# iRed Lite - Manual

**iRed Lite (iRL)** was made for your Mac with a built-in IR port, i.e. **most Intel Macs** (iMac, Mac mini, MacBook, MacBook Pro, except the Mac Pro) and the latest iMac G5. (You may have a look at <u>iRed</u> for a different solution for machines without an IR port)

Together with your **Apple Remote (AR)**, iRed Lite allows you to control your Mac – in addition to **Front Row**.

**iRed Lite does not interfere with Front Row** but adds more functions to your Apple Remote.

#### **The Features**

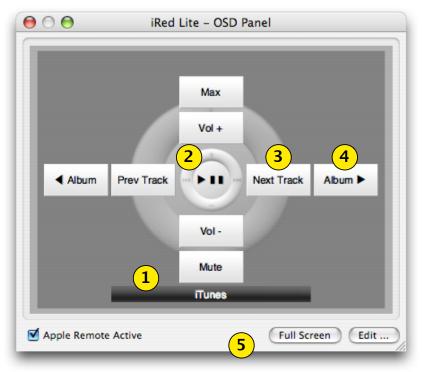
- Onscreen Display (OSD)
- Fullscreen OSD optional
- "Remote Layers" to control different applications
- Several example layers provided for iTunes, EyeTV, PowerPoint, Keynote, Finder, ...
- Automatic activation of remote layers with application
- Audio feedback optional
- Runs from menu bar does not occupy space in your Dock
- Easy to be adopted to your special needs
- Build layers by Drag&Drop
- Expert mode vs. Easy mode
- Built-in editor for control actions
- AppleScript, Keystroke and Mouse actions (more to come)
- Recognizes Apple Remote press, hold and double-press
- Handles Apple Remote IDs (see separate manual from Help menu)
- Automatic deactivation while Front Row is active

#### Usage

On startup iRed Lite (**iRL**) will activate your Apple Remote (**AR**), so that every press of a button will be routed to iRL.

• Press MENU once on your Apple Remote to bring up the Onscreen Display (OSD)

The OSD (for iTunes, e.g.) shows you what action is to be expected on pressing the respective button on your Apple Remote:



- 1. The active layer is displayed here, hold menu to change.
- 2. Press center button on your AR will tell iTunes to play/pause
- 3. Press right button once to proceed to next track
- 4. Double-press the right button to go to next album
- 5. Use controls to deactivate the AR, enter Full Screen mode or open the Editor.

## **Fullscreen mode**

To enable fullscreen mode either click "Full Screen" on OSD panel or choose "Use Full Screen OSD" from iRL's menu. If you the press menu once, the full screen OSD appears. Press menu again and the OSD disappears.

The full screen OSD is meant for your information: "What will happen if I press the respective button on my Apple Remote now".

You may also use the full screen OSD by mouse:

- click buttons to perform the respective action
- click layer button to enter menu mode (not yet)
- click on an empty space to close the OSD

#### Menu Mode

If you hold the **menu** button for a second, iRL will go into menu mode, i.e. you may now choose a different layer:

- press left/right or up/down to switch layer
- press center or menu to activate selected layer

The currently selected layer may be announced by the built-in speech synthesizer. So you need not to look at the screen to change layers!

One of the next versions of iRL will feature a visual menu of all layers and makes navigating much easier!

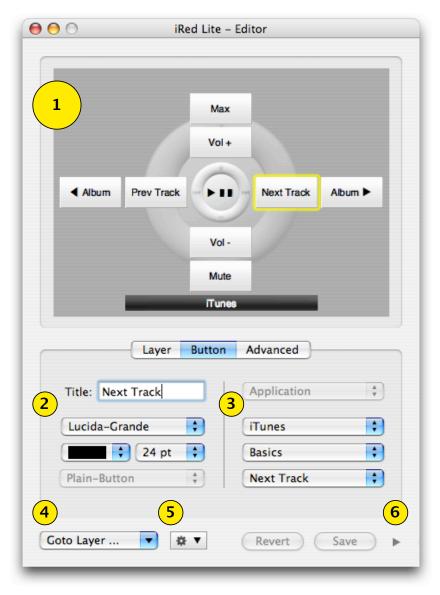
Holding down MENU button while in menu mode will deactivate the Apple Remote. Holding down again will activate the Apple Remote again. This way you can quickly choose to enable/ disable iRed Lite, to use Front Row, e.g.

#### **Keyboard control**

All OSD buttons can be controlled by your keyboard, too.

- press cursor keys for the respective OSD buttons
- press SHIFT and the cursor keys to perform the double-actions
- press RETURN for center action
- press SPACE to enter menu mode, RETURN to leave it
- press ESCAPE to close OSD panel or full screen.

# Editor



To open the Editor Window, click "Edit..." on the OSD panel or choose "Show Editor" from iRL's menu.

These are the main parts of the Editor window:

- 1. OSD panel as seen before. Here you select the OSD buttons to be edited. The action "behind" the buttons will not be per-formed!
- 2. Change the appearance of the button, change title, font, font size or font color.
- 3. Choose the action behind the button. The three popups are dedicated to Applications, action groups and actions.
- 4. Change the displayed layer by this popup menu.
- 5. Popup menu with more functions: remove selected button, create/remove layers and open the Character Palette for access to special characters and symbols like arrows.
- 6. This small disclosure button will put you into Expert Mode (see below)

#### "Layer" section

If you want to change the settings of the layer, click the respective tab or the layer OSD button itself. The lower part will change to this view:

	lunes
Layer Butt	on Advanced
Title: iTunes	
Theme: Default	
Activate layer with applic	ation iTunes
🗌 With this layer, activate	iTunes
<b>V</b> Direct with Apple Remote	ID 2 Current ID: N/A
Go to Layer  iTunes - 002 QuickTime - 066 iPhoto Preview - 200 Say Current App EyeTV - 195 Mice - 202	Revert Save

Here you can change the name of the layer and some automatic activation mechanisms:

• Activate layer with application: if the named application becomes active, this layer will automatically become active, too. Please enter the exact name of the application as it appears in the Dock, e.g. QuickTime Player

- With this layer, activate...: If you change this layer by using menu mode, you may also activate an application at the same time.
- Direct with Apple Remote ID: directly activate this layer by pressing menu of the Apple Remote with the respective ID, and directly perform buttons of this layer, without needing to activate this layer before (please see separate manual from Help menu)

The **Theme** popup button is not functional by now. Expect more designs to be applicable to the OSD soon!

The popup "**Go to Layer** ..." warps you directly to a layer. Layers which are bound to a specific Apple Remote ID are labeled with their ID in the popup list.

#### "Advanced" section (new with V0.9.8)

You may perform multiple actions by pressing one button, or perform a different action, if the respective button is hold rather than pressed shortly. This is especially useful for iTunes:

0	iRed L	ite – Editor	
< Album	Prev Z	Max Vol + <b>Vol -</b> Mute	Announce Track
Actions on c Next Track	Layer But	Tunes ton Advanced Actions whe Scratch + 1	
+ o to Layer	-	+ Revert	-

In this example iTunes will skip to the next track when pressing the right button on the Apple Remote, but it will perform the action "Scratch +10s", to quickly scan a song, if the right button is hold.

To assign an action to either of both lists, just Drag&Drop an action from the action browser (see next chapter) into place. You may also select an action in the action browser, then press the "+" sign below the respective list.

# **Editor - Expert Mode**

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Clicking the small triangle on the lower right corner of the OSD panel, the Editor window expands into expert mode. There you have the full control on actions, applications and grouping of actions.

iRed Lite features a powerful editor to let you build your own actions to support your individual workflow. However, to control other applications you'll probably need to know basics about AppleScript, Apple's powerful yet easy to learn language for scripting applications.

If you are not familiar with AppleScript you may use "keystroke actions", e.g. send iTunes a "Command-Cursor-Right" to switch to the next album. These kind of actions are very easy to achieve with iRed Lite.

These are the basic elements of the expert's Editor window:

0		iRed Lite – Editor			
		Applications	\$	Groups	Actions
		iTunes	►	Basics	
		System	►	Rating	4 - 20 seconds
Ma	ax	QuickTime Playe	r 🕨	Navigation	1 secs to end
		Keynote	►	Functions	Next Album
Vo	+	Current App	►	Visualizer	Prev Album
		Finder	►		
Album Prev Track	Next Track Album	EyeTV	►	1	
Abum Prev Track	Next Track Album	PowerPoint	•	-	
		Tests	•		
Vo	ı -				2
		+	-	+ -	+ Add Action 🔻
Mu	te		_		
πυ	nes			Action Info Edit A	Action 3
		Title:	Next /	Album	
Layer Butto	n Advanced	Author:	Rober	t Fischer, tin:b Softw	are
		Creation Date:	2006/	05/13 17:26:28	
Title: Album 🕨	Application	+ Last Change	2006/	07/12 21:38:18	
			2000,	07,12 21.50.10	
Lucida-Grande 🛟	iTunes	Comment:	Skip t	o next album	
24 pt 🛟	Navigation	•			
Plain-Button	Next Album	•			
				4	
Goto Layer 🔻 🕱 🔻	(Revert ) Save	Export 'Nex	t Albun	n' ) ( Impo	rt Test Action

1. Hierarchical browser to organize your actions by applications and groups.

2. Popup menu to create different kinds of actions.

3. Switch between basic infos of selected action and the "editing part" (see below)

4. You may export actions/groups/ applications as well as import them by these buttons.

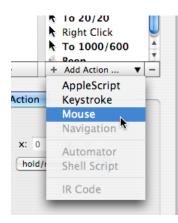
### Creating a new Action

Actions can only be created as part of a group. Please create a group at your will using the "+" buttons in **Applications** and **Groups**. Renaming groups is simply done by double-clicking and editing the table entries. Reordering can be done by Drag&Drop, even between groups.

If you try to delete an action which is in use by any OSD button, you will be warned.

If you create a new action the current date and time will be filled in automatically, as well as the author's name. You may set your own name in iRL's preferences. In an upcoming version of iRL all actions may be shared to and loaded from an online repository and it's a good idea to make yourself visible there if you mind.

Open the popup button "Add Action..." below the actions table and choose "AppleScript", "Keystroke" or "Mouse" from there – the other action types are reserved for future versions:



The new action is selected immediately to let you edit its name.

# **AppleScript Action**

If you have created an AppleScript action, you'll have to enter, well, AppleScript code.

Choose the tab "Edit Action" as shown below, then enter your code:

tell application "iTur	Action Info	Edit Action
if player state i	s not playing the	n <b>return</b> f current track) - 1
end tell		
Checked O.K.		Check Syntax Editor
Export '1 secs to	o end' 🦳	Import Test Action

This example is very simple to read and so are many AppleScripts. However, it is somewhat difficult to find out "the right wordings".

After entering AppleScript code, please click "Check Syntax" and your code will be analysed. If all is going well, the code is format-ted and highlighted.

You may test this action immediately by pressing "Test Action".

#### **Keystroke Action**

Keystroke actions are a very simple means to control applications. Often it's the only way to get things done.

This screenshot shows a typical keystroke example:

Action Info Edit Action		
Target application: ITunes Applications		
Bring to front		
Then wait for 0.2 + seconds		
Send char(s):		
Special key: RIGHT F-Keys		
Use key modifiers 🗌 û 🗌 ೫ 🗹 🏹 🗌 Ctrl		
After keystroke 🗹 reactivate last application		
Use special key mode		
Export 'Next Album' Import Test Action		

This panel is to be read from upside down:

Use application **iTunes** as the target for the keystroke. Now press "**RIGHT**" cursor key, together with "Option" key (shown as  $\mathcal{T}$ ).

By the way, this keystroke (Option-Right) is the only way to make iTunes jump to the next album.

There are several more options. Creating keystrokes is sometimes a prcoess of trial-and-error. Some applications need a "Bring to

**front**" before they accept keystrokes, some need a little time to be waited after activation (See popup button).

If you need to activate the target application, you may later **reac-tivate the last application** by another option.

At last, some apps behave even more strange, e.g. Flash plugins in web browsers, or PowerPoint, ... They need a "**special key mode**" which can be enabled by the last option.

The popup "**Applications**" gives you an shortcut to enter application names into the text field to the left. It holds all active applications.

If you need to enter special keys like F-Keys, please use the respective popup menu, as function keys will mostly perform their dedicated action immediately and iRL has no chance to get the key code itself.

## Mouse Action (new with V0.9.8)

Mouse actions are really easy to understand and to use. You may

- move the mouse cursor relative to the current position,
- move the mouse to a specific location on the screen
- perform (multiple) mouse clicks with left, middle or right button
- hold and release the mouse buttons
- move the mouse's scroll wheel

There is one caveat with holding down mouse buttons. If you forget to release the mouse button with a complementary action, the mouse buttons may become unusable to applications. Please note the hint on the mouse action editor:

Acti	on Info	Edit Action		
<ul> <li>Move mouse cursor</li> <li>Click mouse button</li> <li>Move scroll wheel by</li> </ul>	by left 0	*       x:       0       y:       0         *       hold/release (*)       *		
(*) Please take care when using hold/release on mouse buttons. If you "hold" a mouse button and do not release it afterwards, your system may become unresponsive to mouse buttons or even keyboard input. To force release a mouse button, just press N第-Escape once, then Escape.				
Export 'Hold/Rel. Left'	$\square$	Import Test Action		

The coordinates represent pixels and are starting at the lower left of your screen with 0/0 and go up to 1280/1024, e.g., at the upper right corner.

Here is an example for a mouse cursor jump to 1000/600:

Acti	on Info	Edit Action
• Move mouse cursor	to	• x: 1000 y: 600
O Click mouse button	left	once
O Move scroll wheel by	0	\$

The scroll wheel movement goes from -100 to +100, with +5 for a small move up:

Action Info Edit Action				
O Move mouse cursor Click mouse button Move scroll wheel by	+100 +50 +20 +10 <b>→ 5 (up)</b> ✓ 0 -5 (down) -10 -20 -50 -100	x: 1000 y: 600		

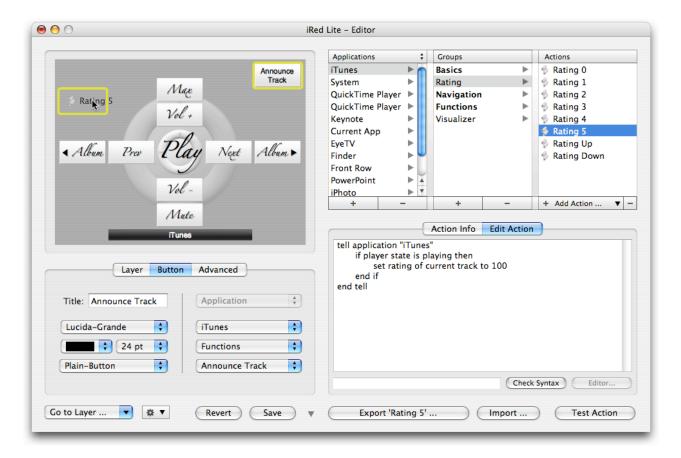
# **Adding Actions to OSD Buttons**

Now that we have actions we need to assign them to the buttons of the Apple Remote.

This is fairly easy: Drag&Drop an action from the action list on the right directly onto the OSD panel.

The button will take the action's name by default, which you may then change on the left pane. You may wonder "for what are the OSD buttons besides the usual ones?". Well, these buttons are only accessible by mouse by now.

However, there is one **hidden feature**: the button located at top right ("Announce Track" in this screenshot) is performed when double-clicking the center "Play" button of the Apple Remote!



# **Technical Details**

iRed Lite stores its library containing your remotes and actions in XML format.

You find this file named "archive.xml" in a folder "**iRed Lite**" in **'Library/Application Support**" in your home folder.

The preferences are stored as **de.tinb.iRedLite.plist** in the usual place, i.e. "**Library/Preferences**" in your home folder.

### iRed Lite - The Future

This manual describes another - beta - version of iRed Lite.

Several features may change over time, some may not work as expected yet.

Many features are already on my to-do-list, here a quick glance:

- Copy/Paste actions done
- Online repository for actions, layers, remotes
- Undo support done? No, not fully :(
- more action types
- templates/themes for buttons/layers

If you interested in a special feature, please contact me: <a href="mailto:ired@filewell.com">ired@filewell.com</a>

One last thing: **iRed Lite** will become shareware soon. My price tag is about \$12 (10  $\in$ ), which should be affordable and will help me to drive iRed Lite to an outstanding product.

Have Fun,

Robert Fischer, tin:b Software, March 2007