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# SH Democase template Manual

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rev. 0.1, 19/12/2013

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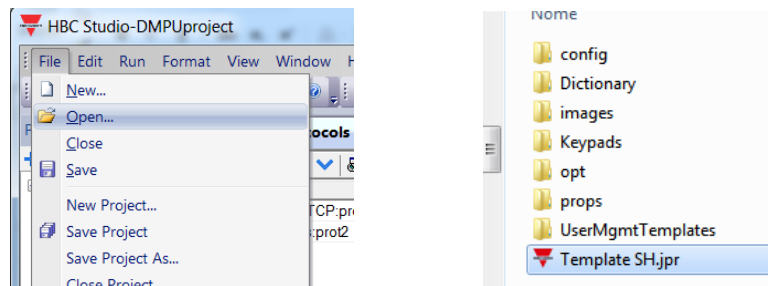
## 1 General notes

This template is useful to quickly configure the BTM-T7 display for SH system without perform the whole display programming. Read the following guide to adjust the template according to the plant needs. This template is designed to monitor one SH system which is connected to BTM-T7 using TCP/IP communication.

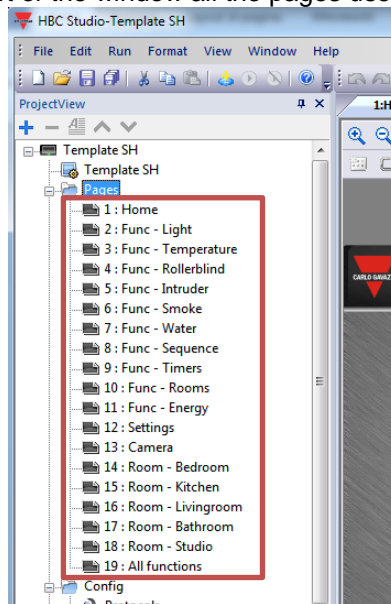
This template is designed to monitor and control the functions on SH system (lights, dimmers, roller blinds, smoke alarms...).

The IP address of the SH2WEB24 is 192.168.2.71  
The IP address of the BTM-T7-24 is 192.168.2.72

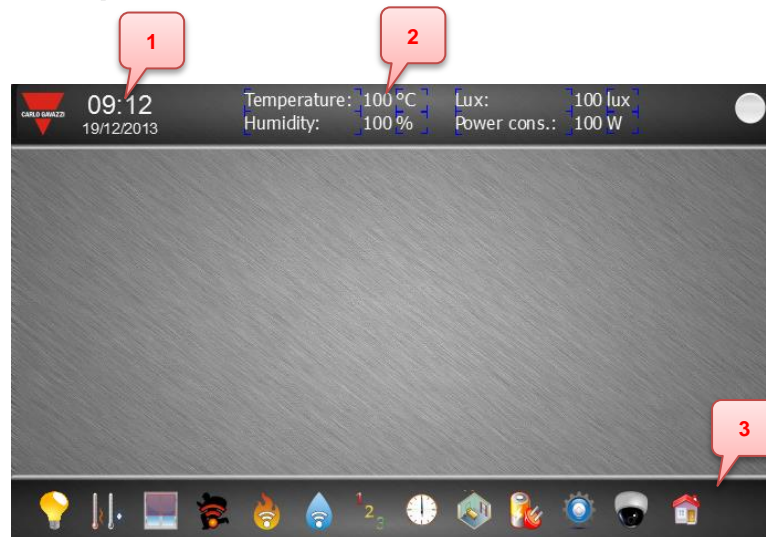
Open the SH template project (Template SH.jpr file) from “File” → “Open...” menu using the HBC Studio software:



On the “ProjectView” box on the left of the window all the pages used in this project are listed:



All the pages appear as shown below:

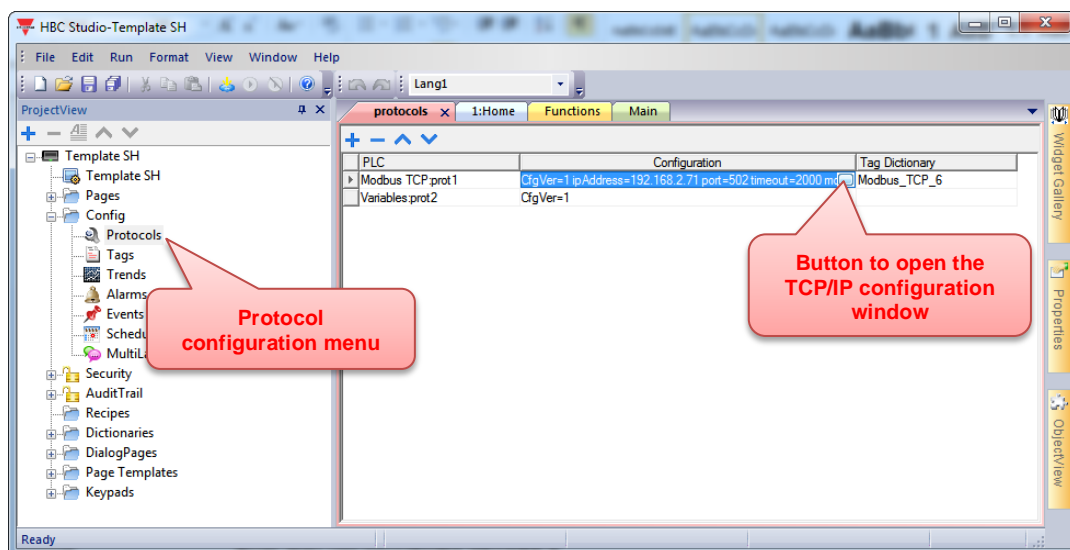


- 1- Date and time of the display
- 2- Some instantaneous variables (ex. Temperature, humidity, lux...)
- 3- Menu toolbar (it summarizes all pages)

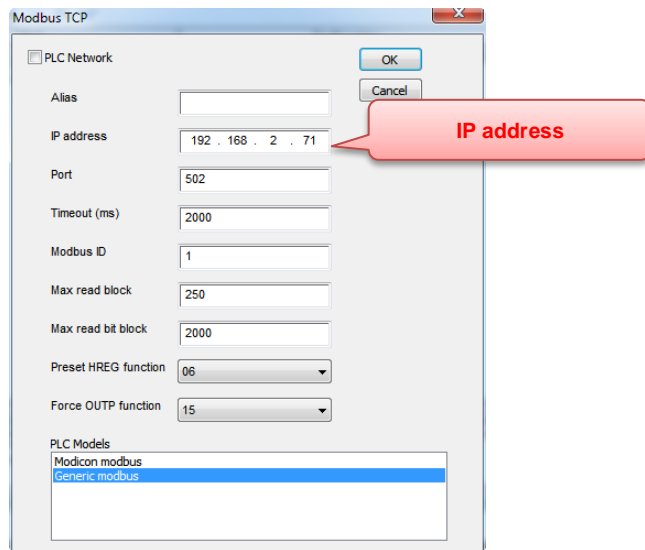
## 2 Template personalization

In this chapter the personalization of the project according to SH IP address settings is described:

- Double click on the “Protocols” item in the “ProjectView” to open the “protocols” sheet:



- Click the button which appears on the cell in “Modbus TCP:prot1” row and “Configuration” column; the following window is shown:



- On the top of this window the IP address is shown; change this value according to SH system settings.

### 3 Pages description

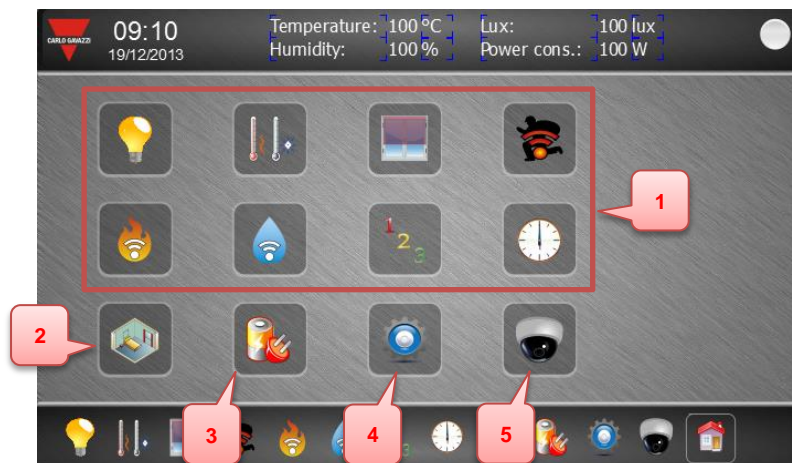
In this chapter all the pages of this project are described.

#### 3.1 Home page

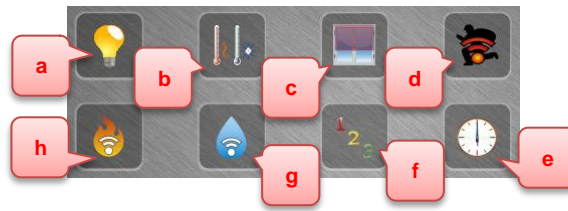
Press the following button on the menu toolbar to open the home page:



This page summarizes all the pages used SH project; press the icon buttons to show the relevant page



- 1- Functions pages



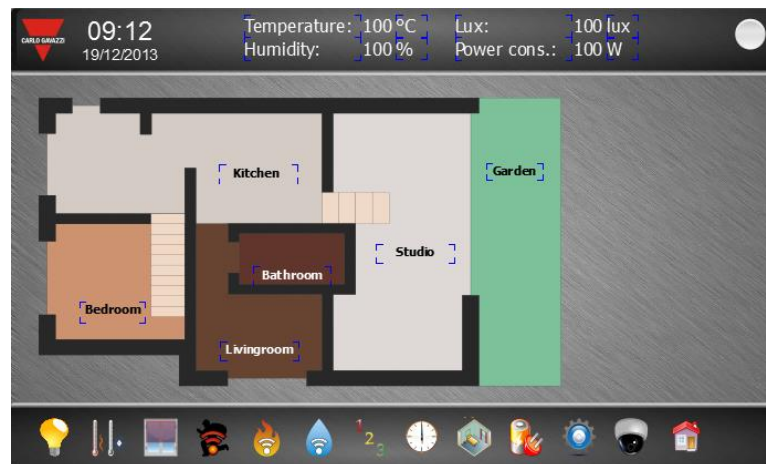
- a) Light functions
  - b) Temperature functions
  - c) Roller blind functions
  - d) Intruder alarms
  - e) Timers
  - f) Sequences
  - g) Water alarms
  - h) Smoke alarms
- 2- Rooms page
  - 3- Web server page
  - 4- Settings page
  - 5- IP camera page

### 3.2 Functions pages

Press one of the following buttons to open the relevant function page:



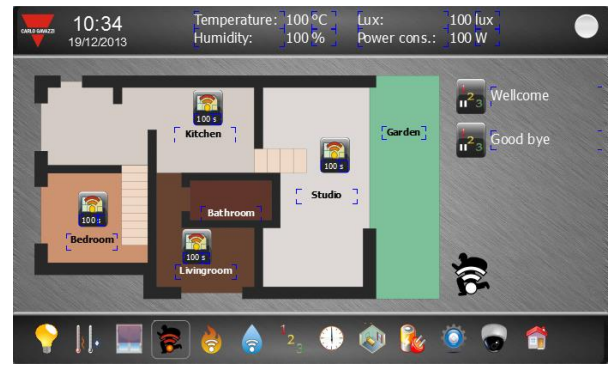
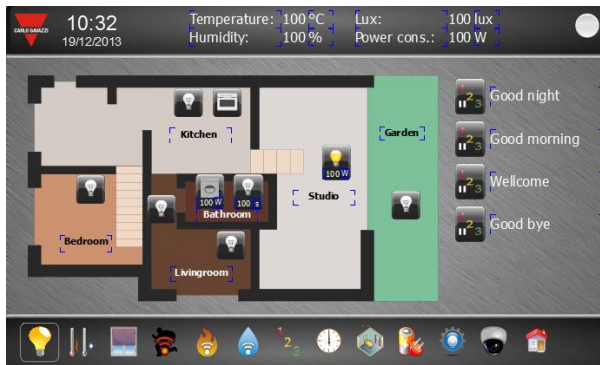
These pages show the status of used functions; they have the following background with houseplant:



In each page the widget functions, above the houseplant, are placed according to the SH system settings.

Ex. Light function page

Ex. Intruder alarm page



### 3.3 Rooms page

This page shows all rooms used on SH system; press the icon button to show the relevant room:



The rooms pages have a rotatory menu, which changes the current page, and a room figure where are placed all the room widget functions:



- 1- Rotatory menu
- 2- Room figure
- 3- Room widget function



### 3.4 Webservice page

Press the following button to open the webservice page:



This page has a web browser to show the webservice pages:



Press the following button to show the keypad and set user and password:



### 3.5 Settings page

Press the following button to open the setting page:



In this page are shown:





- 1- BTM IP address
- 2- BTM date and time

The data and time values could be set pressing the number fields of day, month, year,... (a numeric keypad is shown to set the value).

## 4 Widget description

This chapter describes how to set the widget functions according to the SH system register map. Copy and paste the existing widgets to add a new function.

### 4.1 Light ON-OFF

The light widget looks like the following figure:



It is a button with a lamp image which shows the light status:



Light ON

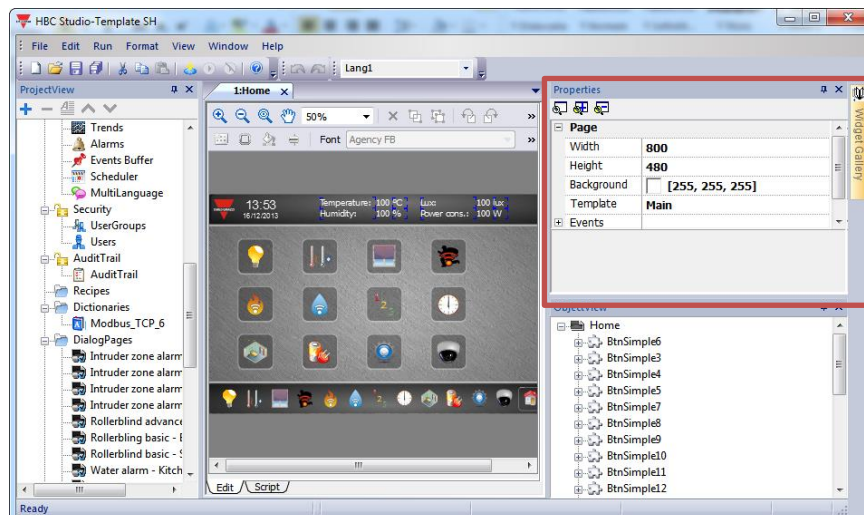


Light OFF

When the button is pressed, the light switches its status (ON→OFF; OFF→ON).

#### 4.1.1 How to set the widget proprieties

Select the widget and set its proprieties on “Proprieties” sheet according to the project needs:



This widget has the following proprieties:

Status	0
DataLink	(Fx) Kitchen - Cooker light_Function status:_TagMgr

Set them according to the following instruction:

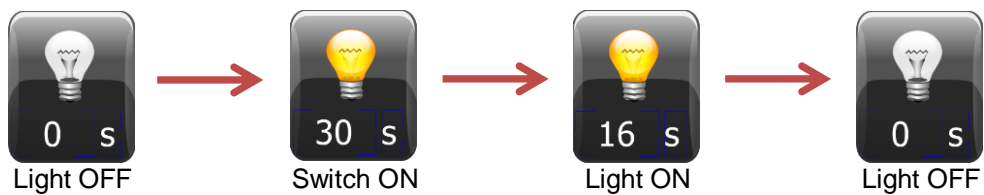
Propriety	Setting
Status	Attach this propriety to the light function status 

## 4.2 Light ON-OFF with energy save timer

The light widget with energy save timer looks like the following figure:



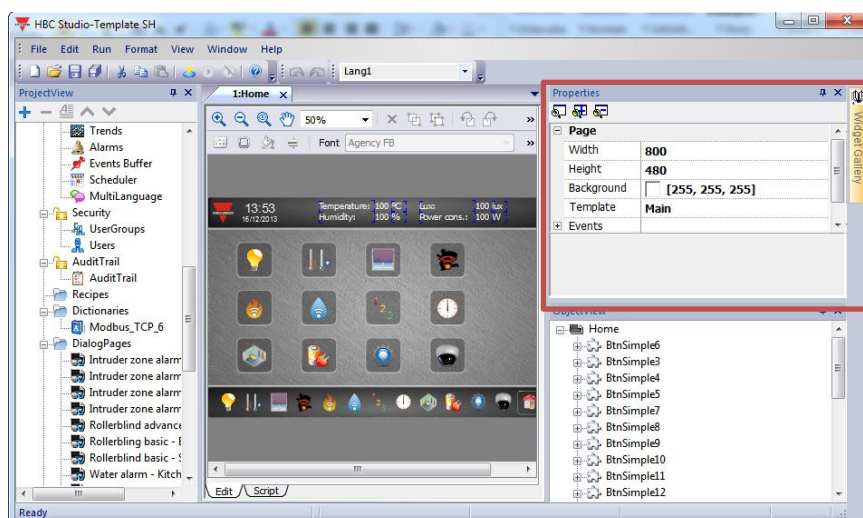
It is a button with a lamp image, which shows the light status, and a numeric field, which shows the energy save time value in seconds:



When the button is pressed, the light switches its status (ON→OFF; OFF→ON).

### 4.2.1 How to set the widget proprieties

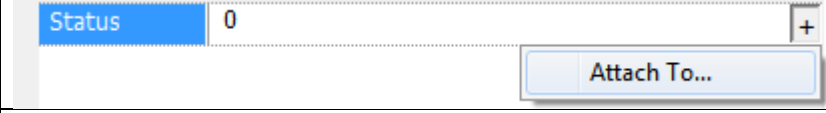

Select the widget and set its proprieties on “Proprieties” sheet according to the project needs:



This widget has the following proprieties:

[-] Status	<b>0</b>
DataLink	(Fx) Bathroom - Mirror light_Function status:_TagMgr
[-] Countdown value	<b>100</b>
DataLink	(Fx) Bathroom - Mirror light_Energy save timer:_TagMgr

Set them according to the following instruction:

Propriety	Setting
Status	Attach this propriety to the light <b>function status</b> register 
Countdown value	Attach this propriety to the light <b>energy save timer</b> register 

### 4.3 Light ON-OFF with dialog page

The light widget with dialog page is made up of two parts:

- 1) A light button with a lamp image which looks like the following figure:



It shows the light status:



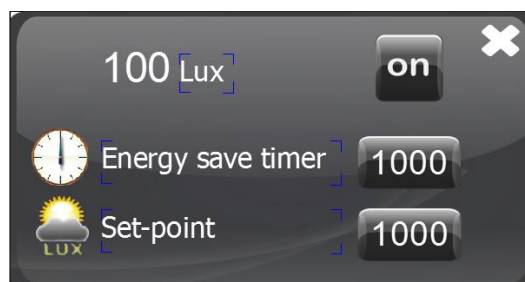
Light ON



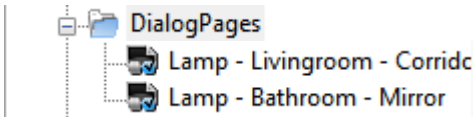
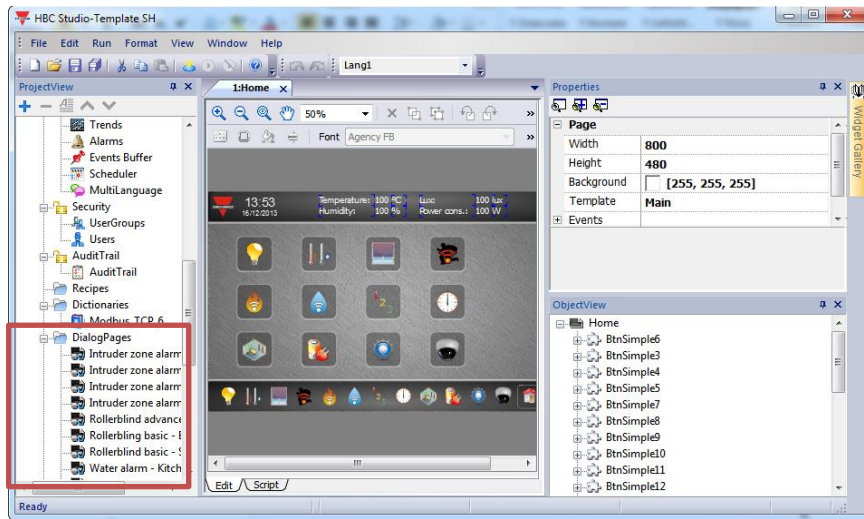
Light OFF

When the button is pressed the dialog page is shown (see next point).

- 2) A dialog page which looks like the following figure:



It is saved on "DialogPage" folder into the "ProjectView" sheet:

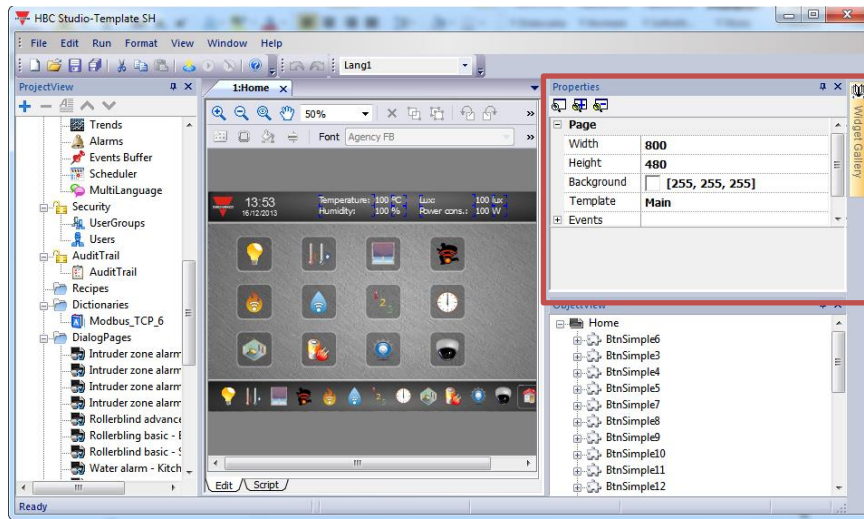


This dialog page allows to:

	Switch ON/OFF the light
	Read the lux value of the lux meter (when a lux meter is used on the light function)
	Read and set the energy save time value
	Read and set the lux set-point value
	Close the dialog page

#### 4.3.1 How to set the widget proprieties

Select the widget and set its proprieties on “Proprieties” sheet according to the project needs:



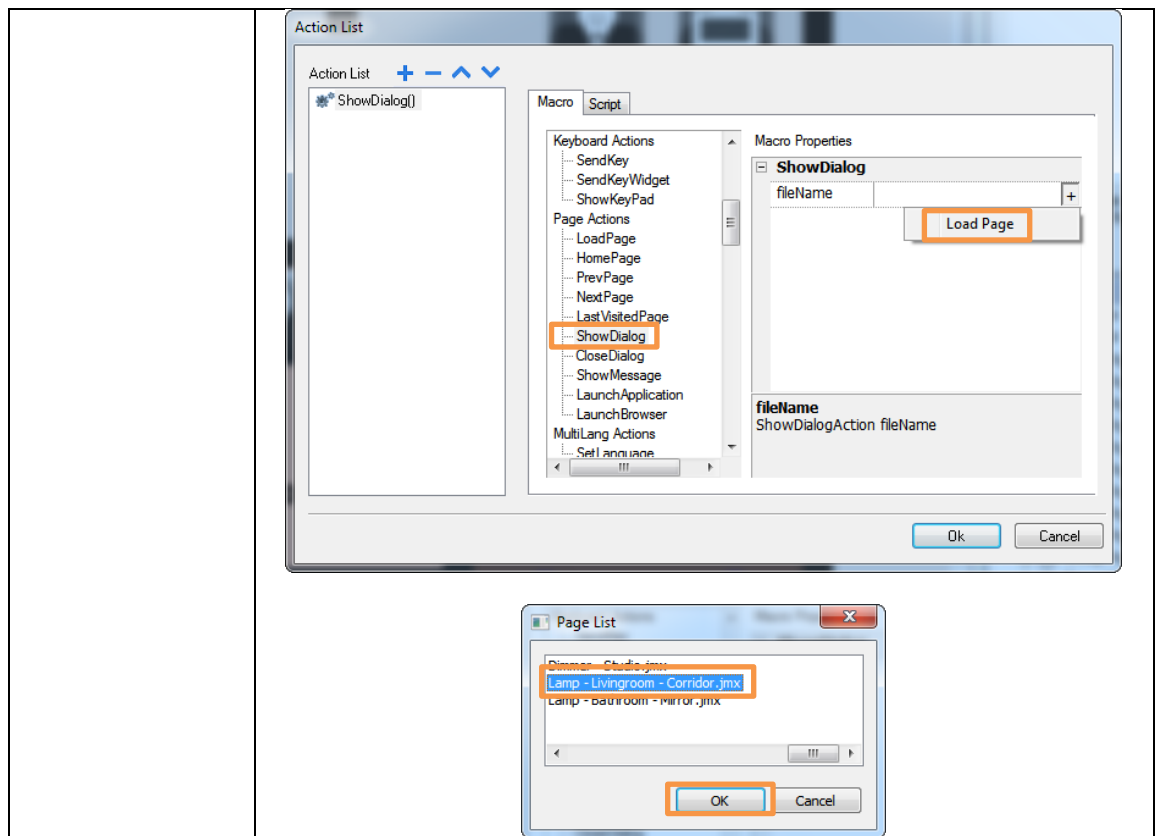
The two parts of the widget have the following proprieties:

- 1) Light button

Status	100
DataLink	(Fx) Living room - Corridor_Function status: _T:
Events	
OnMousePress Ac	
OnMouseRelease	1 Action
Action[0]	ShowDialog(Lamp - Livingroom - Corridor.jmx)

Set them according to the following instruction:

Propriety	Setting
Status	Attach this propriety to the light function status 
Events -> OnMouseRelease	Add an action which shows the dialog page 






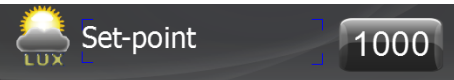
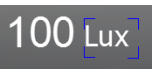


2) Dialog page

[-] Status	
[-] Value	<b>0</b>
DataLink	(Fx) Living room - Corridor_Function status:_T
[-] Lux value	<b>100</b>
DataLink	(Fx) Living room - Corridor_Lux value:_TagMgr
[-] Set-points	
[-] Timer value	<b>1000</b>
DataLink	(Fx) Living room - Corridor_Energy save timeout
[-] Lux value	<b>1000</b>
DataLink	(Fx) Living room - Corridor_Light threshold (Lu
[-] Text	
Timer	<b>Energy save timer</b>
Lux set-point	<b>Set-point</b>
Lux unit	<b>Lux</b>

Set them according to the following instruction:

Propriety	Setting
Status -> Value	Attach this propriety to the light function status

	
<i>Status -&gt; Lux value</i>	<p>Attach this propriety to the lux value of the lux meter (when a lux meter is used on the light function)</p> 
<i>Set-points -&gt; Timer value</i>	<p>Attach this propriety to <b>energy save timer</b> register</p> 
<i>Set-points -&gt; Lux value</i>	<p>Attach this propriety to <b>light threshold</b> register</p> 
<i>Text -&gt; Timer</i>	<p>Set the energy save timer label</p> 
<i>Text -&gt; Lux set-point</i>	<p>Set the lux set-point label</p> 
<i>Text -&gt; Lux unit</i>	<p>Set the lux unit label</p> 

#### 4.4 Dimmer

The dimmer widget is made up of two parts:

- 1) A light button with a lamp image which looks like the following figure:



It shows the light status:



Light ON

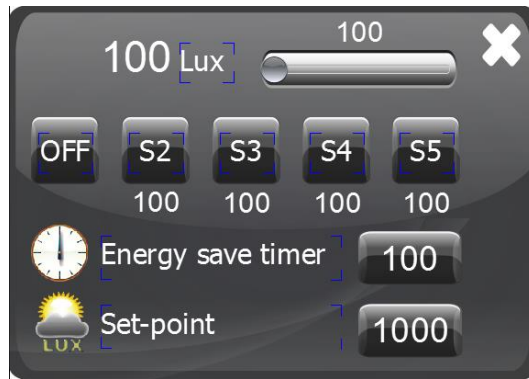


Light OFF

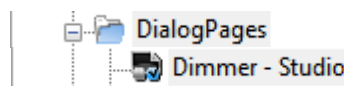
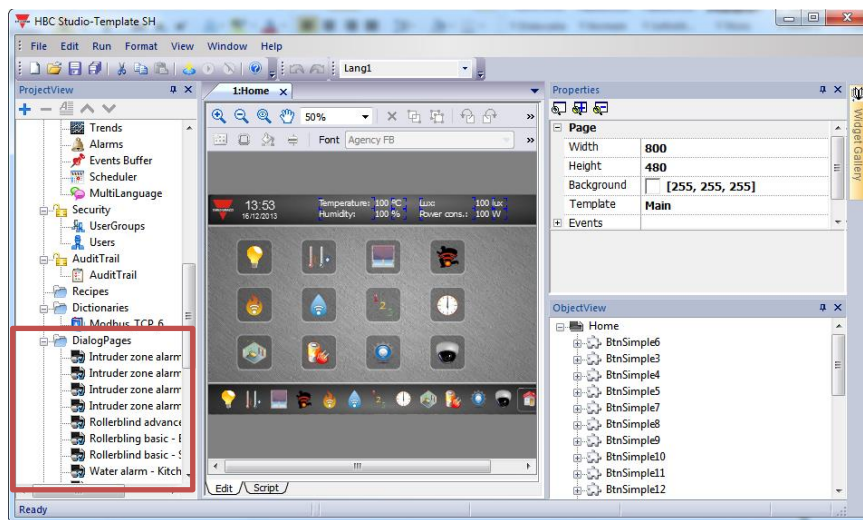
When the button is pressed the dialog page is shown (see next point).

- 2) A dialog page which looks like the following figure:

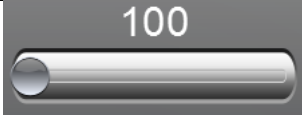
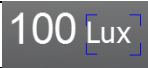

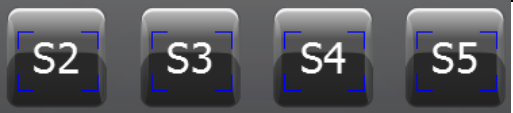

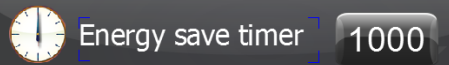






It is saved on "DialogPage" folder into the "ProjectView" sheet:



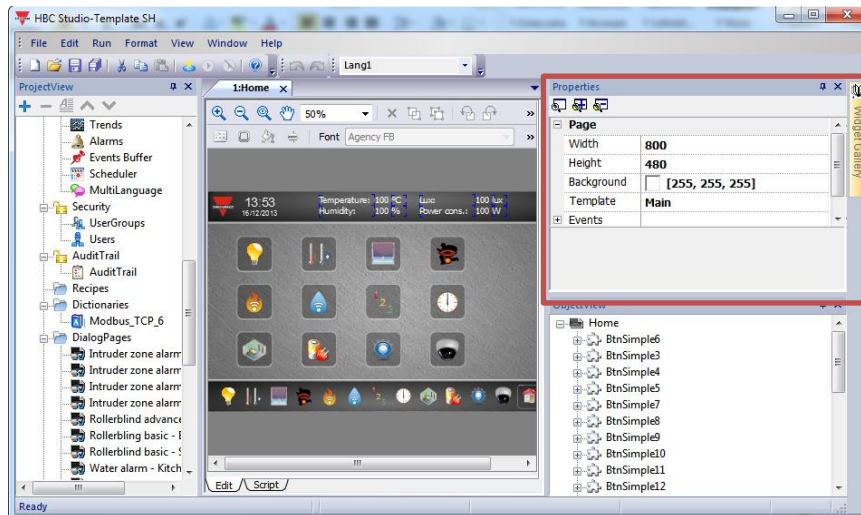
This dialog page allows to:

	Change the dimming using the slider
	Read the lux value of the lux meter (when a lux meter is used on the light function)
	Switch OFF the light
	Set the dimming according to the S2, S3, S4 or S5 scenario
	Read and set the dimming values of S2, S3, S4 and S5 scenarios
	Read and set the energy save time value

	Read and set the lux set-point value
	Close the dialog page

#### 4.4.1 How to set the widget proprieties

Select the widget and set its proprieties on “Proprieties” sheet according to the project needs:




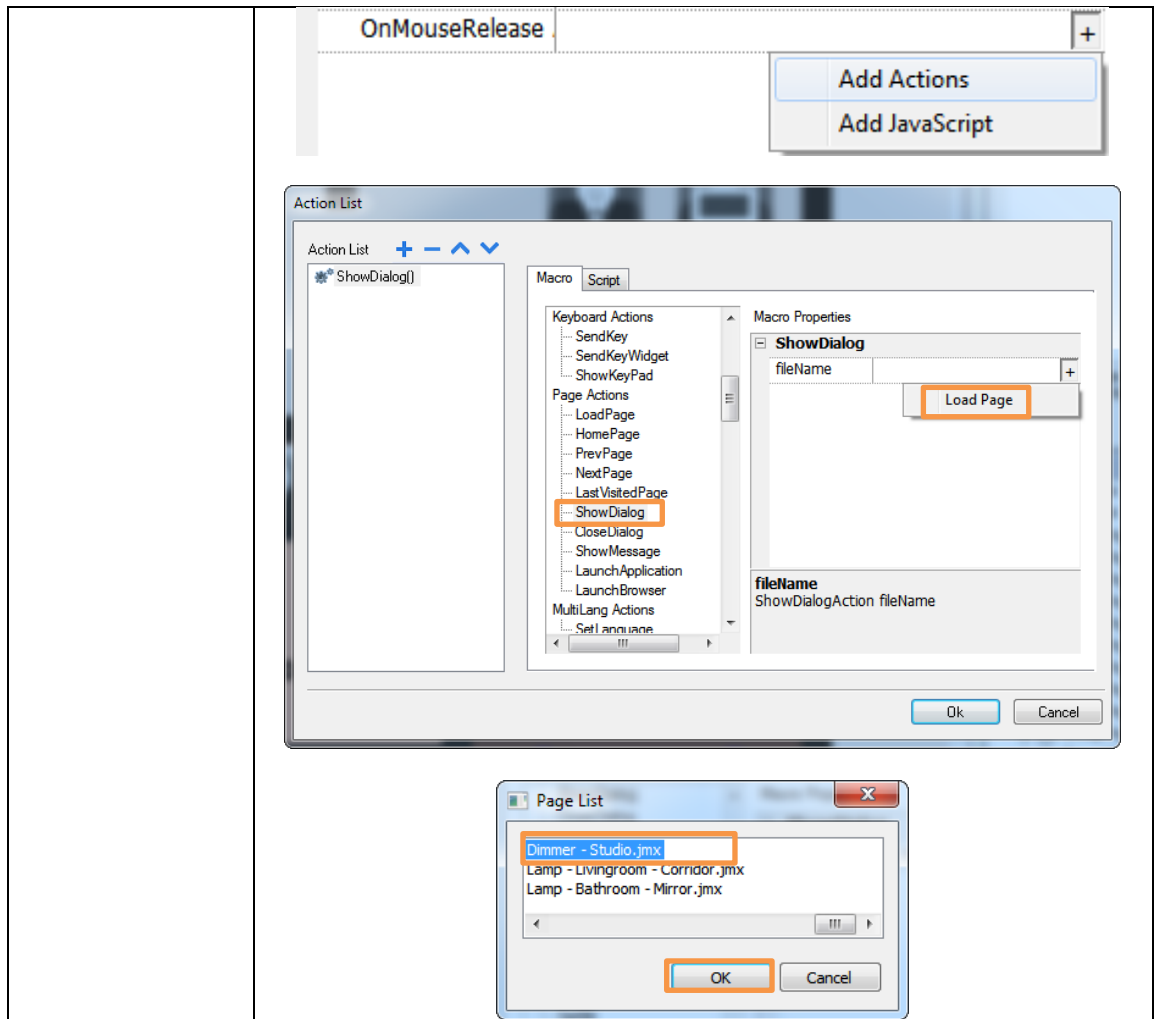
The two parts of the widget have the following proprieties:

- 1) Light button

Status	
Value	100
	DataLink (Fx) Studio - Dimmable light_Function status:_TagMgr
Images	
Events	
	OnMousePr
	OnMouseRe 1 Action
	Action[0 ShowDialog(Dimmer - Studio.jmx)

Set them according to the following instruction:


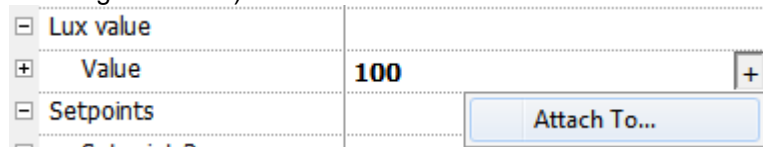
Propriety	Setting
Status -> Value	Attach this propriety to the dimmer function status 
Events -> OnMouseRelease	Add an action which shows the dialog page

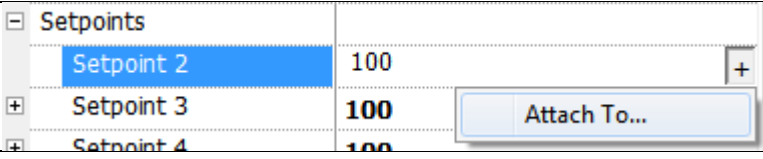











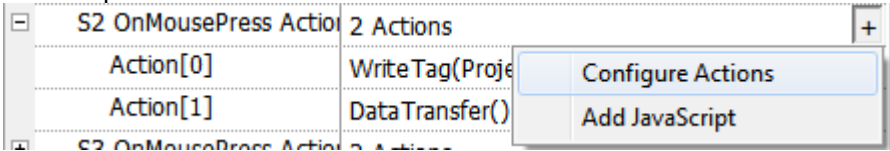
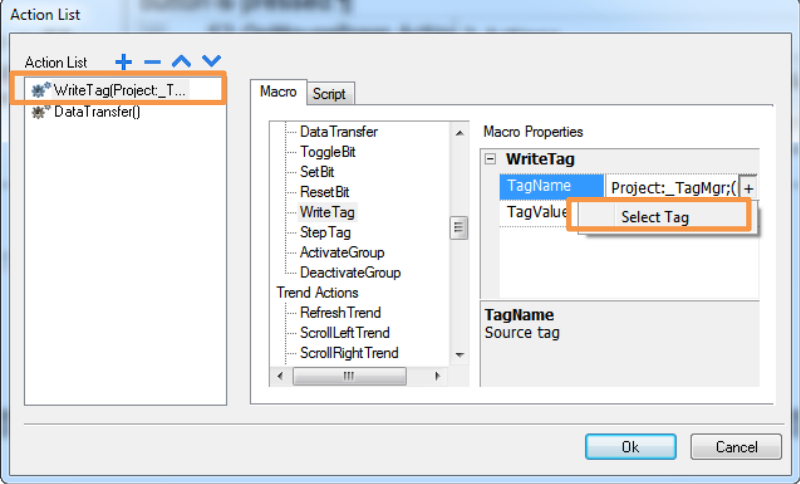
2) Dialog page

[-] Dimmer value	
+ Value	<b>0</b>
+ Value	<b>0</b>
[-] Lux value	
+ Value	<b>100</b>
[-] Setpoints	
+ Setpoint 2	<b>100</b>
+ Setpoint 3	<b>100</b>
+ Setpoint 4	<b>100</b>
+ Setpoint 5	<b>100</b>
[-] Energy save timer	
+ Value	<b>100</b>
[-] Lux setpoint	
+ Value	<b>1000</b>
[-] Text	
Switch OFF button	<b>OFF</b>
Setpoint 2	<b>S2</b>
Setpoint 3	<b>S3</b>
Setpoint 4	<b>S4</b>
Setpoint 5	<b>S5</b>
Energy save timer	<b>Energy save timer</b>
Lux setpoint	<b>Set-point</b>
[-] Events	
OnMousePress Action	
+ S2 OnMousePress Action	2 Actions
+ S3 OnMousePress Action	2 Actions
+ S4 OnMousePress Action	2 Actions
+ S5 OnMousePress Action	2 Actions
+ OFF OnMousePress Action	2 Actions

Set them according to the following instruction:

Propriety	Setting
Status -> Value (2 times)	Attach these proprieties to the dimmer function status 
Lux value -> Value	Attach this propriety to the lux value of the lux meter (when a lux meter is used on the light function) 
Set-points ->	Attach this propriety to <b>S2</b> register

Set-point 2	
Set-points -> Set-point 3	Attach this propriety to <b>S3</b> register
Set-points -> Set-point 4	Attach this propriety to <b>S4</b> register
Set-points -> Set-point 5	Attach this propriety to <b>S5</b> register
Energy save timer -> Value	<p>Attach this propriety to <b>energy save timer</b> register</p> 
Lux set-point -> Value	<p>Attach this propriety to <b>light threshold</b> register</p> 
Text -> Switch OFF button	<p>Set the OFF button label</p> 
Text -> Set-point 2	<p>Set the S2 button label</p> 
Text -> Set-point 3	<p>Set the S3 button label</p> 
Text -> Set-point 2	<p>Set the S4 button label</p> 
Text -> Set-point 2	<p>Set the S5 button label</p> 
Text -> Timer	<p>Set the energy save timer label</p> 
Text -> Lux set-point	<p>Set the lux set-point label</p> 

<p>Events -&gt; S2 OnMousePress s Action</p>	<p>Press “Configure Actions” item to modify the action executed when the S2 button is pressed:</p> 
<p>Events -&gt; S3 OnMousePress s Action</p>	<p>Attach “TagName” macro propriety of “WriteTag” action to dimmer function status register.</p>
<p>Events -&gt; S4 OnMousePress s Action</p>	
<p>Events -&gt; S5 OnMousePress s Action</p>	<p>Don't change the other fields and action.</p>
<p>Events -&gt; OFF OnMousePress s Action</p>	

## 4.5 System temperature

The system temperature widget looks like the following figure:



It is a button with a thermometer image which shows the heating system status:



Heating system ON

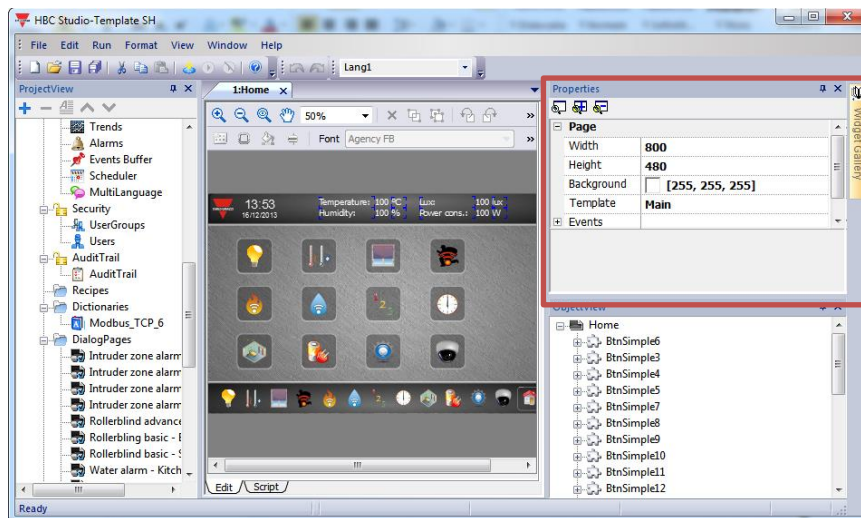


Heating system OFF

When the button is pressed, the heating system switches its status (ON→OFF; OFF→ON).

### 4.5.1 How to set the widget proprieties

Select the widget and set its proprieties on “Proprieties” sheet according to the project needs:

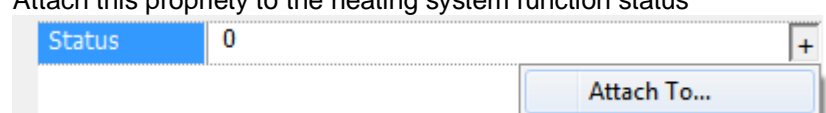


This widget has the following propriety:



Set it according to the following instruction:

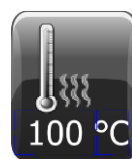
Propriety	Setting
Status	Attach this propriety to the heating system function status



## 4.6 Zone temperature

The zone temperature widget is made up of two parts:

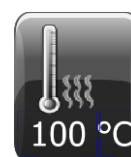
- 1) A zone temperature alarm button which looks like the following figure:



It is a button with a thermometer image, which shows the zone temperature status, and a numeric field, which shows the temperature value:



Zone temperature ON

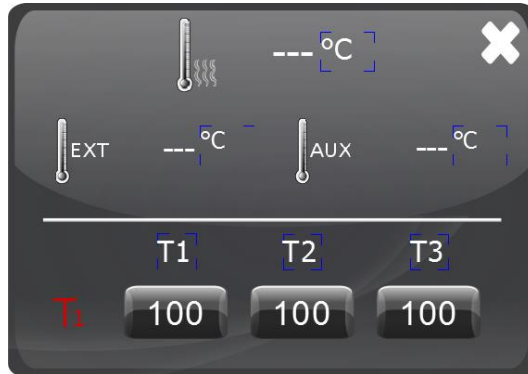


Zone temperature OFF

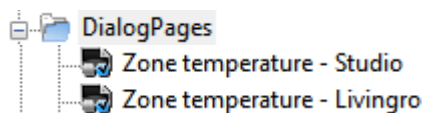
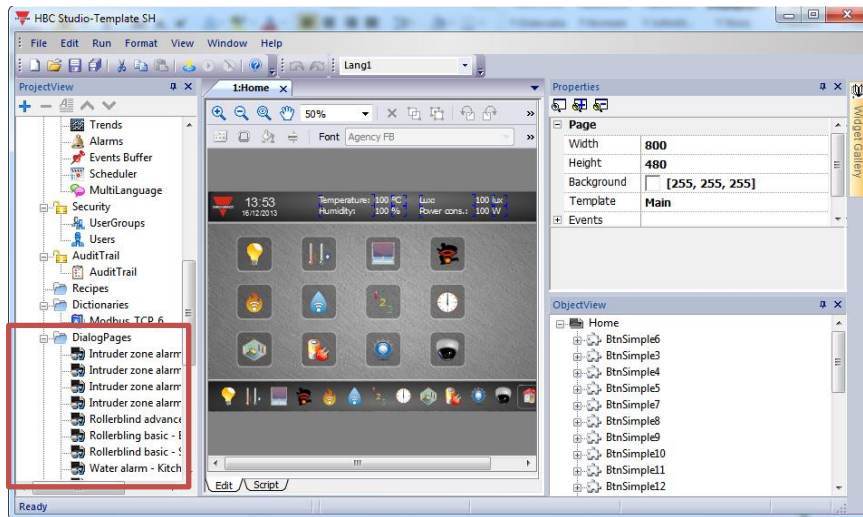
When the button is pressed the dialog page is shown (see next point).






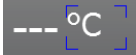


2) A dialog page which looks like the following figure:



It is saved on "DialogPage" folder into the "ProjectView" sheet:



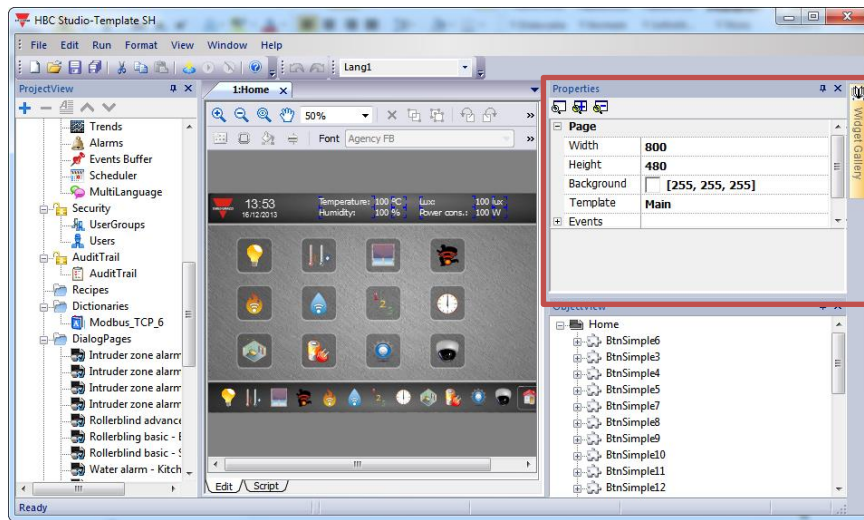
This dialog page allows to:

	<p>Show the zone temperature status:</p> <ul style="list-style-type: none"> <li>- Zone temperature ON </li> <li>- Zone temperature OFF </li> </ul>
	<p>Read the <u>regulating temperature</u> value</p>
	<p>Read the <u>external temperature</u> value (when an external temperature is used)</p>
	<p>Read the <u>auxiliary temperature</u> value (when an auxiliary temperature is used)</p>

<b>T1</b>	Show the active set-point (T1, T2 or T3)						
<table border="1" style="margin: auto;"> <tr> <td style="text-align: center;">T1</td> <td style="text-align: center;">T2</td> <td style="text-align: center;">T3</td> </tr> <tr> <td style="text-align: center;">100</td> <td style="text-align: center;">100</td> <td style="text-align: center;">100</td> </tr> </table>	T1	T2	T3	100	100	100	Read and set the zone temperature set-points.
T1	T2	T3					
100	100	100					
<b>X</b>	Close the dialog page						

#### 4.6.1 How to set the widget proprieties

Select the widget and set its proprieties on “Proprieties” sheet according to the project needs:




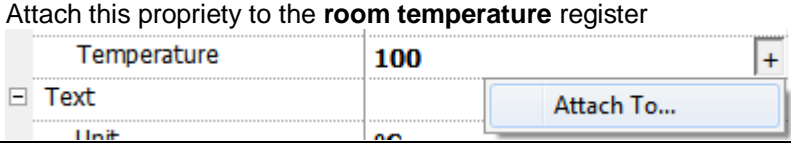

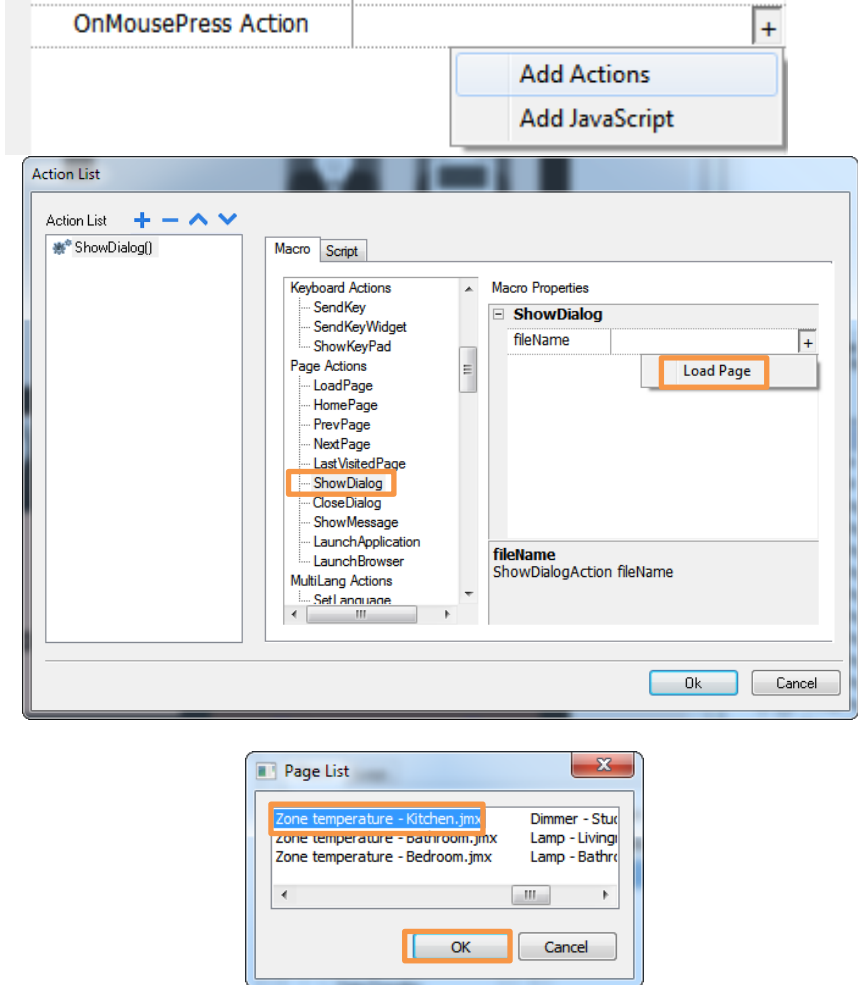
The two parts of the widget have the following proprieties:

- 1) Zone temperature button

[-] <b>Status</b>	
[-] Value	<b>100</b>
DataLink	(Fx) Bathroom - Zone temperature
[-] Temperature	<b>100</b>
DataLink	(Fx) Bathroom - Zone temperature
[-] Text	
Unit	°C
[+] Images	
[-] Events	
[+] OnMousePress Action	1 Action

Set them according to the following instruction:


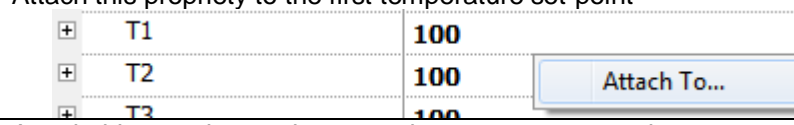

Propriety	Setting
Status -> Value	Attach this propriety to the heating system function status

	
<i>Status -&gt; Temperature</i>	<p>Attach this propriety to the <b>room temperature</b> register</p> 
<i>Text -&gt; Unit</i>	<p>Set the lux unit label</p> 
<i>Events -&gt; OnMousePress Action</i>	<p>Add an action which shows the dialog page</p> 

2) Dialog page

-	Temperature	
+	Regulating	---
	Auxiliary	---
	External	---
-	Setpoints	
+	T1	<b>100</b>
+	T2	<b>100</b>
+	T3	<b>100</b>
-	Text	
	Unit	°C
+	Images	

Set them according to the following instruction:

Propriety	Setting
<i>Temperature -&gt; Regulating</i>	Attach this propriety to the <b>room temperature</b> register 
<i>Temperature -&gt; Auxiliary</i>	Attach this propriety to the auxiliary temperature register
<i>Temperature -&gt; External</i>	Attach this propriety to the external temperature register
<i>Set-points -&gt; T1</i>	Attach this propriety to the first temperature set-point 
<i>Set-points -&gt; T2</i>	Attach this propriety to the second temperature set-point
<i>Set-points -&gt; T3</i>	Attach this propriety to the third temperature set-point
<i>Text -&gt; Unit</i>	Set the temperature unit label 

#### 4.7 Smoke alarm

The smoke alarm widget is made up of two parts:

- 1) A smoke alarm button which looks like the following figure:



It is a button with a fire image, which shows the smoke alarm status, and a numeric field, which shows the reset timer value:



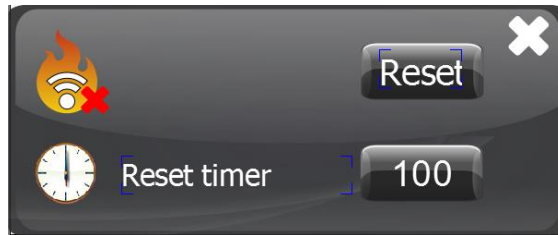
Smoke alarm ON



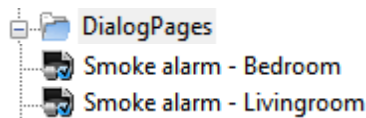
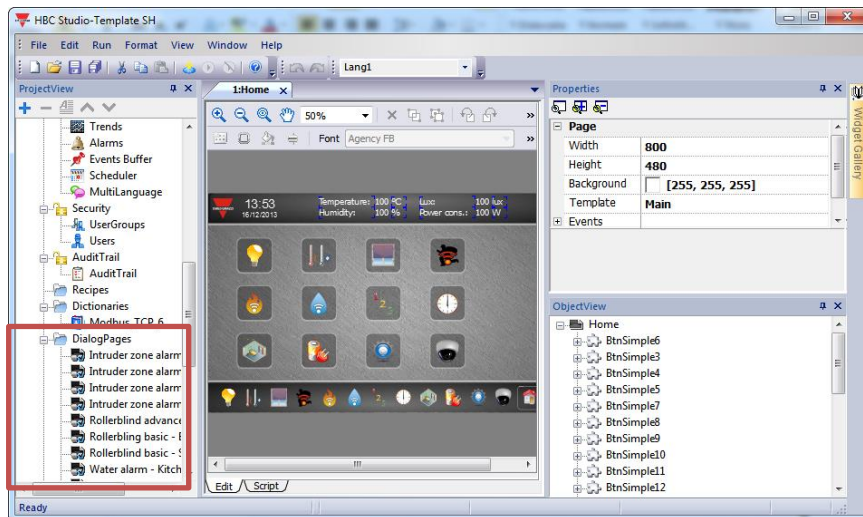
Smoke alarm OFF

When the button is pressed the dialog page is shown (see next point).




2) A dialog page which looks like the following figure:



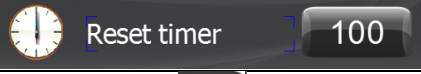



It is saved on "DialogPage" folder into the "ProjectView" sheet:



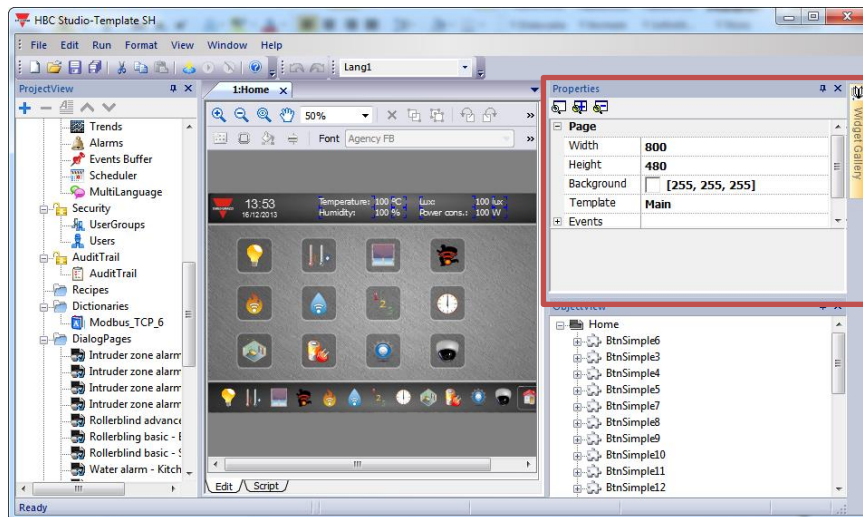
This dialog page allows to:

	<p>Show the smoke alarm status:</p> <ul style="list-style-type: none"> <li>- Smoke alarm ON </li> <li>- Smoke alarm OFF </li> </ul>
---	---

		
	-	Smoke alarm in reset status
		Reset the smoke alarm
		Read and set the reset time value
		Close the dialog page

#### 4.7.1 How to set the widget proprieties

Select the widget and set its proprieties on "Proprieties" sheet according to the project needs:



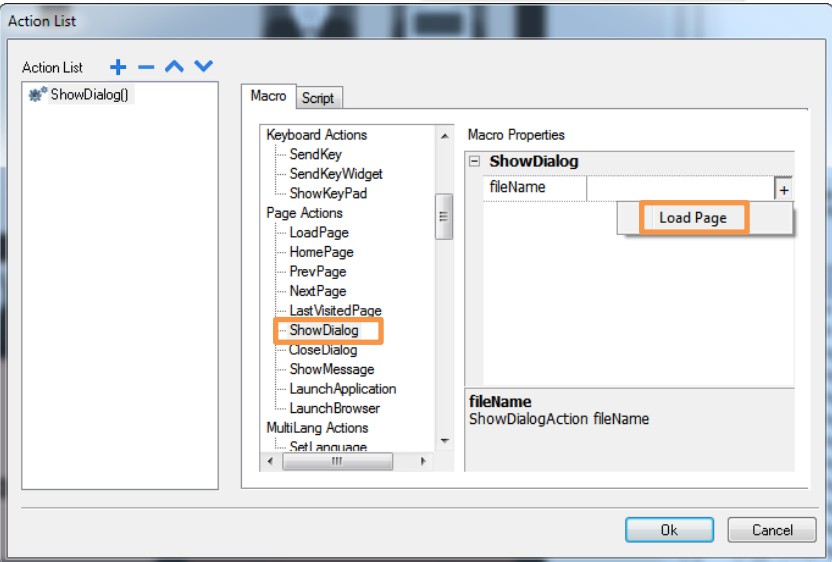
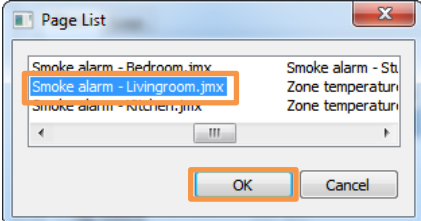
The two parts of the widget have the following proprieties:

- 1) Smoke alarm button

[-] Alarm	
[-] Status	<b>100</b>
DataLink	(Fx) Kitchen - Smoke alarm_Function status:_TagMgr
[-] Reset timer	<b>100</b>
DataLink	(Fx) Kitchen - Smoke alarm_Reset timer:_TagMgr
[-] Text	
Unit	<b>s</b>
[+] Image	
[-] Events	
OnMousePress Action	1 Action

Set them according to the following instruction:

Propriety	Setting
Alarm ->	Attach this propriety to the smoke alarm status


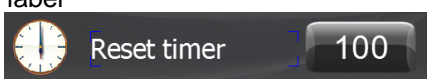
Status	<table border="1"> <tr> <td>Status</td> <td>100</td> <td>+</td> </tr> <tr> <td>Reset timer</td> <td>100</td> <td>+</td> </tr> </table> <p>Attach To...</p>	Status	100	+	Reset timer	100	+
Status	100	+					
Reset timer	100	+					
Alarm -> Reset timer	<p>Attach this propriety to the reset timer register</p> <table border="1"> <tr> <td>Reset timer</td> <td>100</td> <td>+</td> </tr> <tr> <td>Text</td> <td></td> <td>+</td> </tr> </table> <p>Attach To...</p>	Reset timer	100	+	Text		+
Reset timer	100	+					
Text		+					
Text -> Unit	<p>Set the timer unit label</p> <p style="text-align: center;"><b>S</b></p>						
Events -> OnMousePress Action	<p>Add an action which shows the dialog page</p> <p>OnMousePress Action</p> <p>+</p> <p>Add Actions Add JavaScript</p>  						

2) Dialog page

-	Function	
+	Function status	0
+	Alarm status	100
+	Timer	100
+	Images	
-	Text	
	Reset timer	Reset timer



Set them according to the following instruction:

Propriety	Setting
<i>Function -&gt; Function status</i>	Attach this propriety to the smoke alarm <b>function status</b> register 
<i>Function -&gt; Alarm status</i>	Attach this propriety to the <b>alarm status</b> register
<i>Function -&gt; Timer</i>	Attach this propriety to the <b>reset timer</b> register
<i>Text -&gt; Unit</i>	Set the reset timer label 

### 4.8 Water alarm

The water alarm widget is made up of two parts:

- 1) A water alarm button which looks like the following figure:



It is a button with a water image, which shows the water alarm status, and a numeric field, which shows the reset timer value:



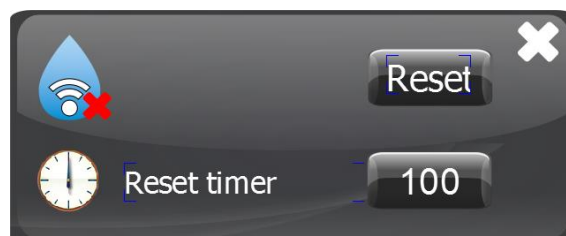
Water alarm ON



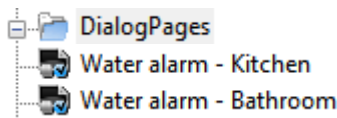
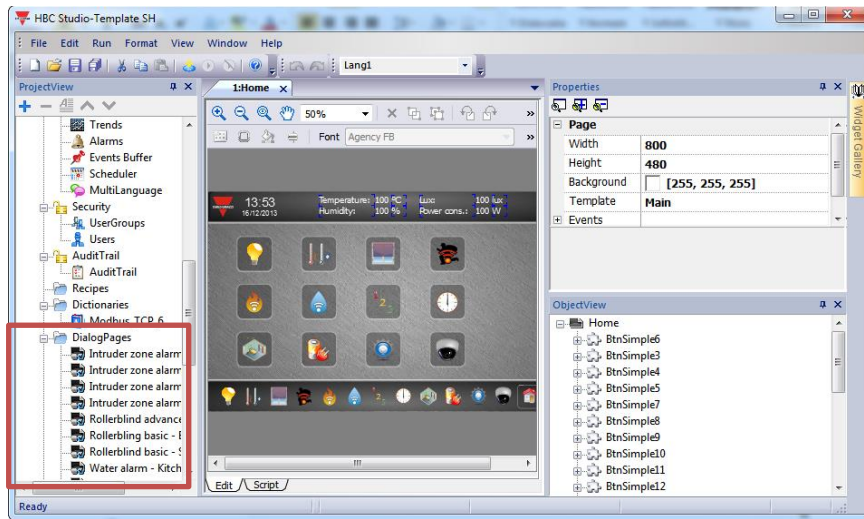
Water alarm OFF

When the button is pressed the dialog page is shown (see next point).






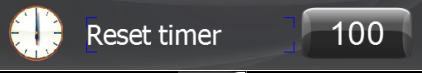

- 2) A dialog page which looks like the following figure:



It is saved on "DialogPage" folder into the "ProjectView" sheet:

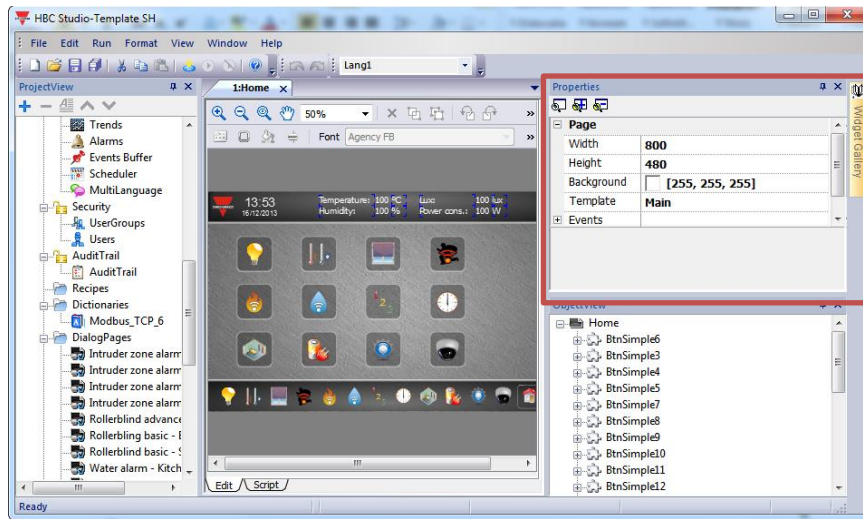


This dialog page allows to:

	<p>Show the water alarm status:</p> <ul style="list-style-type: none"> <li>- Smoke alarm ON </li> <li>- Smoke alarm OFF </li> <li>- Smoke alarm in reset status </li> </ul>
	<p>Reset the water alarm</p>
	<p>Read and set the reset time value</p>
	<p>Close the dialog page</p>

#### 4.8.1 How to set the widget proprieties

Select the widget and set its proprieties on "Proprieties" sheet according to the project needs:



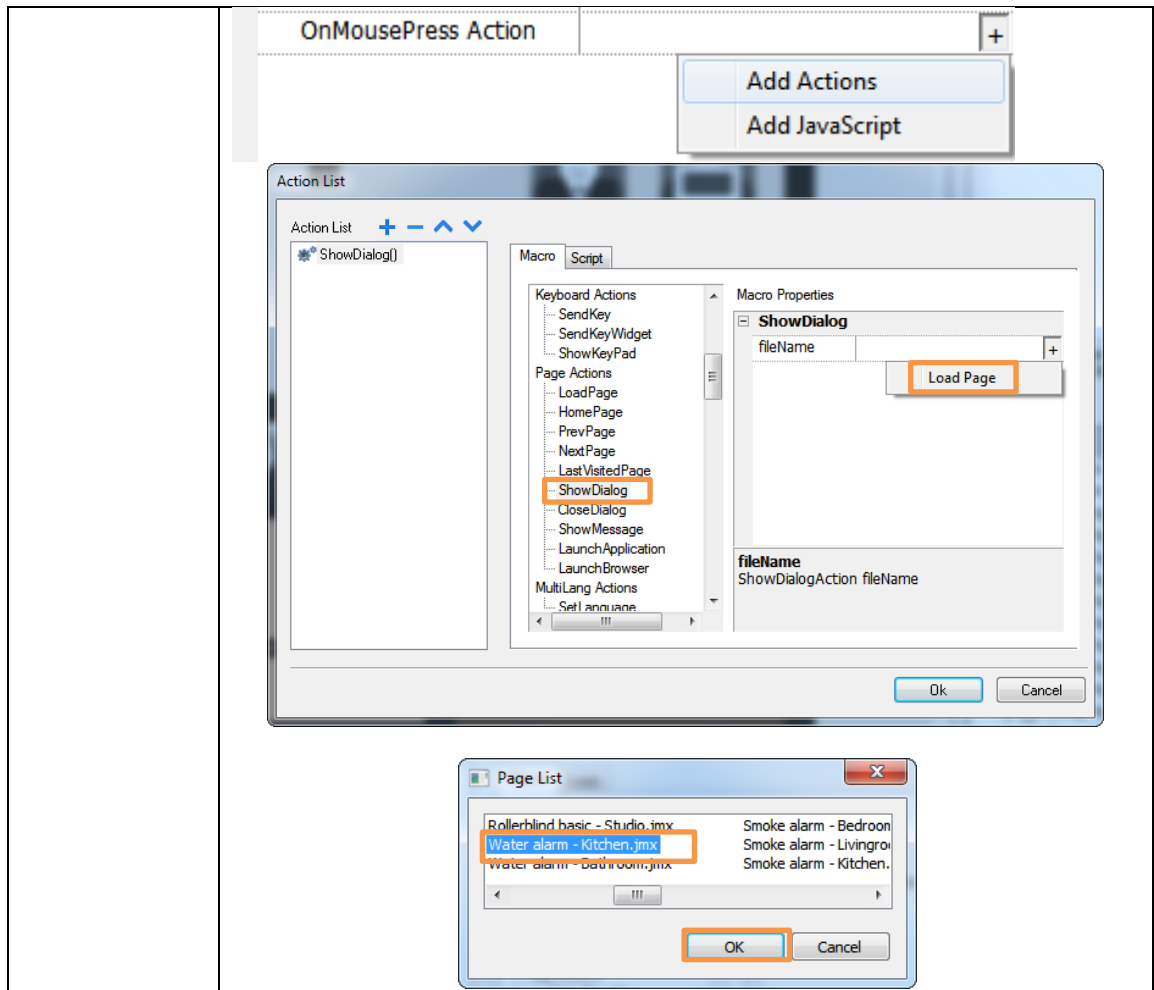
The two parts of the widget have the following proprieties:

1) Water alarm button

[-] Alarm	
[-] Status	<b>100</b>
DataLink	(Fx) Bathroom - Water alarm_Fun
[-] Reset timer	<b>100</b>
DataLink	(Fx) Bathroom - Water alarm_Rese
[-] Text	
Unit	<b>s</b>
[+] Image	
[-] Events	
OnMousePress Action	1 Action
Action[0]	ShowDialog(Water alarm - Bathroc

Set them according to the following instruction:

Propriety	Setting						
Alarm -> Status	Attach this propriety to the water alarm status <table border="1"> <tr> <td>Status</td> <td><b>100</b></td> <td>[+]</td> </tr> <tr> <td>[-] Reset timer</td> <td><b>100</b></td> <td></td> </tr> </table> <div style="text-align: right; border: 1px solid gray; padding: 2px;">Attach To...</div>	Status	<b>100</b>	[+]	[-] Reset timer	<b>100</b>	
Status	<b>100</b>	[+]					
[-] Reset timer	<b>100</b>						
Alarm -> Reset timer	Attach this propriety to the reset timer register <table border="1"> <tr> <td>Reset timer</td> <td><b>100</b></td> <td>[+]</td> </tr> <tr> <td>[-] Text</td> <td></td> <td></td> </tr> </table> <div style="text-align: right; border: 1px solid gray; padding: 2px;">Attach To...</div>	Reset timer	<b>100</b>	[+]	[-] Text		
Reset timer	<b>100</b>	[+]					
[-] Text							
Text -> Unit	Set the timer unit label <div style="text-align: center; border: 1px solid black; width: 30px; height: 30px; margin: 0 auto; display: flex; align-items: center; justify-content: center;">S</div>						
Events -> OnMousePress Action	Add an action which shows the dialog page						

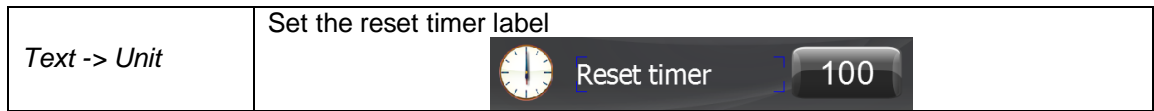


2) Dialog page

-	Function	
+	Function status	0
+	Alarm status	100
+	Reset timer	100
+	Images	
-	Timer	
	Text	Reset timer

Set them according to the following instruction:

Propriety	Setting
Function -> Function status	Attach this propriety to the water alarm <b>function status</b> register
Function -> Alarm status	Attach this propriety to the <b>alarm status</b> register
Function -> Reset timer	Attach this propriety to the <b>reset timer</b> register



### 4.9 Roller blind with basic dialog page

The roller blind widget is made up of two parts:

- 1) A roller blind button which looks like the following figure:



It is a button with a roller blind image, which shows the roller blind position:



Closed roller blind



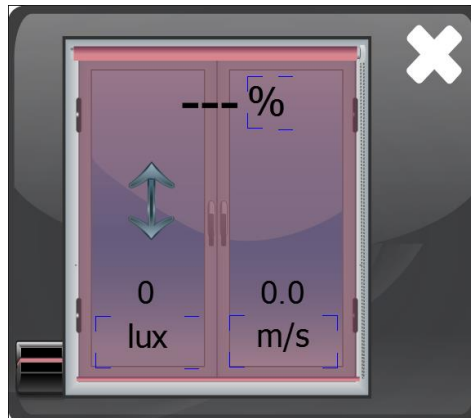
Roller blind at 50%



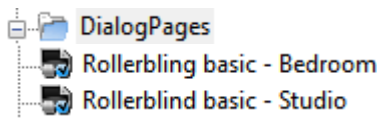
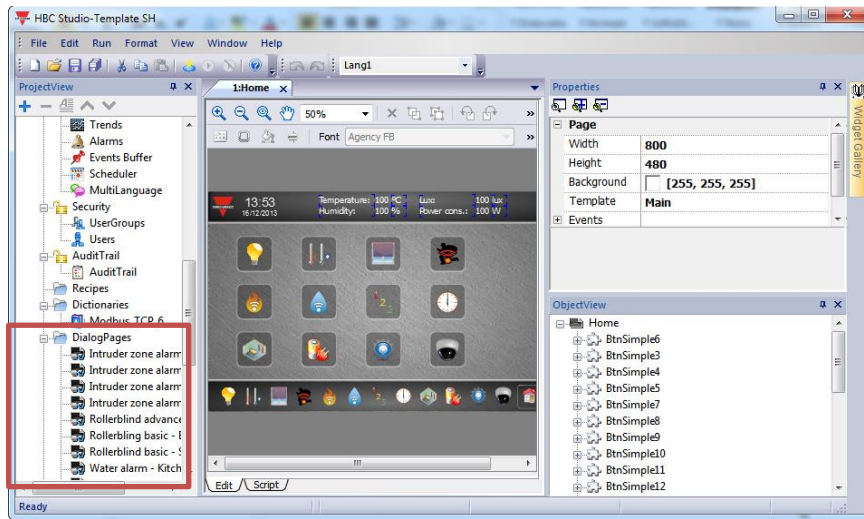
Opened roller blind

When the button is pressed the dialog page is shown (see next point).

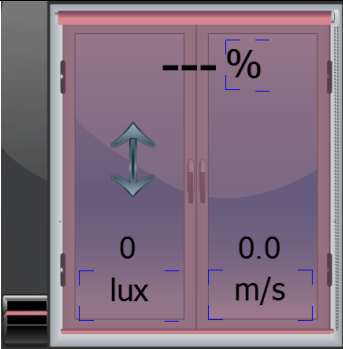
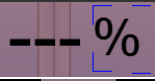

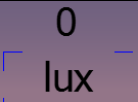


- 2) A dialog page which looks like the following figure:



It is saved on "DialogPage" folder into the "ProjectView" sheet:

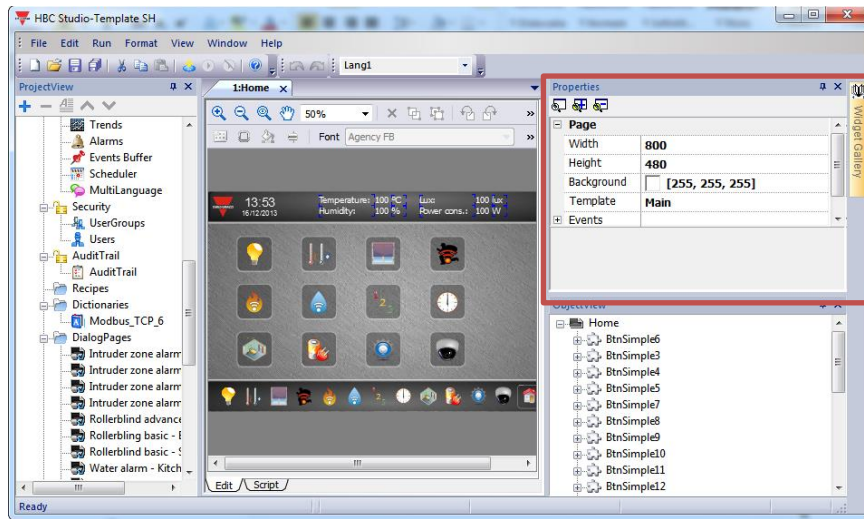


This dialog page allows to:

	<p>Show the roller blind position</p>
	<p>Show a percentage position of the roller blind</p>
	<p>Read the roller blind movement</p>
	<p>Read the lux value of the lux meter (when a lux meter is used on the roller blind function)</p>
	<p>Read the wind speed of the wind sensor (when a wind sensor is used on the roller blind function)</p>
	<p>Close the dialog page</p>

#### 4.9.1 How to set the widget proprieties

Select the widget and set its proprieties on “Proprieties” sheet according to the project needs:



The two parts of the widget have the following proprieties:

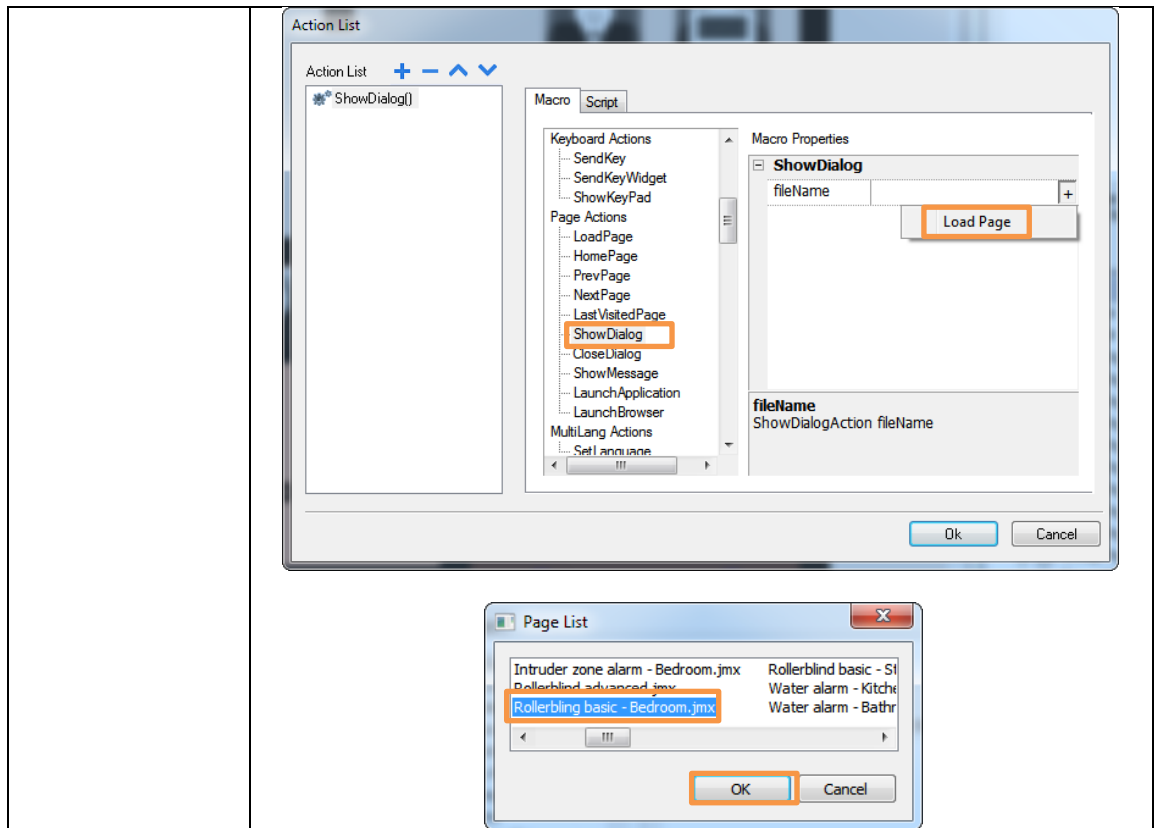
- 1) Roller blind button

[-] Position	<b>100</b>
DataLink	(Fx) Studio - Rollerblinds _M
[-] Events	
OnMousePress Action	
[-] OnMouseRelease Action	1 Action
Action[0]	ShowDialog(Rollerblind basic

Set them according to the following instruction:

Propriety	Setting
<i>Position</i>	Attach this propriety to the roller blind position register 
<i>Events -&gt; OnMouseRelease Action</i>	Add an action which shows the dialog page 



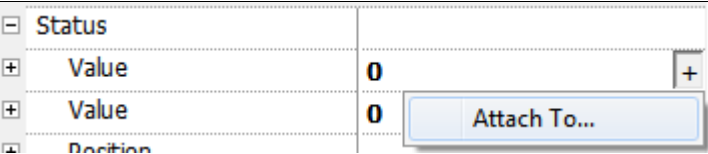
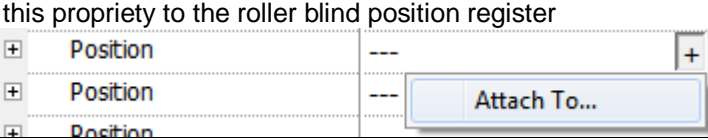


2) Dialog page

-	Status	
+	Value	0
+	Value	0
+	Position	---
+	Position	---
+	Position	---
+	Lux	0.0
	Wind	---
-	Text	
	Lux	lux
	%	%
	Wind unit	m/s
+	Images	

Set them according to the following instruction:

Propriety	Setting
Status -> Value (2 times)	Attach this propriety to the roller blind function status

	
<i>Status -&gt; Position (3 times)</i>	Attach this propriety to the roller blind position register 
<i>Status -&gt; Lux</i>	Attach this propriety to the lux value register (when a lux meter is used on the roller blind function)
<i>Status -&gt; Wind</i>	Attach this propriety to the wind speed register (when a wind sensor is used on the roller blind function)
<i>Text -&gt; Lux</i>	Set the lux unit label <div style="text-align: center;"><b>lux</b></div>
<i>Text -&gt; %</i>	Set the % label <div style="text-align: center;"><b>%</b></div>
<i>Text -&gt; Wind unit</i>	Set the wind unit label <div style="text-align: center;"><b>m/s</b></div>

#### 4.10 Roller blind with advanced dialog page

The roller blind widget is made up of two parts:

- 1) A roller blind button which looks like the following figure:



It is a button with a roller blind image, which shows the roller blind position:



Closed roller blind



Roller blind at 50%



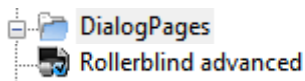
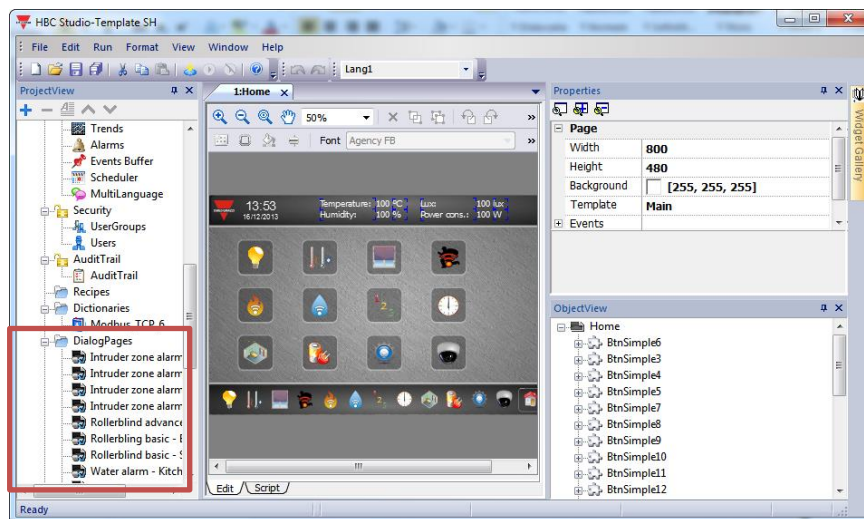
Opened roller blind

When the button is pressed the dialog page is shown (see next point).

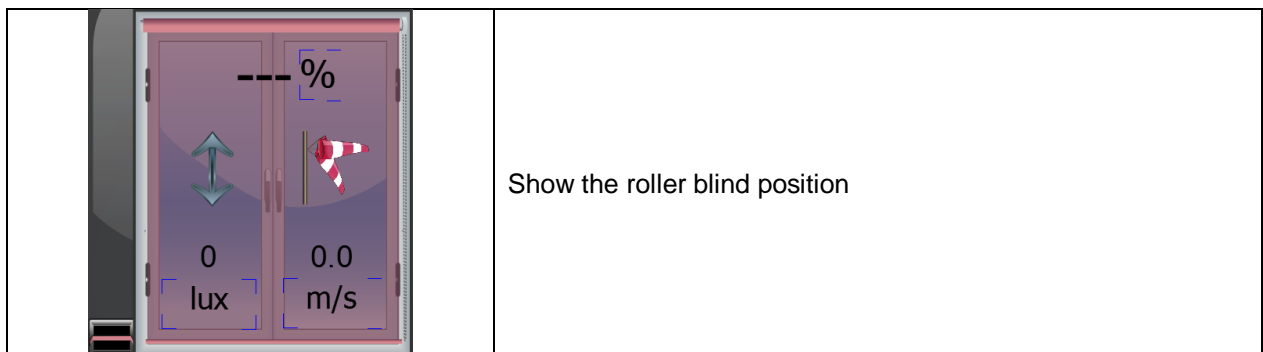
- 2) A dialog page which looks like the following figure:

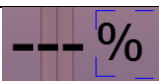

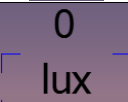
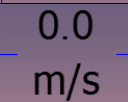



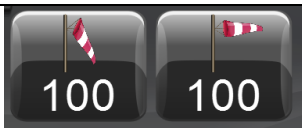
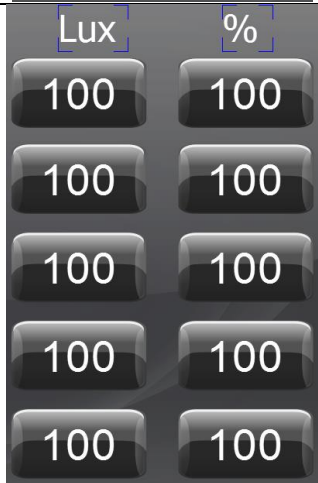



It is saved on "DialogPage" folder into the "ProjectView" sheet:



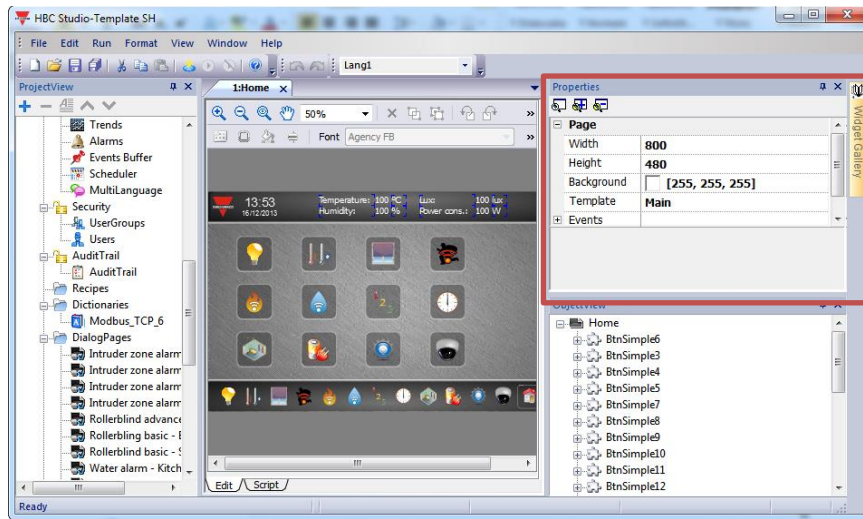
This dialog page allows to:



	Show a percentage position of the roller blind
	Read the roller blind movement
	Read the lux value of the lux meter (when a lux meter is used on the roller blind function)
	Read the wind speed of the wind sensor (when a wind sensor is used on the roller blind function)
	Show the wind level: - Weak wind  - Strong wind 
	Read and set the two set-points for weak wind and strong wind
	Read and set the five lux/percentage position set-points
	Close the dialog page

**4.10.1 How to set the widget proprieties**

Select the widget and set its proprieties on “Proprieties” sheet according to the project needs:



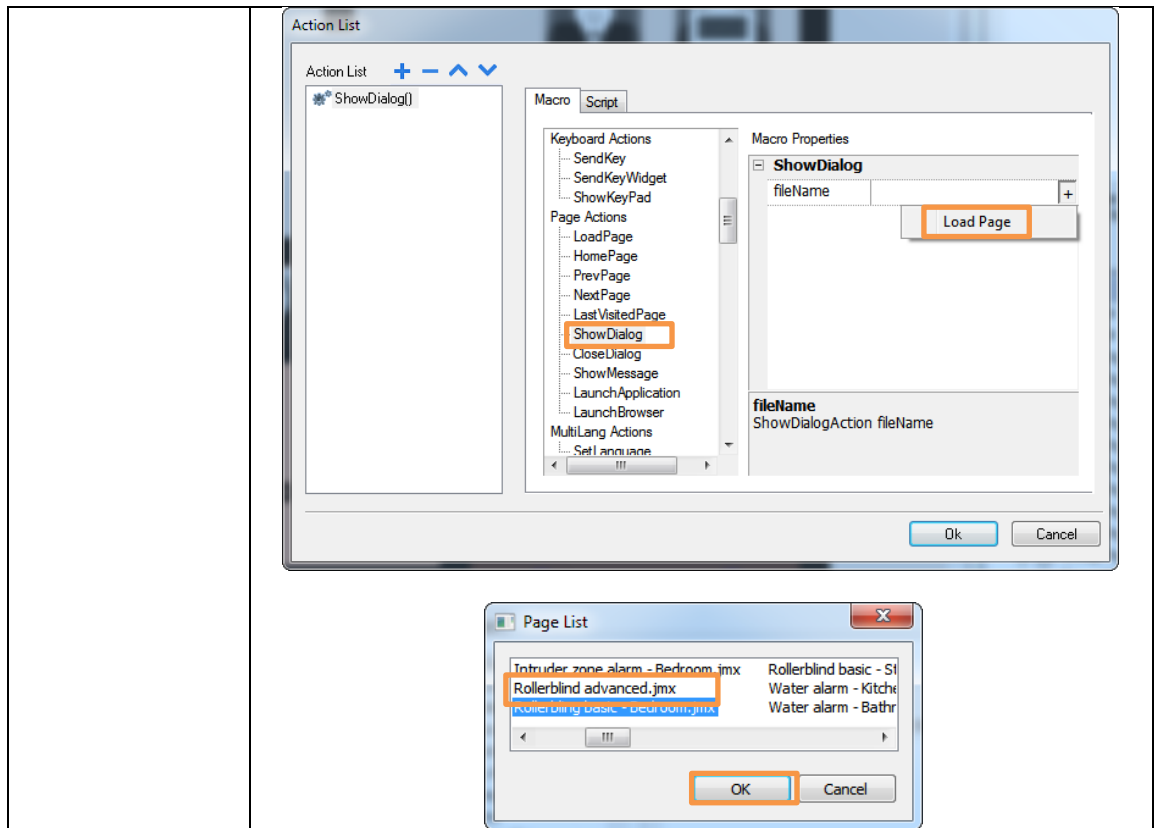
The two parts of the widget have the following proprieties:

- 1) Roller blind button

[-] Position	<b>100</b>
DataLink	(Fx) Studio - Rollerblinds _M
[-] Events	
OnMousePress Action	
[-] OnMouseRelease Action	1 Action
Action[0]	ShowDialog(Rollerblind basic

Set them according to the following instruction:



Propriety	Setting
<i>Position</i>	Attach this propriety to the roller blind position register 
<i>Events -&gt; OnMouseRelease Action</i>	Add an action which shows the dialog page 



2) Dialog page

-	Status	
+	Value	<b>0</b>
	Value	<b>0</b>
	Position	---
	Position	---
	Position	---
+	Lux	<b>0.0</b>
+	Wind	---
+	Wind type	<b>0</b>
-	Text	
	Lux	<b>Lux</b>
	%	<b>%</b>
	Lux	<b>lux</b>
	%	<b>%</b>
	Wind unit	<b>m/s</b>
-	Setpoints	
+	Lux #1	<b>100</b>
+	% #1	<b>100</b>
+	Lux #2	<b>100</b>
+	% #2	<b>100</b>
+	Lux #3	<b>100</b>
+	% #3	<b>100</b>
+	Lux #4	<b>100</b>
+	% #4	<b>100</b>
+	Lux #5	<b>100</b>
+	% #5	<b>100</b>
+	Wind strong	<b>100</b>
+	Wind weak	<b>100</b>
+	Images	

Set them according to the following instruction:

Propriety	Setting
<i>Status -&gt; Value</i> (2 times)	Attach this propriety to the roller blind function status 
<i>Status -&gt; Position</i> (3 times)	Attach this propriety to the roller blind position register 
<i>Status -&gt; Lux</i>	Attach this propriety to the lux value register (when a lux meter is used on the roller blind function)
<i>Status -&gt; Wind</i>	Attach this propriety to the wind speed register (when a wind sensor is



	used on the roller blind function)
<i>Status -&gt; Wind type</i>	Attach this propriety to the wind type register (when a wind sensor is used on the roller blind function)
<i>Text -&gt; Lux (2 times)</i>	Set the lux unit label lux
<i>Text -&gt; % (2 times)</i>	Set the % label %
<i>Text -&gt; Wind unit</i>	Set the wind unit label m/s
<i>Set-points -&gt; Lux #1</i>	Attach these proprieties the first lux and percentage position set-points
<i>Set-points -&gt; % #1</i>	
<i>Set-points -&gt; Lux #2</i>	Attach these proprieties the second lux and percentage position set-points
<i>Set-points -&gt; % #2</i>	
<i>Set-points -&gt; Lux #3</i>	Attach these proprieties the third lux and percentage position set-points
<i>Set-points -&gt; % #3</i>	
<i>Set-points -&gt; Lux #4</i>	Attach these proprieties the fourth lux and percentage position set-points
<i>Set-points -&gt; % #4</i>	
<i>Set-points -&gt; Lux #5</i>	Attach these proprieties the fifth lux and percentage position set-points
<i>Set-points -&gt; % #5</i>	
<i>Set-points -&gt; Wind strong</i>	Attach this propriety the strong wind set-point register
<i>Set-points -&gt; Wind weak</i>	Attach this propriety the weak wind set-point register

#### 4.11 Main intruder alarm

The main intruder alarm widget looks like the following figure:



It is an image which shows the main intruder alarm status:



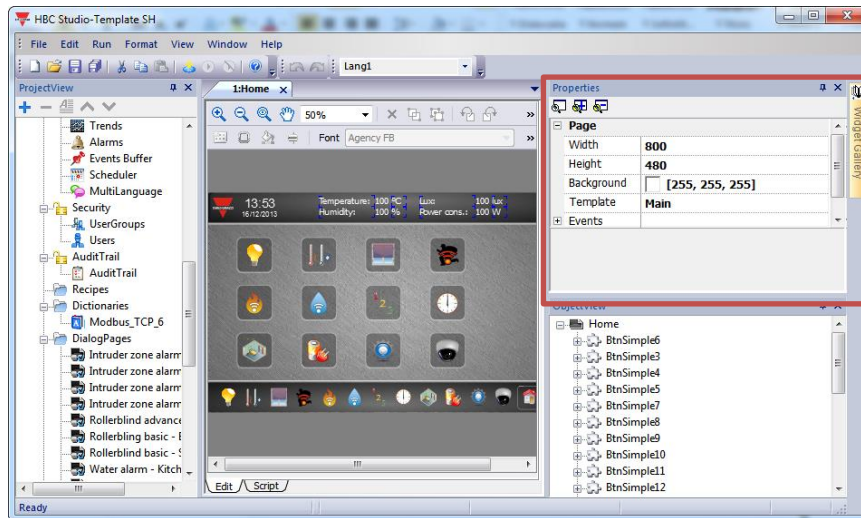
Armed main intruder alarm



In alarm in at least one zone alarm

### 4.11.1 How to set the widget proprieties

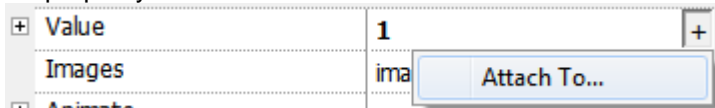
Select the widget and set its proprieties on “Proprieties” sheet according to the project needs:



This widget has the following propriety:



Set it according to the following instruction:

Propriety	Setting
Value	Attach this propriety to the main intruder alarm status 

### 4.12 Zone intruder alarm

The zone intruder alarm widget is made up of two parts:

- 1) A zone intruder alarm button which looks like the following figure:



It is a button with a zone alarm image, which shows the zone intruder alarm status, and a numeric field, which shows the disarming timer value:



Zone intruder alarm ON



Zone intruder alarm OFF



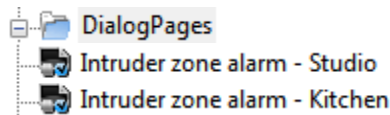
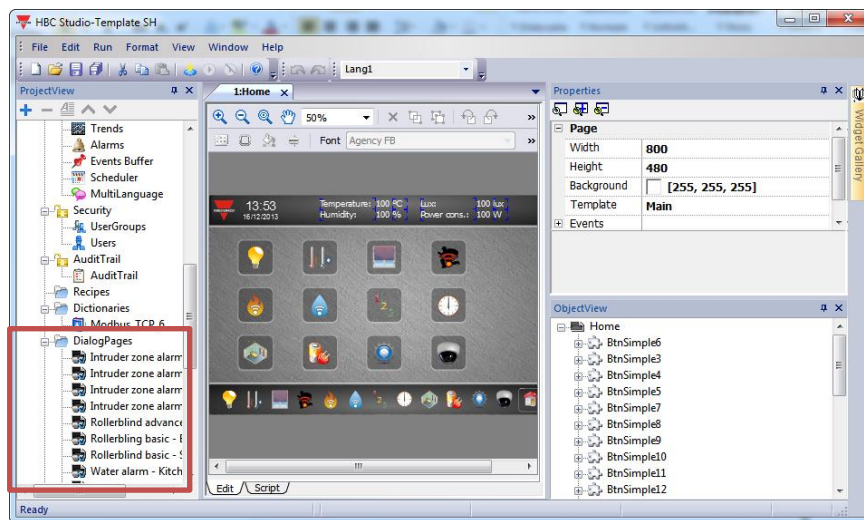
Zone intruder alarm in disarming

When the button is pressed the dialog page is shown (see next point).

2) A dialog page which looks like the following figure:




It is saved on "DialogPage" folder into the "ProjectView" sheet:



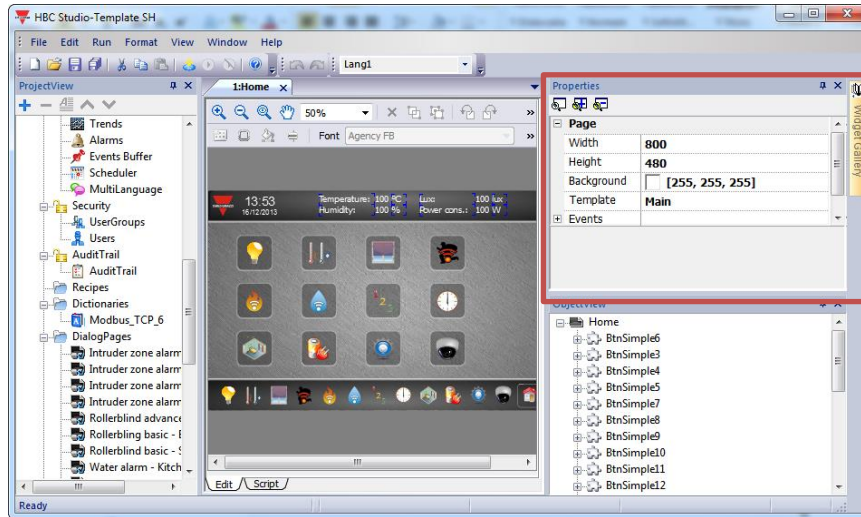
This dialog page allows to:

	<p>Show the zone intruder alarm status:</p> <ul style="list-style-type: none"> <li>- zone intruder alarm ON </li> <li>- zone intruder alarm OFF </li> <li>- zone intruder alarm in disarming </li> </ul>
<p>Arming timer <input type="text" value="1000"/></p>	<p>Read and set the arming time value</p>
<p>Disarming timer <input type="text" value="1000"/></p>	<p>Read and set the disarming time value</p>

	Close the dialog page
---	-----------------------

#### 4.12.1 How to set the widget proprieties

Select the widget and set its proprieties on “Proprieties” sheet according to the project needs:

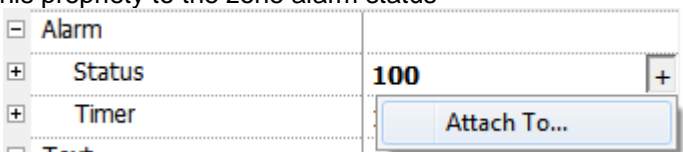
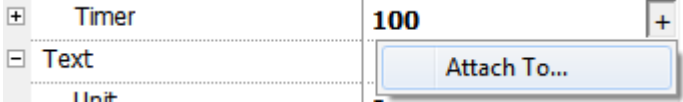


The two parts of the widget have the following proprieties:

- 1) Zone intruder alarm button

[-] Alarm	
[+] Status	<b>100</b>
[+] Timer	<b>100</b>
[-] Text	
Unit	<b>s</b>
[+] Images	
[-] Events	
OnMousePress Action	1 Action
Action[0]	ShowDialog(Intruder zon

Set them according to the following instruction:

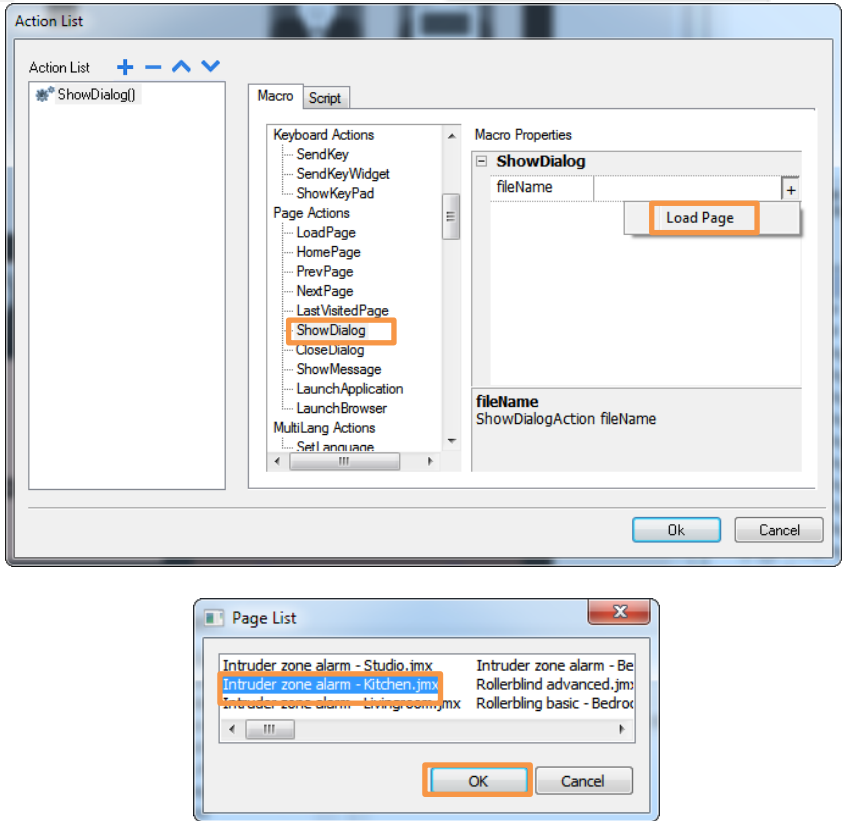
Propriety	Setting
<i>Alarm -&gt; Status</i>	Attach this propriety to the zone alarm status 
<i>Alarm -&gt; Timer</i>	Attach this propriety to the reset timer register 
<i>Text -&gt; Unit</i>	Set the timer unit label

**S**

Add an action which shows the dialog page

OnMousePress Action

Events -> OnMousePress Action




2) Dialog page

+ Status	100
- Text	
Arming	Arming timer
Disarming	Disarming timer
- Timer	
+ Arming	1000
+ Disarming	1000

Set them according to the following instruction:

Propriety	Setting
Status	Attach this propriety to the zone intruder alarm function status register



Text -> Arming	Set the arming timer label 
Text -> Disarming	Set the disarming timer label 
Timer -> Arming	Attach this propriety to the arming timer register
Timer -> Disarming	Attach this propriety to the disarming timer register

### 4.13 Sequence

The sequence widget looks like the following figure:



It is a button with an image which shows the sequence status:



Sequence OFF



Sequence ON

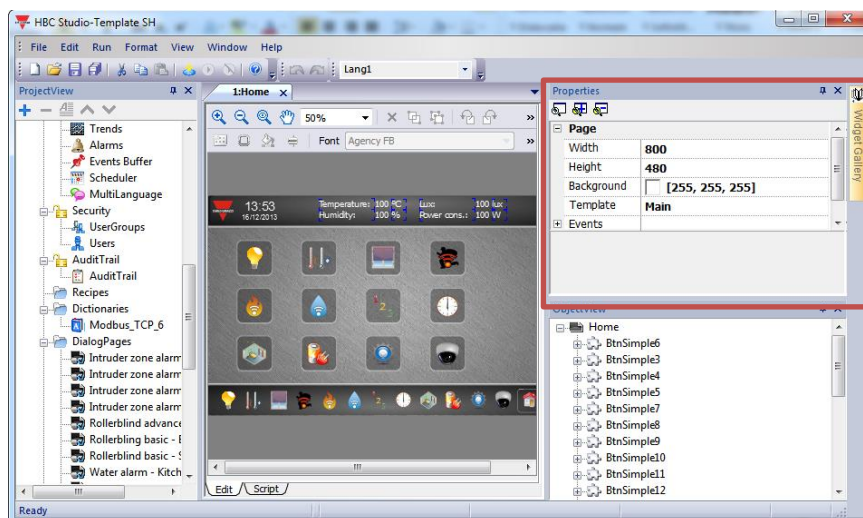


Sequence in pause

When the button is pressed, the sequence is switched ON.

#### 4.13.1 How to set the widget proprieties

Select the widget and set its proprieties on "Proprieties" sheet according to the project needs:



This widget has the following proprieties:

Status	100
DataLink	(Fx) House - Wellcome_F

Set them according to the following instruction:

Propriety	Setting									
Status	Attach this propriety to the sequence function status <table border="1"> <tr> <td>+ Status</td> <td>100</td> <td>+</td> </tr> <tr> <td>+ Images</td> <td></td> <td></td> </tr> <tr> <td>+ Events</td> <td></td> <td></td> </tr> </table> <div style="border: 1px solid gray; padding: 2px; display: inline-block; margin-top: 5px;">Attach To...</div>	+ Status	100	+	+ Images			+ Events		
+ Status	100	+								
+ Images										
+ Events										