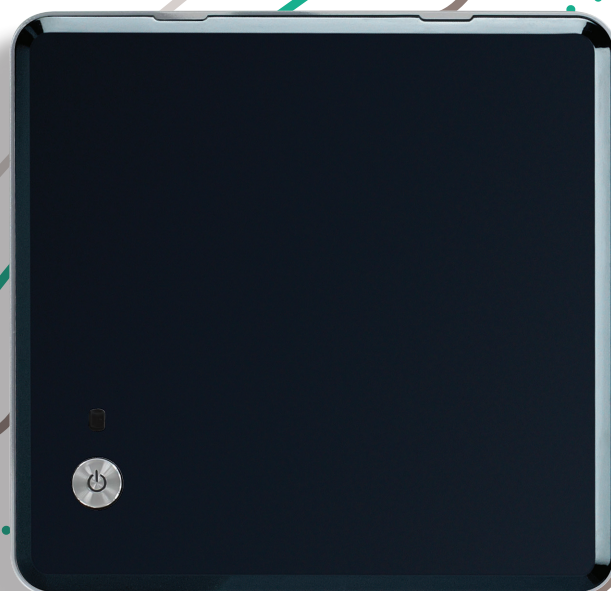




Lifedomus

Configuration guide



This guide aims to assist you in completing your first Project installation and will help you to become competent in configuring Lifedomus supervision using the basic equipment and simple functions.

Training Services

<https://www.deltadore.fr/pro/formations/integration-domotique-lifedomus>

Our technical support teams are available to respond to any questions you may have. In order that we may improve our service quality, please prepare the following elements before contacting us:

- Lifedomus technical support:

- ## P.2 Lifedomus Configuration guide

Procedure



Before going into details

This summary page outlines the main steps that you are advised to follow and verify during your initial installations of Lifedomus.

Each paragraph is developed in the configuration guide and/or further expanded upon in the training modules.

Connection of your server module and connection to the administration interface

Changing the administrator password
(chapter A;3)

Updating of the multi-protocol home automation server and applications (chapter A ;6)

Network parameters and remote access

Installation of Config Studio and Design Studio

Configuration of the installation
on Config Studio (chapter B)

Configuration of the graphical aspect
on Design Studio (chapter C)

**Saving the Project settings and
downloading the back-up**

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A. Web configuration interface

I. Network overview

With your server module powered on and connected to your IT network, you can connect directly to the administration interface via a Web browser by entering the following address:
<https://votre.adresse.IP:8443>

TIP: for details on connecting the server module, the product packaging includes helpful instructions in paper format. Once connected to the Web interface of the box you can access this guide via the download link available on the Welcome page.

⚠ The characteristics of your network can have a significant impact on the correct functioning of your installation : IP addressing, routing of ports, quality of switches, quality of network cabling, a change of ISP, etc. are all parameters to be considered. The technical support service cannot provide assistance for network characteristics issues. More information concerning IP networks is covered in our training courses.

You are now connected to the first configuration interface of your new multi-protocol home automation server.

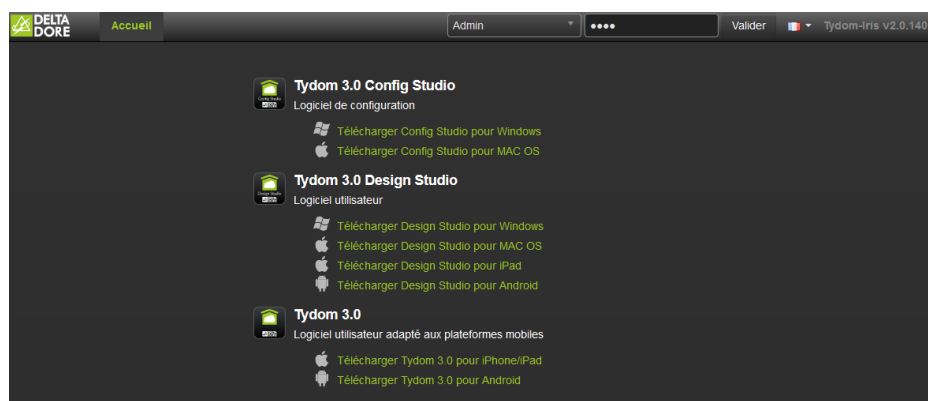
The Welcome page also allows you to download the Lifedomus applications for: PC, Mac and Android.

⚠ The installation of the applications Config Studio and Design Studio necessitates the administrator rights of your PC or MAC as well as installation of the Adobe Air application. Please note, your antivirus could also cause the installation to be blocked.

2. First Connection

During your first connection to a new server module you need only enter the default administrator Password: 1234.

Several configuration menus are displayed, throughout this document parts are presented in detail. Points not discussed in this guide are presented during our training courses.

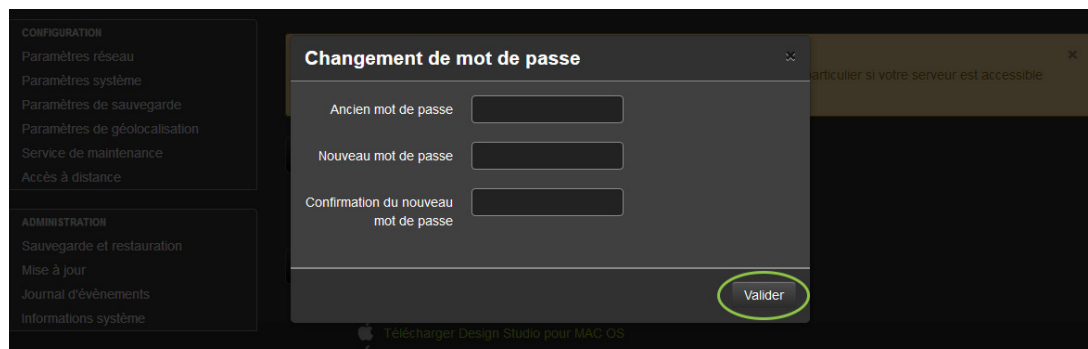


3. Administrator Password and language selection

Define a new administrator Password to replace the default Password 1234.

To change this Password, click on “Options > Change Password”.

The following page is displayed:



You can now enter the new Password of your choice and click on



⚠ This Password will enable you to connect later to the Config Studio application.

The Flag button next to “Options” allows you to display the list of available languages.

4. System parameters

In this tab, in the left-hand menu, you can change the name of the Lifedomusserver. This name will be displayed in the search for your server in the Finder, Config Studio and Design Studio applications.

TIP: for example you could enter the location of your installation or the name of the user.

5. Management of backups and restoration

The multi-protocol home automation server performs a weekly automatic backup every Sunday night. This backup is stored on the server module’s hard disk. Only the 3 most recent automatic backups are stored.

⚠ : We recommend outsourcing the backup of your server onto a NAS or a network share for increased security. To do this, go to the tab “Backup parameters” and click “Add a storage server”. If the network share does not exist or if it is not writeable, an error message will be displayed.



You can also perform backups manually. To do this, go to the tab “Backup and restoration”

The screenshot shows the 'Sauvegarde et restauration' page. On the left is a sidebar with 'CONFIGURATION' (Paramètres réseau, Paramètres système, Paramètres de sauvegarde, Paramètres de géolocalisation, Service de maintenance, Accès à distance) and 'ADMINISTRATION' (Sauvegarde et restauration, Mise à jour, Journal d'événements, Informations système). The main area has the title 'Sauvegarde et restauration' and a status bar: 'Espace disque utilisé par les sauvegardes manuelles : 183,0 MiB sur 12,0 GiB'. Below this are four action buttons: 'Effectuer une nouvelle sauvegarde', 'Effectuer une nouvelle sauvegarde (sans les historiques)', 'Envoyer une sauvegarde', and 'Réinitialisation des paramètres usine'. A table lists existing backups:

Date de création	Nom de la sauvegarde	Taille	Action
8 mai 2017 03:00:03	auto backup_2017_5_8_304	987,9 KiB	Action ▼
1 mai 2017 03:00:03	auto backup_2017_5_1_3029	986,6 KiB	Action ▼
24 avr. 2017 03:00:03	auto backup_2017_4_24_306	478,3 KiB	Action ▼

A backup contains the entire configuration of your multi-protocol home automation server, as well as images downloaded by the user and can be transferred to any other server.

TIP : We recommend saving an external copy of the configuration backup of your box (on your PC or on a USB key for example).

There are 4 actions that can be carried out:

- Carry out a new complete backup.
- Carry out a new backup without the log files (smaller file size)
- Transfer a backup: download a backup from your PC or MAC onto this server (this backup will be added to the list below).
- Reinitialisation of manufacturer parameters: this will reset the server to its original status (Password 1234).

You then have the list of backups present on the server. For each backup, you have the creation (or download) date, its name, size and a menu of possible actions.

The possible actions are:

- Rename the backup
- Delete the backup
- Download a copy of the backup onto your PC or Mac
- Restore the backup onto the Lifedomus server

6. Update

The “Update” tab in the left-hand menu allows you to download and install the latest available update for your Lifedomus server

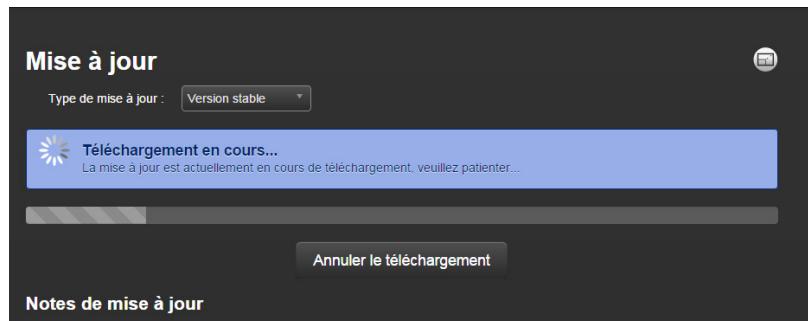
The screenshot shows the 'Mise à jour' page. The sidebar is the same as in the previous screenshot, but 'Mise à jour' is highlighted under 'ADMINISTRATION'. The main area has the title 'Mise à jour'. Below the title are two dropdown menus: 'Type de mise à jour' (set to 'Versions stables uniquement') and 'Version' (set to '2.0.140'). A blue banner states: 'Une mise à jour est disponible (2.0.140). Il est recommandé d'effectuer les mises à jour afin de profiter des dernières fonctionnalités et améliorations logicielles.' Below the banner is a green button: 'Télécharger la mise à jour'. At the bottom, there is a section titled 'Notes de mise à jour' with the text: 'Vous trouverez ci-dessous la liste des changements apportés par la mise à jour :'. Below this, the version '2.0.140' is listed with the note 'Correctifs'.

⚠ There are 2 types of update, stable versions and beta versions. By default only stable versions are indicated. You can change to beta versions update mode via the drop-down list at the top of the page.

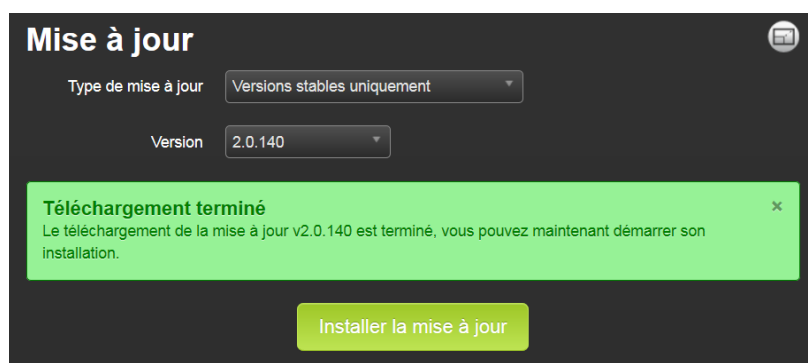
⚠ A reminder that beta versions are versions that are in the process of being validated (they may comprise bugs) and allow you to test new functionalities. We recommend that you install them **ONLY** on test servers.

Below the “Download the update” button are listed all the update notes of the latest available version and at the bottom of the page a link to all of the update notes since the first version of Lifedomus.

To launch the update procedure click on "Download the update": the download then begins.



When the downloading has completed, the page is refreshed and a button “Install the update” is displayed, click on this button to launch the installation procedure




⚠ During the installation of the update, the multi-protocol home automation server will restart and will not be operational during this period. It is important to avoid powering-off during the installation.

The update process first creates a backup of your installation. The older the server, the longer the backup process will take.

The server update also comprises the update of Config Studio and Design Studio applications for PC and Mac during the opening of these applications following the upgrade.

It is essential to allow the update to be completed, however long is required.


Some updates are longer, following the installation of software components or restructuring. The update notes are available on this page to inform you of correctives and improvements provided.

 An update can not be reversed. If you switch into beta update mode and you encounter a problem, contact the technical support team.

7. System information

In this tab you will find basic information on your server:

- Software version
- Serial number
- Public IP address
- Available disk space
- UUID of your server

 Do not forget to check the software version and note the serial number before contacting technical support.

B. Installation setup: CONFIG STUDIO

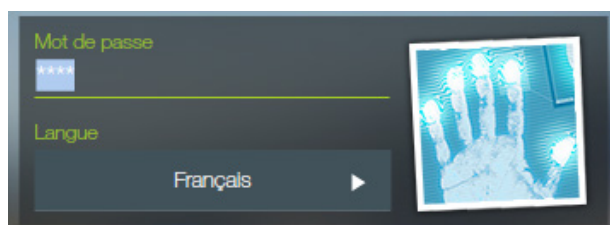
I. General presentation

To configure an installation, you will use the Config Studio application that you have previously downloaded from the Web configuration interface (see previous chapter). This application is available on Windows PC and MAC.

This application allows you to define, initially, using connectors, how the Lifedomusserver will communicate with the products installed. Then, in a second stage, you will create the elements used to control the installation.

A) Connection in a Local network

If a single multi-protocol home automation server is present on the local network, Config Studio connects to it and directly proposes the identification page.



The Password is the same as that used for accessing the Web configuration interface.

Enter the Password to access configuration, then validate by clicking on the blue hand.

REMINDER : the default Password is 1234. Remember to modify it to secure access to your installation.

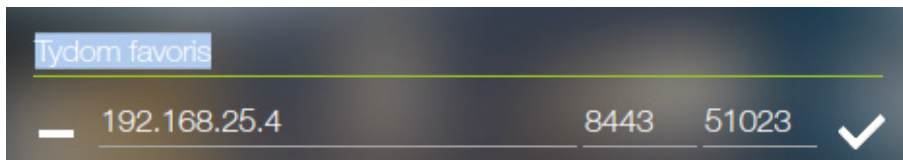
If several multi-protocol home automation servers are available on the same network, the application will display a page with the list of these server modules. Select the one you want using the mouse pointer and click on it. You are directed to the identification page where you will enter your Password.



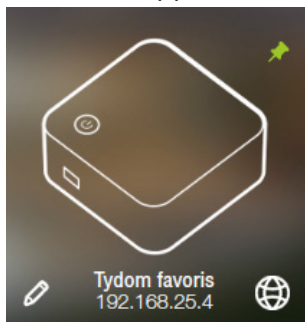
If your server is not visible in the finder, you will have to manually enter its IP address.



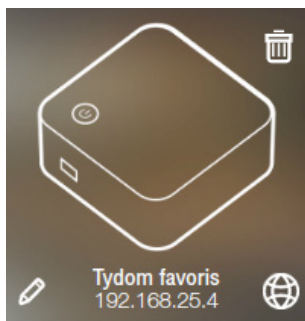
TIP: the pin allows you to bookmark your server.



The server appears in the list.



To Delete a bookmarked server, a press and hold will cause a trash can to be displayed.



EXPLANATION OF ICONS:



Display/Hide all the servers to which the PC or the MAC is connected for EASYLIFE access (remote Access).

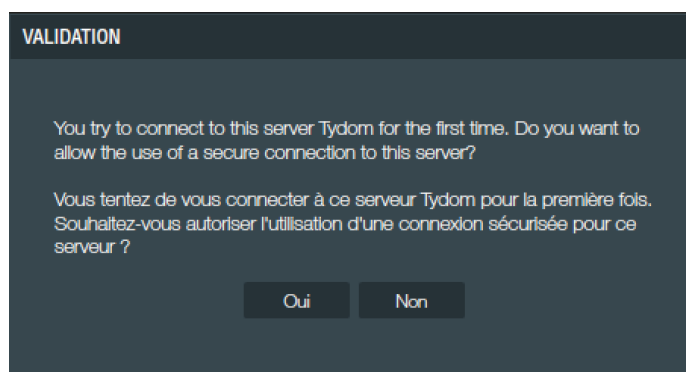


Parameters




Full screen

During the 1st connection the secured connection must be validated.



B) Remote Connection

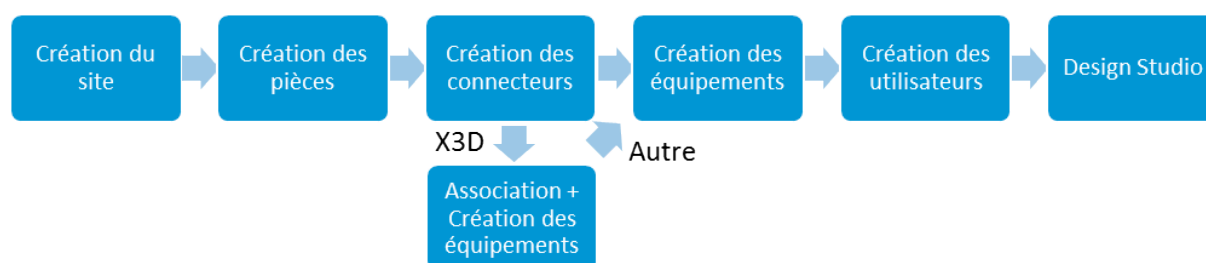
If you are already connected to the multi-protocol home automation server with your PC click on  then click on the server that appears in the list.

In the case where you are never connected locally, enter the public IP address and the ports (which are by default 51100 and 51101).



When identified, you arrive at a page that proposes two accesses, one to the site and another to the connectors. We will begin with the connectors.

HELP: Config Studio procedure



2. Creating the site

The “site” corresponds to your installation: house, apartment, office, etc.

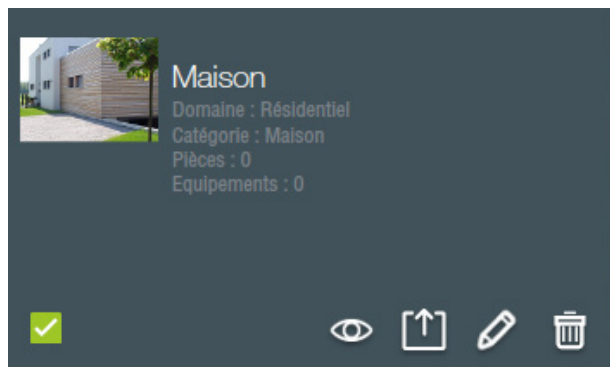
In the “Config Studio” welcome menu click on the “sites” thumbnail.

If you have not yet created anything, as for the connectors that we will deal with later, you will find a list on the left of possible types of sites and you can create one by clicking on the + button.



TIP: these are just models of proposed sites, the names, photos and other parameters are completely customizable at a later stage.

After pressing on the “+” button, a thumbnail is displayed:



The pencil icon enables you to edit the parameters and the thrash can icon allows you to delete the site.

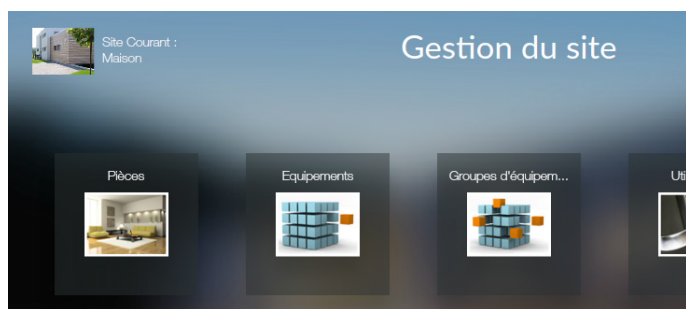
The icon:  enables a copy of your installation to be exported in CSV file format.

The icon:  enables access to site elements edition and to begin configuration.

Once the site has been configured, you arrive at the site menu by clicking the eye icon:



Once the site is created, a click from the welcome menu sends you by default directly into the site configuration menu and no longer into this menu. It can be accessed by clicking on the thumbnail in the rest of the application:



The site parameters are its name, description and image (see chapter C, 2,b), as well as the input of the electricity tariff that enables in the rest of the application to make an estimation of equipment consumption costs.

You can enter the currency and the KWh price. You can also manage the peak hours/off-peak hours modulation by specifying the times and the price during off-peak hours:

Devise :
€

Modulation tarif :
☐

Tarif Heures Pleines (€/kWh) :
0.1467

Devise :
€

Modulation tarif :
☒

Tarif Heures Pleines (€/kWh) :
0.16

Tarif Heures Creuses (€/kWh) :
0.1114

Heures creuses :
22:00 > 06:00

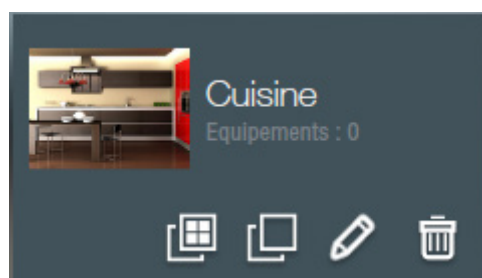
3. Creation of a room

A room is a grouping of items of equipment. This notion is significant as the division of control applications into different sections is by default made according to the rooms of your installation.

On the site dashboard, click on the “Rooms” thumbnail.

There is a library of rooms with a default image on the left, click on the + button to create a room. Each element in this list can be selected to create a filter in the list of created rooms.

A thumbnail then appears on the right.



The “trash can” icon enables the room to be deleted and the “pencil” icon enables the parameters to be edited.

If you delete a room that contains items of equipment, the equipment must be placed in another room in order to be managed on a Lifedomus or Tydom HD application.

Next there are 2 duplication icons:

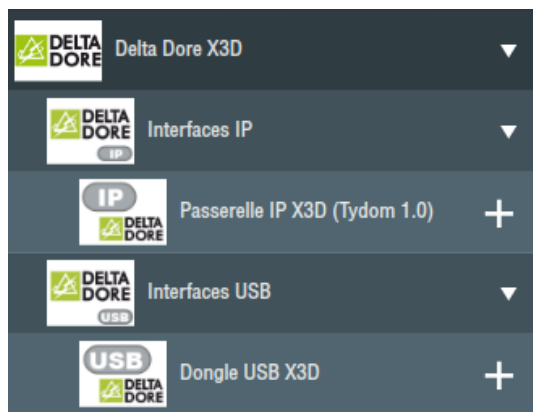
- : duplication of the room with all of the associated equipment. Useful for example, if you are configuring a hotel installation where each room contains the same items of equipment. Please note, you must configure the properties of new items of equipment.
- : duplication of the room alone

In the parameters of the room, the name, description and image can all be changed (see chapter C, 2,b). The list of items of equipment present in this room are displayed below.

On the bottom left is a tick box “Synchronise the Design Studio installations” that allows you to synchronise the operations of: “creation”, “deletion” or “modification of a room, between Config Studio and Design Studio.

4. Creation of the X3D connector

In the connector section, open the “Delta Dore X3D” protocol tab.



There are 2 X3D connectors available, a USB connector (USB key provided with the server) or an IP connector that corresponds to a Tydom I.O gateway. In both cases the configuration and functionalities will be identical.

Click on the “+” next to the intended connector.

A) USB key

In the case of a USB connector, it is necessary to go into the properties of the connector and select the USB port of the server that the USB key is connected to.



Click on Save, the connector will start automatically.

Configuration OK :



TIP : the symbol AUTO signifies that if the connector disconnects, it will reconnect automatically.

B) Tydom I.O

In the case of a Tydom I.O gateway, it is necessary to go into the properties of the connector, enter the 6 last characters of the MAC address, the IP address and finally your Password.

Label :
Passerelle IP X3D (Tydom 1.0)

Description :

Afficher les logs de ce connecteur dans le journal d'évènements :
☒

Propriétés :

Identifiant Indiquez les 6 derniers caractères de l'adresse MAC se trouvant à l'arrière de votre passerelle (ex : 00801E)

Adresse IP

Mot de passe

☐ Supprimer le certificat enregistré En cas de changement de passerelle, vous pouvez supprimer le certificat enregistré

Click on Save, the connector will start automatically.

If you need to use several Tydom I.O gateways, then you must create as many connectors as there are gateways.

C) Configuration:

To access the configuration of modules, click on the icon . This is displayed only if the connector is powered on.

This screen is divided into 2 parts: on the left is the list of X3D “Roles” and on the right the corresponding X3D modules.

There are 2 types of functioning for these activities: mesh network or direct connection.

D) Mesh network

The mesh network is a grouping of X3D modules to assure communication with each other. It is categorised per activity and can comprise a maximum of 16 modules. If a module of a different activity is included in a network, it will be considered as an X3D frame repeater.

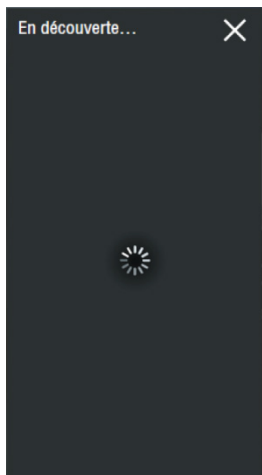
This concerns the roles of lighting, rolling shutters, heating and other automation systems.

 : You can create up to 12 networks per gateway.

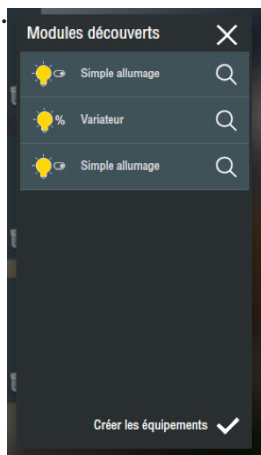
To create a network, click on the “+” associated with a Role.



Now in the middle you have a button enabling the peering of modules with your gateway. First you must associate one or more X3D products (refer to the product documentation to establish an association). When completed, click on this button. A message requests that you wait during the discovery process.

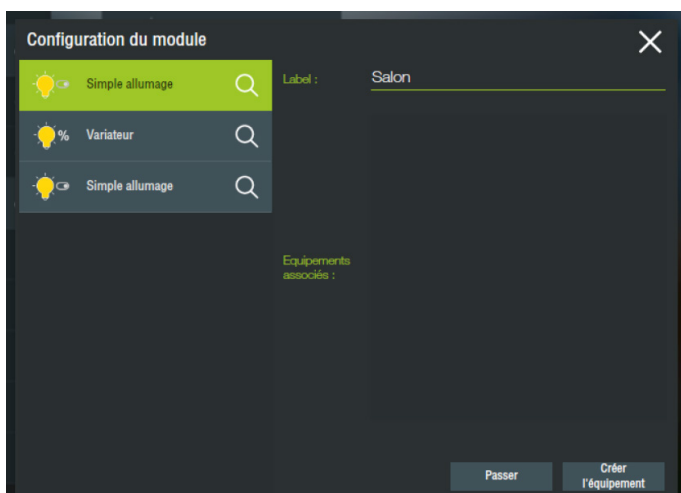


Once discovery has terminated, this window expands with the list of discovered modules

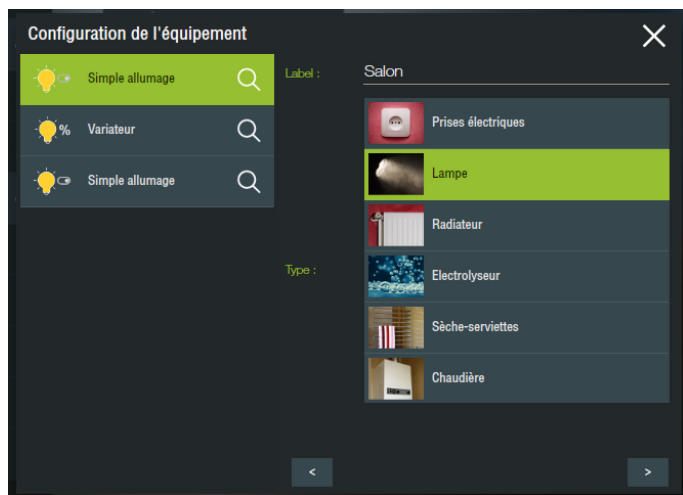


The specifics of the activity will be displayed (e.g. light-bulb or dimmer). Click on 'Create equipment' in order to configure equipment and make it controllable using your application.

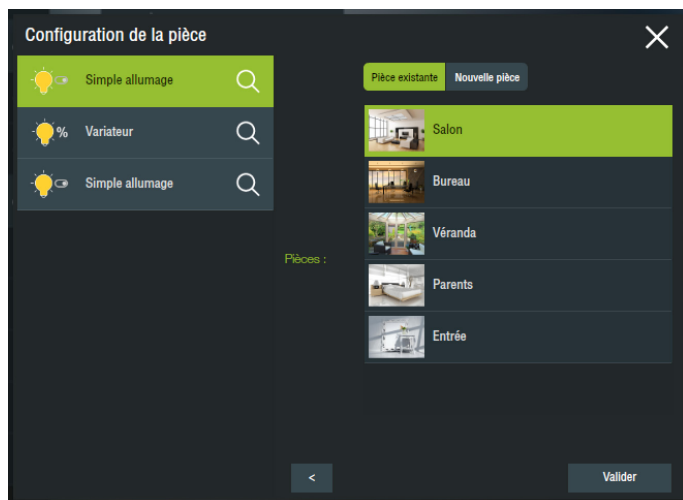
You can now name the 1st module in the list or make it blink to identify it physically by clicking on the “magnifying glass” icon.



Click on “Create equipment” to launch the equipment creation wizard. You can associate the module with an equipment type on your server, this will give it a different graphic appearance on your control application. This can then be customized according to your interface requirements.



You can then associate it with a room. Click “Validate” and you will be automatically sent to the modules discovery page.








You can then go onto the next object and create all of your equipment in this way.

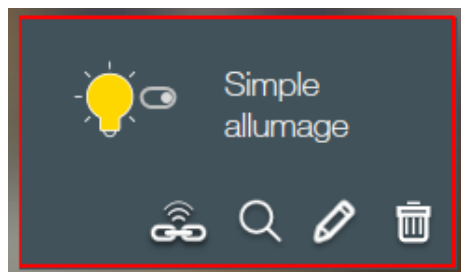
Once this step has been completed, you can view all of the modules in the form of a list of thumbnails.



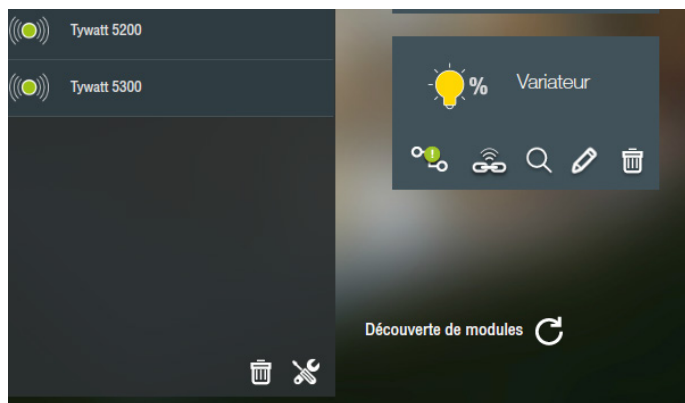
Each thumbnail comprises several icons:

-  enables the product to be identified (blinking for a light, rising and descending for a shutter, flashing of the product LED for a heating system).
-  enables the product to be placed in association logically rather than physically as previously, in order to associate for example a switch with your light.
-  enables the module configuration page to be opened to modify the name or create an item of equipment for this module.
-  enables the status of “connected” or “not connected” of the module to be known, with respect to the multi-protocol home automation server. If an exclamation mark is present, this means that the module is not controlled by the server, because it is not associated with an item of equipment.
-  enables the module to be deleted from the network. If the deletion does not work, a message is displayed inviting you to force the deletion. This means that the product did not receive the deletion request. If you decide to force the deletion, the gateway will no longer recognise the point, but the module will continue to recognise the gateway, leaving a used identifier on the product for no reason.

If the thumbnail is red, this means that the communication is not functioning correctly with the product.



If you want to add an additional product to this network, below you have the possibility of relaunching a discovery process on the network.



The list of modules changes according to the network selected.

E) Direct connection

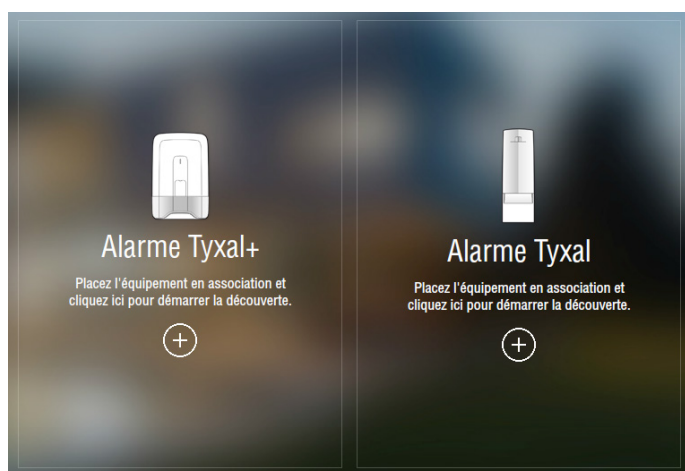
In a direct connection, the gateway will communicate directly with the product. This is the case for products of the RT range, alarm (Tyxal, Tyxal+) and emitters (outdoor temperature, DMB, DU, etc.).

There is no “+” button beside the activity, but a tab that can be selected.

Note that for the RT product range or for the alarm product range, we have several choices for discovery. In fact, only one RT product and one alarm can be associated by gateway.

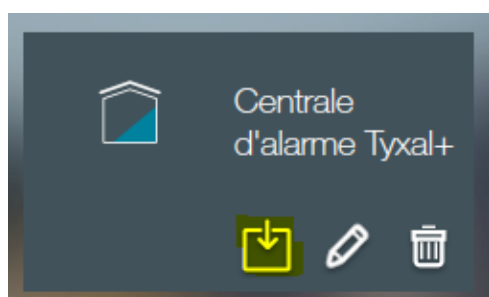
The discovery and the creation of equipment is done in the same way as for the mesh networks (see product manuals for the ranges mentioned)

ALARM put the alarm in mode “add product” (refer to the alarm manual). Select your alarm in place.



Tyxal alarm: the download of the node from the central alarm will take place during the association.

Tyxal+ alarm: the download of the node from the central alarm takes place following the association with the central in mode OFF.



PRODUCT RT 2012: Refer to the manual and follow the instructions to add a TYDOM home automation gateway then select the product type:



An emitter or a Tywatt can have several data. So we can then create several items of equipment to recover information from the module (see the manuals of specific products).



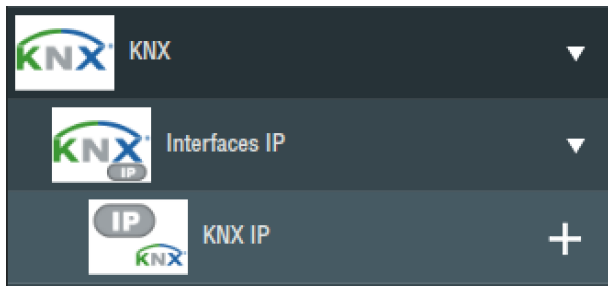
5. Creation of the KNX connector

To communicate with a KNX bus, you need a KNX/IP gateway connected to the bus and to the local network. Mult-connection gateways are preferred.

You will then declare the KNX connector in the Delta Dore server module, using the available connectors menu.

To identify a KNX/IP gateway, its IP address, communication port and MAC address are required. The MAC address will be used to automatically find the gateway on the network if a new IP address is given to it in the case of a rebooting of the network.

⚠ Consider using a fixed or reserved IP address on the DHCP server. Be sure to take into account the manual of the modem or router installed on your installation.



Add a new KNX/IP connector to the list using the corresponding “+” button.

Now you can configure your connector using the “pencil” button. A window opens with several information fields to be filled.



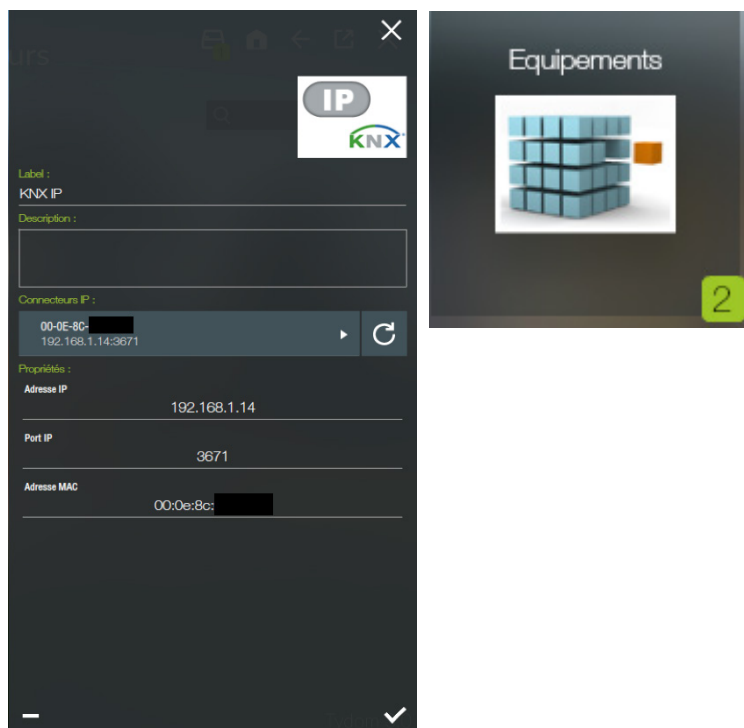
To find the available KNX gateways, use the search button . Then select the gateway corresponding to the installation to be integrated.

If you need to use several KNX/IPO gateways, to control for example several separate lines then you must create as many connectors as there are gateways.

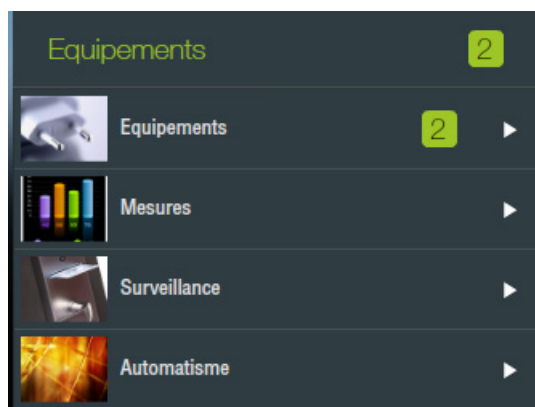
The creation of KNX equipment is done in the “Equipment” part, on the site page that we will discuss in the next section.

6. Creation of equipment

To access the list of equipment in your installation, enter “Equipment” on the site management page.




The list on the left displays all of the available equipment. They are all configured to offer a control interface in the client applications on telephones, tablets and PCs, apart from equipment indicated as being generic or universal.



This means that depending on the connector that you use on the equipment, you will enter parameters specific to the protocol used and/or select from the proposed list.

The information common to all equipment are:

- The name to be displayed in the interfaces to enable the user to identify the product to be controlled.
- The status which is your indicator on the progress of the configuration of the module (to be tested, to be validated, etc.).
- The description, recommended, with which you can memorise the useful information in the case of a future intervention.
- The main room in which you want to display the equipment in the control interfaces.
- The connector that you select from the list of connectors, that you created earlier, and that is compatible with the equipment.

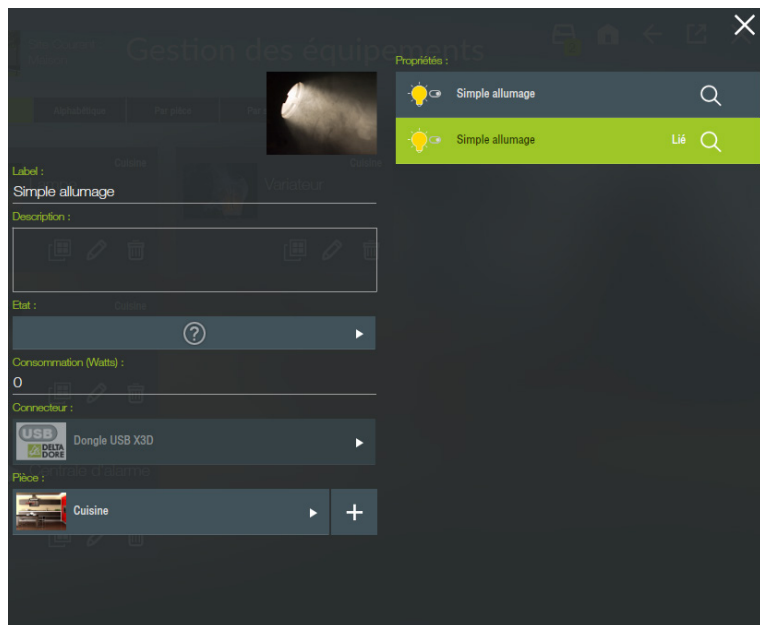
 The connector can no longer be modified after being selected.

a) X3D Equipment

In the case of X3D, we have seen that we can create an item of equipment directly at module level in the connector section.

On the right-hand side part specific to protocol, is the list of discovered modules (as seen in chapter 2) that corresponds to this equipment type. You can therefore select one, it is displayed in highlight.

You have a label “linked” that is specified if the module is already associated with another item of equipment.



Whatever the equipment type the creation is performed in this way.

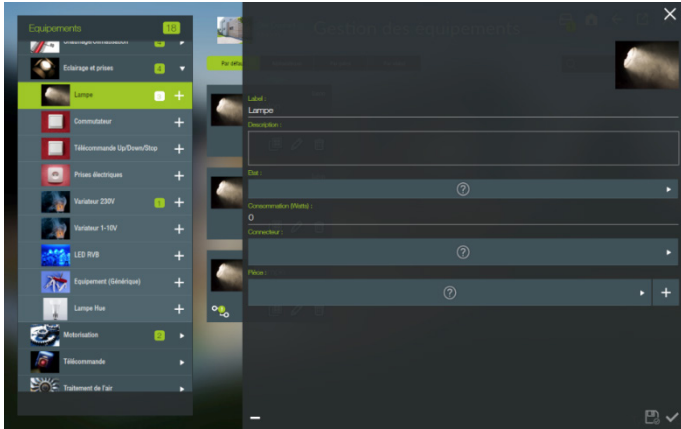
⚠ It is not possible to associate a new X3D product in this section, you can only create an item of equipment to make a module previously created controllable.

B) KNX Light On/Off

Add a new light using the “+” button on the corresponding line, in the category “lights and plugs”.



On the created thumbnail, use the “pencil” button to access the parameters page.

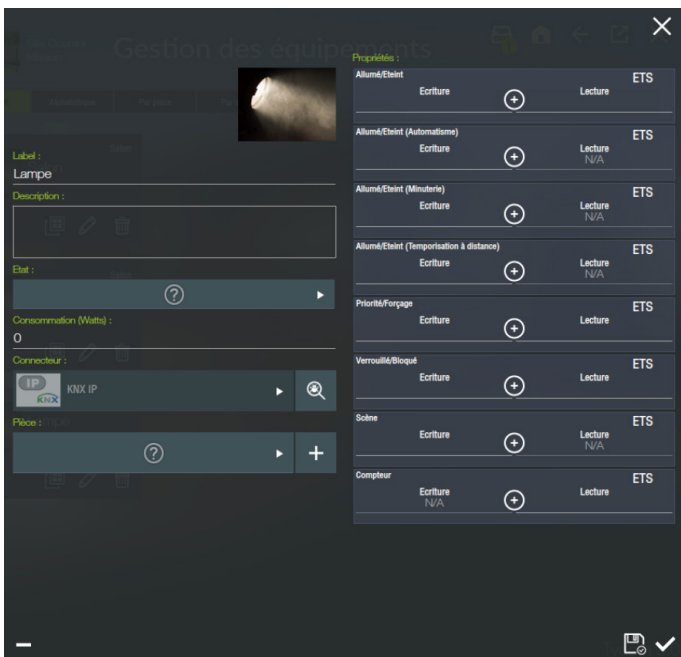


Enter the common information, then select the KNX connector that you have created. The properties associated with the equipment that you chose are displayed.

For controlling the light, the property that interests us is “Switch on/off” in read and write.

! Make sure that you have created a group address to transmit the status of the activated module. In fact, in the administration interface, it is necessary to know the status of the light to reflect its current position.

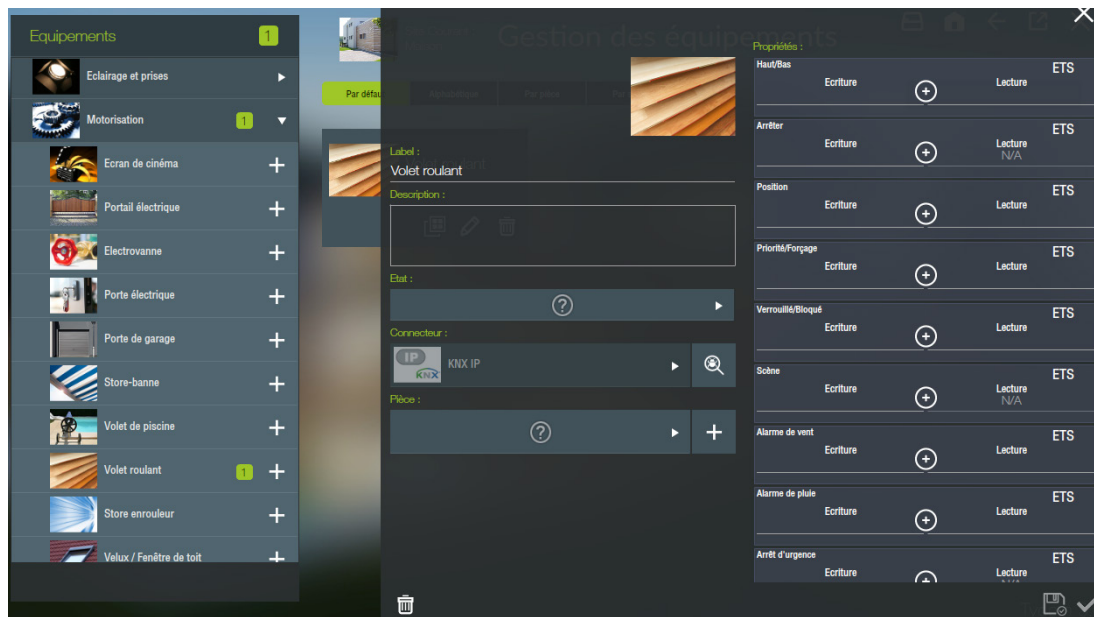
In the write column, you will enter the address of the group associated with the object enabling control of the light (“W” >> Write) and in the write column, the address of the group associated with the object that reverses the status (“T” >> Read).



C) KNX Rolling shutters

Add a new rolling shutter using the “+” button on the corresponding line, in the category “motorisation”.

On the created thumbnail, use the “pencil” button to access the parameters page.



Enter the common information, then select the KNX connector that you have created. The properties associated with the equipment that you chose are displayed.

For controlling a shutter, the essential properties are “Up/Down”, “Stop” and “Position” either in write or read or both at the same time.

⚠ Make sure that you have created the group addresses to transmit the status of the activated module. In fact, in the administration interface, it is necessary to know the position of the shutter to display the correct image or information. For example, if you are controlling using a KNX switch, you must also create group addresses resending the position in percentages on an octet for the interface.

In the write column of the property “Up/Down”, you will enter the group address associated with the object enabling command of the shutter in the up or down direction (“W”).

In the write column of the property “Stop”, you will enter the group address associated with the object enabling the movement of the shutter to be stopped (“W”).

Then in the write column of the property “Position”, you will enter the address of the group associated with the object enabling the shutter to be positioned at a position determined as a percentage (“W”), and finally, in the write column of this same property, the group address associated with the object that returns the position in percentages of the shutter (“T”). These group addresses are linked to objects for which the data is on an octet.

If the shutter is not managed in percentages, you can use the property “Position state” and associate with it the address of the group linked to the object, that indicates if the shutter is up, down or in an intermediary position. This group address is linked to an object for which the data is on four bits. To display the property “Position state” scroll the down the list using the mouse wheel.


7. Creation of a user



The “Guest” user exists by default when you create your site. This user enables you to connect to your installation rapidly, but he can not benefit from a customised interface in the “Design Studio” application.



You will therefore add a user and activate the “Edition mode” right in the “Rights on the Design Studio menu” list. (Note that the scroll bar is not visible)







Pseudo :
Delta Dore

Prénom :

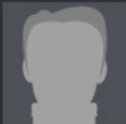
Nom :

Mot de passe :

Planification	
Statistiques	
Historique des alarmes	
Lecture des enregistrements	
Droits	
Lecteur MP3	
Mode édition	
Utilisateurs	
Mise à jour	
Droit Admin sur l'interface web	

On this page, you will be able to define the language displayed by default when the user is connected. You can also deactivate it to prevent him from connecting from the interfaces or activate it again if necessary.



Pseudo :
Delta Dore

Prénom :

Nom :

Mot de passe :

Langue :

Français ▶

Activation :

Activé ▶

Droits sur le menu Design Studio :

Navigation	
Visiophone	
Caméras	

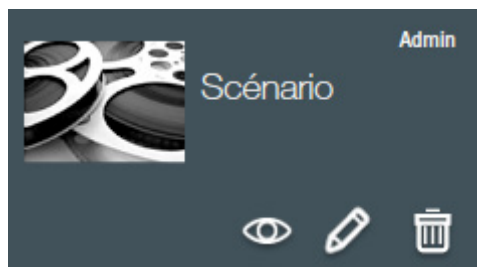
8. Creation and planning of a scenario

The creation and planning of scenarios in the Config Studio concerns the installation administrator.

In fact, this configuration is not necessarily accessible by the final user who, elsewhere has access to a scenarios and planning editor from Design Studio. The presentation is identical but but he can only access his own scenarios and those that are shared by rights management.

A) The scenario

The Lifedomus servers allow the creation of scenarios, that is a chain of actions that can be separated by a delay. To create one, click on the “+” button in the “automation” tab. A thumbnail is then created on the right.

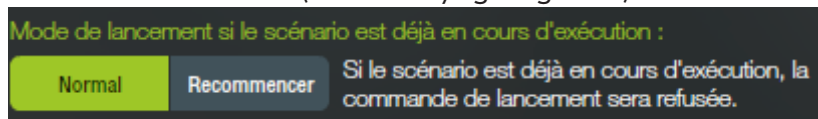


The pencil enables editing of the parameters of the scenario, the “-” deletes it and the eye is used to modify the content of the scenario.

The creator of the scenario “Admin” can be seen on the top right if it was created in the Config Studio or the name of the user who created it in the other applications.

The parameters are:

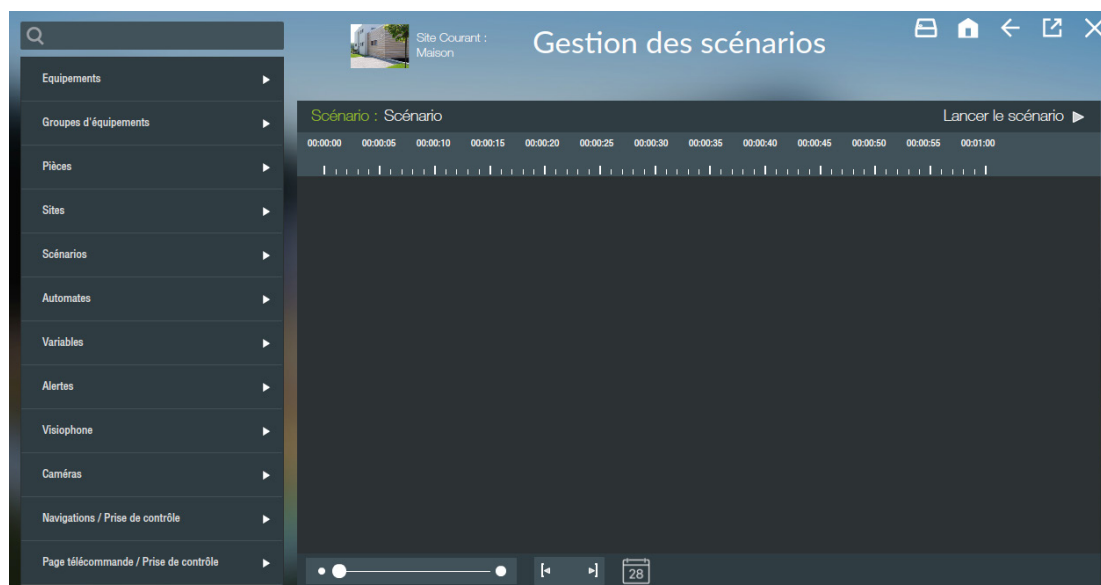
- Its name
- A description
- The launch mode if the scenario is already being executed. In fact for a scenario that switches on a light and turns it off 1 minute later, if this scenario is relaunched after 30 seconds, what happens?
- Mode Normal : the scenario is already executing, we do nothing, the light switches off in 30 seconds.
- Mode Restart: we cancel all the actions that should be executed and we restart at 0. The light therefore switches off in 1 minute. (ex: stairway lighting timer).



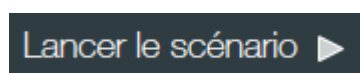
- The trigger is selected from among a list of created triggers (see chapter K 3).

We will then define the actions to be carried out in this scenario by clicking on the eye 

We find on the left all the objects (equipment, rooms, etc.) created in Lifiedomus. On the right in the form of a timeline, Os being extreme left and the actions flow from top to bottom




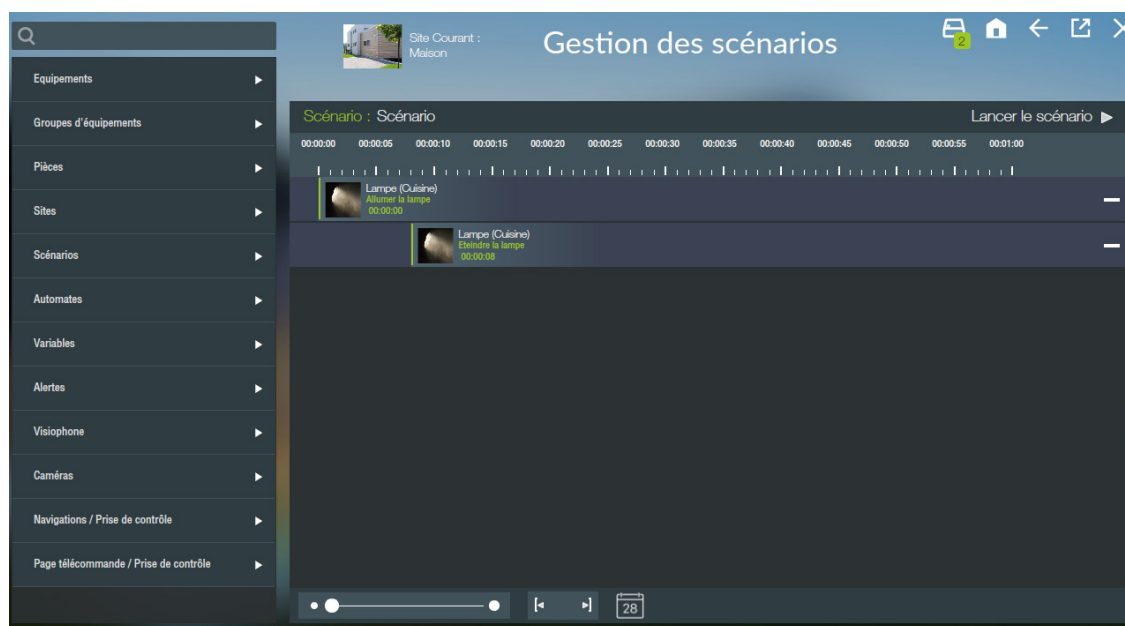
The button on the top right enables the scenario to be executed.



At the bottom is a cursor that increases or reduces zoom for the duration; On the right side we can see the 24 hours of the scenario, on the left side the 1 minute duration. The buttons just to the side allow you to go directly to the 1st action of the scenario.

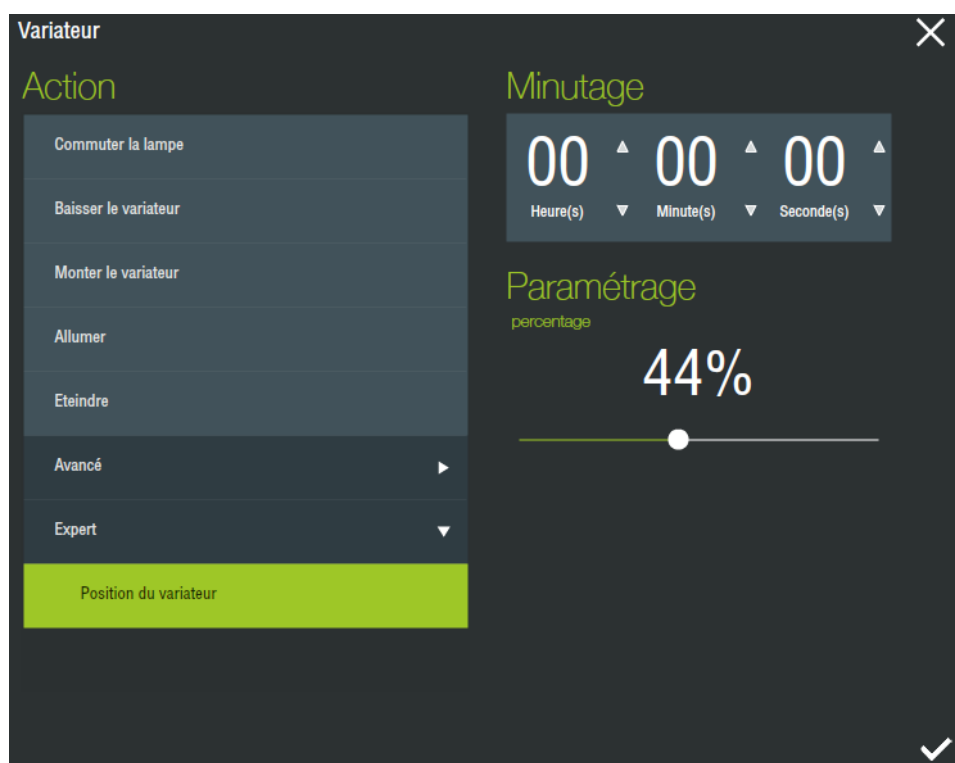


The calendar button  is used to add a scheduling. To see all the scheduling of this scenario, go to the scheduling tab (Chapter X).



To add an action, click on the arrow to list the objects according to type. A “+” appears beside each of the objects. When you click on one, a window appears with the list of actions possible on this object. On the right, you can specify a “delay” duration at the end of which this action must execute with respect to the start of the action.

Below a frame allows space for entering a parameter for certain actions (example: enter a % of illumination for a dimmer switch).



You can modify the action, the parameter or the timing of events by clicking directly on the corresponding line in the timeline and the window re-opens.

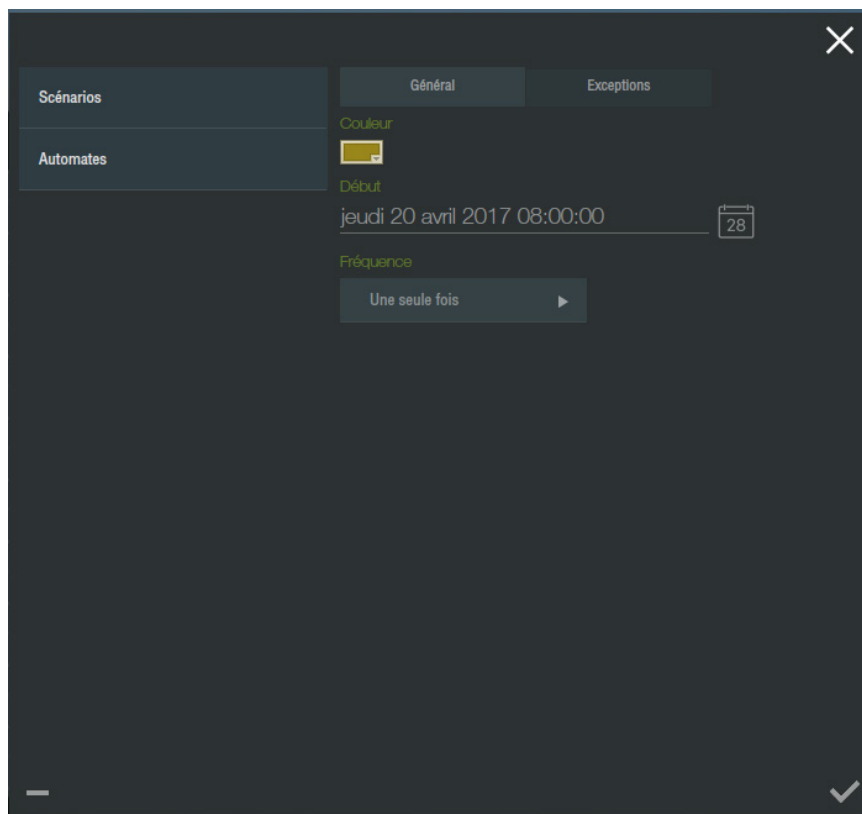
The use of timing between commands is optional, a scenario to switch off the lights before leaving only requires the addition of an action “switch off” for each light without specifying a delay.

C) Planning



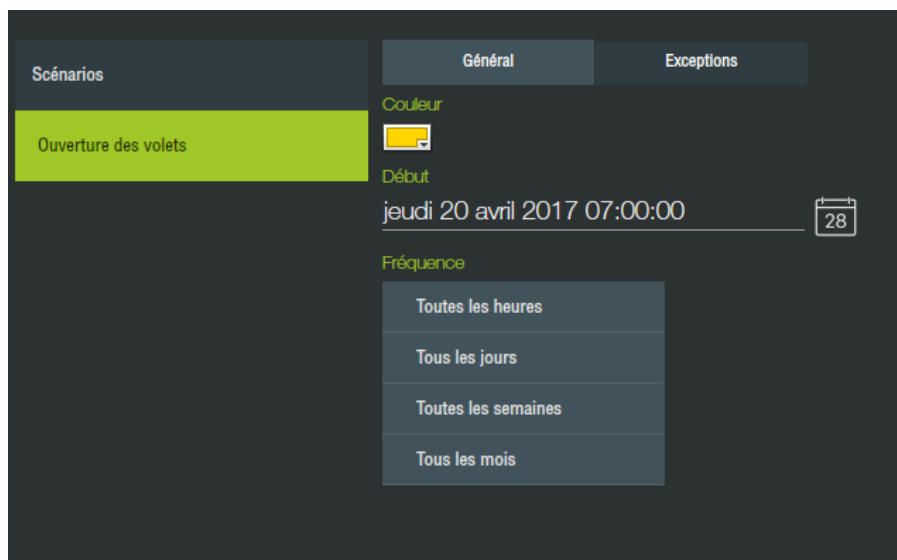
The “Planning” page allows you to plan the execution of a scenario on a calendar.

To do this you click on a case with your mouse pointer to display the day, then click again on the line of the day displayed. A formula to programme the execution of a scenario is displayed above the page.



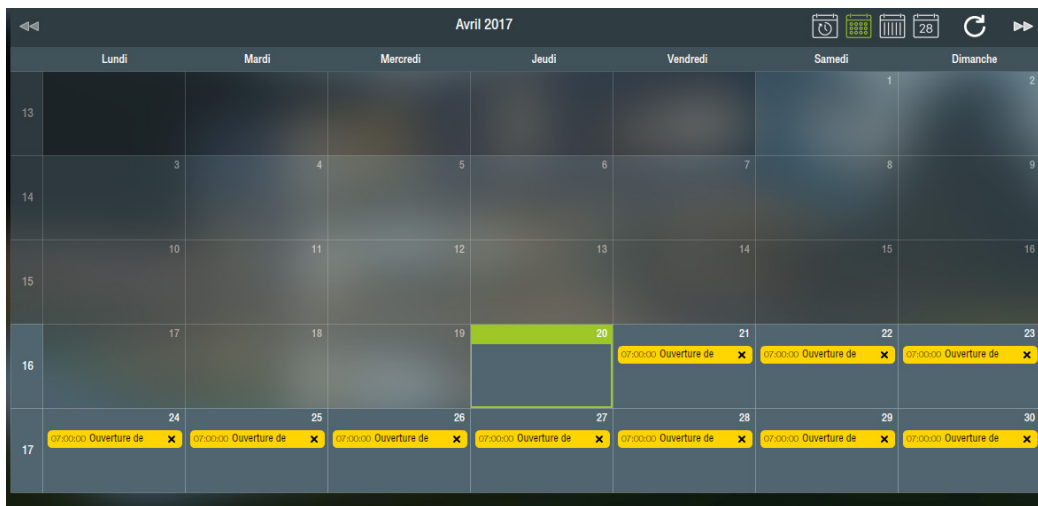
You select the scenario to be planned from the list of available scenarios left of the formula, then you enter the different parameters according to your needs.

These parameters concern the start of the planning, the frequency and the end of the planning, if the execution is to be recurrent.

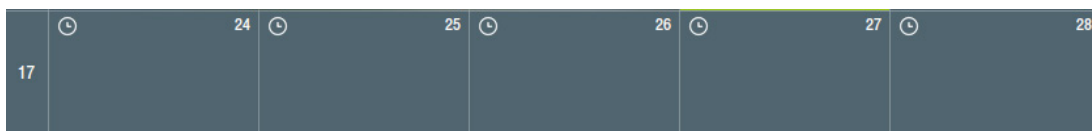


⚠ The lists displayed may contain more lines than those visible on screen. Use the mouse pointer, maintaining the click and moving the mouse up or down to display the content, you may also use the wheel to scroll the content. You can also display the content of the list by using the mouse pointer and maintaining the click.

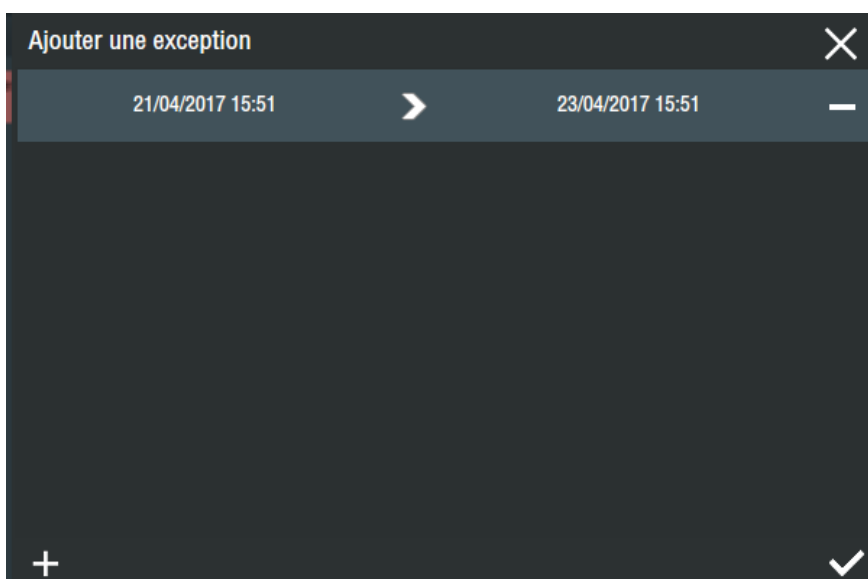
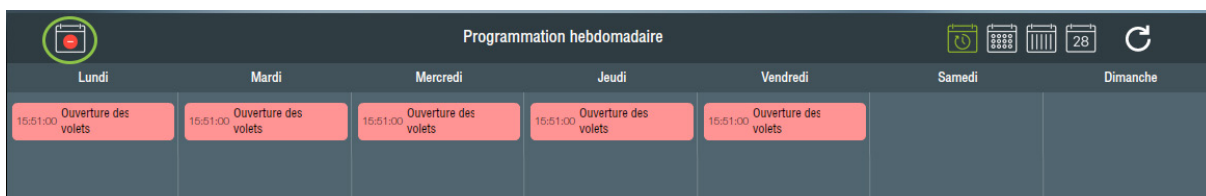
When you have added a planning, you can see the different occurrences on the calendar. You can delete these by clicking on them. To edit the series, click on a displayed occurrence.



This allows you to plan the execution of a scenario according to the day of the week. This programming then is repeated every week. You can identify a weekly programming, in the calendar, via the pictogram displayed on the corresponding day.



An exception is a date or a period during which the the programming is not in operation. So you can create exceptions for the planning on the calendar, but also independently on the weekly programming.



C. Project graphic: DESIGN STUDIO

The Design Studio application is the Project control interface intended for the user. This application enables you to realise a graphic customization totally adapted to your use.

⚠ Just a reminder, the present user by default and named as “guest” does not have the rights that would enable him to edit the Project graphic. In addition, this right must be activated (see the “User” paragraph in the “Config Studio” part to enable access to the edit mode.

I. Discovery: automatic generation

When you connect for the first time to your Lifedomus or your Tydom 3.O server with this application, a Project graphic will be generated automatically for the user that you have selected. This installation graphic will be constructed using the configuration created in “Config Studio”.

⚠ Depending on your connection type and the support that you use (PC, iPad, telephone), the generation may take some time on the first occasion, in order to store in cache, for example, the images used for the installation. Having completed this first step, the subsequent connections will be faster, but always dependant on the connection type.

The initial representation will be constructed according to the following rules:

- For each room created in the “Config Studio”, there will be a corresponding page with the background displaying an image or photo of the room.
- A navigation band is available on the right and represents the different rooms of the installation.
- For each page generated in this way, the access to equipment is through the banner at the base of the page.
- Every item of equipment will be represented by a thumbnail along with some basic information, and the possibility, in the case of a light for example, of direct control from the displayed image. By pressing the thumbnail, a control panel with more information or a remote control will be displayed for example the case of audio equipment.
- Navigation is achieved by swiping the screen left and right, or by using the navigation banner and by pressing the thumbnail of the room.
- In the main menu, at the top left, the image representing the house allows you to return directly to the page by default. In the automatic generation, this is the first page of the installation.

2. Customization

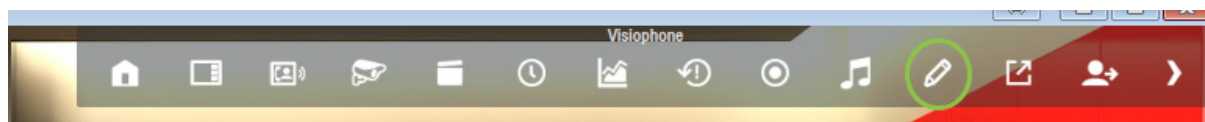
The particularity of this application is that it is totally customizable and thus enables, thanks to an editor embedded on a PC or MAC, creation of an Project graphic adapted to the user and the installation to be controlled.

While the edition mode is performed on PC or MAC, the installation graphics are also recovered on iPad, iPhone, tablets and Android telephones.

To enter the edit mode, you use the pencil in the menu bar. To open the menu bar when it is collapsed, just click on it.



💡 To make the navigation bar stay on the screen, press and hold the left button of the mouse for a few seconds over the grey part.



⚠️ Do not forget to activate the edit mode for the selected user (see “Config Studio”).

In edit mode 2 new icons are displayed:

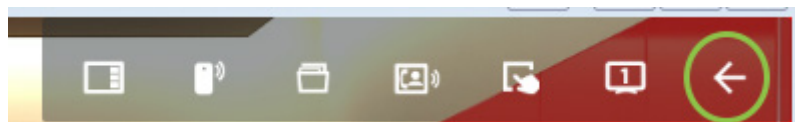


Widgets on the page



Add widgets

To leave edit mode click on the back arrow:



A) Smart Vision

The Smart Vision page allows you to assemble, on a single page, general information and global commands for a maximum of eight rooms. This page is generated automatically and can then be customized according to your needs.

The information allows you to visualise directly that status of lighting, the shutters and other available equipment in the different rooms. You can then control via a global command all of the lighting of a room (for example to switch off all the lighting in the living room).

You can also carry out global commands on the site.

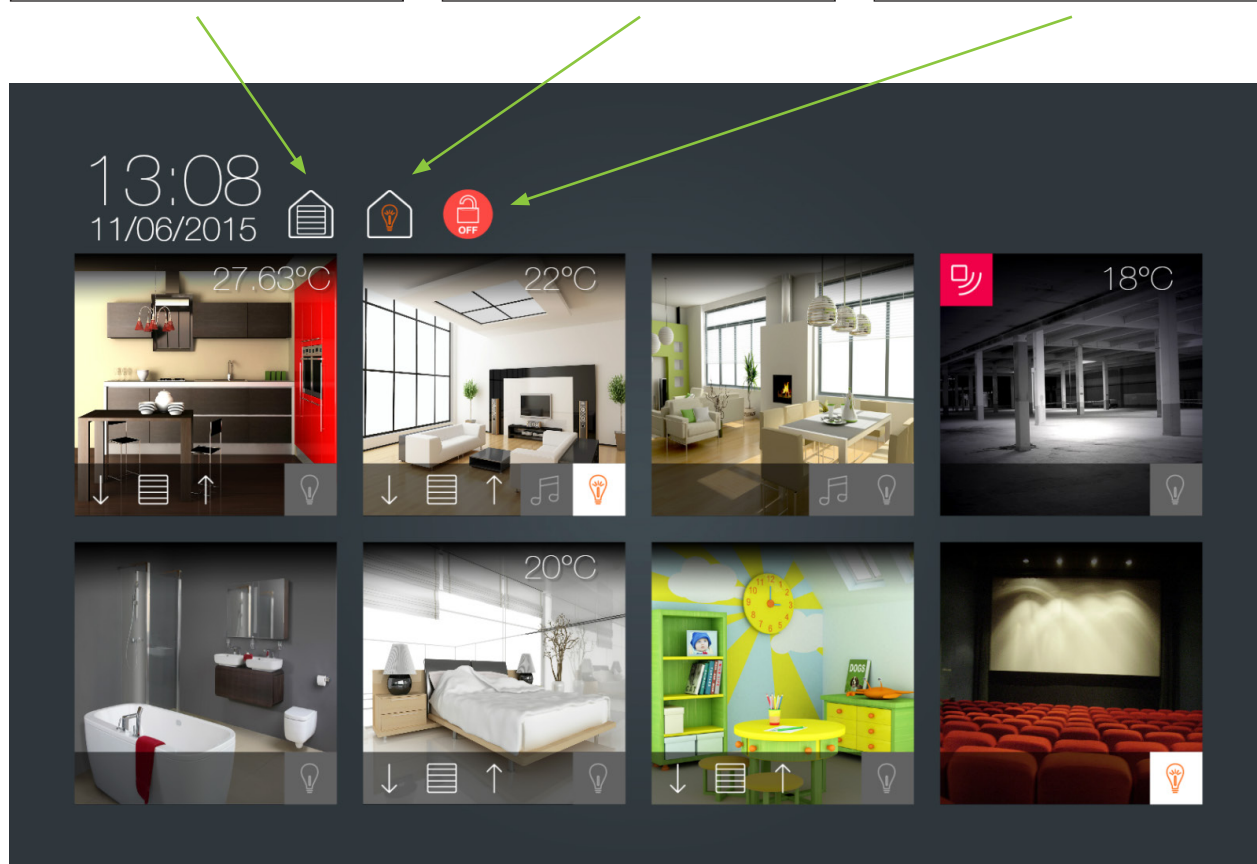
Status of house shutters: All open, All closed, or position undefined.

One click closes all shutters.

Status of house shutters: All open, All closed, or position undefined.

One click closes all shutters.

Status of the Tyxal+ central alarm if present in your project.



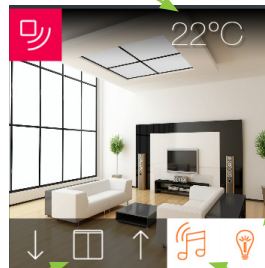
Click on the image to navigate to the corresponding page.

Each room is represented in the same manner and the icons are displayed according to the equipment available in the room.

If a motion detector is configured in the room, it is represented on the top left.

If a temperature sensor is configured in the room, it is represented on the top right.

If a light or lights are configured in the room, they are represented at the bottom right. The status indicates if there is at least one light turned on and a single click turns off all the lights in the room.



If a shutter or shutters are configured in the room, they are represented at the bottom left, the arrows enable the shutters to be opened and closed, a single click on the middle image causes a stop. The status, as for the site, is represented by all open, all closed or undefined position.

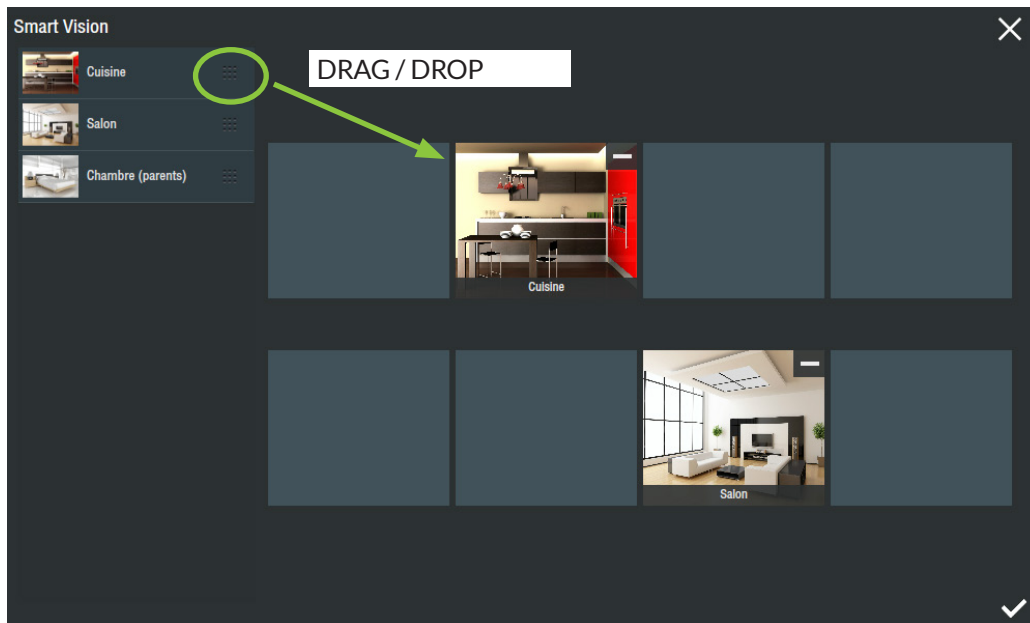
If a Sonos sound system is configured in the room, it is represented at the bottom and indicates if it is currently playing. A single click pauses the system. A click and hold gives you direct access to the sound system's remote control.

To create a Smart Vision page:

In edit mode, you will see displayed to supplementary thumbnails in the navigation banner: “Add a page” and “Add a Smart Vision page”



At the creation of this page, you select the rooms that you want to display, the model desired, then the different recovered and control objects are automatically generated. This page then becomes your default page.

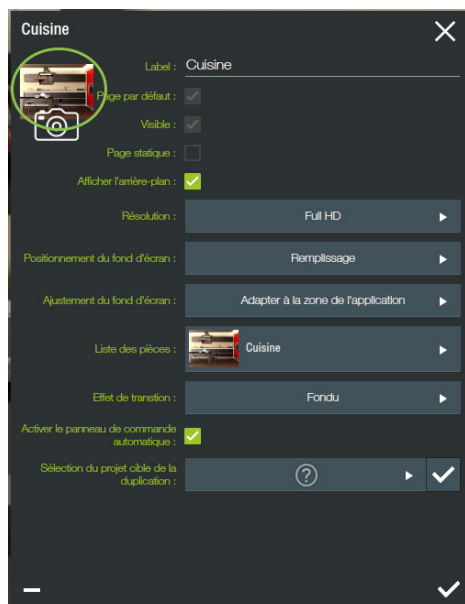


B) Images importation

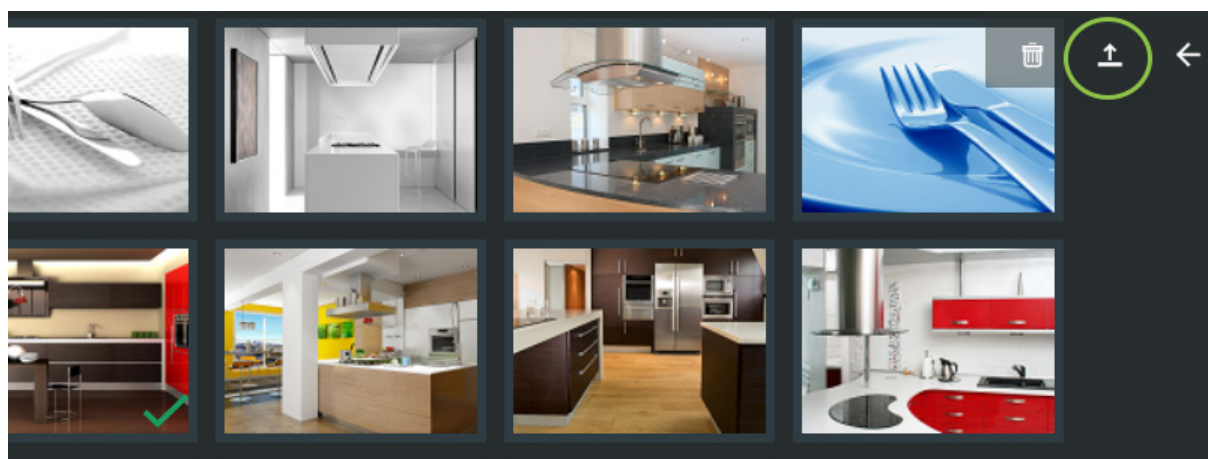
To customize your interface, you have available to you images and photos delivered with your multi-protocol home automation server module that can be accessed from the image manager.

The image manager is accessible from the majority of object displaying a photo or image in edit mode, and sometimes from the parameters button.



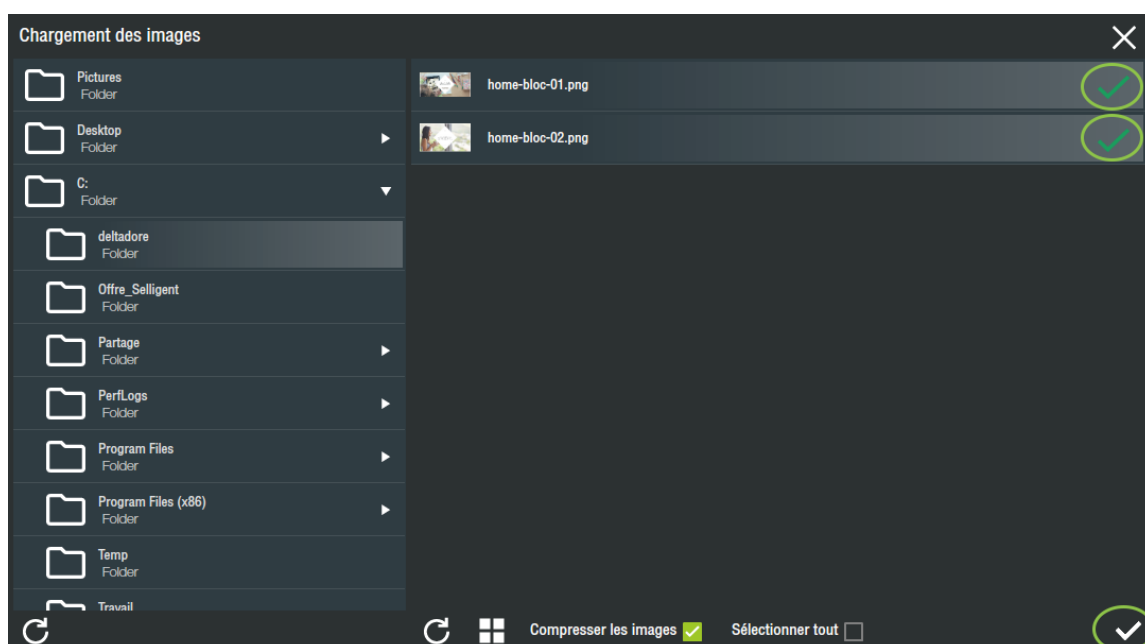


If you want to import your own photos and graphics you can do so from the image manager. In the menu, press the Import command.



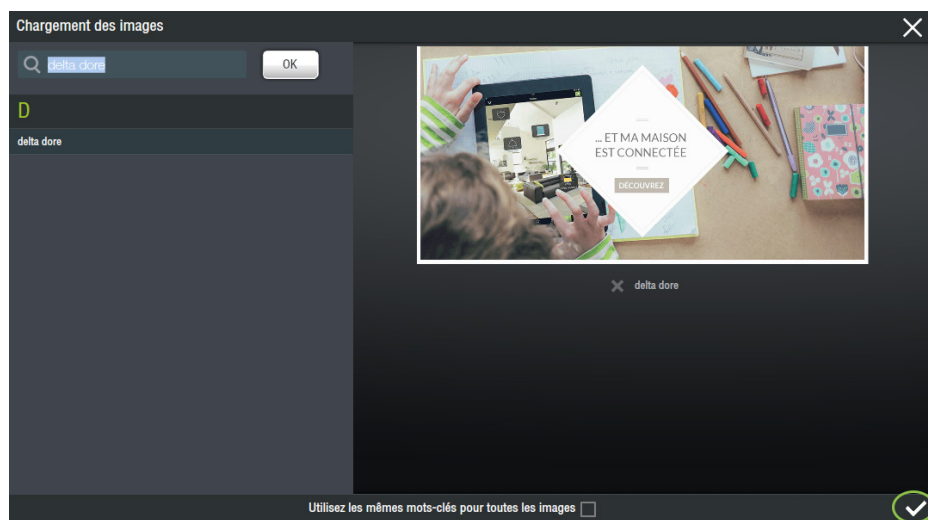
A formula is displayed above the page and allows you to access different files of your computer or a connected USB storage key and display available images and photos.

Then select the photo or photos you need and validate using the button below on the right.



⚠ Do not try clicking several times. In fact there is a short time interval between the time you click until the display that follows. This is because of the calculations implemented on the images.

When the importation process begins, you are asked to select the keyword(s) to be associated with the first image. Use the search field to find a word in the existing list, then select it by clicking on it. If it does not exist, it will be created automatically. In order to aid the search for and classification of your images, you can associate as many keywords as you like. Then validate to pass onto the next image.



💡 If all of the images selected are to be associated with the same selected keywords, tick the box “Associate all the images” before validation and going to the next stage.



The images are then imported one by one in the multi-protocol home automation server.

C) Re-positionable widget

A widget is a graphic element positioned on a page. It enables a value to be displayed and /or several actions to be carried out.

There are 3 types of widget:

- Equipment widgets generated by default (called “LDs”), identical to those that appear in the banner at the bottom of each page. There is one for every equipment type, they can not be customized.
- Developed widgets that generally comprise an animation for control and their structure can not be modified.
- Customizable widgets (called “Painters”) based on two concepts, namely:

- ❓ “What I See” 
- ❓ “What I Do” 

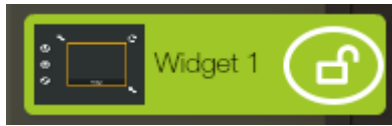
One added to the page, it can be selected on the left-hand list or directly by clicking with the mouse (N.B. If two widgets are superimposed, a multiple click allows movement from one to the other).

Once selected, it can be moved with the mouse using click and hold. When moving it, if there are other widgets on the page, one or several yellow lines may appear to show that the widget is positioned in the same position as another. This allows widgets to be easily aligned one on top of another.

It can also be moved using the keyboard arrows. The widget moves at 1 pixel by default. By pressing Ctrl at the same time as the arrow, it moves at 50 pixels intervals.

One selected, a widget is underlined on the list in the left tab with the list of widgets.

In this panel, the locks enable them to be locked so that they can not be modified by mistake when editing the page.

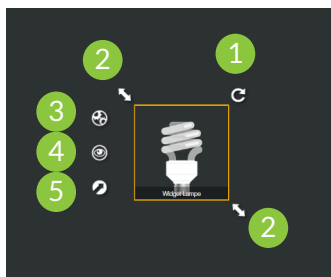


The order of widgets is important as it is the order in which they appear on the page (notion of depth). The highest in the list is that which appears above all the others, the lowest is that which appears behind the others.

A : The widgets linked to actions must be situated on top of the pile.

It is possible to change the order by pressing and holding on a widget. It begins the flash and you can raise or lower it in the list and then release it again.

Depending on the type, the widget has 3 to 5 icons around it. A yellow frame lets you know if it has been selected.



- 1) Icon that allows the widget to be rotated 360° by clicking on it, a wheel appears to modify the angle:



- 2) These two icons allow the widget to be resized by clicking and holding. The widget can be resized by clicking Alt at the same time as the keyboard arrows. By default it grows at 1 pixel increments. By clicking at the same time on Ctrl + Alt + arrow it grows at 50 pixel increments.
- 3) The Gears icon allows all the parameters of the widget to be modified via a properties panel.
- 4) The Eye icon enables definition of the "What I See", that is what you want to see in this widget. This icon is available on the "Painter" type widgets.
- 5) The Arrow icon enables definition of the "What I Do", that is what you want to do when using this widget. This icon is available on the "Painter" type widgets.

D) "Painter" widget

The "Painter" widget is an object that allows you to define the display of information and the execution of commands over a zone of your page.

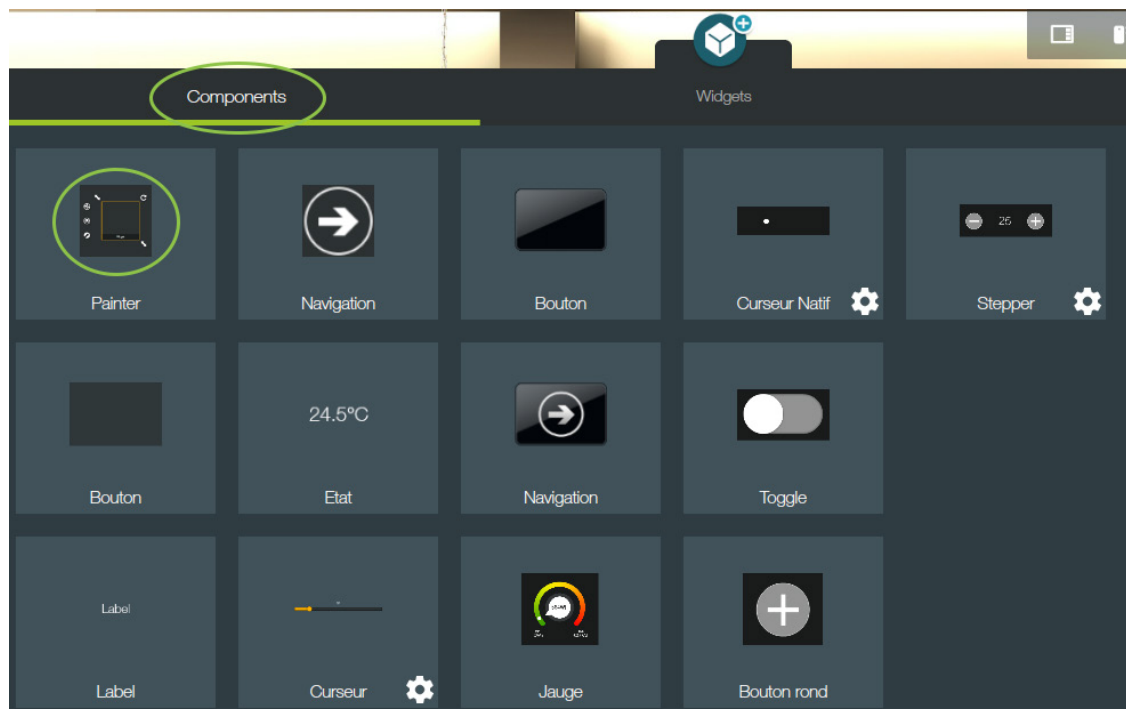
The display can be constant or conditioned by the status of your items of equipment and it is configured in the part called "What I See".

The execution of commands is realised according to an action carried out over the zone and it is configured in the part called "What I Do".

Example of “Painter”: Light On/Off

To understand the functioning, we are going to create a “Painter” type widget to control a light On/Off on the page.

Add a widget on the page by selecting it in the banner at the bottom of the screen. Go into Components then select “Painter”.



Then, after having selected your widget, click on the Eye to display the configuration page of “What I See”.

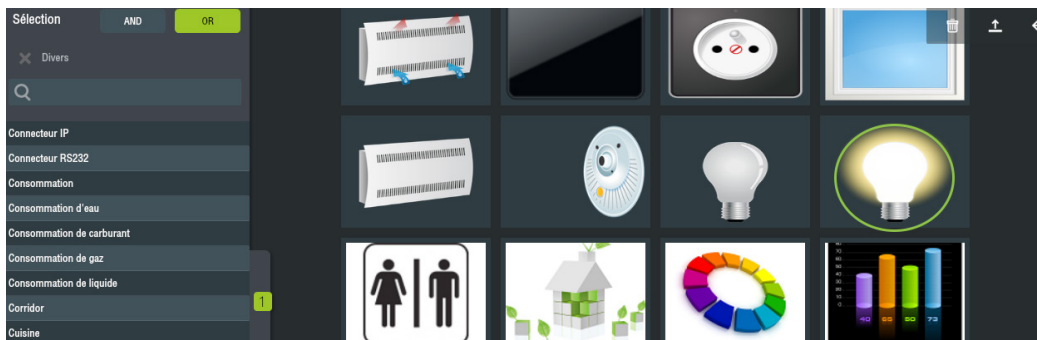


Click on “Add an image”.

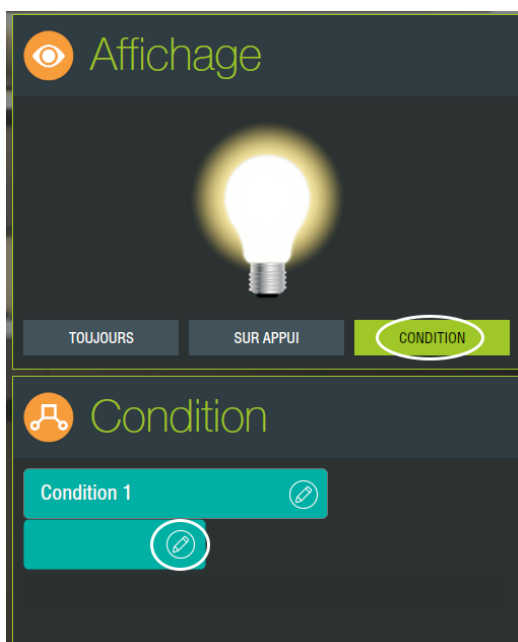


You arrive in the Image manager. Search for the keyword “Various” if this is not already displayed, select it by clicking on it. You will see on the right the images associated with this keyword.

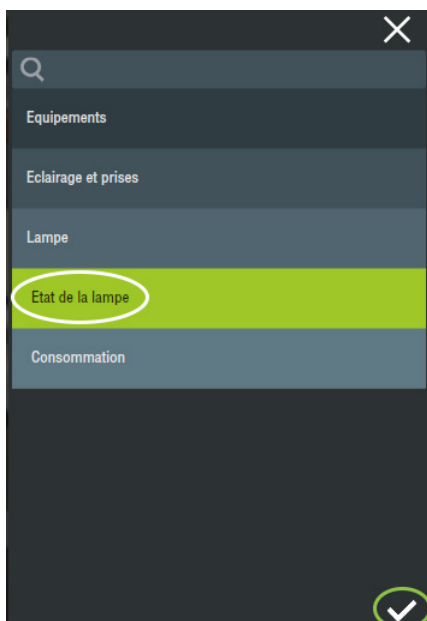
Select the image that represents a lit light-bulb.



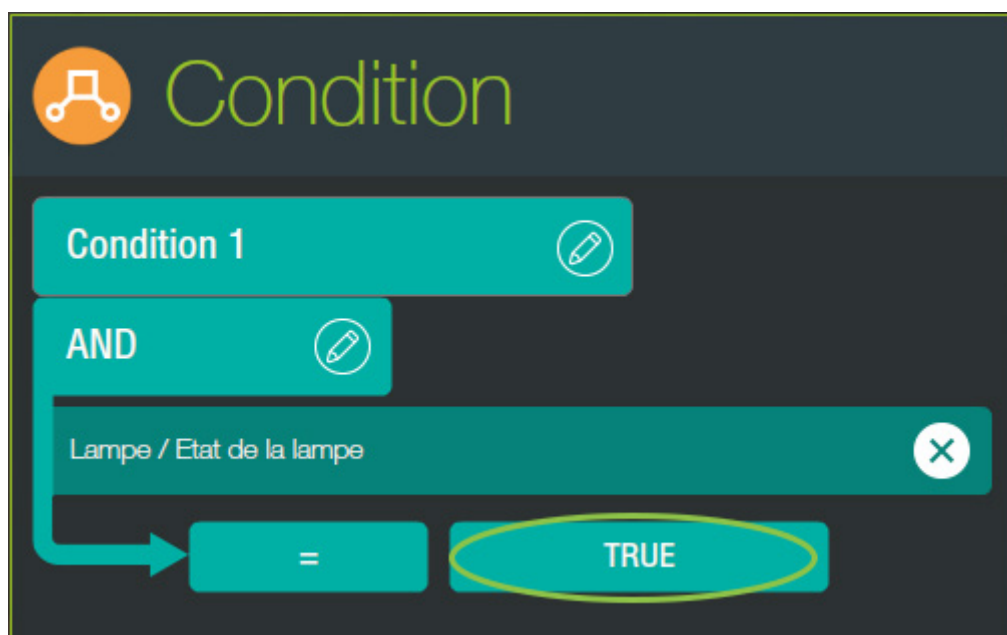
A line is added on the left with the selected image. Select this line and in the part that displays in the centre, click on “Condition”.



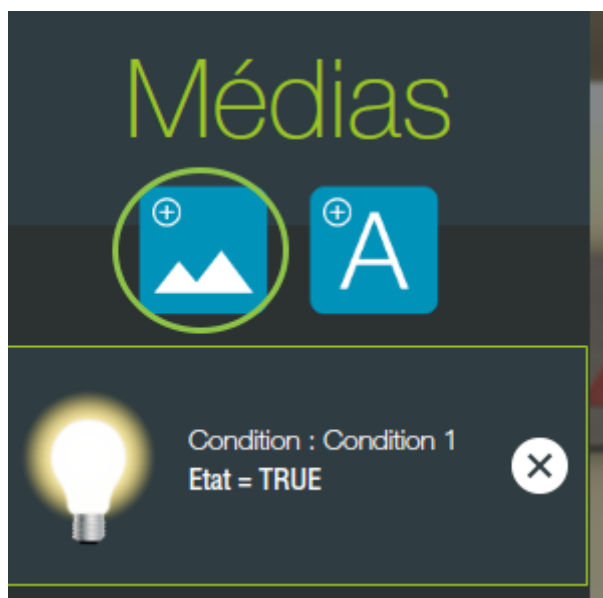
Click on the pencil that is displayed and select the return status of a light-bulb.



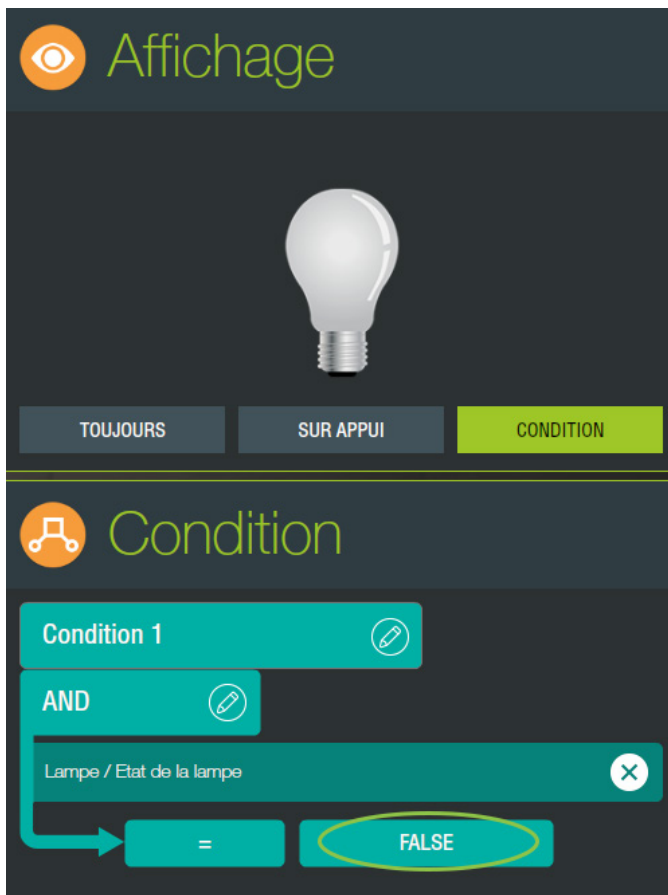
When you validate, the line appears in the condition and the associated value is “TRUE”.



Repeat the operation, adding an image representing a light-bulb switched-off.



After having selected the return status of the light-bulb as previously, you can indicate the value “FALSE”.



Now we have defined what we want to see depending on the status of the light-bulb.

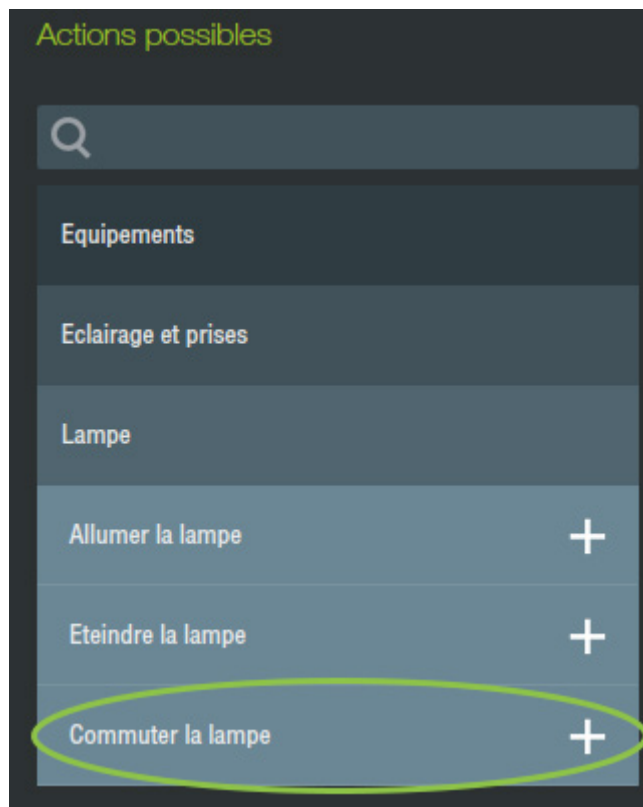
You will validate this page to exit the mode “What I see” and we will now deal with the command of the light.

To do this, you will click on the arrow associated with your widget that you selected previously by clicking on it.

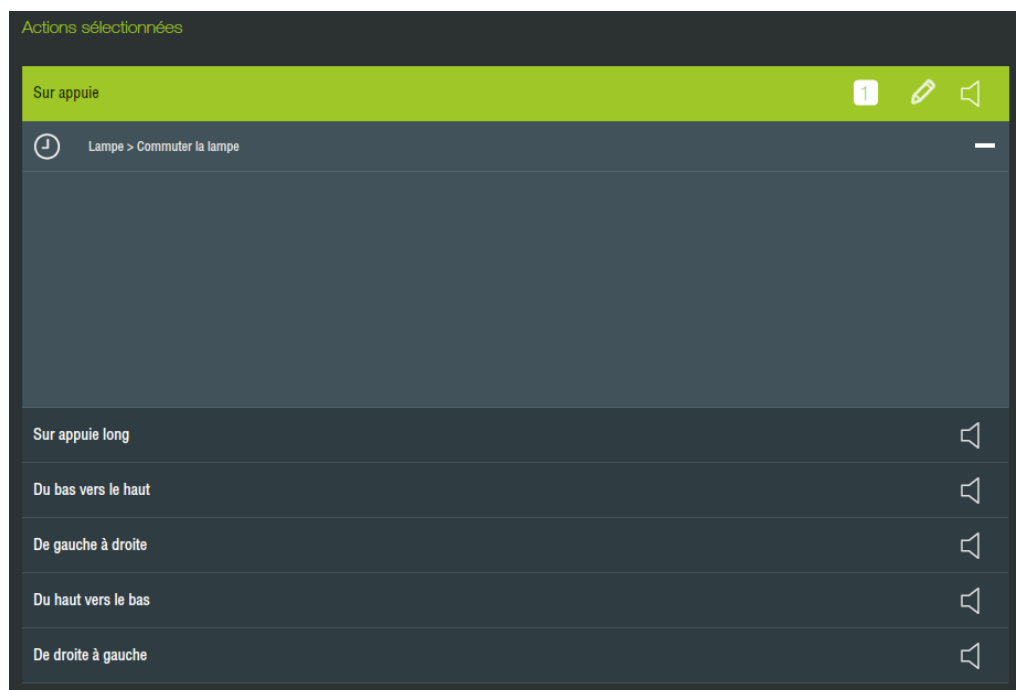


You arrive on a new page that, on the left proposes the items of equipment and other possible actions and on the right the various actions that can be realised over this zone.

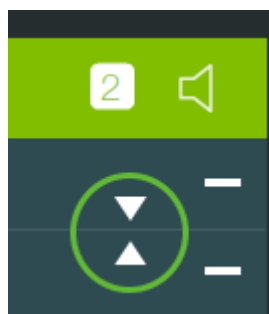
Find your equipment, the light-bulb selected to display the return status in the “What I see” widget so that you can select the action “Switch the light-bulb”.



Add the action that you will see displayed in the “Press” part.



To change the action, click on the action title. The actions selected on the left will be positioned in the gesture activated.



You can define different actions for each of the proposed gestures.

You can now exit this page and quit the edit mode by clicking on the return button in the menu.

You now have a widget on your page that enables you to control your light.

Bravo!

Now you are at the end of this Configuration Guide.

We hope that the content will help you with the installation of your Lifedomus multi-protocol home automation servers.

As we mentioned in the introduction, this document provides you with the basics necessary for the configuration of our applications, but you can also progress even further!

Don't hesitate to contact us if you would like to take part in our training courses and learn even more useful tips for your multi-protocol home automation server installations.

See you soon!



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