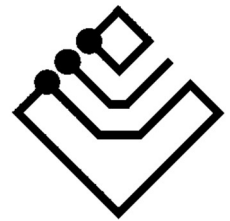


# Programming manual

V1.0

Graphic controls

**VIIP**



ingenium

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## 1 GENERAL DESCRIPTION

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VIIP is a colour touch screen, size 7'1 or 10'4". It allows monitoring and control of the BUSing® home automation system. It is simple, quick and intuitive thanks to the icons on 3D drawings or photographs.

It has a configurable wi-fi connection, which allows its connection to the network for different functionalities such as updating its software version immediately. It can also work in access point (AP) mode, to generate a Wi-Fi network autonomously, to which other control devices are connected locally (PC, Tablets and / or Smartphones). It incorporates events' edition, allowing the user to add new events/scripts to the already existing ones (included in SIDE) by using the status of the different nodes associated to the icons of the installations' drawings.

It also allows to control the technical alarms of the installation such as flood, gas, fire, etc., as well as the management of the intrusion alarm by a 4 characters code. It also can simulate real presence, program yearly temporizations, graphic whiteboard for notes, etc.



## 2 TECHNICAL DESCRIPTION

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### 2.1 VIIP 7

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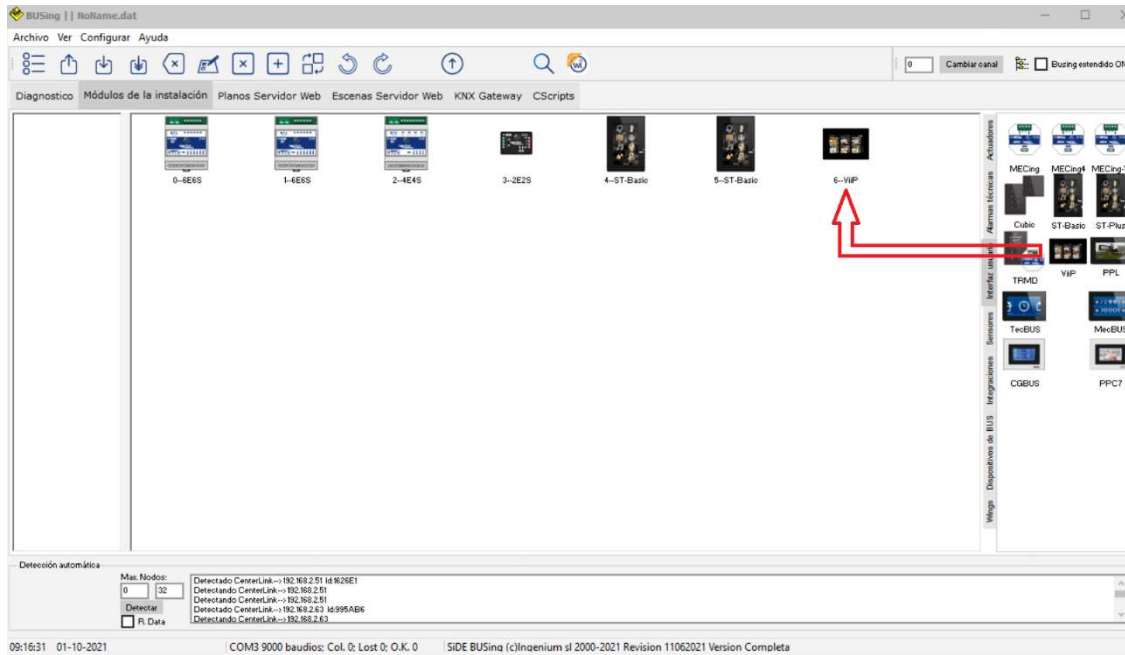
7.1" color capacitive touch screen with SIP video intercom support

- **Resolution:** 800 x 480 pixels
- **Colours:** 18 bits
- **Power Supply:** 12 Vdc
- **Power Consumption:** 600 mA @ 12 Vdc
- **Size:** 205 x 138 x 22 mm
- **Assembly on a universal instrumental box, screwed to wall.** (Check installation graphic).

### 3 DEVICE PROGRAMMING

To configure a PPL we should use three tabs of the working area of SIDE: “Installation modules”, “Situation drawings” and “PPC Scripts”.

First step is to insert the PPL7 node in the “Installation modules” tab. Just remember that we only need to press on its icon in the drop-down menu of the right (in the “Users interface” tab) to get it inserted in the “Installation modules” tab.

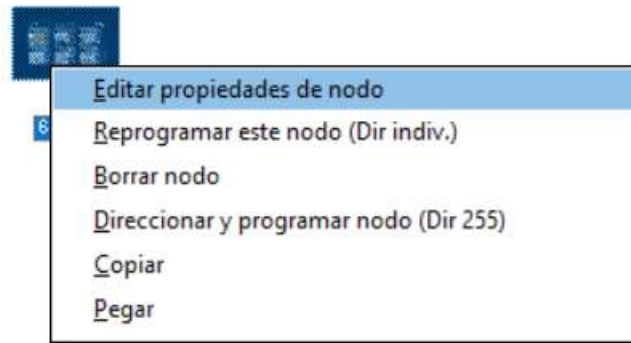


On the “Installation modules” tab, this is the image for this equipment, see below:

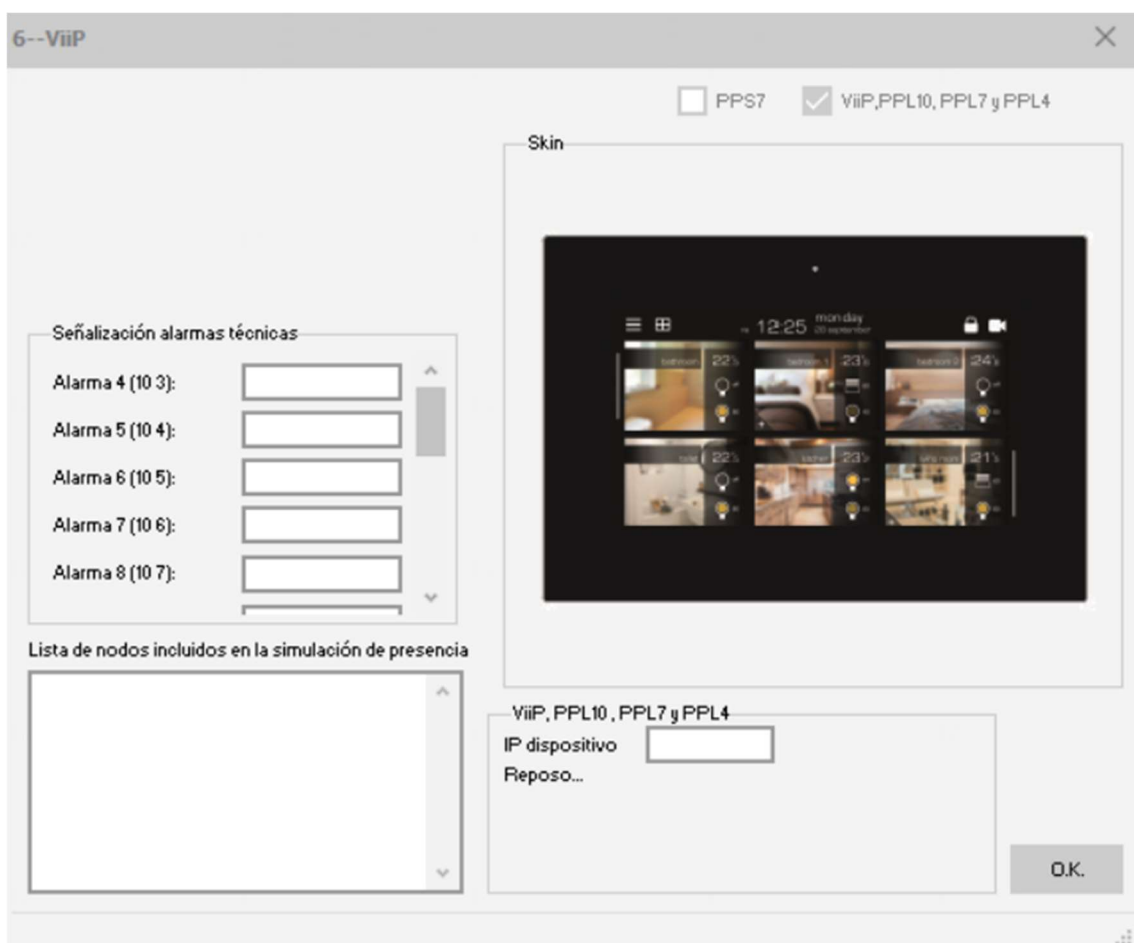


#### 3.1 EDIT VIIP PROPERTIES FROM SIDE

The ViIP has a certain number of settings that can be configured since the beginning. Press on the right button of the mouse and choose “Edit Properties”.



Following screen will appear. We can distinguish 5 sections: “Passwords and configuration”, “Technical alarms notices”, “Nodes list included in the presence simulation”, “Skin” and “VIIP PPC10-L PPC7-L”.



### 3.1.1 TECHNICAL ALARMS WARNINGS

In this section we can see 5 different alarms, each of them referenced to a particular position. As we can see next to the alarm number there are some number in brackets. These number in brackets are the alarms of the KCTR (KA + KTF).

**ALARM 4 (10 3).** On this field we should write the name of the technical alarm we wish to see on the screen when the command “WRITE 253 10 3” is sent through the bus.

**ALARMA 5 (10 4).** On this field we should write the name of the technical alarm we wish to see on the screen when the command “WRITE 253 10 4” is sent through the bus.

**ALARMA 6 (10 5).** On this field we should write the name of the technical alarm we wish to see on the screen when the command “WRITE 253 10 5” is sent through the bus.

**ALARMA 7 (10 6).** On this field we should write the name of the technical alarm we wish to see on the screen when the command “WRITE 253 10 6” is sent through the bus.

**ALARMA 8 (10 7).** On this field we should write the name of the technical alarm we wish to see on the screen when the command “WRITE 253 10 7” is sent through the bus.

### 3.1.2 VIIP, PPL10 Y PPL7 Y PPL4

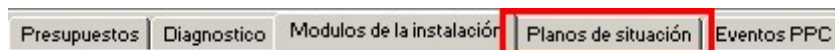
---

In this field we can indicate the IP address of the VIIP. This IP address is the one we will use to upload the installation project. This value will also be editable when we reprogram the VIIP

## 3.2 SCREEN AND RESOLUTION SELECTION

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We will now go to the “Situation drawings” tab in order to begin to work with the graphical elements of the PPL.



Firstly the programmer should choose the size of the panel or the screen resolution that is going to be used. This option is in the upper left corner menu. Below you will find the size of the drawing in pixels that should be used.

Depending on the panel or on the screen the standard size of the drawings to be uploaded to a VIIP would be:

- **VIIP7: resolución 640 x 480 (planos: 623 x 405)**
- **VIIP10: resolución 640 x 480 (planos: 623 x 405)**

## 3.3 DRAWINGS AND ICONS

---

We can configure the drawing or drawings we are going to use as background, as well as the transition of pictures used as screensaver for VIIP if it is in stand-by mode and also the icons that will represent the controlled elements of the installation.

On the right part of the image we can see two different sections: “Elements” and “Drawings/Screensaver”.

### 3.3.1 SECTION “DRAWINGS AND SCREENSAVERS”

---

It has 2 tabs with 4 different buttons. Find below their description:

#### 3.3.1.1 TAB DRAWINGS

---



Upload a drawing: It makes it possible to add a background image. A Windows dialogue window will appear to select a BMP format image.

The size of the image is important and should be different in accordance to the screen resolution of the end user:

- Screen or panel 640 x 480: Image size 623 x 405.
- Screen or panel 800 x 600: Image size 783 x 525.
- Screen or panel 1024 x 768: Image size 1010 x 684



Delete a drawing: It deletes a background image.

<<Previous

Next>>

Next / Previous: To shift from one to another drawing of the project.

If you need more than one image to represent the house, it is important that we use a number of drawings that make the mosaic attractive. Number of drawings to be used: 1, 4, 9, 16, 25...It is advisable in case we do not need so many drawings to fill with pleasant images or the company logo.

On the bottom of this section you can see “Current drawing”, which tells you on which drawing number are you in this moment.



### 3.3.1.2 TAB SCREENSAVER

Upload an image: It makes it possible to add a background image to the screensaver. A Windows dialogue window will appear to select a BMP format image.

The size of the image is important and should be different in accordance to the screen resolution of the end user:

- Screen or panel 640 x 480: Image size 623 x 405.
- Screen or panel 800 x 600: Image size 783 x 525.
- Screen or panel 1024 x 768: Image size 1010 x 684.



Delete image: To delete an image on the screensaver.

Next>>

<<Previous

Next / Previous: To change an image and add as many as you wish.



On the bottom of this section, you can see “Current image”, which tells you on which image number you are at the moment. Another data is “Interval” to establish (in seconds) the transition time from one image to another.

Last option with a selectable button is activate/deactivate the screensaver. If the option is selected, the screensaver will work and if the box is not selected, the screensaver will remain inactive.

### 3.3.2 SECTION “ELEMENTS”

On the upper part there are two buttons:



***Selection tool:*** You can select, shift and put the elements in place on the drawing. You only need to click on them and shift them.



***Delete tools:*** You can delete and eliminate the inserted elements on the drawing by just doing click on them.

Under these two icons you can see some tabs. Using following arrows you can access to the tabs:



**NOTE:** THE ICONS CAN BE USED FOR OTHER FUNCTIONS. THE ONES EXPOSED HERE BELOW ARE THE MOST COMMON. The tabs are the following:

- Standard
- PPC10
- Multimedia
- Inverted

#### Standard TAB



***Add light point***



Add pushbutton



Add detector



Add BPC



Add an engine or pump



Add thermostat



Add air conditioning



Add blind:



Add emergency light



Add flood detector



Add fire detector



Add gas detector



Add thermostat or boiler



Add irrigation



Add smoke detector

**TAB PPC10**



Add blind or canopy



Add outside light point



Add videointercom



Add siren



Add audio



Add multimedia devices



Add garage gate



Add entry gate



Add door



Add rain sensor



Add a light level sensor



Add clima script



Add antipanic device



Add an engine/MeterBUS



Add smart card reader

#### TAB MULTIMEDIA



Add a controlled socket



Add play



Add stop



Add forward



Add backward



Add previous script



Add next script



Add turn up volume



Add turn down volume



Add pause



Add IP camera

#### TAB INVERTED

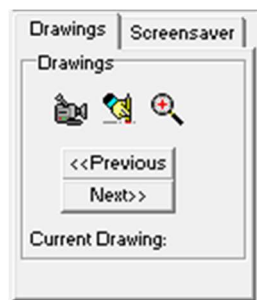
They are the same icons as the ones in the standard tab but they are inverted, that is if for instance in the standard tab you put the icon “Add thermostat or boiler”, this icon will appear on the drawing in yellow (simulating that the device is switched on) and if we include the same icon on the inverted tab the icon will appear in blue (switched off). See the difference on the following image.



### 3.4 PROGRAMMING EXAMPLE

We would like to add a drawing to the PPL7 and include a blind icon (raise/lower the blind), lighting (switch on/off a light), intrusion (detection), fire (detection) and flood (detection). We would like to verify their status and to act on them.

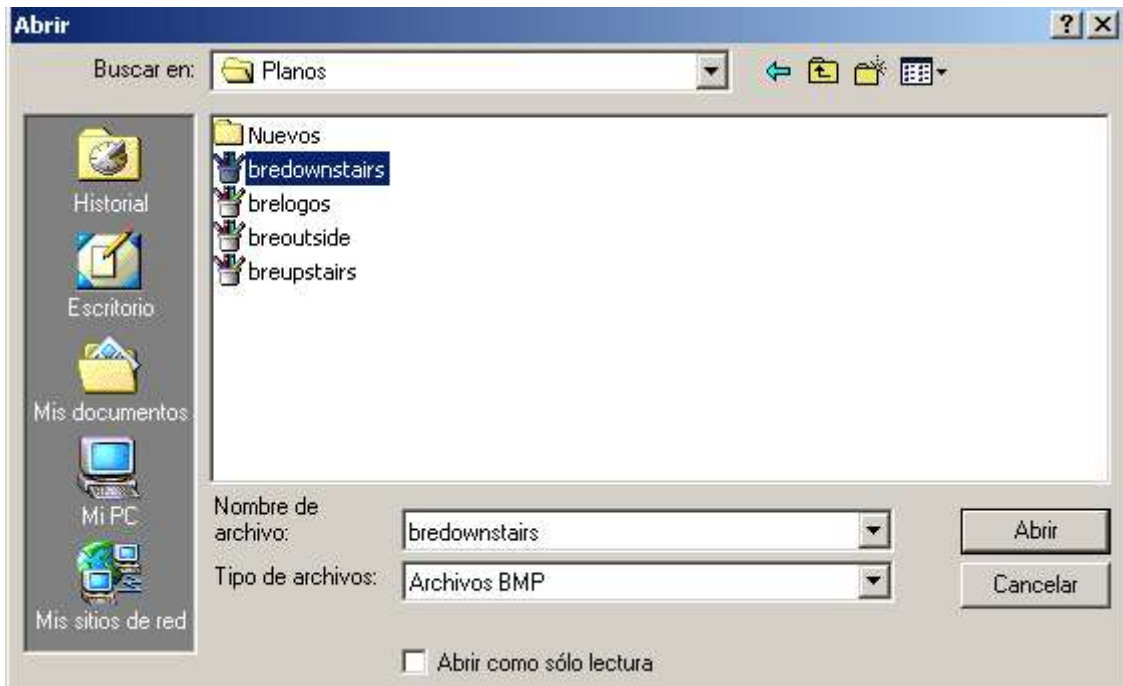
We should go to the programming window, tab “Situation drawings”, we press on the icon “Upload a drawing”.



A drawing (according to the size chosen on the upper left side of the screen) will be uploaded in .bmp format. For the PPL7, the correct size is **623x405 pixels**.

To add more drawings you should press on “Next” and upload the next drawing. Next to **Current Drawing** it is indicated which drawing we are. The first drawing is number 1.

Then a Windows screen appears. Choose the drawing.



Press on “Open”. The drawing will appear in the central part of programming screen of the PPL7.



Once the background image has been uploaded it is possible to add icons and assign them to the outputs or memories. To add a new icon you only need to select it from the available elements' range and shift the cursor till the position where you would like to place it. Then click on the position.

For this example we will use the blinds icons, light icons, intrusion, fire and flood and we will put them in the suitable places, for instance like this:



Once we have inserted the icons, we should assign the corresponding outputs of the actuator. For instance for the light icon we will assign output 1 (one light) of the KI1 by pressing on the right button of the mouse on the icon and selecting "edit properties".

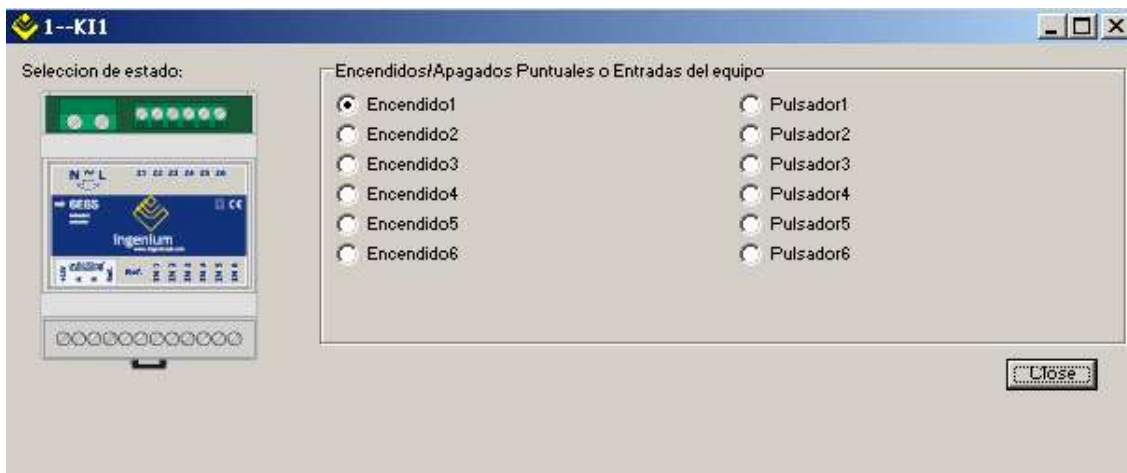


Next screen will show up where we will select KI1 to act on the light to be controlled from PPL7.





When doing double click on the KI1, following screen will be shown. Click on the output “Light 1”.

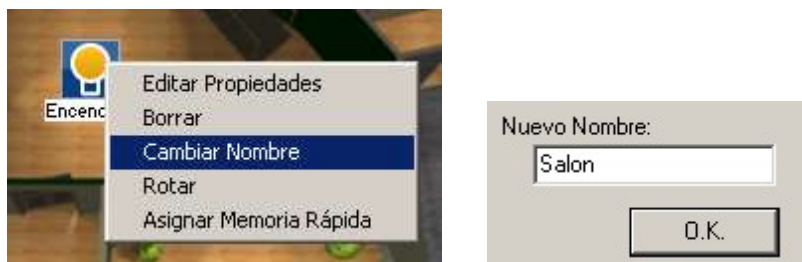


Click on “Close” and the icon will be assigned to the control of this output. If you put the mouse on the icon you will get the information about the assigned node and output. This information is shown on the left upper part of the screen. In this case it is Node 1 (KI1, because in the example it is in address 1) and output 0 (because “Light 1” is output 0).



It is possible to execute the scripts from any of the inserted icons (for instance, to turn on more than one light form the same light icon) → See tab “Web server maps”.

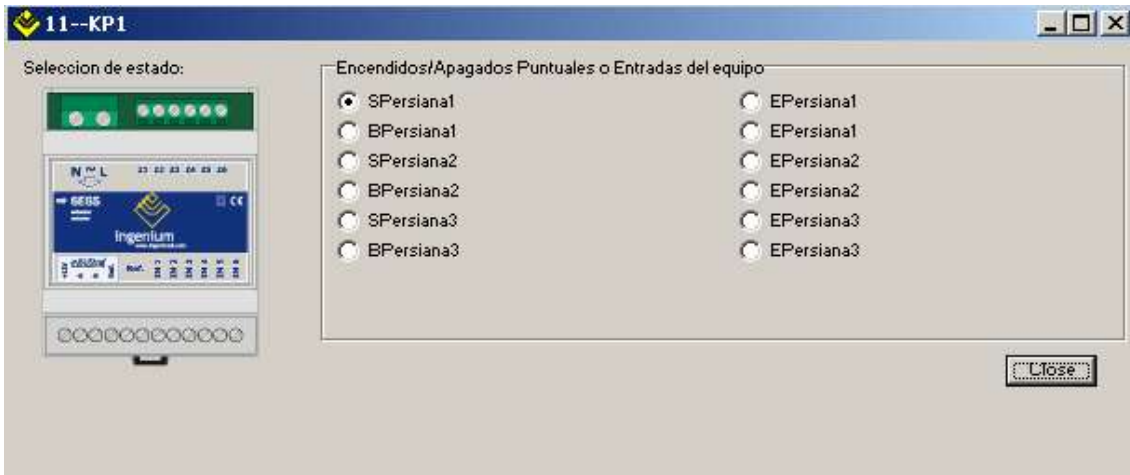
We can also change the name of an icon, click on the right button of the mouse and choose the option “Name modify”. A screen will appear where you can enter the new name, for instance “Living room light”, click on OK and it is done.



If we wish the blind icon to have assigned the control of the blind we should follow the same procedure. We click on the right button on the icon and select “edit properties”. Then we choose for this case KP1, following window will appear where we will choose following configuration to raise and lower one blind (to raise/lower more of one blind or all the blinds, see tab “PPC events”. For more information about the configuration of the KP, please refer to the device’s Help.

**NOTE:** BY AGREEMENT IT IS ALWAYS THE RAISE ACTION THE ONE CHOSEN TO LINK TO THE ICON.





Click on "Close". The node and the corresponding output of KP1 are assigned to the blind icon.



For the rest of the icons we should follow the same steps. For other sensors as the flood detection, we should click on the right button on the icon, select "edit properties" and double click on KA (Alarms Kit). Next configuration screen will appear. We should press on "turn off water", so that when the sensor detects water, the system will turn off the water by means of an electro valve and will show this alarm on the screen (the icon changes). Besides we can also turn off the water whenever we wish, we only need to click on the icon.

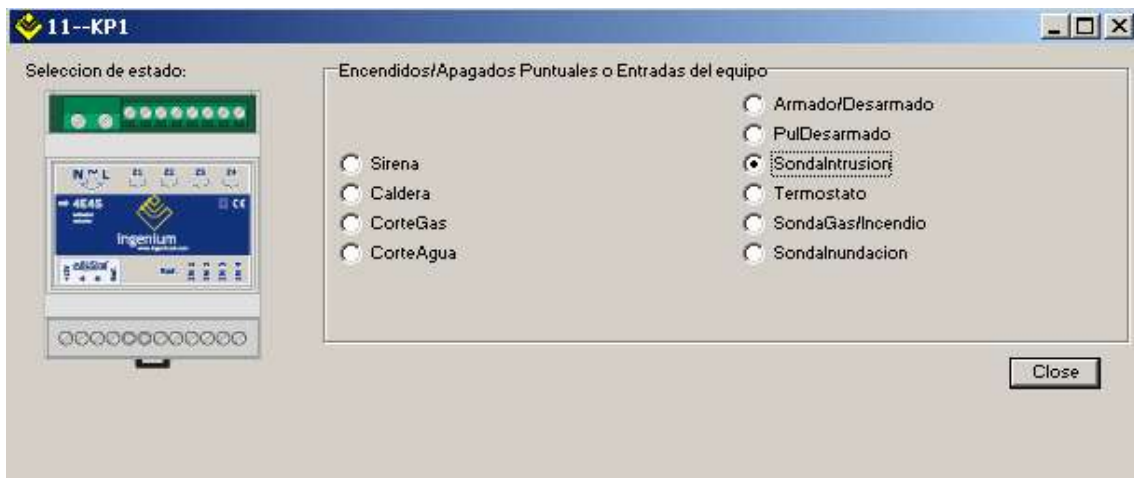


For fire and intrusion detection we should follow the same process. Once we are in the configuration screen we select the indicated outputs:

**Fire detection:**

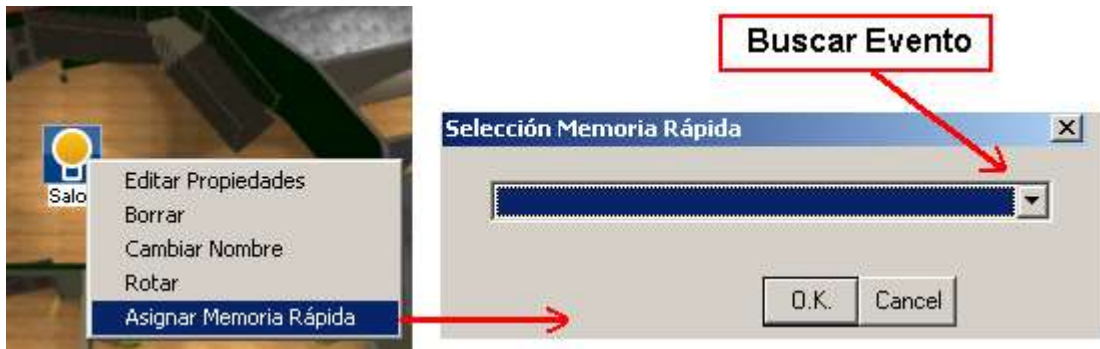


**Intrusion detection:**



3.4.1 ASSIGN EVENTS

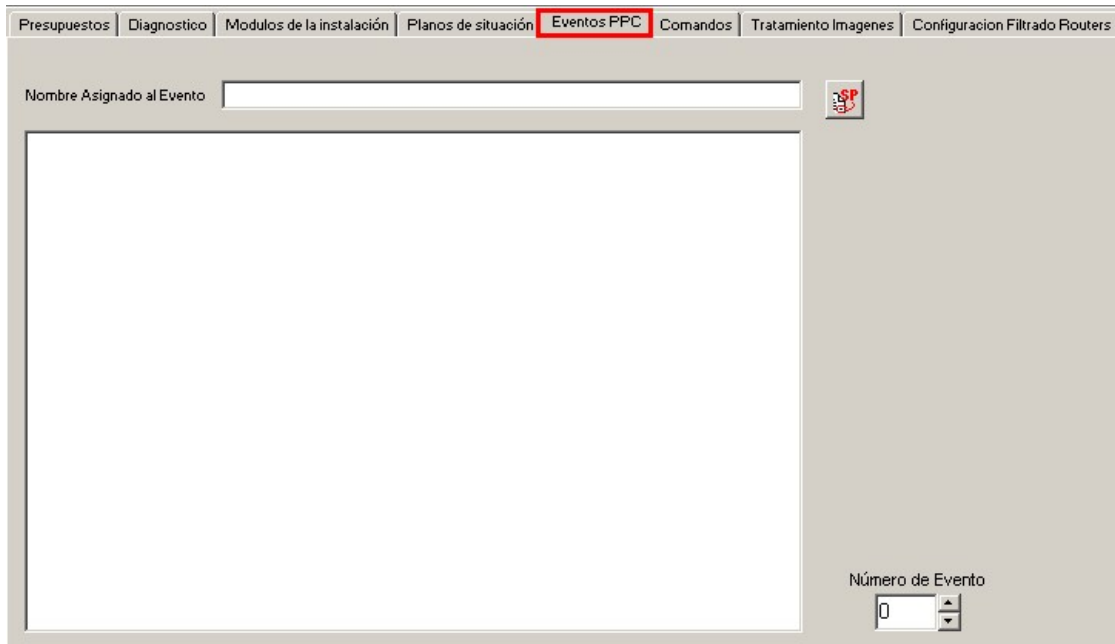
With this option we can associate to an icon one of the scripts. Click on the right button of the mouse on the icon. Once you have selected the option you can choose the script in the menu of the pop-up window. Press Ok.



The scripts must have been programmed in the tab “Web Server scenes”, before being assigned to the icons. That is firstly we program them in the tab “Web Server scenes” and then we assign them to the icons by means of the “Situation drawings” tab, as mentioned before.

### 3.4.2 WEB SERVER SCENES

In this tab it is possible to configure scripts. These scripts can be temporised afterwards by the user on the touch panel PPL7 and can be executed using the upper buttons for rapid access from the panel.



On the previous image we can distinguish:

**Script Name:** Here you should name the script (maximum 15 characters)

**Script Number:** We use the arrows to scroll within the programmed scripts. The scripts and their actions will be saved when changing the script number.

**Programming field (White central box):** Here you should configure the scripts by means of assisted programming or by means of scripts. It is possible to program up to 100 different scripts. Some scripts are already assigned by default, these are the following:

- Script 13 (Deactivate Intrusion), this script always corresponds to the deactivation of the intrusion. In the programming field you can program the scripts that PPL7 will execute when deactivating the intrusion alarm (by default it is 0 2 15, see further below programming using scripts)
- Script 14 (Active Intrusion): this script always corresponds to the activation of the intrusion. In the programming field you can program the scripts that PPL7 will execute when deactivating the intrusion alarm (by default it is 0 2 7, see further below programming using scripts)

As already mentioned we can program in two different ways:

- Assisted programming.
- Programming by scripts.

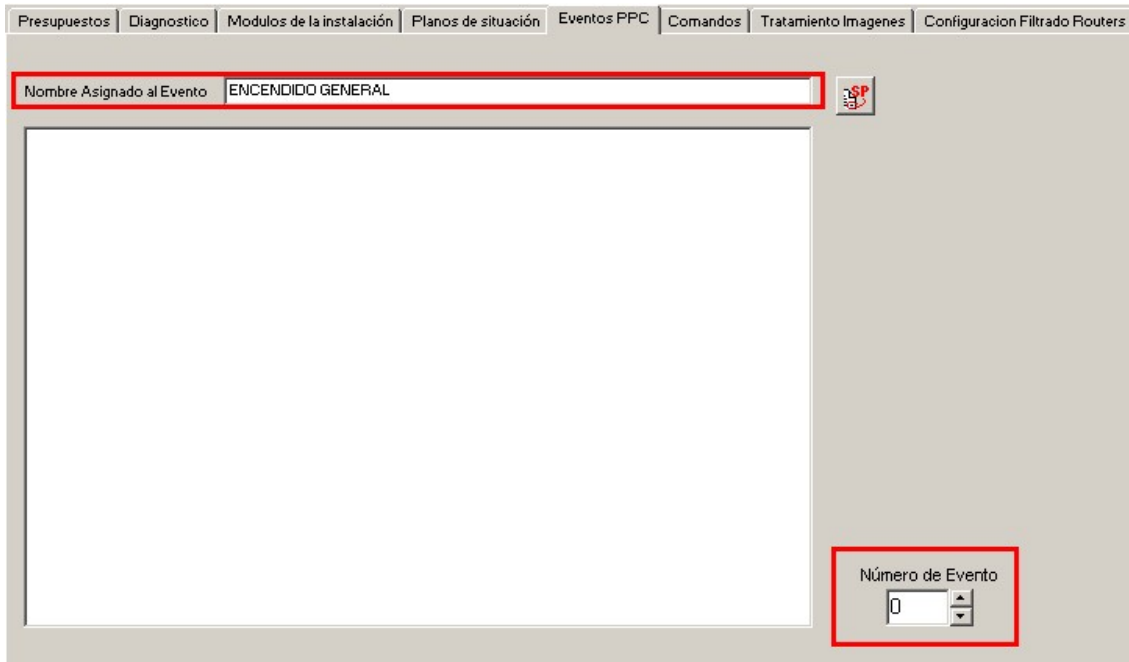
#### 3.4.2.1 ASSISTED PROGRAMMING

---

**Example:** We wish to turn on the living room's and both bedrooms' lights in one event; to turn them off in another event; to dim the kitchen's light at 50% and the hall's light at 25% in one event; we wish to raise all blinds in one event (3 blinds) and to lower them in another event. Besides we also want to set and disable the intrusion alarm from the PPL7.

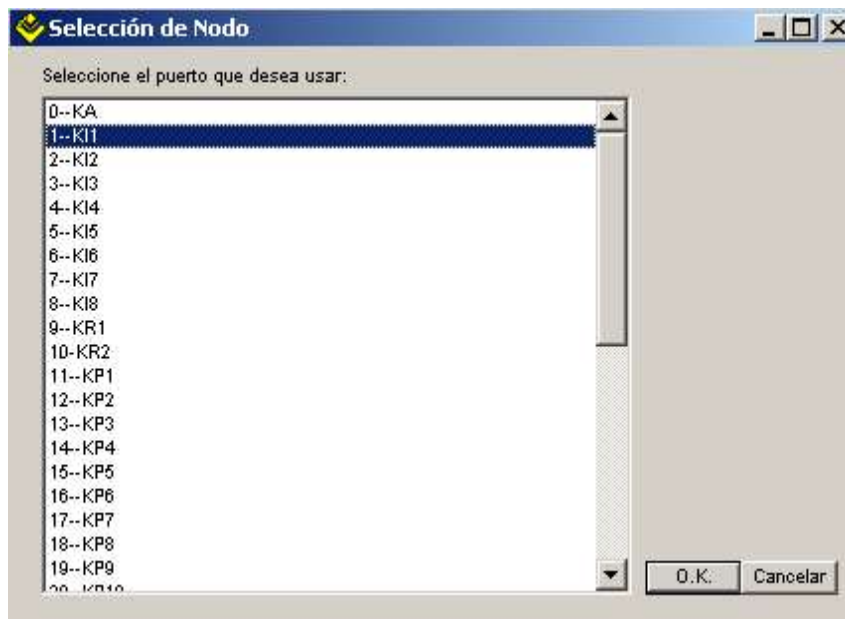
For this example we need to include in our project one K1, one KP and one KR. And also one KCTR (KA) for the intrusion control.

Once we are in the "PPC Scripts" tab, we select script number zero and we name it, for instance "All\_on".



Then we do double click on the central white box.

Once we have done this, following window (Node selection) will appear.

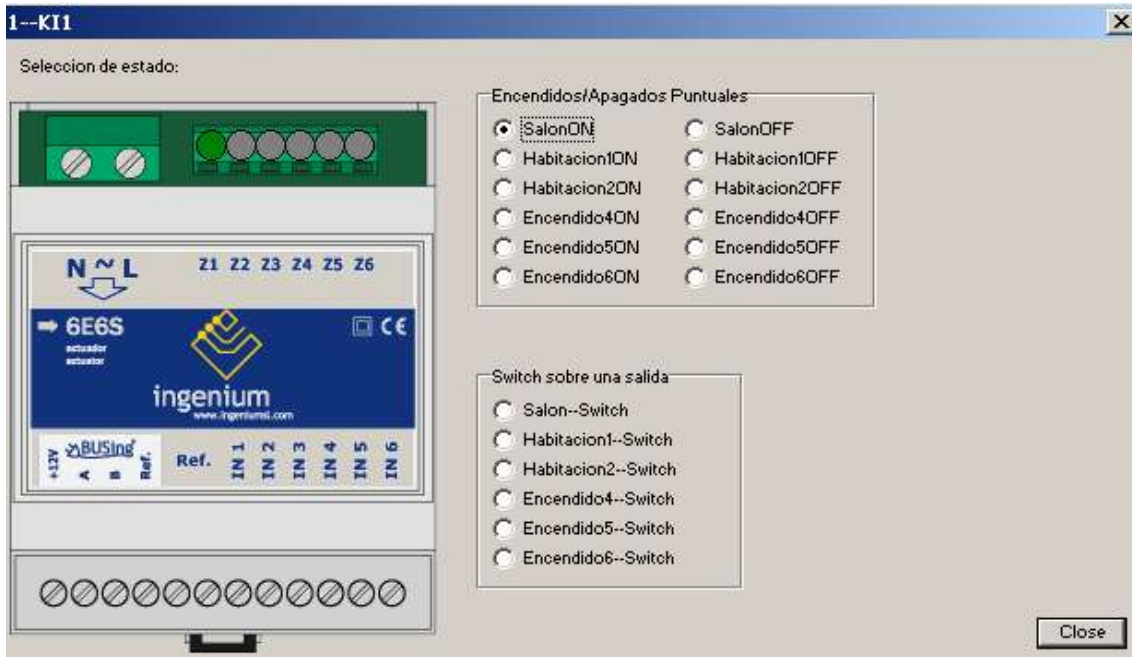


On this screen all components that have been inserted in the project will be shown. But it is only possible to choose those devices that belong to the actuators group (should we select other kind of device, the development system will ignore it) That is if we select a device that does not belong to the actuators group (KI, KP, KR, KA...) as for instance a MECBUS-C, TECBUS-C, MECing, LDRBUS, etc., the system will not do anything.

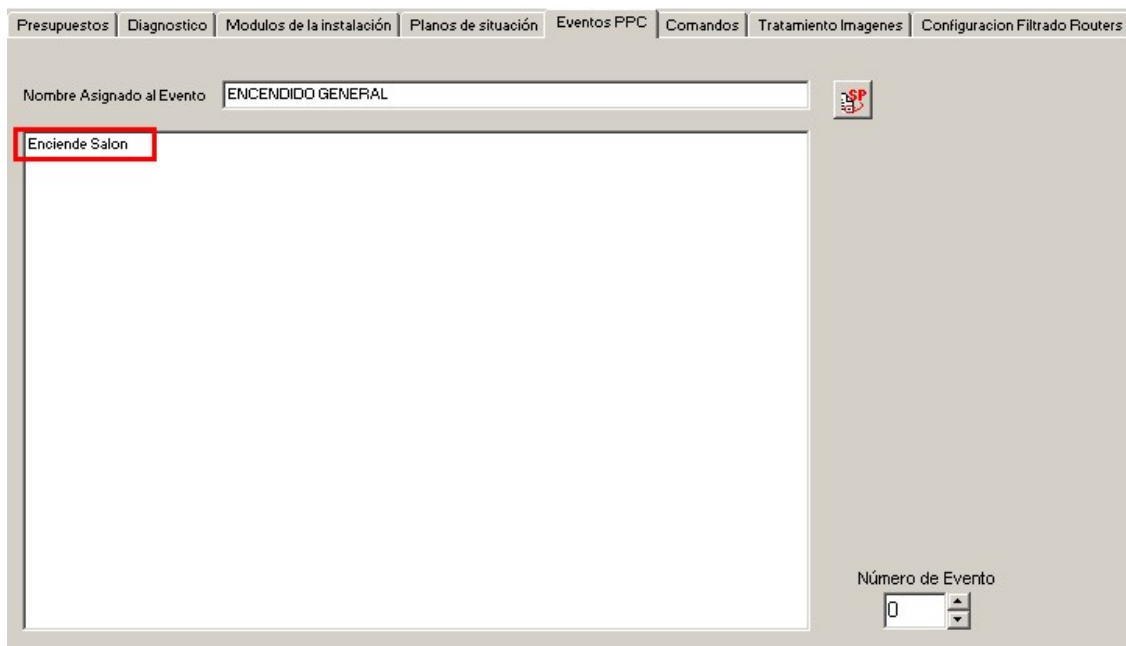
If we double click on the actuators you can access to any of its outputs.

We choose (double click) KI1 to switch on the living room's lights.

We get a new image where we can select the living room's light, as shown below. If you wish to consult how to assign names ("living room", "room1" and "room2" in this case) to the KI outputs, please refer to the KI Help.



Once we have done this, we press "Close" and following script is generated:



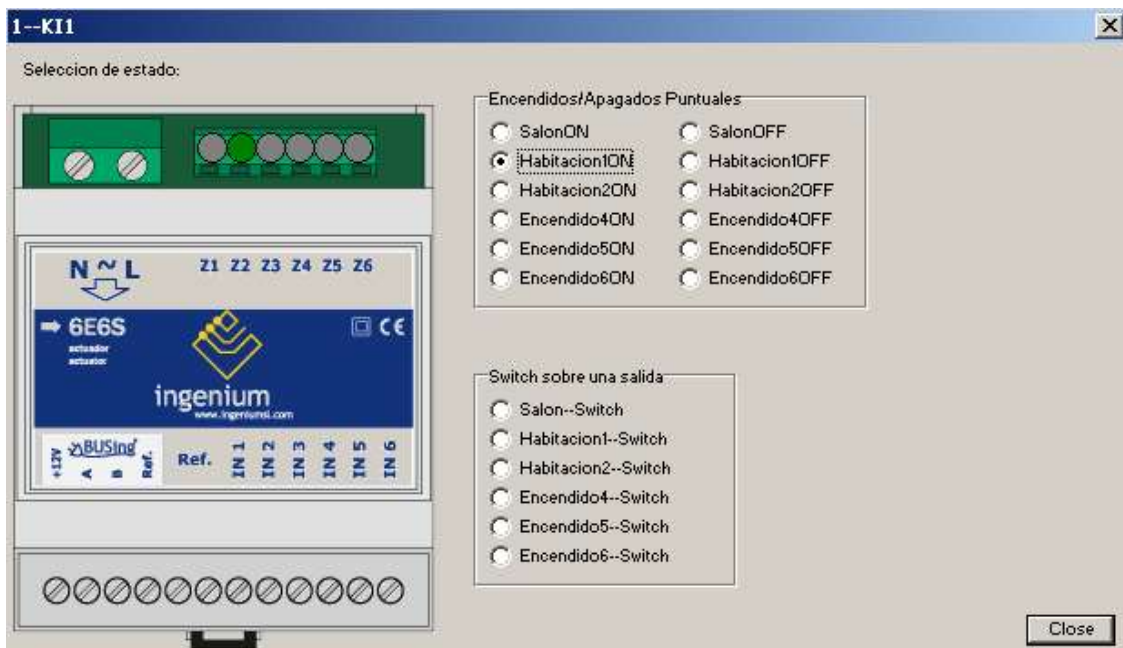


Next step will be the 1 bedroom's light. As we wished that the light turns on in the same script that the living room and bedroom 2, we should double click on the same white box without changing the script number.

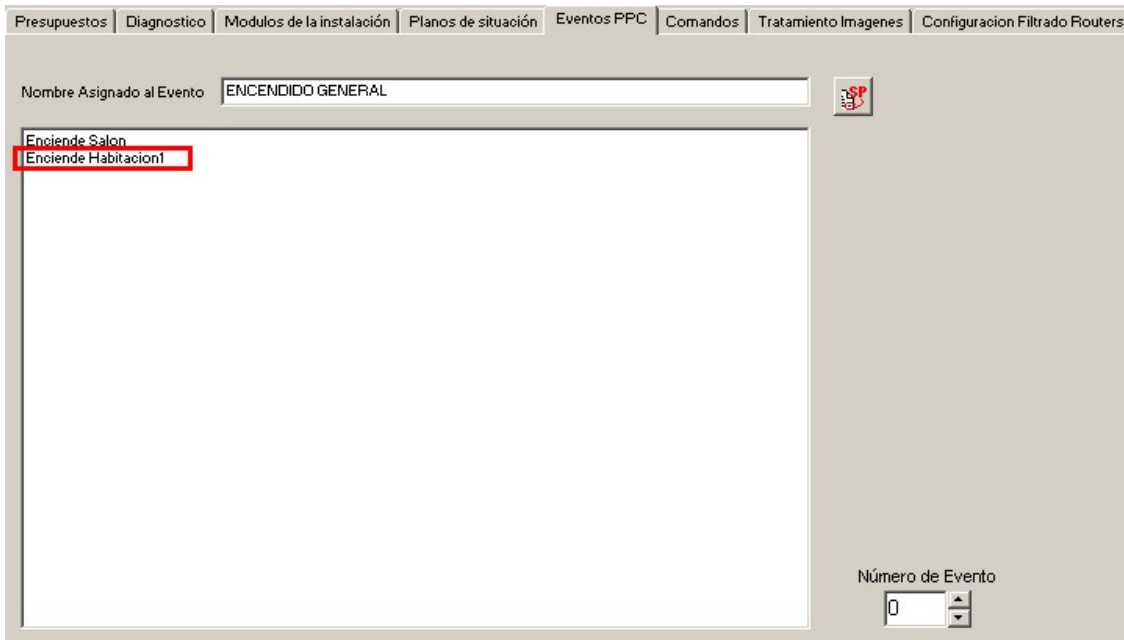
We select again KI (double click on it).



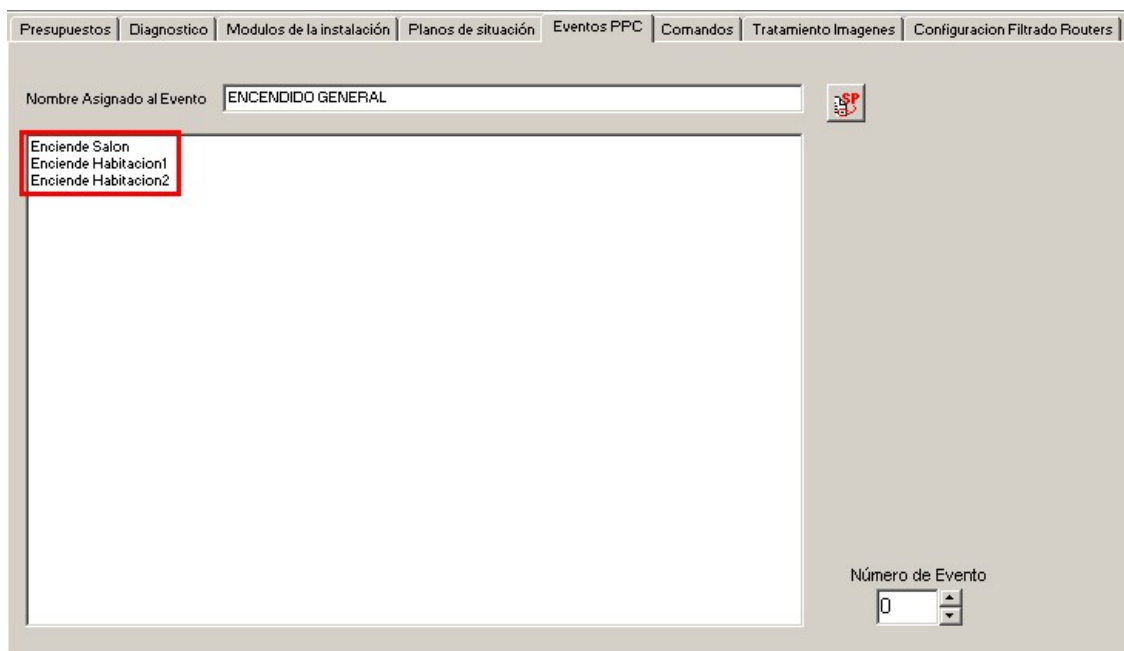
KI screen will appear. We should choose the bedroom1 light as we can see below:



Once we have done this, we press "Close" and following script is generated:



For the lights of bedroom number 2 we should follow the same process. On the KI screen we should select to switch on “bedroom2”. When we click on “Close” the final scripts for this first event would be:

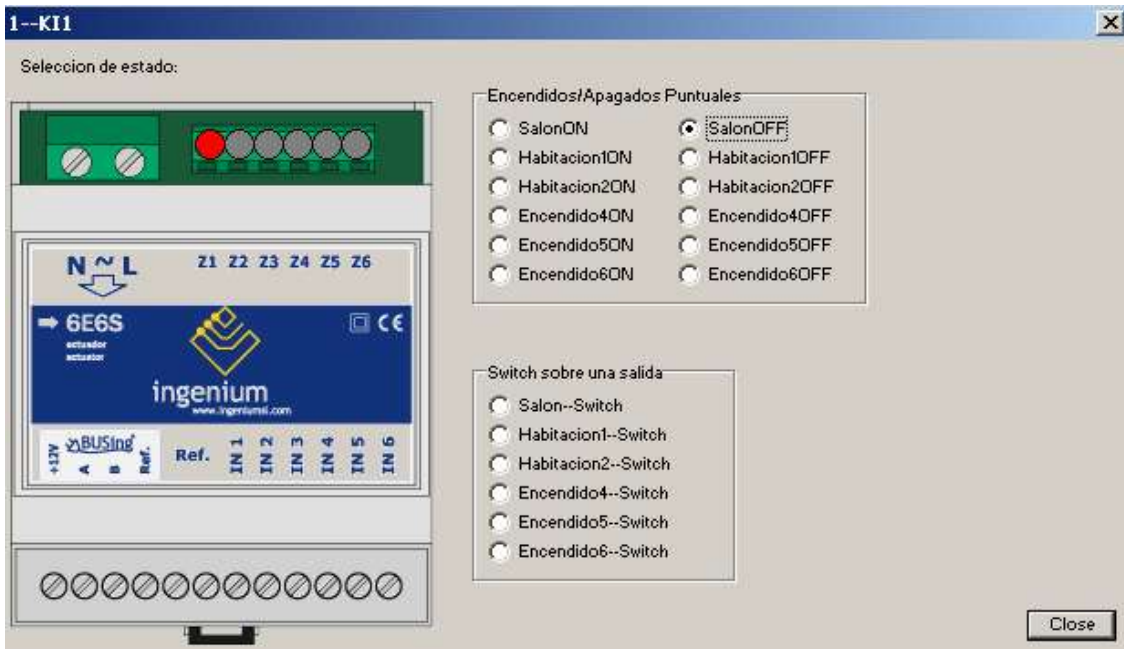


We will now go to script number 1 (we only need to press on the arrow pointing upwards in the “number of script” section. In script number 1 we wish to turn off all the lights that we have turned on in script 0. We will name this script “All\_off”.

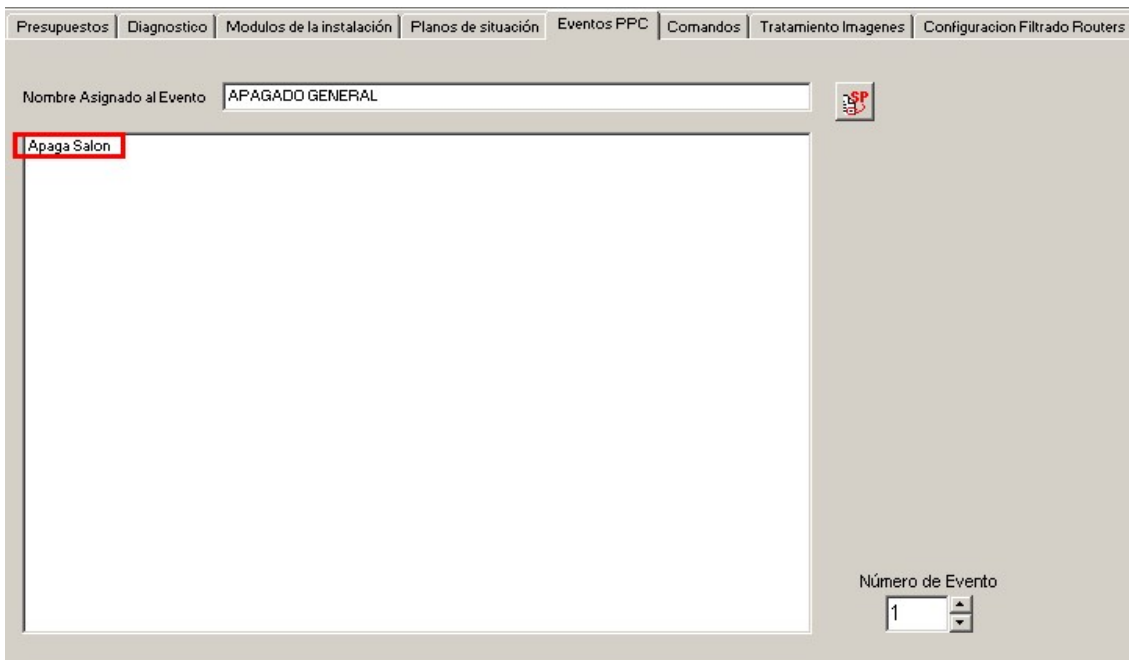
We will follow exactly the same steps as done in the previous example.

Double click on the programming box (central white box), select KI. We will see then following screen, we press on the living room’s lighting off as shown below:

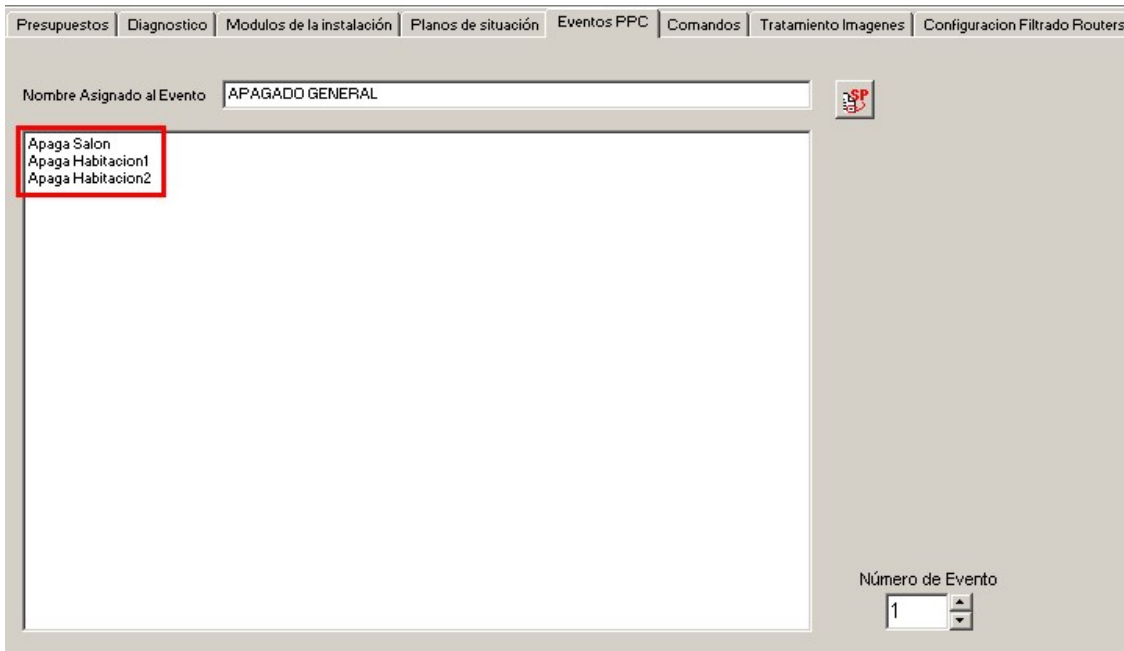




We click on "Close" and following script will be generated.

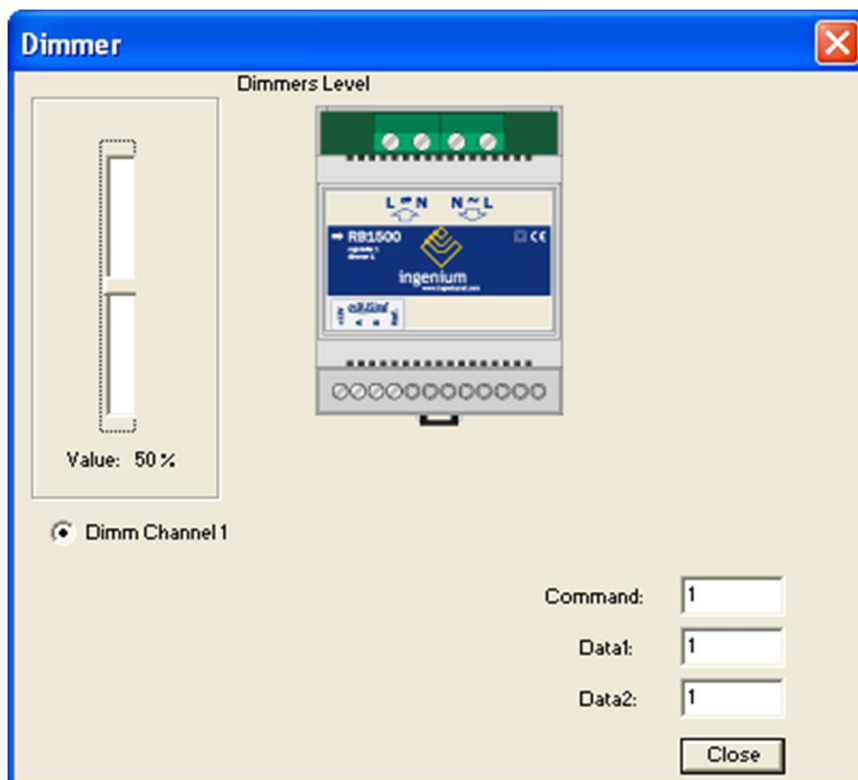


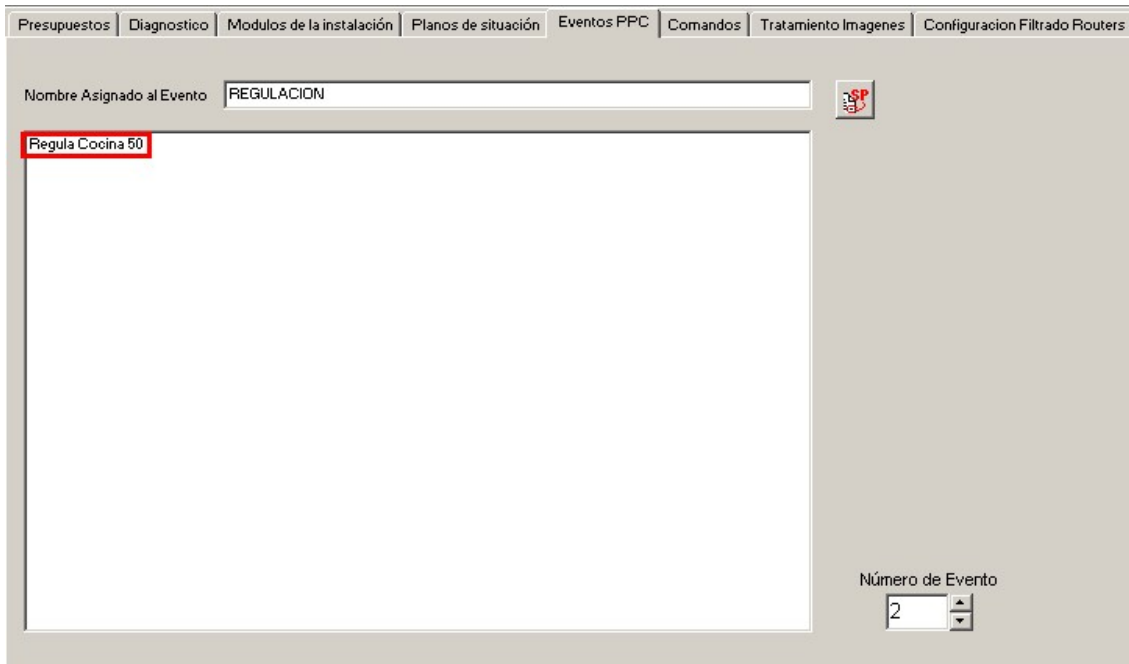
For turning off bedroom1's and bedroom2's 1 lights we will follow the same steps. You can see the generated scripts on the next image:



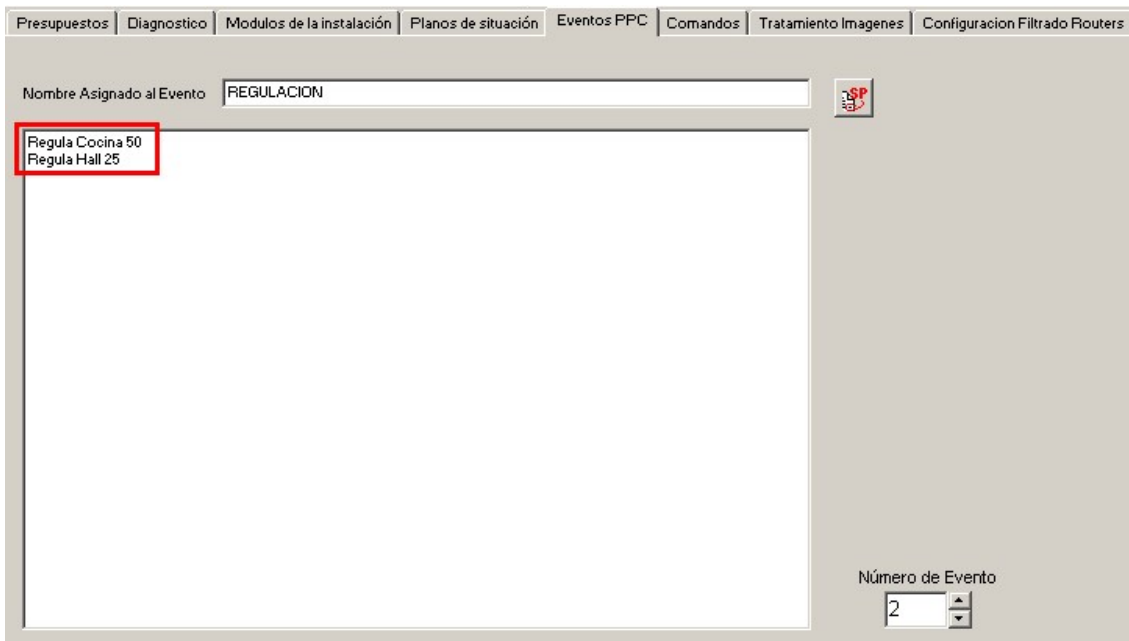
We will then pass to event number 2. We would like to dim the kitchen's light at 50% and the hall's light at 25%. We call this event "Dimmer"

As usual, double click on the programming box (central white box) and as what we need is a regulation we select KRI. Following screen will show up, by means of the left bar we choose the light level, in our case 50%. (To assign the names "kitchen" and "hall" to the dimmer channels please refer to the KR Help)



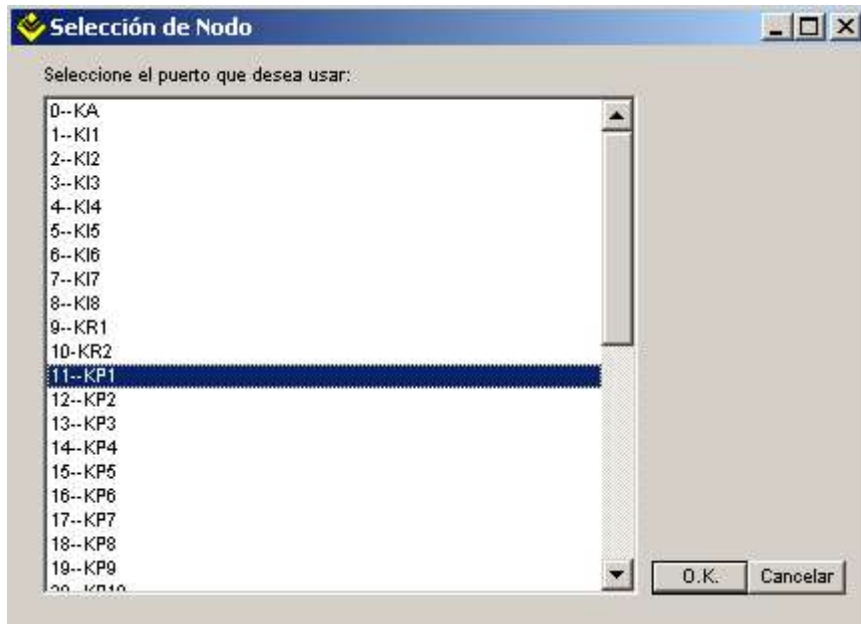


In order to regulate the hall's Light at 25% we should follow the same steps but instead of choosing channel number 1, we should choose channel number 2. The bar on the right should be put at 25%. We click on close and the definitive scripts of the event will be:

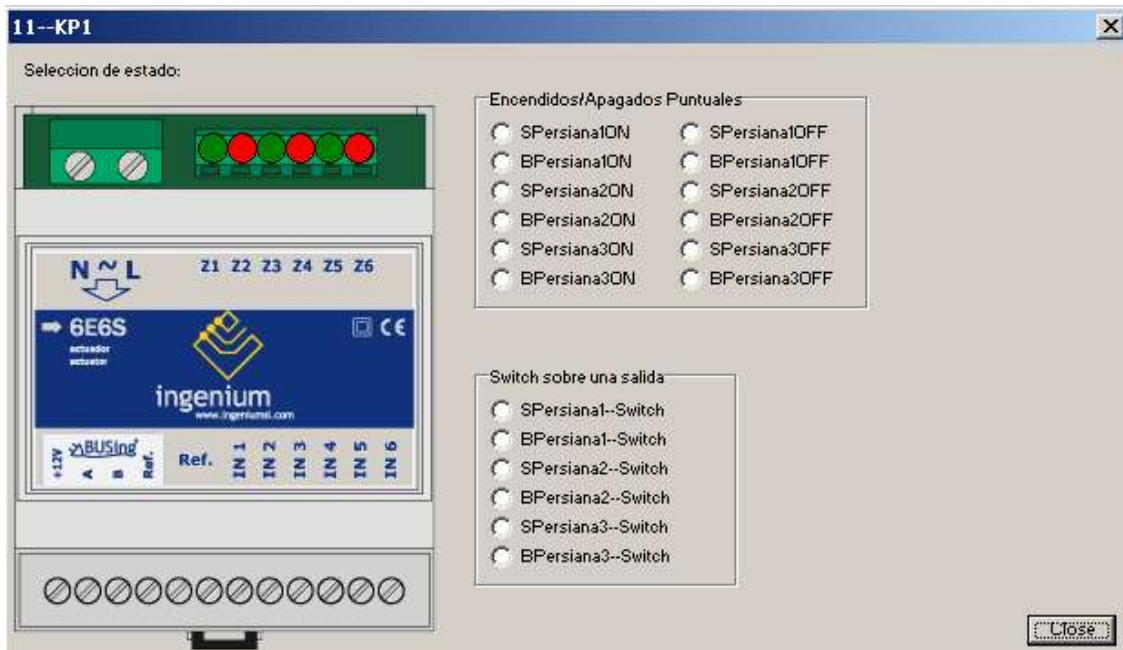


Next we will explain the programming of event number 3: to raise the 3 blinds of the house. We will name the event "blinds ON"

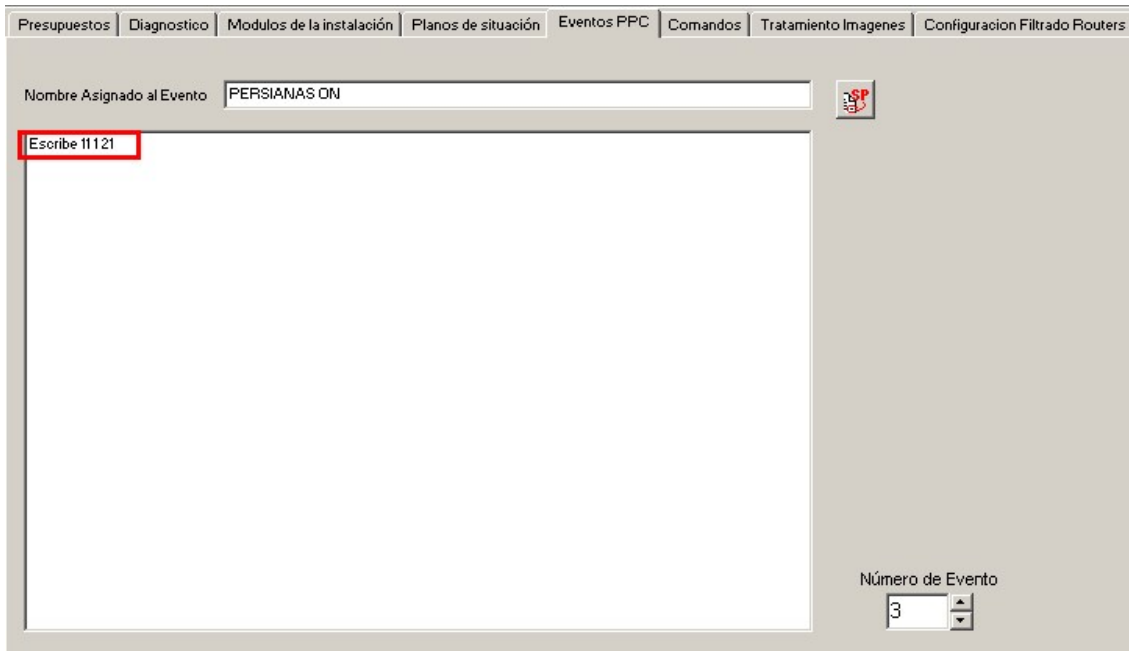
Double click on the white box, select KP1.



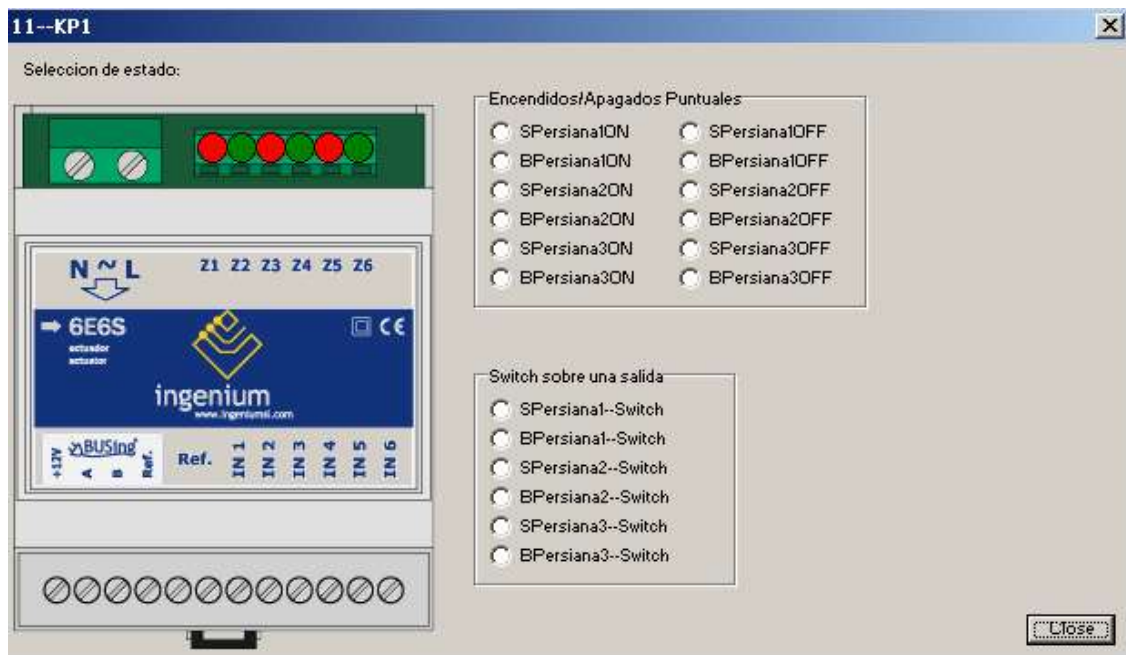
If we double click on KP1, next image will appear. We can configure the event in order to raise the 3 blinds on this image. (See KP1 Help to configure to raise/lower blinds).



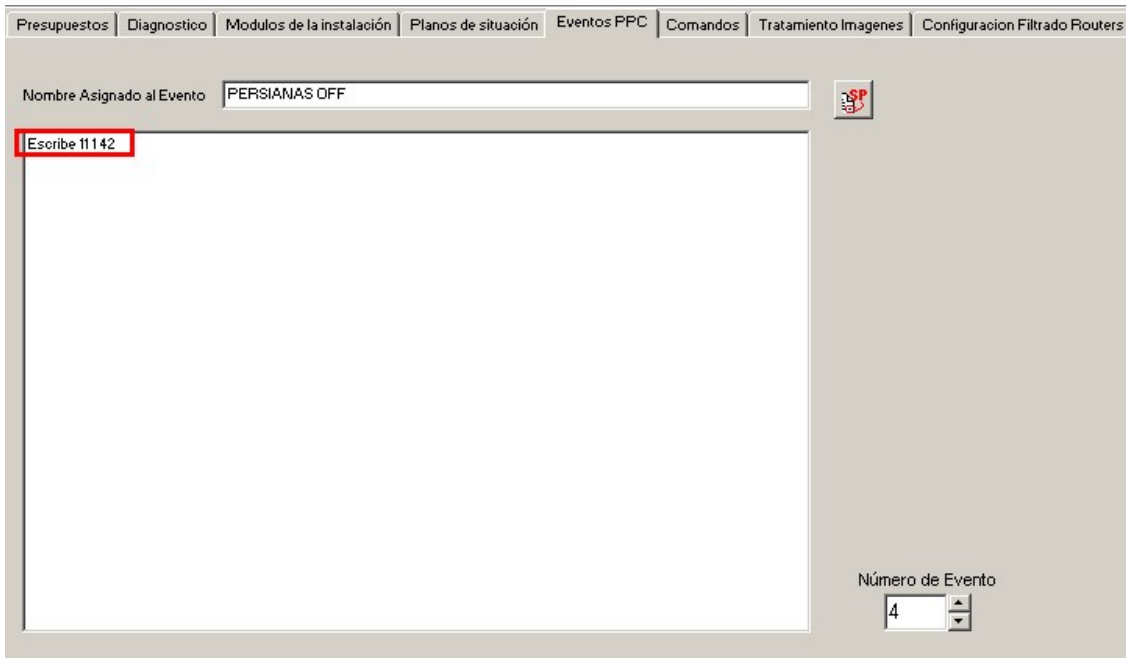
We click on "Close" and following script will be generated.



To configure the blinds to lower, do double click on the programming box of event number 4. A new screen will appear, choose again KP1. Then following screen will be shown, on this screen we should configure to lower the blinds as shown below (See KP1 Help for more information about raise/lower the blinds).

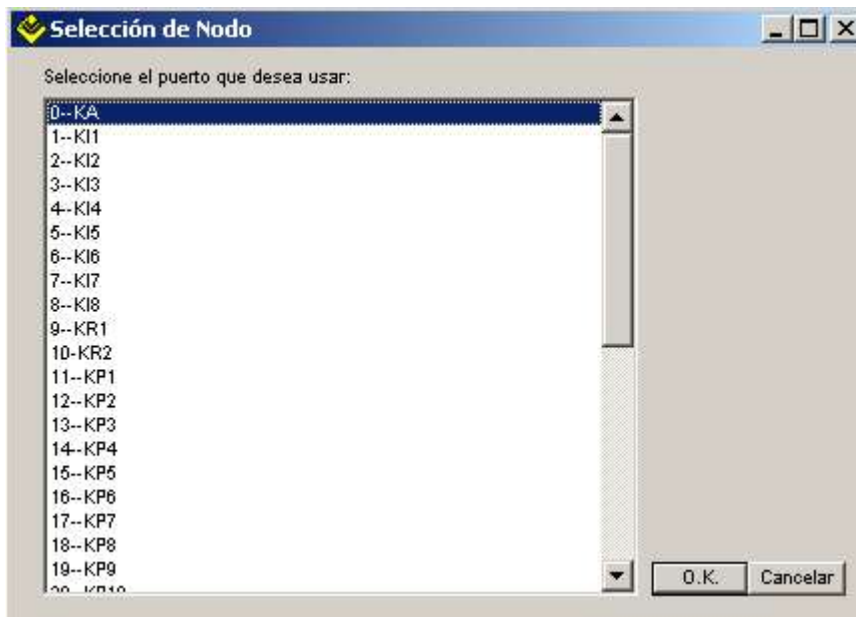


We click on “Close” and following script will be generated.

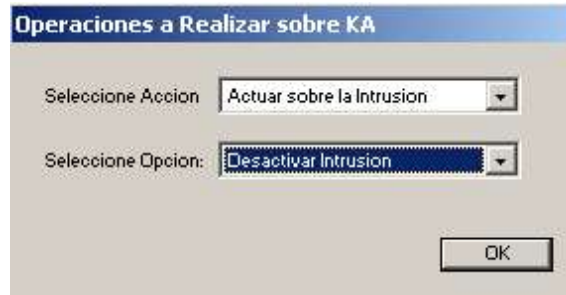


Once we have programmed all the wished scripts, we will go to scripts 13 and 14 for the intrusion alarm (set /disable).

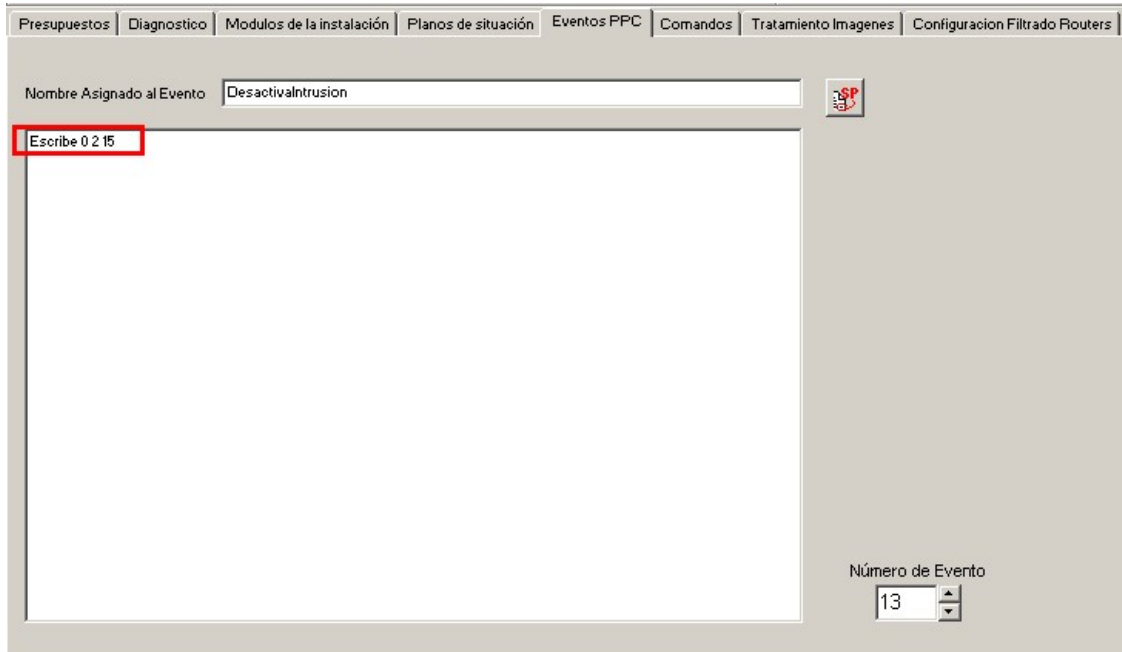
In script number 13 (intrusion disable), do double click on the programming box. Node selection screen will then show up. In this example we select KA for control of the intrusion alarm.



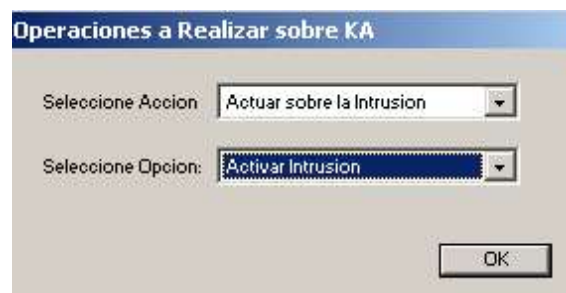
We press on OK and on the following screen we select the configuration for disabling the intrusion alarm, see below:



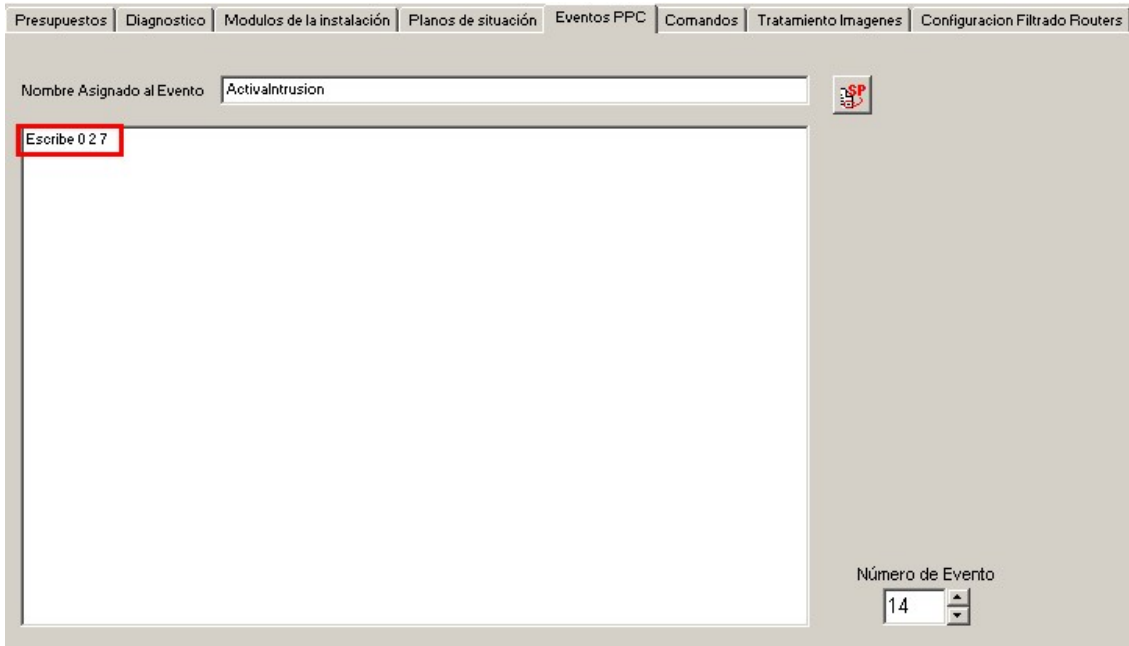
After having clicked on OK, following script will be generated:



In order to set the alarm we should select script number 14, we select again KA, and we will reach again the configuration screen of the KA. Now we will choose following options:



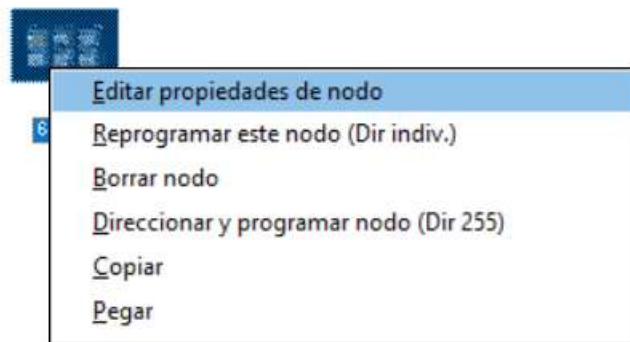
After having pressed on OK, the next script will be generated:



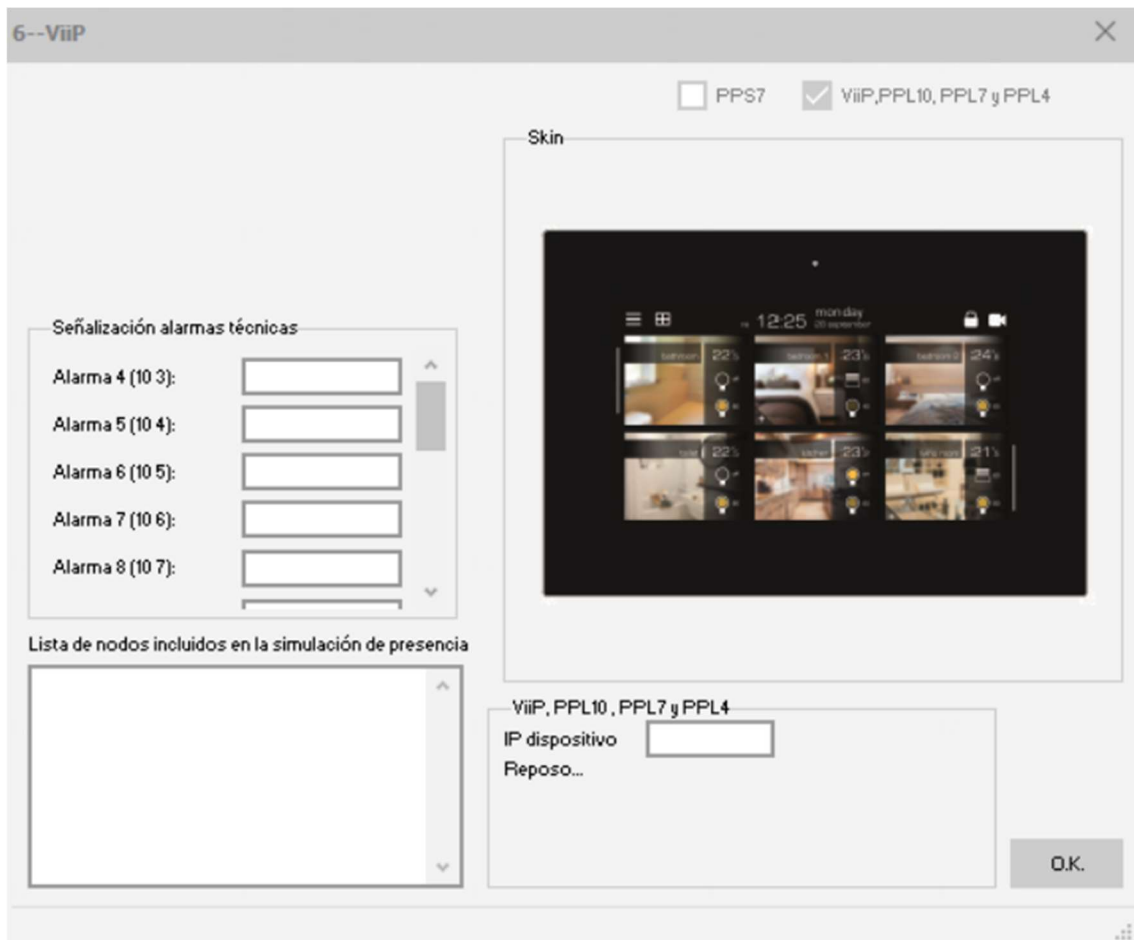
Once we have done the programming of the scripts, we should associate them with the corresponding icons. These icons will be shown on the drawings of the PPL7. This should be done on the “Situation drawings” tab and has already been explained.

### 3.5 DATA UPLOADING TO VIIP7

Once all configurable settings such as screen properties, drawings, icons, screensaver, events, etc... are ready we should go to the programming screen of PPL7. On the “Installation modules” tab press on the right button on the node icon of PPL. Select the option “Reprogram this node”.







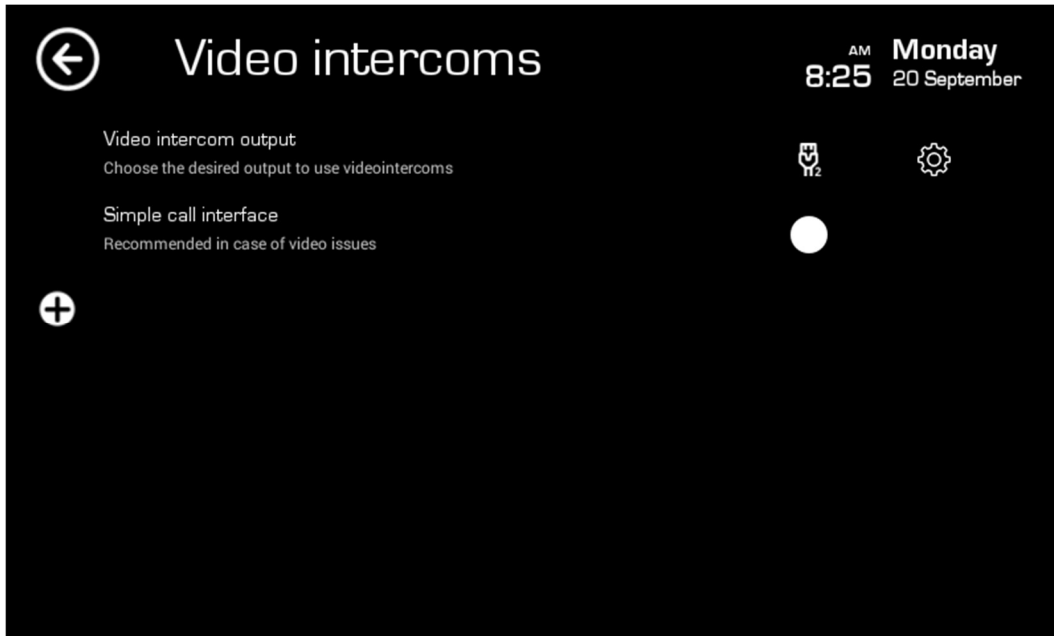
Make sure that the screen has only one IP address and the Wi-Fi net is working properly. If the device has been previously configured, we will only need to introduce the IP of the device and click on “Program”.

The system will need a short period of time to upload the project to the screen. It will automatically reboot and will be ready to use with the project correctly uploaded.

## 4 VIDEO INTERCOM

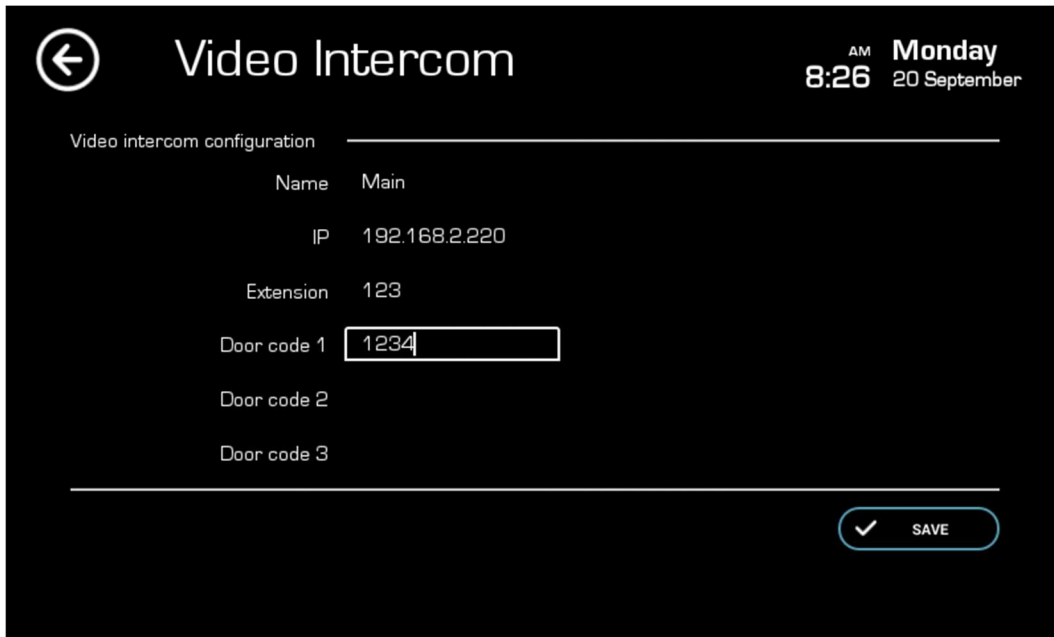
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For the video intercom configuration, on the VIIP, you must access the Settings / Connections / Video intercom configuration menu. To receive calls from the video intercom, click on the button to add a video intercom and configure it.

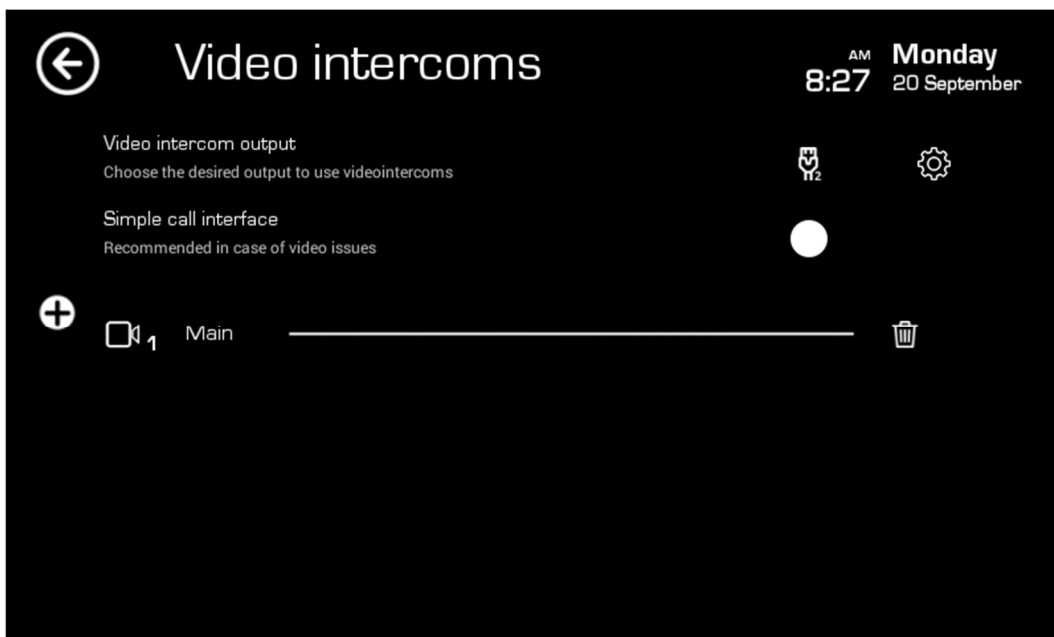


In the configuration window you must enter the following data:

- Name
- IP (from the video intercom)
- Extension (enter any 3-digit number eg: 101)
- Door opener code, which has to coincide with the one configured on the video intercom menu (some panels have restrictions in this code that must be taken into account when configuring).



Once the data has been entered, SAVE button is pressed and we would have the VIIP configured to receive calls from the video intercom.



Once it is configured, you must configure the connection of the VIIP with the video intercom, click on the Video intercom output button until the icon of port 1, port 2 or Wi-Fi appears.

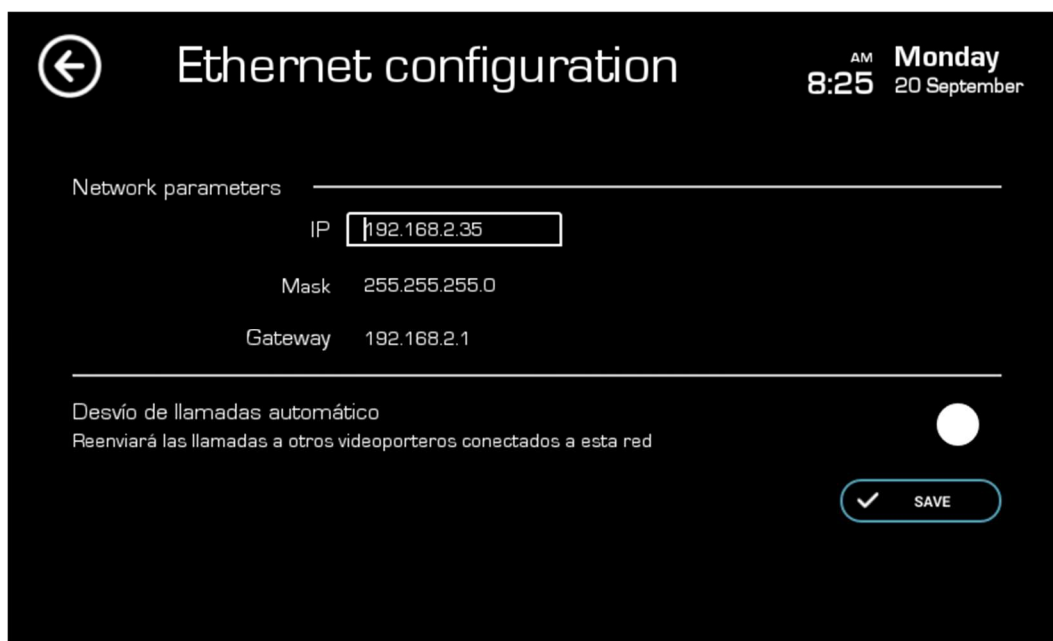
Then click on the  gear button to configure the connection.

A window appears with the following options:

- IP: A fixed IP is entered that is in the same subnet as the panel.
- Subnet mask: value of the network's subnet mask.

- Gateway: network gateway value.

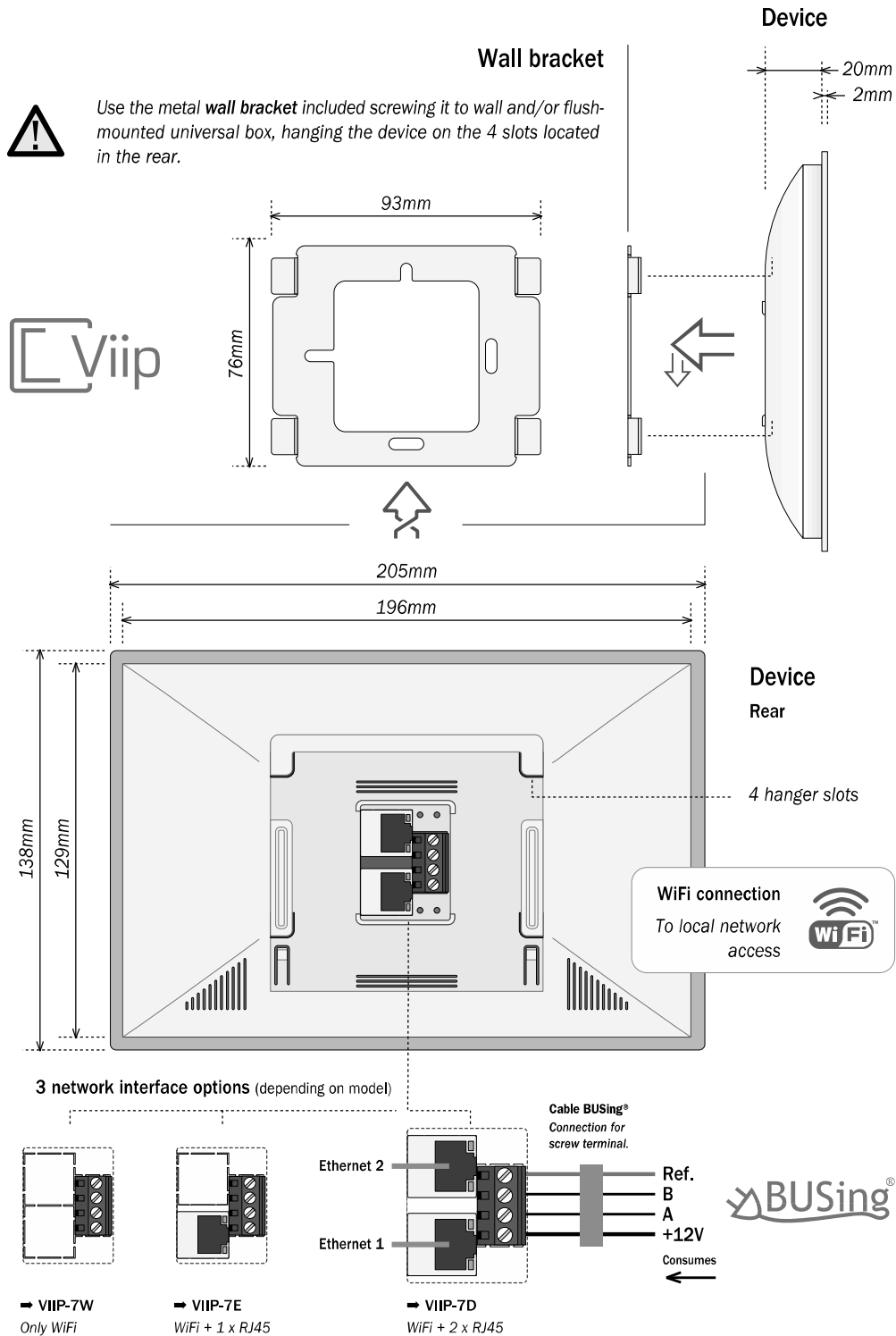
There is also a button to activate call forwarding. If the screen in which it is configured is activated, it will divert the calls to all the VIIPs that are connected to the same network.



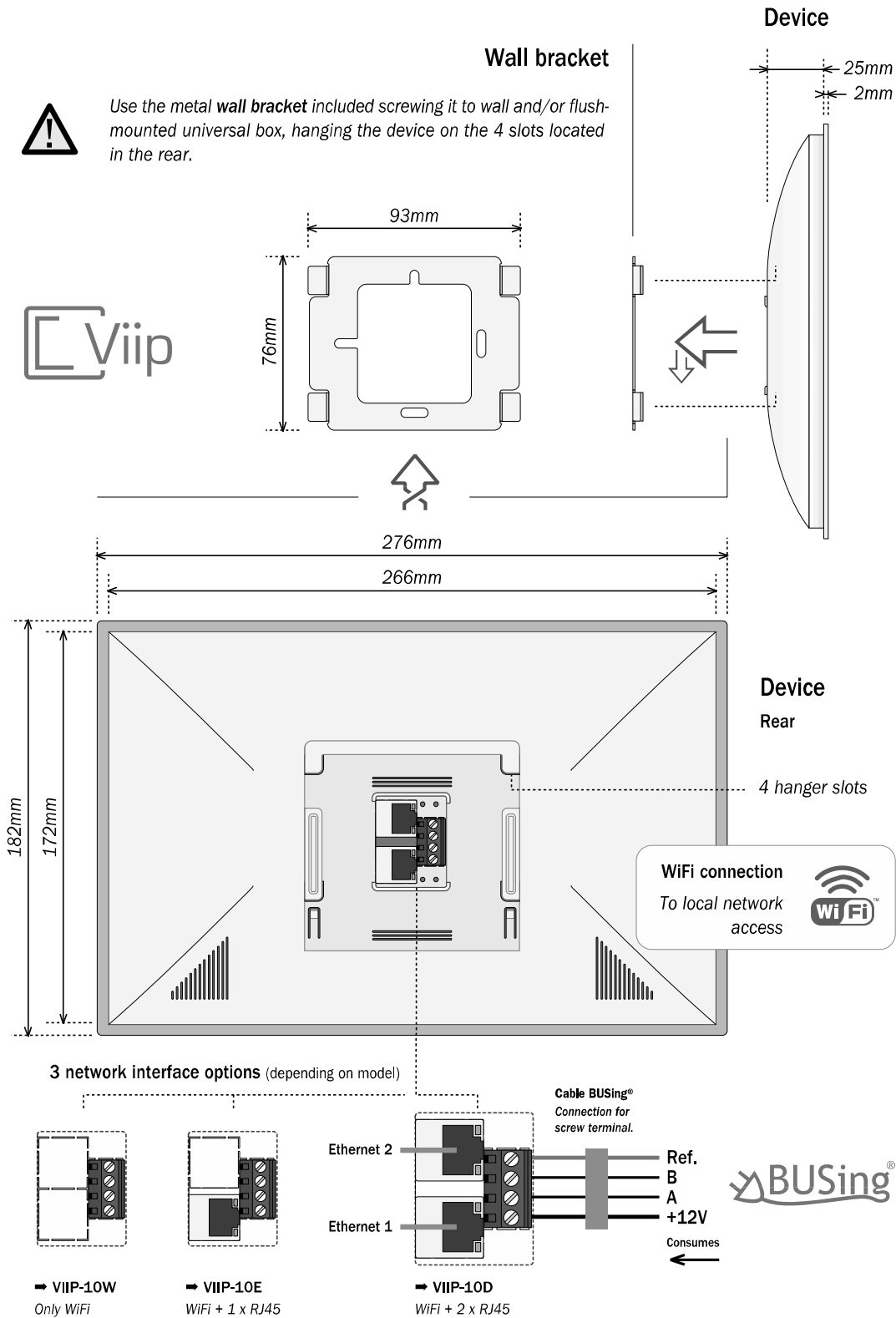
To finish, press the SAVE button.

## 5 INSTALLATION

### 5.1 VIIP7



## 5.2 VIIP10





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