



QUICK START INSTRUCTIONS

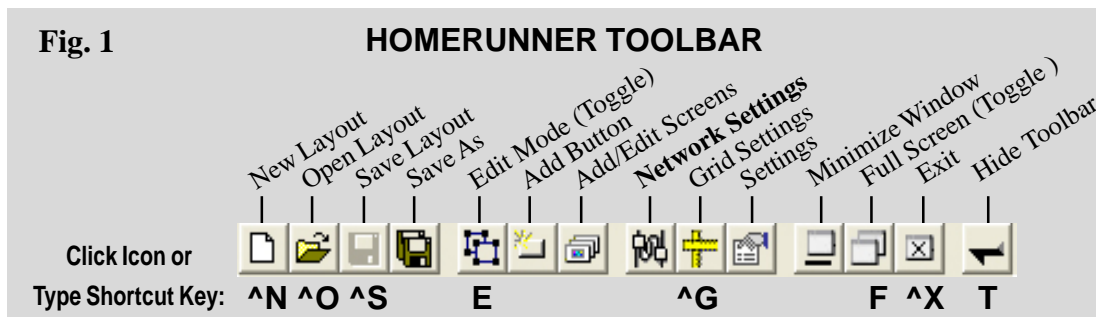
Welcome to HomeRunner User Interface Software. With HomeRunner, you can create any number of control “screens” using image files (jpg, gif, bmp, etc.) for “backgrounds” and control “buttons.” If you have no image files yet, you can simply select a color for each screen background and choose from the included button images in the HomeRunner “Buttons” folder.

If you plan to use photos or other image files for backgrounds, copy them to your HomeRunner “Backgrounds” folder (C:\Stargate\HomeRunner\Backgrounds). It is best to use photos with the same resolution as the pc touch screen or monitor (e.g. 1024 x 768). Higher resolution images will work but may take longer to load when switching screens (depending on the speed of the computer). If you plan to use icons or other image files for button images, copy them to your HomeRunner “Buttons” folder (C:\Stargate\HomeRunner\Buttons). Buttons can also be transparent to allow the background image to show through and be used as a control surface. Buttons will reduce in size slightly when clicked or touched, giving the appearance of a button being pressed.

You can change the background and button images at any time. Once you have created your control screens, you save them all as a “layout” in the HomeRunner “Layouts” folder (C:\Stargate\HomeRunner\Layouts). When you launch HomeRunner, it will recall the last layout that was running. You can define any of the screens as the “default screen” which will be the first screen to appear.

SET UP

1. Download the HomeRunner Setup software from www.webxpander.net.
2. Unzip the downloaded file and run HomeRunnerSetup.exe.
3. Install the program into the default folder: C:\Stargate\HomeRunner (or select a different folder if you prefer).
4. Double click the HomeRunner icon on your desktop or select it from the Start Menu to start the HomeRunner program.
5. Click the **Network Settings** icon on the HomeRunner toolbar at the bottom of the screen (see Fig. 1).
6. Select Setting Number 1, enter a Setting Name, enter your Web Xpander IP Address (default = 192.168.0.5), Web Port (default = 80) and User Name / Password (default = webx/webx).
7. Click “Test Connetion” and verify you have a successful connection.
8. Click “Download Labels” to transfer all your device names from your Web Xpander to HomeRunner.
9. From WinEVM, open Megacontroller, click “Logging Messages” and make sure all relevant boxes are checked.
10. You are now ready to begin creating your HomeRunner User Interface.



CREATING A SCREEN

1. Click the “New Layout” icon on the HomeRunner toolbar. (If the toolbar is hidden, double-click the bottom of the screen to display it or press the “T” key on your pc keyboard at anytime to hide or display the toolbar.)
2. Click the “Add/Edit Screens” icon or right-click twice on the background and select “Add/Edit Screens” to open the Edit Screens menu.
3. Click the “Background Color” or “Background Image” box to select the background, then click OK.
4. Right click twice on the background then select “New Button” or click the “Add Button” icon on the toolbar to place your first button. Click and drag the dashed line that surrounds the button area to adjust size (default = 40 x 40 pixels).
5. Select a button Image File Name, button action (Lighting, A/V, etc.) and button caption (if desired), then click OK.
6. The button will appear on the screen with a surrounding dashed line indicating you are still in Edit Mode.
7. In Edit Mode: Double-click on a button (or right click on the button and select “Edit”) to edit the button properties. Double-click on the background (or right click on the background and select “Add/Edit Screens”) to edit a screen.
8. Right click then select “Exit Edit Mode,” or click the “Edit Mode” icon on the toolbar, or press the “E” key or the ESC key on your pc keyboard to exit edit mode.
9. Click or press the button to test.

ADVANCED EDITING

Button positions can be adjusted in fine (1 pixel) increments using the arrow keys while in Edit Mode. Holding down an arrow key will continue to move the button until released. For coarse adjustments, holding the CTRL key will cause each press of an arrow key to move the selected button 5 pixels.

Multiple buttons can be edited simultaneously for changing font characteristics, button size, etc. First select the various buttons to be edited. This can be done by holding down the CTRL key and clicking each button or by dragging the mouse over the desired buttons (the dotted line bordering the selected buttons will move). Then right click one of the selected buttons and click “edit” to access the Multi-Edit field. The title bar of the Multi-Edit field will indicate the number of buttons selected. Any changes made will affect all selected buttons.

Different button images can be used to indicate the on, off and idle (if applicable) states of a controlled device. Animated gifs can also be used. To assign the different images, check the “Use Multiple Images” box in the Edit Button field (or click the “Select Multi-State Images” button). Then select the desired button image for the on, off and idle (if applicable) states. (See Fig. 2)

Transparent button images can also be copied to the clipboard and edited in a graphics program (Photoshop, Paint, etc.) to create alternate images to indicate on/off states. First select the button in Edit Mode, then click the “Copy Image to Clipboard” button in the Edit Button field. Next, open your graphics program, click File - New and paste the clipboard image. Modify the pasted image as desired, then Save As a different name to your “Buttons” folder. Then select the new button image as one of the multi-state button images. The image in Fig. 2 is a lamp shade that is part of a background image defined as a transparent button. The photo was taken with the lamp off. The transparent button image was then copied to the clipboard, edited to appear on by increasing brightness and contrast, then saved as “LivRmON.gif” in the Buttons folder and selected for the ON state image.



Fig. 2

SPECIAL FUNCTIONS

In addition to the common control functions (Lighting, A/V, HVAC, etc.), several special functions can be assigned to a button. These include: Minimize, Maximize (Full Screen), Toggle Full Screen, Toggle Toolbar Visibility, Exit, Refresh, Play Sound file, Display Time and/or Date, and Launch Application. These functions can be accessed by clicking the “SPECIAL” button when adding or editing a button.

WEBX MACROS

Any number and/or combination of actions can be triggered by a button using the WebX Macro feature. Delays can also be added for special timing applications. When defining a button as a WebX Macro, keep in mind that the first action listed determines the function of the button image. For example, if the first action of a WebX Macro is “X10 A-1 TOGGLE,” the ON/OFF state of device A-1 can be displayed if different button images are used for ON and OFF. Even if “Do Nothing” is selected for the first listed action, the button can still indicate the device status.



DISPLAYING DEVICE VALUES ON BUTTONS

Status of Digital Inputs (On/Off), Analog Inputs (0-255), Variables (0-255), Flags (On/Off), Relays (On/Off), and HVAC Temperature can be displayed as text on a button. You can choose the text font, color, size and place it above, below or inside the button image. Buttons can be made transparent so only the device value is displayed. In the Edit Button field, check the “Display Device Value on Button” box and select the font and position.



SENDING A COMMAND FROM ONE HOMERUNNER TO ANOTHER RUNNING ON A DIFFERENT PC

Each button in HomeRunner that executes a command has a particular "Button Action" value that is executed when pressed. A new HomeRunner command, located on the SPECIAL button, allows you to execute that command on a remote HomeRunner. First add and test a button that does the action you want. Then edit that button and copy the text from the "Button Action" field. This text can be pasted into the "Command" box of the SPECIAL/"Send Command" function. You must also specify the destination (HomeRunner) IP address. Wildcards can be used such as 192.168.0.255 to send to all units on the same subnet.

SENDING A COMMAND FROM STARGATE TO HOMERUNNER

Follow the same procedure as above to create a test button and copy the "Button Action". From Stargate, create an ASCII-OUT command as follows:

```
ASCII-OUT :sendudp={address},CMD:{button action}
```

examples:

```
ASCII-OUT :sendudp=192.168.0.5,CMD:SPECIAL,MAXIMIZE
```

```
ASCII-OUT :sendudp=192.168.0.255,CMD:SPECIAL,MAXIMIZE
```

```
ASCII-OUT :sendudp=ALL,CMD:SPECIAL,MAXIMIZE
```

Specifying an IP address will send the command to only that address, specifying a wildcard (.255) will broadcast the command to that subnet, specifying the word 'ALL' will send the command to all connected HomeRunner instances (those currently receiving Status broadcasts).

Note: You must preface the button action with **CMD:**

The best way to test this functionality is with the ASCII button on the Mega Controller within WinEVM