Eltako FVS

Graphic display options
(levels, icons, floor plans)

Infinite flexibility and convenience in building installations

1. Creating, renaming and deleting levels

1. First open the overview. A basic level is always displayed **(you cannot delete or rename it).** It is positioned on the right screen border. You can now create more levels to subdivide floors/rooms or similar.

2. Select "Edit/Levels/Create/Edit" in the menu bar. The level management window opens.

- **Create:** To create a new level, enter its name under "New Level" and click on "Add".
  The new level is then displayed in the list under the input box.

- **Rename:** Double-click the left mouse button to select the name of a level from the list. You can then edit the name. Confirm the changes by pressing Enter or moving the direction buttons up or down.

- **Delete:** To delete a level, first choose it from the list by left-clicking the mouse and then delete it irrevocably by clicking on "Delete".

3. When you have finished, close the window by clicking on "Exit".

2. Creating sublevels by drag and drop

1. All levels initially have equal rights and are displayed directly one below the other. You can move a level into another by drag'n'drop. This produces a tree structure similar to File Manager programs.

2. To change the order, move the levels by drag'n'drop.

3. Assigning wireless pushbuttons, FVS actuators and wireless sensors to levels

- Pull the devices by drag'n'drop from their current level (default: basic level for new devices) to the required level on the right screen border. You can recognise the selected level by the blue frame around the level button. Release the left mouse button as soon as a blue border appears around the required level.

OR

- First select "Edit/Levels/Assign sensors/actors" from the menu bar. Use this menu to change the assignment of each individual sensor/actuator or wireless pushbutton using the dropdown menu.

4. Assigning/deleting background images/floor plans to a level

1. First open the level to which you want to assign a background image or a floor plan.
   Select "Edit/Wallpaper/Assign " from the menu bar".

2. Select the background image or floor plan as a file from the selection window that appears. Confirm your selection by clicking "Open". Permitted file formats are JPEG, PNG and BMP.

3. If you want to delete the background image/floor plan you just pasted, select "Edit/Background/Delete" from the menu bar.

5. Changing device types with FVS actuators and wireless pushbuttons

1. All taught-in FVS actuators/wireless pushbuttons (ON/OFF) are defaulted as a "light" icon. If this is not the case, you can change the "Device type" later.

2. Right-click the mouse to select the next device you want to change. Open the "Device type" Context menu that appears.

3. Then select from several device types.

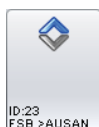## Here are the main device types for FVS actuators with their names:

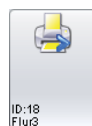|			
	Light (default)		A/C unit (OF/OFF)
	Roller shutter or blind (UP/DOWN)		Room control (ON/OFF)
	Roller shutter or drive motor control (UP/DOWN). You can change the maximum runtime.		Radio (ON/OFF)
	TV socket switchoff (ON/OFF)		Printer control (ON/OFF)
	Socket actuator (ON/OFF)		

Here are the main device types for wireless pushbuttons/sensors:

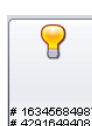|			
	Pushbutton for wireless dimmer actuator. Teachable dimming time		Sequential light scene pushbutton. Several links can be assigned to this pushbutton and called up in the required order.
	Wireless card switch (relay function)		Wireless chair / relay function
	Bell (automatic acoustic bell, timer function of 5 seconds)		Light / impulse switch function (ON/OFF)

4. Once you select the required device type, you can exit the dialog by clicking on "Save".

6. Saving user-defined icons for FVS actuators, wireless pushbuttons and links

FVS actuators / wireless pushbuttons:

1. Open the Context menu for the device by right-clicking the mouse on the FVS actuator or wireless pushbutton and select "Device Type".

2. Tick the " Own picture " checkbox in the dialog that appears. Two possible states appear.

3. Click on one of the two empty buttons on ON or OFF to select an image by selecting a file. The image size pasted may range from 9x9 to 256x256 pixels.

4. Exit the dialog by selecting the two states by clicking on "Save".

Links:

1. Open the Context menu by right-clicking on the link and select " Attach picture ".

2. You can only select one image at a time. The image size pasted may range from 9x9 to 256x256 pixels.

3. To close the window, click on "Open". The icon selected is pasted and displayed.

Note:

Every icon pasted is saved in a short list which appears immediately you select another icon, provided the file selection is also displayed.

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