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Products Included:

DigiLinX

ControLinX™

TouchLinX™

DIGILINX™ Application Note

Installing the Futronix Lighting Driver

Equipment Required

Make sure the following equipment is on hand before you begin the installation process:

❍ *ControLin*X CL100

❍ Futronix Lighting Controller with RS232 interface (requires RS485-RS232 converter)

Step 1: Copy driver files

Copy the supplied driver file Futronix.lua to the drivers directory (Dealer Setup v2.00 or later is required). Set the file structure as follows:

c:Program Files\DigiLinX Dealer Setup\Drivers\Futronix.lua

NOTE: If the Drivers directory does not exist, then you will need to create it.

Step 3: Configure *ControLin*X

To configure *ControLin*X, you must edit the settings on the IR/RS232 Settings tab for the *ControLin*X: To do this, complete the following steps:

1. Open *DigiLin*X Dealer Setup.

2. Add a *ControLin*X and specify that Generic Lighting is the driver.

3. Click on the *ControLin*X you want to configure in the project.

4. Click on the IR/RS232 Settings tab.

5. For the driver file, select Futronix.lua as the driver from the dropdown list as shown in Figure 1.
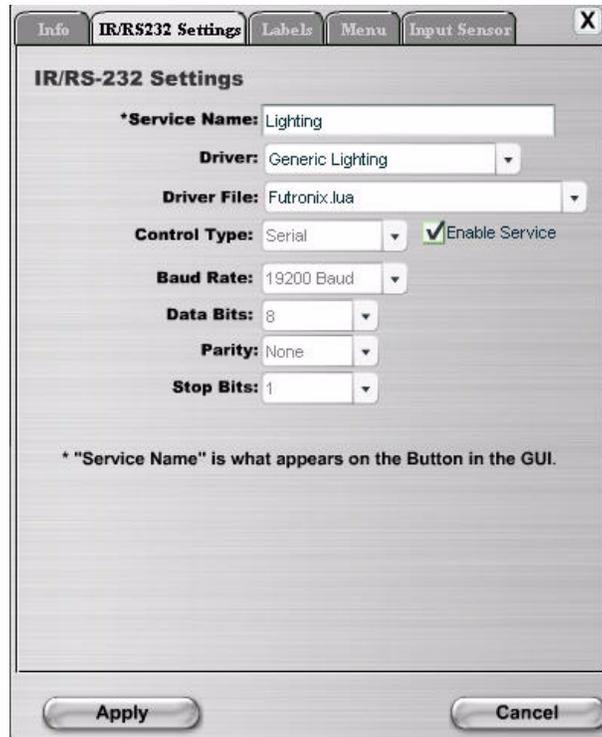
Figure 1   IR/RS232 Settings screen with Futronix.lua selected.

Step 3: Assigning Labels

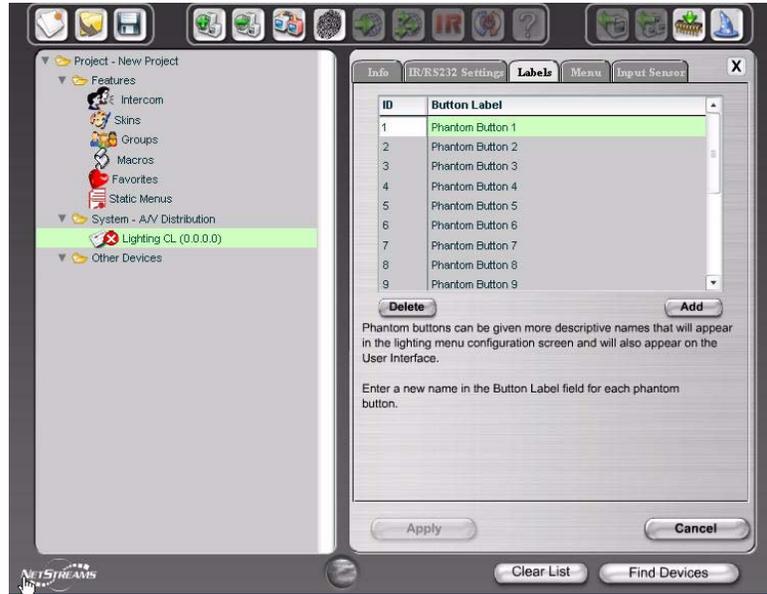Select the **Labels** tab. The following screen appears.

Figure 2   Labels tab

Define the keypads for controlling the lights. Multiple keypads can be defined as required.

Each keypad has an address that must be entered in the ID field. This address must be specified as follows:

     [cc.zz]

where

     cc 2-digit controller number (0 for main controller), range 0..31

     zz 2-digit zone number, range 0..15

For example:

     [00.01] Main controller, Zone 1

Each defined keypad mimics the functionality of the of the Futronix keypad. The current version of *DigiLin*X Dealer Setup supports a maximum of 17 buttons per keypad, so the following mapping has been used for buttons to Futronix functions. Note that the functions of the buttons are defined, but the labeling can be anything the dealer wishes.

A special key is defined as a toggling function (Scene 1/OFF) so this can be mapped to the *TouchLin*X hard button if desired. This uses feedback from the Futronix system.

Table 1. Scene Selection Mode

Phantom Button	Function
1	Scene 1
2	Scene 2
..	..
14	Scene 14

Phantom Button	Function
15	OFF
16	ON
17	Scene 1/OFF Toggle

Step 4: Building Menus on the *TouchLin*X

The Menu tab lets you build the menus that appear on the *TouchLin*X when a room is selected. Note that this may include buttons from more than on Phantom keyboard if desired.
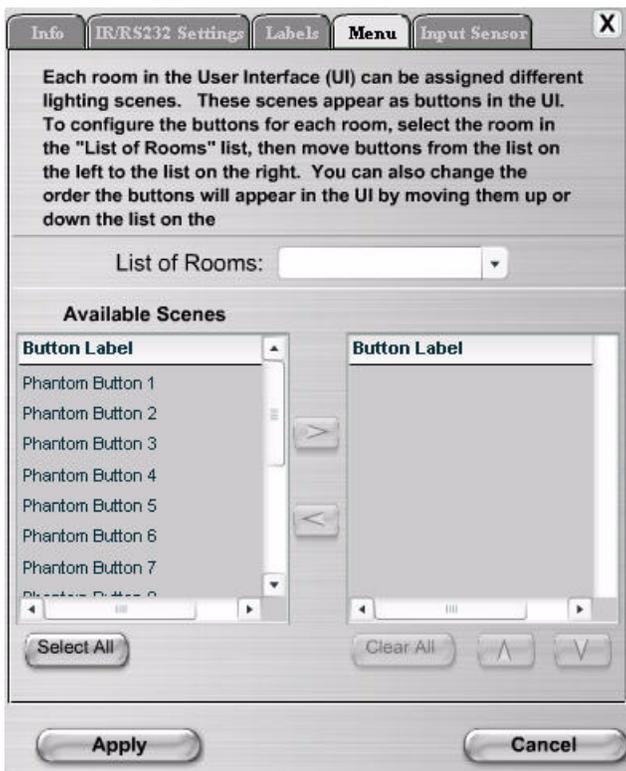

Figure 3   Menu tab

Step 6: Assign Lighting Function to *TouchLin*X Hard Buttons

If desired, the top hard button on the *TouchLin*X can be assigned to a lighting function. To do this, the driver supports a special function key that acts as a toggle between Scene 1 and Off for a keypad -- this can be assigned to the hard button or alternatively, to any other lighting key. Select the *TouchLin*X in the project and select the Hard Buttons tab as shown in Figure 4.
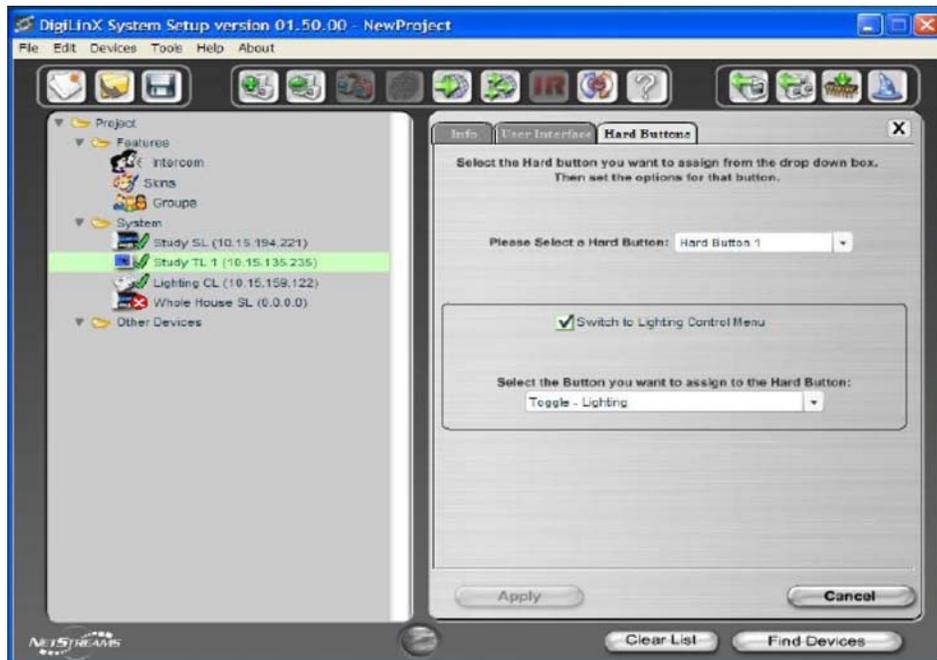
Figure 4   Hard Buttons tab

Step 7: Apply Changes to the Project

Apply changes to the project, and then send the configuration to the system. This uploads the driver file and configuration settings.

NOTE: This driver is not supported by *NetStreams*. This driver is supported by Invision. For support on the Futronix driver, go to http://www.invisionuk.com/.