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## Revision History (Updated 2.0)

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### ***Version 1.02***

Added support for NE 2 channel amplifiers

Changed grid lines to stay on same centers when going from lower to higher grid resolution

Fixed issues with overly long user-entered text

Application exits when suspended as intended

Removed menu and security features that were no longer needed

### ***Version 1.03***

Faster app load times

Added ability to set any page as the launch (first) page

Added **Web Links** control

- Includes a button that can be configured to open a:
  - o Web page via URL (set the Web Address property to a URL)
  - o PDF stored in the shared directory (set the Web Address property to the PDF name (PDF located in shared folder))

Added a Checkbox Behavior property to allow Normal checkbox appearance (On = unchecked or not highlighted) or Reverse checkbox appearance (on = checked or highlighted)

**WARNING:** The default behavior of check box controls has been reversed.

Added an activity indicator for when the app is first loading.

Text labels can now be blank. Previously, if text was set to blank, the text label would display “blank label”. In Live mode blank labels will be invisible. In edit mode they will appear with the text “(label)”

*Remote Mac Address* menu option has been changed to *Using multiple iPads*. Instead of having to enter the Mac address of the iPad (which can be tedious), the user now selects a unique number for each iPad.

Fixed issue where .png and jpg image files were not being loaded because of case sensitivity

Fixed device status label bug so that it now correctly updates when a device is offline

Offline detection is now more responsive

Page locks will no longer prompt for a username and password when unlocking unless the username and password have been set.

Added a list of new / updated features to the PDF Document

Fixed a bug where faders displayed text even though they had their Show Text property set to hide. This happened when they were first added but not after the application was reloaded.

Text input field size has been increased for easier use.

## **1.04**

**WARNING:** This update changes the way files are saved. Any future saved work will be upgraded to this new file format and will not be compatible with previous versions of this application. Any upgraded or new saved files will only be compatible with versions 1.04 or greater.

**MIXER MUTE BUG FIX:** Fixed a bug where a mixer mute control (*with mutually exclusive property set to true*) would unmute all non selected source channels (mixer channels) when the checkbox was toggled off. This effect was not intended and in many cases undesired.

The mixer mute control with property “mutually exclusive” set to true will now function as follows:

- when checkbox is toggled to unmuted:
  - o All selected mixer channels(sources) will be unmuted while all unselected mixer channels will become (or stay) muted
- when checkbox is toggled to muted:
  - o All selected mixer channels(sources) will be muted on while all unselected mixer channels remain unchanged

*State text 1, State Text 2* properties added.

These properties are only available for mute and standby controls and only when their type has been set to read-back label. When these controls have their type set to read-back label, these properties allow editing of the text that will be displayed. For instance: A mute control with type read-back label would normally display the text “Muted” or “Unmuted”. By changing the two state text properties it could display “On” and “Off”.

## ***1.05***

BUG FIX: The device status label was broken with the last patch. It should now function properly.

## ***1.06***

The App is now slightly less chatty on the network

The App should now re-sync to offline devices when they come online at a much faster rate

As an added feature WR5 and FR remotes are now correctly identified and can be monitored using an online status label

BUG FIX: After the user manually adds devices, the App now uses “special” means to establish and maintain communication with those that are set to a static IP address

BUG FIX: Fixed a potential flaw with meters where they might in some cases stop working

BUG FIX: Fixed issue with images not moving to back/front in some cases

BUG FIX: Images would sometimes appear above other controls.

BUG FIX: Page Lock now working as intended

BUG FIX: Sometimes user interaction could create multiple instances of confirm dialogs. Now there is only one

BUG FIX: Fixed a crash bug, caused by opening the property window on a control whose targeted device has been deleted. Now if a targeted devices name cannot be displayed it will show “NA”

BUG FIX: Editing and Adding devices will now properly trigger a save

BUG FIX: AB source select readback label state text was reversed. It is now functioning as intended.

BUG FIX: Some readback labels would have properties state1 and state2 text, this was unintended. They have been removed.

BUG FIX: Recent save file format changes did not compensate for file changes when importing pages from older designs. Now file formats are changed to the newest version automatically when loading or importing.

TEMPORARY WORKAROUND: iOS7 status bar was not hiding, moved menu locations below the bar to avert accidental app closing when interacting with the app.

## 2.0 (NEW)

NOW AVAILABLE ON IPAD AND IPOD TOUCH PLATFORMS

Square Buttons are now available as a type for all mute controls.

Device List now shows device names instead of MAC Addresses. To see MAC address select a device in the list and touch the edit button.

Enable Security control was changed

Tear thresholds have been adjusted

Gridlines were changed to a centering system. The old grid system did not provide a centered gridline.

Controls List design was changed slightly.

Property Menus now have multiple pages. This was done to keep consistent sizing, regardless of the number of properties.

Notifications now present as a box that slides on and off screen, making them easier to read and notice.

New notifications added for operations like import / delete page

Menus have larger text and size

Brand new UI library created. The app may look mostly the same but **is** using a new library behind the scenes. This allows the app to improve with new features faster.

URL Launch string “ashlyremote” is now available to launch Ashly Remote from other apps.

BUG FIX: Duplicated controls no longer get placed off screen when next to screen edge.

BUG FIX: Device names on the diagnostic menu that were long would sometimes run into the next column

BUG FIX: Page names appeared behind images in edit mode

BUG FIX: Offline devices would sometimes incorrectly report as online

BUG FIX: List menus had some strange animation behaviors

BUG FIX: After removing all devices from the device list menu, newly added device caused the menu buttons to become locked

BUG FIX: Offline devices on the diagnostics menu sometimes reported as online.

## **Requirements (Updated)**

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In order for the Ashly Remote to control an Ashly networked device there are a few requirements that need to be met.

- The iPad, **iPhone or iPod Touch** must be connected to a wireless access point that is connected to the same network (subnet) as the Ashly device.
- In order for the Ashly Remote to control gain or PEQ parameters, the Ashly Device must have those capabilities configured ahead of time.

**\*Note:** Available parameters may vary between different Ashly devices

## **Overview**

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“Ashly Remote” is an application used to create a custom and secure graphical user interface (GUI) for Ashly networked devices via iPad wireless control. The sound system designer creates a GUI specifically tailored for the end user and their networked Ashly products, allowing them remote control access to select audio functions.

### ***Basic Concepts:***

- **Design** – The Design is the graphical user interface created by the system designer and deployed to an end user for control of a specific installation.
- **Live Mode** – Live mode is where the design runs, where the end user controls the sound system as enabled by the design. Security features can be implemented that lock out any changes to the design.
- **Edit Mode** – Edit mode is where the system designer creates or edits the user interface by placing one or more pages, controls, and labels into the design.
- **Pages** – A page is one iPad screen display containing controls and labels. Multiple pages can be created and linked as part of the same design.
- **Controls** – Controls are placed onto a page and assigned specific properties for target device and audio function. Controls may also be visual elements such as a

background image, page link, or label. Controls and labels can be customized for a unique look and feel.

- **Labels** – Labels are placed onto a page and used to describe the page or control.
- **Read-Back Labels** – Read-back labels are placed onto a page as a type of control, and are used to indicate a real-time parameter value from the targeted device. A read-back label is typically placed on a page by duplicating a tactile control, which then has its “Type” property changed to Read-back label, which then tracks the parameter value of the control it was duplicated from.
- **Control Parameters** – The following parameters on Ashly networked devices are available for control:
  - Preset Recall
  - Gain/Attenuation Control (Mixers, Gain block , WR5 block, DVCA)
  - Mute Control (Mixer, Input / Output, DVCA)
  - AB Source Select
  - Logic output
  - Meter
  - Filter level of PEQ (15,10,6,4,2)
  - Amplifier Standby
- **Selection** – Touching a control (without moving it) will result in selection. Controls that are selected will appear with a white border around them. *Note: background images above a certain size will also have the text “image selected” displayed over top of them.* Multiple controls can be selected by touching each control. When a control is selected the buttons for properties, duplicate and delete will become active. If multiple controls are selected properties, duplicate and delete will affect all selected controls at once. *Note: When multiple controls are selected, only the common properties amongst the selected controls will be available in the property window.*

## ***What it can't do***

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This remote is not intended for comprehensive configuration or control of Ashly networked devices. A limited set of control parameters is available as shown above.

## **Introduction**

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There are two modes to the Ashly Remote for iPad:

- *Live mode*
  - This is mode is for deployment and testing out a designs created in edit mode.
  - In Live mode the application acts like a remote. You can interact with the control surface and use controls to control Ashly device parameters.

- The application will always start with the first page of the last loaded design in Live mode.
- *Edit mode*
  - This mode is for creating a custom remote.
  - In edit mode you can:
    - Select, add, delete, duplicate, customize and configure controls
    - add, delete, duplicate and customize pages
    - move between pages using the page list menu
    - Save, load and delete designs
    - configure application security
      - password protect the Live mode menu
      - password protect the edit mode menu
      - set the target security username and password
    - Manipulate the list of available devices
      - Delete saved offline devices
      - Save offline devices
      - Configure static IP
    - View diagnostic network information
    - Enter the MAC address for multi-app use
  - All changes to a design are automatically saved to the working settings file.

## **Menus**

### ***Live***

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The application is always launched in Live mode.

### ***Edit***

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This menu is only displayed while in edit mode.

*To get to edit mode from live mode*

1. Touch the Ashly Logo

### **Live**

This is how you change to Live Mode from Edit Mode.

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## **Misc**

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This menu gives you options to many configuration features.

### *About*

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Displays the version number

### *Help*

This button launches the help system you are reading now.

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### *Target Security*

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Like all of our physical remotes, in order to change parameters in an Ashly device, a username is needed and a password may be required. In this application only one username and password can be set for use with all targeted devices. All the devices targeted by this remote must have the same username and password, and must allow full access.

Initially all Ashly devices have a username of “default” requiring no password and with full access. Similarly, the Ashly Remote application initializes with a username of default and a blank password. This means if you haven’t changed the security in your devices, the target security will not need to be set in order for this remote to function properly.

*To set Target Security:*

1. Select Edit Mode Menu >> Misc >> Target Security button
2. Select the username textbox on the Update Target Security menu
  - a. Enter the username
3. Select the password textbox on the Update Target Security menu
  - a. Enter the password

### *Edit Security*

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The Live mode menu allows you to use the Ashly logo to access edit mode. You can lock it from being accessed by turning on Edit Security. This is typically what you would do if you deployed the remote to end

user and you did not want them to have access to the editing features. Edit mode access would be password protected.

*To set Edit Security:*

1. Select Edit Mode Menu >> Misc >> Edit Security button
2. Select the username textbox on the Update Edit Security menu
3. Enter the username
4. Select the password textbox on the Update Edit Security menu
5. Enter the password
6. Slide the security enabled switch to the left to turn it on or to the right to turn it off.

### ***Diagnostics***

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The diagnostic screen provides the following information:

- *Current Texture Memory used* – the value provided is in megabytes
- *Maximum Supported Texture size (width \* height)* – this is the largest image you can use in your app.

In addition each device detected on the network is displayed in a list.

The following information is displayed for each device.

- *Name* - the device name which is set during device configuration
- *MAC Address* – the physical address from the device's network card
- *IP Address* – the logical address used to identify your device on the network
- *Online status* – indicates if the device is online or offline
- *Success Rate* – when the diagnostic menu is open, the application sends diagnostic messages to each Ashly Device detected on the network. This rate shows the ratio of successful replies.
- *Average Latency* – an average time, in milliseconds, of how long a device reply to a diagnostic message took.
- *Maximum Latency* – the maximum time, in milliseconds, of how long any device reply to a diagnostic message took.

To get to the diagnostic menu select Edit Mode Menu >> Misc button >> Diagnostics

### *Networked Device List*

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The device list is updated dynamically. As units are detected on the network they are added to the list. When you open the device list you will also see the devices that are offline. This application stores information about each unit it has previously discovered on the network (device name and type.) This information is stored in the working settings file.

Offline devices are colored in red, while online devices are colored green.

### *Static IP*

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This Provides a way for you to force the app to treat a device's IP address as static.

If an Ashly device is on some other subnet other than the wireless access point's subnet your application is connected to, this should allow the Ashly device to communicate with the Application.

*To set a Static IP:*

1. See [Edit Device](#)

### *Remove Device*

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You can remove a device from the device list, however if it is online it will simply be added back within a few seconds. Offline devices that are saved can be removed from the list which will remove them from the workings settings file as well.

*To Remove a Device:*

1. First select Edit Mode Menu >> Misc button
2. Next select Networked Devices button from the App Settings window
3. In the device list, find and select the device you intend to remove
4. Then the Remove Device button should be enabled
5. Finally select the Remove Device Button to remove the selected device

### *Add Device*

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You can add an offline device manually. This will allow you to add controls and assign them to the unit even if you don't have access to the device at the moment.

*To Add a Device:*

1. First select Edit Mode Menu >> Misc button
2. Next select Networked Devices button from the App Settings window
3. In the device list window, find and select the Add Device button
4. This will open the Add Device Window
  - a. Select the Device Name text box
    - i. Enter the name you want to temporarily use for the device
      1. If the device is detected on the network this name will be overwritten with exact name of the unit
  - b. Select the MAC Address text box
    - i. Enter the MAC address of the offline device.
  - c. Select the IP Address text box
    - i. If you are going to use static IP then you can enter the address here
    - ii. If not just leave the default value
  - d. To turn on static IP address, slide the switch to the left. To turn it off, slide the switch to the right. See [Static IP](#)
  - e. Finally select the Save Device button to save the device.
    - i. This will close the add device menu and add the device to the device list.

*Edit Device*

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Typically you only edit online devices if you are trying to setup static IP or if you want to change some of the details of an offline device you added manually.

*To Edit a Device:*

1. First select Edit Mode Menu >> Misc button
2. Next select Networked Devices button from the App Settings window
3. In the device list window, find and select the Edit Device button
4. This will open the Edit Device Window
  - a. Select the Device Name text box

- i. Enter the name you want to temporarily use for the device
  1. If the device is detected on the network this name will be overwritten with exact name of the unit
- b. The MAC Address text box is disabled
- c. Select the IP Address text box
  - i. If you are going to use static IP then you can enter the address here
  - ii. If not just leave the default value
- d. To turn on static IP, address slide the switch to the left. To turn it off, slide the switch to the right. See [Static IP](#)
- e. Finally, select the Save Device button to apply/save the changes to the device.
  - i. This will close the edit device menu and add the device to the device list.

### *Using Multiple iOS Devices* **(Updated)**

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When using multiple iOS devices on the same network you will need to make sure that each has been assigned a unique number. This will allow Ashly devices to uniquely identify each iOS device and communicate with it properly. The process of assigning a unique identifier for each supported iOS device type is described below:

1. iPad – In Edit mode, press Misc > Using Multiple Devices > then on each device select a unique number from 1 to 20 and save
2. iPhone and iPod Touch – Touch the Ashly logo to open the diagnostic screen, then press <Set Device Num>, select a unique number from 1 to 20 and save.

### *File Options* **(Updated)**

*Saving*

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*To save a design:*

1. First go to Edit Mode menu >> Setup >> File Options >> Save
2. Enter the name of the design. Then select <Save File>.

### *Auto-Save*

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In design mode all changes are automatically saved to the working settings file.

### *Working Settings*

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Like most Tablet applications, your changes are saved immediately. These automatic saves are always applied to the same working settings file. There is also a secondary backup working settings file created with each save. In the event that the primary working settings file is corrupted it will revert to the backup. This file is not accessible from within the app. It is however, accessible through iTunes by accessing the app's shared folder.

When you load a design it gets saved automatically to the working settings. This will save over any previously loaded work, so it is important to save a design out when you are finished with it. When this application first loads it loads the design that was last saved to the working settings.

### *Load*

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*To load a design*

1. First go to Edit Mode menu >> Setup >> File Options
2. **\*\*Important note:** if you have not saved your current design you may want to save it now. Loading a design will overwrite the working settings and you could lose any unsaved work.
3. From the list of files select the file you would like to load.
4. Click on load and then the confirmation button.

### *Auto-load*

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Whenever you start the application it automatically loads the design stored in the working settings file. The application will always start in Live mode.

### *Sharing Designs* **(Update)**

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All designs are saved into your application shared folder.

*To access your saved design:*

1. Connect your iPad to your computer using the standard iPad USB cable connector that comes with most iPads.
2. Open iTunes and click on the **iPad** button that appears at the top **left** of iTunes interface. This should take you to the iPad **summary** screen.
3. At the **left** of the iTunes interface you should see the tabs for: **Summary, Apps, Music, Movies, TV shows, Books, Photos, Info.**
4. Click on the **Apps** tab to go to the apps menu.
5. On the Apps menu you should see a smaller screen showing your iPad's icons. To the right of that there should be a scroll bar.
6. Drag the scroll bar down
7. You should see **File sharing** in bold on the left and below that Apps in bold.
8. Below **Apps** you should see the Ashly Remote icon
9. Click on that icon to select it.
10. Now to the right of the selected icon you should see a bold title **Ashly Remote Documents.**
11. Below that are all of the files your app has saved.
12. You can drag these to your desktop
13. You can delete them
14. You can even transfer file in by clicking add
15. Use this menu to transfer out saved designs and bring in shared ones.

\*\* remoteBackUp.txt and remoteSettings.txt are your working settings files. Deleting these could wipe out any unsaved work.

## *Import Pages* **(Update)**

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It is possible to import pages from any design in your shared folder. The application will keep a design named "example" and "[iPhoneExampleDesign](#)" in your shared folder for you to import basic pages from.

*To import a page:*

1. First select Edit Mode Menu >> Misc button >> File Options Button
2. On the File List menu, select the file you want to import from then press the Import Button

3. From the File Page List menu select the page you would like to import then press the Import Page button

This should add the page to your current design and also make that page visible

## **Pages:**

A remote design can consist of many pages. Pages are windows that controls can be placed on.

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*To add a page:*

1. Go to Edit Mode Menu >> Pages >> Add Page
2. A new page should appear in the page list.
3. It will be selected
4. The page in the background will change to the newly added page

### ***Make Page First***

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Making a page first is important because the first page is always shown when your remote is launched.

*To make a page first:*

1. Go to Edit Mode Menu >> Pages
2. From the list of pages select the page you would like to be the first
3. After selecting the page should appear in the background
4. Press the make first button
5. You should see the selected page moved to the top of the page list

### ***Move between pages***

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Moving between pages is accomplished differently in edit mode than it is in Live mode

*To swap to a page in Live mode:*

1. You must use a Go To page button that has been configured to go to a specific page.

*To swap to a page in edit mode:*

6. Go to Edit Mode Menu >> Pages
7. From the list of pages select the page you would like to swap too
8. After selection the page should appear in the background,

### ***Duplicate a Page***

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When a page is duplicated, all of the settings will be exactly the same except the name. In addition all controls on the page will be copied as well and their configuration and customization will be identical.

*To duplicate a page:*

1. Go to Edit Mode Menu >> Pages
2. From the list of pages, select the page you wish to duplicate
3. \*\*Note selecting a page will swap to that page
4. Select the duplicate button
5. This will add the duplicated page as a new page to the bottom of the list

### ***Delete a page***

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*To delete a page:*

1. Go to Edit Mode Menu >> Pages
2. From the list of pages, select the page you wish to delete
3. \*\*Note selecting a page will swap to that page
4. Select the delete button
5. This will delete page from the list of pages
6. All controls are deleted as well
7. \*\*Note if you are deleting the last page, a new empty page will appear in its place. This is the expected behavior of the application. There will always be at least one page.

### ***Page Properties***

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*To change a page property:*

1. Go to Edit Mode Menu >> Pages
2. From the list of pages, select the page whose properties you wish to edit
3. \*\*Note selecting a page will swap to that page
4. Select the Properties button
5. This will open the page property menu for that page
6. For a description of the property menu see the [Property Menu](#) section
7. For a description of what each page property does see [Page Properties](#)

## **Ctrl:**

A remote design can contain many pages and controls. Controls are the visual elements you can either interact with or get data from. They can be placed on a page.

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Controls are categorized and listed by their functions. See [Controls](#) for more information on how they work

*To add a control:*

1. Go to Edit Mode Menu >> Ctrl
2. From the list of controls, choose the control you wish to add to the current page.
3. Once a control is chosen, select the add control button.
4. This will add the control to the page.
5. \*\* Note: some times controls appear on top of other controls
6. \*\* Note: some times controls appear behind a menu

### ***Move a control***

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*To move a control:*

1. You must touch a control and drag it enough to tear it free. See [Tearing](#).
2. Once a control is torn free you can drag it around within the bounds of the screen.
3. If snap to grid is on it will snap to the indicated location when released.
4. See [Ghost Lines](#) and [Snap To Grid](#)

### ***Select / Unselect a Control***

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Some edit menu options are only available if a control is selected.

*To select or unselect a control:*

1. Touch the control briefly then release
2. The control should have a black/white border around it or if it was selected the border should disappear.
3. \*\* Note: If you move your finger significantly it will not result in selection or unselection. It will result in a movement. See [Tearing](#) for an explanation.
4. Once a selection is made (if no menus are open) the edit mode buttons (Props, Dup, Del) will be enabled.
5. If you deselect a control and no other controls are selected, then the edit mode buttons (Props, Dup, Del) will be disabled.

6. Selection and de-selection can also affect the edit mode button (select all/ unsel.) See [Select All](#) for more information.
7. Multiple controls can be selected at one time by repeating this step for other controls

### ***Tearing***

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To distinguish between selecting a control and moving the control, the process of tearing was introduced. With tearing, touching a control and sliding your finger around will not initially move the control. The movement of your finger will have to be significant before the control will begin to move. If you remove your finger from the control and it did not move it will result in either selection or de-selection.

### ***Snap to Grid***

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Snap to grid causes the center point of a control that has been released after movement to snap to the closest intersection of a horizontal and vertical grid lines.

This feature is on by default for each page.

Snap to grid can be turned off or on per page basis. See [Page Properties](#)

### ***Ghost Lines***

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When snap to grid is on and a control is being moved, an indication of where that control would snap to if it were released is displayed. The indication is a set of vertical and horizontal line overlays on top of the grid lines where the snap will occur. These lines will change as the control is moved around.

### ***Control Types***

#### ***Image***

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Images controls allow the designer to use custom JPG and PNG files. They will always appear behind other types of controls but can be layered amongst each other

#### ***Device Status Label***

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This control displays the online or offline status of a device in text. The text displayed can be customized

### *Go to Page*

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This allows the user to go to a specific page. In Live mode users can only swap between pages using this button. So it is necessary when creating a multi-page remote to include these buttons.

### *Label*

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A simple text label allows you to put a line of text on the page

### *Page Lock*

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One of the security features available, it allows a user in Live mode to lock a page. This will lock out all of the controls on the page. To activate the controls again simply click the page lock button again and enter the username and password.

### *Web Link*

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This is a button that can open a specified web page in the apps special browser or a PDF document from the App's shared folder.

### *Channel Gain*

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This controls the level of a single gain block in an Ashly device with DSP

### *DVCA Gain*

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This controls the level of one of the four DVCA channels in an Ashly device with a DVCA

### *Mixer Gain*

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This can control multiple mixer channels across multiple mixer blocks at one time in Ashly device with DSP.

### *WR5 Level*

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This can control multiple WR5 gain blocks at one time in an Ashly device with DSP

### *AB Source Select*

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This allows you to swap between two selected mixer channels in an Ashly device with DSP.

One channel becomes muted while the other channel becomes unmuted.

Combined with a mixer gain control this can be used to fabricate the AB Source select control from the FR remotes.

### *Channel Mute*

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This allows you to mute multiple channels output or input at the same time in an Ashly device with DSP.

### *DVCA mute*

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This controls the muting of one of the four DVCA channels in an Ashly device with a DVCA

### *Mixer Mute*

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This allows you to mute multiple mixer channels (sources) across multiple mixers (outputs) in an Ashly device with DSP.

In addition, in mutually exclusive mode, it can patch in sources while muting all non-selected channels as well. or patch out selected source channels without affecting any other non-selected channels

### *Amplifier Standby*

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This controls the standby mode of an Ashly Amplifier.

### *Logic Pin*

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This can control the logic out of an Ashly Device with logic out card. Logic pins are not toggle buttons. For instance: If you intend to change the state of a logic pin between high and low multiple times, you would need one button to set the logic pin state high and one for low as well.

### *Meter*

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This allows you to display/view the metering of output and input channels in Ashly devices with DSP.

### *Preset Recall*

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This allows you to recall a preset in an Ashly device specified by number.

### *Filter of PEQ (15, 10, 6, 4, 2)*

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This can change the level of a specified filter in a PEQ block in an Ashly Device with DSP.

## **Sel all/ Unsel**

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The Edit Mode Menu has a button that allows you to quickly select all of the controls on the current page. When all controls on the page are selected, the select all button becomes a deselect button. Pressing deselect will cause all of the controls to become deselected.

## **Del**

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*To delete a control or multiple controls:*

1. First select one or more controls. See [Selection](#) and or [Select all/ De-select all](#)
2. Next select Edit Mode Menu >> Del button
3. All of the selected controls should now be gone.
4. The Props, Dupl, Del button will be disabled.

## **Dupl**

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*To duplicate a control:*

1. First select one or more controls. See [Selection](#) and or [Select all/ De-select all](#)
2. Next select Edit Mode Menu >> Dupl button
3. All of the selected controls should now be duplicated.

4. Duplicated controls have the same settings of their parent
  - a. If they have been configured for read-back they will update their state automatically. See [Read-back](#)
5. Control Duplicates will not be selected.
6. \*\* Controls may appear on top of each other.

## Props

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*To change a control property or multiple control properties:*

1. First select one or more controls. See [Selection](#) and or [Select all/ De-select all](#)
2. Select the Edit Mode Menu >> Props button
3. This will open the control property menu for the selected control(s)
4. For a description of the property menu see the [Property Menu](#) section
5. For a description of what each control property does see [Control Properties](#)

## Properties (Updated)

### Property Menu (Updated)

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The property menu consists of a title, property labels, property controls, property values and an optional [next button](#).

- Property title appears at the top of the property window.
  - It will contain one of the following:
    - Type of the control whose properties your editing
    - Name of page whose properties your editing
    - The word Group if your editing multiple controls' properties
- Property labels
  - Appear along the left side of the menu
  - The name of each property is ended with a “:”
  - If a property is required for a control to function and has not been set it will appear in RED
  - Properties that may be required have a \*\* next to them
- Property Values
  - Appear next to the “:” of the corresponding property
  - Display the value of the corresponding property
  - Values may contain the text “**Required**” colored in red if they are needed for that control to function.

- **Next Button** – Property menu is limited to 5 properties per page. If more than five properties are available, a next button will appear at the top of the menu. Pressing this next button will cycle through the pages of available properties.

## ***Page Properties***

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There are many properties of a page that can be edited. This allows for a per page customization.

- Grid Color
  - This allows you to change the color of the grid lines
  - For a detailed explanation of the color model used see [HSL Color](#).
  - \*\* Note: If you change the grid color to the same color as page then it will not be visible and you may need to adjust the page color.
- Grid Lines
  - This allows you to control the number of gridlines that appear on a page. This will also affect the number of snap to grid locations available.
- Page Color
  - This allows you to change the tinting of the page. Combined with theme this is what gives the page its look and feel.
  - \*\* Note: that if you change the page color to the same color as the grid lines they will not be visible. You may need to readjust the grid color
  - For a detailed explanation of the color model used see [HSL Color](#).
- Page Name
  - Pages are automatically named when created but can be renamed
  - This allows you to change the name to whatever you want provided it is a unique name
  - Duplicate names will be rejected and a notification will appear.
- Snap To Grid
  - By default, pages have snap to grid on.
  - For a detailed explanation see [Snap To Grid](#)
- Theme
  - This provides a way to change the theme of each page.
  - Each theme gives a page a different look and a base color.
  - You can custom tint these themes by changing the page color
  - \*\* Note: that if you change theme and it has the same color as the grid lines they will not be visible. You may need to readjust the grid color
  - For a detailed explanation of themes see [Themes](#)

## ***Control Properties (Updated)***

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Here is the entire set of available properties for all controls, listed alphabetically.:

- **Behavior (Updated)**
  - A property of check boxes that can change the way they function

- Normal– unchecked or not highlighted when “On” (**unlatched for not-muted, latched for muted**)
- Reversed– checked or highlighted when “On” (**unlatched for muted, latched for not-muted**)
- Breakpoint High / Low
  - A property of meters
  - High
    - Controls at what value meter turns to the high color
    - Bounded by Max dBu and Breakpoint low
  - Low
    - Controls at what value meter changes to middle color
    - Bounded by Min dBu and Breakpoint High
- Button text
  - A property of buttons
  - Allows you to modify the text displayed on the button
- Caption
  - This is a property of a label
  - It controls the text that will be displayed
- Channel Number
  - This is a property of AB Source Select, meter, channel gain, PEQ controls
  - It tells the control which channels to affect
- Channel Type
  - This is a property of meter, channel gain, PEQ controls
  - It tells the control if it is using an output channel or input channel
- Color
  - Adds a color tint to the current themed controls
  - See [HSL Color](#)
  - See [Themes](#)
- Color High / Middle / Low
  - A property of meters
  - Low
    - The lowest color of the meter
  - Middle
    - The middle color of the meter
  - High
    - The top color of the meter
- **Control Type (Updated)**
  - Since many of our controls have read-back it is possible to turn them into a read-back label that simply provides status information without the ability to control anything control. See [Read-back](#)
  - Currently only **three** options are available:
    - Current control (fader, checkbox, meter, switch)
    - Read-back Label
    - **Square Button (for checkbox compatible controls)**
  - Only controls with read-back capability have this property at this time
- Device

- This property determines which device on the network your control targets
- DVCA Channel
  - This is a property of DVCA mute and DVCA gain controls
  - Products with DVCA have 4 channels
  - This will make the control affect one of those channels
- Filter number
  - This is a property of PEQ controls
  - It tells the control which of the PEQ's filters to target
- Font Size
  - Property of most controls that have text
  - Controls the size of the text
- Icon
  - A property of button controls
  - Exception is page lock which has set icons
- Input channels
  - This is a property of WR5 level and mute controls
  - It allows you to select multiple input channels to be affected by the control
    - In the case of WR5 level control it will affect all WR5 blocks on the input channels selected
    - In the case of mute control it will cause all selected input channels to become muted or un-muted
- Latched Color **(NEW)**
  - Color of the Square Button when it is depressed.
- Unlatched Color **(NEW)**
  - Color of the Square Button when it not depressed.
- Length
  - This is a property of fader controls
- Max dBu
  - A property of meters
  - Affects the top of the range displayed by the meter
- Min dBu
  - A property of meters
  - Affects the bottom of the range displayed by the meter
- Minimum / Maximum gain
  - This is a property of fader controls
  - It affects the level range the control will use
    - PEQ level controls can range between 15 and -30 db
    - DVCA, Mixer, Channel gain can range between 12 and -50 dBu (below -50 acts like a mute)
    - WR5 level controls range between 0 and -49 db range with .5 dB increments. (below -49 acts like a mute)
- Mixer Channels
  - This is a property of mixer mute and mixer gain controls
  - It allows you to select multiple mixer channels that will be affected by the control

- Mute all channels
  - A property of preset recall button
  - When a preset is recalled by this button this will determine if all channels will be muted or not.
- Mutually Exclusive
  - This is a property of mixer mute controls
  - If true, then whenever the checkbox is checked:
    - selected channels become muted
    - unselected channels become un-muted
  - If false, or not set then whenever the checkbox is unchecked:
    - selected channels become un-muted
    - unselected channels become muted
- Offline text
  - Is text for when a device is offline for a device status label
- Online text
  - Is text for when a device is online for a device status label
- Output Channels
  - This is a property of mixer mute, mixer gain, channel mute controls and WR5 level controls
  - Allows you to select multiple output channels to be affected by the control
    - In mixer controls this will cause the control to affect each mixer block on each output channel selected.
      - For instance:
        - If I have a mixer control
        - Then select output channel 1 and 2
        - Then select mixer channels 1 and 2
        - **\*\*Note:** In most network and DSP enabled products each “*DSP output channel*” has a mixer block.
        - **\*\* Note:** Each mixer block contains multiple “*DSP mixer channels*”
        - This control would affect “*DSP mixer channels*” 1 and 2 for both mixer blocks on “*DSP output channels*” 1 and 2.
    - In channel mute controls this will cause the control to affect all of the output channels selected
    - In the WR5 level control this will cause all the control to affect aWR5 blocks on each output channel selected
- Password
  - A property of a page lock button
  - This is the password that must be entered to unlock the page that was locked by this button
  - Each lock button has its own username password
- Pin State
  - A property of logic pin buttons
  - Controls what will be sent out
    - High

- Low
- Preset number
  - A property of preset recall button
  - This controls which preset will be recalled by this button
- Show text
  - This is a property of fader controls
  - If true, text displaying the level will be shown in a popup box when the fader is moved
  - If false, no text is displayed
- Size
  - This is a scaling factor applied to the control.
- State text 1, State Text 2
  - These properties are only available for mute and standby controls and only when their type has been set to read-back label. When these controls have their type set to read-back label, these properties allow editing of the text that will be displayed. For instance: A mute control with type read-back label would normally display the text “Muted” or “Unmuted”. By changing the two state text properties it could display “On” and “Off”.
- Target Page
  - A property of a Go To Page Button
  - Targets a specific page within your app
  - See [Go To Page](#)
- Text Color
  - Property of most controls that have text
  - Can control the text color.
  - See [HSL Color](#)
- Theme
  - This provides a way to change the theme of each control.
  - Each theme gives a control a different look and a base color.
  - Through changing the control color you can tint these themes to customize them.
  - For a detailed explanation of themes see [Themes](#)
- Username
  - A property of a page lock button
  - This is the username that must be entered to unlock the page that was locked by this button
  - Each lock button has its own username password
- **Web Address**
  - Property of the [web link](#) button
  - To open a web page use a web address in the form of <http://www.ashly.com>
  - To open a PDF document from your shared folder enter the name of your PDF document (For Example: help.pdf).
- Width
  - This is a property of button controls
  -

## **Miscellaneous (Updated)**

### ***Read-back***

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Many controls have read-back capability. Read-back is when a control attempts to sync state with the Ashly device it targets.

For example, if a mute control has been configured to target the output mute on channel 1 in an Ashly device it will reflect current state of the device. If later a preset recall from some other event causes this mute state to change in the targeted device, the control will be updated to reflect the state change.

### ***HSL Color***

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HSL Stands for Hue Saturation and Lightness

- Hue
  - effects the color
- Saturation
  - effects the amount of color
- Lightness
  - effects the brightness of color

### ***Themes***

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There are five themes available for controls and pages.

Each theme uses a different set of sprites/ images that can give a pre-canned look to what you are editing. Pages and controls use the same themes. If you are using theme 1 for a page it should fit well with theme 1 control.

For further customization you can also tint these themes by changing the color.

### ***Add Custom Images***

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It is possible to import custom images and use them in your designs.

To import images, you simply drag them into your shared folder through iTunes. For an explanation of how to access this in iTunes see [Sharing Designs](#). Once you have imported images you are free to use them with image controls. For an explanation of image controls see [Image](#).

## ***URL launch string (NEW)***

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With this feature it is possible to launch the Ashly Remote from other apps. The Ashly Remote launch string is “ashlyremote”. See Apple’s guide to URL launch strings for more details.

## ***iPhone and iPod Touch (NEW)***

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With release 2.0, Ashly Remote is now a universal app that can be downloaded to both iPhone and iPod Touch.

Note however that Ashly Remote on iPhone and iPod Touch **does not** have access to edit mode. **An iPad with Ashly Remote is still required** to create or edit a design.

The process of deploying a design on an iPhone / iPod Touch is different than deploying on an iPad.

## ***Steps to deploy on the iPhone / iPod Touch (NEW)***

1. In Edit Mode, load your design onto an iPad running Ashly Remote using the Misc>File Options menu. This loads the design file and also saves it as the working settings file (*remoteSettings.txt*). If the design is already loaded skip this step.
2. [Export](#) the working settings file named “remoteSettings.txt” to your computer via iTunes, including any images that may be used by your design.
3. Install Ashly Remote app on iPhone or iPod Touch
4. [Import](#) the exported Design file + images from computer to the iPhone/iPod Touch using iTunes
5. Open Ashly Remote app on the iPhone/iPod Touch and it will launch with the new design file ready for live use.

## ***Special Features (NEW)***

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On iPhone / iPod touch devices the Diagnostics menu is accessed directly by pressing the Ashly Logo. This allows the designer to test connectivity with Ashly devices.

In order to lock access to the diagnostics menu, enable [<Edit Security>](#) in the design.