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USBPowerstrip  
USBPowermanager  
V 1.0b



Engineering Office Sauerzapf  
Friederich Ebert Str. 32  
55257 Budenheim  
Germany

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# Contents

## Introduction into USBPowerMgr

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How does the USBPowerstrip work

## Installing USBPowerMgr

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## Using USBPowerMgr with Applescript

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Elements and properties of the USBPowerstrip

Basic Sample 1:	Get the Label of the first connected powerstrips
Basic Sample 2:	Get the Label of the all connected powerstrips
Basic Sample 3:	Get the label of the first outlet of the first powerstrip
Basic Sample 4:	Switch an Outlet
Basic Sample 5:	Rename a powerstrip
Basic Sample 6:	Rename an outlet of the first powerstrip
Basic Sample 7:	Find named powerstrips and outlets.

## Using USBPowerMgr with Automator

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Steps to configure a USBPowerMgr-Automatoraction

## Introduction into USBPowerMgr

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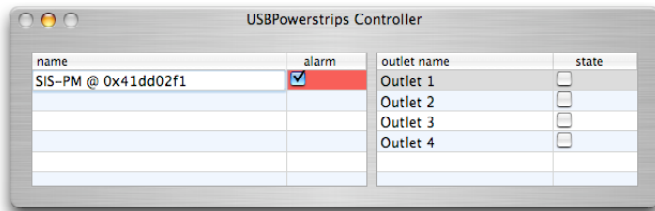
How does the USBPowerstrip work

The powerstrip has 6 outlets, all surge protected and 4 of them can be switched on and off. If connected to the USB port you can test the switch state and switch each outlet individually. The USB port has to be connected to allow the outlets to be turned on. A buzzer signals if a main power failure occurs.

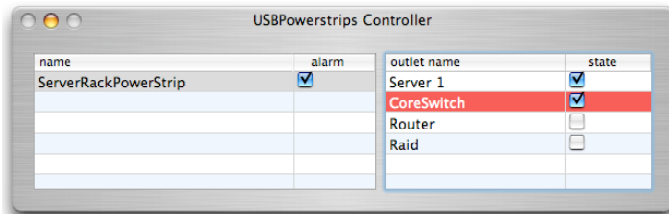
## Installing USBPowerMgr

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Unpack the powerstrip, connect it the main power. Turn the main switch on the powerstrip on. It now should light red/orange. Connect the typ A/B usb cable to the powerstrip and the Mac. Copy the Software USBPower to the folder "Applications". Start the application "USBPower".



Your connected powerstrip should occur in the list "powerstrips". Try to switch the outlets in the outlet list. You should hear the noise of the relays.



You can now rename the powerstrip and its outlets.

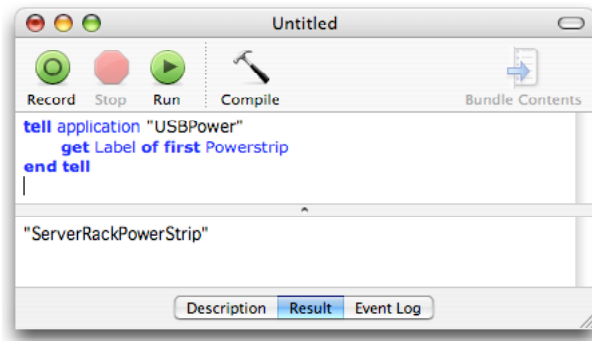
## Using USBPowerMgr with Applescript

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### Elements and properties of the USBPowerstrip

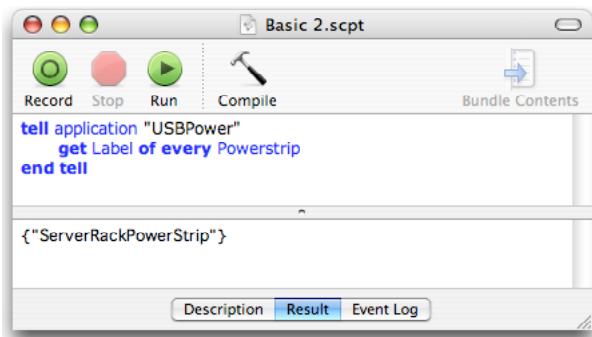
You can connect as many powerstrips as USB allows. Each powerstrip has a property "Label" and "ID". The elements of the powerstrip are the outlets. Each outlet has a property "Label" and "State". The ID of the powerstrip is persistent and will not change on reboot and wiring change.

Basic Sample 1:                   Get the Label of the first connected powerstrip



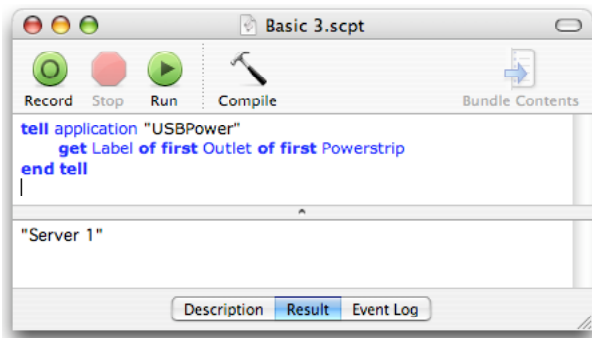
This script gets the label of the first powerstrip in the list. This label can be used to identify the powerstrip with <whose Label is "labelname">

Basic Sample 2:                   Get the Labels of the all connected powerstrips

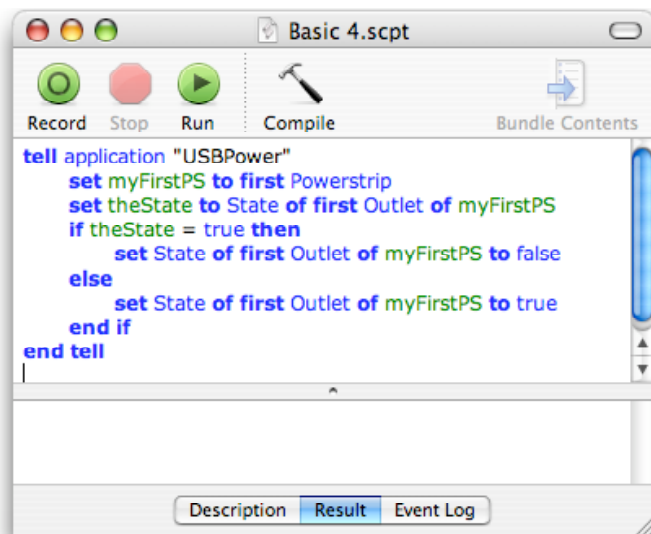


It returns a list of labels of the listed powerstrips.

Basic Sample 3:                   Get the label of the first outlet of the first powerstrip

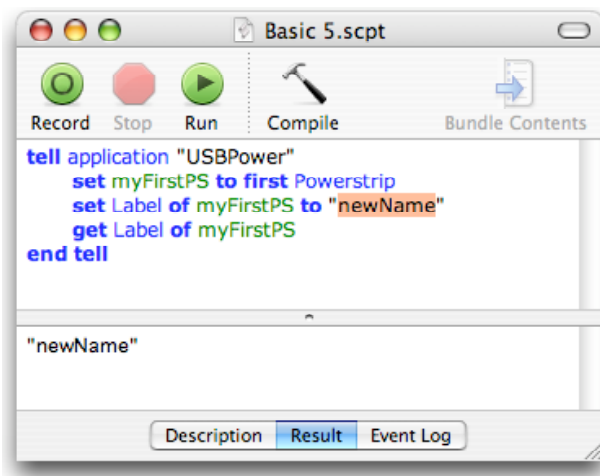


Basic Sample 4: Switch an Outlet



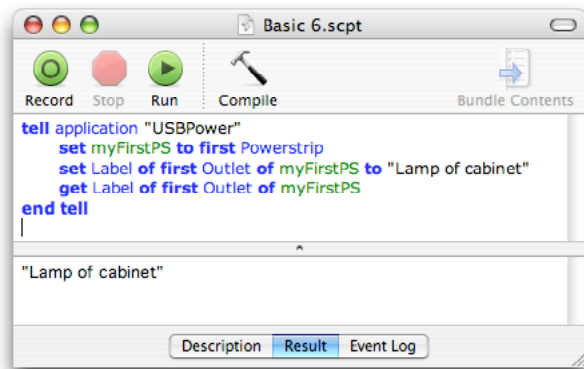
First it asks for the first Powerstrip and stores the reference to it in "myFirstPS". With this reference we ask the powerstrip what the state of its first outlet is. If it is true (is turned on) we turn it off (setting the state to false)

Basic Sample 5: Rename a powerstrip



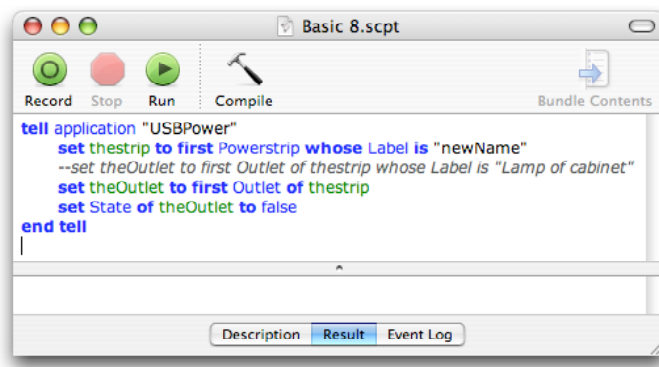
Each powerstrip can be named. To get or set the name of a powerstrip use the property "Label". In this sample we set the the name of the first powerstrip to the literal "newName"

Basic Sample 6: Rename an outlet of the first powerstrip



Each powerstrip has a number of outlets. These outlets can be named or renamed from the default name. To set or read the name of an outlet use the property "Label".

Basic Sample 7: Find named powerstrips and outlets.



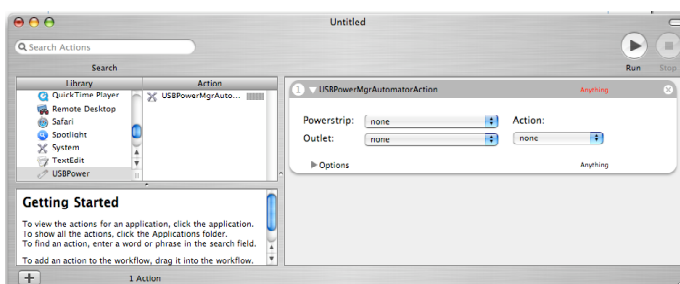
With the expression "whose Label is" a search is performed over all entities. If you ask for the first entity the search stops in case of a match. If you ask <get Powerstrips whose Label is "literal"> you will get a list of powerstrips. If no match is found this list/result can be empty.

## Using USBPowerMgr with Automator

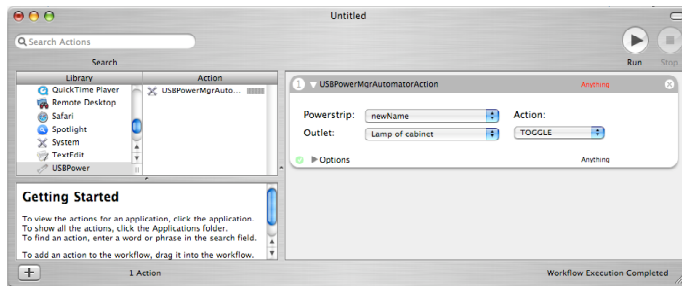
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Steps to configure a USBPowerMgr-Automatoraction

If USBPower is located in the "Application"-folder and has been started once, the Automator is aware of the actions contained in USBPower.. Click in the Library list on USBPower. The USBPowerMgrAutomatorAction should now be listed in Actions. Drag it to the Automator sequence list



First select a powerstrip, then one of the available outlets and an action to perform.



If the action is "Input Values" you can provide a value for the outlet state as text.

The states can be "ON" and "OFF".

The output of the action is always the state of the outlet. It returns the state as text "ON" and "OFF".

## Application examples

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