

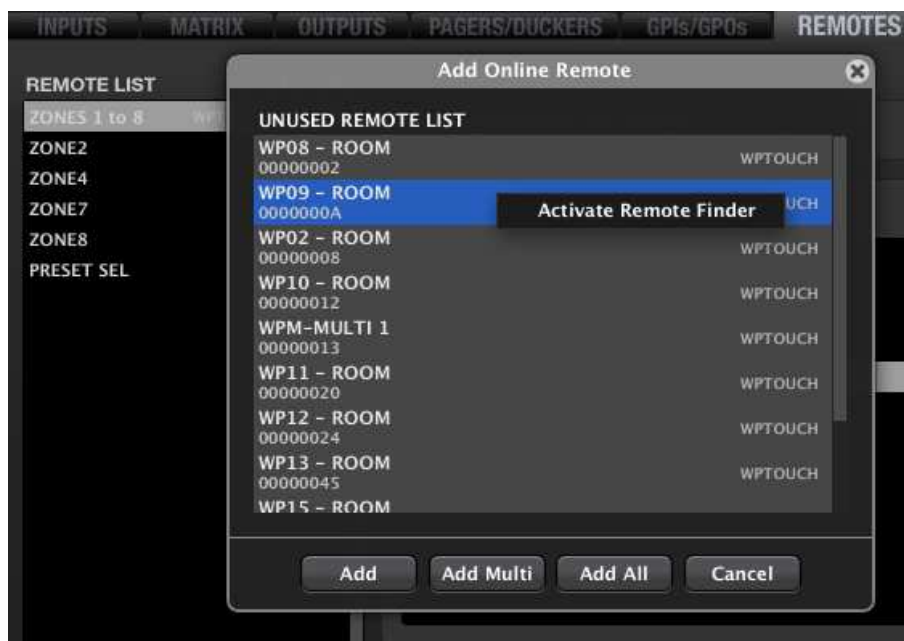
## PROGRAMMING SINGLE AND MULTI WPTOUCH REMOTES

New WPTOUCH firmware, from version v1.01r7 onwards, includes **WPTOUCH MULTI** support. Once a WPTOUCH is upgraded with this new firmware, it can be used in 2 possible ways:

- As a regular WPTOUCH: same features as it had since today (it can be a SINGLE zone controller to select sources and levels **or** it can be a preset selector + volume controller)
- As a multi-zone controller: it will have a customized “remotes carousel list” including some single WPTOUCH units in the project, being those ones real (hardware) or virtual (just existing in the project, no hardware linked). The WPTOUCH MULTI can select any of those remotes in its carousel to impersonate it, take its role, automatically behaving as a clone of a WPTOUCH single unit. This way **a WPTOUCH hardware unit, programmed as a WPTOUCH MULTI, can be flexible and take the control of any zone, as well as being a preset recaller.**

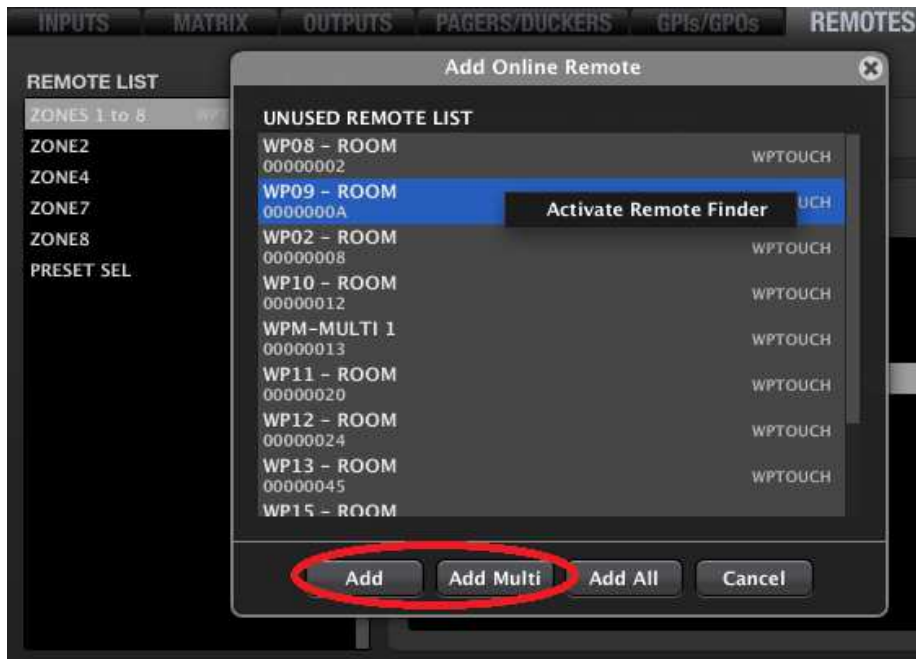
These are the basic instructions to set up the WPTOUCH MULTI units:

- You can discover the WPTOUCH hardware units connected and online with the MIMO88, and also activate the Remote Finder feature before adding them to the project's Remote List:



- Once a hardware panel has been identified, you can add it to the project as a single WPTOUCH (same features as it had in the past: single zone controller for sources selection and volume control or preset selector) or as a WPTOUCH MULTI (new

working mode for WPTOUCH, from firmware version v1.01r7):




- Of course, you can also add single or WPTOUCH MULTI units virtually to your project, with no hardware mate or perhaps for a future hardware unit attachment. See the new WPTOUCH MULTI device in the "Add New Remote" menu:



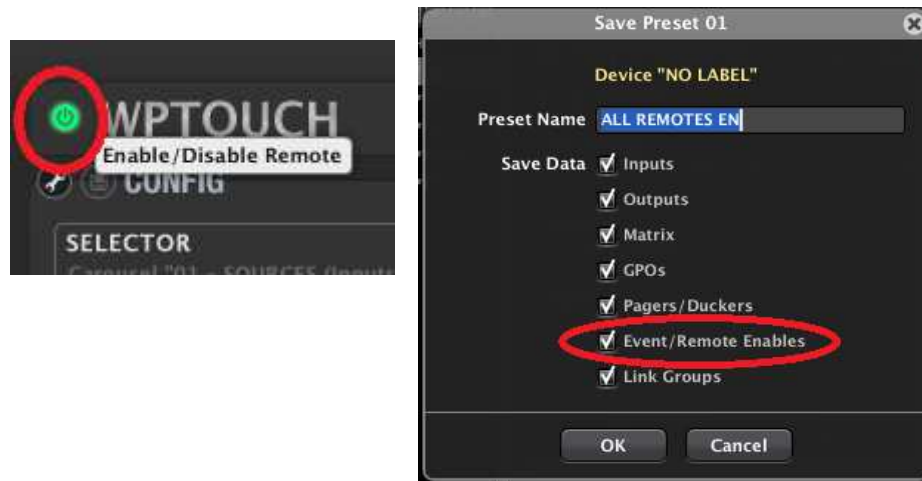
4. Finally, a list including WPTOUCH (single) and WPTOUCH MULTI units will be created in the project:



The colour codes for the connection icons (squared LED , right hand-side to each unit) stands for:

- No icon: the remote is enabled but has not a hardware partner. It can be a virtual remote that doesn't have a dedicated hardware unit, but that a WPTOUCH MULTI unit can include in its selection list and take its role to control a certain zone or preset selector
- GREEN, fixed: the remote is enabled and has a hardware partner which is connected and online
- GREEN / YELLOW, blinking: the remote has a hardware partner and it is connected, but disabled in this moment
- RED, blinking: the remote is enabled and has a hardware partner, but the connection (data) has been lost (cables disconnected, etc.)
- RED / YELLOW, blinking: the remote is disabled now and has a hardware partner, but the connection (data) has been lost (cables disconnected, etc.)
- YELLOW blinking: the remote has not a hardware partner (it is just a virtual WPTOUCH) and it is disabled in this moment / preset

**Note:** Remember that the Enable / Disable remote control status can be stored based on presets:



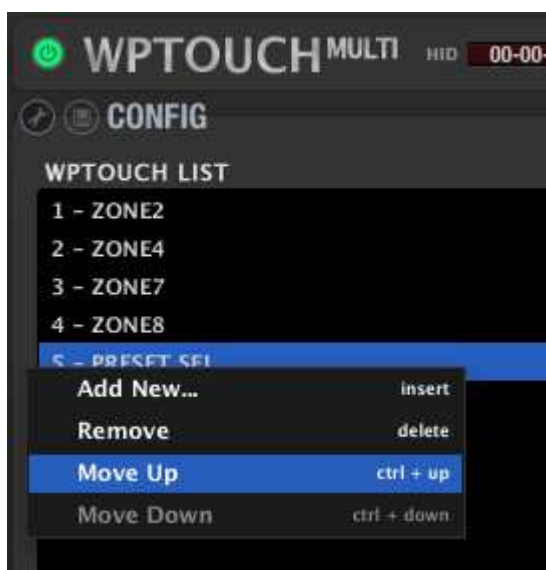
- The single WPTOUCH units, real or virtual, are programmed as usual (you must previously create the sources or presets carousel, assign an output zone if desired, etc...):



- The WPTOUCH MULTI units are programmed just adding WPTOUCH single units to a list. This list contains, then, the carousel of possible “roles” that a WPTOUCH MULTI can take when entering into its REMOTE SELECTION mode:



... double click on the desired items under the “Select WPTOUCH” options until the WPTOUCH list is completed as desired, and modify the position of each remote in the list, as this will be the order they’ll appear in the WPTOUCH MULTI LCD display, as a carousel list:



## USING THE HARDWARE WPTOUCH UNITS

Once the single WPTOUCH and WPTOUCH MULTI units have been configured in the EclerNet Manager project, let's see how do real hardware units behave in this context.

A single WPTOUCH unit will show, when idle, its name (the one defined in EclerNet Manager), as well as the currently selected source or preset name:



It will let the user gesture the volume and MUTE controls (or whatever parameter was programmed for the left soft-key):



And pressing the right soft-key (**short press** time) the SELECTOR mode will appear, letting the user browse through the carousel options (SELECT message, triangle icon):



...so far, nothing really different compared to the classic (single) WPTOUCH features and its associated LCD information.

A WPTOUCH **MULTI** unit, intended to be a general central control in an installation, will show this information on the LCD panel:



The icon with the multi-squared area at the top right hand-side corner (circled in red) means this is a unit programmed as a WPTOUCH MULTI.

The rest of the LCD information matches the status of the WPTOUCH unit that is currently being “cloned”, no matter if it’s a virtual or physical REMOTE in the project’s REMOTES list.

From idle mode, this MULTI will behave exactly as the unit it’s impersonating. In this example, the unit at the right of the image is a WPTOUCH MULTI taking the role of WPTOUCH named ZONE2, the first hardware unit, starting from the left side of the image.

Any action you do (VOLUME, MUTE, source or preset carousel selection) in any of these two units, will be synchronized and showed in real time in the other one, as both are really addressing to the same REMOTE unit in the EclerNet Manager project:





Selecting a different REMOTE CONTROL unit, to take its role from a WPTOUCH MULTI, is achieved by entering into the **CONTROL SELECTOR** mode: a **long press** of the right soft-key will show “SEL. CONTROL” message on the upper LCD line, letting the user browse through the REMOTES carousel list that was programmed in the EclerNet Manager project for this MULTI unit, skipping those ones currently disabled. Press the same key again to confirm the selection and take the new remote’s role.



Example, for this configuration, with all the REMOTES enabled:

