



# Designating Controller to Specific Zones

## Compass Navigator

### Designating Controller (touch-screen) to Specific Zones

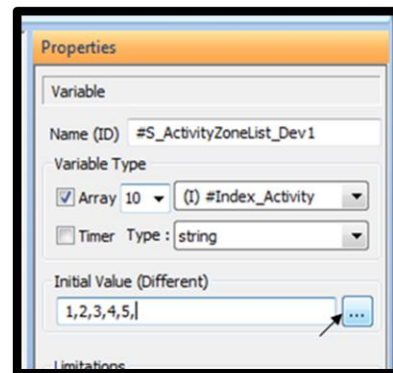
1. Create a project with multiple Controllers.
2. Program modular system as normal, and compile project (project must be compiled before proceeding to next steps)
3. In the Controller Designer window, go to the Variables Tab and expand the MenuBar variables.
4. Locate "#S\_ActivityZoneList" variable
5. Duplicate the variable one time per controller and rename each duplicate so they are easily identified
  - a. Ie, if you have two controllers (figure 5a.)
6. Choose the new variables and in the properties, click the Initial Value (Different) "... " ellipses to open the Variable Initial Value window (figure 6)
7. For each activity (left column), adjust the mask value (right column) to show only the desired zones for that Controller
  - a. Be sure to close the mask with a ","
  - b. (Figure 7a) Controller Device 1 will show only zones 1, 2, and 3
  - c. (Figure 7b, on pg 2) Controller Device 2 will show zones 4, and 5.

### Example Figures

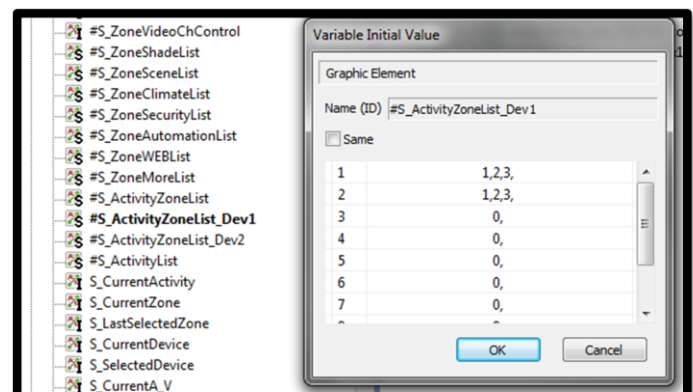
5a.



6.



7a.





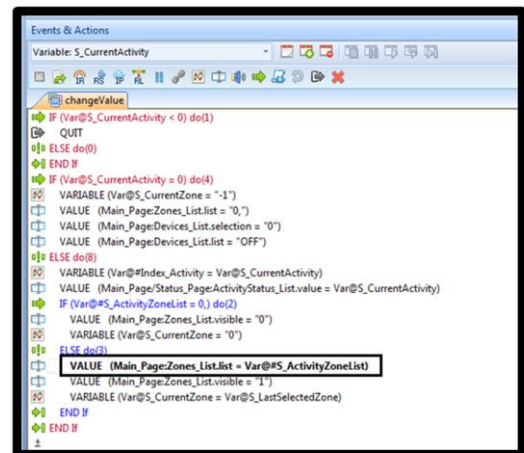
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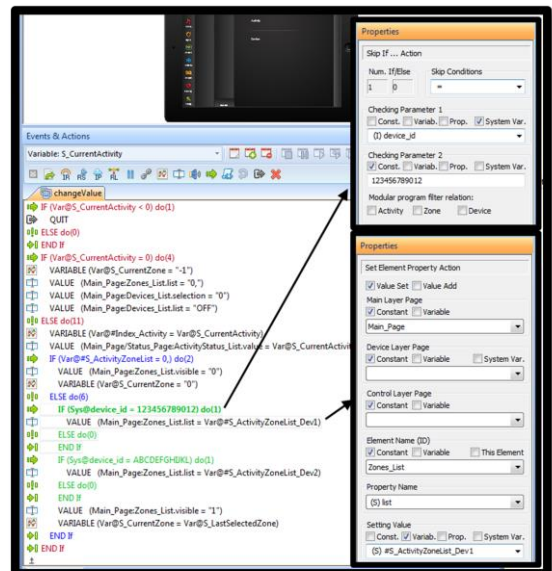
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8. Locate and select the "S\_CurrentActivity" variable
9. In the Events & Actions window, replace the existing GUI event (figure 9a) with an event that checks the Device ID of the Controller and applies the mask as specified in step 7.
  - a. Updated event (figure 9b).
    - i. IF event properties (figure 9b, top right)
    - ii. GUI Event (dragged between IF and ELSE)(figure 9b, bottom right)
  - b. Repeat, linking each Controller with its respective Zones List

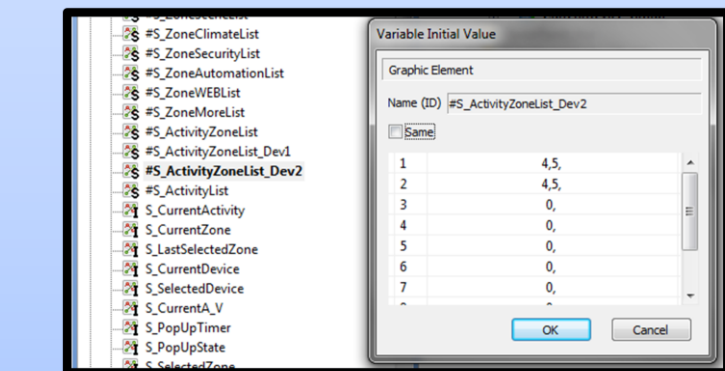
9a.



9b.



## Example Figures



7b.