

MX HOMEPRO

PROGRAMMING GUIDE



MX HOMEPRO PROGRAMMING GUIDE

MXHomePro™

MX HOMEPRO

PROGRAMMING GUIDE

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Welcome to the MX HomePro Editor

This editor is the cloud-based software used to program the MX HomePro system. Before reading any further, please ensure that the URC Programming Key has been obtained. For guidance on obtaining a URC Programming Key, refer to the MX HomePro Installation Manual.

Use this editor to program all of the audio/video equipment, create automated activities (macros), automation events, and much more.

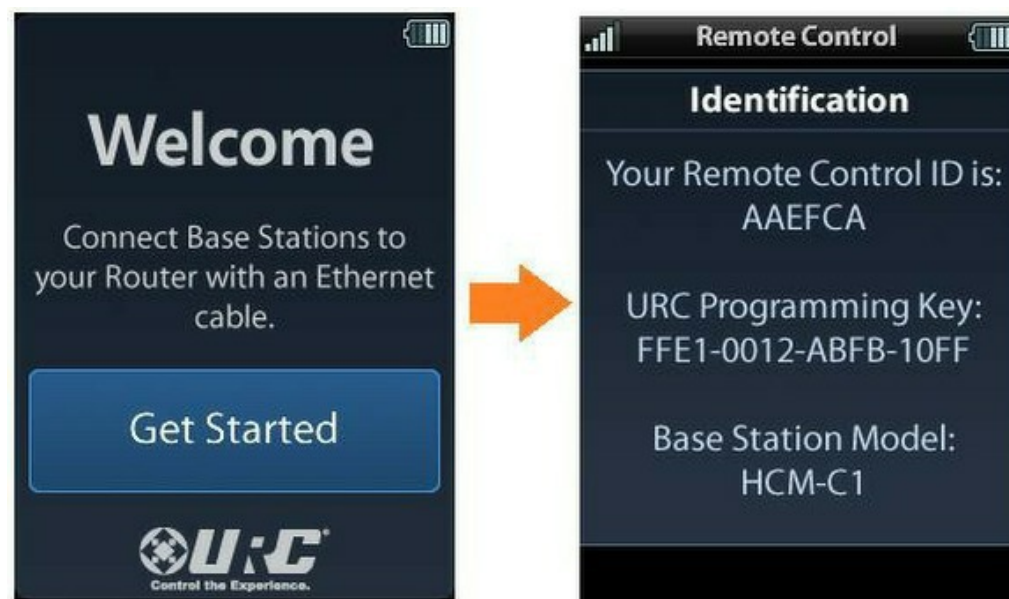
This guide is design to teach all the parts of the MX HomePro Editor as well as the programming steps to get a system running.



Account Registration:

Before programming the system, it must be first registered. In order to register a system, the following items are **required**:

- **MX HomePro Hub** (MXHP-H500)
- **MX HomePro Remote Control** or **MX HomePro Mobile App**
- **Local Area Network** (LAN) with **Wi-Fi**
- **Internet Access**
- **URC Programming Key** (refer to MX HomePro Installation Guide)



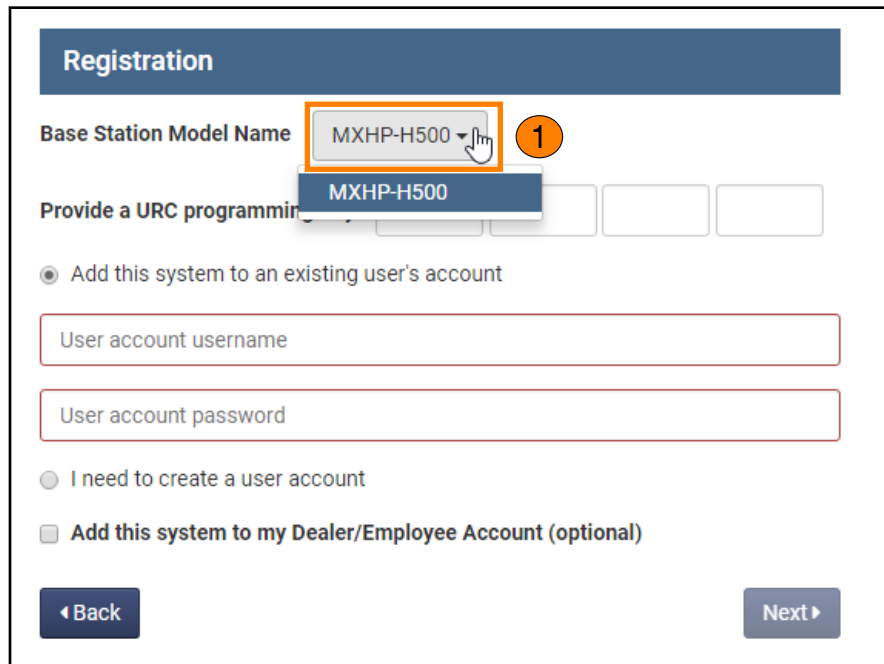
Entering the URC Programming Key:

Follow these steps to complete the registration process:

1. Select the **MXHP-H500** from the **Base Station Model Name** drop-down menu. This is the default option.
2. Enter the **programming key** into the **Provide a URC Programming Key** field.

There are three (3) option available after choosing a hub and entering in a valid Programming Key:

- **Add this system to an existing user's account:** Use when the end-user has an existing MX HomePro account.
- **I need to create a user account:** Use when the end-user does not posses an MX HomePro account.
- **Add this system to my Dealer/Employee Account (optional):** Check the box to add this to the programmer's Dealer account.



Registration

Base Station Model Name: MXHP-H500 (selected)

Provide a URC programming key: [] [] [] []

☒ Add this system to an existing user's account

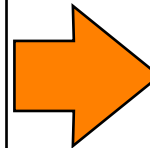
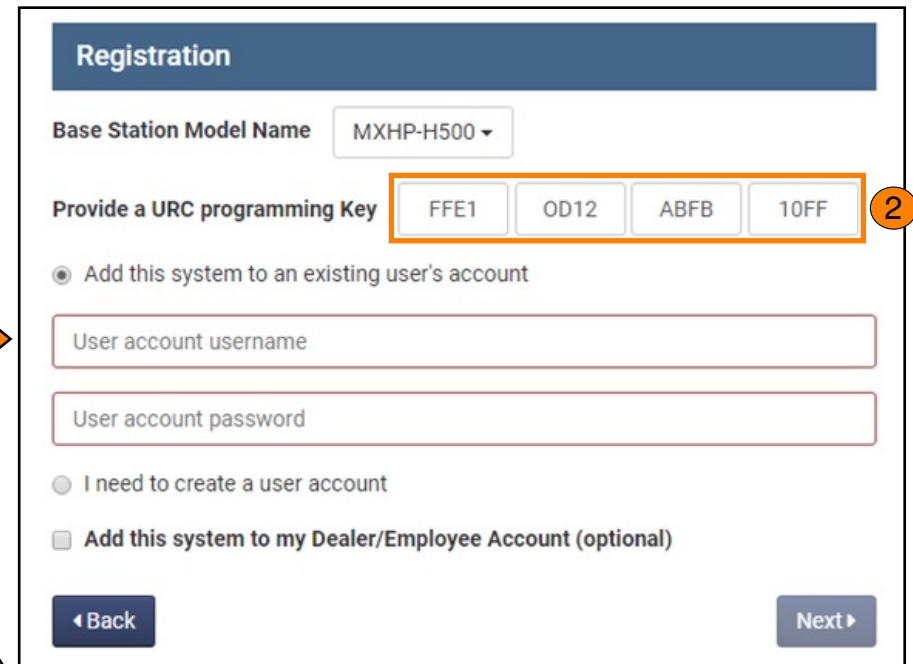
User account username: []

User account password: []

☐ I need to create a user account

☐ Add this system to my Dealer/Employee Account (optional)

[Back](#) [Next](#)

Registration

Base Station Model Name: MXHP-H500

Provide a URC programming Key: FFE1 OD12 ABFB 10FF

☒ Add this system to an existing user's account

User account username: []

User account password: []

☐ I need to create a user account

☐ Add this system to my Dealer/Employee Account (optional)

[Back](#) [Next](#)

Add this System to an Existing User's Account:

Enter the user's account information in the field for **username** and **password**. If the system is being installed for someone else, then the log in credentials for their account must be obtained.

Select **Next** and the account information is verified. The following screen allows the system information to be entered. Skip ahead to the **Set System Information** section or continue reading to learn how to create a new user account.

Registration

Base Station Model Name
MXHP-H500

Provide a URC programming Key
FFE1
OD12
ABFB
10FF

☒ Add this system to an existing user's account

URC_Training

.....

☐ I need to create a user account

☐ Add this system to my Dealer/Employee Account (optional)

Back
Next

I Need to Create a User Account:

New MX HomePro customers are required to have an MX HomePro account. This account can be added to a Dealer/Employee account by check the box at the left of **Add this system to my Dealer/Employee Account.**

1. Select **I need to create a user account.**
2. Select **Next.**

3. Send Temporary Password:

Enter Dealer/Programmer email address, this email MUST be accessible by the system designer.

Do NOT enter the end-user's email address here.

A temporary password is sent to the email address provided on this page. This password is required to register the end-user with an MX HomePro system account.

4. Select **Next.**

Registration

Base Station Model Name MXHP-H500 ▾

Provide a URC programming Key FFE1 0D12 ABFB 10FF

☐ Add this system to an existing user's account
☒ **I need to create a user account**
☐ Add this system to my Dealer/Employee Account (optional)

◀ Back
2 **Next ▶**

Send Temporary Password

Enter your email address to receive a temporary password used for setting up the user's account.

Tip: Enter an email address that you can check easily from a mobile device or a PC. Do not use the customer's email address to receive the temporary password for setting up this system. Ideally, enter an email address that is easily accessible from your mobile phone or your PC.

3 training@universalremote.com

◀ Back
4 **Next ▶**

5. **Create New User Account:**

Enter the following information into the corresponding box:

- a. **Temporary Password:** Enter the password sent by URC's server.
- b. **End-User Email:** Enter the end-user's email address, assure that the end-user has access to this email account.
- c. **Username:** Enter a username for the end-user's account.
- d. **Password:** Enter a password for the new account.
- e. **Confirm Password:** Re-enter the password.

6. Select **Next**.

Create New User Account

Enter the temporary password for the new user account A

Enter the email address for the new user account B

Enter the username for the new user account C

Enter the password for the new user account D

Confirm the password for the new user account E

◀ Back

Next ▶ 6

7. Add New System:

On this page, various system properties are entered into the MX HomePro system. Almost all properties here can be changed from within the MX HomePro Editor:

- What Room is it in?:** Enter a room name (i.e. Living Room, Master Bedroom, Guest Room, etc.).
- Enter a name for the system and Save:** Enter a system name (i.e. Jane's House).
- Use 24-Hour Time:** Check this box to display the time in the 24-Hour format, this is optional.
- Set the time zone for the system:** Use the drop-down menu to select the appropriate time zone.

Use the check box below to automatically adjust the clock for Daylight Savings Time.

- Enter address of the installation:** enter the address of the installation, this information displays on the Dealer Account's Jobs List.
- Enter the customer's phone number:** Enter the end-user's phone number, this information displays on the Dealer Account's Jobs List.
- Enter installer's name:** Enter the name of the system programmer.
- Enter the customer's name:** Enter the name of the end-user.

- Select **Save** to complete the account creation process.

Add New System

Found Base Station: 00:1F:B8:33:02:30

A

What room is it in?

Enter a room name

B

Enter a name for the system and Save

Enter system name

C

☐ Use 24-Hour Time 09:39:49 AM

D

Set the time zone for the system:

Automatically adjust clock for Daylight Savings Time

E

Enter address of the installation

Enter a address of the installation

F

Enter the customer's phone number

Enter a phone number

G

Enter the installer's name

Enter a name

H

Enter the customer's name

Enter a name

Save

MX HOMEPRO

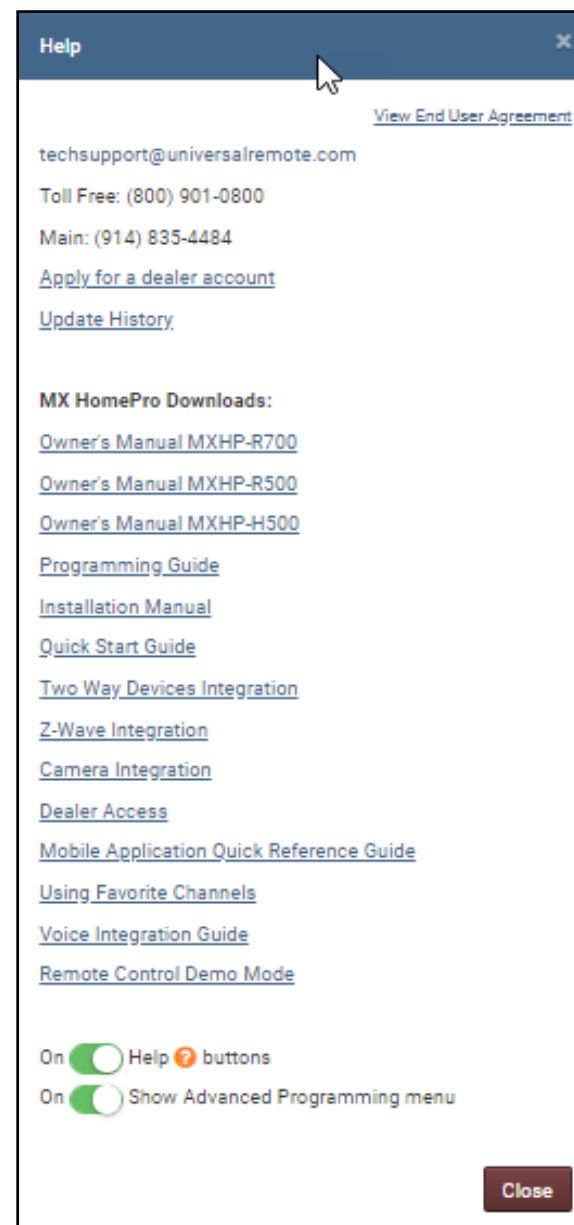
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Support Resources:

Embedded within the MX HomePro Editor are all the training resources to aide in programming a system, all found within the **Help** button.

Locate the following:

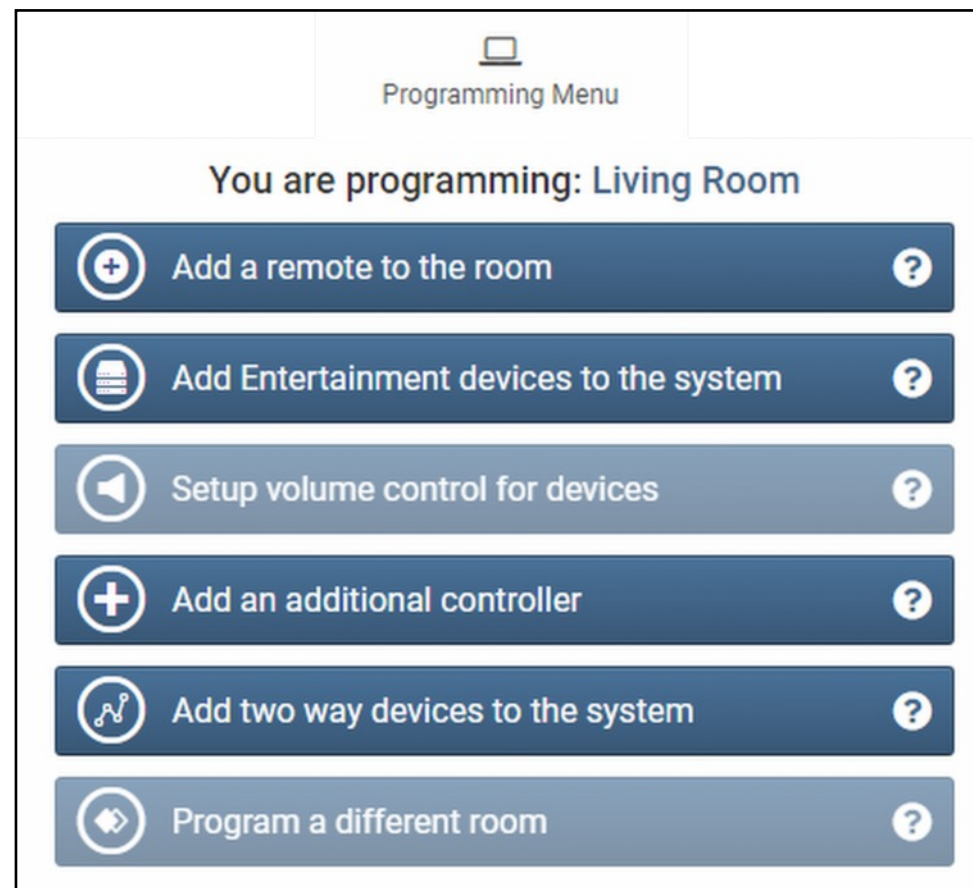
- **Contact Information:** For additional help beyond what is provided in this menu, contact URC Technical Support via email or phone.
- **System Installation Guide:** This downloadable guide walks through the procedures for installing the MX HomePro equipment and getting it setup for programming. For information on retrieving a URC Programming Key, look here for more details.
- **Editor Programming Guide:** The current document being read, provides detailed explanations of the various elements involved in programming an MX HomePro system.
- **Owner's Manual:** These cover the essential features and operations of the hub and the remote control.
- **Mobile Application Quick Reference Guide:** This guide describes the features of the MX HomePro Mobile Application, available on iOS and Android.
- **Help System Buttons:** The Help button appears as a, "?", and can be enabled or disabled from this menu. This button is placed over various key areas throughout the software and can be selected to provide a brief explanation of the associated item.
- **Two Way Devices Quick Reference Guide:** Provides a quick reference to adding 3rd party advanced devices to the system.



Programming Menu Overview:

This menu has several available options which provide the primary programming functions for the system:

- **Add a remote to the room:** Scans the network to identify and add a remote control to the current room.
- **Add Entertainment devices to the system:** Choose what is controlled by the remote or mobile app by selecting from URC's ever expanding database of televisions, Blu-ray players, AVRs, and more.
- **Setup volume control for devices:** Volume control is simplified when buttons used to control a device, such as a cable box, can be set to operate another device instead such as a television.
- **Add an additional controller:** Add another hub to the current room for situations where more emitter ports are needed.
- **Add two way devices to the system:** Add devices to the system that provide advanced control features such as lighting control that displays the dimmer level or streaming players that show information on the song currently playing.
- **Program a different room:** MX HomePro supports up to **eight** (8) rooms to a system, use this option to select another room for programming.

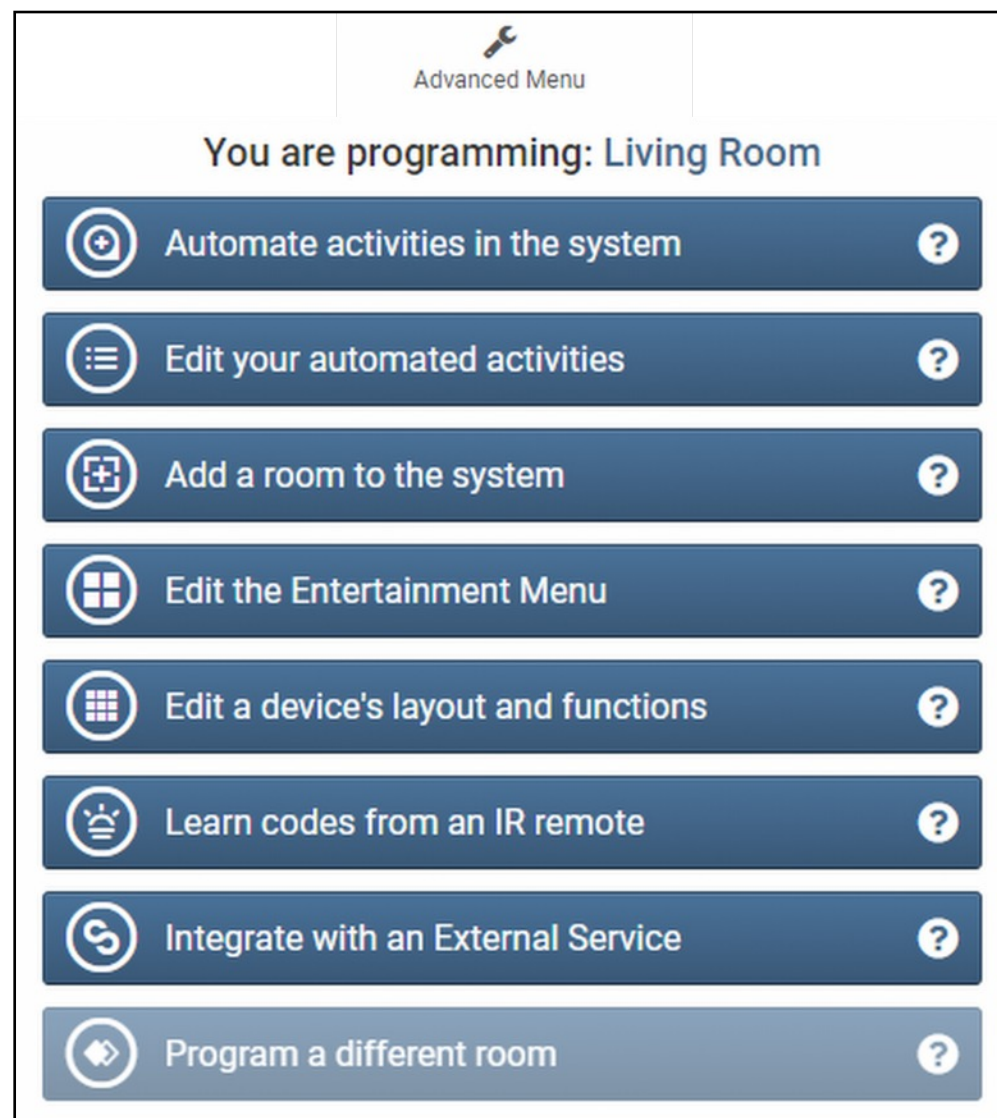


Advanced Menu Overview:

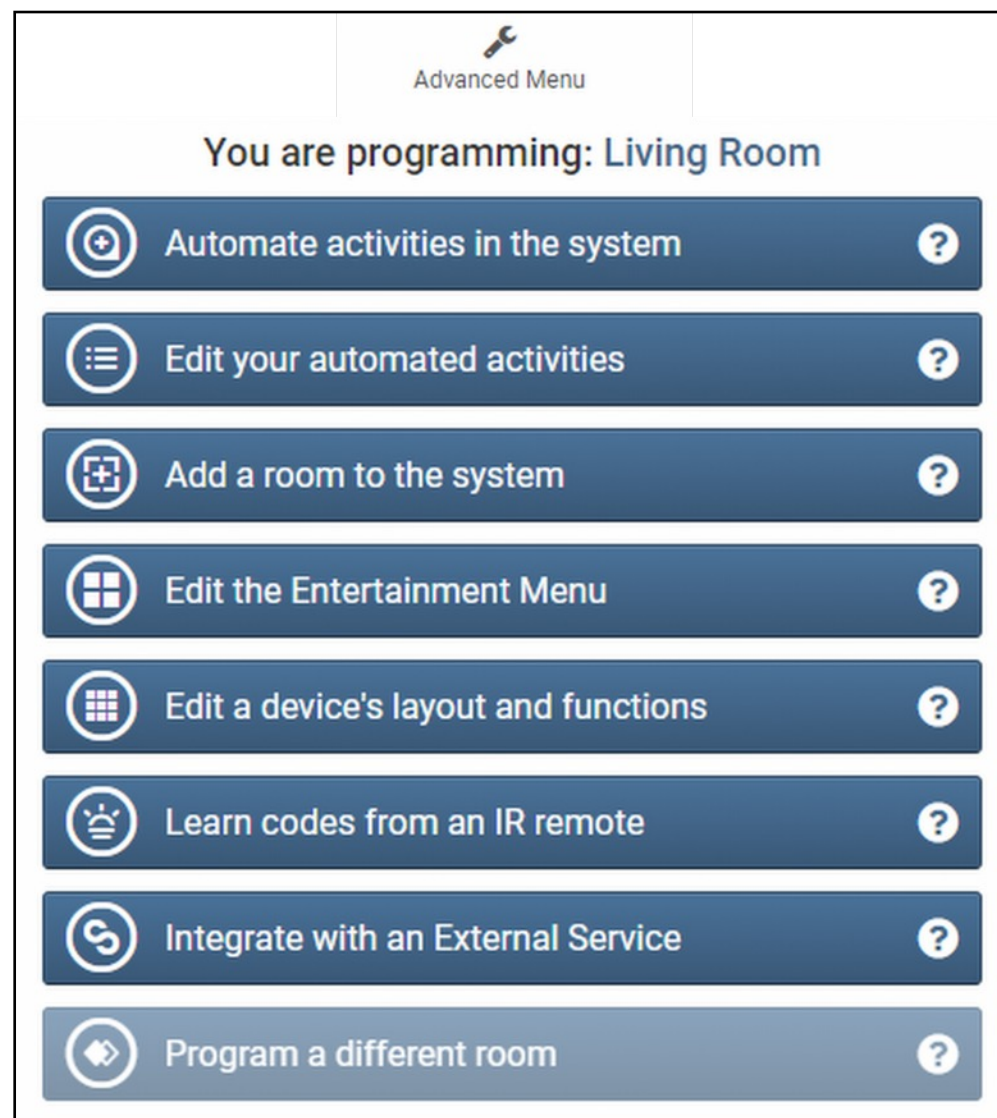
This menu houses additional options which can be utilized when programming more complex systems that require multiple controlled rooms or custom layouts.

The Advanced Menu is displayed the first time you view the editor, but can be hidden from the interface. To hide it, go to the **Help** menu and set the Show Advanced Programming Menu to **Off**.

- **Automate activities in the system:** Program automated activities (macros) that send a series of control commands to the desired devices, providing a one button setup capability for even the most complicated systems.
- **Edit your automated activities:** Change any of the automated activities which have been programmed into the system.
- **Add a room to the system:** Add a room and a hub to the system to control additional rooms.
- **Edit the Entertainment Menu:** Change the appearance of the main page Entertainment menu so that buttons are in the order of preference, also edit the text to display as desired.



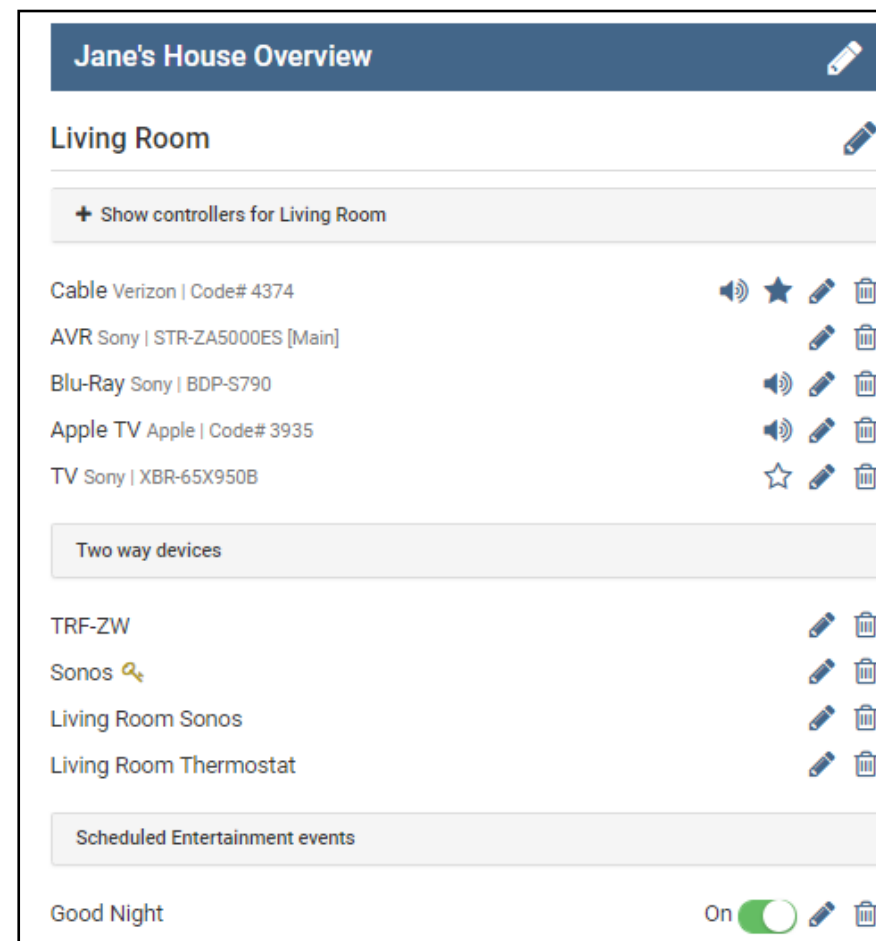
- **Edit a device's layout and functions:** Change the way a controlled device looks on the user interface, this included the position and text labels of buttons on the screen.
- **Learn Codes from an IR Remote:** Allows the system to learn most infrared control codes one by one sending them from the original device remote control into the MXHP-H500's front panel.
- **Integrate with an External Service:** Program the system to with an external service such as Amazon Alexa.
- **Program a different room:** MX HomePro supports up to eight (8) rooms to a system, use this option to select another room for programming.



Home Overview Display:

The overall layout and content of the system can be quickly viewed by navigating to the Home Overview display. It provides a convenient location for accessing critical information about the system and allows for changes to the system name, room name, and more.

- **System Name:** The name given to the system when it was first registered is displayed at the top of the overview and can be changed.
- **Room Name:** Each room in the system is listed by name which may be edited.
- **Controllers:** View the hub(s) and remote control assigned to each room.
- **Devices:** Each device that is programmed for control is the system is listed by name, along with the brand, if known, favorite channel info, and permanent deletion of the device.
- **Two way devices:** Each advanced device that is programmed in the system is listed by name.
- **Two way Device Options:** Options available for editing advanced devices vary by type and always include name and delete, but sometimes include information such as MAC address.
- **Scheduled Entertainment Events:** Each Scheduled Entertainment Event is listed under the room where it appears.
- **Scheduled Entertainment Event Options:** Each Scheduled Entertainment Event can be turned on, off, edited, or permanently deleted from the system.



Download:

Selecting Download starts updating the system with all of the programming contained within the online editor. Selecting the Start button sends the programming data from the editor to the MXHP-H500 hub and the remote control.

To begin the download process, select **Start**.

Update your system

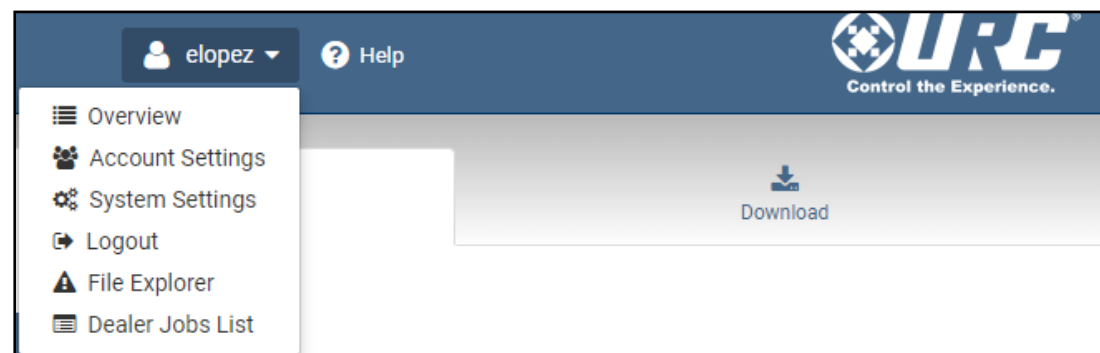
Please click **Start** to start the download. This will download your data to the equipment at your location. After downloading the system may take a few minutes to reboot.

Start

Dealer Control Panel:

This option is located at the top of the editor, it is accessed by selecting the username. This displays the User Control Panel menu, this menu contains the following options:

- **Overview:** Selecting Overview navigates back to the Home Overview Display.
- **Account Settings:** Username and associated email address are displayed, along with options to change the email address or password used to login to the MX HomePro Editor.
- **System Settings:** Change the time zone and format settings for the system, replace a control hub, select a different system to program, or permanently delete a system from a job list.
- **Logout:** Select this once all programming has been completed.
- **File Explorer:** Allows the Dealer to export rooms as a template, export an entertainment device, import a room template, and/or import an entertainment device into a system.
- **Dealer Jobs List:** Displays a list of all registered jobs.



MX HomePro Programming:

Once the system has been registered, it is ready to begin programming. Start by selecting the **Programming Menu**.

1. Add a remote to the room:

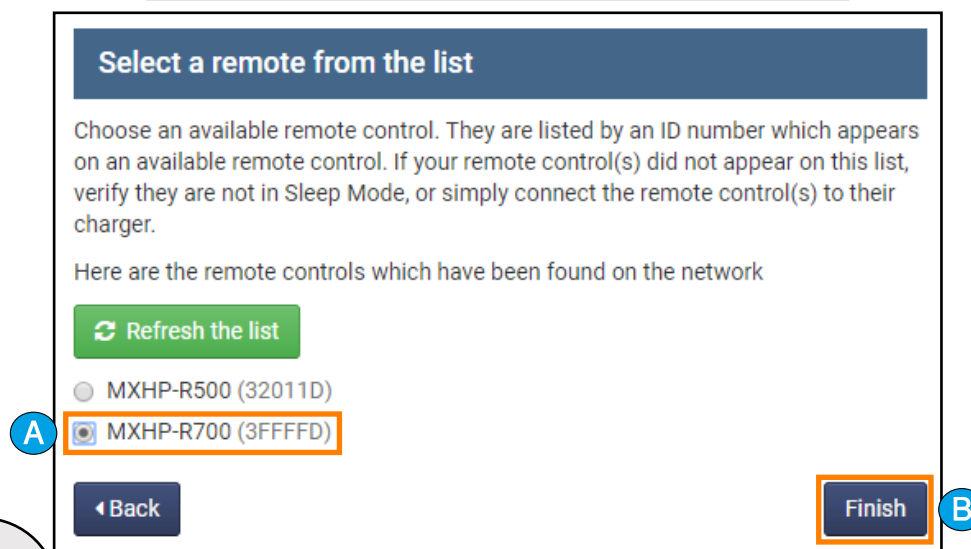
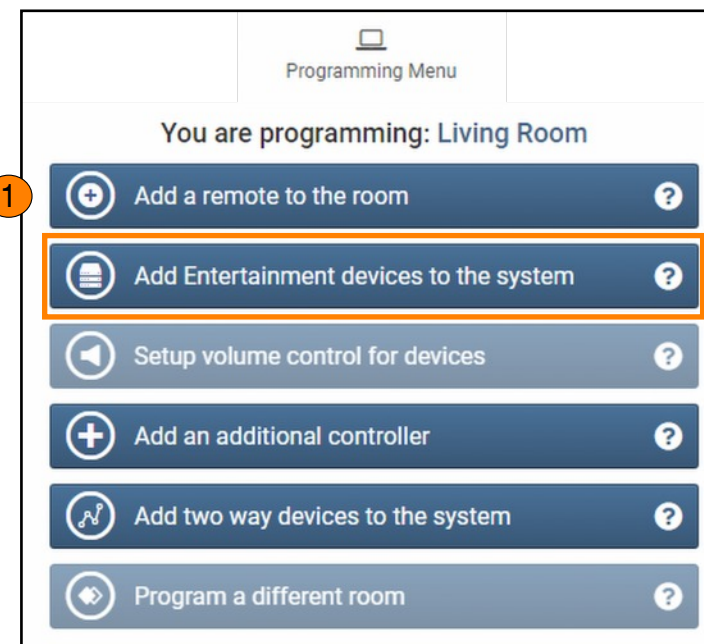
Although an optional step, this button is used to assign a remote control (MXHP-R500 or MXHP-R700) to a room.

Assure that the remote control is powered on and connected to the same network as the hub in the room.

- Select an available remote control** from the list of discovered devices. If the remote control is not displayed, assure that it is connected to the network and select **Refresh the List**.

Each **remote control displayed is provided a unique ID**. Use this to match the information displayed on the screen of the remote control in order to verify the correct device.

- Press **Finish** to add the assign the selected remote to the room.



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2. Add Entertainment devices to the system:

This button is used to add devices to control in the system via IR (infrared) or IP (internet protocol), these are referred to as Entertainment Devices.

- Use the drop-down menu to locate the **Device Type** category of the device being programmed and select it.
- Select **Next**.

Device Type

Select the device type to control. Choose a type, such as Televisions.

Televisions

◀ Back

Next ▶

Televisions

Cable and Fios Set Top Boxes

Satellite Set Top Boxes

Blu-Ray & DVD Players

Media & Home (iPod, AppleTV, Roku)

Soundbars

AV Receivers & Amplifiers

Projectors

Lights

Camera DVR

DVR

CD Players

Matrix Switchers

You are programming: Living Room

+

Add a remote to the room

?

2

+

Add Entertainment devices to the system

?

🔊

Setup volume control for devices

?

+

Add an additional controller

?

🔗

Add two way devices to the system

?

🏠

Program a different room

?

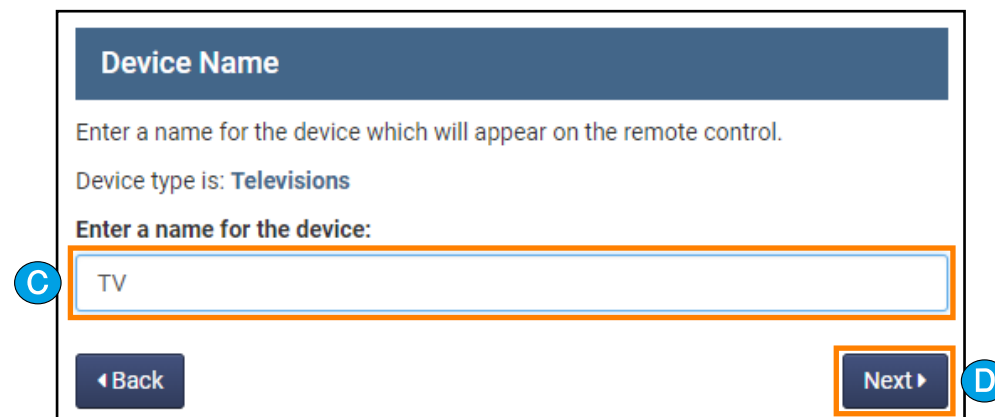
- **Televisions:** TVs, monitors, home theater projectors.
- **Cable and Fios Set Top Boxes:** Set top boxes for receiving television service.
- **Blu-ray & DVD Players:** Blu-ray and DVD players.
- **Media & Home:** Network streaming media players and standalone players.
- **Soundbars:** Surround soundbars, soundbars, and speaker bars.

- **AV Receivers & Amplifiers:** Surround sound receivers, pre-amps, signal processors.
- **Lights:** Home lighting control systems.
- **Camera DVR:** Security and surveillance camera DVRs.
- **DVR:** Standalone television DVRs.
- **CD Players:** CD players, CD burners, CD multi-disc changers.
- **Matrix Switchers:** Video switchers, AV switchers, matrix switchers.

- c. **Enter a custom name** for the device, this label displays on the remote control.

The **default name** displayed is the category type that was selected on the previous page.

- d. Select **Next**.



- e. Select the **device's manufacturer or brand name**.

When the field is selected, **scroll down** the list or **enter text** into the search list to locate that manufacturer/brand name.

- f. Select **Next**.



- g. **Select How the device will be controlled:**
Select the **control method** being used: **IR Controlled** (infrared) or **Network Controlled** (IP).

Both options **are not always available**, some devices do not have the option for network control, while others do not have an option for IR. The unavailable option is not selectable in software.

- h. **Quick Setup for Device Control:**
The device code sets used most frequently by the manufacturer/brand selected on the previous page.

The code more frequently used is located at the top (Code # 1), the next most commonly used (Code # 2) and so on.

Alternate ways to search the database are the following:

Search by Model: Select this button to search the IR database by the device's model number.

Search All Models: Select to display all the model numbers available in the database for the selected manufacturer/brand.

Quick Setup for Device Control

The control code sets that are most frequently used by this manufacturer are listed below. Select a code then click Test to verify that it works. Start at the top of the list and work down until you find right one.

Device type is: **Televisions**

Labeled: **TV**

Manufacturer: **Sony**

Select a code set

Code# 1

Code# 2

Code# 3

Code# 4

Code# 5

Code# 6

Code# 7

Code# 8

Test it!

Test all IR codes

Select how the device will be controlled:

☒ IR controlled
 ☐ Network controlled

Know your device model number?

Search by model

Search all Models

◀ Back

Next ▶

- i. **Test** the selected code set:
Select the **Test It!** button and a window displays which allows the MX HomePro Editor to send commands over the network to the hub, then to the device being controlled.

The **Test these commands** window allows the MX HomePro programmer to test the **Power** and **Mute** commands of the selected code set.

To test additional commands select **Test all IR codes** which allows the programmer to test every function available in the code set.

- j. Select **Save**.

Test these commands

If the device responds correctly you have found a usable code set.

Make sure the device is off, then click the button to test.

POWER ON

VOLUME MUTE

Aim the lens on the front of the base station directly at the device. Commands are sent from the front panel and rear ports of the base station.

Commands are sent through the controller with the following MAC: 00:1F:B8:33:02:30

J

Save

Cancel

Quick Setup for Device Control

The control code sets that are most frequently used by this manufacturer are listed below. Select a code then click Test to verify that it works. Start at the top of the list and work down until you find right one.

Device type is: **Televisions**

Labeled: **TV**

Manufacturer: **Sony**

Select a code set

Code# 1

Code# 2

Code# 3

Code# 4

Code# 5

Code# 6

Code# 7

Code# 8

Test it!

Test all IR codes

Select how the device will be controlled:

☒ IR controlled ☐ Network controlled

Know your device model number?

Search by model

Search all Models

Back

Next

When testing IP code sets, the **IP address of the device is required** in the **Test these commands** window.

Enter the IP address into the available text field. The Port number is automatically populated from the code set.

Select the Save button after completing the testing process.


Test these commands
×


If the device responds correctly you have found a usable code set.

Make sure the device is off, then click the button to test.

POWER ON

VOLUME MUTE





Enter the IP address and port used to control the device you are testing.

IP address

Port

Save

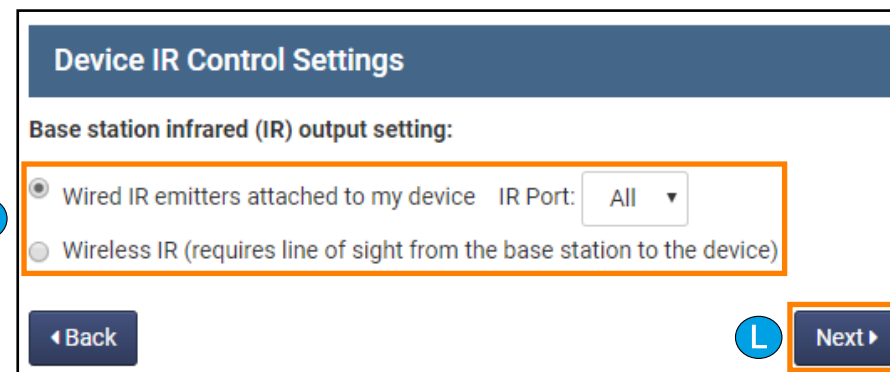
Cancel

k. Choose the base station (hub) output setting, there are two (2) options:

- **Wired IR:** Select the drop-down menu and choose which emitter port is sending data to the device.
- **Wireless IR:** Assure that the device is in line-of-sight range for the front IR panel of the hub.

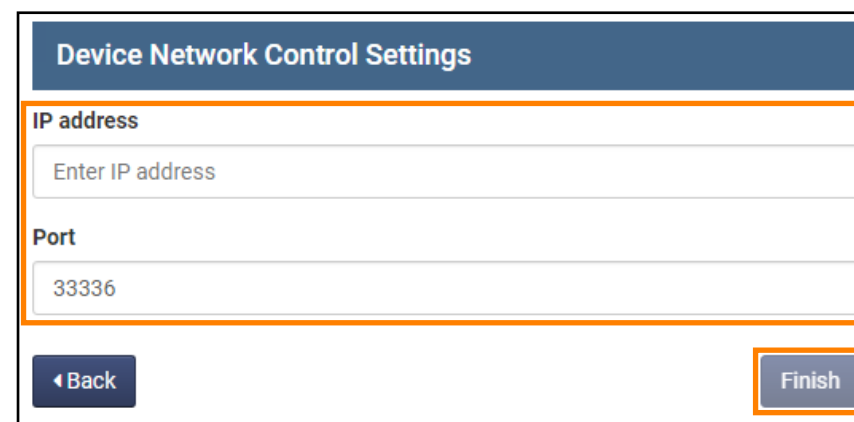
l. Select **Finish**.

This completes the process for adding most Entertainment devices via IR control.



For Network Controlled Devices:

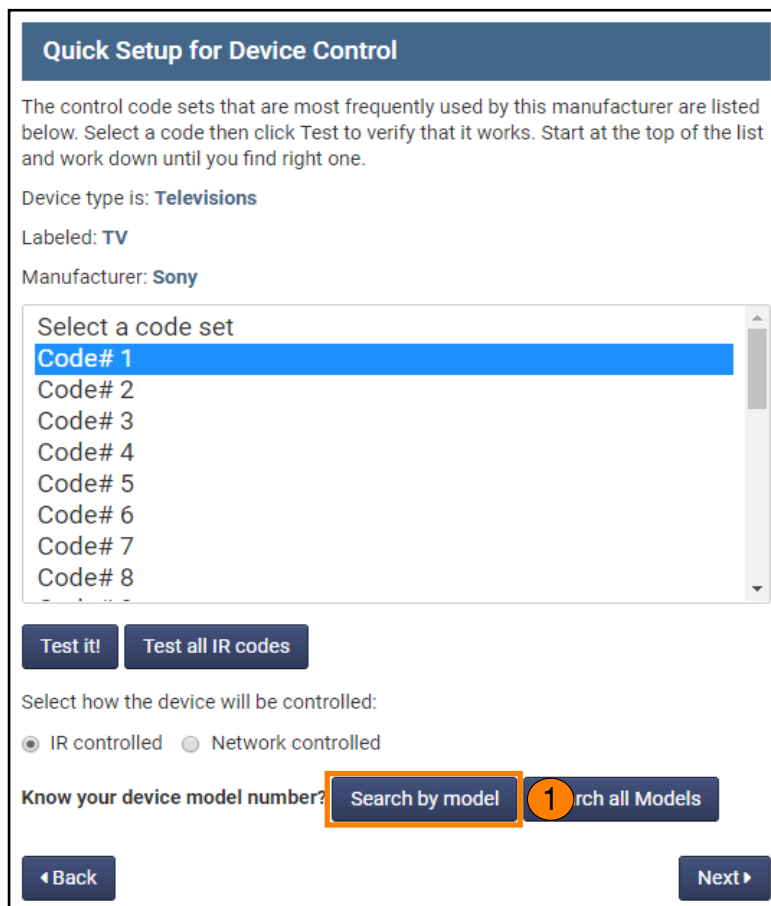
- **IP Address:** Enter the network IP address of the device being controlled. For the device to be reliably controlled it must have a Static IP address or that some other precaution is taken such as setting up a reserved IP address for the device in the DHCP server.
- **Port:** Enter the network port number used to control the device, generally this is designated by the manufacturer and normally does not need to be changed.
- **Finish:** Select Finish to complete the process of adding the Entertainment device.



Using the Search By Model Button:

As mention in the previous section (page 17), when programming Entertainment devices to the system the MX HomePro Editor allows a search based on the device's model number.

1. **Quick Setup for Device Control window:**
Select **Search by model**.



Quick Setup for Device Control

The control code sets that are most frequently used by this manufacturer are listed below. Select a code then click Test to verify that it works. Start at the top of the list and work down until you find right one.

Device type is: **Televisions**

Labeled: **TV**

Manufacturer: **Sony**

Select a code set

- Code# 1
- Code# 2
- Code# 3
- Code# 4
- Code# 5
- Code# 6
- Code# 7
- Code# 8

Test it! **Test all IR codes**

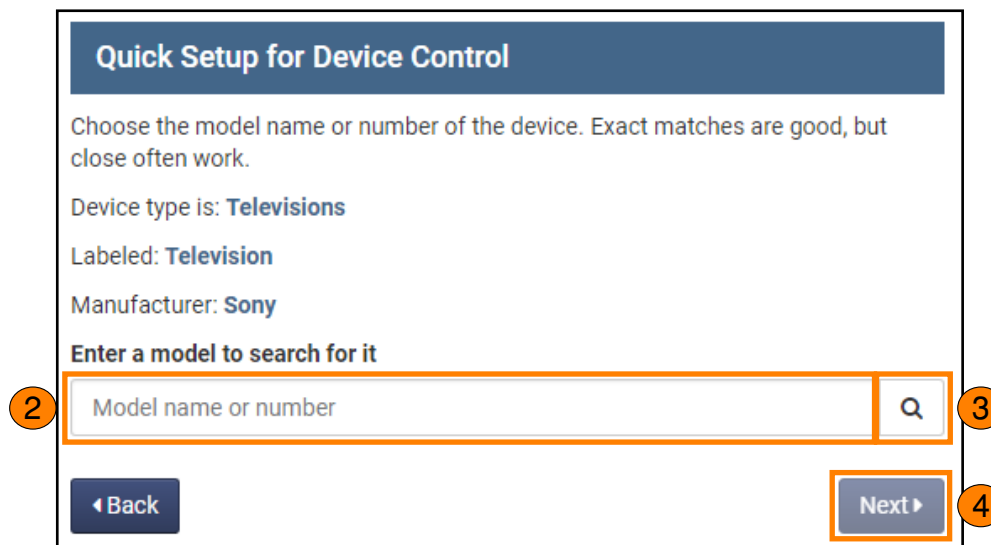
Select how the device will be controlled:

☒ IR controlled ☐ Network controlled

Know your device model number? **Search by model** **Search all Models**

Back **Next**

2. Enter the **exact model name** or enter just a few characters from the model name.



Quick Setup for Device Control

Choose the model name or number of the device. Exact matches are good, but close often work.

Device type is: **Televisions**

Labeled: **Television**

Manufacturer: **Sony**

Enter a model to search for it

Model name or number **Q**

Back **Next**

3. Select the **Search** button and the software looks through the database to find a match.

The model number does **NOT** always have to match in order to control a device. Often a close match can control most or even all of the device's functions.

4. Select **Next** and continue the programming process.

Favorite Channels:

When programming a TV, DVR, cable, or a satellite box there is an option that enabled the **favorite channel listing** to appear on the user interface that operate this device.

After following all the steps mentioned in the **Adding an Entertainment Device** section, perform the following:

1. Cable Favorite Channels window:
Select **Use Favorite Channels**. This window only displays when programming a TV, DVR, cable, or satellite box.
2. Select **Finish** to complete this process.

Instructions on the operation and setup of the Favorite Channels module are presented on the interface during its first use.

Cable Favorite Channels

Would you like to add Favorite Channels to this device? This will add the option to open a customizable list of channels and guide information to this device when using the remote control.

☒ Use Favorite Channels

☐ Do not use Favorite Channels on this device

[◀ Back](#) [Finish](#)

3. Setup Volume control for devices:

Volume buttons on the user interface normally control the volume of the selected device. While that is an expected way to operate a system, sometimes it can be a very inconvenient one. To better this situation use the Volume Control for device feature, also known as Volume Punch- Through. This allows the user to see all the functions for the device they are using on the interface, but control the volume commands of another device when they press volume up, down, or mute.

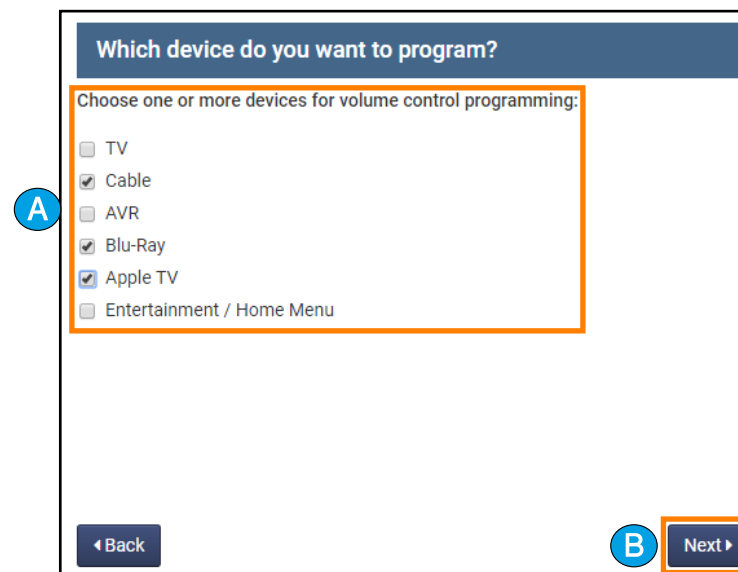
Volume Punch-Throughs are extremely helpful when the user is engaging in an activity such as watching a Blu-ray movie on TV with sound that is coming from a separate device like a surround sound amplifier.

Select **Setup volume control for devices**.

- Choose one (1) or more devices** from the list. This selection is to tell the MX HomePro Editor which device(s) performs all the basic control **except** for sound.

In this example, the Cable, Blu-ray, and Apple TV devices were selected.

- Select **Next**.



- c. **Choose which device to use for volume control**, this tells the MX HomePro Editor which device in the system is being used to control the volume when the previous device(s) is selected.

In this example, the AVR is selected to perform all of the volume controls for the device's selected in the previous step.

- d. Select **Finish** and the Volume-Punch Through has been configured.

Which device controls the volume for the Cable and others?

Choose the device that controls sound volume when using Cable, Blu-Ray, Apple TV:

☐ TV

☐ Cable (currently selected)

☒ AVR C

☐ Blu-Ray (currently selected)

☐ Apple TV (currently selected)

☐ None

◀ Back

D

Finish

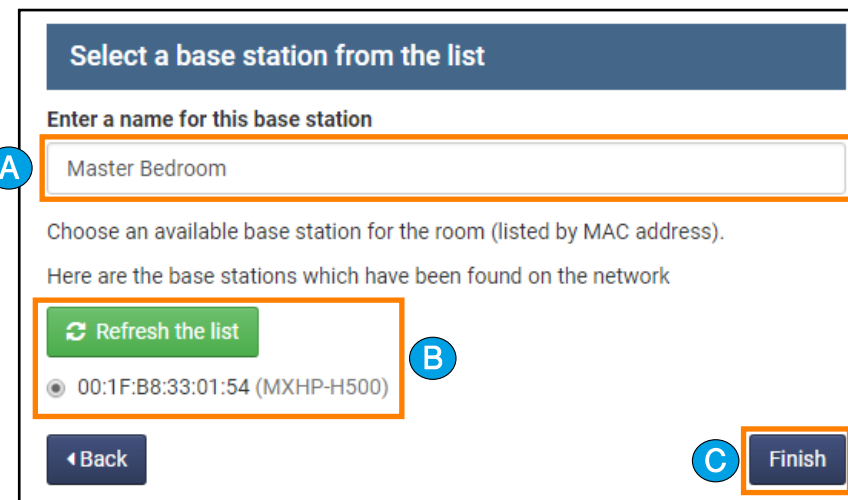
4. Add an additional controller:

Adding an additional MXHP-H500 is convenient when operating a room that needs more than four (4) IR emitters or for devices that are out of reach of a single IR blaster.

Select **Add an additional controller**.

The MX HomePro Editor automatically searches the network for an available MXHP-H500 hub.

- Enter a name for the hub** so that it is easier to recognize when programming through the MX HomePro Editor. This name can be changed through the Home Overview menu.
- Select an available hub** from the list of those discovered on the network. If a device does not appear, assure it is connected to the same network as any other previously discovered hubs and select **Refresh the list**.
- Once the hub has been selected from the list and is labeled, select **Finish** to add it to the system.



5. Add two way devices to the system:

Outside the standard Entertainment devices, there are more devices that can be controlled. These devices are added to the system in different ways than normal Entertainment devices, and the exact method varies depending on the type of device. For more detailed information on programming advanced devices please review the **MX HomePro Two-way Devices Quick Reference Guide**.

Select **Add two way devices to the system**.

- Use the drop-down menu to locate the **two-way device** to add to the system. Select the down arrow to scroll through all available options.

Devices available include music systems by Denon and Sonos®, as well as home automation devices such as Nest® Learning Thermostat™ and the TRF-ZW series of Z-Wave® controllers also from URC.

The TRF-ZW controller is not just one controlled device. It is a way to control various other advanced devices such as lighting, door locks, motion detectors, flood sensors, and more.

Text can be entered into this field to do a specific search for a particular advanced device. Begin entering text and the editor searches through the available devices to find a match.

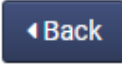
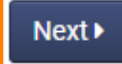
- Select **Next**.

You are programming: Living Room

-  Add a remote to the room 
-  Add Entertainment devices to the system 
-  Setup volume control for devices 
-  Add an additional controller 
-  Add two way devices to the system 
-  Program a different room 

Two Way Device Type

Select the device type to control.

- c. **Enter a name for the device**, this label appears on the user interface and is used for selecting the device.

The default name for any advanced device being added to the system is the device type label. This name can be changed at any time from the **Home Overview** menu.

- d. Select **Next**.
- e. This step **depends on the type of device that is being added**, a device may require the use of one or more of these steps in order for it to be added to the system:
- Some devices such as the **TRF-ZW** are automatically discovered on the network, similarly to adding an additional hub.

Select an available device from the list of those discovered on the network. If the device is not displayed, make sure that it is connected to the same network as the MXHP-H500 hub and press the Refresh this list button.

Each device is listed by **MAC address**, use this to match up with the information found on the actual device in order to verify the correct unit.

Two Way Device Name

Enter a name for the device which will appear on the remote control.

Device type is: **TRF-ZW**

Enter a name for the device:

TRF-ZW

◀ Back

Next ▶

Network Discovery

Listed below are the devices found on your network. Select the correct one and then click Finish.

Refresh the list

☒ TRF-ZW e0:60:66:17:08:78

◀ Back

Next ▶

- Devices like Sonos, the **MAC address** of the unit must be entered manually into the MX HomePro Editor.

The **MAC address** is not automatically discovered by the software, this information is usually found on the device itself.

- Other devices like the Nest Learning Thermostat **do not require** additional setup here.

The installation is completed after entering the name for the device; however, **once the system is downloaded** the user needs to enter information such as their **account login credentials** into the user interface after selecting the device on the **Home Menu**.

- Devices like Roku only require the **IP address and network port** used for communication.

Enter the **IP address** in the field labeled for it.

- Some devices require a **username and password** to be entered into the MX HomePro Editor.

Enter the exact username and password used by the device.

- Certain devices require one (1) or more parameter values to be entered into the MX HomePro Editor.

These can vary depending on the device. Each parameter has a description value that needs to be entered. The Editor does not allow any progress from this screen until all parameters are entered.

Two Way Device Identification

Enter the MAC address for the device you are adding.

: : : : :

◀ Back

Finish

Two Way Device Identification

Enter the IP address and port for the device you are adding.

IP address

Enter IP address

Port

8060

◀ Back

Next ▶

6. Program a different room:

This option remains unavailable until an additional room has been added to the MX HomePro system.

Instructions on how to add rooms to the MX HomePro Editor are found in the **Advanced Menu** section.

When additional rooms are available, select this button to program other rooms that have been added to the system.



MX HOMEPRO

PROGRAMMING GUIDE

Using the Home Overview Display:

The overall layout and content of the system is quickly accessible by navigating to the **Home Overview** display. This page allows for some key adjustments to the MX HomePro system.

Home Overview Description:

The main screen of the Home Overview provides information about the entire system. These elements are as follows:

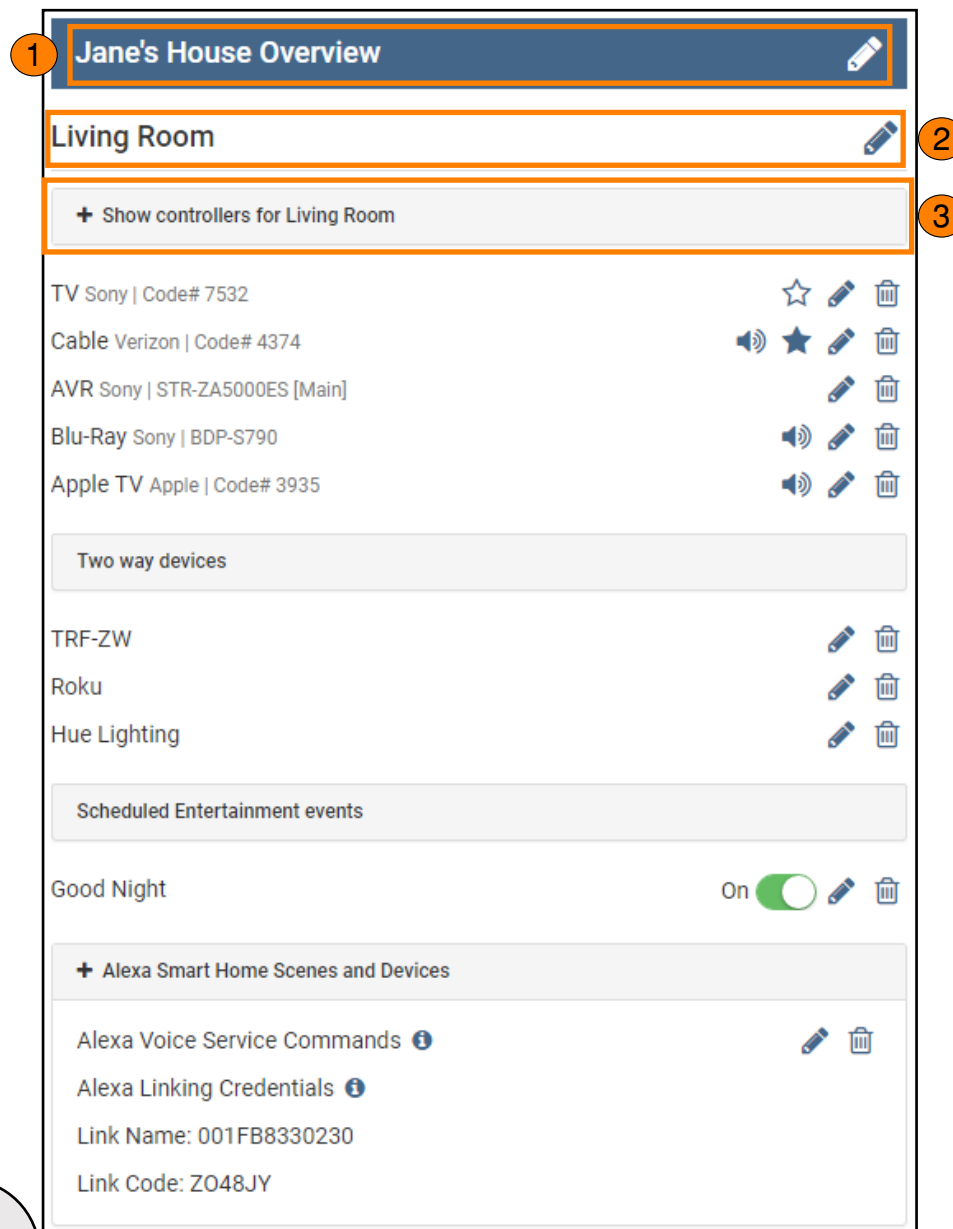
1. **Home System Name:** The name given to the system when it was first registered. **Edit** this name by selecting the **pencil icon** at the right.
2. **Room Name:** Each room in the system is listed by name. **Edit** this name by selecting the **pencil icon** at the right.
3. **Controller Information:** Selecting **+ Show Controllers for Room** either displays or hides the model and ID information for each MXHP-H500 (hub) and remote control programmed to the room.

Each hub in the room is listed by name and MAC address, edit the name by selecting the pencil icon to the right of it.



A **key icon** is next to the **primary hub**. This hub is associated with the URC Programming Key, it cannot be deleted from the system.

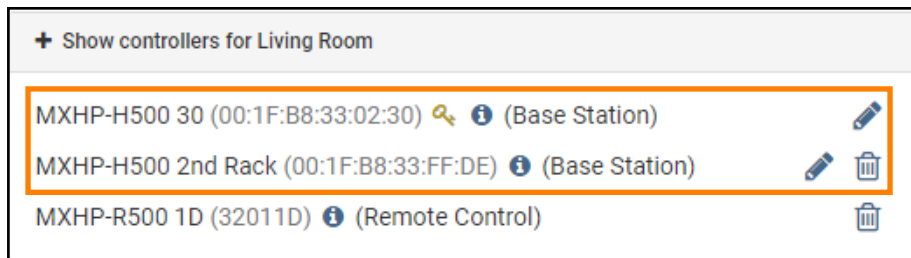
Selecting the **info icon** displays vital information about the hub. Use it to view the hub's IP address, hardware, and software version numbers.



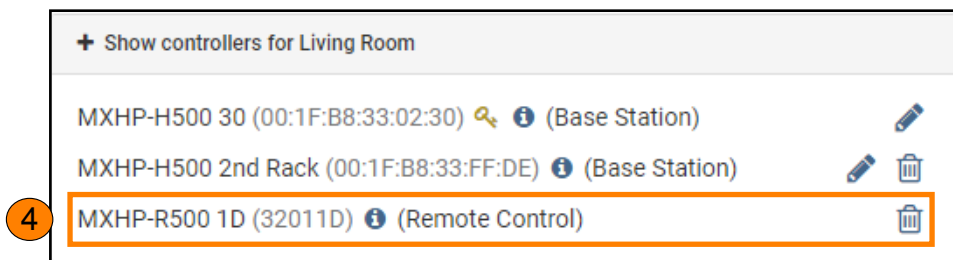
MX HOMEPRO

PROGRAMMING GUIDE

A **trash can icon deletes** a hub and is displayed next to the pencil icon, this icon is **not** displayed next to the primary hub.

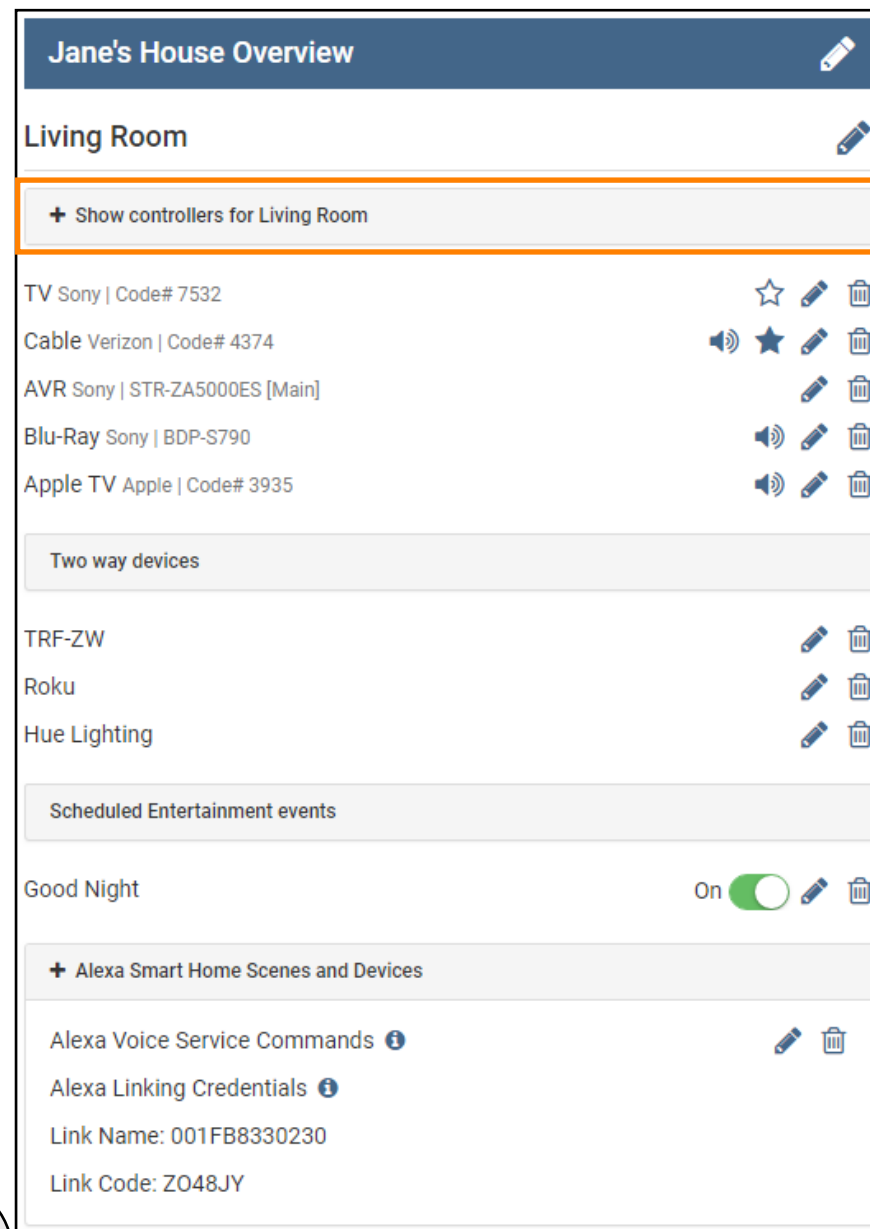


- Remote Control Information:** Each remote control in the room is listed by model name and ID.



Select the **info icon** to display vital information from the remote control. This displays its IP address, hardware, and software version numbers.

Select the **trash can icon** to delete a remote, this is displayed to the right.



5. **Device Information:** Each device that is programmed for control in the room is listed by name, along with the brand and code set or model name if added by exact model.

TV Sony Code# 7532			
Cable Verizon Code# 4374			
AVR Sony STR-ZA5000ES [Main]			
Blu-Ray Sony BDP-S790			
Apple TV Apple Code# 3935			

Trash Can Icon: use this to delete a device from the system, this process is irreversible and the device would be required to be re-added as a new device to the system.

Speaker Icon: displays next to any device which has volume punch-through programming assigned to it. Hovering over the icon displays the device source of the volume commands.

5

Jane's House Overview

Living Room

+ Show controllers for Living Room

TV Sony | Code# 7532

Cable Verizon | Code# 4374

AVR Sony | STR-ZA5000ES [Main]

Blu-Ray Sony | BDP-S790

Apple TV Apple | Code# 3935

Two way devices

TRF-ZW

Roku

Hue Lighting

Scheduled Entertainment events

Good Night

On

+ Alexa Smart Home Scenes and Devices

Alexa Voice Service Commands

Alexa Linking Credentials

Link Name: 001FB8330230

Link Code: ZO48JY

MX HOMEPRO

PROGRAMMING GUIDE

Star Icon: is displayed next to any device that can have Favorite Channels programmed to it, a filled star indicates that the device has Favorites enabled. An outlined star indicates that Favorites is currently disabled. Selecting the star opens the Favorite Channel editing window, displaying the following:

Inside this window, **choose whether or not to use Favorite channels.** This window allows for the adjustment of the delay time between each channel command. Adjust this if the device does not register all of the commands when the interface selects a favorite channel number.

An option to **Add the ENT command or the SEL command** to the end of a channel number sequence is available. Locate this option just below the delay time slider. Sending the ENT or SEL button after the channel digits often makes the channel change occur more quickly on the device. Sending the ENT command is selected by default.

Pencil Icon: use this icon to edit the device properties

The **name of the device can be changed** by editing the displayed text.

Command Repeat settings effect how the hub sends out commands to the device. There are two (2) settings which can be adjusted here, though this is normally not required or advised unless the device is not working properly.

Macro repeat, the first value, controls how the command is sent when a macro is triggered. IR commands are pulsed in order to operate a device and three (3) is the normal setting for this. This does not mean the command acts on the device three (3) times, but rather that the command is sustained for three (3) pulses.

Button pressing repeats, the second value, controls how the command is sent when a physical button is pressed. A setting of one (1) is normally optimal, but may need to be increased if the device is not responding.

Command Routing can be edited for IR only.

Edit this device

Enter a name for the device:

Command repeat setting:
Commands sent from an automated activity always repeat: times
Button pressing repeats the command at least: time

Base station infrared (IR) output setting:
☒ Wired IR emitters attached to my device IR Port:
☐ Wireless IR (requires line of sight from the base station to the device)

Controller Assignment:

Save Cancel

IR device properties allow editing of the IR control method that the hub uses to control the device, the IR port assignment and the selection for the available controller which operates the device. Network devices allow for the editing of its IP address and network port number.

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+ Show controllers for Living Room

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Cable Verizon | Code# 4374

AVR Sony | STR-ZA5000ES [Main]

Blu-Ray Sony | BDP-S790

Apple TV Apple | Code# 3935

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TRF-ZW

Roku

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Alexa Voice Service Commands

Alexa Linking Credentials

Link Name: 001FB8330230

Link Code: ZO48JY

Speed setting is also available only on **network controlled** devices.

Edit this device

Enter a name for the device:

AVR

Command repeat setting:

Commands sent from an automated activity always repeat: 1 time

Button pressing repeats the command at least: 1 time

Speed setting for continuously repeating command:

Repeating starts after holding a button for: 0.4 seconds

While holding, repeat the command every: 0.1 seconds

Verify the IP of the device to be controlled and enter it here along with the port used for controlling it.

IP address

192.168.24.111

Port

33336

Save

Cancel

The first value controls how long the user must hold the button down before the command begins to continuously repeat. This is useful for a command like volume up. Smaller value make the repeat action begin faster.

The second value controls how quickly the command repeats once the button is held down long enough for it to start, useful for controlling how quickly a command like volume, ramps the device to maximum or minimum volume. Small values make the command action happen more rapidly.

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Living Room

+ Show controllers for Living Room

TV Sony | Code# 7532

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Blu-Ray Sony | BDP-S790

Apple TV Apple | Code# 3935

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Alexa Voice Service Commands

Alexa Linking Credentials

Link Name: 001FB8330230

Link Code: ZO48JY

MX HOMEPRO

PROGRAMMING GUIDE

6. **Two way devices Information:** Each two-way device that is programmed in the room is listed by name. This is the name given to the device when it was added to the system or edited, not the device type name.

Trash Can Icon: this deletes the device from the system and is displayed at the right, this process is irreversible and would require reprogramming.

Pencil Icon: allows for the editing of the advanced device properties if selected. The exact content of this window depends on the type of advanced device that was added; however, name, device type, and version numbers are always present.

Edit this device

Enter a name for the device:

Roku

Two Way Device Type:

Roku

Version:

Unknown

Download to update to: 17.7.17.2

IP address

192.168.24.112

Port

8060

The IP address and port of your device do not normally need to be changed unless the device is not responding.

Save

Cancel

Jane's House Overview

Living Room

+ Show controllers for Living Room

TV Sony | Code# 7532

Cable Verizon | Code# 4374

AVR Sony | STR-ZA5000ES [Main]

Blu-Ray Sony | BDP-S790

Apple TV Apple | Code# 3935

Two way devices

TRF-ZW

Roku

Hue Lighting

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+ Alexa Smart Home Scenes and Devices

Alexa Voice Service Commands

Alexa Linking Credentials

Link Name: 001FB8330230

Link Code: ZO48JY

Edit this device

Enter a name for the device:

Roku

Two Way Device Type:

Roku

Version:

Unknown

Download to update to: 17.7.17.2

IP address

192.168.24.112

Port

8060

The IP address and port of your device do not normally need to be changed unless the device is not responding.

Save

Cancel

The **name** of the device can be changed by editing the displayed text.

Two way Device Type describes what kind of device is present, this label cannot be changed in the MX HomePro Editor.

Version indicates the software version of the module being used to control the actual device. Every advanced device added to the system has a module loaded on the hub which allows control over the device.

In addition to these items there may be others, depending on the advanced device type. The available fields, such as IP address or port numbers are the same as those used when the device was added to the system and may be changed as required.

Jane's House Overview

Living Room

+ Show controllers for Living Room

TV Sony | Code# 7532

Cable Verizon | Code# 4374

AVR Sony | STR-ZA5000ES [Main]

Blu-Ray Sony | BDP-S790

Apple TV Apple | Code# 3935

Two way devices

TRF-ZW

Roku

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+ Alexa Smart Home Scenes and Devices

Alexa Voice Service Commands

Alexa Linking Credentials

Link Name: 001FB8330230

Link Code: ZO48JY

7. **Scheduled Entertainment Event Information:** All of the Scheduled Entertainment Events which have been added to a the room appear here. Each is listed by name, there is also an indicator describing whether the even is set to on or off after the next download to the system.

There are three (3) available options for Scheduled Entertainment Events:

- **Trash Can Icon:** use this to delete a scheduled entertainment event from the system, this process is irreversible.
 - **Pencil Icon:** Selecting this icon enables the editing of the actual activity steps in the scheduled entertainment event as well as its scheduled time.
 - **On/Off Toggle Switch:** selecting this switch enables or disables the scheduled entertainment event. The switch displays the current setting for the event. Set the switch to On to enable the event to take place according to the schedule programmed for it or set it to Off to disable it and prevent it from occurring.
8. **Alexa Smart Home Scenes and Devices:** For full details on this section, please refer to the Voice Integration Guide available in the help tab.
 - **Alexa Voice Service Commands:** Use this option to open the Alexa Voice Services web page.
 - **Alexa Linking Credentials:** Provide the Link Name and Code required to integrate with Amazon Alexa.

Jane's House Overview

Living Room

+ Show controllers for Living Room

TV Sony | Code# 7532

Cable Verizon | Code# 4374

AVR Sony | STR-ZA5000ES [Main]

Blu-Ray Sony | BDP-S790

Apple TV Apple | Code# 3935

Two way devices

TRF-ZW

Roku

Hue Lighting

Scheduled Entertainment events

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On

+ Alexa Smart Home Scenes and Devices

Alexa Voice Service Commands

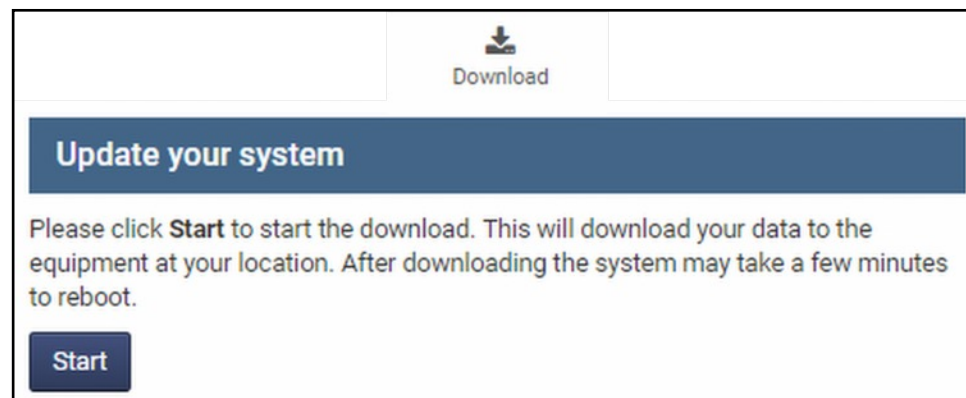
Alexa Linking Credentials

Link Name: 001FB8330230

Link Code: ZO48JY

Download to the System:

Simply open the Download tab and select the Start button when ready. For best results have all the hubs powered and connected to the network as well as any of the optional remote controls.. A window with an indicator appears when the download has begun. This indicator disappears once the download has completed.



Advanced Programming:

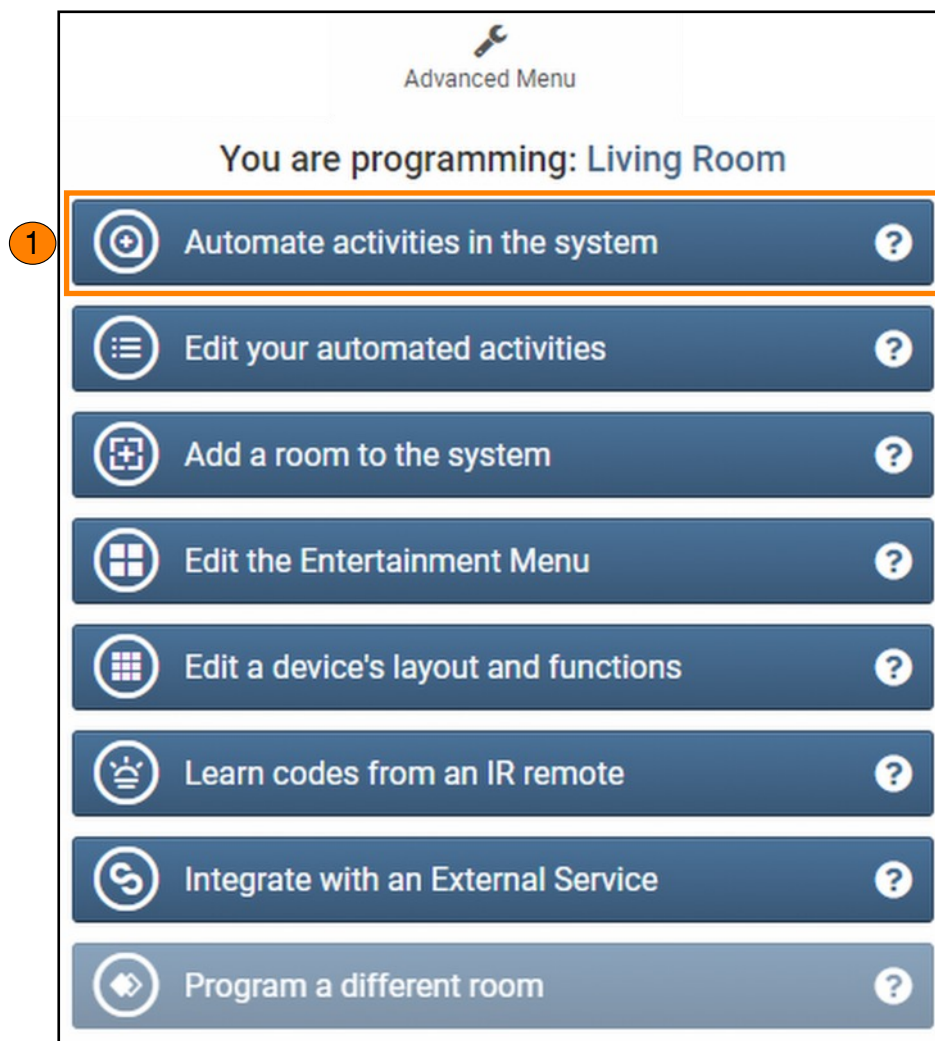
The Advanced Menu contains the tools needed when programming goes beyond a single room solution. Use this menu to make one button **automated activities** (macros) to perform multiple system commands, add additional rooms for control, edit the look of the user interface, and more.

Automate activities in the system:

Also referred to as **macros**, they are essentially a recording of several commands which are played back at any time with the press of a button. Program these automated activities (macros) to any button on the Entertainment Menu.

1. Advanced Menu:

Select **Automate activities in the system**.



2. **Choose the type of automated activity to program**, there are four (4) options to choose from:

- **Turn off all devices in this room:**

This is intended to turn off all programmed devices in the room with only one (1) button press. This can only be programmed to the Off button.

- **Build an automated activity on an Entertainment Menu device:**

This is intended to send multiple commands to one (1) or more devices with only one button press so that the device or devices are ready to use. This automated activity can be programmed to any device button on the Entertainment Menu. When the macro completes, the interface screen displays the device commands for the primary device.

- **Build an automated activity on a new Entertainment page button:**

This type is nearly identical to the previous one. There are two (2) main differences. First, this type is programmed onto a new Entertainment Menu button which is created for it when started. Second, it can be programmed to display any device in the room when the macro completes or it can remain on the Entertainment Menu.

- **Build a scheduled Entertainment Event:**

This type is designed to allow completely automatic operation with no need for the activity to be initiated by the user, it occurs automatically based on a set schedule. Programming is otherwise very similar to the other type of automated activities.

What type of automated activity do you want?
?

Turn off all devices in this room

Build an automated activity to select a device in this room

Build an automated activity on a new Entertainment page button

Build a scheduled Entertainment Event

◀ Back

Decide what type of **Automated Activity** is needed and select it to proceed with the macro programming.

3. **Construct the automated activity** by using the **Automated Activity Editing** screen to select which commands from the various devices in the room to record and add to the command list. Add any commands that suit the needs of the devices in the room. Select **Next** when complete.

The example provided at the right displays the process of creating an Automated Activity to select a device in this room.

Automated Activity Properties: Below are the additional programming options available on this screen:

- **Device:** Choose a device from the drop-down menu, only devices added to the system are displayed.
- **Commands:** Choose a command from the drop-down menu. Commands are derived from the code set.
- **Add:** Select to add the command to the Automated Activity Steps.
- **Test It!:** Select to test the command.
- **Special Functions:** Select to create variable and/or add conditional logic (If/Else statement) to the Automated Activity.
- **Add Delay:** Select to add a delay into the macro. Delay serve as pauses that can allow certain devices to fully "warm-up".
- **Add Jump To:** This option becomes available only when creating an Automated Activity on a new button on the Entertainment menu.
- **Test:** Select to test the Automated Activity.

Edit your Cable automated activity

Automated Activity Steps

Test

Add delay

Add jump to

≡ TV: POWER ON

×

≡ Delay 5 seconds

×

≡ TV: HDMI1

×

≡ Cable: POWER ON

×

≡ AVR: Power On

×

≡ Delay 5 seconds

×

≡ AVR: STB

×

Delete all steps

◀ Back

Next ▶

Select device and command

Device

AVR

Commands

STB

Add

Test it!

Special functions

- After completing the macro steps, the editor grants the option to display a **Done/Help screen** at the end of its process. Think of this as a safety net which can be used to correct issues that result if devices miss one or more power and/or input commands.

If this screen is not needed, simply disable it by checking the Disable the screen for this device option or by leaving this list blank.

There are three (3) available options here:

- **Disable the screen for this device:** Select this option to disable the **Done/Help** screen. If there are no toggle commands involved in the Automated Activity, this option should be selected.
- **Show screen after automated activity completes:** Displays the **Done/Help** screen after the macro completes. This screen can contain toggle Power, Input, and/or Navigation commands.
- **Show screen only when Help button is selected:** Choose this option to have the **Done/Help** screen appear only when the Help button on the remote control/mobile app has been selected. This screen can contain toggle Power, Input, and/or Navigation commands.

After making a selection, click on **Next**.

Automated activity complete screen

These device commands will display on the remote after the automated activity is done. Choosing the "Disable" option or deselecting all commands will prevent the screen from displaying.

☒ Disable the screen for this device
 ☐ Show screen after automated activity completes
 ☐ Show screen only when Help button is selected

Device	Power	Input	Navigation
Cable	<input type="checkbox"/>	<input type="checkbox"/>	
AVR	<input type="checkbox"/>	<input type="checkbox"/>	
Blu-Ray	<input type="checkbox"/>	<input type="checkbox"/>	
Apple TV	<input type="checkbox"/>	<input type="checkbox"/>	
TV	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Clear All

◀ Back

Next ▶

5. When programming a **Scheduled Entertainment Event**, there is no **Done/Help** screen available.

Instead, select when the event is to occur. There are two (2) options for each event:

- **When manually selected by the user:** Select this option to have the Entertainment Event occur when the end-user selects it and schedules it from the Entertainment Menu.
- **At a specific time and day:** Select this option to have the Entertainment Event happen automatically based on a set schedule.

Set the time value to the time of day that the event is to occur on by choosing the hour and minute and whether it should occur in the AM or PM. Then select each day of the week that it should occur on by selecting the box for that day. If the event is to occur every day, simply select the box Every day.

Set your Good Night schedule

Select when this Entertainment event will happen.

☒ When manually selected by the user
 ☐ At a specific time and day

◀ Back

Next ▶

Set your Good Night schedule

Select when this Entertainment event will happen.

☐ When manually selected by the user
 ☒ At a specific time and day

Time:

01 ▼

:

00 ▼

AM ▼

Day:

☐ Sunday
 ☐ Monday
 ☐ Tuesday
 ☐ Wednesday
 ☐ Thursday
 ☐ Friday
 ☐ Saturday

Or

☐ Every day

◀ Back

Next ▶

6. After completing the automated activity, a new screen appears with the following two (2) options:

- **Continue programming:** This option returns to the list of automated activity types to choose from so that they can quickly begin programming another in the same room.
- **Finish automated activity programming:** Select to complete Automated Activity programming and return to the Advanced Menu.

Continue programming

Finish automated activity programming

Edit your automated activities:

Select this option to edit previously created **Automated Activities**. Although some features are not enabled for all automated activity types, the general layout is the same. Each feature is described below:

- **Command List:** Displays all the device commands and delays which have been added to the Automated Activity.

Edit your Cable automated activity

Automated Activity Steps

Test

Add delay

Add jump to

Select device and command

Device

Special functions

TV: POWER ON

Delay 5 seconds

TV: HDMI1

Cable: POWER ON

AVR: Power On

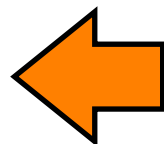
Delay 5 seconds

AVR: STB

Delete all steps

Back

Next



Advanced Menu

You are programming: Living Room

Automate activities in the system

Edit your automated activities

Add a room to the system

Edit the Entertainment Menu

Edit a device's layout and functions

Learn codes from an IR remote

Integrate with an External Service

Program a different room

Command List Cont...

They are displayed in the step by step order in which they are sent to the devices with the first step appearing at the top and the last at the bottom.

- **Device Command Steps:** Each device command step is listed by device name and command function name. For example TV: POWER ON is the command used to turn on the television (see right).
- **Delay Steps:** Each delay step is listed and indicated the delay time in seconds. For example Delay five (5) seconds is the delay in the macro (see right).
- **Delete:** Selecting the **red X** (see image at right) in the row with a step removes that step from the command list.
- **Reorder:** The listed steps can be reordered by **selecting the grab area** (see image at right) to the left of any listed item and dragging it above or below another, then releasing it.



- **Device Command Selection:** Use this area to select any device command function from any device in the room and add it to the command list:

- ☐ **Device:** Select the desired device from the drop down list.
- ☐ **Add:** Select to add the command function to the command list. The drop down menu displays all the available commands in the code set added to the system.
- ☐ **Test It!:** See if the command performs the function expected by selecting this button. This causes the hub to send the selected command to the device.

Edit your Cable automated activity

Automated Activity Steps

Add delay

Add jump to

Test

Add jump to

TV: POWER ON

Delay 5 seconds

TV: HDMI1

Cable: POWER ON

AVR: Power On

Delay 5 seconds

AVR: STB

Delete all steps

Select device and command

Device

Cable

Commands

POWER ON

Add

Test it!

Special functions

◀ Back

Next ▶

- **Special Functions:** Add a special function to the automated activity by selecting this button. This displays a window that has the following options:

Special Functions [Close]

Select a function

Function

Variable

Variable

If/Else

Select Cancel

- ❑ **Variables:** May be used in countless advanced programming methods. There are two types of variables that can be selected for use in automated activities. Before either is used, it must first be created by selecting the **Add new** button in the following screen.

New Variable Type [Close]

Select type of variable to create

True False

True False

String

Integer

Select Cancel

Edit your Cable automated activity

Automated Activity Steps

Add delay Add jump to

Test

Select device and command

Device

Cable

Commands

POWER ON

Add Test it!

Special functions

TV: POWER ON

Delay 5 seconds

TV: HDMI1

Cable: POWER ON

AVR: Power On

Delay 5 seconds

AVR: STB

Delete all steps


Back Next

New **True/False** variables have two (2) possible states: True or False.



The dialog box titled "New Variable: True False" has a close button (X) in the top right corner. It contains a "Variable:" label above a text input field containing "NightMode". Below the input field are two radio buttons: "True" (selected) and "False". At the bottom right are "Set" and "Cancel" buttons.

New **String** variables are set to a given text string. This can be any group of characters desired.



The dialog box titled "New Variable: String" has a close button (X) in the top right corner. It contains a "Variable:" label above a text input field containing "Modes". Below this is a "Value:" label above another text input field containing "Stereo". At the bottom right are "Set" and "Cancel" buttons.

New **Integer** variables are set to a given name and numerical value, usually one (1) or zero (0).

New Variable: Integer

Variable:

Enter Name

Value:

Enter numeric value

Set

Cancel

When creating either type of new variable, it must be given a name and a default state.

True/False variables must be set to either true or false and **String** variables must have at least one (1) character entered into the value field.

After a variable has been create, place it in an automated activity to change the value assigned to it. Similar to creating a variable, first select the special function then select the variable. Then select the variable from the list of any that have been created.

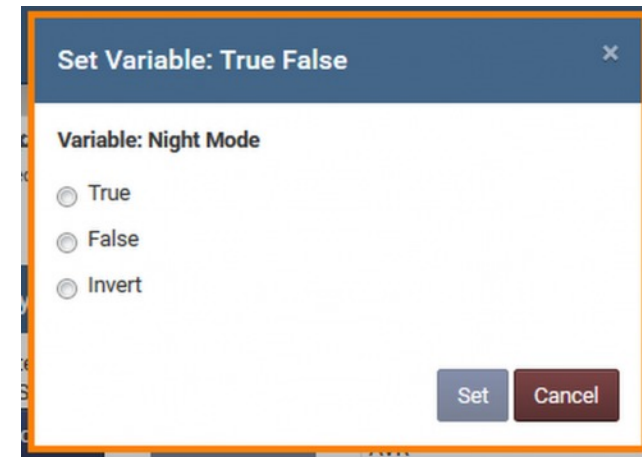
A **True/False** variable must be set to **True, False, or Invert**.

Setting the variable's value to True or False does just that. Setting the variable to Invert changes the variable's value to the opposite of whatever the current value is; a value of true is changes to false and vice versa.

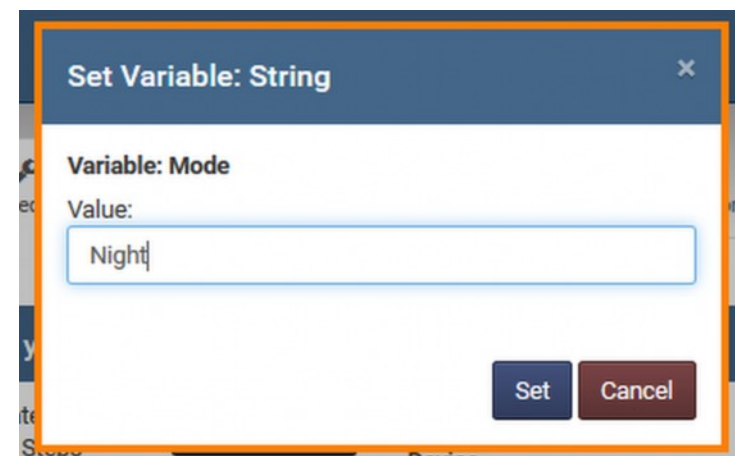
A **String Variable** may be set to any text string desired.

Once ready, press the Set button to add the variable to the automated activity command list.

TRUE/FALSE



STRING



The variable is displayed in the command list with VAR to indicate that it is a variable, followed by the variable name and the value that is set when the automated activity is used. The variable function can be re-positioned in the command list just like any other function.

Edit your Blu-Ray/DVD automated activity

Automated Activity Steps

Add delay

Add jump to

Test

Select device and command

Device

AVR

Commands

POWER ON

Add

Test it!

Special functions

≡ Television: POWER ON

×

≡ Delay 10 seconds

×

≡ Blu-Ray/DVD: POWER ON

×

≡ Television: HDMI2

×

≡ AVR: POWER ON

×

≡ VAR Mode= Night

×

54

If/Else: This allows the automated activity macro to be branched on the state of a variable. In other words, If a certain condition exists to do one thing, Else do another. The condition is tracked by a variable that was previously created.

When selecting the If/Else special function, select one of the variables that have been previously made. This is the variable that the If/Else function uses as a condition to check.

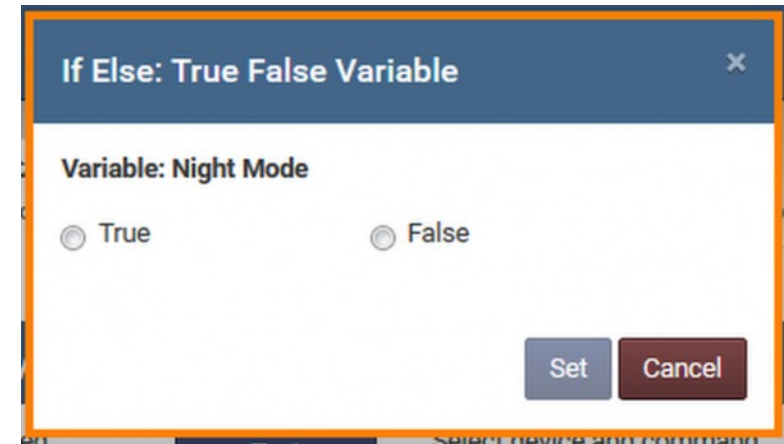
When using a **True/False** variable, select which condition to check for; true or false.

When using a **String** variable in the If/Else, check the variable against the value entered.

Enter the string in the value field and then select the way that it is compared to.

Choose to check if the string variable includes the text entered in the value field or check if the variable exactly equals the text.

TRUE/FALSE



STRING



Once a selection is made, the If/Else is placed into the command list, the branches display as such on the right.

Add additional commands to each branch, the **If/Else** only runs the commands that are correct based on the variable condition that was selected.

Edit your Cable automated activity

Automated Activity Steps

Test
Add delay
Add jump to

Select device and command

Device
AVR
Commands
POWER ON
Add
Test it!
Special functions

Television: POWER ON
Delay 8 seconds
If: Cable PWR, False

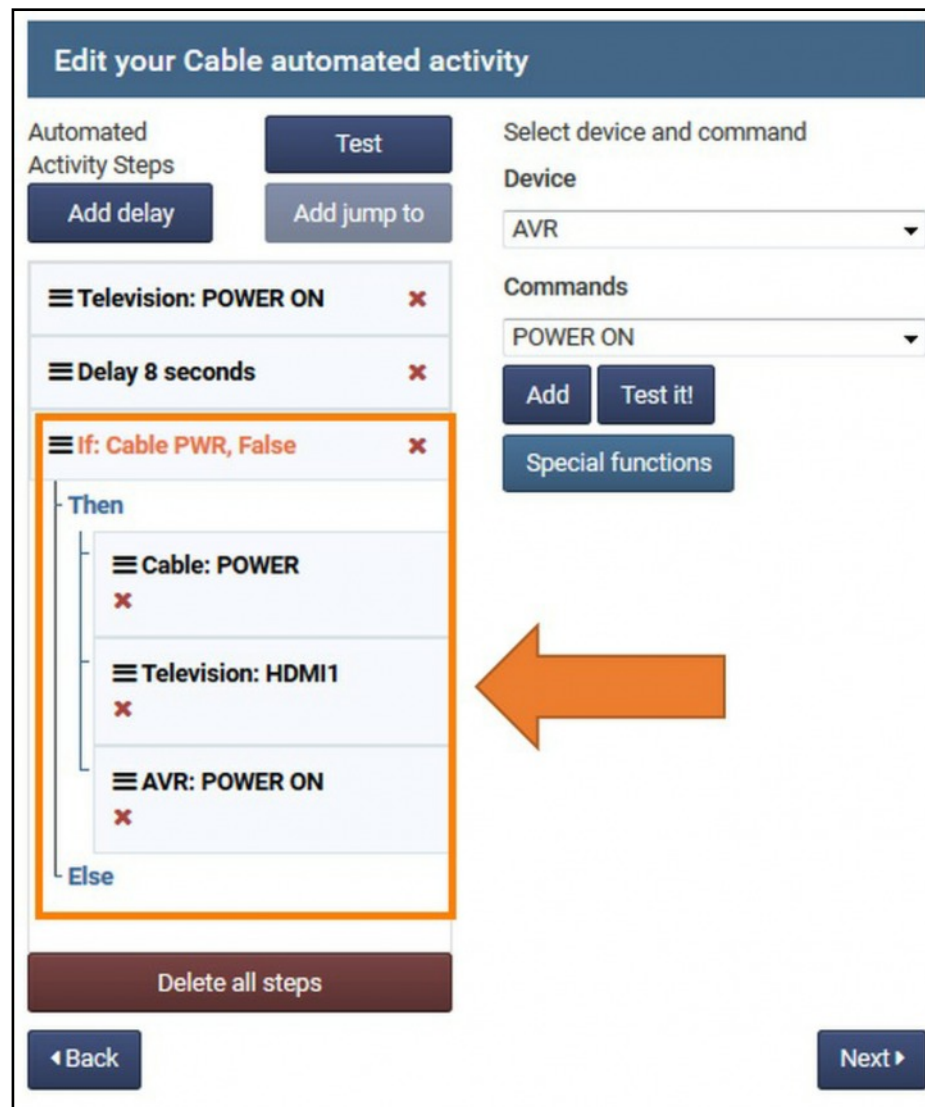
Then

Cable: POWER
Television: HDMI1
AVR: POWER ON

Else

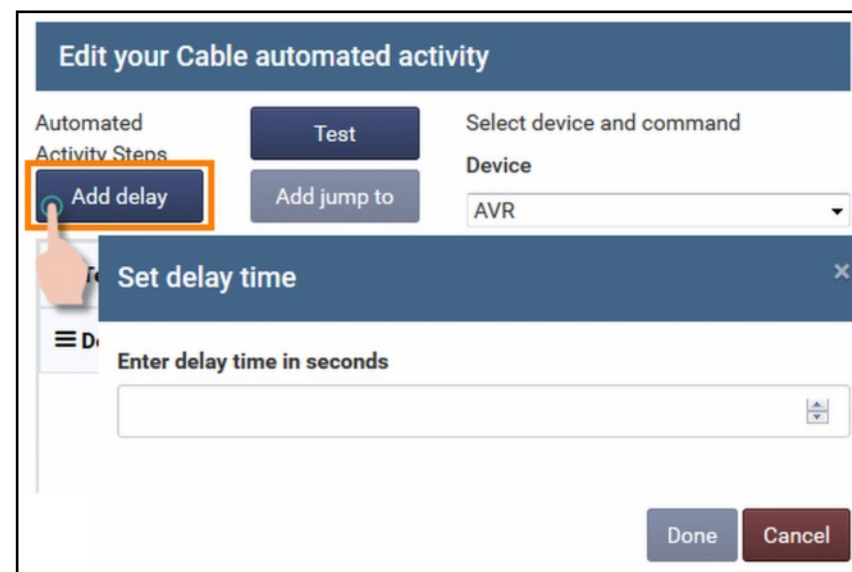
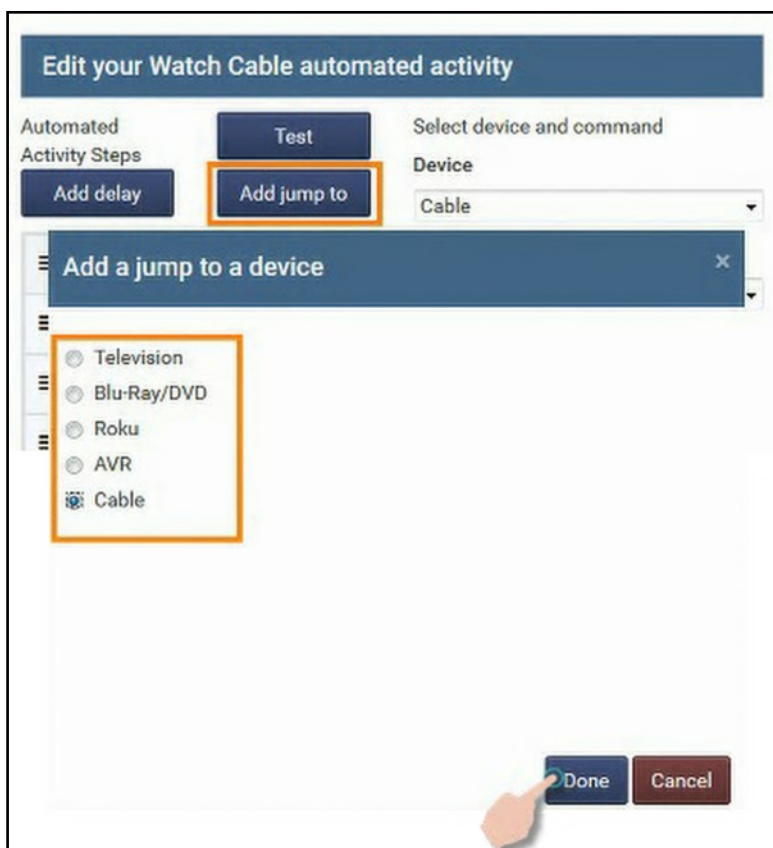
Delete all steps

Back
Next



- **Delay:** Add a delay to the automated activity by selecting the button **Add delay**.

Enter the amount of time in seconds for the automation to pause. The MX HomePro Editor supports a delay from **0.1-99.9 seconds**.



- **Add a jump to:** Select this button to add a step that tells the user interface to change the screen for controlling a particular device.

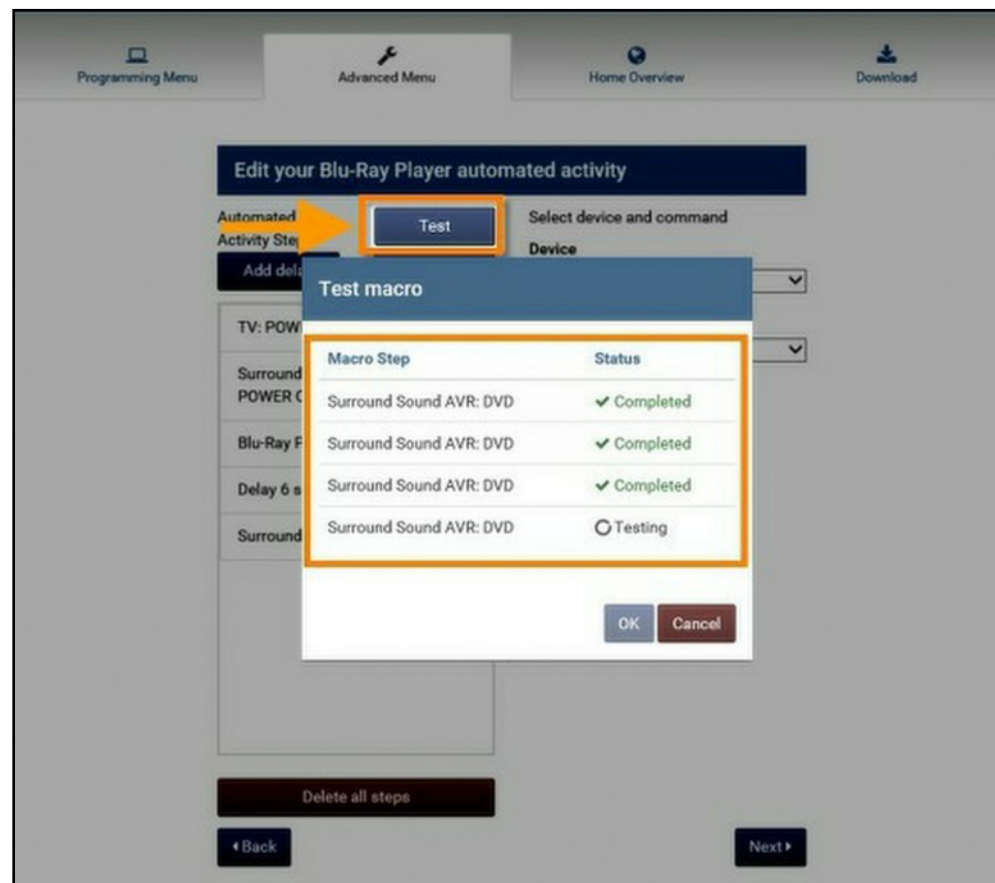
After selecting the Add jump to button, select the target device from the list of available device. Then select the Done button complete the process.

This option is only available when the Build an automated activity on a **new Entertainment page button** option has been selected.

- **Test:** Select this button to test the steps in the automated activity by having the commands sent to the devices by the hub.

After selecting **Test**, a window appears and list out each macro step. While the test is in progress, each step indicates its status when its turn arrives.

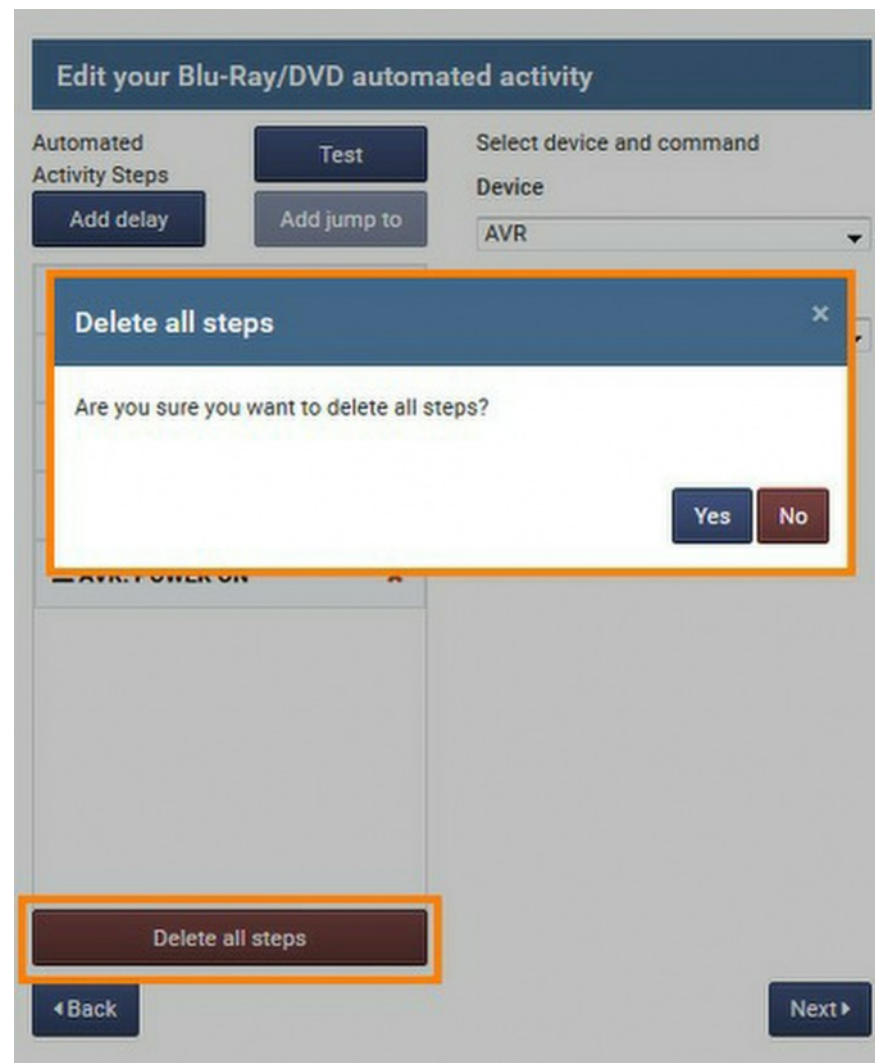
Keep in mind that this test is running through the Internet, so the timing of these steps may not be the same as when the macro is triggered by the interface. For the most accurate test make sure to do so from the actual interface after downloading to the system.



- **Delete All Steps:** Select this button to delete all of the steps in the automated activity.

A confirmation notification appears on the screen, selecting **Yes** permanently erases all the steps from the automated activity.

Selecting **No** returns the screen to the previous screen.



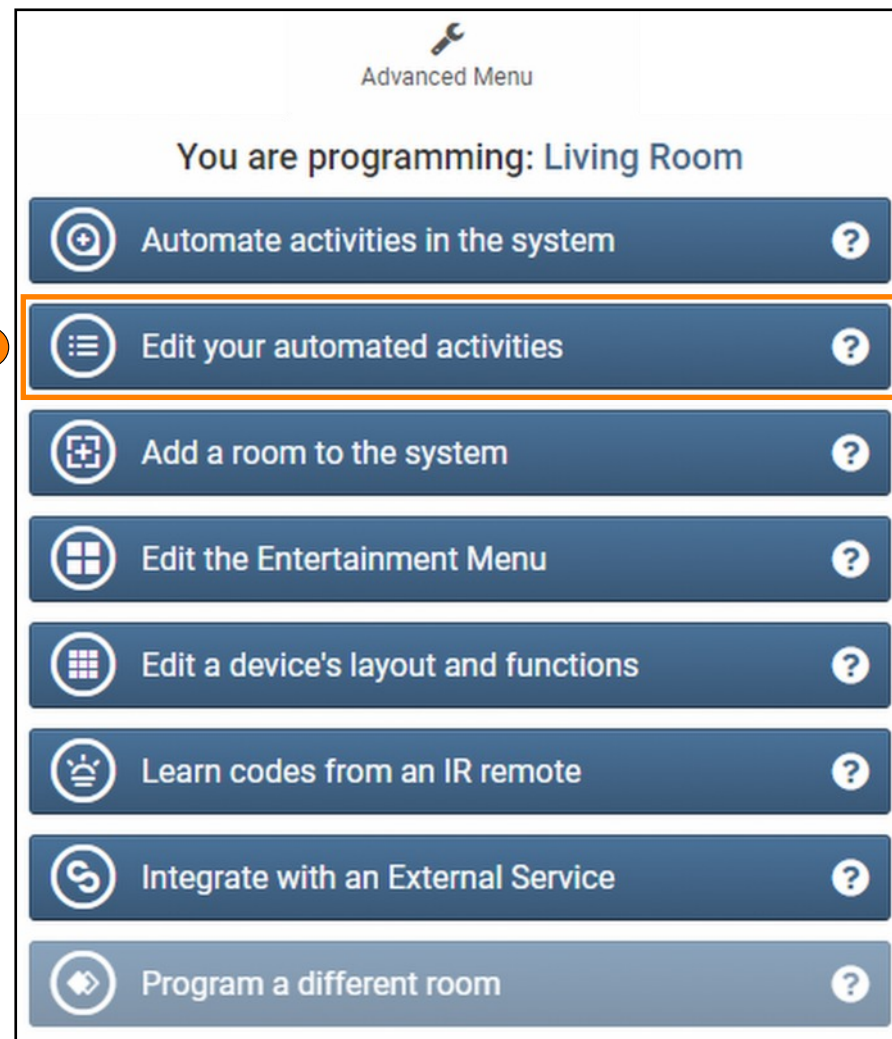
Editing Previously Created Automated Activities:

Editing an automated activity which was previously created is very similar to the method used to create it.

1. **Advanced Menu:**

Select **Edit your automated activities**.

1



2. Choose an Automated Activity to edit.

Select from buttons on the Entertainment Menu or the room's Power Off activity. Browse through available activities by using the page buttons on the bottom of the list.

If the button has not been programmed with an automated activity it is not selectable and appears as a gray text on a white background.

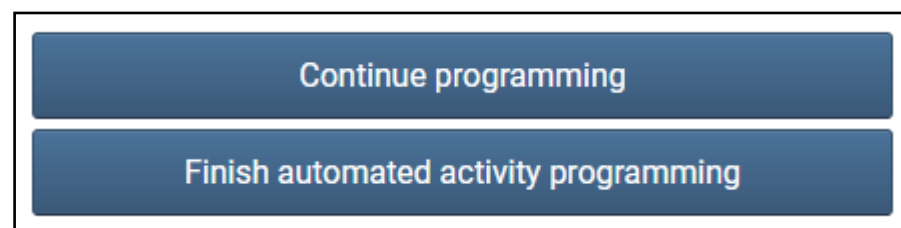
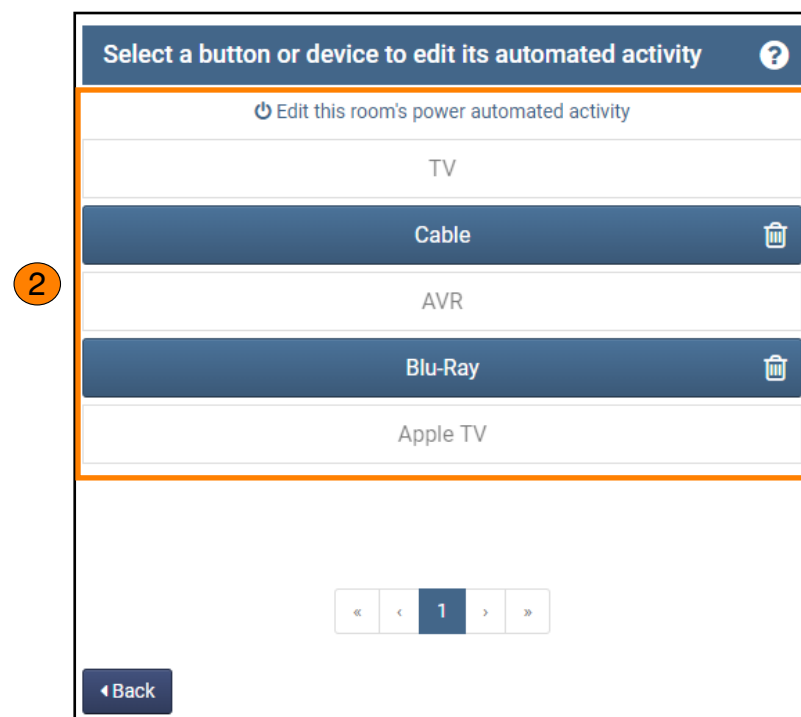
Choose the permanently delete an automated activity by selecting the trash can icon next to the name.

3. Edit the automated activity as needed. See all of the automation elements that were previously programmed. Add to them, reorder, or delete them.

See page 43 for full details.

The **Automated Activity Done Screen** can also be enabled or disabled after making changes to the macro.

4. After the editing of the automated activity is complete, choose from the three (3) available options (bottom right).



Adding Additional Rooms:

When controlling a system to be able to operate devices in more than one room, the software must add an additional room and hub.

1. **Advanced Menu:**

Select **Add a room to the system**.

The MX HomePro Editor automatically searches the network for an unassigned hub and displays it in this menu.

2. Select a **hub**.

3. **Enter a name** for the room being added to the system.

4. Select **Finish**.

1

You are programming: Living Room

- Automate activities in the system ?
- Edit your automated activities ?
- Add a room to the system ?**
- Edit the Entertainment Menu ?
- Edit a device's layout and functions ?
- Learn codes from an IR remote ?
- Integrate with an External Service ?
- Program a different room ?

2

Enter the new room name

3

Master Bedroom

Choose an available base station for the room (listed by MAC address)

Refresh the list

00:1F:B8:33:01:54 (MXHP-H500)

Back

4

Finish

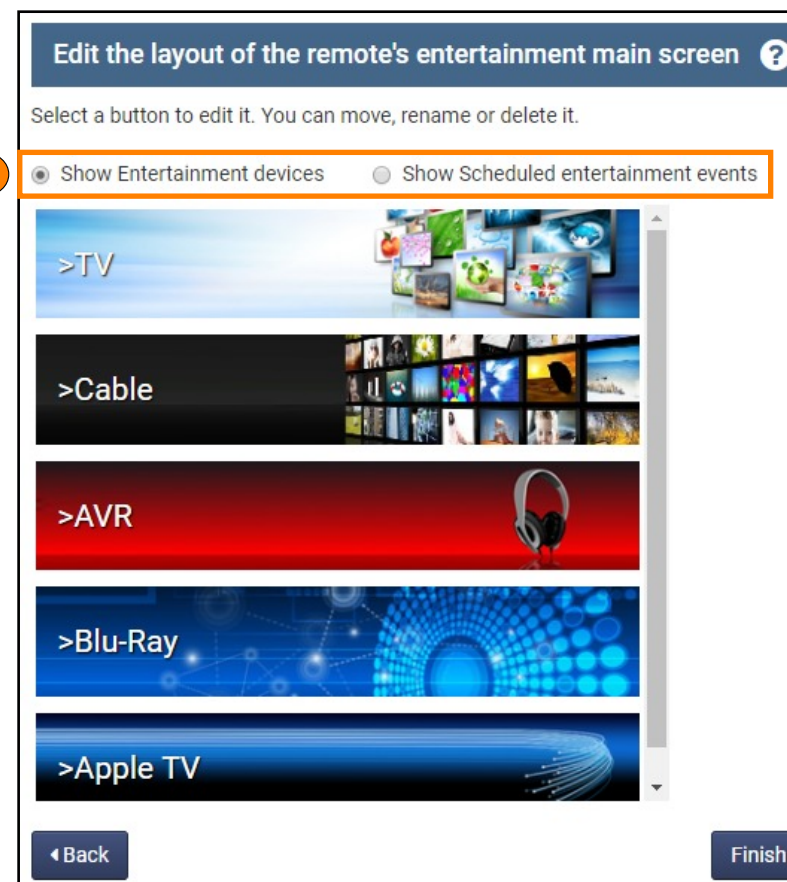
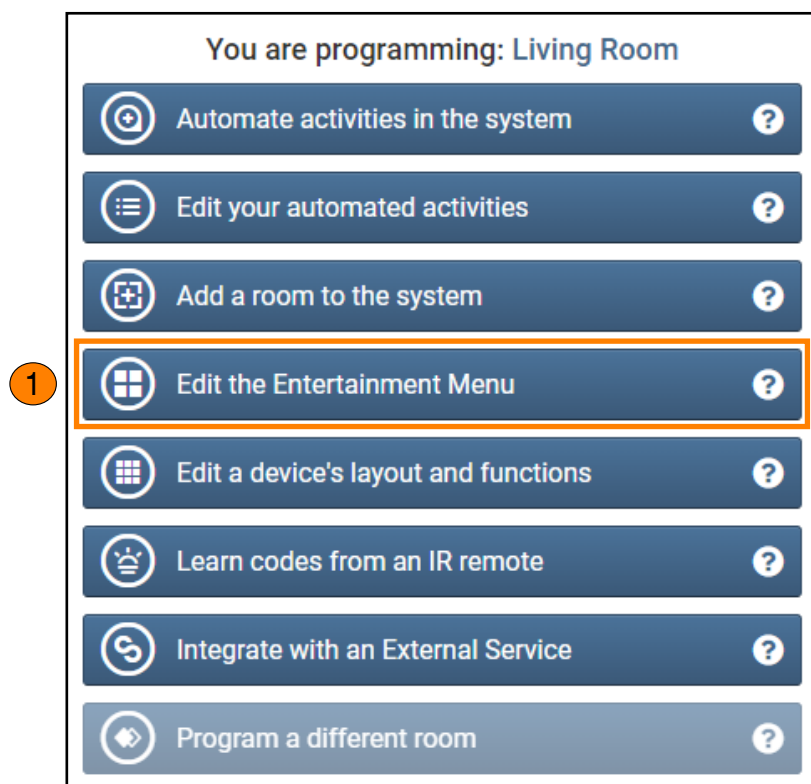
Editing the Entertainment Menu:

Alter the look of the Entertainment Menu for every room in the system. The button images and text can be changed to give the desired look.

1. Advanced Menu:

Select Edit the **Entertainment Menu**.

- This list represents the buttons on the **Entertainment Menu** of the room selected. If the list has many buttons, scroll through it to view all of them.



Entertainment devices are listed separately from **Scheduled Entertainment Events**. Choose the list by selecting the appropriate option at the top.

Then select a button to edit by clicking on it.

3. After selecting a button there are two (2) editing options:

- **Pencil:** Select to edit the button.
- **Trash Can:** Select to delete the button and the device it represents.



4. The **Pencil** icon presents the following options:

- **Edit the Button Name:** Select the text field and enter the label, this edits what appears on the user interface.
- **Hide Text/Hide Device:** Select the option to Hide text so that only the button image displays. This is useful when using a logo that already has text on it. Selecting Hide Device removes the button from the Entertainment Menu without deleting it from the system.
- **Change the Icon:** Select the Change button and an additional window opens that displays the available button images.

Edit the device button

Enter a name for the device:

TV

☐ Hide Text
 ☐ Hide Device

Current icon:



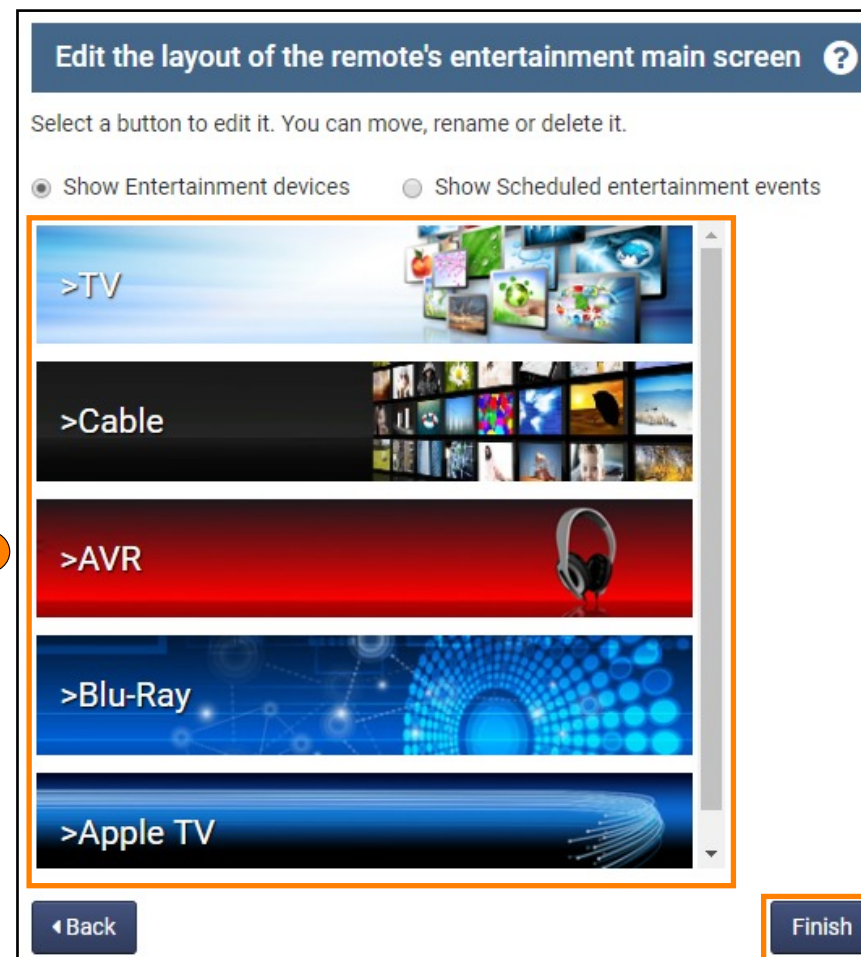
Change

Done

Cancel

Select an image and confirm it using the Select button. This sets that new image as the button icon on the user interface.

5. **Reorder** the button in the Entertainment Menu by dragging a menu item up or down on the list. Release the button once it is in the proper position.
6. When all editing is complete, select the **Finish** button to return to the Advanced Menu.



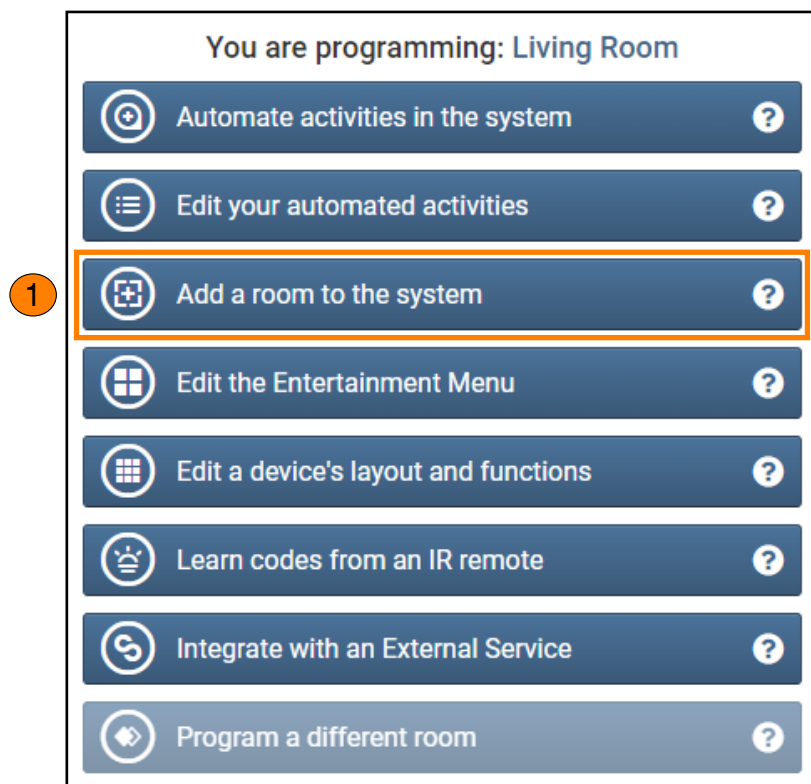
Editing a Device's Layout:

After adding a device to the system it is ready to use after downloading. However, if there is still room for improvement this option can alter the layout of any device that has been programmed on the Entertainment Menu. The button positions and text can be changed or deleted entirely.

Go even deeper by altering the way the individual device commands behave when the buttons are pushed.

1. **Advanced Menu:**

Select **Edit a device's layout and functions**.



2. **Choose which device** in system to edit and select **Next**.



3. The Device Editing screen display.

When the screen first opens it displays the first page of menu buttons that appear on the user interface. Hard buttons can also be viewed by selecting the **Hard Buttons** tab at the right of **Menu Pages**. Move through the available groups of these buttons by using the numbered page indicators below the button layout.

Easily move a button to another position on the current menu by selecting the button and **dragging** it onto another. The other buttons reposition to make room the button that was just moved.

4. **Selecting a button** displays the editing options and the data repeat settings for it.

Select the **pencil icon to edit** the button label or the assigned function. Select the **trash can icon to delete** the button. The **arrow key is used to swap positions** with a different button on the menu.

The **data repeat settings** can also be adjusted for individual button functions here. While this can be helpful for fixing problems like a volume command that moves too quickly, an incorrect setting can have a very detrimental effect on system usability. If adjustments are needed, make small ones and test them after downloading to the system.

Check the box at the left of **Hide Button** to hide the selected button.

Edit the layout of the device's buttons

Select a button to edit it. You can move, rename or delete it.

Mapped Commands

Menu Pages	Hard Buttons
FAV	PPV
VOD	LIST/MY DVR
LIVE TV	HELP

<
1
2
3
...
>

Add a new page
Hide pages

◀ Back
Finish

↔
✎
🗑️

Button command:

FAV

Data Repeat Setting:

☒ Repeat while button is pressed

☒ Use device's default setting

☐ Use custom setting for this button

Repeat/macro repeat: 3

Min. repeat while pressed: 1

☐ Hide button

5. Add additional menu pages by selecting the **Add a new page** button. If any pages are left blank, the MX HomePro Editor automatically deletes it.

6. Select the **Hide pages** button to hide any pages that the user does not need access to.

One or more pages of device button can be hidden or, if already hidden, made visible.

Edit the layout of the device's buttons

Select a button to edit it. You can move, rename or delete it.

Mapped Commands

Menu Pages

Hard Buttons

FAV

PPV

VOD

LIST/MY DVR

LIVE TV

HELP

<

1

2

3

...

>

Add a new page

Hide pages

Back

Finish

⇌

✎

🗑

Button command:

FAV

Data Repeat Setting:

☒ Repeat while button is pressed

☒ Use device's default setting

☐ Use custom setting for this button

Repeat/macro repeat: 3

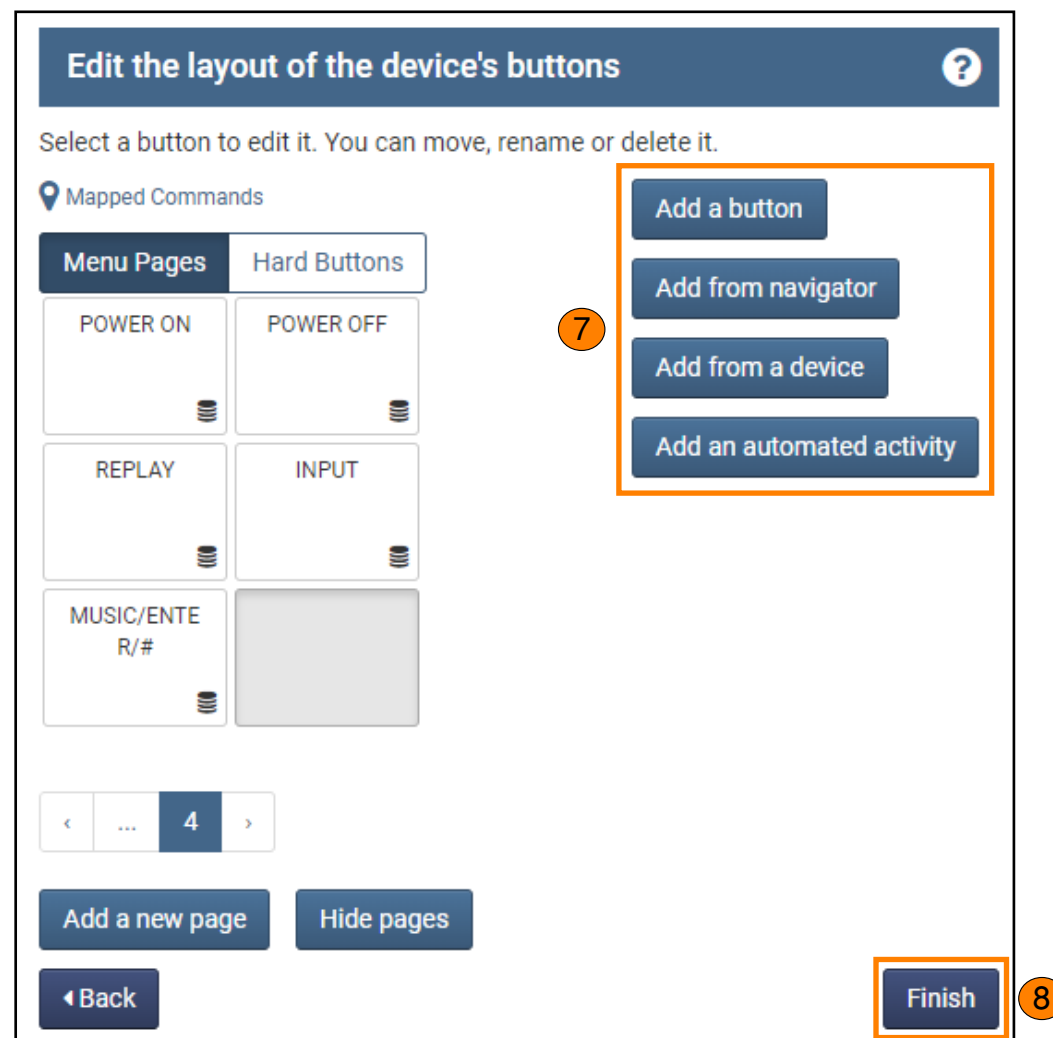
Min. repeat while pressed: 1

☐ Hide button

7. Select an empty button space to reveal the advanced Device Editing options in the MX HomePro Editor:

- **Add a button:** Allows the programmer to add a new button to the current device's layout.
- **Add from navigator:** Allows the programmer to add a button from almost any code set from the IR navigator or, when using IP, IP navigator.
- **Add from a device:** Allows the programmer to add a button from a device that was programmed into the system.
- **Add an automated activity:** Allows the programmer to add an Automated Activity (macro) on the blank button space.

8. Select **Done** when complete.



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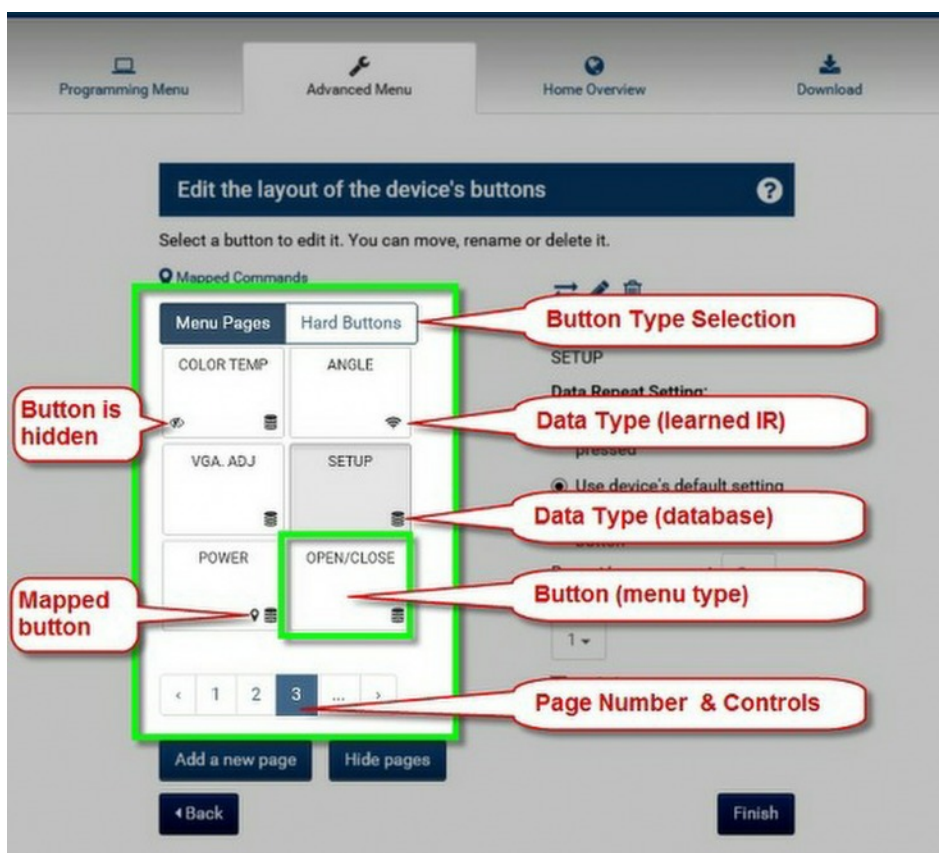
PROGRAMMING GUIDE

Device Layout Editing Screen:

When choosing to change the way that a device looks when it is used on the user interface, use the Device Layout Editing Screen to do so.

Button Simulator:

The simulator displays the menu pages in the editing screen. This gives the most efficient starting point because most device layout operations are simply re-labeling and rearranging buttons on the menu pages.



The main points are described below:

- Button Type Selection:** Select the button type to display in the simulator. Choose **Menu Pages**, which are the button displayed on the interface screen or **Hard Buttons**, which are the physical buttons on the remote control.
- Buttons:** Buttons are simulated here and display their text label and relative position that they are in when downloaded to the user interface(s). Menu page buttons display their text label and data type. They also display an indicator if they have been selected as a mapped button. Hard buttons display these, along with the fixed label from the physical button which cannot be deleted.
- Rearranging Buttons:** Easily move a button to another position on the current menu page by selecting the button and dragging it onto another. Then release it and they other buttons reposition to make room for the button just moved. Hard buttons cannot be moved in this manner. To move a button to another page use the swap feature described later.
- Data Type:** Each button also displays the type of device function command data stored on them. The database type is a command that comes from the **preprogrammed device** command database represented by . The **learned IR type** is a command that was learned to the device from another remote control and is represented by the icon .
- Page Number & Control:** Use the page number control to move through and view the different pages of buttons for the device. Select on the numeral to jump directly to that page or select on the left or right arrow to move one page at a time in the indicated direction.

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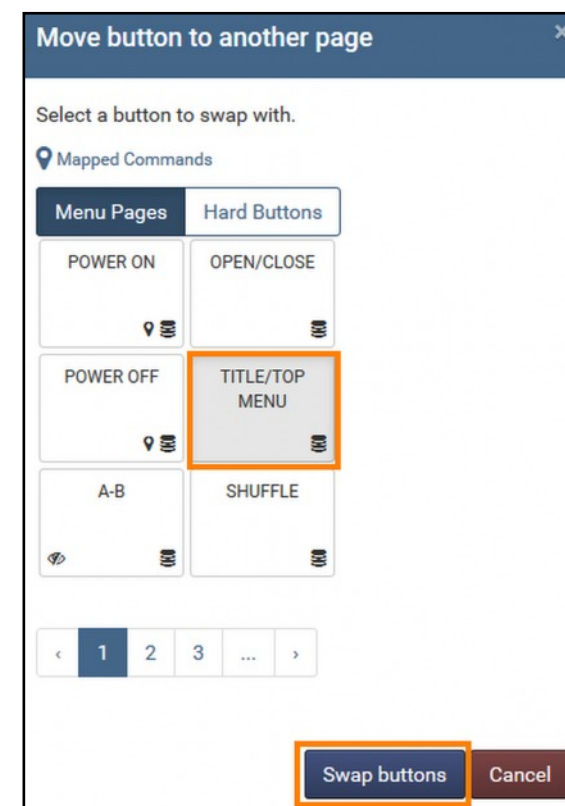
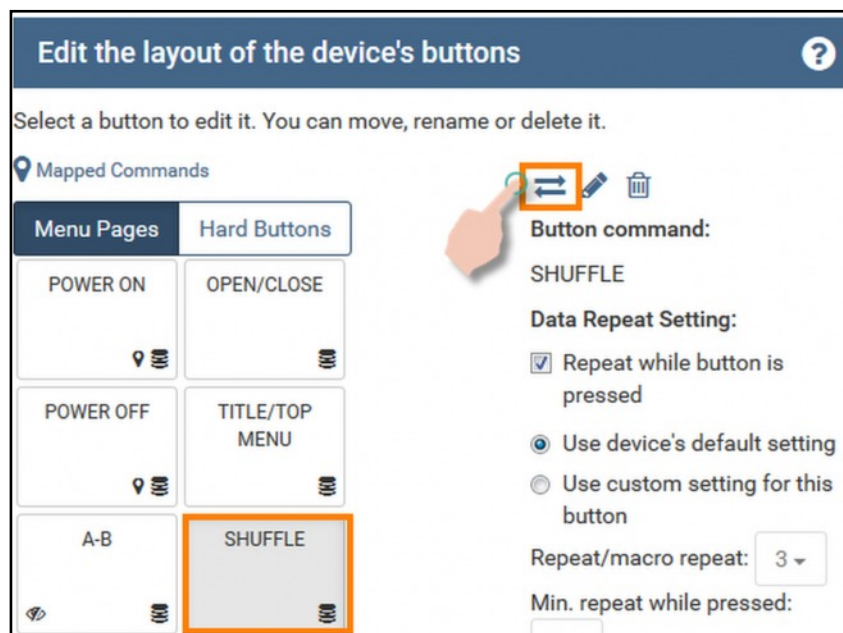
PROGRAMMING GUIDE

Button Swapping: Use the swap function to move a button to another page from the one it is on or to move hard button command.

A window opens allowing for the **selection of any other button** in the device as the target for the swap. When selecting the target, press on the swap button execute the move.

Selecting any button, even a **hard button**. If swapping with a hard button, the hard button text label swaps, not the fixed label.

Selecting a **blank space** is also possible. In this case the original button moves to the blank space and there is no button where the original was located.



Button Function Editing:

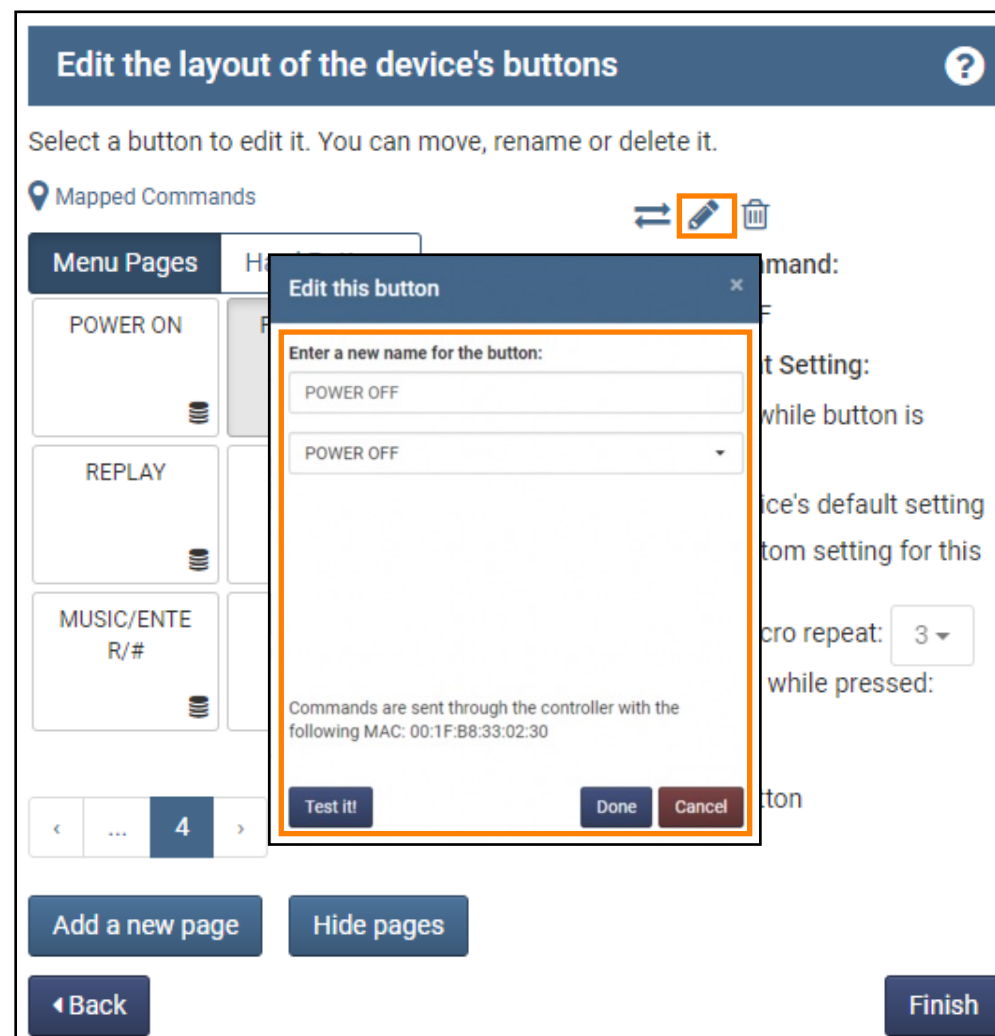
To change the text label on a selected button or change the command assigned to it, select the **pencil** icon to edit it.

From the window that opens, add button text label by selecting the field text and entering what needs to be displayed or edit the text that is already present.

From this window, assign a different device function command to the button. To do so select the the drop down menu and choose the function for the button to use. This does not affect the text label of the button.

Select **"Test It!"** To test the button's functionality.

When all edits are complete, select the Done button to close the window.



Edit the layout of the device's buttons ?

Select a button to edit it. You can move, rename or delete it.

Mapped Commands

Menu Pages

POWER ON

REPLAY

MUSIC/ENTER/#

Edit this button x

Enter a new name for the button:

POWER OFF

POWER OFF

Commands are sent through the controller with the following MAC: 00:1F:B8:33:02:30

Test It! Done Cancel

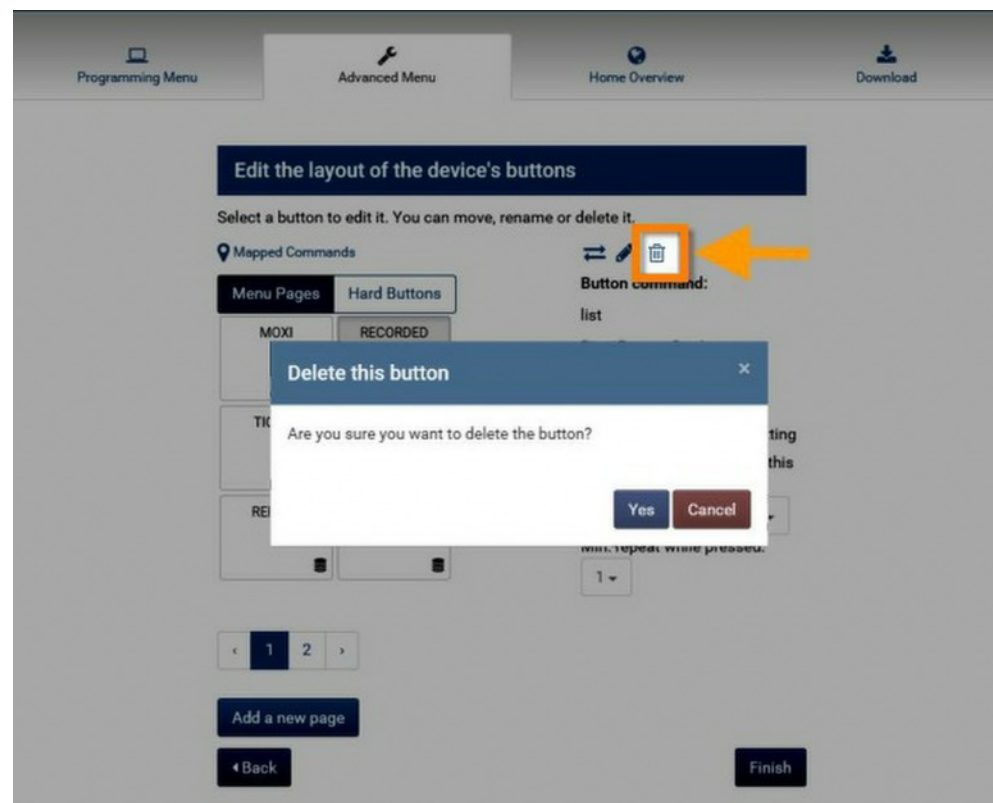
Add a new page Hide pages

Back Finish

Deleting a Button:

To remove a button, simply select the trash can icon to delete it.

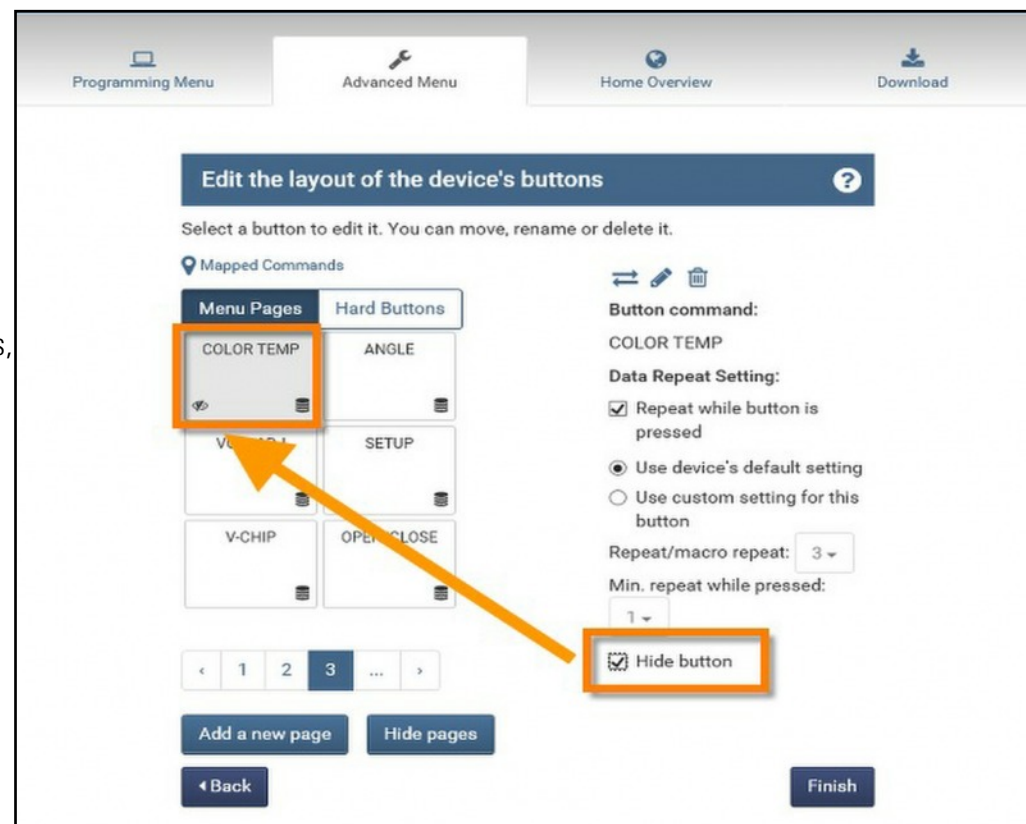
A window open for confirmation, select **yes to permanently delete** the button. Deleting the button does remove it from the user interface, but the device command function is not deleted. It is still available in the device function list.



Hiding a Button:

In some instances, deleting a button is not always what is best. For those cases, prevent that button from displaying on the user interface by using the hide button option.

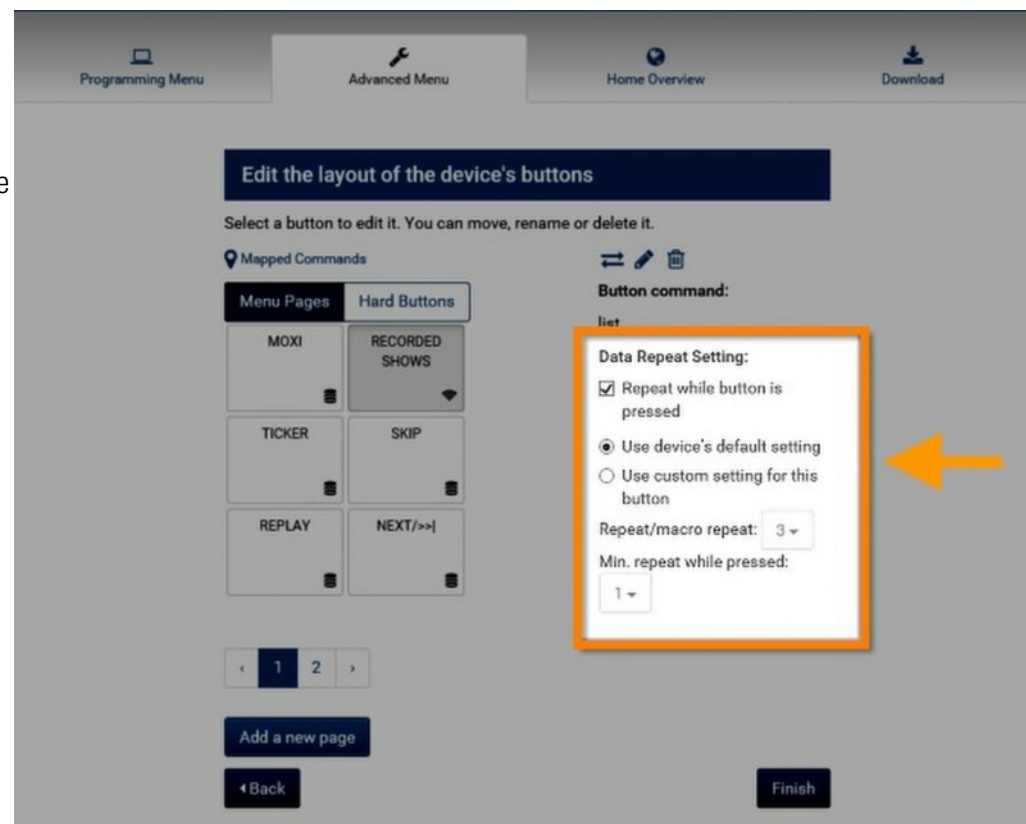
Once hidden, the button does not appear on the user interface, this process can be undone by deselecting the Hide button option.



Data Repeat Settings:

When selecting a button the data repeat options are visible. Most of the times these can and should be left at their default state. However, in certain situations they need to be changed to a custom setting for an individual button to improve performance.

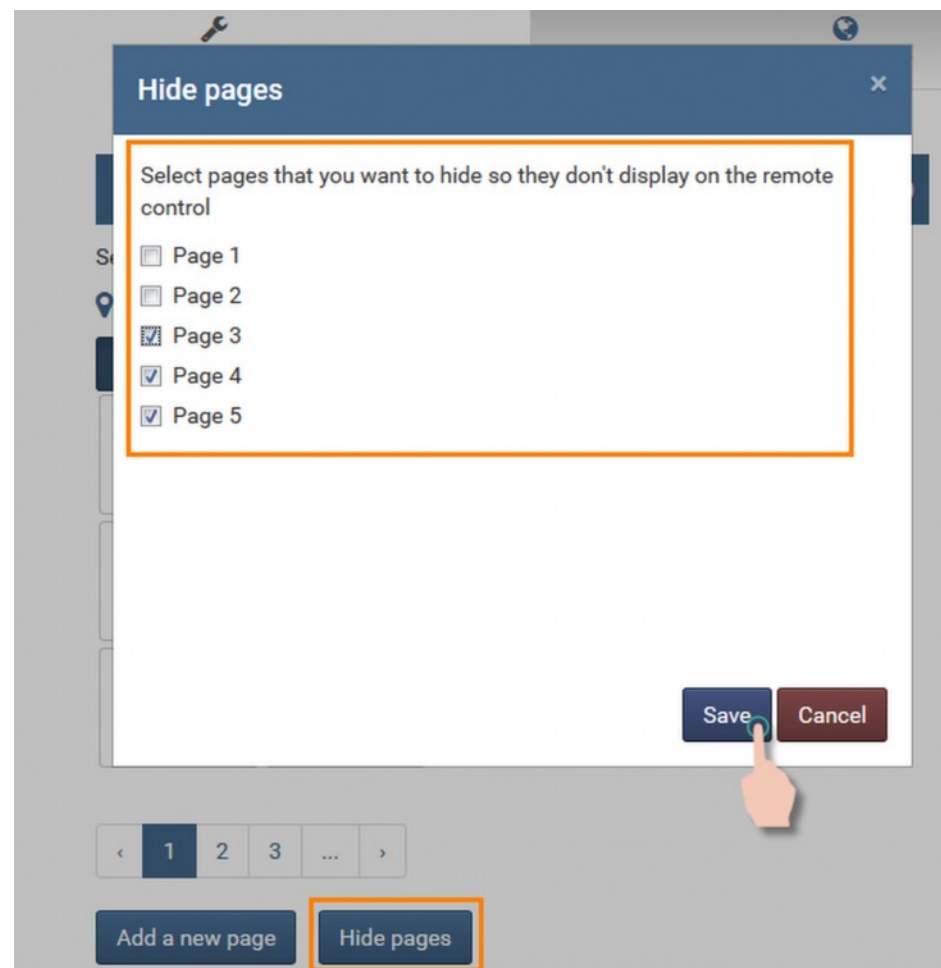
- Repeat while button is pressed:** This option determines if the device command function **repeats** for as long as the button is **continuously pressed** down. Select the box to set the command to repeat while pressed. This setting is commonly used for commands such as **volume** where the user presses the button to raise or lower the level until it reaches the desired point.
- Use device's default setting:** This option sets the button to use the **same command repeat settings** that are applies to the device properties. These are adjustable for the entire device under the Home Overview page.
- Use custom setting for this device:** Selecting this option allows the button to have the **repeat settings** set **individually**, applying only to it and no other buttons. The effect of the **repeat/macro repeat** and **min repeat while pressed** values here are the same as **macro repeat** and **button pressing repeats** values respectively, which are found under the **device properties** in the Home Overview. See the device properties in the **Home Overview** section for additional details.



Hiding Pages:

There may be times when an entire menu page of buttons needs to be hidden. Select the **Hide pages** button and select the pages to hide.

From the Hide pages menu, select the menu pages to hide on the user interface. Whenever a page is hidden, a ***Hidden Page*** text is labeled below it.



Adding a New Page:

Select **Add a new page** and an additional blank menu page is added after the last page. If any page is left completely blank, the editor automatically removes it.

Edit the layout of the device's buttons

Select a button to edit it. You can move, rename or delete it.

Mapped Commands

Menu Pages

Hard Buttons

POWER ON

REPLAY

MUSIC/ENTE R/#

POWER OFF

INPUT

<

...

4

>

Add a new page

Hide pages

Back

Finish

⇌

✎

🗑

Button command:

POWER OFF

Data Repeat Setting:

☒ Repeat while button is pressed

☒ Use device's default setting

☐ Use custom setting for this button

Repeat/macro repeat: 3

Min. repeat while pressed: 1

☐ Hide button

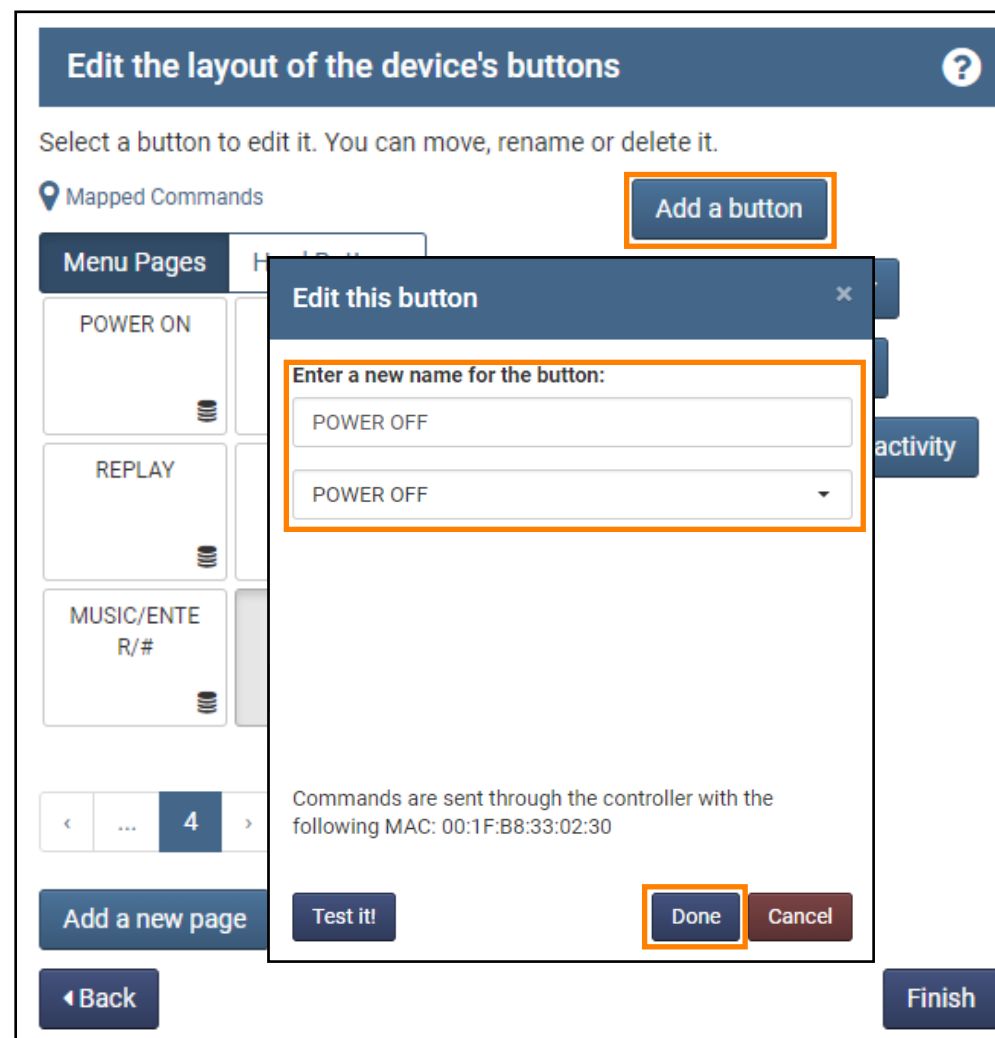
Adding a Button:

Choose an empty button space then select the **Add a button** option.

In the edit window enter a name for the **new button and then assign a command** function to it by selecting one from the list.

Use the **"Test It!"** button to test the functionality of the command.

Select the **Done** button when completed.



Edit the layout of the device's buttons ?

Select a button to edit it. You can move, rename or delete it.

📍 Mapped Commands **Add a button**

Menu Pages H 15 M

POWER ON

REPLAY

MUSIC/ENTER/#

< ... 4 >

Add a new page

Edit this button x

Enter a new name for the button:

POWER OFF

POWER OFF

Commands are sent through the controller with the following MAC: 00:1F:B8:33:02:30

Test it! **Done** **Cancel**

Back **Finish**

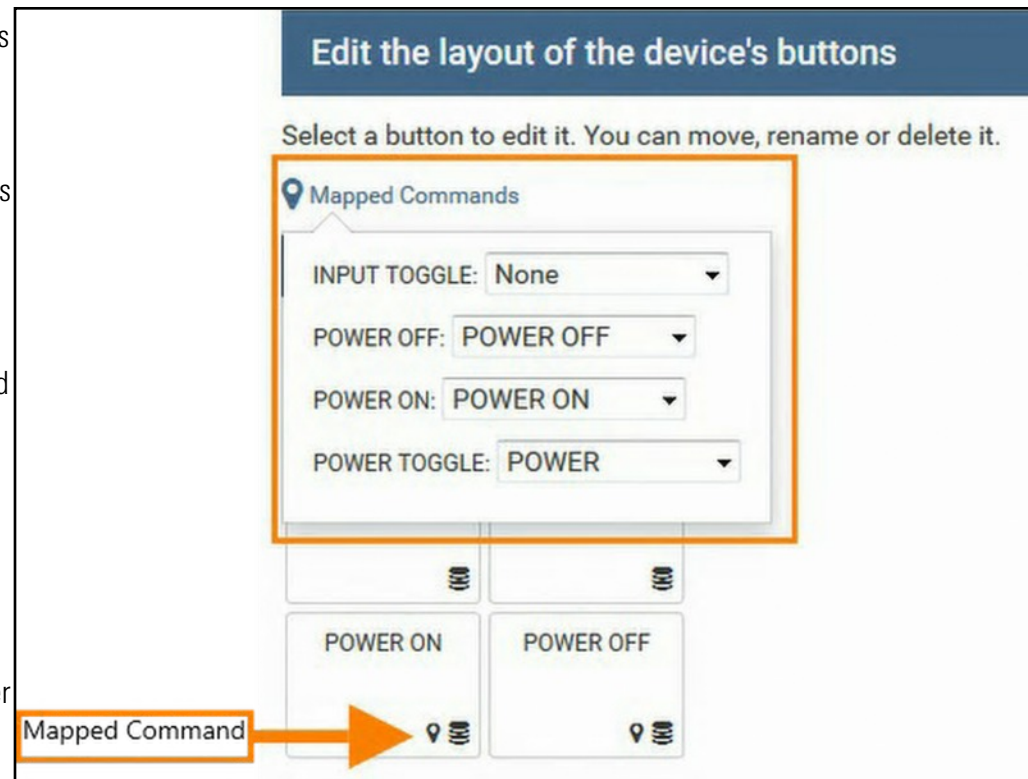
Mapped Commands:

The **Done Screen** feature organizes **power and input** commands to make it easier for a user to enjoy the system and stop worrying about finding commands on the user interface. To speed up assembling of the Done Screen, choose to designate mapped commands for power and input on devices. These commands then are highlighted the first time when building a Done Screen for a particular Automated Activity.

Select the Mapped Commands button to open the settings panel. In the settings panel there are four (4) command types that are mapped; these are described below:

- **Input Toggle:** This command is the one (1) that toggles or cycles through all of the available inputs on a device. This command is labeled in many different ways; however, the most frequent is Input or Source.
- **Power Off:** This command is the one (1) that always turns the device off. It is also known as a discrete off command. It is often labeled as Power Off, Off, Standby, or P-Off in the database of functions.
- **Power On:** This command is the one (1) that always turns the device on. It is also known as a discrete on command. It is often labeled Power On, On, or P-On in the database of functions.
- **Power Toggle:** This command is the one that toggles the power state of the device on or off. This command is usually labeled as Power.

Mapping button commands is optional, many devices in the database are mapped already. However, if using Automated Activities, make sure the commands are mapped, this can save time.



Learning Codes from an IR Remote:

The hub has the ability to learn most IR commands from other remote controls and then store them so that they can be used by your system to operate the original device. Learning IR commands, though a powerful feature, is a last resort.

Remember the following when learning IR commands:

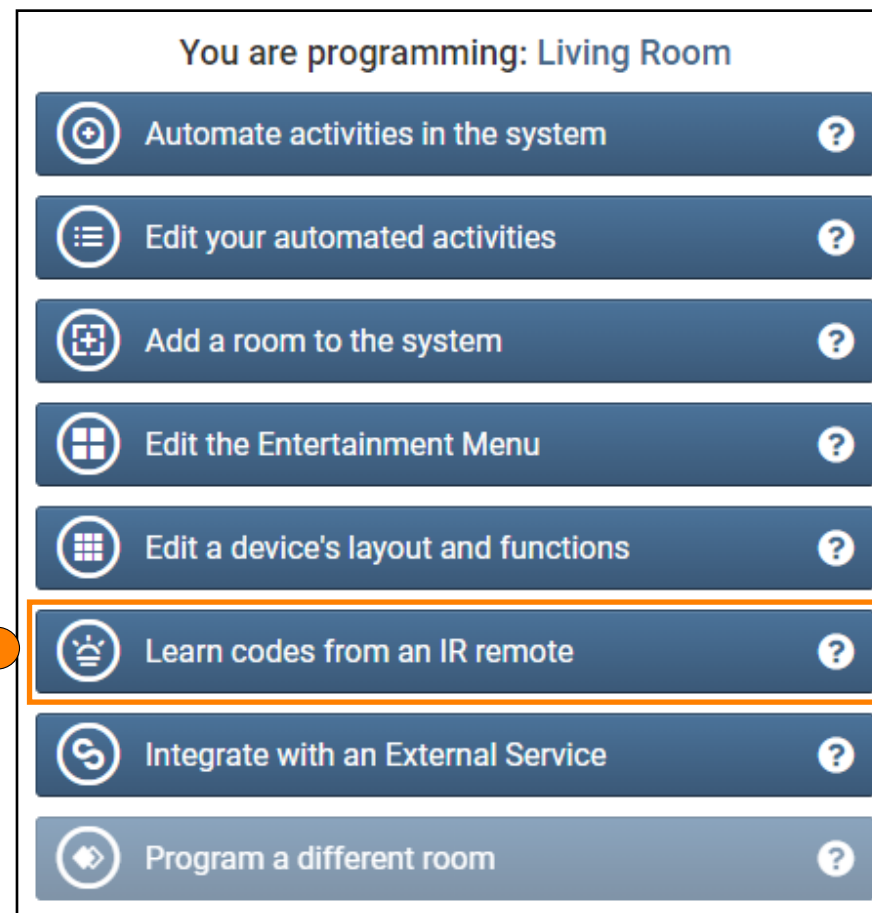
- **Fresh Batteries on the Original Remote:** Weak batteries often cause the system to fail when trying to learn.

Even if the original remote operates the component, the batteries can be too weak to produce a strong enough carrier for any learning remote to detect. If a code fails, replace the batteries.

- **Vary the Distance between the Remote and the Learning Sensor:** It is recommended that the starting distance be a half of an inch between the remote and the learning sensor. If this doesn't work, try varying the distance by doubling it each attempt. Keep trying until at three (3) feet away from the learning sensor.

Follow these steps:

1. **Advanced Menu:**
Select **Learn codes from an IR remote**.



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- Decide **where in the system to save the learned commands** to and select **Next**.

Learn commands to either an existing device in the system or create an entirely new device. If there are database codes that work the device but are missing some functions, the save time by learning codes to that existing device. Otherwise create a new device.

- If **creating a new device** for learning, it require entering in some basic information so that the system correctly handles the device.

- **Add a device to room:** Choose the room in the system where the device is used.
- **Select a device type to control:** Assign the device type by choosing one of the options from the list.
- **Enter a name for the device:** Enter a name for the device, this label appears on the user interface and is used for selecting the device. This can be changed later if required.
- **Enter the manufacture name:** Enter the brand name of the manufacturer of the device.
- **Enter the exact model number:** Enter the model number just as it appears on the device, this is very helpful if troubleshooting the device.
- **Base station infrared (IR) output setting:** Choose if the device uses wired or wireless IR. This can be changed later.
- **Select which control will control this device:** Select a hub from the list

Where do you want to use the learned commands?

Do you want to add commands to a device that is already programmed in your sytem or create a new device for them?

☐ Learn to an existing device
 ☐ Create a new device

◀ Back

Next ▶

New Device Info

Add a device to room

Living Room ▼

Select a device type to control

Televisions ▼

Enter a name for the device

Device name

Enter the manufacturer name

Manufacturer name

Enter the exact model number

Model number

Base station infrared (IR) output setting

☒ Wired IR emitters attached to my device
 ☐ Wireless IR (requires line of sight from the base station to the device)

Select which Controller will control this device

▼

◀ Back

Next ▶

- If learning IR commands to an existing device, **select which device to learn IR data to**.

Select the device to learn to and click on **Next**.

- Select exactly what button to store the learned command to.

Use the button simulator for this. Pick a blank button or a button that already has command data on it. If there are no blank buttons, add a new page to the menu and select a button from the newly added page.

When learning an IR command to a button where there is already one present, the new command erases and replaces the old one.

Select the **Learn!** button when ready.

What room and device are you programming?

☒ Living Room

☐ Cable

☐ AVR

☒ Blu-Ray

☐ Apple TV

☐ TV

◀ Back

Next ▶

Learn IR codes

Select a button to edit it. You can move, rename or delete it.

Mapped Commands

Menu Pages

MOXI LENS

BACK/ j<<

Hard Buttons

LIVE TV

asd

Commercial skip

◀ 1 2 ▶

Add a new page

◀ Back

Finish

Add a button

Learn!

6. The **Learning IR window** opens and the hub is **readied** to accept IR commands into the front panel lens.

- **Status:** The status of the learning system is displayed at the top of the window. This informs on whether the system is prepared to learn a command or if there is some problem. It displays one of the following messages:

❑ **Attempting to start learning mode:** The editor is attempting to connect to the hub in order to start the learning mode.

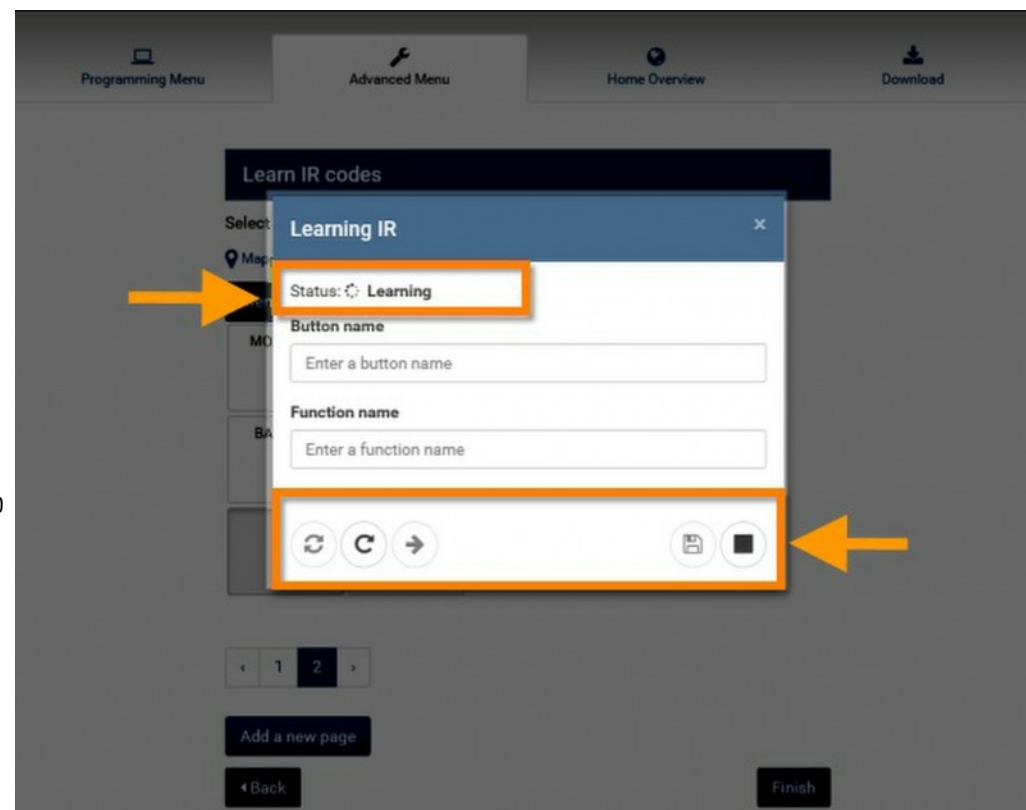
❑ **Learning:** The hub is ready to receive an IR command from the remote control.

❑ **Successfully learned:** The hub accepted the learned IR code.






❑ **Communication Error/Fail to start the learning mode:** The hub did not enter learning mode, timed out after inactivity, or an error occurred during the learning process. Usually this can be resolved by selecting the Retry button or closing the window and choosing the Learn button again.

- **Button Name:** A button name text label is required to save the command. If learning a command to a button that already has a command on it, there is already text there which can be changed if desired.

- **Function Name:** A function name is required to save the command. This label is not shown to the user on the remote control screen but is used in the editor. If learning to button that already has a command on it, there is already a function name which can be changed or used.



- **Learning Codes:** Across the bottom of the window are the control buttons for operating the learning functions. From left to right, these are described below:

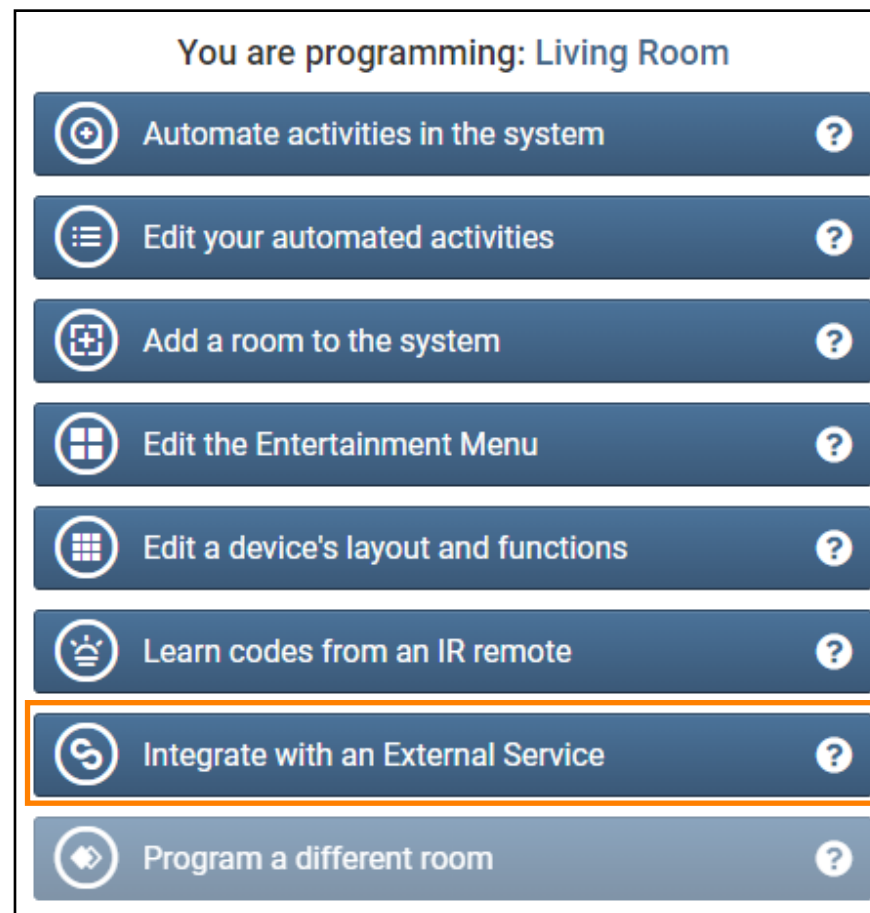
-  **Retry:** This restarts the learning process, it can be used when attempting to relearn the current butt or if there was an error and the learning process did not start
-  **Skip:** this skips the current button attempting to be learned on and selects the next one in line.
-  **Next:** after learning a command and naming it, this button saves the data and moves to the next button in line and prepares the system for learning to it.
-  **Save and Close:** after learning a command and naming it, select this button to save the data and close the learning window.
-  **Stop:** selecting this button stops the learning process and closes the window.

7. When the status displays learning the system is ready to learn the IR command from the remote control. Hold the remote that is being learned from a few inches in front of the hub's front lens. Then press and hold the button to learn from. Keep the button pressed until the display in the learning window updates. If the status changes to successful, enter the button name and function. Then select the **Next** button or **Save and Close**.
8. Continue to learn as many IR commands, when complete select the **Finish** button.

Integrate with an External Service:

MX HomePro supports Amazon Alexa integration for voice control. Through the usage of the URC Smart Home Skill, Alexa can control almost any macro with voice control.

Full details on Alexa Integration can be found in the **Voice Integration Guide** found within the **Help** button of the **MX HomePro Editor**.



Program a Different Room:

This option is available in both the **Programming Menu** and the **Advanced Menu**. Regardless of which menu is used to access this button, the behavior is exactly the same.

Keep in mind, this button only becomes active when an two (2) or more rooms are present in the MX HomePro Editor.

Select this button to program a different room in the MX HomePro Editor (see below). Once a room has been selected, click on **Select**.

What room are you programming?

Choose a room to program:

☐ Living Room
 ☒ Master Bedroom

◀ Back

Select

You are programming: Living Room

⊕ Automate activities in the system ?

☰ Edit your automated activities ?

⊞ Add a room to the system ?

⊞ Edit the Entertainment Menu ?

⊞ Edit a device's layout and functions ?

☼ Learn codes from an IR remote ?

Ⓢ Integrate with an External Service ?

🏠 Program a different room ?