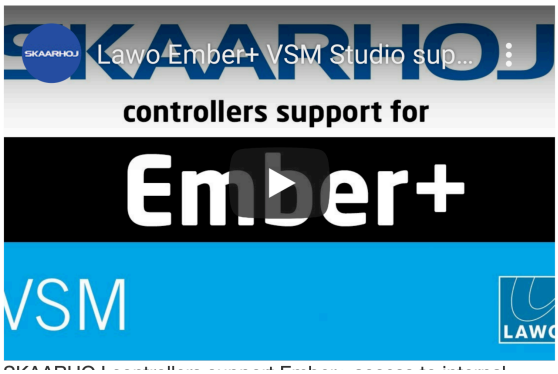
Device: Lawo Ember+ VSM Studio Support

Introduction

SKAARHOJ controllers support Ember+ access to internal registers so you can integrate and manage your controllers from VSM Studio or another Ember+ consumer. For inspiration see the videos below for a demonstration. Please notice our integration is as a Ember+ Provider, which may be unusual in a sense for a control panel. We have no ETA for Ember+ Consumer functionality.



Lawo Ember+ VSM Studio support in SKAARHOJ GPI controllers, part I

https://youtu.be/UCkwHoNrA4I

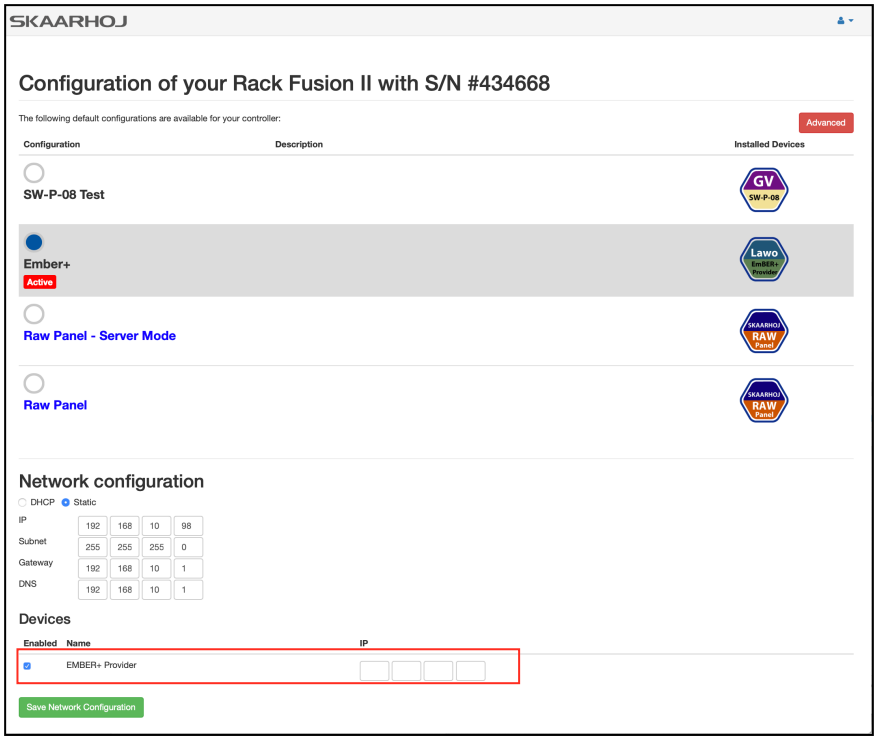
RCP management with VSM Studio and Ember+, part II

https://youtu.be/2MU0hW742iw

Getting Started

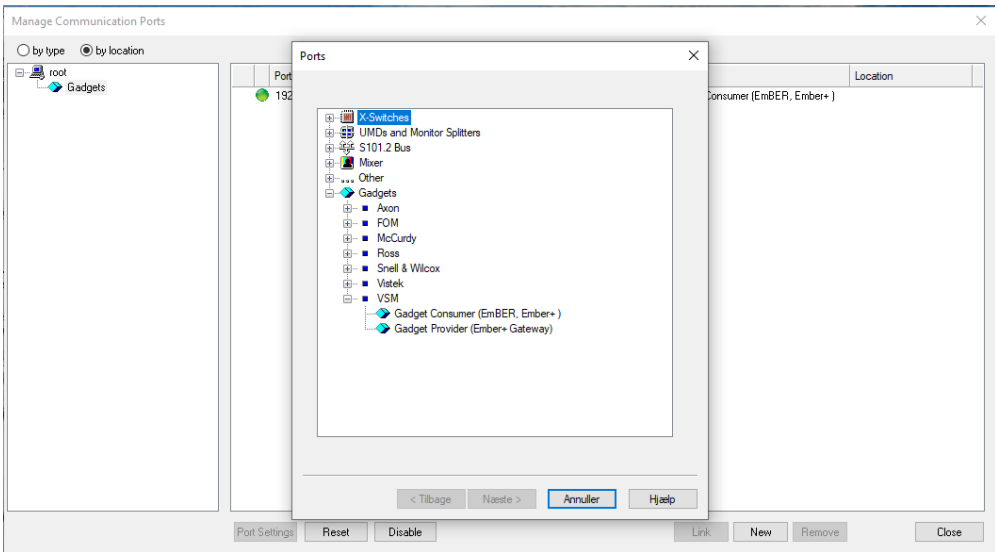
SKAARHOJ Controller

On the SKAARHOJ Controller add the “Ember+ Provider” Device Core. Remember to activate the Device Core but do not put any IP strings for the Device Core.

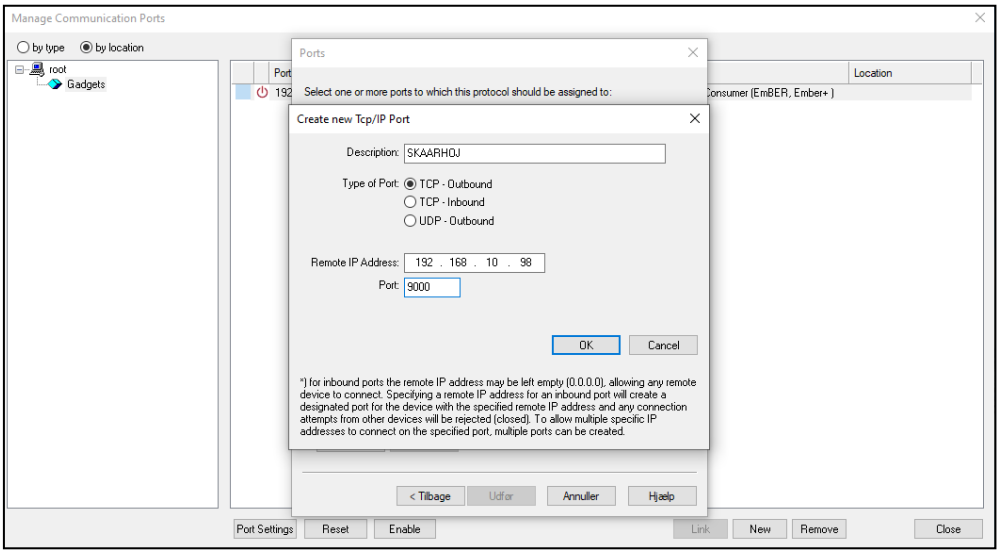


VSM Studio

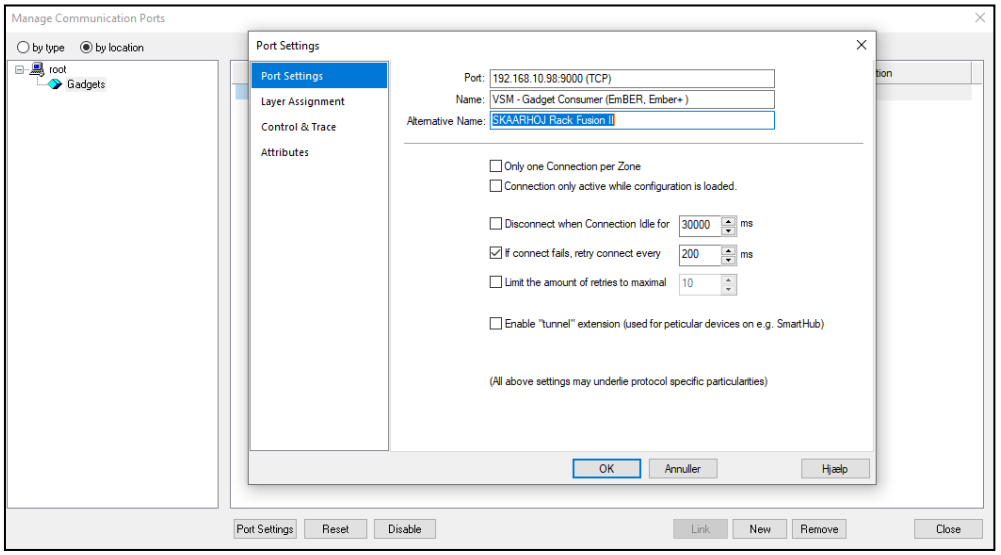
Go to Communication Setup and add: Gadget - VSM - Gadget Consumer (EmBER, Ember+)



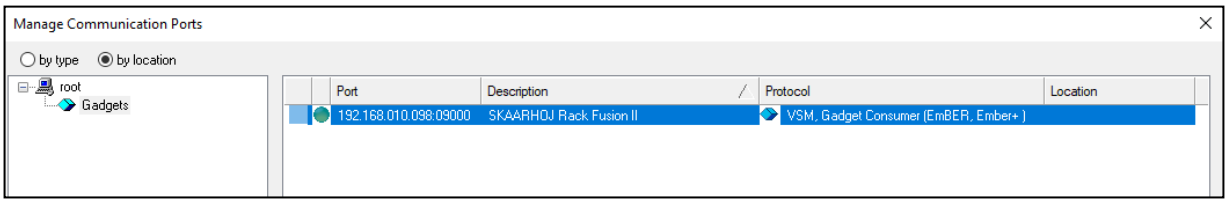
Add a New Port (the IP of the SKAARHOJ controller and port: 9000)



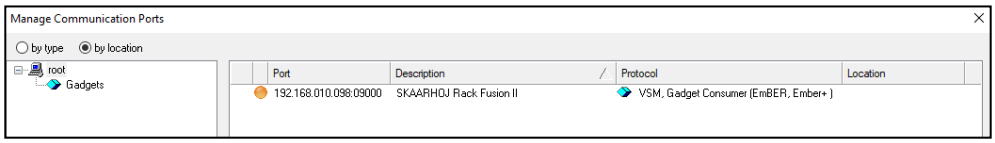
Default Port settings are used



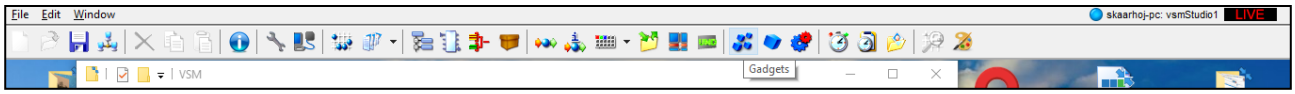
When VSM connects to the SKAARHOJ Controller the Green Link connection indicator will come on



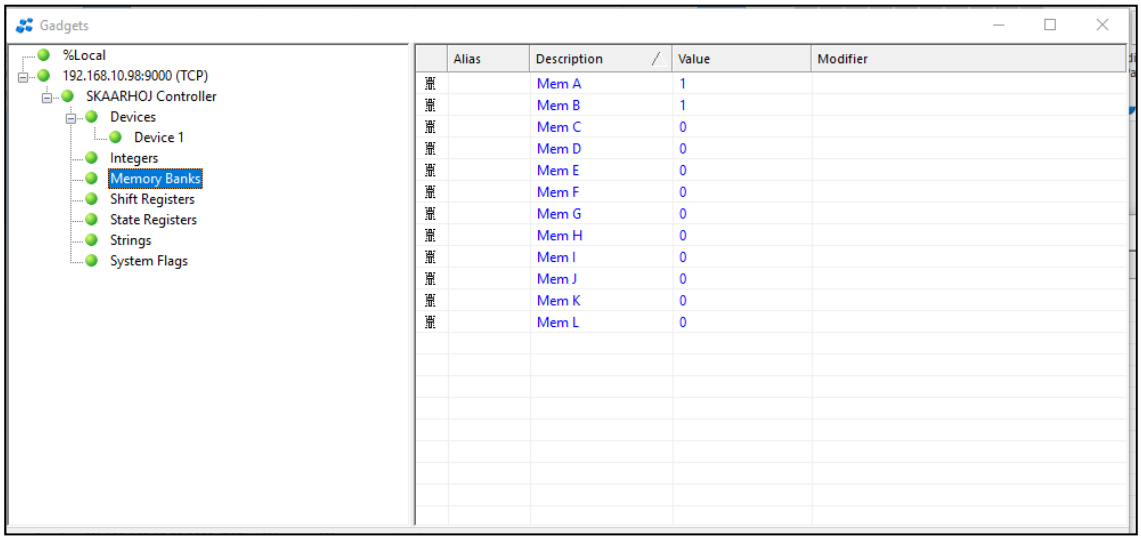
If no project is open, the connection indicator will often light yellow. Any interaction with the SKAARHOJ controller (such as pressing a button, will typically turn the connection status to green)



Now Open the Gadget tree



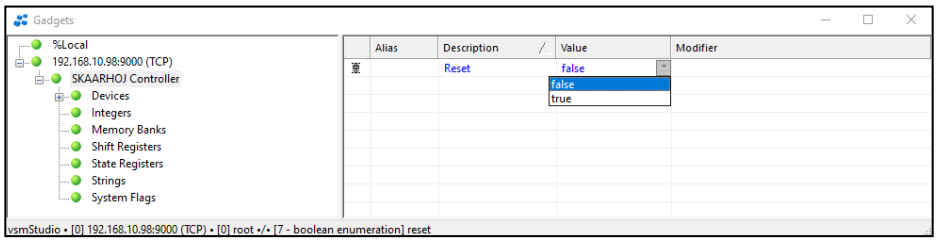
The SKAARHOJ controller will appear where you can access the various registers



Register Possibilities

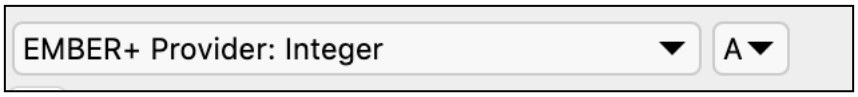
Reset

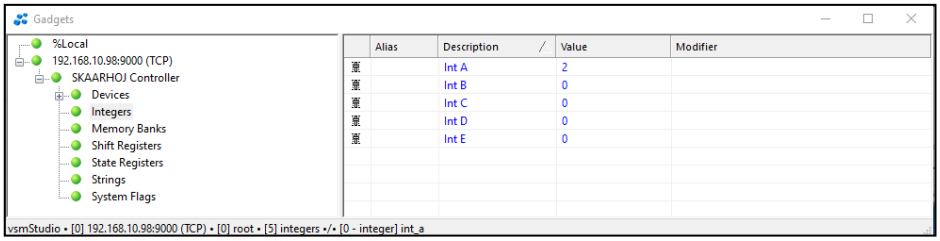
The SKAARHOJ controller can be reset by setting the value to true.



Integers

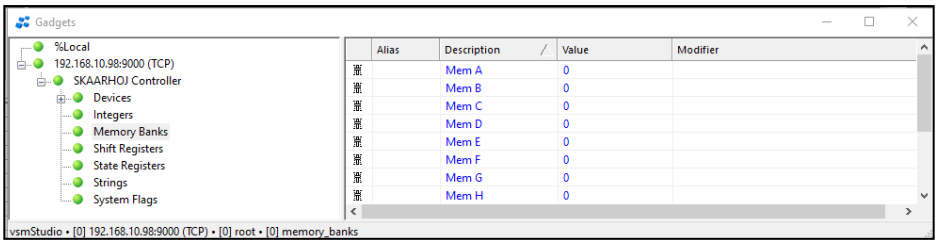
If assigning the action “Ember+ Provider: Integer” to a button or a display on a SKAAHROJ controller the value put into VSM will be displayed on the SKAARHOJ controller





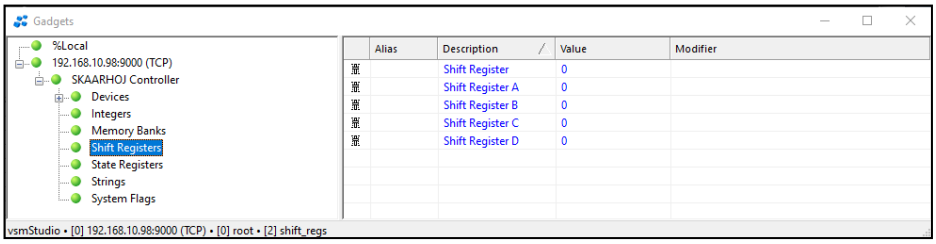
Memory Banks

The SKAARHOJ system action “System: Memory” can be manipulated via VSM



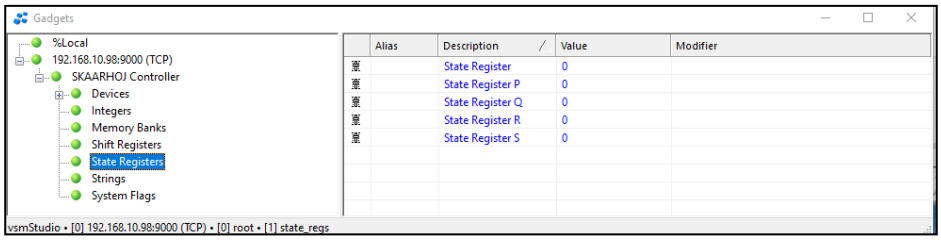
Shift Registers

The general shift level and the local shift registers on a SKAARHOJ controller can be controlled from VSM



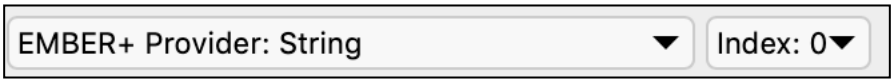
State Registers

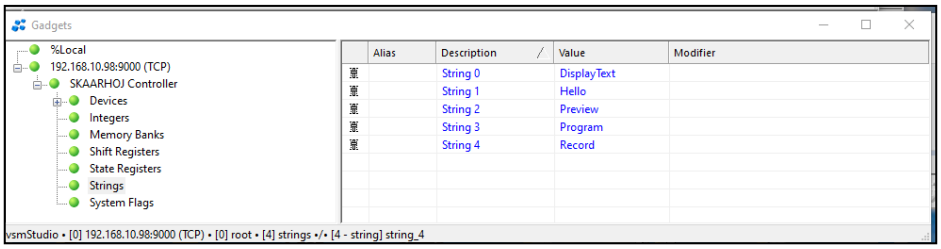
The general state level and the local stage registers on a SKAARHOJ controller can be controlled from VSM



Strings

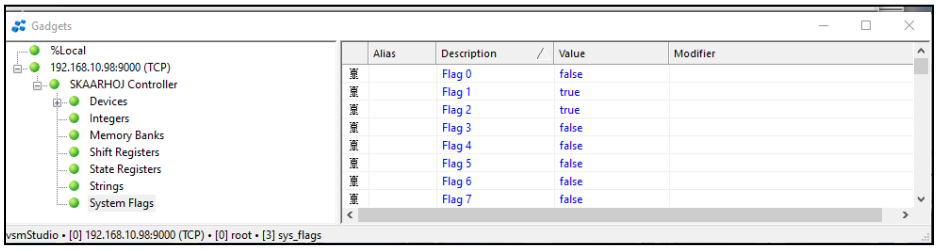
If assigning the action "Ember+ Provider: String" to a button or a display on a SKAAHROJ controller the value put into VSM will be displayed on the SKAARHOJ controller





System Flags

The SKAARHOJ system action "System: Flags" can be manipulated via VSM

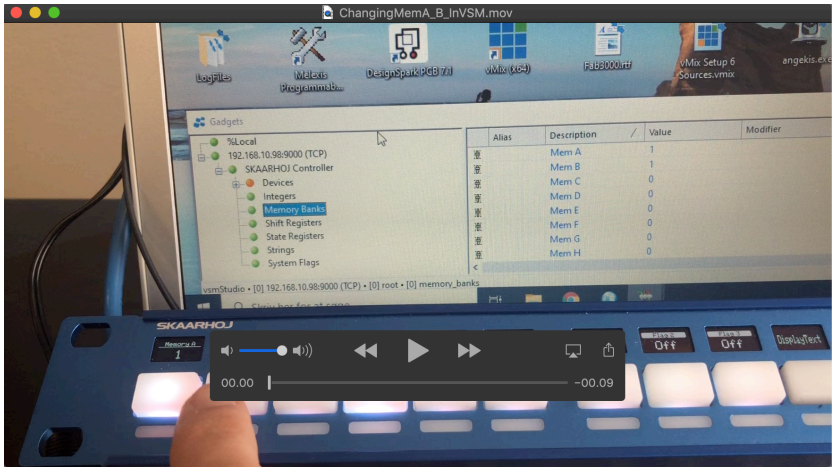


Examples:

Simple memory parameter control

Changing memory parameters in VSM from SKAARHOJ controllers. Example of assigning Mem A 1-3 and Mem B 1-3 on buttons:

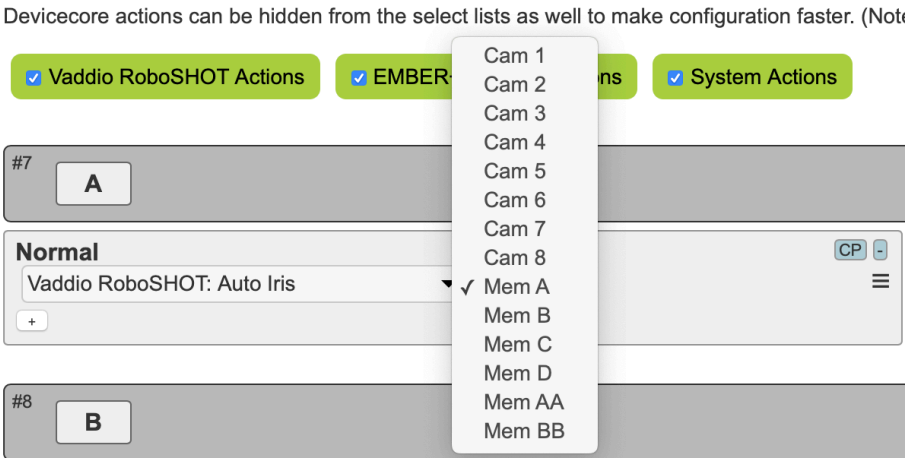
Video demonstration: https://github.com/SKAARHOJ/Support/raw/master/Manuals/Videos/Ember%2B/ChangingMemA_B_InVSM.mov



Selecting Camera on a SKAARHOJ controller via VSM

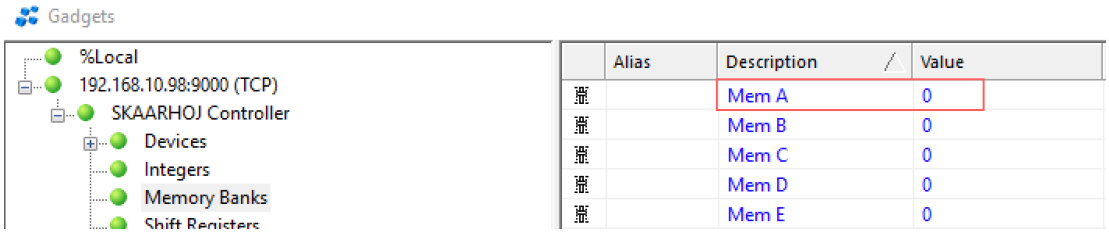
Camera selection on a SKAARHOJ controller can typically be done by changing the memory parameter. In this example we change the memory parameter A to A=1 and A=2 via VSM. It is important to remember the camera actions on the SKAARHOJ controller should be assigned to Mem A and not Mem AA.

Example of a camera action on the SKAARHOJ controller:

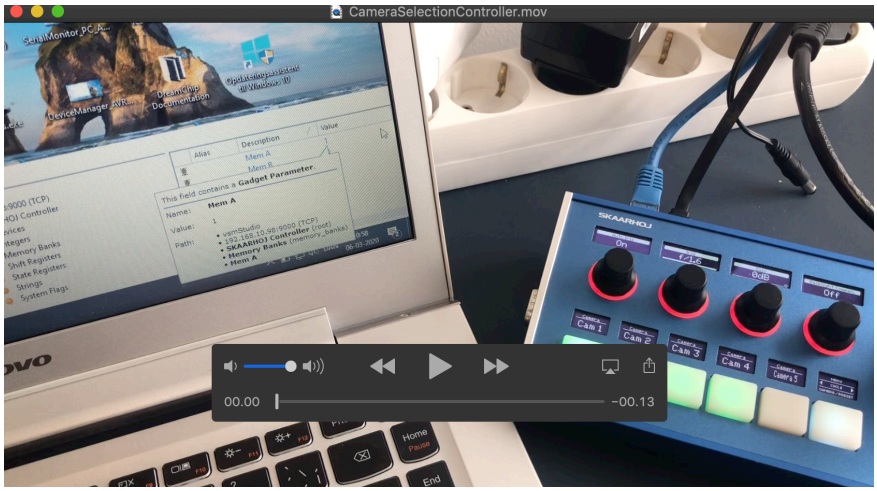


When set to "Mem A" then:

Mem A = 1 equals Cam 1
Mem A= 2 equals Cam 2
And so forth



Video demonstration: https://github.com/SKAARHOJ/Support/raw/master/Manuals/Videos/Ember%2B/CameraSelectionController.mov



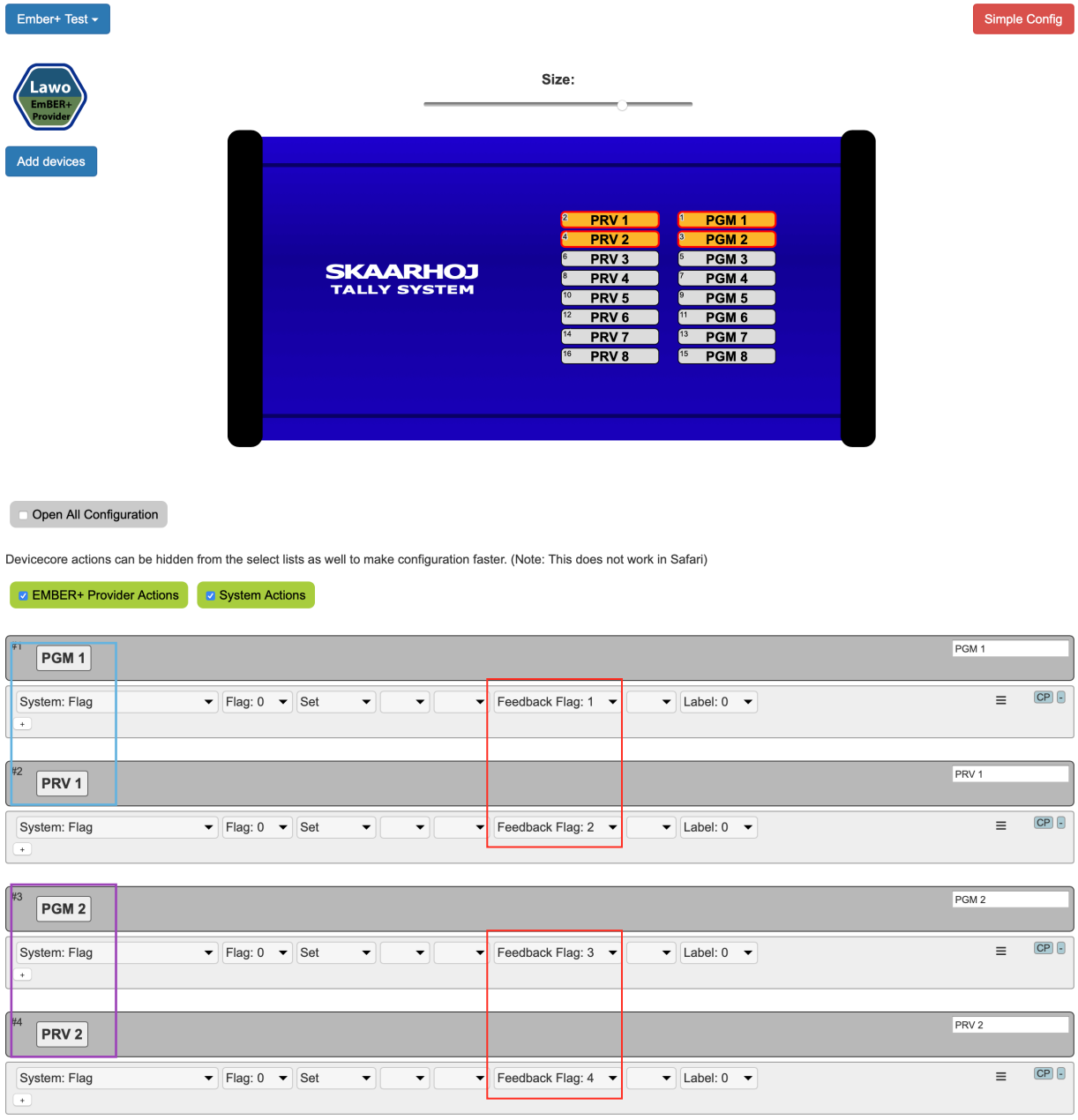
Controlling the SKAARHOJ Tally Box via VSM Studio via System Flags

Controlling the SKAARHOJ Tally box can be done by using the system Flags which can be set to true or false.

Example below for the SKAARHOJ controller.

Feedback Flag 1 = PGM on output 1
Feedback Flag 2 = PRV on output 1

Feedback Flag 3 = PGM on output 2
Feedback Flag 4 = PRV on output 2



Video demonstration: https://github.com/SKAARHOJ/Support/raw/master/Manuals/Videos/Ember%2B/TallyBoxViaSystemFlags.mov