

instabus[®] **EIB**

Technical Documentation

InterVisu2

instabus EIB System

Visualisation





**instabus EIB System
Visualisation**

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1 INTRODUCTION

Welcome at **InterVisu2**. We are pleased to introduce you to a very powerful software tool, that helps you to create quickly and simply sophisticated, visual user screens for the building system engineering. It was especially designed for the EIB system.

We wish you good luck with the **InterVisu2** !

1.1 Product support

To operate the InterVisu2, it is assumed that the user has got experience with Windows or Windows - programs. It would be an advantage to have knowledge and experiences in designing graphic presentations. E.g. drawing background pictures with customary graphic programs and the converting of these drawings in the bitmap format should be known. Knowledge and special information about the communication and the topology of Instabus is required to adapt the visualisation to the bus. Information and trainings are offered to this by several institutes in Germany.

This manual contains information to install your **InterVisu2** on your computer system. The fundamental functionality of InterVisu2 as well as the operation and the handling is explained in addition. Furthermore you will receive practical hints and important information for the preparation of visual screens. In case of changes and improvements you are able to read these in the file **LIES.WRI**. This file will be opened by a double-click onto the "**What is new?**" - icon in the program group **GIRA Building Visualisation**.

More over you are able to sign up for an one day course in InterVisu2. We will help you to receive an entrance into building visualisation with practical exercises by using original Instabus devices.

If you will have questions to **InterVisu2**, first of all look into the **Online - Help** in the manual or have a look into the available **Online - Help**. The help program can be called up independently of InterVisu2 over the InterVisu2 icon in the program group **Gira** building visualisation. A table of contents appears as starting page. With the "Search" button you will enter into a catchword register. You are able to activate at every time the Online - help with the key combinations < ALT > and < H >, while

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Windows

instabus EIB

Manual

LIES.WRI
What is new?

Course

Online help



operating the InterVisu2 (Edit mode , see chapter 2.1). It is also possible to enter into it with the HELP! in the menu bar.

If you do not find an answer therein, you are able to contact the system experts of the company Gira. While calling, it is useful to operate your computer and to have your manual handy. As certain, that following documents and/or information are available:

- ◇ version number of the used product.
- ◇ overview about the software and hardware in use.
- ◇ if possible, the configuration parameter (i.e. CONFIG.SYS, AUTO-EXEC.BAT, WIN.INI and SYSTEM.INI).
- ◇ exact description of the appeared problem and/or the message(s) possibly indicated on the screen
- ◇ your registration number.

1.2 Overview of InterVisu2 family

Today following software versions of **InterVisu2** are existing:

- ◇ **InterVisu2 multiple user licence**
with manual, driver for Instabus, element library and compiler to design any number of self - running, customer specific visualisation to be offered to third parties without licence fees.
- ◇ **InterVisu2 single user licence**
Extent of functions like InterVisu2 multiple user **licence**, however the InterVisu2 single user **licence** is an element of the visualisation and is required for the operation. Because of this only one visualisation will be running on one single PC.
- ◇ **InterVisu2 training licence**
Extent of functions like InterVisu2 single user **licence**, however with the right to multiple use on 8 training places. No right to transfer the software, drivers and element libraries to third parties. (Delivery only to universities and to profession forming schools).
- ◇ **InterVisu2 demo version**
Extent of functions like InterVisu2 single user **licence**, however without manual and bus access. No right to transfer the software, drivers and element libraries to third parties.



In the future various expansions of **InterVisu2** are planned.

1.3 System requirements

- ◇ a IBM®-compatible personal computer with a processor 80486DX/33 MHz or higher
- ◇ at least 8MByte memory (RAM)
- ◇ a hard disk with at least 10 Mbyte free space
- ◇ a VGA colour graphics card
- ◇ a mouse or a compatible pointing unit
- ◇ Windows™ 3.1 (english version)
- ◇ MS®-DOS 3.3 or later
- ◇ only running in the **expanded mode of the 386 PCs**
- ◇ a free serial interface to the Instabus terminal (not required to the demo version of INTER VISU II)

Minimum requirements

With the above mentioned hardware requirements minimal requirements are named. At larger projects and for a quick work the use of a 486 DX2/66MHz with 16 Mbyte RAM, a fast graphics card (64 - bit) and a fast hard disk (IDE or SCSI) is absolutely recommended.

Recommendation

1.4 Installation of InterVisu2

1.4.1 Software copy protection

In **InterVisu2** a software copy protection is implemented. Therefore you have to take notice of following points :

- ◇ The installation shall be performed with the original disks, since the saftey copies are not able to run.
- ◇ The slide on the first disk has to be in the position „write enable“ (closed). If the slide is in the position "write protect" (open), it is impossible to install the software correctly.

According to the relevant **InterVisu2** version, it is allowed to install the software several times:

- ◇ Only once on a single computer in case of a single user **licence**



- ◇ Twice in case of a multiple user **licence** (the delivery of the Inter-Visu2 to third parties is not allowed)
- ◇ Eight times in case of training **licence** (eight training computers).

After uninstallation (see chapter 1.4.3) a new installation will be possible.

1.4.2 Installation process

In the following example it is supposed that the destination drive is the hard drive C and InterVisu2 will be installed from the source drive B. If other drive names will be used, then you should exchange the names of the drives used in the example with your drives names.

Program manager

1. Start Windows.
1. Choose in the menu bar of the program manager the item "FILE".

File execute

1. Choose in the displayed menu the item "EXECUTE...".

INSTALL

1. Type the following command line:
A:INSTALL
and click onto the "OK" button.

The **InterVisu2** installation program will be loaded, and after a short time the message appears on the screen:



Dialog box InterVisu2 installation

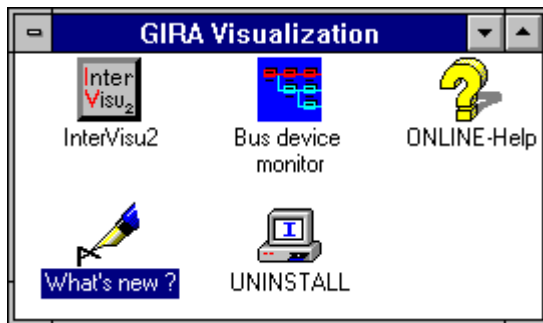
Before starting the installation, you are able to change the destination directory **InterVisu2** shall be installed in. If the destination directory agrees with your wishes, start the installation process by clicking the



"Install" button. The installation program leads you through the installation process using state messages and information windows. The end of the installation will be shown by a message.

A group window (program group) named "**Gira Visualisation**" will be automatically generated. Therein **InterVisu2** is inserted as an application.

**Gira
Visualisation**



Program group **Gira Visualisation**

The program **InterVisu2** can be started by a double-click onto the **InterVisu2** icon.

Start

Likewise the programs **Uninstall** (chapter 1.4.3), **What's new?**, **InterVisu2 -Help** (chapter 1.1) and **InterVisu2 -Bus device monitor** (chapter 8) will be started.

1.4.3 Uninstall

It is permitted to install **InterVisu2** on other computers after the first installation. The condition for that is the uninstallation of the original software. Therefore an own icon is placed in the program group "**Gira Visualisation**" to your disposal (see chapter 1.4.2). To uninstall **InterVisu2** the original disk 1 is required. After starting the uninstallation (e.g. double-clicking on to the icon) you are able to see the number of used and the **number** of the **installations** which will be possible to be installed by choosing the "**INFO**" button.

**Program
Gira
Visualisation**

1.5 Concept of InterVisu2

1.5.1 Basic terms

The **InterVisu2** is first of all a project related system. Consider e.g. the demand of a customer, which would like to supervise and control an of-

Project



office building with a PC -visualisation surface, as **project**. The establishing of such a project is subject to a determined procedure, which is called **design phase** in the **InterVisu2**.

Edit mode
Test mode

Within the design phase you are able to work in two kind of modes, the **edit mode** and the **test mode**. In the edit mode you prepare all the desired surfaces and arrange individually all elements (parametering). In the test mode the test of the surface on the ability to operate, to handle a.s.o on the bus. This is often called a test of the **run-time** behaviour. If the surface then corresponds to your wishes, an executable EXE-file can be prepared by the compiler (**InterVisu2 - Multiple and single user licence**). More information to this items is written in chapter 6 "**Customer versions**".

Dialog page

A project is assembled by one or more different smaller units, the dialog pages. You can also say screen page instead of dialog page. In the **InterVisu2** it is possible to link minimal 1 or up to 100 dialog pages (screen pages) to a project.

The relevant project data (required dialog pages/screen pages for a project) will be listed and managed in a file with the extension "**.PRJ**".

Password

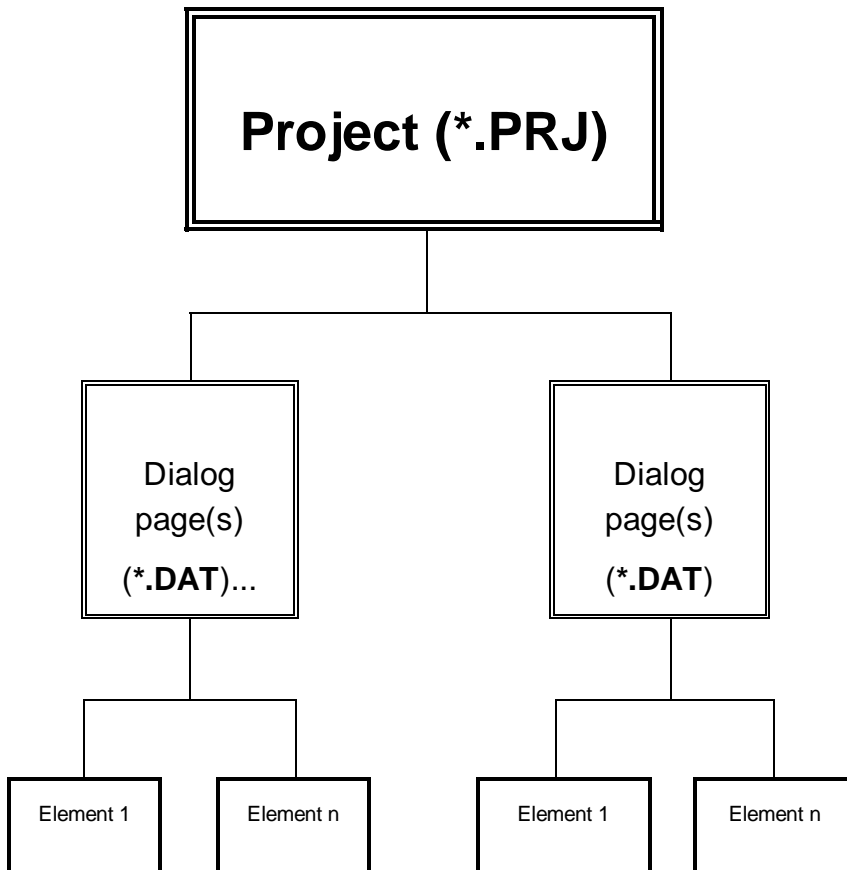
A password protection can be installed for every dialog page. The **Password assistant** (chapter 7.4) is the tool which supports the installation of the different access rights.

Element

A dialog page again is composed of smaller units called elements. Elements are e.g. switches or status lamps. Altogether twelve different elements are available. The elements are summed up in the element library, which can be expanded by purchase according to need and availability.



In the **InterVisu2** it is possible to link minimal 1 or up to 100 elementes to a dialog page. The relevant dialog page data will be stored in a file with the extension **".DAT"**. The connection between project, dialog page(s) and elements is shown in the following diagram:



1.5.2 Group addresses and element classes

The assignment of **group addresses** to the individual elements is the most important possibility in adjusting the elements. By means of group addresses the elements can exchange information mutually or with bus devices. Indeed the possibility to associate group addresses does not exist at all elements. There is therefore the idea of the **element classes** in the **InterVisu2**:

Element classes

- ◇ **Passive elements** do not possess group addresses and have thereby no connection to other elements or to the *instabus EIB*. Example: Dialog push button for switching to another dialog page.



- ◇ **Active receive elements** have one or more group addresses with which it is possible to receive information. Example: Digital display which will receive values from the bus and display them on the screen.
- ◇ **Active transmit elements** have one group address to which data is sent to. Example: Dimming push button transmits a telegram with the group address inserted on the first place.
- ◇ **Active transmit and receive elements** have one or more group addresses, with which it is possible to transmit and receive. Example: Logical link device.

Association

It becomes clear by means of the classification, that the group addresses present a connection link between individual elements and/or elements and bus devices. For instance many switches are found in an office building on several floors, lamps, heatings and shutter. So that these will be monitored and controlled by a PC, each **function** (switching, dimming, shutter UP/DOWN) has to be associated clearly. This happens by means of **group address**.

1.5.3 Global tables

Group address table

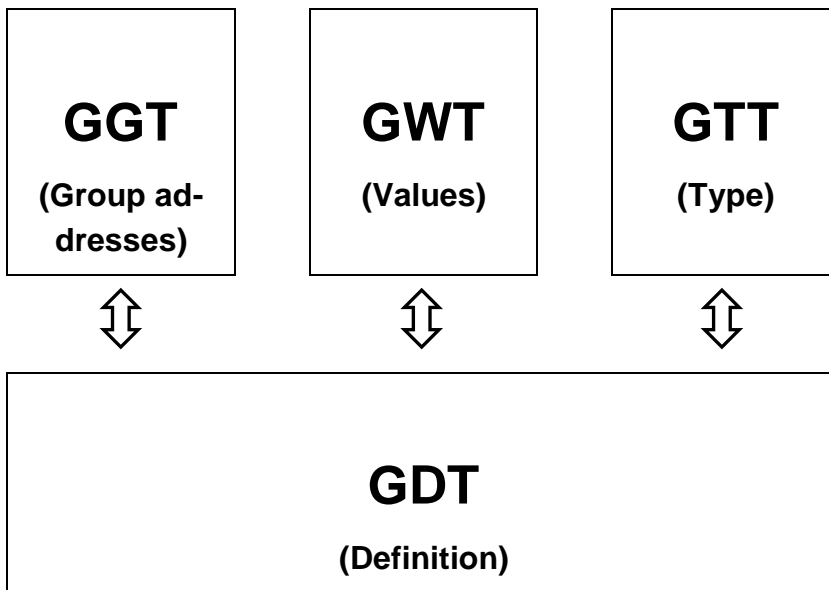
Alltogether **InterVisu2** manages 32768 different group addresses in an internally recorded **global group address table (GGT)**. Because normally all theoretically possible group addresses are not required even in larger projects, a further table is existing, the **global definition tabelle (GDT)**. This table determines whether a group address has been defined in this project and therefore is active. The GDT is so to speak a filter for the GGT. As a third table the **global type address table (GTT)** is to mention. It is fixing the type of the group address. An example is given with the group addresses associated to a switch. The corresponding group address is then from the type "Binary".

Definition table

Type table

Value table

The **global value table (GWT)** contains the current state of the group addresses. In that contexts the term "objects" is used. The GWT contains the current state and value respectively. The type tabelle (**GTT**) and the value table (**GWT**) are also filtered by the definition tabelle (**GDT**). The value table are not able to be addressed or changed directly. The **InterVisu2** manages these automatically according to its inputs in the parameter menu of the elements.



Interworking of the global tables in the InterVisu2

1.5.4 Alarm monitoring

A further important and interesting possibility of parametering group addresses is the activation of an alarm monitoring for special values (states).

The **alarm and protocol organization** is responsible for the alarm monitoring. As the name already implies an protocol organization is linked to the alarm monitoring which stores the appearing events with date, time and readable text in an internal memory (**ring buffer**) The ring buffer can be read at run-time by menus/lists and/or be printed out by a **protocol printer**. The ring buffer is stored on the hard disk. These files are organized automatically by **InterVisu2**. The size of the alarm buffer in bytes created at the start of InterVisu2 can be laid down with the WIN.INI file in part [InterVisu2 parameter].

Alarm and protocol organization

Ring buffer

ALARMBUFFER = xxx

Values from 10.000 to 10.000.000 bytes are valid. The input must be in decimal spelling. A not available or unvalid value will automatically create a buffer size of 100.000 bytes.

A change/manipulation of the hidden file by the user is forbidden and leads to the loss of warrenty !!!

The **alarm and protocol organization** requires a table for the alarm monitoring. The **global alarm table** contains the group addresses to be



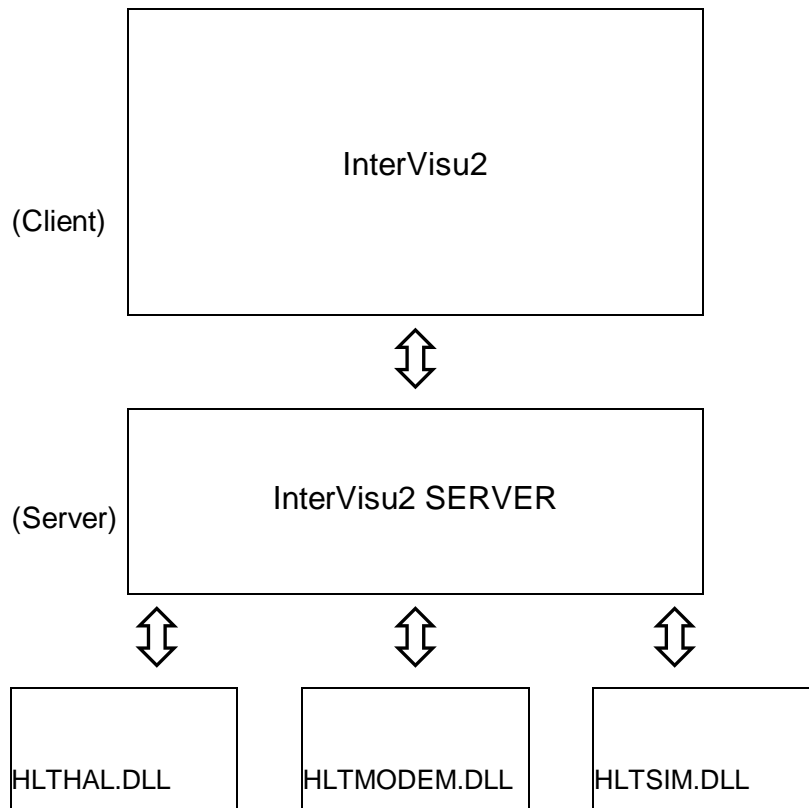
monitored and is also filtered by the global definition table. The value and states to be monitored are determined by means of the global value table.

Overview of group address

Alarms can be arranged and parameterized by aid of the **Overview of group address** (chapter 7.1). Many different additional functions can be chosen alternatively: **acknowledge** of an alarm by password, switching off the **screen saver**, output of the alarms to a connected **protocol printer**, generation of a **signalling sound**, call of any dialog page you want as a **following screen**.

1.5.5 Communication model

The **InterVisu2** uses for communication with the *instabus EIB* a client - server model on basis of the windows-DDE-interface. The DLL-technology is implemented for data transfer on the driver layer. This combination was found, to reach the highest level of flexibility and power. The following figure shows the context:



Communication model

HLTSIM.DLL will be offered in future versions.



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2 GET TO KNOW InterVisu2

2.1 Screen presentation in edit mode

After starting a logo appears for approx. 4 seconds:

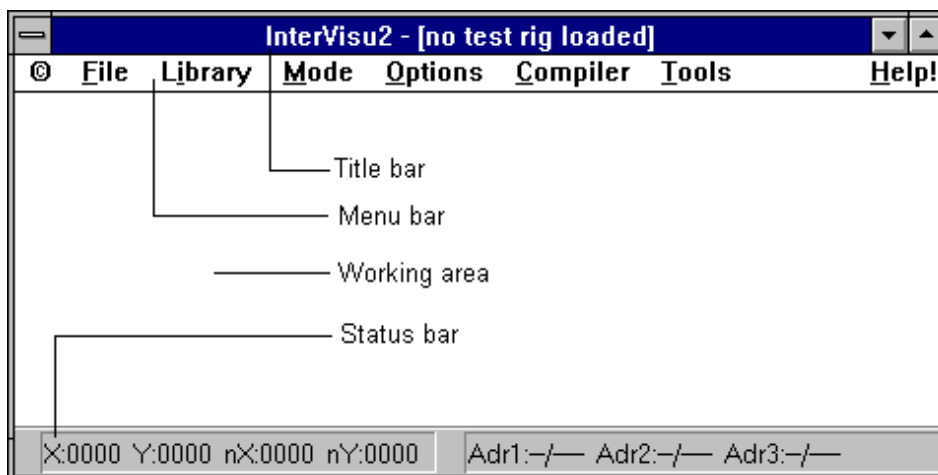


InterVisu2 Logo

Then the **InterVisu2** window appears in a full screen presentation. The window is divided in four areas:

- ◇ **title bar**
- ◇ **menu bar**
- ◇ **working area**
- ◇ **status bar**

**Screen
areas**



Screen presentation in edit mode



Title bar

The file name of the dialog page, which has to be produced or to be tested is shown in the title bar. If you will produce a new page, then the message "[no test rig loaded]" appears.

Menu bar

Main menu

Menu command

The menu bar is a part of a frame of a so called root window and is presented below its title bar. It is composed of several **main menus**. These contain respectively one or several entries, which are either headlines of menu fields able to be opened or already itself menu commands. By clicking on one of these menu entries you arrive at the submenu fields. By clicking on to a **menu command** the associated action will be executed.

Working area

In this screen area the individual dialog pages of a project will be created. Furthermore, test, operation and monitoring of the individual dialog pages of project result here.

Status bar

Coordinates

The status bar shows some additional information of an element. The information will be shown automatically, if the mouse cursor is moved onto an element being present on the working area and if it is then clicked with the left mouse button. **X/Y** contains the coordinates of the left upper corner of an element and **nX/nY** contains the dimension of an element in pixel.

Editing the position

You are able to edit all four values (X, Y, nX, nY). If it is desired to change e.g. the X-value of one or more elements, then the associated elements will be marked, a double click onto the X-value in the status bar will be done, the desired value for the X-coordinate will be entered and the "OK" button will be clicked finally. With these operation the elements can be aligned exactly.

Group addresses

If an element is connected to one or more group addresses, then up to 3 of these group addresses will be shown in address information fields (adr1, adr2, adr3). If an element is marked which has no group address(es), then the output "--/----" is visible in the address fields.

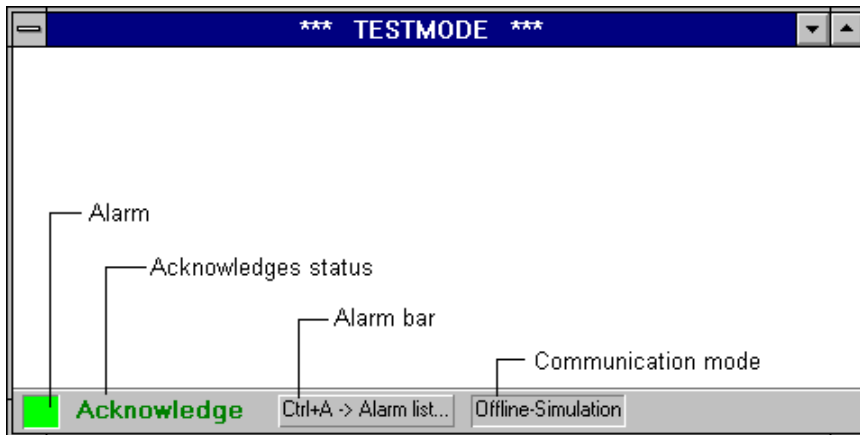


2.2 Screen presentation in run-time mode

The screen presentation in the test mode and in the run-time mode is equal to the edit mode, except the status bar and title bar.

Alarm bar

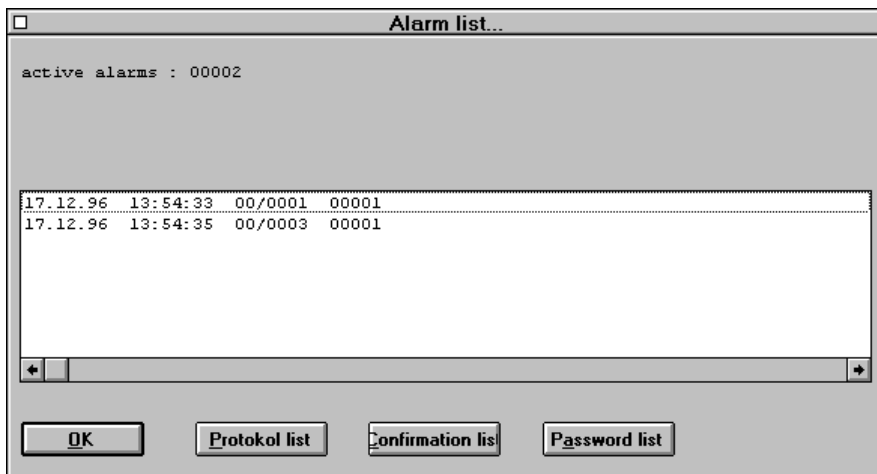
The alarm bar is the counterpart to the status bar and is active in run-time mode. It replaces the status bar in the lower margin of the window.



Alarm bar in run-time mode

Appearing alarms are visible in the alarm bar. No alarm is indicated by green colours, re. no acknowledges are failing. Yellow colours indicate pre-alarms and main alarms or failing acknowledges are indicated by red colours. In addition the current communication mode is presented. A detailed alarm list is requested by using the key combination <Ctrl+A> or a double click onto the alarm bar. The alarm list will be presented in the following form:

Pre-alarm
Main alarm



Dialog box Alarm list

Stand 09/95

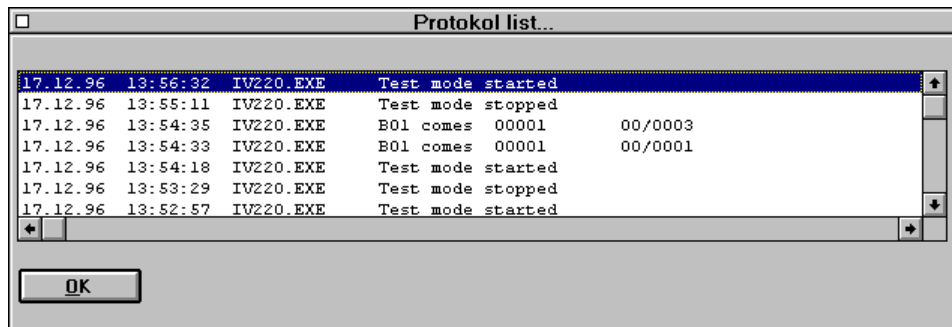


Alarm list

The alarm list shows the number of alarms which are at time created in the system. By double-clicking onto the entries in the alarm list, the concerned dialog page with the alarm is called. Instead of double-clicking, the desired entry in the list can be marked and the "OK" button is pressed subsequently. Pressing the "OK" button without a marked entry, then you leave the alarm list and get back into the current dialog page.

Protocol list

By choosing the "Protocol list" button, a dialog box with further system information is opened.



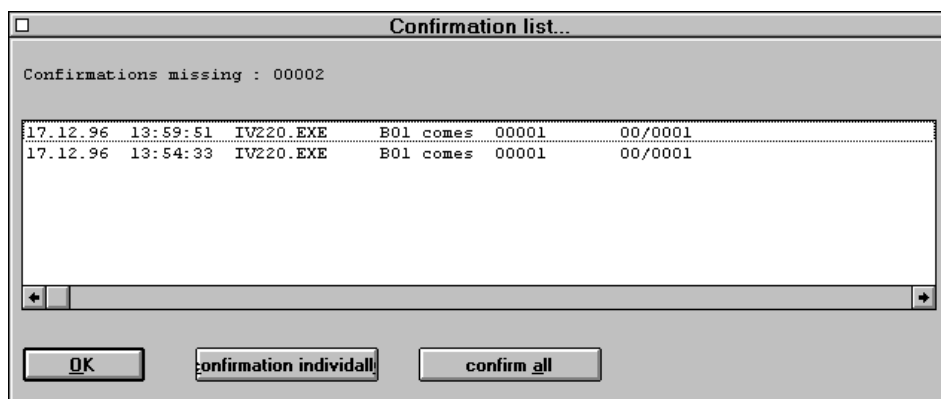
Dialog box Protocol list

The protocol list presents a list of the relevant events occurred up to now. Date, time, source and readable text is added. It is the information from the ring buffer file.

You leave the protocol list with the "OK" button.

Acknowledge list

By choosing the acknowledge list, a dialog box is opened, which contains the alarms being not confirmed at present.



Dialogbox Acknowledge list

The acknowledge list is able to manage up to 32768 acknowledges being pending.



A change/manipulation of the acknowledge list by the user is forbidden and leads to the loss of warranty !!!

It is possible to confirm alarms by **single acknowledge** [button "single acknowledge"] or **group acknowledge** [button "group acknowledge "].

Both possibilities are protected by passwords. The single acknowledge may be used by users, who will own the corresponding **password**. Further a system specialist may confirm an alarm by a single acknowledge with his **password**. The corresponding entry is cancelled in the acknowledge list when entered correctly. The acknowledge procedure is stored in the protocol buffer with **date, time** and **user identification**. A group acknowledge can only be used by the **system specialist**. All pending acknowledges will be cancelled. The acknowledge procedure is stored in the protocol buffer with date, time and user identification. It is not necessary to mark the entries in the case of group acknowledge. The **password** dialog box looks like the following:



Dialog box Enter password

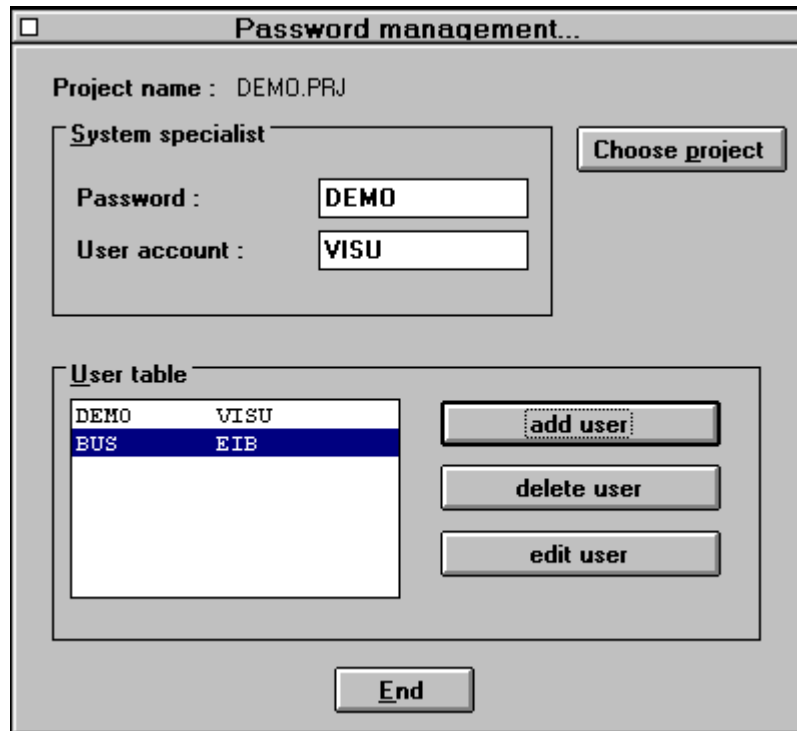
By choosing the button "Password list", a dialog box with a list of passwords and user identifications defined in the system is opened. The dialog box only can be opened by the system specialist with the password.

After entering the password and pressing the "OK" button, following dialog box is opened:

**Single
acknowledge
Group
acknowledge**

Password

**Password
managment**



Dialog box Password manager

If required, the system specialist can change his own data (password, user identification) and the data of those users entered in the user list. After change of data the button "Accept data" must be pressed. By this means the new data is saved in coded form in the PRJ file. If you click the "Quit" button, the dialog box "Password manager" is left.

2.3 Special commands

The special commands are keyboard shortcuts re. mouse commands, which helps you to make some working procedures easier. At this time following commands are available:

Delete

Command 1 --> If the **mouse pointer is on an element**, the element can be deleted by pressing the **(<Entf>)-key** and afterwards pressing the **left mouse button**. The delete procedures is only successful, if the element or elements just have been marked.

Copy

Command 2 --> If the **mouse pointer is on an element**, the marked element or elements can be copied by pressing the **<Tab>-key** and afterwards pressing the **left mouse button**.

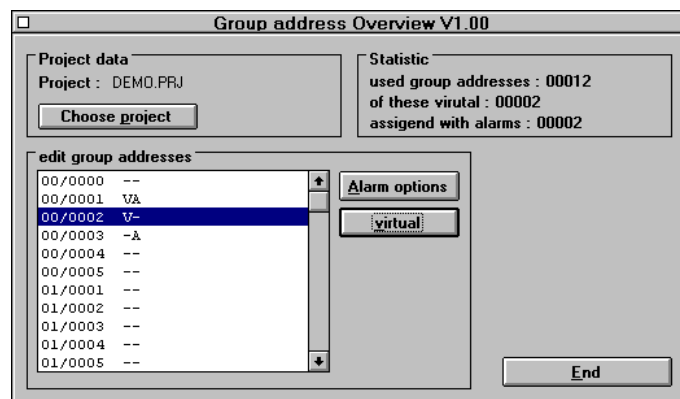


- Command 3 -->** If the **mouse pointer is on an element**, the element can be marked by pressing the **<Shift>** key and afterwards pressing the **left mouse button**, without canceling the mark of another element. With that a multiple marking is possible. **Multiple marking**
- Command 4 -->** If the **mouse pointer is on an element**, the parameter box of an element is activated by **holding down the right mouse button**. By releasing the right mouse button the parameter box is closed automatically. This is to test quickly the specific element data. If the parameter box is opened and the **left mouse button** is pressed additionally for a short time and then **both mouse button are released**, the parameter box remains opened and parameters may be changed. **See paramters**
Edit parameters
- Command 5 -->** If the edit mode is activated , you are able to switch to the test mode by entering the **<ESC>** key, only if a valid project is loaded. If the test mode is activated, you are able to switch to the edit mode by entering the **<ESC>** key. The visualisation is closed, if the **<ESC>** key is entered in the **compiled version**. **Edit mode**
Test mode
Close
- Command 6 -->** Marked elements are able to be dragged by holding down the **left mouse button** corresponding to the mouse movement (chapter 4.4.1). If the mouse pointer is on a very small **status lamp element** without frame, it is sometimes not possible to move or change the size with the left **mouse button** held down. Then following procedure will help you: **Move very small status elements**
- set the **mouse pointer** onto the **status lamp** which you want to move to
 - press the **<CTRL>**(**<STRG>**) key and hold it down
 - press the **left mouse button** and hold it down
 - now **move** the mouse pointer onto the desired position
 - release both keys



Group address overview

Command 7 --> Double-clicking the left mouse button within the working area of **InterVisu2**, the group address overview is called. This indicates the group addresses used in the project. The group addresses of all used DAT-pages in the project and listed in rising order and EIB notation in the list box . If the group address is an virtual one, an "V" is added to the group address. If the group address is an alarm address, an "A" is added to the group address. A combination of both attributes is also possible. If no attribute is required, a "-" is added.



Dialogbox Group address overview

Virtual status

Opening the overview of group addresses is only possible in the **edit mode**. By choosing the group address in the list box and the following entering of the "virtual" button, the **virtual status** of a group address can be switched on/off. (chapter 4.2) Virtual group addresses have no access onto the *instabus EIB*. They are used e.g. for logical links in **InterVisu2** (chapter 4.11). By choosing the group address in the list box and the following entering of the "Alarm options" button, a high number of **alarm options** may be defined (chapter 7.1.3).

Alarm options

It is also possible to open the group address overview in the main menu TOOLS (chapter 7.1).



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instabus EIB System

Visualisation





3 INSTALLING SCREEN PAGES

A project is set up by at least one screen page, the so-called **dialog page**. You are able to connect up to 100 different dialog pages to a project. Starting **InterVisu2**, automatically the first dialog page appears. Now you are able to insert and position any elements you like. Details about this are described in chapter 4. You will learn in this chapter, how to open and to save dialog pages (chapter 3.1). Furthermore you are informed about the design ability in a graphic program.

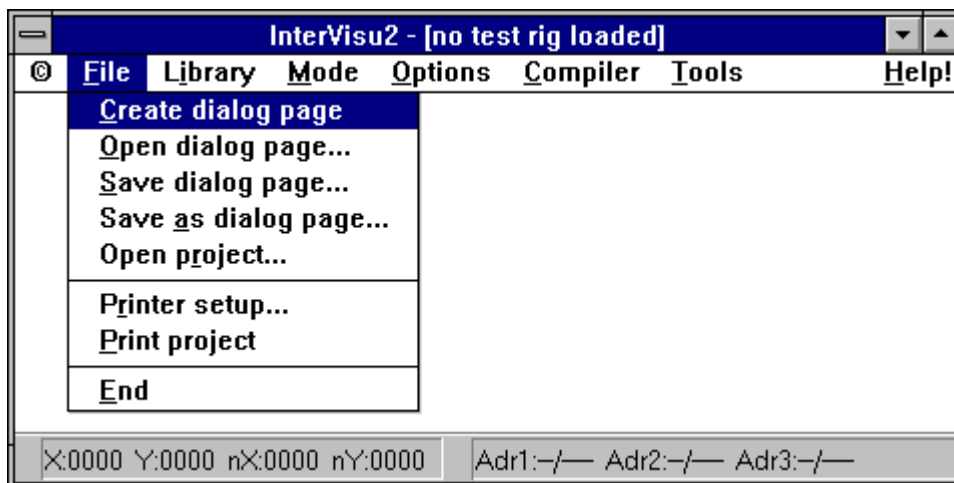
Dialog page

Save Design

3.1 Open and save dialog pages

As general usually in windows application software, the first main menu **FILE** is the first entry in the menu bar. Files in **InterVisu2** are the dialog pages with the extension **".DAT"**.

File



Menu comand File

It is explained below, how to install a project directory in Windows™. Afterwards every menu command of the file management is presented.

3.1.1 Installing a project directory

By purchasing **InterVisu2 -multiple user licence**, you got the right to design an unlimited number of self-running (see chapter 6). Within a **project** the project file (*.PRJ), the dialog page (*.DAT) and the inserted picture files (*.BMP) exist among others. It is recommended to set up an own **subdirectory** for every new project. The project file, all dialog pages and picture files should be saved respectively copied in that sub-directory.

Project directory



Files may be set up in Windows[®] by using the file manager

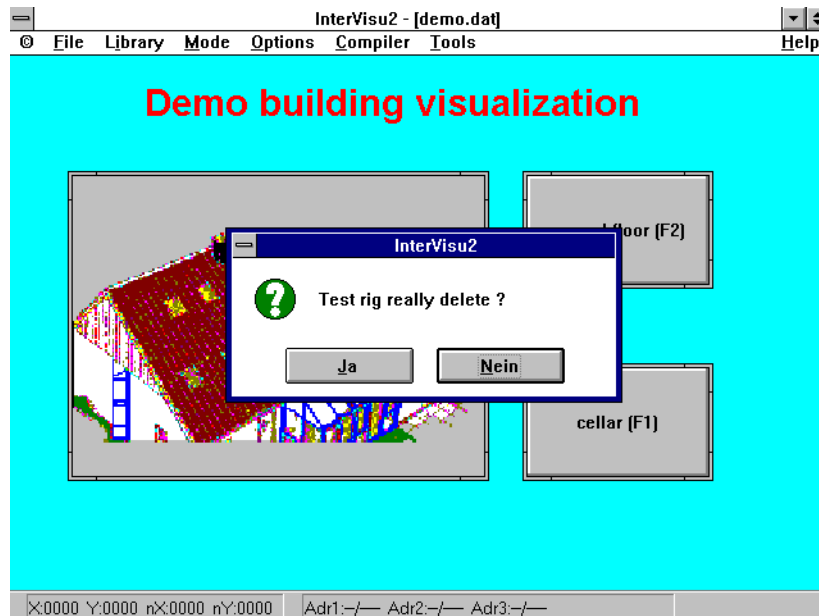
File manager

- ◇ The File manger normally is found in the WINDOW **Main group** in the program group **Program-manager**.
- ◇ Double-clicking on to the corresponding icon, starts the File manager.
- ◇ Choose the desired drive in the menu bar , e.g. C.
- ◇ Here mark the directory, from that you want to set up a next subdirectory (e.g. C:\projects).
- ◇ Choose the menu item CREATE DIRECTORY in the main menu FILE.
- ◇ Enter the name of your new project directory in the input field NAME in the window (dialog box) **Create direcorly** (e.g. **VISU**).

3.1.2 Dialog page New

Dialog page New

The menu command DIALOG PAGE NEW in the main menu FILE enables you to delete a draft of a dialog page. All data of this dialog page are lost, provided they have not been saved before. Due to secure reasons your are requested to answer the following before deleting:



Security request

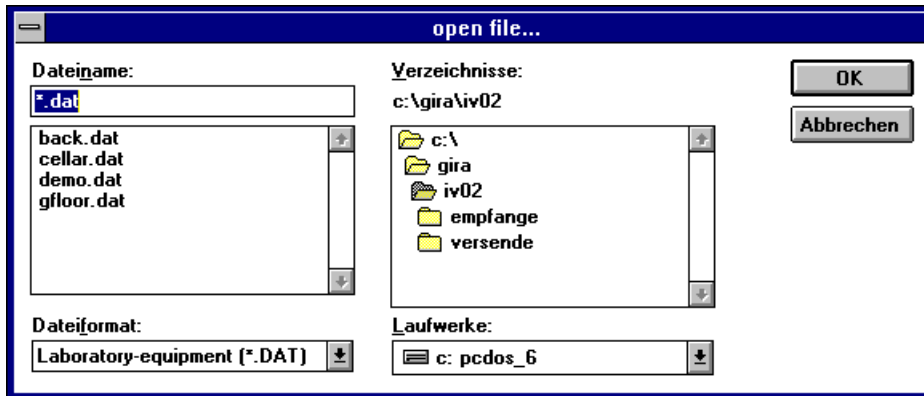
Clicking on "Yes", data is deleted. The working area is empty then. Clicking on "NO", data are not deleted.



3.1.2 Dialog page Open

The menu command **DIALOG PAGE OPEN** in the main menu **FILE** is used to open the existing dialog pages (screen pages). Following window is presented after choosing this menu command (Select file-dialog box):

Dialog page open



Dialog box File open

By means of the dialog box **Select file** you may search, mark and load by clicking the "OK" button. This is then shown in the working area and can be edited. Normally the file extension of dialog pages is ".DAT".

3.1.3 Dialog pages Save and Save as

The menu command **SAVE DIALOG PAGE** in the main menu **FILE** enables you to save again the dialog page displayed currently on the working area. If the page is existing, a security request is shown (see 3.1.1)

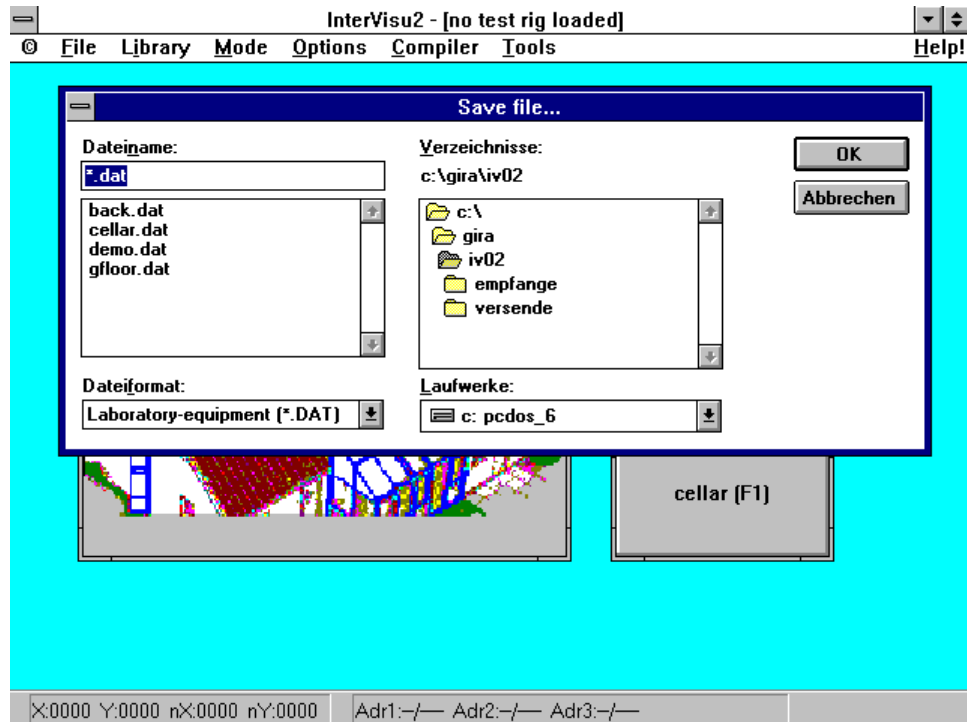
Dialog page Save

If the current dialog page has no file name (in the title bar is inserted [no test rig loaded]), the program runs automatically to the dialog box of the menu **SAVE AS DIALOG PAGE**.

Dialog pages Save as

The menu command **SAVE AS DIALOG PAGE** in the main menu **FILE** enables you to save the dialog page displayed currently on the working area by means of a new name.

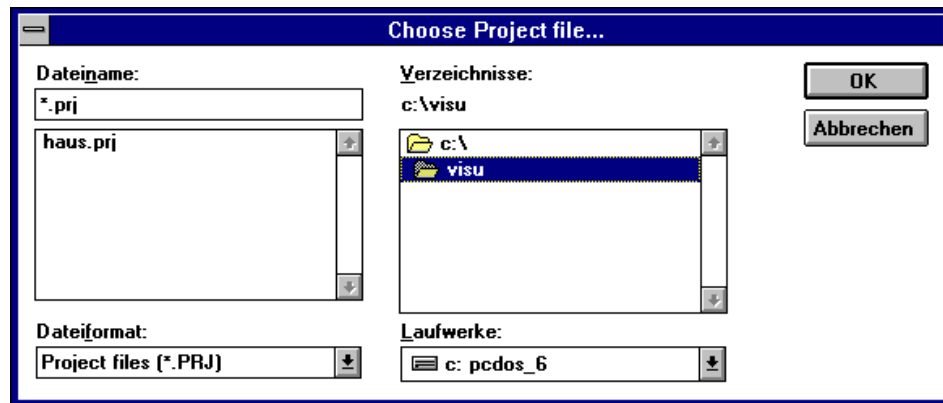
Dialog page Save as



Dialog box Save file (Datei sichern)

3.1.4 Open project

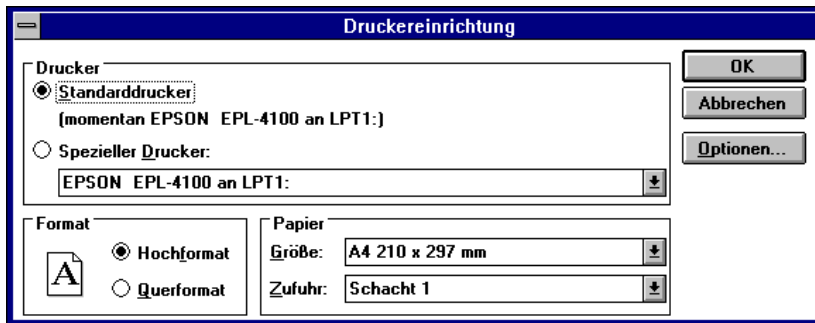
The menu command OPEN PROJECT loads a complete project with all the project relevant data into the memory. The next dialog box is opened:



Dialog box Select project file

3.1.5 Printer set up and Print project

The menu command PRINTER SET up supports the set up of the printer parameter. The possible setup attributes are depending on the particular printer. The following dialog box can be opened:



Dialog box Printer set up

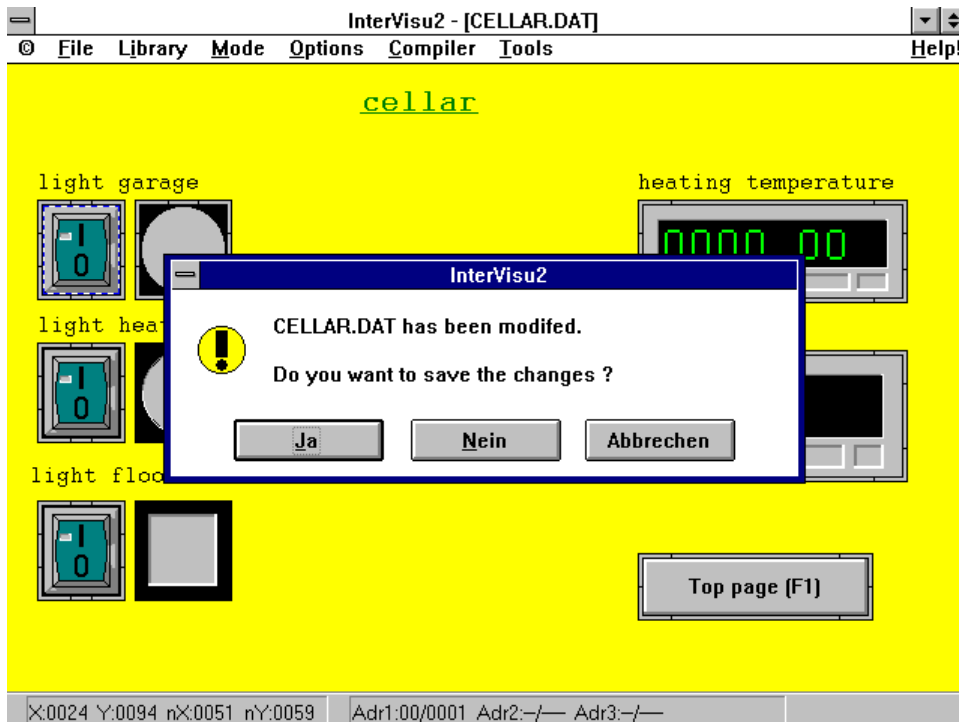
If a project is loaded, the Print manager of windows will print out all relevant data of the current project.

Print project

3.1.6 Exit

The menu command EXIT in the main menu FILE is used to stop an **InterVisu2** session.

Exit



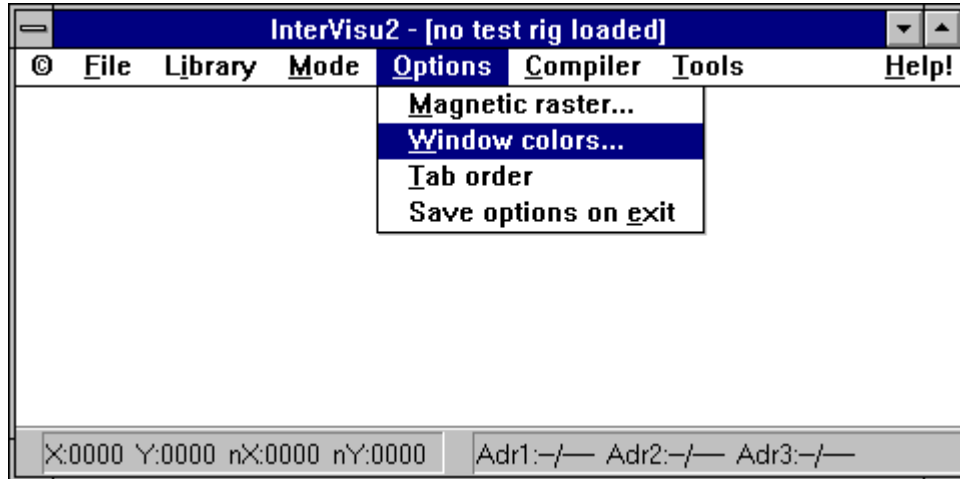
Security request

Please notice, that all possible changes in the current working area of the dialog page, which have not been saved, will be lost, if they have not been saved before.



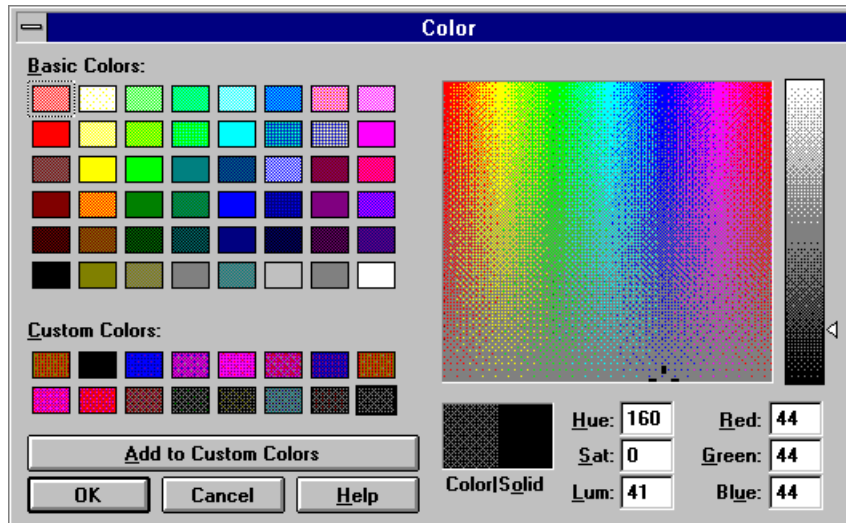
3.2 Creating dialog pages by drawing

3.2.1 Colour set up of the screen pages



Options Colour set-up window

Clicking the menu command COLOUR SET UP WINDOW in the main menu OPTIONS brings up the window (dialog box) shown below:



Dialog box Colour

You can choose any colour you like. The colour is then visible in the current background of the working area and also in the working area of the dialog page (screen page) being designed.



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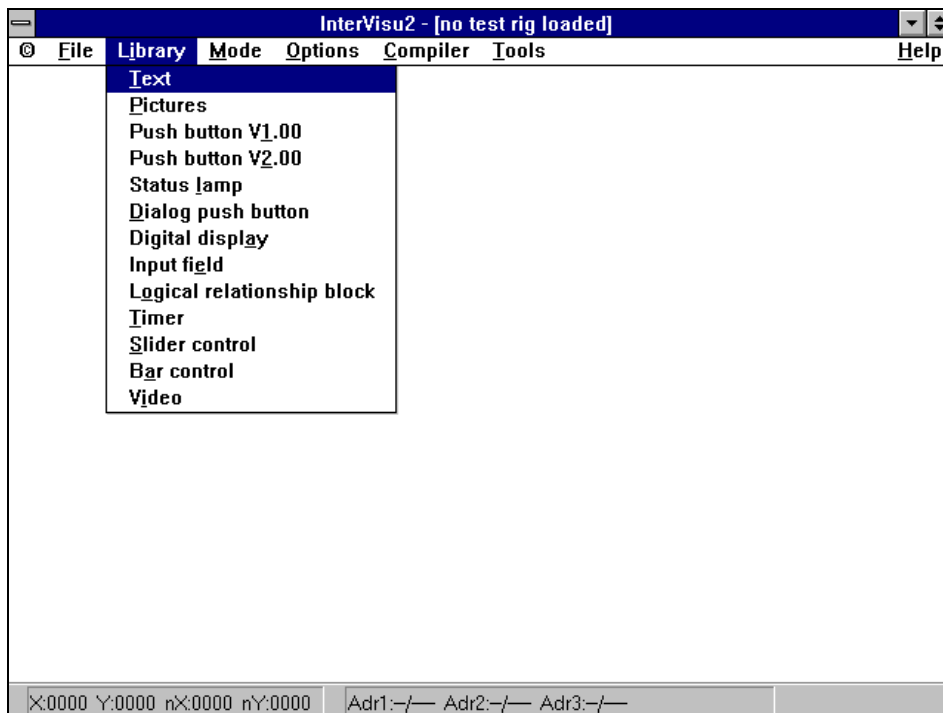
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4 INTERVISU2 library

4.1 Inserting and installing elements

A screen page can be designed with different small units, the so-called **elements**. Examples for such elements are switches or status lamps. For the time being, there are twelve different elements available. The elements are stored in the element library. All elements can be found in the main menu **L**IBRARY:



Main menu Library

The dialog pages are created in the edit mode (change from the test mode by pressing the <ESC> key if necessary). Normally the next steps are required to insert and install an element on a dialog page.

- ◇ **Select** in main menu Library and click on the appropriate menu command (e.g. **T**EXT)
- ◇ **Position** the element on the desired place on the dialog page.
- ◇ Adjust the desired attributes of the element (**Parametering**).

General information to the group addressing are given in chapter 4.2.



4.1.1 Position and size of elements

All elements are located at the left upper corner of the working area. The position can be change as described below:

Positioning

- ◇ Move the mouse pointer to the element.
- ◇ Press the left mouse button and hold it down.
- ◇ If you move the mouse pointer now, the element also moves across the working area.
- ◇ If the element is on the planned position, then release the left mouse button.

Move many elements

Many element can be moved together, if they have been marked before. To mark many elements press the **<Shift>** key **in addition** (command 3 chapter 2.3).

Delete and copy

Delete (mouse pointer on the element, **** (**<Entf>**) key and press left mouse button) and **copy** of elements (mouse pointer on the element, **<Tab>** key and press left mouse button and move) is possible with the special commands, all described in chapter 2.3.

Frame

All element are designed with a frame except the text elements

Size

If the top of the mouse arrow touches the frame, the arrow changes to a double-arrow. Then the element area can be expanded or scaled down . The left mouse button has to be pressed down for the corresponding time . The corners of the frame allow to change the site proportionally. The ratio of length and width is then not changed. It is possible to click on the frame, if it is not visible on the screen.

Enter position and size directly

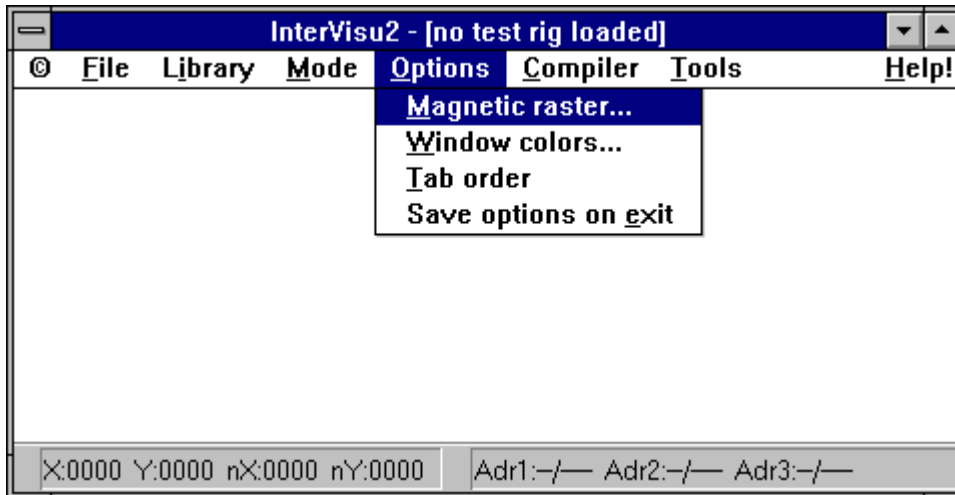
Position and size of one or more elements can be fixed directly by means of the values of **X**, **Y**, **nX** and **nY** (see chapter 2.1). By double-clicking on the relevant value in the **status bar**, a dialog box is opened and a new value can be entered.



4.1.2 Position helpings

The menu command MAGNETIC RASTER in the main menu OPTIONS is chosen:

**Options
 Magnetic
 raster**



Menu command Magnetic grid in the main menu Options

Then following window appears (dialog box):



Dialog box Setup Magnetic raster

You are able to set-up an "invisible grid" with a flexible resolution of 1 - 25 pixel for the X- and Y -axis. Default value is 5 pixel.

The grid is very convenient, if many elements should be aligned on a line. If no grid is implemented in the program, you have to work very exactly with the mouse to draw all elements in a line. In other words, you have to work very slowly and time consuming. By using the grid, you only have to place the element near to the line. Then the grid takes the work automatically, which pulls the elements like a magnet and aligns them.

**Grid to
 position**



4.1.3 Setting up the sequence for the keyboard

Keyboard interface

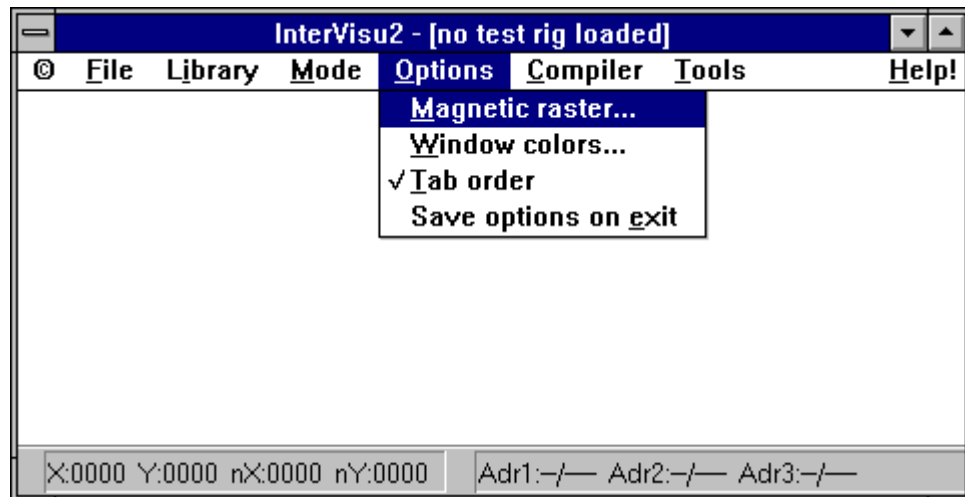
Elements as push button, input fields or time switch can be also controlled by the keyboard. They have implemented a keyboard interface, which manages **global focus**. With that only one element of the current screen page can be edited by the keyboard. The element, having the focus, is marked with a blue square within the element.

Test mode and run-time

The keyboard interface is **only active at running visualisation (e.g. test mode, compiled version)**. The current focus of many elements can be changed by the cursor keys. Using the mouse, the focus has no operation.

Sequence

The sequence of the elements for keyboard operation can be changed in the **edit mode** (parameter set-up) and be displayed:



Menu command Sequence Keyboard Focus in the main menu

Clicking on the menu command TAB ORDER in the main menu OPTIONS the display mode of the keyboard focus sequence is active or inactive. The display mode is active, if a tick is placed in front of the menu command.

Display

If the display is active, all elements with additional keyboard focus (push button, input fields, time switch) are added with rising numbers (0-99).

Edit

Only in the edit mode the numbers are visible. The rising number shows you the "way from element to element" during run-time. **Editing** is possible in the corresponding **parameter menus** of the elements.



4.2 Assigning group addresses

In the parameter menu group the addresses will be assigned (window Parameter). The assignment of group addresses should be planned very carefully and should be documented. The current lists are an essential planning help (especially the **group directory**) and the drawings of the ETS.

Parameter

Bus and virtual group addresses

In InterVisu2 two different types of group addresses can be assigned (**bus** and **virtual**).

*Bus
virtual*

All assigned group addresses are taken into account in the visualisation. "Bus" group addresses are used at run-time (in online mode and in test mode) either by the bus or by InterVisu2.

Virtual group addresses are required, to install connections in the building visualisation without influencing the bus devices. The bus load is then reduced.

Please notice, that the definition of one virtual group address **on one single element is valid in the whole project**. A group address shall not be used for accessing the bus and in virtual connection at the same time.

An overview of all group addresses used in the project is given by the **group address overview** (chapter 7.1). It is opened by a double-click on the left mouse button within the working area of InterVisu2. If it is a virtual group address, a "V" is added to the group address.

*Group
address
overview*

Alarm functions

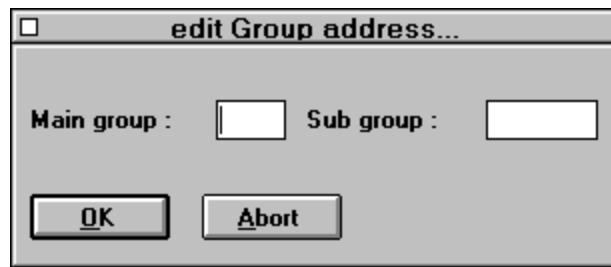
The alarm functions are assigned in the **group address overview** (chapter 7.1). If a group address is defined as an alarm address, an "A" is added to the group address in **group address overview**.

*Alarm
options*

Assignment of group addresses

Group addresses are displayed in the parameter menu in a list form. Non-active entries are marked by "**/****". By double-clicking on an entry in the list, the following dialog box is opened:

*Edit
group
addresses*



Dialog box Edit group addresses

By means of the input fields Main group and Sub groups, the planned group addresses can be entered. The entered numbers are interpreted as decimal numbers. Clicking the "OK" button transfers the new value to the program. By selecting the "Abort" button the entries are ignored.

In the appropriate list of group addresses the main and sub groups are divided by a slash as usual in the ETS

Sensitive areas

Sensitive areas

Pictures, text and status lamps are active receive and transmit elements, which can be used alternatively for switching. By clicking the ✓ **sensitive area active** you decide, if a transmit address to the sensitive area of the text is defined in addition to the receive group addresses. The input is done like the receive group addresses by means of the field main and sub groups.

Transmit and receive address

In many cases the same group address will be installed as an receive group address (e.g. 1/1) and as an transmit group address. **Ten receive and one transmit group addresses** can be assigned.

Time delay

In some projects actuators are installed, which should switch **time-delayed** (e.g. switching actuators). In that case the switching operation of a sensor and an actuator is time-delayed. If e.g. a telegram is received by an actuator (switch object) after the operation on a push button and an on delay time was programmed, the actuator switches after the corresponding time.

Delete group addresses

Delete group addresses

The desired group address is marked in the list of group addresses by a mouse click. By choosing the "Delete" button, this group address will be deleted.



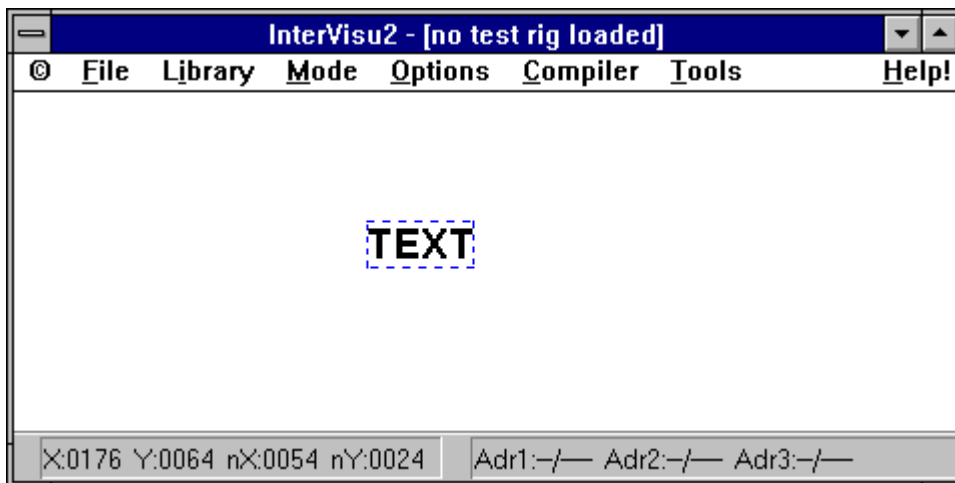
4.3 Element "Text"

4.3.1 Abstract

Clicking the menu command "LIBRARY TEXT", the element of the type "Text" is placed in the upper right corner of the screen.

The text element is used for labelling, to give short information on the surface or to display special switching status in text format. Font, type and colour may be set. Two text can be connected to group addresses. The text element is the only element without an **element frame** (that is the outer frame to set the size)

The text element can be installed as a **passive element** or as a **receive and transmit element**. A passive element has neither a connection to the *instabus EIB* nor to other elements. An active receive and transmit element acts onto telegrams (actions) or produces actions on the *instabus EIB*.



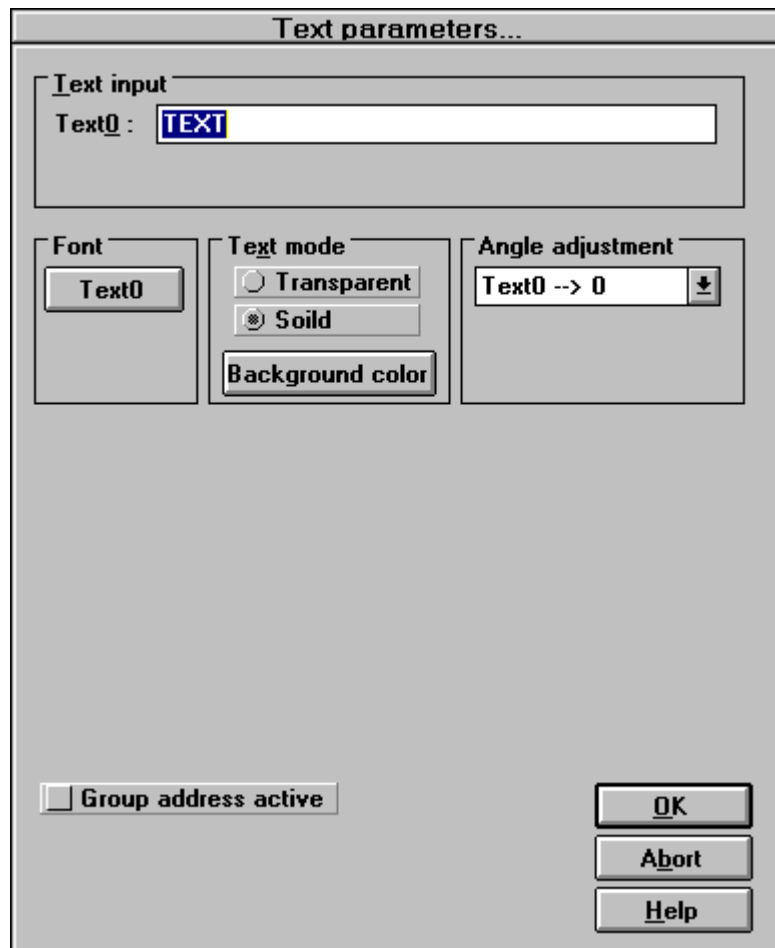
Element Text



4.3.2 Setting up an element

Text parameter

Move the mouse pointer on an element. Double-clicking the left mouse button activates the parameter menu with the settings of the text element.



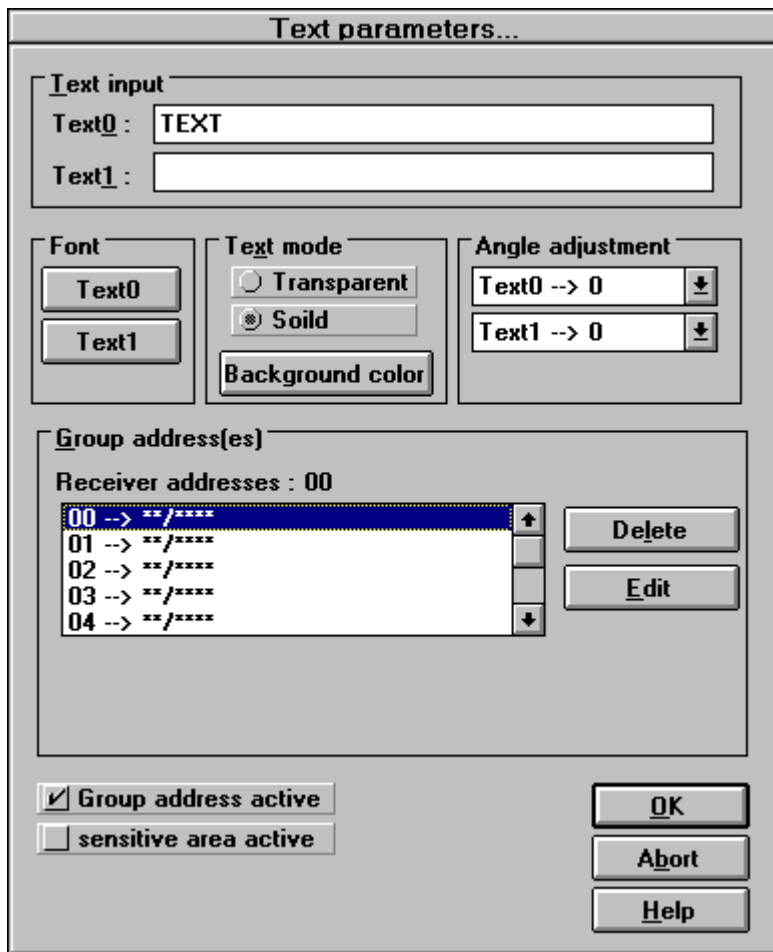
Dialog box Text parameter

Active or passive element

Active or passive element

By clicking **Group address active** you decide, if the text element has to be connected to one or more group addresses (if it has to be an active or passive receive and transmit element).

Then the parameter window changes. Due to the state of the corresponding group address (ON or OFF command), two different texts can be displayed.



Dialog box after clicking "Group address active"

Assigning text

By means of the input field **Text0**, you enter the text to be displayed. The length of the text is limited to 39 characters. If the element is connected to one or more binary group address (1 bit value), Text0 ist always displayed at value = 0.

Text0

By means of the input field **Text1**, you enter the text to be displayed. The length of the text is limited to 39 characters. If the element is connected to one or more binary group address (1 bit value), Text1 ist always displayed at value = 1.

Text1

Editing the text

The rotation of both text can be done by means of dialog boxes in steps of 45°. The **Angle setting** works only with limits in Windows 3.1 using True-Type fonts.

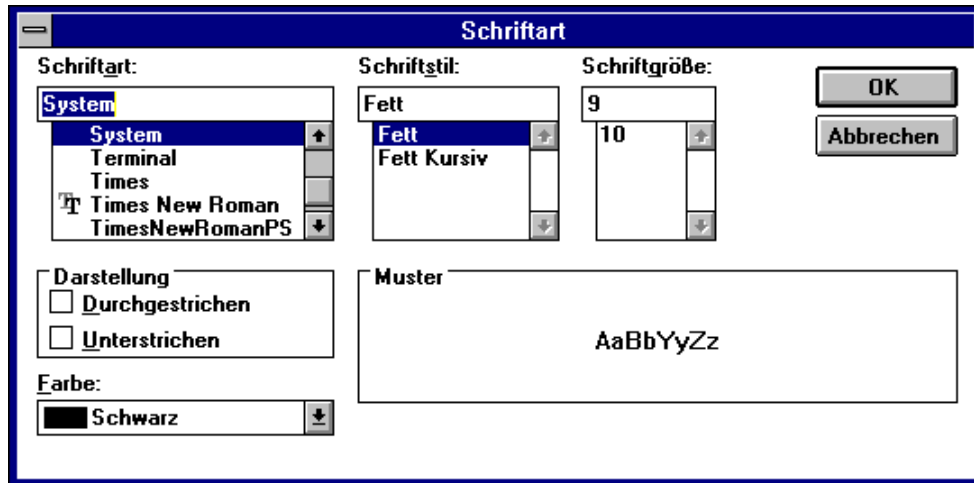
Angle settings



Background

Clicking **Covered/ Transparent**, you set the presentation of text0/text1 in context with the current background colour of the working area.

Clicking the "Text0" or "Text1" button, you will see the following dialog box:



Dialog box Text type

Text type

Now you can set text type, style, size, presentation and colour of the relevant text.

Assigning the receive group addresses

Receive group addresses

The field **Receive group addresses** shows the current defined receive group addresses. It is possible to activate upto 10 group addresses, which are displayed in listed form. Not activated entries are marked with "***/*". A double-click on an entry in the list brings you up to the window **Group adresse edit** (Dialog box) You can also press the button "Edit".

You can enter the desired group addresses by using the input fields main and sub-groups

Assigning transmit address

Sensitive area

You choose by clicking **sensitive area** to define a **transmit address** in addition to the receive addresses to the sensitive area of the picture.

Transmit address

Clicking with the mouse the element can be operated like a push button in the run-time mode (e.g. test mode).



4.3.3 Behaviour in run-time mode

If the element is assigned as a **passive element**, you get the corresponding text in the presentation of the screen page. The text is not to be changed by certain telegrams. If an element is assigned as a **transmit and receive element**, so this text is shown at the presentation of the screen page, which corresponds to the current value of the group address. If the value of the group address changes while the element is visible on the screen, so the presentation of the text also changes according to your settings. Please notice, if you have assigned more than one group address to the element, that always the state of the last action is displayed. For example, it may happen that three of four group addresses have the value 0 and one group address has the value 1. If the group address with the value 1 is received at last, the text defined to this value is shown. To guarantee a planning without faults, it is important to have a look on this. If more groups should be evaluated together, you are able to use logical link devices.

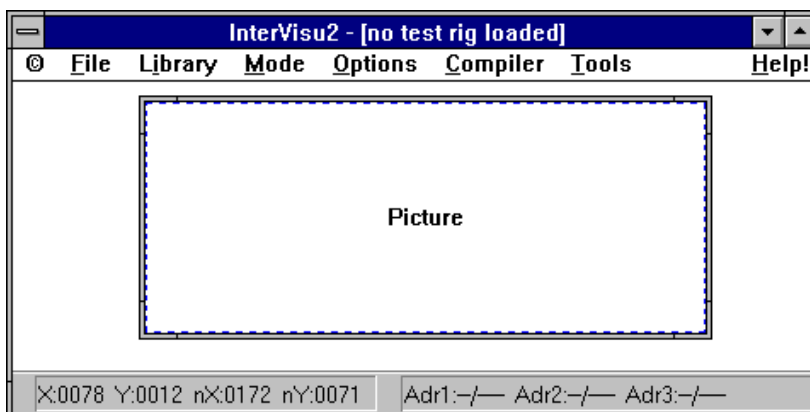
During run-time the text element being a receive and transmit element has a sensitive area. This means, if clicking the text element with the left mouse button, a telegram for the transmit group address is generated. The other state of the current state is then always generated (toggle).

4.4 Element "Picture"

4.4.1 Abstract

Clicking this menu command the element of the type "Picture" is placed in the upper left corner of the screen.

Insert



Element Picture

Stand 09/95

Subject to change without notice

GIRA

InterVisu2

4-13



Select

By means of the **Picture element** bitmap-, windows-Meta- or clipboard files are loaded which have been designed by e.g. Paintbrush or other design programs. The size can be set with the element frame.

Supported formats

The **picture element** supports 3 graphic formats:

Bitmap files (BMP files)

Windows-Meta files (WMF files)

Clipboard files (CLP files)

WMF files will be used for ground plans or like this, BMP files will be used for a quick print out of many small drawings. CLP files will be imported directly from the clipboard.

Passive or active element

Passive or active element

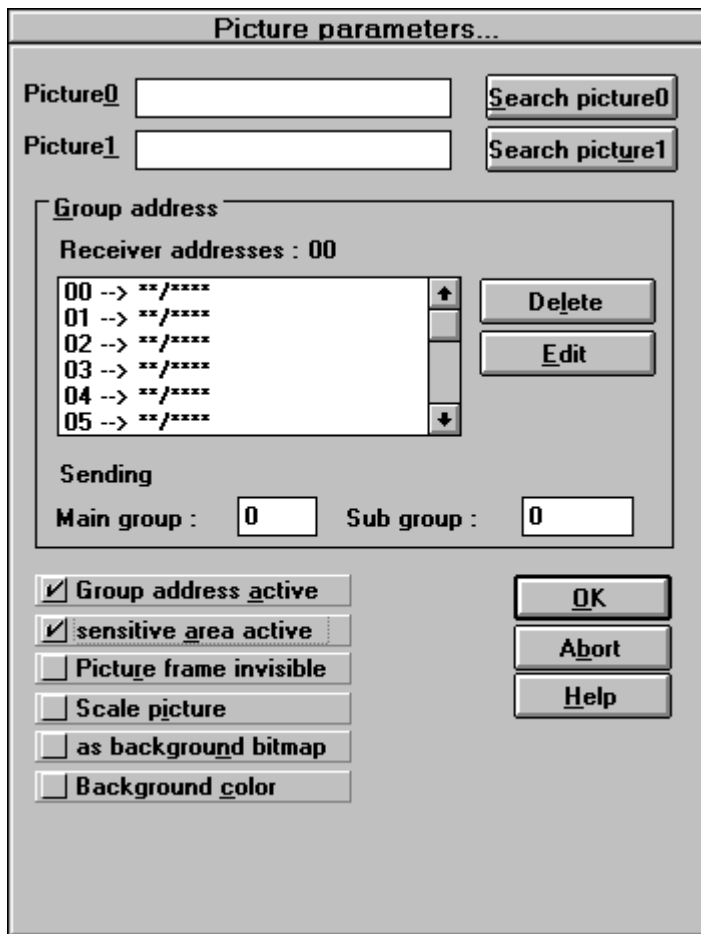
Two pictures can be connected to the group addresses. The picture element can be setup as a **passive element** or an **active transmit and receive element**.

A passive element has no connection to the bus or to other elements. An active receive and transmit element acts on telegrams or sends telegrams onto the *instabus EIB*.

4.4.2 Setting up the element

Move the mouse pointer on an element. Double-clicking the left mouse button activates the parameter menu with the settings of the picture element.

By clicking **Group address active** you decide, if the picture element has to be connected to one or more group addresses (if it has to be an active or passive receive and transmit element). After clicking the following window appears on the screen:



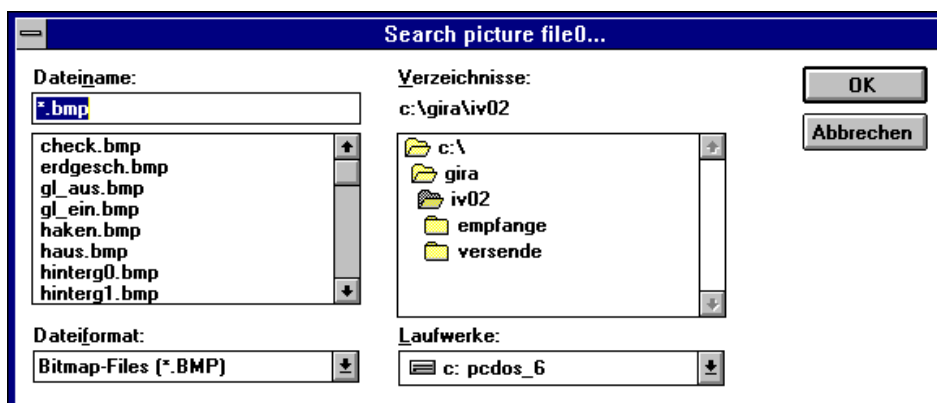
Dialog box Picture parameter

Assigning graphic files to the element picture

In the input field **Picture 0**/**Picture 1** you enter the name(s) of the graphic files, which will be loaded.

Picture0
Picture1

If you do not know, what graphic files are available, click on the "Search Picture 0" button or on the "Search Picture 1" button.



Dialogbox Search Picture File

Stand 09/95

InterVisu2



By means of the dialog box it is convenient to find the available graphic files. If no group address is assigned to the picture element, the element is displayed behind all other element types on the screen (it is hidden by these). This behaviour is especially useful for ground plans or like this. If group addresses are assigned, the picture element has the same priority as the other elements when the screen is designed.

If the element is connected to one or more binary group addresses (1 bit value), Picture0 is always displayed corresponding to value = 0. In the same way Picture1 is displayed corresponding to value = 1.

Installing picture

Clicking the **Picture frame invisible** you decide to see the picture element with or without frame.

Clicking **Scale picture** you decide to adapt the picture to the element size (expanded or reduced size) or to see it in its original size. The print out without scaling has the advantage in a very high speed. Scaling only can be used for BMP - files. The setting is of no influence onto WMF- or CLP - files.

Assigning receive group addresses

Receive group addresses

The assignment procedure of group addresses is equal to the procedure described in chapter 4.3.2 (see als chapter 4.2).

Installing picture as push button area

Sensitive push button area

You choose by clicking **Sensitive area active** to define a **transmit address** in addition to the receive addresses to the sensitive area of the picture. Clicking with the mouse the element can be operated like a push button in the run-time mode (e.g. test mode). A telegram is then generated including the transmit group address. At the same time the corresponding picture is displayed.

4.4.3 Behaviour in run-time mode

If the element is assigned as an **passive element**, you get the corresponding picture in the presentation of the screen page. The picture is not to be changed by certain telegrams. If an element is assigned as a **transmit and receive element**, so this picture is shown at the presen-



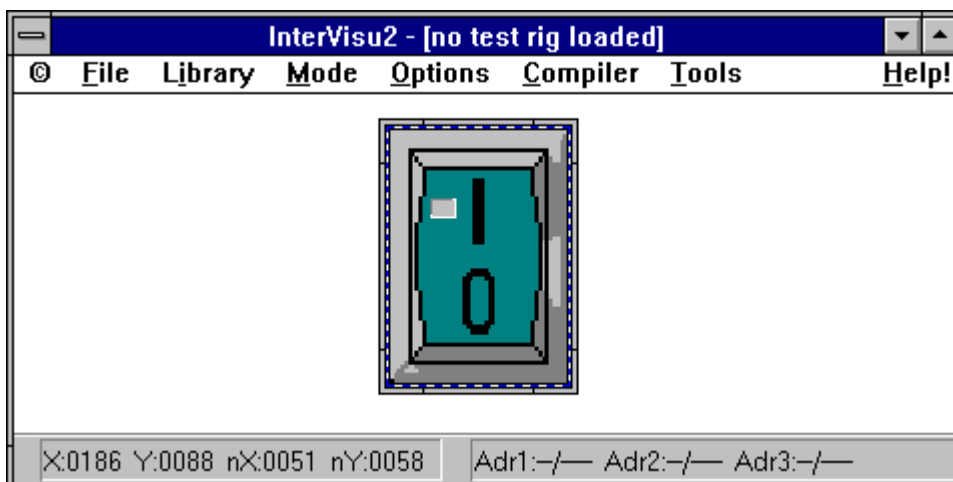
tation of the screen page, which corresponds to the current value of the group address. If the value of the group address changes, while the element is visible on the screen, so the presentation of the picture also changes according to your settings. Please notice, if you have assigned more than one group address to the element, that always the state of the last action is displayed. For example it may happen that three of four group addresses have the value 0 and one group address has the value 1. If the group address with the value 1 is received at last, the picture defined to this value is shown. To guarantee a planning without faults, it is important to have a look on this. If more groups should be evaluated together, you are able to use logical link devices.

During run-time the picture element being a receive and transmit element has a sensitive area. This means, if clicking the picture element with the left mouse button, a telegram for the transmit group address is generated. The other state of the current state is then always generated (toggle).

4.5 Element "Push button V1.00

4.5.1 Abstract

Clicking this menu command the element of the type "Push button V1.00" is placed in the upper left corner of the screen. It can be moved afterwards to the desired position.



Element Push button V1.00



This element supports the transmission of an ON/OFF command. The size can be set by means of the **frame**. Additional commands "Start dimming" and "Stop dimming" are available for dimming. The element has a keyboard interface and therefore it can be operated by using the mouse or the keyboard. The "Push button" element is an **active transmit element**.

The above operation is able in **test mode** or after starting a compiled version:

Mouse operation

Mouse pointer in the upper element half and short push on the left mouse button -->	generates ON COMMAND
Mouse pointer in the lower element half and short push on the left mouse button -->	generates OFF COMMAND
Mouse pointer in the upper element half and pushing the left mouse button longer than 400 msec -->	generates START DIMMING BRIGHTER/UPWARDS
Release mouse button -->	generates STOP DIMMING
Mouse pointer in the lower element half and pushing the left mouse button longer than 400 msec -->	generates START DIMMING DARKER/DOWNWARDS
Release mouse button -->	generates STOP DIMMING

Keyboard operation

Requirement: The element has the focus

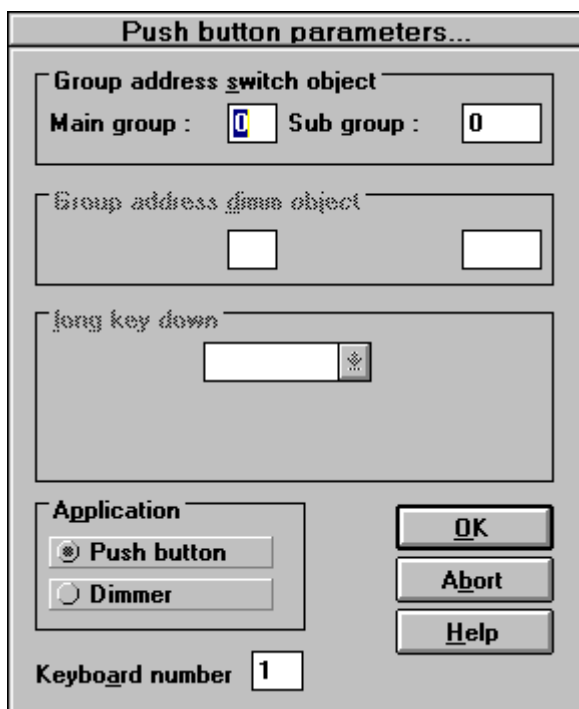
<POS1> key -->	generates ON COMMAND
<END>key -->	generates OFF COMMAND



<POS1> key pushing longer than 400 msec -->	generates START DIMMING BRIGHTER/UPWARDS
Release key -->	generates STOP DIMMING
<END> key pushing longer than 400 msec -->	generates START DIMMING DARKER/DOWNWARDS
Release key -->	generates STOP DIMMING

4.5.2 Setting up the element

Move the mouse pointer on an element. Double-clicking the left mouse button activates the parameter menu with the available settings.



Dialogbox Push button parameter

In the input fields **Main group/Sub group** you enter separately the value of the group address of the switching object. If you have selected **Push button** instead of **Dimmer**, in the dialog box an additional couple of input fields **Main group/Sub group** is added to enter the group address of the **dimming object** and a list to select the steps of the dimming operation.

**Switching
object**

**Dimming
object**

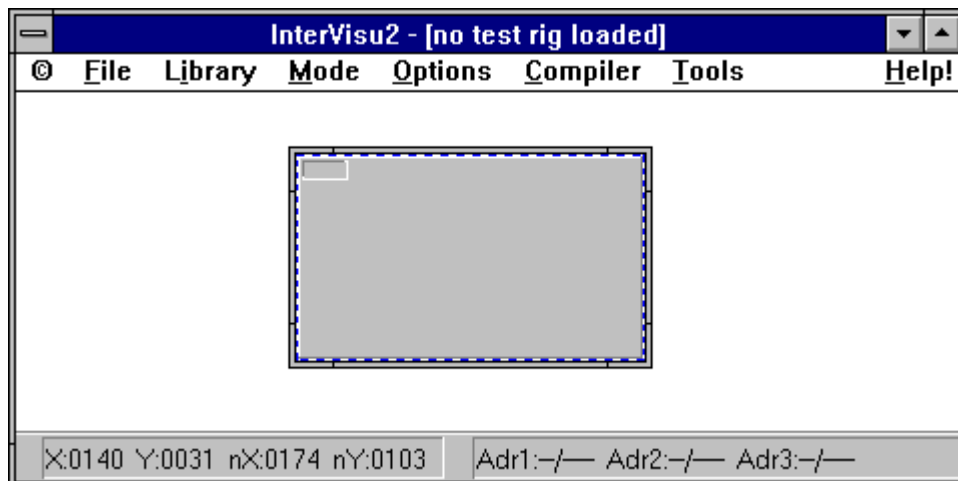


A number from 0 to 99 can be entered in the edit field **Keyboard number** to fix the sequence of the global keyboard focus during run-time mode.

4.6 Element "Push button V2.00"

4.6.1 Abstract

Clicking this menu command the element of the type "Push button V2.00" is placed in the upper left corner of the screen. It can be moved afterwards to the desired position.



Element Push button 2.00

This element supports the transmission of an ON/OFF command, dimming command or to control shutter and blinds. The size can be set by means of the **frame**. The element has a keyboard interface and therefore it can be operated by using the mouse or the keyboard. The "Push button" element is an **active transmit element**.

4.6.2 Setting up the element

Move the mouse pointer on this element . Press the left mouse button and hold the button down. If you move the mouse pointer now, the element follows the motion of the mouse pointer across the working area. If the element has reached the desired position, release the left mouse button.



Move the mouse pointer on an element. Double-clicking the left mouse button activates the parameter menu with the available settings.

Dialogbox Push button parameter

You set the push button type and the function in the areas **Application** and **Action**.

Application action

According to the selected application you set the group addresse(s) of upto 2 communication objects in the input field **Main group/Sub group**

According to the application, in the area **Labelling Push button surface** you can assign one or two optional text which may be upto 20 characters long. By means of "Font at top" and "Font at bottom" button, you can choose character type, colour and size.

Labelling

A number from 0 to 255 can be entered in the edit field **Transmit values (0 - 255)**, which will be transmitted onto the *instabus EIB* as a value when pushing the key. This is only possible in the application "Push button single" and after selecting the action "Transmit values (0 - 255)"

Transmitting values

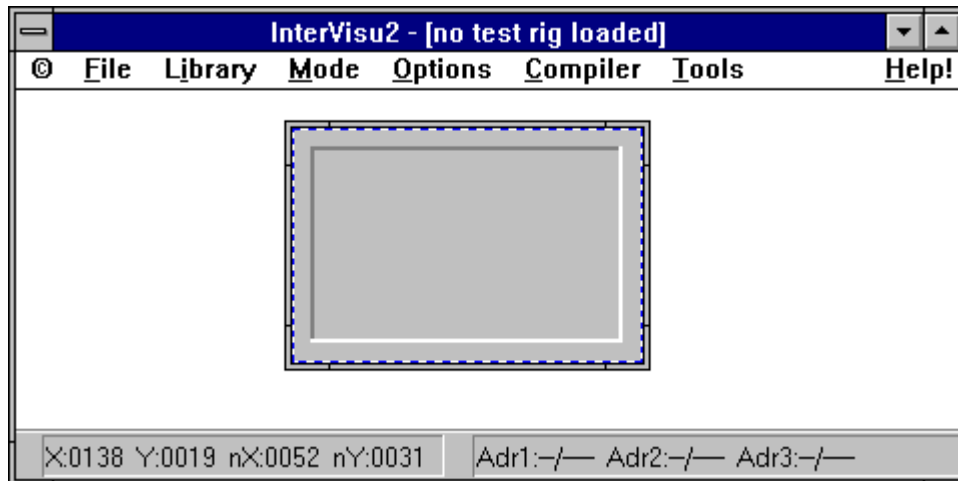
A number from 0 to 99 can be entered in the edit field **Keyboard number** to fix the sequence of the global keyboard focus during run-time mode.



4.7 Element "Status lamp"

4.7.1 Abstract

Clicking this menu command the element of the type "Status lamp" is placed in the upper left corner of the screen. It can be moved afterwards to the desired position.

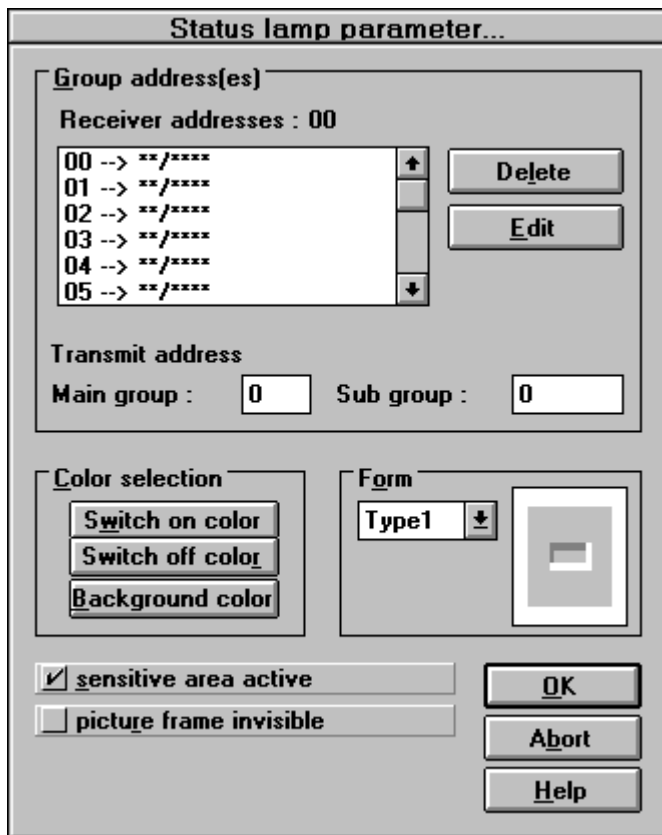


Element Status lamp

The status lamp supports the display of binary switch states (e.g. lighting ON or OFF). The size can be set by means of the **frame**. The element is an **active transmit and receive element**.

4.7.2 Setting up the element

Move the mouse pointer on an element. Double-clicking the left mouse button activates the parameter menu with the available settings.



Dialog box Status lamp parameter

Assigning group addresses

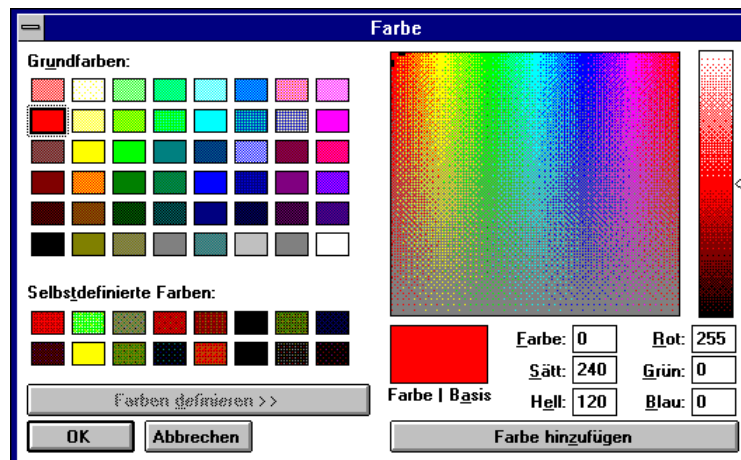
The assignment procedure of group addresses is equal to the procedure described in chapter 4.3.2 (see also chapter 4.2).

You choose by clicking **sensitive area active** to define a transmit address in addition to the receive addresses to the sensitive area of the status lamp.

Designing status lamp

Choosing the "Switch-on colour" or "Switch-off colour" button, a dialog box appears. In that dialog box it is possible to assign any colour you like to the ON/OFF values.

Assigning colours



Dialog box Colour

Default value is light grey to the switch-off colour and red to the switch-on colour.

Selecting shape

The further appearance of the status lamp can be selected by choosing one of the shape types. The separate types have been yet listed in the dialog box "Status lamp Parameter".

Clicking the **Picture frame invisible** you decide to see the status lamp element with or without frame.

4.7.3 Behaviour in run-time mode

At the presentation of the screen page the status is shown, which corresponds to the current value of the group address. If the value of the group address changes, while the element is visible on the screen, so the presentation of the status lamp also changes according to your settings. Please notice, if you have assigned more than one group address to the element, that always the state of the last action is displayed. For example it may happen that three of four group addresses have the value 0 and one group address has the value 1. If the group address with the value 1 is received at last, the text defined to this value is shown. To guarantee a planning without faults, it is important to have a look on this. If more groups should be evaluated together, you are able to use logical link devices.

During run-time the status lamp element being a receive and transmit element has a sensitive area. This means, if clicking the picture element

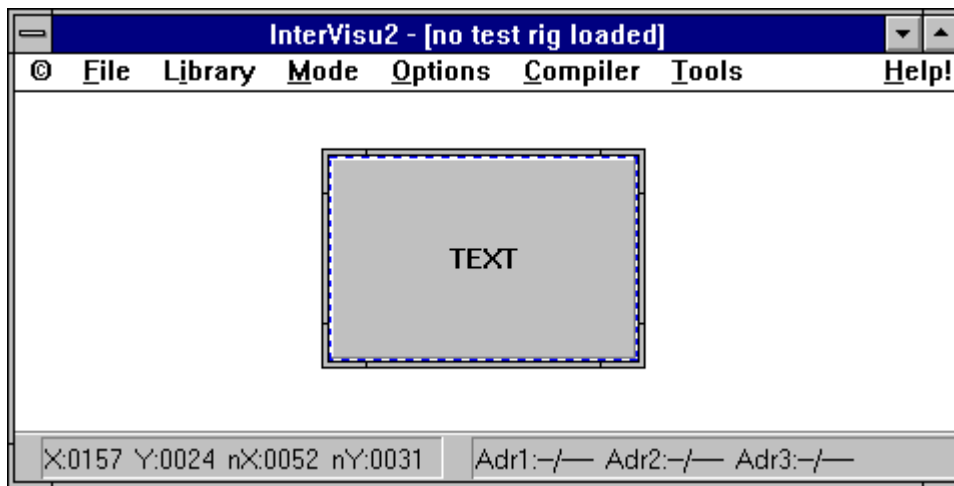


with the left mouse button a telegram for the transmit group address is generated.

4.8 Element "Dialog push button"

4.8.1 Abstract

Clicking this menu command the element of the type "Dialog push button" is placed in the upper left corner of the screen. It can be moved afterwards to the desired position.



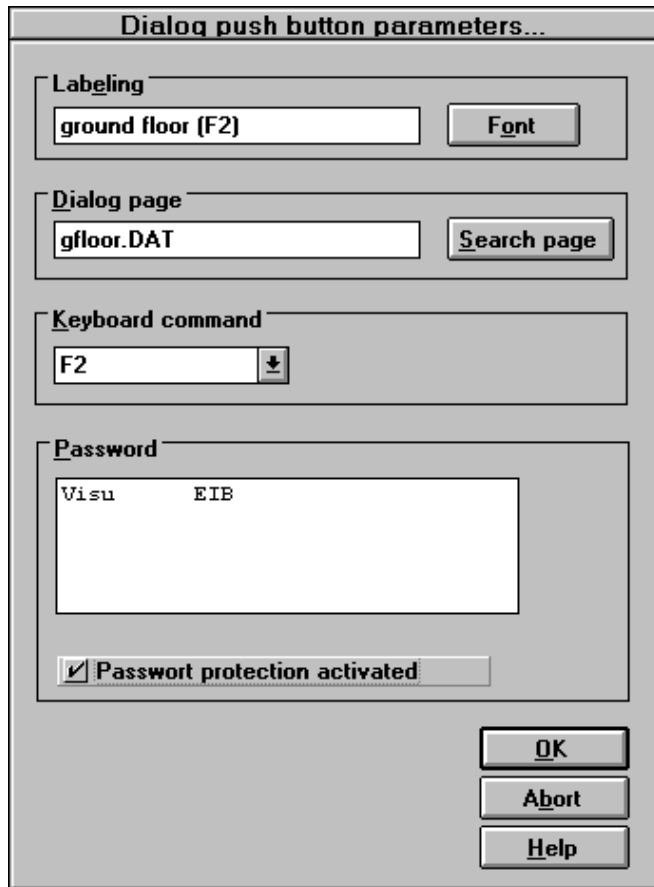
Element Dialog button

The element supports the switching to different dialog pages (screen pages). The size can be set by means of the **frame**. The element is a **passive element**. The design of the default button is a copy of the buttons used in windows. A password protection for every corresponding dialog page can be installed with the dialog button.

Password protection

4.8.2 Setting up the element

Move the mouse pointer on an element. Double-clicking the left mouse button activates the parameter menu with the available settings.



Dialog box Dialog button parameter

Assigning text

Assigning text

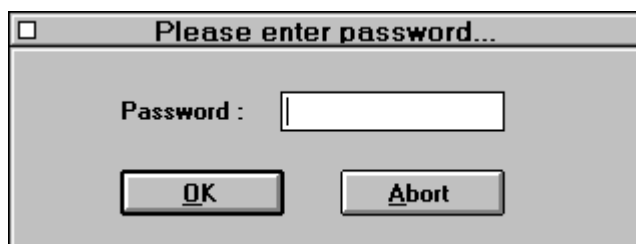
You can enter any text you like with a maximum number of 39 characters in the input field to label the button.

By means of the "Font" button, you can choose the character type, colour and size .

Entering password

Password

Clicking **Password protection activated**, you choose to protect the next selected dialog page by a password and can only be called up by specified users.





Enter password

The users coming into consideration can be selected from the list box by a single mouse click onto the left mouse button. Additional users can be selected by pressing additionally the **<Shift>** key.

Password assistant

If no user appear in the list box, the users have to be defined at first in the **Password assistant** (chapter 7.4). The system specialist, if he has been defined, has the access to all protected dialog pages using his password. Basically every access to protected dialog pages are registered in the protocol buffer added with date, time and user identification.

Assigning dialog page

In the input field **Dialog page** you have to enter the name of the dialog page, you want to call up. Dialog pages are stored as files with the extension **".DAT"**. The input of path names is not allowed. If the name is lost or unknown, you can activate the file dialog box by clicking on the "Search page" and search for available -DAT-files in a comfortable way.

***.DAT**



Dialog box Search dialog page

Keyboard entry

You can assign a special key or key combination to the element in the list in field **"Keyboard command"**. You can choose the function keys [F1 - F10] or [**<CONTROL>** + F1 - F10]. Default value is the function key F1. By means of this defined keyboard commands at run-time, it is possible to call also another dialog page in addition to a mouse click.

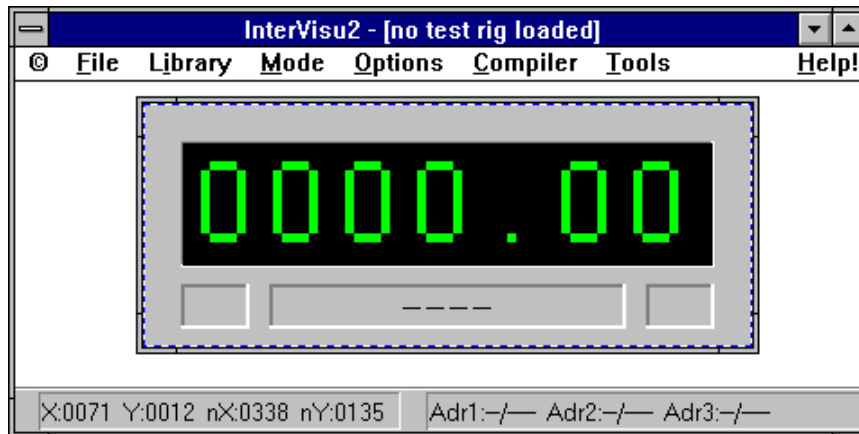
Keyboard command



4.9 Element "Digital display"

4.9.1 Abstract

Clicking this menu command the element of the type "Digital display" is placed in the upper left corner of the screen. It can be moved afterwards to the desired position.

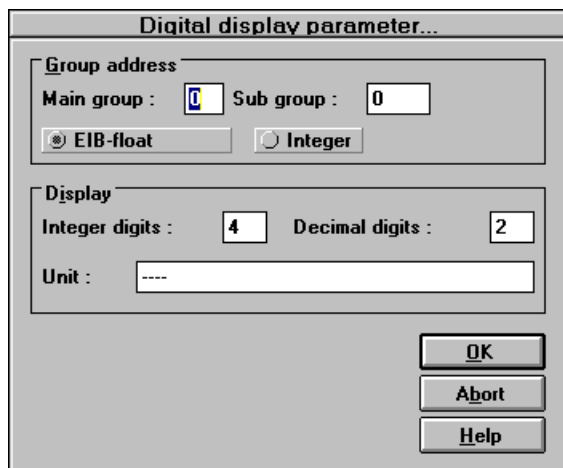


Element Digital display

The element supports the display of values. The size can be set by means of the **frame**. The element is an **active receive element**. It is possible to define the number before and behind the decimal point to the received values (range).

4.9.2 Setting up the element

Move the mouse pointer on an element. Double-clicking the left mouse button activates the parameter menu with the available settings.



Dialog box Digital display parameter



Assigning the group addresses

In the input fields **Main group/Sub group** you enter separately the value of the desired group address. The group address has to exist in the format **1 Byte** or **2 Byte value**. If the types do not match, a faulty display or alarm monitoring is expected, e.g. if you have assigned a group address of the type 1 binary (1bit value) to the element. It is forbidden in a visualisation to use active elements with different telegram types in the same group address. With a high probability this will lead to a faulty behaviour of the associated elements and to a faulty behaviour of the alarm and protocol management.

**2 Byte EIB
 Floating point
 format**

1 Byte Integer

Examples:

same group address for
 element digital display (e.g. 1 byte) and
 status lamp (1 bit) --> **forbidden**

same group address for
 element status lamp(1 bit) and
 text element (1 bit) --> **allowed**

same group address for
 element push button - dimmer (4 bit)
 and digital display (e.g. 1 byte) --> **forbidden**

Display format and units

The display format of the display can be set by the input fields **Number before /behind the decimal point**. You may enter from 1 to 6 numbers before the decimal point and from 0 to 2 numbers behind the decimal point. Default setting is four numbers before and two numbers behind the decimal point. 1byte values are automatically set to four numbers before the decimal point and all numbers behind the decimal point are cancelled. You can enter a text in the input field **Units** which has a maximum number of 19 characters and represents the unit or e.g. the physical value of the displayed value. The default value of **Unit** is "----".

**Decimal
 point**

Unit



4.9.3 Behaviour in run-time mode

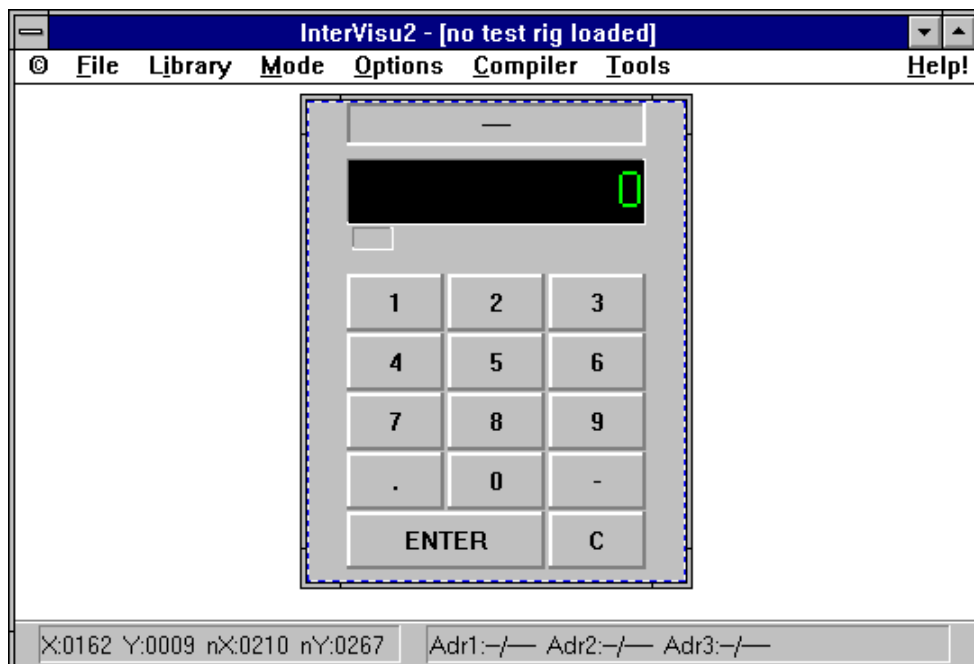
Exceeding the limits, a yellow or red flashing light is started in the lower left re. right half of the element.

lower pre-alarm -->	yellow flashing light bottom lefthand
lower main alarm -->	red flashing light bottom lefthand
upper pre-alarm -->	yellow flashing light bottom righthand
upper main alarm -->	red flashing light bottom righthand

4.10 Element "Input field"

4.10.1 Abstract

Clicking this menu command the element of the type "Input field" is placed in the upper left corner of the screen. It can be moved afterwards to the desired position.



Element Input field

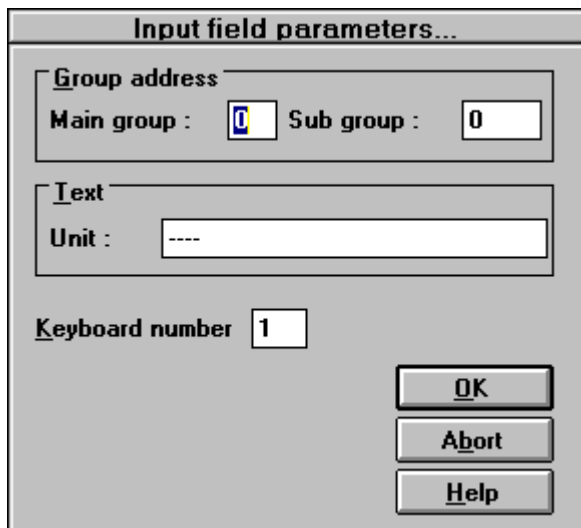


The element supports the transmission of currently entered value. You may enter values in the range from -671088 to 670760.

The size can be set by means of the **frame**. The element is an **active transmit element** and has a keyboard interface and therefore it can be operated by using the mouse or the keyboard in run-time mode.

4.10.2 Setting up the element

Move the mouse pointer on an element. Double-clicking the left mouse button activates the parameter menu with the available settings.



Dialog box input field parameter

In the input fields **Main group/Sub group** you enter separately the value of the desired group address. The group address has to exist as a type 2byte value in the EIB floating point format (see chapter 4.8.2).

2 byte

Unit

You can enter a text in the input field **Units** which has a maximum number of 19 characters and represents the unit or e.g. the physical value of the displayed value. The default value of **Unit** is "----".

Unit

Keyboard entry

A number from 0 to 99 can be entered in the edit field **keyboard number** to fix the sequence of the global keyboard focus during run-time mode.

**AND**

E 1	E 2	A
0	0	0
0	1	0
1	0	0
1	1	1

4.10.3 Behaviour in run-time mode

The operation is like the operation of a calculator. Pushing the "Enter" key, the entered value is transmitted to the corresponding group address. Operating the "C" key, the entered value is deleted.

4.11 Element "Logical relationship block"**NAND**

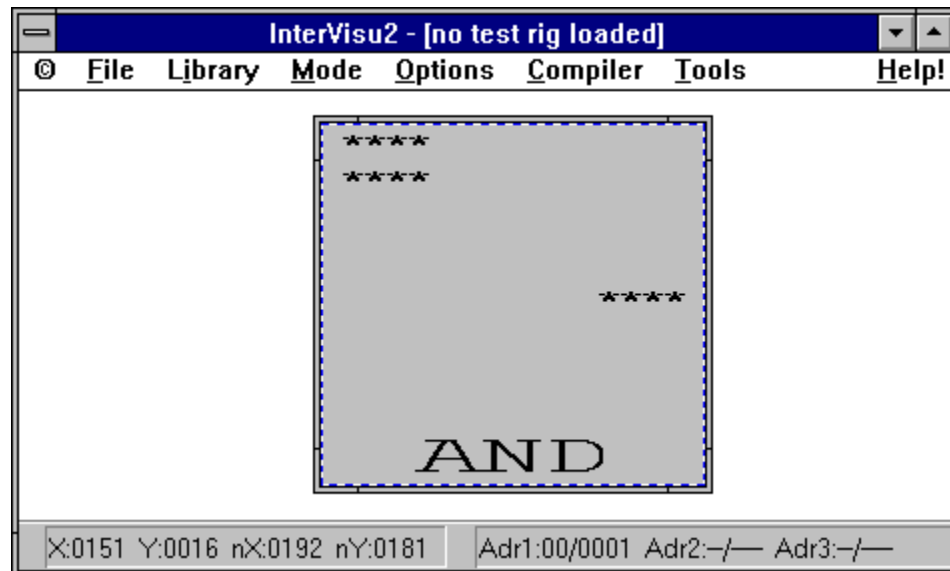
E 1	E 2	A
0	0	1
0	1	1
1	0	1
1	1	0

4.11.1 Abstract

Clicking this menu command the element of the type "Logical relationship block" is placed in the upper left corner of the screen. It can be moved afterwards to the desired position.

OR

E 1	E 2	A
0	0	0
0	1	1
1	0	1
1	1	1

*Element Logical link***XOR**

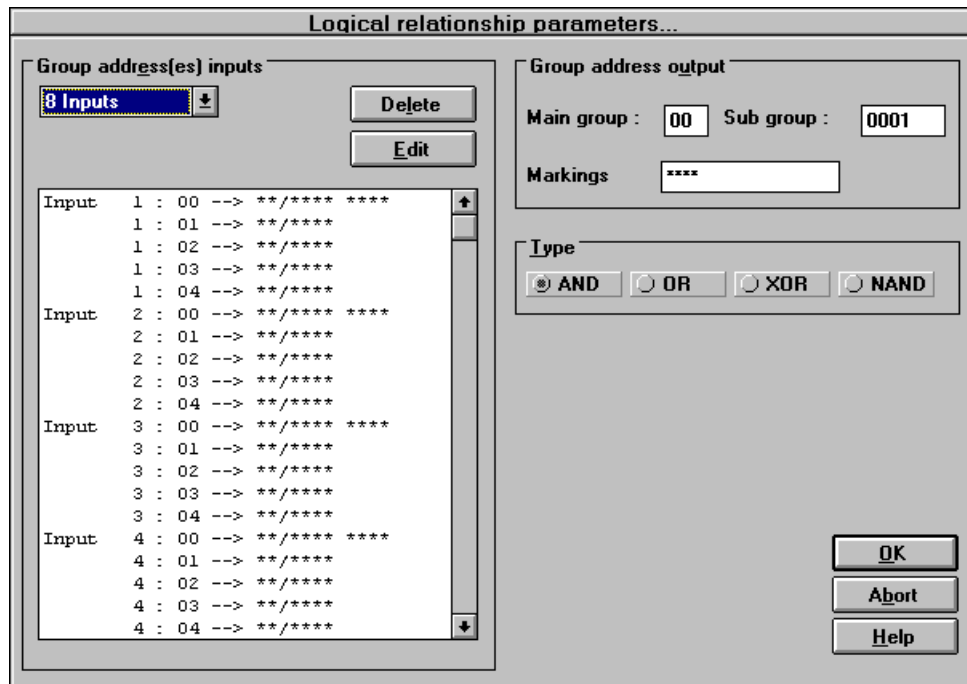
E 1	E 2	A
0	0	0
0	1	1
1	0	1
1	1	0

The element supports the logical link of 2 upto a maximum number of 8 binary signals (Switching objects). The logical links OR, AND, NAND and XOR are available. The result is transmitted onto the bus in the format of a binary output signal. A group address has to be assigned to every signal input and output. The size can be set by means of the **frame**. The element is an **active receive element**. In addition it is also an active transmit element in fact that at least one input signal is received (update of the input).



4.11.2 Setting up the element

Move the mouse pointer on an element. Double-clicking the left mouse button activates the parameter menu with the available settings.



Dialogbox Logical relationship parameters

Assigning group addresses

The number of **Inputs (2-8)** can be defined in the dialog box. The corresponding group addresses (maximum 5 per input) and any description you like with a maximum number of 20 characters can be fixed in the following fields. Analogous to this, the parameters for the **outputs** (one group address) can be handled. The group addresses must be of format type1 binary (1bit value).

2-8 inputs
1 output

Please note, that the group addresses have to be different. Using the same group addresses will cause an error message. Moreover you have to pay attention planning any logical links connected together, that no cyclical feedback is created. In the worst case a faulty planning will generate a permanent blocking of system. This can only be repaired by a restart of the system (<Ctrl> + <Alt> +).



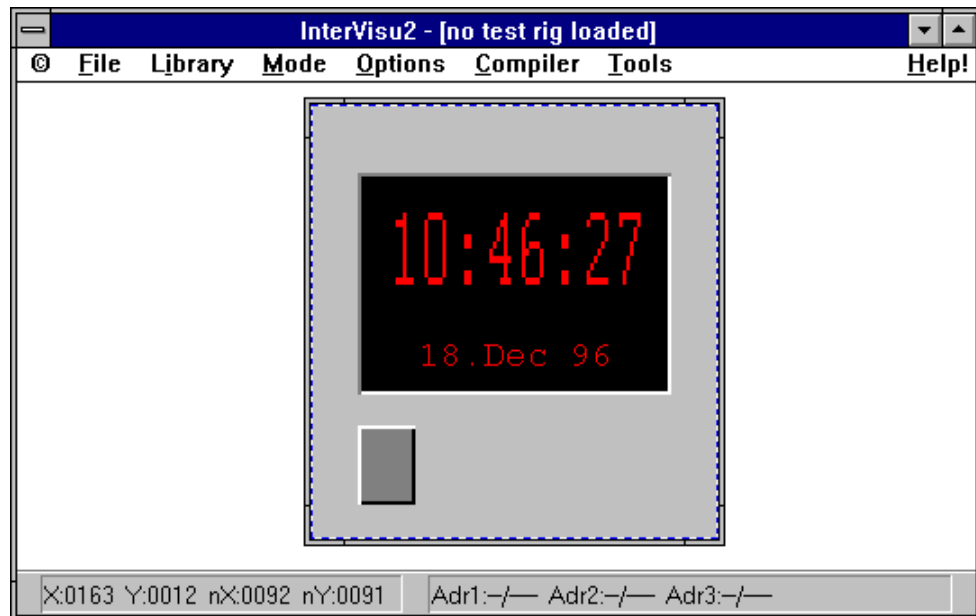
Kinds of logical links

The desired kind of logical links can be set by clicking **AND/OR/XOR/NAND**.

4.12 Element "Timer"

4.12.1 Abstract

Clicking this menu command the element of the type "Timer" is placed in the upper left corner of the screen. It can be moved afterwards to the desired position.



Element Time switch

150 dates

The time switch supports the transmission of an ON/OFF command at certain dates. You may program upto a maximum number of **150 dates**. One time switch only can be used in every project. The size can be set by means of the **frame**.

The element has a **keyboard interface** and therefore it can be operated by using the mouse or the keyboard. The "Timer" element is an **active transmit element**.

Password protection

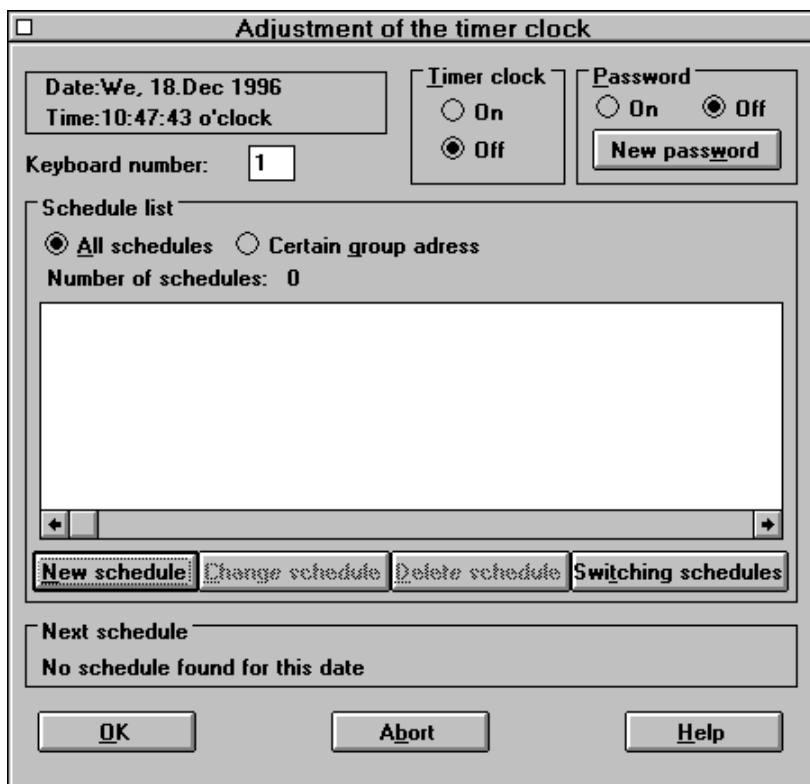
In **run-time mode** and in **planning mode** the time switch has the same features. Therefore new dates can be entered or changed in the run-



time mode. For this reason the element has in addition a **password protection**.

4.12.2 Setting up the element

Move the mouse pointer on an element. Double-clicking the left mouse button activates the parameter menu with the available settings of the element time switch.



Window Setting the time switch

Starting the time switch

The time switch can be switched on and off by means of the fields **Time switch**. This has only influences on a running visualisation (e.g. test mode, compiled version) and that means no switching signals will be generated in position OFF.

ON/OFF

You are able to protect the time switch against unallowed access, if you use the option field Password with the options **On** or **Off**. The password itself can be edited by clicking on the button "New password".

Password



Dialog box Edit password

The new password can be entered in the input fields "new password" and "repeat password", which must contain 6 characters.

Overview of dates

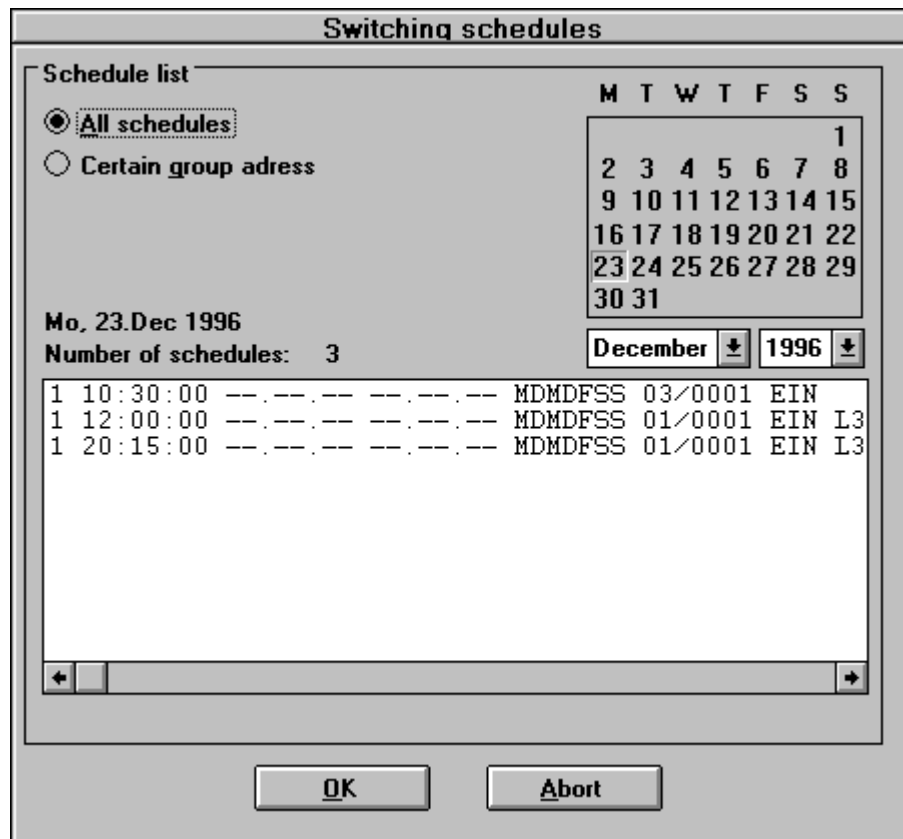
All switching dates

The **schedule list** contains all switching dates. A further selection is available by choosing "certain group address"

Switching schedules

Calendar and switching dates

By choosing "Switching schedules" you change from the window **Adjustment of the timer clock** to the window **Switching schedules**.



Window Switching schedules



The list displays all switching dates which are selected on a certain date in the calendar and these are the active switching dates and the switching dates which have been carried out. The list can be filtered by entering a group address.

Entering dates

By choosing "New schedule" you change from the window **Adjustment of the timer clock** to the window **Schedules** (Dialog box). In addition you can reach this dialog by the button "Change schedule" or if dates are listed by double-clicking on the certain date.

A marked date of the list can be deleted by the "Delete schedule" button.

The time switch can run an annual switching program with three different priorities. The switching date with a highest priority is carried out at a certain time.

Editing dates

Deleting dates

Priorities

The screenshot shows a dialog box titled "Schedules" with three tabs: "Priority 1", "Priority 2", and "Priority 3". The "Priority 1" tab is active, showing the date "We, 18. Dec 1996" and the time "14:01:23 o'clock". Below this is a large empty rectangular area. To the right is a calendar grid for December 1996, with the 18th highlighted. Below the calendar are dropdown menus for "December" and "1996".

The "Week programm" section contains:

- Date:** A text field with "18" entered.
- Time:** Three input fields for hours, minutes, and seconds.
- Signal:** Radio buttons for "On" (selected) and "Off".
- Group adress:** Input fields for "Maingroup:" (value "01") and "Subgroup:" (value "0000").
- Week program:** A row of checkboxes for days M, T, W, T, F, S, S, all of which are checked.
- Comment:** A text area for notes.

At the bottom are three buttons: "Save schedule", "Delete schedule", and "Exit".

Dialog box Dates priority 1



Weekly switching programm (Priority1)

Weekly switching program

Priority1 contains the **weekly switching program** which is used to switch on times which will be repeated daily. Only **weekdays** can be chosen here.

The above features are equal for all different priorities and therefore they are described only here.

In the input fields **Main group/Sub group** you enter separately the value of the group address. The group address has to be the type1 binary (1bit value).

Switching ON/ Switching OFF

You can choose in the group **Signal**, if an ON or an OFF signal should be transmitted.

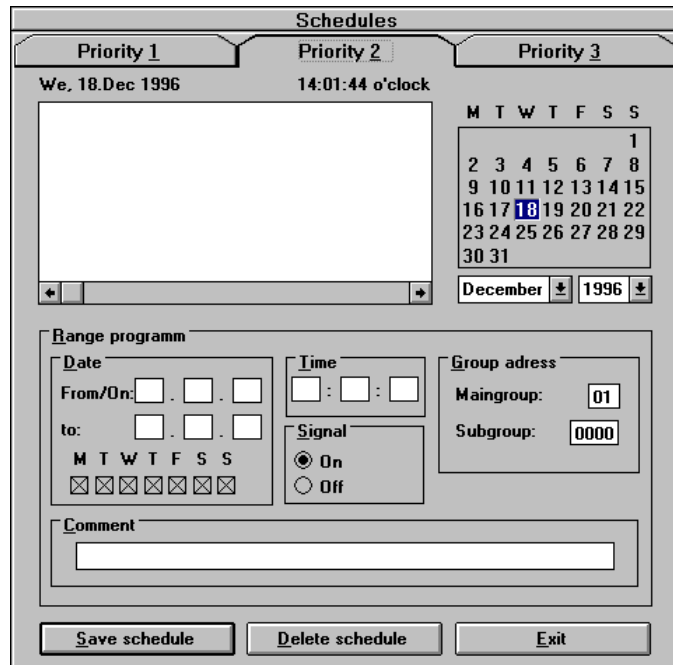
Comment

By means of the input field **Comment** you can enter an explaining text with a maximum of 30 characters for every date.

Time

You can choose the switching point of the date with a resolution of 10 seconds in the group **Time**.

Period programm (Priority 2)



Dialog box Dates Priority 2

Period program

Priority 2 is called a **period programm**, in which you can choose a certain date period (e.g. holidays) in addition to the weekdays. In this period no priority 1 dates with the same group address are executed.



Single date (Priority 3)

The screenshot shows a window titled "Schedules" with three tabs: "Priority 1", "Priority 2", and "Priority 3". The "Priority 3" tab is active. At the top, it displays "We, 18.Dec 1996" and "14:02:10 o'clock". Below this is a large empty rectangular area. To the right is a calendar for December 1996, with the 18th highlighted in blue. Below the calendar are dropdown menus for "December" and "1996". Underneath is a section titled "Individual date" containing:

- Date:** "From/On:" followed by three input boxes.
- Time:** Three input boxes for hours, minutes, and seconds.
- Signal:** Two radio buttons, "On" (selected) and "Off".
- Group address:** "Maingroup:" with a box containing "01" and "Subgroup:" with a box containing "0000".
- Comment:** A text input field.

 At the bottom are three buttons: "Save schedule", "Delete schedule", and "Exit".

Dialog box Dates Priority 3

Priority 3 means a single date (e.g. 24.12.). On this date no lower priorities **with the same group address** are executed.

Single date

4.12.3 Behaviour in run-time mode

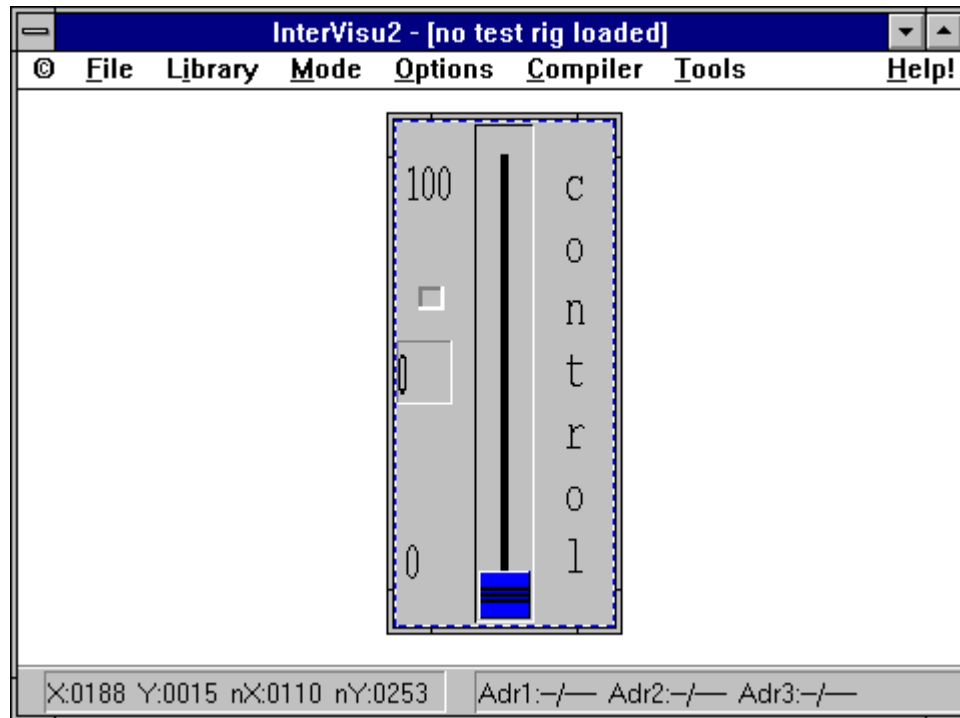
In run-time mode and in planning mode the time switch has the same features. Therefore new dates can be entered or changed in the run-time mode. If the time switch is switched off during the run-time, a diagonal red cross is visible in the time switch element.

Editing dates

4.13 Element "Slider control"

4.13.1 Abstract

Clicking this menu command the element of the type "Slider control" is placed in the upper left corner of the screen. It can be moved afterwards to the desired position.



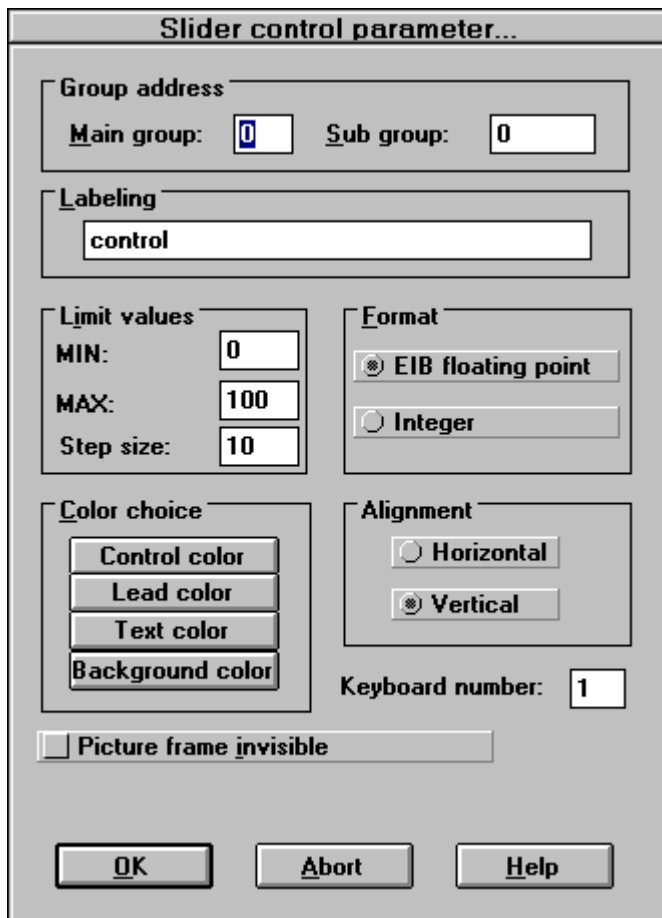
Element Sliding regulator

1 byte integer
2 byte floating point

The element supports the transmission of **1 byte** (0-255 integer) or **2 byte** (-671088 to 670760 EIB floating point) values. The size can be set by means of the **frame**. The element is an **active transmit element** and has a keyboard interface and therefore it can be operated by using the mouse or the keyboard in run-time mode.

4.13.2 Setting up the element

Move the mouse pointer on an element. Double-clicking the left mouse button activates the parameter menu with the available settings.



Dialog box Sliding regulator parameter

Assigning the group addresses

In the input fields **Main group/Sub group** you enter separately the value of the desired group address. The group address has to exist in the format **2 Byte** (floating point) or **1 Byte** (integer). If the types do not match, a faulty display is expected, e.g. if you have assigned a group address of the type 1 binary (1bit value) to the element.

You can choose the option **EIB floating point** or **Integer** in the option field format.

Further available settings

By means of the input field **Labeling** you can enter an explaining text with a maximum of 20 characters.

The limits of the sliding regulator are set by means of the input field **MIN, MAX, step size**. The allowed values are depending on the format. 1 Byte = 0 to 255 or 2 Byte EIB floating point = -671088 bis 670760.

Group address

1 byte integer
2 byte floating point

Comments

Limits

**Design**

The design of the regulator can be edited by use of **Colour choice** and **Alignment** (horizontal or vertical). The frame can be switched off.

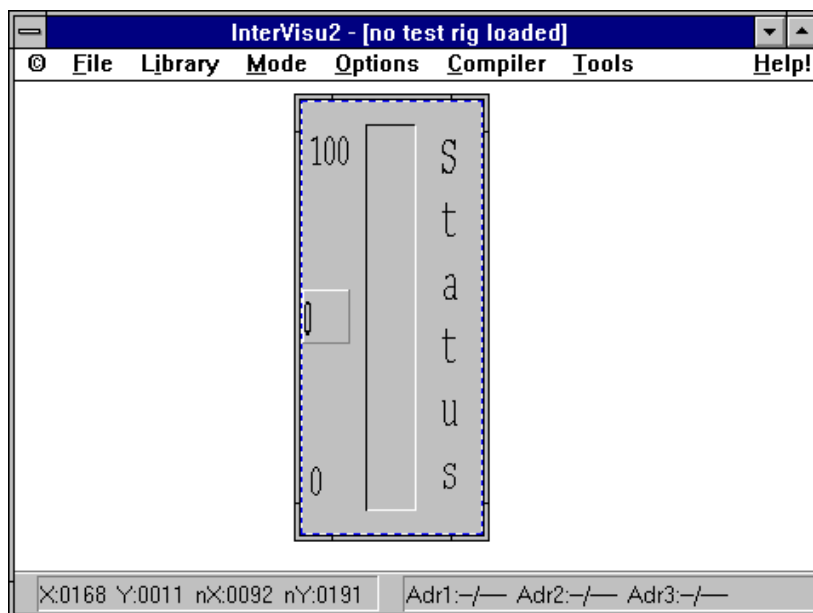
A number from 0 to 99 can be entered in the edit field **Keyboard number** to fix the sequence of the global keyboard focus during run-time mode.

4.13.3 Behaviour in run-time mode

The sliding regulator can be operated either by mouse or by the keyboard. You can make a distinction between the operation of the keys "POS 1" and "End", which effects, that the value of the regulator will be increased or reduced with the set **step length**. You can enter a value directly e.g. by means of the element **Input field** and confirm it with the "Enter" key. If the value changes, the current value is transmitted to the corresponding group address.

4.14 Element "Bar control"**4.14.1 Abstract**

Clicking this menu command the element of the type "Bar control" is placed in the upper left corner of the screen. It can be moved afterwards to the desired position.



Element Bar control



The element supports the transmission of **1 byte** (0-255 integer) or **2 byte** EIB floating point values (-671088 to 670760). The size can be set by means of the **frame**. The element is an active transmit element.

1 byte integer
2 byte floating point

4.14.2 Setting up the element

Move the mouse pointer on an element. Double-clicking the left mouse button activates the parameter menu with the available settings.

Dialog box Bar control parameter

Assigning the group addresses

In the input fields **Main group/Sub group** you enter separately the value of the desired group address. The group address has to exist in the format **2 Byte** (floating point) or **1 Byte** (integer). If the types do not match, a faulty display is expected, e.g. if you have assigned a group address of the type1 binary (1bit value) to the element.

Group address



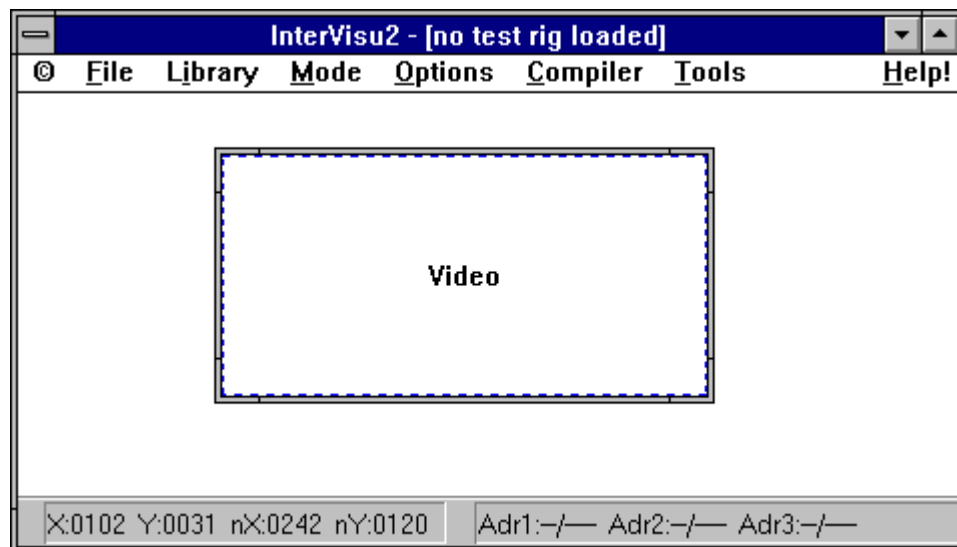
Further available settings

- Comments** By means of the input field **Labeling** you can enter an explaining text with a maximum of 20 characters.
- Limits** The limits of the bar display are set by means of the input field **MIN, MAX, step size**. The allowed values are depending on the format.
1 Byte = 0 to 255 or 2 Byte EIB floating point = -671088 bis 670760.
- Design** The design of the bar display can be edited by use of **Colour choice** and **Alignment** (horizontal or vertical). The **frame** can be switched off.

4.15 Element „Video“

4.15.1 Abstract

Clicking this menu command the element of the type "Video" is placed in the upper left corner of the screen. It can be moved afterwards to the desired position.



Element Video

The element video supports the display of video sources as e.g. cam-corder or videorecoder. It is possible to place a maximum number of 10 video elements on a dialog page.

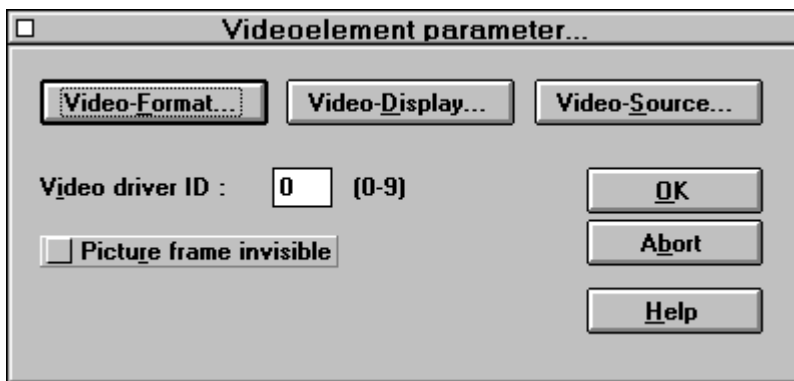
An installed video card is required in the relevant PC for correct operation (e.g. WIN/TV from Hauppauge). Naturally cards of other manufacturers can be used, if this certain video contain the window driver and hardware overlay functionality. We can not overtake guarantee for



faultless operation. You should test your selected hardware extensively before the final use.

4.15.2 Setting up the element

Move the mouse pointer on an element. Double-clicking the left mouse button activates the parameter menu with the available settings.



Dialogbox Videoelement parameter

You can enter an identification number in the input field **Video driver ID** to fix an unambiguous assignment of the video source to video element. It is required, that the corresponding drivers of the used video hardware will support this. Normally this will not be the case and you have to limit the use onto one video source and one video element. The value 0 should be then entered as the video driver ID. By means of the buttons "Video format...", "Video display..." and "Video source..." card specific settings like colour, contrast, video source, etc. can be edited. The settings may differ greatly from card to card and manufacturer to manufacturer.

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Visualisation





5 TEST AND ADMINISTRATION OF PROJECTS

5.1 Testing a visualisation

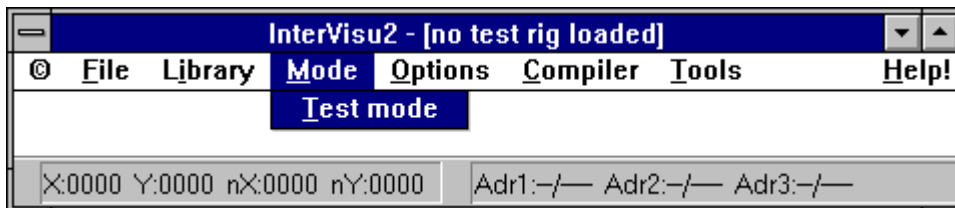
5.1.1 Test mode

If you have designed a dialog page, you can choose the test mode by clicking the menu command **T**EST MODE in the main menu **M**ODE. Now you are able to test the correct functionality of your designed dialog page alone or in interworking with other dialog pages directly connected to the *instabus EIB* or in offline simulation (internal test, if e.g. you have connected no EIB installation).

Test mode

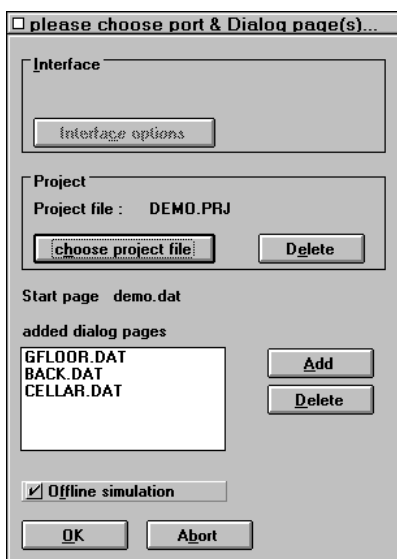
Remark --> Before switching to test mode, you must save your created dialog page to prevent the loss of data. New dialog pages must be saved always before, otherwise the test mode will not be started.

You can save your dialog page by means of the menu command **S**AVE DIALOG page or **S**AVE **A**S DIALOG PAGE.



Command Test mode

After choosing the command TEST MODE you see the available settings according to the communication mode and project settings:



Options of the command Test mode

Stand 09/95

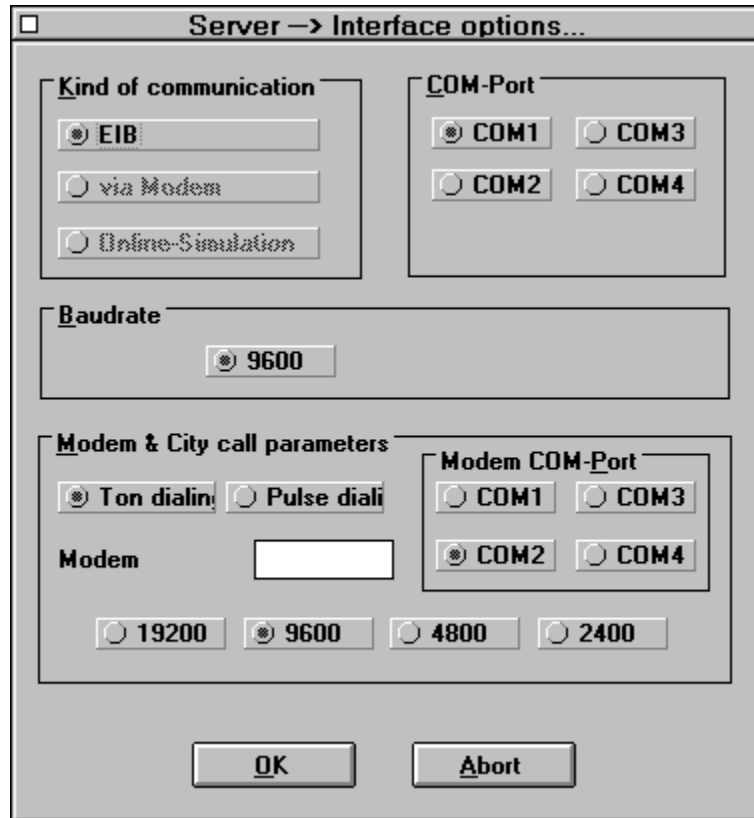
InterVisu2



5.1.2 Selecting interfaces

Selecting the interface

Choose at first the desired interface/ communication mode by means of the "Interface options" button. The following dialog box appears:

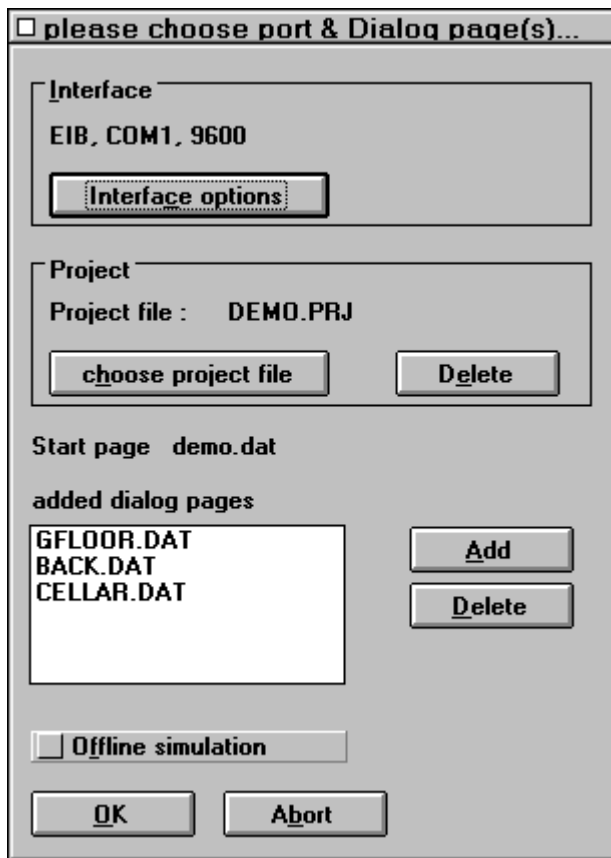


Dialog box Interface options

Please note, that the outfit of the dialog box can change due to the kind of driver and server version.

In the *instabus EIB* operation you have to choose the interface port (COM - Port) to which the data interface is connected. An interface driver (e.g. a mouse) should not be loaded onto this COM port, because the communication to the interface is not connected.

If you have chosen the necessary settings, enter the "OK" button and then you return automatically to the last dialog box.



Options of the command Test mode

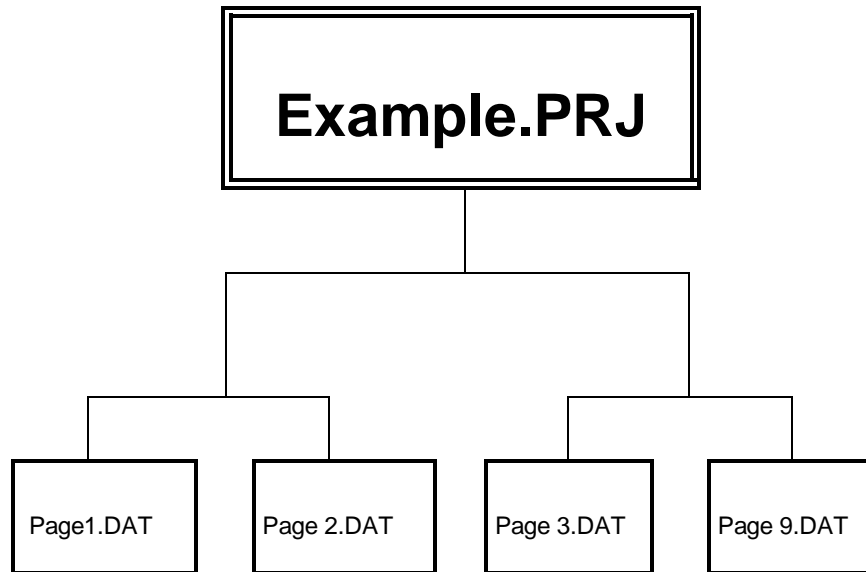
If you have select ✓ **Offline simulation**, the before mentioned interface option are without effect and they are automatically switched off. If you want to test several dialog pages on interworking in your project, this is possible by means of the "Add" button or the "Delete" button. The currently used dialog page is set as the starting page. The inserted dialog pages are displayed in a list. In Offline simulation there is no connection to the *instabus EIB*. The PC transmits data to itself.

Offline simulation

5.2 Installing a project file

If many screen pages (dialog pages) are programmed in one visualisation project, so a project file as to be created. All dialog pages which are required in the project, are listed in this file. Also dialog pages are listed, which are not displayed on the screen. It is possible to realize in the background e.g. logical links.

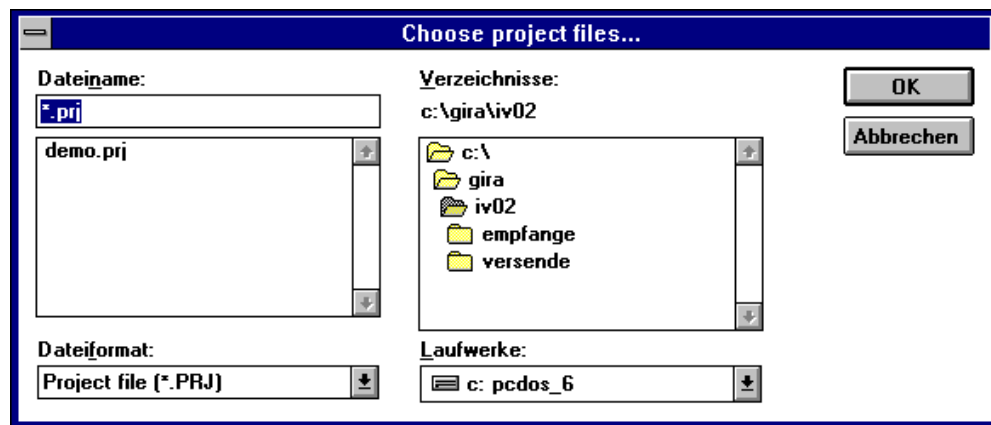
Project file



Structure of project file

The project file Example.PRJ forms the project of the visualisation with the dialog pages (Page1.DAT - Page9.DAT).

By choosing the "Choose project file" button the following window (dialog box) appears:



Dialog box Select project file (Projektdatei auswählen)

Select project file

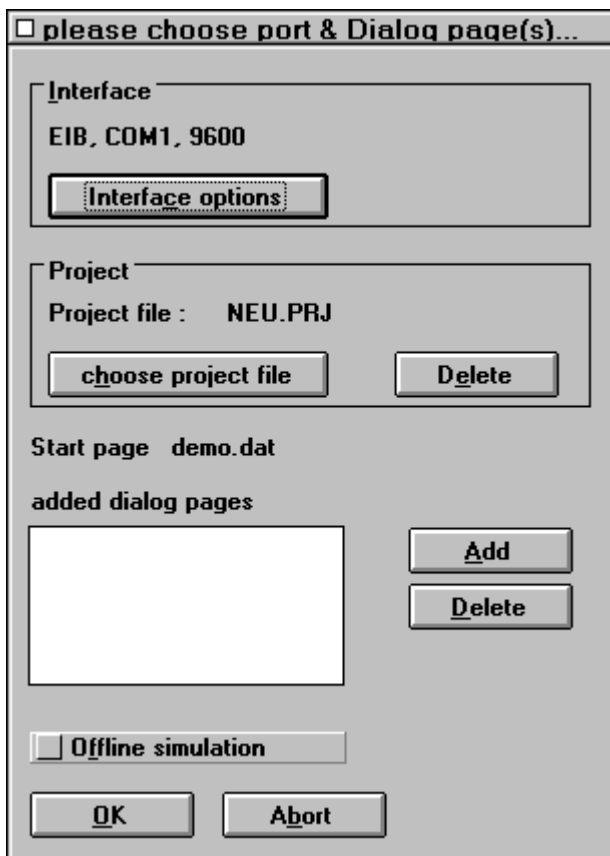
Here an existing project file can be selected or a new project file can be created new. Normally the project files have the file extension ".PRJ". If you want to create a new project file, so you have to enter the name of the project file in the input field File name.

Then you have to enter the "OK" button. The following dialog box appears:



Information window

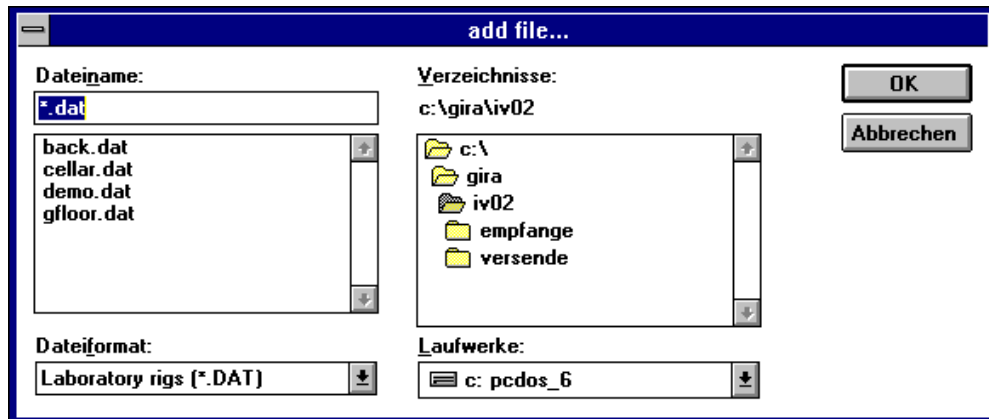
If you want to create a new project file, then enter the "Yes (Ja)" button. If you do not want to create a new project, choose the "No (Nein)" button. If you decide to create a new project file, so the original dialog box appears.



Options of the command Test mode

Now the name of the new project file is registered in the line **Project file**. The dialog pages, which are included in a project can be assigned to the project by means of the "Add" button.

Inserting a project file



Dialog box Inserting project file

There is sense to create a project file, if you work with more than one dialog pages, because in the project file all adjusted all settings setting are saved, when you will start the test mode. You are able to work without a project file, but before every test, you have to adjust the setting very time consuming. But if you have defined a project file, before every test run, you only need to choose "choose project file". The settings are read from the contents of the project file. If you are owner of an **Inter-Visu2 Multiple user or Single user licence** and you want to create a compiled version, then you have always to define a project file, because the compiler needs the project file as the basis in addition to the corresponding dialog page files.

**Project file
Delete**

By means of the "Delet" button in the project group you can delete the current project settings. Before deleting a security question comes up:



Security question

Only selecting the "Yes (Ja)" button will start the delete operation.

Starting page

The dialog page, which was the last page on the working area is automatically set as the Starting page. Pay attention, that the dialog page file (*.DAT) being your desired Starting page is loaded before.

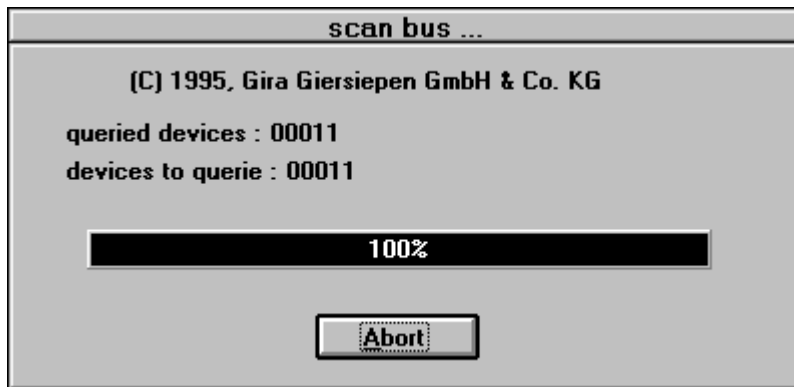


5.3 Scanning procedure and error tracking

5.3.1 Scanning procedure

The connection to the *instabus EIB* or to the Offline simulation is executed by clicking the "OK" button in the dialog box with the available setting for the communication mode and project settings (see 5-1). After starting the test mode then program has to poll all group addresses which are planned in the project to get the real object values. This procedure is also called **Scan procedure**. This is necessary, to show the real state of the *instabus EIB* devices after the start of the visualisation.

Scanning procedure



Dialog box of the Scan procedure

The Scan procedure will take more time, if many group addresses are defined in a project. Take as rule:

10 existing group addresses --> wait 1 second

If the group addresses are not existing in the bus or the read flag in object is not set, a timeout of 600 msec occurs. Take as a rule:

10 not existing group addresses --> wait 6 seconds

Use only the Offline simulation in the first tests. The troublesome wait times will be cancelled just in greater projects. You should be sparing with group addresses when assigning group addressing in the required tests at the *instabus EIB* and you should **only** assign **group addresses**, which are really existing in the *instabus EIB* or these group addresses which are **enabled to read**. These used group addresses which have no effects on the bus have to be defined as virtual. Do not connect elements of different types (e.g. digital display, status lamp) to the same group address. This will cause an undefined behaviour and undefined results.

Information



Please wait until the text " *** Test mode ****" will appear in the title bar of the window.

The **scan procedure** is also started, when the V24 line was interrupted or no connection to the instabus EIB was there.

Cable monitor

Please pay attention, that the cable monitoring is only working at run-time mode (Test mode, compiled version). A telegram is transmitted cyclically in 10 seconds to the local BCU (that is the BCU connected to the PC). If this is not possible, so after 10 seconds the message "!!! V24-CABLE ERROR !! (V24-LEITUNG GESTOERT)" appears in title bar.



Message on an V24 cable error

A corresponding text is entered additionally in the alarm and protocol mangement including the date and time. The error is to investigate in the local BCU, the PC interface or the cable. If the connection is built up again, **InterVisu2** starts the Scan procedure again, to get the current state of the bus devices.

5.3.2 Error tracking

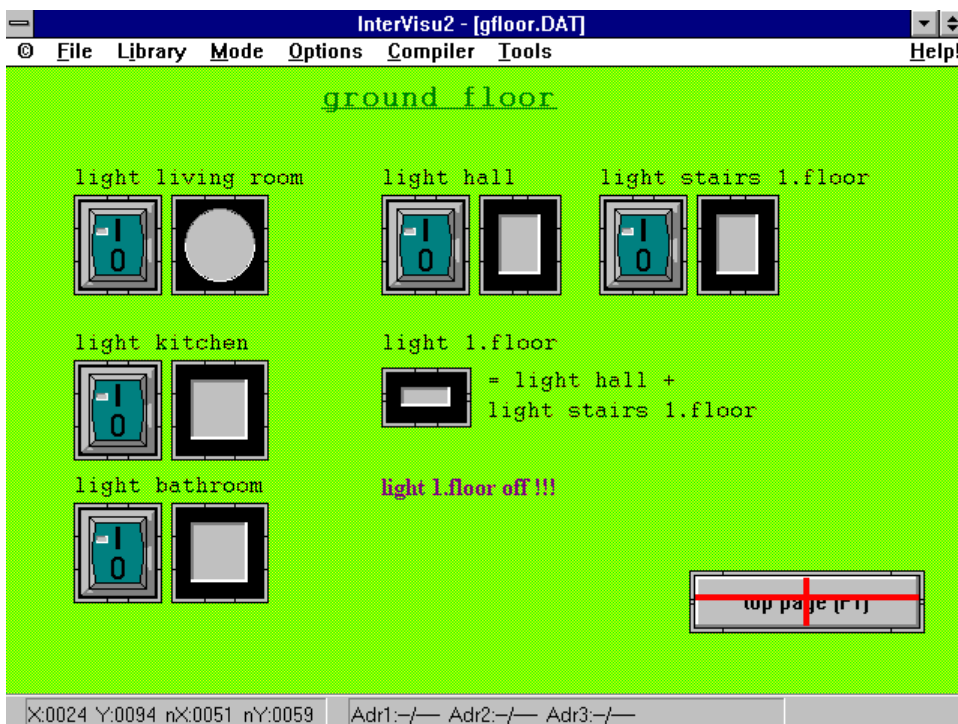
Error tracking

While switching into the test mode some error tests of the concerned components are executed. If a concered element should be faulty planned, the switching into test mode is stopped and the corresponding error message is printed onto the screen.



Error message

After entering the the "OK" button the faulty element is marked with a red cross.



Message to planning error

The reference to the dialog page of this dialog push button is faulty programmed. Either no (re. a wrong) dialog page is programmed or the dialog page is forgotten in this project file.

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instabus EIB System

Visualisation





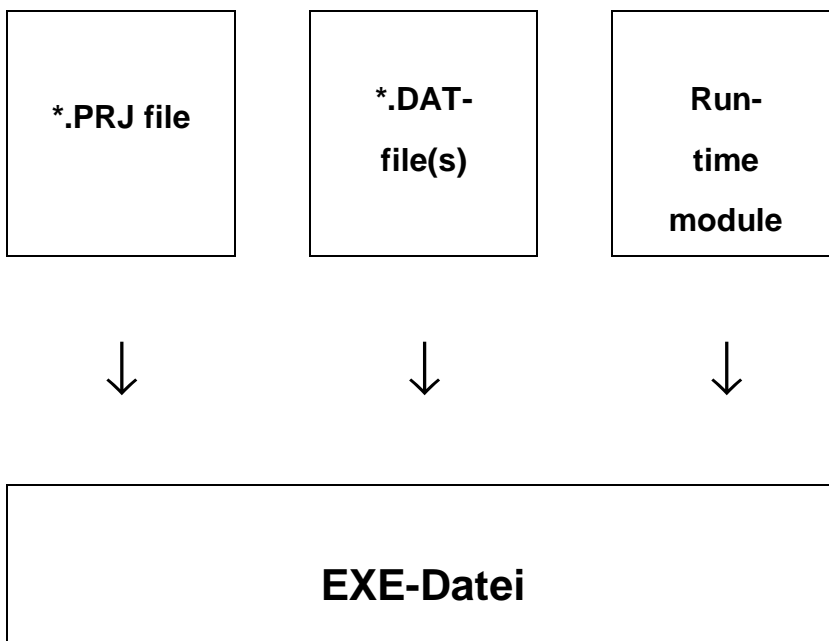
6 CUSTOMER VERSIONS

6.1 InterVisu2 Compiler

In contrast with the **InterVisu2 Demo version** in the **InterVisu2 Single user and Multiple user licence** a compiler is included. It is visible in the menu bar where the menu entry "Compiler" can be activated. Using a **Single user licence** the **InterVisu2** original and the **compiled version** must be installed on the same PC.

Using the **Multiple user licence**, on the other hand customer versions can be created on an unlimited number of PCs, on which **no InterVisu2** is installed.

By means of the compiler it is possible, to create a self-running customer version (EXE file) with the data of the project file and the corresponding dialog page files (file extension ".DAT"). This created EXE file with the files for the bus access (DLL files) and the element library may be delivered free of licence to the customer. The compiler generates the self-running EXE file from the project file (*.PRJ), the dialog pages (*.DAT) and the run-time module.



Required components to generate an EXE file

If a compiled EXE file is started, the interface options fixed in the project file are set (e.g. COM2, 9600 Baud, EIB). If the interface options are not

Compiler

Single user licence

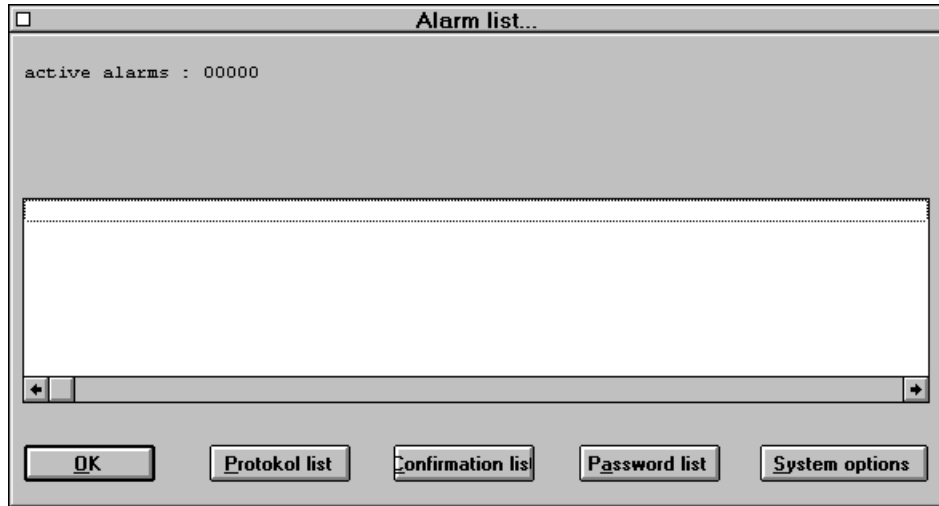
Multiple user licence

System options



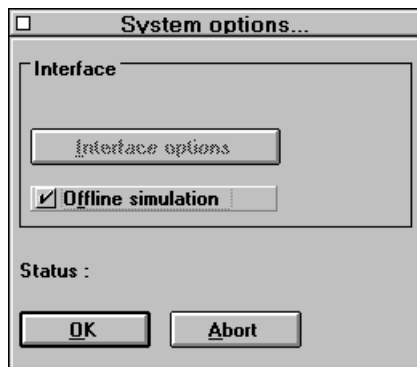
available, because e.g. the COM port was changed (from COM1 to COM2), the communication way Offline simulation is automatically activated after a short timeout time.

By means of the key combination [**<Control> + <A>**] or double-clicking the left mouse button onto the alarm bar, the dialog box "Alarm list" is opened:



Dialog box Alarm list

Choosing the "System options" button, the following dialog box is opened:



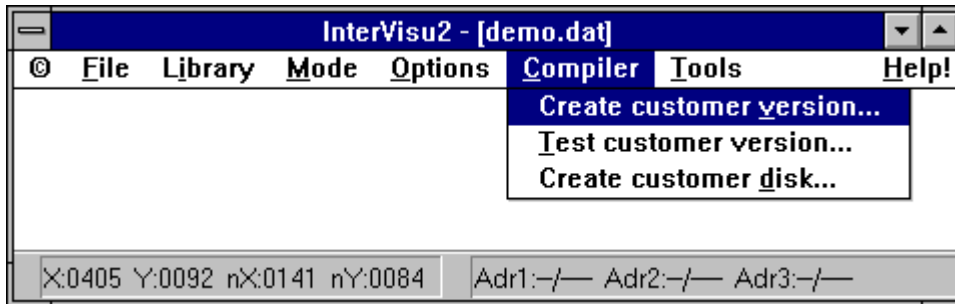
Dialogbox System optionen

In that box you are able to edit the interface options according to your requirement. By Selecting the "OK" button, the edited data are entered permanently in the EXE program. Afterwards the connection is installed again, to get the current values of the projected bus devices (Scan procedure).



6.2 Menu commands of the Compiler

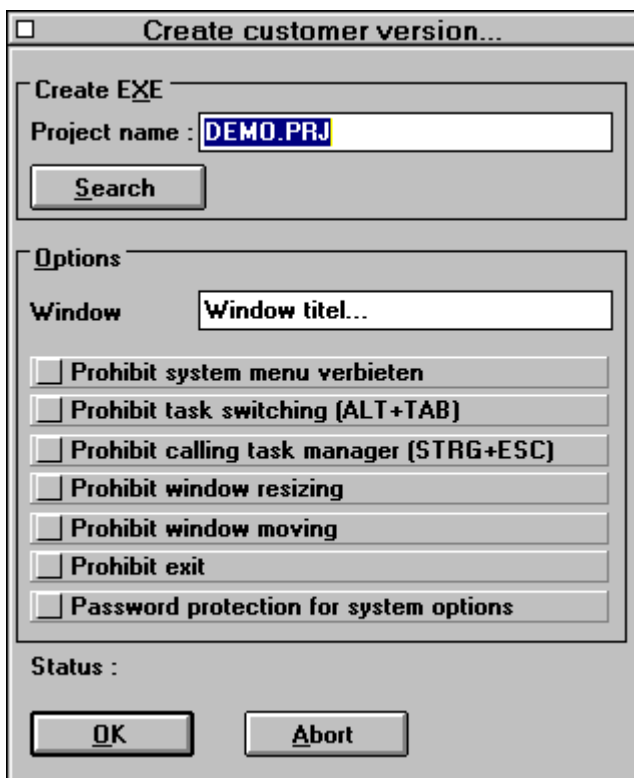
6.2.1 Creating a customer version



Creating a customer version

Menu command Create customer version

Clicking the menu command CREATE CUSTOMER VERSION in the main menu COMPILER following dialog box appears:

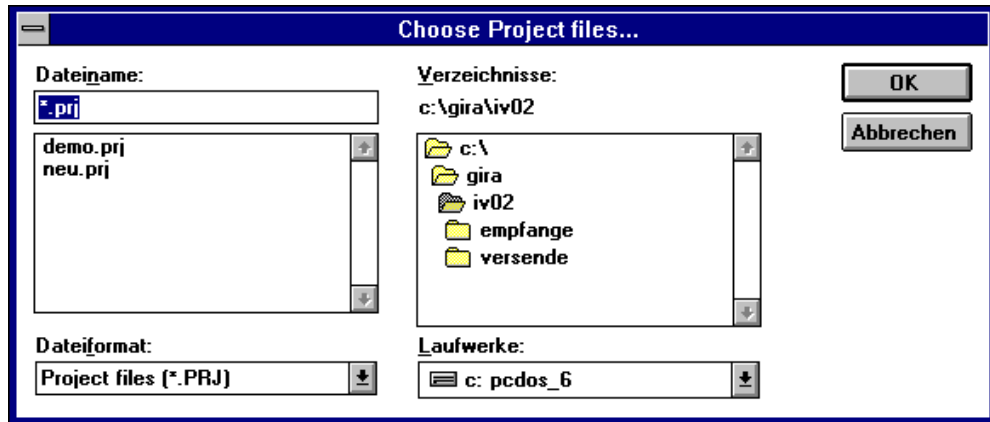


Dialog box Create customer version

The file name of the project file, for which you will create an executable EXE file, is entered in the input field **Project name**. The created EXE file gets the same name as the project file but another file **extension ".EXE"**.



Choosing the "Search" button, the following dialog box is opened:



Dialog box Choose project file

You are able to search a certain project name in a very convenient way and select it.


By clicking the "OK" button the selected project file is entered.

Creating settings in the window Customer version

Window title

By means of the input field **Window title** you can enter any text you like with a maximum number of 30 characters, which is displayed in the title bar after starting the compiled version after (EXE file). The default text is "Window title...".

Security functions

By **System menu disable** the system menu symbol  in the upper left corner can be switched off. Then the system services are no more available.

By **Change task disable (ALT+TAB)** the change to other application programs as eg. WinWord or Excel can be prevented.

By **Task manager call disable (STRG+ESC)** the call of the task manager can be prevented. This is sensible, e.g. to avoid, that by this operation other applications will be started or closed.

By means of **Edit window size enable**, **Move window enable** and **Exit enable** the available operations for the user will be limited.

The select box **Password protection for system options** makes it possible to protect the access to the system options by the system specialist's password. It is the prerequisite, that really a password of the system specialist was created.

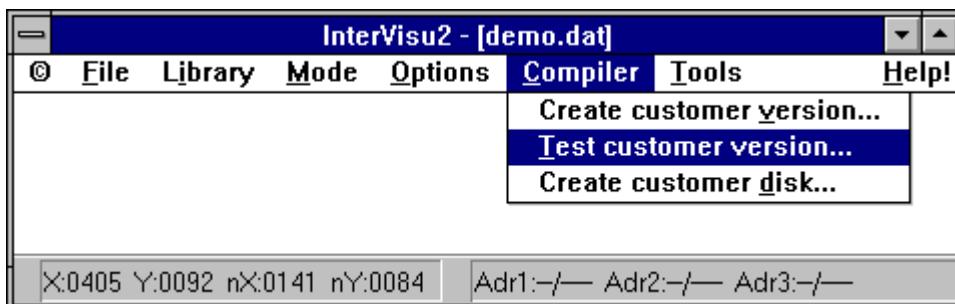


Starting the compiler procedure

The compiling procedure is started by entering the "OK" button. In the field **Status** different compiler steps and messages are printed during the compiling procedure.

Start

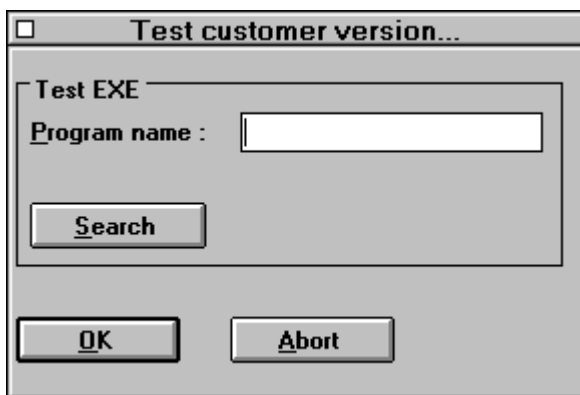
6.2.2 Testing the customer version



Testing the customer version

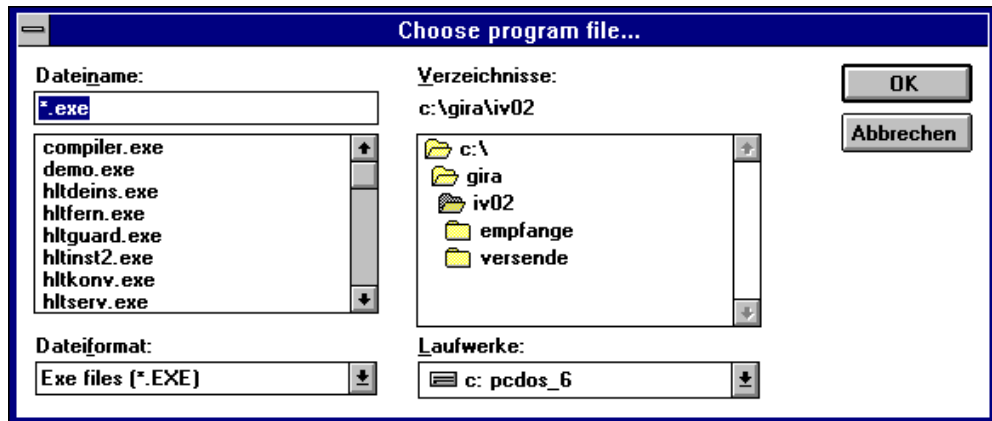
Menu command Test customer version

After clicking the menu command TEST CUSTOMER VERSION the following dialog box appears:



Dialog box Test customer version

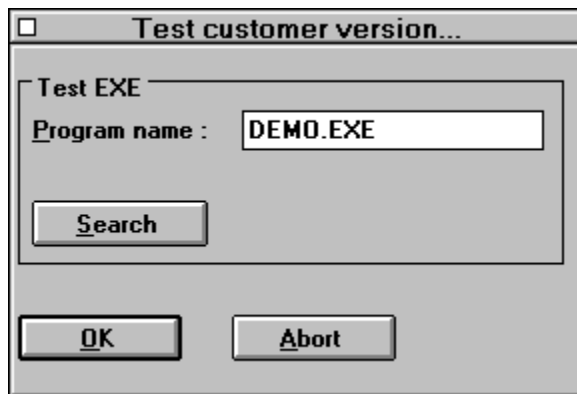
By means of the input field **Program name** you enter the name of the file to be started and so that is also the EXE file to be tested. If you do not remember the file name, you will get a help by following dialog box, if you select the "Search" button:



Dialog box Select program file

You are able to search an EXE file in a very comfortable way and to choose it.

By clicking the "OK" button the selected EXE file is entered:

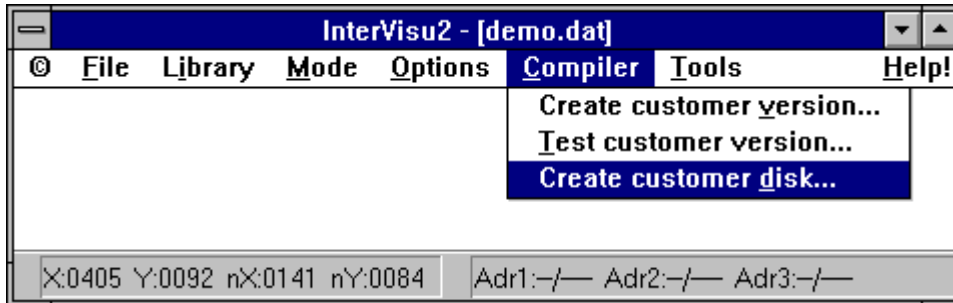


Dialog box Test customer version

Choosing the "OK" button the selected program is started. Equal to the test mode the scan procedure is performed, to show the current values on the screen. After that you can test the functionality of the customer version. You can exit from the visualisation by operating the "ESC" key and then you will reach the main menu of **InterVisull**.



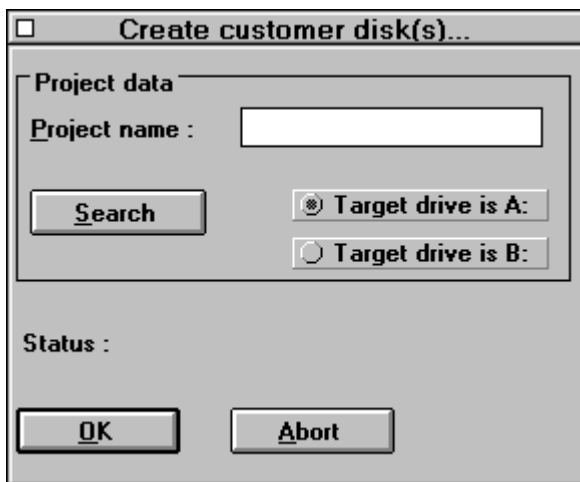
6.2.3 Creating the customer disk



Creating the customer disk

Menu command Create customer disk

By clicking this menu command following dialog box appears:



Dialog box Create customer disk

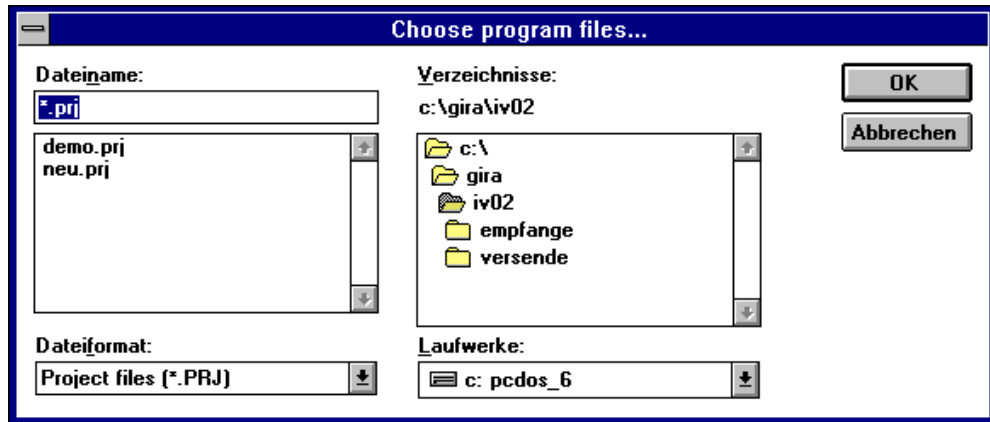
By means of the input field **Project name** you enter the file name of the project file and with it the name of the project for that automatically one (or more) disk(s) will be created with all the files needed in the project. If you have used Bitmap files (BMP files), these must be copied by you into the path with the current project files. These will be linked on the disk to your project.

Project files

Bitmap files



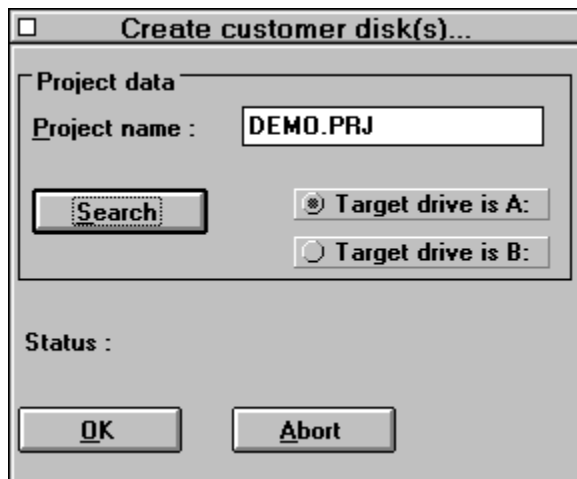
Choosing the "Search" button the following dialog box appears:



Dialog box Select program file

You are able to search a certain project name in a very comfortable way and to choose it.

By clicking the "OK" button the selected project file is entered:



Dialog box Create customer disk

Formatted disks

Choosing the option **Destination drive is A:** or **Destination drive is B:** you set, in which drive the disk is inserted. Please use only empty or best new **formatted disks** with a minimal capacity of 1,44 Mbyte or 1,2 Mbyte. If the capacity should not be sufficed, you will be automatically asked to insert a new disk.

In the field **Status** the current file to be copied is displayed while the copy procedure.



Automatically a file is created in the **Project directory** (Source directory) with the project name and the file extension ".PCK". From that **Project directory** the data are copied and the file is called **Package list**.

Package list

The package list is nothing else than a check list for you, which creates files on one or more customer disk(s) and are delivered to the customer. the package list includes apart from the project name also the date, time, number of copied files and even the list of the files names. The file is created in ASCII format.

6.2.4 Installing the project at the customer

In following example it is assumed that the destination drive of the customer's PC is the drive C: and the installation is started from drive B:. If you should have other drives in use, you should change the names of the example with the names you use.

Please note that if using an **InterVisu2 Single user licence** the **InterVisu2** has to be installed on the customer's PC (see chapter. 6.1 und 1.4). It is not required, if you use an InterVisu2 Multiple user licence. The installation procedure of the customer project is the same procedure in both InterVisu2 versions.

Single user licence

Multiple user licence

1. Starting Windows on the customer's PC.
1. Choosing the item "FILE" in the menu bar of the program manager.
1. Choosing the item "EXECUTE..." in the displayed menu.
1. Entering the following command line:
B:INSTALL
and select the "OK" button.
1. The InterVisu2 installation program is now loaded, that will be indicated after a short time by the following message:

Program manager

File execute

INSTALL



Dialogbox *InterVisu2* Installation

Destination directory

Before starting the installation procedure, you are able to change the destination directory in that the **customer project** should be installed. Additionally the name of the **Program group** and the **Icon** can be chosen as you like. If the data matching your wishes, you start the installation procedure by operating the "Install" button. The installation program then guides you automatically through the installation procedure by status messages and message windows.

Berker Building visualisation

Automatically a program group with the desired name is created (e.g. **Gira Building visualisation**). Within that program group the visualisation of the customer is installed as an application (e.g. **Project Müller**). The project name matches the before entered window title (see chapter 6.2.1).



Gira Building visualisation with the customer project Müller

Starting

Double-clicking the project **icon** the visualisation **Project Müller** is started.



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instabus EIB System

Visualisation

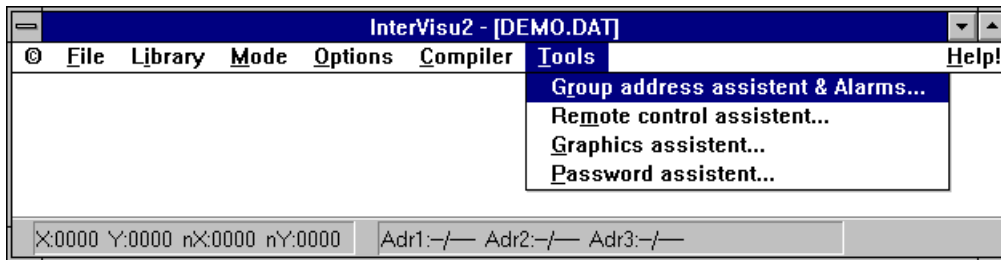




7 InterVisu2 TOOLS

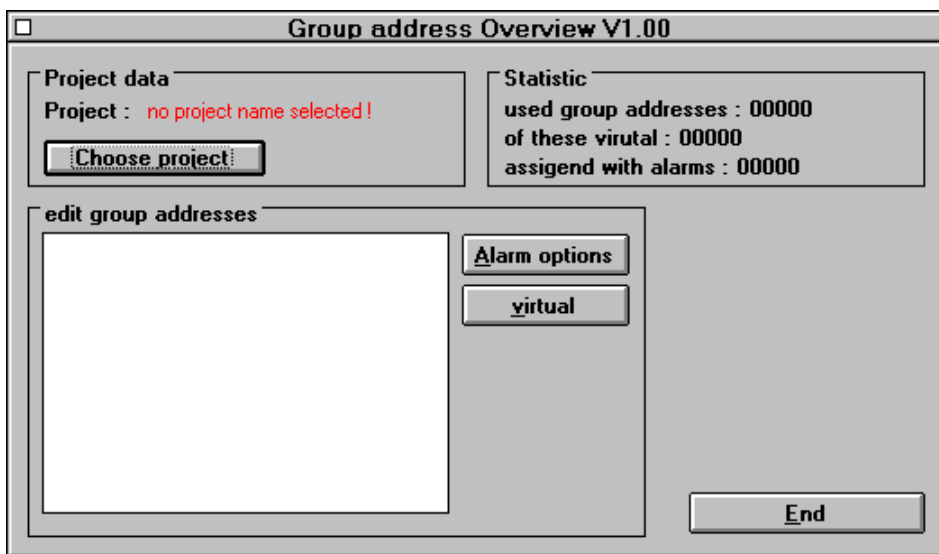
7.1 Group address overview

7.1.1 Abstract



Menu command Overview of group address assistent and alarms

Clicking the menu command GROUP ADDRESS ASSISTENT & ALARMS in the main menu TOOLS the following dialog box appears:



Dialog box Overview of the group addresses

The overview of the group addresses supports the **Display** and **Administration** (Create, edit, delete) of **alarm features**, which are assigned to the group addresses to the currently chosen projects or which which are possible to be assigned. Additionally the current **virtual** state of the group addresses is displayed and the "virtual" button can be changed.

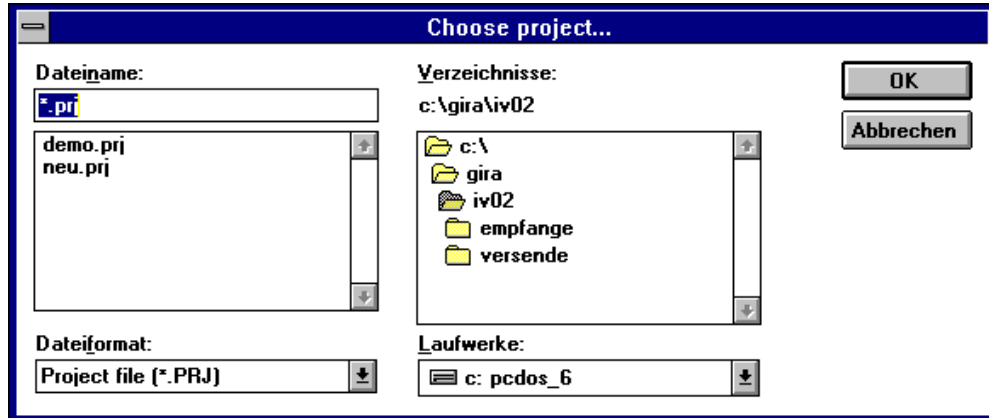
**Administration
 of group
 addresses**



7.1.2 Selecting the group addresses

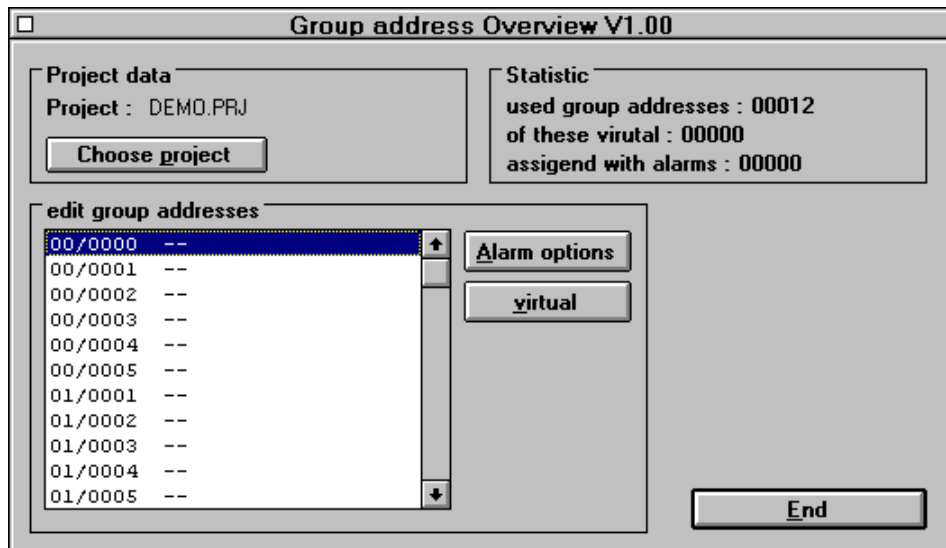
Selecting the project

The current project is displayed in the dialog box Overview of group addresses behind the field **Project:**. If no project is selected, the red text appears "no project name selected!". By means of the " Select project" button the following dialog box can be opened:



Dialogbox Select project

You are able to search a certain project name in a comfortable way and can select it. By choosing the "OK" button the selected project file is entered.



Group addresses of the project DEMO.PRJ

Used group addresses



The field "**used group addresses**" shows the total number of the group addresses used in the project. The field "**of them virtual**" shows the total number of group addresses in the project without bus access. The field "**set with alarms**" shows the total number of group addresses in the project which are assigned with alarm options. The group addresses with alarm options are shortly called **alarm addresses** in the following text. The alarm options and the resulting procedures are only possible to occur during the run-time mode of the system. It is possible to define a maximum number of **500** alarm addresses in one project. The group addresses are displayed in rising order in the list box. If the group address is a virtual one, an "**V**" is added to the group address. If the group address is an alarm address, an "**A**" is added to the group address. A combination of both attributes is also possible. If no attribute is required, a "-" is added. The virtual state of a group address can be **switched on/off** by means of the "virtual" button. For that the group address to be edited must be selected in the list box.

***virtual and
 alarm
 addresses***

7.1.3 Alarm options

Double-clicking the left mouse button on an entry in the list of the group addresses the dialog box for the settings of the alarm option can be opened. Alternatively the "Alarm options" button can be entered. Using the select box **Alarm monitoring** you are able to define, if the selected group address (in the following example 00/0004) should be an alarm address.

***Editing alarm
 addresses***

Types of alarm address

The system automatically realizes that you are dealing with group address of **1 Bit** values or **2 Byte** EIB floating point values and automatically indicates the corresponding available settings.

***1 Bit
 2 Byte***

In the following example you are dealing with an EIB floating point value, because there are 4 input fields available for the **lower pre-alarm and main alarm** and **the upper pre-alarm and main alarm**.

The limits of this group address contents have to be entered in these fields. If the limits will be exceeded or fallen below during run-time mode (e.g. temperatures), an alarm will occur.



Alarm options...

00/0004

Description :

Alarm monitoring

Alarm confirmation

top main alarm :

top pre alarm :

lower pre alarm :

lower main alarm :

turn to top-window

switch off screen saver

Printer

Beep on alarm

goto dialog page

City call

OK Abort

Dialog box Alarm options of 1 Byte value

A group address of a 1 bit value would look like the following dialog box:

Alarm options...

01/0001

Description :

Alarm monitoring

Alarm confirmation

Alarm on 0 - Telegram

Alarm on 1 - Telegram

turn to top-window

switch off screen saver

Printer

Beep on alarm

goto dialog page

City call

OK Abort

Dialogbox Alarm options of 1 Bit value



In this window 2 options **Alarm at 0 telegram / Alarm at 1 telegram** are offered instead of the 4 input fields of limits.

Specification of an alarm address

By means of the input field **Specification** any text you like with a maximum number of 30 characters can be entered.

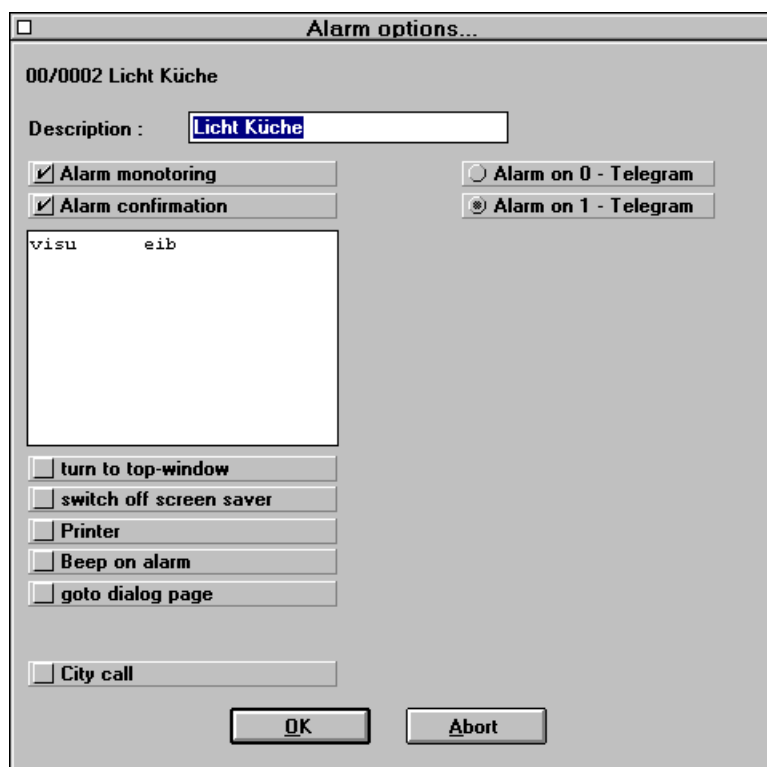
In the case of an alarm, this text will be printed into the protocol buffer or, if selected, printed out on a printer.

Alarm acknowledge

By means of the dialog box **Alarm acknowledge** you can choose the acknowledge of an alarm and an entry into the acknowledge bufer. The acknowledge only can be handled by a **password**. Users, having a password are displayed in the list box.

Acknowledge

Password



Alarm options with user list for acknowledges

By clicking the left mouse button these users can be chosen, which are permitted to confirm an alarm. More than one user can be selected. In the upper example the user "swe" is allowed to confirm.



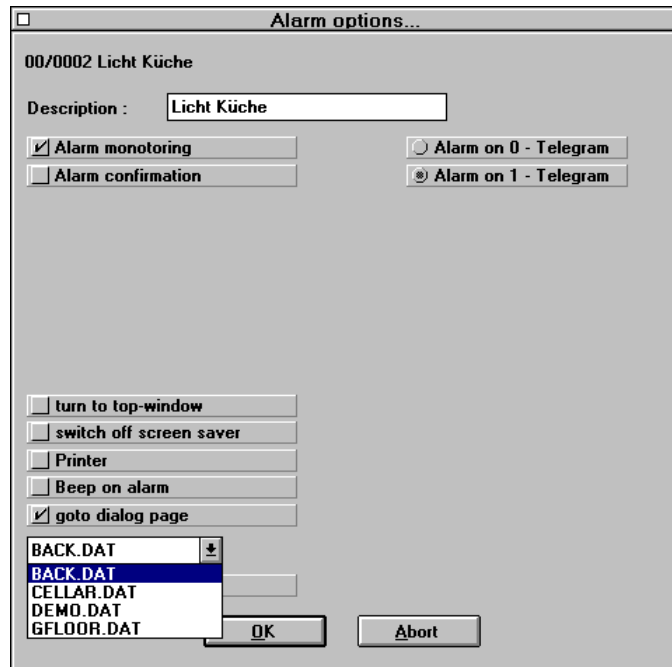
Further alarm options

Screen saver By means of the select box ✓ **Screen saver off** an activated screen saver can be switched off. The screen saver shall not be protected by a password.

Printer By means of the select box ✓ **Printer** it can be chosen that alarms can be printed out to a connected printer.

Buzzer By means of the select box ✓ **Buzzer on alarm** it can be chosen that the internal loadspeaker of the PC should generate a signalling tone. If this setting is active and the corresponding alarms occur, a signal tone is generated every second while the alarm condition is fulfilled. Experience has shown us, that some internal loadspeaker of the PC are not suitable (too soft) for alarms. It is required to test the hardware in details which is be installed.

Resulting picture By means of the select box ✓ **Resulting picture** a dialog page of the currently selected project can be defined , which is opened, if an alarm occurs. The dialog page "ROOM2.DAT" is defined as the resulting picture in the follwing example.



Alarm optionen with the file list for resulting pictures



By means of the select box ✓ **City call** a subscriber being away from the installation can be called by the TELEKOM City call service, if an alarm occurs. The requirement for that is, that a TELEKOM certified modem is correctly installed to the corresponding PC.

City call

Alarm options with entries for City call

To transmit the radio telephone number the corresponding values must be entered into the 3 input fields Radio telephone **number/Access number/Message**.

In the input field Radio telephone number the telephone number of the receiver is entered. Using normal telephones you get always connection to a certain telephone with a certain telephone number and equal to this, you get connection to a certain city call receiver with a certain radio telephone number. The service is defined by an access number. In our case it is the city call. Any text you like with a maximum number of 20 characters can be entered in the field Message. This is the text to be transmitted. The type of message (only numbers or also text) depends on the city call receiver (tone, numeric, text). The application requires user's experience in operating the city call service and modems. Note, that the use of remote alarm is only recommended under certain conditions. Unfortunately the message can get lost depending on the operat-

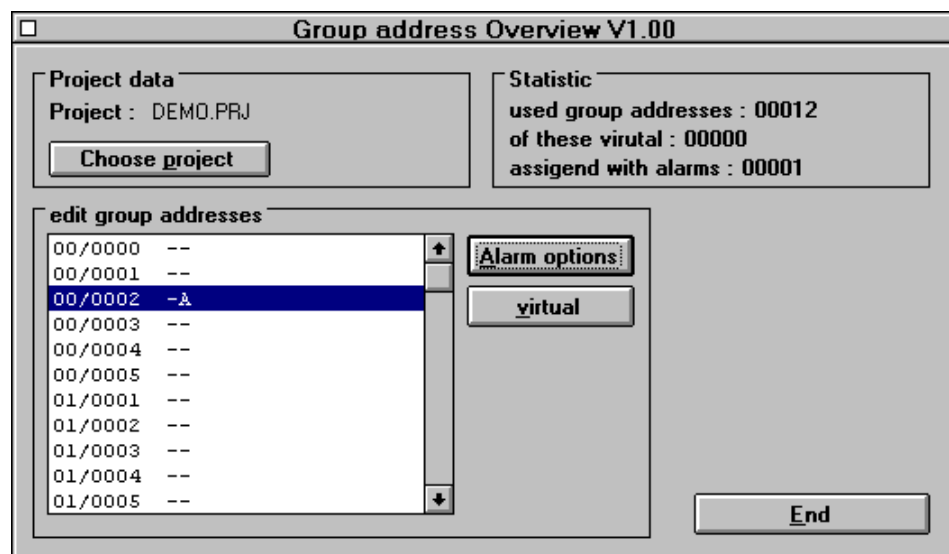


ing area and/or conditions. Forethat it is not guaranteed that the message (alarm) will arrive at the receiver being called.

Return to overview of group addresses

If all options are set, you are able to return to the main menu by means of the "OK" button.

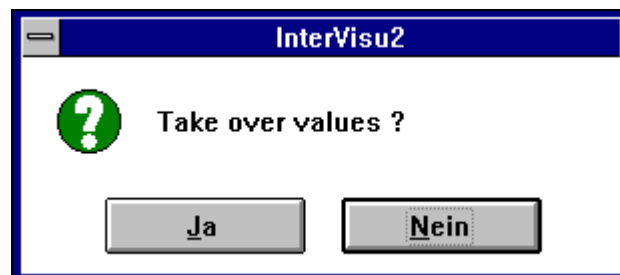
7.1.4 Saving settings



Overview of group addresses of the project SEMINAR.PRJ

Enter data

By means of the "End" button the projected data can be saved and the overview of group addresses can be left. Doing that following dialog box with a security question appears:



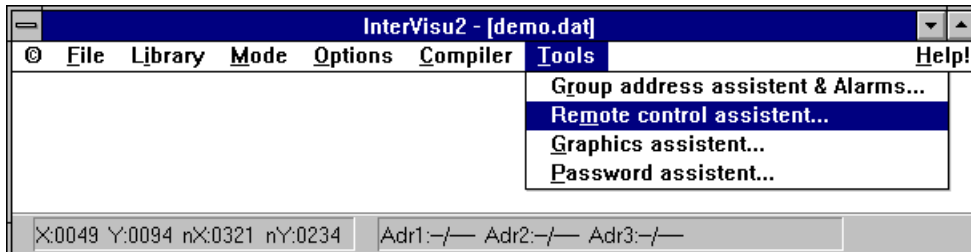
Sicherheitsabfrage

You choose the "Yes (Ja)" button to enter (save) the data.



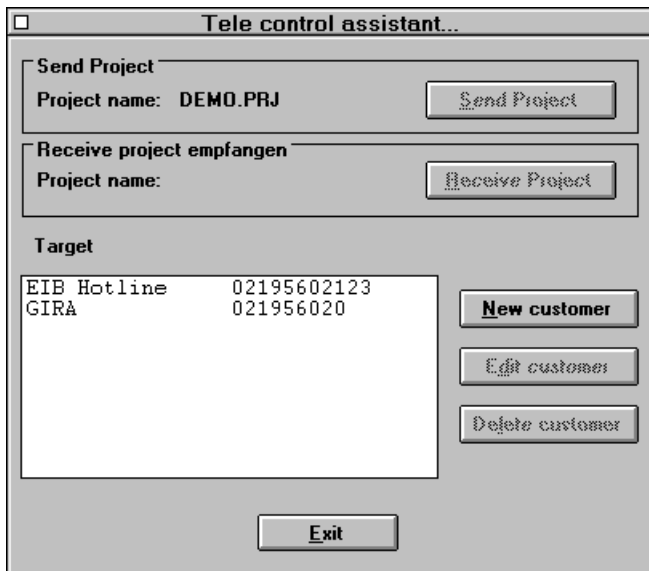
7.2 Remote control assistant

7.2.1 Abstract



Menu command Remote control assistant in the main menu Tools

By clicking the menu command REMOTE CONTROL ASSISTANT in the main menu TOOLS the following dialog box appears:



Dialogbox Remote control assistant

The **remote control assistant** supports the transfer of projects and the corresponding files of subscriber A to subscriber B via modem.

So it is possible to maintain a project, without being " at the place".

The correctly installed modems are required for both subscribers.

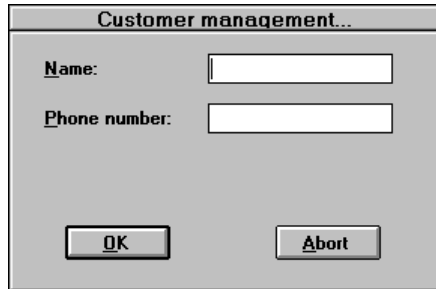


7.2.2 Transmit and Receive

Select the customer

Customer administration

By means of buttons "new customer", "Edit customer" or a double-click onto the subscriber list you enter from the window (dialog box) Remote control assistant into the **Customer administration**.



Dialog box Customer administration

Here the name and the customer address can be created or edited.

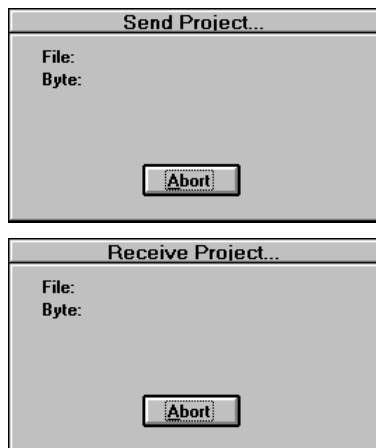
Requirements

Following requirements have to meet, to transmit the data of a project:

1. The corresponding project has to be loaded into the **InterVisu2**.
1. A customer must be selected in the customer list.

If the transfer should be started, the receiver has to enter the button "Receive project" and the transceiver has to enter the button "Transmit project". After that the data are transferred automatically.

By means of a status window it is visible, which file is just being transferred:



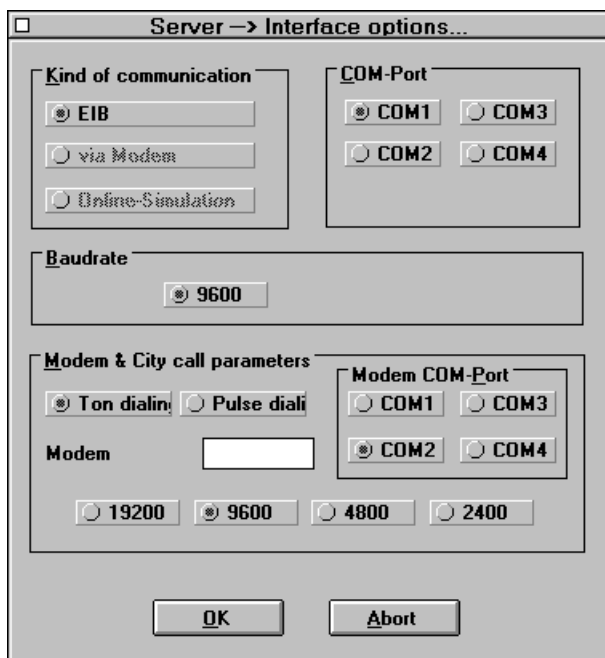
Status window Transmit project and Receive



If the transfer is closed, the **files** of the received project are located in the subdirectory **Receive**. This subdirectory has been created in the **InterVisu2** directory while installing **InterVisu2**. For example you could reach the subdirectory on the hard drive (e.g. C:) by following path: C:\GIRA\IV02\RECEIVE. This depends on each installation.

7.2.3 Modem parameter

So the modem parameter can be enter by means of following dialog box:



Dialog box Interface options

Test mode

You reach this page by means of the menu entry TEST MODE in the main menu MODE and by entering the button "Interface options".

The **modem parameter** are interpreted as follows and should be set by a communication expert:

- ◇ **Tone dialling** or **Pulse dialling** describes the dialling mode
- ◇ In the input field **Modem commands** special Hayes commands can be entered, which are used to control the modem.
- ◇ **Modem Com-Port** describes the port the modem is connected to.
- ◇ The baud rate can be selected between 2400 - 19200 Baud.

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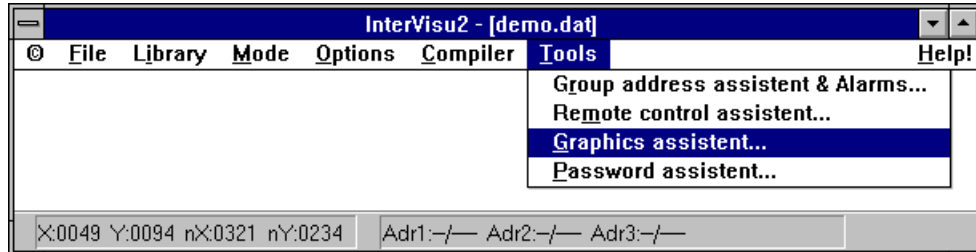
Mode

Parameter



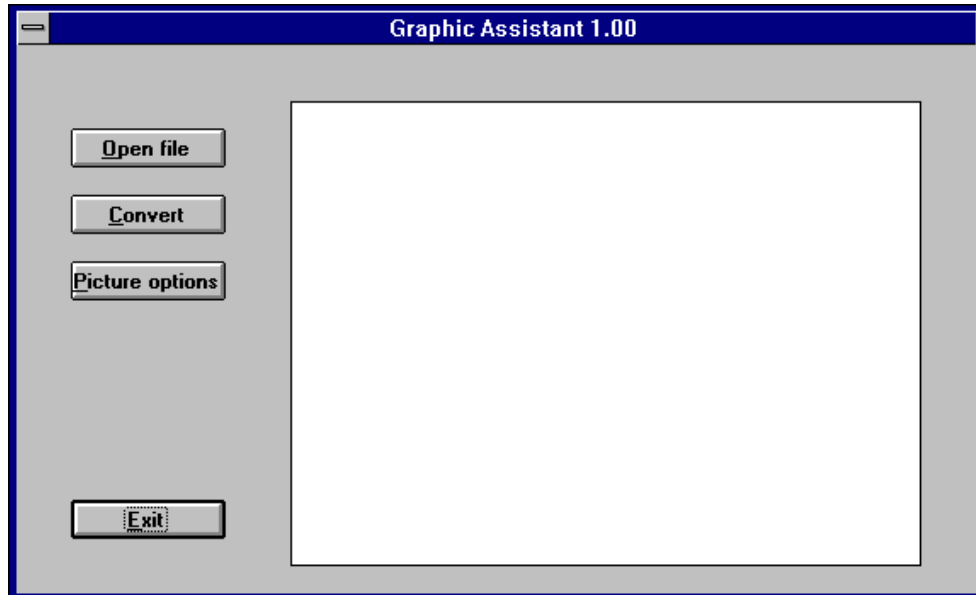
7.3 Graphics assistant

7.3.1 Abstract



Menu command Graphic assistant in the main menu Tools

By clicking the menu command GRAPHICS ASSISTANT in the main menu TOOLS following window appears:



Dialog box Graphic assistant

The **Graphic assistant** supports the **Conversion** and **Editing** of different graphic formats:

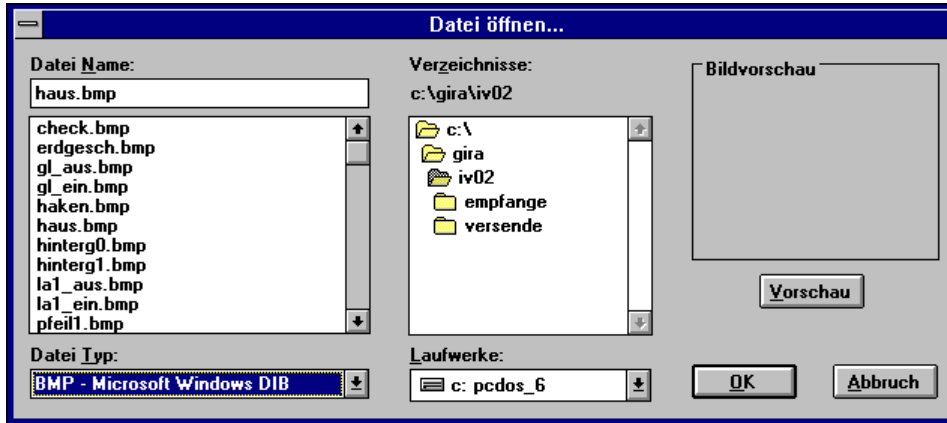
AI	Adope Illustrator File	HG3	Havard Graphics
BMP	Windows Bitmap	PCX	Zsoft PC Paintbrush
DXF	AutoCad Drawing	PCT	Macintosh PICT
DRW	Micrografx Drawing	TGA	Truevision Targa
EPS	Encapsulated Postscript	TIF	Tag Image File
GEM	Digital Research	WMF	Windows Meta File
GIF	Graphics Interchange		



7.3.2 Converting a drawing file

By entering the button "File open" the window **File open** is opened.

File open



Dialog box File open

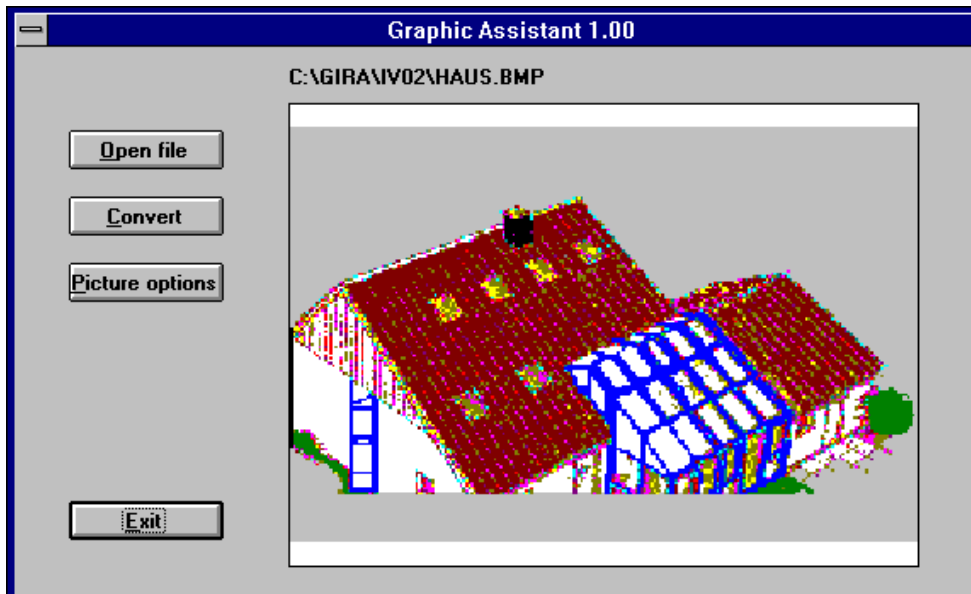
Here the **graphic format** of the file to be loaded can be selected in the "File type" list.

Graphic format

If then a file is marked in the "File name" list, it is possible to watch the file by means of the button "Preview".

Preview

If you enter now the "OK" button, the file is loaded and is displayed in the main window.



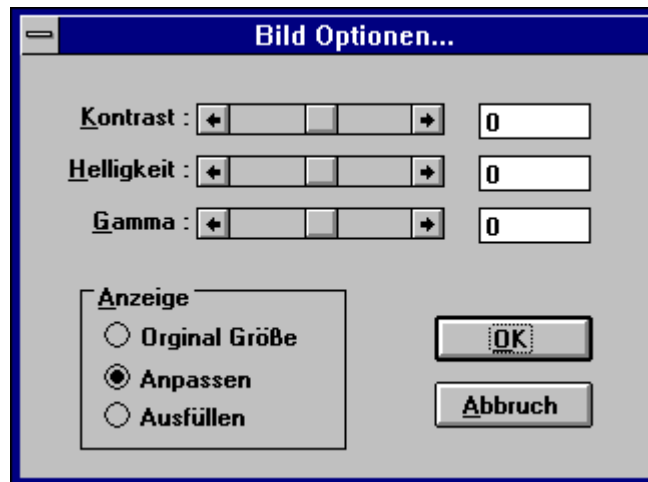
Graphic assistant with loaded file



Available settings

Picture options

By using the button "Picture options" following window is opened:



Dialog box Picture options

Here the most important picture parameters as **contrast**, **brightness** and **gamma factor** can be edited. Also you can adapt the picture size.

Contrast

Entering values greater than 0 the colours will become more intensive and the difference between darker and brighter picture areas will increase

Entering values less than 0 the colours will become less intensive and the difference between darker and brighter picture areas will be reduced.

Brightness

Entering values greater than 0 the colours will become brighter.

Entering values less than 0 the colours will become darker.

Gamma

Entering values greater than 0 the green proportion of all colours is increased.

Doing that the luminosity is more intensive.

Entering values less than 0 the green proportion of all colours is reduced and the colours will change to the direction black.

Save

Save as

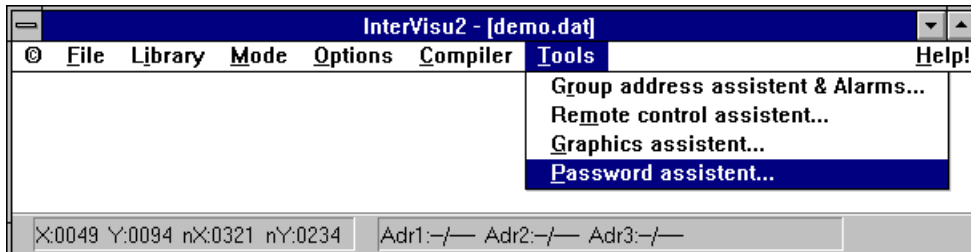
If the edited graphic is saved or converted into another format, you enter the button "Convert".

You can select the corresponding format from the "File type" list.



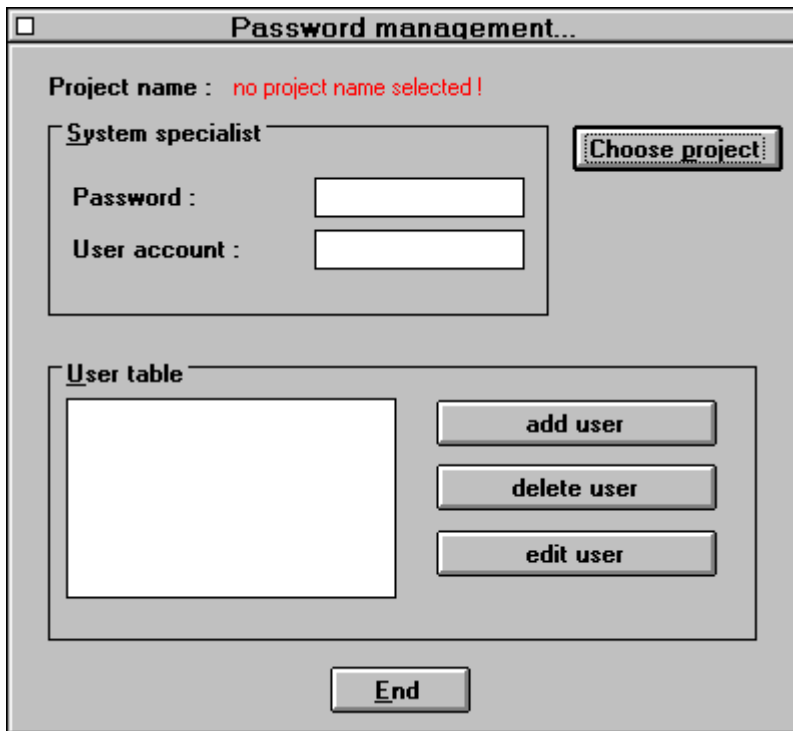
7.4 Password assistant

7.4.1 Abstract



Menu command Password assistant in the Main menu Tools

By clicking the menu command PASSWORD ASSISTANT in the main menu TOOLS following dialog box appears:



Dialog box Password administration

The Password assistant supports the creation and the administration of **passwords**, which are used in the system for certain security relevant information which are not accessible by every user. The Password assistant supports two different operation modes: **system specialist** and **operator**

**System-
specialist**

Operator



7.4.2 Entering the system specialist

The system specialist exists only once in the system and has unlimited system rights. By means of the input fields Password and Operator's identification the data of the system specialist are entered. The password can include from 1 to 6 characters. The operator's identification can include from 1 to 10 characters. Password and operator's identification are required not to exist in multiple number. The evaluation of the password does not differ between small and capital letters.

Project name : DEMO.PRJ

System specialist

Password : visu

User account : eib

Choose project

User table

visu	eib
------	-----

add user

delete user

edit user

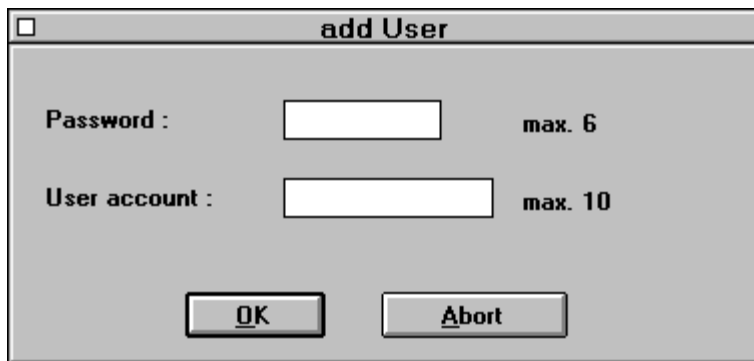
End

Dialog box Password administration (System specialist)

7.4.3 Editing operator list

Insert an operator

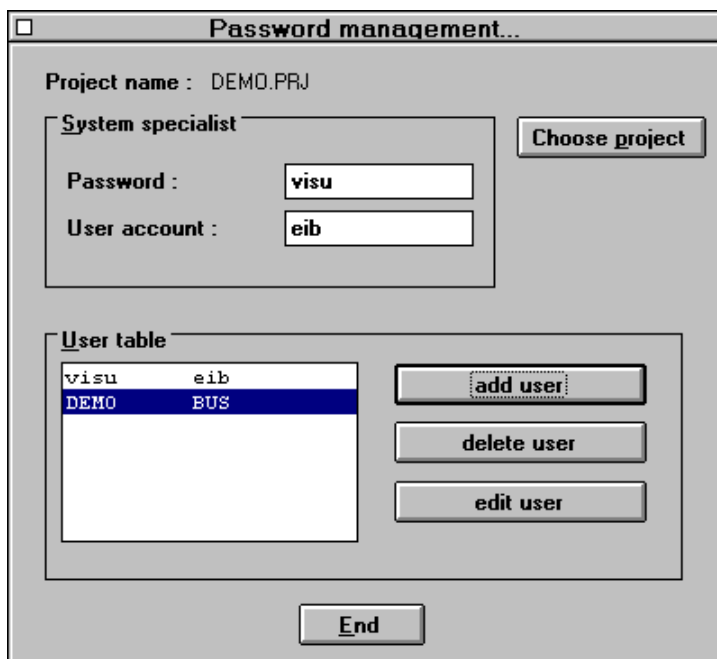
You can administrate a maximum number of 32 users with limited system rights by means of the buttons "Insert operator", "Delete operator" and "Edit operator". Clicking onto the "Insert operator" button following dialog box appears:



Dialog box Insert operator

By means of the Password field a password with the maximum number of 6 characters and an operator's identification with the maximum number of 10 characters can be entered. Password and operator's identification are required not to be used in multiple number.

By choosing the "Ok" button the entered data are stored.



Dialog box Password administration with operator list

Choosing the "Delete user" button an operator can be deleted from the operator list. This is only possible, if the corresponding entry has been marked before by a single mouse-click on the left mouse button. Multiple marking is impossible.

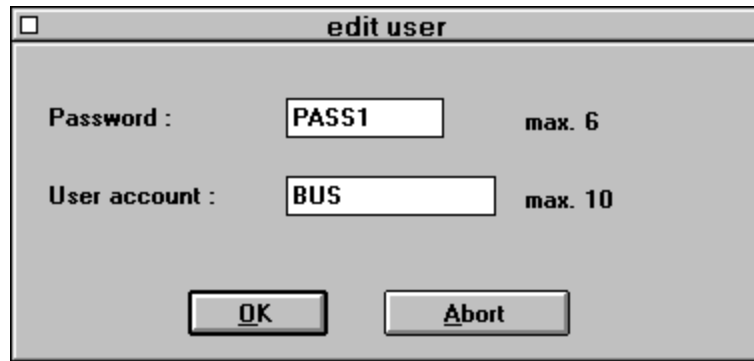
Delete user

Marking an entry in the operator list and choosing the "Edit user" button or double-clicking with the left mouse button on an entry, the following dialog box appears:

Edit user

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InterVisu2



Dialog box Edit user

By means of the Password field a password with the maximum number of 6 characters and an operator's identification with the maximum number of 10 characters can be entered. Password and operator's identification are required not to be used in multiple number.

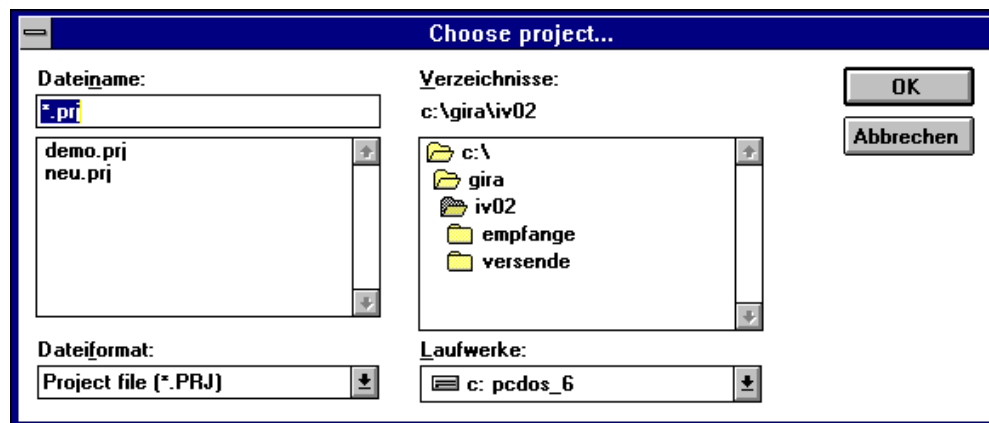
By choosing the "Ok" button the entered data are stored.

7.4.4 Selecting the project and Saving the settings

Select project

Selection

The **Project name** in the window (dialog box) Password administration identifies the project just in work (e.g. DEMO.PRJ). If no correct project name is defined, the text "no project name selected!" occurs. By means of the button "Select project" following dialog box is opened:



Dialog box Select project

Here you can search and select a certain project name in a comfortable way.

Choosing the "OK" button, the selected project file is entered.



If all settings are carried out, the password data can be saved in the corresponding PRJ file by choosing the "Save data" button. By means of the "End" button the Password assistant is closed.

Save

instabus EIB System

Visualisation





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instabus EIB System

Visualisation





8 CONTROLLING BUS DEVICES

8.1 Abstract

The InterVisu2 Bus device control is a program to control a maximum number of **500 bus devices**.

max. 500 bus devices

For this a maximum number of 500 physical addresses can be entered in the bus device list. The access to the *instabus EIB* is installed by an **own interface** (COM1 to COM4). The control is working by a variable cyclic time from 10 seconds to 5 minutes at maximum. In that procedure the bus device is polled by a point-to-point connection. We recommend a cyclic time greater or equal to 1 minute to reduce the bus load as less as possible.

The program tests if a bus device transmits a **response** and if an **error message** is stored in the bus coupler (Run Error Flag).

Test of connection

If the bus device does not respond, the connection set up is tried three times at all. Afterwards the error message is recorded (see chapter 8.4).

Bus control and building visualisation

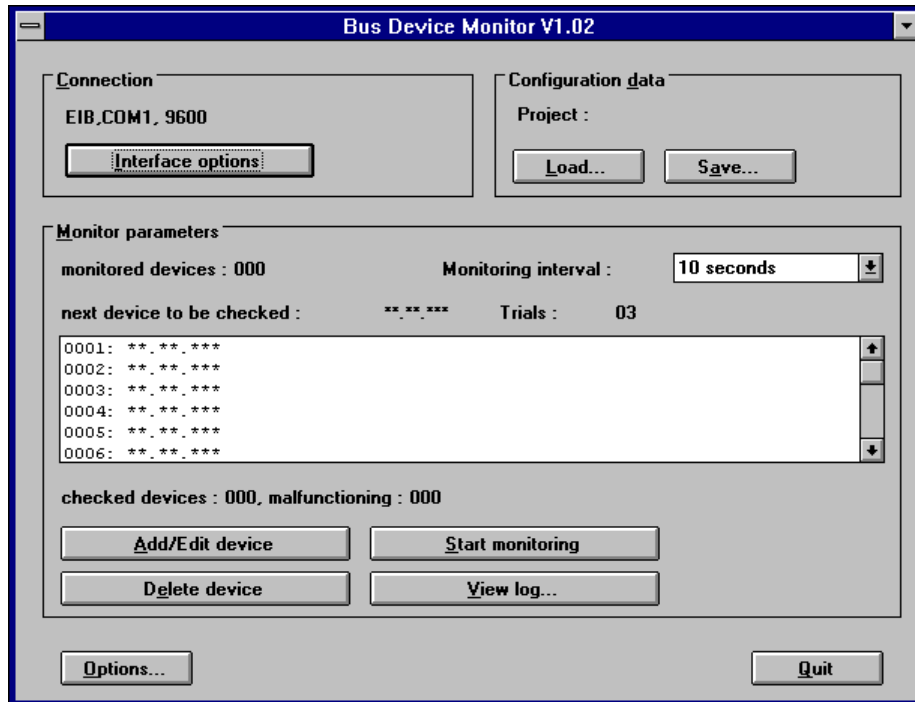
The Bus device control is able to run separately or together with the InterVisu2. This is to notice, that both programs require **its own serial interface** (COM1 - COM4).



8.2 Installing the Bus device control

Starting

By means of a double-click onto the **InterVisu2 Bus device control** icon in the group window "Gira Building visualisation" the program is started. Following window appears:

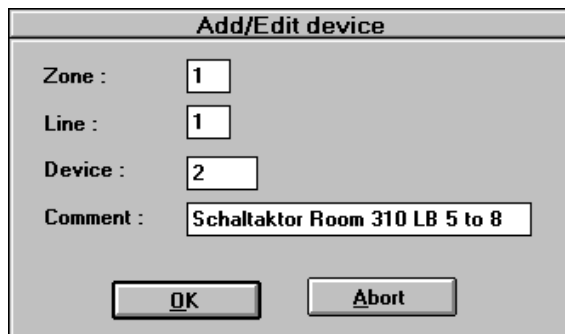


Overview window after program start

8.2.1 Setting up the bus devices

Setting up/ editing bus devices

It is possible to activate a maximum number of 500 bus devices (physical addresses) in the range of the control parameters. Not activated entries are identified by ****.**.****. If you double-click onto an entry of the list, the window **Add/Edit device** (dialog box) is opened:



Example of entries of a bus device



Alternatively you can mark an entry by a mouse-click and enter the "**Add/Edit device**" button.

By means of the input fields Area, Line and Bus device you can enter the desired **physical address**. In addition a comment with a maximum number of 40 characters can be entered to describe the bus device. Finally the "**Ok**" button is to operate.

If a bus device shall not be controlled, you mark the corresponding list entry by a mouse-click and operate the "**Delete device**" button.

Deleting bus devices

8.2.2 Options

By means of the "**Options**" button in the **InterVisu2** Bus device control you reach the following dialog box.



Available settings in the dialog box Options

Do Auto-Start

Clicking **execute Auto start** the **InterVisu2** Bus device control is automatically started. The "**Start Bus device control**" has not to be operated then. If the bus devices should also be controlled automatically, when Windows™ is starting, then following steps are required:

Starting automatically

- ◇ A project with the bus devices to be controlled is created (Add/Edit device).
- ◇ The option **execute Auto start** is activated.
- ◇ By means of the button "**Save**" the project (Configuration data) is saved.
- ◇ By means of the button "**End**" the Bus device control is closed.



- ◇ The icon **InterVisu2 Bus device control** is moved by the program manager of Windows™ from the program group **Gira Building visualisation** to the program group **Autostart** (pressing the mouse button). If the **Autostart** program group is not installed on your PC, you can install this with menu command NEW in the main menu FILE of the program manager.

Messages in case of errors

Error messages

Clicking ✓ **Message in case of error** an information window (Message box) is displayed on the screen while the Bus device control is running:



Message box after detecting of a faulty connection

This message box also appears in the foreground, if another program e.g. InterVisu2 is active in the case of an error. Following possibilities are existing:

- ◇ Calling the **Defect list** (see chapter 8.3).
- ◇ Calling the overview window of the running Bus device control "Overview" button.
- ◇ Closing the message box by operating the "**OK**" button. If a new error is detected after closing the box, the message box appears again. As long as the "OK" button is not operated, a further message box does not appear in a further case of an error.

Entering an error in the protocol buffer

Connection to the InterVisu2 protocol

By clicking ✓ **Insert error in log buffer** a connection is set up to the protocol management of InterVisu2. In the case of an error then additional to the entry in the protocol for the Bus device control an entry is carried out in the protocol list of InterVisu2 (see chapter 2.2).



Sending to alarm printer

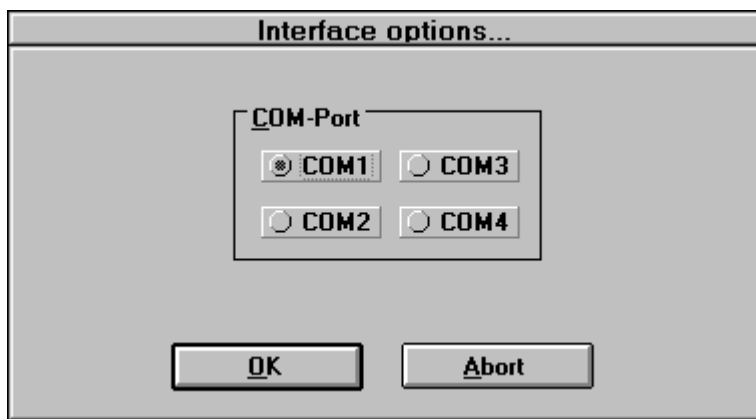
By clicking ✓ **post to printer** the connection is set up to the alarm printer of InterVisu2. In the case of an error then additional to the entry in the protocol for the Bus device control a printout is carried out on the alarm printer.

Connection to the InterVisu2 alarm printer

Interface options

By means of the "**Interface options**" button in the overview window of the InterVisu2 it is possible to open following dialog box:

COM1 - COM4



Dialog box Interface options

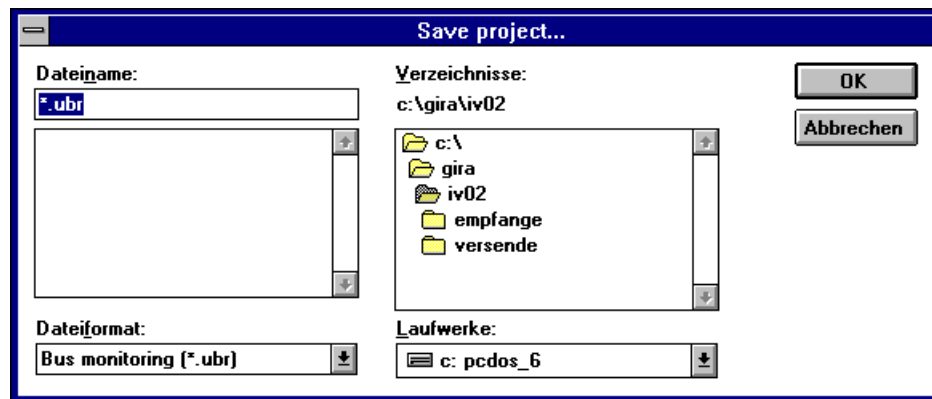
It is possible to choose from COM 1 to COM 4. The corresponding equipment in your PC is required for that. Please note, that a separate free interface is required by the Bus device control.

8.2.3 Administration of configuration data

Save

After carrying out all available settings for a project, you should save this configuration data. By means of the "Save" button in the overview window of InterVisu2 Bus device control the following dialog box is opened:

Saving configuration



Dialog box Save project

The configuration data for the InterVisu2 Bus device control is normally saved as an ".UBR" file. We recommend to use this file format for a clear overview.

Load

Loading a configuration

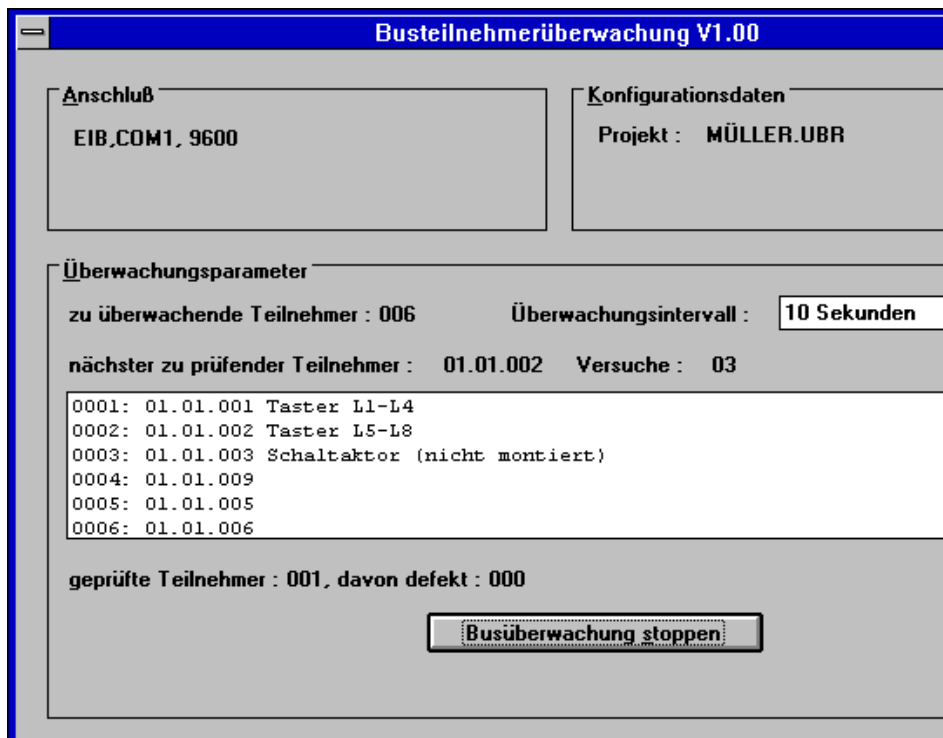
By means of the "**Load**" button in the overview window of InterVisu2 Bus device control you are able to call configuration files which have been created before.

8.3 Using the Bus device control

Start the Bus device control

Start manually

Before starting the Bus device control you should have loaded the configuration file corresponding to the project (e.g. MÜLLER.UBR s. chapter 8.2.3). By means of The "**Start Bus device control**" button in the overview window of InterVisu2 following window is opened:



Overview window at running Bus device control

The Bus device control is started automatically, if the Auto-Start function was activated first (see chapter 8.2.2).

Start automatically

Information in the overview window

The area "Control parameters" above and below the device list shows following information:

Information numbers

- ◇ Total number of the bus devices to be tested: **bus devices to be controlled**; e.g. 006 (maximum is 500)
- ◇ Time period between two connections: Control period; e.g. 30 seconds
- ◇ Currently tested bus device: next bus device to be tested; e.g. 01.01.01
- ◇ Tested bus devices e.g. 006 (maximum is 500), defect of them; 001

Defect list

By means of the "**Defect list**" button following window is opened:



Liste defekter Teilnehmer...					
defekte Teilnehmer : 001					
NR.	phy. Adr.	Datum	Uhrzeit	Kommentar	
0001:	01.01.003	04.01.95	13:00:48	Schaltaktor (nicht montiert)	

Extract of a defect list

**Faulty bus devices
Time information**

In the defect list the **bus devices** are identified by their physical address as well as a comment. In each case this comment appears, which is entered in the "**Add/Edit device**" dialog box when you project the visualisation (see chapter 8.2.1)

The information about time and date make it possible to notice the exact time of the error detection.

Change to other programs

Task change

As usual in Windows™, you can change to other programs while InterVisu2 Bus device control is running. For that you click onto the upper left corner of the window **InterVisu2 Bus device control** and you get into the system control menu. You can also change to other programs by using the key combinations [**<ALT>** and **<TAB>**] (Change task) or [**<STRG>** und **<ESC>**] (Call task manager). If the option "Error message" (see chapter 8.2.2) is selected, the error messages will appear in all other programs.

Exit from Bus device control

Exit Bus device control

By means of the "**End**" button the running Bus device control is finished and the overview window to the project program is opened.

8.4 Protocolling

The defect list is only available during the running Bus device control (see chapter 8.3).

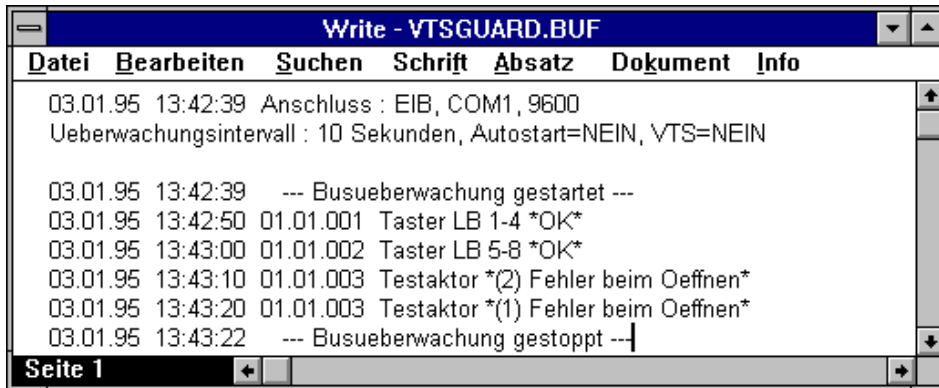
Protocol file

**InterVisu2 -
GUARD.BUF**

The internal memory (ring buffer) is used for documentation and recording. A maximum number of approx. 5000 enties (500 Kbyte) is stored in the write-protected protocol file **InterVisu2 GUARD.BUF**



By means of the "Show protocol" in the overview window of InterVisu2 Bus device control you open the protocol file InterVisu2 GUARD.BUF as well as the text programm Write™ (Write™ is a program delivered with Windows™):



Extract of a protocol file

Structure

As in the defect list, the recorded results are added with the date and the time. The bus devices are also visible by its physical address and if necessary by a comment.

Differing from the defect list, the beginning and the end of the control as well as every connection are recorded. If the test is successful the message "OK" is printed out in the end of the line. In the case of an error the corresponding message is added (e.g. "Error: Open device")

Error protocols

The following errors are recorded:

- Error: Open device** Connection to bus device could not be set up.
Possible reasons:
- Bus device can not be requested:**
 - No voltage applied
 - Incorrect planning (e.g. wrong physical address)
 - Bus wire is disturbed**
 - Broken wire
 - High bus telegram load

Time information

Program start and exit

Messages

Error protocol



Error: Read device

Possible reasons:

Bus device is defect

- BCU is defect

Bus wire is disturbed:

- High bus telegram load

Status error:

Internal status error in the BCU is set:

Possible reasons:

Bus device is defect

- EEPROM memory in the BCU is defect
- Program error in the BCU
- Error accessing the object
(e.g. wrong data format)
- other BCU errors

Bus wire is disturbed:

- High bus telegram load

Error: Close device:

Connection to the bus device could not be closed. Possible reasons:

Bus device is defect

- BCU is defect
- wrong planning

Bus wire is disturbed:

- High bus telegram load

Additional documentation

**Print
Save as**

At every moment it is possible to **print out** the protocol file. Additionally you are able to **save** the current contents of the protocol file with another name and/or directory.

The origin protocol file is write-protected and shall not be edited.

**Protocol in
InterVisu2**

As in chapter 8.2.2 described, it is possible by means of a click on **✓Insert error in log buffer** in the list box "Options" to set up a connection to the protocol management of InterVisu2. In the case of an error then additionally an entry is carried out in the protocol list of InterVisu2 and, if chosen, a print out on the protocol printer is arranged.



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9 APPENDIX

9.1 Quantity listing InterVisu2

Dialog page per project --> at least 1 maximal 100

- ◇ Elements per dialog page --> at least 1 maximal 100
- ◇ Maximum number of alarm - controls group addresses - per project --> 500
- ◇ Maximum number of logical links per project --> 300
- ◇ Maximum length of file of project, dialog and packed files --> 64 Kbyte
- ◇ Passwords --> 1 system specialist
32 operators

9.2 Used file types in InterVisu2

- ◇ **".PRJ"** file --> project files
- ◇ **".DAT"** file --> dialog page files
- ◇ **".PCK"** file --> package list of a created customer disk
- ◇ **".AAS"** file --> alarm assistant file
- ◇ **".UBR"** file --> bus device control file
- ◇ **".SYI"** file --> internal system informationen

9.3 Error messages in InterVisu2

save current DAT. page first...

Normally this message appears, if the assistant is called. The message should remember you, that no name is assigned to the current .DAT page and is not saved yet.



old InterVisu2 server is active...

Exit from server and replace by a new one. If necessary copy the original disk into the Windows system directory.

alarm buffer is invalid or faulty...

Check the free space on the hard disk. More than 3 MB should be free. Otherwise delete the files which are not used.

Creating status bar failed...

May appear at the start of InterVisu2

Help: Restart the program

dialog page not existing

invalid dialog page defined to buttons...

Appears at run-time, if a button is assigned to a dialog page which does not exist.

Help: Enter a valid dialog page

dialog page is existing...

(Dialogseite ist schon vorhanden...)

The program tries to overwrite a dialog page.

Select another name or the contents of the file will be lost.

double password entry not possible...

double operator's identification not possible...

Passwords and operators' identifications can only be managed in one unique version

Fatal error - Create element failed...

Probably fatal error in the internal window memory manager

Save all data, exit and start **InterVisu2** again.

Error creating the alarm buffer...

Error creating the energy and load management...

Error creating the acknowledge buffer...

Error writing in energy and load management...



Alarm buffer invalid or faulty...

Acknowledge buffer invalid or faulty...

Appears if **InterVisu2** is started and not enough memory is on the hard disk.

Help: Delete files which are not used

Error creating the global memory...

Appears, if **InterVisu2** is started and too many applications (Excel, Winword,...) are running and much memory is used. (key-word resources).

Close the applications which are not required or expand your working memory.

Error copying...

Error in the copy procedure.

Check the destination drive or memory, if enough memory is available or check the function.

Error opening the file...

Project file not existing...

File is not existing or file name is incorrect.

Check the spelling.

Group address not existing

It is very probably, that the dialog file ".DAT" of the corresponding file is faulty.

Help: Rework the group addresses of the corresponding dialog page.

Visualisation is still running...

This message appears, if you try to start **InterVisu2** more than once.

no timer available

Appears, if **InterVisu2** is started and too many applications (Excel, Winword,...) are running and a timer is used (Key-word resources).

Close the applications which are not required.



no connection to server

Error message appears, if no connection can be set up to the program **HLTSERV.EXE** Check that the program is located in the windows system direcorey. If necassary, close **IVxxx.EXE** (xxx: version number) and restart.

no alarm value existing...

No limits to the alarm control have been entered.

Help: Edit the limits

no password defined

no operator's identification defined

The pass word assistant requires a password and an operator identification because of security reasons.

Can not open LPTxx...

LPT not existing (parallel printer interface)

Select another LPT interface or defect

Message queue not available...

Appears if **InterVisu2** is started and too many applications (Excel, Winword,...) are running and much memory is used. (Key-word resources).

Close the applications which are not required.

too many dialog pages...

You try to define more dialog pages in the project as possible.

Help: Design the project in a way that less dialog pages are required.

maximum number of digital displays is too large

maximum number of status lamps is too large

maximum number of buttons is too large

maximum number of logical links is too large

maximum number of push buttons is too large

maximum number of input fields is too large

maximum number of texts is too large



maximum number of bar displays is too large
maximum number of sliding regulators is too large
maximum number of passwords is too large
maximum number of alarms is too large

The quantity listing of **InterVisu2** is exceeded.

Help: Edit the design

Run-time module not existing...

Compiler does not find the run-time module.

Help: Reload the file **COMPILER.EXE** from the original disks.

Starting page has no name...

This message appears, if the dialog page is not saved yet (in this case the starting page).

Help: Save the page by means of the menu entry "FILE (DATEI)".

No success switching to transport layer...

No success switching to link layer...

Interface problems. Problems of data cable, PC interface or BCU defect, data cable not inserted correctly.

Help: Verify the interface.

V24 cable disturbed

The serial interface between the PC and the BCU is disturbed.

Check the interface cable, COM ports and BCU.

No success connecting to the server

Problems with the DDE interface of the server or the DDE interface is used by another application.

Try it again or, if no success, restart **InterVisu2**

Invalid logical link

Faulty dialog page

Help: Rework the corresponding dialog page



9.4 Information

9.4.1 Fonts

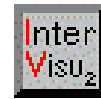
You are able to insert or select any character, fonts or size which is available in the system for almost all elements. But note, that the selected font has to be installed on the windows configuration of the **end user**. If this is not the case, Windows replaces the font by a similar font, that can lead to bad and unforeseeable effects. Pay attention, if you use ATM or TT fonts in the application. Because this can be also installed by the end user, the system configuration is also changed.

9.4.2 Several group addresses to one element

If **InterVisu2** is starting or after an interruption (e.g. crashed PC, mains fail) is detected, the scan procedure is started, to get the current states of the bus devices (group addresses) to be controlled. If several group addresses are assigned to an element, **always** the state of the first group address is indicated.

9.4.3 Drawing programs

The BMP format is required to design picture elements. We recommend Paintbrush, that is delivered with Windows™ and is especially suited for creating BMP files (Bitmaps). Naturally also other drawing programs can be used, if the drawing can be saved in the BMP format. Details of that may be read in the corresponding manual of the program producer.



Inter Visu₂

instabus[®] **EIB**

Technical Documentation

InterVisu2

Supplement Version 3.00

instabus EIB System

Visualisation





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1 INTRODUCTION

This document includes all changes of the version V3.00 compared with V2.20. One of the essential goals of the development of the V3.00 was to reduce the changes of the user surface to a minimum and to make the change easier for the today's user. In addition the handbook of the V2.20 can be used in future as the basic document.

2 CHANGES OF V3.00 COMPARED WITH V2.20

2.1 New software copy protection

The present software copy protection is replaced by a hardware copy protection plug, also often called dongle. The dongle is pushed onto the LPT1 interface of the corresponding PC. The troublesome installation/deinstallation is cancelled in case of a computer change. Only if pushing the dongle onto the interface, the visualisation is operating with all functions. An ISDN network or an EIB access is not possible without an installed dongle. Furthermore the compiler is not activated, customer's disks can not be produced or can not be tested.

2.2 Extension of the product family

The present product family has been completed by a beginner's licence. This version offers the total number of functions of the single licence, but it is limited to 75 group addresses per project. The virtual group addresses are not counted when the "used group addresses" per project are calculated. Group addresses used several times are only calculated as one group address.



2.3 New menu points

2.3.1 Create a new project

The menu command **Create a new project** in the main menu **File** enables the creation of a new and not existing project with the following options which can be adjusted:

The dialog box titled "create new project..." contains the following fields and controls:

- Project name :** An input field with the value "", followed by the text "(max. 8 Char)".
- Project comment :** A text area with the value "", followed by the text "(max. 80 Char)".
- Number dialog pages :** An input field with the value "1", followed by the text "(1 - 200)".
- Name start page :** An input field with the value "Start", followed by the text "(max. 8 Char)".
- At the bottom, there are two buttons: **OK** and **Abort**.

An example of the adjustment options is given below:

The dialog box titled "create new project..." contains the following fields and controls:

- Project name :** An input field with the value "Test", followed by the text "(max. 8 Char)".
- Project comment :** A text area with the value "First Project", followed by the text "(max. 80 Char)".
- Number dialog pages :** An input field with the value "5", followed by the text "(1 - 200)".
- Name start page :** An input field with the value "Start", followed by the text "(max. 8 Char)".
- At the bottom, there are two buttons: **OK** and **Abort**.

Information: The input field "Project comments" is optional. All other fields must contain an input. If you are not sure about the future number of dialog pages when entering the input field "Number of dialog pages" then enter an approximate number. By all means you are able to change the number in the future of the project. The pre-settings in the input



fields "Project name" and "Name of the start page" can be replaced by own names you are choosing as it is realized in the example above.

Selecting the "OK" button the visualisation generates a new project frame with the selected data. All directories which are needed will be automatically generated. The dialog page which has been defined as the start page is displayed on the monitor. If the project name is already used by another project, an error message occurs and another project name has to be entered.

2.3.2 Change/view the project

The menu command **Change/view the project** in the main menu **File** enables the change/view of the existing project with the following parameters:

edit project properties...

Project name :TEST Version :3.00

Project path :C:\GIRA\IV02\300\ENG\PROJEKTE\TEST\

Project comment :First Project

Creating date :26.05.98, 14:17:20

Number dialog pages :5 current start page :START.DAT

dialog pages in use

0000.DAT
0001.DAT
0002.DAT
0003.DAT

add dialog page

delete dialog page(s)

rename start page

rename dialog page

OK



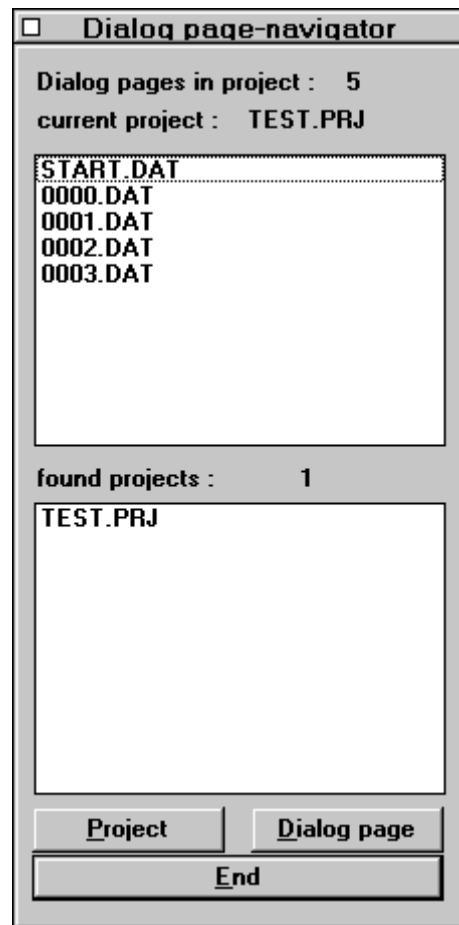
By means of the button "Dialog page insert" the project can be extended by new dialog pages. By means of the button "Dialog page(s) delete" existing dialog pages can be removed from the project. For that the corresponding dialog page must be selected by the mouse in the select list. By means of the buttons "Rename start page" or "Rename dialog page" the name of the start page or of all other dialog pages of this project can be changed. Using dialog pages the corresponding page must be selected by the mouse in the select list.

2.3.3 Freeze elements

The menu command **Freeze elements** in the main menu **Options** enables the fixing of the elements which are on the screen. These elements are no more able to be moved by the mouse, we say "They are frozen". The fixing can be cancelled by marking defined elements or positioning by means of cursor keys.

2.3.4 Dialog pages navigator

The menu **Dialog pages** in the main menu **Tools** enables the call of the dialog pages navigator. In addition the dialog pages navigator can always be called by entering the space key in the edit mode. The following window appears on the screen:



In the upper select list the dialog pages are displayed which are connected to the current project. By double clicking the mouse or by selecting an entry and pushing the button "Dialog page" the corresponding page is displayed on the screen. The same procedure is possible in the lower select box, but you can change between the existing projects. The dialog pages navigator is only operating with V3.00 projects. V2.20 projects are not supported. By means of the button "End" the dialog page navigator can be closed.



2.3.5 Protocol printer off

The menu command **Protocol printer off** in the main menu **Options** enables the defined switching on or off of the protocol/alarm printer. The status which is currently chosen can be seen in the status bar on the lower screen margin. A printer symbol is displayed if the printer is switched on.



2.4 New edit functions

2.4.1 Rubber cord function

This function allows an easy and quick possibility of marking the elements by means of the mouse key. Please, position the mouse pointer on the working area on the left above the elements which will be marked. Then enter the left mouse key and hold it down. By moving the mouse pointer a dashed rectangle is created. It is the rubber cord. If you release the left mouse key all elements being in the rectangle are marked.

2.4.2 ning using the cursor keys

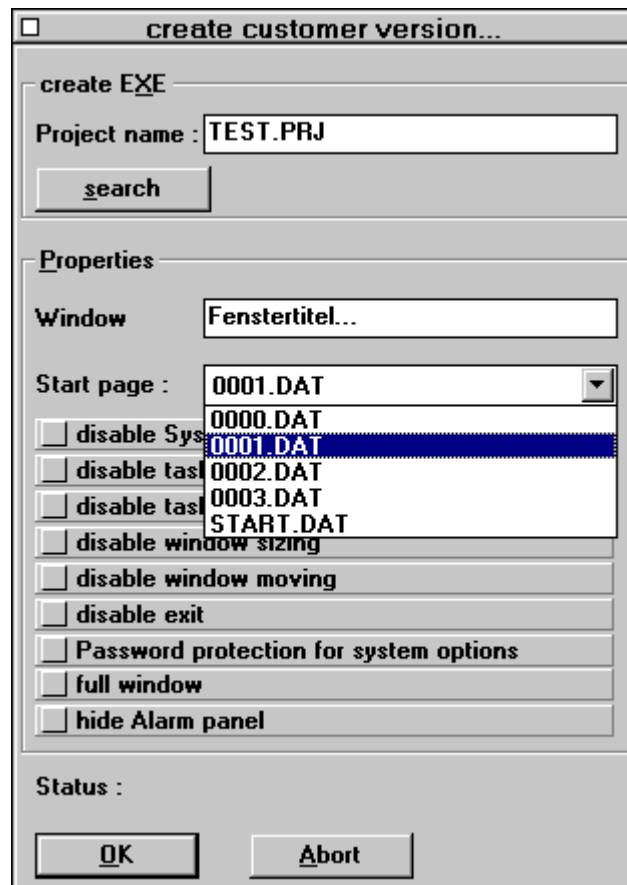
If you want to position the elements exacter, you also can use the cursor keys (arrow keys) of the keyboard. But the cursor key only influence marked elements. Use e.g. the rubber cord function for marking.



2.5 New compiler options

2.5.1 Select the start page

The compiler option "Select the start page" enables the easy and quick definition of any dialog page as a start page by means of a select list. An example is shown in the following picture.



2.5.2 Option „Full screen“

The compiler option "Full screen" enables the presentation of each dialog pages without the screen frame being typical for Windows. Surfaces can be created e.g. similar to money machines of banks.



2.5.3 Option „Alarm bar not visible“

The compiler option "Alarm bar not visible" enables to fade out the alarm bar in the customer's surface, if it is desired.

2.6 element option

2.6.1 Picture element → Switch next page

By means of the new option "Next page" and the definition of the dialog page in the select list, the selected dialog page is defined as the next page. In the runtime mode the click with the mouse pointer onto this picture element will realize the change of the dialog page. In the following example the dialog page 0001.Dat is defined as the next page.



The field of application is e.g. ground plans. You can click onto each room and a detailed presentation will appear.



2.6.2 Text element → Display analog values

Using the option "Numerical presentation" and selecting the value type not only binary states but also analog process values can be presented by the text element. In the following example an analog value in the value range 1 byte should be realized in a percentage presentation.

Textparameter...

Texteingabe
Text0: TEXT

Schriftart: Text0

Textmodus: Transparent Deckend

Winkleinstellung: Text0 → 0

Gruppenadresse(n)
Empfangsadressen : 00

00	→	** / ****	↑
01	→	** / ****	
02	→	** / ****	
03	→	** / ****	
04	→	** / ****	↓

Gruppenadresse aktiv

numerische Darstellung

Wertetyp : 1 Byte (0..100%)

Löschen

Bearbeiten

OK

Abbrechen

Hilfe



2.6.3 Dialog push button → Send group addresses

By means of the option "Send group addresses" a binary signal (switching telegram) can be sent to a bus device if the dialog page is changed by a dialog push button. In the following example each operation of the dialog push button in the runtime mode generates a switching telegram with the value 0 which is sent to the group address 1/1.

Dialog push button parameters...

Labeling

Label text : TEXT

Dialog page

Key command : F1

Password

Password protection activated

Sending address

Transmit group address

Main group : 1 Sub group : 1

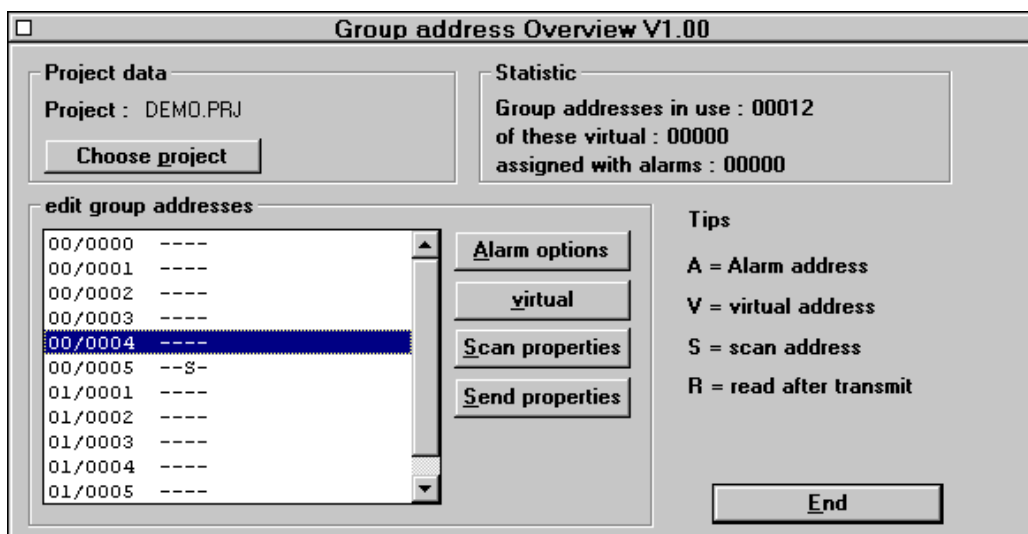
0-Signal 1-Signal



2.7 New options Group address assistant

2.7.1 Scan behaviour of the group addresses can be set

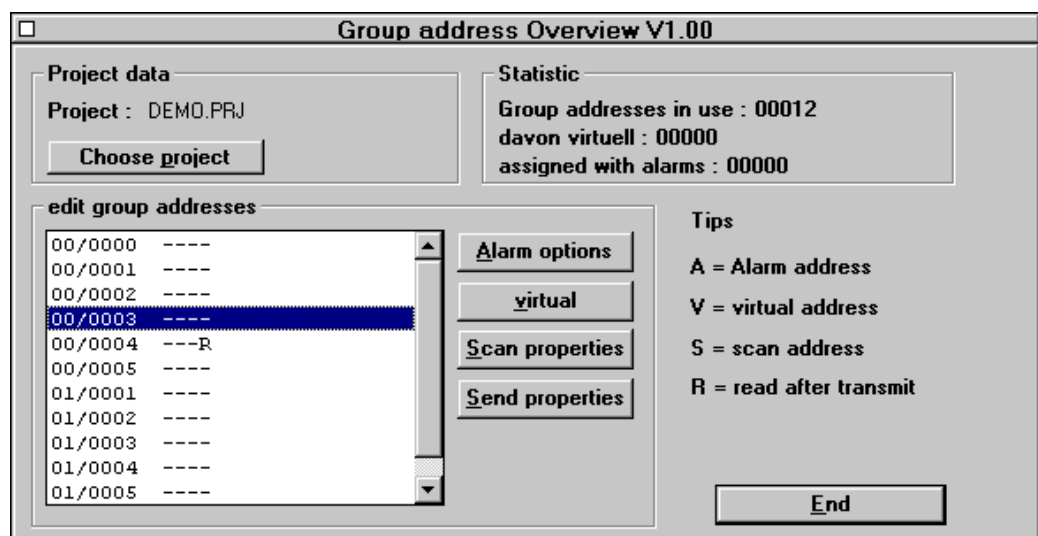
By means of the new button "Scan behaviour" it can be set for each group address of the projects, if these will be scanned or not scanned at the start (Coupling to the bus). The standard setting is "Scanning active" and is marked in the select list with a "S". In the following example the scan procedure is only activated in the group address 0/5.





2.7.2 Send behaviour of the group address can be set

By means of the new button "Send behaviour" it is possible to define for each group address of the project, if a test of the sent value is automatically performed by reading back the value after the transmit procedure. As this function essentially increases the bus load, it should only be used for some group addresses per project. The standard setting is "Do not read back". The activation of this option is marked with a "R" in the select list. In the following example the option is active in the group address 0/4.





2.8 New option Alarm assistant

2.8.1 Option " Print BMP-files"

By means of the option "Print BMP-files" a BMP-file (BMP = Bitmap) can be printed on a printer, if an alarm condition appears. Using the button "Search BMP-file" you select the desired BMP-file. In the following example the BMP-file "Stop" is defined.

Alarm options...

00/0003

Description :

Alarm monitoring Alarm on 0 - Telegram

Alarm confirmation Alarm on 1 - Telegram

turn to top-window

disable screen saver

Printer

print BMP-file

Beep on alarm

goto dialog page

City call

BMP-file :

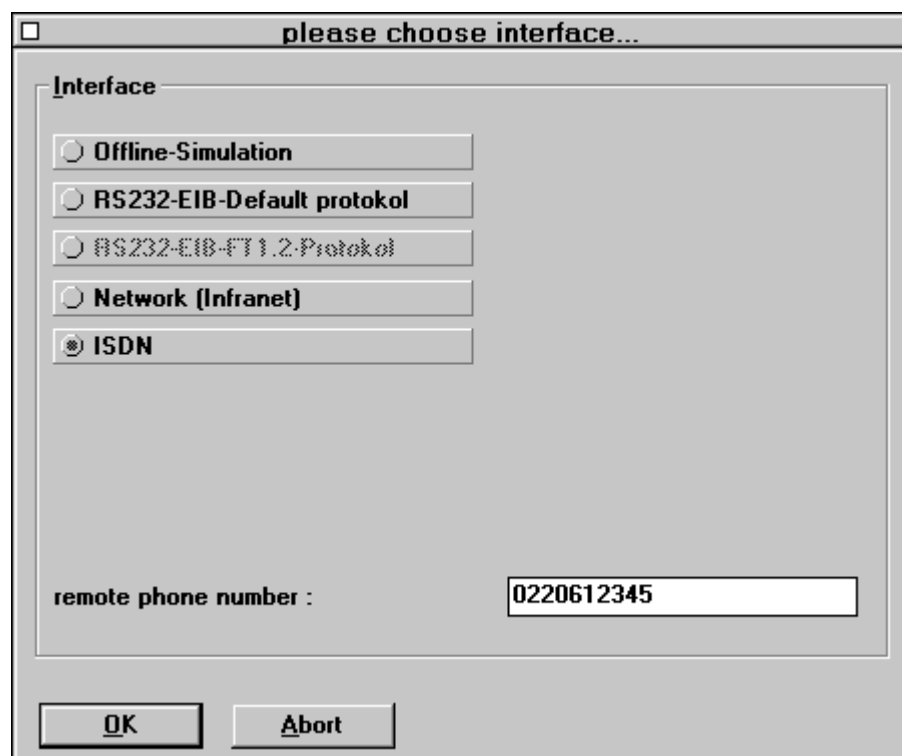
Please note, that the used hardware components (PC and printer) will have a the required RAM extension (e.g. PC 32 MB RAM, printer 4 MB RAM). The duration of the printing by a colour printer can take more than 10 minutes depending on the size of the BMP-file and/or the computer is heavily working. You have to check in each case, whether the hardware fits to the required project requirements. It is not possible to give a general statement of the timing behaviour of the print and of the print quality.



2.9 New interfaces

2.9.1 Support of the HLT-ISDN products

The menu command **Test mode** in the main menu **Mode** enables the switching from the edit mode to the test mode. The kind of the interface can be defined before this switching procedure. Selecting the Option „ISDN“ and then entering the telephone number of the receiver a coupling to another EIB networks being far away can be realized by ISDN. The ISDN support requires that a HLT-ISDN node (ISDN card and software) is present in the visualisation PC and a HLT-ISDN node or a HLT-ISDN gateway in the PC on the other subscriber side which will connect the EIB and ISDN on the side being far away. In the following example the connection is realized to the subscriber 0220612345.





2.9.2 Support of HLT-Infranet network

The menu command **Test mode** in the main menu **Mode** enables the switching from the edit mode to the test mode. The kind of the interface can be defined before this switching procedure. Selecting the option "Network (Infranet)" and then entering the IP address of the infranet server a coupling to EIB networks being far away can be realized via Internet. Following requirements exist for the use of this communication mode:

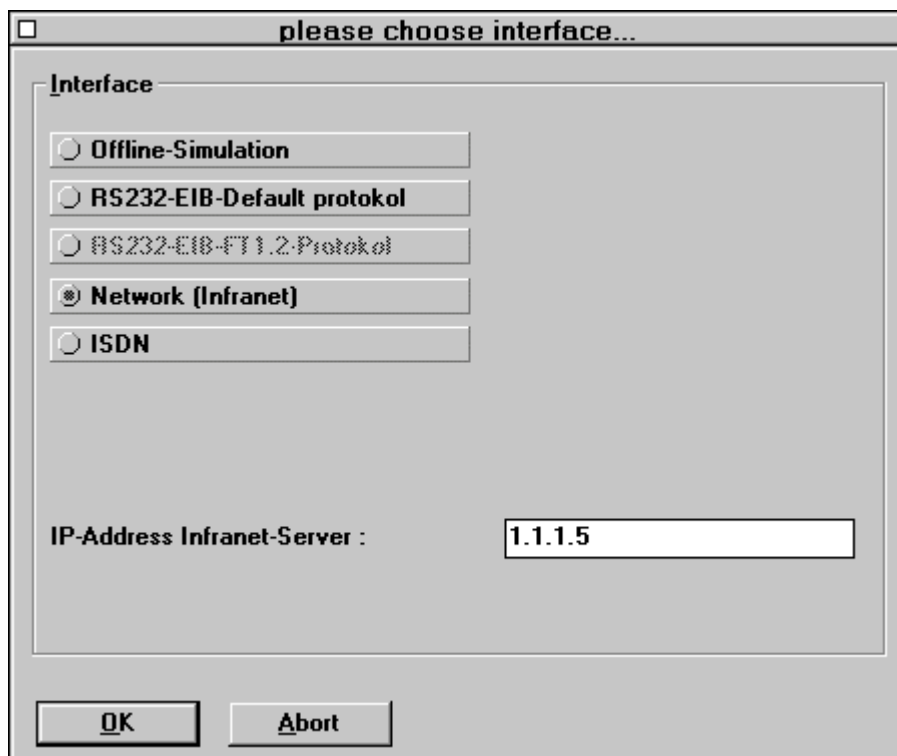
the visualisation PC must support the TCP/IP protocol and the corresponding PC network must be connected

the PC network must enable the TCP/IP protocol

a server PC with Windows95 or Windows NT4.0 must be installed

an Infranet server software must be installed on the server PC

In the following example the coupling is realized by an Infranet server with the IP address 1.1.1.5





2.10 Overview about further changes

Redesign of the menu items and definition of hotkeys

the maximum number of the dialog pages per project has been increased from 100 to 200

new communication driver for RS232 / EIB

new compressing routines for the creation of the customer's disk (now in the PKZIP format, save approx. 20% space, faster upto the factor 10 if the customer's disk is created)

WMF-files > 64K are supported by the picture element. But it is very slow due to the HUGE pointer

all DLLs are stored in the working directory and no more in the Windows directory

De-marking of marked elements in the edit mode by means of a mouse click in the working area