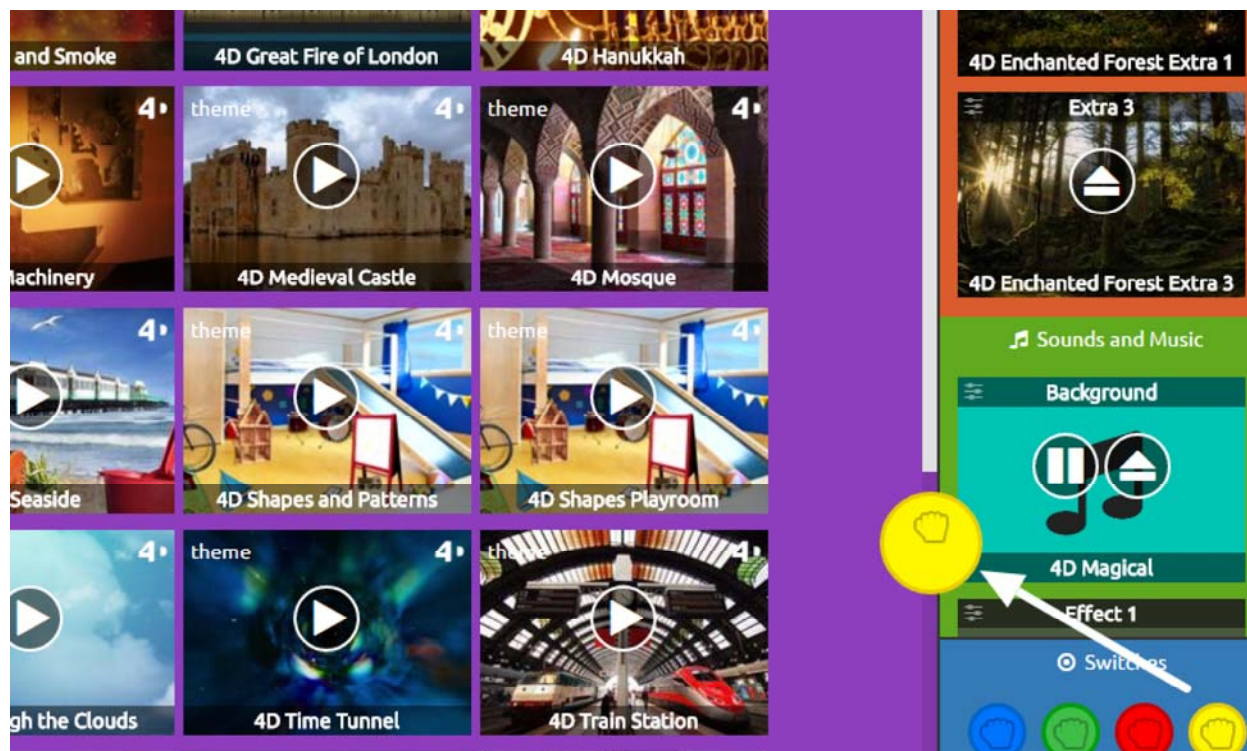


Using Switches

Assigning a switch

Step 1: Drag and drop a switch on a stage

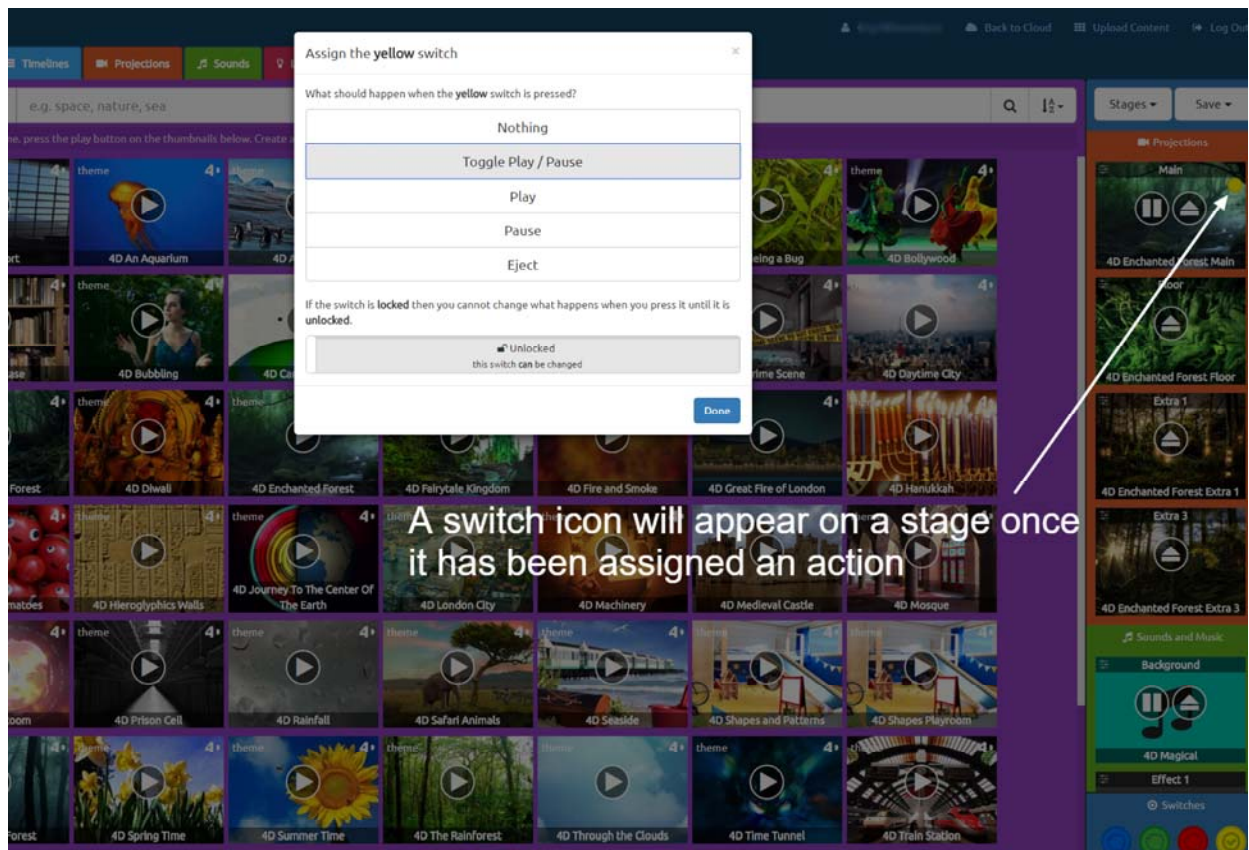
To assign an action to a switch (i.e. so that when you press it, it does something), drag one of the four switches located at the bottom right of the GenIE 2 room controller. In the image below, a yellow switch is being dragged. Switches with the hand icon mean that they are currently not assigned to any stages.



Drop the switch to a stage. For example, in Step 2 below, the yellow switch is dragged and dropped on the **Main projection stage**.

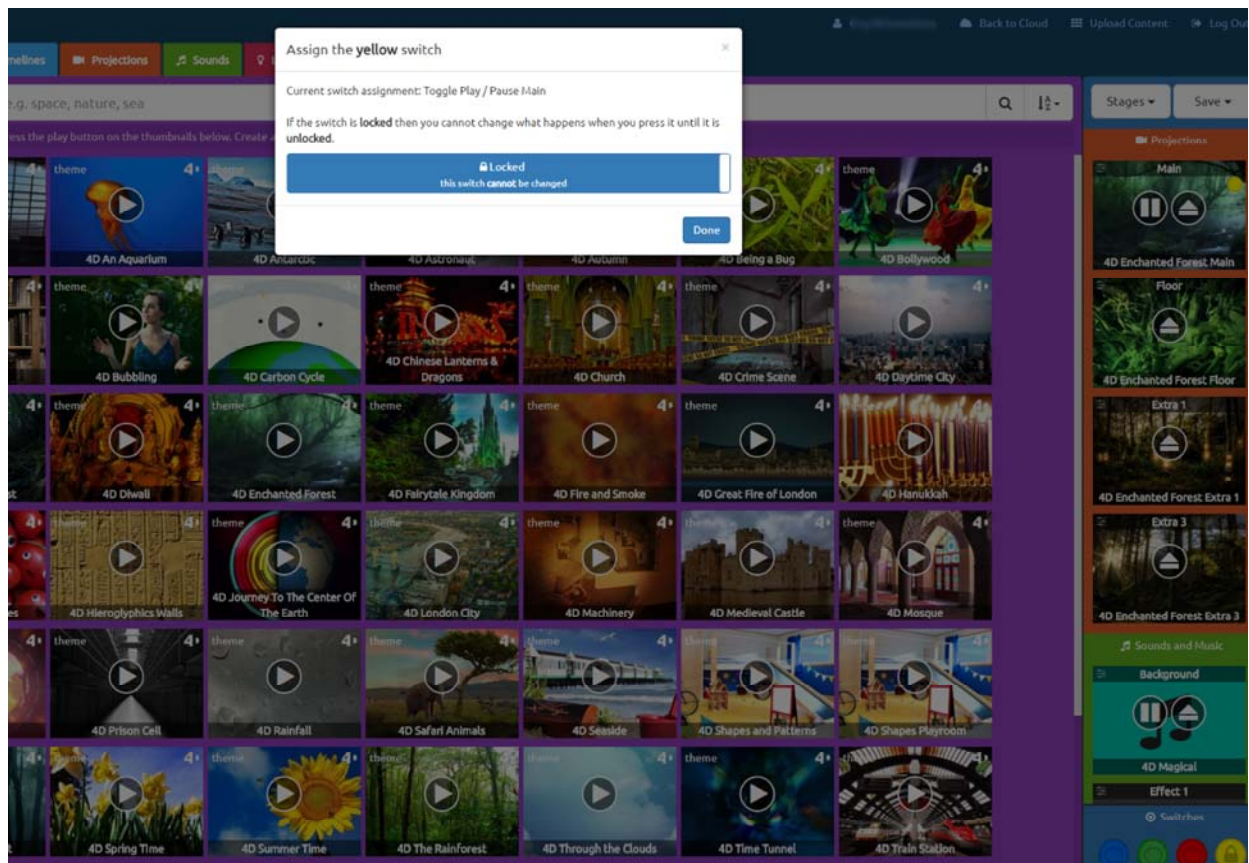
Step 2: Assign an action

Once you have dropped a switch onto a stage, you will view a list of actions which you can choose from. In the example below, the **Toggle Play/Pause** action is selected as the stage is currently showing a video. This will allow the content to be paused (if playing) when the physical yellow switch is pressed, and vice versa.

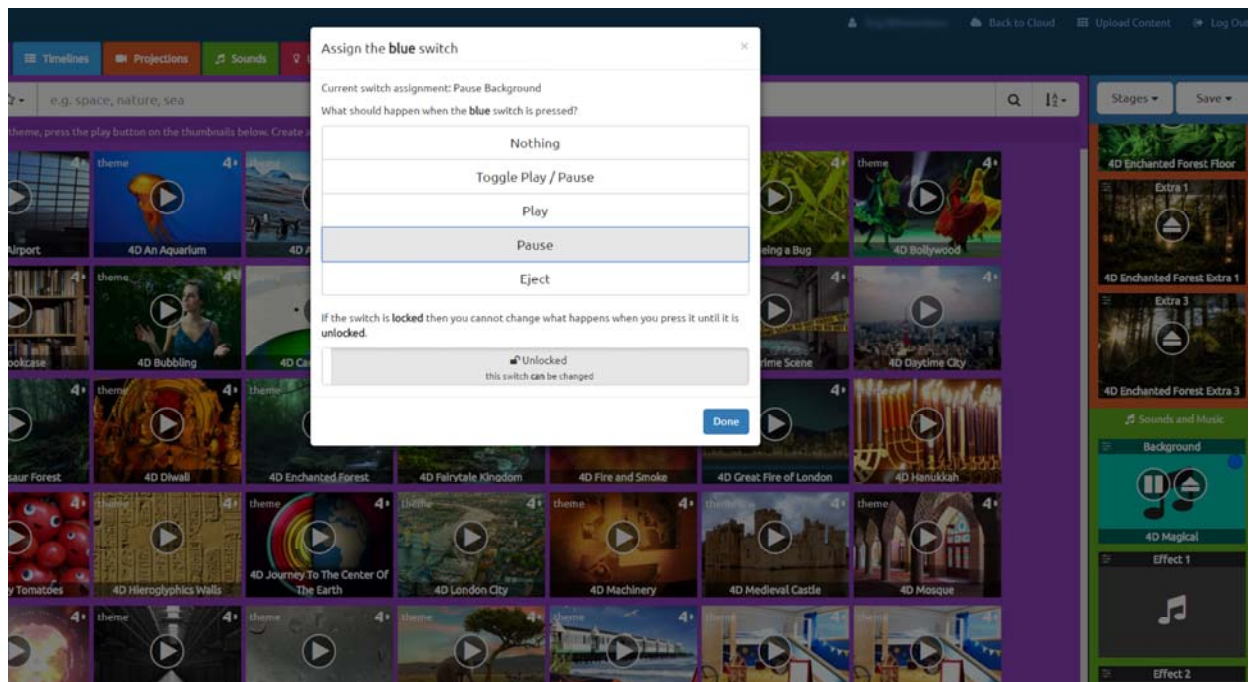


Once a switch has been assigned, the stage will show a switch icon with the relevant colour. In addition, in the switches menu on the bottom right, the assigned switch will show a tick icon to indicate that it has been assigned.

You can also **lock a switch** by pressing on the padlock icon (which is shown as unlocked in the image above), which will then prevent other actions to be assigned to that switch (i.e. if a switch is saved as part of a theme) unless it is unlocked by pressing the padlock icon again. The switches menu on the bottom right will now show a padlock icon for switches that have been locked.



You can drag and drop another switch to a different stage as well. In the image below a blue switch has been dropped into a sound stage, and assigned a pause action. If the physical blue switch is then pressed, it will pause the audio playing on the sound stage once.

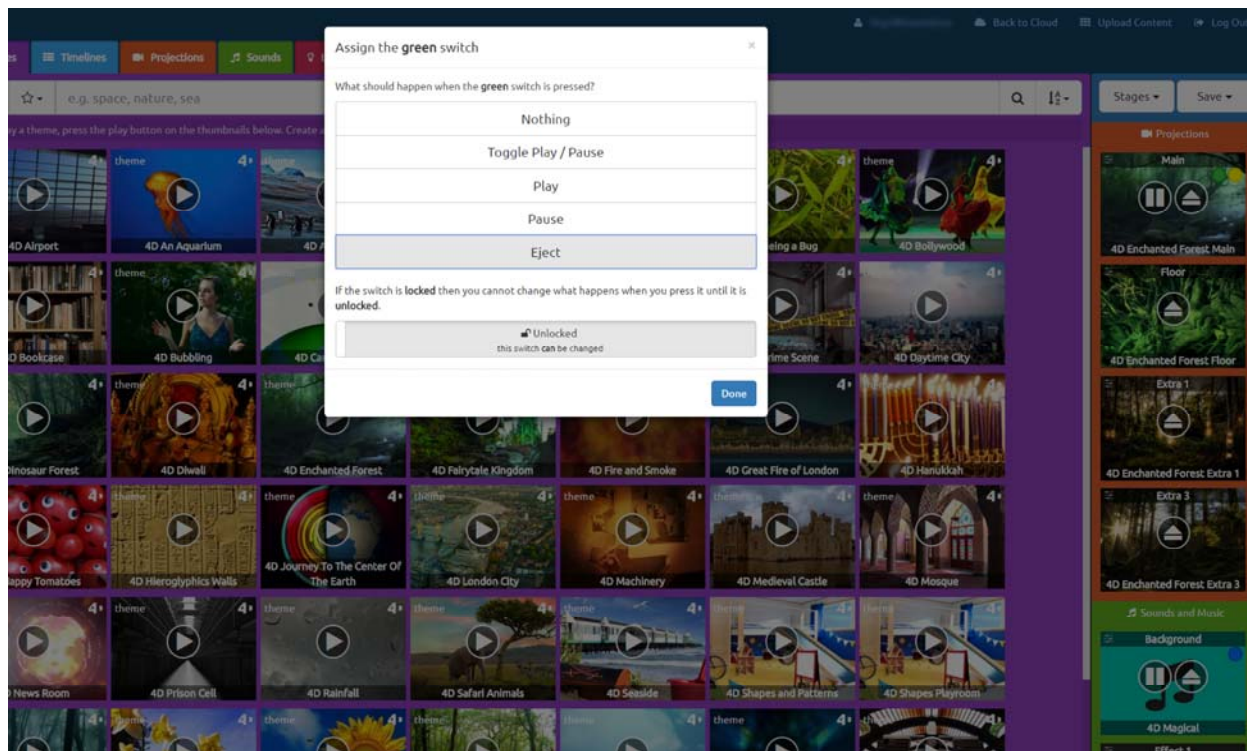


To re-assign the action of a particular switch, simply drag that switch to the stage again, and you can select a different action.

Assigning multiple switches

Step 1: Drag and drop another switch to a stage with an existing switch

A stage can have one or more switches. We can, for example, drag and drop a green switch on the Main projection stage (which already has a yellow switch with a **Toggle On/Off** action). In the example below, the green switch is assigned to **Eject** the content from the stage once it is pressed.



Removing a switch

Step 1: Click on the switch that you want to remove

In the switches menu on the bottom right, click on a switch that you want to remove (or reset) from a stage. Once clicked, a menu will pop up. Click on **Nothing** and the switch will be removed from the stage it's attached to.

