

SYNERGY



SYN-TOUCH10

USER MANUAL

V1.0

WyreStorm

Introduction

Tailored for single-room applications, this touchpad presents a seamless solution for intuitive control of devices in conference rooms. By utilizing a preloaded configuration file, you can effortlessly manage connected devices, enhancing your conferencing experience.

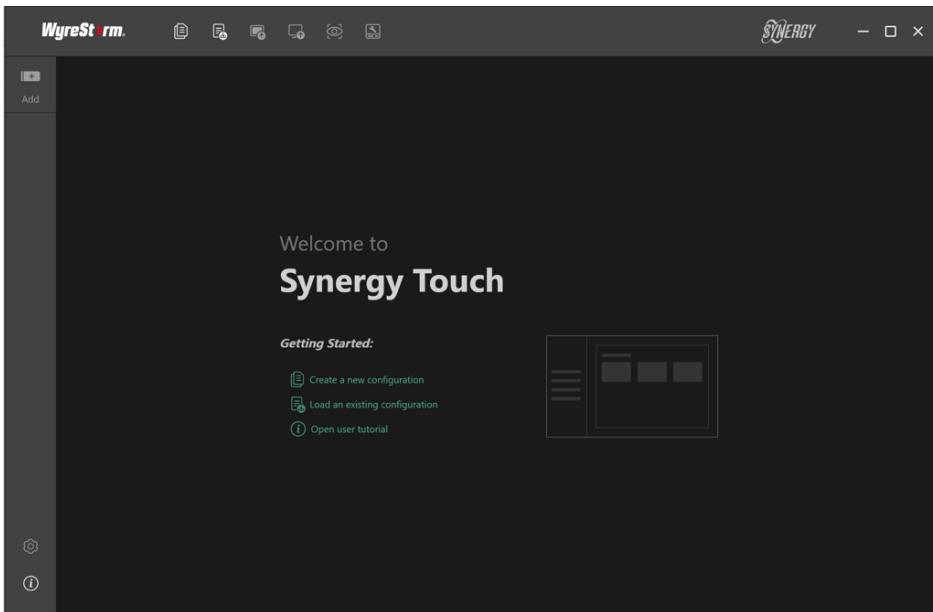
User Manual Purpose

This user manual provides step-by-step instructions for configuring the SYN-TOUCH10 using the Synergy Touch App. The Synergy Touch App is compatible with Windows, MacOS, and Android. This guide will specifically focus on the Windows version.

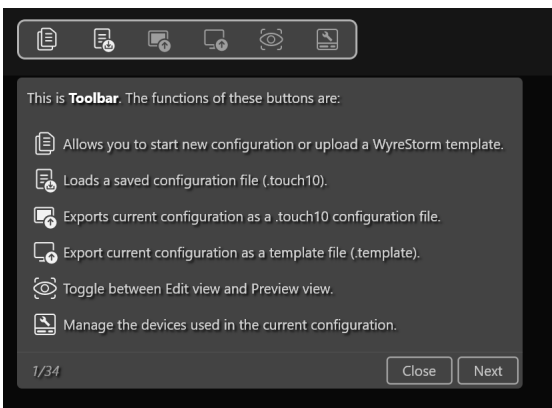
Creating a Configuration File

To initiate the process of crafting your configuration file and personalized graphical user interface, you must first download the Synergy Touch App designed for your specific platform. The installation files can be accessed on the Wyrestorm website within the SYN-TOUCH10 download section.

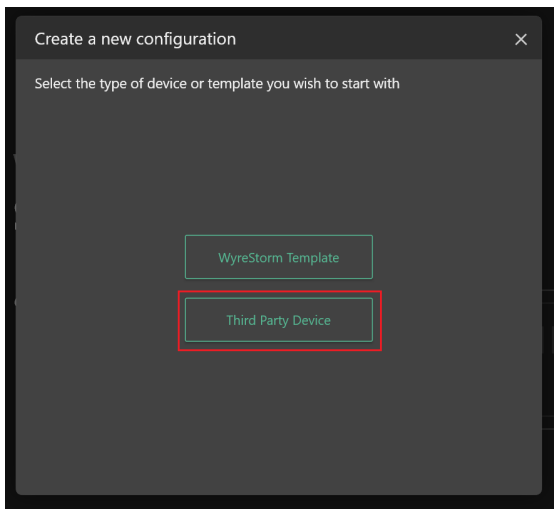
Upon downloading and installing the software, you will be greeted by the following welcome screen:



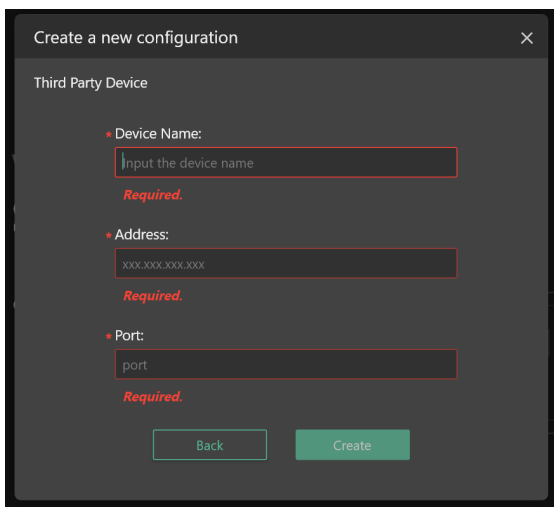
Located at the upper section of the welcome screen is the Toolbar, which provides access to various functions. Below is a description of each button on the toolbar:



Let's click on the "Create a new configuration file" button to initiate the creation of a new configuration project. Here, you can also choose the specific type of device you wish to control. If your target device belongs to the Wyrestorm product range, please opt for the Wyrestorm template, which is available for download on the Wyrestorm website. However, if you intend to tailor functions for devices from other manufacturers, select the "Third Party Device" option. For the purpose of this guide, we will choose the "Third Party Device" option for instructional demonstration.



In the subsequent window, please fill out the provided form, paying particular attention to the mandatory fields denoted by red asterisks. After ensuring all necessary information is provided, proceed to click on the "Create" button. This action will result in the successful creation of an empty configuration project.

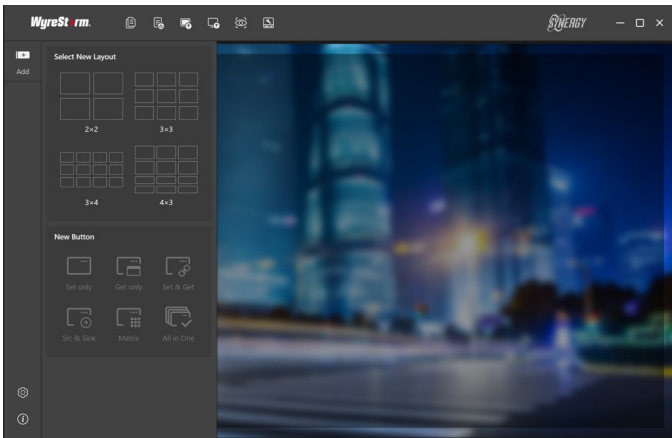


Creating Configuration Items

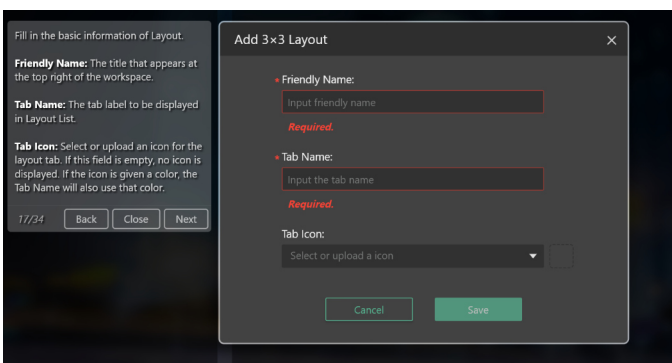
Once you have successfully created the new Configuration File, it's time to begin incorporating Configuration Items into your project. At the moment the project is empty, and you can see two different areas. The column to the left is the Layout List, where you can switch between different layouts, or edit, delete or sort a layout. The area to the right displays the selected layout. You can add, edit, delete, copy, paste, split or drag a Button here. In preview mode, you can also directly test any button to verify its functionality, we will cover that part later.



To proceed, navigate to the left-hand side and find the "Add" button. Clicking on this button will provide you with the option to select either a new layout or a new button, based on your requirements. Given that no layouts have been chosen thus far, only the "Layout" option is available currently.



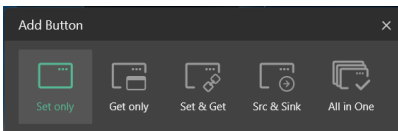
Choose your desired layout, and then proceed to input the essential information related to the selected layout. Below you can find more information about required fields.



Now you can see the layout in the Layout list that we just created, and it's active. When you move the mouse over the Tab, you will see the two buttons which you can click to edit or delete the layout.



On the right-hand side, you will notice the currently selected layout name along with the designated spaces for buttons or placeholders. By clicking on any vacant placeholder space, you can add a new button to that specific location.



There are different types of buttons you can add:

Set only Button: This is the most common button type used to send commands to the target device.

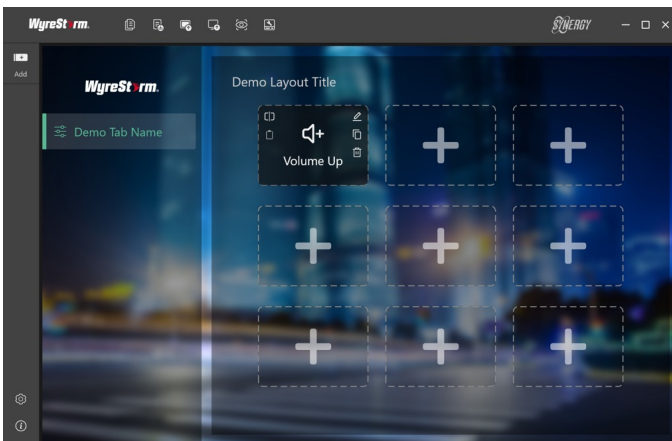
Get only Button: This button type allows you to retrieve information or check the status of a device.

Set & Get Button: This button enables you to send a command and receive a response related to the command sent.







Src & Sink Button: This type of button is particularly useful for matrix switching scenarios. It can be configured to receive responses about which source/input is currently linked to an output/display.


All in One: A button to implement commands of all buttons in one layout with one click. For example, a button to run commands for turning off display and muting microphone sequentially.

For this example we will select Set only Button and configure it to increase the volume on WyreStorm APO-VX20-UC:




Once you've supplied a name for the button, proceed to select a suitable icon for it. Then, choose the specific device to which you intend to send commands. Following this, define the command itself. Once these steps are completed, click the "Save" button. This action will result in the button being showcased within the workspace for your configuration project.

When you move the mouse over the Button, the corresponding options will appear: Edit , Delete , Copy , Paste , Split , and Recover . You can also hold down a Button and drag it to another location.

In order to test our configuration we can press Preview icon on the top toolbar .

When in preview mode, the screen will resemble the actual appearance on the TouchPad device. In this mode, you have the ability to directly click on each button to validate their real-world functionality. This provides a way to ensure that the buttons are behaving as intended and performing their designated actions accurately.

To exit the preview mode and go back to Edit Mode click Preview icon again.

Finally, once you're confident that all editing and verification tasks have been completed, proceed to export the configuration project file . Copy the generated file to the root directory of your SD card or USB flash drive. Next, insert the SD card or USB flash drive into the TouchPad device. Upon doing so, relaunch the Synergy Touch Application on the TouchPad. The device will then be configured with the uploaded settings, allowing you to make use of the newly defined functionalities.

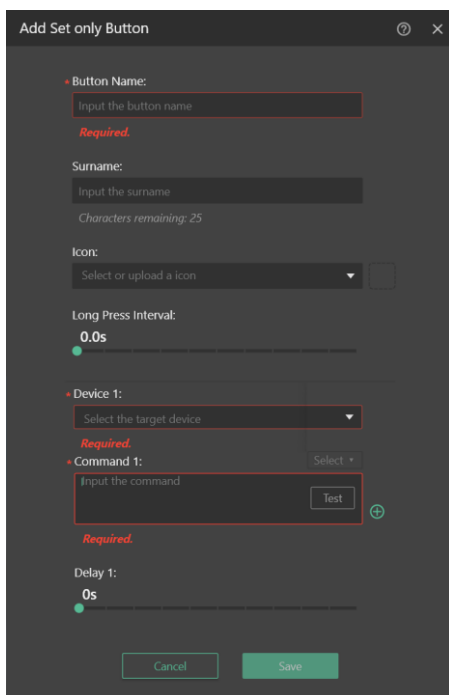
Exploring Button Types

Within this section, we will thoroughly examine each type of button and explore some of their advanced functionalities. By the end of this section, you will have a complete grasp of the various button types and their capabilities.

Six types of buttons are provided: Set only, Get only, Set & Get, Src & Sink, Matrix and All in One.

Set only Button

The Set only Button is a button that sends commands to a target device only and does not care about the response. It is able to send specified commands to corresponding devices one by one. It is mostly used to send configuration or action commands to one or more target devices.



Button Name: This is the label that will be displayed on the button.

Surname: An alternate or brief identifier that appears on the button.

Icon: The graphic symbol exhibited on the button. If no icon is necessary, you can leave this field empty.

Long Press Interval: The long press function permits continuous command transmission to a device at a specific interval. Here, you can set the time gap between sending successive commands to the target device during prolonged button presses. The acceptable range for the value is 0 to 2 seconds. If the default value of 0 is retained, the long press functionality will be deactivated.

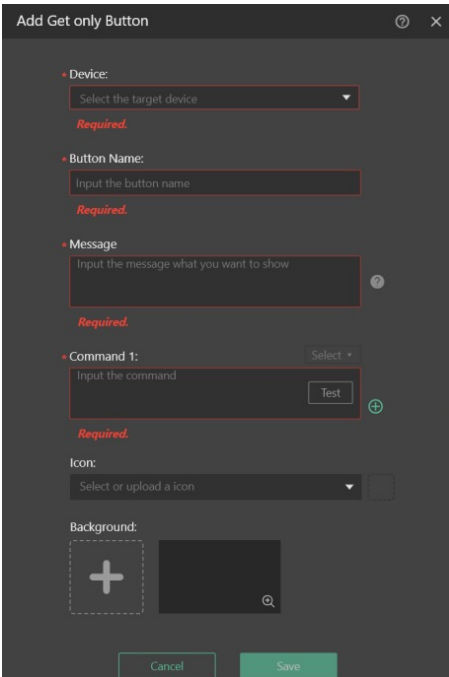
Device: Choose the target device to which the command is directed. You can append or revise devices using the Device Management dialog, accessible through the toolbar.

Command: Input the command content to be dispatched to the intended device.

Delay: Determine the duration between pressing the button and the moment the command is dispatched.

Get only Button

The Get only Button serves the purpose of fetching information from the target device and organizing it into designated message text. This text is then presented on the Synergy Touch interface. This type of button is particularly valuable for showcasing instructive prompts, such as guidance on connecting to or engaging with the target device.



Device: This is where you select the intended device for sending commands. Devices can be added or modified through the Device Management dialog, accessible from the toolbar.

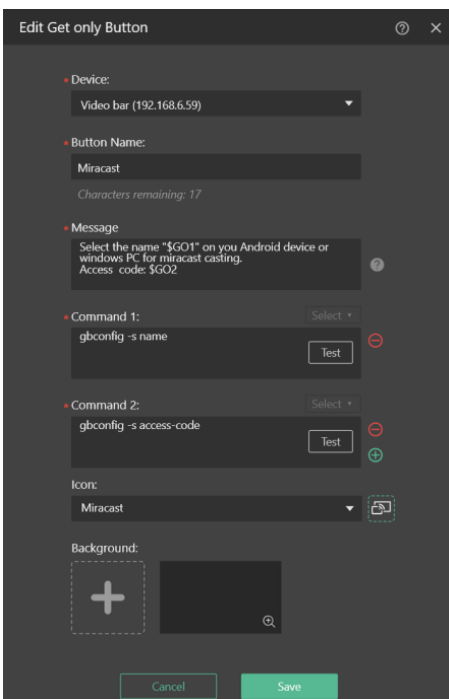
Button Name: Designate the text label to be presented on the button.

Message: Upon pressing the button, a window emerges at the button location, and the text provided here is showcased within the window. It's important to note that you can use placeholders (like \$GO1, \$GO2, ..., \$GO(n), etc.) here. These placeholders can temporarily replace the actual response content from the "Command" section below. For instance, \$GO1 stands for the response of Command 1, \$GO2 corresponds to the response of Command 2, and so forth.

Command: Specify the command content to be dispatched to the target device. You can define multiple commands, which will be dispatched one after the other in a sequence to the target device. The real response of each command will be substituted by the placeholders \$GO1, \$GO2, ... in the "Message" field described above. Test: Click this button to verify whether the command was successfully sent.

Icon: Define the icon that appears on the button. If you prefer not to display an icon, you can leave this field empty.

Background: This refers to the background image of the popup window where the content specified in the "Message" field is displayed.

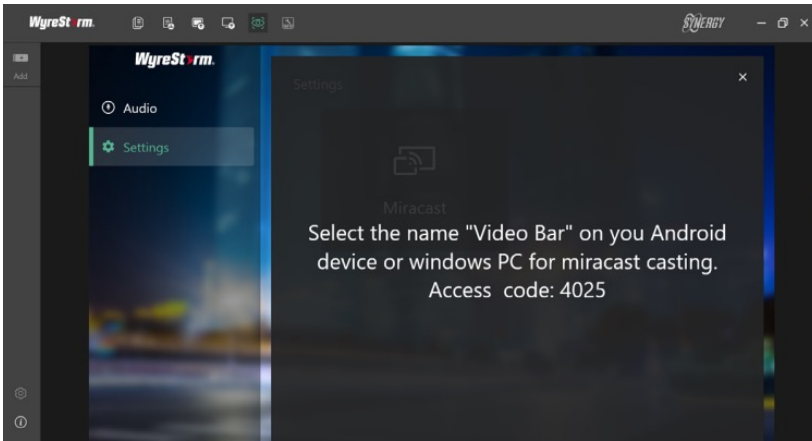


Example:

In this instance, we will illustrate the process of creating a button to retrieve information related to Miracast casting for the Video Bar APO-VX20-UC. Specifically, we will provide details about the device name and the access code.

To begin, we must identify the suitable API commands that we'll be transmitting. To obtain the device name of the APO-VX20-UC, we will use the command "gbconfig -s name." Similarly, for the access code, the command to use is "gbconfig -s access-code."

The end result will mirror the image displayed below:

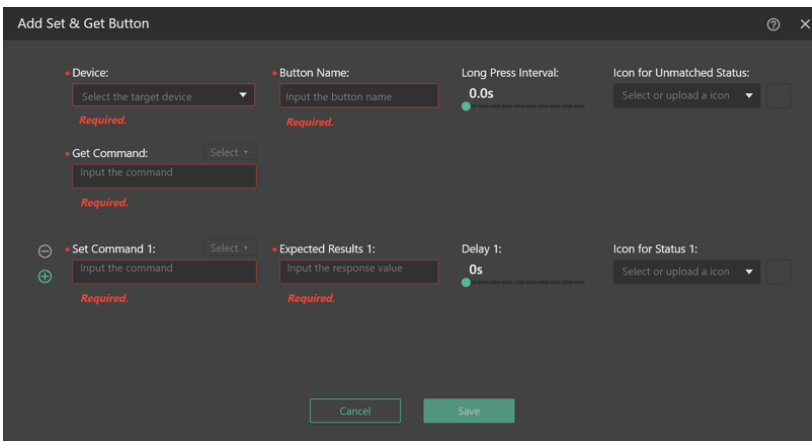


Set & Get Button

The Set and Get Button functions by adjusting the status of the designated device and subsequently updating its icon to reflect the most current state. This button type is particularly suitable for scenarios tied to device states, such as determining if a microphone is muted or active.

With each press of the button, it initiates a two-step process. First, it transmits a "Set Command" to the device, followed by a "Get Command" to retrieve the latest status from the target device. If the actual response aligns with an "Expected Result" for a particular status, the corresponding icon for that status is displayed. However, if no Expected Result is matched, the icon designated for "Unmatched Status" is showcased. This button is adept at handling situations where device status changes need to be tracked and displayed in real time.

A maximum of 5 states are supported. You can click the  button to add a new status or click the  button to



remove one.

Device: Here, you can select the intended target device for the commands to be transmitted. New devices or modifications can be managed through the Device Management dialog, accessible from the toolbar.

Button Name: This represents the label that will be showcased on the button.

Get Command: The instruction utilized to retrieve the current status.

Icon for Unmatched Status: This is the default icon displayed when there is no corresponding status match.

Set Command: A command employed to set a particular state.

Expected Result: Specify the anticipated response that matches the desired status. This should align with the actual response after transmitting the Set Command, followed by the Get Command.

Delay: Determine the time interval between pressing the button and the command being sent.

Icon for Status: This icon is presented when the actual response from the Get command coincides with the Expected Result for that specific status.

Example:

In this example, our objective is to facilitate the toggling between muting and unmuting the microphone of the APO-VX20-UC Video Bar. We will also verify whether the action effectively alters the state.

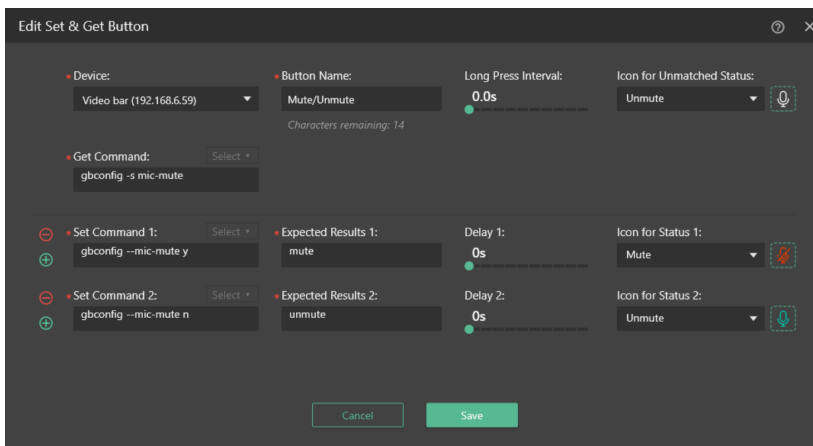
For muting and unmuting the microphone on the APO-VX20-UC Video Bar, the commands are as follows:

Mute Command: "gbconfig --mic-mute y"

Unmute Command: "gbconfig --mic-mute n"

To retrieve the current microphone status, we will use the command Get Microphone Status Command: "gbconfig -s mic-mute"

With the appropriate commands in hand, we can proceed to input them in the designated dialog boxes, as demonstrated below:



This example outlines the process of setting up the button to toggle the microphone status for the APO-VX20-UC Video Bar and ensuring the successful execution of the desired action.

Src & Sink Button

The image shows two screenshots of the 'Src & Sink Button' configuration dialog. The left screenshot is titled 'Add Src & Sink Button' and shows the 'Source' role selected. The right screenshot is titled 'Edit Src & Sink Button' and shows the 'Sink' role selected. Both dialogs have fields for Role, Button Name, Value, Color of Button, and Icon. The Sink dialog also includes Device, Set Command, Set Null Command, Get Command, and Expected Results fields.

The Src & Sink Button is a special button for matrix pairing.

It has two roles, Source and Sink.

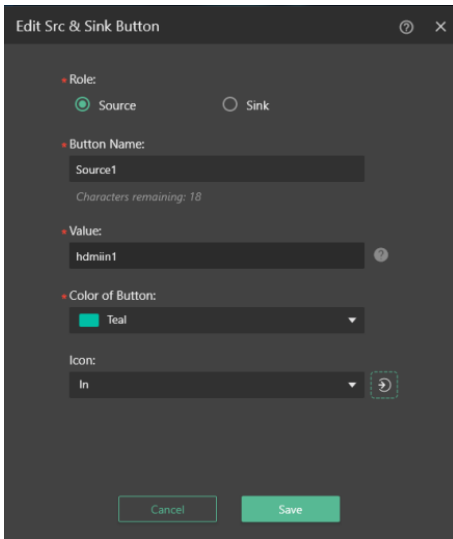
- For the Source role, it is responsible for providing a Value and a Color.
- For the Sink role, it is responsible for interacting with the target device with the Value obtained from a Source button, and then determining the association relationship with the Source. When the association relationship is established, it will display the Color held by the Source button.

Source role:

- **Role:** The role of the button.
- **Button Name:** Defines the label that will be presented on the button.
- **Icon:** The icon displayed on the button. If not needed, you can leave this field blank.
- **Value:** This parameter represents the source and is transferred to a Sink button when activated subsequently.
- **Color of Button:** When a Sink button becomes associated with a Source button, the border color of the Sink button mirrors the Color held by the Source button.

Sink role:

- **Device:** Choose the target device for command transmission. Devices can be added or adjusted via the Device Management dialog, accessed from the toolbar.
- **Set Command:** The command sent to establish an association with a Source button. The "\$SRC" wildcard stands in for the variable data obtained from the Value field of the Source button.
- **Set Null Command (Optional):** If a Sink button is pressed without activating a Source button first, this command undoes the previously established association. If not configured, the association cannot be undone.
- **Get Command:** After issuing the Set Command or Set Null Command, this command checks if the association has been established. The "\$SRC" wildcard can also be used in this command.
- **Expected Result:** The anticipated response upon sending the Get Command. Successful association is confirmed only when the Expected Result aligns with the actual response.



Example

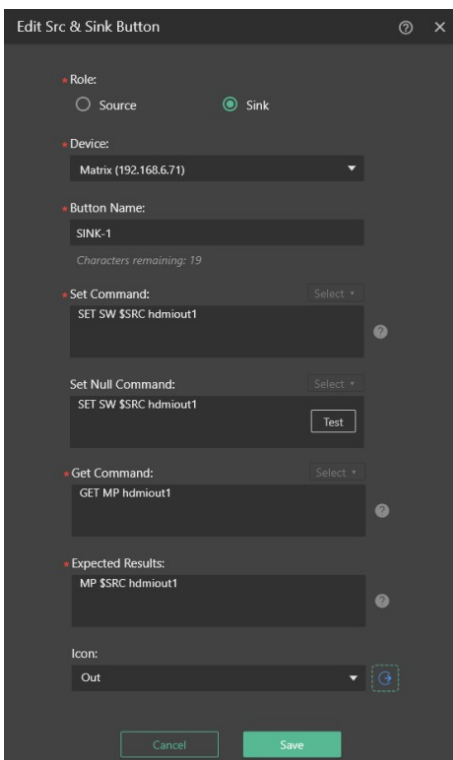
In this example we will create pairing buttons for a 6x6 Matrix.

To assign an input source to an output sink the proper command is "SET SW in out" where "in" should be in the range of "hdmiin1, hdmiin2,..., hdmiin6, hdmiin0" and "out" can be anything of "hdmiout1, hdmiout2,..., hdmiout6".

To query which source is assigned to an output sink we need to send "GET MP out" where out can be "hdmiout1, hdmiout2,..., hdmiout6".

Once we have the commands, we can start configuring our buttons. First let's create Source buttons.

We will create 6 Source buttons for each INDMI input:



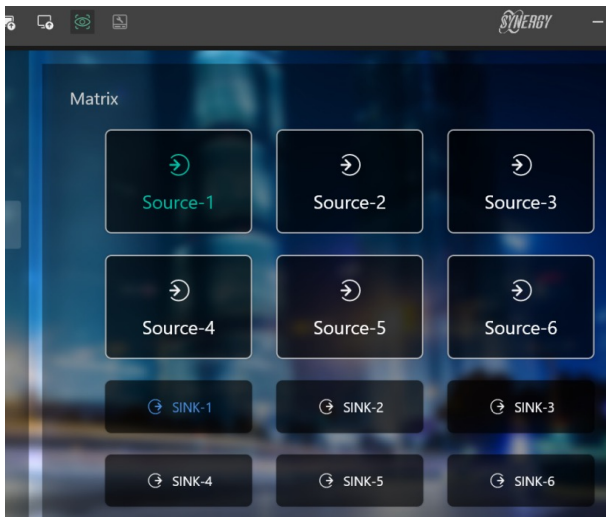
After Source buttons we can create Sink Buttons as below:

In Set Command we are defining the switching command (e.g. SET SW hdmiin1 hdmiout1).


\$SRC is the value that Source button will define.

If non of the Source buttons are selected, Set Null Command will be sent. And \$SRC will be the last known value.

Our matrix control layout will look as below:

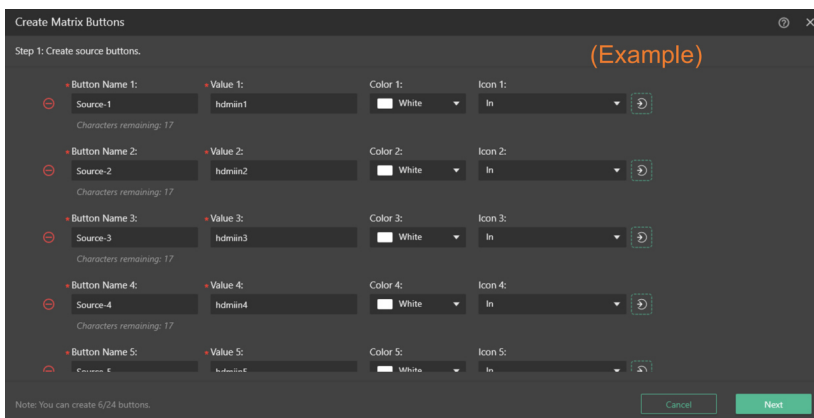


Matrix Button

Matrix button allows you to create multiple Source and/or Sink buttons at a time for a Matrix. In order to start creating Matrix Buttons, you should click on Add button on the left side. 

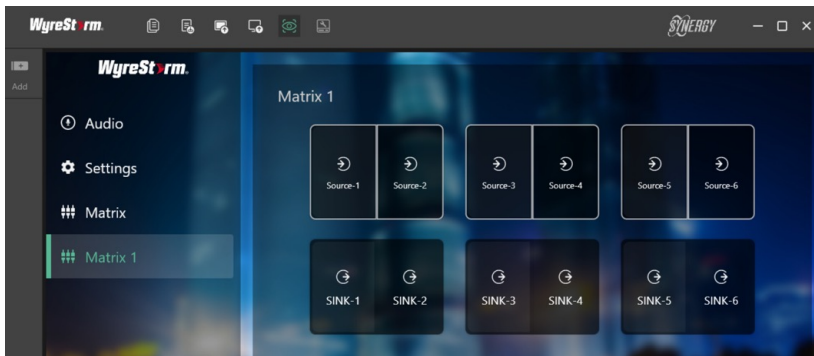
It consists of two steps:

Step 1. To Create Source buttons click  on the left to add a new button, or  to remove one.



Step 2. Using same  button we can create Sink Buttons:

After all source and sink buttons are created successfully, the actual effect for the examples listed above will be the following:




Note: The form filling rules for Matrix buttons are as same as the Src & Sink Button, for more information refer to the Src & Sink Button section.

The maximum number of buttons created in steps 1 and 2 is 24, which actually depends on the layout you selected. For example, if a 4 x 3 or 3 x 4 layout is selected, the total number of buttons in steps 1 and 2 shall not exceed 24; for a 2 x 2 one, the number shall not exceed 8.

All in One Button

All In One Button integrates multiple buttons together to automatically implement these buttons in a certain order within one layout with one click.

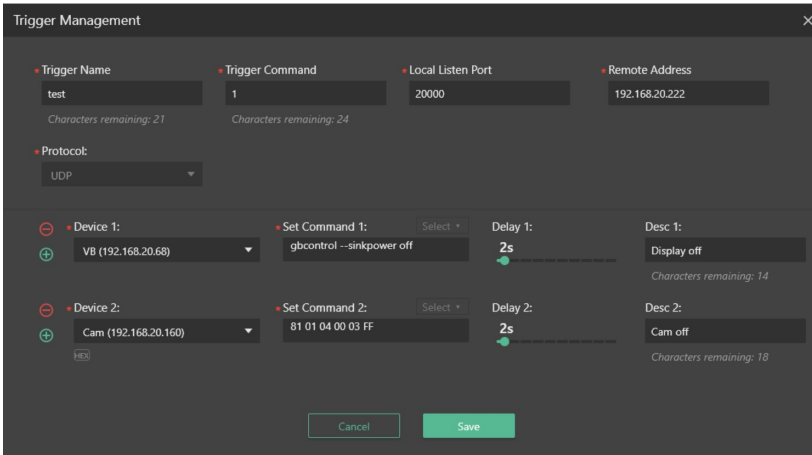
Delay Time represents the interval between the previous and next buttons are being executed. Default Delay Time is 0.

Drag over the button  to sort the Command buttons order.

Trigger Management

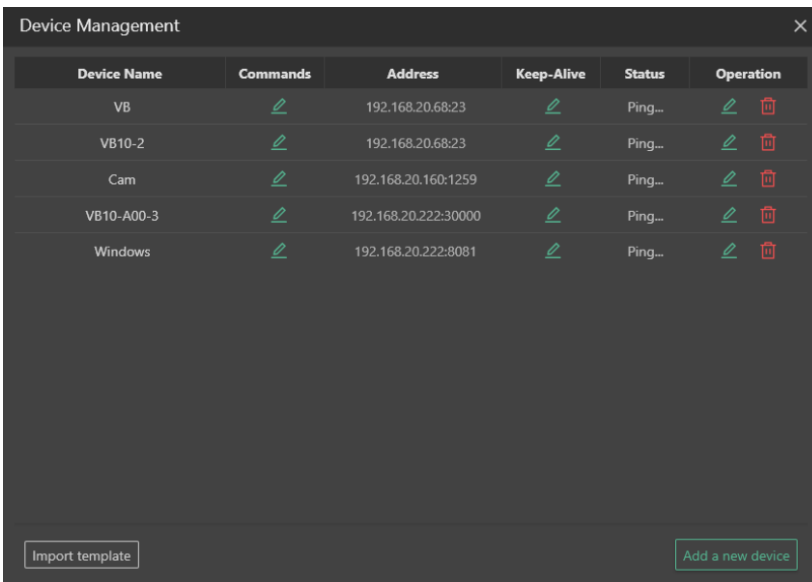
The Trigger Management functionality is designed to activate the TOUCH10 interface in response to receiving predefined commands from external devices. This automatic response entails sending a predetermined sequence of commands to designated target devices. Access to this feature is facilitated through a dedicated button located on the toolbar .

This feature is particularly valuable for scenarios involving sensor-based triggers. It enables the initiation of a chain of events (e.g., controlling lights, TVs, curtains) upon detecting changes in specific states (e.g., volume adjustments, motion detection, temperature shifts, humidity changes, and more).

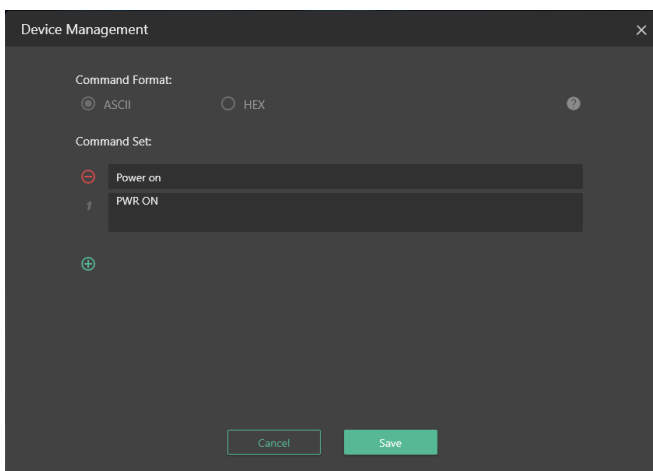


Device Management

Device Management is used to manage and configure devices that Touch10 interacts with. Here you can add or remove new devices and edit some of the settings. You can also Import templates.



The **Commands** button is used to configure the command format between ASCII and HEX. HEX commands are only available if the communication between Touch10 and device is TCP. Here you can also define commands and assign alias to them. This way you can later easily assign this command to the buttons.



The **Keep-Alive** button can be used to configure an activation command for a device. by defining the command which is sent to the target device at a certain interval you can keep the connection active. Survival Interval is the interval between two Activation Commands that are being sent. Available range is between 5 and 60 seconds where 5 seconds is default value.