Eltako FVS

6 steps to a light scene and/or central control

(links)

Infinite flexibility and convenience in building installations

1. Creating a link

1. First open the overview. FVS actuators must exist before you can create links to them.

2. To create a link in the system, you must first create it.
   Select "Edit Link" from the menu bar.

3. Enter a name under "New link" and confirm by saving the new name. A window opens (Edit Link) to assign the FVS actuators.

2. Assigning FVS actuators to a link

1. Select the required actuators from the existing FVS actuators in the bottom section of the window (Edit Link).

2. Left-click the mouse (and hold down the Ctrl key) and choose one or several actuators. Confirm the assignment by clicking on "Allocate". The required actuators are transferred to the upper section of the window and assigned to the link.

3. Setting the required switching state, order and delay

1. For each FVS actuator, you can then change the required switching state to trigger the link. You can select between On/Off for switch actuators. The value must be specified in % with the latest generation of dimming actuators and blind controllers. Confirm the % values entered by pressing "Enter".

2. The order in which the FVS actuators are triggered can be changed by using the two blue arrows in the middle of the window. To do this, choose the FVS actuator by left-clicking the mouse. Move it either up or down using the arrow buttons.

3. For the last setting, you can enter a response lag time **as an option.** The lag time is set to 0 as default but can also be changed by clicking in the last **column** on the right. Specify the delay time in seconds. Please remember that a specified delay time affects **all** downstream FVS actuators.

4. When you have completed all the required settings, close the two windows by clicking "Exit".
   The generated link is **always** displayed in the basic level but can be moved to other levels.

4. Operating a link

1. Start the link by clicking on it (icon with two blue arrows).

2. While the link is running, the icon is highlighted in blue and it can be cancelled immediately by clicking on it again.

5. Connect/disconnecting link to a wireless pushbutton

1. First select a free wireless pushbutton. Here, "free" means that it is not yet assigned to an FVS actuator or to another link.

2. Right-click the wireless pushbutton with the mouse to open the Context menu of the wireless pushbutton. Then select "Link allocation".

3. Select the required links from all the links displayed and change the display "No connection" on the required link by clicking on the required signal (On/Off, or up/down) which the link should trigger.

4. Select "Exit" to close the dialog. The pushbutton is then no longer physically displayed in the visualisation as it is assigned to a link.

Disconnecting a wireless pushbutton from an assigned link:

1. To disconnect a wireless pushbutton from a link, it must first be made visible. To do this, select "View/Visible objects" and tick the "Invisible objects" checkbox. The wireless pushbutton then appears in the view as a text bubble containing a question mark.

2. To remove the link, select the wireless pushbutton with the right mouse button and click on "Link allocation".

3. In the window that opens, change the setting of the connected link from ON/OFF to "No link". The link is disconnected and the wireless pushbutton is displayed as normal on screen.

4. For the sake of good order, please remove the tick in the "Invisible objects" checkbox as described under 1. above..

6. Editing an existing link

1. To edit a link, select "Edit Link" from the menu bar.

2. Select the link you want to edit from the table and click on "Edit". To assign more actuators, set at 2. To make settings, set at 3.

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