QUANTA InSite

USER GUIDE

Version 1A
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INTELLIGENT LIGHTING CONTROLS, INC.

5229 Edina Industrial Boulevard
Minneapolis. Minnesota 55439
Phone 612 829 1900
FAX 612 829 1901
1-800-922-8004

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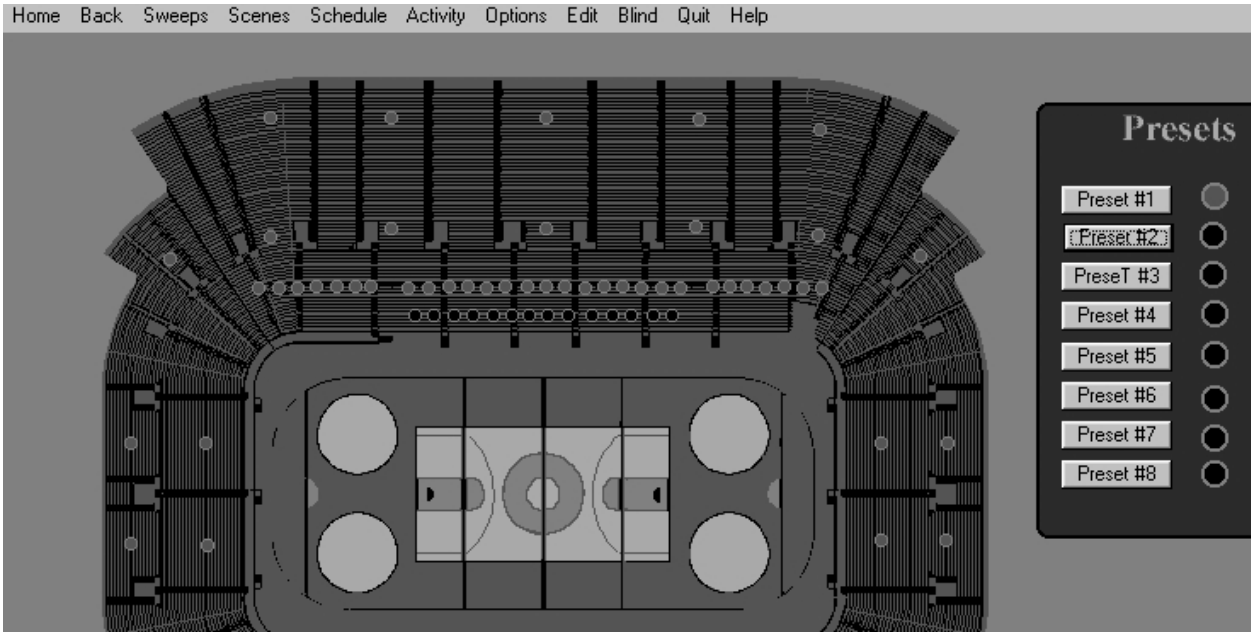
Section 1–
Program Description



Section 1 Program Description

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1.0 Description

Quanta InSite is an object based graphical user interface software package that works in conjunction with ILC Quanta PRO networking software. You can create icons representing a facility's lighting fixtures, develop control buttons and design lighting scenes for real time control of a building's lighting loads. You can locate these icons on screens that graphically depict the floor plan of the facility. These screens are windows compatible bitmap files normally developed at the ILC factory from CAD files furnished by the customer.

You can develop your own graphics screens. However, the creation and manipulation of graphic files is an advanced function requiring programs not supplied as part of the *Insite* software package. Please consult the factory for guidance with this task.

1.1 Manual Conventions

Keep in mind the following conventions when reading through manual procedures:

Click = click the left mouse button once

point & click = point on the indicated object and push the left mouse button.

right click = use the right mouse button

double click = click the button twice

point & drag = place the mouse left button arrow on an icon and move the icon to a different position; then release the button.

1.2 Starting Quanta Insite

The following procedure assumes that Quanta PRO and Quanta *Insite* have already been installed on your personal computer (PC). If this is not the case, go to Appendix A Installing Quanta *Insite*.

1. Double click on QE-LAN icon.
2. Click on RUN on the Quanta PRO menu
3. The *Insite* top level (MAIN) screen will appear. (See Figure 1-1)

1.3 Quanta Insite Menu Bar

The choices on the menu bar are:

- **Home**- returns you to the top level *Insite* screen
- **Back** – returns you to the previous *Insite* screen
- **Sweeps** – permits you to turn ON or OFF all the building lighting loads represented by the load status icons you have developed
- **Scenes**- lets you develop groups of load status icons which will respond in a predetermined ON/OFF pattern when invoked
- **Schedule** – permits control of load status icons or scenes per time based schedules
- **Activity**-allows you to bundle field initiated events like switch closures into set operational sequences. For example, you can define an activity that controls the relays per switch closures on inputs 2 and 3.
- **Options**- allows the program to implement ON and OFF sweeps. The four line items must all be checked for the system to respond properly.
- **Edit**- this menu item provides for:
  - development of *Navigation* buttons which allow you to switch between different graphic screens
  - definition of *Load Status* icons
  - definition of *Group Control* buttons for the control of multiple relay status icons
  - the locking/unlocking of load status and control buttons
  - the ability to export data to other programs
- **Blind-** permits you to manipulate the load status icons on the *Insite* screen without actually impacting the field lighting loads
- **Quit**- allows you to exit the program
- **Help**- On screen help (not yet developed)

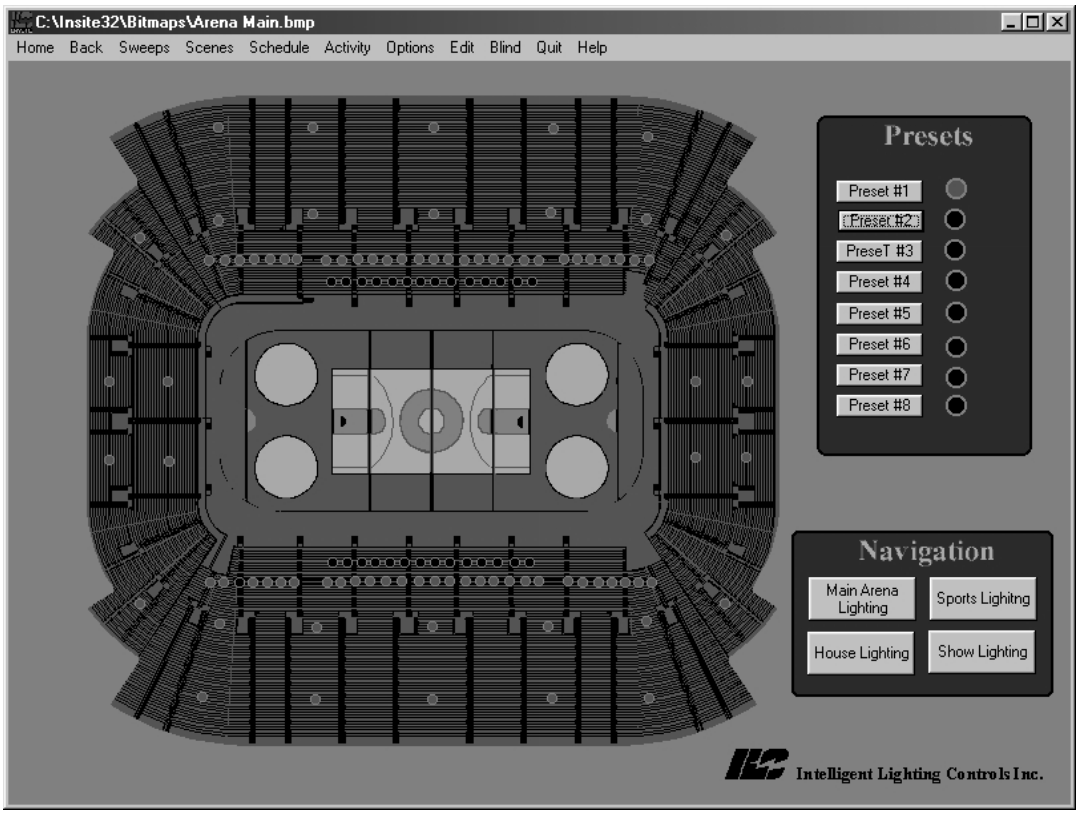
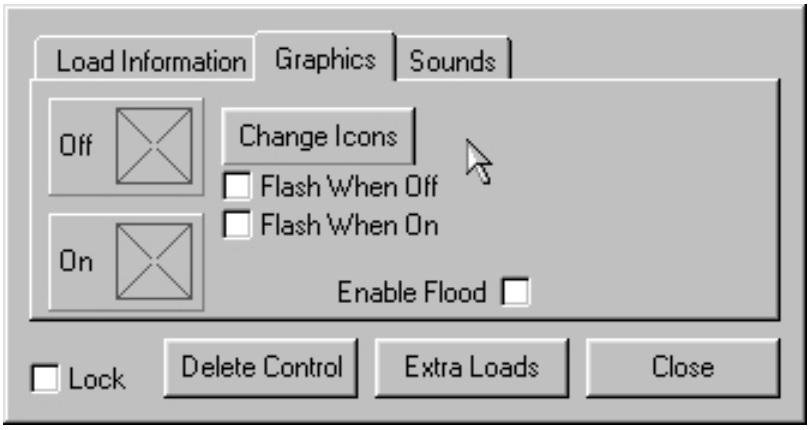


Figure 1.1 – InSite Main Screen (typ.)

Section 2

Populating & Moving Through the Graphic Screens



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2.1 Introduction

Before you can actually control building lighting loads using *Insite*, you must set the stage by accessing the graphics screens that represent the facility floor plans and populate these screens with the icons which provide the mechanisms for actual control of the building lighting loads.

2.2 Develop the Navigation Buttons

Navigation buttons allow you to access different screens representing different sections of the building (first floor, second floor, west wing etc.) These screens are bitmap files usually developed at the ILC factory from data furnished by the customer.

There are two types of navigation buttons you can develop. A **Global** Navigation Button will appear on every screen. A **Local** Navigation Button will appear only on the screen where it is developed. For example, you could develop a global navigation button to access the main (top level) screen. This button would appear on all the other screens. On the main screen you could develop local navigation buttons to allow access to the projects other graphic screens.

To define a navigation button :

1. Point & click on Edit on the *Insite* menu bar.
2. Point & click on either the local or the global choice
3. A new navigation button icon will appear in the upper left hand corner of the graphic screen. Point and drag it to the desired position on the screen. (Many of the screens have a rectangular open area where navigation and other control buttons can be arranged and parked. See Figure 2-1.)
4. Right click on the navigation button to begin defining it.
5. Point & click on either small, normal or large to select the size of the icon.
6. Point & click on the caption field and then type in the descriptive name of the navigation button.
7. Point & click on the screen field and then type in the name of the bit map file you want the button to invoke.
8. Point & click on lock check box to lock in the control. **Note: control buttons and other control icons are not operational until you lock them.**
9. Point & click on close to leave the navigation button definition screen.
10. Point & click on the navigation button, the graphic screen whose file you entered will appear. (You can return to the Main screen by pointing & clicking on Home on the menu bar.)

2.3 Develop the Load Status Icons

Load status icons graphically represent facility lighting loads. Each icon is controlled by an output in one of the lighting controllers. By defining and placing the load status icons on the screens you can simulate the actual lighting layout of the facility on the your computer screen and issue ON/OFF commands to the actual loads.

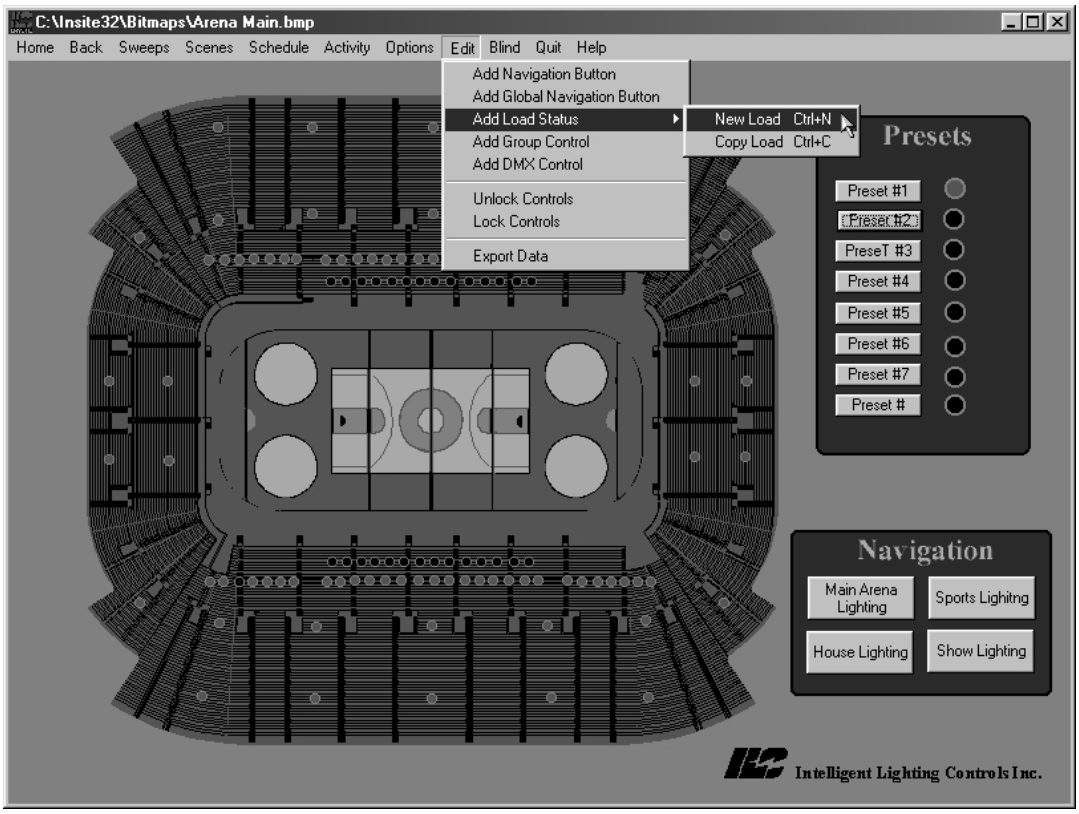
To define a load status icon:

1. Point & click on Edit.
2. Point & click on Add Load Status New Load when the pull down menu appears.
3. A load status icon will appear in the upper left hand corner of the screen; point & drag it to the desired position.
4. Right click on the load status icon to access its definition parameters. (See Figure 2-2).
5. Point & click on the node (controller) containing the output represented by the icon.
6. Point & click on the output number represented by the icon.

7. Point & click on the Graphics folder to start defining the icon appearance.
8. Point & click on Change Icon.
9. Point & click on the icon desired icon style.
10. Point & click on Close to return to the top level of the Graphics folder.
11. Point & click on the lock check box to lock the control.

There are additional advanced user features that you can add to enhance the load status icons; consult the factory for details:

- **Enable Flood** – permits you to fill in the backgrounds of enclosed areas on a graphics screen with colors in response to load status icons switching ON. (This simulates the area lighting up.)
- **Blink**-you can develop icons which blink when the load they represent is either On or OFF
- **Sound**- you can define a particular sound an icon will make when the load it represents goes ON and another sound when the load goes off. (Your computer must be equipped with an audio card and speakers to implement this.)
- **Extra Loads**-Lets you tie the current status of selected load icons to the current state of the load icon with the extra loads feature enabled.



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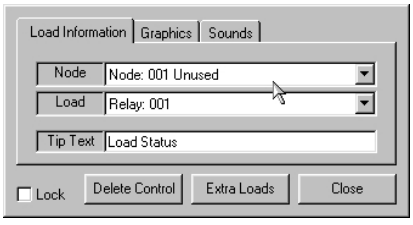

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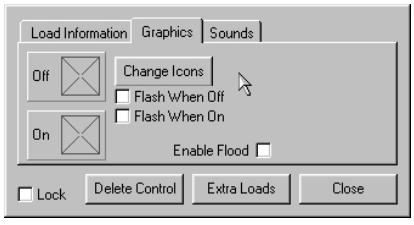

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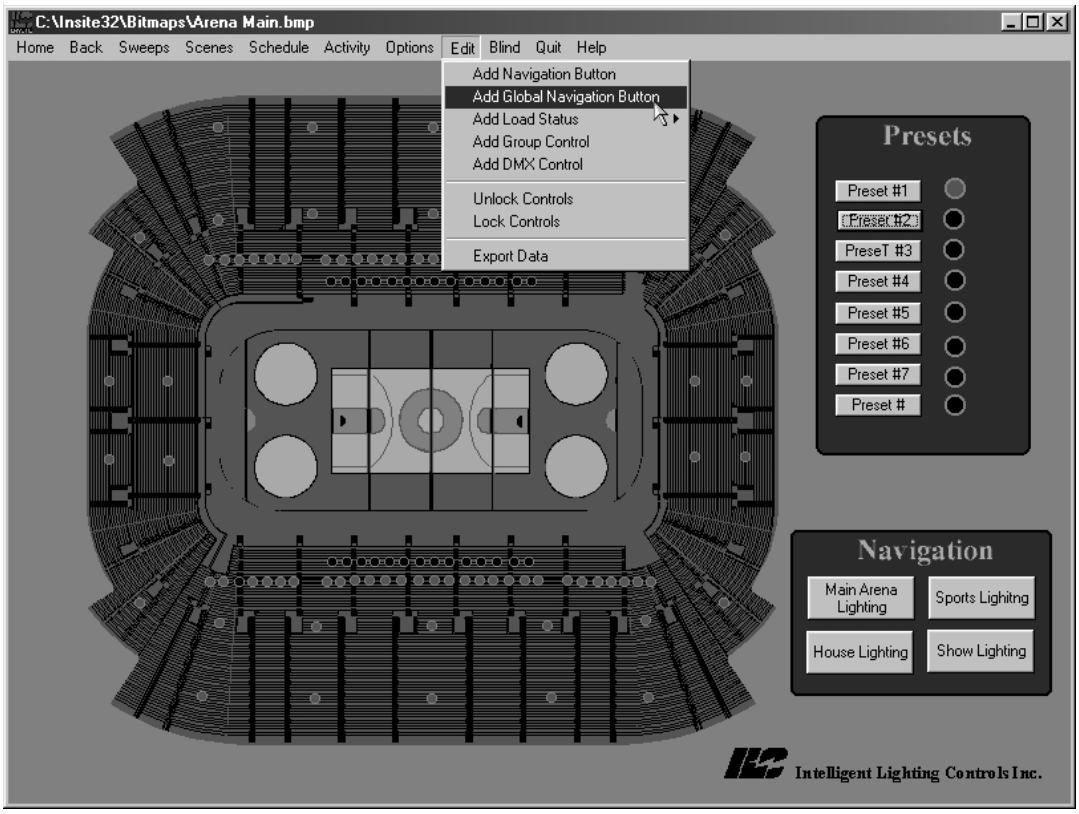
Step 9

Figure 2-2 Developing Load Status Icons



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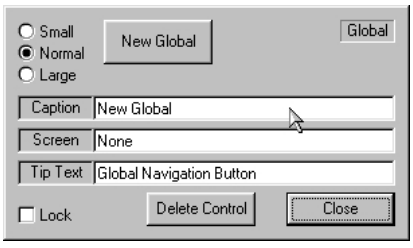

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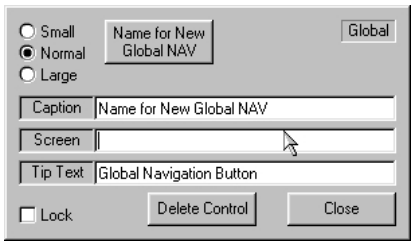

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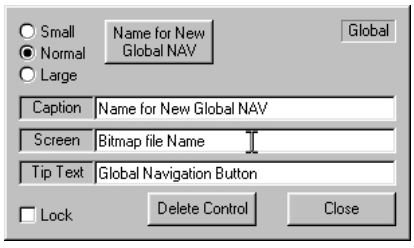


Steps 7-9

Figure 2-1 Developing Navigation Buttons

2.3 Defining Scenes

Scenes are lighting patterns you define based on the requirements of a particular situation for example special events at the facility. **RSX** scenes are resident in the controller(s) and may be invoked rapidly. **Host** scenes are resident on your PC and because of slower operation, are not recommended unless you have a need that exceeds the 256 scenes supported by the RSX style.

To define a scene:

1. Point & click on the first load icon that is to be part of the scene and set it to the desired state. (See Section 3-1) for a description of how to set a load to a an ON/OFF state.) **Note: If you don't want to actually impact the load state at this time, point and click on Blind**
2. Repeat step 1 until you have set all the loads to the desired state.
3. Point & click on Scene on the menu bar.
4. When the pull down menu appears, point & click on Capture RSX Scene
5. Point & click on the location field; then point & click on the scene number that will invoke this scene. (See Figure 2-3)
6. Point & click on the Name field and type in a descriptive title for scene.
7. Point & click on Save Scene.

2.4 Defining Group Control

You can develop group control buttons that can control multiple loads, invoke scenes or control DMX outputs.

To develop a group control button:

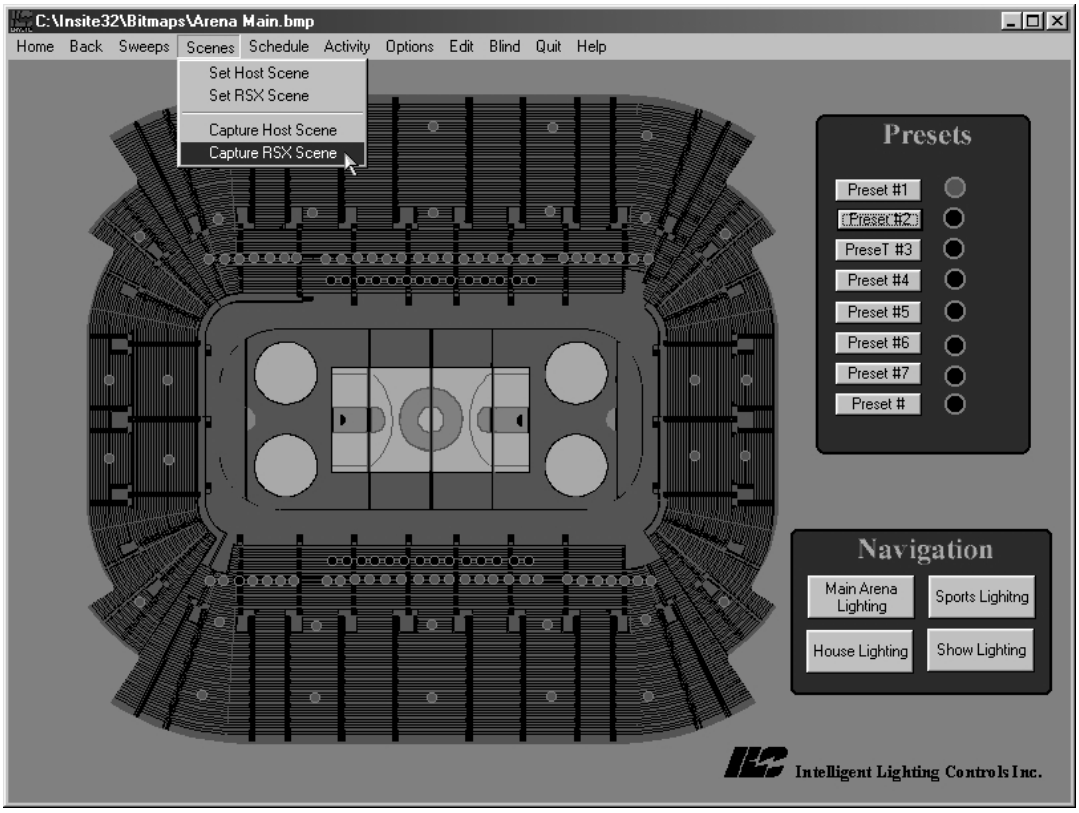
1. Point & click on Edit.
2. Point & click on Add Group Control
3. When the new group control button appears in the upper left corner of the screen, point and drag it into the desired position.
4. Right click on the icon. (See Figure 2-4)
5. Point & click on the desired icon size.
6. Point & click on the Caption field then type in a descriptive title.
7. Point & click on Function; then point & click on the desired function. **Note If you are changing from the default function a prompt will appear; point & click on OK.**
8. Point & click on Edit Control; if you have selected the Control Load Status option point & click on the load status icons you want to be part of the group. If you have selected the Set RSX Scene option, point & click on the scene or scenes you what the group control button to invoke.
9. When finished selecting loads, DMX outputs or scenes, point & click on lock and point and click on close.

2.5 Setting Schedules

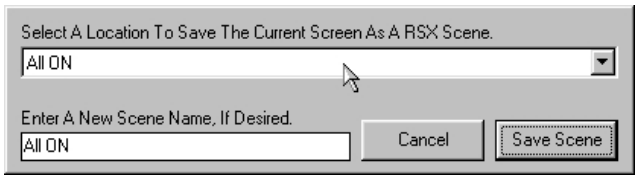
You may schedule an individual load to go ON/OFF or for a scene to be invoked at a particular time each day or at a certain time on a certain date.

For example, to set daily schedule for a RSX Scene (See Figure 2-5)

1. Point & click on Schedule.
2. Point & click on Daily.
3. Point & double click on the desired time
4. Point & click on Set A RSX Scene
5. Point & click on Next.
6. Point & Click on the RSX scene field
7. Scroll to the desired scene and point & click to choose it.
8. Select the days of the week you want the scene to be invoked on. You do this by pointing & clicking on the day boxes until there is a check in the box of each day of the week you want the scene to happen on.
9. Point & click on Finish.
10. Point & click on Close

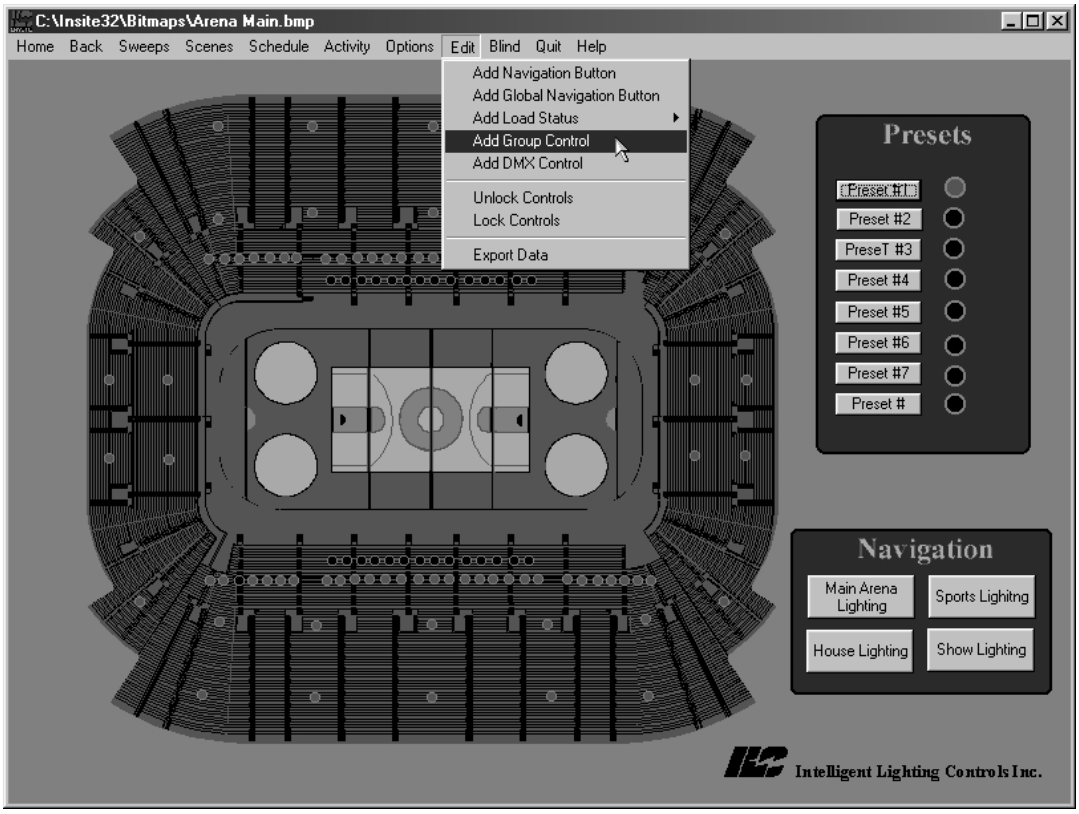


Steps 1-4

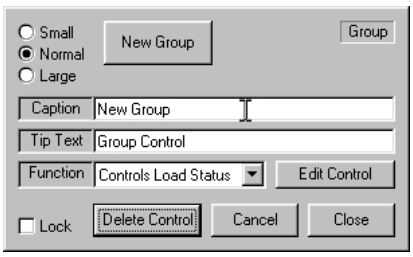


Steps 5-7

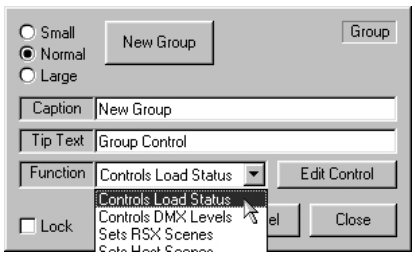
Figure 2-3 Defining a Scene



Steps 1-2

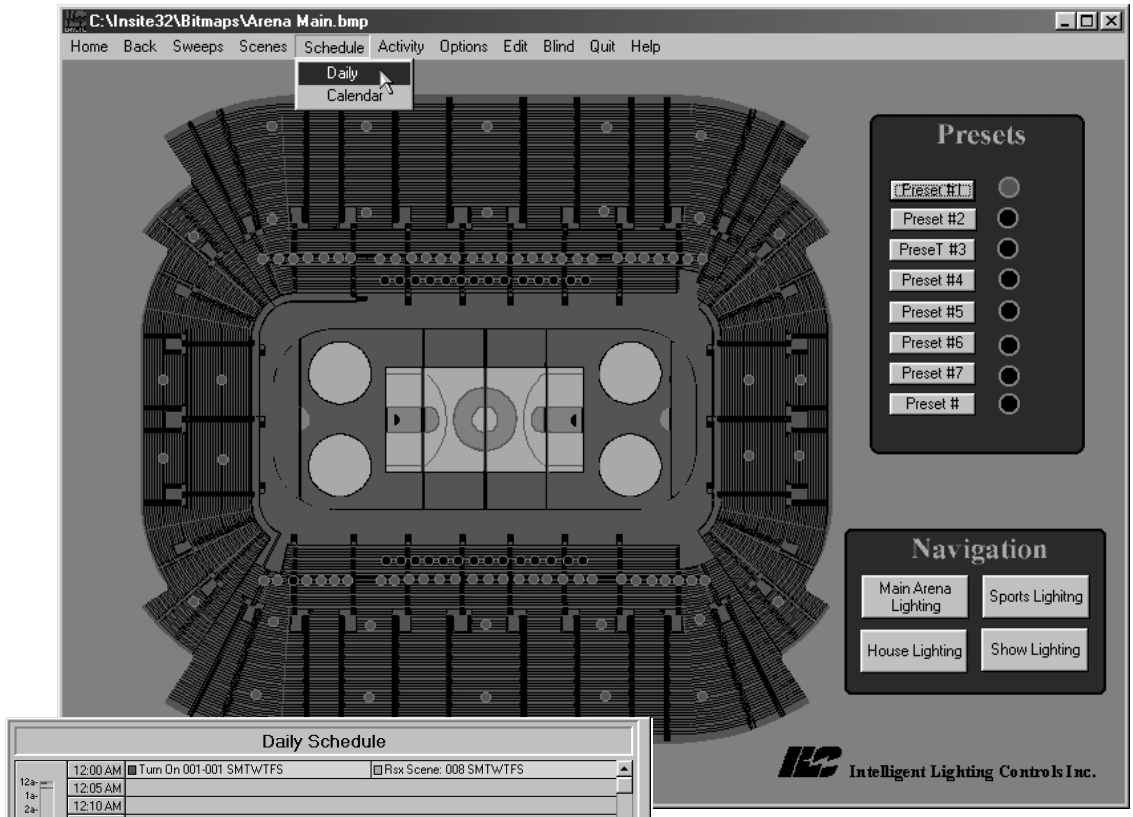


Steps 5-6

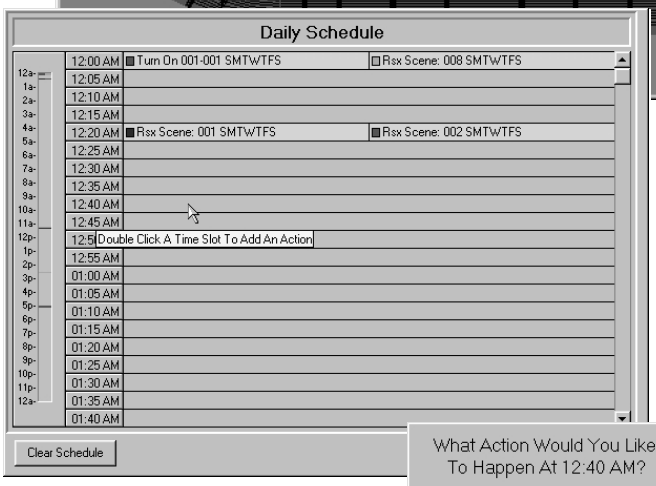


Step 7

Figure 2-4 Defining a Control Group



Steps 1-2



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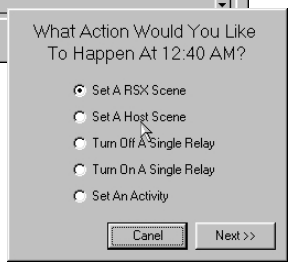
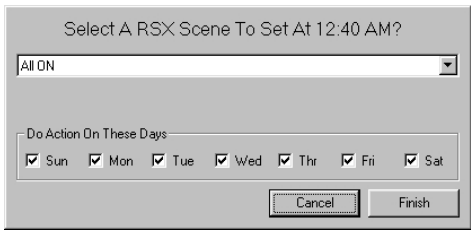


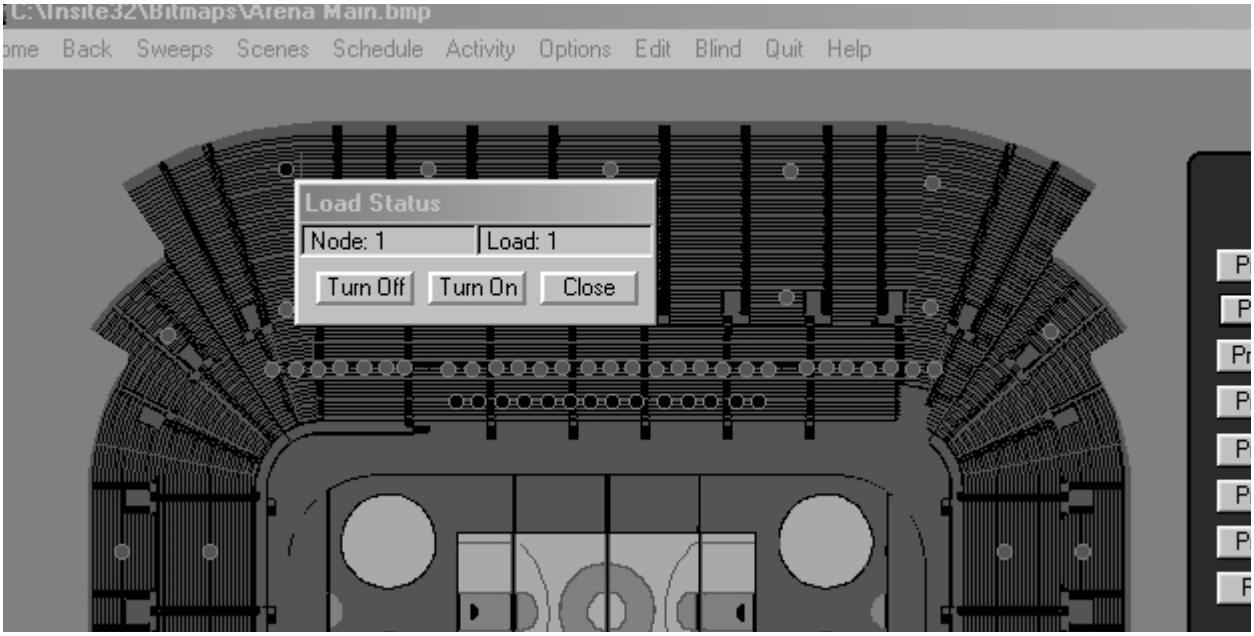
Steps 4-5



Steps 7-9

Figure 2-5 Setting a Schedule

Section 3
Conducting Operations



Section 3 Conducting Operations

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3.1 Turn a Load On/OFF

1. If necessary, point & click on the navigation button for the screen containing the load.
2. Point & click on the selected load's Load Status Icon
3. Point & click on the desired action.
4. Point & click on Close.

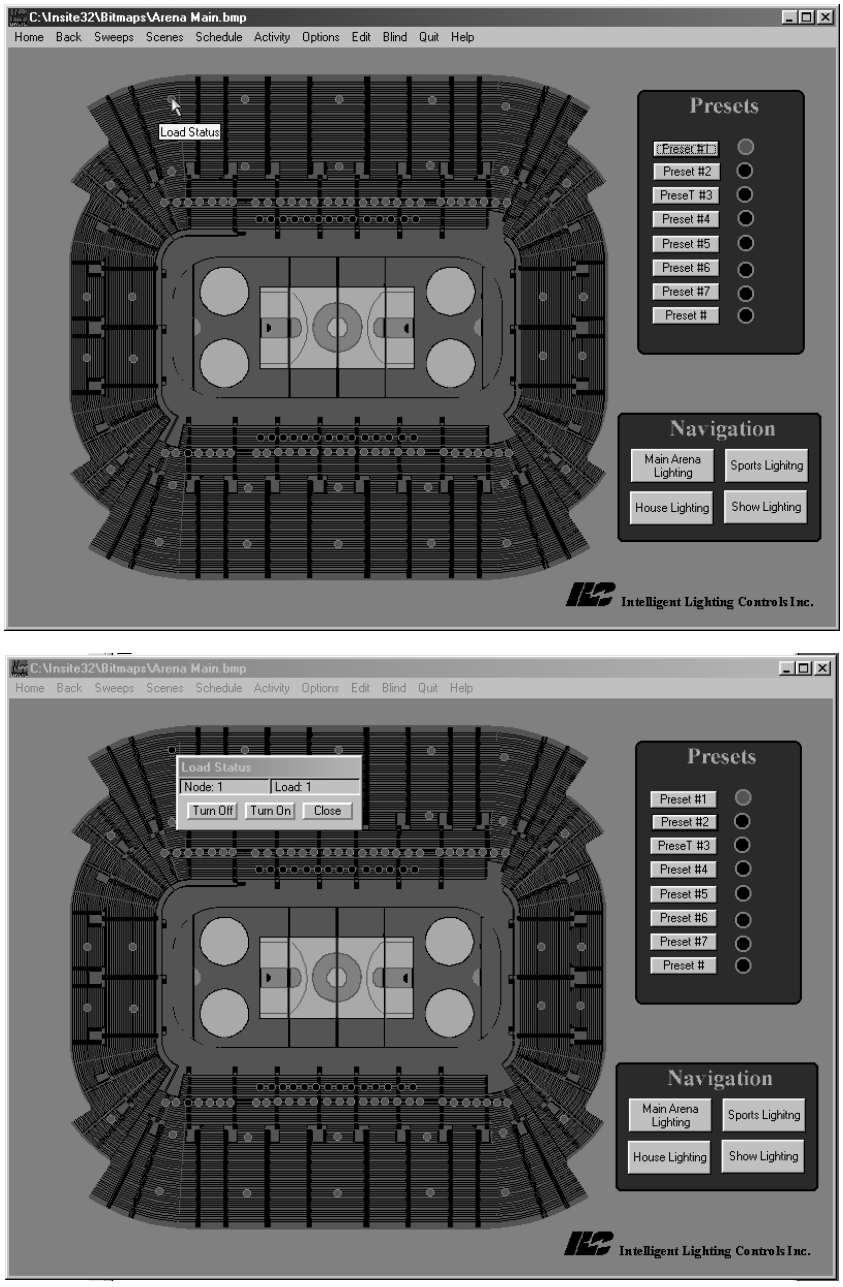


Figure 3.1 - Turning a Load ON/OFF

3.2 Sweep All Lights ON/OFF

1. Point & click on Sweeps
2. Point & click on either All ON or All OFF
3. Point & Click on Yes.

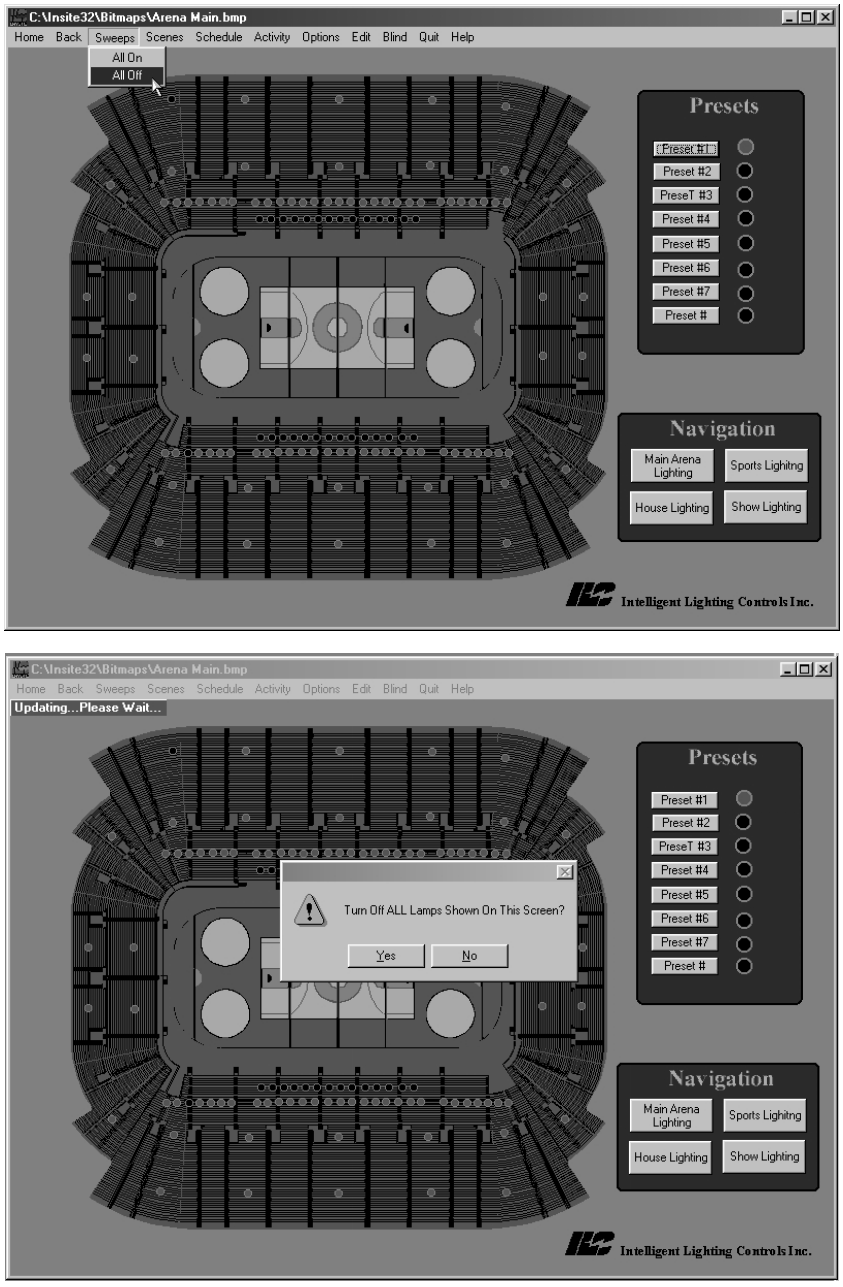


Figure 3.2 - ON/OFF Sweeps

3.3 Setting a RSX Scene

1. Point & Click on Scenes
2. Point & Click on Set A RSX Scene
3. Scroll to and point & click on the desired RSX scene.
4. Point & click on Close.

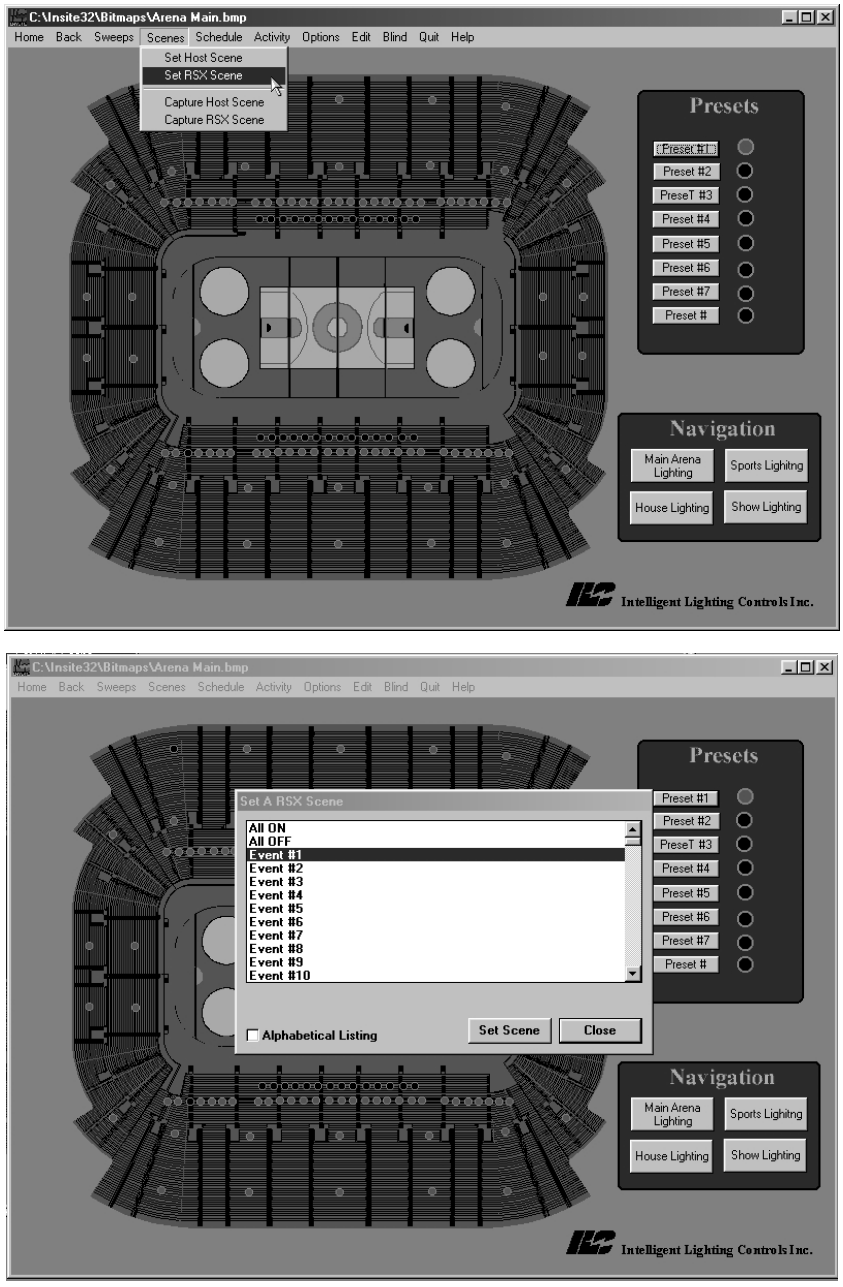


Figure 3.3 - Setting a RSX Scene

3-4 Activate A Group Control Button

1. If necessary, point & click on the navigation button to get to the desired screen.
2. Point & click on the desired group control button. If the button controls a preset scene, the scene will be invoked.
3. If the button controls loads, point & click on either Turn ON or Turn OFF.

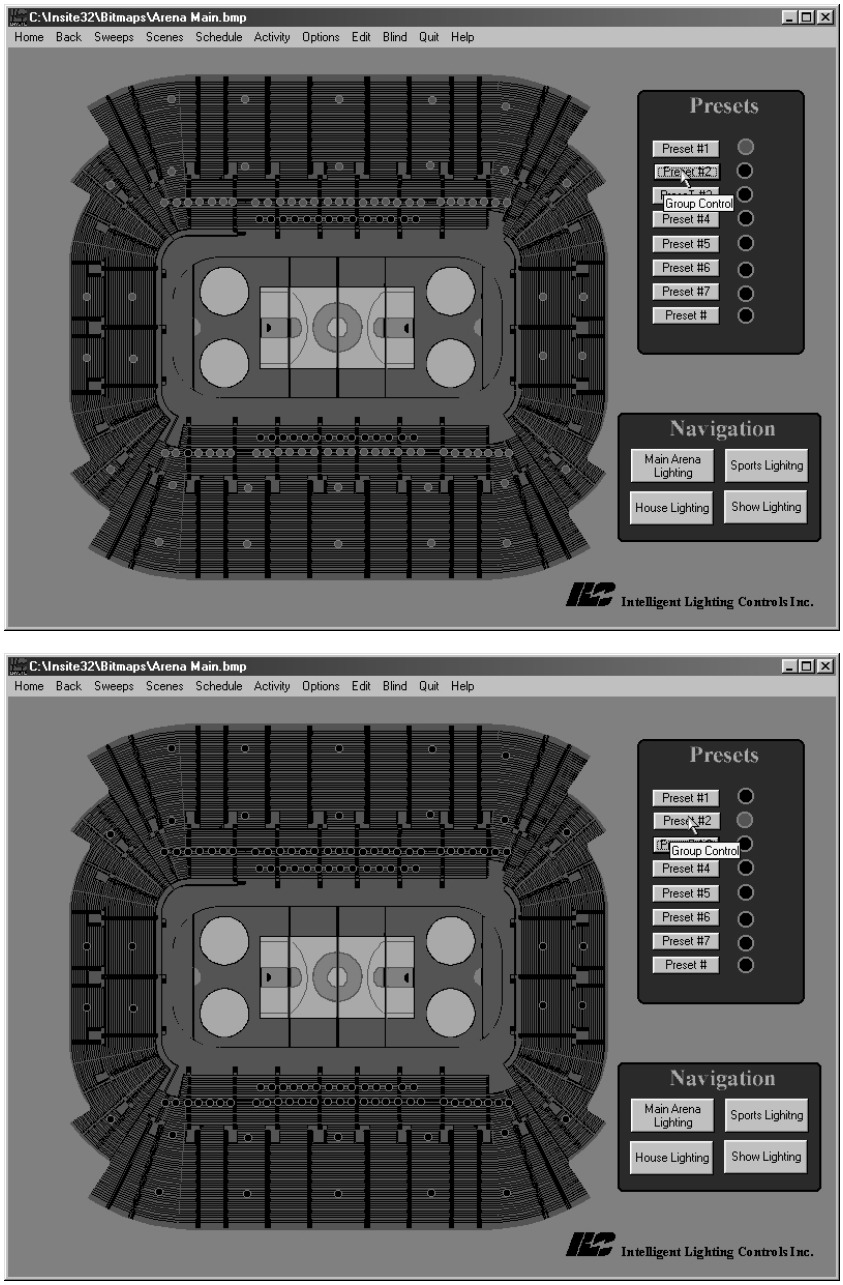
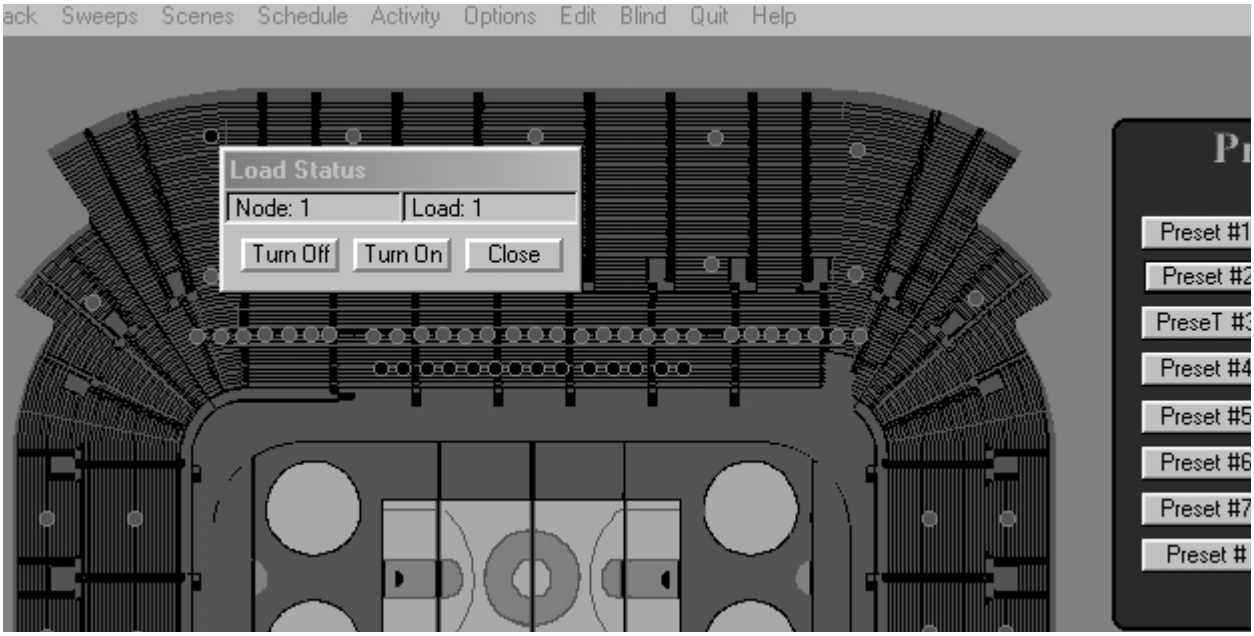


Figure 3.4 - Activating a Group Control Button

Section 4
Appendix



Section 4 Appendix

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A.1 Introduction

Most customers have *Insite* installed on their computer at the factory or by an ILC field service technician during the system start-up. If you have elected to install the software yourself, follow these instructions. Call ILC tech support if you need help (1-612-829-1900).

A.2 Minimum Computer Requirements

- IBM compatible PC
- 486DX 66 or faster (Pentium recommended)
- 1 RS232 serial port
- CDROM or CDROM R/W drive
- Windows 95, 98 or newer
- 8 MB RAM
- VGA or SVGA monitor- 640 x 480 min 800 x600 recommended
- Mouse & keyboard or Touch Screen

A.3 Recommended Installation Procedure

Place the CDROM disk containing Quanta Pro, Quanta *Insite*, and the building bitmap files into your computer's drive.

1. Go to RUN on your computer and Browse and select Setup for Qe-LAN.
2. Follow the online instructions.
3. After Quanta Pro is installed on your hard drive, select Setup for Quanta Insite and follow the online installation instructions.
4. Using Explorer, copy the bitmap files to the bitmap directory that has been created on your computers hard drive

A.4 Configuration

You will need to check and perhaps alter some of the parameters in the Quanta Pro (Qe-Lan) and Quanta *Insite* installation files.

1. Open **Qe-LAN.ini** and enter the COMM port supporting communications with the ILC lighting controllers.
2. Also make sure that the parameter Start Host = 1
3. Open **Insite32.ini** and enter the name off the bitmap file that you want as the top level screen for Quanta *Insite*.
   For example: Main Screen = **1st floor**