

Getting Started

RAPID SETUP GUIDE

Version 2.61.3



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1 Getting Started Guide

1.1 Quick Start

This guide gets your lighting control system up and running.

1.2 What We Will Cover

Here is what you need to configure:

- **Device Commissioning:** Add lamps, buttons, and sensors to your system
- **Input Setup:** Configure buttons and manual controls
- **Scheduling:** Set up time-based and astronomical schedules
- **Room Controls:** Enable occupancy sensing and daylight harvesting
- **Commander Interface:** Automatic commands

1.3 Before You Start

Make sure you have:

- Controller installed and powered
- Network connection to the device
- Web interface access
- All devices connected to the bus

1.4 What to Expect

Each section is hands-on with:

- Step-by-step instructions
- Screenshots where helpful

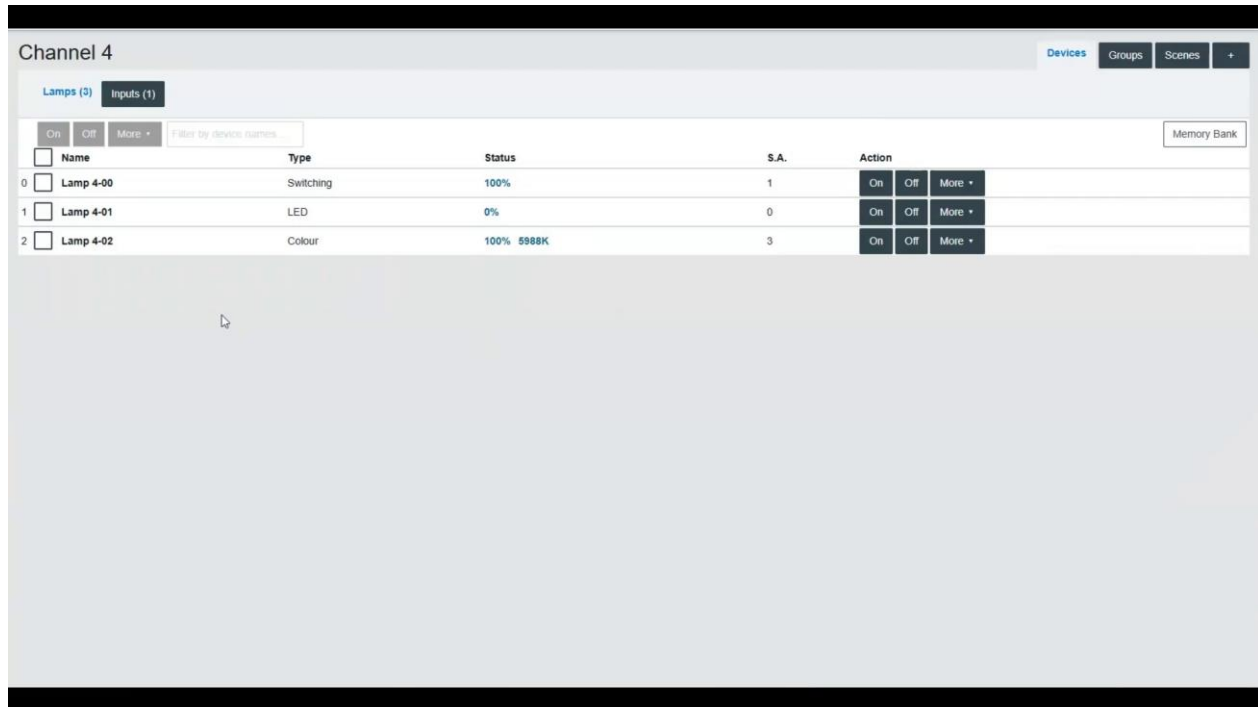
1.5 Need Help?

Refer to the full documentation or contact technical support for assistance.

2 Lamps and Inputs

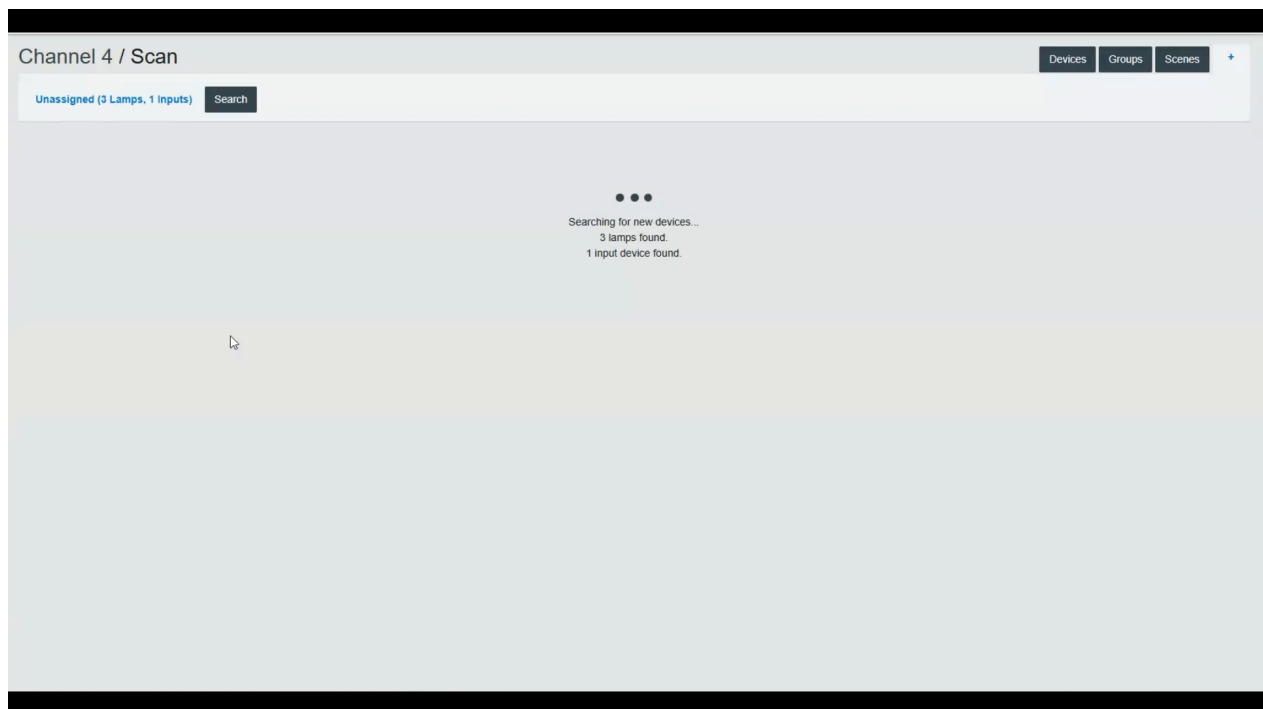
2.1 Introduction

This document provides instructions for adding and assigning DALI devices efficiently within the lighting system.

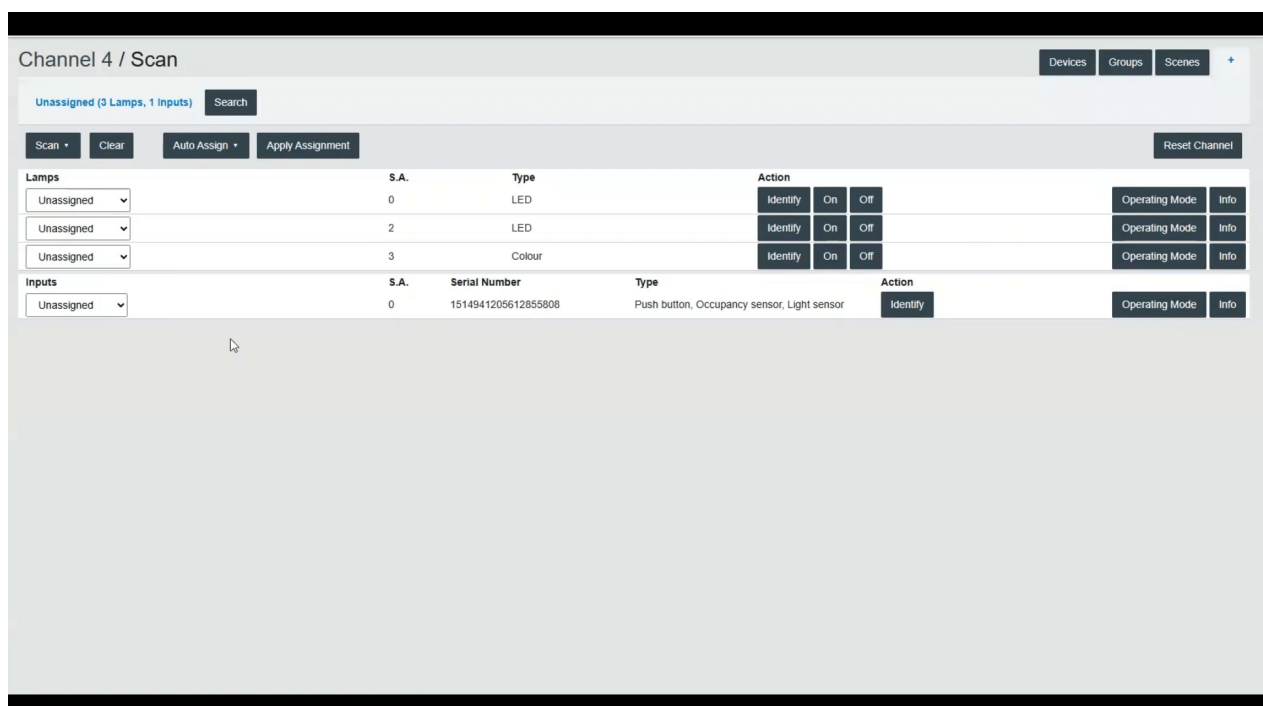


2.2 Step by Step Example

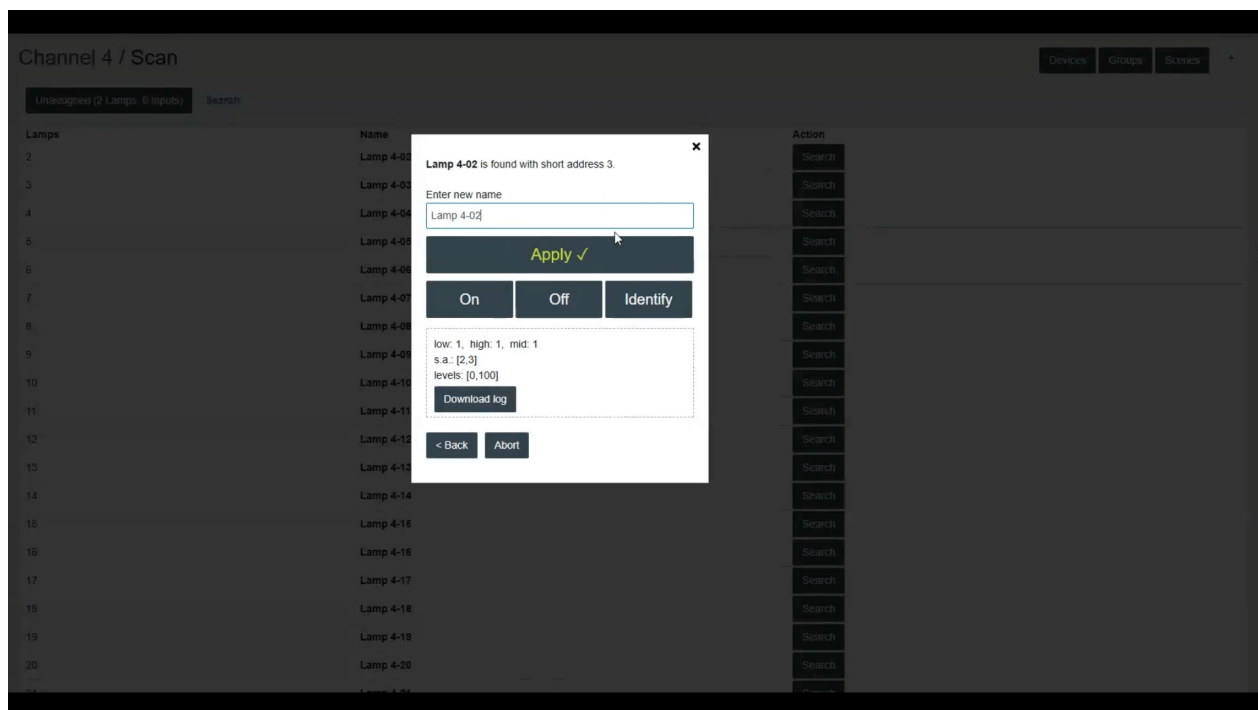
1. Begin by accessing the DALI interface through the lighting system's web user interface, which allows control and setup of devices.
2. Navigate to the desired DALI channel by selecting the appropriate 'Channels' page from the left sidebar.
3. To add new DALI devices, click the 'plus' button.
4. The Scan button starts the scan, with three choices available: All, Lamps, or Inputs. Selecting 'Lamps' will scan only for lamps, 'Inputs' scans for DALI-2 input devices, and 'All' scans for both. The Clear button can be used to remove all items from the list of unassigned devices if needed.



- Once the scan is complete, a list of unassigned devices appears. Each device can be identified physically: for lamps, buttons are available to turn the device On, Off, or Identify. The Identify option cycles the lamp between its minimum and maximum intensity, making it easy to locate. For DALI-2 input devices, an Identify button triggers an identification indication on the device. Additionally, the serial number of each input device is displayed, facilitating identification for devices that do not support a physical identification indication.



6. The Info and Operating Mode buttons provide additional device options. The Info button displays information stored in the device's memory bank 0, including firmware and hardware versions, among other details. The Operating Mode button allows modification of the device's DALI operating mode. This setting should only be adjusted if specified by the device manufacturer.
7. For quick commissioning, the 'Auto Assign' option automatically allocates devices to indexes. Alternatively, for manual assignment, indexes can be selected from the drop-down list, and the 'Apply Assignment' button must be pressed to save the configuration.
8. The Search feature provides an additional method for assigning lamps, which can be used instead of Auto or Manual assignment. This feature uses a Half-Interval search algorithm, also known as Binary Search. Pressing the Search button next to a lamp index initiates this process, where half of the lamps are turned Off, while the other half remain On, allowing a prompt for the user to confirm if the desired lamp is On. This cycle continues, with the lamp On-Off toggling, until only the desired lamp is On. Once the search is complete, a name can be entered for the lamp, and the assignment can be applied.



9. The 'Reset Channel' button can be used when there are major address conflicts on the channel or if a fresh start is required. This function deletes all assigned and unassigned devices from the configuration and deletes the short addresses from all devices present on the channel, allowing further configuration from a blank setup.

2.3 Creating Groups of Lamps

Groups let several lamps be controlled together. Each DALI channel provides 16 groups, and a lamp can belong to any combination of them.

1. Open the DALI channel, then click Groups at the top right to open the Groups page. The first row (marked with *) is the channel and the following rows are the 16 groups.
2. Use the Groups 0-7 and Groups 8-15 views to select, for each lamp, the groups it should belong to, then apply the assignment.

Once created, a group can be used as an output or destination elsewhere in the system, such as in a Room Light Control, a schedule, a button or a Commander.

2.4 Conclusion

This guide explained how to commission lamps and DALI-2 input devices in the lighting system. Additional information is available in the user manual or on the website.

3 Buttons

3.1 Introduction

This guide explains how to use the lighting system to configure DALI-2 buttons and switches.

3.2 Step by Step Example

Navigate to the desired DALI channel by selecting the appropriate 'Channels' page from the left sidebar.

The screenshot shows the 'Channel 4' interface. At the top, there are tabs for 'Devices', 'Groups', 'Scenes', and a '+' button. Below the tabs, there are buttons for 'Lamps (3)' and 'Inputs (1)'. The 'Inputs (1)' button is highlighted. Below this, there is a table with columns: 'Name', 'Type', 'Status', 'S.A.', and 'Action'. The table contains three rows of data:

	Name	Type	Status	S.A.	Action
0	Lamp 4-00	Switching	100%	1	On Off More ▾
1	Lamp 4-01	LED	100%	0	On Off More ▾
2	Lamp 4-02	Colour	100% 5988K	3	On Off More ▾

Below the table, there is a 'Memory Bank' button.

Press the 'Inputs' button to display the list of commissioned DALI-2 input devices.

For the desired input device, press the action 'Buttons' to display all its button instances.

Channel 4 / Inputs

Devices
Groups
Scenes
+

Lamps (3)
Inputs (1)

More +

Memory Bank

Light Sensor Calibration

	Name	Type	Status	S.A.	Serial Number	Action
1	☐ Input 4-01	PB, OS, LS	613 Unoccupied	0	1514941205612855808	Buttons Occupancy Light More +

This web page summarizes the configured commands for each instance. Refer to the input device manufacturer to know which instance number to configure; commands can also be temporarily configured to determine it.

Channel 4 / Inputs / Input 4-01 / Buttons

Button Instances

Instance	Function	Press Time (ms)	Command	Value 1	Value 2	Destination
2	Push-button	500	Disabled			
3	Push-button	500	Disabled			
4	Push-button	500	Disabled			
5	Push-button	500	Disabled			
6	Push-button	500	Disabled			
7	Push-button	500	Disabled			
8	Push-button	500	Disabled			
9	Push-button	500	Disabled			
10	Push-button	500	Disabled			
11	Push-button	500	Disabled			
12	Push-button	500	Disabled			
13	Push-button	500	Disabled			

Press the instance row to open the configuration of its parameters.

In the Button Parameters, users can customize essential settings like Function, Press Time, Repeat Time, Destination Type, Destination, and Command to tailor button actions to specific lighting requirements.

Channel 4 / Inputs / Input 4-01 / Buttons / 2

Button Parameters

Instance Values

Function: Push-button

Press Time (ms): 500

Destination Type: Group, Channel, RLC

Command: Disabled

Destination:

All Instances Values

Repeat Time (ms): 160

Save

1. Function

Begin by selecting the physical property of the button. Choose between a momentary button or a toggle switch, depending on the desired behavior.

2. Press Time and Repeat Time

Next, adjust the Press Time, which sets the delay in milliseconds before a long press is registered. If desired, configure the Repeat Time to define intervals of command sending for prolonged button presses.

3. Destination Type

The Destination Type can be 'Group, Channel, Room Light Control', 'Commander', or 'Commanders'. The destination and commands differ depending on the Destination Type selected.

For 'Group, Channel, Room Light Control', the commands are related to light control, such as recall max level, level, dim up, dim down, and scenes recall. It is also possible to use a button as if it was an occupancy sensor for a Room Light Control or to control the Daylight Harvesting of a Room Light Control. For 'Group, Channel, Room Light Control', a single destination, either a Group or a Channel, can be configured. This limitation can be overcome by using a Destination Type of 'Commander', allowing multiple lighting commands to be sent in sequence to multiple groups or channels, as well as enabling more complex lighting control sequences.

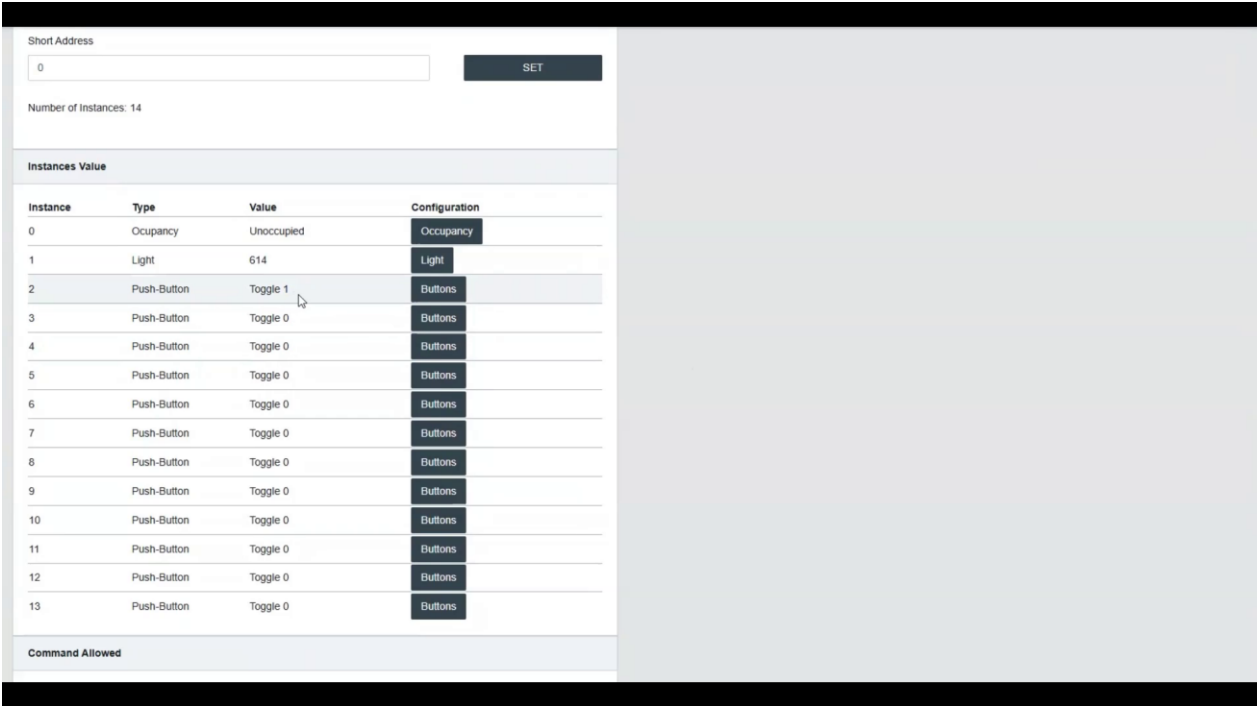
For 'Commander' a single Commander can be started or stopped. For 'Commanders' any Commander can be started or stopped.

4. Save

After configuring, ensure to press the Save button for all settings to be saved. Test the buttons to verify each parameter’s effect on the lighting setup.

3.3 Diagnostic

The Input web page displays the list of instance values. This can help diagnose problems and test the configured buttons. Each button press on the physical button is displayed on the web page.



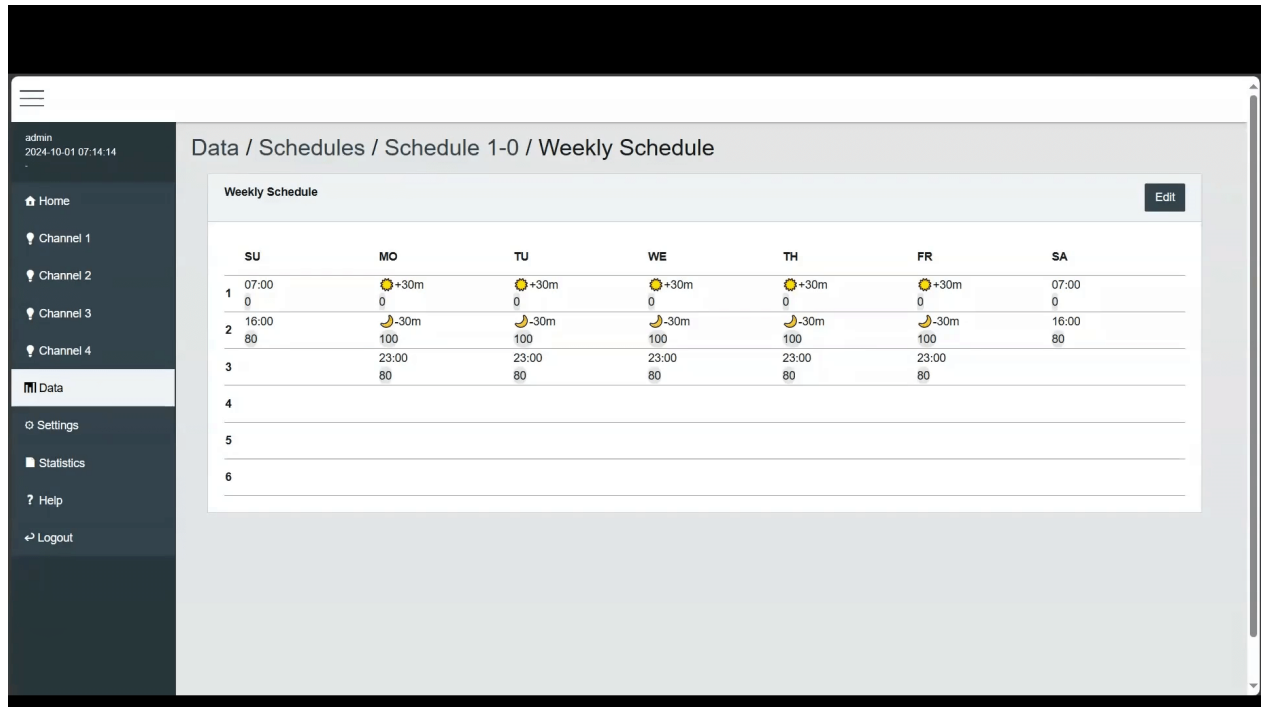
3.4 Conclusion

This guide covered the main features and functions for configuring DALI-2 buttons in the lighting system. For more information, refer to the user manual or the website.

4 Schedules

4.1 Introduction

The schedules support both time-based events and astronomical time clock events, allowing commands to be automatically executed according to user-defined programming.



4.2 Overview

It is crucial to ensure that the local time and daylight saving time settings are correctly configured. Accurate time settings are key for the precise calculation of astronomical events, allowing commands to be executed at the correct moments relative to sunrise and sunset.

For astronomical events, the local latitude and longitude must be configured. These events can occur at either sunrise or sunset.

In addition, an offset and boundary time can be set. The offset allows the event to trigger up to 120 minutes before or after the sunrise or sunset time. The boundary defines the earliest and latest times for the astronomical event to take place.

4.3 Step by Step Example

1. Start by logging into the web interface.
2. Ensure that the current time and daylight saving time (DST) settings are configured correctly. In the 'Date and Time' Settings, enter the current time and choose the appropriate DST start and end dates. It is recommended to reboot the system after modifying the system date and time to ensure all scheduled events execute correctly.

admin

2024-10-01 07:15:24

Home

Channel 1

Channel 2

Channel 3

Channel 4

Data

Settings

Statistics

Help

Logout

Settings / Date Time

Date Time

Time Source

Manual

Local Date

2024-10-01

yyyy-mm-dd

Local Time

07:15:23

hh:mm:ss

Standard Time Zone Offset

-05:00

[+/-]hh:mm

DST Time Zone Offset

-04:00

[+/-]hh:mm

DST Start - Week

2nd

- To set up an astronomical schedule, we first need to configure the location. Go to the 'Location' settings and enter the building's latitude and longitude. These coordinates will help the system calculate sunrise and sunset times. The table at the bottom lists all the calculated sunrise and sunset times for the current year, based on the configured latitude and longitude. The first row displays the times for the current day.

admin

2024-10-01 07:15:42

Home

Channel 1

Channel 2

Channel 3

Channel 4

Data

Settings

Statistics

Help

Logout

Settings / Location

Location

Latitude

46

Longitude

-71

Save

Sunrise and Sunset of the Year

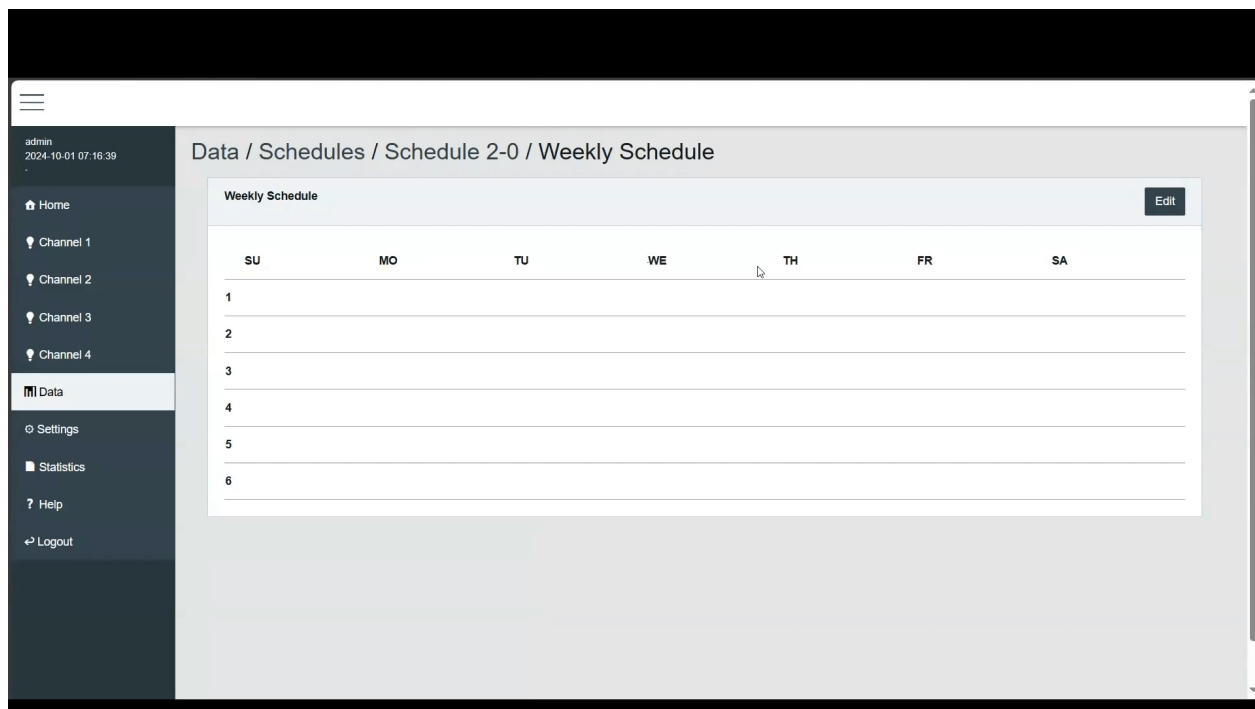
Month	Day	Sunrise	Sunset
10	1	05:43	17:23
1	1	07:25	16:09
1	2	07:25	16:09
1	3	07:25	16:10
1	4	07:25	16:11
1	5	07:25	16:12
1	6	07:25	16:13
1	7	07:25	16:15
1	8	07:24	16:16
1	9	07:24	16:17
1	10	07:24	16:18

4. Now navigate to the 'Schedules' section. Choose a schedule and navigate to the Parameters. Here, you'll find the Output Type setting, which allows you to specify the type of output the schedule will control. The options include:
 - Group or Channel: This option allows the schedule to send commands to a specific group or channel.
 - Commander: This option allows the schedule to control a single commander.
 - Commanders: This option enables the schedule to control multiple commanders.

The screenshot displays the 'Parameters' configuration page for 'Schedule 2-0'. The interface includes a dark sidebar on the left with navigation links: Home, Channel 1, Channel 2, Channel 3, Channel 4, Data (selected), Settings, Statistics, Help, and Logout. The main content area has a breadcrumb trail: 'Data / Schedules / Schedule 2-0 / Parameters'. The 'Parameters' section contains the following fields:

- Name:** A text field containing 'Schedule 2-0'.
- Output Type:** A dropdown menu currently set to 'Group, Channel'.
- Schedule Output - 1:** A dropdown menu set to 'Group 4-01 (Channel 4 / Group 01)'.
- Schedule Output - 2:** An empty dropdown menu.
- Schedule Output - 3:** An empty dropdown menu.
- Schedule Output - 4:** An empty dropdown menu.
- Effective Period Start:** A date field set to '2000-01-01' with a placeholder 'yyyy-mm-dd'.

5. Next, we'll create a standard weekly schedule. Navigate to the 'Weekly Schedule'. This page displays a summary of the configured events.



6. In the 'Weekly Schedule Edit' section, you can modify the schedule's events. First, select the Day of the Week and Event Program number you want to edit, as multiple days can be edited simultaneously. Then, choose the type of event—whether it is a fixed time event or an astronomical event such as sunrise or sunset. You can also set an offset for astronomical events, specifying up to 120 minutes before or after the actual time. Additionally, you can set the earliest or latest time the event can occur and decide if the event should execute within these boundaries. Finally, you need to define the Value, which can be either the light intensity or scene to be executed at the specified time, or a Start or Stop command to be sent to a Commander.

admin
2024-10-01 07:16:49

Home
Channel 1
Channel 2
Channel 3
Channel 4
Data
Settings
Statistics
Help
Logout

Data / Schedules / Schedule 2-0 / Weekly Schedule / Edit

Weekly Schedule

Day of the Week

SU	MO	TU	WE	TH	FR	SA
☐	☒	☒	☒	☒	☒	☐

Event Program

1	2	3	4	5	6
☒	☐	☐	☐	☐	☐

Type

Time

Time

Value

Schedule Default

- To delete an event, go to the 'Time' section and select '– : –'. This will delete all events corresponding to the selected Day of the Week and Event Program.
- At the bottom of the page, you will find three buttons: Cancel, Ok, and Apply. The Cancel button will discard any changes and close the edit screen. The Ok button saves the changes you made and closes the screen, while the Apply button will save the changes without closing the screen, allowing you to continue editing.

admin
2024-10-01 07:17:30

Home
Channel 1
Channel 2
Channel 3
Channel 4
Data
Settings
Statistics
Help
Logout

Data / Schedules / Schedule 2-0 / Offset / Edit

Offset

-10 minutes

Earliest Time

06 : 00

☒ Execute Earliest

Latest Time

09 : 00

☒ Execute Latest

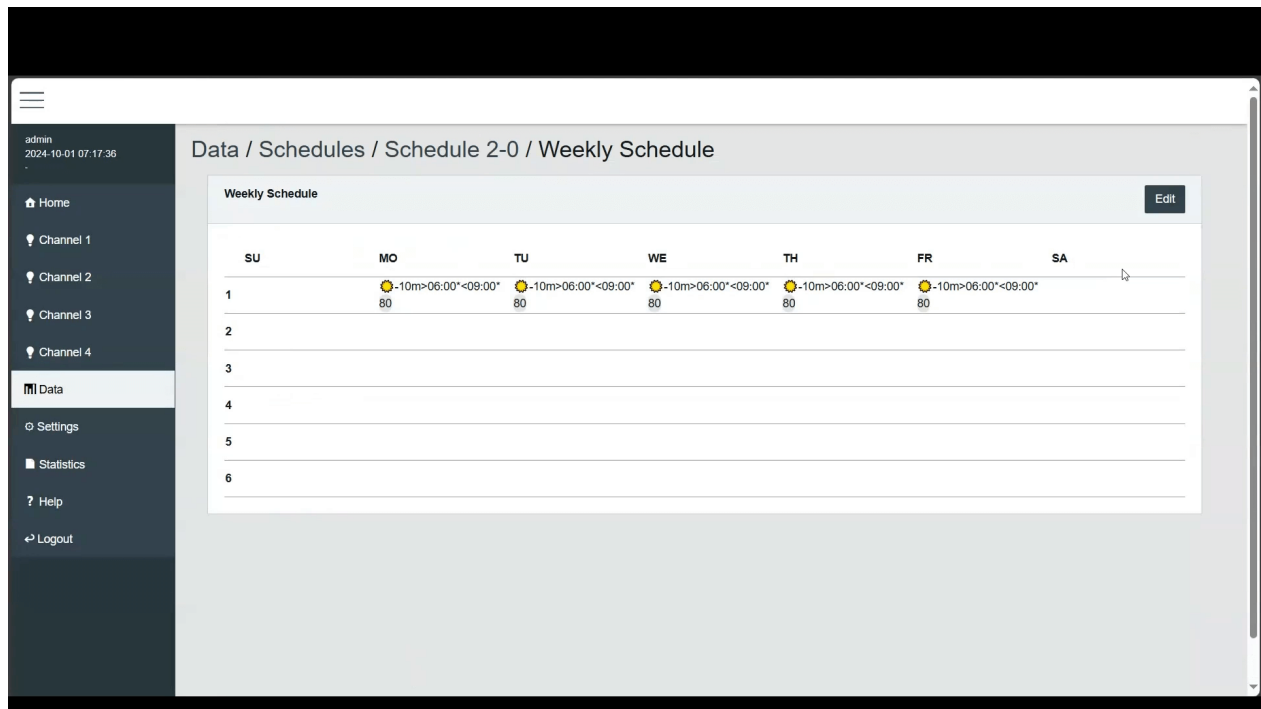
Value

Schedule Default

80

Cancel Ok Apply

The system will now automatically control the lighting based on your schedule and the astronomical time clock.



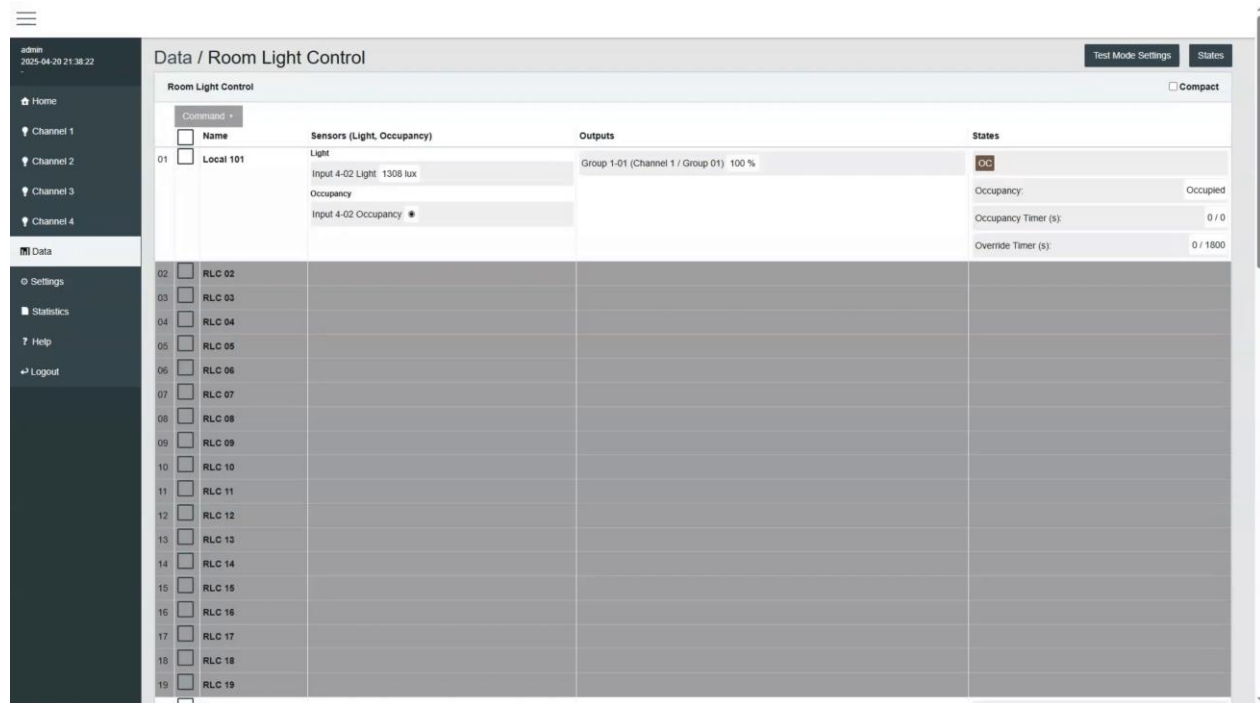
4.4 Conclusion

With these simple steps, you've successfully configured both standard and astronomical schedules, ensuring efficient lighting control.

5 Room Light Control

5.1 Introduction

Room Light Control is used to automatically manage lighting based on presence detection, natural light levels, and manual triggers. It allows combining multiple sensors and outputs to define how lights behave in different room states, like occupied or unoccupied.



The screenshot displays the 'Data / Room Light Control' interface. It features a sidebar with navigation options: Home, Channel 1-4, Data (selected), Settings, Statistics, Help, and Logout. The main area shows a table of Room Light Controls (RLC) with columns for Name, Sensors (Light, Occupancy), Outputs, and States. The first row is expanded, showing details for 'Local 101'.

Command	Name	Sensors (Light, Occupancy)	Outputs	States
01	Local 101	Light Input 4-02 Light: 1308 lux Occupancy Input 4-02 Occupancy	Group 1-01 (Channel 1 / Group 01): 100 %	Occupied Occupancy Timer (s): 0 / 0 Override Timer (s): 0 / 1800
02	RLC 02			
03	RLC 03			
04	RLC 04			
05	RLC 05			
06	RLC 06			
07	RLC 07			
08	RLC 08			
09	RLC 09			
10	RLC 10			
11	RLC 11			
12	RLC 12			
13	RLC 13			
14	RLC 14			
15	RLC 15			
16	RLC 16			
17	RLC 17			
18	RLC 18			
19	RLC 19			

5.2 Overview

Let's start with a quick overview of how it works.

A Room Light Control uses inputs, such as occupancy detectors, light sensors, and buttons, to control one or more outputs like groups or channels. Each control can also operate in day mode or night mode, based on a schedule or external trigger. For example, during the day, lighting can be adjusted automatically based on daylight levels. At night, lights can be turned off or only temporarily activated with a manual override.

Each Room Light Control can be assigned multiple occupancy sensors, a light sensor, and multiple outputs like a group or channel.

5.3 Parameters

Now we'll go through the parameters that define how the system behaves in each state.

Each Room Light Control has a set of parameters to define how it behaves:

- **Occupied Command:** Defines what happens when someone enters the space, such as turning on to 100% or recalling a lighting scene. It is also possible to configure no command so that lights can be turned on by other means, such as wall switches or a schedule.
- **Unoccupied Command:** What happens when the room becomes vacant, typically turning off the lights.
- **Warning Command:** Briefly dims the lights as a visual warning before turning them off by the Unoccupied Command.
- **Hold Time:** How long the lights stay on after the last detected movement.
- **Ignore Time:** Prevents false triggers just after lights go off.
- **Override Time:** The Override Time keeps the lights on for a defined duration during night mode if someone manually turns them on.

Next, let's look at how the system can adapt lighting based on natural light.

Daylight Harvesting automatically adjusts artificial lighting based on the amount of natural light detected by the sensor. You define a target illumination level, called a setpoint, and the Room Light Control automatically increases or decreases the lighting gradually to maintain it. You can fine-tune the system using the deadband, the adjustment step size, and minimum or maximum output levels.

5.4 Profiles

Instead of configuring the parameters of each Room Light Control individually, you can group them into a profile: a shared, named set of behaviour parameters (occupancy commands, times and daylight harvesting settings). A Room Light Control can follow one profile while its Occupied Mode is occupied and another while its Occupied Mode is unoccupied, and up to 32 profiles are shared across all Room Light Controls. This makes it easy to apply and update a consistent behaviour across many rooms.

5.5 Linked Occupancy

Linked Occupancy lets a Room Light Control keep other Room Light Controls active while it is occupied. For example, occupancy in a main area can hold the lighting in adjacent corridors or shared spaces.

5.6 Schedules

Now let's cover how scheduled behavior can be integrated.

Schedules can control the Occupied Mode of a Room Light Control, switching between day and night behavior automatically.

For internal schedules, a Commander can be used as the schedule destination to manage the Occupied Mode (Day / Night Mode) of the Room Light Control.

The screenshot displays the 'Data / Schedules / Schedule 2-0 - RLC / Weekly Schedule' configuration page. On the left is a dark sidebar with navigation links: Home, Channel 1, Channel 2, Channel 3, Channel 4, Data (selected), Settings, Statistics, Help, and Logout. The main content area shows a 'Weekly Schedule' table with columns for days of the week (SU, MO, TU, WE, TH, FR, SA) and rows for time slots (1, 2, 3, 4, 5, 6). The table contains scheduled commands like 'Start Commander 01' and 'Start Commander 02' at specific times (06:00 and 19:00). An 'Edit' button is located in the top right corner of the table area.

	SU	MO	TU	WE	TH	FR	SA
1	06:00 Start Commander 01	06:00 Start Commander 01	06:00 Start Commander 01	06:00 Start Commander 01	06:00 Start Commander 01	06:00 Start Commander 01	06:00 Start Commander 01
2	19:00 Start Commander 02	19:00 Start Commander 02	19:00 Start Commander 02	19:00 Start Commander 02	19:00 Start Commander 02	19:00 Start Commander 02	19:00 Start Commander 02
3							
4							
5							
6							

The screenshot shows the 'Commander 02' configuration page. The left sidebar contains navigation links: Home, Channel 1, Channel 2, Channel 3, Channel 4, Data (selected), Settings, Statistics, Help, and Logout. The main content area is titled 'Data / Commanders / Commander 02 - Local 101-Night'. It includes a 'Parameters' section with fields for Name (pre-filled with 'Commander 02 - Local 101-Night'), Execute Count (set to 1), and a 'Steps' table. The 'Steps' table has columns for Step, Destination Type, Destination, Value, Fade Time, and Delay (s). Steps 1 and 2 are configured, while steps 3 through 7 are set to 'Disabled'.

Step	Destination Type	Destination	Value	Fade Time	Delay (s)
1	RLC - Command	Local 101 (RLC 01)	Occupied Mode - Unoccupied		0
2	Input - Command	Input 4-02 (Channel 4 / Input Device 02)	Sensor Command Allowed - On Disable		0
3	Disabled				
4	Disabled				
5	Disabled				
6	Disabled				
7	Disabled				

When using an external schedule via BACnet, the Command property of the Room Light Control is used to control the Occupied Mode.

Both approaches allow automating transitions and disabling certain inputs at specific times of day.

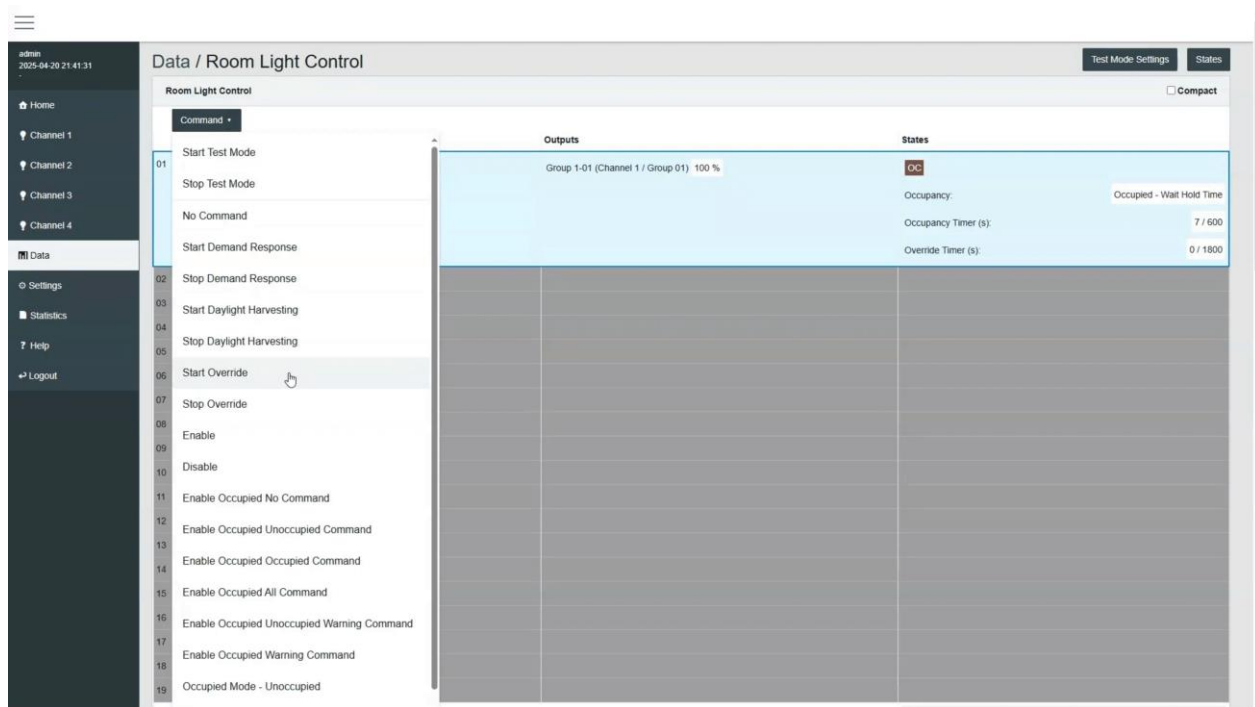
5.7 Web Interfaces

Let's now look at how to monitor and control the system in real-time.

This page lists all available Room Light Controls. It also shows the current states of occupancy, light sensors, and outputs.

It displays real-time feedback from sensors, current output levels, active modes, and timers. This helps confirm that the system is working as expected and allows quick troubleshooting during testing or commissioning.

It also allows manually executing commands for the Room Light Control, such as starting or stopping daylight control, enabling or disabling commands, starting or stopping test mode, and more.



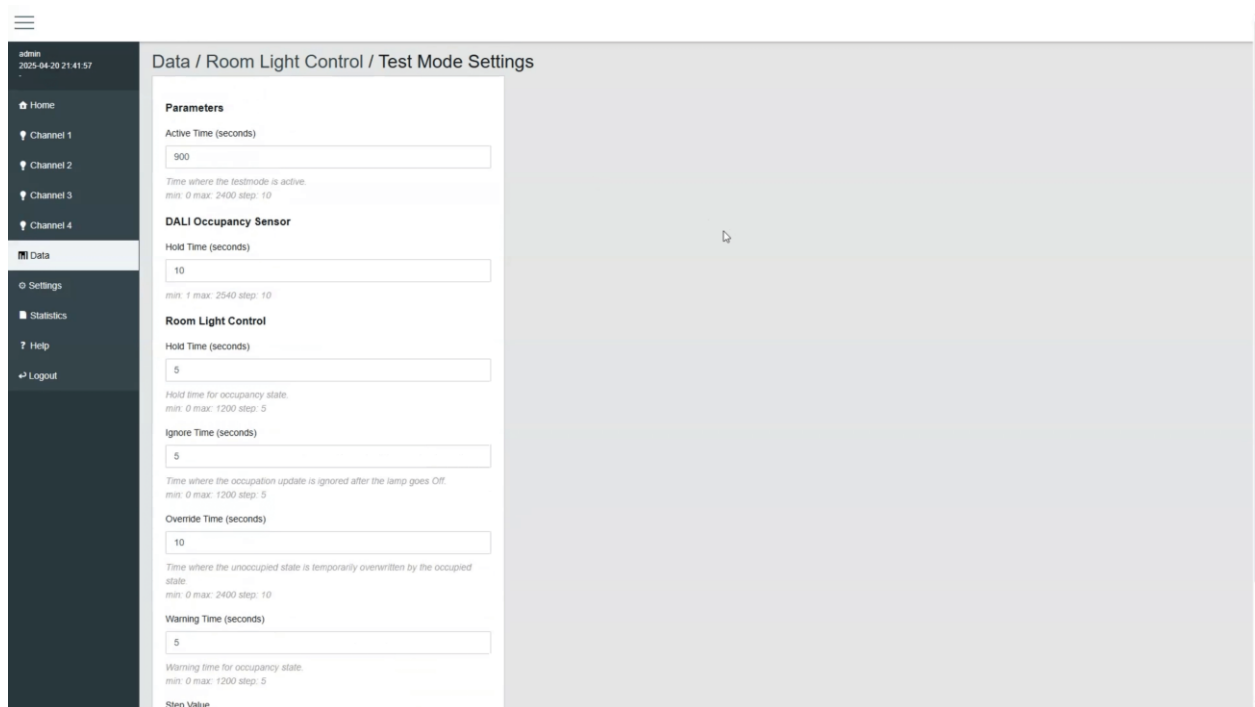
5.8 Test Mode

Now let's take a look at the Test Mode for validation and commissioning.

Test Mode is useful for validating that the Room Light Control reacts correctly and confirms that outputs respond accordingly to the desired parameters.

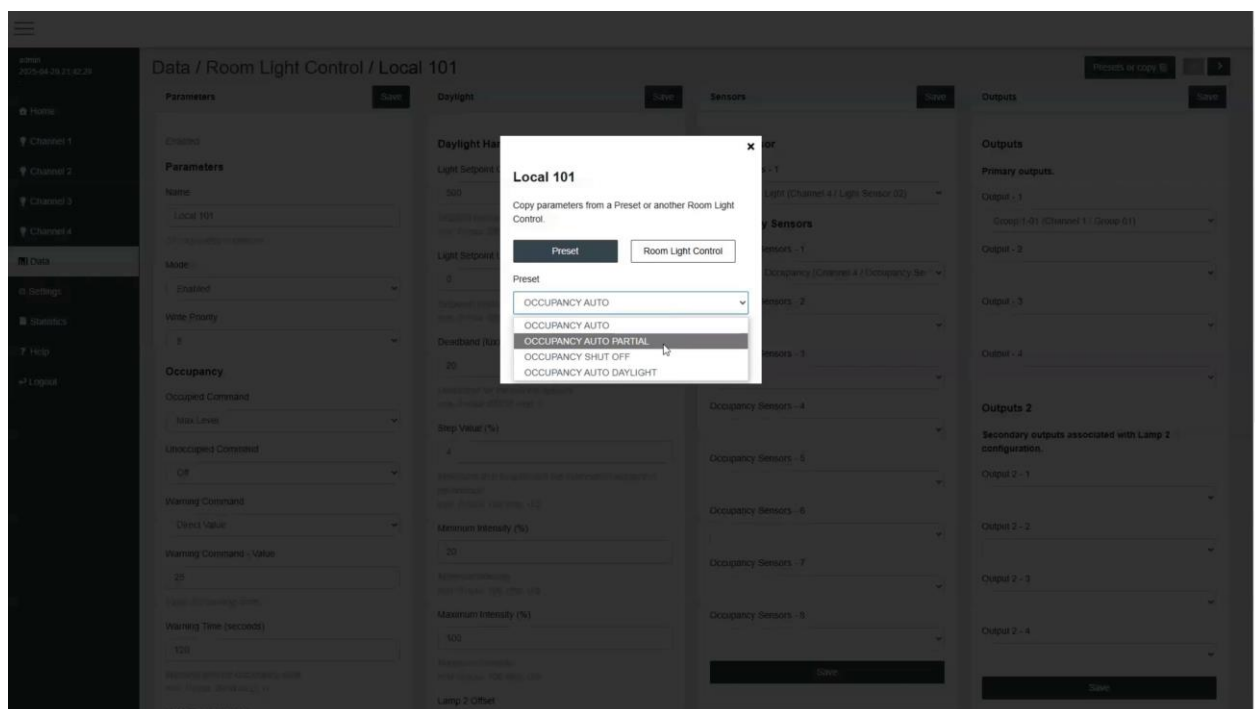
The test mode facilitates quick walk testing. You can also simulate occupancy and button inputs. While this test mode is active, the time delays of the occupancy sensors and Room Light Control are shortened.

After 15 minutes, the test mode automatically deactivates, and the delays of the Room Light Control and sensors return to their normal operating parameters.



5.9 Parameters Presets

If you want to save time during setup, **presets** can help.



Room Light Control includes presets to speed up configuration:

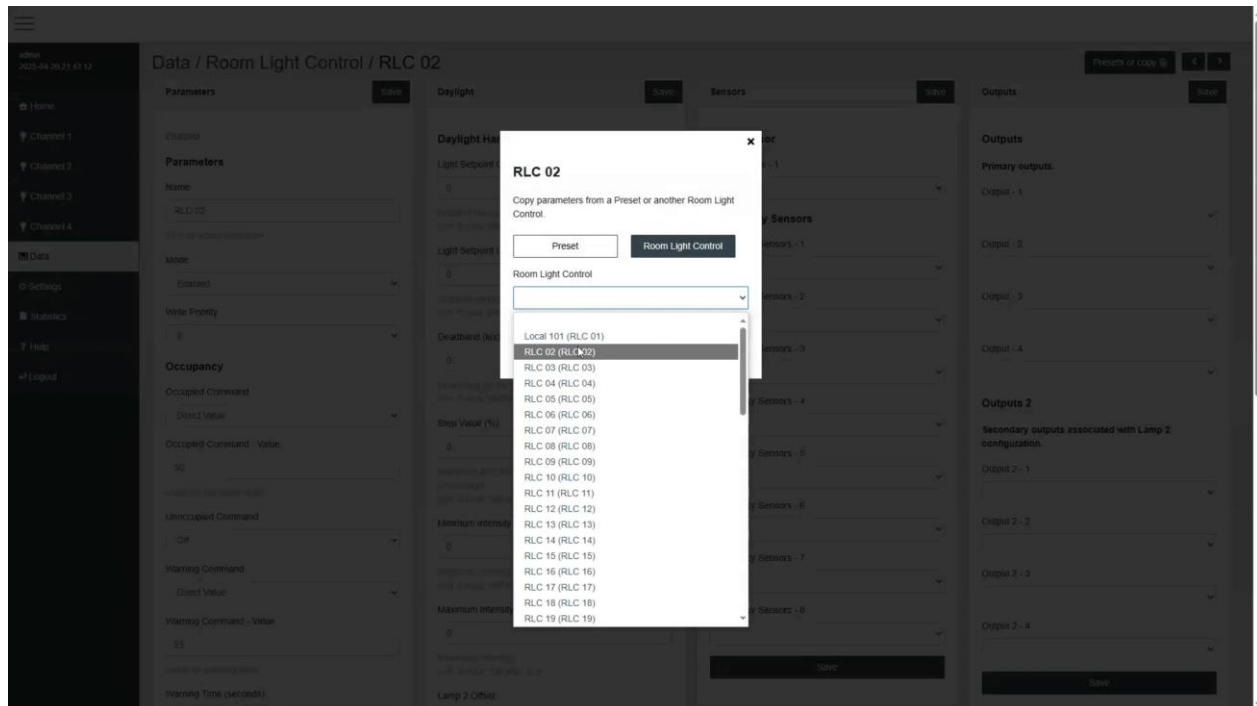
- **Occupancy Auto:** Lights turn on to 100% with presence and turn off automatically when vacant.

- **Occupancy Auto Partial:** Lights turn on to 50% with presence and turn off when unoccupied.
- **Occupancy Shut Off:** Lights only turn off automatically; turning them on must be done manually, for example with a button.
- **Occupancy Auto Daylight:** Starts daylight harvesting when someone enters and turns the lights off when the room is vacant.

5.10 Parameters Copy

And if you're setting up several rooms with similar settings, copying parameters is a quick way to get it done.

When working on multiple similar rooms, the copy function allows applying the same settings from one Room Light Control to another. This avoids manual entry and ensures consistent operation across rooms.



5.11 Step by Step Example

Let's wrap up with a quick example of how to configure it from the web interface.

Here's an example of how to configure a Room Light Control:

1. Go to the Room Light Control section of the web interface.
2. Open the configuration of a Room Light Control.
3. Set a name and enable it.
4. Under Occupancy, choose the Occupied Command. For example, set it to Recall Max Level.

5. For Unoccupied, set the command to Off.
6. Optionally, add a Warning Command to reduce lights to 20% and set a warning time of 30 seconds.
7. Configure the Override Time, for example 10 minutes.
8. Enable Daylight Harvesting, define a setpoint of 500 lux, set the deadband and step size.
9. Assign occupancy and light sensors.
10. Assign the output group or channel that the Room Light Control will control.
11. Save your changes, and test using the Test Mode.

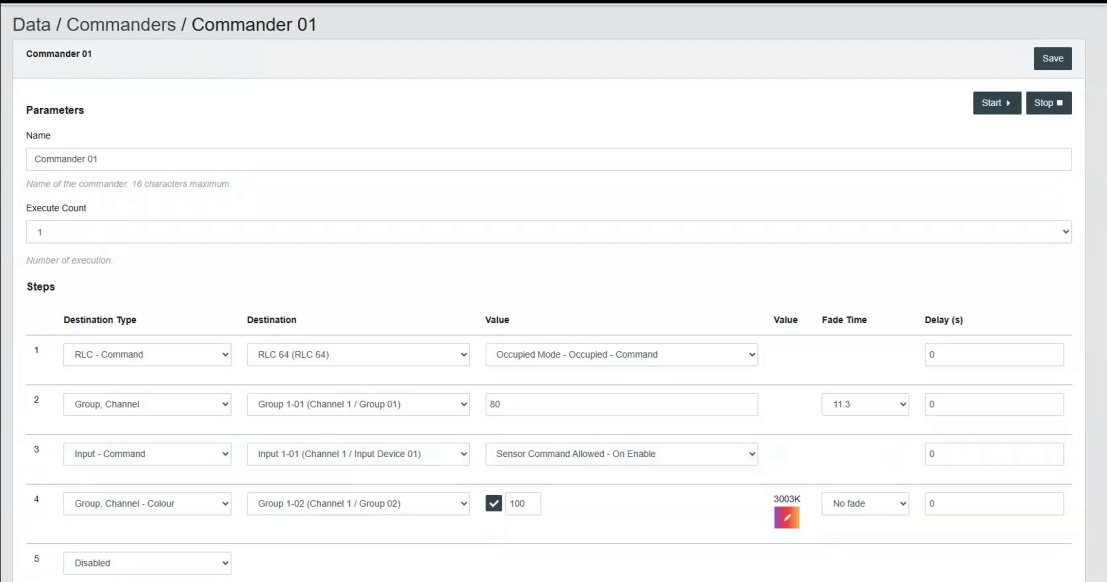
5.12 Conclusion

Room Light Control provides a smart and flexible way to automate lighting across different areas. With the right configuration, it helps improve comfort and energy efficiency.

6 Commander

6.1 Introduction

The Commanders feature allows you to send multiple lighting and control commands in a sequence, which can be set to execute once, repeat multiple times, or run until manually stopped. Commanders can be activated through various triggers, including schedules, a DALI-2 button, BACnet, or a web interface, giving you flexible control options.



The screenshot displays the 'Data / Commanders / Commander 01' configuration page. It includes a 'Parameters' section with fields for 'Name' (Commander 01), 'Execute Count' (1), and a 'Steps' table. The table has columns for 'Destination Type', 'Destination', 'Value', 'Value', 'Fade Time', and 'Delay (s)'. The steps are as follows:

	Destination Type	Destination	Value	Value	Fade Time	Delay (s)
1	RLC - Command	RLC 64 (RLC 64)	Occupied Mode - Occupied - Command			0
2	Group, Channel	Group 1-01 (Channel 1 / Group 01)	80		11.3	0
3	Input - Command	Input 1-01 (Channel 1 / Input Device 01)	Sensor Command Allowed - On Enable			0
4	Group, Channel - Colour	Group 1-02 (Channel 1 / Group 02)	☒ 100	3003K	No fade	0
5	Disabled					

6.2 Overview

Each Commander is capable of executing a range of commands, including adjusting light intensity, recalling specific scenes, changing color, enabling or disabling DALI-2 sensors and buttons, and controlling Room Light Control settings like daylight harvesting and Occupied Mode. They can also be used to activate or deactivate schedules, and even to trigger other Commanders.

The system supports up to 64 Commanders, each of which can execute up to 12 commands. With the ability for Commanders to activate one another, command sequences can extend beyond this limit.

Configurable parameters include the Commander's name, limited to 16 characters, the execute count to define how many times it runs, and a sequence of steps. Each step specifies a destination type, such as lighting groups, channels, input devices, Room Light Control, schedules, or other Commanders.

Additional settings include Fade Time for smooth light transitions and Delay, in seconds, to set pauses between commands. This setup provides automated control over complex lighting configurations.