

### Overview

The Pharos Starter Web Interface has been designed to serve as a basic custom web interface for any project to start using immediately or build off of for your own custom project. Control elements are dynamically generated based on information in your Pharos Designer 2 project file without the need to add triggers. The interface is responsive and will automatically adjust to accommodate most desktop and mobile devices screen sizes. It has also been optimised for Apple devices using their "Web App" mechanism\*. This version of the starter interface utilizes the new 1.0 API launched in Designer 2.3. The API setting can be found on the Project tab in Designer under the project properties tab at the bottom.

### Installation

Extract the files from the downloaded .zip archive. From the Project view in Designer 2, select the "Web Interface" horizontal tab. Locate the "Custom Web Interface" section and select the button labelled "Edit Files". This will open the Custom Web Interface window. Drag the "web\_interface" folder and drop it in the Custom Web Interface window. An "Assets" folder and "index.html" file should appear. You can then close this window. Next you need to check the box in the "Command Line Parser" section labelled "Parse command line submissions as Lua commands" located just below the Edit Files button. Save your project file and Upload.

#### Custom Web Interface Disabled

Files added here will be served by the controller.

Edit files...

#### Command Line Parser Disabled

Define how commands sent from the command line on the Control page of the default web interface will be parsed.



Parse command line submissions as Lua commands

Edit Custom Command Line Parser...

### Using the Interface

To access the Web Interface, simply navigate to the Controller's IP address from your web browser on your PC, Mac or mobile device. Your device and the Pharos Controller do need to be connected to the same Ethernet and/or WIFI network. Once loaded, you will have up to 5 navigation tabs at the bottom. Timelines, Scenes, group intensity sliders, colour picker and an off button will generate automatically if your project file contains these elements

Simply select a Timeline, a Scene, or choose a colour from the Colour Picker. This Interface operates with "last action takes precedence" rules. This means each Timeline, Scene or custom colour choice takes over from any previously operating lighting. Master Intensity levels will persist however they will reset to 100% when "All Off" is selected.

### Customising

Changing the Logo: Replace the "logo.svg" file located in the web\_interface/assets/images folder of the archive with your own logo with the same name. The logo file must be a vectored .svg file so the interface can scale it correctly on any screen size. Contact us if an .svg file is not possible and we can instruct you on how to use another. Other custom settings are possible. Contact us at [support@pharoscontrols.com](mailto:support@pharoscontrols.com) to discuss your needs and get guidance on making any changes that you might be interested in.

\* To use this interface like an Apple App, simply access the home page of the interface using Safari, then select from the sharing icon to "Add to Home Screen". This will place an Icon on the Home screen for quick access to the interface.