

Configurator Reference Guide

OneHome™

Management and Control Solutions

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Questions regarding any HomeLogic product should be addressed to HomeLogic, LLC.

HomeLogic, LLC 100 Hoods Lane Marblehead, MA 01945 Phone: 781.639.5155 Fax: 781.639.9677	HomeLogic West PO Box 8295 Avon, CO 81620 Phone: 970.445.0120
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Table of Contents

Introduction.....	7
About the Configurator.....	7
About the OneHome Controller and Base Suite Software.....	8
About the OneHome Viewer	8
What's Inside.....	9
About this Guide.....	10
Documentation Conventions	10
Important Definitions	11
Chapter 1. Getting Started	13
Start the Configurator	13
Starting the OneHome Configurator without the Internet	13
Creating a Desktop Shortcut to Start the Configurator.....	14
Starting the OneHome Configurator Over the Internet.....	15
Tour the Configurator Window	16
Touring the Configurator.....	17
Chapter 2. The System Tab	21
View General Parameters	21
Set System Time.....	22
View Version Information.....	23
Add and Remove Users	24
Add and Remove Software Modules.....	25
Set Viewer Options.....	26
Set General Tablet Options.....	26
Set Screen Saver Options	27
Set Audio Library Options	28
View Client Connections.....	29
View System Logs.....	30
View Connection Information	30
View Exception Information	30
View System Components	30
View Device Status	31
Chapter 3. Configuring Security	33
Add the Communication Device	34
Add Security Panels and Partitions.....	35
Change the Order of the Security Panels in the Viewer	38
Add Security Zones	39
Chapter 4. Configuring Climate Control.....	41
Add the Communication Device	42
Add Thermostats.....	43
Change the Order of the Thermostats in the Viewer	44
Add HVAC Systems.....	45
Create Heating and Cooling Schedules	47

Chapter 5. Configuring Lighting	49
Add the Communication Device	50
Add a Lighting Interface.....	51
Add Switches and Dimmers	53
Add Keypads	55
Basic Keypad Settings.....	57
Assign Lighting Commands to Keypad Buttons	58
Add Lighting Commands	59
Programming Master Keypads	60
Create a Virtual Keypad	61
Change the Order of the Keypads in the Viewer	64
Specify Lighting Schedules	65
Chapter 6. Configuring Audio	67
Add the Communication Device	68
Add Players	69
Add Zones	70
Configuring a Stand-Alone Audio Zone.....	71
Configuring a Multiple-Source / Multi-Zone Audio Controller	72
Chapter 7. Configuring Messaging	75
Add the Telephone System.....	76
Add Telephone and Email Contacts	77
Add a Phone Contact	77
Add an Email Contact	77
Add TTS Messages.....	78
Chapter 8. Configuring Video	79
Add a Video Camera	80
Change the Order of the Video Cameras in the Viewer	81
Change the Order of the Video Cameras in the Viewer	82
Chapter 9. Configuring the Irrigation System	83
Add an Irrigation Controller	84
Add Watering Groups.....	85
Add Watering Zones.....	86
Add Irrigation Periods	88
Chapter 10. Configuring the UPS.....	89
Add the Communication Devices	90
Add a UPS	91

Chapter 11. The Event Mapper	93
Terms and Definitions	93
Standard Triggering Events and System Commands.....	93
System	93
Security.....	94
Climate	95
Lighting	96
Audio.....	97
Messaging.....	97
Irrigation.....	98
UPS.....	98
Generating Events from Buttons on the Home Tab.....	99
Creating the Button	99
Add an Event Map.....	100
Create a New Event Map.....	100
Add Triggering Event(s).....	101
Add System Command(s).....	101
Chapter 12. Add Images and Audio.....	103
Add Images for the Screensaver.....	104
Add Audio Tracks for the MP3 Player	104
Add Internet Radio Stations.....	105
Add New Genre.....	105
Add New Station	105
Chapter 13. Customize the Viewer Skin	107
Chapter 14. Add Locations	109
Index	111

Introduction

Welcome to the *OneHome™ Configurator Reference Guide*. This guide will introduce you to the Configurator and show you how to use this application to set up the **OneHome** system for a typical home. The guide uses text descriptions, images, and procedures designed to cover all aspects of the system.

This guide is designed to be a reference when you work with the Configurator. You can refer to this guide at any time for information, definitions, tips, and other guidance.

About the Configurator

The **OneHome™** Configurator is a Java applet used to setup and manage the **OneHome** system. You use the Configurator to add and configure individual thermostats, light switches, audio components, and other devices for the specific home layout.

The Configurator has a simple point and click interface, so that you can easily make changes to the **OneHome** system.

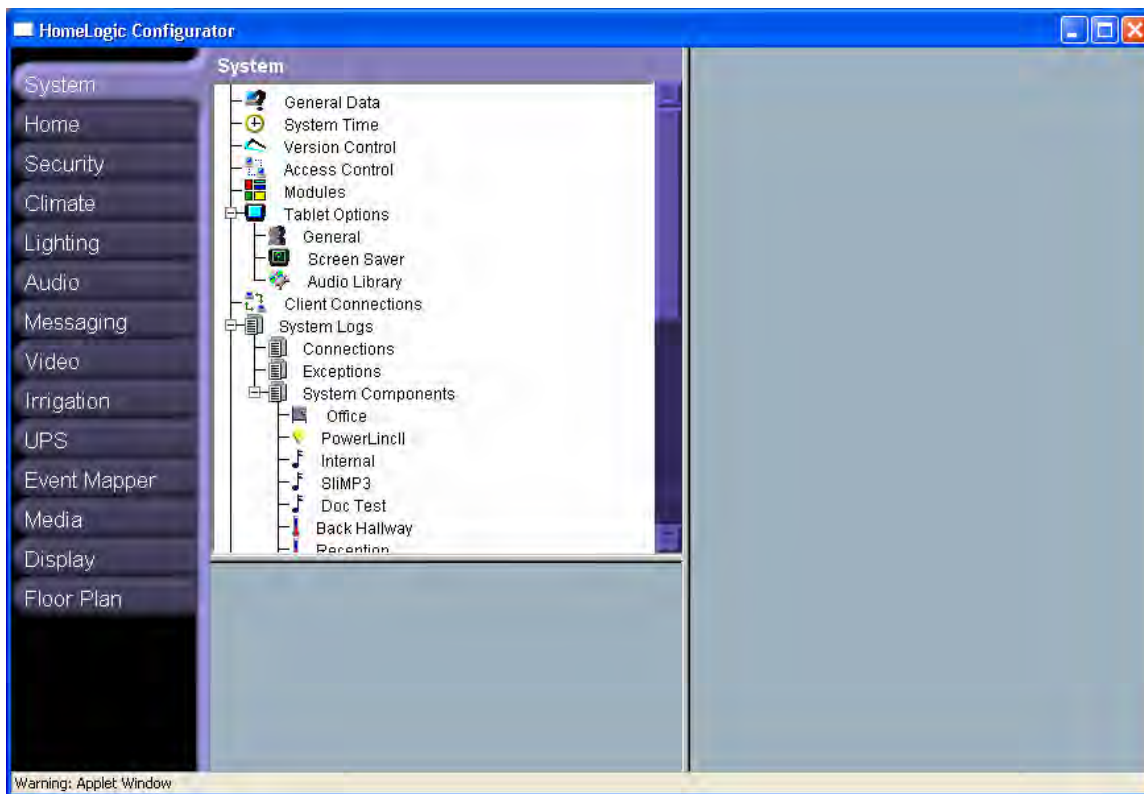


Figure 1: OneHome Configurator Window

About the OneHome Controller and Base Suite Software

At the core of the **OneHome** management and control system is the **OneHome Controller**. The **OneHome Controller** is installed in a lockable, network-enabled enclosure. The **OneHome Base Suite** software package is installed on the **OneHome Controller** and provides the base of the home network, control for the home, and other important functionality.

The **OneHome Controller** integrates all **OneHome System** tabs and control devices through a wired or wireless Ethernet network. You can add new system tabs and control devices for increased functionality at any time.

About the OneHome Viewer

The **OneHome Viewer** is the interface to the **OneHome Management and Control System**. The Viewer contains the **Home Tab** and a separate tab for each type of system that you have configured in the home: security, climate, lighting, audio, telephone messages, surveillance video, and irrigation.



Figure 2: OneHome Viewer

What's Inside

This guide contains the following chapters:

Lesson:	Shows you how to:
1. Getting Started	Use the Configurator window, giving in-depth information on the different elements in the window.
2. Using the System Tab	Use the System Tab to set some system parameters, add users to the system, view the devices on the system, and review system information.
3. Configuring the Security System	Add security panels and how to create security zones throughout the home.
4. Configuring the Climate Control System	Add climate control devices and how to create schedules for heating and cooling the home.
5. Configuring the Lighting Systems	Add lighting devices, how to design Viewer keypads, and how to create schedules for lighting the home.
6. Configuring the Audio System	Add audio players and how to create music zones throughout the home.
7. Configuring the Phone System	Add phone systems and create lists of phone number and e-mail addresses which the system can use to contact you.
8. Configuring the Video System	Add video cameras and create tabs in the Viewer for each camera in the home.
9. Configuring the Irrigation System	Add lawn sprinklers and other irrigation devices and how to create different watering zones and schedules.
10. Configuring the Uninterruptible Power Supply	Add uninterruptible power supplies to the system.
11. Working with System Events	Create macros that have the system perform commands when specific events occur. Give action to the buttons created on the Home tab.
12. Adding Images, Audio Tracks, and Internet Radio	Add image files for the screen saver, and audio files for the internal MP3 player, and how to add internet radio stations that can be selected in the Viewer.
13. Configuring the Viewer Display	Add new settings for the Viewer window.
14. Adding Locations to the System	Add new areas to the system that can be selected when configuring devices.
15. Customizing the System	Add buttons to the Home tab, how to design a lighting keypad, and how to use the Sniffer tool to add light switches to buttons on a keypad.

About this Guide

This guide is intended for anyone setting up the **OneHome** system. Individuals should ideally have basic computer knowledge; should be familiar with the systems being installed in the home, how to configure these systems; should have an understanding of computer networking concepts; and should have sufficient knowledge of the **OneHome** system to properly work with the system.

This guide does not cover the **OneHome** Viewer in detail, although it does explain how changes made in the Configurator affect the display of the **OneHome** Viewer. For detailed information on how to use the Viewer, refer to the **OneHome** *User Guide*.

Documentation Conventions

This guide uses the following conventions:

- Boldface type indicates keyboard keys and window entities (buttons and field names). For example:

Keyboard keys: **Enter**.

Window entities: **OK**, the **Lighting** tab, the **Name** field.

Note that boldface type is used for terms defined in tables and may also appear at the beginning of bulleted text to highlight the main point of a bullet.

- Courier type indicates text you should type. For example, example, "Type `Main Hallway` in the **Name** field."
 - Italic type indicates a new term. For example, "...create an *event map*, which is a macro that connects a specific event to specific commands..."
-

Important Definitions

Before proceeding with this guide, you should familiarize yourself with the following terms and concepts. These terms are used throughout this guide and are essential to properly working with the Configurator.

Term:	Definition:
Away mode	One of the three house modes or states, used primarily in OneHome schedules. Typically used when the home is vacant for shorter periods. See also Home mode and Vacation mode .
Communication Device	The interface used by the OneHome system to communicate with a sub-system that requires serial communications (RS-232, 422 or 485). Communications Devices are a COM port on the OneHome Controller or a serial-to-Ethernet bridge like the Lantronix UDS-10.
Event Map	A sequence of commands that are executed when a pre-defined event takes place. For example, “turn on hallway lights when the security system is disarmed.”
Home mode	One of the three system modes or states: normally used when the house is occupied.
IP Address	A sequence of four numbers (separated by periods) that identifies a computer or device on a network. IP addresses are separated into classes: the majority of OneHome installations have IP addresses that start in the range of 192.168.0.1 to 192.168.0.254.
Java applet	An applet is a small program that can be used on any computer with a Java-enabled Web browser. Both the Configurator and the OneHome Computer Viewer are Java applets.
Keypad	Keypads appear in security, lighting and audio systems: Security keypads are used to arm and disarm the security system. Lighting keypads can be one of the following: <ol style="list-style-type: none"> 1. A local keypad mimics a real keypad in a room to control lighting scenes in that room. 2. A master keypad mimics a real keypad that controls overall house lighting, like “All On” or “Late Night”. 3. A virtual keypad is a custom keypad that appears only on the user interface, with buttons that can be completely customized. Audio keypads are used to control the volume and music in a specific room.
Mode	A system status, or state, that can be used when scheduling the OneHome system. There are three modes, Home , Away , and Vacation . The system is always in one of these modes.
Partition	An area within a home that is monitored by a specific security panel. Each partition has its own tab in the Viewer interface. Some security systems (such as HAI) refer to partitions as “areas”.
Period	A block of time during the day in a schedule, such as Morning, Afternoon, or Evening.
Port	A port (or port number) is needed when specifying a connection to an IP address over a network. For example, port 80 is the default port used to connect to web sites.

Term:	Definition:
Scene	A lighting system term to describe the settings for each light in a group of lights in a room or living area. For example, “Cooking”, “Eating” and “Cleaning” scenes in a kitchen.
Schedule	<p>Schedules are used in the climate, lighting and irrigation systems, to specify the settings that should be used during the day and week.</p> <p>The schedules are broken into periods (such as Morning, Day, Evening and Night).</p>
System Commands	System commands can be executed with the Event Mapper in response to specific triggering events . For example, the triggering event “fire alarm active” can be mapped to cause the Event Mapper to execute the system command “turn on all the lights”.
Tablet	A wireless, portable touch screen device used to interact with the OneHome system.
Tree View	A graphical element (or control) that appears on the user interface to displays various data. A tree view can be expanded or contracted to view or hide items as needed by clicking on the “+” at a node.
Triggering Event	An event that takes place in a sub-system, such as “alarm disarmed” or “telephone ringing”.
Vacation mode	One of the three system modes or states: normally used when the house is vacant for longer periods.
Viewer	The Viewer is the interface to the OneHome system, and is available on a tablet, any PocketPC, an in-wall touch screen and on any computer.
Zone	A term used in security, climate and audio systems to describe a portion of the house.

Chapter 1. Getting Started

The **OneHome** Configurator is a web-based program that can be launched using a browser such as Internet Explorer or Netscape Navigator.

Start the Configurator

There are two ways to start the Configurator. One method requires just a network connection; the other also requires an internet connection.

Once the Configurator is running you will see the default screen appear as shown below.

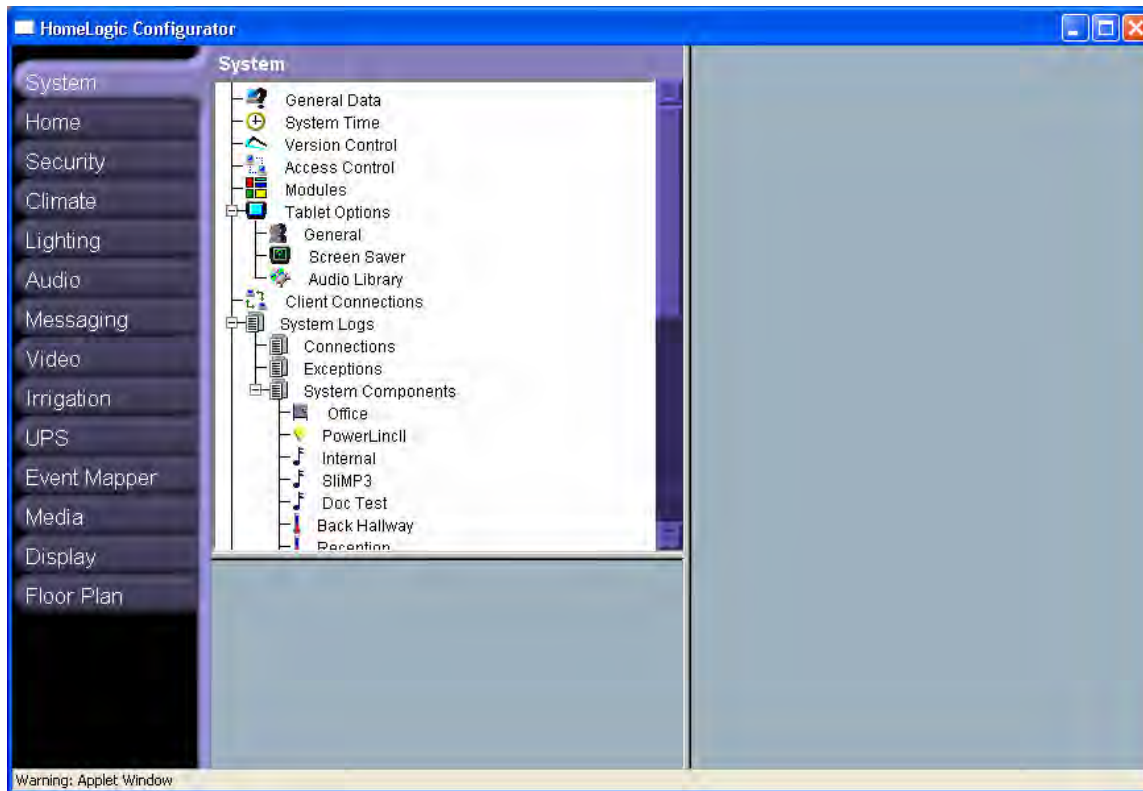


Figure 3: The Configurator Window, with the System Tab Active

Starting the OneHome Configurator without the Internet

If you *do not have access to the internet*, use the following method to start the Configurator:

1. Open a browser and type `http://192.168.0.1:443/applet/config.htm`, where the IP address is the static IP address for your system and 443 is the default port used to connect to the **OneHome** system.
2. After a short delay you should see the Configurator appear with the **System** tab active, as shown in Figure 3.

Creating a Desktop Shortcut to Start the Configurator

To launch the Configurator more quickly you can create a desktop shortcut that opens the Configurator directly with the follow steps.

Note that the Sun Java Virtual Machine (JVM) is needed to launch the Configurator with the desktop shortcut. If you don't have the Sun JVM, or would like to get the latest version, go to www.java.com.

1. Close all open windows.
2. Open a browser and type `http://192.168.0.1:443/applet/config.jar`, where the IP address is the static IP address for your system and 443 is the default port used to connect to the **OneHome** system.
3. When prompted, click **Save**, select **Desktop** as the destination (Save in) and then click **Save**. This will copy the file to your desktop.
4. To start the Configurator, locate and double-click your new shortcut on the desktop.
5. When prompted with the HomeLogic Login screen, click OK and the Configurator will launch.

Tip! To make a shortcut that launches the Viewer, repeat the process above using `javapad.jar` instead of `config.jar`.

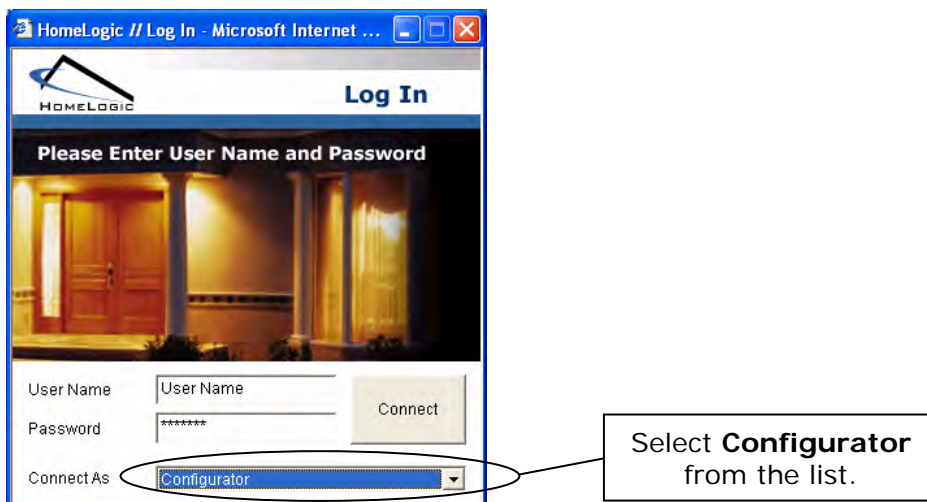
Starting the OneHome Configurator Over the Internet

If you have access to the internet, use the following method to start the Configurator:

1. Use a browser to go to HomeLogic's website: **http://www.homelogic.com**. From the Home page, click **Log In to Your Home**. The HomeLogic website should look similar to the following:



2. At the HomeLogic **Log In** screen, type your **User Name** and **Password**.
3. From the **Connect As** list, select **Configurator**.



4. Click **Connect** to connect to the system setup program. The Configurator appears, with the **System** tab active, as shown in Figure 3. Home Logic uses User Name and Password to locate the appropriate **OneHome** system.

Tour the Configurator Window

The Configurator consists of tabs on the left side of the window, the system component tree structure and buttons in the middle of the window, and then various input fields on the right side of the window.

When you select a tab on the left, the system component tree structure updates to show the devices that are currently installed for the corresponding system. In the example below, the Climate tab has been selected and the system component tree shows the installed thermostats and other components relating to the climate system.

On the right of the screen is the properties window, which is used to view and change settings specific to the component currently selected in the system component tree. In the example below, the properties window shows the settings that apply to the Back Hallway thermostat.

At this point, you can review the figure below to get a general idea of the layout of the Configurator.

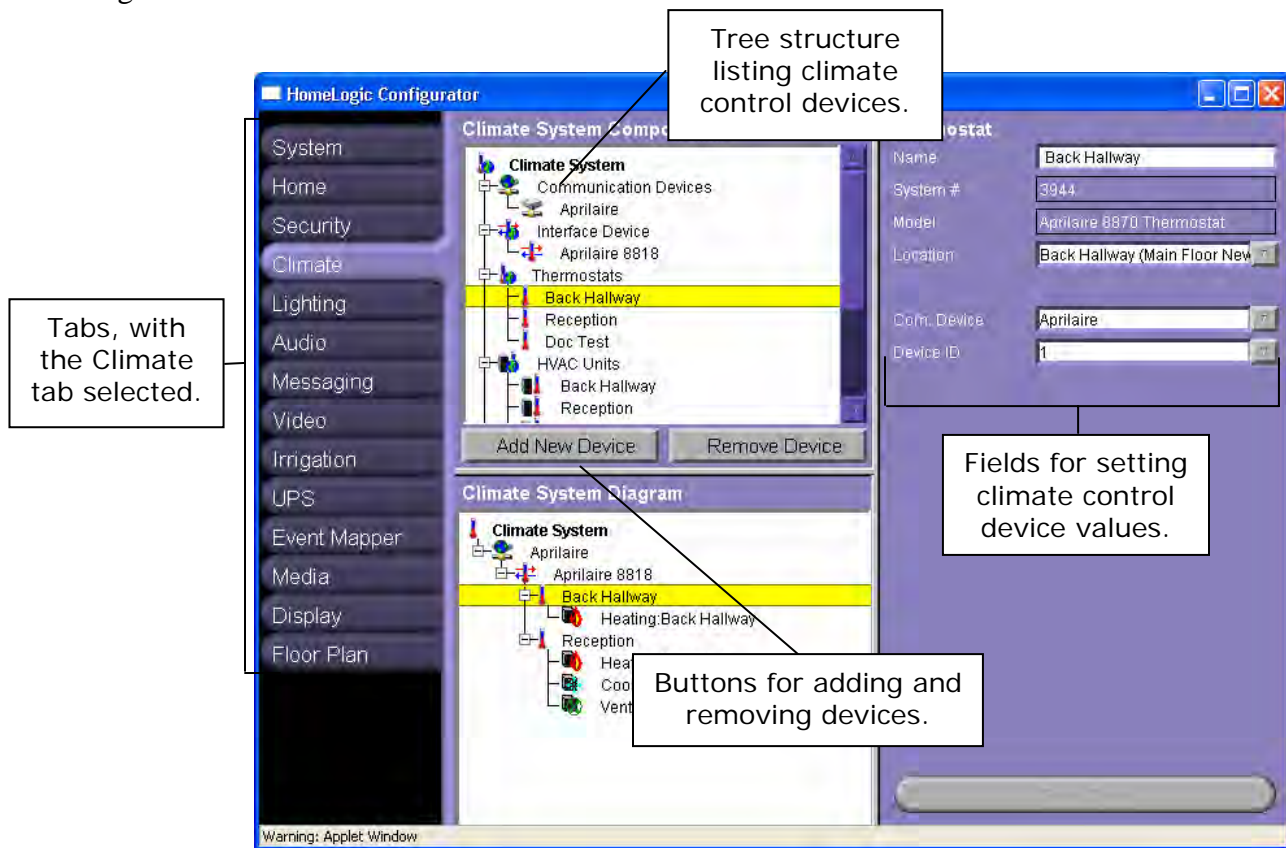
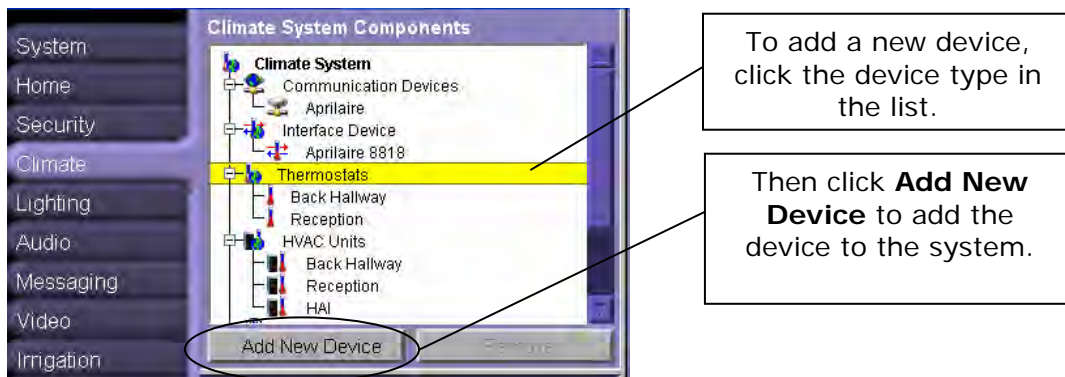


Figure 4: Configurator Window Layout

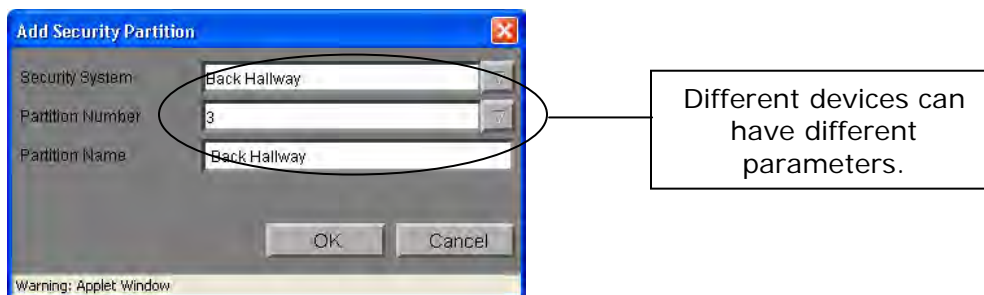
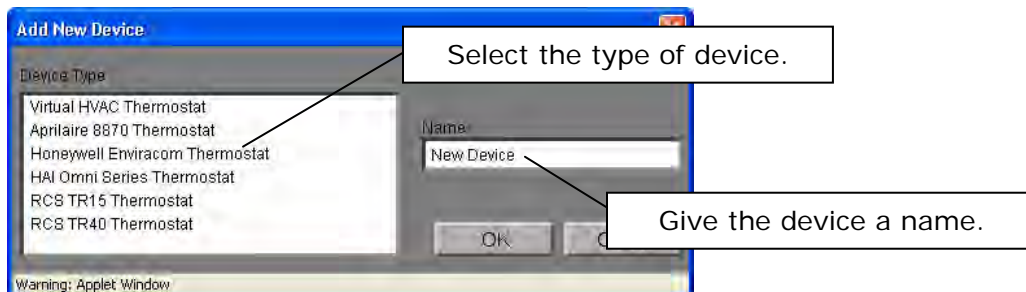
Touring the Configurator

Use the following steps to get an understanding of how to use Configurator interface:

1. With the Configurator window open, click the various tabs on the left to see the various system component tree structures for each. Note that some may not appear if you do not have the corresponding module installed.
2. In general, to **add a new device**, such as a thermostat in the home, first select the type of device or component in the tree structure, and then click the **Add New Device** button. For example, to add a thermostat:
 - a. Click the **Climate** tab.
 - b. Click **Thermostats** in the tree structure to activate the **Add New Device** button.

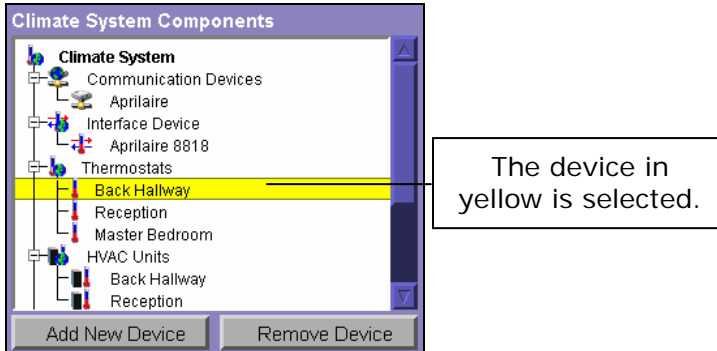


- c. Click the **Add New Device** button to open the **Add New Device** window.
- d. Use the window that appears to select a device from the **Device Type** list, specify a name for the device, select the type of device, or any other parameters.

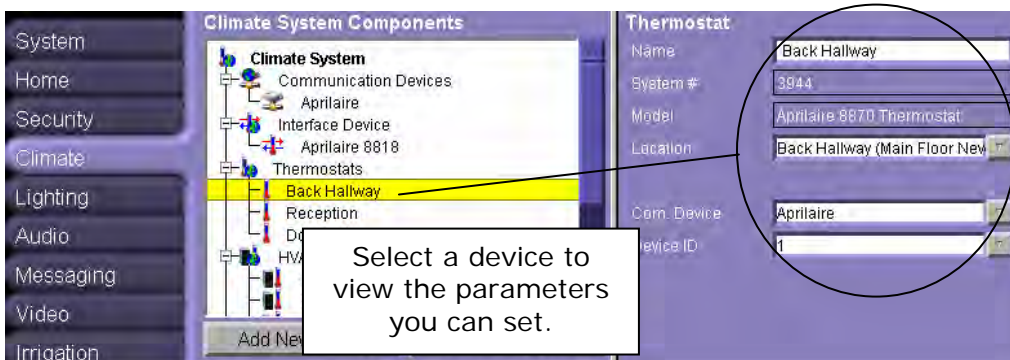


You can give a device any name, but for easier identification, the name should be descriptive, such as the location in the home or the brand name of the device.

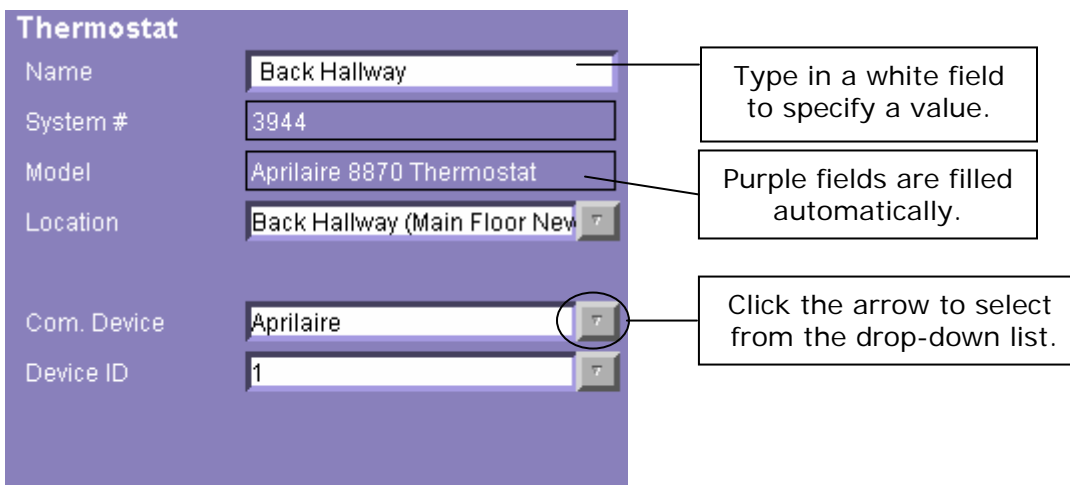
- e. Click **OK**. The device is added to the tree structure and a number of fields appear on the right side of the Configurator window.
3. To set the parameters for any device in the list:
 - a. Select the device in the list.



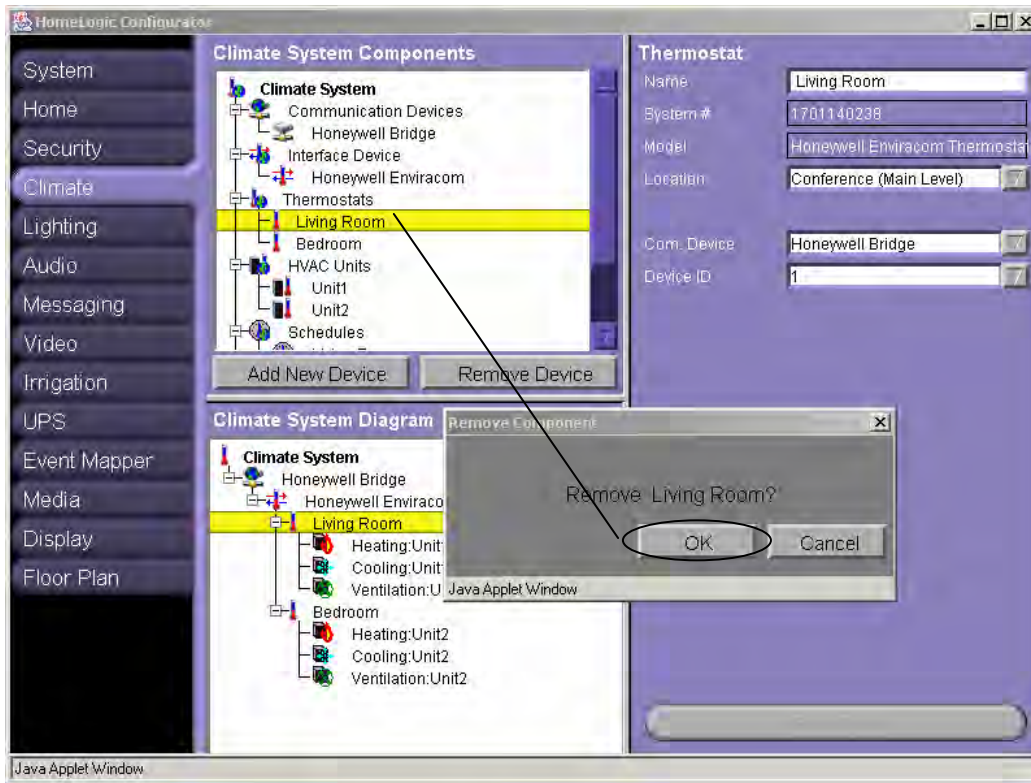
The parameters for that type of device appear on the right side of the Configurator window.



- b. To fill in parameters, type a value or select from a list, based on the type of field. Some fields, such as **System #**, are filled automatically by the Configurator.



4. To remove a device, select that device in the list and click **Remove Device**. Then, click **OK** in the confirmation window that appears.



Chapter 2. The System Tab

The **OneHome** Configurator **System** tab allows you to set a number of parameters for the **OneHome** system, including system time, location information, user information, current modules, and view who is on the system. You can also set several options for the **OneHome** Viewer tablet, which will be used by all viewers connected to the particular **OneHome** system.

View General Parameters

The **General Data** fields are used to set a number of options for the **OneHome** system, such as the zip code and latitude and longitude where the home is located.

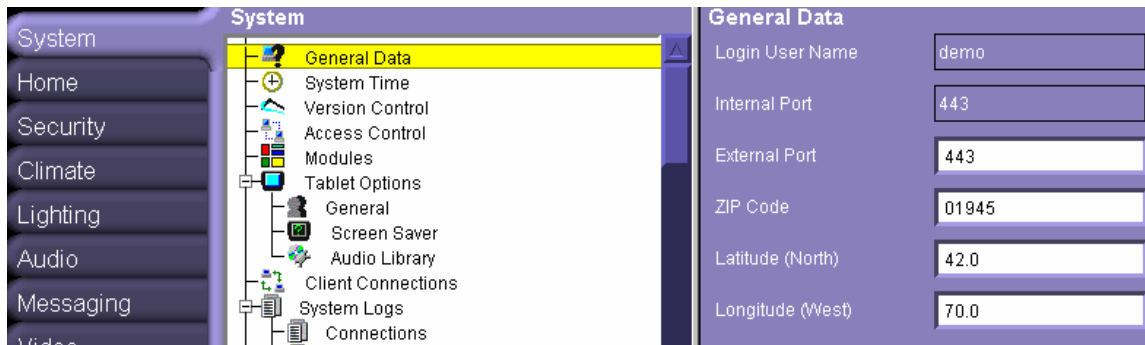


Figure 5: General Data Parameters

To view the general system options, select **General Data** on the **System** tab.

The following General Data parameters are available:

Login User Name	The User Name is taken from the name used to log into the system. When logging in through the HomeLogic website, the User Name typed in appears here. Note that the User Name is assigned by HomeLogic.
Internal Port	The Internal Port number used by the OneHome Controller software. This defaults to 443.
External Port	The External Port number used when accessing the OneHome Controller software from outside the network, or if your router uses port forwarding when accessing the system. The default external port number is 443. You may need to change this port number if the home's router users port 443 for other purposes and is not available.
Zip Code	Type the Zip Code where the home is located. The system uses the zip code to display the correct weather information.
Latitude (North)	Type the latitude where the home is located. The system uses the latitude information to determine sunrise and sunset times.
Longitude (West)	Type the Longitude where the home is located. The system uses the longitude information to determine sunrise and sunset times.

Set System Time

You can use the **System Time** values to view the time being used by the **OneHome** system.



Figure 6: System Time Parameters

To set the system time, select **System Time** on the **System** tab.

The following System Time values appear:

Local Time	The Local Time is the time on the current computer's internal clock.
Gateway Time	The Gateway Time is the time according to the OneHome system.
Set Gateway time from this PC	Sets the OneHome system time to match the current computer's time.

View Version Information

You can view the current software version, update the software to a newer version, perform a software backup and restore, and restart the **OneHome** Controller using the Version Control fields on the **System** tab.

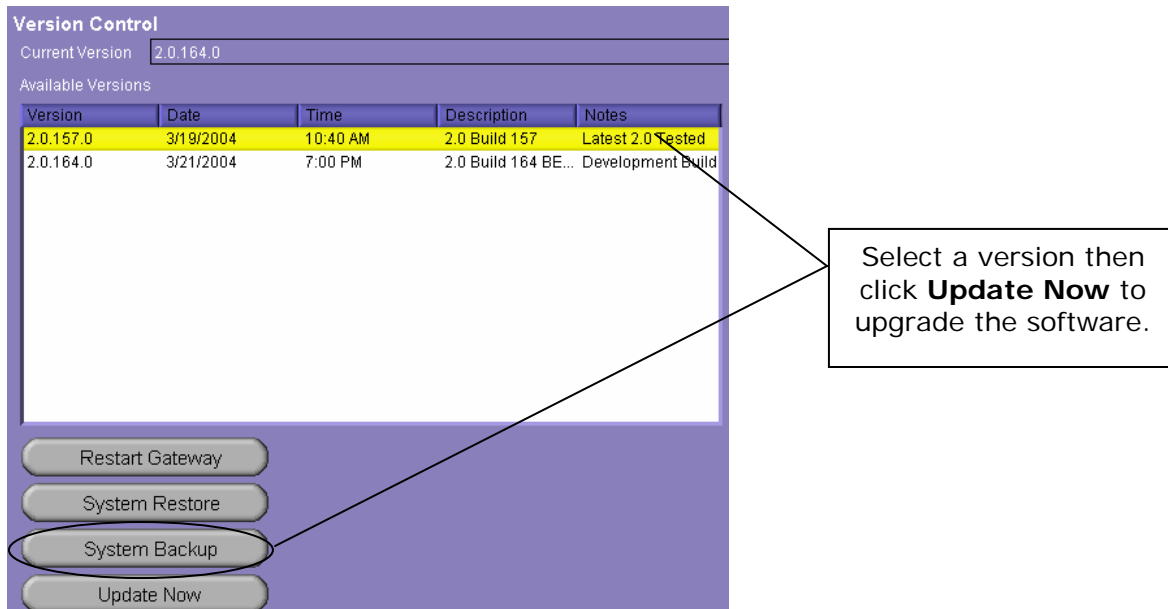


Figure 7: Available Software Versions

The following Version Control values and commands are available:

Current Version	The version of the OneHome software currently in use by the system.
Available Versions	Other versions of the software currently on the web. The system lists the version number, date, time, and description of each version.
Restart Gateway	Click this button to restart the OneHome Controller software.
System Restore	Click this button to restore the system using the most recent backup of software and parameter settings.
System Backup	Click this button to backup the software and related data. There is only one backup stored on the system, so that any previous backup will be overwritten.
Update Now	First select the desired new version, and then click Update Now to update the OneHome controller software. This process will automatically backup the current version before performing the update.

Note: The Restart Gateway, System Restore, System Backup and Update Now all cause the Configurator to disconnect while the system is updated.

Add and Remove Users

The Access Control window allows you to view the users currently setup in the system, to add and delete users, and to change user passwords.

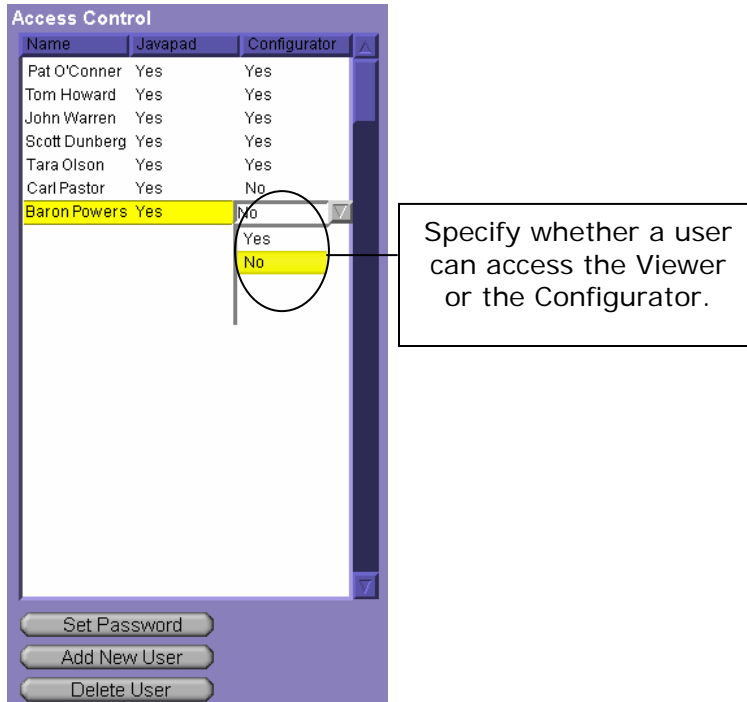


Figure 8: Access Control Parameters

To view the users on the system, select **Access Control** on the **System** tab.

The following Access Control values and commands are available:

Name	The name of each user in the system.
Javapad	Select Yes or No to control access to the Computer Viewer interface for the particular user.
Configurator	Select Yes or No to control access to the Configurator for the particular user.
Set Password	Click this button to change the password for the currently selected user.
Add New User	Click this button to add a new user. Type the name and password in the window that appears.
Delete User	Click this button to delete the currently selected user.

Add and Remove Software Modules

You can view the modules currently installed and add or remove modules from the system using the **Modules** fields on the **System** tab.

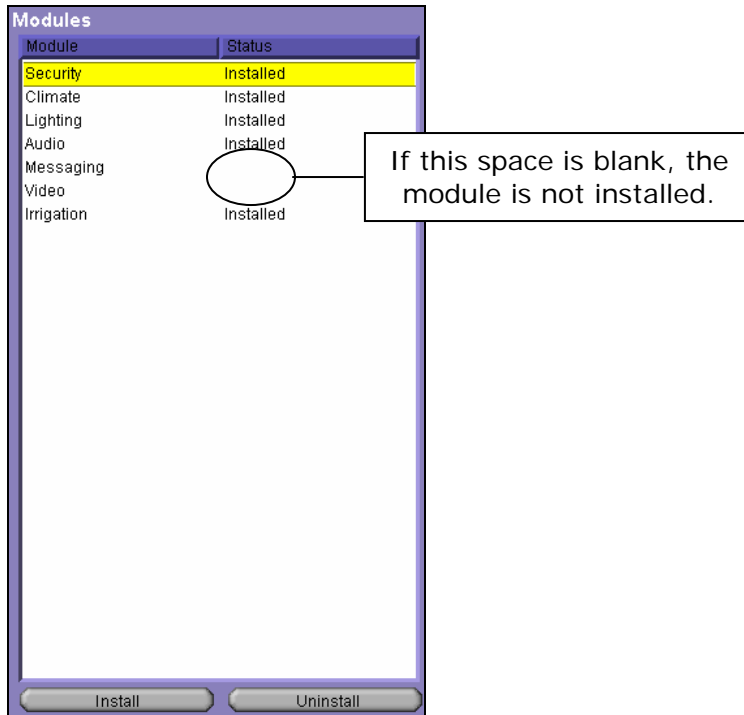


Figure 9: Available Modules

The following commands are available:

Module	The modules currently installed on the system and their status (Installed or Uninstalled).
Install	Click this button to install the selected module. Note that you will be prompted to enter a special key to enable th
Uninstall	Click this button to uninstall the selected module.

Note that you can install and remove software yourself (after getting a software key from HomeLogic), or contact HomeLogic, who can add and remove modules remotely.

Set Viewer Options

The **Viewer Options** branch on the **System** tab provides access to the layout and behavior settings of the various user interface.

Other settings that effect the display, primarily the color, size, and shape of the controls on the screen, can be configured using the **Display** tab, which is discussed in Chapter 13.

Set General Tablet Options

You can set the General Tablet Options using the **General** fields in the **Tablet Options** branch of the **System** tab.

Figure 10: Tablet General Options

The following General Tablet options and values for the Viewer:

Admin Code	Type the code using the on screen keyboard to change from guest mode to administrator mode. You can use any numeric code. When a guest user types this code, the system changes to Administrator mode.
Guest Mode	Specify the mode to use when a guest logs in: <ul style="list-style-type: none"> • Always Administrator Mode. Users logged in as Administrators can access the schedule tabs on the Lighting and Climate tabs, and can modify these schedules. • Default to Guest Mode. Users logged in as Guests cannot access the schedule tabs on the Lighting and Climate tabs.
Show Date	Select Yes to show the date in the Viewer; select No to not show the date.
Show Battery	Select Yes to display the battery level; select No to not show the level.
Show Remotes	Select Yes to display remote users; select No to not show remote users.
Sleep Time on AC Power	Specify the amount of time before the tablet goes into sleep mode on AC power. This applies to any tablet in a charging cradle, and all of the in wall touch screens. The default is 5 minutes.
Sleep Time 75-100% Battery	Specify the amount of time before a wireless tablet or PocketPC out of its cradle goes into sleep mode when the battery strength is between 75-100%. The default is 10 minutes.
Sleep Time 50-75% Battery	The time before the device goes into sleep mode when the battery strength is between 50-75%. The default is 5 minutes.

Sleep Time 25-50% Battery	The time before the device goes into sleep mode when the battery strength is between 25-50%. The default is 2 minutes.
Sleep Time 0-25% Battery	The time before the device goes into sleep mode when the battery strength is between 0-25%. The default is 1 minutes.

Set Screen Saver Options

The screen saver shows images on the display of the Viewer when it is idle. Use the Viewer Options to control the screen saver's display behavior.

To load pictures for the screen saver or to specify your shared pictures folders, refer to the section on the Media tab in Chapter 12.

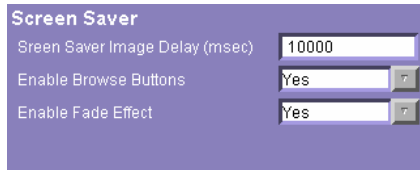


Figure 11: Tablet Screen Saver Options

The following Tablet Screen Saver options and values are available:

Screen Saver Image Delay	Specify the amount of time (in milliseconds) that each image displays.
Enable Browse Buttons	Select Yes to display the browse buttons; select No to hide the browse buttons. The browse buttons appear on screen with the pictures, allowing users to manually move between screen saver images.
Enable Fade Effect	Select Yes to enable the fade effect; select No to disable the fade effect. The fade effect creates a smooth fading transition between images.

Set Audio Library Options

You can control the way audio data is displayed in the Viewer with the **Audio Library** window in the **Tablet Options** branch of the **System** tab.



Figure 12: Audio Library Options

The following options are available:

Ignore ‘The’ in Artist Sort	Select Yes to ignore “The” in an artist’s name when sorting. This will result in “The Beatles” appearing under B instead of T.
Show Artist Sort Tab	Select Yes to display the Artist sort tab, which displays all the artists alphabetically, along with the selected artist’s tracks in a second window.
Show Album Sort Tab	Select Yes to display the Album sort tab, which displays all the albums alphabetically, along with the selected album’s tracks in a second window.
Show Artist/Album Sort Tab	Select Yes to display the Artist/Album sort tab, which displays all the artists alphabetically. The selected artist’s albums appear in a second window, and when an album is selected, the corresponding tracks appear in a third window.
Show Track Sort Tab	Select Yes to display the Track sort tab, which displays all the tracks in the database alphabetically.
Show Playlist Sort Tab	Select Yes to display the Playlist tab, which shows the available playlists and allows you to add, edit and remove playlists.
Strict Tracks by Artist Sorting	This setting only applies to the Artist/Album sort tab, and then only to compilation albums that contain songs by more than one artist. Select Yes to have the system display only tracks by the currently selected artist. Select No to show all the tracks on the selected album, including tracks by other artists.

View Client Connections

You can view a list of all users currently connected to the system using the Client Connection fields on the **System** tab. This shows all local and remote users currently connected in active sessions. Users on the home network appear as **LOCAL**.

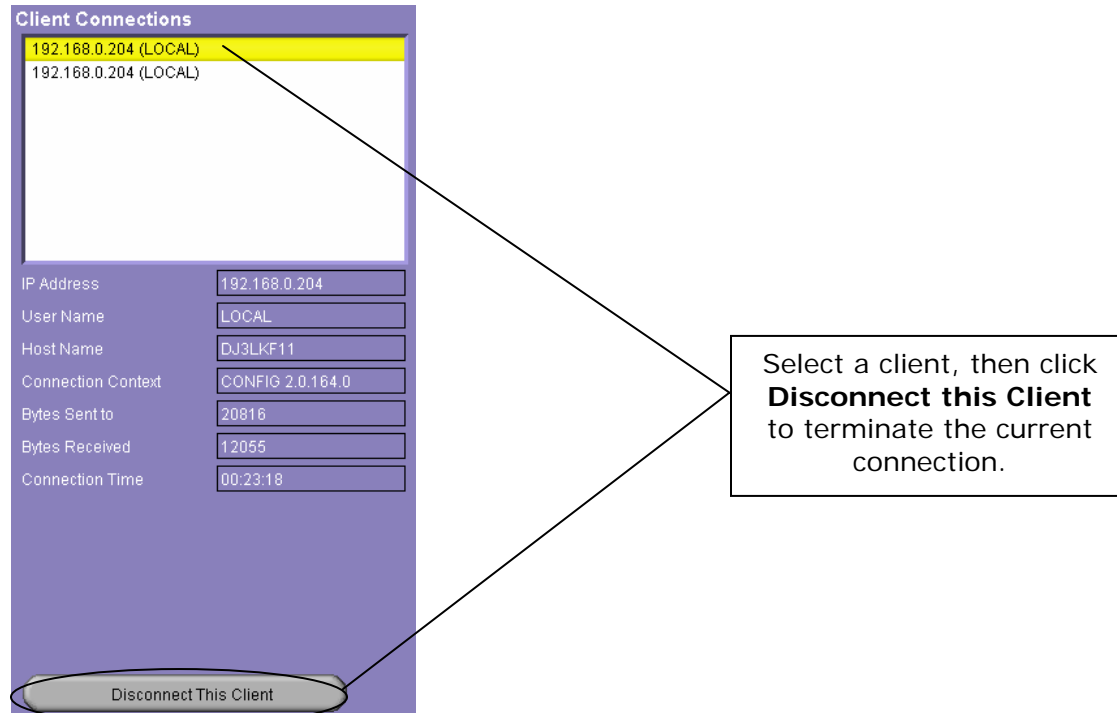


Figure 13: Client Connection Fields

The following Client Connection values and commands appear:

IP Address	The IP Address of the remote user.
User Name	The user name associated with the IP address.
Host Name	The name of the remote host.
Connection Context	Whether the user logged into the Configurator or the Tablet.
Bytes Sent to	The amount of data in bytes sent from the OneHome system to the remote user.
Bytes Received	The amount of data in bytes sent from the remote user to the OneHome system.
Connection Time	The amount of time the remote user is connected to the OneHome system during the current Configurator session.
Disconnect this Client	Click this button to disconnect the selected user. Note that unless you also remove the user or change their password (see Access Control) they will automatically reconnect.

View System Logs

To view information about each of the devices on the system, use the **System Logs** branch on the **System** tab.

View Connection Information

You can view remote users as they log on and off the system using the Connections Log on the **System Logs** branch on the **System** tab. The following information and commands appear in the Connection log:

Start Day	The date that the displayed log entries start.
End Day	The date that the displayed log entries end.
Date/Time	The date and time of the actions in the list.
Action	The action performed by the remote user, normally either Connected or Disconnected.
Address	The IP address of the remote user, if applicable.
Context	Whether the user logged into the Configurator or the Tablet.
User Name	The user name associated with the IP address.
Previous Week	Click this button to change the date of the log entries shown to the prior week.
Next Week	Click this button to change the date of the log entries shown to the following week.
Stop	Click this button to stop the transfer of connection information.

View Exception Information

You can track system startup, shutdown, and other diagnostic notification using the Exceptions Log on the **System Logs** branch on the **System** tab. The following information and commands appear in the Exceptions log:

Start Day	The date that the displayed log entries start.
End Day	The date that the displayed log entries end.
Date/Time	The date and time of the event.
IP Address	The IP address of the device positing the message.
Message	A description of the event.
Previous Week	Click this button to change the date of the log entries shown to the prior week.
Next Week	Click this button to change the date of the log entries shown to the following week.
Stop	Click this button to stop the transfer of connection information.

View System Components

You can track device-specific aspects of each device on the system, such as security system armed status and climate control settings using the System Components Log on the **System Logs** branch on the **System** tab.

View Device Status

You can view system-specific information on each of the devices on the system, such as data sent and received, send and receive errors, and connection attempts using the **Device Status** branch on the **System** tab.

Click **Device Status** to view statistics for all communication devices on the system.

ID	Name	Bytes Out	Bytes In	N Sends	N Recv	N Send Errors	N Recv Errors	N Conn Attempts	N Conn Fails
606	COM2	1803	2318	206	420	0	206	1	0
630	Honeywell Bridge	7200	43095	231	3539	0	0	1	0
1103	CaddX Bridge	899450	2106932	154985	309460	0	0	1	0
1104	MultiSet Pro Bridge	65770	52620	13154	20893	0	0	1	0
1930	Com 1	39027	611376	13009	65692	0	0	1	0
5636	CAV 6.6	22524	36587	1324	3117	0	0	1	0
5980	COM4	0	0	0	0	0	0	0	0
1701140227	Bedroom	144080	1095809	2569	5224	0	0	2569	0
1105	Media Server	143416	1060254	2561	5113	0	0	2561	0
2863	Controller 1	0	0	0	0	0	0	23922	23922
2022	Basem	250970	93382993	2277	28403	0	0	2267	0

Or, click one of the devices in the list to see the status of only that device.

Device Status: Honeywell Bridge	
Bytes Out	7200
Bytes In	43168
N Sends	231
N Receives	3545
N Send Errors	0
N Receive Errors	0
N Conn Attempts	1
N Conn Fails	0
MBits/Second Out	Working...
MBits/Second In	Working...

Reset All Statistics

To reset all of the statistics for this device to zero, click the **Reset All Statistics** button.

The statistics for the communications devices can be very helpful when diagnosing serial communication problems with sub-systems.

For example, if there are connection failures (“N Conn Fails”), this normally indicates a problem communicating over the Ethernet network: a bad IP address, an incorrect port number, lack of power or a network cabling problem. On the other hand, if you see 1 connection attempt (“N Conn Attempts”) and no connection failures, then the network communications are probably working.

Once you can establish that the network communications are OK, the N Sends, N Receives, Bytes Out and Bytes In will tell you if the communications are going both ways on the serial side.

Chapter 3. Configuring Security

The **Security** tab allows you to add elements of the home's security system. Using the Configurator, you can add security panels to the system, define partitions within the home, and add zones within each partition.

For example, a security panel can be setup with one partition for the house and a second partition for the garage. Each partition contains multiple zones, where each zone consists of one or more sensors that detect intrusion from windows, doors, etc.

On the Viewer, the **Security** tab contains a page for each partition that has been configured for the security system.



Figure 14: OneHome Viewer Security Tab with Partitions

It is important to note that the Configurator can automatically detect the partitions and zones for some security systems. Depending on the system in the home, you may need to enter all partitions and zones by hand, simply rename the partitions and zones automatically detected by the system, or you may not need to do any configuration of the security system at all. After adding the security panel to the system, wait a minute to see if the Configurator auto-detects the partitions and zones on the system before proceeding. The screen should refresh when/if partitions and zones are detected.

Add the Communication Device

You can specify the type of communication device used by the **OneHome** system to communicate with the security system using the **Communication Devices** branch of **Security** tab. The device can be either an Ethernet device or a direct serial port.

To specify the communication device, select **Communication Device** in the tree structure on the **Security** tab, then click the **Add New Bridge** button. Type a name for the device, then select the communication type (Ethernet device or direct serial connection) from the **Bridge Type** list and select the communication device from the **Interface Type** list. Click **OK**. A new communication device is added to the list and the parameters for the device appear on the right side of the window. The system uses default parameter values based on the type of device selected. However, you should always check these parameters to make sure they are correct for your situation.

Figure 15: Security System Communication Device Parameters

The following values and parameters appear for the Security System com. device:

Name	The device name, as specified in the Add New Communication Bridge window.
System #	The System Number assigned to the communication device by the system.
Device Type	The type of device, as specified in the Add New Communication Bridge window.
Location	Specify the location of the communication device.
IP Address	Specify the IP address for the communication device (for Ethernet devices).
Port	Specify the port number used by the communication device (for Ethernet devices).
COM Port	Specify the port number used by the communication device (for serial devices).
Protocol	Specify the network protocol used by the communication device.
Baud Rate	Specify the baud rate of the communication device.
Flow Control	Specify the flow control of the communication device.
Parity	Specify the parity of the communication device.
Data Bits	Specify the number of data bits for the communication device.
Stop Bits	Specify the number of stop bits for the communication device.

Add Security Panels and Partitions

You can add the security panels in the home to the **OneHome** system using the **Security Panels** of the **Security** tab. After adding the panels, you then use the **Partitions** branch to create partitions in the home that are monitored by the security panels.

Each properly configured partition appears as a separate page on the **Security** tab of the Viewer. You can then control the security panel for each partition using the virtual keypad in the Viewer.

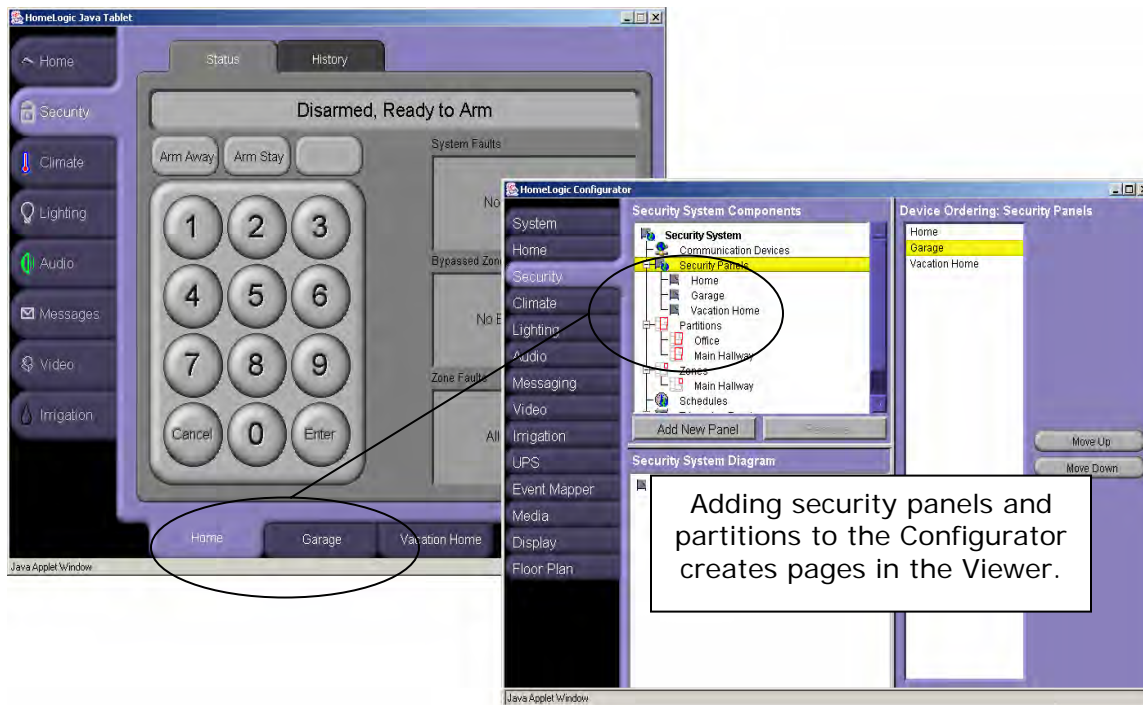


Figure 16: Security Partitions and Panels

To specify the security panel and partition, first select **Security Panels** in the tree structure on the **Security** tab, then click the **Add New Panel** button. Specify the type of security panel and type a name for the device. Click **OK**. A new security panel is added to the list.

Then, select **Partitions** in the tree structure on the **Security** tab, then click the **Add New Partition** button. Select the appropriate security system, specify the number set for the partition in the panel, and type a name for the partition. Click **OK**. A new partition is added to the list and the parameters for the device appear on the right side of the window. Note that for some security panels, the **OneHome** systems may auto-detect the partitions in the system. If a partition is auto-detected, you may need to rename the partition to make it more meaningful.

IMPORTANT! For every partition, the number in the Configurator and the number in the security system must be the same. For example, if the second floor is partition 2 in your security system, then you must set the second floor to be partition 2 in the Configurator.

To specify values for the security panel, select the panel in the **Panels** list.

The screenshot shows a configuration window titled "Security Panel" with a purple background. It contains the following fields:

- Name: Office
- System #: 5094
- Model: Virtual Security Controller
- Location: Jim's Office (Main Floor New) (dropdown menu)
- Com. Device: Lantronix (dropdown menu)

Figure 17: Security Panel Parameters

The following Security Panel values and parameters appear:

Name	The partition name, as specified in the Add Security Partition window.
System #	The System Number assigned to the partition by the system.
Model	The type of device, as specified in the Add Security Partition window.
Location	Specify the location of the security panel in the home.
Com. Device	Specify the communication device used by the system to communicate with the panel.

To specify values for the partition, select the partition in the **Partitions** list.

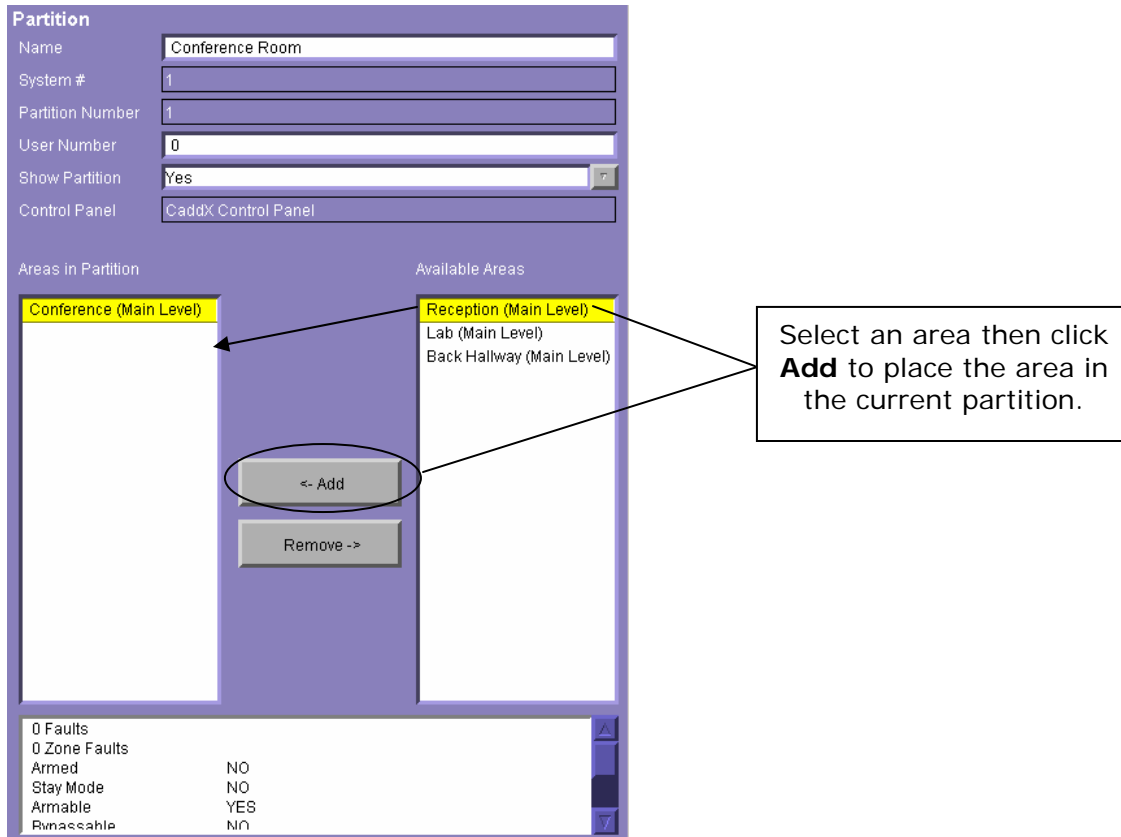


Figure 18: Security Partition Parameters

The following Security Partition values and parameters appear:

Name	The partition name, as specified in the Add Security Partition window.
System #	The System Number assigned to the partition by the system.
Partition Number	The type of device, as specified in the Add Security Partition window.
User Number	
Show Partition	Select Yes to show a tab for the partition on the Viewer Home tab; select No to not show a tab.
Control Panel	The panel that monitors the zone, as set in the Add Security Partition window.
Areas in Partition	The areas of the home within the partition. Select an area and click Remove to remove the partition from the current area.
Available Areas	The list of areas in your system. Select an area and click Add to add the partition to that current area. You use the floor plan tab to add areas.
Flow Control	Specify the flow control of the communication device.

Change the Order of the Security Panels in the Viewer

You can change the order of the security panel pages in the Viewer using the **Security Panels** branch of the Configurator **Security** tab. You may want to do this if the panel you use most often is not the top page, which appears first when you click the **Security** tab.

Each panel appears in the order listed in the Configurator.

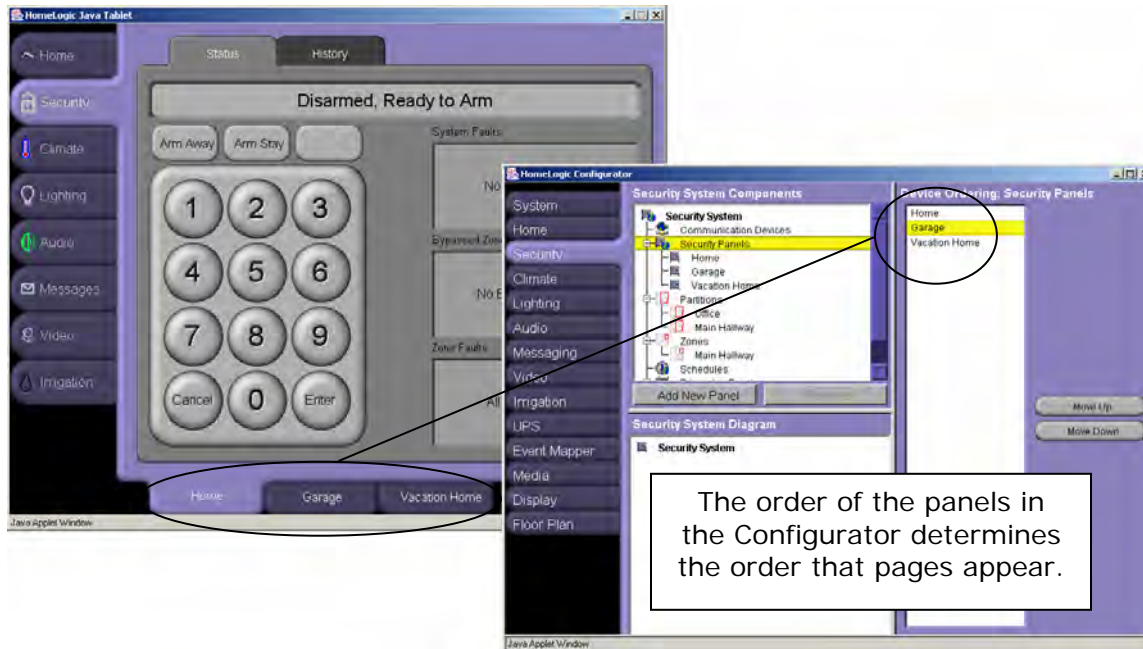


Figure 19: Changing the Order that Security Panels Appear

To specify the order of the security panels, first select **Security Panels** in the tree structure on the **Security** tab. The security panels appear in a list on the right side of the window. Select a security panel and click **Move Up** or **Move Down** to change the order of the panel in the list. The order of the pages on the **Security** tab will also change.

Note that this process also changes the order of the panels list in the **Add New Security Partitions** and **Add New Security Zones** windows, when adding partitions and zones.

Add Security Zones

After creating security partitions, you can then add zones within the partitions to further define security within the home. Security zones are areas or items in the home that have security devices, such as a motion detector, window sensor, smoke detector, heat sensor, and the like. A security zone can be located in an area such as the back hallway, the front door, or the rear slider.

If a zone is tripped, it appears in the Viewer on the appropriate partition page.

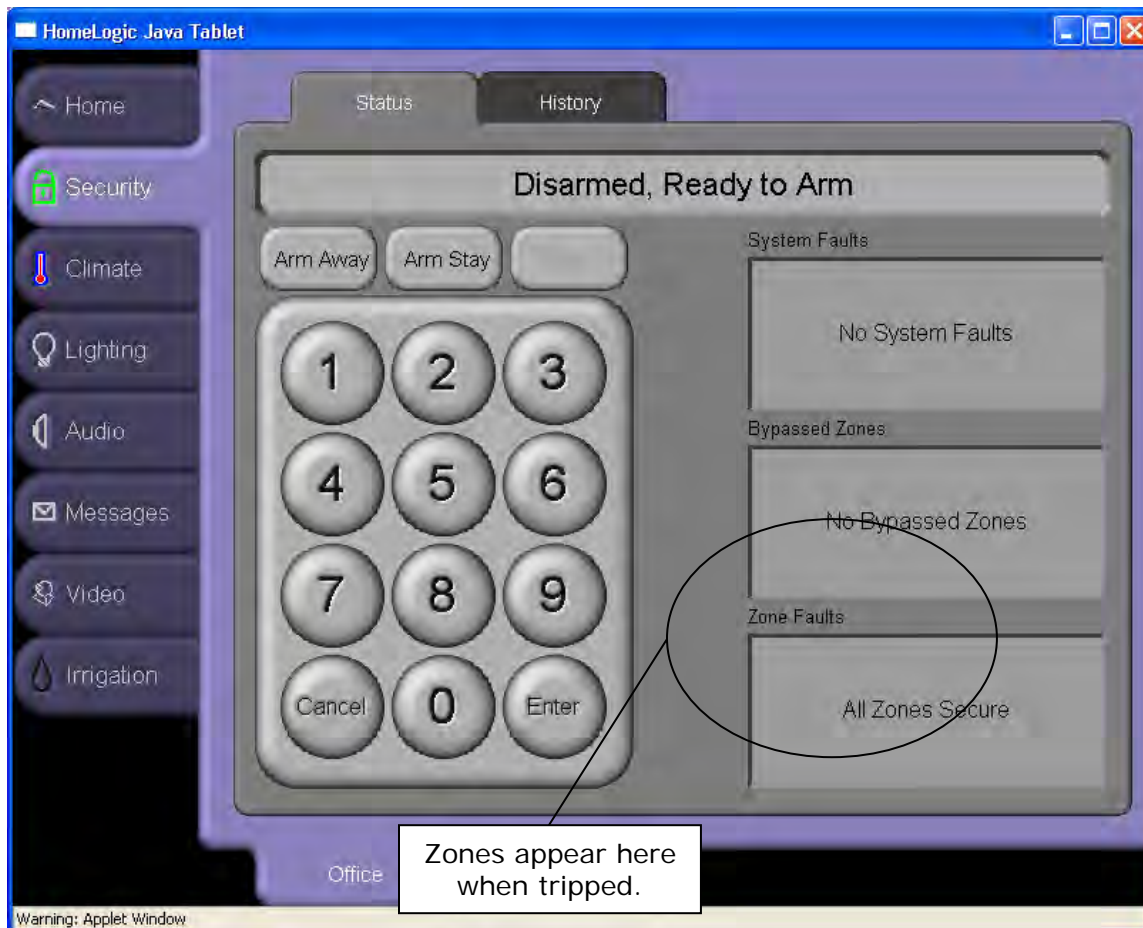


Figure 20: Security Zones in the Viewer

To add zones, first select **Zones** in the tree structure on the **Security** tab, then click the **Add New Zone** button. Specify the type of security panel, select a number for the zone, and type an appropriate name for the zone. Click **OK**. A new security zone is added.

Then, using the parameters on the right side of the Configurator window, specify the partition that the zone is in.

IMPORTANT! For every zone, the number in the Configurator and the number in the security system must be the same. For example, if the back door is zone 6 in your security system, then you must set the back door to be zone 6 in the Configurator.

To specify values for the zone, select the zone in the **Zones** list.

Security Zone

Name:

System #:

Zone Number:

Control Panel:

Exists in Partitions:

Available Partitions:

Select a partition, then click **Add** to add the current zone to that partition.

Figure 21: Security Zone Parameters

The following Security Zone values and parameters appear:

Name	The partition name, as specified in the Add Security Zone window.
System #	The System Number assigned to the zone by the system.
Zone Number	The type of device, as specified in the Add Security Zone window.
Control Panel	The control panel that monitors the zone, as specified in the Add Security Partition window.
Exists in Partition	The partition that the zone is in. Select a partition and click Remove to remove the zone from the current partition.
Available Partitions	The list of partitions in your system. Select a partition and click Add to add the zone to that partition.

Chapter 4. Configuring Climate Control

Use the **Climate** tab to add climate control components such as thermostats and air handlers to the **OneHome** system.

The **OneHome** Viewer **Climate** tab contains a page for each thermostat: the thermostats appear at the bottom of the screen as shown below.



Figure 22: Climate Tab with Four Thermostats

Add the Communication Device

You can add a communication device to communicate with the thermostats with the **Communication Devices** branch of the **Climate** tab. The communication device can be either an Ethernet to serial device or a direct serial port.

To add the communication device, select **Communication Device** in the tree structure on the **Climate** tab, then click the **Add New Bridge** button. Type a name for the device, select the communication type from the **Bridge Type** list, and then select the appropriate type of thermostat in the **Interface Type** list. Click **OK**. A new communication device is added and the parameters appear on the right side of the window. The system uses default parameter values based on the type of device selected. However, you should always check these parameters to make sure they are correct for your situation.

The screenshot shows the 'Communication Device' configuration window. The fields are as follows:

Field	Value
Name	Aprilaire
System #	1007
Device Type	Lantronix UDS10 / Aprilaire 8818
Location	Lab (Main Floor New)
IP Address	192.168.0.238
Port	10001
Protocol	RS485
Baud Rate	9600
Flow Control	None
Parity	None
Data Bits	8
Stop Bits	1

Figure 23: Climate System Communication Device Parameters

The following appear for the climate system communication device:

Name	The device name, as specified in the Add New Communication Bridge window.
System #	The System Number assigned to the communication device by the system.
Device Type	The type of device, as specified in the Add New Communication Bridge window.
Location	Specify the location of the communication device.
IP Address	Specify the IP address for the communication device (for Ethernet devices).
Port	Specify the port number used by the communication device (for Ethernet devices).
COM Port	Specify the port number used by the communication device (for serial devices).
Protocol	Specify the network protocol used by the communication device.
Baud Rate	Specify the baud rate of the communication device.
Flow Control	Specify the flow control of the communication device.
Parity	Specify the parity of the communication device.
Data Bits	Specify the number of data bits for the communication device.
Stop Bits	Specify the number of stop bits for the communication device.

Add Thermostats

Each thermostat is displayed on its own tab in the Viewer, as shown in the figure below. You can add a thermostat to the system using the **Thermostats** branch of the **Climate** tab.

To add thermostats, select **Thermostats** in the tree structure on the **Climate** tab, then click the **Add New Device** button. Specify the type of thermostat and provide a name for the thermostat. Click **OK**, and the parameters window appears on the right.

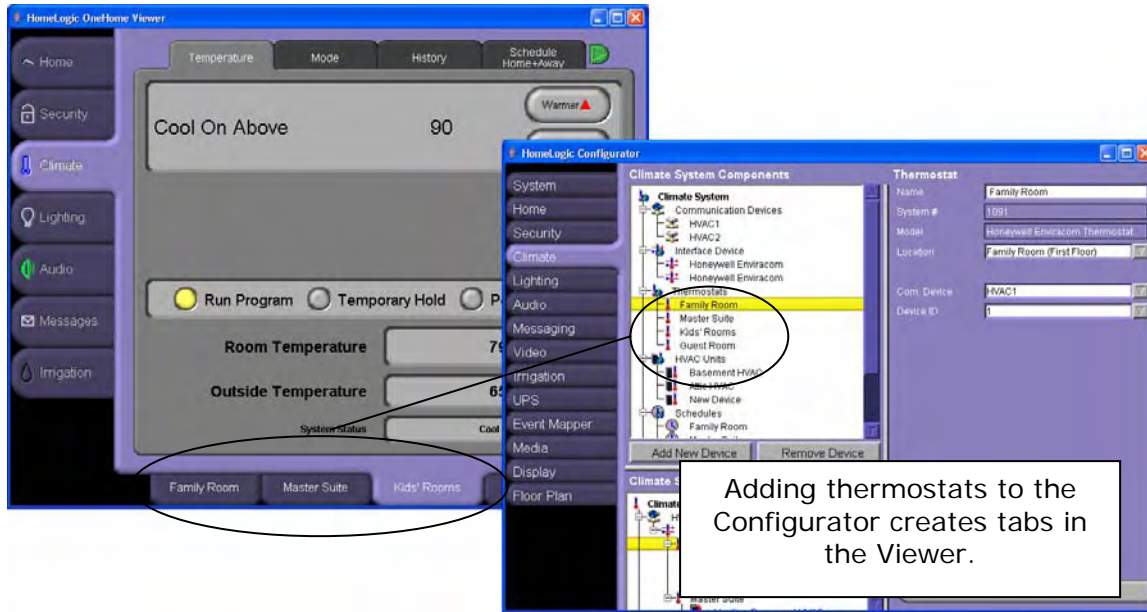


Figure 24: Thermostat Tabs and Thermostats

The following values and parameters are visible in the Thermostat parameters window:

Name	The thermostat name, as specified in the Add New Device window.
System #	The System Number assigned to the thermostat by the system.
Model	The type of thermostat, as specified in the Add New Device window.
Location	Select the area of the home where the thermostat is located from the list.
Com. Device	Select the communication device for this thermostat from the list.
Device ID	Select the thermostat number or ID from the list. This number must match the ID set on the thermostat.

Change the Order of the Thermostats in the Viewer

You can change the order of the thermostats in the Viewer using the **Thermostats** branch of the **Climate** tab. You may want to do this to position the most commonly used thermostats first and the least commonly used ones last.

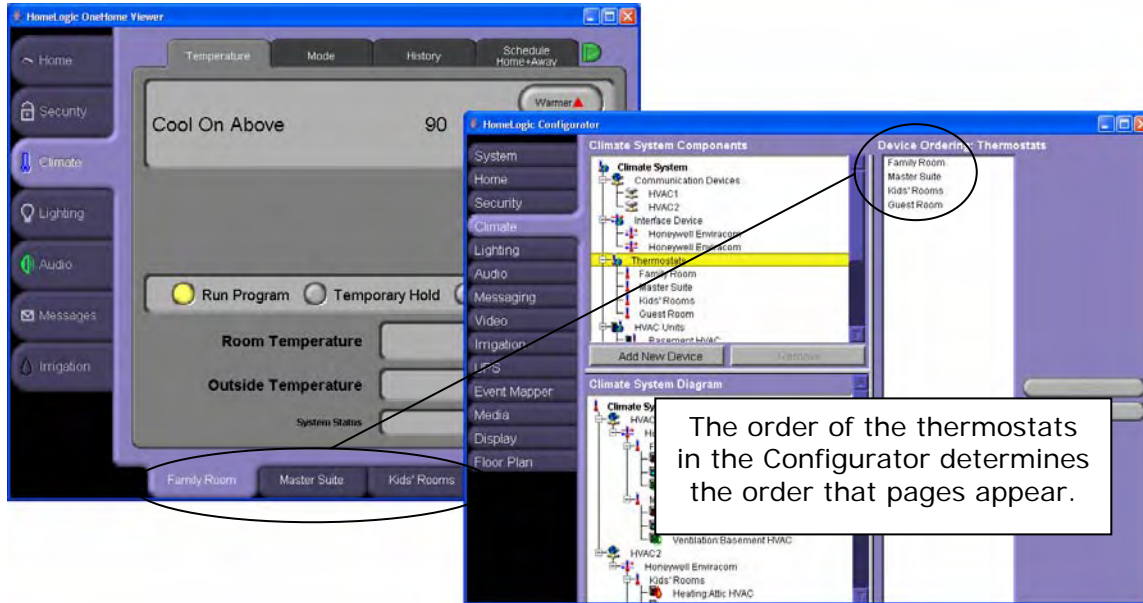


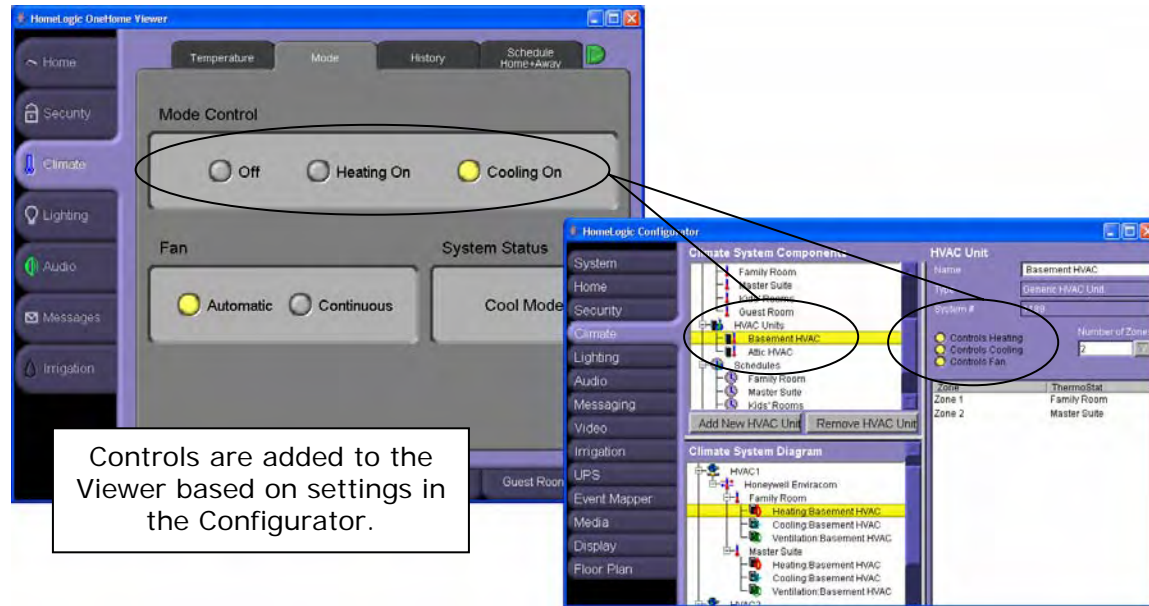
Figure 25: Changing the Order of Thermostats

To specify the order of the thermostats, first select **Thermostats** in the tree structure on the **Climate** tab. The thermostats appear in a list on the right side of the window. Select a thermostat and click **Move Up** or **Move Down** to change the order of the thermostats in the list. The order of the thermostats in the Viewer will also change.

Add HVAC Systems

You can add HVAC (Heating / Ventilation / Air Conditioning) units to the system using the **HVAC Units** branch of the **Climate** tab.

Based on the settings in the Configurator for the HVAC units, specific controls appear in the Viewer on the appropriate thermostat page. For example, units that support both heating and cooling will have buttons for both, as shown below. Thermostats that also support automatic heat / cool changeover have a fourth button for automatic mode.



Controls are added to the Viewer based on settings in the Configurator.

Figure 26: Climate Controls in the Viewer Window

To add an HVAC unit, select **HVAC Units** in the tree structure on the **Climate** tab, then click the **Add New HVAC Unit** button. Specify the type of unit and provide a name, and then click **OK**. A new unit is added to the list and the parameters for the device appear on the right side of the window.

To specify values for the HVAC unit, select the device in the **HVAC Units** list.

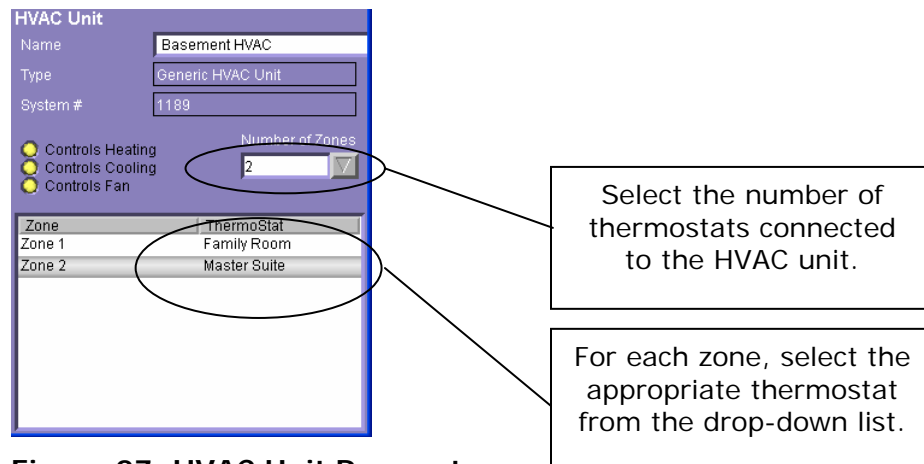


Figure 27: HVAC Unit Parameters

The following values and parameters appear:

Name	The HVAC unit name, as specified in the Add New HVAC Unit window.
Type	The type of device, as specified in the Add New HVAC Unit window.
System #	The System Number assigned to the HVAC unit by the system.
Controls Heating	Select this option if the HVAC provides heat.
Controls Cooling	Select this option if the HVAC provides cooling.
Controls Fan	Select this option if there is a fan (as in most forced air systems).
Number of Zones	Select the number of zones (thermostats) connected to the unit.
Zones	This is the list of zones (thermostats) associated with the unit, starting at 1.
Thermostat	Select the thermostat that controls the corresponding zone. First click the desired zone number, then click the name in the thermostat column. Select the correct thermostat from the drop down list that appears.

Create Heating and Cooling Schedules

You can control the layout of the heating and cooling schedules with the **Schedules** branch of the **Climate** tab.

Each of the house modes can have its own schedule, or you can combine modes. In other words, you can have one schedule for all three house modes, two schedules (home/away and vacation), or home and away/vacation), or three separate schedules (one for each of home, away, and vacation).

Within each of these schedules, you create one, two, or three weekly programs, so that different days have different settings. For a normal working family, the weekdays all have the same program, and Saturday and Sunday have a different program (with later waking times, for example).

Each daily program is broken into periods within the day. Each day can have up to four time periods.

The screenshot shows the HVAC Schedule configuration interface. It features a grid for selecting the number of weekly programs (1, 2, or 3) for Home, Away, and Vacation modes. Below this is a calendar grid for selecting days. A detailed view of the 'Schedule (Home): Mon-Fri' shows a legend for Morning (7:00 AM - 9:00 AM), Day (9:00 AM - 5:00 PM), Evening (5:00 PM - 10:00 PM), and Night (10:00 PM - 7:00 AM) periods, with corresponding start time controls. The interface also includes buttons for 'Schedule Home', 'Schedule Away', and 'Schedule Vacation', and a 'Desired Temperature' graph.

1. Select the number of schedules. The system creates a page for each schedule.

2. Select the number of programs in each schedule, and the days in that program.

3. Select the number of periods for that schedule.

Figure 28: Heating and Cooling Schedules

To create schedules, select a thermostat in the **Schedules** branch of the tree structure on the **Climate** tab. The current schedule settings appear on the right, similar to the following:

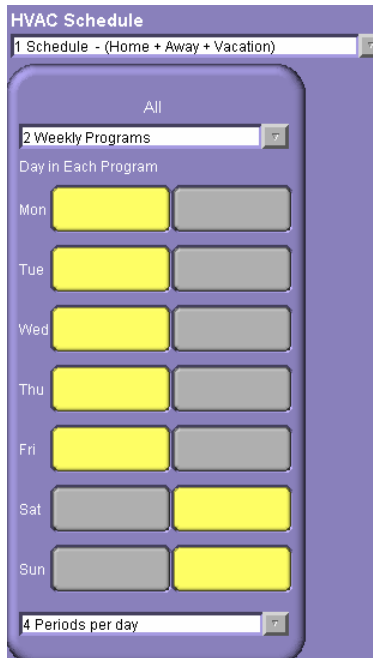


Figure 29: Climate System Schedule Parameters

The following values and parameters appear:

HVAC Schedule	Select the number of schedules you want to create: <ul style="list-style-type: none"> • One schedule for all three modes (home, away, and vacation). • Two schedules, one for the Home and Away and one for Vacation, or one for Home and one for Away and Vacation modes. • Three schedules, one each for Home, Away, and Vacation.
Weekly Programs	Select the number of weekly programs for the current schedule. Weekly programs allow you to set a schedule for different days in the week.
Days in Each Program	Click the buttons to determine which days fall in which program. In the example above, Monday-Friday are in the first group, and Saturday / Sunday are in the second group..
Periods per Day	Select the number of periods for each day.

Chapter 5. Configuring Lighting

Use the **Lighting** tab to add lighting components to the **OneHome** system.

As with other systems, the general process of setting up the lighting system starts with adding a communication device and a lighting interface to connect to the particular lighting system. Then, you add switches, dimmers and keypads for the actual switches dimmers and keypads in the home. Finally, you can add virtual keypads for a totally customizable button layout that appears just in the Viewer.

The lighting system can also be configured to interact with other systems in the home, such as changing house mode. Refer to the advanced sections at the end of the chapter for examples and more details.

In the **OneHome** Viewer, the Lighting tab on the Viewer contains a page for each keypad configured in the system, in addition to a standard scheduling page on the right.



Figure 30: OneHome Viewer with Keypad

The Configurator can automatically detect switches, dimmers and keypads for some lighting systems. Depending on the system in the home, you may need to enter all the switches by hand, or you may not need to do any configuration at all.

Add the Communication Device

You can specify the communication device used to communicate with the lighting system with the **Communication Devices** branch of the **Lighting** tab. The communication device can be either an Ethernet to serial device or a direct serial port.

To specify the communication device, select **Communication Device** in the tree structure on the **Lighting** tab, then click the **Add New Bridge** button. Type a name for the device, select the communication type from the **Bridge Type** list, and select the appropriate lighting system interface from the **Interface Type** list. Click **OK**. A new device is added to the list and the parameters appear on the right side of the window. The system uses default parameter values based on the type of device selected. However, you should always check these parameters to make sure they are correct for your situation.

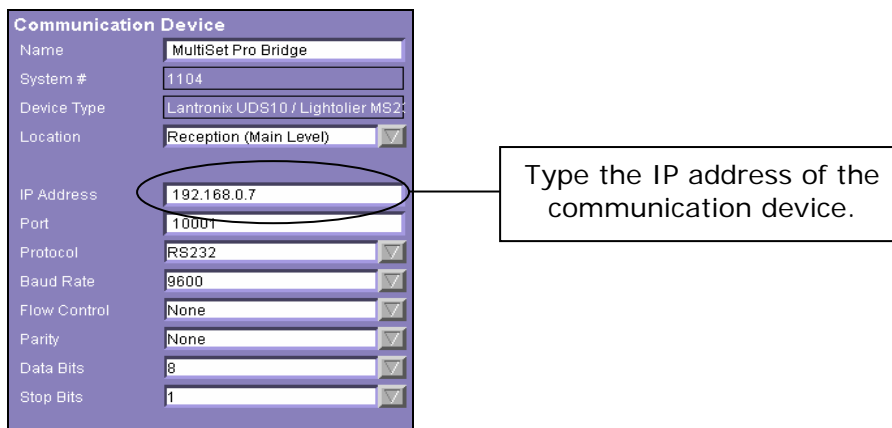


Figure 31: Lighting System Communication Device Parameters

The following appear for the lighting system communication device:

Name	The device name, as specified in the Add New Communication Bridge window.
System #	The System Number assigned to the communication device by the system.
Device Type	The type of device, as specified in the Add New Communication Bridge window.
Location	Specify the location of the communication device in the home.
IP Address	Specify the IP address for the communication device (for Ethernet devices).
Port	Specify the port number used by the communication device (for Ethernet devices).
COM Port	Specify the port number used by the communication device (for serial devices).
Protocol	Specify the network protocol used by the communication device.
Baud Rate	Specify the baud rate of the communication device.
Flow Control	Specify the flow control of the communication device.
Parity	Specify the parity of the communication device.
Data Bits	Specify the number of data bits for the communication device.
Stop Bits	Specify the number of stop bits for the communication device.

Add a Lighting Interface

You add a lighting interface to the system using the **Interface Devices** branch of the **Lighting** tab. Lighting interfaces handle the job of controlling lighting components, given instructions received from the communication device described above.

The lighting interface does not appear in the Viewer interface, but one is needed before adding switches, dimmers and keypads.

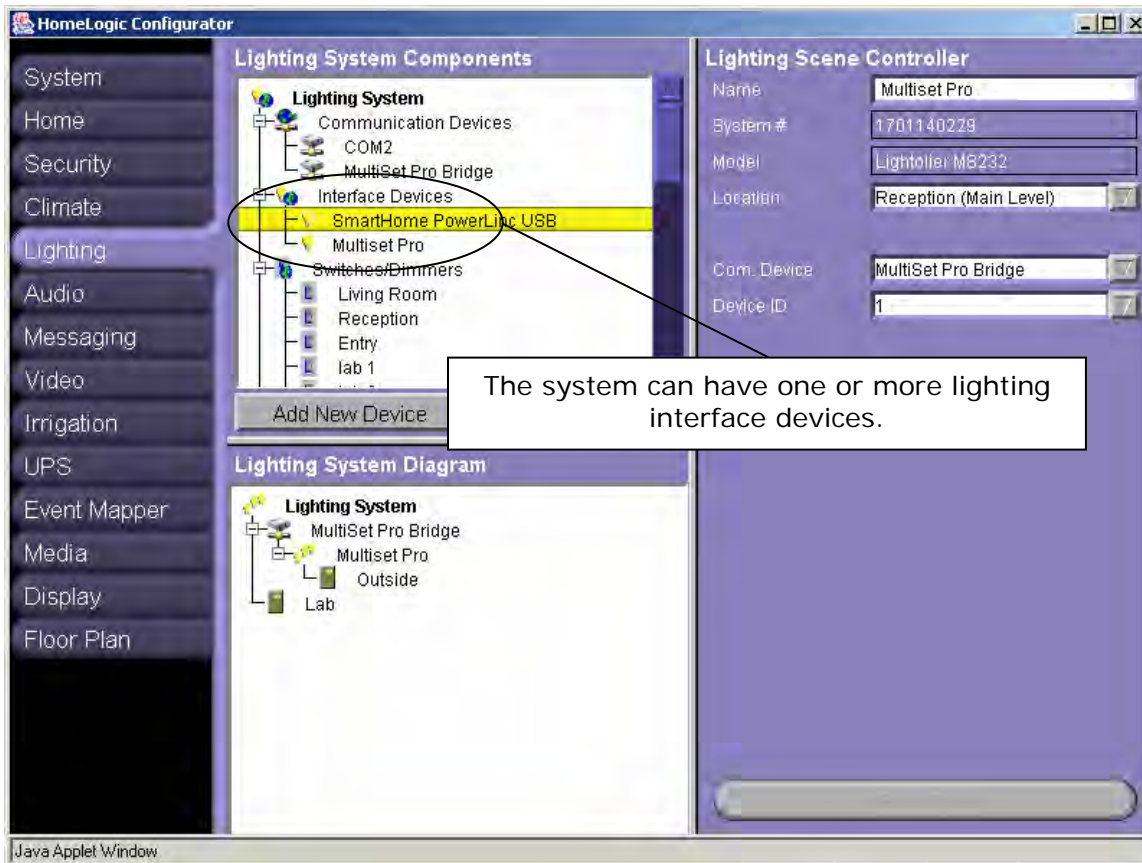


Figure 32: Lighting Switches and Keypads

To add a lighting interface, select **Interface Devices** in the tree structure on the **Lighting** tab, then click the **Add New Device** button. Specify the type of lighting interface, type a name and click **OK**. A new interface is added to the list and the parameters appear on the right side of the window.

Figure 33: Lighting Interface Parameters

The following parameters and commands appear:

Name	The controller name, as specified in the Add New Device window.
System #	The System Number assigned to the communication device by the system.
Model	The type of device, as specified in the Add New Device window.
Location	Specify the location of the controller in the home.
Com. Device	Select the communication device used by the lighting system in the home.

Add Switches and Dimmers

You add switches and dimmers with the **Switches/Dimmers** branch of the **Lighting** tab. Switches and dimmers are the actual lighting devices installed in the home. It is important to carefully program each switch and record the relevant address or ID for each.

Note that switches and dimmers do not appear in the Viewer interface: only keypads do. The sections that follow explain how to set a keypad button to turn a specific switch or dimmer on / off.

Note also that the both the Configurator and the Viewers have a testing tool (lighting command “Sniffer”), described later, which can be used to monitor the activity of all the switches and dimmers in real-time.

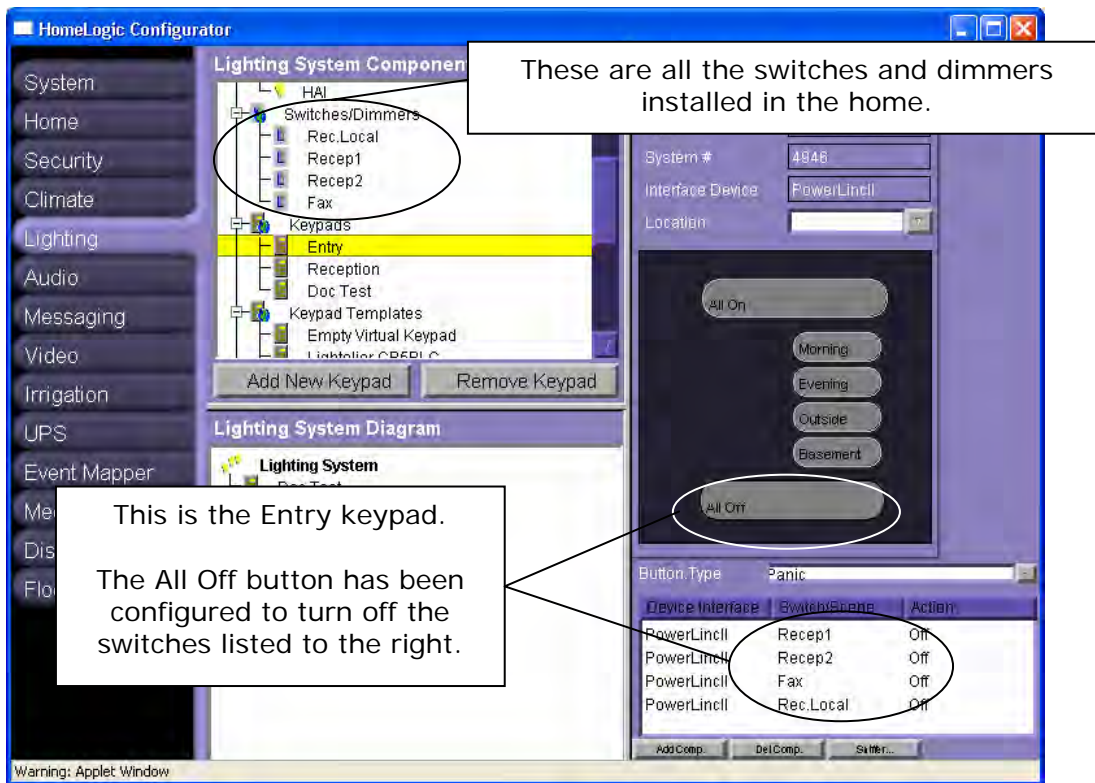


Figure 34: Lighting Switches and Keypads

To add a switch or dimmer, select **Switches/Dimmers** in the tree structure on the **Lighting** tab, then click the **Add New Switch** button. Specify the lighting interface that controls the switch, the type of switch, and type a name for the switch and click **OK**. A new switch or dimmer is added to the list and the parameters for the device appear on the right. Then, use the parameters window shown below to specify the location of the switch, and set the house code and device code or address programmed into the switch.

The image shows two configuration windows for lighting devices. The left window, titled "X10 Lighting Device", has the following fields: Name (Front Hall Dimmer), System # (5728), Model (X10 Dimmer), Interface Device (PowerLincII), Location (Reception (Main Floor New)), House Code (P), and Device Code (15). The right window, titled "Lighting Device", has: Name (New Device), System # (6248), Model (HAL Switch), Interface Device (HAL), Location (empty), and Address (1). A callout box with a white background and black border points to the House Code and Device Code/Address fields in both windows, containing the text: "Use the **House** and **Device** codes or **Address** field to identify each switch in the home." Below each window is a "Testing:" section with four buttons: On, Off, Dim, and Bright.

Figure 35: Lighting Switch Parameters

The following parameters and commands appear:

Name	The device name, as specified in the Add New Lighting Device window.
System #	The System Number assigned to the device by the system.
Model	The type of device, as specified in the Add New Lighting Device window.
Interface Device	The lighting interface, as specified in the Add New Lighting Device window.
Location	Specify the location of the switch in the home.
House Code	Use this field, along with the Device Code field, to set the code for this switch for X10 and Compose style switches. This code must match the code set in the switch.
Device Code	Use this field, along with the House Code field, to identify each switch.
Address	Use this field to enter the code for this switch for non-X10 style switches. This code must match the code set in the switch.
On	Use these buttons to test the operation of switches and dimmers.
Off	
Dim	
Bright	

Add Keypads

Keypads can be broken into three general classifications.

- Local keypads mimic actual keypads installed in a room, and are ideal for large spaces with many lights such as kitchens and family rooms.
- Master keypads mimic actual keypads, and are programmable to control lighting throughout the house. For example, a master keypad by the front door that controls all outside lighting and inside pathway lighting.
- Virtual keypads do not match any physical keypad in the house, but instead are custom keypads created specifically for the Viewer interface to provide access to lighting commands suited to a customer or house.

IMPORTANT! Keypads for lighting systems that are not programmed from the Configurator are treated as local keypads. For example, EDT multi-button keypads and Vantage keypads are setup with their corresponding setup tools, and are treated in the Configurator as local keypads.

You add keypads with the **Keypads** branch of the **Lighting** tab. Each keypad listed is displayed on its own tab in the Viewer.

Note that switches and dimmers, unlike keypads, are not displayed in the Viewer. To control individual switches and dimmers you must associate them with a local or master keypad, or tie them to a button on a virtual keypad as explained in more detail below.

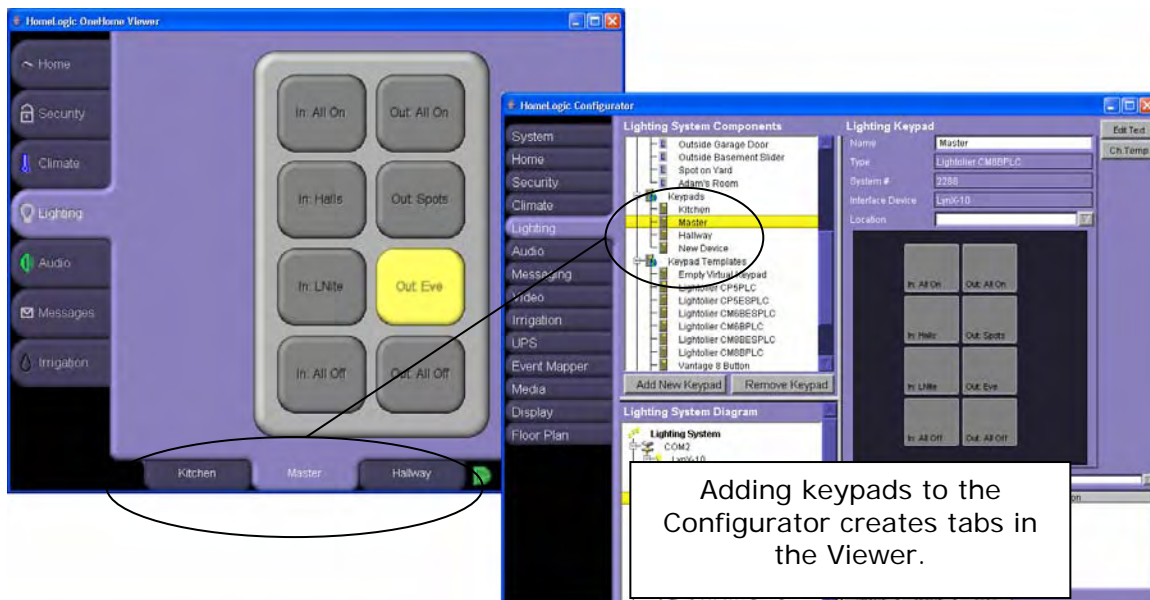


Figure 36: Lighting Tabs and Keypads

To add keypads, select **Keypads** in the tree structure on the **Lighting** tab, then click the **Add New Keypad** button. Specify the Interface Device: select the appropriate interface to add local or master keypads, or select **Virtual** to add a virtual keypad, then select the specific type in the **Type** list. Provide a name for the keypad and click **OK**: the keypad parameter and settings window appears to the right.

There are three slightly different **Lighting Keypad** settings windows, one for each of the local, master and virtual keypads. Each is shown below.

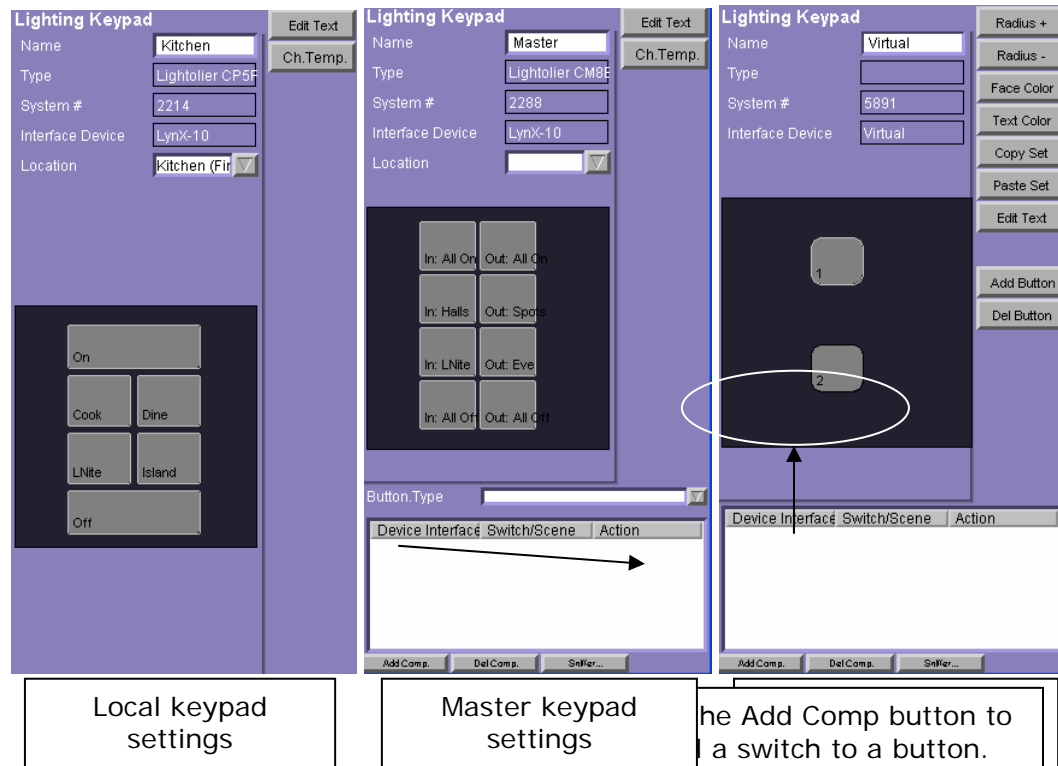


Figure 37: The Three Lighting Keypad Windows

The keypad settings window is used to perform several functions:

- Basic naming, which applies to all three types of keypads: change the name of the keypad, the house location, and the text that appears on the face of the button.
- Assign lighting commands, which applies to master keypads and virtual keypads: change the lights that turn on or off when the button is pressed in the Viewer.
- Change the design of the keypad, which applies only to virtual keypads: add and remove buttons, set the color of buttons, and change the arrangement of the buttons.

Basic Keypad Settings

The following parameters and commands relate to basic naming:

Name	The device name, as specified in the Add New Keypad window.
Type	The keypad type, selected when the keypad was added. This field is blank for virtual keypads.
System #	The System Number assigned to the keypad by the system.
Interface Device	The lighting interface, as specified in the Add New Keypad window.
Location	Specify the location of the keypad. This field does not appear for virtual keypads.
Keypad Layout	<p>The keypad layout shows the keypad as it will appear in the Viewer. The text that will appear on the button is shown as well, but note that the look of the text may be slightly different in the Viewer.</p> <p>Keypad layouts for local can master keypads cannot be edited by hand, but are instead based on a Keypad Template. To change the layout of the buttons on a local or master keypad, use the change template button described below.</p> <p>The keypad layout on virtual keypads can be customized, as explained in more detail below.</p>
Exit Text	First select a button by clicking the button in the keypad layout area. Then click this button to change the text label that appears on the button.
Ch. Temp.	For local and master keypads, click this button to change the template associated with this keypad. Selecting a new template will change the button layout to match the new template. See Working with Templates later in the chapter for more on templates.

Assign Lighting Commands to Keypad Buttons

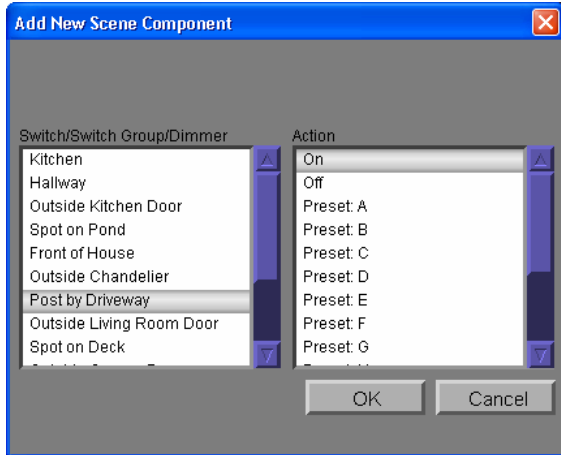
For master and virtual keypads, each button that appears on a keypad can be customized to control any number of different lights.

The following table describes the parameters and settings for master and virtual keypads that appear in the settings window:

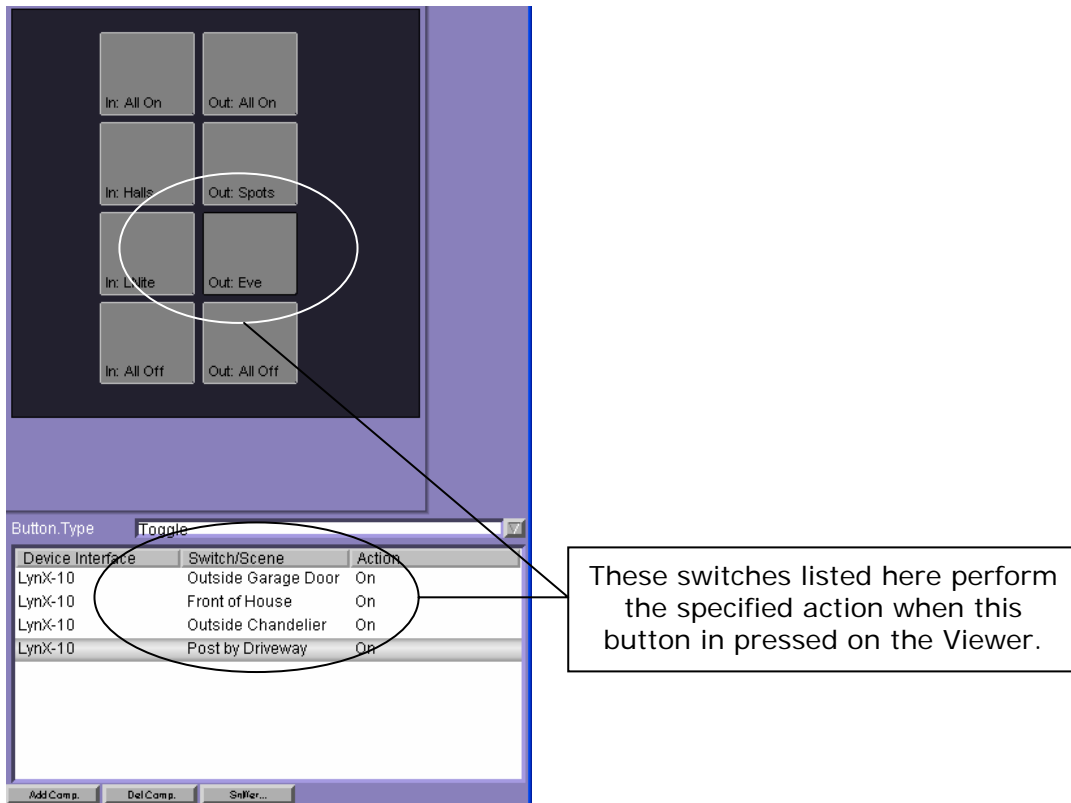
Button Type	Specify whether the button is a scene, a toggle, or a panic button. <ul style="list-style-type: none"> • Scene. A scene sets one or more switches or dimmers to a specified state. Scene buttons are typically used for room, such as a “Cooking” scene in the kitchen. • Toggle. A toggle button is mapped to one switch, and can be on or off. Toggles are typically used to control a switch that is somewhere else in the house, such as a “Basement Light”. • Panic. A panic button is used to control all the lights on the same house code. Panic buttons are typically used for “All Lights On”, or “All Lights Off”.
Add Command	Click this button to add a lighting command to the currently selected button in the keypad design area.
Remove	Click this button to remove the selected command from the highlighted button in the design area.
Sniffer	Click this button to start the lighting command sniffer. The sniffer will record lighting commands that result from turning actual lights on and off, or from pressing a button on a master keypad, and then allow you to save those commands to the highlighted button in the lighting design area.

Add Lighting Commands

Clicking the Add Command button brings up the Add New Command dialog, shown below.



Click the desired switch or dimmer on the left, and then select the desired lighting command from the list of actions shown on the right. Click **OK**, and the command will be added to the list of commands for that button, as shown below.



These switches listed here perform the specified action when this button is pressed on the Viewer.

At this point, the keypad is added to the to the **OneHome** system. You can now add more keypads to the system, or continue to add switches and dimmers to the current keypad.

Programming Master Keypads

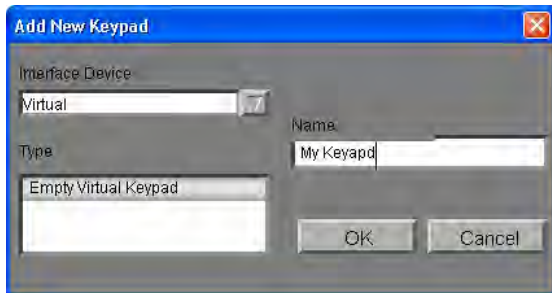
For master keypads, it is important that the keypad in the wall is configured the same way as the keypad in the **OneHome** Configurator, to ensure that the buttons on the wall illuminate when lights are turned on from the Viewer, and likewise to ensure that buttons in the Viewer highlight when the corresponding button is pressed on the real keypad. There are two general approaches for programming the buttons on master keypads:

1. The desired lighting commands are setup in the Configurator: each master keypad button is assigned the appropriate lighting commands. Then, the appropriate physical master keypad and button are put into learning mode and the corresponding button is pressed on the Viewer. This generates the desired lighting commands and stores them in the master keypad. The master keypad is then taken out of programming mode with the desired lighting commands now properly saved.
 2. Each button on the master keypad is programmed using the button interface on the master keypad. Then, the Configurator learns the commands for each button by “sniffing” the lighting system when the button on the master keypad is pressed.
-

Create a Virtual Keypad

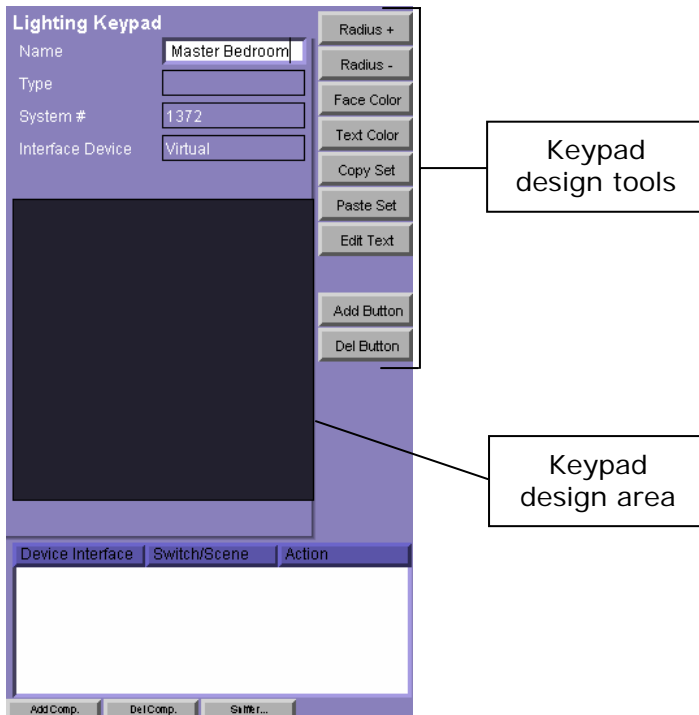
Virtual keypads provide you the flexibility to create a completely custom keypad layout, with any number of buttons laid out the manner best suited for the particular home.

Adding virtual keypads is similar to adding local and master keypads. Click the **Lighting** tab, and then select the **Keypads** branch in the **Lighting System Components** window. Click **Add New Keypad**, to bring up the dialog shown below.

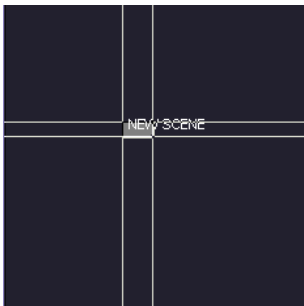


As shown, select **Virtual** from the **Interface Device** list, and **Empty Virtual Keypad** in the **Type** list. Provide the keypad a name and click **OK**.

In addition to the parameters and commands described above for setting the name and adding lighting commands, the settings window for virtual keypads includes the tools shown and described below:



- **To add a button**, click the **Add Button** button. A new button appears, with the default text **New Scene**.
- **To remove a button**, select the button and click the **Del Button** button.
- **To change the button text**, select the button and click the **Edit Text** button. Type a new name for the button in the **Set Button Text** window that appears; the name should describe the button, such as the action it performs (for example: **All Lights On**). Click **OK**.
- **To move a button**, click the button and drag the cursor. White lines appear to help you align the button where you want it.



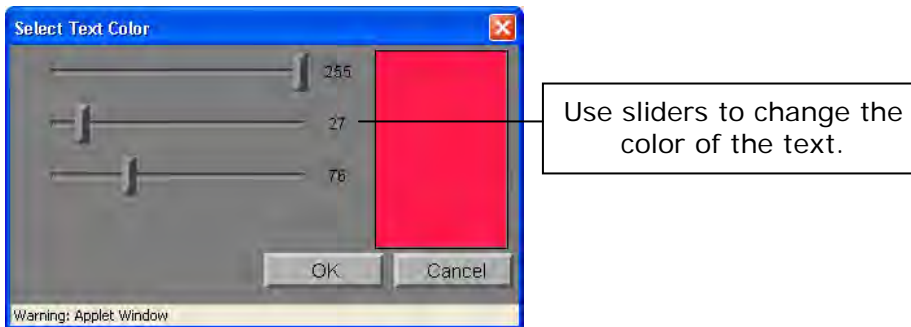
- **To change the shape of the button**, select the button and click the **Radius +** or **Radius -** button. Clicking the **Radius +** button makes the button more rounded; clicking the **Radius -** button makes the button more squared.
- **To resize a button**, click any side of the button and drag the cursor. The button becomes larger or smaller, depending upon how you drag the cursor. White lines appear to help you size the button.

Tip! To ensure that buttons are the same size, you can either use the white lines to match button size, or use the Copy Set button.



You can use the lines that appear to make sure buttons are the same size.

- **To copy a button's settings to another button**, select the button you want to copy, then click the **Copy Set** button. Select the other button, and click **Paste Set**. The selected button will take on the same size, shape, color, and text color as the copied button. Note that you cannot use **Paste Set** to create a new button.
- **To change the color of the text**, select the button and click the **Text Color** button. Use the Red/Green/Blue (RGB) sliders in the **Set Text Color** window to change the color of the button.



- **To change the color of the button**, select the button and click the **Face Color** button. Use the Red/Green/Blue (RGB) sliders in the **Set Face Color** window to change the color of the button.

Change the Order of the Keypads in the Viewer

As with other systems, you can change the order of the lighting pages in the Viewer using the **Keypads** branch of the **Lighting** tab. You may want to do this to position the keypads you use most often at the beginning.

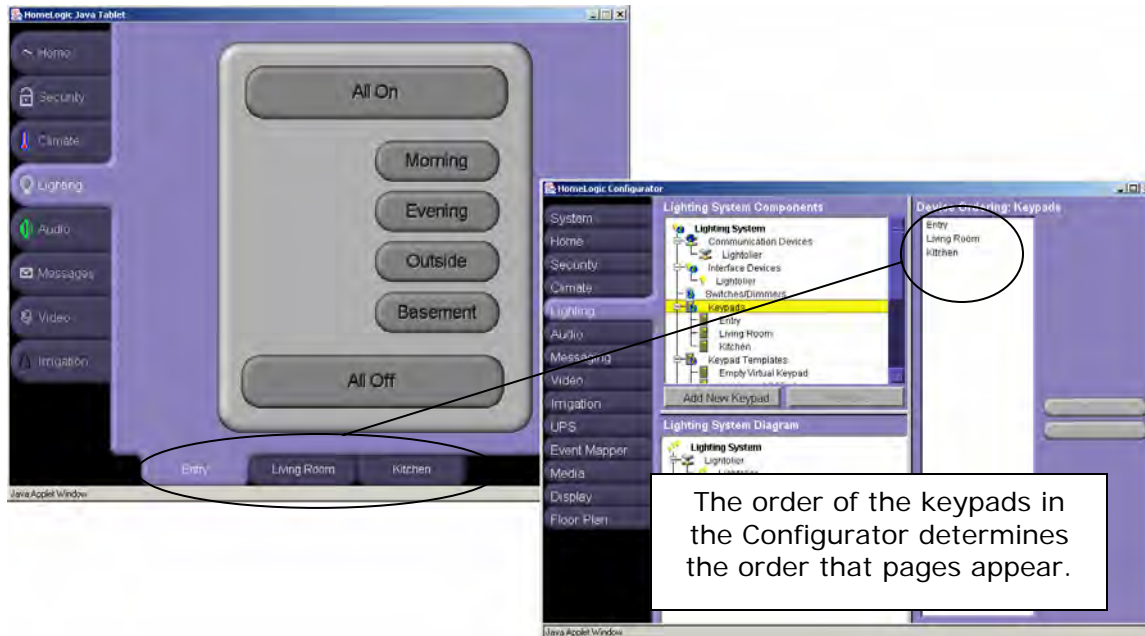


Figure 38: Changing the Order that Keypads Appear

To specify the order of the keypads, first select **Keypads** in the tree structure on the **Lighting** tab. The keypads appear in a list on the right side of the window. Select a keypad and click **Move Up** or **Move Down** to change the order of the keypads in the list. The order of the pages on the Viewer **Lighting** tab will also change.

Specify Lighting Schedules

You can control the layout of the lighting schedules with the **Schedules** branch of the **Lighting** tab.

Each of the house modes can have its own schedule, or you can combine modes. In other words, you can have one schedule for all three house modes, two schedules (home/away and vacation, or home and away/vacation), or three separate schedules (one for each of home, away, and vacation).

Within each of these schedules, you create time periods for points during the day when you want lights to turn on or off.

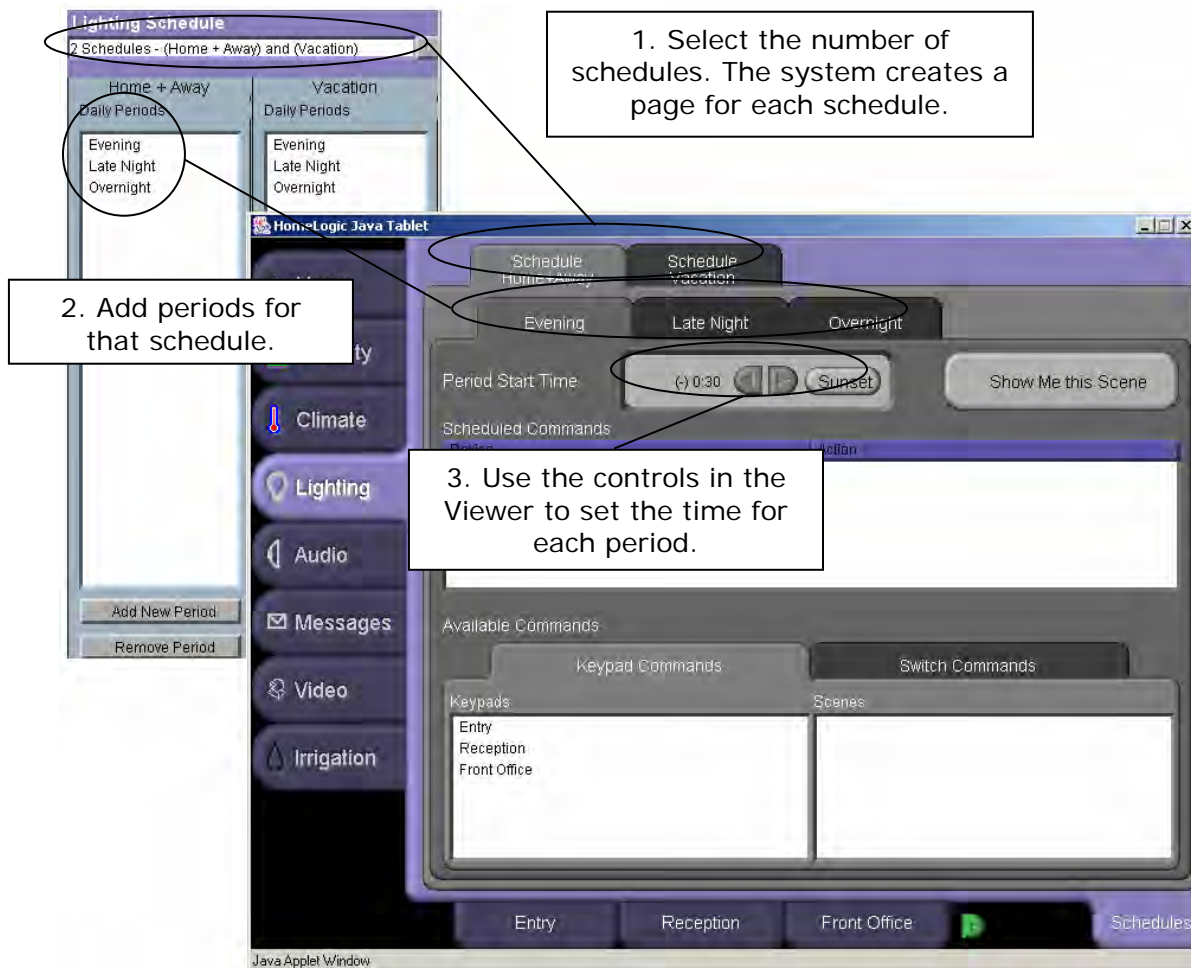


Figure 39: Lighting Schedules

To create schedules, select **Lighting Schedules** in the **Lighting Schedules** branch of the tree structure on the **Lighting** tab. The schedules and the periods in each appear on the right side of the window.

To create a schedule, set the following parameters.

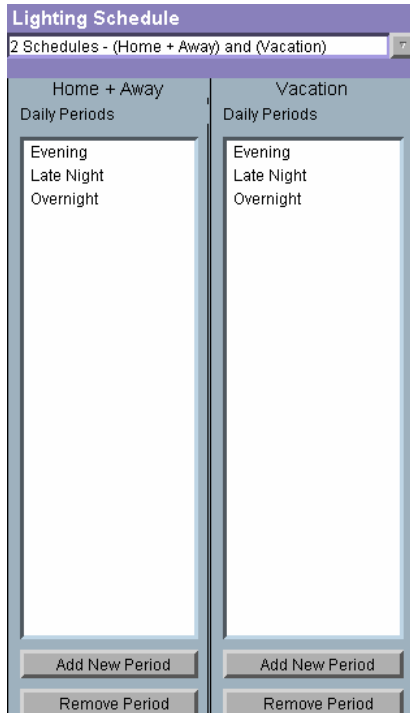


Figure 40: Lighting System Schedule Parameters

The following values and parameters appear:

Schedules	Select the desired number of schedules: <ul style="list-style-type: none"> • One schedule for all three modes (home, away, and vacation). • Two schedules, one for the Home and Away modes and one for the Vacation mode, or one for the Home mode and one for the Away and Vacation modes. • Three schedules, one for the Home mode, one for the Away mode, and one for the Vacation mode.
Daily Periods	The periods in each schedule.
Add New Period	Click this button to add a new period to the current schedule. Type a name for the period in the Add New Period window. Use the Viewer to set the time for the period.
Remove Period	Click this button to remove the selected period from the current schedule.

Chapter 6. Configuring Audio

Use the **Audio** tab to setup zones and add audio components to the **OneHome** system.

The OneHome system supports individual audio players as well as multi-source / multi-zone components for whole house audio.

In the **OneHome Viewer**, the **Audio** tab shows a separate page for each configured audio zone, as shown below.

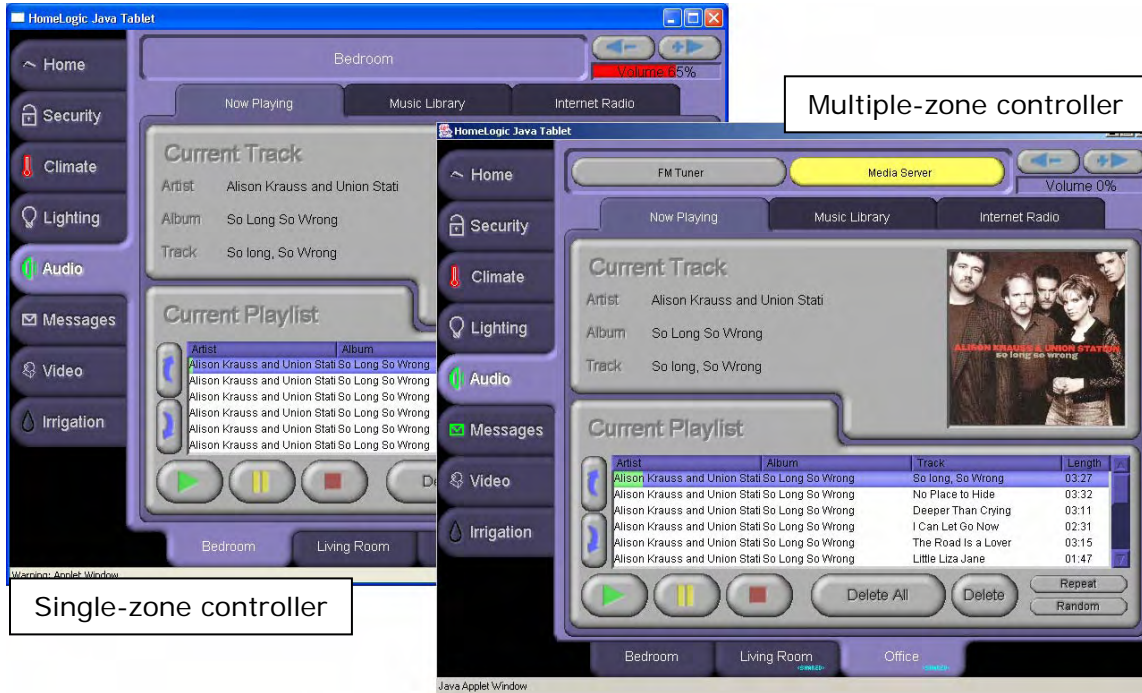


Figure 41: OneHome Viewer Audio Tab

Add the Communication Device

If any of your audio components require a serial interface, you can add the communication device with the **Communication Devices** branch of the **Audio** tab. The communication devices can be either an Ethernet to serial device or a direct serial port.

To specify the communication device, select **Communication Device** in the tree structure on the **Audio** tab, then click the **Add New Bridge** button. Type a name for the device, select the communication type from the **Bridge Type** list, and select the appropriate audio interface from the **Interface Type** list. Click **OK**. A new device is added to the list and the parameters appear on the right side of the window. The system uses default parameter values based on the type of device selected. However, you should always check these parameters to make sure they are correct for your situation.

Figure 42: Audio System Communication Device Parameters

The following appear for the audio system communication device:

Name	The device name, as specified in the Add New Communication Bridge window.
System #	The System Number assigned to the communication device by the system.
Device Type	The type of device, as specified in the Add New Communication Bridge window.
Location	Specify the location of the communication device in the home.
IP Address	Specify the IP address for the communication device (for Ethernet devices).
Port	Specify the port used by the communication device (for Ethernet devices).
COM Port	Specify the port number used by the communication device (for serial devices).
Protocol	Specify the network protocol used by the communication device.
Baud Rate	Specify the baud rate of the communication device.
Flow Control	Specify the flow control of the communication device.
Parity	Specify the parity of the communication device.
Data Bits	Specify the number of data bits for the communication device.
Stop Bits	Specify the number of stop bits for the communication device.

Add Players

You can add either an internal or external audio player to the system using the **MP3 Players** branch of the **Audio** tab. The player receives audio over the home network and provides the analog music for an amplifier (in a single room) or it acts as one source in a multi-source / multi-zone system.

Note: After adding the player to the system, you need to add / configure the zone(s) as explained below.

To add a player, select **MP3 Players** in the tree structure on the **Audio** tab, then click the **Add New Device** button. Specify the type of player, provide a name for the player, and then click **OK**. A new player is added to the list and the settings appear to the right.

The screenshot shows the 'MP3 Player' configuration window. The fields are as follows:

- Name: Internal
- System #: 4888
- Model: HomeLogic Internal Player
- Location: (empty)
- IP Address: 192.168.0.206
- Port: 2000

Two callout boxes provide instructions:

- One points to the IP Address field: "Type the IP address of the player."
- Another points to the Port field: "Set the port for the player."

A "Reset Device" button is located at the bottom of the window.

Figure 43: MP3 Player Parameters

The following appear for MP3 players:

Name	The device name, as specified in the Add New Device window.
System #	The System Number assigned to the player by the system.
Model	The type of device, as specified in the Add New Device window.
Location	Specify the location of the player in the home.
IP Address	Specify the IP address of the MP3 player.
Port	Specify the port number used by the MP3 player.

Add Zones

You add audio zones with the **Audio Zone Controllers** branch of the Viewer **Audio** tab. There are two types of zones:

1. Single, stand-alone zones when a single audio player is connected to an amplifier. A single zone will get its own tab in the Viewer, and won't allow you to select different sources.
2. Multi-source / multi-zone installations that provide whole-house audio. Each zone in the multi-source / multi-zone system that is enabled will get its own tab in the Viewer, and you can choose which source to hear in each zone.

The images below show an example of a system with three zones: the image on the right shows a single, stand-alone zone, and the image on the left shows a zone that is part a multi-source / multi-zone system with three sources.

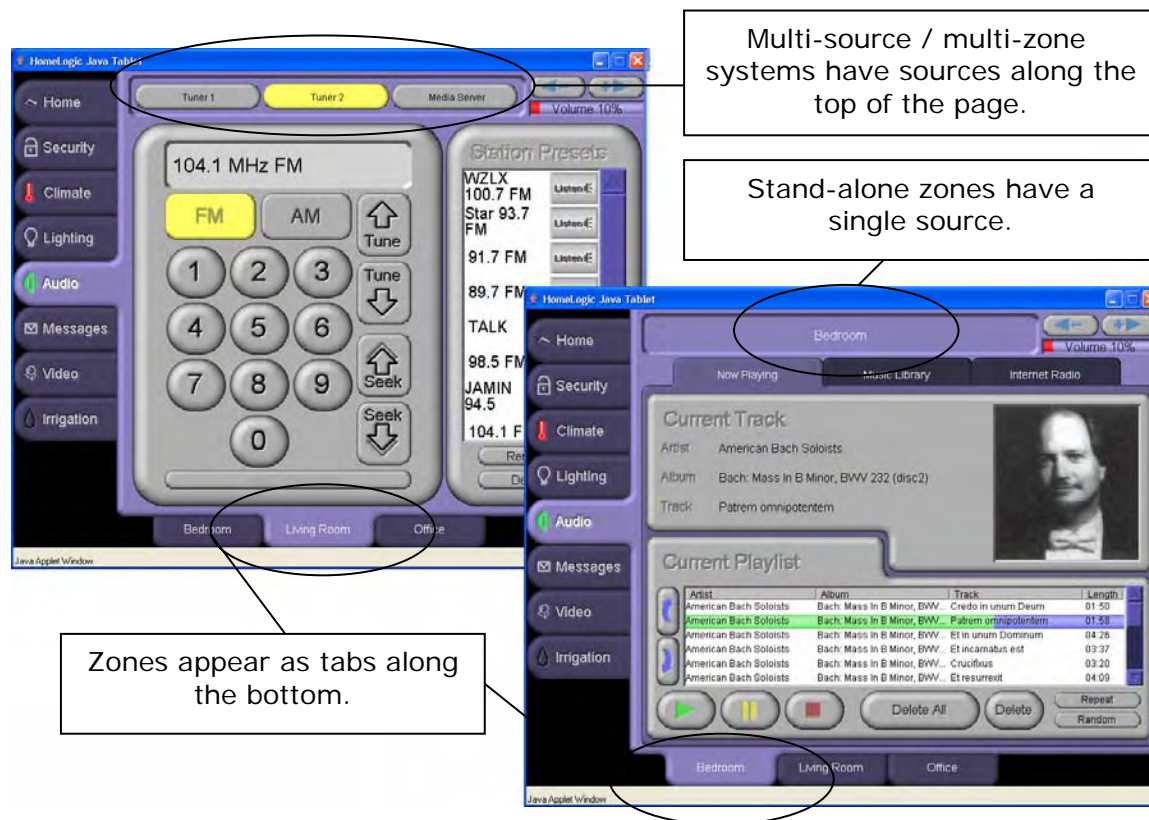


Figure 44: Audio Zones

Configuring a Stand-Alone Audio Zone

To add the zone, select **Audio Zone Controllers** in the tree structure on the **Audio** tab, then click the **Add New Controller** button. In the **Device** Type list, specify the **Single Source/Zone Controller**, provide a name, and click **OK**.

The new zone controller is added to the **Audio Zone Controllers** branch of the **Audio System Components** window, along with two items underneath: **Source 1** and **Zone 1**.

The settings windows that appear when you click on the zone controller (Audio Zone Controller), the source (Audio Source) and the zone (Audio Zone) are shown below.

The figure shows three configuration windows for a single-source audio zone controller. The first window, 'Audio Zone Controller', has fields for Name (Master Bedroom), System # (5265), Model (Generic Single Source/Zone Cont), Location, Com. Device, and Active Sources (1). The second window, 'Audio Source', has fields for Name (SLIMP3 Andy Office), System # (5267), Source Device (SLIMP3 Andy Office), and Source Volume (50%). The third window, 'Audio Zone', has fields for Name (Master Bedroom), System # (5266), and Show Zone (Yes).

Figure 45: Single-Source Audio Zone Controller Parameters

The following apply to the zone controller:

Name	The controller name, as specified in the Add New Audio Zone Controller window.
Model	The type of device, as specified in the Add New Audio Zone Controller window.
Location	Specify the location in the home.
Com. Device	Not required for single-source audio devices: leave this blank.
Active Sources	Always set to 1 for stand-alone audio zones.

The following apply to the source under the zone controller:

Name	The source name.
Source Device	Select the MP3 player that is the source for this zone.
Source Volume	Not required: the setting is ignored.
Show Zone	Confirm this is set to Yes to display a tab for this zone.

The following apply to the zone under the zone controller:

Name	The zone name: this is the name that appears on the tab in the Viewer.
Show Zone	Confirm this is set to Yes to display a tab for this zone.

Configuring a Multiple-Source / Multi-Zone Audio Controller

All the zones associated with a multi-source / multi-zone audio controller are added at once when the zone controller is added. Select **Audio Zone Controllers** in the tree structure on the **Audio** tab, then click the **Add New Controller** button. In the **Device Type** list, specify the appropriate zone controller, provide a name, and click **OK**.

The new zone controller is added to the **Audio Zone Controllers** branch of the **Audio System Components** window. In addition, underneath the new zone controller, separate source and zone items are added: one for each source, and then one for each zone.

The settings windows that appear when you click on the zone controller (Audio Zone Controller), a source for the zone controller (Audio Source) and a zone for the zone controller (Audio Zone) are shown below.

The image shows three configuration windows from a software interface, all with a purple header and white background. The first window, titled 'Audio Zone Controller', has fields for Name (Russound), System # (5835), Model (Russound CAV6.6), Location (Back Hallway (Main Floor New)), Com. Device (Lantronix), and Active Sources (4). The second window, titled 'Audio Source', has fields for Name (Media Server), System # (5631), Source Device (Media Server), and Source Volume (90 %). The third window, titled 'Audio Zone', has fields for Name (Master Bedroom), System # (5266), and Show Zone (Yes).

Audio Zone Controller	
Name	Russound
System #	5835
Model	Russound CAV6.6
Location	Back Hallway (Main Floor New)
Com. Device	Lantronix
Active Sources	4

Audio Source	
Name	Media Server
System #	5631
Source Device	Media Server
Source Volume	90 %

Audio Zone	
Name	Master Bedroom
System #	5266
Show Zone	Yes

Figure 46: Multiple-Source Audio Zone Controller Parameters

The following apply to the zone controller:

Name	The controller name, as specified in the Add New Audio Zone Controller window.
System #	The System Number assigned to the controller by the system.
Model	The type of device, as specified in the Add New Audio Zone Controller window.
Location	Specify the location in the home.
Com. Device	Select the communication device connected to this controller from the list.
Active Sources	Specify the number of sources currently connected to the controller.

The following apply to each of the sources under the zone controller:

Name	The source name.
System #	The System Number assigned by the system.
Source Device	For each source: <ul style="list-style-type: none"> ▪ If the source is an MP3 player or a compatible tuner, then select the component from the list. ▪ Otherwise, select Other.
Source Volume	Specify the desired volume for this source. This volume controls the source volume for the corresponding players, and does not effect the volume of any particular zone.

The following apply to each of the zones under the zone controller:

Name	The name of the zone: this is the name that appears in the Viewer.
System #	The System Number assigned by the system.
Show Zone	Specify whether to show a page tab for this zone in the Viewer.

Chapter 7. Configuring Messaging

Use the **Messaging** tab to add the telephone system, to create lists of phone numbers and email addresses used to contact users, and to add messages that are announced over the tablet for specific events.

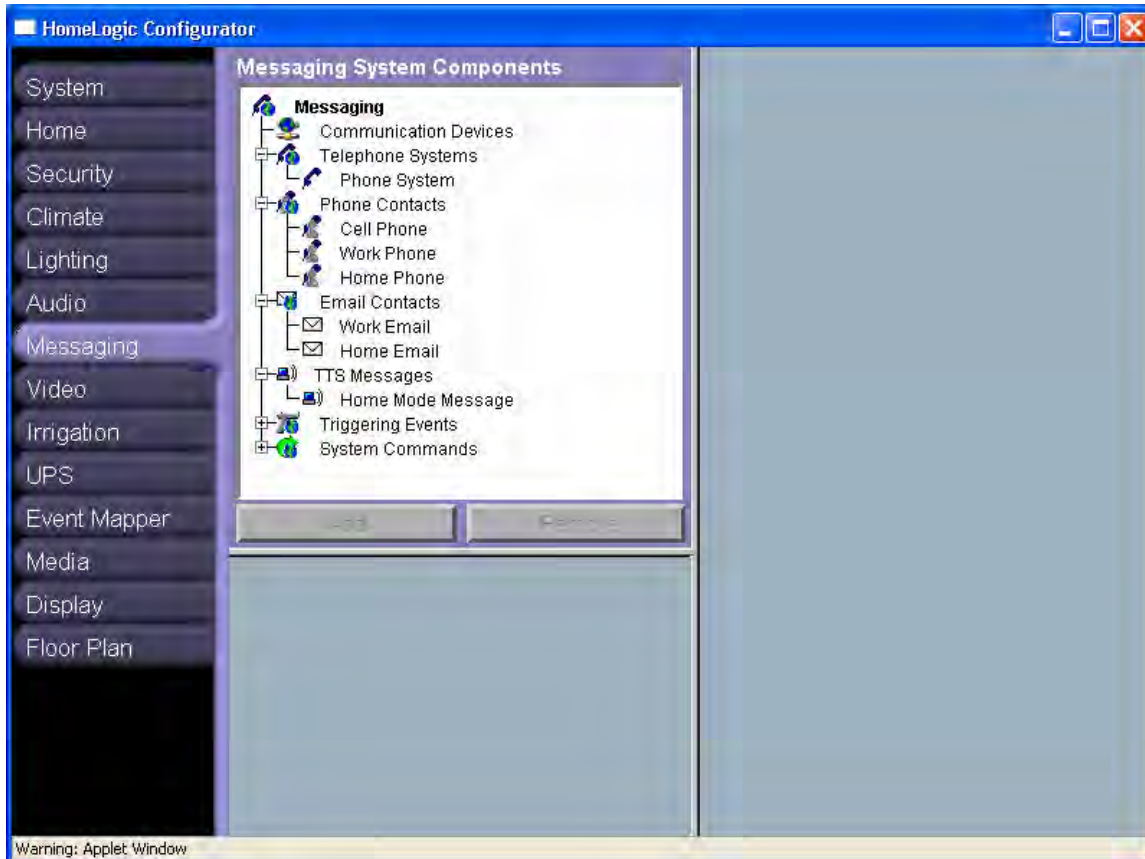


Figure 47: Viewer Messages Tab

Add the Telephone System

You add the telephone system with the **Telephone Systems** branch of the **Messaging** tab. Select **Telephone Systems** on the **Messaging** tab, then click the **Add New System** button. Select **Generic Telephone Controller** in the **Device Type** list, provide a name and click **OK**. A new telephone system is added and the parameters appear to the right.

Figure 48: Phone System Parameters

The following values and parameters appear:

Name	The name of the phone system, as specified in the Add New Device window.
System #	The System Number assigned to the phone system.
TTS Voice	Select Male or Female from the drop-down list to set the gender for the voice users will hear when calling into the system.
Announce Date/Time	Select this option to have the system state the date and time messages were left when retrieving messages over the phone.
Announce Name	Select this option to have the system state the name (if available) from the caller ID when retrieving messages over the phone.
Announce Number	Select this option to have the system state the phone number (if available) from the caller ID when retrieving messages over the phone.
Login PIN	Type the desired 4 digit login password to be used by callers to access the system.

Add Telephone and Email Contacts

Telephone and email contacts are used when configuring the Event Mapper to specify who to call or email when certain events occur, such as power going out or temperature getting too low.

Before setting up event maps with calling or email capability, you must first add the contact information with the **Messaging** tab.

Add a Phone Contact

To add a phone contact, select **Phone Contacts** in the tree structure on the **Messaging** tab, then click the **Add New Contact** button. Type the name and telephone number for the contact. Click **OK**. The new contact is added to the list and the name and number appear on the right side of the window.

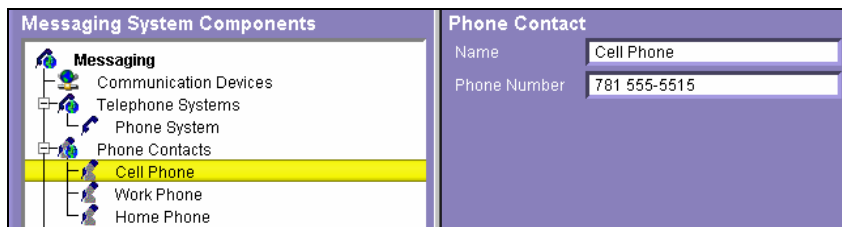


Figure 49: Phone Contact Parameters

The following appear:

Name	The name of the phone contact.
Phone Number	The phone number for the contact, as specified in the Add New Phone Contact window. Be sure the entire number is there, including the initial “1” if needed.

Add an Email Contact

To add an email contact, select **Email Contacts** and click the **Add New Contact** button. Type the name and email address for the contact. Click **OK**. The new contact is added to the list and the name and address appear on the right side of the window.

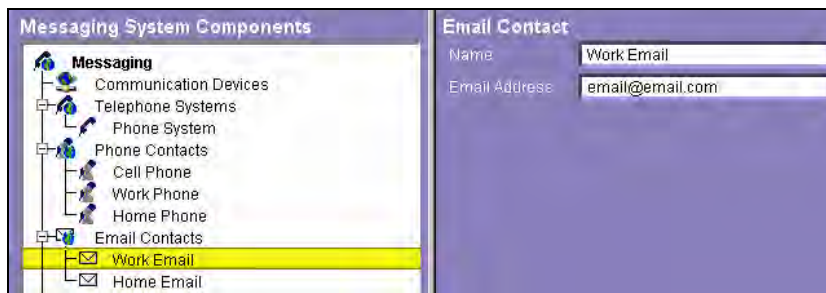


Figure 50: Email Contact Parameters

To change information for the contact, select the name in the **Email Contacts** list.

Name	The name of the email contact.
Email address	The email address for the contact.

Add TTS Messages

TTS messages are used when configuring the Event Mapper to make an announcement when certain events occur.

Before setting up event maps with TTS capability, you must first add the message with the **Messaging** tab.

To add a TTS message, select the **TTS Messages** branch in the structure on the **Messaging** tab, then click the **Add New Message** button. In the **Add New TTS Message** window, type a name for the message and the text of the message in the appropriate fields. Click **OK**, and the new message is added to the list and the name and text appear on the right side of the window.

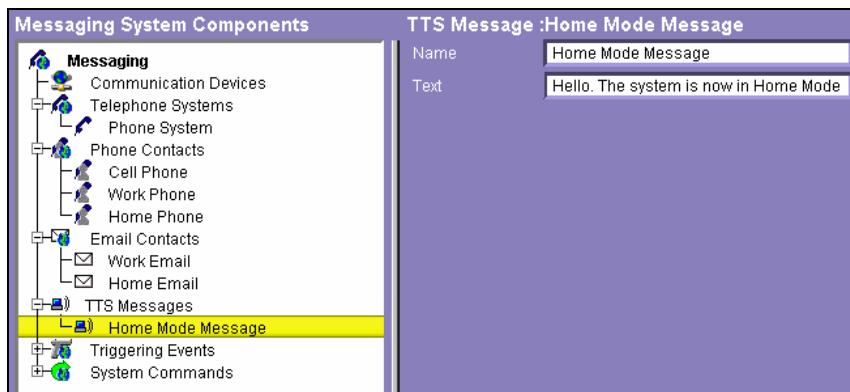


Figure 51: TTS Message Parameters

To change information for the contact, select the name in the **Phone Contacts** list.

Name	The name of the TTS message. The name is used when creating event maps, and is not read by the system.
Text	The text of the TTS message. The text is read by the system when specific event occur, if this message is used in an event map.

Chapter 8. Configuring Video

Use the **Video** tab to add surveillance cameras to the system.

The Viewer **Video** tab contains a page for each camera set up in the home. A thumbnail view of each room appears on the page tab.

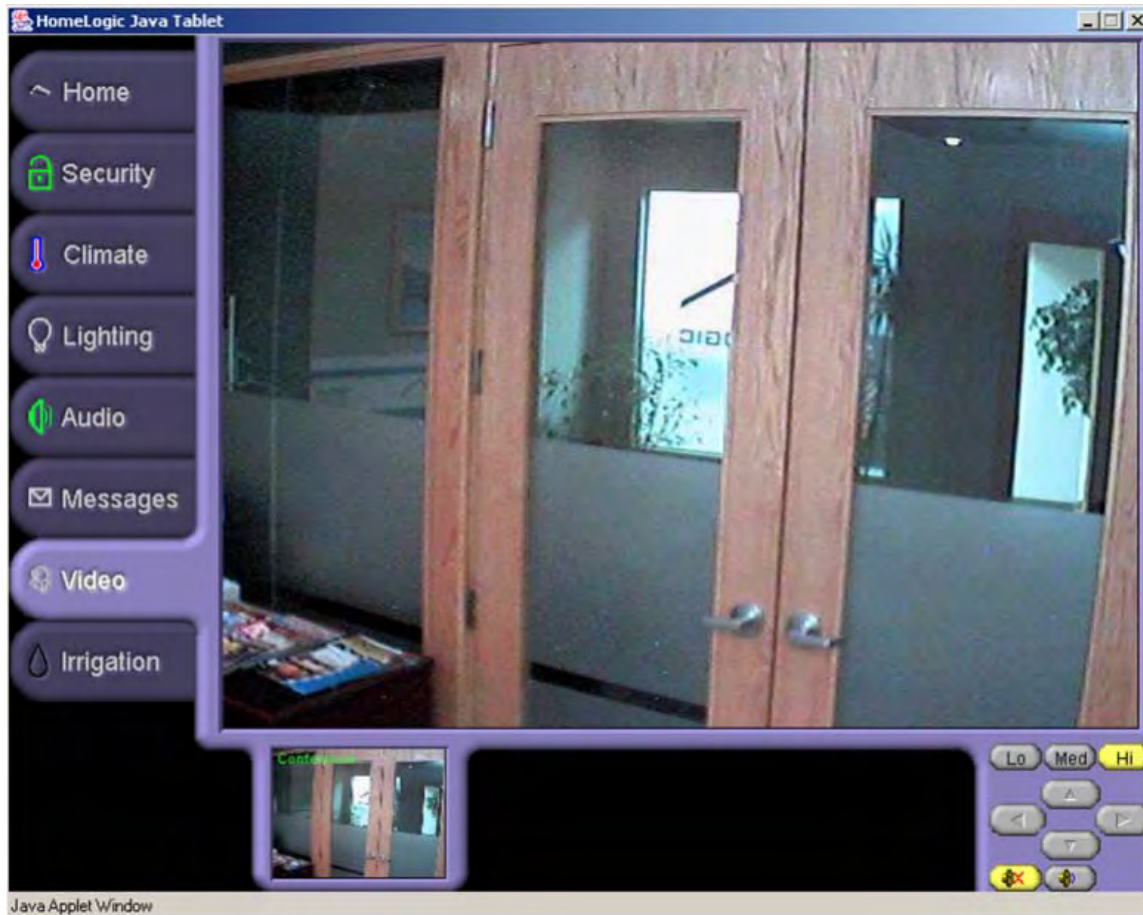


Figure 52: Video Tab of Viewer with Camera Image

Add a Video Camera

Each camera is displayed on its own tab in the Viewer, as shown below. You can add a camera to the system using the **Video Cameras** branch of the **Video** tab.

To add cameras, select **Video Cameras** in the tree structure on the **Video** tab, then click the **Add New Camera** button. Specify the type of camera and provide a name for the camera. Click **OK**, and the settings window appears on the right.

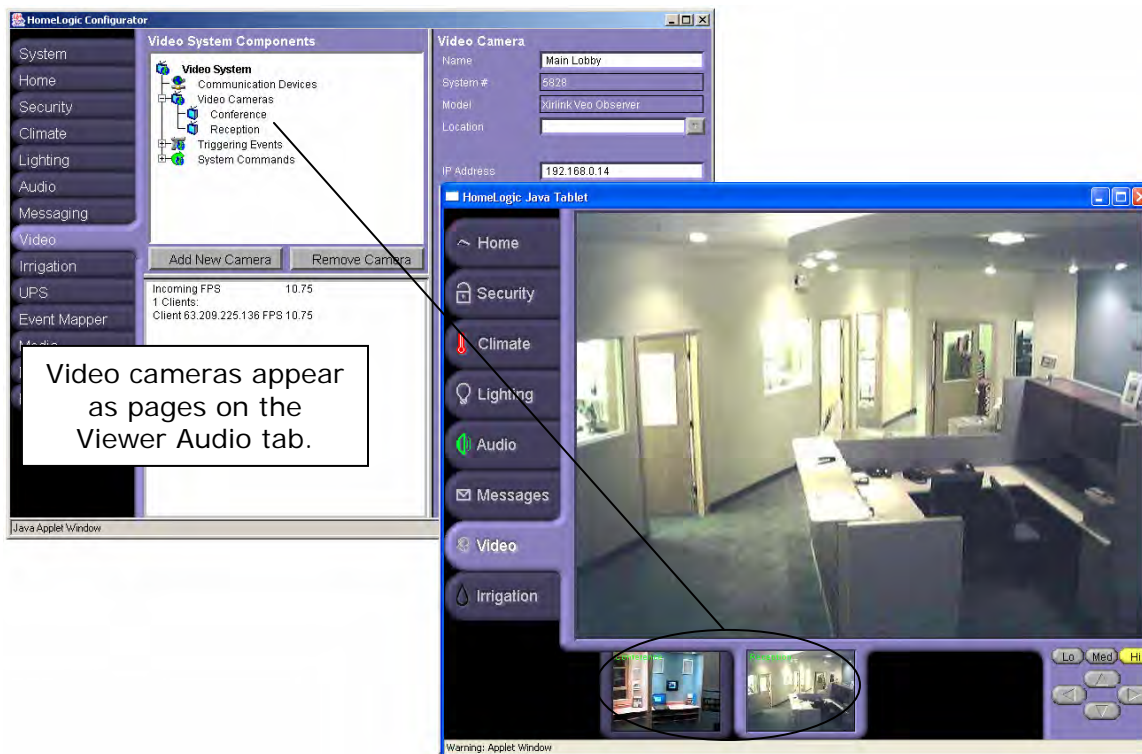


Figure 53: Video Cameras and Viewer Pages

The following values and parameters appear:

The screenshot shows a configuration form for a video camera. The fields and their values are as follows:

Field	Value
Name	Main Lobby
System #	5828
Model	Xirlink Veo Observer
Location	
IP Address	192.168.0.14
Port	1600
Login Name	admin
Password	password

A callout box points to the IP Address field with the text: "Type the IP address of the camera."

Figure 54: Video Camera Parameters

The following values and parameters appear:

Name	The camera name.
System #	The System Number assigned to the camera by the system.
Model	The type of camera.
Location	Specify the location of the camera in the home.
IP Address	Type the IP address of the camera on the network.
Port	Specify the port number used by the camera.
Login Name	Type the log in ID required by the system, if needed.
Password	Type the password for the specified login name, if appropriate.

Change the Order of the Video Cameras in the Viewer

You can change the order of the cameras in the Viewer using the **Video Cameras** branch of the **Video** tab. You may want to do this to position the most commonly used cameras first and the least commonly used ones last.

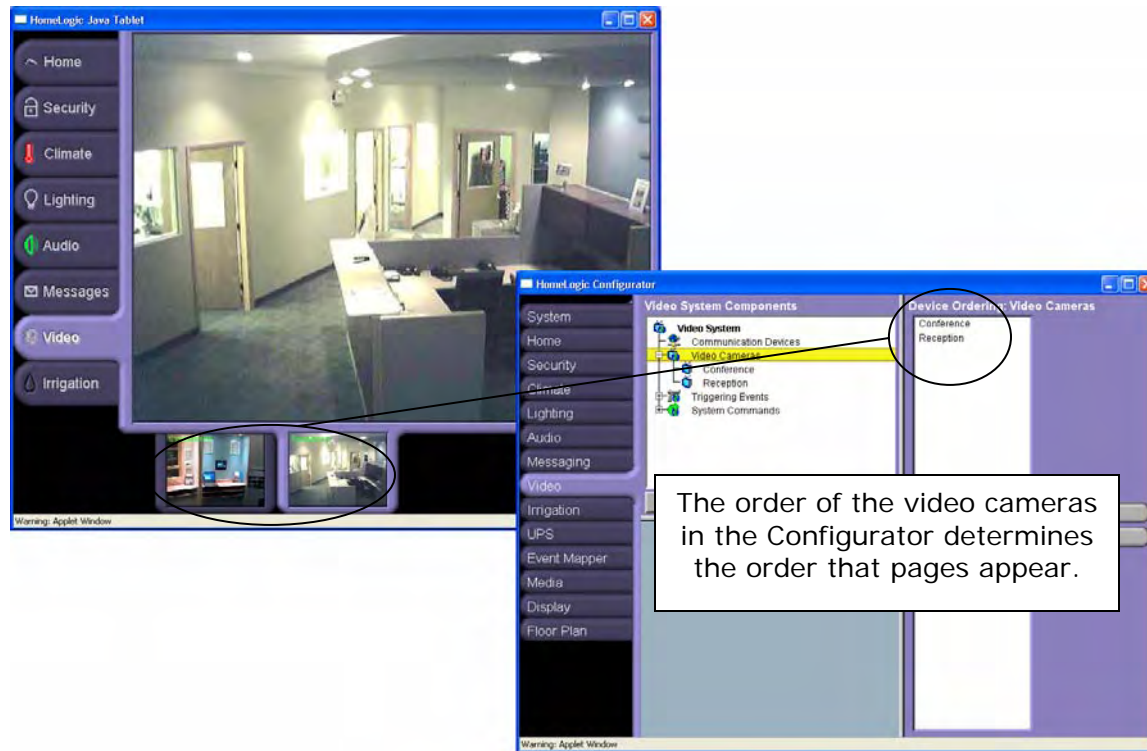


Figure 55: Changing the Order that Cameras Appear

To specify the order of the video cameras, first select **Video Cameras** in the tree structure on the **Video** tab. The cameras appear in a list on the right side of the window. Select a camera and click **Move Up** or **Move Down** to change the order of the cameras in the list. The order of the cameras in the Viewer will also change.

Chapter 9. Configuring the Irrigation System

Use the **Irrigation** tab to add irrigation components to the **OneHome** system.

The **OneHome Viewer Irrigation** tab contains a page for each watering group configured in the system.

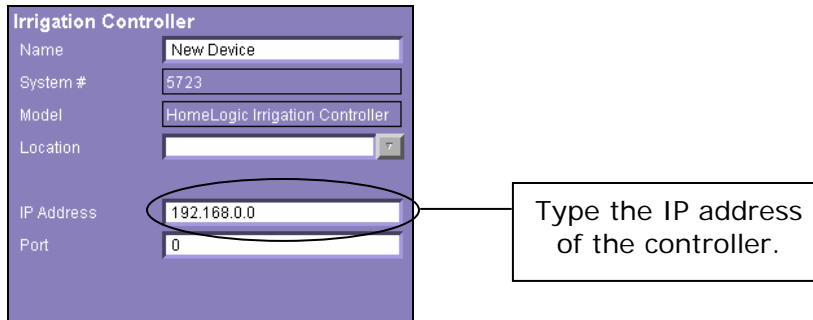


Figure 56: OneHome Viewer Irrigation Tab

Add an Irrigation Controller

You can add an irrigation controller to the system with the **Irrigation Controllers** branch of the **Irrigation** tab.

To add the controller, select **Irrigation Controllers** in the tree structure on the **Irrigation** tab, then click the **Add New Controller** button. Select the type of controller from the **Device Type** list, and provide a name. Click **OK**. A new controller is added to the list and the parameters for the device appear on the right side of the window.



The screenshot shows a configuration window titled "Irrigation Controller" with a purple background. It contains the following fields and values:

- Name: New Device
- System #: 5723
- Model: HomeLogic Irrigation Controller
- Location: (empty)
- IP Address: 192.168.0.0 (circled in red)
- Port: 0

A callout box with a black border points to the IP Address field, containing the text: "Type the IP address of the controller."

Figure 57: Irrigation Controller Parameters

The following values and parameters appear for the irrigation controller:

Name	The device name.
System #	The System Number assigned to the controller by the system.
Model	The type of irrigation controller.
Location	Specify the location of the controller in the home.
IP Address	Specify the IP address of the controller on the network.
Port	Specify the port used to connect to the controller.

Add Watering Groups

You create watering groups with the **Irrigation Zone Groups** branch of the **Irrigation** tab. With the **OneHome** system, irrigation zones are typically organized into watering groups such as “Lawn” and “Garden”, which allows you to easily make changes that affect all of the zones in one group without changing any of the zones in other groups.

Specifically, the days of the week to water and the “application percentage” are applied to all of the zones in a watering group. As a result, you can change the days to water for the “Lawn” group without effecting the days to water for the “Garden”.

Each properly configured group appears as a separate page on the **Irrigation** tab of the Viewer.

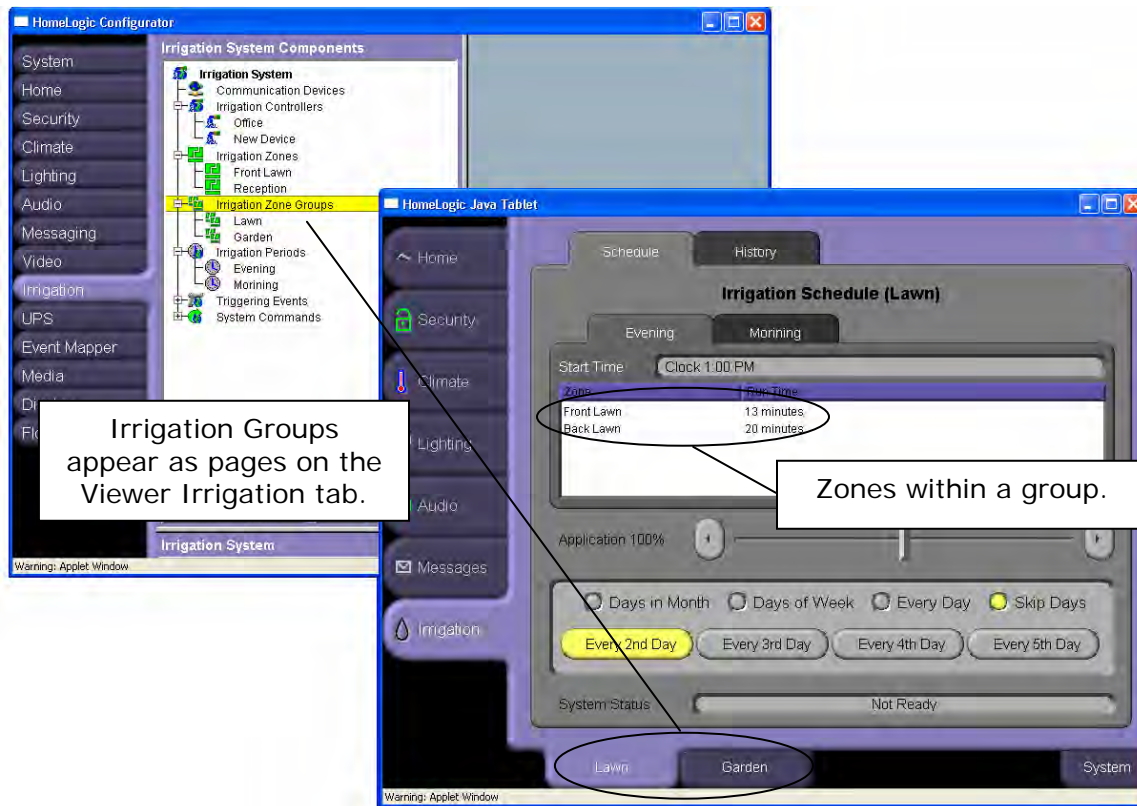


Figure 58: Irrigation Groups and Viewer Pages

To add irrigation groups, select **Irrigation Zone Groups** in the tree structure on the **Irrigation** tab, then click the **Add New Group** button. Specify a name for the group and Click **OK**. A new group is added to the list and the parameters for the group appear on the right side of the window.

Then, create more groups or add zones within a group.

Note: You should add watering groups before adding zones, as you need to specify a group when creating zones.

Add Watering Zones

You add zones to a watering group with the **Irrigation Zones** branch of the **Irrigation** tab. Each zone appears on the appropriate page on the **Irrigation** tab of the Viewer, as shown below.

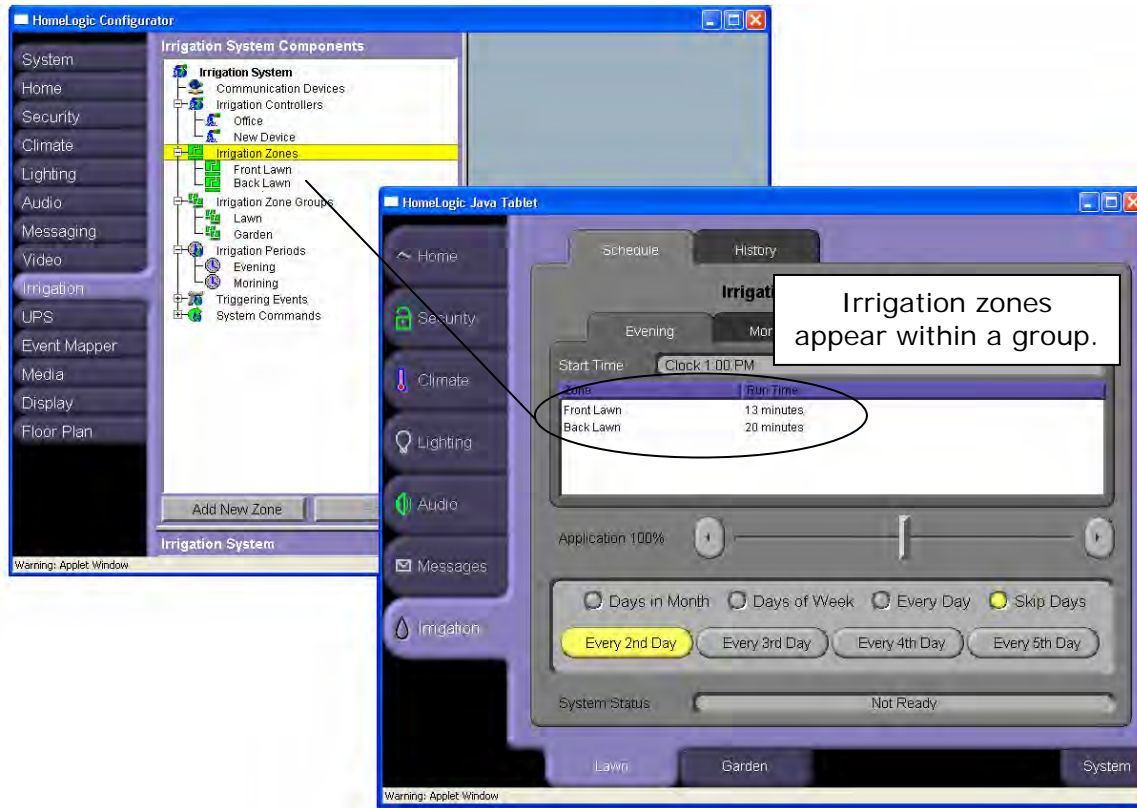
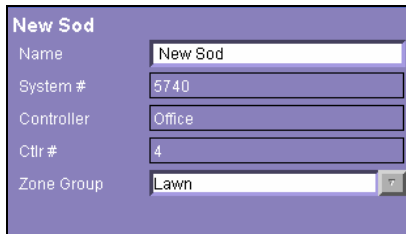


Figure 59: Irrigation Zones and Viewer Pages

To add irrigation zones, select **Irrigation Zones** in the tree structure on the **Irrigation** tab, then click the **Add New Zone** button. Specify the irrigation controller, the number of the zone in the controller, the appropriate watering group, and a name, and click **OK**.



The screenshot shows a dialog box titled "New Sod" with a purple background. It contains five input fields, each with a label to its left and a text box to its right. The labels and their corresponding values are: "Name" with "New Sod", "System #" with "5740", "Controller" with "Office", "Ctrl #" with "4", and "Zone Group" with "Lawn". The "Zone Group" field has a small dropdown arrow on its right side.

Figure 60: Irrigation Zone Parameters

The following values and parameters appear:

Name	The zone name, as specified in the Add New Zone window.
System #	The System Number assigned to the zone by the system.
Controller	The irrigation controller, as specified in the Add New Zone window.
Ctrl #	The controller number for that zone, as specified in the Add New Zone window.
Zone Group	The group that the zone is in, as specified in the Add New Zone window.

Add Irrigation Periods

Add irrigation periods for any point in the day that requires watering, such as “Morning” or “Evening”.

Each period appears on the group pages of the **Irrigation** tab of the Viewer, as shown below.

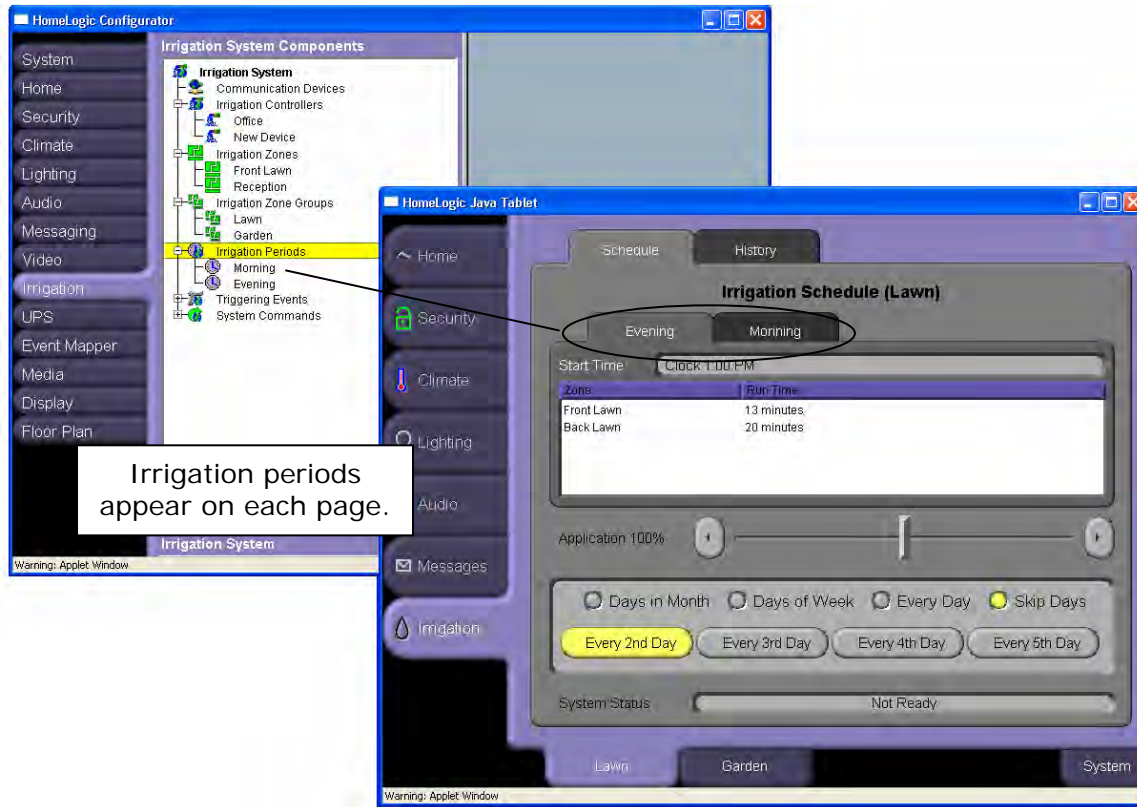


Figure 61: Irrigation Periods and Viewer Pages

To add watering periods, select **Irrigation Periods** in the tree structure on the **Irrigation** tab, then click the **Add New Period** button. Specify a name for the period; the name should be descriptive, such as morning or overnight. Click **OK**. A new period is added to the list and the parameters for the period appear on the right side of the window.

Morning

Name

System #

Figure 62: Irrigation Period Parameters

The following values and parameters appear:

Name	The period name.
System #	The System Number assigned to the period by the system.

Chapter 10. Configuring the UPS

Use the **UPS** tab to add an uninterruptible power supply (UPS) to the **OneHome** system. UPS contain a battery that keeps the system running for a short period if the power to the home is lost.

Maintaining power is useful because it prevents the system from restarting when power is lost momentarily, and, if configured properly with the Event Mapper, because it enables the system to make phone calls or send emails to notify someone that power is out.

Note: To send emails after power has been lost, it is vital that the cable / DSL modem and the network switch are also plugged into the UPS.

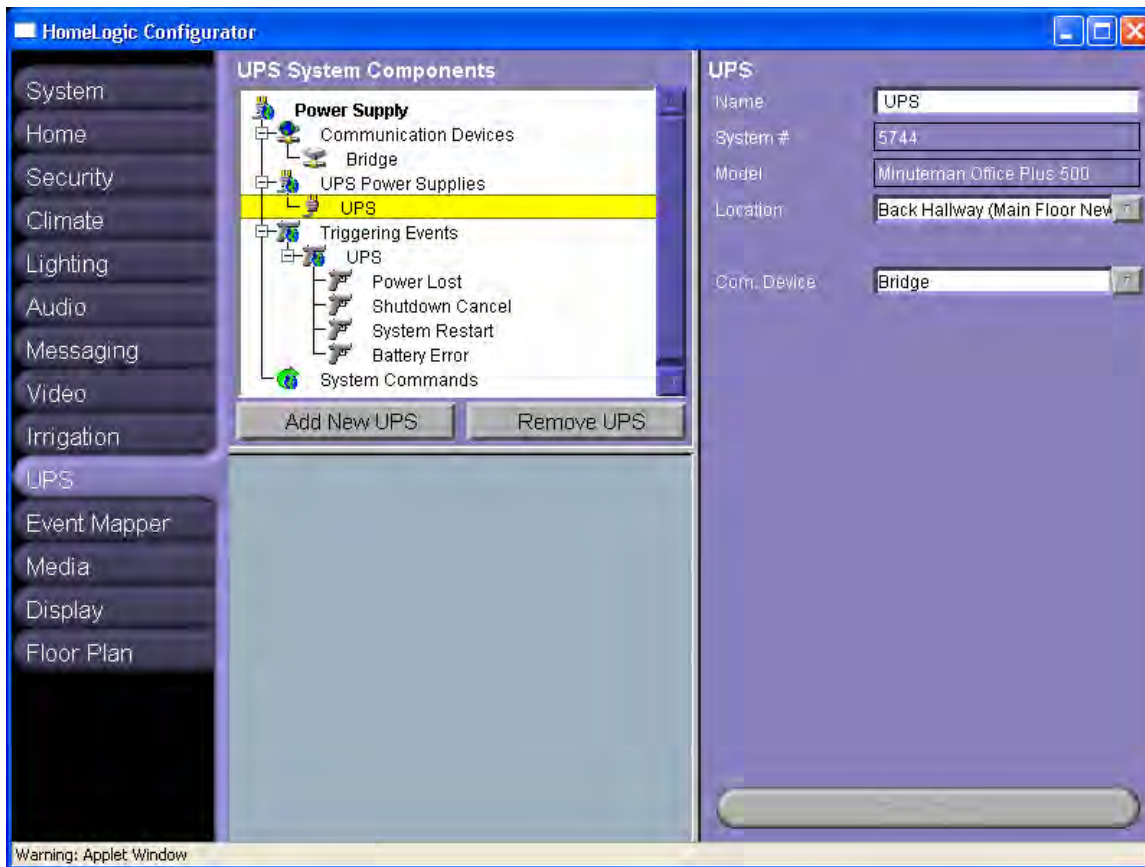


Figure 63: OneHome Configurator UPS Tab

Add the Communication Devices

You can add a communication device to communicate with the thermostats with the **Communication Devices** branch of the **Climate** tab. The communication device can be either an Ethernet to serial device or a direct serial port.

To add the communication device, select **Communication Device** in the tree structure on the **Climate** tab, then click the **Add New Bridge** button. Type a name for the device, select the communication type from the **Bridge Type** list, and then select the appropriate type of thermostat in the **Interface Type** list. Click **OK**. A new communication device is added and the parameters appear on the right side of the window. The system uses default parameter values based on the type of device selected. However, you should always check these parameters to make sure they are correct for your situation.

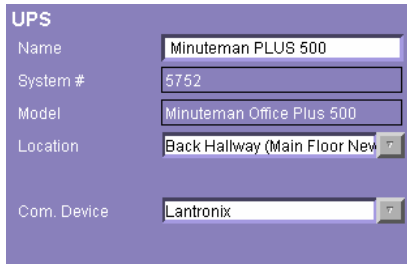
Figure 64: UPS Communication Device Parameters

The following values and parameters appear for the audio system communication device:

Name	The device name, as specified in the Add New Communication Bridge window.
System #	The System Number assigned to the communication device by the system.
Device Type	The type of device, as specified in the Add New Communication Bridge window.
Location	Specify the location of the communication device in the home.
IP Address	Specify the IP address for the communication device (for Ethernet devices).
Port	Specify the port used by the communication device (for Ethernet devices).
COM Port	Specify the port number used by the communication device (for serial devices).
Protocol	Specify the network protocol used by the communication device.
Baud Rate	Specify the baud rate of the communication device.
Flow Control	Specify the flow control of the communication device.
Parity	Specify the parity of the communication device.
Data Bits	Specify the number of data bits for the communication device.
Stop Bits	Specify the number of stop bits for the communication device.

Add a UPS

To add a UPS, select **UPS Power Supplies** in the tree structure on the **UPS** tab, then click the **Add New UPS** button. Specify the desired UPS in the **Device Type** list, provide a name and click **OK**. A new UPS is added to the list and the parameters for the device appear on the right side of the window.



The screenshot shows a configuration window titled "UPS" with a purple header. It contains five input fields:

- Name:** Minuteman PLUS 500
- System #:** 5752
- Model:** Minuteman Office Plus 500
- Location:** Back Hallway (Main Floor New) [dropdown arrow]
- Com. Device:** Lantronix [dropdown arrow]

Figure 65: UPS System Parameters

The following values and parameters appear:

Name	The UPS name, as specified in the Add New Zone window.
System #	The System Number assigned to the UPS by the system.
Model	The UPS system, as specified in the Add New Zone window.
Location	Select the location of the UPS in the home from the list.
Com. Device	Select the communication device from the list.

Chapter 11. The Event Mapper

The **OneHome** system can respond to events in the home by performing specific actions. The tool that is responsible for this behavior is the Event Mapper, so named because it “maps” events that it sees to specific commands that it can perform.

Terms and Definitions

A **triggering event** is the event that can be setup to cause the Event Mapper to do something. For example, if we want to turn on all the lights when there is a fire alarm, then the triggering event is “fire alarm detected in the security system”.

A **system command** is what we want the Event Mapper to do. In the example above, the system command is “turn on all the lights” (although in practice we should only turn them up partially in case there is smoke in the house, so we aren’t blinded).

An **event map** is the combination of the triggering event and the corresponding system command. In the example above, we would create a **Fire Alarm** event map that turns on the lights to a dim level if a fire alarm is detected by the security system.

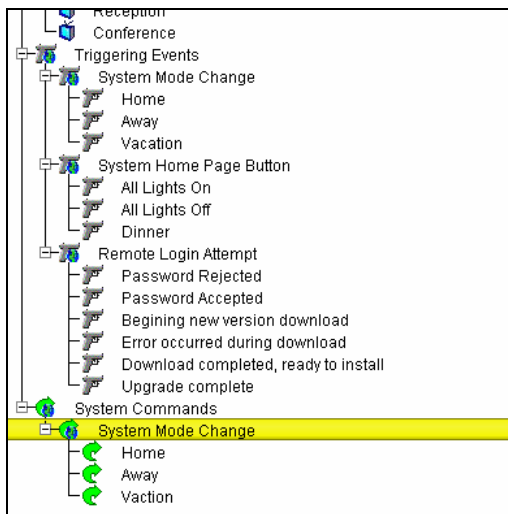
Standard Triggering Events and System Commands

The OneHome system includes a number of built-in triggering events and system commands. The following sections list both, broken down by sub-system.

You can browse the triggering events and system commands with the Configurator. Click on the desired system tab, and then expand the **Triggering Events** and **System Commands** branches in the system component window.

System

The following image shows the system component tree for the **System** tab, expanded to display all the triggering events and system commands.



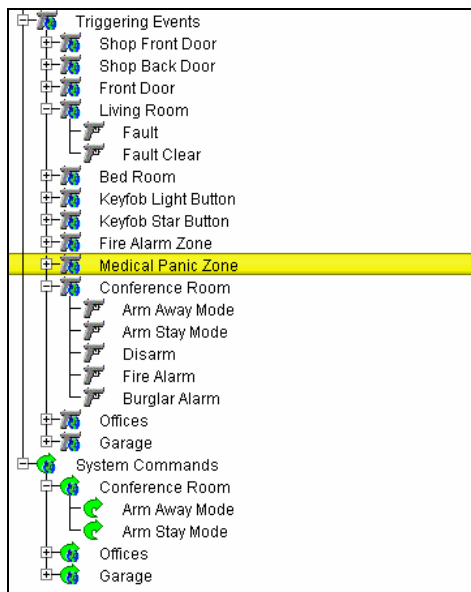
The triggering events that are available on the system tab fall into 3 categories:

- System Mode Change events will occur whenever the house mode changes.
- System Home Page Button events will occur whenever a user presses one of the buttons on the Home page.
- Remote Login Attempt events occur when users login over the Internet..

The system commands that are available on the system tab allow you to change the house mode to Home, Away or Vacation.

Security

The following image shows the system component tree for the **Security** tab, expanded to display the triggering events and system commands. One zone and one partition in the **Triggering Event** group, as well as one partition in the **System Command** group, have been expanded to show the items under each: the others are identical.



The triggering events include:

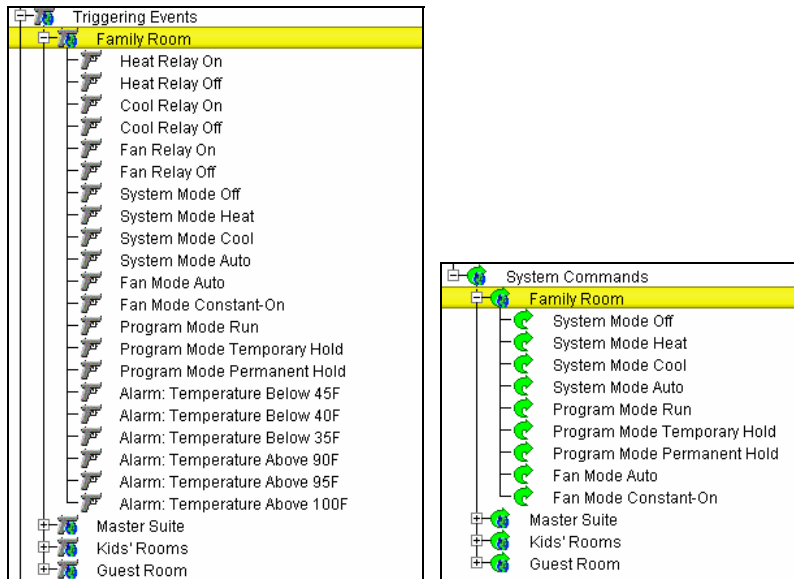
- Zone events, from any of the zones in the system. One event occurs when the zone is faulted (a door is opened, for example), and a second event occurs when the fault is cleared (the door is closed).
- Partition events, which occur when the state the partition changes. As shown above, an event occurs when the partition is armed or disarmed, and events occur whenever there is an alarm.

Available system commands include:

- Arm Away Mode and Arm Stay Mode, which are available only on panels that support auto-arming (arming without the user entering a password).
- Note that there is no Disarm system command. The system, by design, cannot be configured to automatically disarm a security system.

Climate

The following images show triggering events and system commands for the climate system. One thermostat has been expanded in the **System Command** group to show the details within: the others are identical.



Climate triggering events are generated by thermostats, and fall into 3 categories:

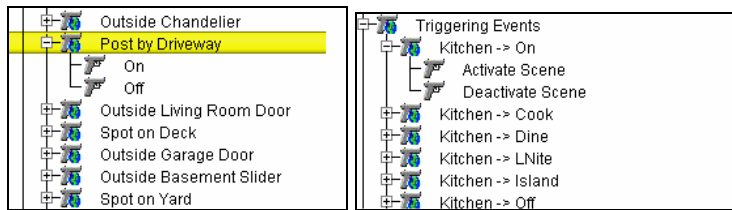
- System state changes, which occur when the thermostat calls for heat or cool, or changes from heating mode to cooling mode.
- Program state changes, which occur when the program changes from running a program to temporary or permanent hold.
- Alarm events, which occur when the room temperature reaches unexpected high or low temperatures.

Climate system commands apply to thermostats, and fall into 2 categories:

- System state changes, which change the thermostat from heating to cooling mode, for example.
- Program state changes, which change the thermostat from running a program to permanent hold, for example.

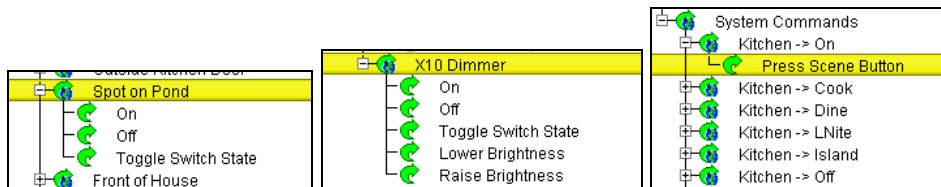
Lighting

The following images show the triggering events and system commands for the lighting system.



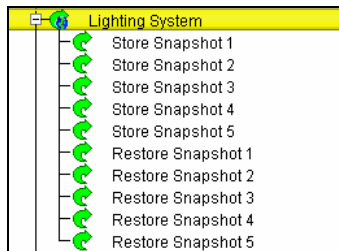
These images show triggering events in the **Lighting** system, as described further below:

- Individual switches have on and off events, as show on the left.
- Local keypads have activate and deactivate events for each scene on the keypad.
- Master keypads also have activate and deactivate events for each scene.



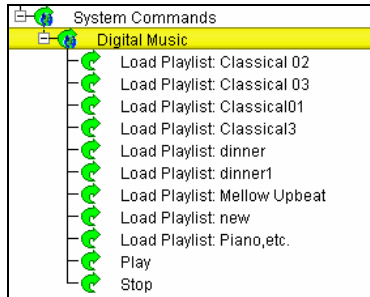
The images above show system commands for switches and keypads in the **Lighting** system:

- Switches have commands for on, off and toggle state, as shown at left.
- X10 switches also include commands to raise and lower the dim level.
- Keypads have commands to activate each button on the keypad, as shown at right.



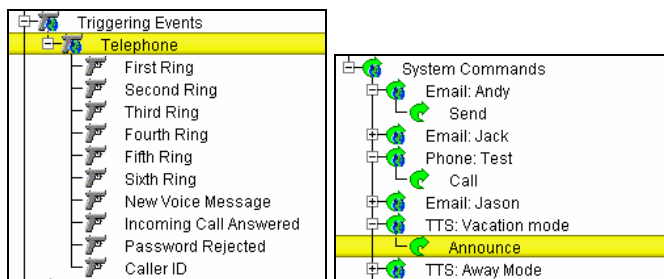
This image shows system commands for the **Lighting** system. These allow you to save and restore current lighting status.

Audio



System commands for players include Play, Stop, and loading any defined playlist.

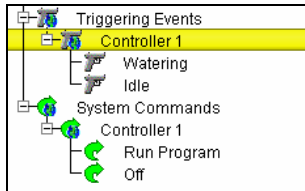
Messaging



Events and commands for the messaging system include:

- Incoming calls generate events for each incoming ring, the caller ID being received, the call being answered, and a new voice message being saved.
- An event is also generated if an incoming call attempts to log in to the system but fails to enter the correct password.
- System commands for making phone calls or sending emails.
- System commands to announce text-to-speech (TTS) notifications.

Irrigation



Events and commands for the irrigation system include:

- An event is generated when the irrigation start watering, and another when the system is done watering (idle).
- Two system commands are available for the irrigation system: one to put the irrigation controller into automatic mode, the other to turn the irrigation controller off.

UPS



The events that are generated by the UPS include:

- The Power Lost event is generated when power is first lost.
 - The Shutdown Cancel event is generated if power is restored before the system shuts down.
 - The System Restart event is generated when power is restored after a power loss has resulted in a shutdown.
 - The Battery Error event is generated when the UPS reports a problem with its battery pack.
-

Generating Events from Buttons on the Home Tab

In addition to the events built into the standard systems, you can create customized buttons on the **Home** tab that generate events. The triggering events that result are also shown in the **Triggering Events** group on the **System** tab, as shown in the System section above.

Creating the Button

To create new buttons that appear on the **Home** tab of the Viewer, use the **Triggering Events** branch of the Configurator **Home** tab.

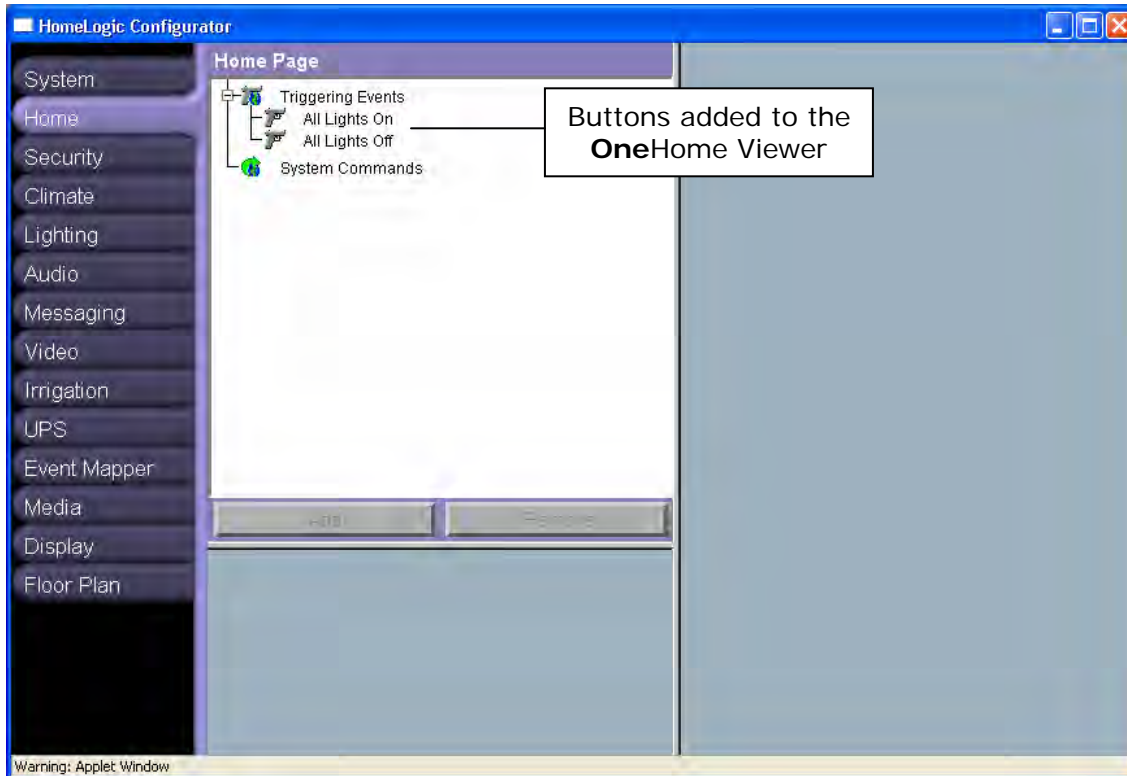


Figure 66: Home Tab with New Buttons

To add a button to the **Home** tab, select **Triggering Events** in the tree structure on the **Home** tab of the Configurator, then click **Add**. Specify the text for the new button and click **OK**: the new button is added as a triggering event in the **Triggering Events**.

Add an Event Map

The **Event Mapper** tab shows the event maps currently setup in the system, with windows to display the triggering events and system commands associated with each event map.

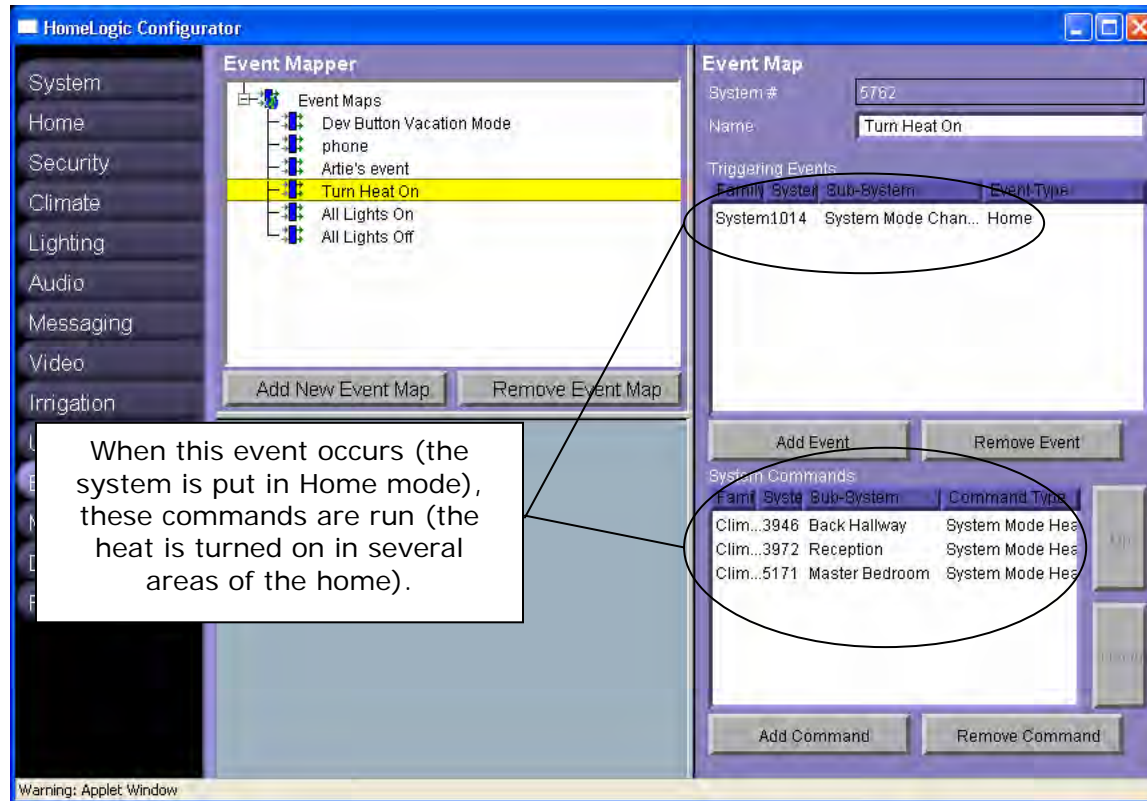


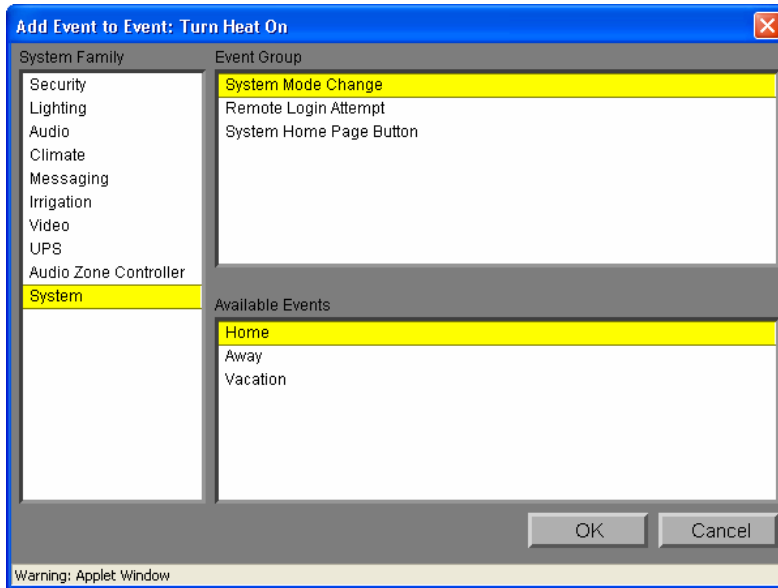
Figure 67: Event Map with Associated Events and Commands

It is important to place the system commands in the order that you want them run. A command will not occur until the previous command is complete. For example, if you create an event map to have the system call and then send an email if the power goes out, the system does not send the email until the phone call is completed.

Create a New Event Map

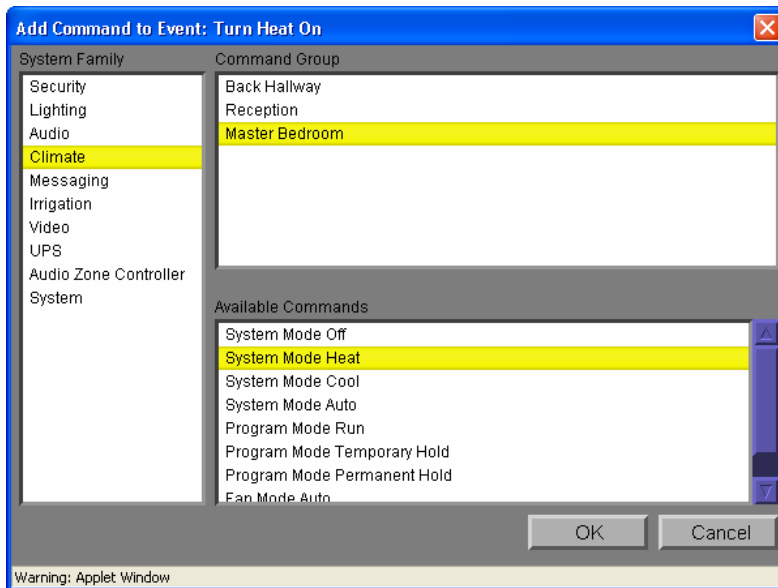
To add an event map, select **Event Maps** in the tree structure on the **Event Mapper** tab, then click **Add New Event Map**. Provide a name for the event map and then click **OK**: the event map is displayed.

Add Triggering Event(s)



To add triggering events, first select the desired event map in the tree structure, then click the **Add Event** button on the right: the dialog above is displayed. Select the appropriate **System Family** and **Event Group**, and then select the desired triggering event from the **Available Events** list.

Add System Command(s)



To add system commands, first select the desired event map in the tree structure, then click the **Add Command** button in the lower right: the dialog above is displayed. Select the appropriate **System Family** and **Event Group**, and then select the desired system command from the **Available Commands** list.

Chapter 12. Add Images and Audio

Use the **Media** tab to add pictures and audio for use with the **OneHome** system.

Pictures, by default, are stored in the **PICTURES** folder on the **OneHome** controller. However, any shared folder on the network can be used in addition or instead of the default folder.

Audio files, by default, are stored as MP3 files in the **MUSIC** folder on the **OneHome** controller. As with the pictures, any shared folder on the network can be used in addition or instead of the default folder.

The **Media** tab is show below:

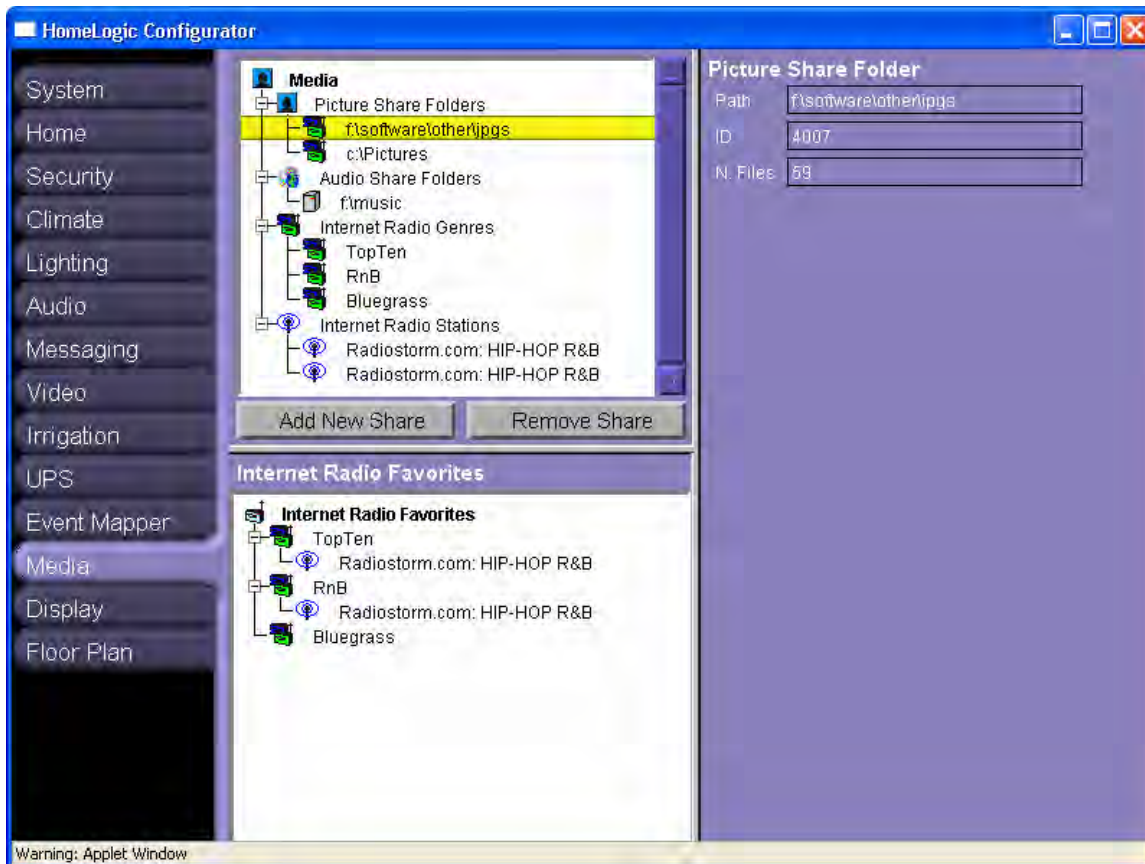


Figure 68: Media Tab with Shared Folders, Radio Genres, and Stations

In addition to pictures and audio, the **Media** tab can be used to add Internet radio station genres and stations by hand. Although stations and genres are normally added with the Viewer interface, the options in the **Media** tab of the Configurator allow you to set stations that do not appear automatically.

Add Images for the Screensaver

The screen saver feature of the Viewer cycles through the images in the picture folders when the interface is idle.

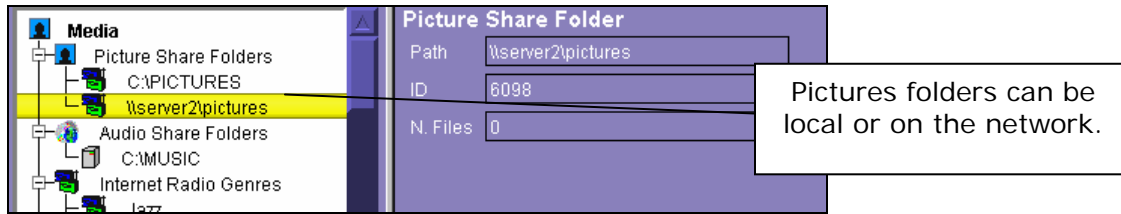


Figure 69: Media Tab with Local and Network Shared Image Folders

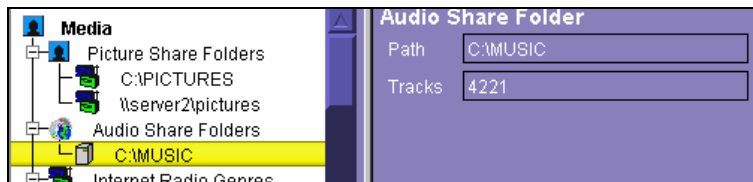
To add a folder for pictures, select **Picture Share Folders** in the tree structure on the **Media** tab, then click the **Add New Share** button. Type the full path to the folder, then click **OK**. A folder is added to the list.

The full path for the default picture folder is **C:\PICTURES**, as shown above. The full path to folders that are not on the **OneHome** Controller typically take the form **\\computer_name\shared_folder_name**.

The statistics for each folder appear on the right side of the window:

Add Audio Tracks for the MP3 Player

The audio features of the **OneHome** system rely on a digital audio collection stored in one or more shared folders on the network.



To add a folder for audio files, select the **Audio Share Folders** in the tree structure on the **Media** tab, then click the **Add New Share** button. Type the full path to the folder, then click **OK**. A folder is added to the list.

The full path for the default audio folder is **C:\MUSIC**, as shown above. As with the pictures, other folders on the network can be used in addition or instead.

Add Internet Radio Stations

The Internet radio feature of the **OneHome** system normally relies on radio station servers on the Internet to determine what radio stations are available. If you have a genre or a radio station that does not automatically appear in the Viewer, then use the Configurator to add the genre and station by hand.

Add New Genre

To add internet radio stations genres, select **Internet Radio Genres** in the tree structure on the **Media** tab, then click the **Add New Genre** button. Type in the desired genre name and click **OK**: the station is added to the list.

Add New Station

Before adding new stations, make sure you have the appropriate genres already in the tree structure above.

To add internet radio stations, select **Internet Radio Stations** in the tree structure on the **Media** tab, then click the **Add New Station** button. Select the genre where the station should appear and type a name for the genre. Click **OK**. The station is added to the list. Note that you can only add radio stations to the genres you create in the Configurator.

The following settings appear:

Radio Station	
Name	Radiostorm.com: HIP-HOP R&B
PLS Server	scastlb2.shoutcast.com
PLS Command	/sbin/shoutcast-playlist.pls?m=3

Figure 70: Internet Radio Station Parameters

Name	The station name, which appears in the station list of the Viewer.
PLS Server	The Internet address for the radio station server.
PLS Command	The command used to locate the appropriate audio stream.

To add a new internet radio station to the list, you need to obtain the Internet Address of the station's server and the command required to launch the audio stream.

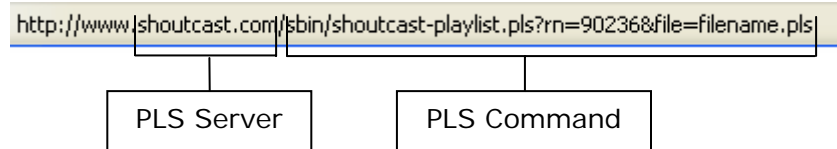


Figure 71: Information Required for Internet Radio

The above figure is a typical set of commands required to launch an internet radio station in the **OneHome** system.

Chapter 13. Customize the Viewer Skin

The **Display** tab is an advanced tool for configuring aspects of the Viewer interface. Using this tool, you can change colors, corners, buttons, tabs, and so forth. If you are interested in customizing the Viewer interface using this tool, contact HomeLogic for more information.

Chapter 14. Add Locations

Use the **Floor Plan** tab to add areas or locations in the home, which can be used to set where specific devices are located.

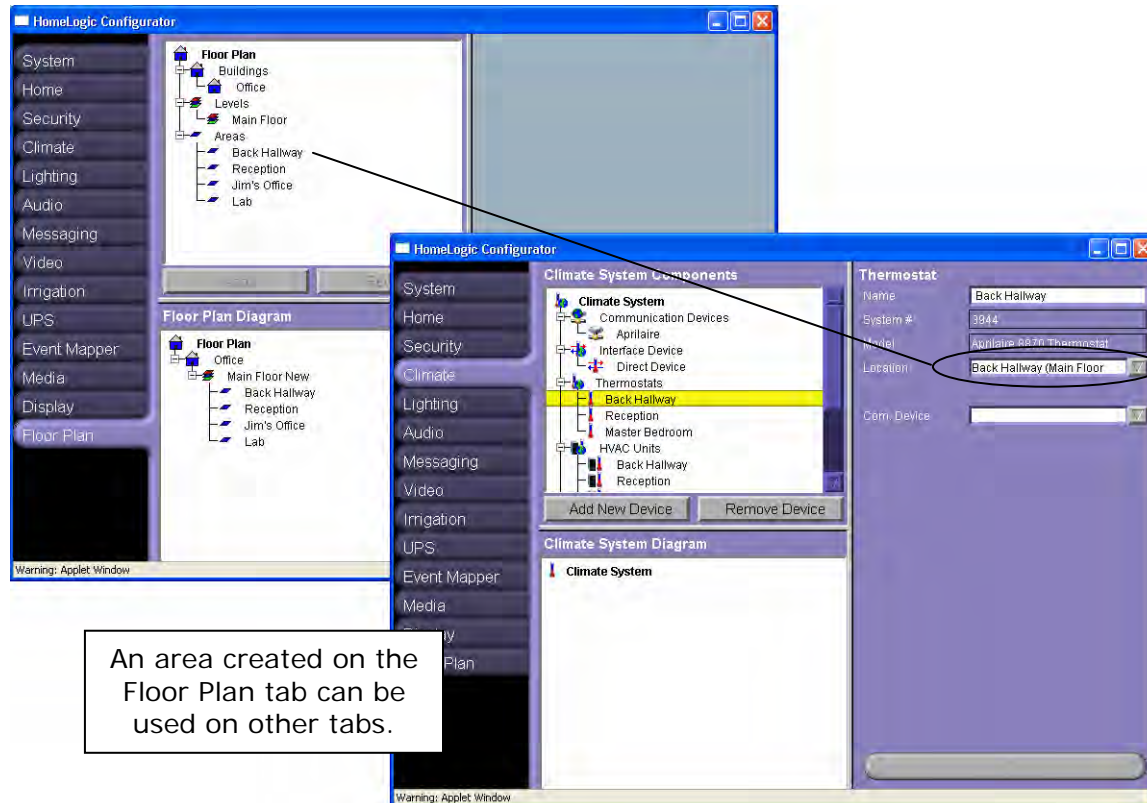


Figure 72: Use Locations on the Floor Plan Tab When Adding Devices

To add locations:

- **Add a building.** Select **Buildings**, in the tree structure on the **Floor Plan** tab, then click the **Add New Building** button. Specify a name for the building; the name should be descriptive, such as Home or Garage. Click **OK**. A new building is added to the list.
- **Add a level.** Select **Levels** and click the **Add New Level** button. Type a descriptive name for the level and select the building that the level is in. Click **OK**. The level is added to the list.
- **Add an area.** Select **Areas** and click the **Add New Area** button. Type a descriptive name for the area and select the level that the area is on. Click **OK**. The area is added to the list.

Index

A

About

Configurator, 7

OneHome Controller, 8

OneHome Viewer, 8

Access control, 24

Add Button button, 62

Address, lighting system and, 54

Admin mode for tablet, 26

Areas

Adding, 109

Audio Library

Hiding tabs, 28

Parameters for, 28

Sort artists using The, 28

Audio Share Folder, 104

Audio system

Audio Source, adding, 71, 72

Audio Zone, adding, 71, 72

Single-source controller, adding, 71, 72

Source, adding, 71, 72

Zone controllers, 70

Zone, adding, 71, 72

Zones, about, 70

Automatic detection of devices

Security tab, 33

Away mode

Defined, 11

B

Backing up the software, 23

Browser

Starting the Configurator using, 15

Buildings

Adding, 109

C

Cameras

Adding, 80

Parameters, 81

Change password of user, 24

Client connections, 29

Clients

data transferred to, 29

location of, 29

name of, 29

Climate system

Automating, 47

Communication devices and, 42, 90

Controlling multiple zones, 45

HVAC, adding, 45

Schedules and, 47

Specifying thermostats, 45

Start times, 47

Thermostat, adding, 43

Thermostats, changing order of in
Viewer, 44

Communication devices

Climate system, 42, 90

Defined, 11

Lighting system, 50

Security system, 34

Configurator

About, 7

Backing up, 23

Clients using, 29

Components, 30

Connections, 30

Device status, 31

Display tab, 107

Exceptions, 30

Floor Plan tab, 109

How to use, 16

Logs, 30

Media tab, 103

Modules, 25

Parameters for, 21

Remote users, 30

Security tab, 33

Setting the time, 22

Shortcut, 14

Software modules, 25

Software version, 23

Starting, 13, 15

System logs, 30

Touring, 16

User control, 24

- Users, log of, 30
- Version of, 23
- Window, 16
- Controlling multiple zones with one HVAC system, 45
- Controls Cooling parameter, 45
- Controls Fan parameter, 45
- Controls Heating parameter, 45

D

- Daily periods. *See* Periods
- Day in Each Program buttons, 47
- Del Button button, 62
- Desktop shortcut, creating, 14
- Device code, lighting system and, 54
- Device Status log, 31
- Devices
 - Communication status, 31
 - Data transferred to, 31
 - Log of, 30
 - Status of, 31
- Dimmer
 - Adding, 53
- Display tab
 - Using, 107

E

- Edit Text button, 62
- Empty Virtual Keypad, 61
- Event maps
 - Defined, 11
- Exceptions log, 30

F

- Face Color button, 63
- Floor Plan tab
 - Using, 109

G

- Gateway Software. *See* **OneHome** Controller
- Guest mode for tablet, 26

H

- Home mode
 - Defined, 11
- HomeLogic website, 15
- House code, lighting system and, 54
- HVAC system
 - parameters, 45

I

- Internet
 - Starting the Configurator using, 15
 - Starting the Configurator without access to, 13
- IP address
 - Climate system communication device and, 42, 90
 - Defined, 11
 - For the Configurator, 13
 - HomeLogic system, 13
 - Lighting system communication device and, 50
 - Remote clients and, 29
 - Remote users and, 30
 - Security system communication device and, 34
 - Video camera, 81
- Irrigation system
 - Groups, adding, 85
 - Watering groups, adding, 85
 - Watering zones, adding, 86
 - Zones, adding, 86

J

- Java applet
 - Configurator and, 7
 - Defined, 11

K

- Keypad Designing, 61
 - Add a button, 62
 - Change button color, 63
 - Change button shape, 62
 - Change text color, 63
 - Copy a button, 63

- Edit button text, 62
 - Make a button rounded, 62
 - Make a button square, 62
 - Move a button, 62
 - Remove a button, 62
 - Reposition a button, 62
 - Resize a button, 62
 - Keypads
 - Changing order of in Viewer, 64
 - Creating new, 61
 - Defined, 11
 - L**
 - Levels
 - Adding, 109
 - Light switches
 - Adding, 53
 - Automating, 65
 - Panic button, 57
 - Parameters, 54
 - Scene button, 57
 - Start times, 65
 - Testing, 54
 - Toggle button, 57
 - Lighting system
 - Address of switch, 54
 - Automating, 65
 - Communication devices and, 50
 - Controller, adding, 51
 - Create a new keypad, 61
 - Dimmer, adding, 53
 - House and Device codes, 54
 - Keypads, changing order of in Viewer, 64
 - Schedules and, 65
 - Sniffer, 53
 - Start times, 65
 - Switch, adding, 53
 - Testing switches, 54
 - Location information, 21
 - Locations
 - Adding, 109
 - Logs. *See* System logs
 - M**
 - Media tab
 - Add audio folder, 104
 - Add songs for internal MP3 player, 104
 - Using, 103
 - Messaging system
 - Configure, 76
 - Messages, 76
 - Phone system, add, 76
 - PIN, 76
 - Modes
 - Defined, 11
 - Modules, adding and removing, 25
 - MP3 players
 - Add audio tracks, 104
 - O**
 - OneHome Configurator.** *See* Configurator
 - OneHome Controller**
 - About, 8
 - Restarting, 23
 - Software version, 23
 - Updating software, 23
 - OneHome Viewer.** *See Also* Viewer
 - About, 8
 - P**
 - Panels. *See* Security system
 - Panic button
 - Add to keypad, 57
 - Defined, 57
 - Parameters
 - Access Control, 24
 - Audio Library, 28
 - Audio share folder, 104
 - Climate system communication device, 42, 90
 - How to set, 18
 - HVAC system, 45
 - Irrigation controller, 84
 - Light switches, 54
 - Lighting controller, 52
 - Lighting system communication device, 50
 - Security panels, 36
 - Security partitions, 37
 - Security system communication device, 34
 - Security zones, 40
-

- Single-source audio systems, 71, 72
 - System time, 22
 - Video cameras, 81
 - Partitions
 - Defined, 11
 - Passwords, changing, 24
 - Paste Set button, 63
 - Periods
 - Climate system, 47
 - Defined, 11
 - Lighting system, 65
 - Phone system
 - Add, 76
 - Port number, 21
 - Defined, 11
 - Video camera, 81
 - Programs
 - Climate system, 47

 - R**
 - Radius - button, 62
 - Raduis + button, 62

 - S**
 - Scene button
 - Add to keypad, 57
 - Defined, 57
 - Scenes
 - Defined, 12
 - Schedules
 - Climate system, 47
 - Defined, 12
 - Lighting system, 65
 - Security devices. *See* Security system
 - Security panels. *See* Security system
 - Security system
 - About, 33
 - Add areas to partitions, 37
 - Add zones to partitions, 40
 - Communication devices and, 34
 - Display partition in Viewer, 37
 - Panels, adding, 35
 - Panels, changing order of in Viewer, 38
 - Partitions, adding, 35
 - Zones, adding, 39
 - Security tab. *See Also* Security system
 - Automatic detection of devices, 33
 - Using, 33
 - Security zones. *See* Security system
 - Set the time, 22
 - Sharable audio folder, 104
 - Shortcut, creating, 14
 - Single-source audio systems
 - configuring, 71, 72
 - parameters, 71, 72
 - Sleep mode for tablet, 26
 - Sniffer, 53
 - Software
 - Modules, 25
 - Updating, 23
 - Version, 23
 - Songs. *See* Media tab
 - Source Volume, 71, 72
 - Starting the Configurator, 13
 - Using the Internet, 15
 - With a desktop shortcut, 14
 - Without Internet access, 13
 - Surveillance cameras
 - Adding, 80
 - Parameters, 81
 - System Commands
 - Defined, 12
 - System Components log, 30
 - System logs, 30
 - Connections Log, 30
 - Exceptions Log, 30
 - System Components Log, 30
 - System tab, 21

 - T**
 - Tablet
 - Add audio tracks for internal MP3 player, 104
 - Administrator mode, 26
 - Camera page, adding, 80
 - Defined, 12
 - General options for, 26
 - Guest mode, 26
 - Irrigation zones, adding, 85, 86
 - Sleep mode, 26
 - Text color button, 63
 - Thermostats
-

- Adding, 43
- Automating, 47
- Changing order of in Viewer, 44
- Specify HVAC unit to use, 45
- Start times, 47
- Time, setting, 22
- Toggle button
 - Add to keypad, 57
 - Defined, 57
- Tree View
 - Defined, 12
- Triggering Events
 - Defined, 12

U

- User control, 24
- Users
 - Adding, 24
 - Current, 29
 - Passwords, changing, 24

V

- Vacation mode
 - Defined, 12
- Version control, 23
- Video cameras
 - Adding, 80
 - IP address, 81
 - Parameters, 81
 - Port number, 81
- Video system
 - Cameras, adding, 80
 - Cameras, changing order of in Viewer, 82
- Viewer
 - Add audio tracks for internal MP3 player, 104

- Audio Library parameters, 28
- Audio Library, hide tabs, 28
- Audio Library, sort artists using The, 28
- Audio Zone tab, hiding, 71, 72
- Camera page, adding, 80
- Cameras, Changing order of, 82
- Climate control schedules, 47
- Cooling button, adding, 45
- Defined, 12
- Design a keypad, 61
- Display security partition in Viewer, 37
- Fan button, adding, 45
- Heating button, adding, 45
- HVAC Controls, adding, 45
- Irrigation pages, adding, 85
- Irrigation zones, adding, 86
- Keypads, changing order of, 64
- Lighting schedules, 65
- Messages tab, 76
- Mode Controls, adding, 45
- Security panels, 35
- Security panels, changing order of, 38
- Thermostats, adding, 43
- Thermostats, changing order of, 44

Volume, audio, 71, 72

W

Weekly programs. *See* Programs

Z

- Zip Code, 21
- Zones
 - Audio system, 70
 - Defined, 12
 - Irrigation system, 86
 - Security system, 39

