



User Manual
Rev. 2.0



MY VISION

|

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1. Introduction

What is MyVision?

MyVision is software developed by ESA Elettronica for Building Automation. Simple yet powerful, it is devised for the new series of Visualyser terminals and is highly advanced, meeting new needs in the field of building automation.

The new Visualyser line

ESA's new line of products is called Visualyser (<http://www.visualyser.com>).

It is designed to make the ESA terminals not only a great form of technology but also a valuable asset to any home environment, from humble family abodes to luxury residences, or rooms in hotels and/or any public structure where technical needs demand it.

The salient features of the MyVision are its great ease of use and simple intuitive interface.

What is MyVision for?

Conceptually speaking, MyVision allows the customer to interact with the terminal; it is the tool that allows the user to play with ideas on the panel and create all manner of projects, both small and large. The software is universal - it can be programmed on all ESA Visualyser terminals regardless of their functions and technical properties.

MyVision allows you to create a project with all the details required to run the associated application. When completed, the project can be downloaded and installed on the panel, and the panel is then ready for use.

MyVision assists the user during all stages of the project: from creation to editing, compilation and installation on the terminal.

The Manual

This manual serves to assist ESA customers at all times. It describes and explains the various functions of the software. It is intended for the typical user of ESA products, whether first-time buyers or people who are already familiar with ESA's software.

Key concepts, instructions, examples and screen-shots are given for each topic and function.

In the MyVision manual, ESA introduces a new form of multimedia that it has never used before: it consists of giving examples in video format. The video clips illustrate the infor-



mation given in the paper manual in a clear and realistic manner. They are effectively "mini lesson video clips" which allow the user to better understand the information already given in form of text and "screen shots". There is a video clip at the end of each paragraph. To view a video clip, you simply need to click on the web cam icon :



The user can watch, pause, stop and rewind a video clip until he has fully understood the content.

If you should find some problems in viewing movies, please install the codec "xvid " (open source) by clicking on the following :



Conventions

In the interest of clarity and easy consultation, we shall use simple notes with which you can familiarize yourself from the start. The table below contains all the notes used throughout the manual :

The table below contains all the notes used throughout the manual :

Table 1: Diagram of conventions

Note	Meaning
	Indicates there is a note; notes are given, when necessary, to provide advice or clarify common doubts.
	Indicates a video file in ".avi" format illustrating the aspect of the MyVision software mentioned in the name of the paragraph.
	Indicates you can watch a video file in ".avi" format. To open the file, click on the webcam icon.



The information in this document is subject to modification without forewarning and is not binding for ESA elettronica S.p.A.

All the products are commercial or registered brands of the respective owners.

**ESA Elettronica
technical
assistance**

If you have any doubts concerning the use of MyVision or ESA's products in general, please feel free to contact the ESA Elettronica technical assistance service, available Monday to Friday, from 8:30 am to 12:30 pm and from 2 pm to 6 pm.
Telephone number: (+39) 031/757400
Fax: (+39) 031/751777
Email: customer.care@esahmi.com



Attention: we advise you to make a note of the currently installed version of MyVision and keep this at hand whenever you contact the ESA Technical Assistance service. The software version is stated in the main menu opened by clicking on "?">Information.



2. Installation and registration

This chapter describes the first step of the MyVision procedure: software installation and registration.

Stated below are the system requirements needed to run the application correctly and the main points of the installation phase.

Minimum requirements

Below are the minimum requirements for using MyVision on your machine :

Table 1: Minimum requirements

Type	Requirement
<i>Operating system</i>	<i>Windows® XP with Service Pack 2</i>
<i>RAM memory</i>	<i>1GB RAM</i>
<i>Processor</i>	<i>Pentium IV o equivalent</i>
<i>Screen Resolution</i>	<i>1024*768</i>
<i>Space on Hard Disk</i>	<i>500 MB</i>



Installation and registration

Recommended requirements

Below are the recommended requirements for optimal use of the MyVision on your machine :

Table 2: Recommended requirements

Type	Requirement
<i>Operating system</i>	<i>Windows® XP</i> <i>Windows® Vista</i> <i>Windows® 7</i>
<i>RAM memory</i>	<i>2 GB RAM</i>
<i>Processor</i>	<i>Pentium IV or above</i>
<i>Screen Resolution</i>	<i>1024*768 or above</i>
<i>Space on Hard Disk</i>	<i>500 MB</i>

Installing MyVision

Make sure your machine meets the minimum requirements. You can then install the MyVision. Close or end any open applications. Insert the DVD-ROM with the MyVision program. This window opens automatically :



Installation and registration

Select the required language. This window opens. To install MyVision, click on "Install MyVision" in the "MyVision suite" menu :



Follow the on-screen instructions to complete installation.

Registering MyVision

When the installation phase has ended successfully, this image appears requesting you to register the software :



Installation and registration

Insert the license code (shown on the box for the MyVision DVD). Click "Next". This image appears requesting you to enter your details. Insert these and click on "Next" :



The image shows a software registration window titled "Software registration" with a "Registration" tab and a key icon. The window contains a form with the following fields: First name (*), Last name (*), Company, Email (*), Country (dropdown menu showing "Italy"), City (*), Address, Phone number, and Fax number. A note at the bottom states "Fields with the (*) symbol are mandatory". At the bottom of the window are buttons for "Cancel", "?", "Back", and "Next".

You need an Internet connection to complete registration. This image requests you to select the box if you have a "Proxy" connection. Make your selection then click on "Next" :



The image shows a software registration window titled "Software registration" with a "Registration" tab and a key icon. The window contains a message: "In order to connect to ESA through the internet, your network credentials are required if you are behind a proxy. Please enter them if required." Below the message is a checkbox labeled "Use proxy". At the bottom of the window are buttons for "Cancel", "?", "Back", and "Next".



This image appears when registration has completed correctly. Click "Done" :



Note: Registration is not mandatory, but is strongly recommended as the user is then entitled to free downloads of future software versions. If you do not register, you will be prompted to do so whenever you use the MyVision.



3. Menu layout

In order to familiarize yourself with the functions of the MyVision, you need to first understand the work environment and the various menus.

The layout of the application is made up of the following areas:

- Main menu
- Icon bar
- Project tree
- Work area

In this chapter we will describe the general configuration of the software, with particular reference to the main menu and the icon bar: the basic tools for all actions in the MyVision environment.

The functions of the icon bar can also be accessed on the main menu.

Main menu

The main menu allows you to execute the main tasks associated with configuration and projects.



It is situated at the top of the program window and is in a set position, so cannot be moved to another part of the page. There are various sub-menus you can scroll through; each sub-menu offers different functions which we will discuss further on.



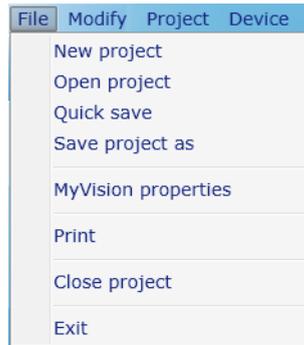
File Menu

Table 1: Functions of the File Menu

Icon	Menu path	Description of Function
	<i>File -> New Project</i>	To create a new Wizard project (see chapter 4, "Creating a project with the Wizard" page 19)
	<i>File -> Open Project</i>	To open an existing project
	<i>File -> Save</i>	To save a project
ND ¹	<i>File -> Save As</i>	To save a project with a different name or in a different directory
ND ¹	<i>File -> MyVision Properties</i>	To change the directory where the projects are saved by default. This also allows you to edit the number of "Undo levels", there are 20 by default, these can be between 1 and 100.

Table 1: Functions of the File Menu

Icon	Menu path	Description of Function
	File -> Print	To print a project. There are various options: <ul style="list-style-type: none"> - Print the structure of the project - Print the properties of all the devices - Print the properties of the device selected - Print all the pages of the device - Print the current page
ND ¹	File -> Close Project	To close a project
ND ¹	File -> Exit	To exit the MyVision

1. Icon not available

Edit Menu



Table 2: Functions of the Edit menu

Icon	Menu path	Description of Function
	Edit -> Undo	To undo the previous operation
	Edit-> Redo	To redo an undone operation
	Edit -> Copy	To copy a selected object
	Edit -> Cut	To cut a selected object
	Edit -> Paste	To paste a cut or copied object



Project Menu



Table 3: Functions of the Project Menu

Icon	Menu path	Description of Function
ND ¹	<i>Project -> Project Properties</i>	To open the window containing the project details, the Name, Description, Author, Version and folder where the project is saved. It is possible to edit the information in this window.
	<i>Project -> Connection Management</i>	To open the page for configuring the device's connections. For instance, it is possible to assign one or more communication protocols (see chapter 4, "Connection Management" page 31).

1. Icon not available

Device Menu

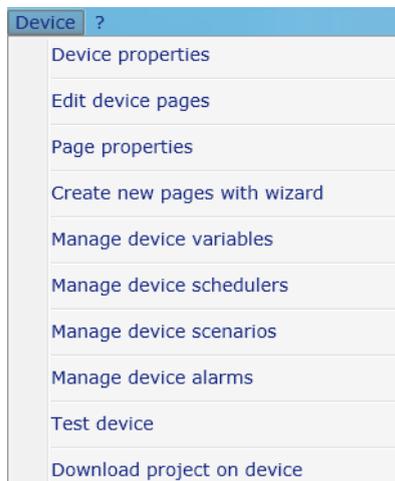


Table 4: Functions of the Device Menu

Icon	Menu path	Description of Function
	<i>Device -> Device Properties</i>	To open the window with these details concerning the device (see chapter 4, "Device Properties" page 46) : <ul style="list-style-type: none"> - Name, description, model and mode (horizontal or vertical) - Name of the initial page - View and/or enable or disable "Remote access to the device" - The status of the communication ports and, if these are connected to a protocol, their parameters
	<i>Device -> Edit pages</i>	To edit the pages of the device (see chapter 4, "Editing a page" page 52)
	<i>Device -> Create a New Page</i>	To create a new project using the "Wizard" (see chapter 4, "Creating a new page" page 51)
	<i>Device -> Manage Variables</i>	To open the page where you can manage the variables of the device; (see chapter 4, "Variable Management" page 57). You can also create new variables (see chapter 4, "Creating a new variable" page 53).
	<i>Device -> Manage Schedulers</i>	To open the page where you can manage the Schedulers of the device; (see chapter 4, "Scheduler management" page 142). You can also create new Schedulers (see chapter 4, "Creating a new Scheduler" page 139).

Icon	Menu path	Description of Function
	<i>Device -> Manage Scenarios</i>	To open the page where you can manage the scenarios of the device; (see chapter 4, "Scenario management" page 136). You can also create new Scenarios (see chapter 4, "Scenario management" page 136).
	<i>Device -> Manage Alarms</i>	To open the page where you can manage the Alarms of the device. You can also create new sets of Alarms (see chapter 4, "Device alarm management" page 162).
	<i>Device -> Test Device</i>	To run the "Runtime" simulator that executes a real test of the project associated with the ESA device, after automatic compilation of the same project (see chapter 4, "Test Device" page 243).
	<i>Device -> Transfer Project</i>	To download the project on the ESA device after automatic compilation of the same project (see chapter 4, "Transferring a project to the device" page 249).

"?" menu

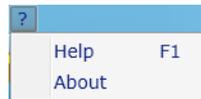


Table 5: Functions of the "?" menu

Icon	Menu path	Description of Function
ND ¹	? -> Help	To open the "Help" page for information on the part of the MyVision you are on at the time. It is also possible to open the Help page by pressing the "F1" key on your PC keyboard.
ND ¹	? -> Information	To open the "Information" page on the MyVision. This states the installed software version.

1. Icon not available





4. Project Management

The user can fully program the device with the MyVision software for creating a project file.

The user can create a project file, edit it as required (using the functions described further on), save it and open it again later to make any additional changes.

This chapter describes how to create and manage projects files correctly with the MyVision software.

The first step when using the MyVision software is to create a new project from scratch.



Creating a project with the Wizard

The "Wizard" helps you to create your projects and install the various hardware components.

The Wizard can be opened in two ways:

- Click on 
- File->New on the main menu

Using the Wizard

Creating a project with the "Wizard" involves 5 steps:

Insert the main details of the project (Name, Description, Author and the directory where the project is to be saved).

Select the Type of Project ("Single Device" or "network" project involving several devices).

Select the Type of Device and its alignment (vertical or horizontal).

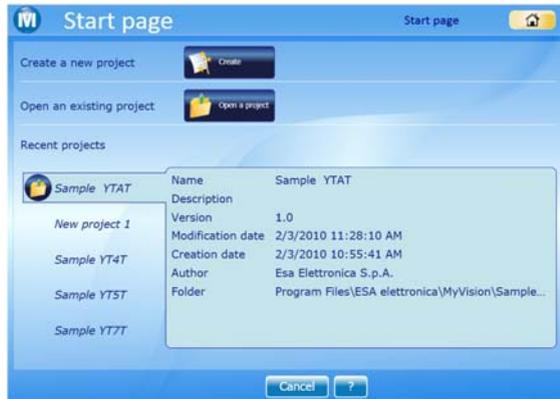
Select the Type of Protocol to be associated to the device.

Confirm your selections (click the "Done" button).

There is a "Back" button on each page of the Wizard. You can click on this to go back.

The Wizard's "Start Page" opens when you start up the wizard:





To create a project, simply click the Create button:



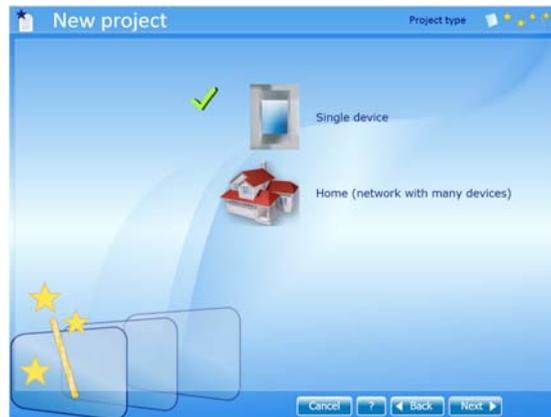
On the next window you are requested to enter the main details of the project (name, description and author of the project). You can also select the folder where the project is to be saved. When you have done, click "Next" to continue :



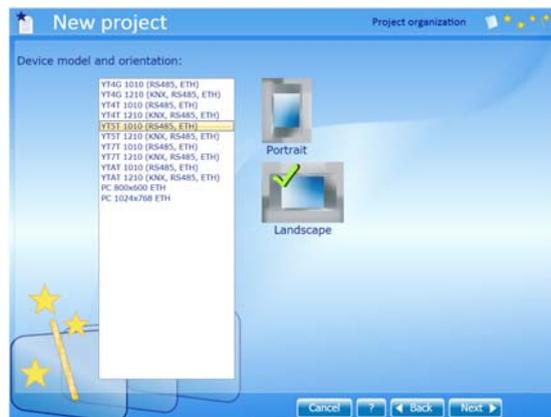


Single Device Project

First of all, you need to select the type of project. This can be a "Single Device" Project, or a "Home" Project. Make your selection then click "Next" to continue :



You now need to specify the ESA device to be used for the project, and its alignment (vertical or horizontal). Make your selection then click "Next" to continue :



At this point you have to select the type of communication protocol for the ESA device. There are three different "communication standards" for the various protocols :

- Ethernet
- KNX (Konnex)
- Serial

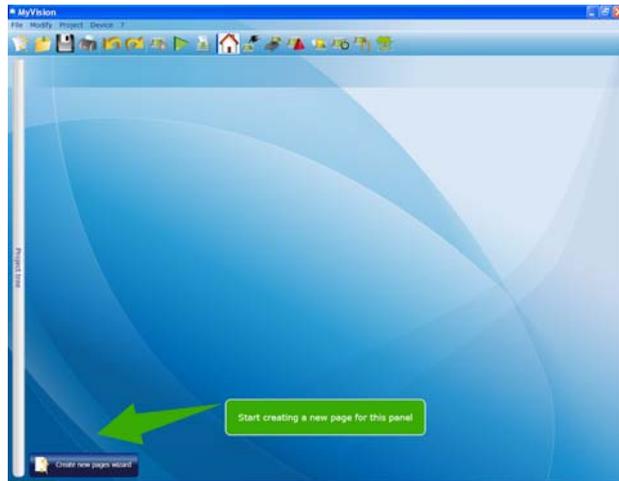
To select a "communication standard", click on the drop-down menu shown below :



The devices in each category are sub-divided according to manufacturer; make your selection and click "Done".

To open the list of "Konnex" protocols when creating a project, select an ESA device with integrated "Konnex" port, e.g. YTAT1210 (see chapter 4, "Adding a protocol to the device" page 31).

All the data required to create the project has now been inserted. MyVision opens this image where you can create a new project page :



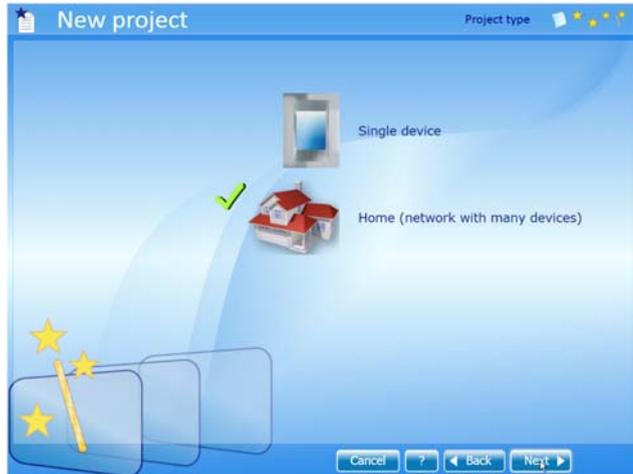
Click on the icon to watch the video for this section :



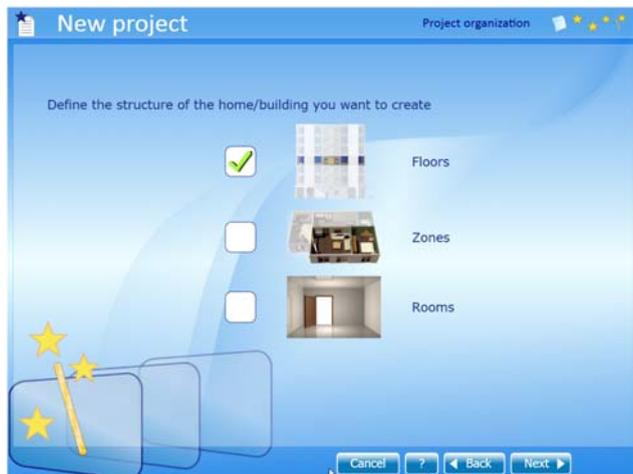
**Home Project
(network with
several
devices)**

If you need to do a project for a building on several floors (e.g. a hotel), MyVision offers a simple and intuitive way of putting together a project quickly and efficiently.

First of all, you need to select the "Home" Project (network with several devices) then click "Next" to continue :



This window opens. Determine the basic structure of the project by selecting one of the options available - "Floors", "Zones" and "Rooms". For example: select "Floors" and click on "Next" :

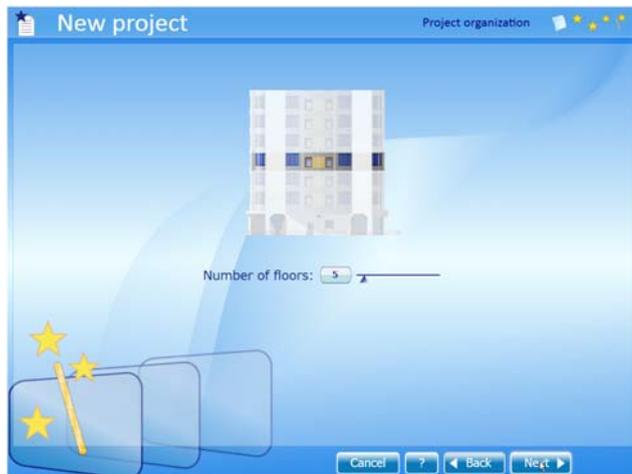


You can create up to 40 floors in the initial configuration; during project management, however, there is no restriction to the number of floors.

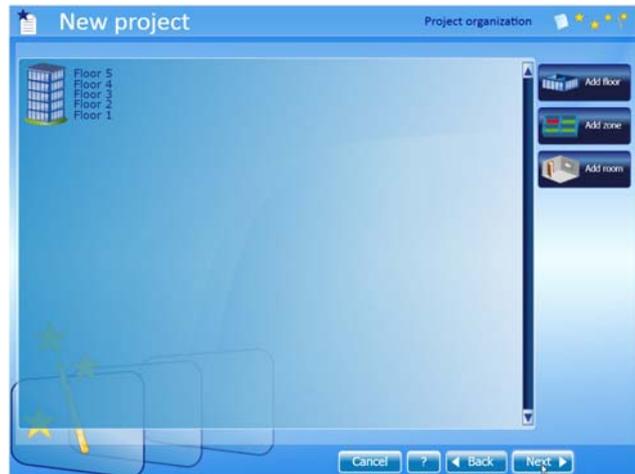
There are three ways of editing the number of floors :

- Click in the box containing the number "1" next to "Number of floors" and type in the required number.
- Click on the triangle to the right of the number "1". Click and drag the triangle to the right until you see the required number
- Click on the horizontal line to the right of the triangle and keep clicking until you see the required number.

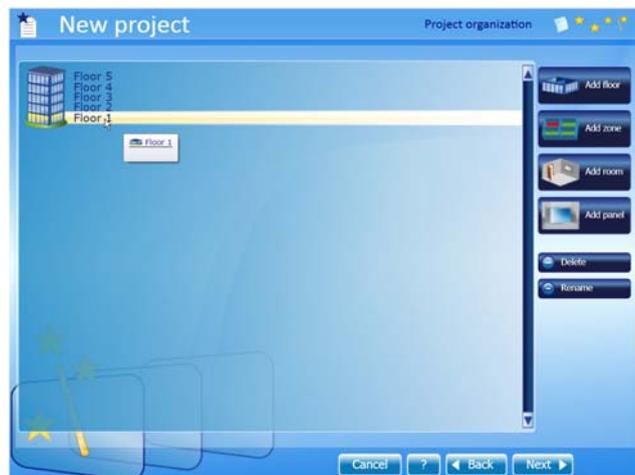
For example, you want to enter 5 floors. The image is as follows. Click "Next" :



The next page opens. Here you can enter "zones" or "rooms" for each floor you have just created:



For example, you select "Floor 1"; this lights up, allowing you to add a new ESA device to the three others mentioned above:



If for example you want to add 5 rooms on floor 1, click 5 times on the "Add room" button :





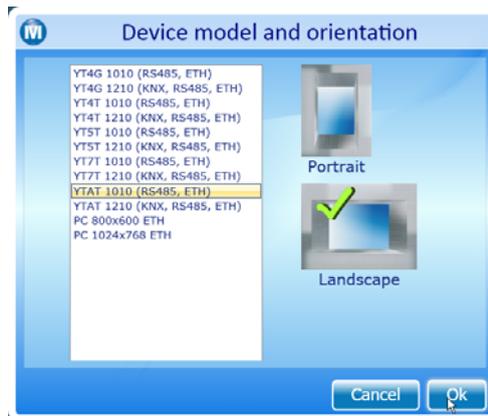
The rooms you have created appear in the project :



You now add an ESA device; click "Add another panel" :



The page "Model and alignment of device" opens. Select the model of the ESA device and its alignment (vertical or horizontal), then click "OK" :



The selected device appears in the project :



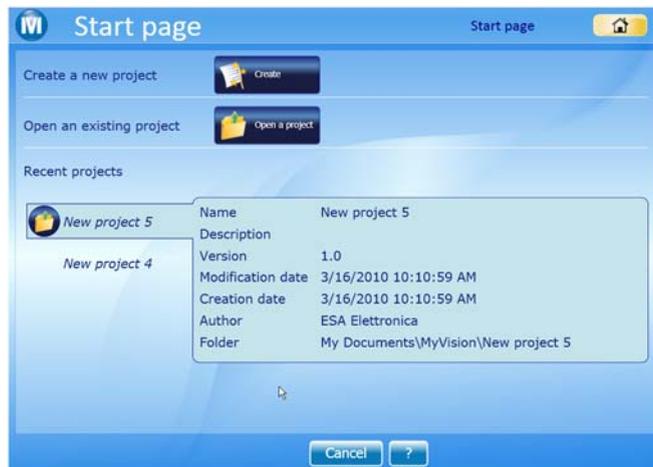
Now click "Next" and MyVision opens a page where you need to select the protocol for the project (see chapter 4, "Adding a protocol to the device" page 31).

Click on the icon to watch the video for this section:



Opening an existing project

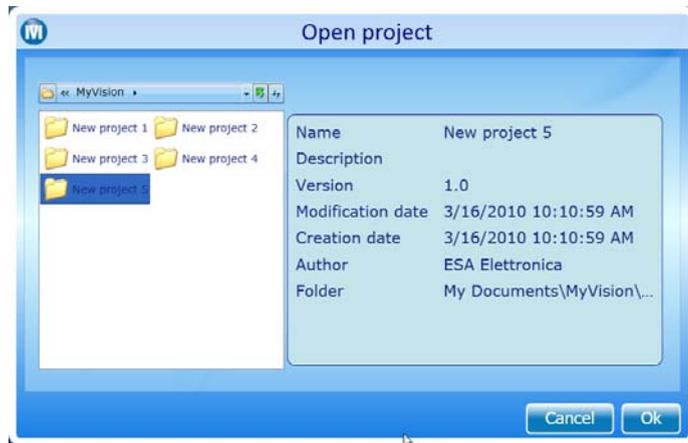
How to open a project that has already been saved: Start the MyVision. The "Start-up page" appears:



On the start-up page you can create a new project (see chapter 4, "Creating a project with the Wizard" page 19) or open an existing project by clicking on the button "Open a project":



This window appears. Select the project you wish to open then confirm by clicking "OK":



It is also possible to open one of the "recent projects". MyVision lists the last 5 projects you have used. To open, simply click once on the round icon representing a folder :



Click on the icon to watch the video for this section :



Connection Management

On the MyVision main page, you can open the page "Device connection management" by clicking on the icon at the top, on the main icon bar :



On the "Device connection management" page, you can add and remove communication protocols for the ESA device, or configure the settings and properties of protocols already in use for the project.



Adding a protocol to the device

"Local" network

The device is connected to a "local network" when it controls a single floor of the building.

It is possible to add 1 protocol for each serial port and one for each Ethernet port on the ESA device.

To assign a protocol to the ESA device, simply select one in the list of protocols on the right side of the screen. Click and drag it onto the ESA device.

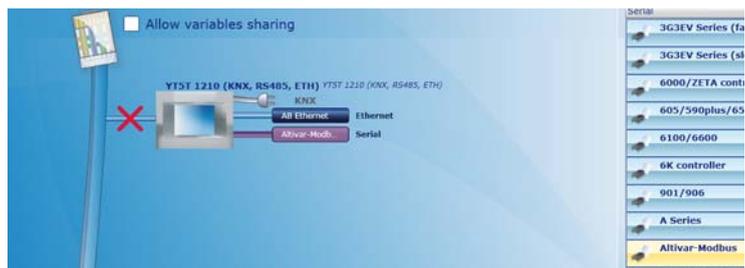
For example, you wish to add an Ethernet communication protocol; or, to be more precise, a CS1 CJ1 protocol :



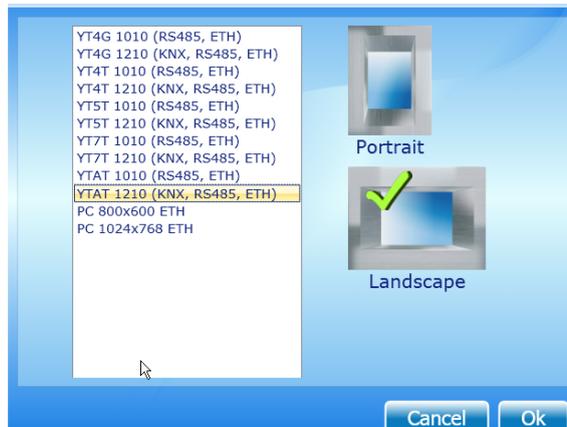
On the "Device connection management" page, your YT5T device still has a serial port (SP1 port) available. You add a serial protocol by simply clicking the drop-down menu shown below and select the "Serial" communication standard :



A list appears automatically stating all the "serial" protocols that can be assigned to the ESA device. Select a protocol and drag it (pressing and holding the left button on the mouse) to the ESA device :



To add a Konnex protocol, the ESA device must have an integrated Konnex port; for example, you can add an YTAT1210 :



Open the list of "Konnex" protocols by clicking the drop-down menu :



Select the required Konnex protocol and drag it onto the ESA device :



Click on the icon to watch the video for this section :



Global network

The device is connected to a "Global Network" when this is used to control several floors in a building. A "Global Network" allows you to add protocols using exclusively an Ethernet connection; it is possible to add up to two different categories of protocols. Before dragging the protocol to the device, click on the red "X" to enable connection to the "Global Network" :



The connection to the global network is enabled. The "ETH1" on the ESA device has disappeared - this means we can no longer use the Ethernet port on the device as it is now connected to the "Global Network" :



Enter the protocol. In the example, a CS1 CJ1 (Ethernet) communication protocol is selected from the list of protocols (on the right of the image) and dragged onto the ESA device :



As can be seen below, the protocol appears not in the same way as for the "Local Network", but on the left of the graphical representation of the Ethernet cable :



To add a second Ethernet protocol, you simply need to repeat the above procedure. In which case, the screen should appear as follows :



In the above image the YT5T device still has a serial port available (SP1 port). To add a serial protocol (a "Local Network" connection), simply click the drop-down menu pictured below, selecting the "Serial" communication standard :



A list appears automatically stating all the "serial" protocols that can be assigned to the ESA device.
Select a protocol and drag it (pressing and holding the left button on the mouse) onto the ESA device :



Lastly, confirm your changes by clicking "Done" :

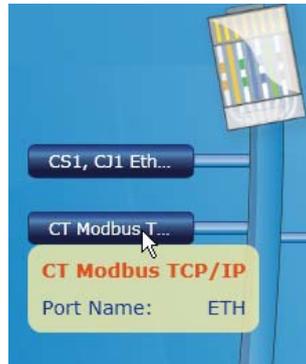


Click on the icon to watch the video for this section :

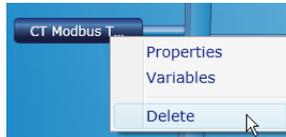


Eliminating a protocol

Move the cursor onto the protocol you wish to eliminate. This image appears :



Click on "Delete" to eliminate the "CT Modbus TCP/IP" protocol:

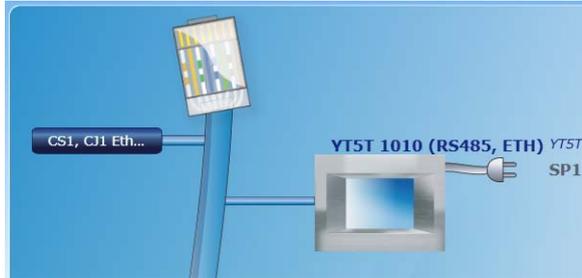


This opens an "Information" page requesting your confirmation. Click "Yes" :



The protocol is removed from the project :



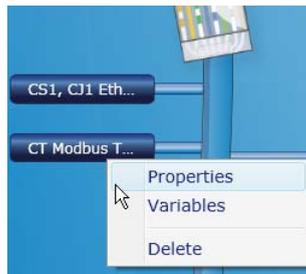


Click on the icon to watch the video for this section :

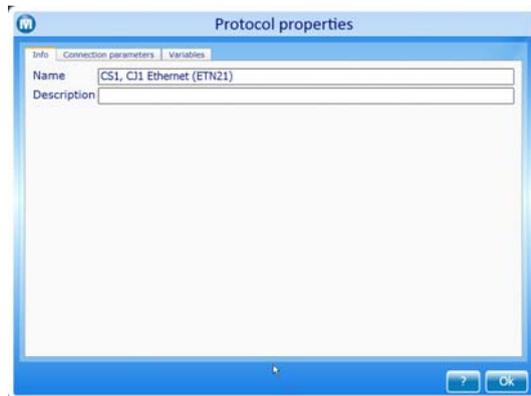


Protocol properties

To view and/or edit the properties of a protocol after having connected it to the ESA device, move the cursor onto the same protocol and this image appears :



Click on the "Properties" button to open the "Protocol Properties" window :



The "Protocol Properties" window gives these options :

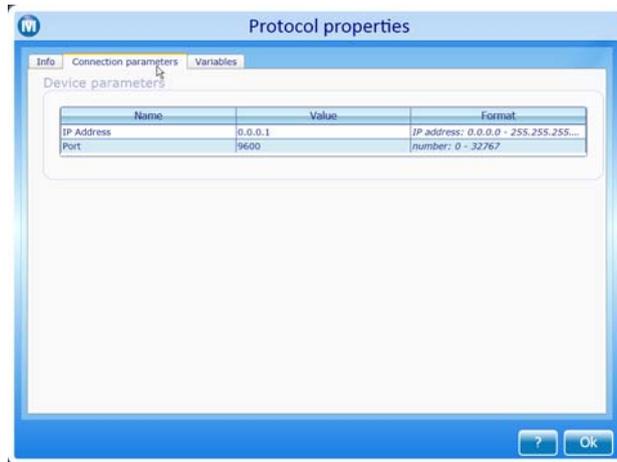
- Information
- Connection settings
- Variables

Information

On the "Protocol Properties" page, click the "Information" button. This opens the window shown above with the details, the name and description of the protocol that can be edited.

Connection settings

The "Connection settings" option allows you to check the "name", "value" and "format" of the protocol connection settings. The "value" field can be edited :



Variables

The "Variables" option allows you to view the list of variables for the protocol concerned. It is also possible to add, delete, edit, import and export new variables.

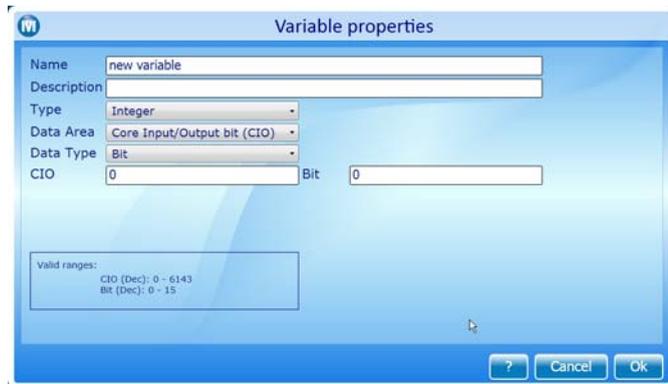


Adding a variable

To add a new variable for the selected protocol, click the "Add" button in the bottom left hand corner of the "Protocol Properties" page :



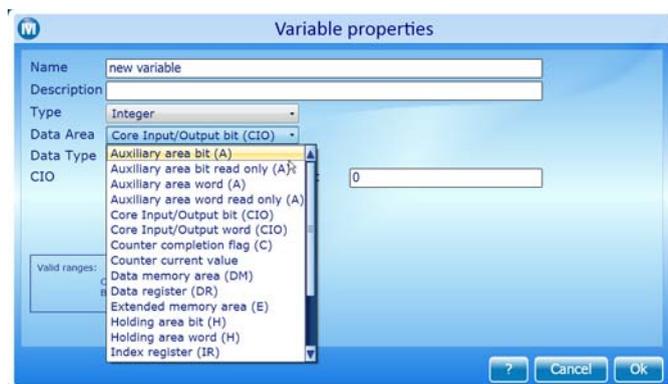
This image appears :



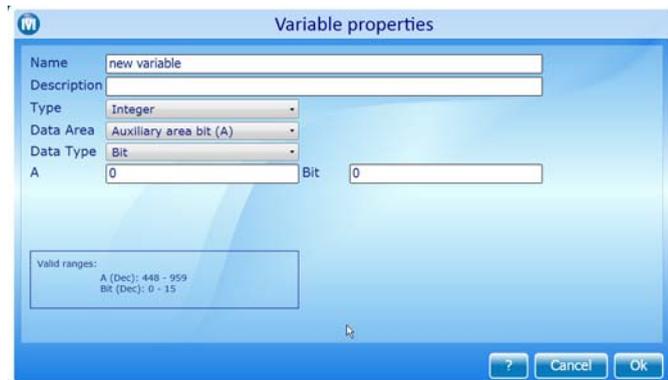
You can now do the following :

- Assign a name and description to the variable concerned
- Select the type of variable in the "Type" drop-down menu
- Select the data area in the "Data area" drop-down menu
- Select the type of data in the "Type of data" drop-down menu

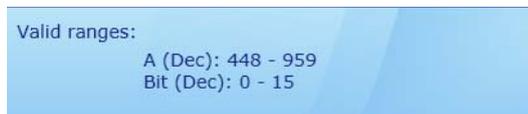
If for example you select the "Auxiliary area bit (A)" for the "Data area" :



This window appears. Note that two fields, "A" and "Bit", have appeared :



MyVision offers a valid data range applicable to the "A" and "Bit" values. The "suggestion" is given in a box at the bottom, to the left :

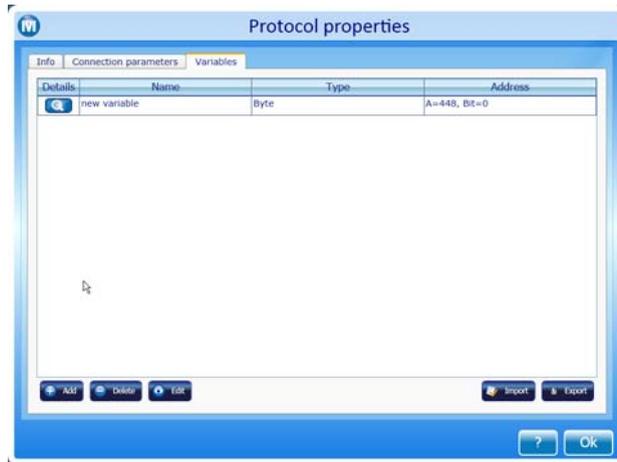


The box stating the valid data range is useful as it can save time when designing your project, it helps point you in the right direction.

This feature of the MyVision also applies to the other options in the "Data area" field.

When you have determined the properties of the new variable, click "OK". This window opens :





As you can see, the list of variables in the "Variables" area of the "Protocol Properties" page is no longer empty. You can now also read and/or edit the properties of the variable you have just created by clicking "Details" :



In the same window, you can edit the name of the variable by clicking the name of the same variable.

Click on the icon to watch the video for this section :

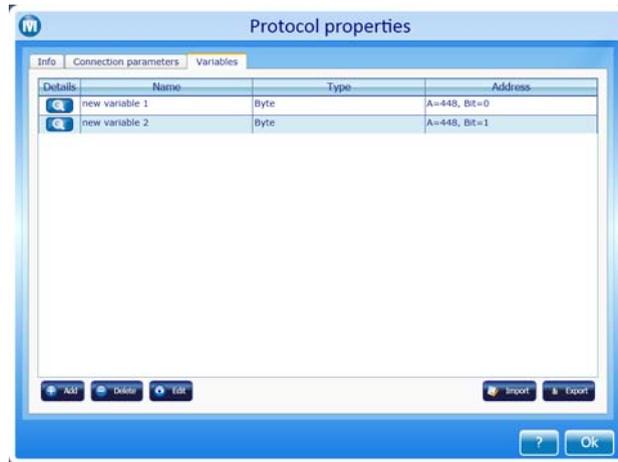


Deleting a Variable

The "Variables" option also allows you to delete a variable by pressing the "Delete" button :



If there is a list of variables, simply select the one you wish to delete :



Then click "Delete" :



An "Information" message appears :



Press the "Yes" button. The selected variable is removed from the list.

Click on the icon to watch the video for this section :

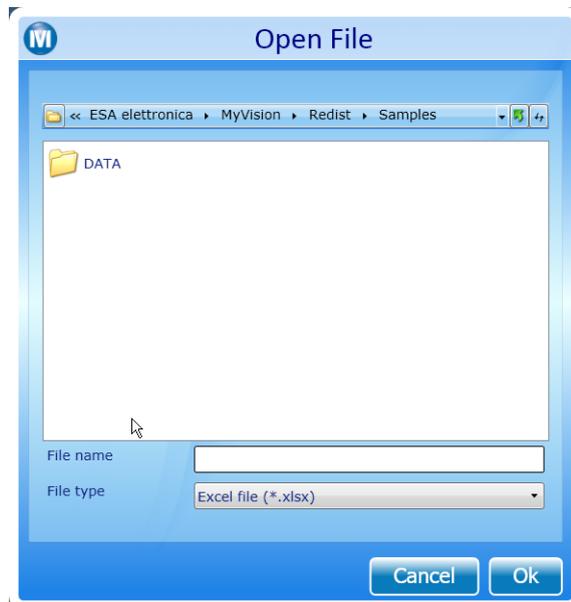


Import/Export Variables

The "Variables" option allows you to import a list of pre-determined variables in ".xls" format by clicking "Import":



This window opens. Select the file to import :



When you have done, click "OK".

MyVision allows you to export one or more variables in ".xls" format by clicking "Export" :

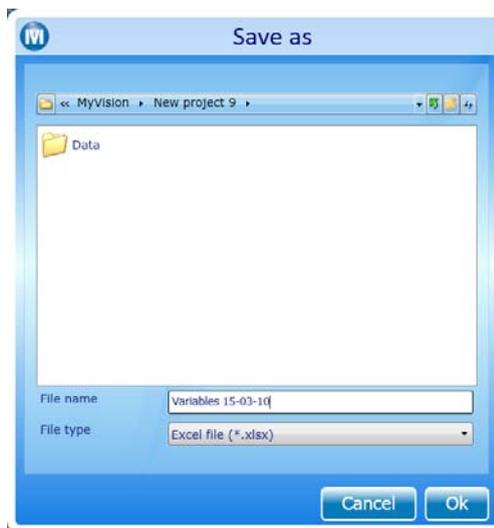


This window appears. Select the variables to export :





Click "Next". This window appears. Select the folder where you wish to save the file to be exported :



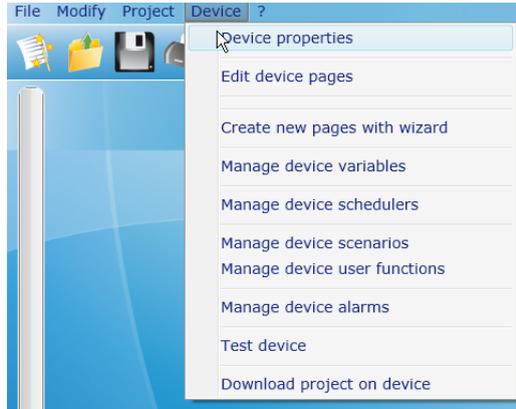
When you have done, click "OK".

Device Properties

It is possible to access the "Device Properties" page in two ways :

1) On the "Device" menu, click "Device Properties" :





2) Click the "Device Properties" icon at the top on the main icon bar :



Information

On the "Device Properties" page, click the information button to open this window. It lists details concerning the ESA device, the name, description, model and alignment (horizontal or vertical) :



Initial Page

On the "Device Properties" page, click the "Initial Page" button to select and configure one of the pages (if already added to the project) as the initial page :



Remote Access

On the "Device Properties" page, click the "Remote Access" button to open this window:

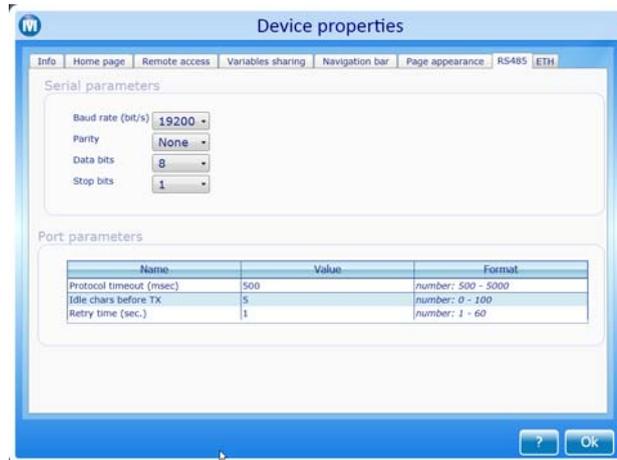


Select the "Enable remote access" checkbox to enable the remote access function (to be covered in detail further on). Enter the Username; in this example, "USER1":



Parameters of the device's connection ports

In the project created in the example, we have chosen a device with 1 x SERIAL port and 1 x ETHERNET port. As can be seen in the two images below, it is possible to read the settings of the SERIAL connection with the respective protocols assigned to the communication ports :

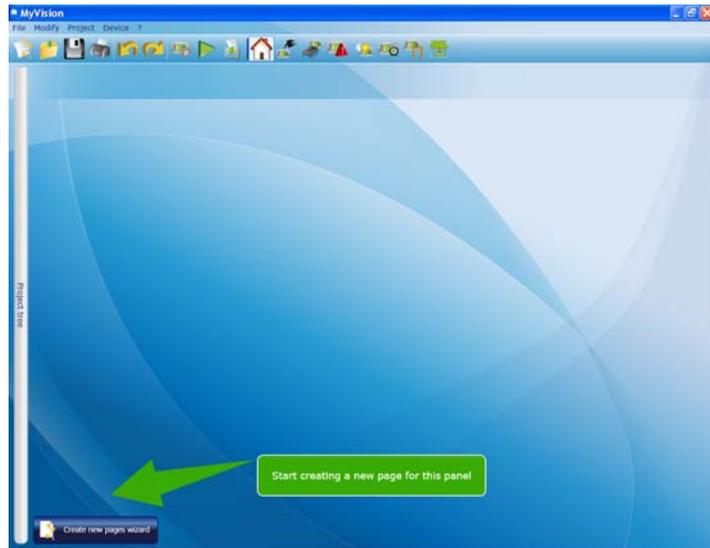


There are also the settings for the ETHERNET connection :



Creating a new page

When a new project is created with the "Wizard", MyVision opens a window to create a new project page :



Click the button indicated by the green arrow. This window appears :

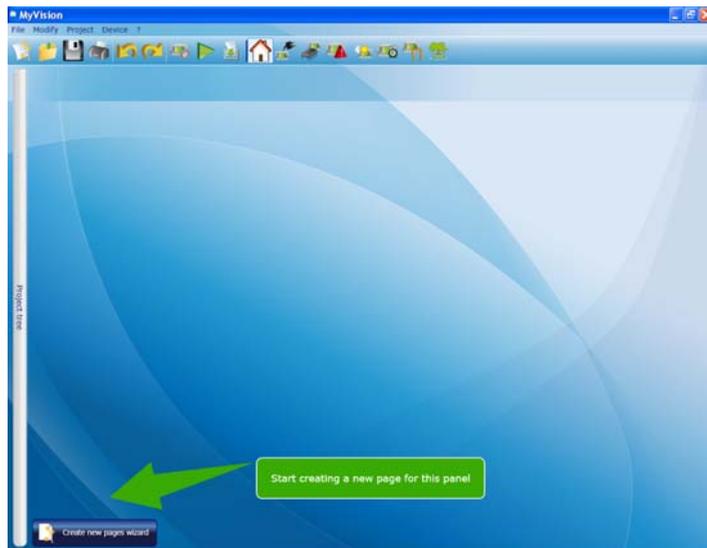


As shown above, it is possible to add various elements to the project (control, adjustments, alarms, etc.) which are listed below and described further on in this chapter :

- Lights -Light control- (see chapter 4, "Creating a Lights page" page 62).
- HVAC -Heating, cooling and ventilation control (see chapter 4, "Creating a "HVAC" page" page 90).
- Irrigation -Irrigation control- (see chapter 4, "Creating an "Irrigation" page" page 108).
- Scenarios -Scenario control- (see chapter 4, "Creating a Scenario page" page 122).
- Schedulers -Scheduler control- (see chapter 4, "Creating a new Scheduler" page 139).
- Hotel rooms -Hotel room control-(see chapter 4, "Creating a Hotel room page" page 145).
- Alarms -Alarm control- (see chapter 4, "Creating an Alarm page" page 169).
- Windows -Window, door, rolling shutter and curtain control- (see chapter 4, "Creating a Windows page" page 176).
- Video -Video surveillance- (see chapter 4, "Creating a Video page" page 200).
- Access -Access control- (see chapter 4, "Creating an Access page" page 205).

Editing a page

After creating a project page, it is possible to edit it in two ways for a new project using the "Wizard". MyVision opens a window where you can create a new project page :





Creating a new variable

The "Variable configuration" window opens when you create a new page (see chapter 4, "Creating a new page" page 51) :



In this window, click the "Protocol" button in the bottom right-hand corner. This window opens :



Click the "Create a new variable" icon :



This window opens :

A screenshot of a software dialog box titled "Variable properties". The dialog has a blue header bar with the MyVision logo on the left. The main area contains several input fields and dropdown menus. The "Name" field contains "new variable". The "Description" field is empty. The "Type" dropdown is set to "Integer". The "Data Area" dropdown is set to "Core Input/Output bit (CIO)". The "Data Type" dropdown is set to "Bit". Below these, there are two input fields: "CIO" with the value "0" and "Bit" with the value "0". At the bottom left, there is a box labeled "Valid ranges:" containing the text "CIO (Dec): 0 - 6143" and "Bit (Dec): 0 - 15". At the bottom right, there are three buttons: a help button with a question mark, a "Cancel" button, and an "Ok" button.

You can now do the following :

- Assign a name and description to the variable concerned
- Select the type of variable in the "Type" drop-down menu
- Select the data area in the "Data area" drop-down menu
- Select the type of data in the "Type of data" drop-down menu

Click "OK" when you have done the above. This window appears. The new variable is now shown under the name of the protocol :



You can also add a new variable on the "Protocol Properties" page (see chapter 4, "Protocol properties" page 38) by selecting the "Variables" option (see chapter 4, "Adding a variable" page 40).

Click on the icon to watch the video for this section :



Deleting a variable

Select the variable you wish to delete :



Click the "Delete variable" icon :



This message appears :



Click "Yes" to delete the variable.





Variable Management

To manage a variable you need to have first created a page (see chapter 4, "Creating a new page" page 51) and assigned an element to the page (see chapter 4, "Creating a new page" page 51).

There are two ways of opening the "Variable Management" page :

- Click the "Device" menu on the main menu bar then select the "Device Variable Management" option (see chapter 3, "Device Menu" page 14)
- Click the "Device Variable Management" icon :



The window is as follows :

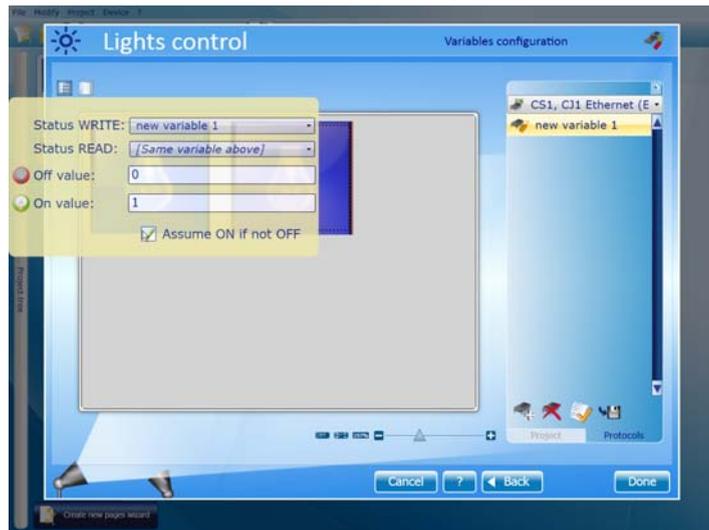


Click the "Protocol" button in the bottom right-hand corner.
The window is as follows :



On this page, you can now create new variables (see chapter 4, "Creating a new variable" page 53), or assign the variable to an object (in this case, an ON/OFF light).

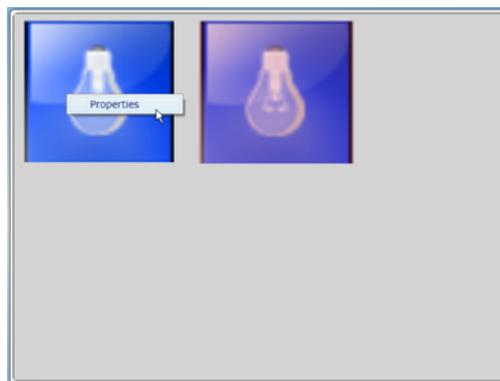
To associate the variable to the light in this example, select the variable and use the mouse to drag it onto the image representing the selected light :



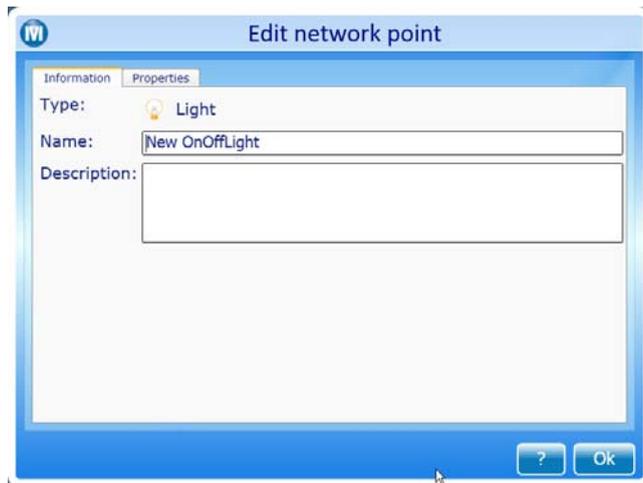
You will note the image representing the light has changed - its coloured background is different and the shading has gone. Moving the cursor onto the image opens a pop-up table stating the properties assigned to the light.

These properties can be edited as follows:

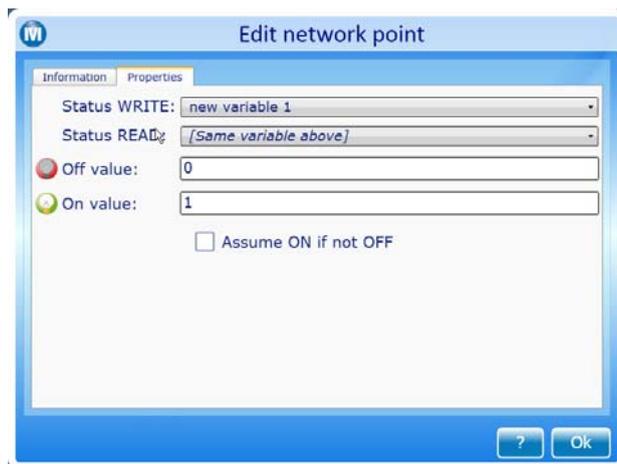
Right-click on the image representing the light the properties of which you wish to edit. The window is now as follows:



Click "Properties". This image appears :



The above image states the properties of the object. You can edit the name and add a description; and this image appears when you click the "Properties" button :

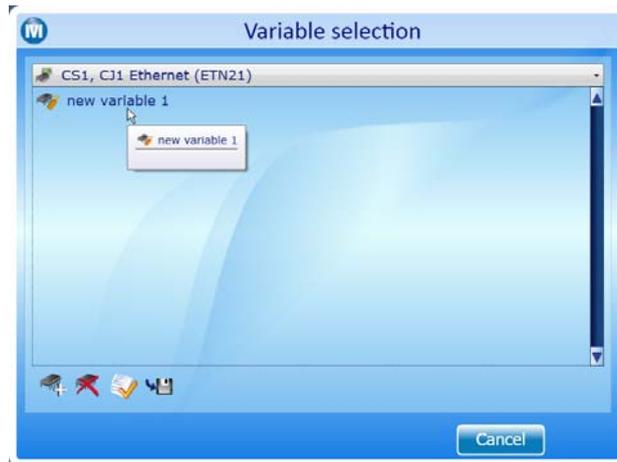


The window above gives the following options :

- WRITING status
- READING status
- Value off
- Value on



WRITING: click the drop-down menu to select the variable you wish to use from the list of variables created; you can then write a value in this variable (in this case, for the ON/OFF light, the values are "Off" and "On" :



The window above also allows you to create or delete, or even import a list of pre-determined variables, or export these using the icons at the bottom of the window (see chapter 4, "Creating a new variable" page 53 and (see chapter 4, "Deleting a variable" page 56).

READING: it is possible to read the value of the variable, but not edit it. The same variable is used by default for "WRITING".

Value OFF: it is possible to attribute a value to the "OFF" status. The default value is "0".

Value ON: it is possible to attribute a value to the "ON" status. The default value is "1".

Click on the icon to watch the video for this section :



**Creating a
Lights page**

On the previous window, select the "Lights" icon with the mouse :



This window opens :



MyVision allows you to manage two types of Light :

- On/Off lights (classic ON/OFF switch)
- Adjustable lights (adjustable light intensity with potentiometer)

In both cases, it is possible to manage 1 to 50 sources of light for each page created.





ON/OFF lights

As an example, you are on the previous "Light Control" page and wish to add 2 x ON/OFF lights. This can be done in 3 different ways :

- Click in the box containing the number "0" next to "Number of on/off lights" and type in the number "2"
- Click on the triangle to the right of the number "0". Click and drag the triangle to the right until you see the number "2"
- Click on the horizontal line to the right of the triangle and click 3 times. The number increases to 2

When you have done, the window is as follows :



Technical view of the ON/OFF light page

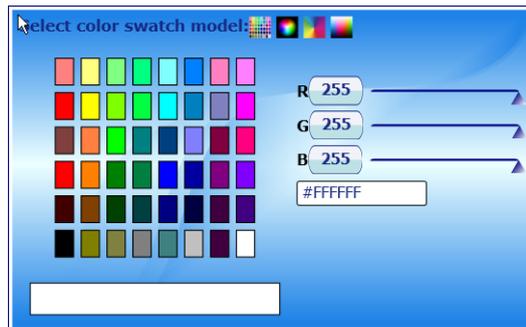
When you have done, click "Next". This window appears (Technical View). You can choose between three options :

- View the elements as a simple set of buttons (in this case you can also select the background colour)
- View the elements against a background image (in this case you can select a background image)
- You can also give the page a title by editing the "Title" field





If you select "View the elements as a simple set of buttons", you can select a background colour by clicking the white box "Select background colour" the window is now as follows :



If you select the "View the elements against a background image", the window is as follows :



On the same page, you can select a background image by clicking the blue rectangle "Select background image" :



At this point, clicking "Done" will not select any image. The objects on the page are automatically shown against a light blue background where you can edit them as required.



If instead you wish to have a background image, select the required image and then click "Done" :



The image is now as follows. You can change the name of the page (for instance, "Lights 001"), then click "Next" :



Appearance of the ON/OFF lights

The page is called "Appearance of the on/off lights". You can edit the following properties :

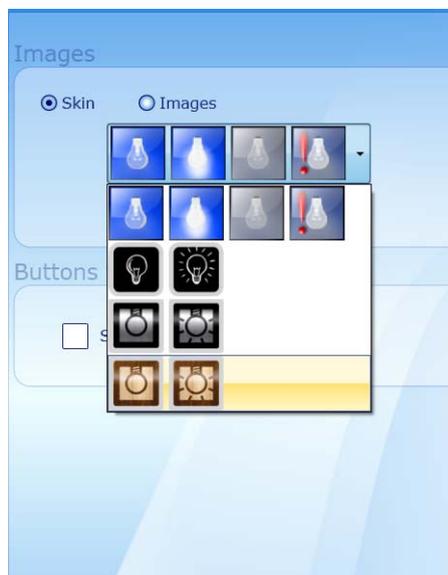
- Images
- Button text
- Options

Images

The "Images" area has two options :

- Skin
- Images

If you select "Skin" and click the drop-down menu, you can then choose between these options :



If you select "Images" you can select an image to be assigned to the button :



On the next page you can select the image you wish to use :



Select the required image and click "Done".

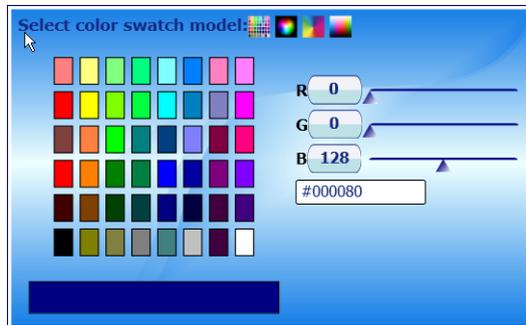
Button text

This option allows you to attribute text to the button. Select the "Display text on selected button" checkbox in the "Button text" area. You can now edit these parameters :

- Colour
- Size
- Alignment



Click in the box next to "Colour" to select the colour of the text:



Click in the rectangles next to "Size" to select the size of the text :





Click in the rectangles next to "Alignment" to select where to put the text, at the centre, to the left or to the right :

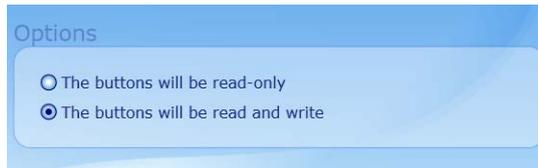


Options

The "Options" window allows you to determine whether the buttons are read-only or configurable. A "read" button cannot be assigned variables, while a "read-and-write" one can.



The default image is :



Technical view of the ON/OFF light objects

Click "Next" to open the "Technical View" page that displays all the objects concerned :



Click the blue button above "Objects" in the top left-hand corner of the page. A tree menu opens where you can select the technical view of the buttons created :



On the same page, click the blue button above "Properties" in the top right-hand corner. A tree menu opens allowing you to



view the properties of the button selected in the left-hand menu (Objects) :



You can also modify the position of the button on the page using the X and Y variables, and edit the width and height of the button using the W and H variables.

You can edit the values in the same 3 ways described earlier on :

- Click in the box containing the number next to the variable you wish to edit, and type in the required number
- Click on the triangle to the right of the box. Click and drag the triangle to the right until you see the required number
- Click on the horizontal line to the right (or left) of the triangle and keep clicking until you see the required number

You can also use the + and - buttons at the bottom of the page to zoom in or out of the page :



If you wish to move a button, you can use the mouse by placing the cursor on the button, clicking and dragging it to the required place on the page.

Double-clicking on an object opens a page where you can edit its properties :



Configuration of ON/OFF light variables

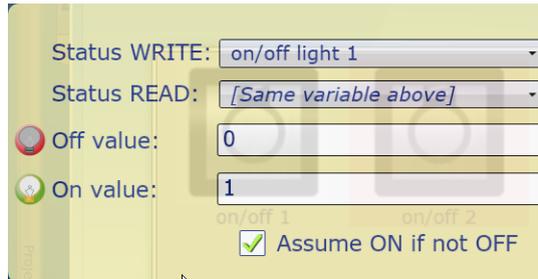
On the "Technical View" page, click "Next" to open the "Variable configuration" page :



You will notice the objects on the page are pink in colour. This means they have not yet been assigned a variable. The first thing to do, therefore, is to create a variable (see chapter 4, "Creating a new variable" page 53). Create the variable (in the example, "on/off light 1"). Select it with the mouse and drag it onto the selected button:

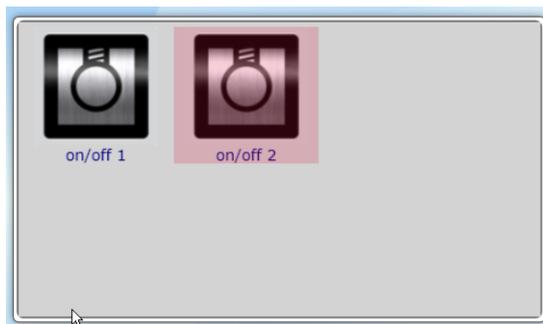


The button changes colour. The pink image disappears. You can move the cursor over the button to view the properties of the assigned variable :

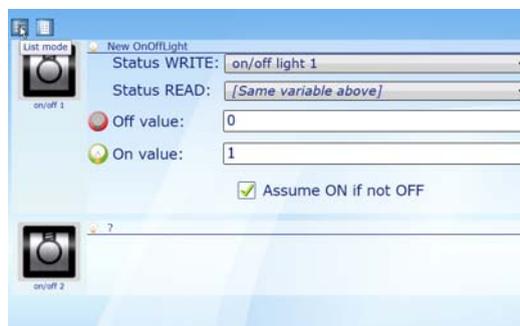


Follow the same procedure to assign variables to the other buttons, after of course having created the variables concerned (see chapter 4, "Creating a new variable" page 53). On the "Variable configuration" page, you can view the objects in 2 different ways :

- Page mode (by clicking the respective button) :



- List mode (by clicking the respective button) :



The properties of the objects can be edited in both cases (modifying the reading/writing status by assigning different variables, managing variables, creating and eliminating variables, modifying the "on" and "off" values).

After entering all the data on the "Variable configuration" page, click "Done" to return to the MyVision main page.

Click on the icon to watch the video for this section :



Adjustable lights

The "Light controls" page described above allows you to add "adjustable" lights. As an example, you can add 2 lights. You can do so in three different ways :

- Click in the box containing the number "0" next to "Number of adjustable lights" and type in "2"
- Click on the triangle to the right of the number "0". Click and drag the triangle to the right until you see the number "2"
- Click on the horizontal line to the right of the triangle and click twice to increase the number to "2".

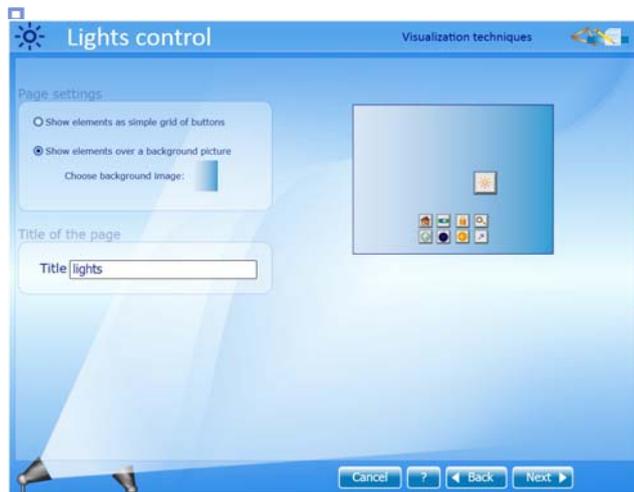
When you have done, the window is as follows :



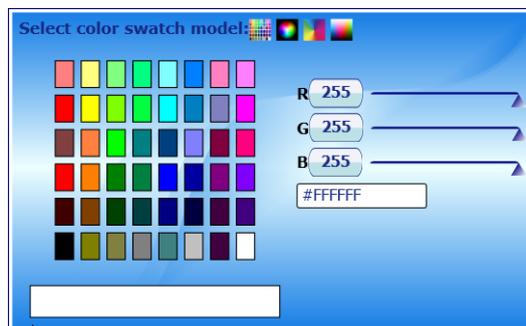
Technical view of the adjustable light page

After entering the number of lights, click "Next" to open the "Technical View" page. This page offers three options:

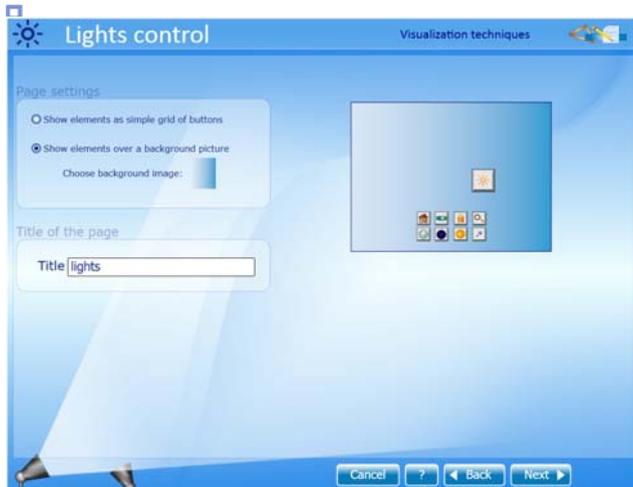
- View the elements as a simple set of buttons (in this case you can also select the background colour)
- View the elements against a background image (in this case you can select a background image)
- You can also give the page a title by editing the "Title" field



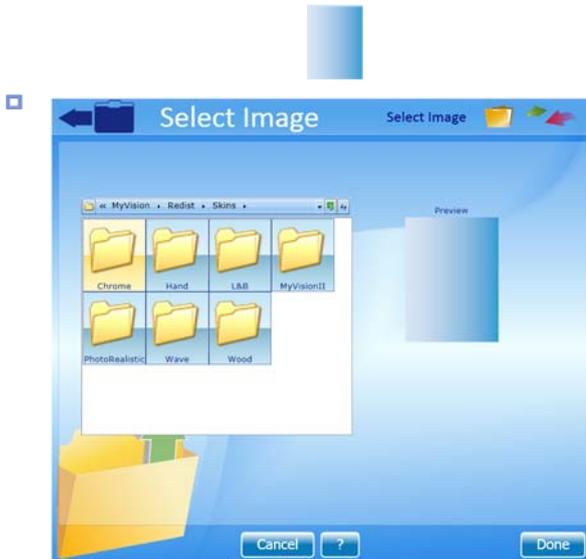
If you select "View the elements as a simple set of buttons", you can select a background colour by clicking the white box "Select background colour" , the window is now as follows :



If you select the "View the elements against a background image", the window is as follows :



On the same page, you can select a background image by clicking the blue rectangle "Select background image":



At this point, clicking "Done" will not select any image. The objects on the page are automatically shown against a light blue background where you can edit them as required. If instead you wish to set a background image, select the required image and click "Done".





You can now change the name of the page (in the example, to "Lights 002"). Click "Next" :



Appearance of the adjustable lights

This page, called "Appearance of the adjustable lights", allows you to edit the following properties :

- Images
- Button text
- Options

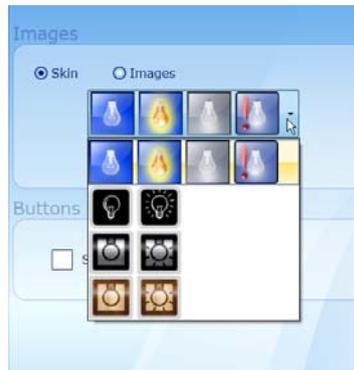


Images

The "Images" area has two options :

- Skin
- Images

If you select "Skin" and click the drop-down menu, you can then choose between these options :



If you select "Images" you can select an image to be assigned to the button :



On the next page you can select the image you wish to use :

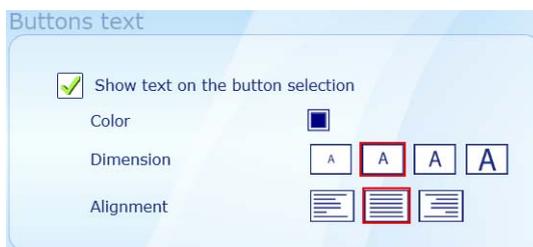


Select the required image and click "Done".

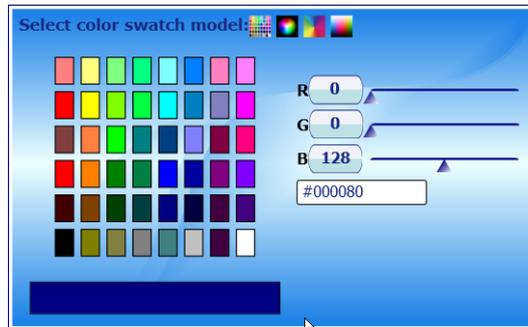
Button text

This option allows you to attribute text to the button. Select the "Display text on selected button" checkbox in the "Button text" area. You can now edit these parameters:

- Colour
- Size
- Alignment



Click in the box next to "Colour" to select the colour of the text :



Click in the rectangles next to "Size" to select the size of the text :



Click in the rectangles next to "Alignment" to select where to put the text, at the centre, to the left or to the right :

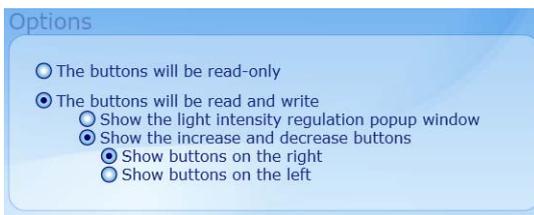


Options

The "Options" window allows you to determine whether the buttons are read-only or configurable.

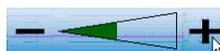
A "read" button cannot be assigned variables, while a "read-and-write" one can.

The default image is :



The option "Read and write buttons" offers two choices :

- "Open the intensity adjustment popup window" (a pop-up bar appears that allows you to adjust the intensity of the light) :



- "Show the increase and decrease buttons". In this case you can display the "increase and decrease" buttons on the left or on the right :



Technical View of the adjustable light objects

Click "Next" to open the "Technical View" page that displays all the objects concerned :



Click the blue button above "Objects" in the top left-hand corner of the page. A tree menu opens where you can select the technical view of the buttons created :



On the same page, click the blue button above "Properties" in the top right-hand corner. A tree menu opens allowing you to view the properties of the button selected in the left-hand menu (Objects) :



You can also modify the position of the button on the page using the X and Y variables, and edit the width and height of the button using the W and H variables. You can edit the values in the same 3 ways described earlier on :

- Click in the box containing the number next to the variable you wish to edit, and type in the required number
- Click on the triangle to the right of the box. Click and drag the triangle to the right until you see the required number
- Click on the horizontal line to the right (or left) of the triangle and keep clicking until you see the required number

You can also use the + and - buttons at the bottom of the page to zoom in and out of the page.





If you wish to move a button, you can use the mouse by placing the cursor on the button, clicking and dragging it to the required place on the page.

Double-clicking on an object opens a page where you can edit its properties :



Configuring the adjustable light variables

On the "Technical View" page, click "Next" to open the "Variable configuration" page :



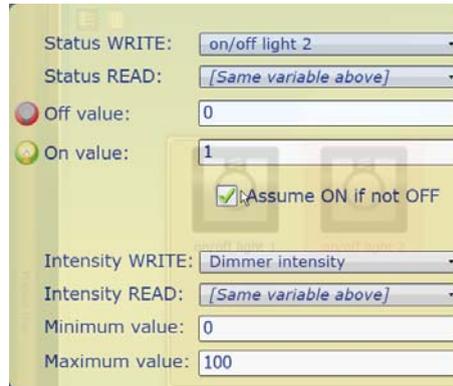


You will notice the objects on the page are pink in colour. This means they have not yet been assigned a variable. The first thing to do, therefore, is to create a variable (see chapter 4, "Creating a new variable" page 53). Create the variable (in the example, "on/off light 1"). Select it with the mouse and drag it onto the selected button :



The button changes colour. The pink image disappears. You can move the cursor over the button to view the properties of the assigned variable :



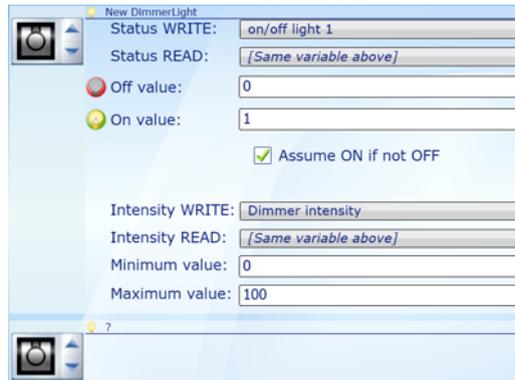


Follow the same procedure to assign variables to the other buttons, after of course having created the variables concerned (see chapter 4, "Creating a new variable" page 53). On the "Variable configuration" page, you can view the objects in 2 different ways :

- Page mode (by clicking the respective button) :



- List mode (by clicking the respective button) :



The properties of the objects can be edited in both cases (modifying the reading/writing status by assigning different variables, managing variables, creating and eliminating variables, modifying the "on" and "off" values).

After entering all the data on the "Variable configuration" page, click "Done" to return to the MyVision main page.

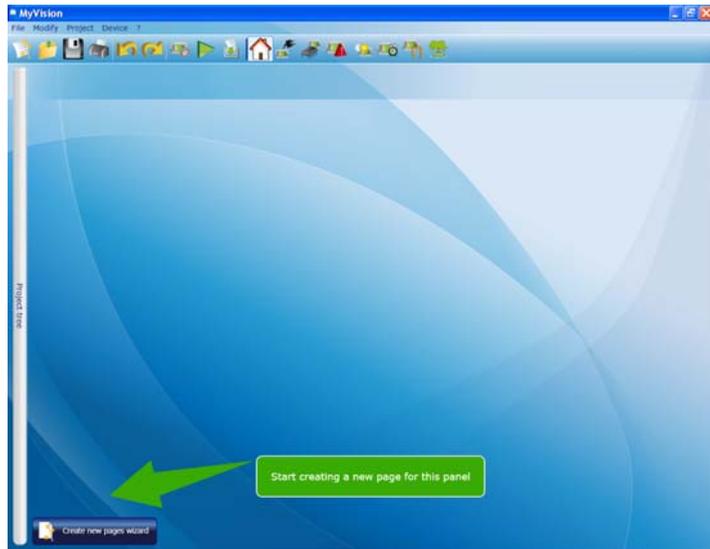
Click on the icon to watch the video for this section :





Creating a "HVAC" page

Start by clicking the "New page wizard" button :



On the next page, use the mouse to select the "HVAC" icon :



You will see :





MyVision offers these options :

- Ventilation
- Heating / Cooling

The ventilation option allows you to manage up to 10 points for each page of the project created. 1 or 2 speeds can be set for each ventilation point.

The heating/cooling option allows you to manage up to 10 points for each page of the project created. A minimum and maximum temperature can be set for each cooling/heating point, in degrees centigrade. These can be between 0 and 40°C. They are set by default at 15°C (minimum value) and 30°C (maximum value).

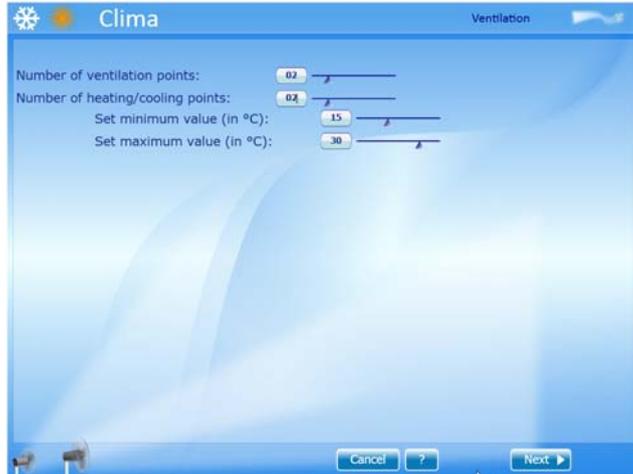
As an example, you can set 2 x ventilation points at 2 speeds and 2 x heating points at the default min and max values (15 and 30°C).

The temperature settings and number of speeds for the ventilation and heating/cooling points respectively can be configured in 3 different ways :

- Click in the box containing the number "0" next to "Number of ventilation points" and type in "2"
- Click on the triangle to the right of the number "0". Click and drag the triangle to the right until you see the number "2"
- Click on the horizontal line to the right of the triangle and click twice. The number in the box increases to "2"



Repeat the same procedure for the "Cooling/heating points" and temperature settings. When you have done, the window is as follows :

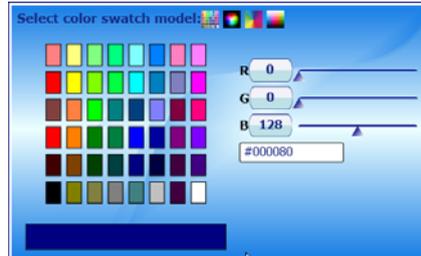


Technical view of the HVAC page

Click "Next" to see the following :



If you select "View the elements as a simple set of buttons", you can select a background colour by clicking the white box "Select background colour" . The window is now as follows:



If you select the "View the elements against a background image", the window is as follows :



On the same page, you can select a background image by clicking the blue rectangle "Select background image" :





At this point, clicking "Done" will not select any image. The objects on the page are automatically shown against a light blue background where you can edit them as required. If instead you wish to set a background image, select the required image and click "Done" :



You can now change the name of the page (in the example, to "HVAC 001"). Click "Next" :





Appearance of ventilation

This page, called "Appearance of ventilation", offers these options :

- Images
- Button text
- Options

Images

The "Images" area has two options :

- Skin
- Images

If you select "Skin" and click the drop-down menu, you can then choose between these options :



Selecting the "Images" option and clicking one of the three fan symbols (off, on at speed 1, on at speed 2) :



Opens this page where you can select which image to use:



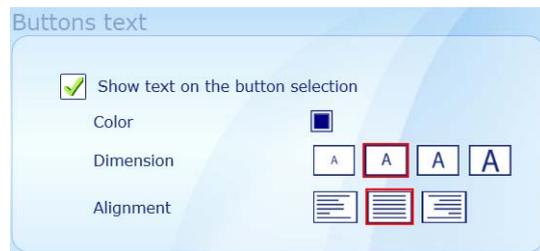
Select the required image and click "Done".



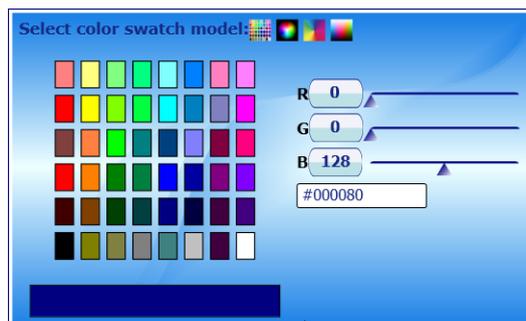
Button text

This option allows you to attribute text to the button. Select the "Display text on selected button" checkbox in the "Button text" area. You can now edit these parameters :

- Colour
- Size
- Alignment



Click in the box next to "Colour" to select the colour of the text:



Click in the rectangles next to "Size" to select the size of the text :





Click in the rectangles next to "Alignment" to select where to put the text, at the centre, to the left or to the right :



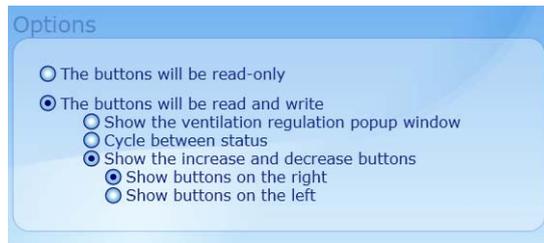
Options

The "Options" window allows you to determine whether the buttons are read-only or configurable.

A "read" button cannot be assigned variables, while a "read-and-write" one can.

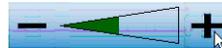
The default image is :





The option "Read and write buttons" offers three choices :

- "Open the ventilation adjustment popup window" (a pop-up bar appears that allows you to adjust the intensity of the ventilation) :



- "Revert mode": this option allows you to change the mode at each press of the button. For instance, if the button is assigned ventilation at a single speed, pressing it the first time will turn the fan ON from standstill, and pressing it again will turn the fan OFF again.
- "Show the increase and decrease buttons". In this case you can display the "increase and decrease" buttons on the left or on the right of the button used for the project:



Appearance of heating / cooling

After configuring the "Appearance of ventilation" page, click "Next" to open the page called "Appearance of heating/cooling" and edit the following :

- Button text



- Type of button
- Temperature text

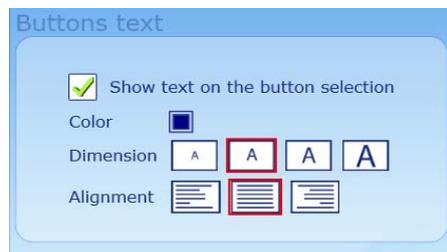


Button text

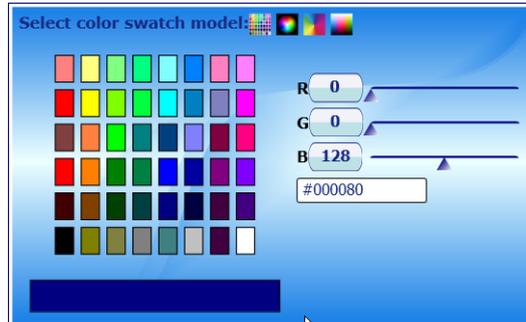
This option allows you to add or remove text from a button.

Select the "Display text on the selected button" checkbox in the "Button text" area. You can then modify the following parameters:

- Colour
- Size
- Alignment



Click in the box next to "Colour" to select the colour of the text:



Click in the rectangles next to "Size" to select the size of the text :



Click in the rectangles next to "Alignment" to select where to put the text, at the centre, to the left or to the right:





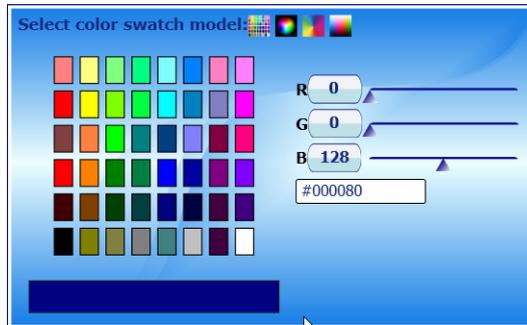
Temperature text

This option is for the temperature indicator (enabled by default on the "Appearance of heating/cooling" page). It allows you to determine the colour of the text indicating the temperature value.

The window is by default the following :



Click in the box next to "Text colour" to select the colour for indicating the temperature :



If for instance you wish to choose red, the temperature is shown as follows :



Type of button

This option offers two possibilities :

- Show temperature adjustment
- Show a temperature indicator

Selecting the "Show temperature adjustment" option opens the "Image" window where you can choose a "Skin" or "Image" for the button :



Selecting the "Show a temperature indicator" option allows you to display the control buttons on the left or on the right :



The "Temperature text" window, described above, also appears.

Technical view of HVAC objects

Click "Next" to open the "Technical View" page that displays all the objects concerned :



Click the blue button above "Objects" in the top left-hand corner of the page. A tree menu opens where you can select the technical view of the buttons created (in the example, note that the first 2 buttons are for ventilation while buttons 3 and 4 are for heating/cooling) :



On the same page, click the blue button above "Properties" in the top right-hand corner. A tree menu opens allowing you to view the properties of the button selected in the left-hand menu (Objects) :



You can also use the + and - buttons at the bottom of the page to zoom in or out of the page :



Configuration of HVAC variables

On the previous page, click "Next" to open the "Variable configuration" page :

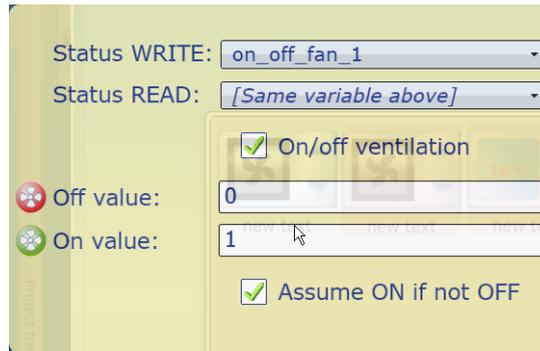


You will notice the objects on the page are pink in colour. This means they have not yet been assigned a variable. The first thing to do, therefore, is to create a variable (see chapter 4, "Creating a new variable" page 53).

After creating the variable (in the example, called "on_off_fan_1"), use the mouse to select it and drag it onto the selected button :



The button changes colour. The pink image disappears. You can move the cursor over the button to view the properties of the assigned variable :

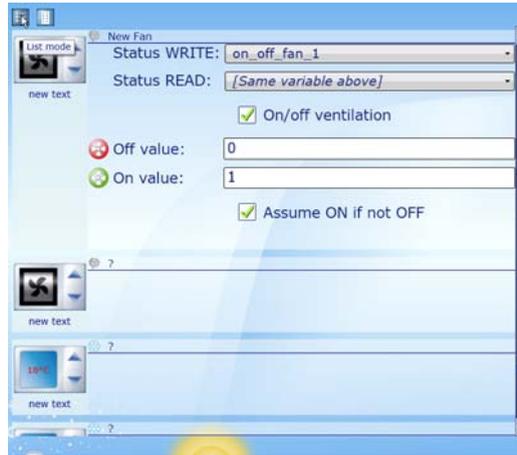


Follow the same procedure to assign variables to the other buttons, after of course having created the variables concerned (see chapter 4, "Creating a new variable" page 53). On the "Variable configuration" page, you can view the objects in 2 different ways :

- Page mode (by clicking the respective button) :



- List mode (by clicking the respective button) :



The properties of the objects can be edited in both cases (modifying the reading/writing status by assigning different variables, managing variables, creating and eliminating variables, modifying the "on" and "off" values).

After entering all the data on the "Variable configuration" page, click "Done" to return to the MyVision main page.

Click on the icon to watch the video for this section :



Creating an "Irrigation" page

Start by clicking the "New page wizard" button (see chapter 4, "Creating a new page" page 51).

On the next page, use the mouse to select the "Irrigation" icon:





You will see :



It is possible to have 1 to 20 irrigation areas for each page created. If you start with 1 irrigation point and wish to increase this number, there are 3 ways of doing so :

- Click in the box containing the number "1" next to "Number of irrigation areas" and type in the required number
- Click on the triangle to the right of the number "1". Click and drag the triangle to the right until you see the required number



- Click on the horizontal line to the right of the triangle and keep clicking until you see the required number.

Click "Next" to open the next page :



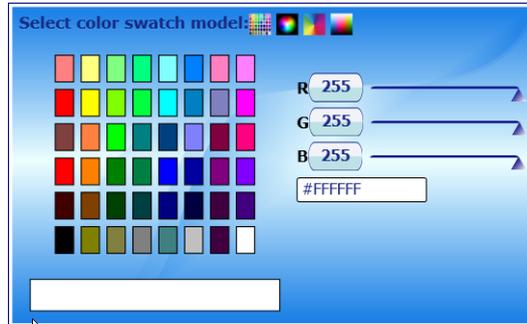
Technical view of Irrigation page

The "Technical View" page offers these options :

- View the elements as a simple set of buttons (in this case you can also select the background colour)
- View the elements against a background image (in this case you can select a background image)
- You can also give the page a title by editing the "Title" field

If you select "View the elements as a simple set of buttons", you can select a background colour by clicking the white box "Select background colour" . The window is now as follows:





If you select the "View the elements against a background image", the window is as follows :



On the same page, you can select a background image by clicking the blue rectangle "Select background image" :





At this point, clicking "Done" will not select any image. The objects on the page are automatically shown against a light blue background where you can edit them as required. If instead you wish to set a background image, select the required image and click "Done" :



On the next page you can, if you like, change the name of the page (for example, "Water 001") and click "Next" :



Appearance of Irrigation

This page, "Appearance of Irrigation", allows you to edit these properties :

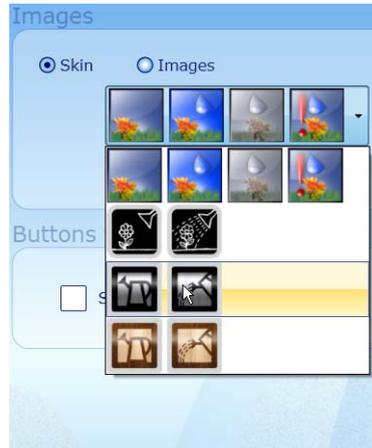
- Images
- Button text
- Options

Images

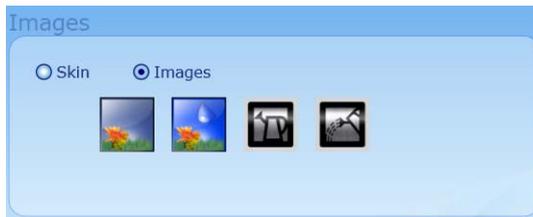
The "Images" area has two options :

- Skin
- Images

If you select "Skin" and click the drop-down menu, you can then choose between these options :



If you select "Images" you can select an image to be assigned to the button :



On the next page you can select the image you wish to use :

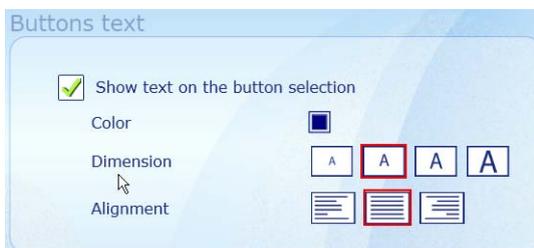


Select the required image and click "Done".

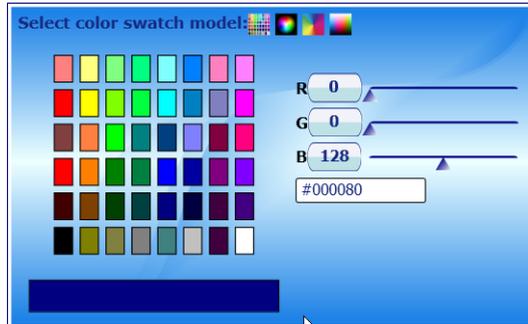
Button text

This option allows you to attribute text to the button. Select the "Display text on selected button" checkbox in the "Button text" area. You can now edit these parameters :

- Colour
- Size
- Alignment



Click in the box next to "Colour" to select the colour of the text:



Click in the rectangles next to "Size" to select the size of the text :



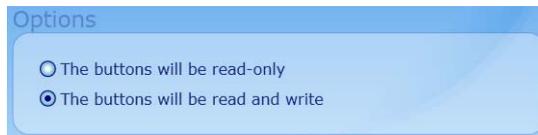
Click in the rectangles next to "Alignment" to select where to put the text, at the centre, to the left or to the right :





Options

The "Options" window allows you to determine whether the buttons are read-only or configurable. A "read" button cannot be assigned variables, while a "read-and-write" one can. The default image is :



Technical view of Irrigation objects

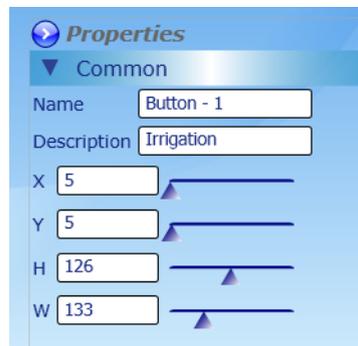
Click "Next" to open the "Technical View" page that displays all the objects concerned :



Click the blue button above "Objects" in the top left-hand corner of the page. A tree menu opens where you can select the technical view of the buttons created :



On the same page, click the blue button above "Properties" in the top right-hand corner. A tree menu opens allowing you to view the properties of the button selected in the left-hand menu (Objects) :



You can also modify the position of the button on the page using the X and Y variables, and edit the width and height of the button using the W and H variables.

You can edit the values in the same 3 ways described earlier on :

- Click in the box containing the number next to the variable you wish to edit, and type in the required number
- Click on the triangle to the right of the box. Click and drag the triangle to the right until you see the required number
- Click on the horizontal line to the right (or left) of the triangle and keep clicking until you see the required number.

You can also use the + and - buttons at the bottom of the page to zoom in or out of the page :



If you wish to move a button, you can use the mouse by placing the cursor on the button, clicking and dragging it to the required place on the page.

Double-clicking on an object opens a page where you can edit its properties :



Configuration of Irrigation Variables

On the "Technical View" page, click "Next" to open the "Variable configuration" page :

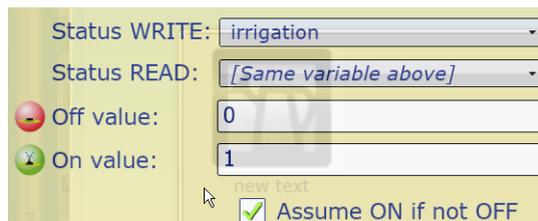


You will notice the objects on the page are pink in colour. This means they have not yet been assigned a variable. The first thing to do, therefore, is to create a variable (see chapter 4, "Creating a new variable" page 53).

After creating the variable (in the example, called "Irrigation"), use the mouse to select it and drag it onto the selected button :

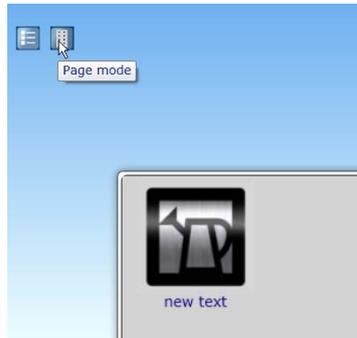


The button changes colour. The pink image disappears. You can move the cursor over the button to view the properties of the assigned variable :

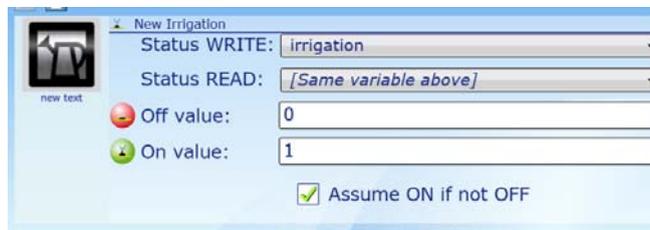


Follow the same procedure to assign variables to the other buttons, after of course having created the variables concerned (see chapter 4, "Creating a new variable" page 53). On the "Variable configuration" page, you can view the objects in 2 different ways :

- Page mode (by clicking the respective button) :



- List mode (by clicking the respective button) :



The properties of the objects can be edited in both cases (modifying the reading/writing status by assigning different variables, managing variables, creating and eliminating variables, modifying the "on" and "off" values).

After entering all the data on the "Variable configuration" page, click "Done" to return to the MyVision main page.

Click on the icon to watch the video for this section :



Creating a Scenario page

A "Scenario" is a specific situation to be executed in a room of a home or hotel.

A scenario can be executed using one or more complex factors such as "access control", "video-surveillance", "alarms", "air conditioning", etc. In the interest of clarity, we will create a simple "night scenario" when the lights are turned off.

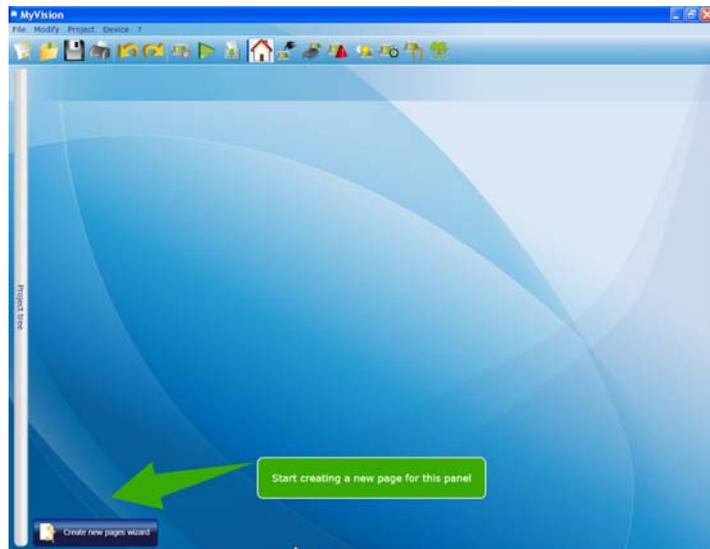


A scenario can be created when a project page already exists, for example, a "on/off lights" page, (see chapter 4, "Creating a Lights page" page 62).

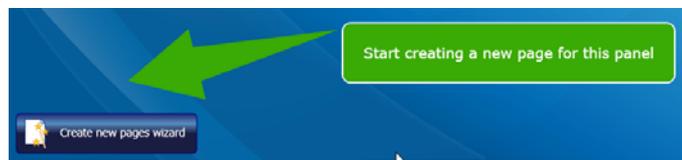
To create a new "scenario" page, go to the MyVision main page by clicking the icon :



This page opens :



Open the "Wizard" to create a new page, following the arrow :



Click the "Scenarios" button :



Scenario Manager

Open the "Scenario manager" page :



Technical view of Scenario page

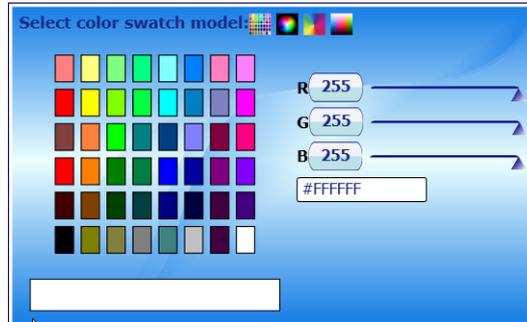
Click "Next" to open the "Technical View" page. There are these options :

- View the elements as a simple set of buttons (in this case you can also select the background colour)
- View the elements against a background image (in this case you can select a background image)
- You can also give the page a title by editing the "Title" field





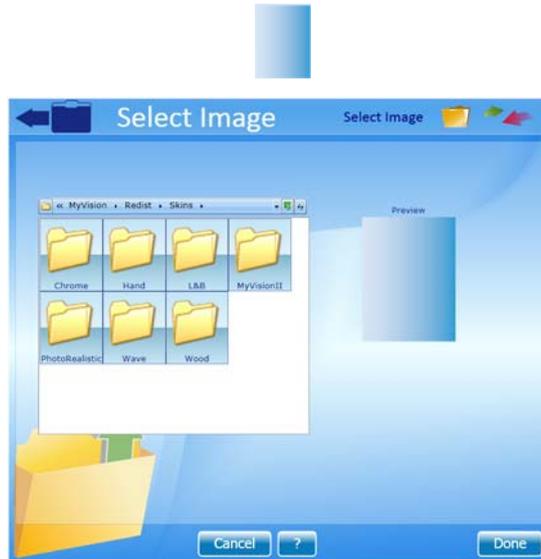
If you select "View the elements as a simple set of buttons", you can select a background colour by clicking the white box "Select background colour" . The window is now as follows:



If you select the "View the elements against a background image", the window is as follows :



On the same page, you can select a background image by clicking the blue rectangle "Select background image" :



At this point, clicking "Done" will not select any image. The objects on the page are automatically shown against a light blue background where you can edit them as required. If instead you wish to have a background image on the page, select the required image and then click "Done" :





You can now change the name of the page (for example, "Scenario 001") and click "Next" :



The "Scenario manager" page shows all the scenarios for the project. You can also create new ones. In this case, no scenarios have yet been created. You can create a new one by clicking the "Add" button in the bottom left-hand corner :



This window appears where you can assign a name to the scenario and add a description, if necessary :



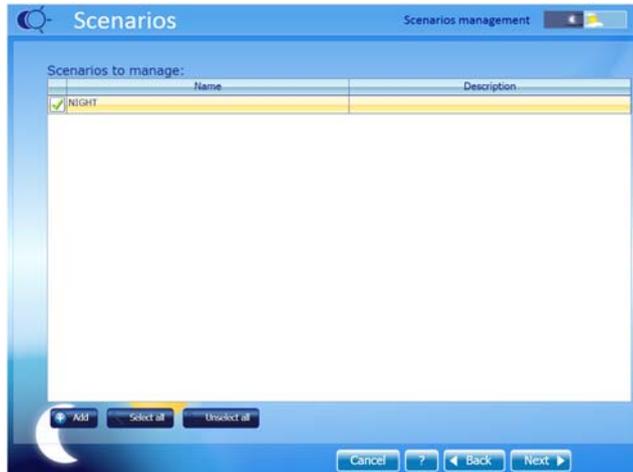
A dialog box titled "Scenario" with the IVI logo in the top left corner. It contains two text input fields: "Name" and "Description". At the bottom right, there are two buttons: "Cancel" and "Ok".

For example, the new scenario can be called "Night" :



The same "Scenario" dialog box as above, but with the text "NIGHT" entered into the "Name" field. The "Ok" button is highlighted with a mouse cursor.

Click "OK" to open this window :



A window titled "Scenarios" with a subtitle "Scenarios management". It features a table with the following structure:

Scenarios to manage:	
Name	Description
<input checked="" type="checkbox"/> NIGHT	

At the bottom of the window, there are several buttons: "Add", "Select all", "Unselect all", "Cancel", "?", "Back", and "Next".



Appearance of Scenario Buttons

This page, called "Appearance of Scenario Buttons", allows you to edit the following properties :

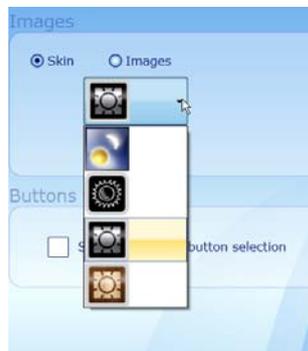
- Images
- Button text
- Options

Images

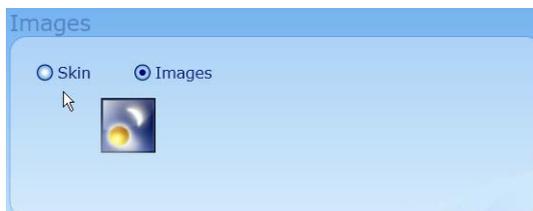
The "Images" area has two options :

- Skin
- Images

If you select "Skin" and click the drop-down menu, you can then choose between these options :



If you select "Images" you can select an image to be assigned to the button :



On the next page you can select the image you wish to use :



Select the required image and click "Done" :

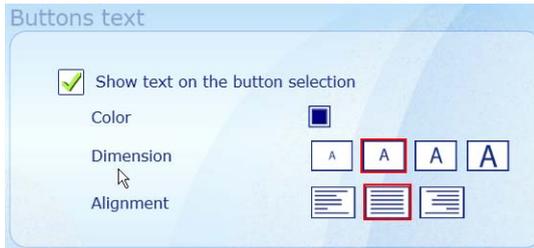


Button text

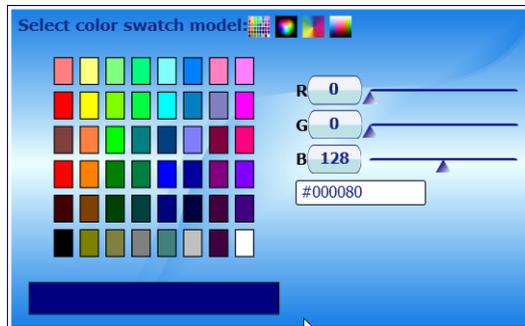
This option allows you to attribute text to the button. Select the "Display text on selected button" checkbox in the "Button text" area. You can now edit these parameters :

- Colour
- Size
- Alignment





Click in the box next to "Colour" to select the colour of the text:



Click in the rectangles next to "Size" to select the size of the text :





Click in the rectangles next to "Alignment" to select where to put the text, at the centre, to the left or to the right :

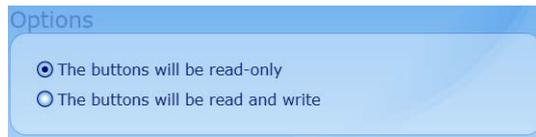


Options

The "Options" window allows you to determine whether the buttons are read-only or configurable. A "read" button cannot be assigned variables, while a "read-and-write" one can.



The default image is :



Technical View of Scenario objects

Click "Next" to open the "Technical View" page that displays all the objects concerned :

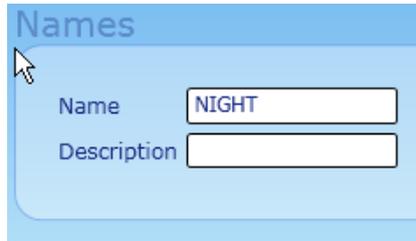


Click the blue button above "Objects" in the top left-hand corner of the page. A tree menu opens where you can select the technical view of the buttons created :



On the same page, click the blue button above "Properties" in the top right-hand corner. A tree menu opens allowing you to view the properties of the button selected in the left-hand menu (Objects) :





You can also modify the position of the button on the page using the X and Y variables, and edit the width and height of the button using the W and H variables.

You can edit the values in the same 3 ways described earlier on :

- Click in the box containing the number next to the variable you wish to edit, and type in the required number
- Click on the triangle to the right of the box. Click and drag the triangle to the right until you see the required number
- Click on the horizontal line to the right (or left) of the triangle and keep clicking until you see the required number

You can also use the + and - buttons at the bottom of the page to zoom in or out of the page :



If you wish to move a button, you can use the mouse by placing the cursor on the button, clicking and dragging it to the required place on the page.

Double-clicking on an object opens a page where you can edit its properties :



On the "Technical View" page, click "Done" to return to the MyVision main page :



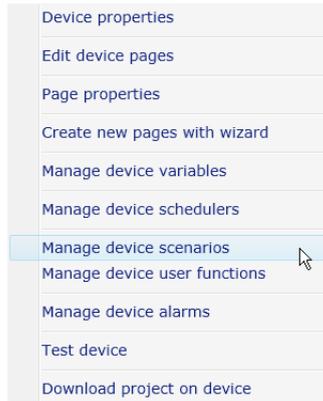
Click on the icon to watch the video for this section :



Scenario management

Once you have created a scenario, return to the MyVision main page where you can access the "Device scenario management" in two ways :

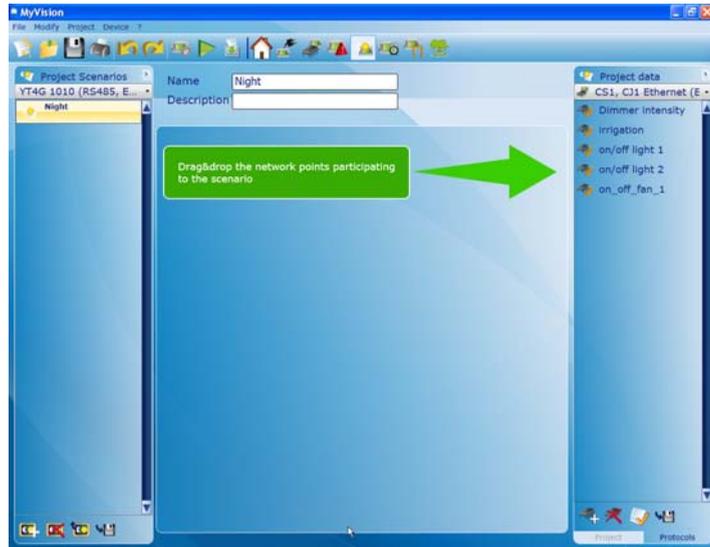
1) On the "Device" menu, click "Device scenario management":



2) On the main icon bar, click the "Device scenario management" icon :



Either way, you open this page :



Note the large green arrow indicating the next action.

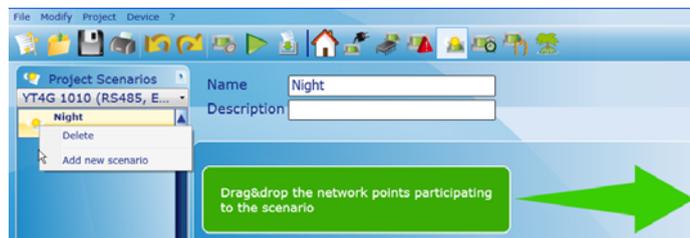
Project scenario window

The "Project scenario management" page features a window to the left called "Project scenarios" that lists the project scenarios.

There are 4 icons at the bottom of this window that allow you to create new scenarios, delete one or more scenarios, or import and export scenarios (in the latter two cases, the files have to be in .xls format). The icons are shown below :

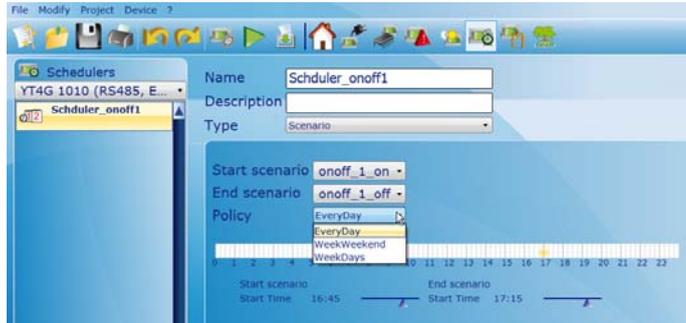


You can also create and delete a scenario in the window by right-clicking its name :



In this case, select a "initial scenario" and a "final scenario" by opening the drop-down menu of the first and then the next option

For example, you can choose "onoff_1_on" as the initial scenario, "onoff_1_off" as the final scenario and "Every day" as the type, selecting the required option in the drop-down menu:



You can now configure the start times for the initial and final scenarios by clicking the triangles under the horizontal line :



There are 2 ways of setting the times :

- Click the triangle and drag it onto the left to set an earlier start time, or to the right for a later one
- Click the horizontal line to the left of the triangle (each click of the mouse decreases the time by 15 minutes) or to the right of the triangle (each click of the mouse increases the time by 15 minutes)

In the example, the start time of the first scenario (the initial scenario) is set at 7:30, while the start time of the second scenario (the final scenario) is set at 17:30.

A light assigned to the initial scenario (onoff_1_on) turns on at 7:30 and remains ON until the start of the final scenario (17:30), when the "onoff_1_off" scenario commences (in practice, the light remains OFF until 7:30 the following day when the initial scenario starts again :





Project data window

The "Project scenario management" page features a window to the right called "project data" with a graphical representation of the project and its elements (floors, areas, rooms, devices and network points).

The "project data" window, like the MyVision main page (to be discussed later on, see chapter 4, "Editing the project components" page 224) allows you to edit all the components of the project. For example :

- Add a new floor (see chapter 4, "Editing the project components" page 224)
- Add a new area (see chapter 4, "Editing the project components" page 224)
- Add a new room (see chapter 4, "Editing the project components" page 224)
- Add a new device (see chapter 4, "Editing the project components" page 224)
- Add a new network point (see chapter 4, "Editing the project components" page 224)



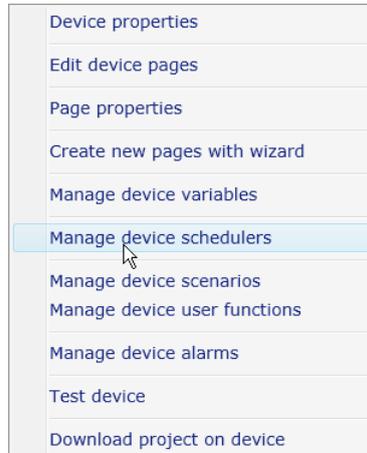
Creating a new Scheduler

The "Scheduler" allows you to manage various activities or scenarios within a certain timeframe (usually 24 hours). Activities can be scheduled for all days of the week or just for certain days (such as week-ends).

To create a "scheduler" you need to first create one or more "scenarios" (see chapter 4, "Creating a Scenario page" page 122).

There are two ways of creating a new "scheduler" :

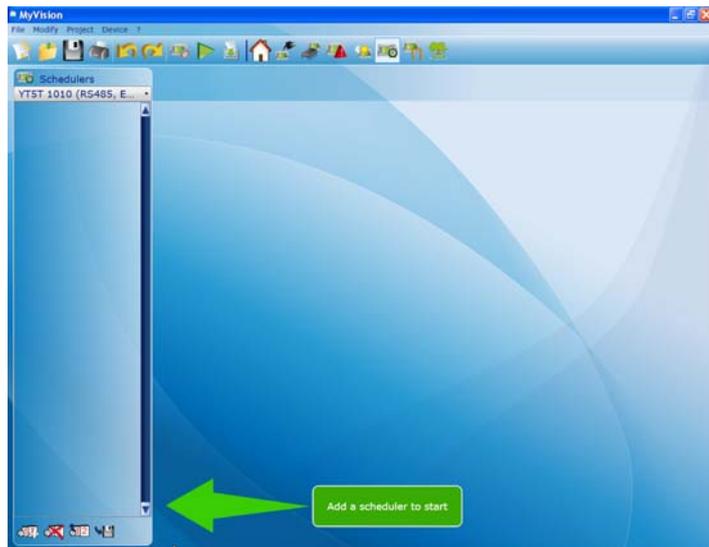
1) On the "Device" menu, click "Device scheduler management" :



2) Click the "Device scheduler management" icon at the top, on the main icon bar :



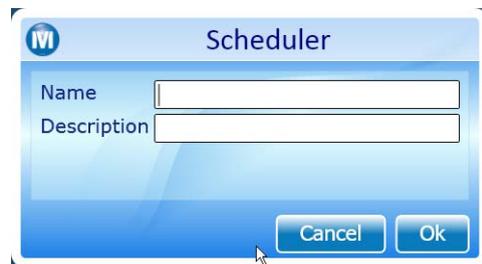
The window is as follows :



Taking the green arrow into account, click the "Create a new Scheduler" icon in the bottom left-hand corner :



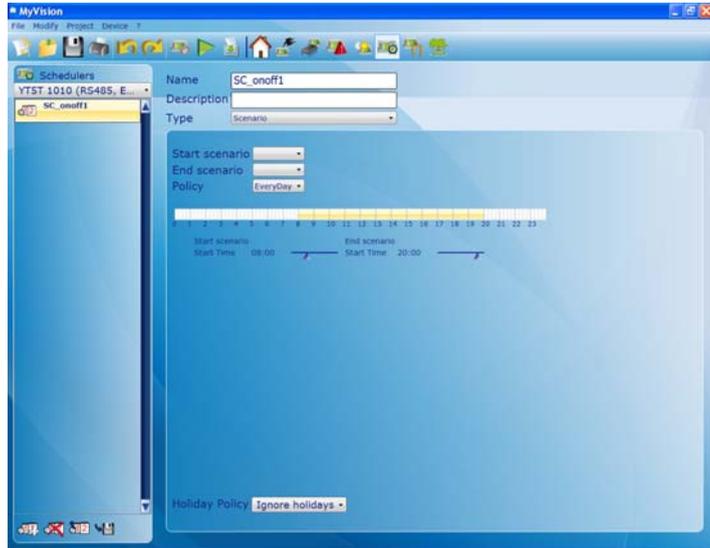
You can now assign the Scheduler a name and description :



In the example, the Scheduler is named "sc_onoff1". Click OK to continue :



Note that the new Scheduler has appeared in the top left-hand corner of the window, under the name of the ESA device :



Click on the icon to watch the video for this section :



Scheduler management

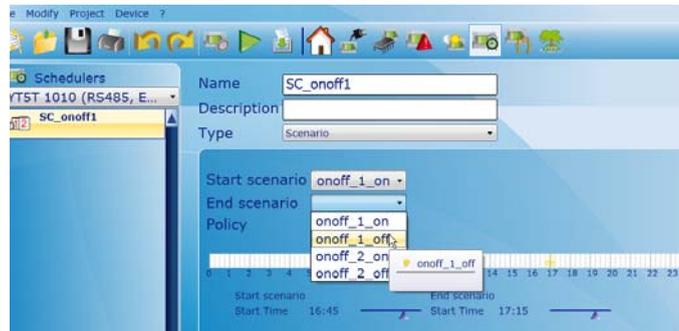
The window above allows you to assign the Scheduler to an existing "scenario" (see chapter 4, "Creating a Scenario page" page 122) or "chrono-thermostat".

In the example, the Scheduler is assigned to a scenario by opening the "Type" drop-down menu :

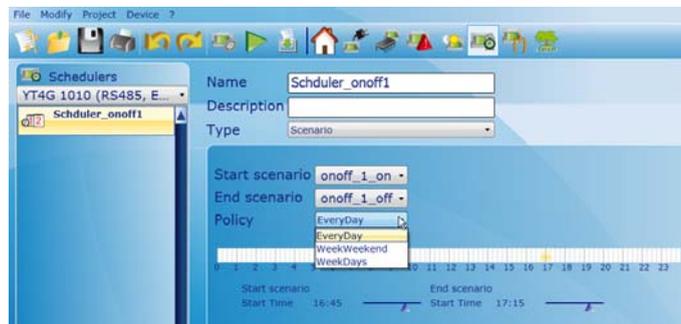


Select an "initial scenario" and a "final scenario" by opening the drop-down menu of the first and then the next scenario :





For example, you can choose "onoff_1_on" as the initial scenario, "onoff_1_off" as the final scenario and "Every day" as the type, selecting the required option in the drop-down menu:



You can now configure the start times for the initial and final scenarios by clicking the triangles under the horizontal line :



There are 2 ways of setting the times :

- Click the triangle and drag it onto the left to set an earlier start time, or to the right for a later one.
- Click the horizontal line to the left of the triangle (each click of the mouse decreases the time by 15 minutes) or to the right of the triangle (each click of the mouse increases the time by 15 minutes).



In the example, the start time of the first scenario (the initial scenario) is set at 7:30, while the start time of the second scenario (the final scenario) is set at 17:30.

A light assigned to the initial scenario (onoff_1_on) turns on at 7:30 and remains ON until the start of the final scenario (17:30), when the "onoff_1_off" scenario commences (in practice, the light remains OFF until 7:30 the following day when the initial scenario starts again:



Click on the icon to watch the video for this section:



Deleting a Scheduler

The "Device scheduler management" page allows you to delete one or more schedulers.

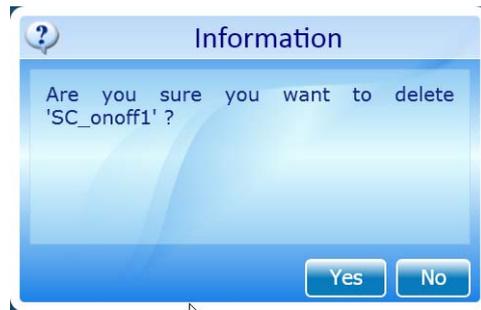
Select the Scheduler you wish to delete :



Click the "Delete Scheduler" icon in the bottom left-hand corner :



This window opens :



Click "Yes" to confirm you wish to delete the selected Scheduler.

Click on the icon to watch the video for this section :



Creating a Hotel room page

The "hotel room" page allows you to manage the following objects simultaneously :

- ON/OFF lights
- Adjustable lights
- Ventilation points
- Heating/cooling points
- Rolling shutters
- Curtains
- Windows
- "Do not disturb" button
- "Room service" button

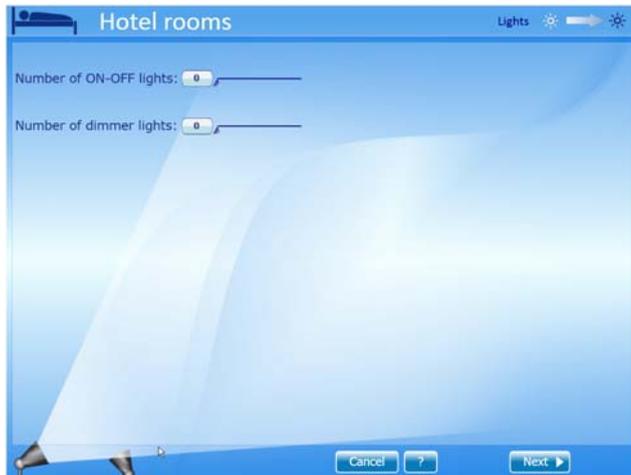
To create a "hotel room" page, use the "New page wizard" (see chapter 4, "Creating a new page" page 51).

On the next page, click the "hotel room" icon :





This window then appears. You can now set the number of ON/OFF lights and the number of adjustable lights you wish to control in the room (see chapter 4, "Creating a Lights page" page 62) :



Once you have configured the "Lights" page, click "Next" to configure the "Ventilation and cooling" page (see chapter 4, "Creating a "HVAC" page" page 90) :



Once you have configured the "Ventilation and cooling" page, click "Next" to configure the "Rolling shutters, Curtains and Windows" page (see chapter 4, "Creating a Windows page" page 176) :

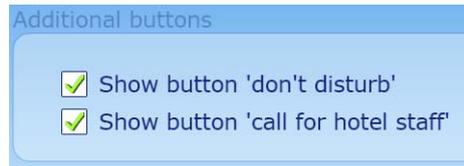


Once you have configured the "Rolling shutters, Curtains and Windows" page, click "Next" to configure the "Other buttons" page (for the "Do not disturb" and "Room service" buttons) :





Select the two checkboxes and the "Do not disturb" and "Room service" buttons are shown on the page being created :



Technical View of the Hotel room page

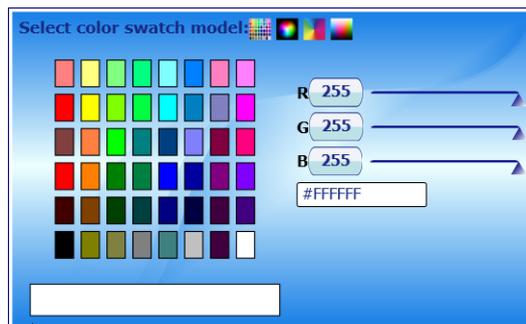
Click "Next" to open the "Technical View" page. There are these options :

- View the elements as a simple set of buttons (in this case you can also select the background colour)
- View the elements against a background image (in this case you can select a background image)
- You can also give the page a title by editing the "Title" field





If you select "View the elements as a simple set of buttons", you can select a background colour by clicking the white box "Select background colour"  the window is now as follows :



Select the "Show the elements against a background image" option and click the blue rectangle marked "Select background image". You will see :



At this point, clicking "Done" will not select any image. The objects on the page are automatically shown against a light blue background where you can edit them as required. If instead you wish to have a background image on the page, select the required image and then click "Done" :



You can now change the name of the page (for example, "Hotel Room 001") and click "Next" :





Click on the icon to watch the video for this section :



Appearance of buttons on Hotel Room page

The page, called "Appearance of buttons on Hotel Room page", allows you to edit the various types of buttons you have added. For example, if you have added all the available options, you will have an "Appearance" page for each option used :

- ON/OFF lights (see chapter 4, "Appearance of the ON/OFF lights" page 67)
- Adjustable lights (see chapter 4, "Appearance of the adjustable lights" page 79)
- Ventilation points (see chapter 4, "Appearance of ventilation" page 95)
- Heating/cooling points (see chapter 4, "Appearance of heating / cooling" page 99)
- Rolling shutters (see chapter 4, "Appearance of Rolling shutter Buttons" page 182)
- Curtains (see chapter 4, "Appearance of Curtain Buttons" page 187)
- Windows (see chapter 4, "Appearance of Window Buttons" page 190)
- "Do not disturb" button



- "Room service" button

After editing the appearance of all the above buttons, you need to edit the appearance of the "Other buttons" (the "Do not disturb" and "Room service" buttons). You can edit these properties :

- Images
- Button text
- Options

Images

The "Images" area has two options :

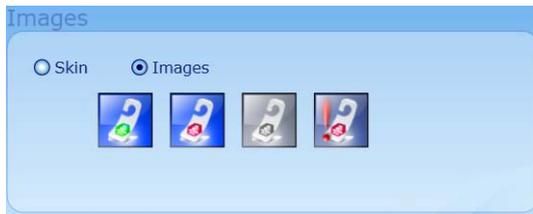
- Skin
- Images

If you select "Skin" and click the drop-down menu, you can then choose between these options :



If you select "Images" you can select an image to be assigned to the button:





On the next page you can select the image you wish to use:

Select the required image and click "Done" :



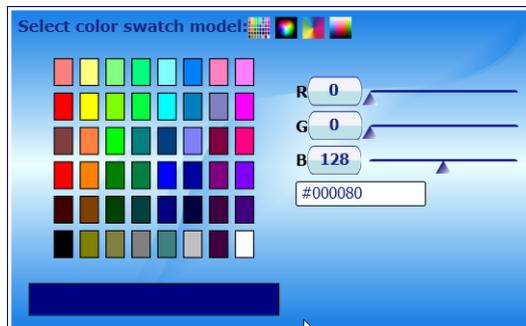
Button text

This option allows you to attribute text to the button. Select the "Display text on selected button" checkbox in the "Button text" area. You can now edit these parameters :

- Colour
- Size
- Alignment



Click in the box next to "Colour" to select the colour of the text:



Click in the rectangles next to "Size" to select the size of the text :





Click in the rectangles next to "Alignment" to select where to put the text, at the centre, to the left or to the right :

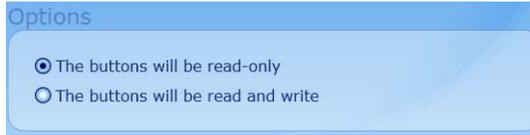


Options

The "Options" window allows you to determine whether the buttons are read-only or configurable. A "read" button cannot be assigned variables, while a "read-and-write" one can.



The default image is :



Click on the icon to watch the video for this section :



**Technical view of
Hotel room
objects**

Click "Next" to open the "Technical View" page that displays all the objects concerned :



Click the blue button above "Objects" in the top left-hand corner of the page. A tree menu opens where you can select the technical view of the buttons created :



On the same page, click the blue button above "Properties" in the top right-hand corner. A tree menu opens allowing you to view the properties of the button selected in the left-hand menu (Objects) :



You can also modify the position of the button on the page using the X and Y variables, and edit the width and height of the button using the W and H variables. You can edit the values in the same 3 ways described earlier on :



- Click in the box containing the number next to the variable you wish to edit, and type in the required number
- Click on the triangle to the right of the box. Click and drag the triangle to the right until you see the required number
- Click on the horizontal line to the right (or left) of the triangle and keep clicking until you see the required number

You can also use the + and - buttons at the bottom of the page to zoom in or out of the page :



If you wish to move a button, you can use the mouse by placing the cursor on the button, clicking and dragging it to the required place on the page :



Double-clicking on an object opens a page where you can edit its properties :



Configuring the Hotel room variables

On the "Technical View" page, click "Next" to open the "Variable configuration" page :

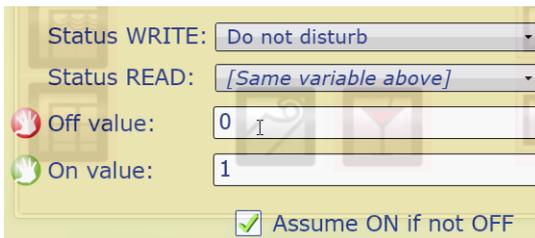


You will notice the objects on the page are pink in colour. This means they have not yet been assigned a variable. The first thing to do, therefore, is to create a variable (see chapter 4, "Creating a new variable" page 53).

Once you have created the variable, select it with the mouse and drag it onto the selected button :



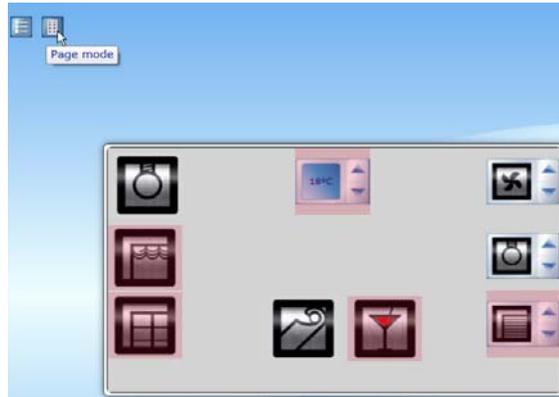
The "Do not disturb" button changes colour. The pink image disappears. You can move the cursor over the button to view the properties of the assigned variable :



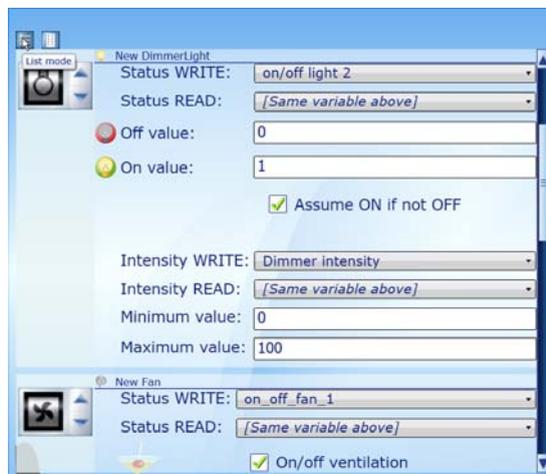
Follow the same procedure to assign variables to the other buttons, after of course having created the variables concerned (see chapter 4, "Creating a new variable" page 53).

On the "Variable configuration" page, you can view the objects in 2 different ways :

- Page mode (by clicking the respective button) :



- List mode (by clicking the respective button) :



The parameters of the objects can be edited in both cases (modifying the reading/writing status by assigning different variables, managing variables, creating and eliminating variables, modifying the "on" and "off" values and editing all the other parameters of the objects).

After entering all the data on the "Variable configuration" page, click "Done" to return to the MyVision main page.

Click on the icon to watch the video for this section :



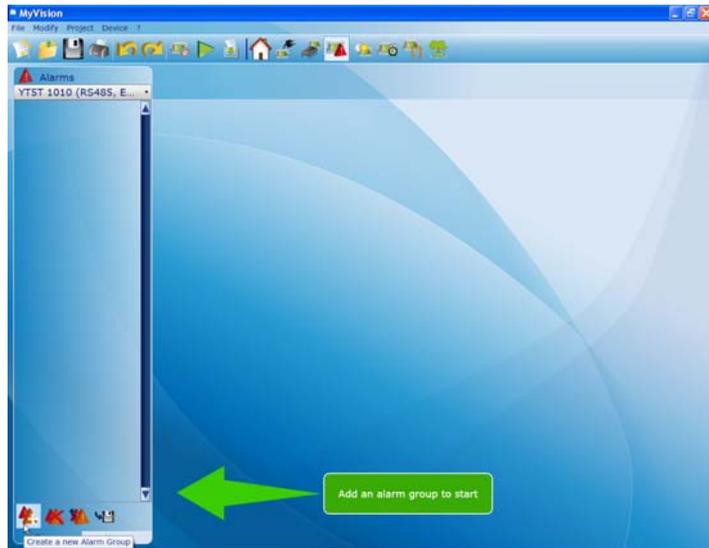
Device alarm management

There are two ways of opening the "Device alarm management" page :

- Click the "Device" menu on the main menu bar and select "Device alarm management" (see chapter 3, "Device Menu" page 14)
- Click the "Device alarm management" icon :



This window opens. Look at the green arrow. Enter a new "Alarm set" by clicking the icon in the bottom left-hand corner:

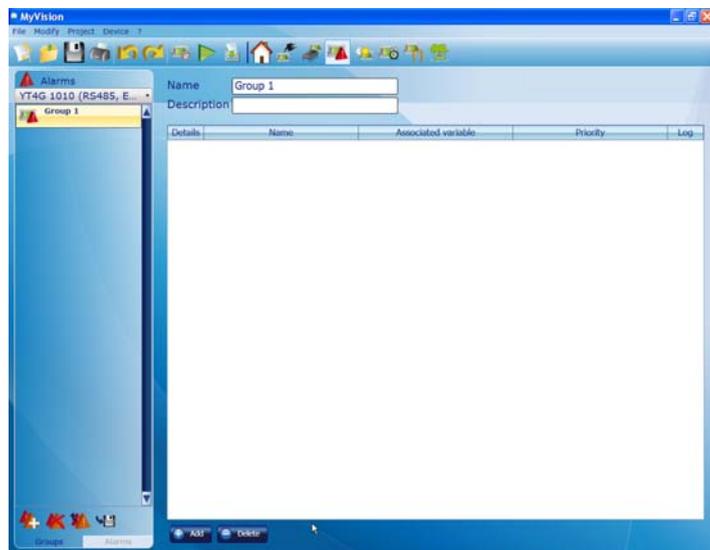


This window opens where you can name the alarm set you have just created :





Click "OK". This window opens :



You can create and/or remove, import or export one or more "alarm categories" by clicking the icons at the bottom of the window :



Creating a new alarm

After creating an "alarm set" you can add a new alarm by clicking the "Add" button at the bottom of the page :



Alternatively you can click the "Alarm" button. The result is the same :



Next, click the "Create a new alarm" icon :



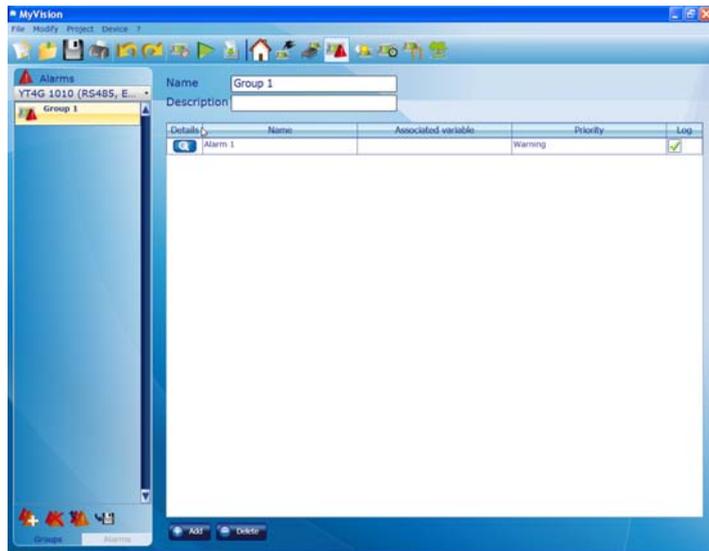
You can create and/or remove, import or export one or more "alarms" by clicking the respective icons :



This window opens. You can now name the alarm you have just created :



Click OK. This window opens :

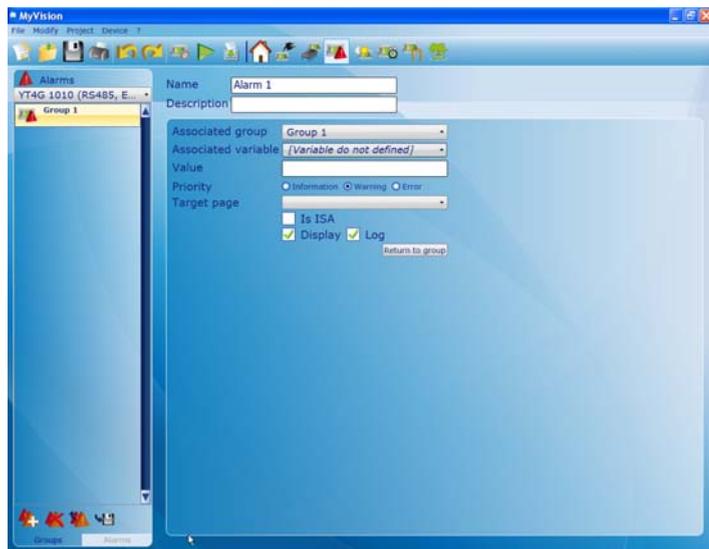


Editing an alarm

You can edit the alarm you have just created by clicking the "Detail" icon:



This window opens:



You can edit these features of the alarm by clicking the respective fields :

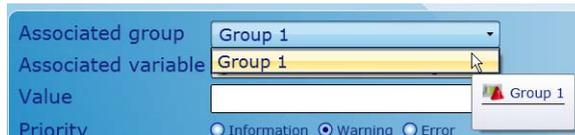
- Associated set
- Associated variable
- Value
- Priority
- Intended page

You can also select the respective checkbox to determine whether :

- The alarm is of the type "ISA" (the "ISA-1A" standard requires the alarm signal to persist until the operator acknowledges -stops- it).
- To display the alarm
- To save the alarm

Associated set

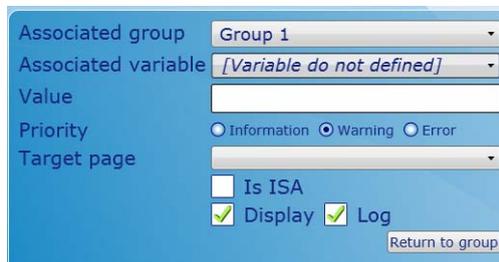
Open the drop-down menu. Select the set for the new alarm. In the example, the alarm is associated with set 1 (as this is the only set created so far) :



The screenshot shows a form with a blue header. The 'Associated group' field is a dropdown menu with 'Group 1' selected. The 'Associated variable' field is also a dropdown menu with 'Group 1' selected. The 'Value' field is an empty text box. The 'Priority' field has three radio buttons: 'Information', 'Warning' (selected), and 'Error'. A small pop-up window titled 'Group 1' is visible on the right side of the form.

Associated variable

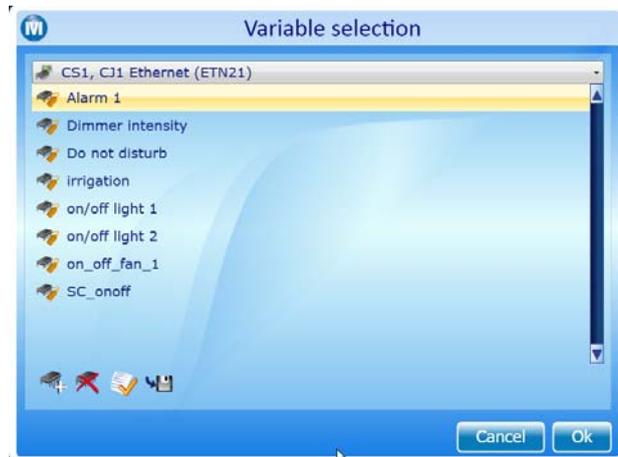
Open the drop-down menu. Associate the alarm to one of the variables :



The screenshot shows a form with a blue header. The 'Associated group' field is a dropdown menu with 'Group 1' selected. The 'Associated variable' field is a dropdown menu with '[Variable do not defined]' selected. The 'Value' field is an empty text box. The 'Priority' field has three radio buttons: 'Information', 'Warning' (selected), and 'Error'. The 'Target page' field is a dropdown menu. Below the 'Target page' field, there are three checkboxes: 'Is ISA' (unchecked), 'Display' (checked), and 'Log' (checked). A 'Return to group' button is located at the bottom right of the form.

Select the required variable and click OK:





Value

By entering "20" in the "Value" field, the alarm is activated when the variable reaches value "20". For example, if the alarm is associated to a temperature variable, the alarm is displayed when the temperature reaches 20°C :

Associated group	Gruppo 1
Associated variable	Allarme 1
Value	20
Priority	<input type="radio"/> Information <input checked="" type="radio"/> Warning <input type="radio"/> Error
Target page	
<input type="checkbox"/> Is ISA	
<input checked="" type="checkbox"/> Display	<input checked="" type="checkbox"/> Log
Return to group	

Priority

There are three priority levels for the alarm :

- Information
- Warning
- Error

Associated group	Gruppo 1
Associated variable	Allarme 1
Value	20
Priority	<input type="radio"/> Information <input checked="" type="radio"/> Warning <input type="radio"/> Error
Target page	
	<input type="checkbox"/> Is ISA
	<input checked="" type="checkbox"/> Display <input checked="" type="checkbox"/> Log
	Return to group

In practice, the three alarm priorities are classified according to the importance of the same alarm :

- 1) Relatively important alarm (Information)
- 2) Moderately important alarm (Warning)
- 3) Very important alarm (Error)

Intended page

When an alarm occurs, you can click the drop-down menu to select which page to open :

Name	Alarm 1
Description	
Associated group	Group 1
Associated variable	Alarm 1
Value	1
Priority	<input type="radio"/> Information <input checked="" type="radio"/> Warning <input type="radio"/> Error
Target page	
	lights 002 HVAC 0001 Clima Water 001 Scenarios Hotel signals
	

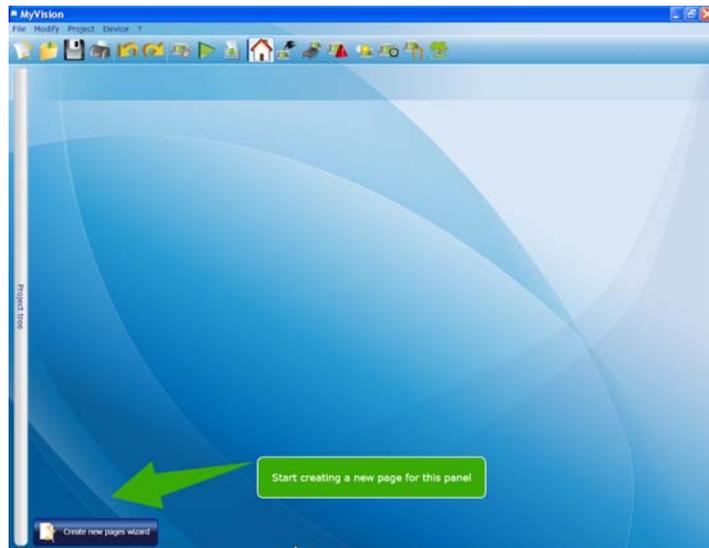
Click on the icon to watch the video for this section :





Creating an Alarm page

Start by clicking the text "New page Wizard":



A new page opens. Use the mouse to select the "Alarm" icon :



In the next window, choose the columns to be shown in the table on the alarm page by selecting the respective checkbox. You can also change the heading of each column in the table by editing the respective field :





The "Set", "Alarm date" and "Recognition date" are unselected by default. If you wish to create a table with all the possible options, select all the checkboxes and you will get a table with these columns :

- Alarm name
- Description
- Set
- Recognition
- Status
- Alarm date
- Recognition date

The window is as follows. Click "Next" :





Alarm page configuration

The page is called "Alarm page configuration" and has the following sections :

- Page title
- Page properties
- Alarm table
- Display the following buttons

Page title

The "Page title" option allows you to name the alarm page you are creating by editing the "Title" field :



Page properties

The "Page properties" offers the following options:

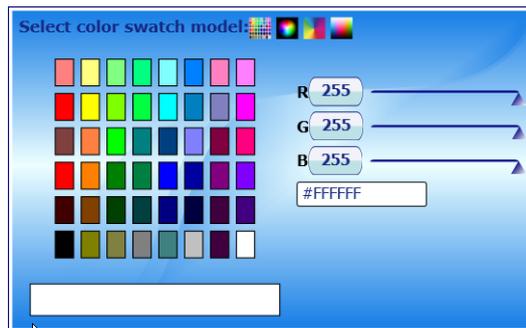
- View the elements as a simple grid (in this case you can also select the background colour)



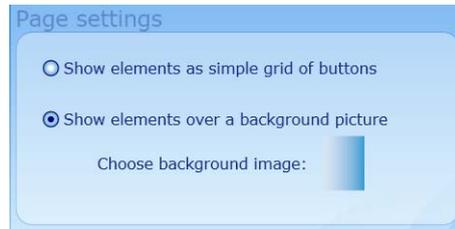
- View the elements against a background image (in this case you can select a background image)



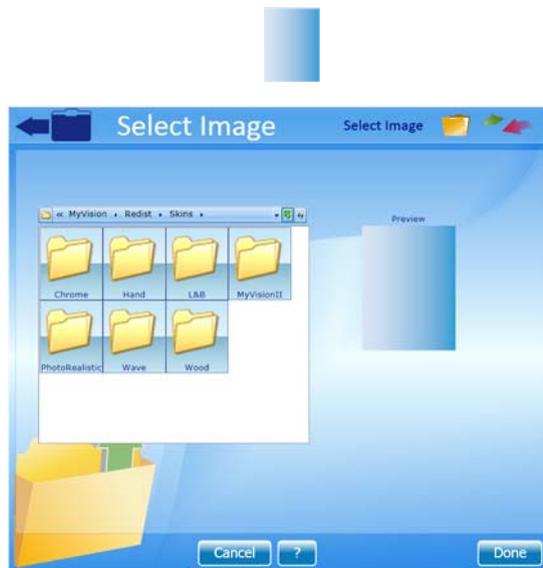
If you select "View the elements as a simple grid", you can select a background colour by clicking the white box "Select background colour"  the window is now as follows :



If you select the "View the elements against a background image", the window is as follows :



On the same page, you can select a background image by clicking the blue rectangle "Select background image" :



At this point, clicking "Done" will not select any image. The objects on the page are automatically shown against a light blue background. If instead you wish to have a background image, select the required image and then click "Done":





Technical view of Alarm page objects

Click "Next" to open the "Technical View" page that displays all the objects concerned :



Click the blue button above "Objects" in the top left-hand corner of the page. A tree menu opens where you can select the technical view of the buttons created :





On the same page, click the blue button above "Properties" in the top right-hand corner. A tree menu opens allowing you to view the properties of the button selected in the left-hand menu (Objects) :



You can also modify the position of the button on the page using the X and Y variables, and edit the width and height of the button using the W and H variables. You can edit the values in the same 3 ways described earlier on :

- Click in the box containing the number next to the variable you wish to edit, and type in the required number
- Click on the triangle to the right of the box. Click and drag the triangle to the right until you see the required number
- Click on the horizontal line to the right (or left) of the triangle and keep clicking until you see the required number

You can also use the + and - buttons at the bottom of the page to zoom in or out of the page :



If you wish to move a button, you can use the mouse by placing the cursor on the button, clicking and dragging it to the required place on the page

Double-clicking on an object opens a page where you can edit its properties

Click on the icon to watch the video for this section :



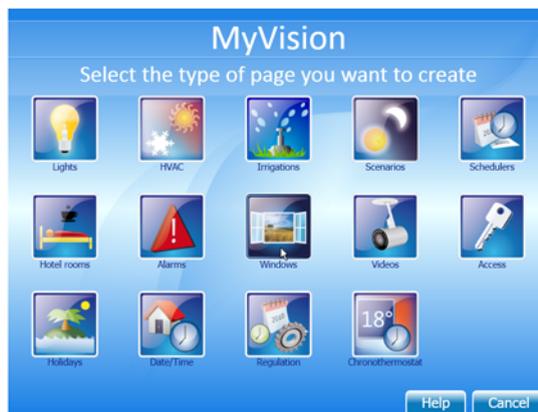
Creating a Windows page

The "Windows" page allows you to manage the following objects simultaneously :

- Rolling shutters
- Curtains
- Windows

To create a "Windows" page, use the "New page wizard" (see chapter 4, "Creating a new page" page 51).

On the next page, click the "Windows" icon :



You will see :



Rolling shutters

The "Number of Rolling shutters" option allows you to manage up to 10 objects (rolling shutters) for each page you have created. Each rolling shutter can be assigned 0, 1 or 2 "Intermediate steps" :

- "0" Intermediate steps: fully lowered or fully raised rolling shutter
- "1" Intermediate step: fully lowered, half-raised or fully raised rolling shutter
- "2" Intermediate steps: fully lowered, 1/3 open, 2/3 open or fully raised rolling shutter

You can edit the number of rolling shutters in the same three ways described previously :

- Click in the box containing the number next to "Number of rolling shutters" and type in the required number
- Click on the triangle to the right of the box. Click and drag the triangle to the right until you see the required number
- Click on the horizontal line to the right (or left) of the triangle and keep clicking until you see the required number

If for instance you wish to add one rolling shutter with one intermediate step, you will see :





Curtains

The "Number of curtains" option allows you to manage up to 10 objects (curtains) for each page you have created. You can edit the number of rolling curtains in the same three ways described previously :

- Click in the box containing the number next to "Number of curtains" and type in the required number
- Click on the triangle to the right of the box. Click and drag the triangle to the right until you see the required number
- Click on the horizontal line to the right (or left) of the triangle and keep clicking until you see the required number

If for instance you wish to add one curtain, you will see :



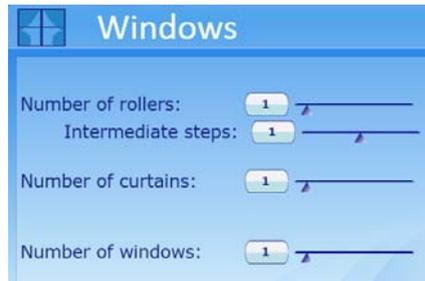
Windows

The "Number of Windows" option allows you to manage up to 10 objects (windows) for each page you have created. You can edit the number of windows in the same three ways described previously:

- Click in the box containing the number next to "Number of windows" and type in the required number
- Click on the triangle to the right of the box. Click and drag the triangle to the right until you see the required number
- Click on the horizontal line to the right (or left) of the triangle and keep clicking until you see the required number

If for instance you wish to add one window, you will see :





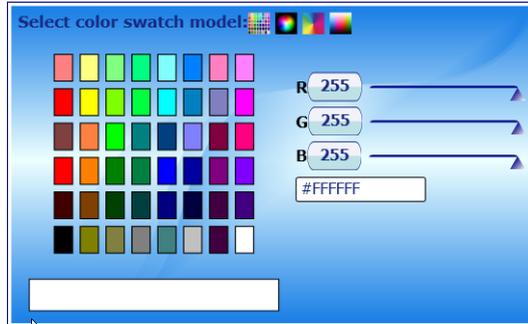
Technical view of Windows page

When you have done, click "Next". This window appears (Technical View). You can choose between these options :

- View the elements as a simple set of buttons (in this case you can also select the background colour)
- View the elements against a background image (in this case you can select a background image)
- You can also give the page a title by editing the "Title" field



If you select "View the elements as a simple set of buttons", you can select a background colour by clicking the white box "Select background colour"  the window is now as follows :



If you select the "View the elements against a background image", the window is as follows :



On the same page, you can select a background image by clicking the blue rectangle "Select background image" :





At this point, clicking "Done" will not select any image. The objects on the page are automatically shown against a light blue background where you can edit them as required. If instead you wish to have a background image, select the required image and then click "Done" :



The image is now as follows. You can change the name of the page (for instance, "Windows 001"), then click "Next" :



Appearance of Rolling shutter Buttons

This page, called "Appearance of Rolling shutters" allows you to edit these properties :

- Images
- Button text
- Options

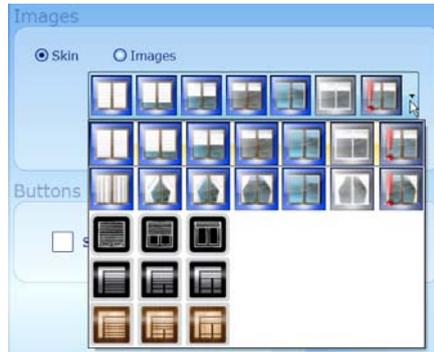
Images

The "Images" area has two options :

- Skin
- Images

If you select "Skin" and click the drop-down menu, you can then choose between these options :





If you select "Images" you can select an image to be assigned to the button :



On the next page you can select the image you wish to use :



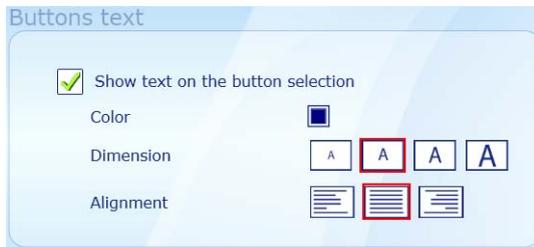
Select the required image and click "Done".



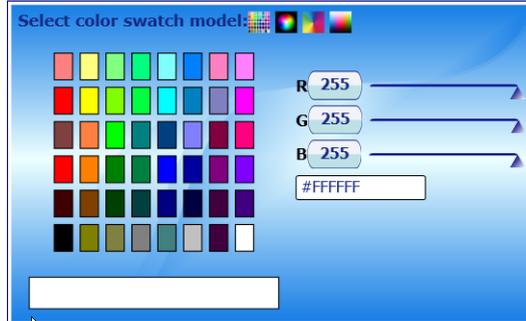
Button text

This option allows you to attribute text to the button. Select the "Display text on selected button" checkbox in the "Button text" area. You can now edit these parameters :

- Colour
- Size
- Alignment

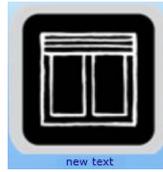


Click in the box next to "Colour" to select the colour of the text:



Click in the rectangles next to "Size" to select the size of the text :





Click in the rectangles next to "Alignment" to select where to put the text, at the centre, to the left or to the right :

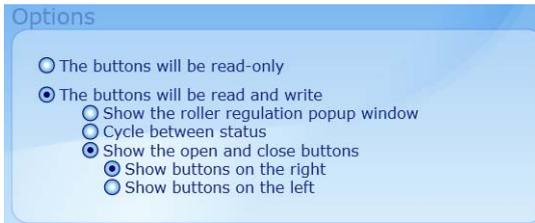


Options

The "Options" window allows you to determine whether the buttons are read-only or configurable.

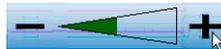
A "read" button cannot be assigned variables, while a "read-and-write" one can.

The default image is :



The "Read and write buttons" offers three choices:

- "Show the rolling shutter adjustment pop-up window" (a pop-up bar appears that allows you to adjust the intensity) :



- "Revert mode": this option allows you to change the mode at each press of the button. For instance, if the button is assigned closing/opening with an intermediate step, pressing it the first time opens the rolling shutter half way, and pressing it again fully opens the rolling shutter.
- "Show the increase and decrease buttons". In this case you can display the "increase and decrease" buttons for opening/closing the rolling shutter on the left or on the right of the button used for the project :



**Appearance of
Curtain Buttons**

After configuring the appearance of the "Rolling shutter" buttons, click "Next" to open the page called "Appearance of curtains" and edit the following :

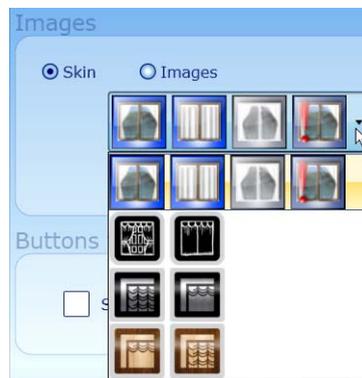
- Images
- Button text
- Options

Images

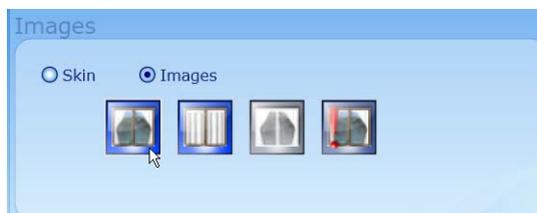
The "Images" area has two options :

- Skin
- Images

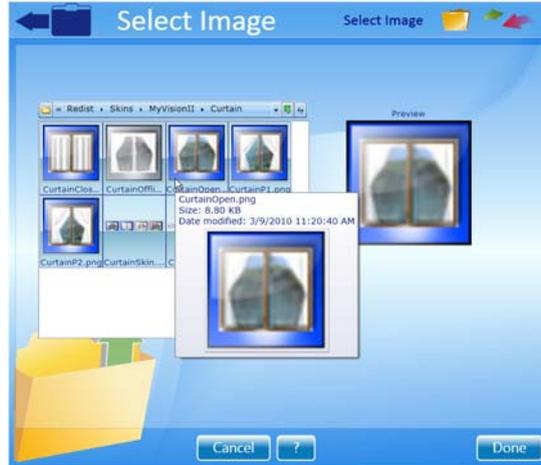
If you select "Skin" and click the drop-down menu, you can then choose between these options :



If you select "Images" you can select an image to be assigned to the button :



On the next page you can select the image you wish to use :



Select the required image and click "Done".

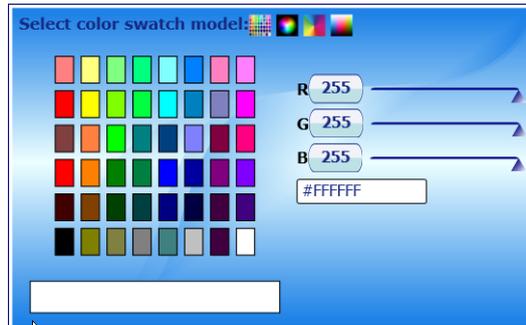
Button text

This option allows you to attribute text to the button. Select the "Display text on selected button" checkbox in the "Button text" area. You can now edit these parameters :

- Colour
- Size
- Alignment



Click in the box next to "Colour" to select the colour of the text:



Click in the rectangles next to "Size" to select the size of the text :



Click in the rectangles next to "Alignment" to select where to put the text, at the centre, to the left or to the right :

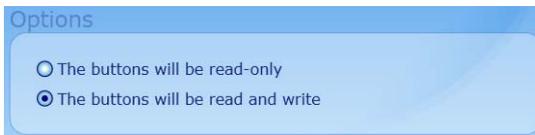




Options

The "Options" window allows you to determine whether the buttons are read-only or configurable. A "read" button cannot be assigned variables, while a "read-and-write" one can.

The default image is :



Appearance of Window Buttons

After configuring the appearance of the "Curtains" buttons, click "Next" to open the page called "Appearance of windows" and edit the following :

- Images
- Button text
- Options



Images

The "Images" area has two options :

- Skin
- Images

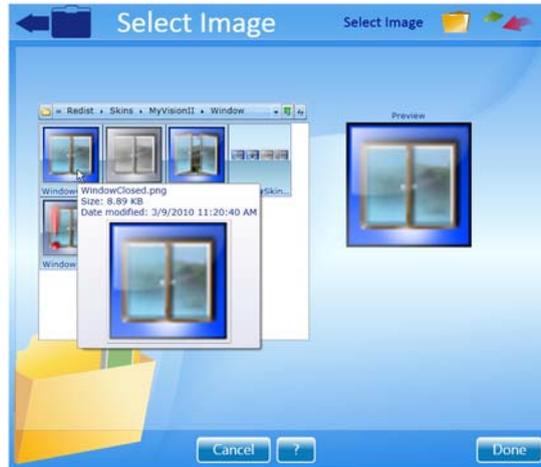
If you select "Skin" and click the drop-down menu, you can then choose between these options :



If you select "Images" you can select an image to be assigned to the button:



On the next page you can select the image you wish to use :

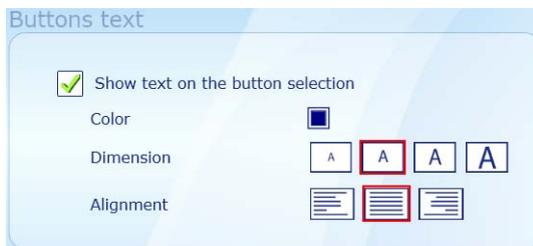


Select the required image and click "Done" :

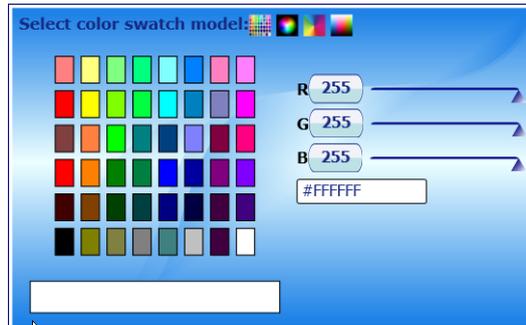
Button text

This option allows you to attribute text to the button. Select the "Display text on selected button" checkbox in the "Button text" area. You can now edit these parameters :

- Colour
- Size
- Alignment



Click in the box next to "Colour" to select the colour of the text:



Click in the rectangles next to "Size" to select the size of the text :



Click in the rectangles next to "Alignment" to select where to put the text, at the centre, to the left or to the right :

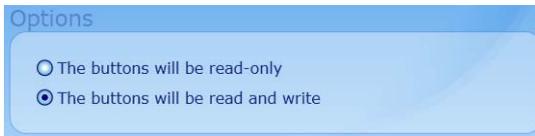




Options

The "Options" window allows you to determine whether the buttons are read-only or configurable. A "read" button cannot be assigned variables, while a "read-and-write" one can.

The default image is :



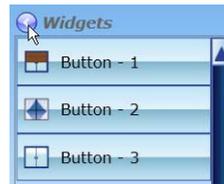
**Technical view of
Windows page
objects**

After configuring the appearance of the buttons, click "Next" to open the page called "Technical view of windows", featuring all the respective objects :





Click the blue button above "Objects" in the top left-hand corner of the page. A tree menu opens where you can select the technical view of the buttons created :



On the same page, click the blue button above "Properties" in the top right-hand corner. A tree menu opens allowing you to view the properties of the button selected in the left-hand menu (Objects) :



You can also modify the position of the button on the page using the X and Y variables, and edit the width and height of the button using the W and H variables.

You can edit the values in the same 3 ways described earlier on:

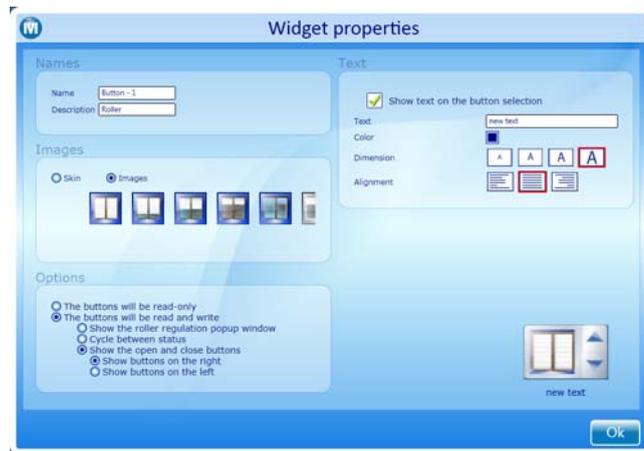
- Click in the box containing the number next to the variable you wish to edit, and type in the required number
- Click on the triangle to the right of the box. Click and drag the triangle to the right until you see the required number
- Click on the horizontal line to the right (or left) of the triangle and keep clicking until you see the required number

You can also use the + and - buttons at the bottom of the page to zoom in or out of the page :



If you wish to move a button, you can use the mouse by placing the cursor on the button, clicking and dragging it to the required place on the page.

Double-clicking on an object opens a page where you can edit its properties :



Configuring the Window page variables

On the "Technical View" page, click "Next" to open the "Variable configuration" page :



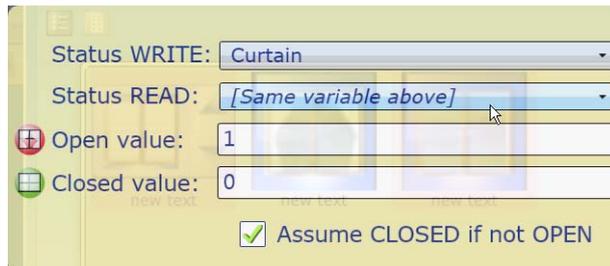
You will notice the objects on the page are pink in colour. This means they have not yet been assigned a variable. The first thing to do, therefore, is to create a variable (see chapter 4, "Creating a new variable" page 53).

After creating the variable (in the example, called "curtain") and assigned to the button for opening/closing the curtains), select it with the mouse and drag it onto the selected button :





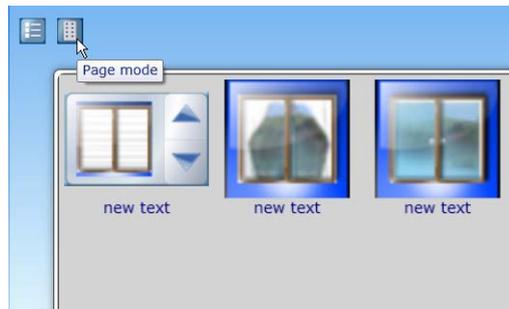
The button changes colour. The pink image disappears. You can move the cursor over the button to view the properties of the assigned variable :



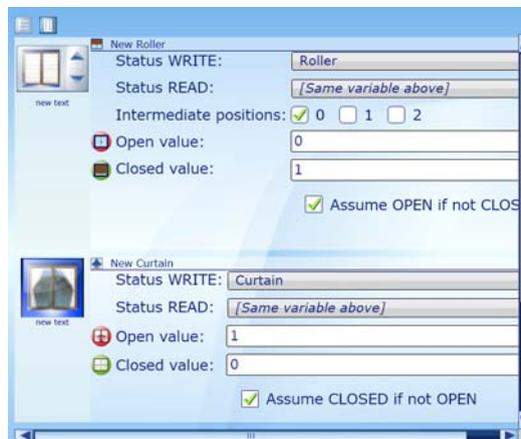
Follow the same procedure to assign variables to the other buttons, after of course having created the variables concerned (see chapter 4, "Creating a new variable" page 53).

On the "Variable configuration" page, you can view the objects in 2 different ways :

- Page mode (by clicking the respective button) :



- List mode (by clicking the respective button) :



The parameters of the objects can be edited in both cases (modifying the reading/writing status by assigning different variables, managing variables, creating and eliminating variables, modifying the "open" and "closed" variables, etc.).

After entering all the data on the "Variable configuration" page, click "Done" to return to the MyVision main page.

Click on the icon to watch the video for this section :





Creating a Video page

The "Video" page allows you to manage surveillance cameras. To create a video page, start by clicking the "New page wizard" button (see chapter 4, "Creating a new page" page 51).

On the next page, use the mouse to select the "video" icon :



You will see :



The "Number of cameras" option allows you to manage up to 4 objects (cameras) for each page you have created.

You can edit the number of cameras in the same three ways described previously :



- Click in the box containing the number next to "Number of cameras" and type in the required number
- Click on the triangle to the right of the box. Click and drag the triangle to the right until you see the required number
- Click on the horizontal line to the right (or left) of the triangle and keep clicking until you see the required number

If for instance you wish to add one camera, you will see :



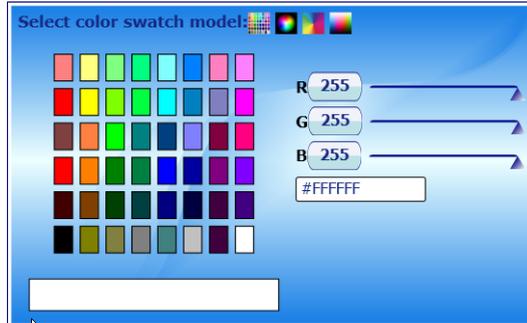
Technical view of Video page

When you have done, click "Next". This window appears (Technical View). You can choose between three options :

- View the elements as a simple set of buttons (in this case you can also select the background colour)
- View the elements against a background image (in this case you can select a background image)
- You can also give the page a title by editing the "Title" field



If you select "View the elements as a simple set of buttons", you can select a background colour by clicking the white box "Select background colour"  the window is now as follows :



If you select the "View the elements against a background image", the window is as follows :



On the same page, you can select a background image by clicking the blue rectangle "Select background image" :





At this point, clicking "Done" will not select any image. The objects on the page are automatically shown against a light blue background where you can edit them as required. If instead you wish to have a background image, select the required image and then click "Done" :



The image is now as follows. You can change the name of the page (for instance, "Video 001"), then click "Next" :



Camera Properties

Clicking "Next" opens the "Camera properties" page shown below which lists all the available cameras (in the example, only one camera has been created) :



The "Camera properties" page allows you to do the following :

- Edit the name of the camera
- Add a description
- Enter the address of the camera
- Test the camera



You MUST enter an address for the camera to be included in the project. Enter the webcam's IP address in the window shown below (in the example, the address is 172.19.7.130), then test it by clicking the "Test" button :

Name:	Webcam 1
Description:	
Address:	http://172.19.7.130/jpg/image.jpg



The webcam image appears :

Name:	Webcam 1
Description:	
Address:	http://172.19.7.130/jpg/image.jpg



Click "Done" to return to the MyVision main page.

Click on the icon to watch the video for this section :



Creating an Access page

The "Access" page allows you to manage various access points and sensors simultaneously.

To create an Access page, start by clicking the "New page wizard" button (see chapter 4, "Creating a new page" page 51).

Next, click the "Access" icon :



You will see :



The "Number of access points" option allows you to manage up to 40 objects (access points) for each page you have created.

The "Number of sensors" option allows you to manage up to 40 objects (sensors) for each page you have created.

You can edit the number of access points and sensors in the same three ways described previously:



- Click in the box containing the number next to "Number of access points" or "Number of sensors" and type in the required number
- Click on the triangle to the right of the box. Click and drag the triangle to the right until you see the required number
- Click on the horizontal line to the right (or left) of the triangle and keep clicking until you see the required number

If for instance you wish to add one access point and one sensor, you will see :



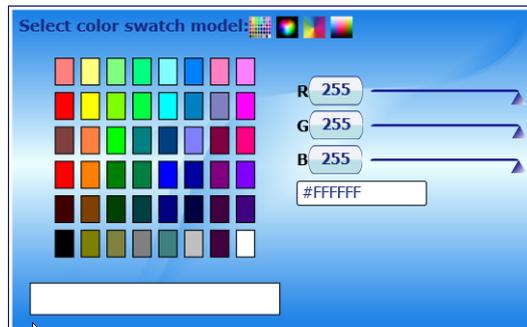
Technical view of Access control page

When you have done, click "Next". This window appears (Technical View). You can choose between three options :

- View the elements as a simple set of buttons (in this case you can also select the background colour)
- View the elements against a background image (in this case you can select a background image)
- You can also give the page a title by editing the "Title" field



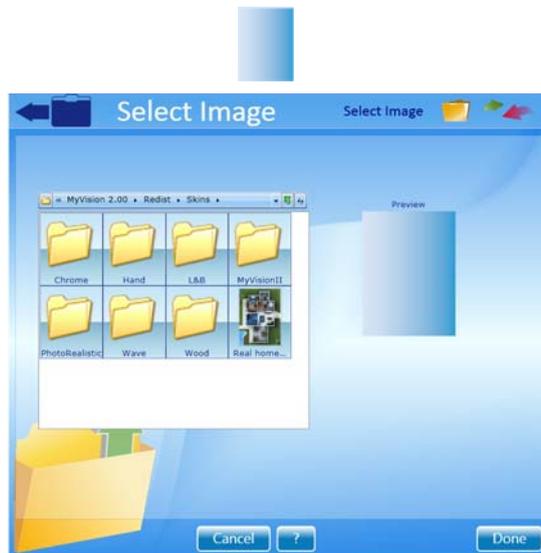
If you select "View the elements as a simple set of buttons", you can select a background colour by clicking the white box "Select background colour"  the window is now as follows :



If you select the "View the elements against a background image", the window is as follows :



On the same page, you can select a background image by clicking the blue rectangle "Select background image" :



At this point, clicking "Done" will not select any image. The objects on the page are automatically shown against a light blue background where you can edit them as required. If instead you wish to have a background image, select the required image and then click "Done" :





The image is now as follows. You can change the name of the page (for instance, "Access 001") then click "Next" :



Appearance of Access control buttons

The page, called "Appearance of access points", allows you to edit the following :

- Images
- Button text
- Options



Images

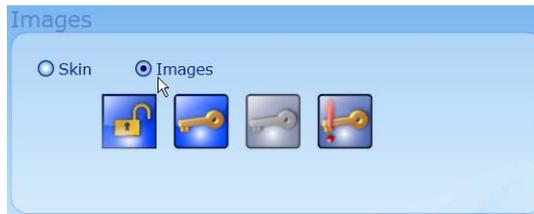
The "Images" area has two options :

- Skin
- Images

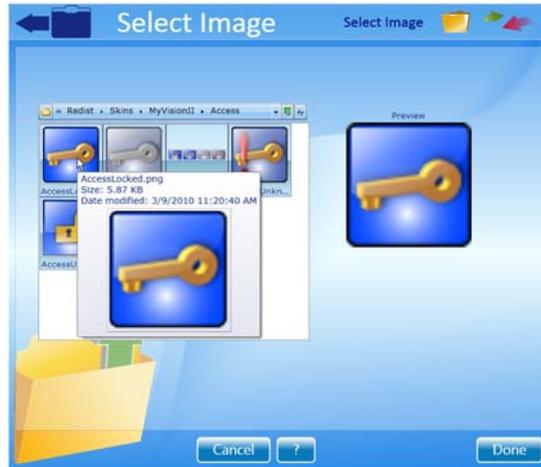
If you select "Skin" and click the drop-down menu, you can then choose between these options :



If you select "Images" you can select an image to be assigned to the button :



On the next page you can select the image you wish to use :

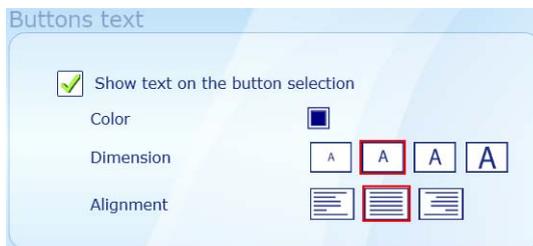


Select the required image and click "Done".

Button text

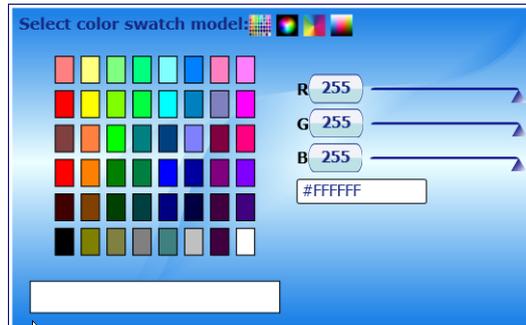
This option allows you to attribute text to the button. Select the "Display text on selected button" checkbox in the "Button text" area. You can now edit these parameters :

- Colour
- Size
- Alignment

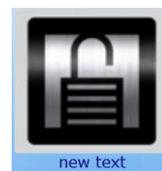
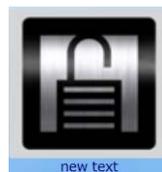


Click in the box next to "Colour" to select the colour of the text:





Click in the rectangles next to "Size" to select the size of the text :



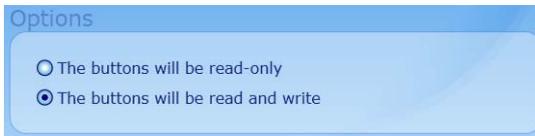
Click in the rectangles next to "Alignment" to select where to put the text, at the centre, to the left or to the right :





Options

The "Options" window allows you to determine whether the buttons are read-only or configurable. A "read" button cannot be assigned variables, while a "read-and-write" one can. The default image is :



Appearance of Sensors buttons

After configuring the properties of the "Access control" buttons, click "Next" to open the "Sensor appearance" page and edit the following :

- Images
- Button text
- Options



Images

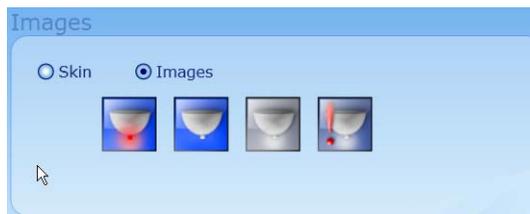
The "Images" area has two options :

- Skin
- Images

If you select "Skin" and click the drop-down menu, you can then choose between these options :



If you select "Images" you can select an image to be assigned to the button :



On the next page you can select the image you wish to use :

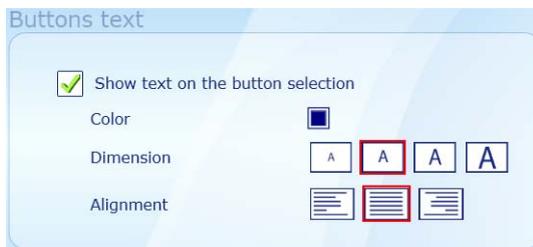


Select the required image and click "Done".

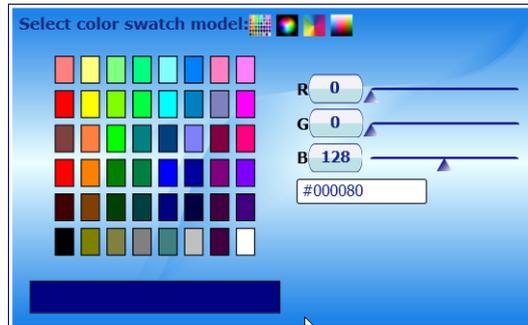
Button text

This option allows you to attribute text to the button. Select the "Display text on selected button" checkbox in the "Button text" area. You can now edit these parameters :

- Colour
- Size
- Alignment



Click in the box next to "Colour" to select the colour of the text:



Click in the rectangles next to "Size" to select the size of the text :



Click in the rectangles next to "Alignment" to select where to put the text, at the centre, to the left or to the right :

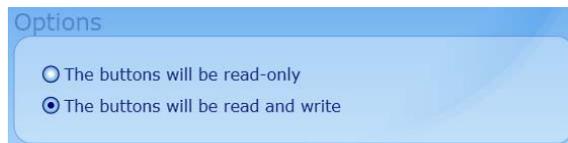




Options

The "Options" window allows you to determine whether the buttons are read-only or configurable. A "read" button cannot be assigned variables, while a "read-and-write" one can.

The default image is :



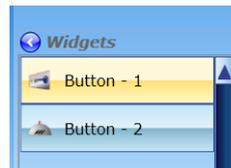
**Technical view of
Access control
page objects**

Click "Next" to open the "Technical View" page that displays all the objects concerned :





Click the blue button above "Objects" in the top left-hand corner of the page. A tree menu opens where you can select the technical view of the buttons created :



On the same page, click the blue button above "Properties" in the top right-hand corner. A tree menu opens allowing you to view the properties of the button selected in the left-hand menu (Objects) :



You can also modify the position of the button on the page using the X and Y variables, and edit the width and height of the button using the W and H variables.

You can edit the values in the same 3 ways described earlier on:

- Click in the box containing the number next to the variable you wish to edit, and type in the required number
- Click on the triangle to the right of the box. Click and drag the triangle to the right until you see the required number
- Click on the horizontal line to the right (or left) of the triangle and keep clicking until you see the required number

You can also use the + and - buttons at the bottom of the page to zoom in or out of the page :



If you wish to move a button, you can use the mouse by placing the cursor on the button, clicking and dragging it to the required place on the page.

Double-clicking on an object opens a page where you can edit its properties :



**Configuring
Access control
page variables**

On the "Technical View" page, click "Next" to open the "Variable configuration" page :

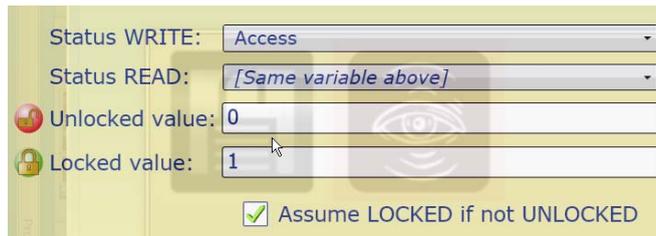


You will notice the objects on the page are pink in colour. This means they have not yet been assigned a variable. The first thing to do, therefore, is to create a variable (see chapter 4, "Creating a new variable" page 53). After creating the variable (called "Access" in the example), select it with the mouse and drag it onto the selected button :





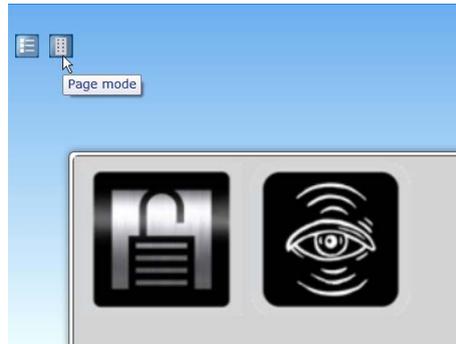
The button changes colour. The pink image disappears. You can move the cursor over the button to view the properties of the assigned variable :



Follow the same procedure to assign variables to the other buttons, after of course having created the variables concerned (see chapter 4, "Creating a new variable" page 53).

On the "Variable configuration" page, you can view the objects in 2 different ways :

- Page mode (by clicking the respective button) :



- List mode (by clicking the respective button) :



The parameters of the objects can be edited in both cases (modifying the reading/writing status by assigning different variables, managing variables, creating and eliminating variables, modifying the "blocked" "released" "with alert" "without alert" variables, etc.).

After entering all the data on the "Variable configuration" page, click "Done" to return to the MyVision main page.

Click on the icon to watch the video for this section :





Editing the project components

You can, at any time, add, edit or delete elements and connections in the hardware configuration of a project by clicking the "Project tree" bar on the left-hand side of the MyVision main page :



Clicking the "Project tree" bar opens the main MyVision editing window. Here you can manage both the project and the ESA device by clicking the "Project" or "Device" buttons respectively at the bottom of the "Project tree" :





**Floor, Area,
 Room, Network
 point**

It is logical to assume that a floor in a house can be divided in two areas, a "day area" and a "night area".

The "day area" can consist of rooms such as a lounge and kitchen, while the "night area" can feature two bedrooms and a bathroom.

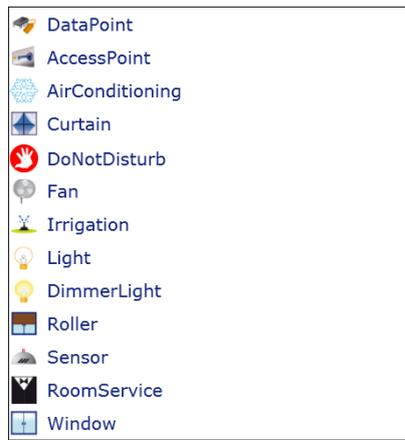
An ESA device controls the two areas (in the example, on "Floor 1").

The elements described above are shown as follows :





Each element of the Project tree can be associated with one of the following "Network points" :

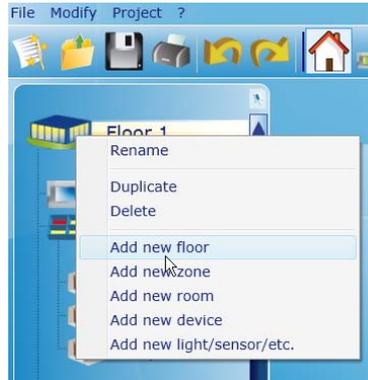


Adding a floor

There are two ways of adding one or more floors to a project tree :

1) Right-click the floor in the project and select "Add a new floor" :





2) Click the "Create a new floor" icon at the bottom of the Project tree :



This window appears in both cases :



Renaming a floor

It is possible to rename the floors in the project by right-clicking them :



This window appears. Enter the new name and click "OK" :



The floor on the project tree is renamed :



Adding an area There are two ways of adding an area to a project (the area is usually added to a floor) :

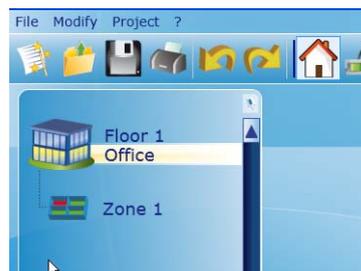
1) Right-click the floor in the project and select "Add a new zone" :



2) Click the "Create a new zone" icon at the bottom of the Project tree :



The new area appears on the project tree under "Office":



Renaming an area

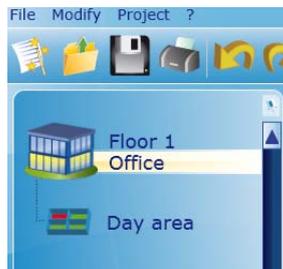
Right-click an area to rename it :



This window appears. Enter the new name and click "OK" :



The area on the project tree is renamed :



To view the elements in the "day area", double-click the latter and this will "light up" as if its windows are lit up.



In the example, no elements appear as none have yet been added.

Adding a room

There are two ways of adding a room to a project (the room is usually added to an area) :

1) Right-click the area in the project and select "Add a new room" :



2) Click the "Create a new room" icon at the bottom of the Project tree :



The new room appears on the project tree under the "Day area" :



Renaming a room

Right-click a room to rename it :



This window appears. Enter the new name and click "OK" :



The room is re-named on the project tree, under the "Day area" :



To view the elements in the "day area", double-click the latter and this will "light up" as if its windows are lit up :



Duplicating an element of the project

It is possible to duplicate the elements of a project. This can save time when drafting the project.

If for example you wish to draft a project for a ten-floor hotel, you can create the first floor with a device, rooms and objects then, following a simple procedure, duplicate it the required number of times (e.g. 10), and rename the elements on each floor accordingly.

As an example, you wish to draft a project for a ten-floor hotel with ten rooms on each floor, and with management of air conditioning and closing of the door for each room.

You add a room with a "HVAC" point and an "access point":

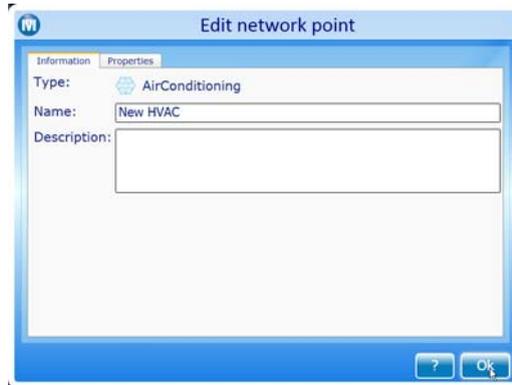


Renaming a Network Point

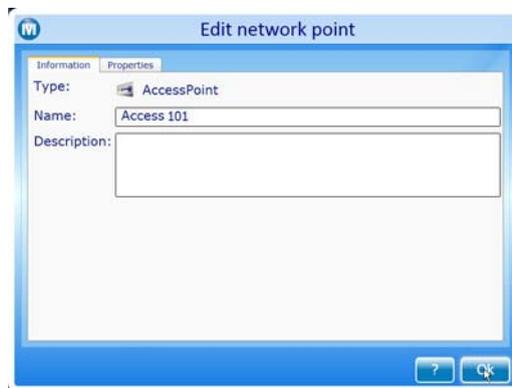
To rename elements in each room ("Network Point"), right-click the object you wish to rename and select "Properties" :



This window appears. For instance, replace the name "New HVAC" with "HVAC 101" for room 101, then press "Ok" :



Follow the same procedure for renaming the "Access point" :



Right-click and duplicate room 101 :



Repeat the duplication procedure 9 times for all 10 rooms on Floor 1, and rename rooms 102 to 110 (see chapter 4, "Renaming a room" page 231) :



Each room of course has "HVAC" objects and a "Access point", these were added before room 101 was duplicated. Rename the objects in each room (see chapter 4, "Renaming a Network Point" page 233). In the example, rooms 108, 109 and 110 are opened (by double-clicking each one) :



You can duplicate "Floor 1" now that all its rooms and "network points" have been created, these will just have to be renamed.

Right-click the floor to duplicate and select the "Duplicate" option:



The duplicated floor will appear below floor 1. Its name is the same, so you need to edit it (see chapter 4, "Renaming a floor" page 228).





You now duplicate the floor another 8 times, for the total of 10 floors. You then change all the names (see chapter 4, “Renaming a floor” page 228) :



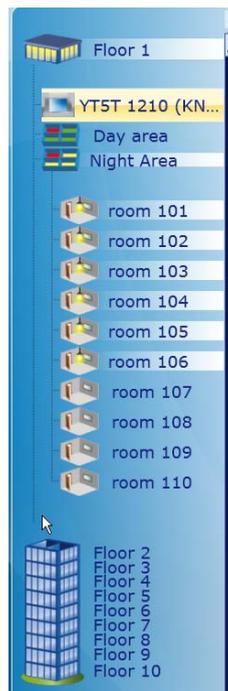
In the example, floors 2 and 3 are opened (by double-clicking each one) :



Open, for example, room 304 (double-click it) to check it has the "network points", "HVAC 304" and "Entrance 304" :



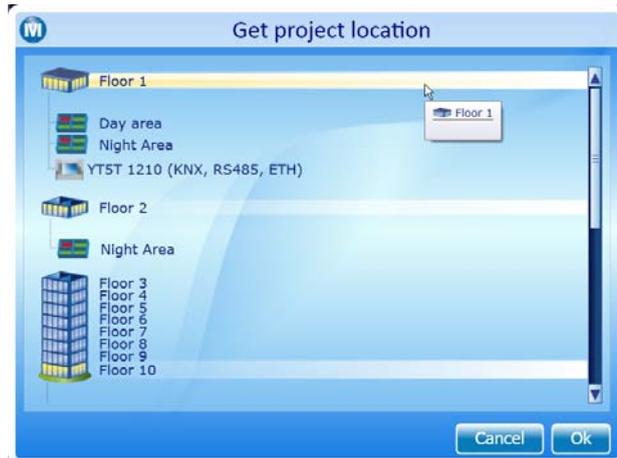
Moving a device The ESA device (YTAT) is on floor 1 :



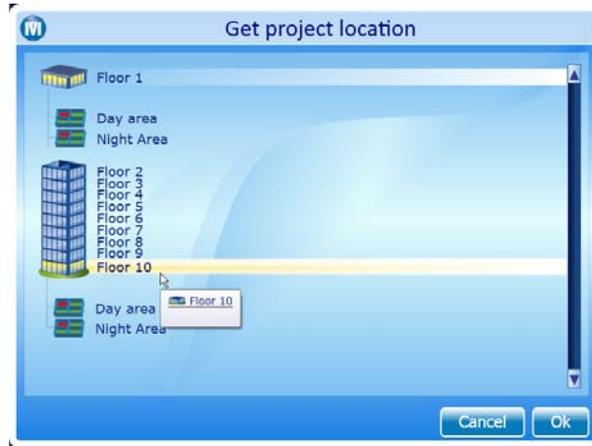
If for example you wish to move the device to floor 10, right-click to select it and click "Move" :



This window appears :



Select the new position of the device, in this case, "Floor 10", and confirm by pressing "OK":



The device immediately appears on "Floor 10" on the project tree :



Adding a device If you used the "Wizard" to create a project in MyVision (see chapter 4, "Creating a project with the Wizard" page 19), you

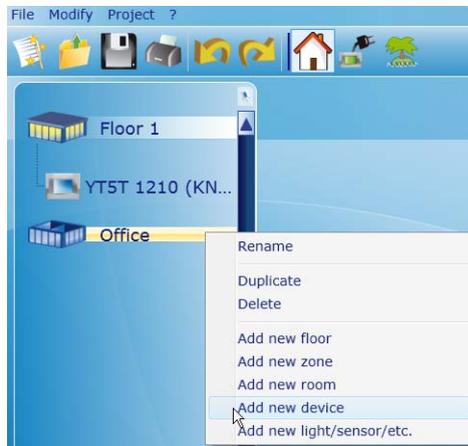


should have already assigned a device. You can check this by double-clicking the floor on the Project tree :



There are two ways of adding a device to control, say, the "Office" floor :

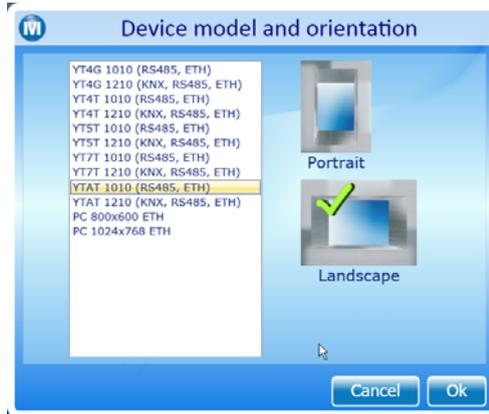
1) Right-click the floor and select "Add a new device" :



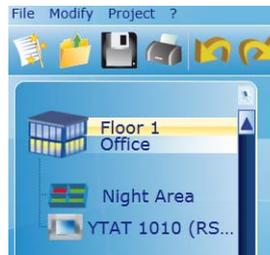
2) Click the "Create a new device" icon at the bottom of the Project tree :



In both cases, a window appears where you need to select the device model and alignment (vertical or horizontal). When you have done, click "OK" :



The new device appears on the project tree under the "Office" floor :



Click the device. A large green arrow appears indicating the next step to be taken, which is "Create a new page for this panel" (see chapter 4, "Creating a new page" page 51).

Click on the icon to watch the video for this section :



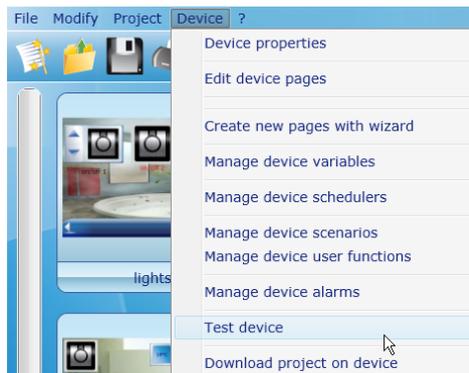
Test Device

MyVision allows you to test the entire project you have created, in other words to simulate the home system to be set up in the building.

There are two ways of opening the "runtime simulator":



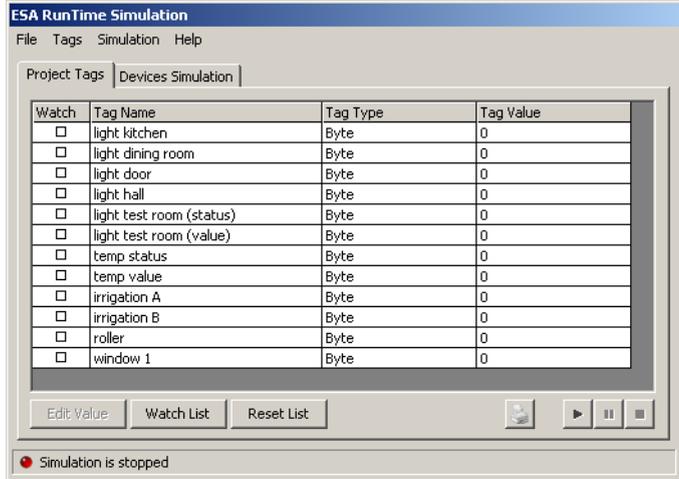
1) On the "Device" menu, click "Test device":



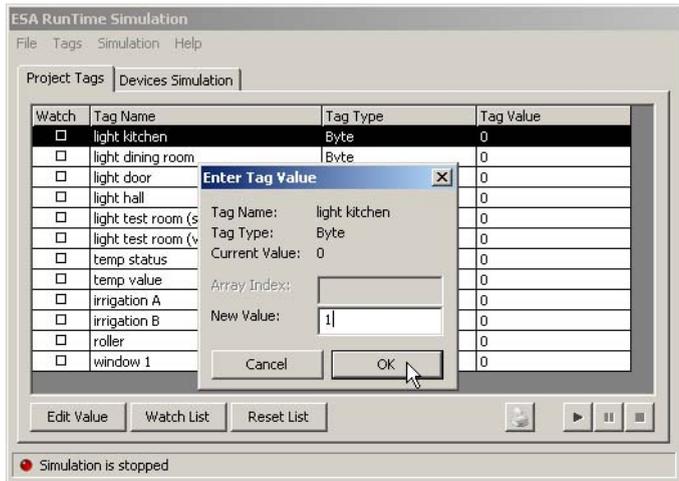
2) Click the "Test device" icon at the top on the main icon bar :



In both cases, MyVision automatically compiles the project and this window appears, providing all the parameters have been entered correctly :



For example, enable "Kitchen light" and click "Edit Value" to change the value of the tag from 0 to 1, then click "OK" :



You will note the "Kitchen light" in the object view on the main page of the project lights up as soon as the value of the tag is changed from 0 to 1 :





2) By enabling the objects directly from the project page displayed by the "runtime" simulation. For example, you can turn on the same light (the room light) by clicking the respective button directly :



Clicking the "Navigation bar arrows" :



Displays a sequence of icons. Pressing an icon opens the respective project page, for example, click the "Bathroom" icon for heating :





This opens the page for configuring the temperature in this room :



After setting the required temperature, click the "MyVision" icon in the bottom left-hand corner to scroll through the pages and simulate the operation of the entire home system. If for example you wish to simulate running of the irrigation system, simply click the respective icon :



This opens the main page featuring the buttons for controlling the irrigation system. Click one of these buttons to simulate irrigation in the area assigned during the project :



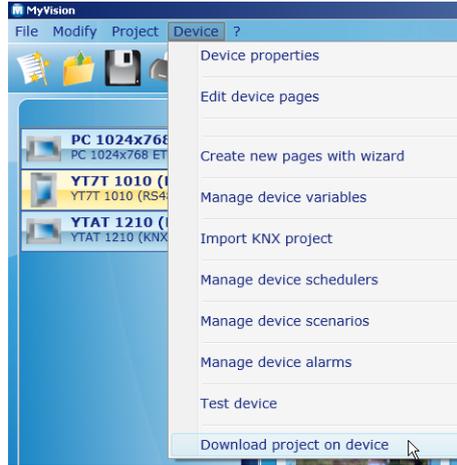
Click on the icon to watch the video for this section :



Transferring a project to the device

When you have completed a project (and tested it with the runtime simulator) you can transfer it to the ESA device. There are two ways of transferring the project :

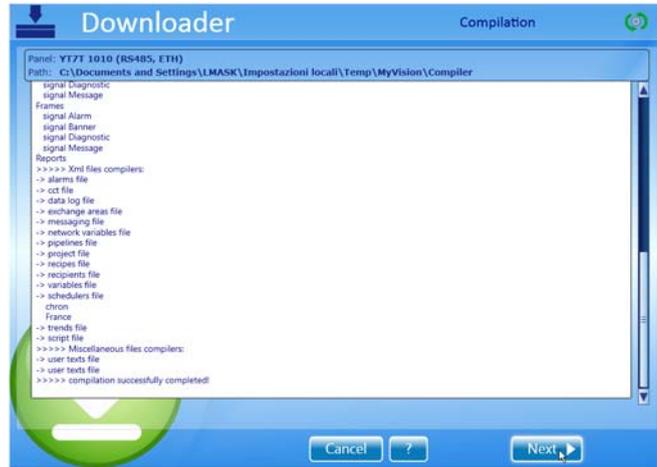
- 1) On the "Device" menu, click "Transfer project to device" :



2) Click the "Transfer to device" icon at the top on the main icon bar :



In both cases, MyVision automatically compiles the project and this window appears, providing all the parameters have been entered correctly. Click "Next" :



The "Connection parameters" page opens. Click the drop-down menu and select the type of connection between the PC and ESA device for executing the download.

Please note that ESA YT4x devices do not have a USB-B port and therefore do not support USB connection; you can however use a CVNET11002 cable (or a crossover network cable).

If you choose a "USB" connection, as in the example, you need to connect a "USB-A/USB-B" cable to the PC (provided by ESA in the "MyVision" programming kit):



After selecting the option, click "Next" :



The "Configuration Runtime" window appears displaying the components of the project and the drivers of the ESA device (hard disk, free space and space required for downloading the project).

MyVision generates files during the compilation process. If there is already a resident project on the device you intend to transfer a project to, MyVision compares the files on the device with the new ones to be transferred. The "Configuration Runtime" page allows you to select, during the download process, whether to update all the files or only the old ones.

This procedure is useful in that, if you only make a small change to the project, you can transfer just the amended part rather than the entire project. This can save a lot of time. Make your selection and click "Next":





The project is now transferred to the ESA device. Lastly, click "Done" :



Click on the icon to watch the video for this section :



