



---

# ONLINE.VISION

## *i.LON® 100 Edition*

### Version 1.1 Release 1 - User Guide

---



Document Number : DV3313- UGDOLS  
Contact : +33 1 47 70 25 25 - [support@dotvision.com](mailto:support@dotvision.com)

**Copyright Notice :** DotVision's Software and this User Guide are Copyright © 2000-2006. All rights reserved. DotVision and DotVision's logo are trademarks of DotVision Inc.

No part of this publication may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or storing in a retrieval system, or translated into any language in any form without the prior written consent of DotVision.

**Trademark Notice :** DotVision®, DotVision Inc.®, DotVision Research®, DotVision Viewer®, DotVision Server®, DotVision Studio®, DotVision Navigation Suite®, eSpace®, IzoStudio® and DotSpace® trademarks and logos are registered trademarks of DotVision® in Europe and the United States of America. DotVision® is a trademark of DotVision Inc.®



## **SOFTWARE USAGE LICENSE Terms and Conditions**

This agreement is between DOTVISION and the users of the DOTVISION's software, i.e. "ONLINE.VISION i.LON100 Edition" (reference DV33-1010), hereafter called the "SOFTWARE PRODUCT". If you do not intend to honor this agreement, please exit now from the Web Page from which you're using the Software and do not use this online software.

Please read carefully this License Agreement before using this SOFTWARE PRODUCT. By using this SOFTWARE PRODUCT you agree to all of the terms of this Agreement. If you do not agree to all of the terms, do not use this SOFTWARE PRODUCT, and destroy all DotVision material.

The terms of this License Agreement supersede any other license agreements accompanying this SOFTWARE PRODUCT. If you accept the terms of this License Agreement by using SOFTWARE PRODUCT, then DotVision grants you a limited license to use this SOFTWARE PRODUCT for personal use or in your business or profession with the following limitations:

+ You are not allowed to use the SOFTWARE PRODUCT to control, monitor, send command and/or configure an i.LON@100 which Neuron ID (or identifier) is not registered in the central usage license database from DotVision.

+ If you want the Neuron ID of your i.LON@100 to be registered in the central usage license database from DotVision, then you should send DotVision a purchase order for it mentioning the following product name (ONLINE.VISION iLON@100 Edition – 1 usage license) and reference (DV33-1010).

You are granted a non-exclusive right to use the SOFTWARE PRODUCT with the above-mentioned limitations. Use of the software means that you have loaded the program in a supported Web Browser and run it or have installed the program onto a computer, which is supported by the SOFTWARE PRODUCT, as mentioned in its User Guide.

Ownership and Title of the SOFTWARE PRODUCT remains with DotVision. You are not allowed to make copies, reproductions, translations or modifications of or to the SOFTWARE PRODUCT.

This SOFTWARE PRODUCT and other DotVision Software, Products, Logo or Graphics Files are copyright protected. No program, code, part, image, video clip, audio sample, text or computer generated sequence of images may be copied or used in any way by the user except as intended within the bounds of the single SOFTWARE PRODUCT.

Copies of the SOFTWARE PRODUCT and/or its documentation may not be distributed to anyone under any terms and conditions without written authorization from DotVision. You are not allowed to disassemble, create derivative works, modify, reverse engineer, adapt, decompile or translate the SOFTWARE PRODUCT.

You are not allowed to adapt, create derivative works, or translate any part of the documentation without the prior written consent of DotVision. You are not allowed to lease, rent, transfer, assign or sell the SOFTWARE PRODUCT to any other person. You may not transfer it electronically or using any other means from one computer to another. You are not allowed to develop or ask any other company to develop features, actions and software architectures that would be similar to or would have the same objectives as those contained within the SOFTWARE PRODUCT.

**\* NO WARRANTIES \***

**THE SOFTWARE AND ANY RELATED DOCUMENTATION IS PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR INFRINGEMENT. THE ENTIRE RISK ARISING OUT OF USE OR PERFORMANCE OF THE SOFTWARE REMAINS WITH YOU.**

**\* NO LIABILITY FOR DAMAGES \***

**IN NO EVENT SHALL DOTVISION OR ITS SUPPLIERS BE LIABLE FOR ANY DAMAGES WHATSOEVER, INCLUDING, WITHOUT LIMITATION, DAMAGES FOR LOSS OF BUSINESS PROFIT, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, OR ANY OTHER PECUNIARY LOSS, ARISING OUT OF THE USE OF OR NABILITY TO USE THIS SOFTWARE, EVEN IF DOTVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. BECAUSE OF SOME STATES / JURISDICTIONS DO NOT ALLOW THE EXCLUSION OR LIMITATION OF LIABILITY FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES, THE ABOVE LIMITATION MAY NOT APPLY TO YOU.**



## CONTACT AND SUPPORT INFORMATION

DOTVISION  
34, rue de Liège  
75008 Paris  
FRANCE  
Tel: +33 1 47 70 25 25  
<http://www.dotvision.com>

Send any question or request to [contact@dotvision.com](mailto:contact@dotvision.com) including requests for online demos and assistance in designing your first project with the DotVision Software.

DotVision provides technical support to its customers and partners who have subscribed to the DOTVISION CLUB. DotVision will respond to your inquiries within 48 hours.  
Technical Support E-mail: [support@dotvision.com](mailto:support@dotvision.com)



# Table of Contents

<b>1 Introduction</b>	<b>5</b>
<b>2 Running ONLINE.VISION</b>	<b>6</b>
<b>3 Create/Save/Open a new Project</b>	<b>7</b>
Create a new Project	7
Save your project on your local disk	7
Open an existing Project	7
Save your project on a FTP Server	7
Open your project from a HTTP Server	8
<b>4 Create and modify Screens</b>	<b>8</b>
Create a new Screen	8
Delete a Screen	8
Edit the Screen's Properties	8
Set a screen as the default screen	9
<b>5 Drawings and Pictures</b>	<b>10</b>
About the "Drawing" and the "Selection" toolbars	10
Create a Circle	10
Create a Square	10
Create a Rectangle	10
Create a Multi-Line / Polygon	10
Create a Text entry	11
Create a Picture Object	11
Edit the properties of an Object	11
Select several Objects	11
Copy and Paste an Object	12
Align Objects	12
Remove an Object from the Screen	12
Move an Object in a Screen	12
<b>6 Connecting to the i.LON100</b>	<b>12</b>
Connecting to the i.LON@100	12
Checking Usage License Authorization	13
<b>7 Control/Command i.LON Variables</b>	<b>13</b>
Display an i.LON@100 control point (or SNVT)	14
Command an i.LON@100 control point (or SNVT) with an Entry Field	14
Display a temperature using a thermometer	15
Command a control point (or SNVT) using a command button	15
Command a control point (or SNVT) using a Toggle Button	16
Display and Command a SNVT Switch using a 2-state Lamp	16
Control/Command a SNVT Switch using a Round Dimmer	16
Control/Command a SNVT using a Vertical Dimmer	17
Display a Preset Value of a SNVT using predefined pictures	17
Display a Preset Value of a SNVT using predefined Texts	18
<b>8 Displaying IP Cameras</b>	<b>19</b>
Display IP Cameras in your Screen	19
Edit/Change IP Camera's properties	19
<b>9 Multimedia infrared Controls</b>	<b>20</b>
Connect to your GC100 IP to infrared Gateway	20
Create a "Send one single Infrared Command" button	20
Create a "Send one single Infrared Command" button	20
<b>10 Macros and other Buttons</b>	<b>21</b>
Create "Open URL" button	21
Create "Go to Screen" button	21
Create "Macro or Scenario" button	21
<b>11 Get support from DotVision ...</b>	<b>22</b>



# 1 Introduction

DotVision ONLINE.VISION i.LON®100 Edition, hereafter called the “Software”, is an **“online software to design Supervisory, Control and Command graphical human-machine interfaces” specifically dedicated to control/command devices in real-time in buildings (or network of buildings) and smart homes**. It allows you to design graphical, object-oriented control/command Applications that can be loaded from anywhere at anytime from a Web Server into a supported java-enabled Web Browser.

The Software allows you :

- to **control/command any Lonworks and Modbus devices** connected to an i.LON®100
- to remotely command any Infrared Devices, including multimedia devices (TV, VCR, DVD, Satellites) through a GlobalCache GC-100 Gateway
- to display IP Cameras such as the AXIS 205, live inside your Web Human-Machine Interface designed with the Software.

To design and publish Web Control/Command screens, the Software provides you with :

- a **multi-screen design environment** and generic design assistance tools such as copy/paste objects, edit object properties, edit screen properties, open/save projects
- **graphical drawing tools** to insert pictures and draw shapes such as polylines, squares, rectangles, triangle, circles, ... and to organize them in your screens
- a **set of high-quality graphical control objects** to display and interact with devices “variables and control points” : label to display a variable, entry field, dimmer, dimming slider, buttons, multi-purpose images, thermometer, drop-down list, radio button, etc...
- **command-button objects to send Infrared commands** to IR devices through the Global Cache GC-100 Gateway.
- **macro command button** that enables you to easily record a suite of commands and play it when the button is pushed.
- a **publish wizard** that enables you to publish (i.e. FTP) your screens onto a Web Server (HTTP server). You may place your Web Control Screens designed with the Software onto the flash disk of the iLON®100, to get an integrated graphical Supervisory application that is to be installed in your electrical box and to be accessible at anytime from any workstation.

The Software is unique on the Control/Command and SCADA market. It is designed in a way so that non-programmers can design feature-rich monitoring applications. Using the Software, Web HMI are fast, easy and cheap to design, to update and to maintain.

Moreover, the Software enables your building and smart home systems to be 100% controlled with “Web Embedded” supervisory applications: no need for a central PC, no infrastructure to monitor your devices except the i.LON®100.

All its features make the Software the ideal solution to monitor Energy, HVAC, Lighting, CCTV, Access Control, Security and Multimedia in small/medium buildings, distributed buildings and smart homes.

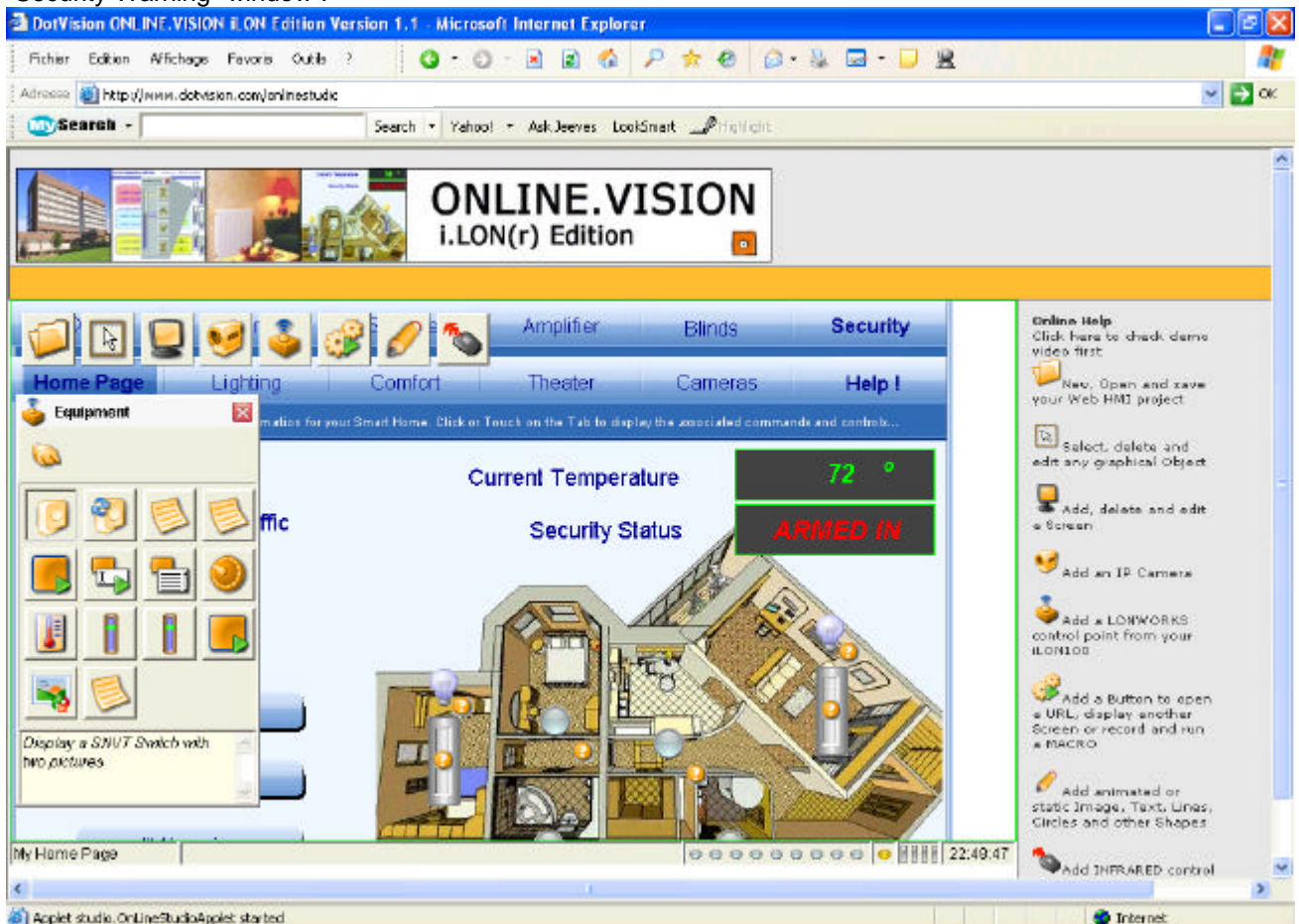


## 2 Running ONLINE.VISION

To design graphical control/command web screens using ONLINE.VISION from DotVision, open the following URL in Microsoft Internet Explorer 6.0+ or equivalent web browser :

<http://www.dotvision.com/onlinestudio>

The following interface is loaded after you accept the Java Security Agreement by clicking “YES” on the “Security Warning” window :



The Software is developed using the JAVA Language to be multi-platform and be loaded on Windows, Macintosh, Linux and Unix workstations. If you encounter any problem to load the Software, please check the Java Enabled option in your Microsoft Internet Explorer 6.0+ or equivalent web browser.

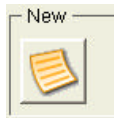
Each of the features of the Software is further described in this User Guide. Some of them are demonstrated in Demo Videos that are available on request to DotVision. You may also request support from DotVision or subscribe to the DOTVISION CLUB to get technical resources, unlimited technical support and additional advices to deliver professional projects to your end-users or customers.



# 3 Create/Save/Open a new Project



Folder Icon



New Project icon



Open and Save icons



Remote project Open (HTTP) and Save (FTP) icons



Save your project on a remote FTP Server



Save your project on a remote FTP Server

## Create a new Project

By default, when you launch the Software in your Microsoft Internet Explorer 6.0+, the Software is loaded with a “new project” composed of one screen only.

To create a new project :

1. click on the “Folder Icon” to display the “File” toolbar
2. click on the “New” icon and click on “Yes” in the “New project” confirmation window.
3. your new project is created. To save it under a specific project name, to close and open it, please follow instructions below.

## Save your project on your local disk

To save the current content of a project on your local disk :

1. click on the “Folder Icon” to display the “File” toolbar
2. click on the “Drive” icon to save your project
3. select the drive on which you want to save your project on your local disk and enter a name for your project. Then click on the “Save” button to save your project under the selected name.
4. The Software may indicate you that your project is authorized for a limited period of time. This means that your i.LON@100 is not yet authorized in the central Usage License database of DotVision. The Software saved your project anyway for a later usage. Your project will be limited in time (usually 15 minutes) until you send a purchase order to DotVision (by eMail at [contact@dotvision.com](mailto:contact@dotvision.com)) and until DotVision registered the Neuron ID of your i.LON@100 in its central usage license database.
5. After clicking on OK, your project is saved with a file extension : .ZIP. Your project is in fact composed of a set of description XML files (you’re your project description) associated with encrypted files (for i.LON@100 connection and license usage).

## Open an existing Project

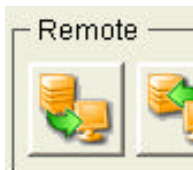
To load an existing project from one of your local drives :

1. before loading an existing project, you may want to save the current project. Loading an existing project will discard all the unsaved modifications that were done in the current project
2. click on the “Folder icon” to display the “File” toolbar
3. click on the “Folder icon” in the File toolbar and select your project (ZIP file previously saved with the Software) on your local drive.
4. the software automatically loads up.

## Save your project on a FTP Server

To save the current content of a project on a FTP Server :

1. click on the “Folder” to display the “File” toolbar
2. click on the “Remote Disk Drive” icon to save your project
3. Enter the Name you want to assign to your project in the “Project Name” field. Enter the folder of the WWW root in your FTP Server in the “Web Dir” field. Enter the folder in which you want to save your project in the “OLS Dir” field.
4. click on the right-side green arrow to go to the next step of the “remote save” wizard
5. Enter the IP Address of your FTP server. Enter the FTP user and password
6. click on the “Check” button to confirm and launch the FTP Saving process.

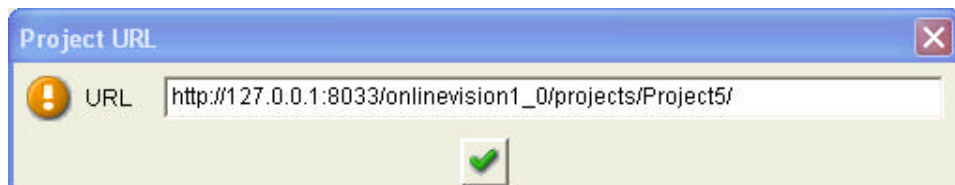


Open a project from a HTTP Server

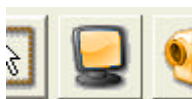
### Open your project from a HTTP Server

To load an existing project from a HTTP URL :

1. before loading an existing project, you may want to save the current project. Loading an existing project will discard all the unsaved modifications that were done in the current project
2. click on the "Folder" to display the "File" toolbar
3. click on the "Remote Open Project" icon to open the URL window
4. enter the HTTP URL where the unzipped project was previously saved using the "Save your project on a FTP Server" method of the Software



## 4 Create and modify Screens

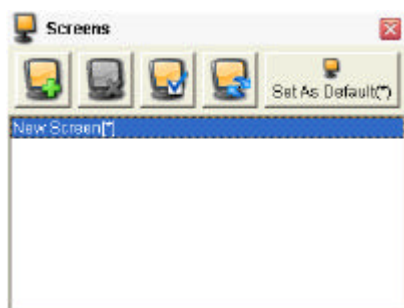


Screen icon in the main toolbar

The Software enables you to create multiple Screens in a single project.

### Create a new Screen

- o click on the "Screen icon" in the main toolbar to display the "Screen toolbar"
- o click on the "New screen" icon (first icon on the left) in the screen toolbar
- o change the properties of the new screen in the "New Screen" window that is displayed (see "Screen's Properties" for further information), amongst which the screen name
- o click on the "check" button to validate your choices
- o your new screen is now created.



Screen Toolbar

### Delete a Screen

1. click on the "Screen icon" in the main toolbar to display the "Screen toolbar"
2. click on the screen you want to delete in the list of screen that is displayed in the screen toolbar to select it
3. click on the "delete screen" icon (second icon on the left) in the screen toolbar to delete it

### Edit the Screen's Properties

1. click on the "Screen icon" in the main toolbar to display the "Screen toolbar"
2. click on the screen you want to edit in the list of screen that is displayed in the screen toolbar to select it
3. click on the "screen property" icon (third icon on the left) in the screen toolbar to edit its properties
4. you may change the screen's name by editing the name field
5. you may change the width and height of the screen by editing them (in pixel)
6. you may change the background color of the screen by clicking on the background button and by selecting a color in the list
7. you may assign a picture (GIF and JPG image) by clicking on the "glass icon" on the right side of the "image" label and by selecting your picture from your local drive.



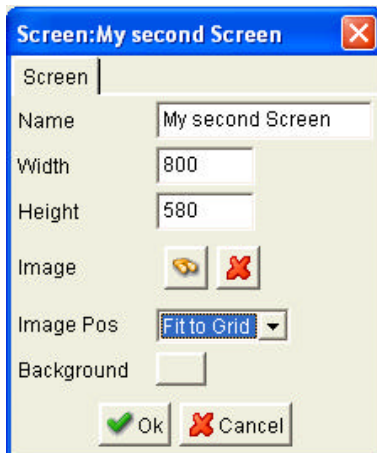
New screen icon



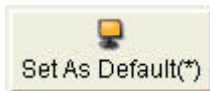
Delete screen icon



Screen property icon



**Screen property window**



**“Set screen as default”  
icon**

8. you may change the position of the background image by selecting the mode of image display in the Image Pos list box :
  - o best fit will display the background image without any distortion. The max between its width and its height will fit with the width or the height of the screen
  - o centered will keep the background image's size and will center it on the screen
  - o fit to grid may change the image proportion by stretching its width and its height to the width and height of the screen (as written in the screen property window)
  - o top left will keep the background image's size and will center position it on the top left of the screen
  - o mosaic will keep the background image's size and will display the same image to fill-in the total area of the screen
9. you may remove the image background by click on the red cross button on the right side of the “Image” label
10. Once you have changed the properties of a screen, click on the “OK” button to validate the changes.

#### **Set a screen as the default screen**

1. click on the “Screen icon” in the main toolbar to display the “Screen toolbar”
2. click on the screen you want to set as the default screen. The default screen is the one that is displayed first when your project is loaded.
3. click on the “Set as default” icon in the Screen Toolbar window to set the selected screen as the default screen

Now the selected screen is set as the default screen. A star (“\*”) character is displayed in front of its name in the screen list. This screen will be loaded as the “home screen” (or first screen) when you project will be opened next.

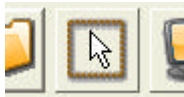


# 5 Drawings and Pictures

The Software enables you to create and position multiple shapes and pictures on any of your Screens.



Drawing icon



Selection icon



The Drawing Toolbar



The Selection Toolbar



Circle icon



Square icon



Rectangle icon



Multi-Line / Polygon icon

## About the “Drawing” and the “Selection” toolbars

- To display the “Drawing” toolbar, click on the “Drawing” icon in the main toolbar of the software. The drawing toolbar enables you to design circles, squares, rectangles, multi-lines, text and pictures.
- To edit the properties of any drawing (circle, square, rectangle, multi-line, text and picture), to copy/paste them, to place them in the background or foreground and to align them, click on the “Selection” icon to display the “Selection” toolbar.

## Create a Circle

1. click on the “Drawing” icon in the main toolbar
2. click on the “circle” icon in the drawing toolbar
3. click, hold and move your mouse in the screen to draw the width of the circle
4. release the button of the mouse to display the circle’s property window
5. change the color of the line, the color of the inner of the circle and check/uncheck whether you want the circle to be filled-in by this color of not
6. click OK to validate your choices

The circle is now created and positioned in your screen.

## Create a Square

1. click on the “Drawing” icon in the main toolbar
2. click on the “Square” icon in the drawing toolbar
3. click, hold and move your mouse in the screen to draw the width of the square
4. release the button of the mouse to display the square’s property window
5. change the color of the line, the color of the inner of the square and check/uncheck whether you want the square to be filled-in by this color of not
6. click OK to validate your choices

The square is now created and positioned in your screen.

## Create a Rectangle

1. click on the “Drawing” icon in the main toolbar
2. click on the “Rectangle” icon in the drawing toolbar
3. click, hold and move your mouse in the screen to draw the width of the rectangle
4. release the button of the mouse to display the rectangle’s property window
5. change the color of the line, the color of the inner of the rectangle and check/uncheck whether you want the rectangle to be filled-in by this color of not
6. click OK to validate your choices

The rectangle is now created and positioned in your screen.

## Create a Poli-Line / Polygon

1. click on the “Drawing” icon in the main toolbar
2. click on the “Multi-Line” icon in the drawing toolbar
3. click in the screen to position the first (starting) point of your multi-segment line
4. click in the screen to position each point of the multi-line (i.e. each end of line segment). The Software automatically draws a straight line between each of the points
5. double click in the screen to position the end point of your poli-line and



**Text icon**



**Text Property window**

- 6. change the color of the line, the color of the inner of the rectangle and check/uncheck whether you want the rectangle to be filled-in by this color of not
  - 7. click OK to validate your choices
- The multi-line shape is now created and positioned in your screen.

### Create a Text entry

1. click on the "Drawing" icon in the main toolbar
  2. click on the "Text" icon in the drawing toolbar
  3. click in the screen where you wish to position the text. The text's property window is displayed
  4. enter the content of the text in the text field
  5. click on the color button to select the color of the text
  6. select the font of the text in the font drop-down list
  7. check / uncheck the bold and/or italic checkbox to display your text in a bold/italic mode
  8. select the text size in the text size drop-down list
  9. check / uncheck the background and the border checkbox to display or to hide a background rectangle and display or not a line border for this rectangle. Click on the color buttons in front of the background/border checkbox to select their color.
  10. click OK to validate your choices
- The text is now created and positioned in your screen.

### Create a Picture Object

1. click on the "Drawing" icon in the main toolbar
2. click on the "Picture" icon in the drawing toolbar
3. click in the screen where you wish to position the picture. The picture's property window is displayed. Click on the "glass" icon to display the "Image" resource window
4. click on the folder icon to select the picture file from your local drives
5. select the picture in the list of picture files in the Image resource window, click on the check button to validate your choice
6. click on the "Display" tab paint to select the display options for your picture
7. check the "Border" checkbox to add a border line to your picture and click on the colored icon to select the color of this border line
8. check the "custom size" checkbox to change the size of your picture in the screen. Enter new values in width and height to apply a preferred size. While "Keep Ratio" is checked, the Software will only take into account the Width value that you have entered.

The picture object is now created and positioned in your screen.

### Edit the properties of an Object

Should it be a Circle, a Square, a Rectangle, a Multi-Line, a Text or a Picture, to edit its properties :

1. click on the "Selection" icon in the main toolbar
2. click on the Object you wish to edit in the screen
3. click on the "property edit" icon in the Selection Toolbar.
4. you may alternatively double-click on the Object you wish to edit

### Select several Objects

1. click on the "Selection" icon in the main toolbar
2. click on the first Object you wish to select
3. push and hold the SHIFT key on your keyboard
4. click on each object you wish to select
5. Alternatively : once the "Selection" toolbar is displayed, click, hold and draw a virtual rectangle with your mouse, that would include all the objects you wish to select. All the objects which have a piece inside the virtual rectangle you draw will be selected.



**Picture icon**



### Copy and Paste an Object

1. click on the "Selection" icon in the main toolbar
2. click on the Object you wish to copy
3. click on the "Copy" icon in the selection toolbar
4. click on the "Paste" icon in the selection toolbar to paste (i.e. duplicate) this Object on the screen.

You may previously change and display another screen (using a "Go to Screen" button or the Screen List) to paste the object on another screen.

You may also copy/paste a selection of multiple Objects.

### Align Objects

1. click on the "Selection" icon in the main toolbar
2. select all the Objects you wish to align (refer to item "Select multiple Objects" above)
3. click on the "Align left" icon in the selection toolbar to align all the selected objects on the left, aligned to the object which is the most left in the selection. You may also use the other "align" buttons (right, bottom and top) in the same way.

### Remove an Object from the Screen

1. click on the "Selection" icon in the main toolbar
2. select all the Objects you wish to remove (refer to item "Select multiple Objects" above)
3. click on the "Remove" icon in the selection toolbar
4. you may alternatively press the DELETE key of your keyboard.

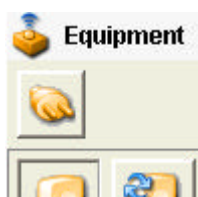
### Move an Object in a Screen

1. click on the "Selection" icon in the main toolbar
2. select all the Objects you wish to remove (refer to item "Select multiple Objects" above)
3. click on the "Arrow" icons in the selection toolbar to move the selected objects in the screen
4. you may alternatively use the ARROW keys of your keyboard
5. if you wish to move only one object, you may click on this object, hold the button of your mouse and move it to move the object to another position in the screen.

## 6 Connecting to the i.LON100



Equipment icon

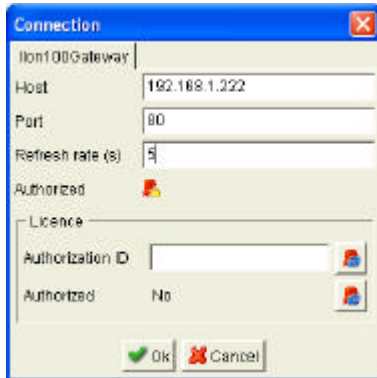


i.LON@100 Property icon

### Connecting to the i.LON@100

To connect to your i.LON@100 and control/command its Network Variables:

1. click on the "i.LON@100 equipment" icon in the main toolbar
2. click on the "i.LON@100 properties" icon in the "equipment" toolbar
3. check that your i.LON@100 is accessible on the IP network on which your Workstation is connected (using a PING command in Windows XP for example).
4. enter the IP address of your i.LON@100 in the "IP Address" field
5. change the IP Port in the Port field if you've changed the WEB SERVICE port on your i.LON@100. Such an operation is not recommended.
6. change the refresh rate (in seconds). The Software is requesting the values of the control point used in the displayed screen every <refresh rate> seconds.
7. click OK to validate the newly entered IP address.

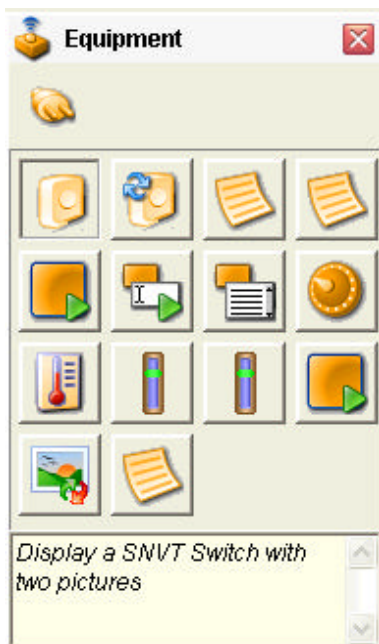


i.LON100 property Window

### Checking Usage License Authorization

1. click on the “i.LON@100 equipment” icon in the main toolbar
2. click on the “i.LON@100 properties” icon in the “equipment” toolbar
3. check that your i.LON@100 is accessible on the IP network on which your Workstation is connected (using a PING command in Windows XP for example).
4. click on the “Authorization ID” button. The Software sends a SOAP command to the i.LON@100 to get the i.LON@100’s Neuron ID. The Neuron ID of the i.LON@100 (in fact one of its Neuron Ids) is returned and displayed in the entry field after few seconds. This operation may take about 20 seconds before stopping if your i.LON@100 is not accessible on the IP Network.
5. click on the “Authorized” button to check whether the Neuron ID of this i.LON@100 is recorded in the central Usage License Database from DotVision. This operation can be successfully performed only when your workstation is connected to the Internet.

## 7 Control/Command i.LON Variables

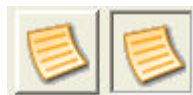


The Software provides ready-to-use graphical control objects to enable you to control and command the i.LON@100’s control points.

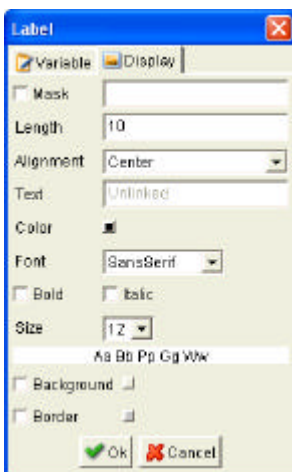
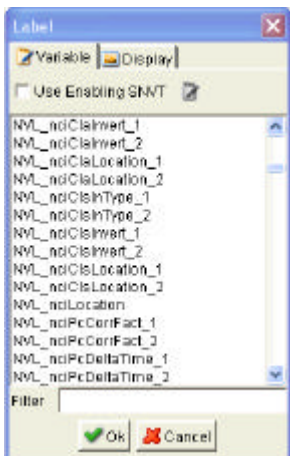
ONLINE.VISION i.LON@100 Edition Version 1.1 provides 14 type of Control Objects of which :

- o labels to display control points
- o entry field to display and change control points
- o list box and radio buttons to display a preset value and send a preset command to a control point
- o command button to send a predefined value to a control point
- o dimmers of various type, including round dimmers and vertical sliding bars. The vertical sliding bar can be configured to be used on touchscreen.
- o Thermometer to display a temperature
- o Image Object to display an image A or B or C depending on the value of a control point

You may request additional Control Objects to DotVision. Depending on their nature, DotVision may develop them for free to include them in future releases.



### Label Controls



### Display an i.LON@100 control point (or SNVT)

Three Label Control Objects can be used for this matter :

1. click on the "Equipment" icon in the main toolbar
2. click on the "Label" icon (3<sup>rd</sup> control object in the control object panel) to select this object control
3. click in the Screen where you wish to position this label. The property window for the Label Control is now displayed.
4. select the SNVT variable in the Variable Panel (in the Label Property Panel). The Software automatically lists all the SNVTs from the i.LON100 once it gets the lists from your iLON100 (this request may take several seconds). You may enter the first few letters of the SNVT name in the Filter entry field to easily find the SNVT you're looking for. You may check the "Enabling SNVT" to display the selected SNVT variable only if the "Enabling SNVT" equals a preset value. To select the enabling SNVT in the list of SNVT and the preset value, click on the "notepad" icon on the left side of the Enabling SNVT checkbox
5. customize the way you want the selected SNVT variable to be displayed in the screen, by changing the parameters in the "Display" panel. Here are the key parameters to check :
  - o check the "Mask" checkbox to display numbers limited to N figures after the dot. Use the # character for this purpose, e.g. to display 123,3456 with 2 figures after the dot, check the Mask checkbox, enter #####.##' in the field and press enter
  - o set the length field to the max number of character to display
  - o select the way you want your text to be aligned in the Alignment drop-down list
  - o click on the color button to select the color for the text
  - o select the text font in the Font drop-down list
  - o check/uncheck the bold/italic checkbox to display the text in bold and/or italic letters
  - o select the text size in the size drop-down list
  - o check/uncheck the background and the border checkbox to display the text in a rectangle. Click on their color button to select the color of the rectangle's background and border

You may also use the 4<sup>th</sup> Object Control to display a sub-part of a SNVT. You may also use the 14<sup>th</sup> Object Control to display to display a PRESET value when the SNVT's value is equal to other specific values, e.g. display "Room is occupied" when SNVT = OC\_OCCUPIED.



### Entry Field Control



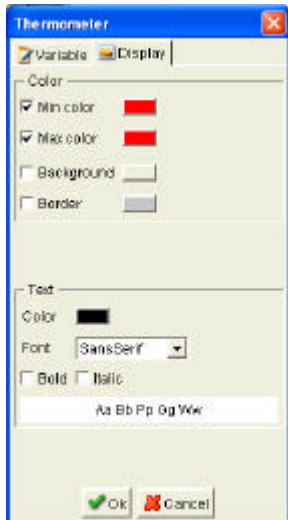
### Command an i.LON@100 control point (or SNVT) with an Entry Field

The Entry Field Control Object is used for this matter :

1. click on the "Equipment" icon in the main toolbar
2. click on the "Entry Field" icon (6<sup>th</sup> control object in the control object panel) to select this object control
3. click in the Screen where you wish to position this label. The property window for the Entry Field Control is now displayed.
4. select the SNVT variable in the "Variable" panel (refer to section "Display an iLON100 control point" for further information).
5. customize the way you want the selected SNVT variable to be displayed in the entry field, by changing the parameters in the "Display" panel. Here are the key parameters to check :
  - o set the length field to the max number of character to display
  - o click on the color button to select the color for the text
  - o select the text font in the Font drop-down list
  - o check/uncheck the bold/italic checkbox to display the text in bold and/or italic letters
  - o check the background checkbox and select the color to change the background color of the text in the entry field



## Thermometer Control



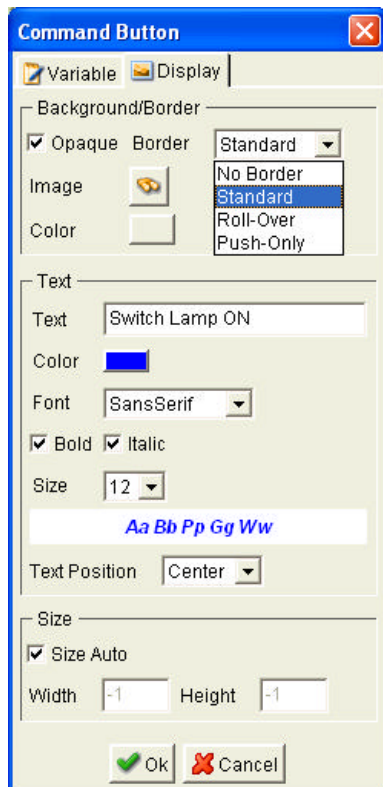
### Display a temperature using a thermometer

The Thermometer Control Object is used for this matter :

1. click on the "Equipment" icon in the main toolbar
2. click on the "Thermometer" icon (9<sup>th</sup> control object in the control object panel) to select this object control
3. click in the Screen where you wish to position this Object. The property window for this Control Object is now displayed.
4. select the SNVT variables (command SNVT if any and Feedback SNVT if any) in the "Variable" panel (refer to section "Display an iLON100 control point" for further information).
5. customize the way you want the selected SNVT variables to be used in this Control Object, by changing the parameters in the "Display" panel. Here are the key parameters to check :
  - o check if you wish to have graduated colors along the thermometer and select the low (min) and high (max) value colors
  - o check the Background and Border checkboxes to display a rectangle around the thermometer. Click on the color buttons to select their colors
  - o click on the text color button to select the text color
  - o select the text font in the Font drop-down list
  - o check/uncheck the bold/italic checkbox to display the thermometer text in bold and/or italic letters



## Command Button Control



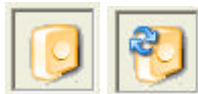
### Command a control point (or SNVT) using a command button

The Command Button Control Object is used for this matter :

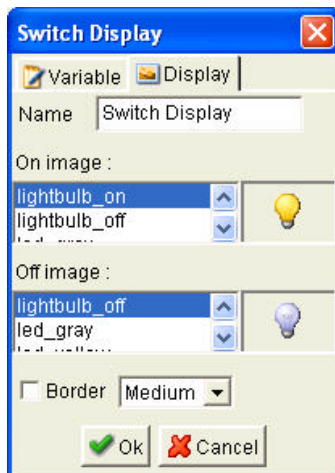
1. click on the "Equipment" icon in the main toolbar
2. click on the "Command Button" icon (5<sup>th</sup> control object in the control object panel) to select this object control
3. click in the Screen where you wish to position this Object. The property window for this Control Object is now displayed.
4. enter the "Command string" you want the Software to send (i.e. write) to the iLON100 on the selected SNVT in the "Command" entry field
5. select the SNVT variables (command SNVT if any and Feedback SNVT if any) in the "Variable" panel (refer to section "Display an iLON100 control point" for further information).
6. customize the way you want the button to be displayed by changing the parameters in the "Display" panel :
  - o uncheck the "Opaque" checkbox if you want your button to be like an image. Check it if you want your button to look like a standard Windows Button.
  - o select the button look-and-feel in the Border drop-down list
  - o click on the Image Button to select GIF/JPG image to place on the button
  - o enter the text to be displayed on the button in the Text entry field
  - o select the text color, font and size in the according drop down lists and buttons. Check/uncheck the bold/italic checkboxes to display the text with bold and/or italic font.
  - o select the text position in the button in the "text position" drop down list
  - o you may give your button a fixed size by unchecking the "Size Auto" checkbox and entering fixed values in the Width/Height entry fields (in pixels). Otherwise the button's size is automatically calculated based on its content (text and image). This feature allows you to position several buttons in a page, all the same size, and align them.



### Toggle Button Control



### Display and Command a SNVT Switch



### Round Slider Control

### Command a control point (or SNVT) using a Toggle Button

The "Toggle Button" Control Object is used to display a button that is pushed (with Picture A on it) if a condition is true (e.g. SNVT Switch NVL\_ClaValue1 = "100.0 1") and a button that is released (with picture B on it) if not. Clicking on this button will send the same command (i.e. 100.0 1 in this example). Otherwise the button is displayed as a released button.

1. click on the "Equipment" icon in the main toolbar
2. click on the "Toggle Command Button" icon (12<sup>th</sup> control object in the control object panel) to select this object control
3. click in the Screen where you wish to position this Object. The property window for this Control Object is now displayed.
4. enter the value that will be checked to display the button as pushed the Toggle Button (e.g. 100.0 1 in the above example).
5. select the SNVT variables (command SNVT if any and Feedback SNVT if any) in the "Variable" panel (refer to section "Display an iLON100 control point" for further information).
6. customize the way you want the button to be displayed by changing the parameters in the "Display" panel. Most of the parameters are similar to the Display Panel of the "Command Button" (see in above section). The Toggle button also allow you to :
  - o select two different pictures to be displayed when the condition is true and when it is false. Click on the "Armed Picture" to select the picture when condition is true. Click on Image to select the picture when condition is false.
  - o check "Locked" if you want the end-user to enter a PASS CODE before sending the command to the SNVT. Enter the PASS CODE in the entry field on the right side of the Locked checkbox.

### Display and Command a SNVT Switch using a 2-state Lamp

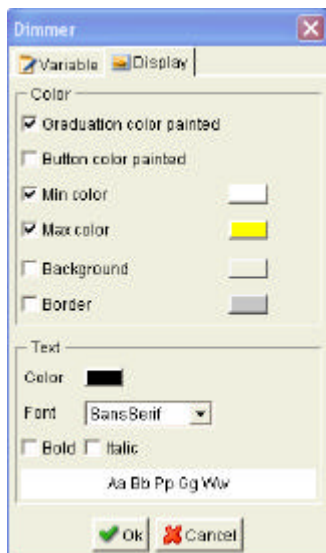
The Display/Command SNVT Switch Control Object is used for this matter :

1. click on the "Equipment" icon in the main toolbar
2. click on the "Display/Command SNVT Switch" icon (1<sup>st</sup> or 2<sup>nd</sup> control object in the control object panel) to select this object control
3. click in the Screen where you wish to position this Object. The property window for this Control Object is now displayed.
4. select the SNVT variable in the "Variable" panel (refer to section "Display an iLON100 control point" for further information).
5. customize the way you want the selected SNVT variable to be used in this Control Object, by changing the parameters in the "Display" panel. Here are the key parameters to check :
  - o set a name for this Control Object in the Name Field
  - o select the picture that is to be displayed when selected SNVT Switch is ON. Select the picture that is to be displayed when selected SNVT Switch is OFF
  - o check the Border Chekbox to display a border around this picture. Click on the color button to select the border color

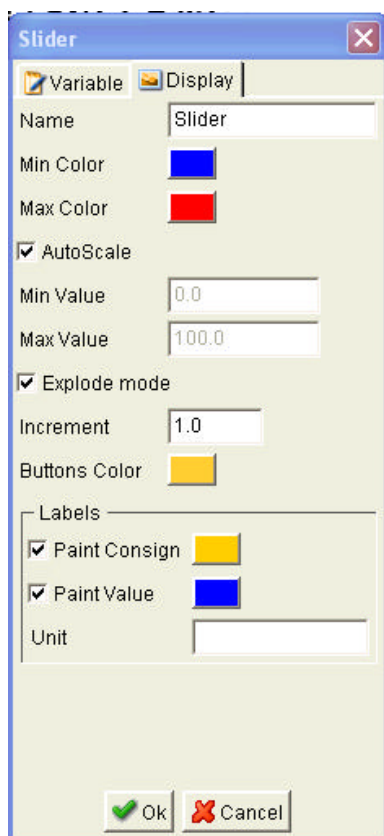
### Control/Command a SNVT Switch using a Round Dimmer

The Round Dimmer Control Object is used for this matter :

1. click on the "Equipment" icon in the main toolbar
2. click on the "Round Dimmer Button" icon (8<sup>th</sup> control object in the control object panel) to select this object control
3. click in the Screen where you wish to position this Object. The property window for this Control Object is now displayed.
4. select the SNVT variables (command SNVT if any and Feedback SNVT if any) in the "Variable" panel (refer to section "Display an iLON100 control point" for further information).



**Vertical Slider Control**



**Preset Picture Control**

5. customize the way you want the Dimmer to be displayed by changing the parameters in the "Display" panel :
  - o check the "Button color painted" to avoid the dimmer to be transparent
  - o check Min/Max color and select colors that are different if you want the dimmer to graduate its internal color depending on the value of the selected SNVT
  - o check background and border to display the dimmer in a rectangle that is clearly displayed on top of a background image for example.
  - o Select the text color, size and bold/italic characteristic in the Text panel.

**Control/Command a SNVT using a Vertical Dimmer**

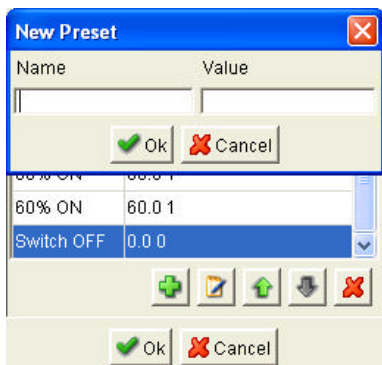
One of the Vertical Dimmer Control Object is used for this matter :

1. click on the "Equipment" icon in the main toolbar
2. click on the "Vertical Dimmer" icon (10<sup>th</sup> and 11<sup>th</sup> control objects in the control object panel) to select this object control
3. click in the Screen where you wish to position this Object. The property window for this Control Object is now displayed
4. select the SNVT variables (command SNVT if any and Feedback SNVT if any) in the "Variable" panel (refer to section "Display an iLON100 control point" for further information). The 10<sup>th</sup> Control Object is used to control/command "Float" type of variable (e.g. SNVT Temp or the Value part of a SNVT Switch). The 11<sup>th</sup> Control Object is used to control/command "SNVT Switch". This control object also controls the "state" of the SNVT Switch depending upon the value of the "value".
5. customize the way you want the Vertical Dimmer to be displayed by changing the parameters in the "Display" panel :
  - o enter the name of the Control Object in the Name entry field.
  - o select the min/max colors to display a graduated color on the vertical dimmer.
  - o check auto-scale to let the software set the min and max values on the Vertical Dimmer, or uncheck it and set your min/max values in the Min Value and Max Value fields.
  - o check the "explode mode" checkbox if you want to display the Vertical Dimmer in a popup window (dynamic icon of the vertical dimmer displayed in the screen). The explode mode is particularly useful for touchscreen and to avoid the user to send unexpected commands. Thanks to the explode mode, the user has first to click on the Vertical Dimmer dynamic icon in the screen and then to select the value she/he wants to send (like a command confirmation).
  - o set the increment value in the increment entry field
  - o select the button's color. This color applies to the buttons of the explode popup window.
  - o check the "Paint Consign" and "Paint Value" checkboxes if you want to display them in the Explode Popup Window. Select their color in the according color buttons.
  - o If you enter a text (e.g. °F) in the unit entry field, this unit will then be displayed after the value (if Paint Value is checked) in the Explode Popup Window.

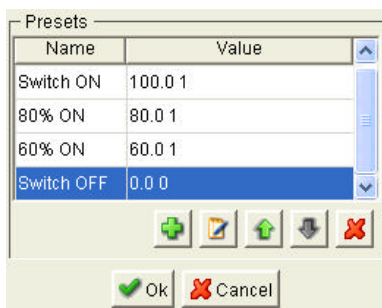
**Display a Preset Value of a SNVT using predefined pictures**

The Preset Picture Control Object is used for this matter :

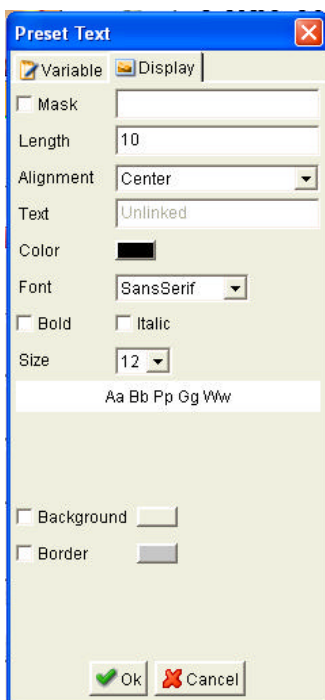
1. click on the "Equipment" icon in the main toolbar
2. click on the "Preset Picture" icon (13<sup>th</sup> control object in the control object panel) to select this object control
3. click in the Screen where you wish to position this Object. The property window for this Control Object is now displayed



**Add a new Preset**



**List of existing Presets**



4. select the SNVT variable in the "Variable" panel (refer to section "Display an iLON100 control point" for further information).
5. check the "substring" checkbox if you want to control a subpart of a SNVT. If you check the "substring" checkbox, then enter the separator character (most of the time equal to a space ' ' or a comma ',') and the index of the subpart you want to control : index 0 is the first subpart of a SNVT, index 1 is the second subpart, etc...
6. set the PRESETs using the PRESET buttons at the bottom of the variable panel :
  - o click on the ADD PRESET button to add a new preset
  - o enter the name of your preset and the according value of the SNVT
  - o click OK to actually add this preset
  - o you may also click on the DELETE PRESET button to delete an existing PRESET. You may also edit/change an existing PRESET by clicking on the EDIT PRESET button.
7. click on the Display Panel to customize the pictures and the sound action that you want to be displayed depending the values (or the PRESET values) of the SNVTs. For each PRESET that you have created in the Variable Panel :
  - o click on its folder icon to select the according picture. When the selected SNVT is equal to this PRESET value, this picture will then be displayed.
  - o You may also click on the folder icon on the right side of the sound symbol, to load a sound file (.AU) that will be played when the selected SNVT is equal to this PRESET value.
  - o You may check the LOOP checkbox to play this sound in loop until the variable is equal to this PRESET. This feature may be used for ALARMS.

**Display a Preset Value of a SNVT using predefined Texts**

The Preset Text Control Object is used for this matter :

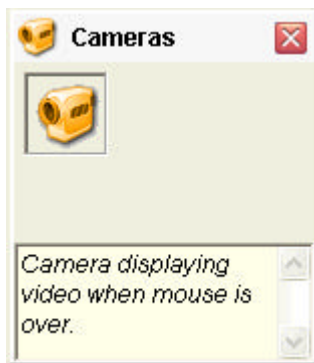
1. click on the "Equipment" icon in the main toolbar
2. click on the "Preset Text" icon (14<sup>th</sup> control object in the control object panel) to select this object control
3. click in the Screen where you wish to position this Object. The property window for this Control Object is now displayed
4. select the SNVT variable in the "Variable" panel (refer to section "Display an iLON100 control point" for further information).
5. check the "substring" checkbox if you want to control a subpart of a SNVT. If you check the "substring" checkbox, then enter the separator character (most of the time equal to a space ' ' or a comma ',') and the index of the subpart you want to control : index 0 is the first subpart of a SNVT, index 1 is the second subpart, etc...
6. set the PRESETs using the PRESET buttons at the bottom of the variable panel (refer to the previous section for further information)
7. click on the Display Panel to customize the PRESET text to be displayed depending the values (or the PRESET values) of the SNVTs. The Display Panel provides the same parameters as the Label Control Object (refer to this section for further information).



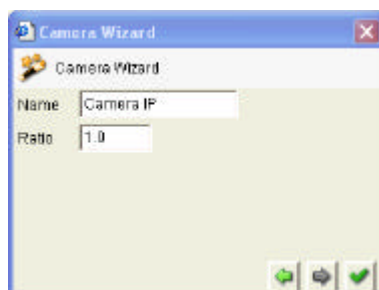
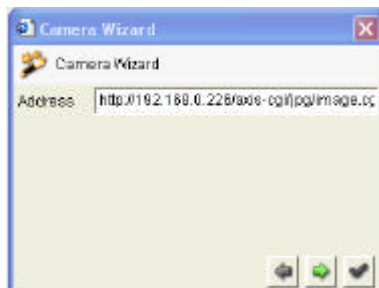
## 8 Displaying IP Cameras



IP Camera icon



Camera Toolbar



### Display IP Cameras in your Screen

The Software supports several type and models of IP digital Cameras such as the AXIS 205. In case your IP Camera is not supported by the Software, please contact DotVision who may develop specific driver for you.

To display an IP Camera in a Screen :

1. click on the “IP Camera” icon in the main toolbar, to display the IP Camera toolbar
2. click on the “camera” icon in the camera toolbar
3. click in the screen where you wish to position this Camera Object, to display the IP Camera property panel
4. enter the URL for your camera. As an example, the following type of URL applies for an AXIS 2005 IP Camera :

<http://192.168.0.226/axis-cgi/jpg/image.cgi?resolution=320x240>

5. click on the right arrow to continue configure the Camera Object
6. enter the name of your Camera Object in the Name field
7. enter the ratio (size of the camera picture in the screen) in the Ratio Field
8. click on the “Validate” button to terminate the camera creation process

### Edit/Change IP Camera's properties

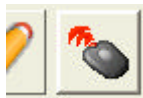
To edit and change an IP Camera object in a Screen :

1. click on the “Selection” icon in the main toolbar, to display the “Selection” toolbar
2. click on the “Arrow” icon in the selection toolbar
3. click on the “IP Camera” object in your screen. The IP Camera Property window is displayed
4. modify any of the parameter in both property screens of the Object and click on the “Validate” button

The same process applies to all the graphical objects in a Screen.



# 9 Multimedia infrared Controls



Infrared Control icon

To command Infra-Red devices through screens that are designed with ONLINE.VISION, you must previously install a GC100 IP to Infra-Red gateway (manufactured and distributed by GlobalCache).

### Connect to your GC100 IP to infrared Gateway

To enable the software to send commands to your infrared devices through a GC100 from GlobalCache :

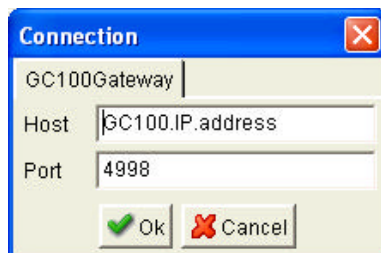
1. click on the "Infrared" icon in the main toolbar
2. click on the "Plug" icon in the "Infrared" toolbar
3. enter the IP Address of your GC100 in the Host field
4. change the IP port that is used by the GC100 only if needed, in the Port field.
5. click OK to validate your changes



### Create a "Send one single Infrared Command" button

The Software provides 2 different ways to send infrared commands to your devices :

- Simple Command button to send a one-time command, e.g. switch TV to channel 1, Switch OFF TV, Play the current DVD.
- Multiple Command button to send several commands in a sequential way, e.g. switch to channel 12, switch to channel 122 and start recording



To send a single infrared command to your infrared device :

1. click on the "Infrared" icon in the main toolbar
2. click on the first "button" icon in the "Infrared" toolbar
3. enter a name for your button in the Name field
4. enter the GC100 Module Address in the Module Address field
5. enter the GC100 Module Location in the Module Location field
6. select your infrared device in the list on the left side of the screen. If your device is not listed in this list, you may use the GC100 available tools to record the infrared commands of your device in a CCF file. Then send this file to [contact@dotvision.com](mailto:contact@dotvision.com) requesting to include it in ONLINE.VISION. This operation will be done within 48 hours maximum (open office hours).
7. select your infrared command in the list on the right side, as shown in the picture on the left.
8. click on the display tab to configure the look and feel of the button. The parameters to configure the display of the button are the same than for the iLON100 Command Button object (refer to this section for more information).



### Create a "Send one single Infrared Command" button

To send multiple infrared commands sequentially to your infrared device :

1. click on the "Infrared" icon in the main toolbar
2. click on the first "button" icon in the "Infrared" toolbar
3. enter a name for your button in the Name field
4. enter the GC100 Module Address in the Module Address field
5. enter the GC100 Module Location in the Module Location field
6. select your infrared device in the list on the left side of the screen.
7. select your infrared command in the list on the right side
8. click on the "add" button. This command is now listed in the list at the bottom of the screen.
9. repeat the same operation and use the UP / DOWN arrows to reorganize the sequence of infrared commands
10. click on the display tab to configure the look and feel of the button.



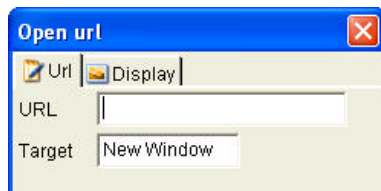
# 10 Macros and other Buttons



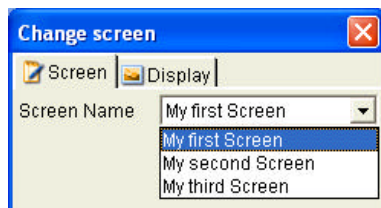
**Action Button icon**



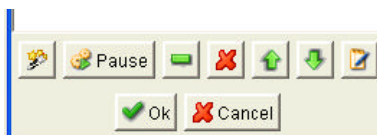
**Action Button toolbar**



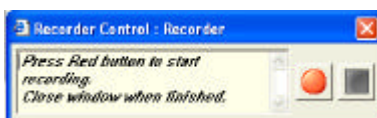
**Open URL button's properties**



**Go to Screen button's properties**



**Macro button's tools**



**Macro Recording window**

The Software also enables you to include other type of command buttons in your project, such as :

- “Open URL” buttons : to display another web page in a separate (or in the same) Web Browser
- “Go to another Screen” buttons : to switch to another screen within your project
- “Macro” buttons (also called “Scenario” buttons) : to play in ONE-CLICK only, several of the actions that are triggered by other Control Objects in your Project. This type of Object is very usefaul to start Building/House Scenario such as :
  1. Leaving Home : switching on the intrusion alarm as well as power off the TV and all the lights
  2. Set a Comfort Ambiance in an Office : setting the blind in a special position, dimming the lamps at 60% and sending a 76°F temperature setpoint to the HVAC system

## Create “Open URL” button

To create and position a “Open URL” button :

1. click on the “Action buttons” icon in the main toolbar
2. click on the “URL action button” icon in the “Action buttons” toolbar
3. enter in the URL filed the URL you want to open in a Web Browser
4. enter the name of the window in which you want to open this URL. Keep the field empty if you want this URL to be loaded in the same Web Browser and to replace the current software’s screen (in fact the HTML page in which the current software’s applet viewer is loaded.
5. click on the Display Tab to change the look-and-feel properties of the button (refer to the Command Button section for more information)
6. click on OK to validate property changes.

## Create “Go to Screen” button

To create and position a “Go to Screen” button :

1. click on the “Action buttons” icon in the main toolbar
2. click on the “Go to Screen” icon in the “Action buttons” toolbar
3. select the Screen you want to display when the end-user clicks on the button
4. click on the Display Tab to change the look-and-feel properties of the button (refer to the Command Button section for more information)
5. click on OK to validate property changes.

## Create “Macro or Scenario” button

To create and position a “Macro or Scenario” button :

1. click on the “Action buttons” icon in the main toolbar
2. click on the “Macro” icon in the “Action buttons” toolbar
3. click on the first button on the left in the macro tools buttons at the bottom of the Macro Property window, to display the Macro Recording Window
4. click on the “start button” (red circle) in the Recording Window to start record the actions you want this button to run
5. click on all the buttons (iLON100 object controls and infrared object controls) that you want your macro to run
6. click on the “stop button” (blue square) in the Recording window to stop record your macro and to display the Macro Property window again.
7. you may change one or several of the actions that are now listed



in the action list by selecting it and clicking on the last button (on the right) in the Macro tool icons at the bottom of the Macro Property window.

8. you may also insert PAUSEs between 2 commands. PAUSEs are a specified number of milliseconds. Enter the number of milliseconds in the PAUSE window.
9. you may change the order of the actions using the UP / DOWN icons
10. you may remove one action from the list using the "MINUS" button
11. you may remove all the actions using the "DELETE" icon (red cross icon)
12. click on the Display Tab to change the look-and-feel properties of the button (refer to the Command Button section for more information)
13. click on OK to validate property changes.

## 11 Get support from DotVision ...

At DotVision, we have the passion for high quality project delivered to the customer in record time and profitable manner. That's why the DotVision Support team is ready to :

- Assist you to design your first project for free. If your i.LON@100 and/or your GC100 Gateways are accessible from our office, we could even share your project and help you design it remotely. Explain the features you'd like to include in your project and we'll do it for you.
- Assist you in all your projects if you subscribe to the "CLUB DOTVISION". The subscription fee is 1200 USD or 990 Euros per year and per person. Subscribers are entitled for receiving How To Video files, for getting assistance on specific projects and for unlimited technical support by eMail.
- Design a project for you if you feel you don't have the time todo it your self. Usually, DotVision's package to design a Web Graphical project with ONLINE.VISION is priced 4 200 USD or 3 500 Euros or per project (to be confirmed depending on the Functional/Technical Specification of your project, i.e. description of your needs).

To contact DotVision :

- TO GET SUPPORT, contact the technical support team :
  - By eMail : [support@dotvision.com](mailto:support@dotvision.com)
  - By Phone : +33 1 47 70 25 25
- TO BECOME A RESELLING PARTNER or AN INTEGRATOR, contact the DotVision Sales Team :
  - By eMail : [contact@dotvision.com](mailto:contact@dotvision.com)
  - By Phone : +33 1 47 70 25 25
- TO INTEGRATE ONLINE.VISION AS AN OEM COMPONENT IN YOUR SOLUTION, contact the DotVision Sales Team and its Managing Director :
  - By eMail : [partner@dotvision.com](mailto:partner@dotvision.com)
  - By Phone : +33 1 47 70 25 25 :