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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:

- O 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.



NetStreams[™]

The IP-Based Distributed Entertainment Company.

Products Included: DigiLinX ControLinX[™] TouchLinX[™]

	*Service Name:	Liahtina		_		٦
	Driver:	Generic	Lightin	g	-	
	Driver File:	Mode.lua	E.			
	Control Type:	Serial		•	Enable Servi	ce
	Baud Rate:	19200 Ba	aud	•		
dm	Data Bits:	8	•			
U	Parity:	None	•			
	Stop Bits:	1	-			
* "Serv	ice Name" is wha	it appear	s on t	the I	Button in the Gl	JI.

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.

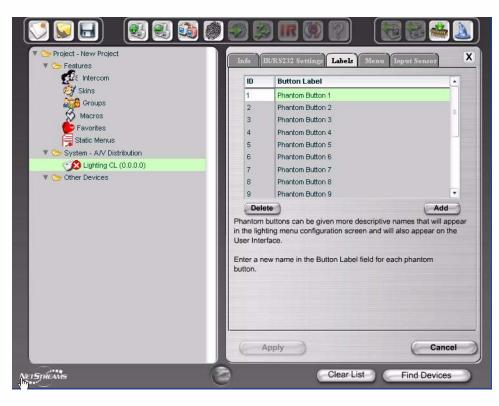


Figure 2 Labels tab

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 on Phantom keyboard if desired.

Info	IR/RS232 Settin	gs Labels	Menu	Input Sensor	X
light To c the ' the l orde	n room in the Use ing scenes. The onfigure the butt 'List of Rooms'' li eft to the list on t or the buttons will n the list on the	se scenes ons for ea ist, then m he right. `	appear as ch room, se ove button You can als	buttons in the l elect the room in s from the list o so change the	JI. n vn
	List of Roo	ms:		•	
A	vailable Scenes				
Button	Label		Button	Label	
Phantor Phantor Phantor Phantor Phantor Phantor	n Button 1 n Button 2 n Button 3 n Button 4 n Button 5 n Button 6 n Button 7		2	10	Þ
Selec	et All		Clear		
C	Apply			Can	cel

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.

Select the Hard button you want to Then set the option	
Please Select a Hard Button:	Hard Button 1 🔹
Switch to Lightin	ng Control Menu
Select the Button you want None	to assign to the Hard Button:

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/.