



BAB TECHNOLOGIE GmbH

# **CONTROL L (EIBPORT)**

## Documentation

EIBPORT V3 / FACILITYMASTER

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EN



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# 1 CONTROL L VISUALISATION

CONTROL L is a web-based, customizable visualisation which is generated on the basis of the configuration in the editor.



Figure 1: Apple iPad with CONTROL L

## 1.1 REQUIREMENTS

Since CONTROL L uses the latest web technologies such as HTML 5 and CSS, an up-to-date browser suited to your operating system must be used:

- Microsoft Windows: Google Chrome, Mozilla Firefox
- MAC OSX: Apple Safari
- Linux: Google Chrome
- Android: Google Chrome
- iOS: Apple Safari

CONTROL L uses the same user login as the Java visualisation.

## 1.2 IMPORTANT INFORMATION

### WHAT ELEMENTS ARE SUPPORTED IN CONTROL L?

With respect to the visualisation elements, there are differences as to what functions are shown in the JAVA CONTROL (Java-based) and CONTROL L (web-based) visualisation. Please refer to the corresponding display in the editor to see which elements can be used for CONTROL L.

### ESTABLISHING A CONNECTION / SIMULTANEOUS CONNECTIONS

The simultaneous connections of the CONTROL L visualisation are determined by the following general conditions:

- Number of visualisation elements on one page
- Number of telegrams per second
- Number of jobs to be executed
- Number of network-based services to be executed

The higher the number of the conditions listed above, the less resources the EIBPORT is able to allocate to the connection requests of the different CONTROL L visualisation clients. During average use, the EIBPORT is able to serve 10 to 20 CONTROL L clients simultaneously.

## IOS DEVICES: "ADD TO HOME SCREEN" FUNCTION

On iOS devices, the CONTROL L visualisation can be easily used in a similar way to an app. For this purpose, a direct link is provided on the home screen of the device and the visualisation is started without browser address line.



Figure 2: CONTROL L – started using the iOS home screen link

To generate the link on the home screen, follow these steps:

- Call up the desired EIBPORT visualisation in the Safari browser.
- Log into the visualisation so that the start page of the visualisation is shown.
- Then, click on the link icon to the right of the browser's address line

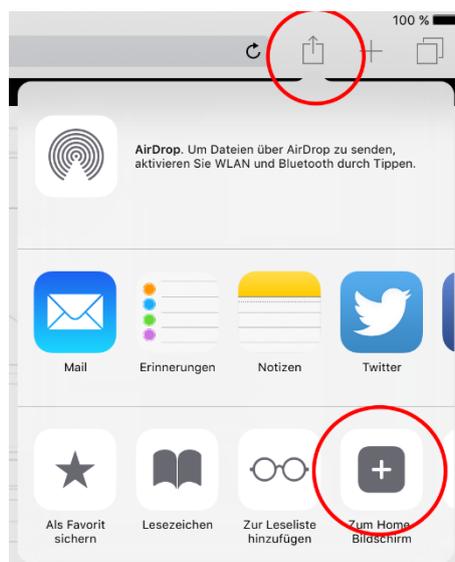


Figure 3: iOS – adding home screen



Subsequently, a link is generated on the home screen. Before adding the link, you can give it an individual name.

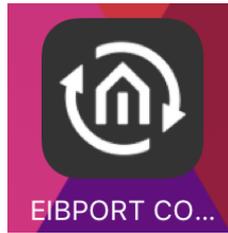


Figure 4: iOS – home screen icon

## ANDROID DEVICES: ADD TO START SCREEN

On Android devices, you can link the opening of a CONTROL L visualisation project directly on the start screen of your system with the help of a symbol using the “Add to start screen” function in the Chrome browser.

To do this, please proceed as described below:

- Call up the desired visualisation in Chrome. To this end, browse to the start page for the visualisation so that you have already logged in.
- Then click on the Chrome settings menu.

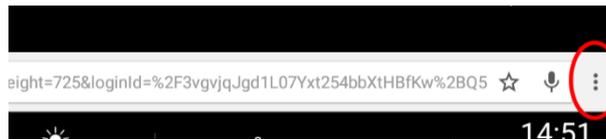


Figure 5: Google Chrome settings menu

- Click on “Add to start screen”.

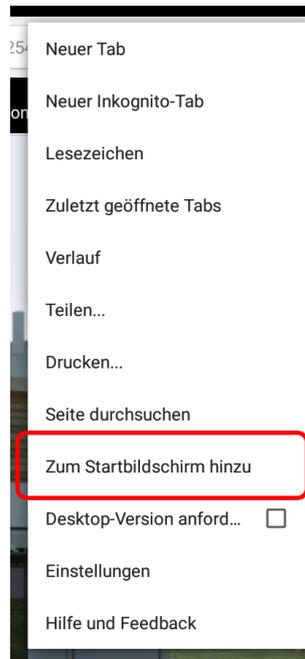


Figure 6: Add to start screen” option

- You have the option of giving the link a name.

Zum Startbildschirm hinzu

 EIBPORT CONTROL L

[ABBRECHEN](#) [HINZUFÜGEN](#)

Figure 7: Name for start screen link

- The link is placed on the start screen.

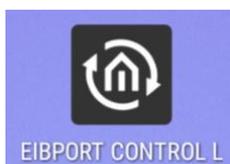


Figure 8: Android start screen link

## 1.3 VISUALISATION



Visualisation	CONTROL L
Editor	CUBEVISION
LOGIKEDITOR	JAVA CONTROL 
System	JAVA CONTROL 
Information	CONTROLS

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**EIBPORT V3**  
epv3 | Firmware Version 3.8.2

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Figure 9: EIBPORT – Home page - Visualization



Use the button "visualization" to access the selection of the various visualization interfaces. Here are the two Java visualization interface ("External Window" and "Embedded"), and Control L - Visualization and the Home Information Center - visualization. Each visualization interface can be protected via the user management in visualization editor. As delivered, it is not enabled.

**Note:** To close the selection window again, simply click once on "Visualization".

## 2 CONTROL L SUPPORT

In what form visualisation elements and global parameters also are effective for CONTROL L, we can find out quickly and simply by means of tooltips. Visualisation elements will get one optical marking (a blue bar). CONTROL L support of the elements will be constantly developed and alters from firmware to firmware.

### Color coding:

- Blue bar = Full CONTROL L support
- Light blue bars = Partial support
- Orange bars = No Java support
- No bars = Only supports Java



Figure 10: Visualisation editor - tooltip CONTROL L support

## 3 ELEMENTS

All elements of standard library belong to visualisation elements and all the switches that were created by the component builder. These are, however, optional. For placing the elements on visualisation, it will be sufficient to click on these elements. Then they will be placed in the centre of visualisation page, focussed by a frame and on the left hand side a corresponding element parameter will be displayed.

### 3.1 THEMES / EXCHANGEABLE ELEMENTS

Visualisation-, operation-, job-, and CONTROL S -elements can be exchanged since firmware 0.10.1. Therefore, so called themes will be used, which contain a complete set of elements. You can edit these themes or particular elements with additional software, the “theme editor”, which is described in a separate manual, stored on website [www.bab-tec.de](http://www.bab-tec.de).

### 3.2 GENERAL ELEMENT PARAMETER

Every element has specific parameters, according to its function. You can see them, if you mark an object on the visualisation surface. Beside the specific parameters there are attributes, which are similar for all elements.

#### General

- *Layer*: Indicates on which layer elements will be located. Each element has its own layer. Using the input field, you can modify the layer of element. In this way elements could managed more simply, for example by placing them one above the other.
- *Position*: The position of one element in the space of the visualisation surface will be determined by entry of pixels, input per keyboard or arrow keys
- *Width/ Height*: Values of width and height can be changed by keyboard or arrow keys. The option “Keep aspect ratio” will not be regarded in this case.
- *Paint shadow*: You can dedicate a shadow to each element. In doing so, element will be reflected to the bottom in a defined value.
- *Shadow height*: The height of the shadow can be determined from 0 to 150 %.
- *Scale shadow*: In case this option is activated, the complete element is drawn in shadows, independent from the shadow value. By deactivating this option, the element will displayed as well as the value of shadow was specified.

#### Global settings of the scaling behaviour

- *Keep aspect ratio*: In case this option is activated, aspect ratio will not be changed, when you are extending or reducing element with your mouse.

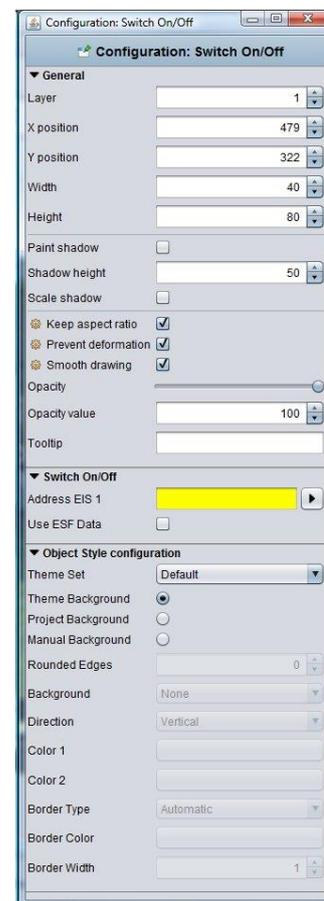


Figure 11: Visualization editor - general parameter of elements

**Tip:** By pressing the “Strg-key”, you can fix the aspect ratio if you will extend your element and by pressing the “Shift-key”, you can fix the center of your element.



- *Prevent deformation:* Graphics of elements will not be distort by freely scaling, only the background of elements will be changed.
- *Smooth drawing:* Edges of elements will be displayed „softer“.

Using the rack-wheel symbol in front of the according lettering the three settings can be set to „global“. There are three ways for carrying out:

**Set value for:**

- *Objects of the same type.* For all alike elements the parameter is set.
- *All objects:* The parameter is valid for all elements.
- *All objects and as standard value:* The parameter is valid for all existing elements and is set as standard for each new/ additional object

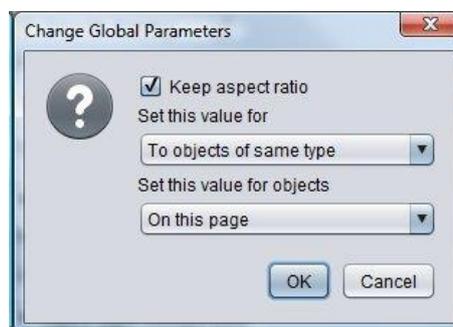


Figure 12: Setting global element behaviour

**Set value for objects:**

- *On actual page:* The settings are valid for all objects just on the actual page but not in the whole project
- *In the project:* The settings are valid for all objects within the project

**Opacity**

- *Opacity:* Using this function, element will be made stepless visible or invisible. Thereby you can enter some value as a number or you can adjust it with a regulator.
- *Tooltip:* You can enter a tooltip for better identification. This tooltip appears in visualisation, when your mouse will meet corresponding object.
- *Address allocation:* In the event no address was entered, the data array will displayed yellow, in case of a valid address; data field will be marked green. If your address has an incorrect syntax, data field will appear in red.

**Tip: by entering addresses, spacebar can be used for „/“-key (Slash). That will simplify entering.**

- *Address allocation with ESF-file:* With the help from the arrow keys beside the address entry field, the dialogue for administration of ESF-files will come up. In the area below 5 data arrays for addresses are located; in witch elements can be equipped. It will suffice to make a double click on a address in overview, to fill in these data fields.
- *Using ESF-files:* By this option, the label of group address from ESF-file will be used for an element tooltip in visualisation.

**Please note: In order that the label will be assumed, you have to set a hook und after that you have to choose the group address.**

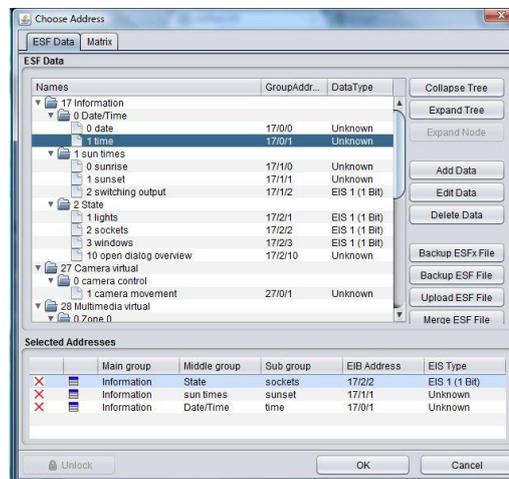


Figure 13: Address allocation with ESF File

## Object style configuration

The background appearance of an element is changed. The global style configuration for the selected element will be overwritten within the project parameters

- *Theme Set:* When changing the elements in the theme editor, the graphic element different rates, so-called 'sets' are associated. The kits allow for example the Instead, a lamp is an electrical outlet. For a separate description of the Theme Editor, please refer to the supplied CD or the download section of our web site ([www.bab-tec.de](http://www.bab-tec.de)).
- *Theme Background:* At creation of a theme within the Theme editor a background colour can be defined in order to align the icons globally. The Theme editor works as an additional tool and is described in a separate document.
- *Manually:* If this option is activated the background of the object can be set manually in the arrays below.
- *Rounded edges:* here the radius of the edges can be set (unit = px)
- *Background:* Defines the type of background. There are "background color", "No background" and "gradient" is available.
- *Alignment:* If selected as a background style of the gradient here is its orientation can be determined.
- *color 1 + color 2:* "gradient" or "background color", the colors can be determined.
- *Frame Type:* It is determined the appearance of the background frame. There are "no frames", "Automatic" or "line" is available.
- *Frame Colour + Width:* If frame style "Line" is selected the colour and width (unit = px) can be set here.

## Modify font style

- *Change Font Style:* Some elements include fonts. In this case, you can alter additionally font styles in a configtool. It is possible to apply various patterns of style, which you can use again and again.
  - Create a style: By using the "+" key, you can lay out a new typeface.
  - Style features: Here you can do necessary font style settings
  - Delete a style: A font style could be erased by the key "-".
- *Ignore font style:* If desired the font style for this element can be ignored. Then the standard font style is used,
- *Font color:* If the font style is ignored, it is possible to enter a color for the default font here.
- *Auto Scaling:* Is this flag activated the font size is automatically adjusted in relation to the element size.

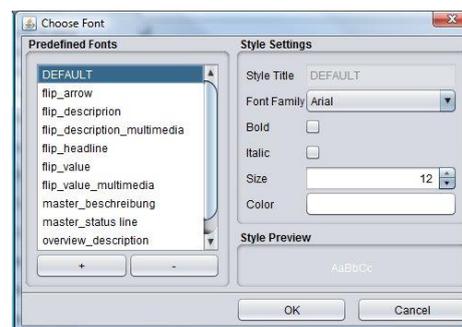


Figure 14: Modify font style

**Please note: If you change font style of an element, all elements with this style will assume those modifications, the font style „DEFAULT“, too.**



## 3.3 VISUALISATION ELEMENTS

All elements that are available for use in the visualization are displayed in the “Elements” window. There are two different kinds of elements. On one hand you’ll find the standard elements which can be modified and adjusted with the theme editor; on the other hand there are elements which can be generated with the “*Component Builder*” tool. Using this tool not just the look of the elements can be set freely but also their function. Both tools are described in additional documentations. Just ask for them under [info@bab-tec.de](mailto:info@bab-tec.de).



### 3.3.1 DALI MONITOR

Visualization object Dali Monitor represents the display element of the Dali monitor job, which can be configured in job editor

#### CONTROL L support

The element can also be used for CONTROL L

#### Dali Monitor Job

By the help of this drop down menu, different Dali monitor jobs can be chosen, which were defined in job editor before.

#### Settings

Beside of object, the element has four different setting options.

- *Tooltip*: This text field defines which lettering are displayed, when the mouse pointer roll over the element
- *Color*: Please define a color for each of the states OK, defective, unknown and non-active.
- *Manual inspection*: By this check box, a Dali gateway can be separately required on demand.
- *Columns*: You can choose between a double-columned or a quadrifid presentation

#### Object style configuration

All other options are described in chapter [General Element Parameter](#).

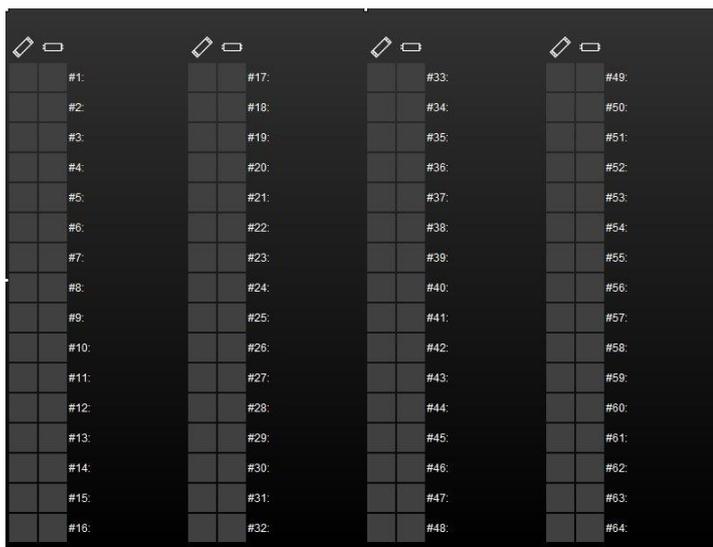


Figure 15: Visualization editor - DALI monitor elements

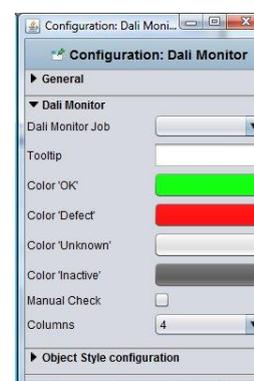


Figure 16: Visu-Editor – Dali Monitor Element Configuration



### 3.3.2 CUBEVISION

This element is used to integrate CUBEVISION into the free CONTROL L visualisation. (Also see chapter "[Fehler! Verweisquelle konnte nicht gefunden werden.](#)"). For a detailed description of the configuration, please refer to the CUBEVISION documentation which is available on the supplied CD or at [www.bab-tec.de](http://www.bab-tec.de).

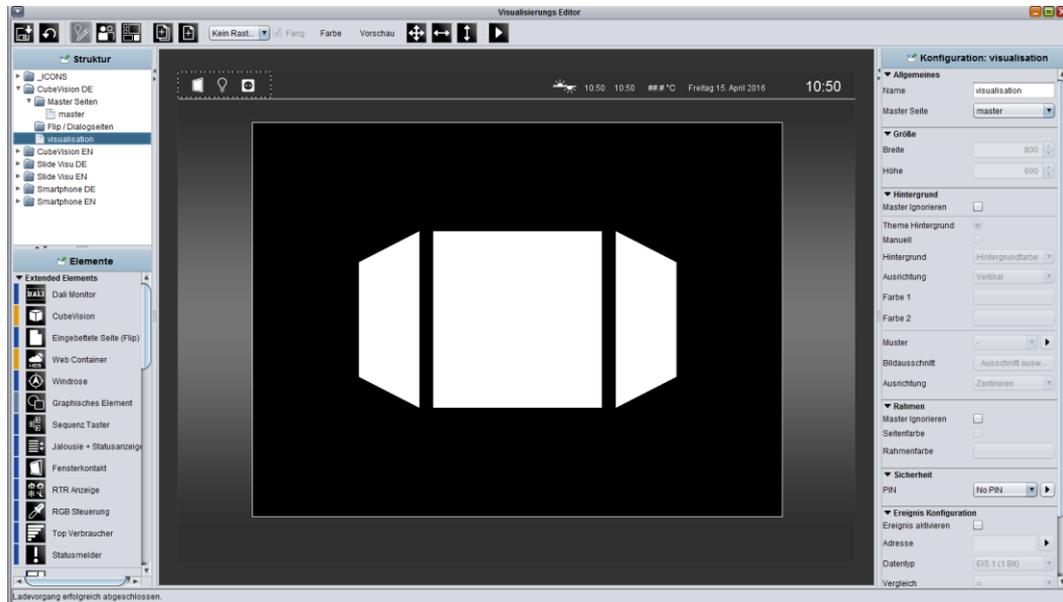


Figure 17: Visualisation Editor – CUBEVISION element

#### CONTROL L support

This element only works in the CONTROL L visualisation but NOT in the Java Visualisation.

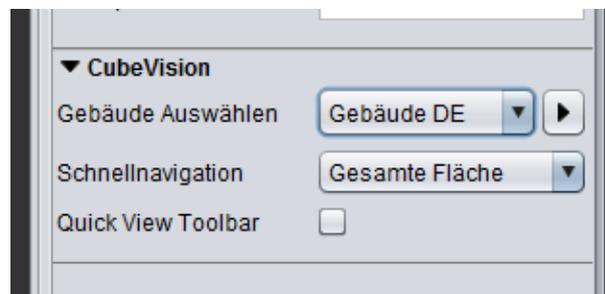


Figure 18: Visualisation Editor – parameters of the CUBEVISION element

#### Select building

To select the previously created CUBEVISION projects. Use the arrow button to the right of the selection to call up the CUBEVISION Editor. For a description of the Editor, please refer to the separate CUBEVISION documentation (available on the supplied CD or at [www.bab-tec.de](http://www.bab-tec.de)).

#### Quick Navigation

The quick navigation feature provides a project overview and enables you to quickly navigate to the desired room. The following items can be selected:

- No Quick Navigation
- Entire surface
- Right bottom corner

#### Quick view toolbar

If this feature is enabled, the icons of the elements configured for Central View are shown in the window of the embedded CUBEVISION (see CUBEVISION documentation).



### 3.3.3 EMBEDDED PAGE (FLIP)

By this element, flip pages, which were created in folder “flip/dialogue pages” before, can be placed to a visualisation page. There you can determine, how many individual pages the flip page will imply and which function they will have.

#### CONTROL L support

The element can also be used for CONTROL L

#### Specific parameter:

Beside general element parameters, specific parameters of elements exist. These determine the flip element`s appearance and performance on visualisation page.

- *Page select:* Please select here the desired flip/dialogue page, which should be placed on visualisation page
- *Visible page:* Every flip page consists of 2 segments (single pages) at least. By the number field, you can adjust, how many segments could be regarded simultaneously. If only 2 segments are defined, only one segment should be visible, so that it can bring effect to slide into the other segment.
- *Fade-out area in pixel* In this place, at the left and right margin, you can enter a range in pixel, in which respective vanishing segment will be faded out slowly. Fade-out area will be added to the actual size of corresponding segment

#### Example

For example a flip page, like it is used in distribution project. It consists of 4 individual segments. And so the configured flip/dialogue page will look like.



Figure 19: Visualisation editor - Flip / Dialogue page out of distribution project.

On the right side, you can see the specific configuration. The page consists of 4 segments, whereas the first page works as a start page (numbered consecutively from left to right).

On the second figure you can see then, how this page was intergrated in visualisation by means of the embedded page (flip)-element.

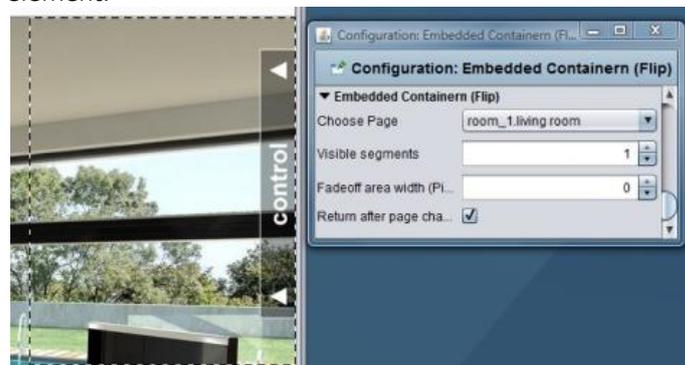


Figure 20: Visualisation editor - embedded page(flip) in distribution project

In case you don`t have any distribution project, please order it under [info@bab-tec.de](mailto:info@bab-tec.de)



### 3.3.4 LOGIK EDITOR PLUGIN

The element is used to access the “week timer” and “astro timer” logic elements of LOGIK EDITOR from the CONTROL L visualisation.

#### CONTROL L support

This element can only be used for CONTROL L.

#### Specific parameters

- *Logic group*: Select the group in which the desired logic element is located.
- *Logic element*: Select the desired element within the group which should be accessible through the visualisation.
- *Title*: Automatically filled with the name of the desired logic element. A different title can be entered.

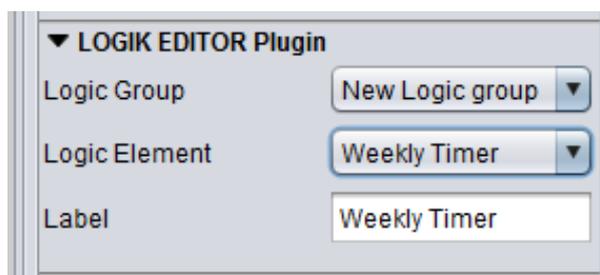


Figure 21: LOGIK EDITOR plugin configuration

#### WEEK TIMER CONFIGURATION FROM THE VISUALISATION

If the visualisation user clicks on the appropriate element, a modal dialogue which allows for access to the week configuration for the week timer appears.

#### Week overview

The overview shows the 24 hr time lines for all weekdays at a glance. Here, the switching times and periods are shown marked accordingly in colour. The colour representation is individually defined in LOGIKEDITOR for each output.

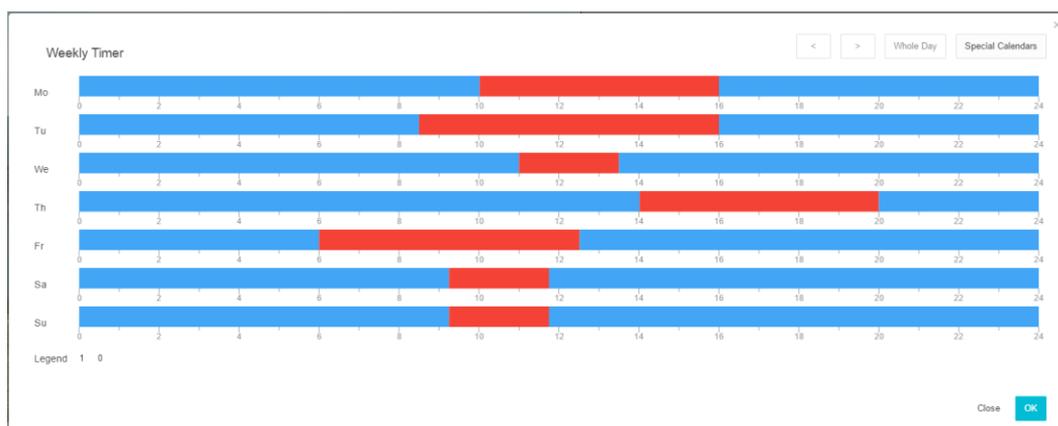


Figure 22: LOGIK EDITOR week timer – week overview

#### Detailed view

By clicking on any point in the week overview you can open the detailed view for the corresponding period, with the option of setting switching points by the minute. A box is displayed per minute. The view can be moved to the left or right using the arrow buttons at the top. The “whole day” button opens the week overview again.

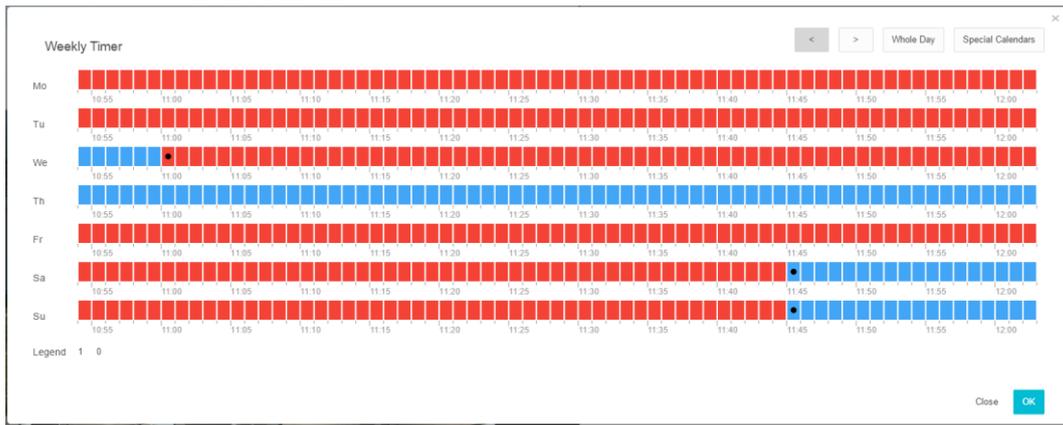


Figure 23: LOGIK EDITOR week timer – detailed view

### Setting switching times

To set the switching time, you need to click on one of the boxes in the detailed view. A further dialogue will appear which allows for selection of the actions (switches). Predefined actions can be selected. An action can be removed using “Don't send value” and there is the option of defining another value for the week timer output using “Send other value”.

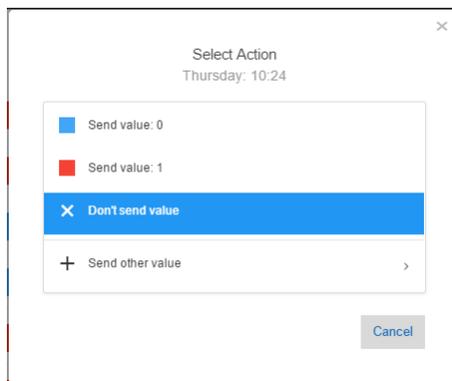


Figure 24: LOGIK EDITOR week timer – setting a switching time

### Special calendars

The week timer can be added for special days here. To this end, predefined special day profiles can be accessed or a new profile can be created. The switching times defined here are executed if the special day input for the logic element is activated (see “week timer” description in the LOGIKEDITOR documentation) or a special calendar is defined in the calendar (see “calendar” description in the LOGIKEDITOR documentation).

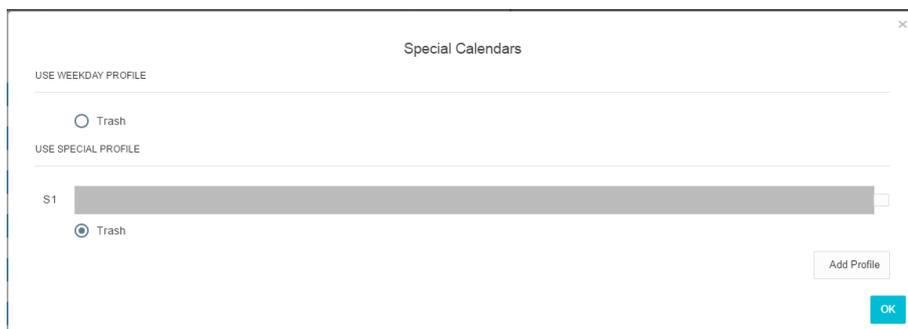


Figure 25: LOGIK EDITOR week timer – configuring the special calendar

## ASTRO TIMER CONFIGURATION FROM THE VISUALISATION

If the visualisation user clicks on the appropriate element, a modal dialogue which allows for access to the switching time configuration for the astro timer appears.

### Switching time overview

You create a new switching configuration for an output with the help of the “+” button. The number of outputs are executed in the complete configuration in LOGIKEDITOR. The data type for the output is determined through the “data type” field. In addition, the individual switching times for the coming five days and, where applicable, the switches on special days are shown. The Mon-Sun order of the days is not changed here. The table can be sorted using the appropriate buttons at the top.

Output	Data Type	Mo 22.05.	Tu 23.05.	We 24.05.	Th 25.05.	Fr 26.05.	Sa 27.05.	Su 28.05.
Output 1 <input type="checkbox"/>	Integer <input type="text"/>	05:26 (1) 21:05 (1)	05:25 (1) 21:07 (1)	05:23 (1) 21:08 (1)	05:22 (1) 21:09 (1)	05:21 (1) 21:11 (1)		

Figure 26: LOGIK EDITOR astro timer – switching times overview

### Switching configuration

The switches are configured in detail here. The data type for the value to be sent is configured in the switching times overview (s. o.). This includes the sunrise or sunset time for the actual day shown. A sun angle of  $-0.833^\circ$  (“civil twilight”) is set for this. The reference period can be moved entirely using the “time” field. The astro timer calculates the sequential switching in relation to this. If required, the switching can be moved to a random value and limited to an earliest and latest time. You define which weekdays and/or special days switching is executing on using the check boxes in the bottom section.

Value to Send: 1 Integer

Time (Mo 22.05.): 05:26 Sunrise 05:26 Sunset 21:06

Random Offset (Minutes): 0  Limit Earliest Time  Limit Latest Time

Active on selected days:  Workdays  Weekend  
 Mo  Tu  We  Th  Fr  Sa  Su  
 Send also if a special calendar event falls on a selected weekday

Active on selected special days:  On all Special Calendar Events  Trash

Figure 27: LOGIK EDITOR astro timer – switching configuration



### 3.3.5 CAMERA ARCHIVE

The visualization element can be used among others in CONTROL L. For this purpose the element "camera archive" will be inserted into the respective page. The element can be edited in the configuration settings. Therewith the allocation to the respective archive takes place.

With "Recording)" the trigger of the logic element camera archives was inserted into the visualization. The "Status" is displaying the status of the logic element.

The camera archive of the visualization in the EIBPORT is not an approved or certified monitoring system. It is just a possibility for visualization and comfort improvement. For this reason, these functions, especially the trigger function, should be used moderately in order not having negative influence to other processes if the EIBPORT utilization is too high.



Figure 28: EIBPORT - CONTROL L element camera archive

When activated in the visualization the camera archive will be opened and the recordings are displayed. The recordings can be played as a group or as a single image. Via the calendar function a selection can be made, an image export is also possible.

#### **Notice:**

**Note that this camera archive is not intended for security monitoring.**

**Please note that 1 image can be saved every 10 seconds at the most.**

**Note that the number of saved images increases the loading time of the images in the visualization.**



### 3.3.6 WEB CONTAINER

This element can be Web pages or HTML content into the visualization can be embedded. For technical reasons, this element will only work in the CONTROL L.

**Hint: Web pages can prevent embedding.**

#### CONTROL L support

The only exception to this element only works in the CONTROL L visualisation and NOT in the Java visualisation.

#### Specific parameters

The web container can relate its contents from two different sources. On the one hand from the specification of a URL, on the other from a field in which a full HTML code can be entered.

- URL: The URL can be loaded by means of foreign Web content in the container. It is simply the same URL needs to be registered also in the browser.
- HTML: In the big field "HTML code" can be loaded either own or other HTML code. Thus, for example Weather widgets are displayed.
- Updated (min): Determine the time in minutes when the content of the web container to be updated.



Figure 29: Web Container - parameter

### 3.3.7 WIND ROSE

The wind rose visualisation element is used to visualise the wind direction, issued as 1 byte or 2 byte telegram.

#### CONTROL L support

The element can also be used in CONTROL L.

#### Direction address

Communication object. Enter the desired group addresses here. Data type EIS 14 (1 byte) or EIS 10 (2 byte).

#### Data type

Select the correct data type:

- EIS 14 = 1 byte, range of values 0-255
- EIS 10 = 2 byte, range of values 0-360

#### Object style configuration

All other options are described in chapter [General Element Parameter](#).



Figure 30: Visualisation element – wind rose



### 3.3.8 SHAPE ELEMENT

The graphic element can be used for layout purposes as well as for different functionalities.

#### CONTROL L Support

Not all functions of the element are supported in the CONTROL L. The following tasks are not supported:

- Change Page PIN
- Set eibPort clock
- Open Room Allocation Plan
- Local programm



## Element Type (style)

The Shape element has 3 different characteristics (styles). The wanted style can be selected from a dropdown menu.

- *Rectangle:*The element is displayed as rectangle.
- *Rounded rectangle:* The element is displayed as rectangle with rounded edges
- *Circle:* The element is displayed as circle.



Figure 31: Shape Element - Shape type

## Radius of the edges

If style „Rounded edges“ is selected the radius of the edges can be set here (unit = px)

## Functions

The Graphic element offers beneath it's layout functionality some other functions which can be linked with the element directly. Therefor several actions can be defined. These actions will be executed when the element is pressed or released. Each function (press / release) just one action can be assigned to. It is not possible to define one action for „press“ and „release“ at the same time.

- *Change Page PIN:* By clicking the corresponding graphical element the user is been requested to change the page PIN. Which PIN will be changed can be determined in the menu.
- *Page Link:* By “mouse-press” or “mouse-release” the page will be skipped. The target page is been defined in the pull down menu.
- *Page History:* It is possible to navigate a page forward or backwards. This function is similar to the navigation in a internet browser. The navigation in the “forward” direction” only works if “backwards” is used before. “Page backwards” is depending on the chronic a user creates.
- *Flip Page:* Using this function a specific segment of a flip page can be called. So it can be navigated without using the flip- element.
- *Open URL in Browser:* The desired URL will be requested if the element is been clicked.
- *HTTP-Request:* A predefined request is been sent. This can be used to control an IP-camera for example. Does not depend on the Job „HTTP-Request“. HTTP Basic authentication is possible by URL.
- *Open Room Allocation Plan:* The shape element is been used to open the visualisation element for the room allocation plan.
- *Set eibPort clock:* The dialogue for setting the EIBPORT clock is been displayed. It is able to enter time and date by hard or use the local machine's time to set it.
- *Local programm:* This function allows to start a locally installed programm on the client PC. For this the command and the file to be executed can be selected.

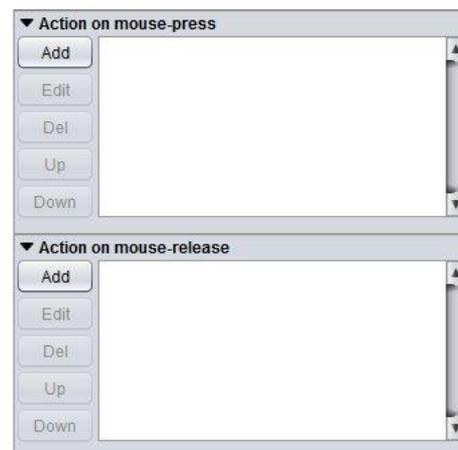


Figure 32: Shape Element - Add action

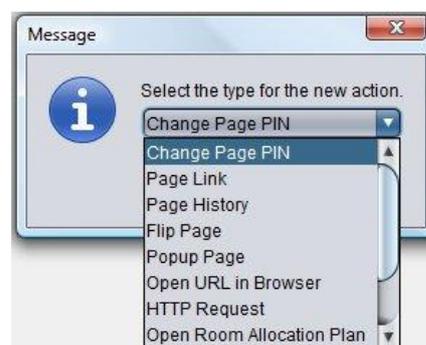


Figure 33: Shape Element - Actions



### 3.3.9 SEQUENCE PUSH BUTTON

This push button is able to execute different actions by repeated. So after a second release in a defined period, not the same action will be executed, but also another one. This push button will be used for example in handicapped accessible homes.

#### CONTROL L support

The element can also be used for CONTROL L.

#### Spezific parameter:

Beside general element parameter, some specific parameters of elements exist. These parameters determine the sequence push button's performance und

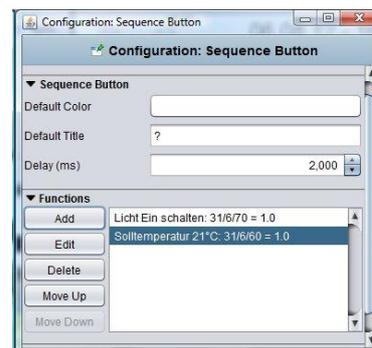


Figure 34: Sequence Button - specific parameters

- *Standard colour:* Defines the colour, which button will carry in standby mode.
- *Standard title:* The title is placed in centre and it is optional. Standard title will be displayed, when push button is in standby mode. Font style can be defined separately by a corresponding menu
- *Delay (ms):* Delay determines the period, which has to pass by, in order that sequence push button will return to standby mode. If it will be pushed a second time within this period, button will execute the next respective action
- *Function:* By menu item function, several actions could be defined, which the push button should perform. These actions will be executed from top to bottom. Configuration:
  - Colour: Please define here the colour, which sequence push button should accept by executing of this action
  - Title: title will be shown in sequence push button by executing this action. Font style is the same like you have defined in standard
  - Adresse: Group addresses can be enter neither by keyboard, nor they can be chosen out of a ESF file, loaded up before.. Therefore the arrow button, beside address input field, will serve. How you can load up one ESF file to your unit, you will learn in chapter "ETS".
  - Data type: To every address a data type has to be assigned. Following types are possible in here, EIS1, EIS5, EIS6 and EIS 14 (unsigned).
  - Value: Here you determine the value, which has to be sent. This value conforms to adjusted data type. .

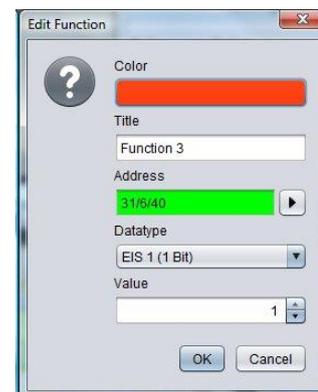


Figure 35: Sequence Button - edit functions

#### Object style configuration

All other options are described in chapter [General Element Parameter](#).



### 3.3.10 BLINDS AND STATUS INDICATOR

The blinds and status indicator serves as a control element for blinds. Specific positions can be driven and the tilt angle is displayed.

#### CONTROL L support

The element can also be used for CONTROL L.

#### Objects

The element provides different objects. Not all of them have to be used.

- *Up / Down*: EIS 1 Object as 'Move' command.
- *Position*: EIS 6 Object to drive and display a specific blind's position directly  
*The scaling within the element is controlled dynamically. If parameter „aspect ratio“ is deactivated the scaling will become more precise.*
- *Ribs*: EIS 1 Object for blinds "Step" command.
- *Wind control*: EIS 1 object for wind control. If a telegram is sent on this object the operation elements turn to red and cannot be used any more.
- *Angle*: EIS 6 Object for controlling and displaying the angle of the ribs.



Figure 36: Jalousie and Status indicator - Parameters

#### Settings

The element provides some more options:

- *Show Step*: "active" as default setting. Assigns if an operational element for the step command is displayed within the element or not.
- *Use ESF data*: if this flag is activated ESF data (out of the ETS) are used as tooltip resp. mouse-over-help.
- *Invert*: For use in some special controls it is necessary to invert EIS 1 objects

#### Object style configuration

All other options are described in chapter [General Element Parameter](#).



### 3.3.11 WINDOW CONTACT

Element window contact displays the actual status of one or more windows. Therefore as well EIS 1 (1Bit) as EIS 14 (1 Byte) object can be used.

#### CONTROL L support

The element can also be used for CONTROL L.

#### Status EIS 14

The window contact is monitored by an EIS14 object. In this case a value for each status "Open", "Closed", "Tilted" is set. The object for „Broken“ is the only one which is active in "Status EIS 1" even if in selection "Status EIS 14".

#### Status EIS 1

If this status is activated there are three objects each for "Open", "Tilted" and "breakage of glass". Using the „Invert“ flag the objects can be inverted.

#### Settings

The parameters serve for more specific settings:

- *Use ESF data*: if this flag is activated ESF data (out of the ETS) are used as

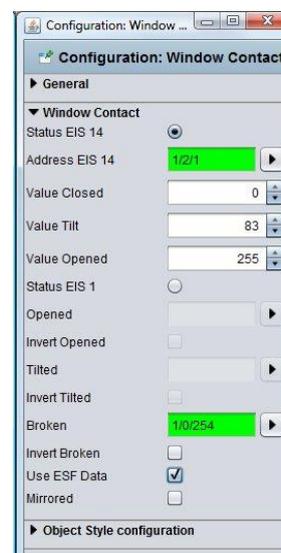


Figure 37: Window contact - parameters

- tooltip resp. mouse-over-help.
- Mirror Image: If this flag is enabled, the representation of the item displayed mirrored.

### Object style configuration

All other options are described in chapter [General Element Parameter](#).



## 3.3.12 RTR DISPLAY

RTR display serves for room temperature control. In this process, switch offers the functions standby / comfort / night reduction and frost protection. This element can be operated with EIS 1 or EIS 14. .

### CONTROL L support

The element can also be used for CONTROL L.

### Specific parameter

Beside general element parameters, some specific parameters of elements exist. These parameter define, which data type and which address RTR-display will use

- *Typ EIS 14 / EIS 1:* G Fundamental RTR-display can be operated with EIS 14 or EIS 1 values. Depending on which data type is chosen, one or the other display will be activated.
- *Status Adresse:* If EIS 14 as data type is chosen, address data has to be entered here. This could happen either by hand nor by the dialogue for address input, which offers the access to data of ETS (see also: upload ESF-file)
- *Value Standby/comfort/night reduction/frost protection:* for every status, you have to enter necessary EIS14 values in the corresponding input fields. .
- *Adr. Standby/comfort:* If EIS 1 is defined for data type, so it will be switched between standby and comfort by this communication object
- *Adr. Night reduction:* By the help of this address, it will be switched to night reduction.
- *Adr. Frost protection* By the help of this address, it will be switched to frost protection.

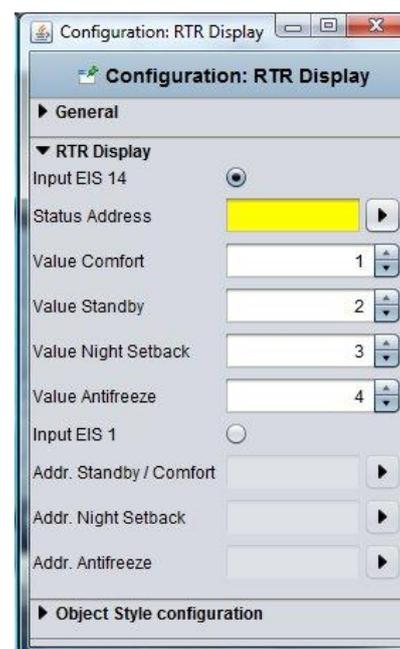


Figure 38: RTR-Display - specific parameters

### Object style configuration

All other options are described in chapter [General Element Parameter](#).



### 3.3.13 RGB CONTROL

The colour selection circle is used to mix colours of the RGB, RGBW or HSB colour model. Thus, the visualisation can be used to control, for example, coloured LED light fixtures via so-called "DMX" dimmers. The required values can be sent by EIB**PORT** in different ways.

#### CONTROL L support

This element can also be used for CONTROL L.

#### Specific parameters

In addition to the general element parameters, there are several element-specific parameters. They determine the group addresses to which the required values are sent.

- Transmission of the colour values:
  - *RGB(W)*: (EIS 14 RED/GREEN/BLUE/WHITE) - Via three or four EIS 14 (1 byte) communication objects for each colour channel with RGB and RGBW.
  - *3 byte RGB*: (DPT 232.600) The RGB information is transmitted in a telegram.
  - *4 byte RGBW* (EIS 11 COMBINED): Via a communication object which combines the RGBW values in a telegram by way of EIS 11 (4 byte).
  - *HSB*: (EIS 10 HUE, EIS 14 SATURATION/BRIGHTNESS) - HSB values are transmitted via an EIS 10 (2 byte) communication object for the hue and two EIS 14 (1 byte) communication objects for saturation and brightness.
- *EIS 1 TRANSMISSION COMPLETED* An EIS 1 confirmation telegram is sent on this communication object after colour input has been completed. In this way the corresponding distant end is able to clearly determine that all values have been transmitted.



Figure 39: Visualisation element – RGB control

#### Object style configuration

All other options are described in chapter [General Element Parameter](#).



### 3.3.14 TOP CONSUMER

Top consumer is an element of display, which compares 4 incoming values and which list them automatically according to their amount. Thereby values will be compared by means of a horizontal bar graph. So that display is suited excellently for making visible the top consumer in a building for one view. To measure this consumption, KNX-actuators with current value detection will be applied ideally. These will deliver momentary electricity (ampere), which will convert by the integrated job to energy consumption (for example watt-hours) umgerechnet wird.

#### CONTROL L support

The element can also be used for CONTROL L.

#### Specific parameter

Beside general element parameters, some specific parameters of elements exist. These parameters define which unit the top consumer will display and how many consumers will be reflected.

- *Bar colour:* Determines the colour of the bar, which displays the amount of consumption
- *Value format:* To influence the value`s format, you can place following inputs here: Integer and fractional digits are controlled by characters „0“ and „#“. „0“ stands for a forcing digit, that means, even if there is no value, character „0“ will be displayed. All characters, which are marked with „#“, will be optional, that means, that if there is a „0“ or no value, this character will not be displayed. For example:
  - Value should be 0,2. In case of value format 0.0, value 0.2 will be displayed. But if you enter #.#, only digit ,2 will be shown, because there is no value (=0) on the first digit.

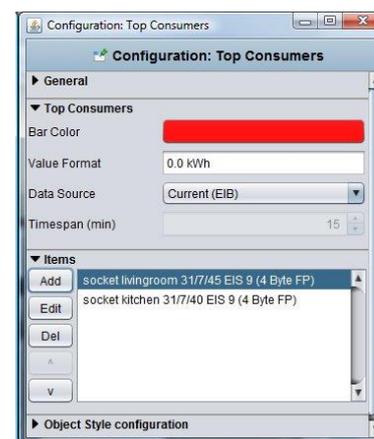


Figure 40: Top Consumer - specific parameters

- *Data source:* At present unique selectable option “Momentary (EIB)”. That implies that information about consumption will be extract out of current EIB telegrams.
- *Consumer:* By this menue, particular consumer will be allocated to the element. Therefore you will find the buttons „Append“, „Edit“ and „Delete“ on the side. With arrow keys, the sequence can be changed. With the help The button „Append“ opens another menue:
  - Title: The title will eb shown also in corresponding element. The name should be unique.
  - Address: Input address of consumption data.This address can` t be entered by keyboard, but it has to be chosen out of one ESF file.ESF-dialogue will open by pushing the arrow key near the address entry.
  - Data type: The element supports folowing EIS types: EIS 5, EIS 6, EIS 9, EIS 10 (s + u), EIS 11 (s + u), and EIS 14 (s + u).
  - Factor und Offset: Value will be multiplied with Factor and be added with Offset.



Figure 41: Top Consumer - editing consumers

**Please note: For integrate job`s configuration please read more in chapter „JobEditor“**

#### Object style configuration

All other options are described in chapter [General Element Parameter](#).



## 3.3.15 STATUS INDICATOR

The status indicator control element is used to display and, if required, manage the job of the same name.

### CONTROL L support

This element can also be used for CONTROL L.

In addition to the objects and functions that are the same for all visualisation elements, the status indicator features the following parameters:



Figure 42: Visualisation element – status indicator

### Objects

This element does not have its own objects but retrieves its object information from an associated job element.

### Functions

- Select the job element that is to be visualised under "*Job status indicator*". All status indicators created in the device are listed in the selection box.
- The "*identifier*" is shown in the upper section of the element in the visualisation.
- "*Place page in the foreground*": If this option is enabled, the visualisation page with this element is automatically placed in the foreground (of the visualisation) when a fault is detected.
- "*Window in the foreground*": (This is only possible in the Java-based visualisation). If this option is enabled, the browser will automatically cause the browser window containing the visualisation to be shown in the foreground (on top of other active programs) when a fault is detected.
- Different audible signals for fault detection are available in the "*Warning tone*" selection box. In addition, this item can be used to switch off the output of audible signals.
- If the option field "Display log" is disabled, the item "Open log" will not be shown in the visualisation element and cannot be displayed (using this element). Otherwise the text will be displayed and the user can view the most recent status changes by clicking on the text. For this purpose, a new page or a new tab will be shown in the browser configured by the operating system if required. The element stores up to 100 log entries.
- The option "Acknowledgement possible" can be used to define whether users are to be able to acknowledge faults by clicking on the coloured status indication in the left upper corner of the element.
- "*Acknowledgement input*": If acknowledgements are enabled within the visualisation as described above, the acknowledgement input which is set here will be used for acknowledging a fault. For this to be possible, at least one acknowledgement input has to be enabled in the job

status indicator. (That means at least one group address and one text must be entered in one input.) This item offers all enabled inputs for selection.

- "Acknowledgement with user names": If this option is enabled, not the text entered in the acknowledgement input, but the name of the logged on visualisation user is used as acknowledgement text.

### Colour coding

The status indicator can assume four statuses which are reflected by the following colour indications:

- OK = OK
- Fault = FAULT
- Acknowledged = ACK
- Fault gone unacknowledged = FAULT

### Object style configuration

All other options are described in chapter [General Element Parameter](#).



## 3.3.16 ROOM

This element serves for accessing the room allocation plan module. So f.i. a caretaker is enabled to operate the room allocation out of the visualization. Detailed explanations and documentation of the occupancy plan module is on the CD or provided on [www.bab-tec.de](http://www.bab-tec.de) to download.

### CONTROL L Support

This element is not displayed in the CONTROL L. Currently it has no CONTROL L support.

### Select room

Different rooms being generated in the occupancy plan module can be selected here out of a dropdown menu. Element „room“ is named with the title of the room and its assigned colour.

### Checkbox

The checkboxes serve for configuration of the visualization element. According information can be found in the occupancy plan module.

- *Display active profile*: Displays the actually active profile of the room
- *Display active status*: Displays the actually active status of the room
- *Display exits*: All exits and their status are displayed
- *Change status*: An additional button "Set State" appears on the element. Using this button the user can change (via dropdown menu) the status of the room for a defined period.
- *Display calendar*: An additional button "Open Calendar" appears on the element. Using the button the user is enabled to access the configuration module („Profile“, „calendar“ and „generated data“). The access level is set in the occupancy plan module. (=> Please refer to the respective documentation).



Figure 43: Visualisation Element Room Allocation Plan (CONTROL R)



## 3.3.17 IMAGE

Element “Image” allows to place any graphic on the visualization surface. Not just graphics from the EIBPORT’s buffer but even from other sources (server etc) can be uploaded. Moreover the display mode (yes / no) can be linked with an event.

### CONTROL L support

The element can also be used for CONTROL L.

### Image from internal memory

Via dialogue “Image” all graphics being loaded into the EIBPORT can be selected. Dialogue „Graphic Transfer” serves for uploading graphics into the device. The dialogue can be called via „Extras” > „Image transfer”, or alternatively using the arrows beside the drop down menu “Image”. Graphic files also can be drawn by drag and drop directly onto the visualization surface and are also available in the dropdown list.

- Adopt size: If the Image’s size was changed this button resizes it to the original gauge

### External image

This element provides graphics being located on the client PC or on any server. So it is possible to display an actual cover graphic while playing the music.

- *External URL:* The absolute path of the wanted file or web page has to be typed in.  
If the file is located on the visualization PC the path has to begin with file://  
In case of displaying a webpage the complete URL beginning with http:// has to be typed in.
- *refresh in (sec.):* defines the time period for the automatic refresh of the webpage  
Entering a „0” means „no refresh”
- *background refresh:* if activated the URL will be refreshed in the background even if the visualization page is not active at the moment
- *Display last frame:* If an external URL cannot be reached temporarily the last successfully loaded picture is displayed
- *Check URL:* the reachability/ accessibility of the URL will be checked.

### Event configuration

The visibility of each image can be controlled by an input object EIS1.

- *Visibility:* defines the condition for visibility; „permanent”, „on” or „off”.
- *Address EIS 1:* If variant „on” or „off” are selected the address array will be released and can be configured
- *Use ESF data:* if this flag is activated ESF data (out of the ETS) are used as tooltip resp. mouse-over-help.

### Realizing cover display in visualisation

By the external function call screen, there is the possibility that actual cover picture to the Squeezebox™ Server abgespieltem piece of music show. If the image exists, the server can be found at the following picture is available:

`http://<server>:<port>/music/current/cover.jpg?player=<playerid>`

This URL is extracted from http-API of SqueezeCenter™ resp. SqueezeboxServer™ software. For a player ID, the assigned name of Squeezebox™ will be used. Assume SqueezeCenter™ resp. SqueezeboxServer™ software works on a server with the ip-address 192.168.1.10 on port 9002 and it

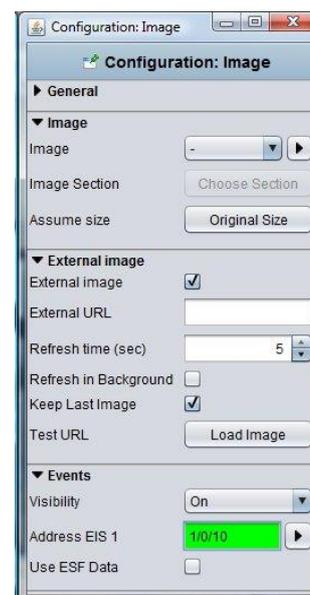


Figure 44: Image Element Parameter

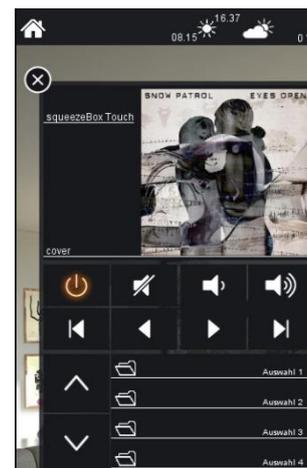


Figure 45: Example Cover Display



is about a cover image of a song, which is just played on Squeezebox™ Boom (named sqbboom), the URL will be:

```
http://192.168.1.10:9002/music/current/cover.jpg?player=sqbboom
```

By adjustment of the picture element it is to consider, that the picture could be refreshed indeed, but it will not have to reflect cover of the actual song, because displaying cover is not connected directly with music control. In the event of that a music album doesn't contain any information of cover, server software displays a wildcard



### 3.3.18 EIS 1 OBJECTS / SWITCH, BUTTON AND LUMINAIRE



The Standard library provides three standard elements for data type EIS 1. These elements only can display 1 Bit values. Using the theme Editor it is possible to insert additional style sets for button and luminaire.



#### CONTROL L support

The elements can also be used for CONTROL L.

#### On / off switch

The on / off switch can be used to control an EIS 1 object. The switch can be arranged vertically or horizontally. In addition, you can choose from one of the following Theme sets:

- Standard (1 / 0)
- Gate
- Barrier
- Awning
- Central Socket
- Heating
- Heating-Cooling
- Lock-Unlock
- Absent-Present
- Curtain
- Airing

#### Button

Button contains different functions within one element. Moreover it is possible to use different style sets via the "Theme editor".

- *Toggle (On/OFF)*: each trigger on the element sends out an ON or OFF signal.
- *Button (ON/OFF)*: each trigger on the element sends an ON signal and after this returns with an OFF signal into its original status.
- *Button (OFF/ON)*: each trigger on the element sends an OFF signal and after this returns with an ON signal into its original status.
- *ON*: each trigger on the element sends out an ON signal.
- *OFF*: each trigger on the element sends out an OFF signal.

#### Luminaire

The luminaire displays the status of EIS1 objects. This element cannot be operated, but it is possible to use different style sets via the "Theme editor".

#### Theme Set

Button and luminaire have different style sets which can be extended individually using the „theme Editor“. Basically both style sets provide:

- *Power Jack*: The element shows a power jack. In case of being used for the button it can be operated as switch, if used as luminaire it just displays
- *Corona*: The element pictures a corona. The element is suitable for being placed on "real" lamps (without background)





### Object style configuration

All other options are described in chapter [General Element Parameter](#).



## 3.3.19 BLINDS

The blinds element serves as a control element for blinds. Blinds are controlled by EIS 7 (1Bit).

### CONTROL L support

The element can also be used for CONTROL L.

### Objects

The element provides different objects. Not all of them have to be used.

- *Up / Down*: EIS 7 Object as ‚Move‘ command.
- *Ribs*: EIS 7 Object for blinds „Step“ command.
- *Wind control*: EIS 1 object for wind control.

If a telegram is sent on this object the operation elements turn to red and cannot be used any more.

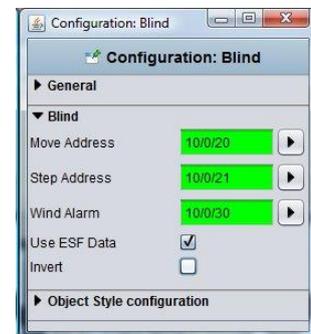


Figure 46: Blind - parameters

### Functions

The element provides two more options:

- *Use ESF data*: if this flag is activated ESF data (out of the ETS) are used as tooltip resp. mouse-over-help.
- *Invert*: For use in some special controls it is necessary to invert EIS 1 objects

### Object style configuration

All other options are described in chapter [General Element Parameter](#).



## 3.3.20 EIS 14 PUSHBUTTON

This button sends out 1 Byte values (EIS 14) Werte instead of 1 Bit. The wanted value (0-255) has to be set before.

### CONTROL L support

The element can also be used for CONTROL L.

### Object style configuration

All other options are described in chapter [General Element Parameter](#).



### 3.3.21 BIT BAR

Bit bar is a bit-depending indicating device. Each of the 8 Bits may have the status 0 or 1. It reacts on previously set bits within a telegram value. It will be displayed coloured if this bit is set when receiving a telegram.

#### CONTROL L support

The element can also be used for CONTROL L.

#### Object

The element has an input object EIS14 (1 Byte).

#### Settings

Beneath the input object there are 4 more settings possible:

- *Use ESF data:* if this flag is activated ESF data (out of the ETS) are used as tooltip resp. mouse-over-help.
- *Colour ON/ OFF:* Here a colour for each status can be set.
- *Send value:* the element changes from a displaying to a sending element when activating this checkbox

#### Object style configuration

All other options are described in chapter [General Element Parameter](#).



Figure 47: Bitbar - parameters



### 3.3.22 STATIC AND DYNAMIC TEXT



EIBPORT provides 2 types of text elements: a static and a dynamic one. Both serve for lettering whereat the dynamic text is able to show different texts depending on KNX events.

#### CONTROL L Support

Both elements can be used for CONTROL L.

#### Static text

Element „static text“ is „unlimited“ regarding the number of characters. Beginning with firmware version 0.11.4 the element can even display multiline text. Moreover the alignment (left, centered, right) can be set. The font style (size, type, colour) are set via menu item „Object Style configuration“.

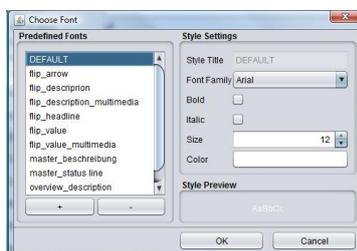


Figure 49: Enter font style

- *Ignore style / colour:* If the selected text shall get another colour as defined in the style set this can be done by activating the checkbox „ignore style“. A new colour can be selected from the array below.

#### Dynamic Text

The basic settings are equal to the static text. Additionally it is possible to define a text for status ON and one for status OFF. For each status a different style can be defined. The input object determines the status.

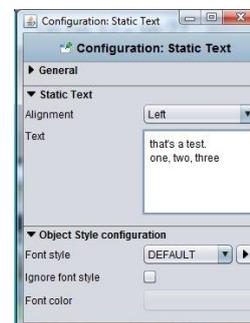


Figure 48: Static Text, Object style configuration

#### Object Style Configuration

Font style, size and colour are set here. Using the dialogue „style“ individual styles can be defined and used later on within the project. If the individual style is changed these changes are automatically executed on all elements using the same style.

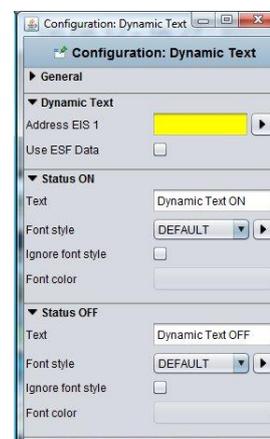


Figure 50: Dynamic Text - Parameters



### 3.3.23 EIS 15 TEXT

Element ,EIS 15 Text displays the text being received on a group address. Data type is EIS15, so the telegram uses 14 bytes and contains 14 characters as maximum. Character encoding is ASCII.

#### CONTROL L support

The element can also be used for CONTROL L.

#### Use ESF Data

Check this box if you want to see in the visualization of the identifier used by the group address from the ETS as a tooltip.

#### Wild card

Here a default text can be typed in. This text will be displayed as long as no telegram is received.

#### Font style

The font style can be defined as already described for elements static and dynamic text.

#### Object style configuration

All other options are described in chapter [General Element Parameter](#).

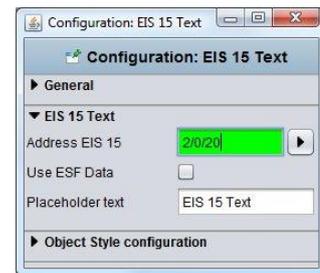


Figure 51: EIS 15 Text - Parameters



### 3.3.24 EIS 15 DISPLAY

Based on the ,EIS 15 Text' -element the EIS 15 display offers some more possibilities of use. So several messages can be buffered and messages can be sent. The element background can be customized.

#### CONTROL L support

The element can also be used for CONTROL L.

#### Use ESF Data

Check this box if you want to see in the visualization of the identifier used by the group address from the ETS as a tooltip.

#### Wild card

Here a default text can be typed in. This text will be displayed as long as no telegram is received.

#### Recording

If this option is selected the element records incoming telegrams. The number of recordings is set by the input line „recording length“. Default setting is „10“.

#### Input active

If the checkbox is activated the element is able to send EIS 15 text messages. Therefore the element has to be activated by mouseclick. An input box opens and the text can be typed in.

#### Object style configuration

All other options are described in chapter [General Element Parameter](#).

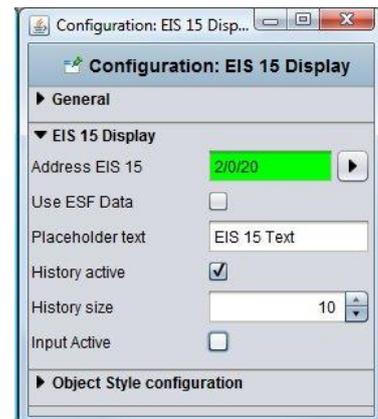


Figure 52: EIS 15 Display - Parameters



## 3.3.25 TEMPERATURE CONTROL

The temperature switch serves for changing temperature values. The user is enabled to increase or decrease the values in predefined steps. By defining a background or using a graphics set the switch can be designed individually.

### CONTROL L support

The element can also be used for CONTROL L.

### Use ESF Data

Check this box if you want to see in the visualization of the identifier used by the group address from the ETS as a tooltip.

### Data type

Possible data types are EIS 5 (DPT9.0xx, 2Byte values) or EIS 14 (DPT 6.010 1 byte values). The wanted data type can be selected from a dropdown menu.

### Step width

Here it is defined by which value the default/ last value will be changed. Because the values are floating point values, also decimal places can be used. The default setting for the increment is 0.5

### Min. / Max. value

These two values define the range between minimum and maximum temperature. Even negative values are possible.

### Object style configuration

You can align the button horizontal as well as vertical. All other options are described in chapter [General Element Parameter](#).



Figure 53: Temp. control-Parameters



## 3.3.26 TEMPERATURE DISPLAY

The temperature display shows the scheduled value and the actual temperature. For changing the scheduled value the element can be linked with the temperature switch. Background and font style can be set individually.

### CONTROL L support

The element can also be used for CONTROL L

### Use ESF Data

if this flag is activated ESF data (out of the ETS) are used as tooltip

### Input Objects

Both input objects have data type EIS 5. According to the KNX object structure several addresses can be joined to one object (=> chapter Object structure).

### Text

The text being displayed within the element can be edited in these two arrays. For instance instead of „actual temperature“ it can be edited to „temperature“.

### Object style configuration

All other options are described in chapter [General Element Parameter](#).



## 3.3.27 DATE / TIME DISPLAY

This element displays date and/or time within visualization. Time information is sent by the respective group address to the element. The display style can be changed in several ways.

### CONTROL L support

The element can also be used for CONTROL L

### Format

Is about the size setting determines what is displayed. There are four choices:

- *DATE – TIME*: First the date and then the time is been displayed
- *TIME – DATE*: Vice versa, first the time is displayed in front of the date
- *DATE*: Only date is been displayed
- *TIME*: Only the time appears.

### Address arrays

Here the group addresses are typed in. For date information it will be EIS4 and for time information EIS3. If the EIBPORT jobs „send time“ and „send date“ are active, the EIBPORT provides the information to the element.

**Note:** Please note that it is not necessary to send the time and date too frequently. Please use virtual group addresses if the link is only between job and visualisation.

### Use ESF Data

Check this box if you want to see in the visualization of the identifier used by the group address from the ETS as a tooltip.

### Date format / time format

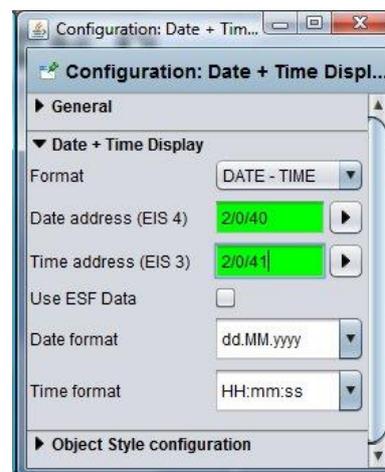


Figure 54: Date / Time display - Parameters



In addition, you can determine this format in which the two values to be displayed. For this, the order in which the days, months and years to minutes, hours and seconds will be displayed by itself an abbreviation set. See also the Internet, keyword "SimpleDateFormat".

### **Object Style Configuration**

Font style, size and colour are set here. Using the dialogue „style“ individual styles can be defined and used later on within the project. If the individual style is changed these changes are automatically executed on all elements using the same style.

- *Ignore style / colour:* If the selected text shall get another colour as defined in the style set this can be done by activating the checkbox „ignore style“. A new colour can be selected from the array below.



## 3.3.28 ANALOGUE CLOCK

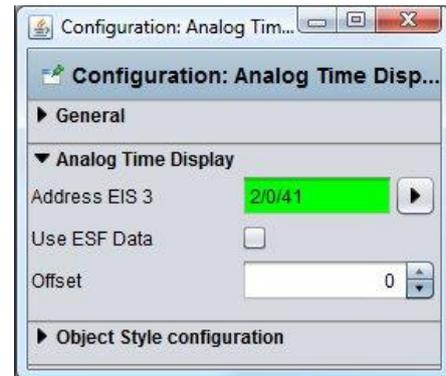
This element displays the time as an analogue clock within the visualization. No date information is available. The clock's design can be changed using the Theme Editor.

### CONTROL L support

The element can also be used for CONTROL L.

### Address arrays

The analog clock stops on an EIS 3 time frame. This EIBPORT from itself (job "time transmitter") or from the KNX bus system.



**Note:** Please note that it is not necessary to send the time and date too frequently. Please use virtual group addresses if the link is only between job and visualisation.

Figure 55: Analogue Clock - Parameters

### Use ESF Data

Check this box if you want to see in the visualization of the identifier used by the group address from the ETS as a tooltip.

### Offset

Using the offset functionality different time zones can be displayed. The offset unit is „hour“.

### Theme Set

The clock's style can be adjusted by using another graphic style set. Therefore the free additional tool "Theme Editor" is needed. With this it is possible to replace all of the graphics EIBPORT with your own.



## 3.3.29 SLIDER

The Slider element serves for adjusting several data types infinitely variable. Additionally the element's style can be changed in many ways. The graphics also can be replaced.

### CONTROL L support

The element can also be used for CONTROL L.

### Data type

The functionality mostly applied to the slider is absolute dimmer for lighting. So the data type used are EIS 5 and EIS 6.

### Use ESF Data

Check this box if you want to see in the visualization of the identifier used by the group address from the ETS as a tooltip.

### Min. / Max. value

These two parameters margin the adjustable values. Usually the dimmer function uses the range from 0- 100%; so these two values are set as default.

### Style

The appearance of the element can be changed at various points. There seems to be whether you are a member by means of the visualization editor's features a different look, or if you load using the theme editor other graphics, or both.



Figure 56: Slider - Parameters



The alignment can be horizontally or vertically. Moreover it can be selected between graphic style (picture) and drawing style (drawed). Changing the icons of an element the will only take place in case of UI style "Image" is chosen.

**Sending rate when Sliden**

The slider sends the setting of "0" is always only one value when the motion comes to be. The element should also send values, while it is in motion, here the number of frames per second is determined that the slider During the adjustment sent.

**Display buttons**

If this option is enabled, "+" and "-" buttons for incremental adjustment are shown in addition to the slider.

**Increment size**

This feature is active, if the option "Display buttons" (see above) is enabled. It can be used to define the increment size for button operation.

**Object style configuration**

All other options are described in chapter [General Element Parameter](#).



### 3.3.30 DIMMER

The Dimmer element serves a switch for ON/OFF and as a relative dimmer. The dimmer's design can be adjusted using the Theme Editor.

#### CONTROL L support

The element can also be used for CONTROL L.

#### Data type / outputs

The dimmer has two output objects. If it is pressed and held, relative dimming via EIS 2 data type is triggered. If it is pressed briefly, there are two options:

- *Pressing briefly for switching:* Switching via EIS 1 object to trigger, for example, direct switch-on or switch-off
- *Pressing briefly for dimming:* Absolute dimming via EIS 6 data type

#### Use ESF Data

Check this box if you want to see in the visualization of the identifier used by the group address from the ETS as a tooltip.

#### Object style configuration

All other options are described in chapter [General Element Parameter](#).

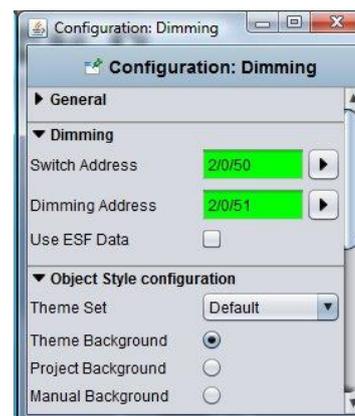


Figure 57: Dimmer - Parameters



### 3.3.31 VALUE DISPLAY

Element „value display“ as well serves as displaying element as also as operational element. It is possible to send out values. Nearly all EIS types are available.

The values can be formatted freely and the element can be designed individually.

#### CONTROL L support

The element can also be used for CONTROL L.

#### Adresse / Data type

Nearly all within the KNX Standard existing data types (acc.to EIS) are available. These are:

- EIS 5 (2 Byte FP), floating point digit
- EIS 6 (1 Byte), percent value
- EIS 9 (4 Byte FP), floating point digit acc to IEEE
- EIS 10s (2 Byte, signed)
- EIS 10u (2 Byte, unsigned)
- EIS 11s (4 Byte, signed)
- EIS 11u (4 Byte, unsigned)
- EIS 14s (1 Byte, signed)
- EIS 14u (1 Byte, unsigned)
- DPT 29 (8 Byte signed)
- DPT 6.010 (1 Byte signed)

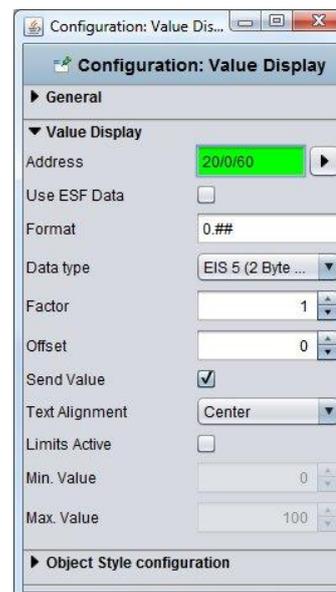


Figure 58: Value Display - Parameters

**Use ESF Data**

Check this box if you want to see in the visualization of the identifier used by the group address from the ETS as a tooltip.

**Format**

Here the received value can be formatted as wanted. Additionally a unit can be added. Therefore the following parameters have to be used:

# = optional

0 = obliging

So if a „0“ is set this digit is displayed whether if the input value is existing or not.

If a „#“ is set the digit is only displayed when an input value is existing.

**Example**

The input value is 23,4 (degrees). The value display shall show 2 digits behind the comma and the unit symbol. The settings have to look like this:

##.00 °C

So the value display element shows 23,40 °C .

**Factor / Offset**

The value can be multiplied with a factor and an offset can be added. Incoming values can be converted in the desired format/ unit.

**Send value**

The element can be used as operational element. In this case the labelling „Edit“ occurs on the element. The user is enabled to interfere into operation.

**Text alignment**

Sets the position on which the value is displayed; the „edit“ labelling remains on the original position.

**Activate limits**

This limits the value range the user can send out. An example for use is shifting temperatures.

**Object style configuration**

All other options are described in chapter [General Element Parameter](#).



### 3.3.32 TELEGRAM TIME

The element shows the last time stamp of the telegram(s) an address object has received. Each telegram received or leaving the EIBPORT the last time stamp is buffered in the internal address table. The time stamp element scans the address table and returns the result.

#### CONTROL L support

The element can also be used for CONTROL L.

#### Address / Address object

The address object listens according to the defined object structure within the EIBPORT to up to 5 group addresses independent from the data type format.

#### Use ESF Data

Check this box if you want to see in the visualization of the identifier used by the group address from the ETS as a tooltip.

#### Format

The displayed format for date and time can be set here. The definition follows the „Simplifieddateformat“ providing three different versions; additionally an individual format can be typed in.

#### Object Style Configuration

Font, size and colour are set in this menu. Using the dialogue „Font“ own font styles can be defined and used in the project. If the individual style is changed these changes are automatically executed on all elements using the same style (compare chapter „general element parameters“).

- *Ignore style / colour:* If the selected text shall get another colour as defined in the style set this can be done by activating the checkbox „ignore style“. A new colour can be selected from the array below.



Figure 59: Telegram Time- Parameters





### 3.3.34 JOB EDITOR

This element enables the user to access and edit several jobs. So f.i. the user may configure the settings of autotimers or change the outputs of a light scene. In order to do this the user gets a limited access to the job mask.

#### CONTROL L support

The element can also be used for CONTROL L. You will find more information about the User Interfaces in the following.

#### Job

The dropdown menu provides all actually available jobs. The possible job types are:

- Annual timer
- Weekly timer
- Light scene



Figure 62: Job Editor element

The job name being selected in the Job Editor will be displayed as labelling within the visualization element.

#### Tooltip

This text array defines the labelling being displayed in case of mouseover.

#### Integrated Editor

If this checkbox is activated the limited job mask will not be opened in a new (external) window but will be embedded into the visualization page. Especially for client PCs with a visualization running in the foreground permanently this is an important feature.

#### Object style configuration

All other options are described in chapter [General Element Parameter](#).

## YEAR TIMER CONFIGURATION IN CONTROL L

The year timer configuration in CONTROL L looks as follows:

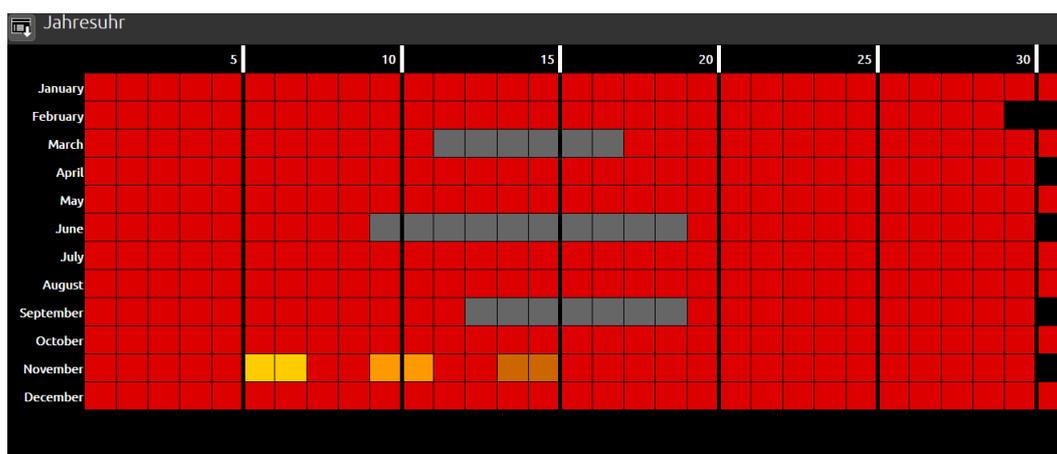


Figure 63: CONTROL L – year timer

The year timer shows the complete calendar of a year. The days are represented by boxes. If you click on one of these boxes, a pop-up menu opens which can be used to set the different states.

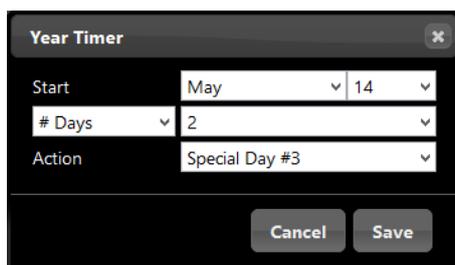


Figure 64: CONTROL L – year timer, setting state

Colour meanings:

- Grey = Inactive
- Red = Active
- Yellow = Special day 1
- Orange = Special day 2
- Ochre = Special day 3

A menu in the left upper corner can be used to "Save", "Save & close" and "Close".

**Note: If the option "Initialise timer" is enabled in the job, the timer will immediately send its current state after each saving process. Depending on the extent of interconnection between the timer and other functions and the job, this can cause a temporary overload of the system! It is therefore recommended that you use this function sparingly.**

## WEEK TIMER CONFIGURATION IN CONTROL L

The week timer configuration in CONTROL L looks as follows:

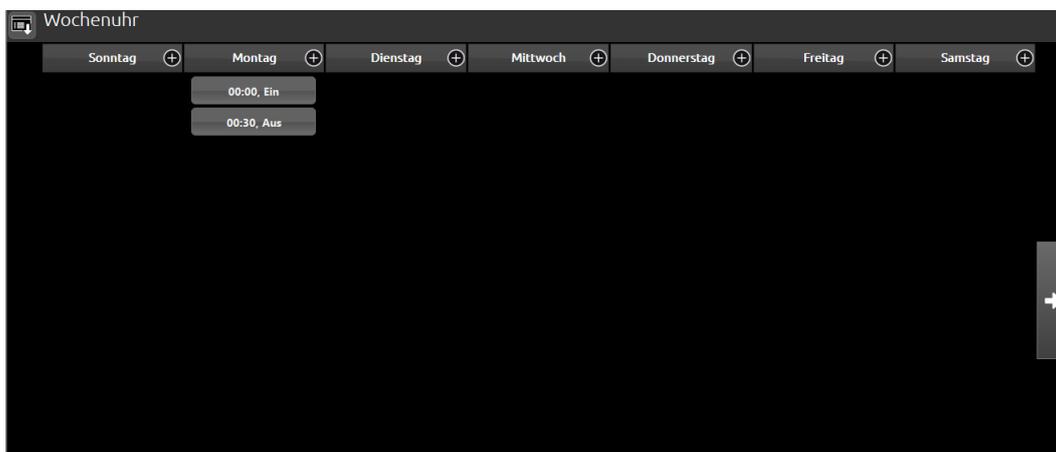


Figure 65: CONTROL L – week timer

The week timer shows all days of a week and 3 additional special days in 10 columns that are arranged next to each other. You can use the arrow buttons on the left and right side of the screen, to move to the next or to previous columns. The "+" symbols next to each day can be used to create a new switching time. If you click on "+", a pop-up menu opens.



Figure 66: CONTROL L – week timer, setting a switching time



A menu in the left upper corner can be used to "Save", "Save & close" and "Close".

**Note: If the option "Initialise timer" is enabled in the job, the timer will immediately send its current state after each saving process. Depending on the extent of interconnection between the timer and other functions and the job, this can cause a temporary overload of the system! It is therefore recommended that you use this function sparingly.**

## LIGHTING SCENARIO CONFIGURATION IN CONTROL L

The lighting scenario configuration in CONTROL L looks as follows:



#	Output	Data Type	Value	Edit
1	19/0/21	EIS 1	1	Edit
2	19/0/22	EIS 5	23.5	Edit
3	19/0/23	EIS 11u	2001	Edit

Figure 67: CONTROL L – lighting scenario

The lighting scenario configuration mask shows all outputs configured in the job. It shows the group addresses, the data type and the value. The user can only change the value by using the "Edit" function. Group address and data type cannot be modified in this mask. If you click on "Edit", a pop-up window appears in which the settings can be made.

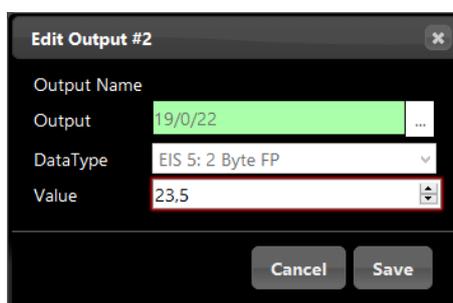


Figure 68: CONTROL L – lighting scenario, adjusting output values

A menu in the left upper corner can be used to "Save", "Save & close" and "Close".



### 3.3.35 LOGIC DISPLAY

This element displays the actual status of logics. The element shows just the status of the output or the status of all affected group addresses (input, release). Style and functionality can be set arbitrarily.

#### CONTROL L support

The element can also be used for CONTROL L.

#### Colour ON / OFF

These colour arrays define the status colour for status ON and OFF. The settings are valid for input and output.

#### Send value

Similar to the value display element the logics display element can be adapted to an operational element. The user is enabled to click onto the

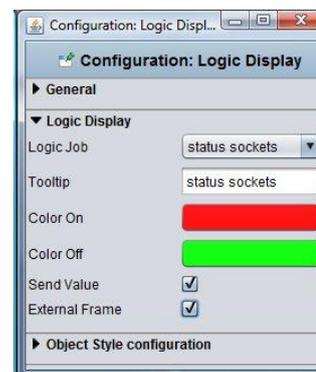


Figure 69: Logic display - Parameters

logics' colour arrays to trigger a telegram for the wanted group address.

### External Window

If this function is activated on the visualization surface just a one-line element is displayed. This element shows the status of the output by a colour array. When clicking on the element an external window opens and displays a complete overview (input, output, parameter....) for the logics element.

### Object style configuration

All other options are described in chapter [General Element Parameter](#).



## 3.3.36 FAILURE INDICATOR

This element displays alarm messages by receiving an EIS1 telegram. The alarm messages can be acknowledged, the status colour can be changed and modalities in case of malfunctions / alarms can be defined.

### CONTROL L support

The element cannot be used for CONTROL L because it cannot be displayed there.

### Address / Address object - Fault

The address object listens according to the defined object structure within the EIBPORT to up to 5 group addresses independent from the data type format.

### Address / Address object - Acknowledge

Just if this object a group address is assigned to the alarm messages can be acknowledged out of the visualization.

### Text

Defines the text being displayed.

### Colour „OK“ / „Failure“ / „Acknowledge“ / „not Acknowledged“

For each status a colour can be assigned

### Jump to page

If the checkbox is activated the affected page is put into the foreground by the visualization in case of an alarm

### Focus on window

If the checkbox is activated the visualization program is put into the foreground. This functionality is depending on the operation system and browser used on the client PC.

### Focus trigger

Defines the trigger for focussing the visualization window:

- ON: receiving any ON telegram
- Rising edge: just if the object's value changes from „0“ to „1“ the focus becomes active.

### Show Text

If this option is deactivated the element will be displayed without any text information but just by colour indication.

### Disturbance invert

If this option is enabled, the fault is not set at "1" instead of "0".



Figure 70: Failure Indicator - Parameters



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**Confirmable**

If activated the element can be acknowledged by the user out of the visualization; else this can be done just by the object itself.

**Observe time stamp**

Compares the time stamps of acknowledge objects and alarm objects in order to check in case of visualization's restart if the alarm was already acknowledged. Especially if more than one visualization client is used this function very useful.

**Beep Enabled**

If activated the visualization sends out an alert signal via PC speakers.

**Object style configuration**

All other options are described in chapter [General Element Parameter](#).



### 3.3.37 PAGE LINK

The element can be linked with any wanted page. On mouseclick a changeover to the linked page is triggered.

#### CONTROL L support

The element can also be used for CONTROL L.

#### Text

Here the text being displayed in the element can be typed in. Default setting is the name of the target page but any individual text can be entered too.

#### Target Page

Dropdown list of all pages contained in the project.

#### Object style configuration

All other options are described in chapter [General Element Parameter](#).



Figure 71: Page Link - Parameters



### 3.3.38 RSS FEED

The element displays the content of RSS Channels. Celerity of scrolling and refresh rate can be set. Moreover the element allows to search RSS Channels from a specific domain.

#### CONTROL L support

The element can also be used for CONTROL L.

#### Feed URL

here the path for the RSS Feed will be typed in

#### Search Feed

a separate dialogue window opens. Type in the wanted domain name / address of webpage. The automatic search starts. The selection will be taken over automatically by clicking „OK“

#### Scrolling Speed

Defines the speed the text scrolls. The scale ranges from 1 to 5, whereat 1 = slow and 5 = fast

#### Refresh Interval

Defines the interval the RSS Feed reloads. The interval ranges from 1 to 60 minutes.

#### Object style configuration

All other options are described in chapter [General Element Parameter](#).

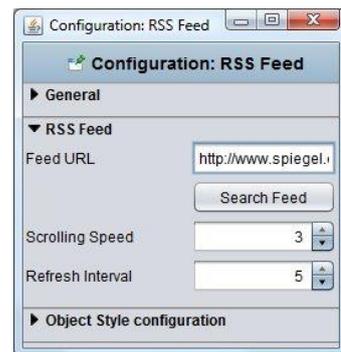


Figure 72: RSS Feed - Parameters



### 3.3.39 CAMERA

The Camera element allows to display pictures/ streams from an IP-camera. Both a freeze image and a MJPEG stream can be handled. The element can be used as icon or external window. Moreover an event configuration is possible. For authentication purposes „http basic access“ is available.

#### CONTROL L Support

Not all functions are supported by CONTROL L. These functions are not supported:

- Event mode.
- Motion JPEG Streams.

#### MJPEG Stream URL

In this array the direct path to the stream has to be typed in. Many IP cameras already provide so called MJPEG Stream. It works by streaming jpeg pictures. This kind of transmission and displaying usually works fluently and with high quality. The Java visualization has an motion JPEG Decoder of ist own which is able to embed camera pictures..

#### URL: Static Picture

Each IP-camera has a direct path to its static picture. This static picture is the one being displayed in the moment the camera is being called. If this mode is used the camera is called several times per second – so an animated stream is build up.

Especially for Axax visualizations or in case of slow-rate internet connection this feature should be used.

#### Iconify

If this option is activated the camera picture will not be embedded but displayed as icon. By clicking the icon the camera picture is displayed in a new window.

#### Authentication

If the camera is secured by the „http – basic\_Access“ method, the access data can be entered in here. The element, thereby changing their appearance. If the camera uses another method it has to be deactivated!

#### User Name / Password

Type in the requested information

#### Event mode

It is possible to display the camera picture/stream triggered by an KNX event (alarm, switching etc)

#### Play time

Defines the duration of rendering. After expiry the camera picture freezes.

#### Address / Data type

The address object listens according to the defined object structure within the EIBPORT to up to 5 group addresses with several data type formats:

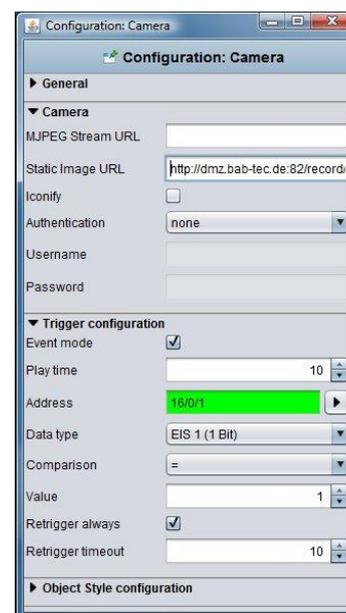


Figure 73: Camera - Parameters

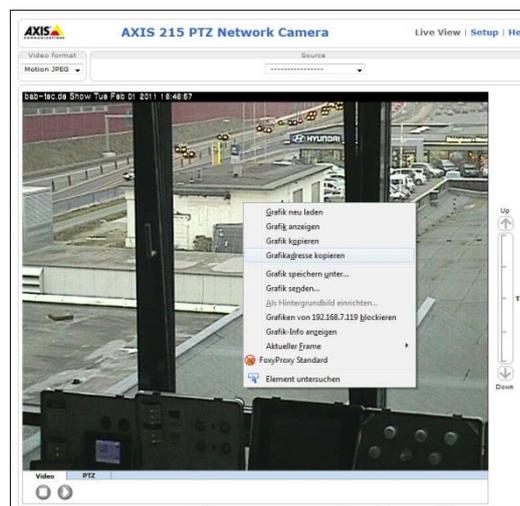


Figure 74: Camera view - Copy URL



- EIS 1 (1 Bit)
- EIS 5 (2 Byt FP)
- EIS 6 (1 Byte)
- EIS 9 (4 Byte FP)
- EIS 10s (2 Byte value)
- EIS 10u (2 Byte unsigned value)
- EIS 11s (4 Byte value)
- EIS 11u (4 Byte unsigned value)
- EIS 14s (1 Byte signed)
- EIS 14u (1 Byte unsigned)

### Comparison / Value

The value of the object input is routed automatically to a comparator and is compared with a fixed value. The following comparative operators are available:

- At each alteration „\*“
- Equal to „=“
- Less than „<“
- larger than „>“
- less than or equal „<=“
- larger than or equal „>=“
- Unequal to „<>“

### Retrigger always

If activated the event is triggered by each result sent out by the comparator. If deactivated just in case of changes an event is triggered.

### Retrigger Timeout

Defines the time range (unit = sec) after which the trigger is available again

### How to find out the correct URLs

Due to the fact that there are existing different camera types and manufacturers there are also different syntaxes for the correct URL. Usually it works like this to find out the correct URL:

- Set the camera to the wanted modulation (MJPEG or static picture).
- Switch to the “Live View” view on the camera’s configuration page and right- click onto the picture.
- Select “copy file location” and insert the address in a new browser window.
- Now you should see just the camera stream without menu bar or another elements.

If this doesn’t work please refer to the camera’s manual or the manufacturer’s webpage.

### Object style configuration

All other options are described in chapter [General Element Parameter](#).



## 3.3.40 GRAPH

Element **Graph** displays the progression of values in a certain time range (like a line recorder). Example of use are temperatures, counters, power consumption etc.

The telegrams are provided by the ringbuffer of the EIB**PORT** which stores the last 20000 telegrams. Special settings are:

### CONTROL L support

This item appears in the CONTROL L. The graph provides some additional functions there in the Java visualization can not be used. The relevant features are identified in the parameter window with a "\*" (asterisk).

### Refresh on Start

The Graph element is actualized when the visualization starts.

### Grid colour / Axes Colour

Here the colours are defined.

### Axis Format

This text array sets the displayed value format of the y- axis. The number of decimals is set. The following syntax is used:

- „0“ means enforced value; the digit is displayed even if now value is available.
- „#“ means optional value!; the digit is displayed just if a value is available. The number of digits is limited by the settings.
- „.“ = Comma
- If units or other characters should be displayed they have to be put into tickmarks (').

### Example:

A value of „21,2“ shall be displayed. If the format is set to „00.00“, „21,20“ will be displayed. If the format is set to „0.##“, „21,2“ will be displayed. F.i. a percent sign is added like this: „0.##%“.

### Axis Limit

If activates the axis is limited within a specific range. Settings can be made in the arrays below.

### Graph data by time / by count

Values displayed by the graph will be filtered by time or by count. The time period is set in hours.

**Note: Please have in mind that the graph element is only able to display values if it finds any data in the recording table. If the data is a group address as appropriate by a broken clock EIBPORT with a time stamp well before the present, the data will not be shown in the graph (or graph must be scrolled back up to that date)!**

### Auto Refresh

If the visualization has started once the graph automatically updates the data displayed within this interval. This means that the elements gets new data from the EIB**PORT** recording table and recalculates the measuring points.

The screenshot shows the 'Configuration: Graph' dialog box with the following settings:

- General**
  - Graph: Refresh on Start (checked)
  - Grid Colour: (empty)
  - Axes Colour: (empty)
  - Axis Format: 0
  - Axis Limits: (unchecked)
  - Min. Value: 0
  - Max. Value: 30
  - Use ESF Data: (unchecked)
- Graph Data**
  - Auto Refresh: 1
  - Time Period: 3 Hours
  - Lock Time Period: (checked)
  - Extra Minutes: 15
  - \* Allow "Scrolling": (checked)
- Curve 0**
  - Curve Type: Difference
  - Interval: 10
  - Address: 11/7/38
  - Data Type: DPT 9.001 (2 b...)
  - Description: Raum Controller
  - Factor: 1
  - Offset: 0
  - Colour: (red)
  - \* Series Type: Line
  - \* Draw Steps: (unchecked)
  - \* Draw Points: (unchecked)
  - \* Estimate Now: (checked)
- Long Term Database**
  - Use Long Term Data...: (checked)
  - Record Interval: 15 Minutes
  - Interval Calculation: Latest Value
- Curve 1**
- Curve 2**
- Object Style Configuration**

Figure 75: Graph - Parameters



### Time domain

Determines the time frame that the graph is based. Selections are:

- 1 hours
- 3 hours
- 6 hours
- 12 hours
- 1 days
- 2 days
- 1 weeks

### Fixed time period

When activated, the time range will always be displayed from beginning to end. If the option is disabled, the time range we always back-calculated from the present time.

### First / follow-up time

Be taken into account determines the number of minutes in the data and before and after the beginning or end of the time domain. If for example The time range is set on a particular day, considered in this way, values that were active just before or after 0:00 clock. Otherwise, the graph would assume at this point, no value ("0") and misrepresent.

### The "leaves" (also available in Java)

With this option the user can visualize in each case by the set time range browse forward or back, is always set in case there are any data at this time.

### Calculation

There are two different types possible:

- *Total*: the value is displayed as absolute value by time. In case of meter readings the graph would increase continuously
- *Difference*: The difference between two values is displayed by time. The frequency between the measurings can be set by „interval“ (Unit = min). The smaller the time gap the more exact the curve will be.

### Data type

Several EIS formats are supported:

- EIS 1 (1 Bit)
- EIS 5 (2 Byte FP)
- EIS 6 (1 Byte)
- EIS 9 (4 Byte FP)
- EIS 10s (2 Byte Value)
- EIS 10u (2 Byte unsigned Value)
- EIS 11s (4 Byte Value)
- EIS 11u (4 Byte unsigned Value)
- EIS 14s (1 Byte Value)
- EIS 14u (1 Byte unsigned Value)
- DPT 29 (8 Byte signed Value)

The appendix provides an overview of types of EIS in conjunction with DTP data types.

### Description

Enter a legend for the curve. The text is displayed below the graph in the selected color curve.

### Factor / Offset

Using factor and offset, the input value to be formatted as desired. The value is multiplied by a factor and added to the offset.

### Color

Defines the colour of the curve and the labelling.

### Series type (only possible for CONTROL L)



When the curve type is determined which form of a diagram is displayed. The following is available:

- line: There is a line drawn diagram
- area: It creates a surface plot in the area below the line marked accordingly.

### Draw Steps (only possible for CONTROL L)

When activated, there will be drawn no curves there were drawn Steps. This is for example Interest in the presentation of an EIS values.

### Draw Points (only possible for CONTROL L)

On the line of the graph, when activated, the different measuring points are plotted.

### Estimate Now (only possible for CONTROL L)

If the graphs detects no additional value on a groupaddress for a longer period, this could lead to the behavior that the graph shows a "0" (if the time span changes in the meantime), although the corresponding address still has a valid value. By the help of this option the value is proceeded in order to display the correct value in the chart!

### Activate long-term recording / recording

Activating the recording opens the dialog to the long-term database. After selecting or creating a database (as described in chapter 5.2.1.3 EXTRAS / long-term databases) the data will be:

### Recording interval

### Interval calculation

transferred to the configuration menu. Because of that, these data are available in the graph element to display. Depending on the visualization, whether within JAVA or as WEB browser, e.g. CONTROL L, the selection of display is different.



Figure 76: Display of live data / long-term recording

### Object style configuration

All other options are described in chapter [General Element Parameter](#).

## FUNCTIONALITY WITHIN THE VISUALIZATION

Within the visualization the element provides some more functions. These functions can be called by right-button mouseclick.

- *update*: updates the value
- *Show live data*: Change to display the live data.
- *Show recording data*: Change to the display of the long-term data.
- *Export as graphic...*: Opens the file browser for saving the graph as file (\*.png).
- *Export as CSV...*: Opens the file browser for saving the graph as csv file

## CONTROL L FUNCTIONALITY WITHIN THE VISUALIZATION

In contrast to the graph in the Java Visualization has the graph at CONTROL L a zoom function and curve information.

For switching between the live data and the data of the long-term recording, an icon (top right) appears, which is to be clicked on.

### Zoom Function

The mouse inside the graph element can be in and zoomed out again with the mouse wheel in the graph. Can also hold down the mouse button to select one area to be marked on the graph, which is then enlarged. With a double click anywhere in the field of graph unmagnified view is restored.

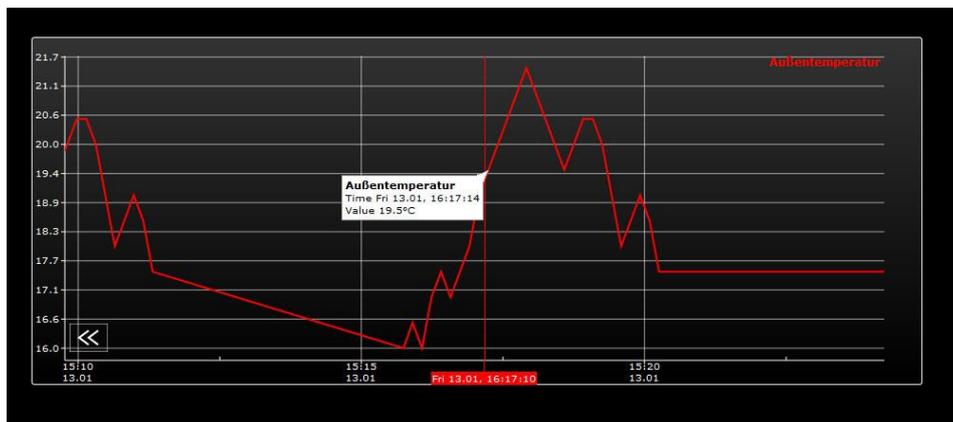


Figure 77: Zoomed graph with curve information

### Curve

If you use the mouse pointer moves along the curve recording, useful information related to the measurement point are shown: curve name, time / date and the measured value.

### information



## INFORMATION ABOUT THE RECORDING TABLE (RINGBUFFER)

The Graph element uses values from the past, so it has to access data from the ring buffer of the EIBPORT (EIB recording table). This buffer contains about 500.000 telegrams. The eldest telegram is replaced by the latest one. Within a KNX/EIB installation 500.000 telegrams possibly may be transmitted within some hours. So the Graph is provided just with data from this time range. In this case the recording filter serves as remedy.

If the Graph should be enabled to display f.i. consumption data for a longer time range the recording filter has to be used. This filter defines the group address(es) which should be stored in the buffer.

The filter can be called and rules can be defined under „System“ > „Configuration“ > „EIB Recording filter“. Either group addresses or group address ranges can be selected. In case of address ranges a wildcard (\*) should be used:

**Example:** „1/\*/\*“ (without quotation mark) means that just data from the main line „1“ will be buffered. If the filter is set to 1/1/\*“ the middle group is filtered. Alternatively the wanted address is typed in.

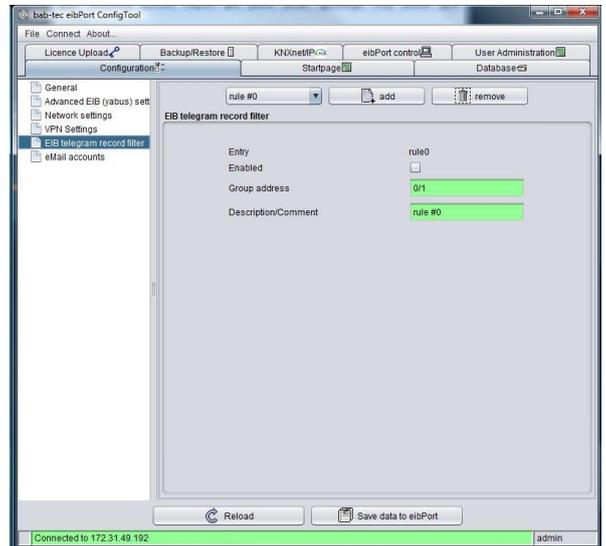


Figure 78: ConfigTool - EIB record filter

## 3.4 SECURITY SETTINGS – USER ADMINISTRATION FOR VISUALISATION

Access to the various visualisations can be secured via the user account management "Security settings" in the editor.

**Note: In the condition on delivery, the security settings are disabled**

**For security reasons, please always set up authentication for your visualisation. The authentication can be set up on the appropriate control client so that the circumstance of recurring login does not occur. To activate password protection, please proceed as described below.**

Access to all visualisation interfaces is administrated in the security settings (JAVA CONTROL, CONTROL L, CUBEVISION and CONTROL S). Access can be set up individually for each user. For CUBEVISION, CONTROL L and JAVA CONTROL, entire projects or just individual pages can be enabled.

**Note: there are two user administration systems in EIBPORT: the "Security settings" for access to the visualisations and "User administration" for access to the editor and system.**

### Switching to security settings

The security settings are opened using the corresponding button in the menu bar of the visualisation editor. You can switch between "Visualisation", "Security settings" and "Layout plan" here. The button for the selected view is always marked.



Figure 79: Switching between visualisation and user management

### Settings

The user administration can be activated or deactivated. If the user administration has been deactivated, no user login is carried out. It is activated in the condition on delivery. If user administration is activated then individual user display can be suppressed through "User list in login - show dialogue". The username must be typed in.

### Adding/deleting users

A new user is created via the corresponding symbol. As a first step, you must assign a unique name. This name is automatically adopted in the "Username" and "User title" fields. In order to delete a user, you must first mark the respective user in the user overview. The user is irrevocably deleted without any security warnings.



Figure 80: Editor - adding/deleting users

### User

All users added are shown here one below another.

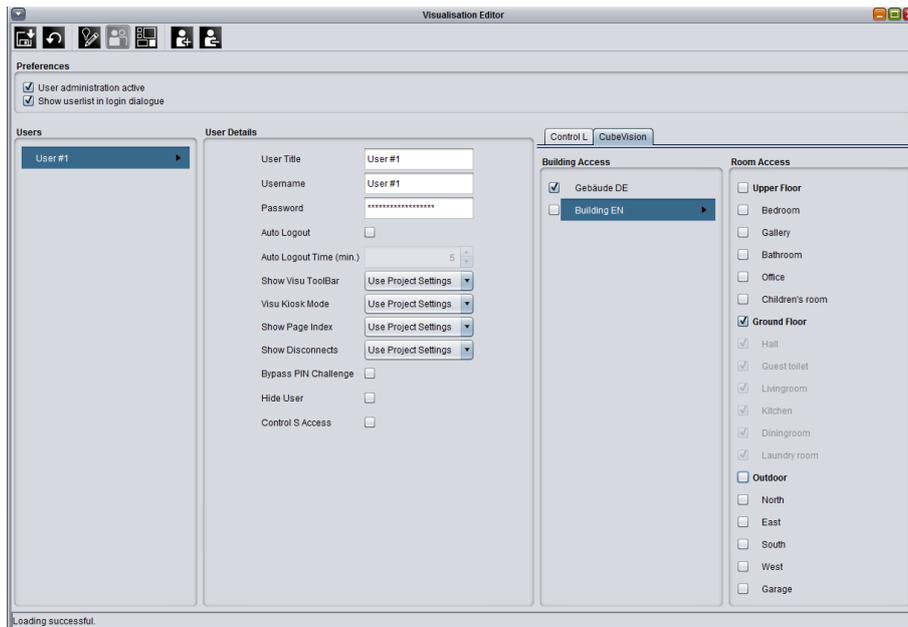


Figure 81: Editor - user administration

### User details

Each user is allocated general settings:

- *User title*: the title is shown in the selection menu of users. When starting visualisation, the user is identified using this.
- *Username*: the username is requested for login. If the user list is activated for login then the username is communicated through selection of the user title in the login dialogue.
- *Password*: the user must identify themselves with this password.
- *Automatic log out*: if this function is activated then the user is asked to login again once the configured amount of time has passed.
- *Parameters for project settings*: Each user can be assigned individual settings in relation to the “Visu toolbar”, “Kiosk mode”, “Page index” and “Connection problems” project parameters. The administrator can assign the user their own settings (yes/no) or the project settings (use project settings). The “yes/no” settings overwrite the project settings.
- *Skip PIN request*: if this box is activated then this user is not asked for the PIN.
- *Hide user*: this user is not shown in the user list upon login.
- *CONTROL S access*: in this case, the user data is also requested upon login to CONTROL S. CONTROL S is then parametrised using the “CONTROL S editor” which can be reached through the “Window” menu.

### CONTROL L project access

The approvals for the user marked under “User” for the respective project data can be administrated under the “Control L” and “CubeVision” tabs. Here, the user can be granted full access by marking a project/area, or, through marking of individual pages/areas, can just be given limited access to them. The settings for CONTROL L also apply for JAVA CONTROL!

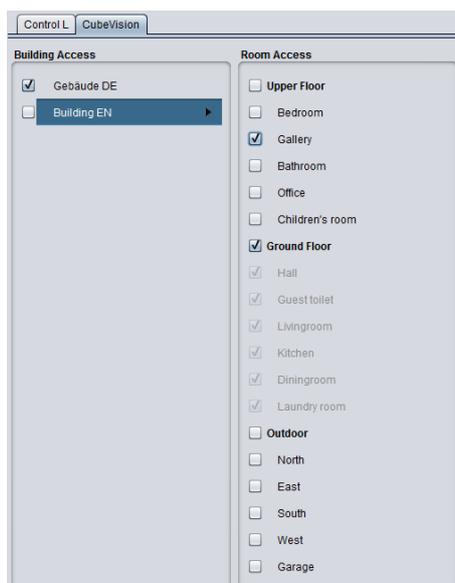


Figure 82: Selective project access

### Page access & start page

In order to allocate only individual pages of a project to the user, they are marked in the column for the desired project. All pages of the project can be assigned individually by check box. The start pages which the user should get are selected next to the page names. If the pages of different projects are involved then the user is also shown a project selection after logging in.

### Saving settings

The user created is saved by clicking on the “Save” button in the menu bar (floppy disk symbol).

**Note: the visualisation must be reloaded for the setting to be activated.**



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## 5 APPENDIX

### 5.1 ICONS FOR CONTROLS

In the following figure, all 34 icons of controls are displayed:



Figure 83: Icons for controls

For following function, icons are available, each for active and inactive (sequence from left to right):

- |                    |                            |
|--------------------|----------------------------|
| 1. "Central ON",   | 18. "Wind",                |
| 2. "Central OFF",  | 19. "Door open",           |
| 3. "Lighting",     | 20. "Door closed",         |
| 4. "Socket",       | 21. "Barrier open",        |
| 5. "Door",         | 22. "Barrier closed",      |
| 6. "Garage",       | 23. "Locked",              |
| 7. "Caution",      | 24. "Unlocked",            |
| 8. "Bath taken",   | 25. "Music",               |
| 9. "Sunblind",     | 26. "Heating ON",          |
| 10. "Fan On",      | 27. "Heating OFF",         |
| 11. "Fan off",     | 28. "Water faucet open",   |
| 12. "Fan level 0", | 29. "Water faucet closed", |
| 13. "Fan level 1", | 30. "Mail",                |
| 14. "Fan level 2", | 31. "Keycard present",     |
| 15. "Fan level 3", | 32. "Keycard absent",      |
| 16. "Scene",       | 33. "Bell" and             |
| 17. "Rain",        | 34. "Watering",            |



## 5.2 EIS TYPES

Pos.	EIS-Type	Description	Resolution	Datatype	Range
1	EIS 1	switching	1 Bit	DPT 1.001	[0 .. 1]
2	EIS 2	switching	1 Bit	DPT 1.001	[0 .. 1]
3	EIS 2	dimming relatively	4 Bit	DPT 3.007	[brighter .. darker .. stop]
4	EIS 2	dimming absolut value	1 Byte	DPT 5.001	[0% .. 100%] (step size 0,4%)
5	EIS 3	time	3 Byte	DPT10.001	
6	EIS 4	date	3 Byte	DPT 11.001	
7	EIS 5	number of floating points	2 Byte	DPT 9.xxx	[-671088.64 .. 670760.96]
8	EIS 6	skale	1 Byte	DPT 5.xxx	[0x .. 255x] (step size x)
9	EIS 6	percent	1 Byte	DPT 5.001	[0% .. 100%] (step size 0,4%)
10	EIS 6	angle	1 Byte	DPT 5.003	[0° .. 360°] (step size 1,41°)
11	EIS 7	drive control drive (direction)	1 Bit	DTP 1.008	[up (0) .. down (1)]
12	EIS 7	drive control step (direction) / stop	1 Bit	DTP 1.007	[up (0) .. down (1)]
13	EIS 9	number of floating points, accuracy (high)	4 Byte	DPT 14.xxx	[- 3.4028*10 <sup>38</sup> .. 3.4028*10 <sup>38</sup> ]
14	EIS 10	unsigned integer	2 Byte	DPT 7.001	[0 .. 65535]
15	EIS 10	integer with sign	2 Byte	DPT 8.001	[-32768 .. 32767]
16	EIS 11	unsigned integer (high range)	4 Byte	DPT 12.001	[0 .. 4294967296]
17	EIS 11	integer with sign (high range)	4 Byte	DPT 13.001	[-2147483648 .. 2147483647]
18	EIS 14	unsigned integer (small range)	1 Byte	DPT 5.010	[0 .. 255]
19	EIS 14	integer with sign (small range)	1 Byte	DPT 6.001	[-128 .. 127]
20	EIS 15	character string (14 ASCII digity)	14 Byte	DPT 16.000	



## 5.3 DTP (DATA POINT TYPE)

Pos.	Datatype	Description	Resolution	EIS Type	Range
1	DPT 1.001	switching	1 Bit	EIS 1	[0 .. 1]
2	DPT 1.001	switching	1 Bit	EIS 2	[0 .. 1]
3	DTP 1.007	drive control step (direction) / stop	1 Bit	EIS 7	[up (0) .. down (1)]
4	DTP 1.008	drive control (direction)	1 Bit	EIS 7	[up (0) .. down (1)]
5	DPT 3.007	dimming relative	4 Bit	EIS 2	[brighter .. darker .. stop]
6	DPT 5.xxx	scale	1 Byte	EIS 6	[0x .. 255x] (step size x)
7	DPT 5.001	dimming value absolut	1 Byte	EIS 2	[0% .. 100%] (step size 0,4%)
8	DPT 5.001	percent	1 Byte	EIS 6	[0% .. 100%] (step size 0,4%)
9	DPT 5.003	angle	1 Byte	EIS 6	[0° .. 360°] (step size 1,41°)
10	DPT 5.010	unsigned integer (low range)	1 Byte	EIS 14	[0 .. 255]
11	DPT 6.001	integer with sign (low range)	1 Byte	EIS 14	[-128 .. 127]
12	DPT 7.001	unsigned integer	2 Byte	EIS 10	[0 .. 65535]
13	DPT 8.001	integer with sign	2 Byte	EIS 10	[-32768 .. 32767]
14	DPT 9.xxx	number of floating points	2 Byte	EIS 5	[-671088.64 .. 670760.96]
15	DPT 10.001	time	3 Byte	EIS 3	
16	DPT 11.001	date	3 Byte	EIS 4	
17	DPT 12.001	unsigned integer (high range)	4 Byte	EIS 11	[0 .. 4294967296]
18	DPT 13.001	integer with sign (high range)	4 Byte	EIS 11	[-2147483648 .. 2147483647]
19	DPT 14.xxx	number of floating points (high accuracy)	4 Byte	EIS 9	[-3.4028*10 <sup>38</sup> .. 3.4028*10 <sup>38</sup> ]
20	DPT 16.000	Character string (14 ASCII digits)	14 Byte	EIS 15	