Push Controls
Module: Airtopia

Contents

Version History

Version No.	Date	Description
1.0		Initial release of documentation
1.1	07/10/2016	Add Gen IV theme guidelines

Step 1: Importing the Airtopia Module

Import the Airtopia module by completing the following actions:

1. Right click on 'PROJECT' at the top of the tree and select 'Import Module'. *Refer to Figure 1*
2. Locate and select 'Airtopia_X.pemod' (where X is the current version number)
3. Select **Open**
4. The selected module will now appear in the **Module Browser** window, where you can view all **Imported Modules**, expand to see the contents of these modules.
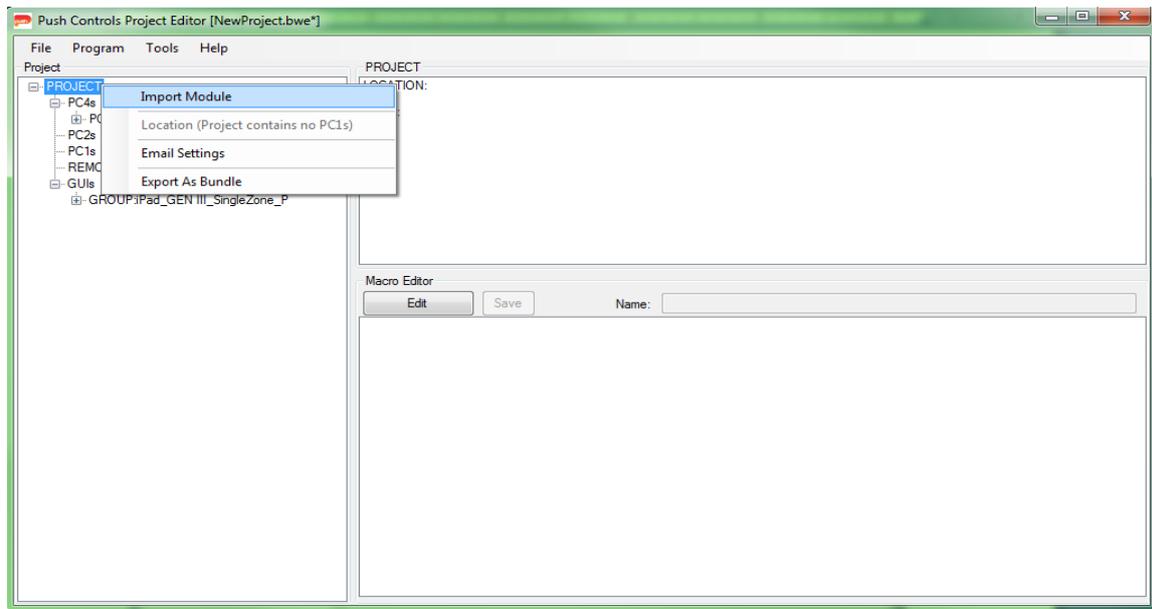
Figure 1 – Right click on PROJECT, inside the project tree, to import a module.

The selected module will now appear in the module browser window (See Figure 2), where you can see everything that is included in the module.
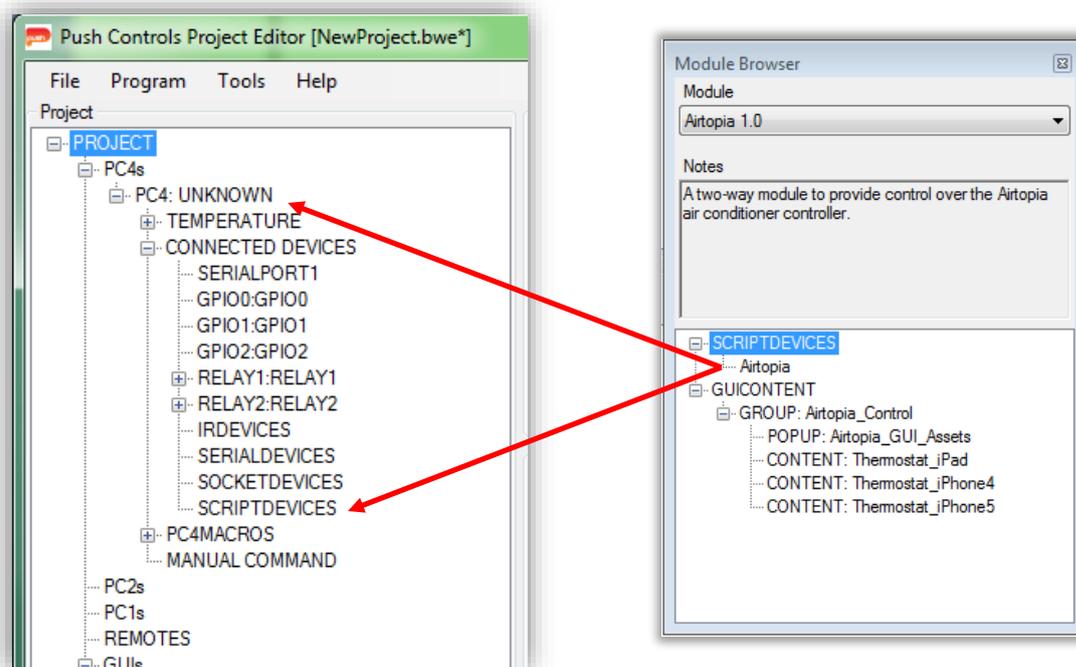
Figure 2 – Dragging and dropping the script from the Module Browser window

Step 2: Configuring the Airtopia Module

The Airtopia requires minimal configuration, which is specific to establishing communication between the Push system and the Airtopia controller on the network. **(NOTE: For the Push system to work with Airtopia effectively the Airtopia controller has to be set to a static IP address. Please refer to the associated documentation for instructions on setting a static IP address on the Airtopia controller).** The process of configuring the Airtopia module is conducted through the properties of the Airtopia SCRIPT DEVICE and is outlined in the following section.

Setting Airtopia Controller IP Address

To configure the Airtopia SCRIPT DEVICE we need to enter the Airtopia Server IP address within the User Settings tab. To complete this process follow the steps below:

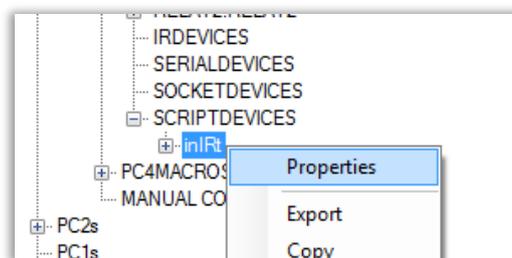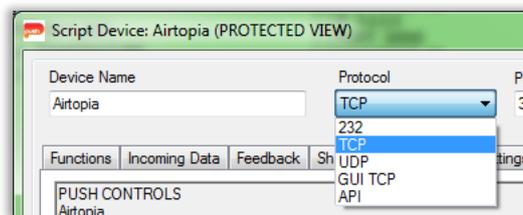1. Right click on the Airtopia SCRIPT DEVICE and select properties

Figure 3 - Right click on the Airtopia SCRIPT DEVICE and select properties

2. Select TCP from the Protocol dropdown list **(NOTE: it is recommended if no functions are required inside of macros to use the GUI TCP protocol type when using a PC4)**

3. Enter the port number for communications (default is 30000)
4. Enter the IP address of the Airtopia controller to control with this script device
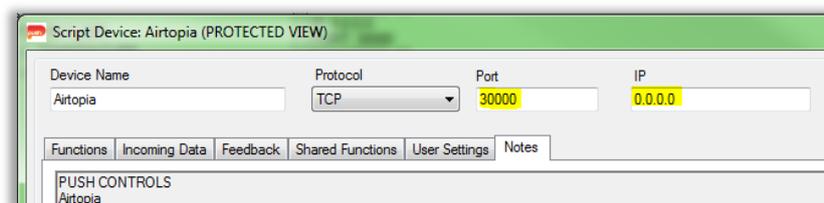

Figure 4 - Highlighting the Port and IP address settings

Step 3: Adding GUI Content

The Airtopia module contains a number of GUI elements for both tablets and phones. The following sections outline the process of importing and programming these GUI components.

GUI Themes

Themes Available

The Airtopia module contains 2 (two) GUI themes, each theme is grouped into a GUI Group as follows:

- Airtopia_Control_G4: components with Gen IV theme
- Airtopia_Control_G3: components with Gen III theme

If, for example, you are designing a project with Gen IV theme then you will be using the GUI components located under the 'Airtopia_Control_G4' group.

Gen IV Theme

The Gen IV GUI Group (Airtopia_Control_G4) contains several GUI components to setup a typical Airtopia control page:

- Airtopia_GUI_Assets_G4: a POPUP containing all of the GUI assets required for the Airtopia module.
- Airtopia_Tablet_L: contains the Landscape version of the graphical interface to control the Airtopia device and is optimised for iPad/tablets
- Airtopia_Tablet_P: contains the Portrait version of the graphical interface to control the Airtopia device and is optimised for iPad/tablets
- Airtopia_Phone: contains the graphical interface to control the Airtopia device and is optimised for iPhone 5/6/6+ and phones with an aspect ratio close to 16:9.

Gen III Theme

The Gen III GUI Group (Airtopia_Control_G3) contains several GUI components to setup a typical Airtopia control page:

- Airtopia_GUI_Assets: a POPUP containing all of the GUI assets required for the Airtopia module.
- Airtopia_iPad: contains the graphical interface to control the Airtopia device and is optimised for iPad/tablets
- Airtopia_iPhone4: contains the graphical interface to control the Airtopia device and is optimised for iPhone 4 and phones with an aspect ratio close to 3:2.
- Airtopia_iPhone5: contains the graphical interface to control the Airtopia device and is optimised for iPhone 5/6/6+ and phones with an aspect ratio close to 16:9. The process of importing each GUI component is outlined in the next sections.
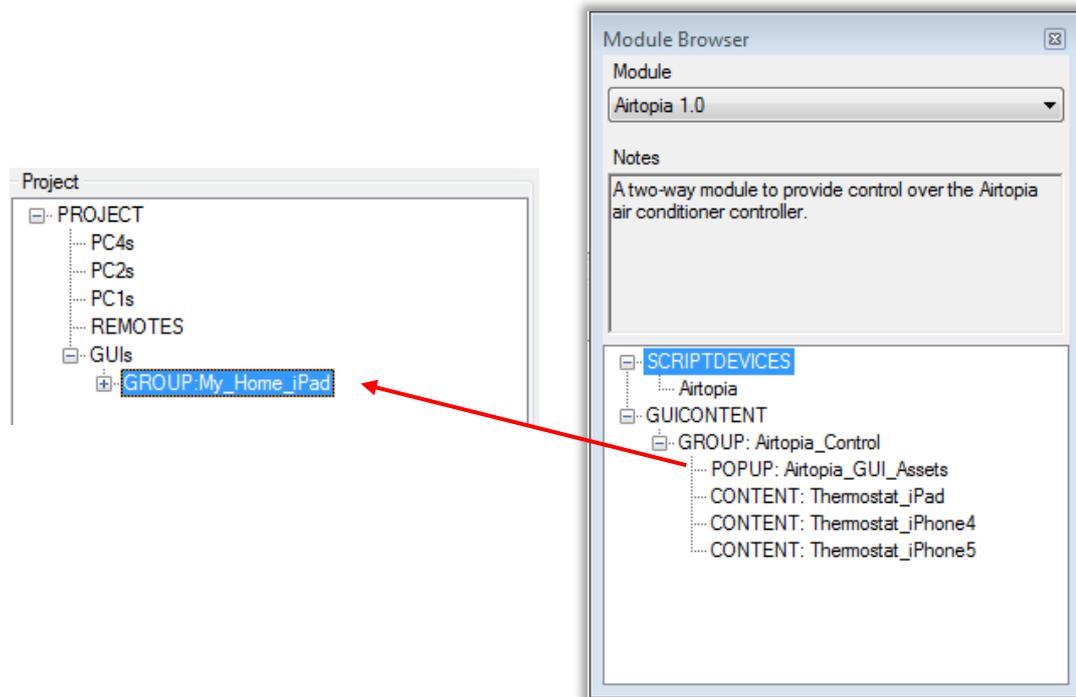
Adding GUI Components

The examples in this section will use Gen IV theme. If you are using Gen III theme, please use the equivalent GUI components which are available under the 'Airtopia_Control_G3' group.
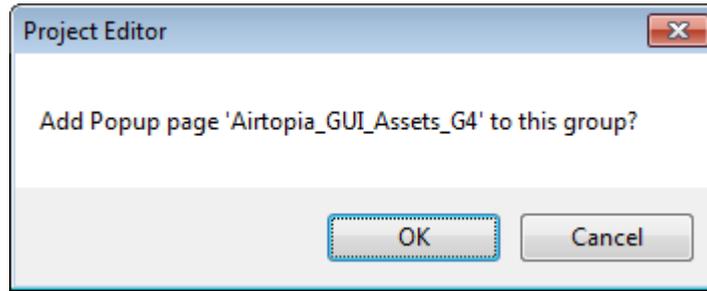
Adding the Airtopia GUIAssets

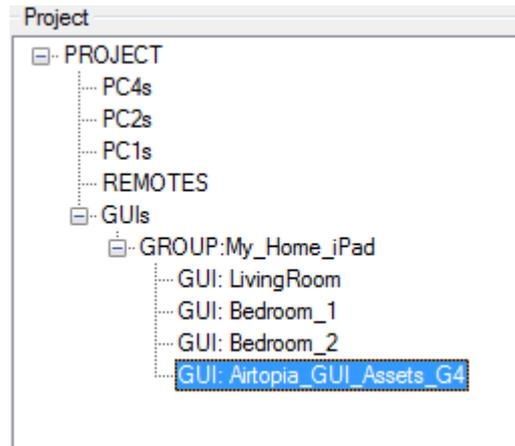To add the Airtopia_GUI_Assets_G4 follow the steps below:

1. Expand GUICONTENT-> GROUP: Airtopia_Control_G4 within the Module Browser
2. Left click and drag POPUP: Airtopia_GUI_Assets_G4 from the module browser onto your working GUI GROUP tag in the project tree

3. A dialog box will appear asking whether you wish to add this popup to the group, select 'OK'
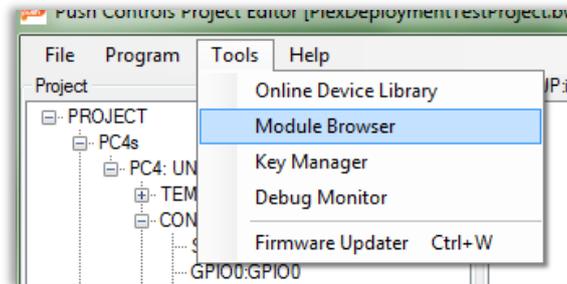

4. The Airtopia_GUI_Assets_G4 will now be included within your current working group
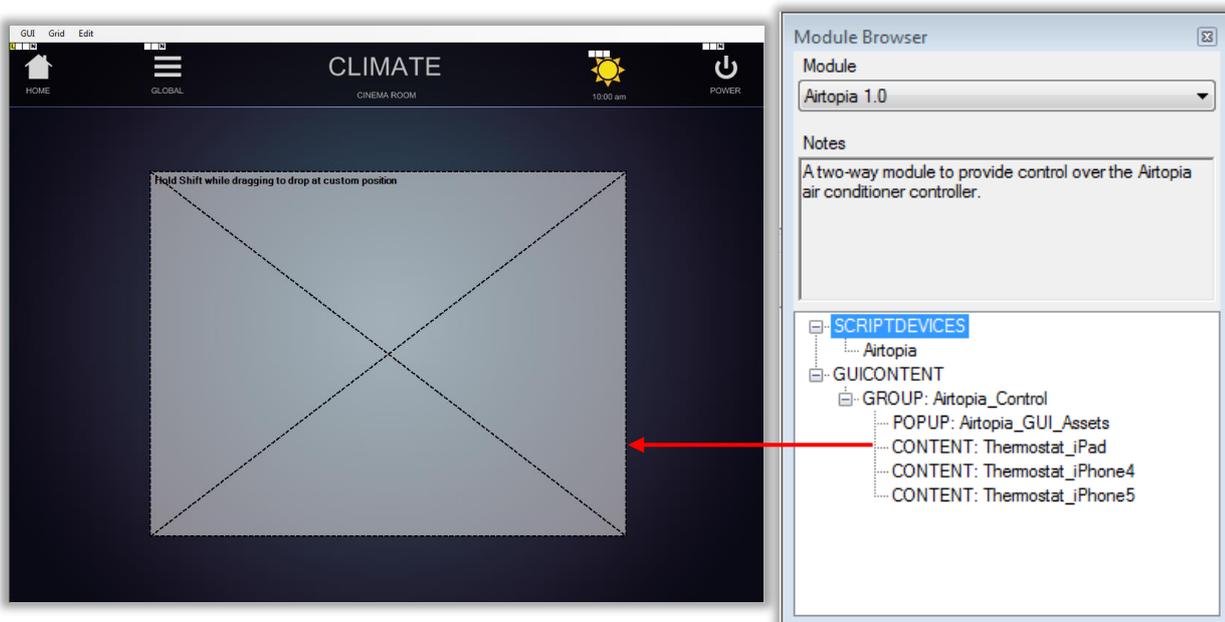
Adding the Thermostat GUI for iPad/Tablet

The 'Thermostat_iPad_P' and 'Thermostat_iPad_L' provide the user with full two-way control of the Airtopia controller through an interface optimised for iPads/Tablets. Follow the steps below to import the Thermostat for tablets:

1. Open the module browser (Tools->Module Browser) and select the Airtopia module

2. Expand GUICONTENT->GROUP: Airtopia_Control_G4
3. Open the page you wish to import the Airtopia thermostat into by right clicking and selecting 'Edit' or double clicking on the page name
4. With both the open GUI page and Module Browser in view drag and drop one of the 'Thermostat_iPad_P' or 'Thermostat_iPad_L' into the open GUI page and you will see a grey box with a black cross through the middle, hold down shift to reposition this placeholder to the location you wish to add the thermostat and release your mouse button.
    a. NOTE: If you are placing the content over the top of existing GUI elements you will be prompted to choose if you wish to remove the GUI elements beneath the new content or add it over the top: Choose 'Yes' to remove existing elements or 'No' to add the panel on top of the existing elements.

5. The added thermostat will now be included in the page (see below, **NOTE: the Room Temp and Target Temp have been offset to compensate for the alignment adjustment that occurs when uploading to a tablet.**).
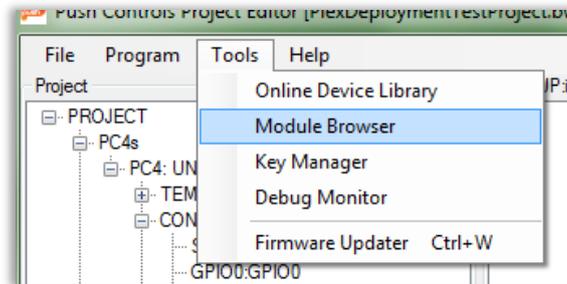

6. The thermostat by default includes all possible functions within the Airtopia controller, the actual commands available within the protocol will differ based on the AC being controlled. Hence it is recommended that you remove functions that are not available by removing the corresponding elements from the interface.
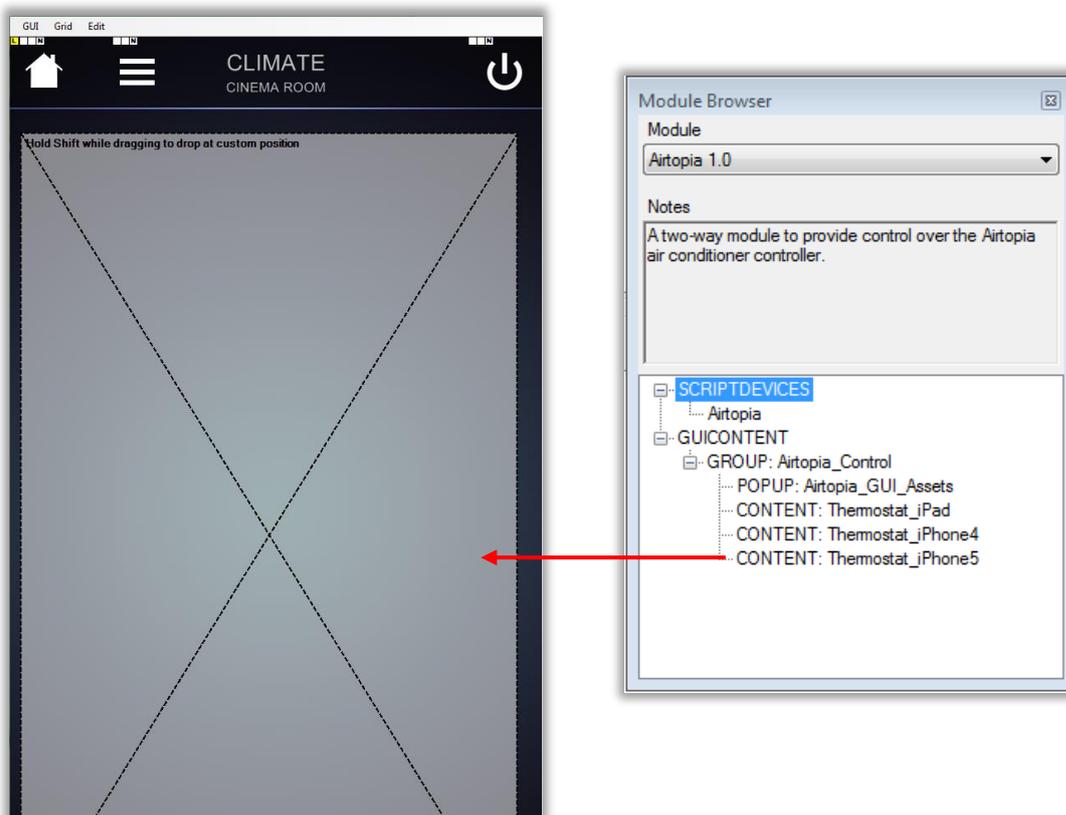
Adding the Thermostat GUI for iPhone/Phone

The Airtopia Thermostat_iPhoneX (where X is either 4 or 5) provides the user with full two-way control of the Airtopia controller through an interface optimised for iPhones/phones. Follow the steps below to import the Thermostat for phones:

1. Open the module browser (Tools->Module Browser) and select the Airtopia module

2. Expand GUICONTENT->GROUP: Airtopia_Control
3. Open the page you wish to import the Airtopia thermostat into by right clicking and selecting 'Edit' or double clicking on the page name
4. With both the open GUI page and Module Browser in view drag and drop the Thermostat_iPhoneX into the open GUI page and you will see a grey box with a black cross through the middle, hold down shift to reposition this placeholder to the location you wish to add the thermostat and release your mouse button.
   a. NOTE: If you are placing the content over the top of existing GUI elements you will be prompted to choose if you wish to remove the GUI elements beneath the new content or add it over the top: Choose 'Yes' to remove existing elements or 'No' to add the panel on top of the existing elements.

5. The added thermostat will now be included in the page (see below, **NOTE: the Room Temp and Target Temp have been offset to compensate for the alignment adjustment that occurs when uploading to a phone.**).

6. The thermostat by default includes all possible functions within the Airtopia controller, the actual commands available within the protocol will differ based on the AC being controlled. Hence it is recommended that you remove functions that are not available by removing the corresponding elements from the interface.