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Part I: Overview
Introduction

New to RedEye? Veteran user scratching your head and wondering how to make your system work just the way you want? You can find a lot of information within the RedEye application itself — just tap on the information icon when it appears in the bottom-right corner of the screen. This user manual has additional information that you might find helpful, but if you cannot find the answer you are looking for, please try searching our support pages, or drop us a line — we want to make sure your RedEye experience is an enjoyable one.

Technical Support Contacts

By phone: 617-299-2000, option 1
By email: support@thinkflood.com
Online: http://thinkflood.com/support/redeye/
Basic Concepts

We have tried to structure the RedEye system around the way you actually use your home theater equipment. Even so, sometimes a high-level overview can be helpful. Here is a brief rundown of the philosophy and the basic concepts you will encounter when using RedEye.

Infrared control
Since the 1970’s, most wireless remote controls for home theater equipment have relied upon infrared signals. While relatively easy and inexpensive to produce, infrared signals have some drawbacks:

1. Most infrared remote controls are “one-way” — that is, they only send signals to the equipment and cannot receive information back from them.
2. Infrared signals cannot travel through walls or other opaque objects. Often this limitation is referred to as the “line of sight” problem: your equipment must have an unobstructed view of the remote control in order for the system to work. (RedEye mini customers will still need to use “line of sight” to control their devices)
3. Infrared signals have relatively poor range — usually between 25 and 50 feet (7.5 to 15 meters). In addition, sunlight contains large amounts of infrared light can degrade the effective range of an infrared remote.
4. Infrared signals are “low bandwidth” — meaning that they cannot send large amounts of information quickly. As a result, they are good for turning the TV off or on, but forget about streaming audio or video.

Radio frequency control
Radio frequency remotes also use light waves to send signals, but they use higher frequency microwaves, which gives them certain advantages. Chief among these are the ability to travel through walls, longer range, and wider bandwidth. Although much less common than infrared remotes, radio frequency remote controls have become more popular recently as they have become more affordable. For example, both the Sony PlayStation 3 and the Nintendo Wii use radio frequency (Bluetooth) remote controls.

RedEye and RedEye Pro systems use both infrared (IR) and radio frequency (RF) signals. The RedEye sends out IR signals to control your home theater equipment. However, in order to overcome the limitations of IR, it communicates with your iOS device using RF signals — specifically, a Wi-Fi network. This combination of IR and RF gives you the best of both worlds: compatibility with a
wide array of equipment over IR, and the ability to control your equipment from any room in your house over RF.

The RedEye mini functions using only infrared (IR) signals and offers a range of up to about 30 feet, depending on the sensitivity of the equipment you are controlling.

**Serial (RS-232) control**

RedEye Pro is able to interface with devices that use serial communications, specifically the RS-232 standard. RS-232 has been around since the 1960's, when it was developed for the telecommunications industry and used primarily in modems. It generally provides “point-to-point” communication – i.e., a direct connection between two devices.

From a control perspective, RS-232 control provides two distinct advantages:

1. **Communication is bi-directional.** Not only does this allow feedback to the controller – whether the power is off or on, what the current volume level is, etc – but it also enables error handling so that we can know a command was transmitted successfully.

2. **Data throughput can be much faster.** Infrared signals have relatively low bandwidth – with the ability to transmit up to a handful of commands per second – but modern serial communications can move significant amounts of data. Sending images or audio files may not be ideal, but doing so is theoretically possible, at least.

Of course there are downsides to serial control. First, there is no established standard for data formats – the established standard governs only how the data is transmitted, not what it means, so generally we have to write separate serial drivers for each different type of device we wish to control. Second, serial control requires running wires, and the typical DB9-to-DB9 cable is rather thick, bulky, and even a bit pricey.

**Contact closure**

A contact is basically electronics jargon for a switch. When a contact is closed, the switch is on (current is flowing). When it is open, it is off (current stops). The light switch, the most familiar of control devices, is a simple contact closure apparatus.

RedEye Pro provides two types of contact closure. One type is the contact closure sensor – a device which determines when a switch is flipped. For example, this could be tied to a garage door opener, a magnetic strike plate, or
something more sophisticated such as a light or humidity sensor. The other type is a contact closure relay – a switch that turns on or off another piece of equipment, such as a pump or a sprinkler system.

**Devices**
A device is a piece of equipment in your home theater system, such as a TV or DVD player. Within the RedEye application you should add a device for each piece of equipment you want to control.

**Commands**
A command is a bit of functionality that you can use to control a particular device. For example, you might have a command to turn on your TV, and another to turn up the volume.

**Activities**
An activity is something that you do with your home theater setup, such as Watch a DVD or Listen to an MP3. Activities are a powerful way of grouping functionality from a number of different devices in one place. Because they are based around what you do rather than the different pieces of equipment that you own, activities make it easier to operate complex home theater systems.

For example, consider all of the equipment involved in watching a DVD. At the very least you need a television and a DVD player. In many cases, you also have a surround sound system. To watch the DVD, you need to turn on all of these devices and then tune the TV and the sound system to the proper inputs. Then which remote control do you use? You want the TV or sound system remote to change volume, but the DVD remote to access the menu and specific titles. With RedEye activities, one tap on your iOS device turns on everything and presents you with a single button layout so you do not have to juggle remotes.

The general idea behind activities is that less is more. Activity button layouts should include only the buttons that you regularly use. Commands that you use less frequently are always available through the “Commands” and “Devices” screens in the application, so there is no need to complicate the button layout by adding them there, as well.

**Ports**
A port is a place on the RedEye hardware where your device(s) “attach.” On RedEye and RedEye mini, there is only one physical port and it is hidden for
simplicity – we control devices using infrared light emitting diodes (LEDs).\(^1\) Ports are more interesting on RedEye Pro, which has 8 infrared ports (which alternatively you can configure for use with sensor devices), 4 relay ports, and 2 RS-232 ports.

All these port types mean you can control a wider variety of devices. They also give you more targeted control of individual devices that use the same communication method. For example, what if you have two identical cable boxes stored in the same cabinet? If you blast out infrared light into the cabinet, you will be controlling both devices in sync. Maybe this is acceptable in some kind of “party mode,” but if your intention is to be able to watch one show in the kitchen and different show in the den, then this configuration will not work.\(^2\) If instead of flooding the cabinet with infrared light, however, you use small, targeted infrared emitters, you can run a separate line from each cable box to a different port on RedEye Pro. Doing so allows you to control each box independently.

**Rooms**

RedEye rooms are analogous to rooms in your house – places where you do things. Typically they have devices, and activities. Inside the RedEye application you can quickly switch between rooms so that you can control devices and activities anywhere in your house. Thus they become a convenient grouping mechanism, “zones of control.”

Prior to RedEye Pro, each RedEye unit had the effective range of a single room.\(^3\) You could control more rooms only by adding more RedEye units. However, with RedEye Pro we now have many more ports to which we can attach more devices, so now it makes sense to divide RedEye Pro up into multiple rooms.

On RedEye Pro, you define room by the name you give it and a set of ports to which it is “connected.” Often there will be physical cables running from your RedEye Pro to the devices in a particular room, so in practice this definition should be quite close to the real world. The implication of assigning ports to rooms is that all devices attached to that port immediately become part of the

---

\(^1\) Actually, on the gen2 RedEye we also have a physical, 3.5mm (1/8”) infrared out jack. We treat this as the same port as the LEDs because we send the same signal out the jack as we do over the LEDs.

\(^2\) Indeed, for this reason some set-top box manufacturers actually provide as many as 8 alternate IR codesets so that you can individually control otherwise identical equipment. When available, we provide these codes in our database.

\(^3\) If you use a RedEye mini to control equipment in more than one location, we recommend naming your devices and activities according to the location – for example, “Bedroom TV” or “Living Room: Listen to Music.”
room. Similarly, if you move a device to a port outside the room, then the device “disappears” from the room.

Of course you can re-use the same port across multiple rooms. This is particularly appropriate for lighting systems and other whole-home devices which would properly be part of each room.

Also unique to RedEye Pro is the chance to control from a “whole-house” level, independent of rooms. Specifically, you can select RedEye Pro itself as if it were a room, add whole-house activities, and control any of the devices attached to RedEye Pro. This is particularly useful for multi-zone audio and other such systems that have a “party mode,” as well as true whole-house systems such as lighting and climate control. Thus you might create an “away” activity that selects a certain lighting scene when you are on vacation, or one that turns off all your equipment at bedtime.
Opening the Box: RedEye (WiFi)

Assuming you already have a PC or iOS device, your RedEye unit came with everything you need to control your home theater or other equipment using traditional infrared control signals. Inside the box you will find:

1. **RedEye device.** In addition to controlling your equipment, RedEye also provides a dock for you to charge an iPhone or iPod touch – handy if you have a “decommissioned” phone in need of a home, or you want a home for your main remote control.

2. **Universal Dock Adapters Assortment.** We recommend using a Universal Dock Adapter insert when charging your iPhone or iPad touch to reduce strain on the dock connector.


4. **Important Product Information Guide (not shown).** This booklet includes important safety and regulatory information, product warranty, and other details about your purchase. You can download a copy of the guide here: http://thinkflood.com/products/redeye/product-information.pdf.

5. **AC Power Adapter.** Appearance may vary slightly depending on country and manufacturing lot.

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**Step 1: Plug In**

First things first: your RedEye needs power, so find a good location in the room with your equipment, and plug it in. You can find the plug receptacle on the underside of the unit, as shown in the picture at right.
When choosing a location, it is important that there be a direct “line of sight” between your RedEye and the equipment you wish to control, because the infrared control signals cannot pass through walls or other opaque objects. Even so, you should not need to worry too much about the orientation of your RedEye, as it provides 360-degree coverage through its transparent sides. In addition, you should have no problems controlling equipment up to 30 feet or more away from your RedEye.

Once your RedEye is plugged in, you can charge your iPhone or iPod touch using the dock connector on the topside of the unit. We recommend inserting the appropriate Universal Dock Adapter to prevent unnecessary wear and tear on the dock connector and your phone.

To determine which dock connector to use with your model of iPhone or iPod touch, find the Universal Dock Adapter corresponding to your model:

- iPhone (first generation): #12
- iPhone 3G/3GS: #15
- iPod touch (first generation): #14
- iPod touch (second, third generation): #16
- iPhone 4: #19

**Step 2: Install the App**

Once you have your RedEye situated and powered up, it is time to install the RedEye app on your iOS device. You can download it directly to your device through the built in App Store (just search for “RedEye”), or you can download it to your computer through iTunes and sync your device. The RedEye app and future software upgrades are free.
Step 3: Connect to your RedEye

Your controllers communicate with RedEye using Wi-Fi, so the next step is to set up a Wi-Fi connection. The RedEye device ships from the factory in an “ad-hoc” Wi-Fi mode, and does not require a separate wireless access point to communicate with your phone. In order to establish a network connection between your iOS device and your RedEye, open the Settings application on your iOS device and tap on the Wi-Fi option. You should see a new network called “RedEye” in the network list. Tap on this network to connect to it.

Step 4: Launch the RedEye App and Install Updates

We update the RedEye app regularly, so there is a good chance that the software in your RedEye needs to be upgraded, as well. This will happen automatically when the RedEye app finds your RedEye on the network for the first time.

After the software update package has transferred over to your RedEye, the progress bar will disappear and then your RedEye will reboot. If you wait a minute, it should reappear in your Rooms list, and then you are ready to go.
Opening the Box: RedEye Pro

Assuming you already have a PC or iOS device, your RedEye Pro came with everything you need to get started with total home controls. Inside the box you will find:

1. RedEye Pro automation processor.
2. Grounded power cable. Appearance will vary slightly depending on country.
4. Rack mounting kit. You can use the included rack ears, screws and faceplate to mount RedEye Pro into a 1U slot on any standard A/V rack.

Step 1: Install Rack Mounting Kit (optional)

If you plan to install your RedEye Pro in a rack now is the best time to put on the rack mounting kit. First, affix the two rack mount ears using the four included screws and a driver with a Phillips head. Second, slide the faceplate on from the back of your RedEye Pro.

Step 2: Plug In

RedEye Pro contains an internal power supply rated for international use (100-240V @ 50-60Hz). The power jack is located at the back of the unit on the left-
hand side. If you need to replace the power cable, please ensure that the replacement cable is 18AWG or better and has an IEC320-C5 connector and a proper grounding pin. Do not use a power cable with compromised insulation or a damaged or missing grounding pin.

Now would also be a great time to download and install the RedEye app for iOS devices, which you can find on iTunes simply by searching for “RedEye.”

**Step 3: Connect to Your RedEye Pro**

RedEye Pro offers both Ethernet and WiFi networking, but in most cases only one network interface is active. If you plug in an Ethernet cable and connect your RedEye Pro to a local area network (LAN), then by default the WiFi radio will be turned off. If you boot RedEye Pro without connecting to a LAN, then the WiFi radio will be active. The exception is when you have attached your RedEye Pro to a LAN but are configuring WiFi access. In this case we enable the WiFi radio so that you can scan for other networks and verify the WiFi connection without losing the ability to connect over the LAN.

If you connect to a LAN, network configuration is fairly simple. In most cases you will have a DHCP server on the network, from which RedEye Pro will automatically receive an Internet Protocol (IP) address. If you do not have a router or other DHCP server on the network (such as when connecting directly to a PC), RedEye Pro will self assign an IP address of 169.254.254.254.

RedEye Pro has an internal Ethernet switch. This means that you can plug another device into the second Ethernet port on the back of your RedEye Pro. Please do not connect both Ethernet ports on your RedEye Pro to the same network – if you do, you will not be able to connect to the network.

If you are using WiFi, by default RedEye Pro ships configured to create an “ad-hoc” wireless network which does not require a separate wireless access point. In this case in order to establish a network connection with your RedEye Pro, you will need to join this network (called “RedEye”).

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Opening the Box: RedEye Pro 13
Step 4: Launch the RedEye App and Install Updates

If you are on an iOS device with the RedEye app installed, at this point all you need to do is open the app.

If you are on a PC, you can use RedEye’s built-in browser application for some of the basic setup functions (at the moment complete configuration is only possible through the iOS app, although we are working to finish up the setup portion of the browser app now). To launch the browser app, simply navigate your browser to the RedEye unit’s IP address or type http://redeye_[serialnumber].local/ into your browser’s address bar, where [serialnumber] is the serial number of your RedEye Pro (found on labels affixed both to the bottom of the package and the bottom of the RedEye Pro itself). For example, a valid URL might look like this:

http://redeye_A0101-12345.local/

Please note that while the above address format will work on all Mac computers and most Linux or Windows PCs, in the latter two cases you may need to use the IP address directly.

We update the RedEye app regularly, so there is a good chance that the software in your RedEye Pro needs to be upgraded, as well. This will happen automatically when your iOS device finds your RedEye Pro on the network for the first time or when you launch the browser app from a network with an active Internet connection.

After the software update process is complete, your RedEye Pro will reboot. If you wait a minute it should come back online and be available in whichever version of the RedEye app you are using. From there you are ready to go.
Opening the Box: RedEye mini

Assuming you already have an iPhone, iPod touch, or iPad, your RedEye mini came with everything you need to control your home theater or other equipment using traditional infrared control signals. Inside the box you will find:

1. **RedEye mini device.**
2. **Keychain case.** RedEye mini will fit snugly inside this case, allowing you to take your mini wherever you go.
3. **Important Product Information Guide.** This booklet includes important safety and regulatory information, product warranty, and other details about your purchase. You can download a copy of the guide here: http://thinkflood.com/products/redeye/mini-product-information.pdf

**Step 1: Install the App**
To use your RedEye mini, you will need to install the RedEye app on your iOS device. You can download it directly to your device through the built-in App Store (just search for “RedEye”), or you can download it to your computer through iTunes and sync your device. The RedEye app and future software upgrades are free.

**Step 2: Adjust Volume Limit**
RedEye mini receives its power from the headphone jack. For the mini to function correctly, please ensure that your iOS device’s Volume Limit is set to OFF. To do this on your iOS device, navigate to Settings → iPod/Music → Volume Limit and drag the volume bar to the right (max). When you navigate back to the iPod/Music screen, the Volume Limit row should say “Off.”
Step 3: Plug In and Launch the App
Plug RedEye mini into your headphone jack and launch the RedEye app. Please make sure that your headphone volume is turned all the way up so that RedEye mini has enough power.

Once you are in the application, it may take a few seconds to recognize your mini. If you are using an iPod touch, the screen will automatically reverse orientation so that you can properly use the application with the mini pointing away from you. You should also see a room called “RedEye mini.” Once RedEye mini appears in your Rooms list, you are ready to begin configuration.
Part II: iOS Application
Networking

Note for RedEye mini owners: The RedEye mini has no networking capabilities, so this section does not apply. Please proceed to Main Setup and Preferences.

If you are configuring a RedEye (WiFi) unit or a RedEye Pro using WiFi, out of the box, your RedEye hardware uses an “ad hoc” Wi-Fi network. In order to access certain functionality (such as the online database of remote control codes), we recommend switching the RedEye over to your home Wi-Fi network.

Step 1: Open the Setup Tab
From within the RedEye application tap on the Setup tab in the lower-right corner of the screen. Doing so brings you to the Main Setup screen, which displays a list of available RedEye “rooms.” Tap on the room you want to change.

Step 2: Select the Network Row
Once you are on the Room Setup screen for the room you want to change, find the Networking section. The Network row displays the Wi-Fi network that the RedEye hardware is currently using. Tap on this row to change to a different network.

Step 3: Find Your Preferred Network
When you arrive on the Wi-Fi Networks screen, the RedEye app will automatically initiate a network scan, which should return with a list of available networks within a few seconds.
Each network row identifies:

1. The network name (SSID)
2. Whether the network is secured (a gray padlock icon) or open
3. Network signal strength

If your desired network appears in the list, simply tap on its row to select. If you do not see your network, you can scan for networks again by tapping on the Scan button in the lower-left corner of the screen. If you have hidden your network SSID, you will need to tap on the row labeled “Other…” to manually enter the network name and security information.

**Step 4: Enter Your Network Password (if required)**

If you are using a secured network, enter your password (case sensitive) twice for verification and tap on the Save button. The RedEye application uses industry-standard strong encryption (RSA 1024-bit) to protect your password for transmission to and storage on the RedEye base station.

**Step 5: Save Your Changes**

Once you have finished selecting your desired network settings, tap on the Save button. Because the Wi-Fi RedEye cannot be a member of more than one network at a time, when you save these changes it will drop off the current network and join the new network. To see the RedEye room again, you will need to change network settings on your iOS device using the Settings application.

**Resetting to the RedEye (Ad Hoc) Network**

On occasion you may need to connect your RedEye to a different network. If you still have access to the old network, this is easy — you can follow the five steps above to switch over to the new network. If the old network is unavailable, however, you will need to reset the unit back to the RedEye’s ad hoc network so that you can connect to it and modify the network settings.

To reset back to the RedEye network, first ensure that the RedEye unit is plugged into power. If you just plugged it in, first wait until it boots completely and the blue status light goes off.
The next step is to locate your RedEye’s reset button. For RedEye WiFi, turn the RedEye over and locate the reset button on the bottom of the unit adjacent to the T in the ThinkFlood logo. You will need a paperclip or similar object to press this button.

For RedEye Pro, the reset button is located at the front of the unit on the left-hand side.

Press and hold the reset button until the blue lights flash a few times – about 5-6 seconds. At this point the unit will reboot in ad hoc networking mode and you can proceed to configure networking as you did on first use.

**Advanced: Editing Networking Details**

What if you want to assign your RedEye unit a static IP address, or if you need to edit advanced networking information such as proxy settings, subnet mask, etc? To access these finer details, first proceed through step 3, above. Once you have selected your network from the list (or entered your network name from the Other Network screen), tap on the blue detail disclosure button on the right-hand side of the network row to bring up the network details screen. This screen works in the same way as the similar screen in the iPhone’s Settings application.
Main Setup and Preferences

The Main Setup screen is the jumping off point for configuring any RedEye rooms. It also provides some basic application preferences and links to technical support resources.

RedEye Hardware
Tap on a RedEye in the RedEye Hardware section to edit specifics for that RedEye unit. The Find RedEye by IP Address option is for use with the networked products (RedEye and RedEye Pro). Detailed information about adding rooms by IP address can be found in the Room Setup section of the manual under Find RedEye by IP Address.

Preferences
RedEye mini allows you to toggle recognition for the RedEye mini on and off. If you are not using a RedEye mini and want to listen to music through your headphones while using your RedEye system, you will need to turn off the RedEye mini switch. If you are using a RedEye mini, you must turn on this switch or the application will not power up your RedEye mini.

Screen Auto-Lock allows you to override the Auto-Lock preference for your iOS device while the RedEye application is open. By default, Screen Auto-Lock is set to “Yes,” which means that your iOS device’s screen will go to sleep after the amount of time you have specified in Settings > General > Auto-Lock. If you turn off Auto-Lock, then while the RedEye application is open your iOS device will never go to sleep. The benefit of preventing the iOS device from going to sleep is that you will not have to wait for the WiFi radio to turn on again or for the mini to reboot before using the RedEye system. Because the screen is the primary consumer of power in your phone, we only recommend turning off auto-lock when you have a charger nearby, such as the one built into the Wi-Fi model.

Motion Gestures lets you toggle the option to control your devices using the accelerometer in the iPhone and the iPod Touch. If this is set to ON you will be
able to specify one of five motion gestures for any button in one of your activity layouts.

**Channel Guide** lets you toggle the Channel Guide function on or off. Currently the channel guide only supports providers in the US and Canada, so customers in other countries may want turn off this feature until local guide information is available.

**Hide Toolbars** allows you to specify whether or not you would like the toolbars on the Activity Layout to be hidden. You can specify that they are hidden automatically, when tapped, never, or that only the bottom toolbar is hidden.

**Button Feedback** gives you options to provide a response when you tap on a button within an activity. “Sound” plays a short click when each button is tapped, and “vibrate” causes the phone to vibrate briefly (unfortunately we cannot control the duration of the vibration, which may be a little longer than ideal). Please note: the vibration setting does not work on iPod touch models, and first generation iPod touch devices do not have a speaker for sound playback. Also, button feedback does not work with the RedEye mini because vibrations are tied to “sound” for Apple iOS devices, and therefore cannot work with the mini plugged in.

**Lock Setup** gives you the option to password protect your settings on your iOS device so you do not make any accidental changes to your configuration. This setting is only active on the iOS device where you added the password. You will need to enable password protection separately for each iOS device you use with your RedEye hardware.

**Advanced Options** determines whether or not to show some of the advanced customization options for RedEye and RedEye Pro. These settings include scripting and custom variables. Choosing to hide advanced options does not turn off or disable these functions, it simply governs whether they are available for display in the iOS application. In many cases these advanced settings are not convenient to configure from an iPhone or iPad, and are better accessed through your RedEye unit’s browser app where you have access to a full keyboard and a larger screen more suitable to things like typing out custom scripts.
**Technical Support**

**Go to ThinkFlood website** opens the Safari browser on your iOS device and takes you directly to the support pages here.

**Contact by email** opens the Email application and addresses an email to support@thinkflood.com.

**Software Version**

The number here indicates which version of the RedEye application you are currently running on your phone, and may be useful if you are contacting our support team.
Find RedEye by IP Address

Note for RedEye mini owners: The RedEye mini has no networking capabilities, so this section does not apply.

Normally the Find RedEye by IP Address function is not necessary. The RedEye application should detect your RedEye hardware automatically within a few seconds. However, if you experience longer delays — 20, 30 seconds or more — but eventually do see the room appear, or if the app finds your hardware easily sometimes, but not others, then there may be some incompatibility between Bonjour (the Apple technology we use for discovering the RedEye on your network) and your router. Upgrading your router firmware can help, but if that fails, we recommend using the Find RedEye by IP Address function.

To find your RedEye by IP address, it is important to make sure that IP address does not change. In other words, we need to establish a static IP address for it. In most home networks a router acts as a DHCP server and assigns IP addresses as needed, which means those IP addresses can change from time to time. While you can set your RedEye device to self-assign a static IP address, usually the best way to reserve a static IP address is through the DHCP server.

Each router and DHCP server will have a slightly different way of assigning static IP addresses, but basically what you need is the MAC address for your RedEye — conveniently printed on the label on the unit’s underside. (NOTE: all RedEye MAC addresses begin with 00:23:87, so you may be able to locate the MAC address through your DHCP server, as well.) The screenshot pictured here shows how to reserve a static IP address on an Apple Airport using the Airport Utility.

Next, open the RedEye app to the Main Setup screen and tap on the “Find RedEye by IP Address” row. Then tap “Add Room.” You will see two rows in which to enter your RedEye serial number and the static IP Address you just reserved. Your serial
number is printed on the bottom of the RedEye unit. After entering the serial number and IP Address, tap the Save button in the top right corner.
RedEye Setup

The RedEye Setup page displays basic information about the RedEye hardware you are configuring, and is the place to begin configuring devices and activities.

Identification
Name indicates the name you have given your RedEye hardware. To edit the name, simply tap on the “name” row and enter a new name using the onscreen keyboard.

Serial Number is the RedEye hardware’s unique, factory-assigned serial number, and should match the values printed on the bottom of the RedEye box and the RedEye unit.

Networking
Note: This section does not apply to RedEye mini and will not display when you select a RedEye mini unit.

WiFi displays your RedEye unit’s current WiFi network name, or “off” if the WiFi radio is powered down. To change these network settings, tap on the “WiFi” row. You can read more about networking configuration here.

MAC Address is your RedEye unit’s unique, factory-assigned MAC address, and should match the values printed on the bottom of the RedEye box and the RedEye unit itself.

Ethernet displays your RedEye Pro’s IP address, or “off” if the local area network is not connected. To change these network settings, tap on the “Ethernet” row. You can read more about networking configuration here.

Status Light
Note: This section does not apply to RedEye mini and will not display when you select a RedEye mini unit.
You can turn your RedEye’s status light on or off with this switch. Even if turned off, the status light will still flash in certain conditions – specifically, when updating software or waiting to capture an infrared signal.

**Rooms**

*Note: This section applies only to RedEye Pro and will only display when you select a RedEye Pro*

With RedEye Pro, you can add as many rooms (or zones) as you wish. The **Rooms** section contains a list of all previously defined rooms, and is the place to go to add new ones. To add a new room, simply tap on the **Add New Room** row.

By default, rooms appear in the list according to the order in which you add them. To reorder the list of rooms, tap on the “Edit” button at the bottom of the screen and drag the device rows into the desired arrangement. When you are finished reordering, make sure you tap the “Done” button to save your changes.

**Devices**

The **Devices** section is the place to go to add a device (such as a TV or DVD player) to the RedEye’s list of controllable equipment. To add a new device, simply tap on the **Add New Device** row. To change or delete a device, tap on the appropriate device row and make your changes from the Device Setup screen.

By default, devices appear in the list according to the order in which you add them. To reorder the list of devices, tap on the “Edit” button at the bottom of the screen and drag the device rows into the desired arrangement. When you are finished reordering, make sure you tap the “Done” button to save your changes.

**Activities**
The Activities section is the place to go to add an activity (such as Watch TV or Listen to MP3) to the RedEye’s list of activities. To add a new activity, simply tap on the “Add New Activity” row. To change or delete an activity, tap on the appropriate activity row and make your changes from the Activity Setup screen.

By default, activities appear in the list according to the order in which you add them. To reorder the list of activities, tap on the “Edit” button at the bottom of the screen and drag the device rows into the desired arrangement. When you are finished reordering, make sure you tap the “Done” button to save your changes.

Guide Activity
This section allows you to associate an activity with the Channel Guide function. For example, when you select a program from the channel guide, you would probably like to launch your Watch TV activity. To add a guide activity, simply tap this row to select an activity and configure other options. If your TV does not support leading zeros with channel input, you can disable this option in this menu so that channel inputs directly from the Guide will leave out the leading zero.

Custom Variables
If you have the Advanced Options preference enabled, then there is an additional section at the bottom of this page for custom variables. Custom variables are out of the scope of this manual, but you can read more about them in the RedEye Advanced Programming Manual on our support website.

Factory Reset
Factory reset deletes all configuration information (devices, activities, etc) from your RedEye device, and reverts it to the original factory conditions. You cannot undo this step. If you are using a Wi-Fi RedEye and need to restore the original networking settings, you should not use this feature. Instead, you should use the reset button on the bottom of the RedEye unit as explained on page 11.
Adding a Room

*Note: This section applies only to RedEye Pro. RedEye and RedEye mini devices already come pre-configured with a single room.*

When you add a new room, you need to provide the following information:

1. The room name
2. The ports that you are using to connect devices in the room

**Name and Description**
Throughout the application we use the name you provide here to identify the room you are creating. You can easily edit the name after you have added the room, as well.

Any description you provide will also be available below the name in select places within the application, notably on the main Rooms screen.

**Ports**
Tap to select (or to deselect) any ports to which you plan to connect devices for use in this room and its activities. Devices already added to these ports will automatically be available in this new room. In addition, if you move a device to a different port which is not part of this room, it will no longer be visible in this room unless you change the room definition to include that port. Finally, you can reuse ports as many times as you wish across rooms; this is particularly appropriate for systems like lighting or multi-room audio that are available everywhere.

You must select at least one port before you can add the room.
Room Setup

*Note: This section applies only to RedEye Pro.*

The Room Setup page displays basic information about the room you are configuring. This is the place to begin configuring devices and activities for a particular room on your RedEye Pro.

**Definition**

*Name* indicates the name you have given the room. To edit the name, simply tap on the “name” row and enter a new name using the onscreen keyboard.

Enter a *Description* if you want to display additional information about the room in the application.

Tap on the *Edit room ports* row to choose which ports are assigned to the room. Tap a port to select, and again to deselect; press the Save button to save your changes.

Each room must have at least one port, but you can change ports anytime you wish. Please note that because devices are attached to ports, if you change the ports assigned to a room you may also change the devices visible there. A device is not deleted simply because you remove the port from a room – it will still be visible on the RedEye Setup page.

**Devices**

The *Devices* section is the place to go to add a device (such as a TV or DVD player) to the RedEye’s list of controllable equipment. To add a new device, simply tap on the “Add New Device” row. To change or delete a device, tap on the appropriate device row and make your changes from the Device Setup screen.

By default, devices appear in the list according to the order in which you add them. To reorder the list of devices, tap on the “Edit” button at the bottom of the...
screen and drag the device rows into the desired arrangement. When you are finished reordering, make sure you tap the “Done” button to save your changes.

**Activities**
The **Activities** section is the place to go to add an activity (such as Watch TV or Listen to MP3) to the RedEye’s list of activities. To add a new activity, simply tap on the “Add New Activity” row. To change or delete an activity, tap on the appropriate activity row and make your changes from the Activity Setup screen.

By default, activities appear in the list according to the order in which you add them. To reorder the list of activities, tap on the “Edit” button at the bottom of the screen and drag the device rows into the desired arrangement. When you are finished reordering, make sure you tap the “Done” button to save your changes.

**Guide Activity**
This section allows you to associate an activity with the Channel Guide function. For example, when you select a program from the channel guide, you would probably like to launch your Watch TV activity. To add a guide activity, simply tap this row to select an activity and configure other options. If your TV does not support leading zeros with channel input, you can disable this option in this menu so that channel inputs directly from the Guide will leave out the leading zero.

**Delete Room**
The **Delete Room** deletes the room and all its activities from your RedEye Pro. It does not delete devices, as these are attached to ports, not to the room itself. You cannot undo this step.
Adding a Device

Adding a device to your RedEye configuration is simple. You need to provide the following information:

1. The manufacturer (brand) of the device
2. The device type (TV, DVD player, A/V receiver, etc)
3. The name that you would like to use to refer to the device in the RedEye app

Also, when adding devices to a RedEye Pro you will need to specify

4. The port to which the device is attached

Manufacturer

Tap on the Manufacturer row to choose a manufacturer from the RedEye system’s list of known manufacturers. You can scroll quickly through the list or jump to a particular spot by using the alphabetical index on the right edge of the screen, just as in the iPhone’s built-in Contacts application. When you find the appropriate manufacturer, tap on it to select and then tap the Save button to return to the Add a Device screen.

If you do not see the manufacturer of your device in the list, you can Add a Manufacturer by tapping on the plus button in the lower-left corner of the screen. Doing so presents you with a box into which you can type the new manufacturer name. Enter the name and tap Save. Please note that our database will not
contain infrared control codes for manufacturers not already in the manufacturer list.

**Device Type**

Tap on the **Device Type** row to identify the kind of device you are adding to your RedEye configuration. The RedEye app will use this information to locate infrared control codes in our online database. If you do not see the appropriate device type in the list you can choose Other, but we will not be able to provide any infrared control codes for download.

**Port**

This row is visible only when configuring a RedEye Pro. Tap to select from a list of available ports on your RedEye Pro. Please note that after you have added a device to a port you can easily switch to another port of the same type (for example, you can move a device from infrared port I1 to infrared port I2), but you cannot switch to a port of a different type (in other words, you cannot switch from infrared port I1 to serial port S1), because the two different modes of communication (in this case infrared and serial) are not compatible.

**Name and Description**

You must provide a **Display Name**, which we will use to identify the new device throughout the RedEye app. **Model Name** is optional, but in some cases can help us find better matches within our control code database. **Description** is also optional, and is a short line that appears below the Display Name in the application.

**Downloading Control Codes**

We back your RedEye system with a database that contains infrared control codes for thousands of devices. In order to access this database, your RedEye must be on a network that connects to the Internet, whether over WiFi or 3G. If you cannot connect to the Internet you can still add a device, but you will need to use the RedEye’s “learning” function to create commands for the device.

You may find that the online code database does not have any codes for the particular manufacturer and device type that you specified. In this case you may want to try again with a different manufacturer (for example, the manufacturer of your Comcast cable box may actually be Motorola), or if you know of a source of device codes online you can contact us to see if we can load the codes into our database. Of course you can also proceed without downloading codes and then add commands manually using the learning function.
When the RedEye system finds results for your device in the database, it presents you with a list of matching codes. The list is sorted with the most popular codes at the top. Each row includes a codeset number, which can be useful in finding a particular codeset, such as when directed there by our technical support team.

Tap on a codeset row to view a preview of that codeset. Typically each preview contains 3-4 test commands and a listing of all other commands in the set to help you determine whether it is the best match for your equipment. When testing power on commands, we recommend waiting a few seconds before moving on to the next test command to allow for your equipment to respond appropriately.

Once you have found a codeset that works you can tap the Save button at the upper-right corner of the screen. RedEye will then proceed to download the codes and create your device.
Device Setup

On the Device Setup screen you can change basic device information such as the device display name, and manage the list of device commands.

Name
The Name section contains basic identification information for the device: its display name, and description. This information is visible in many different parts of the RedEye application, including the main Devices screen. You can edit either value by tapping on the appropriate row and entering a new value using the onscreen keyboard.

Details
The Details section displays information about the device's manufacturer, type, and model. The RedEye application uses this information — such as the device type — when configuring activities and other functionality. Because these values are fundamental to the device, you cannot modify them on this screen. If you need a device with a different manufacturer, model name, or type, you should add a new device.

Port
If you are using a RedEye Pro, the Port section displays information about the port to which your device is currently attached. Depending on the type of port and its settings, you may see some different information here.

The Port row indicates the port to which the device is currently assigned. To switch to a different port of the same type, simply tap on this row and choose the new port from the list.

Depending on the type of port, you may also see an Edit port settings row. Tap on this row to change the configuration of the port. Specifically, you can change settings on 3.5mm infrared ports (I1 to I8) and RS-232 serial ports (S1 and S1).
Finally, depending on your port type and settings you may see an **Edit port script** row. Although technically you can edit the port script from within the iOS application, you will find it much more convenient to use the keyboard on your PC and the built-in script editing tools that come along with our browser application.

**Infrared Port Settings**

When you tap on **Edit port settings** for one of the 3.5mm infrared ports, you have a couple of options. First, you can change the mode. Choices here are **infrared output** and **sensor input**. If you choose infrared output, then RedEye gives you a second option to adjust the power level on the port. This can be helpful if you need to attach multiple infrared emitters to a single port, or if a device you are controlling is overly sensitive to the brightness of the emitters. We recommend leaving the power level relatively low if you can to avoid burning out your emitter cables prematurely.

When you change an infrared port to sensor input mode, your RedEye Pro will put a 5 volt current on the line to drive the sensor you attach. Please be careful when switching modes: if you have an infrared emitter plugged in under a constant 5 volt current for too long you may burn out the emitter. Instead, you should always plug your sensor into the port first and then switch the mode to sensor input.

**Serial Port Settings**

When you tap on **Edit port settings** for one of the serial ports you arrive at the serial port configuration page, which gives you quick access to the most common RS-232 options and complete control over the setup of your serial port.

**Baud Rate** sets the communication speed for the serial port. RedEye Pro supports baud rates from 300 bps up to 230.4 kbps. By default it is set to 9600 bps, a common rate for many RS-232 devices.

**Word Length** determines the size of each data frame, usually 8 bits.

**Parity** indicates whether to add an extra bit to each word for error checking, and if so, how to detect errors. The default is not to include a parity bit.
Strip 8th Bit indicates whether to discard the last (most significant) bit in the data frame. The default is to include all 8 bits in the frame.

Stop Bits indicates how many stop bits appear at the end of each frame. The default is 1.

Flow Control determines whether to coordinate transmission events on the data line. The default is no flow control, but software (Xon/Xoff) and hardware (RTS/CTS) options are also available.

Character Set indicates how to interpret the inbound data – as ASCII or UTF-8 characters, with UTF-8 being the default.

In the Advanced Settings section you can enter any additional “stty” arguments. These arguments are always added to the end of the arguments generated by the other field. Practically speaking this means that you can override any of the earlier arguments, and therefore have full control over RS-232 configuration. For documentation on stty, please visit http://www.freebsd.org/cgi/man.cgi?query=stty.

Command Repetitions

Note: Currently this section applies only to RedEye mini, although we are working on changes to make it available with other RedEye products, as well.

The Command Repetitions row allows you to customize how many signals are sent by the RedEye mini when a button is pressed (Note: this option does not appear with the Wi-Fi RedEye). The default value is 3. Depending on the sensitivity of your equipment, some commands should be sent multiple times before the equipment responds. If you notice that hitting your Volume Up button once causes the volume to go up multiple values on your Television, or a similar problem, you can change the command repetitions for that device using this setting.
To change the number of command repetitions, tap the **Command Repetitions** row and select a number. You can choose from 1, 3, 4, or 5 repetitions. When the desired number is selected with a checkmark next to it, please press Save to apply your changes.

**Commands**

**Commands** represent the signals you use to control your device. You can edit or delete an existing command by tapping on the command name. Also, you can add a command by tapping on the **Add New Command** row.

To reorder the list of commands, tap on the Edit button at the bottom of the screen and drag the command rows into the desired arrangement. When you are finished reordering, make sure you tap the Done button to save your changes.

**Moving, Copying, or Deleting a Device**

*Note: This moving and copying devices to or from RedEye mini hardware is not possible.*

**Copy Device to Another Room** allows you to create a copy of the device and all its commands to a RedEye in another room. This option can be useful if you have the same model of device in multiple rooms (for example, as with a set-top box from a particular cable or satellite service provider). Select the room to which you wish to copy the device and tap on Save button to copy the device information and all of its commands.

The **Copy Device to Another Room** button is only available if your iOS device detects more than one RedEye on the current network. If you have multiple RedEye rooms but you do not see this button, tap the Exit Setup button at the top of the screen and verify that you see only one room listed on the main Rooms tab in the RedEye app. Then check to make sure that your other RedEye device(s) are powered on. If you still do not see them in
the Rooms list at this point, you may need to go through the initial setup process to ensure that they are connected to the Wi-Fi network you are currently using. When you are ready, return to the Device Setup screen and tap the Copy Device to Another Room button. A list of available rooms will appear.

**Move Device to Another Room** is similar to the Copy Device to Another Room button, except that after the device and command information has been copied over, the device and its commands are removed from the current room. This option can be useful if you are moving a piece of equipment from one room to another.

**Delete Device** removes the device and all of its commands from the RedEye system. This operation cannot be undone. If you are moving the device to another room in which you have a different RedEye device, you should use the Move Device to Another Room button instead.
Adding a Command

The Add a Command page is the place to create a new command. Commands represent the different signals that the RedEye sends out to control each device.

In the past with WiFi RedEye and RedEye mini, commands were always infrared signals, and therefore adding a command required capturing that command from an existing remote control. With RedEye Pro comes support for a variety of other devices, so now there are two different types of commands: infrared commands, and script commands. When your device is attached to an infrared port (which is automatic for devices added to a RedEye or RedEye mini), the capture method is available. For devices using any other communication method (contact closure relays, RS-232) you write a “script” – a short piece of code – that RedEye runs whenever you issue a command. Scripting is quite powerful – with it you can do just about anything on RedEye – but as you can imagine it can also become rather involved and is therefore outside the scope of this manual. For more information on how scripting works and how to write scripts, please reference the *RedEye Advanced Programming Manual* on our support website.

Capturing Infrared Control Signals

Each infrared command has an infrared control signal. The control signal is a pattern by which your RedEye infrared lights to address a particular device. The Capture Control Signal button invokes the RedEye’s “learning” function. Before pressing this button, you should make sure you have on hand the remote control from which you will be capturing the control signal.

**For RedEye (WiFi):**
Place the remote control about 3 to 6 inches from the front of your RedEye unit, as shown in the illustration at right.

**For RedEye mini:**
Point the remote control about 3 to 6 inches from the “R” emblem on the unit.

**For RedEye Pro:**
Point the remote control about 3 to 6 inches
in front of the RedEye Pro and about 2 inches just to the right of the “R” badge.

Once you are ready, press the Capture Control Signal button (for owners of the RedEye base station, the status light will begin to flash). From this point you have about 30 seconds to press the appropriate button on your remote control. Once the RedEye device has captured the signal, the processing screen will disappear and you will be able to save the command.

Once you have captured a control signal, you can test it by pressing the Test Control Signal button. If the signal does not work properly, you can re-capture the command by pressing the button and starting over again.

**Tips for capturing control signals:**
- Position the remote control no closer than 2 inches from your RedEye, and no farther than 10 or 12 inches. Try to keep the remote control level with your RedEye, rather than at an angle.
- Quickly press and release the button on your remote control. Often we have a tendency to press and hold remote control buttons to make sure that they register, but if your remote control is the proper distance from your RedEye, you need not do so. One quick button press makes it more likely to capture a clean signal from the remote.
- Avoid otherwise interacting with your RedEye unit (for example, from another iPhone or iPod controller) while it is in learning mode.

**Command Type**

The **Command Type** describes the nature of a command. When properly assigned, the RedEye application can use this information to create intelligent button layouts and manage the devices you use for different activities. You cannot change command type settings once the command is created, so please take a minute to consider your best options here.

Tap on the Command Type row to see a list of available command types. If you cannot find a command type appropriate to the command that you are creating, you can use the command type Other, although we recommend using this option sparingly, as the RedEye application cannot determine
how to make use of commands without a specific type.

**Toggle Commands**

*Note: This section only applies to infrared commands, and does not appear for commands added to devices that use other communication methods.*

The **Toggles** row allows you to indicate whether the command is “discrete” — that is, whether the command produces the same result every time you send it — or whether it “toggles” across a list of possible values. Because infrared remote control signals are a one-way street — your controller can only send signals, it does not receive responses — we recommend using discrete signals whenever possible. When you select Toggles:Yes, a **Toggle Values** section appears at the bottom of the page.

Trying to decide whether to use a toggle command or not? Let’s consider how the power button works. If your remote control uses discrete commands, you will have two power buttons: one to turn on the power, and one to turn it off. Whenever you press the Power On button, the device will power up. If the device is already powered up when you press the Power On button, pressing the button again does nothing. By contrast, if you have a control that uses a power toggle button, you will have a single button. Whenever you press the button, the device switches from off to on or vice versa.

Consider what happens when we try to make your remote control “smart” — for example, by controlling multiple devices as part of an activity. When you launch the “Watch TV” activity, you want the television to turn on. If your controller has a discrete Power On command it sends that signal, the TV turns on, and life is good. However, if your controller uses a toggling Power command, it needs to know whether the TV is already on to determine whether to send the Power command. If someone presses the power button on the front of the TV instead of using the remote control, then the remote control loses track, and may mistakenly turn off the TV when it should remain on.

Although many manufacturers provide discrete commands for their devices, sometimes you may not have access to them. If you are going to use the command to launch an activity — such as will be the case with toggling Power and Input commands — it is probably worthwhile to deal with the hassle of making these toggle commands. However, in other cases in which you will not use the command to launch an activity — for example, with a Mute command — it is simpler to treat the command as one that does not toggle.
Name
The **Name** section contains basic identification information for the command: its name and description. This information is visible in many different parts of the RedEye application, including the main Commands screen. You can edit either value by tapping on the appropriate row and entering a new value using the onscreen keyboard.

Command Icon
**Command Icon** shows the icon currently assigned to the command. Tap on this row to choose an icon from the list available options. If none of the icons seems appropriate, you can choose Text Only to display the name of the command instead of an icon.

Toggle Values

*Note: This section only applies to infrared commands, and does not appear for commands added to devices that use other communication methods.*

The **Toggle Values** section defines the list of values through which the device cycles when a Toggles:Yes command is transmitted. As a result, the order of toggle values matters — it should match the order that your equipment uses when the original remote button is pressed.

Tap on a toggle value to edit, or tap on **Add New Toggle Value** to create one. When you create a new toggle value, you need to specify at least a name. The name and icon are visible when you use toggle buttons in your activities.

This section does not appear if the Toggles row is set to No.

Script

*Note: This section does not apply to infrared commands, and does not appear when adding an infrared command.*
In the **Script** section you can type your command script. For entering all but the simplest of scripts, we recommend using RedEye’s browser application. Typing on a PC is not only easier than on an iOS device, but the browser application also provides context-sensitive help, commonly used system functions and variables, syntax checking, and some debugging tools.

If you do modify a script using your iOS device, you can use the **Test Script** button to see whether your changes work.
Command Setup

On the Command Setup page you can modify information about a command or re-capture a control signal for a command that is not working properly.

Name
The Name section contains basic identification information for the command: its name and description. This information is visible in many different parts of the RedEye application, including the main Commands screen. You can edit either value by tapping on the appropriate row and entering a new value using the onscreen keyboard.

Details
The Details section provides information about the command type. This information is fixed once the command has been created. If you must change this information, you can delete the command and then recreate it from the Device Setup screen.

Command Icon
Command Icon shows the icon currently assigned to the command. Tap on this row to choose an icon from the list available options. If none of the icons seems appropriate, you can choose Text Only to display the name of the command instead of an icon.

Edit Script

Note: This section does not apply to infrared commands, and does not appear when adding an infrared command.

Tap on the Edit script row to edit the script for your command. For entering all but the simplest of scripts, we recommend using RedEye’s browser application. Typing on a PC is not only easier than on an iOS device, but the browser application also provides context-sensitive help, commonly used system functions and variables, syntax checking, and some debugging tools.
Toggle Values

Note: This section only applies to infrared commands, and does not appear for commands added to devices that use other communication methods.

The **Toggle Values** section shows a list of values through which the device cycles when a Toggles:Yes command is sent. This section does not appear if Toggles is No.

Tap on a toggle value to edit, or tap on **Add New Toggle Value** to create one. When you create a new toggle value, you need to specify at least a name. The name and icon are visible when you use toggle buttons in your activities.

To change the list of toggle values, tap on the Edit button at the bottom of the screen. To delete a toggle value, tap on the red circle to the left of the row you wish to delete. Then tap on the Delete button to delete, or tap somewhere else on the screen to cancel. To reorder toggle values, drag the toggle value rows into the desired arrangement. When you are finished deleting and reordering, make sure you tap the Done button to save your changes.

**Copy Command URL**

Tapping the **Copy Command URL** button will copy a text version of a specific command URL to your clipboard. You can then paste the command in a web browser to launch the command from a computer. You could also control the RedEye hardware from another application or platform by using the URL with HTTP GET. This feature was added to accommodate our customers experimenting with home automation applications.

**Capture New Control Signal**

Note: This section only applies to infrared commands, and does not appear for commands added to devices that use other communication methods.
You can recapture control signals for commands using the **Capture New Control Signal** button. You can read more about capturing control signals on the Adding a Command page.

**Test Control Signal/Test Script**
You can try out the control signal (or script) for a specific command using the **Test Control Signal/Test Script** button. This will allow you to identify whether or not your changes to the command are working.

**Delete Command**
The **Delete Command** button removes the command from RedEye system. This action cannot be undone.
Adding an Activity

You add activities to the RedEye system in much the same way that you add devices. In order to add an activity, you need to identify

1. The activity type
2. A name for the activity
3. The devices you use in conjunction with the activity

**Activity Type**
Tap on the Activity Type row to select the type of activity that you would like to create. The RedEye app will use the activity type you specify here to create a button layout which you can customize later on. If you prefer to build your own button layout from scratch, you can choose the activity type Other, which gives you a blank slate.

**Name**
Your activity should have a Name by which you can refer to it in other places within the RedEye app. Optionally you can also add a Description, which will appear in smaller type below the name.

**Devices**
Each activity involves at least one device. Which devices you choose here depends on your particular home theater setup. For example, if you are creating a Watch TV activity and have only a television that receives over-the-air broadcasts, you would select only the TV. However, if you have a more complicated setup in which you receive programming through a cable or satellite set-top box, pipe sound through an audio system, and use a video switch to direct input to your TV from the set-top box, then you would select all four of these devices. In addition to providing button layouts optimized for each activity type, the real power of RedEye activities is that they simplify the operation of such complicated configurations.
Tap on a device row to select a device, at which point the text color change will to blue-gray and a checkmark will appear. To de-select the device, simply tap on the row again. Once you have chosen your activity type, name, and devices, tap on the Save button to continue.

**Activity Actions**

The RedEye app will examine your devices and suggest some **Launch and Shutdown Actions**. Launch actions are steps the RedEye system will take when you start the activity, and shutdown actions are those it will take when you close it. Typically launch actions involve turning on the power to your devices and switching to the appropriate inputs, while shutdown actions involve turning off the power.

Please note that the RedEye system is “smart” enough to know that if you are switching among different activities that use the same devices, it will not need to turn those devices off and then back on again, but rather will leave them in their powered-up state. For this reason there is no need to avoid Power Off in the shutdown action list.

To add an action to either the launch or shutdown action list, tap on the appropriate **Add Action** row. The **Action Setup** screen will appear, where you can choose the device, command, and (as necessary) toggle value for the action. Tap Save to finish adding the action.

You can edit an existing action in a similar

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4 If you have the **Advanced Options** preference turned on, you will also see an **Add Script** row. More information on scripting and advanced configuration is available in the *RedEye Advanced Programming Manual*. 
way — just tap on the action row and then adjust the device, command, or toggle value as appropriate.

You can also reorder and delete actions from the list. Tap on the Edit button. Drag the rows up or down to reorder. To delete, tap on the red circle, and then confirm by tapping on the Delete button. When you are finished making changes, tap on the Done button.

Once you have your launch and shutdown actions in place, tap on the Save button to finish creating your activity.
Activity Setup

On the Activity Setup screen you can specify what is involved in common activities such as watching television or playing a DVD.

Name
The Name section is the place to identify the activity name and optionally provide a description. The activity name is visible in many parts of the application, including the main Activities screen.

Activity Type
Activity Type indicates the purpose of the current activity, and cannot be changed once the activity has been created.

Devices
The Devices section lists the devices used in the activity. Once you have identified that a device is part of an activity, the commands for that device are available in the Launch and Shutdown Actions sections.

To choose which devices are involved in the activity, tap on the Select Devices to Use row. A list of available devices appears. Tap on a device to select it; tap again to de-select it. When you are finished, tap on the Save button to save your changes, or Cancel to return to the previous settings.

Launch and Shutdown Actions
Launch Actions are the actions the RedEye device will take when starting up an activity. Shutdown Actions are the actions the RedEye device will take when turning off an activity. Each action corresponds to a device, a command, and (if
the command toggles) a toggle value, which appear in the row separated by colons (:). Tap on the action row to edit, or tap on **Add Action** to add a new one.⁵

You can reorder or delete actions by tapping on the Edit button in the bottom left corner of the screen. Drag the action rows into the desired order. To delete, tap on the red circle to the left of the action and confirm by tapping the Delete button which appears to the right of the action. When you are finished, make sure you tap the Done button to save your changes.

**Layout Activity Buttons**
Tap on **Layout Activity Buttons** to arrange the buttons you will use to control your activity after it has launched.

**Delete Activity**
Tap on the **Delete Activity** button to delete the current activity entirely. This operation cannot be undone.

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⁵ If you have the **Advanced Options** preference turned on, you will also see an **Add Script** row. More information on scripting and advanced configuration is available in the *RedEye Advanced Programming Manual.*
Activity Button Layout

The Activity Button Layout screen is the place to arrange the buttons you use most often in the process of an activity. Layouts are specific to each activity, so you can include just the buttons you need in the ideal arrangement for that activity. If there are commands that you use only occasionally, you can access them from other parts of the application (i.e., the Devices and Commands screens), so you do not need to clutter your button layouts with obscure functions.

Adding a Button (or Other Control)

To Add a Button, tap on the Plus icon (➕). If you are using a RedEye mini or have the “Advanced Options” preference turned off, the New Button screen will appear. The New Button screen closely resembles the Action Setup page: you tap on the top row to select a device, and on the bottom row to select a command. Once you have chosen a device and command, tap Save to create the button. You can tap Cancel at any time to exit without creating a button.

If you are using a RedEye or RedEye Pro and have the “Advanced Options” preference turned on, you have a choice of control types to add. For now, there are two types: buttons and images. If you choose to add a button, the New Button screen will appear, as described above. If you add an image, the Image Setup screen appears.

Moving a Button

To Move a Button, tap on the button to select it, and drag to the desired position. As you drag, the button will “snap” into alignment with other buttons and the edges or center of the screen. When the button snaps into alignment, it will display grid lines so that you can see the other objects with which it is aligned at that moment.
Your activity layouts are not limited to the space immediately visible on screen. If you drag a button below the bottom of the screen, the layout area will expand automatically — the farther you drag, the larger the layout area. You can flick to scroll up and down in the layout area.

**Deleting a Button**

To **Delete a Button**, first tap the button to select it. (Once selected, the button will appear with a thin, blue border; to deselect a button, tap on a blank area of the layout screen.) Then tap on the Trash Can icon (🗑️) to delete.

**Undo and Redo**

To **Undo** or **Redo** changes to the activity layout — including adding, moving, or editing buttons — tap on the Undo (⬅️) and Redo (➡️) icons, as appropriate. The left arrow steps backward through your changes (Undo), and the right arrow steps forward (Redo).

**Editing Button Details**

To **Change a Button**, tap on the button to select it, and then tap on the Details icon (🔧). You can also double-tap on a button to bring up the Details page.
Editing Button Details

The Button Detail screen allows you to customize the look and function of an activity button.

Name
In the Name section, you can change the name and description of the button. The button name is displayed in the activity layout if the Show Label option is set to On or if the Text Only icon is chosen in the Appearance section.

Button Type
In the Type section, you can specify how the button functions when tapped. There are five button types:

- **Normal** buttons execute a single action one time when tapped.
- **Macro** buttons execute more than one action when tapped. Macro buttons are particularly useful for creating buttons that jump to favorite television channels.
- **Toggle** buttons execute a single action at one time, but cycle through a series of actions when pressed repeatedly. For example, perhaps you want a single button to switch between Play and Pause on successive taps, because combining these actions into one button will save space in your activity layout. You can create a toggle button with two actions — one for Play and one for Pause — so that each time you tap the button, you alternate between the two. Toggle buttons are similar to toggle commands, but more powerful. For example, toggle buttons can work with discrete commands, or even commands that target different devices.
- **Repeating** buttons function as do Normal buttons when tapped and released. However, if you tap and hold a repeating button, the button’s action is repeated rapidly until you release the button. This type of button is useful for things such as volume and channel functions that “ramp” when you hold them down.
• The **Script** button type is available if you have the **Advanced Options** preference turned on. More information on scripting and advanced configuration is available in the *RedEye Advanced Programming Manual*.

**Appearance**
In the **Appearance** section, you can change how a button looks. Tap on the **Icon** row to choose an icon to display. The list of available button icons includes all of the command icon choices, in addition to the logos of many popular television networks.

Tap on the **Size** row to change the icon size. Large icons are the same size as application icons on the iPhone’s home screen, and are the ideal size for reliable tapping without taking up too much screen real estate.

Toggling **Show Label** to “On” will display the button name underneath the button in your activity layout.

**Shortcut Gesture**
The **Shortcut Gesture** indicates which multi-touch or accelerometer gesture shortcut (if any) is assigned to the button. One of the problems with touch screen remote controls is that you must look down at the screen to know what button you are pressing. Sometimes — particularly when paging through information on a television or other display — it is inconvenient to have to divert your eyes. Shortcut gestures solve this problem by allowing you to assign shortcuts to as many as twenty-three different buttons within each activity layout. To execute these shortcuts, you do not need to look down at the screen — simply make the appropriate gesture, and the RedEye application will respond as if you had tapped the corresponding button.

A shortcut may be assigned to only one button at a time, so if you select a shortcut that is currently assigned to another button, the previously assigned button will no longer have that shortcut.
**Please note that we do not recommend using accelerometer motion gestures with the RedEye mini. Because the mini needs to be pointed at the device you are controlling, flicking or shaking the phone around will make it harder for your mini to control your equipment.**

**Shortcut Key**
The **Shortcut Key** indicates which keyboard key is assigned to the button. Although the shortcut key has no function on iOS devices, it can be quite useful when operating your RedEye unit from a controller that has a keyboard (such as a PC).

As with gestures, shortcut key may be assigned to only one button at a time, so if you select a shortcut that is currently assigned to another button, the previously assigned button will no longer have that shortcut.

**Button Actions**
The name and format of the last section on the page changes depending on the **Button Type**, but in all cases this is the place to assign the button’s functionality in the form of one or more actions. Tap on an action row to change the action.

Macro and Toggle buttons each make use of more than one action. As a result, when you have selected one of these button types, you can tap on the **Add New Macro Action** or **Add New Toggle Value** row to add a new action.

You can reorder or delete actions by tapping on Edit in the top right corner of the page. To delete, tap on the red circle and then confirm by tapping on the red Delete button that appears.
Editing Image Details

The Image Detail screen allows you to customize the look and function of image controls in an activity layout.

Name
In the Name section, you can change the name and description of the image. The image name is displayed in the activity layout if the Show Label option is set to “On.”

Image Type
In the Type section, you can specify whether the image has any function when tapped. There are four image types:

- **Display only** images are there for appearance only – tapping on them does not generate any action.
- **Button** images work like custom buttons. You can assign a single action to a button image. (If you want a macro button, please use the script type, as described below.)
- **Repeating button** images work like repeating buttons. That is, they function as do Normal buttons when tapped and released. However, if you tap and hold a repeating button image, the image’s action is repeated rapidly until you release it. This type of image is useful for things such as volume and channel functions that “ramp” when you hold them down.
- **Script** images execute scripts when tapped. More information on scripting and advanced configuration is available in the *RedEye Advanced Programming Manual*.

Appearance
The Appearance section determines how an image looks. Here you can input an exact Width and Height, in “relative pixels.” The relative pixel measurement assumes a display width of 320.0 pixels. For iPad, we scale up the size by 40%. On other screens (Android phones and tablets, PCs running the browser app) the exact scaling factor depends on the size and resolution of the display.
**Z Index** is a property which determines the stacking order of images in your activity. Any integer value between 1 and 1000 is valid. The lower the value, the closer to the “bottom” of the display – images with higher Z Index values appear on top. All other controls (buttons, etc) appear on top of your images (i.e., they have an effective Z Index value of 1001). Z Index is particularly useful when you are dealing with background images or images that have transparency and can be stacked to add a feeling of depth to the display.

The **Image** and **Highlight Image** fields determine the actual image that your control will display. Image is the primary image for your control and is the picture you will see most often. Highlight Image is the graphic that will display when you tap on the control.

The values for Image and Highlight Image come from state variables. You can update state variables dynamically, which makes image controls suitable for displaying things such as album art. For more information on the scripting involved in updating state variables at runtime, please refer to the RedEye Advanced Programming Manual.

Your image state variables should be properly formatted URLs. Because of limitations within the browser application and limited storage space within the RedEye unit itself, at this time we support images hosted on publicly accessible web (HTTP) servers. You can use file types supported by standard web browsers, including JPEG, GIF, and PNG. We recommend using PNG files, as this format uses lossless compression and allows for transparency.

The RedEye application will cache the images you feed it based on URL. If you need to update an image, the URL needs to change. (Alternatively, you can delete and reinstall the application.)

Toggling **Show Label** to “On” will display the image name underneath the image in your activity layout.

**Shortcut Gesture**

The **Shortcut Gesture** indicates which multi-touch or accelerometer gesture shortcut (if any) is assigned to the image. One of the problems with touch screen remote controls is that you must look down at the screen to know what button you are pressing. Sometimes — particularly when paging through information on
a television or other display — it is inconvenient to have to divert your eyes. Shortcut gestures solve this problem by allowing you to assign shortcuts to as many as twenty-three different controls within each activity layout. To execute these shortcuts, you do not need to look down at the screen — simply make the appropriate gesture, and the RedEye application will respond as if you had tapped the corresponding control.

A shortcut may be assigned to only one control at a time, so if you select a shortcut that is currently assigned to another control, the previously assigned button will no longer have that shortcut.

**Shortcut Key**
The **Shortcut Key** indicates which keyboard key is assigned to the control. Although the shortcut key has no function on iOS devices, it can be quite useful when operating your RedEye unit from a controller that has a keyboard (such as a PC).

As with gestures, shortcut key may be assigned to only one control at a time, so if you select a shortcut that is currently assigned to another control, the previously assigned control will no longer have that shortcut.

**Action**
The name and format of the last section on the page changes depending on the **Image Type**, but in all cases this is the place to assign the image’s functionality in the form of an action or script. Tap on an action row to change the action or edit the script. If you have a “Display only”-type image, then this section will not be visible.
Room Guide Setup

Tapping the Guide Activity row allows you to associate the Channel Guide with a specific Activity. Once you have selected an activity, tapping on a row in the Guide will change channels for you automatically. Typically, the appropriate Guide Activity is either “Watch TV” or “Watch DVR.”

Guide Activity
Tapping the Guide Activity row will bring you to the Room Guide Setup menu. This will allow you to select an Activity with which to associate your usage of the Guide. When launching a program from the Guide, the Activity Layout that you see will depend on which Activity you select in this row. For example, it is likely that you would prefer to use your Watch TV activity layout when using the Guide to channel surf.

Guide Action Delay Period
When you select a row in the channel guide, RedEye will assemble the appropriate actions necessary to change the channel for you. The Guide Action Delay Period row allows you to specify how much delay to put between those actions. Normally the default delay is fine, but if you notice that your equipment does not change channels appropriately – for example, one or more digits in the channel number may be dropped – you can increase this delay slightly to give your equipment more time to respond.

Trailing Action
Tapping the Trailing Action row will bring up an Action Setup menu and allow you to select an action to send at the end of
the channel numbers. For example, some televisions and set-top boxes require that you press “Enter” after you input a channel number to confirm your choice. If your equipment functions in this way, then you should add “Enter” as a trailing action and RedEye will automatically include it after sending the channel button actions. If you have an action configured that you wish to delete, simply tap the **Trailing Action** row and press the **Clear Action** button.
Rooms

The Rooms tab displays a list of RedEye rooms on the current network.

If you expect to see a room in the list but it is not there, please ensure the following:

1. The RedEye base station is turned on
2. Your iOS device is on the same network as the room

If you still do not see the RedEye room, you can try resetting back to the RedEye (ad-hoc) network.

If you have a RedEye mini and it is not recognized in the Rooms tab, please ensure the following:

1. The enable “RedEye mini” switch is toggled ON in the Main Setup menu
2. Your headphone volume is turned up to the maximum level
3. Your Volume Limit is turned OFF. To access the Volume Limit setting on your iOS device, navigate to Settings → iPod/Music → Volume Limit.
4. That you do not have a case on your iOS device that is preventing the mini from full contact with the headphone jack.

When you select a room, the RedEye app will take you to the Activities tab. You can select a different room by returning to the Rooms tab and tapping on the new room. A checkmark appears next to the currently selected room.
Activities

The Activities tab displays the current activity for the selected room. If there is no current activity, it displays a list of available activities.

Launching an Activity
To launch an activity, simply tap on the appropriate row. The activity screen will appear configured with the buttons specified in the activity button layout.

Changing Activities
To switch to a different activity, tap on the back button in the upper-left corner of the screen to return to the Activities list. Then tap on the new activity row. RedEye will compare the shutdown and launch activities of the two activities to determine what commands to send to your equipment. For example, if you switch from Watch TV to Watch DVD, RedEye will figure out that you do not need to turn the TV off and then on again as part of the transition.

To return to the current activity screen without switching activities, tap on the Current Activity button in the upper-right corner of the screen.

Shutting Down an Activity
To turn off an activity, tap on the red power icon in the upper-right corner of the current activity screen.
Channel Guide

The Guide tab displays a list of channels and programming for your current television service provider. This feature is currently only available in the US and Canada, although we are working to add data for other countries. In addition to local listings, the guide can also change channels for you (you must first choose a Guide Activity before using this function.)

Settings

Tap the Settings tab to configure the Guide for your television service provider. First, tap the Country row to select your country. Then, tap the Postal Code row to enter your postal code. The application will search for providers in your area and present you with a populated list. Select the appropriate provider, and the application will download the channel list for you.

If your channel guide information seems out of date or you see the message “No Information Available” on most stations, you can tap the Download Schedule Again button to refresh the information. To see channel listings for another provider, tap the Change Providers button.

All

The All tab displays your complete channel listing. You can easily scroll between channels by flicking, or by sliding through the number index on the right side of the screen.

A header at the top of the screen indicates the day and time represented in the guide. Tap the left arrow to navigate to an earlier time slot, and the right arrow to navigate to a later time slot.

Tap on the information icon in any row to display detailed information about the
program in that row, including a brief description, run time, and names of cast and crew members.

Tap on any row to launch your Guide Activity (if necessary) and tune to that channel.

**Favorites**

The **Favorites** tab displays a list of your favorite channels. To add favorites to the list, tap **Favorites** tab, and then tap the **Edit** button on the bottom left side of the screen. From here, simply tap on a channel to add it to your favorites, and tap on it again to remove it. Tap the **Done** button when you are finished to save your changes.

Favorites lists are unique to each iOS device and are not stored in the Wi-Fi RedEye’s configuration.
Devices

Although you will primarily control your home theater through the Activities tab, you can control specific devices through the Devices tab. This can be useful for sending commands that you use less frequently, or for making adjustments to the RedEye app if it becomes “out of sync” with a particular device.

Sending Commands

The Device tab gives you access to all of the commands that you have configured for the device, regardless of whether the device is part of the current activity or whether a particular command is mapped to an activity button.

To send a command to a device, first tap on the device you wish to control, and then choose Send Command. RedEye will present you with a list of commands for the device. Flick through the list to scroll, or drag your finger down the index column on the right-hand side of the screen. Tap on any row to send a command.

Adjusting a Device

If you are using toggle commands, it is possible that the RedEye system will lose track of your devices. For example, if you are using a Power On/Off command to control your TV, RedEye keeps track of whether the TV is currently on or off. When you launch an activity that requires the TV, if RedEye thinks the TV is already on, then it will leave the TV alone. This works fine until someone turns off the TV by pressing the power button on the front of the set instead of using the RedEye device.
If RedEye thinks your TV is on when it is really off, what should you do? Sending the Power command will have the desired effect (turning it on), but the RedEye will now think the TV is off. What you need to do here is adjust the system. When you adjust a device, RedEye sends a command, but does not “change its opinion” of what it thinks about the device. Back to our example — if RedEye thinks your TV is on when it is really off and you tap Adjust > Power, then RedEye will turn on the set and everything will be in sync.

Although this sounds complicated, in practice it is simple. If you launch an activity and one of your toggle commands is not operating properly, just go to the Devices screen, select the device you need to adjust, then tap on Adjust and tap the appropriate command row until everything is the way you need it.

Because you only need to adjust toggle commands, the Adjust screen only shows the toggle commands you have configured for the device, not the entire list of device commands.
If you have the Channel Guide enabled, you may need to tap the More tab in order to select the Commands tab. From here you can see a list of all available commands for all devices you have configured in the selected room. Because some devices may have identical command names, the name of the device appears to the right of the command name in parentheses. You can scroll through the list by flicking, or drag through the index on the right-hand side of the screen. Tap on any command row to execute.
Part III: Browser Application

Note: This feature applies only to networked RedEye systems.
Introduction

If you own a networked RedEye system, you can also control and configure your RedEye from any laptop or desktop PC with a standard web browser. Currently, RedEye supports the following browsers:

- Internet Explorer 8 or later
- Safari 4 or later
- Firefox 3 or later
- Chrome

The most recent browser versions – IE9, Safari 5, Firefox 4, and Chrome – all have optimized JavaScript engines and generally offer better performance when controlling your RedEye.

Accessing the Browser Application

To access your RedEye unit’s browser application, all you need to do is load RedEye’s home page. If you are using a Mac or Linux PC, or a Windows PC with iTunes installed, you should be able to use the following URL:

http://redeye_[serialnumber].local/

where [serialnumber] is the serial number printed on the bottom of the unit. For example, for a RedEye unit with the serial number B0103-78857, the URL is:

http://redeye_b0103-78857.local/

If you are using a Windows PC but this URL does not work, you may need to enter the RedEye unit’s IP address directly. You can find your RedEye unit’s IP address from within the iOS application. Open the Setup tab and select your room. Then tap on the Network row. Find your network within the list, and tap the blue “detail disclosure” button to the right of the network name.

The first time you access the your RedEye unit’s homepage it may take a few seconds to load the necessary files. Once this is finished, you will see a RedEye logo and a progress bar, which indicates how much of your unit’s configuration has loaded. More complicated configurations may take several seconds to load. Once this step is complete you can begin controlling your system.
Browser Control

One of the goals of our networked RedEye systems is to give you control over your equipment through whatever piece of technology you have nearby, whether that be a smartphone, a tablet, or a personal computer. RedEye’s built-in browser application allows you to use a wide variety of computers as controllers. It even takes advantage of the unique capabilities of these machines; for example, you can use the keys on your keyboard to press buttons on your activities so that you do not always have to “mouse around.”

Activities

The Activities tab is selected by default. To launch an activity, simply click on its name in the list. The button layout for that activity will appear in the main window of the browser application. To shutdown an activity, click the red power toggle button next to the Activity name.

If after launching an activity one or more of your devices is not powered on properly or is on the wrong input, you can usually fix the issue by clicking on the Adjust link below the activity name. This area expands to show a short list of power and input toggle commands for which RedEye might be out of sync with your equipment. Click on any of these commands to sync up again.

You can change the split between the activities on the left and the activity buttons on the right by clicking and dragging on the dividing line between the two sections. Your activity buttons will scale appropriately as you drag.
**Devices**

Click on the **Devices** tab to bring up a list of devices for the room. Click on a device name to adjust the device (if it is out of sync with your RedEye) or send a command.

![Devices Tab](image)

**Commands**

Click on the **Commands** tab to bring up a list of all commands in your system. The Device name appears in parentheses next to each command name. Click on a command to execute it.

![Commands Tab](image)
**Switching Rooms**
On a RedEye Pro with one or more rooms configured, you can switch rooms in the browser application. To do so, click on the rooms drop-down menu at the top-left of the screen and pick your desired room.

**Setup**
Click on the **Setup** link at the top of the browser to configure your RedEye through the browser.
Settings

When you click on the Setup link from the browser control page, the application will take you to the Settings tab on the setup side of the application. From here you can click on other tabs along the top of the page to access other parts of the setup application, or you can access the following directly within the Settings tab.

Preferences

Button Feedback allows you to determine whether buttons clicked in the control portion of the browser application will play a sound.

Status Light allows you to determine whether RedEye’s blue status light is lit when in use or dark except at certain special times (specifically, when updating software or waiting to capture infrared codes). Uncheck the box to turn off the status light.

When you are done making changes to preferences, please remember to click the Save button to store your changes.
Technical Support
This section provides links to ThinkFlood’s technical support website and email directly to ThinkFlood’s technical support team.

Software Version
This section displays the current software version of the browser application. Please note that this version number may not exactly match the iOS application version. In particular, if we have released a minor update to the iOS application which has not modified the RedEye firmware, this version will be slightly behind the iOS version.
Wi-Fi Networking

From the Wi-Fi page you can change the WiFi network settings of your RedEye unit.

Wi-Fi MAC Address
This section displays the Medium Access Control (MAC) address for your RedEye unit. This value can be helpful if you are looking for your RedEye unit within the wireless client list on your router. All RedEye MAC addresses begin with 00:23:87.
Choose a Network
When you load the Wi-Fi page, RedEye will automatically scan for nearby wireless networks.

If the network you need does not appear in the list of scan results, you can click the Scan button (just to the right of the Choose a Network label) to scan again.

To select a network, click on the radio button next to the network name. If the network is secured, you will need to enter your password (twice for confirmation). Once you are finished, click the Save button at the bottom right corner of the page to save your changes and connect to that network (please note that at this point you may need to switch your PC over to the same network in order to re-establish a connection with your RedEye unit).

Note: the RedEye (ad-hoc) network always appears in this list so that you can select it if you wish. This does not indicate that the RedEye network is currently available (in other words, you may not “see” in the RedEye network from other devices if you scan for it at this point).

IP Address
In this section you can specify information about your RedEye unit’s IP address. Most networks will assign IP addresses automatically using a DHCP server. Therefore if you have the DHCP tab selected here, IP address information is there for information purposes only and you cannot make changes to it.

If you change the IP address information using BootP or Static, please make sure you click the Save button at the bottom-right corner of the screen to store your changes.

HTTP Proxy
If your network uses an HTTP Proxy, you can enter proxy information here. When you are finished, please make sure to click the Save button to store your changes.
LAN Networking

Note: This section applies only to RedEye Pro.

From this page you can configure the Local Area Network (LAN) settings for your RedEye Pro.

LAN MAC Address
This section displays the second Medium Access Control (MAC) address for your RedEye unit. This value can be helpful if you are looking for your RedEye unit within the DHCP client list on your router. All RedEye MAC addresses begin with 00:23:87.
**IP Address**
In this section you can specify information about your RedEye unit’s IP address. Most networks will assign IP addresses automatically using a DHCP server. Therefore if you have the DHCP tab selected here, IP address information is there for information purposes only and you cannot make changes to it.

If you change the IP address information using BootP or Static, please make sure you click the Save button at the bottom-right corner of the screen to store your changes.

**HTTP Proxy**
If your network uses an HTTP Proxy, you can enter proxy information here. When you are finished, please make sure to click the Save button to store your changes.
Maintenance

From the Maintenance page you can access a variety of functions that are useful in fixing your RedEye should you have a problem, or upgrading your software.

Basic

In the Basic maintenance section you will find functions that you can use on your own to keep your RedEye unit up to date.

If you click on the Backup Data link, RedEye will create a backup file of its configuration, including a snapshot of its internal database and all command files. Once the backup process is complete, please click on the “Backup File (.tgz)” link and save this file off to your computer for safekeeping. **NOTE:** it is important that you store a .tgz file, and not a .tar file. Some browsers will “unzip” the .tgz file into a .tar file automatically, and if you attempt to restore from a .tar file, you will
actually erase your configuration. To prevent the browser from automatically unzipping the .tgz file, please right-click (on a Mac, control-click) the link and from the ensuing pop-up menu choose the option to save the file to your computer (opening the file unzips it).

Once you have a backup file that you wish to restore to your RedEye, please click on the Restore Data link. Find the .tgz file and click on the Upload to RedEye button. NOTE: If your backup file is any format other than .tgz, please contact ThinkFlood technical support first. If you attempt to restore the wrong file type, you will erase your configuration. In many cases, ThinkFlood support can help you create a .tgz file using whatever format you originally stored (e.g., .tar).

Beginning with v2.5.0 of the application, RedEye can automatically check to see if there is a software update available. When there is a new update, RedEye will bring you to this maintenance page and prompt you to download the update. If you do not wish for RedEye to automatically check for updates when you launch the browser application, please uncheck the box labeled “Check every time the application loads.”

Click on the Upgrade Software link to upgrade your RedEye firmware. This section will show you the current version of the software installed on your RedEye unit, and the latest version available, with links both to download the latest version and to view release notes.

Old-style upgrade files are always a single file named tf_jffs2.tgz. New style updates may come in one or more pieces. In this case, the file you download will be a zip folder containing those pieces. Unzip the folder and follow the instructions inside as to the order in which the files should be installed and so forth.

To upload a single upgrade file, first select the file from your computer and then click on the Upload to RedEye button. When the upload is complete you can
proceed to the next file. After the last upgrade file has been installed, your RedEye unit will reboot.

**Advanced**
The *Advanced* section of the maintenance page contains functionality that may be useful if you are having trouble with your RedEye unit.

**Download Database** downloads a copy of your RedEye unit’s internal SQLite database.

**Upload Patch** allows you to upload special patch.tgz files which our technical support team may create for you to resolve a particular problem with your software or configuration.

**Factory Reset** erases all of the configuration data stored on your RedEye unit and resets it back to default networking.
Editing a Room

The far-right tab on the setup page is the room editing tab. Normally this tab displays your RedEye room name. If you are using a RedEye Pro with at least one room defined, you will see a drop-down menu instead of a single room name. Selecting any item in the drop-down menu (including the root RedEye Pro) allows you to edit that room.

Identification

In this section you can change the name of your RedEye room, and also view its serial number. Click Save after you make changes to store them.
Definition
If you are editing a RedEye Pro room other than the root, the Identification section is titled Definition and includes an editable description field in addition to the name field. In the future you will be able to change the room ports here, just as you do in the iOS app.

Rooms
On a root RedEye Pro room, you can see a grayed-out section called Rooms. In the future you will be able to add rooms to your RedEye Pro from this section.

Devices
In the Devices section you can edit existing devices. A future update will enable adding devices here, as well.

Activities
In the Activities section you can edit existing activities. A future update will enable adding activities here, as well.
Editing Devices

Our focus in this software update was to make scripting possible on a PC, as the PC is much better-suited to writing scripts than an iPhone or iPad. As a result, the device editing capabilities of this version are limited to those things related to scripting. A future update will bring more general device editing capabilities.

Scripting is a powerful new feature in RedEye, but is outside the scope of this manual for more information scripting, please reference the *RedEye Advanced Programming Manual* on our support website.

When the **Devices** page loads it retrieves the list of devices from your RedEye unit. To edit a device, first select it from the drop-down list.
Editing Scripts

Infrared-controlled devices do not have associated scripts, but for all other devices you can edit either their port script or their command scripts. You can also add commands from this page.

Adding Commands

To add a command, click on the Add a New Command link. Some new options appear. If you choose the Command Type first, then the Icon and Name fields are automatically populated using the defaults for the command type you select.

Command Type describes the nature of a command. When properly assigned, the RedEye application can use this information to create intelligent button layouts and manage the devices you use for different activities. You cannot change command type settings once the command is created, so please take a minute to consider your best options here.

Click on the Command Type drop-down to see a list of available command types. If you cannot find a command type appropriate to the command that you are creating, you can use the command type Other, although we recommend using this option sparingly, as the RedEye application cannot determine how to make use of commands without a specific type.

The command Name is the way your command will be identified throughout the RedEye application, including the main Commands screen. Description appears less frequently. Click in either text box to edit the name or description.

The Command Icon shows the icon currently assigned to the command. Click on a row to change to that icon. If none of the icons seems appropriate, you can choose Text Only to display the name of the command instead of an icon.

Once you are finished, click the Save button at the lower-right. RedEye will add this command to the current device, and pre-select it from the command drop-down menu, above. From here you can easily click on the Edit Command Script button to give it some functionality.
Editing Activities

Although we plan to allow adding activities in a future release, RedEye’s browser application currently does not provide this functionality. Instead, the Activities tab displays a list of existing activities. If you pick an activity from this list, you can use the browser application to edit the activity details, including the activity layout.

Your activities appear in an “accordion”-style list. Click on a row in the list to expand the activity details for editing.
Name and Description
You can change the name and description for your activity simply by typing directly into the text boxes provided. As with all activity changes on this page, you need to click on the Save Changes button at the bottom of the screen when you are done. If you need to discard your modifications, you can click on Cancel Changes button to reload the page with the data currently stored in your RedEye unit.

Changing Devices
To the right of the Name and Description fields there is a Devices box which lists the devices currently used in your activity. Click on the Edit button to change this list. The resulting pop-up displays a list of available devices in your current RedEye room. Check or uncheck devices as you wish, and click OK to accept your changes.

![Devices]

When you remove a device from your activity, any actions related to that device – whether assigned to a particular control in the layout or to a launch or shutdown action – will also be removed. If you accidentally remove a device, you can still use the Cancel Changes button at the bottom of the page undo.

Activity Type
Activity type is set when you create the activity and you cannot change it later. RedEye uses activity type to create the initial button layout, so there is not any need to change the type after the fact.
Launch and Shutdown Actions
You can add, delete, change, or reorder both launch and shutdown actions from this section.

Click on the Add New Action link to add an action to either the launch or shutdown list. When you add an action after an existing action, a delay field appears in between the two actions. You can edit the delay by typing into the text boxes; valid values range between 0.05 and 20.00 seconds.

For each action you can choose between Command or Script types. A Command action plays an existing device command. Script actions give you the chance to write freeform scripts. For more about scripting, please refer to the RedEye Advanced Programming Manual.

You can reorder actions by clicking and dragging the handle icon (≡) on the right-hand side. To delete an action, click on the red “X” button (X).

When creating your launch and shutdown action lists, you should consider all of the steps required at the beginning and the end of the activity. Do not worry about what happens when you switch from one activity to another – your RedEye is smart enough to determine how to make the transition without, for example, turning off the TV and turning it back on again when you switch from watching a Blu-Ray to watching live television.
Reordering Activities
You can reorder your activity list in the same manner that you reorder actions in a launch or shutdown sequence. To the right of each activity there is a handle icon (≡). Click and drag this icon to move an activity to a different place within the list. As with other changes, your new order is not stored until you click the Save Changes button.

Deleting Activities
If you wish to delete an activity, simply click on the red “X” button (✗) to the right of that one you wish to remove. Remember to click the Save Changes button when you are finished – or click Cancel Changes if you did not mean to delete the activity.

Laying Out Activity Controls
You can edit your activity layout by clicking on the grid icon ( ), located on the right-hand side of the page, across from the activity name.
Editing Activity Layouts

Although you can edit the button layout for any activity using an iPhone or iPad, certain things about personal computers make it significantly easier to do so. Namely, the presence of a keyboard and mouse, and a larger monitor all make for a more precise and satisfying experience. For this reason, the ability to edit activity layouts was one of the first bits of functionality that we developed for the browser application.

When you select an activity for layout editing, a fresh window or tab opens in your browser. On the left-hand side of this window you will find the existing control layout. On the right-hand side are detail about the layout and the currently selected control(s).

Selecting Controls
Click on a button to select. Shift-click to select additional controls. Shift-clicking on an already-selected control deselects it. When you select each control, a small, yellow number appears in the upper right-hand corner of the control indicating the order in which the control was selected relative to the rest of the selected controls. Also, you will see dashed lines appear which indicate the
boundaries and centerlines of your selection. These lines are particularly useful in positioning controls.

**Moving Controls**
Once selected, you can move controls by dragging them. As you move them, you may see gridlines appear which indicate when you have aligned your controls with others on the screen, whether exactly along the same line, or at the system-default margin of 10 pixels apart.

You can also “nudge” controls in 1-pixel increments using the arrow keys on your keyboard.

**Deleting Controls**
Once selected, you can delete a button by clicking on the **Delete Selected** button on the right-hand side of the page.

**Adding Controls**
To add a control, click on the **Add Control** button on the right-hand side of the page. From the resulting pop-up, choose whether you would like to add a button or an image. After you click OK, new control will appear in the top-left corner of the screen; it is pre-selected so you can begin editing it right away.

![New Control Pop-Up](image)

**Saving Changes**
Once you have made changes, you need to save them or they will not be available when you close the browser window. To do so, click the **Save Changes** button. If you have made changes that you wish to discard, clicking the **Cancel Changes** button discards your changes and reloads the activity layout page. If you want to exit without saving your changes, simply close the browser window or tab.
Control Details
Along the right-hand side of the activity layout page there is an accordion containing control details and other information about the layout. It contains the following elements:

**View**
In the View section you can determine the level of zoom that you use in displaying the layout. You can also choose whether or not to show guidelines. The iPhone/iPod touch Guide Lines option draws a purple line at the border of an iPhone screen so you know how many buttons will fit on the screen at one time. The Layout Lines option displays control edges and default margin lines to help you align your controls against one another.

**Position**
In the Position section you can view or edit the current position of your selected control(s). The Top value displays the vertical (Y) coordinate of the control. When you type a value into this text box, the control will move to that vertical offset. Similarly, the Left value displays the horizontal (X) coordinate of the control; typing a value into this text box moves it to the appropriate horizontal offset.

If the control you have selected is an image control, you can set its Z-Index. Z-Index determines the stacking order of your images. You can give your images a Z-Index value between 1 and 1000, and different images can share the same value. Lower Z-Index values appear toward the bottom of the stack. Buttons appear on top of images – that is, they have an effective Z-Index value of 1001.

If you have more than one control selected, the Align and Distribute buttons become available. When you click on an Align button, all the controls are aligned to the axis of the first control in the selection (the one marked with the yellow number 1). In other words, if you have selected three controls and you selected...
the one at the far left first, then clicking on the “Align right edges” button will move all the other buttons so that their right edges line up with that first, left-most control. You can align left, right, top, and bottom edges, as well as vertical and horizontal centers.

If you click one of the Distribute buttons, all of the control will be evenly distributed between the positions of the first selected (yellow 1) and last selected (highest yellow number) controls. You can distribute along either the horizontal or the vertical axis.

**Appearance**

In the Appearance section you can change the look of the selected control(s). For button controls, there are three Size choices: small, large, and jumbo. For image controls, you specify the exact Width and Height, in “relative pixels.” The relative pixel measurement assumes a display width of 320.0 pixels. For iPad, we scale up the size by 40%. On other screens (Android phones and tablets, PCs running the browser app) the exact scaling factor depends on the size and resolution of the display.

You can also change the control Name, and choose whether to show a text label below the control. You can also give each control a Description, which is useful on the iPhone for customers using the VoiceOver accessibility option, as descriptions are read to give control “hints.”

For button controls, you can choose an Icon. Icons here include all of the available command icons, plus many popular television network icons. If there is not an appropriate icon, you can choose “Text only,” which displays text in the middle of the button in lieu of an icon.
If you are working on an image control, you determine what the image will display by selecting a **Base Image Variable**. Optionally, you can also assign an **Active Image Variable**, which determines the image shown when the control is clicked or tapped (highlighted). The variable referred to here is a “state” or “custom” variable. You can update state variables dynamically, which makes image controls suitable for displaying things such as album art. For more information on the scripting involved in updating state variables at runtime, please refer to the *RedEye Advanced Programming Manual*.

Your image state variables should be properly formatted URLs. Because of limitations within the browser application and limited storage space within the RedEye unit itself, at this time we support images hosted on publicly accessible web (HTTP) servers. You can use file types supported by standard web browsers, including JPEG, GIF, and PNG. We recommend using PNG files, as this format uses lossless compression and allows for transparency.

The RedEye application will cache the images you feed it based on URL. If you need to update an image, the URL needs to change. (Alternatively, you can delete and reinstall the iOS application, or clear your browser’s image cache.)

**Shortcut / Gesture**
In this section you can set both the keyboard shortcut for your control (which you can use when controlling your RedEye through the browser application) and the shortcut gesture (which you can use in conjunction with an iOS controller). iOS shortcuts include a number of motion gestures as well as multi-touch options. Keyboard shortcuts include all the basic alphanumeric characters, plus many special characters such as tab, space, escape, and arrow keys. Shortcuts already assigned to controls display the control name next to the shortcut in each list.

**Actions / Toggles**
In this section you determine what happens when you press a control while running your activity.

If you are editing a button, there are four basic types:

- **Normal** buttons execute a single action one time when tapped.
- **Macro** buttons execute more than one action when tapped. Macro buttons are particularly useful for creating buttons that jump to favorite television channels.
- **Toggle** buttons execute a single action at one time, but cycle through a series of actions when pressed repeatedly. For example, perhaps you want a single button to switch between Play and Pause on successive
taps, because combining these actions into one button will save space in your activity layout. You can create a toggle button with two actions — one for Play and one for Pause — so that each time you tap the button, you alternate between the two. Toggle buttons are similar to toggle commands, but more powerful. For example, toggle buttons can work with discrete commands, or even commands that target different devices.

- **Repeating** buttons function as do Normal buttons when tapped and released. However, if you tap and hold a repeating button, the button’s action is repeated rapidly until you release the button. This type of button is useful for things such as volume and channel functions that “ramp” when you hold them down.

If you are editing an image, you do not have to specify an action (i.e., the image can be there for display purposes only). However, you can also give the image an action to make it function like a custom button. In this case there are two types:

- **Normal** images can execute a single action one time when tapped.
- **Repeating** images function as do Normal images when tapped and released. However, if you tap and hold a repeating image, the image’s action is repeated rapidly until you release it. This type of image is useful for things such as volume and channel functions that “ramp” when you hold them down.

Actions themselves have two different types. **Command** actions simply send out one of your pre-defined commands. To pick a command, first pick the device, and then the command, as well as a toggle value (if necessary). **Script** actions run a custom script that you write. Scripting is outside the scope of this manual, but more information on scripting is available in the *RedEye Advanced Programming Manual* on our support website.

In the case of toggle and macro button types, you can add additional actions to your button. Click on the **Add New Macro Action** or **Add New Toggle Value** link as appropriate. For macro buttons, there will be a delay between each action, which you can customize by typing a value in the delay text box.

You can reorder commands in the macro or toggle list by dragging on the handle icon (≡) at the right. You can delete an action by clicking on the red X (X).

Buttons which display with a red border do not have any action assigned, so you may want to add one here.
**Tips**

The **Tips** section displays a quick reference for some of the less obvious features of the activity layout page.
Custom Variables
You can add, edit, and delete custom variables within the browser application through the Custom Variables section. For more information on the use and function of custom variables, please refer to the RedEye Advanced Programming Manual.

Adding Variables
Click on the Add New Variable button to create a new variable. After typing a unique name into the Name field, you can enter a starting value. Variable values are always stored as text, and can be multi-line strings, if necessary. When you are finished editing the variable value, click on the Save button to store it.

After you have added a variable, the application will select it for you, so you can continue editing its value, if necessary. Once added, you cannot change the name of a variable.

Editing Variables
Click on any variable in the list to display and edit its current value. Remember to click the Save button when you are finished to store the new value.
Deleting Variables
Once you have selected a variable in the box, click on the **Delete** button to remove it permanently. Deletions are permanent, so be sure you want to delete the variable before you click the confirmation button.
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