Configuring the JNIOR for use with the Barco Alchemy Module

Last updated: December 4, 2019

The following information describes how to use the JNIOR with the Barco Alchemy module. Please contact INTEG via e-mail at support@integpg.com or via phone at 724-933-9350 with any questions.

****You must have Barco Alchemy software version 1.2.1.5 or greater****



Barco Alchemy module

Integrated Cinema Media Processor (ICMP) - Option for Series 2 projectors

Overview

The Barco Alchemy makes an Ethernet connection to the JNIOR and can interact with the JNIOR two ways –

1) Sending relay output control commands to the JNIOR and monitoring JNIOR digital inputs

For this method, all you need to do on the JNIOR is the set the JNIOR IP address using the JNIOR Support Tool. The rest of the configuration is done on the Barco Alchemy. This method is described in **Section 1** of this document.

2) Sending commands to the JNIOR to execute macros on the JNIOR

To execute macros on the JNIOR you must load the INTEG Cinema program on your JNIOR using the JNIOR Support Tool and configure your macros using the JNIOR Support Tool. You then configure the Barco Alchemy to send commands to the JNIOR to execute the macros on the JNIOR. This method is described in **Section 2** of this document.

Section 3 of this document shows some examples of using the JNIOR commands in a Barco Alchemy play list.

Section 4 of this document contains some troubleshooting tips.

<u>Section 1 – Interacting with the JNIOR Inputs and Outputs</u>

The Barco Alchemy makes an Ethernet connection to the JNIOR so you must configure an IP address on the JNIOR. This can be done using the JNIOR Support Tool which can be downloaded from the INTEG website at the following link.

https://integpg.com/jnior-support-tool/

Please connect your JNIOR to the Ethernet network, launch the JNIOR Support Tool and go to the Beacon tab. Your JNIOR should be displayed on the Beacon tab. Right click on your JNIOR and select Configuration and enter the IP configuration for your JNIOR.

ſ	JNIOR Suppo	ort Tool - 7.9		w NOTE with the	Denne dislama		
	File View	Tools Options Beacon	Help	JNIOR Information			×
łſ	Beacon Device	s Macro Update Registry Editor	Logs				
	Serial Number	Hostname	Addre	Serial Number 61	4070322		Enable Beacon 📝
	312070054	Rick Clean Test	10.0.0	MAC Address 9C	:8D:1A:00:02:8C		"Responds to "Query New 📃
11	211027425	Rick Test 310	10.0.0				Auto Announce
11	310090009	rick	10.0.0				
1	411030010	DataLinker_Test	10.0.0	Use DHCP			
	817120012	TP-Lyon Test	10.0.0	0			
	614050022	kev-aws	10.0.0	Our Search Stress Use the following I	P Config		
"	718070022	WA-CameraCounter-Main	10.0.0	IP Addressing		DNS	
	614070322	TonysJunior2	10.0.0	-		5110	
	618080139	BT-ModbusLogging	10.0.0	IP Address	10 . 0 . 0 . 231	Primary DNS	10.0.0.4
	618080146	Tony'sJnior	10.0.0				
	918020054	Kevin_DMX_CineAsia_Dup	10.0.0	Subnet Mask	255 . 255 . 255 . 0	Secondary DNS	0.0.0.0
	814490001 814490002	WA-CameraCounter-Type3 key-datalinker	10.0.0				
"	617120264	kev-datalinker kev-snap	10.0.0 10.0.0	Default Gateway	10 . 0 . 0 . 1	DNS Timeout	5000 ms
	614050197	WA-CameraCounter-Type2	10.0.0	-	10.0.0.1	Dirio ninoda	ind in the second secon
	816080015	key-h2solutions	10.0.0				
	615080240	utility-410	10.0.0	Domain Name	inior.local		
	816080060	kev-tasker	10.0.0		for example "integpg.com"		
	814490008	ProCellution-LineSidePrinting414	10.0.0				
	716190001	production_drybox	10.0.0	Time Zone EST (-05	500) America/New_York(1)	•	OK Cancel
	816029001	production-room-temps	10.0.0			_	
	•		III	6.			
11	Jnior Count: 29	(410: 10, 412: 4, 412DMX: 1, 414:	7, 310: 4,	312: 2, 314: 1)			No JNIOR List Loaded;
ſĽ			-		the state of the State		-

Example Alchemy IP Configuration Scheme

The Barco Alchemy requires multiple IP addresses. It is very important that you configure the Barco Alchemy correctly so that it can properly communicate with the JNIOR.

Below is an example of a Barco Alchemy configuration scheme. In this example, the JNIOR would communicate with the IP scheme of 172.20.21.xxx

			nangauni
			🔊 Control
			Configuration
obal settings			Diagnostics
iobal settings			Installation
uditorium name	DC_Training_105	Edit	Server
lostname	cmp-002673	Edit	Installation
Board IP address	1		Player
DHCP	Disabled		Automation
IP Address	172.20.21.11		S Maintenance
Subnet	255.255.255.0		About
Default Gateway	172.20.21.1	Edit	•
Board IP address	2		
DHCP	Disabled		
IP Address	192.158.10.9		
	255.255.255.0		
Subnet		Edit	

Adding the JNIOR Device

To add the JNIOR as an available device to work with the Barco Alchemy, click on the Automation button on the right side of the menu under Media Server. You will see the following screen. Click on Devices.

		Navigation 8
		🔊 Control
		Configuration
		Diagnostics
		Installation
		🥯 Media Server
		🥎 Installation
Automation		Selection Player
		Automation
	Cues (Devices)	Se Maintenance
		About
Automation settings		
	Import Export	

You will then click on Add Device

Device MASTER IMAGE	Type TCP		Device configuration	
JNIOR DC TRAL AP24	JNIOR TCP			
		Device name	JNIOR DC TRAINING	
		Hostname/IP	172.20.21.41	Port 9200
		Login		
		Password		
	Mana Add device			device

You will be given an option to select the JNIOR as a device type.

Device	Create new device	wizard 💌	
MASTER IN JNIOR DC 1 AP24	Add a new device	Select a device type JNIOR TCP	
•		Next	

Click on JNIOR and then click on Next.

You will get the following pop-up window to enter your JNIOR information.

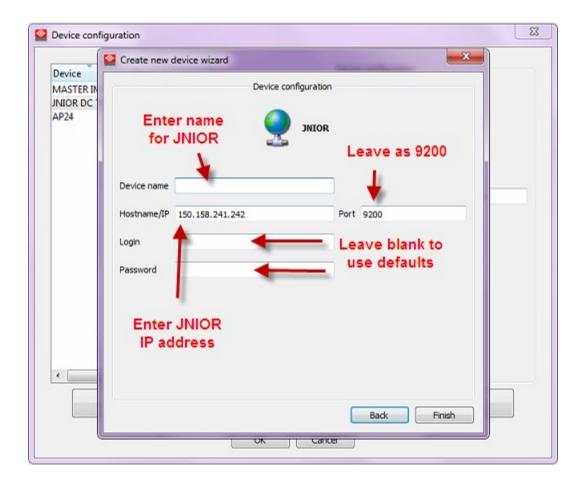
Device Name – any name you want to give to the JNIOR

Hostname/IP – must be the IP address of the JNIOR

Port – recommended to leave as 9200 (default JNIOR protocol port)

Login – leave blank (default username 'jnior' will be used)

Password – leave blank (default username 'jnior' will be used)



Controlling the JNIOR Relay Outputs

The Barco Alchemy has a set of built-in commands to control the JNIOR relay outputs. The commands that will be used are:

Set Outputs Pulse Up Pulse Down Set Up Set Down

The other commands, Clear Input Counters, Clear Input Usage Meter, Clear Output Usage Meter and Reset Input Latch are not being used at this time.

The **Execute Macro** command is described in section 2 of this document.

Device	test-sdpp ·
Command	Execute Macro
Delay (ms)	Set Outputs Pulse Up Pulse Down Set Up
Paramete	Set Down Clear input counters
JNIOR	Clear input usage meter Clear output usage meter Reset input latch Execute Macro

Set Outputs Command

This command allows you to 'set' (turn ON or OFF) 1 or more relays at the same time.

Up	= JNIOR Relay is ON and normally open contact is closed
Down	= JNIOR Relay is OFF and normally open contact is open

NOTE: Each command has the ability to enter a 'delay' of X number of milliseconds. This is the delay BEFORE the command is executed.

Device	JNIOR DC TRAINING	
Command	Set Outputs	
Delay (ms)	0 🕀	
Paramete	r Value	
Port 1	🚹 Up	•
Port 2	Unset	-
Port 3	Unset	•]
Port 4	Unset	•
Port 5	👍 Up	•
Port 6	Unset	•
Port 7	Unset	•
Port 8	Unset	•
Port 9	Unset	•
Port 10	Unset	-

Pulse Up Command

This command allows you to control one (1) JNIOR Relay Output and turn it from OFF to ON for a fixed number of milliseconds. (a pulse ON)

Automation command			
Device	JNIOR DC	TRAINING	•
Command	Pulse Up		•
Delay (ms)	0	÷ 🔨	
		161	-
Paramete		Value 1	*
Outpu	c on in Millise		×

Pulse Down Command

This command allows you to control one (1) JNIOR Relay Output and turn it from ON to OFF for a fixed number of milliseconds. (a pulse OFF)

Set Up Command

This command allows you to control one (1) JNIOR Relay Output and turn it from OFF to ON and it will stay ON (latch) until controlled again.

		nmand	
	Device	INIOR DC TRAINING	-
•	Command	iet Up	-
*	Delay (ms)		
(A)			
A T	Parameter	Value	
	Output	1	A. ¥

Set Down Command

This command allows you to control one (1) JNIOR Relay Output and turn it from ON to OFF and it will stay OFF (latch) until controlled again.

Building User Cues

The following describes how to add the JNIOR relay output control functions to the Barco Alchemy so that they can be used in a play list.

The commands in the Barco Alchemy are put into 'groups' and each group can have certain parameters.

From the Cue Editor, go to the User Cues tab and you can manage your groups.

Clicking on the Add button will create a new group as shown below.

User cues	System cue	Input cues	5. E M	
4 0	MASTERIMA	GE		
- 0	3D ST	Group management	Delay	
4 6	Intermissie B Int B Int	🗎 🛧 🦊 🗶	Group parameters	
4 6	Int rig via JNI	Name	Group name :	
- 0	K ₀ go ♥ lic	Auro 11.1 MASTER IMAGE Intermission	Can be triggered manually	
4 0	Projector	Intermission rig via JNIOR Projector	Can be inserted in SPL	
	💽 La	Lights New group	SPL behavior : State based *	
	La C La D C Z 39 Sc T 85 fla	Conten group		
4 6	Lights			
	♀ on ♥ Lig		ОК	
	Group	Add Delete	Edt	

You can give your group a name (Curtains in the example picture below). You can also set the Group Parameters.

🖹 🛧 🐥 🖊	Group parameters	
Name	Group name :	Curtains
Auro 11.1 MASTER IMAGE	Can be triggered manual	у 🔽
Intermission rig via JNIOR	Can be inserted in SPL	V
 Projector Lights 	SPL behavior :	State based 🗸
Curtains		State based Punctual Cumulative

Below is a description of the Group Parameters as part of the User Cues.

User Cues

A user cue type must be defined in a group of cues (e.g. Light, Projection lamp, etc.) in order to present the cues to end users with additional settings.

Group Name	Name of the group in the Web Commander or Commander app application
Can be	"Checked" means the end user can trigger the manually.
triggered manually	"Unchecked" means that the cue only can be triggered via a SPL.
Can be inserted in	"Checked" means the end user can use (insert) the cues of this group in a Show play list via Web Commander or Commander app.
SPL	"Unchecked" means the end user cannot use the cues of this group in a Show play list via Web Commander or Commander app.
SPL Behavior	 This option affects the behavior of Cues during positioning in a show: State based: Only the last Cue is executed. Punctual: All previous Cues before the positioning are ignored.
	 Cumulative: All previous Cues before the positioning are accumulated and

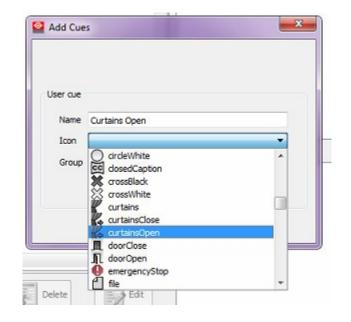
NOTE: The default SPL Behavior is "Punctual".

executed.

ue editor						
User cues	System cues	Input cues				
	3D START 30 3D STOP3D	D		Device	Command	Delay
4 0	Intermission B Intermiss B Intermiss	tion 10min	Add Cues		×	
	Intermiss rig via JNIOR gordijn d plichten u Projector lamp on Lamp off Dowser (239 Scope	licht it f Dpen	User cue Name Icon Group Ocurtains		•	
4 0	239 Scope 185 flat Lights ♀ on ♥ Lights Of	ff	ОК	Cancel		
	Curtains		Delete Edit	-		

After you have created your Group, you can then add 'cues' to each group.

The cues must be given a name (Curtains Open in this example) and you must also select an icon.



Next you configure your Cue command. The command must be associated with a 'device', the JNIOR for our purposes.

User cues System cues Input cues 10 STOP3D Intermission Device Intermission 10min Device Intermission 20min Device Dowser Open Dowser Close Intermission 20min Dights Intermission 20min Device	ue editor	Add new command		
	 sto STOP3D Intermission Intermission 10min Intermission 15min rig via JNIOR gordijn dicht lichten uit Projector lamp on Lamp off Dowser Open Dowser Close Scope flat Lights on Lights Off Curtains 	Device MASTER IMAGE Sommand JNIOR DC TRAINING AP24 Delay (ms) GPIO PLAYER	hand	Delay

Then you select one of the available Commands (Pulse Up shown below) and configure the Command (pulse relay output 4 for 500 milliseconds in the example below).

e editor		Add new co	mmand		×		
User cues	System cues Input cues 3D STOP3D	Automation of	ommand				
4 0	Intermission	Device	JNIOR DC TRA	INING	•	hand	Delay
	Intermission 5min Intermission 10min	Command	Pulse Up		-		
	B Intermission 15min	Delay (ms)	0 🖨				
4 0	rig via JNIOR						
	gordijn dicht Iichten uit	Paramete	1	Value			
4 0	Projector	Outpu		4	<u>A</u>		
	Iamp on	Durati	on in Milliseco	500	•		
	Lamp off						
	Dowser Close						
	239 Scope 185 flat						
	Q on						
	Lights Off						
4 0							
2	Group Add		ОК	Cancel			
• •	Lights O on O Lights Off Curtains Curtains Open						

Monitoring the JNIOR Digital Inputs

The JNIOR digital inputs can be monitored by the Barco Alchemy and act as triggers to change the mode of the server (Play, etc.) and call an automation cue (macro of automation cues) on the ICMP. The digital inputs and functions are configured in the Cue Editor on the Input Cues tab.

On the Input Cues tab you have the ability to add two kinds of input cues: GPI or virtual inputs from the JNIOR

User cues	System cues	Input cues	5				
⊿ GPIC							
	On Input 1 Up				Device	Command	Delay
	On Input 2 Up						
	On Input 3 Up						
G G		_		()	4		
	roup	Add	Delete	Edit			

For the JNIOR, you add "JNIOR inputs" by selecting the Automation device: JNIOR OS

	cues			
 GPIO On Input 1 Up 		Device	Command	Delay
On Input 2 Up On Input 3 Up				
on input 5 op	Add Cues		×	
	Input cue			
	Automation device JNIOR OS			
	Event		•	
	ОК	Cancel		
	6			

You then select an Event and you have 32 events possible:

- a. 16 inputs Up
- b. 16 inputs down

User cues System cues Input cues			
 GPIO On Input 1 Up On Input 2 Up On Input 3 Up JNIOR OS On Input 1 Up On Input 1 Dp On Input 10 Up On Input 16 Up On Input 16 Down 	Device	Command	Delay
Group Add Delete Edit			

Next you add an action (command) to an input cue

e editor								
User cues	System cues	Input cues			n 🗎 🗟 🗶			
GPIO JNIOF	On Input 1 U On Input 2 U On Input 3 U	p p own Jp	Add new co Automation co Device Command Delay (ms)	ommand		• •	and	Delay
Gro	pup	Add		OK	Cancel			

You first select the Device (e.g. Player) and then select the command (e.g. Play)

ue editor		
User cues System cues Input cues	🗎 🛃 🗶	
 GPIO On Input 1 Up On Input 2 Up On Input 3 Up JNIOR OS On Input 1 Up On Input 1 Down On Input 16 Up On Input 16 Up On Input 16 Down 	Add new command Automation command Device PLAYER Command Play Delay (ms) 0	Delay
Group Add		

For the following configuration, when JNIOR digital input 1 goes 'up' (from 'off' to 'on'), the Player will receive the Play command.

Jser cues System cues Input cues	X 🗟 🖆 🗖		
On Input 1 Up On Input 2 Up On Input 3 Up	Device PLAYER	Command Play	Delay 0
 JNIOR OS On Input 1 Up On Input 1 Down On Input 16 Up On Input 16 Down 			
Group Add Delete			

Section 2 – Triggering Macros on the JNIOR

In addition to controlling individual relays on the JNIOR, you can send commands from the Barco Alchemy to the JNIOR and have the JNIOR execute macros stored on the JNIOR.

To execute macros on the JNIOR, the INTEG Cinema program will have to be installed.

<u>NOTE</u>: There are two different versions of the Cinema program and you must install the appropriate version for your JNIOR type:

JNIOR Series 3 – Models 310 and 312 – utilize Cinema.JNIOR JNIOR Series 4 – Models 410 and 412 – utilize Cinema.JAR

Installing the Cinema Program

The Cinema program is installed using the JNIOR Support Tool. The JNIOR Support Tool can be downloaded from the INTEG website at the following link. Please download the file and double click on it to install.

http://www.integpg.com/jnior-support-tool/

The latest Cinema 'update project' can be found near the bottom of our Cinema downloads page at the following link.

Cinema.Jar Download

Please download the zip file, but do NOT unzip it. Go to the Update tab in the JNIOR Support Tool and click on the Open Project link and then navigate to where you saved the update project. The JNIOR Support Tool will unzip the project. Then click Publish Update to JNIOR and select your JNIOR.

NOTE: If this is the first time you are installing the Cinema program on your JNIOR, it is recommended that you leave all the steps checked and then you can configure the Cinema program for your application. If you have already installed the Cinema program, then you only want the first and last steps checked so that the Update project does not change any of your current configuration items. Please see the examples below.

Updating Cinema.Jar

JNIOR Support Tool - 7.9	Charles Provide Strongs	
File View Tools Options Update Help Beacon Devices Macro Update Registry Editor Logs Snapshot		
🔄 🕞 Open Project 🛛 🔓 Close Project 📝 Edit Project Configuration 📀	Publish 💿 Cancel	C:\Users\VMOEE-Demo\Downloads\Cinema-3.6-14aug2019.zip
Step V Cinema-3.6-14aug2019 V Load Cinema 3.6 V Run Key V Reboot	Status	
•		

The Bacro Alchemy will send 'Execute Macro' commands to the JNIOR through the same connection utilized for controlling the JNIOR relay outputs and monitoring digital inputs. This connection was previously described in this document.

The JNIOR can contain many 'macros' and up to 200 different 'actions' that can be utilized in the JNIOR macros.

The 'actions' can contain commands to control the JNIOR relays and commands that are sent to 'devices' that are controlled by the JNIOR via anEthernet connection and/or a serial connection. The devices can include:

- Digital cinema projectors
- LCD projectors
- Sound processors
- Scalars
- Digital cinema server
- Any Ethernet device via custom commands (ASCII or HEX commands)
- Any serial device via custom commands (ASCII or HEX commands)

Below is a picture of a typical macro file containing multiple macros and controlling multiple devices.

pen Local File Open Remote	<u>e File – Cl</u>	egistry Editor Logs Snapshot <u>Dese Save As Publish to JNIOR Link I</u> s\rshulkosky.INTEGPG2\Application Data		oort Tool\Files\macro_Cinema Action View	s_Sample_rev0.csv		
Macro Name 🔺 … Preshow Start	Timing	Action Description		Name Lights Mid	Device ROUT 1	Action Close Pulse	Data
				Lights Off	ROUT 2	Close Pulse	1
Preshow End START FLAT			Timing	Lights On	ROUT 2 ROUT 3	Close Pulse	1
	00:00	Projector Lamp On	+ Min	Spare	ROUT 4	Close Pulse	1
Dowser Open	00:02	Projector Open Dowser		Spare	ROUT 5	Close Pulse	-
Projector Channel 1	00:04	Projector Send Macro FLAT	+ Sec	Spare	ROUT 6	Close Pulse	1
Lights Mid	00:06	ROUT 1 Close Pulse 1 sec(s)	- Sec	Masking Flat	ROUT 7	Close Pulse	1
Masking Flat	00:07	ROUT 7 Close Pulse 1 sec(s)	· Sec	Masking Scope	ROUT 8	Close Pulse	1
CP750 Digital	00:09	Audio CP750 Input Mode dia 1	- Min	Movie Start Signal	DIN 4	Soft Pulse	1
■ START SCOPE		·······		Dowser Close	Projector	Close Dowser	
START 3D FLAT				Dowser Open	Projector	Open Dowser	
START 3D SCOPE			<-	Lamp On	Projector	Lamp On	
EATURE			<u> </u>	Lamp Off	Projector	Lamp Off	
- CREDITS				Projector Channel 1	Projector	Send Macro	FLAT
END END				Projector Channel 2	Projector	Send Macro	SCOPE
EXTERNAL			Up	Projector Channel 3	Projector	Send Macro	3D_FLAT
FIRE ALARM			Dn	Projector Channel 4	Projector	Send Macro	3D_SCOPE
				Projector Channel 7	Projector	Send Macro	PRESHOW_FLA
				CP750 Digital	Audio_CP750	Input Mode	dig_1
				CP750 Non Sync	Audio CP750	Input Mode	non_sync

ue editor User cues System cues	Input cues	5 = M		
47 (TOD20		. 🗎 🛃 🗶 🔜		
4 O Intermissi	up management	-	×	Delay
Ø Int Ø Int ▲ ● rig via JNIt) 🛧 🦊 🗶	Group parameters		
▲ ● Projector ●	me Auro 11.1 MASTER IMAGE Intermission	Group name : Can be triggered manually	JNIOR Macros	
	rig via JNIOR Projector Lights Curtains	Can be inserted in SPL SPL behavior :	Punctual	
⊥85 fla ▲ O Lights ♀ on	JNIOR Macros			
Liç Curtains Cu		ОК		J
Group	Add Delete Edit			

You can create a new Group to contain the commands for executing JNIOR macros.

After you create the group, you then click on the Add new command button and get a window to select the Execute Macro command.

Cue editor	Add new command	-)
User cues System cues Input cues	Automation command Device test-sidpp Command Execute Macro Delay (ms) Pulse Up Pulse Down Set Up Paramete Set Down Oteor input counters JNUOR Clear input usage meter Reset input latch Execute Macro	and Delay
Group Add	OK Cancel	

After you select the "Execute Macro" command, you will get a window where you can enter the name of the macro stored on the JNIOR to be executed.

You can then build this command into your playlist on the Alchemy.

	ommand	244		
Device	test-s	dpp		
Command	Execu	te Macro		
Delay (ms)	0			
Paramete	er (Value	
JNIOR	Macro	5		

<u>Section 3 – Building a Play List Using the JNIOR Commands</u>

By clicking on the Control button, you can see your groups and the commands in each group.

BARCO		About	Settings	1 admin -
Dashboard Player	Image: Control Image: Control Image: Control Image: Control Show Editor Status			er
	Scope IIat			
	Lights			
	Q on Lights Off			
	Curtains			
	Curtains Open			
	JNIOR Macros			
	Show Start			

From the Show Editor button, you can drag your commands into your play list. You can have commands for controlling relays and executing macros on the JNIOR.

BARCO	Ð					\sim				🕈 About 🗢	Settings	1 a	idmin +
Dasht		Player	FFF Control	Content	↓ Ingest	Show Editor	Sicheduler	- ∕↓ - Status				ĺ	đ
自 s	hows	Clips	Special	♥ Cues			*Untit	led				×	•
No	sorting		• Qs	Search		0	00:00:	:00	Black		0	Â	.≜ ♥
B	Dowser	Open					L;	>	+00:00:00	Show Start		ô	
	Dowser	Close				d_v ∀	00:00:	:05	Barco-st	tinger-4K_ADV_F_XX-EN_BE		ŵ	Å V
239	Scope					d_v ∀	L;	>	+00:00:00	Lights Off		î	
185	flat					d_v ∀							
Q	on					d_v ∀							
Ø	Lights O	110											
₽.	Curtains	open				÷							
	Show St	tart				d_v ∀	Total dura	tion 00:0	00:27				

Section 4 – Testing and Troubleshooting Tips

The following are some general tips that can be used to help test and troubleshoot your Barco Alchemy – JNIOR digital cinema system.

Testing a macro on the JNIOR

You can trigger a macro on the JNIOR without using the Barco Alchemy server to make sure your macro is configured and working properly. The Macro Execution tool can be launched by 'right-clicking' on your JNIOR in the Beacon tab and selecting Macro Execution or by going to the Tools pull down at the top and selecting Macro Execution.

File View	Tools	Options Beacon	Help
Beacon Devic	М	lacro Execution	ditor Logs Snapshot
Serial Numbe	c	ommand Line	ddress SubnetMask

The Macro Execution tool is shown below. Type the name of your macro in the box (it is NOT case sensitive) and then click on the Connect button and the Send button. The Macro Execution tool will send the execute macro command to the JNIOR.

HEX String	or Number	
IP Address	0.0.0.0	Send
IP Address User Name		Send
User Name		Send

There are a variety of logs on the JNIOR. One of the logs is called jniorsys.log. When the Barco Alchemy makes the standard JNIOR connection to port 9200, the connection will be logged in jniorsys.log

To look at the log, open a Telnet (Command Line) window to the JNIOR and type:

cat jniorsys.log

The content of the log will be displayed. In the screen picture below, you can see where the Barco Alchemy connected and successfully logged in.

You can also use the netstat command to verify that the Barco Alchemy is connected as also shown in the screen picture below.

10/23	/14 13:4	4:40.250	, 172	.20.21.11:44987	'jnior'	login	successful	(ID = 128)
				.20.21.11:44989				
10/23/	/14 13:4	4:56.168	, 172	.20.21.11:44987	client	discon	nected	100 C 100 C 100 C 100 C
jr2130	070671 /	> netstat	t					
Connec	ction co	unt: 9						
Loca	al Port	Remote 1	Port	Remote IP				State
1:	23							LISTEN
2:	21							LISTEN
3:	9200							LISTEN
4:	9025							LISTEN
5:	502	2						LISTEN
6:	08							LISTEN
7:	23	5	0753	172.20.21.81				ESTABLISHED
8:	9200	4	4989	172.20.21.11	-	_		ESTABLISHED
9:	9200	5	0730	172.20.21.81				ESTABLISHED
jr2130	070671 /	> ?						
4					11			