

USER AND INSTALLATION MANUAL



**KNX Easy controller
configuration software for PC**

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1 The KNX Easy system

KNX Easy is a home automation system based on and conforming to the KNX communication protocol. The system devices are connected to and communicate with each other via a BUS line (cable TP1). We shall consider, as an example, a "light on" command process. In a BUS system, a command device (switch or push-button) starts a switching process in which the actuator with a switching contact closes/opens the contact which enables a light to be turned on/off. The actuator confirms the process to the command device. In a conventional system, a command push-button is mechanically connected to the switching contacts of the light command switch and the load is directly connected to the switch (see Figure 1),

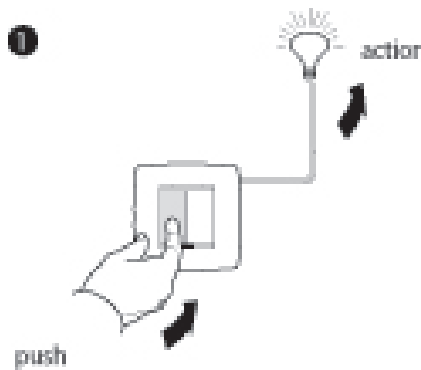


Fig. 1 - Conventional System

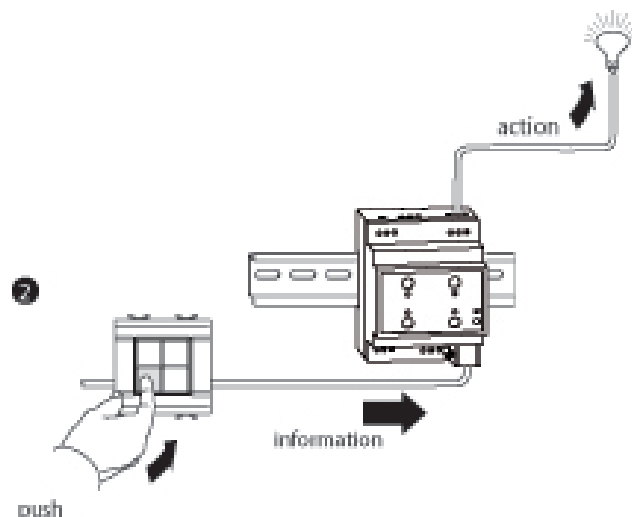


Fig. 2 - BUS System

in a KNX BUS system, the command device (push-button) and actuator (switching contact) are physically and functionally separate; command and status information is conveyed via the BUS (Figure 2).

The load power supply lines are only connected to the actuation devices.

In the KNX Easy system, the sensors and actuators are functionally connected to each other, and to enable the devices to work in this mode, the system must be configured using a configuration unit (Easy controller) that can automatically recognise and direct the devices connected to the BUS.

Connections are established between the devices and parametrization takes place by creating functions: devices to connect to each other within a function are selected in a simple and intuitive way, with direct actions (for example pressing push-buttons) on the devices.

The configuration unit automatically lists functions that can be created for selected devices and the parameters to configure.

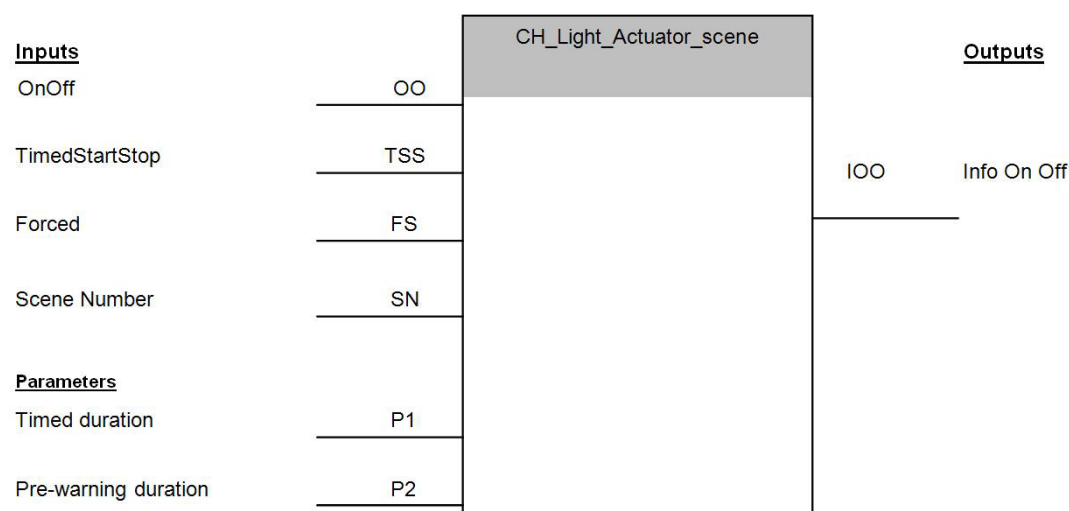
All the system devices and functions created make up a project, which is stored. At the end of operations, the configuration unit is removed from the system.

Like any other KNX system, the KNX Easy system comprises a power supply, KNX devices such as sensors, command elements, the command display/display, actuators, dimmers and thermostats. The system

does not require a centralised control unit.
The KNX system is a distributed intelligence system: information is directly exchanged between devices.

2 KNX Easy channels

A channel is a standardised functional entity which represents and implements the functions of KNX Easy devices.
The GW90836 Easy 4-channel 16A actuator device, for example, is represented by four identical Easy channels, each one associated with the physical input contact.
Each standard channel is defined by a name or identification code, a classification (sensor or actuator), the communication objects supported and the application parameters it implements.
They are graphically represented as follows (the example refers to each channel of the Easy 4-channel 16A actuator):



In the structure used in the Easy Controller **Devices** view, the devices are represented by the channels they implement and are used to create functions, as shown in the figure overleaf:

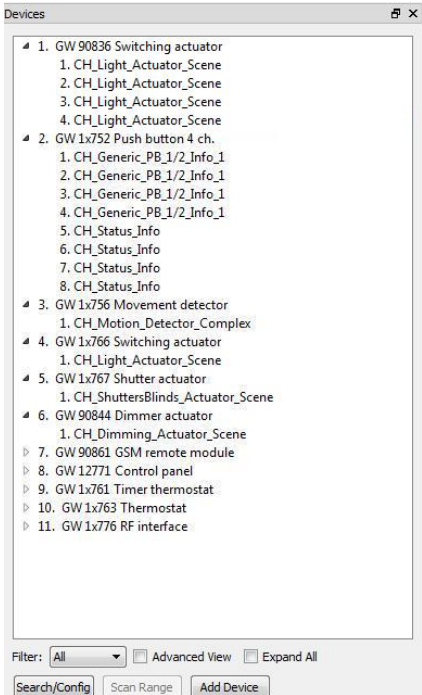


Fig. 3 - Devices View

By enabling Advanced view, you can also display the communication objects, any group addresses associated with them and the application parameters with their respective value.

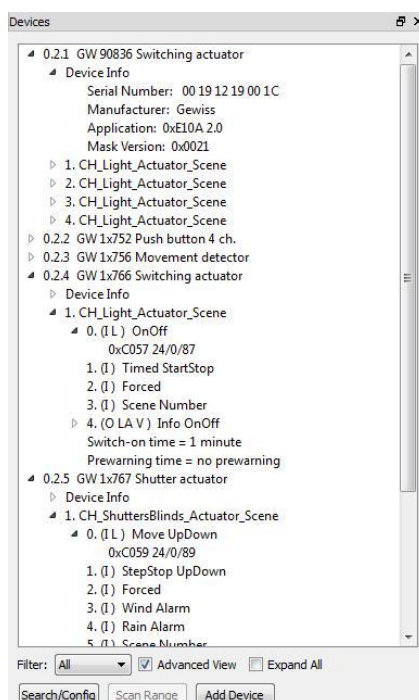


Fig. 4 - Advanced Devices View

The process to create functions using Easy controller consists of the following stages:

- identifying channels to combine within the function

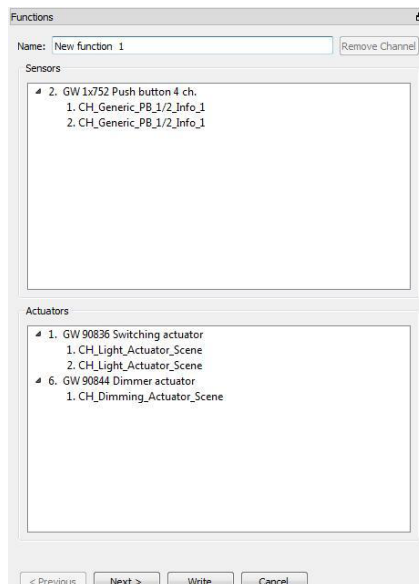


Fig. 5 - Create Function

- configuring the application parameters for the channels of the function to create

The screenshot shows a software window titled "Functions" with a close button in the top right corner. Inside the window, there are three main sections: "Device", "Actuator channel", and "Parameter". The "Device" section contains a text field with the value "1. GW 90836 Switching actuator". The "Actuator channel" section contains a text field with the value "2. CH_Light_Actuator_Scene". The "Parameter" section contains two dropdown menus: "Switch-on time" set to "1 minute" and "Prewarning time" set to "no prewarning". At the bottom of the window, there are four buttons: "< Previous", "Next >", "Write", and "Cancel".

Fig. 6 - Configure Application Parameters

Easy controller will automatically create all logical connections between the communication objects that allow for actual communication of the devices and the programming of the application parameters.

3 The Gewiss KNX EASY configurator

The Gewiss KNX Easy for PC configurator is the tool for the initial start-up of a KNX Easy system. It contains the following elements:

- a configuration unit consisting of a PC on which the configuration software (Easy controller software for PC) is installed;

Minimum system requirements

- *Operating platform: Microsoft® Windows 8®, 7®, Vista® or XP®*
 - *USB port (type A)*
 - *200 free Mbytes on the hard disk*
- an interface for accessing the KNX bus that connects the PC to the devices connected to the KNX bus, during the configuration and programming phase:
 - Stick KNX/USB Interface (GEWISS product code: GW90706S)
 - KNX/USB Interface (GEWISS product code: GW90706A, GW90706B).
 - KNX/IP Wireless Interface (GEWISS product code: GW90839).
 - KNX/IP Interface (GEWISS product code: GW90767AP, GW90767).
 - KNX/IP Router (GEWISS product code: GW90707).

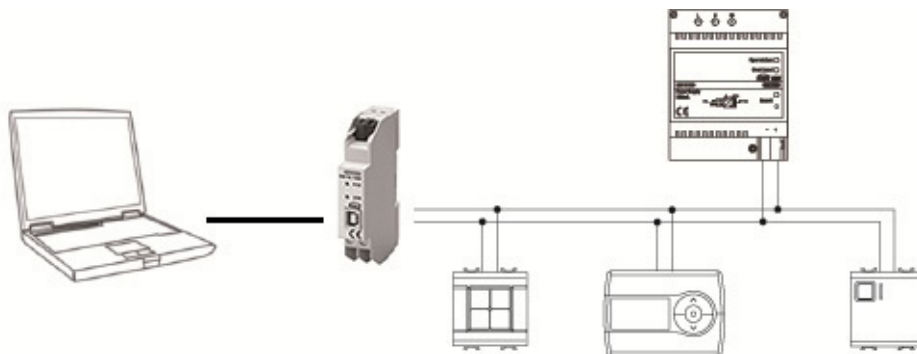


Fig. 7 - Gewiss Easy Configurator Architecture

The PC colour screen improves product usability, offering a user interface that makes use of the configurator easier and more immediate.

Easy Controller software has two operating modes:

- **Online**: connection to the BUS is required in order to recognise the devices, create functions and download the configuration to devices.

- **Offline**: functions can be created and devices can be selected from a "catalogue" without having to be connected to the BUS, while the configuration can be downloaded at a later stage.

The devices are represented in the software by a tree structure showing progressive numbering, a Gewiss product code and a brief description.

It is not only possible but also easy to modify the name of the device if necessary (giving it another, more meaningful name), to visualise only the input channels (sensors) or output channels (actuators) thanks to a filter, or to expand or compress the visualisation.

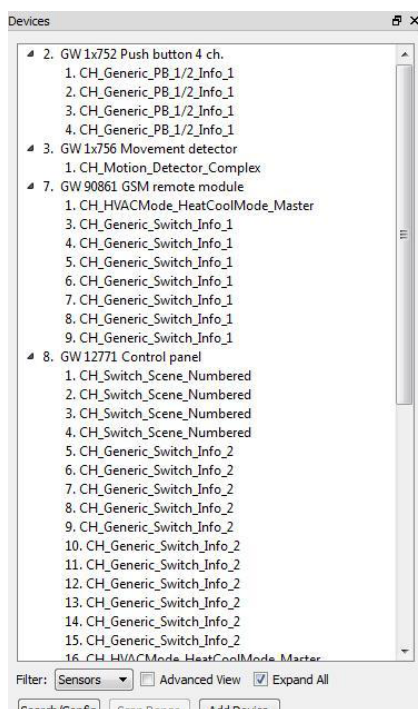


Fig. 8 - Devices View - Sensor Filter

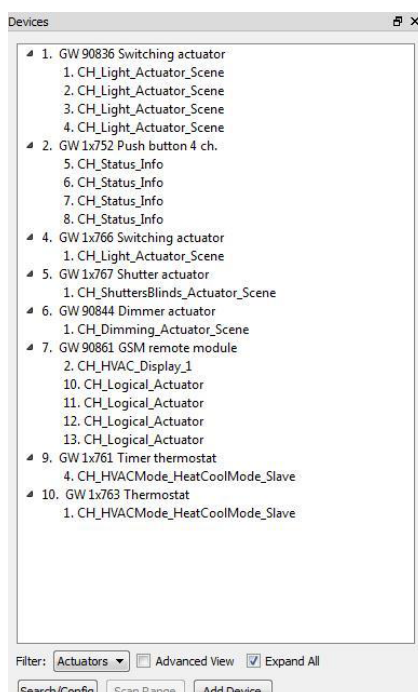


Fig. 9 - Devices View - Actuator Filter

The configuration unit allows for the quick localisation of the channels of the actuators in the system, so they can be directly commanded from the PC only in Online mode, i.e. when there is an active connection to the BUS.

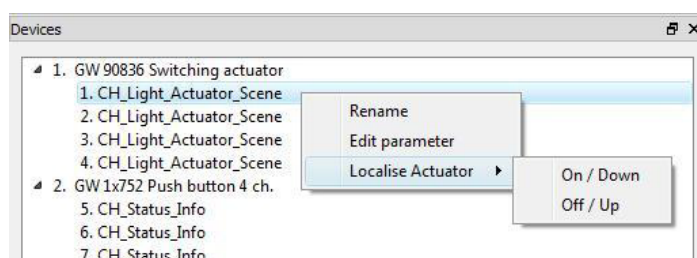


Fig. 10 - Actuator Localization

The system is configured via the creation of functions between the device channels, which are selected by actions (pressing the push-buttons) carried out directly on the devices (in Online mode). Channels can always be added directly from the PC in both Online and Offline mode.

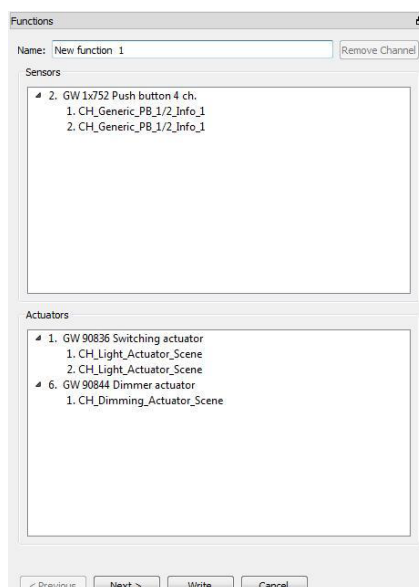
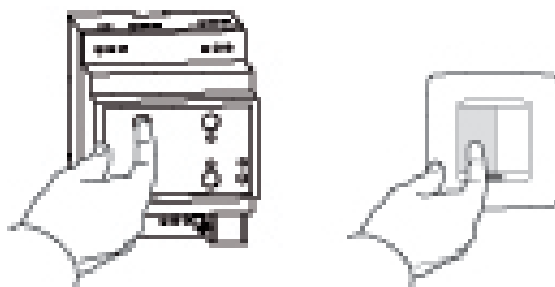


Fig. 11 - Create Function



The set of functions created makes up a project that can be saved on a file.

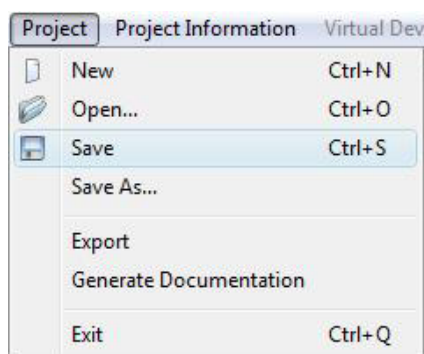


Fig. 12 - Save Project

It is possible to associate not only a name with each project, but also certain characteristic data that identify the system.

Fig.13 - Project Data

The configuration unit also allows:

- the upload of an existing installation,
- the recognition of devices with an address different from the default one (ex-factory)
- the duplication of a project on an identical installation, without having to recreate the functions.

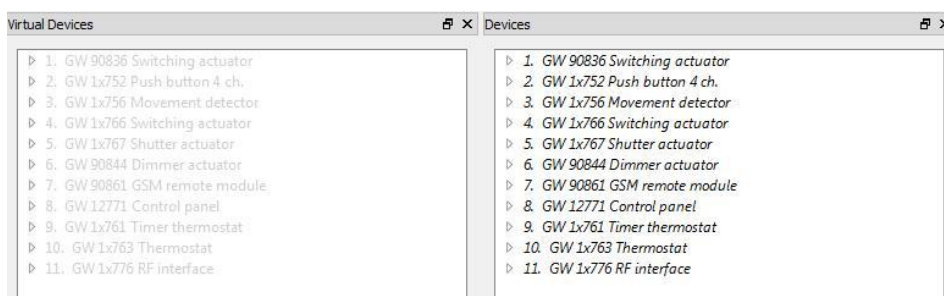


Fig. 14 - Duplicate Project

By activating the “advanced” mode, it is possible to see (for each device):

- the physical address,
- the list of communication objects and their relative group address,
- the values of the application parameters.

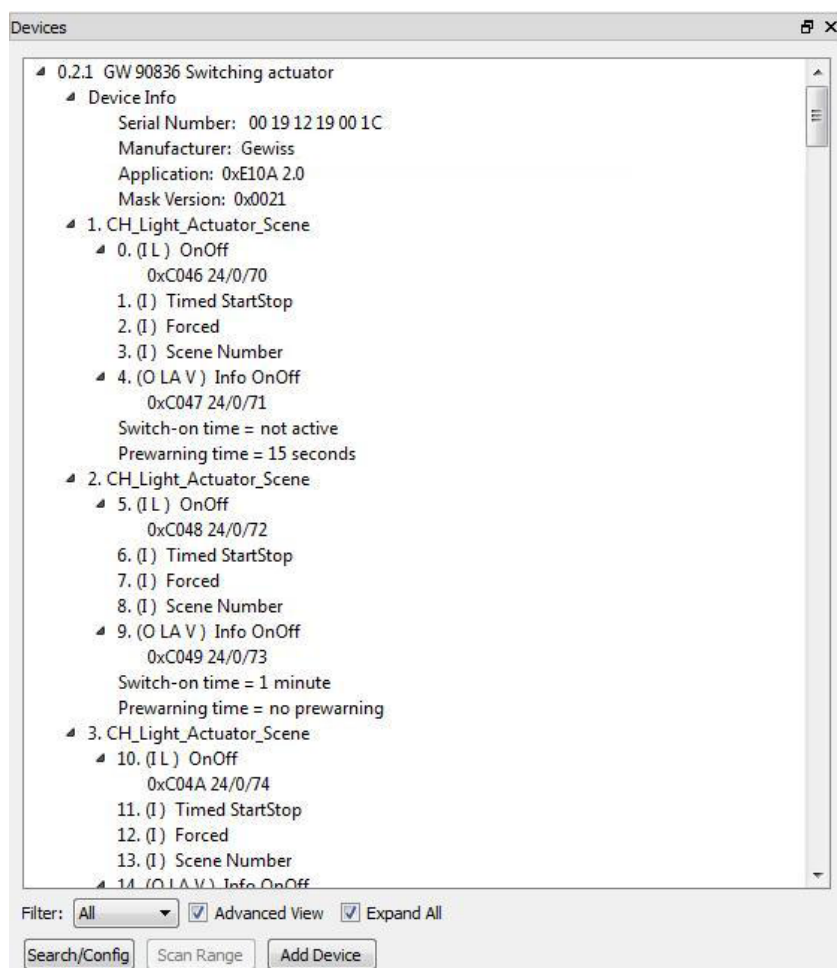


Fig. 15 - Advanced Devices View

Input devices or KNX sensors, pre-configured with ETS, can be integrated in the Easy system, and links at group address level can be created for Easy actuator channel input communication objects.

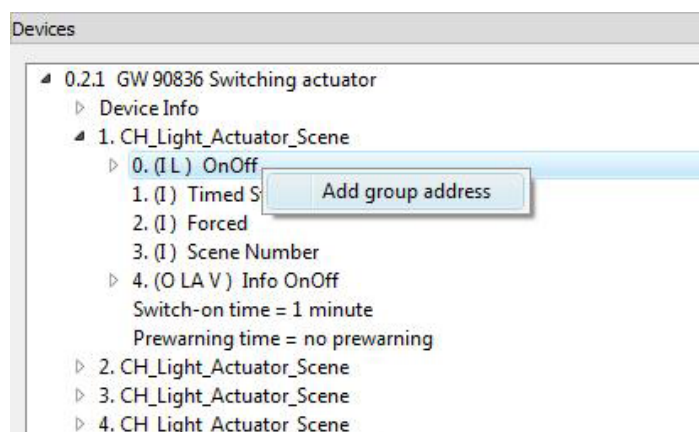
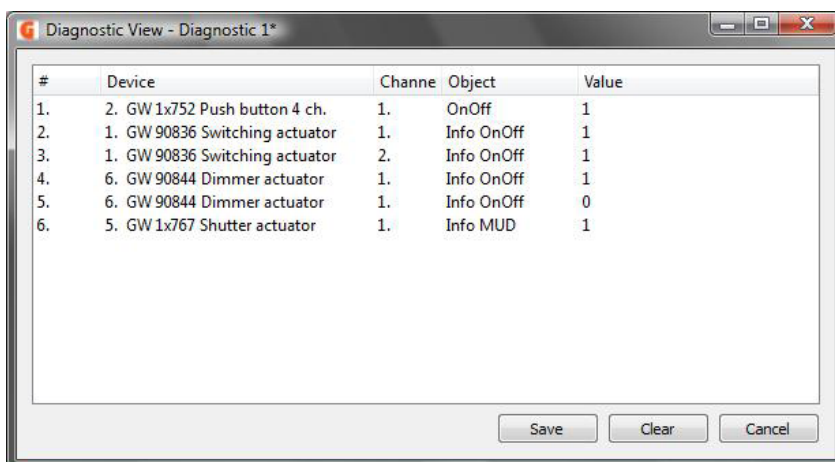


Fig. 16 - Add Group Address

The configuration unit provides a test and diagnosis tool permitting you to display the data exchanged between the devices, in a simplified form, and to make a quick analysis of the traffic on the KNX BUS (useful in the event of malfunctioning).



The image shows a software window titled "Diagnostic View - Diagnostic 1*". Inside the window is a table with five columns: "#", "Device", "Channel", "Object", and "Value". The table contains six rows of data. At the bottom right of the window are three buttons: "Save", "Clear", and "Cancel".

#	Device	Channel	Object	Value
1.	2. GW 1x752 Push button 4 ch.	1.	OnOff	1
2.	1. GW 90836 Switching actuator	1.	Info OnOff	1
3.	1. GW 90836 Switching actuator	2.	Info OnOff	1
4.	6. GW 90844 Dimmer actuator	1.	Info OnOff	1
5.	6. GW 90844 Dimmer actuator	1.	Info OnOff	0
6.	5. GW 1x767 Shutter actuator	1.	Info MUD	1

Fig.17 - Diagnostics

4 Installing KNX Easy devices

4.1 System architecture

The KNX Easy devices are connected to each other by means of BUS line, via which information is exchanged (commands, statuses, etc.).

Command devices (sensors) and actuators can be combined to create a specific function. The BUS line is also used to power the devices.

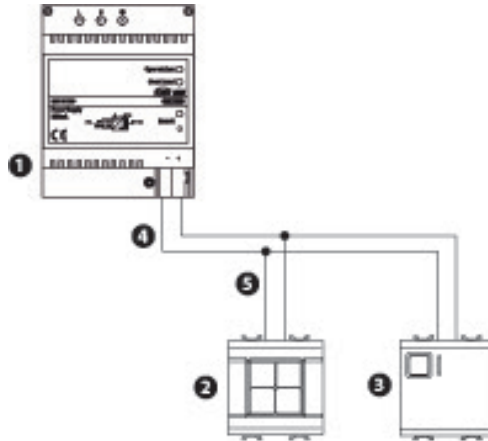


Fig. 18 - KNX BUS System

1. KNX power supply (GW 90709 / GW90710)
 2. BUS device (e.g. GW 14 752 Easy 4-channel push-button panel).
 3. BUS device (e.g. GW 14 766 Easy 1-channel actuator).
 4. The BUS line is used for communication between BUS devices and to power BUS devices.
 5. All BUS devices are connected in parallel to the BUS line
- The BUS line is connected to the power supply.

A BUS line may contain up to 63 KNX Easy devices. Every BUS line must necessarily envisage a BUS power supply (not included in the calculation of the maximum number of devices).

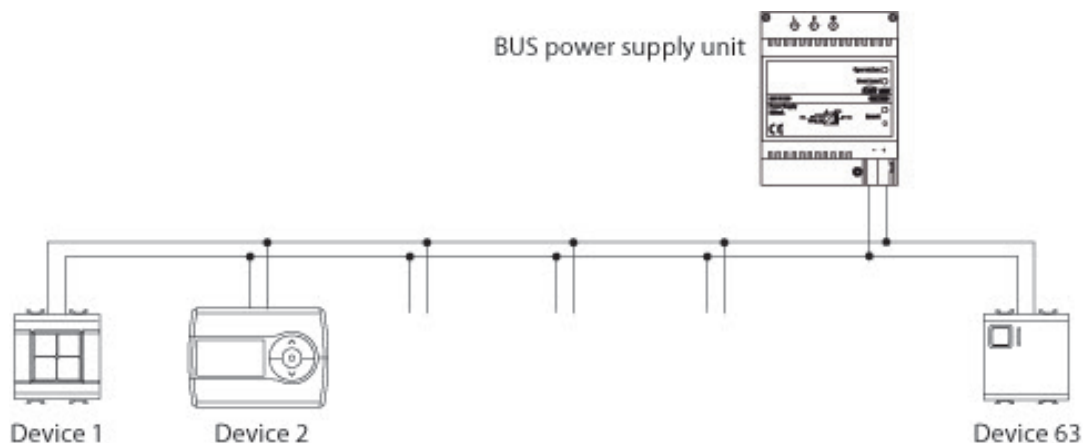


Fig. 19 - Architecture of a single BUS line

If a higher number of KNX Easy devices is required, it is possible to create an architecture containing several lines, where each additional line has a line coupler device (GW90708) for repeater and electric decoupling purposes.

It is possible to add up to 3 repeaters, for a total maximum number of 252 Easy devices, positioned on 4 separate BUS lines.

Each line must have its own BUS power supply.

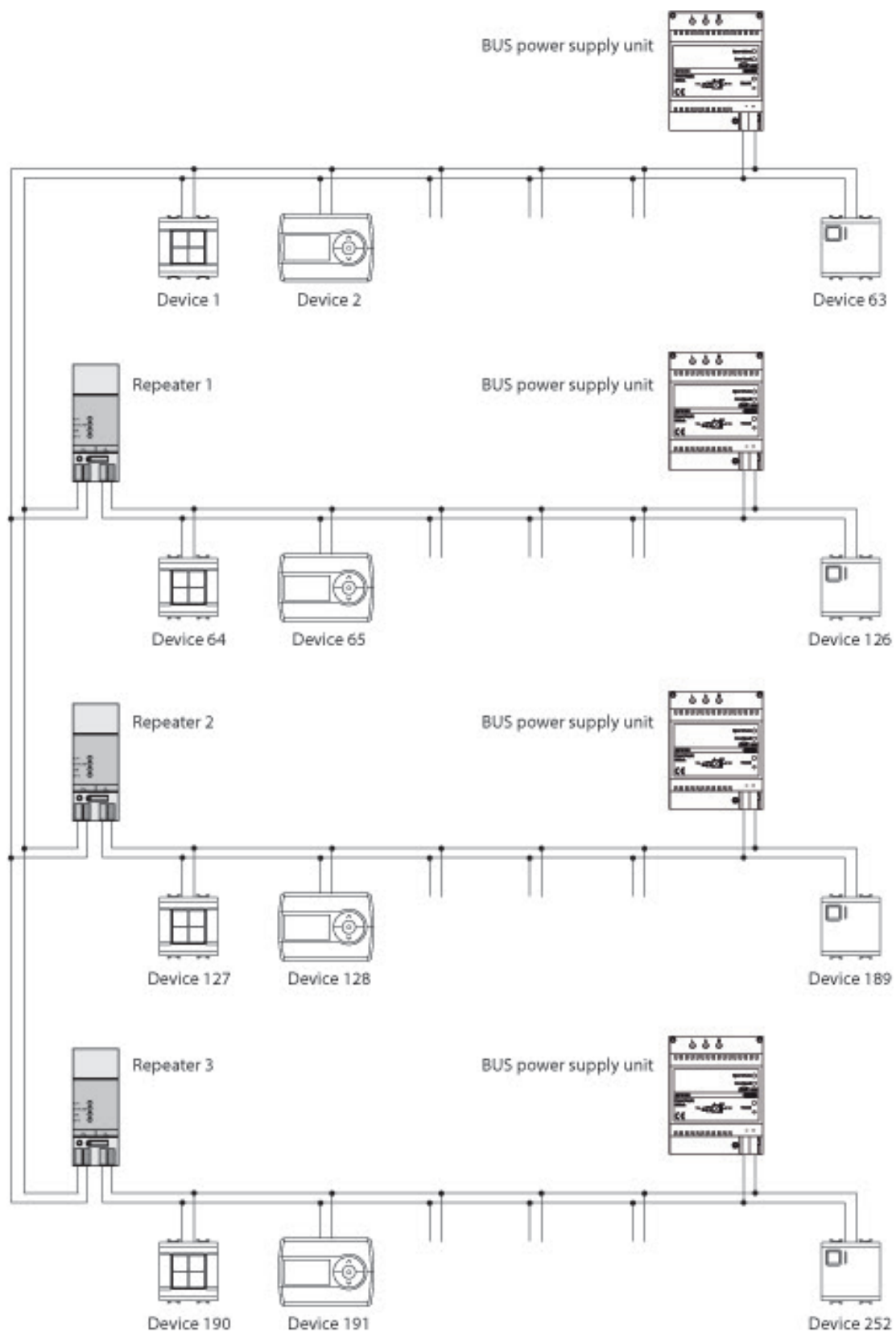


Fig. 20 - General architecture of the KNX Easy system: 252 devices on 4 separate lines, 3 repeaters and 4 BUS power supplies

4.2 Distances between the elements on a BUS line

- The distance between the BUS power supply unit and the furthest BUS device must not exceed 350 m.
- The maximum length of the line between two BUS devices is 700 m.
- A BUS line can be up to 1000 m long.

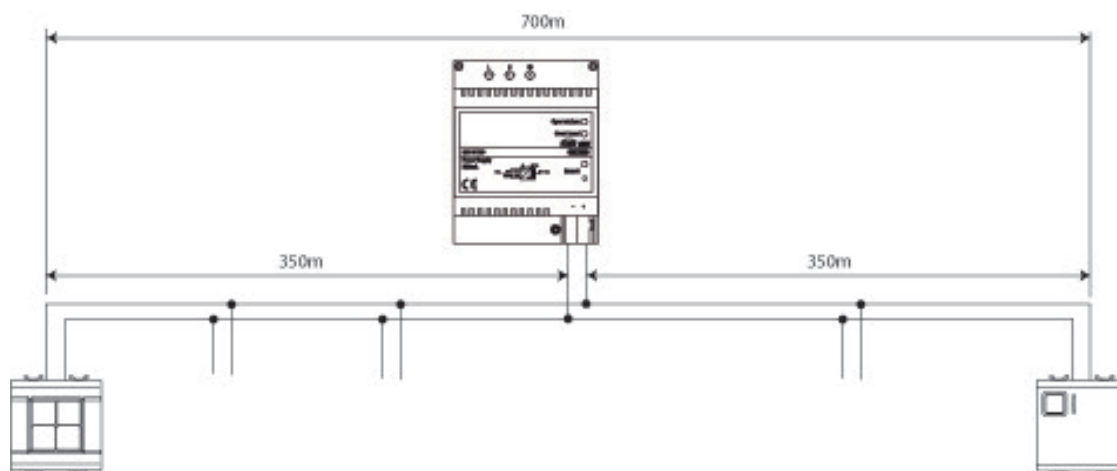


Fig.21 - Maximum distances between the elements on a KNX BUS line

In the case of an architecture containing several lines, these distances are valid for each single BUS line.

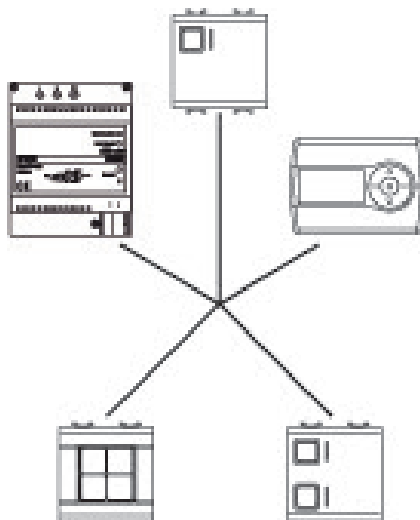
4.3 Network topology

The BUS line can be installed opting for a star, tree or linear architecture, or a combination of all three within a line.

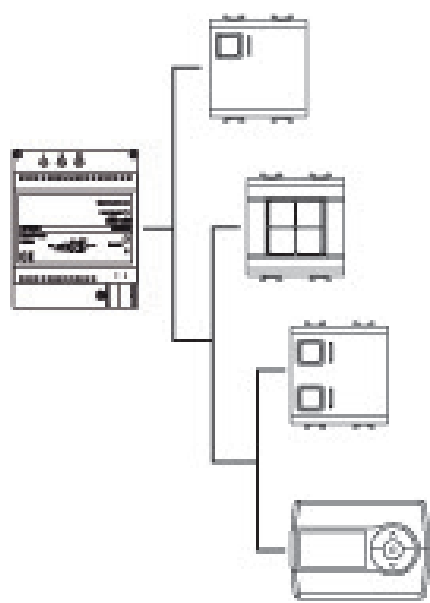
LINEAR STRUCTURE



STAR STRUCTURE



TREE STRUCTURE



5 Laying the BUS line

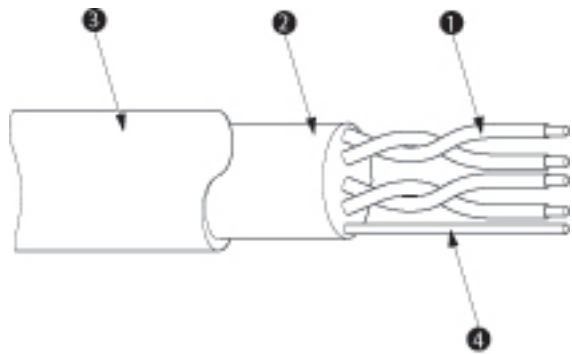
The BUS cable to use is shown in the table below:

Type	GEWISS code	Wiring
YCYM 2x2x0.8 YCYM 1x2x0.8	GW90582 GW90583	The BUS line can be permanently installed in dry and damp environments, and above, inside or below plastering and pipework. The BUS line can be installed outside, provided it is protected from direct exposure to sunlight.

The BUS lines can have 1 or 2 pairs of cables

- red: + KNX
- black: - KNX:
- yellow: optional, SELV + auxiliary power supply
- white: optional, SELV - auxiliary power supply

The cables are braided and have a diameter of 0.8 mm. Externally, a shield protects from electrical fields. An additional cable is provided for electrical continuity. The BUS line allows for error-free communication in compliance with the KNX standard (EN 50090-9-1 and EN 50090-2-2) and guarantees safe separation from the mains power supply.



- 1 Insulated cables
- 2 Screening plate
- 3 Shell / insulation
- 4 Electrical continuity conductor

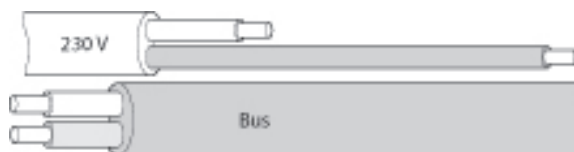
The input BUS devices and sensors are usually powered via the BUS line. Only actuators that operate loads such as lights or electric motors have to be connected to a 230 V mains power supply. The user can safely touch the BUS line. The BUS is separate from the mains power supply. The BUS voltage

is a safety extra-low voltage (SELV) 30VDC ± 1 V.

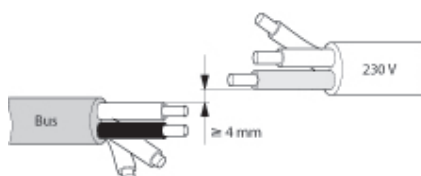
When laying the BUS line, the formation of loops between the BUS line and 230V power line must be avoided. Loops could generate overvoltages on the BUS line.

The 230V power lines, BUS lines and relative installation devices can be installed next to each other in distribution boards. In this case, observe the following recommendations:

- individually insulated cables of 230V power lines and the BUS line can be laid next to each other.



- individually insulated cables of 230V lines shall be at a distance of at least 4 mm from individually insulated cables of BUS lines, or shall guarantee the same insulation rating with a divider or insulating manifold on the BUS line cables.



6 Installing the software

Download from the Software Area of the Gewiss website the Easy Controller software and run the "SetupEASYCONTROLLER.exe" file.

Finish installation by following the instructions displayed and accept the legal agreement.

The application can be started following the software installation path, selecting the **Easy Controller** folder and clicking the Easy Controller Software icon.

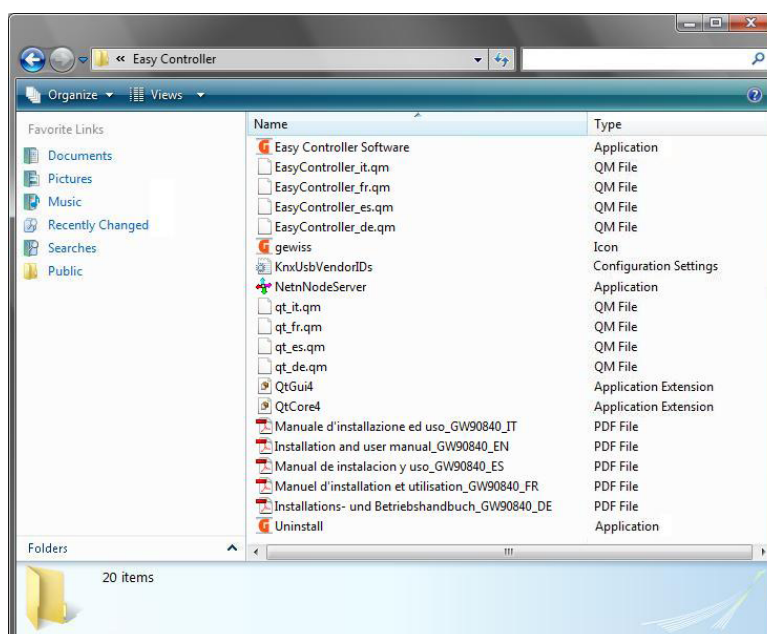


Fig. 22 - Easy Controller Application

7 Setting the language

On the menu bar of the main screen, select **Language** from the **Settings** menu to access the window to set the language.



Fig.23 - Main Screen - Menu

Select the required language from the list in the set language window.

To set the selected dictionary as the current language click the OK push-button; to delete the choice and close the set language window, click the **Cancel** push-button.



Fig.24 - Setting the language

8 Connection to the KNX interface

To connect to the KNX interface, via which the program accesses the KNX bus line, select the type of interface used from the options in the left-hand box of the **Select KNX Interface** item on the tool bar;

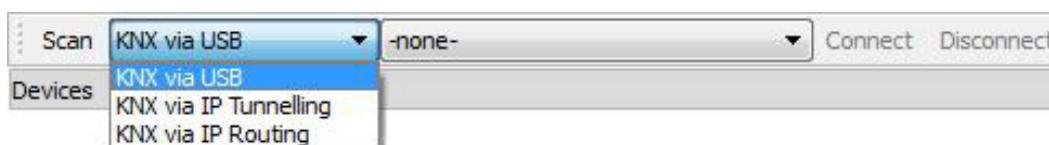


Fig.25 - Main Screen

Select the interface type and click the **Search** push-button.

The name of the interface found will be displayed in the right-hand box; select the required interface and click the **Connect** push-button. To disconnect from the interface being used, click the **Disconnect** push-button.

The information about the connection status to the KNX interface is given on the status bar.

9 Creating a New Project

After establishing connection to the KNX interface a project can be created.

The project is the entity that includes the elements of the system (KNX Easy devices) and their configuration (functions, links between Easy channels and application parameters).

To create a new project, select **Project** → **New** on the menu bar in the main screen.

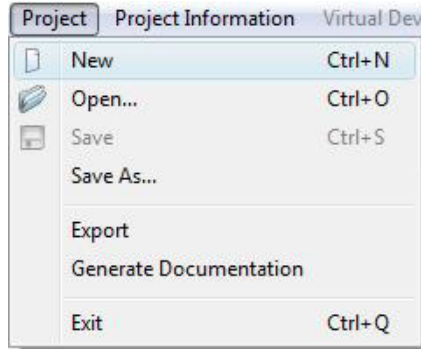


Fig.26 - Main Screen - Menu

By selecting **Project** → **Save**, a new dialogue window will open where the user can enter:

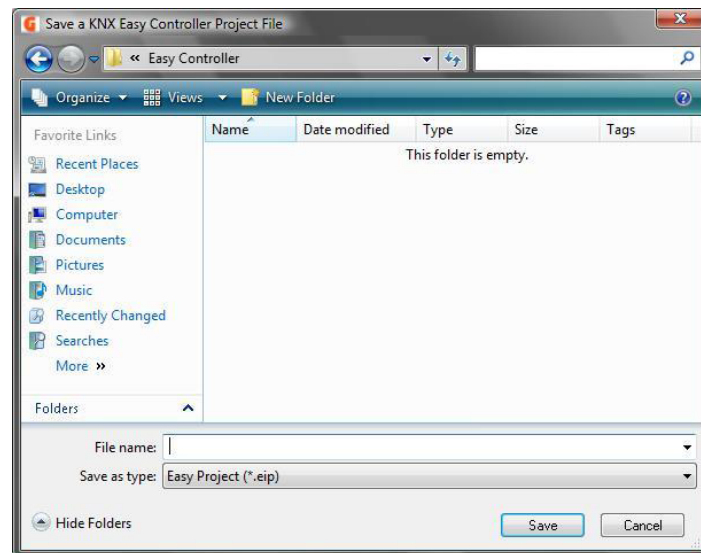


Fig.27 - Create New Project

- **File name:** project name, i.e. name of the project file that the software will generate.
- The path where the file will be saved can be selected in the central area.
- The extension of the project file is displayed in the **Save as** field. This field cannot be changed.

To confirm the data and save the new project, click the **Save** push-button; to cancel the operation, click the **Cancel** push-button.

To change an existing project open the relevant file; in the main screen, select **Project** → **Open** on the menu bar. Double click on the file to open or select the file and click the **Open** push-button.

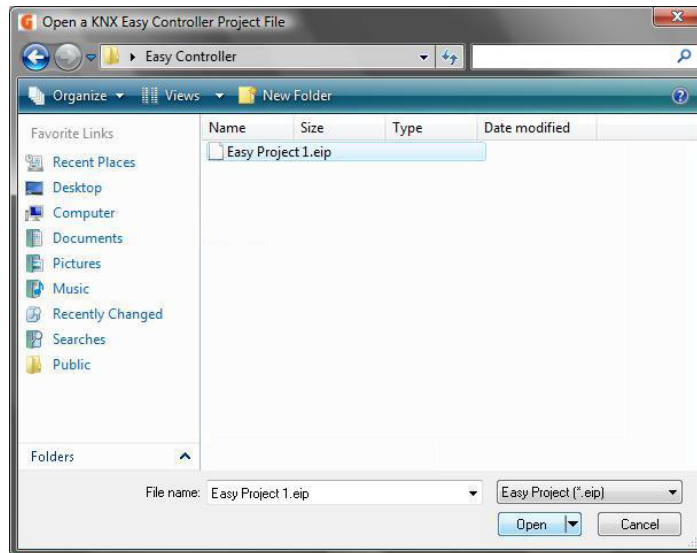


Fig.28 - Open Project

After a new project has been created, the main window opens.

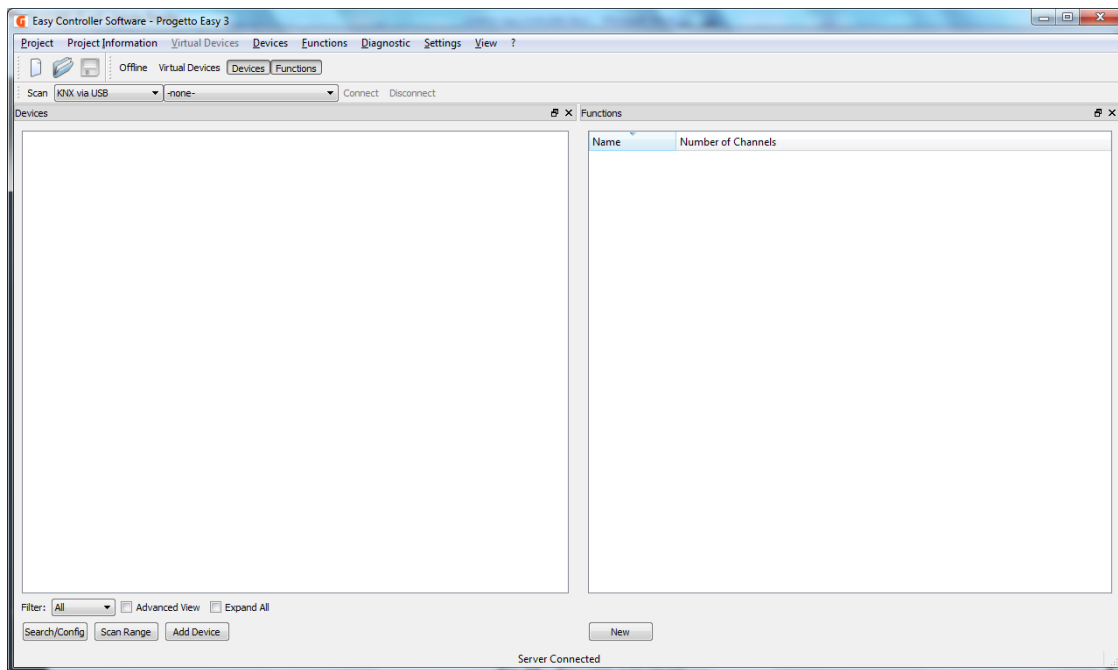


Fig.29 - Main Window

Further notes concerning the system can be added by selecting one of the options suggested in the menu bar via the **Project information** item: **Project Data**, **Project Notes**, **Project Info**.

Regardless of the selection made, a new **Project information** window opens consisting of three tabs, one for each of the items listed previously.

The tab of the item selected will be displayed; just click the tab heading at the top to go to the other tabs.

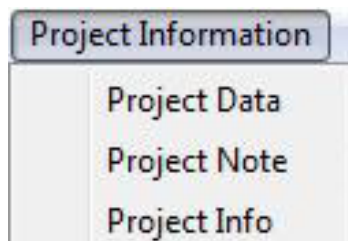
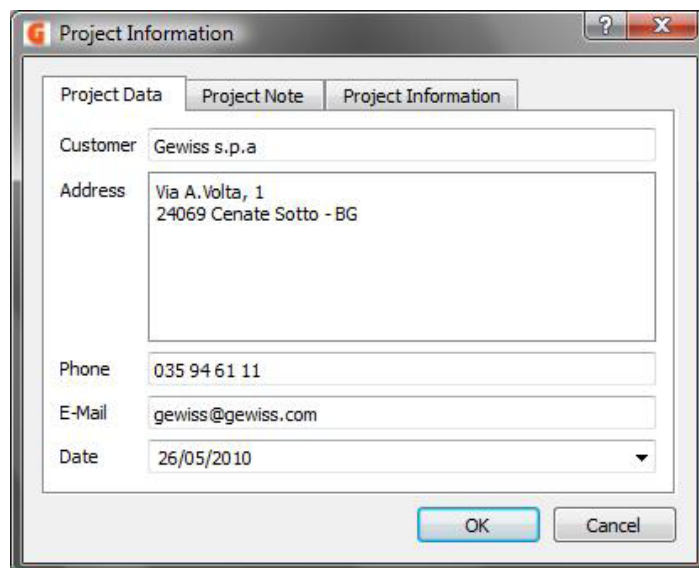


Fig.30 - Project Information

9.1 Project data

This tab shows fields to be used for entering the data relating to the customer and system that is to be configured.



The screenshot shows a dialog box titled "Project Information" with three tabs: "Project Data", "Project Note", and "Project Information". The "Project Data" tab is selected. It contains the following fields:

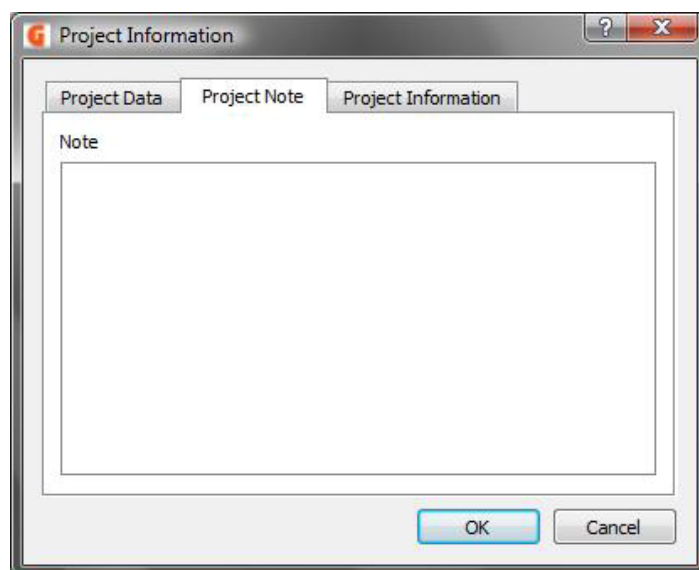
- Customer: Gewiss s.p.a
- Address: Via A.Volta, 1
24069 Cenate Sotto - BG
- Phone: 035 94 61 11
- E-Mail: gewiss@gewiss.com
- Date: 26/05/2010 (with a dropdown arrow)

At the bottom right, there are "OK" and "Cancel" buttons.

Fig.31 - Project Data

9.2 Project notes

This tab has one field, **Notes** where additional information can be added.



The screenshot shows the same "Project Information" dialog box, but with the "Project Note" tab selected. It contains a single large text area labeled "Note". At the bottom right, there are "OK" and "Cancel" buttons.

Fig.32 - Project Notes

An unlimited number of characters can be entered in the **Notes** field.

9.3 Project info

This tab has brief information about installation.

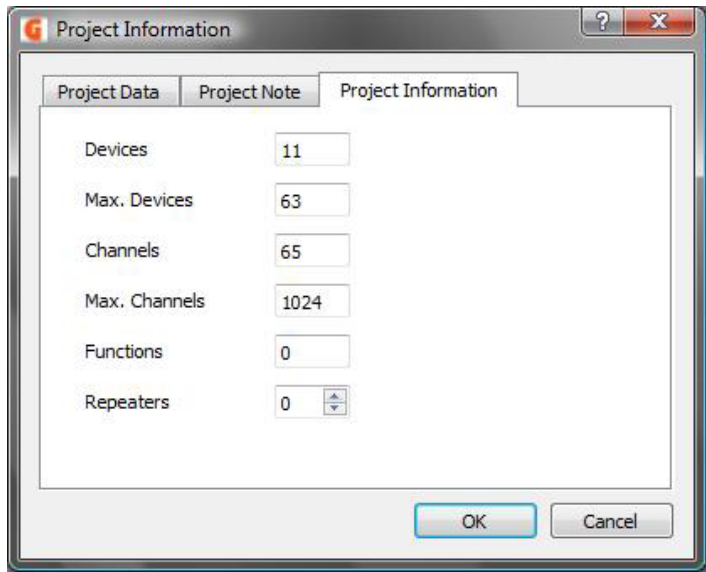


Fig.33 - Project Info

- The **Devices** field shows the number of Easy devices in the project; the value displayed changes based on the number of devices recognised by Easy Controller.
If the project is new and devices have not yet been recognised, the value displayed will be 0.
- The **Max devices** field shows the maximum number of devices that may be configured by Easy Controller. The value is related to the number of repeaters in the system which is set by the user under the item **Repeaters**: if the number of repeaters is set to 0, the maximum number of devices is 63. If the number of repeaters is 3, the maximum number of devices is 252 and coincides with the maximum limit of Easy Controller.
- The **Channels** field shows the total number of channels implemented by the devices in the project; the value displayed changes based on the number of channels implemented by devices recognised by Easy Controller.
If the project is new and devices have not yet been recognised, the value displayed will be 0.
- The **Max channels** field shows the maximum number of channels that may be configured by Easy Controller; this is a fixed value and is set to 1024 channels.
- The **Functions** field shows the total number of functions, created and programmed, in the project; If the project is new and functions have not yet been created, the value displayed will be 0.
- In the **Repeaters** field, the number of repeaters in the system can be changed.
This value is set by the installer during the programming phase as the Easy Controller does not recognise the repeaters automatically in any way.

To confirm the data entered click the "OK" push-button.

After entering data, changes can be saved in the **Project** tab by selecting **Save** from the **Project** menu on the menu bar, or changes can be saved in another project file by selecting **Save as** from the **Project** menu, or the project can be closed by selecting **Exit**.

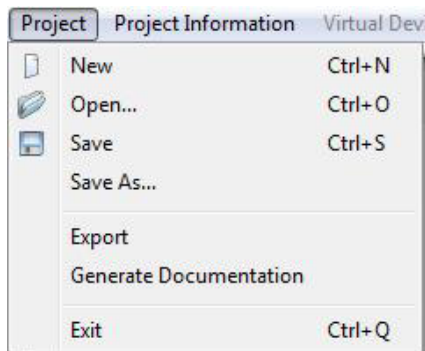


Fig.34 - Project Tab

A file containing all the information relating to the project, the devices added, the functions created and their parametrization can be generated;
the file (*projectname.xep*) is saved in the same directory where the project is saved.
Select **Create document** from the **Project** menu on the menu bar to generate project documents in a .doc file.

10 Easy Controller: configuring the system Online

After a project has been created or opened, the two windows that allow the KNX Easy system to be configured and started are displayed in the central area: **Devices** view and **Functions** view. To enable/disable the various views click on the corresponding icons: “Devices” for the **Devices** view and “Functions” for the **Functions** view.

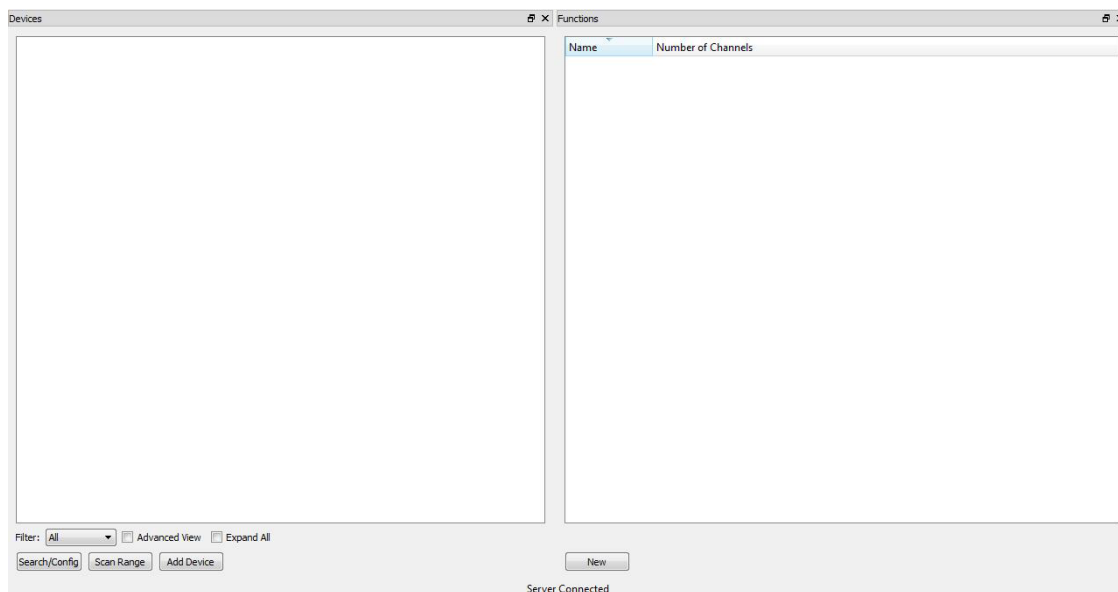


Fig.35 - Project Views

10.1 Devices View

The **Devices** view gives the list of the devices that are in the system and all operations concerning the devices can be performed.

When a project is new, the list of devices is empty. The acquisition modes of the devices in the system are described in paragraph 10.2.

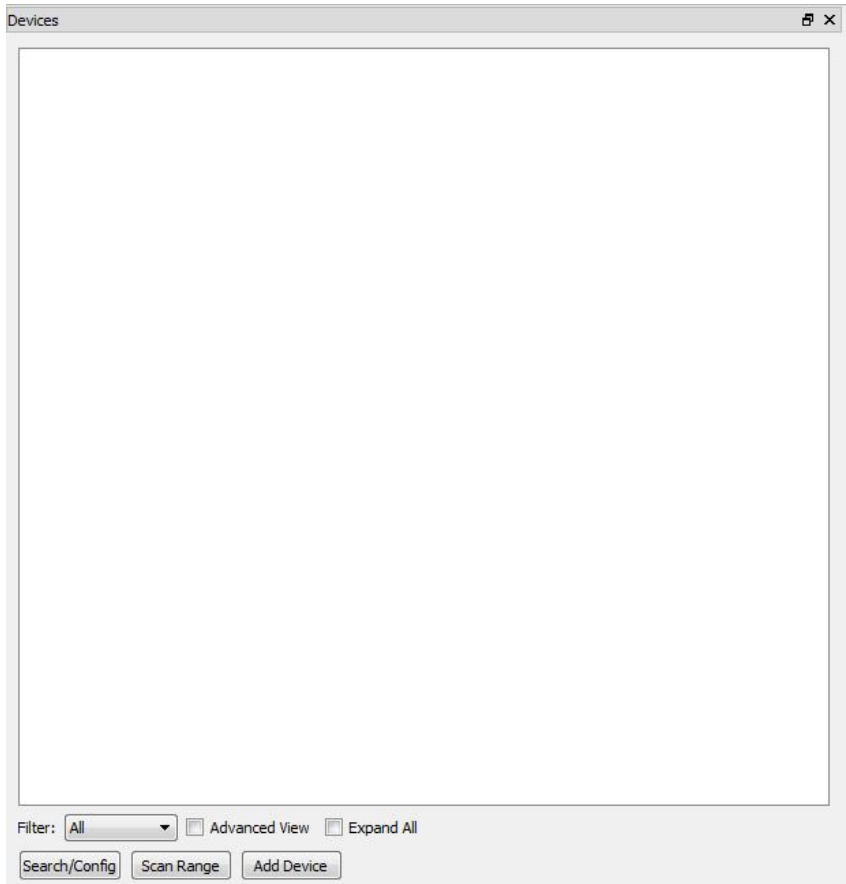


Fig.36 - Devices View

All the operations to search, change and rename the devices and the channels they implement are included in the items of the **Devices** menu on the menu bar: **System, Device and Channel**.

Each item encompasses the operations that concern the system, the individual device and the individual device channel.

The **Devices** → **System** menu is always accessible, while the **Device** menu can only be accessed if a device is selected in the **Devices** view (device name tag highlighted) and the **Channel** menu can only be accessed if a channel is selected in the **Devices** view.

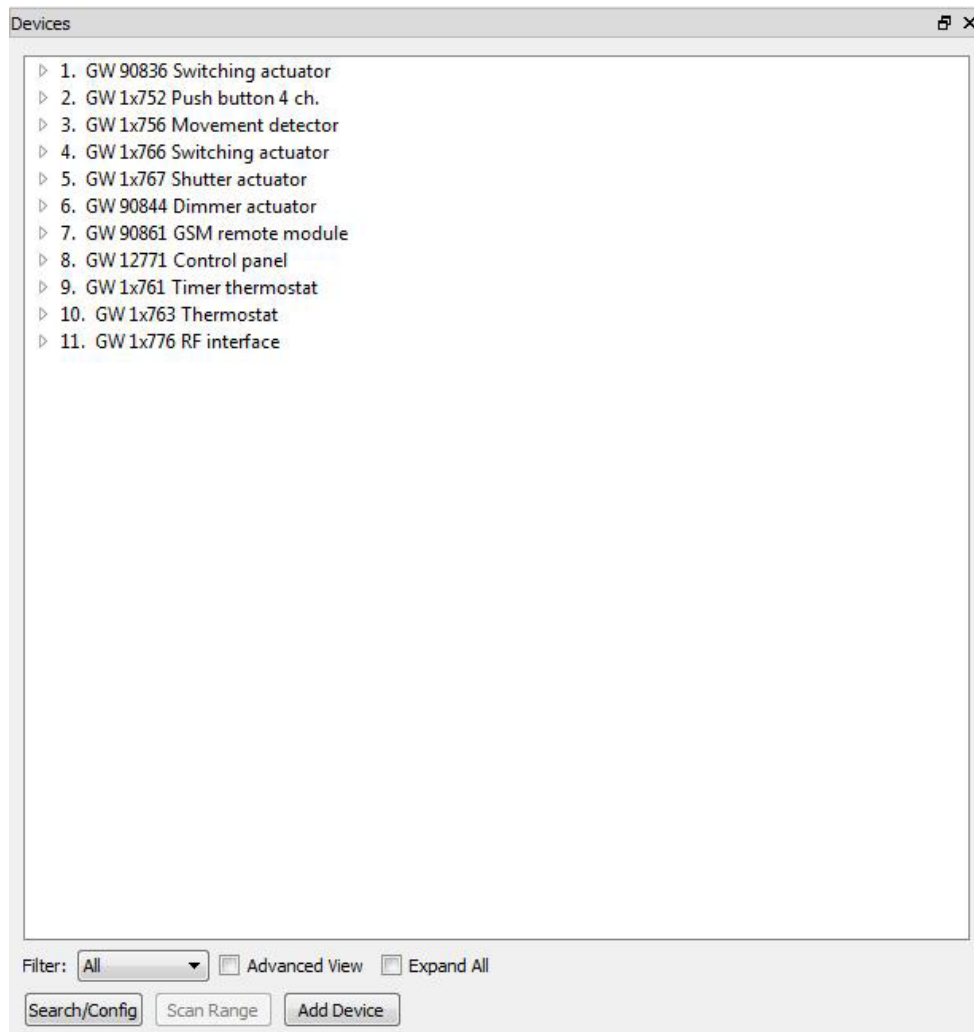


Fig.37 - Devices View

The central area of the **Devices** view displays all devices in the system/project. The display structure is tree-like, each main branch corresponding to a device that is represented by a tag comprising:

- a progressive number (the last part of the physical address automatically attributed by Easy controller),
- the device identification name (default identification name consisting of the product code and name)

By clicking on "▶" and expanding the branch, the channels implemented by the device are displayed, represented by a tag comprising:

- the progressive number of the channel inside the device,
- the channel identification number.

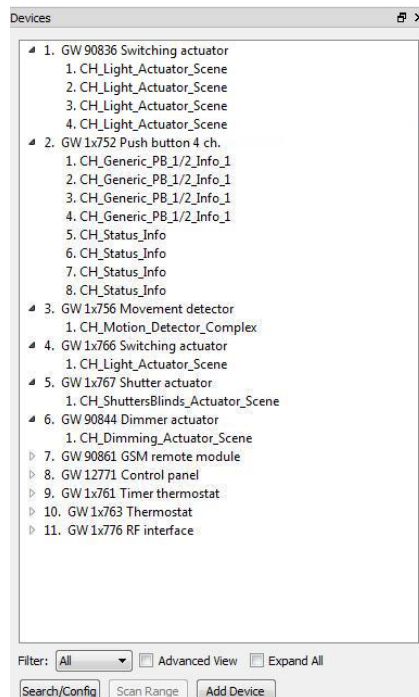


Fig.38 - Devices View - expanded branch

The list of the channels displayed in the central area can be filtered for a more immediate visualisation by selecting one of the items in the **Filter** box: underneath the area: **All, Sensors or Actuators**; in this way only the devices that have actuator or sensor channels and their input or actuation channels are displayed.

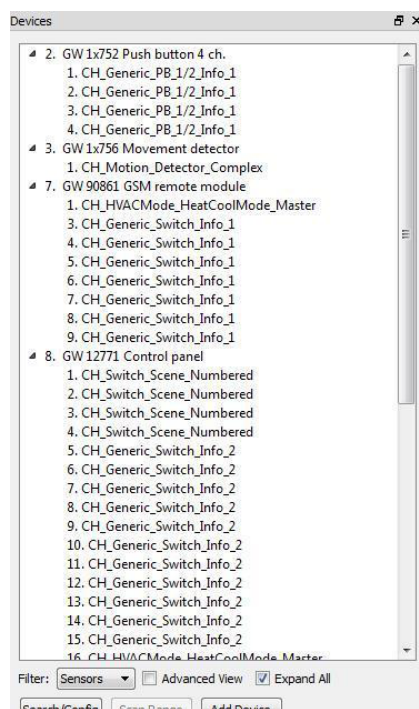


Fig.39 - Devices View - Sensor Filter

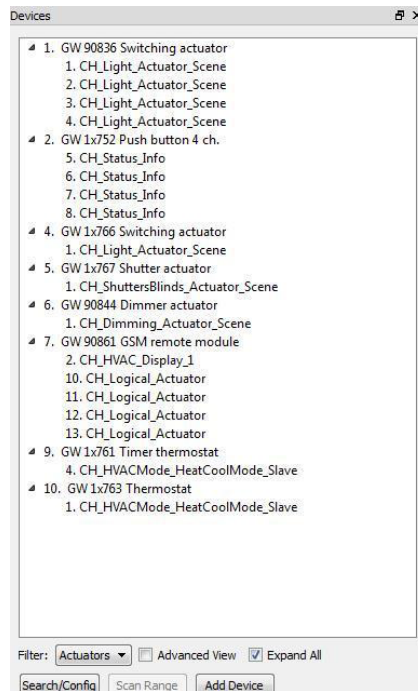


Fig.40 - Project Data - Actuator Filter

To display the channels implemented by the devices, each single branch of the tree diagram can be expanded by clicking on “►” alongside the tag identifying the device, or all branches can be expanded by ticking the **Expand all** box in the **Devices** view.

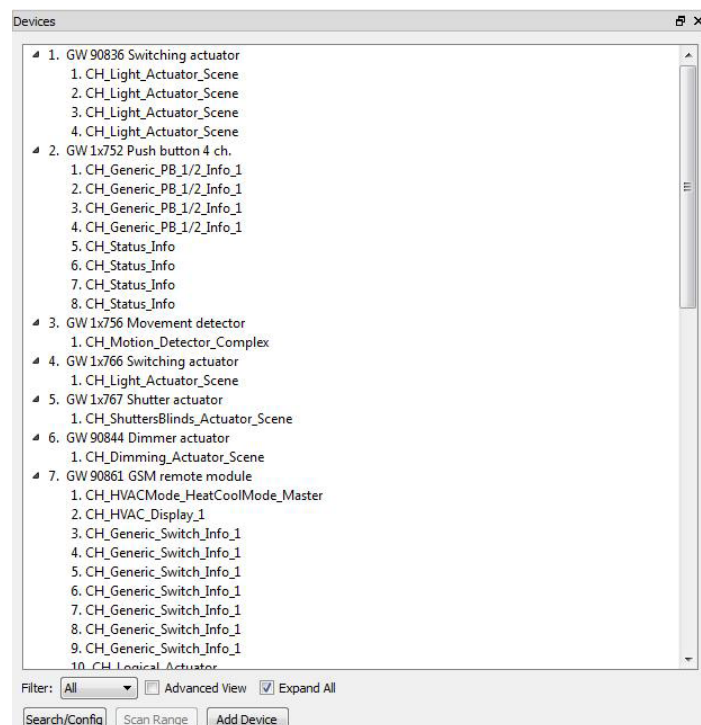


Fig.41 - Devices Expanded View

The view can be compressed by clicking on ◀ (which replaces ► when the branch is expanded) alongside the tag identifying the device, or all branches can be compressed, by unticking the **Expand all** box. Even at this level, by pressing the local push-buttons or sending the localisation commands via the channel localisation menus, the channel concerned is highlighted in the central area of the **Devices** view so it can be renamed if necessary.

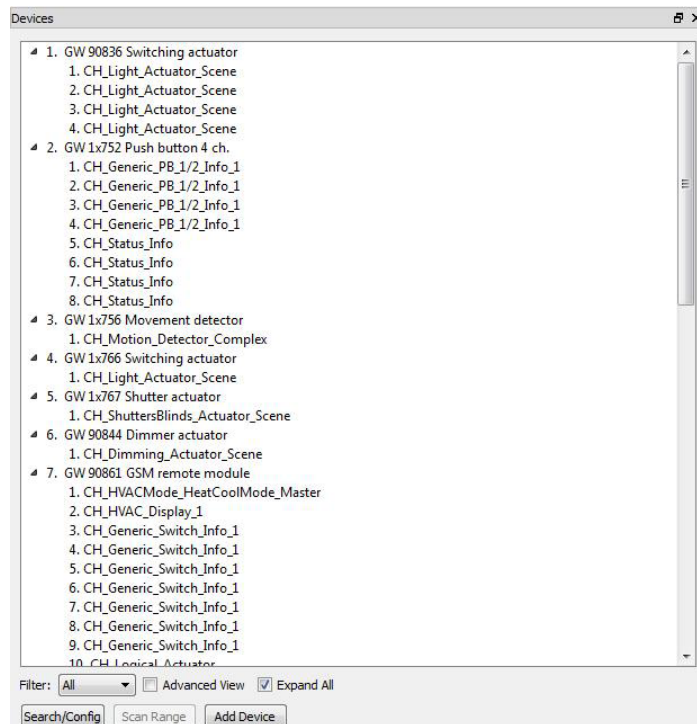


Fig.42 - Devices View - Channel Located

Select the **Advanced view** box to display additional information on the devices:

- the complete physical address (which replaces the progressive number)
- the **Device info** field with
 - the serial number of the device,
 - the release of the application programme
 - the version of the mask of the BUS coupling unit
 - the manufacturer.

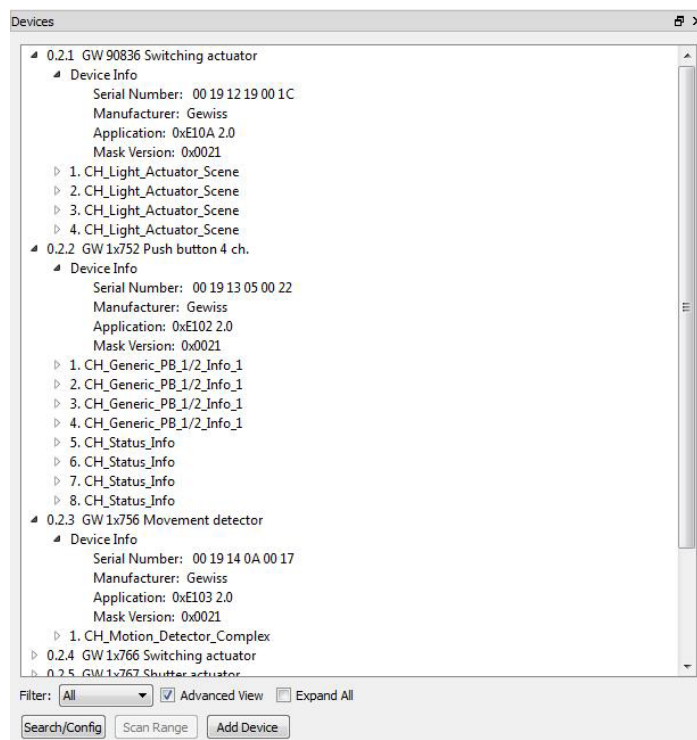


Fig.43 - Advanced Devices View - Device Info

The channels of the time devices have a branch structure which displays communication objects implemented by the channel with the relative group address associated, as applicable, as well as the application parameters, with the relative associated value.

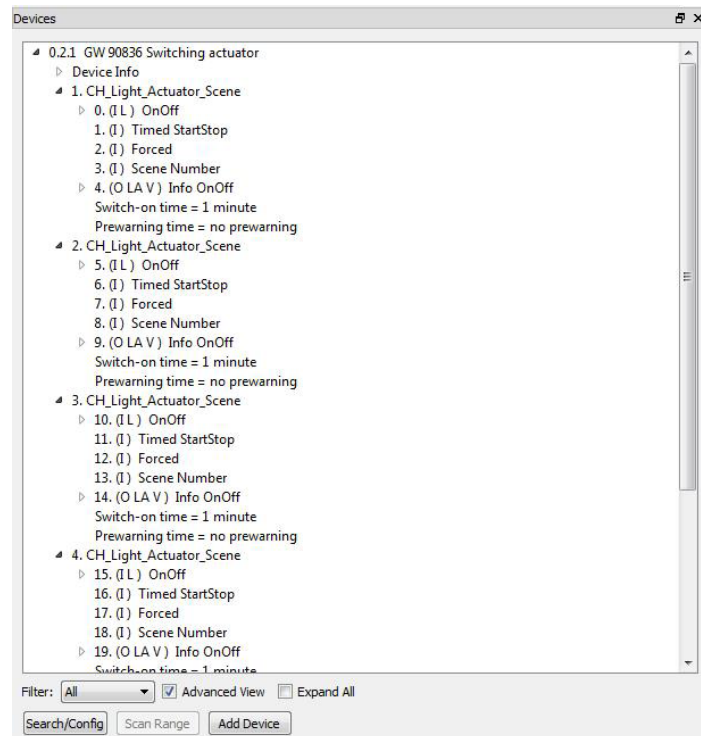


Fig.44 - Advanced Devices View - Communication Objects

In the **Devices** view, the colour of the characters comprising the device name and its channels differs depending on device status.

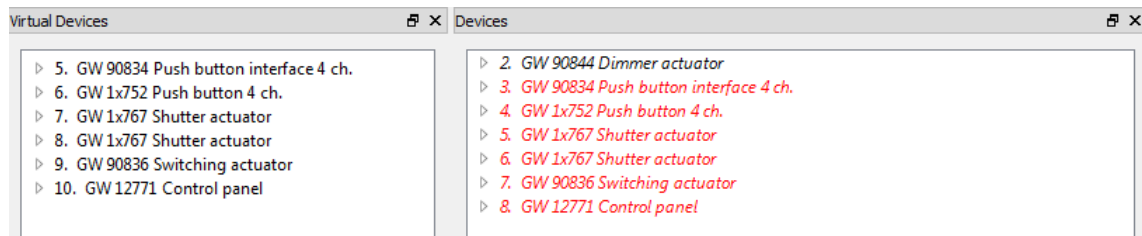


Fig.45 - Devices View - Device Representations

The devices in this project are divided into two categories:

- Real

A device physically exists in the system with a configuration corresponding to that saved in the project. The devices in this category are represented by the following colours:

- Black, in italics - Device configuration/acquisition has been successful.
- Red - Device configuration/acquisition by the controller has not been completed, because of a communication problem or malfunction. By completing programming (see chapter 10.2, System menu), correct configuration of the device can be restored if necessary.

- Virtual

No device physically exists in the system with a configuration corresponding to that saved in the project (for example in the duplication process).

In this case, the Controller stores the device parameters to download them at a later stage for a physical device in the system, for example in a system duplication process.

The devices that belong to this category are shown in black, with a normal font.

10.2 System menu

The **Devices** → **System** menu groups the commands for acquiring the system's devices.

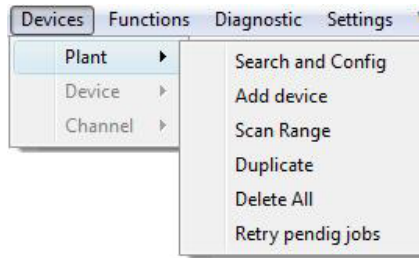


Fig.46 - Devices View - System Menu

Search/Configure

This command starts the automatic search process for the KNX Easy devices with default settings. Click the item to perform the command.

Easy Controller starts to automatically search for devices and a progress window shows the operations performed by the Controller during the search procedure.

This service can be also activated by clicking the "Search/Configure" push-button in the **Devices** view.

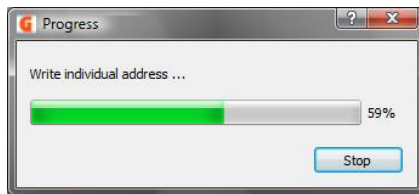


Fig.47 - Progress Window

The central area of the **Devices** view shows the devices that have been recognised and automatically addressed. At the end of the procedure, all the recognised devices will be displayed and represented as described in paragraph 10.1.

Scanning

If some or all of the devices in the field have already been configured, use this command to load their configuration. Click the item to perform the command. The Easy Controller searches for all the devices that do not have the default settings (physical address other than the default address).

A progress window shows the operations performed by the Controller during the search procedure. At the end of the procedure, all the recognised devices are listed in the central area and represented as described in paragraph 10.1.

The physical address, any parameters or group addresses previously associated with devices are not changed in any way by the scan procedure, but are only acquired and displayed.

The service can be activated by clicking the "Scan" push-button in the **Devices** view.

This service is available only if there is no device in the project (empty project). Otherwise, the relevant **Scan** item in the **System** menu and the "Scan" push-button remain disabled.

Add device

Use this command, clicking the relevant item, to promptly acquire a specific device, e.g. a device that was added later on.

The acquisition procedure requires the KNX Easy device in question to be in programming mode (press the programming push-button and the red LED will come on).

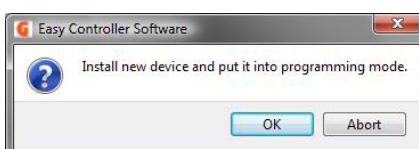


Fig.48 - Programming Mode Activation

Click the item in question, activate the programming mode of the device to be added and then click the "OK" push-button on the pop-up displayed (figure 48); a progress window shows the operations performed by the Controller during the search procedure.

The service can be activated by clicking the "Add device" push-button in the **Devices** view.

If the device is correctly acquired and added to the list of system devices, the red programming LED of the device will automatically go off.

Delete all

Use this command to activate the procedure that removes all the devices and functions in the project by clicking the relevant item.

If you activate this command, you will remove the devices and functions from the project, delete the links between channels (eliminate functions) and restore the default settings for the deleted devices (physical default address and default values of application parameters).

A confirm deletion message is requested before the service is started.

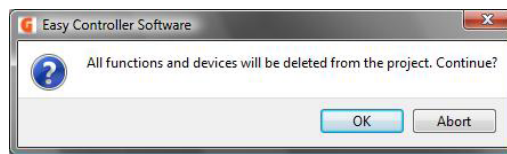


Fig.49 - Confirm Deletion

By clicking the "OK" push-button the service is started; a progress window shows the operations performed by the Controller during the deletion procedure.

Duplicate

Click this item to download the configuration of a project previously created on an identical system (same type and quantity of devices on the field) with no need to recreate the functions.

The procedure requires the installer to create a copy of the opened project on a new system, using the duplication service.

Open the project to duplicate and select **System** → **Duplicate** from the **Devices** menu on the menu bar.

If the original project has been changed, the changes can be saved.

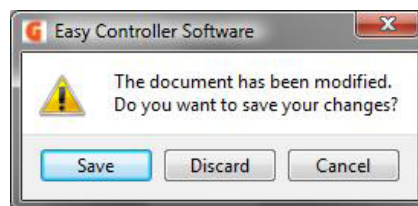


Fig.50 - Source Project Saving

The dialogue window is then displayed to create a new project

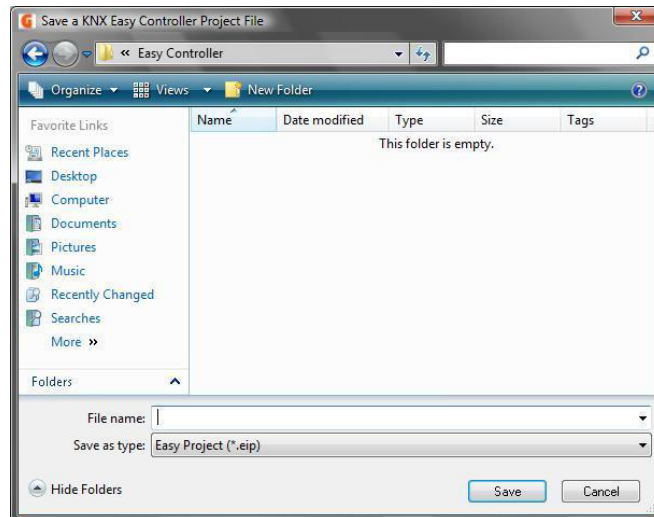


Fig.51 - Devices View - Duplication

Enter the data requested and click the "Save" push-button

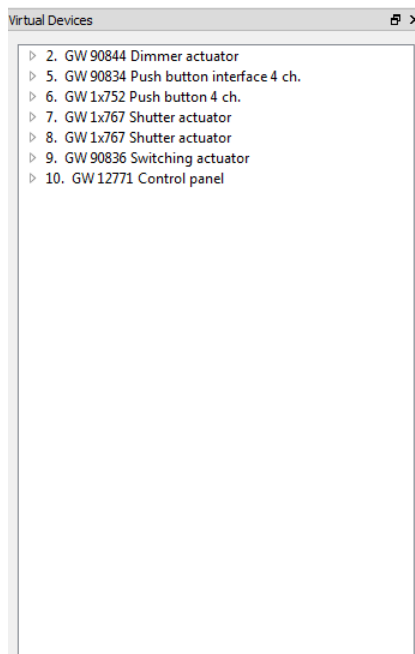


Fig.52 - Devices View - Duplication - Virtual Devices

In the new project created, the source project devices are shown in grey (virtual devices) in the new **Virtual devices** view that is displayed on the left of the **Devices** view.

Their configuration must be assigned to the physical devices that are in the new project. Acquire the devices in the new project using the **Search/Configure** or **Add device** commands of the **Devices** → **System** menu or the "Search/Configure" and "Add Device" push-buttons in the **Devices** view; the devices acquired are shown in italics.



Fig.53 - Devices View - Duplication

Before duplicating the system, the channels can be located and devices and channels can be renamed. Virtual and physical devices are then associated: select and drag a virtual device over an unconfigured physical device (shown in italics) or select a virtual device and the corresponding physical device then select the **Associate** command from the **Devices** → **Device** menu; a progress window shows the operations performed by the Controller during the assignment procedure. If association was successful, the virtual device is no longer on the list of the **Virtual devices** view and the font of the device displayed changes from italics to normal. The **Overwrite names** filter in the **Virtual devices** view allows the user to enable copying of the names of the virtual device and channels implemented on the physical device.

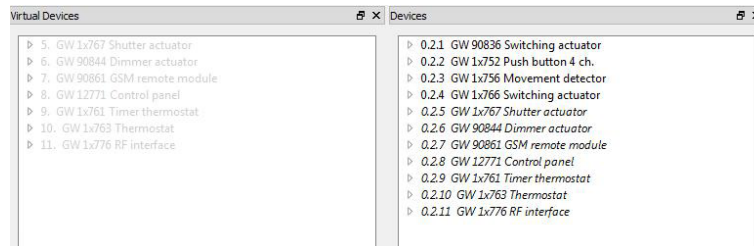


Fig.54 - Devices view - Duplication - Device Associated

By repeating the operation for all project devices, an exact copy of the source project is made, with the only difference being that the physical addresses are not changed during the duplication process.

The **Duplicate** item of the **Devices** → **System** menu is enabled only if there is at least one device in the source project.

During duplication, the **Virtual devices** view can be activated/deactivated by clicking the "Virtual devices" icon on the tool bar; at the end of the process, the **Virtual devices** view is deactivated automatically and can no longer be displayed because the corresponding icon is disabled.

Complete activity

If a current activity (for example: acquisition, system deletion, etc.) is interrupted because of a communication problem or user operation, the activity can be completed using this command, once the cause of the malfunction has been eliminated.

This item is enabled if a service is interrupted or to change an existing project in Offline mode (paragraph 11.5); if there are devices displayed in red in the Devices view we suggest you to check that the **Complete activity** item of the **Devices** → **System** menu is enabled. In this case, use the **Complete activity** command before performing operations on the devices.

10.3 Device menu

The **Devices** → **Device** menu groups the commands for performing operations on a single device. A device must be selected in the central area of the **Devices** view before executing a command: the command will refer to the selected device.

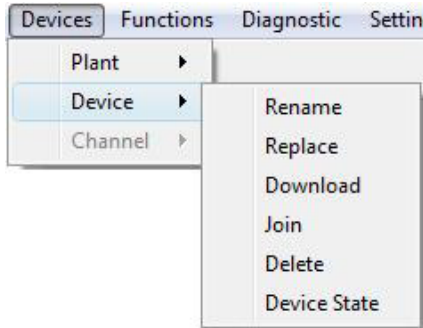


Fig.55 - Devices View - Device Menu

Rename

This command allows the tag identifying the device in the tree of the central area of the **Devices** view to be changed.

Click this item and enter the characters. The name of the device can be modified but not the progressive number.

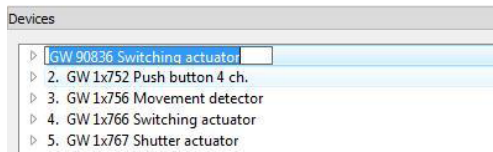


Fig.56 - Rename Device

Renaming devices is particularly useful for programming and creating functions, as a more significant name can be attributed to each device, related, for example, to its physical location or specific function.

Replace

To replace a faulty device while retaining the programming (parameters and links). User confirmation via the pop-up is requested before the service starts.



Fig.57 - Replacement Confirmation Message

By clicking the "OK" push-button the service is started; the progress window opens and shows the operations performed by the Controller.

The process consists of 2 stages: in the first stage, the device to replace is reprogrammed with factory settings. Subsequently, a warning message is displayed instructing the user to connect the new device to the KNX line, in programming mode;

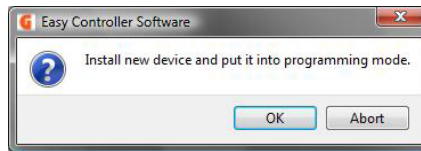


Fig.58 - New Device Addition Warning

by clicking the "OK" push-button, the Controller writes the configuration on the new device; by clicking the "Cancel" push-button the procedure ends (in this case the device is displayed in red).



Fig.59 - Replace Device - Virtual Device

Discharge

With this service, the complete configuration of a device can be replicated, creating an identical copy.

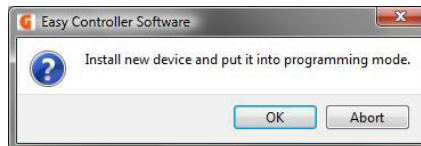


Fig.60 - Programming Mode Activation

To do so, no automatic search (**Search/Configure**) or line scanning (**Scan**) procedures can be performed; just click the item in question, activate the programming mode of the device to be added and then click the "OK" push-button on the pop-up displayed; a progress window shows the operations performed by the Controller during the download procedure;

This service can be used to download the configuration of a device no longer in the system to a new identical device, without having to recreate all the functions;

in particular, this service is useful when the list of project devices has one or more virtual devices.

In this case, the virtual device configuration is replicated in the field device.

Information about the serial number and application ID of the physical device is not overwritten.

Associate

This service allows association between physical and virtual devices to be made during duplication (see paragraph 10.2 System - Duplicate Menu).

Select the virtual device in the **Virtual devices** view and the corresponding physical device displayed in italics in the **Devices** view, and then click it; a progress window shows the operations performed by the Controller during the assignment procedure.

If association was successful, the virtual device is no longer on the list of the **Virtual devices** view and the font of the device displayed changes from italics to normal.

A virtual device can also be associated with a physical one by selecting and dragging a virtual device over a physical device that has not been configured (shown in italics).

Delete

This command can be used to remove a single device from the installation.

Once the device is selected and this item clicked, the user has to confirm deletion via the relevant pop-up.



Fig.61 - Deletion Confirmation Message

By clicking the "OK" push-button the service is started; the progress window opens and shows the operations performed by the Controller.

At the end of the procedure, the device will be automatically programmed with factory settings and eliminated from the devices tree.

If a channel of the device to remove belongs to a function it cannot be removed if the channel was not previously removed from the function concerned or the function was not previously deleted. The following warning pop-up is displayed.

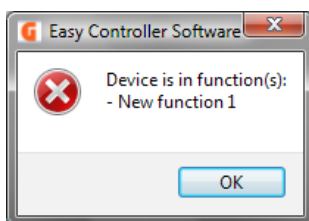


Fig.62 - Impossible Deletion Warning

Status

This service allows the status of the device selected to be displayed; click this item after selecting the device; a new window is displayed.

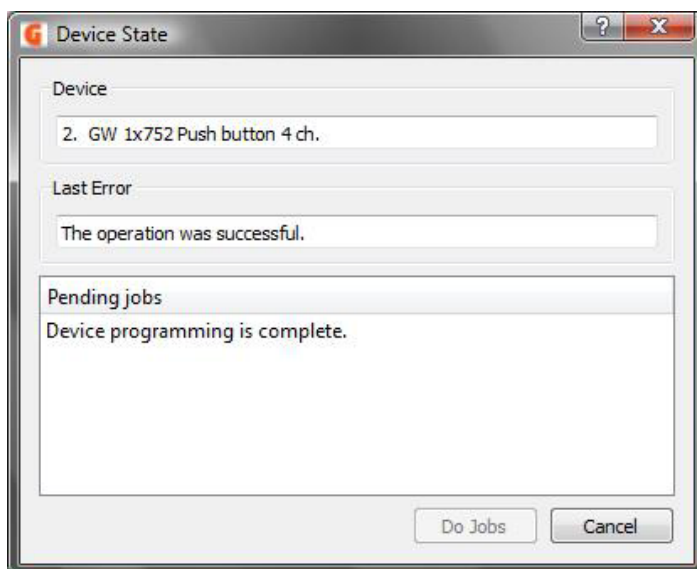


Fig.63 - Device Status - Physical Device - No Error

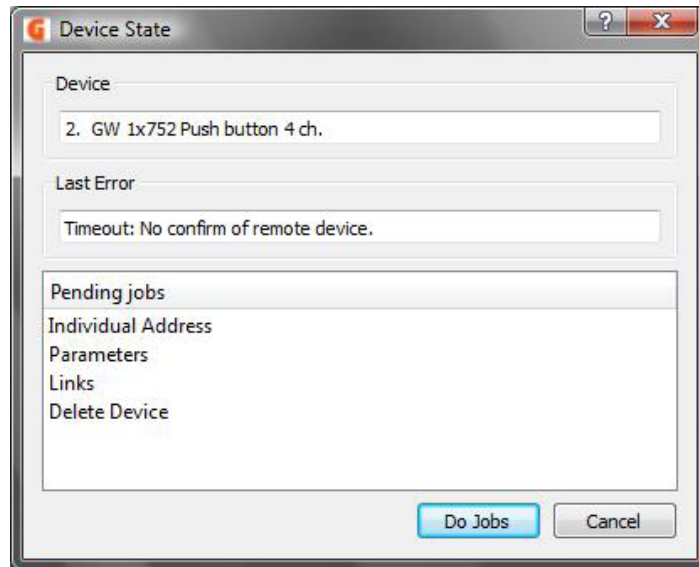


Fig.64 - Device Status - Physical Device - Error Detected

The identification tag of the device is shown in the **Device** field; the error detected on the device is briefly described in the **Last error** field;

if no errors are detected, the message **No error detected** is displayed.

The central box has an **Activity** column which shows all the incomplete operations concerning the configuration of a device.

If all activities have been carried out, the message **Programming complete** is displayed (figure 63).

When there are incomplete activities (the device concerned is displayed in red in the tree) the operation to be completed can be finished by clicking the "Complete" push-button.

ATTENTION: if a device is displayed in red, first check whether the **Complete activity** item in the **Devices** → **System** menu is enabled. In this case, use the **Complete Activity** command before displaying the device status.

All commands concerning the **Devices** → **Device** menu can also be used by activating the contextual menu concerning a device; to activate the contextual menu select the device inside the **Devices** view and right click it. Figure 65 gives an example.

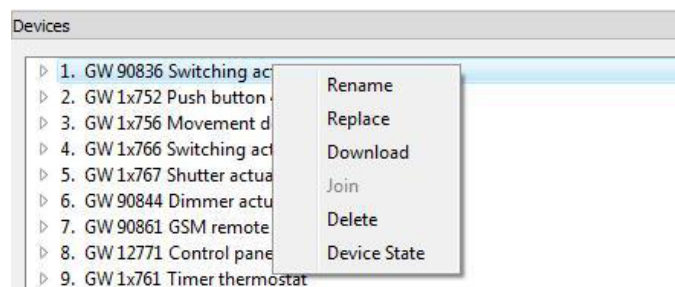


Fig.65 - Contextual Device Menu

10.4 Channel menu

The **Devices** → **Channel** menu allows commands to be accessed for performing operations on the individual channel of a device. A channel must be selected in the central area of the **Devices** view before executing a command: the command will refer to the selected channel.

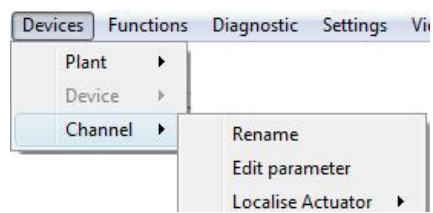


Fig.66 - Devices View - Channel Menu

Rename

This command can be used to change the tag identifying the single channel, implemented by the device, in the central area tree.

Click the item and enter the characters. The name of the channel can be modified but not its progressive number.

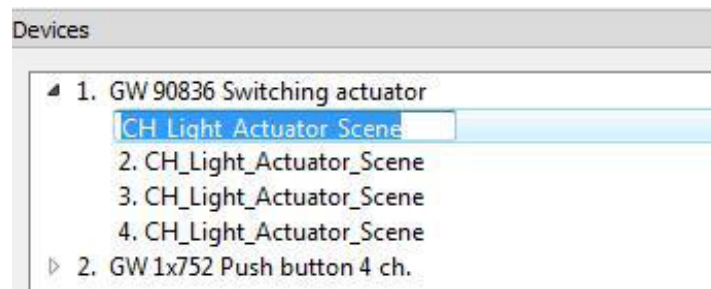


Fig.67 - Rename Channel

Renaming channels is particularly useful for programming and creating functions, as a more significant name can be attributed to each channel, related, for example, to its specific function within the system.

Change parameters

This command can be used to change application parameters (if existing) of the selected channel. Usually, these parameters are configured when creating a function.

However, in this mode, the configuration can be changed without having to reprogramme the function.

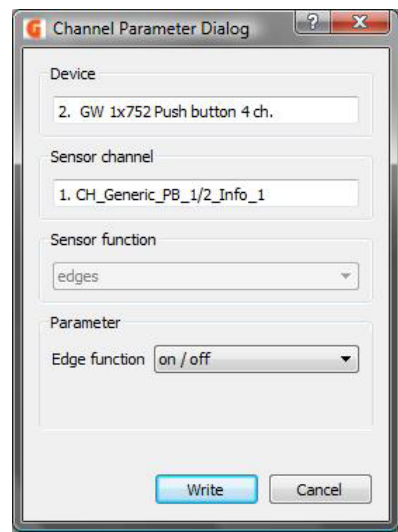


Fig.68 - Change Sensor Parameter

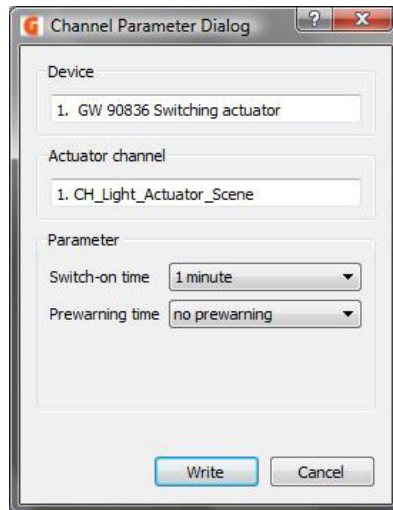


Fig.69 - Change Actuator Parameter

When the command is executed, the parameter change window relative to the **Channel** of the specific **Device** opens. The value of the parameter (actuator or sensor depending on the type of channel), can be changed, selecting the required value from the list of possible values.

All channel parameters are given in the same window; after changing the value, click the "Write" push-button to confirm the parameters set or the "Cancel" push-button to cancel the operation. If the selected channel is in the sensors category, the value set in the **Sensor function** field is view-only and cannot be changed, unless the function it belongs to is changed.

Locate actuator

This command can be used to locate actuator channels, placed in hard-to-reach areas, by sending a command directly via the software and observing the relative physical implementation on the system.

The channel identified in this way can be renamed and easily selected from the list of channels, without having to use the local command button keys to locate it.

Select the required channel and click **Locate actuator**: select the command **On / Down** or **Off / Up** to be sent.

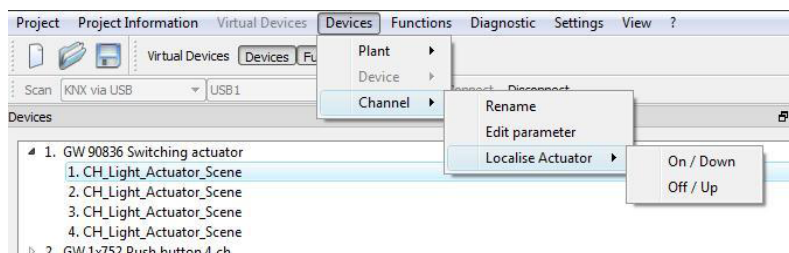


Fig.70 - Locate Actuator

By repeating the operation and alternating the commands, the load connected to the relative channel can immediately be displayed.

With a simple system inspection, all channels can be quickly renamed and subsequently functions can be created more rapidly.

All commands concerning the **Devices** → **Channel** menu can also be used by activating the contextual menu concerning a channel of the device; to activate the contextual menu, select the channel of the device concerned in the **Devices** view and right click it. Figure 71 gives an example.

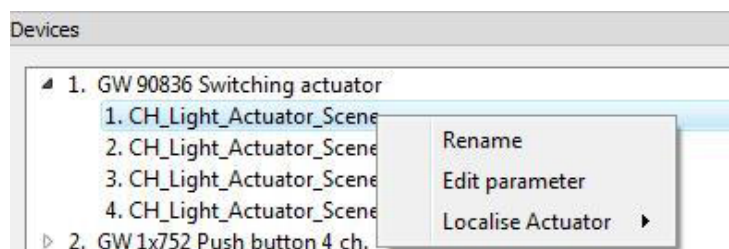


Fig.71 - Contextual Channel Menu

11 Easy Controller: configuring the system Offline

A project can be created in Offline mode without being connected to the actual physical devices. After a project has been created or opened, click on **Offline** push-button to activate the mode: the following screen will appear with the **Devices** and **Functions** windows, in addition to the **Catalogue** and **Virtual devices** windows. To enable/disable the various views click on the corresponding icons: Catalogue, Virtual devices, Devices and Functions.

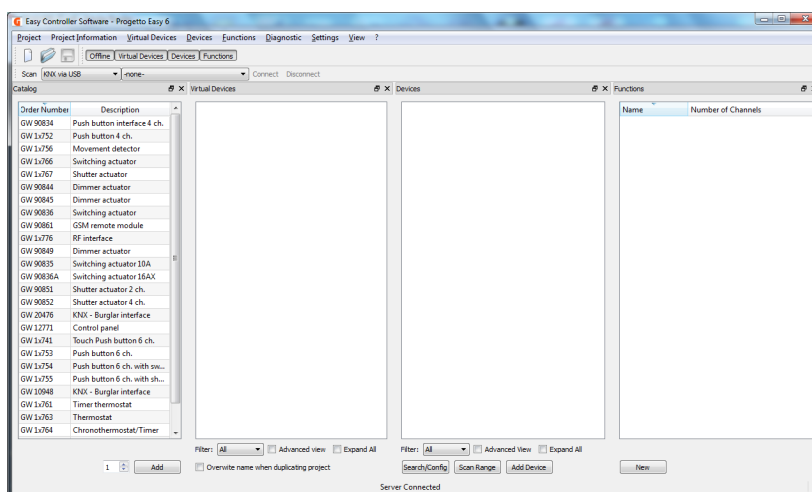


Fig.72 - Offline Mode

11.1 Catalogue view: select devices

All supported KNX Easy devices are in the **Catalogue** view. To enter a device in the project, select and drag it to the **Virtual Devices** window. One or more devices of the same type selected can be added, indicating the number in the box and clicking **Add**.

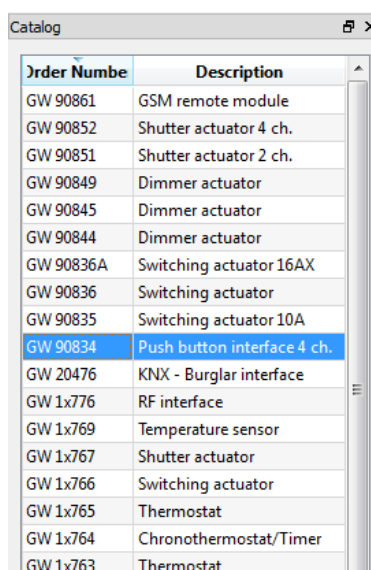


Fig.73 - Catalogue View

11.2 Virtual devices view: select channels

To add channels to a function in Offline mode, select and drag the channels from the **Virtual devices** view to the **Functions** window. To complete the function, see paragraph 12 Creating functions. For Filter functions and the type of View available for the window background, see paragraph 10.1 Devices view.

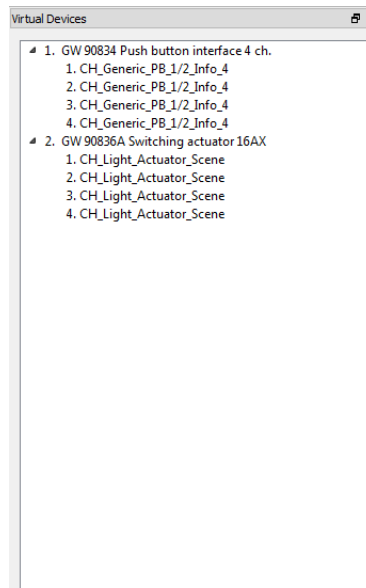


Fig. 74 - Virtual Devices View

After the project has been created in Offline mode, the following stages are necessary:

1. recognition of physical devices connected.
2. association between physical and virtual devices, as described below.

11.3 Real recognition in the system

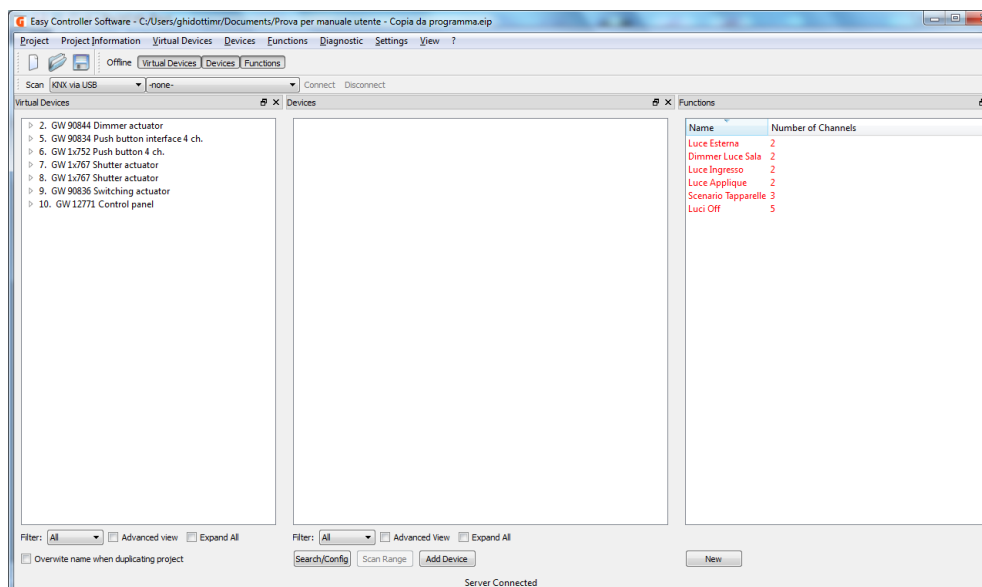


Fig.75 - Offline project without physical devices

The Offline project has functions in red, as they are virtual and not downloaded to devices.

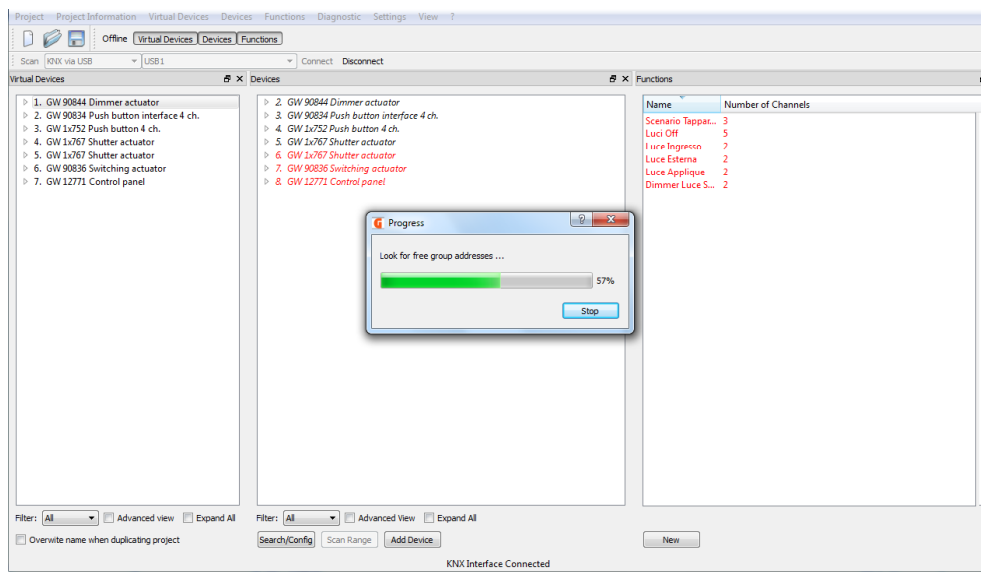


Fig.76 - Initial recognition of connected devices

By clicking the **Search/Configure** push-button, the software starts to search for connected devices. The devices will be shown in italics.

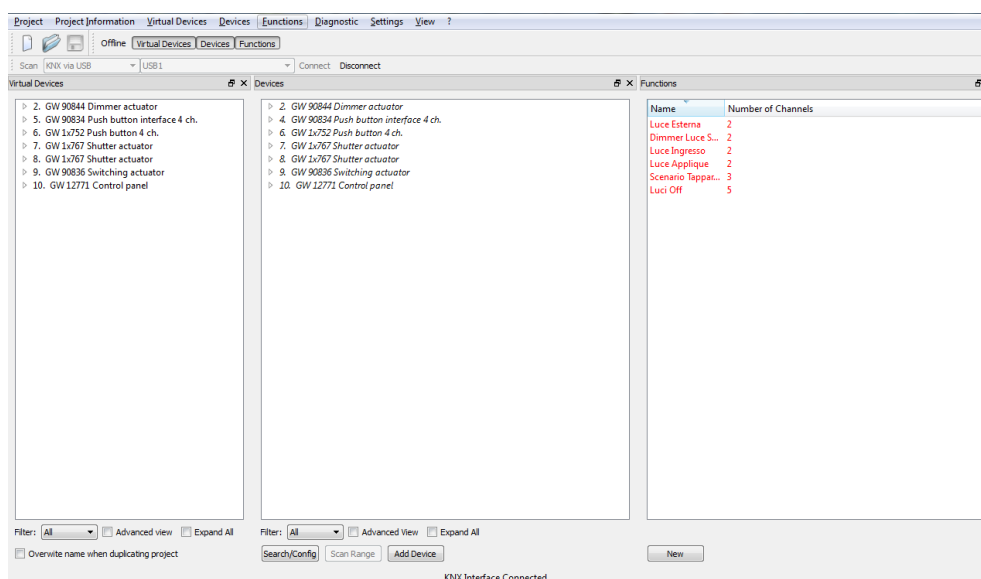


Fig.77 - Recognition of connected devices completed

11.4 Association between virtual and physical devices

At the end of the search, the Devices view consists of a list of devices in black (italics) ready for association with virtual devices. There are two methods of association:

- A. Select the device from both the **Virtual devices** view and **Devices** view and right click the mouse to select **Associate**.

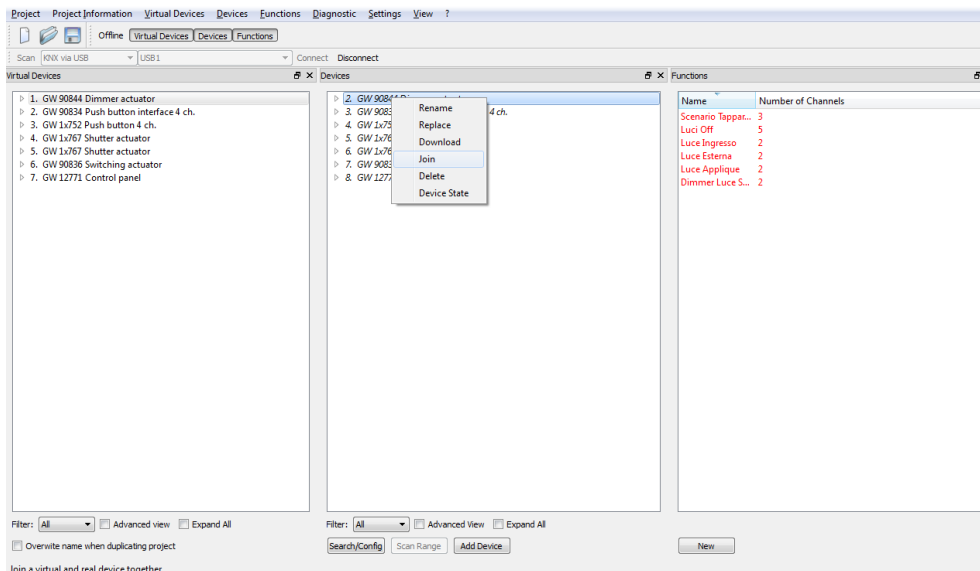


Fig.78 - Association by selection

- B. Drag the device from the **Virtual devices** list directly to the device in the **Devices** view; if the devices are the same type, the operation is permitted, as shown in figure 79; otherwise the operation is not permitted, as shown in figure 80.

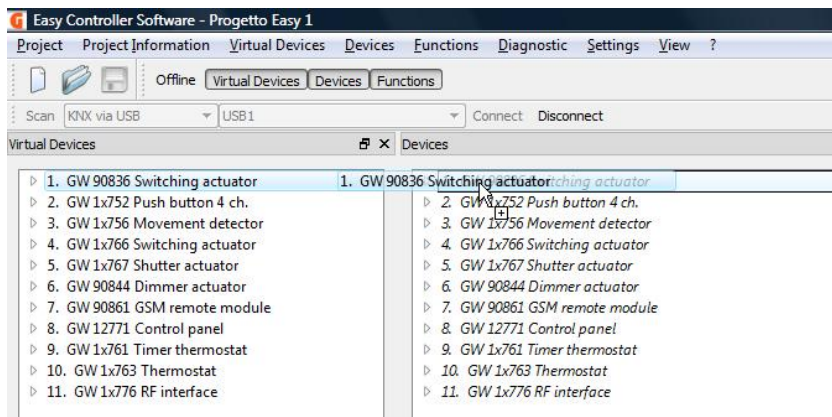


Fig.79 - Correct association by dragging

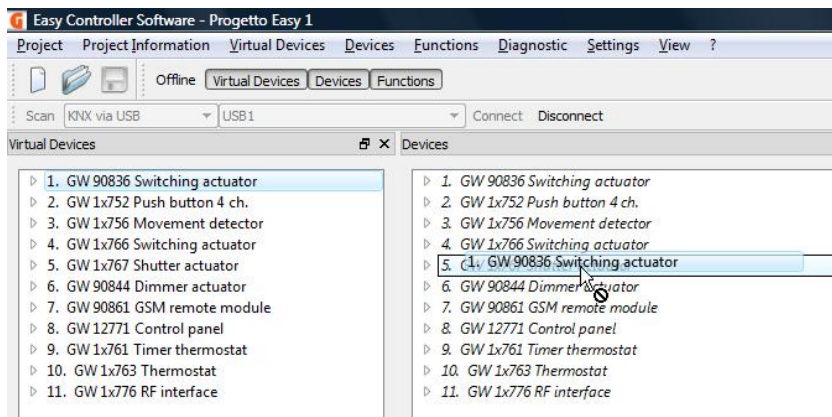


Fig.80 - Wrong association by dragging

After successful association, the device disappears from the **Virtual devices** view and changes from italics to a normal font in the **Devices** view.

The association stage also downloads relative device functions. These change from red to black in the **Functions** view, as shown in figure 81.

After all associations have been made, the **Virtual devices** view will be empty, while the **Devices** and **Functions** views will be completed, as shown in figure 82.

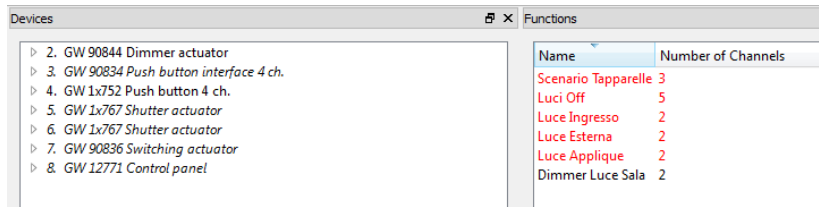


Fig.81 - Partial association

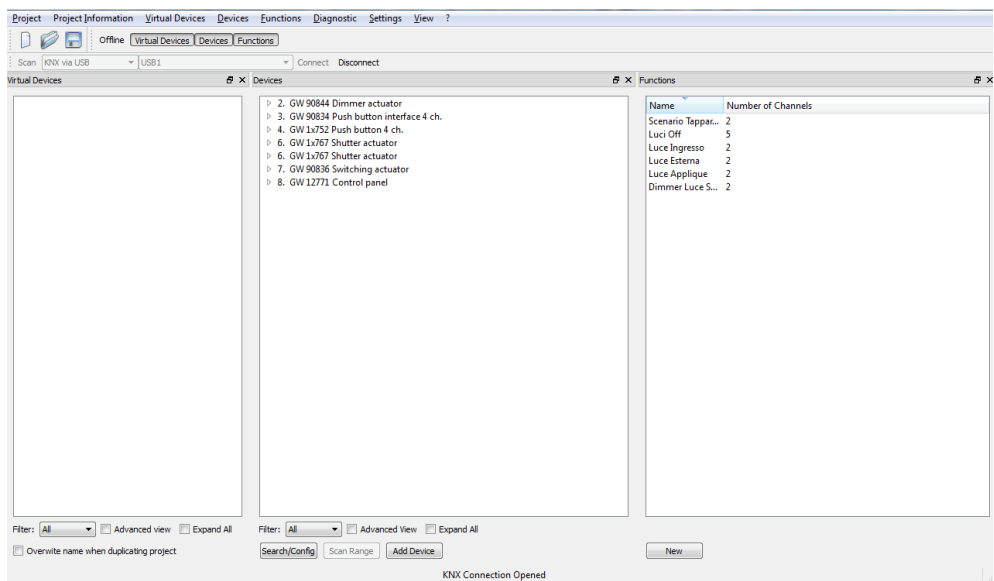


Fig.82 - Completed Association

11.5 Offline change of an existing project

An existing project can be changed in offline mode. After opening the project, disconnect from the BUS and activate Offline mode.

Operations (changing parameters, functions, adding channels etc.) can only be performed on devices in the devices view: in this case, you can simply connect to the BUS when in the system, and programme with the “Complete activity” command

Functions can be created or changed using the channels of the new virtual devices: in this case, when in the system, the new physical device corresponding to the added virtual device must be searched for, and the association made between the physical and the virtual device.

12 Easy Controller: creating functions

After all devices have been added to the project, configuration can take place, i.e. functions can be created in Online and Offline mode.

By creating a function, Easy controller creates connections between the communication objects of channels concerned and carries out relative application parametrization.

The function is an abstract concept: information about the function to which devices are added is not transferred to the devices; only the logical connections that Easy Controller creates when a function is programmed and the values of parameters are transferred: the function exists only in the created project.

The Functions view in the initial configuration is on the right of the Devices view and the Virtual Devices view; the Functions view can be deactivated/activated by clicking the relevant "Functions" icon on the tool bar.

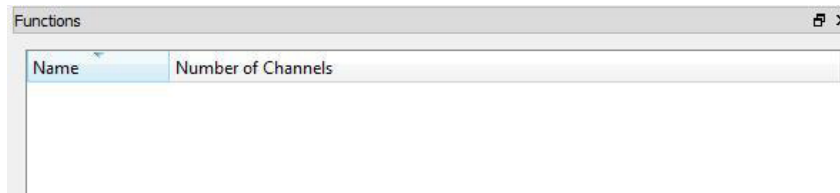


Fig.83 - Functions View

12.1 Functions view

The **Functions** view shows the list of all functions created. When a project is new the list is empty.

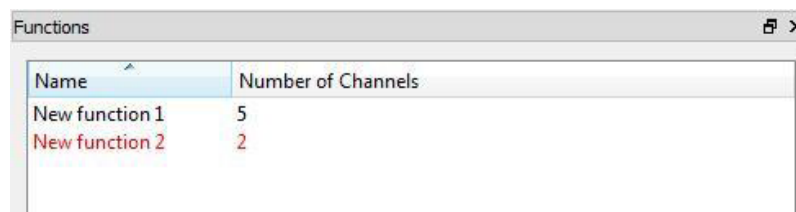


Fig.84 - Functions View

Based on function programming, the name is displayed as follows:

- Black
The Controller has successfully programmed the function.
- Red
Function configuration was in Offline mode, or device programming in Online mode was not completed because of a communication problem or defect of a device included in the function.
After solving the problem, programming of the function can be completed (see chapter 12.2 Functions - Reprogramme Menu).

All the operations that allow the functions to be programmed are grouped in the **Functions** menu: **New**, **Change**, **Rename**, **Delete** and **Reprogramme**.

12.2 Functions menu

All menu commands available, apart from **New**, may only be accessed if function has been selected from the list. The command will refer to the selected function.

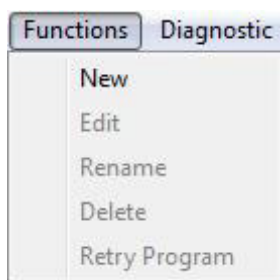


Fig.85 - Functions View - Function Menu

New

Use this command to create a new function by clicking the corresponding item: the guided function creation sequence opens.

The service can be activated by clicking the "New" push-button in the **Functions** view.

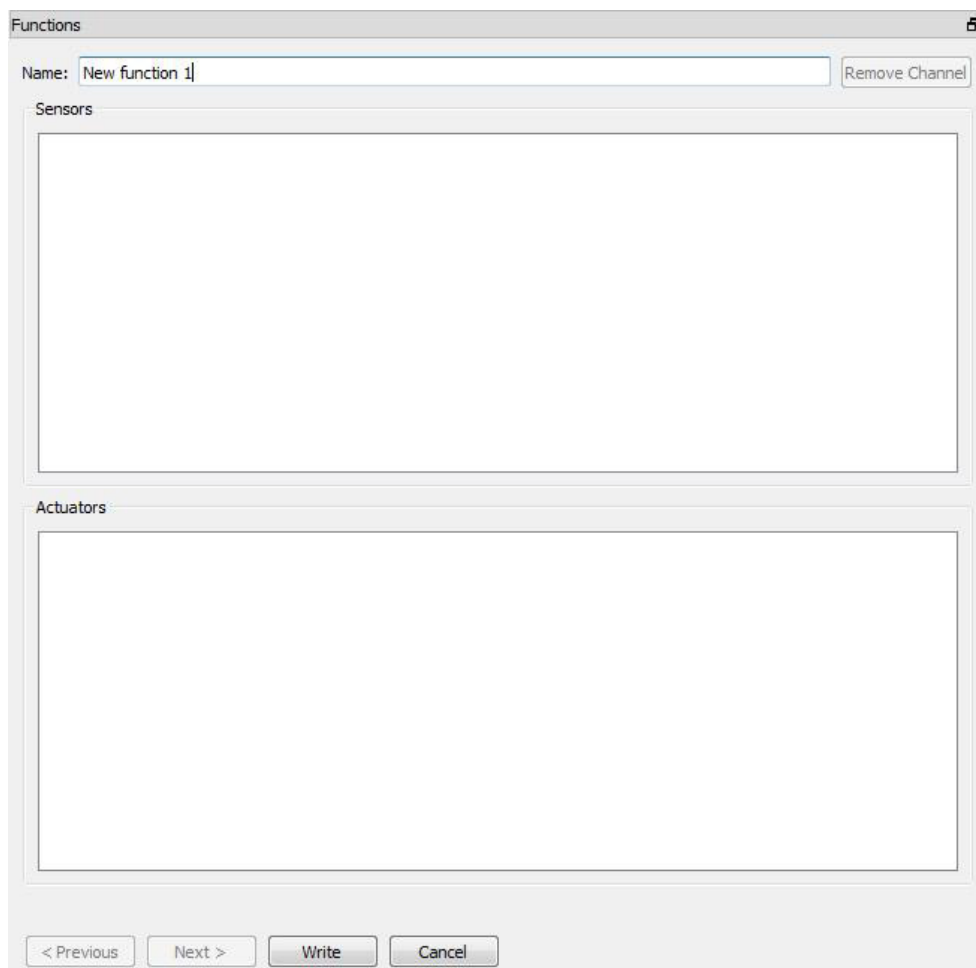


Fig.86 - New Function



Fig.87 - New Function - Change Name

The name to attribute to the function can be entered in the **Name** field. An unlimited number of characters can be entered.

The channels entered in the function, divided by the category they belong to are displayed in the **Sensors** and **Actuators** fields.

To add a channel to a function, it is possible to operate with two methods for Online programming and only with method b) for Offline programming.

a) pressing the local push-buttons of devices concerned (or via the thermostat, timed thermostat, control panel location menus); in this way the channels are directly displayed in the relative fields.

With this method, the installer has to be able to move around the system and access its devices.

b) selecting and dragging the channel concerned from the **Devices** view or **Virtual devices (Offline)** view directly in the main window of the guided function creation sequence.

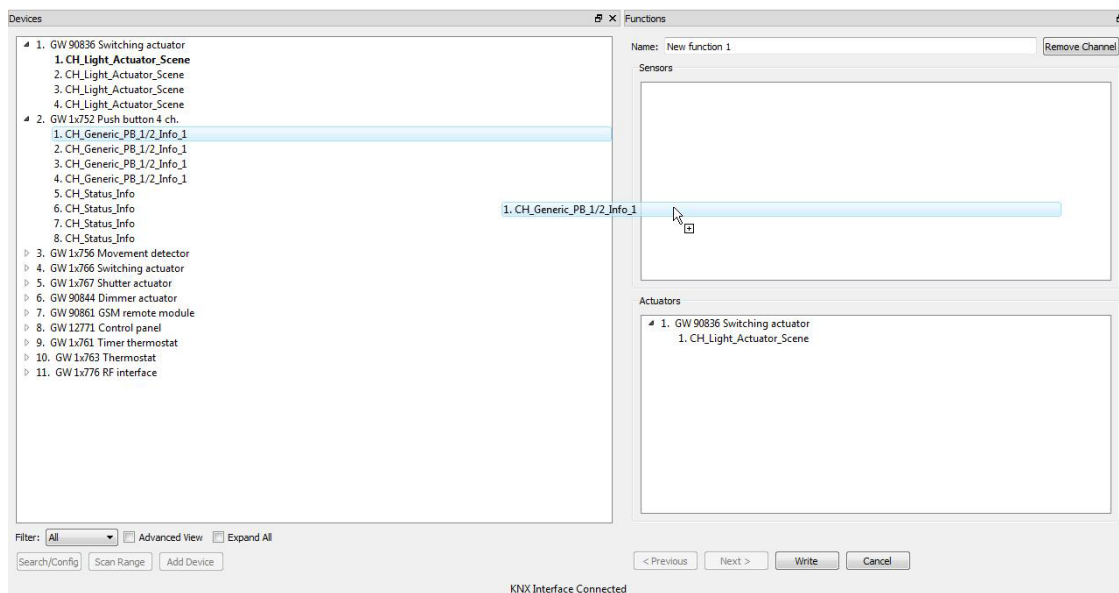


Fig.88 - New Function - Add Channel

With this method, the installer does not have to move around the system for programming, and it is assumed the channels have been appropriately renamed to facilitate selection.

To remove a channel from the function, select the channel and click the **Remove channel** push-button.

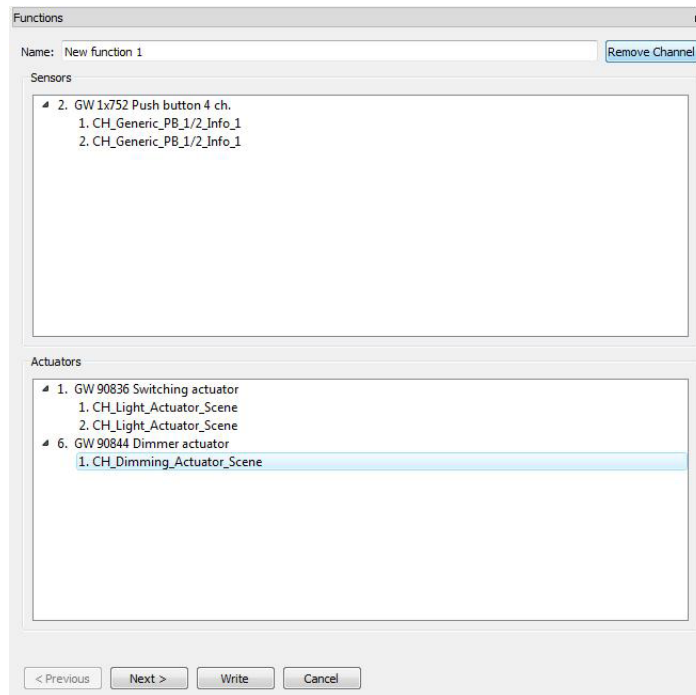


Fig.89 - Remove Channel

The channels are displayed in the **Sensors** and **Actuators** fields with a tree structure: each channel is always connected to the physical device it belongs to.

The channels in a function appear in bold and also appear in bold in the **Devices** view at the end of programming.

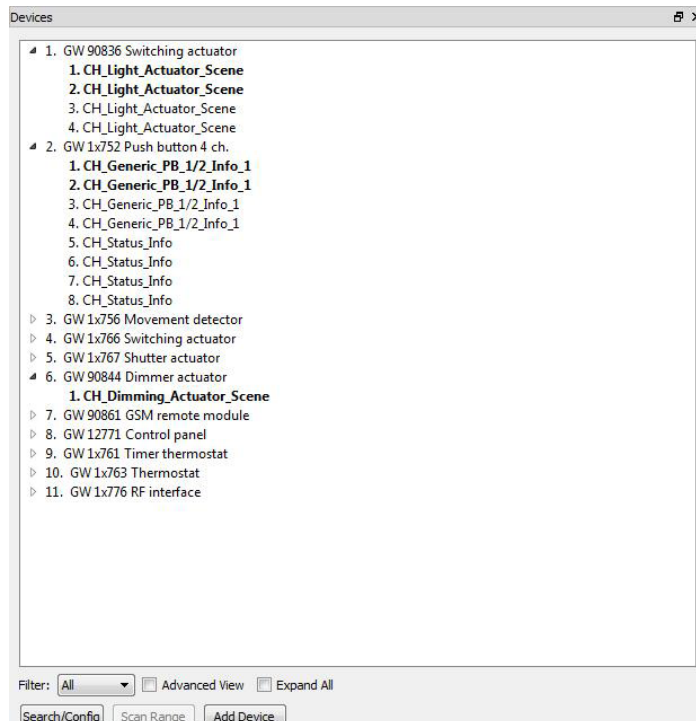


Fig.90 - Devices View

A channel that belongs to a function is therefore displayed in a more immediate way. A channel that belongs to a function cannot be deleted with the **Delete** service of the **Devices** → **Device** menu without first deleting the function it belongs to.

A sensor channel cannot belong to more than one function. If an attempt is made to enter a sensor in another function, an error pop-up is displayed.

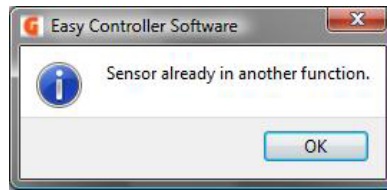


Fig.91 - Warning - sensor already in the function

To continue programming, at least one channel must be present in both the **Sensors** and **Actuators** field; if this requisite is met, click the "Next >" push-button to continue programming.

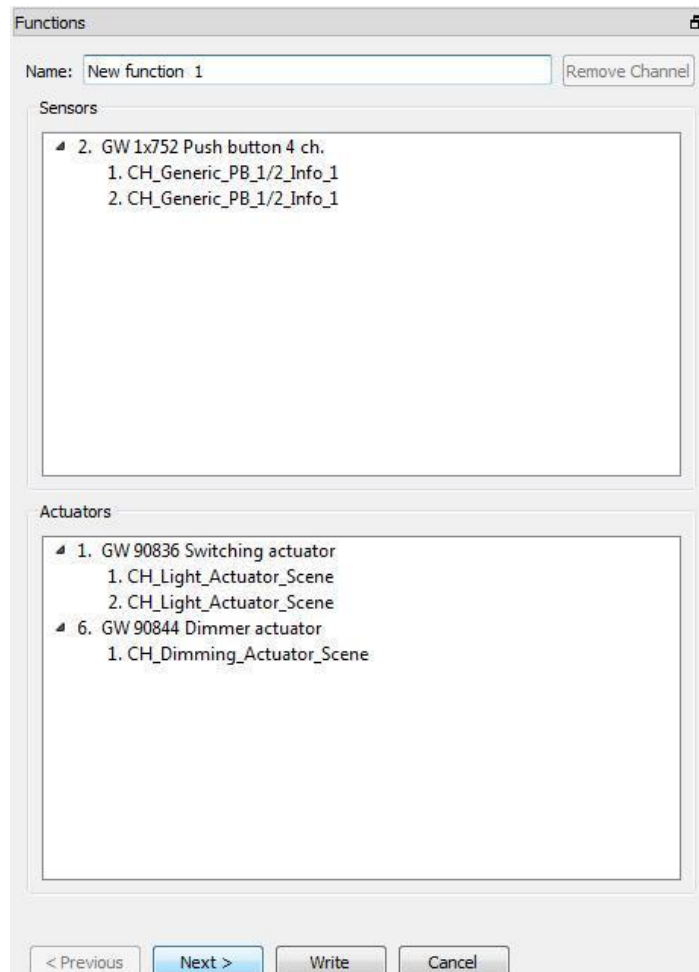


Fig.92 - New Function

A window for each channel added to the function is displayed in the programming sequence.

The device identification tag is shown in the **Device** field; the identification tag of the channel selected is shown with a progressive number and name of the channel in the **Actuator channel** field (or **Sensor channel** field depending on the type of channel).

In the case of a sensor channel, the required channel function (e.g. cyclical switchover, fronts management, etc.) can be set in the **Sensor function** field.

The list of the values to be set, which can be selected by clicking on ☐ in the drop-down menu, shows only the functions that can be implemented with the sensor channel selected and the actuator channels included in the function.

The values of the application parameters of all channels can be set in the **Sensor parameters** or **Actuator parameters** field (according to the type of channel) by selecting them clicking on ☐. Each parameter is identified by a name and a list of the values it can take on.

Functions

Device

2. GW 1x752 Push button 4 ch.

Sensor channel

1. CH_Generic_PB_1/2_Info_1

Sensor function

toggle
edges
timer mode
scene

< Previous Next > Write Cancel

Fig.93 - New Function - Sensor Parameter

Functions

Device

1. GW 90836 Switching actuator

Actuator channel

1. CH_Light_Actuator_Scene

Parameter

Switch-on time 1 second

Prewarning time no prewarning

- no prewarning
- 15 seconds
- 30 seconds
- 1 minute

< Previous Next > Write Cancel

Fig.94 - New Function - Actuator Parameter

To proceed with the programming sequence click the "Next >" push-button; to go back to the previous tab click the "< Previous" push-button.

To terminate programming click on the "Cancel" push-button in any tab: programming will be cancelled and the function will not be created.

To complete programming, confirm creation of the function on the last parameter setting tab by clicking the "Write" push-button.

Fig.95 - New Function - Confirm

A progress window shows the operations performed by the Controller while programming the function in On-line mode. At the end of programming the **Functions** view is displayed again where the programmed function is added to the list, in black if in Online mode and in red if in Offline mode.

If the creation of a function is interrupted, the function will not be displayed in the **Functions** view list.

Name	Number of Channels
New function 1	5

Fig.96 - Functions View

Change

To change a function select the desired function from the **Functions** view list and click it; the main window of the guided function creation sequence opens where it is possible to change the function name, add or remove channels and change the parameters according to the same procedure followed for creating a new function. At the end of a change, the function is reprogrammed and the **Functions** view displayed.

Rename

To change the name assigned to a function select the desired function from the **Functions** view list and click it.

To confirm the new name, simply click any part of the screen outside the text entry area.

Delete

To delete a function select the desired function from the Functions view list and click it; a confirm deletion pop-up will appear and after confirming, the function and logical links between device channels are eliminated.

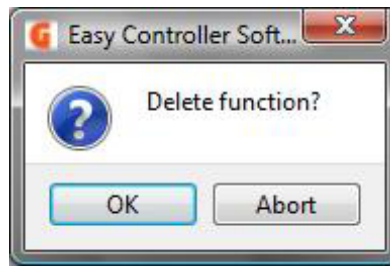


Fig.97 - Function Deletion Confirmation POP UP

Reprogramme

If programming downloading is interrupted because of a communication problem or user operation, programming can be completed using this command, once the cause of the malfunction has been eliminated.

This item is only enabled if the selected function is shown in red.

If more than one function is displayed in red after programming a function in Online mode, the device that generated the problem is included in several functions; to solve the problem, select any function and click on **Reprogramme**.

All commands concerning the **Functions** menu, except for the **New** command, can also be used by activating the contextual menu concerning a function; to activate the contextual menu select the function concerned inside the **Functions view** and right click it. Figure 98 gives an example.

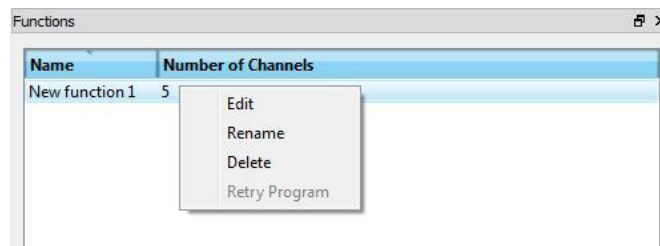


Fig.98 - Contextual Function Menu

13 Integration with devices preconfigured with ETS

To install an application that cannot be used with KNX Easy range devices alone, one or more KNX sensors preconfigured with ETS software can be integrated in the system; these communicate with the Easy devices programmed using Easy Controller.

This operation requires a good knowledge of the KNX technology.

With this approach, a sensor can be programmed, for example, with the ETS (Engineering Tool Software) programme and integrated in the Easy system, assigning the group addresses programmed on the sensor, as happens in ETS programming, to the communication objects of the actuators to be operated with the sensor; Easy Controller is not capable of recognising and configuring the added sensor, but communication is guaranteed by manually created links.

To add a link, enable the advanced view in the **Devices** view and after locating the channel desired right click the communication object concerned;

in this way a contextual menu opens where the group address to be associated with the communication object can be added manually by clicking the **Add group address** item.

A group address can only be manually associated with input communication objects of actuator channels; once **Advanced view** is enabled, these objects are identified by the letter "I" in brackets before the name of the communication object.

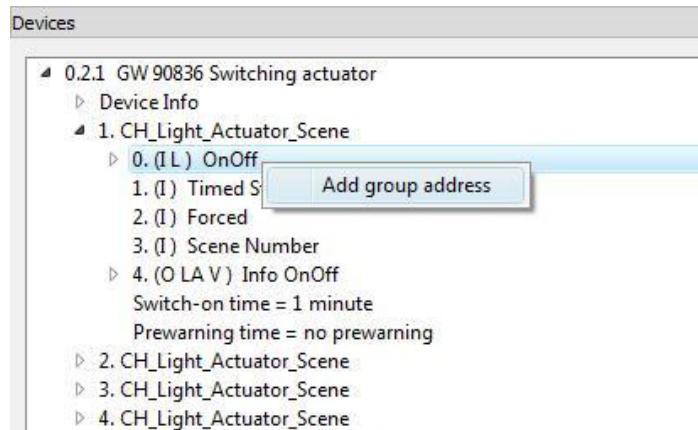


Fig.99 - Advanced Devices View - Actuator Channel Input Communication Object

By clicking the **Add Group Address** item, a dialogue window opens where the group address to be associated with the selected communication object can be added manually.

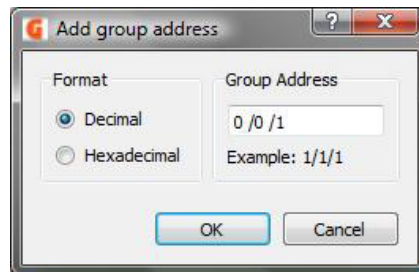


Fig.100 - Devices View - Write Group Address

The coding according to which the figures making up the group address are represented can be selected in the **Format** field: Decimal or Hexadecimal; the first option requires the three figures making up the group address at three levels to be entered, whereas the second option requires the four hexadecimal characters that code the 2 bytes of the group address to be entered

The value of the **Example** item changes according to the selected value to show the user how to enter the value desired according to the set format.

Enter the figures making up the group address in the **Group address** field according to the format selected. Confirm by clicking the "OK" push-button; cancel the operation by clicking the "Cancel" push-button.

If the group address has been entered correctly, the tree structure will display the new group address below the communication object, otherwise an error pop-up will appear and the address will not be written.

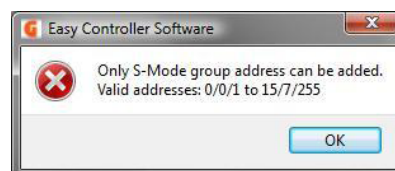


Fig.101 - Incorrect-group-address-warning POP UP

A group address associated manually to a communication object can be deleted by right clicking the address to delete and selecting the **Remove group address** item visible in the contextual menu.

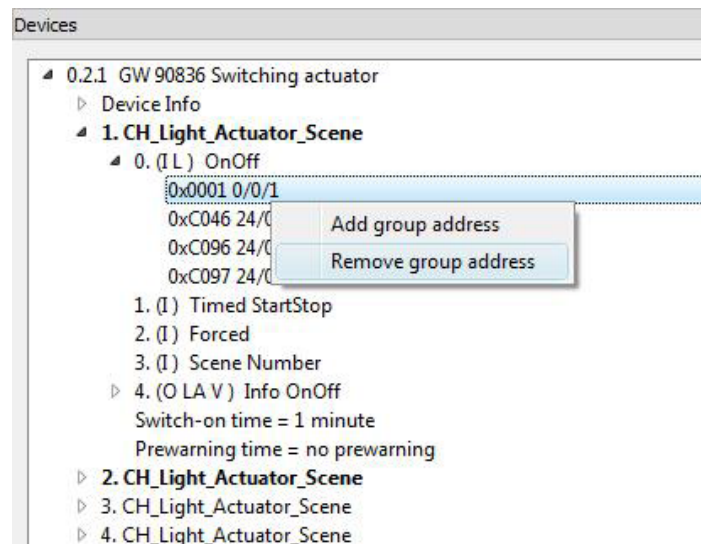


Fig.102 - Advanced Devices View - Remove Group Address

Only the links added manually can be removed. By selecting a link created automatically by Easy Controller, the item **Remove group address** will remain disabled.

14 Displaying the BUS frame

The Easy Controller is fitted with a protocol analyser capable of providing the main information about the frames of the data transmitted through the KNX bus line.

This is extremely useful when verifying the project created or in the case of system malfunctions, as the devices can be checked to see if they correctly convey data on the BUS.

To access this service click the **Diagnostics** → **New** item on the menu bar.

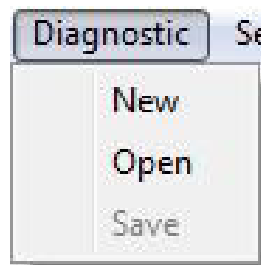


Fig. 103 - Main screen - Menu

A new window opens with main information on registered BUS frames.

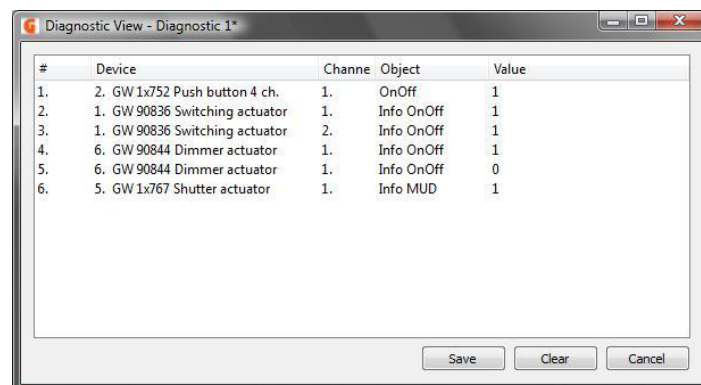


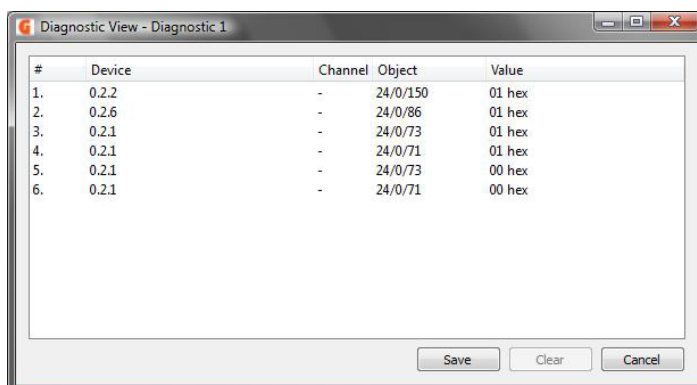
Fig.104 - Diagnostics - telegrams coming from devices in the project

The following information is shown:

- the left column # shows the progressive number of recorded telegrams

- the **Device** column displays the tag showing the device in the **Devices** view (last part of the physical address and assigned name)
- the **Channel** column shows the identification number assigned to the device channel
- the **Object** column shows the name of the communication object generating the KNX telegram
- the **Value** column shows the value of the command sent.

If a given device, present and operating in the system, is not included in the project, information on the telegrams it generates is summarised differently from that described previously



#	Device	Channel	Object	Value
1.	0.2.2	-	24/0/150	01 hex
2.	0.2.6	-	24/0/86	01 hex
3.	0.2.1	-	24/0/73	01 hex
4.	0.2.1	-	24/0/71	01 hex
5.	0.2.1	-	24/0/73	00 hex
6.	0.2.1	-	24/0/71	00 hex

Fig.105 - Diagnostics - telegrams coming from devices that are NOT in the project

The following information is shown:

- the left column # shows the progressive number of recorded telegrams
- the **Device** column shows the physical address of the device sending the telegram
- the **Channel** column only shows the symbol "-" to indicate that no information is available
- the **Object** column shows the address of the group associated with the communication object generating the KNX telegram
- the **Value** column shows the value of the command sent.

To delete all recorded telegrams, click the "Delete" push-button below the chart giving all the information about the telegrams.

The file that contains the recorded telegrams can be saved by clicking the "Save" push-button in the **Diagnostics** window or directly from the **Save** item of the **Diagnostics** menu; the name to be associated with the file and path where it must be saved are requested in a new dialogue window.

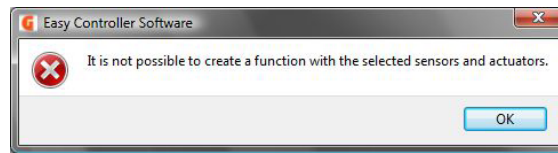
The files that contain the recorded telegrams can be re-opened in the Easy Controller for PC environment using the **Open** command in the **Diagnostics** menu.

15 Error messages

This section describes the error conditions that may occur when using Easy Controller, with relative causes and possible solutions.

If the solutions are not able to solve the problem, contact the GEWISS Service Department, tel. +39 035 946111.

Error



The message appears when testing compatibility between channels in the created function

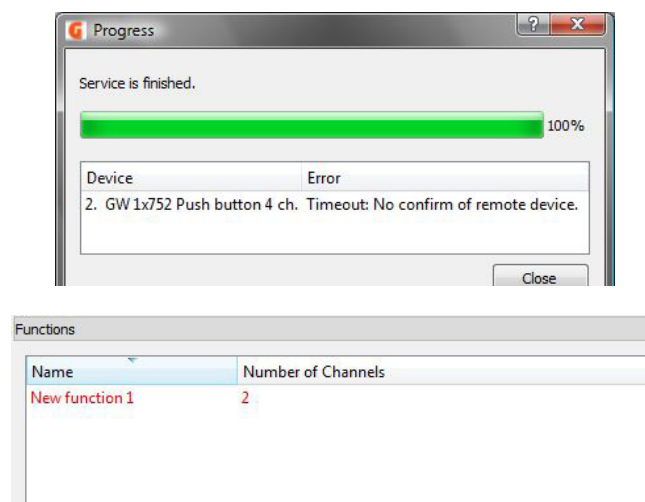
Cause

One or more channels in the function are incompatible with each other and so may not be connected.

Solution

Remove the incompatible channels and continue programming

Error



The box appears in the progress window when writing the links necessary to create the function; the box shows the name of the devices and type of error detected.

When the progress window is closed, the function is shown in red in the **Functions** view.

Cause

It is not possible to communicate with the device whose name is shown in the progress window box: the BUS line may be interrupted, the connection terminal not connected correctly or the device may be faulty.

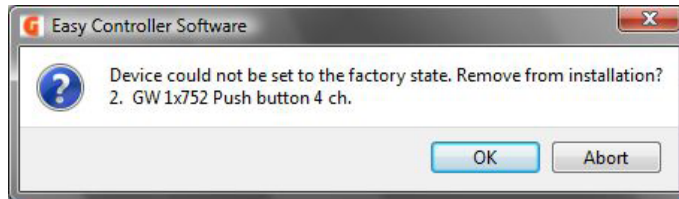
Solution

Check the device is correctly connected to the BUS by clicking the programming push-button of the physical address and check the relative programming LED comes on.

If this test is negative, connect another device to the terminal to which the faulty device is connected, and check for BUS power supply using the programming push-button:

- if the BUS is powered, replace the device with a new one (see the section on Replace Device)
- if the BUS is not powered, check the line and restore its correct operation; after checking for the BUS power supply voltage, select the function in the **Functions** view and then click **Reprogramme** in the **Functions** menu

Error



The message appears when eliminating a single device or at the end of the **Delete all** service.

Cause

It is not possible to communicate with the device: the BUS line may be interrupted or the connection terminal not connected correctly or the device may be faulty.

Solution

By clicking the "OK" push-button the device will be removed from the project but the default parameters will not be reset.

By clicking the "Cancel" push-button the removal procedure is interrupted and the device remains in the project which is displayed in red.

Error



The message appears while eliminating a single device.

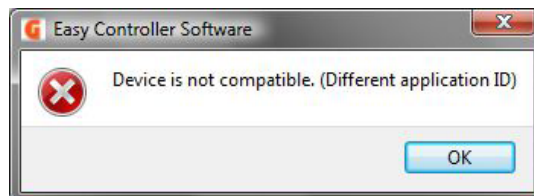
Cause

The device in question cannot be cancelled because one or more channels it implements are included in the functions indicated in the error message.

Solution

Remove the device channels from the functions in which they are included or eliminate the function and then eliminate the device.

Error



The message appears while replacing a device

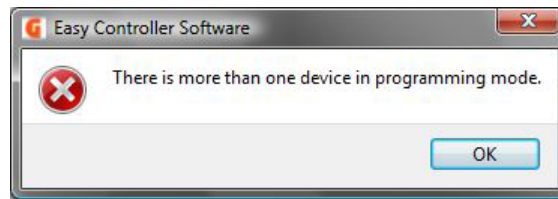
Cause

The faulty device cannot be replaced with a new device, as the two devices have the same application programme.

Solution

First check that all codes of the two products are the same; if they are the same, check that the device with an active programming mode is actually the new device and not a different device present on the line.

Error



The message appears while installing a new device in the project, when replicating the configuration or when replacing a device.

Cause

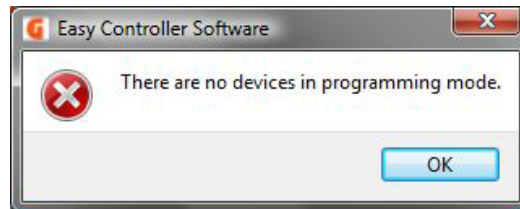
Controller has recognised more than one device with an active programming mode.

Solution

Check devices in the line and disable the programming mode of the device which is not required.

Click the "OK" push-button when the programming mode activation message is displayed or click the "Cancel" push-button and reactivate the service later.

Error



The message appears while installing a new device in the project, when replicating the configuration or when replacing a device.

Cause

Controller has not recognised any device with an active programming mode.

Solution

Make sure the programming mode of the device concerned is active and click the "OK" push-button when the programming mode activation message is displayed or click the "Cancel" push-button and reactivate the service later.

Error



The message appears when installing a new device in the project.

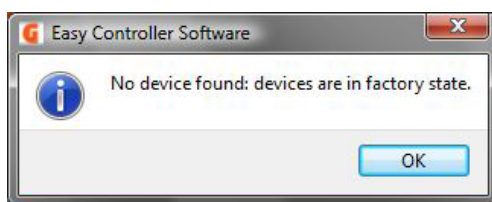
Cause

The device being added is already in the project.

Solution

Deactivate the programming mode of the device specified in the error message, activate the programming mode of the device you want to add and click the "OK" push-button when the programming mode activation message is displayed or click the "Cancel" push-button and reactivate the service later.

Error



The message appears while scanning an installation that already exists.

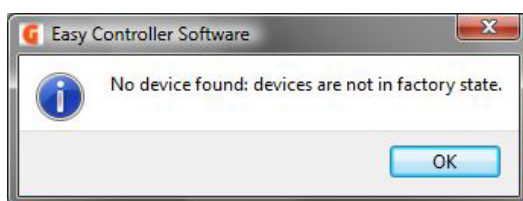
Cause

Devices in the line have all default settings so the system scanning process generates no result.

Solution

Enable the devices Search/Configuration process to recognise and include all line devices in the project.

Error



The message appears during new device Search/Configuration.

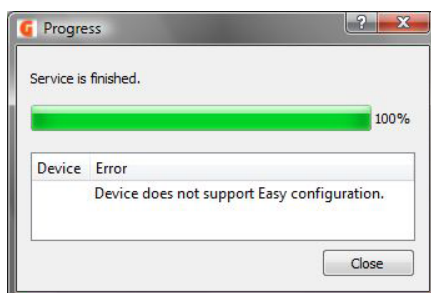
Cause

All devices present do not have default settings, so the new device Research/Configuration process generates no result.

Solution

Activate the system scanning process to include all line devices in the project.

Error



The message appears when installing a new device in the project.

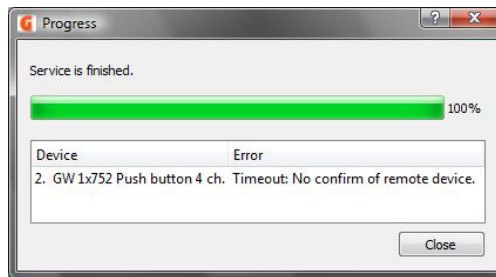
Cause

The device being added to the project does not support Easy configuration mode.

Solution

Check the product code and make sure it belongs to the KNX Easy Automation family; if it does, replace the faulty product

Error



The box appears in the progress window when deleting the function; the box shows the name of the faulty devices and type of error detected.

Cause

It is not possible to communicate with the device whose name is shown in the progress window box: the BUS line may be interrupted, the connection terminal not connected correctly or the device may be faulty.

Solution

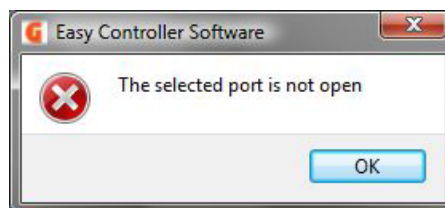
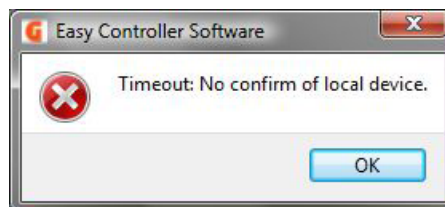
Click the "Close" push-button in the progress window; in the **Functions** view, the function was removed from the list anyway.

Check the device is correctly connected to the BUS by clicking the programming push-button of the physical address and check the relative programming LED comes on.

If this test is negative, connect another device to the terminal to which the faulty device is connected, and check for BUS power supply using the programming push-button:

- if the BUS is powered, replace the device with a new one (see the section Replace Device)
- if the BUS is not powered, check the line and restore its correct operation; after checking for the bus power supply voltage, select the device and then select **Complete Activity** from the **Devices** → **System** menu.

Error



The two messages appear while a service is active.

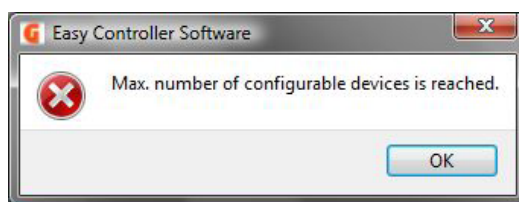
Cause

It is not possible to communicate with the KNX interface: the bus line may be interrupted, the connection terminal not connected correctly or there may be no auxiliary power supply.

Solution

After verifying that the KNX interface is correctly powered by the KNX BUS, click the **Connect** item beside the name of the selected KNX interface on the tool bar.

Error



The message is displayed while initialising Search/Configuration, Add device and Scan system services.

Cause

The number of devices in the project is higher than that theoretically allowed in the KNX architecture, with the number of repeaters set in the **Project information** window, **Project info** tab.

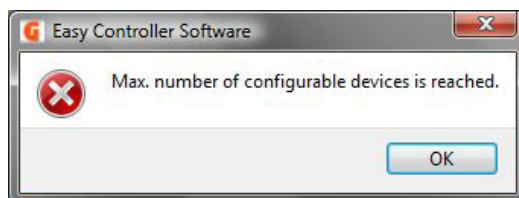
Solution

The message is a warning to users; check that all devices are correctly powered.

If not, try to extend the line with a new power supply and KNX repeater (see section 4.1 System architecture).

To remove the warning, select **Project information** → **Project info** on the menu bar; increase the value of the last **Repeaters** item.

Error



The message is displayed while initialising Search/Configuration and Add device services.

Cause

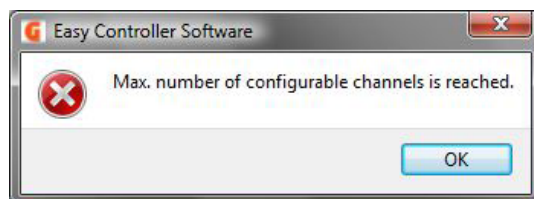
The maximum number of devices that may be configured by Easy Controller has been reached (252 devices); other devices may not be added to the project.

Solution

Check that the project has devices actually present in the system.

If all devices in the project are actually in the system, no new devices may be added.

Error



The message is displayed while initialising Search/Configuration and Add device services.

Cause

The maximum number of channels that may be configured by Easy Controller has been reached (1024 devices); other devices may not be added to the project.

Solution

Check that the project has devices/channels actually present in the system.

If all devices in the project are actually in the system, no new devices may be added.

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