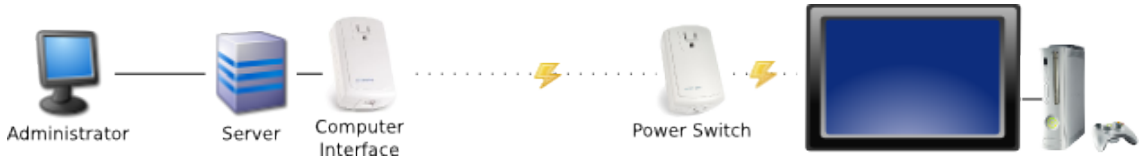
Introduction

Unlike your gaming computers, console gaming systems such as Xbox and Playstation have no way of directly connecting to your Smartlaunch Server. Through the use of hardware originating from the home-automation industry though, it has become possible to make your gaming consoles as integral a part of your Smartlaunch system as your computers. Acting as a bridge between your computer network and all other electronic devices, this hardware allows you to extend Smartlaunch's control to virtually anything that needs electricity. Once setup, power to a TV or light will be turned on automatically by simply logging a user or guest into the console from your Smartlaunch Administrator. When their time runs out, the power will simply be shut off – freeing employees from the need to manually monitor remaining time. With some creativity, you can enable Smartlaunch to control automatically nearly any time-based service you offer such as pool tables, private rooms, and more!

Keep in mind though that what you are doing is equivalent to arbitrarily plugging and unplugging the device. A gaming console powered off during an update or save could end up with corrupt data or be permanently damaged. For this reason it is recommended that you **control power to the television, not the console itself**. Anything that could be damaged if it were unplugged at the wrong time should not be controlled using this method.

Setup Overview

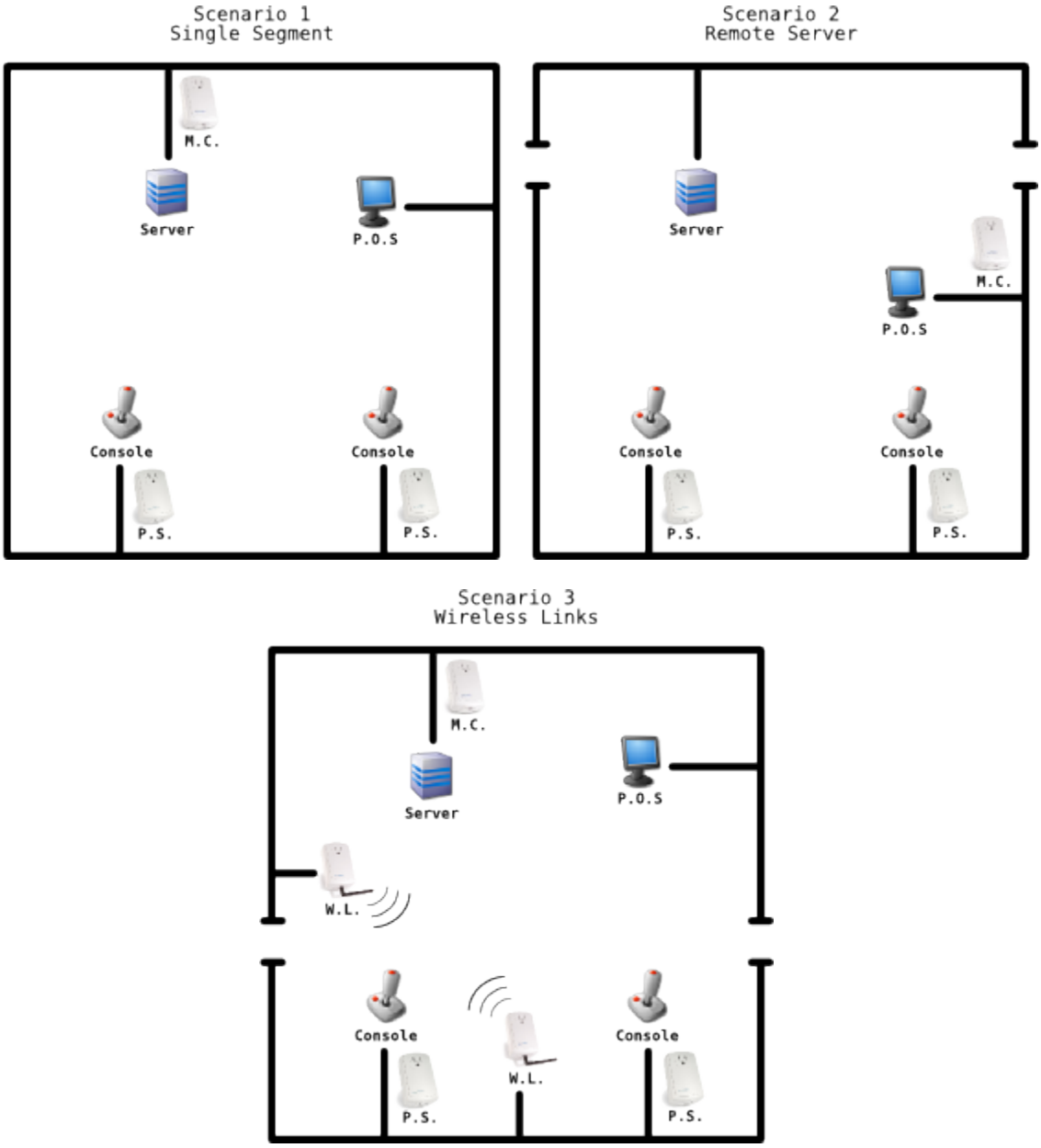
In the diagram below, the most basic setup possible is illustrated. The Computer Interface device is connected to your server via USB. Commands sent through the Computer Interface are broadcast into the power lines at a special frequency and picked up by other devices on the same circuit. When the Power Switch receives, for example, a command to turn off which is addressed to its unique identification code, the electricity to its bottom outlet is switched off. Here we have a television plugged into the Power Switch's bottom outlet. When a user is logged into the console, power to the television will be switched on and the television may be turned on. Once the last user logged into the console either runs out of time or is logged out, the power will be switched off. The outlet on the face of the power switch is *not* controlled and is simply a pass-through outlet.



Checklist

- Setup a Power Switch device at each console station, take note of the ID on the back (e.g. 04.B3.4D).
- Connect TV power to the bottom-facing outlet.
- Connect Main Controller device via USB to any computer that will always be on (your Smartlaunch server will work) and install the SDM program on that machine, note the computer's IP.
- Enter the IP address of the SDM computer in the Console Control settings.
- Enter the appropriate Power Switch Ids for each console station in the Console Control settings.

Common Scenarios



Getting Everything Connected

Once you complete all the steps above, it's time to test the connection to each Power Switch. By knowing how your facility is wired ahead of time, you can save yourself from this trial-and-error procedure. Chances are that one or more of your Power Switches will be unreachable the first time if you are not familiar with your electrical wiring ahead of time. This is because the control devices communicate over the power lines, and unlike in a typical home, your commercial facility most likely has several groups of isolated outlets for safety.

The freedom of being able to connect the Main Controller to any computer instead of just your Smartlaunch Server should allow you to position the Main Controller where it will be easiest for you to make it able to communicate with all the Power Switches. In the event that it is not possible to connect the Main Controller to the same segment as your consoles, or you have consoles located on separate segments, you will need to purchase Wireless Links. The Wireless Links replicate the power line communications to the airwaves, and wireless communications to the power lines – effectively bridging the power line signals wirelessly across segments that could otherwise not reach each other. A pair of two Wireless Links are needed to accomplish anything, and additional Wireless Links can be added to bridge any additional segments. The Wireless Link units do not require any setup – just plug them in where needed.

Testing Method

You may find this technique useful for determining where the electrical "islands" are in your facility. Starting with a Power Switch unit plugged right into the pass-through outlet on the front of your Main Controller, verify that the software side is configured properly by testing that the bottom outlet of the Power Switch is turned on and off by logging a user in and out of the console. Now move the Power Switch around to different outlets and test which can be reached from where your Main Controller is connected. A simple portable electric device such as a small lamp is useful for this.

Next, by having the Main Controller setup for testing purposes on a laptop or by using a long utility extension cord you can plug the Main Controller into different outlets. By moving around both the Main Controller and Power Switch you should be able to deduce a map of the groups of outlets that can reach each other.