DIVUS VISION

DIVUS VISION - Manual

Version 1.0

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GENERAL INFORMATION

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User instructions: Please read this manual before using it for the first time and keep it in a safe place for future reference.

Target group: The manual is written for users with previous knowledge of PC and automation technology.

PRESENTATION CONVENTIONS

[KEY]	Keystrokes of the user are shown in square brackets, e.g. [CTRL] or [DEL].
COURIER	Screen output is described in the Courier font, e.g. `C:\>`
COURIER FAT	Keyboard input by the user is described in Courier font bold, e.g. **`C:\> DIR`**
"„…“	Names of buttons, menus or other screen elements to be selected are displayed in "inverted commas".
PICTOGRAMS	The following pictograms are used in the manual to identify certain sections of text:
	*Watch your step!* Possibly dangerous situation. Damage to property can be the result.
	*Notes Tips* and supplementary information
	*New* Marks changes and new features

TABLE OF CONTENTS:

1 Introductory Remarks

1.1 INTRODUCTION

This manual describes the DIVUS VISION application, a new KNX visualisation software for DIVUS KNX IQ panels. DIVUS VISION is pre-installed on KNX IQ touch panels. There is also a version of DIVUS VISION that can be run from a PC with a Windows operating system.

The DIVUS KNX IQ is a stand-alone system for KNX visualisation. So it plays the client and server roles at the same time. The client role consists of controlling the KNX system via graphical elements. The server role is to manage the communication between KNX (or other technologies) and the graphical user interface in both directions.

1.1.1 PREREQUISITES

Prerequisites for DIVUS VISION are:

- **1 DIVUS KNX IQ touch panel**
- 1 Windows PC with corresponding DIVUS VISION software [optional or alternative to KNX IQ]
- 1 mobile device with iOS or Android operating system and corresponding DIVUS VISION application [optional]
- OPC export file of an ETS project (KNX) [optional]
- Network with active Internet connection [optional]

Strictly speaking, therefore, only a KNX IQ is needed to get started with DIVUS VISION, since you can implement or edit a visualisation from the panel itself, as well as display and control a KNX system via an existing visualisation. In addition, a project can also be implemented in offline mode (see 1.1.2) by the PC application (and transferred to a coupled device in a second moment).

1.1.2 EDITING MODES

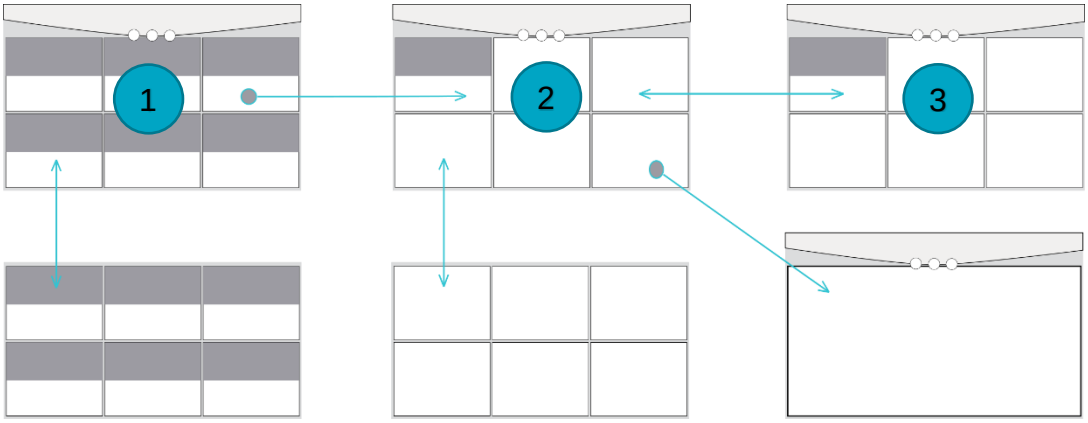
In general, there are several different editing modes:

- **Local connection**
  This is exclusively available to the system integrator for commissioning or short interventions and remains active for a limited time.
- **Cloud connectivity**
  This is available to the end user in order to connect mobile devices to the KNX IQ and thus operate the visualisation. It is also available for the Windows version of VISION.
- **Offline programming mode**
  This mode allows you to work on the visualisation on the PC independently of the available network and to transfer the project to the KNX IQ at a second moment.

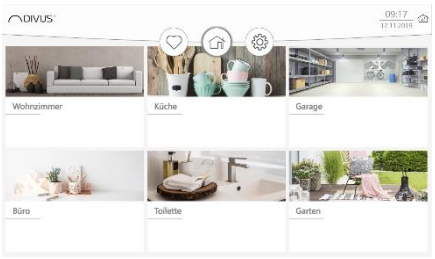
1.2 INSTALLATION

The desktop version of DIVUS VISION can be found in the download area of our website www.divus.eu. You can also find the mobile versions on our homepage or in the respective app stores for Android or iOS.

1.3 VISUALIZATION - NAVIGATION



1 **Homepage / Rooms' Overview**



Up to a maximum of 6 rooms are displayed here in a grid.

Vertical scrolling allows you to reach other rooms, if available.

Horizontal scrolling allows you to reach the first (to the right) or last (to the left) room.

Clicking on one of the rooms allows you to reach it directly.

Clicking on an icon in the lower left area of a room box allows you to directly access these central functions. More detailed information can be found in chapter1.4.5.1.

2 **Room**

The room representation shows up to 5 of the first elements of its content. The first element shows the room itself with name and central functions.

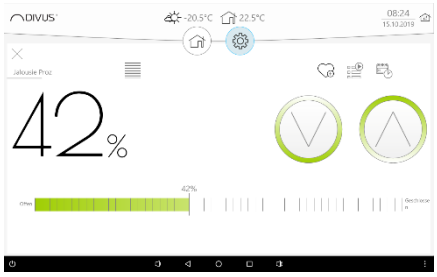
The vertical scrolling allows to reach further elements (max. 25) of the room.

Horizontal scrolling allows you to reach the next (to the right) or previous (to the left) room. The order is the one you see on the homepage.

Clicking on one of the elements allows you to reach this room directly.

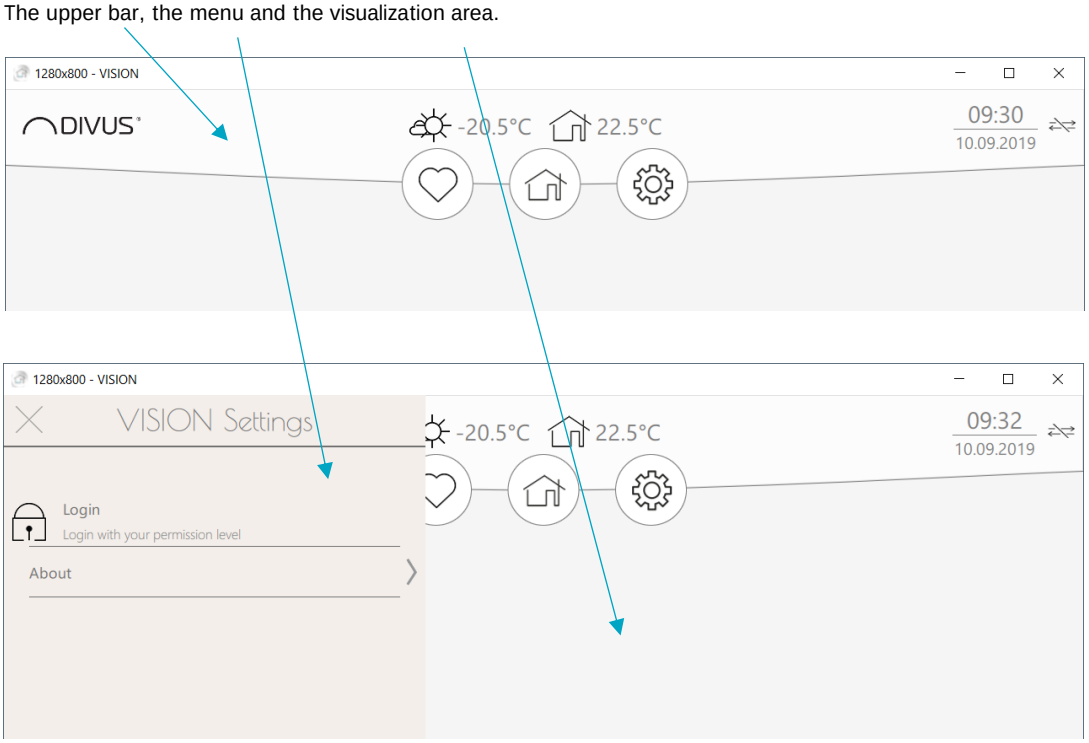
3 **Element**

The detail view of an element is the deepest navigation point in the hierarchy. So here you operate the element or read its status and then you have to close it to get back to the next higher level (room).



1.4 GRAPHICAL USER INTERFACE - GENERAL

The user interface is divided into 3 main areas:
The upper bar, the menu and the visualization area.



1.4.1 UPPER BAR

In the upper bar there are 4 centrally located icons for favorites (as soon as available), homepage, settings and notifications (if activated) as well as temperature values (above) and current date and time (right). This area always remains visible.

1.4.2 CONNECTION ICON

In the right corner of the upper bar is the connection icon, which shows the current status of the connection. Here is the overview of the possible states:

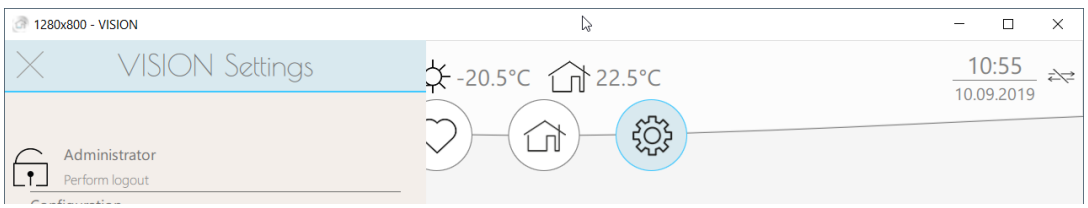
Icon	Meaning
	Connecting
	Locally connected
	Connected via cloud (client only)
	Unknown status
	No connection (also displayed in offline mode and demo mode)
	Connection error occurred
	Waiting for connection to server

1.4.3 VISUALIZATION AREA

The larger part of the window is, of course, for the visualization itself: here you can see the rooms created or the elements of a room or special setting pages, such as when editing a schedule or scenario. A plus icon appears in the lower right corner (if you are logged on as administrator), which, depending on the context, allows you to create new objects: initially rooms, then elements within a room, and so on).

1.4.4 MENU

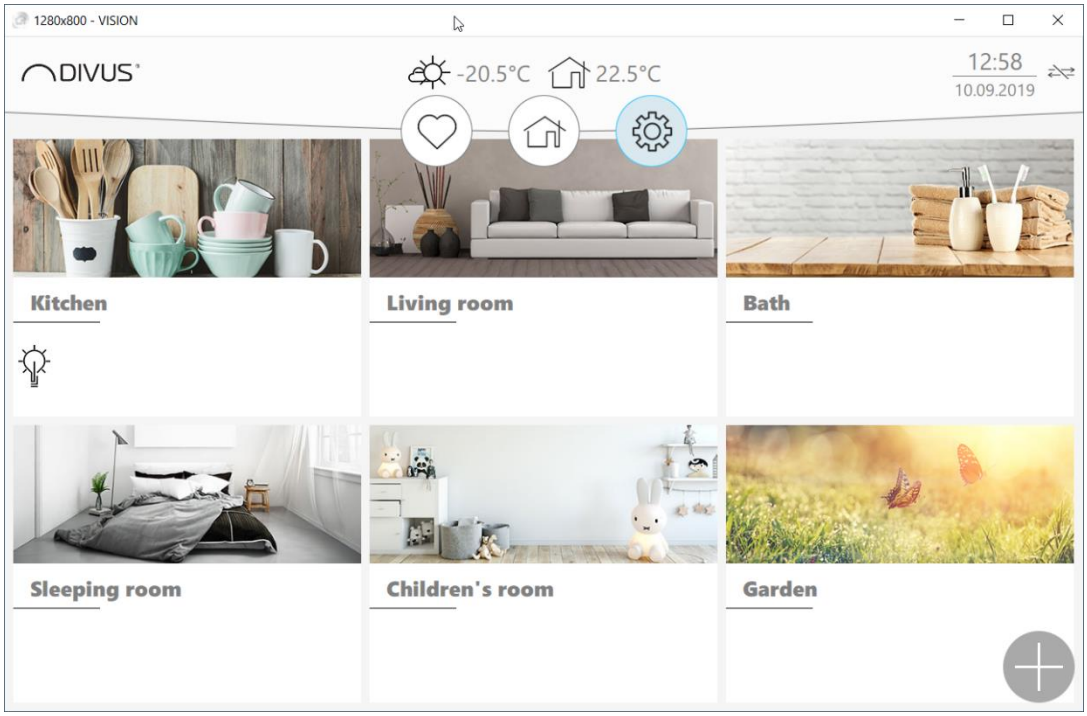
The menu is initially hidden and appears when you click/press the gear icon. The actual processing does not begin until you log in using the PIN code. If you log in correctly, the gear icon will be colored (depending on the user) and several menu items and functions will only become visible then.
There are two ways to close the menu:



You can close the menu either with the X symbol on the far left or with the gear icon.

1.4.5 ROOMS' OVERVIEW

This view is defined as the homepage of the visualization. The first 6 of the maximum 12 rooms are displayed in corresponding tiles by name, background image and central functions.
Scrolling up/down allows you to reach any other rooms (i.e. those from the 7th to the 12th).
By a click on one of the rooms you reach its detail view.



1.4.5.1 Central Functions

Depending on the content, some central functions are automatically added to a room, which can also be operated from this view. There is a central switch for lights, blinds, and music as well as the display of the room's temperature. These functions become available as soon as at least one element is added to the room that matches the corresponding device type (i.e. a light, a shutter switch, a room controller or a music element to control an audio system). The central functions switch as follows:

- Lights: all on/all off (toggle)
- Blinds down: all down
- Blinds up: all up

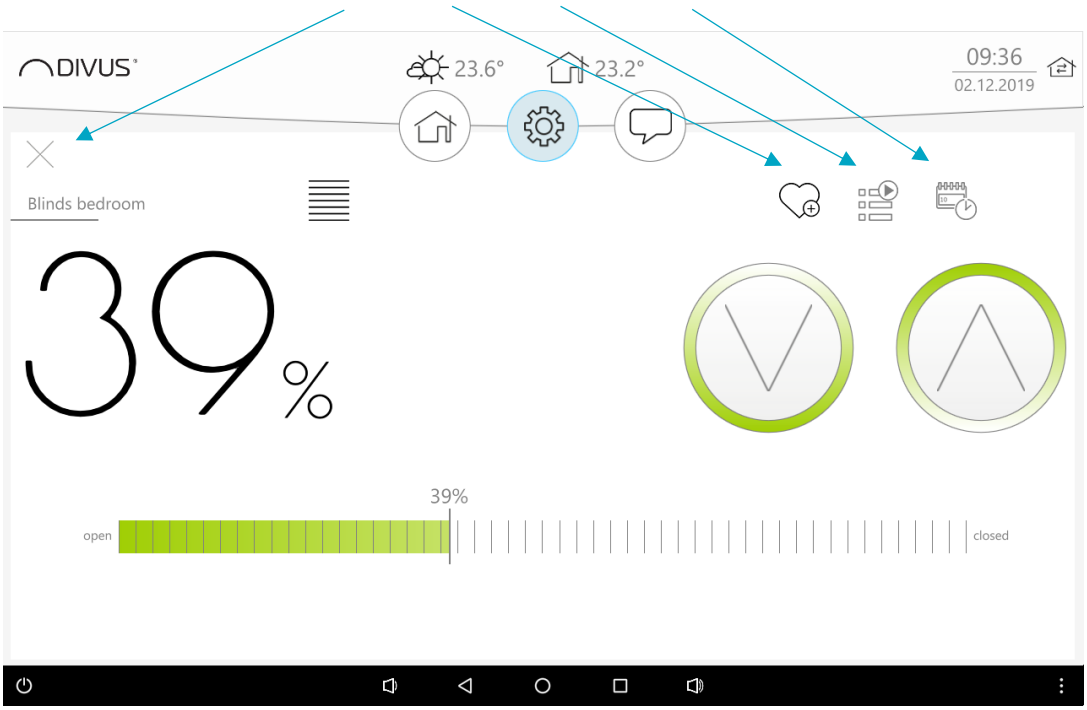
- Room temperature displays the room's temperature (average if several sensors are present)
- Music play/pause (toggle)

1.4.6 DETAIL VIEW OF THE ROOM

In the room's detail view, the content of the room is displayed by default according to the same schema as for rooms in a 6-grid. The first position always shows the tile of the room itself. This serves both for better orientation and to be able to operate the central functions. Further elements can also on this level be reached by scrolling down or up. A maximum of 25 elements per room can be added.
By scrolling sideways, on the other hand, you reach the other rooms on the same level, i.e. their detail views.

1.4.7 DETAIL VIEW OF ELEMENTS

Here each element with all its functions is offered for operation.
All elements have some icons in common, i.e. the elements for
closing, favorites, scenarios and schedules



2 Vision - Settings

2.1 LOGIN

By logging in with a PIN code, certain functions and menu items become accessible. Without login you have access to the visualization, but you can't change anything and for certain functions the PIN code window will appear.

To login, open the menu and select the first item *LOGIN*.

The administrator PIN code is 74269.

To configure the authentication of the different users, go to Configuration - Authentication in the menu after the first login. More detailed information can be found in chapter 2.3.6.

2.1.1 LOG OUT

As soon as you have logged on, you will find the function for logging out at the same place as for logging on. After editing, a user should always log out. Whether a user is currently logged in can be seen at first glance through the gearwheel icon: if it has a colored background, then a user is logged in; if the background is white, then no user is currently logged in.

After 15 minutes of inactivity, the logged-in user is automatically logged out.

2.2 NOTIFICATIONS

This menu item is used to show the notifications panel. The same function can also be called up via the icon in the upper bar, if messages are activated. To configure the notifications you will find the corresponding item under *Configuration - Notifications* (see Chap. 2.3.5).

In general, there are 2 types of notifications:

- *System level notifications,* whereby the system gives warnings or clues. These messages are generated autonomously by the system and are also generated when notifications are deactivated in the menu.
- *User-level notifications* that appear when user-defined events occur. This type of message can be enabled or disabled from the menu. Accordingly, the icon in the upper bar is also shown or hidden.

2.3 CONFIGURATION

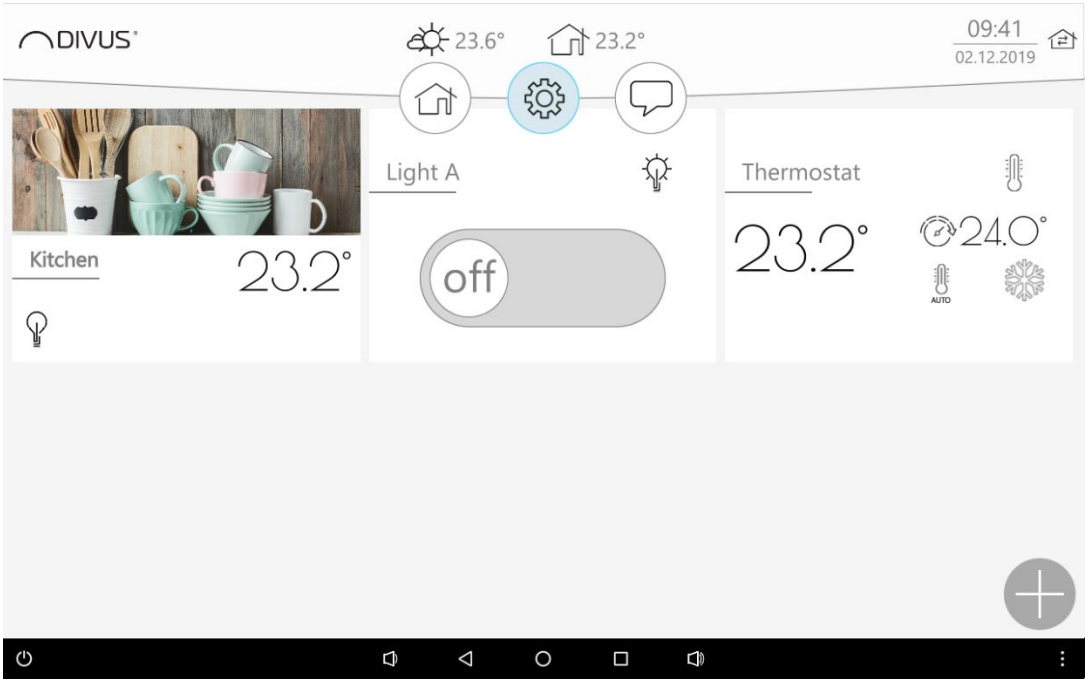
The third menu item gives access to various sub-items for configuring DIVUS VISION:

- Visualization
- Drivers
- Datapoints
- Logics
- Notifications
- Authentication
- Import/Export

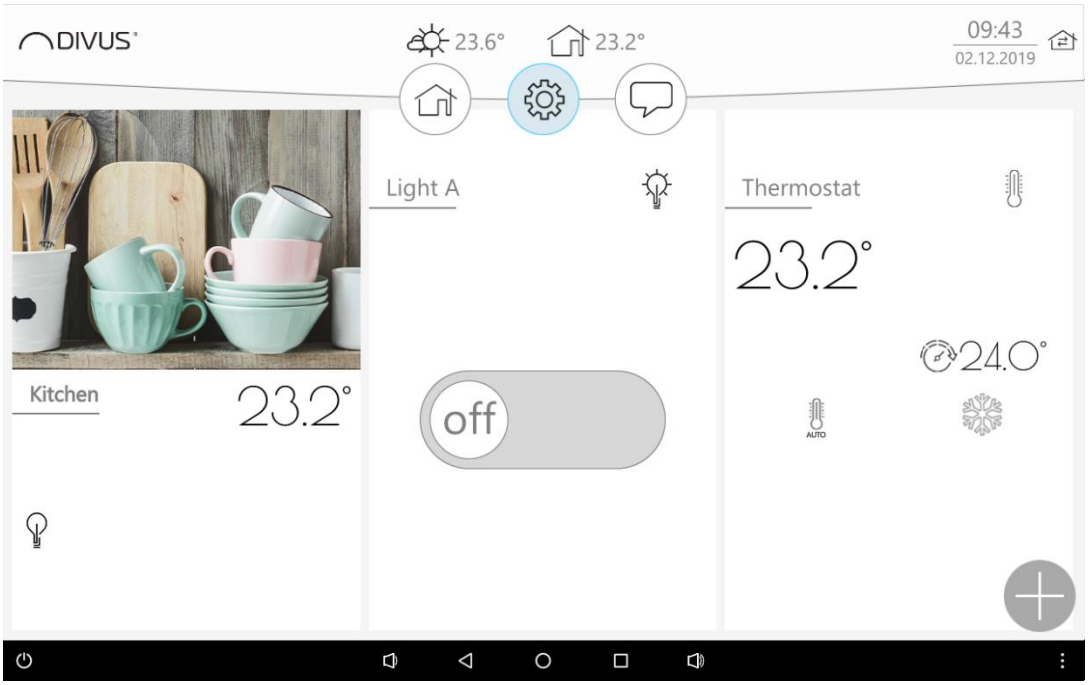
2.3.1 VISUALIZATION

Here the visualization can be customized. The raster mode can be *fixed* or *dynamic*. *Fixed* means that the grid has a fixed division into 6 tiles - unoccupied tiles remain free. *Dynamic* means that the tiles, depending on the number, fill as much of the surface as possible.

Example: fixed raster mode with 3 elements



Example: Dynamic grid mode with 3 elements



The time with date displayed by default in the upper bar can be hidden as desired.

The temperature values for inside and outside, which are deactivated by default, can also be activated here and linked to a datapoint. They then appear in the middle of the upper bar.

2.3.2 DRIVERS

This is where you configure the drivers that are used to support different technologies.

2.3.2.1 KNX

Depending on the KNX IQ model, select the desired setting here:

- Direct KNX bus cable connection (TP)
- IP tunneling via network interface (IP)

2.3.3 DATAPOINTS

The datapoints of a project are managed here. There is a search function, an area for the list of available datapoints and the plus icon to create new datapoints.

In the case of KNX, a datapoint corresponds to a single group address or a pair of group addresses consisting of the command address and the corresponding status address.

Apart from the name, the DPT (datapoint type) is a necessary information.

2.3.3.1 DTP (datapoint type) - table with examples

This table shows all datapoint types supported by VISION:

DPT 1	1 BIT	Switches (on/off or up/down etc.)
DPT 2	1 BIT controlled	(0...0 to 1...1)
DPT 3	1/4/8 BIT controlled	Dimmers/shutters (0...0 to 1...7)
DPT 4	1 byte (CHAR)	Single letter or symbol
DPT 5	1 byte (%)	(0...100, 0...255 or 0...360°)
DPT 6	1 byte (%)	(-128...127)
DPT 7	2 bytes	(lux, mm, ms etc. 0...65535)
DPT 8	2 bytes	(time difference, rotation etc. -32768...32767)
DPT 9	2 Byte (float)	Floating point values (-671088.64...670760.96)
DPT 10	3 bytes	time
DPT 11 KNX	3 bytes	date
DPT 11 yyyy	4 bytes	0...4294967295
DPT 12	4 bytes	0...4294967295
DPT 13	4 bytes	-2147483648...2147483647
DPT 14	4 bytes	4-octet float value IEEE 754
DPT 15	4 bytes	Access control (status/feedback)
DPT 16	14 bytes	Character string (max. 14 letters/symbols)

2.3.3.2 Create a new datapoint

As an administrator, go to *Configuration - Datapoints - Datapoint List* in the menu. First press the *plus* icon at the bottom right of the menu area.

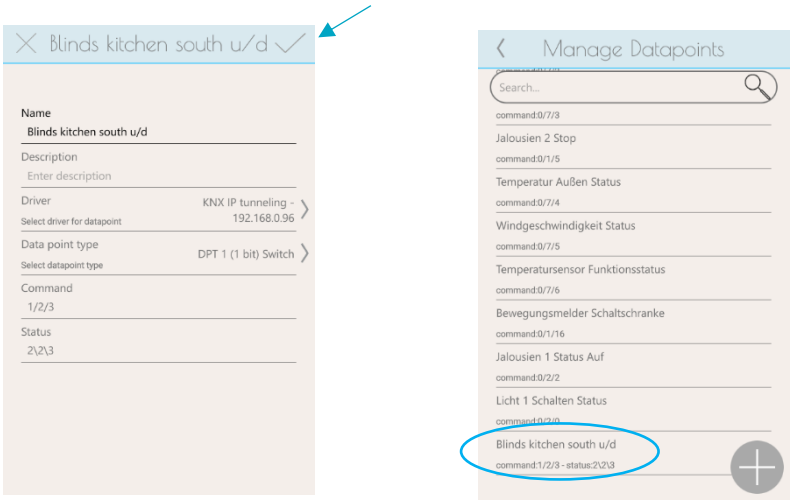
Attention: A datapoint needs an appropriate driver. If you have not yet defined the desired driver, do so before you create the associated datapoints. It is not possible to save a datapoint without a driver.

The "*Add datapoint*" window for entering the properties of the new datapoint then appears in the menu area. So enter the following: name, description, driver, datapoint type, command, status.

For a new KNX datapoint this would be e.g.

- Name: *Blinds kitchen south u/d*
- Description *blinds kitchen south up/down 1st floor*
- Drivers: *KNX (...)*
- Datapoint type: DPT 1 (1 BIT)
- Command: *2/2/1*
- Status: *2/2/5*

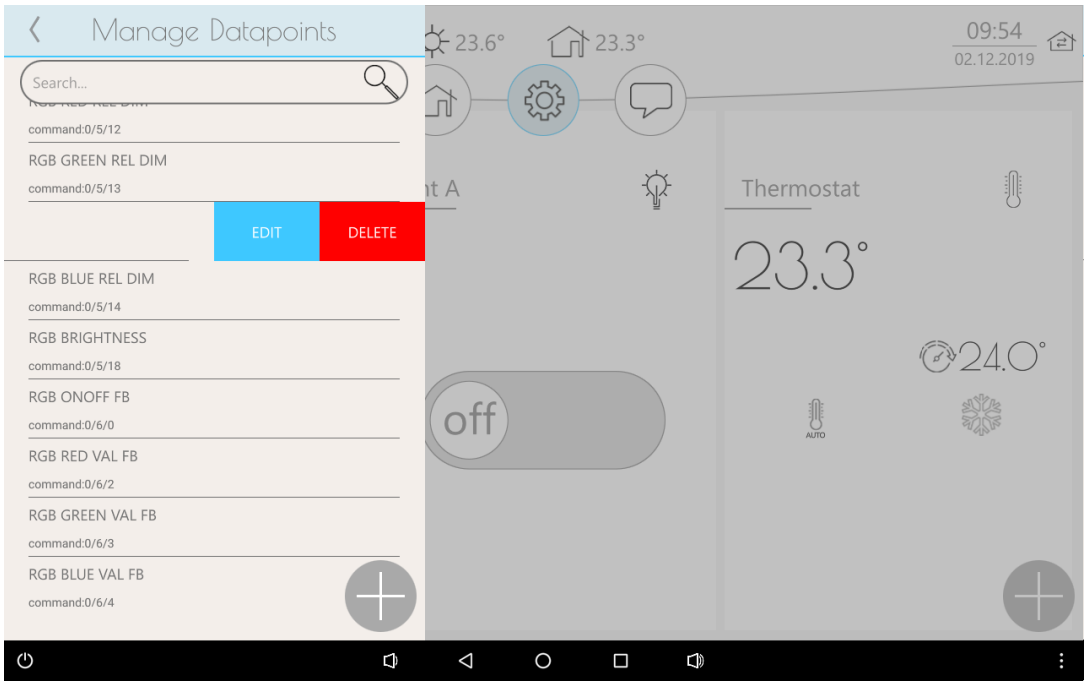
Last confirm the entry with the checkmark icon in the upper right corner. The new datapoint is saved.



Datapoints can also be created directly using the "Link" function of an element. The only difference is that in this case certain settings are predefined and cannot be changed. More detailed information can be found in chapter3.5.2.

2.3.3.3 Edit / delete datapoint

To edit or delete an existing datapoint, open and hold it pressed in the list of datapoints:



Then the two buttons for editing and deleting the datapoint appear. Choose Edit to open the same form you used to create the datapoint. For already linked datapoints you cannot edit the values for driver and DPT. Press the red button to delete. The datapoint is then deleted directly.

2.3.3.4 Search Function

If the number of datapoints increases and they can no longer all be seen directly in the window, the search function appears at the top of the list. When you enter a search word, the datapoints that do not correspond are automatically filtered out. As soon as the desired datapoint becomes visible, you can interrupt the entry and select it (also see2.3.3.3).

The search is possible by name as well as by group address.

2.3.4 RULES

Rules are logics following the simple "if - then" principle. This function initially only shows the search function and the plus button at the bottom right.

2.3.4.1 Create a new rule

After pressing the *plus* button, the form for the new rule appears. First enter a name and select the type: there are 3 types available, which are described in the following table:

Rule type	Description
On demand	Is controlled, for example, by a time schedule.

Trigger	With each new telegram that refers to one of the datapoints inserted below (even if the value remains the same), the rule's logic is evaluated.
On value change	Is only evaluated if one of the datapoints in use has an effective change in value.

Then enter when the logic should be triggered in the "*If*" area of the form:

1. The element (e.g. a thermostat)
2. The function of the element (e.g. the measured temperature)
3. The comparison operator (smaller, larger, equal, etc.)
4. The value of the function of the element (e.g. 5 for 5°)

Then repeat the same procedure for any additional triggers (by adding the small (+)) or for the function(s) to be commanded.

2.3.5 NOTIFICATIONS

Here you will be offered an option to enable or disable the notifications, as well as access to the list of existing notifications. The list initially shows only the search function and the plus button at the bottom right.

2.3.5.1 Create a new notification

After pressing the plus button, the form for the new notification appears. First you enter a name and select the type: *Info*, *Warning* and *Alarm* stand for corresponding importance levels in increasing order.

In order to display a message for a certain event, you need a rule where the relationship between trigger and notification can be defined in detail (see chapter 2.3.4).

2.3.5.2 Delete a notification

Press and hold the notification in the list until the delete button appears, then press it.

2.3.6 AUTHENTICATION

Initially, only the administrator is activated as a user. *Activated* in this context means that he has an assigned PIN code, which allows him to log in and thereby assume the corresponding user rights. Conversely, this means that initially only the administrator rights are PIN-locked and can therefore only be accessed by entering the PIN. The same principle also applies to the other access levels, as explained below.

2.3.6.1 Not-logged-in user

The user who is not logged in initially corresponds to the "*User*" level. If a PIN code is assigned also to the *user,* this level can only be accessed by entering the PIN. At the same time, the user who is not logged in is downgraded to the "*Operator*" level. If a PIN code is also assigned to that level, the user who is not logged in sinks to the lowest level of the "*viewer*". As such, he may only navigate and view the visualization, but not operate, change or program it.

2.3.6.2 Operator

This user level may operate the visualization but may not make any configuration changes.

2.3.6.3 User

This user level is allowed to operate as well as to program: scenarios and schedules are at his disposal. He may also change the arrangement of the tiles.

2.3.6.4 Manager

A user logged in as "Manager" differs from the "User" by a higher access level, which must be programmed accordingly. See also chapter3.5.1.2.

2.3.6.5 Administrator

The administrator has the highest access rights and can therefore reach and operate all configuration levels. In addition, he can manage the other users and their access rights to individual elements.

2.3.7 IMPORT/EXPORT

This is where the project itself is managed. Exporting corresponds to saving the project in a file. Importing corresponds to reading a saved project, whereby the current project is replaced. Resetting returns the project configuration to its initial status, i.e. all changes are deleted and a new project can be created.

2.3.7.1 Export

This function enables you to select the storage location for the project using a file browser and then execute the saving.

2.3.7.2 Import

This function allows to select and read an existing project backup in form of a file with .kiq extension. This replaces/overwrites the current project.

2.3.7.3 Reset

If you want to start with a new project, use this function to reset the current project to the factory settings or delete it completely.

2.4 PAIRING

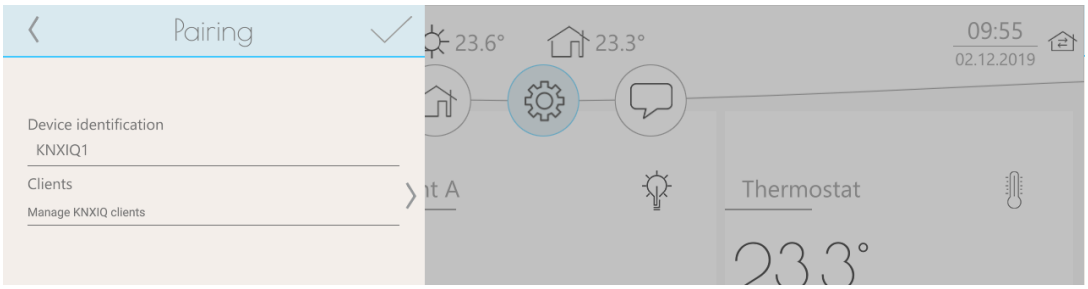
Here you can manage client devices and configure the corresponding settings. The settings are sometimes different, depending on whether they are viewed on the device or on a client (e.g. on your PC).

2.4.1 PAIRING - DEVICE SIDE

The clients are managed on the device that plays the server from this point of view. The order is this:

1. As an administrator, press PAIRING in the menu.

2. Enter an identification name for the device (for the clients to identify it) and save it.



3. Open the list of client devices. It'll be empty at first.
4. Create a new device by pressing the lower plus button.
5. Type in a name and then generate a pairing code.
6. Make a note of the generated code or leave the window open: you will need this code for the client-side configuration.

2.4.2 PAIRING - CLIENT SIDE

You can configure access to one or more devices from a client. Clients include PCs through the VISION application for Windows as well as mobile devices through their iOS or Android application. How to connect the client device to a DIVUS KNX IQ:

1. As administrator, click/press on Devices in the menu
2. In the list, click/press on the **Plus button** at the bottom right of the menu
3. Enter the **address** of the device using the search function or manually.
4. If manually configured, also give the device a **name** - the name is transferred automatically via the search function.
5. The **serial number** is transmitted by the search function and cannot be entered manually.
6. **Offline mode**: check this box if you intend to start working on the project without connecting to the device. This field can be toggled later. See also chapter 1.1.2.
7. **Default device**: if you want your client application to start directly with this device or configuration at startup, activate this field.
8. **Connection mode**: choose between "Cloud" and "Direct". See also chapter 1.1.2.
9. Finally, click on "**Start pairing**" and enter the code that you first generated on the device (see 2.4.1, item 6). Wait for the confirmation of the successful pairing.
10. Once at least one device is created, you can select it for work or operation from the client application.

Device label	Meaning
PAIRED	Coupled: Changes are transferred directly to the device, operation of the visualization is also possible.
DEFAULT	Device selected automatically at startup.
DIREKT	Direct network connection (LAN)
CLOUD	Connected over cloud
PROG	Offline mode: not connected. Changes remain stored on the client device and can be transferred afterwards. Commands are not routed via the device to the terminal devices.

2.5 APP

Application settings such as language, logging and demo mode can be configured here.

2.5.1 LANGUAGE

The languages available are English, German and Italian. "Auto" tries to select the language used by the client's operating system. If that is not available, English will be used.

2.5.2 LOG

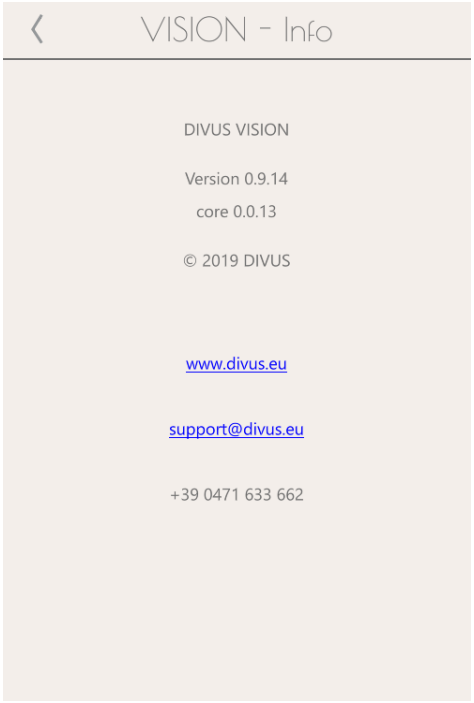
Application-specific logging can be activated here. The log file can then be deleted if necessary or sent to DIVUS support.

2.5.3 DEMO MODE

For demo purposes you can activate the corresponding mode, which shows some prefabricated rooms with elements. Your current project will be preserved, i.e. as soon as you leave the demo mode you will return to the current project.

2.6 ABOUT VISION

The current version number can be read out here. Here you will also find the contact details to get in touch with us.


VISION - Info
DIVUS VISION
Version 0.9.14
core 0.0.13
© 2019 DIVUS
www.divus.eu
support@divus.eu
+39 0471 633 662

3 Creating a new visualization

3.1 CREATING A NEW ROOM

How to create a new room:

1. Log on as an administrator (see chapter 2.1).
2. Go to the rooms' overview - the quickest way is to press the Home button.
3. Press the plus button in the lower right corner.
4. Enter the required data for the new room (name, description, picture).
5. The new room is shown as the last room after the existing rooms.

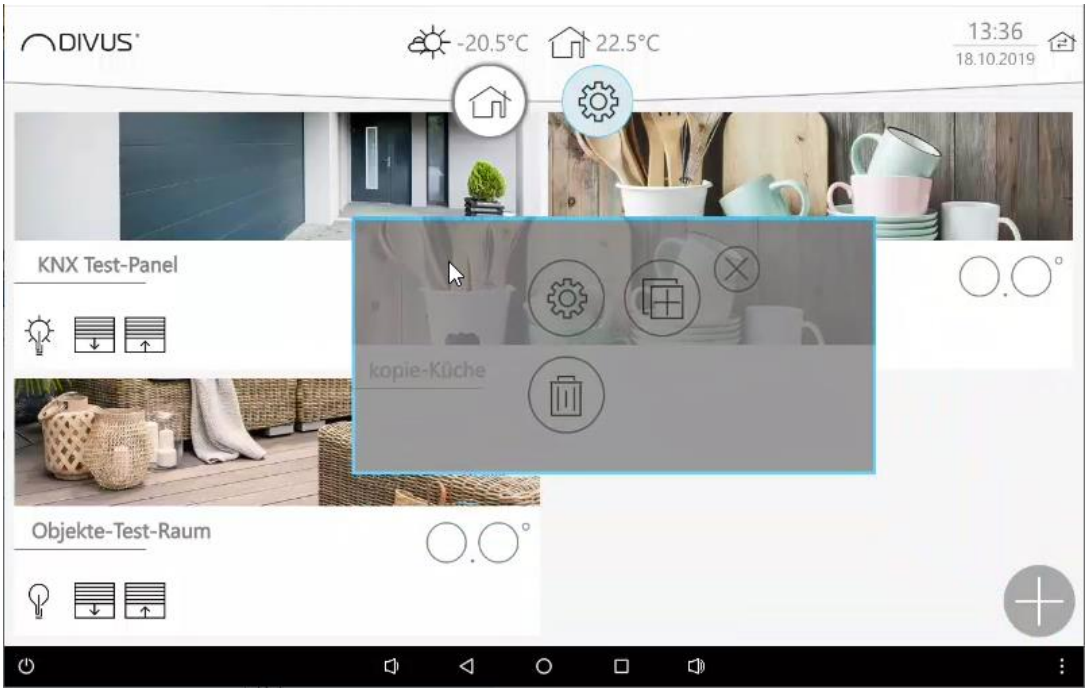
3.2 EDITING A ROOM

To edit a room, press and hold the finger or mouse pointer on its tile. Several icons appear on the tile:

- The *gear icon* leads (back) to the input form, where name, description and image can be changed.
- The *copy icon* allows you to copy the room (with its content). The copied room, like a new room, is added last to the existing rooms.
- The *trash can icon is used to* delete the room. Its content will also be completely deleted.
- The *X* closes this editing menu and the tile is displayed normally again.

3.3 MOVING A ROOM (OR CHANGING THE ORDER OF ROOMS)

1. Press and hold your finger or mouse pointer on a room tile until the Edit menu appears.
2. Then drag it to the desired position.
3. Then close the editing menu with the X symbol. The tiles are rearranged.



3.4 ADD A NEW ELEMENT TO A ROOM

1. As administrator, go to the desired room.

2. Then press the plus symbol at the bottom right.
3. Enter the element's name, description and type in the form that appears.
4. After the type selection a further menu item named *Parameters* appears, where the details of the element can be further configured. The available types are described below.

3.4.2 ELEMENT TYPES

3.4.2.1 On/Off

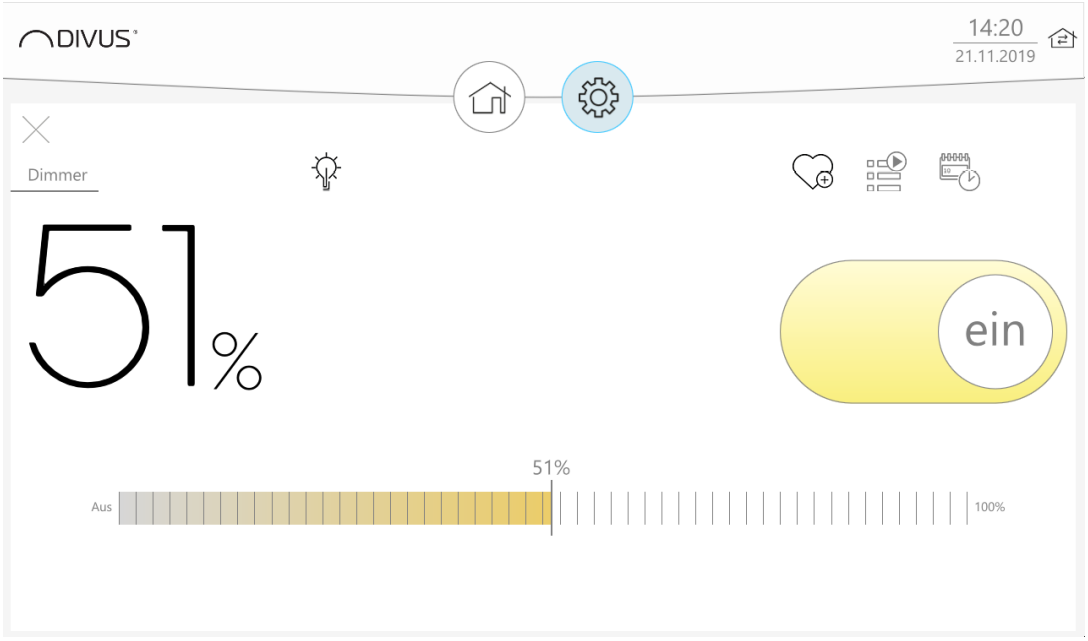
This type is used for all devices that have two possible states: on/off, up/down, play/pause, etc.

After selecting this type, the selection of a suitable icon and corresponding labelling of the two states appears as parameter. There is a choice to be made:

	General On/Off
	Light On/Off
	Presence Absent/Absent
	Door Closed/Open
	Lock Locked/Unlocked
	Alarm Alarm/Normal
	Windows Closed/Open
	Door lock Closed/Open
	Garage Open/Closed
	Ventilation On/Off
	Load On/Off
	Heating On/Off
	Climate On/Off
	Socket On/Off
	Sprinkler On/Off
	Skylight Closed/Open

An on/off element has a single datapoint to link. More detailed information can be found in chapter 3.5.2.

3.4.2.2 Dimmers

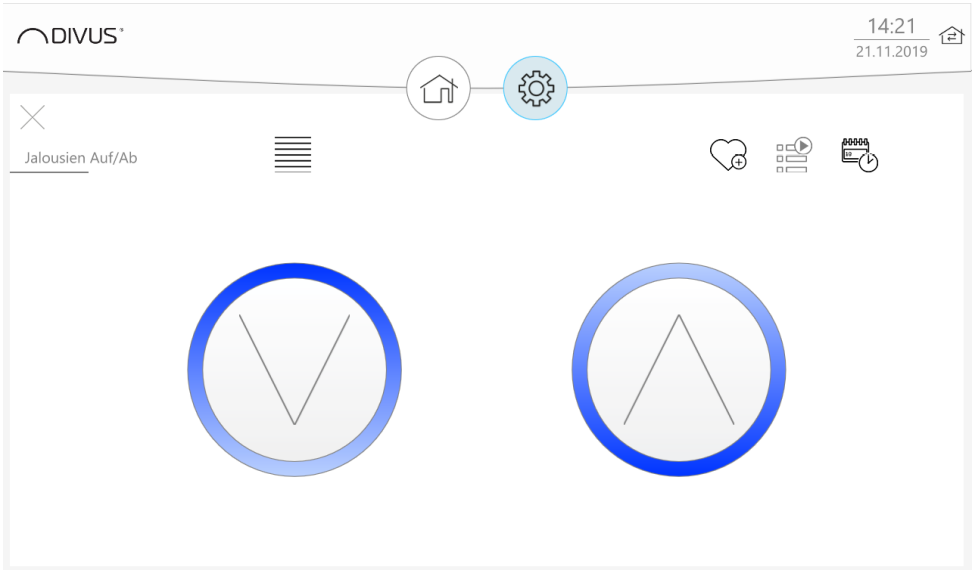


This element type has no parameters. It is then linked with 2 datapoints:

- On/Off (DPT 1)
- Dimming (DPT 5)

More detailed information on linking datapoints can be found in Chapter 3.5.2.

3.4.2.3 Shutter up/down

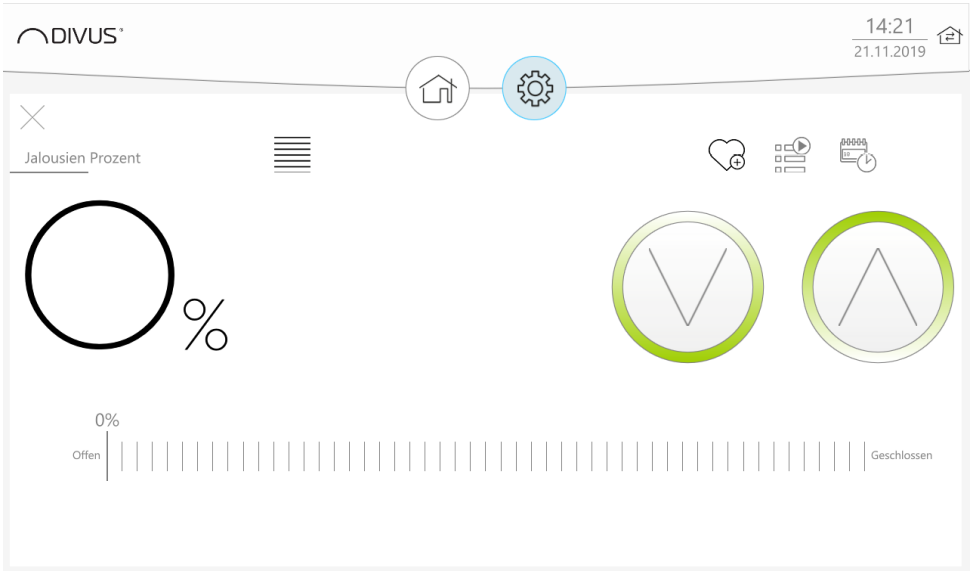


This element type has no parameters. It is then linked with 2 datapoints:

- Shutter up/down (move) (DPT 1)
- Shutter up/down step (stop) (DPT 1)

More detailed information on linking datapoints can be found in Chapter 3.5.2.

3.4.2.4 Shutter percent

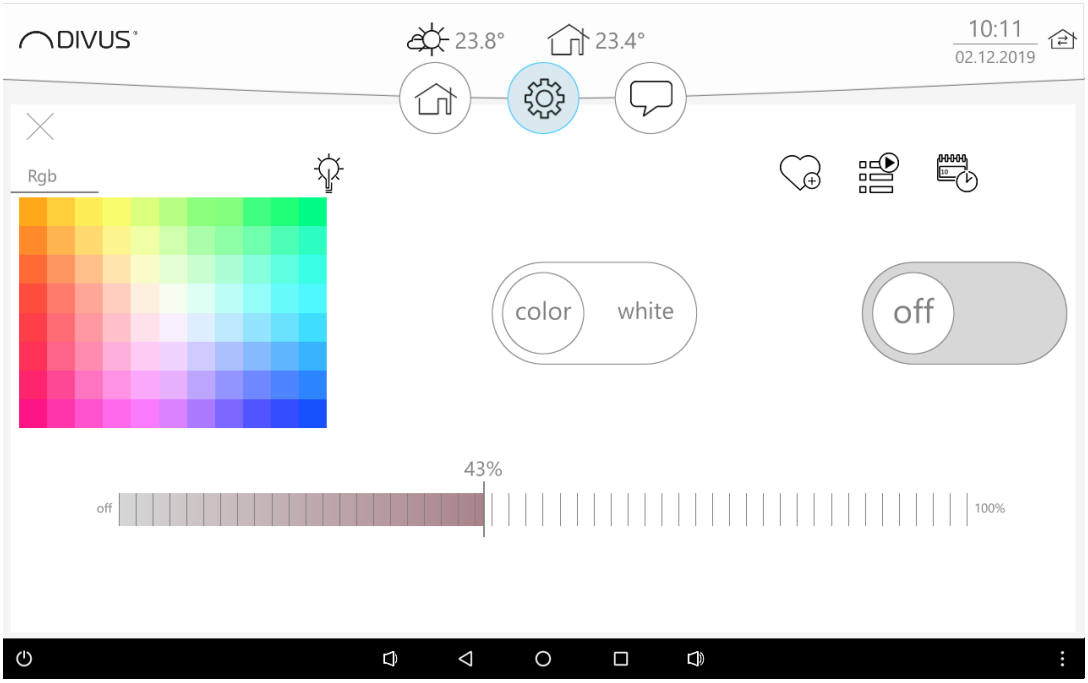


This element type has no parameters. It is then linked to 3 datapoints; the first two are the same as for element type Shutter up/down. In addition there is a 3rd datapoint for

- Shutter position (DPT 5)

More detailed information on linking datapoints can be found in Chapter 3.5.2.

3.4.2.5 RGB



This element type has 2 parameters: The colour white (for RGBW devices) and the dimmer can be activated or deactivated. The datapoints for red, green and blue as well as for switching on and off are fixed. All in all:

- On/Off (DPT 1)
- RGB Color Red (DPT 5)
- RGB Color Green (DPT 5)
- RGB Color Blue (DPT 5)
- RGB Color White (DPT 5)
- Dimming (DPT 5)

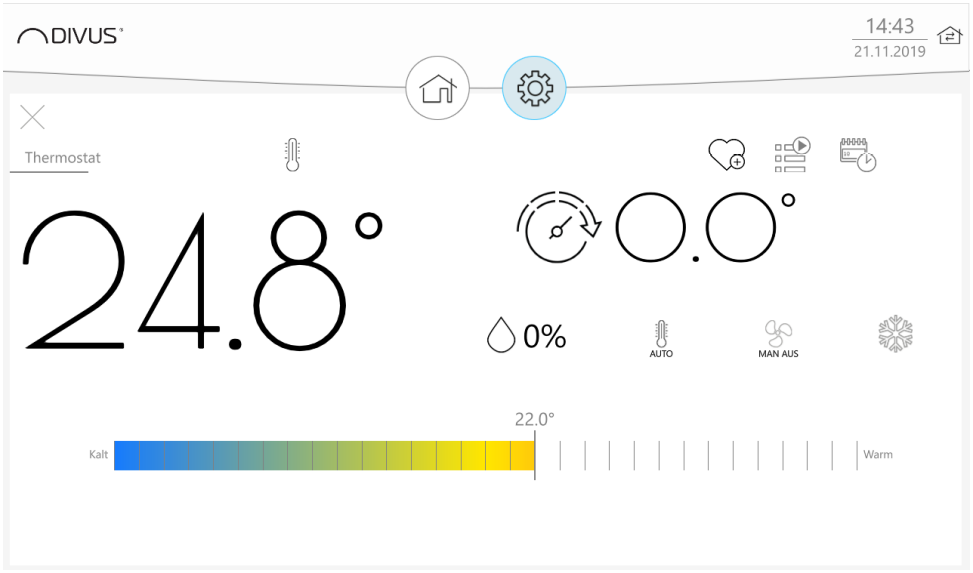
The following applies to the operation of RGBW:

- If the *color/white* switch is set to ***white,*** use the slider at the bottom to switch the value of the white color (%).
- If the *colour/white* switch is set to ***colour,*** use the slider at the bottom to switch the brightness value of the light.

Attention: RGB group addresses of the type DPT 232 (3 bytes) are not supported. Instead, configure the colors in the ETS as separate (1 byte) values.

More detailed information on linking datapoints can be found in Chapter 3.5.2.

3.4.2.6 Thermostat

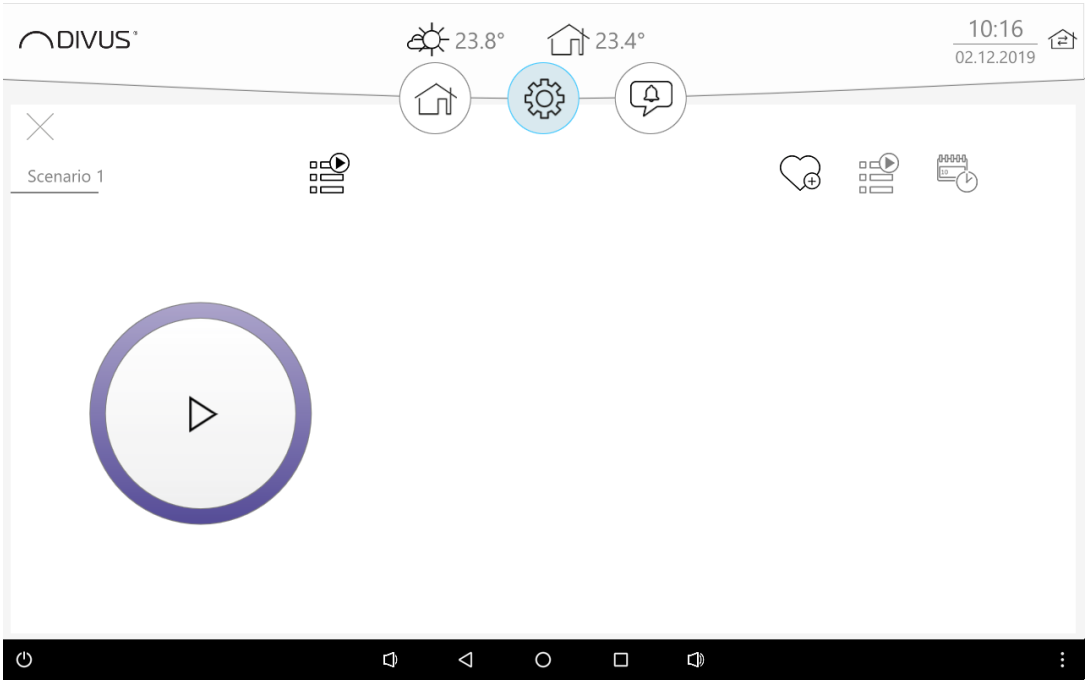


This element type has the widest range of functions, as does the physical device. Its parameters include:

- Fan type
  a. None
  b. On/Off (status only) (DPT 1)
  c. Off/Speed 1-3 (Status only) (DPT 1 + DPT 5)
  d. Auto/[Man Off/On] (DPT 1)
  e. Auto/[Man Off/Speed 1-3] (DPT 1 + DPT 5)
  f. Auto/Man (DPT 1)
- Invert fan Auto/Man (0/1 or 1/0)
- Invert Winter/Summer (0/1 or 1/0)
- Enable operating mode
- Enable humidity
- Enable effective setpoint
- Enable setpoint

- Enable status icon
- Enable Winter/Summer
- Enable setpoint offset
    a. Step width Offset
    b. Min. value Offset
    c. Max. Value Offset

3.4.2.7 Scenario

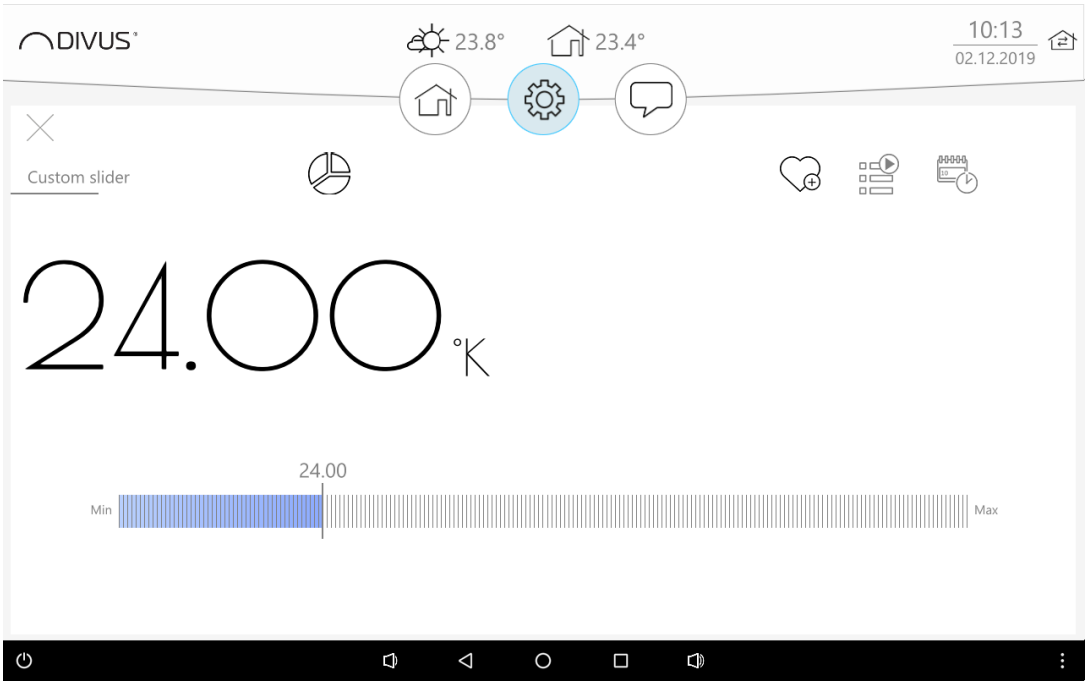


This element type offers scenarios for operation. Both VISION scenarios and KNX scenes are supported. The parameters are:

- *Scenario Type* (Vision/KNX)
- *Stoppable* (can be interrupted during execution or not)
- *Teach-in* (saves the current values of the functions involved and then switches them off to the new values)
- *Scenario value* (**only for KNX** - number of the scene to be called up)

For the KNX type, the link of the corresponding datapoint is activated. This option remains hidden for vision scenarios.

3.4.2.8 Custom slider



The custom slider can be used for many purposes. These icons are available:

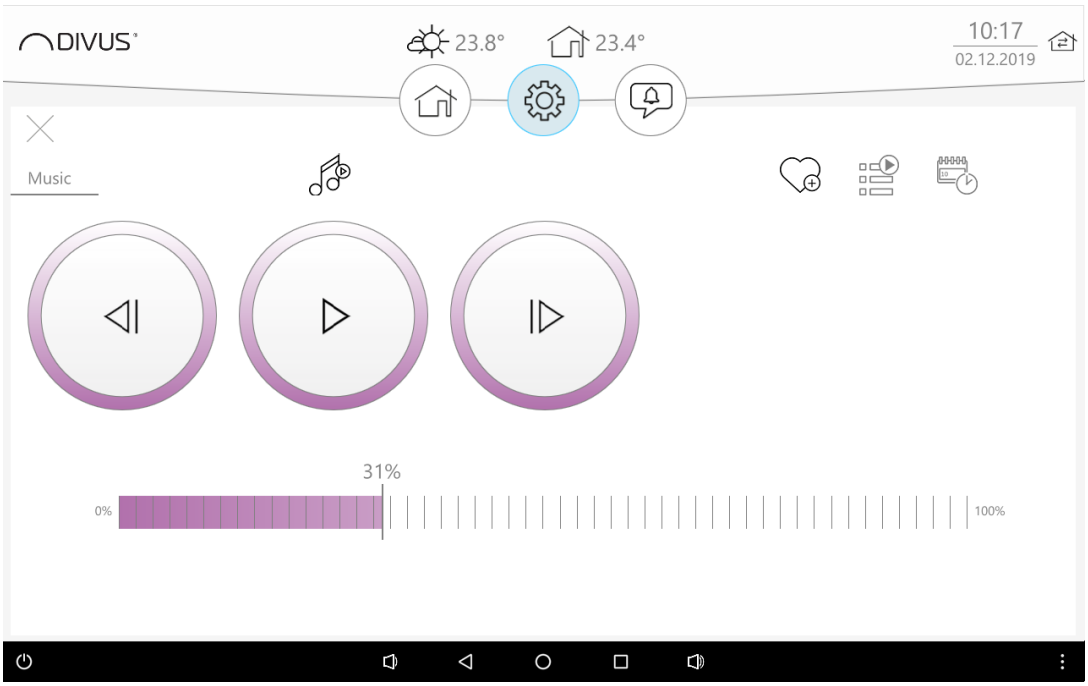
	None (element remains without icon)
	General information
	counters
	data
	moisture
	heating
	light
	cooling
	temperature
	Weather
	ventilation

	Energy
	General measured value

Apart from the icon, you will find the following options under PARAMETERS:

Controls	*All*, *only slider*, *only value* can be selected
Unit	Shown after the value (e.g. °K)
Decimals	Number of decimal places
Label min.	Displayed to the left of the slider.
Label max.	Displayed to the right of the slider
Value min.	Minimum value (smallest value of the possible value range)
Max. value	Maximum value (largest value of the possible value range)
Tick step	Value between 2 ticks
Value step	Smallest possible value shift of the slider

3.4.2.9 Music



The parameters for the music element are:

Invert Play/Pause	Disabled: 0 Pause, 1 Play - Enabled: 1 Pause, 0 Play
Enable volume control	Enables/disables the *volume control.*
Enable previous/next	Activate/deactivate *Next/previous title*
Value for Previous	Enabled: transmits 1, Disabled: transmits 0
Value for Next	Enabled: transmits 1, Disabled: transmits 0
Enable track information	Activates/deactivates track title and artist

The functions that can be linked are, of course, those that were activated under PARAMETERS.

3.5 EDIT ELEMENT

Similar to rooms (see chapter 3.2), you bring an element into edit mode by holding down its tile until the edit icons appear.

3.5.1 OPEN ELEMENT FORM

If you want to edit the name or other essential properties of the element, press the gear icon. In addition to the fields Name and Description, you have access to the submenus *Type* (see Chapter 3.4.2), *Parameters* and *General*.

3.5.1.1 Submenu Parameter

Depending on the element type, you will find different configuration options that allow you to define the properties of the element in detail.

3.5.1.2 Generic submenu

Here you can define general settings that influence the functionality of the control element:

- *Authorization level* By the explicit assignment of an element to a certain user level, this level is determined for the access (possession) of the element. At the same time, this means that lower access levels no longer have

access to the functionality of the element. Locked elements remain visible, but when you click/press a button, the PIN entry window appears. The correct entry of an authorized PIN code remains active for 10 seconds. During this time you can switch several elements that are assigned to the corresponding level. After the 10 seconds you jump back to the previous authorization level.

- *Visible* Makes the element visible/hidden
- *Enable scheduling* The element can be controlled in schedules
- *Enable scenarios* The element can be integrated into scenarios
- *Status only mode* The element is used for operation (deactivated, default) or only to display its value (activated).

3.5.2 LINKING DATAPOINTS OF AN ELEMENT

This function links the visual element with the desired function in the background. Depending on the element type, there can be a single function or a variety of functions that you can link here. There are two possibilities:

- You can select an existing datapoint for the link (only the elements of the matching datapoint type are automatically displayed).
- You can create a new datapoint. In this case, the appropriate datapoint type is automatically preselected - you only need to enter a name and the group address(es).

3.5.3 CREATE A COPY OF AN ELEMENT

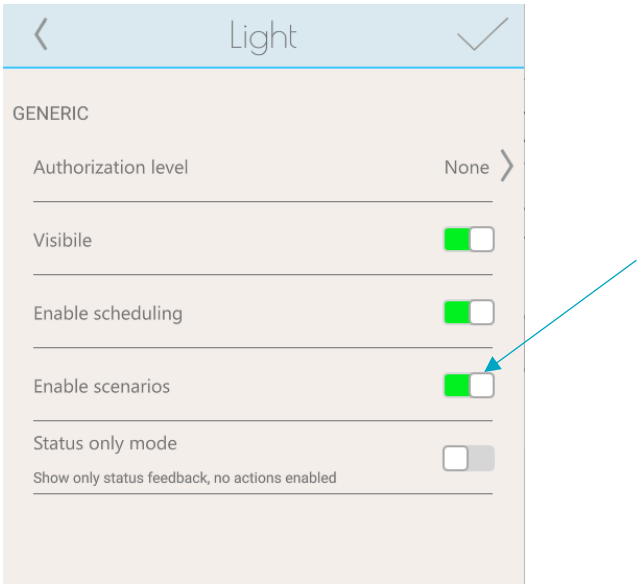
Press and hold the mouse pointer or finger on the item until the Edit menu appears. Then press the copy icon.

3.5.4 DELETE ELEMENT

Press and hold the mouse pointer or finger on the item until the Edit menu appears. Then press the delete icon (Trash).

3.6 SCENARIOS

In general, only elements that have been activated for this purpose can be included in scenarios. You can find this setting under the generic settings of the element:



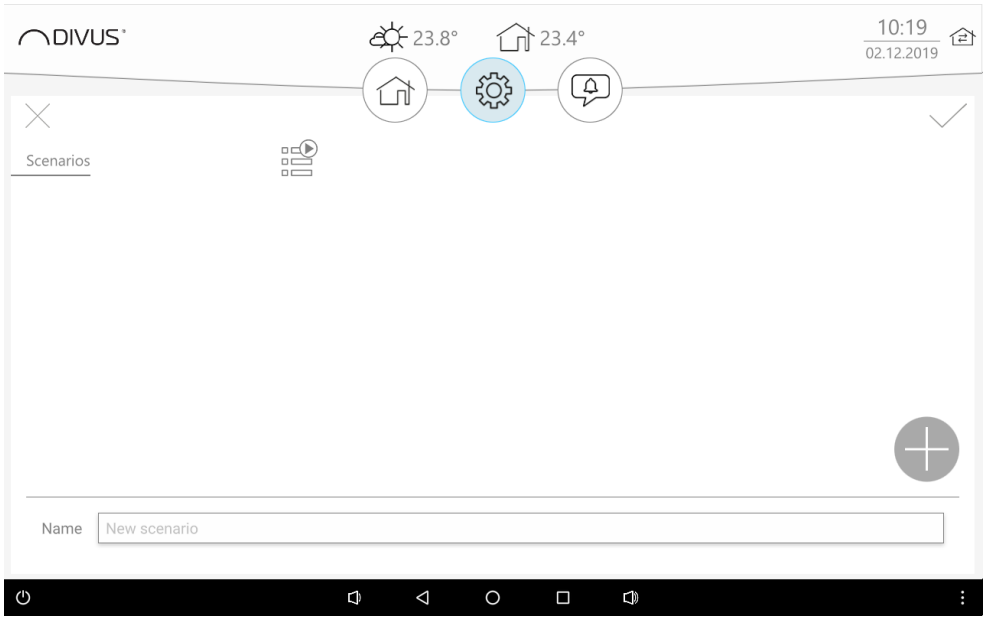
Moreover, scenarios can be generated in different ways: directly as element or indirectly when you create one starting from the scenario icon inside another element's detail view. In the latter case a scenario element will automatically be added to the same room as the generating element.

3.6.1 CREATE A SCENARIO AS ELEMENT

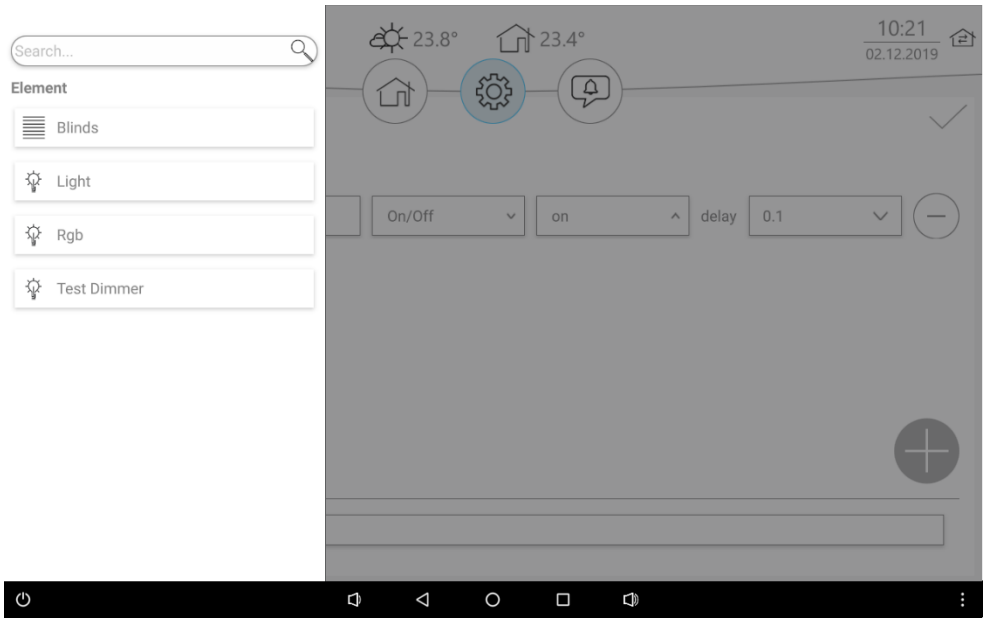
1. Go to the desired room as administrator
2. Use the plus button to add a new element of type *scenario*
3. This creates a new, empty scenario and displays it in the room.

3.6.2 CREATE A SCENARIO FROM ANOTHER ELEMENT

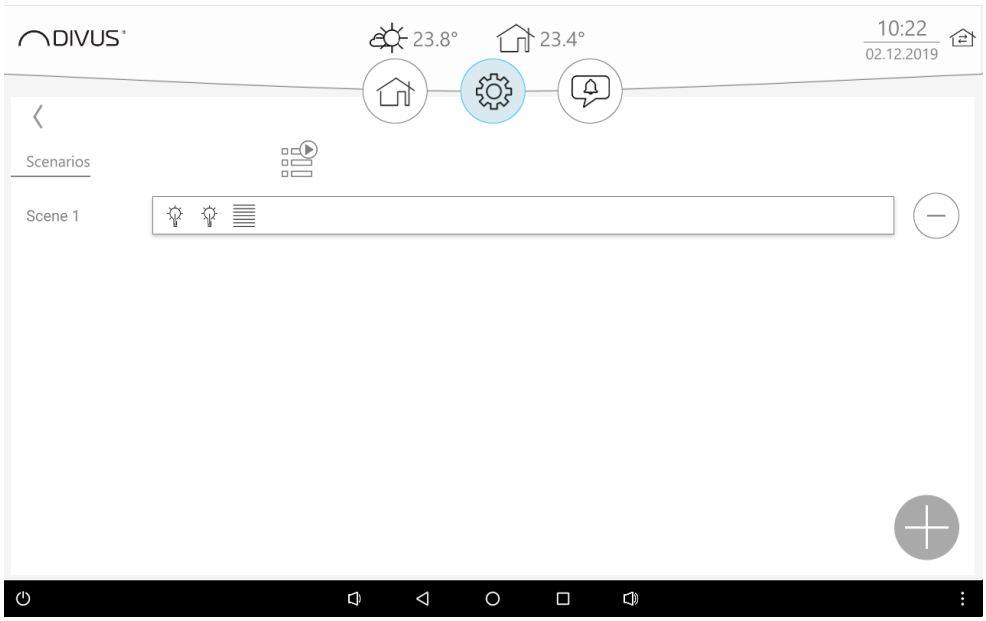
1. Go to an element enabled for scenarios
2. Press the scenario icon 
3. The configuration window for scenarios opens: choose an existing scenario or create a new one.



4. Enter a name (for a new one) and then add the desired elements and set their values.



5. Finally save by clicking the ✓icon. The list now shows the new scenario:



3.6.3 EDIT A SCENARIO

To access the list of available scenarios, proceed as for creating and click on the scenario that you want to edit. Save your changes with the ✓ icon at the end.

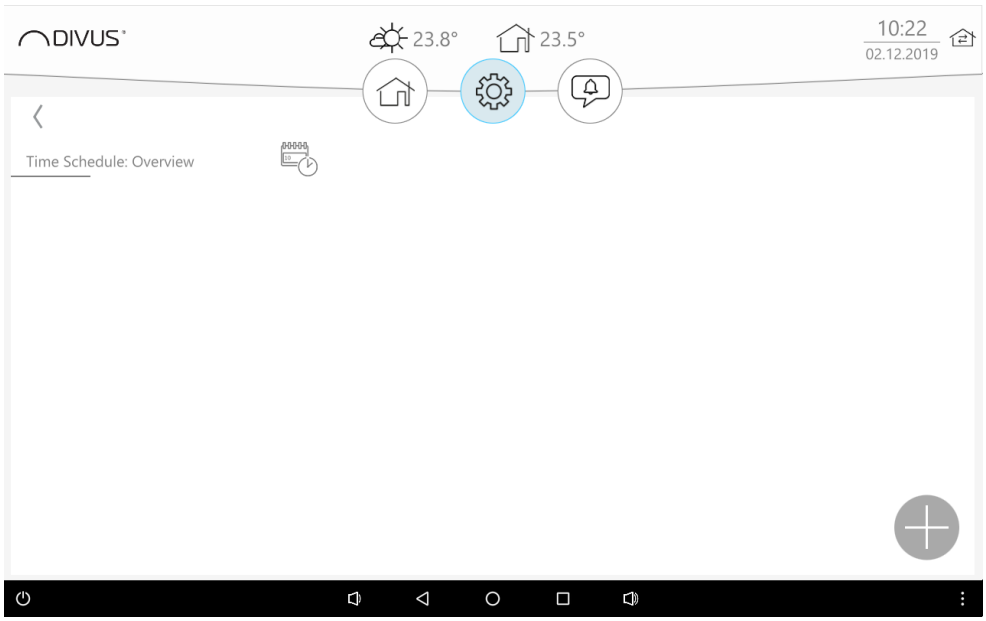
3.6.4 DELETE A SCENARIO

To access the list of available scenarios, proceed as for creating. Then click the minus symbol at the right end of the line of the scenario to be deleted. Confirm the deletion in the message that appears.

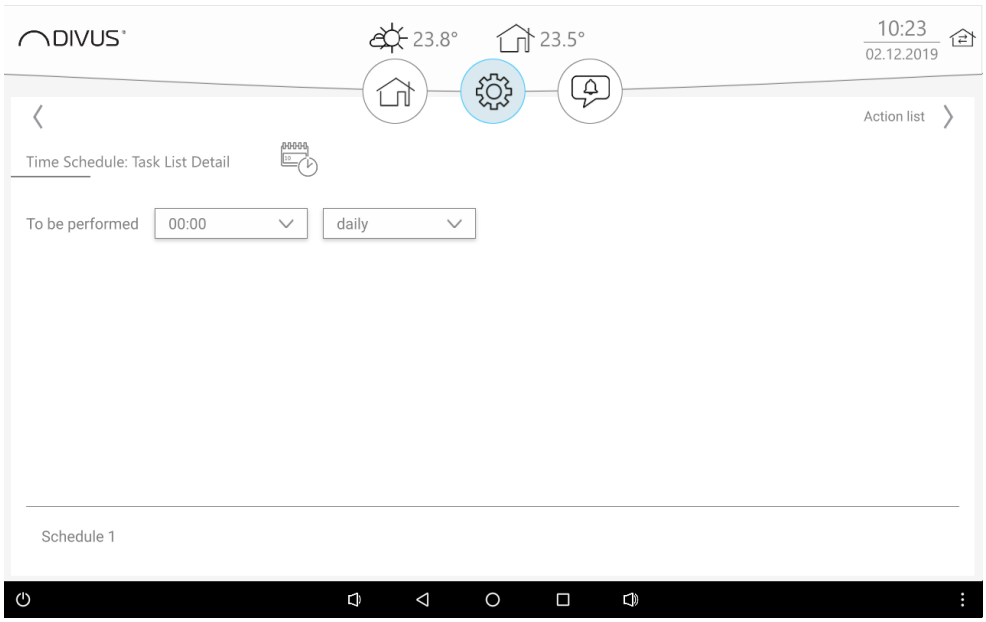
3.7 TIME SCHEDULES

3.7.1 CREATE A NEW SCHEDULE

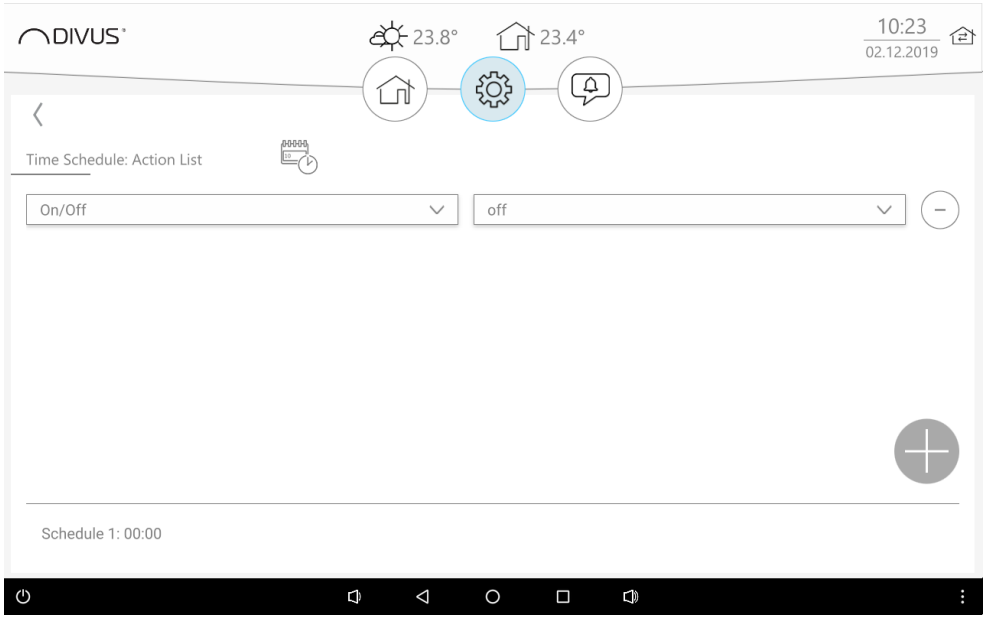
1. Go to the detail view of the item for which you want to create a schedule.
2. Press the schedule icon. 
3. The scheduling configuration window opens. Press the plus symbol.



4. Enter the time and frequency of the first command. Then press the right arrow in the top right.



5. Select the function of the element to be scheduled and its value.



6. Go back to the task list and possibly repeat steps 4 and 5 for more scheduled commands. Save at the end by clicking the ✓ icon.

3.7.2 EDIT A SCHEDULE

1. Go to the detail view of the desired element.
2. Click/press the schedule icon.
3. Select the desired schedule and then edit its desired tasks.

3.7.3 DISABLE/ENABLE SCHEDULE

1. Go to the detail view of the desired element.
2. Click/press the Schedule icon.
3. You can disable (switch to the left) or enable (switch to the right) the time schedule using the switch on the right (before the minus symbol). Newly created schedules are initially enabled automatically.

3.7.4 DELETE SCHEDULE

1. Go to the detail view of the desired element.
2. Click/press the *schedule icon*.
3. You can delete the schedule by clicking the minus symbol.

4 Troubleshooting

4.1 Changing the physical address of a TP-KNX driver

To change the predefined physical address of a KNX driver, proceed as follows:

1. Logged on as administrator, go to *Configuration - Driver - KNX to* reach the driver list.
2. Select the desired driver
3. Edit the address which results from the scan by keeping it pressed and then pushing *EDIT.* When done, select it and then...
4. ...save with the "✓" icon

4.2 CHANGE KNX DRIVER (CHANGE FROM TP TO IP OR VICE VERSA)

If you transfer a project from a KNX IQ TP to a KNX IQ IP (or vice versa), you must change the driver configuration. It is important **not to delete the current driver and create a new one, but to edit the existing one**! This updates all datapoints that were previously configured for the other, no longer existing driver and you do not have to change them individually.

4.3 TRANSFER EDITED PROJECT FROM CLIENT DEVICE TO KNX IQ

If you have finished editing in offline mode and want to transfer the project to KNX IQ, proceed as follows:

1. Log on to the client device as an administrator.
2. Go to the list of devices in the menu under *Devices* and select the device for which you want to transfer the project.
3. Press and hold the line of the device, then press EDIT.
4. Deactivate offline mode in the device form and check that the other entries are (still) correct.
5. Save it.
6. Now the 2 devices will try to connect.

7. If the connection works, an automatic control of the respective projects follows. The possible cases are these:

   A. Client device has local project data. In this case, a message appears indicating the direction in which synchronization is to be performed. In our case we choose to transfer the project from the client device to the KNX IQ device. It would still be possible to overwrite the local project with that of the KNX IQ.

   B. Client device has no project data. In this case, the project is transferred from KNX IQ to the client device.

4.4 NOTES