System Manager Activities in Integration Designer 11

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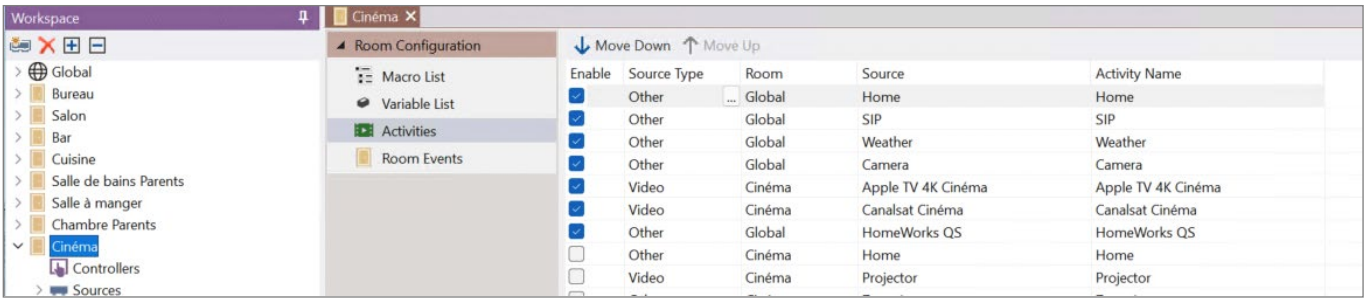
A. Overview

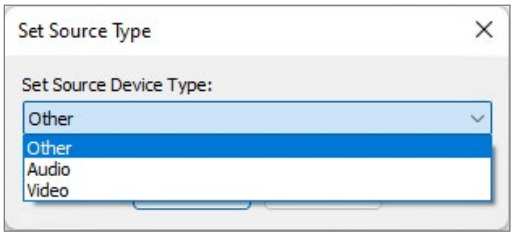
In Integration Designer 11, the feature “Activities” was introduced to help program Macros or Events in a very efficient way.

B. How to access Activities?

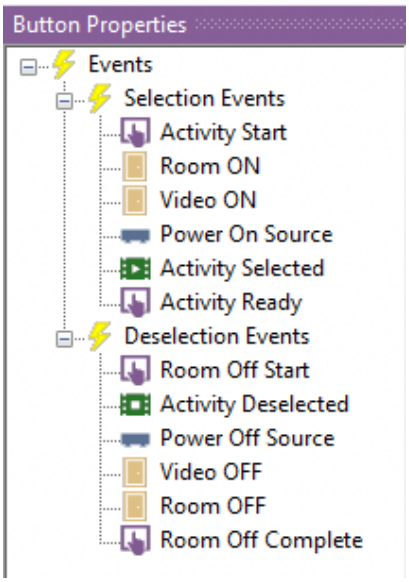
Select any room, then select “Activities” from the room configuration tab. The activities events allow you to enable an activity by checking a specific source. This will display the activity if you are using an item list on your home page source list. You may uncheck any sources you don't want to include in the activity list.



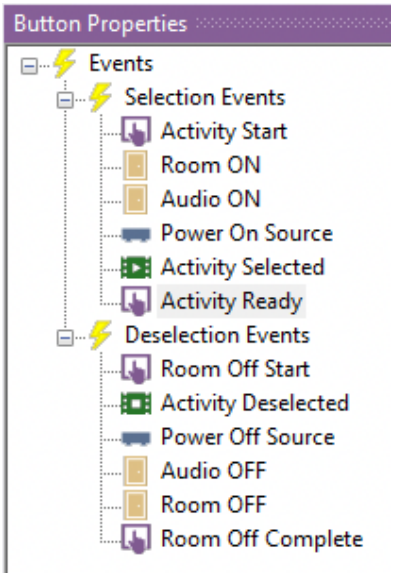
C. Set Source Device Type



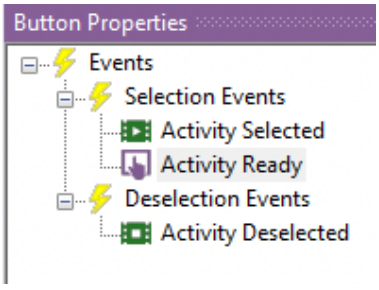
When you enable or disable activities, you might want to define what source category the activity refers to. Set the Source Type to Video, Audio, or Other depending on the type of activity. The source type “Other” is typically used for Weather, Lighting, Shades, or Climate that don’t affect the current state of audio or video sources when selected. The “Return” button on the User Interface will take you back to the page of the Audio or Video source that are still playing video or music. The selected source type also determines which different steps and options will be available in the activities.



Source Type Video



Source Type Audio



Source Type Other

D. Rename the Activity

This option allows to choose easy-to-understand names for activities in the user interface compared to the default name in the Integration Designer software. E.g., rename "Cable" in the column "Activities Name" "Watch Cable TV".

E. Manage the Activities Sort Order

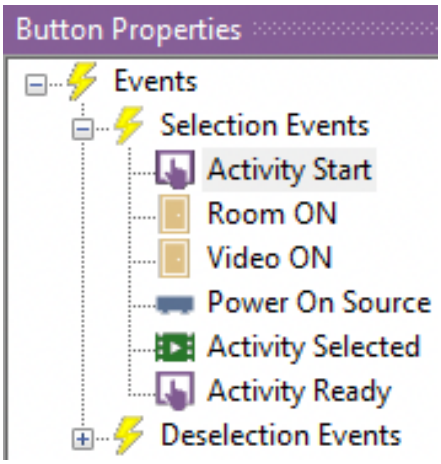
sYou can change the sort order of the activities that are active by moving them up or down in the list by using the move options at the top of the activity window. Disabling activities will put them towards the bottom of the list. Enabling them will put them above inactive activities.

F. Program the Activities

The events in the button properties section will run from top to bottom, in the order they show in the properties window. Integration Designer 11 can track whether a room is on or off. It will also track whether an audio or video device is on or off, or if a source is powered On, Off, or selected.

G. Selection Events

The “Selection Events” will run when an activity is selected, and work as follows:



Activity Start: This macro will run first each time you select the activity and jump to a “Please Wait” page. Program this only once since this event is shared by all Audio or Video activities in the room.

Room On: This macro will run if the room is currently off by turning on devices that share audio and video functions such as receivers. Program this only once since this event is shared by all Audio or Video activities in the room.

Video On: This macro will run if the room is off, or if you are coming from an Audio activity by turning on video devices such as a TV or a Projector. This event will not run if you select another video source. Program this only once since this event is shared by all Video activities in the room.

Audio On: This macro will run if the room is off, or if you are coming from a Video activity by turning on audio devices such as an audio matrix or an amplifier. Program this only once since this event is shared by all Audio activities in the room.

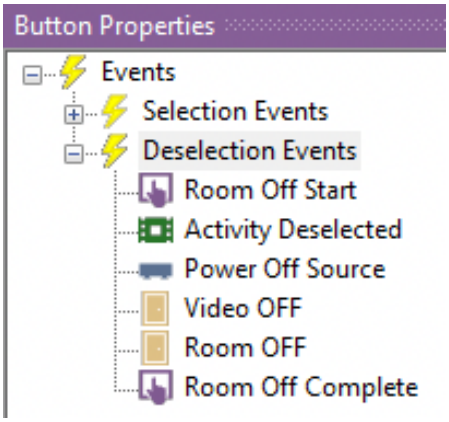
Power On Source: This macro is shared by all rooms and will run when the first room starts using this source by turning on the source using Power On or the Power Toggle command as it will NOT run when the second or greater room starts using the source. You need to program this for each source.

Activity Selected: This macro will run when a new Audio or Video source is selected by switching inputs on devices such as TV, receiver, or audio distribution. You need to program this step for each source.

Activity Ready: This macro is the last event after switching sources or turning on the system, and contains the page link to that source. This event should be auto programmed with the page jump to the specific source activity.

H. Deselection Events

The "Deselection Events" will run when another activity is selected or when the room is powered off.



Room Off Start: This macro will run first each time the system is turned off and jumps to a "Please Wait" page. Program this only once since this event is shared by all Audio or Video activities in the room

Activity Deselected: This macro will run after you select another source. This option might not be very common, however, "pause" the currently playing source when temporarily jump to another source.

Power Off Source: This macro is shared by all rooms and will run when the last room stops using this source by turning it off using Power Off or the Power Toggle command. It will NOT run until the source is not selected in any room. You need to program this for each source.

Video Off: This macro will run when the room is powered off, or an Audio activity source is selected by turning off video devices such as a TV or a Projector. Program this only once since this event is shared by all Video activities in the room.

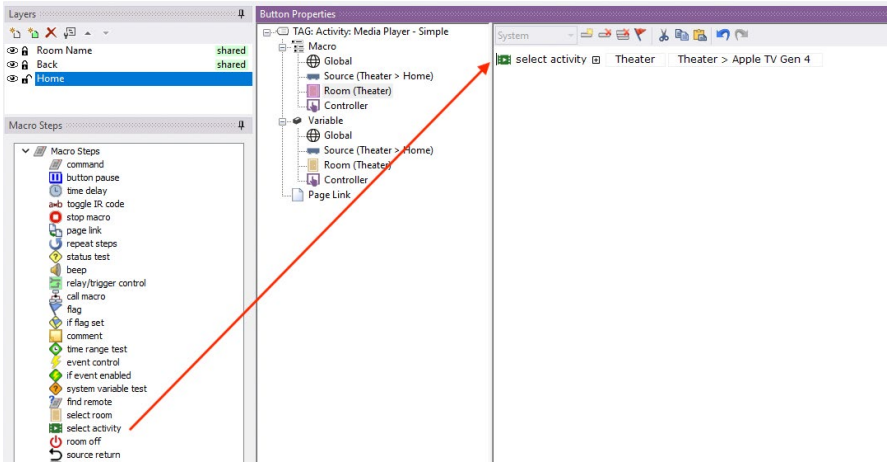
Audio Off: This macro will run when the room is powered off, or a Video activity source is selected by turning off audio devices such as audio matrix or amplifier. Program this only once since this event is shared by all Audio activities in the room.

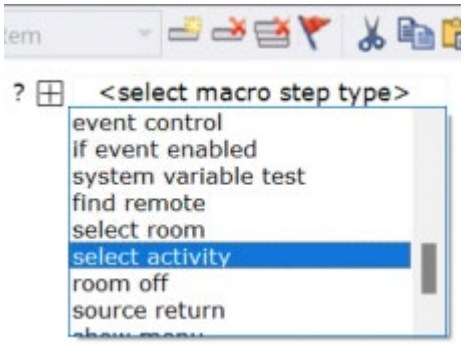
Room Off: This macro will run if the room is currently on by turning off devices that share audio and video functions such as receivers. Program this only once since this event is shared by all Audio or Video activities in the room. The "Room off" command will be triggered by the Room A/V Off button in the Coral template.

Room Off Complete: This macro is the last event after powering off the room. It links to the user interface home page and displays the Activity Menu layer. This event should be auto-programmed with the page jump to the home page for both Global & Room controllers.

I. Select Activity

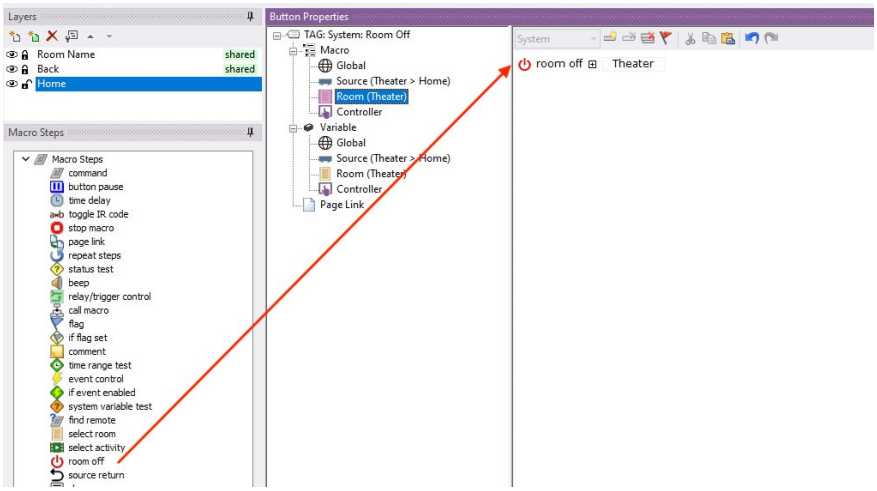
If you are using the “List Menu“ template you can skip this step. If you are using the the “Button Menu“ template you will need to drag and drop the “Select Activity” from the Macro step window or drop down menu in the button properties

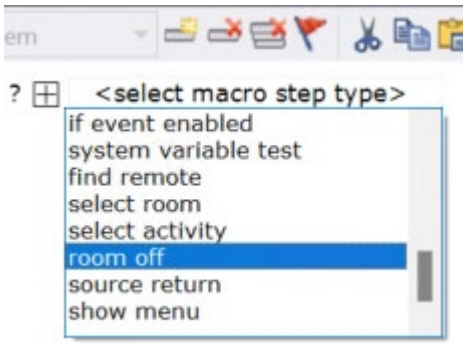




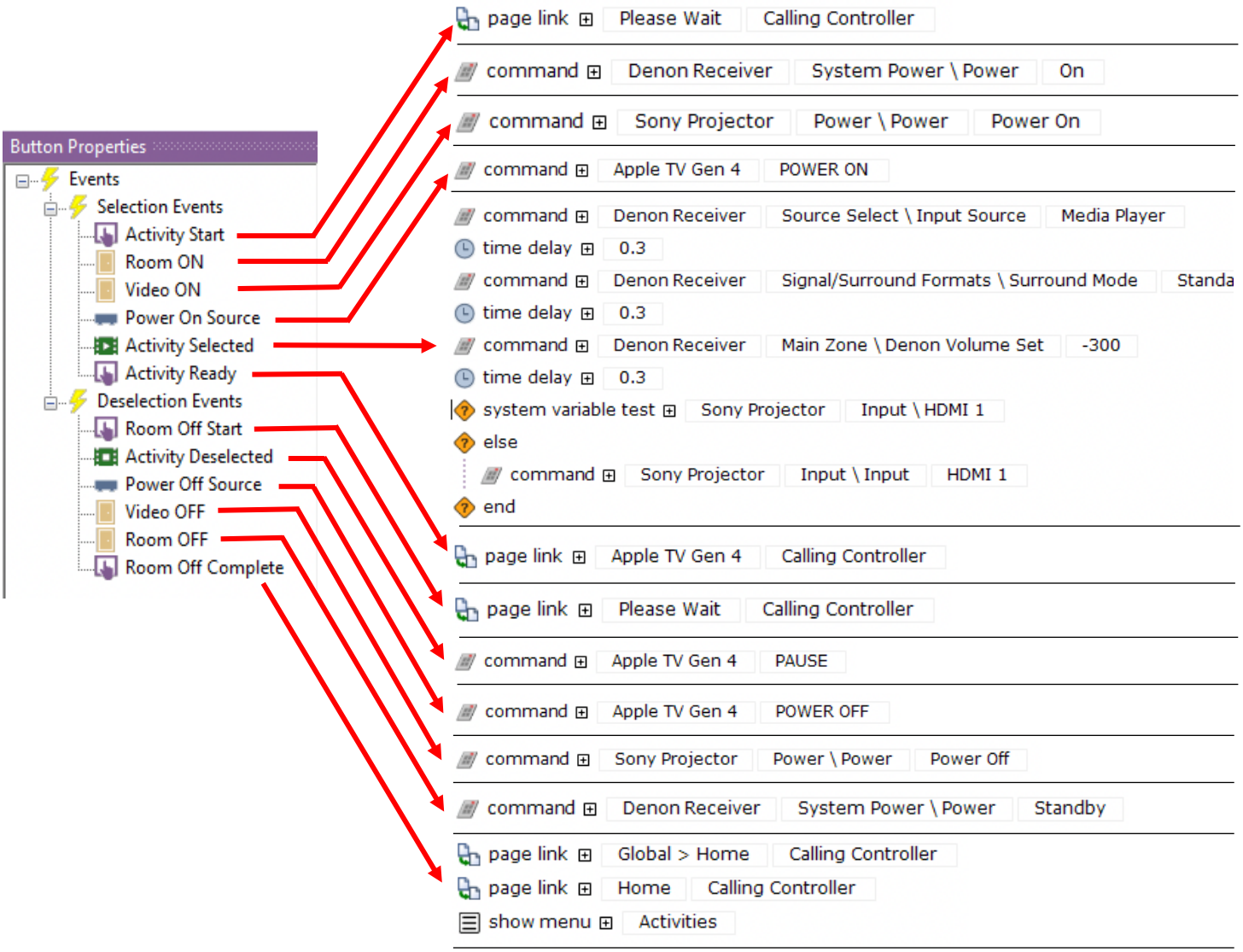
J. Room Off

The Room Off macro step triggers the “Deselection Events” that have been programmed. This command is already assigned to the Room A/V Off button in the Coral template.





K. Example of Video Activity Programming



L. System Manager Events

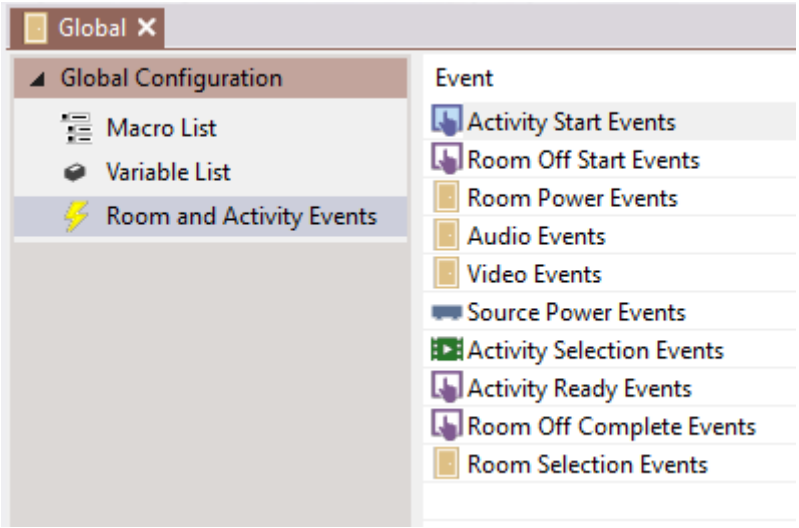
Activities

Selection Events	For exemple	When the Room is Off to a Video or Audio source	Coming from a Video source to another Video source	Coming from an Audio source to a Video source	Coming from a Video source to an Audio source	Coming to an Other Activity type
Activity Start	Please Wait page	✓	✓	✓	✓	✓
Room ON	Receiver On	✓	☐	☐	☐	
Audio ON	DAC On	✓			✓	
Video ON	Projector On	✓	☐	✓	☐	
Power On Source	Player On	✓	✓	✓	✓	
Activity Selected	Receiver Input Select	✓	✓	✓	✓	✓
Activity Ready	Jump to Source Page	✓	✓	✓	✓	✓

Deselection Events	For exemple	When turning the Room Off	Coming from a Video source to another Video source	Coming from an Audio source to a Video source	Coming from a Video source to an Audio source	Going to an Other Activity type
Room Off Start	Please wait	✓	✓	✓	✓	✓
Activity Deselected	Player Pause	✓	✓	✓	✓	✓
Power Off Source	Player Off	✓	✓	✓	✓	☐
Video OFF	Projector Off	✓	☐	☐	✓	☐
Audio OFF	DAC Off	✓		✓	☐	☐
Room OFF	Receiver Off	✓	☐	☐	☐	☐
Room Off Complete	Jump to Home Page	✓	☐	☐	☐	☐

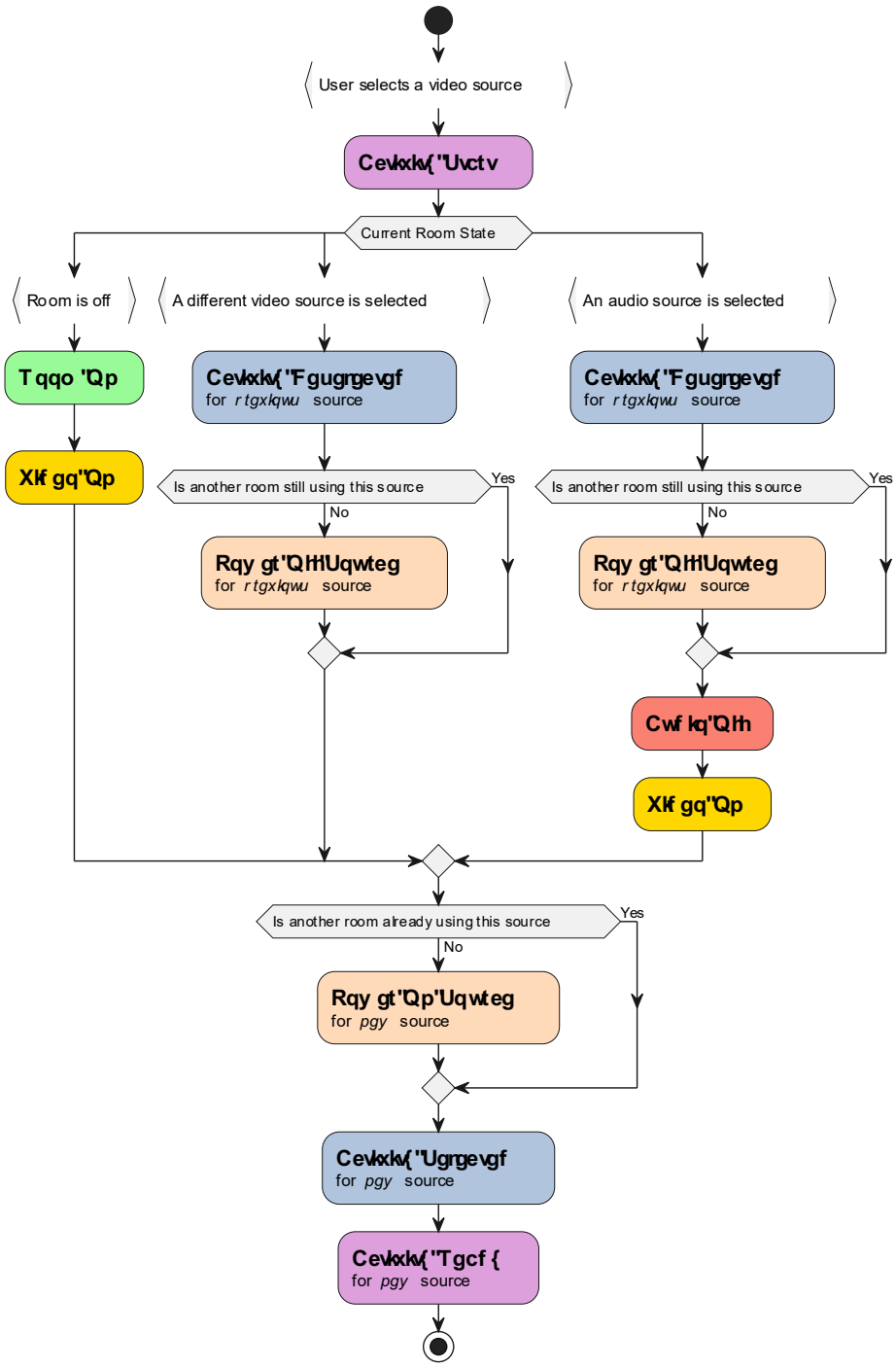
M. Global Configuration of Activities

You can also program all your activities for all rooms in a single place at Global Configuration / Room and Activity Events.

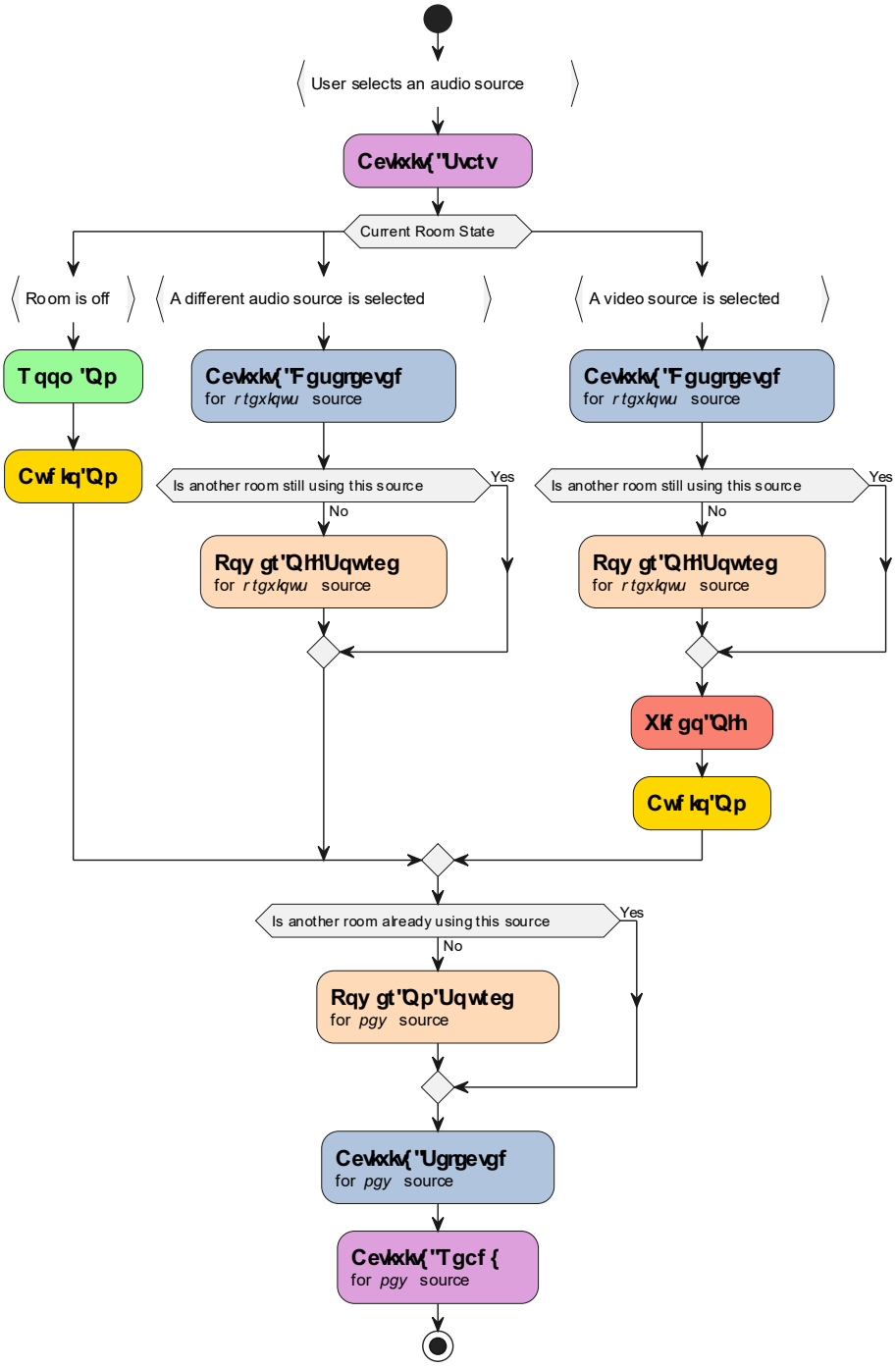


N. Flow Diagrams of Events

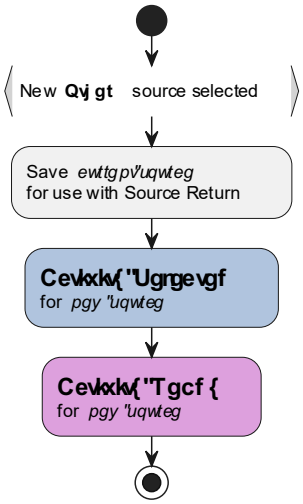
1. Video Source Selected



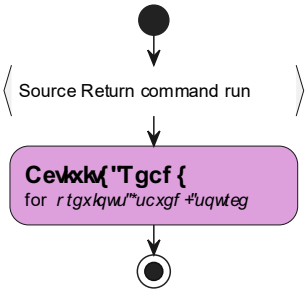
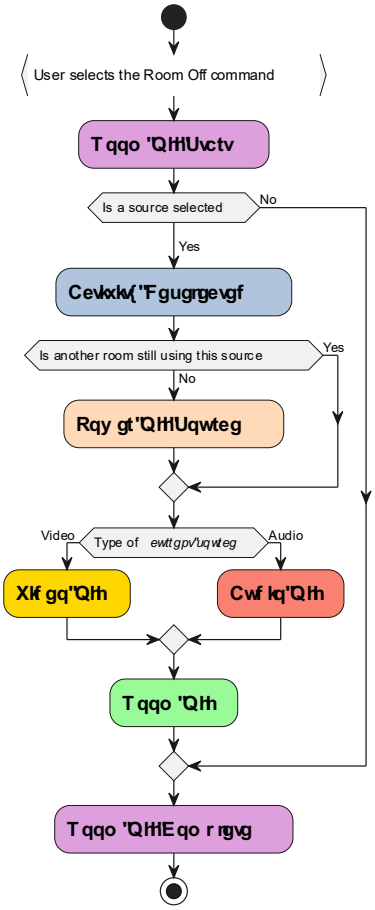
2. Audio Source Selected



3. Other Source Selected



4. Source Return Command



5. Room Off