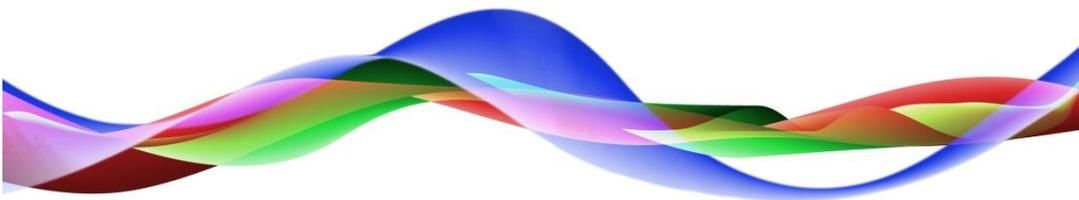


10 Gadgets

vsmStudio

Manual



Legend



Please note: This information is of prime importance.

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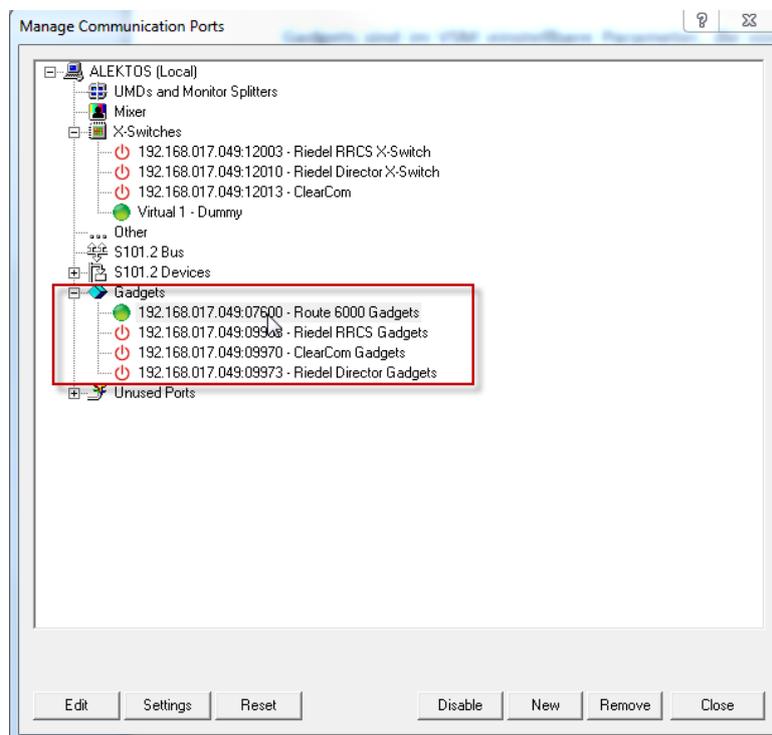
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Gadgets are parameters that are made available by controlled devices through protocol.

1 Setting-up Gadget Ports

In order to be able to control gadgets, a gadget port must be created for the relevant device under port management (see chapter 8.1 New Port). The Ember protocol located under VSM is oftentimes used here.



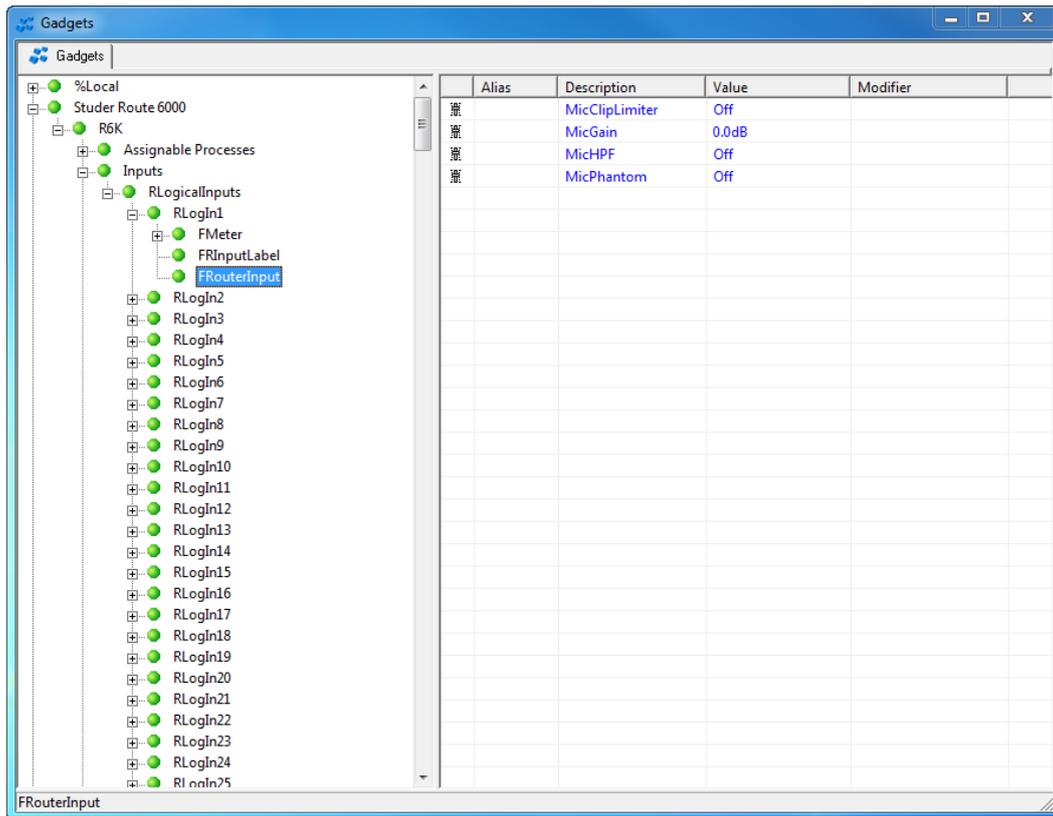
Gadget ports

2 Gadget Tree



Gadget symbol in the main menu

For an overview over all existing gadgets of a controlled device, select the gadget symbol in the main menu.



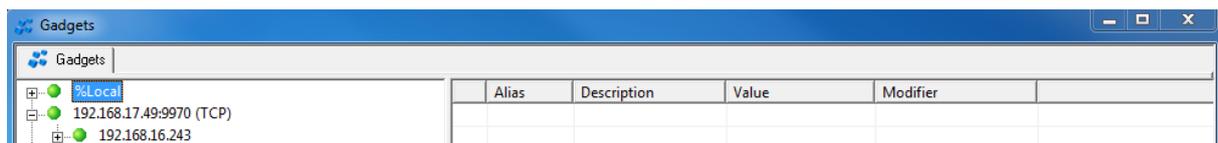
Gadget tree

All available gadgets are listed in a tree structure, the so-called gadget tree. The controlled parameters can be found in subfolders on the right side. If the values are shown in blue font, they can be changed directly in this view. Black font indicates gadgets that cannot be changed.

This view allows the further use of already existing parameters. They can, for example, be assigned to a panel for control purposes, linked with GP-I/Os (see chapter 15), or even saved in meta-gadget containers (see chapter 11).

2.1 Gadget View

There are four columns on the right side of the gadget view.



Gadget view

2.1.1 Alias

Should parameters in a gadget folder have the same name, they can be re-named in the column *Alias*. The vsmStudio software will subsequently use this name.

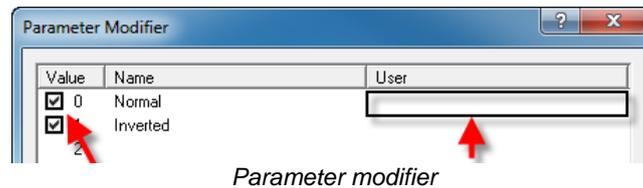
2.1.2 Description

The column *Description* indicates a parameter's pre-defined name.

2.1.3 Value

The column *Value* shows a parameter's current value.

2.1.4 Modifier



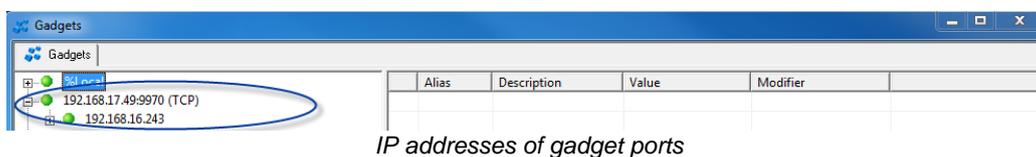
In the column *Modifier*, the display of the available values can be limited. Moreover, the interval for decimals (for rotary controls or faders) can be increased or decreased using a divider.



In addition, the name of specific values can be changed in the field *User*.

2.2 IP Address of the Gadget Port

Once a gadget port has been set-up, the IP address and port that were defined there will be used in the gadget's folder structure.



It can often be more useful to define a unique name as reference instead of using a pre-defined IP address and port. The unique name can be changed in the registry. The corresponding entry is located in the relevant gadget connector entry under connections.

Name	Type	Data
ab) (Default)	REG_SZ	(value not set)
ab) Comment	REG_SZ	ClearCom Gadgets
ab) Enabled	REG_SZ	True
ab) GUID	REG_SZ	{9808DC22-9F5B-4535-84DD-E320E662F198}
ab) Name	REG_SZ	Gadget Connector
ab) Port	REG_SZ	192.168.17.49:9970 (TCP)
ab) Reflect Identifier	REG_SZ	192.168.17.49:9970 (TCP)
ab) Type	REG_SZ	VSMGadget Connector (Ember)

Gadget connector entry



Please note: vsmDiscover also allows the definition of a Reflect Identifier for the vsmGadgetServer. Both identifiers are, however, separate entries.

