

Tasker Manual

INTEG Process Group, Inc.

2919 East Hardies Rd, First Floor
Gibsonia, PA 15044

PH (724) 933 - 9350
FAX (724) 443 - 3553

www.integpg.com
support@integpg.com
sales@integpg.com

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Introduction

The purpose of the Tasker application is to function as the Series 4 version of the Task Manager application. This application can be used to set up tasks that you wish to occur on the JNIOR. These tasks can perform many actions, such as controlling outputs, expansion modules, logging information, sending emails, etc. These tasks can be set on timers at different intervals, be connected to different external devices, or be determined by certain triggers as well.

Drop-Downs

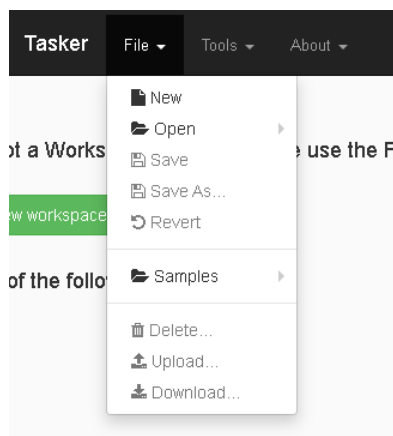
The Drop-downs are there for directing the User to help load or create workspaces, access other applications, and get application information.

File Drop-Down

The File Drop-Down has many option, which all pertain to either Loading, Editing, Creating, and Deleting workspaces.

- A workspace is a way to make a specific configuration of tasks that you've created, so that you may load it at a later time if you need to.

- The New Option is used to create a blank workspace to the application.
- The Open Option will load a previously made workspace into the application.
- The Save Option saves the current configuration with the name it currently has and where its already saved to.
- The Save As Option saves the current configuration with the name you define before selecting where it saves to.
- The Revert Option loads the last previously saved version of a workspace.
- The Samples Option allows you to open premade workspaces to use.
- The Delete Option removes a workspace that was saved.



Tools Drop-Down

The Tools Drop-Down provides links to different webpages.

- The Grapher application can be used to take data and make viewable in a real time graph.

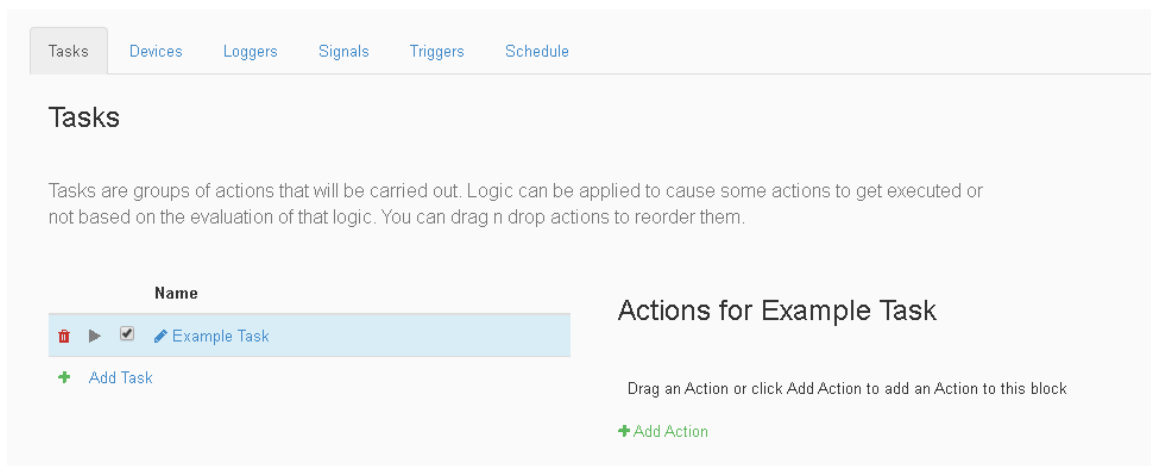
- The Grapher configuration page is where the options are located to alter and configure the Grapher application.
- The DCP is used to interact with the JNIOR in multiple ways, such as its I/O, Logs, Command Line, Registry, etc.

Workspace Tabs

The Workspace Tabs allow for the creation or configuration of tasks in Tasker.

Task Tab

The purpose of the Tasker application is to function as the Series 4 version of the Task Manager.

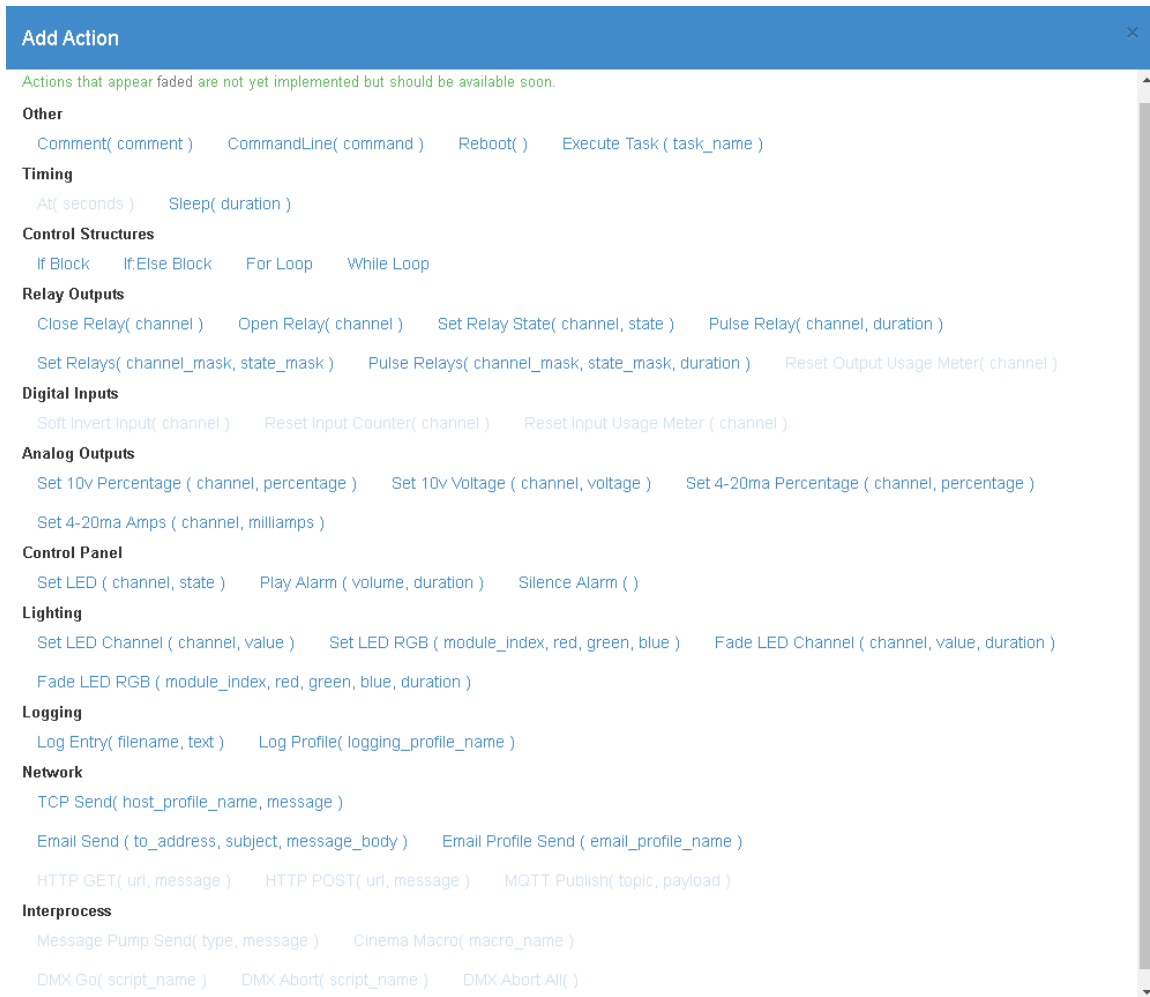


- The task section is where you can add, remove, and edit tasks.
 - The Trashcan icon is used to remove unwanted tasks from the tasker application.
 - The Pencil icon is used to rename a task.
 - The pPay icon is used to run a task.
 - The Checkbox icon is used to set if a task is enabled or not.

- The Add Test button adds a new task after it is named.
- Clicking on the task name brings up all the actions the task performs.

Task Actions

Actions are the commands that you can add to tasks.



Interprocess actions

- allow interaction with a different application, such as DMX, Cinema, or the Message Pump

Waiting for functionality

Network actions

- allow sending information over email, HTTP, MQTT, and TCP.

Email

The **Email Send** action allows the entry of the Email Address the message is being sent to in the first text field, the subject of the message in the second text field, and message of the email in the text body field.

The **Email Profile Send** action allows the entry of an Email Profile that you have configured for you JNIOR device to activate.

TCP

The **TCP Send** action lets you select a device from the device tab and send it data you enter through TCP.

Logging actions

- allow logging of information about your tasks.

The **Log Entry** action allow text entered in the first text field to be logged into the file name of second text field.

The **Log Profile** action triggers the Log Profile entered into the text field.

Lighting actions

- allow control of LEDs for outputs on the JNIOR along with the color of the LED 3 Channel Dimmer.

Set Channel

The **Set LED Channel** action sets 1 of the 3 Dimmer Channels to a percent of 0% - 100%.

The **Set LED RGB** action sets all 3 of the Dimmer Channels each to a percent of 0% - 100%.

Fade Channel

The **Fade LED Channel** action sets 1 of the 3 Dimmer Channels to a percent of 0% - 100% and can set the time in seconds it takes to fade into the channel percentage.

The **Fade LED RGB** action sets all 3 of the Dimmer Channels each to a percent of 0% - 100% and can set the time in seconds it takes to fade into the channel percentage.

Control Panel actions

- allow the control of the functionality of the control panel expansion module.

LED

The **Set LED** action allows you to set the states of the LED light to any of the 8 switch options on the control panel, with the state options being off, slow, medium, high, on.

Alarm

The **Play Alarm** action activates the alarm on the control panel, which allows you to control how loud the alarm is as a percent from 0% - 100% and the duration in seconds.

The **Silence Alarm** action turns off the alarm if it is currently running.

Analog Output actions

- allow control of the 10volt and 4-20ma expansion modules and their outputs in percentage and power.

10volt Analog

The **Set 10v Percentage** action allows one of two channels on the 10v Module to be set as a percentage from 0% - 100%.

The **Set 10v Voltage** action allows one of two channels on the 10v Module to be set as a voltage number between 1 - 10.

4-20ma Analog

The **Set 4-20ma Percentage** action allows one of two channels on the 4-20ma Module to be set as a percentage from 0% - 100%.

The **Set 4-20ma Amps** action allows one of two channels on the 10v Module to be set as milliamps from 4 - 20.

Digital Input actions

- allow control over input inversion, counter reset, and usage reset.

Waiting for functionality

Relay Output actions

- allow control over setting and pulsing outputs, either by masking or channel.

The **Close Relay** action allows the user to close the output channel of the channel number you select.

The **Open Relay** action allows the user to open the output channel of the channel number you select.

The **Pulse Relay** action allows the user to pulse the output channel of the channel number you select for the time duration you select.

The **Set Relays** actions allows you to enter the mask of the channels to select which channels you want to change, and the state mask, which is 1 for closed, and 0 for open.

The **Pulse Relays** actions allows you to enter the mask of the channels to select which channels you want to change, the state mask which is 1 for closed, and 0 for open, and the time duration the pulse should last.

Control Structure actions

- allow logic to be implemented into tasks, such as loops and if statements.

Loops

The **For Loop** action allows you to first enter the name of the loop you wish to create, and then enter the number range you wish the loop to go through (EX. would be 1 - 10 or 10 - 1).

The **While Loop** action allows you to reiterate some actions for an indefinite amount of time until the condition for the while loop is met.

If Blocks

The **If Block** action allows you to enter a condition in its field, and will execute action inside it once the condition has been met. (EX. `{{din[1].state}} == 1` would make it so that when input one is on, the actions in the If Statement will trigger.)

The **If Else Block** allows one set of actions to occur if the condition of the If Else Block is met, and another set of actions if the condition is not met.

Timing actions

- **delay commands in units of seconds and milliseconds.**

The **Sleep** action requires the unit of time in milliseconds, seconds, or minutes, then the numeric amount of time you want the application to wait.

Other actions

- **provide other functionality to tasks such as command line commands, comments, and rebooting.**

The **Comment** action will allow text entered in the text field to be logged.

The **Command Line** action allows you to enter text into the text field to activate a command line action on the JNOR.

The **Reboot** action will activate a reboot on the JNOR (This should be the last action in the task or the tasks after it will not run).



Device Tab

The Device Tab allows you to set the IP and Port number of a Device to communicate through a TCP action in a task.

[Tasks](#) [Devices](#) [Loggers](#) [Signals](#) [Triggers](#) [Schedule](#)

Devices

Devices allow you to assign a name to be used with Connection Settings. To connect to a device, you can reference a Device by name instead of repeating the IP Address and Port number every time.

Name	IP Address	Port
  JNIOR	<input type="text"/>	<input type="text"/>
+ Add Device		

- The Red Trashcan icon is used to remove unwanted Devices from the device tab.
- The Pencil icon is used to rename the created Device.
- The Add Device button adds a new task after it is named.
- The IP Address text field defines the IP of the device.
- The Port text field defines the port of the device.



Signals Tab

The Signals Tab allows you to interact with the I/O of either Expansion Modules of a JNIOR or the JNIOR I/O itself.

[Tasks](#) [Devices](#) [Loggers](#) [Signals](#) [Triggers](#) [Schedule](#)

Signals

A Signal defines 'I/O signals' to be used in various Tasks. Tasks are Triggers or Timers (coming soon). To create a Signal you must give it a Name, select a Device and select the Channel on that Device. Some devices, like the temperature probe, have multiple variables that are available. You will need to select that piece of information if it is available.

Name	Signal	Channel	Variable
  Example Signal	<input type="text" value="Select Device"/>		<input type="text" value="Variable"/>
+ Add Signal			

- The Red Trashcan icon is used to remove unwanted Signals from the Signal tab.
- The Name field is the name you give to the Signal.
- The Signal field is a drop down that lets you select from a list of all possible I/O options either on expansion modules or build into the JNIOR itself.
- The Channel field lets you select an I/O from the available ones selected in the Signal field.
- The Value field can select a value for the channel of the chosen Channel. This will also change depending on the Signal picked.
- The Add Signal option lets you add another Signal in the Signal Tab.

Trigger Tab

The Signals Tab allows you to interact with the I/O of either Expansion Modules of a JNIOR or the JNIOR I/O itself.

Triggers

Triggers are where Signals are used to monitor a signal for a certain condition to be met. Once that condition is met a Task is executed. A Task is a set of Actions. To prevent a Trigger from being 'noisy' and executing rapidly, for example when a temperature was hovering around the Trigger set point, we allow you to create a Reset set point. This will ensure that the Trigger will not execute again until the signal has met the Reset conditions.

Name	Trigger	Reset	Task Name
<input checked="" type="checkbox"/> Example Trigger	Select a signal ▼ State ▼	Select a signal ▼ State ▼	add/select a value ▼

[+ Add Trigger](#)

- The Red Trashcan icon is used to remove unwanted Trigger from the Signal tab.
- The Checkbox icon is used to either enable or disable if the Trigger is active.
- The Name field is the name you give to the Signal.
- The Trigger field is a drop down that lets you select from a list of all possible Signal options created in the Signal Tab. This will be the Signal will determine if activate a trigger. There is also a drop down for what the value the Signal needs to be

- The Reset Field is what needs to be triggered to reset the trigger to be activate again, it has a drop down for a signal to be selected along with another drop down to select the value of that Signal.
- The Tasker field is where you select the task you wish to run when the trigger is activated.
- The Add Trigger option lets you add another Signal in the Signal Tab.

Schedule Tab

The Schedule Tab allows you to create rules that will set a time for when specific task you select should run.

Tasks Devices Loggers Signals Triggers Schedule

Schedules

Timers allow you to execute actions once or on a recurring interval. The rules that are defined give you finer control over when the actions are valid. For example, a recurring interval of once an hour but a rule that defines that the actions should only be executed between the hours of 8am to 8pm.

NOTE: Clock accuracy is important when scheduling tasks. Please make sure NTP is working. To make changes to NTP settings, please go to the DCP. Please visit jnior.com for information regarding Troubleshooting NTP if your unit is not currently synchronizing.

Last NTP Success: **Thu Apr 23 07:40:21 EDT 2020**

Name	Schedule Rules	Task Name
Example Schedule	+ Add Rule	<input type="text" value="add/select a value"/>
+ Add Schedule		

- The Red Trashcan icon is used to remove unwanted Devices from the device tab.
- The Pencil icon is used to rename the created Schedule.
- The Add Schedule button adds a new schedule after its named.
- The Add Rule button brings up the Schedule Rule dialog box to add rule conditions to a Schedule.
- The Task Name text field is where the Task that should be activated during the schedule is typed.

Rules

Rules are settings for the Schedule you create.

Schedule Rule

Schedule Type

Schedule

Start On

Select a date

Start Time

0

:

0

Repeat every

0

Date Selection Type

Daily

Recur every

0

days

Cancel

Add

Schedule Type

The Schedule Type can be either Schedule, On boot, Sunrise, Sunset. On boot will run the task every time a reboot occurs. Sunrise and Sunset will run the task at Sunrise or Sunset for that day depending on which one is picked. Schedule allows additional options for a more customizable Schedule.

Start On

The Start On option selects the date when the task will begin to run on a schedule. You first select the Year and the Month in which the task should happen, followed by the day of that Month.

Start Time

The Start Time option allows the task to be scheduled on a 24 hour time frame, down to the minute. An example is if you wanted to enter 5:30pm, you'd enter 17:30 since it goes by hours and then minutes.

Repeat Every Option

The Repeat Every option turns the Schedule from running once a day to running a number of times equal to what you set. It also adds an endtime to set a time interval between the start and end time. It will repeat the set number of times inside that time interval. The end time is also hour based and down to the minute as well, similar to the Start Time option.

Date Selection Type

The Date Selection Type allows the selection of days the task can run. Selecting Daily will make the Recur Every Option let you pick based off how many days between repeating the task. Selecting Weekly will make the Recur Every Option let you pick the days out of the week you wish to repeat the task. Selecting Monthly makes the Recur Every Option let you to pick the days out of the month you wish to repeat the task. The One Time option makes it so that the Schedule will run one time only.

Recur Every Option

The Recur Every Option allows you to select which days the Schedule will run, and changes according to the Date Selection Type chose. It can be either, a one time event, between a certain amount of days, certain days in a week, or certain days in a month.

Summary

Thank you for purchasing the **JNIOR**. Hopefully this manual made the getting-to-know process of your new **JNIOR** very quick and easy. The **JNIOR** has many more wonderful tools and features available, and are explained in detail in the supplied documents.

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Please do not hesitate to contact our **JNIOR** team at **INTEG Process Group, Inc.** We can be reached via phone, fax or e-mail as follows:

INTEG Process Group, Inc.
2919 East Hardies Road, First Floor
Gibsonia, PA 15044

www.integpg.com
sales@integpg.com
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