

Pocket WebX



Installation and Operation Manual



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Welcome to Pocket WebX

Pocket WebX is a program designed specifically for controlling STARGATE (via the Web Xpander) from a Wi-Fi enabled Pocket PC, providing portable and affordable wireless touchscreen control of your home! It operates comfortably without a stylus by simply pressing any of the defined "buttons" with your fingertip.

Pocket WebX can also be installed onto a notebook, laptop, web pad or desktop computer for similar control from anywhere on the network or via the internet! It lets you create custom user interfaces in minutes using its built-in editing features. Any number of "pages" can be created with control "buttons" that can be placed on the page. Each page can be customized with any background color or image (.gif, .jpg). Control buttons can be selected from the built-in library, custom created, or made transparent (yet still functional) so only the page background image is seen (pressing the lamp in the picture can turn on the light)!

Complete user interface layouts can be created on the desktop computer then transferred to the Pocket PC or vice versa using Microsoft ActiveSync. Pocket WebX also supports multiple users so each family member can have their own custom interface with different page backgrounds and buttons!

Unlike infrared remote controls, the Wi-Fi enabled Pocket PC with Pocket WebX uses two-way RF communication for control and monitoring status of your system through walls and at much greater distances. You can even use it at airports, on cruise ships, and other public places with Wi-Fi "hot spots" to keep in touch with your home while traveling!

What You Need

- Desktop/Laptop PC with Windows 98 or newer operating system
- Handheld PC with Pocket PC 2000, Pocket PC 2002 or Windows Mobile 2003
- STARGATE or STARGATE-Lite with Web Xpander
- Microsoft .NET Framework for Desktop/Laptop PC
- Microsoft .NET Compact Framework for Pocket PC
- Microsoft ActiveSync v3.7.1 or newer

All files are available for download from <http://www.WebXpander.net>

Installing Pocket WebX

The Pocket WebX program is Free to download and evaluate. The program is written using Microsoft .NET and should operate on any platform that supports the .NET Framework (Handheld: Pocket PC 2000, Pocket PC 2002, Windows Mobile 2003; Windows PC: Windows 98 and newer).

For each platform (i.e. Desktop PC vs. Pocket PC) you must first download and install the appropriate Microsoft .NET Framework from Microsoft (links are provided on the web site). You only need to install the Framework once per platform (unless the Pocket WebX application requires a newer version and/or Microsoft releases a new version in the future).

After installing the Microsoft .NET Framework, use the Pocket WebX Installer for Windows to install Pocket WebX on your desktop or laptop. After the application is installed and configured, select "Pocket PC Transfer" from the Configure menu to install or upgrade the application on your Pocket PC.

Running Pocket WebX for the First Time

After downloading and executing the Pocket WebX Installer for Windows, you should have a Pocket WebX icon on your desktop. Double-Click the icon to start the Pocket WebX application.

The first time you run the application, you will see the alert dialog "Error reading WebX.xml settings file. Creating default settings file." This is normal and a new settings file will be created.

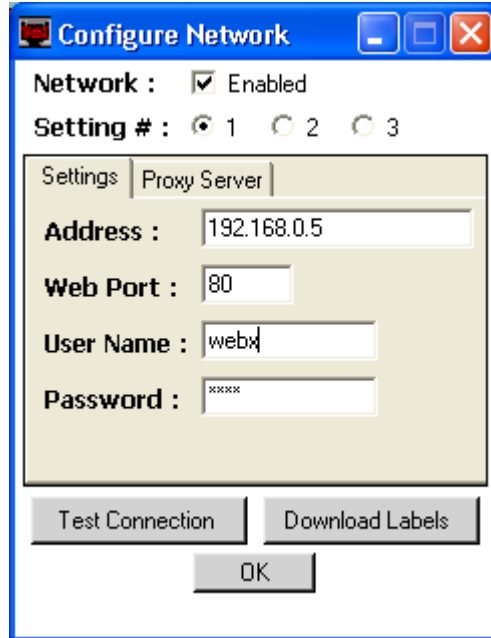
You will then see an alert dialog "Network access is currently disabled. Select 'Network' from the Configuration menu to change this option." This message appears to remind you that network access is currently disabled and you should set and/or check your network settings.

After clicking 'OK' to acknowledge any alerts, you will see the first page of the 'Sample' layout. Pocket WebX supports individual layouts which each contain one or more pages. Each page contains up to 12 buttons plus the hard buttons on the Pocket PC including the cursor control.

When the network is disabled, as it is by default, you can view the pages in your layout and test any navigation (i.e. GOTO Page) buttons you have defined. Any commands (i.e. X-10) will simply be ignored in this mode. Experiment with this 'Sample' layout by pressing the buttons and navigating through some of the sample pages. Click 'HOME' at any time to return to the first page.

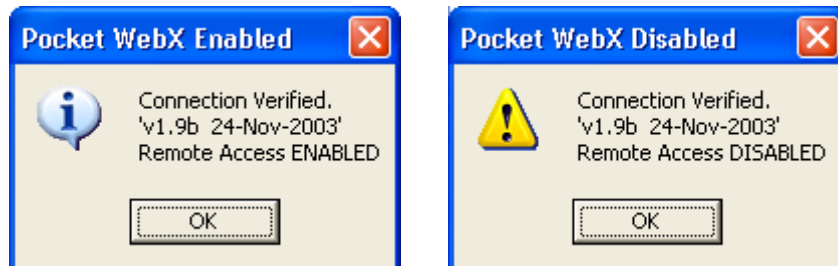
Configure Network Settings

Click “Configure”, “Network” from the main menu to view the Configure Network dialog.



Up to 3 sets of network parameters can be specified to support multiple configurations such as Home, Work, Public Internet Hot-Spot, Stargate 1, Stargate 2, etc. Type the address of your Web Xpander, the Web Port, your User Name and Password in the boxes provided. These are the same settings you specified for your Web Xpander.

After specifying the network parameters, click the “Enabled” box. You’ll be prompted to click “Test Connection” any time you modify or re-enable the network settings. Click the “Test Connection” button to test the network settings and connectivity with your Web Xpander. If the connection is made successfully, you should see a dialog similar to one of the following:



“Connection Verified” means that the Pocket WebX application was able to successfully communicate with the Web Xpander. Remote Access ENABLED or DISABLED indicates whether the Web Xpander has a valid Pocket WebX license or not. If you have not purchased and activated your Pocket WebX license you can still fully evaluate the

product in a limited trial mode. You can control one of each device types: X10 device A-1, Relay 1, Flag 1, Variable 1, and A/V 1. You will also be able to view the status of all devices excluding current HVAC settings.

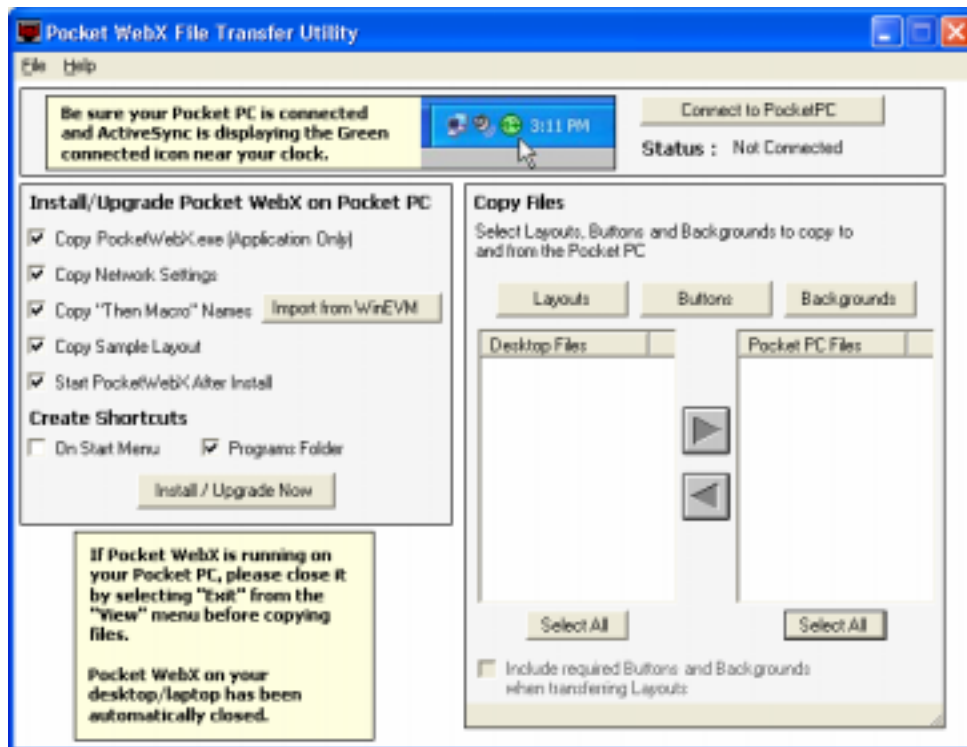
After successfully verifying a connection with your Web Xpander, click “Download Labels” to transfer your device labels from the Web Xpander. Click the “OK” button to return to the main screen.

Proxy Server

The proxy server tab is used to specify information about a HTTP Proxy Server found most often in corporate environments. These settings apply primarily when the Pocket WebX application is used on your desktop/laptop. Proxy settings when running on the Pocket PC are set outside of the Pocket WebX application by the Pocket PC operating system.

Installing and Transferring Files to the Pocket PC

Pocket WebX is copied from your desktop/laptop PC to the Pocket PC using the “Pocket WebX File Transfer Utility”. Select “Configure”, “Pocket PC Transfer” from the main menu to access this utility. When you launch the Transfer Utility, Pocket WebX will be automatically closed on your desktop/laptop. For best results, also close Pocket WebX on your Pocket PC (if it is already running) by selecting “View”, “Exit”.



Be sure your Pocket PC is connected to your PC and ActiveSync is displaying the Green “connected” icon near your clock as shown at the top of the form. Click “Connect to Pocket PC” to establish a connection with your Pocket PC.

The Pocket WebX File Transfer Utility is divided into two sides. The left side is for installing or upgrading Pocket WebX on your Pocket PC. The right side is for transferring files (layouts, buttons, and backgrounds) between the PC and Pocket PC.

If the Pocket WebX application is not yet installed on your Pocket PC, click the “Install Now” button on the left side of the form to copy all the required files and sample layout to your Pocket PC. When the copy is complete, Pocket WebX will automatically start on your Pocket PC.

Clicking the “Layouts” button on the right side, will display a list of layout files on both the PC and Pocket PC. To transfer a layout(s) from your desktop PC, select the layout(s) from the Desktop Files list then click the right-arrow button. To transfer a layout(s) from the Pocket PC to your desktop PC, select the layout(s) from the Pocket PC Files list then click the left-arrow button. The same applies for Buttons and Backgrounds.

When copying Layouts, the option “Include required Buttons and Backgrounds when transferring Layouts” becomes enabled. Checking this box before you click the copy button will copy any buttons and backgrounds used in the selected layout(s).

To have the names of the WinEVM Then Macros appear within the application, click the “Import from WinEVM” button on the left side of the window. This will prompt you for the location of the **device.dbf** file located in your Stargate directory. Make sure WinEVM is closed before starting the import. Once the import process is complete, the Then Macro names will appear within the Pocket WebX application on your desktop. After clicking the “Install / Upgrade Now” button, these labels will be transferred to your Pocket PC.

Select “File”, “Exit” or click the X at the top right corner of the form to close the Transfer Utility when you are finished.

You will have to manually re-launch the Pocket WebX application from either a desktop shortcut or the Start menu.

Main Menu

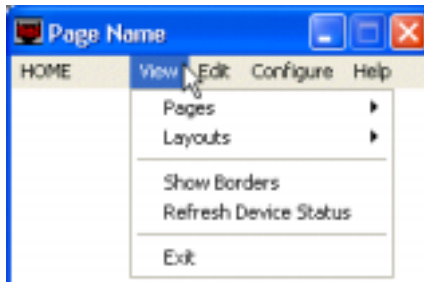
When you start Pocket WebX, the first page of the most recently viewed layout will be displayed. The main menu bar is displayed on the top of the screen when running on a desktop/laptop PC and at the bottom of the screen on a Pocket PC. The current page name is displayed in the title bar.



HOME

On the left side of the menu bar is the word **HOME**. Clicking **HOME** will take you to the first page of the current layout.

View Menu



Pages

Selecting *Pages* will show a list of all of the pages in the current layout. The current page is displayed with a check mark. Selecting a page from this list will display the selected page.

Layouts

Selecting *Layouts* will show a list of all of the layouts in your \Layouts folder. The current layout is displayed with a check mark. Selecting a layout from this list will switch to that layout.

Show Borders

Selecting *Show Borders* will toggle the display of borders (outlined boxes around each of the 12 buttons positions on each page). It is useful to display button borders when initially designing a page. You can hide them once buttons have been placed.

Refresh Device Status

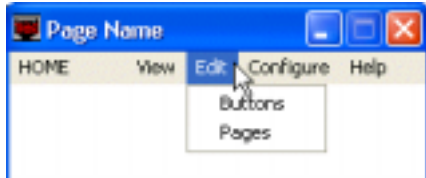
Selecting *Refresh Device Status* will force a device status transfer from the Web Xpander. This normally occurs in the background at an adjustable interval (default is once per minute). Manually refreshing the device status confirms communication with the Web Xpander and is useful in diagnosing connectivity problems that may not be visible with the automatic background refresh. The refresh interval is accessed from the *Configure, Settings* menu.

Exit

Selecting *Exit* will close and exit the application, removing it from memory. On the Pocket PC, clicking the "X" in the top right corner will "Smart Minimize" the

application. This button does not close the application. It minimizes it (puts it behind the desktop/today window). Attempting to start the application again will restore the minimized application rather than launch a new copy.

Edit Menu

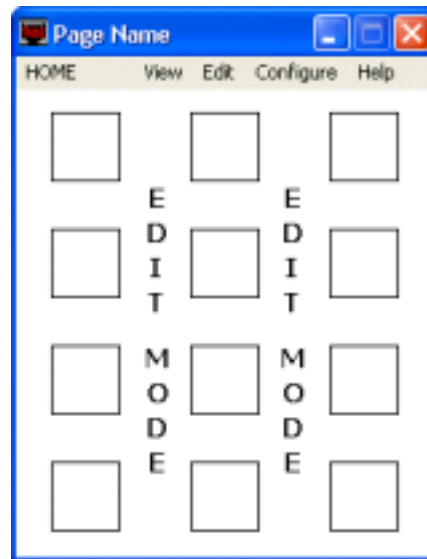


Buttons

Selecting *Buttons* will enter edit mode indicated by the words “EDIT MODE” in two vertical lines on the page. Clicking the words “EDIT MODE” or selecting *Buttons* again will exit edit mode.

Click the button you want to edit or press one of the hard buttons or cursor keys on your Pocket PC. The hard buttons on the Pocket PC are equivalent to the keyboard function keys F1, F2, F3, F4, and F5 on the desktop/laptop. The cursor keys are equivalent to the arrow keys and the enter key on the desktop/laptop.

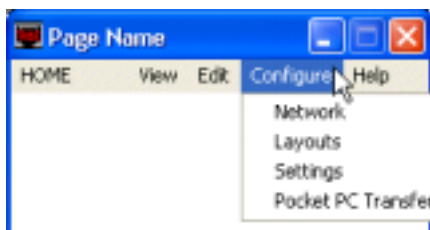
For details on editing and defining buttons, see the section **Editing Buttons**.



Pages

Selecting *Pages* will display the “Edit Pages” dialog which allows you to create, copy, delete, rename and import pages. You can also specify a background color or background image for your pages as well as the text color for the button caption. For details on editing pages, see the section **Editing Pages**.

Configure Menu



Network

Selecting *Network* will display the “Configure Network” dialog. This dialog is explained in the section **Configure Network Settings**.

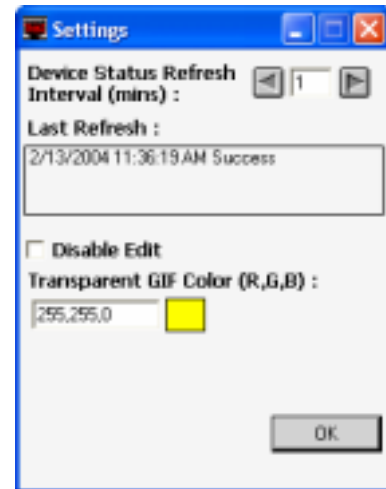
Layouts

Selecting *Layouts* will display the “Configure Layouts” dialog. This dialog allows you to create, rename, save a copy as, and switch to a new layout.

Settings

Selecting *Settings* will display the “Settings” dialog. This dialog allows you to select the Device Status Refresh Interval in minutes. This value determines how often the Pocket WebX application will query the Web Xpander for current device state information. Setting this value to **0** will disable the auto status refresh.

Another feature of this dialog is the Disable Edit checkbox. This function is used to disable the *Edit* function to prevent alterations to pages, buttons and layouts. Checking this box will prompt you to enter a numeric password on the keypad dialog. This password will be required to uncheck the Disable Edit checkbox and re-enable the edit function.



The Transparent GIF Color value is also specified on this dialog. The color value you enter (Red, Green, Blue), i.e. “255,255,0” when found in a button image, will appear transparent.

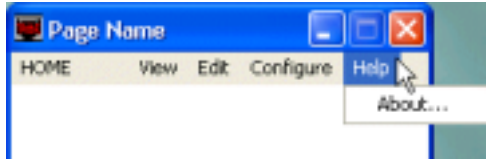
For example, the image on the left is what the button would look like in an image editing program (i.e. Paint). The image on the right is how the same image would appear if the background color (yellow in this case) is specified as the transparent GIF color.



Pocket PC Transfer

Selecting *Pocket PC Transfer* will launch the Pocket WebX File Transfer utility. The use of this utility is described in the section **Installing and Transferring Files to the Pocket PC**.

Help Menu



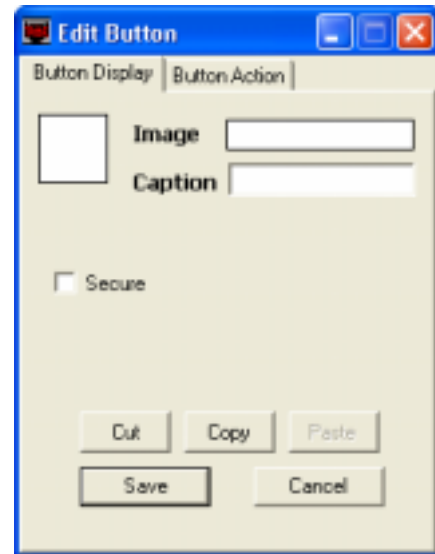
About

Selecting *About* displays the current version of the application.

Editing Buttons

In Edit Mode, click a button (new or existing) or press one of the hard buttons or cursor keys to display the “Edit Button” dialog.

Click the box next to the word **Image** to select an image for the current button. The “Select Image” dialog will appear with a list of all of the images in the /Buttons directory. Clicking an image name will display a preview of the button image. When creating your own button images, it is best to save them as **.gif** files with dimensions of **40 pixels wide by 40 pixels high**.



Buttons used for X-10, Digital Inputs, Relays, Flags or Variables can have multiple images to indicate the device status. For example, a button controlling an X-10 light can have different on and off images. When creating multi-image buttons, save them as **.gif** files with dimensions of **80 pixels wide by 40 pixels high** (two 40 pixel x 40 pixel images side by side, left side is for on, right side is for off). Flag buttons can have up to 3 images to indicate the SET, CLEAR or IDLE state. Save them as **.gif** files with dimensions of **120 pixels wide by 40 pixels high** (three 40 pixel x 40 pixel images side by side).



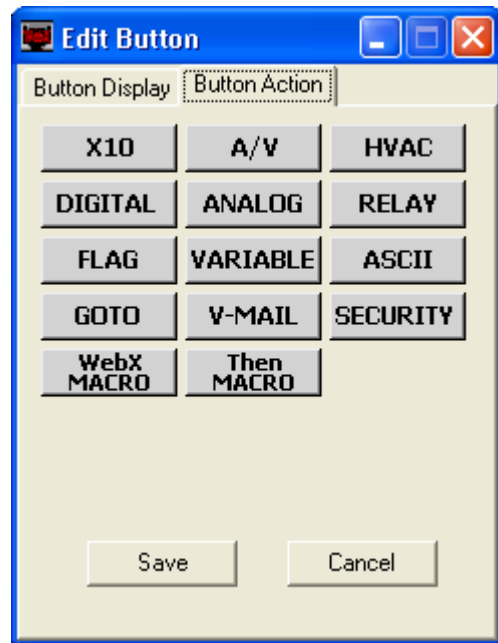
Type the button caption in the area labeled **Caption** which will appear under the button.

Check the Secure box to require a numeric password before the function will be executed. This is recommended for security or other sensitive functions you may wish to protect.

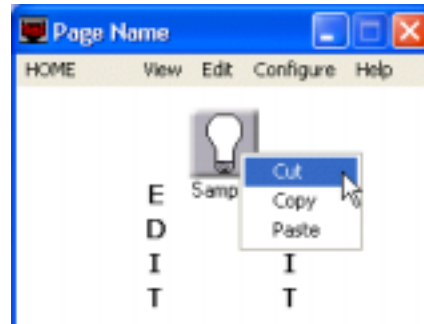
The Cut, Copy and Paste buttons are used to copy or move buttons within the same page or between pages or even between different layouts.

Select the type of action you would like this button to perform by switching to the “Button Action” tab and clicking the appropriate button from the center area of the dialog. Each button (X10, A/V, HVAC, etc.) will display a custom form appropriate for the type of command you choose.

Click the Save button to save the changes to the current button.



While in Edit Mode, click and hold the mouse over a button and a shortcut menu to the Cut, Copy, Paste commands will be displayed giving you a quick way to copy or move buttons around the page.



Editing Pages

Selecting *Edit, Pages* will display the “Edit Pages” dialog which allows you to create, copy, delete, rename and import pages. You can also specify a background color or background image for your pages as well as the text color for the button caption.

Click *New* to create a new blank page.

Click *Copy* to create a copy of the selected page.

Click *Delete* to delete the selected page.

Click *Import* to import a page from a different layout.

Type in the box labeled **Page Name** to change the page name of the selected page.

Click the box labeled **Backgnd Color** to change the background color of the selected page.

Click the box labeled **Backgnd Image** to select an image to be used as the background of the page. Background images should be saved as JPEG (**.jpg**) files to save space, with dimensions of **240 pixels wide** by **268 pixels high** to match the Pocket PC screen dimensions.

Select either Black or White for the color of the button caption.

Note: If a background image is selected, the background color (if selected) will appear as the background color for the button captions.

Click OK to save your changes.

