

Mode

DIGILINX™ Application Note

Installing the Mode Lighting Driver

Equipment Required

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

- *ControlinX* CL100
- Mode Evolution Power and Processor Unit with firmware dated 14/0806 or later
- Mode EVO-INT-232 interface (recommended)

Step 1: Copy driver files

Copy the supplied driver file *Mode.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\Mode.lua

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

Step 2: 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 *Mode.lua* as the driver from the dropdown list as shown in Figure 1.



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Products Included:

DigiLinX

ControlinX™

TouchLinX™

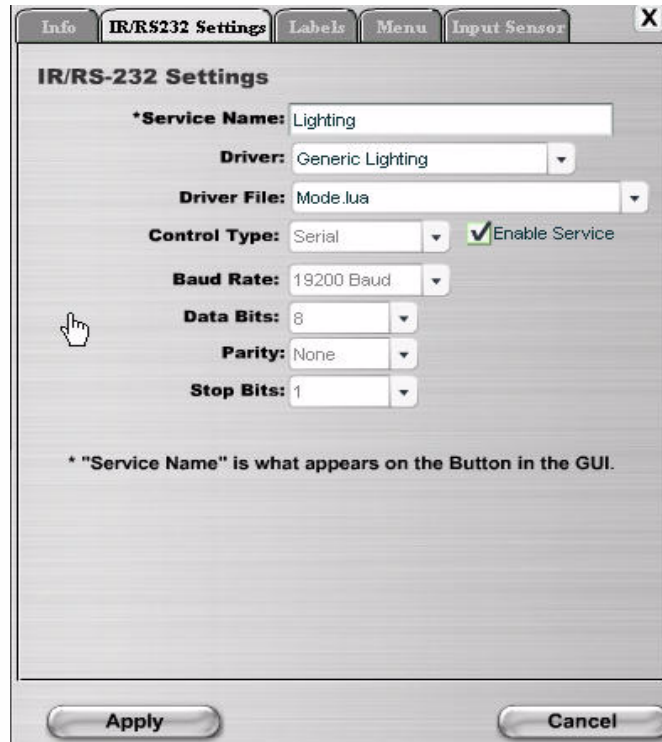


Figure 1 IR/RS232 Settings screen with Mode.lua selected.

Step 3: Assign Labels

Select the **Labels** tab. The Labels tab appears as shown in Figure 2. Define the keypads for controlling lights. Multiple keypads can be defined as required.

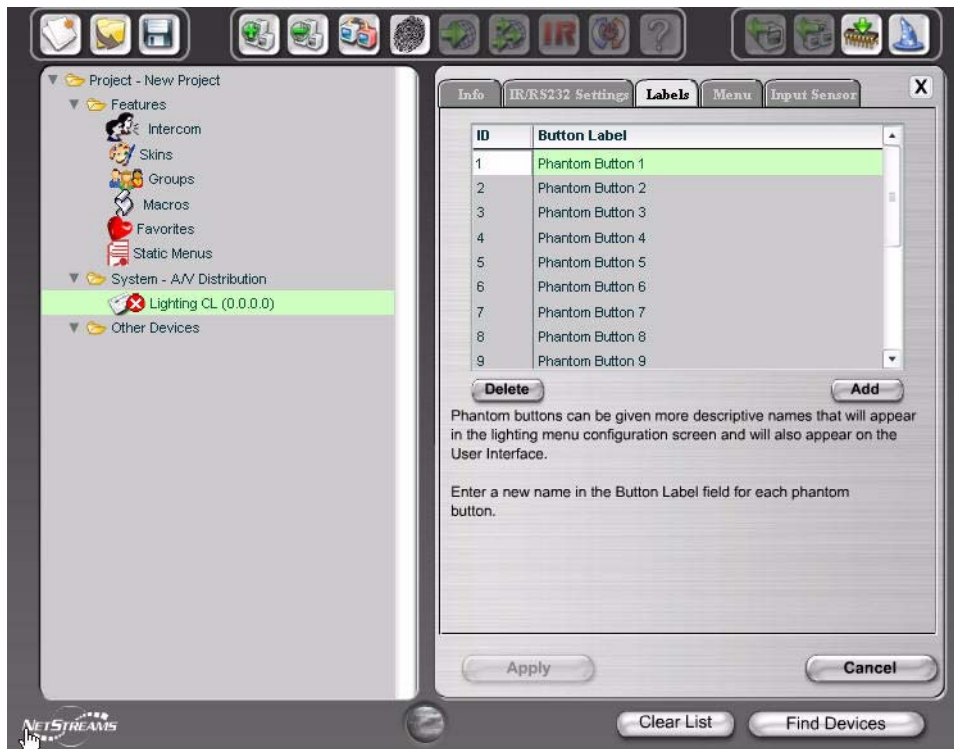


Figure 2 Labels tab

Each keypad has an address. This must be specified as a 3-digit number enclosed in square brackets in the ID field. For example:

[001]

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 one Phantom keyboard if desired.

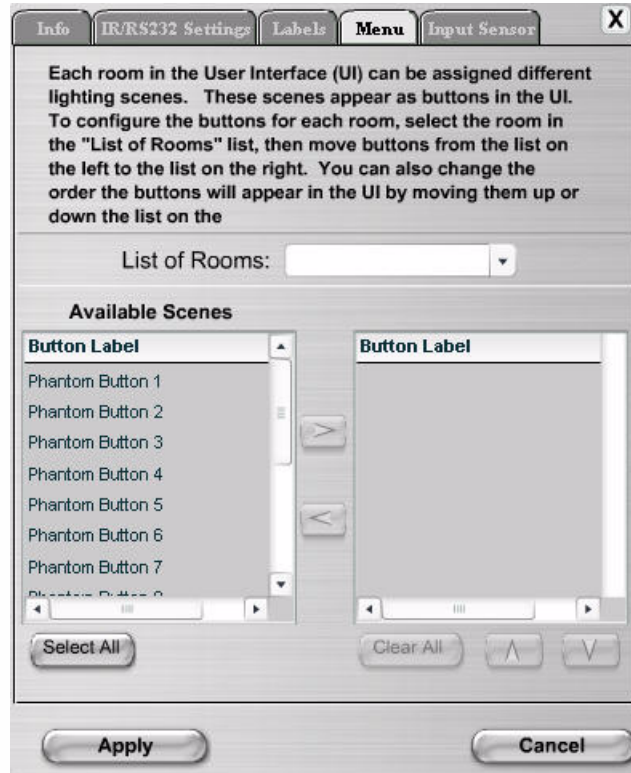


Figure 3 Menu tab

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.

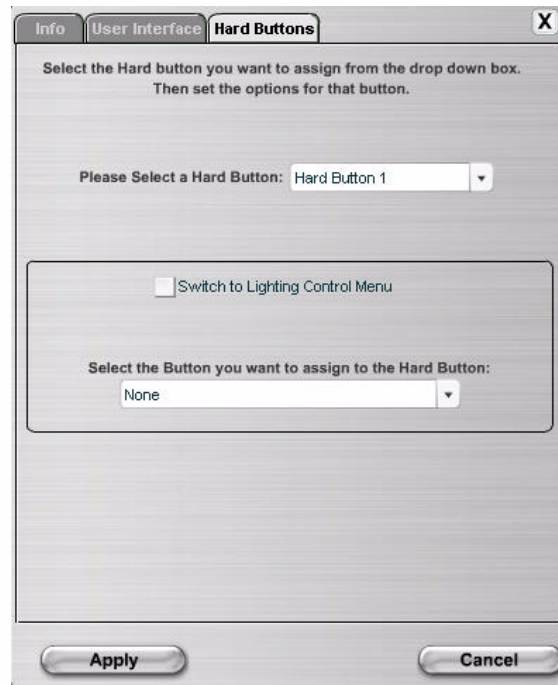


Figure 4 Hard Buttons tab

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