Mini Control Board

User Manual

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1. Installation

Mini Control Board is a portable program, meaning it does not come in an installer and instead, the entire program is contained within the ZIP file which can be downloaded from the official GitHub repository's releases page.

Once downloaded, you can extract the folder inside the ZIP file and place it wherever you want. It is not recommended to place it in places such as Program Files or other system-protected places as the program might have issues saving its settings.

Name	Date modified	Type	Size
server	03/01/2022 16:55	File folder	
web	03/01/2022 16:55	File folder	
Mini Control Board.exe	03/01/2022 17:00	Application	558 KB
Newtonsoft.Json.dll	17/03/2021 22:03	Application exten…	563 KB

Inside the folder, you'll find the main program under the file name "Mini Control Board.exe". To make it easier to find, it is recommended to make a shortcut to that file so you can easily launch it whenever you need to.

And you're done! Mini Control Board is ready to use.

2. Getting started

After the installation, you can launch Mini Control Board and create your first profile. Select each button and assign a corresponding action to it depending on what you want it to open. When you're done, give the profile a name and save it.
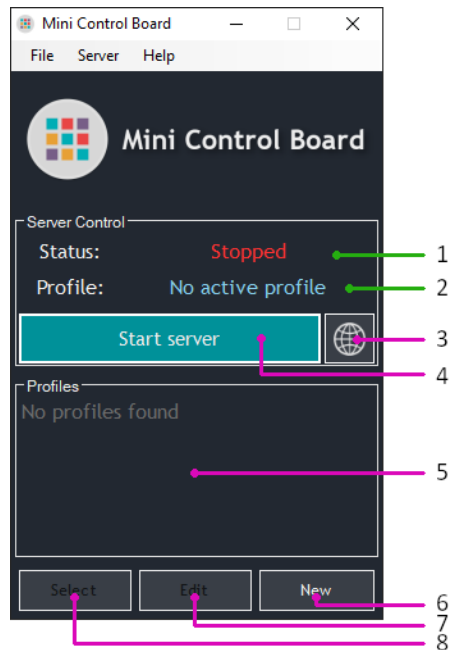
Going back to the main menu, select your newly created profile from the list and start the server. When you see the message "Running" in the status box, you can click the ⊕ button which will launch your web browser on the server's homepage. From there, you will be given a quick-start guide on how to set up Mini Control Board on your mobile phone.

If you have trouble understanding what each button in Mini Control Board does, have a look at graphical interface explanation for the desktop and mobile applications.
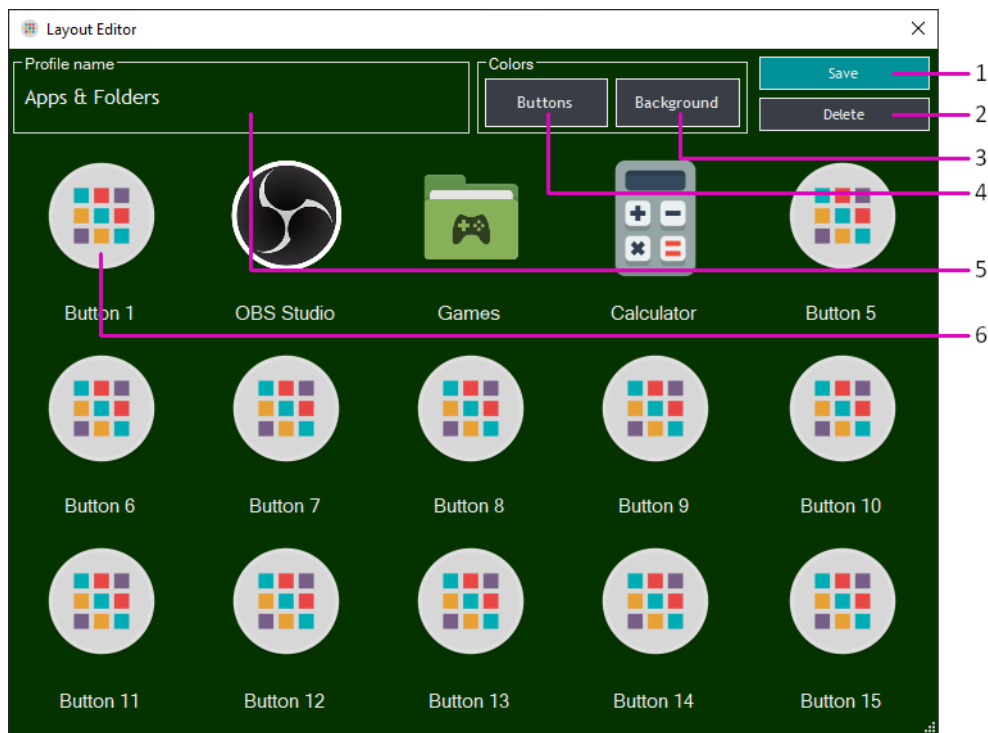
3. Interface – Desktop

3.1 Main window

This is the main interface. From here, you can control the server, manage your profiles and update the program.

1. **Server status**: this displays the current status of the server. "Running" if the server has been started and is running or "Stopped" if the server is not running.
2. **Active profile**: this displays the profile you have selected for the server to use. "No active profile" is shown when the user hasn't selected any profile. In this scenario, the server will not start.
3. **Open server webpage**: clicking this button will launch the server's webpage in your default web browser. The page contains a quick guide on setting up Mini Control Board on your phone as well as the configuration you need to add to the mobile app. If you have multiple connected network adapters, a window will be shown asking you which IP to use. If you're not sure which one is the right one, try each of them until your phone successfully makes a connection to your computer.
4. **Start/Stop server**: this will start or stop the server.
5. **Profiles list**: this list contains all the profiles that the user has created.
6. **New profile**: clicking this button will launch Layout editor and allow you to create a new profile
7. **Edit profile**: after selecting a profile from the **Profiles list**, press this button to edit its configuration. Layout editor will be launched with that profile loaded.
8. **Select profile**: after selecting a profile from the **Profiles list**, press this button to confirm your choice and to switch the active profile to the new one.
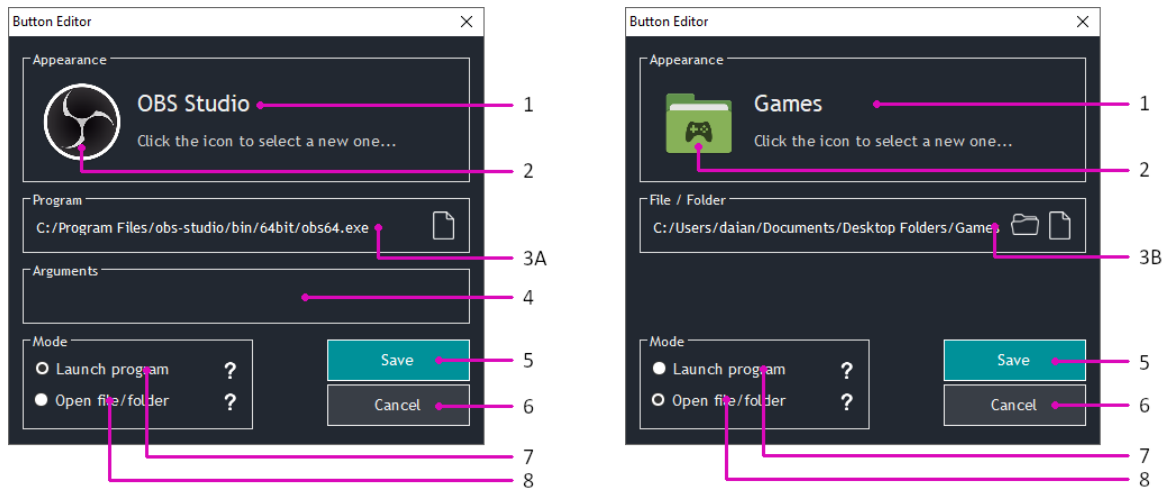
3.2 Layout Editor

With the layout editor, you can customize how Mini Control Board looks on your phone, as well as what programs, files or folders it opens.

1. **Save**: saves the current changes to the profile.
2. **Delete**: deletes the current profile.
3. **Background color**: allows you to pick what color should the background have on your phone. If your phone has an OLED display, it is recommended you use a fully dark background (the default one) as that can save battery and reduce the strain on the display.
4. **Buttons color**: allows you to set what color the text under each button will have on your phone.
5. **Profile name**: this will be the name of the profile. You can name it however you want, but avoid using very long names or names that contain "\" (backslash) or "*" (asterisk).
6. **Programmable button**: Mini Control Board allows 15 programmable buttons per profile that you can configure to launch any program, file or folder. Clicking on a button will launch the Button Editor where you can configure the button.

3.3 Button Editor
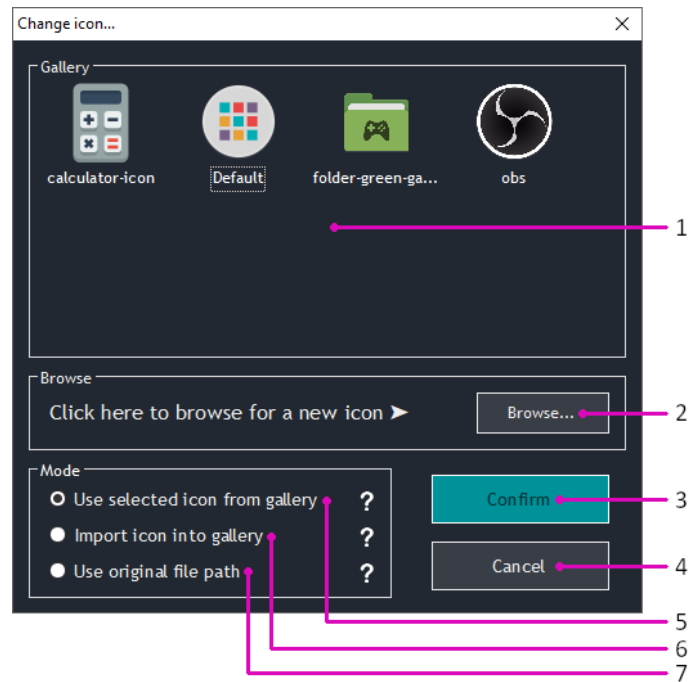
The button editor will allow you to configure what a button does and how it looks. From here, you can change its label, icon and action.

1. **Label**: The text that will appear under the button.
2. **Icon**: The icon that the button will have. Clicking on it will open the Icon Gallery where you can select a PNG image to assign to the button.
3. **Path**:
    A. **Program**: This is the path to the executable or script that will be launched when the button is pressed. The path should point to a ".exe" file and not a shortcut of one (".lnk") otherwise it will not work. Also, only batch scripts are supported in this mode. If you would like to launch other types of scripts (AutoHotkey, PowerShell, etc.), launch the interpreter and give the script path as the **Argument** or use the **Open file/folder** mode that will automatically open the script in the default handler. You can click the 🗋 icon next to the path field to browse for a file.
    NOTE: PowerShell scripts need special command-line arguments as their launch is blocked by default on Windows! **Open file/folder** mode won't work for those.
    B. **File / Folder**: This is the path to a file or folder that will be opened in the default handler when the button is pressed. The program in which the file is opened cannot be chosen here. Check your Windows settings or use **Launch program** mode and select the program you want and give the file as the argument. You can click the 🗋 icon next to the path field to browse for a file or the 🗁 icon to browse for a folder.
4. **Arguments**: (only in **Launch program** mode) Specify what command-line arguments should be passed to the program the button launches. File paths can be typed here if you would like to open a file in a specific program.
5. **Save**: Saves the button configuration and return to the Layout Editor.
6. **Cancel**: Abandons the changes you made and returns to the Layout Editor.
7. **Mode – Launch program**: This option will launch an executable file when the button is pressed. You can specify command-line arguments for the program in the **Arguments** field.
8. **Mode – Open file/folder**: This option will open a folder in Windows Explorer or a file in the default viewer associated with that file type when the button is pressed.

3.4 Icon Gallery

The icon gallery helps you easily set icons for buttons as well as keep all your icons organized in one place for later use.
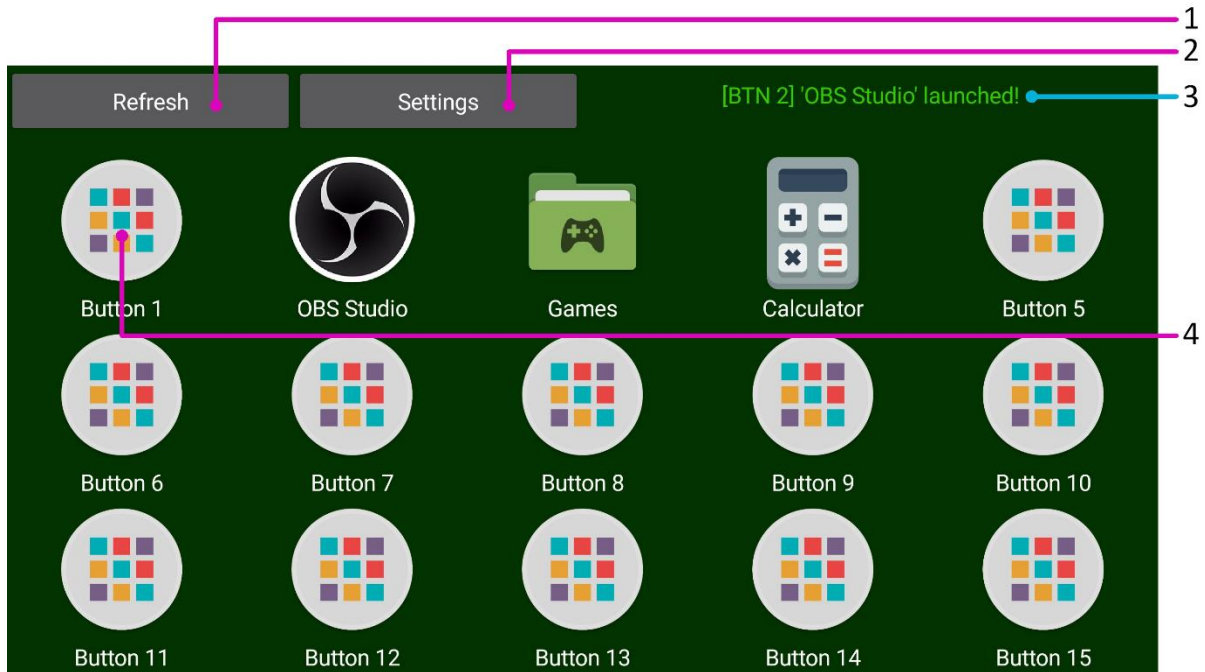

1. **Icon gallery**: Here are all the icons that were imported into the gallery. You can click on one of them to select it along with the **Use selected icon from gallery** mode and that icon will be used for the button. If you no longer want an icon in the gallery or want to change its name, you can right-click and then select one of the options.
   NOTE: Changing an icon's name or deleting it will result in all buttons that use it to reset their icon to the default. If you rename the icon, you will have to edit each button that uses it.
2. **Browse for an icon**: This button will allow you to browse your system for an image to use for the icon. At the moment, only PNG files are supported. This button only works in the **Import icon into gallery** or **Use original file path** modes.
3. **Confirm**: Applies the icon you have selected to the button you were editing.
4. **Cancel**: Aborts the icon change operation.
5. **Mode** – **Use selected icon from gallery**: The icon that is currently selected from the **Icon gallery** will be used for the button.
6. **Mode** – **Import icon into gallery**: The icon you have browsed for will be copied to the **Icon gallery** and used for the button. Icons added to the **Icon gallery** will not be lost even if the original icon is deleted.
7. **Mode** – **Use original file path**: The path of the icon you have browsed for will be used directly without copying it to the **Icon gallery**. This helps conserve space, but if the original icon gets deleted, the server will use the default icon instead.

4. Interface – Mobile

4.1 Main screen

This is the main screen where the launch buttons are located. Pressing them will launch the corresponding action on the computer your phone is connected to.
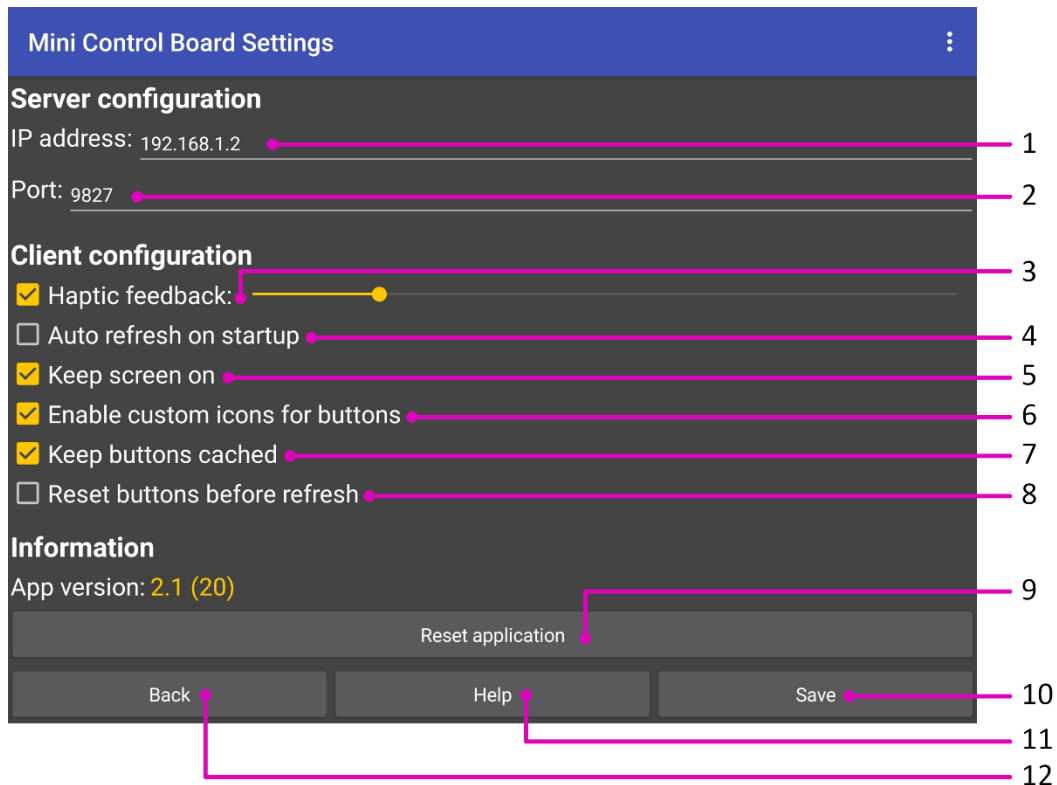

1. **Refresh**: Pressing this button will connect to the server and download the profile configuration (button names, button icons, text color, background color).
    i. *Short press:* the app will download the latest configuration and overwrite the currently cached one.
    ii. *Long press:* the app will reset all button icons and names to default and then download and apply the latest configuration.
2. **Settings**: This will open the Settings screen.
3. **Status**: This will display the status of the current operation that the app is doing. Here, you will also be able to see if a button you pressed managed to successfully launch the assigned action.
4. **Launch button**: One of the 15 buttons that will launch whatever action you have configured in the desktop application. If the action was launched successfully, you should see a message in **Status** similar to this: "[BTN X] 'Program' launched!".
    If the connection to the server cannot be established, this message this will be shown in **Status**: "No response from server!"
    If the configuration is incorrect and the server could not complete the action, this message will be displayed in **Status**: "[FAIL] Unknown error occurred!"

4.2 Settings screen

The settings screen is used for configuring the mobile client to connect to the correct computer, as well as some other small adjustments to its behavior.

1. **IP address**: This is the IP address of the computer the client will try to reach. In order to find out the IP address, you can open the server's webpage where it is displayed (see **Open server webpage** from Main window for more info).
2. **Port**: The port on which the server is running. In order to find out the port, you can open the server's webpage where it is displayed (see **Open server webpage** from Main window for more info).
3. **Haptic feedback**: When enabled, the phone will vibrate shortly when one of the buttons is pressed. Use the slider next to this option to adjust the intensity of the vibration.
4. **Auto refresh on startup**: The app will attempt to connect to the server the moment it is launched and update the buttons' text and icons as well as the background and text colors.
5. **Keep screen on**: When enabled, Mini Control Board will prevent the phone from going to sleep. This way, the phone will keep the screen on at all times ready for you to press a button.
6. **Enable custom icons for buttons**: This controls whether or not to download custom icons from the server. If disabled, the default Mini Control Board icon will be used for all buttons.
7. **Keep buttons cached**: When enabled, the app will keep the profile data (buttons' name and icon, background color, text color) stored on the phone so on the next app launch they can be loaded from local storage instead of contacting the server for them.
8. **Reset buttons before refresh**: This option will set all icons back to the default Mini Control Board icon before fetching the ones from the server. This ensures the correct icons are always displayed however, this can cause high performance impacts on refresh. Only enable this option if you're having problems with incorrect icons being displayed.

9. **Reset application**: This button can be used to reset the app in case things are not working correctly. When the button is pressed, you will be given 2 options:
    i. **Cached data**: This will clear all data downloaded from the server. Use this option if you're seeing incorrect icons being displayed or encounter random app crashes when loading icons.
    ii. **Everything**: This will clear all data downloaded from the server and restore the app back to its brand-new state. If the app no longer works correctly, it is recommended to do a full app reset.
10. **Save**: Saves the changes you made in settings. Some changes will only be visible after the whole app has been restarted.
11. **Help**: This button will bring up a pop-up menu with a quick guide on what each option is.
12. **Back**: This will close the settings page and return to the previous screen without saving the changes. If you want to save the changes, press **Save** button first, and then this one.