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IP Trigger Two Way Module

Installation and Usage Guide

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Overview

The IP Trigger module is designed to provide a quick way of responding to a request from the web or from a TCP client.

For the web connections it is looking for a simple HTTP GET (like the type a browser generates). The path that is sent via the web request can be matched in an Automation macro. For example if you base station has an IP address of 192.168.1.100 and you sent a HTTP request to http://192.168.1.100/tv_on you would look for a match of tv_on in Accelerator.

In a similar way you can create an arbitrary TCP connection to the base station (default port is 9999) and send the command you want to match (like tv_on) to that connection. As soon as you break the connection the event will trigger.

The default port for the http server and for the tcp server can be changed using system parameters.

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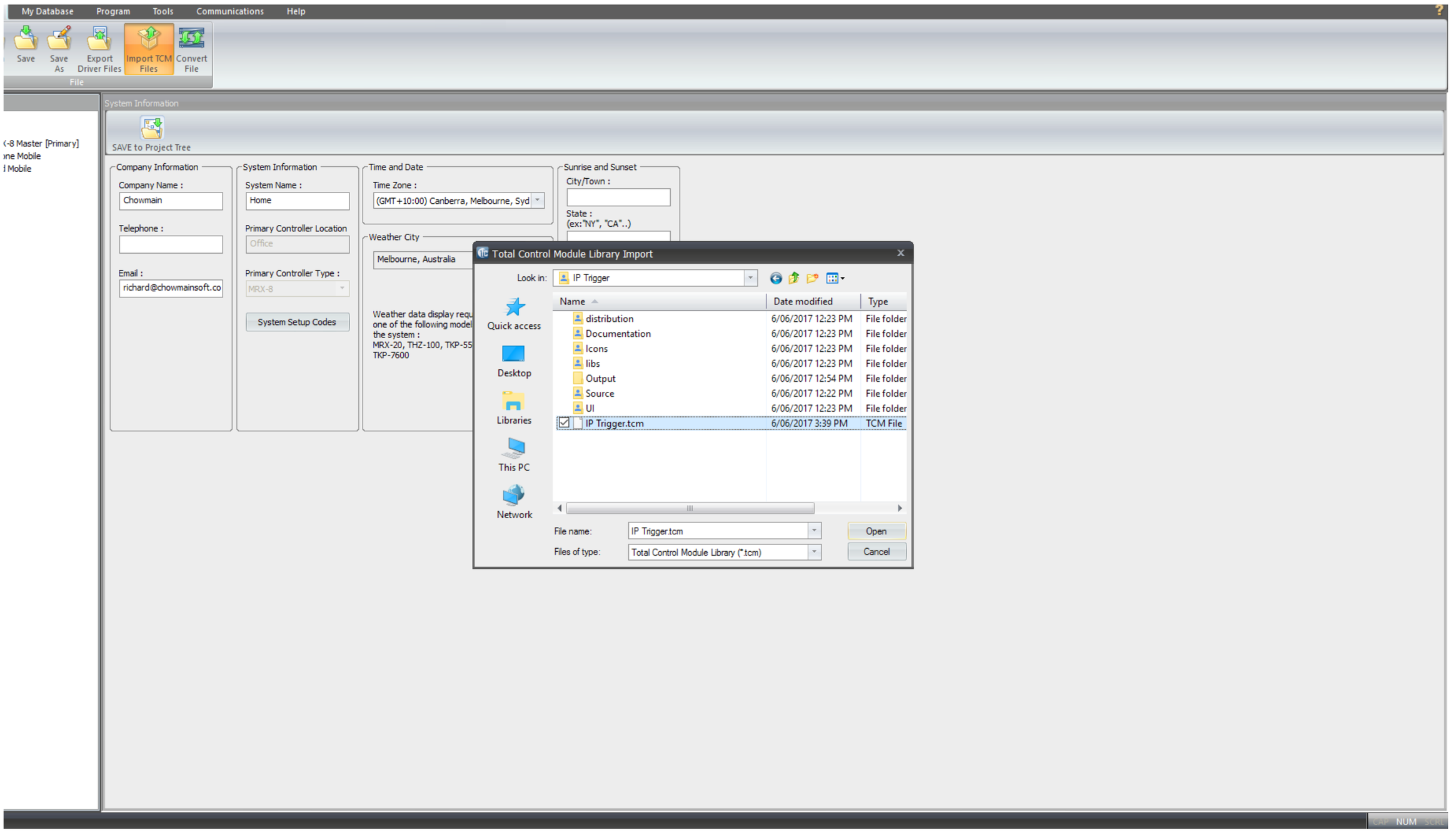
Installation

1. Import the TCM in to accelerator

The zip file that included this documentation has the TCM file you will need to import.

Go to the file menu, select import TCM Files and load the provided file.

(for more information check http://www.urccontrolroom.com/tc/software/tools/tcm/start)

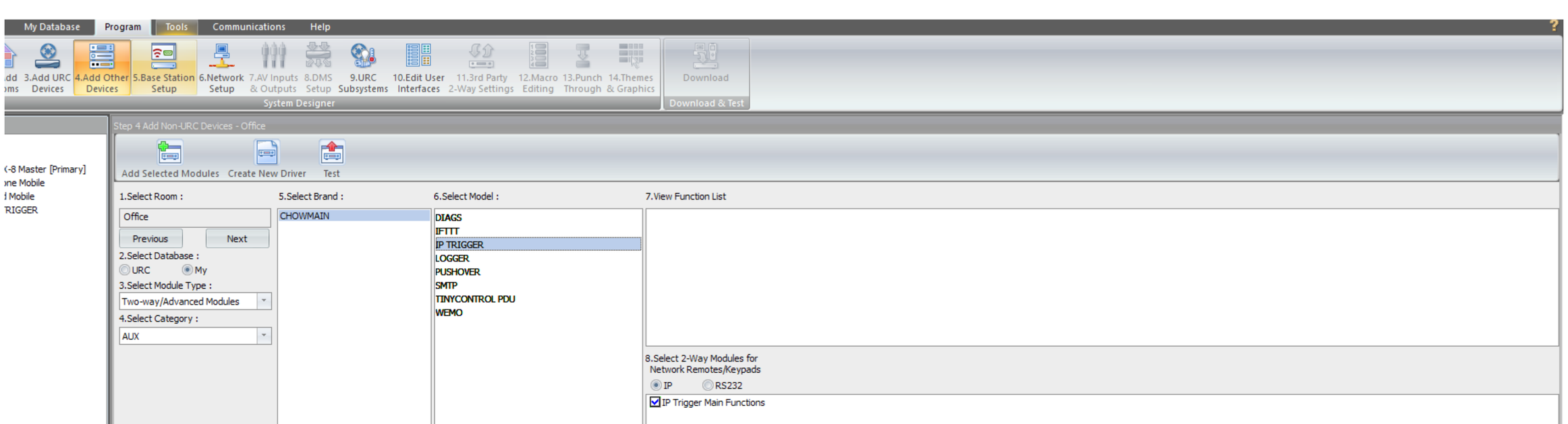


2. Add the IP Trigger module to Accelerator

The IP Trigger is set as an AUX device type. You might need to un-check the sync option in Step 10, Edit Device Layouts.

Go to Step 4. Add Other Devices and Add Selected Modules.

Step 1 - select the room for the module
Step 2 - Select My
Step 3 - Select Two-Way/Advanced Modules
Step 4 - Select AUX
Step 5 - Select CHOWMAIN
Step 6 - Select IP TRIGGER



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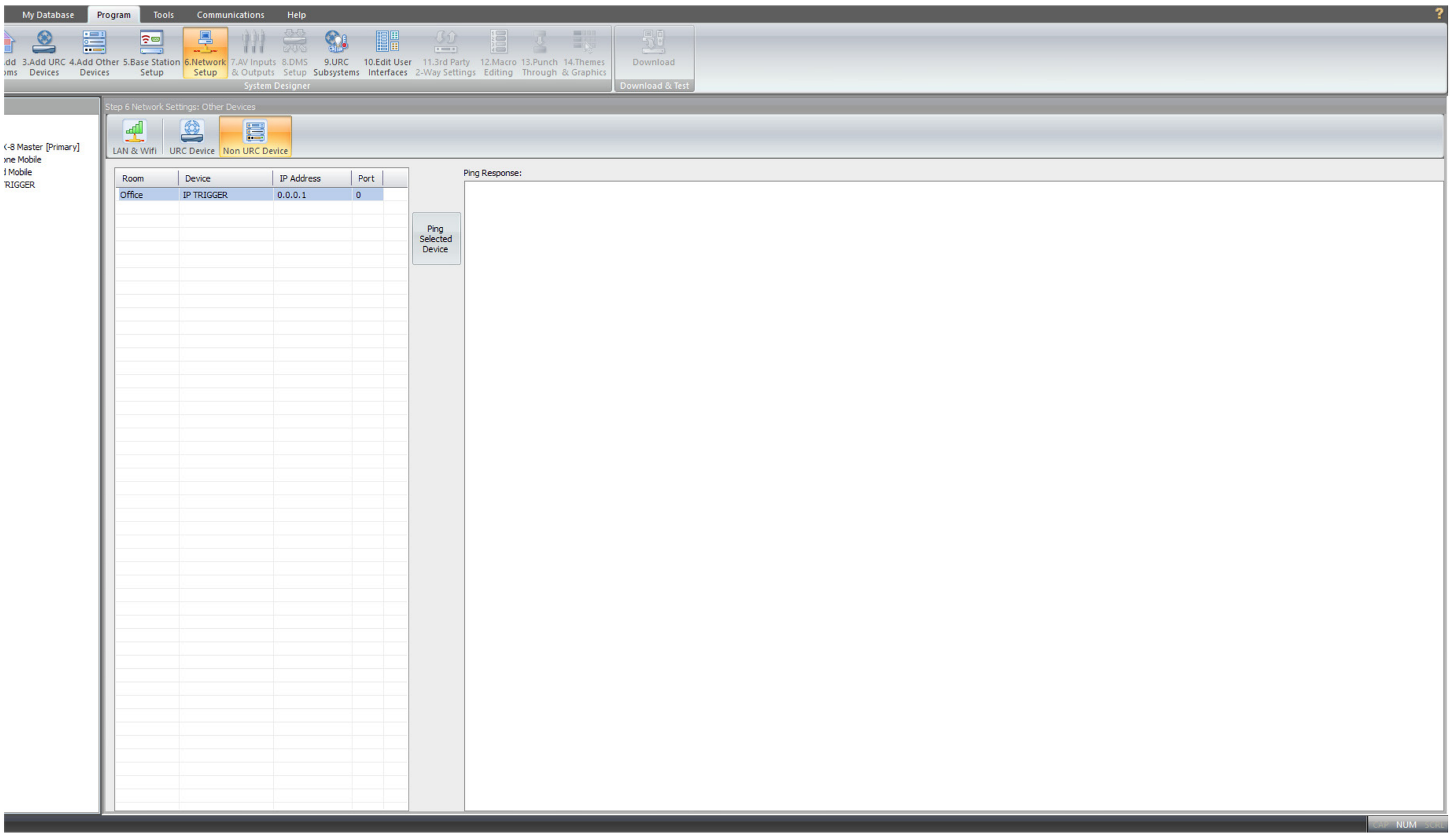
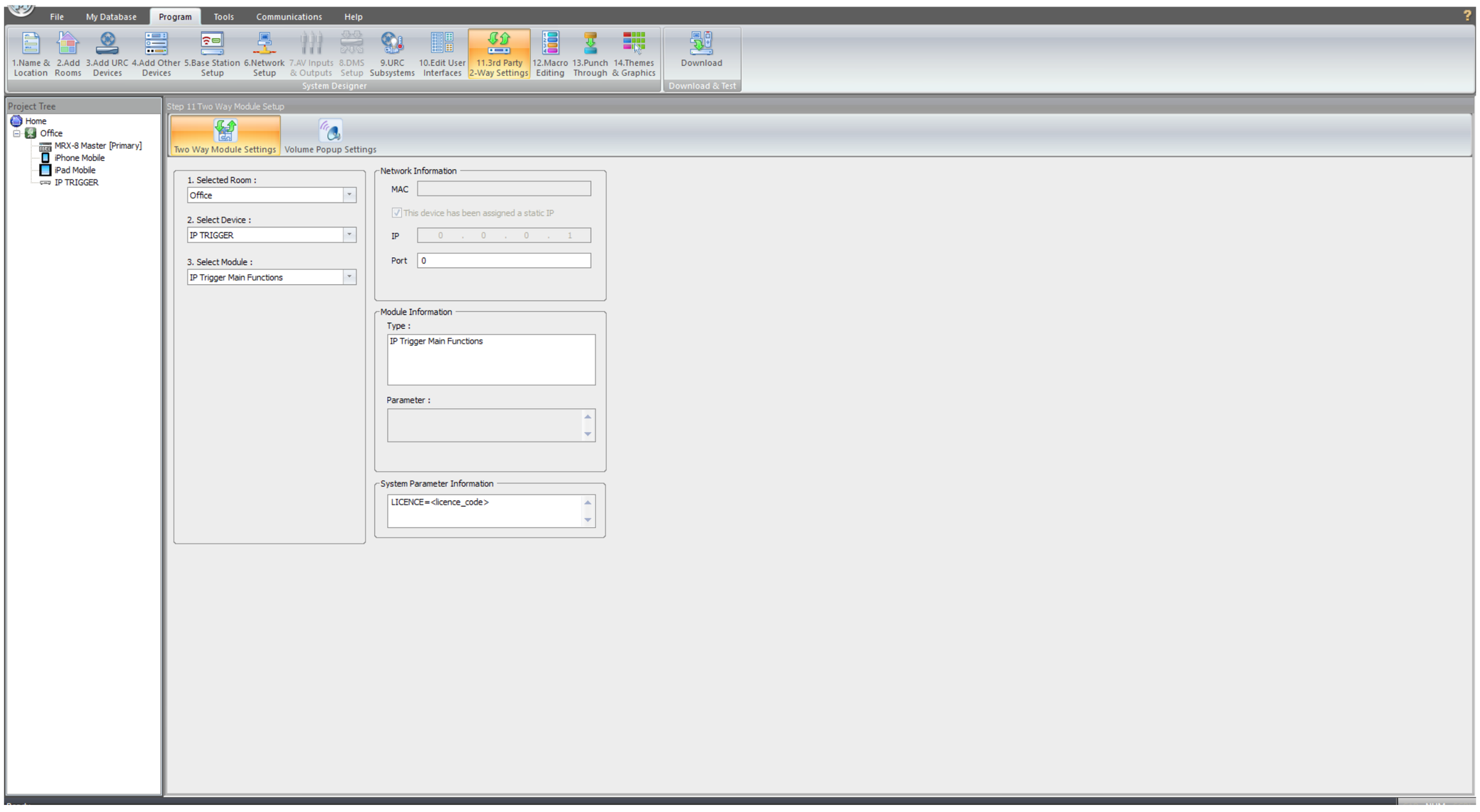
3. Add the network setting for the IP Trigger module

The network settings for the IP Trigger module are not used by the module. Please enter an IP address along the lines of 0.0.0.x, the port can be left as 0.



4. Add the licence code

The IP Trigger modules needs licence codes to work. To add the licence go to Step 11 in Accelerator and select the Two Way Module Settings option. In the system parameter Information box enter your licence code.



System Parameters

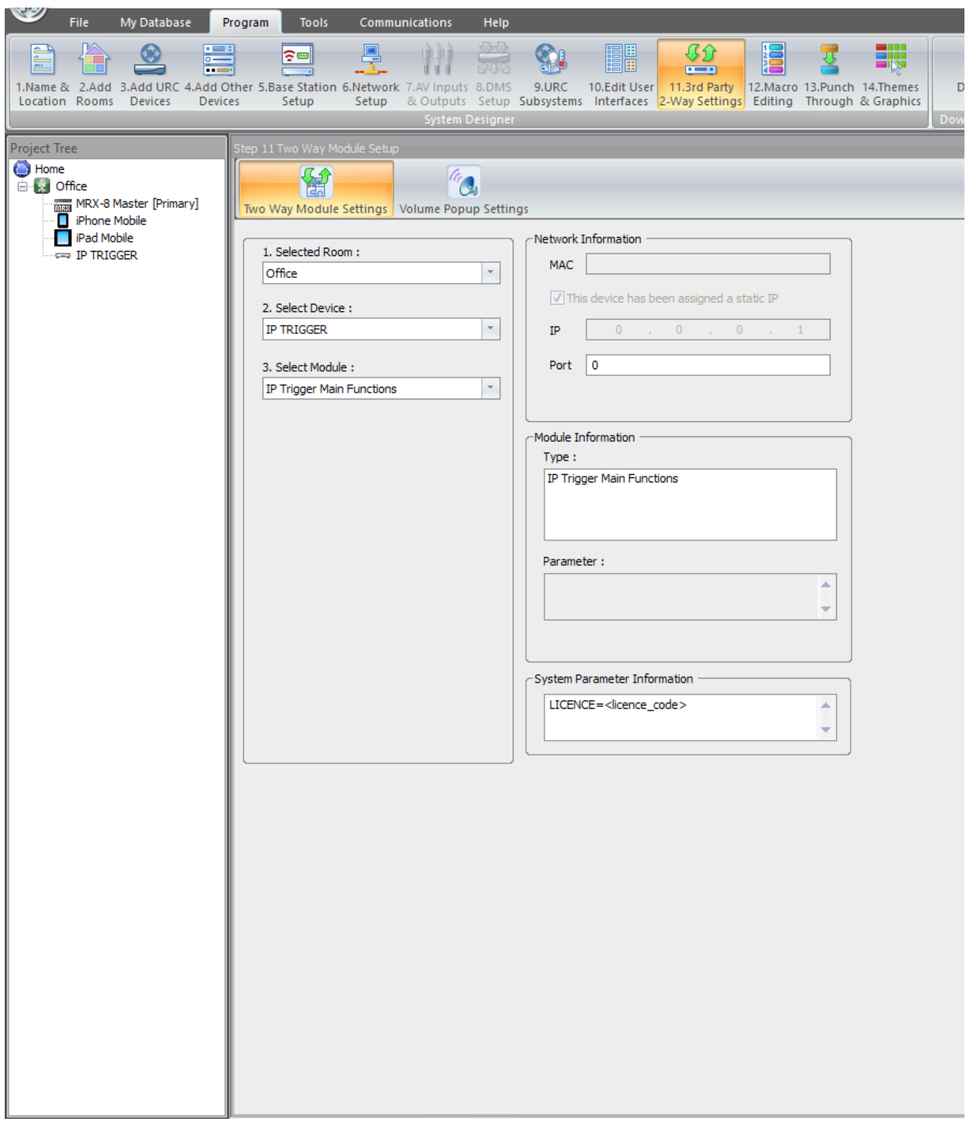
The IP Trigger module requires only a licence code to work. It also accepts some additional parameters how a more advanced configuration if you need it.

All system parameters are entered in the following format

KEY=VALUE

The following table details the system parameters that work with this module.

KEY	PARAMETER
LICENCE	Licence code to register the driver
WEB_PORT	The port for the web server
TCP_PORT	The port for the TCP server
DEBUG	Puts the module in to it's debug mode



Web Port

If the WEB_PORT parameter is not set the system will use port 80 by default. This is the standard port used for the web you can typically just enter the URL directly without needing to worry about the port. More detail is provided in the examples below.

TCP Port

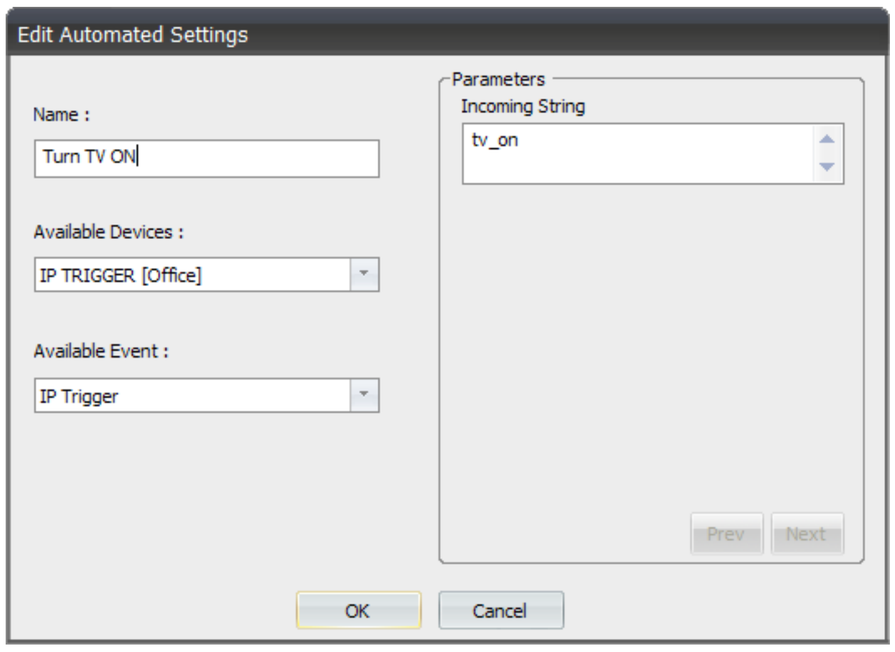
If the TCP_PORT parameter is not set the system will use port 9999 by default. Connections need to be made using a raw socket connection.

Debug

If the DEBUG parameter is present and set to ON (DEBUG=ON) then detailed log files will be written to the base station. The log files can be fetched by connecting to the base station with FTP and looking in the /Common/IP Trigger folder. This will cause additional load on the processor so it should be left off unless you are asked to turn it on.

Automation Events

The IP Trigger module has one type of Device Event. It works for either a web request or a direct socket request.



The only thing you need to enter is the string to match against. See below for details of how that works.

Parameter Details

PARAMETER	DESCRIPTION
INCOMING STRING	the string to match against

Creating the events

Web based events

The module provides a web server that defaults to running on port 80. This is the default port used by web servers so you can typically ignore the port in your requests.

For example if your base station has an IP address of 192.168.1.100 and you wanted to send an event called tv_on then the URL you would call would be

http://192.168.1.100/tv_on

If, however, you change the port then you will need to refelct this in the URL you send. For example if you set the WEB_PORT system parameter to 2000 then the url above would become

http://192.168.1.100:2000/tv_on

The match string in both cases would still be tv_on

You can test the http connection using your web browser, just enter the address into the address bar. If it works the browser will display OK.

TCP based events

The module provides a raw TCP socket that you can connect to to send events.

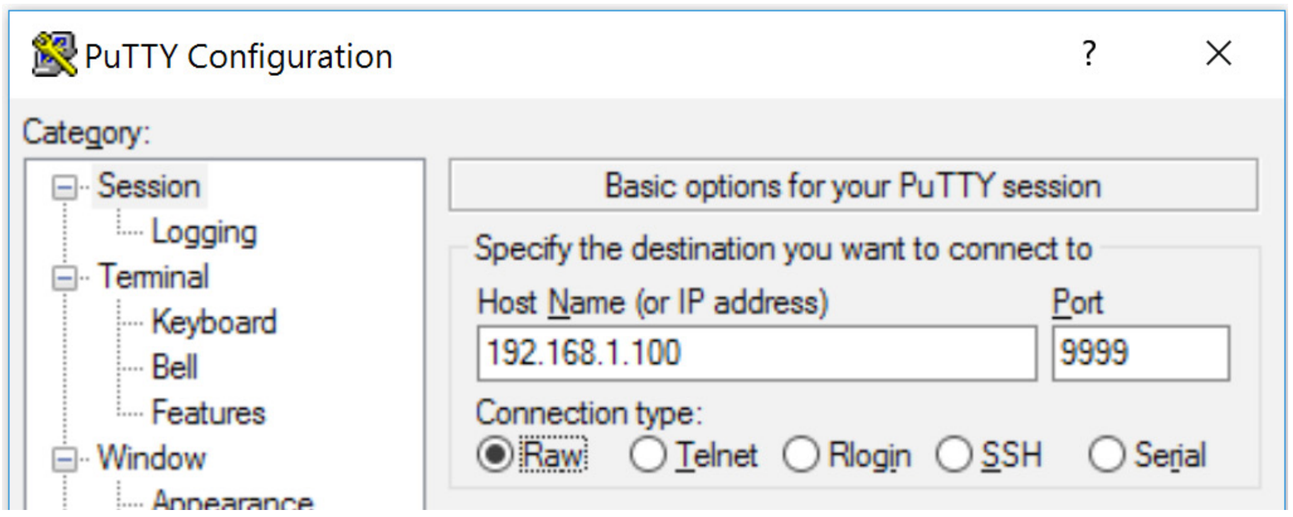
For example if your base station has an IP address of 192.168.1.100 and you wanted to send an event called tv_on then you first make a connection to 192.168.1.100 on port 9999 (or whatever port you have specified as TCP_PORT in the system parameters).

Once your connected send the text tv_on and a new line character.

Finally close the connection to the server (its likely this step will be automatic)

The match string would be tv_on.

You can use putty to test the connection making sure to select Raw as the connection type shown to the right.



The putty connection will not stop automatically so once you have established the session, typed in your match string and hit enter you will need to then close putty for the event to trigger.

Advanced matching and namespaces

The basic match string may be sufficient but it is also possible to create more advanced matches if needed.

The best way to do this is to use a URL style path using forward slashes.

For example if you wanted to turn off the tv on the bedroom using the web server you might use an address like

http://192.168.1.100:2000/bedroom/tv_off.

The match string would be “bedroom/tv_off” (without the quotes).