

**EXERCISE:**

Connect to and control an IP switcher

SCENARIO:

In the auditorium our client has a single projector but several sources they need to choose from for the projector to display. The client has asked us if we could add their existing switcher into the AMX system. The customer is pretty certain there is no way to control the switcher via serial but he thinks it can be controlled over IP.

OBJECTIVES:

- The IP connection should be maintained from a timeline that is created when the master reboots.
 - The IP address of the switcher (the server) will be the IP address of the computer.
- Disconnect from the switcher by closing the port on the client on the push of the “disconnect” button. The connection should be reestablished automatically.
- Ensure the use of best practices for managing the connection including:
 - Online
 - Offline
 - Onerror
 - If you get an onerror event, send the error message (not the number) to the on board amx log.
- Ensure the TP feedback and the switcher emulator are being updated anytime an input change is made on either.
- The Connected button should always show the current online state of the connection.

