## Configuring the JNIOR for use with the Barco Alchemy Module

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The following information describes how to use the JNIOR with the Barco Alchemy module. Please contact INTEG via e-mail at <u>rshulkosky@integpg.com</u> or via phone at 724-933-9350 extension 20 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.

## http://www.integpg.com/support/jnior/

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.

	> IP Address	SubnetMask	MAC Address	OS Version	Last Announced
1010710 JNIOR	192.168.1.201	255.255.255.0	00:60:35:11:35:6a	4.3.417.1008	5/7/2012 10:03:28 PM
JNIOR Information	1			- • ×	l l
	010710		E	Enable Beacon 🔽	
MAC Address 00:6	60:35:11:35:		Responds to	o "Query New" 🔽	
			A	Auto Announce 📃	
0.11.01.00					
O Use DHCP	- "				
<ul> <li>Use the following IP (</li> </ul>	Config				
IP Addressing		DNS			
IP Address	192 . 168 . 1 . 201	Primary DNS	0.0.	0.0	
Subnet Mask	255 . 255 . 255 . 0	Secondary DN	VS 0.0.	0.0	
Default Gateway	0.0.0.0	DNS Timeout	5000	ms	

## **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
iobai seturigs			Installation
uditorium name	DC_Training_105	Edit	Server
lostname i	cmp-002673	Edit	Installation
Board IP address	1		Player
DHCP	Disabled		Automation
IP Address	172.20.21.11		Se Maintenance
Subnet	255.255.255.0		About
Default Gateway	172.20.21.1	Edit	- About
Board IP address			
DHCP	Disabled		
	192.158.10.9		
IP Address			
IP Address Subnet	255.255.255.0	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
		🕮 Control
		Configuration
		Diagnostics
		Installation
		Server 😂 Media Server
		🧤 Installation
Automation		Selection Player
Automotivi		Automation
	Cues Devices	S Maintenance
		About
Automation settings		
	Import Export	
Automation settings	Import Export	

You will then click on Add Device

Device configurati	on				×
Device	Туре		Device configur	ation	
MASTER IMAGE	TCP				
JNIOR DC TRAL	JNIOR		A 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	IOR	
AP24	тср		<b>X 1</b>	IOK	
		Device name	JNIOR DC TRAINING		
		Hostname/IP	172.20.21.41	Port 9200	
		Login			
		Password			
•					
$\subset$	Add device			Delete device	
		ОК	Cancel		

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

	Create new device	wizard	<b>x</b>	
Device 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.



## 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	1
Port 1	👍 Up 🔹	-
Port 2	Unset	-
Port 3	Unset	1.
Port 4	Unset	-
Port 5	🚹 Up 🗣	-
Port 6	Unset	7
Port 7	Unset	•
Port 8	Unset	-
Port 9	Unset	-
Port 10	Unset	Ĩ.

## **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)

Device	JNIOR DC TRA	ATNING	-
		AUNING	•
Command			•
Delay (ms)	0 🜩		
Paramete	47	Value	
Outpu		1	*
	on in Milliseco	500	\$

#### **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.

Automation c	ommand	
Device	JNIOR DC TRAINING	•
Command	Set Up	
Delay (ms)	0 🖨 🔨	
Paramete	r Value	
Outpu	t 1	-

#### 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 au	les	System cues Input cues	1
4	0	MASTER IMAGE	· / / / / / / / / / / / / / / / /
		3D ST 3D ST 3D ST	Delay
	0	Intermissi Int 🔮 🏠 🐺 💥	Group parameters
		3 Int Name	Group name :
		rig via JNE g g v lic Projector lar D La D Dc 155 fla	Can be triggered manually  Can be inserted in SPL SPL behavior : State based
	· · · · ·	Lights on Lig	OK dt

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	y 🔽
<ul> <li>Intermission</li> <li>rig via JNIOR</li> </ul>	Can be inserted in SPL	
<ul> <li>Projector</li> <li>Lights</li> </ul>	SPL behavior :	State based 👻
Ourtains		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	<ul> <li>This option affects the behavior of Cues during positioning in a show:</li> <li>State based: Only the last Cue is executed.</li> <li>Punctual: All previous Cues before the positioning are ignored.</li> </ul>
	<ul> <li>Cumulative: All previous Cues before the positioning are accumulated and</li> </ul>

NOTE: The default SPL Behavior is "Punctual".

executed.

User cu	es	System cues	Input cues			1 BX		
	_	3D START 30 3D STOP3D	)		*	Device	Command	Delay
	0	Intermission Intermiss Intermiss Intermiss	ion 10min	Add Cues	8		<b>x</b>	
4	Θ	rig via JNIOR K gordijn d V lichten u	icht	User cue				
1	Θ	Projector Projector I amp on Lamp off Dowser C Dowser C	pen	Name Icon Group	<ul> <li>Curtains</li> </ul>			
	Θ	239 Scope 185 flat Lights On			ОК	Cancel		
	0	Lights Of Curtains	t	<u></u>	-			
0	6	iroup	Add	Delete	Edt			

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.

ue editor	Add new command	1	
User cues System cues Input cues 30 STOP3D 1 Intermission Smin Intermission 10min Intermission 10min	Automation command Device Command Delay (ms) Delay (ms) PLATER PROJECTOR	) and	Delay
Group Add	OK Cancel	-	

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).

ue editor			Add new co	mmand		×		
User cues	System cues 30 STOP3D	Input cues	Automation o	ommand				
• 0	Intermission B Intermis	sion Smin	Device	JNIOR DC TRAI	NING	•	hand	Delay
	Intermise Intermise	sion 10min	Command Delay (ms)			•		
4 0	rig via JNIOR		Paramete		alue			
4 0	Projector	it	Outpu			-		
	Iamp on		1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	on in Milliseco 5	00	-		
	Dowser (							
	239 Scope 185 flat							
4 0	Lights Q on							
4 0	Curtains							
	Group	Add						
				ОК	Cancel		-	

# **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

e editor							
User cues	System cues	Input cue	s				
▲ GPIC					-		
	On Input 1 U				Device	Command	Delay
	On Input 2 U						
	On Input 3 U	p					
0	oup	Add	Delete	Edit			
(25)			Delete				

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

User cues	System cues	Input cues					
GPIO	On Input 1 Up On Input 2 Up	р			Device	Command	Delay
	On Input 3 Up	° [	Add Cues			<b>x</b>	
			Input cue				
			Automation de	vice JNIOR OS			
				<u>.</u>			
				ОК	Cancel		
						_	
	oup		Delete	Edit			

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

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

Jser cues System cues Input cues			
<ul> <li>GPIO</li> <li>On Input 1 Up On Input 2 Up On Input 3 Up</li> <li>JNIOR OS</li> <li>On Input 1 Up On Input 1 Down On Input 16 Up On Input 16 Down</li> </ul>	Device	Command	Delay
Group Add Delete Edit			

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

Cue editor Cue editor		23
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 Down	Add new command  Automation command  Device  Command  Delay (ms) 0	nd Delay
Group Add	OK Cancel	

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

Cue editor		X
Cue editor		
User cues System cues Input cues	🗎 🛃 🗶	
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 Down	Add new command  Automation command  Device PLAYER  Command Play  Delay (ms) 0	mand 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.

User cues System cues Input cues	- 🗎 🛃 🗶		
<ul> <li>GPIO</li> <li>On Input 1 Up</li> <li>On Input 2 Up</li> <li>On Input 3 Up</li> <li>JNIOR OS</li> </ul>	Device PLAYER	Command Play	Delay 0
On Input 1 Up On Input 1 Down On Input 16 Up On Input 16 Down			
Group Add Delete Edit			

# 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/support/jnior/

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

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

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.

#### Installing the Cinema program the first time (typical)

Leave ALL the steps checked.

Beacon D	Devices Macro Update Registry Editor Logs Snapshot
Open Proje	ect Close Project Edit Project Configuration Publish Update to JNIOR Cancel
Current Pro	ject : C:\Documents and Settings\rshulkosky.INTEGPG2\Application Data\INTEG\JNI
Step	Status
🖃 🔽 Cin	ema.JNIOR_Release_2.22.914.1758_REVISED
···· 🖌	Load Cinema.JNIOR 2.22.914.1758
···· 🗸	Set Run Key
🗸	Disable Client as Serial
···· 🗸	Disable Fire Alarm Input
···· 🗸	Disable Fire Alarm Reset
🗸	Disable Pushbutton Input
···· 🗸	Disable Feature Soft Start
	Disable Preshow Lock
···· 🗸	Disable Timer - Fire Alarm Clear Message
···· 🗸	Disable Timer - Fire Alarm Message
🗸	Disable Timer - Movie Off Message
	Disable Timer - Movie On Message
···· 🗸	Disable Timer - Preshow Active Message
	Disable Timer - Preshow Inactive Message
	Enable Client Query Function
	Reboot to Start Program

#### **Updating the Cinema program (typical)**

Only check the first and last steps so that none of your configuration items are changed.



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 Remot /orking File : C:\Documents a	<u>e File – Cl</u>	egistry Editor Logs Snapshot <u> Save As Publish to JNIOR Link (</u> s\rshulkosky.INTEGPG2\Application Data <sup>1</sup>	<u>Devices</u> INTEG/JNIOR Supp	Decoder for the	a_Sample_rev0.csv		
acro View		1.0.2 20		Action View	Devier	A 41	Data
Macro Name 🔺	Timing	Action Description	17	Name	Device	Action	Data
Preshow Start				Lights Mid	ROUT 1	Close Pulse	1
Preshow End			Timing	Lights Off	ROUT 2	Close Pulse	1
START FLAT			+ Min	Lights On	ROUT 3	Close Pulse	1
Lamp On	00:00	Projector Lamp On	TPINT	Spare	ROUT 4	Close Pulse	1
Dowser Open	00:02	Projector Open Dowser	+ Sec	Spare	ROUT 5	Close Pulse	1
Projector Channel 1	00:04	Projector Send Macro FLAT		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)		Masking Scope	ROUT 8	Close Pulse	1
CP750 Digital	00:09	Audio_CP750 Input Mode dig_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	
E FEATURE				Lamp Off	Projector	Lamp Off	
CREDITS				Projector Channel 1	Projector	Send Macro	FLAT
∃ END			Up	Projector Channel 2	Projector	Send Macro	SCOPE
EXTERNAL			Op	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

User cues	System cues	Input cues	🛍 🛃 📈		
4 0 k	3D STOP3D		*		Delay
	🕑 Int 🎴	Group management	and the second s	×	Denay
⊿ ⊜ ri	🕃 Int 🕃 Int g via JNI	🛍 🛧 🦊 🖊	Group parameters		
	Ko ga	Name	Group name :	JNIOR Macros	
⊿ ⊕ P	rojector	<ul> <li>Auro 11.1</li> <li>MASTER IMAGE</li> </ul>	Can be triggered manually		
	ar lar	Intermission	Can be inserted in SPL		
	Da Da	<ul> <li>rig via JNIOR</li> <li>Projector</li> </ul>			
	239 Sc	<ul> <li>Lights</li> <li>Curtains</li> </ul>	SPL behavior :	Punctual 👻	
	185 fla	<ul> <li>JNIOR Macros</li> </ul>			
4 0 L	ights ♀ on				
	V Lig		ок		
4 0 0	urtains		UN		
Gro Gro	pup	Add Zelete	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	1	
User cues System cues Input cues	Automation command Device test-sdop • Command Execute Macro • Delay (ms) Pulse Up Pulse Up Pulse Up Paramete Set Down Clear input counters JNIOR Clear input counters JNIOR Clear input usage meter Clear output usage meter Clear output usage meter Clear output usage meter Reset input latch Evecute 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.

utomation o	ommand					
Device	test-sdpp	-				
Command	Execute Macro					
Delay (ms)	0					
Paramete	r Macro	Value				

# <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	<ul> <li>Settings</li> </ul>	1 admin -
Dashboard Player	till         till <thtill< th="">         till         till         <tht< th=""><th></th><th></th><th>ď</th></tht<></thtill<>			ď
	Scope III flat			
	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.

BARG	•					$\sim$					S About Se	ttings	1	admin -
Dasht		<b>P</b> layer	111 Control	Content	L Ingest	Show Editor	Scheduler	- <b>∫</b> γ Status					ľ	Ð
₿s	hows	Clips	Special	♥ Cues		$\smile$	*Untit	led					×	•
No	o sorting		• Qs	Search		C	00:00:	00	E! Black			0	俞	A V
D	Dowser	Open				<^Å⊳ ∀v	L)	a	+00:00:00		Show Start		Ô	
P	Dowser	Close				⊲_v^A⊳	00:00:	05	Barco-s	tinger-	4K_ADV_F_XX-EN_BE		Ô	Å V
230	Scope					d <sup>≜</sup> ⊳	$\rightarrow$		+00:00:00	ø	Lights Off		Û	
趣	flat					d <sup>A</sup> ⊳								
Q	on					⊲*⊳ v								
Ŷ	Lights C	nt				dÅ⊳ ∀v								
K.	Curtain	s Open				dÅ⊳ ∀v								
	Show S	itart				$\triangleleft_{\nabla}^{\mathbb{A}} \models$	Total durat	tion 00:	00:27					

# <u>Section 4 – Testing and Troubleshooting Tips</u>

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	lacre 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.

💀 Macro Name Sender	
Macro Name or Number show start	
HEX String	
01 00 14 FF FF FF 05 6D 61 63 72 6F 01 00 0A 73 68 6F 73 74 61 72 74	77 20
010014FFFFF056D6163726F01000A73686F772073746	517274
IP Address 10 . 0 . 0 . 246	end
User Name inior	
Password inior	
Ready	

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.

(ID = 128)
(ID = 128)
State
LISTEN
ESTABLISHED
ESTABLISHED
ESTABLISHED