Graphic interface configuration software for Master ICE and for the KNX domotic supervision software

Programming manual

CONTENTS

WHAT IS THE KNX CONFIGURATION SOFTWARE USED FOR?

The KNX configuration software is used to create a graphic interface for Master ICE panels and for the "Base" and "Plus" KNX domotic supervision software packages.
The configuration is made by importing the ETS3 - ETS4 - ETS5 project to create the associations between the graphic icons and the group addresses of the KNX system.

REQUISITES

The configuration software must be installed on a PC that uses the Windows 7 operating system or higher, with architecture of 32 - 64 bits, preferably equipped with the following connections and software:

- active Internet connection (for downloading any updates)
- KNX system connection (unless you work in OFFLINE mode)
- ETS software (optional)

INSTALLATION

To install the program, download the ![GRAPHIC KNX] application software from the Technical Area / Software & Web Software in the Professionals Area of the Gewiss portal (www.gewiss.com), then double click on the file SetupGWGraphicKNX.exe.

To launch the installation, click on the Next button then follow the instructions given.
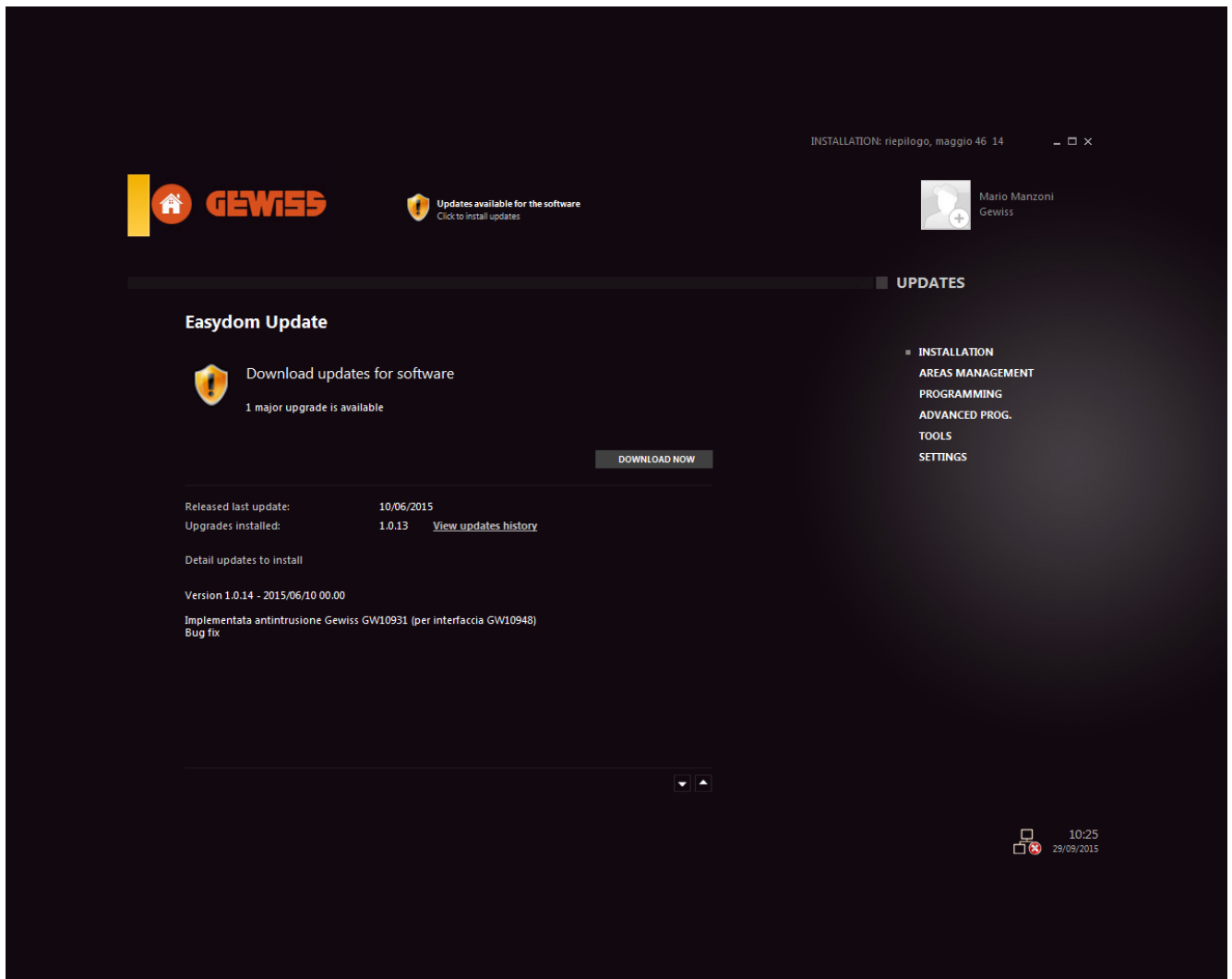
UPDATING THE KNX CONFIGURATION SOFTWARE

If the PC on which the software is installed has an Internet connection, you will be automatically informed of any updates available every time you launch the software.
The icon at the top of the page indicates the possibility to download the new updates.
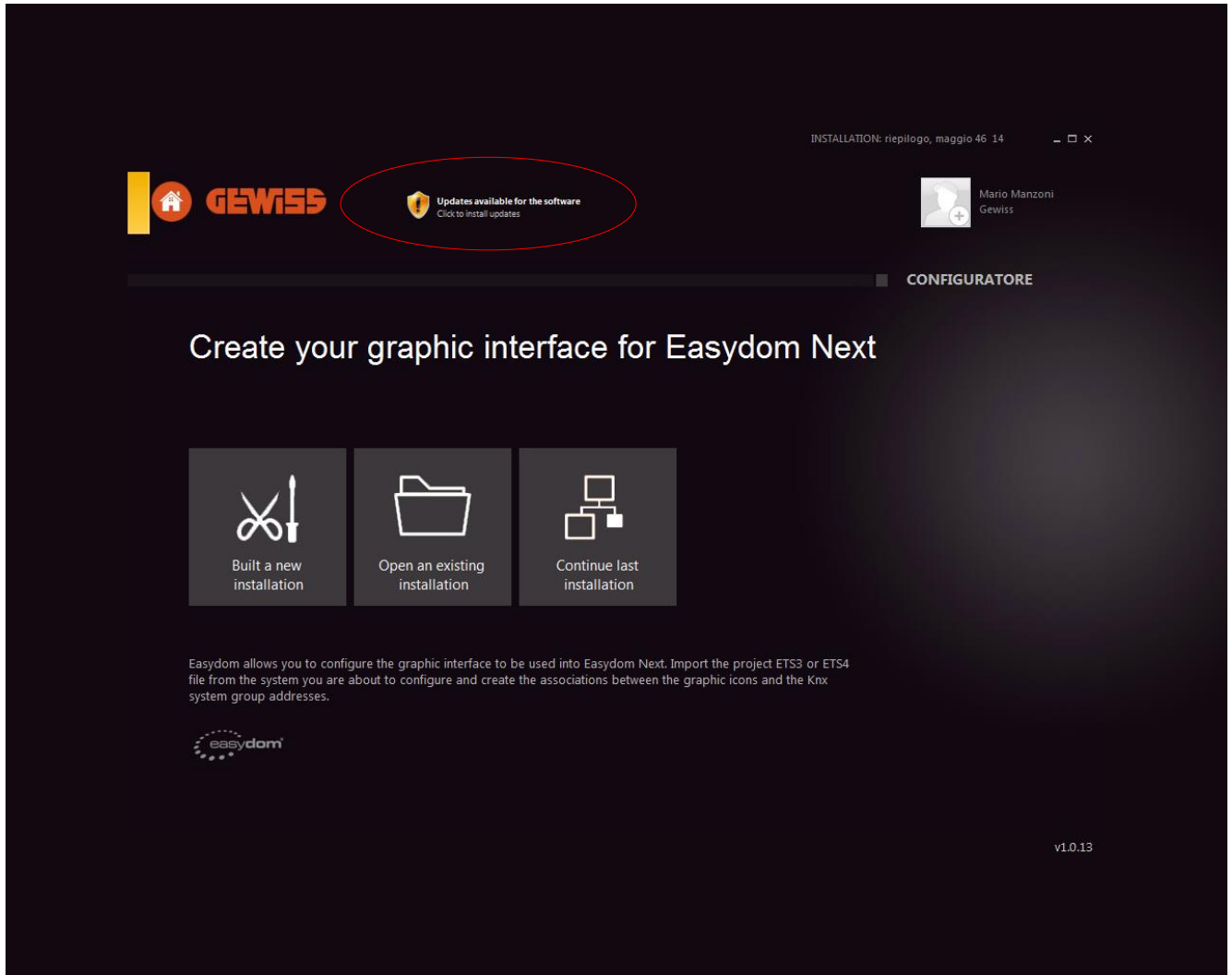
There is a simple, guided procedure for updating the product.
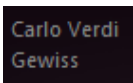
Each update will show:
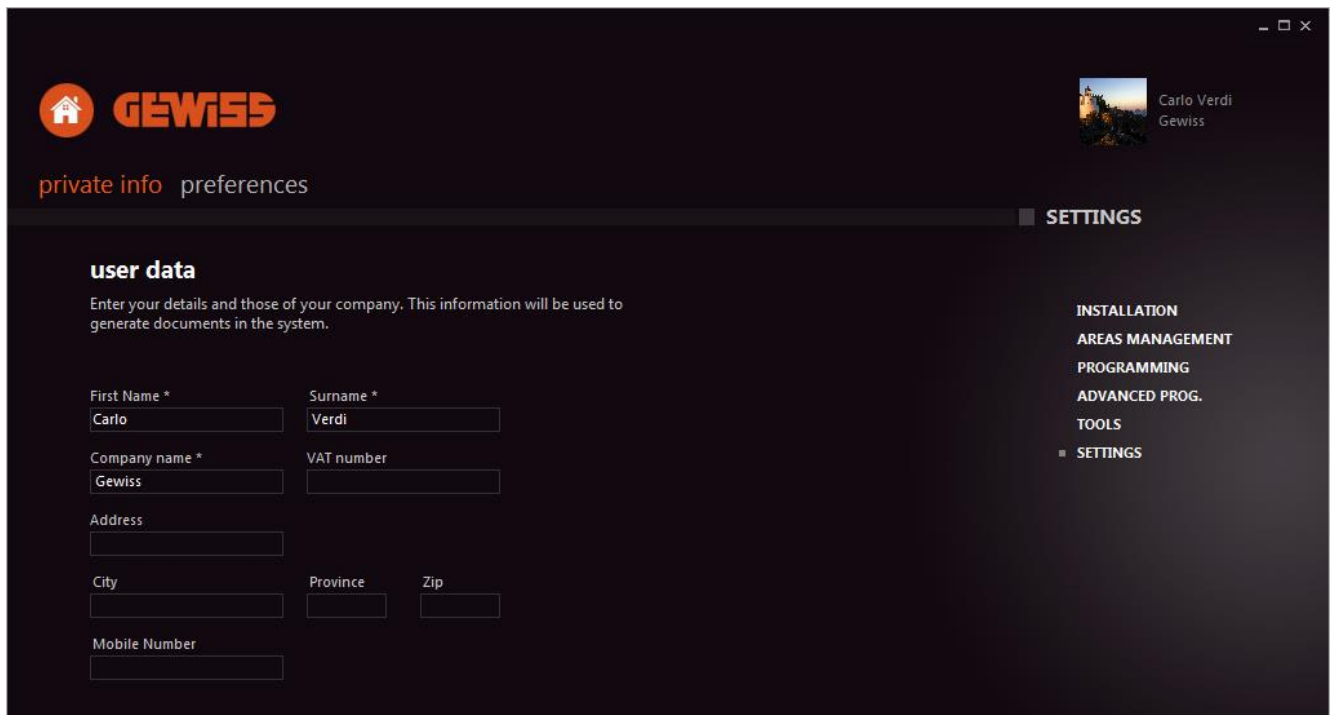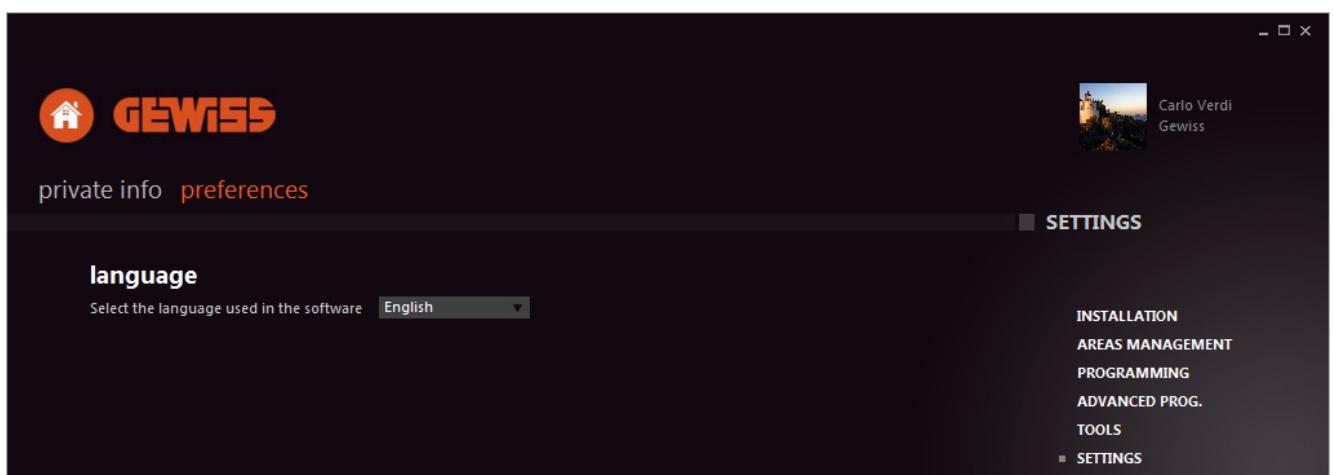
- the number of updates available
- the release date of the update(s)
- a version identification number
- critical issues resolved with that update
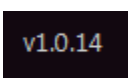
MAIN PAGE

When the configuration software is launched, the main page appears. It contains the icons described below.
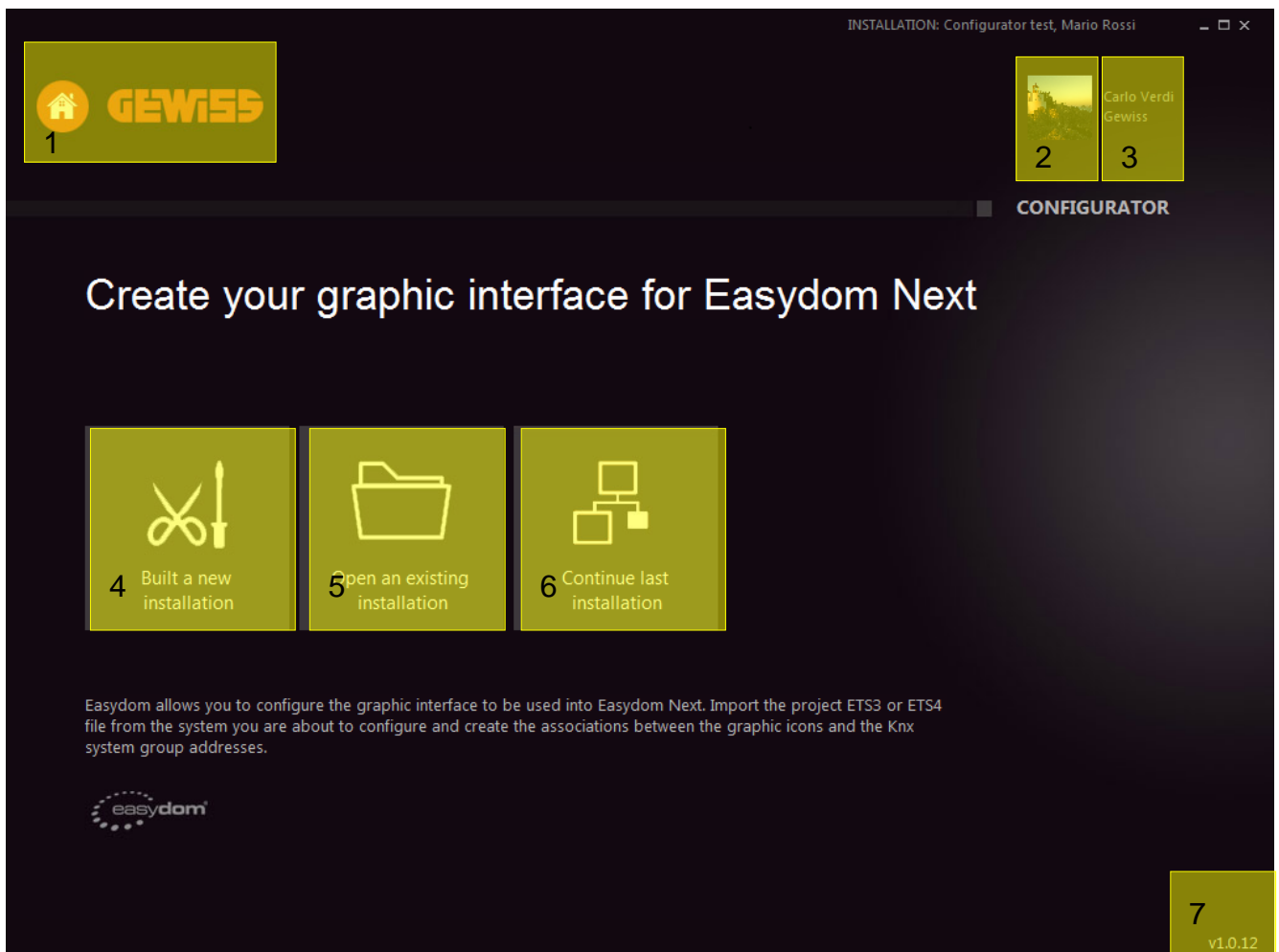
1. Used to return to the main page.

2. Choice of an image representing the installer.

3. Compulsory initial stage for inserting the installer's data in the configuration tool, paying special attention to those marked with an asterisk " * " as the insertion of information for these items is essential. By selecting this section, you can also modify the language used in the software.

GEWISS

private info   preferences

SETTINGS

user data

Enter your details and those of your company. This information will be used to generate documents in the system.

INSTALLATION
AREAS MANAGEMENT
PROGRAMMING
ADVANCED PROG.
TOOLS
■ SETTINGS

First Name *
Carlo

Surname *
Verdi

Company name *
Gewiss

VAT number

Address

City

Province

Zip

Mobile Number

Carlo Verdi
Gewiss

GEWISS

private info   preferences

SETTINGS

language

Select the language used in the software   English ▾

INSTALLATION
AREAS MANAGEMENT
PROGRAMMING
ADVANCED PROG.
TOOLS
■ SETTINGS

Carlo Verdi
Gewiss

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4.   Used to create a new project, as indicated in *"Creating a new system".*

5.   Used to upload, import or delete a project in the configuration software.

6.   Used to continue with the last system programmed.

7.   v1.0.14   Software version currently being used.

CREATING A NEW SYSTEM

1. Go to the main page of the KNX tool and select the ![icon] icon.
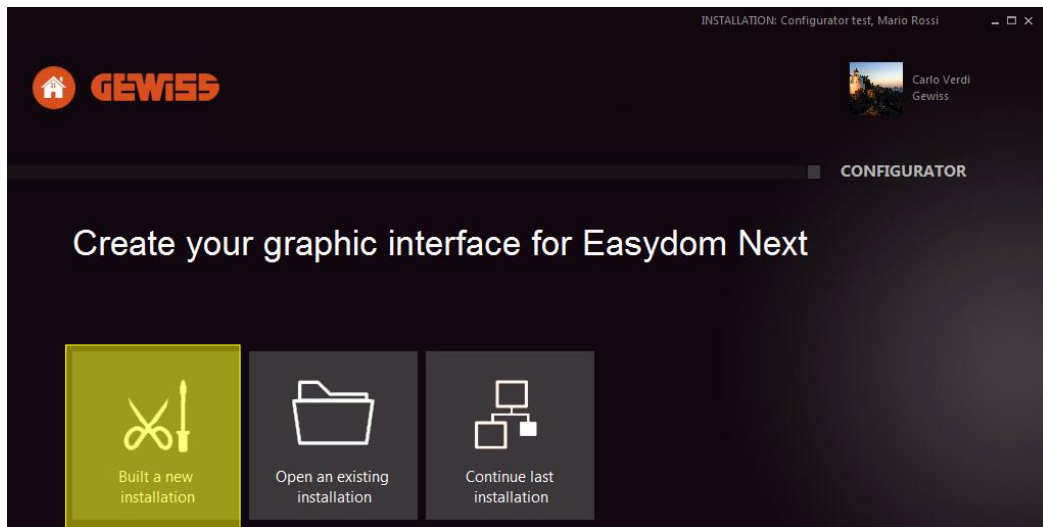
2. Enter the data describing the system you want to configure: these data will be used to identify the system and create the backup file.
The items highlighted with an asterisk " * " in the configuration software are obligatory in order to complete the system identification procedure.

After completing the procedure, select ![NEXT] to proceed, or ![CANCEL] to terminate the procedure without saving the data.
The information will be visible in *"Installation → Information"*, as indicated in *"Beginning the programming"*

Creating/modifying or moving an environment
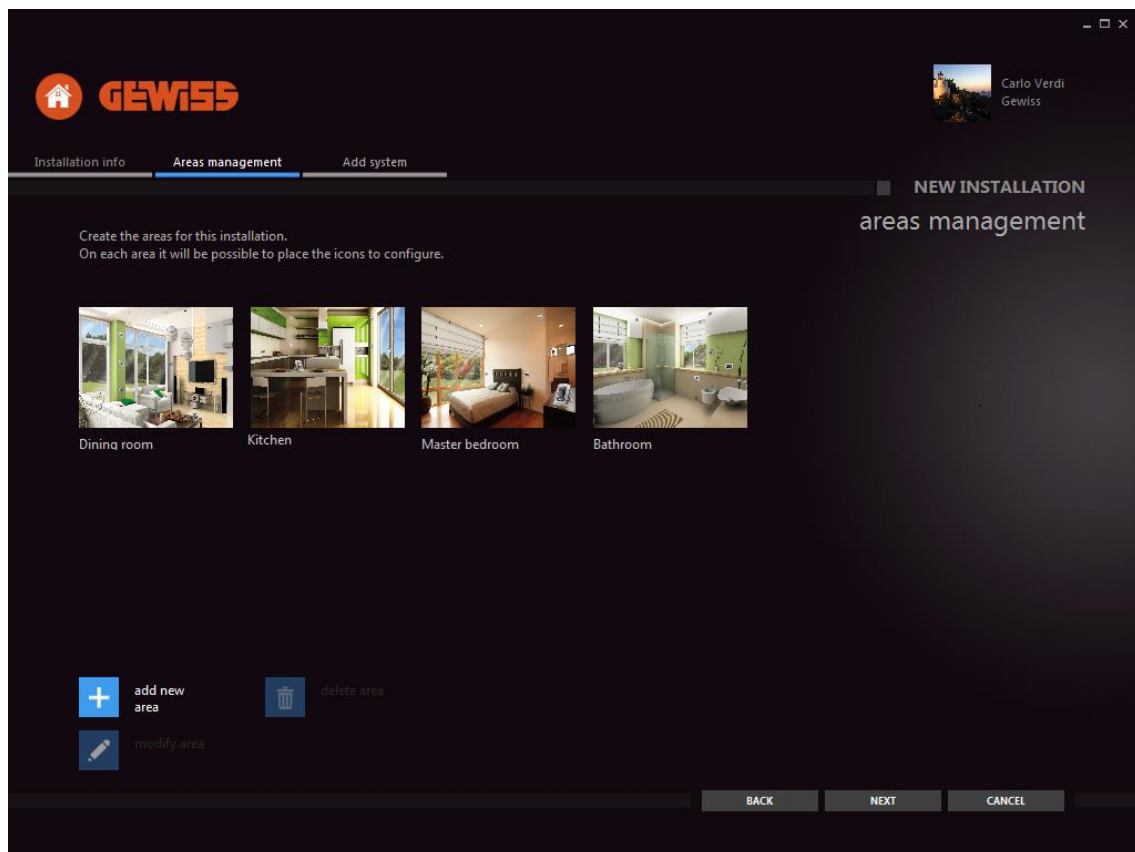
On the **Areas management** page (visible once the system creation procedure has been terminated), you can create the new environments using the **+ add new area** button.

This option allows you to create a new navigation environment by inserting the name and image. You are also given the possibility to make the page visible or otherwise once it has been loaded in MASTER ICE.
The environment images (layout, photos, rendering) must be in JPG or PNG format, preferably keeping the file at a maximum size of 1MB with a resolution of 1024x768 pixels. If there are no images to be inserted, you can use a background pre-set by the system.
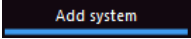
After creating the new environment, select **OK**.

Once the environments have been created, you can click on each image (one click highlights the image with an orange surround; the second click deselects the image) to make the following additional options available:

modify area Used to modify the selected environment with regards all the properties indicated during its creation.

delete area Used to delete the selected environment.

Creating or modifying a system

The page offers two different options.

 Used to configure the KNX domotics part by filling in the fields:

1. **System name**

    Used for entering an unmistakable name for the system you want to manage.

2. **Communication type**

    Select the type of communication for reaching the KNX system. Three types of KNX system connection are available:

    - USB/SERIAL communication *
    - LAN communication
    - OFFLINE configuration

NB: the type of port selected in the above step will also be used by the MASTER ICE supervisor for communication on KNX. The configuration software can be used in OFFLINE mode throughout the programming phase, and only be modified when the backup is created. For more information, refer to "*Beginning the programming*".

*USB compatible: GW90706S and GW90706B
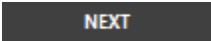
Importing the project from ETS3 - ETS4 - ETS5

It is essential to import the project in order to create associations between the MASTER ICE icons and the group addresses used in the system. You can import files of the *.esf (exported from customer ETS3 / OPC), *.knxproj (exported from ETS4 or ETS5).
To import the project, access the *"Installation → Domotics → Modify System → Configuration file"* page.

1. Export the project from the respective KNX software packages (ETS3 - ETS4 - ETS5) in advance.

2. Select **BROWSE** and, using the Windows "browse", click on the file exported in step 1.

3. Wait a few moments until the project is imported into the configuration software (the time needed will depend on the project used) - the progress bar will show you when the operation is complete.

4. Once the import procedure has terminated, the list of the available KNX addresses will be shown in the "*System map*".
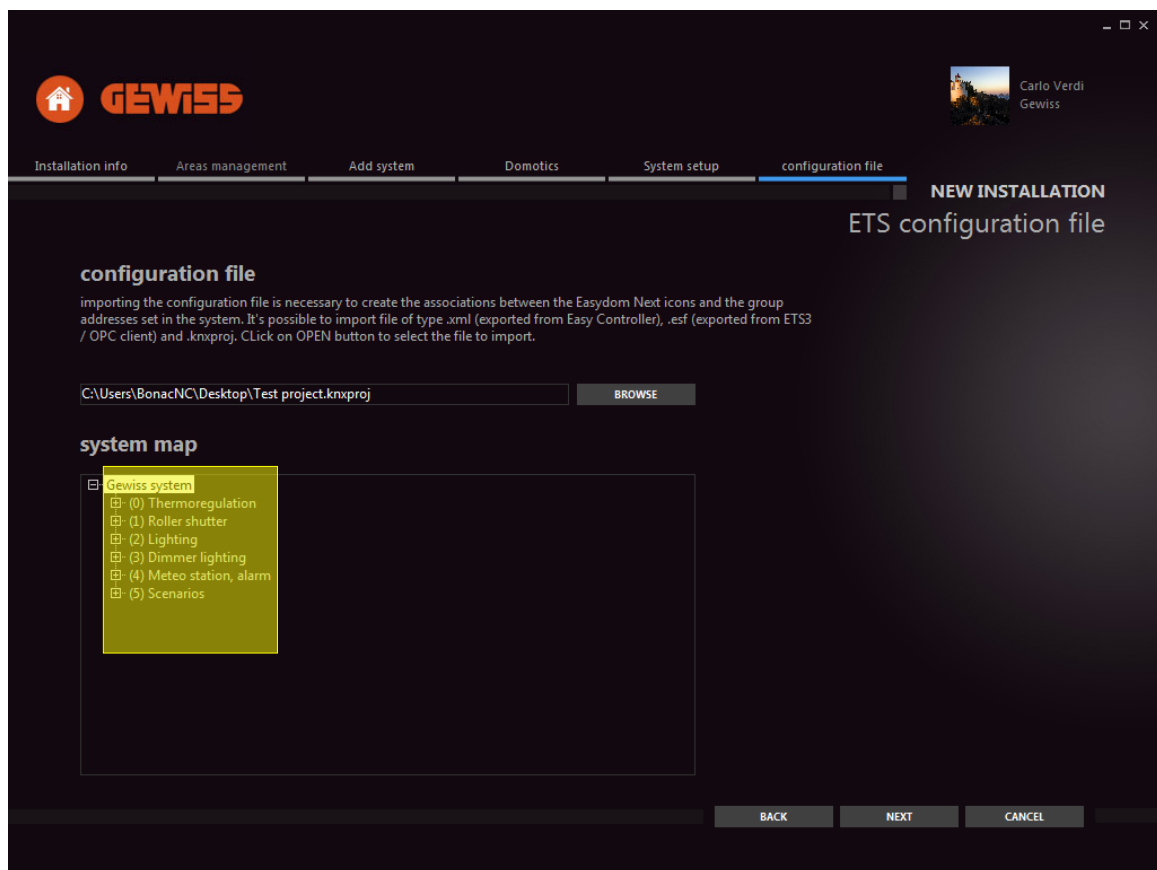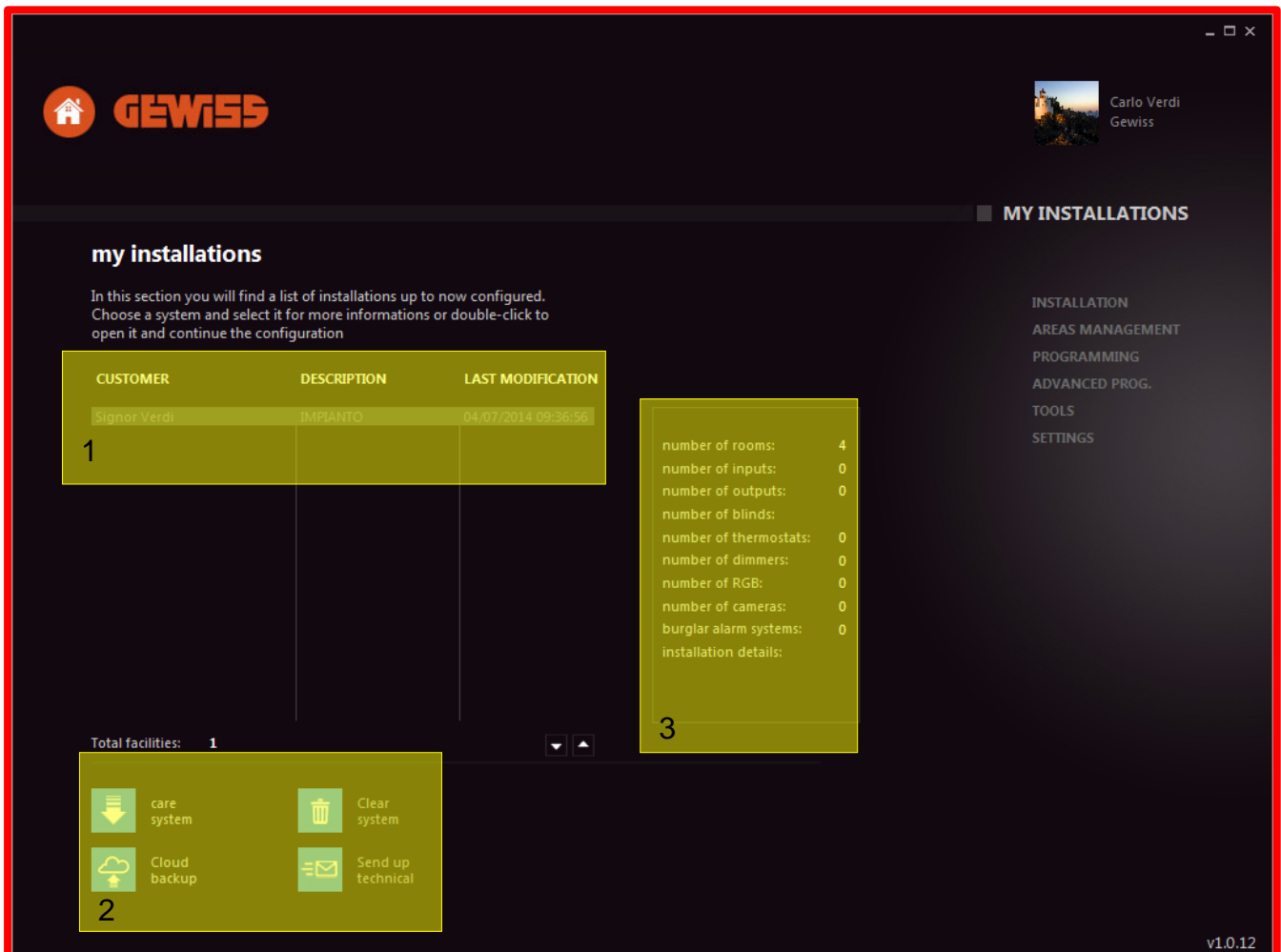
5. Complete the procedure by selecting [NEXT]. The software will be relaunched automatically to implement the modifications.

6. When the software has been relaunched, press on the [icon] icon to continue the programming. For more information, refer to "*Beginning the programming*".

UPLOADING AN EXISTING SYSTEM

On the main page of the KNX configuration software, select [Open an existing installation] *"Open an existing installation"*. Choose and select the required system to obtain more information, or double click to open it and continue the configuration via the following page.

The page is made up of various parts containing different items of information.

1. Description of the project database:

   - CUSTOMER: the customer description used in the "*Creating a new system*" paragraph.

   - DESCRIPTION: the description used in the "*Creating or modifying a system*" paragraph. Also visible in the "*System → Systems → Information*" path.

   - LAST MODIFICATION: the date of the last modification made to the project.

2. Part containing the commands:

   - IMPORT SYSTEM: used to upload a *.epb project created in the "TOOLS" section.

   - IN-CLOUD BACKUP: this function will be available with the next updates.

   - CLEAR SYSTEM: used to delete the system from the configuration tool.

   - SEND BACKUP TO TECHN. DEPT.: this function will be available with the next updates.

3. Part containing a summary of the project:

   - General summary of the selected project.

BEGINNING THE PROGRAMMING

The system can only be programmed via the configuration software once a new system has been created or an existing one has been uploaded.

After opening the project from the main menu using the "*Open an existing installation*" or "*Continue last installation*" icons, click on the "*Areas management*" item.
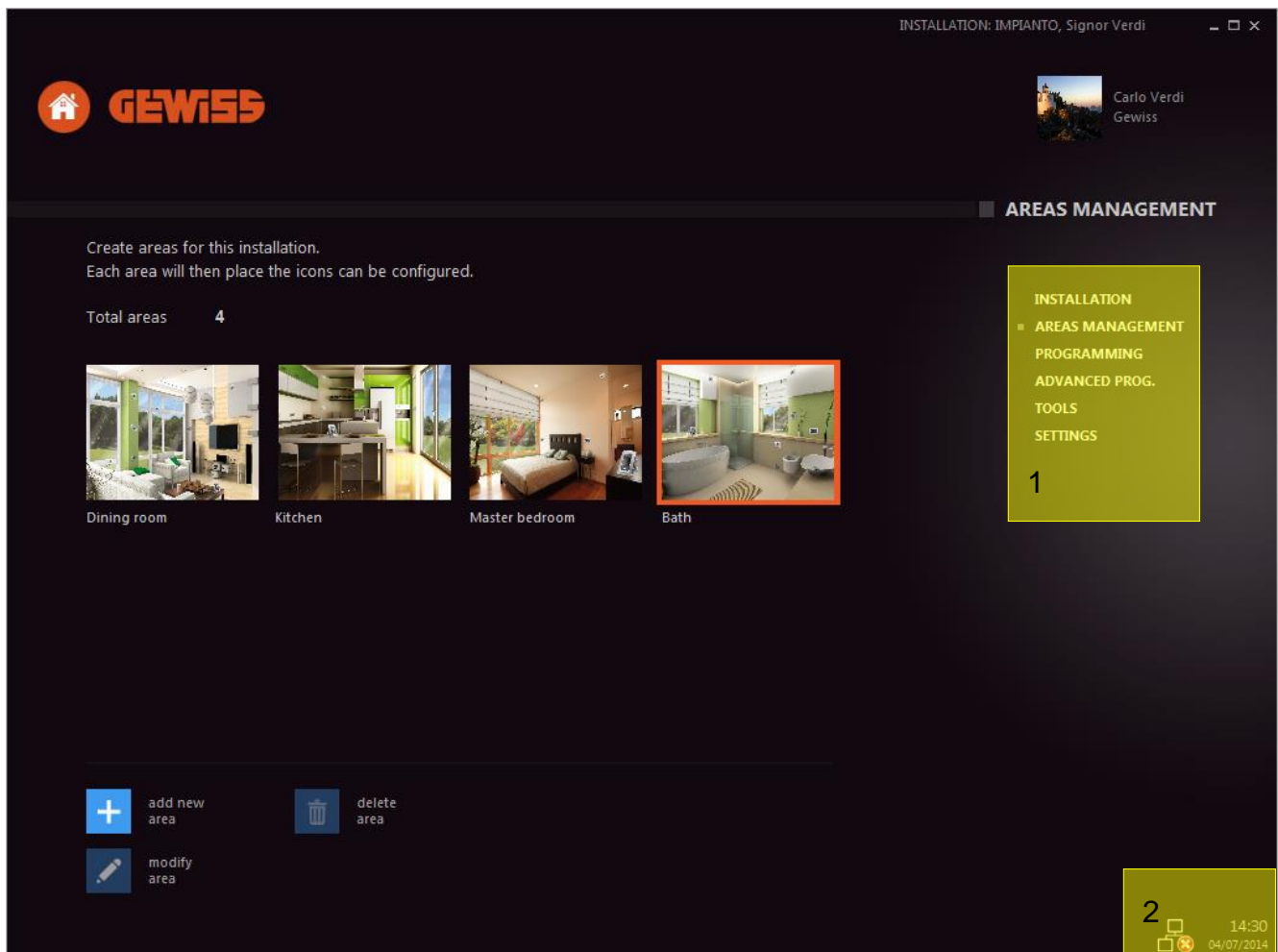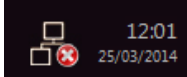
The above page will open, with a new menu (indicated with the number 1 in the figure) and a message icon (indicated with the number 2) for the programming of the system.

   1.   Commands menu:

- INSTALLATION: used to add or modify the systems previously configured. On the system page, you can check whether the PC is OFFLINE or ONLINE via the communication ports with the KNX system.
  You can also select "information" and modify the general customer data.

- AREAS MANAGEMENT: used to manage the project environments. You can create additional environments, or modify or delete existing ones from the project.

- PROGRAMMING: used to begin the system programming procedure, by inserting the graphic icons. You can also access the programming phase by double clicking on the environment in "*Areas management*".

- ADVANCED PROG.: on this page you can create the KNX scenes, the sequence or PDU scenes, the alarm notification and the software AREAS. For more information, refer to *"Advanced programming"*.

- TOOLS: used to generate the backup file of the project in *.epb format. This file is needed in order to restore the system or to import the programming in MASTER ICE.

- SETTINGS: used to modify the installer data in order to create the system documentation.

2.   Meaning of the message icon:

- The [icon] symbol indicates whether the connection between the PC and the KNX system has been made correctly. For more information, refer to *"Creating or modifying a system"*.

TIP: *to modify the order in which you navigate the environments, use the right-hand key of the mouse to click on the image of the required environment and then select the new position for that image, as shown in the figure below.*
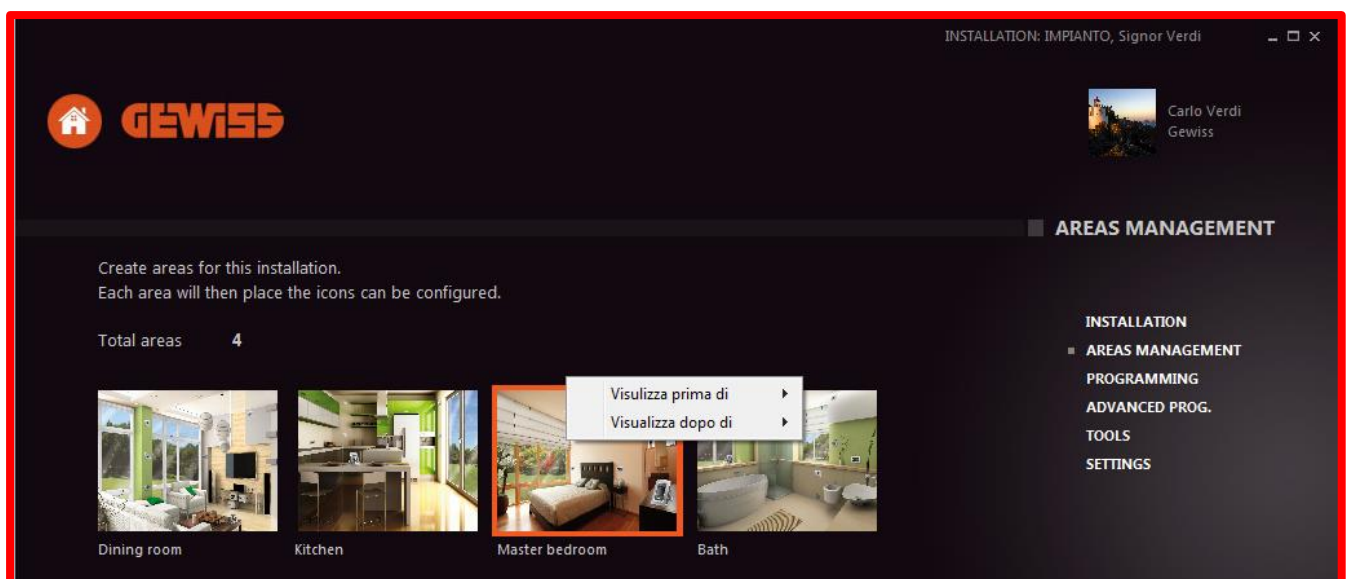
Description of the programming page

Once you have entered the programming phase, the following page will appear. Here, you can create the contents for supervision.
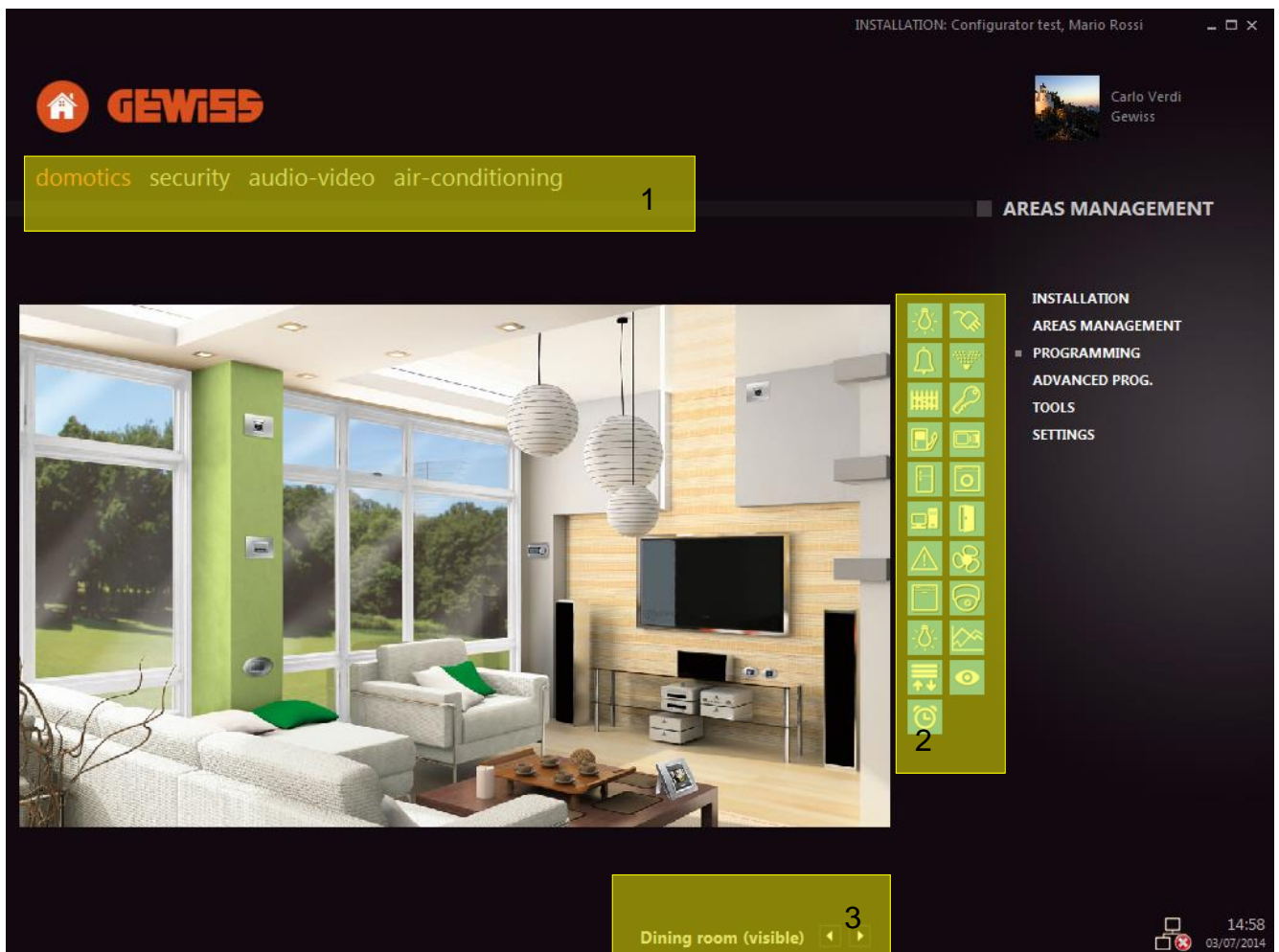
Description of the various message pages:

1. The items that can be selected at the top of the page are *domotics, security, audio-video* and *air-conditioning*.
2. The icons shown will differ on the basis of the function selected in point 1 (for more information about the icons available and the functions linked to them, refer to the next paragraph).
3. Shows the environment in which you are working, indicating whether or not it will be made visible for the user on MASTER ICE.

Description of the icons for domotics supervision

On the *domotics* page, the icons are sub-divided into inputs and outputs. To configure them, drag them from the right-hand menu to the point where you want to position them, then press the right-hand mouse key and select the option "*Configure ...*"

After you have clicked on the configuration option, the software opens a page showing the properties of the selected icon or function. The following fields (NB: the fields may differ on the basis of the icon chosen) must be filled in.

    a. Description - name or description of the icon
    b. GA command - command group address
    c. GA status - status group address
    d. GA command value % - command group address value %
    e. GA brightness value % - status group address value %

GA = group address

The insertion of the group addresses is subject to the following key:

- ■ Group address <u>obligatory</u> for creating the function.

- ☐ Group address <u>optional</u> for creating the function.

- Where there is no specific symbol, the group address is <u>recommended</u>.

After inserting the group addresses, you can use the *"Output test"* function to check - if the PC is connected to the KNX network - that the function created is correct.

If there is no KNX energy meter, the Power indication (W) is used by MASTER ICE to roughly indicate instantaneous system consumption.

The definition of the area allows the system to be sub-divided into specific areas for the "FOLLOWME" system scenario. For more information, refer to *"Advanced programming"*.

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NOTES:

- The group addresses indicated as "obligatory" are the minimum addresses required by the software to create the icons.
- In some cases, if there are several optional addresses, at least one of them must be inserted in order to create the function (e.g. a dimmer switch-on).
- Objects indicated as "recommended" can be used to complete the function in the best possible way.

After creating/modifying each single icon, the software (if connected to the system) will make a "read" request to the system in order to update the icons in the layout. The system "read" phase is indicated by the [symbol] symbol; it can be interrupted using the ESC key.

Below there is a detailed description of the individual icons.

Type of object	Communication object	Datapoint dimension	Type of use	Function	Control logic
	ON/OFF and DIMMER light points				
Lights ON/OFF	ON/OFF command	1 bit	Obligatory	Command for switch-on and switch-off	When pressed: sending of opposite command compared with current status
	ON/OFF status	1 bit	Obligatory	Status of commanded device	Status indication = object status value
DIMMERED lights	ON/OFF command	1 bit	Obligatory	Command for switch-on and switch-off	When pressed: sending of opposite command compared with current status
	ON/OFF status	1 bit	Optional*	Indication of commanded device	Status indication = object status value
	Percentage value command (0% - 100%)	1 byte	Obligatory	Command for setting percentage value	Slider for setting the value
	Percentage value status (0% - 100%)	1 byte	Optional*	Status (adjustment percentage) of commanded device	Value indication = percentage value

*One of the two group addresses must be filled obligatorily.

Various ON/OFF symbols					
Type of object	**Communication object**	**Datapoint dimension**	**Type of use**	**Function**	**Control logic**
Actuator ON/OFF	ON/OFF command	1 bit	Obligatory	Command for switch-on and switch-off	When pressed = sending of opposite command compared with current status
	ON/OFF status	1 bit	Obligatory	Status of commanded device	Status indication = object status value

	Roller shutter/Venetian blind				
Type of object	**Communication object**	**Datapoint dimension**	**Type of use**	**Function**	**Control logic**
Motor control actuator	Up/down	1 bit	Obligatory	Command for ascent descent	When pressed = ascent or descent, depending on the icon used
	Stop	1 bit	Optional	Command to stop movement	When pressed = movement stops
	Louvre stop/step regulation	1 bit	Optional	Command to stop / regulate louvre movement	When pressed: Specific louvre stop and regulation for Venetian blind
	Percentage value command (0 - 100%)	1 byte	Recommended	Command for positioning percentage value	Percentage command
	Percentage value status (0 - 100%)	1 byte	Recommended	Indication of percentage value position	Status indication = percentage value

	Energy / water / methane meters				
Type of object	**Communication object**	**Datapoint dimension**	**Type of use**	**Function**	**Control logic**
Energy meter	Electrical power value in Watts	4 bytes	Optional	Instantaneous active power absorbed (or generated)	Value indication in Watts
	Electrical power value in kW	2 bytes	Optional	Instantaneous active power absorbed (or generated)	Value indication in kW

	RGB dimmer				
Type of object	**Communication object**	**Datapoint dimension**	**Type of use**	**Function**	**Control logic**
RGB dimmer	Command for setting R component value	1 byte	Obligatory	Percentage command (red)	Colour picker for percentage command
	Status of R component value setting	1 byte	Obligatory	Percentage status (red)	Indication if the value is different from 0%
	Command for setting G component value	1 byte	Obligatory	Percentage command (green)	Colour picker for percentage command
	Status of G component value setting	1 byte	Obligatory	Percentage status (green)	Indication if the value is different from 0%
	Command for setting B component value	1 byte	Obligatory	Percentage command (blue)	Colour picker for percentage command
	Status of B component value setting	1 byte	Obligatory	Percentage status (blue)	Indication if the value is different from 0%
	Command for setting a single value	3 bytes	Recommended	Single RGB command	Colour picker for single command
	Status of single value setting	3 bytes	Recommended	Single RGB status	Indication of single RGB value

Type of object	Communication object	Datapoint dimension	Type of use	Function	Control logic
DMX Dimmer	Percentage value command (0 - 100%)	1 byte	Recommended	Command for setting percentage value	Picker
DMX Rainbow	Percentage value command (0 - 100%)	1 byte	Recommended	Command for setting percentage value	Picker
DMX Strobe	Percentage value command (0 - 100%)	1 byte	Recommended	Command for setting percentage value	Picker
DMX scenes	Command for DMX scenes	1 byte	Recommended	Command for scenes 1 - 8	Picker
*	Command for scene acquisition	1 byte	Recommended	Command for acquisition of scenes 1 - 8	Picker

* This function will be available with the next updates.

	DALI lamps				
Type of object	**Communication object**	**Datapoint dimension**	**Type of use**	**Function**	**Control logic**
*DALI	ON/OFF command	1 bit	Obligatory	Command for lamp group switch-on and switch-off	When pressed = sending of opposite command compared with current status
	ON/OFF status	1 bit	Optional	Indication of commanded device	Status indication = object status value
	Percentage value command (0 - 100%)	1 byte	Obligatory	Command for setting percentage value of lamp group	Slider for setting the value
	Percentage value status (0 - 100%)	1 byte	Optional	Indication of percentage value position of lamp group	Value indication = percentage value
*	Scene command	1 byte	Recommended	Scene command with values 0 - 15	When pressed: sending of scene
*	Command for scene acquisition	1 byte	Recommended	Command for acquisition of scenes with values 128 - 143	Storage: 0 = 128 15 = 143
*	Group alarm signal	1 bit	Optional (with other alarm signals)	Group alarm signal 1 - 16	Indication of group alarm
*	General ballast alarm signal	1 bit	Optional (with other alarm signals)	Ballast alarm signal	Indication = ballast alarm (at least 1)
*	General lamp alarm signal	1 bit	Optional (with other alarm signals)	Lamp alarm signal	Indication = lamp alarm (at least 1)
*	General DALI alarm signal	1 bit	Optional (with other alarm signals)	General DALI alarm signal	Indication = DALI alarm

* This function will be available with the next updates.

Type of object	Communication object	Datapoint dimension	Type of use	Function	Control logic
				Alarm inputs: input status signal	
Digital	ON/OFF status signal	1 bit	Obligatory	General indication	Status indication = object status value
	Enabling signal	1 bit	Obligatory	Indication of enabling	Status indication = object status value
	Alarm signal*	1 bit	Obligatory	Indication of alarm	Status indication = object status value
	True/false signal	1 bit	Obligatory	Indication of true/false	Status indication = object status value
	Occupied/not occupied signal	1 bit	Obligatory	Indication of occupied/not occupied	Status indication = object status value
	Open/closed signal	1 bit	Obligatory	Indication of open/closed	Status indication = object status value
	Signal of door open/closed status	1 bit	Obligatory	Indication of door open/closed status	Status indication = object status value

*using this function will appear on the screen a pop-up alarm

	Alarm inputs: input status signal				
Type of object	**Communication object**	**Datapoint dimension**	**Type of use**	**Function**	**Control logic**
Analogue	Temperature value signal	2 bytes	Obligatory	Indication of temperature value	Indication of status = temperature measured
	Light intensity value signal	2 bytes	Obligatory	Indication of lux value	Indication of status = lux measured
	Wind speed signal	2 bytes	Obligatory	Indication of wind speed	Indication of status = m/s measured
	Relative humidity value signal	2 bytes	Obligatory	Indication of relative humidity	Indication of status = % relative humidity
	Generic 2bytes	2 bytes	Obligatory	Indication 2bytes	Indication
	Generic 4bytes	4 bytes	Obligatory	Indication 4bytes	Indication

	Command sent without feedback				
Type of object	Communication object	Datapoint dimension	Type of use	Function	Control logic
	ON/OFF command	1 bit	Obligatory	Command for switch-on and switch-off	When pressed = sending of ON or OFF command
*	Percentage value command	1 byte	Obligatory	Command for setting percentage value	Slider for setting the value
	Value command 0 - 255	1 byte	Obligatory	Command for setting the value	Picker
	Command for setting HVAC mode	1 byte	Obligatory	Command for temperature adjustment mode	When pressed = sending of mode
	Command for setting current setpoint	2 bytes	Obligatory	Command for temperature adjustment setpoint	When pressed = sending of selected temperature.

* This function will be available with the next updates.

	Sending of Date/Time				
	Communication object	Datapoint dimension	Type of use	Function	Control logic
	Sending of Date/Time	3 bytes	Optional	Sending of the system date and time.	For more information, refer to the following paragraph.

Sending the date and time on KNX

This function allows you to send the system date and time on KNX with the two options indicated below:

- Every day at 4 a.m.
- Every time the supervision software is launched

As this is an automatic system function working in the background, no specific function-related icon will be visible on the user side (on the supervision software).

IP telecameras and video servers

Using the [icon] icon, you can configure IP Axis and Mobotix telecameras in the system. Any telecamera or video server inserted by means of this function will be made visible on the "video control" page of the supervision software.

The part relating to telecamera configuration is made up of 3 different pages:

- STANDARD CONFIGURATION: for inserting basic configurations for creating the telecameras.

    - DESCRIPTION → Name/description of the IP telecamera or video server.

    - BRAND → Select the specific telecamera model in this window.

    - IP ADDRESS → Unique IP address of the telecamera. To better clarify how to configure the IP addresses, there is an example below; it can be adapted to your own particular requirements (the IP addresses can be freely selected within the IP classes allowed).

The IP address must be entered in the format 192.168.0.xxx or 192.168.1.xxx, replacing the xxx with a value of your own choosing between 1 and 255: every computer must have a different IP ending so it can be identified in the network (e.g. 192.168.1.2 for the first PC and 192.168.1.3 for the second).

The Subnet mask value is automatically assigned for all PCs with a value of 255.255.255.0. In the predefined Gateway field, you must enter the address of the router used for the Internet connection (e.g. 192.168.1.1 or 192.168.1.1). With communication between PCs of the same network class (as in the above example), the telecameras can be visualised on the supervision software (via either a Master ICE or the PC on which the supervision software is installed).

    - TEST → For checking whether the programming has been carried out correctly, showing the video flow of the telecamera.*

    - USER and PASSWORD → For automatically accessing the video flow of the telecamera without the user having to enter a USERNAME and PASSWORD every time.

- ACTIVATED BY: for combining the automatic visualisation of the telecameras with the status change of a PDU input, an output.

- SWITCHED OUTPUTS: for inserting up to 4 outputs in the telecamera screen.

* This functions will be available with the next updates.

After completing the programming of the telecamera pages, press SAVE .

Icon relating to the burglar alarm page

Burglar alarm varius symbol					
Type of object	**Communication object**	**Datapoint dimension**	**Type of use**	**Function**	**Control logic**
Antintrusion sensor	Input status	1 bit	Obligatory	Input status	Indication of status
	Input bypassing	1 bit	Obligatory	Input bypassing	Indication of status
	Input bypass status	1 bit	Obligatory	Input bypass status	Indication of status

The programming of the burglar alarm has to be completed compiling the required GA in advanced programming (see screenshot on the next page):
Total arm
-Ready arm
-Alarm notification
-Area alarm
-Cmd arm
-Arm status
-Ready to arm

Note: Power failure, battery fault and system manumission will be implemented in the next version.

Icons relating to the audio/video page

This function will be available with the next updates.

Icons relating to the climate control page

	Temperature adjustment ON/OFF				
Type of object	**Communication object**	**Datapoint dimension**	**Type of use**	**Function**	**Control logic**
Actuator ON/OFF	ON/OFF command	1 bit	Obligatory	Command for switch-on and switch-off	When pressed = sending of opposite command compared with current status
	ON/OFF status	1 bit	Obligatory	Status of commanded device	Status indication = object status value

NB: the "obligatory" group addresses may differ depending on whether you have chosen "*HVAC mode*" or "*Setpoint*".

|	HVAC temperature adjustment				
Usage mode	**Communication object**	**Datapoint dimension**	**Type of use**	**Function**	**Control logic**
HVAC mode	Measured temperature	2 bytes	Obligatory	Measured temperature	Indication of value
	ON/OFF status	1 bit	Recommended	Solenoid valve status	Status indication = object status value
	Command for heating/cooling	1 bit	Obligatory	Command from heating to cooling, and vice versa	When pressed: sending of heating or cooling command
	Heating/cooling status	1 bit	Obligatory	Status of commanded device	Status indication: heating or cooling
	HVAC mode	1 byte	Obligatory	Command for setting the mode	When pressed = sending of mode
	HVAC mode status	1 byte	Obligatory	Mode status	Status indication = mode

Usage mode	Communication object	Datapoint dimension	Type of use	Function	Control logic
HVAC mode	Economy heating setpoint	2 bytes	Recommended	Setpoint command	Sending of Economy heating setpoint
	Pre-comfort heating setpoint	2 bytes	Recommended	Setpoint command	Sending of Pre-comfort heating setpoint
	Comfort heating setpoint	2 bytes	Recommended	Setpoint command	Sending of Comfort heating setpoint
	Heating OFF setpoint	2 bytes	Recommended	Setpoint command	Sending of heating OFF setpoint
	Economy cooling setpoint	2 bytes	Recommended	Setpoint command	Sending of Economy cooling setpoint
	Pre-comfort heating setpoint	2 bytes	Recommended	Setpoint command	Sending of Pre-comfort cooling setpoint
	Comfort heating setpoint	2 bytes	Recommended	Setpoint command	Sending of Comfort cooling setpoint
	Cooling OFF setpoint	2 bytes	Recommended	Setpoint command	Sending of cooling OFF setpoint

NB: in the *"HVAC temperature adjustment"* function (i.e. control via the modes), you can also insert specific setpoints for each single mode.

Usage mode	Communication object	Datapoint dimension	Type of use	Function	Control logic
SETPOINT mode	Setpoint setting	2 bytes	Obligatory	Setpoint command	Sending of current setpoint
	Setpoint signal	2 bytes	Recommended	Setpoint signal	Current setpoint status

Operations on the environment

All the editing operations that affect the environment are accessed with the right-hand mouse button directly on the graphic of the environment itself.
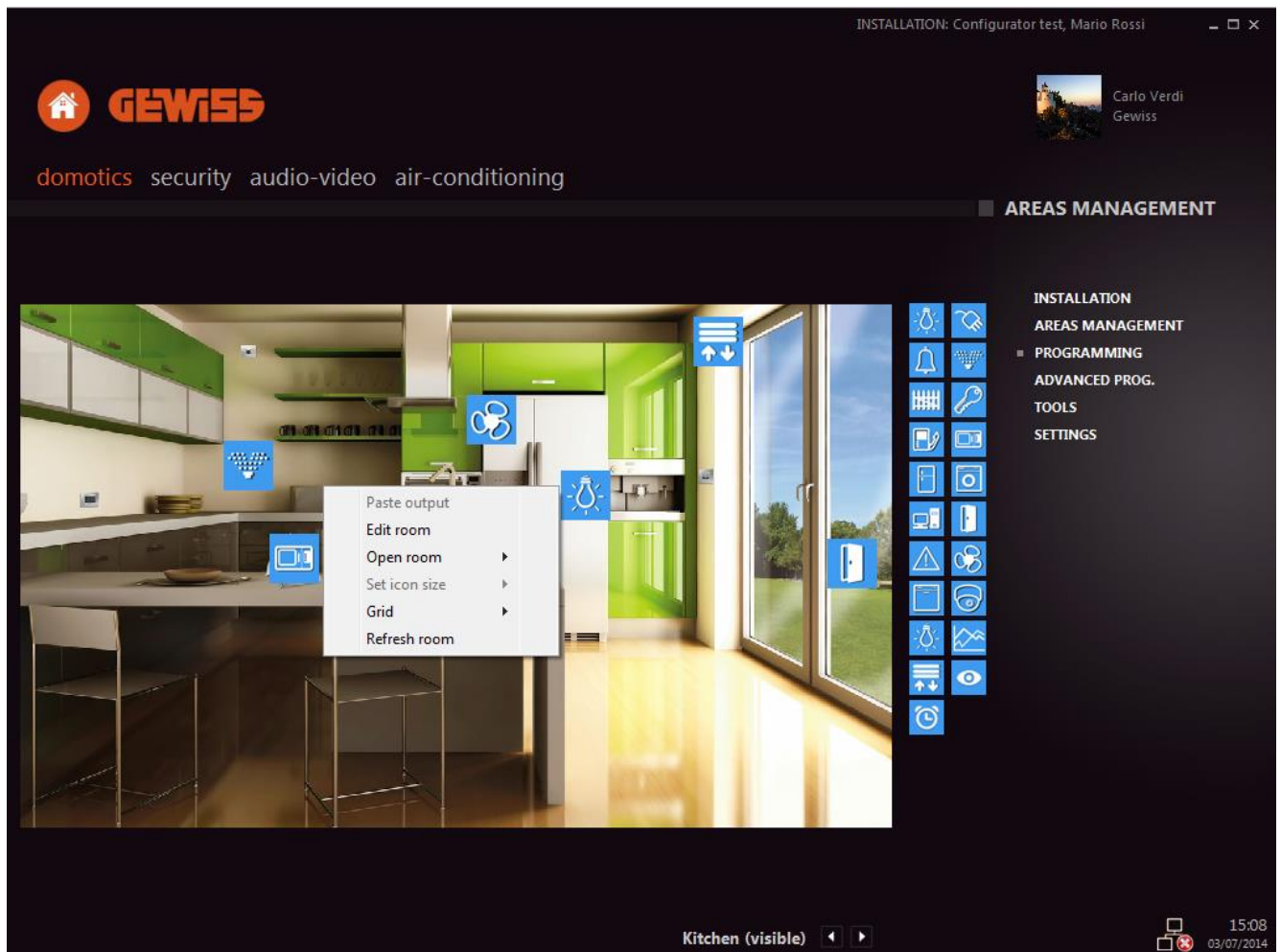
The menu options include:

- PASTE OUTPUT: for copying the chosen icon in order to create a new function

- EDIT ROOM: for modifying the environment properties, as indicated in "*Creating, modifying or moving an environment*".

- OPEN ROOM: for passing quickly from one environment to another for configuration purposes.

- SET ICON SIZE: for modifying all the icons of the page in 3 size formats (small, medium, large).

- GRID: for activating or deactivating the grid in the environment to speed up the placing of the icons via the magnet function in the corner of the individual grid cell. The possible options are:

  - STATUS → Used to show or hide the grid.

  - GRID SIZE → Used to set the size of the grid on the layout, with 3 different dimensions.

  - COLOUR → Used to choose the colour of the grid (1 of the 6 colours available - red, green, blue, black, light blue, magenta).

- REFRESH ROOM: used to reload the page.

Operations on the icons

All the editing operations on the icons are applied using the right-hand mouse button directly on the icon you want to modify.

The menu options include:

- CONFIGURE OUTPUT: as indicated in "*Description of the icons for domotic supervision*", this allows you to modify the output properties.

- DELETE OUTPUT: eliminates the icon and the relative function created.

- COPY: used to copy the icon symbol.*

- ICON DIMENSION: used to modify the size of the icon selected with the right-hand mouse button.

- MAKE ICON INVISIBLE: makes the icon invisible to the user.

- MOVE IN: moves the selected icon to any supervision environment.

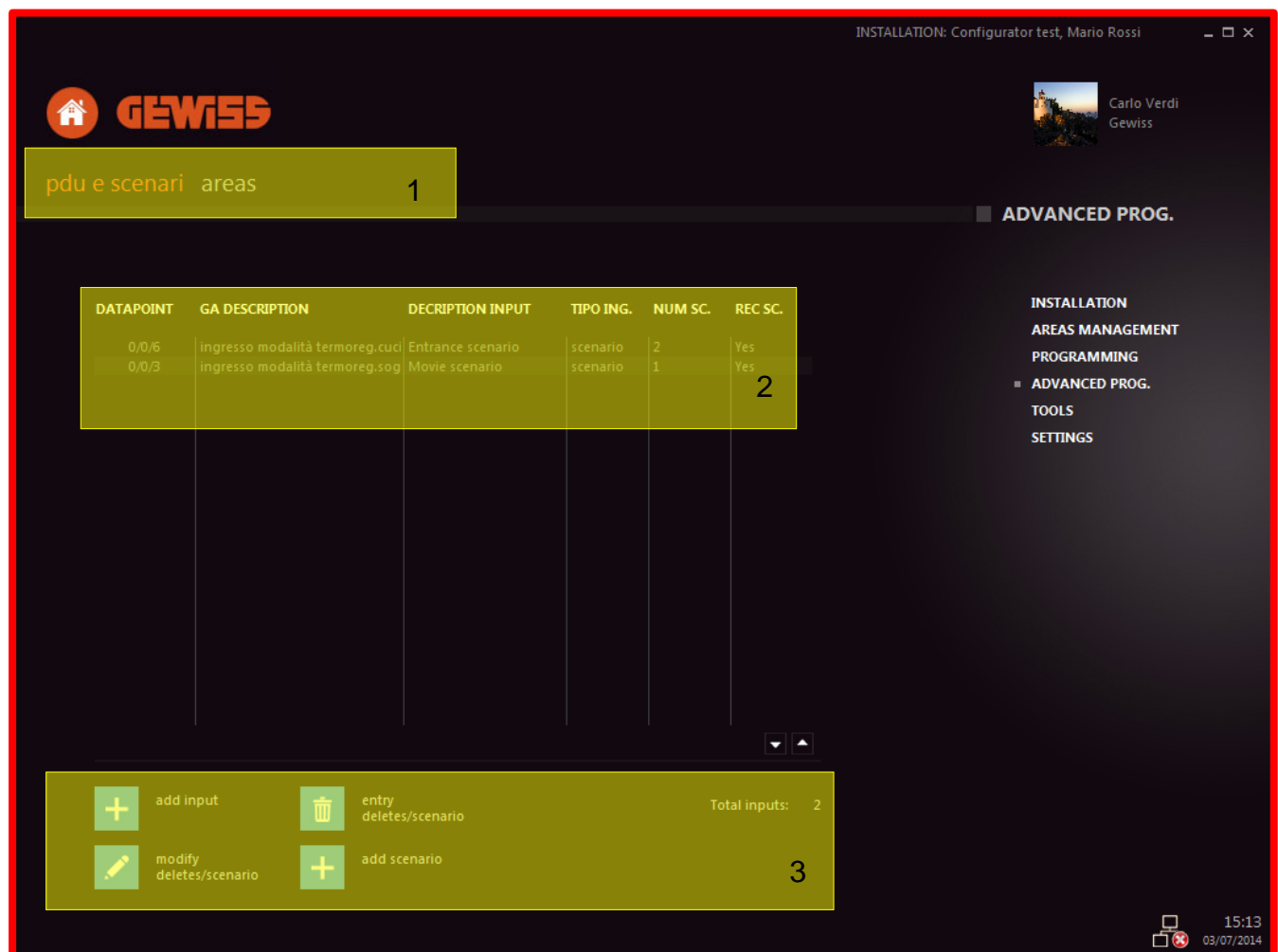   *This feature is currently not avaible

ADVANCED PROGRAMMING

PDUs and Scenes

As you can see from the figure below, there are 2 different types of scene that can be implemented from the advanced programming page.

The first are called PDU inputs ("*Personalisation by User*"). These are sequence scenes that can be set in the initial programming phase where you can insert any group address that triggers the scene. During this phase, you can only enter the triggering group address; the actions to actually be performed are defined by the user in a very simple way, once supervision has been launched on Master ICE. This function allows the Master ICE user to create the sequence scenes autonomously.
<u>Fire sensor, gas sensor, flooding sensor, bell, tie en and warning alarm:</u> enabling these entries will have the opportunity to receive a POP-UP message on the screen. In the "notification center" of Next it is also possible to enable the notification email

The second are called SCENES. They are the KNX scenes that can be called up from MASTER ICE as explained in the ETS. On this page, you can only insert the number of the scene and the possibility of storage by the user.

Description of the parts of the advanced programming page

1. Part 1:

   - PDUs and SCENES: pages regarding the configuration of the scenes that can be created in the software.

   - OUTPUTS: this function will be available with the next updates.

   - ZONES: this function will be available with the next updates.

   - AREAS: used to create new AREAS for the "FollowMe" system scenes. For more information, refer to *"Areas"* on the next page.

2. Part 2:

   - DATAPOINT: group address used to trigger the PDU or KNX scene.

   - GA DESCRIPTION: description of the group address used in ETS or in the configuration software.

   - INPUT DESCRIPTION: description used in the software to identify the scene (this item can be viewed by the user in MASTER ICE).

   - TYPE OF INPUT: indicates whether it is a KNX scene or a PDU.
   - SCENE NUMBER: indicates the scene number used.

   - SCENE RECORDING: indicates whether the scene can be stored by the user or not.

3. Part 3:

   - ADD INPUT: used to create a new PDU input.

   - MODIFY/DELETE SCENE: used to modify a PDU input or a scene previously created.

   - DELETE INPUT/SCENE: used to eliminate a PDU input or a KNX scene previously created.

   - ADD SCENE: used to create a new KNX scene.

   - TOTAL INPUTS: Indicates the total number of PDU and KNX scenes created in the software.

Outputs

This page will be available with the next releases.

Zones

This page will be available with the next releases.

Areas

On this page, you can create and/or modify an area within the software.
An area represents a logical sub-division of the system, such as a room or a part of a room.
By activating the "FollowMe" scene, the system automatically switches off the lights in an environment when the lights in another environment are switched on. "FollowMe" is a system scene, so it must be pre-configured during the system design and configuration phase.

TOOLS FOR EXPORTING THE PROJECT

From this page you can export the system project created: the software creates a file with the proprietary extension *.epb, used to reset the supervision software or import the programming in the Master ICE software or the KNX "Base" or "Plus" supervision software.
For the import, follow this procedure:

- Save the project on the desktop of the machine used for supervision purposes (Master ICE, laptop, etc.), using a USB flash drive.
- Double click on the *.epb file
- Follow the procedure outlined on the screen of the supervision program (Master ICE, KNX "Base" or "Plus" supervision software).

FIRST LAUNCH OF THE SUPERVISION SOFTWARE

When the supervision software is first launched, you are requested to insert the licence (an active Internet connection is recommended). Otherwise, telephone this number to activate the licence:

+39 02 87168663

IMPORTANT NOTES

The installation of the KNX "Base" or "Plus" supervision software is recommended on machines suitable for 24h operation.
The use of this software on machines that are not kept active for 24h could lead to the decline of certain product functions such as time bands, PDU scenes, etc.

For further and more detailed information about the minimum characteristics of the system, refer to the instruction sheet of the KNX supervision software (GW12691-GW12692-GW12693).

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