

iControl App

Installation and Connection Guide

For iPhone and iPod



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Overview

The iControl App for the Apple iPhone and iPod is a powerful application to remotely control and edit basic functions of all Vector and Dlite lighting consoles. The App provides real-time information of the Console through a friendly user Interface.

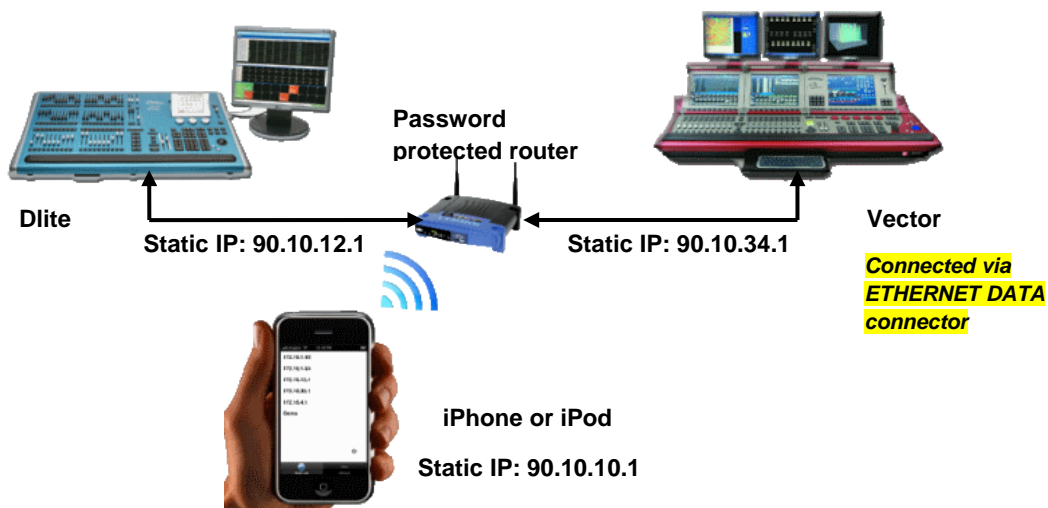
By using the iControl App, you are able to control moving lights, conventional lights, create and store Cues and libraries, add groups, control highlight and lowlight and more. The Application also allows you to control Pan and Tilt through an interactive trackball as well as the ability to control all parameters using an interactive wheel.

In order to use the iControl App, you will need to be connected to your local area network through a Wireless router.

Main Features:

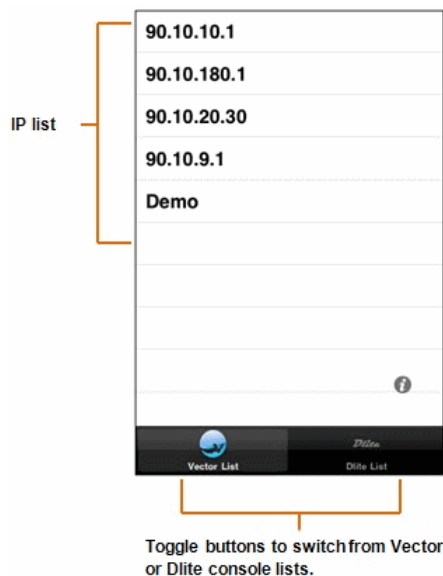
- Supports iOS 3.1.3 and above
- Full real-time control of Vector and Dlite consoles
- An automatically generated IP list of available Vector and Dlite consoles
- An echo line (Command line) displaying real-time state of the Console
- Multiple iControls can be connected in parallel to one console at a time
- Keyboard view of the Console
- Interactive wheel and trackball

iPhone Network Schematic Example

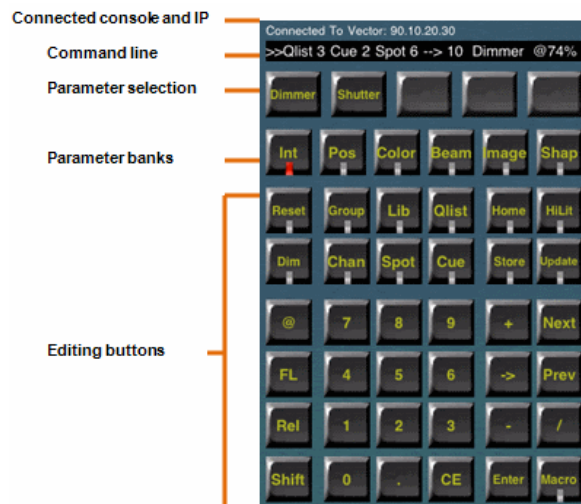


The Application Control Screens

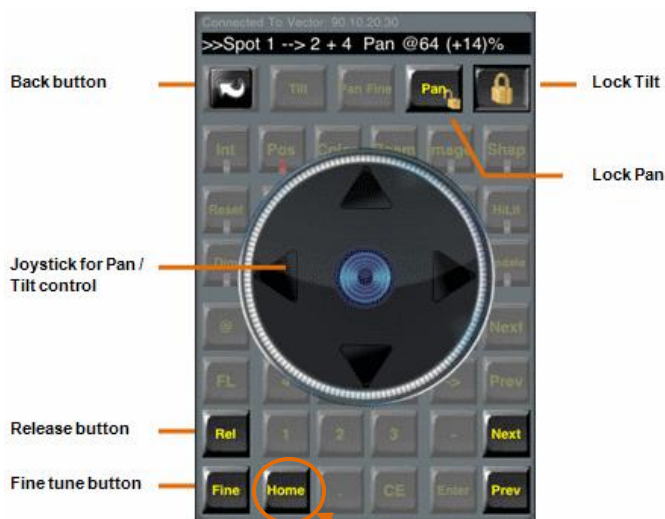
Consoles IP list



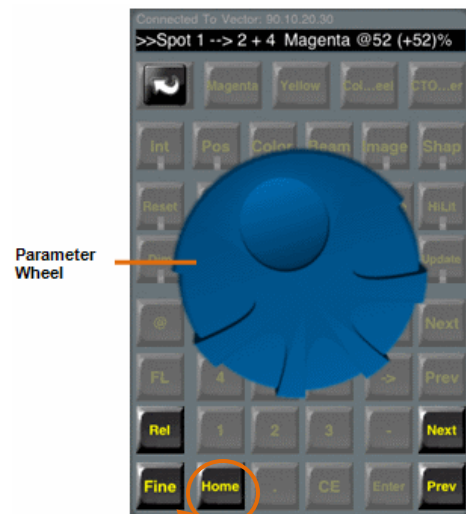
Keypad screen



Track ball



Parameter wheel



Note The Home button is only available for Vector.

Recommended Configurations

The following is a list of recommended settings:

- The IP of the iPhone / iPod and Console need to be in a similar IP range.

Example:

If the Console has an IP of **90.10.34.1**, then the iPhone / iPod ***IP MUST START*** with 90.10; (90.10.#.#)

- The Subnet Mask on both the iPhone / iPod and Console need to be **255.0.0.0**
- You should use a dedicated network; one that has no other sources connected.
- The Wireless router should be password protected.



Note: We recommend that you “Ping” the iPhone / iPod from the Console to make sure the above settings are correct.

Rules for Connecting to a console

The following are rules for connecting to a console:

- When using a Dlite console, always make sure that the “Remote control” flag is enabled from the I/O menu.

See: [To enable the remote control flag](#)

- When using a Vector console, make sure the Ethernet cable is connected to the Data network connector.
- When you run the Application, you will see all the available consoles on the Network, ***BUT***, you will only be able to control a console that is in the same IP range as yours.

See: [Recommended configurations](#)

- If the Network is too flooded with data, then this might interfere with the connection to the console. Please make sure that you are using a dedicated network; one that has only the essential consoles connected.
- Try to avoid transmitting unnecessary Network protocols on the Network E.g.:(VC, Art-Net, ACN)

Installing the iControl App

This guide will explain how to install and configure the Compulite iControl App on the Apple iPhone or iPod.

Downloading the Application

The iControl App can be downloaded from the App Store using an iPhone or iPod.

To Download and Install the iControl App

1. From the iPhone or iPod, tap on the App Store icon.
2. On the App Store page click search.
3. In the Search field type “Compulite” or “Compulite iControl”.

The following page will be displayed:



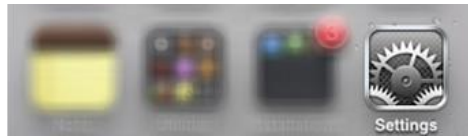
4. Tap on the Compulite icon.
5. From the Compulite info page tap on **FREE** then tap on **INSTALL** to install the Application.

Connecting to a Wireless Network

In order to use the iControl App, the iPhone or iPod need to be connected via a wireless connection to the same network as the Console.

To connect to a wireless network

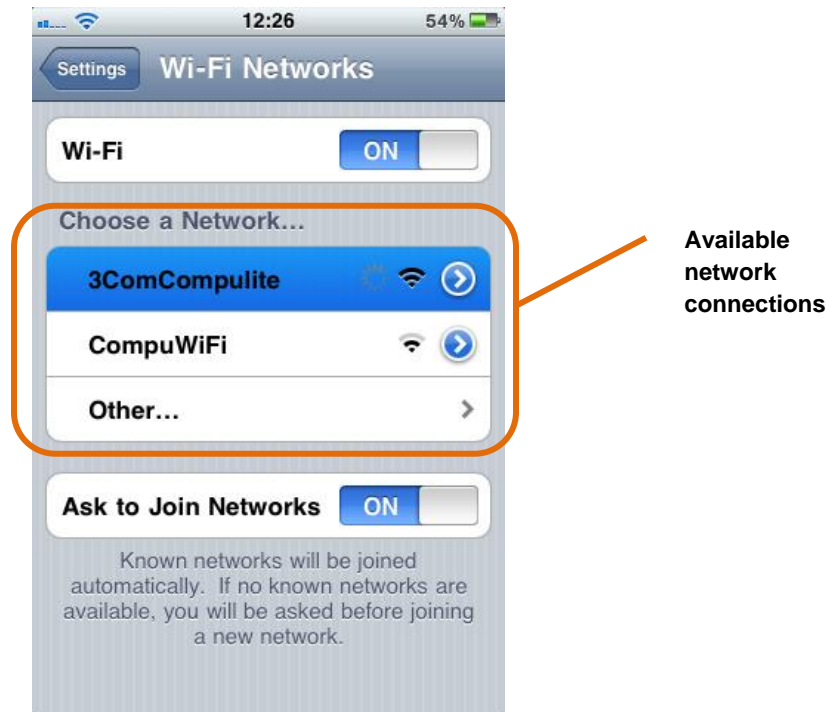
1. On the iPhone or iPod tap on Settings.




2. In the Settings page tap on Wi-Fi.
3. In the Wi-Fi Networks page, tap on the Wi-Fi button to turn the Wi-Fi ON.



Once the Wi-Fi is ON, a list of available networks will appear:



4. Tap on the desired wireless connection to connect.
5. Enter the Router password (If needed).

If the Wireless connection is successful, a tick ✓ will appear to the left of the chosen network together with the Wi-Fi sign  at the top of the screen:



ATTENTION: A Static IP needs to be set on the iPhone or iPod in order to control a console. See: [Setting the Static IP on the iPhone or iPod](#)

Finding the IP on the Console

In order to control a console, the IP address of the iPhone / iPod should be similar to the IP of the Console.

Example: If the Console IP is 90.10.34.1 then the iPhone / iPod IP should start with 90.10.##.

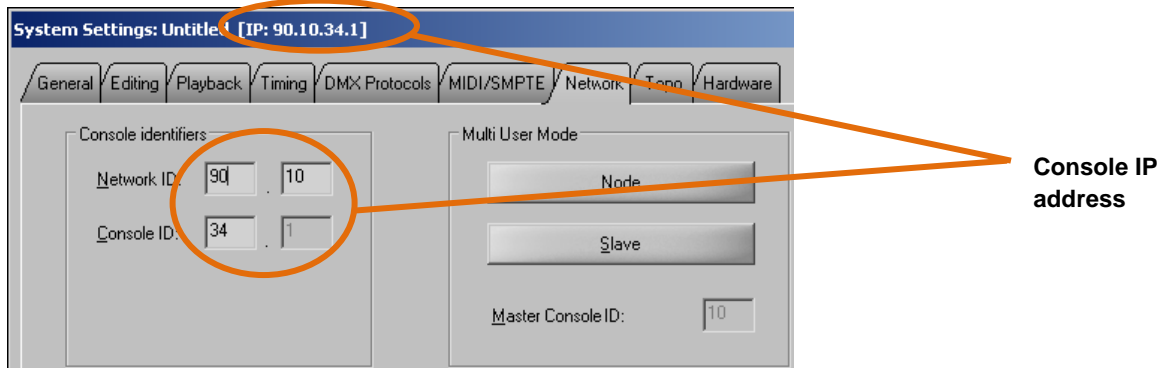


Figure 1: Console IP in the Vector console settings

How to find the IP address of the Console


Before you set the Static IP on the iPhone / iPod, first find the IP address of the Console.

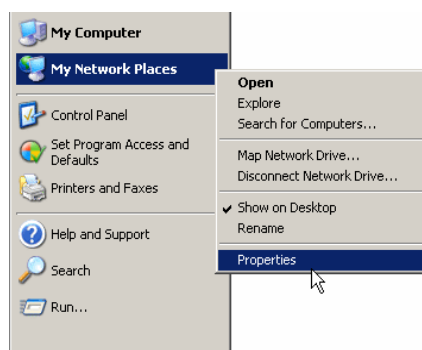
To find the IP address on a Vector console

Go to Tools ► Settings ► Network tab.

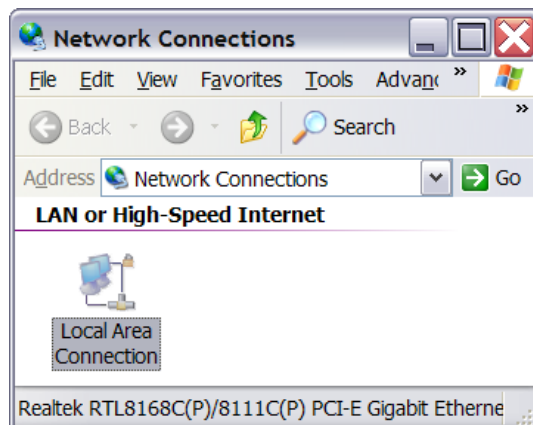
See [Figure 1: Console IP in the Vector console settings](#)

To find the IP address on a Vector PC

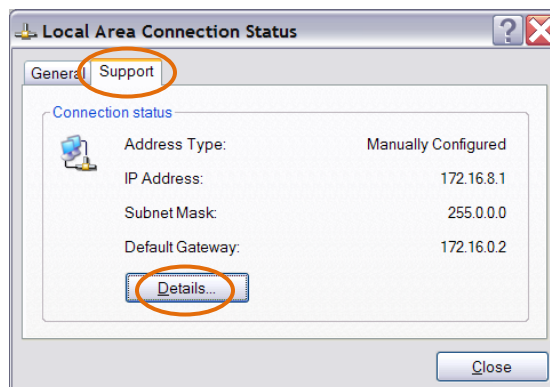
1. Click Start .
2. From the Start menu, right click on My Network Places.
3. Select Properties.



The Network Connections window will open with the available network connections:

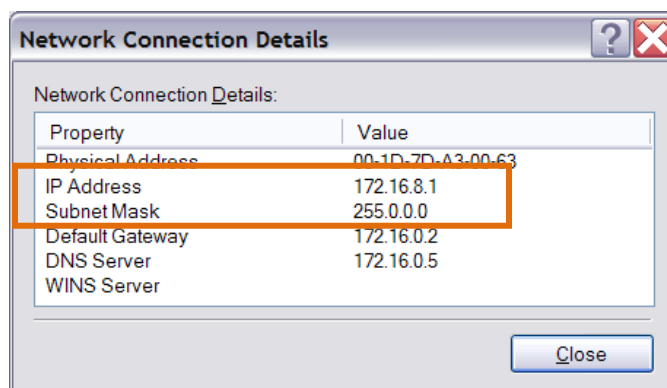


4. Right click on the Local Area Connection icon and select Status.



5. From the Local Area Connection Status window, click on the Support tab and click on Details.

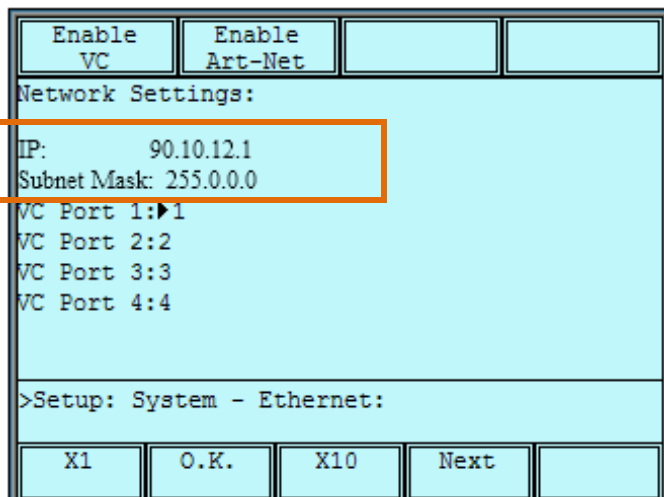
The Network Connection Details window will open; here you will be able to find the PC IP address:



To find the IP address on a Dlite console

Press SETUP ► SYSTEM OPTIONS ► I/O ► ETHERNET

The Network IP will be displayed:



Enable VC	Enable Art-Net		
Network Settings:			
IP: 90.10.12.1			
Subnet Mask: 255.0.0.0			
VC Port 1:1			
VC Port 2:2			
VC Port 3:3			
VC Port 4:4			
>Setup: System - Ethernet:			
X1	O.K.	X10	Next



Note the following:

- The iControl App will only work with **Dlite version 50.0R03** and above.
- On Dlite the Remote Control flag needs to be activated in order to see and control the Console using the iControl App.

To enable the Remote Control flag

[SETUP ► SYSTEM OPTIONS ► I/O ► REMOTE CONTROL]


How to Set the Static IP on the iPhone or iPod

Once you have the IP address of the Console, you can proceed to set the Static IP on the iPhone /iPod.



Note: We recommend that you use IP's that start with 90.10 and a Subnet Mask of 255.0.0.0 on the Console and iPhone / iPod.


To set the Static IP

1. From the Wi-Fi Networks screen, tap on the arrow  of the connected network.



The IP Address screen should look similar to this:



2. From the IP Address screen, tap on Static  to switch to Static mode.
3. In the Static IP screen, tap on IP Address and manually enter the IP that is similar to the Console IP.

Example 2: *90.10.10.1*

4. Tap on Subnet Mask, and manually enter the Subnet Mask.

Example 3: *255.0.0.0* (Recommended)




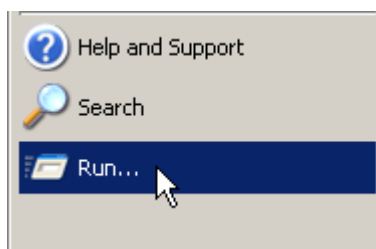
5. Press on the iPhone / iPod Home key. 

Checking the Connection between the Console and iPhone or iPod

You can check the connection between the Console and iPhone / iPod from the actual console that you are connecting too.

To check the connection

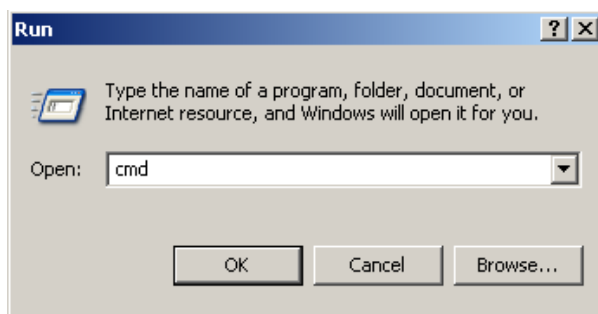
1. From the Console Windows screen, click Start .
2. From the Start menu, click Run.



-OR-

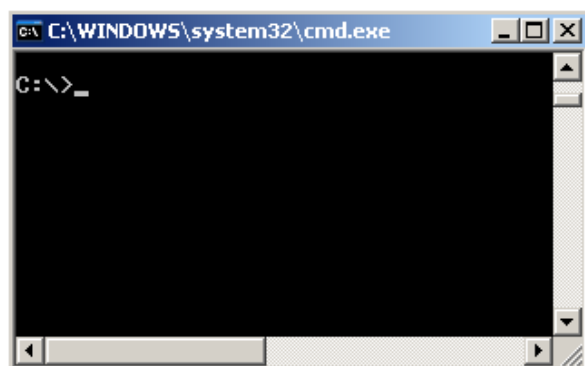
From the Keyboard, press and hold on the Windows key , and press R.

3. In the Run dialog box command line type; **cmd**



4. Click OK.

The Command prompt window will open:

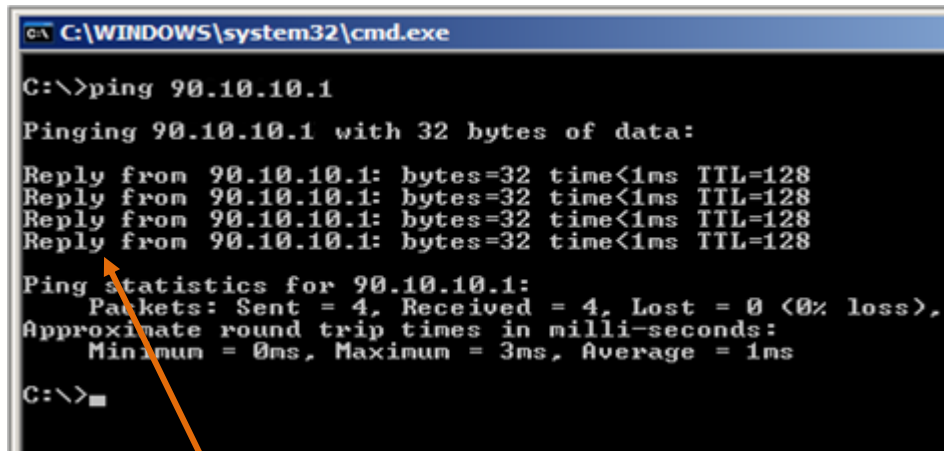


5. In the Command prompt window type; **ping** – followed by the Static IP that you entered in to the iPhone / iPod.

Example 4: ping 90.10.10.1

6. Press Enter.

If your connection is setup correctly, then the Ping test should look like this:



```

C:\WINDOWS\system32\cmd.exe

C:\>ping 90.10.10.1

Pinging 90.10.10.1 with 32 bytes of data:

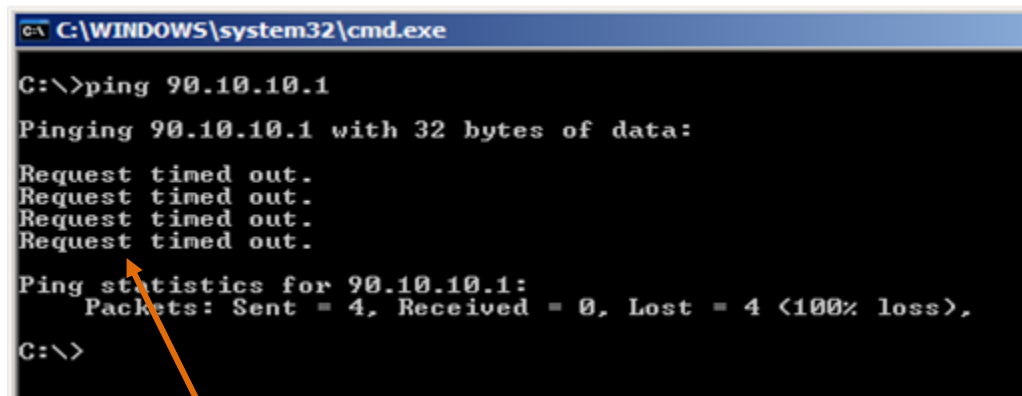
Reply from 90.10.10.1: bytes=32 time<1ms TTL=128
Reply from 90.10.10.1: bytes=32 time<1ms TTL=128
Reply from 90.10.10.1: bytes=32 time<1ms TTL=128
Reply from 90.10.10.1: bytes=32 time<1ms TTL=128

Ping statistics for 90.10.10.1:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 0ms, Maximum = 3ms, Average = 1ms

C:\>
    
```

The “Reply” means the connection is correct.

If your connection is *NOT* setup correctly, then the Ping test will show the following:



```

C:\WINDOWS\system32\cmd.exe

C:\>ping 90.10.10.1

Pinging 90.10.10.1 with 32 bytes of data:

Request timed out.
Request timed out.
Request timed out.
Request timed out.

Ping statistics for 90.10.10.1:
    Packets: Sent = 4, Received = 0, Lost = 4 (100% loss),

C:\>
    
```

The “Request timed out” means the connection is incorrect.

Please see the [Troubleshooting](#) section.

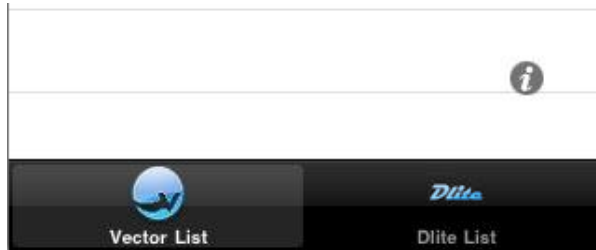
Using the iControl App

Here are some simple guidelines on using the iControl App:

1. Run the App by pressing on the Compulite icon on your iPhone / iPod.



2. Select which console you would like to control; Vector or Dlite.



An IP list of available consoles will be displayed.

3. Tap on the IP of the Console that you would like to control.

The Keypad screen will then appear:



The Connected IP and console type is shown at the top.

This is where you control the Console.

Examples of using the Keypad

1. Select a Fixture ; Tap **SPOT 1**
2. Select a Parameter; Tap **DIMMER**
3. Enter a value; Tap **@ 50**

-OR-

Select a Parameter by double tapping on it; **DIMMER, DIMMER**

The Wheel page will be open:



Note: If you selected a Pan / Tilt parameter, then the Track-ball page will open instead of the Wheel page.

4. To close the Wheel page Tap .

Disconnect from the console

To disconnect from a console and go back to the console IP list screen

1. Tap SHIFT.

On the Right hand corner of the Command line, you will see a red disconnect icon 

2. Tap the Disconnect icon to return back to the IP list screen.

Closing the Application

Closing the Application depends on what iOS version you are using.

To close the application on iOS 3

- Press once on the iPhone / iPod Home button. 

To close the Application on iOS 4

The iOS 4 version has the ability to run applications in the background. This means that when you press once on the Home key to exit the Application, the Application will keep on running in the background.


To see which applications are running in the background and close the Application

1. Double click on the iPhone / iPod Home button. 


The background applications will be displayed at the bottom of the screen:



2. Tap and hold on the Application icon.

A red  sign will appear at the corner of the Application/s icon:



3. Tap on the Red  sign to close the Application.
4. Press the Home button to return to the main home page.

Troubleshooting

Why can't I see my console in the IP list screen?

This is probably related to a network issue.

Please check the following:

- Make sure that the Console and iPhone / iPod are connected to the same network. See [Connecting to a Wireless network](#)
- Make sure the Network cable is properly connected from the Router to the Console.
- Check that the Static IP of the iPhone / iPod is correct.
- Check that the Subnet Mask is 255.0.0.0
- Make sure the Dlite software version is 50.0R03 and above.
- On Dlite, make sure that the “Remote Control” flag is enabled.


See: [To enable the Remote control flag](#)

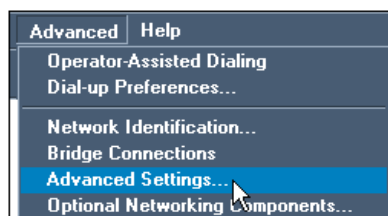
- On Dlite, try and reboot the Console.
- Check your wireless signal.
- Check your router settings.
- Try resetting the Router by unplugging it for 1 min, then plugging it back in.
- Close the Application on the iPhone / iPod and re-start it.

See: [Closing the Application](#)

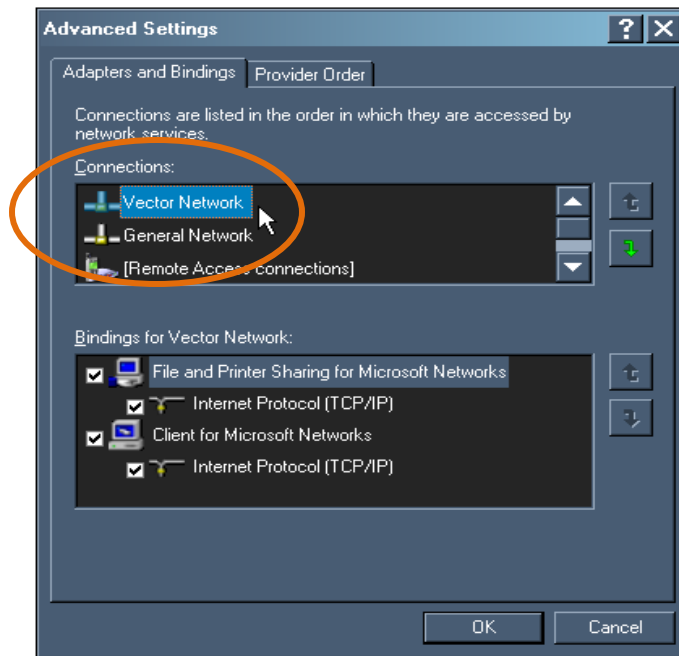
- On Vector Red, Blue or Violet check that “Vector Network” appears first in the list in the advanced settings section:

To access the Advanced settings section

1. From the Keyboard of the Vector console, press the Windows key () to open the Start menu.
2. Tap on Control Panel then Tap on Network Connections.
3. From the Network Connections menu bar Tap on Advanced.
4. From the Advanced menu Tap on Advanced settings:



The Advanced Settings screen will open:



5. Make sure that in the “Connections” window “Vector Network” appears first in the list. If this is correct, Tap OK and restart the Vector console. If this is not correct, proceed to step 6.
6. Tap the “Vector Network” icon to select it.
7. Use the Arrows buttons (↑ ↓) to move “Vector Network” to the first position.
8. Tap OK, and then restart the Vector console.



Note: If the above procedure does not correct the problem, then disable the “General Network” adaptor on the Vector console. (Red, Blue or Violet) See below on how to disable the “General Network”.

To disable the General Network

1. From the Network Connections window (Start ► Control Panel ► Network Connections), right click on the “General Network” icon.
2. From the menu select Disable.



I see my console in the list, but I cannot connect / control it, why?

This is probably an IP or Subnet Mask issue.

Please check the following:

- Check that both the Console and the iPhone / iPod Subnet Mask is 255.0.0.0
- Check that the Console and iPhone / iPod IP's start with the same number.
See: [Recommended configurations](#)
- Try to ping the iPhone / iPod from the Console to make sure you have a correct network configuration.
See: [Checking the connection](#)
- On Vector make sure you are connected to the Data network connector.
- Close the Application on the iPhone / iPod and re-start it.

See: [Closing the Application](#)

Why do i keep getting the following error message: “The Connection to the console has been lost”?

- The Network signal could be too weak or not available and you are therefore not connected to the Wireless network.
- The Network could be heavily loaded. Try to avoid transmitting unnecessary network protocols on the Network E.g.:(VC, Art-Net, ACN)

I was able to connect to the console a few min ago, now I can't. Why?

- The Network signal could be too weak or not available and you are therefore not connected to the Wireless network.
- On iOS 4, try to exit the Application and re-run it. See: [Closing the Application](#)