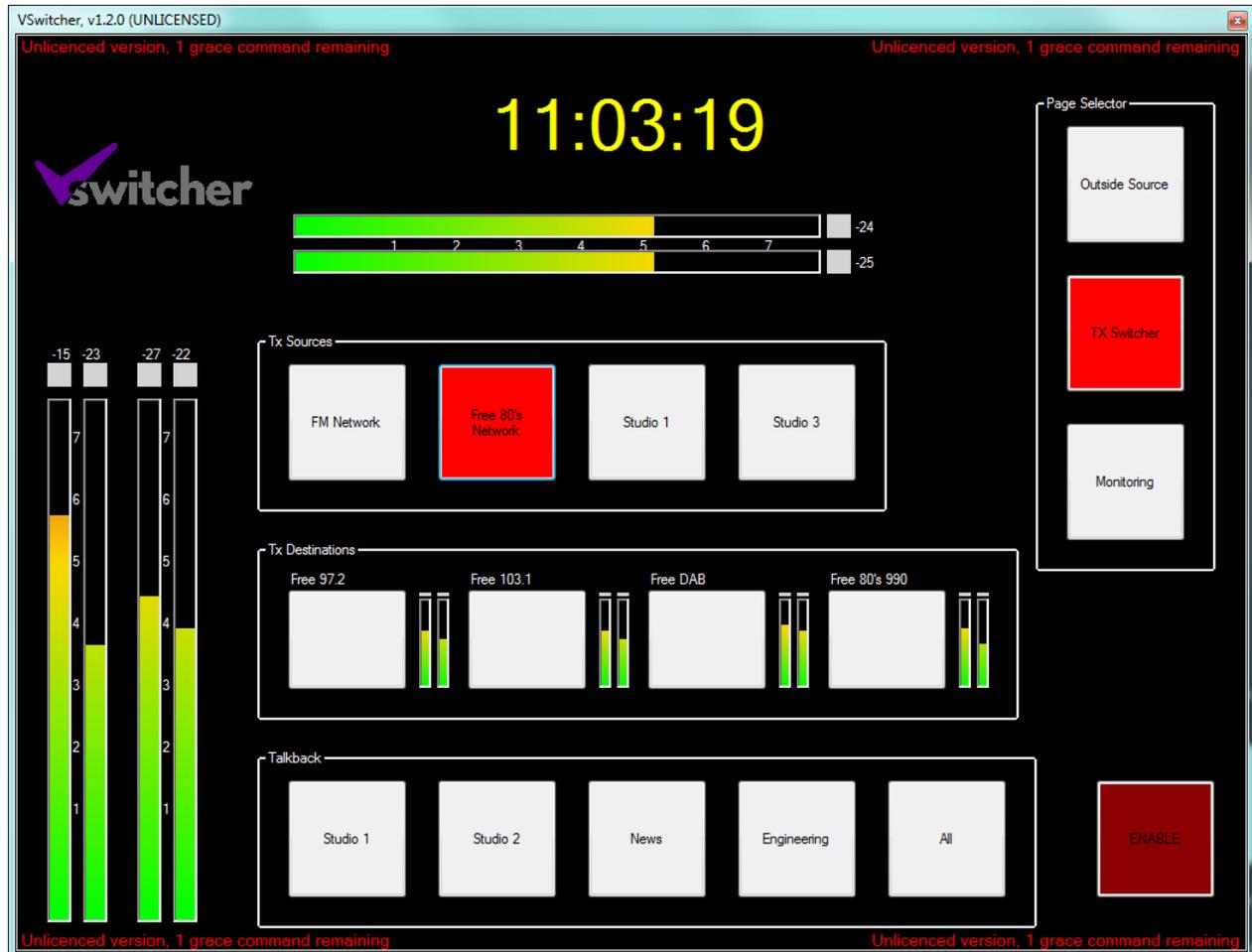


# switcher (v1.20)



## Overview

VSwitcher is a control interface for a studio, with user definable images, text, panels of buttons and audio level meters. The buttons can control GPO outputs and can be set to latch on/off and interlock with other buttons.

The meters can be vertical or horizontal and can be resized and repositioned on-screen to suit your needs.

## System Requirements

VSwitcher has been tested on XP and Windows 7 (32 and 64 bit) but should work on any modern Windows Operating System.

It requires Microsoft DotNet v2.0 SP2 and Microsoft DirectX (including DirectSound – which isn't always installed even if DirectX is). For Advantech GPI support, it requires their DAQNAVI Drivers.

## Installation

Simply run the installer, accept the terms and conditions and answer the few questions that it asks.

## Licensing

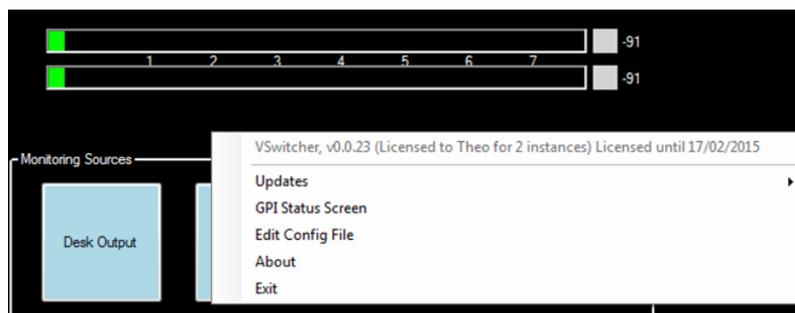
VSwitcher requires a license for full functionality. Without this, only the first 10 commands will be acted upon and a message saying so will be displayed in each corner of the screen.

A license is also required for any meters to be displayed. Without a license the meters will function for 15 minutes before being removed from the display.

Licensing is via a VSWITCHER.LIC file that should be saved in the same folder as VSwitcher.exe.

## Control of the App

Once the app is running, you can right-click to get a menu with several options:



In grey at the top it tells you the version, and the status of the license.

**Updates** allows you to check the Voceware website for new versions of the software.

**GPI Status Screen** opens a windows showing you the current status of all GPI inputs, plus allows you to emulate a GPI being triggered.

**Edit Config File** opens VSwitcher.ini in Notepad for you to edit.

**About** opens an about page with contact details, etc.

**Exit** will exit the application

## Configuration

VSwitcher reads all of its settings from an INI file (VSwitcher.ini) in the same folder as the application (usually C:\Program Files\Voceware\VSwitcher). You can edit the file directly or use the right-click menu option to open the file in Notepad. Any changes made will not take effect until after the application is restarted.

The config file is separated into several sections:

```
[Main]
Position=0,0,1024,768
Border=true
AlwaysOnTop=false

Clock=300,0,424,150,44,Yellow

BackColor=Black
LabelColour=White

AdvantechDeviceNumber=0

VisibleGroups=1+2+7+8+10+11

Image1=10,50,189,133,vSwitcher.gif

Label1=0,50,1024,40,20,Red,Press the buttons to switch stuff!
```

**Position** sets the location of the application on startup. It is in the format X,Y,Width,Height.

**Border** decides whether the application has a frame around it and can be moved around the screen / closed with an X in the top right corner. True shows the border, False does not.

**AlwaysOnTop** keeps the application on top of any other applications running on the PC.

**BackColor** sets the colour for the background of the application.

**LabelColour** sets the colour of any Group panel labels, meter level values and so on.

**AdvantechDeviceNumber** is used to set the device number assigned to the GPI card by the Advantech DAQNAVI driver. It is usually 0 for the first card, but DAQNAVI often installs a demo driver as well, so the actual card may be at device ID 1. Note that the demo driver toggles all of the inputs on/off very quickly so you would immediately run out of grace commands if this was selected.

**VisibleGroups** selects which groups are displayed when the application starts. It is possible for the action of some buttons to hide and make visible different groups (so for example the buttons on the "Page Selector" group in my example layout switch the "Tx Sources" and "Tx Destinations" to display other groups for monitoring or OS switching). Groups are separated with a +.

**Image1** (Image2...Imagen) allows you to display images on-screen. It is in the format

Imagen=X,Y,Width,Height,PathToImageFile

**Label1** (Label2... Labeln) allows you to display freeform text on-screen. It is in the format

Labeln=X,Y,Width,Height,FontSize,Colour,TextToDisplay

[Group1]  
Position=849,50,150,400  
Title=Page Selector  
BorderVisible=True  
Mode=SOLUS  
EnableRequired=False  
Button1=25,25,100,100,Outside Source,ControlText,Control,ControlText,Red,ControlText,Red,,,,VisibleGroups=1+2+3  
PPM1=135,39,25,86,DESK OUT,0  
DefaultButton=1

**Position** sets the position of the GroupBox, relative to the application's display area. It is in the format X,Y,Width,Height

**Title** sets the title of the GroupBox (shown regardless of if the GroupBox is visible... set it to be blank if you don't want a title).

**BorderVisible** decides whether you can see the GroupBox border

**Mode** sets how the buttons respond.

**PULSE** will trigger the "ON" command whenever the button is pressed and the "OFF" command when release.

**LATCH** will trigger the "ON" command when pressed and leave it on when released. It will trigger the "OFF" command the next time it is pressed.

**SOLUS** is similar to LATCH, but only 1 button in the group can be on at a time... so when 1 is selected the previous one will be turned off.

**SOLUSFORCE1** is the same as SOLUS, but 1 button always has to be selected.

**LAMPS** disables the buttons, they are used only as indicators for GPI inputs.

**EnableRequired** sets whether an enable button has to be pressed before the buttons in the groups can be selected. Useful for Tx Switchers for example, where you don't want to accidentally change the selection.

**Button1** (Button2...Button $n$ ) Creates a button. It allows you to specify the position (relative to the GroupBox), the size, the colour and the actions of the button in the format

Button $n$ =XPos,YPos,Width,Height,Label,OffLabelColour,OffBackColour,OnLabelColour,OnBackColour,FlashLabelColour,FlashBackColour,OffImage,OnImage,OffCommand,OnCommand

**XPos/YPos/Width** and **Height** set the position and size. **Label** is the text of the button. **OffLabelColour** and **OffBackColour** set the colour when the button is off. Similar settings for when the button is on and when flashing. **OffImage** and **OnImage** reference an image file that is displayed in the button in those states. **OffCommand** is a list of commands when the button is turned off, **OnCommand** is a list of commands when the button is turned on.

**PPM1** (PPM2...PPM $n$ ) displays a level meter. It allows you to specify the position (relative to the GroupBox), the title of the meter and the audio device. It automatically changes between vertical and horizontal depending on the dimensions of the meter. The settings are in the format

PPM $n$ =X,Y,Width,Height,Title,AudioDeviceNumber

[GPI]  
1H=8,1,ON;TEXT=Chris+8,2,TEXT=TEST  
1L=8,1,OFF;TEXT=

The GPI section specifies what commands to trigger when an input goes High or Low. It is in the format

GPI=Group,Button,Command

The commands available are the same as assignable to the OnCommand and OffCommand of each button. You need to refer to a specific group and button for each GPI, which would of course be inferred when a button is pressed.

### Commands

When a GPI is triggered, or a button is turned on or off, internal commands can be triggered.

Several commands can be included on a single GPI or button action, by separating them with a semicolon.

The list of commands available are:

ON	Used for a GPI only, this allows you to turn a specific button ON when a GPI is enabled
OFF	The opposite of ON
FORECOLOUR=	Sets the text colour of a button (specify a standard windows colour name)
BACKCOLOUR=	Sets the background colour of a button (specify a standard windows colour name)
TEXT=	Sets the label of a button
IMAGE=	Sets the image of a button (point it to an image file)
PRESS	Emulates the user pressing the button (the OnCommands or OffCommands of the button will be triggered as if a user pressed the button)
RELEASE	Releases the button. The OffCommand of the button will be triggered if the Group Mode is set to PULSE.
GPO=1H	Turns on/off a GPO (Output). Specify the number and the state (H for High (or on), L for Low (or off))
GPI=1H	Emulates a GPI being turned on/off which in turn can trigger other events. Specify the number and the state (H for High (or on), L for Low (or off))
VISIBLEGROUPS=1+2	Sets the groups that are visible, separated by +.
ENABLE	Special function that turns on an "Enable" flag, which allows you to press a button on a group where EnableRequired is true