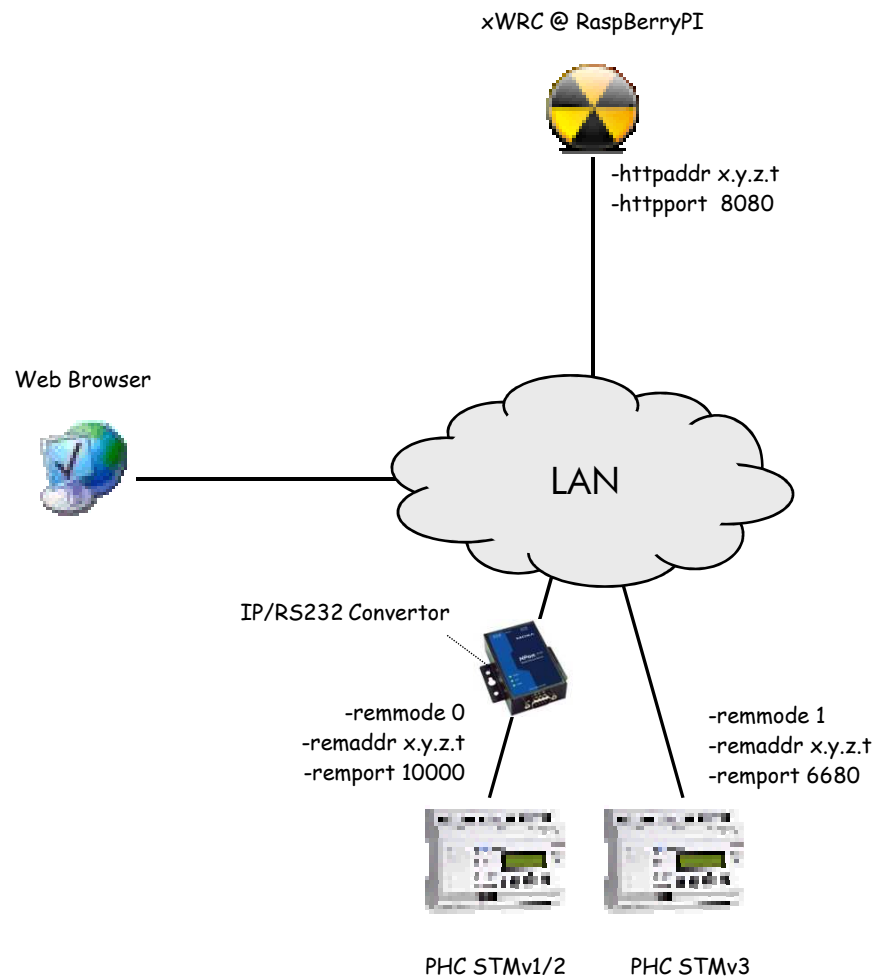


xWRC Overview



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xWRC Overview (1/1)



xWRC Installation



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xWRC Installation (1/2)

- Download latest packages:
 - From <http://phc-forum.de/index.php/forum/visualisierung/37-raspi4phc>:
 - xwrc.<version>.data.zip
 - xwrc.<version>.core.zip

- Install data package:
 - Contains files and directories that are not directly related to a specific version of xWRC
 - main webserver pages
 - iControl pages and samples
 - Named xwrc.<version>.data.zip, i.e. xwrc.3.3.0.9.data.zip
 - Unzip zip-file while maintaining directory structure
 - cd xwrc
 - unzip xwrc.3.3.0.9.data.zip

- Install core package:
 - Contains files and directories that are directly related to a specific version of xWRC
 - executables, ini-file(s), help file
 - Named xwrc.<version>.core.zip, i.e. xwrc.3.3.0.9.core.zip
 - Unzip zip-file while maintaining directory structure and give execute rights to Raspberry executable
 - cd xwrc
 - unzip xwrc.3.3.0.9.core.zip
 - cd bin
 - chmod +x xwrc.raspi
 - copy your xwrc.license.bin file to xwrc/bin

xWRC Installation (2/2)

- Getting help:
 - `cd xwrc/bin`
 - `./xwrc.raspi -?`
 - or read `xwrc.help.pdf`

- Connecting your RS232-to-IP convertor:
 - Locate RS232 interface on your STM, then connect it to convertor as follows:
 - STM.0V -> convertor.Gnd
 - STM.TxD -> convertor.RxD
 - STM.RxD -> convertor.TxD

- Configure your RS232-to-IP convertor:
 - Setup the RS232 side to 19200 baud, 8 databits, 1 stopbit, no parity, no flowcontrol, disable any FIFO
 - Setup the IP side:
 - TCP server mode
 - either let it send packets to xWRC when character 0xC1 is received on the RS232 side (more performant)
 - or let it send each byte to xWRC when above setting is not available (less performant)

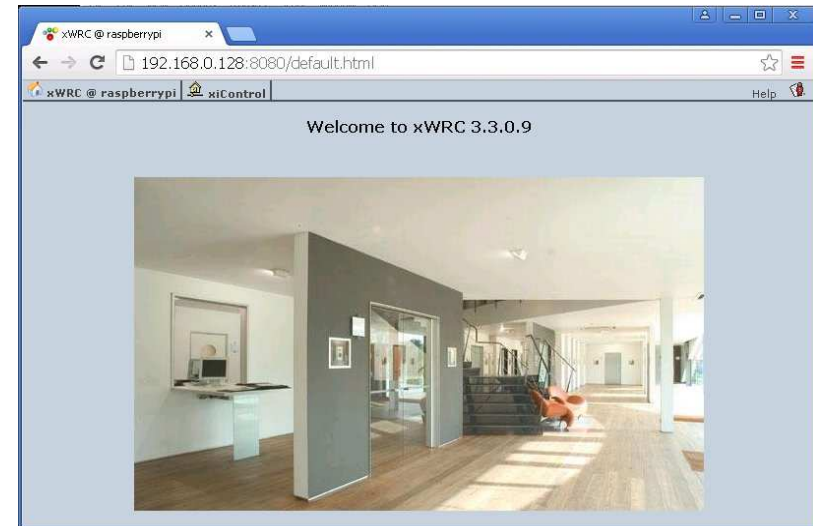
xWRC Usage



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xWRC Usage (1/4)

- Start xWRC:
 - cd xwrc/bin
 - ./xwrc.raspi -httpport 8080 -remaddr <ip-address-of-convertor>
- Use browser to access xWRC:
 - http://<ip-address-of-raspberry>:8080/
 - Click 'Help' in the topside menu to open the help file in pdf format
- Using the URL bar to send commands to your PHC:
 - Refer to section 2.4 'Structured command URL' in the help file
 - In the URL bar of your browser enter the structured URL containing commands
 - http://<ip-address-of-raspberry>:8080/iconcontrol.dll?ccmd=omd.0.out0.toggle&verbose
 - the '&verbose' lets xWRC send back a more textual result format of the commands
 - use '&terse' to return the outcome of the commands only
 - try it out !!!
- Using the Virtual Command Line Interface:
 - Click 'xiControl' in the topside menu
 - Then click on 'Virtual Command Line Interface' in the leftside menu
 - On the right side, enter commands in the 'Ccmd' box and press 'Execute'
 - i.e. omd.0.out0.toggle
 - the verbose, terse and xml results will be shown in the boxes on the page



xWRC Usage (2/4)

- Structured naming of the images in xwrc/iconcontrol/img directory:
 - Command images: c.<type>.<cmd>.gif
 - Contain only 1 image, about 16x16 pixels
 - Typically used to represent an event that triggers a programmed function in a STM
 - i.e. c.in.ingt0.gif, c.im.start.gif, c.jrm.down.gif
 - Others have more general use
 - i.e. c.onoff.gif, c.reload.gif, c.stop.gif, ...
 - Status images, basic: s.<type>.<state>.gif
 - Contain only 1 image, about 16x16 pixels
 - Images for visualising on/off type of outputs
 - i.e. s.light.0.gif, s.light.1.gif, s.led.0.gif, s.led.1.gif, ...
 - Images for visualising JRM type of outputs (i.e. using omd to simulate jrm, or using feedback programming)
 - i.e. s.jrm.0.gif, s.jrm.1.gif, s.jrm.2.gif (0=stopped, 1=moving down, 2=moving up respectively)
 - Images for visualising dimmer channels have 9 images
 - States: 0=off,1=12%,2=25%,3=37%,4=50%,5=62%,6=75%,7=87%,8=100% on
 - Small vertical layout, 16x16 pixels: s.dimv.<state>.gif
 - Large horizontal layout, 80x16 pixels: s.dimh.<state>.gif
 - Convert dimmer level to state as follows: $state = (level + 31) / 32$
 - i.e. s.dimv.8.gif, s.dimh.3.gif
 - Status images, advanced: s.<type>.gif
 - Contain multiple images used by ohcAjaxSendCmd() function, see later on page 4/5
 - About 16x(N x 16) pixels, where N is the number of states that are present
 - i.e. s.4state.gif, s.jrm.gif, s.light.gif, s.dimv.gif

xWRC Usage (3/4)

- Sending commands from a HTML page
 - Using a plain hyperlink
 - `<a href="icontrol.dll?ccmd=omd.0.out2.toggle&file=<?request file?>">Toggle`

 - Using a plain hyperlink and displaying the result of the command inline
 - `<a href="icontrol.dll?ccmd=omd.0.out2.toggle&file=<?request file?>">`
 - ``
 - ``

 - Using a plain hyperlink and displaying the result of the command at a CSS specified location
 - Refer to 'Examples 1->Sample page with CSS but no AJAX'
 - `<a href="icontrol.dll?ccmd=omd.0.out2.toggle&file=<?request file?>">`
 - ``
 - ``

 - Using an AJAX hyperlink and displaying the result of the command at a CSS specified location
 - Refer to 'Examples 1->Sample page with CSS and AJAX'
 - ``
 - `/img/s.light.gif); width: 16px; height: 16px;"`
 - `title="Toggle">`
 - ``

xWRC Usage (4/4)

- Explaining `ohcAjaxSendCmd(<strCcmd>, <nDelay>, <strStatus>, <dyImage>)`
 - This function will call xWRC over a background connection to:
 - Use terse response mode
 - Execute `strCcmd`, this can be one or more events (i.e. `imd.0.in0.ingt0`) or module actions (i.e. `omd.0.out0.toggle`)
Refer to section 3.4.1 'Compound-cmd syntax' in the help file
 - Please add an exclamation mark '!' in front of each cmd to suppress the results from the xWRC response**
 - Insert a pause of `nDelay` milliseconds to let your PHC system handle `strCcmd`, 0 means no delay
This is typically useful when setting a dimmer level, triggering a STM function that takes some time to complete...
 - Fetch the new status of affected outputs by executing `strStatus`, this is again a compound-cmd
Refer to section 3.4.1 'Compound-cmd syntax' in the help file
The terse result of each cmd will be applied to all visual objects with a same 'id' as the cmd
So `ohcAjaxSendCmd('!', 0, 'omd.02.out4', 16)` will apply new status to all visual objects with `id='omd.02.out4'`
 - Applying new status to a visual object means shifting the view area on the objects image, the shift size is `dyImage`
The image is organised as multiple images stacked in vertical direction with each image being `dyImage` pixels high and representing a specific state, state 0 starts at `yOffset=0`, state 1 at `yOffset=16`, ...
For dimmer modules the image state is calculated as follows: `state=level+31/32`
 - Applying new status for a single output
 - `Toggle`
 - `Toggle`
 - Applying new status for multiple outputs (like status of jrm simulation with omd)
 - `Refresh`
 - `Stop`
 - Applying new status for a dimmer output
 - `Refresh`
 - `50%`