



Home and Media Control & Digital Signage System

Iseo Mobile

Table of Contents

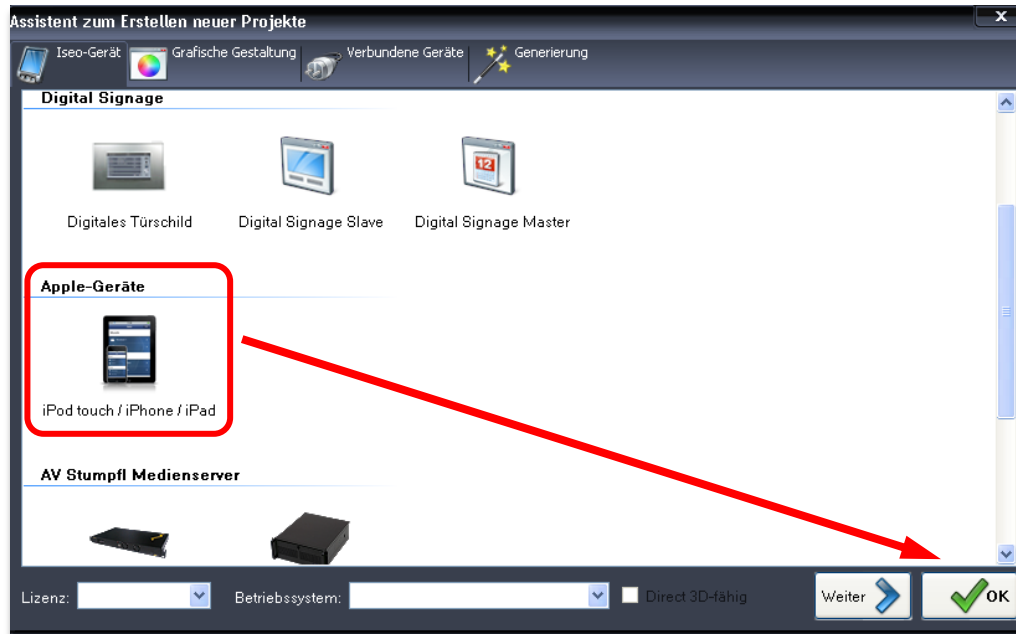
| | | |
|-------|--|--------|
| 1 | Iseo Designer User Interface..... | - 3 - |
| 1.1 | Creating a new project | - 3 - |
| 1.2 | User Interface..... | - 3 - |
| 1.3 | Object bar | - 4 - |
| 2 | Project structure..... | - 4 - |
| 2.1 | Adding devices to the control system | - 4 - |
| 2.2 | Importing KNX group addresses | - 5 - |
| 2.3 | Adding floors..... | - 5 - |
| 2.4 | Adding rooms..... | - 5 - |
| 2.5 | Adding control elements | - 6 - |
| 2.5.1 | Simple control elements | - 6 - |
| 2.5.2 | Blinds control, slider and snapper (snap slider) | - 9 - |
| 2.5.3 | IP Camera | - 10 - |
| 2.6 | Room as media control room..... | - 10 - |
| 2.7 | PIN code protection | - 11 - |
| 2.8 | Moving elements..... | - 11 - |
| 3 | Saving and transferring projects..... | - 12 - |
| 3.1 | Saving a project | - 12 - |
| 3.2 | Transferring a project | - 12 - |
| 4 | Administration of Profiles | - 13 - |
| 5 | Connecting with Iseo Designer..... | - 13 - |

1 Iseo Designer User Interface

1.1 Creating a new project

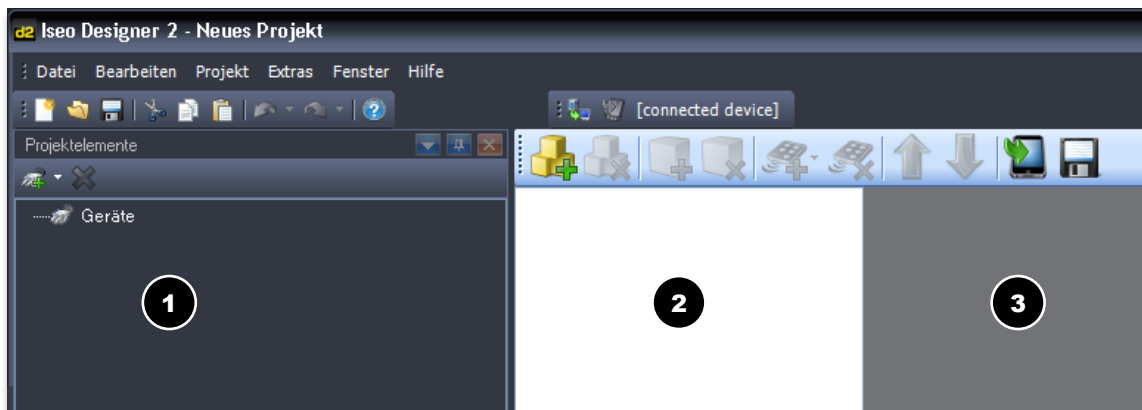
After starting the Iseo Designer program, a dialog allows you to choose from three different options. In order to create a project for iPod, iPhone or iPad, click the first button *Use Project Wizard*. This dialog can also be opened in the Iseo Designer menu under *File > New*.

After clicking the button, the Project Wizard appears and shows project type *iPod touch/iPhone/iPad* on the first tab (Iseo Devices) under Apple Devices. Select it and click *OK*.



1.2 User Interface











The Designer User Interface is split up into the menu bar and the three different section. The left section contains the Device Manager (1), the middle one the tree view for user interface configuration (2) and the right section the Configuration Editor (3), where every individual element is assigned a function.



1.3 Object bar

The object bar is the heart of the Iseo Designer. It allows all elements to be added to the project.

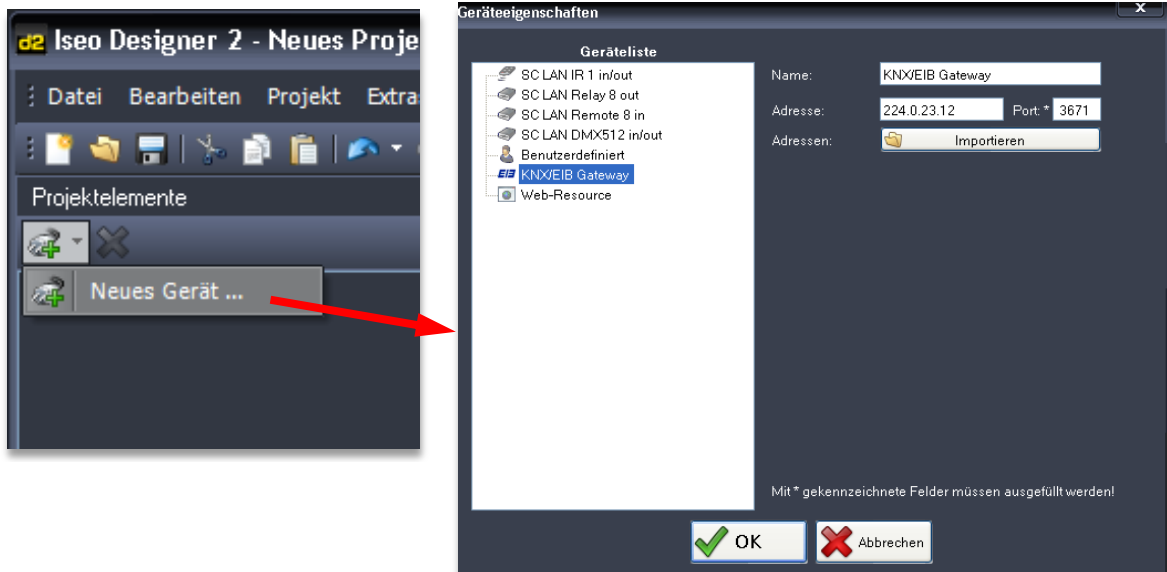


| | | |
|---|------------------------|---|
|  | Add floor | Adds a new floor. |
|  | Delete floor | Deletes the highlighted floor (incl. the rooms and control elements). |
|  | Add room | Adds a room to a floor. |
|  | Delete room | Deletes the highlighted room (incl. its control elements). |
|  | Add control elements | Adds control elements to the rooms. |
|  | Delete control element | Deletes the highlighted control element |
|  | Move up | Moves elements, floors and rooms up by one. |
|  | Move down | Moves elements, floors and rooms down by one. |
|  | Copy to device | Opens the dialog for transferring the project to the mobile device. |
|  | Save as XML file | Exports the project as XML file (only required for test purposes). |

2 Project structure

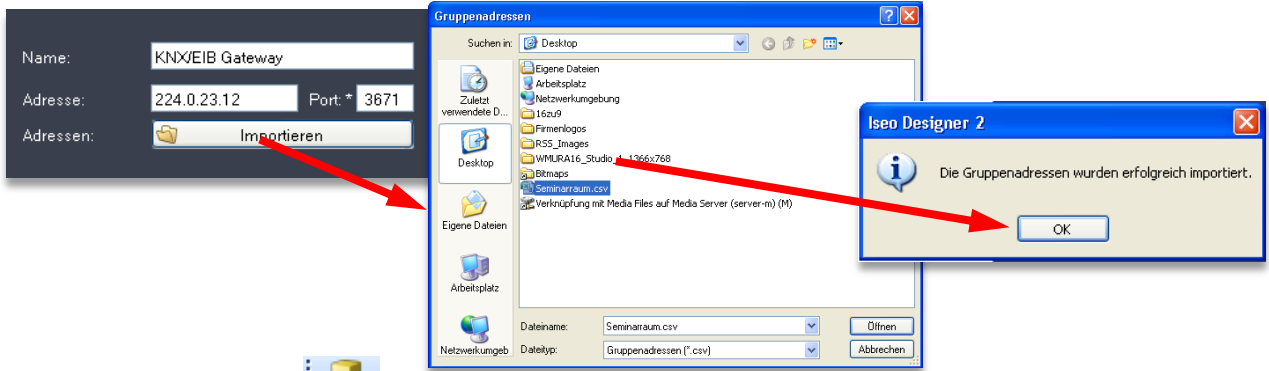
2.1 Adding devices to the control system

On the left in column *Project elements* you can choose *New device* in the drop down menu. This opens the *Device properties* window. Select the device to be controlled first and set IP address, Port, etc. correspondingly. Further devices can still be added or existing devices be deleted at a later time. Devices can only be deleted from a project if they are no longer in use and ensures that the overall project is not damaged. We are going to add a KNX-Gateway, as an example, which allows us to control devices of the installed KNX system and to read out their values.



2.2 Importing KNX group addresses

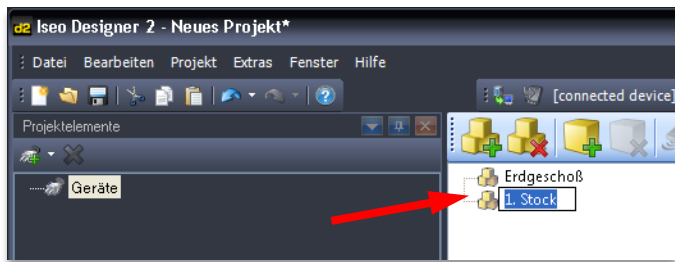
The KNX system consists of electrical devices (lights, mains supply, blinds ...). Each of these devices is configured using the ETS software and receives a unique group address. This software allows export of a CSV file which contains this configuration (denomination and assigned group address of every device). This CSV file can be selected by clicking the button *Import*. A file selection dialog will open up which allows selection of the CSV file. Confirm by clicking *OK*.



2.3 Adding floors

A project for display on Apple devices comprises 3 hierarchical levels: Floors (1st hierarchical level), Rooms (2nd hierarchical level) and control elements (3rd hierarchical level). You should start a project by defining the first hierarchical level, i.e. by entering the required number of floors and top sections.

Every click on the symbol adds one floor. Every floor in Iseo Designer corresponds to a headline (line in the table with a white background) in the Iseo overview. Name the floors as desired. By clicking the name of the highlighted floor it can be changed at any time.



2.4 Adding rooms

By clicking the corresponding symbol rooms can be added to the floors. Every room in Iseo Designer corresponds to a line in the table with an icon and a view of the assigned control elements. Name the rooms as desired. By clicking the name of the highlighted room it can be changed at any time.

Rooms can be provided with one of the icons available (see Fig. 1). A list of available icons can be found on the right. Details on *Room as media control room* (1) can be found in chapter 2.6. It is also possible to protect a room by a 4-digit PIN code (2). Once PIN code protection has been enabled, the user is requested to enter the PIN code before the room is displayed. This allows certain rooms to be protected from unauthorized access.

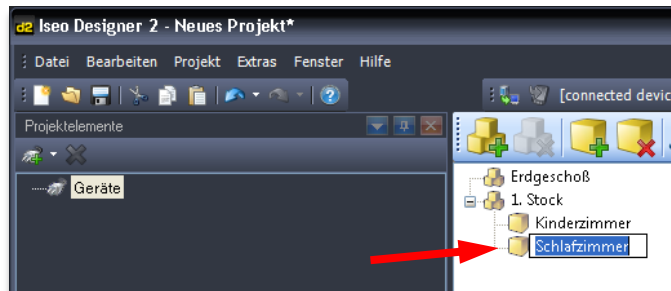
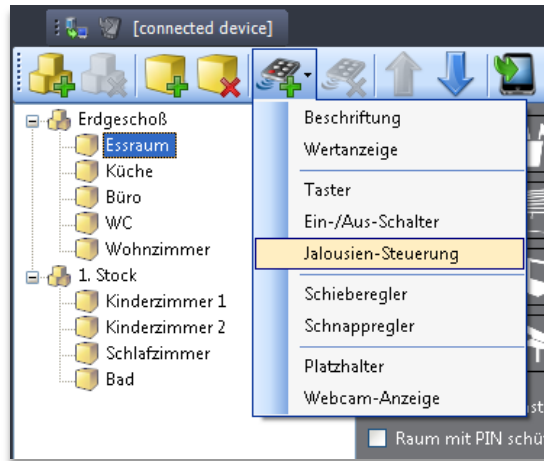


Fig. 1, Room Properties

2.5 Adding control elements



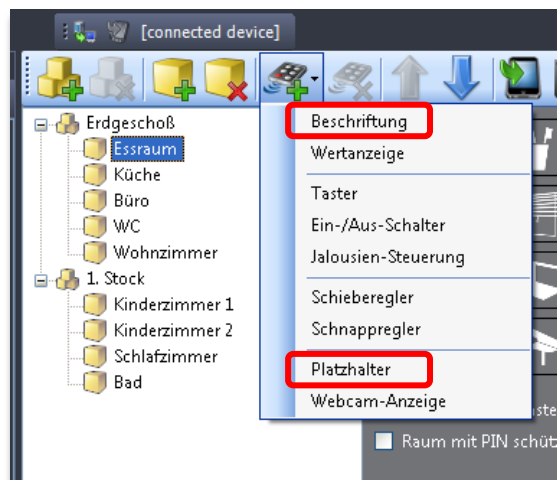
The following chapter contains a detailed description of the various control elements and their configuration. Please make sure to provide for enough space for buttons and sliders by adding a sufficient number of *Placeholders*. This will improve user friendliness.



2.5.1 Simple control elements

Labels and Placeholders

Labels are particularly useful for grouping several (identical) elements in one room. Placeholders allow optical separation and make sure that a room does not get too full.



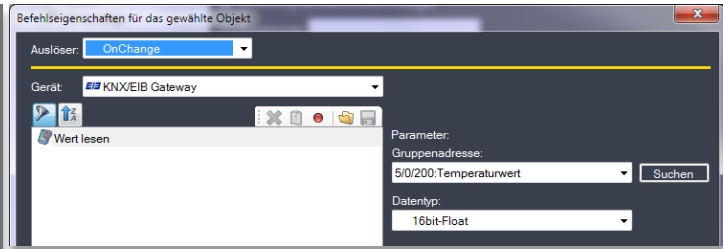
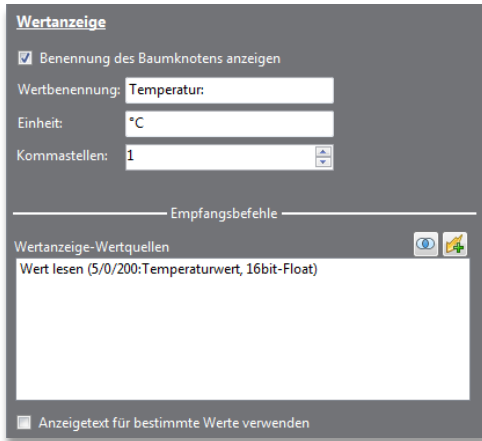
Value display

A value display is used to display a certain device value (e.g. wind speed, temperature, etc.).

Upon adding a slider you click drop-down menu *Add element* and choose entry *Value display*.

Enter a colon and a space in addition to the entered value label to improve appearance of the value. Enter the unit and decimal places used for the value display on the iPhone.

Select the corresponding group address for reading out, e.g. the temperature. An appropriate data type for a decimal figure is usually *16bit-Float*. A fully programmed value display might look as follows:

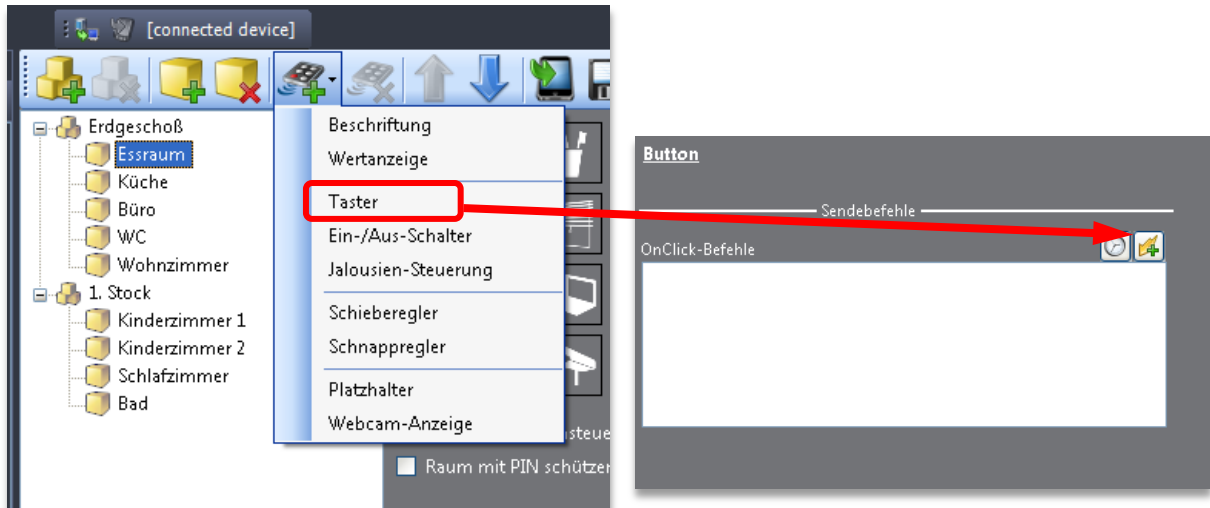




It is also possible to display freely selectable text after a certain value has been reached (e.g. *Alarm system enabled*, if the value is 1, *Alarm system disabled*, if the value is 0), instead of displaying the values only, which may not always be conclusive.

Buttons

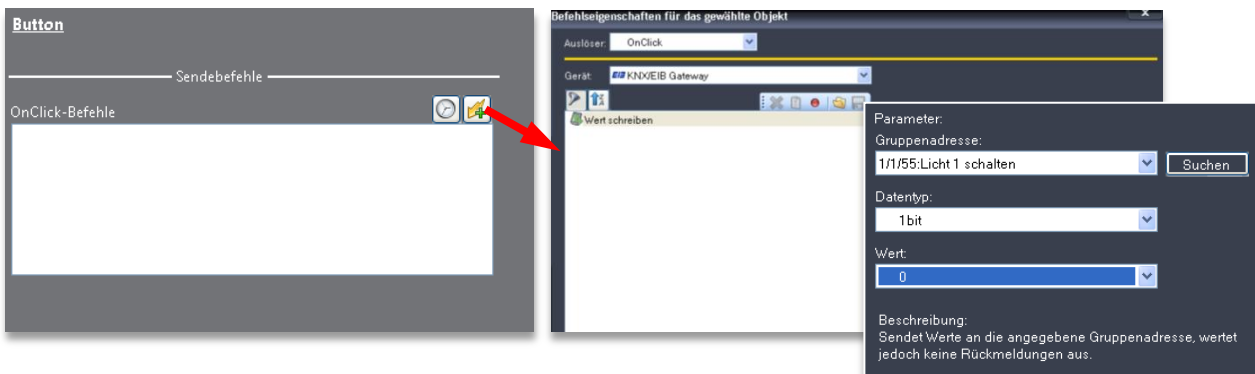
Upon pressing a button it transmits the commands added in section *OnClick commands*. A button cannot receive any data (e.g. light was switched off) and is therefore unsuitable for the classic use as ON/OFF switch.

Start by selecting the room the control element is to be added to. In the object bar click the drop down menu *Add element* and select *Button*.



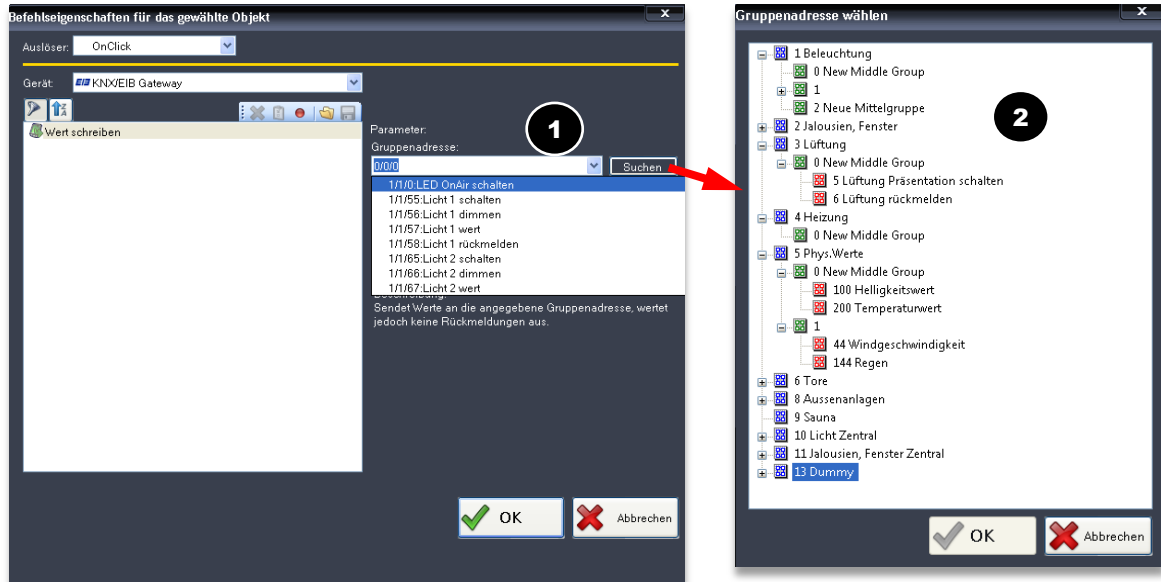
Using button *Add command*  you can add and set up the corresponding commands. Using button *Add wait command*  you can enter the time delay between the commands. It is possible to add several commands to one button. It is therefore not only desirable to link up several commands but definitely preferable, e.g. for the creation of entire scenes.

Click button *Add command*, to open up the command control window. Enter the group address for addressing the desired KNX device and select the appropriate data type for the device. Enter the value to be transmitted into field Value and click *OK*.

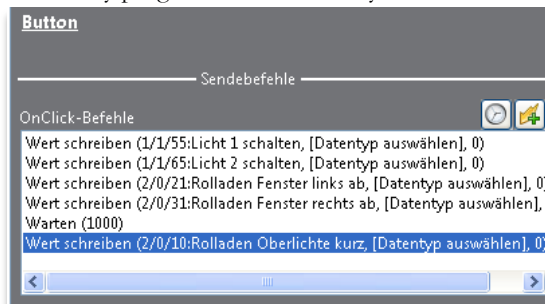


The group address originates from the CSV file imported from the ETS. At Group address click the down arrow (1), to select the required KNX device.

If you are having problems finding the corresponding building element click button *Search*. Following this an overview (2) opens up, which displays the group addresses in a tree view in accordance with their hierarchical level and makes it easier to find the corresponding elements. Confirm the selection by clicking *OK* or select the element by double-clicking it.



After having added the appropriate commands to the button a click on the button will cause the iPhone/iPad to send these commands to the devices. A fully programmed button may look as follows:



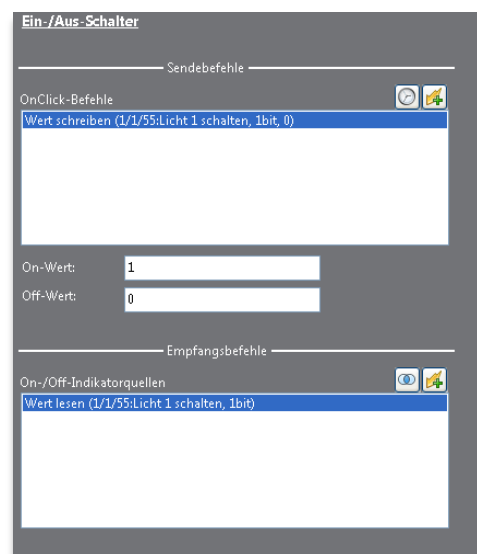
On/Off switches

An ON/Off-switch is the equivalent of a standard light switch. It has got the properties of a button on the one hand: it sends off commands on the OnClick list once it is pressed. It is important to know that it may have two different statuses: On and Off (compare Toggle Properties of a button for standard Iseo projects). If the button is to be used, e.g. to control a light source, the switch must display the correct status of the lamp.

Select the room which the control element should be added to. In the object bar click the drop down menu *Add element* and select entry *On/Off switch*.

By adding an On/Off indicator source which reads out the current lamp status the status of the switch is set correctly automatically. If the status is On, the Off value is sent off when pressing the switch (KNX default value 0) and the lamp is switched off. At a status of Off the On value is sent off (KNX default value 1).

After having assigned all send and receive commands object configuration is complete. A fully programmed switch may look as follows:



2.5.2 Blinds control, slider and snapper (snap slider)

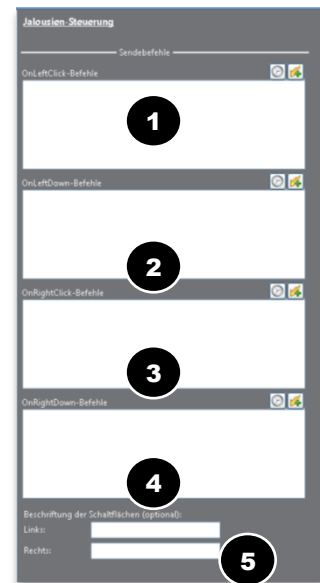
Blinds control

In order to control blinds or any other devices that need to be moved up and down or opened or closed you should select Blinds control. You can add four chains of commands to every blinds control system: one chain of commands for short pressing, one for press and hold, one for the left and one for the right button each.

OnLeftClick commands (1) and OnRightClick commands (3) represent short clicks on the Blinds control button. OnLeftDown commands (2) and OnRightDown commands (4) represent pressing and holding the left or right Blinds control button. Labeling for the Blinds control (5) is optional. You could enter *Up* and *Down*, for example. Without labeling, up and down arrows are displayed by default.

Click button *Add command*, as usual, in order to open the dialog for command control and add the required commands as described before. Enter the group address for addressing the corresponding KNX device and select the data type. Enter the value to be sent (0 or 1 in accordance with your configuration) and click *OK*.

Blinds control can also be used for any other purposes that require two buttons to be displayed next to each other. It is also possible to use Click commands or HoldDown commands only.



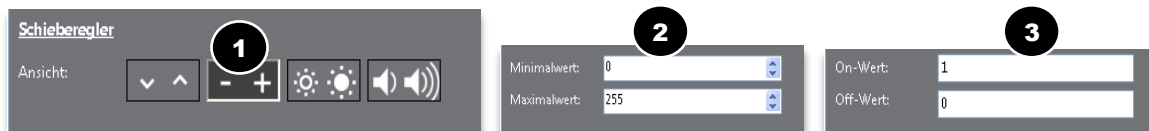
Note: Once you add a command (e.g. blinds down) for the left switch, the opposite command (e.g. blinds up) is added automatically for the right switch.

Slider

A slider is used for controlling a KNX device which is able to receive a certain range of values as parameters (e.g. dimmable light, room heating ...). Furthermore, a slider can also be used for controlling switching functions (identical with the functions of an *On/Off switch*).

Add a slider by clicking the drop down menu *Add element* in the object bar and select entry *Slider*.

Select the appropriate icon (1) for the slider and assign the required minimum and maximum value (2). These settings are particularly relevant for temperature control. On and Off values (3) determine the value to be sent for switching on and off.



Send commands:

The send command defines the action if the user presses the slider or moves the slider position. On/Off switching functions can be programmed via *OnClick-commands* (4) and/or *OnSliderChange-commands* (5). Please note that the value range of a slider is between 0 and 1. Incoming values must therefore be converted accordingly, i.e. all values between 0 and 255 are divided by 255, so that 255 returns a value of 1. For slider configuration use data type *8bit-UInt*. *8bit-UInt* can accept values from 0 to 255.

Receive commands:

Receive commands serve as feedback signal on the current status/value of the KNX device and for displaying the slider as on or off (*OnOff indicator sources* (6)) or to move them to their correct position (*Sources for slider values* (7)). This way devices or light sources can be switched on and off by clicking the slider.

After having assigned all send and receive commands, object configuration is complete. Next to this text you can see what a programmed slider might look like. It receives the status of the specified light and sends the appropriate command upon pressing or sliding it.

Snapper (Snap slider)

A snapper is similar to a slider control and increases or reduces the value of a certain KNX device. As opposed to the slider, the snapper, however, automatically moves back to its center position. Devices that cannot send out any feedback on their current status although they can assume various values, are best controlled via a snap slider.

Add a snap slider by clicking the drop down menu *Add element* and select entry *Snapper*.

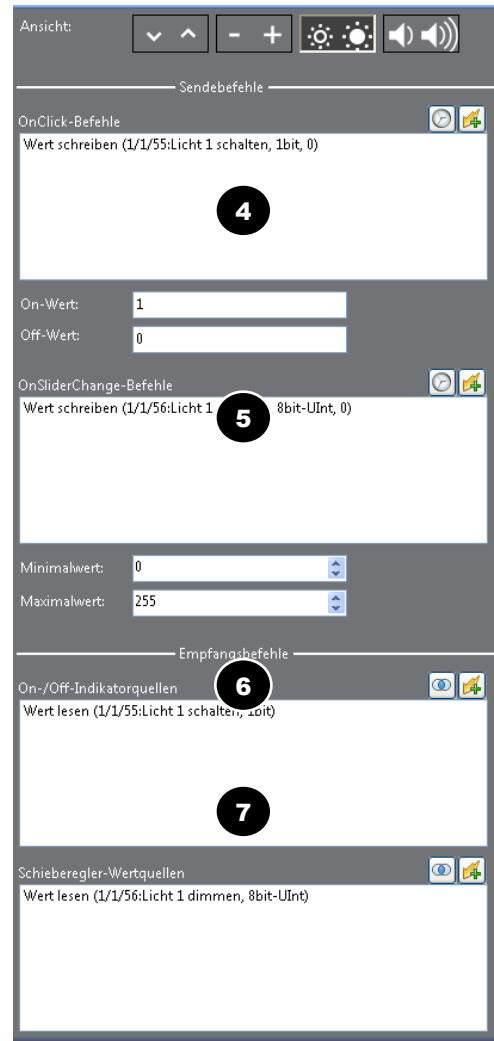
A good example for a snap slider is a volume control. Devices such as TV or stereo systems usually have only got a display of the volume level on the device itself and cannot supply any other feedback signal. If a device can send out feedback signals though, the snap slider can receive them and send on and off signals. Please note, however, that it is necessary to enter a value into the value field.

Similar to the slider, it is also possible to enter an *On/Off indicator source* for the slider and to define the commands that are to be sent when the snap slider is clicked (*OnClick command*). For the snap slider, the command lists for *OnShiftLeft* and *OnShiftRight* define the commands to be sent out when the user moves the snap slider to the right or left. The more the snap slider is moved into one direction the higher is the value (e.g. volume) for the device to be controlled.

2.5.3 IP Camera

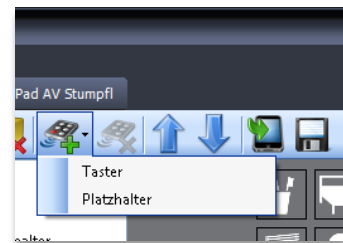
Iseo supports also the transfer of images from IP cameras. This allows integration of Iseo into safety systems or intercoms. When the image on the iPhone is pressed, it is updated automatically. The iPad shows the camera image in full screen mode.

Select the area for displaying the IP camera. Press control elements and select *Webcam image*. Enter the Webcam URL in the field (1) and specify the update rate (2) of the webcam image.

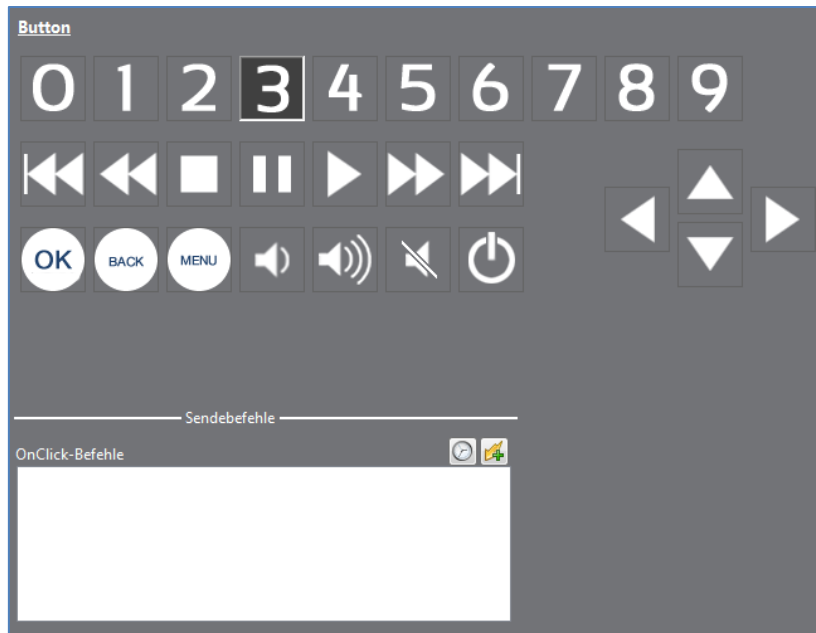


2.6 Room as media control room

After enabling option *Room as media control room* the choice of available element changes. In this case only buttons and placeholders can be added to the media room.



Adding a button to a media room causes a variety of different symbols to appear. These symbols can be assigned to the individual buttons and the corresponding commands be added.



2.7 PIN code protection

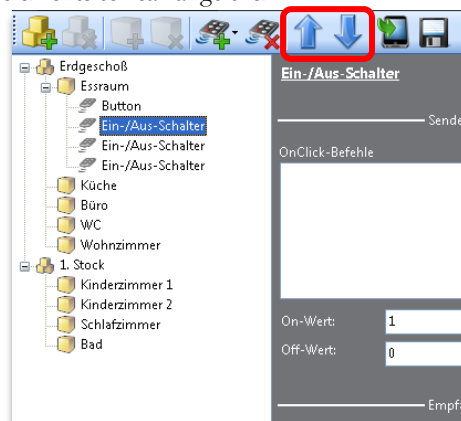
Areas that need to be protected from unauthorized access can be provided with a 4-digit pin code. This way only those people who know the PIN code will get access.



Choose a room or area you want to protect. Enable checkbox *Use PIN protection* and choose a 4-digit figure. After doing so the area is protected by this PIN code.

2.8 Moving elements

Select the element you want to move and press one of the arrows until the element is at the desired location. Alternatively, you can also drag & drop elements to rearrange them.

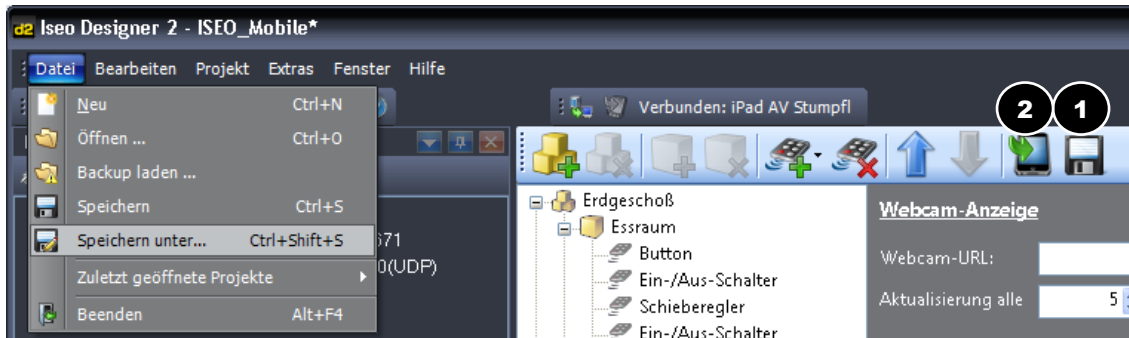


3 Saving and transferring projects

3.1 Saving a project

Don't forget to save your project so that you can use it again if necessary. To do so click on *File > Save* or *Save as* and enter the corresponding file name.

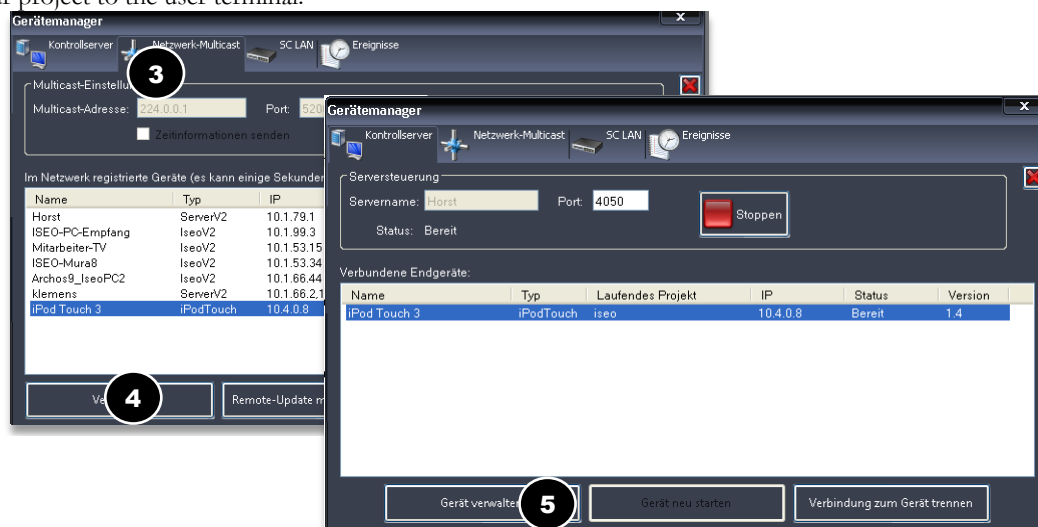
Note: Do not mix up saving with the function "Save as XML file" on the object bar (1). This is for test purposes only.



3.2 Transferring a project

Once you are finished creating your project you can copy the project to the iPhone/iPod touch or iPad. To do so click the corresponding icon (2) on the object bar.

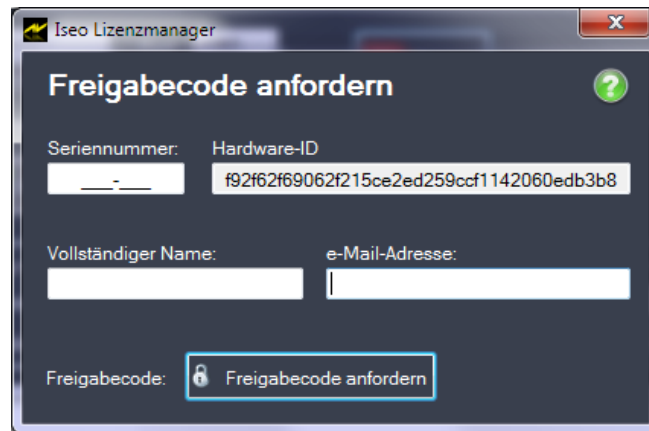
Start Iseo on the iPhone/iPod Touch/iPad. Iseo must be active before the project can be transferred. On tab *Network Multicast* (3) search the entry for your iPhone/iPod touch/iPad. Select it and click button *Connect* (4). The program will attempt to establish a connection with the iPhone/iPod touch/iPad and changes automatically to tab *Control server*. Click *Administrate device* (5). Following this, the iPhone manager will appear which allows you to transfer your project to the user terminal.



Click *Transfer current project* (6) to transfer the project. A message on the iPhone/iPod touch/iPad informs you when the project transfer is complete. The newly transferred project is displayed automatically.



At the bottom of the iPhone Manager you will find the license key (7). It shows you whether there is an enable code available for the hardware ID of the currently connected device and the license type. If you have already acquired a valid license (see next image) you should have a 6-digit serial number which can be used in the License Manager (see next image) to register your hardware ID and to request the enable code. For this purpose your PC requires access to the Internet.



If you have no valid license yet, get in touch with us. However, it will also be possible to transfer your project without valid license. In such a case, only the first two control elements and the project's room structure will be transferred but it will allow you to test whether Iseo works on your Phone/iPod/iPad.

4 Administration of Profiles

Using a certain license (*Mobile Unlimited*), Iseo is able to administrate several projects via Profiles. License *Mobile Standard* has only got one Profile, i.e. you can only control one building or save one project. Once a new project is transferred the currently selected project is overwritten.

To get to the Profile Menu press Profile (1) at the top right corner of the Iseo start window. The Profile menu allows you to change between profiles (2). After pressing button *Edit* you can change the name of existing profiles or delete (3) and add new profiles (4).

To delete a profile press the red circle next to the profile and confirm by pressing button *Delete*.

After pressing *Add new profile* you need to enter a name for the profile. Enter a name, press Finished and select the new profile (5).



5 Connecting with Iseo Designer

If your network (LAN/W-LAN) or your firewall settings do not allow multicast (i.e. IP addresses starting with 224, e.g. 224.0.0.1), Iseo Designer and Iseo will not be able to establish a connection automatically. In such a case the

connection can be established manually. In the Iseo profile selection click *Connect with Iseo Designer* (1) and enter the IP address of the computer running Iseo Designer (2). The IP address can be found in the Iseo Designer connection window on tab *Netzwerk Multicast* next to the entry *ServerV2* (3). Now click on tab *Control server* (4) and transfer the project.

