DMX-GW configurator handbook

This handbook is aimed to help you to:

- do your first steps on DMX-GW configuration

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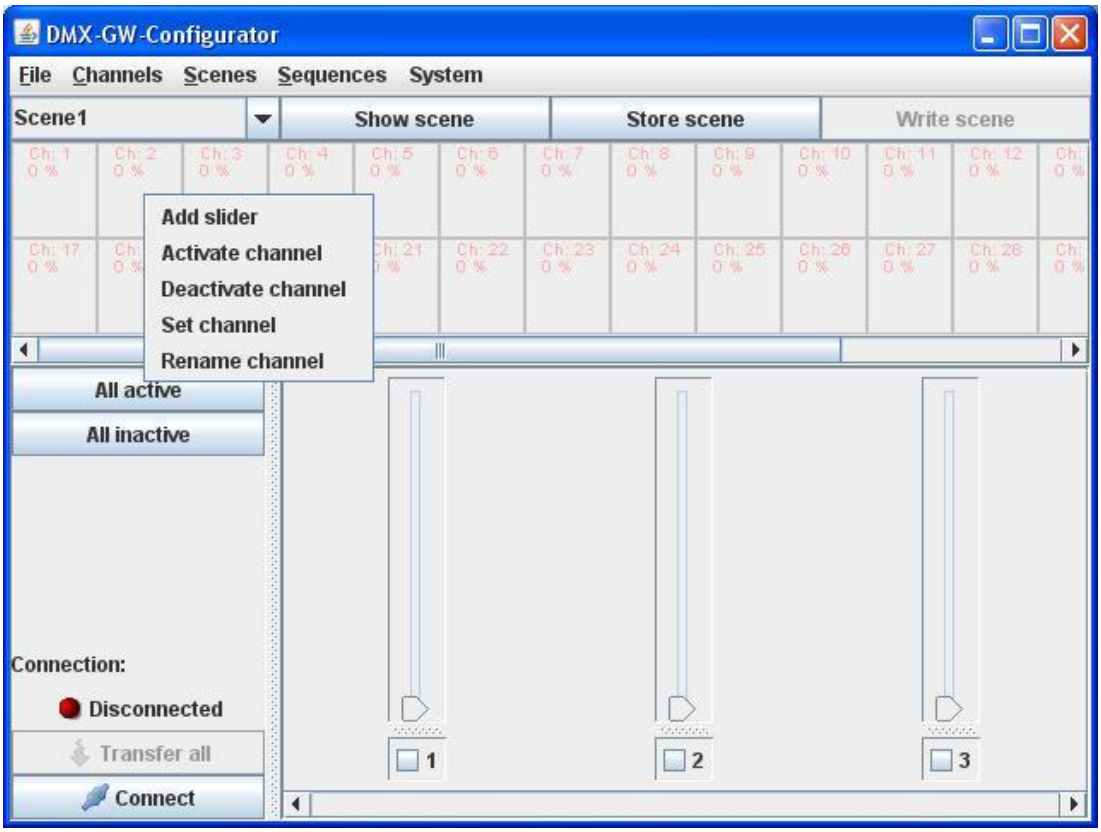
Quick Start guide

With the software tool DMX-GW-Configurator the DMX-KNX-Gateway can be set up and configured and new firmware can be uploaded.

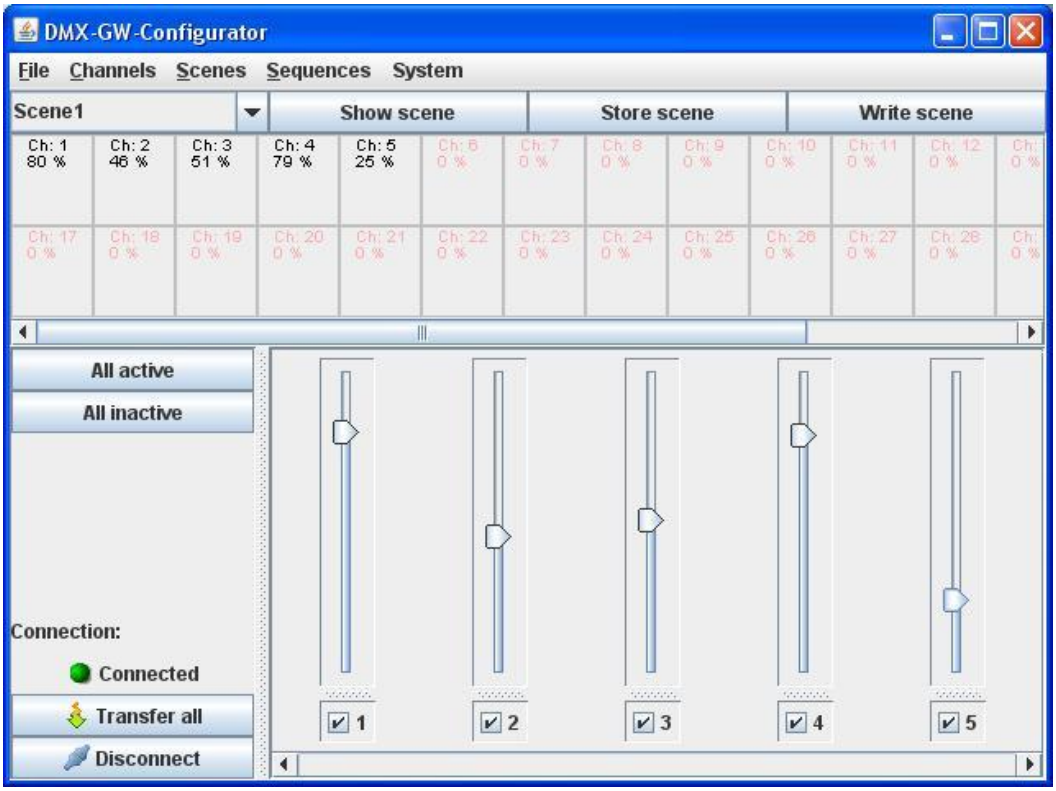
- After installing the software, the gateway has to be connected by a normal USB cable. The gateway should be identified automatically, if not, the drivers can be found at „driver/“ in the installation folder.
- Start the program and push the „Connect“-Button. At the menu „System->Settings“ the actual channel count and firmware is displayed. This should show 512 channels and version 0.10 with a new delivered GW.
- If you need a different firmware version from the 512-Channel / 8-Sequence variant which is installed, with the menu item „System->Change Firmware“ the firmware can be replaced with a 32-channel / 64 scenes / 4 sequences version. (Which can be made undone afterward). After the upload the USB must be disconnected once. Please mind the different Address schemes in different firmware versions.
- Now you can open a new project which is compatible to the actual firmware with „File->New Project“.

In the following we assume the 32-Channel version.



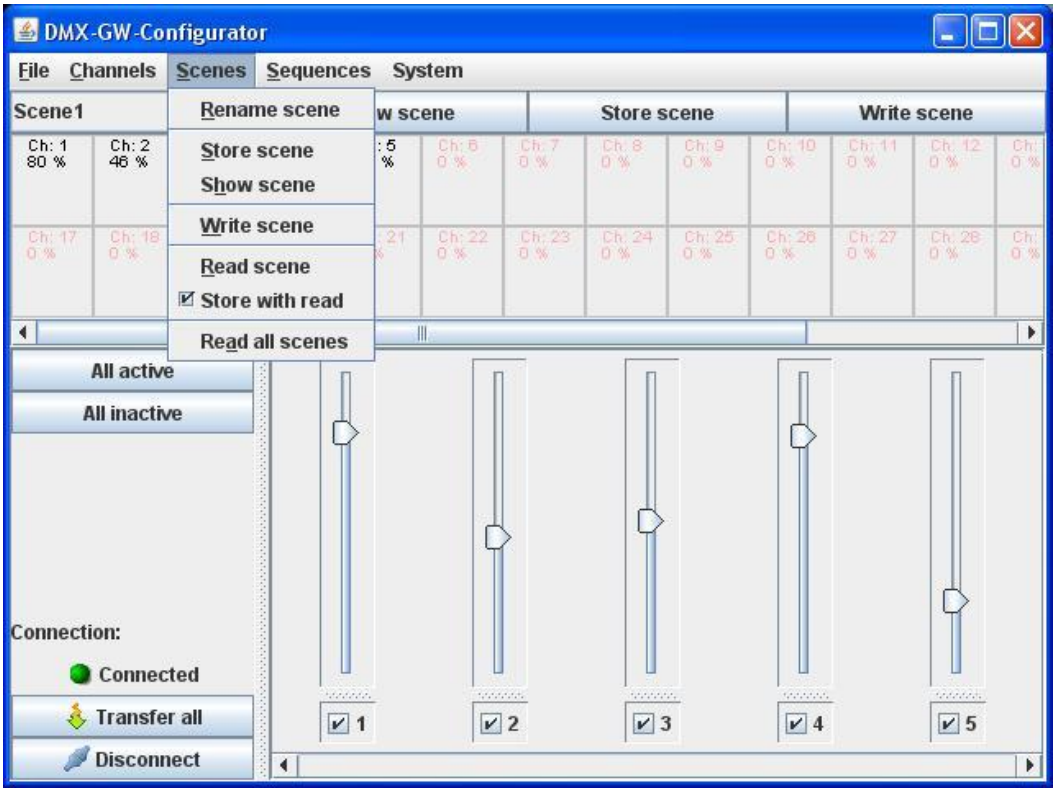
In the initial state all channels are inactive. To activate a channel you can either activate it the slider-panel (if you have one for this channel) or with a double-click in the status-field, which also

adds a slider to the slider panel, or with the right mouse button . With the button “Activate all” all channels are activated simultaneous.
Each channel can be controlled with a slider if this is activated.



To set a scene you set the active-status of the wanted scene, then you set the values for the channels and send the scene to the gateway.

- “Save Scene“ saves the scene in the project
- “Write Scene“ writes the scene into the gateway too
- “Show scene“ shows the scene settings currently in the project



In the menu “Scenes” you can change the names of the scenes, single scenes („Read scene“) or all at once („Read all scenes“) can be read out from the gateway.
If “Save automatically” is selected, the scene is stored in the project after the download from the gateway.

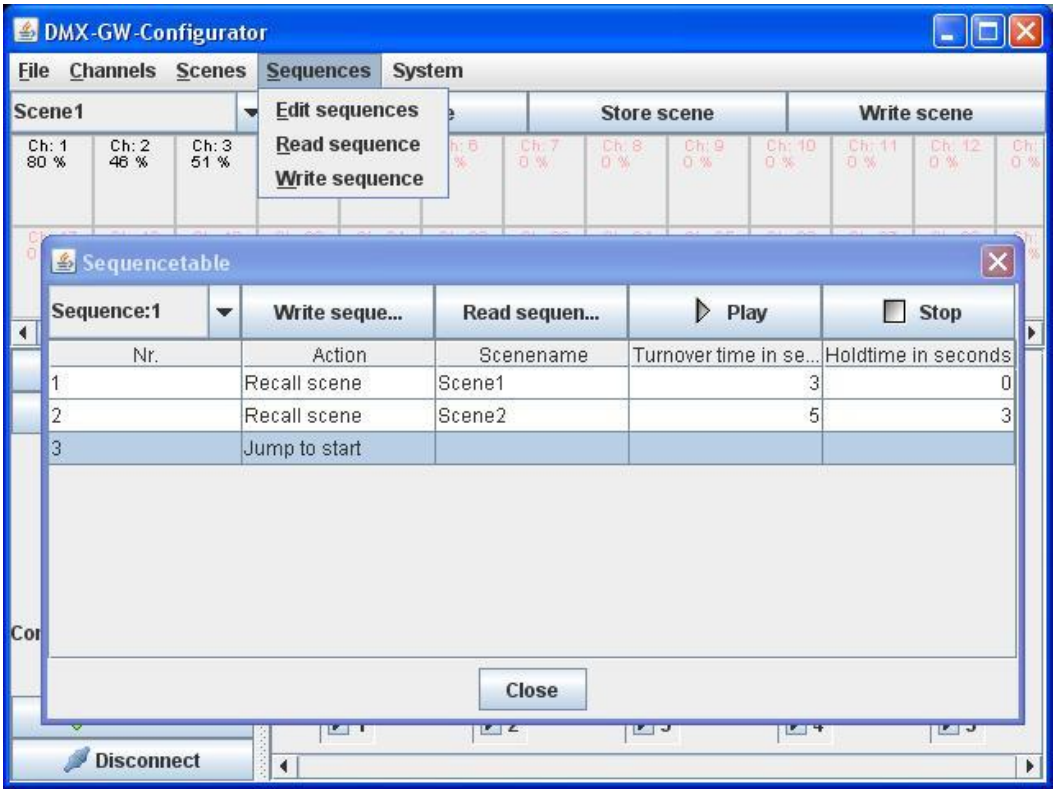
To define a new scene you do the following:

- Choose the scene you want to edit
- Set the channels (in)active how they are needed in this scene..
- Set the channel values as you need in this scene.
- Write the scene into the gateway (“Write scene“ –button or –menu).

Later on you can change the channel settings via KNX and store the new values in a scene as well.
(De)Activation of the channels can only be done in the configuration program.

Sequences:

If sequences are allowed in the firmware you can configure and edit them in the software.



The “Edit sequences“ command opens a sequence table in which sequences can be defined.
Following actions can be set :

- Recall scene
- Stop sequence
- Restart loop

For a “scene recall”, the turnover time and the hold time can be configured.

The actual sequence can be sent to the gateway, played back (and stopped) afterwards. Closing the window also stops the sequence.
The sequences can be read out from the gateway, either one at a time with the button “Read Sequence” or all sequences at once by the menu “Read sequences“.

Finally the actual project can be saved “File->Save Project” and reopened later on.
The complete project with all scenes and sequences can be transferred to the gateway with the button “Transfer”.

In case you want to read out the complete project from the gateway, you have to read the scenes first and then the sequences. Afterwards you can edit the data, write it back and save the project with a new name.

Revision History

Date	Document ref	Comments
12/04/2012		First issue

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