LumaEdit HTML Help

This help file has many chapters from menu-based and function-based. There are two big studies. One is the station edition and the other is project file composition.

The station edition has three functions for D8000, D4200 and CombineClosure stations. Based on those station files and a group of NPC, you can make the building file (BLG)

☐ **Introduction** ⌐

☐ **Menu Help** ⌐

☐ **Projects** ⌐

☐ **Station Memory Transfer** ⌐

☐ **D8000 Editor** ⌐

☐ **D4200 Editor** ⌐

☐ **CombineClosure Editor**

☐ Back   ☐ Home   ☐ Online support

Introduction

LumaEdit is an authoring tool used to create or modify the functionality of the D4200 LCD and the D8000 series of architectural control stations.
It is an "off-line" editing program for uploading or downloading information to the control stations in the lighting system.
The latest one has CombineClosure authoring tool, too.

It can also detect and inventory devices in the lighting system network.

Communication to the lighting system is through a network connection or through an RS-232 serial connection.

The network connection is accomplished by using an NPC or DLR interface.
It is connected to the computer network through a 10base-T Ethernet port. And 2 ports (A and B) are provided to connect to 1 or 2 LumaNet runs.

Using RS-232 requires either the LumaEdit serial interface wall station or the DLR interface to connect to 1 LumaNet run.
The cable between the computer and the interface is a 9-pin male/female straight-through type.

LumaEdit is used to program the following devices:

   D8000 series control stations
   D4200 LCD control stations
   CombineClosure control stations

The following interfaces are used to communicate with the lighting system:
   DLR interface (surface mount) provides RS-232 and Ethernet ports
   LumaEdit RS-232 serial interface (1-gang wall box)
   NPC XP (19 rack mount)
   NPC wall mount (4-gang wall box)

System requirements:

   PC with Pentium 233 MHz or higher processor, Pentium III recommended

   Windows® 98, NT, 2000 or XP operating system (International English versions only)
   Not compatible with double-byte character set versions (Chinese, Japanese, Korean)
   Minimum 32 MB of RAM for Windows® 98 and NT
   Minimum 64 MB of RAM for Windows® 2000 and XP (128 MB recommended)

   200 MB of available hard-disk space (with data)
   CD-ROM drive
   Super VGA (800 x 600) or higher with 256 colors
   Mouse or other pointing device
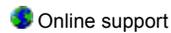   Serial port for the LumaEdit RS-232 or DLR interfaces
   RJ-45 Ethernet port for all other interfaces

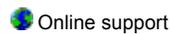◀Back   🏠 Home   🌐 Online support

Menu Help

☐ **File** 📄

☐ **Project** 📄

☐ **Station** 📄

☐ **View** 📄

☐ **Window** 📄

☐ **Help** 📄

◀Back   🏠 Home   🌐 Online support

File Menu

☐**New**: Creates a new station file. Click to display a list of available station types. Available type are dictated by the *.PNL files in the application folder. Select a station from this list and the user will be prompted for a new LDT file name. Enter a name and the station will be displayed in a new graphical editor window. Click Cancel is either window to abort the operation.

☐**Open**: Opens an existing LDT (source) or LDA (compiled) station file. New dialog box shows D8000, D4200, and CombineClosure buttons. When you click the button, the selected LDA or LDT files lists up. (LDT is only available for D8000)

 LDT files contain the station program source stored as ASCII text. File contents are described in ASCII text definitions

 LDA files are the compiled binary image that is stored in the station's EEPROM.

☐**Save**: Click to save the contents of the currently active station editor window. Always saves the LDT and the LDA files together to keep them synchronized.

☐**Save As**: Click to save the currently active station editor to a new file name, will prompt for overwriting if the new name already exists.

☐**Close**: Click to close the currently active station editor window. Will prompt to save if changes have been made since the last save.

☐**Recent open files**: Between the menu separator lines, there may be up to 5 file names of the most recently accessed station files. Click to open one.

☐**Configuration**: This will open a dialog to allow changing various program options like project folder and data folder setup.

☐**Exit**: Click to close the program. The user is prompted to save any unsaved station files or project data.

☐ Back   ☐ Home   ☐ Online support

Project Menu

☐**New**: Creates a new project file (*.BLG). User is prompted for a new project name, and also if a new project folder should be created in the Projects folder. Multiple project files may be stored in the same project folder.

☐**Open**: Open an existing project file. Only 1 project may be opened at any one time, if a project window is currently open, it will be closed first,

the user will be prompted to save if it has any unsaved changes.

☐**Save**: Saves all the information for the currently displayed project.

☐**Save As**: Saves the displayed project to a new file name. The user is prompted to overwrite if the new name already exists.

☐**Close**: Closes the project window. The user will be prompted to save if it has any unsaved changes.

☐**Recent open files**: Below the menu separator lines, there may be up to 5 file names of the most recently accessed project files (BLG). Click

to open one.

◀Back   🏠 Home   🌐 Online support

Station Menu

☐**READ Program From Station**: This opens the **Station memory transfer dialog** to read (download or receive) the lighting program from the station's EEPROM to an LDA file on the PC. When complete, the dialog will close and the editor window will open. If there are no editor windows open or an editor window is not currently active, then the user must enter the station net ID number and a file name before reading. If an editor window is currently active, it's station net ID number and file name will be used, and the user will be prompted to overwrite the current file.

☐**WRITE Program To Station**: This opens the **Station memory transfer dialog** to write (upload or send) the lighting program in the currently active station editor window to the station's EEPROM. After writing, the user is prompted to reset the station, select Yes to reset and use the new program data. When complete, the dialog is closed.

☐**FTP**: This will display the following 2 menu selections. They are the original means of reading/writing the station program memory. This is a slower transfer method and uses only the network connection, RS-232 is not supported. This method reads the entire 32K/128K of station EEPROM memory.

   ◆ **READ Program From Station**: Opens the FTP transfer dialog for reading from the station.

   ◆ **WRITE Program To Station**: Opens the FTP transfer dialog for writing to the station.

◀Back   🏠 Home   🌐 Online support

View Menu

Enabled only when in an station editor window

☐**Graphical Editor**: Click to display the graphical station program editor. It's appearance is defined by the PNL file specified in the station properties 'Type' box.

☐**Text Editor**: Click to display the ASCII text editor window. This is the LDT file contents. See ASCII text definitions for command syntax and descriptions.

◀Back   🏠 Home   🌐 Online support

Window Menu

☐**Cascade**: Click to rearrange all open windows from the upper-left of the program window diagonally down and to the right, so that all the title bars are visible.

☐**Tile Horizontal**: Resize and rearrange all open windows so they are one above the other down the program window.

☐**Tile Vertical**: Resize and rearrange all open windows so they are side by side across the program window.

☐**Arrange Icons**: Rearrange any minimized windows to the lower-left of the program window.

☐**Available windows list**: All open windows will be displayed after the menu separator line. Click on one to jump to that window.

◀ Back   🏠 Home   🌐 Online support
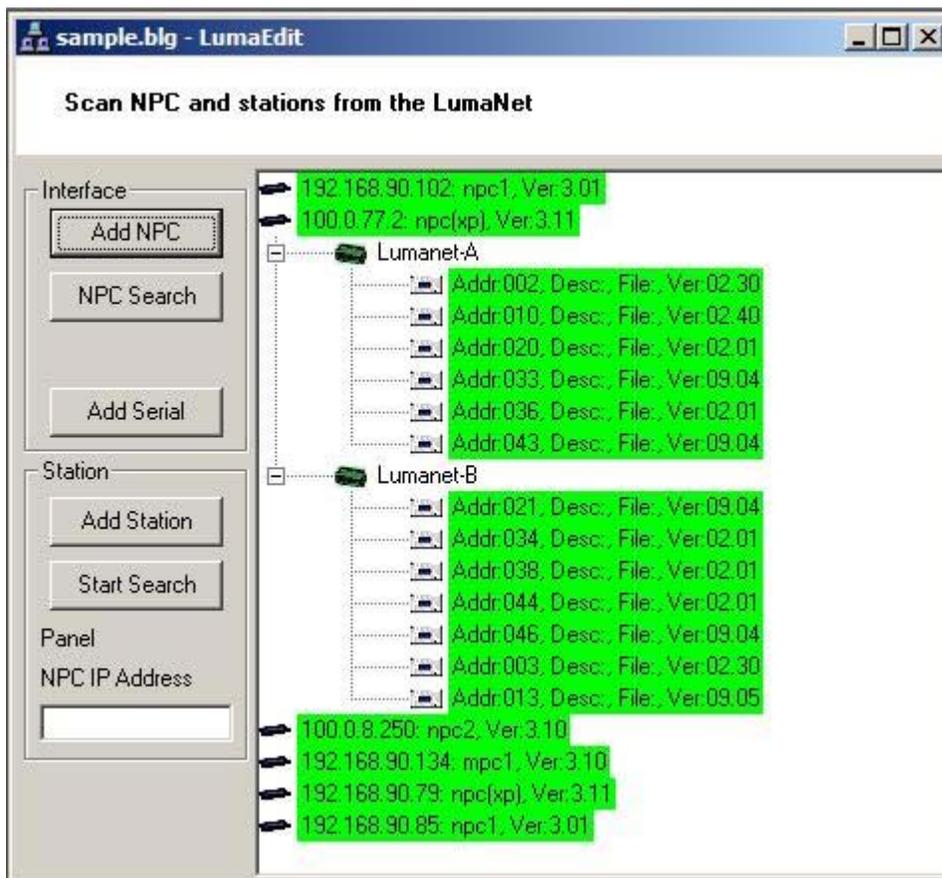
Help Menu

☐**Contents**: Load this HTML help file and open the first page.

☐**About LumaEdit**: Show the application version and other information.

◀ Back   🏠 Home   🌐 Online support

Projects

The project window displays a visual inventory of available lighting system devices.
Devices can be automatically searched for (discovered), or can be added manually.

Add NPC: Press to manually add an NPC object to the map. User will be prompted for the IP address of the NPC.

NPC Search: Press to begin an automatic search of all available NPCs currently attached and operating on the Ethernet connection. NPCs are discovered by listening for special UDP packets broadcast from each NPC approximately every minute. When pressed, all NPCs in the map will turn red, as those NPCs are detected, they will turn green again, indicating an on-line status.

Add Serial: Press to manually add an RS-232 serial interface to the map.

Add Station: Press to manually add a control station to the map. A dialog will appear prompting for station type, net id number and file name. An NPC object or a Serial object must be selected to enable this button.

Start Search: Press to begin searching for control stations attached to the currently highlighted interface object. An NPC object or a Serial object must be selected to enable this button.

NPC IP Address: Displays the IP address of the currently selected NPC.

Double-clicking on a station object in the map display will open the file specified, if the file does not yet exist, the user will be prompted to read it from the station memory.

Right-clicking on map objects will display a pop-up menu of available operations for that object.

◀ Back   🏠 Home   🌐 Online support

Station Memory Transfer
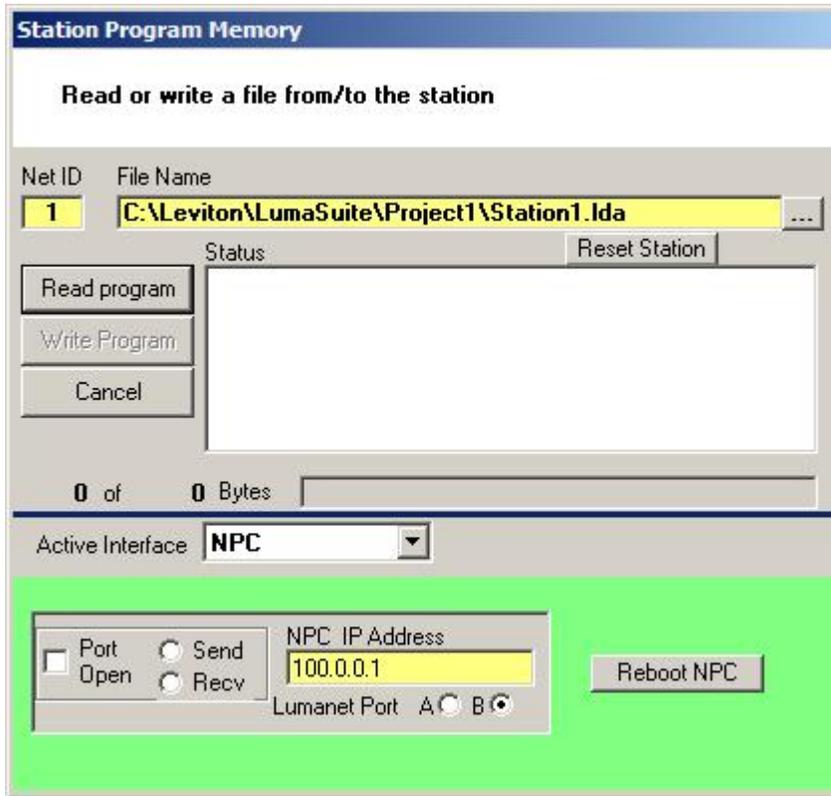
Net ID: Specify the LumaNet network ID number (address) of the station, valid numbers are 1-254. If this dialog is launched from an open editor, the Net ID will be filled in automatically.

File Name: Specify the file name of the compiled station program data (LDA file). If this dialog is launched from an open editor, the file name will be filled in automatically.

"..." button: Browse button, press to browse for an existing file or enter a new file (READ operation only).

READ program from station: Press to begin reading from the station EEPROM memory to the PC. The status box will show 'Starting upload..' and the progress bar will grow from left to right indicating transfer progress. The data is in a compiled form and is stored as a *.LDA file

WRITE program to station: Press to open the LDA file and record it to the station EEPROM memory. The status box will show 'Starting upload..' and the progress bar will grow from left to right indicating transfer progress.

Cancel: Press to abort transfer operation and close the dialog. If a READ is in progress, the LDA file may be corrupt and is deleted.

Status: Displays the transfer status messages. Will show any errors encountered. The most recent message is at the top of the list, and scroll downward.

Reset Station: Press to send a reset command to the station ID specified.

☐**Active Interface**: Click to display a drop-down list of available lighting system interfaces. Current interfaces are the NPC and RS-232 Serial.
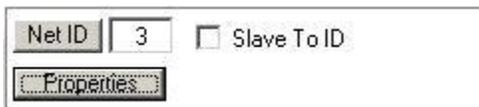
◀Back   🏠Home   🌐Online support

D8000 Editor

☐ **Station Properties Dialog** 📄

☐ **Button Properties Dialog** 📄

☐ **Sliders Properties Dialog** 📄

☐ **Customized Buttons/Sliders Dialog** 📄

☐ **Button Action Commands** 📄

☐ **ASCII Text File Command Definitions** 📄

☐ **Station NET ID Dip Switch Setting** 📄

◀Back   🏠Home   🌐Online support

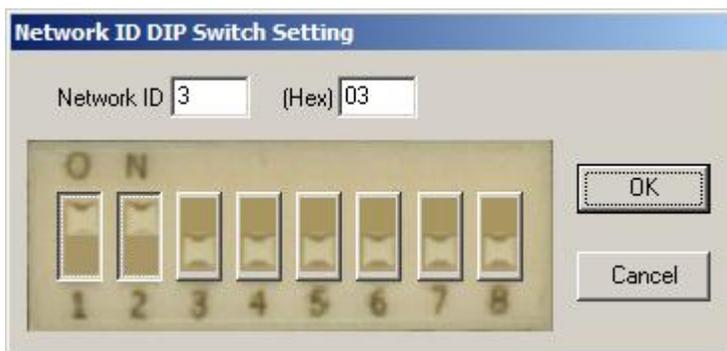### Station Properties Dialog

Station properties dialog

Net ID [3]   ☐ Slave To ID
[Properties]

Net ID: The station fixed network ID number, can be 1-254.

(Note: ID's 0 and 255 are allowed, but are reserved for special functionality.)

Click the Net ID button or double-click the Net ID box to display the Network ID dialog.

Network ID DIP Switch Setting

Network ID [3]   (Hex) [03]

Enter the network ID number (decimal 1-254) in the Network ID box.
Or, enter the network ID number (hexadecimal 1-FE) in the (Hex) box.
Or, click the DIP switch levers to set the network ID number (left-hand binary).

When one format is changed, the others update to reflect the ID number in that format.

Click OK to close the dialog and use the new ID number.

Click Cancel or press the Escape key to close and abort changes.

Slave To ID: Enabled when the box is checked. The network ID of this station's master, can be 1-254. Will be equal to Net ID when this station is a master.

Memory Used: Displays the percentage used of available station program memory. (Current version does not support)

Click the Properties button to expand the station properties dialog.

Station Type: This defines the station type (Entry, LCD, Slider) and number and location of button/sliders. This is the name of the *.PNL file without the extension. PNL files are located in the application folder.

Customize Buttons/Sliders: This is enabled for Entry and Slider stations only. Click to open the Customize Buttons/Sliders dialog.

Channel Level Format: Determines how dimmer levels are displayed and interpreted in commands, 0-100% (default) or decimal 0-255.

Total Program Pages: Total number of pages defined, can be 0 – 255. 0 is for slave operation only.

Default Startup Page: This sets the default power-up page number for the station, this will be the first page used/displayed when the station is powered-up or after a station reset.

Enable Button/Slider Remapping: Used in slave mode only. If checked, each button or slider can be mapped (re-directed) to the button indicated in 'Map To Master Station Button' in the button properties dialog or the slider indicated in 'Map To Master Station Slider' in the slider properties dialog. This allows stations of different types to have a logical master/slave relationship.

Enable IR Input: If checked, station will receive input from an IR remote transmitter. If unchecked (default) station does not allow IR input.

Click the 'Behavior' tab to display properties that control functionality of the station.

Idle Timeout Period: This sets the time that a station remains in the unlocked condition (if used). This time is also used in the EDIT screen (LCD versions only) to exit the EDIT screen and to return to the default page after no button has been pressed for this period (if these features are enabled). This time may be set from 30 seconds to 10 minutes (5 minutes is the default).

Return to default page after timeout: If checked, the station will return to it's default page number after no button has been pressed for the idle timeout period.

Heartbeat on LED: If checked, the selected button LED will flash once briefly every selected time period. The period may be 2, 20, 20 or 30 seconds.

Remember LED status for each page: If checked, the selected scene(s) for each page are stored and recalled as the station moves from page to page.

Echo commands to sub-slaves: If checked, slave stations echo their information to stations that are slaved to them (sub-slaves). This is normally unchecked to prevent undue network traffic.

On Station Startup' frame ...

Show diagnostic LEDs: Select this to display diagnostic numbers on the stations LEDs during the network startup period. LEDs will clear after the network successfully boots. If there is a problem booting, the LEDs will indicate the 'boot-phase' that the process stopped at.

Clear LED status table: Select this to clear the memory used by the 'Remember LED status for each page' feature. If this memory is not cleared, the station may indicate incorrect scene buttons after a system reset.

Press Button: If checked, the station will press the selected button after a station power-up or reset. This button will not be pressed after a network 'break' however.

Enable fade time editing: If checked, the station will allow editing of the fade time when in the scene editing screen (LCD station only).

Allow multiple fade times: If checked, the station will show the fade time associated with each channel or group of channels when in the scene editing screen (LCD station only). If unchecked, only the first fade time encountered in the scene is editable, and becomes the global fade time for all channels in the scene.

Click the ''Security' tab to display properties that control lock-out features of the station.

Softlock and Keylock are used to enable/disable input from the IR, Buttons and Sliders on the station. LumaNet commands received by the station are still executed. This allows remote or administrative control of any station in a locked system. If a master is locked and it's slave is unlocked, the slave will still operate. The slave must also be locked for both stations to be locked. Each station in a system, whether master or slave, must be locked individually. All stations on a run can be locked simultaneously by sending a lock command addressed to id 255 (id 255 is for broadcast).

Enable Softlock: When checked, softlock features are available. When unchecked, the station ignores all softlock commands and can never be softlocked. This is normally used to allow a 'panic' station.

Inside the "Softlock" frame...

Softlock Level: This is the softlock threshold level of the station. When a softlock command is received by the station, the command level is compared to this threshold level to determine the lock state. When the received softlock command level is equal to or greater than this level, the station is locked. If any buttons have an individual softlock level greater than this level, they will remain active.

0 = station does not softlock, although buttons can still softlock individually,
1-254 = station lock level (1 is lowest, 254 is highest),
255 is not valid.

"allow while locked" ...

IR Input: If checked, station will allow IR input when softlocked. This is ignored if the station receives a softlock command level = 255.

Buttons: If checked, station will allow button presses when softlocked. This is ignored if the station receives a softlock command level = 255.

Sliders: If checked, station will allow slider input when softlocked. This is ignored if the station receives a softlock command level = 255.

Enable Keylock: If checked, station allows input from the Keylock port (pin-6 of the LumaNet connector). If pin-6 is low (less than 0.5 volts or grounded) station is locked, if pin-6 is high (2-5 volts) station is unlocked. The Keylock has priority over softlock, so when keylocked, the station cannot be unlocked with a softlock command, even if the 'Never Softlock' box is checked.

Inside the "Keylock" frame...

Press Button on Lock: If a button number is selected, it will be pressed when the Keylock is turned to the 'Locked' position.

Press Button on Unlock: If a button number is selected, it will be pressed when the Keylock is turned to the 'Unlocked' position.

"allow while locked" ...

IR Input: If checked, station will allow IR input when keylocked.

Buttons: If checked, station will allow button input when keylocked.

Sliders: If checked, station will allow slider input when keylocked.

Inside the "LCD Security Codes" frame ... (Visible on LCD stations only)

Level 3: This is the LCD menu button press sequence to enter for level-3 security access (highest or most secure).

Level 2: This is the LCD menu button press sequence to enter for level-2 security access.

Level 1: This is the LCD menu button press sequence to enter for level-1 security access (lowest or least secure).

LCD menu buttons are numbered 1-4 (left side, top to bottom) and 5-8 (right side, top to bottom). "0000" or blank means no code is needed.

Edit screen security level: This controls access to the EDIT screen. Blank means no security prompt, 1-3 means prompt for level 1-3 access to enter the EDIT screen.

◄ Back   🏠 Home   🌐 Online support
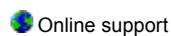
Button Properties Dialog

Button properties dialog.

Current button number is displayed in the upper-left corner of the dialog.

Single Press: (default) When selected, the dialog displays 1 action list. Each time this button is pressed, the commands in the action list are sent by the station.

Toggle Press: When selected, the dialog displays 2 action lists labeled "Press-1" and "Press-2". The first time this button is pressed, the commands in the "Press-1" list are sent and the LED for this button will turn on, the next press will send the commands in the "Press-2" list and the LED will turn off. Further presses will toggle between press-1 and press-2. LED commands in the lists are not needed and are ignored in the this mode.

Press/Release: When selected, the dialog displays 2 action lists labeled "Press" and "Release". When the button is pressed and held, the commands in the "Press" list are sent, when released, the commands in the "Release" list are sent.

Enable IR Button: If checked, the IR remote button number selected will activate this station button. "Allow IR Input" in the station properties dialog must be checked to enable this control.

Button Is Recordable: If checked, this button's LED will flash, allowing it to be selected when entering the CONFIG or SNAPSHOT recording modes.

Use Zone Matching: If checked, this button operates in the 'take control' mode, the dimmer channels in the scene are matched to the current system dimmer levels. If the raise or lower buttons are pressed, the scene fades from it's current level.
If unchecked (the default) this button operates in the 'force control' mode, the scene channel levels are set to the levels programmed in the button. This may cause the lights to 'jump' from their current levels to the button's programmed levels.

Softlock Level: Sets the softlock threshold level for this button. 0 = this button locks when the station softlock. 1-254 = this button locks when a received softlock command level is equal to or greater than this number, this allows individual buttons to lock before the entire station is locked, such as locking only the REC buttons on stations. 255 is invalid. If this number is greater than the stations softlock level ("Softlock Level" in the

station properties dialog), then this button will remain active when the station locks (until the command softlock level is equal to or greater than this level). If this level is greater than zero, it will be affected by the received softlock command even if the station softlock level is zero.

Security Level: LCD stations only. If 1-3, station prompts for that security level sequence when the button is pressed.

Map To Master Station Button: Slave mode only. When 1-15 is selected, map this button to the selected button of this station's master. "Enable Button/Slider Remapping" in the station properties dialog must be checked to enable this control.

Action List: This is the list of LumaNet commands that will be sent when this button is pressed. This will be 2 lists for the "Toggle Press" and "Press/Release" modes. Click once to highlight a command. Double-click to edit that command. Right-click or press the [Ins] key to display a pop-up list of available commands. Multiple commands may be highlighted by holding the [Ctrl] key while selecting (for DEL and COPY).

Add: Press to display a pop-up list of available commands to add to the action list, double-click or press [Enter] to select a command.

Edit: Press to edit the currently highlighted command in the action list.

Del: Press to delete the currently highlighted command in the action list.

Copy: Press to copy the currently highlighted command to the "Copy List". If no commands are highlighted, all the commands are copied. If 2 action windows, uses the currently active window (indicated by a white background).

Paste: Press to copy the commands in "Copy List" to the action list.

Back   Home   Online support

Slider Properties Dialog
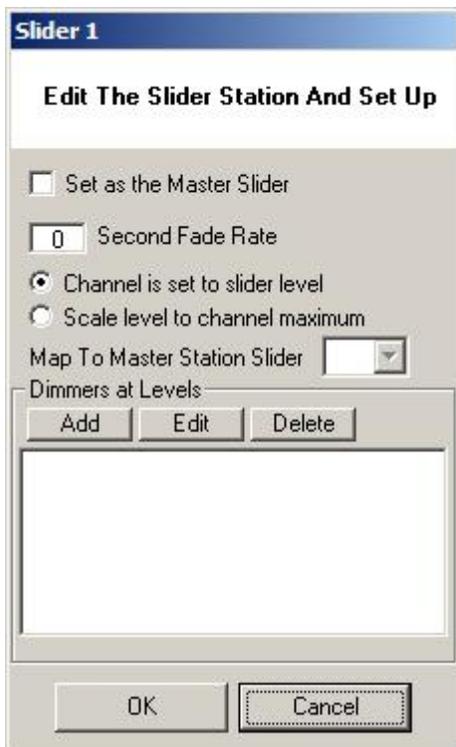
This is the Master Slider: If checked, this slider functions as the master slider for the station, all other parameters are ignored. All the other slider levels are scaled to the current level of this slider. Any slider may be designated as the master. Each station can have only 1 master slider.

Fade Rate: Fade rate in seconds (0-255) from last slider movement to final lighting level.

Channel is set to slider level: (default) If selected, each channel level is calculated from the actual slider level. The @level values are ignored.

Scale level to channel maximum: If selected, each channel level is calculated from the actual slider level scaled by the @level value. So if the slider is at 100% and @75 is specified, the final level will be 75%. If the station has a master slider, this level will then be scaled further by the master level.

Map To Master Station Slider: Slave mode only. When 1-15 is selected, map this slider to the selected slider of this station's master. "Enable Button/Slider Remapping" in the station properties dialog must be checked to enable this control.

Dimmers at Levels: This list determines the channel(s) and maximum level(s) controlled by this slider. The @level value is optional and is used only when 'Scale level to channel maximum' is selected.

Add: Press to add an entry to the list. An edit box will appear over the 3 buttons in which to type the channel(s)@level data, press [Enter] when done, the box will disappear and the entry will be added to the list.

Edit: Press to edit the currently highlighted entry in the list. The user may also double-click or press [Enter] on a list entry. An edit box will appear over the 3 buttons in which to type the channel(s)@level data, press [Enter] when done or [Escape] to cancel edits.

Delete: Press to delete the currently highlighted entry in the list.

◀ Back   🏠 Home   🌐 Online support

Customized Buttons/Sliders Dialog

This allows a standard station type to be modified to display the appropriate controls for a custom station. By default, all available controls are checked.
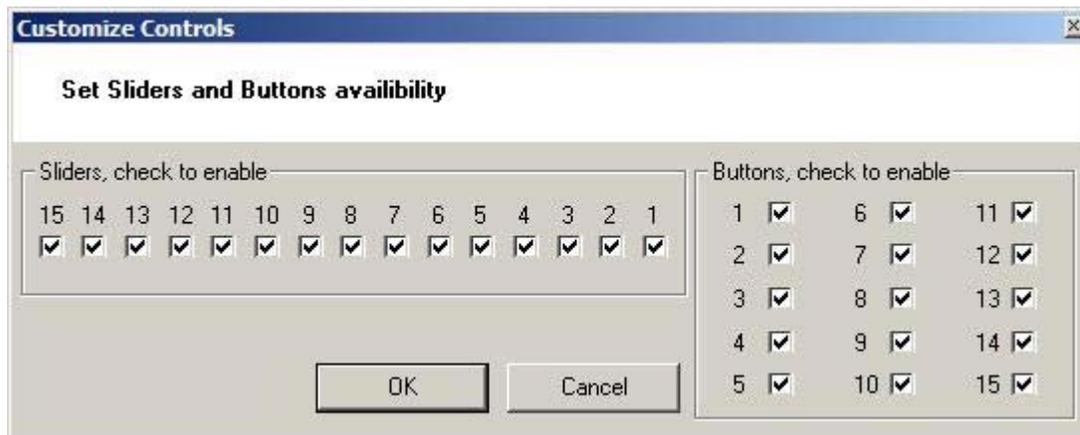
Sliders, check to enable: Displays the available sliders for this station type. All 15 possible sliders are shown, only available sliders are enabled, active sliders are checked. Uncheck any sliders that are not physically on the custom station.

Buttons, check to enable: Displays the available buttons for this station type. All 15 possible buttons are shown, only available buttons are enabled, active buttons are checked. Uncheck any buttons that are not physically on the custom station.

OK: Press to apply changes and refresh the screen to show new control layout. This information is saved with each station data file and is stored in the station's EEPROM.
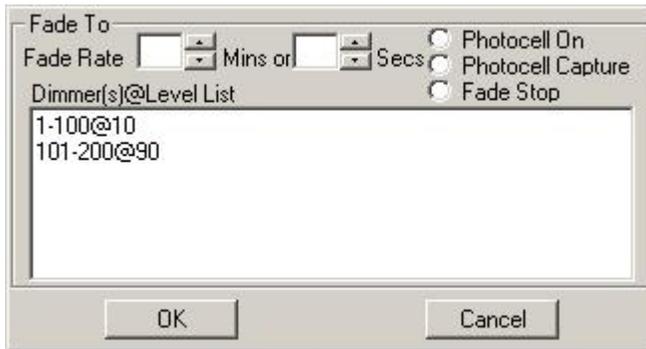
Cancel: Press to cancel all changes.

◀ Back   🏠 Home   🌐 Online support

Button Action Command

FADETO editor

Fade Rate Mins: Fade rate in minutes (0-192). Enter a value in the box or press the up/down buttons to increment/decrement the value. When non-zero, the Seconds box will be empty.

Fade Rate Secs: fade rate in seconds (0-59). Enter a value in the box or press the up/down buttons to increment/decrement the value. When non-zero, the Minutes box will be empty.

Photocell On: Enables a photocell input to control the levels for these channels, @levels will be ignored.

Photocell Capture: Enables photocell capture mode for these channels, @levels will be ignored.
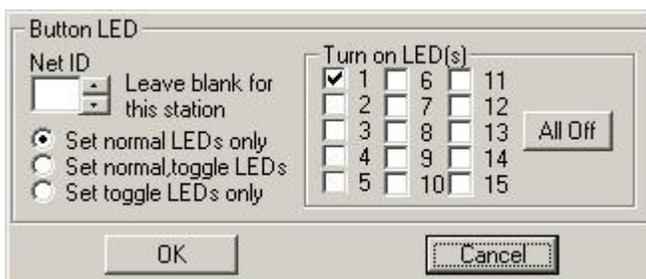
Fade Stop: Any channels in the list that are currently fading, will stop at their current levels.

Dimmer(s)@Level List: Type the desired channel(s)@level entries directly into this box. 1 or more entries may be entered, separate each entry with a comma [,] or place each entry on separate lines.

OK: Press to accept changes.

Cancel: Press to cancel any changes.

LED editor

Net ID: Leave blank to default to this station's network ID, or set to target station network ID (1-254).

Set normal LEDs only: Select this to turn on/off only the LEDs of 'Single Press' and 'Press/Release' buttons. 'Toggle Press' button LEDs will not be affected.

Set normal, toggle LEDs: Select this to turn on/off LEDs of all button types.

Set toggle LEDs only: Select this to turn on/off only the LEDs of 'Toggle Press' buttons. 'Single Press' and 'Press/Release' button LEDs will not be affected.

Turn on LED(s): Select the LED(s) to illuminate. One or more LEDs may be selected. Click the 'All Off' button to turn off all LEDs. Will default to LED of current button.

OK: Press to accept changes.

Cancel: Press to cancel any changes.

☐**SOFTLOCK editor**

Net ID: Set to target station network ID (1-254).

Softlock Level: Target station will use this value as its new current softlock level.

0 = Completely unlock station.
1-254 = Station will lock if it's value is at or below this value.
255 = Lock station and ignore all lock overrides (IR, Buttons, Sliders).

All Stations: Check this to broadcast this command to all stations. This sets the ID to 255 in the LDA file.

OK: Press to accept changes.

Cancel: Press to cancel any changes.

☐**Change Page editor**

Net ID: Leave blank to default to this station's network ID, or set to target station network ID (1-254).

Change to Page: Target station will change to this page number (1-255), if defined on that station.

OK: Press to accept changes.

Cancel: Press to cancel any changes.

☐**Remote Snapshot editor**

Net ID: Set to target station network ID (1-254).

Snapshot this Button: Will initiate a snapshot of the current light levels into this button. Button must have at least 1 FADETO command in its action list. Only channel number in the FADETO commands will be affected, no channels are added. This is equivalent to pressing the snapshot button on the target station itself.

OK: Press to accept changes.

Cancel: Press to cancel any changes.

Link/Unlink Rooms editor

Link Rooms: When selected, this command will link 2 rooms.

Unlink Rooms: When selected, this command will unlink 2 rooms.

From Room#: Enter the first room number (1-255).
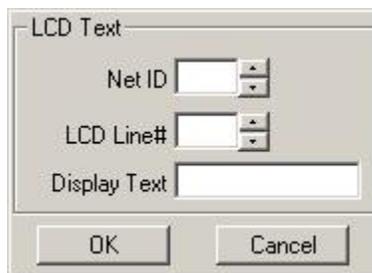
To Room#: Enter the second room number (1-255). This should not be the same as the first room.

OK: Press to accept changes.

Cancel: Press to cancel any changes.

This command requires an 'NPC' or a 'Contact Closure' unit to be present in the system.

LCD Text editor

Net ID: Leave blank to default to this station's network ID, or set to target station network ID (1-254).

LCD Line#: LCD line number on target station. 1-4 are left side, top to bottom. 5-8 are right side, top to bottom.

Display Text: Enter up to 20 characters to display. Each line normally has room for 10 characters, If this text is longer than 10, the remaining characters will over-write the text of the adjacent line.

OK: Press to accept changes.

Cancel: Press to cancel any changes.

This command is used to display optional text on the LCD. Normal (default) LCD text is entered by typing directly on the LCD lines of the graphical editor.

☐**Button Press editor**

Net ID: Set to target station network ID (1-254). Leave blank to default to this station's network ID.

Page#: Set to desired page number (1-255). Leave blank or enter 0 to use current page on target station.

Press this Button: Select the button number. This will remotely 'press' the button on the target station. This command ignores (bypasses) any locks in effect on the target station for this button.

Mode: "Press Button (default)" presses the button without toggle control, normally for buttons defined as single scene. "Press Toggle Action 1" forces a toggle button to scene-1 and presses it. "Press Toggle Action 2" forces it to scene-1 and presses it.

OK: Press to accept changes.

Cancel: Press to cancel any changes.

☐The last 7 selections are special functions. There can be only 1 special function defined per button. When a special function is added to the action list, all other entries are deleted.

EDIT: For LCD stations only. This button initiates the scene editor for a preset button. Press and hold 5 seconds to activate.

SNAPSHOT: This button initiates a snapshot of the current levels into a preset button. Press and hold 5 seconds to activate.

MANUAL: For Slider stations only. This button toggles the state of the sliders. Press to 'wake up' (activate) all sliders on this station, slider handles will illuminate when active. Press again to deactivate. If this function is not defined in any button, then the station will default to the automatic slider mode. In this mode, all sliders are activated when any 1 slider is moved 5 percent or more. When active in either mode, the sliders 'go to sleep' (handle LEDs turn off) after 1 minute of any slider activity.

RAISE: This button will raise the levels of the channels in the last preset button pressed.

LOWER: This button will lower the levels of the channels in the last preset button pressed.

MAX: This button will set the levels of the channels in the last preset button pressed to maximum.

OFF: This button will set the levels of the channels in the last preset button pressed to 0.

◀Back　　🏠Home　　🌐Online support

ASCII Text File Command Definitions

LumaNet III

Command definitions - Station program source file (*.LDT file)

File format is ASCII text.

Syntax Notes

Case is ignored, except text inside quote marks ".

All commands and parameters must be separated with a space ( ) or comma (,)

<a>	Item 'a' is required.
[a]	Item 'a' is optional.
a|b	Select item a or b.
a1/a2/a3	a1, a2 and a3 are alternate forms having the same value.
;	Begins a comment for the remainder of that line

Header Commands

The following header commands must appear on individual lines within the file.

They can appear in any order and on any line.

The keywords in UPPER case are required, the remainder is optional for readability.

The keyword must be the first word in the line.

LUMANET III	This must be the first line in the file.
VERSION 2.1	Station memory version, currently 2.1.
TYPE "LCD0_W"	*.PNL file name without the extension.
NETID #	# = <1..254>, the fixed LumaNet network id (address) of this station.
SLAVETO #	# = <1..254>, station is a slave to this id, equal to NETID when station is a master.
EEPROM s	s = <0/32K | 1/128K>, size of EEPROM chip in station, default=32K
BAUD RATE #	# = <0/38400 | 1/7812>, LumaNet speed, default=38400.
FUNCTION KEYS #	# = < 0 | 1 | 2 >, 0=no config, 1=config w/o dimmer level readback, 2=config and/or snapshot wit must be enabled on the NPC or dimmer rack.
MANUAL KEY s	s = < 0/NO | 1/YES >, slider stations only, indicates a MANUAL button is present on the station, de
PERSONALITIES #	# = <0..255>, total number of pages available, 0=slave mode. This was 'personalities 'PERSONALITIES' for compatibility.
CURRENT PERSONALITY #	# = <0..255>, 0=slave mode, 1..255=initial page number (personality) after station power-up or re:
PERCENT MODE s	s = <0/OFF | 1/ON>, OFF is decimal display mode (0..255), ON is percent display mode (0-100), are displayed.

Page Definition Commands

PERSONALITY #	<PERSONALITY / BEGINP>, # = <1..255>, begin a page definition block (must be the only com versions, this parameter remains ' PERSONALITY' for compatibility.
ENDP	End the page definition block.

*The ENDP, ENDB and ENDS commands are implied by the start of a new Page/Button /Slider command and are optional for readability.
The following commands must appear inside a page definition block.

SLIDER #	# = <S / SLIDER> <1..15>, begin a slider definition block.
ENDS	End of slider definition block.
BUTTON #	# = <B / BUTTON> <1..15>, begin a button definition block.
ENDB	End of button definition block.
FADERATE #	# = <0..255>, Fade rate for this button only, defaults to 0 if not specified. 0-59 = seconds, 60-: commands.

= fade rate (0-255), c = channel (1-2048), level (0-100).

Instructs the given channel(s) to fade to the level in a specific amount of time. Separate individua

channels with a hyphen [-]. Precede the level with an at sign [@] or a space [ ]. Multiple dimme

command. Only 1 fade rate is allowed per FadeTo.

Examples:

FADETO [R#,]<c[,c-c][@/]level>   FADETO 1@100 or FADETO 1 100

FADETO R5,1@100

FADETO 1,3,5@75

FADETO R10,1,3,5,10-19,31,35-39@50

FADETO R5,1@100,5-10@50,15-19@25,30,33,35@0

= station net ID (1-254), LED(s) = LED number(s) to turn on (1-15)

LED [S#,]led(s)   Turn on these LED(s), LEDs not specified will be turned off. LED numbers correspond to butto

commas [,].

= station net ID (1-254), lcdline = LCD line number (1-8), text = text to display (0-20 characters

LCD [S#,]lcdline,"text"   station if not specified. This command is valid for LCD stations only. When the LCD text comma

menu text for the current page. When used inside a button block, it defines menu text sent by that

= station net ID (1-254), page# = page number (1-255)This command is used inside a button b

CHANGE [S#,]page#   is not specified, refers to this station.

CONFIG   Designates this button as the hot key for the scene EDIT screen (was called configuration screen)

SNAPSHOT   Designates this button as the hot key for the snapshot screen.

LINK   room1,room2 Link room1 to room2, Valid room numbers are (1-255).

UNLINK   room1,room2 Unlink room1 from room2, Valid room numbers are (1-255).

id = station net ID (1-254), lock = softlock level (0-254).

SOFTLOCK id, lock   Set the softlock level for a station, set id to 255 to broadcast to all stations.

S# = station net ID (1-254), B# = button (1-15), L# = level (0-255), R# = fade rate (0-251), M# = m

REMSNAPSHOT S#,B#,L#,R#,M#   Remote preset snapshot command, used to initiate snapshot recording to any defined preset on a

S# = station net ID (1-254), P# = personality (1-255), B# = button (1-15).

PRESS S#,P#,B#   This command is used to press any button on any station in any page.
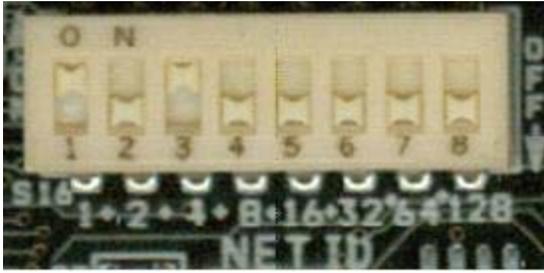
Back   Home   Online support

Station NET ID DIP Switch Setting

Stations and devices with a 'NET ID' DIP switch (D8000 series and D42 Remote stations).

This example shows a net ID of 5 (1+4)

This switch is used to set the desired LumaNet network ID number (1-254).

The switch is set to the binary representation of the network ID number. The binary 1's column is left-most (lever labeled '1').

The switch levers are numbered 1-8, these represent the following:

Lever = value
1 = 1
2 = 2
3 = 4
4 = 8
5 = 16
6 = 32
7 = 64
8 = (not currently used)

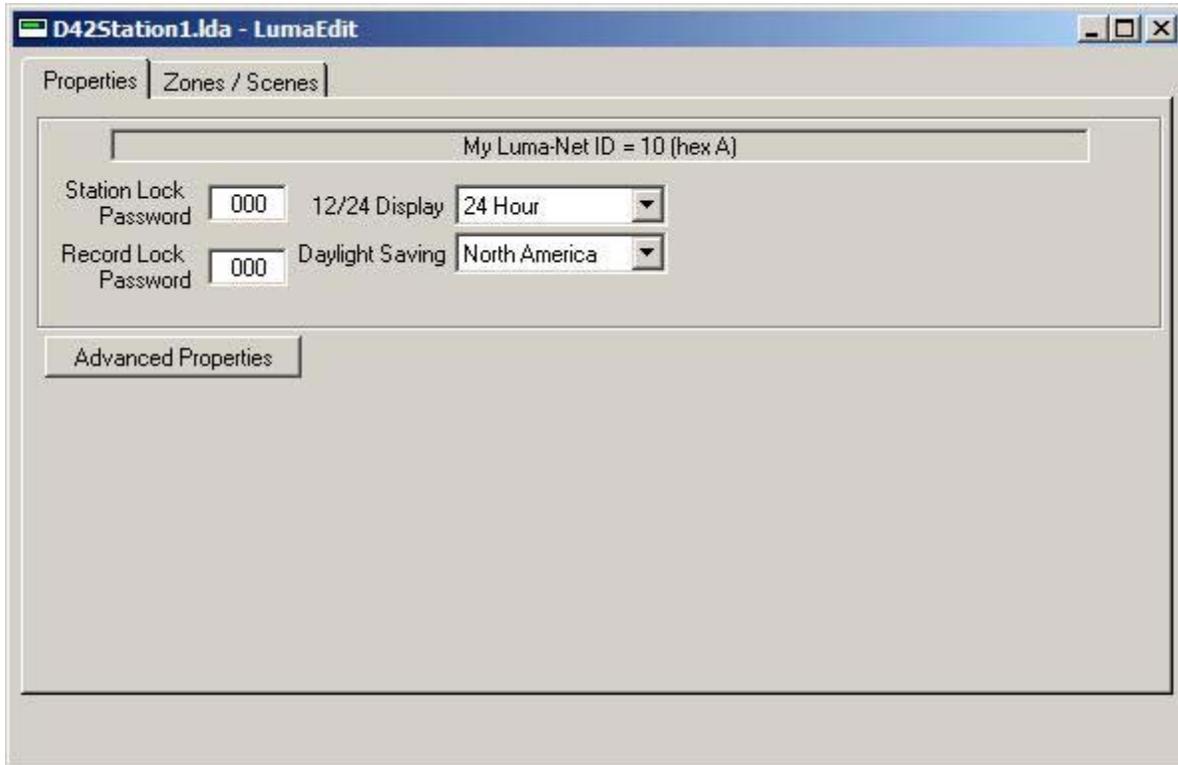Add the value of each lever in the 'ON' position to determine the ID number (decimal form).

◀ Back   🏠 Home   🌐 Online support

D4200 Editor

☐ **Version 2.xx**

- **Station Properties**

Station Lock Password: 000 (default) to 999.

Record Lock Password: 000 (default) to 999.

12/24 Display: 12 Hour, 24 Hour (default).

Daylight Saving: None (default), North America, European Union.

- **Advanced Properties**

Net ID: The station fixed network ID number, can be 1-127.

Slave To ID: Enabled when the box has a valid ID number. The network ID of this station's master, can be 1-127.

Active Zones: Total number of active lighting zones. Can be 8, 16, 24 or 32.

Dimmer Read-Back Enabled: When checked, the station queries the system for live dimmer levels to display on it's bar graphs. If not checked, the bar graphs are controlled locally by the station.

Double-Bump Enabled: This affects the 'MAX' and 'OFF' buttons. If unchecked, when these two buttons are 'double-bumped', they will go to their user setting bypassing the fade time. If checked, when 'double-bumped
', they will go to either full on (MAX) or full off (OFF) bypassing the fade time.

Backlight Toggle Enable: When checked, the unit's LCD Backlight will dim to a half bright level after a minute of no use.

Time Master: If checked, this will set the particular unit as the Time Master. Every so often during a day, this unit will broadcast a time setting that all other LCD stations on the network will synchronize to.

Version 1.0 Compatible: When checked, allows the LCD station to work with Entry Stations that have 1.xx code. this is more of a concern if a LCD station is upgraded to new code, but the entry stations are not.

IR Control Enabled: Allows the user to select if the IR port is active or disabled. Checked indicates that the IR port is active.

☐ **Version 1.xx**

- **Station Properties**
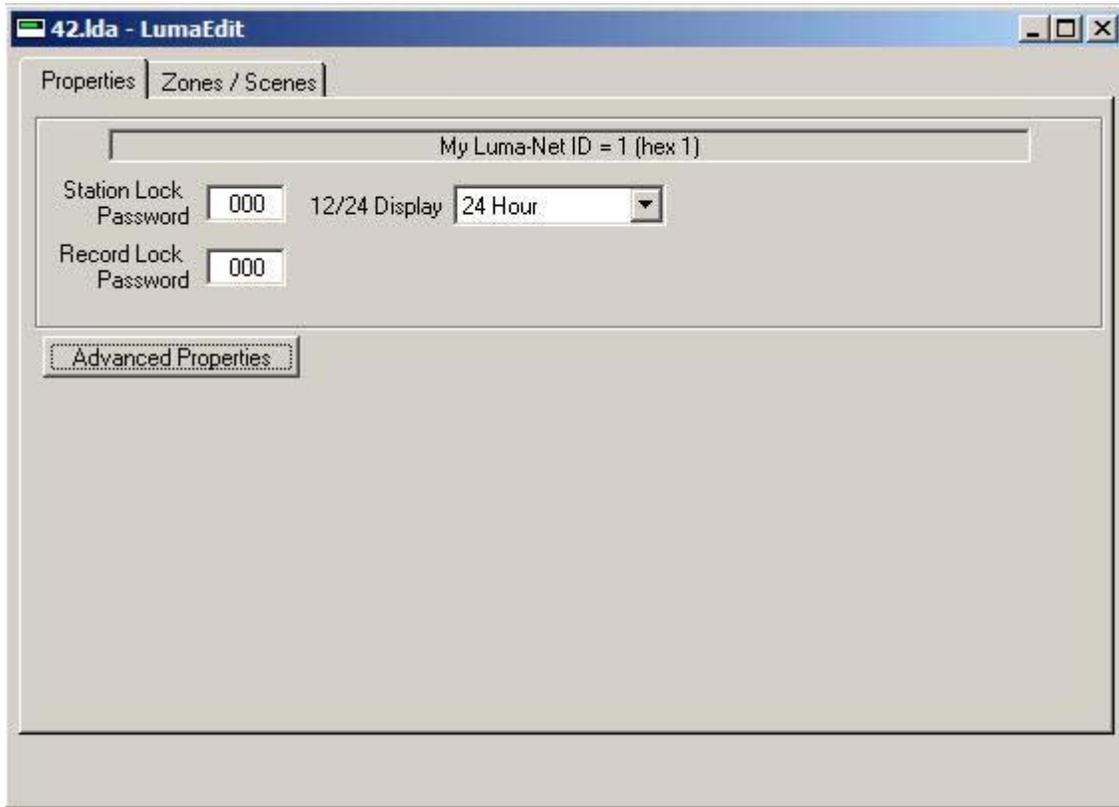
Station Lock Password: 000 (default) to 999.

Record Lock Password: 000 (default) to 999.

12/24 Display: 12 Hour, 24 Hour (default).

- **Advanced Properties**

Net ID: The station fixed network ID number, can be 1-127.

Slave To ID: Enabled when the box has a valid ID number. The network ID of this station's master, can be 1-127.

Active Zones: For version 1.x firmware, this is fixed at 16 zones.

Default Personality: Allows selection of the personality the station will power-up into.

Dimmer Read-Back Enabled: When checked, the station queries the system for live dimmer levels to display on it's bar graphs. If not checked, the bar graphs are controlled locally by the station.

Double-Bump Enabled: This affects the 'MAX' and 'OFF' buttons. If unchecked, when these two buttons are 'double-bumped', they will go to their user setting bypassing the fade time. If checked, when 'double-bumped
', they will go to either full on (MAX) or full off (OFF) bypassing the fade time.

Personalities: Allows setting the total number of personalities for the station.

Convert to version 2: Press to convert version 1.x data to 2.x data format. Normally used to convert old files after a station's firmware has been updated.

Back   Home   Online support