

Welcome to ProntoEdit Professional 2



You are New to ProntoEdit Professional

ProntoEdit Professional 2 is a state-of-the-art, user-friendly editor for programming Pronto Control Panels. It offers you easy-to-use tools to quickly create a customized project for your customers:

- An entire **database** of IR-controlled equipment, which you can tailor to your own needs.
- An extensive **gallery** of graphics which you can add to your project effortlessly.
- A smooth implementation of **two-way modules** (e.g. music servers or lighting systems.)

You are Familiar with ProntoEdit Professional 1.0

With the 2.0 release, we have radically redesigned ProntoEdit Professional. As it is "designed by installers, made by Philips", we have catered to the needs of the custom install professional:

- ProntoEdit Professional 2 is now entirely **activity-based**.
- **UI programming and component set-up have been split**, improving the structure and re-use of projects. This provides an elegant alternative for the hidden code pages and links methodology of the 1.0 version.
- As a result of this new structure, the efficiency of the **drag & drop functionality** has increased immensely. You can now drag & drop all the elements you need where you need them.

Tip

- Check out the **Frequently Asked Questions** in the **Support** section on www.pronto.philips.com to learn more about the differences between working with ProntoEdit Professional 1.0 and 2.

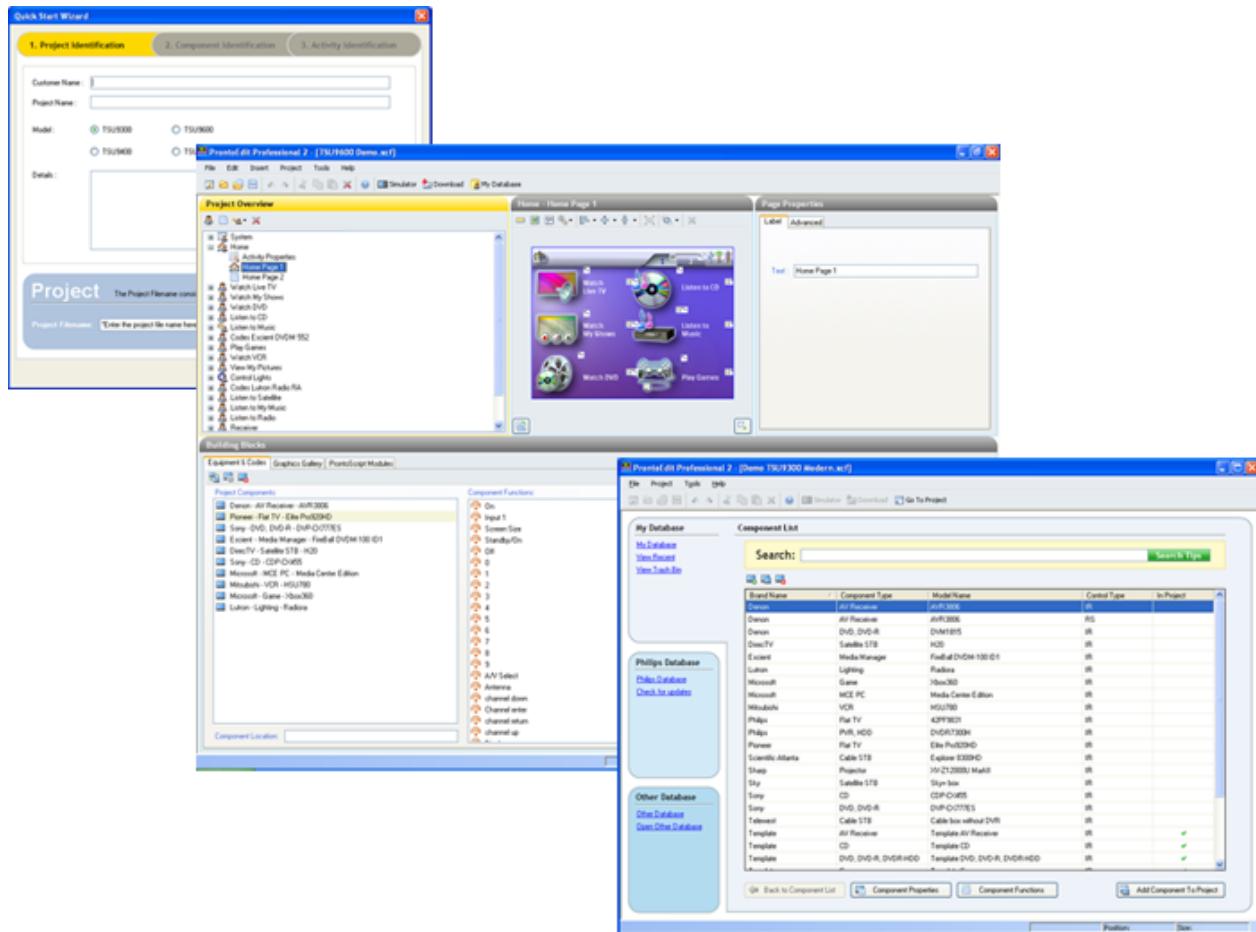
The new ProntoEdit Professional has been designed with the ambition to drastically reduce the time you need for your projects.

Would you believe you can create a project in less than 20 minutes?

A First Look at ProntoEdit Professional 2

ProntoEdit Professional consists of three main parts:

Click one of the parts in the image below for more information.



How to Use this Online Help

You can use this Online Help in two ways:

- Use the **workflows** explained in the Online Help section **Working with ProntoEdit Professional 2 Step by Step**. Follow the steps to create a **new project** or to manage **My Database**.
- **Explore** ProntoEdit Professional 2 in the Online Help section **Looking into ProntoEdit Professional 2 Step by Step**.

Tip



Click the

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1. The **Quick Start Wizard**: a few steps, a few clicks, and the bulk of the work is done!
1. The redesigned **My Project**: the place to fine-tune.
1. **My Database**: your personalized IR and RS 232 library manager.

What's New in Version 2.4

- Fully **customize** your work area by reordering and resizing panes and tabs
- Benefit from **multiple page** view
- Improve your efficiency by creating **reusable macros**. These can be added directly to buttons fast and easy
- Actions can now be assigned to the **rotary wheel**
- Enjoy **faster project transfer** to your Pronto when [downloading](#) or [previewing with the simulator](#)
- Customize Pronto further with easy **Windows fonts** selection
- Don't forget **ProntoScript** is constantly being updated, check the latest version of the developer's guide!
- ProntoEdit Professional 2.4 is now also compatible with **Windows 7**

The Pronto Philosophy

Total Home Control

There are different ways of deploying Pronto Control Panels, depending on the type of home entertainment system. In all cases, ProntoEdit Professional 2 is by far the fastest and easiest tool to date for programming the Control Panels of the Pronto family.

Single-room Control

One Pronto can be used to control all the equipment in **one room** (Home Theater, media room).

Instead of having an entire array of remote controls, one easy-to-use, customized Pronto offers the user easy access to all the experiences the media room has to offer. With the **press of just one button**, he can start enjoying a DVD, a music album, a TV show, etcetera. As an installer, it is up to you to integrate the user's experiences into a user-friendly, activity-based **user interface**.



See also



[Activity-based control](#)

[The Control Panel User Interface](#)

The Control Panel **doesn't even have to be in line of sight** of all the equipment to control it. **Extenders** are connected to the equipment that is out of the Control Panel's IR range. The Control Panel sends its commands **wirelessly** to the Extender, and the Extender passes the commands on to the component to which it is connected.

Although the Pronto uses WiFi as RF solution, you don't need to setup an entire WiFi network. The **Wireless Extender** can operate as a **standalone component**, letting the Control Panel communicate with it directly, without the need of a wireless access point or IP network.

From Single-Room to Multi-room Control

But there can be more to it than just easy-to-use, reliable control in one room. You can gradually **take a Pronto-based system further**:

- You can use the Control Panels and Extenders in **a networked system**. In that case, the Control Panels communicate with the Extenders and the other components **via the network in the home (wireless or wired)** .
- You install **several Control Panels** throughout the house: one in the Home Theater, one in the living room, one in the master bedroom, etcetera:
 - Each room has a **dedicated Pronto**, with **direct access** to that room's activities.
 - In addition, the Prontos share a set of activities at the house-level. For example, a Control Panel in the Home Theater can control the lighting in the whole house.
 - When the user moves to a different room, he doesn't have to switch rooms on the Control Panel UI.



Use dedicated Prontos

Some people prefer a setup where all the Prontos in a house can roam fully through the entire house. In that case, the user switches rooms on the Control Panel when he moves to a different place in the house. Nevertheless, research has shown that this approach is harder to learn for most users. Philips therefore advocates using dedicated Prontos.

Complex Systems

And then there are the **complex systems**:

- Several Control Panels in the same home, possibly with different types of Control Panels,

- Integration of system feedback in the Control Panel's user interface via 2-way modules at the home-level,
- Content control of [media servers](#),
- Integration with HVAC systems,
- Controlling pools and spas,
- Integration with other automation systems (lighting, curtains, fans).



When programming for these complex systems, ProntoEdit Professional 2 can be tailored entirely to the needs of a customer with ProntoScript. Bear in mind that the TSU9300 Control Panel does not support the ProntoScript functionality.

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See also

- [How to Use ProntoScript Modules](#)
[How to Configure Special 2-Way Activities](#)

Networked Systems

The Pronto System is a networked system: it is **WiFi and TCP/IP based** Â Because it is a networked system, there are endless possibilities of combining different kinds of Control Panels, Extenders and using all types of equipment: IR-based AV components or RS 232 components, relay equipment, brand new state-of-the-art equipment or legacy components,...

Mounted Systems



Choose for the **TSU9800** Control Panel and you can configure the Control Panel with a **fixed, Ethernet connection**, making the connection even more reliable than the WiFi solution.

Choose to mount the Control Panel to the docking station and on a surface or on the wall, making lights and AV settings directly available when entering the room.

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See also

- [Network Settings](#)

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Activity-based Control



Extensive research in the field of usability has shown that people think in terms of **goals or results** when interacting with a remote control or control panel. Users just want to watch a DVD, listen to music, or enjoy other experiences, nothing more or less. Even though home theater systems can be quite complex and complicated to set up, and even though they offer hundreds of special features, they are used for a limited number of basic experiences.

In the Control Panel context, these experiences are translated into **activities**. Programming the Control Panel means configuring the user's system to let her experience the home entertainment system. It basically comes down to **placing a set of components in the necessary states** so that the user can start experiencing the activity she selected.

Our job is to set up the user's home entertainment system so that it is **easy, predictable and reliable**. As an installer, it is up to you to integrate the user's experiences into a user-friendly, activity-based **user interface on the Control Panel**. You do this by programming the different **activity macros**. *Discrete codes* The codes for switching a component on and off can either be discrete codes or toggle codes. If they are discrete, this means that there is one code for switching the component on and a different code for switching the component off. Discrete codes make it easier to create macros than toggle codes. ensure **reliable behavior** of the **macros** A macro is a series of commands that are sent out one after the other by the Control Panel when the user presses a certain button or key. For example, an activity is a macro. Buttons that let the user switch to channels also contain macros. When programming macros, it is important to include the necessary delays between each command.; hence you can guarantee your customer predictable, **rock-solid control**.

In fact, the better a home automation system, the less complex it is for the user, but the more complex it is to program (hence the price tag). Likewise, a well-configured Control Panel makes life a lot easier for the user, because it takes away a lot of the decisions a user normally has to make. It lets the user focus on *what* she wants to do, instead of *how* she is going to do it.

The Control Panel should be designed to give the user only the controls she needs within the activity.

Example

- ➊ For example, if the user selects the activity "Listen to CD" from the Control Panel, the Control Panel sends out an activity macro with commands for all the equipment concerned so that the user can immediately start listening to a CD, without having to think about switching components on or off, or tuning to the right source.

The Control Panel User Interface

The user interface of a system determines the user experience to a great extent. That's why the Control Panel user interface is so important. If you want satisfied customers, make sure to design a user-friendly interface.

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User Interface versus User Interaction

You can compare the user interface with the cockpit of an airplane. It is the interface to all the functionality of a complex system.

- User interaction refers to how the user and the system interact. The system should follow the user, adapt itself to the user's needs depending on the task at hand. In the Pronto context, "the task" is experiencing entertainment. The Control Panel user interface should be as simple as possible, only showing what is needed, but not less.

Philips has done a great deal of the work for you by designing default and sample projects that are activity-based and easy-to-use, with a user-friendly navigation, an attractive look and feel, and the appropriate subset of buttons. You can customize these default projects and tailor them completely to your customers' needs.

These are the most important aspects of the Control Panel user interface:

Dynamic User Interface

The Control Panel has a dynamic user interface. This means that the user interface changes depending on which activity the user is experiencing.



Correct Use of Hard Buttons

Although the user interface should be dynamic in order to adapt to the situation, some functions, like the master volume control, are relevant in all circumstances and should therefore always be available in the same place. For these functions, we typically use the hard buttons.

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Consistent design of soft pages

- Even in the case of the soft pages, it is good practice to keep similar functions (play DVD, play VCR) in the same place on different pages. This creates an automechanism with the user that enhances ease-of-use.



Hard buttons on the TSU9400



Hard buttons on the TSU9600



Hard buttons on the TSU9800

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Note

The TSU9300, TSU9400 and TSU9800 have two more hard buttons than the TSU9600: an **Info** and a **Return** button.

Activity-based User Interface

Users think in goals. In order to anticipate on this expectation, the user interface has to be focused on these goals. In addition, the user interface should only show the user what is relevant for him. In other words, avoid cluttering the user interface with superfluous elements, and keep it simple.



Navigation



One of the most important aspects of the user interface is the navigation. The user should not get "lost" in the Control Panel user interface. He should always have the possibility of returning to a place he knows, with a **Back** button or a **Home** button.

In addition, the navigation should not consist of too many levels. The Philips defaults have one or two navigation levels.

Look and Feel

It goes without saying that the look and feel of a user interface should receive the necessary attention. It's what the user has to look at over and over again, so it should be attractive without distracting him. In addition, a color-coded user interface can support the user's navigation.

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Example

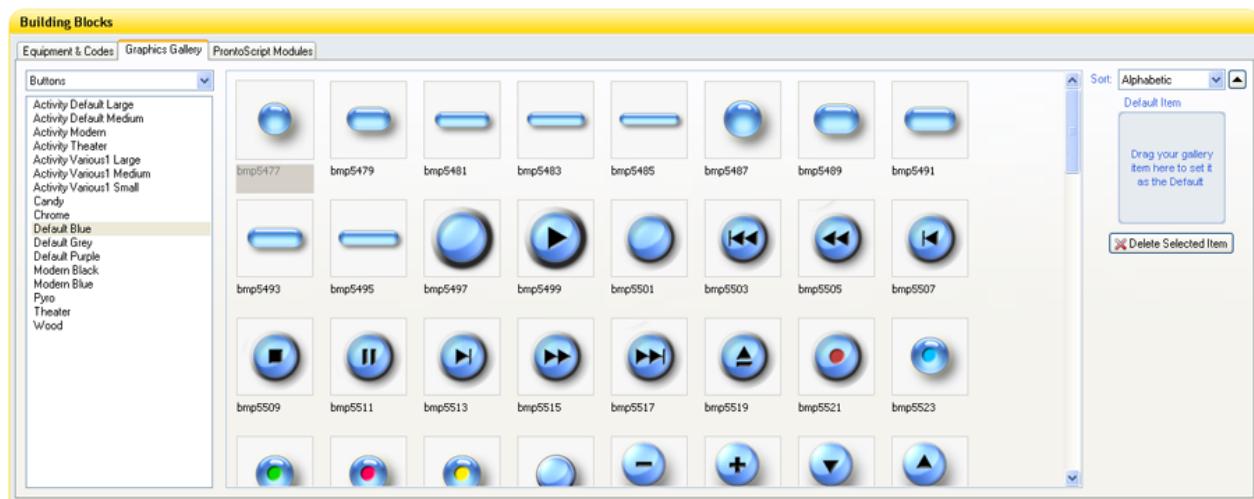
Background colors can be set at the activity level, making it easy to dedicate a different background color to each activity.

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See also

- [Different types of pages](#)
- [How to Insert Graphics](#)

When programming a Control Panel, you can use the default galleries designed by Philips, or you can add your own graphics via the gallery.



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The Pronto System Equipment

A Wide Array of Equipment

The Pronto Control Panels can be used in combination with all kinds of equipment.

- **Audio/Video equipment**

This can be

- Content-source components, for example a DVD player,
-or-
- Content renderers, for example, a flat-screen television or multi-zone amplifier.
The AV receiver has a special, central role: it switches sources and routes the signal to renderers.

- **Home automation equipment**

For example, lighting systems, HVAC systems, fans, blinds, a spa.

Control Panel Communication

The Control Panel is the central element in the home that can control virtually all the equipment in every room, because it can communicate with the components it controls in various ways.

Directly via IR

The Control Panel can communicate directly via IR to the components that are in its line of sight.

Via Extenders

Extenders are used to literally extend the range of the Control Panel. They are connected to IR components that are not in the Control Panel's line of sight, or to RS 232 components, relay components or power sense components. The Extenders receive commands sent out wireless or wired by the Control Panel, and pass them on to the components.

There are **two types** of Extenders:

- The **Wireless Extender** or RFX9400 can only be connected to IR components, but it can work standalone as well as in a network.



- The **Serial Extender** or RFX9600 can be connected to IR components, relay-controlled components, serial components and power sense components. It can only work in a network.



There are **two ways** of using Extenders:

- **Standalone:** the Extenders and Control Panels communicate directly, without a wireless network with access points. This is only possible with Wireless Extenders.
- **In a Network:** the Extenders and Control Panels communicate via the network in the home. This is possible with both types of Extenders.

Via the network

The Control Panel can use the network in the home to communicate with other IP-based components, for example, a music server or the lighting system.

See also

For more information on the Extenders, please consult the [RFX9400](#) and [RFX9600](#) Starter's Guides.

Two-way Control

Not only can a Pronto control equipment, it can also receive feedback from equipment. This allows it to:

- Know the state of the equipment, and consequently only execute the part of the macro that is really needed.
- Show status information on the Control Panel screen. For example, the current room temperature, the volume level on the receiver, the lights' status around the house.



See also

[How to Use ProntoScript Modules](#)

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Pronto Databases

The screenshot shows the ProntoEdit Professional 2 interface. The title bar reads "ProntoEdit Professional 2 - [Demo TSU9300 Modern.xcf]". The menu bar includes File, Project, Tools, and Help. The toolbar contains icons for New, Open, Save, Print, and others. The left sidebar has sections for "My Database" (with links to My Database, View Recent, and View Trash Bin), "Philips Database" (with links to Philips Database and Check for updates), and "Other Database" (with links to Other Database and Open Other Database). The main area is titled "Component List" and features a search bar with a "Search Tips" button. Below the search bar is a table with columns: Brand Name, Component Type, Model Name, Control Type, and In Project. The table lists various components from brands like Denon, Microsoft, Mitsubishi, Philips, Pioneer, Scientific Atlanta, Sharp, Sky, Sony, and Teleglobe. Some rows have checkmarks in the "In Project" column. At the bottom of the component list are buttons for Back to Component List, Component Properties, Component Functions, and Add Component To Project. There are also "Position:" and "Size:" input fields.

Philips Factory Database

The Philips Factory Database is an extensive database of components and their respective functions that is regularly updated. Philips has added components to it that are controlled one-way, either via IR or RS 232.

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Two-way controlled equipment

Two-way communication between devices is a complex matter that cannot be modelled as a mere list of (one-way) commands. Therefore, 2-way modules do not belong in the Philips Factory Database and [have got their own place in the Pronto System](#).

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See also

[How to Use ProntoScript Modules](#)

My Database

To create and manage your projects, you need to compile your own personal customized database from the Factory Database: **My Database:**

- Select the equipment that you need for your projects.
- Fine-tune the functions and properties of that equipment. For example, if you never use certain functions of a component, you can delete them.

When compiling My Database, check for regular updates of the Factory Database to make sure that you have the most recent version. Factory Database updates do not affect the equipment in My Database.

Universal Databases

My Database is the central element in the Pronto editors. The database can be shared by different editors and Control Panels. This means that, if you are using different versions of the editor and if you're programming different kinds of Control Panels, you can always use the same database. You can even [share your database](#) with other people around the world and vice versa at www.pronto.philips.com.

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Tip

Download the **OnlyOneRemote** database from the **Downloads** section on www.pronto.philips.com and [copy components](#) to My database. This database is an asset to your projects since it is created and tested for custom installation.

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Working with ProntoEdit Professional 2 Step by Step

How to Create a Project from Start to Finish

There are five basic steps to creating a project:



1. [Create a New Project](#): use the Quick Start Wizard to create a new project with the components and activities that you need.
2. [Fine-tune the Activity Macros](#): check the activity macros in the project and customize them.
3. [Set-up the Channel Icon Macros](#): check the channel icons and customize the macros behind them.
4. [Download, Test and Rework](#): try out the project on a Control Panel, and fine-tune it.
5. [Archive](#): save the project.

Try It!

Each of these steps are explained in the following topics:

1. Click **Next** and try out each step as you go along to familiarize yourself with ProntoEdit Professional 2.
2. At the end, connect a Control Panel to the PC and [download your own project](#) on the Control Panel. You will see for yourself that the navigation structure is already set up and that the activity macros really work.

[Next >>](#)

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Create a New Project



The easiest and fastest way to create a new project is to run the **Quick Start Wizard**: based on the input you provide, all the components, functions and activities you need in your project are automatically generated with the default settings and layout. You can always add components and Extenders, and customize your project afterwards.

Try out these steps in ProntoEdit Professional 2:

1. Run the **Quick Start Wizard**.
2. Define the [project](#): fill in the customer's name and define the type of Control Panel (TSU9300, TSU9400, TSU9600 or TSU9800).
3. Select the [components](#) in the project, search for the brands and model numbers and assign these to the components.
4. Select the [activities](#) in the project.

Note

For more experienced users of ProntoEdit Professional 2, there are other ways of creating a project:

- **Start from an existing project:** you can leverage on work that has already been done by Philips in the default projects or by yourself in previous projects, and customize it.
You can easily reuse a project for the different types of Control Panels. Via the menu **File - Save project as**, you just change the Control Panel type. Since TSU9600 and TSU9800 have the same VGA screen (different size but the same resolution), you can even reuse projects without changing anything in the layout on the screens! This is also the case for projects of the Control Panels TSU9300 and 9400.
Or you can [merge](#) multiple projects to one new project, sharing graphics and ProntoScripts.
- **Create a new project completely from scratch.** In that case, you start from an entirely empty project, configure all the components and design all the pages yourself. Although this approach offers you the most flexibility, it is also the most time-consuming and will typically cost you dozens of hours of work more.

[<< Previous](#)

[Next >>](#)

Fine-tune the Activity Macros



Check the default activity macros that were generated by the Quick Start Wizard, and fine-tune them. It is possible that you have to adjust delays or certain actions in the macros. You can also add or delete activity macros.

Try out these steps in ProntoEdit Professional 2:

1. Go to **My Project**.
2. For every Activity, check the activity macro in the **Activity Properties - Actions** :
3. Check if the AV receiver switches to the right source (i.e. corresponding with the way you wired the system).
4. Check if the power-on commands for all components involved are present and work.

[<< Previous](#)

[Next >>](#)

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Set-Up the Channel Icon Macros



Use the **Channel Macro Wizard** to customize the macros behind the channel icons.

Try out these steps in ProntoEdit Professional 2:

1. Go to [My Project - Project Overview](#).
2. Open the first page with the Favorite Channels.
3. In the [WYSIWIG](#), select a channel icon.
4. In the **Button Properties - Actions**, run the channel macro wizard and define the numbers and delays in the [channel macro](#).

[**<< Previous**](#)

[**Next >>**](#)

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Download, Test and Rework



When you have completed a project, you need to test it before you can deliver it to your customer.

Try out these steps in ProntoEdit Professional 2:

1. Try out the user interface of your project with the [Simulator](#).
2. [Download](#) your project onto the Control Panel.
3. Test the activities, buttons and pages on the Control Panel:
 4. Are there any dead ends in the navigation structure?
 5. Are all the activity macros fast and reliable?
 6. Do all the buttons have codes?
 7. [Test the functions](#).
1. Rework the project.
 2. [Check the toggle codes](#).
 3. [Check the delays in the activity macros that don't work](#).
 4. [Check the IR emitters \(mousetails\)](#).

Check Toggle Codes

If certain components that should be on are switched off, and vice versa after you press several activity buttons in succession, there is probably a problem with [toggle power codes](#). The codes for switching a component on and off can either be toggle codes or discrete codes. If they are toggle codes, this means that the same code is used for switching the component on and off. Toggle codes make it harder to create macros. When you want to switch a component on in a macro with a toggle code, you have to specify that the code should only be sent if the component is off. This is achieved by adding a power sense action to the macro in order to detect whether the component is on or off. There are different solutions for this problem:

1. Check in the **Factory Database** whether the component has discrete power codes as well as toggle codes. For example, in the component functions list, there could be a Power or Power toggle code, and a separate Power On code and Power Off code. The Power On and Power Off codes are the discrete power codes. Use these codes in the [activity macros](#).
2. If the component's discrete codes are not in the Factory Database, check with the **component's distributor** whether the component has discrete power codes. If so, add the discrete **HEX codes** to the **component's function** list, and replace the toggle codes in the [activity macro](#) with the discrete codes.
3. If the component does not have discrete codes, use **power sensing** via a Serial Extender.

Example

You have a set-top box without discrete power codes. This set-top box has a power socket for a TV.

1. Connect a **9 Volt adapter** to this power socket.
2. Connect the other end of the 9 Volt adapter to a **power sense port** on the Serial Extender.
3. Make sure the Extender is configured correctly in the Configuration Tool and [added to your project](#).
4. Add a **power sense action** to the [power function](#) in the [activity macro](#). A macro is a series of commands that are sent out one after the other by the Control Panel when the user presses a certain button or key. For example, an activity is a macro. Buttons that let the user switch to channels also contain macros. When programming macros, it is important to include the necessary delays between each command..

Check Delays

If one or more delays in the activity macro are too short, the function that is sent out immediately after the delay won't be processed. Check the [delays](#) in the activity macros and change them where necessary.

Check the IR Emitters

If you are using one or more Extenders that are connected to components via IR emitters (so-called mousetails):

1. Make sure the IR emitters are placed exactly on the component's **IR eye**.
2. If the component's IR eye is too sensitive, adjust the IR emitter's **power settings** with the dipswitches on the Extender.

[<< Previous](#)

[Next >>](#)

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Archive Your Project



When the project is finished, save and archive it so that you can re-use it for a later project. ProntoEdit Professional 2 assists you by suggesting a directory structure:

- for Windows XP: **My Documents\Pronto Projects**
- for Windows Vista: **C:\Users\Philips\Documents\Pronto_Projects**

Tip

Save early, save often: make sure to backup your projects weekly on a second medium (CD-R, DVD-R, remote HDD,...) in case your hard drives do fail.

① **Should I leave a copy of the project at the customer's premises?** Philips leaves this option up to you. We removed the upload functionality from ProntoEdit Professional to protect your work. By default, your customer cannot change the project. If you and your customer should agree otherwise, you can leave a memory stick or a CD-RW with the customer as an alternative to the previous upload mechanism.

Congratulations on your first project!

[<< Previous](#)

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How to Manage My Database

There are two philosophies for managing My Database:

- Either you maintain My Database on the fly, while your work on your projects,
- Or you plan **regular clean-up and management** of My Database.

In order to keep My Database in the best possible shape, we recommend the second option. The following scenario describes how to put this theory into practice.

You can create and manage a customized My Database in four easy steps:



1. [Check for updates](#): make sure you are working with the most recent version of the Factory Database.
2. [Search and add components](#): find the components you need for your project in the Factory Database and add them to My Database.
3. [Add components with Fast Learn](#): if you need components that are not in the Factory Database, you can add them to My Database with Fast Learn or manually.
4. When all the components you need are in My Database, you can [customize](#) the functions and properties to make sure that everything works exactly as you want it.

Try It!

Each of these steps are explained in the following topics.

1. Click **Next** and try out each step as you go along and see what happens in ProntoEdit Professional 2.
2. At the end you will have a personal My Database.

[Next >>](#)

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Check for Updates

1. Check for Updates

2. Search & Add Components

3. Add Components with Fast Learn

4. Customize Components

Before you start compiling your personal database, make sure that you have the most recent version of the Factory Database:

Try out these steps in ProntoEdit Professional 2:

1. Go to [**ProntoEdit Professional - My Database**](#).
2. Update the Factory Database.

[<< Previous](#)

[Next >>](#)

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Search & Add Components

1. Check for Updates

2. Search & Add Components

3. Add Components with Fast Learn

4. Customize Components

Try out these steps in ProntoEdit Professional 2:

1. In the Factory Database or in shared databases, [search](#) for the components that you need.
2. [Add them to My Database](#).

Note

 You can also [get components from your previous databases or someone else's database](#), for example the **OnlyOneRemote** database you can download from the [Downloads](#) section on www.pronto.philips.com.

[<< Previous](#)

[Next >>](#)

Â

Add Components with Fast Learn

1. Check for Updates

2. Search & Add Components

3. Add Components with Fast Learn

4. Customize Components

If you can't find a component in the Factory Database or in another database, you can add it yourself. Try out these steps in ProntoEdit Professional 2:

1. Go to [My Database - My Database](#).
2. Add a [new component entry](#) in the list.
3. Add the component functions [with Fast Learn](#).

Tip

 You need the component's remote control for Fast Learn. If you don't have the remote control, but you do have the list of component functions and codes, [you can enter the function codes manually](#).

All the components you need are now in your project.

[<< Previous](#)

[Next >>](#)

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Customize Components in My Database



After you have added all the components you need to My Database, you may want to customize them. For example:

- If you never use certain component functions, you can delete them. This makes the drop-down lists and views shorter, and speed up your work.
- You can also add functions if there are omissions in the database.
- Or you can customize the component delays to make macros more reliable or faster.

Try out these steps in ProntoEdit Professional 2:

1. Go to [My Database - My Database](#).
 2. Customize the component [properties](#)
 3. Customize the [IR](#) or [RS 232](#) functions.
- The components in My Database are now fully tailored to your projects.

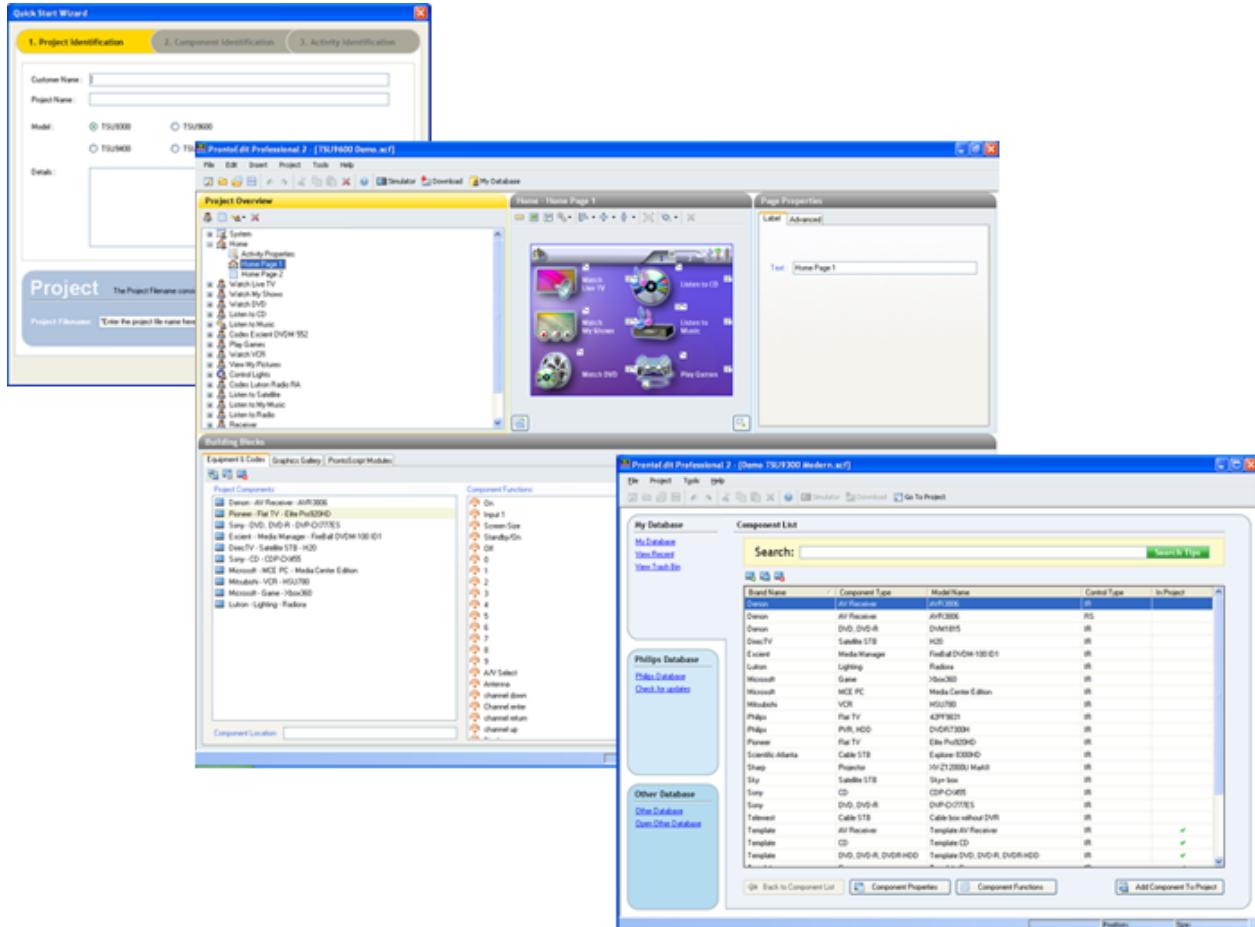
[**<< Previous**](#)

Â

Looking into ProntoEdit Professional 2 Step by Step

ProntoEdit Professional consists of three main parts:

Click one of the parts in the image below for more information.



How to Use this Online Help

You can use this Online Help in two ways:

- Use the **workflows** explained in the Online Help section **Working with ProntoEdit Professional 2 Step by Step**. Follow the steps to create a **new project** or to manage **My Database**.
- Explore ProntoEdit Professional 2 in the Online Help section **Looking into ProntoEdit Professional 2 Step by Step**.

Tip



Click the icon at the top of a topic and discover which shortcuts you can use.

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1. The **Quick Start Wizard**: a few steps, a few clicks, and the bulk of the work is done!
1. The redesigned **My Project**: the place to fine-tune.
1. **My Database**: your personalized IR and RS 232 library manager.

Quick Start Wizard



The Quick Start Wizard opens automatically when you open ProntoEdit Professional 2.

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Tip

You can also run the Quick Start Wizard by selecting **New Project > Quick Start Wizard** from the **File** menu in ProntoEdit Professional.

Follow the three steps in the Quick Start Wizard:

- [Project Identification](#)
- [Component Identification](#)
- [Activity Identification](#)

The image displays three sequential windows of the Quick Start Wizard:

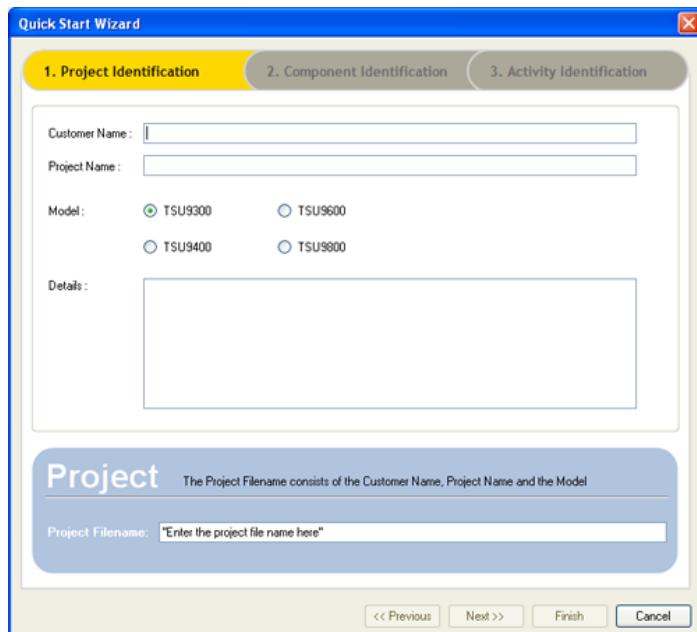
- Step 1: Project Identification**
Customer Name: [Input field]
Project Name: [Input field]
Model:
 TSU9300 TSU9600
 TSU9400 TSU9800
Details: [Text area]
Project: The Project Filename consists of the [Text area]
Project Filename: [Input field] "Enter the project file name here"
- Step 2: Component Identification**
Project
Select the required component on the right (If the required component is not in the list you can add it after you finished the Wizard)
Then search in My Database or Factory Database to replace this default brand/model.
Select the component and press Assign
What is a Template?
Search: [Input field]
Brand Name / Component Type / Model Name
Denon AV Receiver AVR3906
Template AV Receiver Template
Show all components
- Step 3: Activity Identification**
Project
Select only those activities that you require in your project.
In case you do not find a required activity, you can add one after the project is created.
If you have removed components in the previous page (Component Identification) it will be a good idea to remove activities that are dependent on such components. Unless you plan to enable these activities by adding components later using the Editor.
Activities:
 Watch Live TV
 Watch My Shows
 Watch DVD
 Listen to CD
 Listen to Music
 Listen to Radio
 Control Lights
 Play Games
 Watch VCR
 View My Pictures
 Listen to Sat Music
 Listen to PC Music
 Please Wait.

See also

- [My Project](#)
[My Database](#)

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How to Identify the Project



In the **Project Identification** panel:

1. Fill in the **Customer Name** and the **Project Name**.
2. Select the **Pronto Type**.
3. Fill in additional **details** about the project.
4. Click **Next** to continue.

Â

Tip

ProntoEdit Professional automatically generates the **Project Filename** in the following format : Customer - Project - Type.

When you select the checkbox **Add Date stamp to the generated file name** in the Menu **Tools - Options - Quick Start Wizard**, ProntoEdit Professional 2 automatically adds the current date to the Filename.

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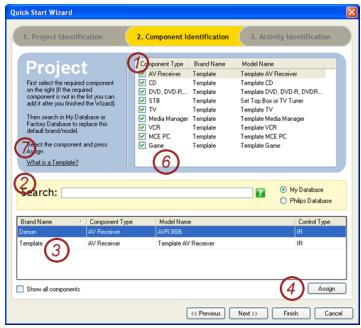
[Next >>](#)

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How to Define the Components in the Project

In the **Component Identification** panel:

1. Go through the list of components in the left column **Component Type**.
Select a component that you will use in your project.
2. **Search** for the brand and model of this component in My Database or the Philips Factory Database. You can use this field like you would search in a search engine on the internet.
The results are listed below the **Search** field.
3. Select the component you are looking for in the result list.
(If the required component is not in the list you can add it after you finished the Wizard.)
4. Click **Assign** to assign the component to the project.
5. Repeat these steps for all the components in the Device Type list that you will be using in the project.
6. In the **Component Type** list, deselect the components that you won't be using in your project.
7. Check if the components are connected as indicated in the **template**. If not, finalize the wizard and [change the output of the wizard manually](#).

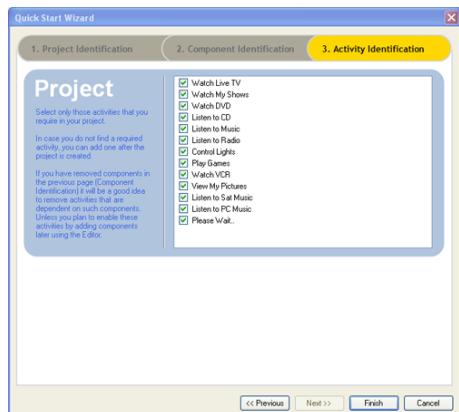


<< Previous

Next >>

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How to Define the Activities in the Project



The **Activity Identification panel** shows a list of activities corresponding to the components you selected in the previous step.

1. If necessary, deselect the activities that you do not need for this project.
2. Click **Finish**.

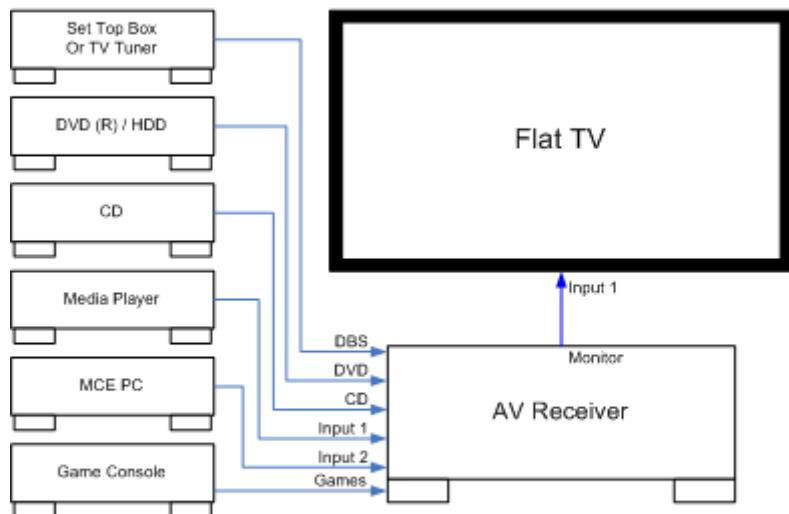
[**<< Previous**](#)

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How to Customize the Output of the Wizard

The Quick Start Wizard uses template.xcf files that contain the information how a configuration file is automatically constructed by the Wizard. There are different templates for the different panels, and in fact you can even create your own template. The location of the template files is: **C:\Program Files\Philips\ProntoEdit Professional 2\QSWTemplateProjects.**

The output, or in other words, the way that the components are expected to be connected is defined in this template file. The default templates create macros assuming that the AV receiver switches all the sources and the TV only has a monitor function, as illustrated by the following image:



You can change this by adapting the [activity macros](#) in the file. The Wizard will always use the default names: QSW Template TSU9400, QSW Template TSU9600 and QSW Template TSU9800.

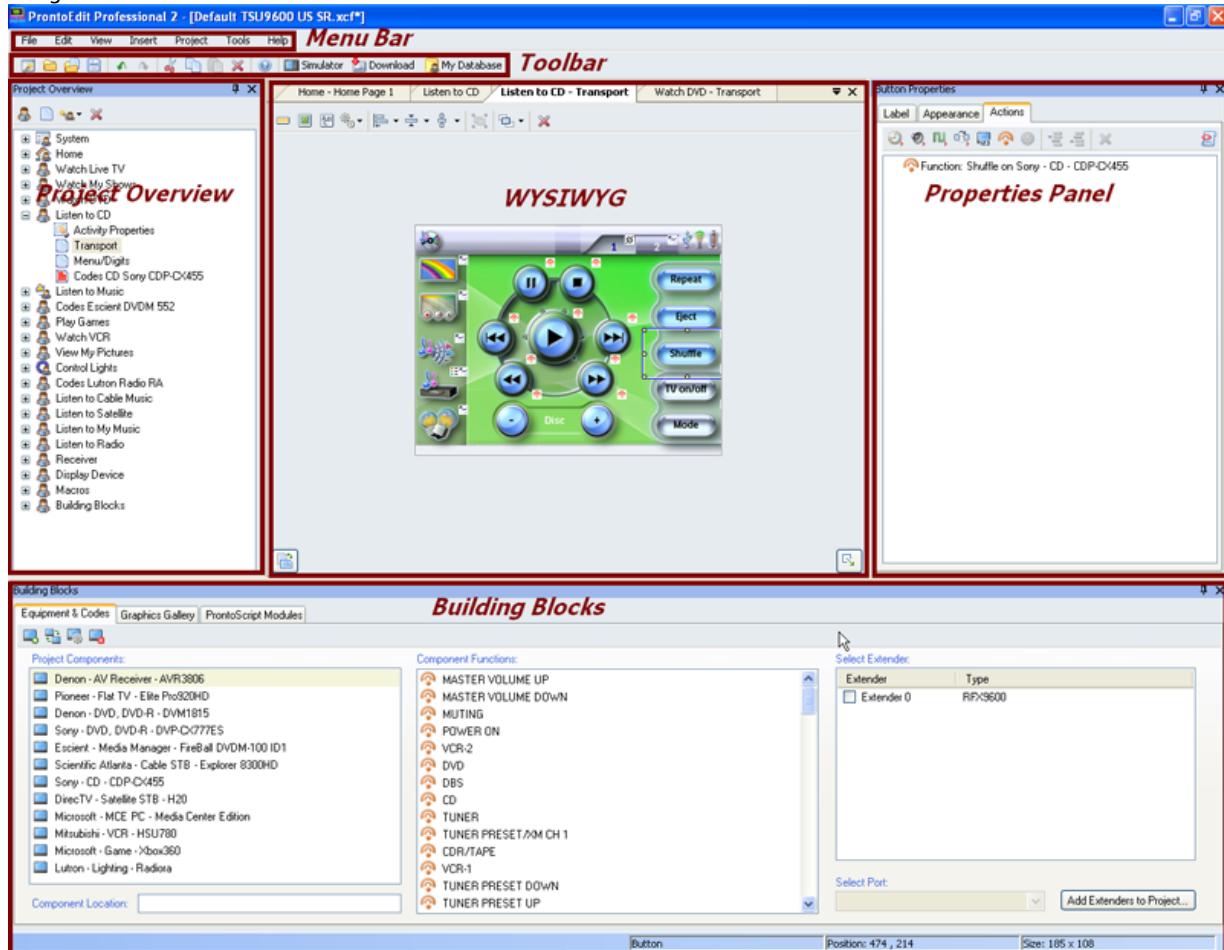
Important

Make sure you make a back up of the original template.xcf files if you change them.

My Project



Use the various panels in My Project to customize the pages of the project. Click the highlighted parts of the image below for more information.



See also

- [How to Customize the Work Area](#)
- [Quick Start Wizard](#)
- [My Database](#)

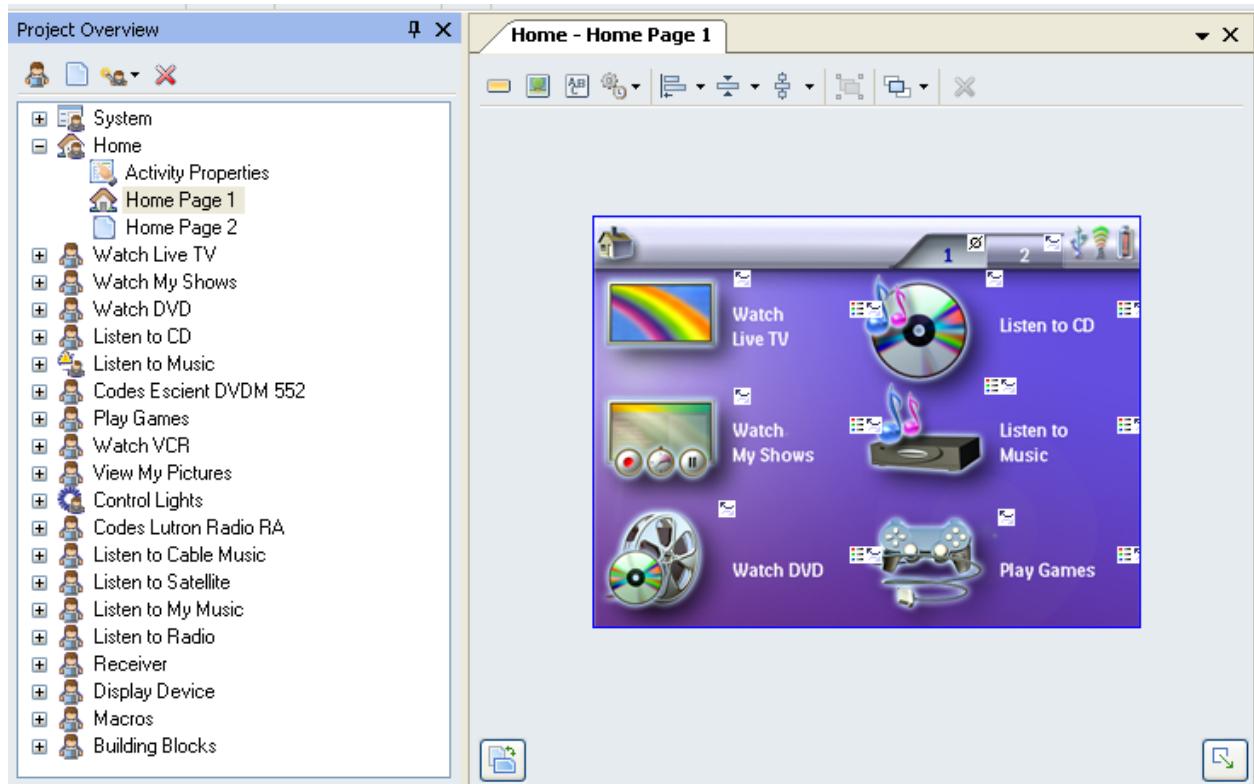
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Project Overview



The **Project Overview** shows a tree view of all the activities and pages in your project. From the Project Overview, you can:

- Click once on the **expand** or **collapse** sign to show or hide the pages belonging to an activity.
- **Double-click** on an Activity or a Page to **display** it in the WYSIWYG.
- Select an entire activity or a page and move it to a different place in Project Overview to **rearrange** the activity or page order.



With the **toolbar buttons** you can:

- : insert an [activity](#)
- : insert a [page](#)
- : insert a [special two-way activity](#)
- : delete a page or activity.

See also



[The Different Types of Pages](#)

[How to Use the WYSIWYG](#)

How to Add Activities



Add New Activities

In Project Overview, you can add new, empty activities to the project. After adding these activities, you need to add all the buttons, functions,... to the page yourself:

1. Go to **My Project - Project Overview**.
2. Click the button.
-or-
Open the **Insert** menu and select **Activity**.
A new activity and a new page are added in Project Overview.

3. **Label** the activity and the page.
The activity name is used in the title bar of the Control Panel.

Tip



You can add extra pages to the activity with the button or via the **Insert** menu.

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Add Special Two-Way Activities

Apart from the regular activities, you can insert **special activities for 2-way modules**. When you add this type of activity, a set of pre-designed pages is added to the project, with default actions already in place.

1. Go to **My Project - Project Overview**.
2. Click the button and select the type of activity you want to insert.
A new special activity and the default pages for that special activity are added in Project Overview.

3. Configure the activity's properties.

Drag & Drop Pre-designed Activities from the Building Blocks

Graphics & Gallery and ProntoScript Modules contain a number of activities that have been pre-designed for you. If you add these to Project Overview, an entire set of activity and pages, complete with buttons and functions, is added to your project.

To add activities from **Graphics & Gallery**:

1. Go to **My Project - Building Blocks - Graphics & Gallery**.
2. Select **Activities** from the drop-down list.
3. Select an **Activity category** from the list.
The activities in that category open in the list in the middle.
4. Select an Activity and **drag & drop** it to the tree view in **Project Overview**.
The activity and pages are added to Project Overview.

Tip

- When you save [an activity from another project to the Gallery](#), the actions assigned to the elements of the pages are stored in the Gallery as well. If you drag and drop this activity into your new project, the actions will be copied too.

To add activities from **ProntoScript Modules**:

1. Go to **My Project - Building Blocks - ProntoScript Modules**.
 2. Select a ProntoScript module and **drag & drop** it to the tree view in **Project Overview**.
The activity and pages corresponding to that module are added to Project Overview.
-

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How to Add Pages



Add New Pages

In Project Overview, you can add new, empty pages to the project:

1. Go to **My Project - Project Overview**.

1. Click the  button.
-or-

Open the **Insert** menu and select **Page**.

A new page is added in Project Overview under the selected page.

Tip

 The page is added under the page selected in Project Overview. Before adding a page, select the page under which you want to add the new page.

1. You can **drag** the page to wherever you want in **Project Overview**.

2. **Label** the page.

The page name is used in the title bar of the Control Panel so the user knows where he is.

3. Double-click the page.

It opens in the **WYSIWYG**. You can now add elements to the page.

Tip

You can lock a page and its properties to prevent unwanted changes by other users.

 Right-click the page and select the **Lock Page** option. All options in the tabs of the **Page Properties** are now locked.

To unlock the page, right-click the page and deselect the **Lock Page** option.

Add Pre-designed Pages

Graphics & Gallery contains a number of pages that have been pre-designed for you. If you add these to Project Overview, an entire page, complete with buttons and functions, is added to your project.

1. Go to **My Project - Building Blocks - Graphics & Gallery**.

2. Select **Pages** from the drop-down list.

3. Select a **Page category** from the list.

The pages in that category open in the list in the middle.

4. Select a page and **drag & drop** it to **Project Overview**.

The page is added to Project Overview.

Tip

 When you save [a page from another project to the Gallery](#), the actions assigned to the elements on that page are stored in the Gallery as well. If you drag and drop this page into your new project, the actions will be copied too.

How to Create Jumps to Pages

1. Go to **My Project - Project Overview**.
2. **Select** a page.
3. **Drag** the page to a **button** or **key** in the WYSIWYG, or to the Action Properties of a button selected in the WYSIWYG.
The button now leads the user to that page.



See also

[How to Create Jumps to Pages via the Properties](#)

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How to Add Reusable Macro

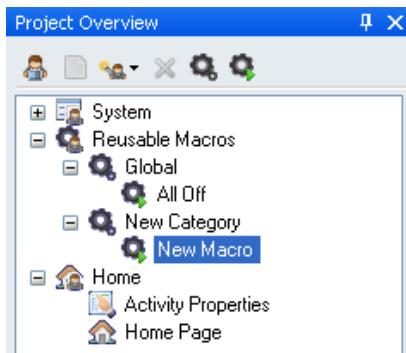


Reusable macros come in handy when you want to reuse certain macros throughout the project. Instead of copy-pasting an existing action list, the macros can be added directly from the **Project Overview**.

Should you make a **change** to the macro, the changes will take effect **everywhere** you added the reusable macro.

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Tip

Place macros you want to **reuse** in your activities in the **Global** category.

Place **specific macros** used for specific functions in the **other categories**.

Add New Categories and New Reusable Macros

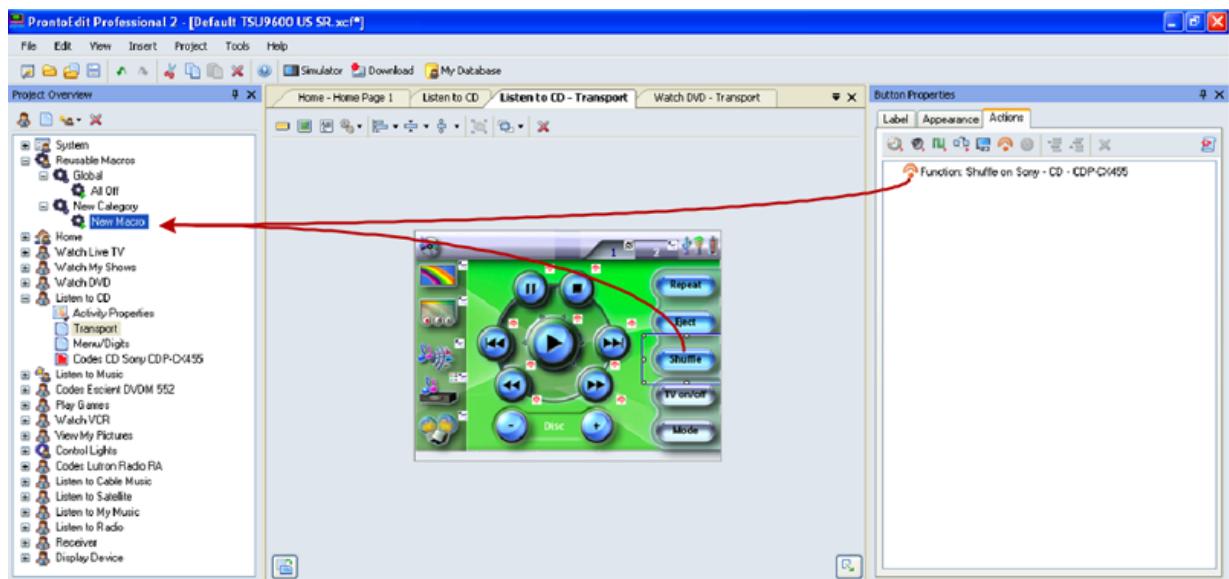
In Project Overview, you can add new categories and reusable macros to the project:

1. To add a new category, click the button.
-or-
Open the **Insert** menu and select **Reusable Macro Category**.
A new category is added.
2. **Label** the category.
3. To add a new reusable macro, click the button.
-or-
Open the **Insert** menu and select **Macro**.
A new reusable macro is added.
4. **Label** the reusable macro.

Define Actions for Reusable Macros

Define the actions for a reusable macro by:

- [inserting actions via the Properties](#)
- dragging and dropping actions from a button or another action list to it



Warning

- ⚡ If you see a ⚠ icon appear before a reusable macro in the Project Overview, this means that there is something wrong with the action(s) in the reusable macro. Check the problem in the action list.

The Different Types of Pages

Project Overview shows the pages that make up your project.



There are three different types of pages:

- [System Page](#)
- [Home Page](#)
- [Activity Page](#)



These pages correspond to:

- System
- Home Activity
- Activity

It's important to know the difference between these pages and activities, because they have a certain [hierarchy](#) when they are modified.

System and System Page

The System and corresponding System Pages are the **blueprint** of the project:

- The elements that are placed on the System Page **appear on all the other pages** as well. Use the System Page for system items such as a USB indicator, a Network indicator, the date and time,... For example, if you want to show the date and time on each page, you only need to insert those elements on the System Page.
- The elements on the System Page are visible on every page, but they can **only be modified in the System Page** itself. Changes are automatically implemented on all the other pages too. For example, if you want to reposition the date and time on the Activity Pages, you only need to move them on the System Page and they will be moved on the other pages automatically.
- If you want to use the same **background** throughout the project, place it on the **System**.



See also

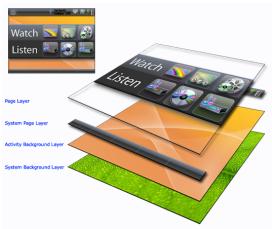
[How to Customize the System Properties](#)

[back to top](#)

Page Hierarchy

The background placed on the **System** is displayed on all the activities and pages.

The elements on the **System Page** will appear on all the other pages.



The **Activity** background appears on each Activity Page belonging to that Activity. If the Activity background differs from the System Page background, the Activity Pages will appear with the Activity background.

In some of the default projects, each activity has a different background in order to enhance the user's mental model. If you want to do this yourself, it is best to leave the background of the System Page empty. You will have to choose a different background on all of the Activity Pages anyhow.

Each **Activity Page** is customizable in its turn. The changes you make to an Activity Page do not affect any other pages.

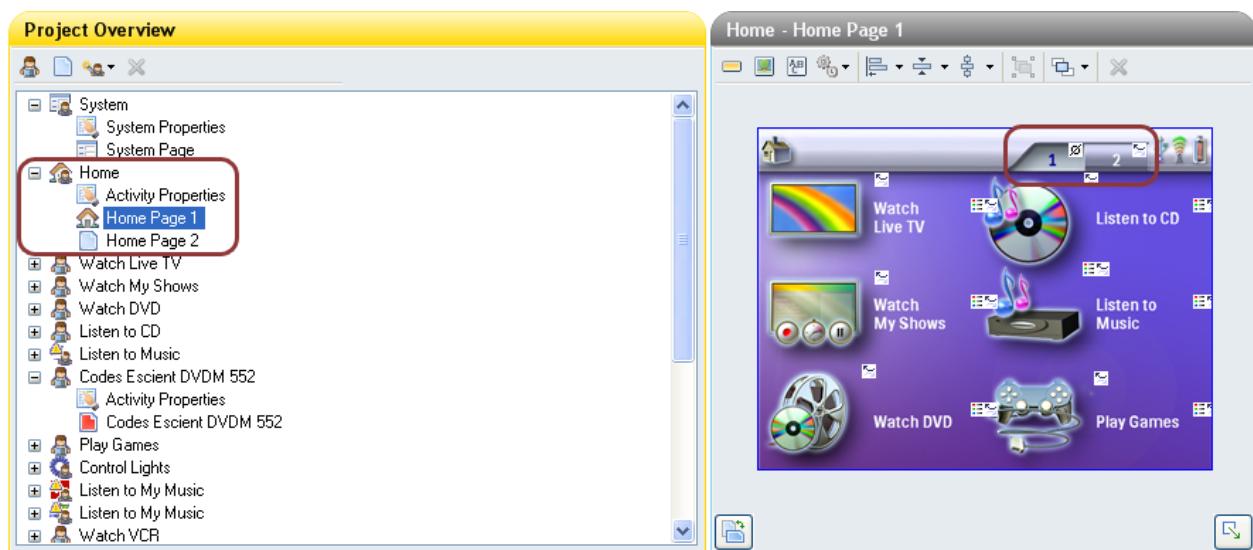
[back to top](#)

Home Activity and Home Page

The Home Page is the page that appears by default when the user starts up the Control Panel and when he presses the **Home button**. The Home Page usually leads the user to the different **activities** or the different **rooms**.

The Home Page is indicated in Project Overview with the icon.

The Home Page belongs to the Home Activity. The Home Activity can contain either just the Home Page, or if there isn't enough room on the Home Page, several pages that make up one Home Activity. In that case, these other pages should be made accessible to the user on the Home Page, for example, via tabs on top of the Home Page.



[back to top](#)

Activity Page

The Control Panel allows the user to perform various activities in his Home Theatre. All the buttons that a user needs for an activity are on an Activity Page or on a set of Activity Pages. Different Activity Pages make up one Activity.

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See also

[The Pronto Philosophy: Activity-based control](#)



- [How to Use the WYSIWYG](#)
- [How to Insert Graphics](#)
- [How to Insert Actions](#)

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[back to top](#)

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WYSIWYG

The WYSIWYG is the place where you create the pages that appear on the Control Panel. It is the central element of ProntoEdit Professional 2. A great deal of the items in the WYSIWYG can be customized by dragging and dropping from the Building Blocks or Project Overview:

- Insert graphics and actions: drag and drop buttons, panes, functions,... from the [Building Blocks](#), or use the WYSIWYG Toolbar and the [Properties](#).
- Drag and drop pages and activities from [Project Overview](#) to create jumps to these pages and activities.
- [Align](#) the items on a page. You can zoom in on the page to do this accurately.
- Modify the properties of the different elements on a page via the [Properties](#) pane.

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See also



[How to Use the WYSIWYG](#)

[How to Insert Graphics](#)

[How to Insert Actions](#)

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How to Use the WYSIWYG

The **WYSIWYG** is the place where you create the pages that appear on the Control Panel. It is the **central area** of ProntoEdit Professional 2. The WYSIWYG shows the pages of the Control Panel together with the hard buttons on the Control Panel. You can customize the pages and hard buttons in the WYSIWYG.

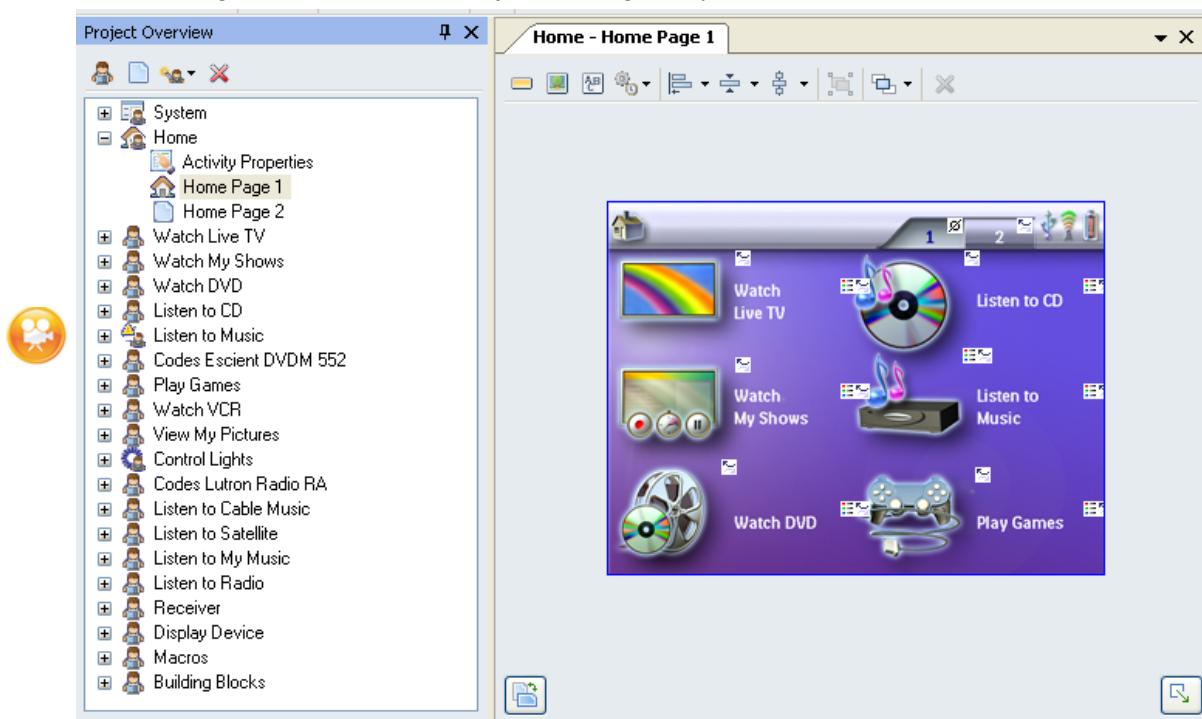
- A great deal of the items in the WYSIWYG can be customized by dragging & dropping from the **Building Blocks** or **Project Overview**:

- Insert **graphics**: add buttons, panels, system items,...
- Insert **actions**: add component functions and delays
- Create **jumps**: drag and drop pages Â and activities from Project Overview
- Insert **reusable macros**: define a macro once and reuse it for different buttons or activities
- **Fine-tune the position** of the items on a page. You can use the buttons for this or move the elements with the mouse or keyboard.
- **Modify the properties** of the different elements on a page via the Properties pane.
- **Zoom** in on the page to do this accurately. When the page is displayed in 50% zoom, you won't be able to see each pixel accurately. Zoom in to 100 % or more for this.
- **Preview** the project with the Simulator.

In ProntoEdit Professional 2, Â the drag & drop functionality has become a great deal more efficient. You can now drag & drop all the elements you need where you need them.

Demo

Click the image below to discover how you can drag & drop items in and around the WYSIWYG.



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See also

[Project Overview](#)



[Building Blocks](#)

[Properties](#)

[How to Select Multiple Elements in the WYSIWYG](#)

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The Different WYSIWYG Views

Change the Activity View

When the WYSIWYG is displaying an activity, use the **drop-down menu** of the  button in the toolbar to set the view mode of all the activities in My Project Â to a different type of Control Panel.

Change the Page View

When the WYSIWYG is displaying a page, **click** the  button in the toolbar to change the view of all the pages belonging to an activity. The button toggles the page views between a portrait or landscape view.

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Warning

When you change the Page View, you do not change the project data. You change the project data via the menu **Tools - Options - Change Project Type**, via the **Project** tab of the **System Properties** or via the menu **File - Save project as**.

When you are [changing a TSU9600 project to a TSU9400 project](#) or [merging projects with different orientations](#), elements could disappear from the screen. When you switch the Activity or Page View, you can relocate the graphics and drag and drop them onto the screen.

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How to Select Multiple Elements



1. Go to **My Project - WYSIWYG**.
2. Keep the **CTRL** key pressed down and select the elements with the mouse.
-or-
Place the **mouse cursor** at the top or bottom of a page in the WYSIWYG, **click and drag** the mouse pointer over the items that you want to select.
While you are dragging the selection rectangle over the items on the page, the items' borders are indicated in white.
The element that will be used as a reference point is indicated in red.
3. You can group the selected items with the button, and ungroup with the button.

Â

How to Insert Graphics



You can customize the pages of the project entirely by inserting or deleting graphics on the pages. There are two ways to insert graphics:

- The easiest and fastest way is by **dragging & dropping** graphics from the **Building Blocks - Graphics & Gallery**. This allows you to add entire pre-designed pages, activities or buttons in one step. You can always customize these graphics by modifying the properties after you have inserted them.
- Or you can insert elements **manually** via the WYSIWYG toolbar or My Project menu bar, and modify the properties. This is a lot more time-consuming.

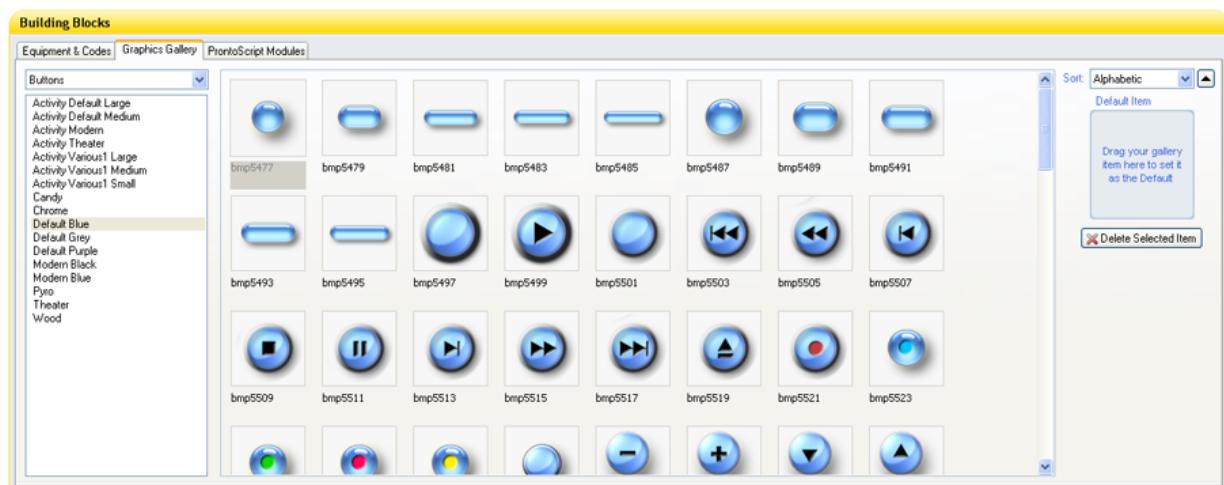
Example

When you add buttons via Graphics & Gallery, the released and pressed states of the button are added simultaneously in one step.

If you add a button manually via the WYSIWYG toolbar, you have to add the button first, and then add the images of the released and pressed states separately in three different steps.

Afterwards, you can [add actions](#) to these graphics and [fine-tune](#) the items on a page.

Drag & Drop Graphics



1. Go to **My Project - Building Blocks - Graphics & Gallery**.
2. Select the **type** of element you want to insert from the drop-down list.
3. Select a **category**.
The graphics in that category open next to the category list.
4. To **add a new element** in the WYSIWYG:
Select a graphic in Graphics & Gallery and **drag & drop** it to the WYSIWYG.
5. To **skin an existing element** in the WYSIWYG with a graphic:
Select a graphic in Graphics & Gallery, press and hold the **Shift** key, and **drag & drop** the graphic to an element in the WYSIWYG.
6. To **resize a graphic** in the WYSIWYG:
Select a graphic. Drag the handles to resize it.
7. **Preview** the pages of the project with the Simulator.

Tip

ProntoEdit Professional 2 can automatically adapt the size of the graphic to the size of the screen. When you drag and drop a graphic to a page of an TSU9300 project for example, the graphic is automatically reduced to the correct size. To activate this functionality, select the checkbox **Auto-resizing Gallery to Page** in the menu **Tools-Options-General Settings**. This functionality does not apply to pages, activities and background -images.

Tip

When skinning buttons in the WYSIWYG, you can only use Shift + drag & drop with buttons from Graphics & Gallery, because only buttons have a pressed and released state.

- If you want to skin a button in the WYSIWYG with a different type of graphic (an image, for example), you have to drag & drop it to the [Appearance Properties](#) of the button.

When you drag and drop graphics from the categories **Buttons** and **Images**, the images are automatically re-scaled to fit the resolution of the selected project type. For the categories that are not re-scaled, you find 2 versions of the graphic in the [Graphics Gallery](#).

See also

Shortcuts

- [How to Use Graphics & Gallery](#)
- [How to Personalize the Gallery](#)

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Insert Graphics Manually



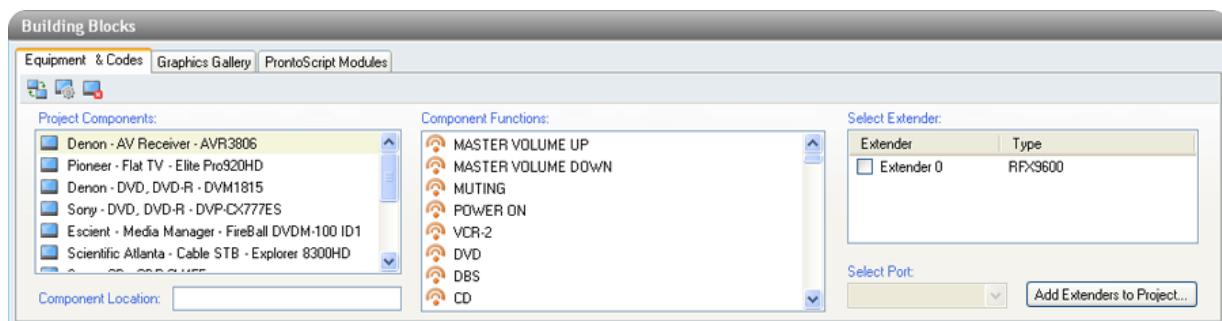
- From the [WYSIWYG toolbar](#) or [My Project menu bar](#), select the item that you want to insert:
 - a button,
 - a panel,
 - a system item,
 - a text field.
- Customize the [properties](#) of the item that you have inserted.

How to Insert Actions via the Building Blocks

You can add actions to a button or key in the WYSIWYG. If you add more than one action, you create a macro. Depending on whether you just want to add functions, or other kinds of actions:

- **Drag & drop** functions and delays from **Building Blocks - Equipment & Codes**. This is the fastest way to add functions and delays to buttons.
- [Insert all kinds of actions manually via My Project - Properties - Actions](#). Besides functions, you can also add relay actions, sounds, channel macros,... to a button here.

Drag and Drop Functions



1. Go to **My Project - Building Blocks - Equipment & Codes**.

2. Select a **component**.

The corresponding functions and delays open next to the component list.

3. Select a component **function or delay**, and drag & drop it to a button or key in the WYSIWYG, or to its Action Properties.

In the WYSIWYG, small action icons in the upper-right hand corner of a button or key indicate the type of action for that button or key. For example:



Tip

- You can enable or disable these icons via the menu **Tools - Options - Action Icons**. The menu also explains the different icons.

Tip

The TSU9300 Control Panel cannot transmit IR codes with frequencies higher than 500kHz. In the Building Block **Equipment & Codes**, you will see the icon in front of all codes which cannot be used due to this limitation.

- If you need to use one of these codes, you can:

- Use extenders in your project. In this case, there is no longer a direct communication between the Control Panel and the AV component.
- Use another type of Control Panel for example TSU9400.

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See also

[How to Use Equipment & Codes](#)

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How to Fine-Tune the Pages



After you have added elements \wedge to a page, you can fine-tune the page:

- **Customize** the elements' [label](#) and [appearance](#) via the Properties.
- **Move** the elements on the page by [selecting](#) them and using the mouse or the arrow keys on your keyboard.
- **Fine-tune** the elements' position on a page: center, align or adjust the spacing:
 1. [Select](#) elements in the WYSIWYG.
 2. **Center** the elements on a page horizontally or vertically with the button.
 3. **Align** the elements on a page horizontally or vertically with the button.
 4. Adjust the **spacing** between the elements on a page with the button.
 5. Reorder the elements with the button: bring an element forward, backward, bring it to front or send it to the back.

Tip

Click the down arrow next to each button for more options.



You can lock a page and its properties to prevent unwanted changes by other users.

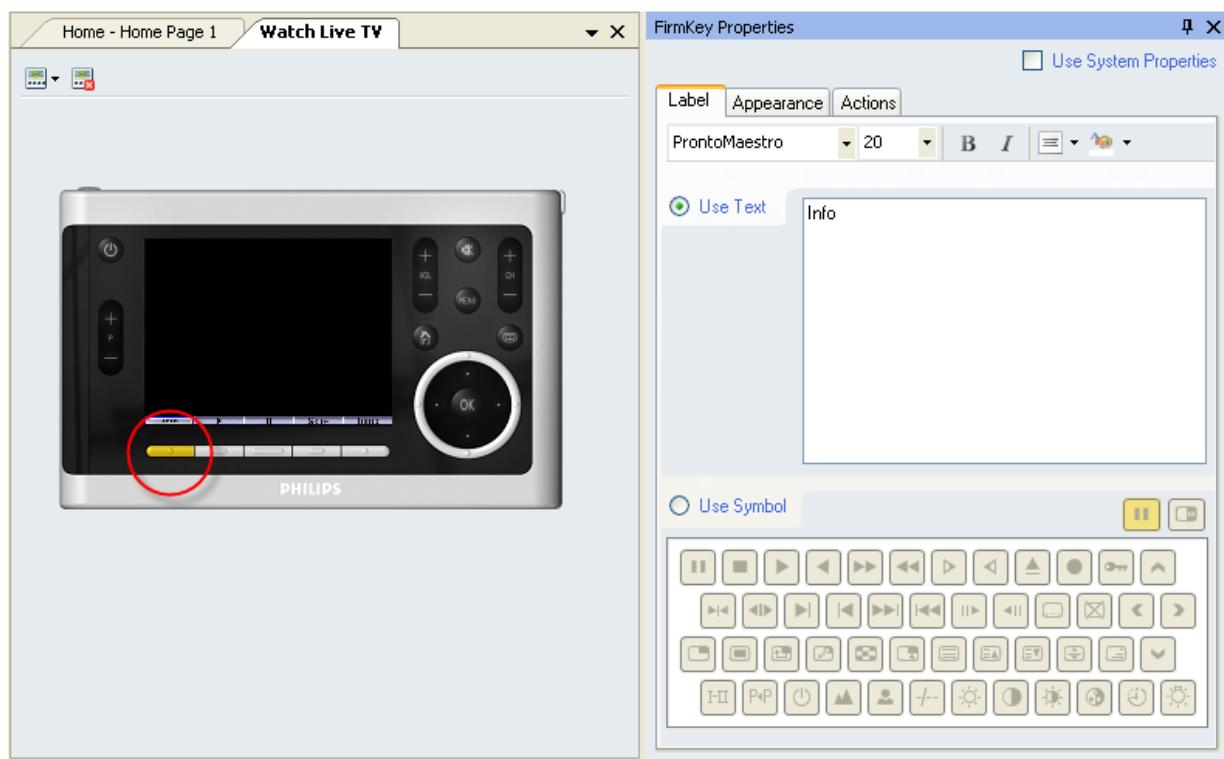
Right-click the page and select the **Lock Page** option. All options in the tabs of the **Page Properties** are now locked.

To unlock the page, right click the page and deselect the **Lock Page** option.

\wedge

How to Define Hard Buttons

1. Go to [My Project - Project Overview](#)
2. Select an [Activity](#)
3. Select [Activity Properties](#)
4. Select a hard button or the rotary wheel and define the [Actions Properties](#)
-or-
Select a firm key and define the [Label](#), [Appearance](#) and [Actions Properties](#).



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How to Preview the Project with the Simulator

What is the Simulator?

The Simulator is a separate application in ProntoEdit Professional which gives you a preview of what your project will look like on the Control Panel. The Simulator is a representation of the Control Panel on your computer. It displays the user interface of your project. The Simulator gives a realistic representation of the project on the Control Panel. The Control Panel type, indicated in the Project Settings, determines the size, position, and alignment of the buttons, background and text. You can click on the various buttons and icons with the mouse, just like on the actual Control Panel. The Simulator simulates every aspect of your Pronto: you can select a device, scroll up and down, jump to pages,... The Simulator is designed so that you can test the navigation and look & feel of your project.



Pronto Simulator for the TSU9600 Control Panel

Note

- The Simulator cannot send out any kind of code to the components in your project. It only simulates the user interface of the project.

How to start the Simulator

To start the Simulator:

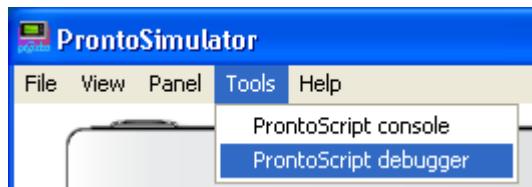
- Click the **Simulator** button in the toolbar of **My Project**.
- or -
- Press **CTRL + M**
- or -
- From the **Tools** menu, select **Simulator**.

Note

- The **first time** you start the Simulator, it may take a few moments before your project is loaded on the Simulator.
From then on, only changes you made to the project Â since your last use of the Simulator are loaded, so loading should go considerably faster.

How to view or debug ProntoScript

If you are familiar with ProntoScript and you use ProntoScript modules in your projects, you can view or debug the code using the Simulator.



- To view the executed code, select **ProntoScript console** in the **Tools** menu.
- To debug the code, select **ProntoScript debugger** in the **Tools** menu.

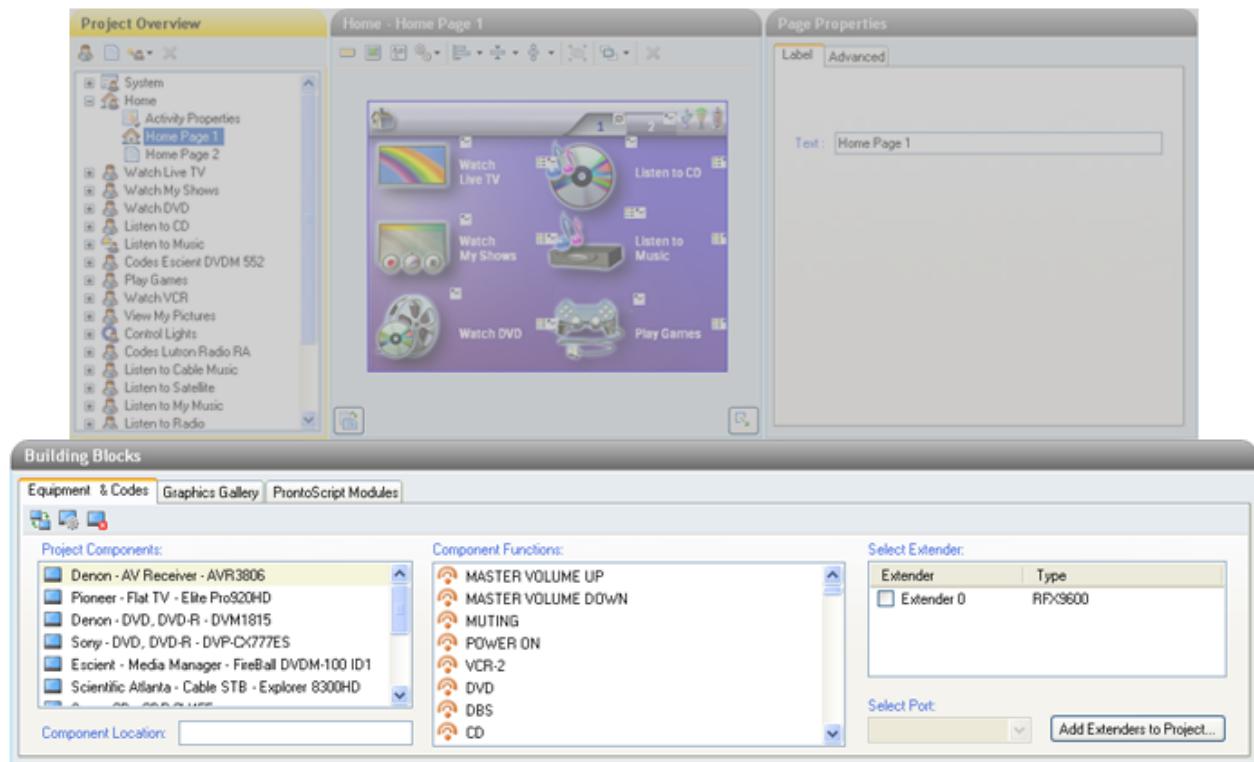
 **Note**

Read the ProntoScript Developer's Guide to learn more about ProntoScript.

A

Building Blocks

The Building Blocks panel contains all the elements you need to create your project. All you need to do is select a building block, drag & drop it to the upper part of My Project: the **WYSIWYG**, **Project Overview** or the **Properties** panel. If you need to make slight adjustments, you can always use the Properties panel for further customization.



Equipment & Codes

The Equipment & Codes panel contains all the **components** you need for your project, and their **functions and delays**. The Equipment & Codes Building Block allows you to add Extenders to your project as well.

Graphics & Gallery

The Graphics & Gallery panel contains **buttons, panels, icons, even entire pages and activities** that you can insert in your project. When you drag & drop buttons, both the pressed and released state of the button are inserted simultaneously. This saves a lot of time.

There's more: you can even drag & drop entire pages or activities from Graphics & Gallery to My Project.

The default Pronto gallery is always available, but you can add your own graphics to the gallery by saving them in the same location as the Pronto gallery. This allows you to create a fully personalized gallery. You can also import other galleries, and either merge them with the existing gallery or replace it.

ProntoScript Modules

The ProntoScript Modules panel allows you to add pre-designed activities for controlling 2-way components on the Control Panel user interface. You can drag & drop a module from the Building Block to Project Overview and add it to your project. Just configure the module and the work is done.

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See also

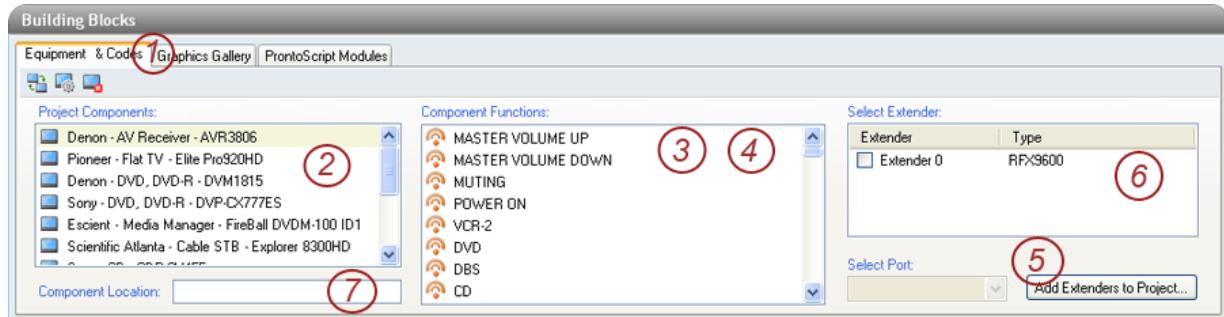
[How to Use Equipment & Codes](#)

[How to Add Extenders to Your Project](#)

[How to Use Graphics & Gallery](#)

[How to Use ProntoScript Modules](#)

How to Use Equipment & Codes



1. Go to **My Project - Building Blocks - Equipment & Codes**.
2. In the **Project Components** list, select a component.
The functions and delays belonging to that component appear in the **Component Functions and Delays** list.
3. You can select a component **function**, and drag & drop it to a button or key in the WYSIWYG or to the Properties.
4. You can select a component **delay**, and drag & drop it to a button or key in the WYSIWYG or to the Properties.
5. If there are one or more Extenders in the project, click the **Add Extenders to Project** button to [add the Extenders to the Building Blocks](#).
6. For the components that are connected to an Extender, you have to indicate this connection in the Building Blocks:
 1. Select the component in the **Project Components** list.
 2. Select the **Extender** in the **Select Extender** list.
 3. In the **Select Port** list, select the **port** on the Extender to which the component is connected.
1. Specify where the component is **located**. This is useful when there are two identical components in the same project.

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Tip

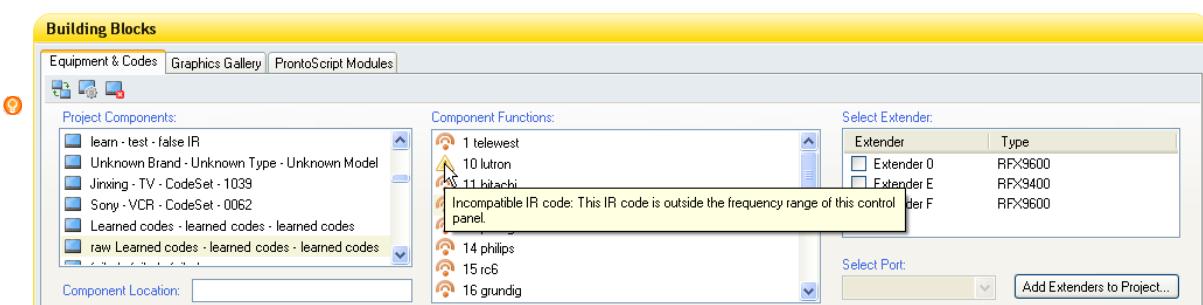
In the Â Project Components list, use:

- to replace components,
- to edit the Component Functions directly in My Database,
- to delete components.

When a function in My Project differs from the corresponding function in My Database, the icon appears in front of the function. [You need to resolve the conflict via My Database](#).

Tip

The TSU9300 Control Panel cannot transmit IR codes with a frequency higher than 500kHz. In the Building Block **Equipment & Codes**, you will see the icon in front of all codes which cannot be used due to this limitation.



See also

- ① [How to Insert Actions via the Properties Panel](#)
 - [How to Insert Actions via the Building Blocks](#)
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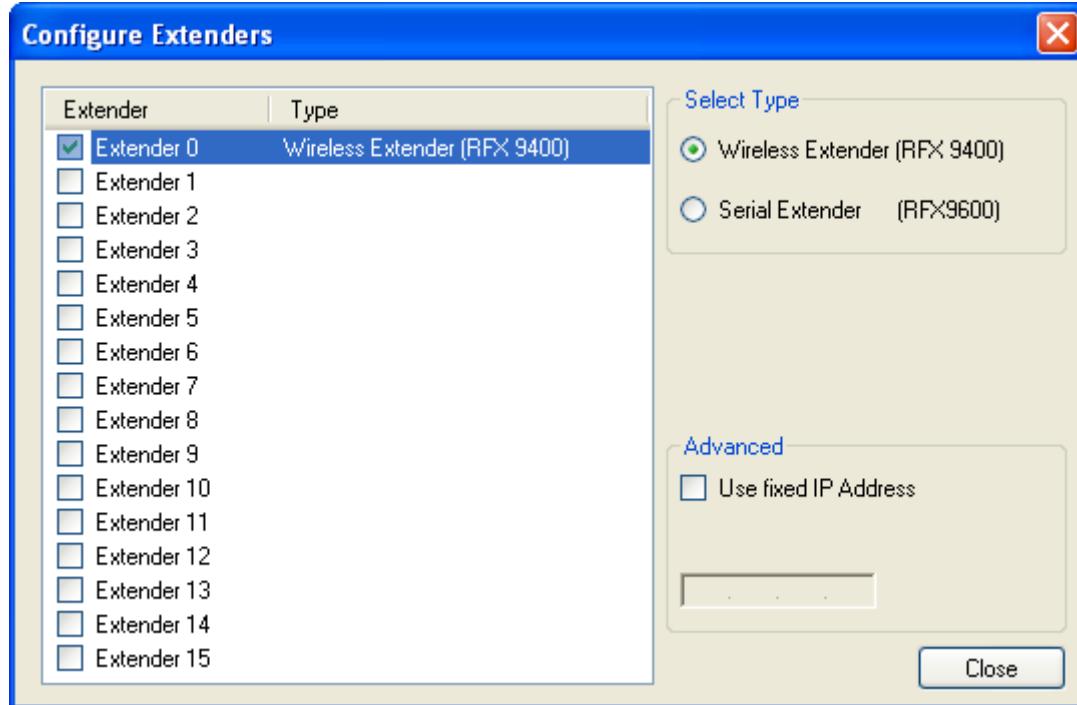
How to Add Extenders to Your Project

If there are Extenders in your project, you have to add them to the Building Blocks.

Tip

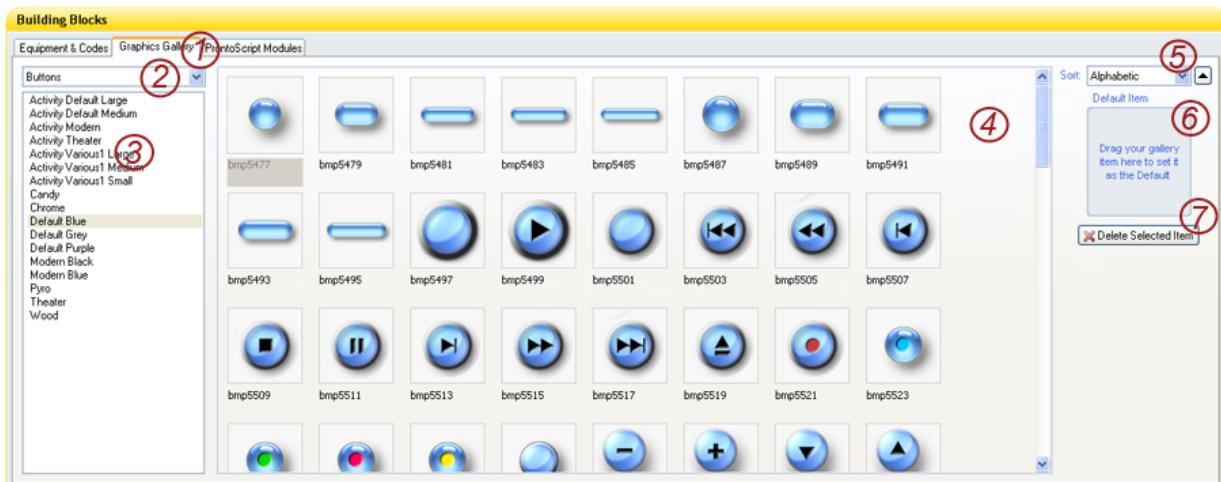
- 💡 If you are working on the project at your customer's premises, and all the components and Extenders are already set up, you can use the **Extender Discovery tool** in the Tool menu to detect all the Extenders in the house.

1. Make sure you define the correct Network Settings in the **System Properties**.
2. Click the **Add Extenders to Project** button in the **Wireless Settings** panel or in **Equipment & Codes**.
The **Configure Extenders** window opens.



1. Select the Extenders that are used in the project. The numbers of the Extenders represent the **Extender ID**.
2. For each Extender, specify the **type** of the Extender:
3. *Wireless Extender. The Wireless Extender or RFX9400 can only be connected to IR components, but it can work standalone as well as in a network.*
4. *Serial Extender The Serial Extender or RFX9600 can be connected to IR components, relay-controlled components, serial components and power sense components. It can only work in a network..*
1. Extenders preferably use DHCP instead of fixed IP addresses. However, if you encounter problems with DHCP, or if you want to eliminate the delay of the DHCP request, you can give the Extenders fixed IP addresses. In that case, check the **Use fixed IP Address box** and fill in the IP address for each Extender.

How to Use Graphics & Gallery



1. Go to **My Project** â€“ **Building Blocks** â€“ **Graphics & Gallery**.
 2. Select the type of graphic you want to insert from the drop-down menu:
 3. **Activities**: this category contains entire pre-designed activities. Drag & drop these to Project Overview, and you automatically insert an activity and corresponding activity pages, complete with buttons and functions.
 4. **Backgrounds**: these are images that are automatically placed behind all the other elements on a page. See [Page Hierarchy](#) for more information.
 5. **Buttons**: these are pairs of graphical elements to which you can add actions. Buttons always have a pressed and a released state. By inserting buttons from Graphics & Gallery to the WYSIWYG, the pressed and released states of the button are simultaneously added to a page. Graphics & Gallery only shows the released state of the button.
 6. **Channel Icons**: these are images of the logos and icons used by television channels.
 7. **Images**: these are graphical elements that you can insert on the page. You can also add an image to a button, or vice versa, place buttons on images (for example, button fields or bevels).
 8. **Pages**: this category contains pre-designed pages. Drag & drop a page to Project Overview, and you automatically insert a page complete with buttons and functions.
1. Select a **category** in the list below the drop-down menu.
The images in that category appear in the middle part of the panel.
 2. Browse through the graphics, select one, and **drag & drop** it to the WYSIWYG, the Properties panel or Project Overview.
Drag & drop inserts the graphic as a new element in the WYSIWYG, **SHIFT + drag & drop** skins an existing button in the WYSIWYG with the graphic from Graphics & Gallery.
 3. Use the **Sort** drop-down menu to sort the images differently. You can sort alphabetically or by width.
Use the **arrow** next to the **Sort** drop-down menu to sort in ascending or descending order.
 4. Use the **Set as Default** button to set this gallery as the default gallery.
 5. Use the **Delete Selected item** button to delete a single graphic from the gallery.

Tip

ProntoEdit Professional 2 can automatically adapt the size of the graphic to the size of the screen. When you drag and drop a graphic to a page of an TSU9300 project for example, the graphic is automatically reduced to the correct size. To activate this functionality, select the checkbox **Auto-resizing Gallery to Page** in the menu **Tools-Options-General Settings**. This functionality does not apply to pages, activities and background -images.

Location of the Gallery on Your Computer

All the images in the gallery are saved on your computer in the following location:

- for Windows XP: **C:\Documents and Settings\All Users\Application Data\Philips\ProntoEdit Professional 2\Gallery**

- for Windows Vista: C:\ProgramData\Philips\ProntoEdit Professional 2\Gallery

Warning

The specified folder in Windows may be invisible on your PC. You need to [reveal the hidden folders](#) first.

You can [personalize Graphics & Gallery](#): add, rename or delete graphics from the gallery by storing them in or deleting them from this location when ProntoEdit Professional is closed, or import an entire gallery. As soon as you open ProntoEdit Professional again, the changes are automatically reflected in **Graphics & Gallery**.

Tip

- If you want to delete a single graphic from the gallery, you select this graphic in the gallery when ProntoEdit Professional is opened and click the **Delete Selected Item** button or press the **Delete**-key on your keyboard. You cannot use multi-select in this case.

Warning

- The gallery consists of 6 fixed main categories that are hard-coded in ProntoEdit Professional: **Activities**, **Backgrounds**, **Buttons**, **Channel Icons**, **Images** and **Pages**. If you change the names of these categories, or delete one of these categories, they will no longer be recognized by ProntoEdit Professional.

You can add one level of subcategories to these 6 main categories, and you can change the images in the categories, but don't change the categories themselves.

See also

-  [How to Customize Appearances](#)
- [How to Add and Customize Labels](#)
- [How to Insert Graphics](#)

How to Personalize the Gallery

The default Pronto gallery is always available in **Building Blocks - Graphics & Gallery**, but you can personalize this gallery entirely by:

- [adding custom-made graphics](#)
- [adding graphics from the WYSIWYG](#)
- [adding buttons](#)
- [adding activities and pages](#)
- [importing an entire gallery.](#)

Add Graphics to the Default Gallery

You can create your own graphics and add them to the gallery:

1. Make sure ProntoEdit Professional is closed.
 2. **Create** your own graphics.
 3. **Store** them in the same location as the Pronto gallery:
 - for Windows XP: **C:\Documents and Settings\All Users\Application Data\Philips\ProntoEdit Professional 2\Gallery**
 - for Windows Vista: **C:\ProgramData\Philips\ProntoEdit Professional 2\Gallery**
1. Start up ProntoEdit Professional.
The graphics immediately become available in **Building Blocks - Graphics & Gallery**.

You can also save a graphic in the WYSIWYG to the gallery:

1. Select a graphic in the WYSIWYG.
2. Go to **My Project - Properties - Appearance**.
3. Click the  button.
The Save As dialog window opens.
4. Store the graphic in the location of the gallery:
 - for Windows XP: **C:\Documents and Settings\All Users\Application Data\Philips\ProntoEdit Professional 2\Gallery**
 - for Windows Vista : **C:\ProgramData\Philips\ProntoEdit Professional 2\Gallery**

Tip

You can delete a single graphic from the gallery when ProntoEdit Professional 2 is opened by selecting the graphic and clicking the **Delete Selected Item** button or pressing the **Delete**-key on your keyboard. You cannot use multi-select in this case.

You can delete multiple graphics at once from the gallery via the Explorer view on your computer:

1. Go to the gallery
 - for Windows XP: **C:\Documents and Settings\All Users\Application Data\Philips\ProntoEdit Professional 2\Gallery**
 - for Windows Vista : **C:\ProgramData\Philips\ProntoEdit Professional 2\Gallery**
1. Delete the graphics that you don't need anymore.

Warning

 The specified folder in Windows may be invisible on your PC. You need to [reveal the hidden folders](#) first.

Add Buttons to the Gallery

1. Create **two images** of the button: one for the released state and one for the pressed state.
2. Give the two images **identical names**. Add the suffix **_R** and **_P** to the names of the released state image and the pressed state image respectively. For example, 'Home_R.png' and 'Home_P.png'.

3. **Store** them in the location of the gallery.

4. Open ProntoEdit Professional.

The images of the button appear in **Graphics & Gallery**. They are automatically recognized by ProntoEdit Professional as the released and pressed states of the same button.

Tip

For **Graphics & Gallery** to recognize the images as the released and pressed states of the same button, it is essential that they have identical names, followed by the _R and _P suffixes.

Add Activities and Pages to the Gallery

1. Go to **My Project - Graphics & Gallery**.

2. Select the **category** to which you want to add an activity or page.

3. Go to **My Project - Project Overview**.

4. **Right-click** on an activity or page.

5. Select the option **Save to gallery**.

The activity or page is saved as a .xgf file to the category in **Graphics & Gallery** that you opened in step 2.

Important

When you save an Activity or a Page to the Gallery, you do not only save the graphic but also the actions assigned to the graphics.

Import an Entire Gallery

1. Go to **My Project**.

2. From the **File** menu, select **Import Gallery**.

3. Select **Merge** if you want to add the new gallery without deleting the existing gallery.

-or-

Select **Replace** if you want to delete the existing gallery and only use the new gallery.

4. Browse for the gallery that you want to import.

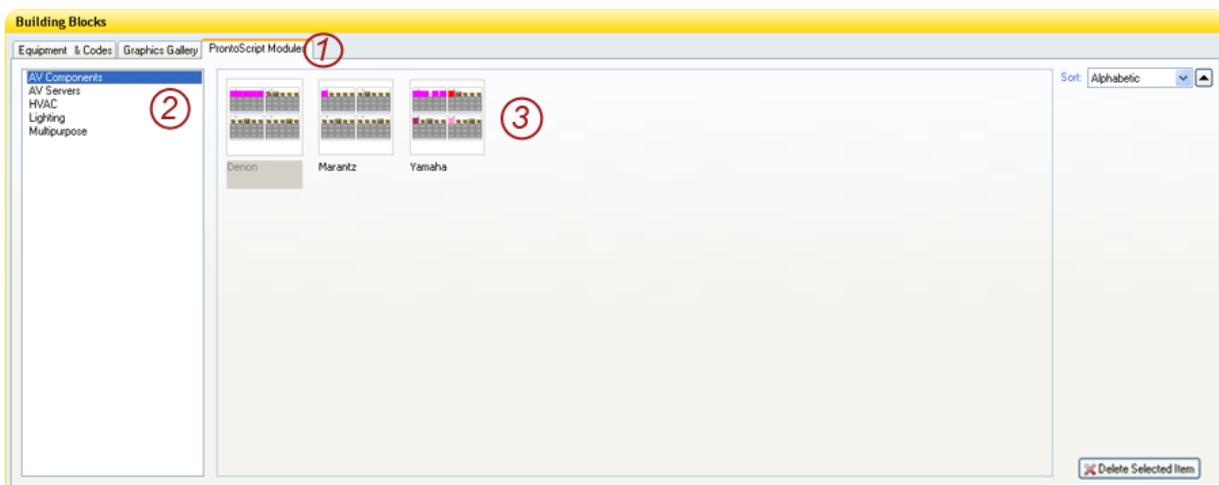
The selected gallery opens in **Graphics & Gallery**.

Tip

You can also export your own gallery via the **File** menu and share it with others.

How to Use ProntoScript Modules

The **ProntoScript Modules** tab contains software Modules that are controlled by ProntoScript. You can drag & drop a Module from the Building Blocks to Project Overview and add it to your project as an entire activity. Note that there are also [ProntoScript Libraries](#). ProntoScript Libraries however are for advanced users only. These Libraries can be used as building blocks, if you want to program activities yourself.



1. Go to **My Project - Building Blocks - ProntoScript Modules**:
2. Select the type of Module.
The Modules belonging to that category appear next to the category list.
3. Select a Module, and drag & drop it in between two activities in Project Overview.
It is added as a new activity.
4. Configure the **ProntoScript Module properties**.

Warning

- ⚡ The TSU9300 Control Panel does not support ProntoScript . This functionality will not be disabled when you are working on a TSU9300 project, but the buttons will not work when downloaded on the Control Panel.

Import ProntoScript Modules

1. Go to **My Project**.
2. From the **File** menu, select **Import ProntoScript Modules**.
3. Select **Merge** if you want to add the new ProntoScript Modules without deleting the existing Modules.
-or-
Select **Replace** if you want to delete the existing Modules and only use the new Modules.
4. Browse for the Modules that you want to import.
The selected Modules open in **ProntoScript Modules**.



You can also export your own Modules via the **File** menu and share it with others.

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How to Use ProntoScript Libraries

The **ProntoScript Libraries** tab contains parts of ProntoScript you can reuse in activities. ProntoScript Libraries however are for advanced users only. These Libraries can be used as building blocks, if you want to program activities yourself. You can drag & drop a Library from the Building Blocks on an Activity in the Project Overview or on the PS Libraries tab of the Activity Properties.

Note that there are also [ProntoScript Modules](#). ProntoScript Modules are complete activities, which can be added to your project without any required programming.

ProntoScript Libraries can be imported and exported in ProntoEdit. If you want to create Libraries yourself, write the Library in your favorite JavaScript editor and place it in the ProntoEdit Libraries-folder. If you want to send your Libraries, protect your Library if desired and export it using ProntoEdit. To learn more about ProntoScript read the ProntoScript Developer's Guide.

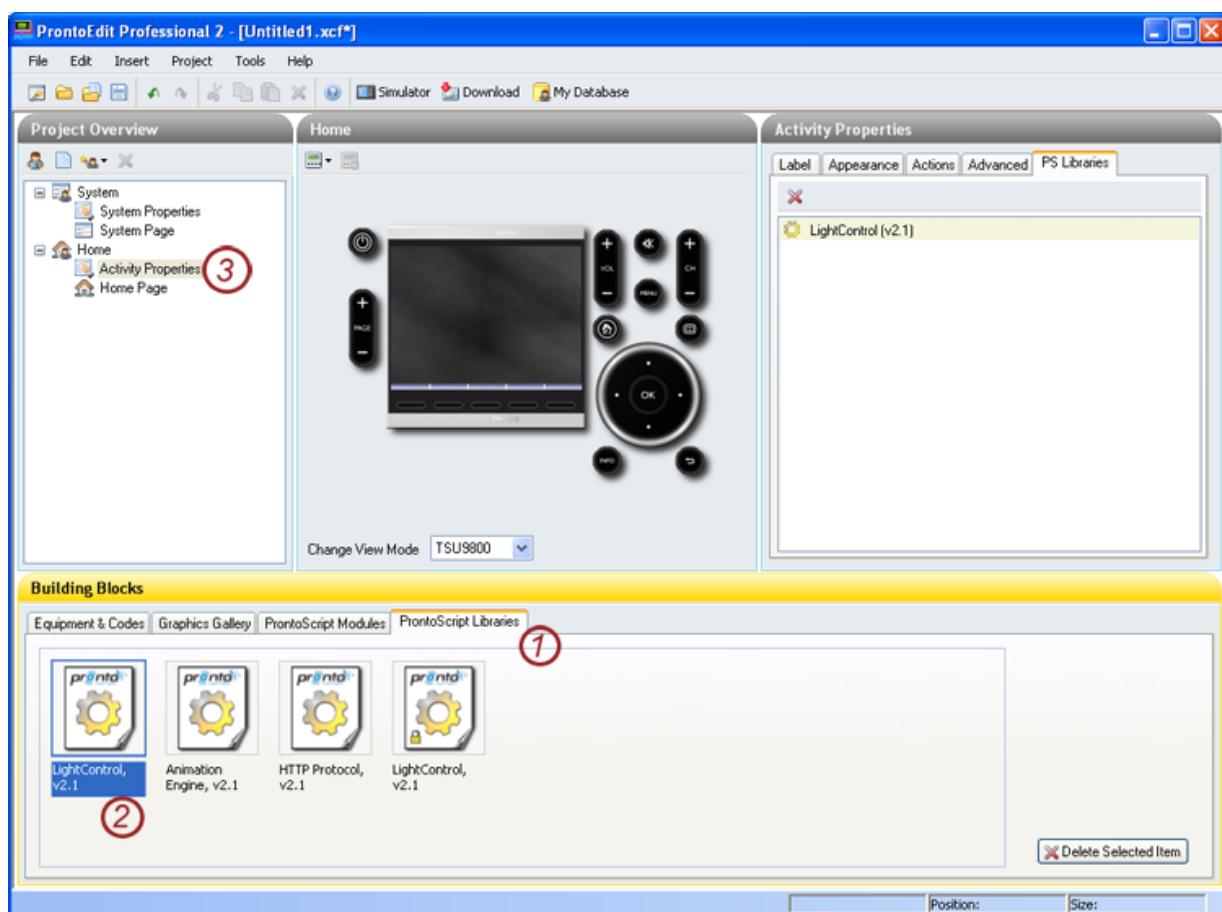
Examples of ProntoScript Libraries are:

- Light Control
- Animation Engines
- HTTP Protocols

Tip

By default the ProntoScript Libraries are not shown in the Building Blocks.

If you want to use the ProntoScript Libraries, go to **Tools - Options - General Settings** and in the **View Mode Selection** box, select the **Advanced View** radio button.



To add ProntoScript to the project

1. Go to **My Project - Building Blocks - ProntoScript Libraries**:
2. Select a ProntoScript Library.
3. Drag & drop it on an activity in Project Overview or on the PS Libraries tab of the Activity Properties. The Library is added to the activity. You can see the details of the ProntoScript Library in the **PS Libraries** tab of the Activity Properties.

4. Once added to the properties of an activity, you can refer to the Library when programming the activity.



Tip

To add a Library to the entire project, select the Library and drag & drop it on System in Project Overview.

Protected ProntoScript Libraries

ProntoScript Libraries can be protected to ensure that contents of the Library are not read or altered. You can protect a Library by creating an encrypted copy of the original Library. This allows you to store the original Library (*.js) and use the encrypted copy (*.pjs) for programming.

To create an encrypted copy of the original ProntoScript Library:

1. Connect a Pronto with the latest firmware to your PC.
2. Right-click the original Library and select **Protect library** and encrypt the ProntoScript Library.
An encrypted copy of the original Library is made in the ProntoScript Libraries.



Warning

An encrypted copy can never be decrypted, not even by the owner.

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Import ProntoScript Libraries

1. Go to **My Project**.
2. From the **File** menu, select **Import ProntoScript Libraries**.
3. Select **Merge** if you want to add the new Libraries without deleting the existing Libraries.
-or-
Select **Replace** if you want to delete the existing Libraries and only use the new Libraries.
4. Browse for the Libraries that you want to import.
The selected Libraries open in **ProntoScript Libraries**.



You can also export your own ProntoScript Libraries via the **File** menu and share it with others.

Warning

- The TSU9300 Control Panel does not support ProntoScript. This functionality will not be disabled when you are working on a TSU9300 project, but the buttons will not work when downloaded on the Control Panel.

Location of the Libraries on Your Computer

All the ProntoScript Libraries are saved on your computer in the following location:

- for Windows XP: **C:\Documents and Settings\All Users\Application Data\Philips\ProntoEdit Professional 2\Libraries**
- for Windows Vista: **C:\ProgramData\Philips\ProntoEdit Professional 2\Libraries**



Warning

The specified folder in Windows may be invisible on your PC. You need to [reveal the hidden folders](#) first.

You can add, rename or delete ProntoScript Libraries by storing them in or deleting them from this location. The changes are automatically reflected in **ProntoScript Libraries** tab.

Tip

- If you want to delete a single ProntoScript Library, you right-click the Library and select **Delete** or press the **Delete**-key on your keyboard. You cannot use multi-select in this case.

Properties

In the Properties panel, you can customize the properties of a page or activity selected in Project Overview, or of an item (button, panel, text field, system item,...) you have selected in the WYSIWYG. You can:

- Change the [label](#) of an item.
- Change the [appearance](#) of an item.
- Attribute or delete [actions](#) belonging to an item.
- Customize the [System Properties](#).
- Configure [ProntoScript modules](#) and [special 2-way activities](#).

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Tip

 You can customize the properties of the items in the WYSIWYG via the menu bars in the Properties panel, but you can also drag and drop items from the Building Blocks immediately into the Properties panel or the WYSIWYG.

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How to Add and Customize Labels



You can add labels to activities and pages in Project Overview and to the buttons and text panels in the WYSIWYG.

1. Go to **My Project** → **Properties** → **Label**.
2. Select one of the radio buttons to indicate whether you want to use a text label or a symbol.

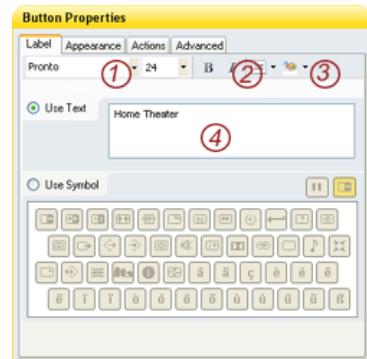
Text

1. Type the text in the text field.
2. Choose a font type and size from the toolbar



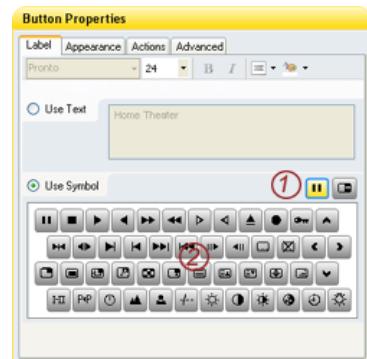
and indicate whether you want the text to appear in bold or italics.

3. Align the text with the button.
4. Choose the text color with the button.



Symbol

1. Select the type of symbol you want to use with the and buttons.
2. Select a symbol.



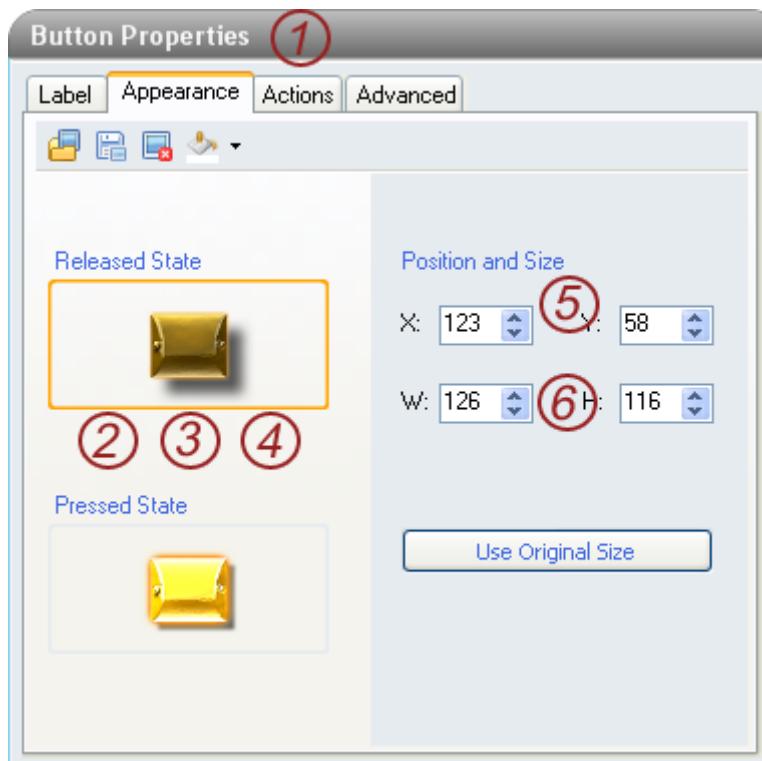
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How to Customize Elements' Appearances



When you start a project with the Quick Start Wizard, there are already activities and pages in the project with buttons, panels,... You can customize the image, position and size of these elements or of elements that you have inserted yourself via **My Project - Properties - Appearances**. You can also drag & drop elements from **Graphics & Gallery** to the **Properties**.

The Appearance properties also allow you to change the backgrounds of **activities**.



1. Go to **My Project - Properties - Appearances**.
2. To customize a **button with a corresponding released and pressed state**:
 1. Select a button in **Graphics & Gallery**.
 2. Press and hold the **Shift** key, and **drag & drop** the button to the Properties. This way, both the released and pressed states are inserted simultaneously.
1. To customize a **button with a different image for the released and pressed states**:
 1. Select the **Released State** box.
 2. Use the button to select an image for the released state of this element.
-or-
Drag and drop an image (not a button) from **Graphics & Gallery** to the Released State box.
 3. Repeat steps 2 and 3 for the **Pressed State**.

Tip

You can delete an image with the button. If there is no image for a button, you can fill it up with a color using the button.

1. When customizing the appearance of **activities** or **other elements** that don't have a pressed and released state, you only need to drag & drop or browse for one image.

2. Position the element by dragging it in the WYSIWYG or defining the horizontal and vertical positions in the **X** and **Y** spin boxes.
3. Resize the element
by defining the width and height in the **W** and **H** spin boxes.
-or-
by using the drag functionality.
 1. Select the image in the WYSIWYG.
 2. Move the mouse pointer to one of the handles of the image.
 3. Drag the handle until the image has the correct size.

Tips



- You can reset the original size of the image with the **Use Original Size** button.

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How to Customize the Advanced Properties

The Advanced properties of an activity, page or button allow you to create or edit ProntoScript modules. This is only intended for certified installers from level 3 up.

Complete documentation regarding ProntoScript is available on www.pronto.philips.com or www.prontoscript.com.

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How to Configure ProntoScript Modules

When you insert a ProntoScript module in your project, it is added to your project as a default activity with corresponding pages. You can't change the user interface of the activity or pages, but you need to set a number of parameters to integrate the module with the component. The parameters are on the PARAMETERS page, the instructions for setting the parameters are on the Instructions page:

1. Go to **My Project - Project Overview**.
 2. Double-click the **Instructions** page of the ProntoScript Module to see the instructions.
The instructions appear in the WYSIWYG.
 3. Double-click the **PARAMETERS** page of the ProntoScript Module.
 4. Edit the parameters via the **Label properties**, as described on the Instructions page.
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How to Configure Special 2-Way Activities

When you insert a special 2-way activity in your project, a default activity and corresponding pages are added to your project. You can't modify the user interface of the activity or pages, but you need to configure the 2-way activity settings to tailor it to your customer's situation.

1. Go to **My Project - Project Overview**.
2. Double-click the special 2-way **activity** or select it's **Activity Properties** page.
3. Go to **My Project - Properties**.
4. You can give the special 2-way activity a different label in the **Label** tab.
5. The other properties differ depending on the type of 2-way activity: [music server](#) or [lighting system](#).

How to Configure Music Servers

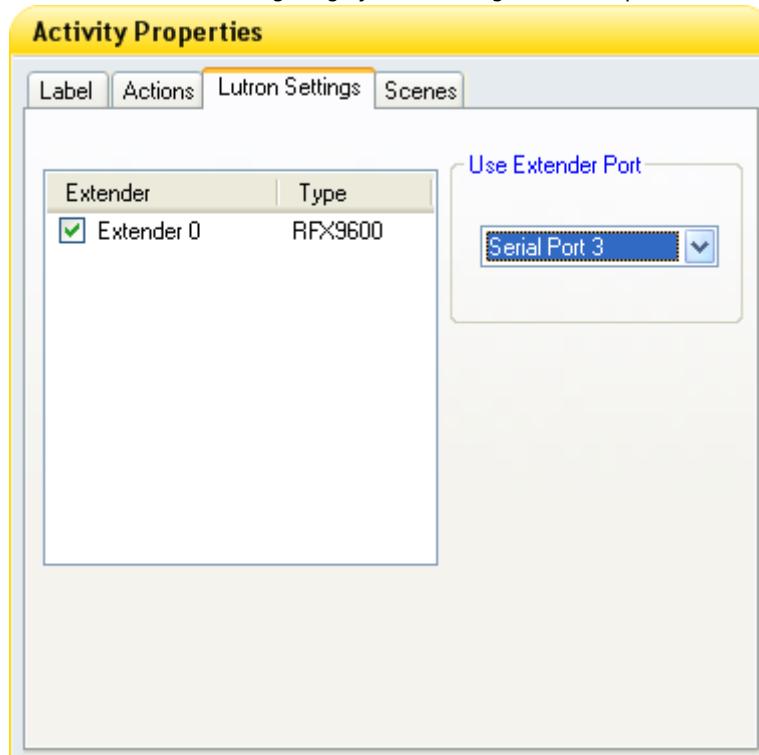
1. Select the tab with the music server settings, for example, **Eminent Settings**, **iMerge Settings** or **Windows Media Center Edition Settings**.
2. Fill in the **network identification**. This can be either the IP address of the server or the host name. The advantage of using a host name is that you don't have to change the settings if the IP address changes.

Tip

⚠ In order to control the music of Windows Media Center Edition (MCE) on your computer with a Pronto Control Panel, you need to install PadOne software on your computer. This software can be purchased from the company HighDef. Please click [here](#) to buy the software.

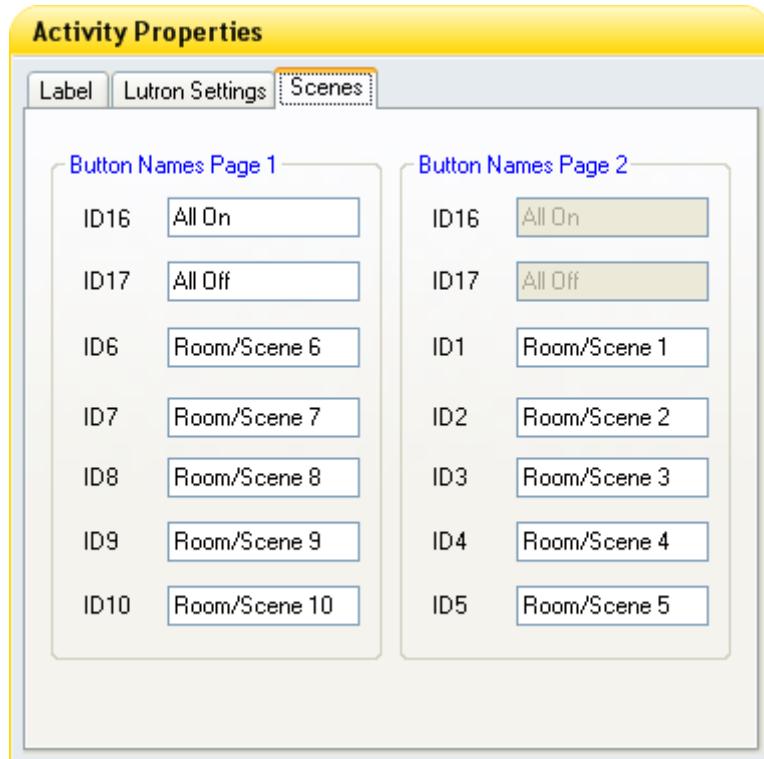
How to Configure Lighting Systems

1. Select the tab with the lighting system settings, for example, **Lutron Lighting Settings**.



2. Select the **Extender** to which the lighting system is connected.
In order to do this, you need to have added [Extenders](#) to the project.
3. Select the Extender **port** to which the lighting system is connected.

4. Select the **Scenes** tab.



5. Fill in the **labels** of the buttons on the lighting activity pages.
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How to Insert Actions via the Properties

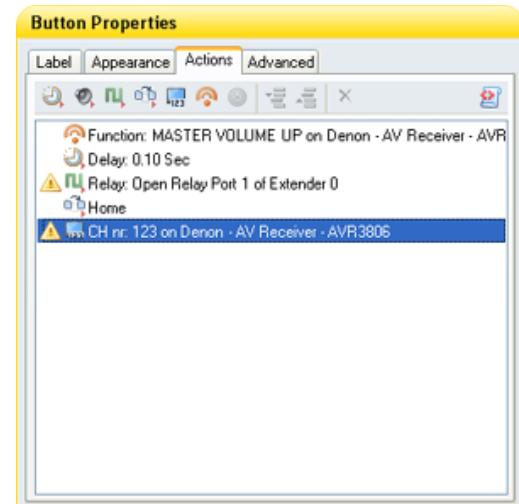


You can add actions to a button or key that you select in the WYSIWYG. If you add more than one action, you create a macro. Depending on whether you just want to add functions, or other kinds of actions:

- [Drag & drop functions from Building Blocks - Equipment & Codes](#). This is the fastest way to add functions to activities or buttons.
- Insert all kinds of actions **manually** via **My Project - Properties - Actions**. Besides functions, you can also add relay actions, sounds, channel macros,... to activities or buttons.

Insert Actions Manually

1. Go to **My Project - WYSIWYG**.
2. Select a button or key.
3. Go to **My Project - Properties - Actions**.
4. Click one of the icons to select the action that you want to insert.
5. a [delay](#)
6. a [sound](#)
7. a [relay](#)
8. a [jump](#)
9. a [function](#)
10. a [channel macro](#)
11. a [power sense](#)



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See also

[How to Insert Actions via the Building Blocks](#)

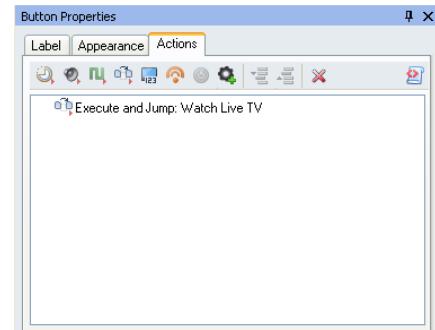
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How to Insert a Function, Delay and Relay Action



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1. Go to **My Project - Properties - Actions**.
2. Click one of the **icons** to select the action that you want to insert: delay, relay or function.
The selected action appears in the Actions List.
3. **Specify** the action you have inserted.



Function

1. Select the **function**.
2. Select the **component** that should execute this function.



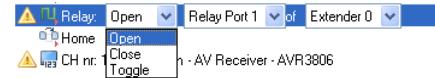
Delay

1. Specify how many **seconds** the Control Panel should wait to send the next command.



Relay Action

1. Specify whether the relay should **open** or **close**.
2. Select the **port** of the Extender to which the relay-controlled component is connected.
3. Select the **Extender** to which the relay-controlled component is connected.



Â

Warning

Make sure you only assign functions that are compatible with the Control Panel. The TSU9300 Control Panel cannot transmit IR codes higher than 500kHz. You recognize these codes by the icon in front of the code in the Building Block **Equipment & codes**.

Â

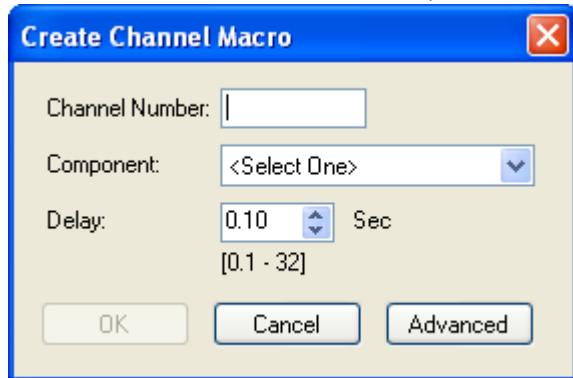
How to Create a Channel Macro



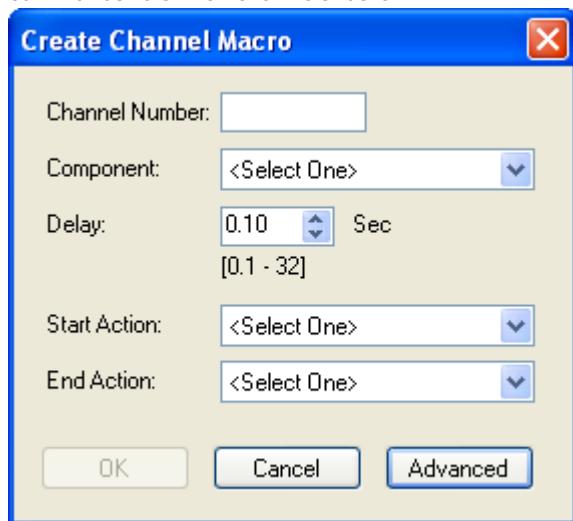
One Channel Macro

1. Go to **My Project - Properties - Actions**.
2. Click

The **Create Channel Macro** window opens.



1. Enter the **number** of the channel to which the component should switch.
2. Choose the **component** that should switch to that channel.
3. Set the **delay**: the amount of seconds the component should wait after sending each command in the macro.
4. Click the **Advanced** button to specify the **actions** that the component performs before and after sending out the channel commands. For example, you can let the component send out an OK command after the channel commands to switch channels faster.



5. Click **OK**.

A Series of Channel Icon Macros

To speed up your work, you can create a series of channel macros in a row. For example, when fine-tuning a page full of channel icons, you can create all the channel icons one after the other:

1. Select the **first channel icon**.
2. Press **F8** to open the Channel Macro Wizard.

3. Create the channel macro.

The Channel Macro Wizard automatically remembers the Component, Delay, Start and End Action. For the next channel icons, you only have to fill in the channel number.



4. Press **F7** to go to the next channel icon.
5. Press **F8** to open the Channel Macro Wizard.
6. Fill in the channel number and click **OK**.
7. Repeat steps **4** through **6** for all the following channel icons.

Â

How to Insert a Reusable Macro



1. Go to **My Project - WYSIWYG**.
2. Select a button.
3. Go to **My Project - Properties - Actions**.
4. Click the  button.

The reusable macro is added to the action list.



5. In the drop-down lists, select the **category and reusable macro** to you want to use.

Tip

You can also select a reusable macro in **Project Overview** and **dragging** it to a button in the WYSIWYG.

Tip

It is possible to create **nested macros** by creating a macro within a macro.

Warning

- ⚡ Make sure that a macro does not refer to itself, directly or indirectly. ProntoEdit Professional 2 is unable to detect such a loop, so you will **not** see a warning.

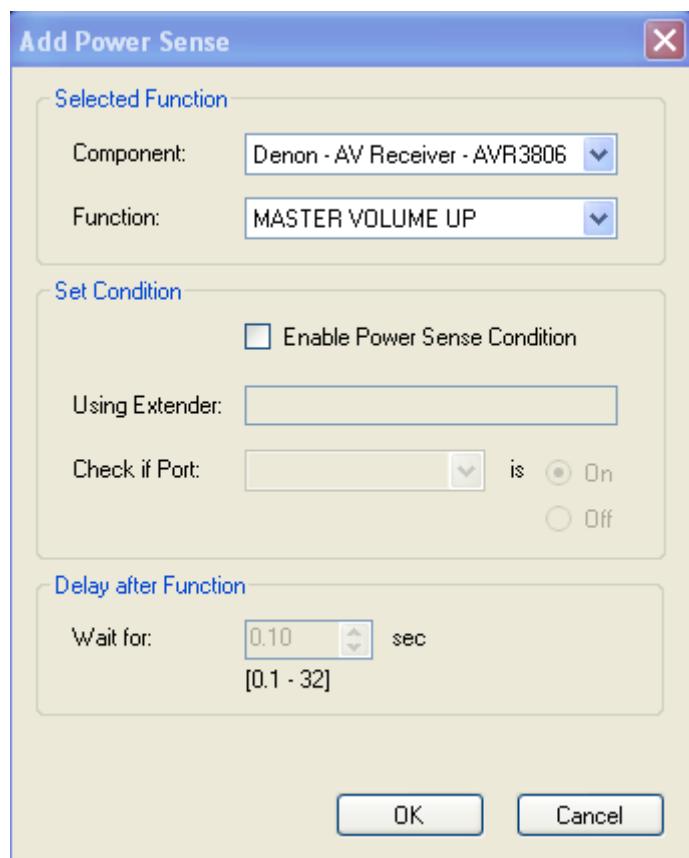
Â

How to Add Power Sense to a Function



A power sense action is always linked to a function in the action list of a button or activity. This means that you need to [add a function](#) to the action list before you can link a power sense action to it.

1. Go to **My Project - Properties - Actions**.
2. In the action list, select the **function** to which you want to add the power sense action.
3. Click . The **Power Sense** window opens.



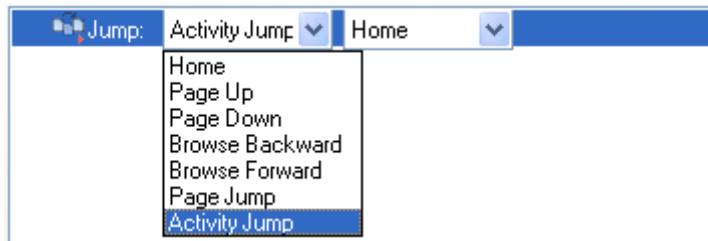
1. Select the **component and function** to which you want to add the power sense.
2. Set the **condition**:
 1. Check the **Enable Power Sense Condition** checkbox.
 2. Specify the **Extender** to which the power sense component is connected.
Make sure the [Extender is added](#) to the Building Blocks.
 3. Specify the **port** on the Extender that should be checked.
 4. Specify whether the power sense action should check if the component is **on or off**.
5. Set the **delay** after the function: how many seconds the Control Panel should wait before sending the next command.

How to Create Jumps to Pages



1. Go to **My Project - WYSIWYG**.
2. Select a button.
3. Go to **My Project - Properties - Action**.
4. Click the  button.

The jump is added to the action list.



5. In the drop-down lists, select the **page** to which the jump leads.

Tip

 You can also insert jumps to pages by selecting a page in Project Overview and dragging it to a button in the WYSIWYG.

Warning

There is significant difference between a Page jump and an Activity jump



- **Page jump:** jumps to the selected page.
- **Activity jump:** jumps to the first page of the selected Activity and sends out the Activity Macro.

Â

How to Insert a Sound



1. Go to **My Project - Properties - Actions**.
2. Click . The sound action is added to the list.
3. Select the sound from the drop-down list that you want to add to this button.
4. Test the sound with the **Play** and **Stop** buttons.

Location of sounds

All the sounds in your project are saved in the following location:Â

- For Windows XP: **C:\Documents and Settings\All Users\Application Data\Philips\ProntoEdit Professional 2**.
- For Windows Vista: **C:\ProgramData\Philips\ProntoEdit Professional 2**.



Warning

The specified folder in Windows may be invisible on your PC. You need to [reveal the hidden folders](#) first.

You can add or delete sounds by adding or deleting them to this location when ProntoEdit Professional 2 is closed. As soon as you open ProntoEdit Professional 2 again, the program will detect added or deleted sounds.

Â

How to Customize the System Properties

The System Activity and Page have several specific properties that you can customize:

- **Control Panel Settings:** define, among others, the time, language, volume, LCD and key backlight settings.
- **Layout:** set the scroll area of the pages on the Control Panel.
- **Project:** change the name of the project and add comments about the project.
- **Appearance:** choose the background that will appear on each page of the project if there is no specific background for an activity or a page.
- **Network Settings:** define the communication set-up between Control Panel, Extenders and AV components. The Control Panel can communicate :
 - directly to the component via IR: **No network**
 - directly to the Wireless Extender RFX9400: **Wireless - Stand alone**
 - wireless over the network to the Extenders: **Wireless - Network**
 - wired over the network to the Extenders: **Ethernet**

Â

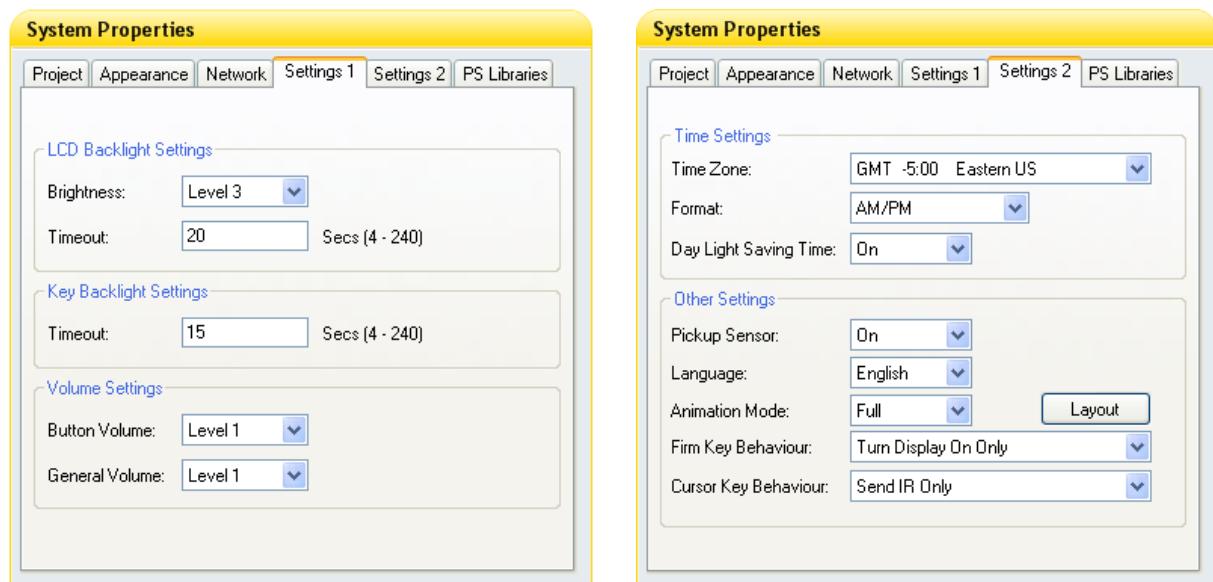
Control Panel Settings

The Control Panel settings determine the behavior of the Control Panel during use. ProntoEdit Professional 2 allows you to configure these settings for your customer, who only has limited access to these settings on the Control Panel itself. He can access these pages by pressing and holding the **Settings icon** on the Control Panel for more than 3 seconds.

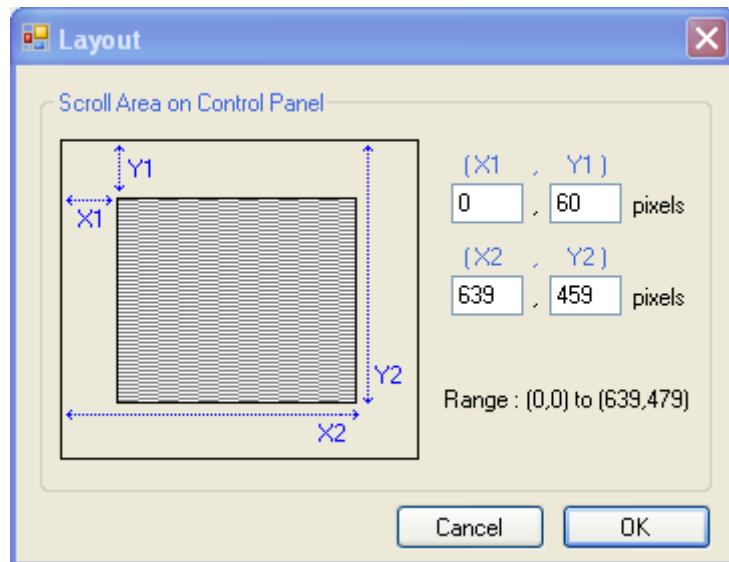
Tip

 In order for the customer to have access to the settings pages on the Control Panel, you need to insert the system icon "Settings" on the System Page.

1. Go to **My Project - Project Overview**.
2. Double-click the **System**.
3. Go to **My Project - Properties - Settings 1** and **2**.



1. **LCD Backlight Settings:** set the brightness level of the LCD Backlight and determine after how many seconds the light are turned off.
2. **Key Backlight Settings:** determine after how many seconds the key backlight is turned off.
3. **Volume Settings:** set the Button Volume and the General Volume:
 4. The **Button Volume** refers to the sounds the buttons make when you press them. This is not the same as the sound action that you can add to a button.
 5. The **General Volume** refers to all the sounds you hear while operating the Control Panel.
1. **Time Settings:** these settings refer to the date and time indicators that you can insert on the pages of the Control Panel. The date and time are displayed on the Control Panel, even when it is turned off.
2. **Other Settings:**
 1. Indicate whether the **pickup** sensor should be activated or not. If the pickup sensor is activated, tilting the Control Panel will activate the touch screen.
 2. Select the **language** for the text on the Settings page.
 3. Define if an **animation** is played when the user jumps to a page or activity.
 4. Click the **Layout** button to define the scroll area.
In the Layout window, the scroll area is represented by the big shaded square. The gray zones around it indicate the zones on the Control Panel pages that do not scroll.



In the

X1 **Y1**

and

In the

X2 **Y2**

boxes, specify how many pixels the page can scroll to the left and

down.

and

boxes, specify the amount of pixels the page can scroll to the right

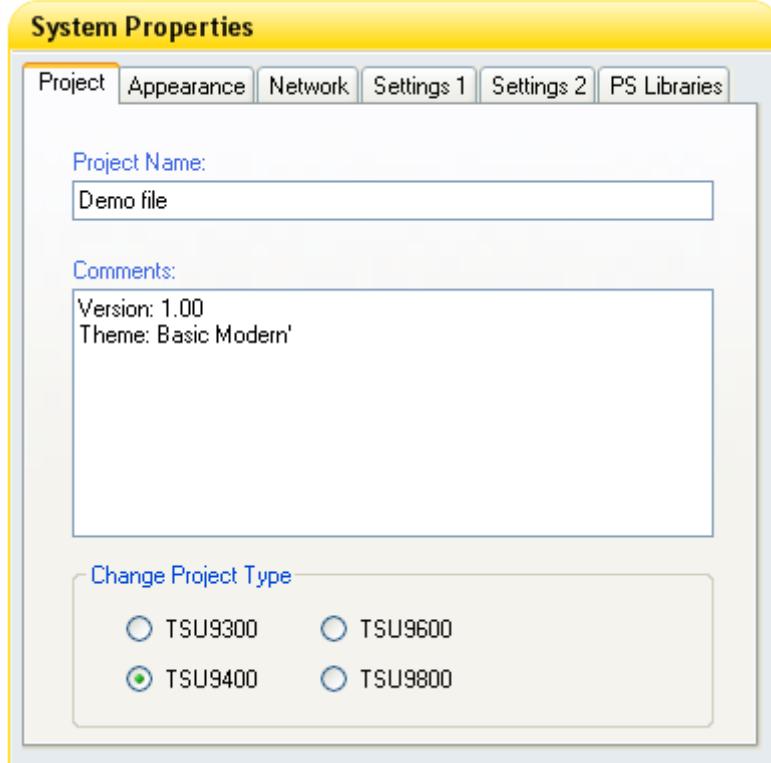
1. Define if pressing the **firm keys** and **cursor keys** activates the screen, sends out IR or both.

Â

Project Settings

In the Project settings, you can change the name of the project and add comments about the project. Adding comments about the project can be useful when you are working in team on the same project, or even when you are working on a project by yourself.

1. Go to **My Project - Project Overview**.
2. Double-click the **System**.
3. Go to **My Project - Properties - Project**.



4. Fill in the **name** of the project, if you didn't already do this in the Quick Start Wizard.
5. Add **comments** about the project.
6. Select the **Project Type**: this is the type of control panel for which this project is designed. Changing the project type will change the project data as well as the settings of the individual pages and activities.

Tip

⌚ You can also change the project type and the views of all the pages and activities via the menu **Tools - Options - Change Project Type**. Bear in mind that [changing the Page View or Activity View](#) in the WYSIWYG solely changes the view on the project and not the characteristics of the project, like the Control Panel type.

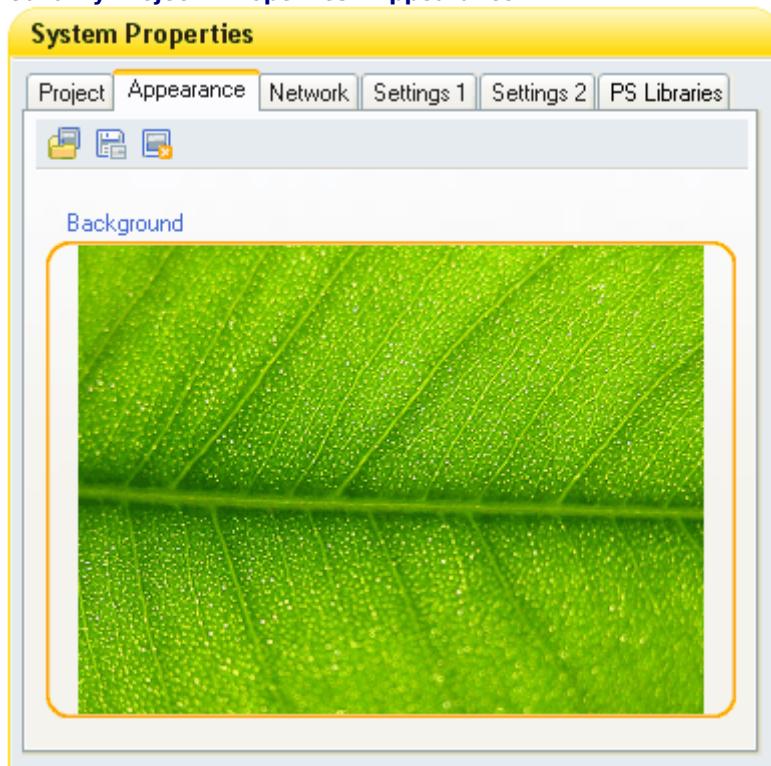
Appearance Settings

In the Appearance settings, you can choose a background for the System. If you do this, all the pages in the project will have this background. You can always change the backgrounds of activities or pages afterwards. If you plan to use a different background for each activity, it is best to leave the System background empty.

See also

[The Hierarchy of the Different Pages](#)

1. Go to **My Project - Project Overview**.
2. Double-click the **System**.
3. Go to **My Project - Properties - Appearance**.



4. **Drag and drop** a background from Graphics & Gallery to the Activity Properties.
-or-

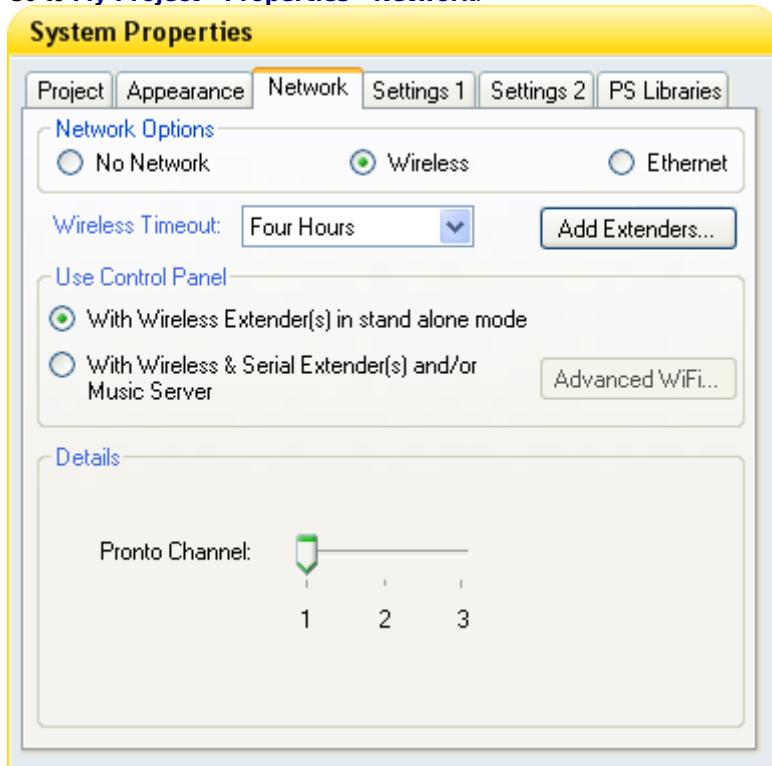
Browse for an image with the button.

Â

Network Settings

The Network settings allow you to define whether and how the Control Panel works in a network.

1. Go to **My Project - Project Overview**.
2. Double-click the **System**.
3. Go to **My Project - Properties - Network**.



4. Select the corresponding radio button to identify the type of network in which the Control Panel will operate. Depending on the selected option, detailed options appear.
If the Control Panel is set up:
 - to communicate **directly** to the AV components via IR, select the **No Network** radio button.
 - to communicate **wireless** to the Extender, select the **Wireless** radio button.
 - to communicate via an **Ethernet connection** to the Extender, select the **Ethernet** radio button. You can only select this radio button in a TSU9800 Project.

Tip

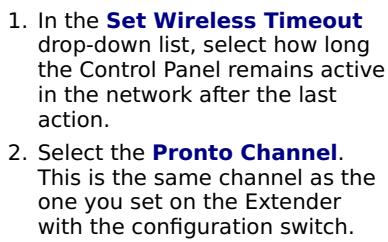
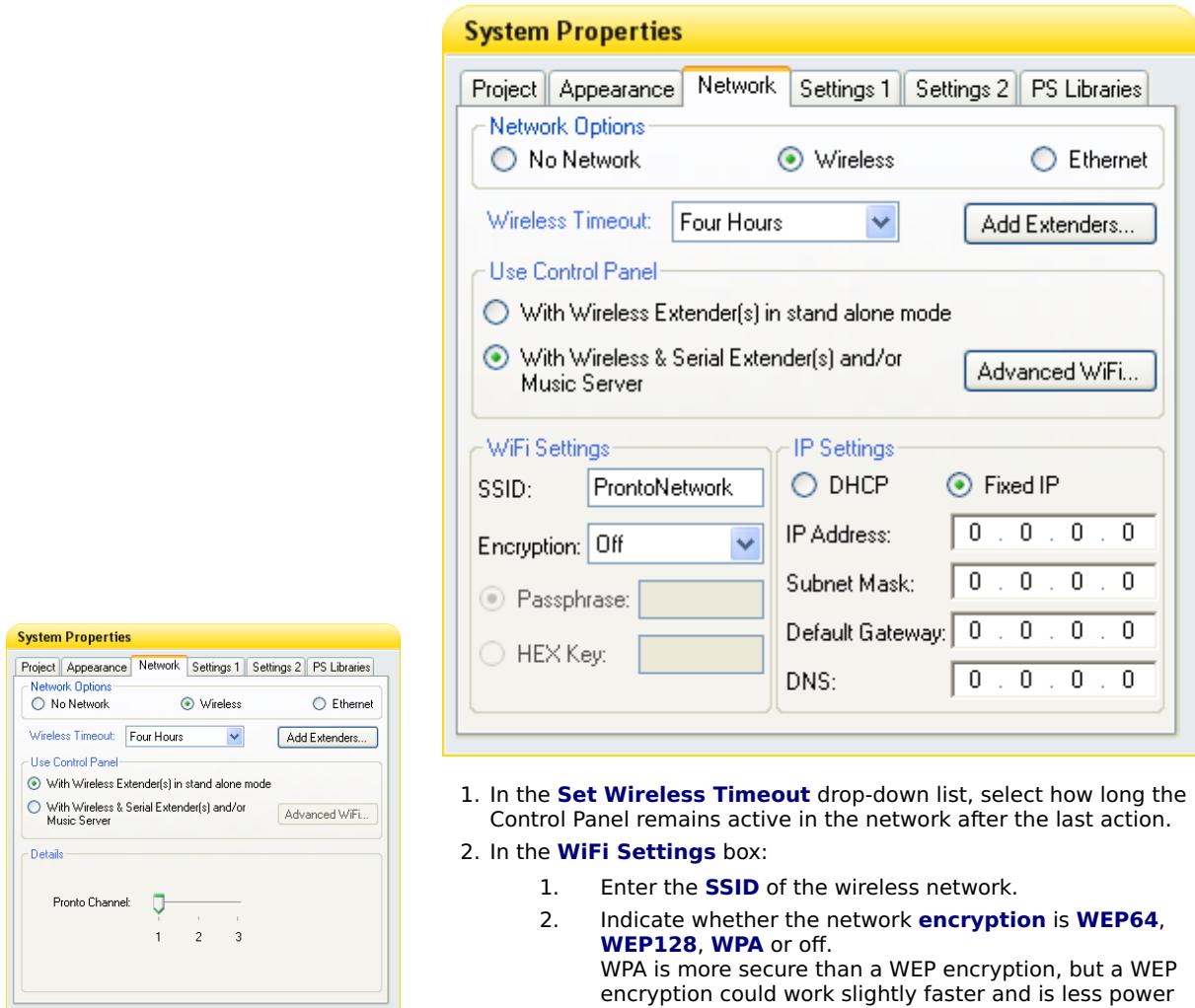
You use the Ethernet connection when the Control Panel is mounted to the docking station or to the wall. For more information on how to mount the Control Panel, read the 'TSU9800 Starter's guide - Installing and Configuring'.

Wireless communication

1. Add the extenders to the project using the **Add Extenders...** button.
2. Select the type of **Extender** that is used in the Pronto network: either a standalone *Wireless Extender* *The Wireless Extender or RFX9400 can only be connected to IR components, but it can work standalone as well as in a network.*, or a networked Wireless Extender or *Serial Extender* *The Serial Extender or RFX9600 can be connected to IR components, relay-controlled components, serialcomponents and power sense components. It can only work in a network..*

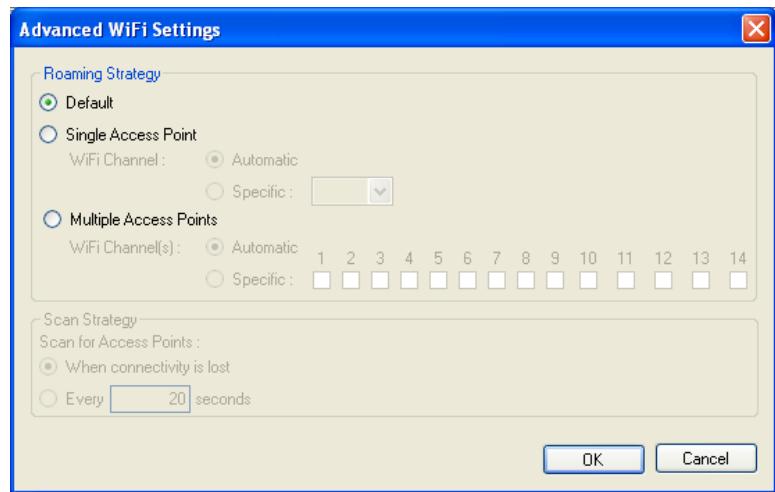
Standalone Wireless Extender

Network Wireless Extender or Serial Extender



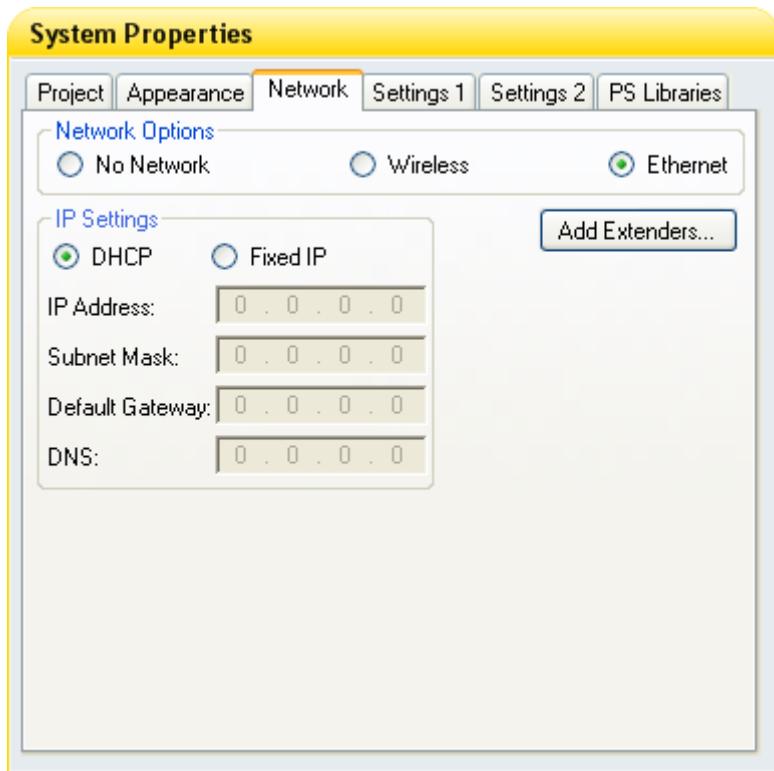
1. In the **Set Wireless Timeout** drop-down list, select how long the Control Panel remains active in the network after the last action.
2. Select the **Pronto Channel**. This is the same channel as the one you set on the Extender with the configuration switch.

1. In the **Set Wireless Timeout** drop-down list, select how long the Control Panel remains active in the network after the last action.
2. In the **WiFi Settings** box:
 1. Enter the **SSID** of the wireless network.
 2. Indicate whether the network **encryption** is **WEP64**, **WEP128**, **WPA** or off.
WPA is more secure than a WEP encryption, but a WEP encryption could work slightly faster and is less power consuming.
 3. If the network is encrypted, indicate whether there is an encryption **passphrase** or **HEX key**, and fill it in.
4. In the **IP Settings** box:
 1. Indicate whether the Extender uses **DHCP** or a **fixed IP** address.
DHCP is easier to configure, but a fixed IP address could work slightly faster.
 2. If there is a fixed IP address, fill in the **IP address**, **subnet mask**, **default gateway** and **DNS**.
3. In the **Use Control Panel** box: click the **Advanced WiFi** button to edit the advanced WiFi settings.
The pop-up window **Advanced WiFi Settings** opens.



1. In the **Roaming Strategy** box, you can optimize the speed with which an access point is found:
 - Select the **Default** radio button, if you are not sure about the number of access points and their settings.
-or-
 - Select the **Single Access Point** radio button and indicate whether to scan automatically or specify one WiFi channel.
-or-
 - If you want to use the Pronto in several rooms:
 1. Select the **Multiple Access Points** radio button and indicate whether to scan automatically or specify one or more WiFi channels.
 2. In the **Scan Strategy** box, indicate whether to scan for nearby access points if the connectivity is lost or after a certain interval. The default interval is 20 seconds.
The shorter the interval the more power consuming the scanning process becomes.

Wired communication (TSU9800 Projects only)



1. Add the extenders to the project using the **Add Extenders...** button.
2. In the **IP Settings** box, indicate whether the Control Panel uses **DHCP** or a **fixed IP address**.
DHCP is easier to set up, but a fixed IP address could work slightly faster.
3. If there is a fixed IP address, fill in the **IP address**, **subnet mask**, **default gateway** and **DNS**.

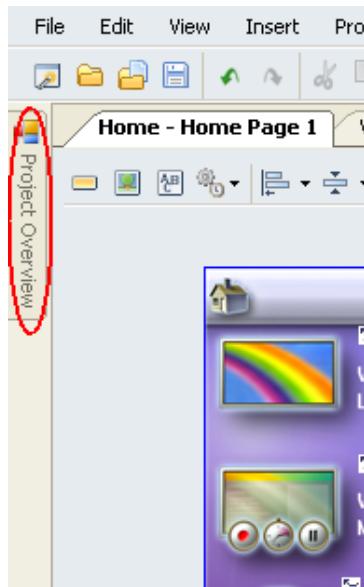
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How to Customize the Work Area

You can customize your work area by resizing and reordering the various panes in My Project.

Show and Hide Panes

Hiding panels allows for more information to be displayed on the other panes.



To **hide** a pane in a tab strip:

1. Click the icon in the **Project Overview** title bar.
The pane is hidden in a tab strip on the edge of the screen.
2. **Hover over** the tab strip to make the pane **reappear temporarily**.

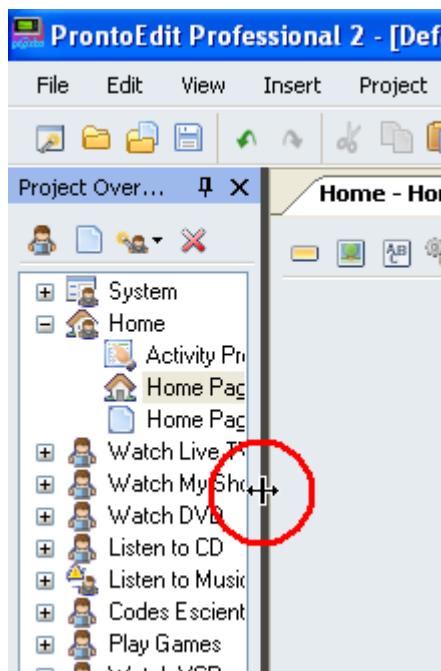
To **show** this pane **permanently** again:

- Click the icon in the **Project Overview** title bar.

Tip

- You can always **close a pane** by clicking the icon in the top right corner.
You can make the pane reappear by selecting it from the **View** menu.

Resize Panes



Click and hold the handles between panes to **resize**.

Â

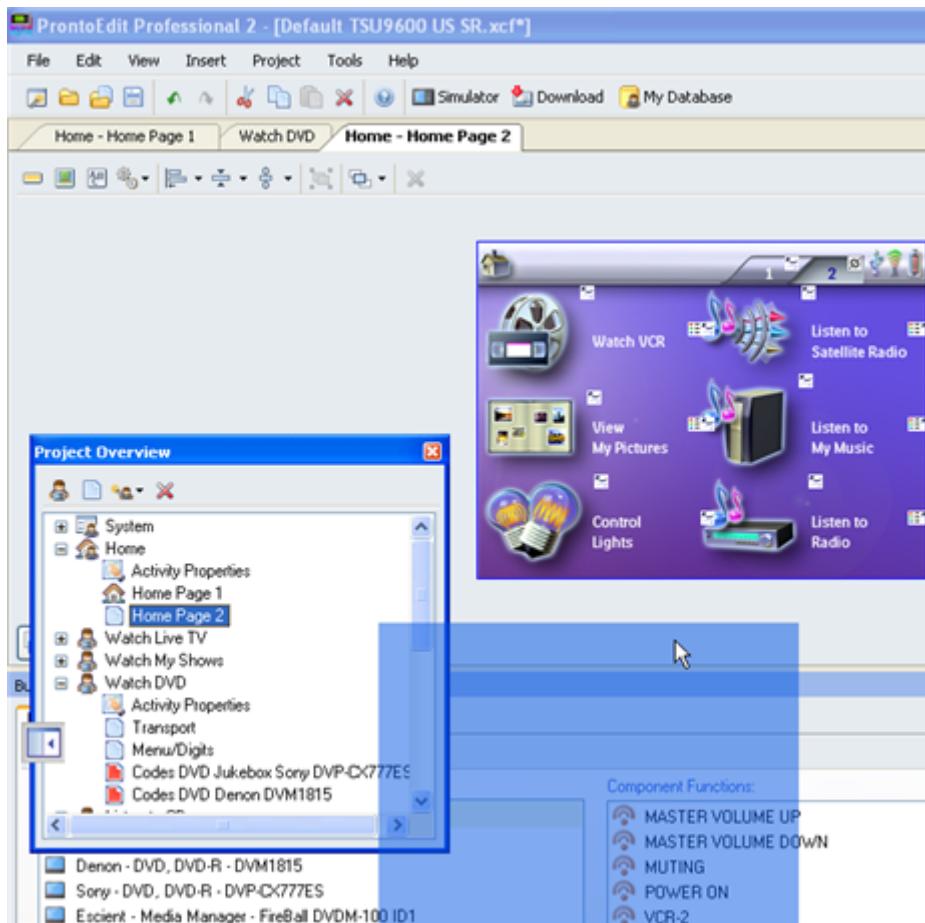
Reorder Panes

1. Double click the **pane title bar** to undock it.

The pane now floats on top and can be positioned anywhere on the screen.

2.

Drag and drop the pane to a  slot icon to dock it in an available slot.



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Warning

-  You cannot dock a pane when there is no slot icon visible.
Only certain positions on the screen are available as a slot.

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Reorder Tabs in the WYSIWYG

Some panes work with tabs. You can reorder these tabs to your liking.

1. Double click a tab in the WYSIWYG to undock it.

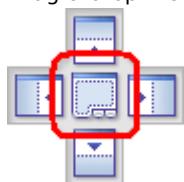
The tab now floats on top and can be positioned anywhere on the screen.

2.

Drag and drop the floating tab to a  slot icon in the WYSIWYG to dock it again to an available slot.

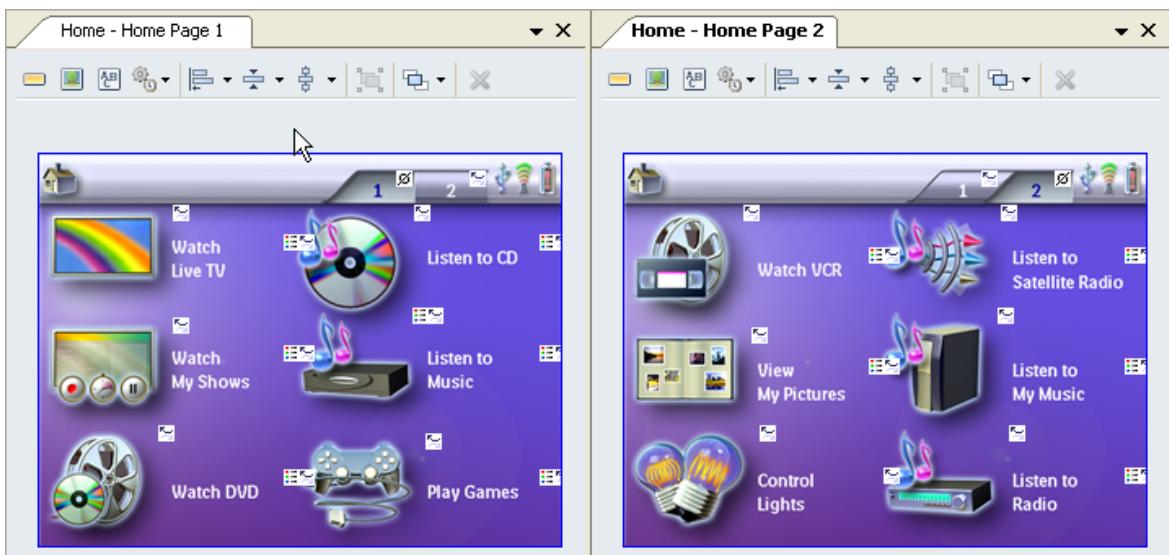
-or-

Drag & drop the floating tab in the **middle slot** to dock it again as a tab.



Tip

If you want to use buttons of one page on another, put these pages as two panels next to each other and use copy-paste functions.



Reset View Layout

You can always return to the **default work area layout** by clicking **Reset View Layout** in the **View** menu.

My Database



My Database is a personal database with all the components that you need for your various projects. You can compile My Database with components from the Factory Database and shared databases, or you can add new components yourself. Click the highlighted parts on the image below to see what you can do in My Database.

My Database

[My Database](#)
[View Recent](#)
[View Trash Bin](#)

Philips Database

[Philips Database](#)
[Check for updates](#)

Other Database

[Other Database](#)
[Open Other Database](#)

Component List

Search: [Search Tips](#)

Brand Name	Component Type	Model Name	Control Type	In Project
Denon	AV Receiver	AVR3806	IR	
Denon	AV Receiver	AVR3806	RS	
Denon	DVD, DVD-R	DVM1815	IR	
DirectTV	Satellite STB	H20	IR	
Escient	Media Manager	FireBall DVDM-100 ID1	IR	
Lutron	Lighting	RadioRA	IR	
Microsoft	Game	Xbox360	IR	
Microsoft	MCE PC	Media Center Edition	IR	
Mitsubishi	VCR	HSU780	IR	
Philips	Flat TV	42PF9831	IR	
Philips	PVR, HDD	DVDR7300H	IR	
Pioneer	Flat TV	Elite Pro920HD	IR	
Scientific Atlanta	Cable STB	Explorer 8300HD	IR	
Sharp	Projector	XV-Z12000U MarkII	IR	
Sky	Satellite STB	Sky+ box	IR	
Sony	CD	CDP-CX455	IR	
Sony	DVD, DVD-R	DVP-CX777ES	IR	
Telewest	Cable STB	Cable box without DVR	IR	
Template	AV Receiver	Template AV Receiver	IR	✓
Template	CD	Template CD	IR	✓
Template	DVD, DVD-R, DVDR-HDD	Template DVD, DVD-R, DVDR-HDD	IR	✓

[Back to Component List](#) [Component Properties](#) [Component Functions](#) [Add Component To Project](#)

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In My Database, you can customize and fine-tune the components and add them to your projects. Click the highlighted parts of the image below for more information.

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See also



- [Quick Start Wizard](#)
- [My Project](#)

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How to Search in the Databases

Whether you are looking for a component in My Database, the Factory Database or a shared database, the search engine works in the same way.

1. Go to **My Database**.
2. Open the **database** in which you want to search: My Database, Factory Database or Other Database.
3. Type one or more search keywords (the brand, model, component type) in the **Search** field at the top of the screen.



Search: Search Tips

The components that match your keywords are listed.

Tip

💡 The search engine works like a search engine on the internet: just type in all the keywords in a random order, without Boolean operators AND OR NOT.

1. If there are too many search results, type in more keywords to narrow down the results.
Each extra character that you enter in the search field, narrows down the results.

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How to Add Components to My Database



There are three ways to add components to My Database:

- If the component is already in the Factory Database or in somebody else's database, you can [copy it into My Database](#). You can always customize the [component properties](#), [IR](#) and [RS 232](#) functions afterwards.

Note

Only add RS 232 components to My Database if you have the list of protocol strings.

- If the component is not in the Factory Database or in somebody else's database, you can [create new component entries](#) in My Database from scratch and add all the functions yourself, either manually or by Fast Learn if you have the remote control.
- If the component is not in the Factory Database or in somebody else's database, but if it's similar to one of the components in My Database, you can [duplicate the existing component entry](#) in My Database and customize the [IR](#) or [RS 232](#) functions and the [properties](#).

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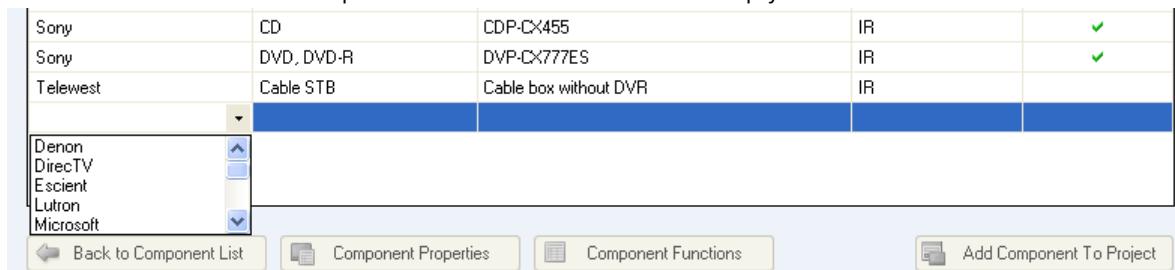
How to Create New Component Entries

1. Go to **My Database - My Database**.

2. Click the  button.

-or-

Scroll to the bottom of the component list and double-click in the empty field in the Brand Name column.



The screenshot shows a table-based component list. The columns are: Brand Name, Component Type, Model Name, and Control Type. There are three rows already filled: Sony (CD, CDP-CX455, IR), Sony (DVD, DVD-R, DVP-CX777ES, IR), and Telewest (Cable STB, Cable box without DVR, IR). A fourth row is currently being edited, with its entire row highlighted in blue. Below this row is a dropdown menu containing brand names: Denon, DirectTV, Escient, Lutron, and Microsoft. At the bottom of the interface are four buttons: 'Back to Component List', 'Component Properties', 'Component Functions', and 'Add Component To Project'.

Sony	CD	CDP-CX455	IR	✓
Sony	DVD, DVD-R	DVP-CX777ES	IR	✓
Telewest	Cable STB	Cable box without DVR	IR	
<input type="button" value="Denon"/> <input type="button" value="DirectTV"/> <input type="button" value="Escient"/> <input type="button" value="Lutron"/> <input type="button" value="Microsoft"/>				

3. Select a brand name, Component Type, Model Name and Control Type

-or-

Label them yourself.

4. Customize the [component properties](#).

5. Add the **IR component functions** and function codes:

6. [manually](#), if you have a list of all the functions codes,

7. by [Fast Learn](#), if you have the component's remote control.

-or-

1. Add the **RS 232** functions.

See also



[How to Copy Components from Databases](#)

[How to Duplicate and Customize Existing Components](#)

How to Copy Components from Databases

From the Factory Database

1. Go to **My Database - Factory Database**.
2. Search for the component that you need.
3. Select the component that you want to add to My Database and click the **Add to My Database** button at the bottom of the list.

Tip

 You can only test the components in My Database to see whether they are the components you need before adding them to My Project.

1. **Repeat** these steps until you have added all the components you need.

From Other Databases

1. Go to **My Database**.
2. Click **Open Other Database**.
3. Browse for the database and open it.
4. Select one component and add it to your own database with the **Add to My Database** button at the bottom of the list.

Tip

 If you want to add all components at once, use the shortcut **Ctrl + A** before clicking the **Add to My Database** button.

If you can't find a component in the Factory Database or in other databases, you can add it manually to My Database.

Â

See also

-  [How to Create New Component Entries](#)
[How to Duplicate and Customize Existing Components](#)
-

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How to Duplicate and Customize Existing Components

1. Go to **My Database - My Database**.
2. Search for the component that you want to duplicate.
3. Select the component.
4. Click the  button.
A copy of the component entry is added to the list.
5. Customize the component properties.
6. Customize the IR or RS 232 functions.

See also



- [How to Copy Components from Databases](#)
- [How to Create New Component Entries](#)

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How to Customize Components

How to Customize Component Properties

The components in the Factory Database have default properties. After you have added a component to My Database, you can customize these properties.

1. Go to **My Database - My Database** and select a component.
2. Click the **Component Properties** button.

The **Component Properties** window opens.

The screenshot shows the 'Component Properties' window with the following sections:

- Identity :** Brand Name: Denon, Component Type: AV Receiver, Model Name: AVR3806, Control Type: IR.
- Ownership :** Owner: [empty], Version: [empty], Tested and Approved by Me.
- Delays :** General Delay: 0.10 sec, Power On Delay: 1.00 sec.
- RS232 :** Baud Rate: 9600, Data Bits: 8, Parity: None, Stop Bits: 1.

At the bottom are buttons: Back to Component List, Component Properties, and Component Functions.

3. You can specify the following properties:

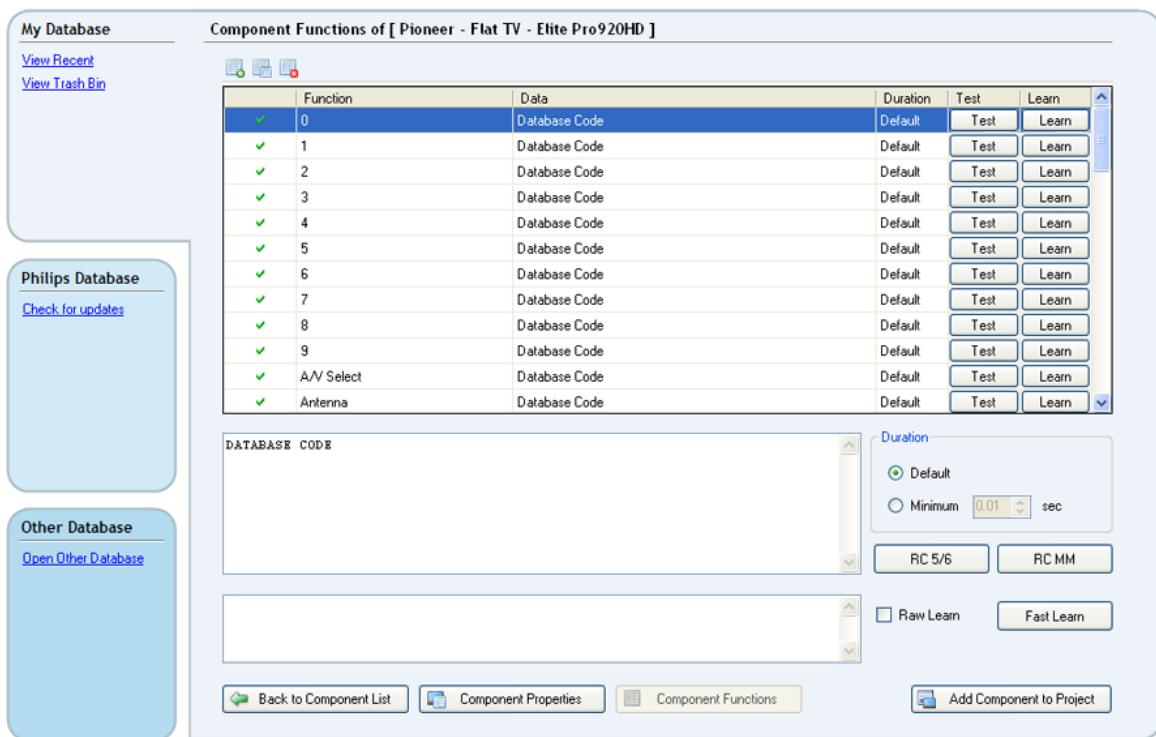
1. **Identity:** choose the brand and component type. Fill in the model number or name. Specify whether the component is an IR or RS 232-controlled device.
2. **Ownership:** specify the owner of the component and the version, and indicate whether the component in the database is approved or not. This is useful for version control. Whether you work in a one-man company or a team you can use the Approved checkbox to keep track of the components that have been completely tested and approved.
3. **Delays:** specify the general and power-on *delays*. A delay is the time a component needs to process the command sent out by the Control Panel. The general delay is the time the component needs to process each command. The power-on delay is the time a component needs to start up completely. This is usually longer than the general delay. When programming macros, it is necessary to include the delays between the various commands. You may need to change the default settings because a component in fact processes commands slower or faster. By customizing the delays, you can fine-tune a component to optimize macros.
4. **RS 232:** fill in the RS 232 data based on the settings specified in the component's documentation. In most cases the settings will be correct, but you may have to adjust the Baud Rate.
5. Click the **Component Functions** button to access the component's [IR](#) or [RS 232 functions](#).

How to Customize IR Functions

The IR components in the Factory Database are programmed with default codes for the various functions. After you have added an IR component to My Database, you can customize its functions.

1. Go to **My Database - My Database** and select a component.
2. Click the **Component Function** button.

The **Component Functions** window opens, with a list of all the functions and code data for the selected component.



3. You can add **new** functions, **duplicate** existing functions or **delete** functions from the list with the buttons at the top of the screen:



4. You can edit the component functions **manually**:

1. **Function:** change the name of a function, or add a new function by double-clicking in an empty field, entering the name and adding the code.
2. **Data:** change the HEX code of a function. If you have a list of all the components' functions and corresponding codes, you can use that list to edit the Data column.
3. **Duration:** specify how long it takes for the code to be sent and processed. You can choose the default duration, or, to make sure that macros are processed correctly, set a minimal duration.
4. Fill in **extra data** about the function selected in the function column.
5. Click the **RC5/6** button or **RC MM** button to fill in the Philips RC 5/6 or RC MM codes.

1. If you have the component's remote control, you can also use the **Learn** or **Fast Learn** functionality to automatically change the code data.
2. You can **test** each function via the **Test** button.
3. Click the **Component Properties** button to configure the **component's properties**.
4. Click the **Add Component to Project** button to **add the component to your project**.

How to Customize RS 232 Functions

Before you start adding or customizing RS 232 codes in My Database, check if the RS 232 component has parameterized commands (protocol strings). Parameterized commands are commands that have a variable part.

Example

- On an air conditioning system, there is a separate command for each degree setting, instead of just increasing or decreasing the temperature with one degree. This could be, for example, the command SET TEMP = 80F, with 80 being the variable part, instead of TEMP+ or TEMP-.

The same holds true for the volume settings on certain receivers.

If the Protocol Strings Are Parametrized

1. Check if the component has non-parametrized commands as well as parametrized commands for the same function.

Example

- If an air conditioning system has parametrized commands for each degree setting, but also non-parametrized commands that just increase or decrease the temperature, use the non-parametrized commands.

1. If there are only parametrized commands, see if you can select a set of commands instead of using all the commands for a function, or select a few default commands.

Example

- Instead of adding each separate volume command, only add every fourth or fifth volume protocol string. This way, the user won't be able to select each different volume setting (e.g., 0 dB, -1 dB, -2 dB, -3 dB, -4 dB,...), but only certain volume levels (e.g. -0 dB, -5dB, -10 dB,...)

If a component has a function with fifteen different settings, but only two settings are used, just add the commands for these two settings and leave out the other thirteen.

1. If you cannot apply the alternatives mentioned above, you will need to control this component with a two-way module or via ProntoScript. Check the Pronto website (www.pronto.philips.com) or contact your distributor.

If the Commands Are Not Parametrized

1. Go to **My Database - My Database** and select the component.
2. Press the **Component Function** button.
The **Component Functions** window opens, with a list of all the functions and code data for the selected component.
3. Enter the command for each function.

How to Test Functions

When you have added a component to My Database, you can test it to make sure all the functions work correctly.

1. Connect the Control Panel to the PC.

2. Go to **My Database- My Database**.

3. Select a component in the list.

4. Click the **Component Functions** button.

The Component Functions window appears, with a list of all the functions. Next to each function, there is a **Test** button.

5. Click and hold the **Test** button next to the function that you want to test.

The Control Panel sends out the command to the component.

6. Release the **Test** button to stop testing.

7. If the function does not work correctly, you will have to:

8. change the **HEX code manually**, if you have the component's function list,

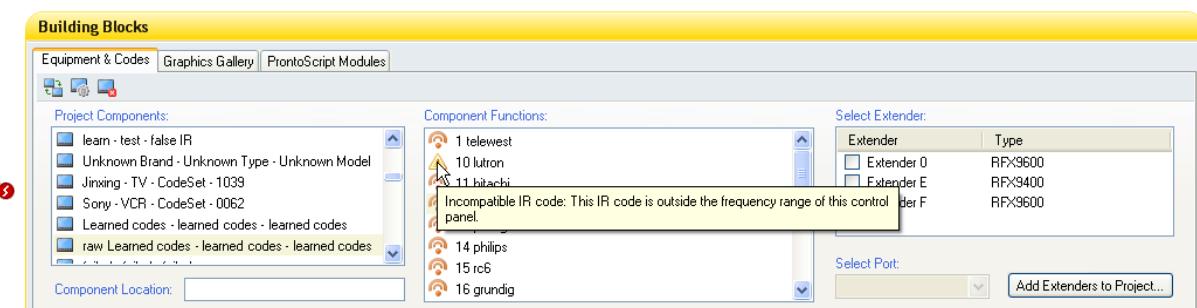
-or-

9. or let the Control Panel **learn** the function, if you have the component's remote control.

1. **Repeat step 5** for each function that you want to test.

Warning

The TSU9300 Control Panel cannot transmit IR codes with frequencies higher than 500kHz. In the Building Block **Equipment & Codes**, you will see the icon  in front of all codes which cannot be used in the project due to this limitation.



If you need to use one of these codes, you can:

- Use extenders in your project. In this case, there is no longer a direct communication between the Control Panel and the AV component.
- Use another type of Control Panel for example TSU9400.

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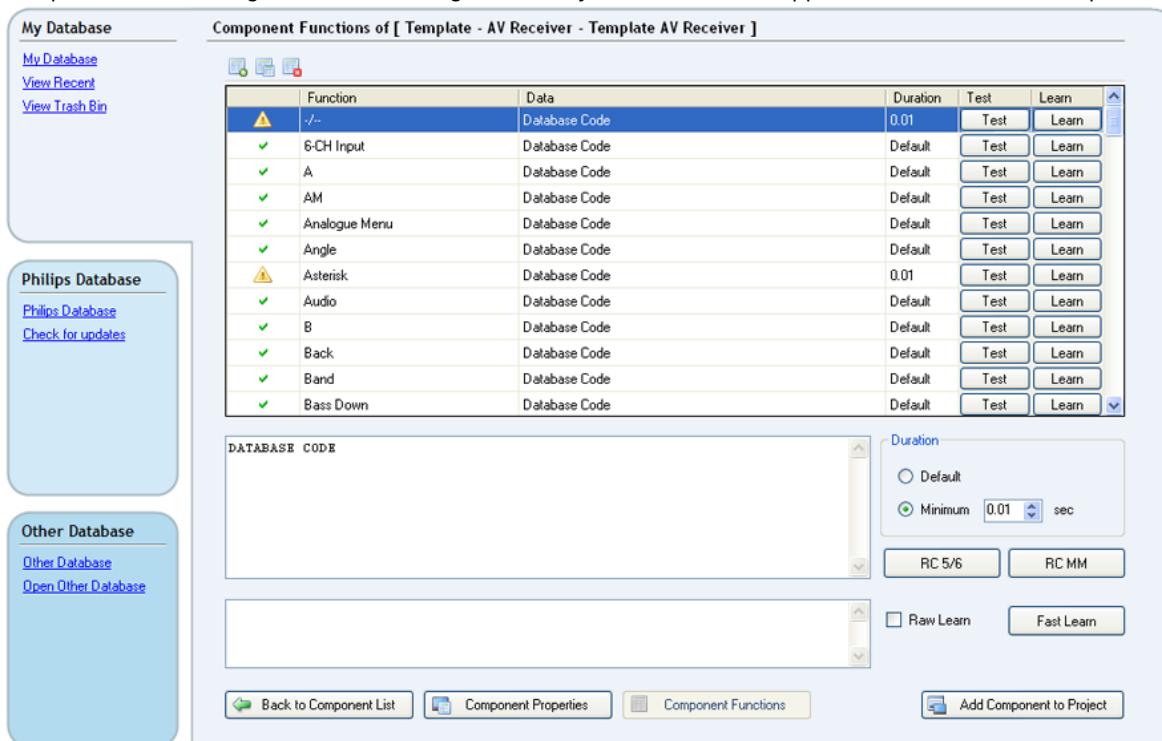
How to Resolve Conflicts in Functions

When you alter the settings of a function in My Project, it differs from the corresponding default function in My Database. This creates a conflict, which you can resolve via My Database.

This creates a conflict, which you can resolve via My Database.

1. Go to **My Database - My Database**.
2. Look for the component with the conflicting function(s).
3. Select the component and click the **Component Functions** button.

The **Component Functions** window opens, with a list of all the functions and code data for the selected component. You'll recognize the conflicting function by the icon  that appears in front of the description.



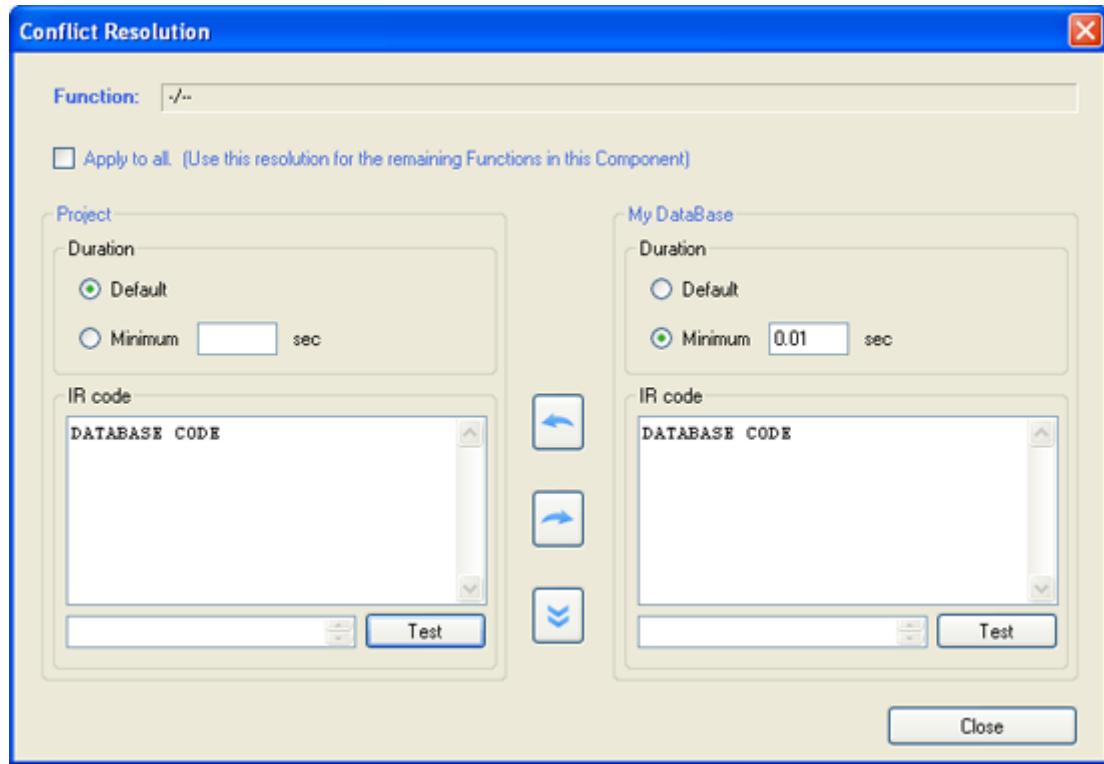
The screenshot shows the 'Component Functions' window for a 'Template - AV Receiver - Template AV Receiver' component. The left sidebar has links for 'My Database', 'Philips Database', and 'Other Database'. The main area is titled 'Component Functions of [Template - AV Receiver - Template AV Receiver]'. It contains a table with columns: Function, Data, Duration, Test, and Learn. A warning icon () is present next to the first function, indicating a conflict. The table lists various functions like '6-CH Input', 'A', 'AM', etc., each with 'Database Code' data and a duration of '0.01'. The 'Duration' section on the right allows setting 'Default' or 'Minimum' values (set to 0.01 sec), and buttons for 'RC 5/6', 'RC MM', 'Raw Learn', and 'Fast Learn'. At the bottom are buttons for 'Back to Component List', 'Component Properties', 'Component Functions', and 'Add Component to Project'.

Function	Data	Duration	Test	Learn
 /...	Database Code	0.01	<input type="button" value="Test"/>	<input type="button" value="Learn"/>
✓ 6-CH Input	Database Code	Default	<input type="button" value="Test"/>	<input type="button" value="Learn"/>
✓ A	Database Code	Default	<input type="button" value="Test"/>	<input type="button" value="Learn"/>
✓ AM	Database Code	Default	<input type="button" value="Test"/>	<input type="button" value="Learn"/>
✓ Analogue Menu	Database Code	Default	<input type="button" value="Test"/>	<input type="button" value="Learn"/>
✓ Angle	Database Code	Default	<input type="button" value="Test"/>	<input type="button" value="Learn"/>
 Asterisk	Database Code	0.01	<input type="button" value="Test"/>	<input type="button" value="Learn"/>
✓ Audio	Database Code	Default	<input type="button" value="Test"/>	<input type="button" value="Learn"/>
✓ B	Database Code	Default	<input type="button" value="Test"/>	<input type="button" value="Learn"/>
✓ Back	Database Code	Default	<input type="button" value="Test"/>	<input type="button" value="Learn"/>
✓ Band	Database Code	Default	<input type="button" value="Test"/>	<input type="button" value="Learn"/>
✓ Bass Down	Database Code	Default	<input type="button" value="Test"/>	<input type="button" value="Learn"/>

4. Select the (first) conflicting function in the list and click on the  icon.

The **Conflict Resolution** window opens, with an overview of the function's details in My Project and My

Database.



5.



Click the button if you want to overwrite the settings of the function in My project with the settings from My database.



Click the button if you want to overwrite the settings of the function in My Database with the settings from My Project.

Tip

When you select the checkbox **Apply to all**, you will overwrite all My Database settings with My Project settings for the conflicted functions or vice versa.

1. If there are more conflicting functions:

1.



Click the button to go to the next conflicting function in the list.

2. Repeat step 5 and 6 until all conflicting function are resolved.

1. Click **Close**.

All conflict icons in the list are changed into .

Component Functions of [Template - AV Receiver - Template AV Receiver]

Function	Data	Duration	Test	Learn
/..	Database Code	Default	Test	Learn
6-CH Input	Database Code	Default	Test	Learn
A	Database Code	Default	Test	Learn
AM	Database Code	Default	Test	Learn
Analogue Menu	Database Code	Default	Test	Learn
Angle	Database Code	Default	Test	Learn
Asterisk	Database Code	Default	Test	Learn
Audio	Database Code	Default	Test	Learn
B	Database Code	Default	Test	Learn
Back	Database Code	Default	Test	Learn
Band	Database Code	Default	Test	Learn
Bass Down	Database Code	Default	Test	Learn

DATABASE CODE

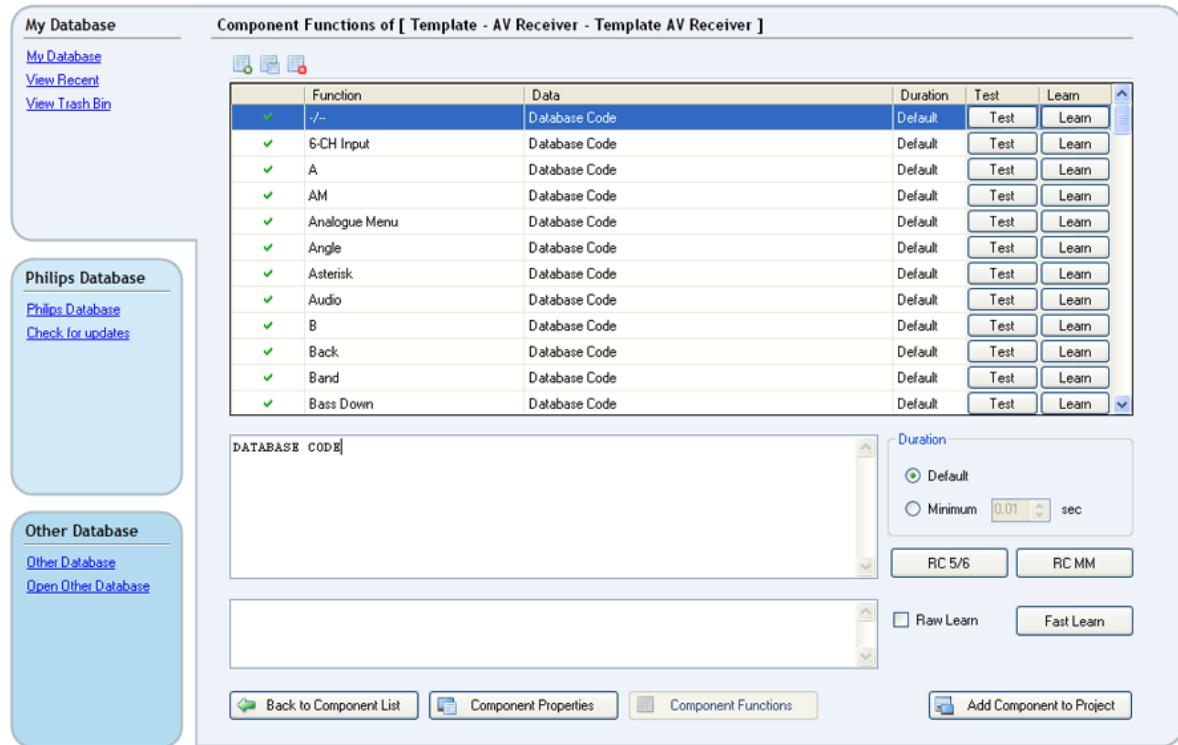
Duration

Default

Minimum sec

RC 5/6 RC MM

Raw Learn Fast Learn



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(Fast) Learn

What Is (Fast) Learn?

(Fast) Learn allows you to add a component's function codes automatically to My Database, without having to enter all the code data manually. This makes customizing component functions and adding new components a lot faster and easier.

- **Learn:** this functionality lets the Control Panel learn functions one at a time. You will mostly use it to [customize function codes](#) of existing components in My Database.
- **Fast Learn:** this functionality lets the Control Panel learn a set of functions in a row. You will mostly use it to [add new components to My Database](#) or [duplicate and customize existing components](#).

To be able to [use \(Fast\) Learn](#), you need to have the component's remote control. (Fast) Learn in fact means that you let the Control Panel learn the function codes of the component's remote control. By connecting the Control Panel to the computer with ProntoEdit Professional on it, the function codes are transmitted to My Database. It's important that you [place the Control Panel and the component's remote control correctly](#) for (Fast) Learn.

Tip

💡 If the Control Panel doesn't learn the function correctly, try using [Raw Learn](#). Bear in mind that the TSU9300 Control Panel does not support IR functions with a frequency higher than 500KHz. The Control Panel will not be able to learn this codes.

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How to Place the Control Panel for (Fast) Learn

1. Check if the **batteries** of both the Control Panel and the component's remote control are sufficiently charged.
2. **Connect** the Control Panel (or the docking station) to the PC with the USB cable.
3. Place the component's remote **4 to 6 inches** (10-15 cm) from the Control Panel in line with the Control Panel's learning eye.

TSU9400

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TSU9600 with docking station

TSU9600 without docking station



TSU9800

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See also



- [What Is \(Fast\) Learn?](#)
- [How to Use \(Fast\) Learn](#)

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How to Use (Fast) Learn

1. [Make sure the Control Panel is connected to the PC and placed correctly.](#)
2. Make sure the volume of the Control Panel and the PC is on.
3. Go to **ProntoEdit Professional - My Database - My Database**.
4. Select a component in the component list and click the **Component Functions** button.
The **Component Functions** window opens.
5. You can now:
6. [Learn](#) one code.
7. [Fast Learn](#) a series of codes.
8. If the Control Panel doesn't learn the codes correctly, try [Raw Learn](#).

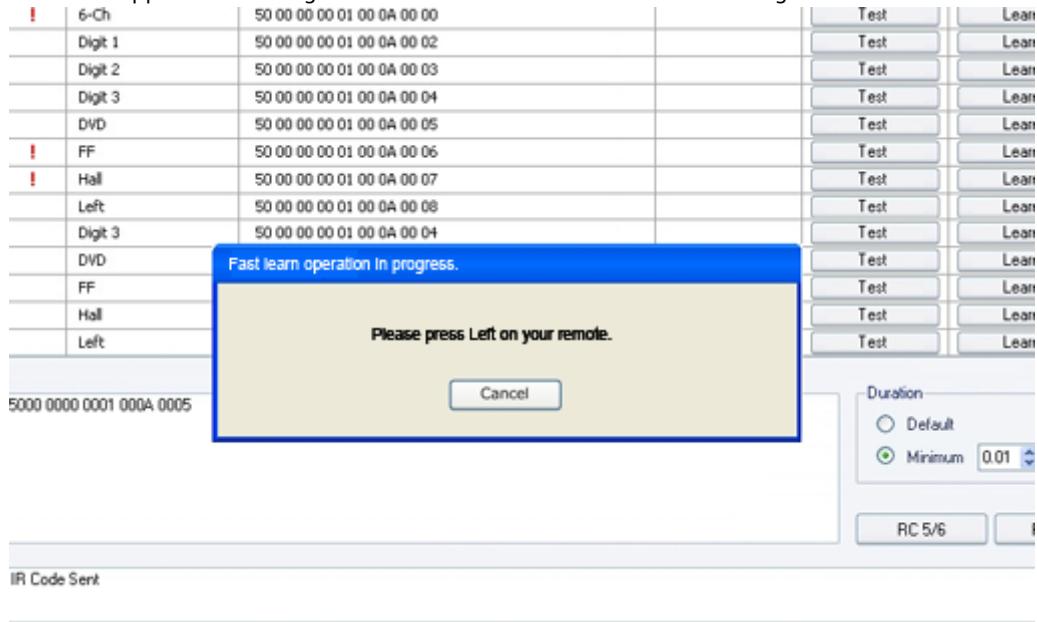
Learn

1. Select the **function** that you want the Control Panel to learn.
2. Click the **Learn** button.
3. Press and **hold** the button on the remote control with the corresponding function.
The Control Panel beeps when it has learned the code.

Fast Learn

1. Select the first function in a successive row of functions that you want the Control Panel to learn.
2. Click the **Fast Learn** button.

A window appears indicating which function the Control Panel is learning.



3. Press and hold the button on the remote control that corresponds with the first function in the row.
The Control Panel beeps when it has leaned the code.
4. **Release** the button and wait until the computer beeps.
The computer beeps when it has processed the code.
5. **Repeat** steps 3 and 4 for each function in the row.
You can only let the Control Panel learn a successive list of functions.
6. Click the **Cancel** button in the window when you arrive at a function that you don't want the Control Panel to learn. If there are more functions to learn, select the next function and repeat steps 1 through 6.

Raw Learn

When the Control Panel learns functions from a remote control, it doesn't learn the entire IR wave that the remote control sends out, but automatically filters out the IR "noise", for example, disturbance from light sources. This

compresses the IR waves so that they take up less space. You can compare this to CDs containing audio files. A CD with regular audio files can only contain about 20 tracks, whereas a CD with MP3 files - compressed audio files - can contain ten times more tracks.

However, sometimes the Control Panel doesn't filter correctly, and as a result, the IR code that it has learned, doesn't work. In that case, you have to use Raw Learn. The Control Panel will learn the entire IR code, with all the noise:

1. Go to **My Database - Component Functions**.
2. Select the **Raw Learn** checkbox.
3. Re-use the **Learn** or **Fast Learn** function.

See also



[How to Customize IR Functions](#)

[Create New Component Entries from Scratch](#)

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How to Add Components to a Project

When you start a project with the Quick Start Wizard, all the necessary components are automatically added to your project and available in Equipment & Codes.

However, you can always add extra components afterwards:

1. Go to **My Database - My Database**.
2. Find the component that you want to add to your project.
3. Select the component, and click the **Add Component To Project** button.

The component, its functions and delays are added to Equipment & Codes. From there, you can drag and drop functions and delays to buttons in the WYSIWYG.



Tip

You can modify the component properties and IR or RS 232 functions before adding it to your project.

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How to Share Databases

Not only can you create your own personal database, you can share your database with others by creating a back-up of it in a .DB file. You can also open other people's databases in ProntoEdit Professional 2, and add one or more components to your own database. On www.pronto.philips.com for example, you find the **OnlyOneRemote** database in the **Downloads** section. This database is an asset to your projects since it is created and tested for custom installation.

Share My Database

Backup your database and share it with others:

1. Go to **My Database**.
2. Open the **File** menu and select **Back up My Database**.
3. Select a location to save your database.
4. Share your database with others.

Use Other Databases

To open someone else's database:

1. Download the database and save it on your computer.
2. Go to **ProntoEdit Professional - My Database**.
3. Click the **Open Other Database** link and browse for the database file.
The selected database opens.
4. You can [add components from this database to My Database](#). When you have done this, you can customize the [properties](#), [IR](#) or [RS 232](#) functions, and [add the components to your project](#).

Tip

- ➊ When you have created a back-up of your own database, you can add components from this back-up to your current My Database, for example, when you accidentally delete a component.

Wrapping Up a Project

How to Download Your Project onto a Control Panel



When you have finished your project, or you want to try it out on a Control Panel:

1. **Connect** the Control Panel to your computer.
2. Go to **My Project**.
3. Open the **File** menu and **Save** your project.
4. Open the **File** menu and select **Download to Control Panel**.

The project is downloaded to the Control Panel and you can try it out.

After you have downloaded your project onto your control panel for the first time, your **next downloads** may take considerably shorter. This is because the conversion process of bitmaps that have been unchanged since the last download, will not be repeated. The effect will be more noticeable in projects with a lot of images.

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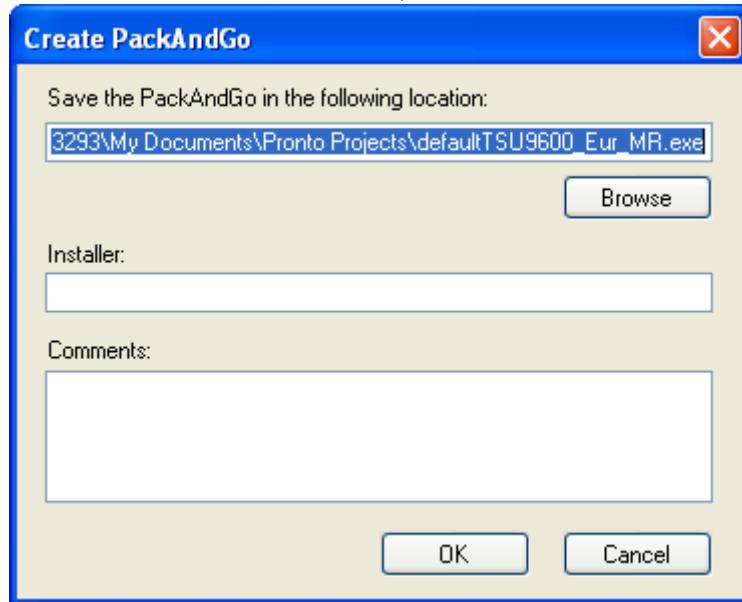
How to Export a Project for Pack and Go

By exporting a project, or saving it as **Pack and Go**, you actually save the project as an executable file that can be shared with others, who can download it immediately onto a Control Panel. They don't need to have ProntoEdit Professional for this.

The export function is useful when you are creating a project that you want to share with others. If your Control Panel is connected to your computer, you don't need to export it before downloading it, you can just [download](#) it directly onto your Control Panel.

1. Go to **My Project**.
2. Open the **File** menu and select **Save Project as Pack and Go**.

The **Create Pack and Go** window opens.



3. Select a **location** for your file.
4. Fill in your **name** in the Installer field.
5. Add **comments** about the project.
6. Click **OK**.

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Troubleshooting

The Macros Do Not Work

1. Make sure that the component function **codes** are correct. You can [test](#) the functions in My Database.
2. Insert sufficient **delays** in the macros to allow the equipment to start up properly.
3. Check the [**Action Properties**](#) of the button and make sure the macro consists of the correct codes.
4. Make sure that the buttons which switch to another activity use **Activity jumps**, and not Page jumps. An activity jump not only initiates a jump to the first page of the activity but also sends out the Activity Macro.

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The Control Panel Will Not Learn Codes

1. Make sure the USB cable is connected properly.
2. Make sure the Control Panel and the original remote control are **positioned** correctly.
3. **Intensive light sources** affect the ability to learn code successfully. Therefore do not use the (Fast) Learn function under fluorescent light or sunlight and cover the remotes with your hand or a cloth during learning.
4. Make sure the **batteries** of the Control Panel and the original remote are sufficiently charged.
5. During (Fast) Learn, press and **hold** the key on the original remote for more than one second.
6. Try using **Raw Learn**.
7. Bear in mind that the TSU9300 Control Panel cannot learn IR codes that have a frequency higher than 500kHz.

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The AV Equipment Does Not Respond to Commands from the Control Panel

- Make sure that the component function **codes** are correct. You can [test](#) the functions in My Database.
- Bear in mind that the TSU9300 Control Panel does not support ProntoScript or IR-codes with a frequency higher than 500kHz. When you are working on a TSU9300 project, you will see the icon  in front of the codes in the Building Block **Equipment & Codes**.
- If you want to communicate via RF with components at different locations, you need to use multiple Extenders in the Pronto Network. **Configure** the Extenders:
 - On the **Extender**: assign an Extender ID with the Extender ID switch.
 - Via the **Configuration Tool**. Consult the Extender Starter's Guide for more information.
 - In **ProntoEdit Professional**: in [Equipment & Codes](#).
- 1. Check the **Network Settings** in the System Properties. Make sure they correspond to the set-up of the components and Extenders.
- 2. If the Control Panel works in a wireless environment, bear in mind that it may take the Pronto Network a few seconds to **wake up** and start transmitting codes.
- 3. It is possible that not all **Wireless Access Points** work equally well in combination with the Control Panel. Make sure you use a quality access point.
- 4. For more information, check the **Starterâ€™s Guides** for the RFX9400 and RFX9600 Extenders.

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The Signal Transmission over the Wireless Network is Slow

Depending on Wireless Network Settings, it takes longer for the Pronto Network to transmit signals. Facts that can influence the speed are:

- The **location** of the Wireless Access Point: To test if the Wireless Access Point and the Control Panel are too far apart, take the Control Panel and stand closer to the Wireless Access Point. If the transmission is significantly faster, place the Wireless Access Point closer to where the Control Panel will be used or add an extra Wireless Access Point in the Pronto Network.
 - **Encryption:** The encryption used by the Extenders and the Control Panel slows the transition of the signal down.
 - The **chipset** of your Wireless Access Point
 - The **DHCP server settings**
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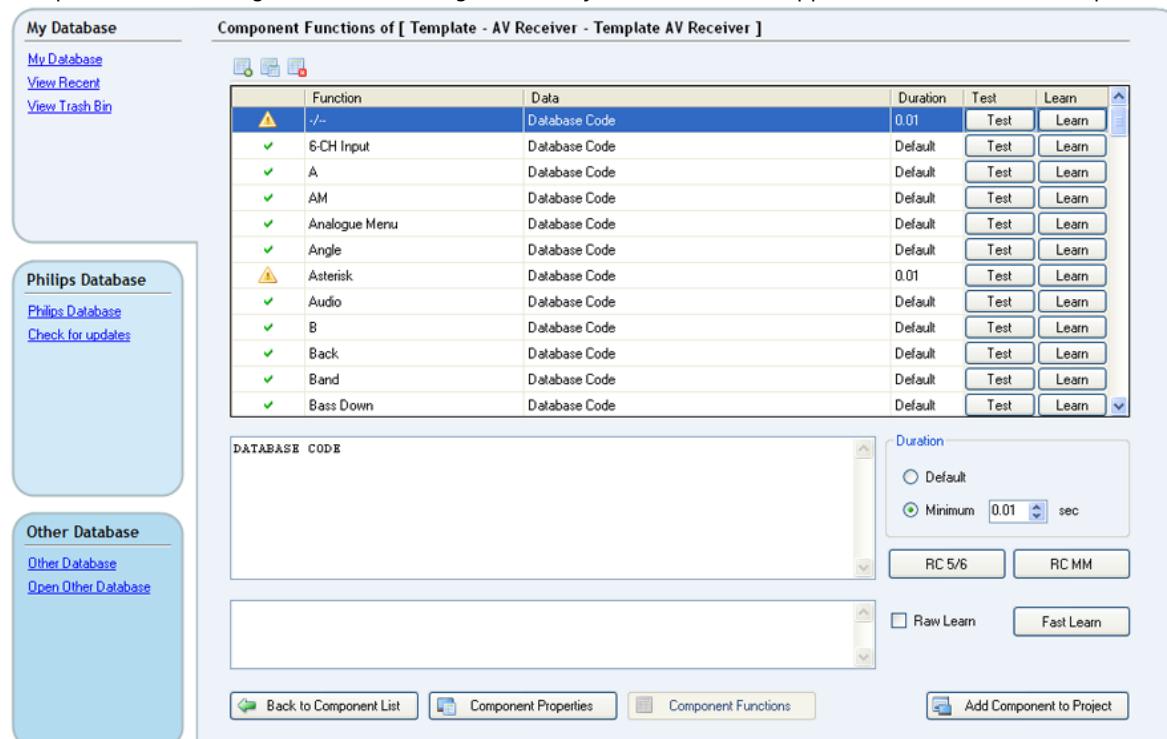
The Function in My Project conflicts with the Function in My Database

When you alter the settings of a function in My Project, it differs from the corresponding default function in My Database. Â

This creates a conflict, which you can resolve via My Database.

1. Go to **My Database - My Database**.
2. Look for the component with the conflicting function(s).
3. Select the component and click the **Component Functions** button.

The **Component Functions** window opens, with a list of all the functions and code data for the selected component. You'll recognize the conflicting function by the icon  that appears in front of the description.



The screenshot shows the 'Component Functions' window for a component named 'Template - AV Receiver - Template AV Receiver'. The left sidebar includes links for 'My Database', 'View Recent', 'View Trash Bin', 'Philips Database' (with 'Check for updates'), and 'Other Database' (with 'Open Other Database'). The main area displays a table of functions:

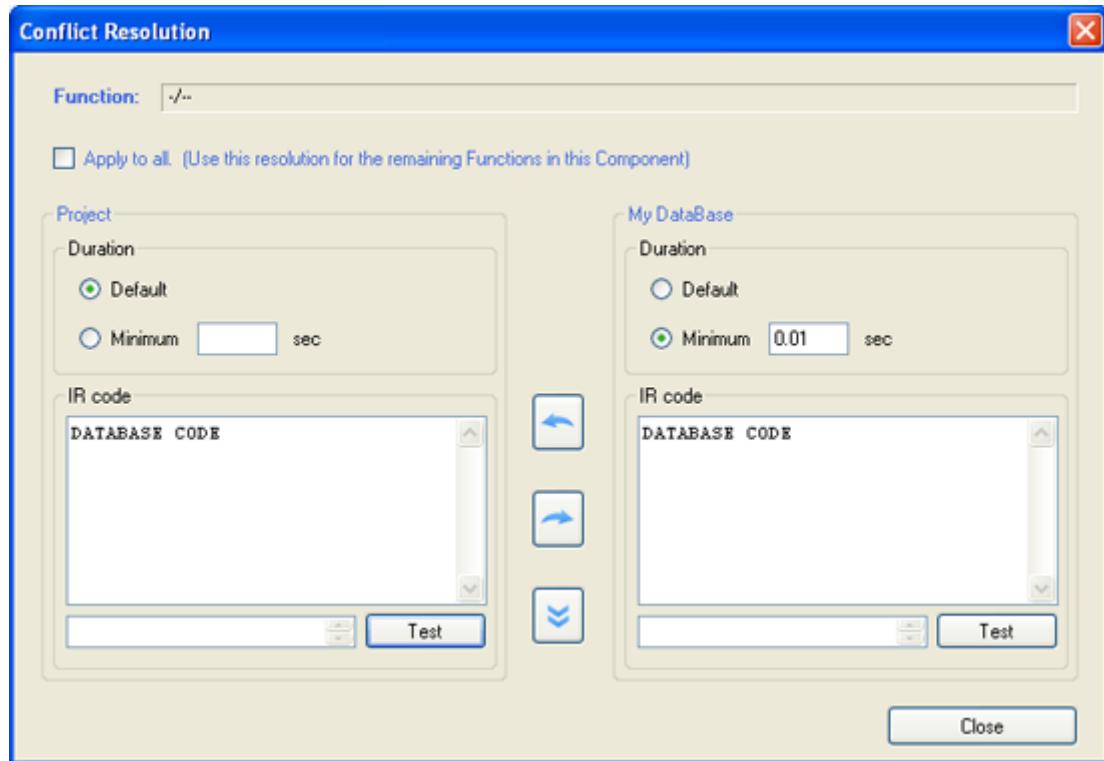
Function	Data	Duration	Test	Learn
 /...	Database Code	0.01	<input type="button" value="Test"/>	<input type="button" value="Learn"/>
✓ 6-CH Input	Database Code	Default	<input type="button" value="Test"/>	<input type="button" value="Learn"/>
✓ A	Database Code	Default	<input type="button" value="Test"/>	<input type="button" value="Learn"/>
✓ AM	Database Code	Default	<input type="button" value="Test"/>	<input type="button" value="Learn"/>
✓ Analogue Menu	Database Code	Default	<input type="button" value="Test"/>	<input type="button" value="Learn"/>
✓ Angle	Database Code	Default	<input type="button" value="Test"/>	<input type="button" value="Learn"/>
 Asterisk	Database Code	0.01	<input type="button" value="Test"/>	<input type="button" value="Learn"/>
✓ Audio	Database Code	Default	<input type="button" value="Test"/>	<input type="button" value="Learn"/>
✓ B	Database Code	Default	<input type="button" value="Test"/>	<input type="button" value="Learn"/>
✓ Back	Database Code	Default	<input type="button" value="Test"/>	<input type="button" value="Learn"/>
✓ Band	Database Code	Default	<input type="button" value="Test"/>	<input type="button" value="Learn"/>
✓ Bass Down	Database Code	Default	<input type="button" value="Test"/>	<input type="button" value="Learn"/>

Below the table, there's a 'DATABASE CODE' section with a scrollable area, a 'Duration' section with radio buttons for 'Default' and 'Minimum 0.01 sec', and buttons for 'RC 5/6', 'RC MM', 'Raw Learn', 'Fast Learn', and 'Add Component to Project'.

4. Select the (first) conflicting function in the list and click on the  icon.

The **Conflict Resolution** window opens, with an overview of the function's details in My Project and My

Database.



5.



Click the button if you want to overwrite the settings of the function in My project with the settings from My database.



Click the button if you want to overwrite the settings of the function in My Database with the settings from My Project.

Tip

When you select the checkbox **Apply to all**, you will overwrite all My Database settings with My Project settings for the conflicted functions or vice versa.

1. If there are more conflicting functions:

1.



Click the button to go to the next conflicting function in the list.

2. Repeat step 5 and 6 until all conflicting function are resolved.

1. Click **Close**.

All conflict icons in the list are changed into .

Component Functions of [Template - AV Receiver - Template AV Receiver]

Function	Data	Duration	Test	Learn
/..	Database Code	Default	Test	Learn
6-CH Input	Database Code	Default	Test	Learn
A	Database Code	Default	Test	Learn
AM	Database Code	Default	Test	Learn
Analogue Menu	Database Code	Default	Test	Learn
Angle	Database Code	Default	Test	Learn
Asterisk	Database Code	Default	Test	Learn
Audio	Database Code	Default	Test	Learn
B	Database Code	Default	Test	Learn
Back	Database Code	Default	Test	Learn
Band	Database Code	Default	Test	Learn
Bass Down	Database Code	Default	Test	Learn

DATABASE CODE

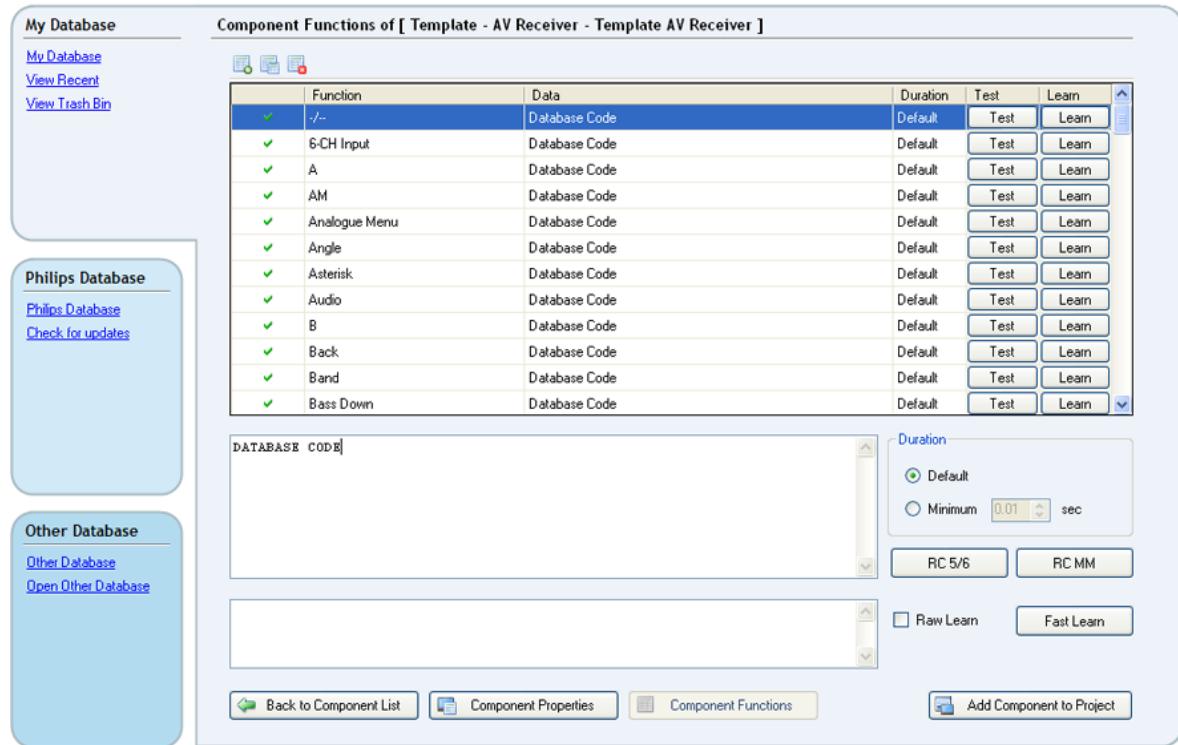
Duration

Default

Minimum sec

RC 5/6 RC MM

Raw Learn Fast Learn



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The ProntoEdit Professional folders are not visible on my Windows Vista PC

For Windows Vista, several folders on **C:\ProgramData\Philips\ProntoEdit Professional 2** are hidden For example the folder containing the gallery, the sounds,....

To view these folders, you need to take the following steps:

1. In the Windows **Start** Menu, select **Control Panel**.
The **Control Panel** window opens.
2. In the **Control Panel** window, select **Appearance and Personalization - Folder Options**.
3. In the **View** tab, select the radio button **Show hidden files and folders**.
The folders on **C:\ProgramData\Philips\ProntoEdit Professional 2** become visible.

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The PC Does Not Recognize the Control Panel

1. Check if the Control Panel is properly **connected** to the PC and switched on.
2. If your PC has Windows XP, make sure that **Service Pack 2** is installed.
3. Make sure that the drives on your PC are **mapped** correctly, and that the PC hasn't mapped the Control Panel to a drive that already exists. If there is a problem with the drive mapping, change the Control Panel drive via **Disk Management** on your PC:
 1. Open the Windows **Start** Menu.
 2. Select **Run**.
 3. Run the following command: **diskmgmt.msc**
Disk Management opens.
 4. Select a **drive** for the Control Panel that is not yet in use.
1. The Control Panel is a **mass storage device**. Your PC may have a problem with installing mass storage devices correctly. In that case:
 1. Remove the Control Panel from the PC and insert it in a **different USB slot**.
-OR-
 2. Remove the Control Panel from the PC and insert a **different mass storage device** in the USB slot that you want to use for the Control Panel.
 3. Wait for Windows to recognize and install the mass storage device.
 4. After Windows has finished, take out the mass storage device and insert the Control Panel.

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Shortcuts

Shortcuts

In ProntoEdit Professional you can use shortcuts and hotkeys for a number of actions:

Location	Press	To:
		Â
ProntoEdit Professional 2		
	F1	Open ProntoEdit Professional Help
Â	F6	Select the next panel in My Project.
Â	CTRL + F6	Switch views between My Database and My Project.
Â	CTRL + Q	Start Quick Start Wizard
Â	CTRL + N	New project
Â	CTRL + O	Open project
Â	CTRL + S	Save project
Â	CTRL + D	Download project to Control Panel
Â	CTRL + F4	Close project
Â	ALT + F4	Exit ProntoEdit Professional
Â	CTRL + Z	Undo
Â	CTRL + Y	Redo
Â	CTRL + X	Cut
Â	CTRL + C	Copy
Â	CTRL + V	Paste
Â	DEL	Delete
Â	Esc	Close modal window
In Project Overview		
	ALT + G	Insert a page
Â	ALT + A	Insert an activity
Â	ALT + M	Insert a reusable macro
Â	ALT + C	Insert a reusable macro category
Â	CTRL + UP	Move the selected activity, page, reusable macro or reusable macro category up in the tree view
Â	CTRL + DOWN	Move the selected activity, page, reusable macro or reusable macro category down in the tree view
Â	CTRL + drag & drop	Copy an activity, page, reusable macro or reusable macro category

In the WYSIWYG	TAB	Select the next item
Â	SHIFT + TAB	Select the previous item
Â	CTRL + A	Select all the items
Â	CTRL + G	Group the selected items
Â	CTRL + U	Ungroup the selected items
Â	Esc	Deselect all
Â	CTRL + PAGE UP	Bring the selected item(s) to front
Â	CTRL + PAGE DOWN	Send the selected item(s) to back
Â	CTRL + DOWN	Send the selected item(s) backward
Â	CTRL + UP	Bring the selected item(s) forward
Â	F2	Open the Label Properties of the selected element
Â	CTRL + drag & drop	Copy a panel with its image
Â	Â	Copy a button with its appearance and actions
Â	SHIFT + drag & drop	Copy the appearance of an object without the actions
Â	ALT + drag & drop	Copy the actions of a button without the appearance
Â	ALT + B	Insert a button on the page
Â	ALT + P	Insert a panel on the page
Â	ALT + T	Insert a text field on the page
In the Properties	F7	Selects the next item in the WYSIWYG when the Properties Panel is active.
Â	F8	Open the Channel Macro Wizard
Â	CTRL + drag & drop	Copy an action
In Graphics & Gallery	Drag & drop background to Project Overview	Replaces the background of the selected activity with this background
Â	Drag & drop background to the WYSIWYG	Replaces the background of the current activity with this background
Â	Drag & drop background to Properties	Replaces the background of the selected activity with this background
Â	Drag & drop image to Workspace	Adds the image as a new panel item
Â	SHIFT + drag & drop image to the WYSIWYG	Skins the selected panel item with this graphic
Â	Drag & drop image to Properties	Replaces the image of the selected item with this image
Â	Drag & drop button to the WYSIWYG	Adds the graphic as a new button

Â	Drag & drop button to Properties	Replaces the images of the selected button with this button set
Â	SHIFT + drag & drop button to the WYSIWYG	Skins the selected button with this button set
Â	Drag & drop Page to Project Overview	Adds a new page
Â	Drag & drop Activity to Project Overview	Adds a new activity

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