



## LJ Manager

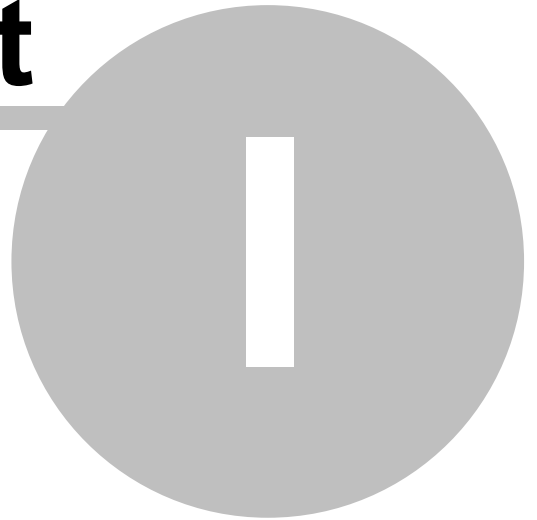
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**Part**



# 1 LJ Manager

## 1.1 Introduction

### Introduction



LJ Manager is an add-on application for the Martin LightJockey.

It can be used for various purposes from automation of an installation to live applications.

The Scheduler module can be used to automate an installation so certain events happen at a specific time and date.

The Touch Panel module can be used with a touch screen or simply a mouse. Nightclubs, Live Shows or a Remote Control Screen for architectural installations are only a few examples of where it can be used.

[LJ Manager](#)

[Installation](#)

[Update Notes](#)

[How to create an Action](#)

[How to create a Schedule](#)

[How to create Calendar Rules](#)

[How to backup/restore data](#)

[How to use the Web Remote](#)

[How to use the RS-232](#)

### [Advanced tips](#)

#### System Requirement

- CPU: Pentium 2 or higher
- Memory: 64 MB of Ram (256 suggested)
- Screen Resolution: Video card and monitor capable of 800 X 600 or higher (*1024 X 768 or higher is highly recommended*)
- Color depth:16 bit or higher
- Touch Screen: Optional, but useful with the [Touch Panel](#) module
- RS-232: Optional but required if you want to do remote control
- GPS: Optional, only needed for applications where the venue is mobile, such as Cruise ships.
- Operating system: Windows 2000 or XP

The application will work under Windows 98 and ME, but due to the critical nature of [schedule](#) events and live application it is strongly suggested to use a more stable operating system such as Windows XP or Window 2000.

When using a lot of [graphical buttons](#) in the [Touch Panel](#), Windows 9x and ME will run out of resources pretty quickly.

## 1.2 Update Notes

### LJ Manager History

#### 1.3.0

- Closing the Application from tray menu now works when the option Close=Send to tray"
- Quick Panel Toolbar now set On as Default.
- Add Sort By Name in the Quick Panel View menu
- "Hold" function in Quick Panel now renamed "Multi-Select"

#### 1.23.2 Beta

##### New

- Quick Panel
  - A new button on the main launcher called Quick Panel is now available.
  - The Quick Panel is very simple, it works very similar to the Touch Panel but all Sequences, Cues, Static's, etc are available without having to configure anything.
  - The default button grid is set to 10 Columns by 12 Rows which work best for Cues, static's, and Loops, but it can be set by the user to any values from 1 to 256
  - However, the maximum total buttons is 256. Example, a [16 X 16] grid would be the maximum square grid that can be done.

-When saving an action group it is possible to specified the action number, if the number already exist a prompt will ask to overwrite or not. If value is "0" the next available number will be used.

-Startup Action Delay implemented. In General setup, a delay (in second) can be set to delay the call of the startup action when the application starts. This can be useful when other application rely on the LJ Manager external communication.

-New "Change of Day" offset for calendar rules. It is now possible to offset the scheduler date change by up to 12 hours. This is particularly useful when you use the calendar rules where each day of a week is different and the event that start before midnight finish pass midnight.

Scenario:

A schedule is set to run on Saturday evening using a specific show and one for Sunday evening.

Saturday evening (up to 3 O'clock in the morning you want a change of color Red<>Blue every 30 minutes)

Sunday evening (up to 3 O'clock in the morning you want a change of color Yellow<>Green every 30 minutes)

The problem is that after midnight of Saturday evening the Sunday schedule will be loaded...

In the pass, the Sunday schedule had to have the Saturday show between 00:00 and 03:00 ... this made scheduling more complex to maintain.

Now with the new feature, you can offset the date change for +3 hours, then changes will only happen at 3:00 AM.

### 1.21

-Fix important bug introduced in 1.19 where under certain condition so files like Loops are save to blank when exiting the software.

If you use 1.19 or 1.20, it is very important you upgrade to this version.

-Fix an error prompting when opening the Image List window.

-In Touch Panel, hotkey CTRL+B is now assigned to Status Bar Show/Hide

### 1.20

#### Fixes

-In Button Editor, Previous Button works as expected

### 1.19

#### Fixes

-Touch Panel now open at the same position as when it was last save and close.

-Buttons placement in Manual mode now work as intended, no more button jumping around...

-Cancel button on Save Confirmation Dialog in Touch Panel won't close panel anymore

-Save As New Panel change the Panel ID number to the new one.

### 1.18

#### Fixes

Added a delay upon calling cuelist to LJ to avoid miscall...

### .17

#### New Features

-New shortcut to copy and paste button

~Set the mouse over the button to copy and press CTRL+SHIFT+C

~Place the mouse where to paste and CTRL+SHIFT+V

-New Shortcut to Add Button CTRL+SHIFT+A, if the context menu is use to add button, its position will be to the mouse pointer.

-When using Manual Layout Mode, in Button Editor two new buttons allow to reset the position and size of buttons.

-New menu item in LJ Manager Launcher to close all opened touch panels.

-New option is Scheduler (Schedule Menu) to start the schedule without tracking through the events to call actions on Lightjockey.

-New Option to start Scheduler without doing the startup action.

#### Bug fixes

- Fix issue that could cause a Full Screen to show to the monitor where the panel was first open.

**1.16b2****Fixes**

- Toggled button look was not reset upon toggling back up.

**1.16****New features**

- Toggle Groups also works for Momentary and Repeat Button type.
- In Button Editor, Add Menu item to refresh the action list

**Fixes**

- Fix error showing when opening Image List Window
- Button Request Confirmation displayed the wrong information.
- List out of bound error when closing panels.

**1.15****New features**

- Image List Import window remember the last used tabs.
- Image List Import now only show BMP as item to be imported.
- Image List Import now show the default Lightjockey images.
- Image List Import includes a Thumbnail size slider to increase/decrease the thumb size (Note: the image will not get larger then the native image).

-It is now possible to set the Static's Level Simply enable the "Set Intensity" and select the level from 0 to 100%

- Action Loop window width can be resized
- Action Loop columns width are now saved.

**-New Calendar rules**

- Every Odd Day
- Every Even day
- Every Friday to Sunday
- Every Friday and Saturday

-Touch Panel "Manual + Auto-Resize" mode renamed "Manual Auto-Scale" mode

-When using Custom Panel Layout and some buttons are stack on top of each others, the Z-order of the buttons is now saved.

-Improved the Manual Auto-Scale mode (Note, it is possible that the buttons will slightly move out of position when opening the panel the first time.

The Grid Space now influences the behavior of Manual + Auto-Scale mode.

-When Touch Panel in Manual Mode or Manual Auto-Scale mode, it is possible to copy the button size to other button using the Copy Button Filter.

-New buttons in Touch Panel toolbar to open Image List and Action Item List.

-Auto Arrange buttons function now require a confirmation.

-New "Refresh" menu item in Action Items Lists and Action Group Editor, this will reload the Lightjockey data)

-New Behaviors when customizing buttons, for selection, the button must be clicked on.

-When customizing, the button Hint display the Button Position, Width and Height.

- New hotkeys when customizing buttons,
  - CTRL+M to enter in Customizing Mode
  - Tab Key to change buttons
  - Arrow keys to move the button



- Shift+Arrow keys to resize
- Escape Key once to release current button, (second Escape quite Costuming Mode)

### Fixes

- Fix issue when adding the first command in the Calendar rules
- Fix Import Image bug where single selection of the first of a selection would not be imported.
- Bug Fix in Calendar Rules where the first selection would change the date of the Rules...
- When entering in Calendar Explorer, the selected date is now the current date.
- The Up and Down rules buttons now have a repeat function and when combined with CTRL it jump rules at a time
- Fix bug that would happen when a data range was invalid, example February 30
- Improved reliability of Drag-&-Drop of images and colors.
- Typing text in the Button Editor whit Send Hotkey to LJ option enable will not longer cause problems (same fix done on other edit fields)

### Misc.

- New Compiler
- Optimization of many aspect of the application

### 1.13

- Add a refresh menu in the Action Item List
- Add New Baudrate to the RS-232 setup 38400, 56000, 57600 and 115200
- Add "Set as Default Web page" in the Touch Panel HTML Export function.
- Add Reset Column Width in Scheduler Preferences
- Add View Action Group Editor in Scheduler and Action View menu
- Add New option in Touch Panel Button Properties "Ignore Toggle Reset" When enable, the toggled button won't reset on Toggle Reset command
- Fix Action Loop title off by one index on panel buttons.
- Fix issue with LJ Installation with large amount of sequence and cues, where the LJM would generate an error when a sequence or cue was saved.

### 1.12

- Fix Issue with Button not being updated on Mouse down... (Bug introduce in version 1.11)

### 1.11

- Fix issue with Release All Toggle command

### 1.1

- Fix issue with Calendar Explorer generating an error upon opening.
- Fix issue with Scheduler Next Event Time did not report the right timing after a day change in schedule... However this did not affect the actual schedule execution.
- Fix a problem introduce in version 1.09h  
The Touch panel can now be resized to there minimum except when in Manual+Resize mode  
The Roll up feature work as expected (like it was prior to 1.09h) except in Manual+Resize mode where the minimum panel size for buttons is 50 X 100 pixels
- When LJ Manager Launcher is minimized, clicking on the LJ Manager Button in taskbar will re-activate the LJ Manager launcher
- New Functions available to reset Toggled buttons for current Touch panel or all Touch panels...

**HTML Export**

- Improve Touch Panel HTML export, now the HTML code use [frame] to avoid refresh when pressing a button.
- HTML Export now has a option window before finalizing the export operation
- Option to export with text link only (useful for use with slow connection and PDA)

**1.0.9h****General**

- Improve "Stay On Top" feature, a change on the "Stay On Top" of the application require a restart of the application.
  - However, the "Stay On Top" of the touch panel is individual to each panel and only require a reopening of the panel to take effect
- Application no longer generate error when shutting down Windows

**Touch Panel**

- New Touch Panel Mode (Manual + Resize) In this mode, the button can be manually resize in position like the regular manual mode, but when the form is resized, the buttons will be resized too.
  - However, there are some limitations, the resizing is done in percent calculation which can cause on value rounding problem if the form is scaled down too much... Some buttons may end up on top of each other.
- When in Resize and Move mode, a button to exit this operation will appear in the toolbar
- Improve menu items status synchronization such as Show Toolbar, Show Status Bar
- New Option when exporting a Touch Panel to HTML, a prompt will ask to confirm if the text should be an HTML link or not  
When the text is a hyperlink, it can be access from a mobile device... However, the text color will be the same as the default browser color for hyperlink text.

**New items in the Internal Command list**

- Minimize LightJockey
- Maximize Lightjockey
- Restore Lightjockey
- Close Current Panel
- Minimize Current Panel
- Roll up Current Panel

**1.0.9g****General**

- Fixed possible Application crash when shutting down Windows with LJM still running
- Fixed an "List out of bound" when opening more than one touch panels

**Web Server**

- HTML Export Improved
  - Background Color, Button gradient color and direction, Button Spacing are now imported.
  - Button look changed from Flat to outset
- Note, The Color Gradient is only working with Windows IE browser
- Fixed error with Static Off not being export properly
  - A list of Command is available in the Web server help file section

**LJ Touch Import**

- Corrected Column and Row import number

**Image/Color List**

- New function added to the Image List, a new tab allow the drag and drop of colors onto buttons
- Images can be dragged and dropped directly onto a button.
- Choose where the image will apply on the button properties (Background Up/Down and Overlay Up/Down)
- Drag the Clear Image thumbnail to a button to clear the image selection.
- Colors can be dragged and dropped directly onto a button.
- Choose where the color will apply on the button properties (Color Up/Down, Gradient Up/Down and Text Up Down)
- It is also possible to apply the changes to a single button or an array of button (Column, Row and All)

**1.0.9f****Web Server (Beta)**

- Implementation of a Web Server to receive commands from standard HTML web page
- New item added to the Status
- Web Server status and last action called from Web server when active
- New Log system to create a log of all events happening on the LJ Manager. The type of logged events can be chosen in the Setup General tab.
- To Export a LJ Manager Panel as HTML, use the Panel menu

**LJ Touch Import**

- It is now possible to Import old LJ Touch Panel into the LJ Manager
- Create a new Touch panel, and from the panel menu select Import LJ Touch

**Button Editor**

New preview for color, text and images

**Touch Panel**

- Auto Text Prefix can be turn off in the Setup/General
- This mean the title of a button won't contain the type and number when generated automatically
- Minor changes in the View and Setup menu layout
  - Option to show/hide main menu bar
  - Add a menu bar to the Copy Button Filter control
  - Confirmation on Creating a new Panel

**1.0.9e****LJ Manager Launcher**

- New item added to the Status Info Panel
  - Current Schedule
  - Schedule Status (Active or not)

**Scheduler**

- When adding an event, this event is automatically selected in the list
- Default Description, time, event type and action are set to the newly added event...
  - Before they were copied from the last selected event which could cause some confusion
- Improved Scheduler loading to avoid that two events have the same internal ID (no change to users)
- When changing time preset on an event, the event is track and stays selected.

**1.0.9d****New Features**

- Static's now have three functions (Toggle, On, Off)
- Option to confirm closing of Touch panel in General Setup
- Option to send LJ Manager to Tray Icon when the Close button of the main form is press:  
To exit the LJ Manager with that option enable, use the System menu or Tray Icon menu.  
A warning is showing up when the application is sent to the tray Icon, it can be disable in that pop-up warning
- Toggle button status can be stored or not see Option for each Touch panel in Panel properties
- New options in preferences menu of the Scheduler to have the current events staying in view,  
Turning off this option will allow scrolling through the schedule event list while it's running.

**1.0.9c****Bug fixes**

- The Scheduler no longer get stuck in a loop when no schedules are assigned in the Calendar (bug introduce in 1.0.9b)
- If a schedule assigned in the Calendar setup no longer exists, the current schedule will remain loaded.

**1.0.9b****New Features:****General**

- New concept for actions...

In the past, an action had to be created for every item you needed to assign to a button or event...  
Now, single action item can be directly assigned to buttons or events.

However if more action items need to be triggered from the same button or event, an (Action Group) can be use (formerly called Action)

Current setup done with LJM Manager is simply using Action Group for everything... therefore it's entirely backward compatible

-Simplified list viewing... A single window is necessary to see all lists of actions, schedule, panel...  
This means a less cluttered desktop...

-The Touch Panel button of the LJM Launcher is now acting like a popup menu showing the different panel that can be open.

**Scheduler**

-New option "Ignore Calendar"; When enable you can load and run any schedule without having the calendar trying to load the current schedule for the day. This option is useful for testing schedules

**1.0.3****Bug Fix**

- Some time the application could hang when closing if a panel was open.
- Toggled button return to the expected state when using the Hold function in Touch Panel
- When Panel locked and not Password locked, the password keypad won't show up
- Text Alignment now works as intended
- Picture Alignment now works as intended
- Function List in LJ Item List is no longer sorted

**New Features**

-It's now possible to enable/Disable the Action Delay and also set the Action delay between 5 to 100 Ms

Action Delay was implemented to solve a timing issue on certain system when several commands are sent to the Lightjockey from the same action...

Example, if an Action contains 10 commands and the delay is set to 25 ms there will be 25 ms in

between each command, so it will take 250ms to complete the action...

The drawback is mostly seen on the Touch Panel where the reaction time of buttons is not as quick...

-Function List in LJ Item List as separated sections that can be open or close...

### 1.0.2

#### **Bug Fix**

-1.0.1 Introduce a problem when creating new Panel... it's now fix

### 1.0.1

#### **Bug Fix**

-Toggle Up in Touch Panel now refreshes the button background and text

### 1.0.0

First Official Release

#### **New Features**

-Software Installation redone

### 0.7.4

#### **New Features**

-Re-organize Setup window with separated tabs for Scheduler and Touch Panel default options

-New Menu items in Scheduler to Access Setup

-In Setup>Scheduler, it's now possible to set clear functions for various part of the LJ and LJM

-New Time Preset Feature in Scheduler, Preset values are set in the Scheduler Setup window.

-RS-232 Communication Port up to Com9 is now allowed...

#### **Bug Fix**

-In Touch Panel, fix problem with Cancel Hold could cause the application to crash...

-Closing all panels from a Touch Panel button would generate an error.

-Auto generate Text in Action Editor would always be set to ON when returning to an action where it was set to off

### 0.7.2

#### **New Features**

-Rearrange some of the menu and pop-up menu in the Touch Panel.

-Improvement of the Auto Generate text when creating an action.

-In Touch Panel Button Editor, Copy /Swap font settings from up to down state.

-In Touch Panel Button Editor, No Picture effect option. This fix problem with certain bitmaps not rendered properly.

-Timeout feature in the Touch Panel when locked... The panel will locked automatically after the specified delay is over.

#### **Bug Fix**

-Cancel Hold return the right status to Toggled buttons

-Improve Cancel hold speed when using multiple panel at once.

-Using Hold while in Full screen doesn't display menu items anymore

-Creating new Touch Panel from the Touch Panel menu does not add buttons to the current panel anymore

-RS-232 Send now works as explained in the help file

-RS-232 Receive now works as Explain in the help file

-Touch Panel remain present in taskbar when minimized

## 0.7

### New features

- New help file and PDF manual
- Touch Panel can be open directly from the Tray menu and Launcher View menu

### Bug Fix

- Flash Functions now work as intended when assign to a button.
- Flash Seq are now released properly
- Hold/Go buttons work as intended
- Closing a panel while in "resize and move" button mode does not generate errors anymore
- Improve Speed on Action call in Touch Panel

## 0.6 beta 3

### New features

- Status settings are now displayed on the LJM Launcher

### Bug Fix

- The "Auto Save Schedule On Exit" is now save when closing the application
- The left side display the current status of the Lightjockey
- The right side display the last command sent by the LJ Manager
  
- fixed various bugs in the Scheduler grid

## 0.6 beta 2

### New features

- When Touch Panel in Hold or Locked, the appropriate buttons flashes as a reminder
- A new option in the Touch panel Setup menu "Resetting Toggle Call Up Action";  
When enabled, the up action of toggled buttons will be called when a Reset Toggle is performed.
- It is now possible to define the number of buttons, layout mode, column/row count to use as default in a Touch Panel (settings in Setup)
- When Touch Panel layout Mode is set to Manual, it is possible to do an Auto-Arrange Button to place the button in a grid pattern
- New Touch Panel Button Copy/paste function, it is now possible to paste to multiple buttons even across panels.

### Bug Fixes

- When restoring the main form position it now restore to the last position before it was hidden.
- When a panel is close in Roll-Up state, it will re-open as normal
- Flashed sequences are release when the button is release

## 0.6

First Public released version

### New features

- Copy Button function is Touch panel
- Help file extended (not proofed)

**Bug Fixes**

- Fixed Critical bug in the Scheduler where the Astronomical clock was not evaluated once the schedule was running.
- Saving an existing Schedule "As New Schedule" could cause the application to hang
- Fixed other minor bugs

**0.5****New features**

- Added Button Copy filter

**Bug Fixes**

- Some text in image list was not anchor properly

**0.2****New Features**

- Added Application Startup Action in Setup window
- When a new action is to be saved, the title is auto-generated from the current data in the action,

**Bug fixes**

- Font size on the Down Text now works as intended
- Panel Settings are now applied when reopening a Touch panel.
- The Open/Closing panel from an action triggered by a button in a Touch Panel now works
- Windows Control positions are now saved when closing the application

**0.1**

First Release

## 1.3 Installation

Installing the LJ Manager is simple.

Run the Setup application and simply follow the installation procedure step by step.

We suggest that you use the default installation path, but if needed, the LJ Manager can be installed anywhere you want on your hard drive.

Start Lightjockey and you should now see a new menu item in the top menu <**LJ Manager**>

From this menu you can launch LJ Manager.

## 1.4 LJ Manager Launcher



From the LJ Manager Launcher, you can access most of the application modules.

### [Scheduler](#)

Press this button to open the [Scheduler](#) window

### [Touch Panel](#)

Press this button to open the [Touch Panel List](#)

### [Quick Panel](#)

Press this button to open the Quick Panel screen.

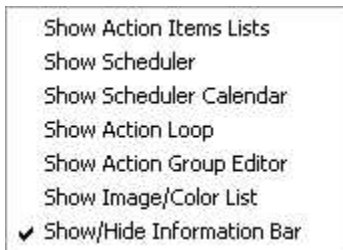
### System menu





- **Restore Touch Panels**  
All minimized Touch Panels are restored
- **Restore All Windows**  
All minimized windows are restored
- **Hide All Windows**  
Will simply hide all open windows, use tray icon to restore the windows...
- **Close All Windows**  
Will simply close all open windows except the main form
- **Save All Touch Panels**  
Will save all the open [Touch Panels](#)
- **Exit**  
Exit the Application

#### View menu



- [Show List of Actions](#)
- [Show Scheduler](#)
- [Show Scheduler Calendar](#)
- [Show Action Loop](#)
- [Show Action Group Editor](#)
- [Show Image/Color List](#)
- **Show/Hide Information Bar**  
This option shows or hides the status panel in the main form

#### Setup

Click on setup to open the application [setup form](#)

#### H

When the H button on the title bar is pressed, the Launcher turns invisible.  
To restore the launcher, use the tray icon menu.

#### Tray Icon

When LJ Manager is running an icon will appear in the Windows tray icon area.

A click on this icon restores LJ Manger if minimized or hidden.

A right click on the tray icon will display a menu where the Launcher can be restored or other modules can be opened.

**Help**

Opens this file

**Part**



## 2 Setup

### 2.1 Setup

Use Setup to configure the various settings of LJ Manager

[General](#)

[Setup Scheduler](#)

[Setup Touch Panel](#)

[Setup Astronomical Clock](#)

[RS-232](#)

[Web Remote](#)

Access Setup from the main menu SETUP of the LJ Manager Launcher



### 2.2 Setup General

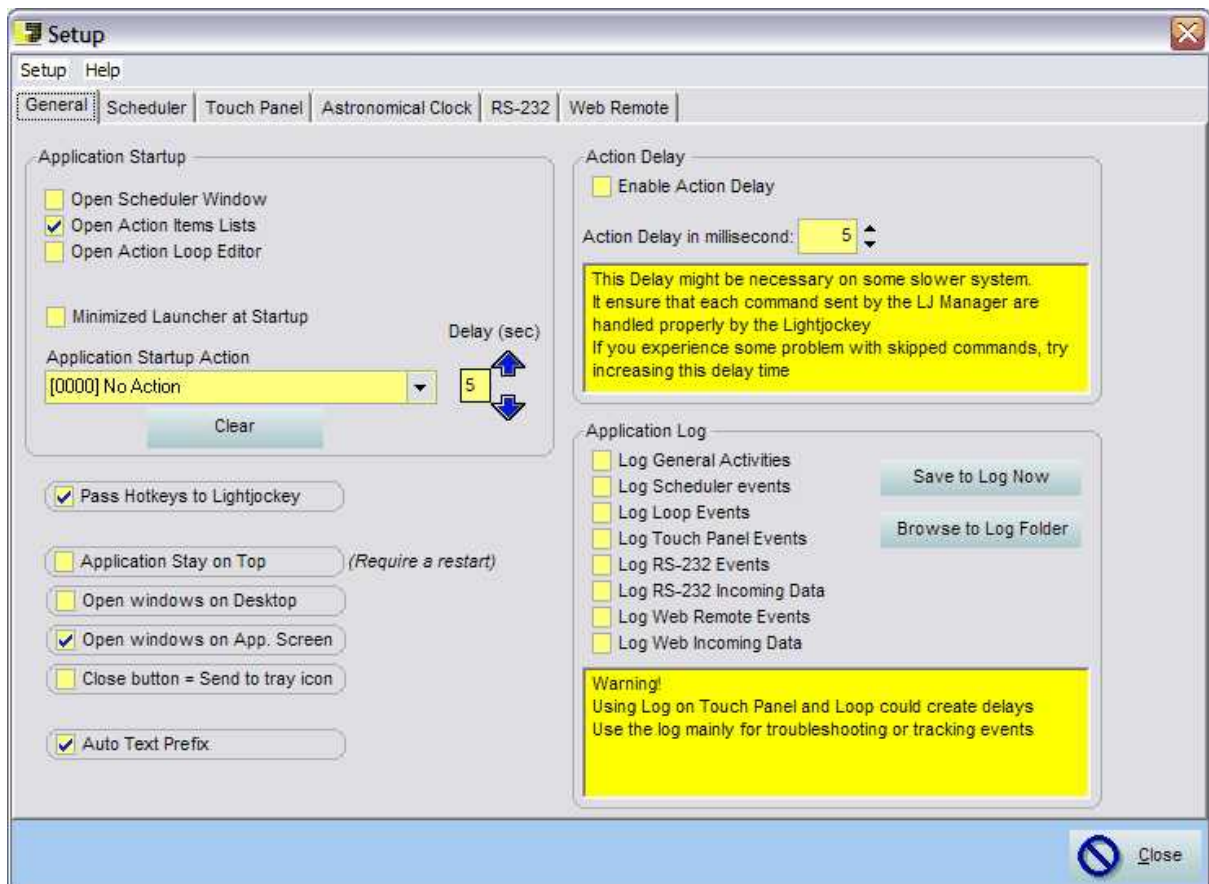
[Setup Scheduler](#)

[Setup Touch Panel](#)

[Setup Astronomical Clock](#)

[RS-232](#)

[Web Remote](#)



### Application Startup

Select the windows you want to have open when the application starts

### Application Startup Action

Select an Action to be called when the Application starts.

You can use this setting to automatically open a Touch Panel window.

A Delay can be set before the action is called... This can be useful when using the Web Server that interact with other application.

### Minimized Launcher at Startup

When enable, the Launcher (main screen) will be minimized to system tray at application startup

### Application Stay On Top

Use this setting to keep the application on top of other open applications even if not in focus.

### Pass Hot key to Lightjockey

When enable, keyboard hot keys will be passed to Lightjockey even if the application is in focus

This setting is automatically bypassed when the focus is on a user input text field.

### Open Windows on Desktop

The window will be on the main desktop of the computer. Useful when switching from multi monitor to single monitor setup or when the computer screen resolution is switched to a smaller resolution

**Open Windows on App. Screen**

Use this setting to force windows to open on the same monitor as the application main form.

**Close Button = Send to Tray Icon**

When this is enable, the application is sent to tray icon when the X is press on the LJ Manager Launcher window.

To exit the LJ Manager with that option enable, use the System menu or Tray Icon menu.

A warning is showing up when the application is sent to the tray Icon, it can be disable in that pop-up warning

**Auto Text Prefix**

When Enabled (default) Auto generated title for buttons will also include Number, type and other extra info such as "Latch, Flash, Toggle.."

**Action Delay**

This function is to set and adjust a delay between each command in an action.... (when multiple commands are use in a single action.

Why? because sometime sending a series of command to fast to the LJ can cause the LJ to skip some of these command

on some system you might need this or not..

A delay between 5 and 25ms should be enough if you have issues...

**Application Log**

Activities on the LJ Manager can be logged into a log file simple text file)

Select the activities section you need to monitor.

A new Log file is created every time the LJ Manager is started or when it reach around 200Kb

*Warning!*

Using Log on Touch Panel and Loop could create delays

Use the log mainly for debugging or tracking events

**Save to Log Now**

Press this button to have the Log file store immediately, usually, the log is store when the application is closed or when the log file exceed 200Kb

**Browse to Log Folder**

Press this button to open Windows Explorer to the folder where all log files are stored

## 2.3 Setup Scheduler

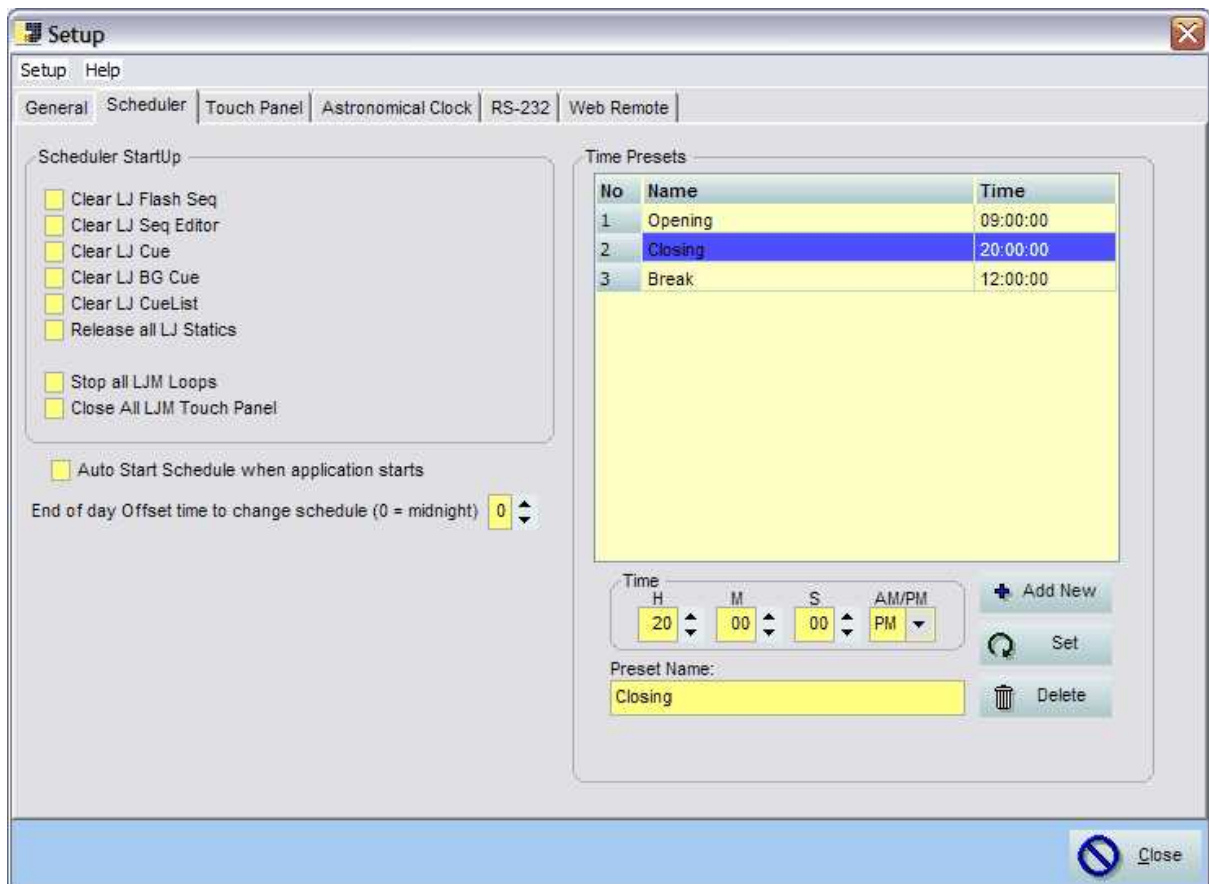
[General](#)

[Setup Touch Panel](#)

[Setup Astronomical Clock](#)

[RS-232](#)

[Web Remote](#)



### Scheduler Startup

Select the items to be clear or release when the Scheduler start.

This is to ensure that the Lightjockey is not overriding something and prevent the show from running properly

### Auto Start Schedule

When enabled, the scheduler will automatically start when the application starts and Lightjockey is ready to receive commands.

### End Of Day Offset time

"Change of Day" offset for calendar rules. It is now possible to offset the scheduler date change by up to 12 hours. This is particularly useful when you use the calendar rules where each day of a week is different and the event that start before midnight finish pass midnight.

Scenario:

A schedule is set to run on Saturday evening using a specific show and one for Sunday evening.

Saturday evening (up to 3 O'clock in the morning you want a change of color Red<>Blue every 30 minutes)

Sunday evening (up to 3 O'clock in the morning you want a change of color Yellow<>Green every 30 minutes)

The problem is that after midnight of Saturday evening the Sunday schedule will be loaded...

In the pass, the Sunday schedule had to have the Saturday show between 00:00 and 03:00 ... this made scheduling more complex to maintain.

Now with the new feature, you can offset the date change for +3 hours, then changes will only happen at 3:00 AM.

## 2.4 Setup Touch Panel

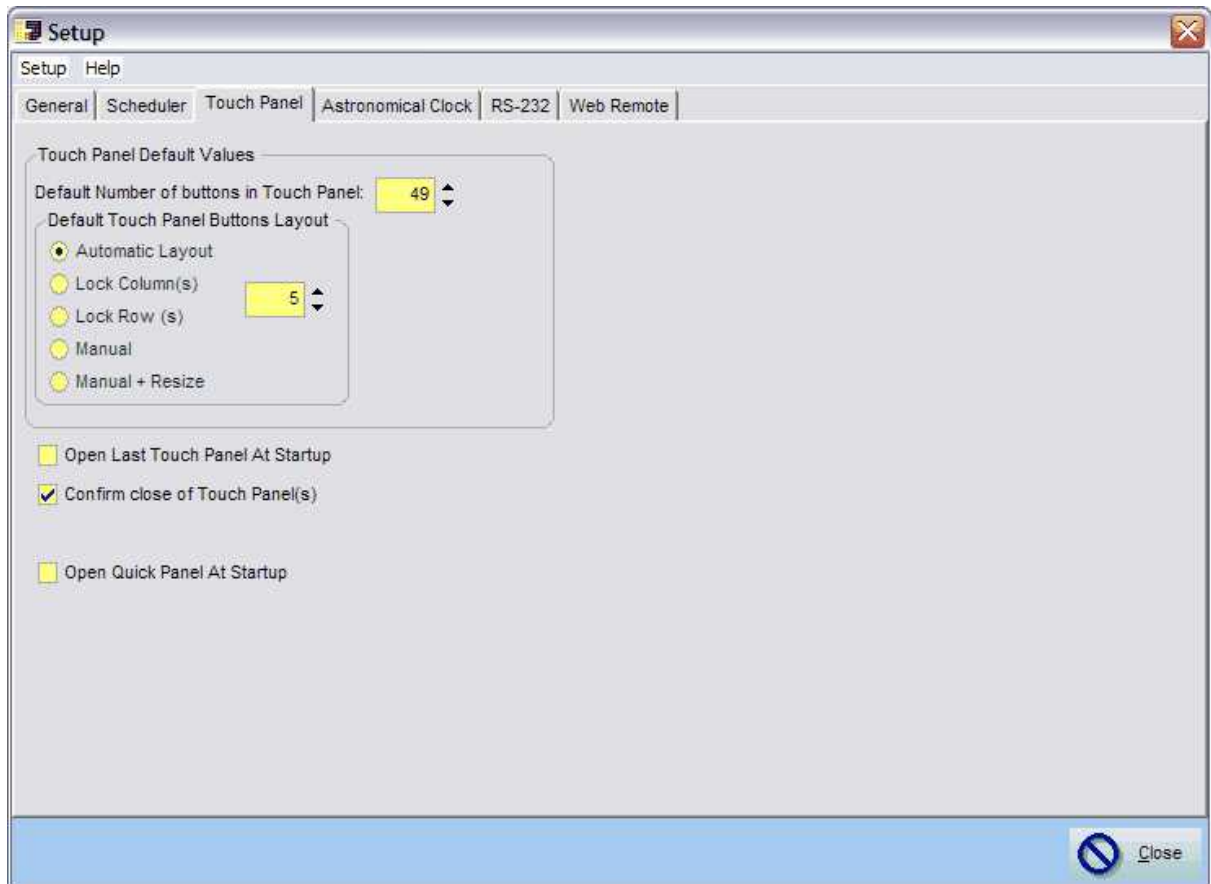
[General](#)

[Setup Scheduler](#)

[Setup Astronomical Clock](#)

[RS-232](#)

[Web Remote](#)



### Touch Panel Default Values

Set the default values that will be use every time a new Touch Panel is created

### Open last Touch Panel At Startup

The last close Touch Panel will be automatically reopen when the Application starts...

If multiple Panels were open when the application was last close, the highest panel number will be consider ass the last open panel.

If you want to specified a panel to open at startup, use the startup action to do so...

**Note:** To open a specific Touch Panel, see "Application Startup Action" below

### Confirm Close of Touch Panel(s)

When enabled, a confirmation is requested upon closing a Touch Panel.



## Open Quick Panel At Startup

The Quick Panel will be automatically open when the Application starts...

## 2.5 Setup Astronomical

[General](#)

[Setup Scheduler](#)

[Setup Touch Panel](#)

[RS-232](#)

[Web Remote](#)

Setup Help

General Scheduler Touch Panel **Astronomical Clock** RS-232

Latitude: 45.4700 or D: 45 M: 28 S: 12 Direction: NORTH

Longitude: -73.7500 or D: 73 M: 45 S: 0 Direction: WEST

Sun Rise: 7:35 AM  Use Estimated Time Zone

Sun Set: 4:22 PM  Use GPS Latitude and Longitude

TimeZone: GMT -5  Use GPS Time and Date

Reference website to find Longitude and Latitude  
<http://www.infoplease.com/ipa/A0001769.html>  
<http://www.bcca.org/misc/qiblib/latlong.html>  
[Click here to find a US location using a ZIP code](#)  
[Click here to find worldwide location.Except US](#)

Country	City	Latitude	Longitude
Afghanistan	Kabul	34.57	69.22
Algeria	Algiers	36.7	3.22
Angola	Luanda	-8.83	13.25
Argentina	Buenos Aires	-34.33	-58.5
Argentina	Mendoza	-32.8	-68.87
Australia	Adelaide	-34.77	138.54
Australia	Alice Springs	-23.8	133.9

Country	City	Latitude	Longitude
0,0	middle of nowhere	2.1800	0.0000
Denmark	Aarhus	56.1500	10.2200
Ecuador	Quito	-0.1300	-78.4800
England	Greenwich	51.4500	0.0500
Florida	Ft Lauderdale,FL	26.0700	-80.1500

Country: Denmark Latitude: 57.0500

City: Aalborg Longitude: 9.9300

+ Add Update Delete

Close

The Astronomical clock system is fairly simple. It simply uses the date, time zone, longitude, latitude to calculate the sunset and sunrise times for the specified location.

Knowing the sunset and sunrise times can be helpful to automate an installation so the lights are only working when needed.

On the right side, a database of most cities in the world will help you to find the longitude and latitude for your city.

A double-click on one of the cities will copy the coordinates to the left side input fields

However, if the location you are looking for is not in the database, it is possible to add it to your own user database.

On the bottom left of the screen you will find links to websites where you can search for your location.

You can also click on the world map to set your location (although it is not a very precise way of find a location it can help)

- **Use Estimated Time Zone**

Use this option if the time zone settings of the computer cannot match the actual one.

- Example, the installation is on a cruise ship, so you rely on a GPS to get the coordinates

- **Use GPS Latitude and Longitude**

When enabled, the Longitude and Latitude will be retrieved from the [GPS input](#)

- **Use GPS Time and Date**

When enabled, the Time and Date will be retrieved from the [GPS input](#)

#### **ADD**

Adds an entry to the user database

#### **Update**

Updates the current user database entry with what is on the user fields

#### **Delete**

Deletes the current user database entry

## 2.6 Setup RS-232

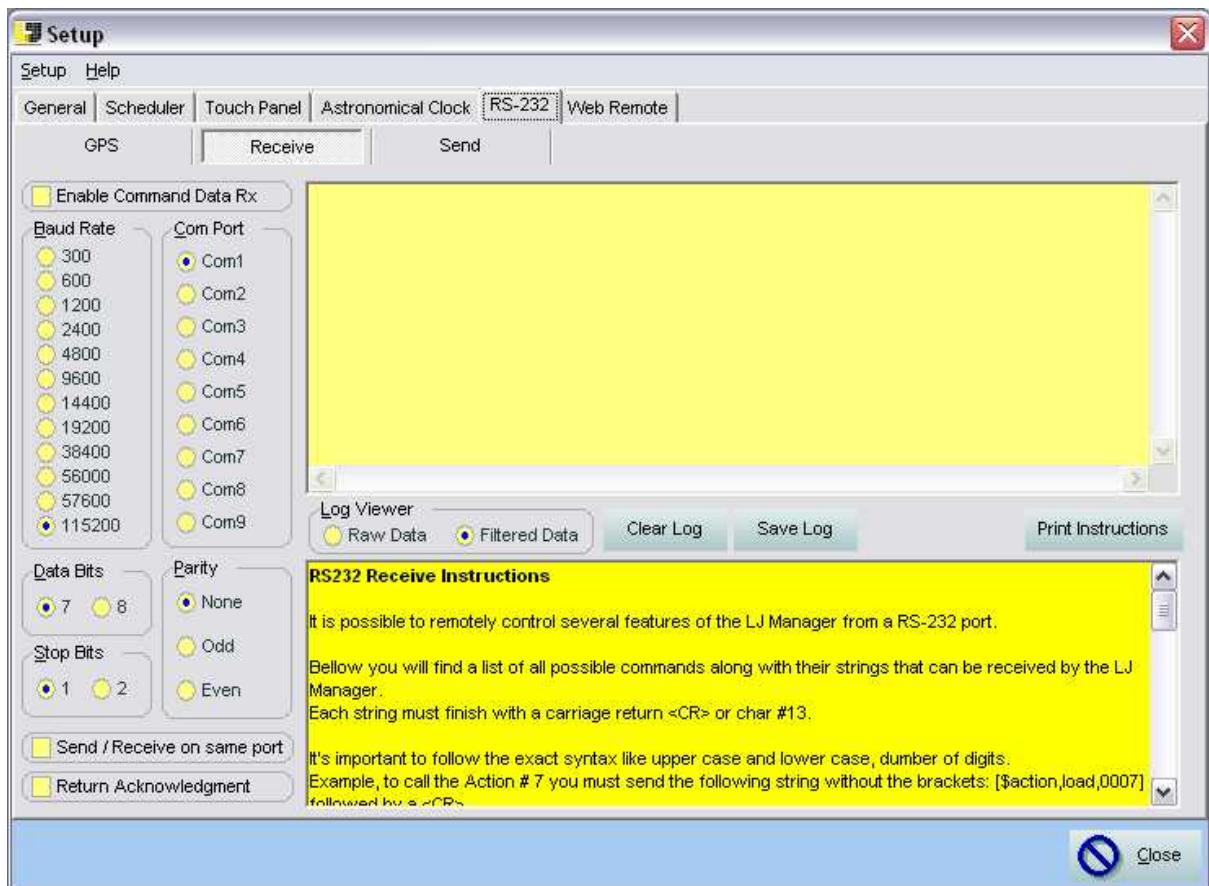
[General](#)

[Setup Scheduler](#)

[Setup Touch Panel](#)

[Setup Astronomical Clock](#)

[Web Remote](#)



The RS-232 tab also contains 3 other pages

### GPS Receive Send

Each of these pages has very similar settings.

#### Enable...

Use this to enable the com port

If the settings are not good or the com port is already busy an error will appear.

#### Baud Rate

Select the appropriate baud rate for the com port  
9600 is a standard

#### Com Port

Select the appropriate com port

#### Parity

Most of the time this is set to None

#### Data Bits

Most of the time this is set to 8

**Stop Bits**

Most of the time this is set to 1

**Send/Return on same port**

Most of the time this setting will be enabled, but it is possible that you want to send data on a separate port to the receiver port

**Return Acknowledgement**

When a command is received by the application a string message will be sent back to the sender.

**RS232 Receive Instructions**

It is possible to remotely control several features of the LJ Manager from a RS-232 port.

Bellow you will find a list of all possible commands along with their strings that can be received by the LJ Manager.

Each string must finish with a carriage return <CR> or char #13.

It's important to follow the exact syntax like upper case and lower case, dumber of digits.

Example, to call the Action # 7 you must send the following string without the brackets:

[\$action,load,0007] followed by a <CR>

<CR> can be express as #13 or #X0D

**RS-232 Receive Command List**

Command	String to send
Load action #	\$action,load,0000
Load Schedule specific schedule #	\$schedule,load,0000
Start Schedule	\$schedule,start
Stop Schedule	\$schedule,stop
Use Calendar Schedule	\$schedule,usecalendar
Start Loop #	\$loop,start,00
Stop Loop #	\$loop,stop,00
Start All Loop	\$loop,startall
Stop All Loop	\$loop,stopall
Set Preset Time (Preset No, Hour,Minute,Second)	\$timepreset,000,00,00,00
Set Position Decimal (Lat,N,Long,W)	\$posdec,00.0000,N,000.0000,W
Set Position DMS (Lat D,M,S,N,Long D,M,S,W)	\$posdms,00,00,00,N,000,00,00,W
Set Time (Hr, Min, Sec) (24 hours)	\$time,00,00,00
Set Date (day,month,year)	\$date,00,00,0000

Set TimeZone (+ or -, offset)	\$timezone,+,0
String must finish with a <CR>	

## RS-232 Send

String of any format can be sent, simply create or edit an Action and in the tab MISC. you will be able to create a script to be sent via the RS232.

RS-232 command syntax

### ASCII character strings

Characters sent from LJ Manager are converted into individual ASCII character values before transmitting the RS-232 command. E.g. the command-string "Command123" sent from LJ is translated into the following binary values: [67][111][109][109][97][110][100][49][50][51], and the command-string "123" is translated into [49][50][51]

### Decimal values

Use # to indicate that the values following is to be considered a decimal value.

E.g. the command string "#123#1#2#3" is translated into [123][1][2][3], and "Test#1#2#3" is translated into [84][101][115][116][1][2][3]. Valid decimal values are in the range of 0 to 255.

### Hexadecimal values

Use #X to indicate that a hexadecimal value is following.

E.g the command string "#X00#X01#XFF" is translated into [0][1][255], and "Test#X01#XFF" is translated into [84][101][115][116][1][255]. Valid hexadecimal decimal values are in the range of 00 to FF and hexadecimal values must always be written as two characters (#X1 is not valid #X01 is).

### Special Characters

Since # is used to indicate that the value following is a decimal or hexadecimal value the only way to send the ASCII value of # (decimal 35) is to send it as a decimal or hexadecimal value (35 or 0x23). E.g. to send the string "#TEST" to a RS-232 device use the following command: "#35TEST" or to send the string "!TEST" to a RS-232 device use the following command: "#33TEST"

## 2.7 Setup Web Remote

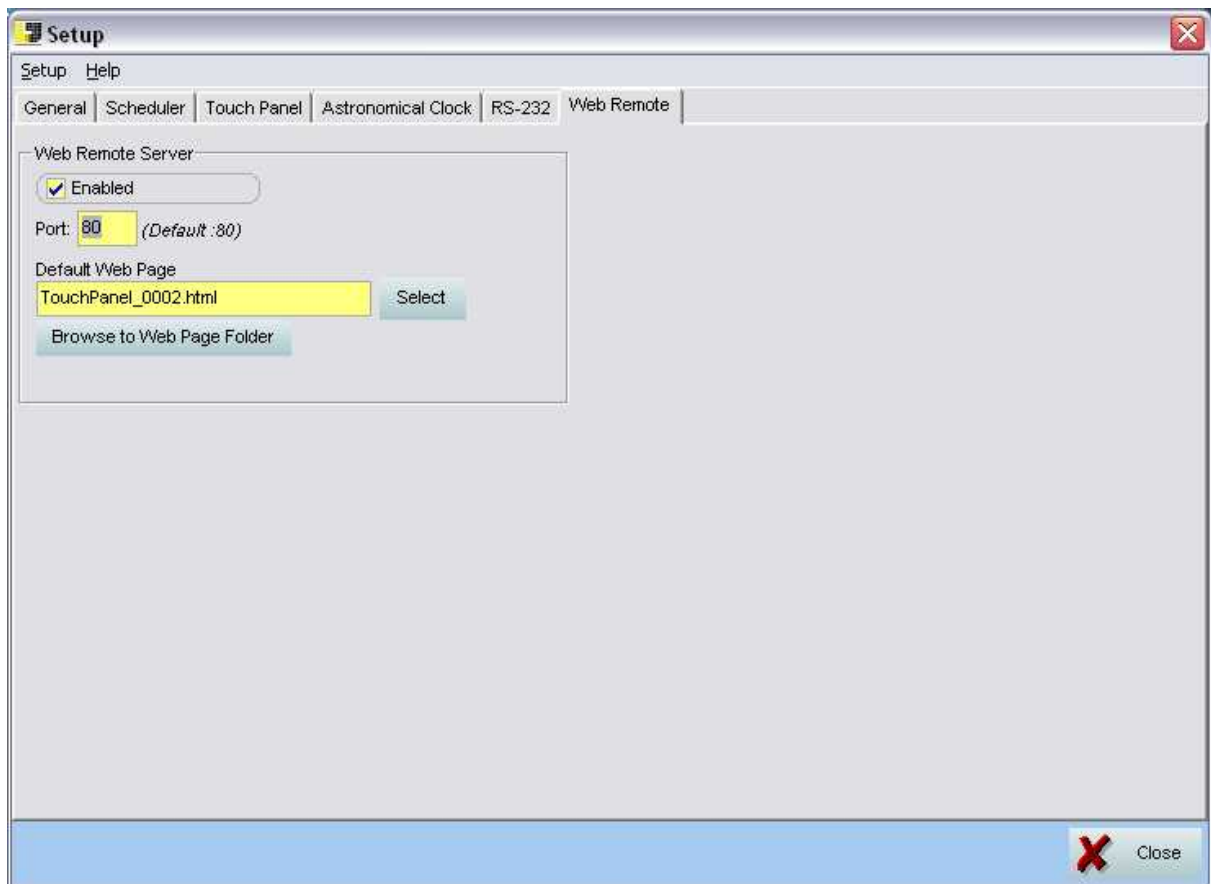
[General](#)

[Setup Scheduler](#)

[Setup Touch Panel](#)

[Setup Astronomical Clock](#)

[RS-232](#)



### Web Remote Server

Use the Web Remote Server to control the Lightjockey/LJ Manager over a network or Web.

### Port

Default HTML port is 80, but it can be changed to any number between 1 and 65535 However certain port are reserved such as Port 21 is use for FTP server.

The port numbers are divided into three ranges: the Well Known Ports, the Registered Ports, and the Dynamic and/or Private Ports.

The Well Known Ports are those from 0 through 1023.

The Registered Ports are those from 1024 through 49151

The Dynamic and/or Private Ports are those from 49152 through 65535

Complete list can be found here <http://www.iana.org/assignments/port-numbers>

The port number must not be used by other application such as Windows Web Server or some telephony application like Skype who use Port 80 to transmit data.

### Default Web Page

Once you have build some web page, you can assign one page as default

This page will be loaded when the Web Server root is access

Example if the default page is "TouchPanel\_0001.html",

Address `http://127.0.0.1` or `http://127.0.0.1/TouchPanel_0001.html` will browse to the same page.

### Browse to Web Page Folder

Press this button to open Windows Explorer to the folder where all HTML files are stored.

### HTML Commands

To activate something on the LJ Manager, it is necessary to have the proper syntax. All Commands start by **?LJM\_** followed by the action type and then action number

Example, to call Action 17 the command would be **?LJM\_ACT\_17**

List of HTML Commands

<b>Command</b>	<b>Text</b>
Action	ACT
Sequence Flash	SQF
Sequence Latch	SQL
Sequence Release	SQR
Cue	CUE
Background Cue	BGC
Cuelist	CLS
Static Toggle	STT
Static On	STO
Static Off	STF
LJ Function	FNC
Loop Toggle	LPT
Loop On	LPO
Loop Off	LPF
Touch Panel Open	TPO
Touch Panel Close	TPC
Touch Panel Toggle	TPT
Open Schedule	SCH
LJM Command	CMD

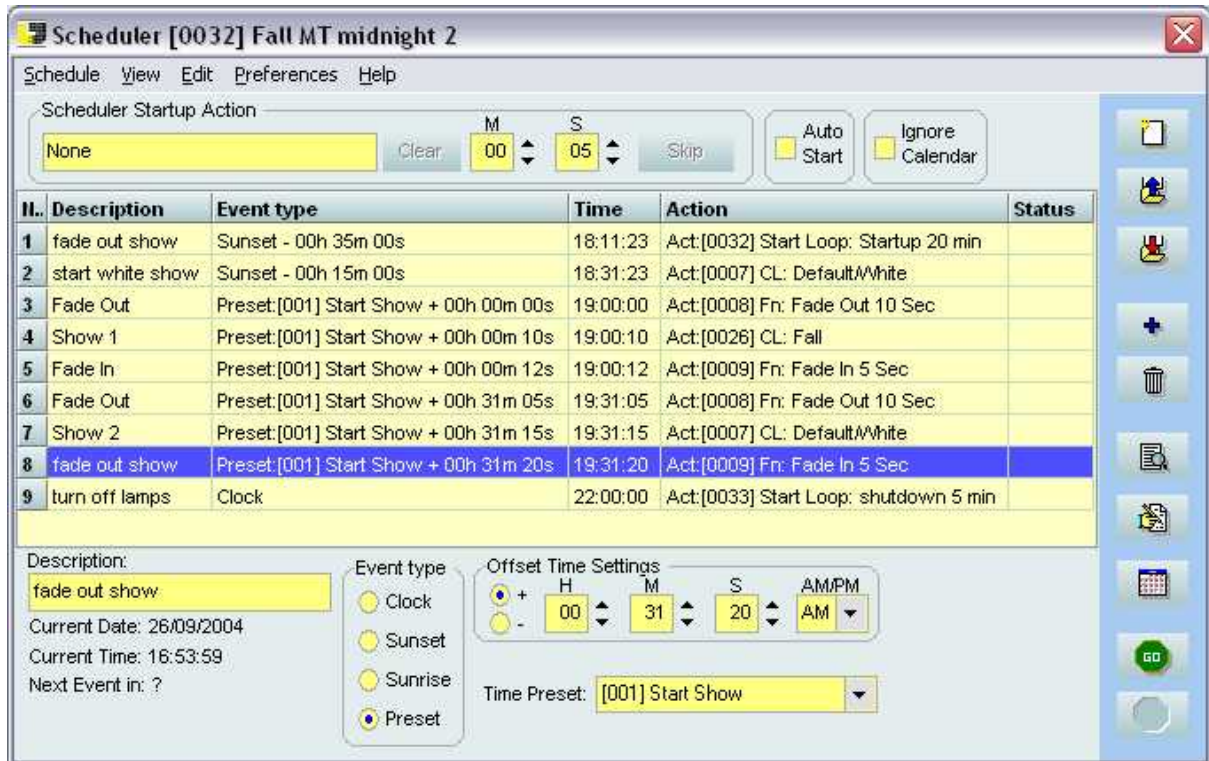
**Part**





## 3 Scheduler

### 3.1 Scheduler



Scheduler is a 24 hour based list of events.

Each event can be set to use the normal PC clock or to use sunset, sunrise or preset times.

Sunset, sunrise and preset times can be offset

For an event to occur 1 hour before sunset, you can set the offset to -1 hour.

The Grid displays the events in the current schedule.

Description:

This field is optional, Enter any text you want here to describe the event...

#### Event Type

Display the event type chosen (Clock, Sunset, Sunrise or Preset)

When sunset, sunrise or Preset is chosen it also displays the time offset value.

#### Clock

The time of the event is base on a specific set time.

#### Sunset

The Event will be trigger according the current day Sunset

#### Sunrise

The Event will be trigger according the current day Sunrise

#### Preset

The Event will be trigger according a preset time set by the user in the [Scheduler Setup](#)

preset can be use to change globally a time... Example, the Opening of an location is usually 9:00AM so

you could set a preset called Opening for 9:00AM

Use that preset when ever you want to trigger an event at the Opening...

Now, if the opening time was ever to change to 8:30AM, a simple change to the preset will change the time of all the schedule that use this preset...

### Time

This field shows the time at which the event will happen.

Note: When using sunset or sunrise type events, this time value is relative to the date and geographical position set in the setup.

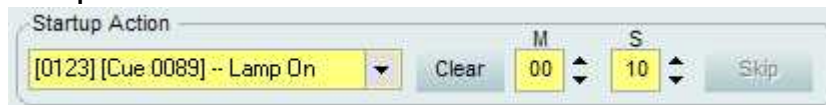
### Action

The Action field displays the chosen Action.

The Action can be dragged and dropped from the Action list window.

If the selected event is an action group, it can be edited , simply right-click on the grid and choose **Edit Current Event Action**

### Startup Action



Use this feature to have an action called every time the Scheduler start

For example, this is useful if you want to have a Lamp ON command to be sent for a specific period of time when the schedule starts.

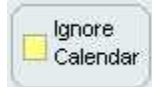


### Auto Start

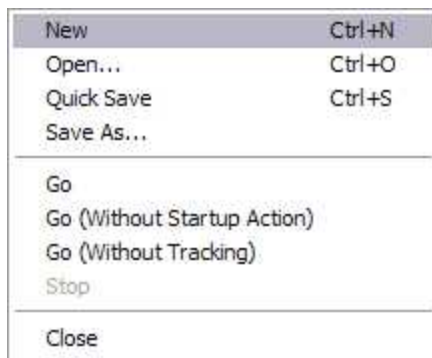


This option **must be enabled** if you want the Scheduler to automatically start when LJ Manager starts.

### Ignore Calendar



Use this option to test schedule without having the calendar settings loading the current schedule according to the calendar settings

**New**

Start New Schedule

**Open...**

Open the list of Schedule available

**QuickSave**

Save the Schedule under the current name without prompting

**Save As...**

To save as a new Schedule

**Go**

Start Schedule with Startup Action first

**Go (Without Startup Action)**

Start Schedule without using the Startup Action first

**Go (Without Tracking)**

Start Schedule without tracking through all the events and calling there actions until the time of the day is met,

Use this option to restart the Schedule in the middle of operation...

**Stop**

Stop the Scheduler

**Close**

Close the scheduler window

**New Schedule****Open List of Schedules****Open Save Schedule Dialog****Add Event to schedule****Delete selected Event from Schedule**

Open List of Actions



Edit Current Event Action



Open Calendar Rules editor



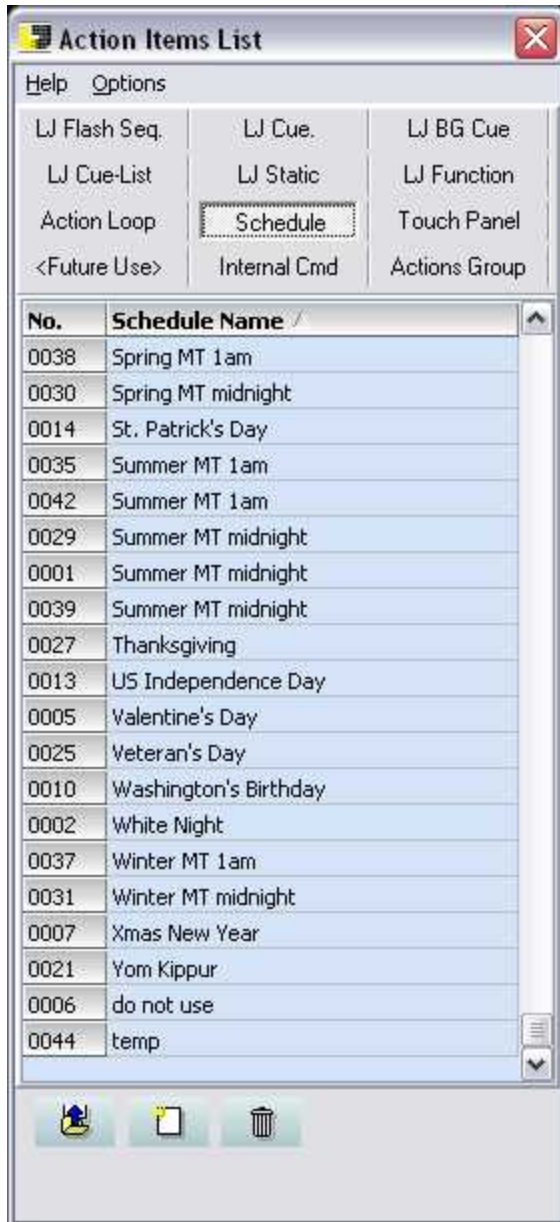
Start Schedule



Stop Schedule



## 3.2 List of Schedules



This list contains all the Schedules created.

A double click on a Schedule will open it in the [Scheduler](#)

### Open

Open the selected Schedule in the [Scheduler](#)

### Delete

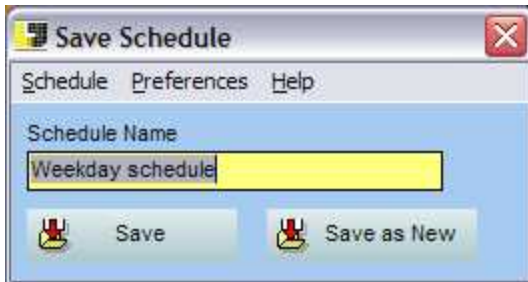
Delete the currently selected schedule.

### New

Start a new schedule

Clicking on a column header will sort the list by that column.

### 3.3 Save Schedule control



#### **Schedule Name**

Enter the name of the schedule here. (Up to 32 characters)

#### **Save**

Save the Schedule to the current schedule (the current schedule will be overwritten)

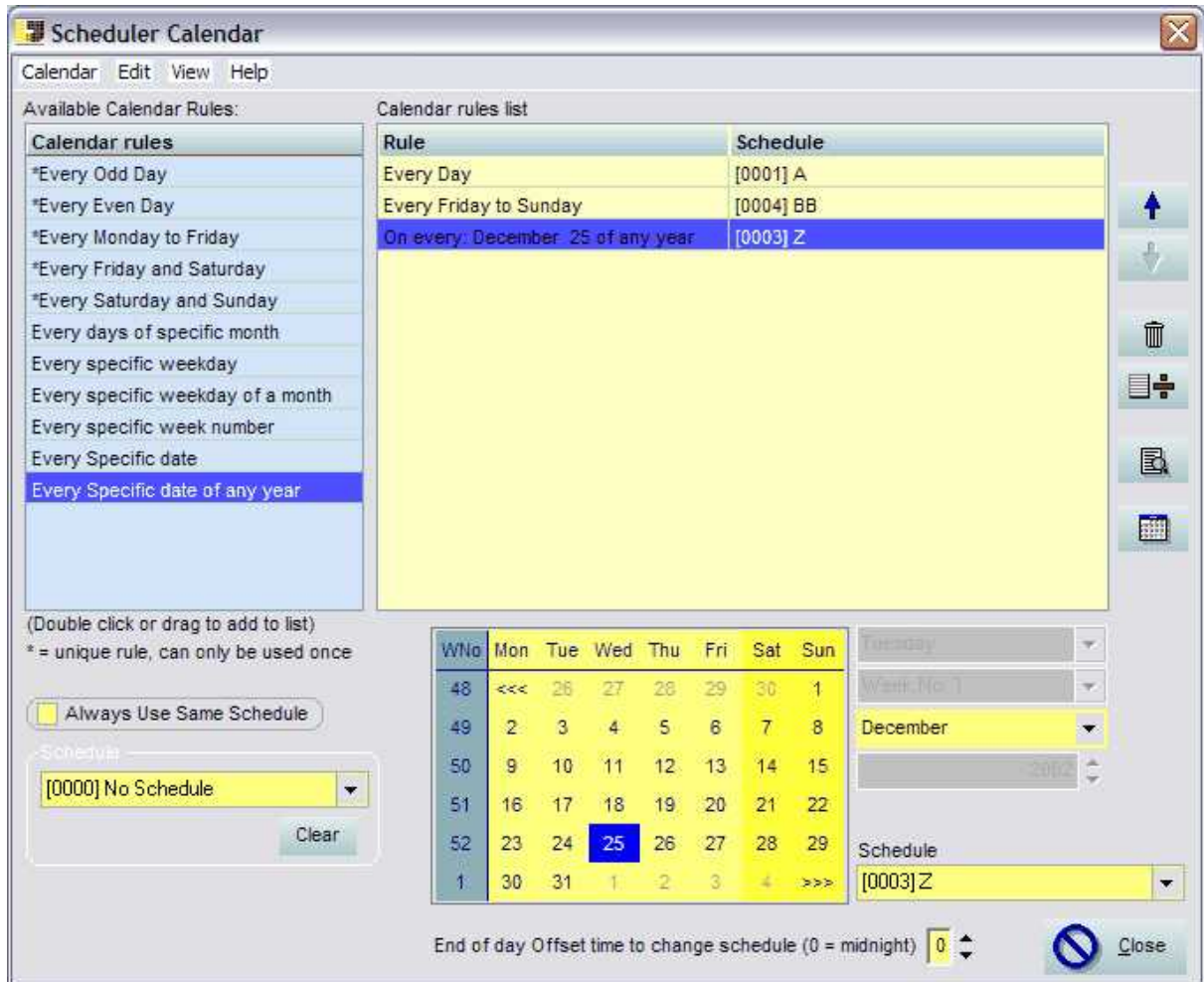
#### **Save As New**

The schedule will be saved as a new schedule

#### **Preferences**

**Auto Close:** The Save Dialog is automatically closed when the schedule is saved.

### 3.4 Scheduler Calendar Rules



This window allows you to create a set of rules that will dictate which schedule will be loaded for a particular day.

On the left side, you have all the rules available.  
On the right side you have the rule list.

By dragging or double clicking you can add a rule to the list.

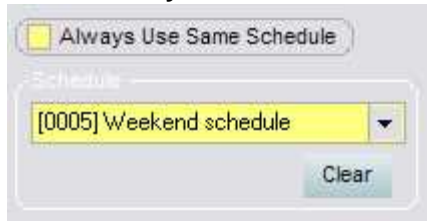
To assign a schedule to a rule, simply drag the schedule from the [List of schedules](#) to the schedule column.

The rules work as follow, the lowest priority is at the top of the list and the highest priority is at the bottom.

So the first rules could be "Everyday", this mean that everyday a specified schedule would be loaded. But if you wanted something different on a Wednesday you simply add the rule "Every specific weekday" and choose Wednesday on the drop list at the bottom.

So now you force the schedule to load a different Schedule on Wednesday then on the other days... You can pile as many rules as you want like this.

- **Always use Same Schedule**



When this is enabled, the calendar rules are ignore and the specified Schedule will always be used until the rules are enabled again.

Useful to bypass the calendar rules for special occasions



Move the selected item up one place



Move the selected item down one place



Deletes selected item(s)



Deletes all items



Opens the Schedule List



Opens the Calendar Explorer

### **End Of Day Offset time**

"Change of Day" offset for calendar rules. It is now possible to offset the scheduler date change by up to 12 hours. This is particularly useful when you use the calendar rules where each day of a week is different and the event that start before midnight finish pass midnight.

Scenario:

A schedule is set to run on Saturday evening using a specific show and one for Sunday evening.

Saturday evening (up to 3 O'clock in the morning you want a change of color Red<>Blue every 30 minutes)

Sunday evening (up to 3 O'clock in the morning you want a change of color Yellow<>Green every 30 minutes)

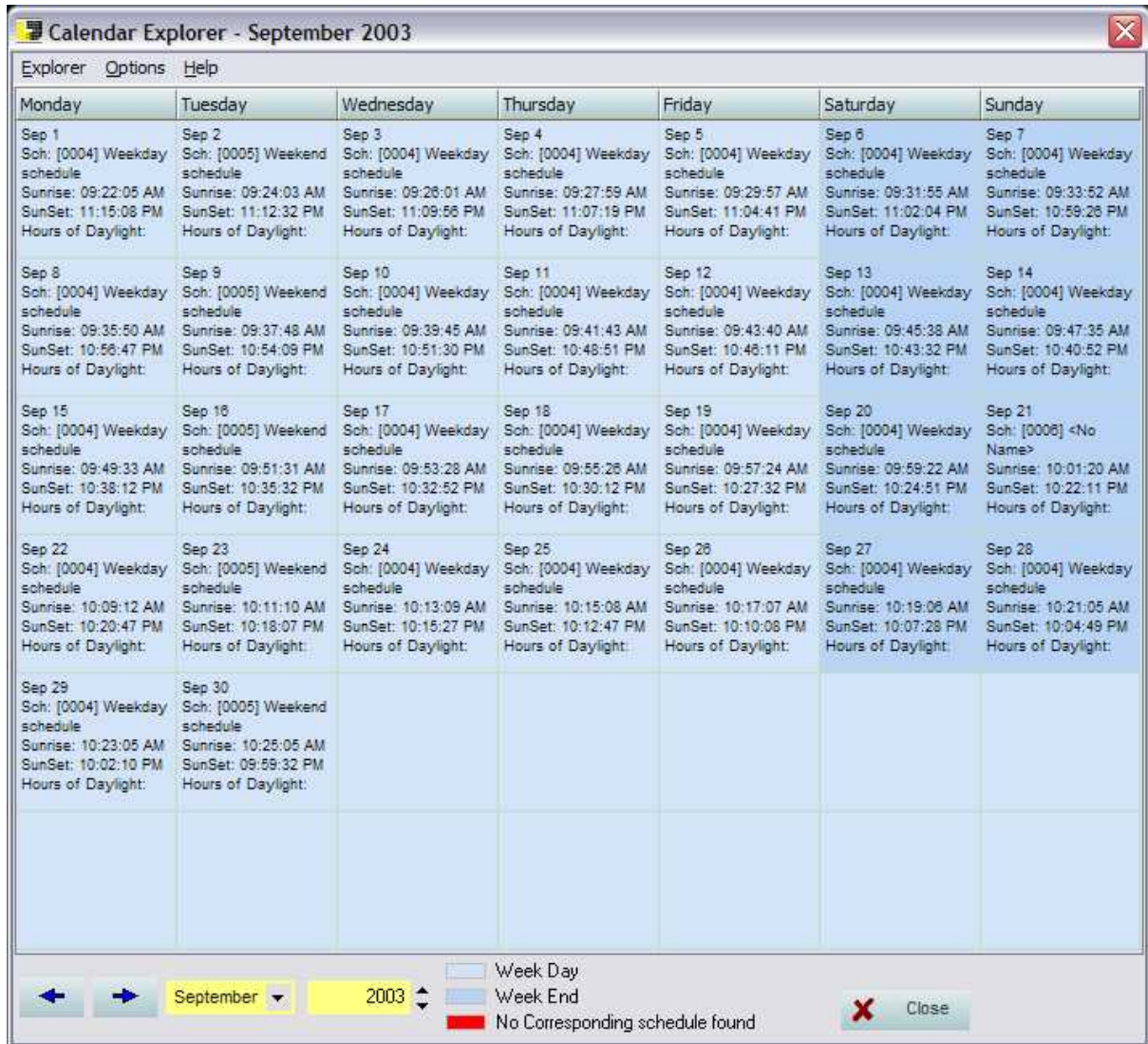
The problem is that after midnight of Saturday evening the Sunday schedule will be loaded...

In the pass, the Sunday schedule had to have the Saturday show between 00:00 and 03:00 ... this made scheduling more complex to maintain.

Now with the new feature, you can offset the date change for +3 hours, then changes will only happen at 3:00 AM.



### 3.5 Scheduler Calendar Explorer



This window shows the results of the calendar rules. If no schedule is set for a day, it will be shown in red.

This also displays the Sunset, Sunrise, hours of daylight and night for each day.

**Part**



**IV**

## 4 Action

### 4.1 List of Actions



This list contains all the Actions Group created.

A double click on an Action will open it in the [Action Editor](#)

Actions can be Dragged and Dropped directly onto a Schedule Event or to a Touch Panel button

#### Delete icon



Deletes the selected Actions

#### Edit Icon



Opens the action in the Action Editor

#### New Action Icon



Opens the Action Editor ready for a new Action

Clicking on the column header will sort the list by that column.

## 4.2 Save Action control



#### Action#

This number is used for internal tracking of the action. It can't be changed by the user

#### Action Name

Enter the name of the action here. (up to 32 characters)

#### Clear Action Editor After Save

Once the Action is saved, the editor will be cleared and is ready for a new action

#### Add to Schedule as new Event

If selected, the current action you are saving will be added to the schedule as a new event.

#### Add to Loop #

If selected, the current action you are saving will be added to the specified loop number

#### Save

Save the Action to the current action number

#### Save As New

The Action will be save as a new action

## Preferences

- **Auto Close**

If enabled the control window will be closed after saving

## 4.3 Action Editor

### Executable Script



The Action Editor contains a list of available commands on the left and a list of used commands on the right.

The far left is a list of pages for the different command types available  
Lightjockey Sequence, Cue, Background Cue, Cuelist, Static, and Functions  
Also schedule, Touch Panel, and Internal Command

To add a command to the list double click the command or drag the command from the left list to the right list.

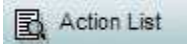
Note: some commands can only be used once in the list such as Sequence, non transparent Cue and Background Cue, Cuelist and Static.



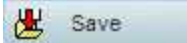
Click here to test the current action in the editor



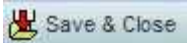
Clear the editor and start a new Action



Open the [Action List](#)



Open the [Save Action](#) control



If the Action as been previously saved, it will be simply re-saved and the editor will close  
In it's not saved, the [Save Action](#) control will open



Move the selected item up one place



Move the selected item down one place



Delete selected item(s) in the commands list



Delete all items in the commands list

## Menus

### Action

**New Action** - Clear the editor and start a new Action

**Load Action** - Open the [Action List](#)

**Save Action** - Open the [Save Action](#) control

**Test Action** - Test the current action in the editor

**Close** - Close this control, if the action is not saved, you will be prompt

### Edit

**Remove all Commands** - Delete all items in the commands list

**Remove Selected Command(s)** - Delete selected item(s) in the commands list

**Clear Exec Command** - Clear both fields in the Executable tab

**Clear Script** - Clear the selected script in the [Script](#) Tab

**Delete Script** - Delete Selected [Script](#)

**New Script** - Start a New [Script](#)

**Save Script** - Save Current [Script](#)

### View

**Show Loop Editor** - Open the [Action Loop Editor](#)

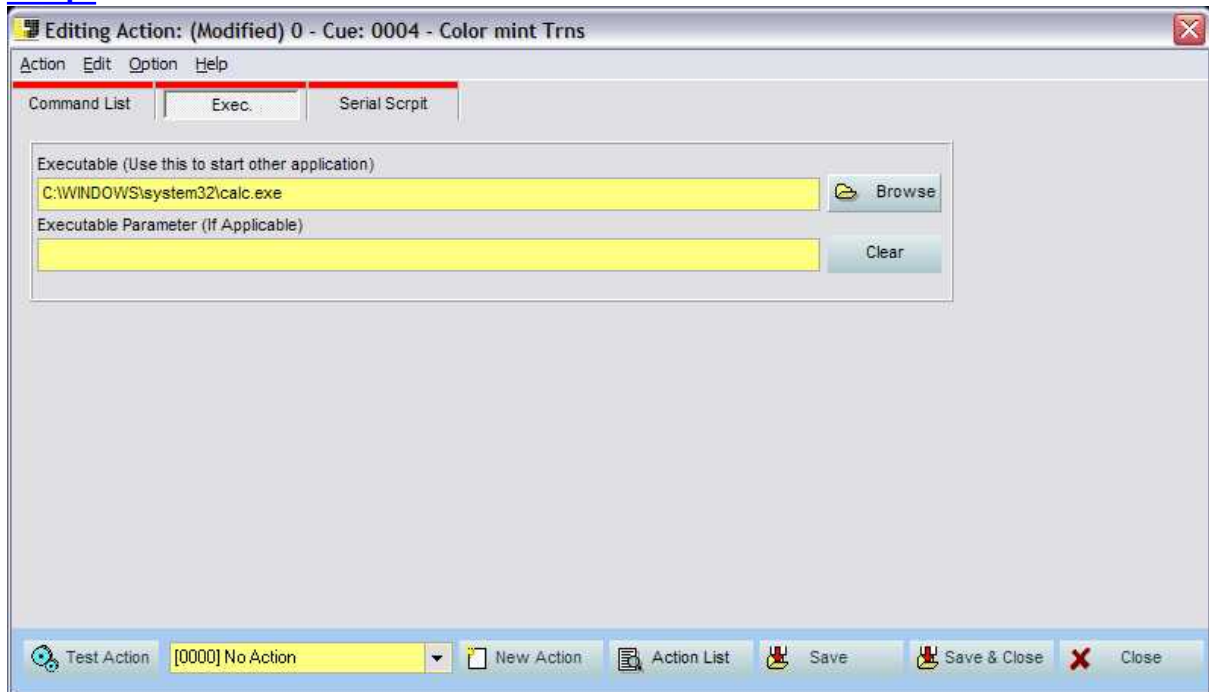
**Show Lightjockey Items List** - Open the [LightJockey Items list](#), from there you can automatically create actions

## Option

**Auto Generate Title** - When enable, the action title will change automatically according the first item on the list, If more than one items on the list, ellipsis is added at the end of the title...

## 4.4 Action Editor Executable

### Action Script



An Action can start a executable, batch file, video, image or pretty much anything that can be open in Windows!

The first field is the one containing the object to open

The second field can be use to pass parameters to the command.

### Browse

To browse for a file

In the File of Type drop down you can choose between Executable, (\*.exe), Batch file (\*.bat) or all (\*.\*)

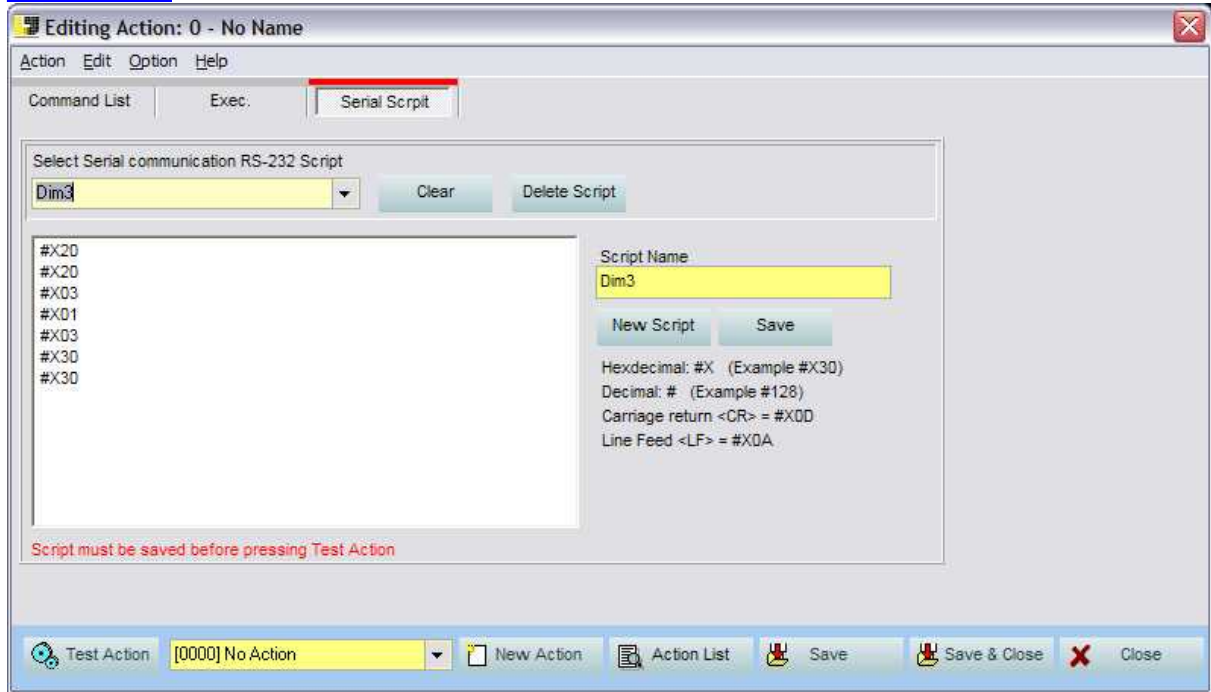
### Clear

Clear both fields



## 4.5 Action Editor Script

### Action Executable



Scripts are created and assigned from this page  
A script is a simple text file that will be sent through the RS-232 port.

#### RS-232 Script

A String of any format can be sent, simply create or edit an Action and in the MISC tab. you will be able to create a script to be sent via RS232.

#### RS-232 command syntax

##### ASCII character strings

Characters sent from LJ Manager are converted into individual ASCII character values before transmitting the RS-232 command. E.g. the command-string "Command123" sent from LJ is translated into the following binary values: [67][111][109][109][97][110][100][49][50][51], and the command-string "123" is translated into [49][50][51]

##### Decimal values

Use # to indicate that the values following is to be considered a decimal value.  
E.g. the command string "#123#1#2#3" is translated into [123][1][2][3], and "Test#1#2#3" is translated into [84][101][115][116][1][2][3]. Valid decimal values are in the range of 0 to 255.

##### Hexadecimal values

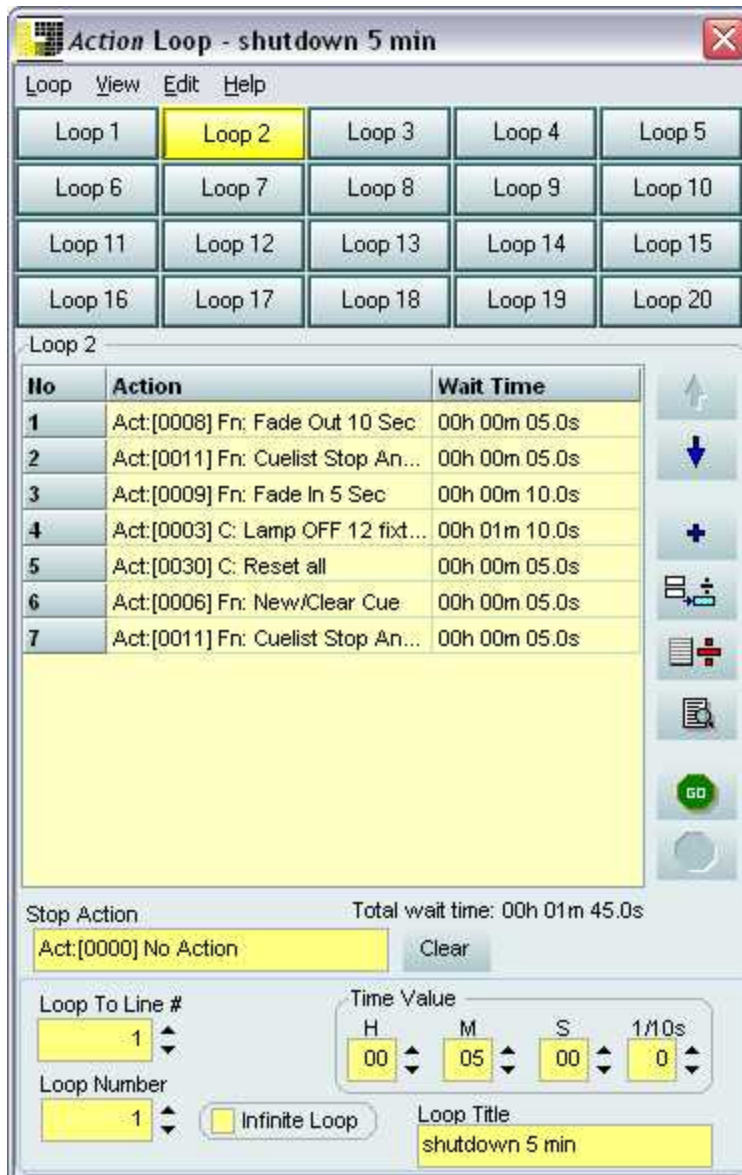
Use #X to indicate that a hexadecimal value is following.  
E.g the command string "#X00#X01#XFF" is translated into [0][1][255], and "Test#X01#XFF" is translated into [84][101][115][116][1][255]. Valid hexadecimal decimal values are in the range of 00 to FF and hexadecimal values must always be written as two characters (#X1 is not valid #X01 is).



### Special Characters

Since # is used to indicate that the value following is a decimal or hexadecimal value the only way to send the ASCII value of # (decimal 35) is to send it as a decimal or hexadecimal value (35 or 0x23). E.g. to send the string "#TEST" to a RS-232 device use the following command: "#35TEST" or to send the string "!TEST" to a RS-232 device use the following command: "#33TEST"

## 4.6 Action Loop



The action loop is like a mini Cuelist. It allows the same actions to be repeat over and over.

For example, if you want an event to happen every 10 minutes can simply put it on an Action Loop instead of putting this action at every 10 minutes in a schedule.

Action loops can be started/stopped by other actions.

Up to 20 different loops can be created and activated at the same time.

Up to 999 items can be put into a loop.

#### **Time Value**

Each item in a loop can have a time from 1/10 of a second to 23:59:50.9

The time is set by selecting one or more entry's and using the Time Value section.

#### **Loop to Line #**

By default the loop always go back to line 1, but it is possible to change this value.

An example of use is to have one or more actions happen only once in the loop.

By looping to line number 2 the entry # 1 will only happen once.

#### **Loop Number / Infinite Loop**

You can have the loop to work to infinity or to loop a certain number of times then stop

#### **Stop Action**

This action (if defined) is only called when the loop stops

#### **Loop Title**

Type in the desired title for the loop



Move the selected item up one place



Move the selected item down one place



Add one item to the list



Delete selected item(s)



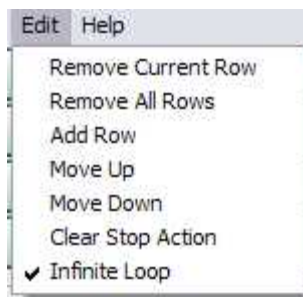
Delete all items



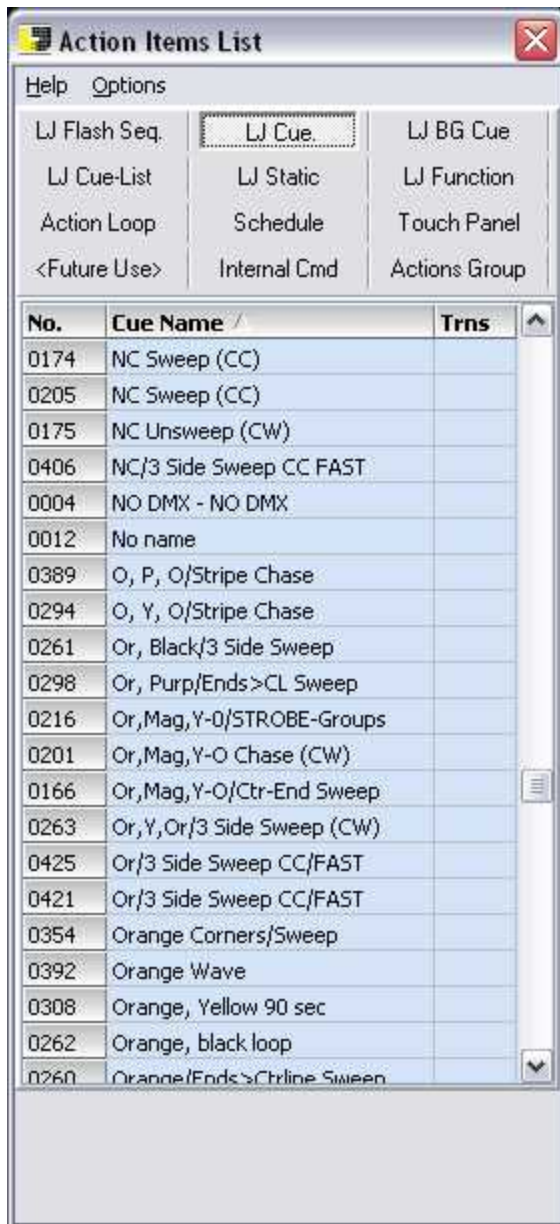
Start the loop



Stop the loop



## 4.7 Action Items List



This window shows all the items available as action in the LJ Manager Sequences, Cues, Background Cues, Cuelists, Statics and Functions, Action Loop, Schedule, Touch Panel, Internal Commands, Action Groups.

From this window you can drag and drop items directly onto the Scheduler, Action Loop Editor and Touch Panel buttons.

If an Action Group already exists at the drop location, the item will be replaced with the new dropped item

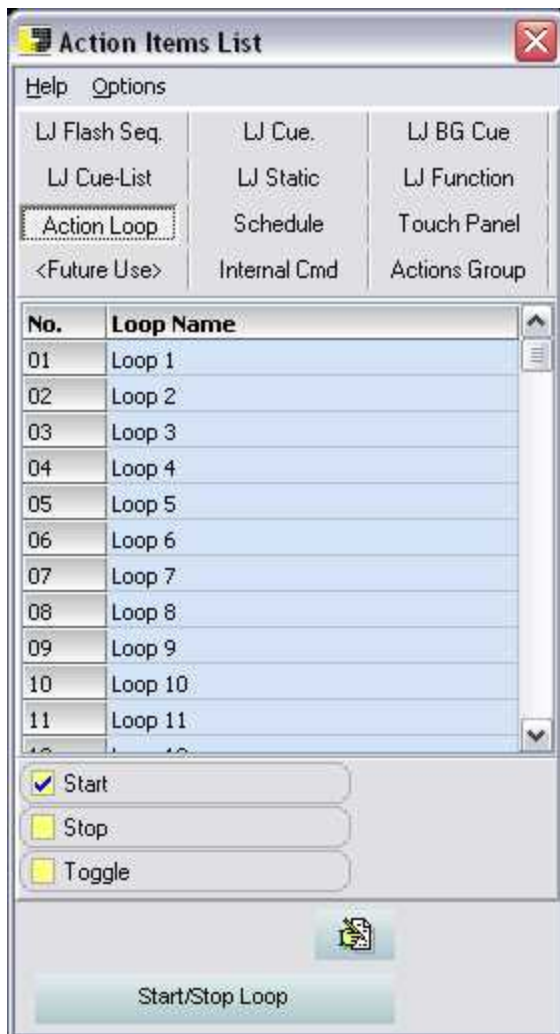
but if the CTRL key is held down while drag and drop operation, the item will be added to the action group command list.

If no action exists at the drop location and the CTRL key is held down, a new action will be created automatically and the name of the action will be the same as the items plus a suffix describing the items type

Example Act:[0037][CUE 0007] Cue name

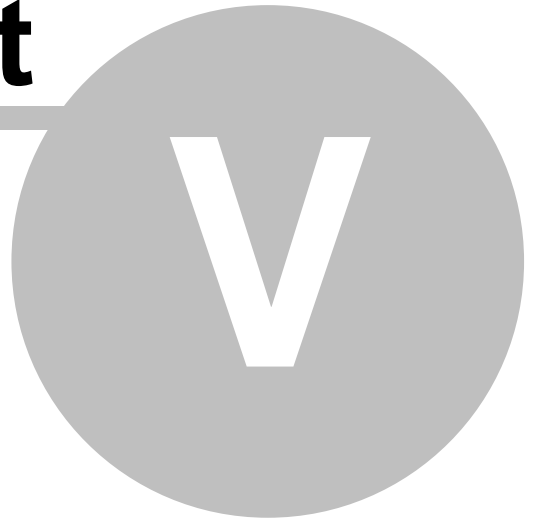
When dragging to a Touch Panel button, holding [Shift] will force the item to be added to the Up action

Transparent Cues and Background Cues appear in blue and with the label YES in the TRNS column



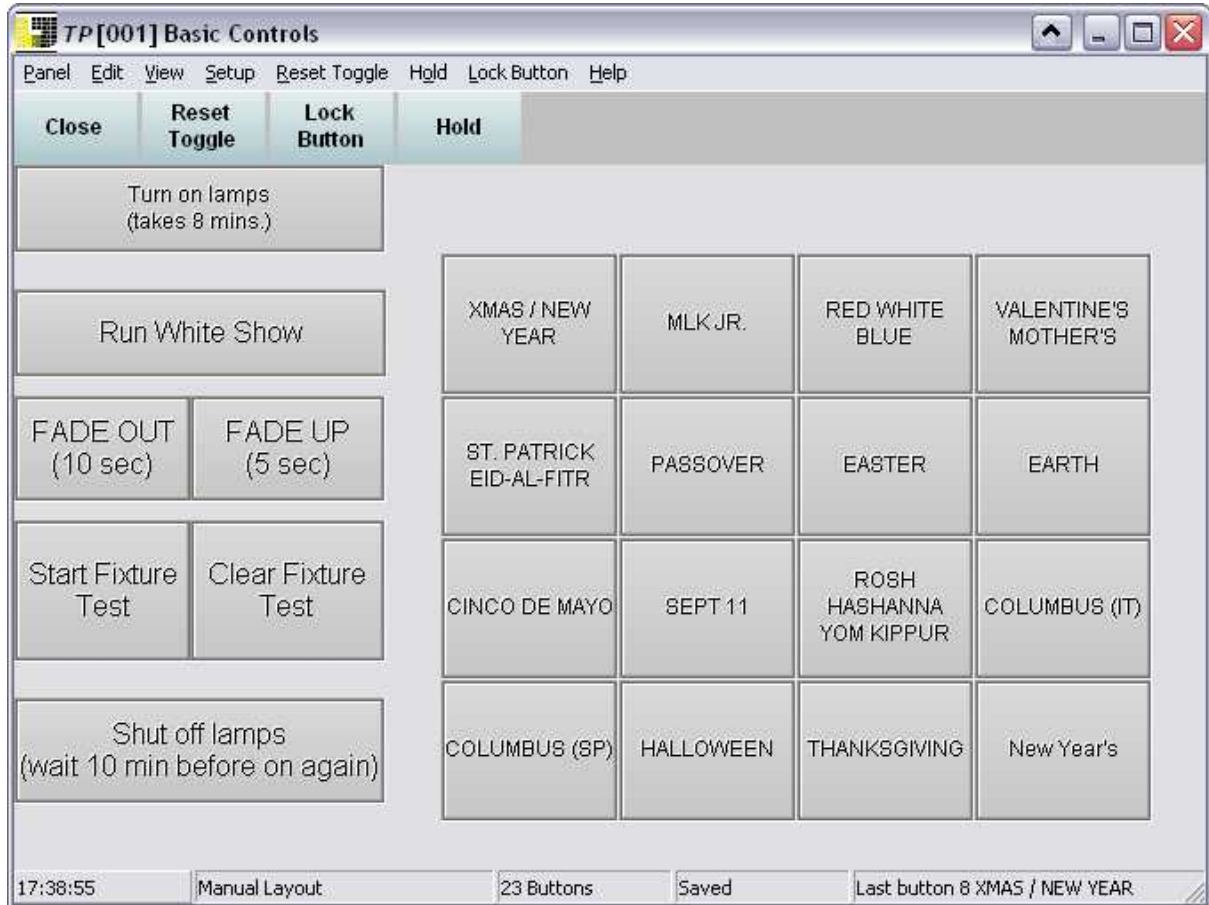
Certain item type have optional parameters such as Start, Stop, Toggle, Open, Close, Enable, Disable, Latch Flash...  
Select the desired option before dragging to target.

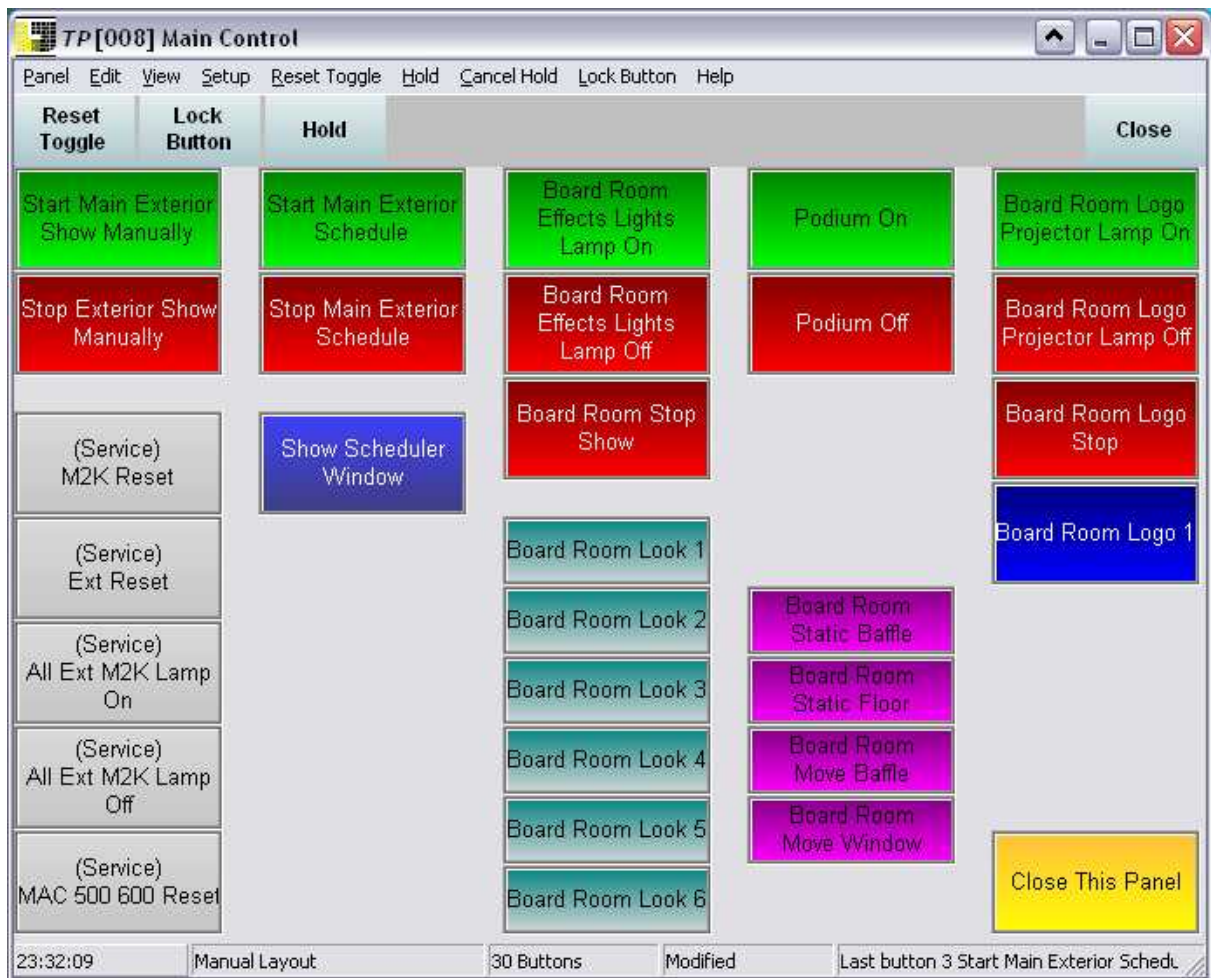
**Part**



## 5 Touch Panel

### 5.1 Touch Panel





A Touch Panel an array of virtual buttons design to be use in conjunction with a touch screen or mouse.

Each button can be user define graphically and for its action.

Each button have an up state, a down state and, for each state, the graphic and action can be define using the [Button Editor](#)

Each button can have an Up and Down action, this means that the Down action will be executed when you press the button and the Up Action will be executed when you depress the button.

If the button is set in Toggle mode, the up action will only be called when the button moves to the up state.

If the repeat mode is used, the up and down action will be called at the specified interval while holding the button down.

To copy a button from one to the other, hold the **CTRL** key and drag the source button over the destination button.

It is possible to copy only portion of the button information to one or several buttons using the **Button Copy Filter** control. You can find this control in the menu **View**

To interchange two buttons, hold the ALT key and drag the Source button over the Destination button.

To Move and insert the contents of a button hold the Shift key and drag the Source button over the Destination button.



**Menu**

**menu Panel**

New	Ctrl+N
Open...	Ctrl+O
Save	Ctrl+S
Save as New	
Export as HTML...	
Import from LJ Touch...	
Minimize all Touch Panels	
Maximize all Touch panels	
Restore all Touch Panels	
<hr/>	
Close	

**New:** Opens a new panel

**Open...:** Opens the list of panels

**Save:** Saves the current panel

**Save as New:** Saves the current panel as a new one

**Export as HTML:** [Export the panel to an HTML format](#) to be used with the LJ Manager Web Remote feature.

**Import from LJ Touch:** Use this to import old LJ Touch layout.

**Menu Edit**

Add Button	Add One Button	Shift+Ctrl+A
Delete All Buttons	Add 4 New Buttons	
Auto Arrange Button	Add 8 New Buttons	
	Add 10 New Buttons	
	Add 16 New Buttons	
	Add 20 New Buttons	
	Add 25 New Buttons	
	Add 36 New Buttons	
	Add 49 New Buttons	
	Add 64 New Buttons	
	Add 81 New Buttons	
	Add 100 New Buttons	
	Add 144 New Buttons	
	Add 196 New Buttons	
	Add 256 New Buttons	

**Add Button (Number):** add a number of buttons to the panel, the maximum number of buttons per panel is 256.

**Delete all Buttons:** All buttons on the current panel will be deleted.

**Auto Arrange Button:** This function is available when the panel layout mode is in Manual or Manual+Resize. When choose, the button(s) will arranged in a tile fashion.

**Shortcut to copy and paste button**

-Set the mouse over the button to copy and press CTRL+SHIFT+C

-Place the mouse where to copy and CTRL+SHIFT+V to paste

Shortcut to Add Button CTRL+SHIFT+A, if the context menu is use to add button, its position will be to the mouse pointer.

**Menu View**

**Show Action Item List:** Display the [Action Items List](#).

**Show Images/Color List:** Display the [Image/Color list](#)

**Show Action Group Editor:** Display the [Action Group Editor](#)

**Show Copy Button Filter:** Display the [Copy Button Filter](#) control

-

**Show/Hide Button Pictures:** All images use on buttons can to toggle on/off.

**Show/Hide Toolbar:** Toggle the toolbar at the top of the Panel.

**Show/Hide Statusbar:** Toggle the Statusbar at the bottom of the panel.

**Show/Hide Main Menu:** Toggle the Main menu of the panel.

**Setup**

**Panel Properties:** Opens the [panel properties](#) window

**Button Layout Mode:** Choose between the different layout modes (Automatic, Automatic by column, Automatic by row, and manual)

**Automatic:** the buttons are arranged to automatically fit in a squared array

**Automatic by Column:** the buttons are automatically arranged but the number of columns is locked to the value specified in the panel properties

**Automatic by Row:** the buttons are automatically arranged but the number of row is locked to the value specified in the panel properties

**Manual:** In this mode, each button can be resize and moved to any location within the panel area.

To Move the buttons you must enabled the **Resize and Move Buttons** feature. this menu option only appears in the setup menu once the layout mode is set to Manual.

**Manual+Resize:** Same as above, but the buttons will resize with the panel (one limitation is that the buttons are resized in a relative way to the wide/height of the panel, this may cause some button spacing issue.

**Auto Save Panel On Exit**

The Panel is automatically saved upon exiting. This feature is On by default.

**Resetting Toggle Call Up Action**

The Up actions will be called when resetting the toggled buttons. This feature is On by default.

**General Setup:** Open the [Setup window](#)

**Reset Toggle**

All toggled button are reset to normal but the Up Action (if any) are not executed.

**Multi-Select**

When enabled, you can press multiple buttons across several panels and the actions will only be executed when you press the **GO** button or menu.

The Hold button and menu changes to **GO** when enabled, also a **Cancel** button Cancel Hold and menu appear when the Hold button or menu is pressed. Actions are executed in the same order as they were called.



**Lock Button**

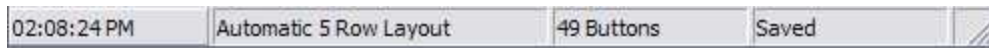
Lock Button

It is possible to lock the buttons, they remain locked until the Unlock menu or button is pressed.

In the panel properties window, you can set a password, When in use, a keypad will show up when a button is pressed.

The panel password is the same for all the panels but each panel can have this feature enabled individually...

**Status Bar**



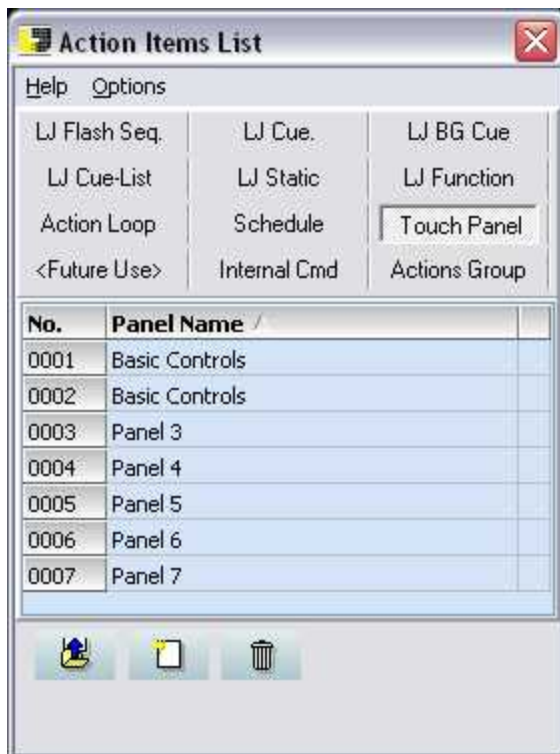
Current Time

Layout Mode

Number of buttons in the current panel

Status of the panel (saved or modified)

**5.2 Touch Panel List**



Use this window to open or create a new [Touch Panel](#)

A double click on a Touch Panel Name will open it.

### Open



Open the selected [Touch Panel](#)

### New



Create a new Touch Panel

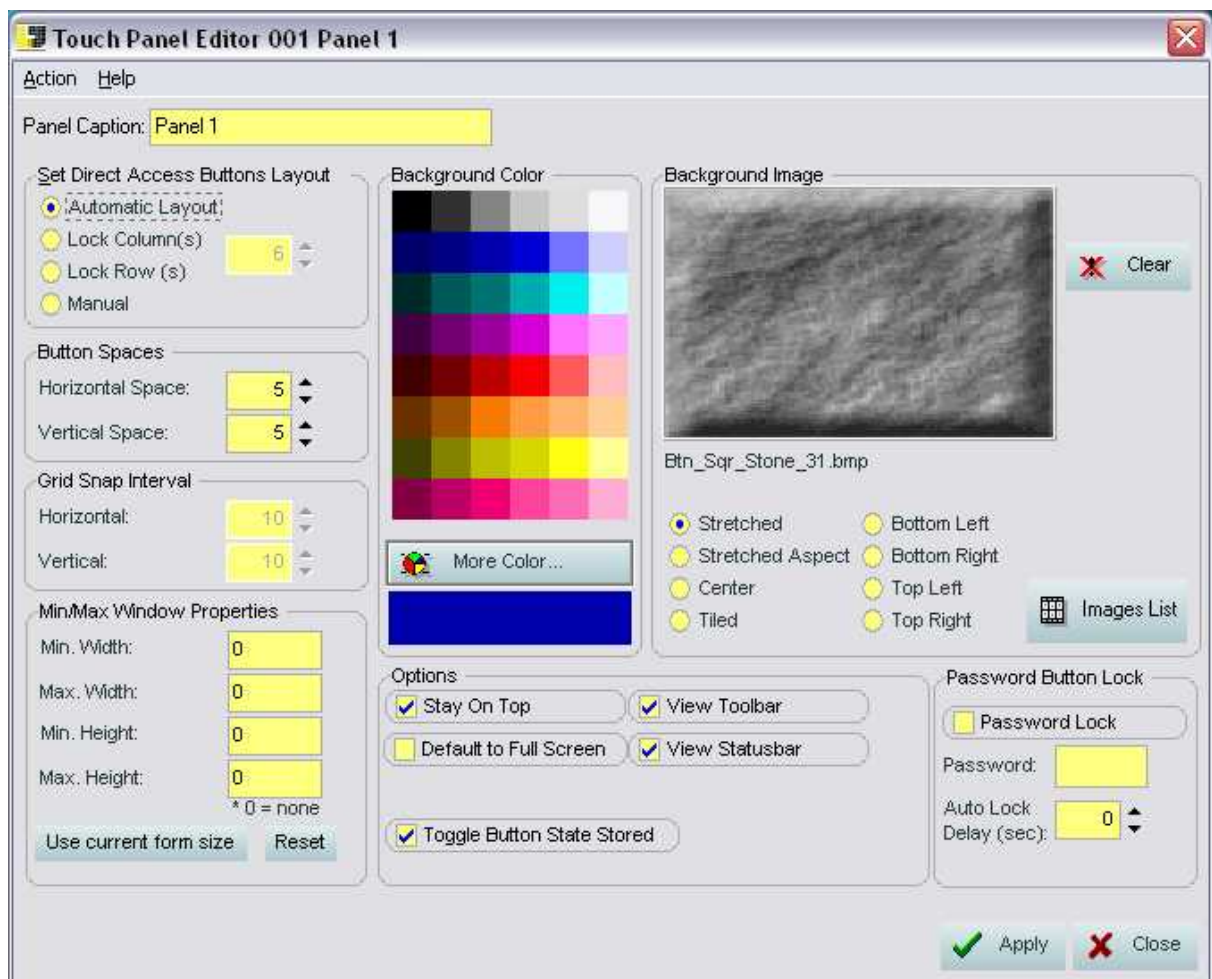
### Delete



Delete the selected [Touch Panel](#)

Clicking on the column header will sort the list by that column

## 5.3 Touch Panel Properties



**Panel Caption**

Type the name you want to appear in the panel list and in the title bar of the panel form.

**Set Button Layout mode**

Choose between the different layout modes (Automatic, Automatic by column, Automatic by row, manual)

Automatic: the buttons are arranged automatically to fit in a squared array

Automatic by Column: the buttons are automatically arranged but the number of columns is locked to the specified value.

Automatic by Row: the buttons are automatically arranged but the number of rows is locked to the specified value.

Manual: In this mode, each button can be resized and moved to any location within the panel area. To move the buttons you must enable the **Resize and Move Buttons** feature. This menu option only appears in the setup menu once the layout mode is set to Manual.

**Button Space**

These values can be used to set a horizontal and vertical space between buttons

**Min/Max Window**

If the values are different from 0 then the window size will be limited by these values.

Pressing the **Use current form size** will set all values to the current panel size.

Reset will set all values to 0

**Grid Snap interval**

These values set the horizontal and vertical grid snap when the button layout mode is set to manual.

As you move or resize a button, it will snap to the nearest snap value.

**Background Color**

Set the background color of the panel

Note: if there's no space between the buttons or an image is used as background, the background color won't show

**Background image**

Use the drop down list to choose an image to be displayed as background.

Choose the way the image will be displayed ( Stretch, Stretch Aspect, Center, Tiled, Bottom left, bottom Right, Top Left, Top Right).

Note: if there's no space between the buttons the background image won't show

**Option****Stay On Top**

Force the panel to stay on top of other window controls

**Default To Full Screen**

When enabled, the panel will open in full screen mode automatically.

**View Toolbar**

Show/hide toolbar

**View Status bar**

Show/Hide the Status bar

**Toggled Button State Store**

When enabled, the buttons that are toggled when a panel is closed will be toggled when the panel is reopened.

**Password Lock**

When enabled, a password will be required to unlock the panel.

Note that the Toolbar or menu are not locked when the buttons are locked. For an application when no authorized person should have access use the full screen mode and turn off the toolbar.

**Password**

Type in the password you want, the password is the same for all the panels.

**Auto Lock Delay**

When the value is different than zero and Password Lock is enable, the panel will automatically lock after no activities for the specified time. time value is in second

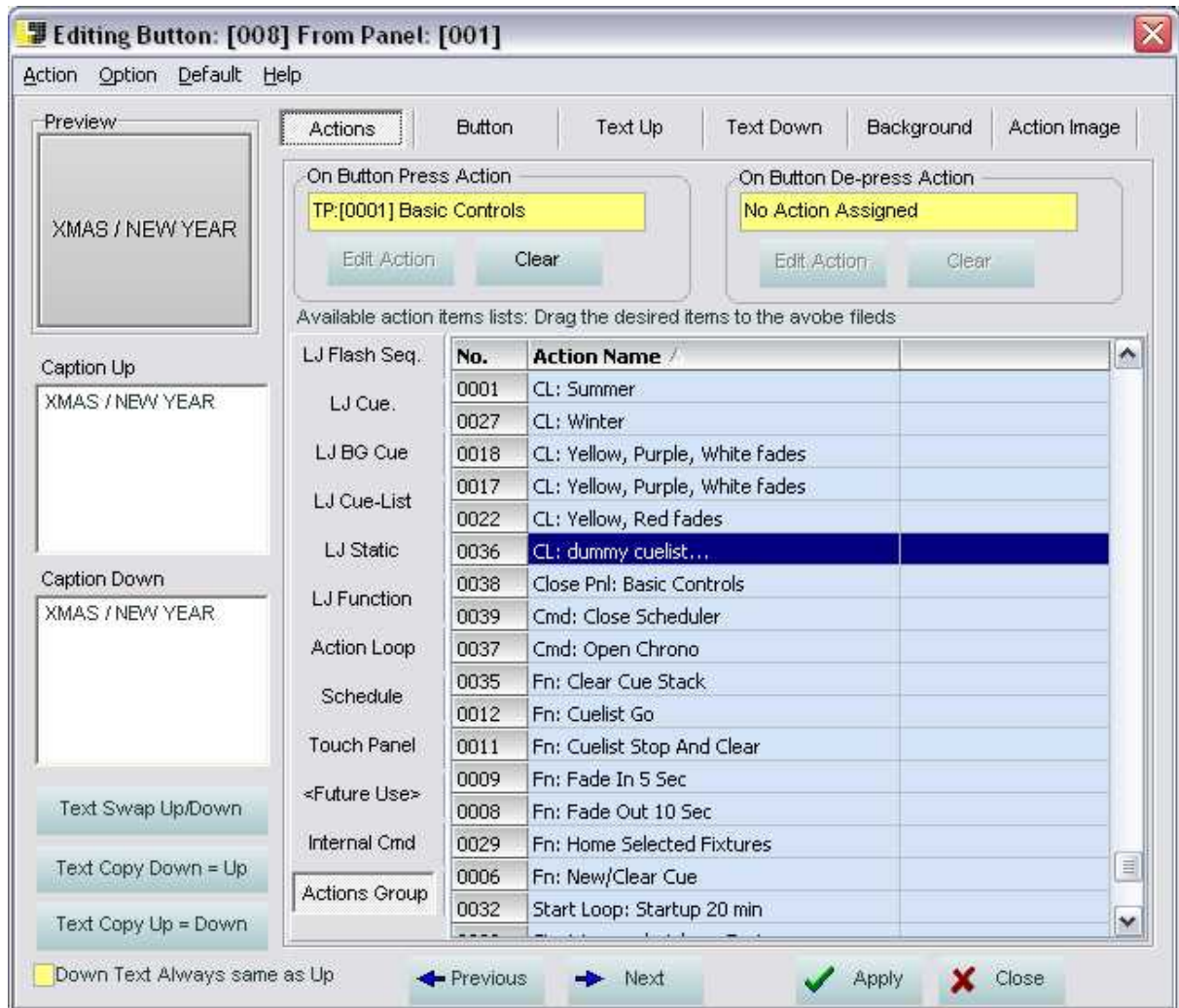
**Apply**

Settings are not saved until you press **Apply**

**Close**

Closes this window.

## 5.4 Touch Panel Button Editor Action

[Button](#)[Text](#)[Background](#)**On Button Press Action**

Choose the action you want to assign to the button press (Down).  
*Drag item for the Available Action Items List*

**On Button De-Press Action**

Choose the action you want to assign to the button de-press (Up).  
*Drag item for the Available Action Items List*

**Edit Action**

Open the selected Action in the [Action Editor](#)

**Clear**

Clear the Action field

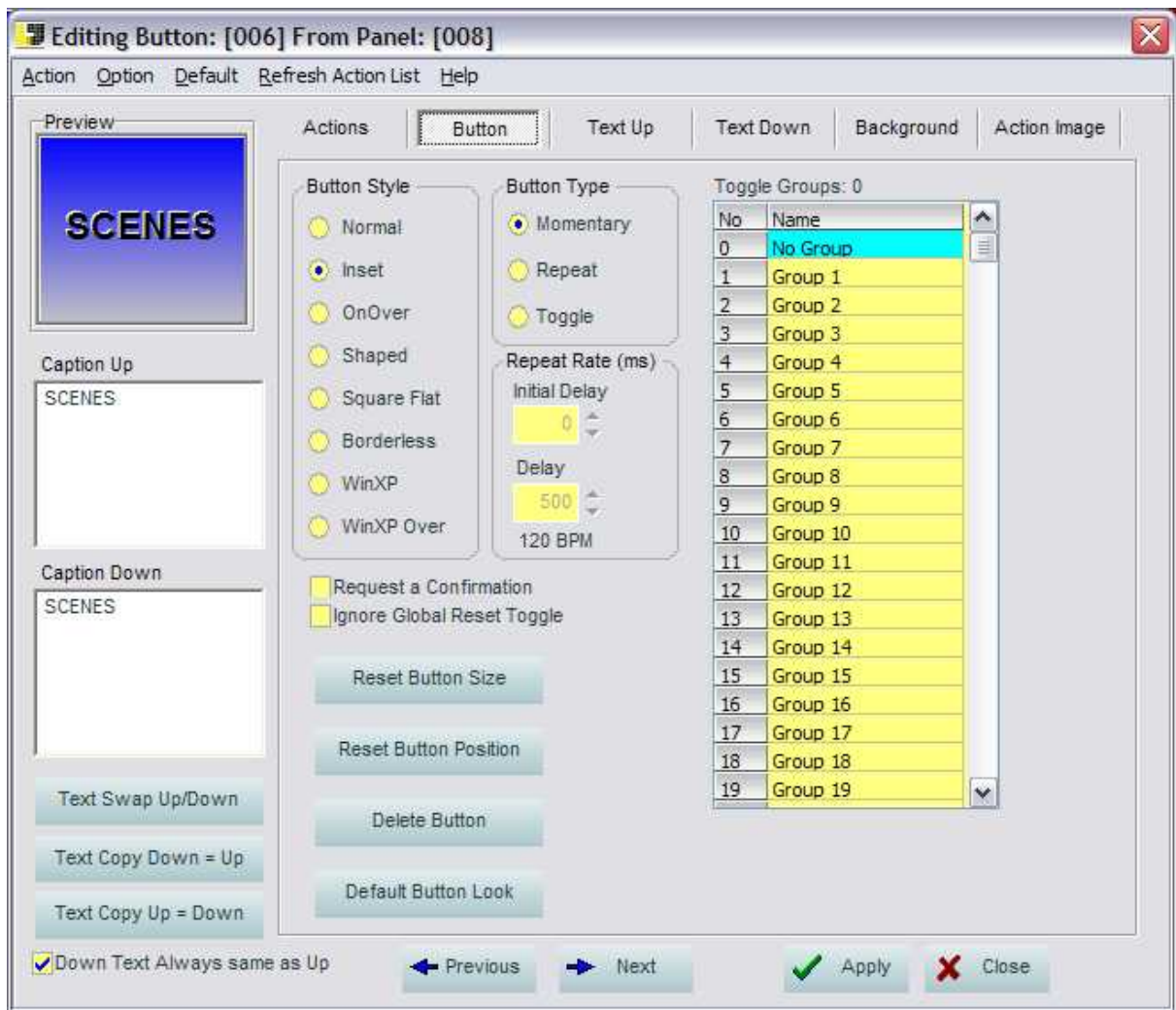
## 5.5 Touch Panel Button Editor Button Type

[Action](#)

[Text](#)

[Background](#)





## Button Style

Choose the button Style you want from this list

- **Normal**  
Looks like a typical Windows button
- **Inset**  
Button with lowered contour
- **OnOver**  
Button is flat until the mouse is moved over it
- **Shaped**  
This button type requires an [action image](#) to work properly  
The button will only be click-able on the image area.
- **Square Flat**  
Similar to a normal button but the contour is flat
- **Borderless**



Button with no border similar to Shaped but the whole area is click-able

- **WinXP** (only work in Win XP)

The Button look will be the same as the Windows Theme you have chosen

- **WinXP Over** (only work in Win XP)

The Button look will be the same as the Windows Theme you have chosen but without the shaded look

## Button Type

- **Momentary**

In this mode, the button follows the mouse action, on mouse down it presses on mouse up it de-presses

- **Repeat**

In repeat mode, the up and down action are repeated at the rate specified by the Repeat Rate settings

The repetition stops when you release the button.

- **Toggle**

In Toggle mode (latch) the button works like a switch, you press once and it goes ON then press again and it goes off

The Up action is only called when the button goes back up

It is possible to assign button in toggle mode to different toggle groups.

For example, you have a series of cues that only do color changes, you can assign all these buttons to the same toggle group, and when you press a button, any press button in the same toggle group that is already pressed will be released.

All buttons assigned to Toggle Group 0 are independent from each other.

## Toggle Group

This is only available when the button type is set to toggle

You can rename any group (except group 0)

to do so, simply click on the group, and type a label up to 16 characters

## Repeat Rate

Only available when the repeat is set on the button type

- **Initial Delay**

as you press the button the action will be called, but the repetition will only start after the initial delay.

- **Delay**

The time in millisecond between each repetition

## Request Confirmation

When enable, a confirmation will be requested when the button is press.

For example this could be use to confirm that you want to turn off fixtures...

## Ignore Global Reset Toggle

When enable, the button won;t reset when a Global Toggle Reset is sent...

**Reset Button Size**

This is only visible when the Panel mode is in Manual or Manual resize  
It Set the button to a default size.

**Reset Button Position**

This is only visible when the Panel mode is in Manual or Manual resize  
It sets the button position back to the upper left corner of the panel  
Use this to bring a button back into the panel after it's been resize to a smaller size.

**Delete Button**

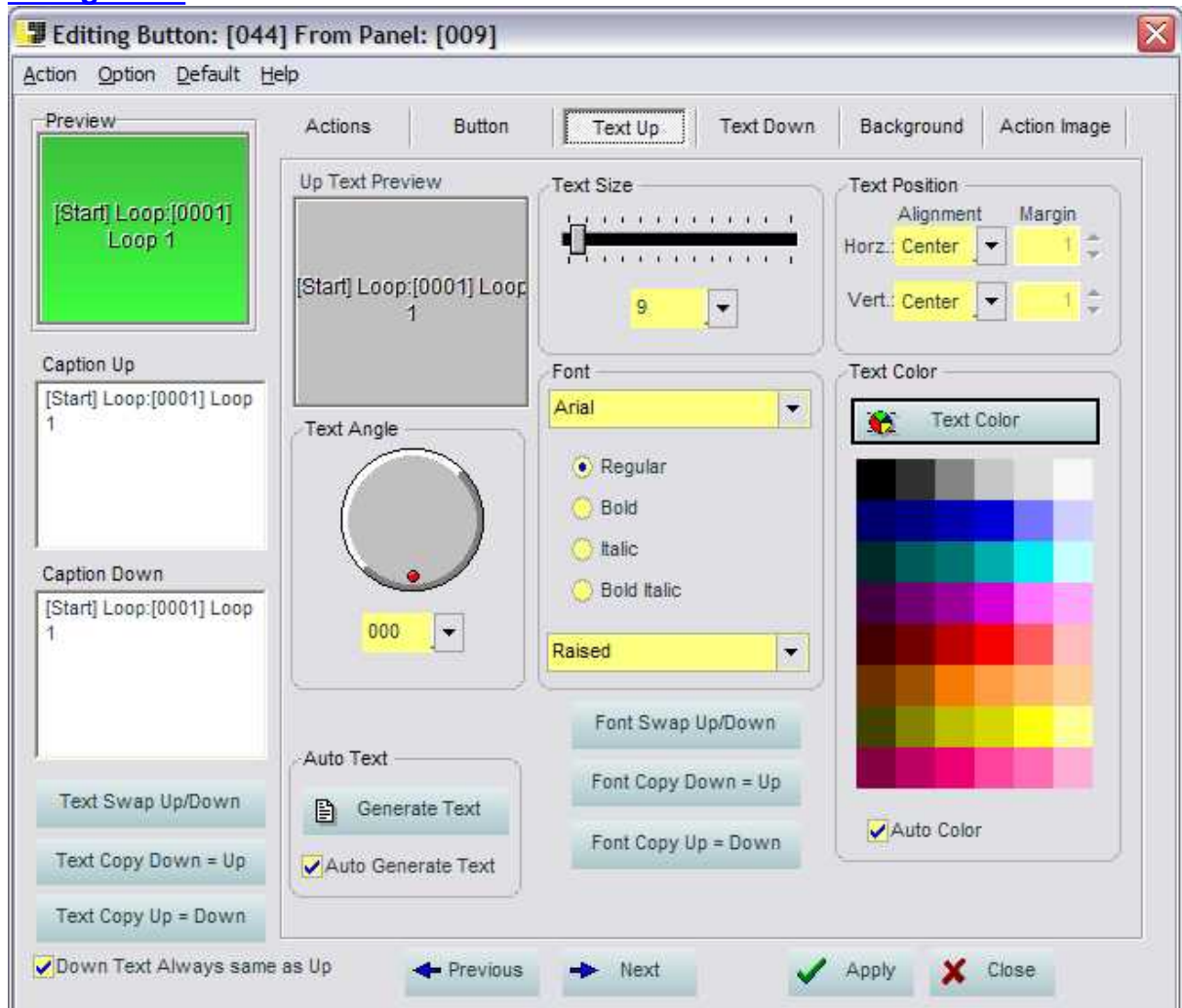
Delete the current editing button from the panel (load the next button on the list)

**Default Button Look**

Sets the button back to the original state

## 5.6 Touch Panel Button Editor Text

### [Action](#) [Button](#) [Background](#)



The Up and Down Text properties are exactly the same. In order to see the Down text you must press the preview button. if the preview button is set as toggle, you can see the text settings as you change it.

**Caption Up**

This is the text that is displayed when the button is in up state

**Caption Down**

This is the text that is displayed when the button is in down state

**Text Copy Button**

Copy the text from the Up state to the Down State or vice versa

**Text Angle**

Sets the angle of the text between 0 to 359 degrees

Note: If the text contains multi lines it will show as a single line when the angle is different than 0.

**Text Size**

Sets the font size, The value can be set either by using the slider or by using the drop down list

**Font**

Select the desired font from the drop down list

Set the font appearance (Regular, Bold Italic, Bold Italic0

Font shadow can be chosen from the drop down list

**Text Position**

Sets the position of the text, the default value is Center on both horizontal and vertical

**Text Color**

The text color can be changed by using the color grid or for more color choices, click on the text color button and choose a different option.

**Auto Color**

When in Auto Color, the Text color is ignored and the application chooses to have either a white or black color depending on the background color.

NOTE: This feature does not estimate color used on a background bitmap.

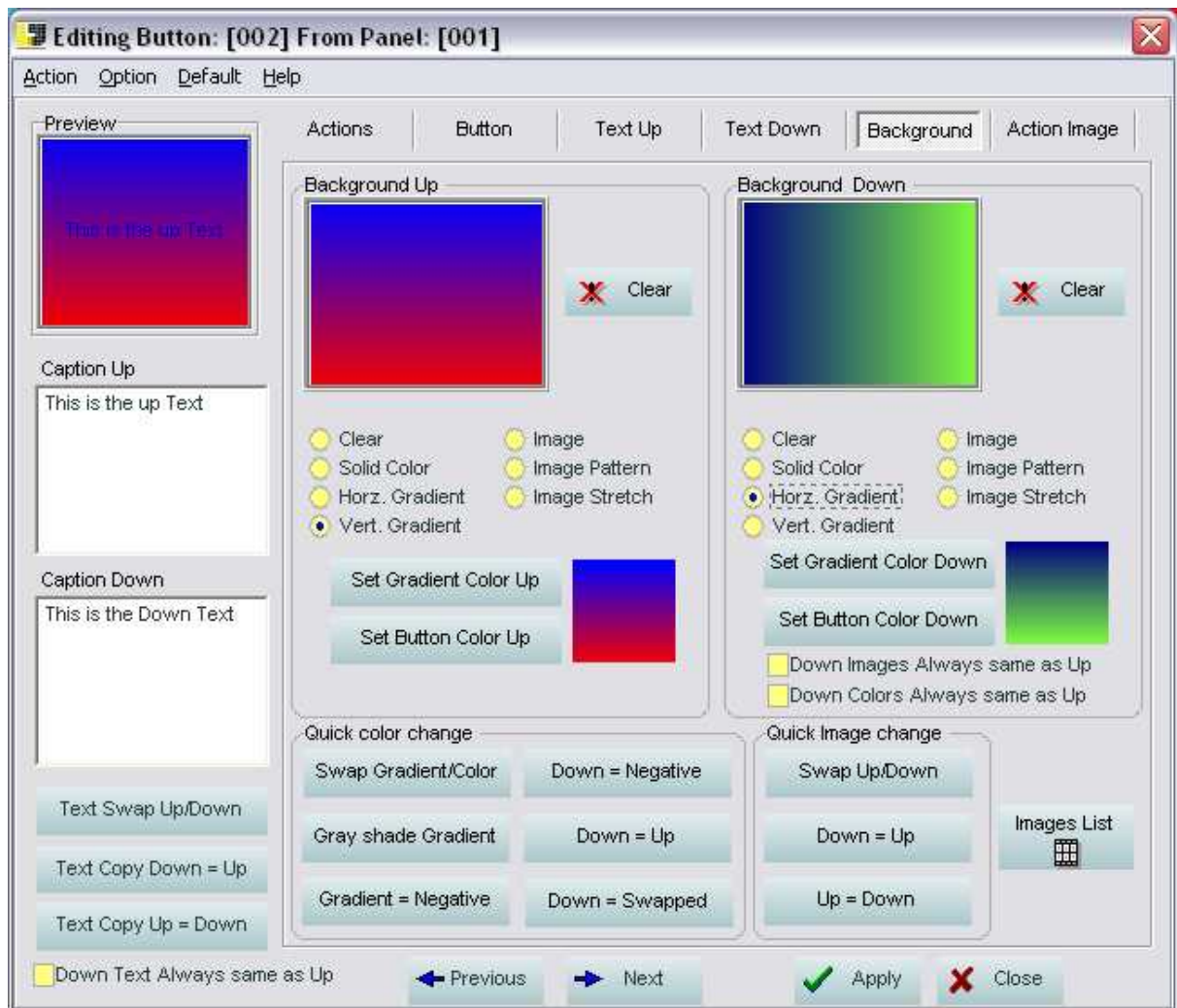
## 5.7 Touch Panel Button Editor background

[Action](#)

[Button](#)

[Text](#)

[Action Image](#)



The Background image is used to apply a texture or shape to a button.  
If you're not using a image in the background, you can use a solid color or a gradient color.

### Clear

Ignore the color and image, the button will have the color or images from the background.

*This type of button is very slow and using many of them can create delays in the reaction time...  
To use with moderation...*

### Solid Color

Uses only the button color

### Horz. Gradient

The color is evenly distributed between the two color chosen from left to right

### Vert. Gradient

The color is evenly distributed between the two color chosen from top to bottom

### Image

the Image is displayed normally without any changes

### Image Pattern

The Image is display as many time as it can fit on the button surface

### Image Stretch

The image is displayed to fit all of the button surface.

### Set Color Up/Down or Set Gradient Color Up/Down

When you click on this button a menu appears with three options

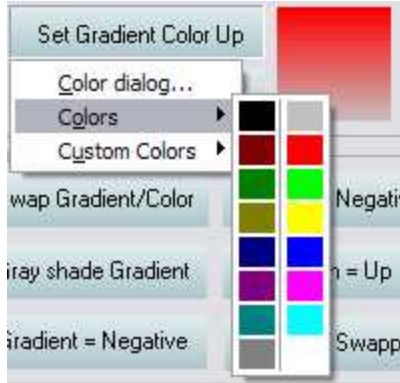
### Color dialog...

Opens a standard Windows color picker



### Colors

Displays some basic colors to choose from



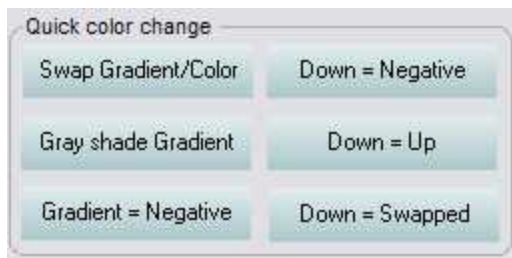
### Custom Colors

Display an array of colors to choose from



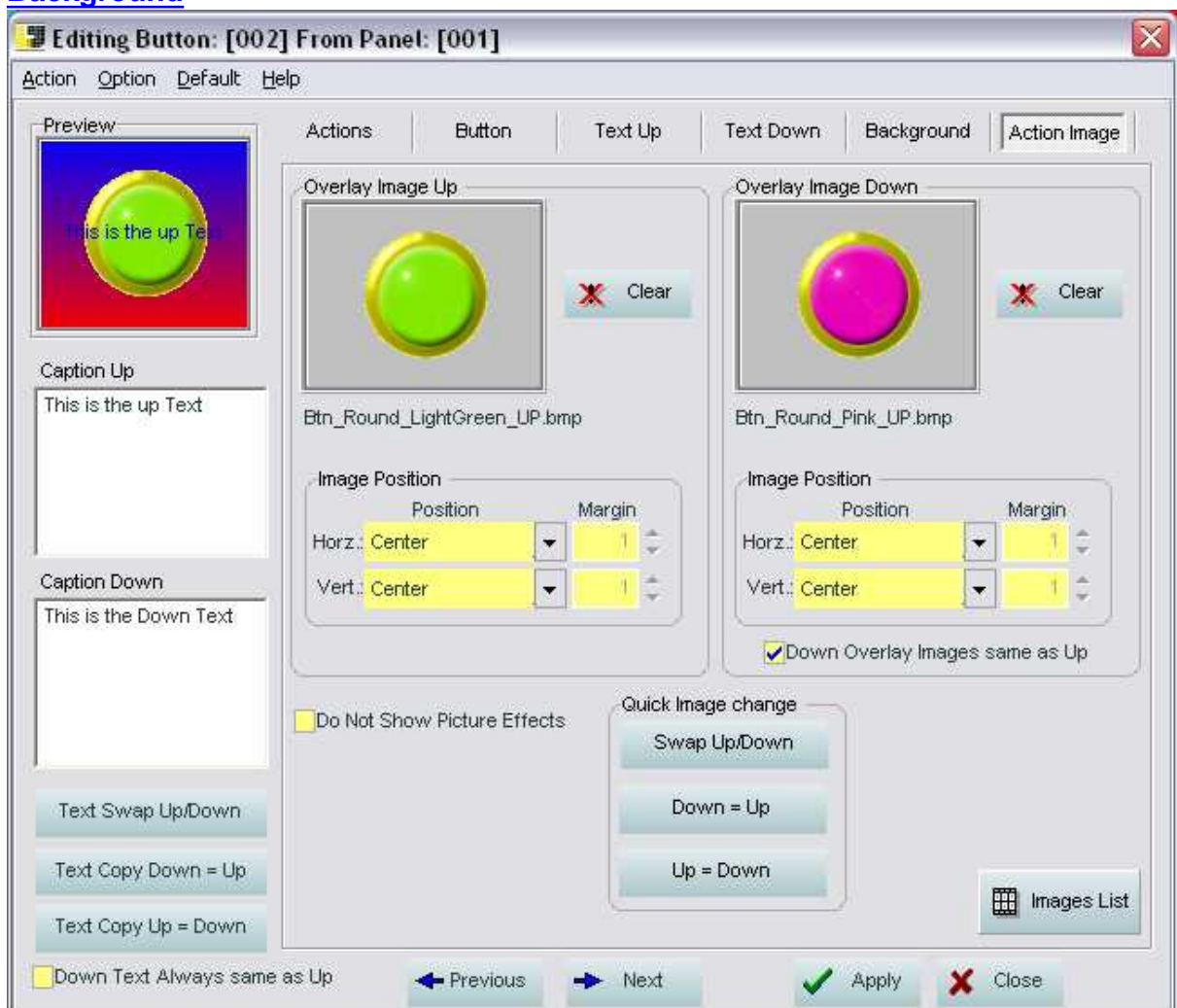
### Quick Color Change

Use these buttons to quickly copy or swap color parameters between the up and down state.



## 5.8 Touch Panel Button Editor Action Image

[Action](#)  
[Button](#)  
[Text](#)  
[Background](#)



The Action image is similar to the background image excepted that it is always on top of the background and it can't be resize or tiled.

It's position can be changed using the Image Position feature.

If you want to create a button where only the image can be clicked on, use the action image in



combination with the [Button Type](#) Shaped

### Do Not Show Picture Effects

When enable, shadowing, transparency, mouse-over effect when be show on images applied to this button.

This can solved issues with some bitmaps not showing properly.

## 5.9 Button Copy Filters



To copy a button onto another one, hold the CTRL key then drag and drop the button from one to the other.

Buttons can be copied either within the same panel or across panels.

By default, all the aspects of a button are copied.

Using the Copy Button Filter control, it is possible to copy only part of a button to one or many buttons.

**Copy to...**

**Single Button:** Only the button where the drop is made will receive the data from the source button

**All Button:** All the buttons in the panel where the drop is made will receive the data from the source.

**All Button In Row:** All the buttons in the row where the drop is made will receive the data from the source.

**All Button In Column:** All the buttons in the column where the drop is made will receive the data from the source.

**Warning:**

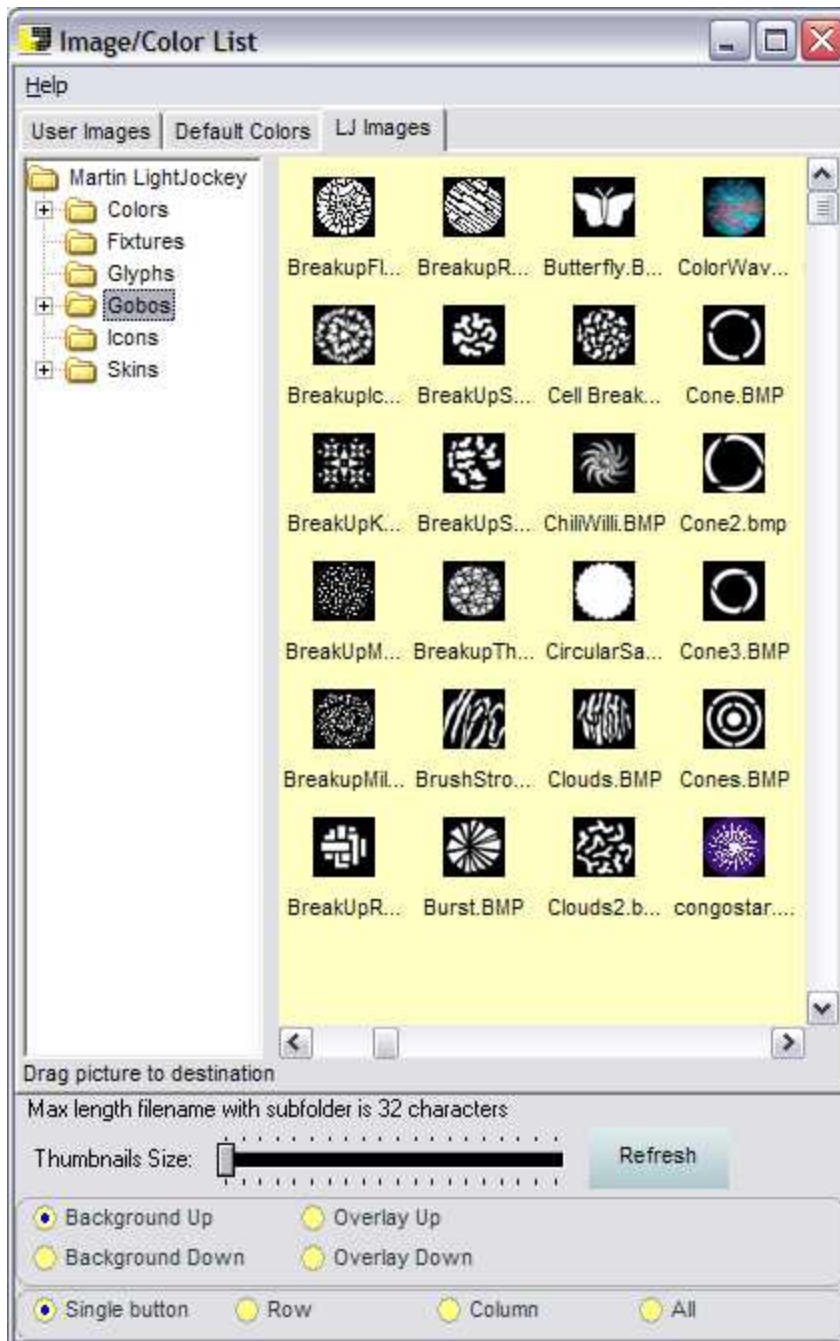
By default the warnings are enabled.

If copying to more than one button, a warning message will appear, pressing Yes will proceed with the copy, No will cancel the command and open the Button Copy Filters control and Cancel will simply cancel the command

If filters are applied, a warning message will appear, pressing Yes will proceed with the copy, No will cancel the command and open the Button Copy Filters control and Cancel will simply cancel the command



## 5.10 Image/Color List



The Image List is used to import images into the LJ Manager User folder and to drag and drop images onto buttons.

*For Touch Panel Button only*

Images can be dragged and dropped directly onto a button.

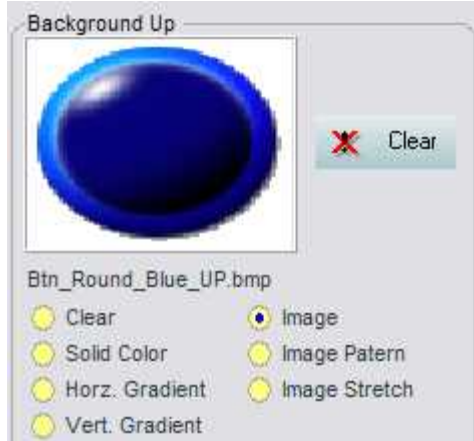
Choose where the image will apply on the button properties (Background Up/Down and Overlay Up/Down)

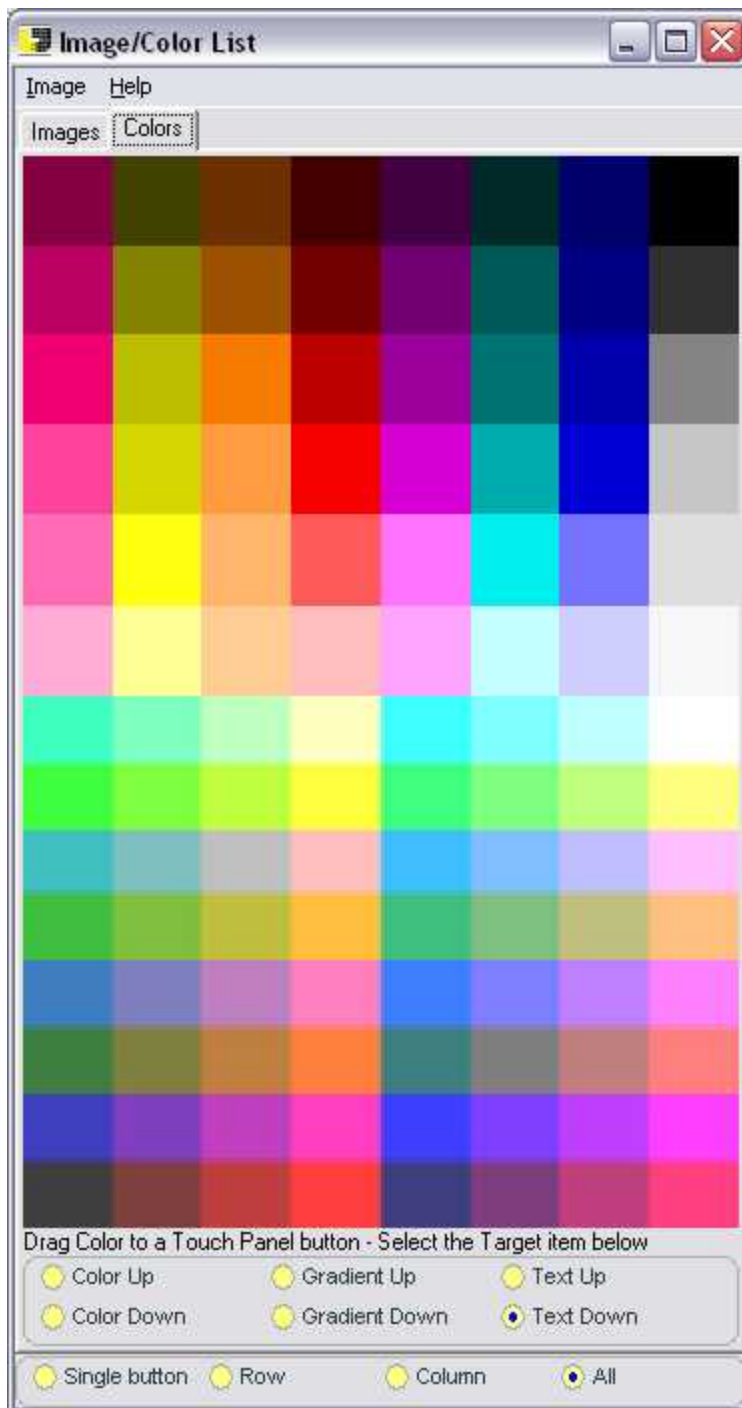
It is also possible to apply the changes to a single button or an array of buttons (Column, Row and All)

Drag the Clear Image thumbnail to a button to clear the image selection.

Starting from version 1.0.9b the images are imported in the Lightjockey user folder, this means a LJ backup will also backup the user images...

When editing a buttons properties, you can drag and drop an image onto the image holder.





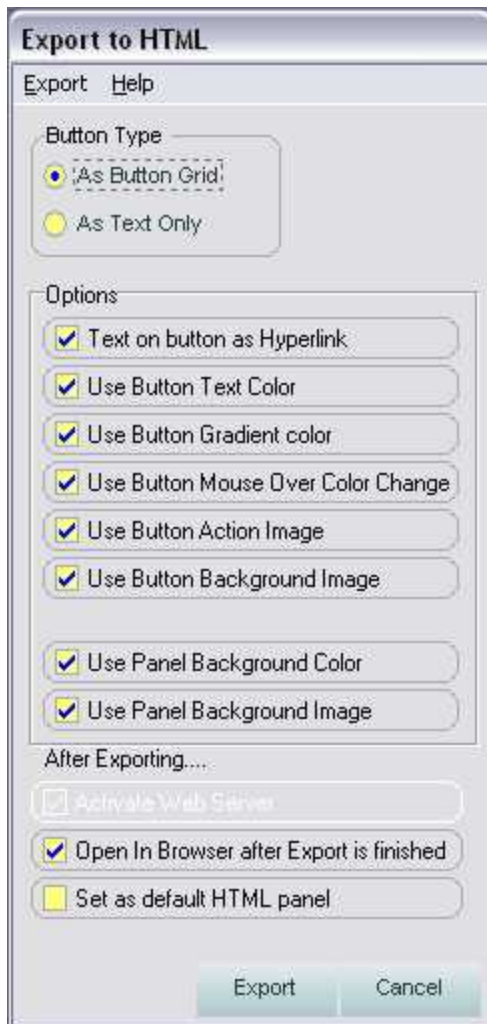
*For Touch Panel Button only*

Colors can be dragged and dropped directly onto a button.

Choose where the color will apply on the button properties (Color Up/Down, Gradient Up/Down and Text Up Down)

It is also possible to apply the changes to a single button or an array of button (Column, Row and All)

## 5.11 Touch Panel Export to HTML



### Options

**Text On Button as Hyperlink:** The text on the button will also act like an hyperlink, this is handy when the panel will also be browse by PDA and mobile phone.

**Use Button text Color:** (This is not active when using the above hyperlink) When enable, the color of the text will be the same as define on the touch panel, otherwise it will be black

**Use Button Gradient Color:** When enable and the Touch Panel uses gradient color, the same will be on the HTML panel. however, this feature might not be available on all browser.

**Use Button Mouse Over Color Change:** When enable, the mouse is roll over a button, the color of the button will change to the Down color use of the Touch Panel

**Use Button Action Image:** To display or not the Action images used on Touch Panel buttons

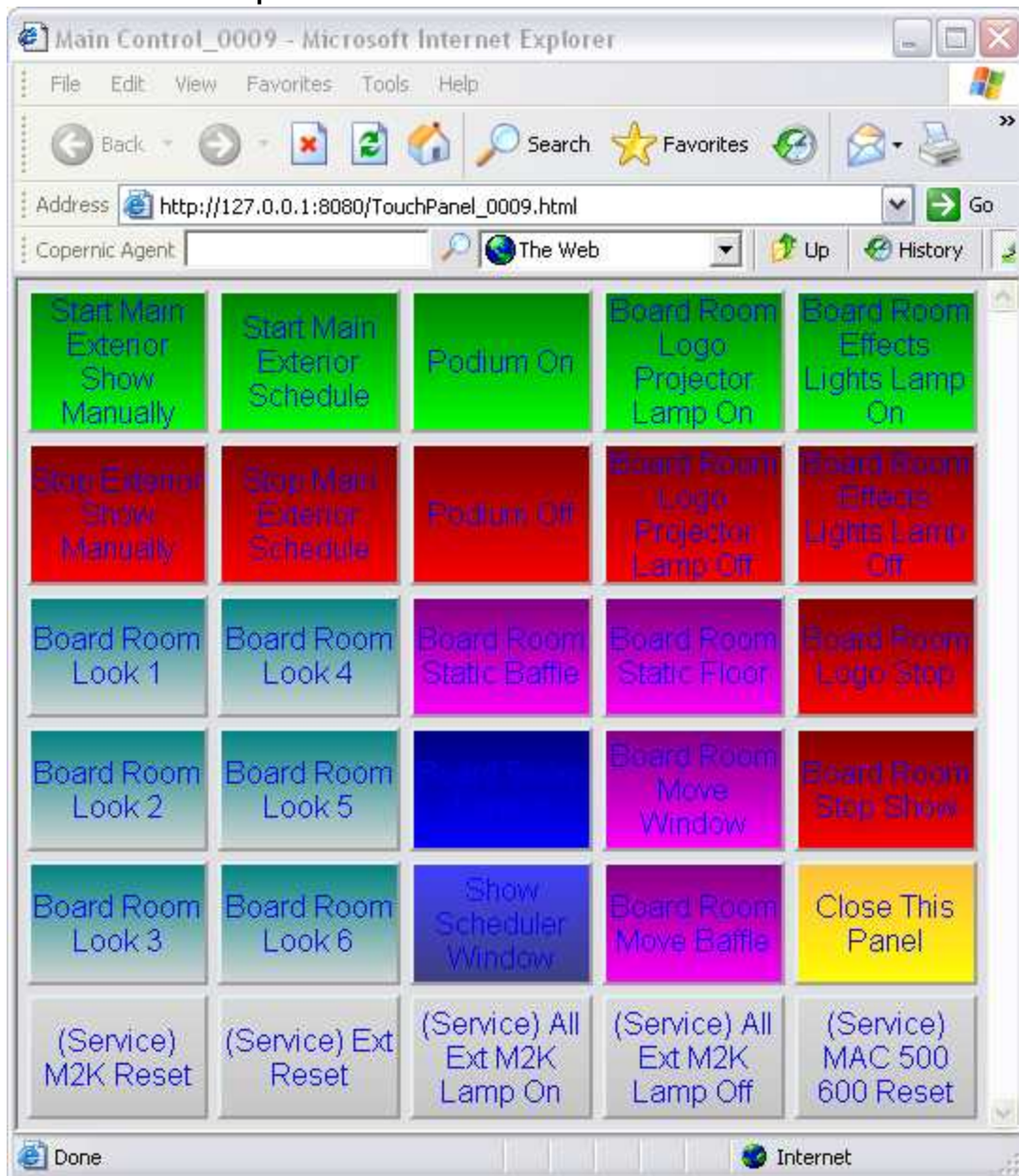
**Use Button Background Image:** To display or not the Background images used on Touch Panel buttons

**Use Panel Background Color:** To display or not the Color used on Touch Panel Background

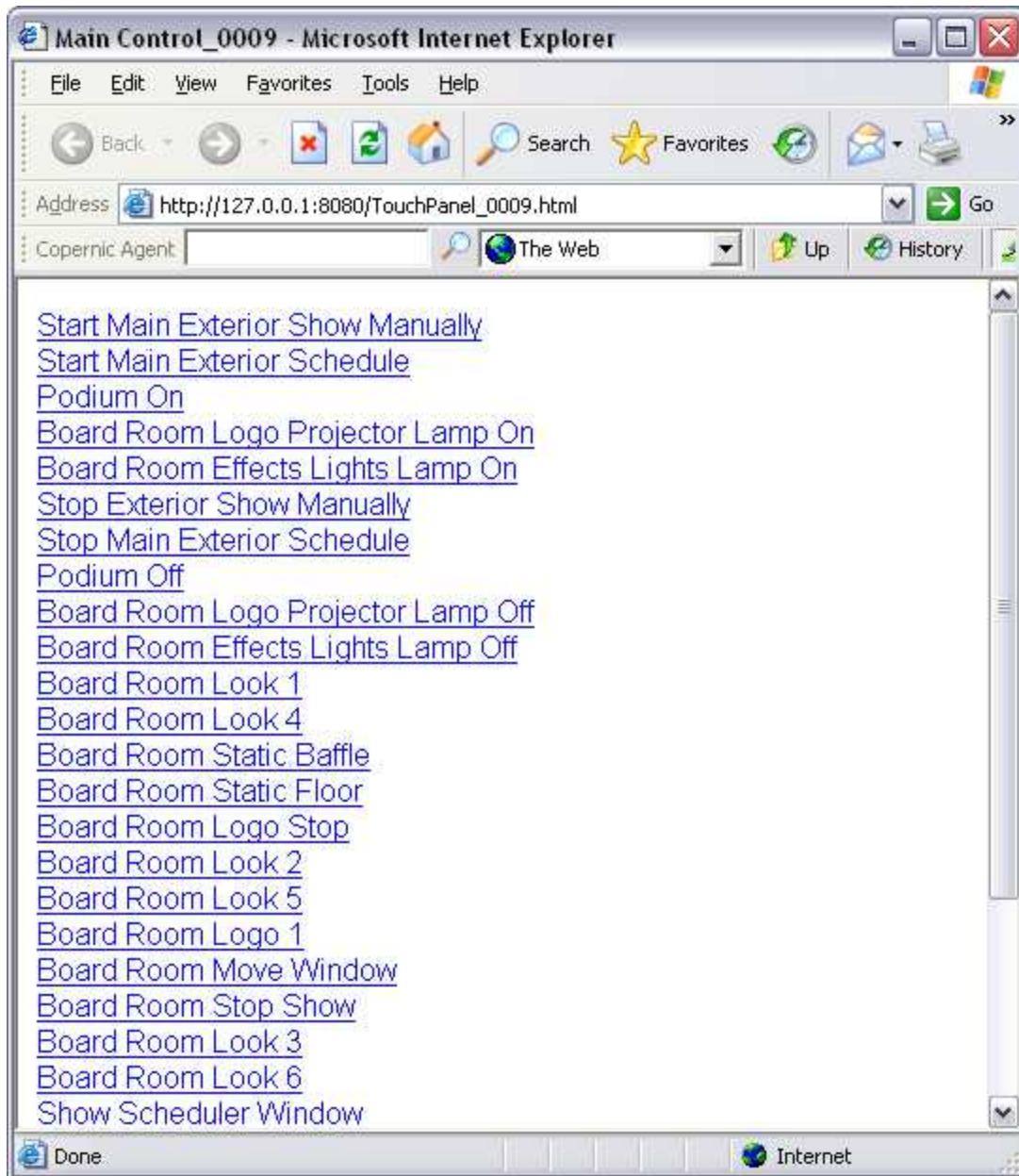
**Use Panel Background Image:** To display or not the images used on Touch Panel Background

**Activate Web Server:** If the [Web Remote Server](#) is not active, it can be activated using this option.

**Open in Browser after Export is finished:** When enable, the HTML panel will be open in the local browser for testing purpose.

**Button as Grid example****As text Only**



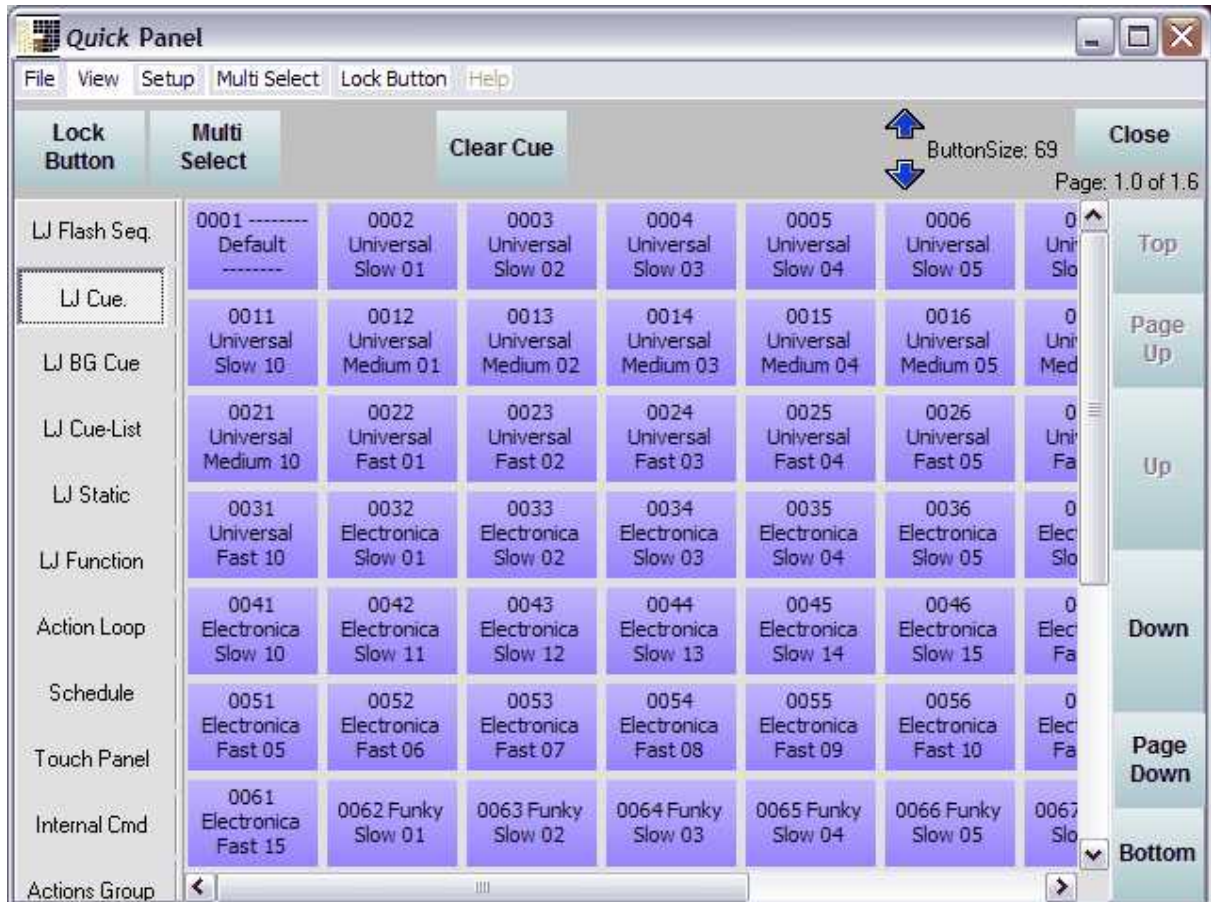


**Part**



## 6 Quick Panel

### 6.1 Quick Panel



A Quick Panel an array of virtual buttons design to be use in conjunction with a touch screen or mouse.

Each categories is represented on the left sidebar.

If a category contains more items then buttons represented, the Page Down buttons will be enabled.

#### Menu View

Show/Hide Toolbar	Ctrl+T
<input checked="" type="checkbox"/> Show/Hide Main Menu	Ctrl+U
<hr/>	
Toggle Full Screen Mode	Ctrl+F
Button Fit Width	
Sort by Name	

**Show/Hide Toolbar:** Toggle the toolbar at the top of the Panel.

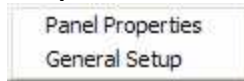
**Show/Hide Main Menu:** Toggle the Main menu of the panel.

**Toggle Full Screen Mode Main Menu:** Toggle Full Screen Mode



**Button Fit Width Main Menu:** Buttons width will be set to fit within the width of the Button panel.

### Setup



**Panel Properties:** Opens the [panel properties](#) window

**General Setup:** Open the [Setup window](#)

### Multi-Select

When enabled, you can press multiple buttons across several panels and the actions will only be executed when you press the **GO** button or menu.

The **Multi Select** button and menu changes to **GO** when enabled, also a **Cancel** button and menu appear when the Hold button or menu is pressed.

Actions are executed in the same order as they were called.



### Lock Button

It is possible to lock the buttons, they remain locked until the Unlock menu or button is pressed.

In the panel properties window, you can set a password, When in use, a keypad will show up when a button is pressed.

The panel password is the same for all the panels but each panel can have this feature enabled individually...

For Each category, some extra buttons appear in the toolbar.

**Sequence:** Release Sequence and Latch Sequence

**Cue:** Clear Cue

**Background Cue:** Clear Background Cue

**Cue List:** Start Cuelist and Stop Cuelist

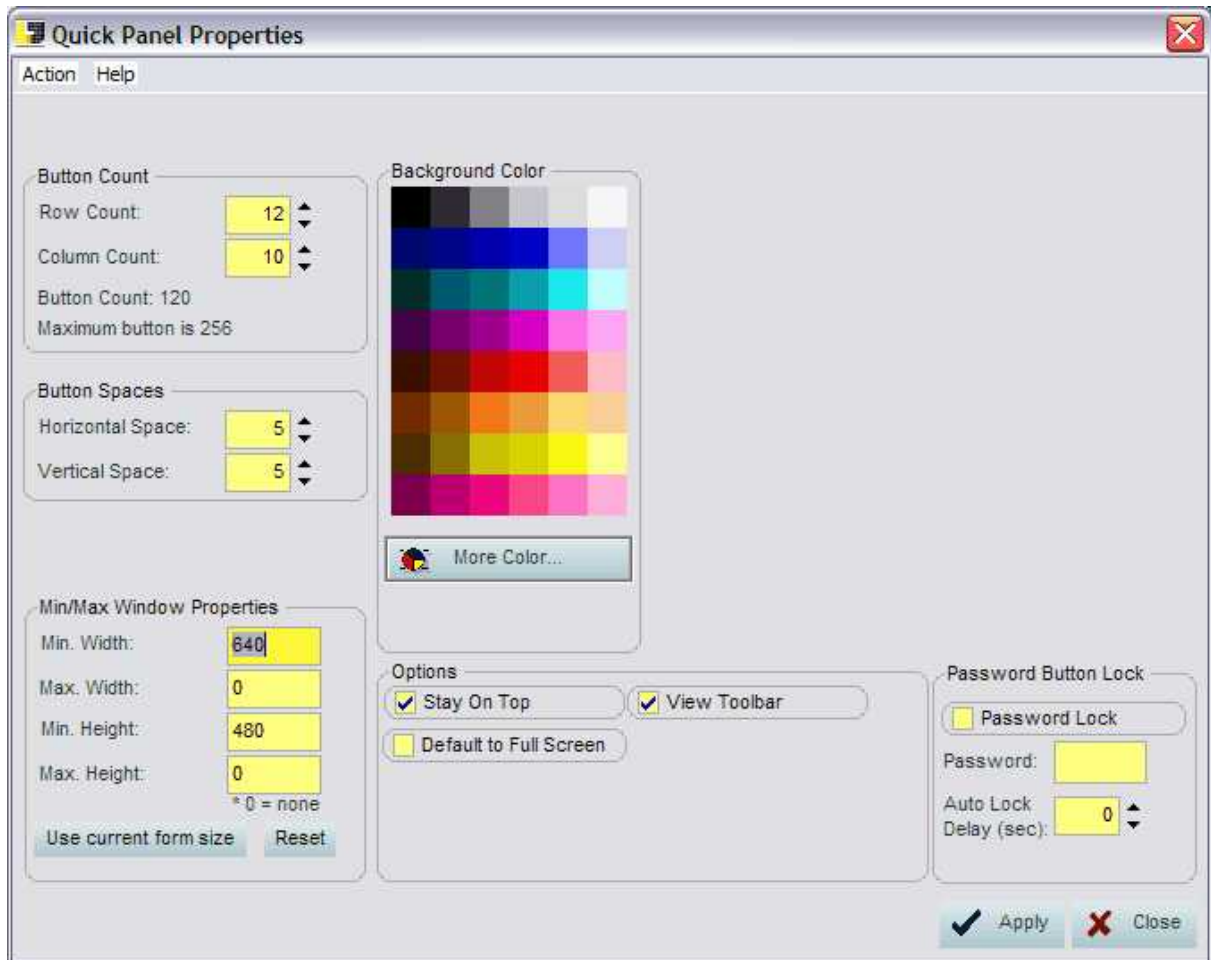
**Statics:** Release All Statics

**Loops:** Start, Stop and Show Loops

**Schedule:** Start, Stop, Show Schedule

**Touch Panel:** Close All, Minimize all, Restore All

## 6.2 Quick Panel Properties



### Button Count

Set the maximum button count used in Quick Panel for rows and column. The maximum button is 256. it could be a grid of 16 by 16 or any combination as long as the total is not higher than 256.

### Button Space

These values can be used to set a horizontal and vertical space between buttons

### Min/Max Window

if the value are different from 0 then the window size will be limited by these values. Pressing the **Use current form size** will set all values to the current panel size. Reset will set all values to 0

### Background Color

Set the background color of the panel

Note: if there's no space between the buttons or an image is use as background, the background color won't show

### Option

#### Stay On Top

Force the panel to stay on top of other window control

**Default To Full Screen**

When enable, the panel will open in full screen mode automatically.

**View Toolbar**

Show/hide toolbar

**Password Lock**

When enabled, a password will be required to unlock the panel.

Note that the Toolbar or menu are not locked when the buttons are lock. For an application when no authorized person should have access use the full screen mode and turn off the toolbar.

**Password**

Type in the password you want, the password is the same for all the panels.

**Auto Lock Delay**

When the value is different than zero and Password Lock is enable, the panel will automatically lock after no activities for the specified time. time value is in second

**Apply**

Settings are not saved until you press **Apply**

**Close**

Closes this window.

**Part**



## 7 How to...?

### 7.1 How to create an Action Group

An [Action Group](#) is one or several commands sent to the Lightjockey or to the LJ Manager itself.

If the schedule event or touch panel button only require one item (example: One cue) you don;t have to create action Group

There are different ways of creating an action, let's start with the standard way

- Make sure Lightjockey is running
- From the LJ Manager launcher go to the [VIEW](#) menu and click on [Action Editor](#)
- On the command list select the category you want, (Example LJ CUE)
- Drag the Cue from the left column to the right column, you can also double-click to move the item from one column to the other.
- Up to 64 commands can be placed in the same action, but for now, lets keep it simple.
- Press the Save Button and the Save window will open
- As you can see there's already a name on the field, that's because the LJ Manager automatically looks for what's in the action and determines a name.
- Press Save As New and you have created a new action.

Another way of creating actions is to use the [Show Action Items List](#) List.

- Make sure Lightjockey is running
- From the LJ Manager launcher go to the [VIEW](#) menu and click on [Show Action Items List](#)
- A list of all the items from Lightjockey will be shown
- Choose a category (Example Function)
- Select one or multiple items in the list
- Right-Click and select "**Create New Action**"
- LJ Manager will create the new actions, and each action will have the same name as the item you put in it..

Finally you can create an action simply by dragging an item from the [Show Action Items List](#) list onto a [Touch Panel](#) button, a event in the [Scheduler](#) or an event in the [Action Loop Editor](#) while holding down the CTRL key

### 7.2 How to create a Schedule

Creating a schedule requires some planing and preparation.

All the different elements of the show must first be programmed into the Lightjockey. Each step of the schedule must be well thought out - such as lamp strike, lamp off, reset of fixtures...etc.

Then, add all the actions needed to the Schedule.

Set the time for each event.

If you are using the Sunset and Sunrise feature (Astronomical clock), a [location setup](#) must be set first

Use the description field to add comments for future reference, this will help if someone else as to modified the schedule you made.

Save the schedule

If more than one schedule is needed, create all of them before doing the Calendar Rules.

Once finished, you must then create a set of rules in the [Calendar Rules editor](#) (See [How to create Calendar Rules](#))

## 7.3 How to create a Calendar Rules

[Calendar Rules](#) is a key feature of LJ Manager.

It allows the use of several schedules for different days.

For Example:

The first rule could be "Everyday", this means that everyday a specified schedule would be loaded.

But if you want something different on a Wednesday you simply add the rule "Every specific weekday" and choose Wednesday on the drop-down list at the bottom.

Now you force the schedule to load a different Schedule on Wednesday then on the other days...

You can also specify a schedule for a specific day of the year, for example, December 25

You can pile as many rules as you want like this.

If there's only one schedule, you can simply set this schedule under **Always use Same Schedule**

To see the result of the rules press the Calendar Explorer button



## 7.4 How to Backup/Restore data

To backup and restore LJ Manager Data, use the Lightjockey backup/restore option in the User library control.

Refer to the Lightjockey help for more details

If you use custom images in the Touch Panels, the imported images are saved to a folder called "LJMImages" that you can find in the LJ Manager Installation folder.

## 7.5 Advanced tips

### Command at Startup

**S:** Opens the Scheduler window

**R:** Runs the Scheduler

The schedule loaded at startup is determined by the [Calendar rules](#)

**M:** Minimizes LJ Manager

**H:** Hides the LJ Manager Launcher

**T:** Opens the last used Touch panel.

If no panels exist, a new one is created.

Here is an example of a command you can have in a batch file

```
"C:\Program Files\Martin Professional\Martin LightJockey\LJ Manager\LJmanager.exe" R-S-M-H-T
```

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