STARTER WEB INTERFACE V6.0

Getting Started Documentation

VAT No: GB854076025 | Reg No: UK 05286891
sales@pharoscontrols.com | +44 (0)20 7471 9449 | pharoscontrols.com
272 Gunnersbury Avenue, London, W4 5QB

TABLE OF CONTENTS

VAT No: GB854076025 | Reg No: UK 05286891
sales@pharoscontrols.com | +44 (0)20 7471 9449 | pharoscontrols.com
272 Gunnersbury Avenue, London, W4 5QB

COPYRIGHT NOTICES

Copyright

Trademarks

Pharos is a registered trademark owned by Carallon Ltd.

All other brand and product names used in this document may be trademarks, registered trademarks or trade names of their respective holders.

Changes

The information and specifications contained within this document are subject to change without notice. Pharos Architectural Controls Limited reserves the right to make improvements and changes to the hardware and software described in this document at any time and without notice.

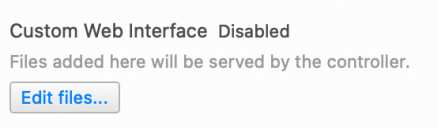
Pharos Architectural Controls Limited assumes no responsibility or liability for any errors or inaccuracies that might occur in this document.

OVERVIEW

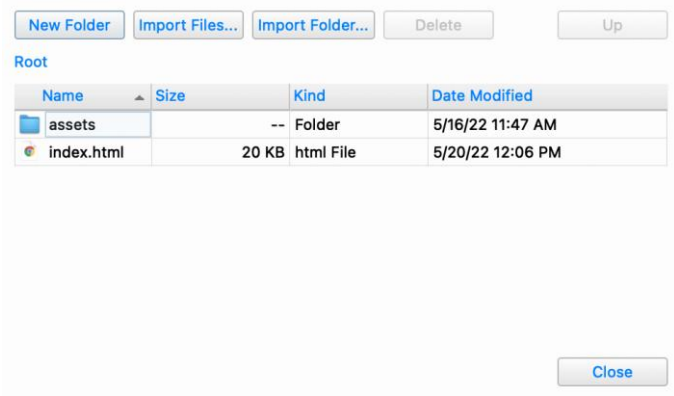
The Pharos Starter Web Interface has been designed to serve as a basic custom web interface for any project to start using immediately or as a template for you to build your own custom project. Control elements are dynamically generated based on information in your Pharos Designer 2 project file without the need to add triggers. This progressive web application or **PWA** is responsive and will automatically adjust to accommodate most desktop and mobile device screen sizes. It has also been optimized for Apple devices using their **Web App** mechanism. This version of the starter interface utilizes API 6.0 and compatible with Designer 2.9 and higher. The API setting can be found on the Project tab in Designer under the project properties tab.

INSTALLATION

Extract the files from the downloaded .zip archive. From the Project view in Designer 2, select the **Web Interface** horizontal tab. Locate the **Custom Web Interface** section and select the button labelled **Edit Files**. This will open the Custom Web Interface window.



Drag the **assets** folder and **index.html** file from the **web_interface_6.0** folder and drop it in the Custom Web Interface window. An **assets** folder and **index.html** file should appear, as shown below. You can then close this window. Save your project file and upload.



This Interface was created specifically for API version 6.0. Future API version releases may need modification to ensure continued functionality. This setting can be found in the Project view in Designer 2 under the tab **Project Properties**.

USING THE INTERFACE

To access the Web Interface, simply navigate to the Controller's IP address from your web browser on your PC, Mac or mobile device. Your device and the Pharos Controller do need to be connected to the same Ethernet and/or Wi-Fi network.

Home

Once loaded, depending on the device with which you're using the interface, you will either see a system dashboard that will have up to 6 navigation tabs or you will see up to 6 icons on your home page. All pages will generate automatically if your project file contains the related elements.

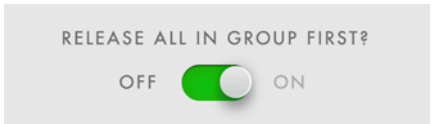
On larger devices, the system dashboard will appear. It provides the user with system status and controller information, as well as an intensity slider for each group in the Designer 2 show file.

Playback

On larger screens, timelines and scenes appear in separate sections. For smaller screens and mobile devices, they are grouped together and accessible via a toggle switch.

To start a timeline or scene, simply select a timeline or scene from the playback page and it will play automatically.
If you have placed your timelines and scenes in groups (A-H) in Designer, they will be sorted as such in collapsible groups. Any timelines or scenes that haven't been grouped will show up in the "Ungrouped" section.

For timelines and scenes that are grouped, you can utilize the **Release All In Group First** toggle switch and when a new timeline or scene is selected, the other timelines and scenes in the same group will be released before the new timeline or scene is played. Note that if you have **Release All In Group First** selected, and you play a timeline or scene from the "Ungrouped" section, then all of the timelines and scenes in every group will release prior to starting your selection.

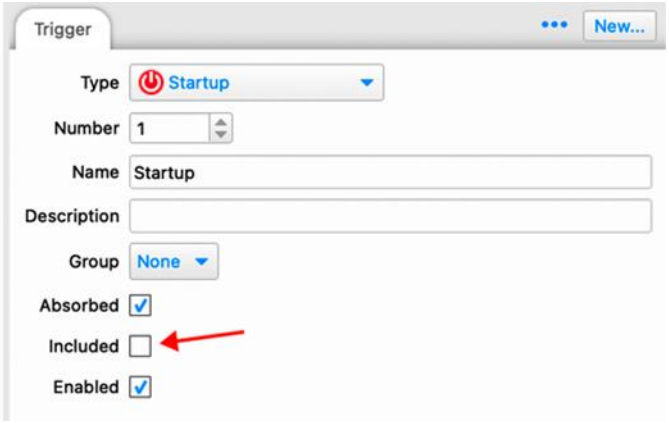


This Interface operates with **last action takes precedence** rules. This means each timeline or scene choice takes over from any previously that are onstage. Master Intensity levels will persist and are updated in real time.

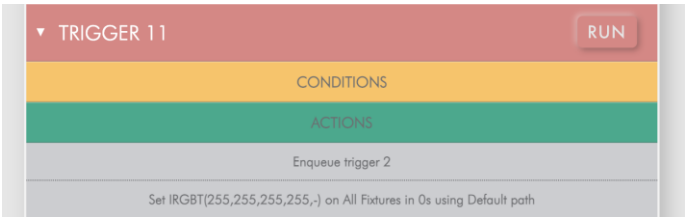
VAT No: GB854076025 | Reg No: UK 05286891
sales@pharoscontrols.com | +44 (0)20 7471 9449 | pharoscontrols.com
272 Gunnersbury Avenue, London, W4 5QB

Triggers

This Interface provides a triggers page which allows you to run any of the triggers you have created in your show file. You can control which triggers show up on your triggers page by navigating to the Triggers tab in Designer 2, selecting the trigger(s) you wish to exclude from the interface, and unchecking the **Included** box. This will remove the selected triggers from the triggers page. The name given to the trigger in Designer 2 will be the name of the trigger in the interface. If you have no triggers in Designer 2, this page will not appear.



Triggers can be expanded to reveal both conditions and actions.



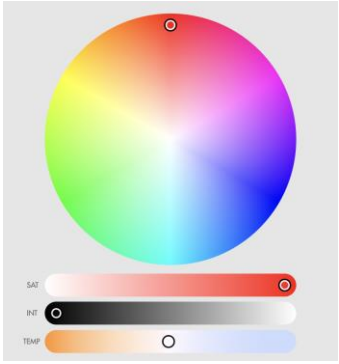
The trigger list can be filtered by groups, which can be chosen in the Triggers tab of Designer 2. There are 7 groups in total including triggers that are ungrouped. To run a trigger, simply select the **RUN** button associated with each trigger. An alert will confirm that the trigger has run. Finally, you can choose to test any conditions associated with your triggers by selecting the **Test Conditions** toggle switch.

Overrides

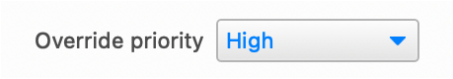
The overrides page allows you to set custom looks for both colour fixture groups as well as tuneable white light fixture groups. Any group that you create in the Layout tab of Designer 2 will appear in the **Groups** section of this page, along with a group for **All**. On larger screens the colour picker will appear with 3 sliders. Saturation, intensity, and colour temperature. On smaller screens, the saturation slider is hidden.

The colour temperature slider will affect colour fixtures just as the colour picker and saturation slider will affect white light fixtures. Therefore, it is strongly recommended that you group your tuneable white light fixtures together and name them accordingly.

It is important to note that the intensity slider for the colour picker defaults to 0. This means that any changes you make won't affect your fixtures until you raise the intensity slider above 0. This was done to keep end users from accidentally making unwanted changes to fixtures.



These custom looks are considered overrides by your controller. Note that these looks are for manual control and are not stored on the controller. They are set to "normal" priority and are subject to the **last takes precedence** rule. You can change the priority of your overrides in the Project tab of Designer 2 in the Project Properties section. Any priority that is higher than normal will override the **last takes precedence** rule, providing your timelines and scenes are set to **Normal** priority.



Master Intensities

The Intensities page provides the user with a master intensity slider for every group created in Designer 2. On larger screens each group has a slider and a toggle switch that are visible directly on the page. On smaller screens a button with a toggle switch is provided for each group. Selecting the button will take you to an additional page that has a dial for intensity as well as a back button.

The toggle switches for the intensity sliders and the intensity buttons operate as on/off only. If you toggle on, the intensity is set to 100%. If you toggle it off, intensity is set to 0%. Any previously set levels will need to be readjusted manually.

In addition, these levels are master intensities. Starting new timelines or scenes will not affect the master intensity values like they do for overrides. If you set the level to 50% and want the level back at 100%, you will need to set the level back to 100%.

All Off

The All Off page provides the user with a method to release timelines, scenes, or to clear any manual overrides individually, or any combination of the three at once. These are global releases of timelines and scenes, and a complete release of all overrides. If you need to release specific timelines or scenes, then you can do so from the Playback page by simply toggling the active buttons.

AUTHENTICATION

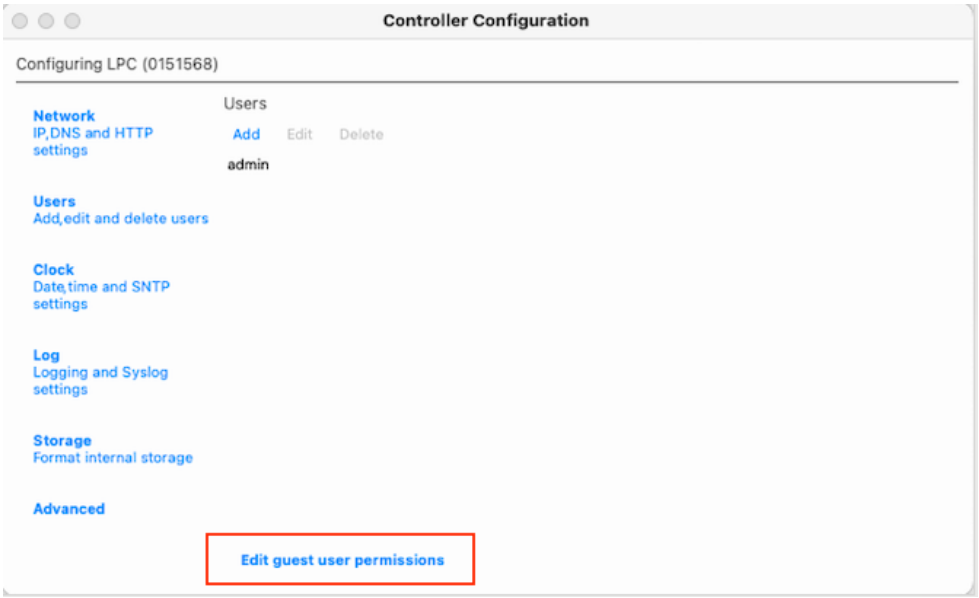
Starting in Designer 2.9, a more secure way of managing hardware access has been rolled out. Instead of adding users and passwords to your project file, this is now done on the hardware via the Controller Configuration setting from within Designer or on the controller's built in standard web interface. To learn more about these new security features and setup please visit the in-app or online help for Designer 2.9.

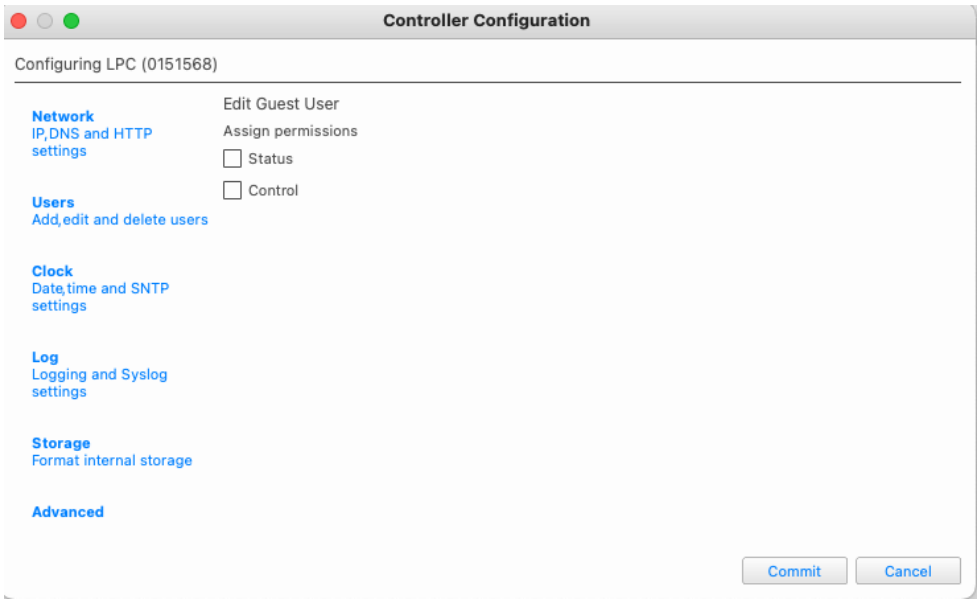
Upon connecting to a new controller for the first time, you will be asked to turn on security or proceed without security. If you leave it off, this custom web interface will function without the need to login or logout.

If you choose to secure the controller, you will need to setup a guest access level and add users and passwords to govern who can log in and use the interface to operate the project file.

Setting up Guest Access

Visit the Designer Network tab, choose your controller and then choose **Controller Configuration** from the menu. This will open a new window with all the hardware settings. Navigate to **Users** and then guest permissions at the bottom. A new screen will appear where you can choose if a guest can have permission to use the custom interface without logging in. Check both boxes if that is the intent.





Setting up Users

To provide a secure control environment for this interface, again visit the controller configuration settings page in Designer and add user and password combinations as well as indicate what access level they should have. Only users with **Control** or **Admin** permissions will be able to use the interface if the hardware is using security and guest access has been restricted.

Logging In with a Username and Password

If you have secured your controller with users and passwords, upon launching this interface you will be asked to login by being directed to a special login page. Upon successful login, you will be re-directed back to the working interface. This interface has been designed for users with an access level of Control and Admin. Users with a Status level access permission will not be able to log into this user interface.

NOTE 1. Every 5 minutes the interface will log the user out and the user must log back in. There is a custom variable that can remove this feature that is discussed later in the customization section of this document.

APPLE DEVICE (IOS) SETUP

Using this interface on Apple mobile devices such as iPhone and iPad have an extra setup step that will make the user experience feel like they are using a native Apple Store App. Apple devices can display this interface in a mode where the Safari web browser controls, URL bar and other menu items are hidden. In this mode, your lighting system interface works and feels like a touch screen

Step by Step:

1. Open the Safari browser and navigate to your controller's IP address.

2. If you are presented with a login screen you MUST login first and once you have access to the interface move on here to step 3.
3. Tap this icon to bring up the sharing menu.
4. Scroll down to the selection called “Add to Home Screen” and following the prompt to name the bookmark it will be placing on your home screen.
5. Once this is done, go back to Safari can close the tab or quit.
6. Navigate back to you home screen, find and launch the bookmark icon that has been newly added to you home screen.

NOTE 2. For best results using a device as a semi-permanent control station, you may want to disable certain iOS features like screen timeout, automatic device lock, Bluetooth, and Live Text. You can also read up on using the iPad in Supervised Mode by installing the Apple Configurator App. In this mode your interface can be the only App that the device will present to a user.

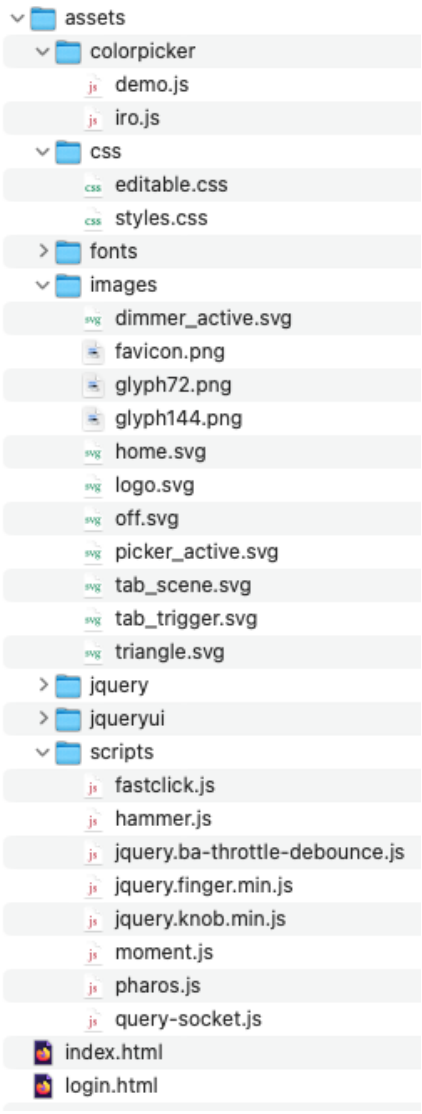
CUSTOMIZATION

This starter custom web interface has also been created to act as an example system to allow others to use it as a jump off point to build their own interfaces or to customize this one. While all of the HTML, CSS and JavaScript code can be customized we provide a variety of out of the box easy thing you can customize.

Some of these customizations are achieved by working in the Designer 2 software, while others require edits to the web interface files that you unzipped and added to Designer during the installation step earlier in this document.

When we indicate what file needs to be edited, in the list of customizations below, we will do so by indicating the folder path where the file can be found. The current file structure looks like this on the right. Most of the files you will be working with will be:

- index.html
- login.html
- assets/images/logo.svg
- assets/images/favicon.png
- assets/scripts/pharos.js
- assets/colorpicker/demo.js
- assets/css/styles.css
- assets/css/editable.js



Changing the Pharos Logo

To change the Pharos logo shown at the top of the interface when larger screen sizes are used, you simply need to create your own logo in .SVG format and replace the assets/images/logo.svg file with your identically named file. Logos similar to the aspect ratio of the Pharos Logo will work best but the interface will constrain the height and width to be sure it fits best.

Change the Browser Favicon

To change the favicon that is shown within a web browser's bookmark and tab system you simply need to create your own favicon file and replace the assets/images/favicon.png file with your identically named file. Favicons require a specific resolution and size for them to be acceptable to your web browser.

File name:	favicon.png
Document type:	PNG image
File size:	3 KB (3,418 bytes)
Creation date:	Jul 7, 2022 at 9:26 PM
Modification date:	Jul 7, 2022 at 9:26 PM
Image size:	128 × 128 pixels
Image DPI:	83 pixels/inch
Color model:	RGB

Change the Icon Used for the iOS Homepage Bookmark (Apple-Touch-Icon)

Two files are used to provide the icon that iOS will save to your home screen (See Apple Device Setup Above). One is for non-retina displays and the other a higher resolution for Retina screens. Those file files are assets/images/glyph722.png and assets/images/ glyph1442.png

File name:	glyph72.png
Document type:	PNG image
File size:	4 KB (4,127 bytes)
Creation date:	Jul 11, 2022 at 9:11 PM
Modification date:	Jul 11, 2022 at 9:11 PM
Image size:	72 × 72 pixels
Image DPI:	72 pixels/inch
Color model:	RGB

File name:	glyph144.png
Document type:	PNG image
File size:	7 KB (6,978 bytes)
Creation date:	Jul 11, 2022 at 9:11 PM
Modification date:	Jul 11, 2022 at 9:11 PM
Image size:	144 × 144 pixels
Image DPI:	72 pixels/inch
Color model:	RGB

Changing the Colour Scheme

This interface has been provided with a quick and easy way to customize the colour scheme to re-theme the look of the interface. The use of CSS variables allows for the editing of a simple text file to change the colours of the interface. Open and review the file assets/css/ editable.css

```
@charset "UTF-8";
/* CSS Document */
:root {
    /* Primary Color - Page Background */
    --pri: #ffffff;
    /* Secondary Color - Primary Text, Footer Icons, Off Container Background: ; */
    --sec: #6d6e71;
    /* Accent Color - Secondary Text, Table Value Text */
    --acc: #ffffff;
    /* Tertiary Color - Intensity Toggle Swtich Active Color */
    --ter: linear-gradient(#00843D, #00ca5d);
    /* Intensity Toggle Switch Off Background */
    --off: linear-gradient(#36455b, #283446);
```

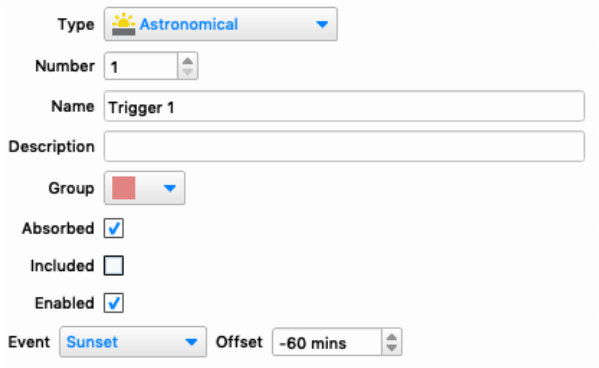
In the example above you can edit the colour and gradient colours for each of the variables and they will affect the commented areas of the interface. After editing, don't forget to put your new file with an identical name into the Designer Custom Web Interface files area. Review **Installation** above to be reminded where to remove and add files for this interface.

Limiting Displayed Triggers

As with the standard web interface that runs on all controllers, a trigger can be omitted from the list presented to the web interface user by un-checking the "Include box while in the Designer software. This does not disable the trigger, just prevents it from showing on any/all web interfaces.

Limiting the Number of Groups, Timelines and Scenes that are Displayed

There are times in your programming that certain timelines, groups and scenes do not want to be operated by a user from the web interface. This interface allows you to set a limit to which of these elements will be presented for operation via this customer web interface. This is done by setting a numerical limit to the objects. Any timeline, scene or groups that is more that the limit set will not show up in the interface. For Example: If you had a series of timelines being used for complex timers, you may not want those to appear on the interface. If we set those timelines to above the number 500 and put a limit on timelines at 500, they would not appear in the customer web interface.



To make these settings, three variables in the JavaScript code have been created:

- `tLimit` - timeline limit
- `sLimit` - scene limit
- `gLimit` - group limit

Changing these variables requires you to edit the assets/scripts/pharos.js and add your newly editing file to the web interface file area in the Designer software. This variable can be found around line 24 as show here.

```
11  var y = 0;
12  var collapsed = true;
13  var iGroup = 0;
14  var uGroup = 0;
15  var accOpen = 0;
16  var sccOpen = 0;
17  var lastHash = 0;
18  var selectedGroup = "";
19  var controllerType = "";
20  var myGroups = ["Ungrouped", "Group A", "Group B", "Group C", "Group D", "Group E", "Gro
21  var testConditions = false;
22  var intGroup = "";
23  var myFilter = [0, 0, 0, 0, 0, 0, 0, 0];
24  var tLimit = 5000;
25  var sLimit = 5000;
26  var gLimit = 340;
```

Change the Authentication 5min Timeout

This interface will log you out after 5 min regardless of activity. Enhancements to this circumstance are under way. However, if you are using the interface without authentication, not using a username and password to gain access, then you might want to turn off the logout timer. To change this setting, one variable in the JavaScript code has been created that you can modify:

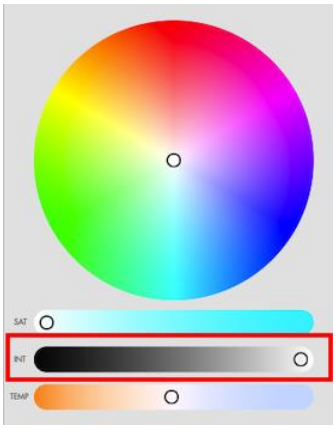
```
27  var intStart = "off"
28  var intBlock = false;
29  var auth = true;
```

- `auth` – "true" for 5min logout, "false" for no forced logout

Changing this variable requires you to edit the assets/scripts/pharos.js and add your newly editing file to the web interface file area in the Designer software. This variable can be found around line 29 as show here.

Changing the Starting Intensity of Group Overrides

By default, when you open the **Overrides** page, the Intensity Slider is at 0% to start with. This must be adjusted above 0% before a chosen group will change colour to your selection.



This default setting can be changed so that changing the colour will immediately move to the new colour selection at a custom default intensity.

To make these settings, two variables in the JavaScript code have been created for you to edit.

- `myInt` - the starting intensity value (0-255)
- `slidrInt` - the default position of the intensity slider (string of "#000000" to "#FFFFFF")

Changing these variables requires you to edit assets/colorpicker/demo.js and add your newly editing file to the web interface file area in the Designer software. These variables can be found around line 23 as show here.

```
// Set Default group intensity of first press and intial slider position
var myInt = 128;
// Above enter 0 for 0%, 128 for 50% and 255 for 100% to set starting intensity
var slidrInt = "#808080";
// Above enter "#000000" for 0%, "#808080" for 50% and "#ffffff" for 100% slider position
```

Note: Variable **slidrInt** that governs the slider's position uses a RGB colour value to define its background colour and position. Using RGB **black** at RGB (000,000,000) and RGB **white** at RGB (255,255,255) will yield the black to white track colour that is desirable as well as the proper position of the handle. In this file colour values are written as hexadecimal.

Add a Custom Zone Name to Timeline and Scenes for the Dashboard

Designer 2 allows you to create custom properties for Fixtures, Layouts, Scenes and Timelines. By adding a customer property name **Zone** for Timelines or Scenes, the interface will display that name in the lower left-hand corner of the Status Object when viewing the Dashboard page of the web interface. In the example below Timeline 1 was given a **Zone** name of **Exterior** and this is now presented on the dashboard page.