Twiddle WebFace 4.0

Users Guide

TWIDDLE WebFace 4.0 Instructions

Connections: The Twiddle WebFace 4.0 is a portal into the Twiddle 32 micro system. The connection is made via standard RJ-45 Ethernet cable between a Twiddle and a Computer Ethernet port or a Twiddle and a network switch, router or hub.

Modes that use WebFace 4.0: The Table and Stage Modes are the only modes which WebFace4.0 can interface for the data tables. Manual, Semi Auto and Full Auto Mode settings are manually entered on the Twiddle units via the touch buttons on the units.

Opening WebFace:

- **Direct connection to a computer-** (a) Turn on Twiddle unit and press the mode button until you come to the Config Mode screen. The screen will display the unique MAC number of the Twiddle and the default IP: 169.254.1.1 address. (b) Open your web browser from your computer and enter 169.254.1.1 into the Browser Address Bar: Hit enter key and the web page on the Twiddle will open.
    - o **NOTE: <u>TURN OFF WIRELESS</u>:** The browser will not see the Twiddle hard line connection with the wireless WIFI turned ON of your computer in a direct connection scenario. The browser will be searching the web and not for a network device.
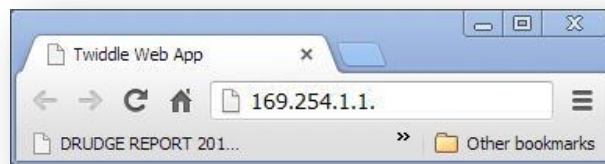
Default IP Address for Twiddle Direct Connection to a computer

- **Direct connection to a Network-** (a) Turn on Twiddle unit and press the mode button until you come to the Config Mode screen. The screen will display the unique MAC number of the Twiddle and the Network address assigned by your Network Switch or Router. (b) Open your web browser from your computer and enter assigned IP address into the Browser Address Bar: then press enter key and the web page on the Twiddle will open.
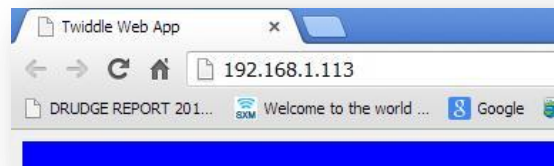
Assigned IP Address from a Network.

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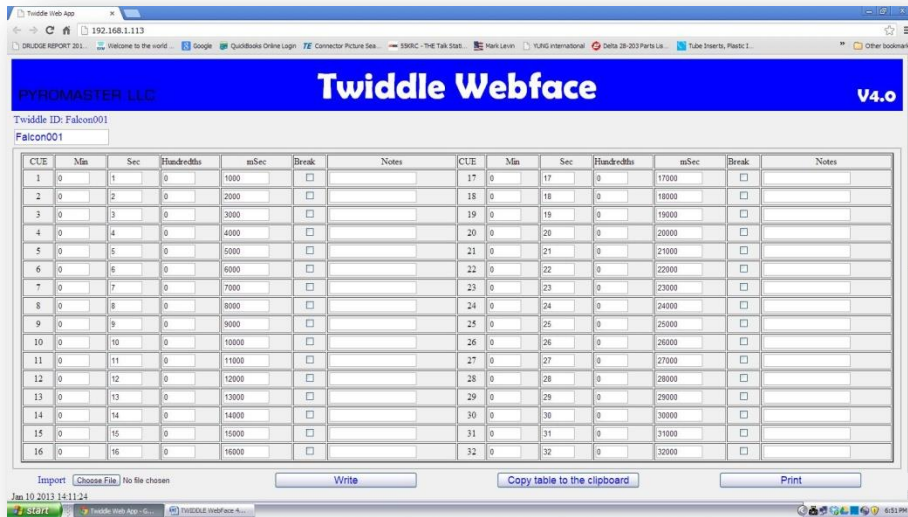
Features of Web Face 4.0 :

- **Refresh of Browser:** Each time the browser is refreshed from the Browser the resulting Data table reflects what is in the Twiddle Memory. Refreshing is a Read function only.

| Chrome | Explorer | Opera | Fire Fox | Safari |

- **Write Button:** Clicking on this button will write the data on the screen to the memory of the Twiddle. There is only one file at anytime resident on the Twiddle. This feature is a Write and Read function.

- **Enter Key on your Computer:** Pressing the Enter Key is the same as clicking on the Write Button on the webpage. This feature is a Write and Read function.

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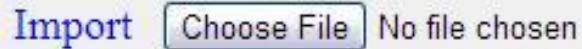- **Import "Choose File" WebFace Button:** Clicking on this button will open a dialog window for selection of data table file into the WebFace from your computer. Double Click on selected data table file and the data will import into the WebFace. **Note:** The data is on the WebFace only and is not downloaded into the memory until the Write button or Enter key pressed.

Import [Choose File] No file chosen

- **Copy Table to the clipboard Button:** This button will copy the data on the WebFace screen and then can be pasted to a .txt file. Note: At this time Microsoft Explorer versions 8 and 10 allow for the copy to clip board feature. Chrome, Opera, Firefox and Safari do not work with this feature.

Copy table to the clipboard

- **Print Button:** This button will print the data of the WebFace through a printer.

Print

- **Twiddle ID: Field-**allows up to 10 characters of txt to name the the Twiddle unit. This txt will appear on the Twiddle screen display in Table and Stage Modes only. **Note:** Do not put spaces between the txt characters this field. If a space is needed use the underscore key on your Computer in lei of a space. Examples Below

Twiddle ID: Falcon001

Falcon001   Falcon_01

Use Underscore for Spaces

TWIDDLE WebFace 4.0 Instructions

- **Minutes, Seconds and Hundredths Field Columns:** The Twiddles are initially preprogrammed when manufactured with 1 second increments 1-32. These fields reflect the data table in the Twiddle memory. All fields are editable and when leaving a field the mSec field will reflect the total Milliseconds of time. You can move to different fields with the up/down/left/right keys of your keyboard. . **Note:** Any cue can be programmed for any time on Web Face. The Cue number sequence does not always represent the Firing order.

CUE	Min	Sec	Hundredths	mSec	Br
1	0	1	0	1000	

- **mSec Field Columns:** This field is the accumulation of minutes ,seconds and hundreds of seconds. Twiddle machine language data is in milliseconds. This column is the actual data table field that the Twiddle uses for downloading the firing times. You can directly enter millisecond data and the WebFace will reflect the time values after pressing the Enter or the Write button.

mSec
1000

- **Notes Field:** Notes can be place by each cue for reference when printing out from the Web Face. The note information is not saved into the Twiddle nor can it be saved to the copy to clipboard feature.

1/10/13   Twiddle Web App

PYROMASTER LLC   **Twiddle Webface**   V4.0

Twiddle ID: Falcon001

Falcon_01

CUE	Min	Sec	Hundredths	mSec	Break	Notes	CUE	Min	Sec	Hundredths	mSec	Break	Notes
1	0	1	0	1000	☐	30mm Gerbs	17	0	17	0	17000	☐	
2	0	2	0	2000	☐	30mm Gerbs	18	0	18	0	18000	☐	
3	0	3	0	3000	☐	30mm Gerbs	19	0	19	0	19000	☐	
4	0	4	0	4000	☑	30mm Gerbs	20	0	20	0	20000	☐	
5	0	5	0	5000	☐	Airburst	21	0	21	0	21000	☐	
6	0	6	0	6000	☐	Airburst	22	0	22	0	22000	☐	
7	0	7	0	7000	☐	Airburst	23	0	23	0	23000	☐	
8	0	8	0	8000	☐		24	0	24	0	24000	☐	
9	0	9	0	9000	☐		25	0	25	0	25000	☐	
10	0	10	0	10000	☐		26	0	26	0	26000	☐	

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- **Break Check Box:** When a Box is clicked on a check mark will appear. This will check will implement a Cue Break. This Cue Break will instruct the Twiddle to stop firing after the firing of the time of Cue that is checked. A Twiddles in Stage or Table Mode Fire in order by sequential time. A total of 31 of the 32 Cues are available for a Cue Break
  - **Note 1:** Any cue can be programmed for any time on Web Face. The Cue number sequence does not always represent the Firing order.
  - **Note 2:** WebFace can only inset or remove Cue Breaks. There is no manual ability on the Twiddle unit to insert or remove a Cue Break. The display screen on the twiddle will indicate a cue break in the Display in the lower right hand corner.
  - **Stage Mode Cue Breaks:** If the Hand held safety switch is released while firing any cue sequences the Twiddle locks out the balance of cues in that sequence of cues.
  - **Table Mode Cue Breaks:** If firing a sequence of events with in a cue Break section a second Trigger pulse will stop the firing while the clock continues and firing can be re-enabled with another trigger pulse.

Break		Break	
☐		☑	

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