

# FOCUS enhancements

# CommandPost™



## *User Guide*

Version 2.0

MANL-0823-01

## FOCUS WARRANTY STATEMENT

- FOCUS Enhancements, Inc. warrants this product against defects in materials and work-manship for a period of ONE (1) YEAR from the date of original purchase.
- If you discover a defect, FOCUS Enhancements, Inc. will, at its sole option, repair or exchange the product at no charge to you, provided you contact FOCUS Enhancements, Inc. Technical Support to obtain a Return Material Authorization (RMA) Number and instructions on where and how to obtain repair. Note that a copy of the bill of sale bearing the FOCUS Enhancements, Inc. serial numbers as proof of date of original purchase is required for each product returned for warranty service. Before returning product, remove all non-FOCUS Enhancements, Inc. RAM, accessories, and options. FOCUS Enhancements, Inc. cannot be liable for the return or care of any non-FOCUS Enhancements, Inc. products, nor accept responsibility for loss or damage of product in transit.
- This warranty does not apply if the product has been damaged by accident, installation or removal of product, abuse, misuse, misapplication, accident, neglect, fire, water, lightening, or other acts of nature, failure to follow supplied instructions; has been modified, repaired or undergone attempted repair by unauthorized personnel without the written consent of FOCUS Enhancements, Inc.; has a serial number that has been removed, modified, or defaced. FOCUS Enhancements, Inc. reserves the right to use re-manufactured, refurbished, or used parts and components in making warranty repairs.
- FOCUS Enhancements, Inc. products are designed to work with Windows™ and MacOS™ computers. Certain features of third-party software or hardware designed for the host system may not be available when used with this product. Accordingly, FOCUS Enhancements, Inc. does not warrant or represent that all third-party software or hardware will function error-free when used in conjunction with this FOCUS Enhancements, Inc. product.
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## FOCUS WARRANTY STATEMENT (CONT'D)

- Some states do not allow the inclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.
- Product specifications and information are subject to change without notice.
- To return a CommandPost unit, follow these steps:

## RETURNING A DAMAGED OR FAILED COMMANDPOST UNIT

1. Contact FOCUS Enhancements Technical Support at 1-408-370-9963. A representative is available from 8AM to 12PM and 1PM to 5PM Pacific Standard Time (PST) Monday to Friday (excluding public holidays). Explain the nature of the problem and any evidence of damage you may have found. The customer representative will either assist you with the specific problem or give you a Return Materials Authorization Number. *Note: No goods will be accepted for warranty repair or return without an RMA number.*

2. Pack the CommandPost carefully. If possible, use the original shipping package. Send the package pre-paid and insured via United Parcel Service (UPS) or US Mail to:

FOCUS Enhancements  
ATTN: RMA# (Your RMA Number)  
1370 Dell Ave.  
Campbell, CA. 95008

FOCUS Enhancements will repair or replace your CommandPost within 5 working days. For units not covered under the 1 year warranty, or where the warranty has been voided, a minimum fee of \$90.00 must be paid.

## ORDERING INFORMATION

To get information on the reseller nearest to you or to order replacement parts, contact one of the following:

FOCUS Enhancements  
Worldwide headquarters  
600 Research Drive  
Wilmington, MA 01887  
978-988-5888  
800-538-6000 (U.S. Only)  
On-line  
<http://www.FOCUSinfo.com>  
e-mail: [info@FOCUSinfo.com](mailto:info@FOCUSinfo.com)

## IMPORTANT SAFEGUARDS

### Installation

Read all instructions. Save them for future reference. Adhere to all warnings on the serial number label and in the operating instructions. Follow all operating and use instructions.

Power cords should be routed so they are not likely to be pinched by items placed on them or against them. Pay particular attention to cords near the plugs, convenience receptacles, and the point where they exit from the appliance. Do not overload wall outlets and extension cords as this can result in a risk of fire or electric shock.

The slots on the top of the unit are provided for necessary ventilation. For reliable operation and to prevent overheating, never allow the ventilation slots to be covered. Don't locate the unit in a confined space such as a bookcase or entertainment center cabinet, unless there is proper ventilation.

Do not place the unit near heat sources, including radiators and heating vents, or in direct sunlight.

### Use and Care

Do not use attachments not recommended by FOCUS Enhancements as they might cause hazards. Do not place this video product on an unstable cart, stand, tripod, bracket, or table. The video product might fall, causing serious injury to a child or adult, and serious damage to the appliance. Use only with a cart, stand, tripod, bracket, or table recommended by the manufacturer or sold with the video product. Any mounting of the appliance should follow the manufacturer's instructions and should use a mounting accessory recommended by the manufacturer.

Never push objects of any kind into the unit through openings as they might touch dangerous voltage points or short-circuit parts that could cause electric shock or fire.

Unplug this video product from the host computer before cleaning. Do not use liquid cleaners or aerosol cleaners. Use only a lightly moistened cloth. Never use solvents of any kind.

### Service

Do not attempt to service this video product yourself as opening or removing covers might expose you to dangerous voltage or other hazards.

Unplug this video product from the wall outlet and refer servicing to qualified service personnel under the following conditions:

- When the power cord or plug is frayed, damaged, or worn
- If liquid is spilled into the unit or objects have fallen inside
- If the unit has been exposed to rain or water
- If the unit has been dropped or the cabinet is damaged
- If the unit exhibits a distinct change in performance
- If the unit does not operate normally by following the operating instructions

Adjust only those controls that are covered by the operating instructions as improper adjustment of other controls might result in damage and will often require extensive work by a qualified technician to restore the unit to its normal operation.

For repair or warranty service in the United States and Canada, please contact FOCUS Enhancements and request a Return Authorization (RA) number. See “*Returning a Damaged or Failed CommandPost Unit*” at the beginning of this document.

#### About Radio Interference

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, might cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation.

If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna
- Increase the separation between the equipment and receiver
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected
- Consult the dealer or an experienced radio TV technician for help

You might find the following booklet, prepared by the Federal Communications Commission, helpful: “How to Identify and Resolve Radio-TV Interference Problems.” It is available from the U.S. Government Printing Office, Washington, D.C. 20402. Ask for stock number 004-000-00345-4.

## RADIO INTERFERENCE NOTICE FOR CANADA

### DOC Class B Digital Equipment

This digital apparatus does not exceed class B limits for radio noise emissions from digital apparatus, as set out in the Radio Interference Regulations of the Canadian Department of Communications.

Le présent appareil numérique n'émet pas de bruits radioélectriques dépassant les limites applicables aux appareils numériques de classe B, prescrites dans le règlement sur le brouillage radioélectrique édicté par le Ministère des Communications du Canada.

**CommandPost**

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RESEARCH







# CONTENTS

<b>1</b>	<b>GETTING STARTED</b>	<b>1</b>
	Requirements	2
	Package Contents	3
	Getting Acquainted	3
	USB Connector	5
	Other Controller Features	5
	Installation	6
<b>2</b>	<b>USING COMMANDPOST</b>	<b>9</b>
	Basic Controller Operation	9
	Starting CommandPost	10
	Window Components	10
	Keypad Name Menu	12
	Controller Options	13
	Trigger/Functions List	15
	Function Name Box	15
	Working with Keypads	16
	Creating New Keypads	17
	Modifying Existing Keypads	19
	Renaming Keypads	20
	Deleting Keypads	21
	Basic Programming	21
	Single Keystroke Sequences	21
	Multiple Key Sequences	23
	Inserting a Pause in a Multiple Keystroke Sequence	25
	Programming the Takebar	26
	Programming the Jog Wheel	28
	Programming the Shuttle Wheel	30
<b>3</b>	<b>OTHER OPERATIONS</b>	<b>32</b>
	Setting Preferences	32
	Adjusting System Volume	35
	Recalibrating the Joystick	36

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## GETTING STARTED

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Welcome to **CommandPost™**, and thank you for buying **FOCUS Enhancements** products.

CommandPost consists of *controller* hardware and software that give you unprecedented control while working with multimedia applications. You can create special *keysets* for your favorite application, or use one of the pre-programmed keysets for use with applications such as Apple Final Cut Pro, Apple iMovie, Adobe Premiere, Adobe Photoshop, Digital Origin EditDV, Videonics Effetto Pronto, and many others.

To learn more about keysets, read “Keysets” beginning on page 5.

CommandPost adapts to your particular needs and preferences. Once you set up the controller to operate the way you want, you can easily perform one function or a series of functions using the controller buttons and other components.

## REQUIREMENTS

### Basic Requirements

- FOCUS Enhancements CommandPost controller hardware
- Standard USB cable (provided in package)
- Monitor and display card capable of 800 x 600 dpi resolution

### Macintosh Requirements

- PowerPC Macintosh with built in USB port or PCI USB card  
  
CommandPost does **not** work with a USB serial adapter
- Mac OS version 8.6 or later
- Minimum 10 MBs of available system memory to run the CommandPost application. The CommandPost extension requires less than 1 MB of RAM.
- Minimum 5 MBs of available hard disk space

### Windows Requirements

- Windows 98, Windows 2000 or Windows ME.
- 486/DX66 or higher with built in USB port or PCI USB card (Windows98)
- Pentium 133 or higher with built in USB port or PCI USB card (Windows2000)
- Pentium 150 or higher with built in USB port or PCI USB card (Windows ME)
- Minimum 2 MB RAM for CommandPost application and 500KB for driver software
- Minimum 8MB of hard disk space

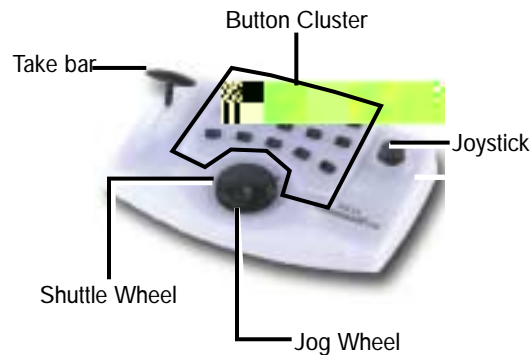
## PACKAGE CONTENTS

Your CommandPost package should contain the following items. If anything is missing, contact the supplier where you purchased the unit for replacements.

Qty	Item Description
1 ea	CommandPost Controller unit
1 ea	USB A/B Cable
1 ea	CDROM with CommandPost Installer
1 ea	QuickStart document
2 ea	CommandPost Plastic Templates
2 ea	Sheets of adhesive labels
1 ea	Warranty/Registration card

## GETTING ACQUAINTED

Your CommandPost controller contains the buttons and components shown here.



## Button Cluster

You can program any or all of these 15 buttons using the CommandPost application. A button, when pressed, can perform one function, or a series of functions.

Some or all of the buttons may also carry out some custom functions in certain applications. Check the FOCUS Enhancements website for more information (<http://www.FOCUSinfo.com>)

## Takebar

The take bar works similar to a take bar on a video mixer. You can also set it to control the audio volume (audio fade) on your system.

The T-Bar may also carry out some custom functions in certain applications. Check the FOCUS Enhancements website for more information (<http://www.FOCUSinfo.com>)

## Joystick

The joystick controls the X and Y position of the pointer. You can control the pointer on your desktop, and within any multimedia application.

With the CommandPost controller active on your system, you can alternate between the joystick and mouse at any time.

The joystick has a *click* function. When you press down on the joystick, it can be set to the equivalent of clicking or double-clicking a mouse button. This gives you the option of using the joystick in the same way you use your computer's mouse.

The joystick may also carry out some custom functions in certain applications. Check the FOCUS Enhancements website for more information (<http://www.videonics.com>)

## **Shuttle Wheel**

Perhaps the most common use of a shuttle wheel is to scroll through video frames. Rotating the shuttle wheel to the right scrolls the program forward; rotating to the left scrolls backward. The distance you turn the shuttle wheel in either direction determines the playback speed.

The shuttle wheel may also carry out some custom functions in certain applications. Check the FOCUS Enhancements website for more information (<http://www.FOCUSinfo.com>)

## **Jog Wheel**

The jog wheel is also commonly used in non-linear editing programs to scroll through pages. For example, in Adobe Acrobat the CommandPost jog wheel scrolls through the pages of a PDF document.

The jog wheel may also carry out some custom functions in certain applications. Check the FOCUS Enhancements website for more information (<http://www.FOCUSinfo.com>)

## ***USB CONNECTOR***

The CommandPost USB connector is located on the rear panel of the controller. To connect the controller to your computer's USB port, use the USB A/B cable provided in the CommandPost package.

## ***OTHER CONTROLLER FEATURES***

### **Keysets**

Because you can program the CommandPost components to perform whatever functions you want, the function a given button performs might differ from one application to another. For example, when running Adobe Photoshop, pressing a particular button might create a new 640x480 RGB document; pressing the same button while running Adobe Premiere might import a movie clip and set its duration to 5 seconds.

To help you get started quickly, CommandPost comes with a series of pre-programmed keysets for the most popular multimedia applications. You can use the keysets as is, or adapt them to your particular needs. In addition, you can create your own keysets for any application that uses keyboard shortcuts.

### Templates

The CommandPost package contains two plastic templates you can use to overlay the controller components. It also contains two sheets of adhesive labels—one pre-printed with command keyboard shortcuts, the other blank. You can customize the templates to match any given multimedia application. When you switch from one application to another, simply swap the templates.



*Tip*

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*We recommend you use CommandPost with your favorite applications for a while before preparing the templates for use with each one.*

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## INSTALLATION

Follow these steps to install your CommandPost controller and software.

### Controller Installation

Examine the two ends of the USB cable. One end has a rectangular connector, whereas the other end has a square connector. This helps you connect things in the proper way.



*Note*

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One of the advantages of the USB technology is that you can connect and disconnect devices without shutting down your computer.

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1. Connect the square end of the USB cable to the USB connector on the rear panel of your CommandPost controller.
2. Connect the rectangular end of the USB cable to your computer's USB port.

**i** **Note** \_\_\_\_\_  
You can use CommandPost with a USB hub so long as the hub provides power to the controller unit.

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## Software Installation

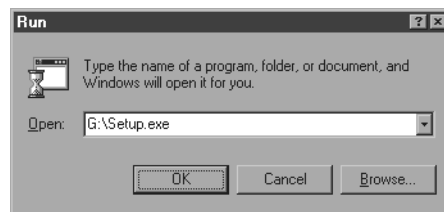
The CommandPost CD contains software for both Macintosh and Windows. You can install the software on either or both platforms.

You should deactivate any virus protection software you might have running prior to installing the software. Following installation, you can restart the virus protection software.

1. Insert the CommandPost CD in your CDROM drive.
2. Do the following to install the software:

On **Macintosh**, locate the **CommandPost 2.0 Installer** icon in the CD window, then double-click the icon to start the installation program.

On **Windows**, choose **Start | Run** to display the Run dialog box.



- a. Click *Browse*.
- b. Locate the CommandPost CD in *My Computer*.



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## USING COMMANDPOST

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This chapter explains how to:

- Use the CommandPost controller hardware.
- Create new keysets and change the functions assigned to existing ones.

### BASIC CONTROLLER OPERATION

When you first start your computer with the controller attached after installation, CommandPost asks you to carry out a calibration. Follow the on-screen instructions. This process coordinates the joystick to your computer's on-screen pointer as well as the T-Bar.



**Tip**

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*If the pointer "crawls" across the screen, it normally means the controller is not correctly calibrated. This is usually the result of plugging in a different CommandPost device than was originally calibrated. See "Recalibrating the Joystick" beginning on page 36 for further instructions.*

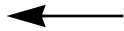
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Once your computer starts and the controller has gone through the calibration exercise, it is ready to use. Once set, it is not necessary to carry out a calibration again unless the controller is switched.

With the controller active, use the joystick in much the same way you use your mouse—that is, move the joystick in a particular direction and the pointer tracks the movement.

## STARTING COMMANDPOST

To start CommandPost, locate its folder on your desktop, open the folder, then double-click the application icon. (It is not necessary to launch the CommandPost application to use CommandPost. The application is for programming purposes only).



CommandPost application icon

CommandPost

You can also launch the program using these methods:

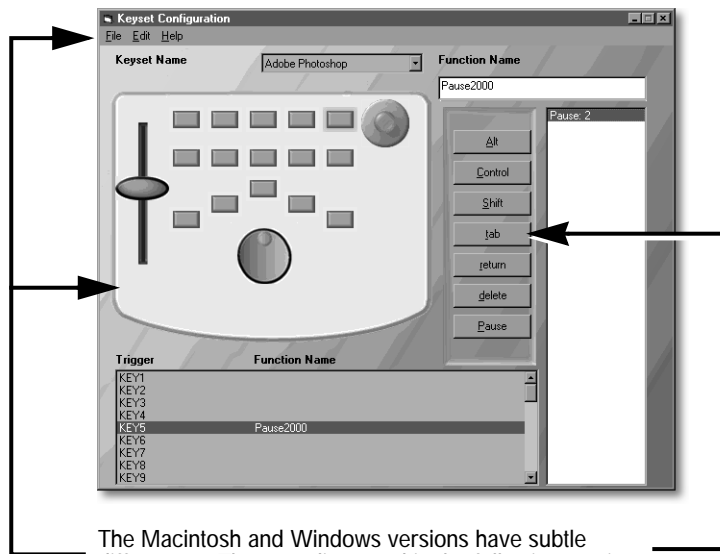
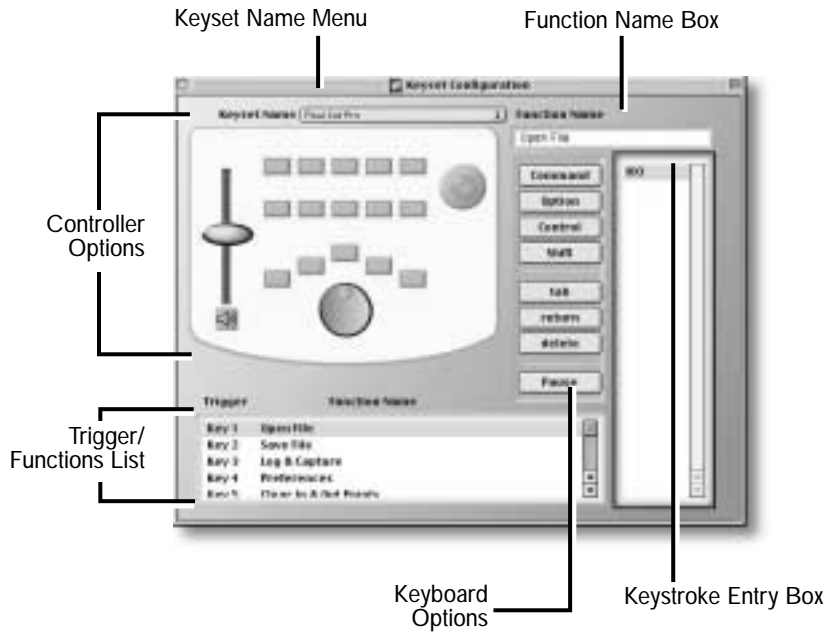
- On **Macintosh**, select the icon, then choose **File | Open (Cmmd+O)**.
- On **Windows**, display the **Start** menu, point to **Programs | CommandPost**, then choose **CommandPost** from the submenu.

## WINDOW COMPONENTS

When the application opens, you see one of the windows shown in Figure 1 on page 11. This section contains descriptions of the window components.

The application has the standard menu bar. The **File** and **Edit** menus contain commands that affect operation of the software.

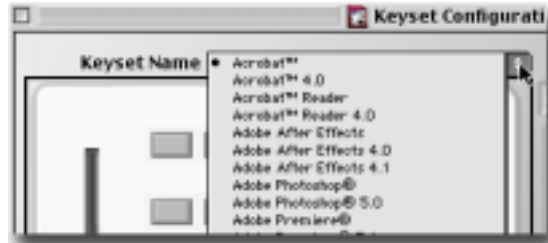
Figure 1: Macintosh and Windows Interfaces



The Macintosh and Windows versions have subtle differences. They are discussed in the following sections.

## KEYSET NAME MENU

This menu contains the names of all keysets available on your system. Choose the keyset you want to view and/or edit from this menu.



Initially, the menu contains only the names of the keysets provided with the CommandPost package. You can add keyset names to this list by creating new keysets.

All keysets are stored in specific location so that the application can locate them easily.

On **Macintosh**, the keysets are stored at **System Folder:Preferences:CommandPost:Keysets**.

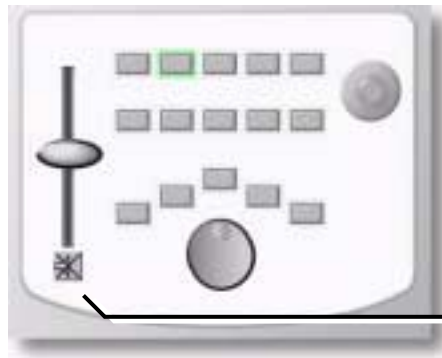
On **Windows**, the keysets are stored at **HKEY\_LOCAL\_MACHINE\Software\USBControllers\CommandPost** (To access, Press **Start | Run** then Type **RegEdit**)

If you move the keysets to a different location, the application cannot find them, so they do not appear in the **Keyset Name** menu.



## CONTROLLER OPTIONS

This part of the window contains a miniature image of the CommandPost controller. You use these images to program the various components (buttons, takebar, and jog/shuttle wheel) to do the functions you want.



To learn about this component, see "Adjusting System Volume" beginning on page 35. Note that this component is **not available** in the Windows version.



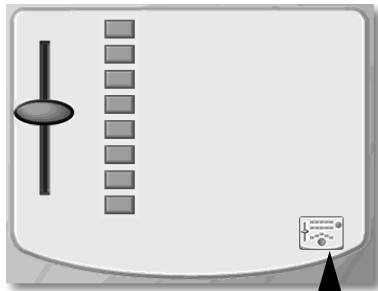
### Note

The joystick is **not** programmable. You can change the image by clicking its various components. For example, to program the Takebar, click its knob in the window and the *Controller Options* area displays

a picture of the Takebar and its specific options. Likewise, click the Jog/Shuttle Knob to display its image.

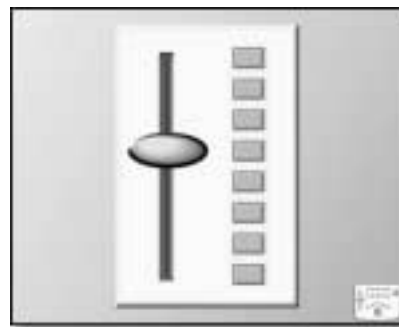
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Windows Takebar

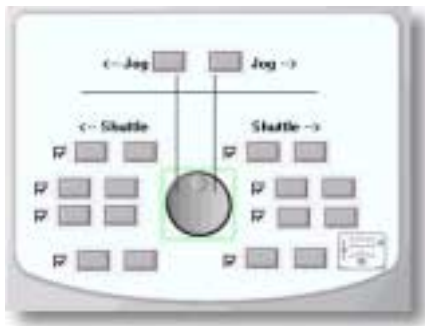


Return Icon

Macintosh Takebar



Windows Jog &amp; Shuttle Controls



Macintosh Jog &amp; Shuttle Controls



**Return Icon**—Click this icon on any image to return to the original *Controller Options* image.

## TRIGGER/FUNCTIONS LIST

Contains a list of all controller components (or, triggers) and the name of the function assigned to each for the currently selected keyset.



When you select an item in this list, CommandPost:

- Highlights the corresponding component in the *Controller Options* section.
- Displays the corresponding function name in the *Function Name Box*.
- Displays the keystrokes assigned to this function in the *Keystroke Entry Box*.

You can also use the objects in the Controller Options section or the buttons on the Controller hardware to select the item you want to use.

You cannot edit the information contained in the *Trigger/Functions List*. You can, however, select any item in the list, then edit its details in the *Function Name* and *Keystroke Entry Boxes*.

## FUNCTION NAME BOX

This area displays the name of the item selected in the *Trigger/Functions List* or *Controller Options* area.



This is an editable field. You can enter a name for a function, or change the name of an existing one.

## WORKING WITH KEYSSETS

A keyset is a collection of functions assigned to CommandPost for use with an application.

CommandPost has a small software component that loads automatically at system startup and operates in the background to monitor your activity. This component checks to see if you have designated “CommandPost applications” running. If so, the component automatically selects the CommandPost keyset that corresponds to that application and loads it for you. Furthermore, when you switch between applications, this component automatically loads the keyset that corresponds to that application. For example, suppose you launch Adobe Premiere—the CommandPost component automatically loads the keyset for that application so you can use it with Premiere. If you then launch Adobe After Effects, the CommandPost component loads the keyset for that application. Whenever you switch between Premiere and After Effects, the component automatically loads the correct keyset for whichever multimedia application you are using.

This automatic loading and switching depends, of course, on you having a keyset available for the multimedia applications. In the preceding example, you would need keysets for both Premiere and After Effects.

Automatic loading of keysets also depends on the name of the keyset matching, **exactly**, the name of the application on your hard disk.

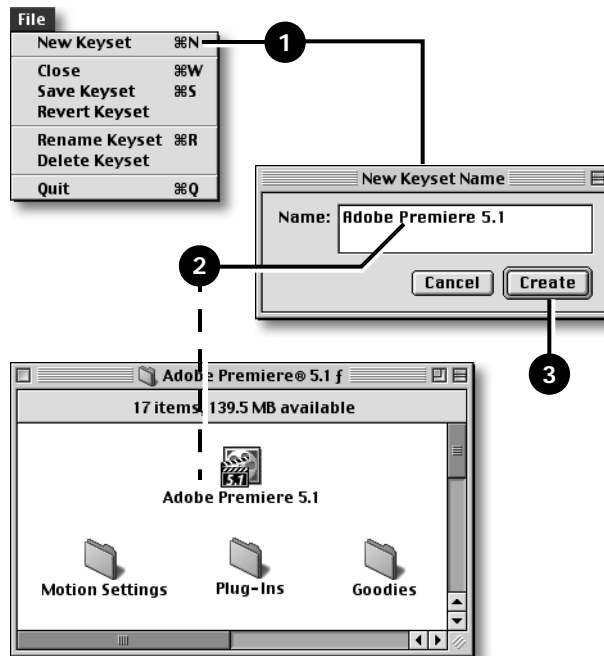
**i** Note —————  
FOCUS Enhancements has named all of the pre-programmed keysets provided in your package with the most common multimedia application names. If the provided keyset name does not match the application stored on your hard disk, you can rename the keyset (see “Renaming Keysets” beginning on page 20), or rename the application to match the keyset name.

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## CREATING NEW KEYSETS

To create a new keyset on a Macintosh:

1. Choose **File | New Keyset (Command+N)** to display the New Keyset Name dialog



2. Enter a name for the keyset in the *New Keyset Name* text box.

The name you enter must match, **exactly**, the name of the application with which it is associated. In the above example, the keyset name is entered as **Adobe Premiere 5.1** because that is the exact name of the application on the hard disk.

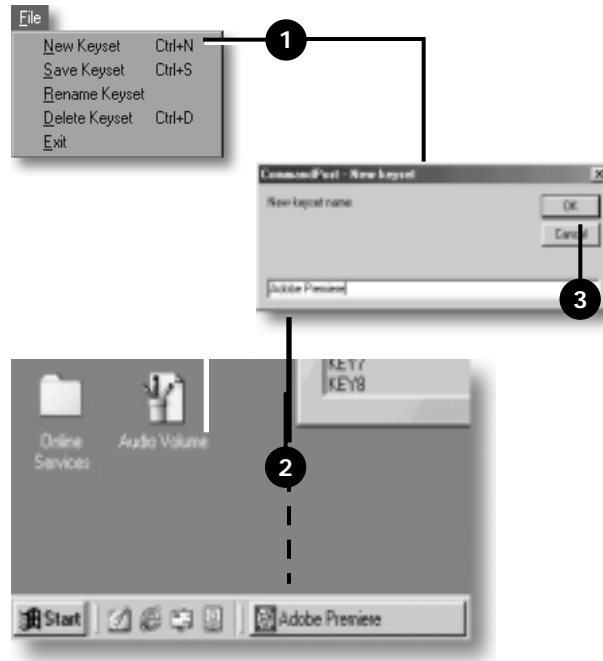


*Tip* —————  
To ensure that keyset and application names match, copy the application name on your desktop, then paste it into the *New Keyset Name* dialog (including ® and ™)

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To create a new keyset Windows:

1. Choose **File | New Keyset (Cntrl+N)** to display the New Keyset Name dialog



2. Enter a name for the keyset in the *New Keyset Name* text box.

**Tip**

To ensure that keyset and application names match, copy the application name as it appears in the Windows tool bar exactly to the New Keyset Name dialog. It is not always necessary to type in the word that appears after the application name such as “-untitled”, “document” or the name of your saved file. In some cases, if you have similarly named applications such as “Commotion” and “Commotion DV”, naming the keyset simply “Commotion” will work for both versions.

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If the names do not match exactly, CommandPost cannot locate the keyset when you launch the application. As a result, the functions defined in the keyset won't be available when using the application.

If you enter the name of an existing keyset, CommandPost notifies you that you cannot duplicate the name.

3. After entering a valid name, click *Create* to create the new keyset.
4. Create the functions you want for the keyset. See "Basic Programming" beginning on page 21 for further instructions.

### **MODIFYING EXISTING KEYSETS**

Your CommandPost package contains an assortment of pre-programmed keysets designed for many of the most popular multimedia applications. You can use these keysets as is, or modify them to your own preferences and work style.



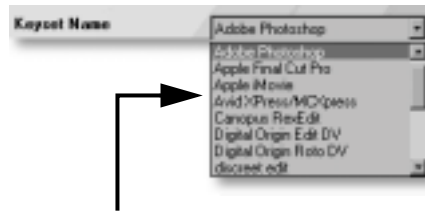
*Tip*

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*Changing keysets is **not an undoable operation**. Therefore, before making changes to an existing keyset, consider renaming that keyset so you can restore it later if necessary. See "Renaming Keysets" beginning on page 20.*

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When you choose a keyset from the **Keyset Name** menu, CommandPost loads that keyset into the application. You can then view and/or edit the keyset as you desire.



The **Keyset Name** menu contains the names of all keysets currently available to the CommandPost application.

To save the modifications you make to a keyset, choose **File | Save Keyset** (Macintosh **Command+S**; Windows **Ctrl+S**).

## RENAMING KEYSSETS

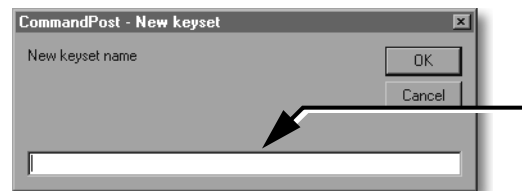
If you incorrectly name a keyset, or you want to store an existing keyset under a different name, you can rename any keyset.

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To rename an existing keyset:

1. Select the keyset you want to rename in the **Keyset Name** menu.
2. Choose **File | Rename Keyset** (Macintosh **Command+R**).

The New Keyset dialog appears.



3. Enter the new keyset name in the text box, then click *Rename*.



Remember, to use a keyset with a specific application, the name must match, **exactly**, the name of the application on your hard disk.

## ***DELETING KEYSSETS***

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To delete an existing keyset:

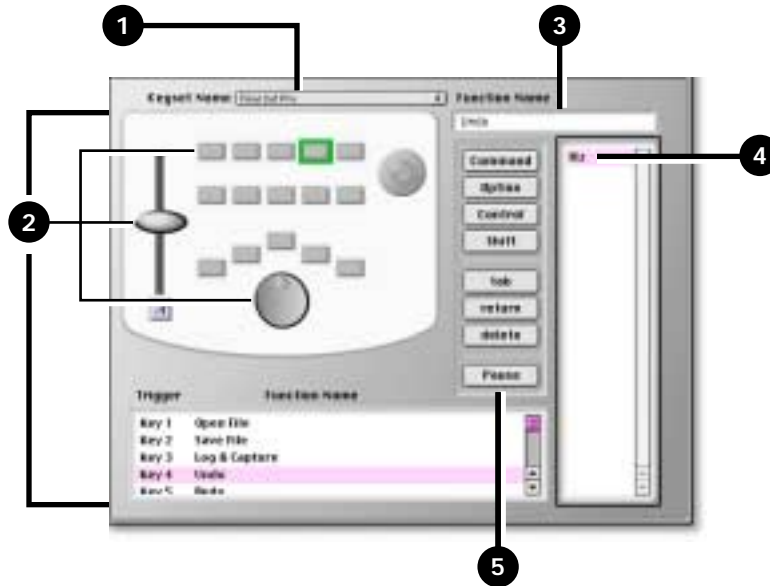
- 1.** Select the keyset you want to delete in the **Keyset Name** menu.
- 2.** Choose **File | Delete Keyset** (Windows **Ctrl+D**).
- 3.** When the confirmation message appears, click *Delete* to remove the keyset, or click *Cancel*.

## **BASIC PROGRAMMING**

This section explains the basic steps to programming the CommandPost controller. The numbers correspond to the steps described later in the section.

### ***SINGLE KEYSTROKE SEQUENCES***

Perhaps the most common operation with CommandPost is to create a *single key sequence* that includes only a single command, such as Open, Save, Import, and so forth, and apply it to one of the CommandPost buttons.



1. Choose the keyset you want to use from the **Keyset Name** menu.
2. Select the component you want to program in the *Controller Options* section or the *Trigger/Function Name* list.

To program one of the buttons, click the one you want to select. CommandPost displays a green glow around that object.

To program the Takebar or Jog/Shuttle wheel, click the corresponding image in the Controller Options section. CommandPost displays a large image of the component.

CommandPost highlights the selected key (or, trigger) in the *Trigger/Functions List*. In this case, **Key 1** is selected and highlighted.

3. Click inside the *Function Name* box and enter a name for the function you want to program.

If you select an existing function (either in the *Controller Options* area or the *Trigger/Functions List*), the name of that function appears in the *Function Name* box. You can then edit that function by changing its name and/or the key sequence assigned to it.

On **Macintosh**, the name can be up to 32 characters.

On **Windows**, the name can be up to 255 characters.

You can also press Tab to move to the different boxes rather than clicking in them.

4. Click inside the *Keystroke Entry Box*. CommandPost draws a box around the object to show it is selected.

On the Macintosh, you must press **Return** on your keyboard to activate the *Keystroke Entry Box* and the *Keyboard Options*.

On Windows, you do **not** need to press **Return** or **Enter**.

5. Enter the key sequence you want in the *Keystroke Entry Box* using, if necessary, the *Keyboard Options*.

The *Keyboard Options* let you enter the specified keys in a key sequence. Without these buttons, if you were to press **Command+N** or **Alt+N**, for example, it would be the equivalent of choosing **New Keyset** from the CommandPost **File** menu. With the *Keyboard Options* you can enter any key sequence using any of the listed keys.

6. Choose **File | Save Keyset** to save the key sequence in the keyset if you are immediately returning to the application you modified the **Keyset** for. If you do not have the application open you modified the **Keyset** for, it is not necessary to **Save** the **Keyset**.

The following sections of this chapter explain how to create various key sequences.

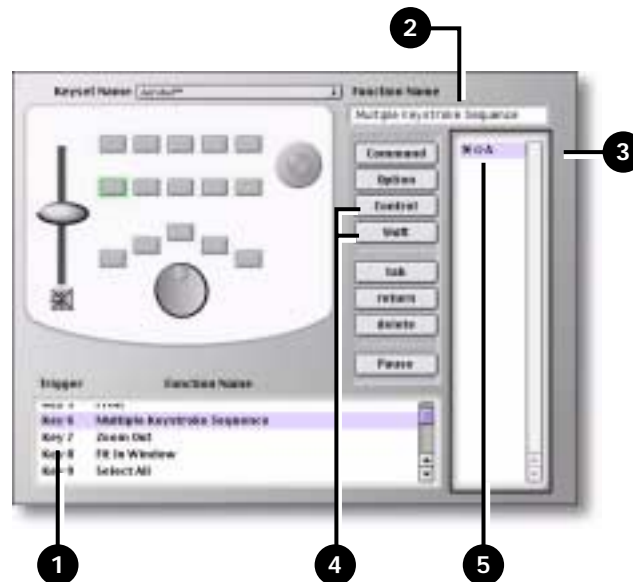
## **MULTIPLE KEY SEQUENCES**

A *multiple key sequence* is similar to a macro. It contains two or more individual keystrokes. For example, you might create a multiple key sequence that includes a **Command+Shift+A (Mac)**, **Cntrl+Shift+A (Win)** key-

stroke followed by **Option+Control+R (Mac)**, **Alt+Cntl+R (Win)**. A multiple key sequence has no practical limit on the number of key sequences it can contain. You enter a multiple key sequence in much the same way as a *single key sequence* (described above) except you must remain in the *Keystroke Entry Box* after entering each sequence—as described below.

To create a multiple keystroke sequence:

1. Select the button you want to program in the *Trigger/Function Name* list or *Controller Options* area—for this example, Key 6.

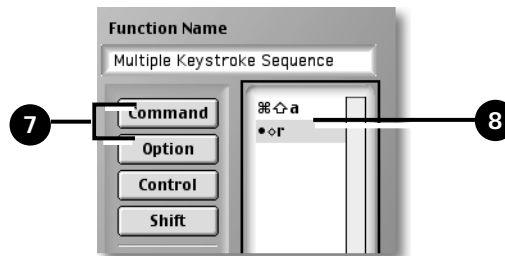


2. Click inside the *Function Name* box (or tab to it) and enter a name for the key sequence. In this example, the name is **Multiple Keystroke Sequence**.
3. Click or tab to the *Keystroke Entry Box*. CommandPost draws a box around the object to show it is selected.

On **Macintosh**, press **Return** to activate the *Keystroke Entry Box* and the *Keyboard Options*.

On **Windows**, you do **not** need to press **Return** or **Enter**.

4. Click *Command* (Mac) or *Control* (Win) then *Shift* in the *Keyboard Options* section.
5. Type the letter **A** to complete the first keystroke sequence followed by pressing **Return**.
6. To enter the next sequence, start by clicking the *Option* button, then the *Control* (Mac) or *Alt* (Win) button.



7. Type the letter **R** to complete the final sequence.
8. Choose **File | Save Keystroke** to save the key sequence in the keyset if you are immediately returning to the application you modified the **Keystroke** for. If you do not have the application open you modified the **Keystroke** for, it is not necessary to **Save** the **Keystroke**.

### ***INSERTING A PAUSE IN A MULTIPLE KEYSTROKE SEQUENCE***

You can insert a pause of whatever length you require between sequences in a multiple keystroke sequence. This gives you the ability to control the timing at which a sequence occurs—for example, when you need to provide sufficient time for your system to complete one command before initiating the next one.

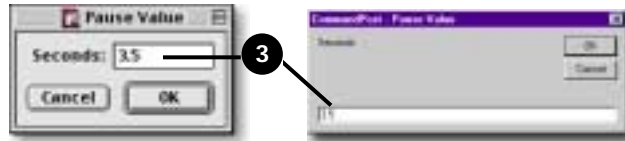
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To insert a Pause in a multiple keystroke sequence:

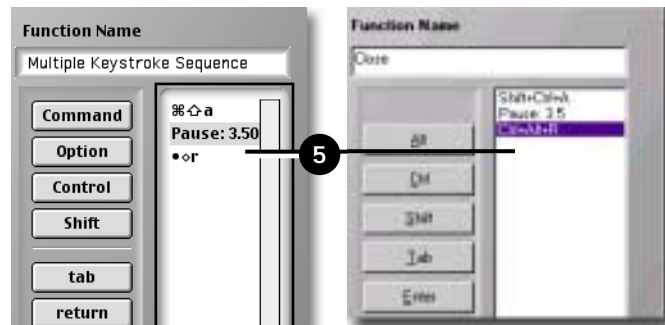
1. Follow steps 1 through 6 in the preceding example to create the first command in the sequence (**Command+Shift+A Mac, Control + Shift + A Win**). Be sure to press **Return** at the end of the sequence.

2. Click *Pause* in the *Keyboard Options* section.

CommandPost displays the Pause value dialog.



3. Enter the length of time you want for the pause (in this example, the pause is 3.5 seconds), then click *OK*.
4. Press **Return**.
5. Enter the final keystroke sequence—**Option+Control+R (Mac)** or **Alt+Control+R (Win)**.



6. Click outside the *Keystroke Entry Box* or press **Tab** to finish the multiple keystroke sequence with inserted 3.5 second pause.
7. Choose **File | Save Keyset** to save the key sequence in the keyset if you are immediately returning to the application you modified the **Keyset** for. If you do not have the application open you modified the **Keyset** for, it is not necessary to **Save** the **Keyset**.

## PROGRAMMING THE TAKEBAR

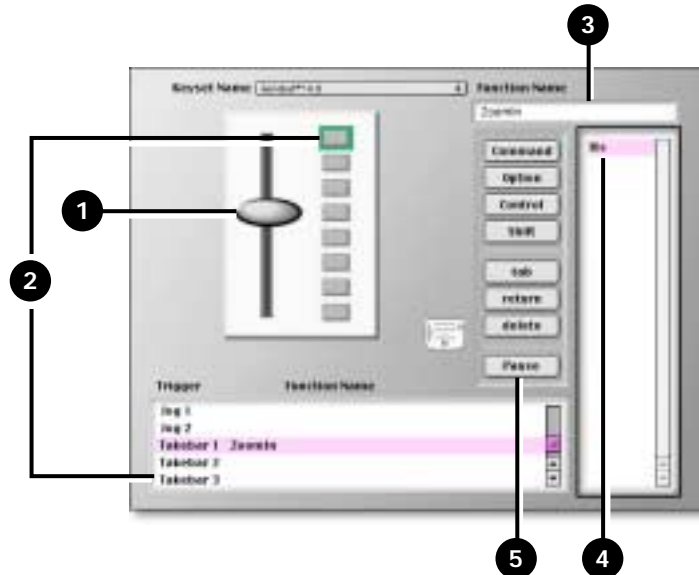
The CommandPost Takebar has eight programmable positions: that is, when you move the Takebar and it contacts any one of the eight positions, you can pro-

gram various commands to invoke at a position. The Takebar may also carry out some custom functions in certain applications. Check the FOCUS Enhancements website for more information (<http://www.FOCUS-info.com>).

To program the Takebar:

1. Click the Takebar button in the *Controller Options* section.

CommandPost displays an enlarged view of the Takebar with its eight programmable key positions.



2. Select the position (or, button) you want to program. You can select it in either the *Controller Options* area or the *Trigger/Functions List*.
3. Enter a name for the sequence in the *Function Name* box. For this example, the name is **Zoom In**.
4. Click inside the *Keystroke Entry Box*. CommandPost draws a box around the object to show it is selected.

On **Macintosh**, press **Return** to activate the *Keystroke Entry Box* and the *Keyboard Options*.

On **Windows**, you do **not** need to press **Return** or **Enter**.

5. Use the *Keyboard Options* and your keyboard keys to construct a keystroke sequence. Refer to “Single Keystroke Sequences” on page 21 for detailed instructions.

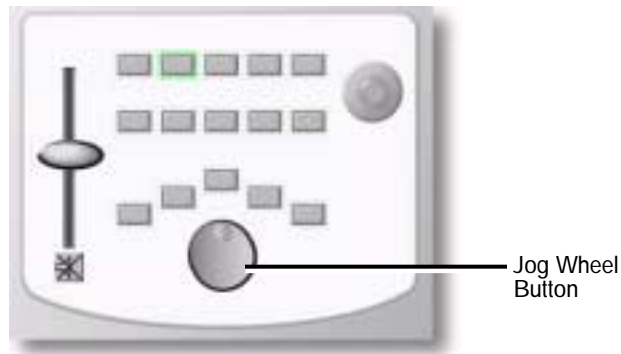
To create multiple keystroke sequences and pauses, use the procedures described earlier in “Multiple Key Sequences” on page 23 and “Inserting a Pause in a Multiple Keystroke Sequence” on page 25.

6. Click outside the *Keystroke Entry Box* or press **Tab** to finish the keystroke sequence.

## PROGRAMMING THE JOG WHEEL

To program the Jog Wheel:

1. Click the Jog Wheel button in the *Controller Options* section.

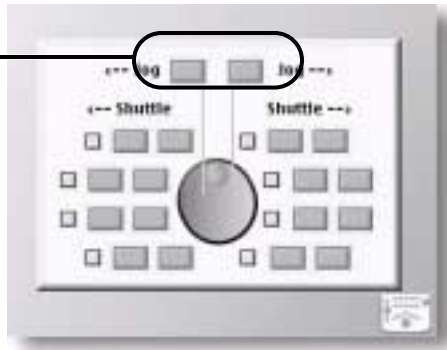


CommandPost displays an enlarged view of the Jog and Shuttle Wheel with its programmable key positions. The Jog Wheel has two programmable but-



tons. The left button controls the wheel in the counter-clockwise direction; the right button controls it in the clockwise direction.

The Jog Wheel has two programmable buttons



2. Program the Jog Wheel using the procedures you learned in the preceding sections.

To create multiple keystroke sequences and pauses, use the procedures described earlier in “Multiple Key Sequences” on page 23 and “Inserting a Pause in a Multiple Keystroke Sequence” on page 25.

3. If you are returning to the application you have just edited a keyset for, it is necessary to choose **File | Save Keyset** on **Macintosh** only. If you are returning to a different application or another keyset, it is not necessary to save the keyset.

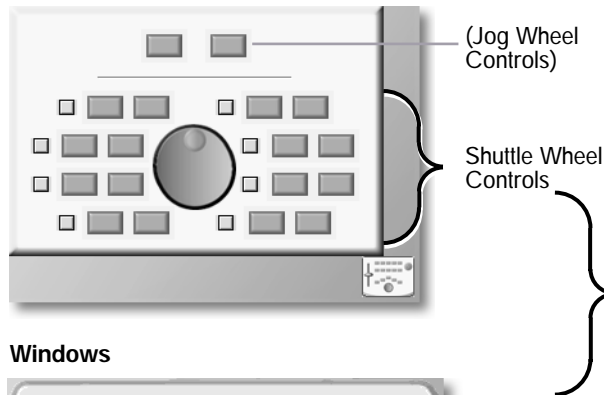
The Jog Wheel may also carry out some custom functions in certain applications. Check the FOCUS Enhancements website for more information (<http://www.FOCUSinfo.com>).

## PROGRAMMING THE SHUTTLE WHEEL

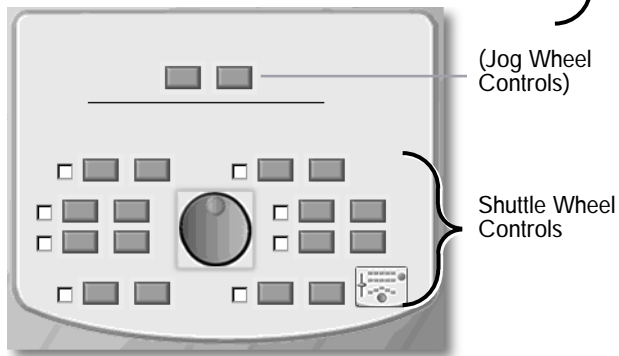
The Macintosh and Windows Shuttle Wheels have the same set of controls and options.

Figure 2: Programmable Shuttle Options

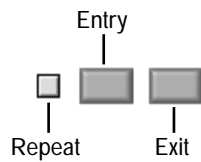
### Macintosh



### Windows



The Shuttle Wheel has eight programmable positions. Each position has two buttons—an **Entry** and an **Exit** control. You can program these separate from one another. Each position also has a **Repeat** check box.



**Entry**—actions you program for this position occur when the shuttle wheel enters that position.

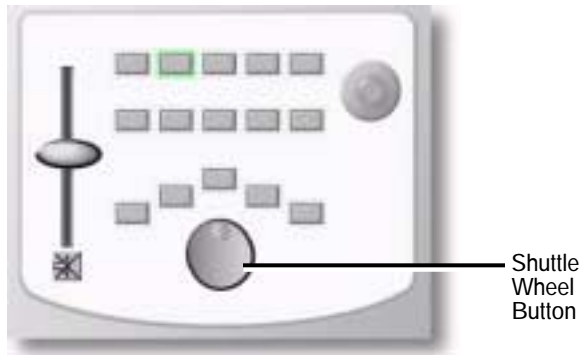
**Exit**—actions you program for this position occur when the shuttle wheel leaves that position.

**Repeat**—when selected, CommandPost repeats the programming assigned to the Entry button until you specifically terminate it—that is, you move the shuttle wheel to some other position.

---

To program the Shuttle Wheel:

1. Click the Shuttle Wheel button in the *Controller Options* section.



CommandPost displays an enlarged view of the Jog and Shuttle Wheel with its programmable key positions. See Figure 2 on page 30.

2. Program the Shuttle Wheel position using the procedures you learned in the preceding sections.

To create multiple keystroke sequences and pauses, use the procedures described earlier in “Multiple Key Sequences” on page 23 and “Inserting a Pause in a Multiple Keystroke Sequence” on page 25.

3. Click outside the *Keystroke Entry Box* or press **Tab** to finish the keystroke sequence.

4. If you are returning to the application you have just edited a keyset for, it is necessary to choose **File | Save Keyset on Macintosh** only. If you are returning to a different application or another keyset, it is not necessary to save the keyset.

The Shuttle Wheel may also carry out some custom functions in certain applications. Check the FOCUS Enhancements website for more information (<http://www.FOCUSinfo.com>).

**CommandPost**

FOCUS  
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## OTHER OPERATIONS

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This chapter explains how to perform various operations that you might find necessary from time-to-time, including:

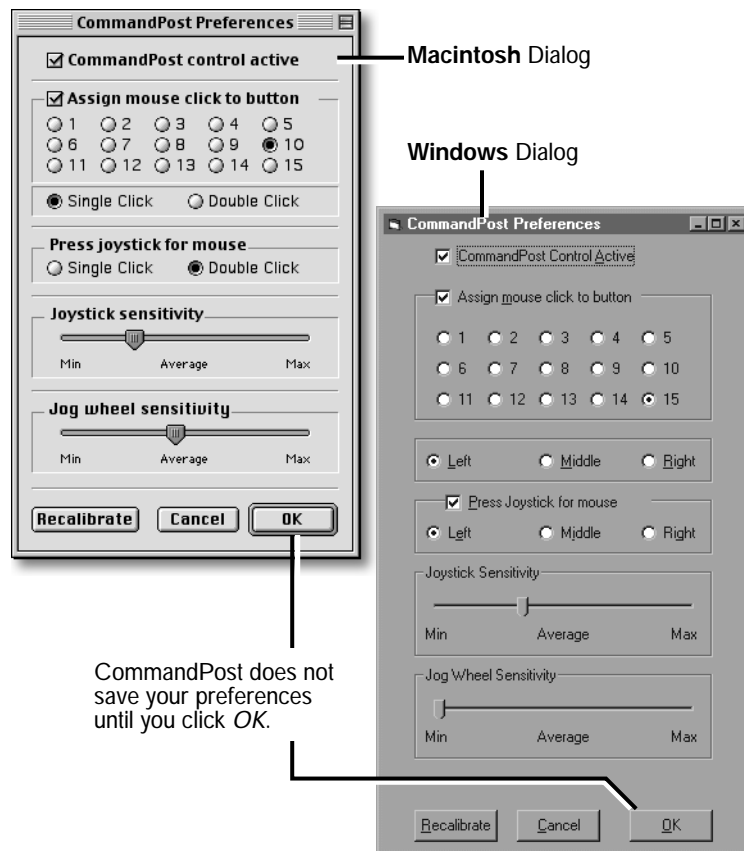
- Setting Preferences
- Adjusting System Volume
- Recalibrating the Joystick

## SETTING PREFERENCES

Use Preferences to control various aspects of the way CommandPost operates in conjunction with your system.

To set preferences:

☞ Choose **Edit | Preferences** to display the following dialog.





### *CommandPost Control Active*

Select this option to make the CommandPost controller active. Deselect the option to deactivate the controller buttons and other components.

If you deactivate the controller, then reactivate it with a **different** controller plugged in than originally calibrated, you must re-calibrate the unit. To do this, press the *Recalibrate button* (located at the bottom of the Preferences dialog) or the **Edit | Recalibrate** command to recalibrate the joystick. See “Recalibrating the Joystick and T-BAR.” beginning on page 36 for further instructions.

### *Assign mouse click to button*

You’ve already learned that you can emulate your mouse button by pressing down on the joystick. If you find this cumbersome or difficult to do, you can assign controller buttons to represent single and/or double mouse clicks.

---

#### To use this feature:

1. Select the *Assign mouse click to button option*.
2. Select the button you want to assign to a mouse click.
3. Select a button or action as follows:
  - a. On **Macintosh**, select *Single Click* to have the button represent a single mouse click, or select *Double Click* to have it represent a double-click.
  - b. On **Windows**, select the mouse button you want to assign—*Left*, *Middle*, or *Right*. You can assign only a single click to this action.

The selected button will now feature a circular indicator on the Controller Options graphic. It is not possible to program the particular button once it is assigned to a mouse click.

### *Press joystick for mouse*

Use this option to specify the result of pressing down on the joystick. You have slightly different options for Macintosh and Windows.

#### **On Macintosh:**

If you select *Single Click*, you must press down twice in succession to enter a double-click action.

If you select *Double Click*, you cannot enter a single click action using the joystick—you must use the mouse button for this action.

#### **On Windows:**

Select the mouse button you want to assign to the mouse click—*Left*, *Middle*, or *Right*. You can assign only a single click to this action.

### *Joystick sensitivity*

This slider controls the speed at which the mouse pointer travels on the screen relative to moving the joystick. If you select *Max*, the pointer moves at maximum speed.

### *Jog wheel sensitivity*

Provides the same functionality as *Joystick sensitivity* (described above) but is relative to the Jog wheel.

### *Recalibrate*

Click to recalibrate the joystick. See “Recalibrating the Joystick and T-BAR.” on page 36 for further information.

Recalibrating the joystick and T-bar is not normally necessary during normal use. However, if you replace your current CommandPost controller with a different unit you should use this recalibration feature.

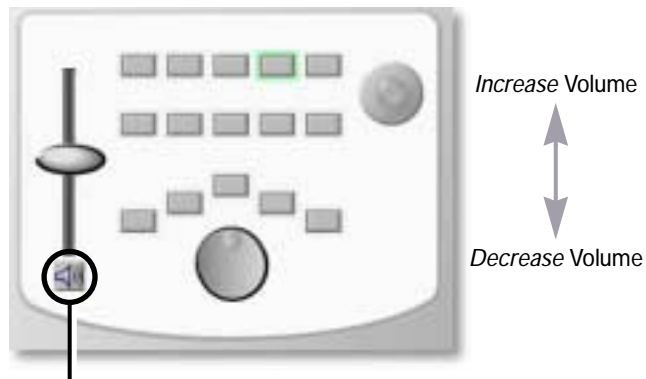
## ADJUSTING SYSTEM VOLUME

**i** Note  
This feature is available only on **Macintosh**.

You can use the Takebar to control the master volume on your computer system. You can easily turn this feature on and off as your needs require.

To use the system volume controls:

1. Select the check box immediately below the Takebar in the CommandPost window.



Select to activate System Volume control—  
deselect to deactivate the feature.

2. Move the Takebar **up** to **increase** system volume, and **down** to **decrease** system volume.
3. To deactivate this feature, deselect the check box.

When you deactivate the feature the Takebar resumes its programmed functions, if applicable.

## RECALIBRATING THE JOYSTICK AND T-BAR.

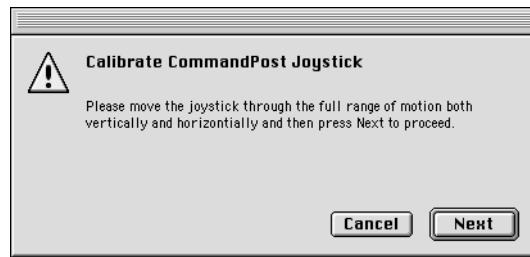
You might find it necessary at some time or another to recalibrate the joystick on the CommandPost controller. This must be done when the CommandPost is first installed on Macintosh and Windows systems.

If the mouse pointer moves erratically or fails to move at all, it might require recalibration.

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To recalibrate the joystick:

1. Working in the CommandPost application, choose **Edit | Recalibrate**, or choose **Edit | Preferences** and click the *Recalibrate* button at the bottom of the Preferences dialog. If the CommandPost software extension is properly and currently loaded in memory, the following dialog appears.



2. Rotate the joystick around its entire perimeter at least one time. You will then be asked to do the same with the Take Bar.
3. Click *Done*.

**i** Note —  
When you first load CommandPost, you will be prompted to calibrate the joystick and T-bar directly after re-boot.

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