

DIGILINX™ Application Note

Installing the Helvar Lighting Driver

Equipment Required

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

- *ControLinX* CL100
- Helvar Lighting Controller with RS232 interface adapter

NOTE: This adapter must be externally powered. The *ControLinX* is unable to provide power for the interface adapter.

Step 2: Copy driver files

Copy the supplied driver file *Helvar.lua* to the drivers directory (Dealer Setup v1.70 or later is required). Set the file structure as follows:

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

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

Step 3: Configure *ControLinX*

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

1. Open *DigiLinX* Dealer Setup.
2. Add a *ControLinX* and specify that Generic Lighting is the driver.
3. Click on the *ControLinX* you want to configure in the project.
4. Click on the **IR/RS232 Settings** tab.
5. For the driver file, select **Helvar.lua** as the driver from the dropdown list as shown in Figure 1.

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Products Included:

DigiLinX

ControLinX™

TouchLinX™





Figure 1 IR/RS232 Settings screen with Helvar.lua selected.

Step 3: Assign Labels

Select the **Labels** tab to assign labels to the buttons.

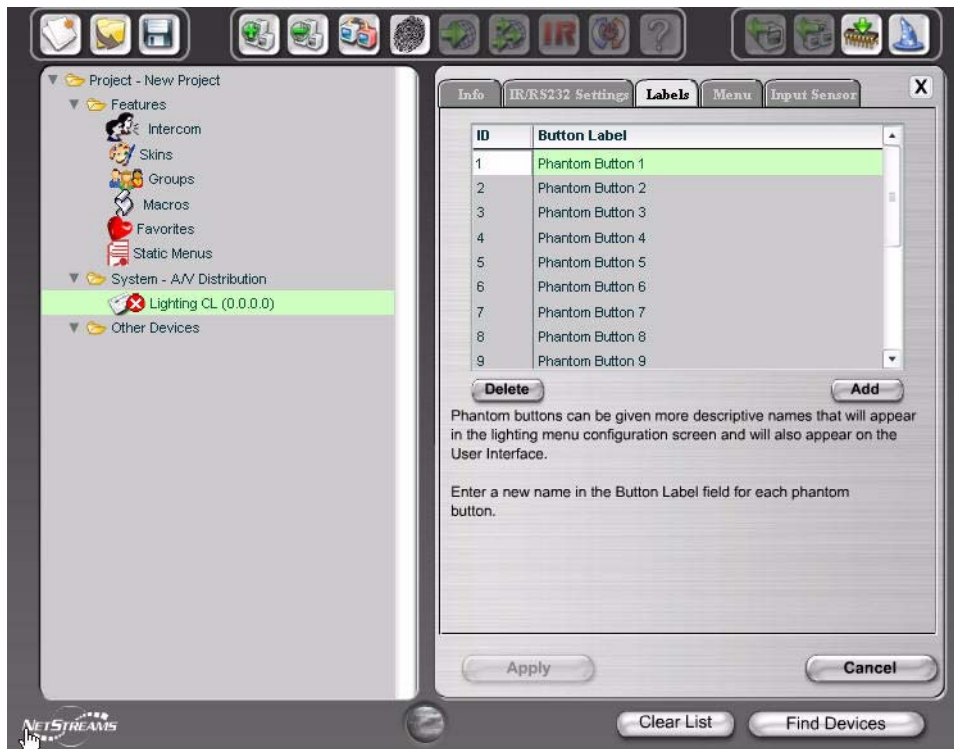


Figure 2 Labels tab

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

Each keypad has an address that must be entered into the ID field on the Labels tab. This address must be specified as follows:

[m.gg]

where

m 1-digit driver mode

DigiDim Group Addressing

DigiDim Broadcast Addressing

DigiDim Individual Addressing

Imagine Local Block Addressing

Imaging Global Block Addressing

zz 2-digit group/block address

01..15 DigiDim Group Addressing

01 DigiDim Broadcast Addressing

01..64 DigiDim Individual Addressing

01..16 Imagine Local Block Addressing

01..64 Imagine Global Block Addressing

For example:

[1.01] DigiDim Group #01

[4.12] Imagine Global Block #12

Each defined keypad mimics the functionality of the Helvar keypad. The current version of *DigiLinX* Dealer Setup (1.70 or higher) supports a maximum of 17 buttons per keypad, so the following mapping has been used for buttons to Helvar functions. Note that the functions of the buttons are defined, but the labeling can be anything the dealer wishes.

Table 1. Scene Selection Mode

Phantom Button	Function
1	Scene 1
2	Scene 2
..	..
14	Scene 14 (soft OFF for Toggle function)
15	OFF
16	ON
17	Scene 1/OFF (Scene 14) Toggle

Step 4: Building Menus on the *TouchLinX*

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

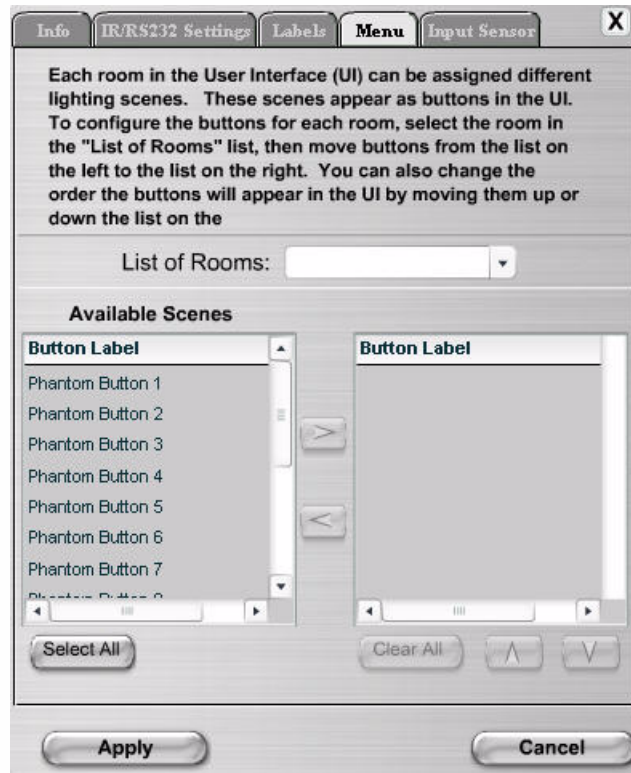


Figure 3 Menu tab

Step 6: Assign Lighting Function to *TouchLinX* Hard Buttons

If desired, the top hard button on the *TouchLinX* 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 *TouchLinX* in the project and select the Hard Buttons tab as shown in Figure 4.

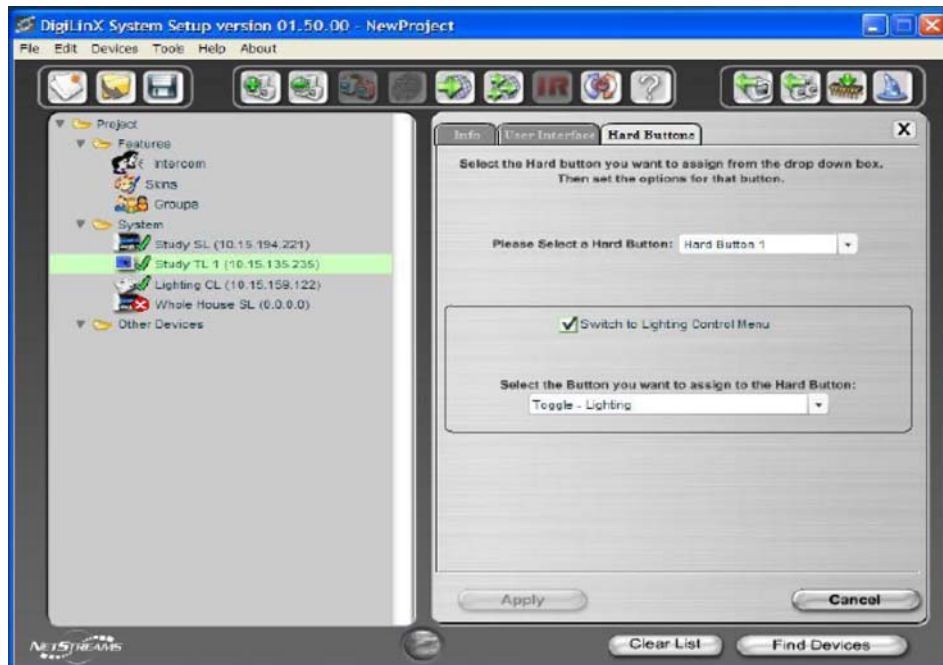


Figure 4 Hard Buttons tab

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 Helvar driver, go to <http://www.invisionuk.com/>.
