0492 49





Installation manual



12/10-01 PC

# 

## Contents

1.	VISU	JAL	4
	1.1	Fundamental concepts	4
	1.2	Connection mode	5
2.	Har	dware and software requirements	6
	2.1	Hardware requirements	6
	2.2	Software requirements	6
	2.3	Space occupied on the hard-disk	6
3.	Inst	allation and activation	6
4.	Area	a Design	7
	4.1	Function selection menu	10
	4.2	Project	13
		4.2.1 Creating a project	13
		4.2.2 Configuring a project	14
		4.2.3 Project management	16
		4.2.4 Automatic project startup	17
	4.3	Objects	18
		4.3.1 Object management and formatting	18
		4.3.2 Graphical objects	20
		4.3.3 SCS actuator object	21
		4.3.4 Contact object	21
		4.3.5 Scenario module Object	22
		4.3.6 SCS mover object	23
		4.3.7 Web Server object	24
		4.3.8 Camera object	25
		4.3.9 Burglar-alarm unit object	26
		4.3.10 Controlled load object	27
		4.3.11 99-zone temperature control central unit object	28
		4.3.12 4-zone temperature control central unit object	34
		4.3.13 Temperature control sensor object	37
		4.3.14 Sound source object	38
		4.3.15 Standard amplifier object	40
		4.3.16 Power amplifier object	41
		4.3.17 Open command object	43
		4.3.18 Clock object	48
5.	Che	ck configuration	49
6.	Mor	nitoring Area	50
	6.1	Remote control	51
	6.2	Alarms	52
	6.3	Options	57
7.	Proj	ect example	58

### **1.VISUAL**

#### **1.1** Fundamental concepts

The VISUAL software can create a synoptic page, i.e. a clear and ordered representation of the SCS system installation, to give a tool which can simulate and then command the system itself. Using a simple and intuitive interface various objects can be positioned in the design to recreate the reality of the system installed. You can:

- Check the configuration correctness.
- Send a comfort command (lighting, automation and scenarios), also to systems with logical extention.
- Manage the cameras.
- Display the alarms from the burglar-alarm system: burglar-alarm and auxiliaries Manage the electrical appliances (Load control unit).
- Manage the electrical appliances (Load control unit).
- Display the Web Server parameters.
- Send Open commands
- Manage the Temperature control and Sound systems

The VISUAL work area is divided into two parts:

#### **Design Area**

This is the VISUAL area where a design can be created, configured and managed.



#### **Monitoring Area**

This is the VISUAL area where you can interact with the components installed in the system, by means of the objects already inserted in the Design area. In this area the appearance or configuration of the design and objects inserted cannot be edited.



#### **1.2** Connection mode

One or more systems can be controlled (a HUB device or switch must be used if there are several systems) via an Ethernet network card suitably configured for access to one or more installed Legrand Web Servers (5739 92).

In this mode the command, safety and load control functions can be managed and, with item 5739 92, the CCTV function as well.

#### LAN connection mode



### 2. Hardware and software requirements



Caution: The hardware features are adapted depending on the complexity of the design to be made. The content of this program is covered by exclusive Legrand rights.

#### 2.1 Hardware requirements

- PC with Pentium processor, 1 GHz
- 512 Mb for Windows XP; 1 GB di RAM (32 bit) or 2 GB di RAM (64 bit) for Windows Vista and Windows 7
- SVGA graphical card with 800x600 resolution 65,000 colours

#### **2.2** Software requirements

- Windows XP (32 bit), Windows Vista (32 bit o 64 bit) or Windows 7 (32 bit o 64 bit)
- Internet Explorer 6.0 or higher.
- You need Microsoft<sup>™</sup> framework.NET 2 for the application to work correctly

The updated requirements can be found on the www.legrandgroup.com

#### 2.3 Space occupied on the hard-disk

• 100 Mbyte

# 3. Installation and activation

- To install the VISUAL program proceed as follows:
  - 1. Put the CD-Rom into its drive;
  - 2. When the main page is displayed in the web format, select "Install VISUAL";
  - 3. At this point the installation program will copy the system files needed to run the VISUAL program.

On starting VISUAL a window appears where you must activate and register the software to end the installation.

Visual 3.0.36 Activation	×
Visual 3.0.36	
Guided activation	
To be able to use the software the installation must be registered. This guided procedure will show all the activation process phases.	
Select how to register and activate the software copy	
○ Register and activate the software via telephone	
If you decide not to register the software immediately, after 30 days the software will be blocked.	
ver.1.1.0.35 Back Forward Cancel	

Follow the procedure step by step (by Internet or telephone) to activate and register VISUAL. If you cannot carry out the procedure immediately but want to do it later, click on the **Cancel** push button and VISUAL is opened. If the activation and registration procedure has not been performed by 30 days after the installation, VISUAL will be blocked.

VISUAL

### 4. Area Design

#### Limiti di progetto

Max device limits	Max objects per sheet limits
100 sheets	60 cameras
60 Web Servers	200 Web Servers
60 cameras	32 Burglar-alarm units
	200 lines
	200 rectangles
	200 pictures
	200 actuators
	200 movers
	200 commands
	100 controlled loads
	200 labels
	200 temperature control sensors
	200 temperature control central units
	200 amplifiers
	200 sound sources
	200 contact objects
	60 clocks
	60 load control objects

#### Working environment

The set up of the VISUAL work area makes designing a synoptic page easier and more efficient. You can move the bars and windows which make up the work area as you wish using "Drag and Drop". The area can thus be customised as you wish.



Explore project movable window

The area shown above displays the **Object properties** and **Explore project** windows which, using Drag and Drop, have been moved to the right part of the area itself.



Selecting **Options** in the **Edit** menu a window appears where various options can be set for the work area:

#### **Program options – Dimensions**

Work area Work area		x 1024 💌 L(px	) 1280 H(px) 1024	
a	mensions (Maand	1530	, James , deat la sere	
	1244	BANNER 1024 12	20	
i, Minir	num resolution for	full screen mode	1280 x 1089	
☐ Show t	ne grid			
	Grid spacing	5 Pixel 💌		

- Work area predefined dimensions
- Show the grid
- Grid spacing

Sets the predefined dimensions of the work area Displays/hides the grid in the work sheet Sets the grid spacing in pixels

#### **Project options - Skin**

Dimensions	Skin Folders	
Skins av	FTO WONTDOTTS-	
	Essential	•
	Skin active: Essential	
		Levels 📉
		Sheet1
		LayerX >
		Filters >
		Cancel OK

In the **Skin** label it's possible to select different skins for the command windows of the Monitoring area (for example Remote Control).

### Project options – Folders

tions		
Dimensions   Skin Fo	ders	
Folders		
Folder for films:	C:\Documents and Settings\All\movie	
	Change	
		11
		Cancel OK

The directory where the films recorded by the camera object can be set in Folders

#### 4.1 Function selection menu

The functions which can be run with VISUAL can be selected by means of the icons in the bars, or by opening the pull-down menu and selecting the items. A quick selection key can also be assigned for each function (see "Tool bar" section).

The pull-down menus have the following functions:

#### "File" menu

- New
  - create a new project
- Open
- open an existing project
- Save
  - save the current project
- Save as
  - save the project asking for the file name
- Import data
- import a project created with YouProject
- Exit
  - exit the program

#### "Edit" menu

- Copy
  - copies the object selected
- Cut
- cuts the object selected
- Paste
  - pastes the object selected
- Delete erases the object selected
- Options
  - opens the options window

File	e Edit	Insert	Tools	Drawing	Interaction	
	New					
0	Open	4				
-	Save					
	Save as					
1	Import data					
	1 D:\00	-pc-tre-b	ackup\b	\impianto	_27_08_10	
	2 D:\00	-pc-tre-b	ackup\b	ticino\PR	residential.	
	<u>3</u> D:\00	-pc-tre-b	ackup\b	tic\impiar	nto_27_08_	
	4 D:\00	-pc-tre-b	acku\	impianto_2	7_08_10_4z	
	Exit					

Edit	Insert	Tools	Drawing	Interaction	Lar
0 C	2020	СТ	RL+C RL+X RL+V	🗋 🗶 " 촂 🗟	
<b>X</b> D	elete	CANC	ELLA		
0	ptions				

### VISUAL

#### "Enter" menu

Pointer

3.0 (Build 30) - [Sheet 1]

R Pointer

∖ Draw line Draw rectangle

A Insert text

Insert picture

TINSERT SCS mover

著 Insert web server

Insert camera manager
Onnect burglar alarm unit

🍬 Insert controlled load

📽 Insert Open command

Insert temperature control unit

Insert temperature control sensor
Insert sound source

or Insert Contact

📢 Insert amplifier

Insert a clock

Insert Tools Drawing Interaction Lang

- activates the pointer to select the objects
- Draw line enters a line
- Draw rectangle enters a rectangle
- Insert text
- enters a text label
- Insert picture
- enters a picture
- Insert SCS actuator enters an "SCS actuator" object
- Insert SCS mover enters an "SCS mover" object
- Insert Contact
   enters a "Contact" object
- Insert web server enters a "web server" object
- Insert camera manager enters a "camera manager" object
- Connect burglar alarm unit connect a "burglar alarm unit" object
- Insert controlled load enters a "controlled load" object
- Insert temperature control unit enter a "temperature control unit" object
- Insert temperature control sensor
   enter a "temperature control sensor" object
- Insert sound source enter a "sound source" object
- Insert amplifier enter an "amplifier" object
- Insert a clock enter a "clock" object
- Insert Open command
- enter an "Open command" object
   Scenario Module
- Insert a "Scenario Module" object

#### "Tools" menu

- Project configuration opens the "Project configuration" window
- SCS configuration opens the "SCS configuration" window
- Project management opens the "Project management" window
- Object properties
   opens the "Object properties" window

(E	Build 3	0) - [She	et 1]		
t	Tools	Drawing	Interaction	Langu	age i
Ę		oject config		CTRL+R	-
*	SC 🖓	S configura	ation	CTRL+S	-
-	N Pro	oject mana	gement	F3	3
-	o ob	ject proper	ties	F4	



Drawing	Interaction	Langu	age ?
Put in	first layer second layer re colour	1	s# / 10-60
Align		• È	-
entre	e	•	
Resize			

Interaction Langu	age ?	
▶ Start ✓ Project validatio	г <b>5 П</b> .	•
Display layers	F8 🔌	1

La	nguage	?	
~		s	<u>-</u> -•⊠• ) <u>A</u> , ∳

#### • ? About... ● Legrand ▲ ● Start ● ▲ ● ● ● ● ● ● ●

#### "Drawing" menu

- Put in first layer
  - puts the object selected in the first layer
- Put in second layer puts the object selected in the second layer
- Capture colour captures the colour of the object selected
- Align opens the "Align objects" menu
- Centre
  - opens the "Centre objects" menu
- Resize resizes the objects selected

#### "Interaction" menu

- Start
- starts the monitoring and then enters the Monitoring area
- **Project validation** checks the correct system configuration
- Display layers opens the "Layer manager" window

#### "Language" menu

. ~

selects the VISUAL interface language

#### Menù"?"

- About
  - displays some information on VISUAL
- Legrand
- connects to the Legrand web site

The state ba	ar gives the following information:			per case tive
Current date and time	Goodee-BackleyBecond99000444 - VISUAL Terrogettineparts, 99_200499944110_27_08_10_BLANHY Current file name	Coordinate	k	lumber eypad ctive

#### 4.2.1 Creating a project

4.2 Project

On entering VISUAL the following window appears:

<ul> <li>Create a new project</li> <li>Open project</li> </ul>	
Select file D:\00-pc-tr\impianto_27_08_10_EN.MHV D:\00-pc-tre-backup\\residential.MHV D:\00-pc-tre-b\impianto_27_08_10_4zone.MHV D:\00-pc\impianto_27_08_10_4zone.MHV	
	ОК

In this window an existing project can be opened or a new one created. On selecting Create a new project and clicking on **OK** the following window appears:

Dimensions	Execution	General parameters
on		
	Pro	ect
	She	et1 💌
for design		
	on	n  Prol  She

Enter the basic data to create a project:

- Type a name for the project
- Define the size of the work sheet
- Select if the management of the alarms is of the "Basic" or the "Advanced" type
- If "Basic" is selected some information in the Alarm window will not be available

At this point, either using the drawing tools or setting a picture (e.g. an apartment plan) as background, the room where the system we want to manage with VISUAL is situated can be recreated graphically.



Tools	Drawing	Interaction	Language	?
Pro	oject config	uration C	TRL+R	
🖗 sc	S configura	ition C	TRL+S	
Pro	oject manag	gement	F3 💋	4
о оь	ject proper	ties	F4	

#### 4.2.2 Configuring a project

On selecting Project configuration from the Tool menu, a window appears where the project parameters and the mode of connection with the system can be entered.

#### **Project configuration – Project**

Project	Dimensions	Execution	General parameters
General informa	tion		
Project name:		Proj	ect
Default sheet		She	et1 💌
Enable passwo	rd for design	F	

• Project name enters a name for the project

selects the basic project sheet

• Enable password for design

• Default sheet

enables/enters the project password

If a password is set for the project, when VISUAL starts the Monitoring area is displayed directly. To enter the Design area type the password. This is to prevent an inexpert customer editing the project by mistake.

The project dimensions can be chosen from standard or customised dimensions. The dimensions set are valid for all the project sheets.

#### **Project configuration – Dimensions**

Project	Dimensions	Execution	General paramet	ers
ork area dime	insions			
Predefined dir	nensions 1280 x 1024	- են	(xx) H(px)	1024
	_	1530		
		BANNER		
		1024		
	1244	1	280	
i, Mi	nimum resolution for full	screen mode	1280 x 1	1089
Perform i	n full screen mode			

- Work area dimensions
- defines the size of the work sheet display the project in the Monitoring Area in full screen
- Perform in full screen mode

14

#### Project configuration – Execution

The plant communication can be enabled in this window.

Project	Dimensions	Execution	General parameters	
Communication				
E Fash	e plant communication			
I. Criabi	e piani communication			
Alarms				
Alarm mana	gement			
	Basic     Basic     Control     Contro     Control     Control     Control     Con			
	C Advance	ed		
🔽 Emits audi	ble signal on alarm			

- Enable plant communication
- Alarm management
- Enable/disable plant communication Select the alarm management mode (see par. Alarms)
- Emit audible signal on alarm
- Enable/disable the audible signal on alarm

By disabling the plant communication, it is possible to display the graphic result of the project in monitoring mode, without being connected to the system.

#### **Project configuration – General parameters**

This screen is used to enable/disable some functions of the Monitoring Area..

Project	Dimensions	Exe	cution	General parameters	
neral parame	ters				
Enable Alam	Manager		Yes		~
Enable filter			Yes		
Enable conn	ection status window, a	at startup	Yes		
Initial synchr	onization delay (sec)		none		

 Enable Alarm Manager
 Enable Alarm Manager
 Enable filter
 Enable filter
 Enables/disables the display of levels in the Monitoring Area remote control
 Enable connection status window, at startup
 Enables/disables the display of the screen showing the progress statuses of the connections with the system in the Monitoring Area
 Initial synchronisation delay (sec)
 Sets the waiting time before activating the connection to the system in the Monitoring Area.

#### 4.2.3 Project management

On selecting **Project management** from the **Tool** menu, the **Explore project** window is displayed. This allows a more ordered management of a project creating several work sheets (e.g. for apartments over several floors, create a "first floor" sheet and a "second floor" sheet).

On clicking on the sheet with the right mouse key, a menu appears where various operations can be performed on the project sheets.

#### - Connect several work sheets

Inside a work sheet connections can be created to other sheets (link) by means of the objects: rectangle, text and picture.

- > Enter one of these objects in the first sheet
- > Set the sheet to be connected in the Associated sheet properties



In the Monitoring area double click on the entered object to display its sheet.

### 4.2.4 Automatic project startup

A connection can be created to the project file and it can be positioned in Windows Start-up. In this way the file opens automatically when the operating system is started.



Create a connection to the project file (.mhv) to be opened when Windows starts, then drag it into the Start-up subfolder of the Window Programs folder.

If you want the customer to see the VISUAL Monitoring area directly when the project file is opened,
set and enable a project password and enable the plant communication.

Project Dimensions	Execution General parameters
Seneral information	
Project name:	Project
Default sheet	Sheet1
Enable password for design	

Build 30) - [Sheet 1]

関 Project configurati

Object properties

Project management

SCS configuration

a

Tools Drawing Interaction Language

CTRL+R

CTRL+S

F4

F3 🤌

Communication		de constant	
P Enable plant communication	on		
Alama			
Alam management			
@ Basic			
C Adva	noed		
🔽 Emits audible signal on alarm			

#### 4.3 Objects

An VISUAL project is made up of a set of objects: some have a purely graphical function while others, correctly configured, have the function of generating commands and replicating command components really installed in the system.

#### 4.3.1 Object management and formatting

The properties of the objects entered in the project (**identification**, **coordinates**, **appearance** and **configuration**) can be set and the objects themselves can then be managed by windows (Layer management, SCS configuration).

Also, the objects can be ordered and positioned as needed by means of the commands in the **Drawing** menu.

In particular the objects can be selected by means of the **Select** tool in the **Drawing** menu. To select a group of objects, click on the objects keeping the **Ctrl** key pressed or keep the left mouse key pressed and drag the pointer until all the objects are included in the selection window.



#### - Object properties

The objects which can be used to make the project are shown below. The object's characteristic properties can be set in the **Object properties** window.

The **Identification** and **Coordinates** properties are similar for all the objects, while the **Appearance** and **Configuration** properties are specific for each type of object and will be dealt with in the **Objects** chapter.

#### **Identification - Coordinates**

The object is identified and positioned in this window.

D	rglar alarm unit -1-		-	Displays the type of object
bu	rgiar alarm unit -1-			
	Identification 🔺		-	
	Layer	Burglar alarm	-	— Displays and sets the layer to which the object belongs
	Index	1	-	— Sequential number which identifies the objects of the sam
	Coordinates			type
	Vertical	200		Sets the positioning of the object in the work area
	Horizontal	235		
	Appearance			
	Transparency colour	Fuchsia		
	Picture dim.	Small		
	Picture undefined	(default)		
	Picture OFF	(default)		
	Picture ON	(default)		
	Label	Control unit 1-1		
	Notes			
	Invisible on line	No		

### VISUAL

#### - Layer

When an object is positioned in the project it is automatically assigned to a layer on the basis of the system it belongs to.

As default the objects with purely graphical function (line, rectangle, etc.) are not assigned to any system. They can later be assigned to a specific system.

On selecting **Display** layers in the **Interaction** menu, a window is opened where the layers which make up the project can be displayed/hidden.

Select the \_\_\_\_\_ layers which you want to display in the project

Layer	Description
🗹 Common	Objects not belonging to a system
Automation	Lights-rolling shutter automation
🗹 Burglar alarm	Burglar alarm
🗹 ССТУ	Remote CCTV
Load Contr.	Load Control
✓ Temp. regulation	SCS temper. regulation
Sound system	Sound system
	Cancel Apply C

#### - SCS configuration

An object must be suitably configured for it to interact with the system.

On selecting SCS configuration in the Tools menu, the following window is opened:

Project	^	8	Identification		
→ ¥ Server 127.0.0.1			Layer	Lights-rolling shutter automati	on
E garden2			Index	1	
Actuator A=8 PL=4		۲	Coordinates		
Command A=1 PL=2			Vertical	133,66667175293	
Command A=GEN PL=0			Horizontal	586,666687011719	
Command A#GEN PL=0		8	Appearance		
Offer Command A=GR PL=8			Transparency colour	Fuchsia	
Command A=GR PL=8			Picture dim.	Medium	
Command A=GR PL=9			Picture undefined	(default)	
Command A=GR PL=9			Picture OFF	(default)	
Wover A=2 PL=1			Picture ON	(default)	
Iving_room1			Picture FAILED	(default)	
Garden1     Garden1     Garden2			Notes	Luce giardino	
Inving room2     Inving room3			Invisible on line	No	
			Height	60	
kitchen2			Width	60	
🐑 📄 kitchen3		8	Configuration		
+ Corridor1		1	A configurator	8	
Inving room4			PL configurator	4	
😟 📷 kitchen4			M configurator	None	
al bathroom1			Groups	None	
bathroom2			Address type	Fixed IP	
in study1     in study2			IP address type	127.0.0.1	
study2     study2     bedroom1	-		OPEN password	12345	
	~		UPEN password	12340	

In this window, using a tree structure, the properties of all the objects entered in the project can be displayed and edited.

The objects are grouped on the basis of the server they belong to (IP Address property). If the server IP address is edited all the IP addresses of the objects which are part of it are edited.



Tools	Drawing	Interaction	on	Langua	age ?
Pro	ject config	uration	CT	RL+R	1 1
🖗 sc	5 configura	tion	CT	RL+S	
Project management			F3 🤌 🌘		3 61
o ob	ject proper	ties		F4	

#### 4.3.2 Graphical objects

These objects have a purely graphical function and can be used to reproduce the place where the system is installed graphically.



#### - Text label object

Enters a text in the project



#### - Oggetto immagine

Inserisce un'immagine nel progetto

OЬ	ject properties	×	
Pie	cture -1-	-	
•	Identification Coordinates		
	Appearance		
	Self-sizing	No	Sets whether the picture is to be resized in the box
	Edges	Absent	Sets the edges
	File	Customized	Selects the picture file to be imported in the box
	Height	240	
	Width	320	Sets the box dimensions
	Configuration		
	Associated sheet	living room	Selects the associated sheet

#### 4.3.3 SCS actuator object

This object configured as an actuator really present in the system gives a synchronised view of the state of the actuator itself.

Then acting on the object in the project changes the state of the corresponding actuator in the system.

Actuator st	ate
-------------	-----

X	OFF-LINE/INDEFINITE STATE
Ŧ	OFF
1	ON
1	BULB BURNT OUT (dimmer only)

Contact status

OFF-LINE

OFF

ON

OЬ	ect properties	A 🗙	
Ac	tuator -1-	-	
	Identification		
27	Soordinatoo		
Ξ	Appearance		
	Transparency colour	Fuchsia	
	Picture dim.	Small	Set a standard or customised dimension
	Picture undefined	(default)	
	Picture OFF	(default)	Changes the default pictures
	Picture ON	(default)	changes the deladit pictures
	Picture FAILED	(default)	
	Notes		
	Invisible on line	No	Set if the object can be seen in the monitoring area
	Height	40	Set the dimensions (only with picture dim. = Customised)
	Width	40	Set the dimensions (only with picture dim. – editornised)
	Configuration		
	A configurator	3	Enters the actuator address
	PL configurator	4	
	M configurator	None	Sets the mode (entering pul, the actuator is excluded from
	Groups	1 -	the general and room commands).
	Address type	Fixed IP	Sets the group the actuator belongs to.
	IP address	127.0.0.1	When the data entry field is clicked, the pushbutton ap-
	OPEN password	12345	
	SCS level	Private riser	pears. Click on it to display the configuration screen.
	Communication	Wire	Sets whether it is a wire or radio actuator
	Actuator type	Dimmer	Sets the type of actuator (ON/OFF, dimmer)
	Can be commanded	Yes	
	Alarm on ON	No	
	Alarm on OFF	No	
	Alarm on FAILED	No	

#### 4.3.4 Contact object

This object provides a synchronised view of the status of a contact connected to the system.

Con	act -1-	*	
	dentification Coordinates		
	Appearance		
F	Picture undefined	(default)	
F	Picture OFF	(default)	
F	Picture ON	(default)	
F	Picture dim.	Small	
1	lotes		
ł	leight	40	
١	√idth	40	
-	Configuration		
(	Contact number	1	Enter the address of the contact interface (from 1 to
1	Address type	Fixed IP	Set the type of address
1	P address	127.0.0.1	Set the server IP address
(	PEN password	12345	
1	larm on ON	No	Set if an alarm connected to the status must be activ
1	larm on OFF	No	Set il all'alariti connected to the status must be activ



#### 4.3.5 Scenario module Object

When configured as Module of scenarios actually existing in the system, this object can be used to activate the scenarios saved in the module itself. New scenarios may also be created, or the existing ones amended.

Scenario Module -1-			•
	Identification Coordinates		
	Appearance		
	Label	Scenario mod	
	Transparency colour	Fuchsia	
	Picture dim.	Small	
	Picture undefined	(default)	
	Image ready	(default)	
	Image programming	(default)	
	Notes		
	Invisible on line	No	
	Height	40	
	Width	40	
	Configuration		
	A configurator	1	Scenario Module addres
	PL configurator	1	
	Address type	Fixed IP	
	IP address	127.0.0.1	
	OPEN password	12345	
	SCS level	Private riser	

In the monitoring area, click the scenario Module object to display the following screen, where it will be possible to enable the saved scenarios:



#### Module Status





After 20 sec. of inactivity the Management mode is blocked.



Warning: press the key to delete all scenarios (including the ones already in the Scenario Module).

Stops recording



Deletes the actions of the selected scenario





Deletes all scenarios (including the ones already in the Scenario Module).

Starts the recording of a new scenario or adds actions to an existing scenario

#### 4.3.6 SCS mover object

This object configured as an actuator really present in the system gives a synchronised view of the state of the mover itself.

Then acting on the object in the project changes the state of the corresponding mover in the system.



This object has three push buttons. Push the two left push buttons to perform the UP/DOWN commands and the right push button to perform the STOP command.

### Mover state



STATE

23



#### 4.3.7 Web Server object

This object monitors the SCS system.



ОЬ	ect properties	-	ĸ
We	eb Server -1-		•
ŧ	Identification		
Đ	Coordinates		
	Appearance		
	Transparency colour	Fuchsia	
	Picture dim.	Medium	
	Picture undefined	(default)	
	Picture OFF	(default)	
	Picture ON	(default)	
	Label	Web server 1-1	Enters A Name For The Obje
	Notes		
	Invisible on line	No	
	Height	60	
	Width	60	
Ξ	Configuration		
	Updating time	1 minute	Set The Updating Time
	Address type	Fixed IP	
	IP address	127.0.0.1	
	OPEN password	12345	

On clicking on the Web Server object in the Monitoring area the web-server parameter visual display appears, showing some parameters of the Web Server installed in the system.



Connected Web Server data

List of connected Web Servers

Scrolling with the arrow keys other parameters can be displayed.



Other connected Web Server data

#### 4.3.8 Camera object

This object can control a camera in the system.



OFF

(Design only)

bject properties	- ×	
Camera -1-	•	
<ul> <li>Identification</li> <li>Coordinates</li> </ul>		
Appearance		
Transparency colour	Fuchsia	
Picture dim.	Medium	
Picture undefined	(default)	
Picture OFF	(default)	
Picture ON	(default)	
Label	Soggiorno	
Notes	Soggiorno	
Invisible on line	No	
Height	60	
Width	60	
Configuration		
Level	private riser	Enters an identification number for the came
Camera address	3	
Password camera	12345	
Address type	Fixed IP	
IP address	127.0.0.1	
OPEN password	12345	

On clicking on the camera object in the Monitoring area the camera visual display appears, where photos can be taken, film clips recorded and the cameras switched ON/OFF.



The film clips are saved in the directory set in the Options/Folders window (see "Project options folders" in the "Design Area" chapter).

Press the push button to take a film and the push button to stop it.

OFF-LINE

ON-LINE

At the end of the filming the following window appears:

Compressor:	OK
Full Frames (Uncompressed) 📃 💌	Cancel
Compression Quality:	Configure
Key Frame Every 0 frames	About
Data Rate 0 KB/sec	

- > Select a compression for the film clip
- > Click OK

#### 4.3.9 Burglar-alarm unit object

This object can manage the alarms in a system which uses a burglar-alarm control unit.



In the Monitoring area on clicking on the burglar-alarm unit object a visual display appears, showing some data of the burglar-alarm system installed.



If an alarm is given a red indicator appears in the burglar-alarm object.

State	Active Inserted	
Battery		
Zones control	led <mark>1</mark> 2 3 4 5 6 7 8	
Other zones		
Technical		
System	192.168.1.35	

State

displays whether the burglar-alarm system is switched ON

displays whether the battery is working

- Battery
- displays the active zones (purple background) and if there is an alarm the Zones controlled zone involved (zone number in red)
- Other zones displays the other zones (connectors, auxiliaries and the control unit)
- Technical displays the technical alarms
- System system IP address

Click on "ALARM" to display the Alarm window, where the alarm in progress can be displayed and dealt with (see "Alarms" section).

Unit state



STATE

#### 4.3.10 Controlled load object

OPEN password

12345

#### Load state

\*

OFF-LINE/INDEFINITE STATE



Ψ.

ON

Ibject properties Controlled load -4-	×	
Identification	<u> </u>	
Coordinates		
Appearance		
Transparency colour	Fuchsia	
Picture dim.	Medium	
Picture undefined	(default)	
Picture OFF	(default)	
Picture ON	(default)	
Label	Lavatrice	Enters a name for the object
Notes	Lavatrice	
Invisible on line	No	
Height	60	
Width	60	
Configuration		
Load priority	3	Sets the priority of the load controlled by the object
Address type	Fixed IP	
IP address	127.0.0.1	

This object displays the state of a load. The load priority can be set, e.g. if the electricity supply is overloaded the load indicated with priority 1 is deactivated before a load identified with priority 2.

In the Monitoring area the state of the devices connected to a load control unit can be checked, avoiding problems of overloading the electricity supply. On clicking on a controlled load object the visual display appears:



If there is an overload, one of these devices may be disabled. Click on the push button at the right of the deactivated load to force the state to reactivate it.

## 

#### 4.3.11 99-zone temperature control central unit object

This object can be used to control a temperature control central unit installed on the system.

Control unit state



In the Monitoring area, on clicking on the control unit object the following window appears in Control unit mode:



System management push buttons

In this mode the temperature can be set and the antifreeze/thermal protection mode switched OFF and set for the whole temperature control system.

## VISUAL

#### - Set the temperature

To set a temperature for the whole system:

> Click on the 🔪 push button, the following window appears:



- > Click on the -/+ push buttons to increase or decrease the temperature
- > Click on **OK** to confirm

#### - Temperature control programs

The system temperature can be managed in this section using the programs saved in the temperature control unit.

> Click on the A push button, the following window appears:



#### Activate holiday

This function can select a particular daily profile for a set period.

- > Select ACTIVATE HOLIDAY
- > Click on the P push button to continue, the following window appears:



- > Select a weekly program (3 heating + 3 air conditioning)
- > Select date and time
- > Confirm by pressing **OK**

The holiday program will be run until the date and time set, after which the weekly program chosen will be activated.

#### Activate weekly program

This function can select a weekly program saved in the control unit.



- > Select ACTIVATE WEEKLY PROGRAM
- > Click on the P push button to continue, the following window appears:



- > Select a weekly program (3 heating + 3 air conditioning)
- > Confirm by pressing **OK**

With this option the system works in automatic mode, following the programming set in the activated weekly program.

#### Activate scenario

This function can select a scenario from those saved in the control unit.





- > Select ACTIVATE SCENARIO
- > Click on the push button to continue, the following window appears:



- > Select a scenario (16 heating + 16 air conditioning)
- > Confirm by pressing **OK**

In this mode different temperatures can be set in the various system zones with a single command.

#### Activate holidays

This function can set the holiday mode.



### > Select ACTIVATE HOLIDAYS

> Click on the push button to continue, the following window appears:



- > Select a weekly program (3 heating + 3 air conditioning)
- > Select time and date
- > Confirm by pressing **OK**

In this mode the system will be kept in antifreeze or thermal protection mode until the date and time set, after which the selected weekly program will be activated.



#### 4.3.12 4-zone temperature control central unit object

This object can be used to control a temperature control central unit installed on the system.



Because the 4-zone central unit also operates as temperature control sensor, it is recommended that a sensor object is entered near the central unit object, for displaying the temperature detected in the zone where the central unit is installed.



In the Monitoring area, on clicking on the control unit object the following window appears in Control unit mode:



System management push buttons

In this mode the temperature can be set and the antifreeze/thermal protection mode switched OFF and set for the whole temperature control system.

#### Control unit state



STATE OFF (Design only)

**OFF-LINE/UNDEFINED** 



ON-LINE

#### - Set the temperature

To set a temperature for the whole system:

> Click on the 🔪 push button, the following window appears:



- > Click on the -/+ push buttons to increase or decrease the temperature
- > Click on **OK** to confirm

#### - Timed operation mode

It is possible to program the time during which the system maintains the set temperature; after this time, the system returns to the previously active mode.



Enable/disable timed operation

#### - Temperature control programs

In this section it is possible to manage the system temperature using programs saved inside the temperature control central unit. In this type of central unit it is not possible to manage the scenarios. For the holiday and weekly programs see paragraph "99-zone central unit".



#### Zones

This section is used to display the temperatures measured and set, detected by the system sensors. For the "Fan-coil" sensors, the fan-coil speed can also be set.


### 4.3.13 Temperature control sensor object

This object can control a temperature control sensor in the system.

			The operating modes shown below are only valid for sen-
OFF-LINE/UNDEFINED	Object properties	××	
	Sensor -3-	•	sors managed by a 99-zone central unit.
STATE	🗄 Identification		For the 4-zone central unit functions see paragraph
	E Coordinates		"4-zone temperature control Central unit"/"Zones".
OFF	Appearance		
(Design only)	Transparency colour	r 🗖 Fuchsia	
	Picture dim.	Small	
	Picture undefined	(default)	
ON	Picture OFF	(default)	
	Picture ON	(default)	
	Picture faulty	(default)	
	Label	Living room	
	Character	8pt MS Sans Serif	
	Notes		
	Invisible on line	No	
nsor state	Height	40	
	Width	40	Set the type of sensor: Normal/External/Fan-coil
	Configuration		Set the type of sensor. Normal/External/Tan-con
OFF-LINE/UNDEFINED	Probe type	Fan-coil	Set the number of the zone controlled by the sensor
STATE	Configurator ZA	None	
	Configurator ZB	2	Set the sensor mode of operation (none = master,
OFF	Configurator MOD	none	sla = slave)
(Design only)	Configurator SLA	none	If the sensor is master set the number of the controlled
(Design only)	Address type	Fixed IP	
	IP address	192.168.1.154	sensors, if the sensor is slave, set the progressive number of
ON	OPEN password	12345	the zone slave sensors

In the Monitoring area, on clicking on the sensor object the following window appears in Zones mode:





Master sensor state

Slave sensor state

Caution: The OFF mode has the maximum priority. To exit this mode work from the same device from which it was set. If the OFF mode was set by the sensor object, to change mode, work from the object itself or from the temperature control unit (device).

This window can display the data on the sensors in the system and the mode of operation can be set, using the push buttons.

### Sensor management push buttons



\*

off

×

Set the temperature manually







Return to the previously selected mode

Set the antifreeze/thermal protection mode



Set the Fan-coil sensor speed, if applicable



### 4.3.14 Sound source object

This object can control a sound source in the system (single-channel, or multichannel). The example shown is for a multichannel system.



In the Monitoring Area on clicking on the sound source object the following window appears:



Source state



OFF

ON





The various functions of the set source (in this case the source is a Radio Tuner) can be managed in this window.

To save a station:

- > Tune the frequency required
- > Click on the MEM push button
- > Click on the numerical push button where the station will be saved

The room management screen can be used to set in which rooms a sound source can be listened to.



# 

### Amplifier state

 OFF-LINE/UNDEFINED

 STATE

 OFF

 OFF

 ON

### 4.3.15 Standard amplifier object

This object configured like an amplifier really present in the system (only point-point mode) can control and display the state of the amplifier itself.



### **Amplifier address**

- A = room set of amplifiers belonging to a logic zone (1 9)
- PF = sound point numerical identification (1 9) of the individual amplifier inside the room



This object is divided into 4 parts. The central part displays the state and switches the amplifier ON/ OFF. The left and right push buttons adjust the volume, while the volume level appears in the lower visual display.

### 4.3.16 Power amplifier object

### Amplifier status

OFF

ON



OFF-LINE/UNDEFINED STATE



6

This object, configured as power amplifier really present in the system, provides the user with the possibility of controlling and displaying the amplifier status. Differently from the standard amplifier, it is possible (using the appropriate screens) to perform advanced sound adjustments.



### **Amplifier address**

- A = room set of amplifiers belonging to a logic zone (1 9)
- PF = sound point numerical identification (1 9) of the individual amplifier inside the room



### Advanced sound adjustments

While in the Monitoring area, click and hold down the central section of the amplifier for more than 5 seconds to display the following screen to perform several sound adjustments:









This screen can be used to save a customised curve: select a name, perform the appropriate adjustments, and click

### 4.3.17 Open command object

This object can replicate a command really present in the system or open a new one, sending the system itself an Open command, based on the Open Web Net code\*.

### Open command type

- OPEN Lighting command
- DPEN Scenarios command
- OPEN CCTV command
- Q OPEN Load Control command
- 1 OPEN Temperature Control command
- OPEN Sound system command

### OPEN Custom command

### \* Open Web Net code

Protocol with which data can be exchanged and commands sent between a remote unit and the Legrand SCS system. The protocol is thought out to be independent of the means of communication used, considering being able to use DTMF tones on the normal telephone line as the minimum reauirement.

The code features a structure with fields of variable length separated by special characters (\*) and closed with (##).

OЬ	ect properties	××
Op	en command -1-	•
Đ	Identification	
Đ	Coordinates	
	Appearance	
	Style	Flat
	Upper Background col	
	Lower background col	and the second se
	Mouse Passage Colour	#404040
	Transparency colour	Fuchsia
	Label style	None
	Character colour	#3869C6
	Character	8pt MS Sans Serif
	Upper Picture	(None)
	Lower picture	(None)
	Picture position	Centre to the ce
	Label position	Centre to the ce
	Upper Label	Open command
	Lower Label	Open command
	Notes	
	Invisible on line	No
	Height	41
	Width	74
	Configuration	
	Address type	Fixed IP
	IP address	127.0.0.1
	OPEN password	12345
	OPEN configuration	Lighting -

#### **Open command configuration**

In the "Open command configuration" window you can (by guided or manual entry) define the Open command to send to the system.

Guided entry occurs by selecting the various options in the window, thus defining the push button type, the command and the receiver. Manual entry ("custom" entry) occurs instead by entering the Open Web Net code directly.

Push button type	Command	Receiver	Function label
Push button type OPEN command configuration Lighting: Automation   Scenarios   CCTV   1 Push button type © Single command © Double command © Dimmer 100 command © Timed command		control   Sound system   Custom   Receiver	Function label
		Cancel	Confirm

In the guided entry mode, the options available vary depending on the command function (e.g. lighting, automation, etc.) and on the basis of the selections made to define the command (e.g. single, double command etc.).

### - Open lighting command



Push button type

Receiver

select the push button type; the fields containing the various parameters are displayed depending on this selection select the command to be given

Command

select the address of the device which performs the command

### - Open automation command

Push button type	Command	Receiver
<ul> <li>Single command</li> </ul>	UP	Point point
C Double command		Light point 0-1
		Private riser

• Push button type

select the push button type. This selection influences the functions available in the "command" field

- CommandReceiver
- select the command to be given
- select the address of the device which performs the command

### - Open scenarios command

Push button type	Command	Receiver
<ul> <li>Single Scenario</li> </ul>	Scenario 1 💌	Point point
C Double Scenario	Initial delay	Light point 0-1
C Single CEN	Min: 0 + Sec: 0 +	Private riser
C Double CEN		×

- Push button type
- Command
- Receiver

select the push button type; the fields containing the various parameters are displayed depending on this selection select the scenario to be performed, saved in a scenario module select the address of the scenario module

- Open CCTV command

	TV Control Loads   Temperature cont		
Push button type	Command	Receiver	
Camera	ON	Address 00	-
C Staircase light			
C Door lock		Private riser	•
1 Doorlock		1	-

• Push button type

select whether the open command must activate a camera, a staircase light or door lock actuator, identified in the "receiver" field



### - Open control loads command

Push button type	Force	Receiver

Receiver select the load to reactivate (FORCE), disabled following an electrical mains overload

### - Open temperature control command

Push button type <ul> <li>Fingle command</li> </ul>	Command OFF	Receiver Control unit	•

- Command select the type of command (OFF, ANTIFREEZE, THERMAL PROTECTION) to send.
- Receiver select whether the command previously set is addressed to a control unit or to a temperature control sensor (zone xx)

# VISUAL

- Open sound system command

Push button type Amplifier control Single	Command	Receiver
command	ON 💌	Point point
C Source control Single		Loudspeaker 01 💌
C Amplifier control Double command	Level 0 (0%)	
C Source control Double command		

• Push button type select the push button type. This selection influences the functions available in the "command" field

select the command to be given

- CommandReceiver
- select the address of the device which performs the command

### - Open customised label command (custom label)

nting Automation Scenarios CCTV	Control Loads   Temperature control   Sound system Custo	om
Push button type      Custom command	Command Enter one or more OPEN commands ("T"0#e or "T"0##"2"T0##)	
		Cancel Confir

Command

enter the Open Web Net code (more than one command can be entered by writing the code consecutively, e.g. \*1\*1\*0##\*2\*1\*0##)





### 4.3.18 Clock object

This object displays/sets the system time.

Clo	ock -1-		
•	Identification Coordinates		
	Appearance		
	Edges	Absent	
	Character	10pt Tahoma	
	Label colour	ControlText	
	Background colour	Silver	
	Background style	Matt	
	Hour format	Short	Set the date/time format
	Date format	Short	
	Notes		
	Invisible on line	No	
	Height	39	
	Width	91	
	Configuration		
	Working mode	Installation time	Set whether the pc time or the system time (Web Serve
	Address type	Fixed IP	time) should be displayed
	IP address	192.168.1.154	time, should be displayed
	OPEN password	12345	

If the object is set to display the system time, on clicking on it (Monitoring area) a window appears where the system time and date can be set.



- > Set the date and time using the arrows
- > Confirm by pressing **OK**

# 5.Check configuration

Interaction	Language	8 7	15
Start 🜔		F5	III . Ib .
🖋 Project v	alidation		•
Display layers		F8	) 🔌 🗍 🖉

Select **Project validation** from the **Interaction** menu to check whether the objects entered in the project have been correctly configured.

### > Select Project validation from the Interaction menu

after a few seconds, if the project is confirmed correctly, a message appears which confirms it. If not a window appears giving the configuration warnings or errors.

Foglio1         Load         2         Foglio1-1         Label field value in contrast with an object of the same type with same configuration         Label=Carico	Pre	oject detai	İs				
Foglio1         Load         2         Foglio1-1         with same configuration         Label=Lance           Evaluation         1         Evaluation         Evaluation         Label=Lance		Sheet	Object type	Index	Reference	Description	Error
	i)	Foglio1	Load	2	Foglio1-1		Label=Carico2
	Δ	Foglio1	Actuator	1	Foglio1-1		A=1 PL=1

Object identification number

Error Project sheet where there is a warning or configuration error

The configuration check procedure is performed automatically on accessing the Monitoring area. If there are errors or messages in the project the following warning messages appear:

Itentio	<u>m</u>		1000
1	There are warnings i Display the details?	n the project co	nfiguration.

Attenti	en		
8	There are errors Display the deta	in the project cor ils?	figuration
	G	No	

> Click Yes to display the warnings or errors

The window shown above then appears and, if there is a warning, a message which asks if you want to continue with the monitoring

2 Foglio1-		
L Togett	Label field value in contrast with an object of the same type with same configuration	Label=Carico2
6		
Attentior		
(?)	Proceed and start the monitoring?	
4		
	Si No	
	Attention	

- > Click Yes to continue with the monitoring anyway
- > Click No to return to the design mode and solve the problem

NOTE: If there is a configuration error access to the monitoring area will not be possible.

## **6. Monitoring Area**

"Monitoring" is the interactive part of VISUAL.

The need to enter a design password stops an inexpert customer from quitting this area and returning to the Design area; then on entering VISUAL the design password will be requested for entry to the Design area, otherwise entry is directly to the Monitoring area.

### Work area

After connecting with the system you must enter the Monitoring area to interact with the components in the system. The VISUAL work area changes and specific tools appear.

In the Design area select Start from the Interaction menu to start monitoring the connected system.

The Monitoring area shows a screen displaying the various connection steps.

Plant	Step	Progress	1
Gateway Web Server 1-1 IP:192.168.1.154	4/6 Sound system	2/3	•
Not available 0/1			
Not available 0/1 Updating 1/1			

Once the procedure is completed, using the objects previously introduced and configured in the Design area, it will be possible to interact with the corresponding system components and check their status.



The state of the system components can be deduced from the type of icon displayed by the object entered in the project.



The tools available in the Monitoring area are:

- Remote control
- Alarms
- Options

Open the remote control



### 6.1 Remote control

In this window you can start, stop and monitor the project. You can also move from one sheet to another and display/hide the levels.





### Alarm indication

(••))

Flashing: in progress Steady: alarm to be dealt with/ closed

### 6.2 Alarms

When the system generates an alarm, a visual indication appears and a sound signal is played (if set in Options).

The alarms can be generated by an object (SCS actuator or SCS mover, see relevant sections), or by the burglar-alarm system (see "Burglar-alarm unit object" section).

The **Alarm** screen shows different functions based on the initial selection of the alarm management mode: "Basic" or "Advanced".

# ) - [Living room] arms Options 🔯

### Alarms – "Basic"

When the system has generated an alarm indication click on the **Alarm** icon. The **Alarm being given** window appears.

Alarm in							
progress Alarm history	/	Sele colu	ect Imn				
	Alarm res force	et		on gend			
MHQuery 1.0 (	(Build 24) X Alarm re:	et force	Select column	7			
Drag the heading	ng of the column to t	e grouped					
Start date 23/10/2006 17.55.18	Type Lights-rolling shutter automation	Event UP	Origin descript A=1 PL=4	Interface Web server 1-1			
🕺 Stop						_	

Stop the audible warning

This window displays some data on the alarm. Decide which data must appear by clicking on the **Select column** pushbutton.

Date undertaken Project TCP port Firmware version Interface address Item Origin Alarm state Detail Value Note	Add >> << Remove	Start date Type Event Origin description Interface	
		Move down Move up	

The **Select column** window selects which fields should be displayed in the columns, in both the **Alarm in progress** and **Event history** windows. Various types of information on the event will be displayed depending on the fields selected.

The events recorded by the system (alarms and messages) are listed in the Event history window.

-	the heading of the						
con	Туре	Event	Origin descript	Interface	Start date	Alar	
	Software	Start monitoring	User		15/07/2005 16.28.37		
	Software	End of monitoring	User		15/07/2005 16.28.46		
	Software	Start monitoring	User		15/07/2005 16.40.01		
	Lights-rolling shutter automation	UP	A=1 PL=4	Web server 1-1	15/07/2005 16.40.04	-	
1			As1 PL+4	Web zerver 1-1	16,41,00	1	
0	Software	End of monitoring	User		15/07/2005 16.43.45		
	Software	Start monitoring	User		15/07/2005 16.43.50		
	Software	End of monitoring	User		15/07/2005 16.44.42		
10.1	Calmana	Cour manisoring	llear		15/07/2005		



Further information may be obtained on the alarm state by means of the colouring of the data in the lines - red for the alarms which have not been dealt with and grey for the closed alarms. On selecting an alarm all the events linked to the alarm itself are displayed (pink background). In this way its "history" can be reconstructed.

Drag	the heading of the	column to be gr	ouped				
con	Туре	Event	Origin descript	Interface	Start date	Alar	
	Software	Start monitoring	User		15/07/2005 16.44.46		
-	Software	End of monitoring	User		15/07/2005 16.44.49		
-	Software	Start monitoring	User		15/07/2005 16.44.53		
	Software	End of monitoring	User		15/07/2005 16.45.33		
	Software	Start monitoring	User		15/07/2005 16.46.18		
1	Lights-rolling shutter automation	UP	A=1 PL=4	Web server 1-1	15/07/2005 16.48.11	-	
1	Alarm	UP	User	Walt warvar 1+1.	15/07/2005	*	
1	Lightz-rolling		Ast PLA4	Web server 1-1		1	

After displaying the alarm in the **Alarms in progress** window its reset can be forced by pressing the **Alarm reset force** pushbutton or on the field checking its cause.

In the first case the alarm is no longer present in the **Alarms in progress** window but remains active on the field, until it is reset physically.

### Example:

An SCS mover object has been configured to generate an alarm when it receives an UP command (rolling shutter raised); to end the alarm, send a STOP command or reset the alarm by pressing the **Alarm reset force** key.

If the alarm comes from a burglar alarm unit the unit must be switched off and on again.



In the first case (Alarm A) the alarm has been dealt with in the field (sending a STOP rolling shutter command) and thus the cause of the alarm has been dealt with. In fact the colouring is grey, which indicates that the alarm is closed.

In the second case (Alarm B) it has not been dealt with in the field, but a forced reset has been performed, so that the alarm has not been dealt with (red) and thus even if it is no longer present in the alarm window it is still open.

### Alarm – "Advanced" sector

If the type of project has been set as "Advanced", the alarms are managed differently. In fact the project also has the **Alarms to manage** and **Alarm history** sections. There are new icons as well, as can be seen in the **Legend** window.



In this mode the alarm can be undertaken and then dealt with. The undertaken alarm becomes blue.

VISUAL

Following an alarm warning click on the 🦲 pushbutton to enter the Alarms to manage window.

1		Alarm reset	force Select	column ?	_	_	_	_	
g t	he heading of the Type	column to be Event	Origin descript	Interface	Start date	Date undertaken	Reset date	Forcing date	Alar
T	Burglar alarm	Intrusion	Control unit floor 1	Web server 1-1	15/07/2005 17.54.48				

Double clicking on the line of the alarm to be managed the following window appears:



- Cancel cancels the operation
- Change state
- changes the alarm state
- Confirm modification confirms the change of state

The alarms are displayed in the **Alarm history** window where the alarm state can be checked on the basis of the icon in the **State** column and the text colour.

Туре	Event	Origin descript	Interface	Start date	Date undertaken	Reset date	Forcing date	Closing data
Burgler slarm		Control unit floor 1	Web server 1-1	15/07/2005	15/07/2005		15/07/2005	15/07/2005
Burglar alarm	Intrusion	Control unit floor 1	Web server 1-1	15/07/2005 18.03.34	15/07/2005 18.03.49			
Burglar alarm	Intrasian	Control unit floor 1	Wah perver 1-1	15/07/2005 18.09.30	15/07/2005	15/07/2005 18.10.30	15/07/2005 18.10.04	15/07/2005
Burglar alarm		Control unit floor 1	Web server 1-1		15/07/2005		15/07/2005	15/07/2005



Example: the burglar-alarm unit has given a burglar-alarm alarm in zone 1.

The "Alarms" window shows a visual indication and a warning sounds.



Click on the **Alarm** icon. The **Alarm being given** window appears showing the cause of the alarm and where it is coming from.

Then enter the Alarms to manage by clicking its key. Now follow the diagram below:



The Event history window displays how the alarms have been managed.



### 6.3 Options

0 (Build 36) - [living	_room1]
rol Alarms	Options

The audible warning which is given following an alarm can be customised in the **Options** window.

Clicking on the **Options** pushbutton opens the following window:



Press the **Change** pushbutton to customise the audible warning. If not a predefined sound will be played.



- > Select a .wav file
- > Click on the **Open** pushbutton and then **Ok**

### Quitting the Monitoring area

The following window appears:



- > Press the **Design** pushbutton to return to the design mode
- > Press the **Ok** pushbutton to suspend monitoring without quitting.

## 7. Project example

Considering the variety of types of project which VISUAL can produce, this chapter gives a project example as an indication.

Project features:

- "Basic" alarm management
- Control lighting, automation, controlled loads, burglar alarm, temperature control and sound systems
- • general, room, group and scenario commands

### Start VISUAL and create a new project

Select operation	
<ul> <li>Create a new project</li> <li>Open project</li> </ul>	
Select file D:\00-pc-tr\impianto_27_08_10_EN.MHV D:\00-pc-tre-backup\\tresidentiaI.MHV D:\00-pc-tre-b\impianto_27_08_10.MHV D:\00-pc\impianto_27_08_10_4zone.MHV	
	ОК

### the Project configuration window appears

Project Dimensiona	Execution General parameters	
General information		
Project name:	Residential	-
Default sheet	Sheet1	•
Enable password for design	r	-
	Sanot [[	OK.



Project	Dimensions	Execution	General paramet	es
Communication				
I₽ Enable	plant communication			
lama				
Alam manag	ement.			
	<ul> <li>Basic</li> <li>Advance</li> </ul>			
	C Advanc	ed		
🔽 Emits audibi	le signal on alarm			
				Cancel 0

For project name enter "Residential", for work area enter the size 1012 x 647 pixels, and select "Basic" alarm management.

Enable communication with the field.

• X

•

Installation manual

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Create one or more sheets for each apartment room. For example 4 sheets for the living room in which later we will enter 4 different views.

In each sheet enter a picture\* (drawing, photo etc.) which represents the room.

and the second



8/10/2010 16.55 File

🕹 Visual 3.0 (Build 30) - [living\_room1]

Drawing Interaction

Language

Insert Tools

\ = a =

Edit

1





•

iving\_room1 living ro

X=0 Y=0 BLOC MAUSO

ve up

BLOC NUM



\*Do not insert larges images in the working area: if necessary, reduce using graphic editors.



By means of the rectangle, text label and picture objects, enter connections to move from one view to another.



Enter objects and configure them like the devices in the system.



Create general, room, and group Open commands and configure them following the indications of the corresponding paragraphs and then copy them for the other rooms. Using the text label objects, create links to move from one room to another.



Create a sheet where you can enter objects and commands (e.g. load control, Web Server, sound source, etc.) so that the whole apartment is kept under control in a single window.



From the **Interaction** menu select **Project validation** to check that there are no configuration errors in the objects entered. Then, selecting **Start**, start monitoring the system.

et 1]	neet 1]
Interaction Language ?	Interaction Language ?
Start F5	Start F5
🗴 🔭 Display layers 🛛 F8 🔰 🍓 🥼	🔓 🆙 Display layers 🛛 🕫

At the end of the operation you can interact with the system in the Monitoring area.



1. Once the monitoring has started, without receiving configuration warnings or errors, why can I not activate a light point?

You may have made one of the following errors:

- a) entered an incorrect IP address,
- b) set a configuration which does not correspond to the real one,
- c) entered a mover instead of an actuator or vice versa,
- d) configured the actuator as dimmer while the actuator on the field is not.
- 2. Why can I not close the application by clicking on the close window key 🔀 ?

You must display the remote control and stop the monitoring by clicking on the "stop" key 🛄 . Press **OK** and finally click on the close key 🔀 .

- **3. I cannot start the monitoring and it tells me to check the configuration. Why?** You may have some problems with the connection to the ethernet network.
- 4. How can I make a multiple selection in the Design area?

Keeping the "shift" key pressed click with the left mouse key on all the objects to be selected or click with the left mouse key on one point and move the mouse to enclose the objects of interest in the outlined rectangle you are drawing.

5. As soon as I start the monitoring some objects are not on line. Why?

They are not effectively on line or it is an actuator which has been configured as PUL both on the field and in the VISUAL project but not in the Web Server system configuration file.

6. What happens if I create 2 SCS objects (SCS actuator or SCS mover) which are not totally identical in the SCS configuration?

VISUAL checks automatically when it starts the monitoring. If the configuration is correct the project enters the monitoring mode and the two objects can be commanded. If not, depending on the type of fault found it may display warnings, which do not affect correct projection operation, or alarms. In the latter case you must correct the errors found before continuing the monitoring.

- **7.** In a project I have configured everything correctly but I do not find everything on line. Why? Web Server isn't reachable or it has an OPEN password different from the project.
- 8. I have 2 actuators in the "Design" area which I cannot put on the same horizontal line by means of the up-down keys in the coordinates area of the "Object properties". Why?

Just manually edit the coordinates of one of them in relation to the other. The up-down command in fact only moves the object by 5 pixels. Probably one of the two objects was configured manually, with the coordinates being entered directly.

9. After a general or room ON command why does the program show a light as switched on even if it is not?

Check whether the actuator is configured as PUL both on the field and in the Web Server system configuration file and the VISUAL project.

10. I have set an SCS dimmer command object for a room but when I vary the percentage one of the dimmers does not respond. Why?

The actuator is not a dimmer or it has been configured as PUL and not entered in the Web Server system configuration file.

11. Can I make a project start automatically when Windows starts?

Yes, the project must be password protected (see paragraph " Automatic project startup").

12. How do I change the IP or the OPEN password for several objects at the same time?

Make a multiple selection of similar objects and edit the data in the object properties window. If, for example you do not find the IP the objects selected may contain an object which does not have an IP in its configuration. 13. What is the difference between "Basic" and "Advanced" alarm management?

The difference is that in "Basic" alarm management, the "Current alarm" (list of alarms which have occurred and are not yet re-entered and where the alarm can be reset) and the "Event log" (list of the alarm and system events). The "Advanced" type management also includes the "Alarm log" and "Alarms to manage" lists, to enable to management of the alarm (reset, undertaken and closure).

- **14.** Can I interact with the VISUAL program with a touch screen or tablet PC as well? Yes, compatible with the hardware requirements.
- **15.** When monitoring do I have to use the remote control to change from one sheet to the other? No, you can also use the links between the various sheets if they have been created in the Design phase.



World Headquarters and International Department 87045 LIMOGES CEDEX FRANCE æ: 33 5 55 06 87 87 Fax : 33 5 55 06 74 55 www.legrandgroup.com

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