

# Apple Remote Triggers

iRed was designed in 2003 for your Mac in conjunction with the IRTrans USB module. In the meantime, Apple has released new Macs with a built-in Infrared receiver which works together with the **Apple Remote (AR)** remote control.

The built-in IR port is limited in its capabilities, as it will not send any infrared codes, so it will never be a replacement for the IR-Trans, if you want to control your IR devices.

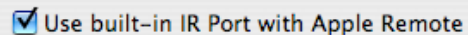
The IR port is limited in reception, too. It will only "listen" for IR codes coming in from the Apple Remote. However, the Apple Remote is a fairly standard IR device, so learning the IR codes with a programmable RC will be no problem.

## If you have a new Mac with built-in IR-Port...

In addition to all the possibilities you gained with the IRTrans module, iRed now allows you to use the Apple Remote as an additional source for IR triggers.

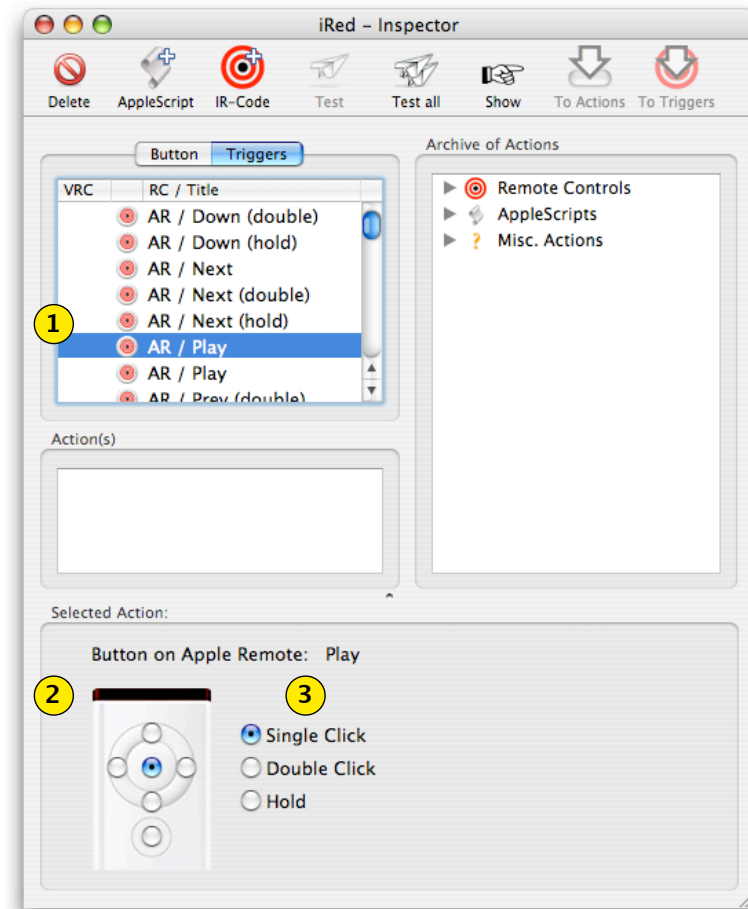
That is, you can control your iRed application by Apple Remote. As with any other IR codes this is made by the means of **triggers**.

Please enable Apple Remote support on iRed's Preferences panel:



## How to create an Apple Remote Trigger

- Choose "Add Apple Remote Trigger" from the Actions menu.
- The Inspector window will pop-up and the new trigger will be highlighted ❶
- At ❷ you specify which button on the AR should activate this trigger, i.e. one of the six AR buttons



- At ❸ you can further limit the trigger to single clicks, double clicks or hold. The default AR trigger (as shown) will be activated by a single click on the center button of the AR.
- If you choose a "Hold" trigger, the respective action(s) will be performed repeatedly, until you release the button on the AR. **(Please note that the Play and Menu button will not work repeatedly due to technical limitations of the Apple Remote)**

## Assign Actions to an AR Trigger

After you have created a trigger in the steps before, you want to assign one or more actions to the trigger, which are to be performed when you press the respective button on your Apple Remote:

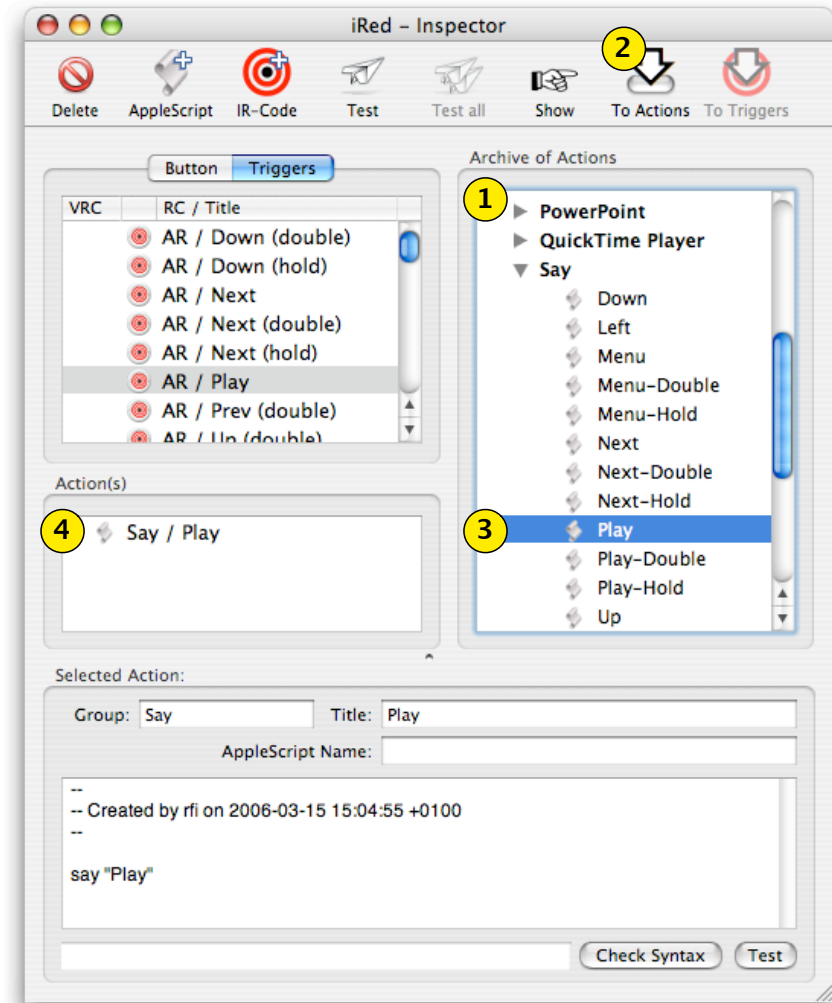
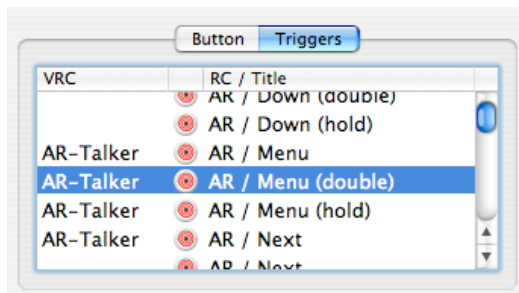
- Select an action in the "Archive of Actions" ❶ – in this example I've chosen an AppleScript action.
- Click "To Actions" ❷ or double-click the action entry ❸
- The action will be added to the trigger ❹
- If you want to add more triggers, just repeat all steps above

Following this example, a click on "Play" on the Apple Remote will cause iRed to perform the AppleScript which says "Play".

For your convenience, a VRC containing this example is part of the iRed.dmg package. It is named "AR-Talker" and located in folder English/VRCs:

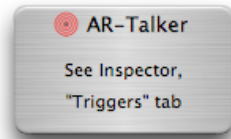


After you have opened this VRC, all contained actions and triggers show up in your Inspector:



## Loading/Unloading Sets of (AR) Triggers

If you have opened the AR-Talker VRC and you know about the trigger concept so far, you may have wondered about the missing buttons on the VRC:

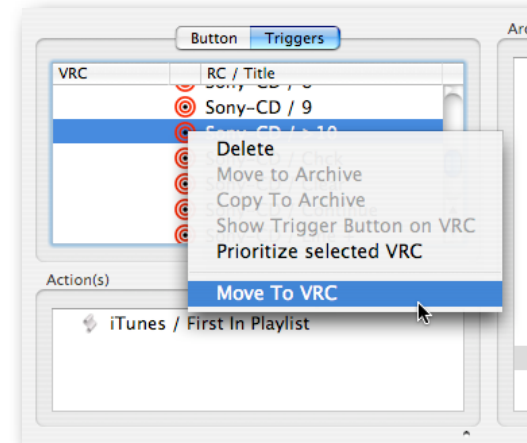


Well, as a little addition to the triggers, which are part of a VRC button, I have added a kind of **invisible triggers**. It is not a very user-friendly concept by now. Rest assured that this feature will be vastly improved in iRed 2.0 :)

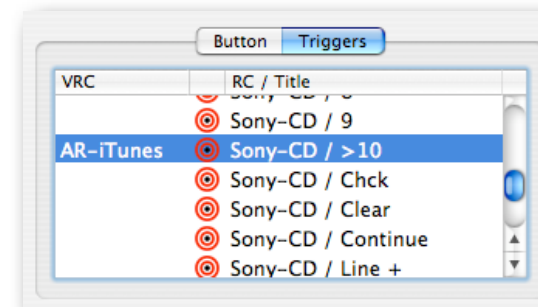
## How to create invisible triggers?

Invisible triggers are always part of a VRC. If you load the VRC the contained triggers will become active and visible in the Triggers section of the Inspector. If you later close the VRC, all triggers are unloaded and become inactive. This way you may change the functionality of your Apple Remote by loading/unloading of VRCs. Please note that triggers from newly loaded VRCs will take precedence over already existing ones.

- Create an empty VRC
- Save this new VRC, say as "AR-iTunes"
- Open the Inspector
- Select any trigger you want to move onto the VRC
- Open the context menu with Control-Click or Right-Click on the trigger entry and choose "Move To VRC":



- The trigger will become part of the VRC, the trigger entry will immediately reflect this:



- Save the VRC again