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## FCC Statements

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

**WARNING:** Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

**NOTE:** This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio TV technician for help.

## - Chapter 1: Quick start

What is it?

OmniRemote is an IR learning remote control. It uses infrared light to communicate with TV's, VCR's and many other devices (nearly any device that uses IR). OmniRemote Plus can also control RF X-10 using a built in radio transmitter.

"Out of the box" this software won't control anything. Because it's a learning remote control it requires a training period before it can be used. What this method loses in convenience it gains in flexibility. Once the buttons have been created (you can use OmniRemote's existing buttons or you can create new ones all your own) you can train them using Menu|Modes|Training (menus pop up either by clicking the Menu silk button or by tapping the bar at the top of the screen). While in training mode, align your remote (explained in detail in chapter 2), double click the button you want to train, then press the equivalent button on your remote control. For buttons that can be held down during use (for example volume buttons or some fast-forward and rewind buttons) hold the button until the Learn IR screen disappears rather than quickly pressing and releasing the button. Continue doing this until every button has been trained, then choose Menu|Modes|Normal. You can tell which buttons need to be trained because untrained normal buttons are displayed with a "dotty" grey border.

After that you're ready to go!

## - Chapter 2: Avoiding problems

If you have poor range, or if buttons work intermittently or not at all try the following steps:

Try re-training the button you are having trouble with. Use: Menu|Buttons|Edit|choose button|Retrain or use the training mode. It is unlikely that you will train every button perfectly the first time. Some buttons will probably require re-training.

Try a different IR carrier frequency. This setting is in Menu|Options|Training Settings it is used during training. Once the optimum setting is determined, it should be used for all buttons on that remote. To determine the optimum setting, perform the following steps:

Press the Auto detect button. Hold your remote up to the IR sensor on your Palm or your OmniRemote Module. Hold down or repeatedly press one of your remote's buttons. On the screen the word Testing should be followed by changing numbers as it scans for the correct frequency. Very slowly pull your remote away from the Visor until slow beeping begins. Hold remote still and continue holding or pressing button while beeps continue. Test will complete in a few seconds.

Auto detect will only try scanning the lower five built-in frequencies and the one typed on the blank (under the Auto detect button). 39.2 is the most commonly used frequency.

Try fast sampling mode. This setting is also in Menu|Options|Training Settings. For some devices it can yield much better reliability, but its shorter sample length won't work with all devices. Also buttons trained with this setting only work with the Springboard Module installed. (so you can't share with your friends without Visors)

When training try holding the button on your remote a little longer rather than just a "tap".

Training must be performed with the remote aimed at the IR receiver on the left side of the Visor near the top.

When training, try positioning the Visor and remote a different distance apart. Generally closer is better, but on some remotes the LED is not in the middle, if it's near the side and you make the Visor's receiver touch the middle of the remote, you might miss it entirely, in which case a half inch

apart might be better. Make sure the remote's LED and the Visor's receiver are at the same height and sitting on a stable surface (rather than in your hand). The beeps in training mode are helpful as a guide, but aren't a guarantee that you have them aligned perfectly.

When testing, hold the Visor near the device you are trying to control, but not within six inches. Keep the Visor aimed at the device's receiver and don't sit at an angle to the front of the device. Glass doors or other obstacles between the Palm and the device can cause poor range.

If using timers, make sure OmniRemote is running when the timer goes off, or if the Visor is off that OmniRemote was the program running when it was turned off.

## - Chapter 3: Basic features in detail

This chapter assumes that you have the program running and know how to perform training successfully. If this is not the case you should read over the previous chapters.

To create a button choose Menu|Buttons|Create. You will hear a beep and the message "Draw button where you want it" will be displayed at the top of the screen. Many features use this area of the screen to display messages, so remember to look here for important instructions. Place your stylus on the screen and drag it diagonally (toward the lower right for example). A rectangular button will "rubber band out". When it's the size and shape you want, lift the stylus. Don't worry if it's not in the right place, you can always move it later using Move buttons mode. After you've created your button a dialog will be displayed. This is the same dialog that would be displayed if you used the Menu|Buttons|Edit feature. Now you can give your button a name. The name will be displayed inside the button. A name is not required but it will be convenient when it comes time to program macros. If you don't want the name displayed press the "hidden" button. An icon can be displayed instead of a name by pressing the icon button.

If you want to train the button now, you can do so by clicking Retrain or you can wait, creating all of your buttons now and then training them all later using training mode. If you made your button the wrong size or shape you can re-draw it by pressing Recreate. You can draw the button in a new location this way too, however if it only needs to be moved, Menu|Modes|Move buttons is probably an easier method. If you put the button in the wrong category, Recreate can be used to re-draw the button on a new category screen. Trained buttons will not lose their training when re-drawn in the new category.

The Edit Buttons dialog also lets you change the type of a button to one of four types (five if the appropriate hardware is installed). So far we've been working with Normal buttons, but there are also three special types of buttons. A Label is basically just a name or an icon without a border around it. It can't be clicked like other buttons. In the example TV category, the words Channel and Volume are labels. When a label is moved or redrawn it is on a finer grid allowing it to be aligned more precisely than other buttons. The icons used on the seek buttons in the example's Amp category are also labels. We did this so that we could have a name and an icon on the same button. The trick is to create a Normal button with a hidden name - for example /Seek+ - then create a label with a name and a label with the arrow icon and put them on top of it.

A Category button is a button that when clicked, changes the current category. Common uses are the TV, VCR and CD buttons in the examples. If you would prefer to save screen space, create a single Category button that sends the user to a different screen containing only other Category buttons. To set the button's category, press the Retrain button then choose the category from the drop-down menu in the upper right corner of the screen.

Choosing the Macro checkbox or pressing the Edit Macro button will turn the button into a macro. Macros are discussed in detail in chapter 5.

Your changes in the Edit Buttons dialog are saved when you press OK, Retrain or Recreate.

On the Modes menu there are four modes: Normal, Flip screen, Move buttons and Training. Flip screen will flip your screen so that you can turn your Palm over and use it upside-down. This is useful because the OmniRemote Module sticks out of the bottom of the Palm and needs to be pointed at the device that is being controlled. When used on a Visor flip screen mode will rotate the screen so the unit can be held sideways (Visor internal IR is on the side). Menus aren't supported in Flip screen mode, so activating a menu will flip the display back right-side-up. A third party application is available which allows menus to work while flipped, for more info see the web site. If you plan to use Flip screen mode most of the time, turn on the checkbox in Preferences and the program will start in Flip screen mode by default.

Move buttons mode makes it easy to reorganize and find the best layout for your buttons. Simply drag and drop. If two buttons are in the same location, you'll need to move the top one out of the way to get to the bottom one. Buttons cannot be moved to another category. If you need to do that, use the Recreate feature in the Edit buttons dialog.

Training mode is the fastest way to train buttons. After entering Training mode, tap the button you want to train. A test mode screen will be displayed allowing you to get the alignment of your remote correct and to make sure the room is dark enough. Once you are finished testing, one more screen tap will send you to the training screen. Press the button on the remote and you're done and ready to move on to your next button. Once you're sure that the alignment is correct you can even skip the testing and just double tap the button to be trained. Only Normal buttons can be trained in this way (not Category, Macro or X-10).

Don't forget to switch back to Normal mode after you are done moving or training your buttons.

At the top of the Preferences dialog you'll see a row of six buttons that look like the six hard keys at the bottom of your Palm. These allow you to redefine the function of each of these keys. Simply tap the picture of the key you want to redefine, then choose which button you want that key to activate. It can be a macro, normal, X-10 or category button. When you press the key the button's action will occur no matter what category you're currently in. If you want to set it back to its default function (i.e. Address book, Memo pad, etc...) tap it, then tap a blank area of the screen (not on any button).

## - Chapter 4: X-10

Because you have an OmniRemote Plus Module you also have the ability to control wireless (RF) X-10 devices. This is because of the module's built in radio transmitter. X-10 devices are very useful for home control. They have become so popular that compatible devices can also be purchased other companies such as Radio Shack (Plug 'n Power) or Leviton.

In order for the OmniRemote Plus Module to control X-10 devices in your home you'll need to have a base transceiver such as the X-10 model TM751, Radio Shack Plug 'n Power cat# 61-2676B, 61-2663R, Leviton LV6314 or several other devices.

The base transceiver receives the radio signal from the OmniRemote Plus Module and re-transmits it into the power line where it can activate your other X-10 Modules such as appliance switches and lamp dimmers. Compatible devices cover a wide range from doorbells to drapery controllers.

All X-10 modules have a house code letter from A to P and a unit code number from 1 to 16. To make a button in OmniRemote control a particular module you'll need to set the button to be an X-10 button in Menu|Buttons|Edit and train it with the correct house and unit codes. Be warned that most transceivers won't work with all house and unit codes (one house code and 8 or 16 unit codes is common). See the manual that came with yours to find out about its limitations. If your transceiver came with its own remote control you might want to try using it first to make sure everything is set up right before trying to control it with OmniRemote.

Controlling lights and appliances in your home with the OmniRemote Plus Module can be a lot of fun. A couple things to try are:

1. create an all lights off macro
2. Set a timer to wake you up by turning on the lights, or opening your drapes. (you might want to use a regular alarm clock set a little later in case the light doesn't wake you)

The transmitter in your module operates at a frequency of 310MHz, because of this it will only work with X-10 transceivers that were made to be used in the U.S.

## - Chapter 5: Macros

A macro is a very powerful type of button. One press of a macro can activate many functions on multiple devices, simplifying operations that would ordinarily require multiple keypresses, perhaps on numerous remotes. Before attempting to use macros, be sure you've mastered the training methods described in previous chapters. A properly working macro can be very convenient, but a macro that relies on a poorly trained button that behaves intermittently can be more trouble than it's worth.

A macro is just a list of normal buttons which should be pressed in sequence. Press the macro and each of the other buttons will be automatically pressed in order with a fraction of a second delay between them. For example, "Amplifier on, Cable box on, TV on, Set amp source to video". When you press a macro you can hear the clicks as if you were pressing each of the buttons yourself.

You create a macro the same way you would any other button except that you choose the Macro checkbox in the Edit buttons dialog. After you press either Ok or Retrain, macro training mode is entered and you'll see the message "Click buttons then Modes|End Macro". At this point press each of the buttons in sequence, changing categories if necessary. If you want to place a larger pause between buttons, choose the Modes|Macro pause menu. Each time you select this menu item a pause of approximately 3/4 second will be added. When you've finished entering all of the buttons, choose the Modes|End macro menu item. If you want to look over or correct the sequence of events you've created, press the Edit Macro button in the Edit buttons dialog. This will display the list of events. If there are too many to fit on one screen there will be an arrow in the lower right corner of the list box that allows you to scroll down. If you find that you've made a mistake, the three buttons Delete, Insert and Move at the bottom of the screen allow you to correct your error. To delete an item, select the item and click Delete. To move an item to a new position in the list select the item to be moved then click Move then click the item in the list that you would like it to be inserted AFTER. To add new buttons and/or pauses to the list select the item that you would like them inserted AFTER and choose Insert. You will then be asked to "Click buttons then Modes|End Macro" as before. If you want to delete all of the entries and start over, choose the Retrain button in the Edit buttons dialog.

## - Chapter 6: Timers

OmniRemote supports up to 32 timers that each allow you to schedule a normal or macro button press to occur while you're away. When using timers, it is very important to test often. Test your macros many times to be sure they're reliable. Make sure the Palm is aimed properly and closely enough that reliable operation is ensured. Don't put the Palm in a place where cats or people will be likely to move it. Unlike other PalmOS alarms, the timers will not trigger if another program is active. For example, if you set a timer, then launch the calculator program the timed event will not occur. The Palm does not need to be turned on, but OmniRemote must be the currently running program when the Palm is shut off. These are the most important things to remember when setting up timers. Ignore them and your timed events may fail.

Timers are set using the Options|Timers menu. Up to 16 events can be set, each with a Start time and an End time. While they are called Start and End they don't really need to have anything to do with starting or ending anything, they are really just two timers which must be set for the same day and with the same repeat interval. For example, you could use Start to start taping a show and End to stop and turn off the VCR or you could use Start to turn on your livingroom lights using your X-10 controller and End to turn on your kitchen lights. It's up to you. Because each timer only activates one button, people will usually use it to trigger a macro. The Time and Date buttons allow you to set the time and date of the Start and End timer. The Start and End buttons allow you to set which macro (or normal button) you want activated (pressed) when the timer goes off. Just click the Start or End button then tap the button you want linked to that timer. If you wish to delete a timer, click the Start or End button then tap a blank area of the screen (not on any button) and the timer will be set to -None-. You can have a Start timer but no End timer or an End timer with no Start timer, but if Start and End are both set to -None-, the whole event entry will be deleted from the list (unless it is the last entry because there is always at least one entry in the list). To scroll through the list of events, use the Next and Prev buttons. The list is not shown in chronological order. The Repeat button is used to select whether the alarm will be reset to a new date in the future after it goes off. If set to Never the timer will only go off once. If set to Daily the timer will go off at the same time every day after and including the specified date. Weekday does the same, but Saturday and Sunday are skipped (i.e. timer goes off on weekdays only) and Weekly causes the timer to go off at the same time and on the same day of the week every week after and including the specified date and time.

## - Chapter 7: Support contact

For more information visit:

<http://www.pacificneotek.com>

For questions or comments send e-mail to:

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