Network Setup – *"myPILED"* PC Application

1. Requirements

- USB stick driver installed and stick inserted
  or
- Lunatone DALI Cockpit installed and DALI USB stick inserted
- PC application installed

2. Network Setup Assistant

Network set-up for a Zigbee USB stick or DALI network consists of five steps:

1. Turn on all lights
2. Open network
3. Define light groups
4. Assign lights to groups
5. Select group

If there is no network configured zet, the Network Setup Assistant will be started automatically and a message is displayed:

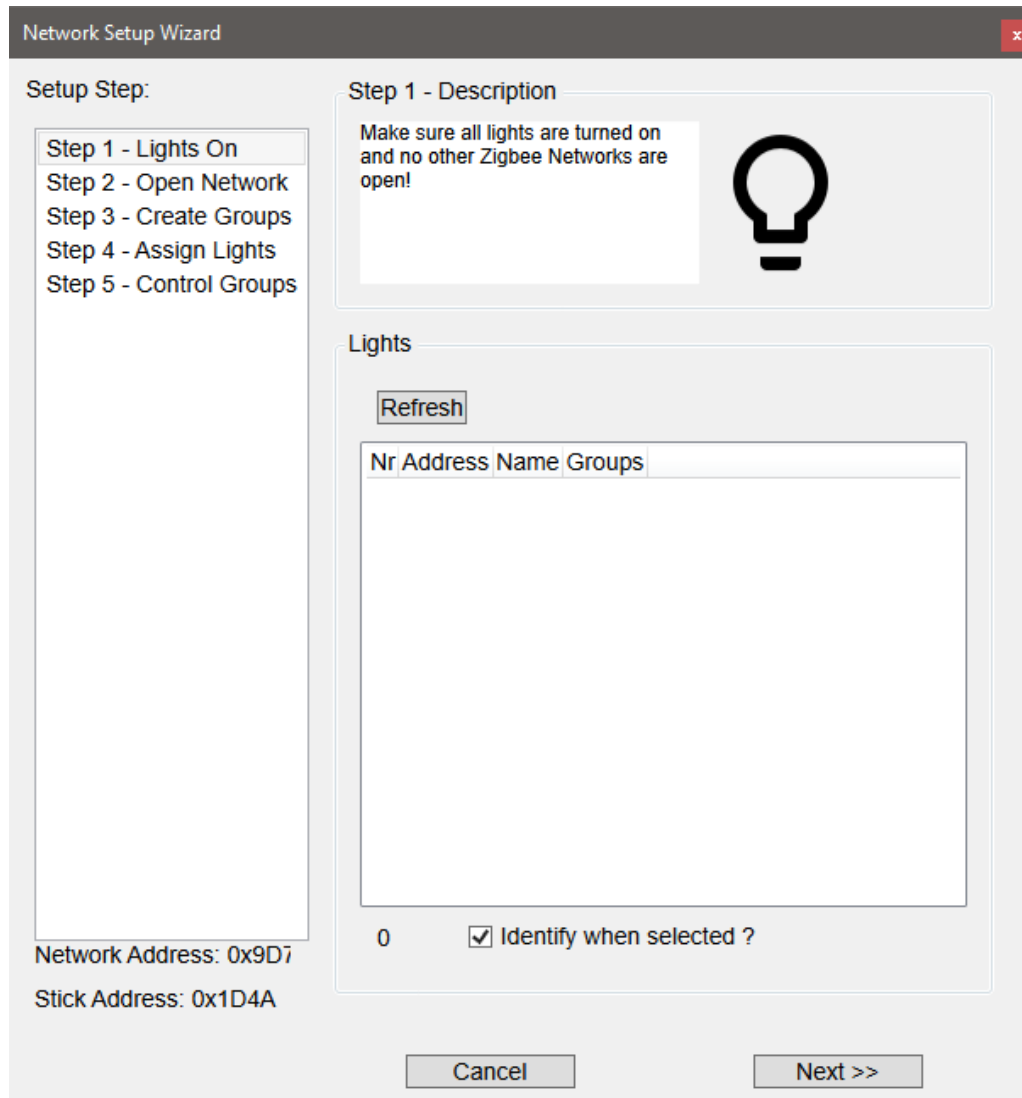The Network Setup Assistant can also be started via the menu:
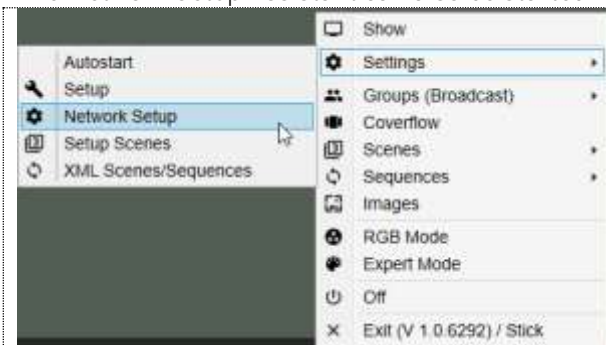
	To start the network setup assistant, use the following menu item: Settings→Network Setup

2.1. Step 1 – Turn on lights

All Zigbee lights that are assigned to the network must be turned on! If there are already lights in the network, they are displayed in the "Lights" list box.
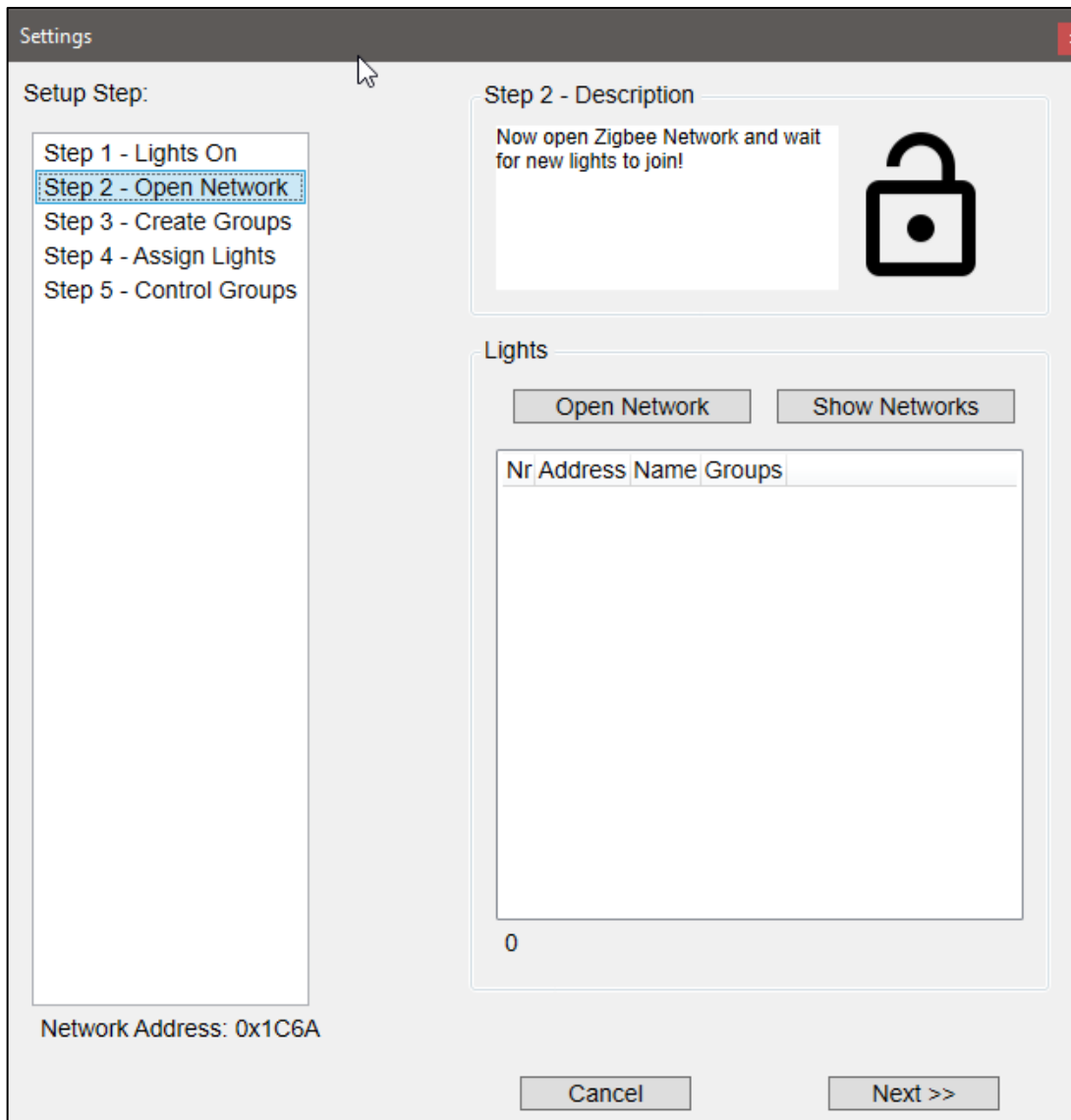

Ensure that all lights are turned on, then click <<Continue>>

- <<Cancel>> closes the network assistant
- <<Next>> proceeds to the next set-up step
- <<Refresh>> refreshes the list of existing lights
- <<Identify when selected>> makes the selected light blink regularly (10x) to be able to locate it

Network Setup – myPILED PC Application

2.2. Step 2 – Open network

If new lights are to be assigned to the network, the network must be open.
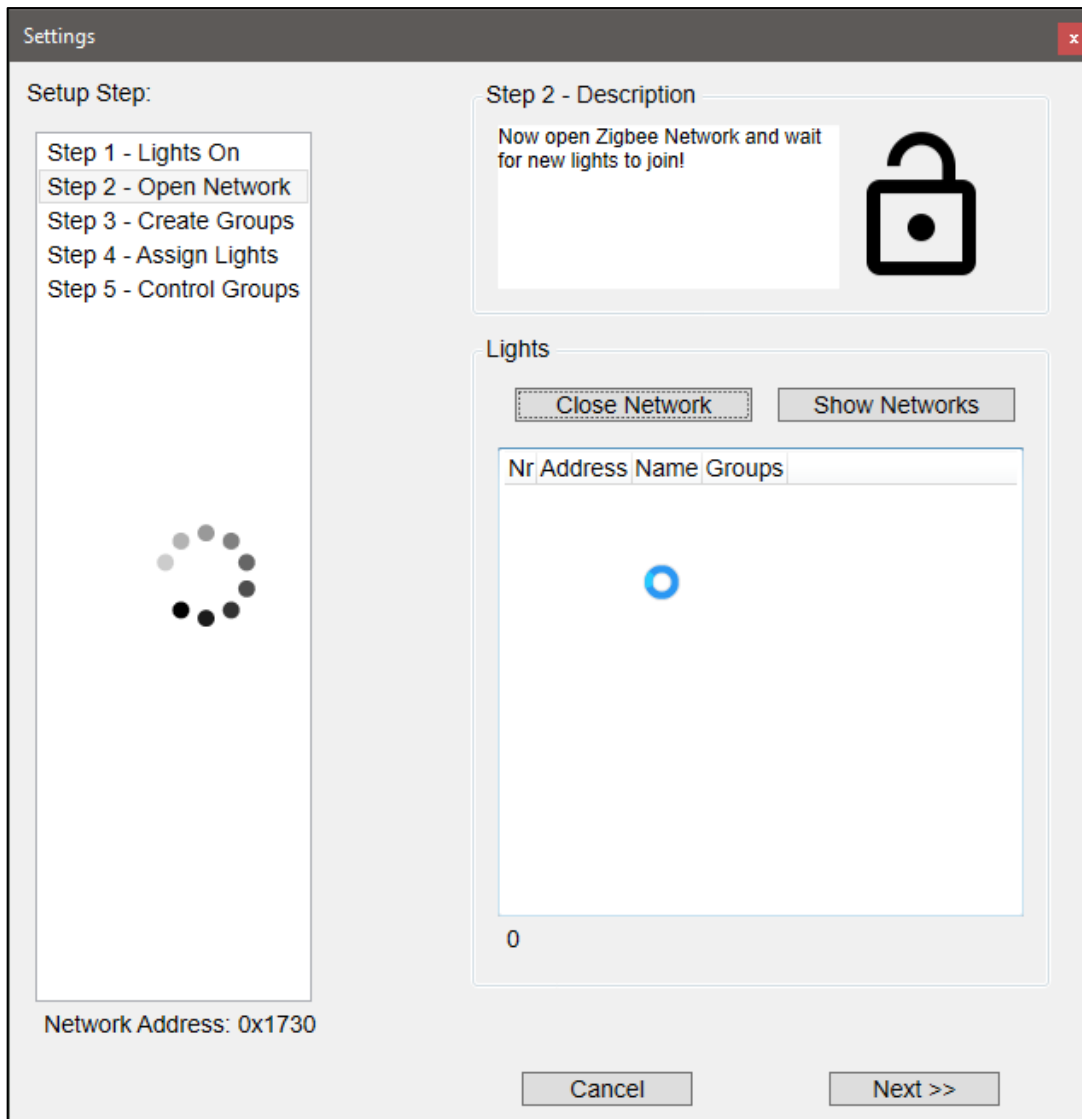

Clicking the <<Open network>> button opens the network or, for DALI, starts the address algorithm so that new, unassigned lights can report to the network. The network is open for about three minutes, then closes automatically. If a light is has been recognized by the network, an entry will be made in the list (the Zigbee short address or the DALI address) and the light illuminates green.

<<Cancel>> closes the network assistant
<<Next>> proceeds to the next set-up step
<<Show Networks>> displays existing Zigbee networks (the first entry in the list is the user's own network)

LUMITECH

Settings

Setup Step:

Step 1 - Lights On
Step 2 - Open Network
Step 3 - Create Groups
Step 4 - Assign Lights
Step 5 - Control Groups

Network Address: 0x1730

Step 2 - Description

Now open Zigbee Network and wait for new lights to join!

Lights

Close Network   Show Networks

Nr	Address	Name	Groups

0

Cancel   Next >>

If all lights are recognized before about three minutes have expired, the <<Close network>> button can be used to close the network so that no more new lights can be recognized. The short addresses of all recognized lights are dis-played in the list box. The total number of recognized lights is displayed below the list box and to the left.

www.lumitech.com.   20171117

2.3. Step 3 – Define group

In the application, lights are collected in groups, and the group is controlled. During this set-up step, new groups are created.

To create a new group, proceed as follows:

- Enter the group number (a number between 1 and 999)
- Enter the group name (no more than 15 characters)
- Save the group with the <<New>> button

www.lumitech.com.   20171117

LUMITECH

To delete groups, call up the Context menu in the list of groups and click on <<Delete>>.

CAUTION!
Group assignment is also stored in the light, which means that during the deletion process, the light must be

2.4. Step 4 - Assign lights

Lights must be assigned to groups so that they can be controlled together as a group. In the application, only groups can be controlled, not individual lights (or short addresses).

To assign a light to a certain group, proceed as follows:

Select the group to be modified from the combo box.
A list of lights that are assigned to the group is already displayed in the "Lights in group" list box.
Drag the lights that are to be assigned to the group from the "All lights" list box and drop them in the "Lights in group" list box.
If the light is successfully assigned to the group, its short address is displayed in the list box.

In the "All lights" list box, all existing lights are always displayed, including those that have already been assigned to a group, since a light can be assigned to more than one group.

Info!
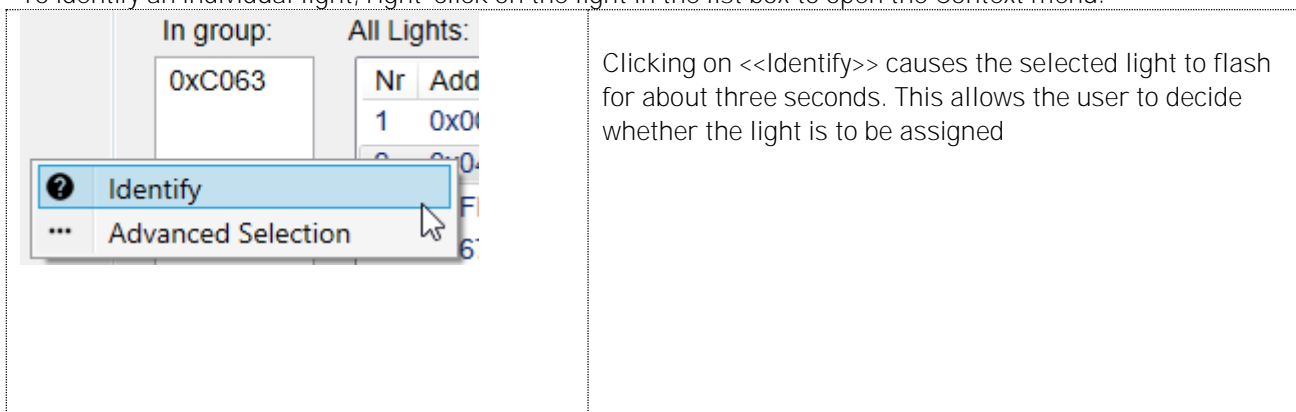A light can be assigned to more than one group at a time!

To remove a light from a group, drag the light's short address from the "Lights in group" list box and drop it in the "All lights" list box.

<<Identify>>: All lights assigned to the group flash for about three seconds (in the colour currently set)
<<Continue>> proceeds to the next set-up step

To identify an individual light, right-click on the light in the list box to open the Context menu.

|	
In group: **All Lights:** 0xC063 / Nr Add / 1 0x0(/ Identify / Advanced Selection	Clicking on <<Identify>> causes the selected light to flash for about three seconds. This allows the user to decide whether the light is to be assigned

2.5. Step 5 – Select group

Select which group you want to control with the application here. The group to be controlled can also be selected in the main menu.
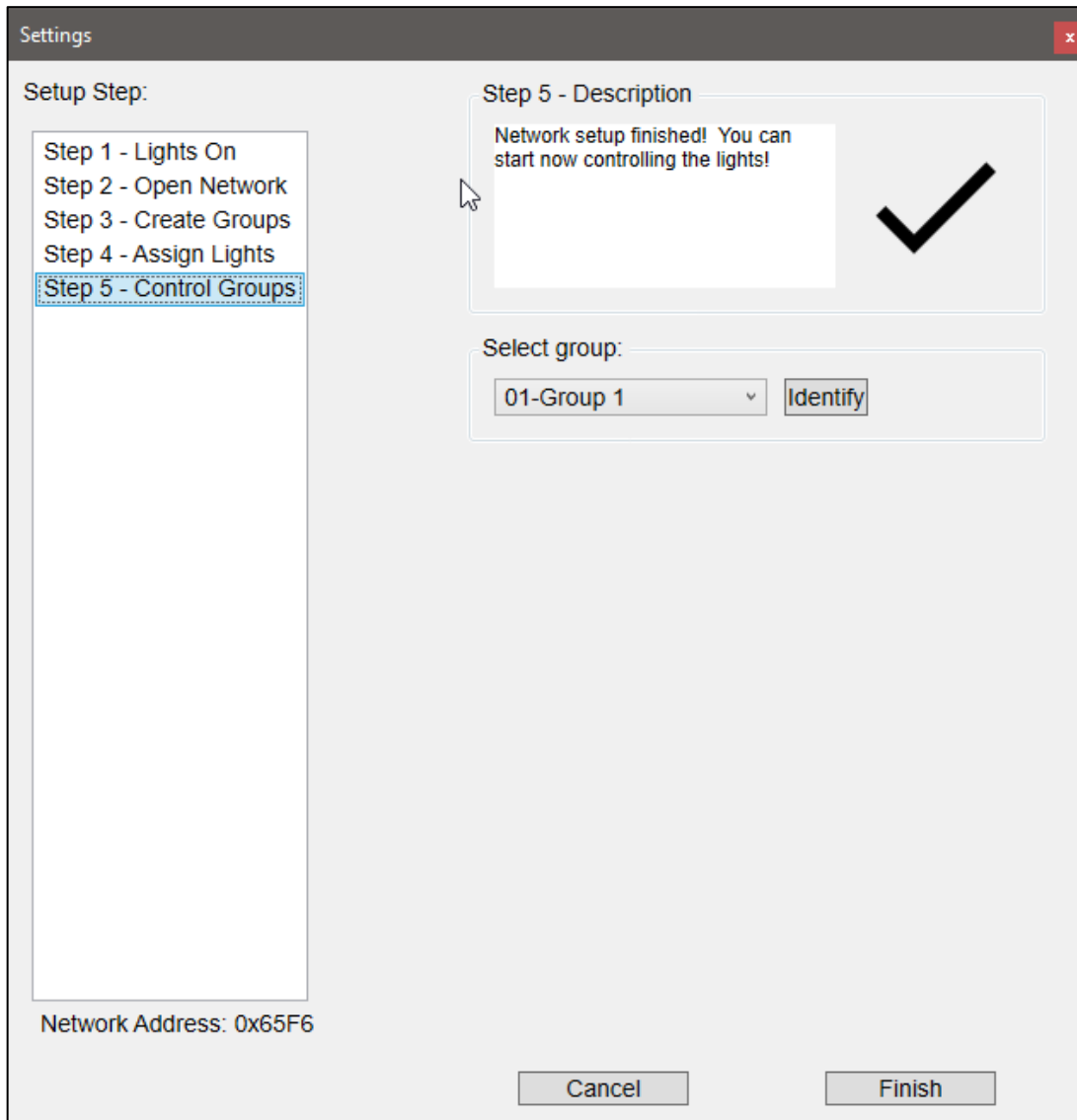
Select the group to be controlled from the combo box. The <<Identify>> button causes all lights assigned to the group to flash for about three seconds in the colour currently set.
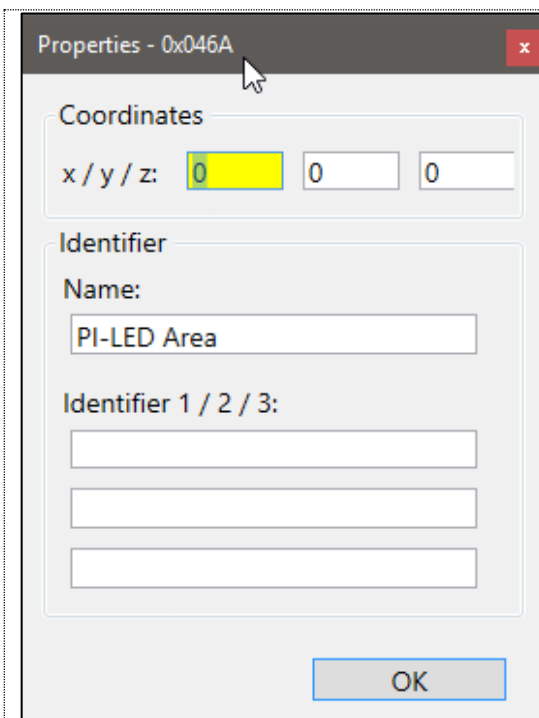
- <<Cancel>> closes the network assistant
- <<Finish>> closes the network assistant and saves any changes made.

3. Identify lights
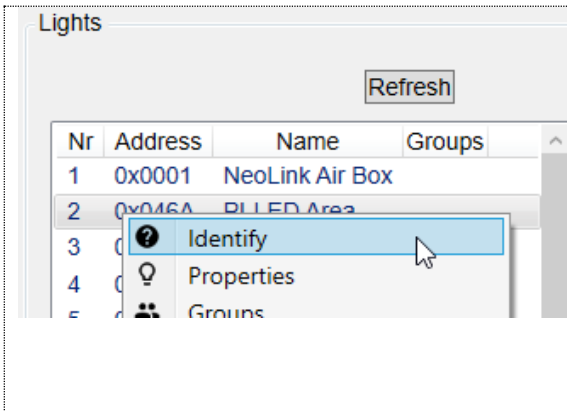
In list boxes in which short addresses of lights are displayed, the Context menu (right mouse button) can be used to identify the light. The light then flashes three times in the currently set colour, allowing it to be spatially identified.

4. Light properties

In network assistant "Step 1 – Turn on lights", the <<Properties>> command can be selected in the list box.

When the dialogue is called up, the light begins to flash, al-lowing it to be physically identified.

The light can be assigned a name, x/y/z coordinates (whole numbers) and three "free texts".

These properties can be used to activate lights within scenes and sequences by means of "Advanced group selection".

5. Removing lights from the network

The <<Remove from the network>> command is used to re-move the selected light from the network. The light signals its removal by shutting off briefly and turning on with a light temperature of 4000 K and 50% luminosity.

CAUTION!
The <<Remove all>> command is used to remove all lights from the network. For this to take effect, the lights must be turned on!

6. Delete lights from network

Mit dem Befehl <<Leuchte löschen>> wir die ausgewählte Leuchte vom lokalen Speicher gelöscht. Dabei wird **kein** Zigbee oder DALI Befehl gesendet. Dies ist „nur" für die interne Liste der Applikation relevant. Dies kann z.B: notwendig sein, wenn nicht alle Leuchten das Entfernen aus dem Netzwerk zurückgemeldet haben.

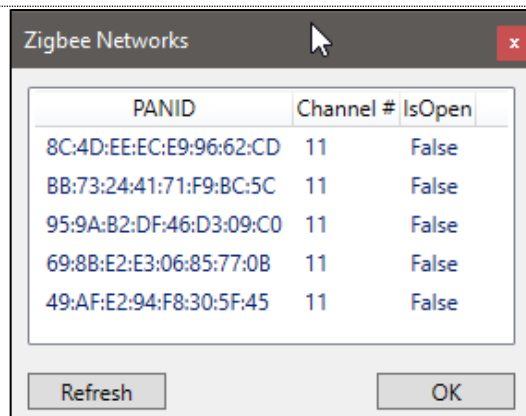## 7. Display of available Zigbee networks

Zigbee network display can be called up with the following menu point:
"Step 2 → Show networks"

The dialogue displays the existing Zigbee network, its PANID (Personal Area Network Identifier), and the channel on which the network transmits, and indicates whether the network is open.

The first entry in the list is the user's own network from the inserted USB stick.

8. Admitting a USB stick to the K-ZWally network

If a **USB stick is to be admitted to a K-ZWally network**, the network must be opened with the stick (press for 5-7 seconds). This opens the network.

The PC application requires the network configuration to be opened and the dialogue with the existing Zigbee network to be opened as well. If a network is open the column "IsOpen" is "true".

Calling up the Context menu and clicking **<<Join network>>** assigns the stick to the K-ZWally network.

9. Accepting K-ZWally into a USB stick network

If the Zigbee **network has been established from a USB stick**, a K-ZWally can be accepted into the network. The procedure is the same as that for lights (see Point 3.2).

A K-ZWally can then be assigned to a group, as a light can, and then controls only this group.

Attention!
If the K-ZWally is not the network coordinator no day-timecycle will be sent from the K-ZWally.

Attention!
If there were already lights registered on the K-ZWally and not all lights could be released by pressing 15 seconds onto the wheel than the K-ZWally is not set to factory new settings and can therefore not access a new network.

Alternatively the left PCB button can be pressed for 15 seconds. The K-ZWally is than forced into factory new settings, even if lights are still registered

10. Troubleshooting

Problem	Action
Not all lights are recognized (turn green), but can **nevertheless be controlled.**	Turn the lights off and then back on. →Observe whether other lights are recognized and begin to illuminate green.
Not all lights are recognized (**and thus cannot be controlled**).	Find a place near the lights and Open the network again.
Lights are part of the network, but cannot be controlled.	If possible, move the laptop and USB stick near the light and try again to control it. If it can now be controlled, it was out of range.

11. Contact

LUMITECH Produktion und Entwicklung GmbH
Technologiepark 10
A-8380 Jennersdorf
Tel +43 (0)3329 90 900 0
Fax +43 (0)3329 90 900 10
office@lumitech.com