

BTM-Tx

GAVAZZI.JPR

TEMPLATE

USER GUIDE

INDEX

Introduction	3
Wizard startup page	4
Protocol settings	5
Tag import.....	6
Connecting a Tag to a page element	7
Users and password	8
Editing the Page templates	9
Changing/Adding language text	10
Recipes and pre-defined icons.....	11
Trends, alarms and events.....	12
Scheduler	15

1. Introduction

The BTM-Tx touch-screen can be configured to show very specific information. Status of lights, temperature, energy monitoring are just some elements that the BTM can be configured to display.

Carlo Gavazzi can supply you a template that can be used when you build a project that fits your home.

In order to give you the knowledge of how to use the template, this document will guide you through the understanding of the different functions.

This document is not a user guide for the Wizard.

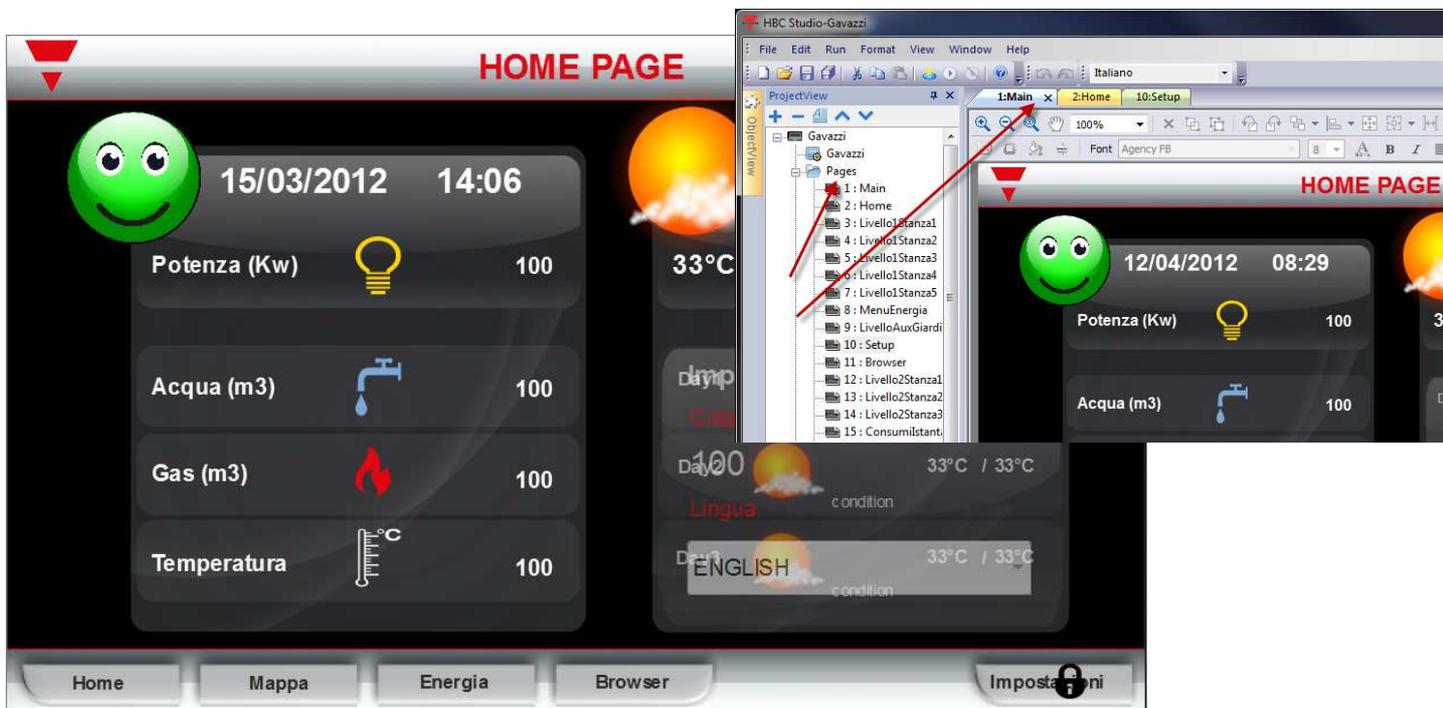
This template has been developed to log data from Carlo Gavazzi energy meter EM24 and the inverter ISMGXxx.

2. Wizard startup page

When you open the Wizard with your project, the page visible is the main page, as seen below. Any element shown can be edited for your purpose by altering the references. All the pointers to the project, the Tags, must be adapted to your project – see ‘Tag import’ later. Once imported, you can start connecting the elements on the Wizard project to the functions in your controller project.

All the pages can be edited, and pages can be added or deleted. To bring up a page to the edit window, select the page in the ‘Pages’ list, and double-click on the relevant page.

3.



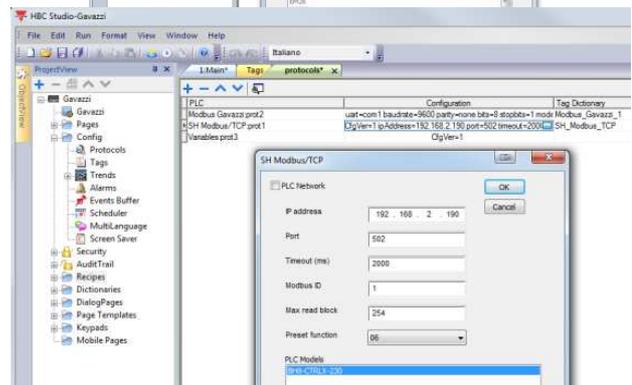
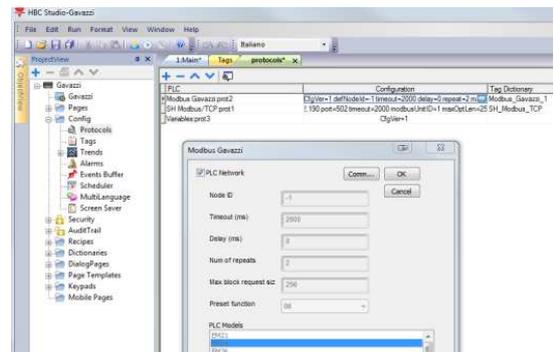
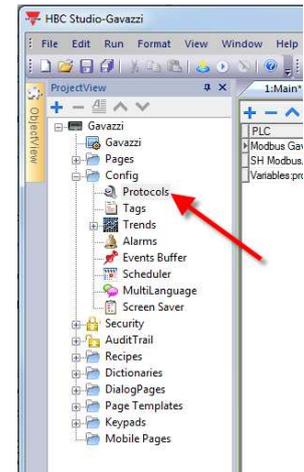
3. Protocol settings

When you use the BTM as a display for your smart-house and energy monitoring, you need to adjust the settings of the communication parameters to fit your installation.

In the 'ProjectView' part of the Wizard, you can locate the 'Config' folder. Inside this folder you can find the 'Protocols', where you can select and edit the settings. See the figure to the right.

Double-click the 'Protocol', and the 'protocols' tab will appear in the work area. Depending of your network type and setup, different choices must be made. One type is indicated in the figure to the lower right. Do the settings that fits your network specifications.

Repeat with the Ethernet network of your smart-house installation. The settings are adjusted in the configuration of the 'SH Modbus/TCP:prot1'. See the figure bottom right.

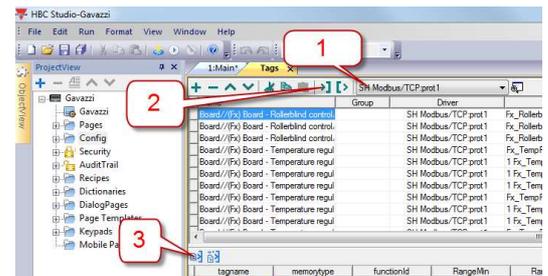


4. Tag import

In the Tag section, you will do the import of the tags that you have available from your project. The project is the *.scc file that is created with the Configuration Tool for the BH8-CTRLX controller, and you will use the Tool's Program properties to locate the file.

Once located, you can load it by first selecting the correct protocol, the SH Modbus/TCP protocol (indicated on the figure right with the '1'), then clicking on the Tag import button ('2'), (it's the symbol ">]").

All the tags of your project will be imported automatically.



You will also have to set the parameters of your protocols before you can link the tags to the protocols.

Once the tags appear in the list they can be linked to the protocol: Select one/more tags, click the icon marked ('3') above, and the selected items appear on the uppermost list.

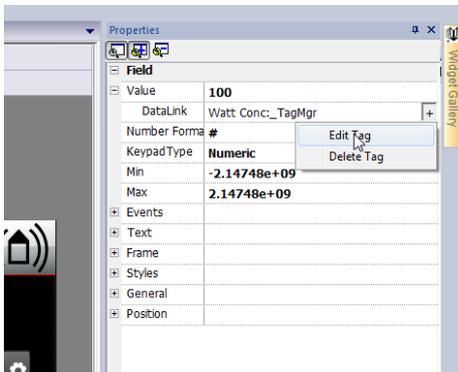
5. Connecting a Tag to a page element

Select one element that you want to edit.

The example shows the Total Kw consumption of the house.

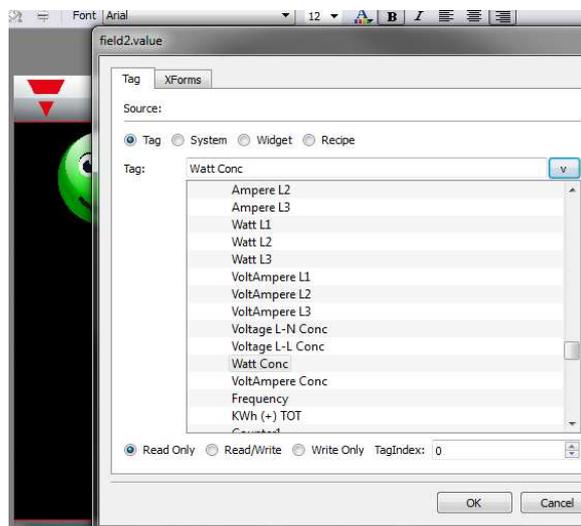
This element is shown on the main page.

Click on the number to select it (indicated with the red arrow). Once selected, seen by the squares surrounding the element, you can edit the properties of the element.



The properties of the details of each single element is made in this dialog box. By selecting the 'Edit Tag', you open the dialog box where you can select whether you want to delete the tag, or if you want to edit the tag.

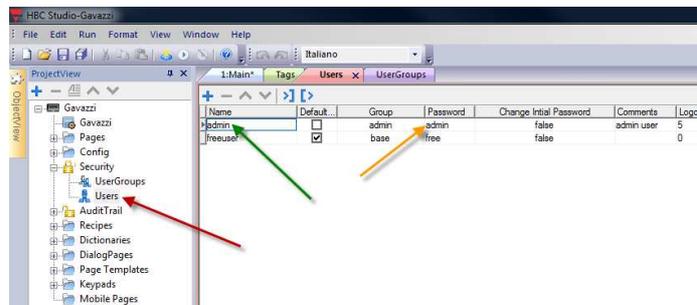
When you select 'Edit', the window with the available tags appears, and you can select among the new tags that you have imported.



6. Users and password

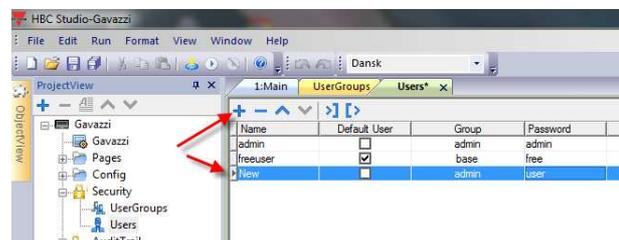
There are pages in the template that requires passwords to enter.

These passwords can be set and changed in the 'Security' folder of the project. The red arrow points at the single user setup, the green arrow points to the name of each user, and the amber arrow points to the password which is set for that user.



New users can be added in this window. Add a new user by clicking the '+'. A new user line is added. Edit the wanted parameters to create the user.

Existing users can also be removed from the list. Highlight the user to be removed, and click the '-'.



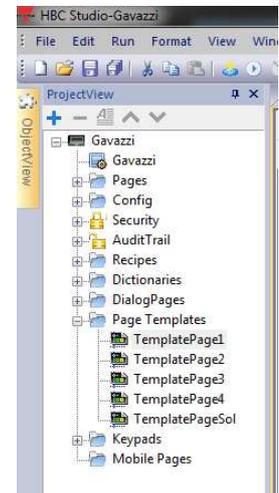
7. Editing the Page templates

Some of the common elements of a page are made on a template master, which can be found in the 'Page Templates'.

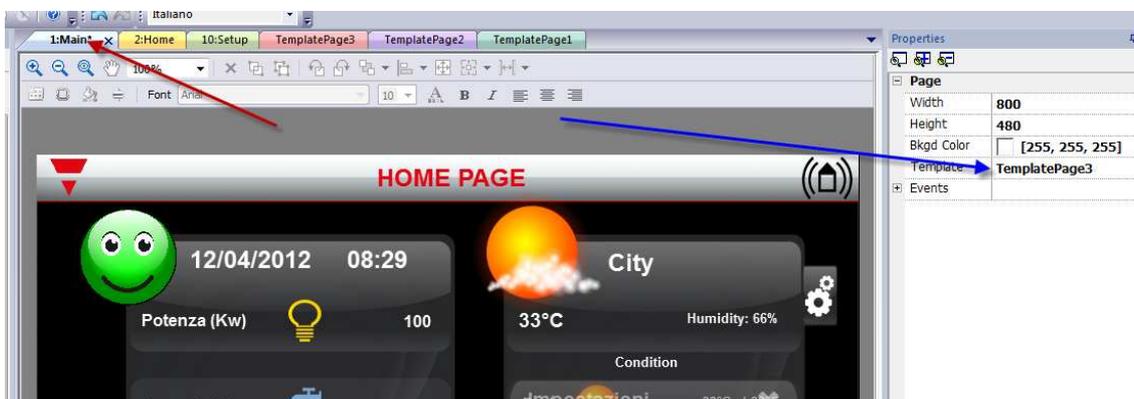
These page templates contain the common elements for many pages. For example, if you want to have all your pages look the same, with a border and a specific background colour, you make a page template with the border and colour, and use this when you make new pages.

It is also very easy to change the look of a complete project, just by changing some elements on the basic template page, instead of changing all the pages.

Enter the template you want to edit to bring it up in the edit window, and make the changes.



The main page is built up on the 'TemplatePage3' (blue arrow), and is found in the 'Page' properties of the Main page. The properties is found when you click the tab of the page (red arrow).

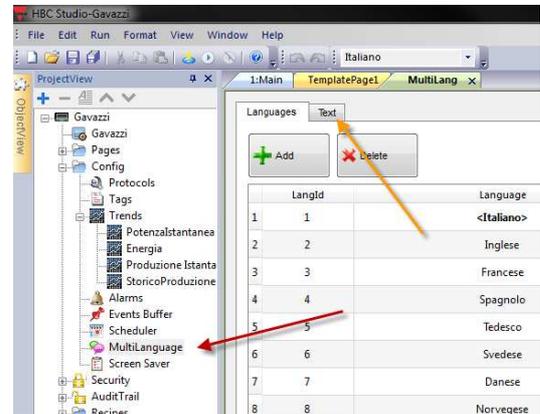


8. Changing/Adding language text

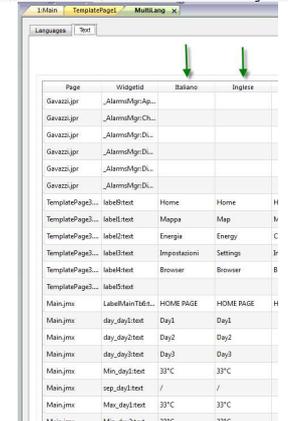
When you want to add your language, or change some language text into your project, you use the 'MultiLanguage' tab, found in the Config folder.

The red arrow points to the folder tab.

To edit the text in your language, select the 'Text' tab, indicated by the amber arrow. The texts are found and can be altered directly in the fields, indicated by the green arrows in the figure below.



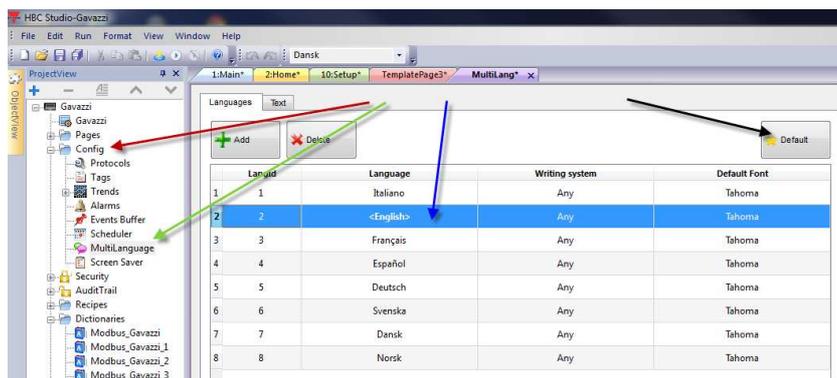
To alter a word in your language column, click in the field, and change the text.



The language of your project can be set to your at startup.

Enter the 'Config' tab (red arrow), select the 'MultiLanguage' (green arrow), highlight your language (blue arrow), and click the '*Default' button (black arrow) . When the project is uploaded to your BTM, it will start with your selected language as default.

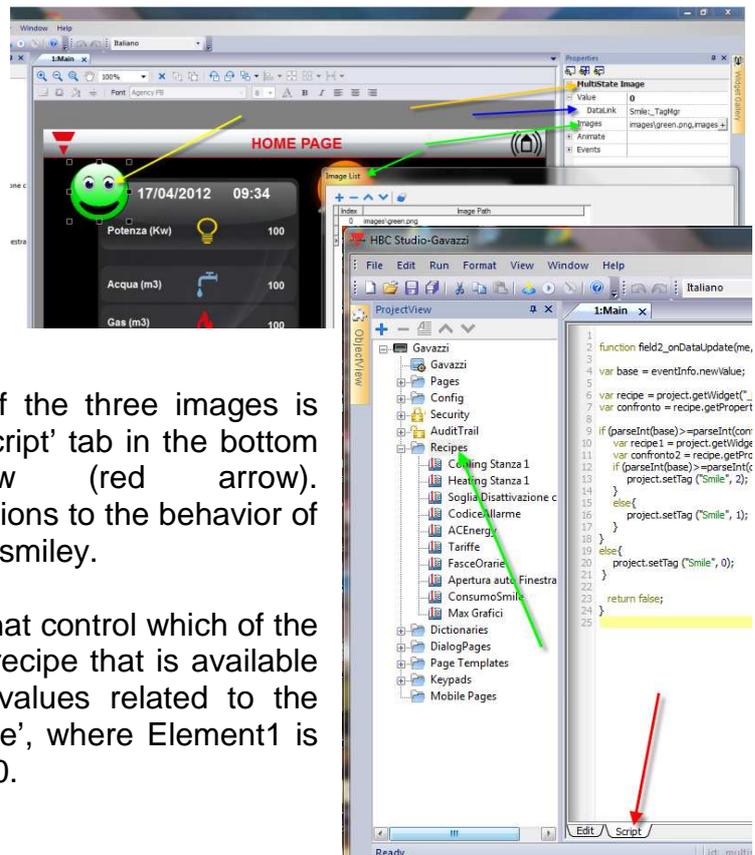
The default language is indicated between the '<' and '>' signs.



9. Recipes and pre-defined icons

The smiley on the first page is linked with the current consumption. Low consumption results in a glad green smiley, mid consumption gives a sad yellow smiley, while a high consumption activates the angry red smiley. The smiley itself (yellow arrow) is 3 figures, named green, yellow and red, all with the extension .png (see the green arrow), and is found in the images library of the project.

It is located on the main page, and is a Multistate Image (amber arrow), with a datalink (blue arrow) and a path to the three images (green arrows).



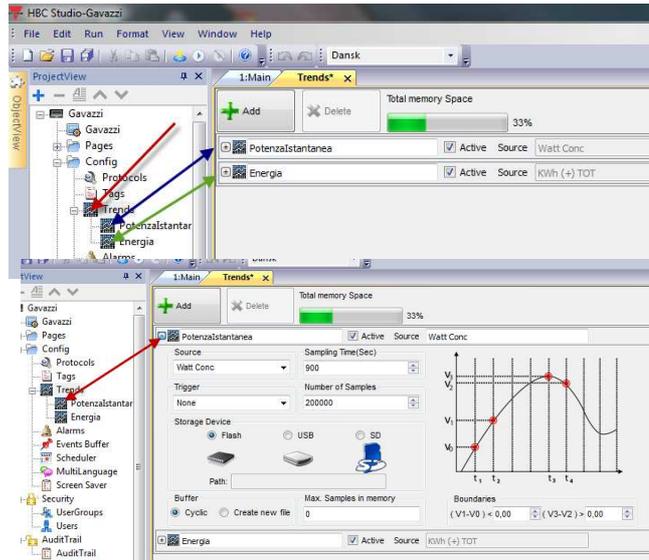
The script that controls the change of the three images is found on the main page, select the 'Script' tab in the bottom left of the main window (red arrow). In the script editor you can edit the relations to the behavior of the three images that together form the smiley.

Also note that the values of the levels that control which of the three images that is visible lies in the recipe that is available in the 'Recipes' (green arrow). The values related to the smiley are in the recipe 'ConsumoSmile', where Element1 is set to 1500, and Element2 is set to 3000.

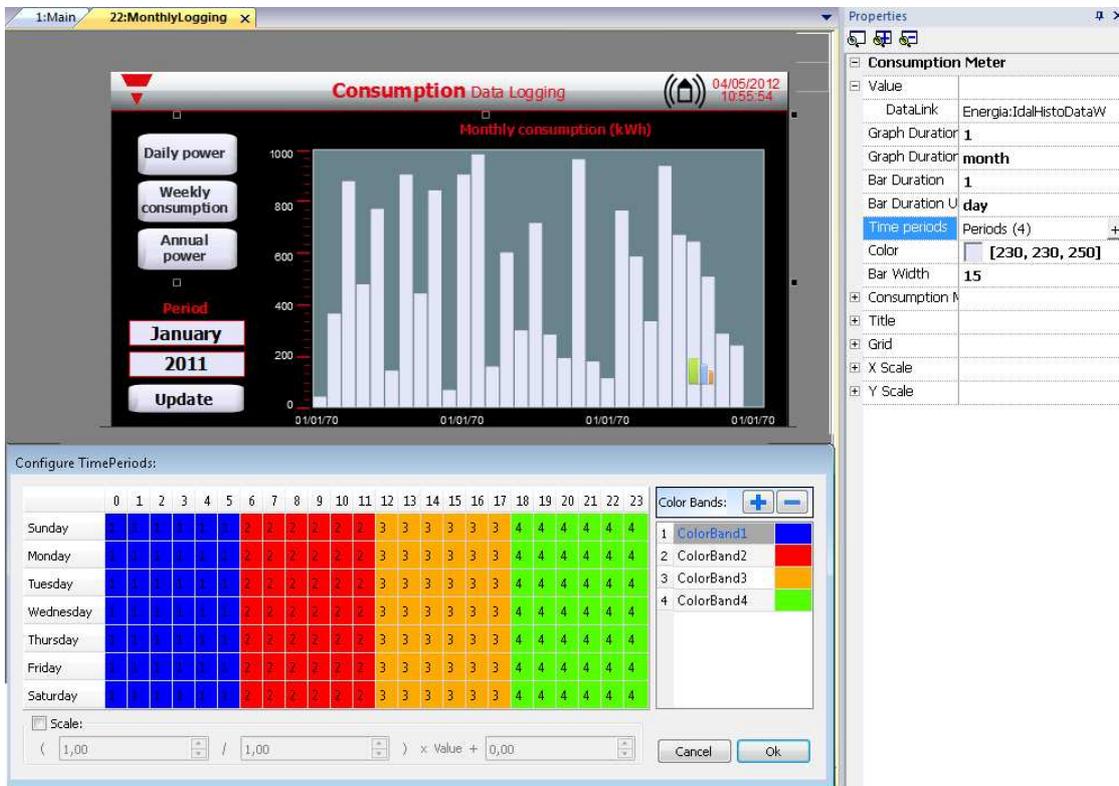
10. Trends, alarms and events

In the 'Config' tab, you can select the 'Trends' to get the setup of the Trend settings (red arrow). The different trends can be selected by clicking on the relevant trend settings (green and blue arrows).

This opens the setting of the individual trend. The illustration below shows the 'IstantaneousPower' trend.



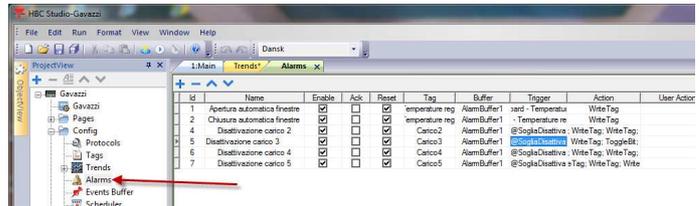
Time bands



Once a trend is selected, it is possible to show the logged data divided into up to four different time bands. From the *Properties menu*, *Time periods* has to be selected: clicking on the relevant “+” a new window will appear where the wanted scaling value can be changed. The default one is “1”.

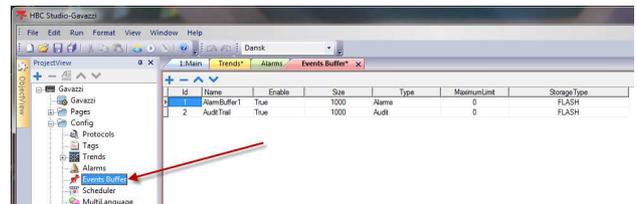
Alarms

The alarms is found under the 'Config' tab (red arrow). Each alarm has its own setup, which can be found here, each having their own Id. A number of actions can be made on an alarm event.



Events

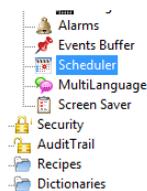
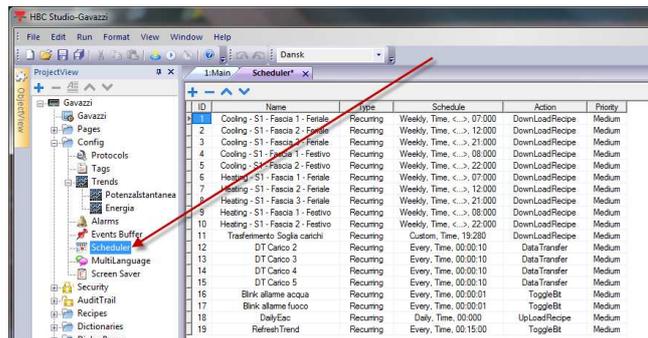
The events that are registered, are set up in the 'Events buffer' (red arrow).



11. Scheduler

When you want to have the display to control regularly events, these are defined in the 'Scheduler' tab, found under the 'Config' tab. The events can be any, from uploading the data to memory, to have outputs controlled directly etc.

An example: The scheduler will toggle the selected Tag every second.
Select the current line 16.
The name of this line is 'Blink allarme acqua', it is a recurring type, it is set to happen every time 0:00:01, that is a trigger every second.
The affected Tag is set in the menu that appears when the 'Action' is chosen.



9	Heating - S1 - Fascia 1 - Festivo	Recurring	Weekly, Time, <...>, 08:00	DownloadRecipe	Medium
10	Heating - S1 - Fascia 2 - Festivo	Recurring	Weekly, Time, <...>, 22:00	DownloadRecipe	Medium
11	Trasferimento Soglia carichi	Recurring	Custom, Time, 19:280	DownloadRecipe	Medium
12	DT Carico 2	Recurring	Every, Time, 00:00:10	DataTransfer	Medium
13	DT Carico 3	Recurring	Every, Time, 00:00:10	DataTransfer	Medium
14	DT Carico 4	Recurring	Every, Time, 00:00:10	DataTransfer	Medium
15	DT Carico 5	Recurring	Every, Time, 00:00:10	DataTransfer	Medium
16	Blink allarme acqua	Recurring	Every, Time, 00:00:01	ToggleBit	Medium
17	Blink allarme fuoco	Recurring	Every, Time, 00:00:01	ToggleBit	Medium
18	DailyEac	Recurring	Daily, Time, 00:00:00	UploadRecipe	Medium
19	RefreshTrend	Recurring	Every, Time, 00:15:00	ToggleBit	Medium