



Advanced Flex Control Builder Guide: Virtual Button Press from One Flex to Another

Overview

Flex devices can be programmed so that a button press on one device can virtually press the same button on another Flex device. This document will outline how to do so through the Flex Control Builder application.

The steps are as follows:

1. Set the IP address of each panel
2. Go to the button you wish to control
3. Prepare the buttons
4. Program the commands
5. Choose the button to control
6. Save/Save As project

Note: An Ethernet connection is required for this action. If the Flex devices are not connected through Ethernet either via an Ethernet cable, switch, or network, this command will not work.

This document does not include advanced programming options for supporting buttons as well as formatting for specific devices. Further information can be found in the Flex Control Builder Manual.

Also feel free to call: (973)-785-4347, email us at techsupport@fsrinc.com, or visit our website at www.fsrinc.com for additional support.

Set the IP Address of Each Panel

Connect the Flex panels with an Ethernet cable or to an Ethernet switch or network.

Set the IP address of all panels to a unique IP address in the same network as each other. For example:

192.168.1.51 panel 1

192.168.1.52 panel 2

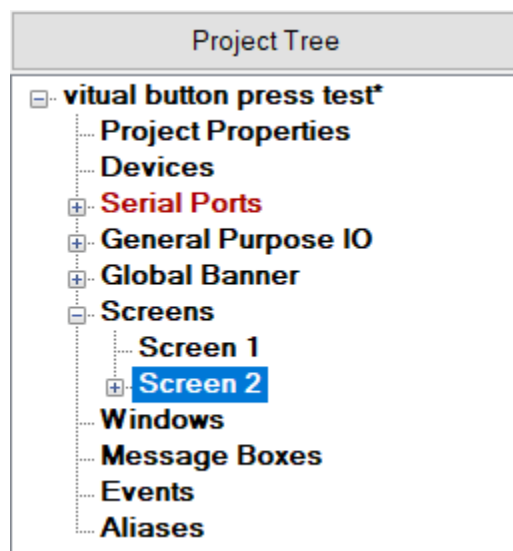
192.168.1.53 panel 3

... ect.

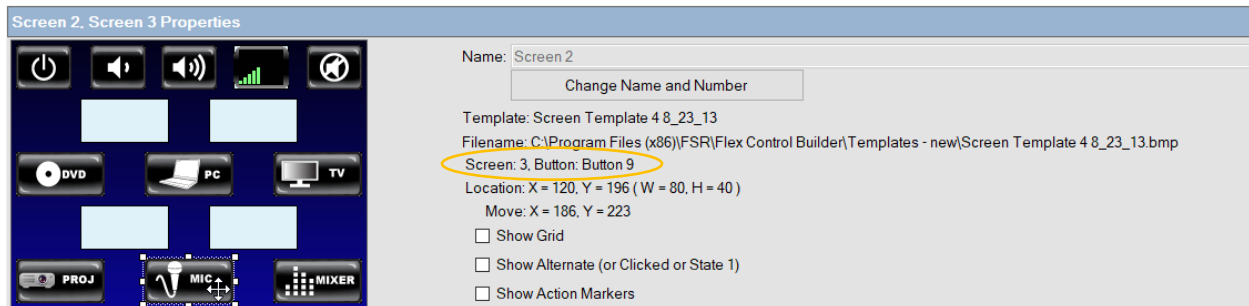
Go to the Button You Wish to Control

On your destination panel (the panel receiving the command) write down the information of the button you wish to press.

To find the button info go to Your Screen in the Program Tree and select the Screen Name.



At the top of the preview box you should see the screen number next to the name of the screen; in this case you see Screen 3 Properties. Then click on the button you wish to press and look below the big preview box to see something like this; Screen 3, Button 9 as highlighted below.



This means the desktop number is 3 and the button 9.

Prepare the Buttons

Continue writing down all the button numbers and screen numbers of all the buttons you want to control. You should end up with a list that looks something like this.

Screen 3 Button Number 9 = Projector On

Screen 3 Button Number 11 = Projector Off

Screen 3 Button Number 2 = Mute On

Screen 3 Button Number 5 = Mute Off

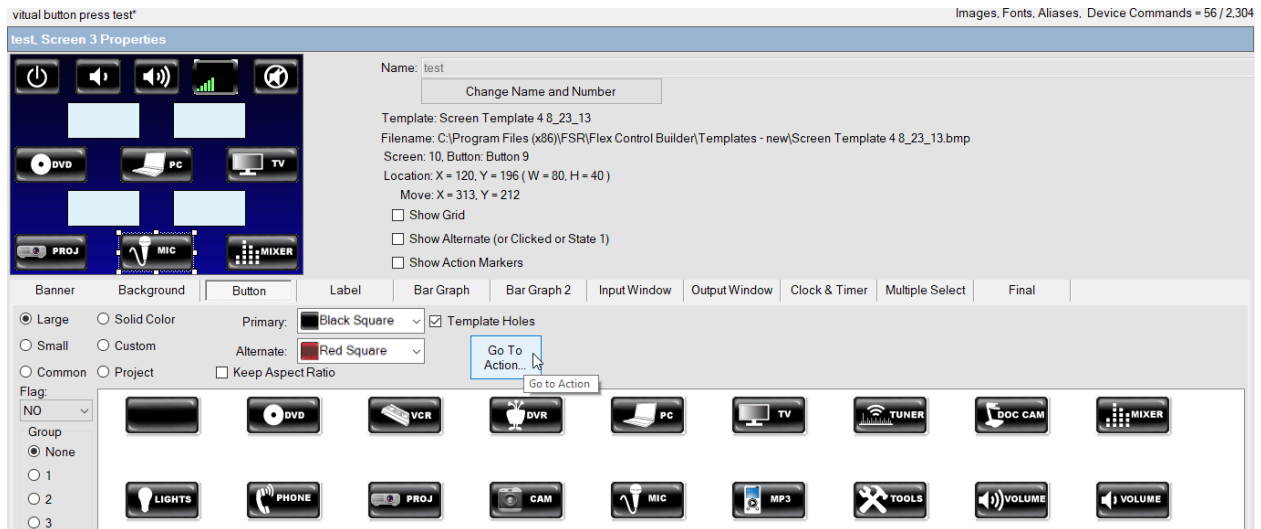
Screen 3 Button Number 8 = Vol+

Screen 3 Button Number 9 = Vol-

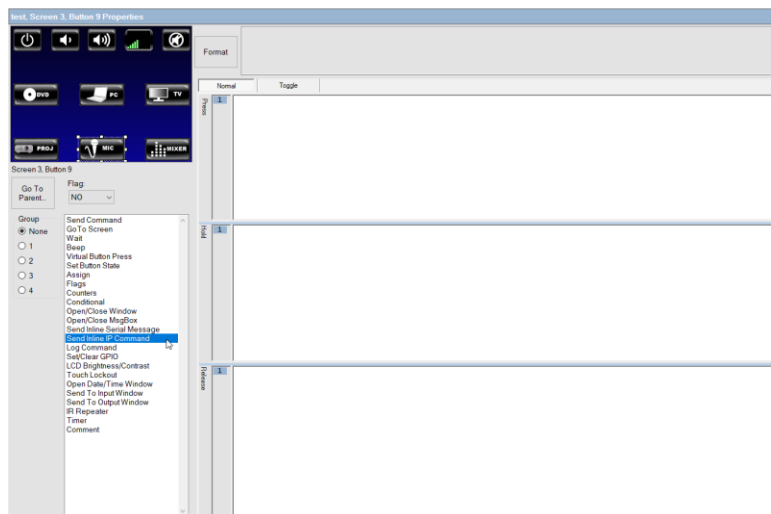
NOTE: All Buttons that are combined in a global banner are called Include instead of button. You will have to select the Global Banner to identify Global Banner Button Numbers.

Program the Commands

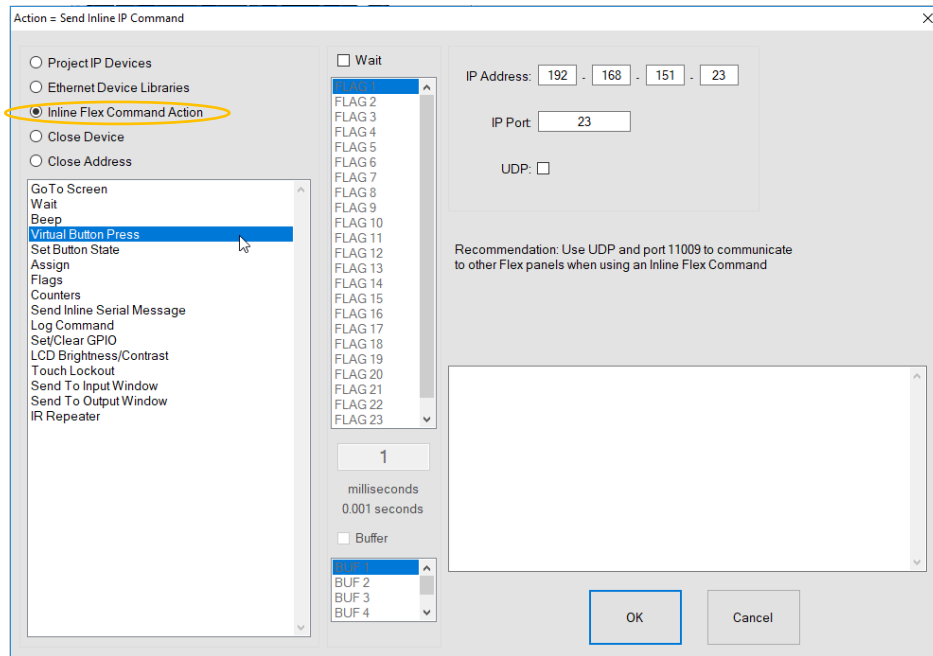
Now you need to open up the project that is your source panel (that you will be sending commands from) to press buttons on your destination panel. Next go to The Screen you wish to use to send command to other flex panel. In our example it was screen 3. Next press the button you wish to put the command on and click Go To Action...



This will open up the command center for the button. Choose the “Send Inline IP Command” from the Button Action Box which will bring you to a different window for inline command generation.

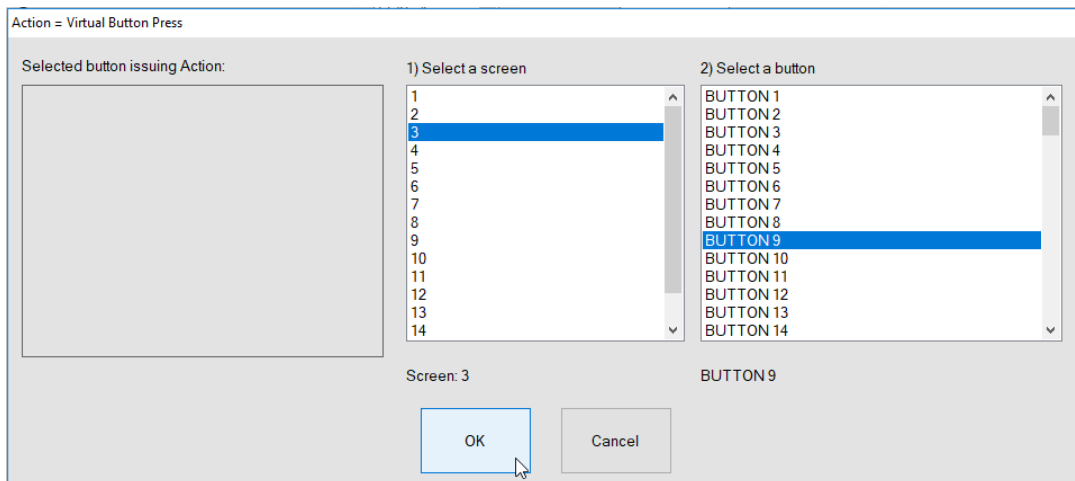


Select the radio box that Says “Inline Flex Command Action” Then fill in the IP address of the destination flex panel and use port number 11009 and check the box for UDP. Then select Virtual Button Press from the list of commands in the left side tool box.



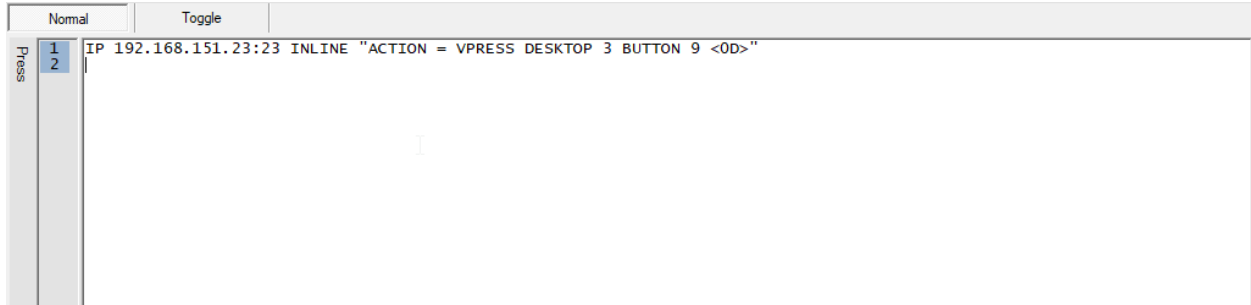
Choose the Button to Control

At this point a box will appear in the center of the screen allowing you to enter the screen number and the button number. Remember to choose the right button type. In this example I have chosen screen 3 Button number 9 which is my mic command.



Then after you press OK you will see a command generated in the bottom Right box and it should read. "VPRESS DESKTOP 3 BUTTON 9". Then Press OK and you will be back to your project screen. Your command should then look like this.

IP 192.168.1.51:23 INLINE "ACTION = VPRESS DESKTOP 3 BUTTON 9<OD>"



When done simply click on Go To Parent... to exit back to the screen options.

This action will make it so when you touch the button on your source panel, the panel on address 192.168.1.51 will have its Desktop 3 button 9 pressed also.

Save/Save As Project

After all of the buttons you wish to command have been programmed, to finish the process, click Save/Save As located in the top tool bar.

