

Eltako FVS

Control of shading systems



Infinite flexibility and convenience in
building installations

1. Creating the FVS actuator for the control of the shading systems

1. Please pay attention to the operating instruction "In 6 steps to success" for the presetting/startup of your FVS system for the purpose of the licensing of the software and the integration of the transmitter and receiver module (FAM-USB or BSC-BAP).
2. First please ensure that you installed one or more actuators of the following types:
 - a. FSB12-12V DC (DIN-rail device) with shading scenes. From production week 39/10
 - b. FSB61NP-230V (build-in device) with shading scenes. From production week 43/10
 - c. FSB70-230V (shading elements and roller shutters) with shading scenes. From production week 46/10
3. Select overview and open "Edit - Create/edit actors" in the menu bar.
4. First select the FAM-USB in which the actuator has to be created.
5. To create an actuator for controlling the shading system, select the actuator type "Eltako FSB12 actor".
6. Rename the FVS actuator under "Actor name". If no name should be entered, the running ID no of the FVS actuator will automatically be used.
7. Click on "Add" and the FVS actuator will be created. It will appear in grey on the base level because it has not been taught-in in the wireless actuator.
8. Choose "exit" to complete the process or go back to point 5. to create more actuators.

2. Teaching-in of the FVS actuator in the wireless actuator

1. Choose "Teach in - Eltako FVS to Actor" in the menu bar.
2. Select the FVS actuator which has to be taught-in in the displayed dialog.
3. Set the desired wireless actuator to "LRN" and the function rotary switch to FVS software/pushbutton for scenes according to the operating instruction..
 - a. FSB70 → "60"
 - b. FSB12-12V DC → "180" for motor 1 and "200" for motor 2
 - c. FSB61NP-230V → "max"
4. When the wireless actuator is ready, click on "Teach in" to send the signal to the actuator. The sending will be displayed by green flashing of the "Teach in" button. According to the operating instruction of the device also the flashing LED has to turn off.
5. Finish the process with "Exit" or go back to point 2. to teach-in more FVS actuators.

3. Initialization of the shading system

1. To determine the exact rank of the shading system 2 times have to be given. On the one hand the off delay which is set on the device and on the other hand the actual delay on the shading element.
2. Select the FSB actuator by right-clicking the mouse and select "Initialization" in the appearing context menu.
3. Enter the off delay (in seconds) which is set on the FSB actuator under "Step back relay".
4. If you know the real runtime of your shading element, it can directly be entered under "Total running time". The value has to be entered in seconds.
5. If the overall time is unknown, it can be registered by means of the button "Record" and the arrow keys from the software. It has to be pressed as long as the motor is run from the upper stop position to the lower stop position.
6. Click on "Exit" when both times were entered to finish the process.
7. If you go back to 2. the values can be individually adjusted at any time.

4. Connecting with a wireless pushbutton

1. Teach-in a wireless pushbutton according to the operating instruction "6 steps to success" and slide it to the same level as the FSB12 actuator.
2. Open the context menu of this wireless pushbutton by right-clicking the mouse and change the device to "Jalousie".
3. Now the wireless pushbutton can be pulled to the FSB actuator per drag&drop to connect both devices with each other.
4. To remove the connection choose the hidden objects under "View - Visible objects - Invisible objects" to click on the wireless pushbutton again.
5. Open the context menu of the pushbutton (right click on the mouse) and select "Allocate actors". Remove the assignment in the following menu and finish with "exit". Both elements now work independently again.

CAUTION

If the pushbutton is also taught-in in the FSB, the FSB actuator should be pulled to the pushbutton to avoid double release of the wireless signal. This would result in a start and immediate stop of the shading motor.

If the wireless pushbutton will not be directly taught-in in the actuator, you can use the procedure as described in point 3.

5. Shading scenes & links

1. A definite percentage on the blind can be given per operation of a link. This will always be realised with links. A created link will always be assigned to a wireless pushbutton after creation.
2. Links will be created according to the operating instruction "links".
3. **Special features of shading elements are:** different conditions will directly be preselected (e.g. 75% means open or 100% means closed).
4. **Please note:** 0% means completely closed and 100% means completely open. The value will be changed to a possible value, e.g. 38%, according to statement (due to the principle).

6. Brightness controlled shading with brightness sensor FAH60

1. First a link is created in which the FVS actuators to be controlled and additionally the desired shading setting is set.
2. Now teach-in the FAH in the system. Choose "Teach in - Teach in dialog" in the menu bar and trigger the teach-in impulse on the FAH according to the operating instruction.
3. Pull the FAH to the desired level.
4. Select the FAH by right-clicking the mouse. Select "Link allocation".
5. Select the previously created link in the lower section of the window and click on "Allocate".
6. Under "Compare" choose the corresponding brightness ">", "<" or "=" and afterwards the corresponding value (in lux) from which the link should be triggered..

The highest value which can be chosen at the FAH60, is 30.000 lux. If it should operate at this value "=" has to be chosen as no higher value can be reported.

The values can be limited more with an additional assignment of the same link. If for example it should be operated between 10 klux and 20 klux, the link with ">10.000" and the same link again with "<20.000" will be chosen.

7. Finish the process with "Exit" or go back to point 5. to assign more links for other values.

7. create and assign conditions (e.g. protection against lock out for balcony doors)

1. Now the link (e.g. all shading systems close at darkness) has to be linked to a condition (only if the window handle is closed).
2. Make sure that there is a window handle or window contact in the system which was added via teach-in dialog.
3. Therefore a so called "condition container" has to be created. Open "Edit -Conditions" in the menu bar.
4. Therefore a so called "condition container" has to be created. Open "Edit -Conditions" in the menu bar.
5. Open the tab "Handles" for window handles or "Contacts" for window contacts in the lower section of the window.

6. Select the desired handle or window contact and click on "Attach" to take the chosen wireless sensor.
7. Select "Status: closed" in the upper part. The condition is met when the contact or the handle is closed.
8. Finish the process with "exit" or go back to point 5. to add more sensors in the same condition container.
9. The condition container can now be named optionally. Double click in the line of the container and enter the name (e.g. "door closed").
10. Finish this process with "Exit" or go back to point 4. to create more condition container.

Assign the condition to the link:

1. Open the context menu of the link by right-clicking the mouse and select "edit conditions".
2. Now select the just created condition on the left side (available container) and click on "right arrow (>)" to assign the condition to the link.
3. Now there is one option "continuous check". If this one is selected the link will be interrupted while processing, if the condition will be changed while passing of the link.
4. If this one is supposed to be deleted, the condition has to be selected and "left arrow (<)" has to be clicked.