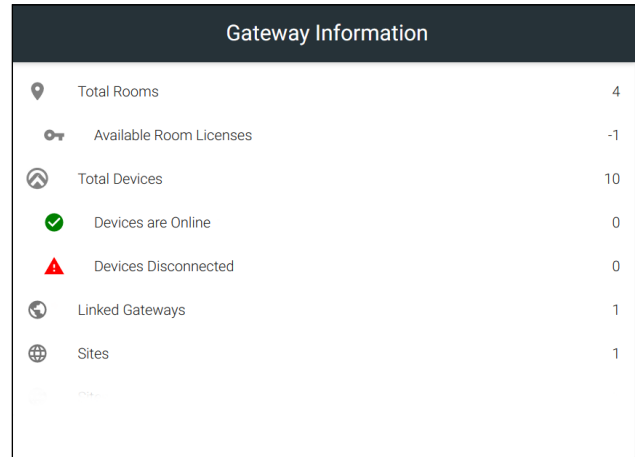
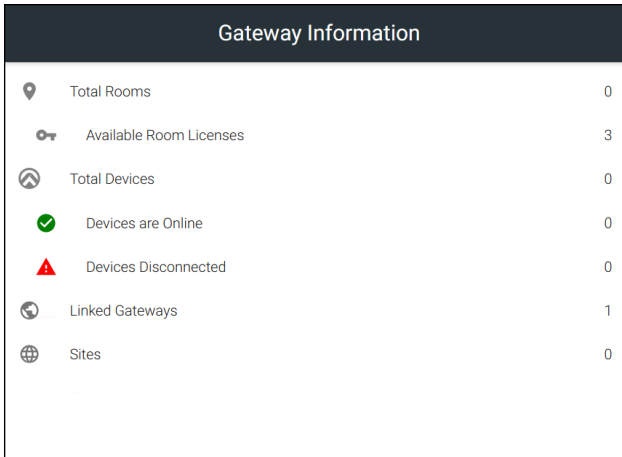
1. Select the + button to add a site. A pop up will appear.
2. Fill in the Site Name, Country, Address, City, Zip Code, State, and select an image for the building or select the import button and select a previously saved site from the local computer.
3. Press the Submit button. The site should appear in the explorer window, if not press the refresh button in the top right corner.



Select the site name or the expand all button to view the site. All sites on connected gateways will display in the explorer.

Gateway Information

The Gateway Information field will display rooms, devices, gateways, and sites. This will update whenever a new site or device is added. If the numbers do not update, refresh the browser screen.



Select any of the options (except for Total Devices) to go to the relevant section within the software. e.g. If **Linked Gateways** is selected, it will open the Gateway tab within the Settings page.

Total Rooms - Displays the total amount of rooms on the gateway and linked gateways.

Available Room Licenses - Displays the total amount of licenses left. This can be negative if more rooms are created than there are licenses.

Total Devices - Displays the total of all devices on the gateways (Atlona devices, displays, sources, etc)

Devices are Online - Displays the number of Atlona devices that are connected and communicating with Velocity.

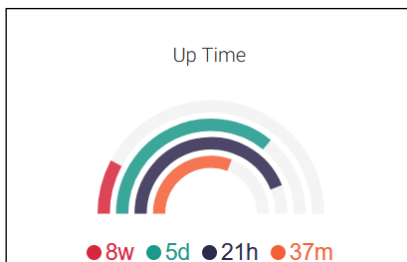
Devices Disconnected - Displays the number of Atlona devices that are have been added but are not communicating with Velocity.

Linked Gateways - Shows the number of gateways on the network that have been linked together.

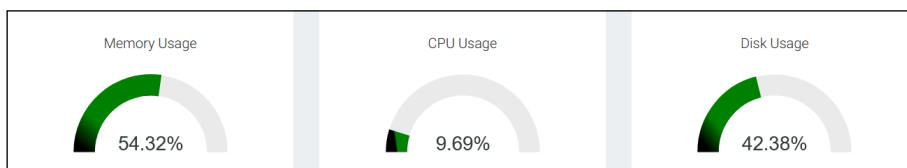
Sites - Displays the number of sites on all connected gateways.

Usage Information

Usage tiles will appear at the bottom of the home page. This will display status of the Velocity gateway.



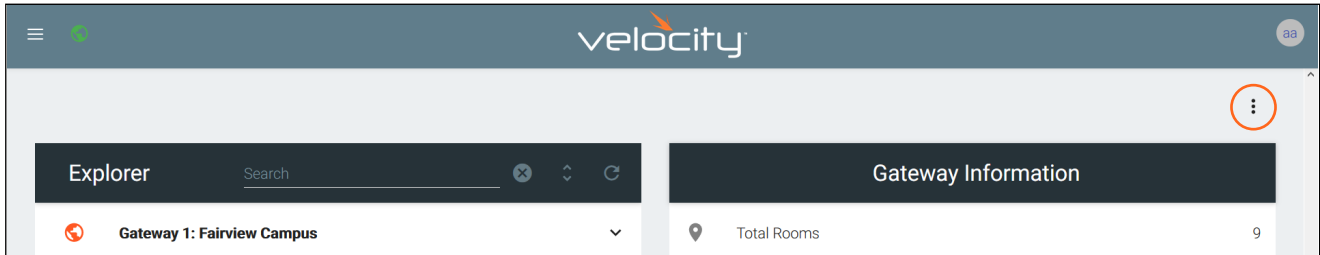
Up time will display how long the software has been online at the current site. It will display in weeks, days, hours, and minutes.




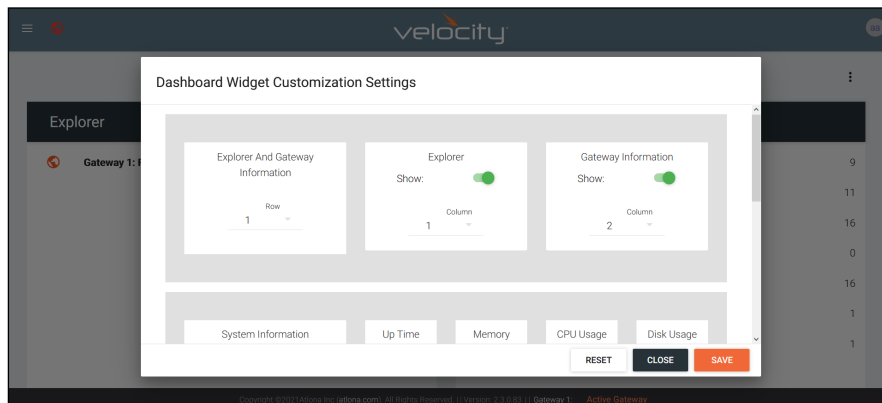
Memory, CPU, and Disk Usage tiles will display the status of the server. This will display the percentage of use on the VGW-HW or the percentage of allocated resources in use on the server for VGW-SW.

Customization

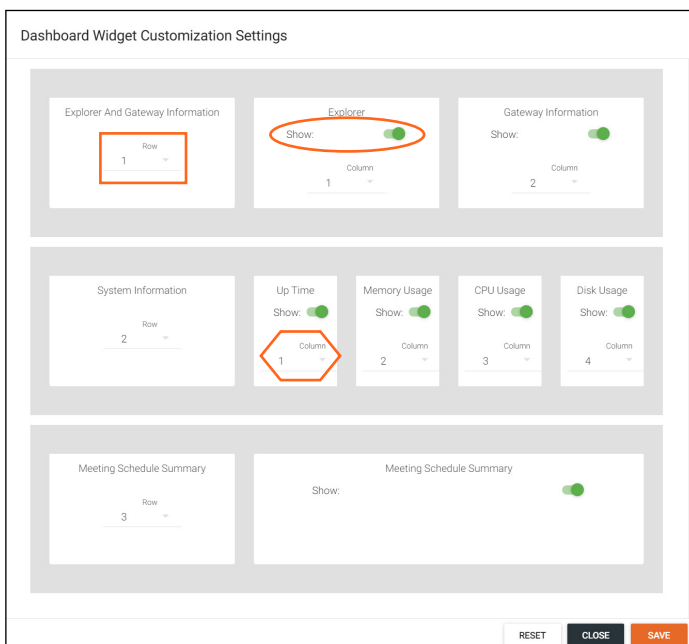
Memory, CPU, Disk Usage, and Calendar tiles will display the status of the server. The items shown on the home page can be customized to display in any order and tiles can be hidden.



Select the  button in the top right corner of the home page. A new pop up will appear. This pop up will allow you to adjust order and visualization.



Each option will display first the name of what's in the row, then the tile of what's in the group. The first tile will give the option to change the order those groups show vertically, select the row number from the drop down.



Each tile will have a show slider. The tile will be active when the slider is green and hidden when grey.

The order in which the tiles appear on the row can be adjusted using the Column option. Select the number to correspond with the wanted order.

RESET - Press this button to set the tiles back to the factory default order.

CLOSE - This will shut the pop up window.

SAVE - Use this button to push the changes to the home page.

Sites

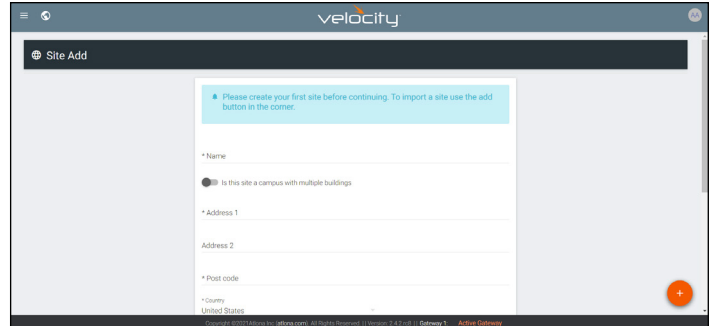
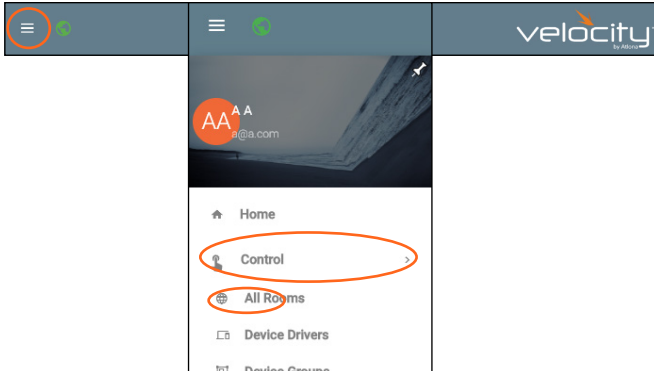
Sites will go over the adding, editing, deleting and general set up of sites, buildings, and rooms.

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General

1. Select the ☰ button from the top left corner and select **Control**. New options will appear below.
2. Select **Sites** from the new options. A new screen will appear.



Add

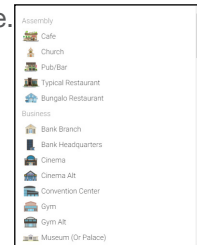
When no site is created, selecting sites from the side menu will always redirect to a site creation form.

- **Name** - Usually the company name, use to identify the site Velocity will be located.
- **Multiple Building** slider - Select this to start the site with two buildings instead of one.
- **Address 1 & 2, Post Code, Region, Country, City** - Used to help determine the exact location of the site, to help when troubleshooting or if there is more than one site with the same name.
- **Upload custom image** slider - Select this option to add a custom image for the site.

NOTE: Custom images must be .PNG, .JPG, .JPEG, or .BMP file types to display.

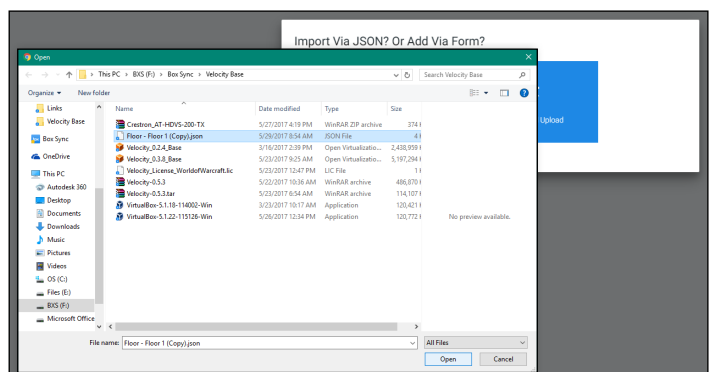
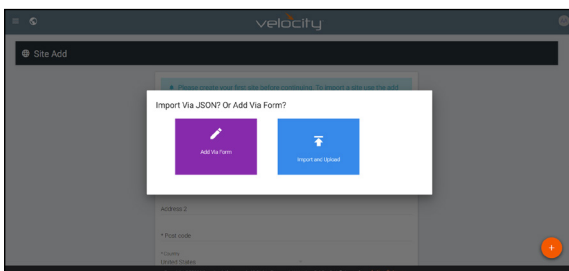
- **Site/Building image** drop down menu - Select a Velocity site image.
- Press the **Create Site** button.

NOTE: Only one site can be added per gateway.



To import an already created site, follow these steps:

1. Select the orange + circle at the bottom right of the screen. A pop up will appear.
2. Select the blue Import and Upload button. A folder will open.

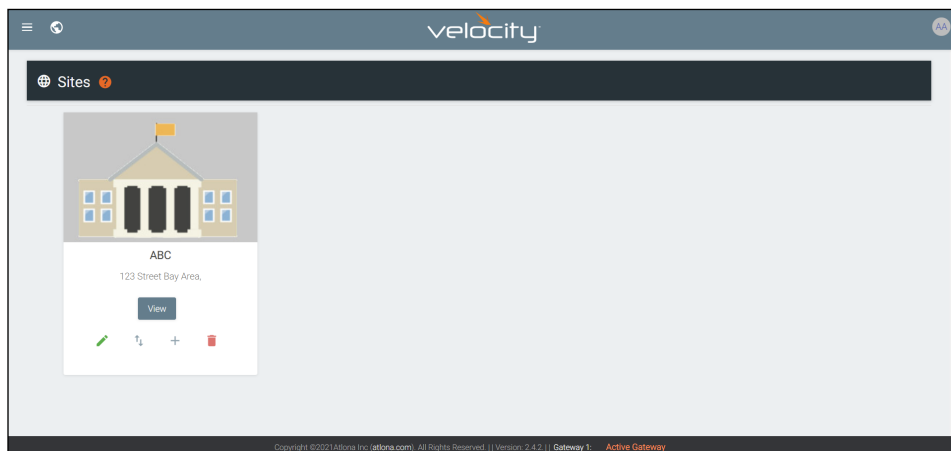


3. Select the site off the local computer and press open.

A new page will open once a site is created or imported.

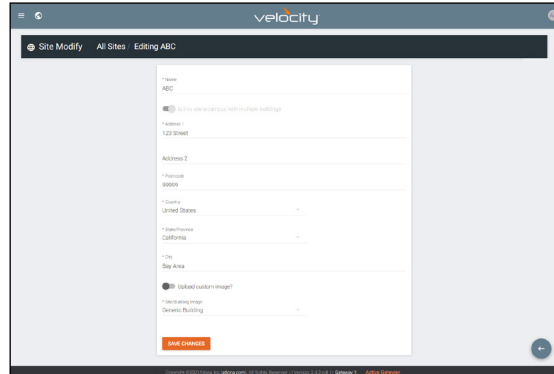
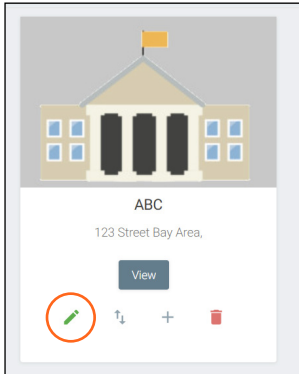


To return to the sites page, press **All Sites** within the top navigation.



Edit

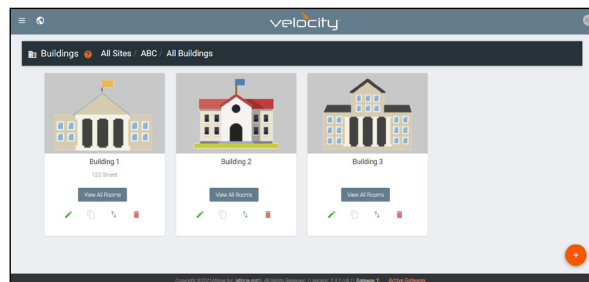
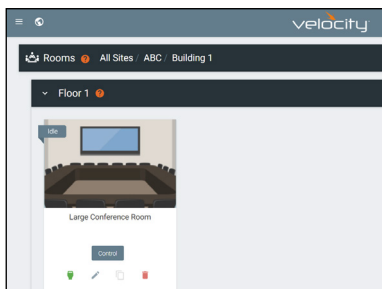
1. Press the **Edit Site** (pencil) button to update a site's information. A new window will open.



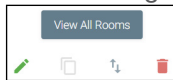
The options on the **Site Modify** window will be the same as the **Add Site** window. The requirements will be the same. Once changed, press the **SAVE CHANGES** button.

Buildings

Once a site is created, it will go straight to the buildings page. If multiple buildings was selected, then two buildings will display.

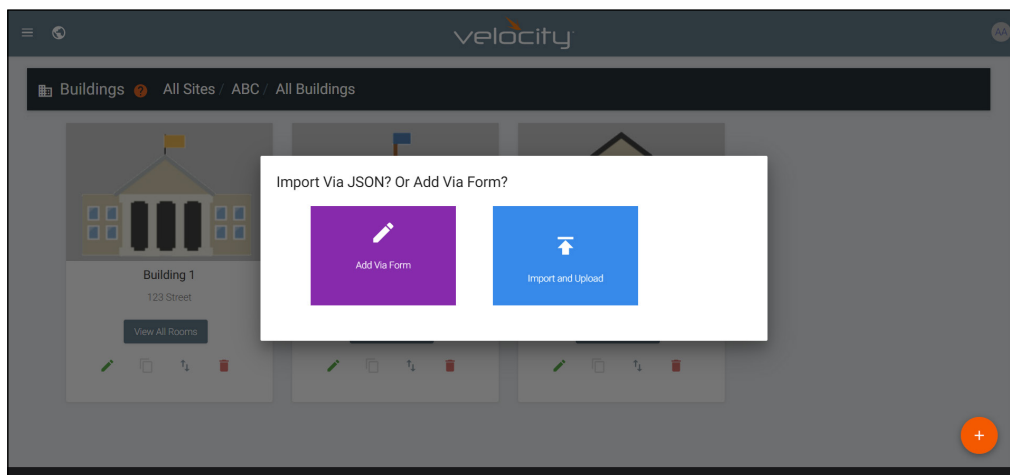


Using the **+** button or the navigation below the **View All Rooms** button, buildings can be added, edited, and deleted from this screen.

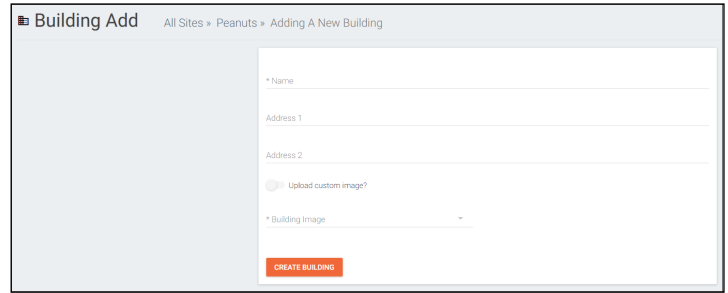
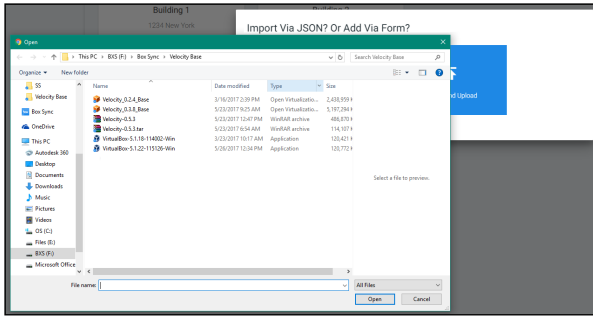


Add

Each site will start with at least one building. If more are needed, they can be added using the **+** button at the bottom of the page.



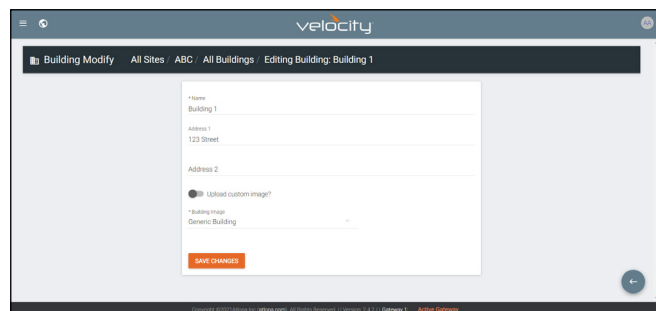
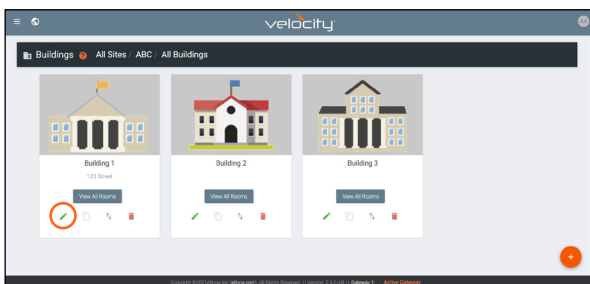
1. Select the purple **Add via Form** button for new buildings and the blue **Import and Upload** button if loading a building based off a previously saved building. A new window will appear or a browse folder will open.



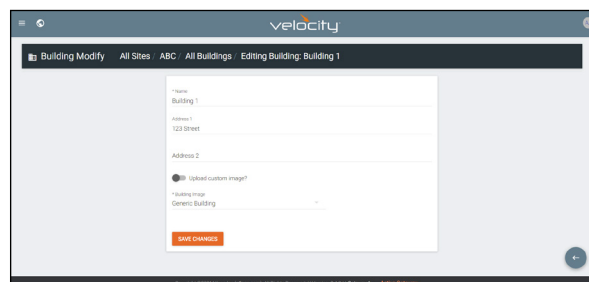
2. Select the building off the local computer and press open, or fill in the **Building Add** form.
 - **Name** - Usually the building name or suite number, use to identify different buildings.
 - **Address 1 & 2** - Used to help determine the exact location of the building, to help when troubleshooting.
 - **Upload custom image** slider - Select this option to add a custom image for the building.
 - **Building image** drop down menu - Select a Velocity site image.
 - Press the **Create Building** button.

Edit

1. Press the **Edit site** (pencil) button to update a site's information. A new window will open.

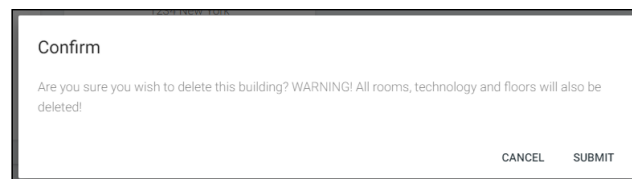
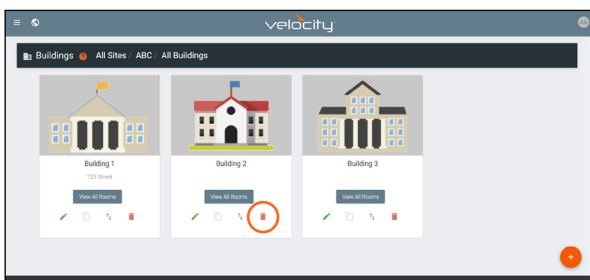


The options on the **Building Modify** window will be the same as the **Add Building** window. The requirements will be the same. Once changed, press the **SAVE CHANGES** button.



Delete

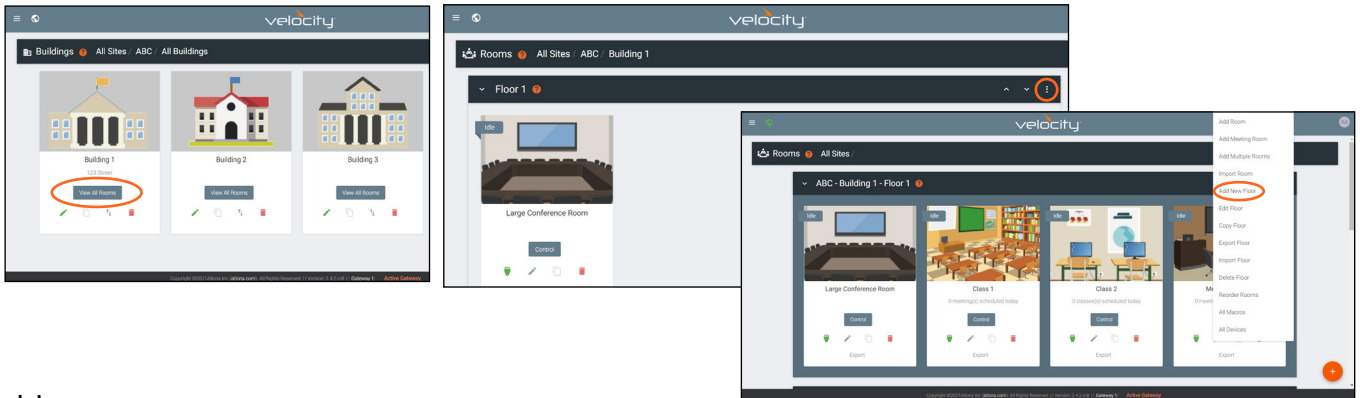
1. Press the **Delete building** (trash can) button to delete a building. A popup confirmation window will appear.



2. Press the **SUBMIT** to delete the building.

Floors

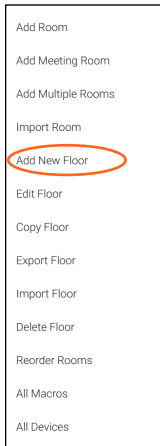
Once a building is created, the **View All Rooms** button can be pressed to go directly to the room and floors areas. One floor and one room will automatically be generated based on the type of building selected during creation.



Add

Each building will start with at least one floor. If more are needed, they can be added using the **+** button at the top right of the floor header.

1. Select **Add New Floor** from the drop down list.



- **Add Several Floors** - When enabled, the number of floors added at once is unlimited, but will slow the server if too many are added.
- **Floor Name** - When adding a singular floor, it can be named.

Add New Floor

Add Several Floors/Room Groups?

* Floor Name
Floor 3

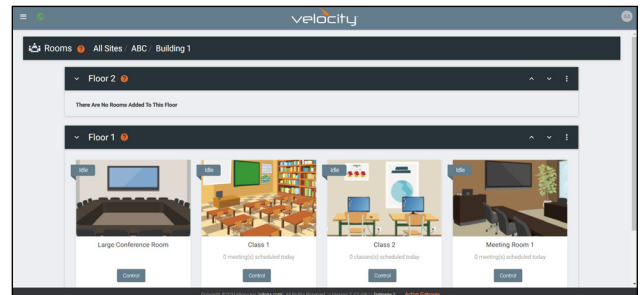
CANCEL SUBMIT

Add New Floor

Add Several Floors/Room Groups?

* Total Floors
10

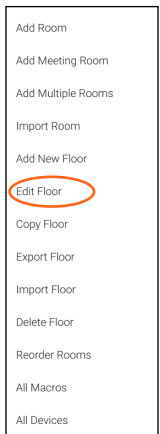
CANCEL SUBMIT



Edit

Each building will start with at least one floor. Once a room is added, the name can be changed through the edit function.

1. Select **Edit Floor** from the drop down list.



Editing Floor

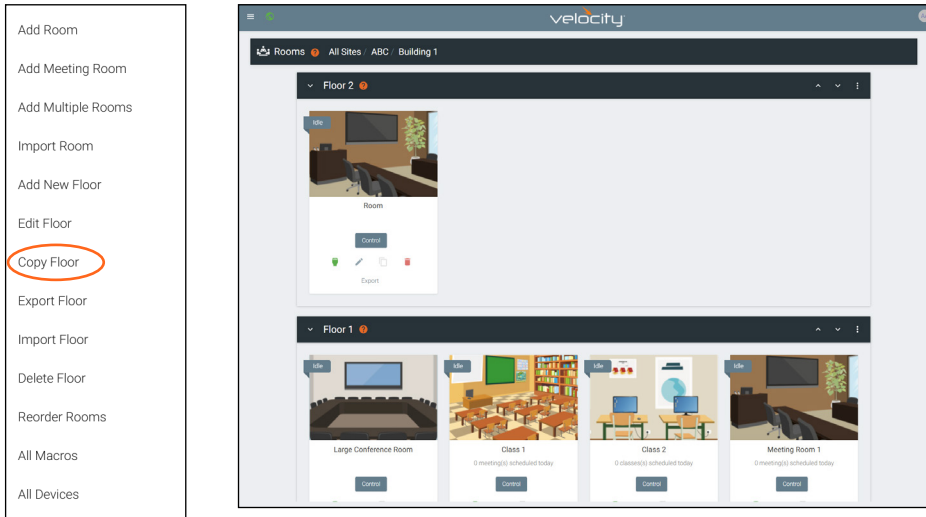
* Floor Name
Floor 1

CANCEL SUBMIT

2. Type in a new name for the floor.

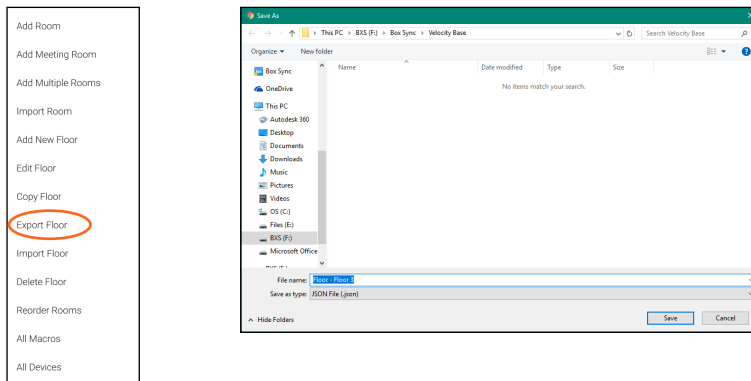
Copy

1. Select **Copy Floor** from the drop down list. The floor will duplicate.



Export

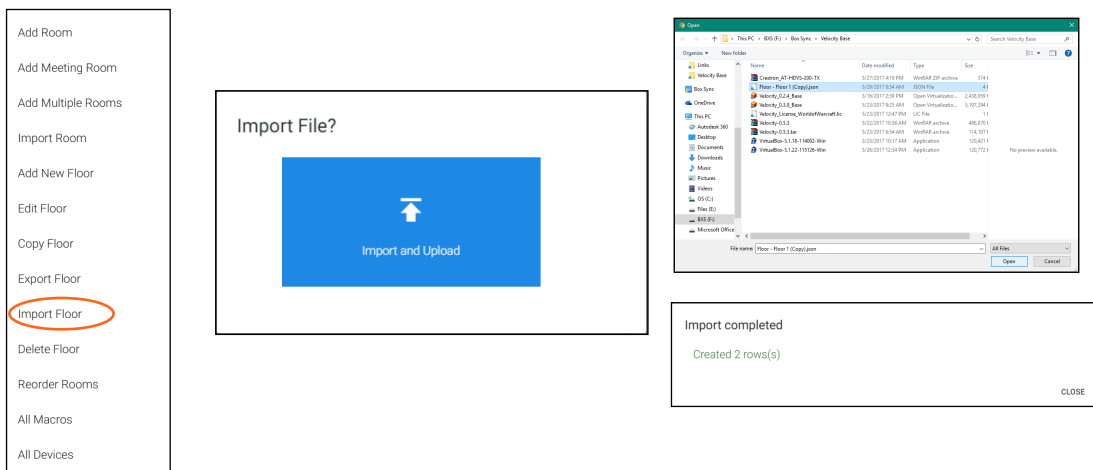
1. Select **Export Floor** from the drop down list. A new window will open.



2. Save the file to an easy to remember area (e.g. desktop).

Import

1. Select **Import Floor** from the drop down list. A pop-up window will appear.

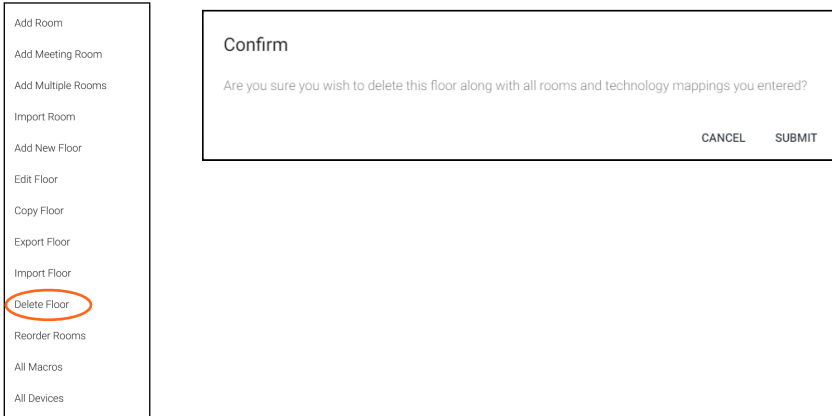


2. Select **Import and Upload**. A new window will open.

3. Select the file and press **Open**.

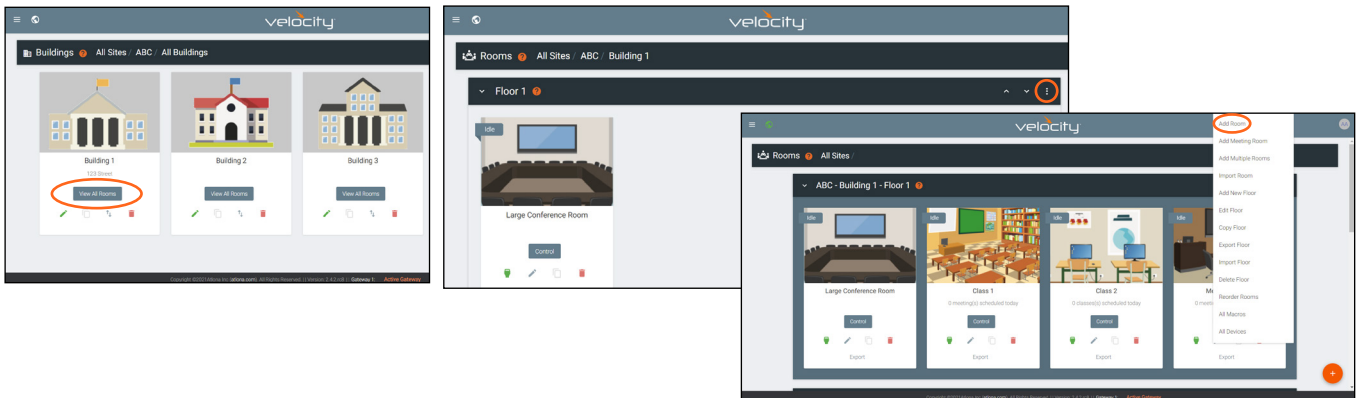
Delete

1. Select **Delete Floor** from the drop down list. A pop-up window will appear to confirm deletion.



Rooms

Once a building is created, the **View All Rooms** button can be pressed to go directly to the room and floors areas. One room will automatically be generated based on the type of building selected during creation.

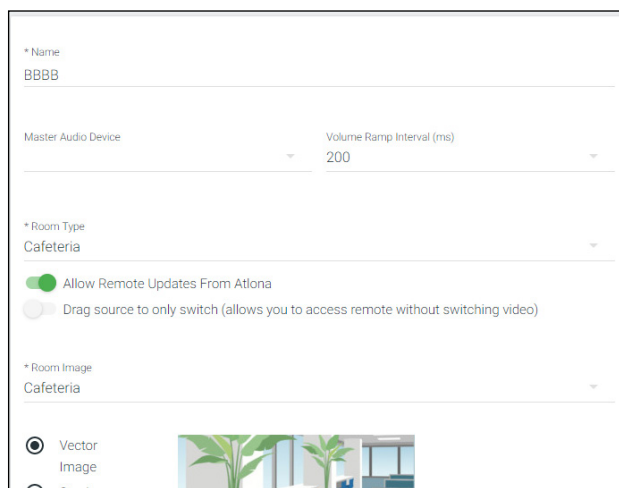


NOTE: Any amount of rooms can be added to Velocity, but only the first rooms created up to the license amount will be active for control. **e.g.** If using AT-VGW-HW-3, only the first three rooms created will be controllable. The rest can be set up, but not controlled.

The rooms can be used, edited, imported, exported, reordered, or deleted based on preference.

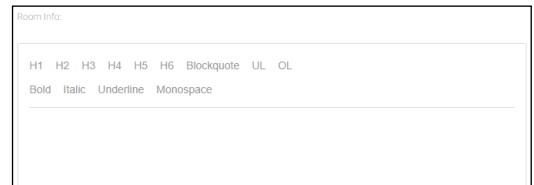
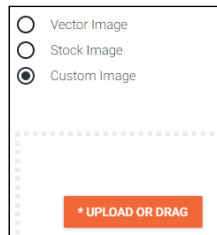
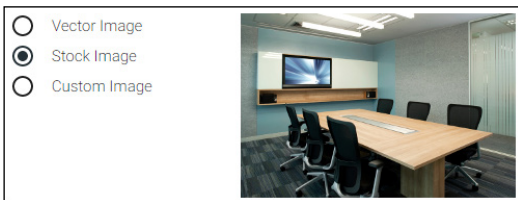
Add / Edit

1. Press **Edit** (pencil) or **Add Room** from the drop down in the right corner. A new window will open. **Edit** or **Add Room** will open the same Room Modify screen.



2. Fill in all the base information

- **Name** - Usually the room number or name.
- **Room Type** drop down menu- Select a room type within the list that best represents the room.
- **Room image** drop down menu - Select between images to represent the room. There are three image types: vector, stock, and custom image.
- **Room Info** - Provide extra information about the room.



Add Multiple Rooms

Multiple rooms can be added at one time.

1. Select **Add Multiple Rooms** from the drop down list on the top right. A new pop up will appear.



2. Fill in all the base information such as amount of rooms, a prefix to the name that will appear before the room number as they are created, the function of the room (Control, Meeting, or Control and Meeting), room type, and (if meeting or control and meeting is selected) Calendar.

Add Multiple Rooms

*Total Number of Room

Room Name Prefix

*Type of Room
 Control and Meeting

* Room Type
 Conference Room (Small)

*Calendar
 AT-Outlook

Add Multiple Rooms

*Total Number of Room
 15

Room Name Prefix
 A

*Type of Room
 Control

* Room Type
 Conference Room (Small)

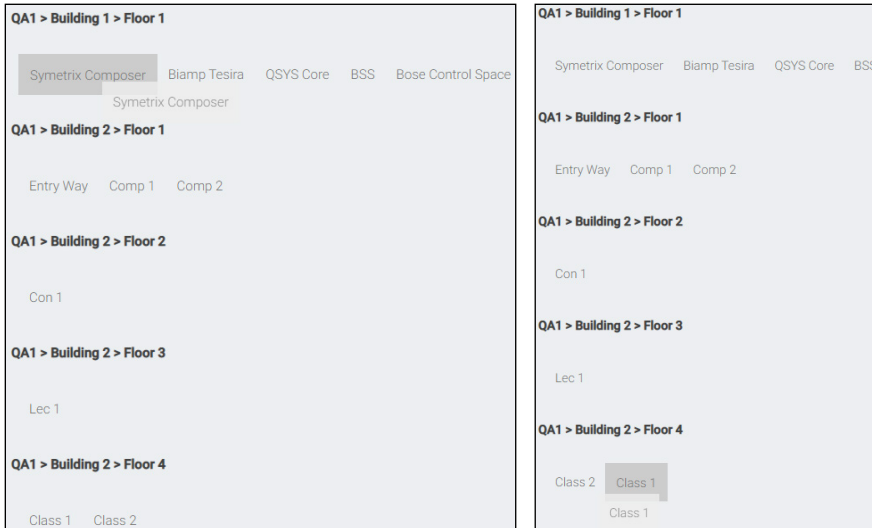
3. Press the **Submit** button. Velocity will take anywhere from 30 second to five minutes to make rooms, depending on the amount being created. Once done the page will refresh.

Reorder

1. Press **Reorder Room** from the drop down in the right corner. A new window will open.

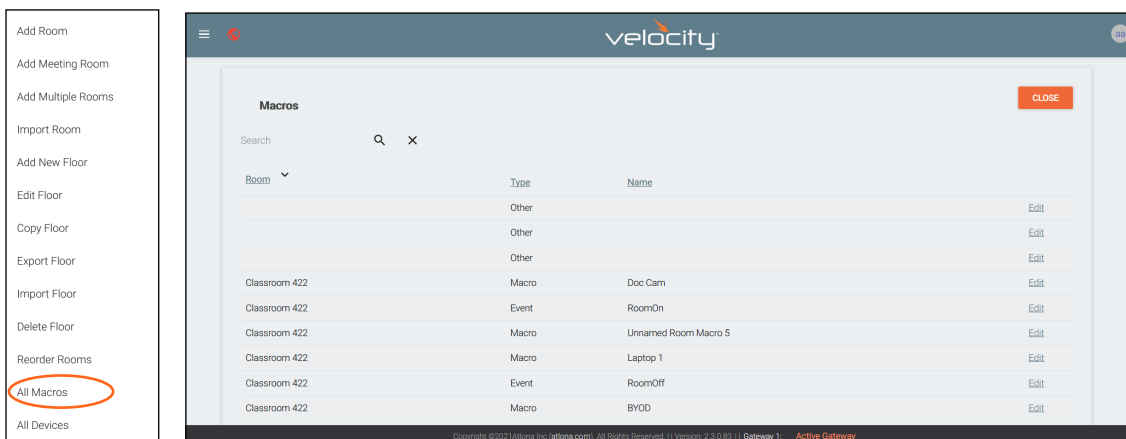


2. Select rooms and drag them to the wanted order. Rooms may only be reordered within the same floor.



All Macros

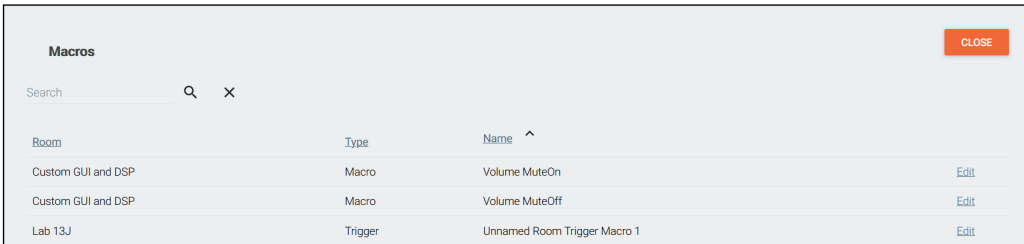
1. Press **All Macros** from the drop down in the right corner. A new window will open.



2. Select Edit on the right side of the screen to open the Macro. Any changes made will save automatically.



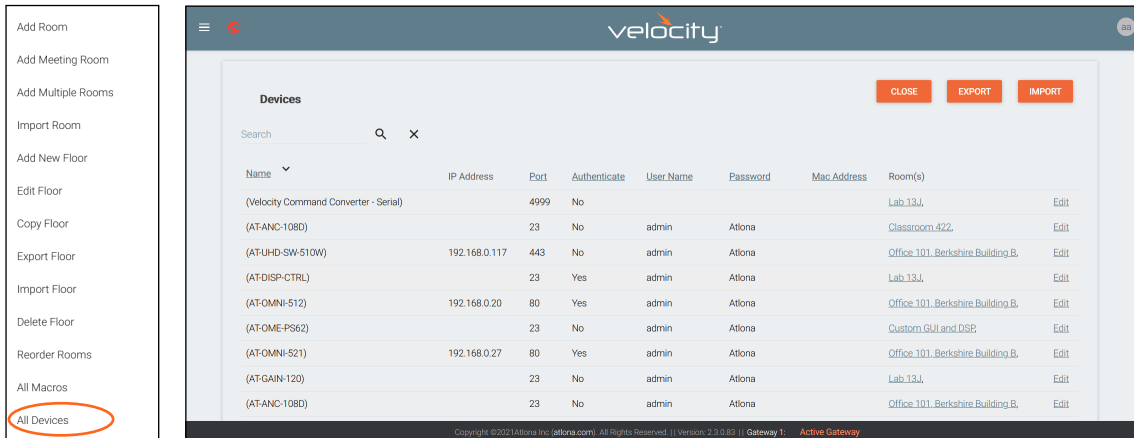
Macros can be sorted using the headers at the top or searched for in the search field.



For more information on Macros, see the [Macros & Conditions](#) section.

All Devices

1. Press **All Devices** from the drop down in the right corner. A new window will open.

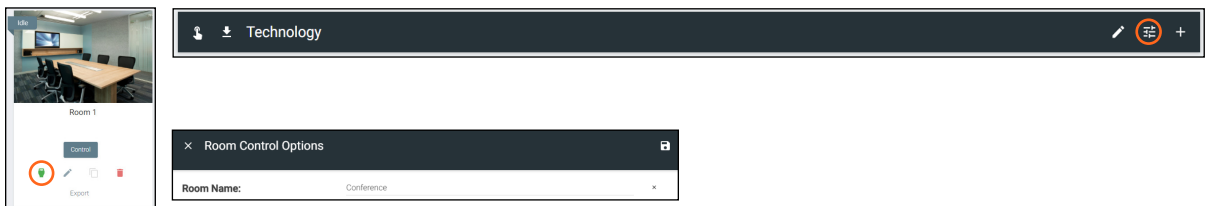


2. Select Edit on the right side of the screen to adjust device settings. Name (alias), IP Address, Port, Authentication, User Name, Password, Mac Address, and IP Linking can be updated here.

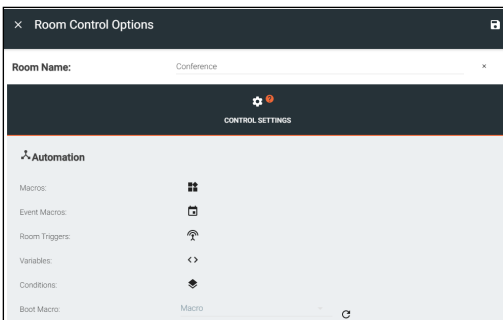


Advanced Settings

Once the basic information the room's control can be adjusted from within the room technology page by selecting the button.



Control Settings



AUTOMATION

- **Macros** - Program a command or group of commands, that shows as a button within the page control screen. See [Macros](#).
- **Event Macros** - Program a command or group of commands, that will be triggered by a room event or at a set time. See [Event Macros](#).
- **Room Triggers** - Programs a command or group of commands that will occur on a trigger event. See [Room Triggers](#).
- **Variables** - View the [Variables](#) section for information.

- **Conditions** - Select to view and edit the current command conditions. View the [Conditions](#) section for more information.
- **Boot Macro** - See the [Boot Macro](#) section for information.



AUDIO and DIALER SETTINGS

- **Master Audio Device** - Select the room's main audio control device. Only devices that have been added to the room are available from the drop down menu.
- **Volume Ramp Interval (ms)** - Select the amount of time (milliseconds) between a volume command being repeated when the button is held down.

- **Dialpad Device** - Select the dialpad device from the drop down menu. Only devices that have been added to the room are available.
- **Dialpad Line Number** - Set the line number the VoIP device will run on.

NOTE: Dialpad options will be used with DSPs and Codecs for making calls.

- **Video Conference Device** - Select the video conference device from the drop down menu. Only devices that have been added to the room are available.
- **Enable Audio Follow Video** - Set this to enable when using devices that have separate audio and video routing, to have the audio output follow the linked video output.
- **Enable Independent Audio Switching** - Set this to enabled when using a device that has separate audio and video, to have the audio output route separately from the video.

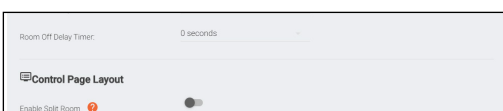


- **Hide Auto Answer** - Show or hide the auto answer button on the conference control screen.
- **Hide Redial, Contacts, History, Camera, Presets, Remote, and Presentation** - Show and hide these options on the conference control screen.



CONTROL PAGE SETTINGS

- **Default Synchronized Table Language** - Select the language to be displayed on the control tablet.

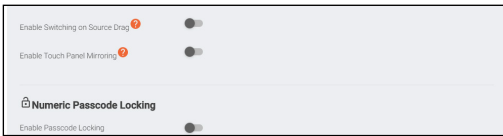


ROOM ON/ROOM OFF

- **Room On Delay Timer** - Set the amount of time between when the room commands are sent and the control screens can be accessed.

This allows for device warm up periods to complete before more commands are sent.

- **Room Off Delay Timer** - Set the amount of delay between when the Room Off commands are being sent and when the home screen can be accessed. This allows for a cool down period for all devices (such as a projector) before the Room On command can be sent.



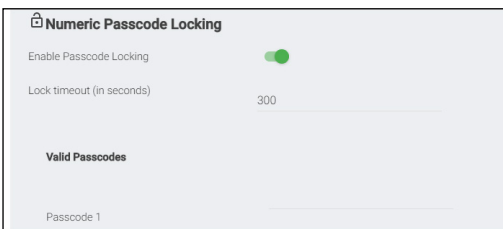
CONTROL PAGE LAYOUT

- **Enable Split Room** - Select this slider to allow or disallow split rooms. View [Split Rooms](#) section for more information.

- **Enable Switching on Source Drag** - When disabled, the source can be switched by clicking on the source icon or dragging and dropping the source on the display icon. When enabled, clicking a source will not switch sources and only dragging and dropping the source icon onto the display icon will switching. Enable when using the remote control when not wanting to make a source change.

i NOTE: This is used with single monitor control screens.

- **Enable Touch Panel Mirroring** - Enable this for rooms with multiple control screens to keep those screens in sync with each other.



Numeric Passcode Locking

- **Enable Passcode Locking** - Select this slider to enable control screen locking. New options will appear when selected. This will lock the control screen and require a passcode to unlock.
- **Lock Timeout (In seconds)** - Sets the amount of time between the last control panel use and when the lock screen appears.
- **Valid Passcodes** - Enter in the passcodes to be used to unlock the

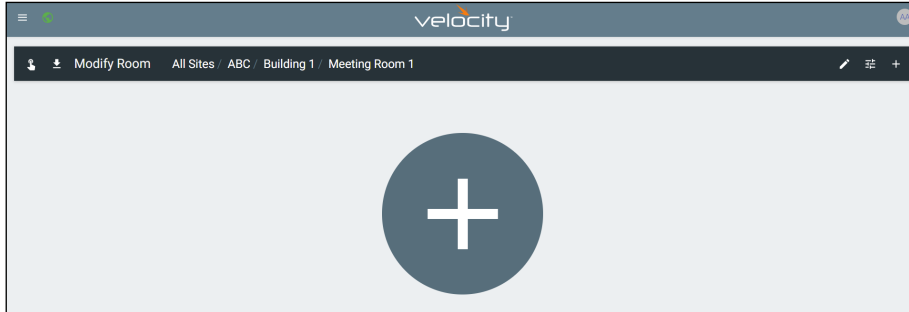
the control panel. Multiple passcodes can be set per room if multiple users will be using the same control page (as with split rooms).

i NOTE: If the passcode is left blank, press the green arrow button on the lock screen to unlock the room.

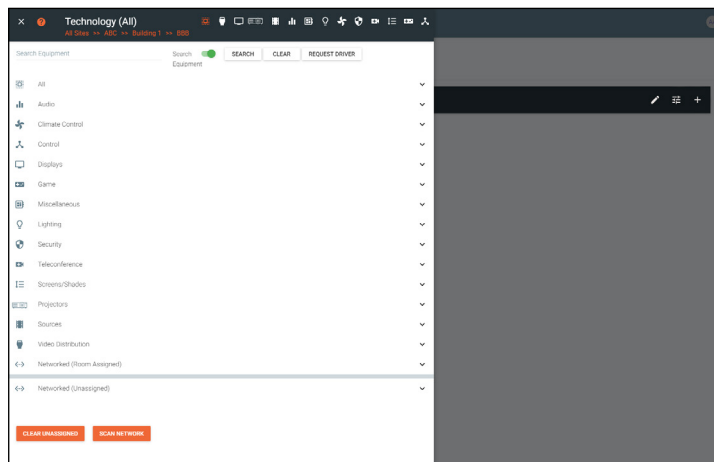
- **APPLY CHANGES** (found at top right of menu)- Select this button to update the page will all the selected settings.

Adding Technology

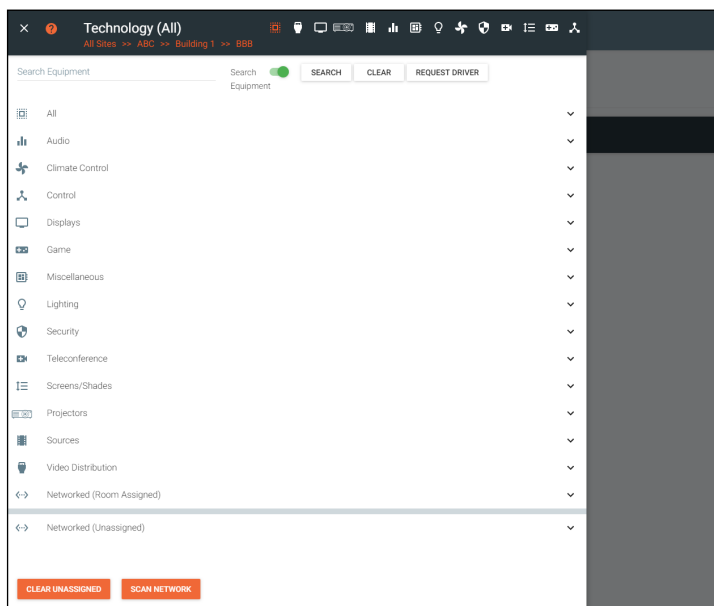
The room created will not be considered set up until at least 1 source and 1 display have been added and linked.



New technology can be added using either the large + in the center of the window or the + on the top right. Once pressed, a new menu will appear on the page.

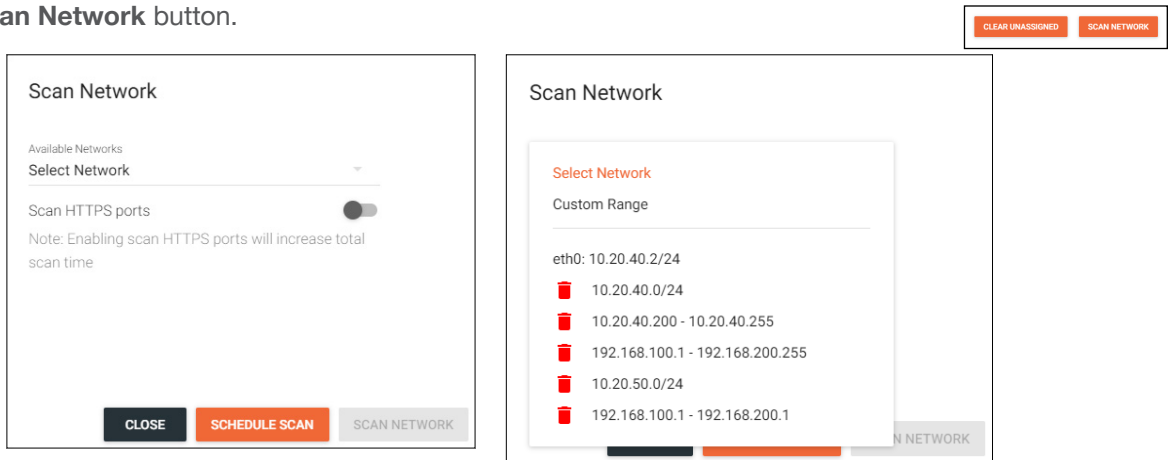


The easiest way to set up a room is to add all devices first and then link them, as links will not appear as options for drop down menus until they have been added to a room.

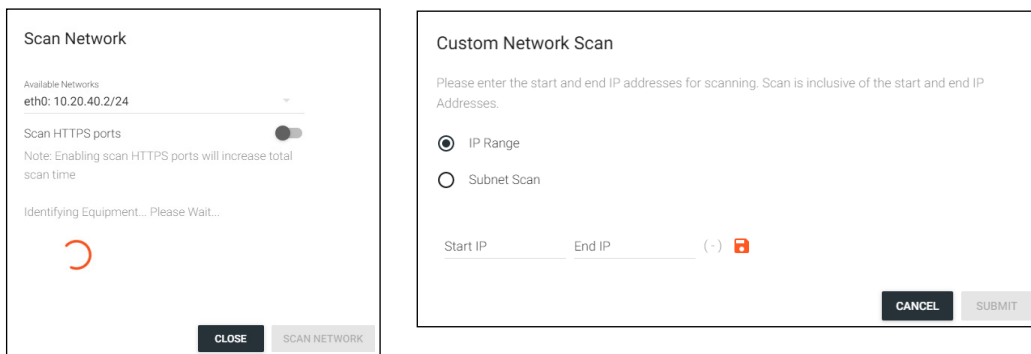


Devices discovered through the mDNS autoscan will display under the unallocated list until added to a room. For devices without mDNS, Velocity will need to do a network scan to find them.

1. Press the **Scan Network** button.

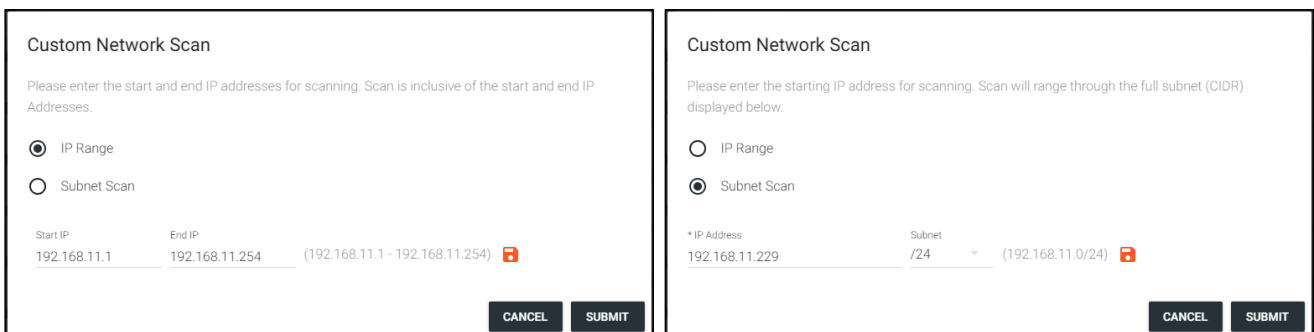


2. Select Custom Range (a new screen will take over) or the auto detected network eth0.
 - a. If the auto detected network eth0 is selected, press Scan Network to start the scan.
 - b. If Custom Range is selected, select between IP Range and Subnet Scan

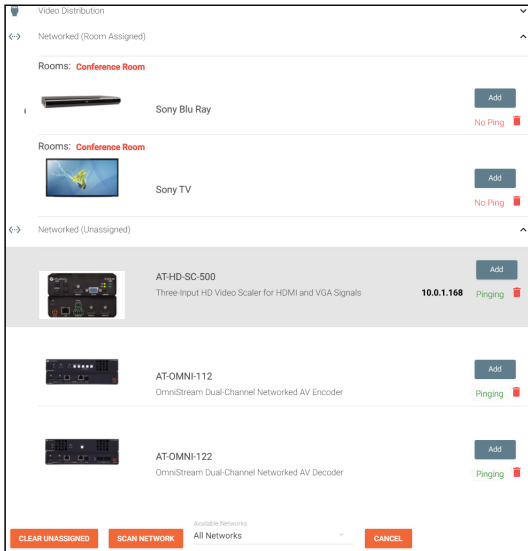


1. Type in the network range or subnet information.

NOTE: It is recommended to keep the network range scan to under a 512 IP range. The larger the network range, the longer the scan will take. On subnet scan, Velocity/AMS will automatically limit the scan to 512 on subnet 23 or 256 on subnet 24.



2. Press the save icon next to IP field. A green CustomNetwork Saved Successfully message will appear at the bottom of the page when the custom scan settings are saved.
3. Press the Submit button to start the scan. The pop up will close when the scan is completed.



All Atlona devices on the network will be placed into the Networked (Unassigned) menu selection.

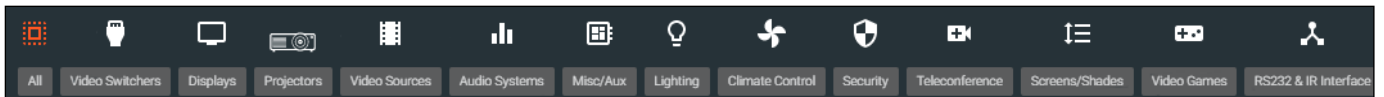
4. Press the **Add** button on all devices that belong to the current room. A device added message will appear on the bottom of the screen.



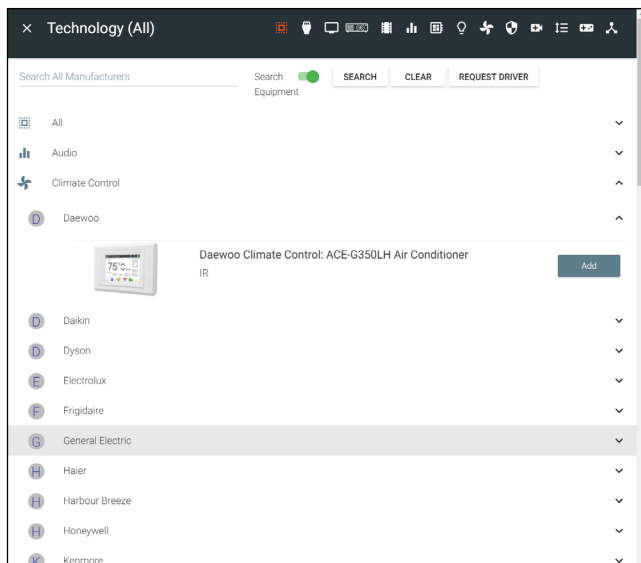
Once all Atlona devices are added to the room, the sources and displays will need to be added.

5. Select between the top navigation or sections in the default menu (menu will always start on **All**) to search for sources, displays, and other types of equipment that will be in the room.

Each button along the top menu corresponds with the sections of the **All** menu.

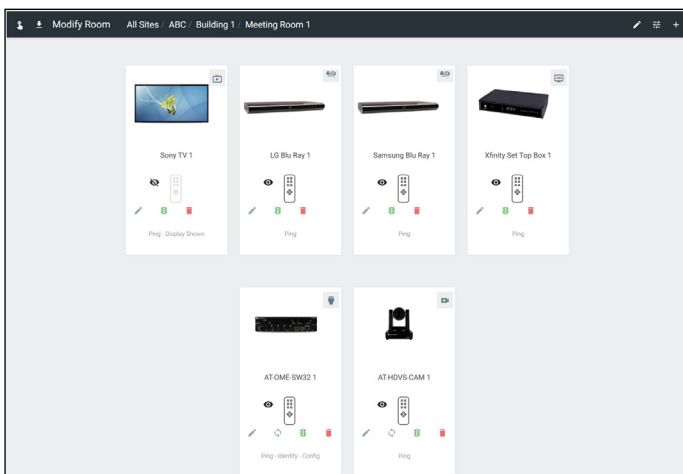


1. Find the device you are looking for in the menu or by using the search field.



2. Select **Add** on the device (recommended) to add the device to the room. A Room Device Saved Successfully message will appear in green at the bottom of the screen. If more devices are needed, complete adding those.
3. When finished adding all devices, press the X in the top left corner next to Equipment Catalog to go to the main screen.

NOTE: If a device is not found in the directory, use the **REQUEST DRIVER** button in the top right to go to atlona.com's control driver request form. This is only available if the PC connected to Velocity is online and will take over the current window.

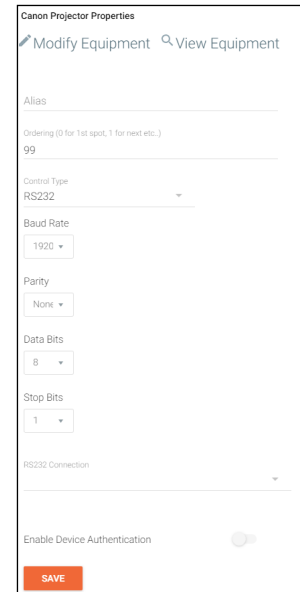
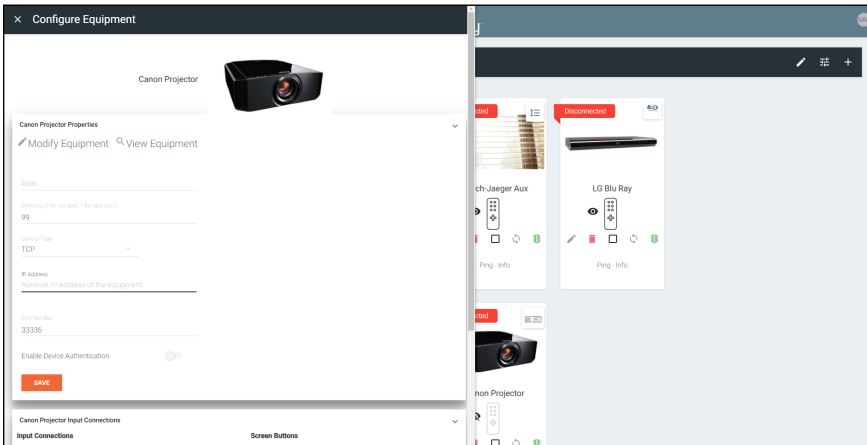


Once all devices have been added to the room, they can be linked to each other.

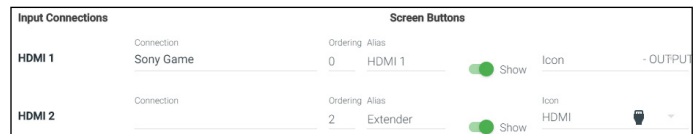
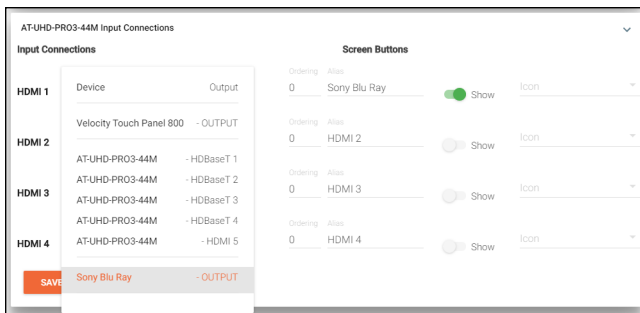
4. Press **Edit** on any of the devices in the room. A menu will appear on the left side of the window.

NOTE: It is recommended to edit switchers first, as adding inputs and outputs to a switcher will link them automatically for those devices.

5. Select the control type of the device.
 - If TCP, then enter the IP of the device and port number
 - If RS-232, then enter the baud rate and type of connection.



6. Select the routing information for the device (if it is not already linked).



- **Show** - Select the slider to toggle if the input device will display on the control device or not. Input devices that are not controlled, such as an Extender, can still be shown in the control window.
 - a. Create an **Alias** for the device (such as a product SKU or type)
 - b. Select the **Show** slider.
 - c. Choose an **Icon** or upload a custom icon.
 - d. Press the **SAVE** button.

Once all devices are set up and linked, the room is ready to be controlled.

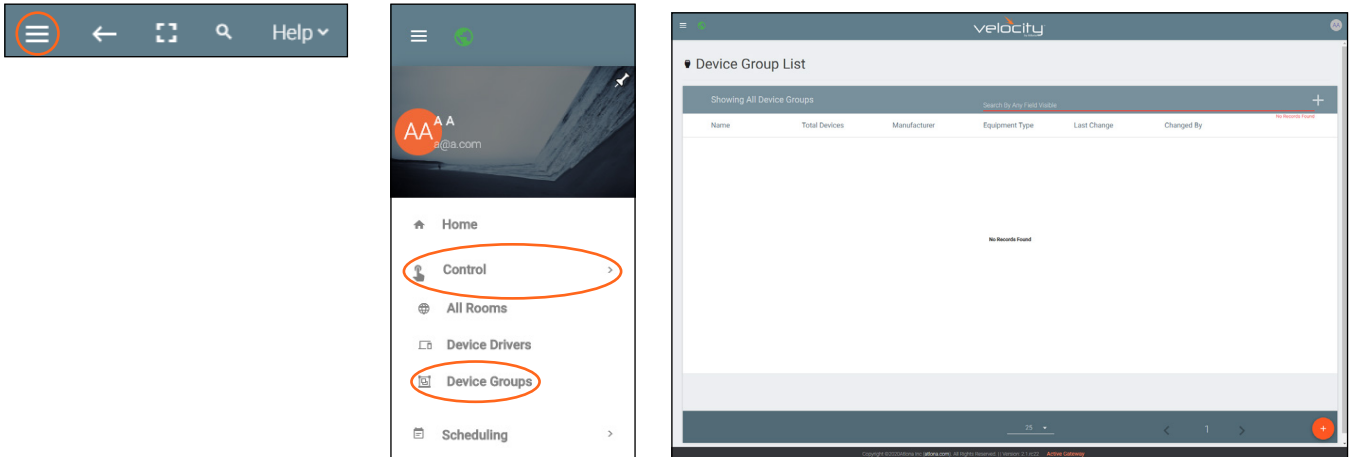
NOTE: Atlona device settings must be changed through the device webGUI or AMS. See device user manual for instructions for login and device settings (such as network settings).

Device Groups

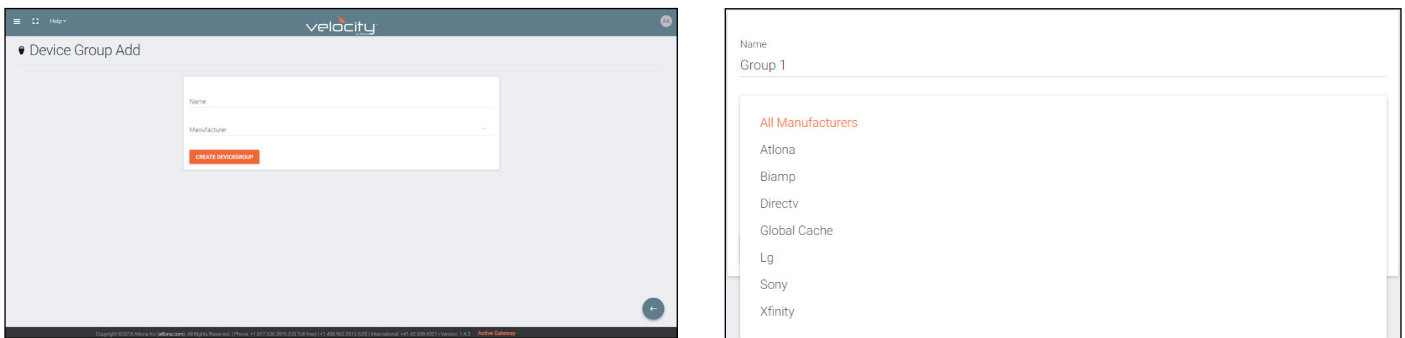
Velocity has the ability to group like devices together. Use the device groups to simultaneously control a set of devices, such as turning on all Sony TVs at a site.

NOTE: Rooms and devices must be set up before starting to create device groups.

1. Select the ≡ button from the top left corner and select **Control**.
2. More options will appear. Select **Device Groups**. A new screen will open.
3. Select the + (add) button on the right side of the screen. A new screen will open.

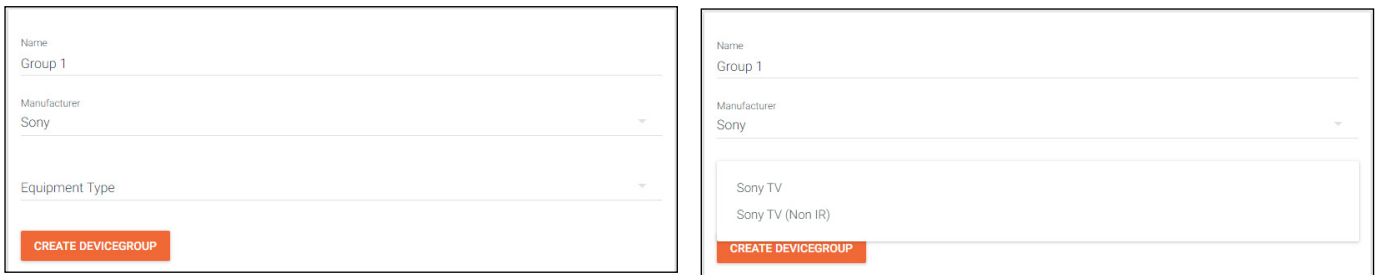


4. Type in a group name that will provide an easy hint to what the group controls. **e.g.** Sony TVs
5. Select the manufacturer of the controlled devices. A new option will appear below the drop down menu once selected.



6. Select the equipment type from the drop down menu. New options will appear below the equipment type.

NOTE: Only the same equipment type will be grouped. If two different Sony TV types are on the list, only one may be selected and controlled.



- Select the control type for the device commands to be sent as.
- Choose the **Select All** check box or select individual devices from the drop down menu to be controlled.

Name
Group 1

Manufacturer
Sony

Equipment Type
Sony TV (Non IR)

Control Type
TCP

Select All

Grouped Devices (0)

CREATE DEVICEGROUP

Name
Group 1

Manufacturer
Sony

Equipment Type
Sony TV (Non IR)

Control Type
TCP

Select All

Sony Left

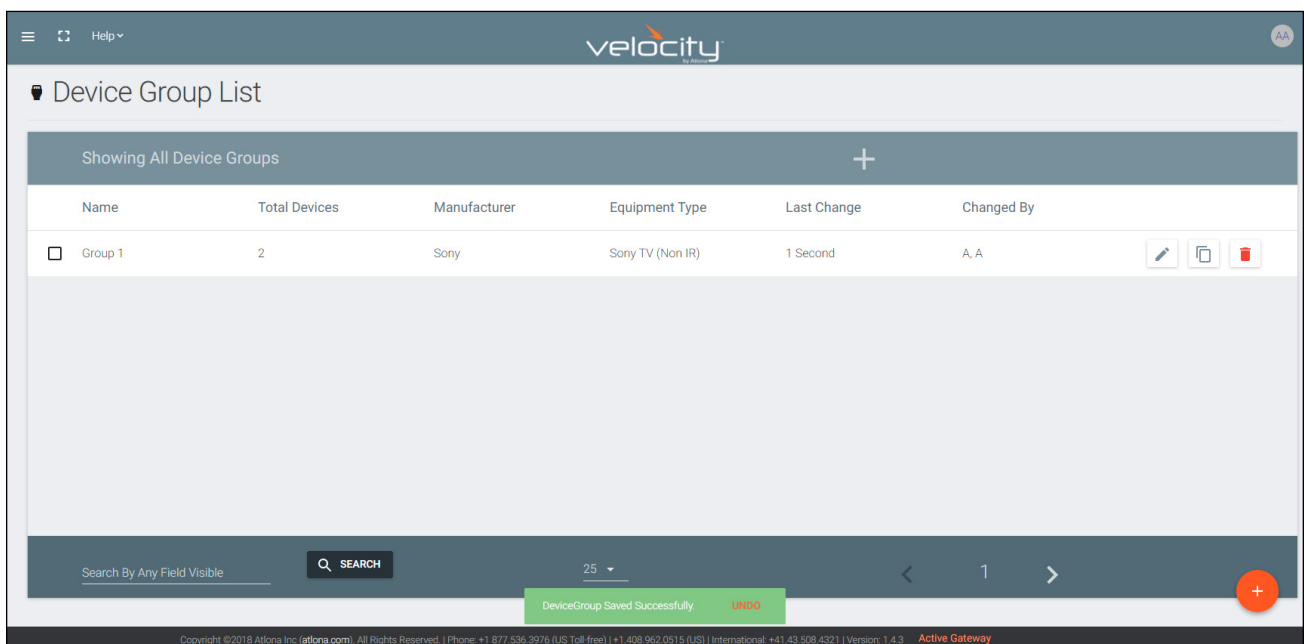
Sony Right

CREATE DEVICEGROUP




Sony Left

Sony Right

- Press the **CREATE DEVICEGROUP** button to save. The screen will return to the main Device Group page and display a green successful message at the bottom.



The screenshot shows the Velocity interface for the Device Group List. At the top, it says "Showing All Device Groups" with a plus icon. Below is a table with the following data:

Name	Total Devices	Manufacturer	Equipment Type	Last Change	Changed By	
<input type="checkbox"/> Group 1	2	Sony	Sony TV (Non IR)	1 Second	A, A	  

At the bottom of the page, a green message box says "DeviceGroup Saved Successfully" with an "UNDO" button. The footer contains copyright information for Atлона Inc. and the version number 1.4.3.

Control

Once a room has been set up, it can be controlled through either a web browser or a control device such as the Velocity Touch Pad (e.g. AT-VTP-800-BL).

 **NOTE:** Instructions on syncing the Velocity Touch Pads can be found within the unit's Installation Guide.

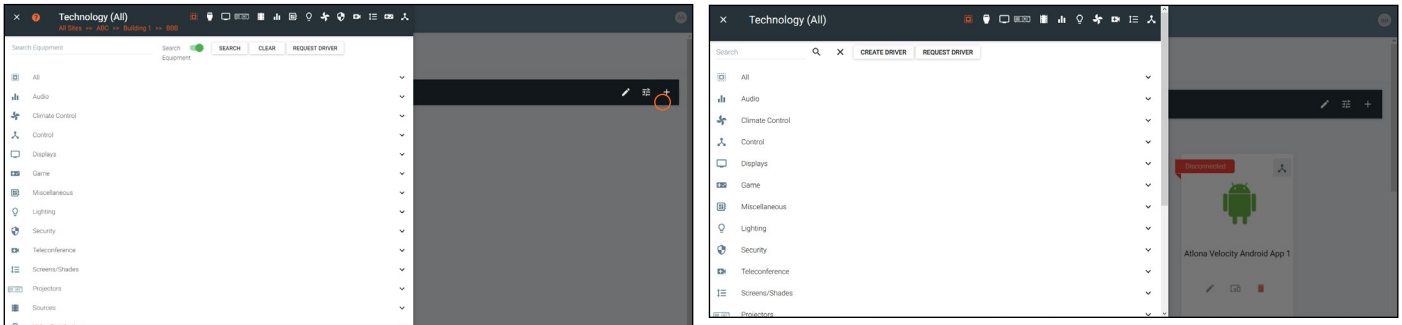
Contents

Adding Control Screen Device	58
General	59
Device Remote	61

Adding Control Screen Device

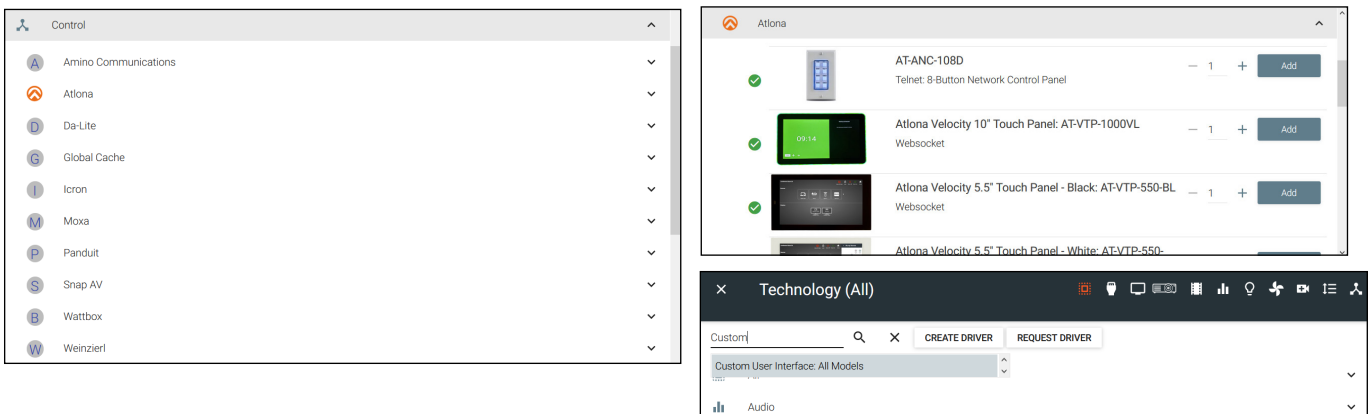
Once the room has been set up, the control device for each room should be set up. Atlona's touch panels (AT-VTP or AT-VSP), Android, iOS, or browsers can be set as the control device for the room. There will be a default control screen already set up, but a custom user interface can also be created per device.

1. Press the + button in the top right corner, the technology selection menu will open on the left side of the screen.

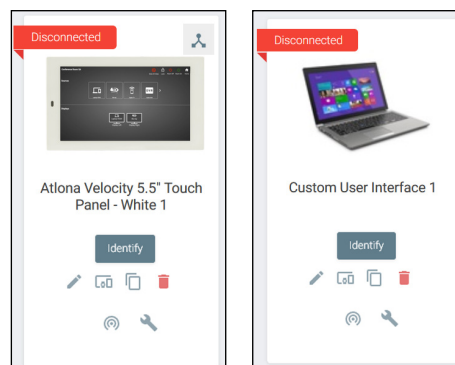


2. Select the control device from the selection menu or search for the specific device. A device tile will appear in the room.


NOTE: If building the control on site, the device will be added to the room through the syncing process. If setting the site up at a different location, search/select from the Technology menu.



There are a couple of options for control screens: Velocity Touch Panels and web browsers (search Custom User Interface to use for a web browser).

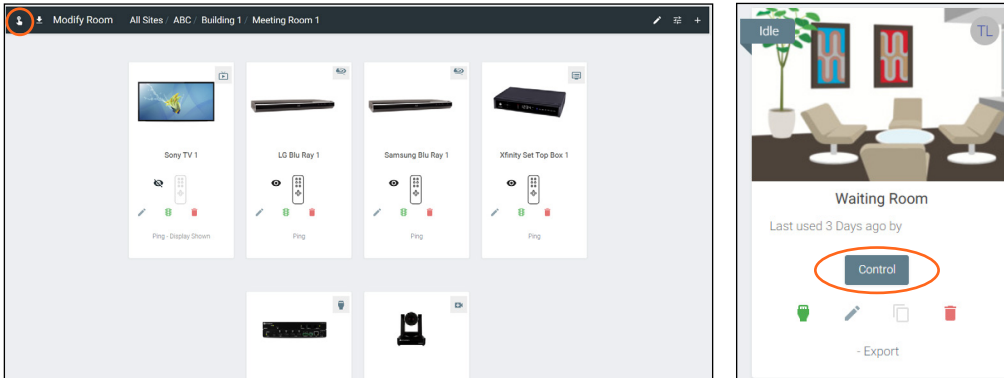



The default control interface will be linked to the devices to start with, but a Custom User Interface can be created for each device. View the [Custom Control Interface](#) section to view how to set up a new room.

Once the control panel and interface has been set up it can be duplicated using the copy  button. This will copy all the settings, the User Interface setup, and macros. A new IP will need to be added to the device for it to function. This will provide an easy way to set up multiple control panels in a room without going through all the set up again.

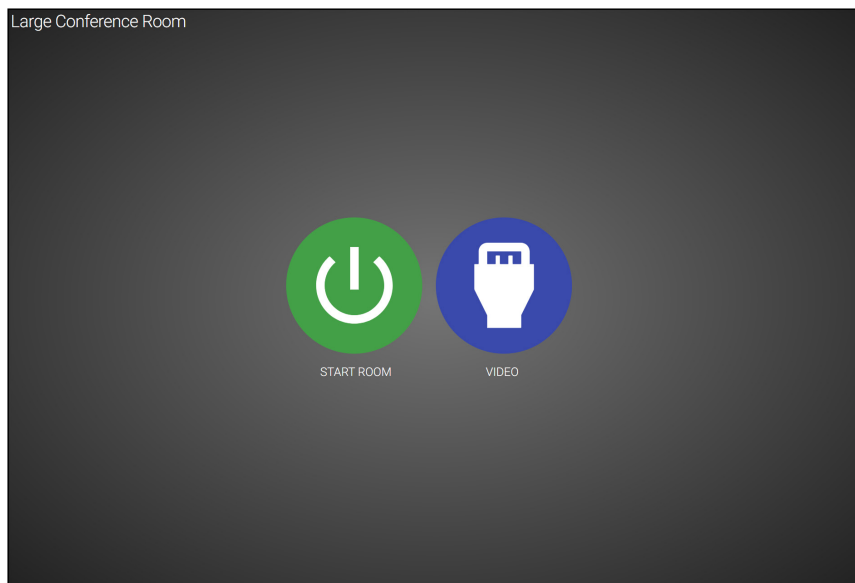
General

There are three places within the web browser to open the control screen:



1. Within the add technology page, after all devices have been set up and linked, press the  button on the top left bar.
2. Within the room list page, press the **Control** button located in the room box.

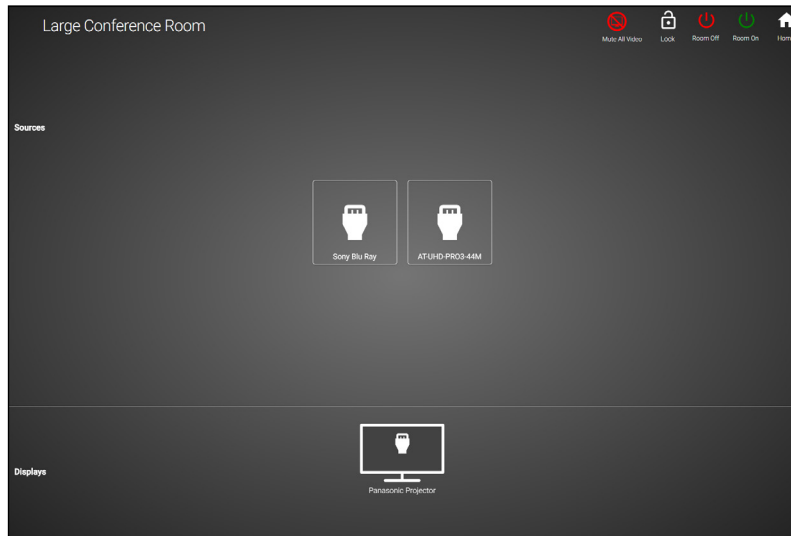
A new window will open.



The icons showing on the control screen will appear the same across web browser and control touch pads.

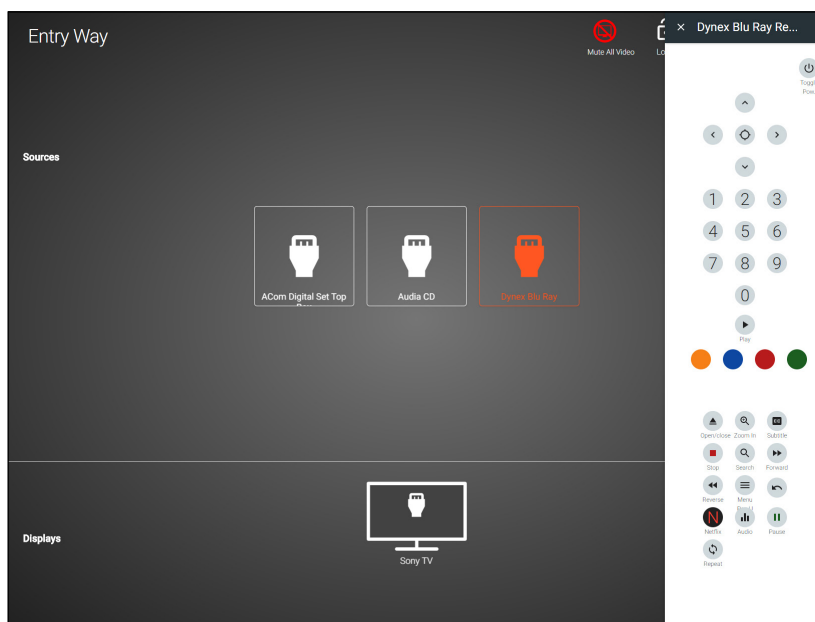
3. Press the **START ROOM** button to send on commands to all the devices in the room (excluding any that were excluded during room set up) or press the **VIDEO** button to open the room and control all the devices manually.

A new window will open.



On this screen, devices can be controlled by selecting (web browser) or touching (touch pads) the icons.

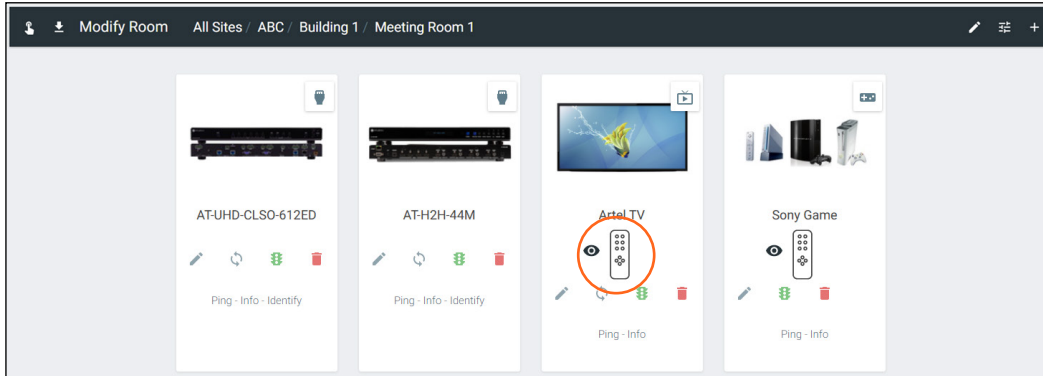
4. Click on the device to open the control field and switch inputs to that source.



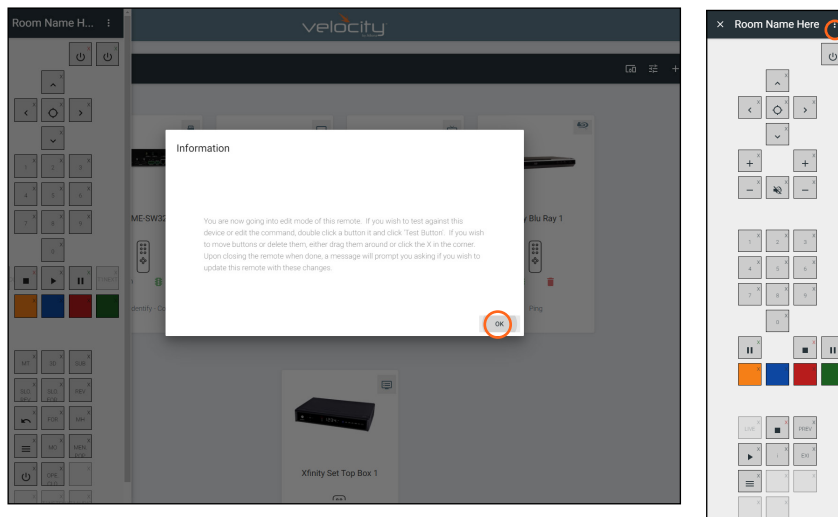
Within this screen, all devices can be controlled and routed.

Device Remote

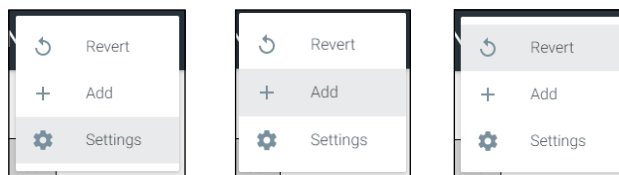
The control remote for each product may be adjusted, either in the equipment manager or within the technology page.



1. Select the remote icon. A pop up will appear.
 - a. If the eye icon next to the remote has a slash and the remote is grey, press the eye (view) icon to show the remote. A remote can only be edited if it is set to show.
2. Select the OK button on the Information window to make the remote available for editing.



3. Press the button in the corner to adjust remote button sizes (settings), add buttons, or revert the remote back to original settings.



- a. Select **Settings** to adjust the size of the remote buttons. A pop up will open.

Remote Settings

Remote Width (pixel)

320

Remote Columns

CLOSE SAVE

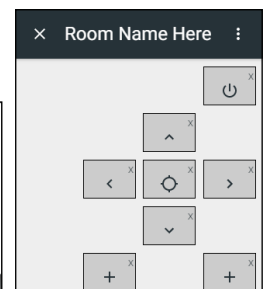
Remote Settings

5

4

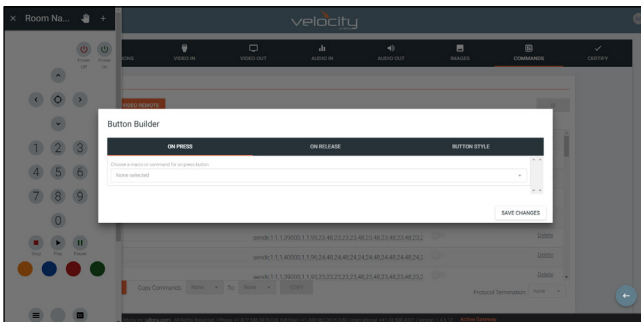
3

2



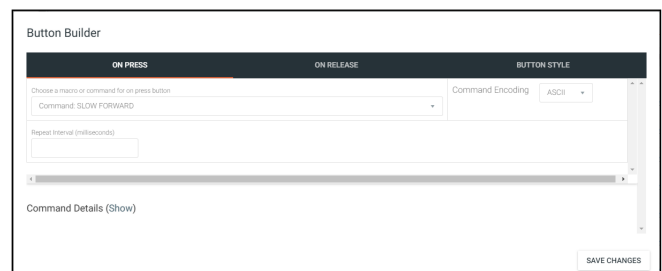
1. Set the pixel width for the remote. Do not set the width greater than the screen. VTP-800 is 962x601, so when using it horizontal the remote should not be greater than 601 pixels.
2. Select the number of columns from the drop down menu and press the SAVE button. The remote will update with the correct amount of columns, making the buttons bigger as it does.

b. Select Add to create new buttons that are not part of the original remote. A new pop up window will appear.

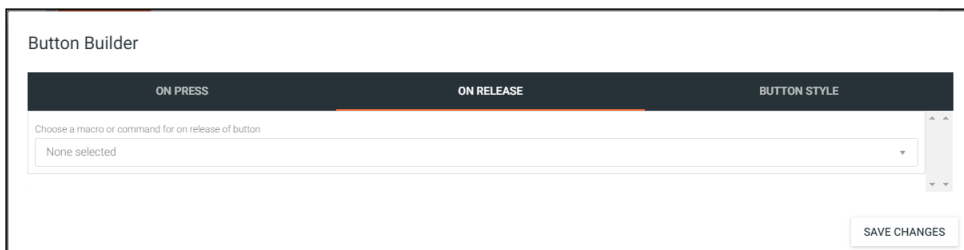


NOTE: This is the same screen that will be seen for editing a current button. To edit a button already on the remote, double click the button to open the Button Builder window.

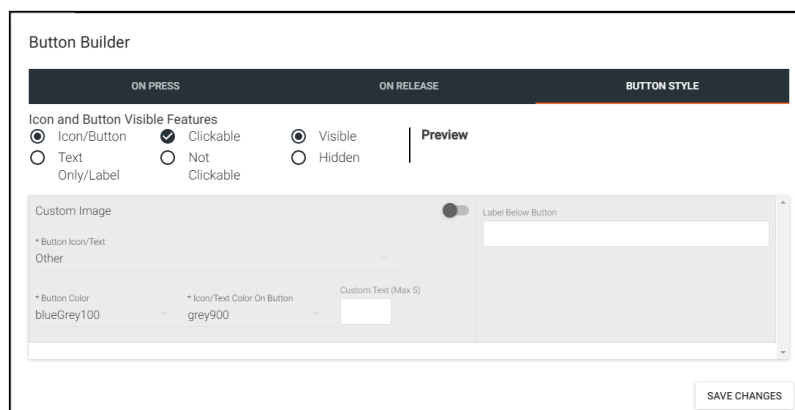
1. Select a command or macro from the drop down menu. If editing a current button, the command will already be selected.



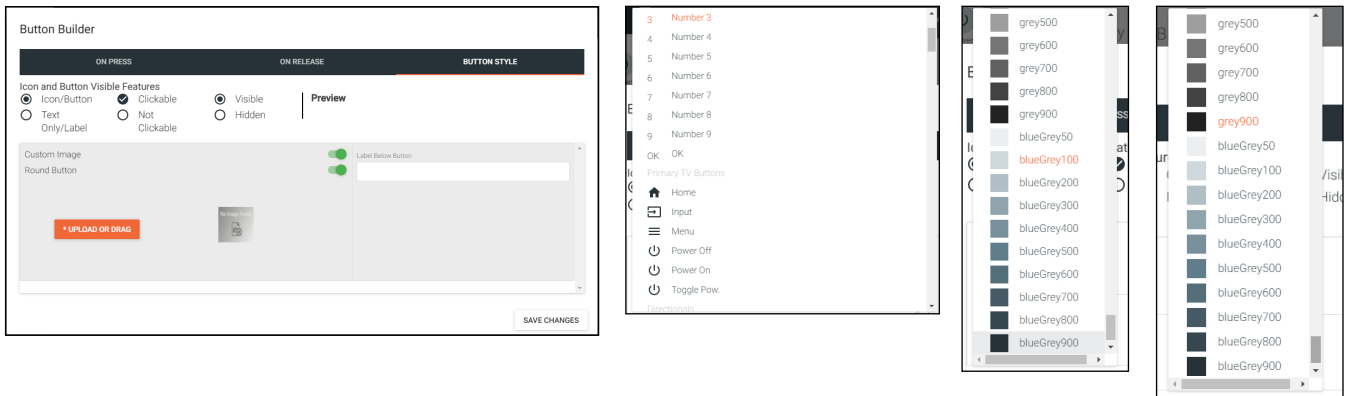
2. Select between ASCII and HEX for the Command Encoding type.
3. *Optional* If the command needs repeating (such as volume up), type the time in milliseconds in the the Repeat Interval field.
4. *Optional* Select the **ON RELEASE** tab for commands that require a follow up command. **e.g.** Pan tilt stop for any on press commands for pan tilt. The selected command will send once the button is released.



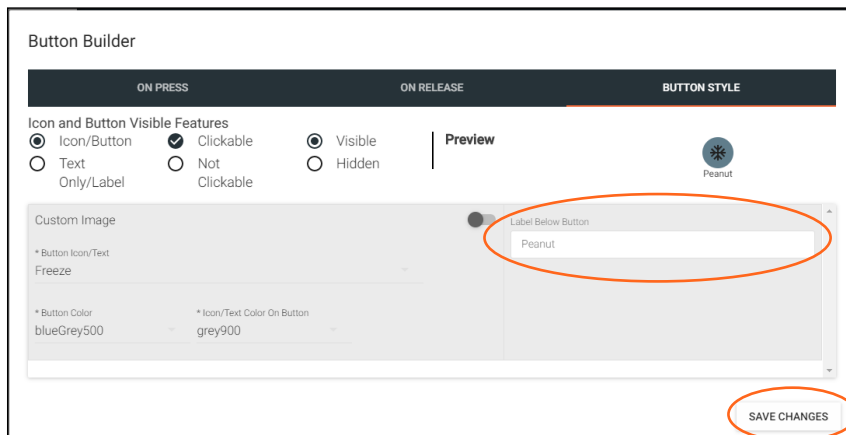
5. Select the **BUTTON STYLE** tab to provide a custom look for the button.



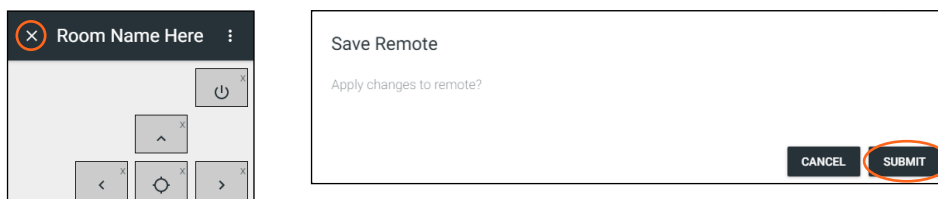
6. Select the Icon and Button Visible Features. Once customization options are chosen, the button will preview to the right, if Visible is selected.
7. *Optional* Select the custom image slider to import a custom button background. Drag and drop the image into the upload or drag box or press the upload or drag button to browse the local computer for the custom button background.



8. Select from the button icon text drop down menu. The menu will have generic text and icons to choose from. Select other to provide custom text for the button.
9. Select the colors of the button and text.
10. *Optional* Type text into the Label Below Button field.



11. Once all selections are made, press the save changes button. The button builder will close and the remote preview will update.



12. Once all button changes are made, press the X (close) button on the top left corner of the remote preview. A new pop up window will appear.
13. Press submit to save all the changes and push them to the control page.

Device Drivers

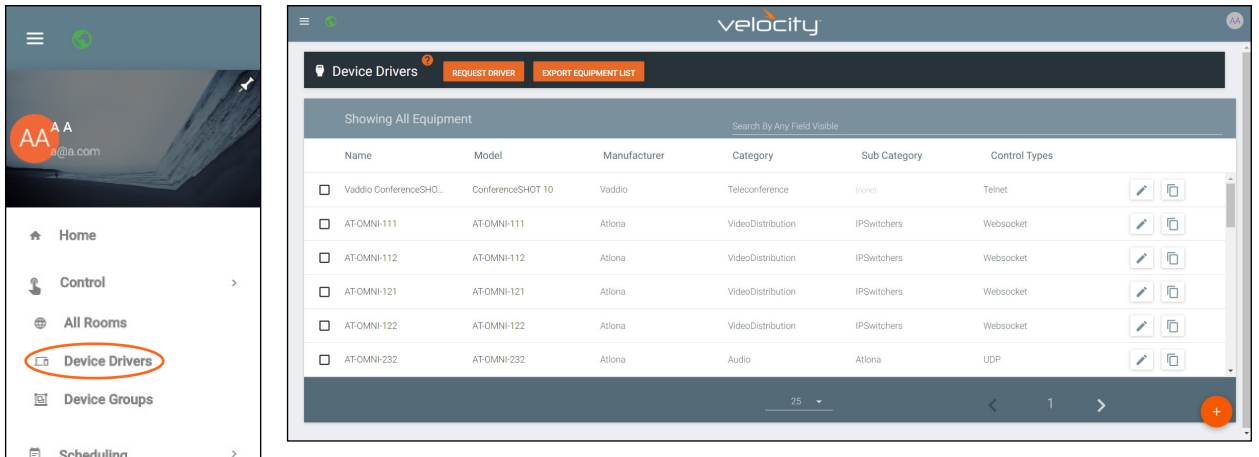
Velocity has provided a database of device drivers that can be added to and customized.

Contents

General	65
Add	65
Edit	73
Delete	74
Custom Switcher	74
DSP	79
Variables	84

General

1. Press the ≡ button on the top right of the screen.

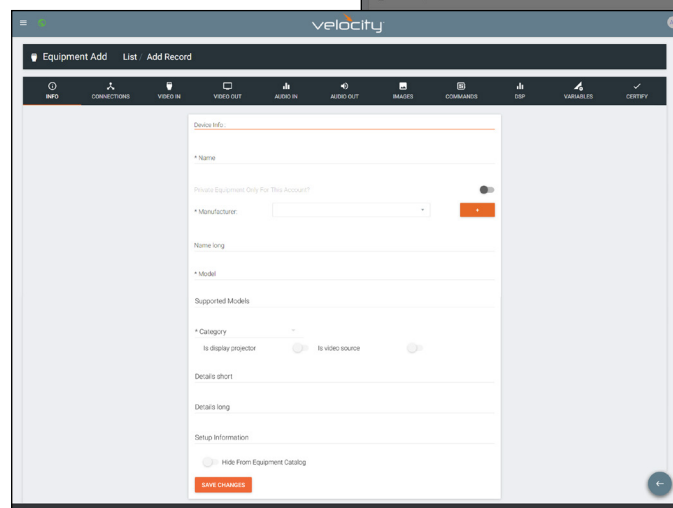
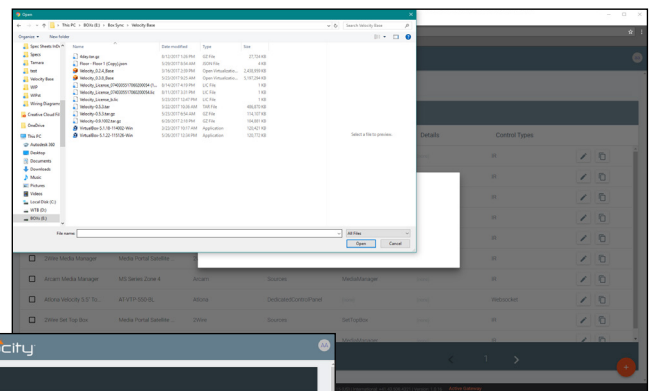
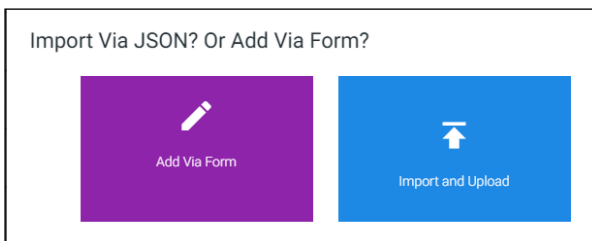


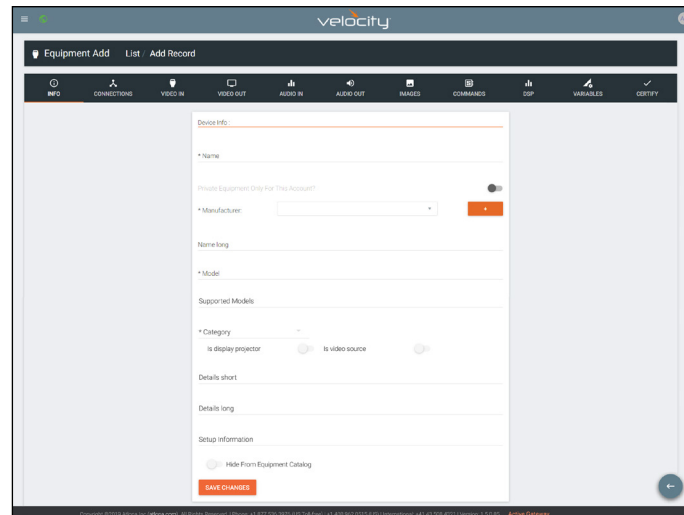
2. Select **Control** from the menu. New options will open.
3. Select **Device Drivers**. A new screen will appear.

Add

If there is a device not in the database, new equipment can be added.

1. Press the + button on the bottom right of the screen. A pop-up will appear.
2. Select the purple **Add via Form** button for creating a new device and the blue **Import and Upload** button if creating a device based off a previously created device. A new window will appear or a browse folder will open.
3. Select the device off the local computer and press open, or fill in the device add form.





a. INFO Tab

Name - Provide a name for the device.

Manufacturer - Add the manufacturer.

Name long - Provide extra information for a device.

Model - Provide the model name or number for the device.

Category - Choose the category that best fits the device, from a list of device types.

Device slider

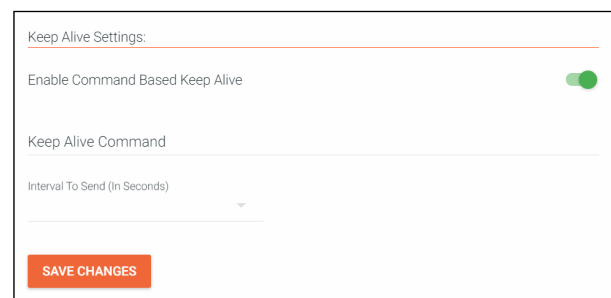
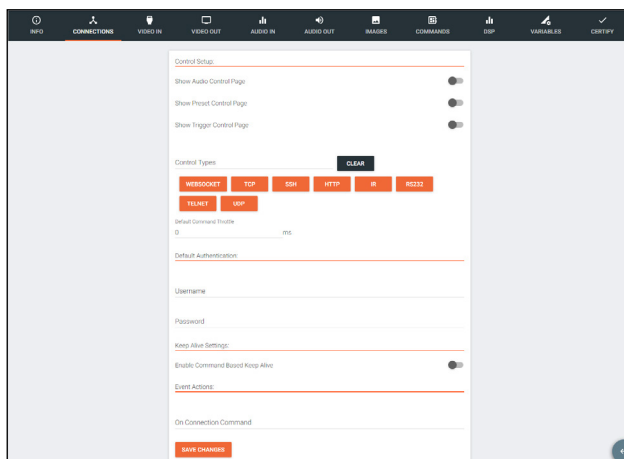
Is display / projector - Select this slider if the device is a display or projector

Is video source - Select this slider if the device is a video source

Details short - Type in extra device information (optional).

Details long - Type in extra device information (optional).

Setup Information - Provide details for set up and installation (optional).



b. CONNECTIONS Tab

Show Audio Control Page - Select the slider to show audio control options within the room control.

Show Preset Control Page - Select the slider to show preset control options within the room control.

Show Trigger Control Page - Select the slider to show trigger control options within the room control.

Control Types - Select all the types of control the device accepts.

NOTE: As control options are added, extra device setting fields will appear.

Authentication - Provide the username and password for the control options.

Enable Command Based Keep Alive - Use the slider to enable/disable Velocity to keep the device's TCP port active. New options will appear when enabled.

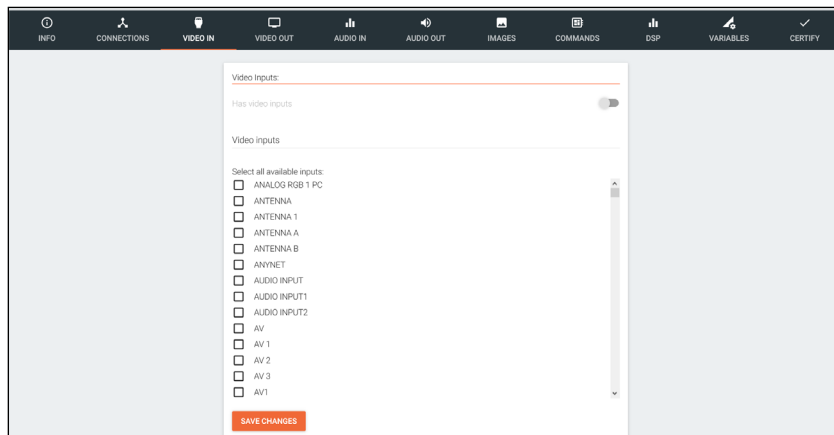
Keep Alive Command - Provide the command to keep the device connection alive. The command will be found in the device's manual.



NOTE: To enter a carriage return as the keep alive command, `\x0D` must be entered.

NOTE: To enter a HEX command, `\x` must be entered before the command or it will not pass.

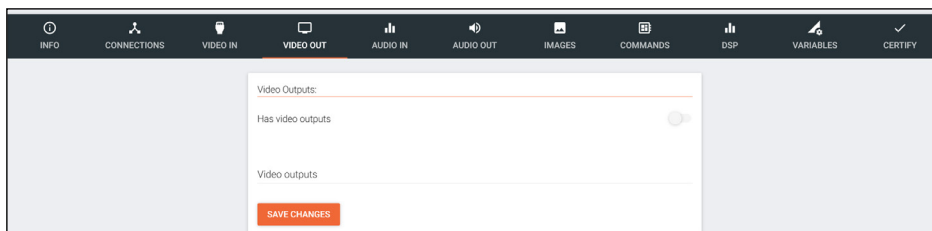
Interval To Send (In Seconds) - Set the amount of time between each time the Keep Alive Command is sent. Set from 0 to 360 seconds.



c. VIDEO IN Tab

Video inputs - This slider auto adjusts when inputs are selected.

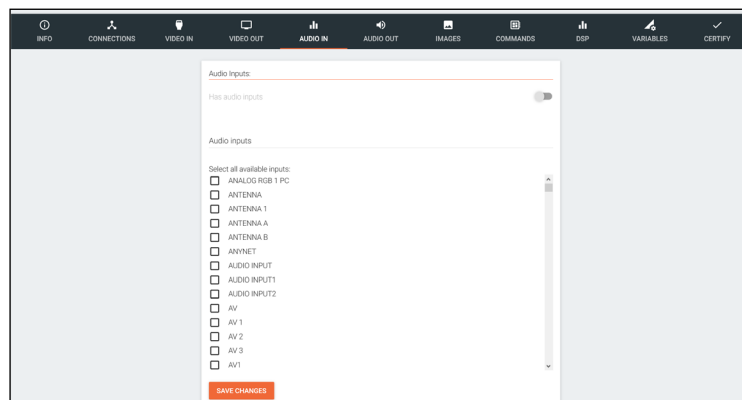
Select all available inputs - Select the checkbox of all input types that the device has.



d. VIDEO OUT Tab

Has video outputs - Select this slider if the device has video outputs.

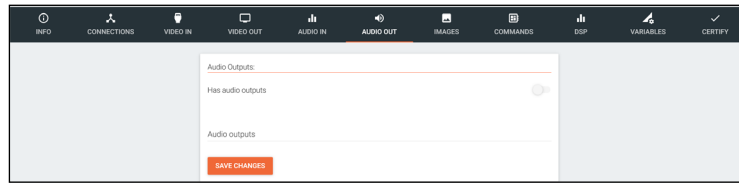
Video outputs - Type in all types of output ports the device has, separate each type with a comma e.g. HDMI, HDBaseT, DisplayPort



e. AUDIO IN Tab

Has audio inputs - This slider auto adjusts when inputs are selected.

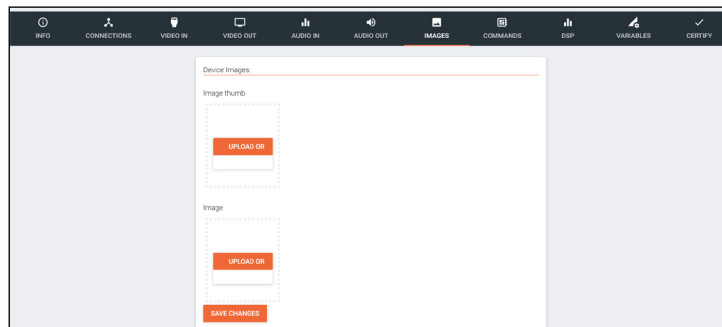
Select all available inputs - Select the checkbox of all input types that the device has.



f. AUDIO OUT Tab

Has audio outputs - Select this slider if the device has audio outputs.

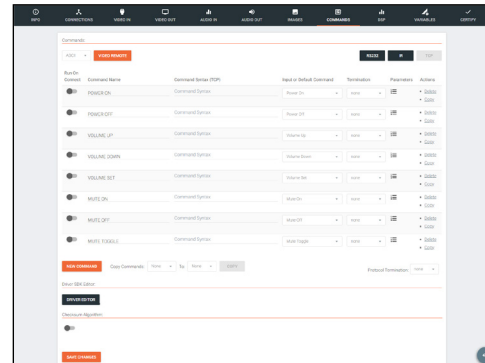
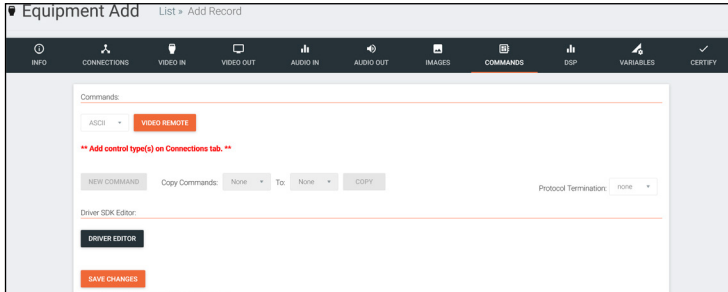
Audio outputs - Type in all types of output ports the device has, separate each type with a comma e.g. L / R, S/PDIF, MIC / LINE OUT



g. IMAGES Tab

Thumbnail - Upload a custom thumbnail that represents the device to show on the control screen.

Image - Upload a custom image to show on the add technology page.



h. COMMANDS Tab



NOTE: Commands cannot be added unless control types have been selected on the **Connections** tab. Default command names will be displayed in the Commands tab once a control type has been selected.

Run On Connect Slider - Select this slider to have the command run when the device connects with Velocity.

Command Types - Select between control command formats: ASCII and Hex.

Video Remote - Press this button to open the control remote. The control remote will be the same one that appears on the room control page.

Command Information

Command Name - Provide a name for the command that explains what the command does in a quick word or phrase.

Command Syntax - Type in the command sequence (found in the device's manual).

Expected Response - Type in the command feedback (found in the device's manual).

Termination - Select the command termination: LF (line feed), CR (carriage return), CRLF (carriage return and line feed), None.

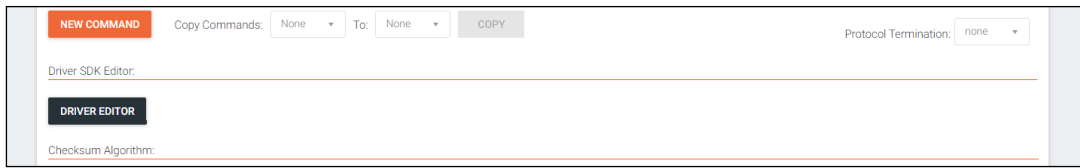
Parameters - Opens a pop-up window that displays the current parameters of the command.

Delete - Removes a command that is not needed.



NOTE: Parameters require the characters: %v to be added to see any parameters.

New command - Pressing this button will create a new command line to be filled in.



Protocol Termination - Drop down selection that applies the same termination to all commands: CR, LF, CRLF, or none.

Clear Commands - Press this button to remove all the current commands from the page.

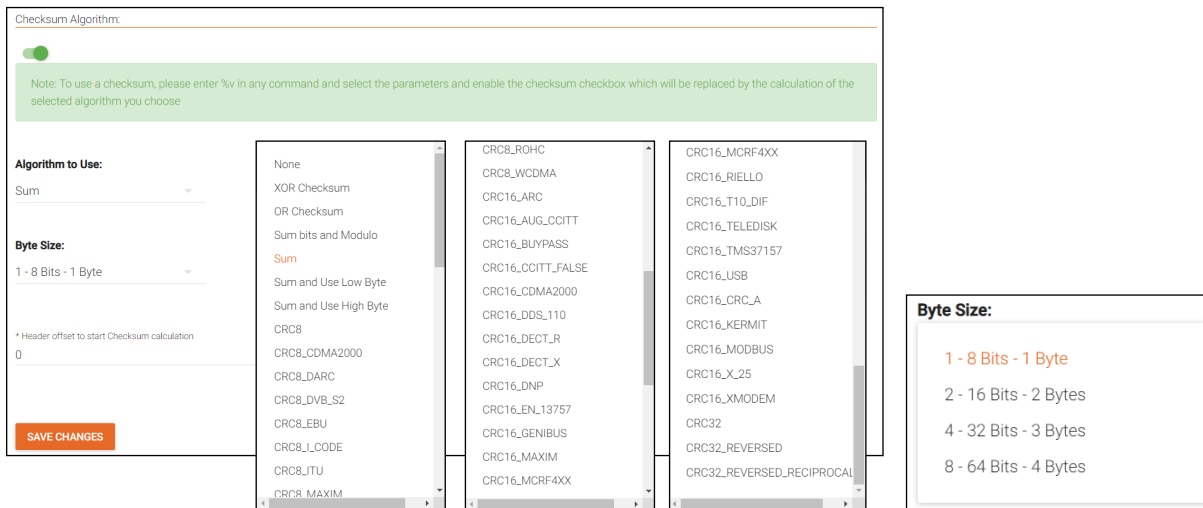
Copy from TCP - Copies the command from TCP/IP over to RS-232.

Copy from RS - Copies the command from RS-232 over to TCP/IP.

Driver Editor - This button opens a new window to allow for programming a control driver.

NOTE: This driver editor is for those with programming experience.

Checksum Algorithm - Use this slider to enable checksum on commands. New options will appear.

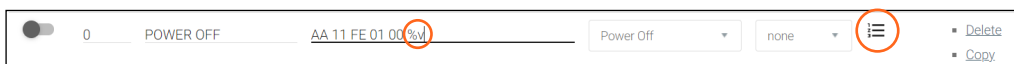


Algorithm to Use - Use the drop down menu to select the type of checksum algorithm the command.

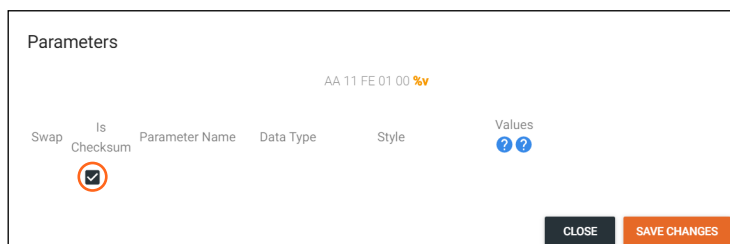
Byte Size - Select the size in bytes for the command to send.

Header offset - Set the amount of the command that is not part of the checksum. Default 0 will include the whole command.

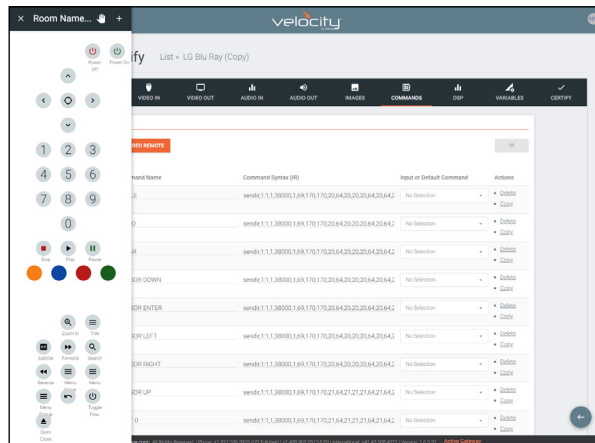
For checksum to work, it must have a variable set to the command and checksum set in properties of the command.



- Type the command in hex value. Place %v where the checksum will replace the hex value.
- Select the Properties icon. A new window will pop up.
- Select the checkbox for Is Checksum.



- Select **Save Changes** and the command will be ready for use with checksum.



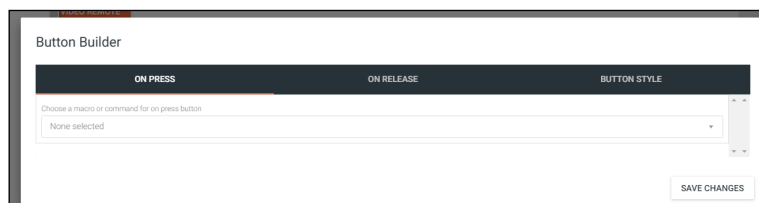
Remote Control

The command remote control provides an interface for the room control page. Each button represents a command and can be altered or moved.

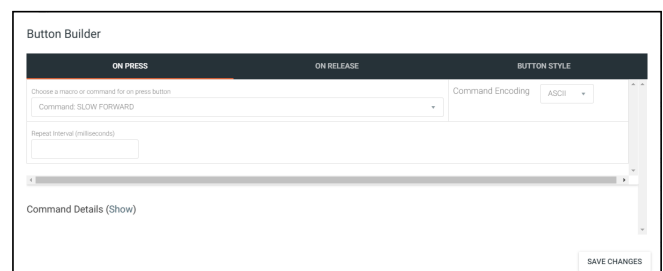
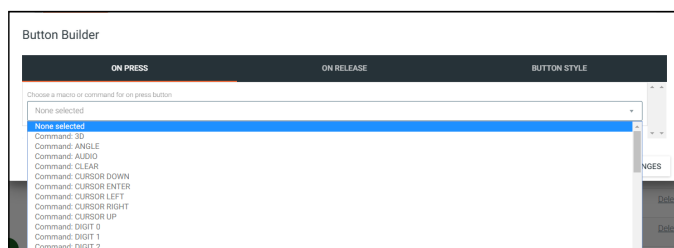
1. Select a button to open the button builder. The button builder will pop-up.



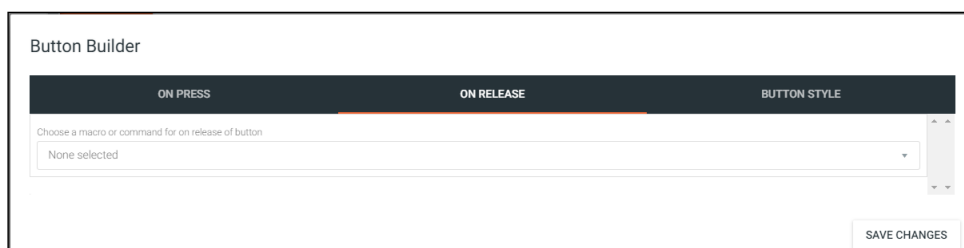
NOTE: The button builder will auto select the command of the chosen button, but any command can be selected from the drop down menu.



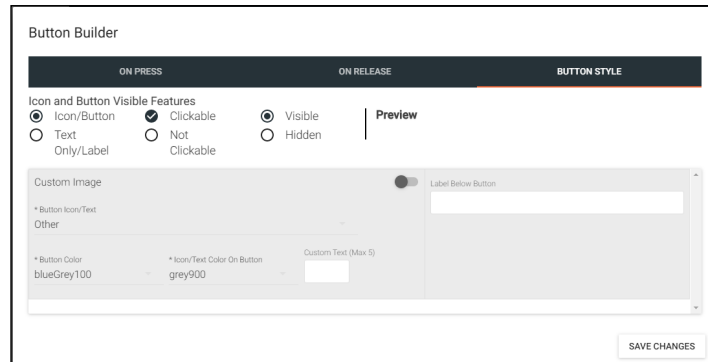
2. Select a command or macro from the drop down menu. If editing a current button, the command will already be selected.



3. Select between ASCII and HEX for the Command Encoding type.
4. *Optional* If the command needs repeating (such as volume up), type the time in milliseconds in the Repeat Interval field.
5. *Optional* Select the **ON RELEASE** tab for commands that require a follow up command. e.g. Pan tilt stop for any on press commands for pan tilt. The selected command will send once the button is released.

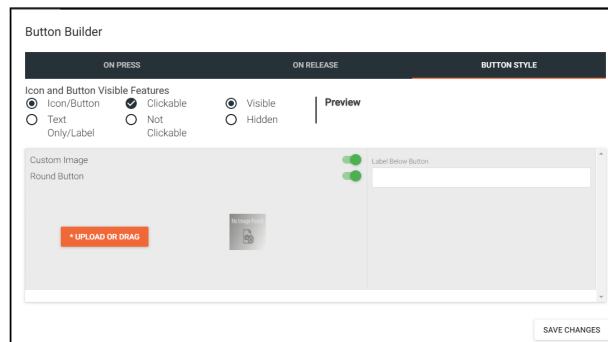


6. Select the **BUTTON STYLE** tab to provide a custom look for the button.



7. Select the Icon and Button Visible Features. Once customization options are chosen, the button will preview to the right, if Visible is selected.

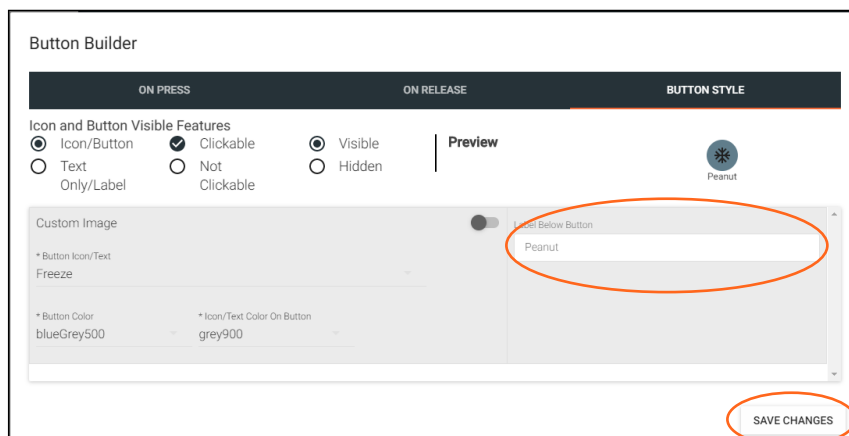
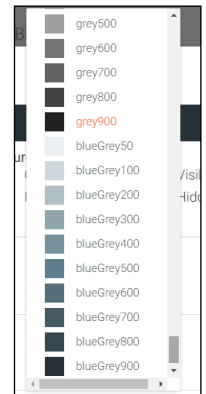
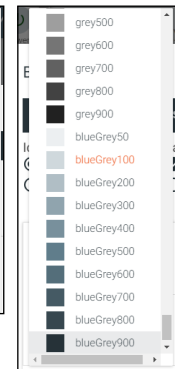
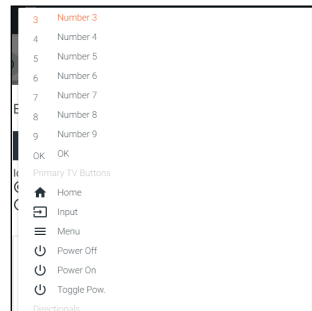
8. *Optional* Select the custom image slider to import a custom button background. Drag and drop the image into the upload or drag box or press the upload or drag button to browse the local computer for the custom button background.



9. Select from the button icon text drop down menu. The menu will have generic text and icons to choose from. Select other to provide custom text for the button.

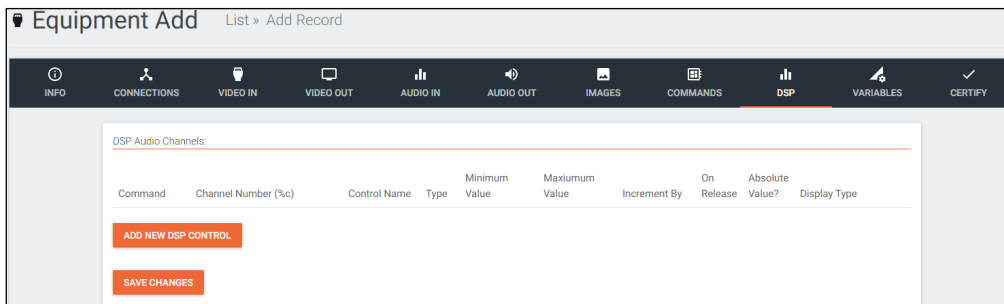
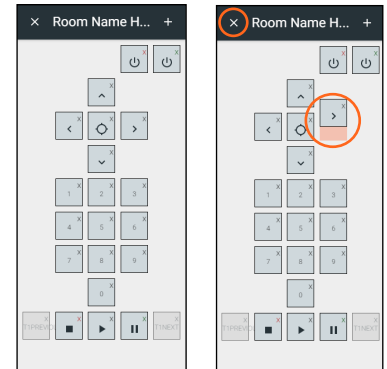
10. Select the colors of the button and text.

11. *Optional* Type text into the Label Below Button field.

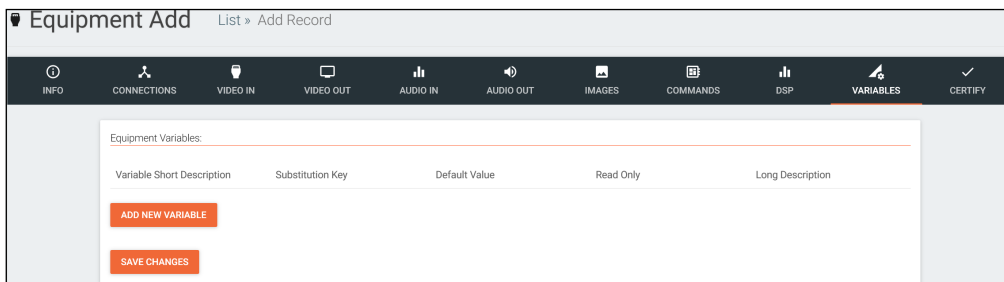


12. Once all selections are made, press the save changes button. The button builder will close and the remote preview will update.

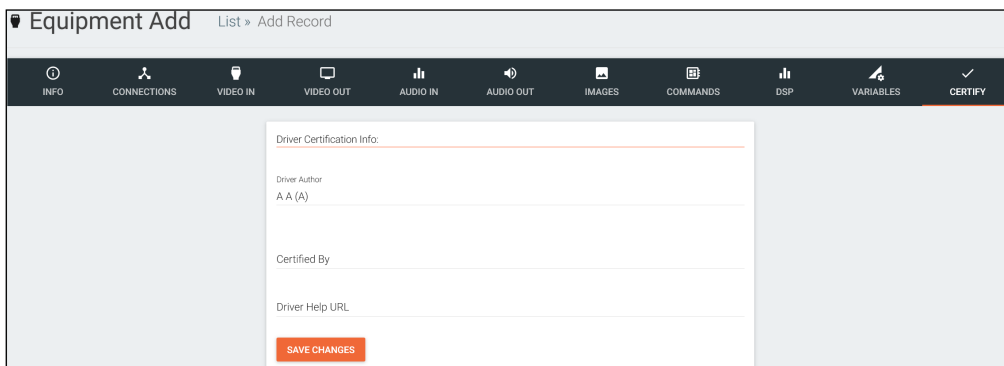
13. Drag and drop icons where wanted. Once complete, press the done (x at the top right of the remote) button.



- i. DSP Tab
See [DSP](#) section.

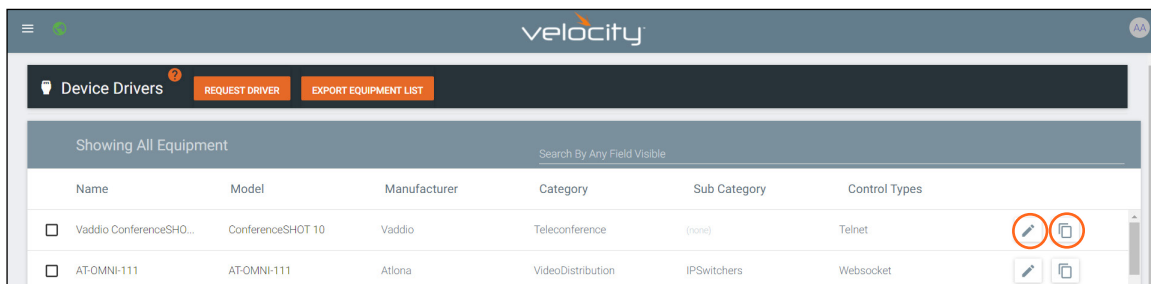


- j. VARIABLES Tab
See [Variables](#) section.



- k. CERTIFY Tab
Driver Author - Displays the name of the user that created the device and the site it was created on.
Driver is Certified - Select this slider to verify the device driver has been tested and works.
Certified By - Type in the name of the person that tested and verified the driver.
Driver Help URL - If a help document was created for the device driver, place the link here.

Edit

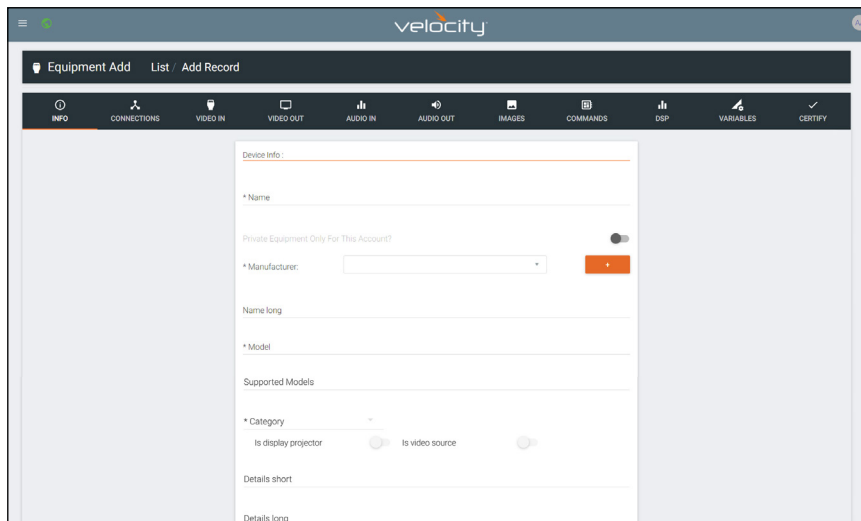


Name	Model	Manufacturer	Category	Sub Category	Control Types
<input type="checkbox"/> Vaddio ConferenceSHO...	ConferenceSHOT 10	Vaddio	Teleconference	(none)	Telnet
<input type="checkbox"/> AT-OMNI-111	AT-OMNI-111	Atlona	VideoDistribution	IPSwitchers	Websocket

If a device is in the system but does not have everything exactly as need, it can be copied and edited.

NOTE: Devices in the Equipment List that were added by Atlona, must be copied before being edited. Atlona added devices cannot be altered.

1. Press the edit or copy (if an Atlona device needs to be edited) button next to the device control type. The device page will open. The device edit page and device add page use the same options.
2. Once all changes are made, press the save button.



Equipment Add | List | Add Record

INFO CONNECTIONS VIDEO IN VIDEO OUT AUDIO IN AUDIO OUT IMAGES COMMANDS DSP VARIABLES CERTIFY

Device Info:

* Name

Private Equipment Only For This Account?

* Manufacturer: +

Name long

* Model

Supported Models

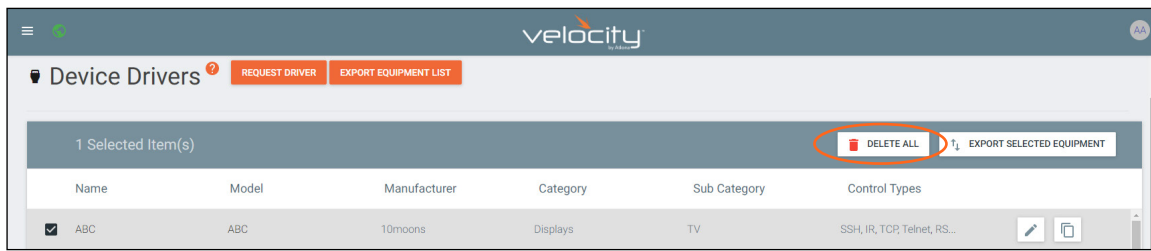
* Category

Is display projector Is video source

Details short

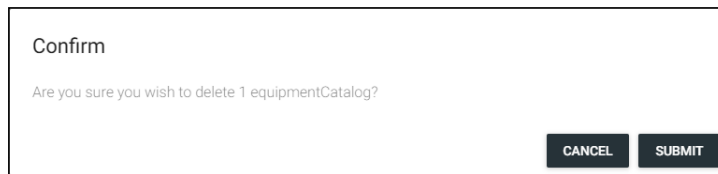
Details long

Delete



If a user created device is no longer needed, it can be deleted from the database.

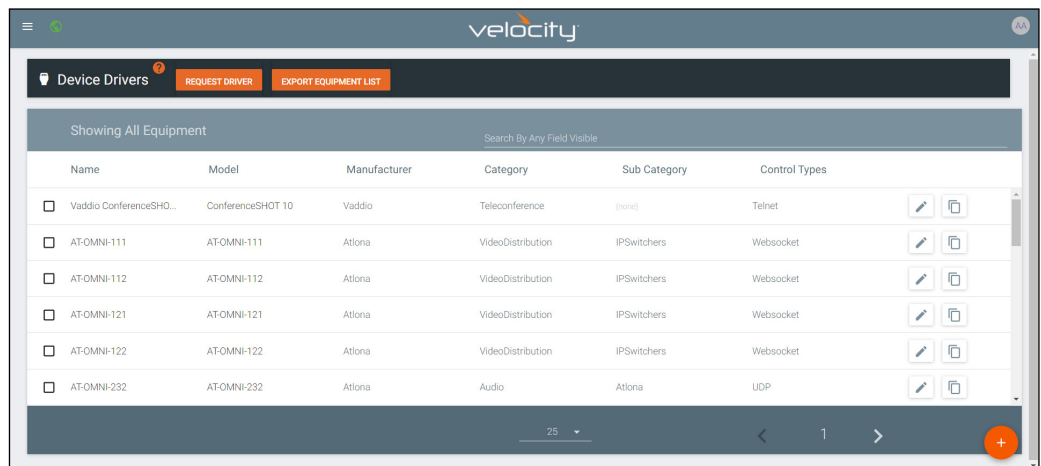
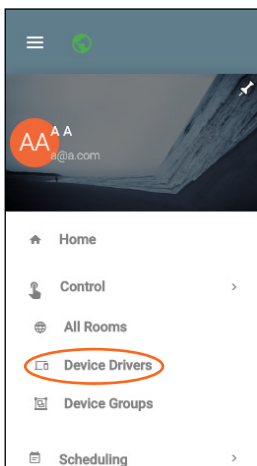
1. Find the device and select the check box next to the device.
2. Press the **Delete All** button.
3. Press the **SUBMIT** button to confirm the deletion.



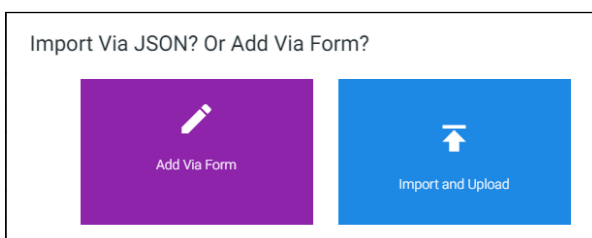
Custom Switcher

Velocity has the ability to create many types of equipment. Custom matrix switchers can easily be created through the equipment list.

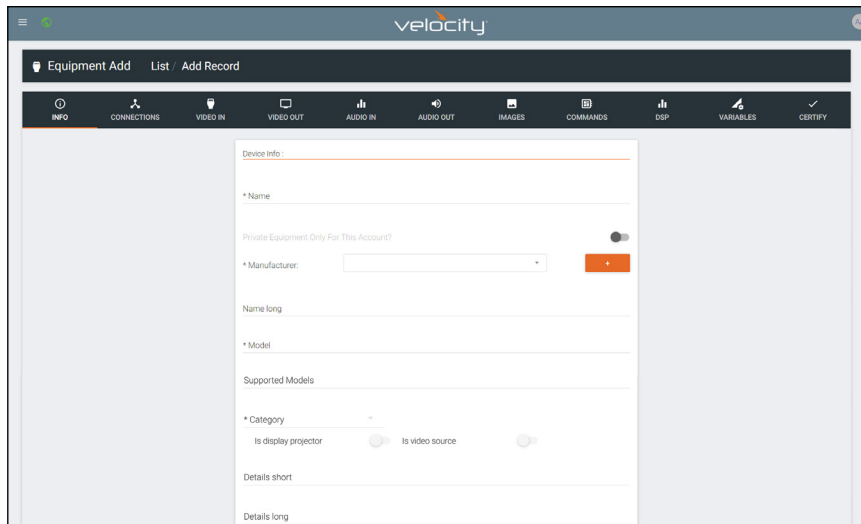
1. Press the ≡ button on the top right of the screen.



2. Select **Control** from the menu. New options will open.
3. Select **Device Drivers**. A new screen will appear.



4. Press the + button on the bottom right of the screen. A pop-up will appear.
5. Select the purple **Add via Form** button to create a new device. A new screen will open.



6. Provide a name for the device.
7. Select a manufacturer from the drop down list or press the orange + button to add a new manufacturer.
8. Enter the model number for the device.
9. Select **Video Distribution** from the category drop down menu. A new sub category drop down menu will appear.
10. Select either IP switchers or switchers from the menu.

Device Info :

* Name
Matrix

Private Equipment Only For This Account?

* Manufacturer: +

Name long

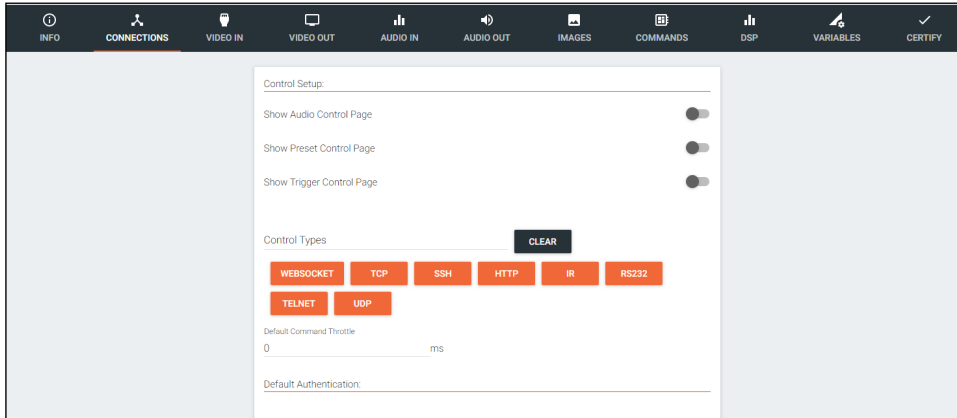
* Model
Switcher 123

Supported Models

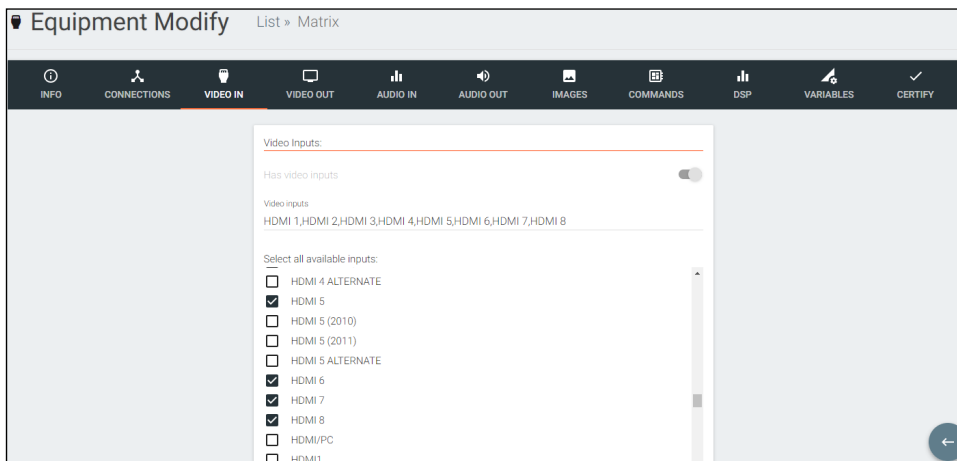
* Category
Video Distribution ▼

* Sub category
Switchers ▼

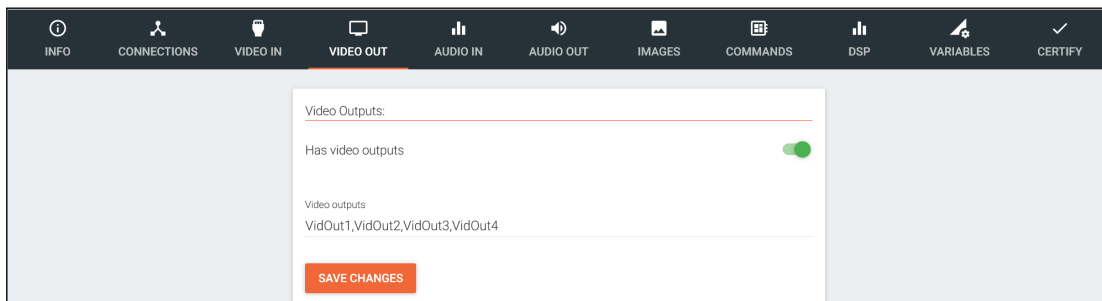
11. Select **CONNECTIONS** from the top navigation.
12. Fill in the control information of the device.



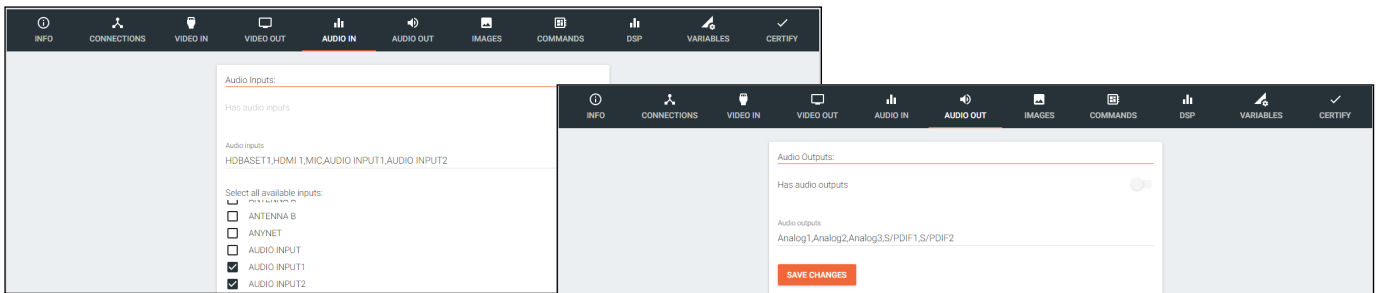
13. Select **VIDEO IN** from the top navigation.
14. Select all the check boxes that correspond with the switcher input ports.



15. Select **VIDEO OUT** from the top navigation.
16. Type in all the output ports, separating each with a comma.



17. Repeat steps 12 to 14 for **AUDIO IN** and **AUDIO OUT** if there is audio switching on the switcher.

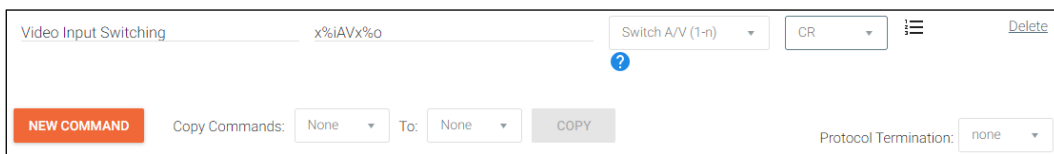


18. Select **Commands** from the top navigation.

19. The basic input commands for the switcher will already be listed. Type in the corresponding commands found within the device manual.

20. Add in new commands as needed.

- a. For automatic matrix input/output switching, a variable command can be used.
 1. With variables, if the command is x1AVx2 the variable will be x%iAVx%o to signify inputs (i) and outputs (o). Variables for audio will be the same. e.g. If the command is x1Ax2, the variable will be x%iAx%o.
 2. Once the variable is created, select the input type from the drop down. e.g. Switch A/V (1-n) for audio and video input/output matrix switching.
 3. *Optional* Delete the input commands. If the automatic switching functionality is being used, the individual input commands are not needed.

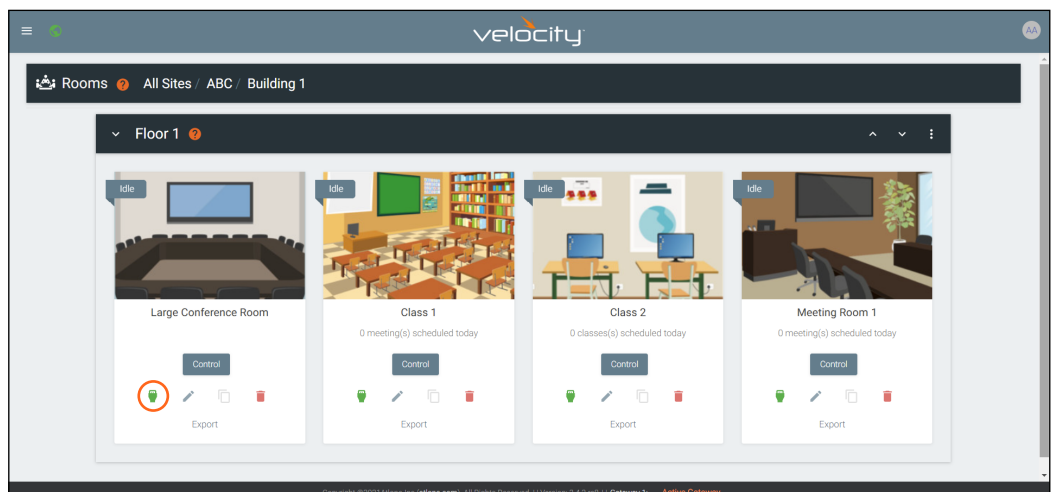
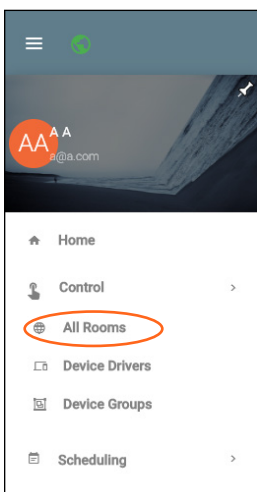


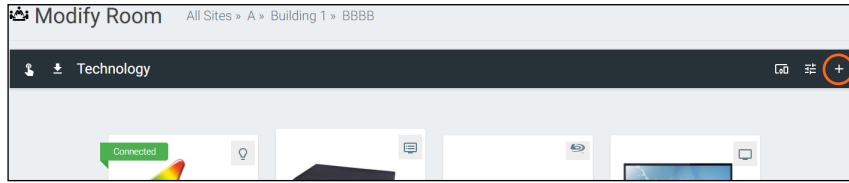
- NOTE:** 1-n is for matrix switchers with the command for input/output switching starting at 1. 0-n is for matrix switchers with the command for input/output switching starting at 0.
- NOTE:** To have independent audio or video switching, a variable command will need to be created for each. Use the Switch Audio (1-n)/(0-n) or Switch Video (1-n)/(0-n) variables.

21. Save the switcher.

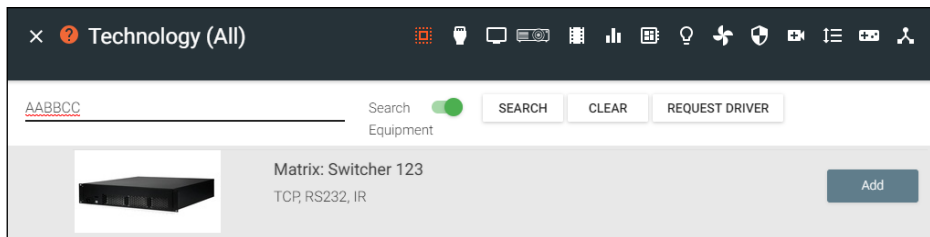
Once the switcher has been saved, it can be added to a room and configured for access.

1. Select the ≡ button from the top left corner and select **Control**.
2. Select the **All Rooms**. A new screen will open.
3. Select the **Edit Room Technology** button on the room the switcher will be located.

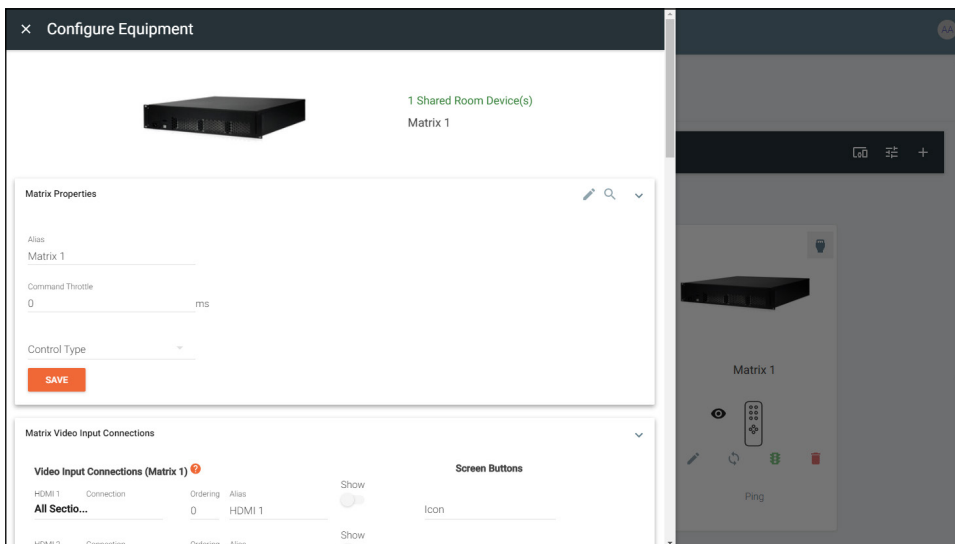




4. Press the + button to open the Technology menu.
5. Search the device name or manufacturer to pull up the created switcher.
6. Press the **Add** button.



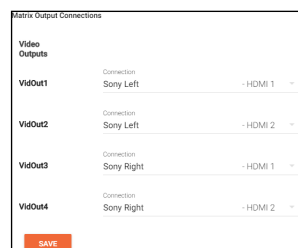
7. Select **EDIT** on the switcher.



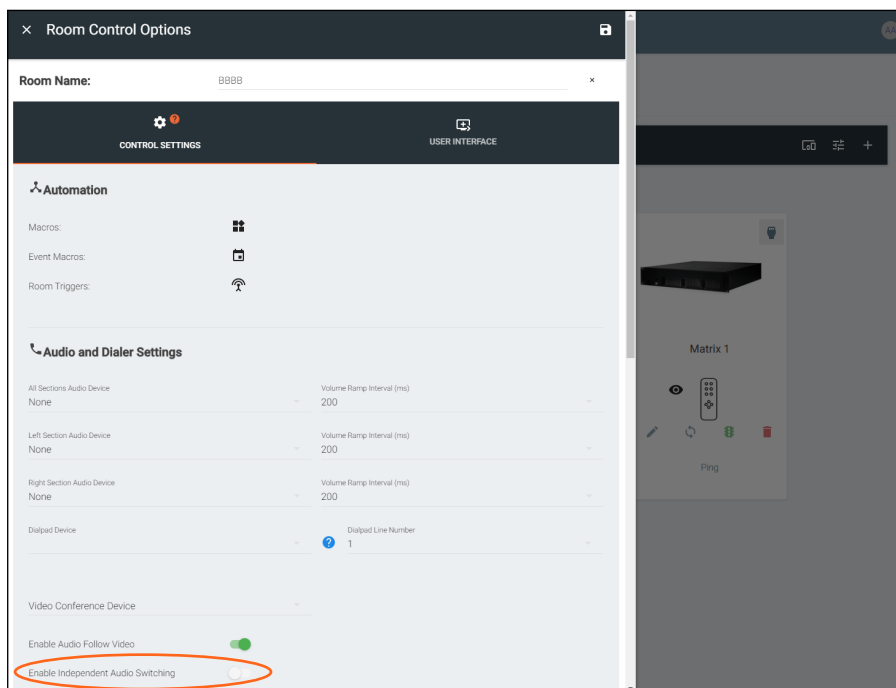
8. Select the control type and enter the relevant information. **e.g.** For TCP control, enter the IP address.
9. Select the inputs and input options. If you would like to see the input, select the Show slider and select an icon.

Input Connections		Screen Buttons			
HDMI 1	Connection: Sony Game	Ordering: 0	Alias: HDMI 1	<input checked="" type="checkbox"/> Show	Icon: - OUTPUT
HDMI 2	Connection: [blank]	Ordering: 2	Alias: Extender	<input checked="" type="checkbox"/> Show	Icon: HDMI

10. Select the output devices and audio devices (if applicable).



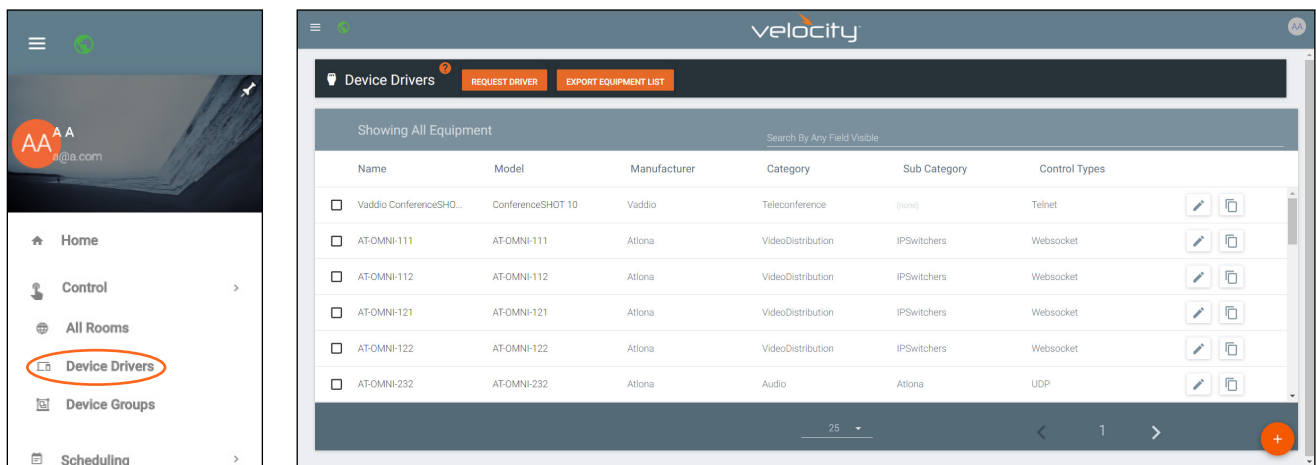
If the switcher has independent audio switching, that option will need to be selected within the room options menu.



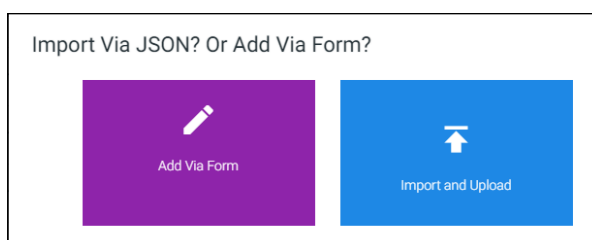
DSP

Velocity has provided a simple way to create a custom one-way DSP driver.

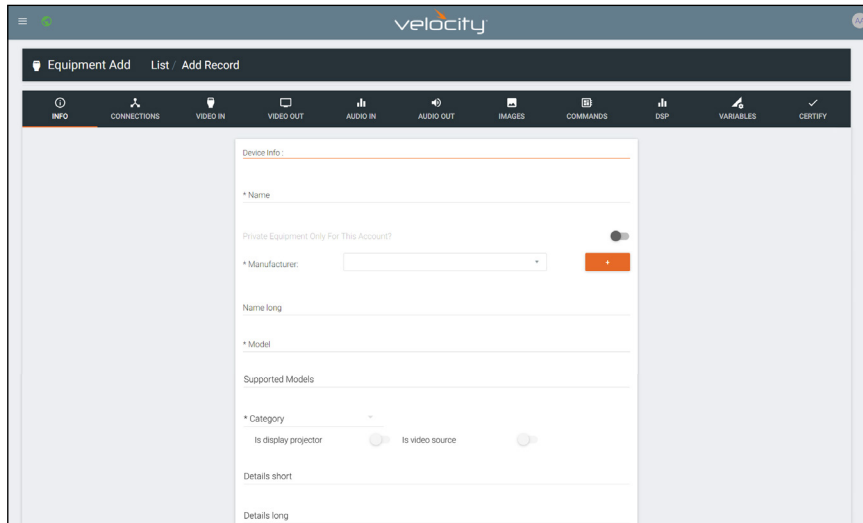
1. Press the ≡ button on the top right of the screen.



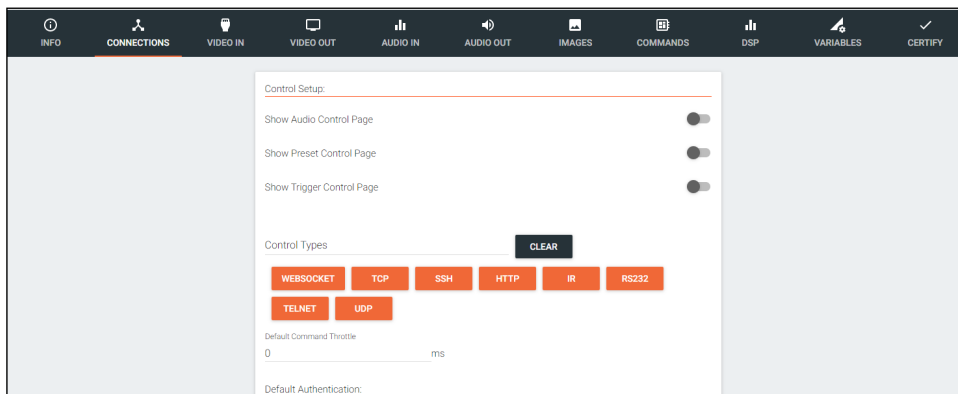
2. Select **Control** from the menu. New options will open.
3. Select **Device Drivers**. A new screen will appear.



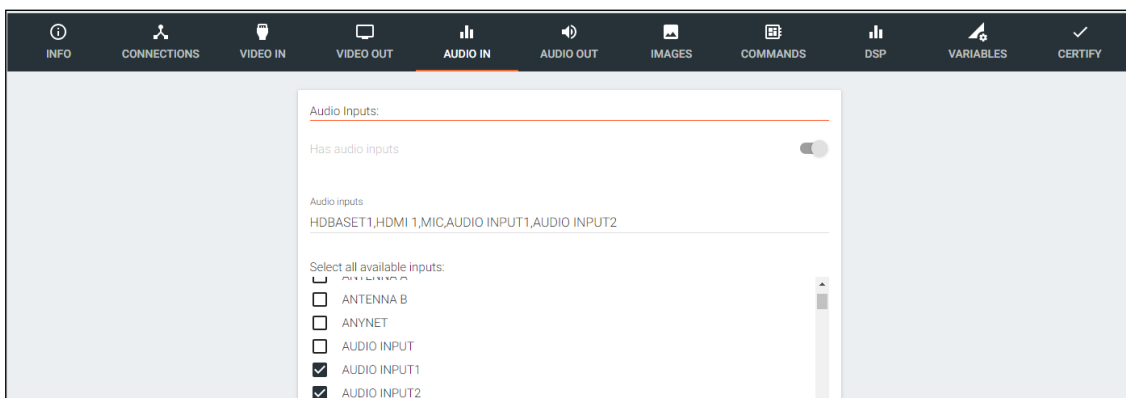
4. Press the + button on the bottom right of the screen. A pop-up will appear.
5. Select the purple **Add via Form** button to create a new device. A new screen will open.



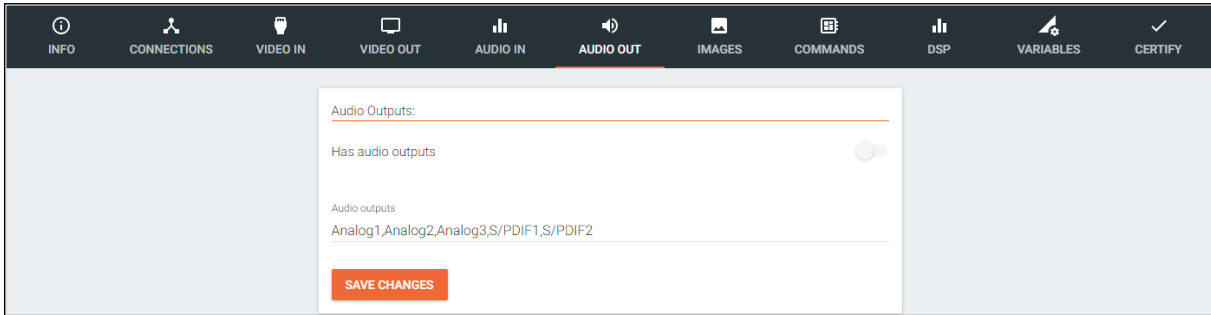
6. Provide a name for the device.
7. Select a manufacturer from the drop down list or press the orange + button to add a new manufacturer.
8. Enter the model number for the device.
9. Select **Audio** from the category drop down menu. A new sub category drop down menu will appear.
10. Select **DSP** from the drop down menu.
11. Select **CONNECTIONS** from the top navigation.
12. Fill in the control information of the device.



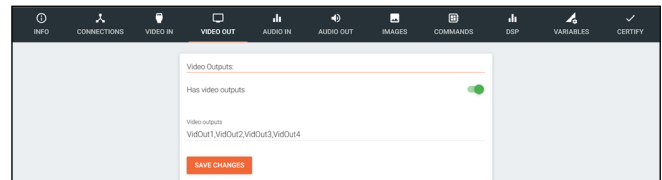
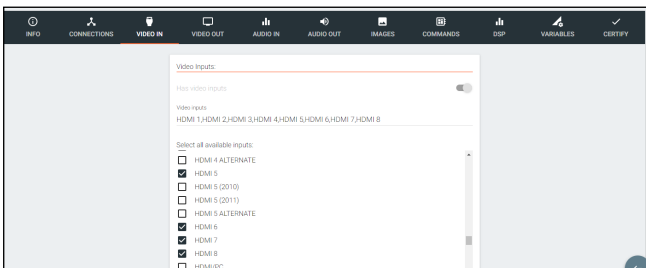
13. Select **AUDIO IN** from the top navigation.
14. Select all the check boxes that correspond with the switcher input ports.



15. Select **AUDIO OUT** from the top navigation.
16. Type in all the output ports, separating each with a comma.

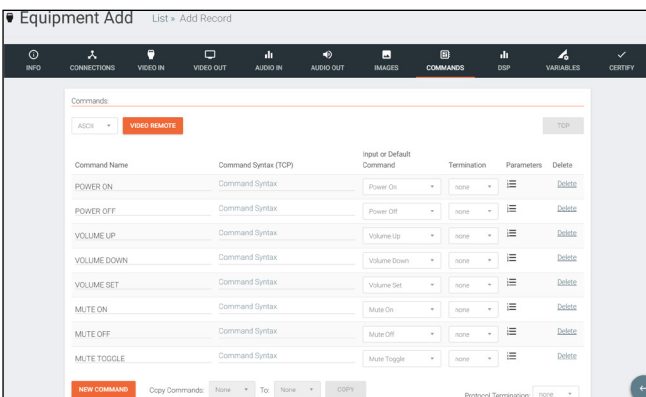


17. Repeat steps 12 to 14 for **VIDEO IN** and **VIDEO OUT** if there are any video ports on the DSP.



18. Select **Commands** from the top navigation.
19. The basic input commands for the DSP will already be listed. Type in the corresponding commands found within the device manual.

NOTE: DSP variables can be used in the commands using the %c for channel and %v for volume level and mute variable commands.



Command Name	Command Syntax (TCP)	Input or Default Command	Termination	Parameters	Delete
POWER ON	Command Syntax	Power On	none		Delete
POWER OFF	Command Syntax	Power Off	none		Delete
VOLUME UP	Command Syntax	Volume Up	none		Delete
VOLUME DOWN	Command Syntax	Volume Down	none		Delete
VOLUME SET	Command Syntax	Volume Set	none		Delete
MUTE ON	Command Syntax	Mute On	none		Delete
MUTE OFF	Command Syntax	Mute Off	none		Delete
MUTE TOGGLE	VMUTE%c %v	Mute Toggle	none		Delete
VOLUME ADJUST	VOUT%c %v	No Selection	none		Delete

To create a volume level variable command, the %c will replace the channel number and the %v will replace the level.

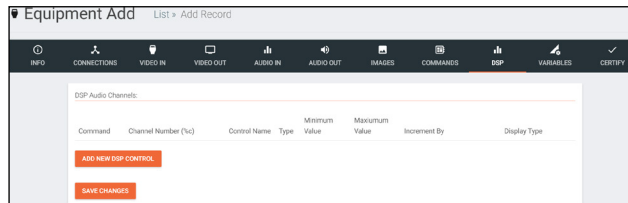
If the command to change volume level is VOUT2 34, the variable command would be VOUT%c %v. %v will have the full range of the volume, not just 34, once set up.

To create a mute variable command, the %c will replace the channel number and the %v will replace the mute value.

If the commands to mute or unmute the channel is VMUTE2 ON or VMUTE2 OFF, the variable command will be VMUTE%c %v. Once set up, the %v will act as ON and OFF.

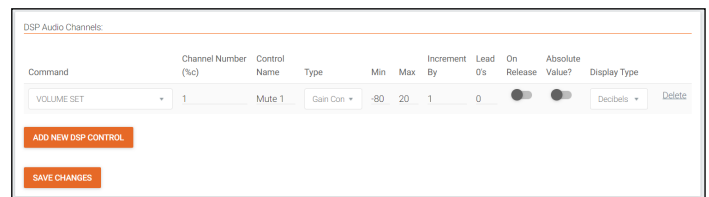
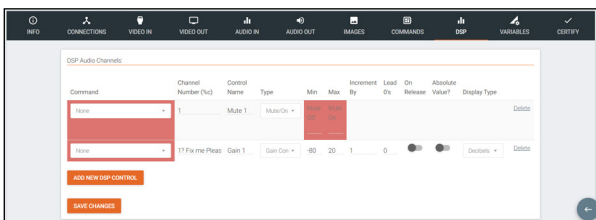
NOTE: When creating variable command for volume levels and mutes, one must be created for every channel the DSP has.

20. Once the volume level and mute variable commands have been created, select **DSP** from the top navigation.



21. Press the **ADD NEW DSP CONTROL** button. New fields will appear for each variable command already created. e.g. One field for mute and one for volume.

22. Select and fill each command with the correct information.



Command Variables

- Command** - Select the previously created volume or mute command.
- Channel Number** - Select the value of %c for this command. Channel number will vary by device.
- Control Name** - Provide a name to make command selection within the room easier.
- Type** - Select between the drop down options: Gain Control (Integer), Gain Control (Float), and Mute/On/Off.
- Minimum and Maximum Value** - This will vary based on type of command and unit values. (Mute commands should come from the device manual)
- Increment By** - Select the value the volume level will increase/decrease by when the volume button is pressed.
- Lead 0s** - Set the number of 0s at the beginning of the integer for devices that require multiple 0s to work.
- On Release** - Sets the command to only send when the button is released.
- Absolute Value?** - Sets the variable so that negative numbers are possible to use. Only positive numbers are available if this is disabled.
- Display Type** - The value will appear when adjusting Volume in the control screen. Options: Decibels (dB), Percentage of Range, and None.

e.g.

- Command:** Mute Toggle
- Channel Number:** 0
- Control Name:** Master Mute
- Type:** Mute/On/Off
- Minimum Value:** OFF
- Maximum Value:** ON

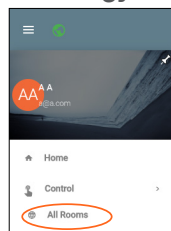
- Command:** Volume Adjust
- Channel Number:** 0
- Control Name:** Master Volume
- Type:** Gain Control (Integer)
- Minimum Value:** -60
- Maximum Value:** 15
- Increment By:** 1
- Display Type:** Decibels

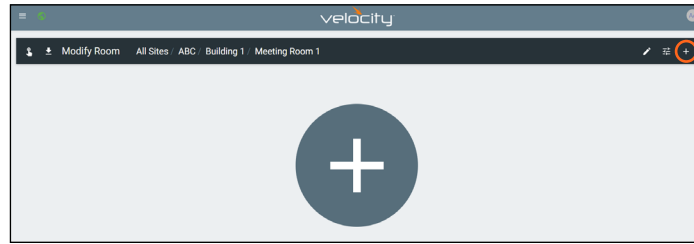
23. Repeat steps 20 and 21 until all channel commands are created.

24. Save the DSP.

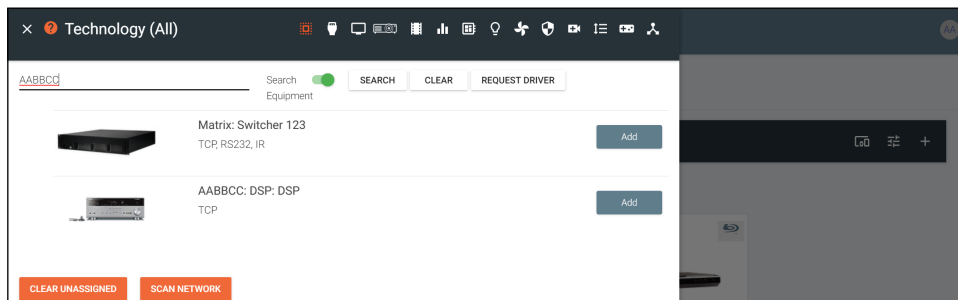
Once the DSP has been saved, it can be added to a room and configured for access. Once the switcher has been saved, it can be added to a room and configured for access.

1. Select the button from the top left corner and select **Control**.
2. Select the **All Rooms**. A new screen will open.
3. Select the **Edit Room Technology** button on the room the switcher will be located.

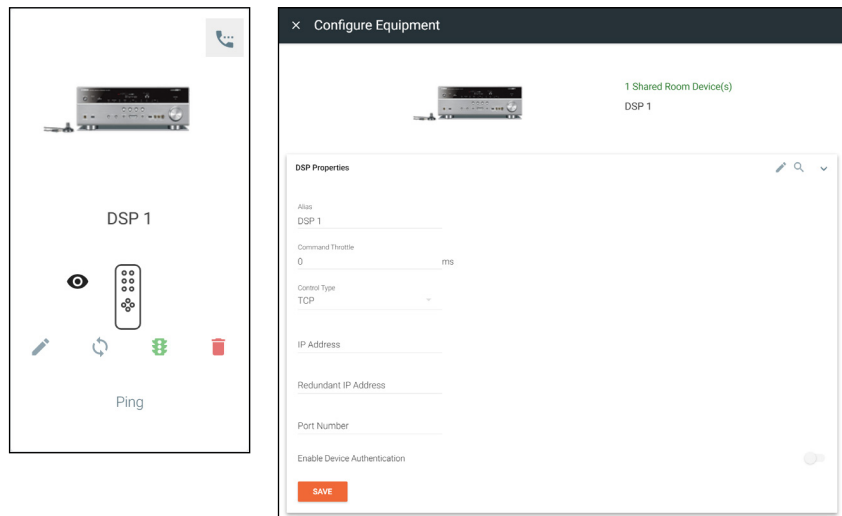




4. Press the + button to open the Technology menu.
5. Search the device name or manufacturer to pull up the created DSP.
6. Press the **Add** button.

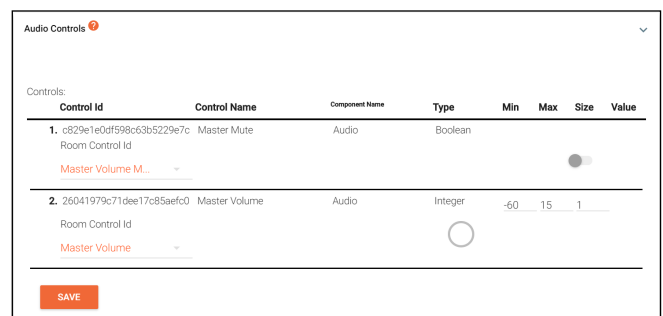
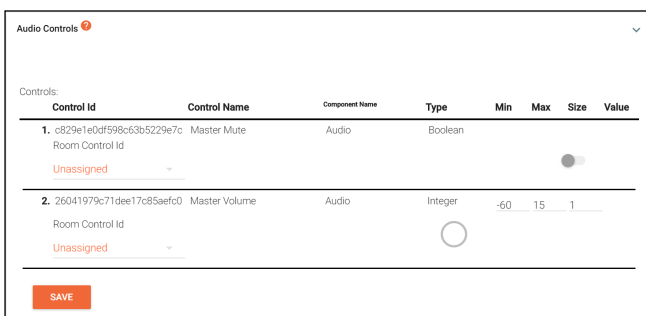


7. Select **EDIT** on the DSP.



8. Select the control type and enter the relevant information. **e.g.** For TCP control, enter the IP address.
9. Assign room commands to the controls set up during device creation.

NOTE: Master Volume Mute and Master Volume commands must be set up or audio control will not work correctly within the control screen.



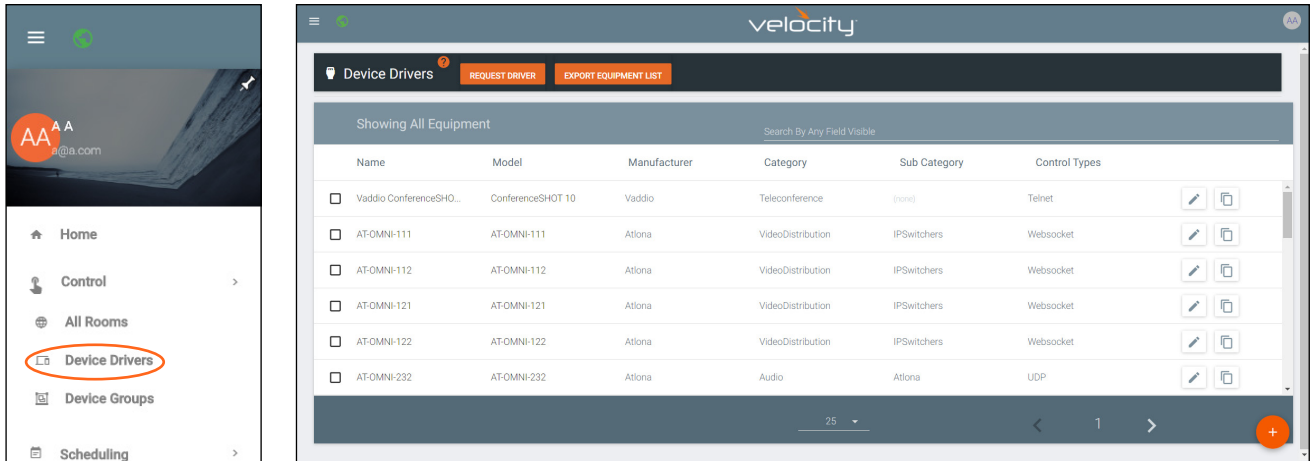
10. Finish selecting device options and press **SAVE**.

The DSP is set up and ready to use.

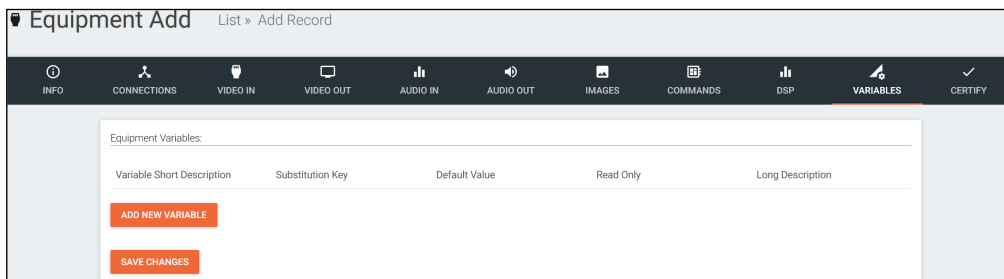
Variables

Custom device variables have been added to the equipment editor for easy modification of commands. These variables are best used when a device ID or MAC address are needed before a command.

1. Press the ≡ button on the top right of the screen.



2. Select **Control** from the menu. New options will open.
3. Select **Device Drivers**. A new screen will appear.
4. Select either add, edit, or duplicate to open an equipment driver.
5. Go to the **VARIABLES** tab. If this is a new driver, follow the steps for the previous tabs in the **Add** section before creating variables.



6. Select **ADD NEW VARIABLE**

Variable Short Description - Provide a descriptor for the variable command. e.g. Mac Address

Substitution Key - Provide a key that will be replaced by the variable value. e.g. %M

NOTE: The % symbol at the start of the substitution key provides a clear start for the system to view the variable command, as it is not common to regular commands.

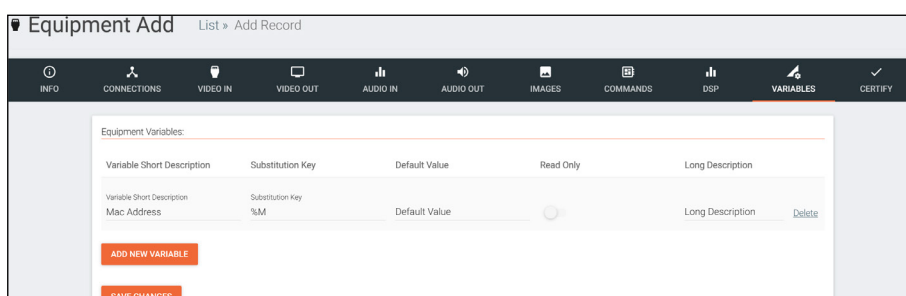
NOTE: Variables %i, %o, %c, and %v have already been provided within velocity for input, output, and macro options. When creating a new variable, i, o, c, and v cannot be used as a substitution key.

Default Value - Optional value that a command will default to when no other variable value is provided.

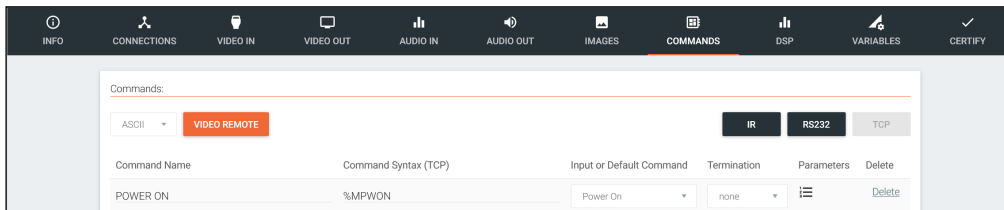
Read Only - Future feature.

Long Description - Provide extra information about the variable.

Delete - Select this to remove unneeded variables.

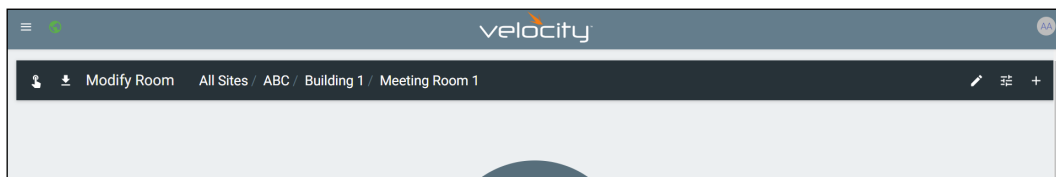
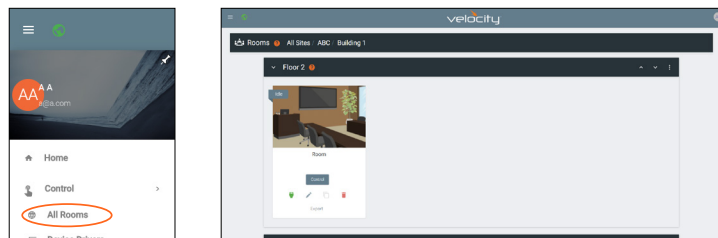


7. Select the COMMANDS tab from the top navigation.
8. Enter the variable into the command. e.g. %MPWON would send the variable before the power on command.
9. Save the device.

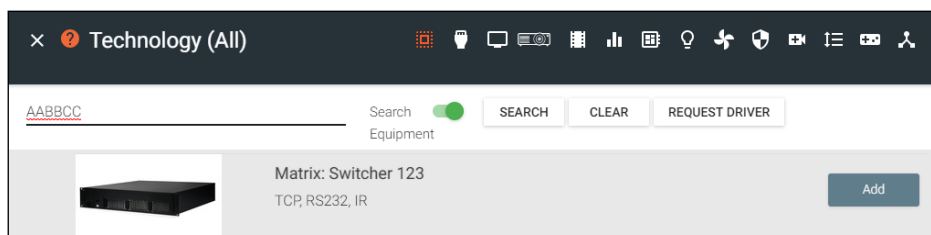


Once the device has been saved, it can be added to a room and the variable configured.

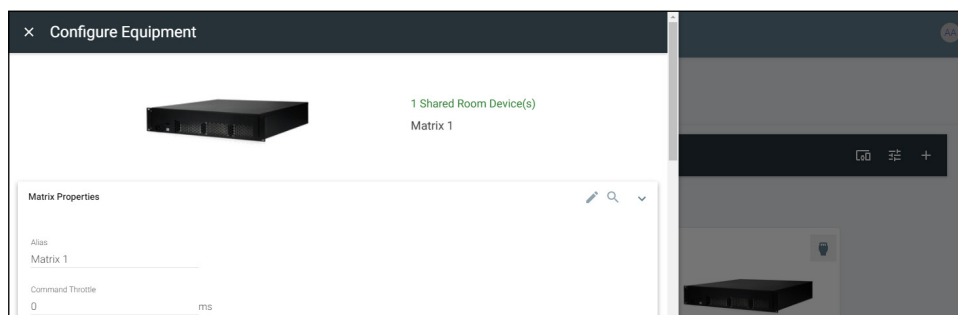
1. Select the ≡ button from the top left corner and select **Control**.
2. Select the **All Rooms**. A new screen will open.
3. Select the **Edit Room Technology** button on the room the switcher will be located.



4. Press the + button to open the Technology menu.
5. Search the device name or manufacturer to pull up the created switcher.
6. Press the **Add** button.



7. Select EDIT on the switcher.




8. Scroll down to the Equipment Variables section.
9. Enter in the value for the variable.

Equipment Variables ▼

MAC Address Current Value:

Equipment Variables ▼

MAC Address Current Value:

 **NOTE:** The variable will send every time a command with that variable is sent. The position of the variable will be determined by the placement within the command. e.g. %MPWON will send ABC123PWON and PWON%M will send PWONABC123.

Reports

Reports provides a quick area to view/edit devices, macros, and room problems; as well as get a full list of site devices.

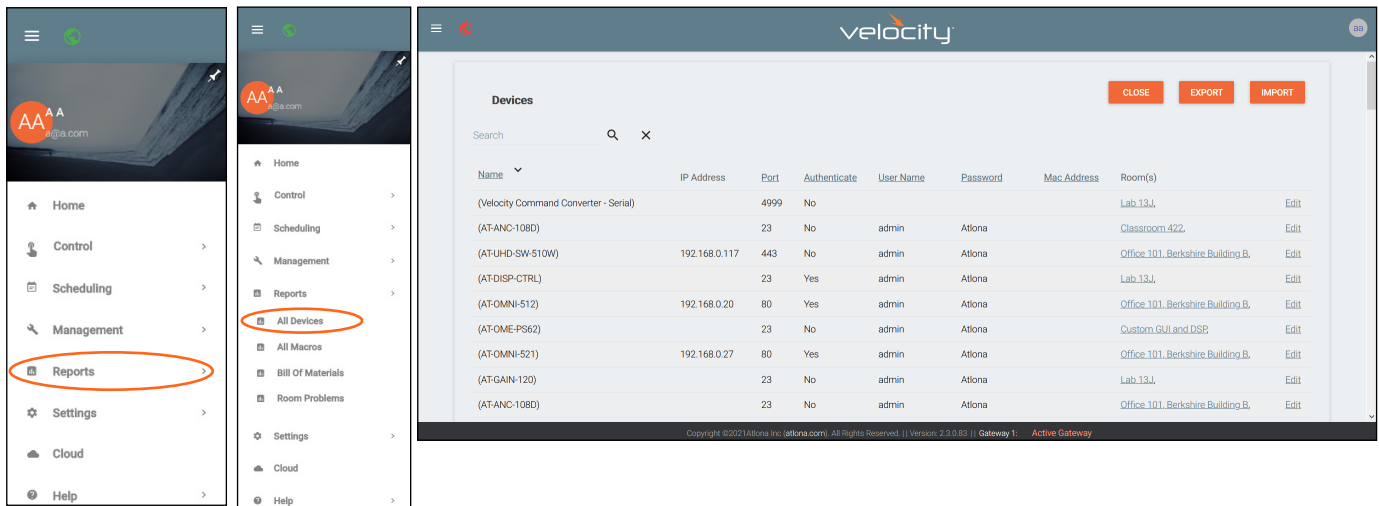
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All Devices

All devices added to the site can be found within the All Devices page. This page will allow devices to be named, the IP and port set, and User Name/Password set if required.

1. Press the ☰ button on the top right of the screen.
2. Select **Reports** from the menu.
3. Select **All Devices** from the options that becomes available. A new window will appear.



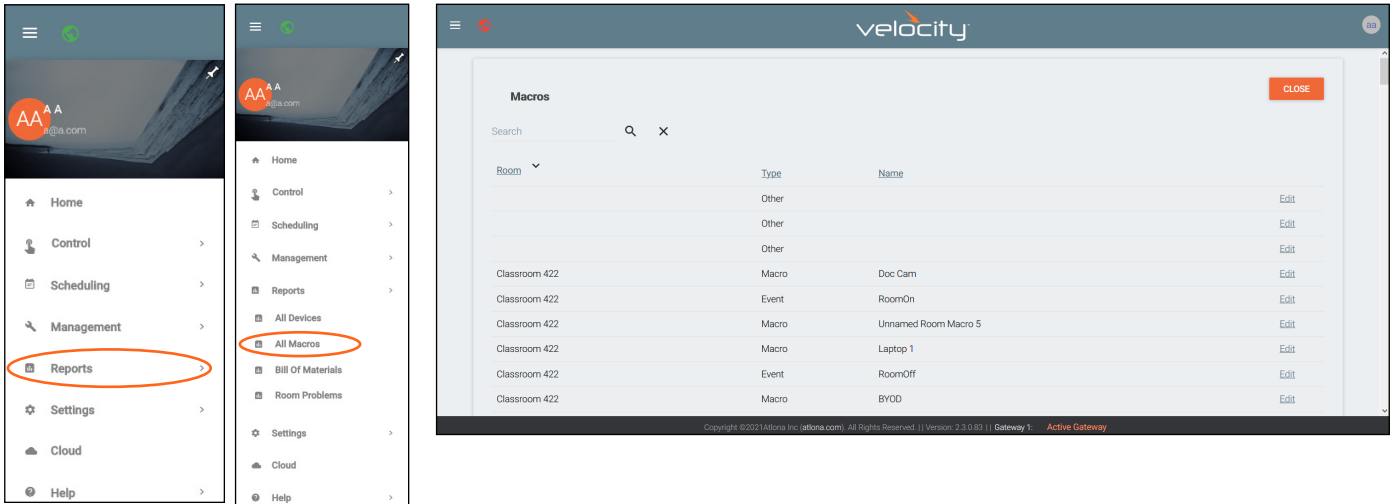
4. Select Edit on the right side of the screen to adjust device settings. Name (alias), IP Address, Port, Authentication, User Name, Password, Mac Address, and IP Linking can be updated here.

- **Export button** - Will provide a CSV file of the site devices along with any Atlona URLs for easier access for purchasing.
- **Import button** - This will allow for any already set up Macros that had been previously exported or saved to a PC to be uploaded to this site.
- **Close button** - Will close the page and redirect to the buildings page.

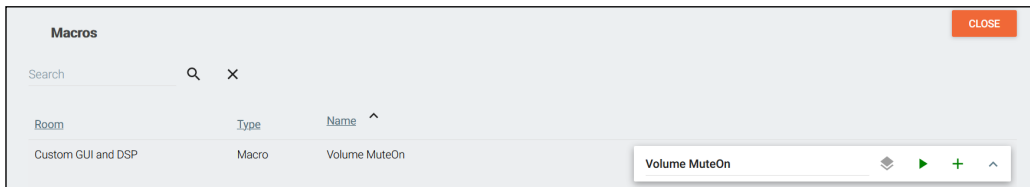
All Macros

All Macros added to the site can be found on this page. The macros can be edited and renamed in this area.

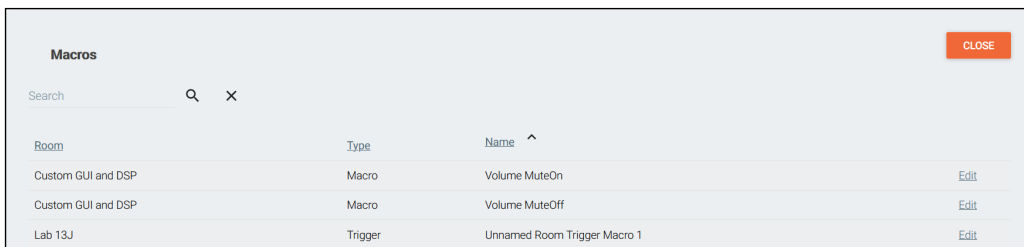
1. Press the ≡ button on the top right of the screen.
2. Select **Reports** from the menu.
3. Select **All Macros** from the options that becomes available. A new window will appear.



4. Select Edit on the right side of the screen to open the Macro. Any changes made will save automatically.



Macros can be sorted using the headers at the top or searched for in the search field.



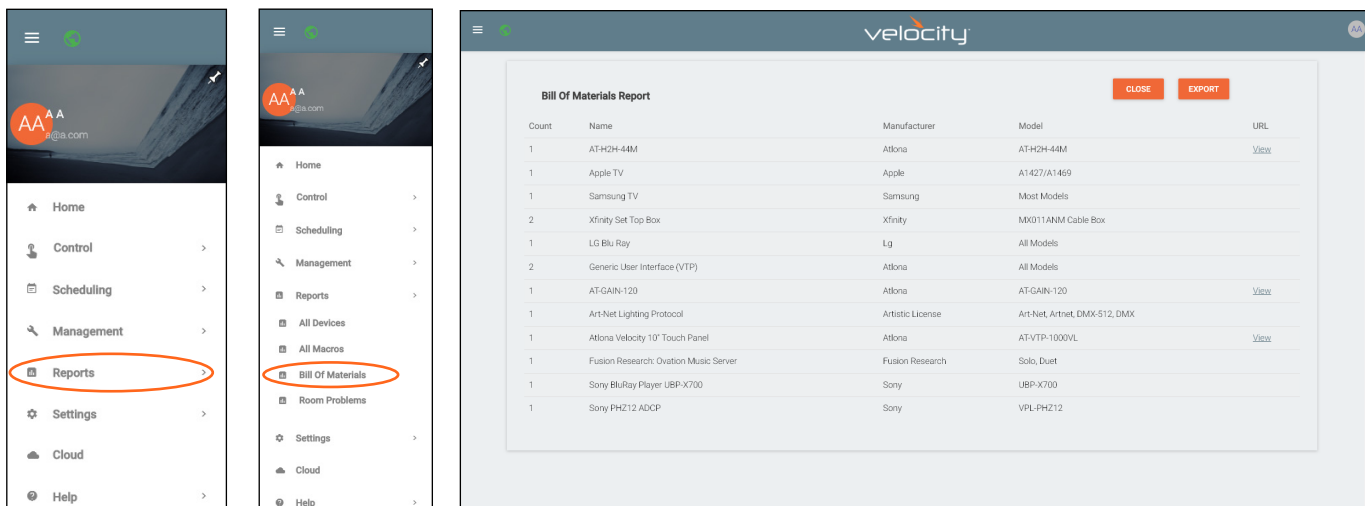
For more information on Macros, see the [Macros & Conditions](#) section.

- **Close button** - Will close the page and redirect to the buildings page.

Bill of Materials

The Bill of Materials page will provide a full list of the devices, their names, manufacturer, models and with Atlona devices a link to their product page on the atlona.com website.

1. Press the ≡ button on the top right of the screen.
2. Select **Reports** from the menu.
3. Select **Bill Of Materials** from the options that becomes available. A new window will appear.

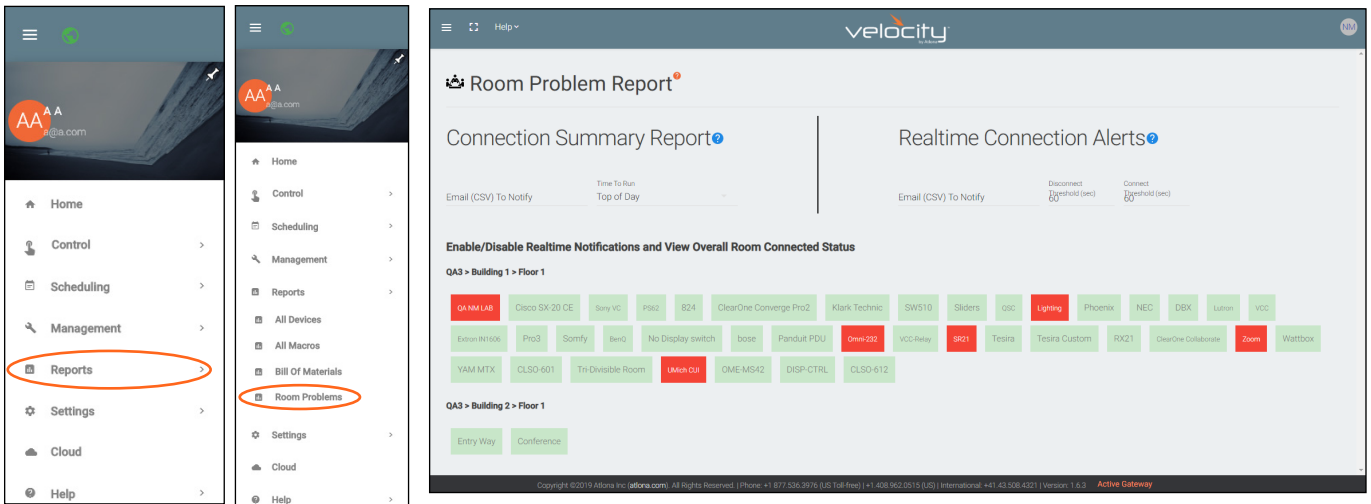


- **Export button** - Will provide a CSV file of the site devices along with any Atlona URLs for easier access for purchasing.
- **View link** - Will open a new tab to the device product page.
- **Close button** - Will close the page and redirect to the buildings page.

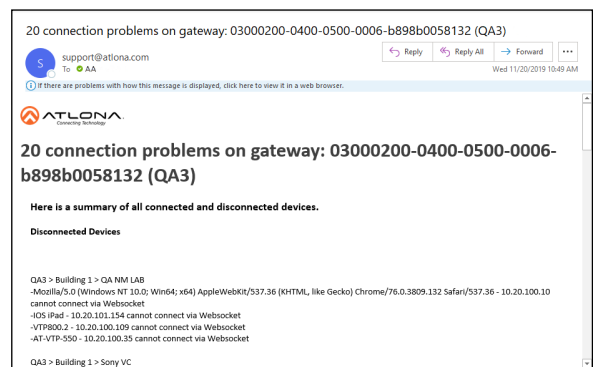
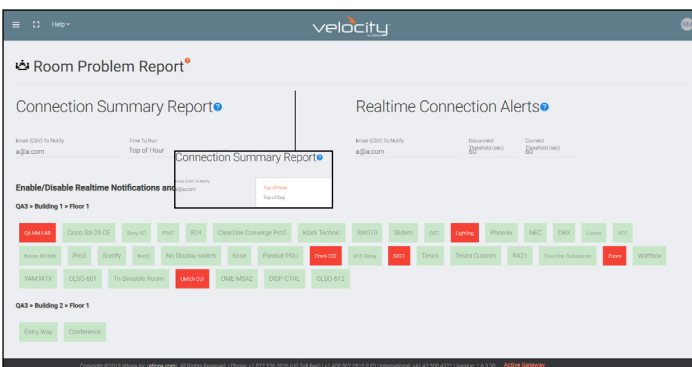
Room Reports

Velocity has added the ability to send email reports or alerts by email for device connection status. This will provide a look at what devices are connected, which have disconnected, and times of when Velocity lost communication.

1. Press the ≡ button on the top right of the screen.
2. Select **Reports** from the menu.
3. Select **Room Problems** from the options that becomes available. A new window will appear.



4. Enter the email address, that reports and/or alerts will be sent to, into the **Email (CSV) To Notify** field(s). Email must be enabled within Server Settings for this feature to work.
5. Select when the Report / Alerts will be sent.
 - a. Report - Select between Top of Hour and Top of Day, this will determine how many reports per day that will be received: 1 or 24.



- b. Alerts - Set the amount of time from disconnect or reconnect that an Alert will be received. This is done in seconds and by default will be set to 60.



Reports and Alerts can be set to only send specific devices, these must be selected and deselected individually.

1. Select the room name from the Enable/Disable section. Once selected more options will appear below.



2. Select or deselect the check box next to the connected devices. Deselecting the checkbox means no alerts will be sent for that individual connection.
3. Repeat steps 2 and 3 until all devices are set as needed.

Reports and Alerts are not set up and will start sending at the selected times.

Split Rooms

Velocity has the ability to switch between open and split rooms, providing an easy solution to create two rooms out of one when needed.

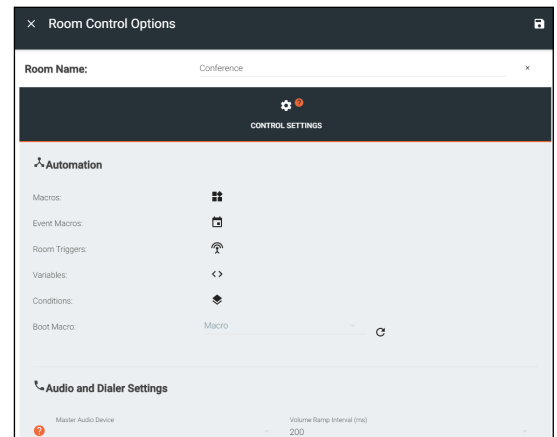
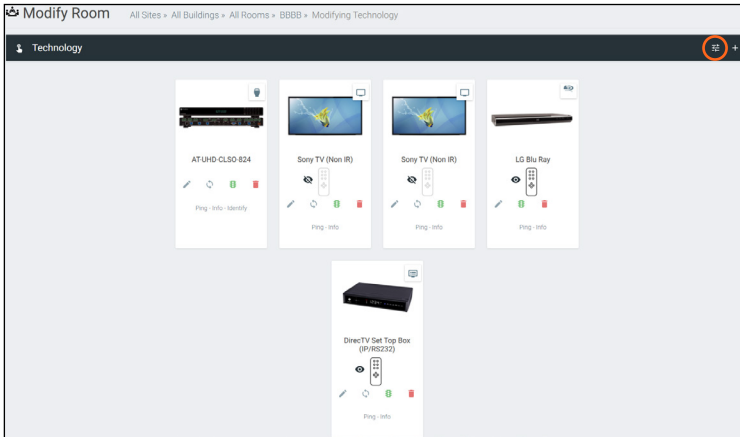
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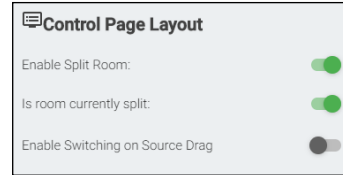
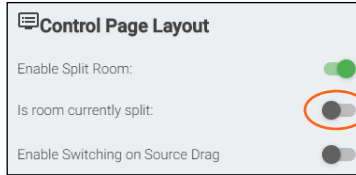
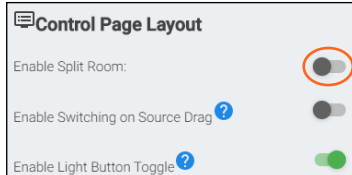
Set Up

To create a split room, there must be at least two displays, a switching device, and at least two sources.

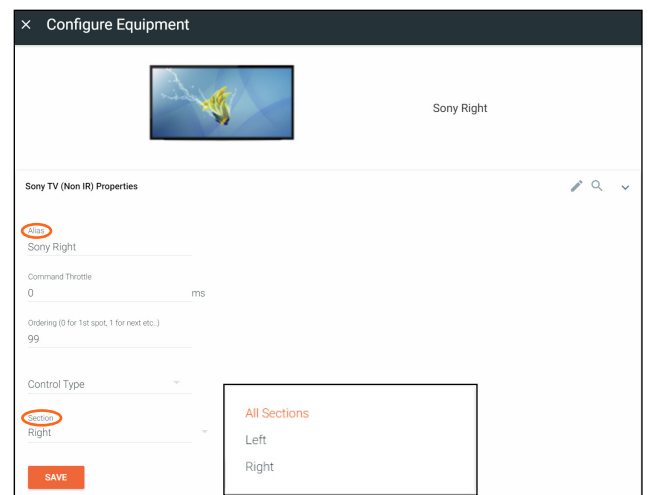
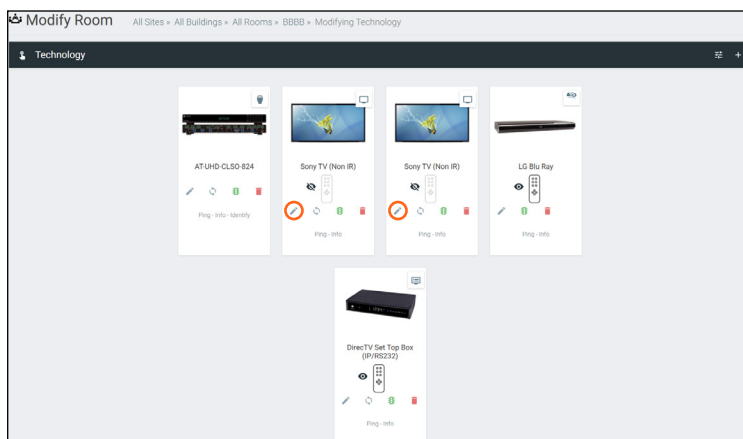
1. Once a room is set up with devices, open room control options using the button in the top right area of the screen. A new screen will slide open on the left side of the screen.



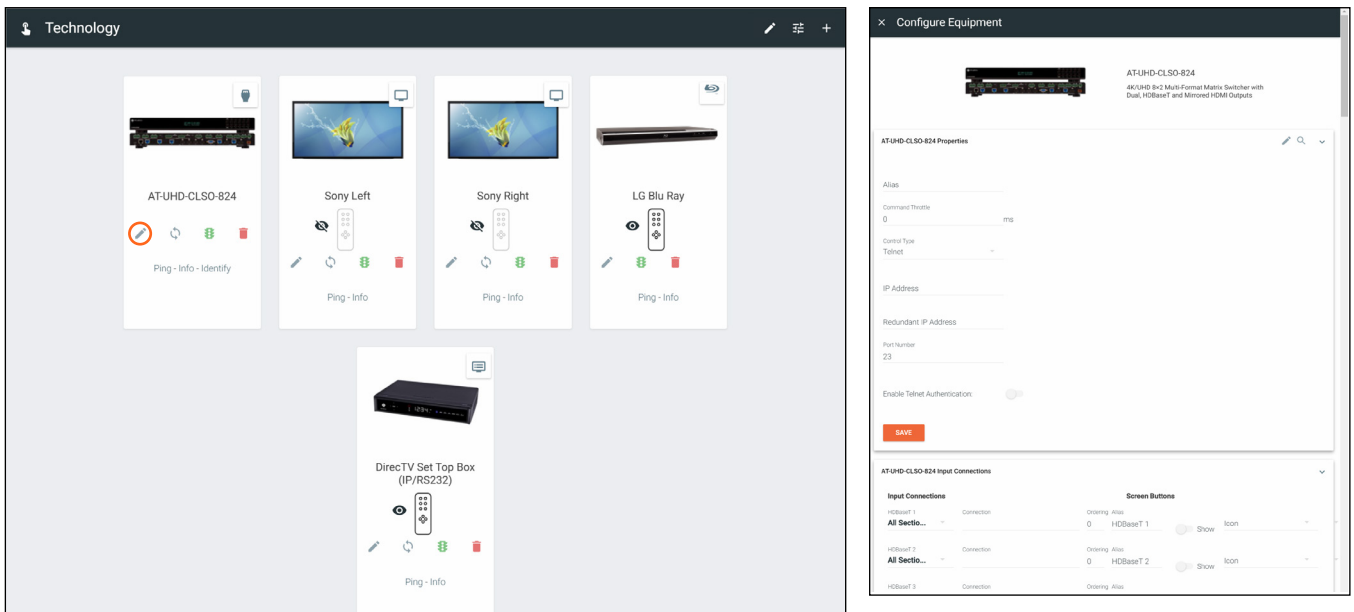
2. Scroll down to the Enable/Disable Features section and select the **Split Rooms** slider. A new options will appear below.
3. Select the **Is room currently split** slider to activate the room as a split room.
4. Press the **Apply Settings** icon in the top right corner of Room Control Options to save.



5. Open the device edit screen of the display and provide the display with an alias of which side it belongs to. e.g. Display Right
6. Select the **Section** drop down and select whether the display is in all, left, or right section.
7. Press the **Save** button to activate the settings.
8. Repeat steps 5 through 7 for the second display.



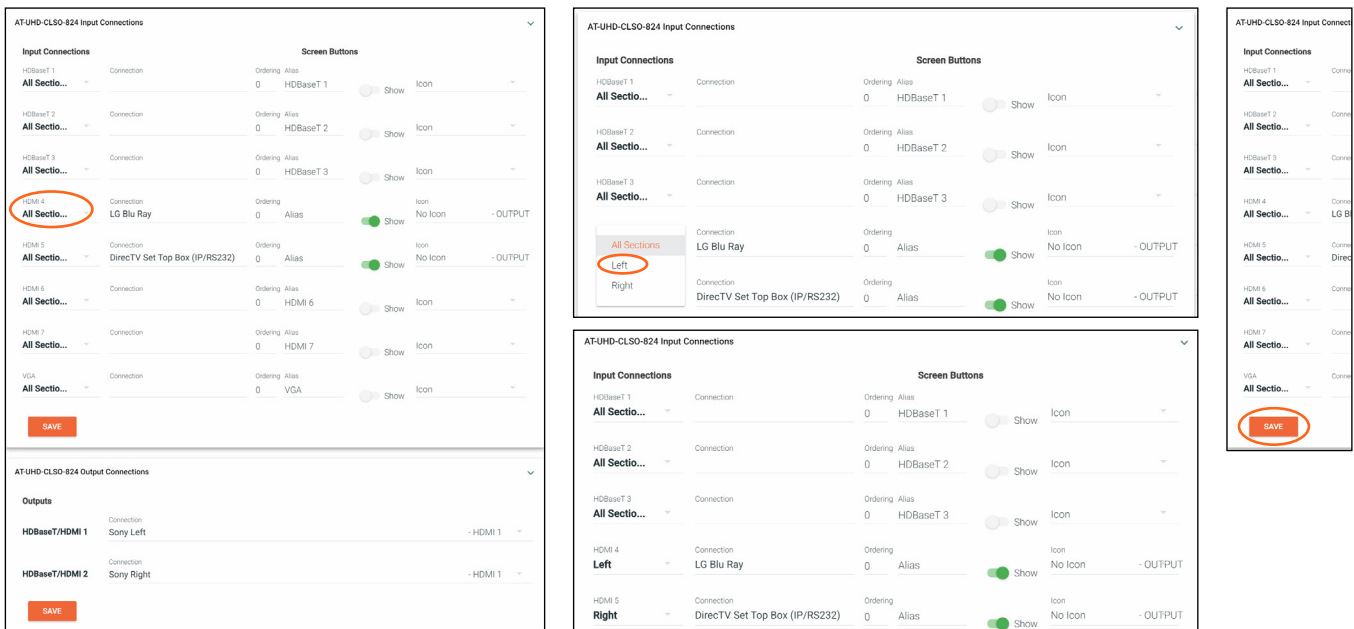
9. Open the switching device. e.g. AT-UHD-CLSO-824



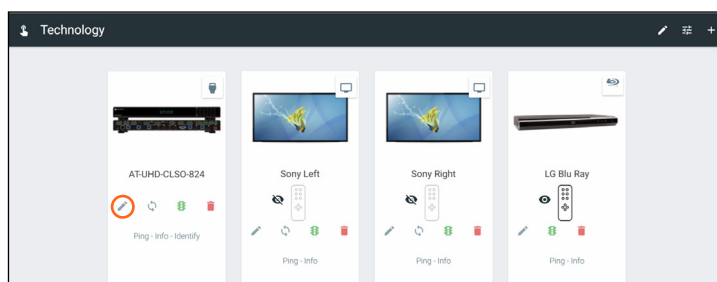
10. Scroll to the Input Connections section. A new drop down will have appeared next to the sources when split rooms was activated.

11. Select the side of room each source belongs to when split.

12. Press the **Save** button.



13. *If using audio* Open the audio device. e.g. AT-UHD-CLSO-824



14. Go to the Audio Controls section. Each control will have new selection drop downs.

15. Select the control options under all sections.

i NOTE: The control selected under all sections will be the audio control when the room is set to open.

16. Select the audio control sections that each control belongs to when split.

i NOTE: If Master Volume belongs to the speakers on the left side of the room, select master audio from the left side drop down menu.

17. Repeat until all audio is set up.

18. Press the Save button.

Control Id	Control Name	Component Name	Type	Min	Max	Size	Value
1. Output1Gain	Output 1 Gain	Audio	Integer	-90	30	1	
All Sections	Split Left	Split Right					
Master Volume	Master Volume	Unassigned					
2. Output2Gain	Output 2 Gain	Audio	Integer	-90	30	1	
All Sections	Split Left	Split Right					
Master Volume	Unassigned	Master Volume					
3. Output1Mute	Output 1 Mute	Audio	Boolean				
All Sections	Split Left	Split Right					
Master Volume M...	Master Volume M...	Unassigned					
4. Output2Mute	Output 2 Mute	Audio	Boolean				
All Sections	Split Left	Split Right					
Master Volume M...	Unassigned	Master Volume M...					
5. Input1Gain	Video 1 Gain	Audio	Integer	-90	10	1	
All Sections	Split Left	Split Right					
Unassigned	Unassigned	Unassigned					
6. Input2Gain	Video 2 Gain	Audio	Integer	-90	10	1	
All Sections	Split Left	Split Right					
Unassigned	Unassigned	Unassigned					
7. Input3Gain	Video 3 Gain	Audio	Integer	-90	10	1	
All Sections	Split Left	Split Right					
Unassigned	Unassigned	Unassigned					
8. Input4Gain	Video 4 Gain	Audio	Integer	-90	10	1	
All Sections	Split Left	Split Right					
Unassigned	Unassigned	Unassigned					



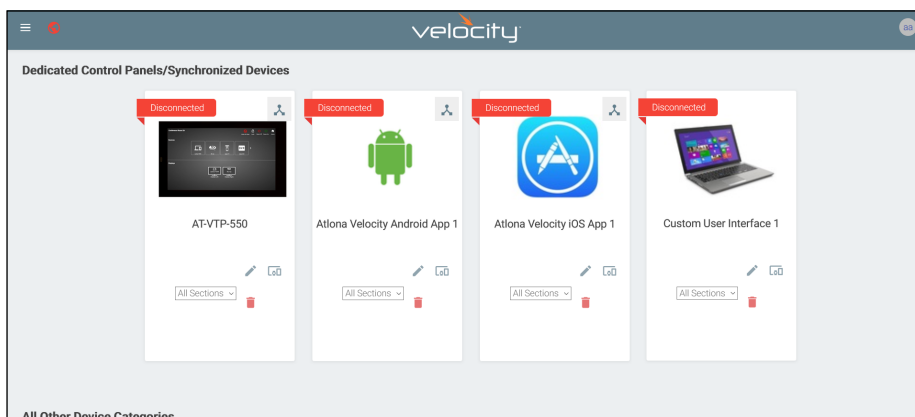
i NOTE: Master Volume can only be set on one device. If there are multiple audio control devices, only one device can be set as the Master Volume. If both devices are set as master, an error will occur.

Control Devices

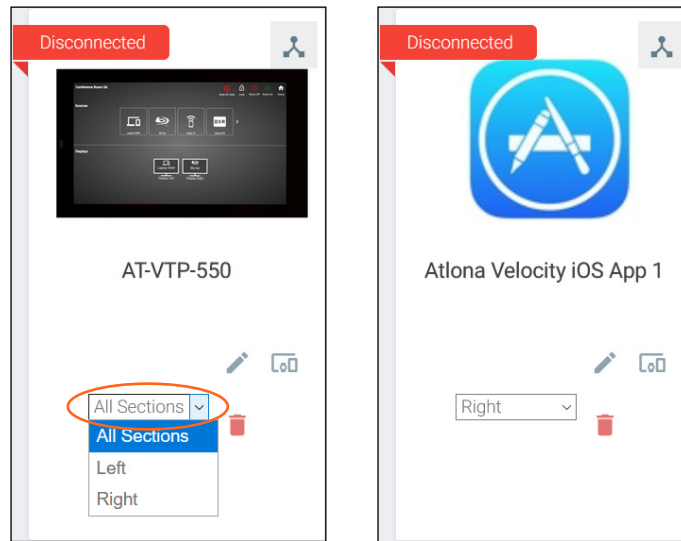
Now that all the room devices have been set up, the control devices must be set up.

i NOTE: For split rooms, there should be two control devices. The control devices can be two of each or a mix of AT-VTPs, Android devices, Apple devices, or web browsers.

View the Custom Control Interface: **General** section on how to add the control devices.



Once the control panels are added to the room, select the side associated with each panel.



The room is now set up for split room control. Control macros and event macros can now be set up for split rooms.

Macros

For information on using Room and Event Macros for split rooms, see the Macros & Variables: [Split Rooms](#) section.

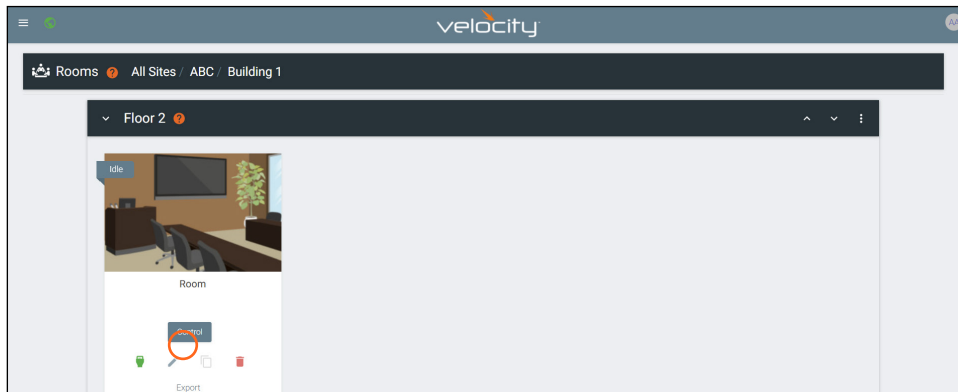
Macros & Conditions

Macros and Conditions are used in many aspects of Velocity, from simple room on and off sequences, to split rooms, and custom UIs. The following sections will go over basic macros and conditions, as well as extra information for specific use cases. Macros and conditions can be found within the advanced settings of the rooms.

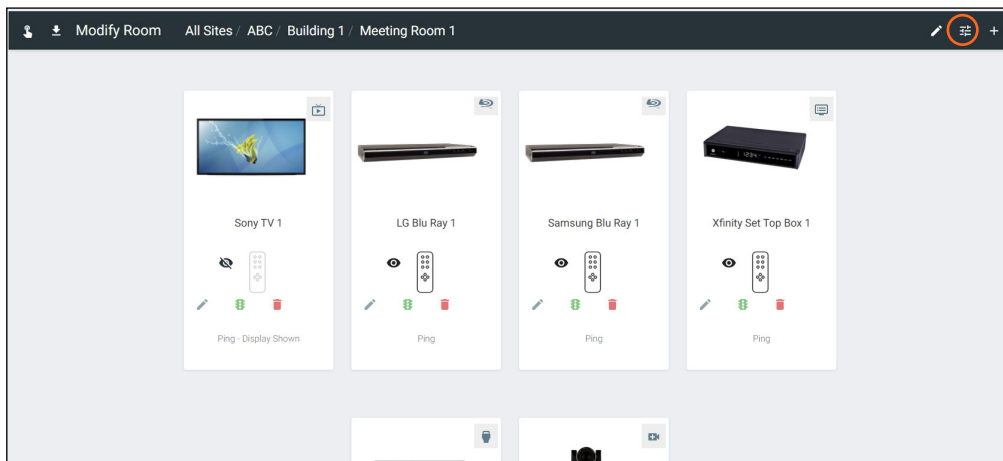
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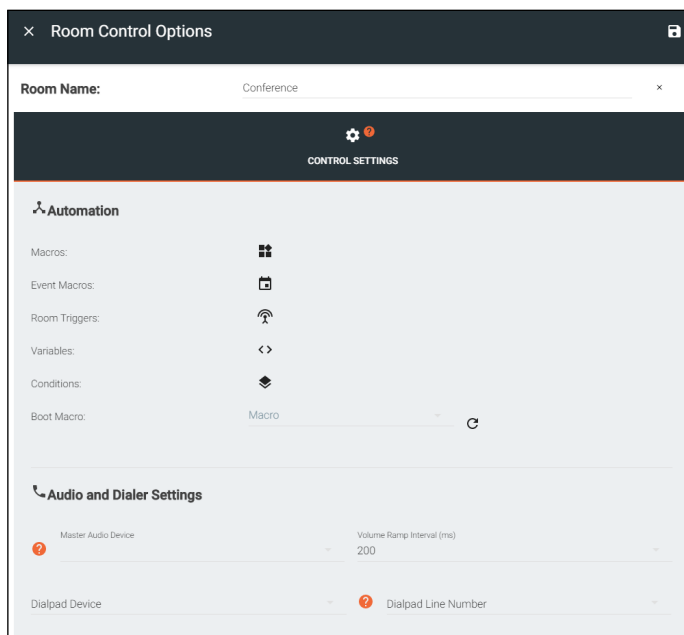
General



1. Select the Edit Room Technology from the buildings screen. A new screen will open.



2. Select the  button to open the Room Control Options screen.



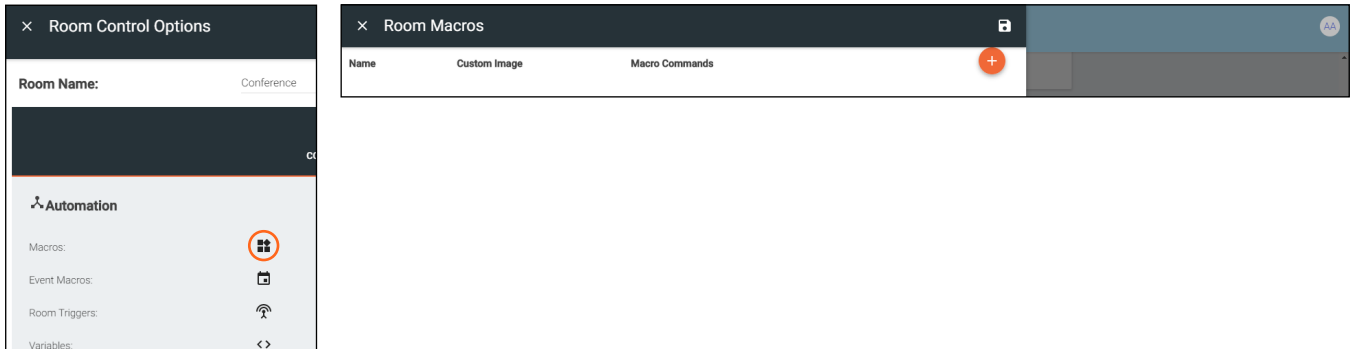
NOTE: These options are also available in the **Custom Control Interface** edit screen. The options will be the same in both areas.

Macros, Event Macros, Room Triggers, and Conditions can be gotten to from here.

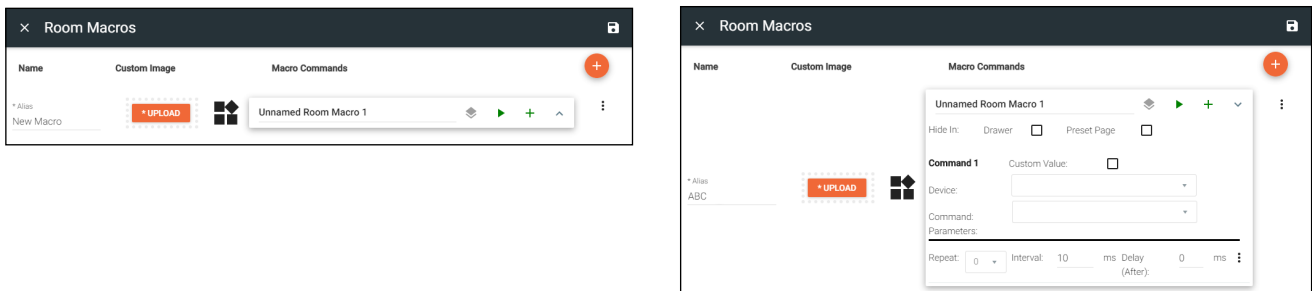
Macros

Macros provides the ability to program and run different commands in a room.

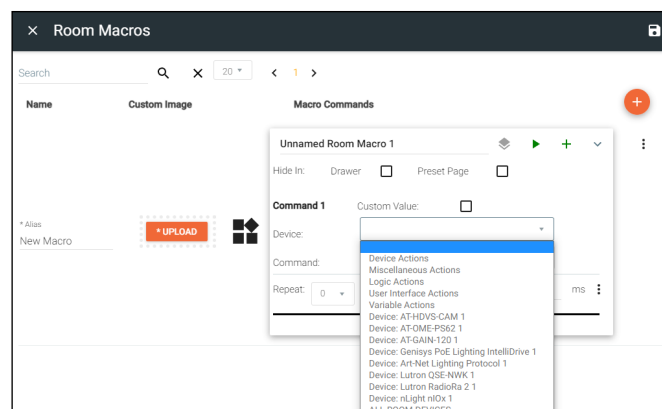
1. Select the Macros button. A new screen will slide open.



2. Press the + (add macro) button from the top right corner. A new selection will appear in the screen.
3. Name the Macro by typing the Alias into the New Macro field under *Alias. This will be the name that appears in the control screen next to the macro.



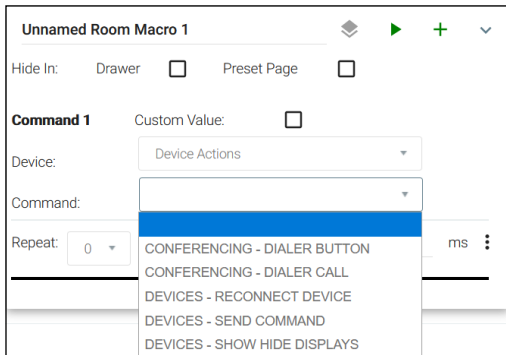
4. Once named, press the + button to open the command options and set up the macro command.
 - ***Upload** - Select this button to upload a custom icon from the local PC, a new window will pop up. Custom icons must be .PNG, .JPG, .JPEG, or .BMP file types to display.
 - **Macro Name** - The name of the macro will be used in Velocity to identify command on the back end. This command, once saved, can be pulled up in other macros if needed.
 - **Conditions** - The double square next to the Macro name will lead to the Conditions screen. See the [Conditions](#) section for more information on this.
 - **Run Command** - The triangle button will execute the command on press.
 - **Hide In** - Select the checkbox next to the location names to hide the macro from view in the macro drawer or preset page.
 - **Device** - Select the device that will be controlled with the macro. Only devices already added to the room will be displayed in the device drop down menu. Select Device Actions, Miscellaneous Actions, Logic Actions, User Interface Actions, Variable Actions, VTP Panel Actions, or Variable Actions to use the built in commands.



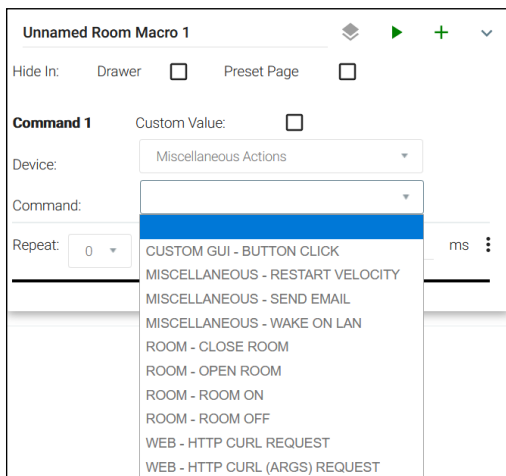
Macros & Conditions

- **Command** - Select the command from the drop down list available for the room/device. Device commands are based off the device driver within Velocity.

NOTE: Velocity has built in commands that can be used for control and each command will have extra parameters that will appear below the command once selected.

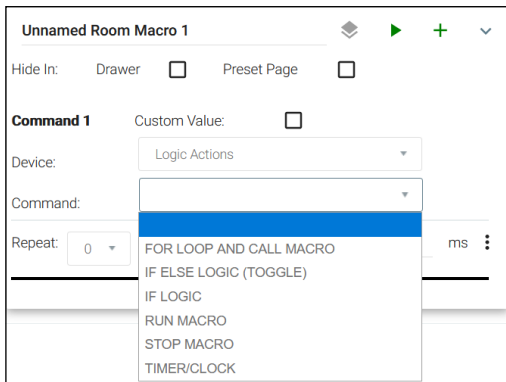


- ◇ **Conferencing - Dialer Button** - For use with Biamp Tesira driver.
- ◇ **Conferencing - Dialer Call** - For use with Biamp Tesira driver.
- ◇ **Devices - Reconnect Device** - This will refresh the connection of the selected device.
- ◇ **Devices - Send Command** - This will send a command of the current value of the set variable to the chosen device. This will be used with the **Custom Control Interface** buttons.
- ◇ **Devices - Show Hide Displays** - This macro will provide a way to show and hide room displays.

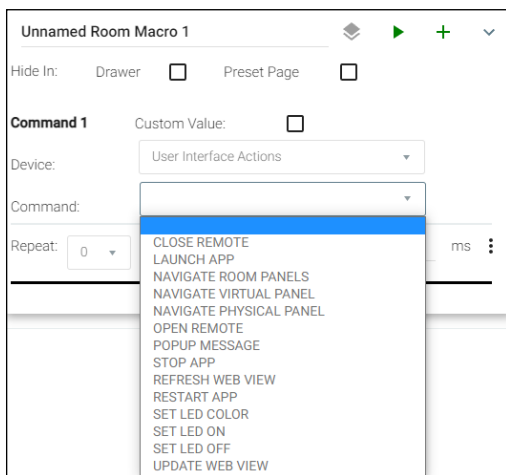


- ◇ **Custom GUI - Button Click** - This macro will allow defined buttons to display after it is used.
- ◇ **Miscellaneous - Restart Velocity** - This will restart Velocity when the macro is triggered. Allow up to five minutes for Velocity to restart.
- ◇ **Miscellaneous - Send Email** - Sets up so an email can be sent to a specific address with a specific subject and body when triggered. Velocity must have internet access for this function to work.
- ◇ **Miscellaneous - Wake On LAN** - Velocity will trigger the device at the specified MAC address using the Wake On LAN "magic packets".
- ◇ **Room - Close Room** - Used with divisible rooms to split the current room into two independent rooms.
- ◇ **Room - Open Room** - Used with divisible rooms to take the currently split room and merge them into one room.
- ◇ **Room - Room ON** - Triggered, this will send all the room on commands to the selected room and set any control screen or touch-pad to the home page.
- ◇ **Room - Room OFF** - This will send all room off commands and set the control screens or touch-pads to the home page when triggered.
- ◇ **Web - HTTP cURL Request** - Triggers the cURL command entered into parameters.
- ◇ **Web - HTTP cURL (ARGS) Request** - Triggers the cURL command entered into parameters with variables.

Macros & Conditions

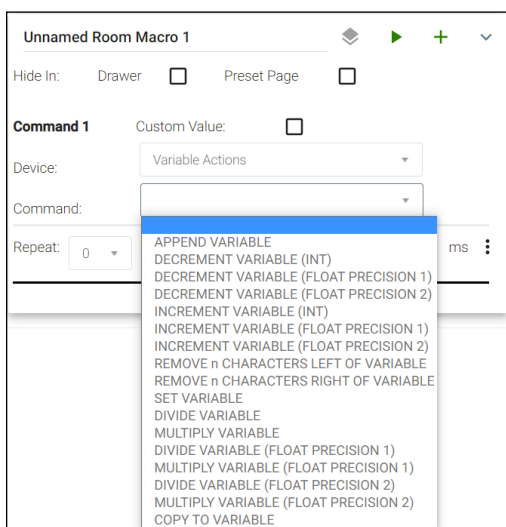


- ◆ **For Loop and Call Macro** - This will call a macro to resend after the set amount of milliseconds. If no loop value is set, it will loop the macro command indefinitely.
- ◆ **IF Else Logic (Toggle)** - This can set multiple commands to a single variable based on values. This will be gone over more in the **Custom Control Interface** section.
- ◆ **IF LOGIC** - This will provide a way to run a second command based off a variable being a certain value. This will be gone over more in the **Custom Control Interface** section.
- ◆ **Run Macro** - Will run previously created macros when activated.
- ◆ **Stop Macro** - Will stop the selected macro when pressed.
- ◆ **Timer/Clock** - This macro will allow commands to be run on timers. Such as turning a display off 60 seconds after used.

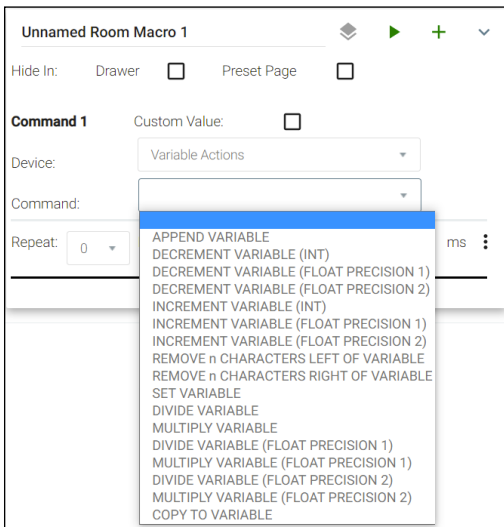


- ◆ **Close Remote** - This macro will close the remote drawer of the specified device on the control screen in the specified room.
- ◆ **Launch App** - Launches the Zoom Controller APK on the VTP-800 running firmware version 1.3.5+.
- ◆ **Navigate Room Panel** - Selecting this will make all the room panels navigate to the selected page.
- ◆ **Navigate Virtual Panel** - Selecting this will switch all panels on a specific page to the selected page.
- ◆ **Navigate Physical Panel** - Navigate a specific panel to the control page of the selected panel.
- ◆ **Open Remote** - Using this macro will open the remote drawer of the specified device on the control screen in the specified room.
- ◆ **Popup Message** - Creates a pop up message on the VTP-800 that will appear when the macro is ran.

- ◆ **Stop APP** - Closes the Zoom Controller APK on the VTP-800.
- ◆ **Refresh Web View** - Refreshes the current web view.
- ◆ **Restart APP** - Using this macro will reset the VTP control screen when needed.
- ◆ **Set LED Color** - This macro will set the RGB values for the VSP-800 LED.
- ◆ **Set LED ON** - This macro will turn the LED on for the VSP-800.
- ◆ **Set LED OFF** - When used, this macro will turn the LED off for the VSP-800.
- ◆ **Update Web View** - Use this macro to change the URL of the current web view to the newly defined URL.

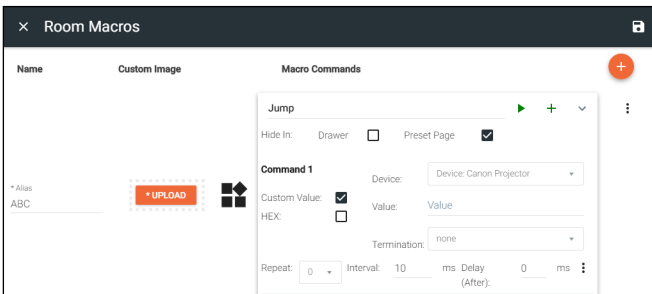


- ◆ **Append Variable** - This will adjust a variable with the append's set value. This will be used with the **Custom Control Interface** buttons.
- ◆ **Decrement Variable (INT)** - This will decrease a variable by the set whole number amount. This will be used with the **Custom Control Interface** buttons.
- ◆ **Decrement Variable (Float Precision 1)** - This will decrease a variable by the set 1/10th value (e.g. 0.5). This will be used with the **Custom Control Interface** buttons.
- ◆ **Decrement Variable (Float Precision 2)** - This will decrease a variable by the set 1/100th value (e.g. 0.05). This will be used with the **Custom Control Interface** buttons.
- ◆ **Increment Variable (INT)** - This will increase a variable by the set whole number amount. This will be used with the **Custom Control Interface** buttons.



- ◊ **Increment Variable (Float Precision 1)** - This will increase a variable by the set 1/10th value (e.g. 0.1). This will be used with the **Custom Control Interface** buttons.
- ◊ **Increment Variable (Float Precision 2)** - This will increase a variable by the set 1/100th value (e.g. 0.01). This will be used with the **Custom Control Interface** buttons.
- ◊ **Remove n Characters left of Variable** - This will remove a set amount of characters from the left side of a variable value. This will be used with the **Custom Control Interface** buttons.
- ◊ **Remove n Characters right of Variable** - This will remove a set amount of characters from the right side of a variable value. This will be used with the **Custom Control Interface** buttons.
- ◊ **Set Variable** - Use to change a variable value. This will be gone over more in the **Custom Control Interface** section.

- ◊ **Divide Variable** - This will divide the variable by the set value.
- ◊ **Multiply Variable** - This will multiply the variable by the set value.
- ◊ **Divide Variable (Float Precision 1)** - This will divide the variable by the set 1/10th value (e.g. 0.1).
- ◊ **Multiply Variable (Float Precision 1)** - This will multiply the variable by the set 1/10th value (e.g. 0.1).
- ◊ **Divide Variable (Float Precision 2)** - This will divide the variable by the set 1/100th value (e.g. 0.01).
- ◊ **Multiply Variable (Float Precision 2)** - This will multiply the variable by the set 1/100th value (e.g. 0.01).
- ◊ **Copy to Variable** - This macro will copy one variable's value to another variable when triggered.



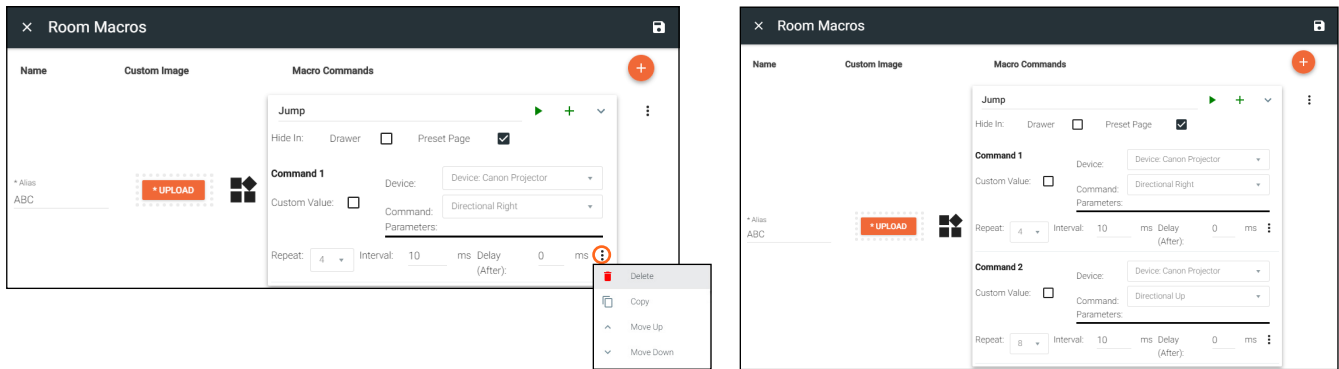
- **Custom Value** - Select the check box to open up additional options and to add a new command for the selected device within the room. The custom command is available in this current room only.
 - ◊ **HEX** - Select if the command will be written in HEX rather than ASCII.
 - ◊ **Termination** - Select the command termination from the drop down: CR (Carriage Return), CRLF (Carriage Return and Line Feed), LF (Line Feed), or none.
 - ◊ **Value** - Type out the command exactly as the device's manual/API writes it.

- **Repeat** - Select how many times the command is sent out when the macro is selected within room control.
- **Interval** - Set the amount of milliseconds between when the command is first sent and then repeated.
- **Delay** - Set the amount of time delay between the current command and the next command being sent.

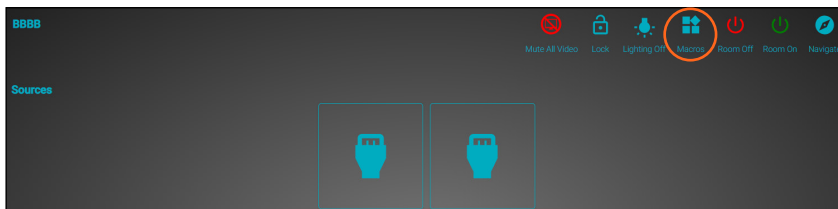
Each macro can be programmed to send multiple commands, use the plus button next to the command name to add a second command to the macro.

- **⋮** - use this option to delete, copy, or move the commands up or down. This allows for the commands to be sent in the correct order needed, entered easily with similar commands, or removed when no longer needed.

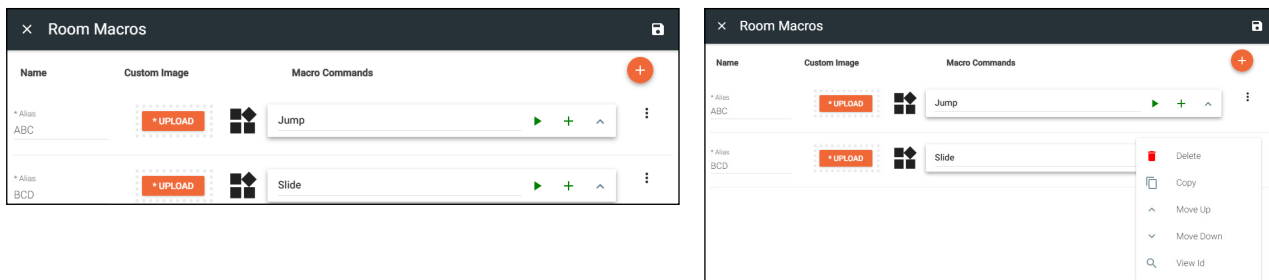
Macros & Conditions




NOTE: Make sure to use the save button in the top right corner of the screen after each macro is created. This will make the macro available in the room and the command available for other macros.



5. Use the orange + button to add as many macros as needed.

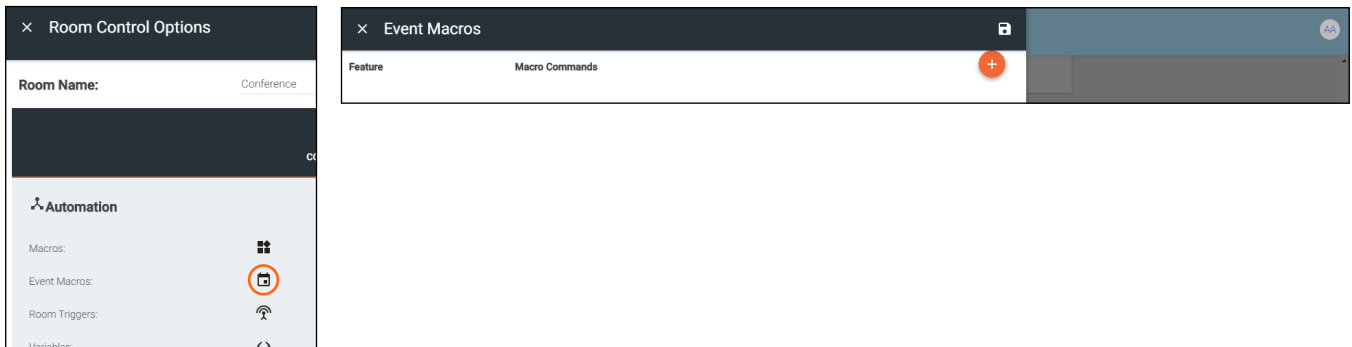


Use the  selection after each macro to delete, copy, or move the macros up or down. This allows for the macros to be displayed in the macro drawer in the order they will be used or removed when no longer needed.

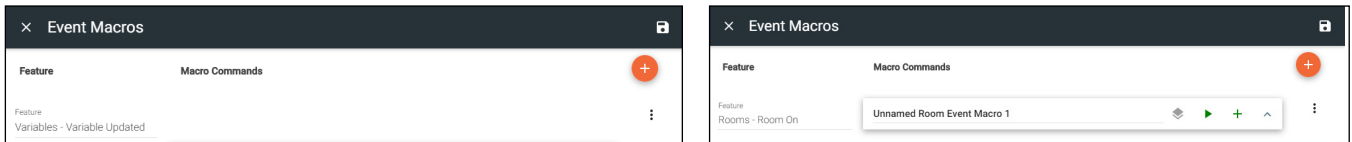
Event Macros

Event Macros are commands triggered when a particular room, device, or scheduled event occurs.

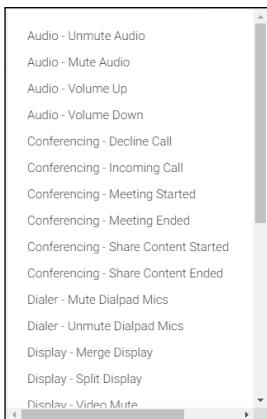
1. Select the Event Macros button. A new screen will slide open.



2. Press the + (add macro) button from the top right corner. A new selection will appear in the screen.

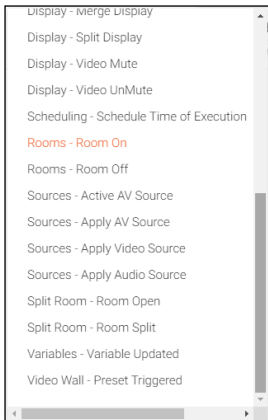


3. Select the **Feature** (event type e.g. Room On) drop down to select what event will trigger the macro.

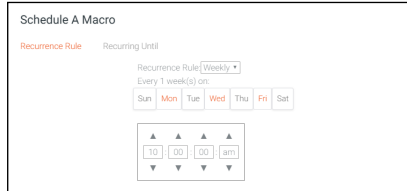


- **Audio - Unmute Audio** - Un-muting audio in the control screen will trigger this macro.
- **Audio - Mute Audio** - Muting audio in the control screen will trigger this macro.
- **Audio - Volume Up** - This macro will trigger anytime a Volume Up command is received.
- **Audio - Volume Down** - This macro will trigger anytime a Volume Down command is received.
- **Conferencing - Decline Call** - Declining a call while using a DSP or ZoomRoom will trigger this event.
- **Conferencing - Incoming Call** - When receiving a call, while using a DSP or ZoomRoom, this event will trigger.
- **Conferencing - Meeting Started** - Starting a meeting while using a DSP or ZoomRoom will trigger this macro.

- **Conferencing - Meeting Ended** - This event will trigger when a meeting is ended while using a DSP or ZoomRoom.
- **Conferencing - Share Content Started** - Starting a content share while using a DSP or ZoomRoom will trigger this macro event.
- **Conferencing - Share Content Ended** - To trigger this macro event, end sharing content while using a DSP or ZoomRoom.
- **Dialer - Mute Dialpad Mics** - Muting the dialpad while using a DSP will trigger this event.
- **Dialer - Unmute Dialpad Mics** - Trigger this macro by unmuting the dialpad while using a DSP.
- **Display - Merge Display** - When a single source is set to display on a split screen display, this macro will be triggered. When this event is selected within the menu, the display will need to be selected in the drop down menu that appears below it.
- **Display - Split Display** - When dual source is activated on a split screen display, this macro will be triggered. When this event is selected within the menu, the display will need to be selected in the drop down menu that appears below it.

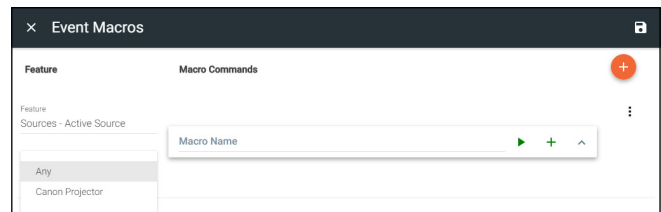
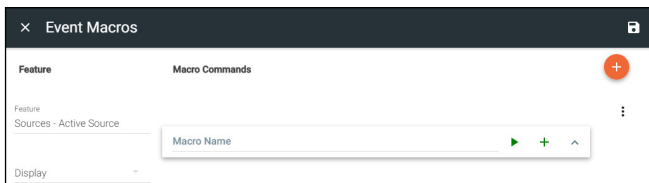


- **Display - Video Mute** - When the Video Mute command is used, this macro will trigger.
- **Display - Video UnMute** - When the video is unmuted, this macro will trigger.
- **Scheduling - Schedule Time of Execution** - A scheduled event allows the option to create an event that happens at a certain time that can be daily or weekly. Select Scheduled Event and a new pop up will appear.

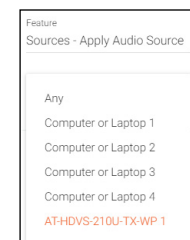
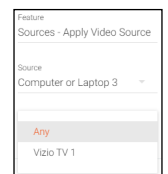
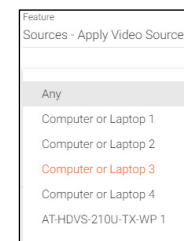
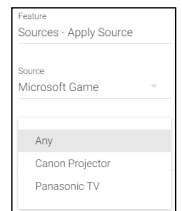
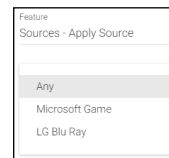


- ◇ Recurrence Rule - Select between Daily or Weekly.
- ◇ Day of week (weekly only) - Select the days of the week for the weekly event to be added.
- ◇ Time - Set the time of day this event happens.
- ◇ Recurring Until - Select this to set an end date on the calendar in which to end the scheduled event.

- **Room - Room On** - Use the start room or room on button to trigger this macro.
- **Room - Room Off** - This macro will trigger when the room off button is pressed in the control screen.
- **Sources - Active AV Source** - This will trigger when the Trigger Active Sources command (found in macros) is run. When this feature is selected, a new field will open below it.
 - Use the Display drop down menu to select if the event macro will trigger with all displays or a specific one.

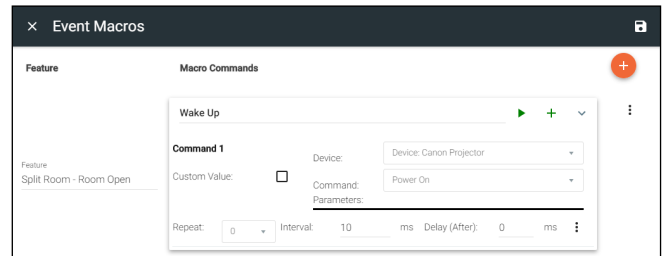
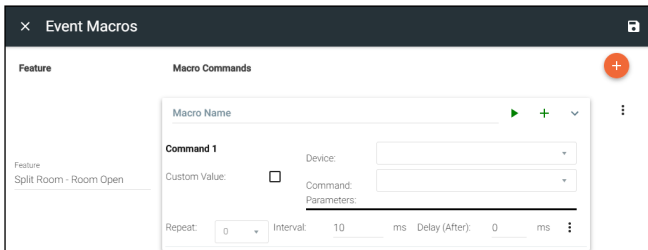


- **Sources - Apply AV Source** - Trigger this macro when the selected source becomes active on the selected display (or any source/display combo if any is selected). When this feature is selected, two new fields will open below it.
 - Use the Source drop down menu to select which source must be applied to trigger the event.
 - Use the Display drop down menu to select if the event macro will trigger with all displays or a specific one.
- **Sources - Apply Video Source** - Trigger this macro when the selected video source becomes active on the selected display (or any source/display combo if any is selected). When this feature is selected, two new fields will open below it.
 - Use the Source drop down menu to select which source must be applied to trigger the event.
 - Use the Display drop down menu to select if the event macro will trigger with all displays or a specific one.
- **Sources - Apply Audio Source** - Trigger this macro when the selected audio source becomes active (or any audio source if any is selected). When this feature is selected, one new field will open below it.
 - Use the Source drop down menu to select which source must be applied to trigger the event.

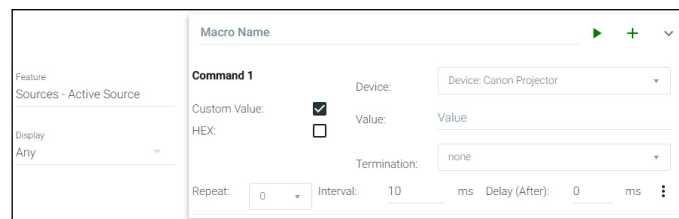


Macros & Conditions

- **Split Room - Room Open / Split Room - Room Split** - View the [Split Rooms](#) section to learn more.
 - **Variables - Variables Updated** - This macro will trigger when the specified variable is set to equal the specified operator (equal, greater than, less than, etc) and value.
 - **Video Wall - Preset Triggered** - This macro will trigger when the specified preset becomes active.
4. Press the + button on Macro Name to open the command options and set up the macro command.



- **Macro Name** - The name of the macro will be used in Velocity to identify command on the back end. This command, once saved, can be pulled up in other macros if needed.
- **Device** - Select the device that will be controlled with the macro. Only devices already added to the room will be displayed in the device drop down menu.
- **Command** - Select the command from the drop down list available for the device. Device commands are based off the device driver within Velocity. Velocity has built in commands that can be used for control.

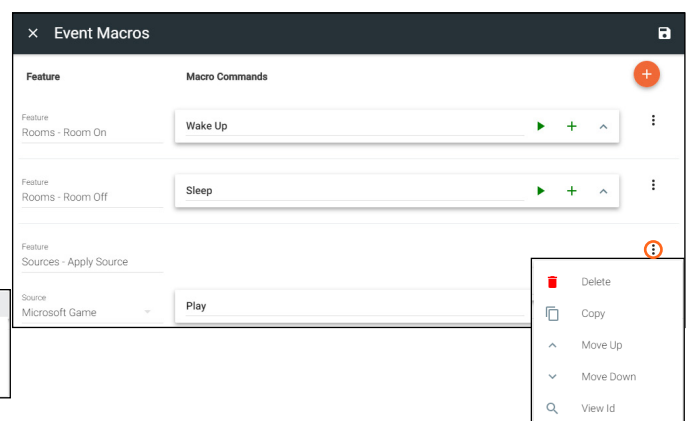
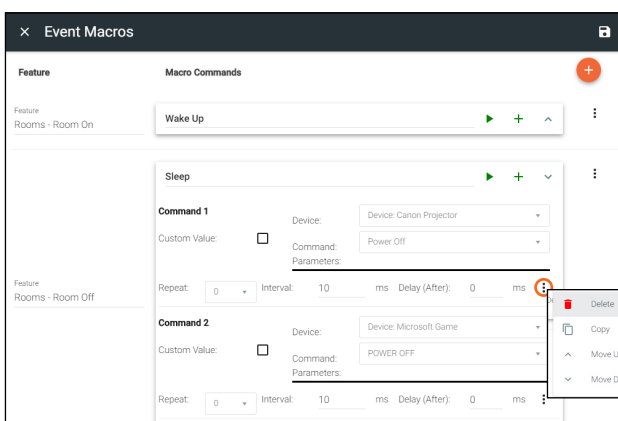


- **Custom Value** - Select the check box to open up additional options and to add a new command for the selected device within the room. The custom command is available in this current room only.
 HEX - Select if the command will be written in HEX rather than ASCII.
 Termination - Select the command termination from the drop down: CR, CRLF, LF, or none.
 Value - Type out the command exactly as the device's manual/API writes it.

- **Repeat** - Select how many times the command is sent out when the macro is selected within room control.
- **Interval** - Set the amount of milliseconds between when the command is first sent and then repeated.
- **Delay** - Set the amount of time delay between the current command and the next command being sent.

Each macro can be programmed to send multiple commands, use the plus button next to the command name to add a second command to the macro.

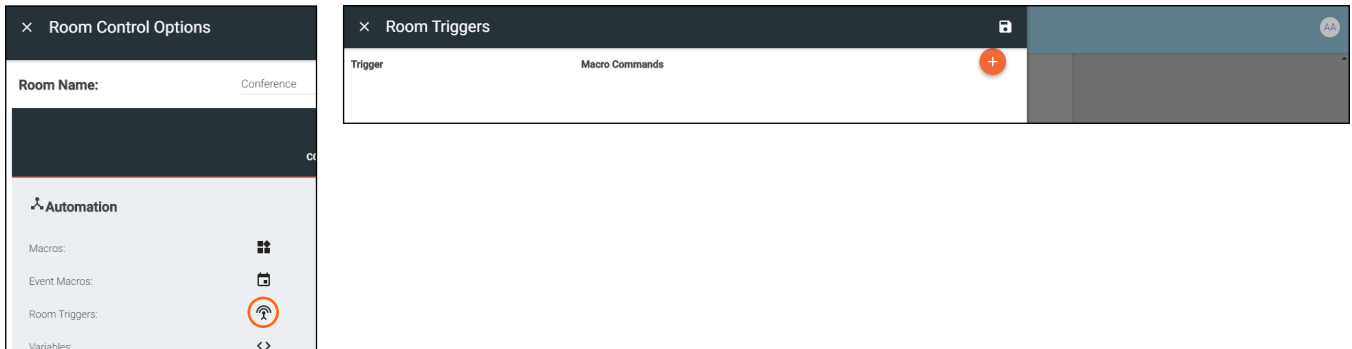
- **:** - use this option to delete, copy, or move the commands up or down. This allows for the commands to be sent in the correct order needed, entered easily with similar commands, or removed when no longer needed.



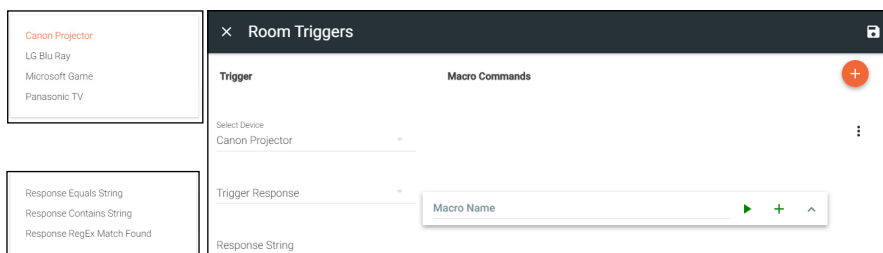
Room Triggers

Room Triggers are commands triggered when a specific value/event occurs.

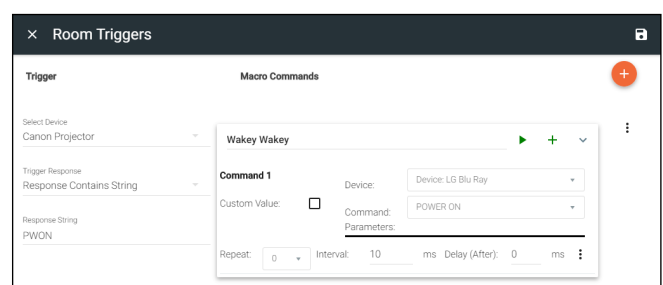
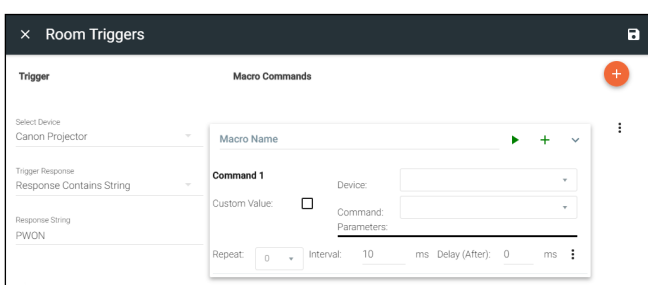
1. Select the Room Triggers button. A new screen will slide open.



2. Press the + (add macro) button from the top right corner. A new selection will appear in the screen.
3. Select the control device (e.g. Velocity Command Converter) from the **Select Device** drop down menu. New options will appear below the device.

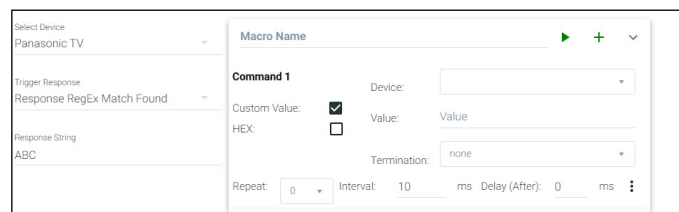


- **Trigger Response** - Select whether the device macro command will be triggered by an exact response string, a response containing the string, or a regular expression through TCP feedback responses.
 - ◇ Response Equals String - When Velocity receives the **exact** Response String entered, this command will trigger. Commands are case sensitive. **e.g.** If the response string is PWON and Velocity receives pwON as the feedback, nothing will trigger. If Velocity receives PWON, then the macro commands will trigger.
 - ◇ Response Contains String - When Velocity receives a feedback that contains the Response String entered, this command will trigger. Commands are case sensitive. **e.g.** If the response string is PWON and Velocity receives PWSTA as the feedback, nothing will trigger. If Velocity receives PWSTA PWON as feedback, the event macro will trigger.
 - ◇ Response RegEx Match Found - When feedback that contains the parameters specified in the RegEx search is received, this event will trigger. **e.g.** The response string in the RegEx search pattern is a(b|c) and Velocity detects bc nothing will happen, but if it receives ab it will trigger the created macro because the RegEx search pattern is looking for either ab or ac.
 - **Response String** - Type in the response string that will be received to trigger the commands.
 - **Select Setting *AT-VCC-RELAY only*** - Select the sensor that will trigger the macro.
 - **Value *AT-VCC-RELAY only*** - Set the value of the sensor that triggers the command macros.
4. Once the trigger settings have been selected, press the edit button on the Macro Commands field.



Macros & Conditions

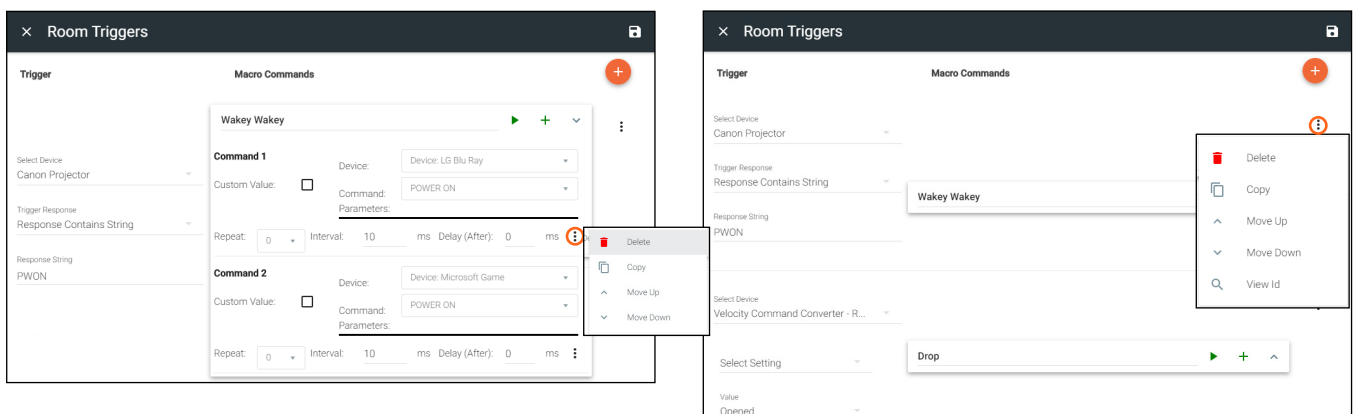
- **Macro Name** - The name of the macro will be used in Velocity to identify command on the back end. This command, once saved, can be pulled up in other macros if needed.
- **Device** - Select the device that will be controlled with the macro. Only devices already added to the room will be displayed in the device drop down menu.
- **Command** - Select the command from the drop down list available for the device. Device commands are based off the device driver within Velocity. Velocity has built in commands that can be used for control.
- **Custom Value** - Select the check box to open up additional options and to add a new command for the selected device within the room. The custom command is available in this current room only.
 - ◇ HEX - Select if the command will be written in HEX rather than ASCII.
 - ◇ Termination - Select the command termination from the drop down: CR, CRLF, LF, or none.
 - ◇ Value - Type out the command exactly as the device's manual/API writes it.



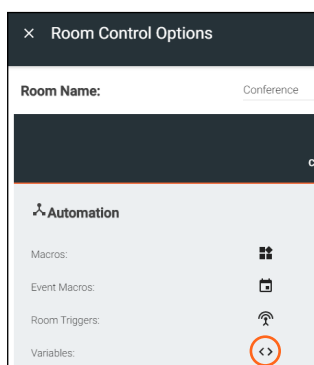
- **Repeat** - Select how many times the command is sent out when the macro is selected within room control.
- **Interval** - Set the amount of milliseconds between when the command is first sent and then repeated.
- **Delay** - Set the amount of time delay between the current command and the next command being sent.

Each macro can be programmed to send multiple commands, use the plus button next to the command name to add a second command to the macro.

- **⋮** - use this option to delete, copy, or move the commands up or down. This allows for the commands to be sent in the correct order needed, entered easily with similar commands, or removed when no longer needed.

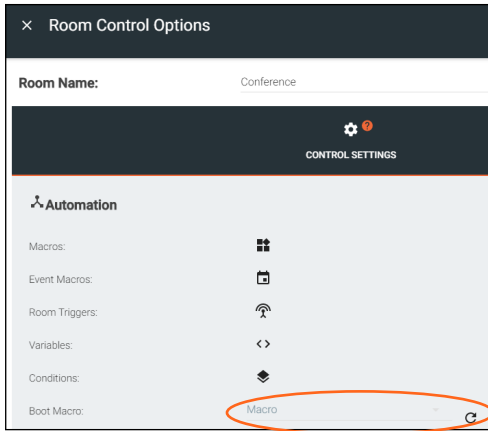


Variables



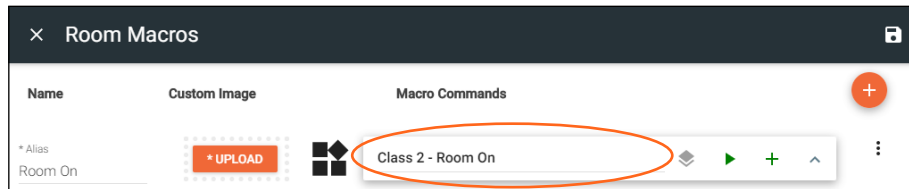
Variables are functions that can be set and changed based on set events. They can be created in the variables menu. View the [Variables](#) section under [Custom Control Interface](#) for more information on how to create variables.

Boot Macro

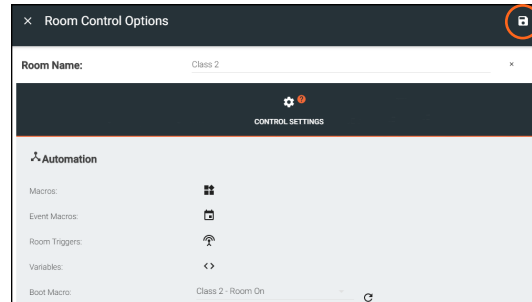
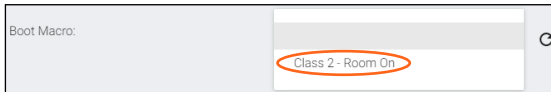


Boot Macro was created so that after Velocity has been turned on or rebooted, any room that needs to return to active can be done automatically. This can be set up for one room or multiple rooms.

Before anything can be set to the Boot Macro field, the macro must first be created. Follow the instructions within the **Macros** section on how to create macros. The macro should be named to make it easier to locate when there are a lot of macros on the system. The name will be pulled from the Macro Name field, not the alias field.

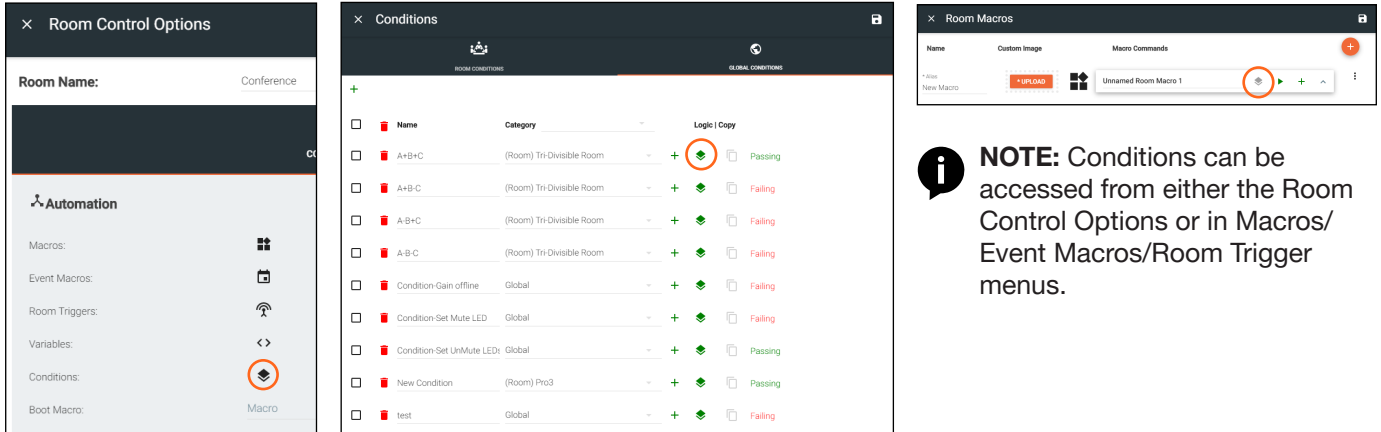


Once the Macro has been set up, it can be selected from the Boot Macro drop down menu and then saved using the save icon at the top right corner of the Room Control Options menu. Repeat this for every room needed.



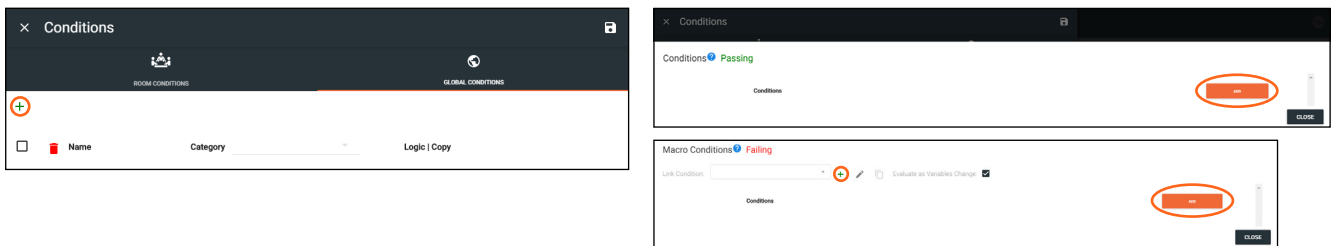
Conditions

Every Macro can be set to run only when certain conditions are met. This is used mostly with the **Custom Control Interface** section buttons.



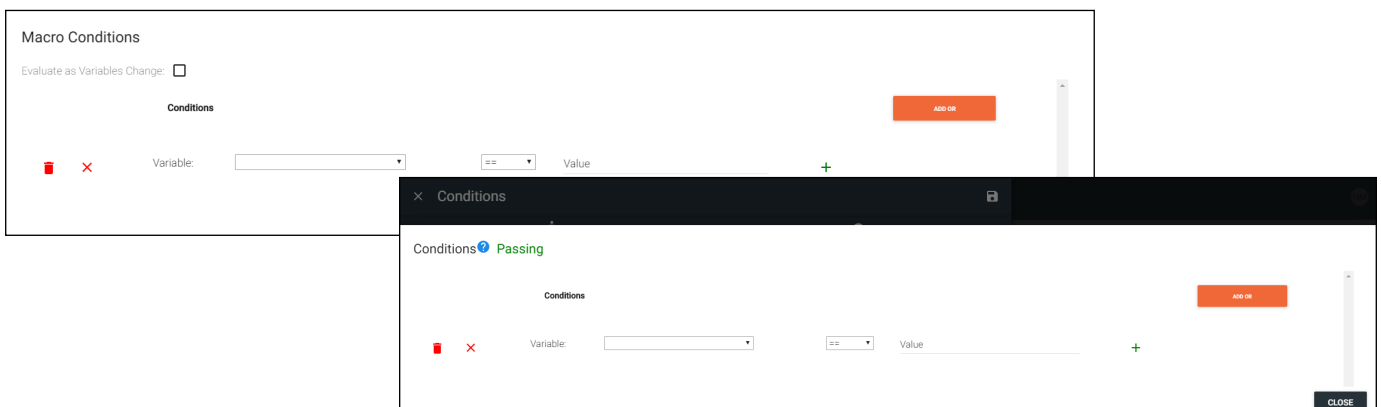
NOTE: Conditions can be accessed from either the Room Control Options or in Macros/Event Macros/Room Trigger menus.

1. Open the conditions window by selecting the stack icon in the Macros window (as circled above). A new screen will open.



- **Failing / Passing** - This will display the current status of the condition, whether all variable conditions are met or not.
- **Link Condition** *Macros menu only*- This will import the settings from another previously created condition to the current macro's conditions. The same conditions can be connected to multiple macros to have them all run when the conditions are met.
- **+ or ADD** - This will add a new condition to the macro. If there is already at least one condition it will add an OR condition which will trigger the macro whether the first condition is met or not.
- **Edit** *Macros menu only*- This will allow the current condition's name to be edited.
- **Copy** *Only active in the Room Control Options: Conditions*- This creates a copy of the selected condition within the Conditions menu.
- **Evaluate as Variables Change** *Macros menu only*- When selected, Velocity will periodically check to see if the conditions of the macro are met and run the command if they are. If deselected, Velocity will only check to see if the conditions are met and run the command at the press of a button or another macro.

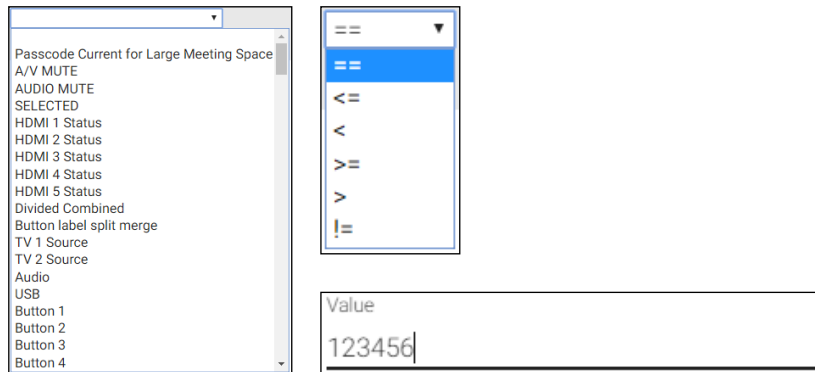
2. Select the Add button to create the first condition.



Macros & Conditions

3. Select the Variable, Operator, and Value for the condition.

- **Variable** - Select the Variable from the drop down list. All created variables and device variables will be listed in the drop down. View the [Custom Control Interface](#) section to create new variables.
- **Operator** - Select the operator for the specified value: == (equal to), <= (less than or equal to), < (less than), >= (greater than or equal to), > (greater than), or != is not equal to.
- **Value** - Set the value for the variable that needs to be met.

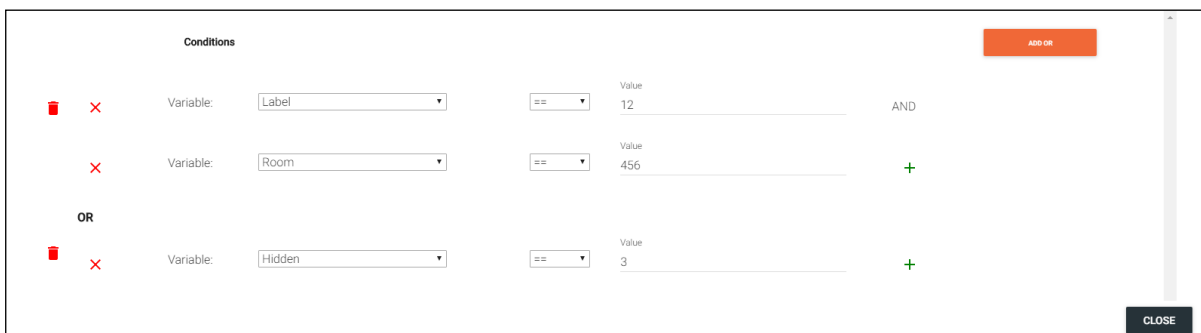


Once all fields are set the condition is done. More **And** conditions can be added using the **+** or an **Or** condition can be added using the **ADD OR** button.

Using the green **+** button provides a second variable option. If used, the Macro will need both values met before it will run.



In this case, the Macro will only run if the variable Label is set to a value of 12 and the variable Room is set to 456. An example of a use case for this is if a command or function needs to be hid behind a password to be ran.

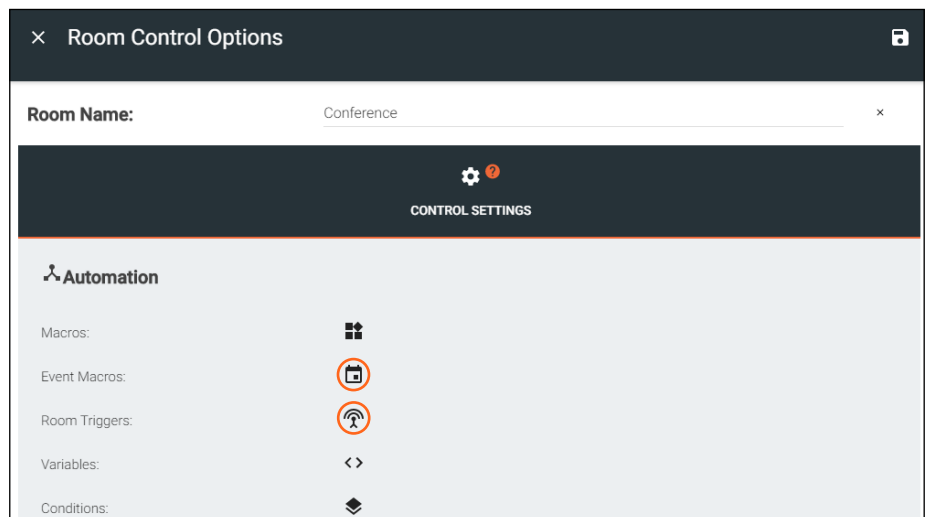
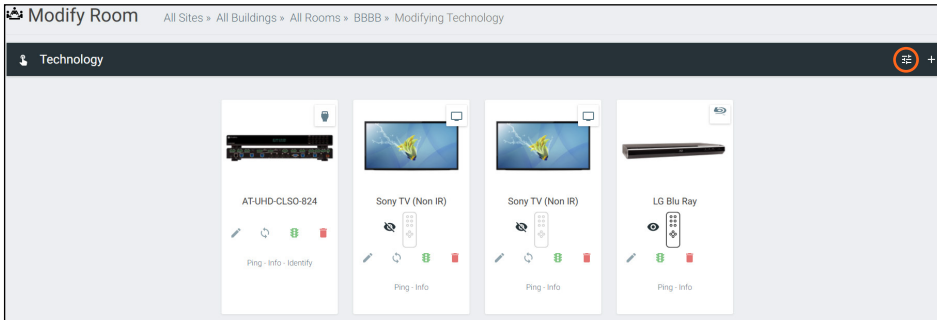


In some cases a second condition may be wanted to have the option to run the command when either the first conditions are met, or a second completely different condition is met. To do this, use the **ADD OR** button to choose the secondary variable, operator, and value for the separate condition. In this case, the macro can run if it meets the first two conditions **OR** if the second condition is met.

Split Rooms

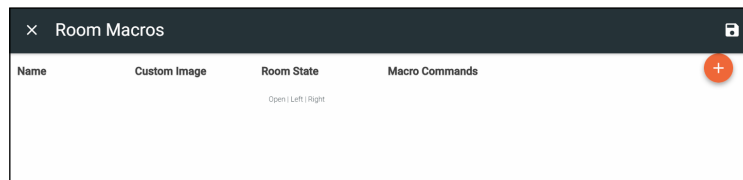
Selections are available within the macros and event macros sections for split rooms. Each section will be able to define what commands/macros will be available depending on what the status of the room is.

1. Select the Room Control Options icon at the top right of the screen. A new screen will slide open on the right side of the room.
2. Select the Room Macros or Event Macros icon from the Automation section. A new screen will take over once selected.



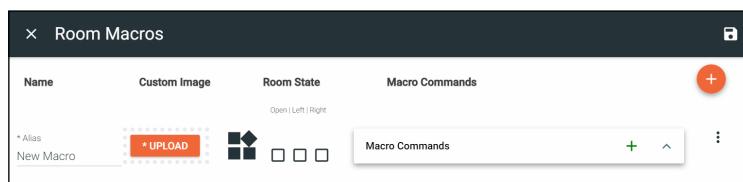
Room Macros

Room macros can be set up so that a room can be open or split at the touch of a button. Room macros can also be set so certain commands are only available to each side of the room when split, so that there is no chance of cross commands between the split room.



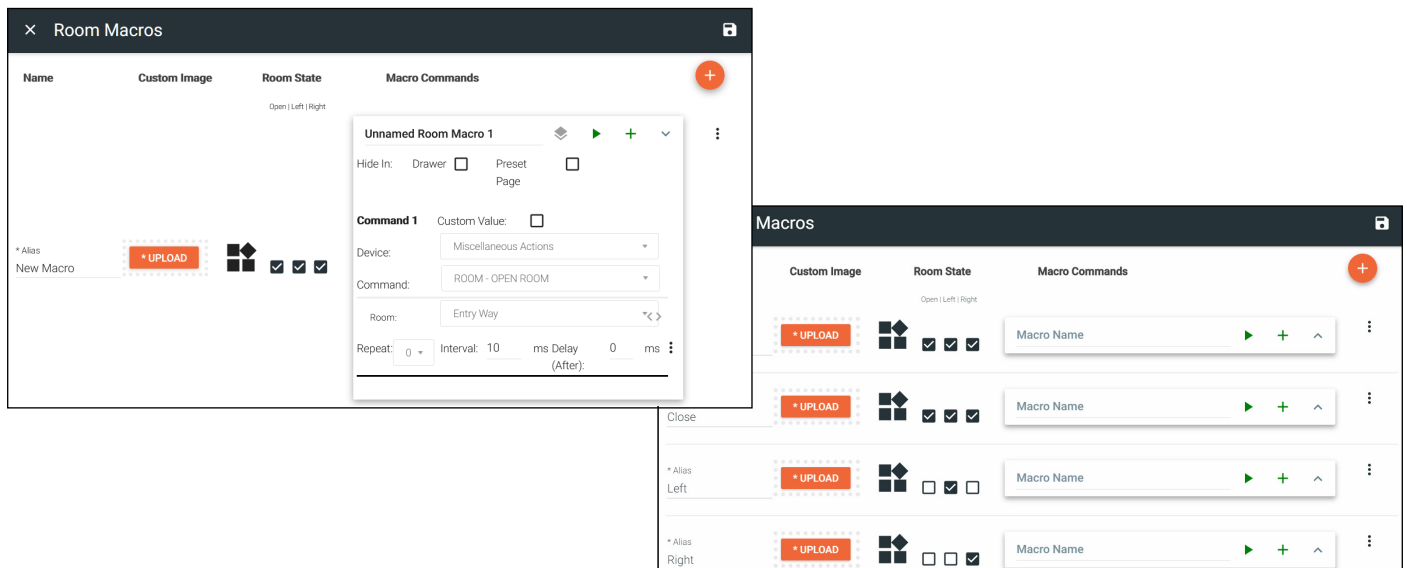
To set up the room macro:

1. Select the orange + button in the top right of the screen.



Macros & Conditions

2. Provide an Alias for the macro e.g. Open or Close
3. *Optional* Upload a custom image to appear for the command on the control page.
4. Select the room state for the command to appear. e.g. Open, Left, and Right selected for it to appear in all states.
5. Select the command type from the drop down. e.g. Select Miscellaneous Actions from the drop down for Open/Close Room.
6. Select the command value from the drop down e.g. Open room or Close room for Open/Close.
7. Select the room the command controls e.g. Current room being edited
8. *Optional* Select how often the command will repeat and how long to delay between commands. Default is 0.
9. *Optional* Provide a macro name.
10. Press the **Apply Settings** button in the top right corner to save the macro.
11. Repeat as many times as needed to create all the macros for room control.



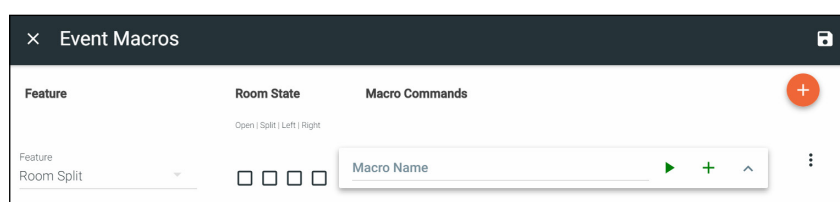
Event Macros

Event macros can be set to send commands for displays and devices when events such as Room Split or Room Open occur. New options appear when the room has been set as a split room and each command can be set to send when the room is in a specific state.

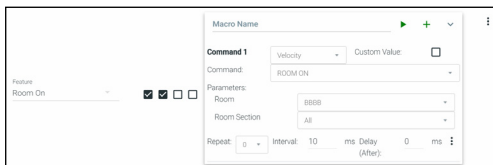
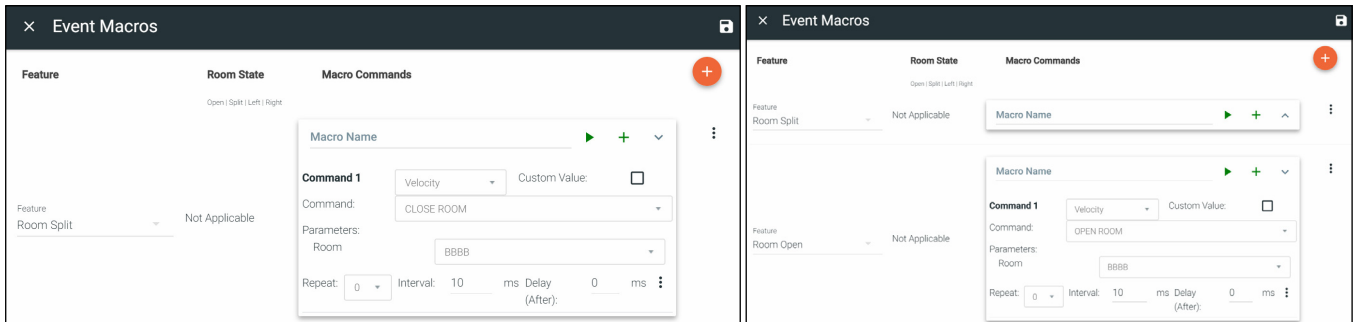


To set up the event macro:

1. Select the orange + button in the top right of the screen.



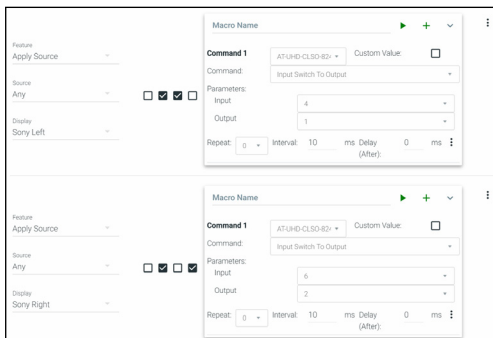
2. Select the Feature.
3. Select the room state in which the event occurs. For some options, room state is not applicable.
4. Set the command type, value, room, and repeat values for the feature.
5. Repeat steps 1 through 4 until all Event Macros are set up.



Room On Event Macro:

With the room on macro, it can be set for open or split.

In this example set up, if Velocity sets the room to open or split, it will trigger the event macro Room On and turn on all devices not excluded in the Excluded On/Off Devices section of the Room Control Options.



Apply Source Event Macro:

With the apply source macro, it can be set for a split room and which side it occurs on.

In these examples, if Velocity is set to a split room, the UHD-CLSO-824 will be triggered to switch the source on the left side to Input 4 for Sony Left (output 1) and on the right side to input 6 for Sony Right (output 2). This will enable the change to occur automatically when split room is enabled to provide a seamless switch between open closed rooms.

Custom Control Interface

Atlona has provided two ways to customize the control interface. Velocity tools can be used by those that are familiar with JavaScript, HTML, and CSS and Custom User Interface Design Tool can be used for those unfamiliar with coding. This section will go over the Custom User Interface Design Tool.



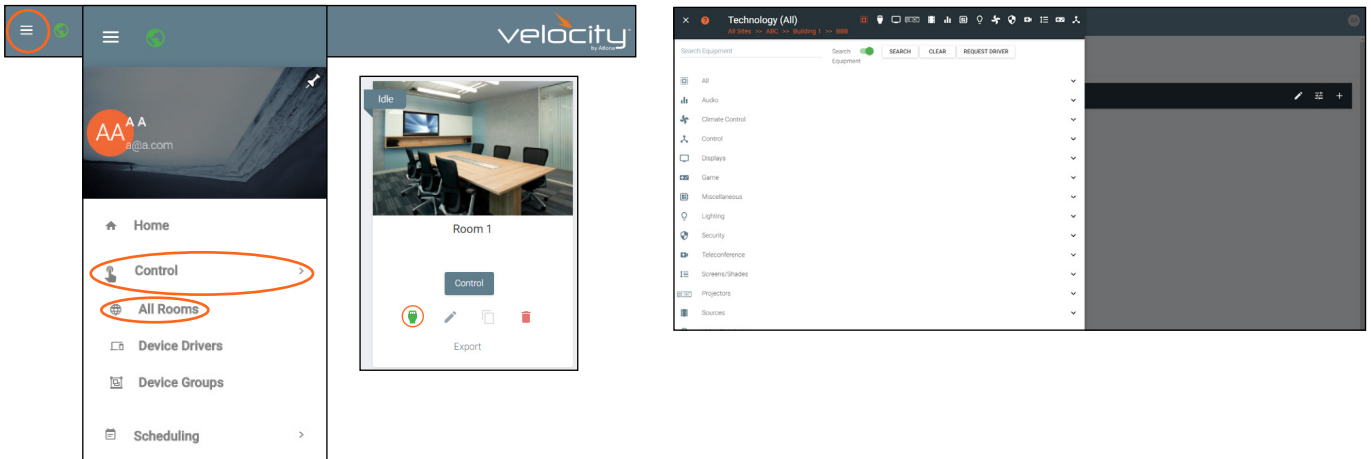
NOTE: To create a custom control interface using JavaScript, HTML, and CSS, follow the instructions found within the Customized Control UI Setup Guide found in the resources tab of <https://atlona.com/product/vgw-hw/> or <https://atlona.com/product/vsg/>.

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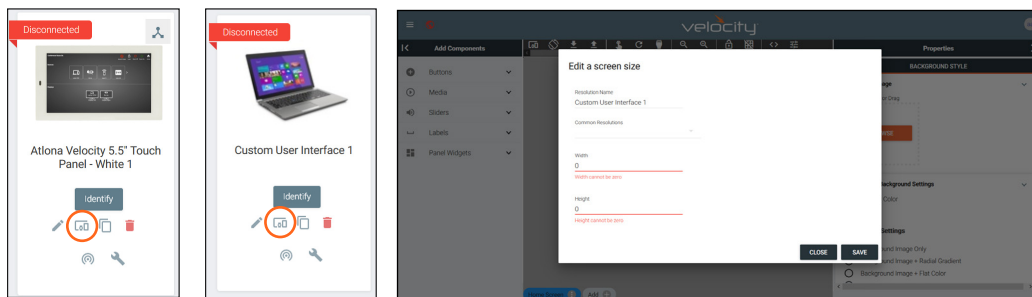
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General

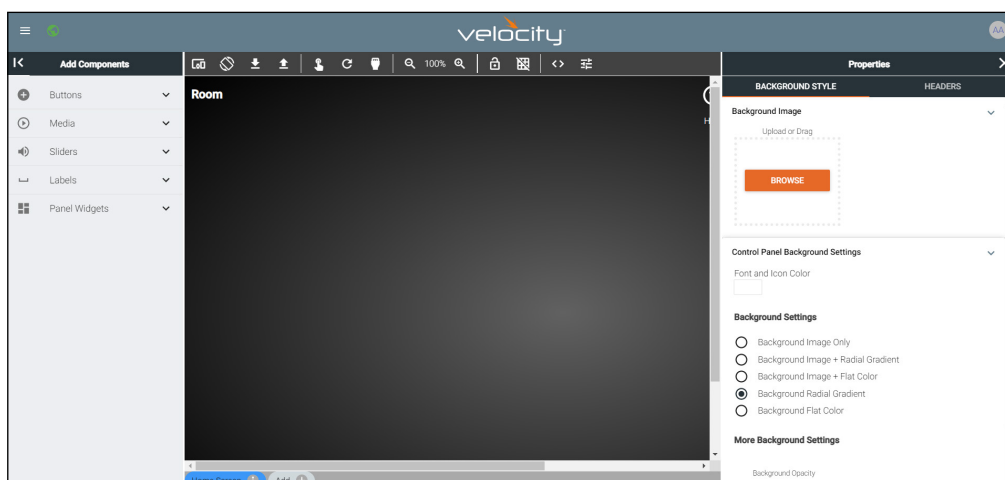
1. Select the \equiv button from the top left corner and select **Control**.
2. More options will appear. Select **All Rooms**. A new screen will open.
3. Select the **Edit Room Technology** button on the room tile. The Modify Technology screen will open.



4. Press the **Custom User Interface Design Tool** button to open the edit window for the custom control screens.



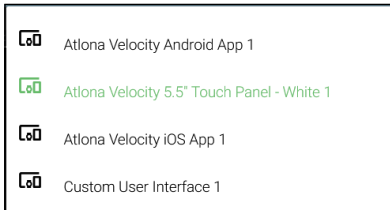
5. ***Optional*** Set the resolution for the control screen of the browsers and press **SAVE**. If using a Velocity Touch Panel, the resolution will already be set.



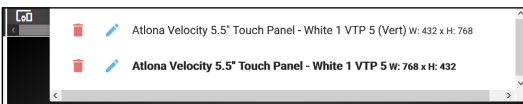
Settings and Navigation



Switch between custom Uis, resolutions, import and export Uis, launch controls, save changes, return back to the technology page, zoom in and out on the page, lock everything on the current page, see page grid, view variables, and view page options using the middle navigation bar at the top of the UI editor. New pages can be added from the bottom middle navigation bar.



- **Synced Panel** - Select the custom user interface page to be edited. All the control screens in the current room will display in this drop down.



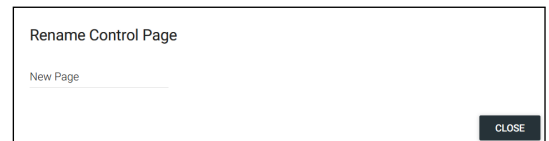
- **Resolutions** - Select resolution of the control screen from the drop down. It will display portrait and landscape resolutions.



- **Import / Export** - Download or upload Custom User Interface pages using these buttons. This will save the currently created pages and their backgrounds, but not buttons, sliders, etc.



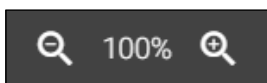
- **Launch Control** - Select this to launch a browser window for a preview of the custom user interface control screen in the specified resolution. A pop up will appear to allow for the selection of which custom interface to preview.



- **Apply Changes** - Pressing this button will push the changes made in the editor to the control screen.



- **Edit Technology** - Select this to return back to the room technology page.



- **Zoom In/Out** - Use these buttons to view the control interface closer or further away. The percentage of scaling will appear between the zoom controls.



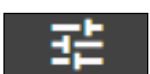
- **Lock Position & Size** - Press to lock the buttons and page to their current size and position to avoid any accidental movements.



- **Gridlines** - Gridlines will help with alignment of buttons and labels. The grid will appear only on the control screen edit page and will not appear on the control screen..



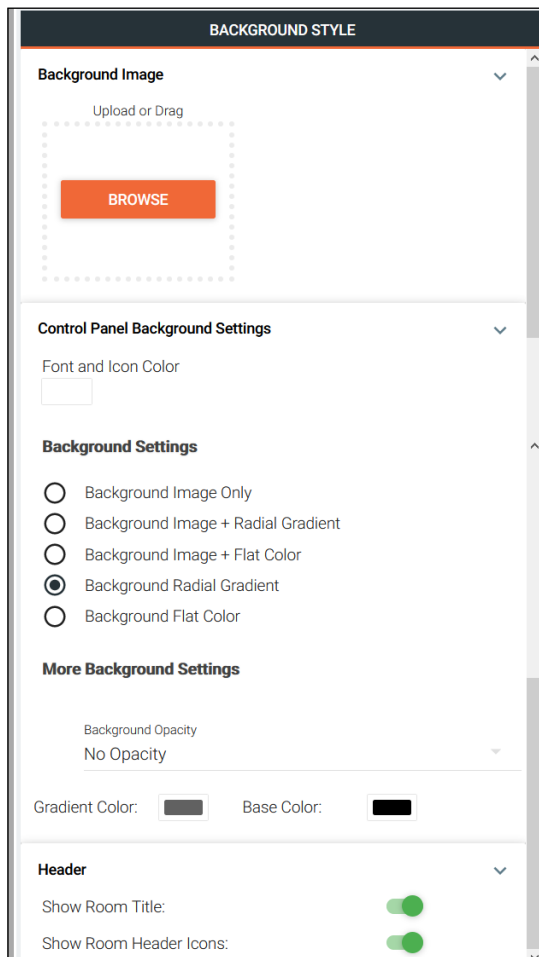
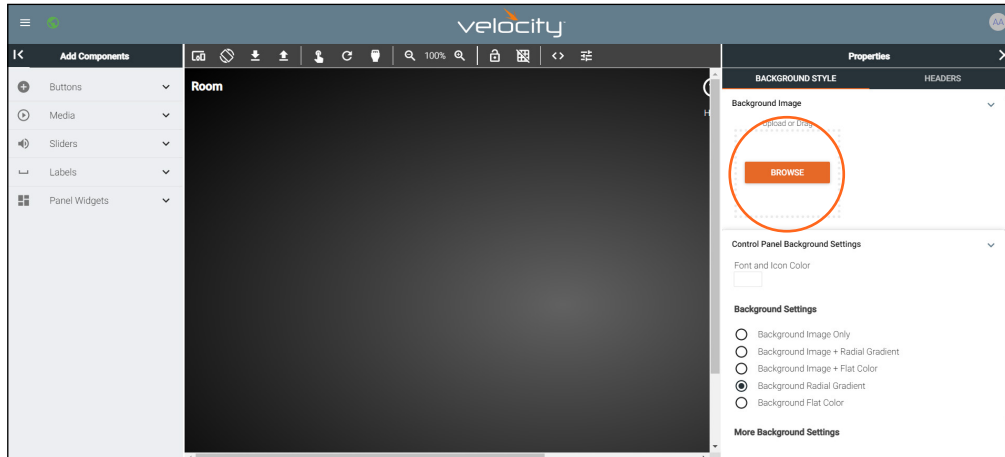
- **Variables** - View the [Variables](#) section for more information on this.



- **Room Options** - View the [Control Settings](#) section for more information on this.

Background

Set the background image, color, and headers for the current page.

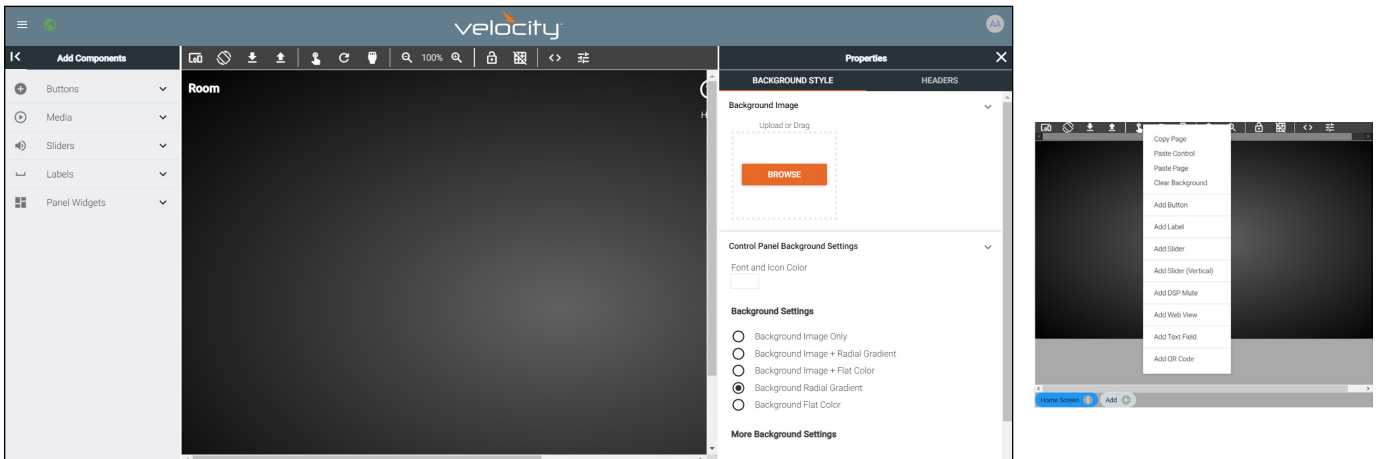


- **Background Image** - Select the BROWSE button to load a new background from the local computer. The background must be .PNG, .JPG, .JPEG, or .BMP. When the pop up appears, select the background image from the local computer. Once selected, press the Open button to load the image to the control screen.
- **Control Panel Background Settings** - Set the font and icon colors for the header text and icons.
- **Background Settings** - Change the background of the control screen between an image, a gradient, or a flat color. Default is a grey gradient screen.
- **Background Opacity** - Set how solidly the back ground shows on the control screen. The lower the opacity, the higher visibility text and images have.
- **Gradient Color** - Select a color for the center of the gradient.
- **Base Color** - Select the color of the outside of the gradient.
- **Header** - Select the sliders to show or hide the room tile or header icons (Room on/off and Navigation).

Right click the screen and select Clear Background to remove the background image.

NOTE: Clear only removes the background image, any colors or gradient changes will remain until changed within room options.

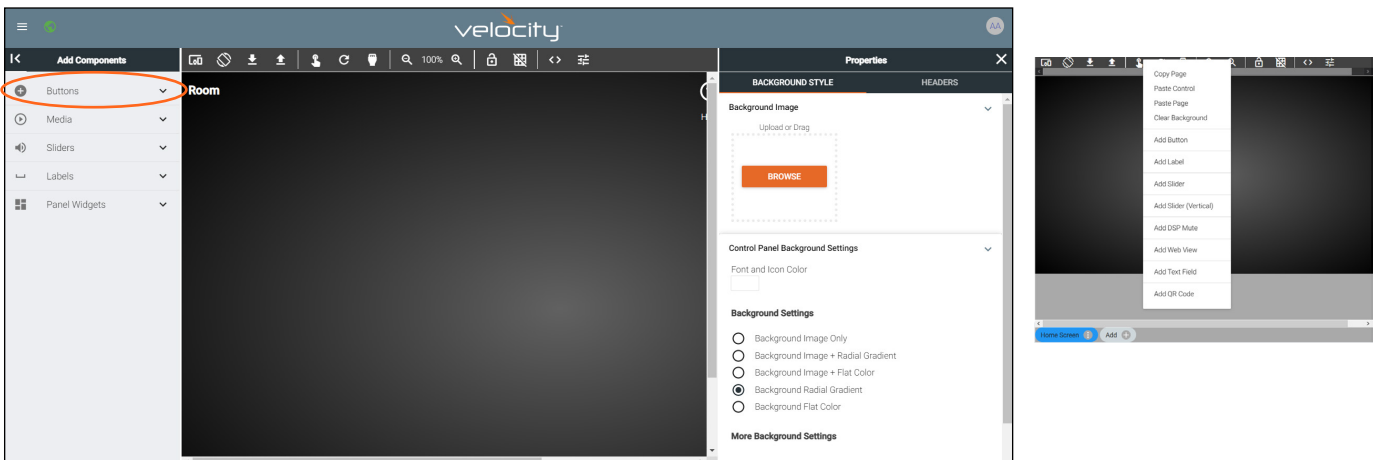
Controls



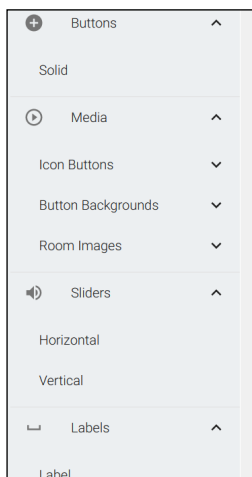
Controls provides a way to create custom buttons, labels, audio sliders, DSP mute, web site view, and text boxes. To create a custom control, use the menu on the left side of the screen or right click in the edit screen area. The new controls will appear within the edit screen area.

NOTE: All controls can be copied, pasted, and deleted using keyboard shortcuts: CTRL +C, CTRL +V, and DELETE. When copy and pasting controls, they will appear on top of the copied control and must be moved in order to adjust each control.

Buttons / Labels



To create a button, select **Buttons** or **Labels** from either the **Add Components** menu or the drop down menu in the screen field. A custom button can be created/added, see the **Adding Custom Icons** section for information.

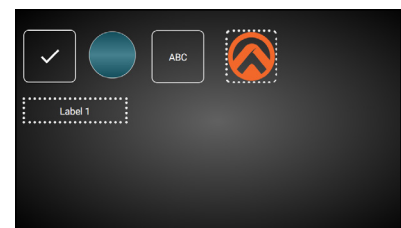


Control Creation

Set Label and System Variable Name

Label for new control

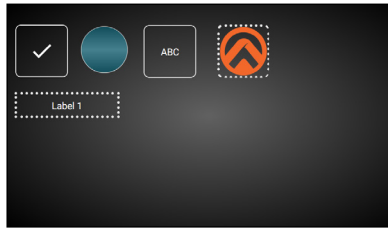
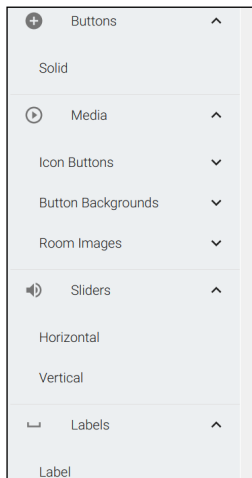
System Variable Tied to Control



A pop up will appear once a button is selected. Provide a label and system variable that will be associated with the button.

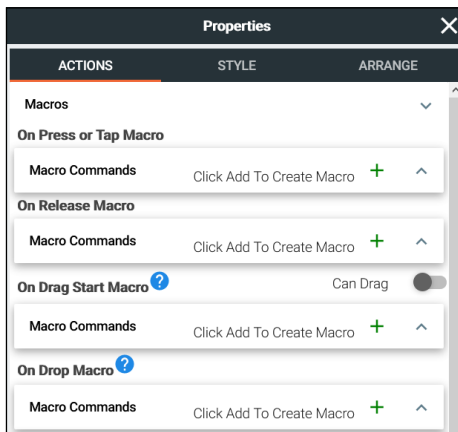
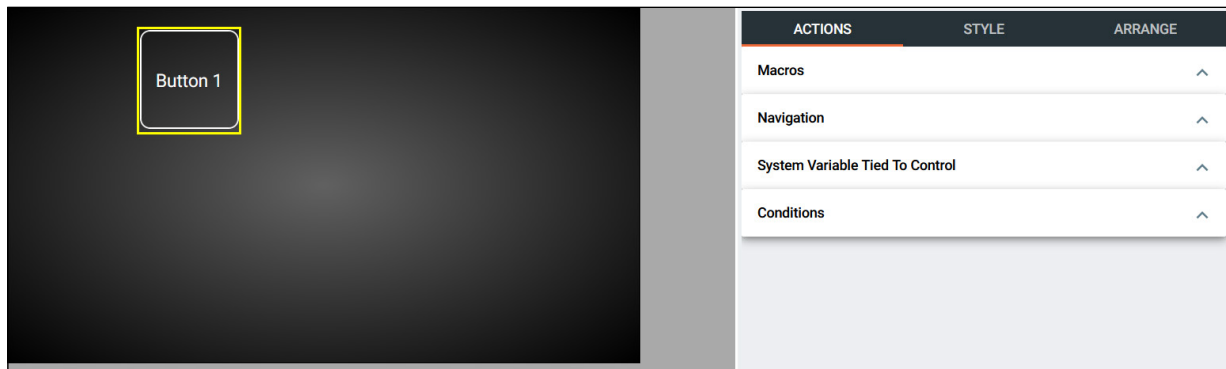
- **Button : Solid** - Select this to create a button with a solid color background.
- **Media : Icon Buttons** - Select this to create a button with an icon already in the database.
- **Media : Button Backgrounds** - Select this to add a button with previously added gradient background.

Custom Control Interface



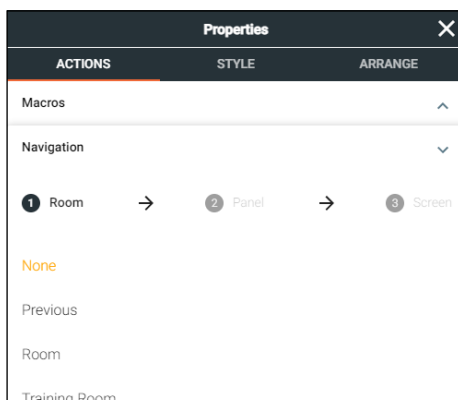
- **Media : Room Images** - Select this to create a button with an image already uploaded for room use.
- **Labels : Label** - Select this to add a label field.

Once a control has been added to the edit screen area, the button can be clicked on to open the properties menu to the right of the screen.



MACROS

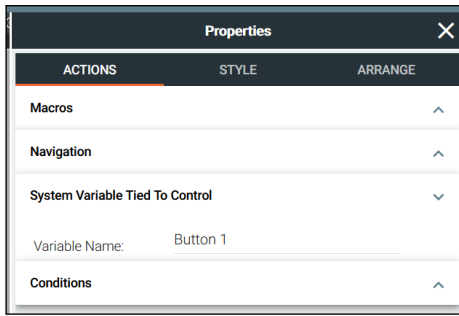
- **On Press or Tap Macro** - Select or Add a macro that will be triggered when pressing or tapping the button/label on the control screen.
- **On Release Macro** - Select or Add a macro that will trigger when the button or label is released.
- **Can Drag** slider - Select the slider (it will turn green) to allow a button/label to be dragged and dropped. If this is not enabled, On Drag Start Macro and On Drop Macro cannot be used.
- **On Drag Start Macro** - Set the button/label to run a macro or change a variable when the button/label is dragged across the control screen, or if another button is being dragged and released onto this button/label.
- **On Drop Macro** - Set the button/label to run a macro or change a variable when the button/label is let go after dragging it across the control screen.



Navigation

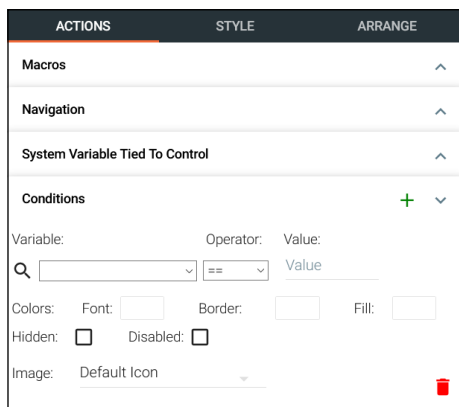
Use this to set the button to change which UI page a control panel is on.

- **Room** - Select Room from the three options. A list of all active rooms will appear, as well as the none and previous. Previous will navigate the selected panel back to the screen it was last on.
- **Panel** - Select which control panel the button will control. Generally this will be the panel located in the current room. If this button is on a master panel page, it can be used to control which UI page the secondary panels will be on.
- **Screen** - Select the UI page that the selected panel will navigate to.



System Variable Tied To Control (Buttons only)

- **Variable Name** - Provides a way to name the Variable adjusted with the web view field. Rename to provide a way to easily adjust the web view through macros and other commands.

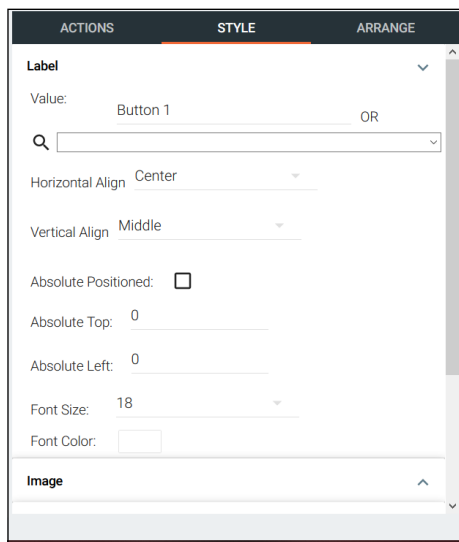


Conditions

- **+** - Press the add button to set up conditions to alter the visual properties of buttons and labels.
- **Variable** - Select an already created variable from the drop down.
- **Operator** - Sets the properties of the value that triggers the settings in this condition. Properties are: equals, less than or equals, greater than or equals, greater than, or not equal to.
- **Value** - Set the value to trigger the settings in this condition.
- **Font/Border/Fill** - Set colors that will trigger when the values are met.
- **Hidden** - Hides the button if the values are met.
- **Disabled** - Enable or disable the button's function. No commands or macros attached to this button will execute when disabled.
- **Image** - Changes the icon when the values are met.

NOTE: View the [Macros & Variables Button Configurations](#) section to see more about conditions and uses.

Select style for visual options on buttons and labels.



Label

- **Value** - Type in the control name, or select from a previously created variable (see [Variables](#) section) from the drop down menu.
- **H-Alignment / V Alignment** - This will automatically position the value within the button or label field.
- **Absolute Positioned** - This will enable the manual placement of the label within the field using the Absolute Top and Absolute Left values.
- **Absolute Top / Absolute Left** - Adjusts the distance from the left or top of the button/label field.
- **Font Size** - Select the label font size from the drop down menu.
- **Font Color** - Select a custom color for the font.

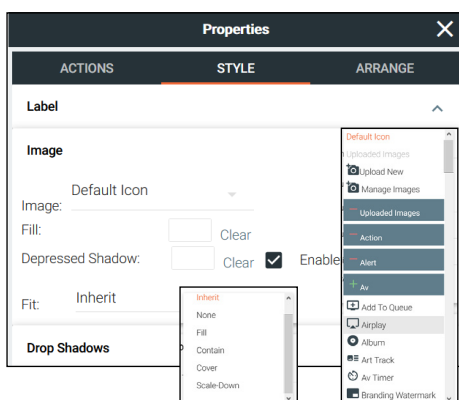
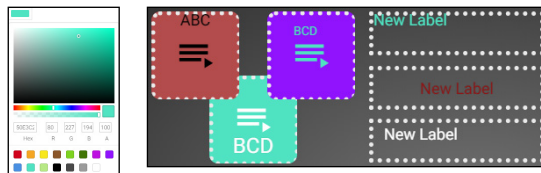
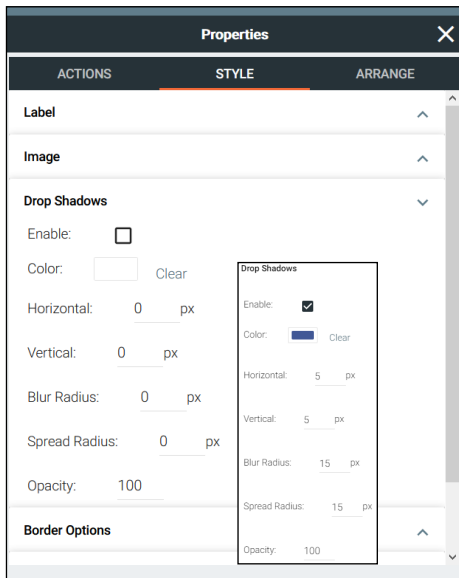


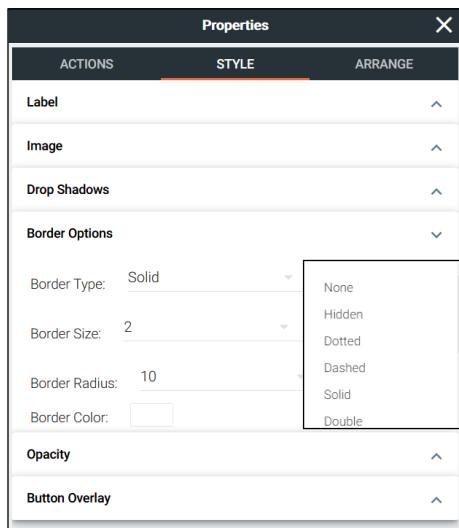
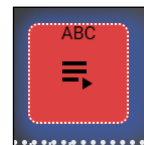
Image (Buttons only)

- **Image** - Velocity provides a full range of icons to select from, or new images can be uploaded and used. Images must be .PNG, .JPG, .JPEG, or .BMP. See the [Adding Custom Icons](#) and [Managing Custom Icons](#) sections for more information.
- **Fill** - Select a custom background color for the button.
- **Depressed Shadow** - Enable this option and then select a color to display when the button is pressed.
- **Fit** - Select how the selected image will display on the button. If the image is larger than the icon, the selected fit type will result in a varying look.



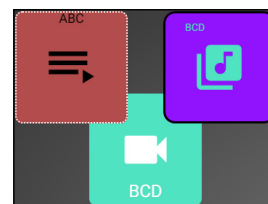
Drop Shadows (Buttons only)

- **Enable** - Select to show drop shadows on a button.
- **Color** - Select the color box and choose from the .
- **Horizontal** - Set how much drop shadow will appear on the sides of the button.
- **Vertical** - Set how much drop shadow will show above and below the button.
- **Blur Radius** - Set the amount of fading for the drop shadow.
- **Spread Radius** - Set how far out the drop shadow will display.
- **Opacity** - Set how strong the drop shadow displays. The lower the number, the more the drop shadow will blend into the background.



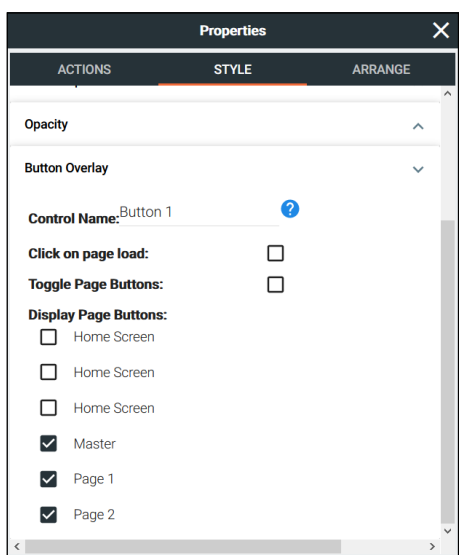
Border Options

- **Border Type** - Use the drop down menu to select the type of border the icons and labels will have.
- **Border Size** - Select the thickness of the border.
- **Border Radius** - Adjusts the curve of the button edges.
- **Border Color** - Select a custom color for the field border.



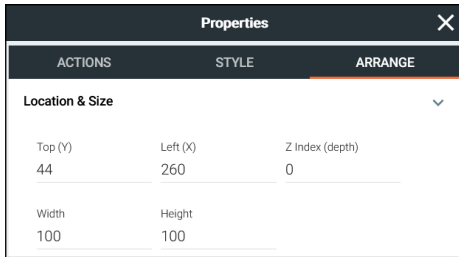
Opacity

- **Opacity** - Set how solidly the icons and labels shows on the control screen. The lower the opacity, the higher visibility text and images have.



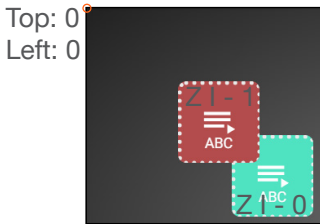
Button Overlay (Buttons only)

Future Feature



Location & Size

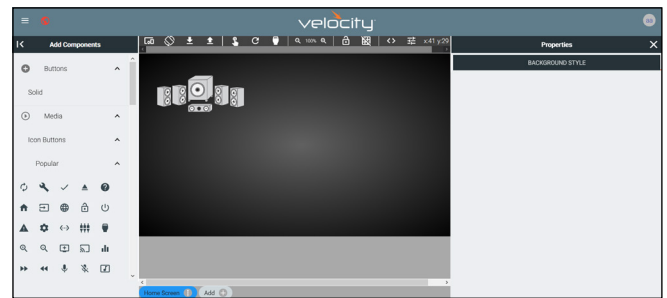
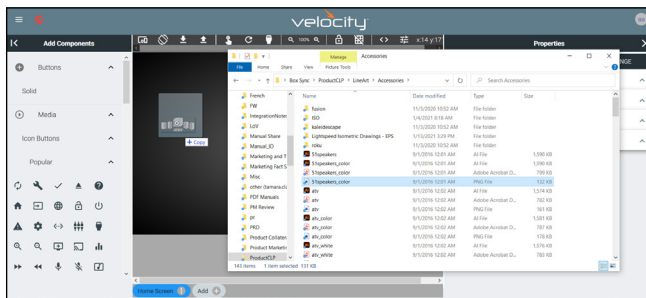
- **Top / Left** - These numbers will adjust the distance from the left or top of the screen that the button/label will appear.
- **Z Index** - Starting at 0, this will provide the order in which icons/labels will appear. e.g. If two buttons overlap, the higher Z index will show in front of the lower Z index button.
- **Width / Height** - Edit the size of the button, label, or audio control. Default is 100 by 100 for buttons/DSP Mute, 200 by 50 for labels, and 300 by 100 for sliders and DSP Gain.



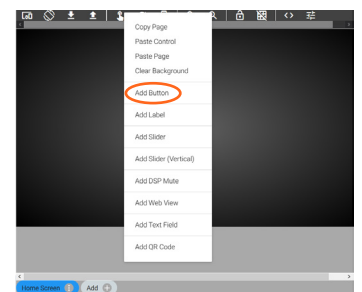
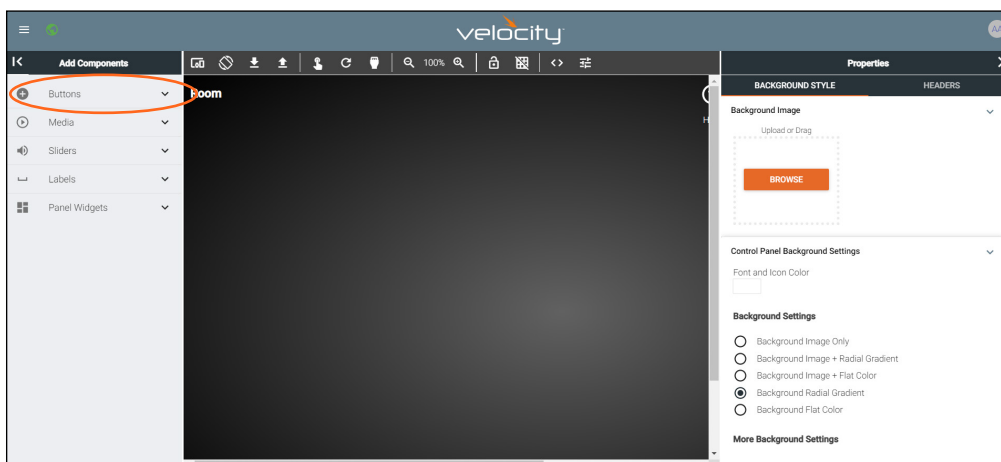
Adding Custom Icons

Custom icons can be added in two ways: through the Add Components menu within the button configuration or by dragging and dropping the image into the custom UI edit page.

- **Drag and drop** - New icons can be added by dragging an image file (.PNG, .JPG, .JPEG, or .BMP) from the local computer onto the page edit screen. A plus sign will appear on the icon as it is dragged into the edit field and then it can be released. Once released, the image will appear as a button.

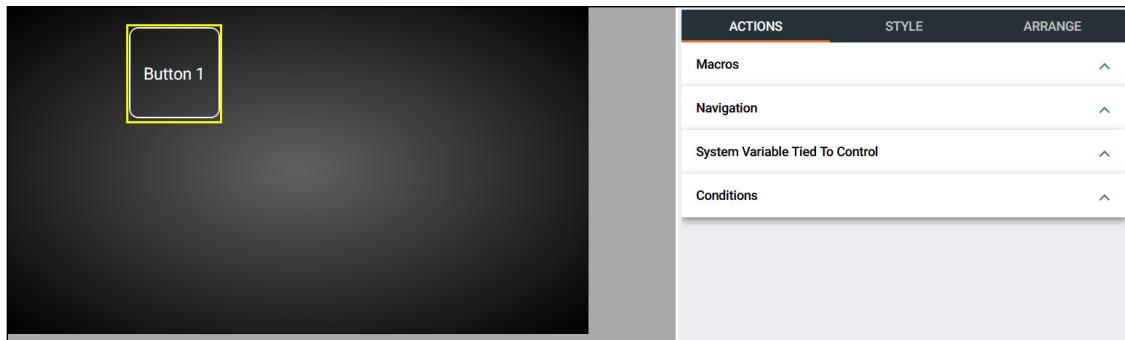


To create a button, select **Buttons** or **Labels** from either the **Add Components** menu or the drop down menu in the screen field. A custom button can be created/added, see the **Adding Custom Icons** section for information.

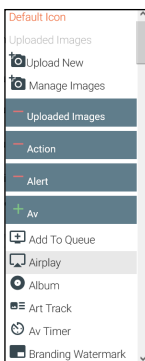
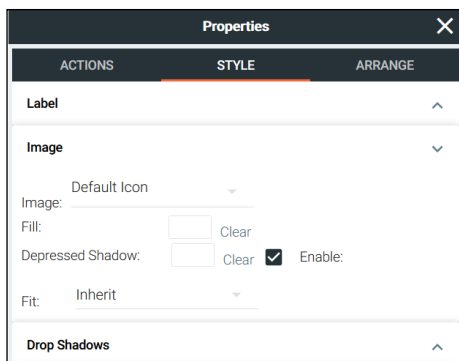


Once a button has been added to the edit screen area, the properties menu can be opened by clicking on the button. Options will appear in the menu to the right of the screen.

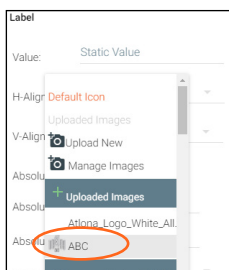
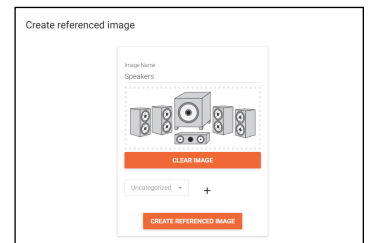
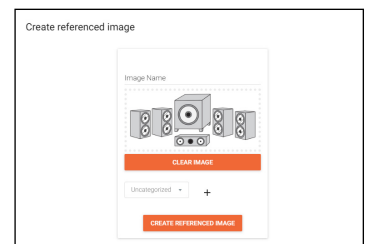
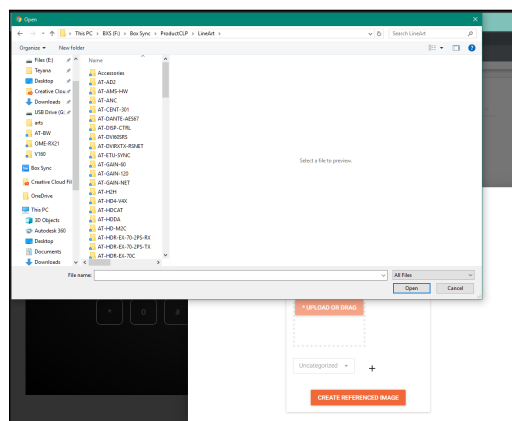
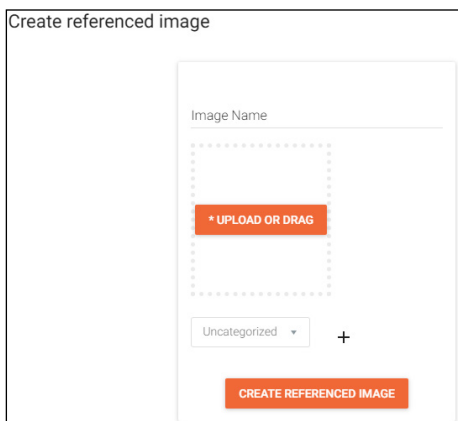
Custom Control Interface



Select Style from the top navigation. Once in the style menu, select the Image field.



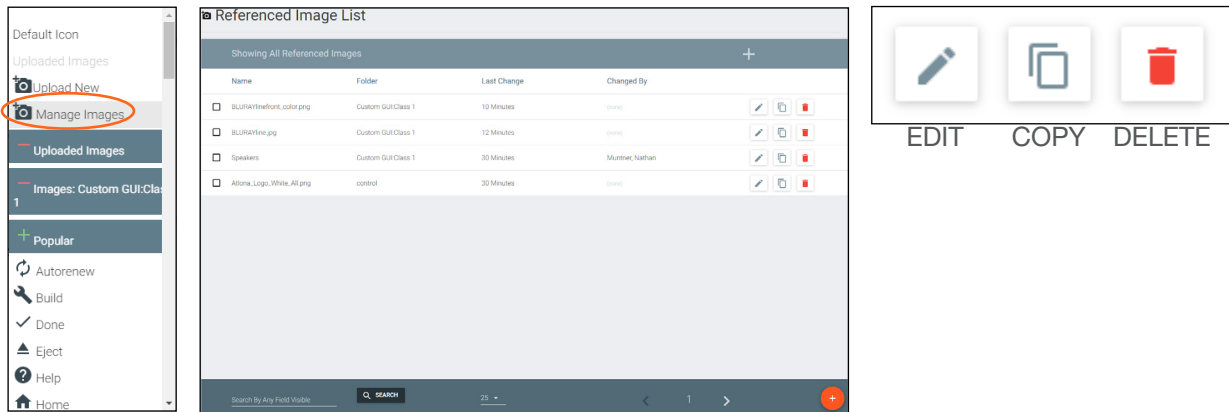
Select the **Upload New** button to locate a file on the local computer. Once selected press the **Open** button. A preview icon will appear in the pop up. Select the current room to assign the icon or leave unassigned selected, then name the image and select the **CREATE REFERENCED IMAGE**.



Once the image is added it can be selected from the icon drop down menu. Select the image from the Uploaded Images section. This will add the image to the page.

Managing Custom Icons

Once images are uploaded, they can be edited, copied, or deleted from the Reference Image List page. To get to the page, select Manage Images from the icon drop down menu. A new page will open.

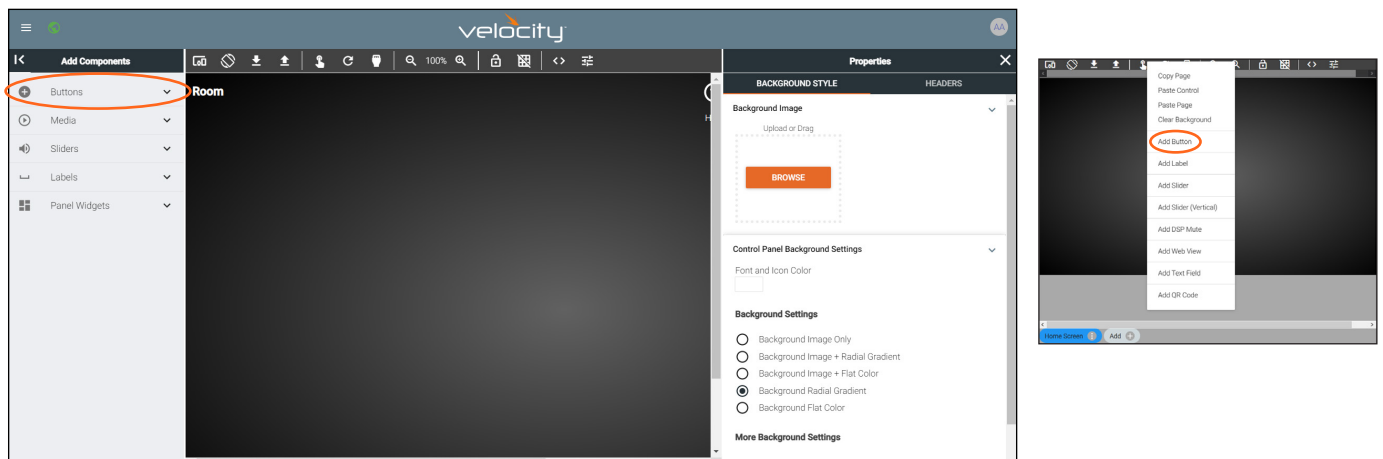


Use the edit icon to adjust name and assignment, the copy icon to duplicate the image, and the delete icon to remove any extra or unneeded images from the system.

Navigate to Music Server - Button / Navigation

Velocity has built in a default Music Server page. Navigation to this page can be done using a new button or enabling it in the page navigation. This can be set up with or without the music server added to the room technology, but it is recommended to add the music server first to ensure it is working.

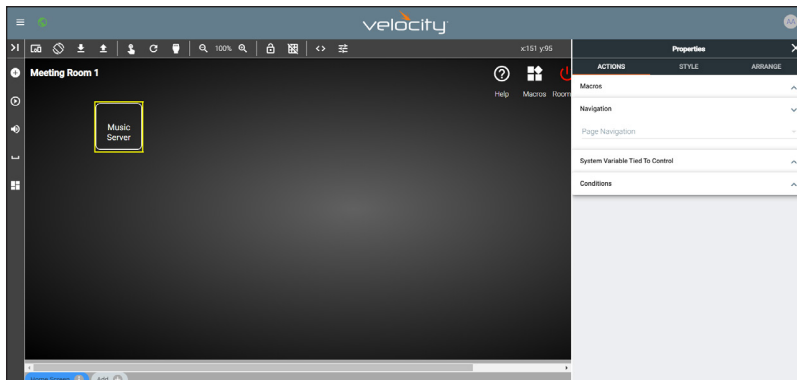
NOTE: Specific information for each music server can be found in separate Integration Notes, found in the resources tab of: <https://atlona.com/product/at-vgw-sw/>.



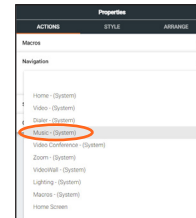
To create a button, select **Buttons** or **Labels** from either the **Add Components** menu or the drop down menu in the screen field. A custom button can be created/added, see the [Adding Custom Icons](#) section for information.

Once a button has been added to the edit screen area, the properties menu can be opened by clicking on the button. Options will appear in the menu to the right of the screen.

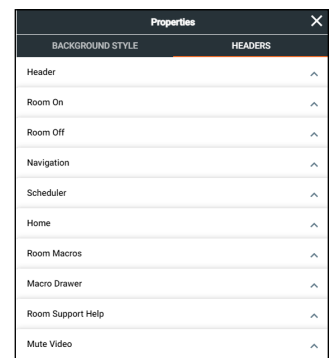
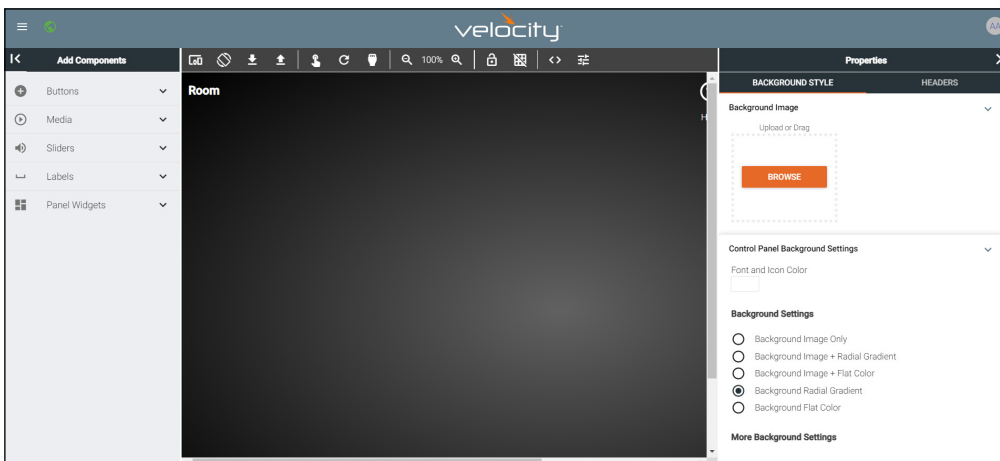
Custom Control Interface



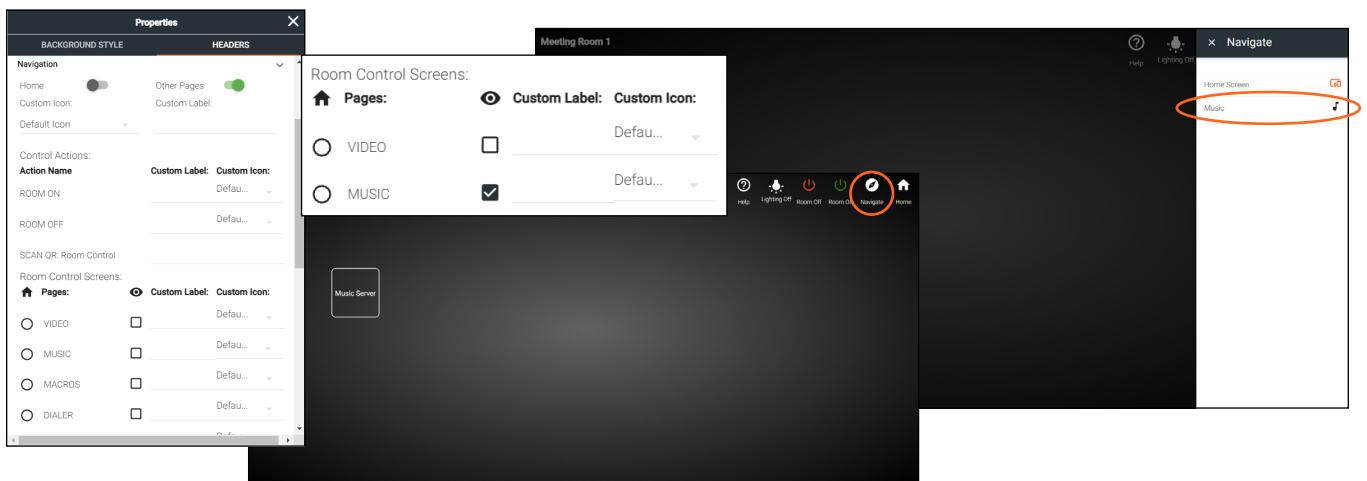
Select the Navigation section. A drop down called Page Navigation will appear. Select Music (System) from the drop down. Once selected the button, when pressed, will navigate to the music server page.



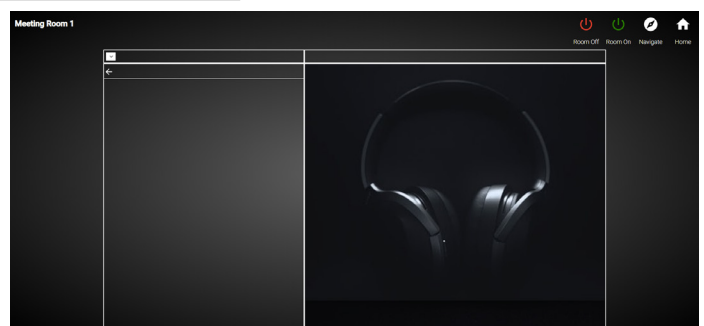
To create the option to navigate to the music server page from any of the custom UIs. Select the background, which will open the options on the right side of the screen. Select Headers from the menu.



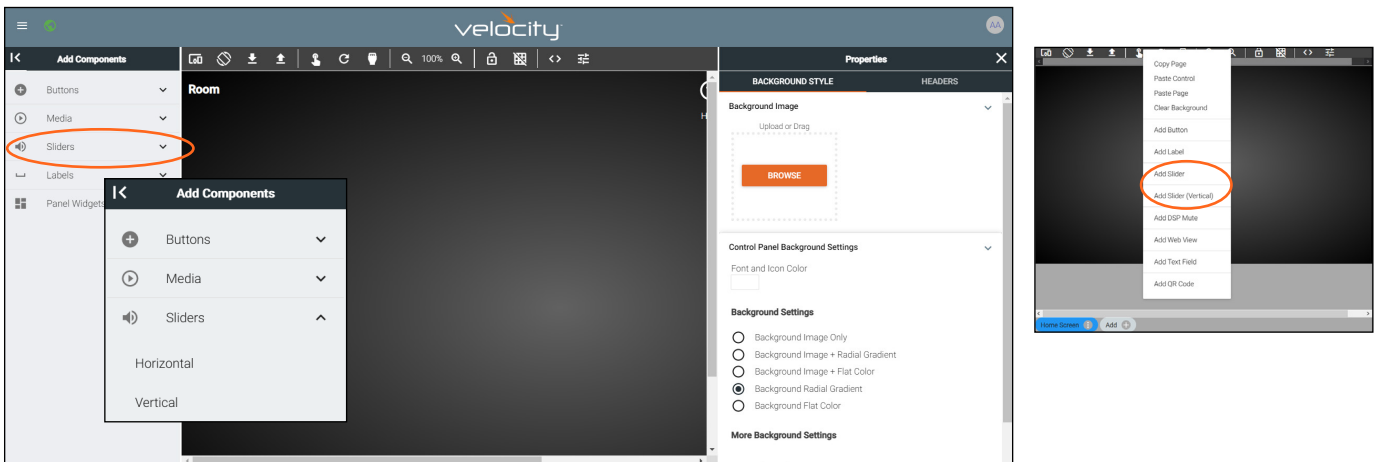
Select Navigation from the menu. New options will open. There will be a list of Room Control Screens. Select the check box next to Music to have that option appear within the Navigate selection inside the Control UI page.



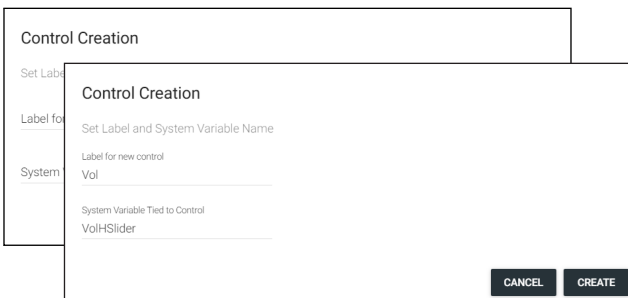
The music server page will open. At this time, there is a default page layout that cannot be edited.



Slider - Horizontal/Vertical



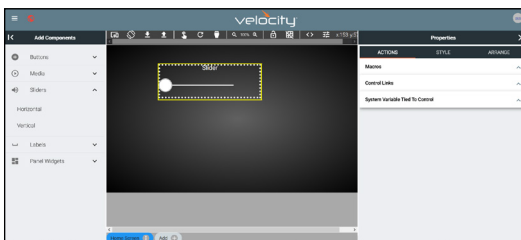
To create a slider, select **Slider** then **Horizontal** or **Vertical** button from the left menu or right click the control screen and select **Add Slider** or **Add Slider (Vertical)** from the drop down. A pop up will appear.



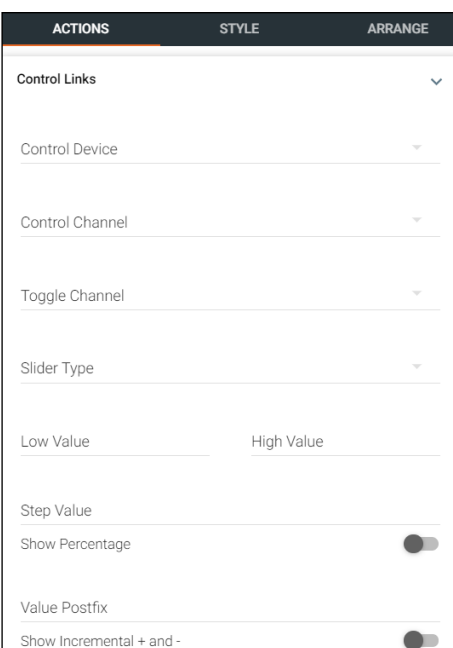
The label and corresponding system variable can be added here.

Provide a label name, this can be left blank if no label is desired.

Set a variable name to be tied to the slider. This will provide a variable to be used to trigger commands and functions when the slider is used.



Once the slider has been added to the screen area, it can be customized by clicking the slider and editing properties in the right menu.



Control Links

- **Control Device** - Select the audio device that has already been added and set up in the room or variable value (new values will show up with the selection of Variable Value).
- **Control Channel** - Choose the audio channel from the drop down menu. Only channels already in the audio driver will appear.
- **Toggle Channel** - Select the mute command option for the specified channel.
- **Slider Type** - Set the value to Float or Integer.
- **Low/High Value** - Set the minimum and maximum value of the slider.
- **Step Value** - Set how much the value is adjusted when moving the slider up or down.
- **Show Percentage slider** - Set the slider to percentage instead of
- **Value Postfix** - Set the value for the slider. **e.g.** db
- **Show Incremental + and - slider** - Enable to add a +/- to the slider for increasing and decreasing the value in steps.

ACTIONS	STYLE	ARRANGE
Macros		▼
Control Links		▲
System Variable Tied To Control		▼
Variable Name: VolHSlider		

System Variable Tied To Control

- **Variable Name** - Provides a way to name the Variable adjusted by the slider. This will provide a way to easily adjust the slider through macros and other commands.

ACTIONS	STYLE	ARRANGE
Label		▼
Value: Vol OR		
<input type="text" value=""/>		
Horizontal Align: Center		
Vertical Align: Top		
Absolute Positioned: <input type="checkbox"/>		
Absolute Top: 0		
Absolute Left: 0		
Font Size: 18		
Font Color: <input type="text"/> Clear		

Label

- **Value** - Type in the control name, or select from a previously created variable (see [Variables](#) section) from the drop down menu.
- **Horizontal Alignment / Vertical Alignment** - This will automatically position the value within the slider field.
- **Absolute Positioned** - This will enable the manual placement of the label within the field using the Absolute Top and Absolute Left values.
- **Absolute Top / Absolute Left** - Adjusts the distance from the left or top of the slider field.
- **Font Size** - Select the label font size from the drop down menu.
- **Font Color** - Select a custom color for the font.

ACTIONS	STYLE	ARRANGE
Label		▲
Secondary Label Styling		▼
Absolute Positioned: <input type="checkbox"/>		
Absolute Top: 0		
Absolute Left: 0		
Font Size: 18		
Font Color: <input type="text"/> Clear Match Label		

Secondary Label Styling

- **Absolute Positioned** - This will enable the manual placement of the label within the field using the Absolute Top and Absolute Left values.
- **Absolute Top / Absolute Left** - Adjusts the distance from the left or top of the slider field.
- **Font Size** - Select the label font size from the drop down menu.
- **Font Color** - Select a custom color for the font.
- **Match Label** - Select to have the secondary label match the main label options.

ACTIONS	STYLE	ARRANGE
Label		▲
Secondary Label Styling		▲
Track Options		▼
Active Track Color: <input type="text"/> Clear		
Inactive Track Color: <input type="text"/> Clear		
Selected Track Color: <input type="text"/> Clear		
Handle Fill Color at Zero: <input type="text"/> Clear		
Border Options	Track Options	
Active Track Color: <input type="text"/> ■		
Inactive Track Color: <input type="text"/> ■		
Selected Track Color: <input type="text"/> ■		
Handle Fill Color at Zero: <input type="text"/> ■		
Opacity		

Track Options

- **Active Track Color** - The gain bar will display this color when the DSP is actively sending audio.
- **Inactive Track Color** - The color selected will display when the volume bar is not being used.
- **Selected Track Color** - Select the color the gain bar will be while adjusting volume.
- **Handle Fill Color at Zero** - Select how the selected image will display on the button. If the image is larger than the icon, the selected fit type will result in a varying look.



NOTE: When the volume is being adjusted, the volume bar will display grey.

NOTE: A light circle will display around the volume indicator until the volume bar is deselected.

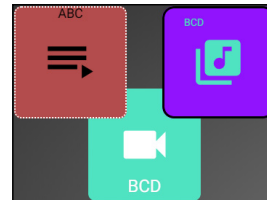


Custom Control Interface

ACTIONS	STYLE	ARRANGE
Label ^		
Secondary Label Styling ^		
Track Options ^		
Border Options ∨		
Border Type:	Border Type:	<ul style="list-style-type: none"> None Hidden Dotted Dashed Solid Double
Border Size:		
Border Radius:	None	
Border Color:	<input type="text"/> Clear	

Border Options

- **Border Type** - Use the drop down menu to select the type of border the slider will have.
- **Border Size** - Select the thickness of the border.
- **Border Radius** - Adjusts the curve of the button edges.
- **Border Color** - Select a custom color for the field border.



ACTIONS	STYLE	ARRANGE
Label ^		
Secondary Label Styling ^		
Track Options ^		
Border Options ^		
Opacity ∨		
Opacity:	None	

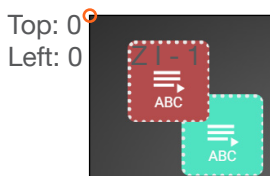
Opacity

- **Opacity** - Set how solidly the slider shows on the control screen. The lower the opacity, the higher visibility text and images have.

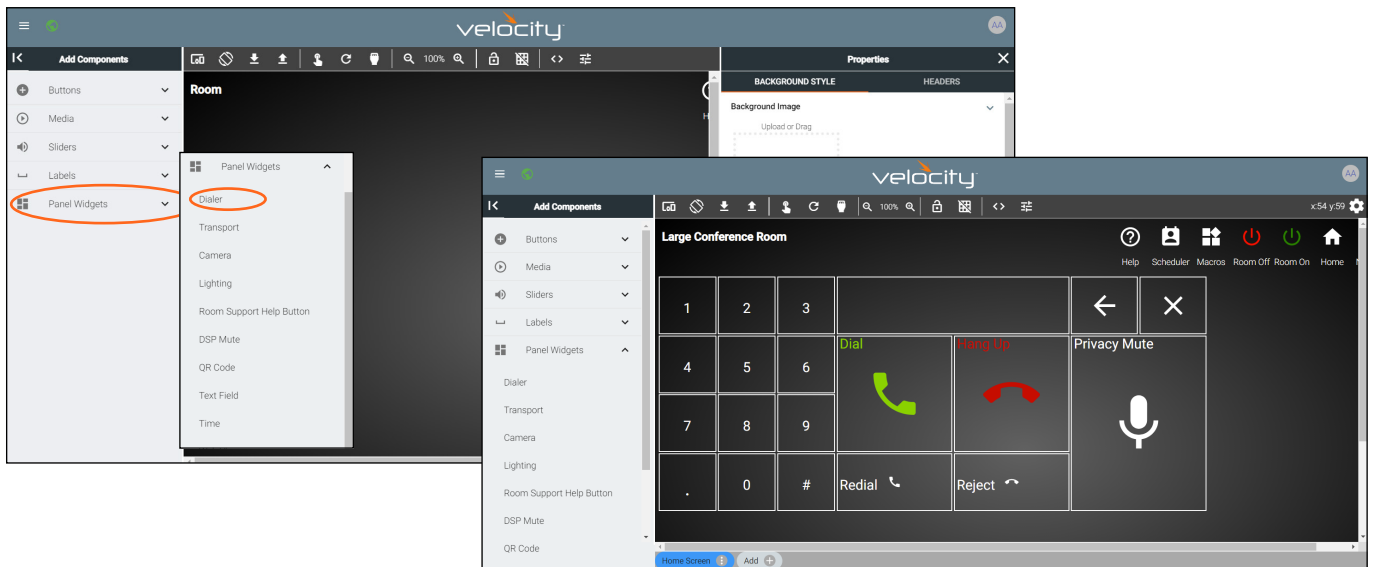
ACTIONS	STYLE	ARRANGE
Location & Size ∨		
Top (Y)	Left (X)	Z Index (depth)
45	41	0
Width	Height	
100	300	

Location & Size

- **Top / Left** - These numbers will adjust the distance from the left or top of the screen that the button/label will appear.
- **Z Index** - Starting at 0, this will provide the order in which icons/labels will appear. **e.g.** If two buttons overlap, the higher Z index will show in front of the lower Z index button.
- **Width / Height** - Edit the size of the slider. Default is 100 by 100 for buttons/DSP Mute, 200 by 50 for labels, and 300 by 100 for sliders and DSP Gain.

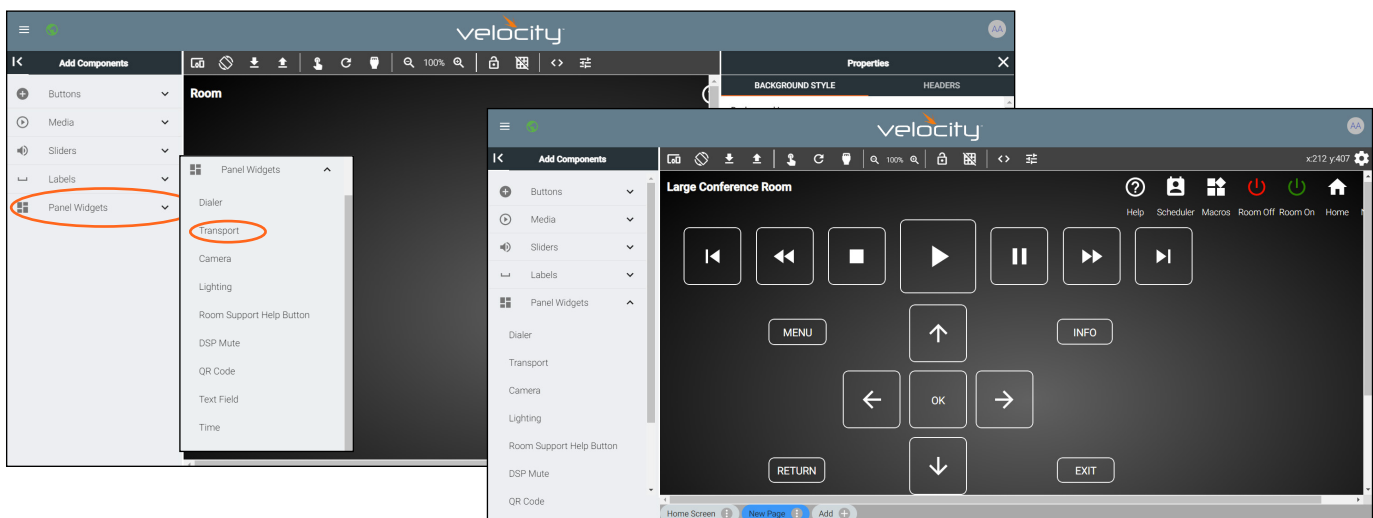


Dialer



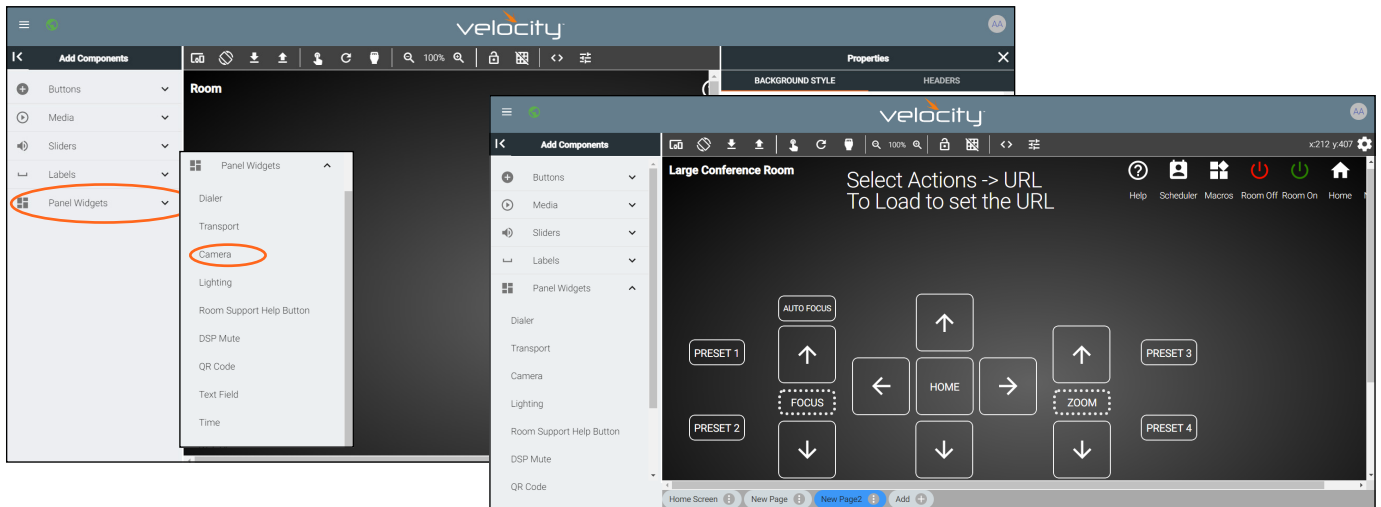
To create a default arrangement for Dialer, select **Dialer** from the Panel Widgets on the left navigation. This will create a full dialer on the page. Fill in all the button options with the needed variables and macros, like described in the [Buttons / Labels](#) section.

Transport



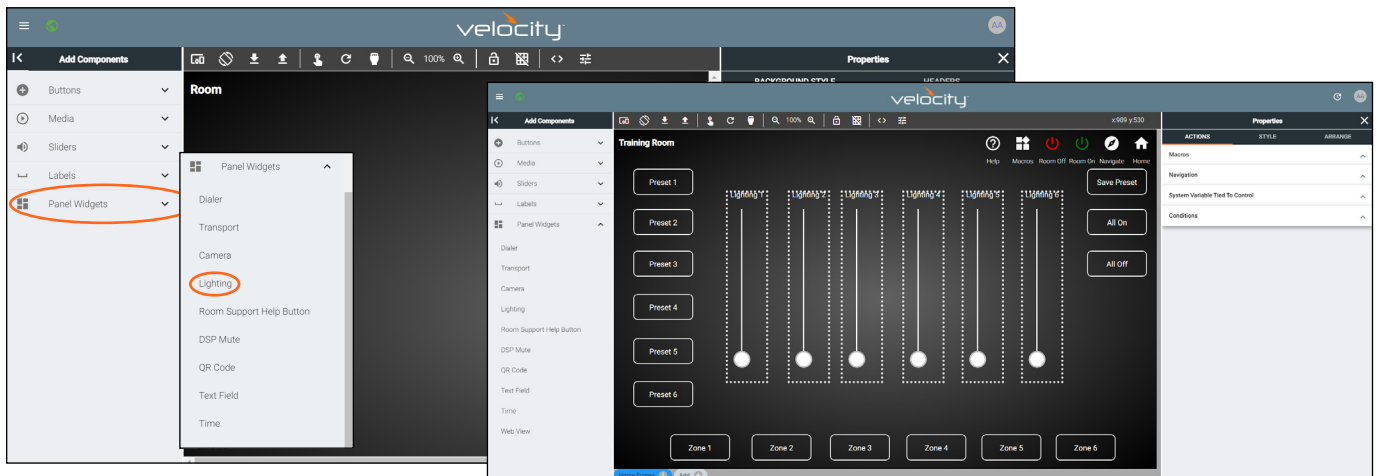
To create a default arrangement for play, stop, pause, menu, etc, select **Transport** from the Panel Widgets on the left navigation. This will create a full transport button layout. Fill in all the button options with the needed variables and macros, like described in the [Buttons / Labels](#) section.

Camera



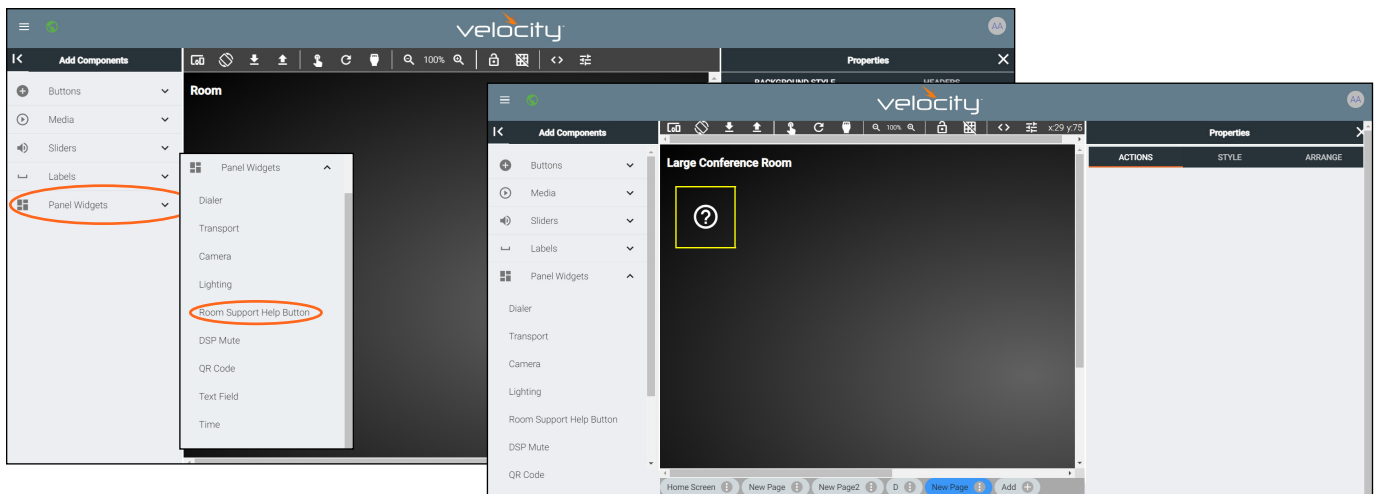
To create a default arrangement for camera control, select **Camera** from the Panel Widgets on the left navigation. This will create a full layout for control of a camera. Fill in all the button options with the needed variables and macros, like described in the [Buttons / Labels](#) section.

Lighting



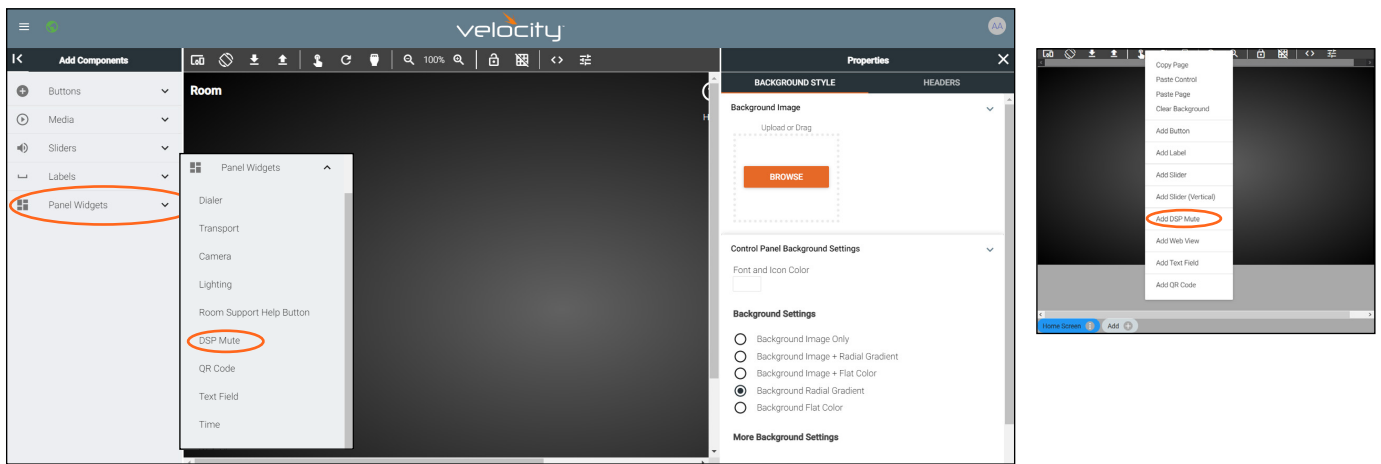
To create a default arrangement for lighting control, select **Lighting** from the Panel Widgets on the left navigation. This will create a basic layout for multiple lighting controls, zones, and presets. Once the layout is created, each item will have to be assigned to a specific function/macro/etc. These items can be set up like explained in the [Buttons / Labels / Slider - Horizontal/Vertical](#) sections.

Room Support Help Button

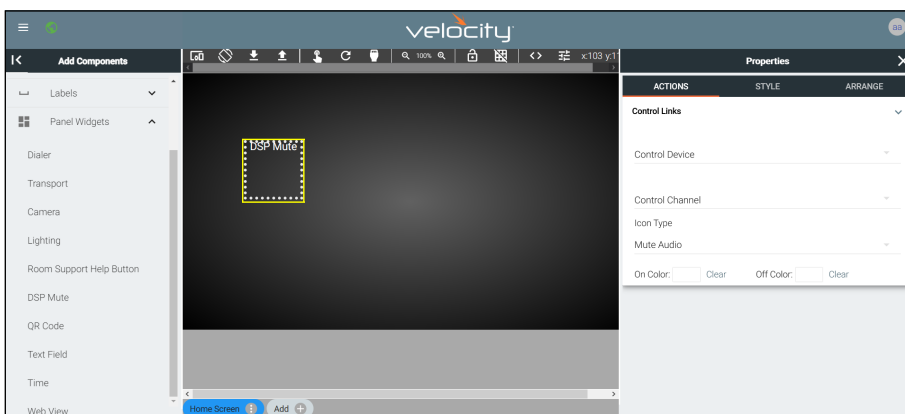


To create an issue report button, select **Room Support Help Button** from the Panel Widgets on the left navigation. This will create a support icon to be placed on the page. This button will have no user programmable buttons but its style and placement can be adjusted like within the **Buttons / Labels** section.

DSP Mute

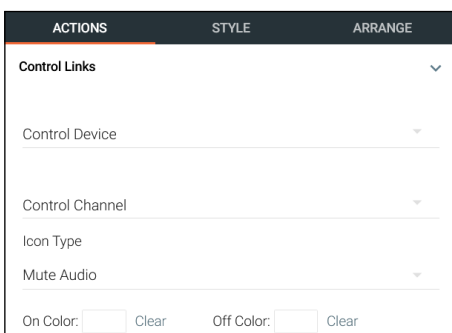


To create a DSP Mute button, select **Add DSP Mute** from either the Panel Widgets on the left navigation or the drop down menu in the screen field.



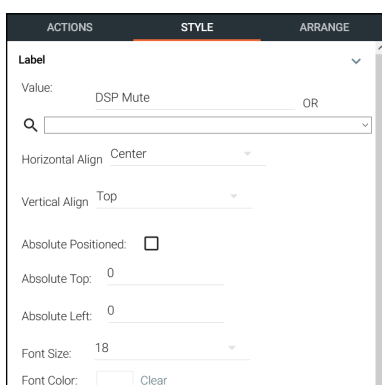
NOTE: The DSP Mute button will display icons by status. No icon will display on the page edit screen.

Once a control has been added to the edit screen area, select the square and the properties menu will appear on the right side.



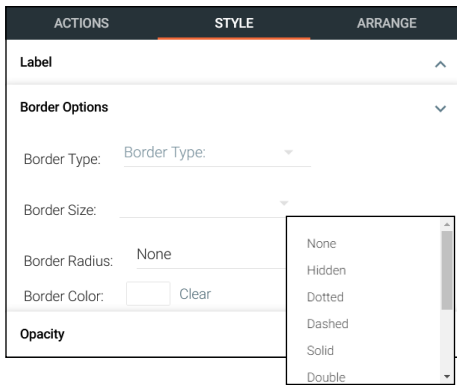
Control Links

- **Control Device** - Select the audio device that has already been added and set up in the room or variable value (new values will show up with the selection of Variable Value).
- **Control Channel** - Choose the audio channel from the drop down menu. Only channels already in the audio driver will appear.
- **Icon Switch** - Select if the icon controls muting audio (Mute Audio) or turning lights on/off (Light Switch).
- **On/Off Color** - Set the button colors that will display when Audio is muted (on) or not muted (off).



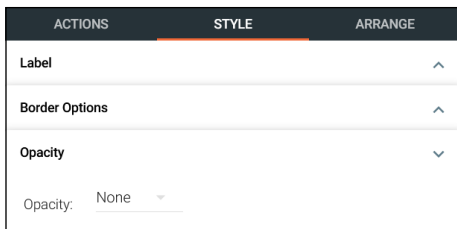
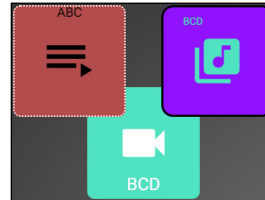
Label

- **Value** - Type in the control name, or select from a previously created variable (see **Variables** section) from the drop down menu.
- **H-Alignment / V Alignment** - This will automatically position the value within the slider field.
- **Absolute Positioned** - This will enable the manual placement of the label within the field using the Absolute Top and Absolute Left values.
- **Absolute Top / Absolute Left** - Adjusts the distance from the left or top of the slider field.
- **Font Size** - Select the label font size from the drop down menu.
- **Font Color** - Select a custom color for the font.



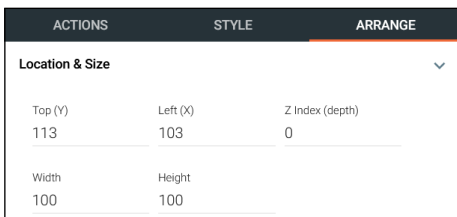
Border Options

- **Border Type** - Use the drop down menu to select the type of border the DSP Mute will have.
- **Border Size** - Select the thickness of the border.
- **Border Radius** - Adjusts the curve of the button edges.
- **Border Color** - Select a custom color for the field border.



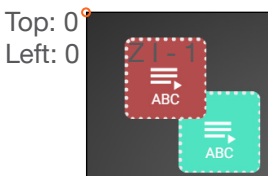
Opacity

- **Opacity** - Set how solidly the DSP Mute shows on the control screen. The lower the opacity, the higher visibility text and images have..

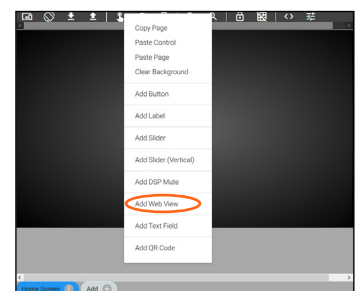
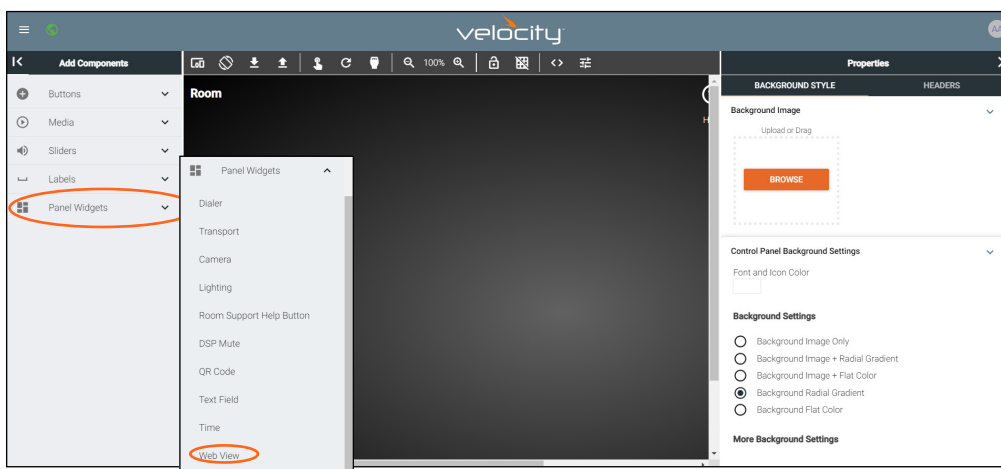


Location & Size

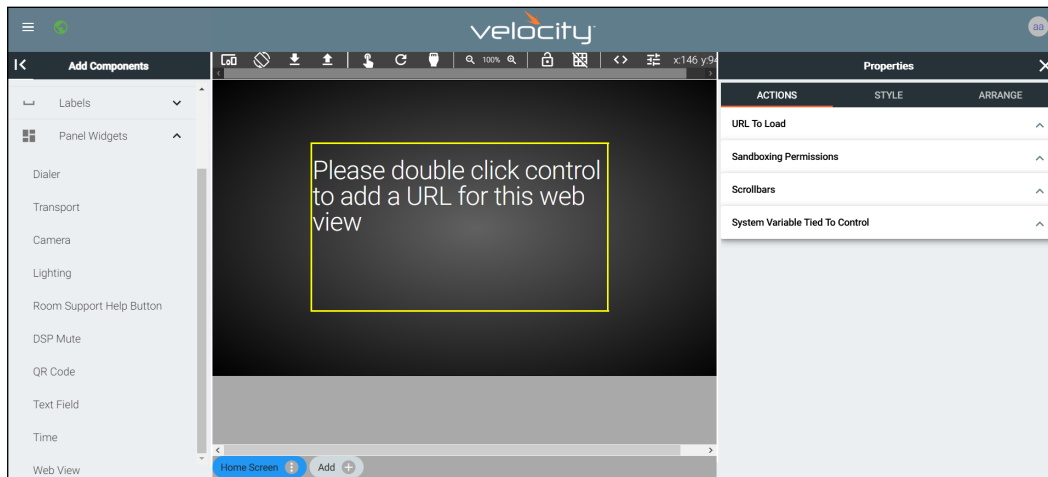
- **Top / Left** - These numbers will adjust the distance from the left or top of the screen that the button/label will appear.
- **Z Index** - Starting at 0, this will provide the order in which icons/labels will appear. e.g. If two buttons overlap, the higher Z index will show in front of the lower Z index button.
- **Width / Height** - Edit the size of the slider. Default is 100 by 100 for buttons/DSP Mute, 200 by 50 for labels, and 300 by 100 for sliders and DSP Gain.



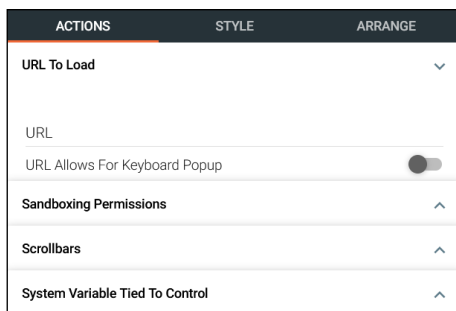
Web View



Once the web view has been added to the edit screen area, select the square and the properties menu will appear on the right side.

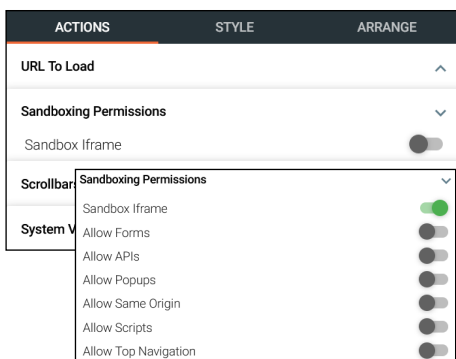


Once a web view has been added to the edit screen area, select the square and the properties menu will appear on the right side.



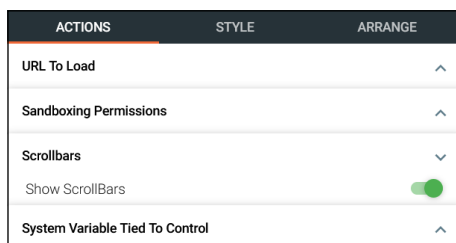
URL To Load

- **URL** - Allows a specific web site to be loaded into the control screen. Velocity must have internet access for this to display.
- **URL Allows For Keyboard Popup** - Enables a keyboard to appear on screen inside the web view for touch typing.



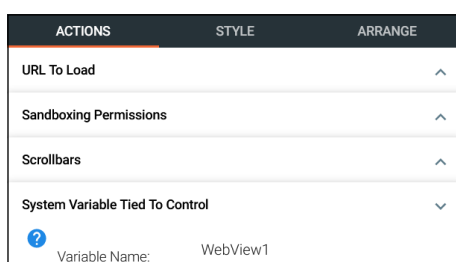
Sandboxing Permissions

Will set the permission levels on what is allowed to be passed from the URL. When **Sandbox iFrame** is enabled, this will allow the blocking / allowing of Forms, APIs, Popups, Same Origin, Scripts, and Top Navigation within the web view field.



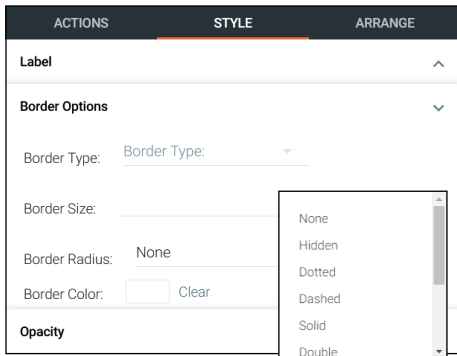
Scrollbars

- **Show Scrollbars Slider** - Slider allows (green) or blocks (grey) the web page's scrollbars to appear within the Web View field.



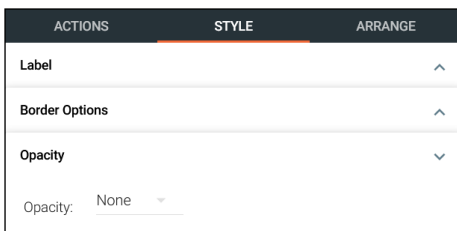
System Variable Tied To Control

- **Variable Name** - Provides a way to name the Variable adjusted by the web view. This will provide a way to easily adjust the slider through macros and other commands.



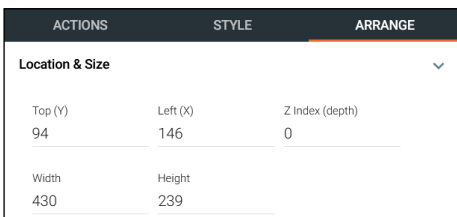
Border Options

- **Border Type** - Use the drop down menu to select the type of border the web view will have.
- **Border Size** - Select the thickness of the border.
- **Border Radius** - Adjusts the curve of the button edges.
- **Border Color** - Select a custom color for the field border.



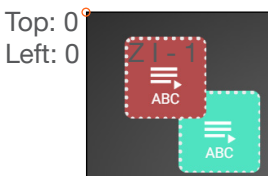
Opacity

- **Opacity** - Set how solidly the web view shows on the control screen. The lower the opacity, the higher visibility text and images have.

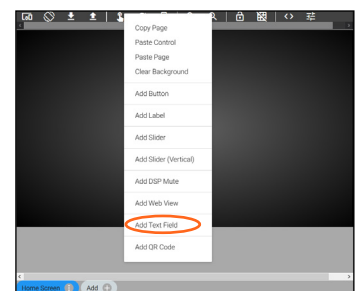
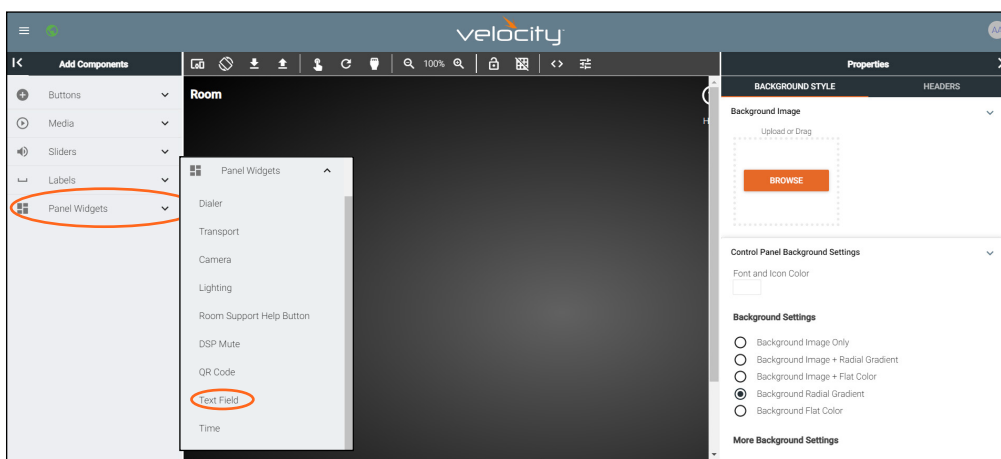


Location & Size

- **Top / Left** - These numbers will adjust the distance from the left or top of the screen that the button/label will appear.
- **Z Index** - Starting at 0, this will provide the order in which icons/labels will appear. **e.g.** If two buttons overlap, the higher Z index will show in front of the lower Z index button.
- **Width / Height** - Edit the size of the slider. Default is 100 by 100 for buttons/DSP Mute, 200 by 50 for labels, and 300 by 100 for sliders and DSP Gain.

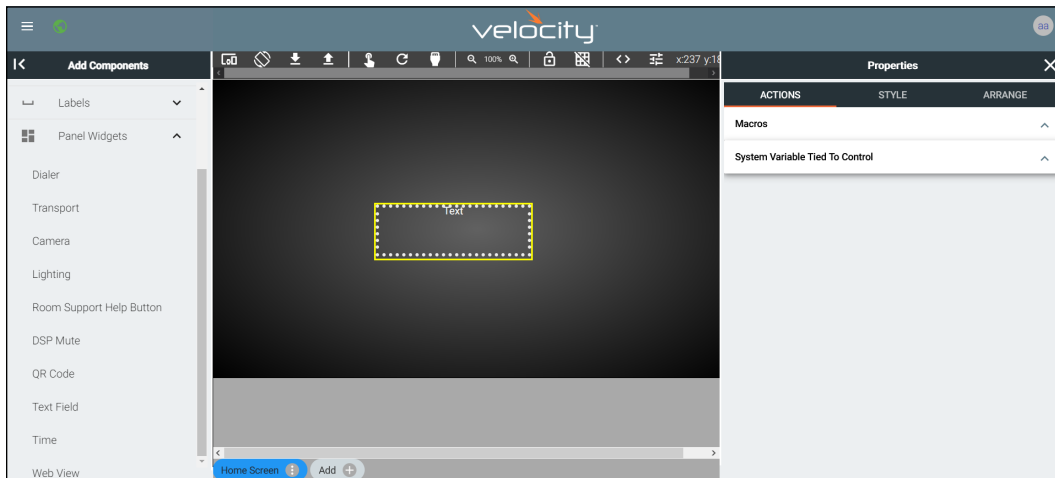


Text Field

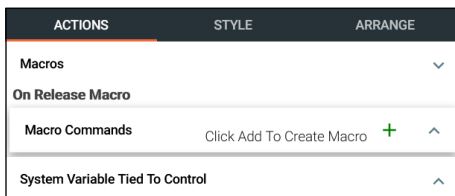


This field allows the end user to add, edit, or change a variable within a popup keyboard. For each text field, there will be an associated variable that will be changed by the popup keyboard.

To create an adjustable text field, select **Text Field** from either the left Panel Widgets menu or the drop down menu in the screen field.

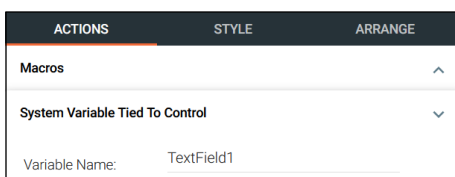


Once a text field has been added to the edit screen area, select the field and the properties menu will appear on the right side.



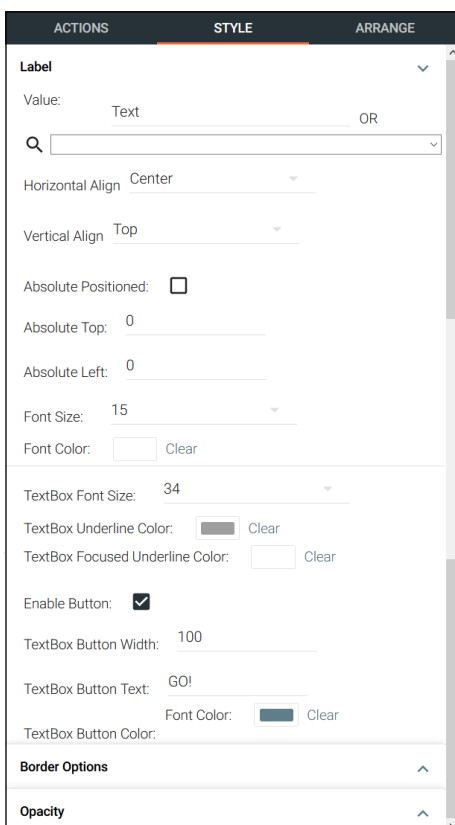
Macros

- **On Release Macro** - Select or Add a macro that will trigger when the user selects the text field button. This can be used to trigger a command or greeting to change when the button is used.



System Variable Tied To Control

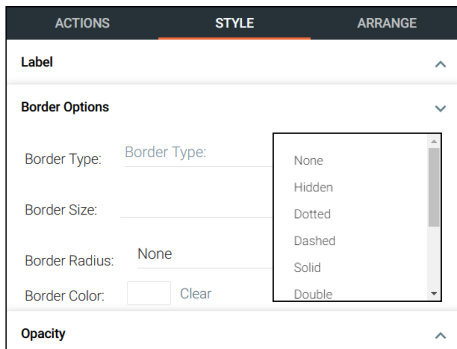
- **Variable Name** - Provides a way to name the Variable adjusted by the text field. This will provide a way to easily adjust the slider through macros and other commands.



Label

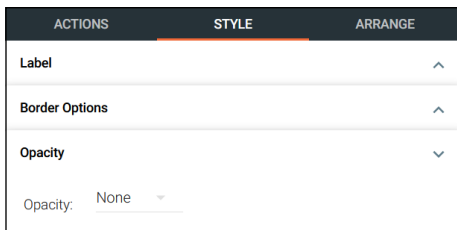
- **Value** - Type in the control name, or select from a previously created variable (see [Variables](#) section) from the drop down menu.
- **H-Alignment / V Alignment** - This will automatically position the value within the slider field.
- **Absolute Positioned** - This will enable the manual placement of the label within the field using the Absolute Top and Absolute Left values.
- **Absolute Top / Absolute Left** - Adjusts the distance from the left or top of the slider field.
- **Font Size** - Select the textbox label font size from the drop down menu.
- **TextBox Font Size** - Select the font size from the drop down menu for the adjustable text within the textbox field.
- **TextBox Underline Color** - Select a custom color for the underline for the text field when unselected.
- **TextBox Focused Underline Color** - Select a custom color for the underline for the text field when selected.
- **Enable Button** - Enable to provide a button that will run the macro attached to the textbox field.
- **TextBox Button Width** - Sets the size of the textbox button. Default is 100.
- **Textbox Button Text** - Set the message that appears on the button for the text field.
- **Textbox Button Text: Font Color** - Set the color of the font on the button for the text field.
- **Textbox Button Color** - Sets the color of the textbox label.

Custom Control Interface



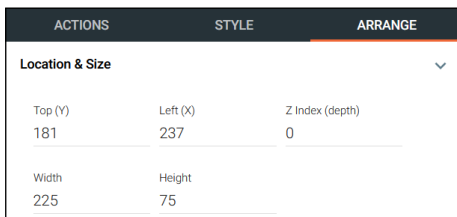
Border Options

- **Border Type** - Use the drop down menu to select the type of border the text field will have.
- **Border Size** - Select the thickness of the border.
- **Border Radius** - Adjusts the curve of the button edges.
- **Border Color** - Select a custom color for the field border.



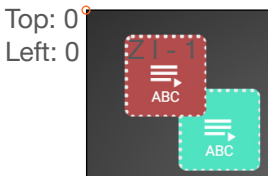
Opacity

- **Opacity** - Set how solidly the text field shows on the control screen. The lower the opacity, the higher visibility text and images have.

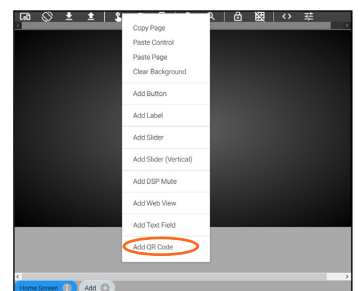
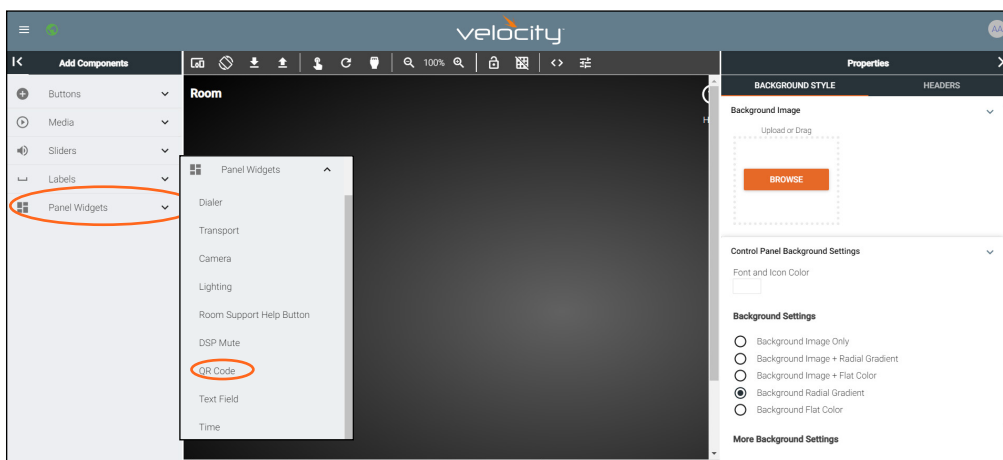


Location & Size

- **Top / Left** - These numbers will adjust the distance from the left or top of the screen that the button/label will appear.
- **Z Index** - Starting at 0, this will provide the order in which icons/labels will appear. **e.g.** If two buttons overlap, the higher Z index will show in front of the lower Z index button.
- **Width / Height** - Edit the size of the slider. Default is 100 by 100 for buttons/DSP Mute, 200 by 50 for labels, and 300 by 100 for sliders and DSP Gain.



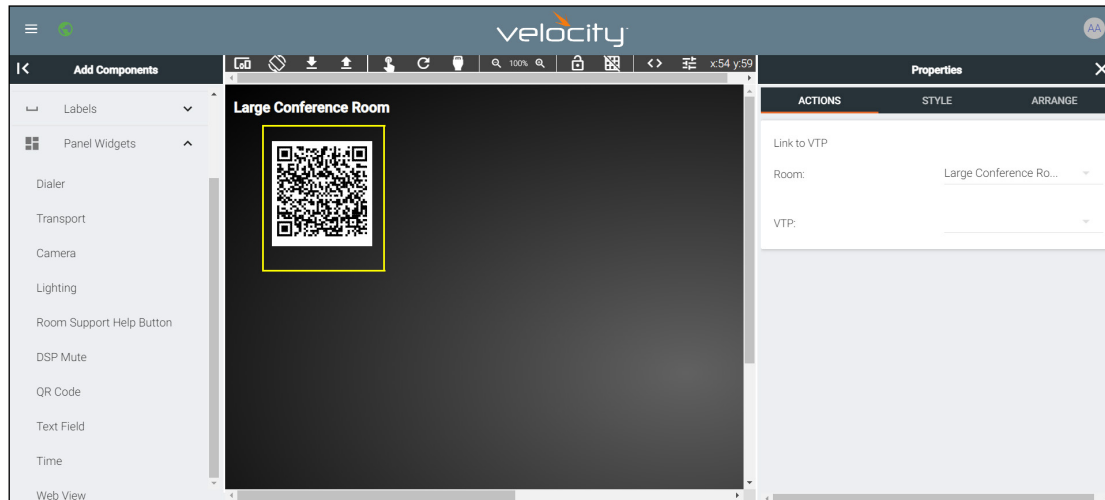
QR Code



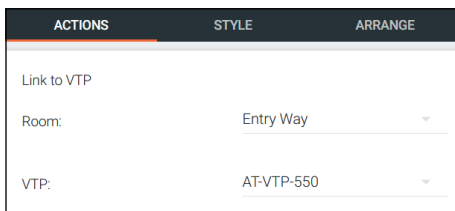
To create a QR Code, select **QR Code** from either the left Panel Widgets menu or the drop down menu in the screen field.

NOTE: The QR code security options may be changed from the **QR Code Security** tab inside the Settings page. By default the QR code will be secured and require a username and password to access the control screen.

Custom Control Interface

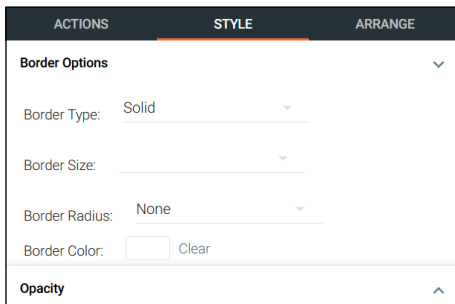


Once a QR Code has been added to the edit screen area, select the field and the properties menu will appear on the right side.



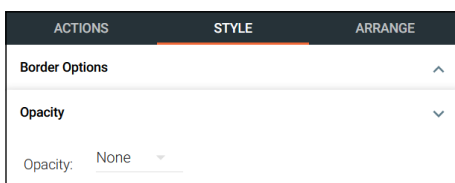
Link to VTP

- **Room** - Use the drop down menu to select the Room the QR Code will route to.
- **VTP** - Use the drop down to select the control panel the QR will populate.



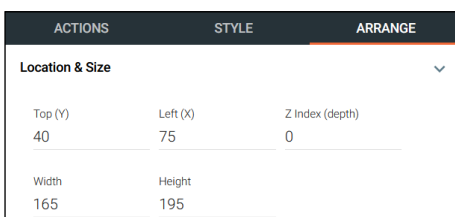
Border Options

- **Border Type** - Use the drop down menu to select the type of border the QR Code will have.
- **Border Size** - Select the thickness of the border.
- **Border Radius** - Adjusts the curve of the button edges.
- **Border Color** - Select a custom color for the field border.



Opacity

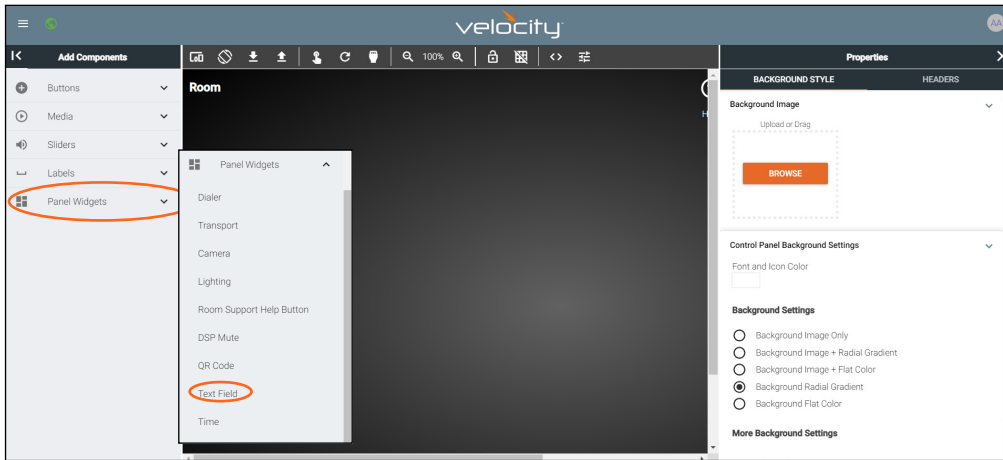
- **Opacity** - Set how solidly the QR Code shows on the control screen. The lower the opacity, the higher visibility text and images have.



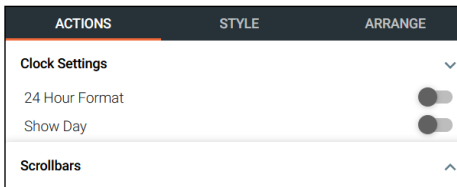
Location & Size

- **Top / Left** - These numbers will adjust the distance from the left or top of the screen that the button/label will appear.
- **Z Index** - Starting at 0, this will provide the order in which icons/labels will appear. **e.g.** If two buttons overlap, the higher Z index will show in front of the lower Z index button.
- **Width / Height** - Edit the size of the slider. Default is 100 by 100 for buttons/DSP Mute, 200 by 50 for labels, 300 by 100 for sliders and DSP Gain, and 195 by 165 for QR codes.

Time

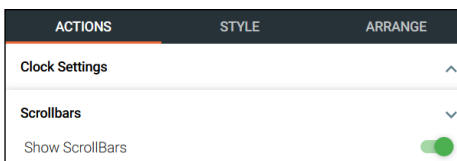


To add the time to the page, select **Time** from the left Panel Widgets menu.



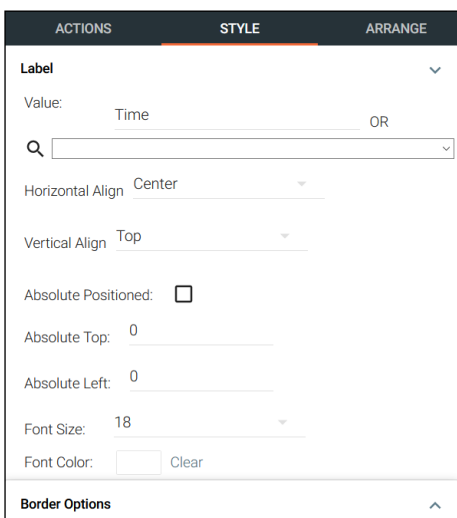
Clock Settings

- **24 Hour Format Slider** - Switch between 12 hour (grey) and 24 hour time format.
- **Show Day Slider** - Sets the time field to show the date along with the time.



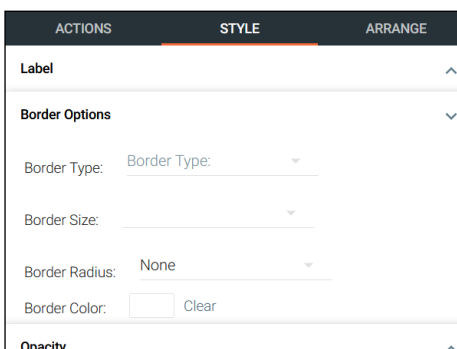
Scrollbars

- **Show ScrollBars** - Enable or disable scrollbars on this feature.



Label

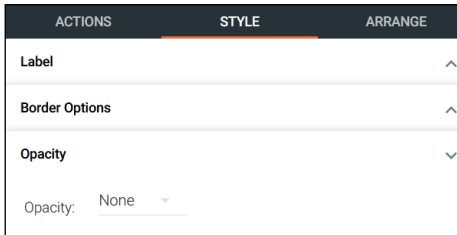
- **Value** - Type in the control name, or select from a previously created variable (see [Variables](#) section) from the drop down menu.
- **H-Alignment / V Alignment** - This will automatically position the value within the time field.
- **Absolute Positioned** - This will enable the manual placement of the label within the field using the Absolute Top and Absolute Left values.
- **Absolute Top / Absolute Left** - Adjusts the distance from the left or top of the slider field.
- **Font Size** - Select the label font size from the drop down menu.
- **Font Color** - Select a custom color for the font.



Border Options

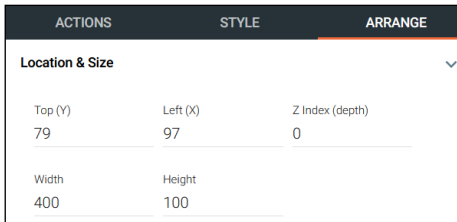
- **Border Type** - Use the drop down menu to select the type of border the time field will have.
- **Border Size** - Select the thickness of the border.
- **Border Radius** - Adjusts the curve of the button edges.
- **Border Color** - Select a custom color for the field border.

Custom Control Interface



Opacity

- **Opacity** - Set how solidly the time field shows on the control screen. The lower the opacity, the higher visibility text and images have.

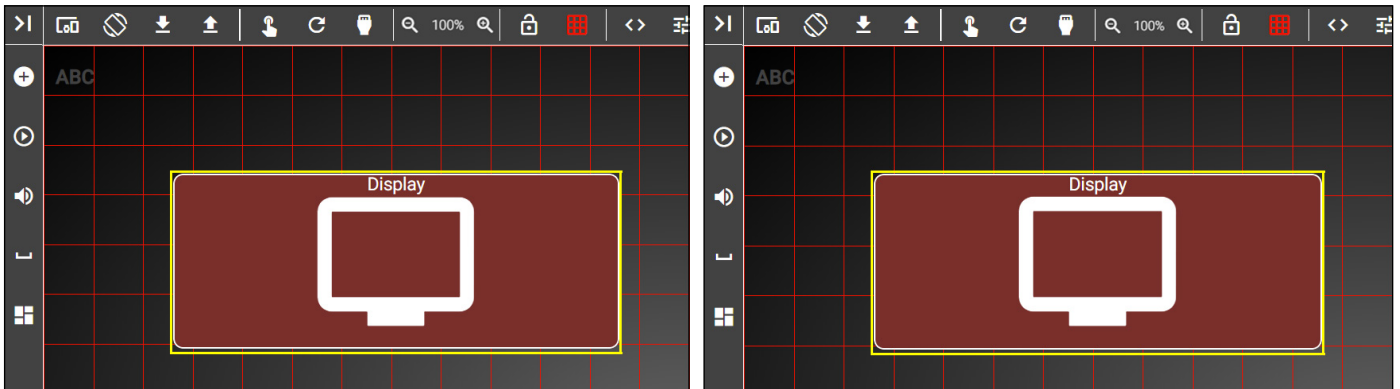


Location & Size

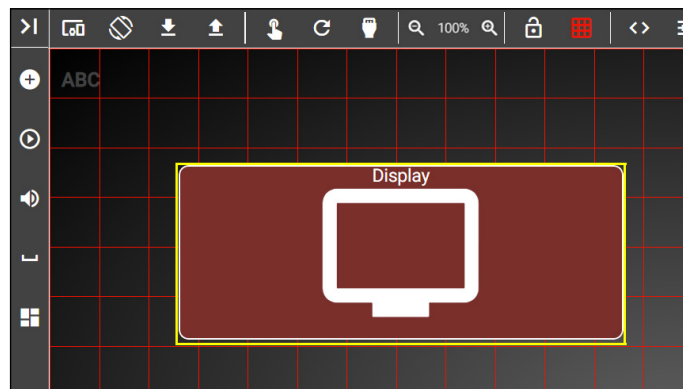
- **Top / Left** - These numbers will adjust the distance from the left or top of the screen that the button/label will appear.
- **Z Index** - Starting at 0, this will provide the order in which icons/labels will appear. **e.g.** If two buttons overlap, the higher Z index will show in front of the lower Z index button.
- **Width / Height** - Edit the size of the slider. Default is 100 by 100 for buttons/DSP Mute, 200 by 50 for labels, 300 by 100 for sliders and DSP Gain, and 195 by 165 for QR codes.

Control Alignment

Once controls have been added to the custom UI their position can be adjusted. There are three ways to adjust the controls: A small nudge using the arrow keys, a large nudge using the Shift key and arrow key together, and by selecting multiple controls and using the align options.

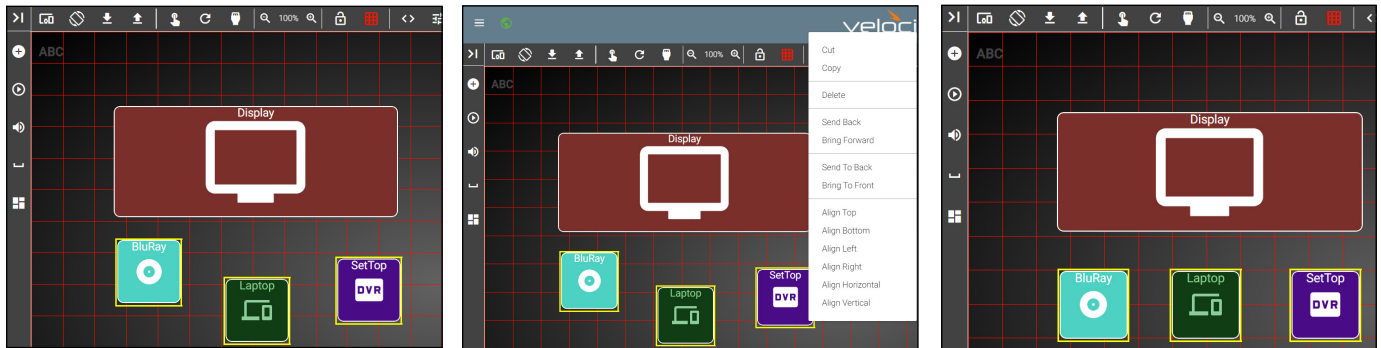


Select the control (in this example we are using a button). To move it slightly up, press the up key on the keyboard. This will move the button up slightly (above right picture). To adjust the button in larger movements, hold down the Shift key and press the up key (pictured below).



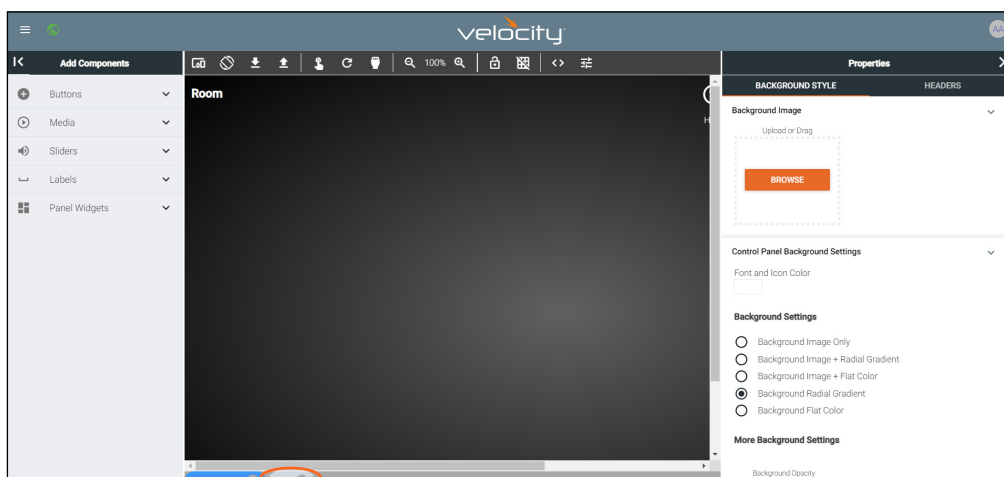
Custom Control Interface

The align options can be used to adjust multiple controls at once. Use the shift button and select all the controls that need to be aligned (in this example the bottom three buttons will be aligned to each other).



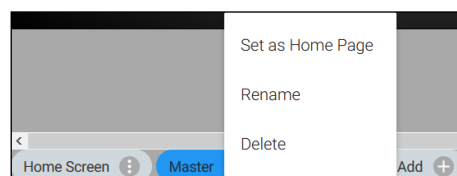
Right select the screen to display the Align options (middle picture). In this case to put all the buttons on the same horizontal line, select Align Top, this will align all the buttons to the highest button's top border (right most picture).

Pages



Multiple custom pages can be created for each control device. The pages will be listed at the bottom center area of the custom control interface page.

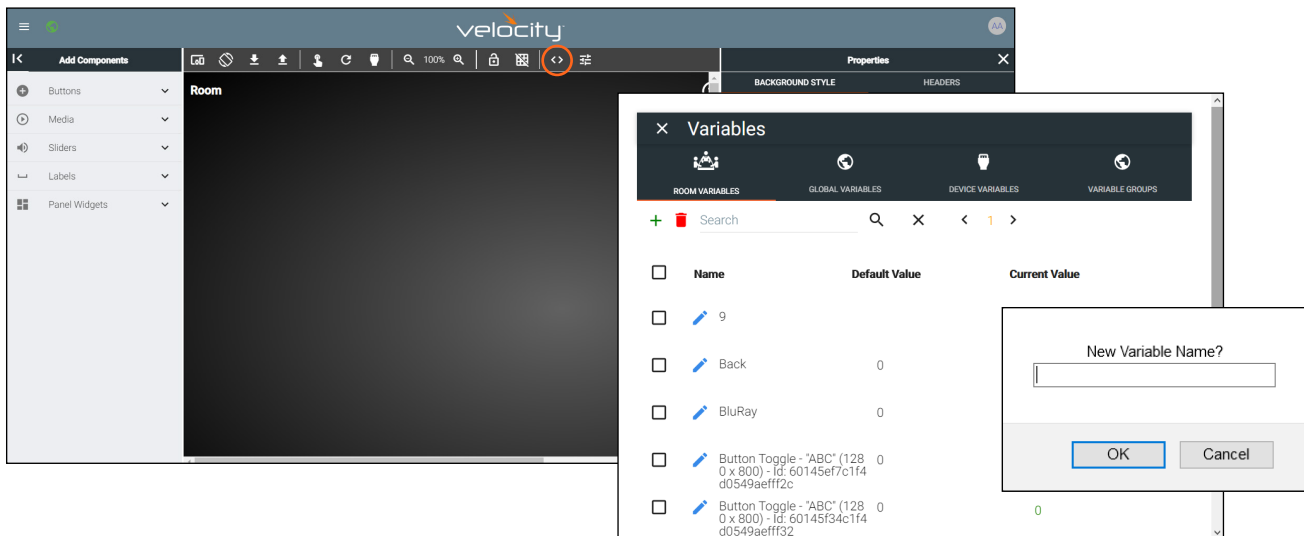
- Press the **Add +** button to add a new page. A pop up will appear.
- Type in a new label in the page name field, then press close. The new page will have the same resolution as the first page.
- Press the Page Name at the bottom of the screen to switch to the new page.
- Use the : button next to the page name to open the page menu. From the menu the page can be set as home, deleted, or renamed.



Room Options

View the **Control Settings** section within the sites to go over the room options. This menu will provide quick access to macros, room selectors, and more.

Variables



Variables are functions that can be set and changed based on set events. They can be created in the variables menu. By default, Device Variables will be open, but all variables on Velocity can be accessed through the tab labeled Global Variables.

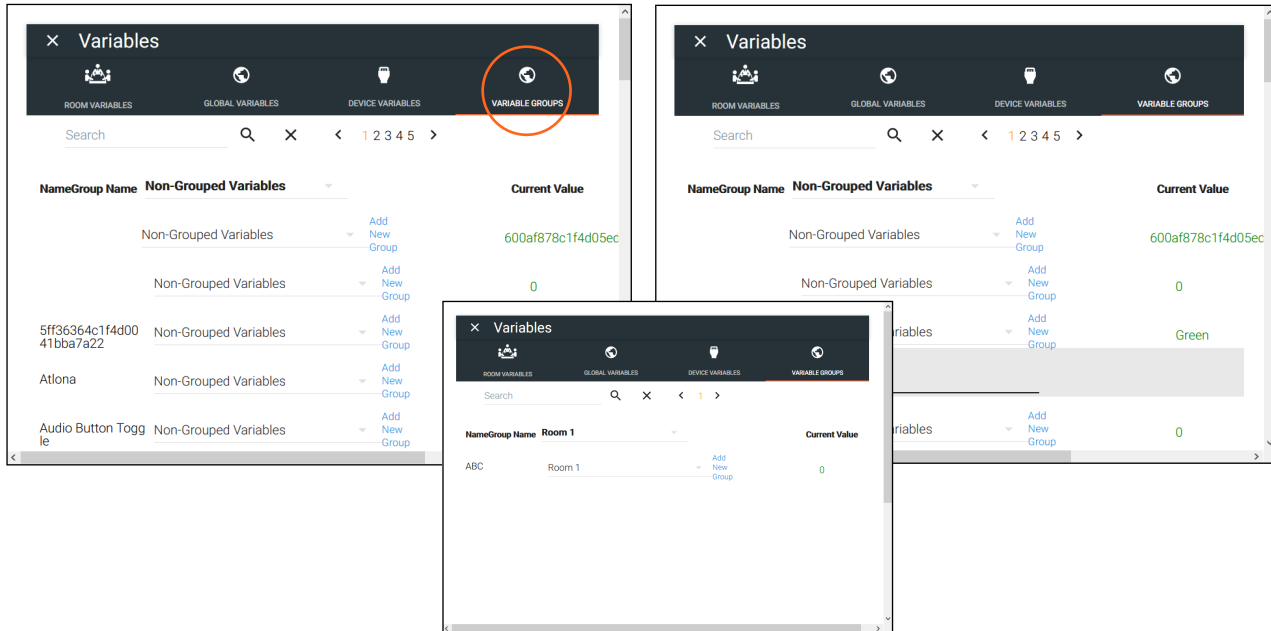
- Select Variables from the top middle options.
- Press the + button to add a new variable. A browser pop up will appear.
- Enter a name for the variable in the New Variable Name box. *If no name is given it will create a new variable with the name: New Variable, which can be changed from within the Variable list.
- **NOTE:** If the new variable or a renamed variable does not display in the correct alphabetical order, use the browser refresh/reload button to force the menu to reload.
- Select the OK button.
- Use the trash can button to delete any unneeded variables.

Once variables are created, they can be used to alter the looks of buttons and labels. To change the buttons/labels, Macros and Conditions must be used. These provide a way to indicate what that status of a device or button is. View the [Macros & Variables Button Configurations](#) section to view different ways to use variables.

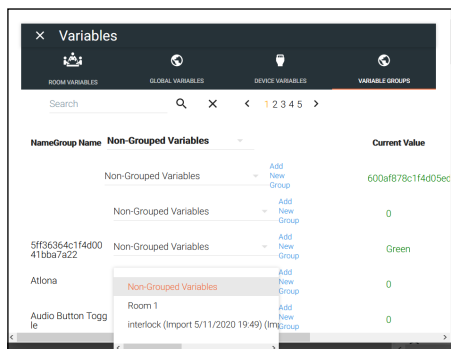
Variable Groups

Once Variables are created, they can be grouped. This can be used to display status, such as with power or input toggling. The group variable will toggle between 1 (active) and 0 (inactive), only one device can be set to 1 (active).

- Select the Variable Groups from the top navigation of the Variables menu.



- Select the **Add New Group** button next to a variable. A new field will appear. Enter a variable group name (e.g. Room 1). The screen will auto navigate to the newly created group. There will only be one Variable in the group and it will be set to the value 1.
- Select Non-Grouped Variables from the Group Name drop down menu.
- Scroll to a previously created variable and select the group name from the drop down menu next to it. This will associate that variable to the new group. This variable will automatically be set to 0.



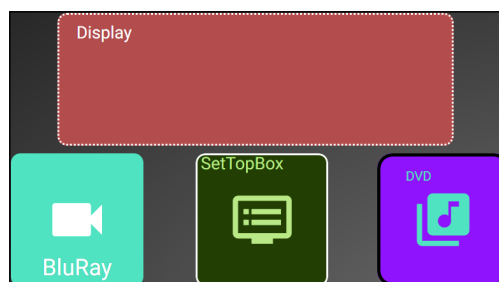
Macros & Variables Button Configurations

Extra macro options have been created to work with the custom UI buttons, to change variables and trigger functions. The buttons can be used to trigger changes to volume, power, inputs, and more, using If Logic, If Else, Send Commands, Decrement, Increment, and Append Variables macro values.

IF LOGIC

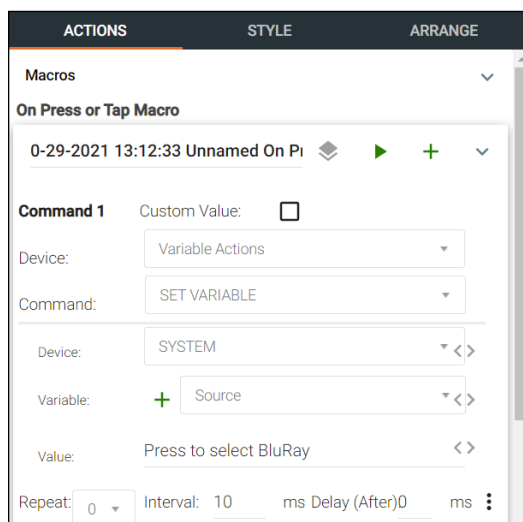
IF LOGIC provides programmable commands based on current settings. Some uses of the **IF LOGIC** may be to mute or unmute audio, turn a display on or off, change sources, and much more.

The example below will provide examples of setting up and using a four button use case with three source buttons and one display button. The Display button will adjust based upon the variable and condition options set up, in this case, providing a way to confirm the source selection.



- Open the first function button's edit screen. **e.g.** BluRay
- Create a macro. The function SET VARIABLE may be used for labeling changes.
- Repeat the macro for all three source buttons.

BluRay Button



Setting a label change on press, requires the following selections:

Device - Variable Actions

Command - SET VARIABLE

Device - (select a device from drop down list)

e.g. System

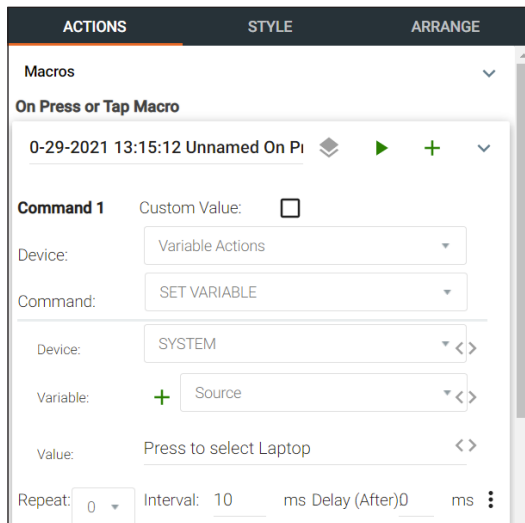
Variable - (select a variable from drop down list)

e.g. Source

Value - (set the new variable value here)

e.g. Press to select BluRay

Custom Control Interface



Laptop Button

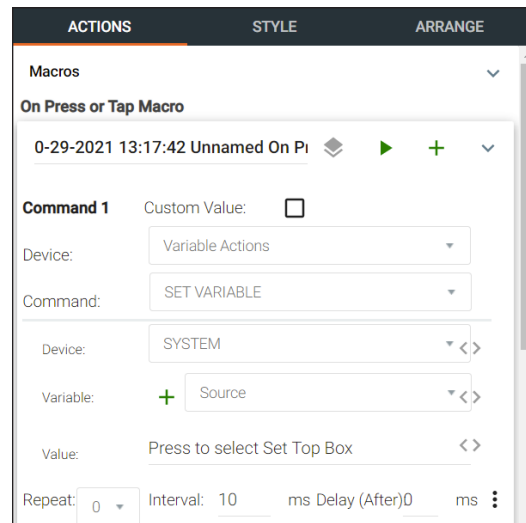
Device - Variable Actions

Command Parameters - SET VARIABLE

Device - SYSTEM

Variable - (select a variable from drop down list)
e.g. Source

Value - (set the new variable value here)
e.g. Press to select SetTopBox



Set Top Box Button

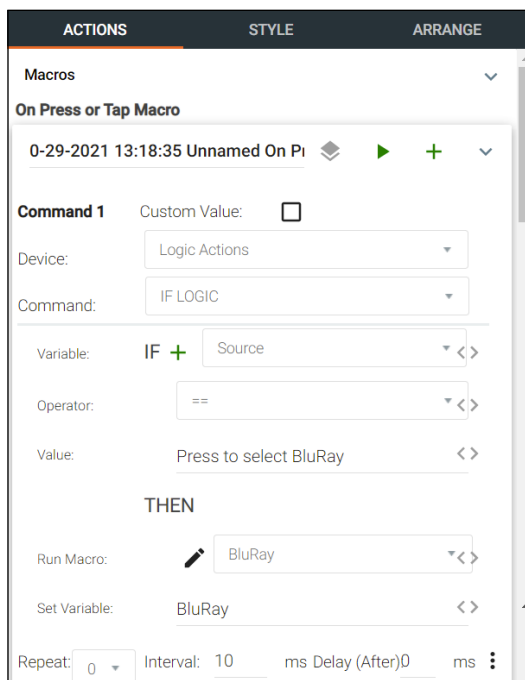
Device - Variable Actions

Command Parameters - SET VARIABLE

Device - SYSTEM

Variable - (select a variable from drop down list)
e.g. Source

Value - (set the new variable value here)
e.g. Press to select DVD



NOTE: When selected, the IF operator and value will compare to the current variable value and trigger the THEN options when both values are met.

- Open the Display button's edit menu.
- For the display button, an IF LOGIC selection will be used. This will provide a click verification for switching sources, to avoid any misclicks. The IF LOGIC will compare the operator and variable values to determine what function it will perform. If the current variable value does not match any of the commands, nothing will occur.

Command 1

Device - Logic Actions

Command Parameters - IF LOGIC

IF

Variable - (select a variable from drop down list)
e.g. Source

Operator - (select an operator from drop down list)
e.g. == (equals to)

Value - (Provide the variable value to match, that will trigger the THEN values)
e.g. Press to select BluRay

THEN

Run Macro - (Select from previously created macros)
e.g. Macro - Play BluRay

Set Variable - (set the new variable value here)
e.g. BluRay

Custom Control Interface

Since there are 3 source buttons, use the green + button to add additional IF LOGICs for each variable value.

Command 2

Device - Logic Actions

Command Parameters - IF LOGIC

IF

Variable - (select a variable from drop down list)
e.g. Source

Operator - (select an operator from drop down list)
e.g. == (equals to)

Value - (Provide the variable value to match, that will trigger the
THEN values)
e.g. Press to select Laptop

THEN

Run Macro - (Select from previously created macros)
e.g. Macro - Laptop

Set Variable - (set the new variable value here)
e.g. Laptop

Command 3

Device - Logic Actions

Command Parameters - IF LOGIC

IF

Variable - (select a variable from drop down list)
e.g. Source

Operator - (select an operator from drop down list)
e.g. == (equals to)

Value - (Provide the variable value to match, that will trigger the
THEN values)
e.g. Press to select Set Top Box

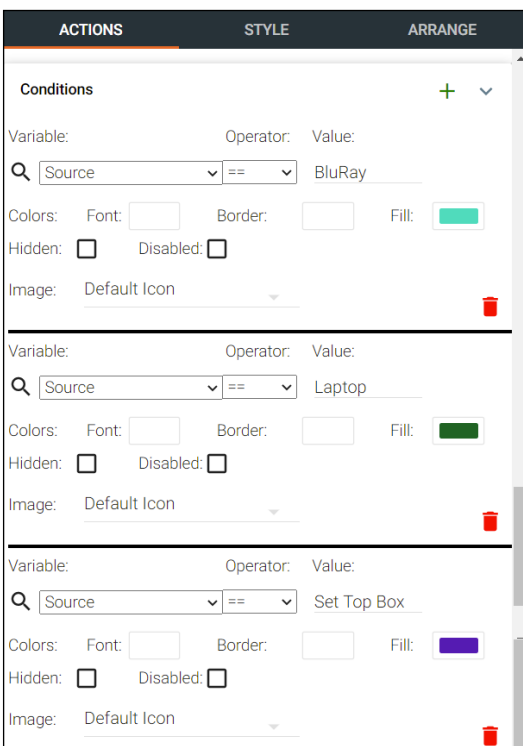
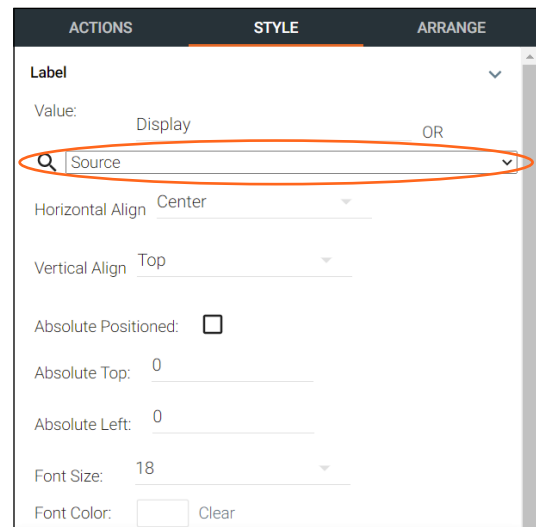
THEN

Run Macro - (Select from previously created macros)
e.g. Macro - Set Top Box

Set Variable - (set the new variable value here)
e.g. Set Top Box

Select the Style tab and expand the Label section.

Select the variable Source from the drop down menu. This will adjust the label to give the current variable value.



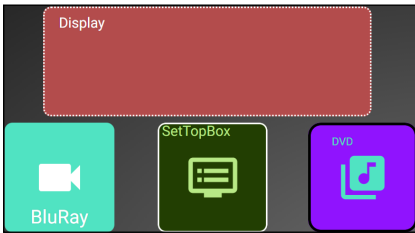
Select the Actions tab and expand the Conditions section.

Press the + button to add a new condition.

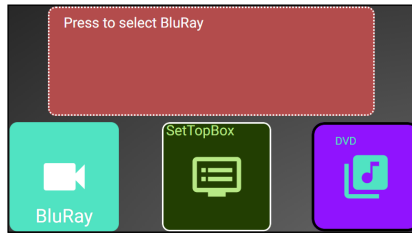
These conditions will provide a new look for the display button to provide a visual representation of the selected source. The button font, border, fill, and icon may be changed through conditions. The button may also be hidden or disabled when the operator and value of the condition are met.

Custom Control Interface

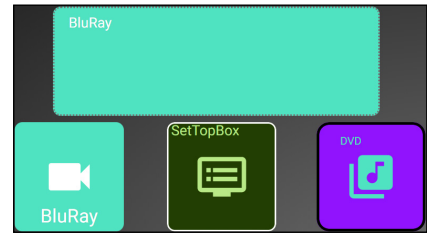
Using the previous example options, the Display button will fill to match the color of the selected source.



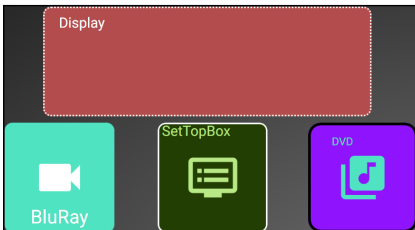
System is idle, nothing has been selected.



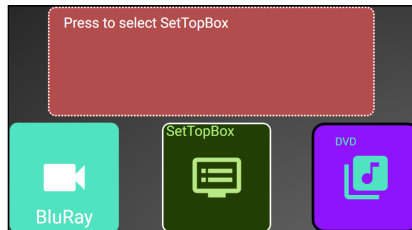
The BluRay button has been selected.



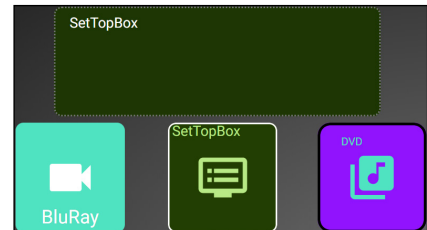
The Display button has been used to confirm BluRay selection.



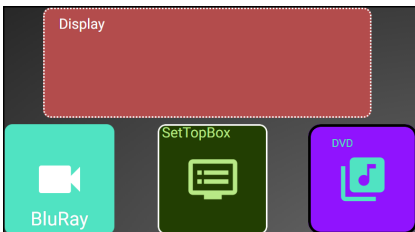
System is idle, nothing has been selected.



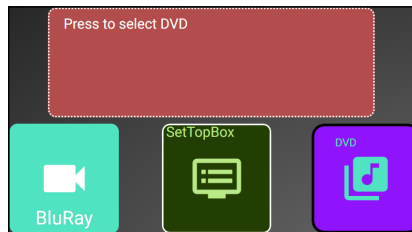
The SetTopBox button has been selected.



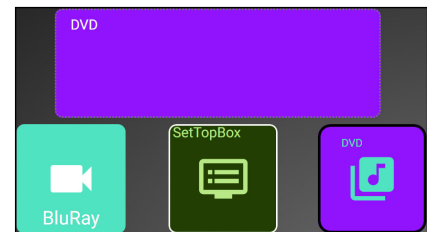
The Display button has been used to confirm SetTopBox selection.



System is idle, nothing has been selected.



The DVD button has been selected.



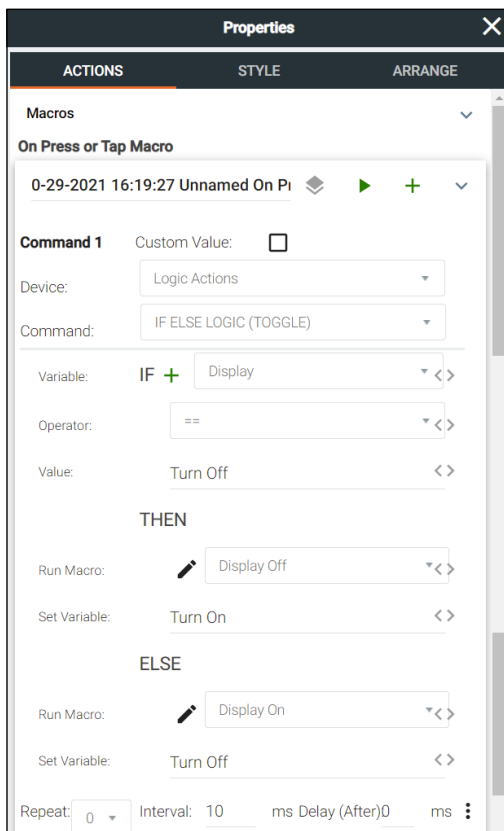
The Display button has been used to confirm DVD selection.

IF ELSE

IF ELSE macros can be used when using a variable to prompt commands based on multiple values, such as using a button to toggle a device on and off.

The example below will provide examples of setting up a single display button that can toggle between options. The Display button will adjust based upon the variable and condition options set up.

- Open the Display button's edit menu.
- For this example, the **IF ELSE** selection will be used. This will provide a way to toggle between functions with each click of the button.



Device - Velocity

Command Parameters - IF ELSE LOGIC

IF

Variable - (select a variable from drop down list)
e.g. Display

Operator - (select an operator from drop down list)
e.g. == (equals to)

Value - (Provide the variable value to match, that will trigger the THEN values)
e.g. Turn On

THEN

Run Macro - (Select from previously created macros)
e.g. Macro - Turn display on

Set Variable - (Enter the new value for the variable)
e.g. Turn Off

ELSE

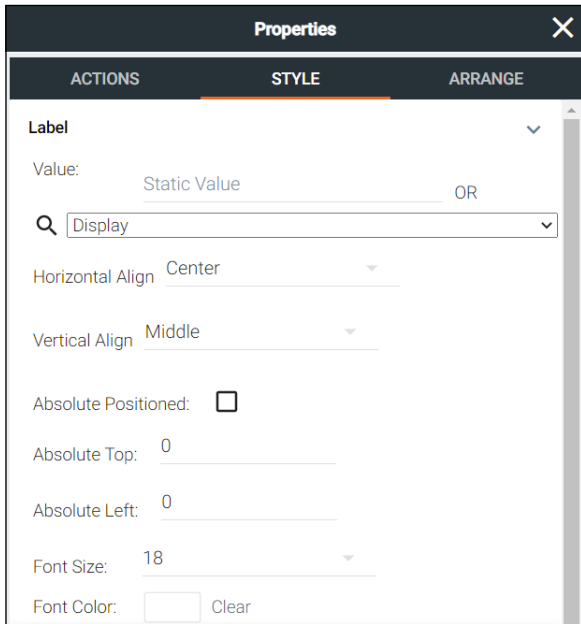
Run Macro - (Select from previously created macros)
e.g. Macro - Turn display off

Set Variable - (Enter the new value for the variable)
e.g. Turn On

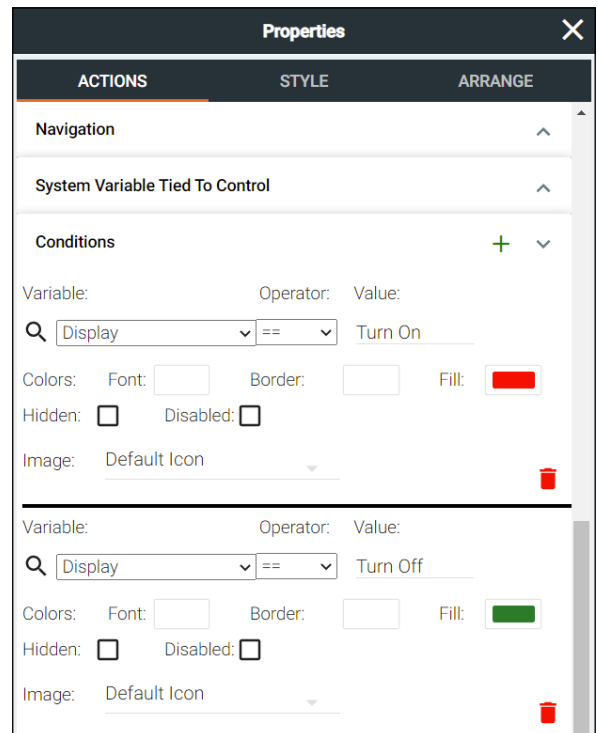
With these values, if the button is pressed while it says Turn On, it will send the Macro to turn on the display and then switch the variable to say Turn Off.

If the button doesn't say Turn On, then it will send the ELSE portion of the command, which will send the sleep command and turn off the display, setting the variable to say Turn On.

Custom Control Interface

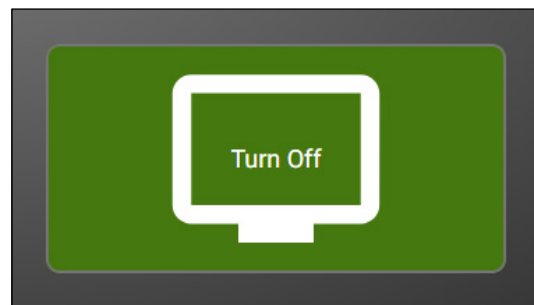


Scroll to the label section and select Display from the variable drop down. This will alter the label of the display button to give the current variable value.



Scroll to the Conditions section. These conditions will provide a new look for the display button to provide a visual representation of the display's power status. The button font, border, fill, and icon may be changed through conditions. The button may also be hidden or disabled when the operator and value of the condition are met.

Using the example options above, the Display button will be green when the display is on and will turn red when it is powered off.



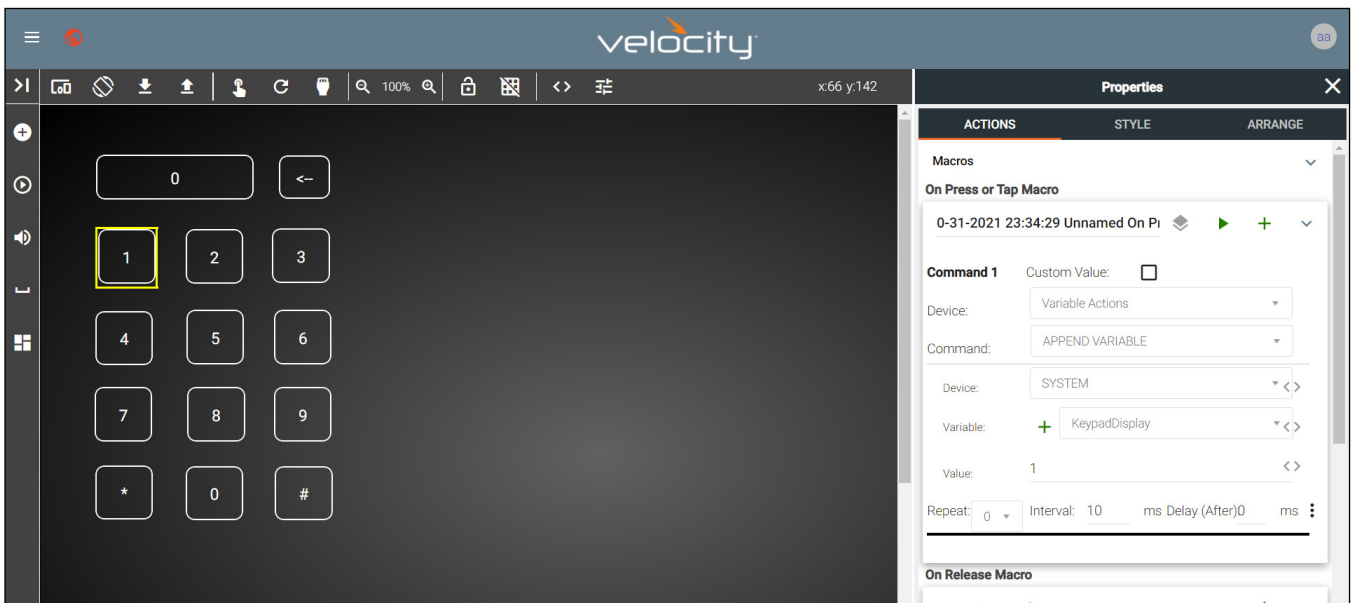
Custom Control Interface

Append Variable

Append variable provides a way to edit a variable within the control screen. This can be used for editing text or numerical variables for dial pads, password pads, and more.

The following example will provide instructions on how to create a custom dial pad.

- Create the buttons for the dial pad and the KeyPadDisplay (variable) button.
- Double click each button and set up the On Press command.
- The Device will need to be set to Variable Actions, Command to Append Variable, Device to System, and Variable to whatever the dial variable will be (e.g. KeyPadDisplay), and the value of the current button.
- The button's label should be set to whatever the value was set to (e.g. KeyPadDisplay).



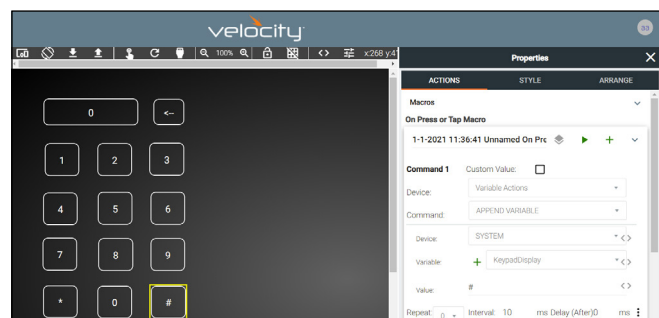
Device - Variable Actions

Command - Append Variable

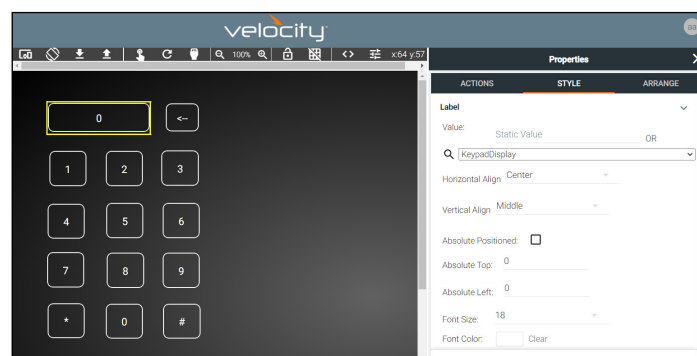
Device - System

Variable - (select relevant variable) e.g. KeyPadDisplay

Value - (enter the value to be added) e.g. 1



- Repeat the Append Variable for all the keys of the keypad. e.g. 0 - 9, *, and #
- Set up the KeyPadDisplay (variable) button, to display the numbers, set the button's Label value to the variable selected in previous steps. e.g. KeyPadDisplay

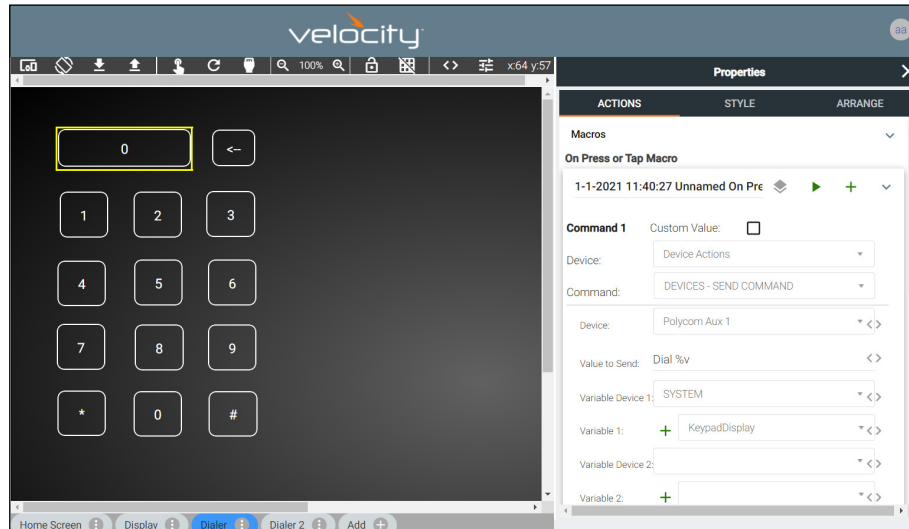


- Launch the control screen to view and use the dial pad. To send the dialed number, see the **SEND COMMAND** section.

SEND COMMAND

SEND COMMAND can be used to send a command with an adjustable variable, such as use with dial pads to send a phone number to a dial device.

Using the previously set up dial pad, set up a **SEND COMMAND** function for the Key Pad Display (variable) button.



Device - Device Actions

Command - Devices - Send Command

Device - (select dial device) e.g. Polycom Aux 1

Value to Send - (set to the device's command and variable) e.g. Dial %v

The command can be found in the device's manual, %v will pull the variable selected from the next drop downs.

Variable Device 1 - System

Variable 1 - (select the dial pad variable) e.g. KeypadDisplay

Multiple Variables can be added by adding additional %v to the Value to Send line and then additional variables selected from the drop down menus.



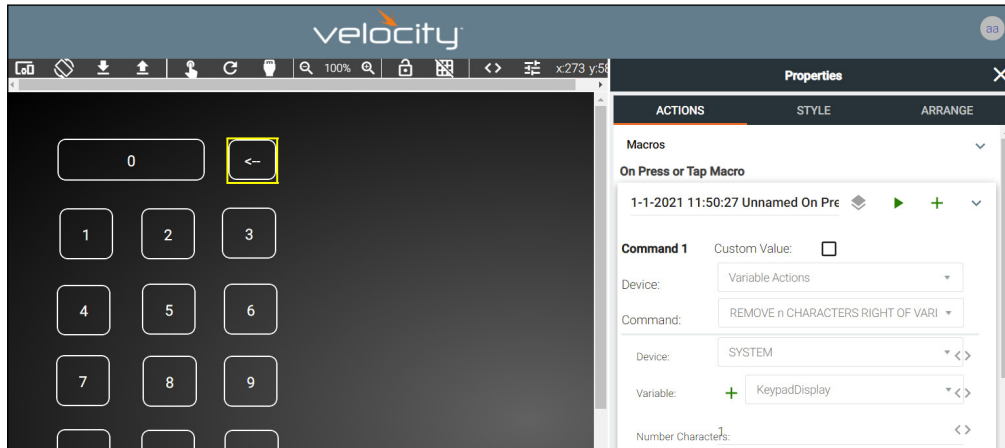
Once the Send Command is set up, launch the control screen. Within this screen, once the number has been dialed, press the KeypadDisplay button (which should display the number) to send the dial command to the Polycom Aux 1 device. e.g. Dial #14089620515

See the [Remove n Characters from Variables](#) section to delete numbers from the dial pad in case of the wrong button being pressed.

Remove n Characters from Variables

The REMOVE n CHARACTERS x OF VARIABLE selection can be used to fix a variable that has been entered incorrectly.

In this example, we will remove character from the end of the Key Pad Display variable, that was entered incorrectly.



Device - Variable Actions

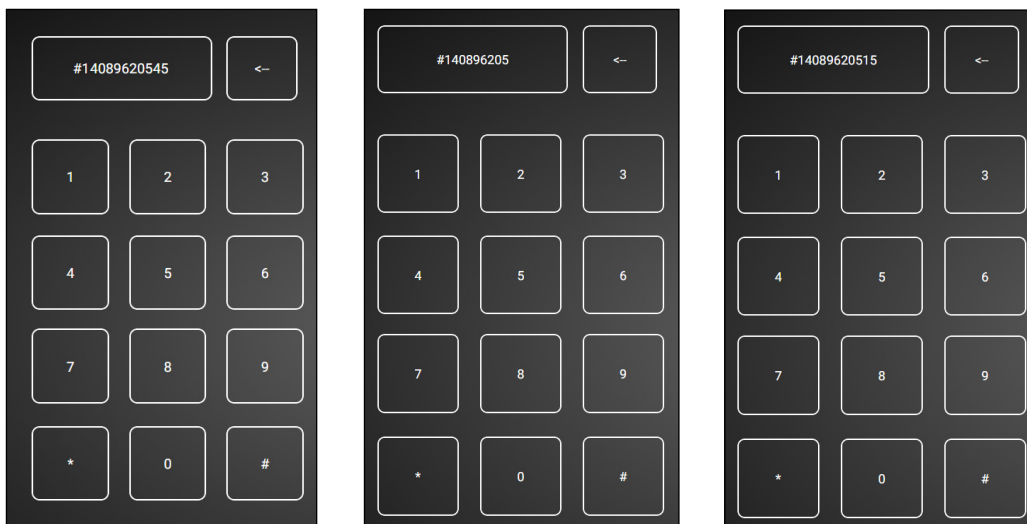
Command - REMOVE n CHARACTERS RIGHT OF VARIABLES

Device - System

Variable - (set to the same variable as the send command) **e.g.** KeypadDisplay

Number Characters - Enter the numerical value of how many characters to remove from the end of the Variable **e.g.** 1

Provide a label for this button. e.g. <--

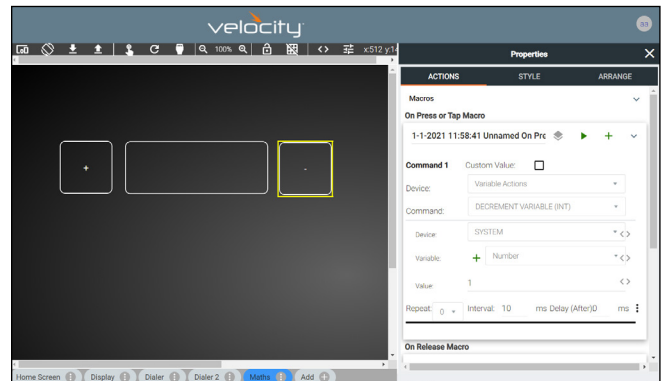
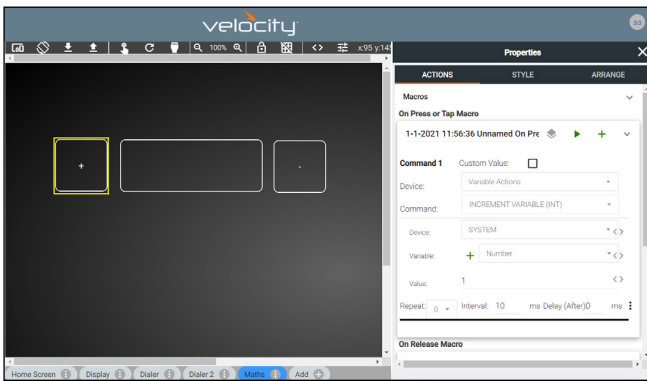


Launch the control screen. As the number is dialed, press the <-- button to remove the end of the variable value. In this case, it was pressed twice, so the value of 15 was removed from the end. The corrected numbers can now be added back into the dial variable.

Decrement / Increment

Decrement and Increment can be used to adjust a variable by a value of x, 0.x, or 0.0x. This can be used for things such as volume commands.

In this example we will show the variable being increased and decreased by 1. One button will be used to increase the value of variable 2, one button will decrease the amount of variable 2, and another button will display the value of variable 2.

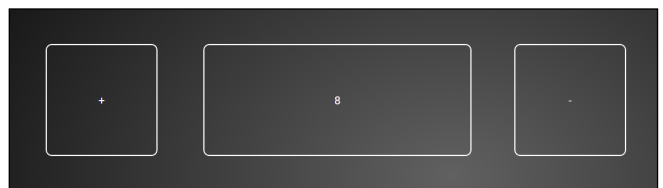
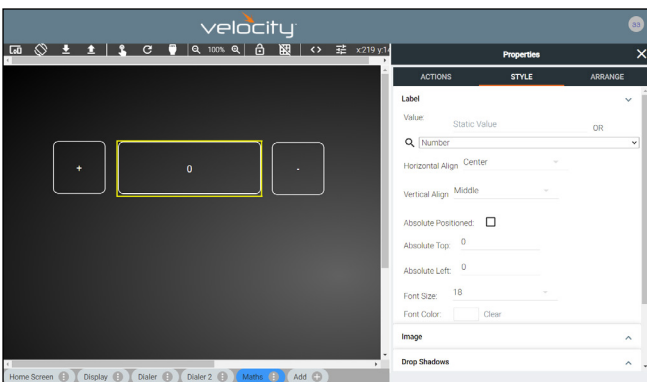


- Device** - Variable Actions
- Command** - Increment Variable (INT)
- Device** - System
- Variable** - (select the variable for increasing) e.g. Number
- Value** - Enter the numerical value of how much in whole numbers the variable will be increased e.g. 1

- Device** - Variable Actions
- Command** - Decrement Variable (INT)
- Device** - System
- Variable** - (select the variable for decreasing) e.g. Number
- Value** - Enter the numerical value of how much in whole numbers the variable will be decreased e.g. 1

NOTE: Decrement and Increment variables have selections of Float Precision 1 and Float Precision 2. These will adjust the variable by 1/10th (Precision 1) and 1/100th (Precision 2). The value will need to be adjusted in tenths (0.1, 0.2, etc) and one hundredths (0.01, 0.02, etc).

- INCREMENT VARIABLE (INT)
- DECREMENT VARIABLE (INT)
- INCREMENT VARIABLE (FLOAT PRECISION 1)**
- DECREMENT VARIABLE (FLOAT PRECISION 1)
- INCREMENT VARIABLE (FLOAT PRECISION 2)
- DECREMENT VARIABLE (FLOAT PRECISION 2)



Set up the variable button to display the current value. e.g. Select **Number** in the drop down section of Value in the Label section.

Once completed, launch the control screen to view the variable being adjusted by button press.

User Settings

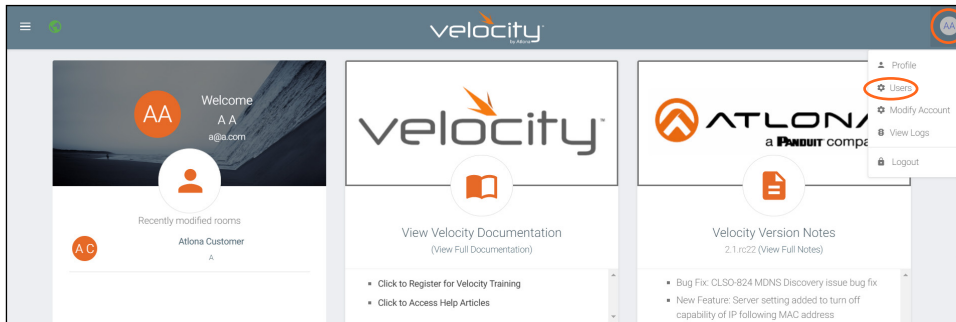
This section will go over adding, editing, and deleting users as well as roles and permission levels..

Contents

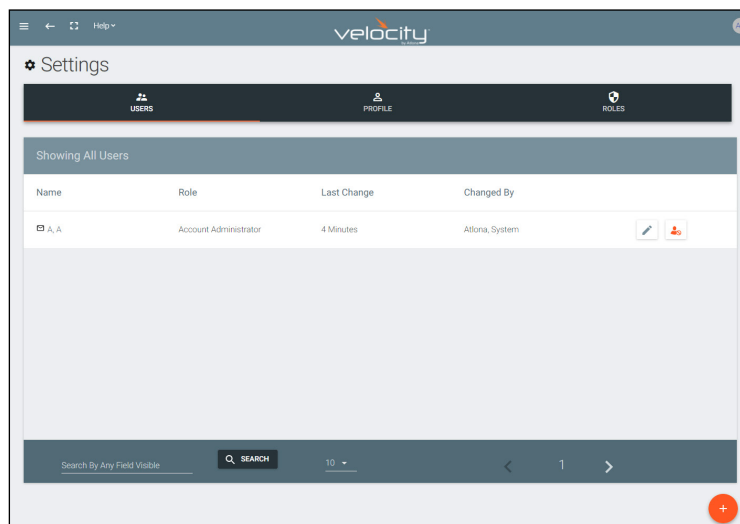
General	156
Adding Users	156
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General

1. Select the circle in the top right corner and select **Users**.



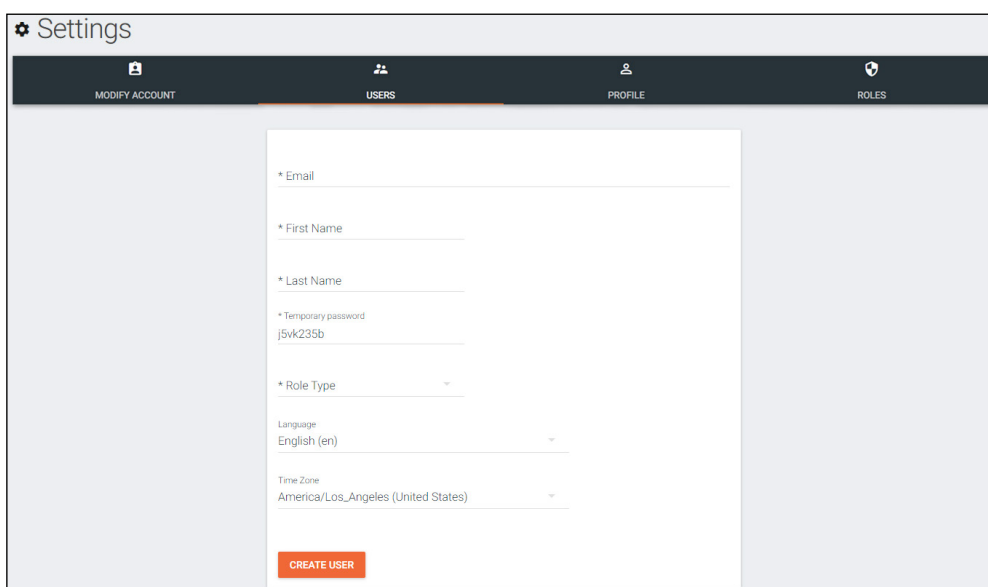
A new page will open.



Adding Users

1. Select the + button to add a new user.

A new page will open.



Settings

MODIFY ACCOUNT USERS PROFILE ROLES

* Email

* First Name

* Last Name

* Temporary password
j5vk235b

* Role Type

Language
English (en)

Time Zone
America/Los_Angeles (United States)

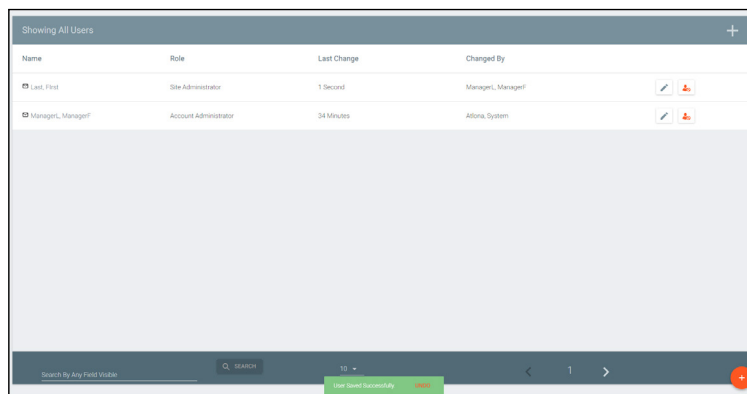
CREATE USER

2. Fill in all the user information fields.

- **Email** - Used for log in purposes and email password resets.
 - **First & Last Name** - Velocity will provide a customized home page for a user using their credentials.
 - **Temporary Password** - Use either the auto generated password or create a new one for the user to change upon first log in.
 - **Role Type** - There are 7 roles to select from: Account Administrator, Site Administrator, Designer, Support Technician, End User, Stream Moderator, and Control Tablet. To view the permissions of each role, select **Roles** within the top navigation or view them starting on [page 160](#).
 - **Language** - Select the user's language preference. Default will be English.
 - **Time Zone** - Select the time zone the user will be logging in from.
3. Press the **Create User** button.

Account Administrator
 Site Administrator
 Designer
 Support Technician
 End User
 Stream Moderator
 Control Tablet (Home Page is All Rooms To Control)

If successful, Velocity will redirect to the Users page and a green successful message will appear at the bottom of the page.



Upon login, all new users will be prompted to update their password.

You must now update your password

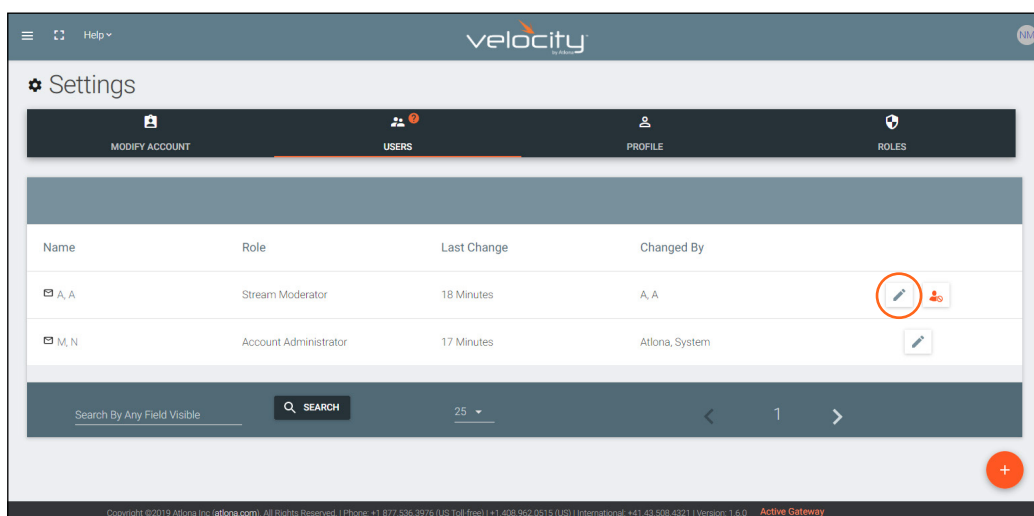
* Password

* Confirmation Password

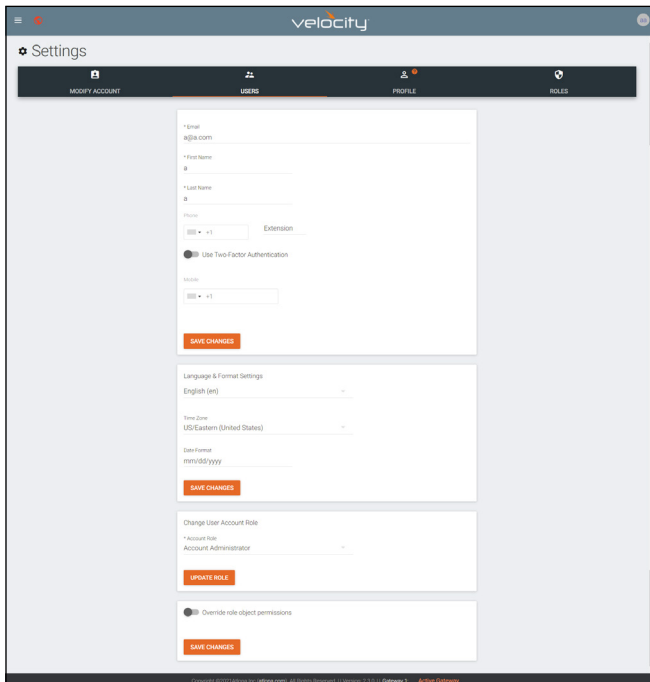
SUBMIT

Editing Users

Once users have been created, they can be edited. New options will appear in the user edit screen.



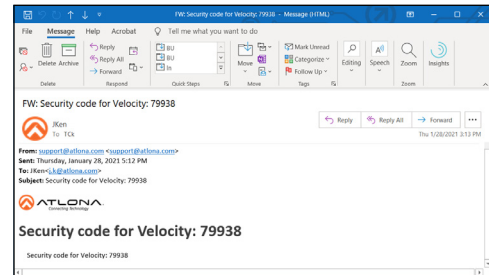
1. Select the **edit** (pencil) button to add a new user. A new page will open.



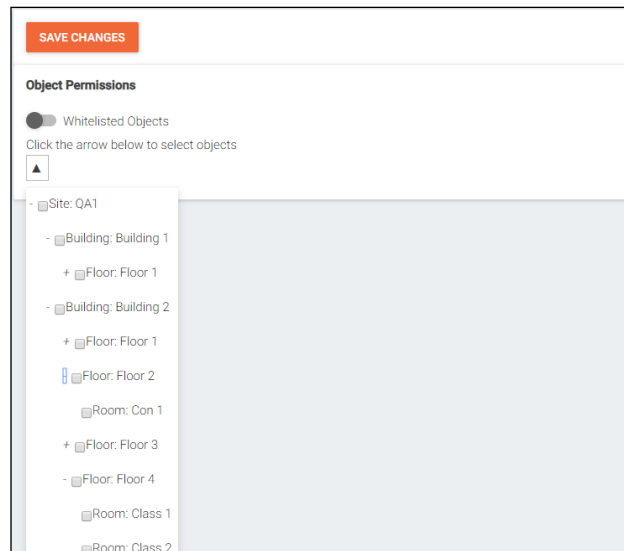
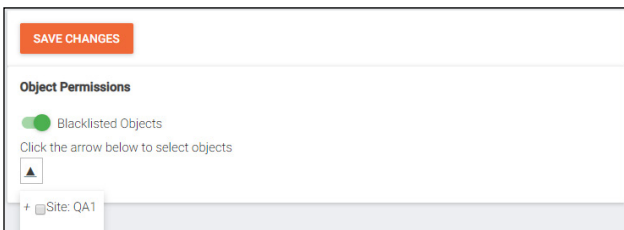
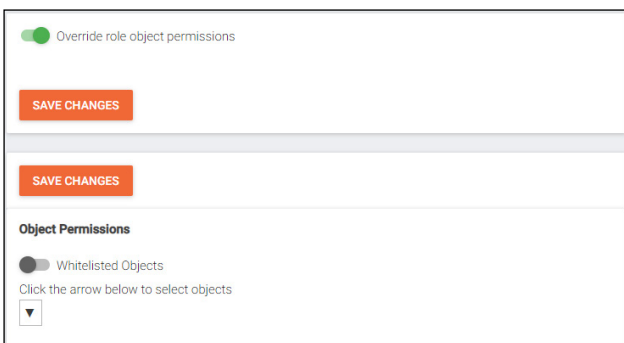
- Fill in the user information that was not created in the user add screen, such as: Email, Name, Phone Number, Extension, and Cell Number.

NOTE: The information can be filled in the user under profile options and is optional at this time.

- **Use Two-Factor Authentication slider** - Enable this to have a passcode emailed to the user every time a login is attempted.

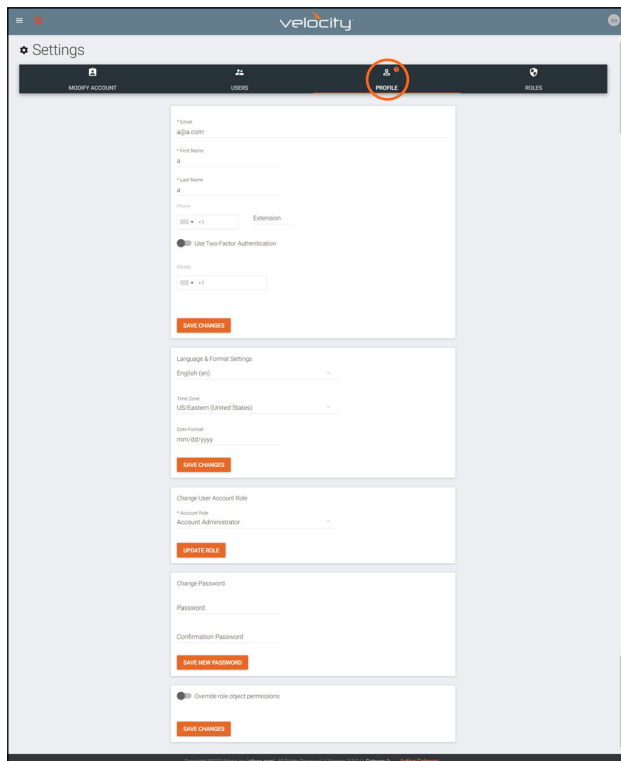


- **Language & Format Settings** - Language, Time Zone, and Date Format will have been set when the profile was created, but can be updated here if something has changed.
- **Change User Account Role** - Use this drop down to update the user's role to newly created roles or for different permissions.
- **Override role object permissions** - Select this slider to choose which buildings, floors, and rooms the user can see. New options will appear when enabled.
- **Whitelisted Objects** - When this slider is grey, the selections made will be what the user can see.
- **Blacklisted Objects** - When the whitelisted objects slider is selected, it will turn green and the label will switch to blacklisted objects once the arrow below it is selected.
- **Selector** - Use the + to expand the sites, buildings, and floors to decide which rooms the user has access to. If on whitelist, the rooms will be available to the user. If on blacklist, the rooms selected will be unavailable to the user.





Profile

1. Select **Profile** from the top navigation.

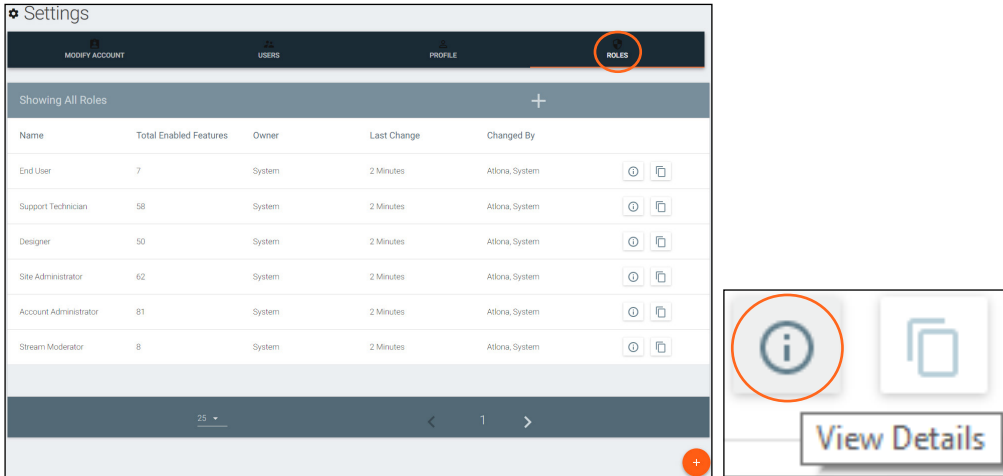


2. Fill in the user information that was not created when the account was set up, such as: Email, Name, Phone Number, Authentication, and Mobile Number.

-  **NOTE:** The profile information that can be changed will vary based on user permission level.
- Language & Format Settings** - Language, Time Zone, and Date Format will have been set when the profile was created, but can be updated here if something has changed.
- Change User Account Role / Override role object permissions** - These options should only be done within the user edit screen.
-  **NOTE:** To avoid problems, the administrators of Velocity should not choose any role that is not administrator.
- Change Password** - Update the current password on the account here.

Roles and Permissions

1. Select **Roles** from the top navigation.



There are seven default roles: Account Administrator, Site Administrator, Designer, Support Technician, End User, Stream Moderator, and Control Tablet. The permissions can be seen by pressing the **View Details** button or using the tables below.

Site Related

User Level	View	Home	Add	Modify	Delete	Export
End User						
Support Tech						
Designer						
Site Admin						
Account Admin	X		X	X	X	X
Stream Mod						
Control Tablet						

Building Related

User Level	Add	Modify	Delete	Copy
End User				
Support Tech				
Designer				
Site Admin				
Account Admin	X	X	X	X
Stream Mod				
Control Tablet				

Floor Related

User Level	Add	Modify	Delete	Copy	Move
End User					
Support Tech					
Designer					
Site Admin					
Account Admin	X	X	X	X	X
Stream Mod					
Control Tablet					

Room Related

User Level	Add	Modify	Delete	Copy
End User				
Support Tech				
Designer				
Site Admin				
Account Admin	X	X	X	X
Stream Mod				
Control Tablet				

Technology Related

User Level	Add	View	Modify	Delete	Control	Ping	Status
End User							
Support Tech							
Designer							
Site Admin							
Account Admin	X	X	X	X	X	X	X
Stream Mod							

Server Setting Related

User Level	Modify
End User	
Support Tech	
Designer	
Site Admin	
Account Admin	X
Stream Mod	

Maintenance Related

User Level	Modify
End User	
Support Tech	
Designer	
Site Admin	
Account Admin	X
Stream Mod	

User Related

User Level	Add	View	Modify	Change	Revoke
End User					
Support Tech					
Designer					
Site Admin					
Account Admin	X	X	X	X	X
Stream Mod					
Control Tablet					

Role Related

User Level	View	Add	Modify	Delete	Copy
End User					
Support Tech					
Designer					
Site Admin					
Account Admin	X	X	X	X	X
Stream Mod					
Control Tablet					

Control Related

User Level	Access	View
End User		
Support Tech		
Designer		
Site Admin		
Account Admin	X	X
Stream Mod		
Control Tablet		

Equipment Related

User Level	View	Add	Modify	Delete	Export	Copy
End User						
Support Tech						
Designer						
Site Admin						
Account Admin	X	X	X	X	X	X
Stream Mod						
Control Tablet						

Reference Image Related

User Level	View	Add	Modify	Delete	Export	Copy
End User						
Support Tech						
Designer						
Site Admin						
Account Admin	X	X	X	X	X	X
Stream Mod						
Control Tablet						

Device Related

User Level	View	Add	Modify	Delete
End User				
Support Tech				
Designer				
Site Admin				
Account Admin	X	X	X	X
Stream Mod				
Control Tablet				

Virtual Matrix Related

User Level	View	Modify
End User		
Support Tech		
Designer		
Site Admin		
Account Admin	X	X
Stream Mod		
Control Tablet		

DeviceGroup Related

User Level	View	Add	Modify	Delete	Copy
End User					
Support Tech					
Designer					
Site Admin					
Account Admin	X	X	X	X	X
Stream Mod					
Control Tablet					

Moderation Related

User Level	View
End User	
Support Tech	
Designer	
Site Admin	
Account Admin	X
Stream Mod	
Control Tablet	

CustomNetwork Related

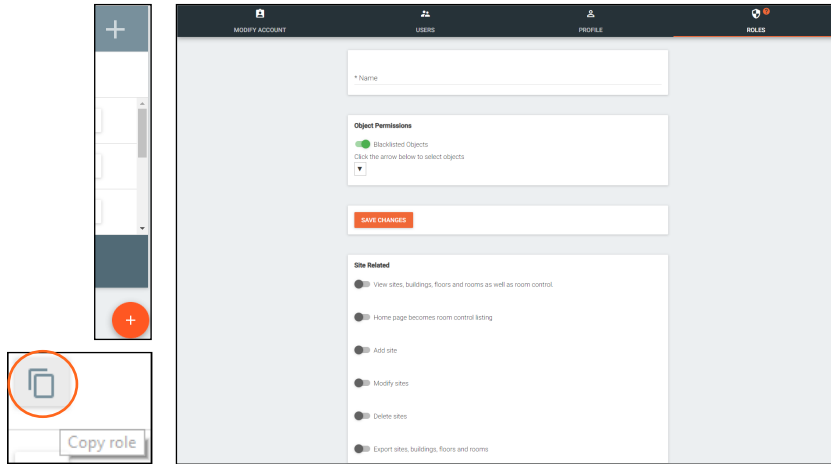
User Level	View	Add	Modify	Delete	Export	Copy
End User						
Support Tech						
Designer						
Site Admin						
Account Admin	X	X	X	X	X	X
Stream Mod						
Control Tablet						

Report Related

User Level	View
End User	
Support Tech	
Designer	
Site Admin	
Account Admin	X
Stream Mod	
Control Tablet	

If the default roles do not provide the right permission levels, new roles can be added.

1. Select the + button to add a new role. The top + button may be used. The current role can also be copied using the **Copy role** button, then edited.



2. Name the role, to make easy to identify later.

3. Set the Object Permissions.

- **Whitelisted Objects** - When this slider is grey, the selections made will be what the user can see.
- **Blacklisted Objects** - When the whitelisted objects slider is selected, it will turn green and the label will switch to blacklisted objects once the arrow below it is selected.

- **Selector** - Use the + to expand the sites, buildings, and floors to decide which rooms the user has access to. If on whitelist, the rooms will be available to the user. If on blacklist, the rooms selected will be unavailable to the user.
4. Press the slider for each permission to grant the current role.
 5. Press the **Create Role** button to save all the settings.

