



Command **Fusion**

iViewer User Guide

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Introduction

This document has been created for system integrators to install and setup the iViewer application on an iPhone or iPod Touch for integration into home automation systems.

More information on the CommandFusion software products can be found at www.commandfusion.com

What is iViewer?

CommandFusion iViewer is an application for the iPhone or iPod Touch that communicates over TCP/IP with various hardware and software such as home automation systems (eg. Crestron, AMX, Control4). The communication protocol also allows for custom software to be developed for Mac or PC to act as a backend server, providing control of the application via iPhone or iPod Touch.

To develop a backend module for a system or software that is not yet supported, please visit our website and download the Developers Manual PDF.

Requirements

- iPhone or iPod Touch with 2.0 firmware or above.
- PC (or Mac) running Windows XP.
- .NET 2.0 Framework
- WiFi network with internet access.
- iTunes Store account.

Installation

To install iViewer on an iPhone or iPod Touch, please follow the procedure below:

1. On your iPhone or iPod Touch, open the AppStore.
2. Press the 'Search' button in the bottom menu to access the Search page.
3. Search for 'iViewer'.
4. Select 'CF iViewer' from the search results.
5. Press the 'Free' button, followed by 'Install'.
6. Enter your iTunes Store account details.
7. The device will then go back to the home menu and begin installing.
8. Once finished, the CF iViewer app icon (house with blue background) will be visible.

9. Installation is now complete.

Setup

Before launching the application, the settings must be entered. Otherwise the default built-in GUI will load, which attempts to connect to our demo Crestron server. Only one connection at a time will be possible on this server.

To change the settings:

1. Open the 'Settings' application on your iPhone or iPod Touch (silver icon with gears).
2. Scroll to the bottom and select 'iViewer' from the list.
3. Enter the password for the system you are controlling. The password is case-sensitive. By default the password is blank, but can be changed depending on which system you are controlling. Please refer to the specific User Guide document for your system, available from our website.
4. Enter the URL to the custom GUI file created with guiDesigner. If you are setting up for the first time, please refer to the 'Upload Custom GUI' section of this document for more details.
5. If the connection requires a port other than port 80 (the standard HTTP server port), please enter it in the url in the standard <http://address:port> fashion.
6. If you want the GUI to be updated from the file path on every load (when making changes to the GUI for example) turn ON the 'Reload GUI file' option.
7. If the GUI is finalized, ready for use, you can turn OFF the 'Reload GUI file' option and it will use a local cache. This disables the GUI file updating and makes loading times much quicker.
8. Simply press the home button on the iPhone or iPod Touch (hard button below the screen) to save the settings and be taken back to the home screen.

Launching iViewer

To launch iViewer, go to the home screen on your iPhone or iPod Touch and select the CF iViewer icon.

iViewer will now launch and try to connect to your system, as specified in the settings described above.

If the connection fails, you will be shown an error message. Please ensure the connection details are correct for the GUI file path, and that the control system connection details WITHIN the GUI file are also correct.

If the password fails, you will be shown a message and the application will exit. Please ensure the password is entered correctly, using the correct case. Refer to the 'Setup' section in this document for more information.

Upload Custom GUI

Once you have completed designing a custom GUI using our guiDesigner software, you have a few options on how to upload the GUI file to the iPhone/iPod Touch.

The first option is using the Upload Service from within guiDesigner itself. Follow these steps to start the upload process using guiDesigner:

1. Open the project you wish to upload in guiDesigner. Make sure the project or any of its pages are selected in the project tree view.
2. Open the 'Upload Service' dialog from the File menu (F12).
3. By default the upload service will use port 8019. To change this port, simply change the Port text box before starting the upload server.
4. Press the start button. The connection details will be shown below the start button when the service successfully starts.
5. Make sure the 'Upload Service' window stays open. If this window is closed the Upload Service will be stopped.
6. In the iPhone/iPod Touch CF iViewer settings, change the GUI URL to point to the address as shown on the Upload Service dialog.
7. Ensure the 'Reload GUI File' option is turned on.
8. Close the settings and launch CF iViewer on the iPhone/iPod Touch, after ensuring the WiFi connection is connected to your local network.

The GUI file will then load and be cached onto the device itself. All aspects of the GUI file will be cached, including images.

Once the GUI file has been cached, you can go back into iPhone settings and turn the 'Reload GUI File' option OFF. This will force CF iViewer to use the cache each time it is launched.

Another option of uploading the GUI file is to place it on any webserver, such as Crestron's built-in webserver, or any web host you may have access to. Then you can follow the above steps 6 – 8, but use the full path to the GUI file instead of the guiDesigner address. For example, <http://mydomain.selfip.org/projectname.gui>

This has the benefit of still being accessible long after guiDesigner is closed, and allows you to make remote updates to a clients GUI by getting them to simply toggle the 'Reload GUI File' setting on their device. Ensure they also toggle it back off after the new file has been cached.

Device Management

All devices must be registered within the GUI file itself that is going to be loaded. Follow the steps below to correctly register your devices:

The easiest way to obtain a device's unique Device ID is to use iTunes 7.0 or later.

Follow these instructions to obtain the Device ID from iTunes:

1. Open iTunes on any Mac or PC.
2. Connect your iPhone or iPod Touch to the computer running iTunes.
3. When the device appears in the devices tree, select it.
4. Select the 'Summary' tab.
5. Ensure your device is running Software Version 2.0 or above.
6. If the Serial Number is listed, click the 'Serial Number:' text and it will change to 'Identifier:'.
7. This code is your unique Device ID.
8. Click on the Device ID and copy it by using the CTRL+C or Command+C keyboard shortcut (or via Edit > Copy from the main menu).

If you require the Device ID and do not have iTunes readily available, you can also use our guiDesigner software to obtain the Device ID.

Follow the below instructions to obtain the Device ID using guiDesigner:

1. Follow steps 1 to 8 in the 'Upload Custom GUI' details above.
2. In the Upload Service dialog in guiDesigner, the device will report its unique Device ID when it connects to guiDesigner to retrieve the GUI file. The Device ID will automatically load into the 'Connected Device ID' text box.
3. Copy the Device ID (from the Connected Device ID text box)

After you have obtained the Device ID, follow these instructions to register your device:

1. Open up your favourite web browser and navigate to our website:
<http://www.commandfusion.com/myaccount/devices>.
2. You must login (or create a new account) and you will then be presented with a list of your currently registered devices.
3. If the current device is not already registered, press the 'Order Licenses' button on the webpage. If you have already ordered a license, please skip to step 6.
4. Select the quantity of licenses to order. The licenses can be used to register any device at a later date. Buying in bulk gets you great discounts per license.
5. Follow the on screen instructions to purchase license(s) for your devices.

6. Once you have purchased licenses for iViewer, select 'register new device' from the 'my account' side menu.
7. Here you select 'iViewer' from the product list, enter a name for your device (any name, just for your records) and paste the Device ID you copied using one of the methods above. Then press Continue.
8. The final step will show you the devices registration code. It will also be emailed to you for future reference.
9. Now go back to guiDesigner and enter the name of the device (use the same name entered in step 6 to help you remember which device the registration code belongs to and which devices you have registered the GUI for) and paste the registration code into the Registration Code text box on the Manage Devices dialog.
10. Finally press the 'Add' button. The newly registered device will appear in the list of registered devices for the current GUI file.

The device is now registered to run the current GUI file. You need to save the GUI project within guiDesigner again before uploading it to the device for the registration to take effect.

Please Note: If a device is not registered to load a selected GUI file, page flips and subpages will be disabled. This limits the device to loading a single page, with both portrait and landscape views still operational.

Devices can be removed from the list of registered devices by right clicking and choosing 'Remove Device'.

Support

For further support using CommandFusion iViewer, please view the support documents available on our website or contact us using one of the following options:

- Google Group - <http://groups.google.com/group/commandfusion>
- Email - <http://www.commandfusion.com/support/contact>
- Skype – username: jarrod_bell
- Phone - +61 422 639 728

Please note: Phone support is only available during Australian Eastern Standard Time (AEST) business hours, 10am until 6pm, Monday to Friday. To see the current AEST, please visit the Time & Date website:

<http://www.timeanddate.com/worldclock/city.html?n=152>

Glossary

guiDesigner – Windows software for creating custom Graphic User Interfaces.

Viewer – Software that renders the GUI generated by *guiDesigner*

iViewer – a *Viewer* for iPhone and iPod Touch

webViewer – a *Viewer* for web browsers, cross browser support.

Server – Hardware or software that *Viewers* connect to and communicate with. An example of a *Server* is Crestron hardware, or the free MediaController software available from our website.

Server Module – Software that runs on the specified *Server* hardware platform allowing *Viewers* to connect and communicate with the Server. An example of a *Server Module* is a SIMPL+ module for Crestron systems.