<Back

Methods and events for creating drivers.

Updated: **August 28, 2014**

Contents

Functions

IR.CreateDevice	Creating a driver
Connect	Connection to a device
Disconnect	Disconnection from a device
IR.GetDevice	Referring to a device
Set	Setting up values in the device channel
Send	Sending commands to a device
InvokeAction	Sending commands to a UPNP device
Subscribe	Subscribing to UPNP events
UnSubscribe	Unsubscribing from UPNP events
HtmlDecode	Substituting Html symbols
JSON.Stringify	Converting a JSON object into a string
JSON.Parse	Converting a string into a JSON object
new XML	Creating XML objects
XML.ToString	Converting an XML object into a string
SetFeedback	Writing values in the feedback channel
GetFeedback	Receiving values from the feedback channel
SetParameters	Changing connection parameters
GetCommandAtName	Referring to a command by its name or identifier
GetCommandAtPos	Referring to a command by its position index
GetCommandsCount	Receiving the quantity of commands
GetFeedbackAtName	Receiving values from the feedback channel by their names or identifiers
GetFeedbackAtPos	Receiving values from the feedback channel by their position index
GetFeedbacksCount	Receiving the quantity of feedback channels
HexArrayToAsciiString	Converting an array of Hex symbols into an ASCII string
IR.SendNotification	Sending a local notification on iOS devices
IR.ClearNotify	Clearing the list of notifications on iOS devices

Events

EVENT_RECEIVE_DATA	Receiving data from a device in the byte format
EVENT_RECEIVE_TEXT	Receiving strings from a device
EVENT_RECEIVE_EVENT	Receiving events from a device (UPNP Event)
EVENT_ONLINE	Connection to a device is established
EVENT_OFFLINE	Connection to a device is lost
EVENT_TAG_CHANGE	Changing a tag value
EVENT_DEVICE_FOUND	Finding UPnP devices
EVENT_CHANNEL_SET	Activating of commands
EVENT_APP_ENTER_BACKGROUND	Application goes into the background mode
EVENT_APP_ENTER_FOREGROUND	Application goes into the foreground mode
EVENT_APP_WILL_TERMINATE	Application finishes its work
EVENT_RECIEVE_NOTIFY	Receiving local notifications

Constants

// Send Mode IR.ALWAYS_CONNECTED = 0; // The driver is always connected, it can receive and send data IR.CONNECT_WHEN_SENDING = 1; // The driver connects when sending data, it can only send data

// Script Mode IR.DIRECT_AND_SCRIPT = 0; // Commands can be sent via scripts and editor channels IR.SCRIPT_ONLY = 1; // Commands can be sent via scripts only

// Background Mode IR.BACKGROUND_OFF = 0; // The driver works only when the app is in the foreground mode IR.BACKGROUND_ON = 1; // The driver works both when the app is in the foreground and background modes

IR.CreateDevice

This function is used for creating drivers.

AV & Custom Systems TCP

Example of creating DEVICE_CUSTOM_TCP

Syntax:

```
IR.CreateDevice(IR.DEVICE_CUSTOM_TCP, "Name", "Host", Port, SendMode,
ScriptMode, BackgroundMode);
```

Parameters:

IR.DEVICE_CUSTOM_TCP (driver type</i>) – the driver with the type of connection via TCP;
Name (string</i>) – the driver name;
Host (string</i>) – the device IP-address;
Port (number</i>) - the port on the device;
SendMode (mode</i>) – the mode of maintaining the connection session (see constants);
ScriptMode (mode</i>) - the mode of command sending and communication with scripts (see constants);
BackgroundMode (mode</i>) - the mode of driver work (see constants).

Example:

```
IR.CreateDevice(IR.DEVICE_CUSTOM_TCP,  // Driver type
                "TCP 1",  // Name
                "192.168.0.47",  // IP-address
                123,  // Port
                IR.ALWAYS_CONNECTED,  // The driver always stays connected
                IR.SCRIPT_ONLY,  // Commands can be sent via scripts
                IR.BACKGROUND_ON);  // Background is on


IR.CreateDevice(IR.DEVICE_CUSTOM_TCP,  // Driver type
                "TCP 1",  // Name
                "192.168.0.47",  // IP-address
                123,  // Port
                IR.ALWAYS_CONNECTED,  // The driver always stays connected
                IR.DIRECT_AND_SCRIPT,  // Commands can be sent via scripts
and channels
                IR.BACKGROUND_OFF);  // Background is off
```

AV & Custom UDP

Example of creating DEVICE_CUSTOM_UDP

Syntax:

```
IR.CreateDevice(IR.DEVICE_CUSTOM_UDP,
                "Name",
                "Host",
                Port,
                "Group",
                Multicast,
                LocalPort,
                BackGroundMode);
```

Parameters:

IR.DEVICE_CUSTOM_UDP (driver type</i>) - the driver with the type of connection via UDP;
Name (string</i>) – the driver name;
Host (string</i>) – the device IP-address;
Port (number</i>) - the port on the device;
Group (string</i>) - null is Broadcast/ "IP" - IP multicast of the group;
Multicast (mode</i>) - the mode of sending the packet to the limited group of hosts;
LocalPort (number</i>) - the local port of the device;
Background_mode (mode</i>) - the mode of driver work (see constants).

Example:

```
IR.CreateDevice(IR.DEVICE_CUSTOM_UDP,  // Driver type
                "UDP 1",  // Name
                "192.168.0.47",  // IP-address
                6000,  // Port
                null,
                false,  // the packet is sent to all hosts in the network
                0,  // the external port is used
                IR.BACKGROUND_ON);  // Background is on


IR.CreateDevice(IR.DEVICE_CUSTOM_UDP,  // Driver type
                "UDP 2",  // Name
                "224.0.0.253",  // IP-address
                123,  // Port
                "224.0.0.253",
                true,  // the packet is sent to the group of hosts
                0xFFFF,  // any free is used
                IR.BACKGROUND_OFF);  // Background is off


IR.CreateDevice(IR.DEVICE_CUSTOM_UDP,  // Driver type
```

```
                "UDP 3",  // Name
                "192.168.0.47",  // IP-address
                123,  // Port
                null,
                false,  // the packet is sent to all hosts in the network
                1033, // port 1033 is used
                IR.BACKGROUND_ON);  // Background is on
```

AV & Custom HTTP

Example of creating DEVICE_CUSTOM_HTTP_TCP

Syntax:

```
IR.CreateDevice(IR.DEVICE_CUSTOM_HTTP_TCP,
                "Name",
                "Host",
                Port,
                "Login",
                "Password",
                SSL,
                BackGroundMode);
```

Parameters:

IR.DEVICE_CUSTOM_HTTP_TCP (driver type</i>) - the driver with the type of connection via HTTP/TCP;
Name (string</i>) – the driver name;
Host (string</i>) – the device IP-address;
Port (number</i>) - the port on the device;
Login (string</i>) - the login when using the secure session;
Password (string</i>) - the password when using the secure session;
SSL (true/false</i>) - the security protocol for protecting confidential network data;
BackgroundMode (mode</i>) - the mode of driver work (see constants).

Example:

```
IR.CreateDevice(IR.DEVICE_CUSTOM_HTTP_TCP,  // Driver type
                "HTTP 1",  // Name
                "weather.yahooapis.com",  // web address
                80,  // Port
                "admin",  // Login
                "123",  // Password
                true,  // SSL is ON
                IR.BACKGROUND_ON);  // Background is on
```

```
IR.CreateDevice(IR.DEVICE_CUSTOM_HTTP_TCP,  // Driver type
                "HTTP 2",  // Name
                "192.168.0.1",  // IP-address
                23,  // Port
                "root",  // Login
                "atata",  // Password
                false,  // SSL is OFF
                IR.BACKGROUND_OFF);  // Background is off
```

Custom Server TCP

Example of creating DEVICE_CUSTOM_SERVER_TCP

Syntax:

```
IR.CreateDevice(IR.DEVICE_CUSTOM_SERVER_TCP, "Name", "Host", Port,
MaxClients,  BackGroundMode);
```

Parameters:

IR.DEVICE_CUSTOM_SERVER_TCP (driver type</i>) - the driver with the type of connection via TCP;

Name (*string*) – the driver name;

Host (string</i>) – the device IP-address;
Port (number</i>) - the port on the device;
MaxClients (number</i>) - the maximum number of clients for connection;
BackgroundMode (mode</i>) - the mode of driver work (see constants).

Example:

```
IR.CreateDevice(IR.DEVICE_CUSTOM_SERVER_TCP,  // Driver type
                "SERVER TCP 1",  // Name
                "192.168.0.1",  // IP-address
                2323,  // Port
                4,  // four clients can be connected at a time
                IR.BACKGROUND_ON);  // Background is on

IR.CreateDevice(IR.DEVICE_CUSTOM_SERVER_TCP,  // Driver type
                "SERVER TCP 2",  // Name
                "192.168.0.1",  // IP-address
                23,  // Port
                5,  // five clients can be connected at a time
```

```
                IR.BACKGROUND_OFF);  // Background is off
```

Custom Server UDP

Example of creating DEVICE_CUSTOM_SERVER_UDP

Syntax:

```
IR.CreateDevice(IR.DEVICE_CUSTOM_SERVER_UDP,
                "Name",
                "Host",
                Port,
                MaxClients,
                ClientTimeOut,
                BackGroundMode);
```

Parameters:

IR.DEVICE_CUSTOM_SERVER_UDP (driver type</i>) - the driver with the type of connection via UDP;

Name (*string*) – the driver name;

Host (string</i>) – the device IP-address;
Port (number</i>) - the port on the device;
MaxClients (number</i>) - the maximum number of clients for connection;
ClientTimeOut (number</i>) - the time when the server is waiting for the incoming data; if the time runs out,
the client will be disconnected (ms);
BackgroundMode (mode</i>) - the mode of driver work (see constants).

Example:

```
IR.CreateDevice(IR.DEVICE_CUSTOM_SERVER_UDP  // Driver type
                "SERVER UDP 1",  // Name
                "192.168.0.100",  // IP-address
                2323,  // Port
                4,  // four clients can be connected at a time
                100,  // the server is waiting for the incoming data for 100
ms
                IR.BACKGROUND_ON);  // Background is on


IR.CreateDevice(IR.DEVICE_CUSTOM_SERVER_UDP,  // Driver type
                "SERVER UDP 2",  // Name
                "192.168.0.100",  // IP-address
```

```
                23,  // Port
                5,  // five clients can be connected at a time
                100,  // the server is waiting for the incoming data for 100
ms
                IR.BACKGROUND_OFF);  // Background is off
```

AMX

Example of creating DEVICE_AMX

Syntax:

```
IR.CreateDevice(IR.DEVICE_AMX,
                "Name",
                "Host",
                Port,
                PanelID,
                "Login",
                "Password",
                BackGroundMode);
```

Parameters:

IR.DEVICE_AMX (driver type</i>) - the driver with the type of connection via TCP;

Name (*string*) – the driver name;

Host   (string</i>) – the device IP-address;
Port   (number</i>) - the port on the device;
PanelID (number</i>) - the panel identifier, it has to be unique;

Login (*string*) - the login when using the secure session;

Password (string</i>) - the password when using the secure session;
BackgroundMode (mode</i>) - the mode of driver work (see constants).

Example:

```
IR.CreateDevice(IR.DEVICE_AMX,  // Driver type
                "AMX 1",  // Name
                "192.168.0.150",  // IP-address
                1319,  // Port
                12,  // the panel identifier
                "admin",  // Login
                "123",  // Password
```

```
                IR.BACKGROUND_ON);  // Background is on

IR.CreateDevice(IR.DEVICE_AMX,  // Driver type
                "AMX 2",  // Name
                "192.168.0.150",  // IP-address
                23,  // Port
                13,  // the panel identifier
                "root",  // Login
                "atata",  // Pasword
                IR.BACKGROUND_OFF);  // Background is off
```

KNX

Example of creating DEVICE_EIB_UDP

Syntax:

```
IR.CreateDevice(IR.DEVICE_EIB_UDP,
                "Name",
                "Host",
                Port,
                ConnectionWaitTime,
                SendWaitTime,
                PingTime,
                BackGroundMode);
```

Parameters:

**IR.DEVICE_EIB_UDP (*driver type</i>) - the driver with the type of connection via UDP;*

Name (*string*) – the driver name;

**Host (*string</i>) – the device IP-address;*
Port (number</i>) - the port on the device;
ConnectionWaitTime (number</i>) - the time of waiting at emergency disconnection (ms);
SendWaitTime (number</i>) - the pause between command sending to the bus, to decrease
the load of the router and the bus (ms);
PingTime (number</i>) - frequency of sending the Ping command to check connection with the router (ms);
BackgroundMode (mode</i>) - the mode of driver work (see constants).

Example:

```
IR.CreateDevice(IR.IR.DEVICE_EIB_UDP,  // Driver type
                "EIB 1",  // Name
                "192.168.0.150",  //  IP-address
                71,  //  Port
                500,  //  at emergency disconnection the waiting time is 500
ms
                500,  //  commands are sent each 500 ms
                500,  //  the connection with the router is checked each 500
ms
                IR.BACKGROUND_ON);  // Background is on


IR.CreateDevice(IR.IR.DEVICE_EIB_UDP,  //  Driver type
                "EIB 2",  //  Name
                "192.168.0.150",  // IP-address
                72,  //  Port
                500,  //  at emergency disconnection the waiting time is 500
ms
                500,  //  commands are sent each 500 ms
                500,  //  the connection with the router is checked each 500
ms
                IR.BACKGROUND_OFF);  // Background is off
```

BAOS 1(770)

Example of creating DEVICE_BAOS_1

Syntax:

```
IR.CreateDevice(IR.DEVICE_BAOS_1, "Name", "Host", Port, PingTime,
BackGroundMode);
```

Parameters: IR.DEVICE_BAOS_1 (*driver type*) - the driver with the type of connection via TCP;
Name (*string*) – the driver name;

Host (*string</i>) – the device IP-address;
Port (number</i>) - the port on the device;

PingTime (*number*) - frequency of sending the Ping command to check connection with the router (ms);

BackgroundMode (*mode</i>) - the mode of driver work (see constants).

Example:

```
IR.CreateDevice(IR.DEVICE_BAOS_1,  //  Driver type
```

```
                "BAOS_1_1",  //  Name
                "192.168.0.47",  //  IP-address
                71,  //  Port
                500,  //  the connection with the router is checked each 500
ms (not less than 500 is recommended)
                IR.BACKGROUND_ON);  // Background is on


IR.CreateDevice(IR.DEVICE_BAOS_1,  //  Driver type
                "BAOS_1_2",  //  Name
                "192.168.0.47",  //  IP-address
                23,  //  Port
                500, //  the connection with the router is checked each 500
ms (not less than 500 is recommended)
                IR.BACKGROUND_OFF);  //  Background is off
```

BAOS 2(771/772)

Example of creating DEVICE_BAOS_2

Syntax:

```
IR.CreateDevice(IR.DEVICE_BAOS_2, "Name", "Host", Port, PingTime,
BackGroundMode);
```

Syntax:

IR.DEVICE_BAOS_2 (driver type</i>) - the driver with the type of connection via TCP;

Name (*string*) – the driver name;

Host (string</i>) – the device IP-address;
Port (number</i>) - the port on the device;
PingTime (number</i>) - frequency of sending the Ping command to check connection with the router (ms);
BackgroundMode (mode</i>) - the mode of driver work (see constants).

Example:

```
IR.CreateDevice(IR.DEVICE_BAOS_2,  //  Driver type
                "BAOS_2_1",  //  Name
                "192.168.0.47",  //  IP-address
                71,  //  Port
                500,  //  the connection with the router is checked each 500
ms (not less than 500 is recommended)
```

```
                IR.BACKGROUND_ON);  // Background is on


IR.CreateDevice(IR.DEVICE_BAOS_2,  //  Driver type
                "BAOS_2_2",  //  Name
                "192.168.0.47",  //  IP-address
                72,  //  Port
                500,  //  the connection with the router is checked each 500
ms (not less than 500 is recommended)
                IR.BACKGROUND_OFF);  //  Background is off
```

CRESTRON

Example of creating DEVICE_CRESTRON

Syntax:

```
IR.CreateDevice(IR.DEVICE_CRESTRON,
                "Name",
                "Host",
                Port,
                NetID,
                "TelnetLogin",
                "TelnetPassword",
                "TelnetPort",
                SSL,
                BackGroundMode);
```

Parameters:

IR.DEVICE_CRESTRON (driver type</i>) - the driver with the type of connection via TCP;

Name (*string*) – the driver name;

Host (string</i>) – the device IP-address;
Port (number</i>) - the port on the device;
NetID (число</i>) - the panel identifier in the SIMPL project (decimal number);
TelnetLogin (string</i>) - the login when using the secure session;
TelnetPassword (string</i>) - the password when using the secure session;
TelnetPort (string</i>) - the port for activated (41797)/deactivated (41795) SSL;
SSL (true/false</i>) - the security protocol for protecting confidential network data;
BackgroundMode (mode</i>) - the mode of driver work (see constants).

Example:

```
IR.CreateDevice(IR.DEVICE_CRESTRON,  // Driver type
                 "CRESTRON 1",  // Name
                "192.168.0.47",  // IP-address
                71,  // Port
                12,  // the panel identifier
                "admin",  // Login
                "123",  // Password
                "41797",  // the port of the activated SSL
                true,  // SSL is ON
                IR.BACKGROUND_ON);  // Background is on


IR.CreateDevice(IR.DEVICE_CRESTRON,  // Driver type
                 "CRESTRON 2",  // Name
                "192.168.0.47",  // IP-address
                72,  // Port
                12,  // the panel identifier
                "admin",  // Login
                "123",  // Password
                "41795",  // the port of the deactivated SSL
                false,  // SSL is OFF
                IR.BACKGROUND_OFF);  // Background is off
```

IR.GetDevice

This function is used for accessing the driver.

Syntax:

```
IR.GetDevice("Name");
```

Parameters:

**Name (string) – the driver name from Project Device Panel.
For HDL drivers the network name (NetworkName) is used instead of the driver name.**

Example:

```
  var MyDriver = IR.GetDevice("Dune HD"); // Receive access to the Dune HD
driver


  var MyDriverHDL = IR.GetDevice("HDL-BUS Pro Network (RS232)"); // Receive
access to RS232 of the HDL network
```

Send

This function is used for sending data to devices.

Syntax 1: Sending of multiple variables instructions to your device:
IR.GetDevice("Device_Name").Send([command_1, .. , command_n]);

- **Device_Name** - the name of the device created in iRidium GUI or iRidiumScript
- **command_1** - the first variable or string - instruction that is sent to the device
- **command_n** - the last variable or string - instruction that is sent to the device

Syntax 2: Sending an array of instructions to your device:
IR.GetDevice("Device_Name").Send(array_command);

- **Device_Name** - the name of the device created in iRidium GUI or iRidiumScript
- **array_command** - an array of instructions to be sent to the device

```
IR.AddListener(IR.EVENT_START, 0, function()
// Event is activated at the application launch
{
  IR.CreateDevice(IR.DEVICE_CUSTOM_TCP, "DEVICE", "192.168.0.116", 80);
//Command for creating drivers
  IR.GetDevice("DEVICE").Send(['getverion\r\n HTTP 1.1','\r\n\r\n']);
// Command sends instructions to the device ('getverion\r\n HTTP
1.1','\r\n\r\n')
});
```

If you use the HTTP driver, then add **"GET,"**, **"PUT,"**, **"POST,"** in the beginning of the string:

```
IR.AddListener(IR.EVENT_START, 0, function()
{
  IR.GetDevice("DEVICE").Send(['GET,getverion\r\n HTTP 1.1', '\r\n\r\n']);

  IR.GetDevice("DEVICE").Send(['PUT,getverion\r\n HTTP 1.1', '\r\n\r\n']);

  IR.GetDevice("DEVICE").Send(['POST,getverion\r\n HTTP 1.1', '\r\n\r\n']);
});
```

Connect

This function establishes connection with devices.

Syntax: IR.GetDevice('Device_Name').Connect;

- **Device_Name** - the name of the device created in iRidium GUI or iRidiumScript

```
IR.GetDevice("Global cache").Connect; //Establish connection with the device
```

Disconnect

This function breaks connection with devices.

Syntax: IR.GetDevice('Device_Name').Disconnect;

- **Device_Name** - the name of the device created in iRidium GUI or iRidiumScript

```
IR.GetDevice("Global cache").Disconnect; //Break connection with the device
```

Set

This function is used for activating command channels and setting values in them. The value setting is possible for native drivers only.

Syntax: IR.GetDevice('Device_Name').Set(channel,value);

- **Device_Name** - the name of the device created in Project Device Panel or iRidiumScript
- **channel** – the channel identifier (name or number)
- **value** – the value written in the channel

```
// Set the red value for the channel with number  1 (its number in the list
of driver commands)
IR.GetDevice("KNX Router (KNXnet/IP)").Set(1,"red");

// Set the value (100) and activate the channel with the name  BAOS Command
IR.GetDevice("BAOS").Set("BAOS Command",100);

// Send the command POWER ON from the IR output of Global Cache
IR.GetDevice("Global Cache").Set("POWER ON","");

// For script drivers send an empty value "".
IR.GetDevice("Sonos").Set("Play","");
```

Syntax used for **HDL-BUS Pro** and **Domintell**:
IR.GetDevice("NetWork").Set("Device_Name:channel",value);

- **NetWork** – the name of the HDL network, it can be seen in Project Device Panel
- **Device_Name** - the name of the device created in Project Device Panel
- **channel** - the channel identifier (name or number)
- **value** - the value written in the channel

```
// Set up value 0 and activate the channel Read On Start of the sub-device
Sensor_7
IR.GetDevice("HDL-BUS Pro Network (UDP)").Set("Relay_1:Channel_3",0);


// Set up value 1 and activate the channel Command_On of the sub-device
Domintell
IR.GetDevice("Domintell Network (UDP)").Set("Domintell Device:Command_On",
```

```
1);
```

InvokeAction

This function is used for sending instructions to devices with UPnP support

Syntax: IR.GetDevice('Device_Name').InvokeAction(ActionName,ServiceType,Arguments);

- **Device_Name** - the name of the device created in iRidium GUI or iRidiumScript
- **ActionName** – the command name
- **ServiceType** – the service used
- **Arguments** – the list of command arguments

```
IR.GetDevice("BAOS").InvokeAction("Play", "service:AVTransport:1",
 {InstanceID: 0, Speed: 1} ); //Sending the command to the UPnP device
```

Subscribe

This function is used for subscribing to events of devices with UPnP support.

Syntax: IR.GetDevice('Device_Name').Subscribe(ServiceType);

- **Device_Name** - the name of the device created in iRidium GUI or iRidiumScript
- **ServiceType** - the service used

```
IR.GetDevice("BAOS").Subscribe("urn:schemas-upnp-org:service:AVTransport:1");
//Subscribing to UPnP events
```

UnSubscribe

This function is used for unsubscribing to events of devices with UPnP support.

Syntax: IR.GetDevice('Device_Name').UnSubscribe(ServiceType);

- **Device_Name** - the name of the device created in iRidium GUI or iRidiumScript
- **ServiceType** - the service used

```
IR.GetDevice("BAOS").Unsubscribe("urn:schemas-upnp-
org:service:AVTransport:1");
// Unsubscribing from UPnP events
```

HtmlDecode

This function is used for substituting html symbols.

Syntax: IR.HtmlDecode(text)

- **text** – the text with incorrect coding

```
IR.AddListener(IR.EVENT_RECEIVE_TEXT, IR.GetDevice("Global Cache"),
function(text)
// Event is activated when receiving data from the device
{
  IR.HtmlDecode(text);//Transcode html tags
});
```

JSON.Stringify

This function converts JSON objects to strings.

Syntax: JSON.Stringify(Object)

- **Object** - the JSON object

```
var text = JSON.Stringify(Object); //Convert the JSON object to the string;
```

JSON.Parse

This function converts strings to JSON objects.

Syntax: JSON.Parse(Text)

- **Text** – the string

```
var JSONObject = JSON.Parse (text); //Convert the string to the JSON object
```

New XML

This function is used for creating XML objects

Syntax: var xml = new Xml(Text);

- **Text** – the string containing the xml message

```
var xml = new Xml(Text); //Create the XML string
```

XML.ToString

This function is used for converting XML objects to strings.

Syntax: var str = xml.ToString();

- **xml** – the XML object

```
var str = xml.toXMLString();//Convert the xml object to the string
```

SetFeedback

This function is used for writing values (a string or number) in a feedback channel. The feedback channel should be created in Project Device Panel. It is used for displaying data received from script drivers.

Syntax: IR.GetDevice("**MyDevice**").SetFeedback("**MyFeedbackChannel**", **value**);

- **MyDevice** – the name of the device from Project Device Panel
- **MyFeedbackChannel** – the name of the feedback channel from Project Device Panel
- **value** – the value (string or number) you want to write in the channel

```
IR.AddListener(IR.EVENT_START,0,function()
{
   IR.GetDevice("MyDevice").SetFeedback("Room", "Kitchen");
});
```

GetFeedback

This function is used for receiving values from feedback channels. The feedback channels should be created in Project Device Panel.

Syntax: IR.GetDevice("**MyDevice**").GetFeedback("**MyFeedbackChannel**");

- **MyDevice** – the device name from Project Device Panel
- **MyFeedbackChannel** – the feedback channel name from Project Device Panel

```
IR.AddListener(IR.EVENT_START,0,function()
{
  // Output the value of the feedback channel Room
  // of the MyDevice driver in the log

  IR.Log(IR.GetDevice("MyDevice").GetFeedback("Room"));
});
```

SetParameters

This function is used for changing parameters of connection of the driver to the controlled device. A typical example of switching LAN - WAN networks.

The SetParameters function **does not physically rewrite** the driver connection settings in projects, so new parameters are not saved after closing the application.

Syntax: IR.GetDevice("**MyDevice**").SetParameters({Host: **NewHost**, Port: **NewPort**});

- **MyDevice** – the name of the device from Project Device Panel or created dynamically
- **NewHost** – the IP-address of the device you need to connect to
- **NewPort** – the port for connection to the device

```
IR.AddListener(IR.EVENT_START,0,function()
{
   IR.GetDevice("MyDevice").SetParameters({Host: "192.168.0.21", Port:
"9090"});
});
```

If the driver has additional specific parameters, for example **KNX BAOS 771/772 (TCP)** has the **UpdateTime** parameter besides **Host** and **Port**, additional parameters should be indicated.

```
IR.AddListener(IR.EVENT_START,0,function()
{
   IR.GetDevice("BAOS").SetParameters({Host: "192.168.0.163", Port: "12004",
UpdateTime: "0"});
});
```

AMX has the **DeviceID**, **Login**, **Password** parameters besides **Host** and **Port**. Additional parameters should be indicated.

```
IR.AddListener(IR.EVENT_START,0,function()
{
   IR.GetDevice("AMX").SetParameters({
        Host: "192.168.0.21",
        Port: "12004",
        DeviceID: "1",
        Login: "admin",
        Password: "12345"});
});
```

AV & Custom Systems (HTTP) has the **SSL**, **Login**, **Password** parameters besides **Host** and **Port**. Additional parameters should be indicated.

```
IR.AddListener(IR.EVENT_START,0,function()
{
   IR.GetDevice("AV & Custom Systems (HTTP)").SetParameters({
        Host: "192.168.0.21",
        Port: "12004",
        SSL: "1",
        Login: "admin",
        Password: "12345"});
});
```

AV & Custom Systems (UDP)

```
IR.AddListener(IR.EVENT_START,0,function()
{
   IR.GetDevice("AV & Custom Systems (UDP)").SetParameters({
        Host: "192.168.0.21",
        Port: "2500",
```

```
        ScriptMode: 0,
        LocalPort: "2500",
        BackGroundMode: 0});
});
```

AV & Custom Systems (TCP)

```
IR.AddListener(IR.EVENT_START,0,function()
{
   IR.GetDevice("AV & Custom Systems (UDP)").SetParameters({
        Host: "192.168.0.21",
        Port: "8080",
        ScriptMode: 0,
        BackGroundMode: 0});
});
```

Crestron has the **NetID** parameter besides **Host** and **Port**. Additional parameters should be indicated.

```
IR.AddListener(IR.EVENT_START,0,function()
{
   IR.GetDevice("Crestron").SetParameters({
        Host: "192.168.0.21",
        Port: "12004",
        NetID: "1"});
});
```

DuoTecno does not have additional parameters. The parameters Host and Port should be indicated.

```
IR.AddListener(IR.EVENT_START,0,function()
{
IR.GetDevice("DuoTecno").SetParameters({
        Host:"192.168.0.21",
        Port:"5001" });
});
```

Modbus(TCP) has the **UpdateTime** parameter besides **Host** and **Port**. Additional parameters should be indicated.

```
IR.AddListener(IR.EVENT_START,0,function()
{
   IR.GetDevice("Modbus").SetParameters({
        Host: "192.168.0.21",
        Port: "502",
        UpdateTime: "1500"});
});
```

UPnP has the **DescriptionUrl** parameter besides **Host** and **Port**. Additional parameters should be indicated.

```
IR.AddListener(IR.EVENT_START,0,function()
{
   IR.GetDevice("UPnP").SetParameters({
        DescriptionUrl: "wiki2.iridiummobile.net"
        Host: "192.168.0.21",
        Port: "8080"});
});
```

KNX IP Router (KNXnet/IP) has the **ConnectTime**, **SendTime**, **PingTime**, **Nat** parameters besides **Host** and **Port**. Additional parameters should be indicated.

```
IR.AddListener(IR.EVENT_START,0,function()
{
   IR.GetDevice('KNX IP Router').SetParameters({
           Host: '217.115.10.10',
           Port: '3671',
           ConnectTime: '120000',
           SendTime: '0',
           PingTime: '60000',
           Nat: '1'});
});
```

The Nat parameter is a switcher: 0 – to turn off, 1 – to turn on. It turns on/off connection via the NAT server. It is required for work via UDP over the Internet. It is 0 by default.

Change of LAN - WAN connections for **HDL**, script, download

GetCommandAtName

The function enables reference to commands of the AV & Custom System driver (HTTP, TCP, UDP, RS232) by their names or identifiers and receiving data from the Data field.

Syntax: IR.GetDevice(DriverName).GetCommandAtName(CommandName);

- **DriverName (variable or string)** – the device name from Project Device Panel
- **CommandName (variable or string)** – the command name/identifier (begins with 1)

```
  // by the name
   var NameCommand = IR.GetDevice("MyDevice").GetCommandAtName("Command 1");
   IR.Log("Name: NameCommand  = id:" + NameCommand .id + " name:" +
NameCommand.name + " data:" + NameCommand.data);
 // by the identifier
   var NameCommand = IR.GetDevice("MyDevice").GetCommandAtName(1);
   IR.Log("ID: NameCommand  = id:" + NameCommand .id + " name:" +
NameCommand.name + " data:" + NameCommand.data);
```

Output data:

- id: the command identifier
- data: the command hex data
- name: the command name

GetCommandAtPos

The function enables reference to commands of the AV & Custom System driver (HTTP, TCP, UDP, RS232) by their position index and receiving data from the Data field.

Syntax: IR.GetDevice(DriverName).GetCommandAtPos(CommandPos);

- **DriverNamy (variable or string)** – the device name from Project Device Panel
- **CommandPos (whole number)** – the command position index (begins with 0)

```
// by position index
var PosCommand =  IR.GetDevice("MyDevice").GetCommandAtPos(0);
IR.Log("POS: PosCommand = id:" + PosCommand.id + " name:" + PosCommand.name +
" data:" + PosCommand.data);
```

Output data:

- id: the command identifier
- data: the command hex data
- name: the command name

GetCommandsCount

The function enables reference to the AV & Custom System driver (HTTP, TCP, UDP, RS232) and receiving the quantity of commands in projects.

Syntax: IR.GetDevice(DriverName).GetCommandsCount();

- **DriverName (variable or string)** – the device name from Project Device Panel

```
// receive quantity
var CommandsCount =  IR.GetDevice("MyDevice").GetCommandsCount();
// output the command quantity in the log
IR.Log("CommandsCount = " + CommandsCount);
```

GetFeedbackAtName

The function enables reference to feedback channels of the AV & Custom System driver (HTTP, TCP, UDP, RS232) by their names or identifiers and receiving data from the Data field.

Syntax: IR.GetDevice(DriverName).GetFeedbackAtName(FeedbackName);

- **DriverName (variable or string)** - the device name from Project Device Panel
- **FeedbackName (variable or string)** – the feedback channel name/identifier (begins with 1)

```
  // by the name
   var NameFeedback = IR.GetDevice("MyDevice").GetFeedbackAtName("Feedback
1");
   IR.Log("Name: NameFeedback = id:" + NameFeedback.id + " name:" +
NameFeedback.name + " data:" + NameFeedback.data);
 // by the identifier
   var NameFeedback = IR.GetDevice("MyDevice").GetFeedbackAtName("Feedback
1");
   IR.Log("ID: NameFeedback = id:" + NameFeedback.id + " name:" +
NameFeedback.name + " data:" + NameFeedback.data);
```

Output data:

- id: the feedback channel identifier
- data: the feedback channel hex data
- name: the feedback channel name

GetFeedbackAtPos

The function enables reference to feedback channels of the AV & Custom System driver (HTTP, TCP, UDP, RS232) by their position index and receiving data from the Data field.

Syntax: IR.GetDevice(DriverName).GetFeedbackAtPos(FeedbackPos);

- **DriverNamy (variable or string)** - the device name from Project Device Panel
- **FeedbackPos (whole nember)** - the feedback channel position index (begins with 0)

```
// by position index
var PosFeedback =  IR.GetDevice("MyDevice").GetFeedbackAtPos(0);
IR.Log("POS: PosFeedback= id:" + PosFeedback.id + " name:" + PosFeedback.name
+ " data:" + PosFeedback.data);
```

Output data:

- id: the feedback channel identifier
- data: the feedback channel hex data
- name: the feedback channel name

GetFeedbacksCount

The function enables reference to the AV & Custom System driver (HTTP, TCP, UDP, RS232) and receiving the quantity of feedback channels in projects.

Syntax: IR.GetDevice(DriverName).GetFeedbacksCount();

- **DriverName ((variable or string)** - the device name from Project Device Panel

```
// receive quantity
var FeedbacksCount =  IR.GetDevice("MyDevice").GetFeedbacksCount();
// output the quantity of feedback channels in the log
```

```
IR.Log("FeedbacksCount = " + FeedbacksCount);
```

HexArrayToAsciiString

The function enables conversion of an array of Hex symbols into an ASCII string.

Syntax: var l_sStr += String.fromCharCode(parseInt(in_aArray["Index"], "N"));

- **Index** – the index of the symbol in the Hex array
- **N** – a number between 2 and 36 designating the numeral system

With the help of the parameter of the numeral system you can indicate in to what numeral system the number in the string belongs. When the method is executed, the number will be converted in the decimal numeral system.

```
// conversion of the array of Hex symbols into an ASCII string
function HexArrayToAsciiString(in_aArray)
{
   // initialization of the string
   var  l_sStr  = '';

   // traversing the array
   for(var i = 0; i < in_aArray.length; i++)
   // converting the array into the string
     l_sStr  += String.fromCharCode(parseInt(in_aArray[i], 16));
   // вернем строку
   return  l_sStr;
}

IR.AddListener(IR.EVENT_START, 0, function()
{
     // receive by the position index
      var MyCommand =  IR.GetDevice("MyDevice").GetCommandAtPos(0); // 0 –
the command position index
      IR.Log("MyCommandData = "+HexArrayToAsciiString(MyCommand.data));
      var MyFeedback =  IR.GetDevice("MyDevice").GetFeedbackAtPos(0); // 0 –
the feedback channel position index
      IR.Log("MyFeedbackData = "+HexArrayToAsciiString(MyFeedback.data));
      //receive by the name
      var MyCommand = IR.GetDevice("MyDevice").GetCommandAtName("Command 1");
      IR.Log("MyCommandData = " + HexArrayToAsciiString(MyCommand.data));
      var MyFeedback = IR.GetDevice("MyDevice").GetFeedbackAtName("Feedback
1");
      IR.Log("MyFeedbackData = " + HexArrayToAsciiString(MyFeedback.data));
});
```

IR.SendNotification

The function is used for sending local notifications on iOS devices.

Syntax: IR.SendNotification(text, delay, sound_id, badge_increment_num, id);

- **text** – the notification text
- **delay** (default=0) – the delay of showing the notification (in seconds)
- **sound_id** (default=0) – the sound identifier which will accompany the notification
- **badge_increment_num** (default=0) – by what number the number on the notification icon on the app icon has to be increased
- **id** (default=None) – the unique notification identifier

</pre> Example:

```
        // Sound identifiers
      SOUND_ID = {
                  None : 0, // without sound
                  Default : 1, // standard notification sound on iOS
                  Ringing : 2, // standard ringtone
                };
      // Creation of required variables
      string = "Crestron " + name + " value = " + value;
      id = "" + name;
      delay = 0; // seconds
      sound_id = SOUND_ID.Default;
        // badge – the numeric icon on the app icon
     badge_increment_num = 1;
      IR.SendNotification(string, delay, sound_id, badge_increment_num, id);
   });
```

IR.ClearNotification

The function is used for clearing the list of notifications on iOS devices.

Example:

```
//when clicking on the button with the name "clr_notty" on Page 1 clear the
list of notifications on the iOS device
   clr_notty = IR.GetPage("Page 1").GetItem("clr_notty");
   IR.AddListener(IR.EVENT_ITEM_PRESS, clr_notty, function() {
      IR.ClearNotification();
   });
```

↑ Back

EVENT_RECEIVE_DATA

The event is activated when receiving data in the byte format form devices.

Syntax: IR.AddListener(IR.EVENT_RECEIVE_DATA, IR.GetDevice(Device_Name), function(text)

- **Device_Name** - the name of the device created in iRidium GUI or iRidiumScript

```
IR.AddListener(IR.EVENT_RECEIVE_DATA, IR.GetDevice("Global Cache"),
function(text)
//Event is activated when receiving data from the device
{
IR.Log(text) //Output the text in the log
});
```

EVENT_RECEIVE_TEXT

The event is activated when receiving data in the string format form devices.

Syntax: IR.AddListener(IR.EVENT_RECEIVE_TEXT, IR.GetDevice(Device_Name), function(text)

- **Device_Name** - the name of the device created in iRidium GUI or iRidiumScript

```
IR.AddListener(IR.EVENT_RECEIVE_TEXT, IR.GetDevice("Global Cache"),
function(text)
// The event is activated when receiving data from the device
{
IR.Log(text) // Output the text in the log
});
```

EVENT_ONLINE

The event is activated when establishing connection with devices.

Syntax: IR.AddListener(IR.EVENT_ONLINE , IR.GetDevice(Device_Name), function()

- **Device_Name** - the name of the device created in iRidium GUI or iRidiumScript

```
IR.AddListener(IR.EVENT_ONLINE , IR.GetDevice("Global Cache"), function()
// The event is activated when receiving events from the device
{
IR.Log("Device is online") // Output the text in the log
});
```

EVENT_OFFLINE

The event is activated when breaking connection with devices.

Syntax: IR.AddListener(IR.EVENT_OFFLINE , IR.GetDevice(Device_Name), function()

- **Device_Name** - the name of the device created in iRidium GUI or iRidiumScript

```
IR.AddListener(IR.EVENT_OFFLINE , IR.GetDevice("Global Cache"), function()
// The event is activated when receiving events from the device
{
IR.Log("Device is offline") // Output the text in the log
});
```

EVENT_TAG_CHANGE

The event is activated when changing tags on devices (for native drivers only).

Syntax: IR.AddListener(IR.EVENT_TAG_CHANGE, IR.GetDevice(Device_Name), function(name, value)

- **Device_Name** - the name of a native driver in Project Device Panel
- **name** – the name of the changed tag
- **value** – the new tag value

```
IR.AddListener(IR.EVENT_TAG_CHANGE, IR.GetDevice("KNX"), function(name,
value)
// The event is activated when receiving events from the device
{
IR.Log(name,value) // Output the tag name and new value in the log
});
```

Syntax for HDL: IR.AddListener(IR.EVENT_TAG_CHANGE, IR.GetDevice(Network_Name), function(name, value)

- **Network_Name** – the name of the HDL network in Project Device Panel
- **name** – the variable receiving the device name + colon + the name of the changed channel
- **value** – the new channel value

```
IR.AddListener(IR.EVENT_TAG_CHANGE, IR.GetDevice("HDL-BUS Pro Network
(UDP)"), function(name, value)
// The event is activated when receiving events from the device
{
 // If it is required to check the channel value,
 // it should be done as follows:
 if (name == "Logic:BMS Enable")
    {
    // Logic – the device name
    // BMS Enable – the channel name
    IR.Log(name,value) // Output the tag name and new value in the log
    }
});
```

EVENT_DEVICE_FOUND

The event is activated when iRidium finds UPnP devices.

Syntax: IR.AddListener(IR.EVENT_DEVICE_FOUND, 0, function(name)

- **Device_Name** - the name of the device created in iRidium GUI or iRidiumScript * **name** – the name of the found device

```
IR.AddListener(IR.EVENT_DEVICE_FOUND, 0, function(name)
// The event is activated when finding UPnP devices
{
IR.Log(name) // Output the name of the found device in the log
});
```

EVENT_RECEIVE_EVENT

The event is activated when some event is activated on a UPnP device.

Syntax: IR.AddListener(IR.EVENT_RECEIVE_EVENT , IR.GetDevice("Device_Name"), function(type, text)

- **Device_Name** - the name of the device created in iRidium GUI or iRidiumScript
- **type** – the event type
- **text** – the message from the device

```
IR.AddListener(IR.EVENT_RECEIVE_EVENT , IR.GetDevice("Sonos"), function(type,
text)
// The event is activated when some event is activated on the UPnP device
{
IR.Log(type, text) // Output the event type and text in the log
});
```

EVENT_CHANNEL_SET

The event is activated when the channel is activated.

Syntax: IR.AddListener(IR.EVENT_CHANNEL_SET , IR.GetDevice("Device_Name"), function(Name)

- **Device_Name** - the name of the device created in iRidium GUI or iRidiumScript
- **Name** – the name of the activated channel

```
IR.AddListener(IR.EVENT_CHANNEL_SET, IR.GetDevice("Sonos"), function(Name)
// The event is activated when the channel is activated
{
 switch(Name)
 {
```

```
  case "Volume":
  {
   // Commands performed at the activation of the Volume channel

   break;
  }
  case "Play":
  {
   // Commands performed at the activation of the Play channel
   break;
  }
 }
});
```

↑ Back

EVENT_APP_ENTER_BACKGROUND

The event is activated when the iRidium application goes to the background mode.

```
   IR.AddListener(IR.EVENT_APP_ENTER_BACKGROUND, 0, function()
   {
       IR.Log("APP_ENTER_BACKGROUND");
       app_in_background = true;
   });
```

↑ Back

EVENT_APP_ENTER_FOREGROUND

The event is activated when the iRidium application goes to the foreground mode.

```
 IR.AddListener(IR.EVENT_APP_ENTER_FOREGROUND, 0, function()
   {
       IR.Log("APP_ENTER_FOREGROUND");
       app_in_background = false;
   });
```

↑ Back

EVENT_APP_WILL_TERMINATE

The event is activated before the iRidium application is terminated.

```
   IR.AddListener(IR.EVENT_APP_WILL_TERMINATE, 0, function()
   {
       IR.Log("APP_WILL_TERMINATE");
```

```
});
```

↑ Back

EVENT_RECIEVE_NOTIFY

The event is activated when the iRidium application receives a local notification.

Syntax: IR.AddListener(IR.EVENT_RECIEVE_NOTIFY, 0, function(text, id)

- **text** – the notification text
- **id** – the notification identifier (any text)

```
IR.AddListener(IR.EVENT_RECIEVE_NOTIFY, 0, function(text, id)
{
   if(app_in_background == true)
   {
       IR.Log("SCRIPT_EVENT_RECIEVE_NOTIFY");
       IR.Log(text + " " + id);
       if(id == "D1")
         IR.ShowPopup("Popup 1"); // if the notification with the D1
identifier is received, show Popup 1
       else if(id == "D2")
         IR.ShowPopup("Popup 2"); // if the notification with the D2
identifier is received, show Popup 2
       else if(id == "D3")
         IR.ShowPopup("Popup 3"); // if the notification with the D3
identifier is received, show Popup 3
   }
});
```

↑ Back