# COPPERLAN MANAGER USERS MANUAL

# About

The **CopperLan Manager** is part of the **CopperLan Package** available cost free from the CopperLan website (<u>http://www.copperlan.org</u>).

This application provides different tools for the management of a CopperLan network:

- An **Overview** of the network, displaying all *machines* and their current connections.
- A *Connector* tool to add/remove connections between *device*'s *outputs* and *inputs*.
- An *Editor* tool providing a universal way to edit parameters.
- A *Snapshot* tool to store network configuration and settings.

#### DID YOU KNOW?

In CopperLan, a *machine* is any computer or embedded system running the CopperLan engine. Multiple machines are connected thanks to a standard Ethernet network.

Conversely, a CopperLan USB device depends on a host machine (computer or embedded host).

A *device* is an entity exposing some CopperLan functionality on the network. Devices can be freely connected to each other thanks to their outputs and inputs.

## **Main window**



#### **Overview tab**

The Overview tab gives a global view of the CopperLan network. It shows every CopperLan *machine*, and a summarized view of the current connections. This tab also allows editing some system parameters on devices supporting that support it.





# **Duplicates**

The Duplicate information is related to the Device's identity on the CopperLan network. Each Device has its own and unique identity based on the brand ID and Model number. The Duplicate information allows multiple instances of the same Device to be present on the network. By default, this information is handled automatically by the CopperLan Engine. But in some cases, the user may want to impose a specific value, or to use the fixed duplicate mode. A duplicate number is usually handled in hexadecimal (prefixed with '0x'), but it is allowed to type in a decimal value.

If a custom name is not defined, the default name is the Device model name followed by a dot and the duplicate value. Entering a empty name will bring back the default name.

## Groups

Group buttons can be used to assign a Device to one or more groups. By default, no group is specified so the Device is accessible from everywhere. When multiple groups are selected, the Device will be seen and could access only applications having at least one group in common.

The SuperGroup (S) can see every Device, even those not sharing any group with it.

Beware that the Manager application can itself be assigned to groups, so that it will not see any application belonging to other groups.

## **Connector tab**

The Connector tab is used to establish connections between Outputs and Inputs. Exploration is done left to right, from the Root level (showing only Root Devices that have Outputs) down to the Destination.

The virtual link between Output and Input is figured by the grey link symbol.



Adding a destination can be done from each Output. MIDI to CopperLan Device expose 19 Outputs: one for each channel, one for Clock, one for other channel free messages (such as SYSEX), and a *helper* output handling virtual MIDI cables. So it is possible to patch MIDI all over the network in a channel basis, but if you prefer you can bind a virtual MIDI cable (automatically connect all the Outputs to the related Inputs on a CopperLan to MIDI Device).

The following picture demonstrates binding between an Output and a compatible Input.

CopperLan Manager						6 ×
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## **Editor tab**

The Editor tab is a universal editor that can be used to update parameters from any CopperLan application on the network. Current value feedback is automatically synchronized from the remote device, so the parameter editing controls always reflect the current value, even another editor is used elsewhere on the network.



## **Snapshot tab**

The Snapshot feature allows saving current connections and settings from the whole CopperLan network.



### **Settings popup**



#### **About popup**



#### **Advanced features**

Activating the Developer Mode from the Settings popup makes the CopperLan Manager displaying additional item information. It is a convenient way for developers to check that their devices, inputs and outputs are correctly declared on the network.

