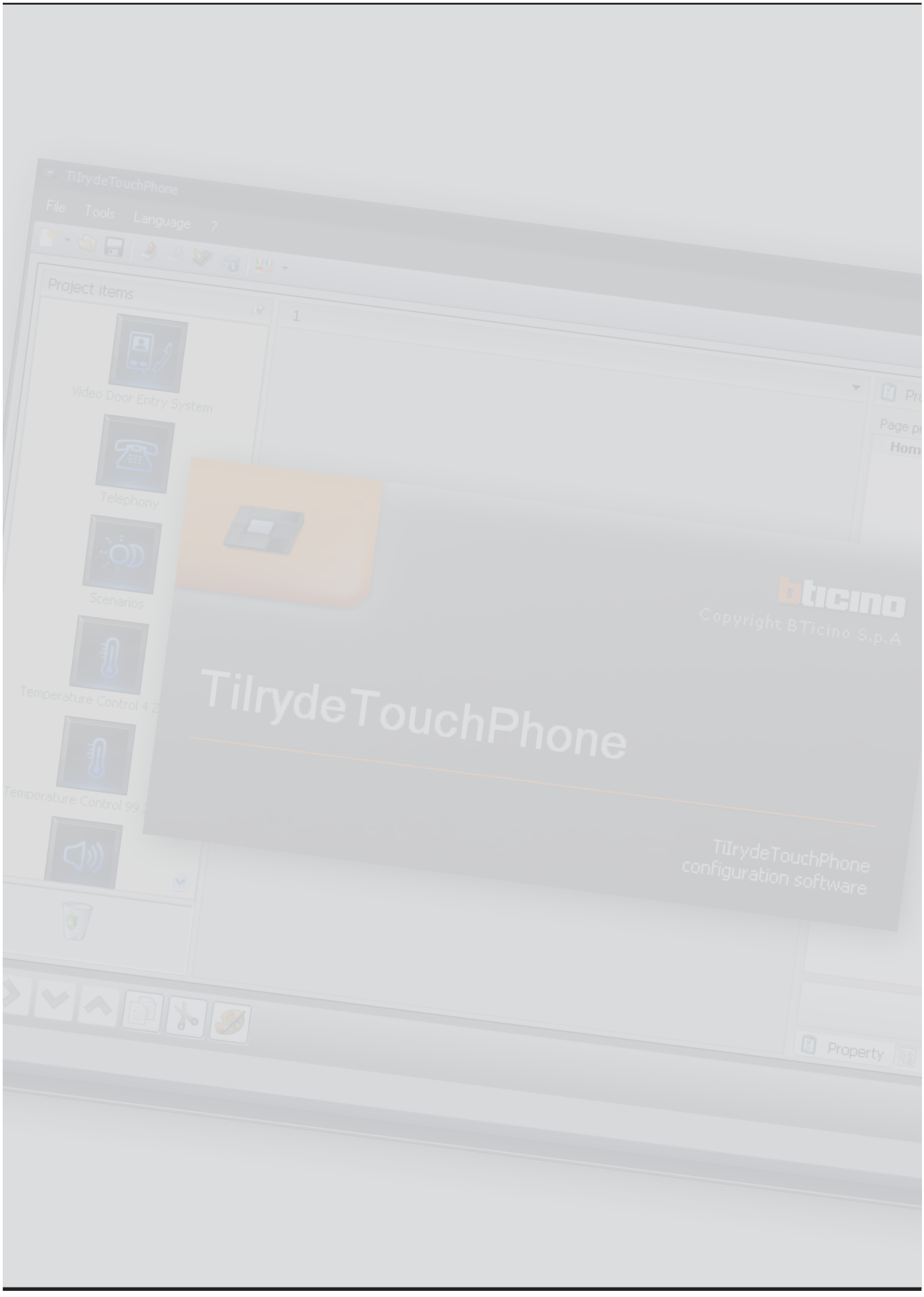
TiIrydeTouchPhone

User guide


TiIrydeTouchPhone
File
Tools
Language
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Project items
Video Door Entry System
Telephony
Scenarios
Temperature Control 4 z
Temperature Control 99
TiIrydeTouchPhone
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TiIrydeTouchPhone
configuration software
Property

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1. Hardware and Software requirements

__Warning__: The TilrydeTouchPhone software is the fundamental tool for the configuration of the Iryde Touch Phone (345020 - 345021) which for convenience, will be referred to as device in this manual.
The content of this software is protected by exclusive rights owned by the company BTicino SpA.

1.1 Minimum Hardware requirements

- PC with Pentium 2 GHz or similar
- 1 Gb RAM memory (XP)
- Video resolution 800 x 600, 256 colours.
- CD-ROM or DVD reader
- Hard Disk: 500 MB minimum free space available.
- Mouse

1.2 Minimum Software requirements

- Windows XP SP2 (32 bit), Windows Vista (32 bit o 64 bit) or Windows 7 (32 bit o 64 bit)
- The .NET 3.5 SP1 framework is required for correct operation of the application.

The updated requirements can be found on the www.bticino.com website.

2. Installation

To install the TilrydeTouchPhone software proceed as follows:

1. Insert the CD-Rom in the CD drive;
2. Select "Install TilrydeTouchPhone" from the main web screen that will appear;
3. The installation program will start copying the system files needed for the installation of the TilrydeTouchPhone software.

3. Fundamental concepts

__Warning__: for correct TilrydeTouchPhone software operation, the device must be installed following the instructions contained in the instruction leaflet supplied with the product.

The software can be used to configure the device by creating/modifying a project, in which the homepage, and the communication and home automation functions are set, the contacts to include in the address book are saved, and ringtones are associated to certain events.
The configuration of the device performed in full (complete project). In this case the software will suggest in succession the configuration of the menu, of the address book, and of the ringtones.
It is also possible to configure the functions individually, by creating/modifying specific projects (menu, address book and ringtones configuration). In this case it will for example be possible to amend the address book of the device without changing the whole project.
.

To create a new design

- Run TilrydeTouchPhone.
- Make a new design.
- Send the data to the device

To edit an existing design

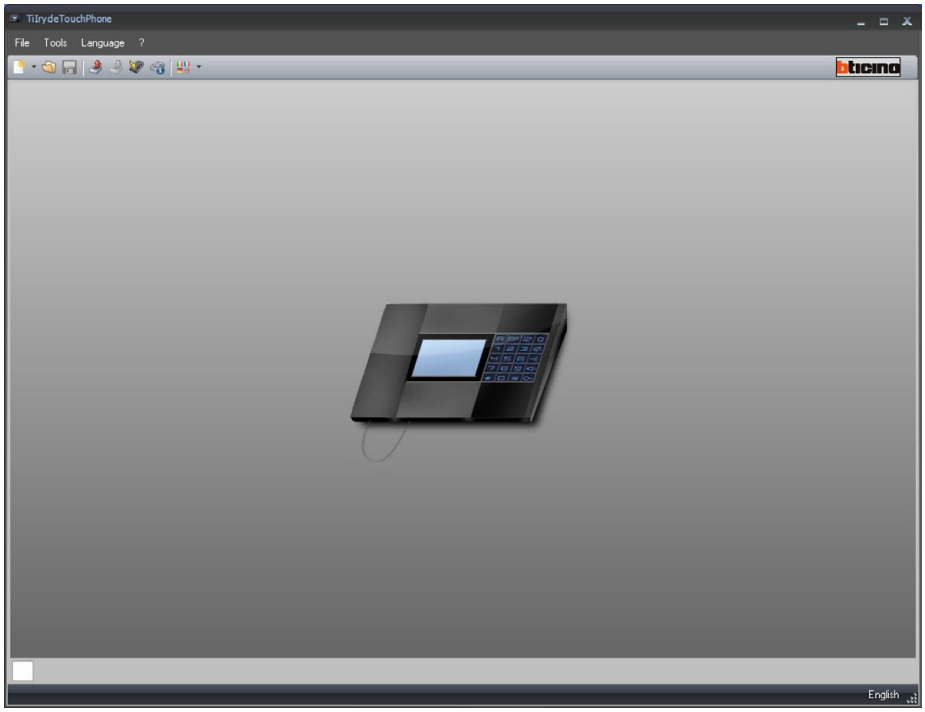
- Receive the current confi guration data from the device.
- Make any modifi cations.
- Send the data of the design made to the device.

With TilrydeTouchPhone you can update the device firmware version (Add firmware) with new revisions issued by Bticino.

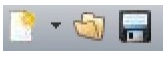
3.1 Start screen and pushbuttons/menu for the selection of the functions

After initialising the program the start screen will be displayed. From here the user can:

- Create a new project.
- Open an existing project.
- Acquire the configuration from the device.
- Display the information on the device.
- Update the firmware.
- Select the language.



All the functions that can be performed using TiIrydeTouchPhone can be selected by clicking the icons on the toolbar, or by selecting the appropriate items from the drop down menus.
The toolbar includes the following functions:



Creation, Open and Save configuration file.

Receive Configuration, Send Configuration the configuration.

Receive Configuration device firmware.

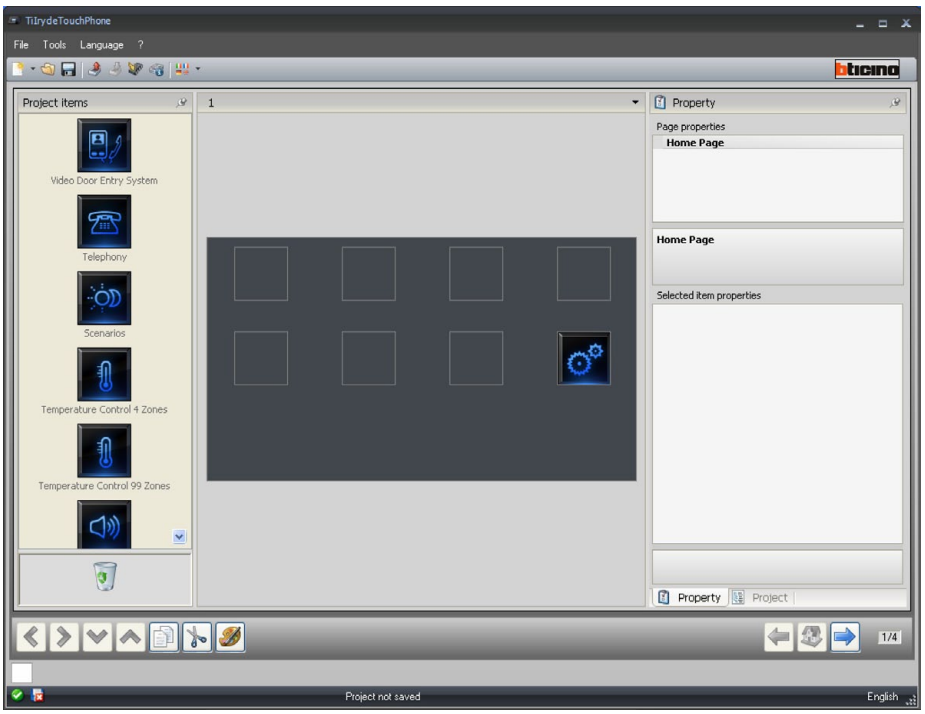
Request of device information.

Selection of the application language.

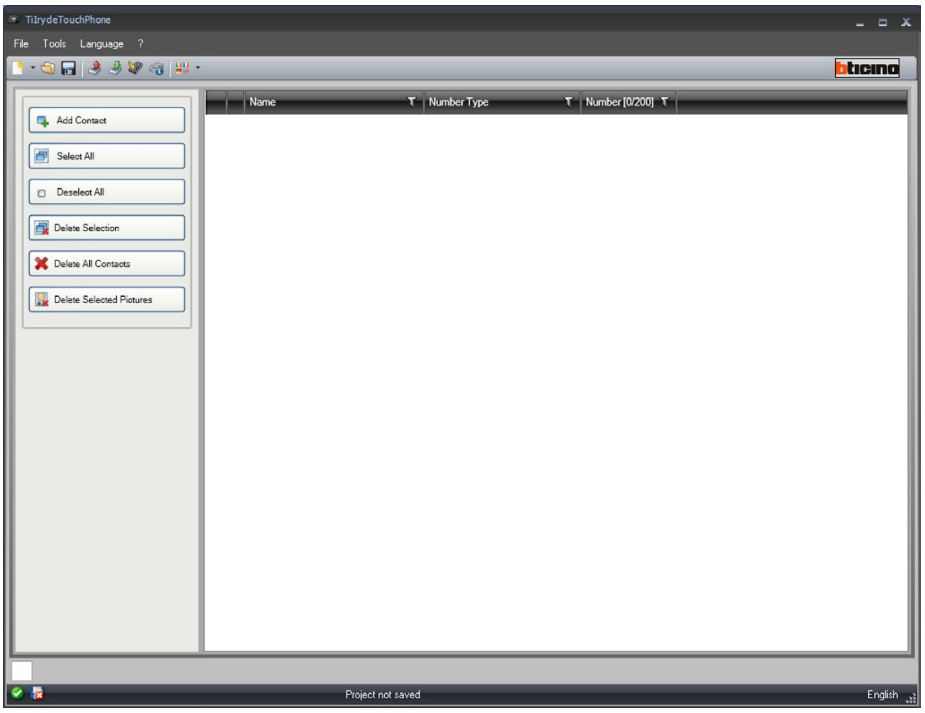
Connection to the www.bticino.com site.

Depending on the type of project selected, the corresponding screen will appear, which will include the specific configuration tools.

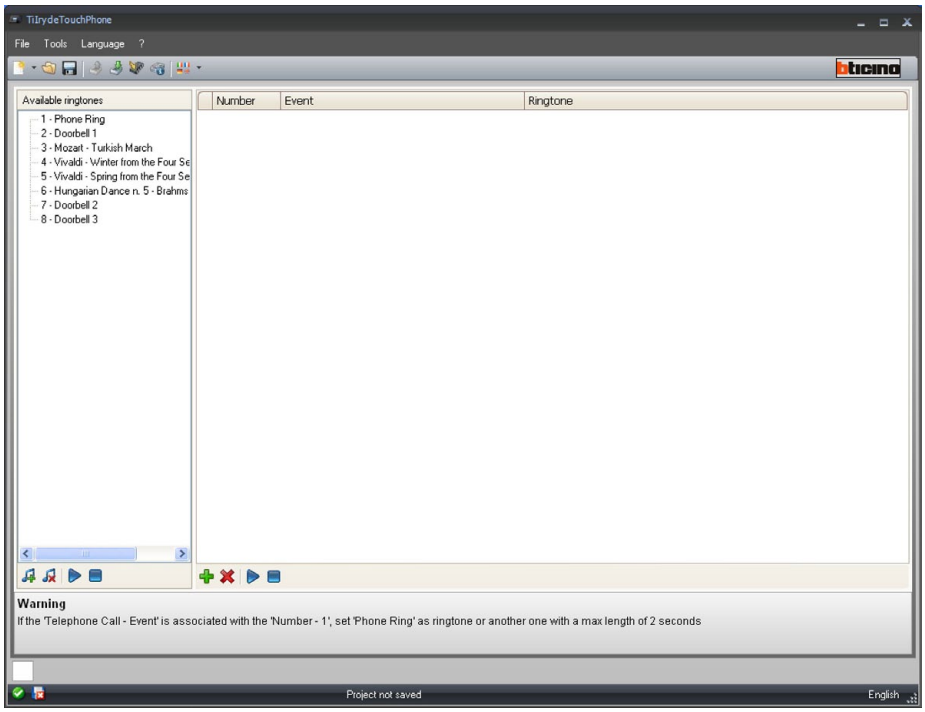
Complete project / menu configuration



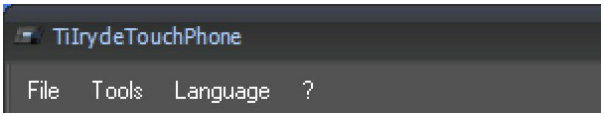
Contacts



Ringtone configuration

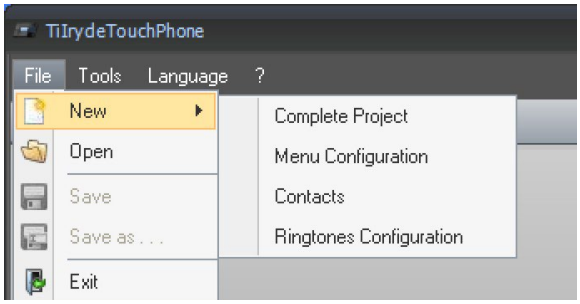


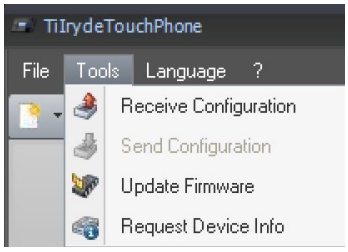
The pull-down menu has the following options:



"File" menu

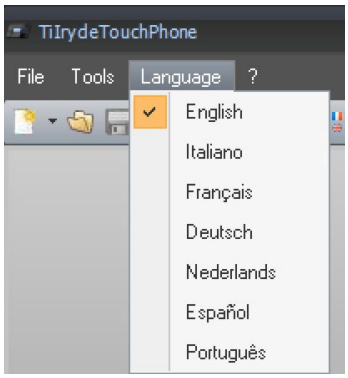
- **New: "Complete project", "Menu Configuration", "Contacts",** or **"Ringtones configuration".**
  Creates a new project.
- **Open**
  Open an existing configuration file.
- **Save**
  Saves the current project.
- **Save as...**
  Saves the current project asking for a name for the file.
- **Exit**
  Exits the program.





"Tools" menu

- **Receive Configuration**
  It acquires and displays the current device configuration.
- **Send Configuration**
  Send Configuration to the device.
- **Update Firmware**
  Updates the device firmware.
- **Request Device Info**
  Enables to display technical information.



"Language" menu

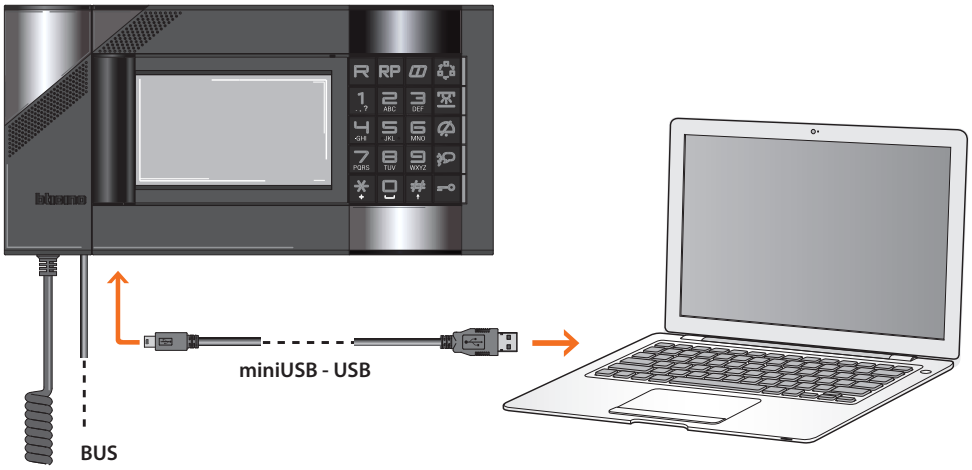
- **Language**
  Can select the application language.

"?" menu

- **About...**
  It displays some TiIrydeTouchPhone program information.
- **Supported Version**
  It displays the list of device firmware versions supported by the program in a table format.

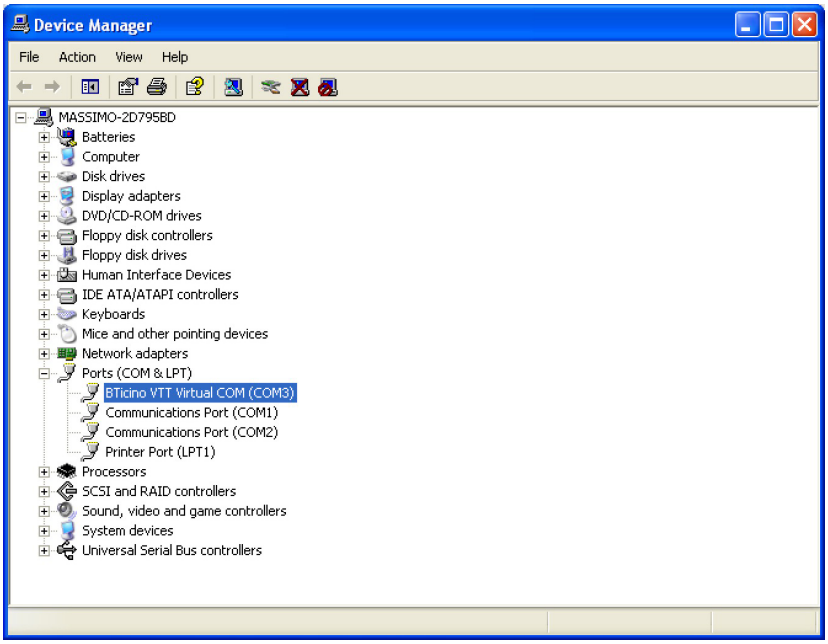
3.2 Connecting the device to a PC

To perform the **Send Configuration, Receive Configuration, Firmware Update and Request device info** functions, the user must first connect the device to a PC, and ensure that the correct port has been selected. This operation must be performed as follows:
Connect a USB cable to the miniUSB connector of the device and a PC USB port.



In order for communication to take place, the device must be connected to the BUS, powered, and not physically configured.

IrydeTouchPhone connected through a USB cable is recognised by the PC as a virtual port (VIRTUAL COM).
To know the number of the COM port assigned to Iryde Touch Phone open the Device Manager application from "Control Panel/System/Hardware".



No connection to the Iryde Touch Phone is necessary when creating and saving a project.

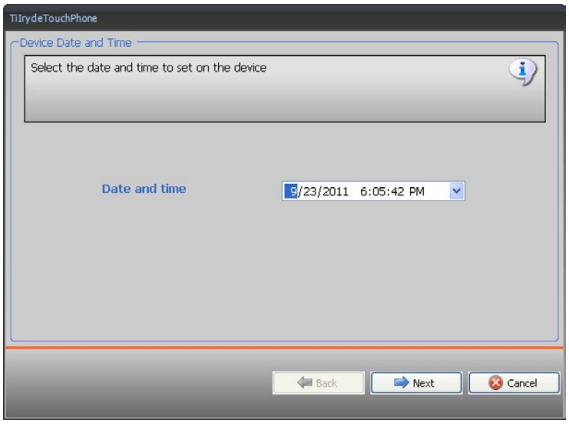
3.3 Send configuration

It allows the user to send the project created to the device.

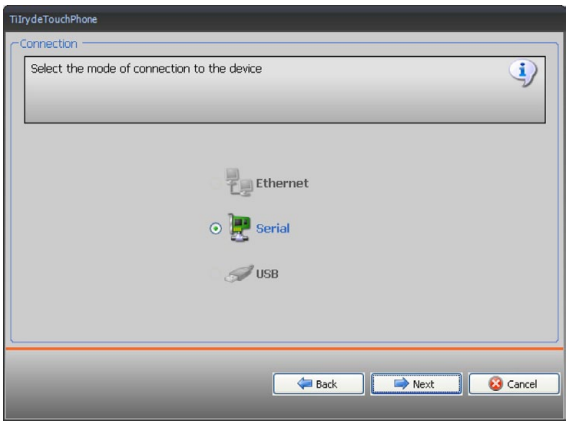
Procedure:

- Connect the device to a PC as shown in the corresponding section.
- From the **Tools** pull-down menu select **Send configuration**.

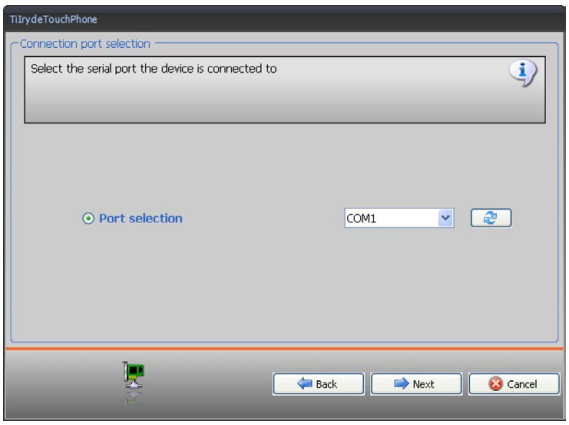
The following window appears:



- Select **Next**.

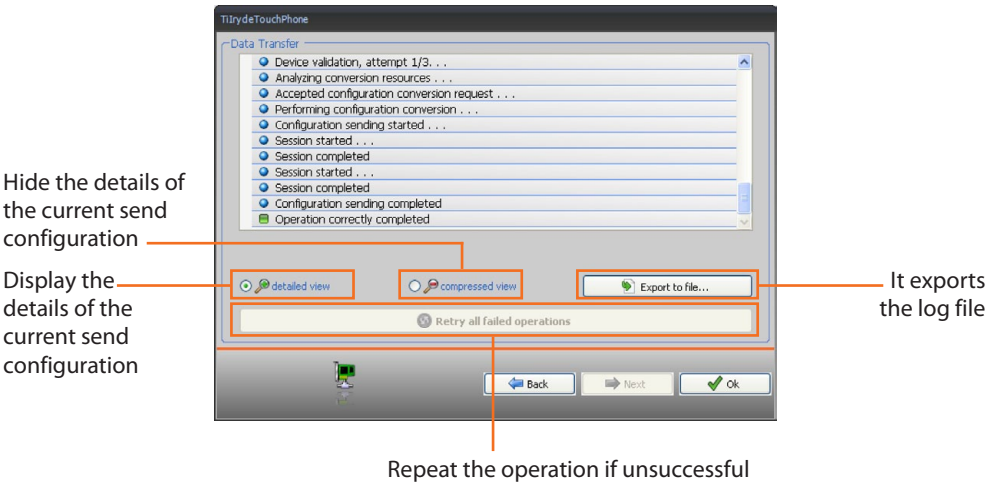


- Select the **Serial** connection mode and click **Next**.



- Select the COM port to which the device is connected.

- After clicking **Next** the project is transferred to the device.



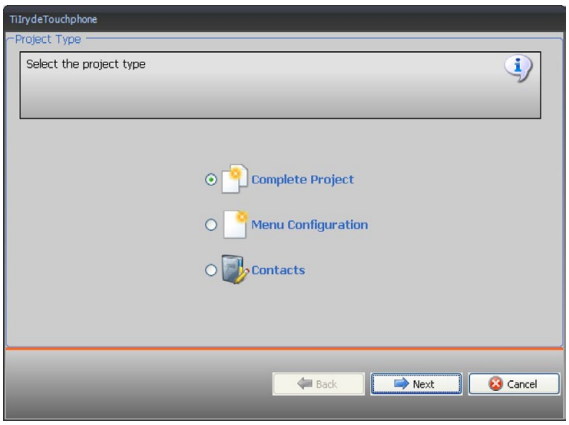
3.4 Riceive configuration

It allows the user to receive the configuration from the device; once the configuration has been acquired, this can be changed and saved, or it can be resent to the device.

Procedure:

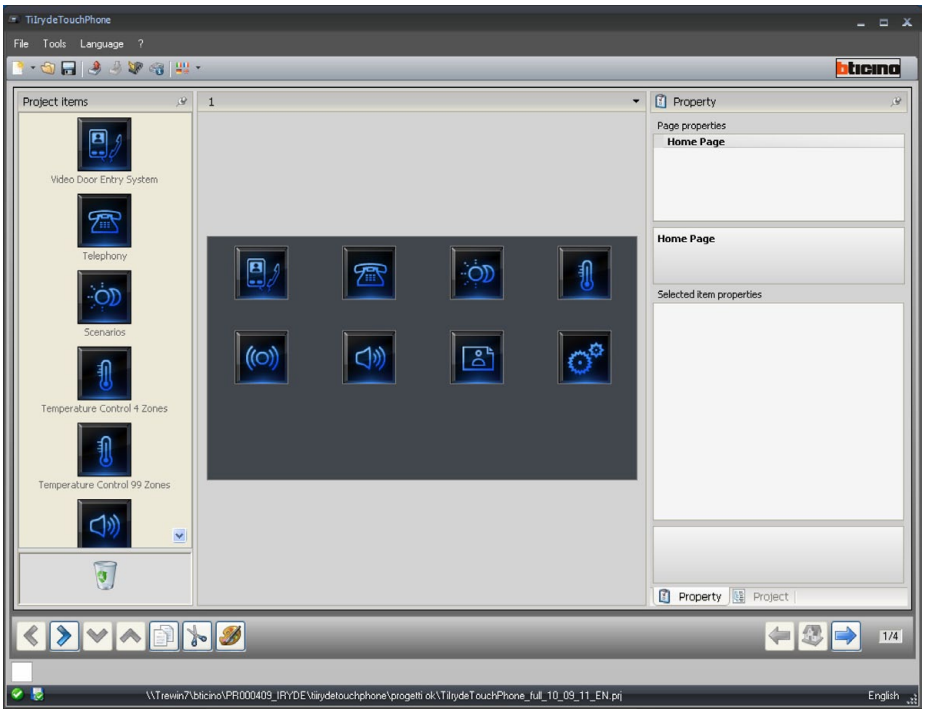
- Connect the device to a PC as shown in the corresponding section.
- From the **Tools** pull-down menu select **Riceive configuration**.

A mask is displayed, for the selection of the type of project to receive.



Subsequently, another mask is displayed, for the selection of the mode of connection to the device (for the connection procedures see Send configuration).

After selecting the connection mode, click "**Next**" to load the project currently installed on the device.



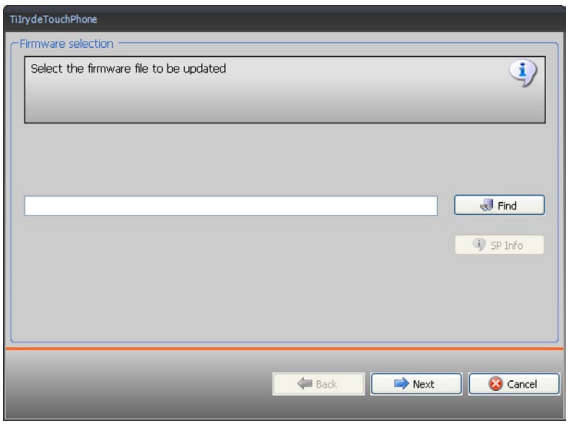
3.5 Update firmware

It allows the user to update the device firmware.

Procedure:

- Connect the device to a PC as shown in the corresponding section.
- From the **Tools** pull-down menu select **Update firmware**.

The following screen appears, prompting the user to search for the folder containing the firmware file with extension **.fwz** (compressed file).



- Select the file and click **Open** to continue.

This action will open a mask for the selection of the mode of connection to the device (for the connection procedures see the **Send Configuration** section).

3.6 Request device info

It displays some information on the device connected to the PC.

Procedure:

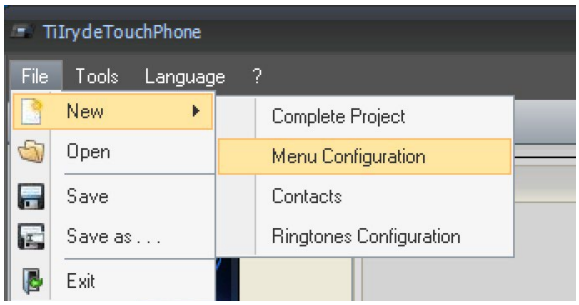
- Connect the device to a PC as shown in the corresponding section.
- From the **Tools** pull-down menu select **Request device info.**

This action will open a mask for the selection of the mode of connection to the device (for the connection procedures see the **send configuration** section).
After selecting the connection mode, click "**Next**" to open a screen showing the device hardware and software features.

4. Menu configuration

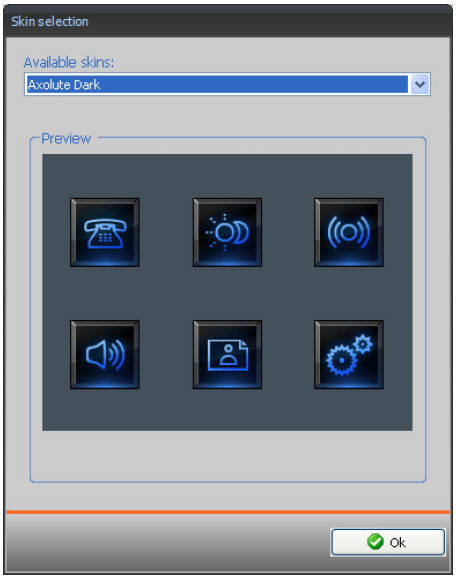
This section can be used to set up the Home Page with communication and home automation functions.

- Go to **File / New**, and select **Menu Configuration.**



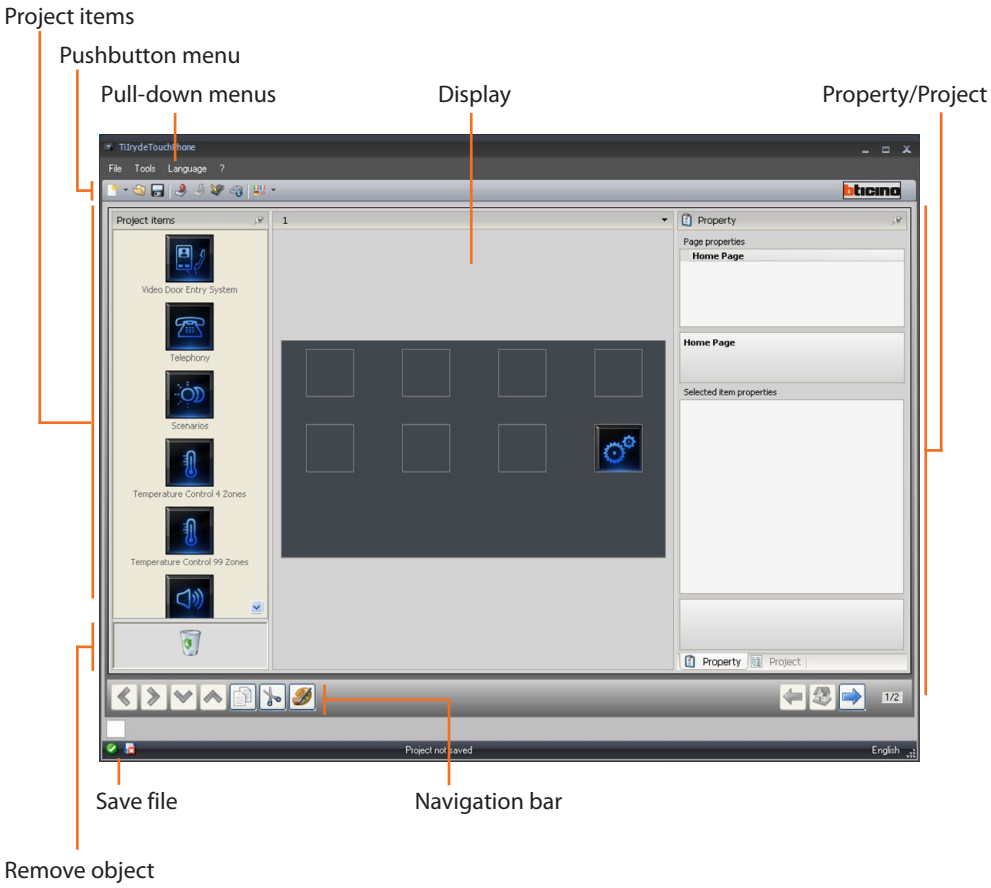
After selecting the language, a window opens for the selection of the skin.

- Select the desired theme
- Press **OK**



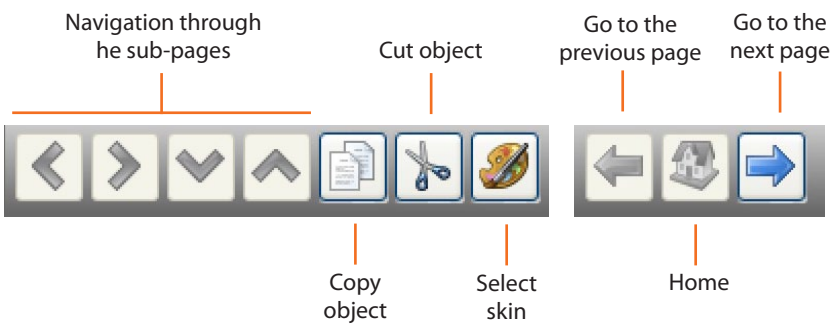
4.1 Main screen

After selecting the skin, the main window appears. This is split into three areas: Project items, Display, and Property/Project.



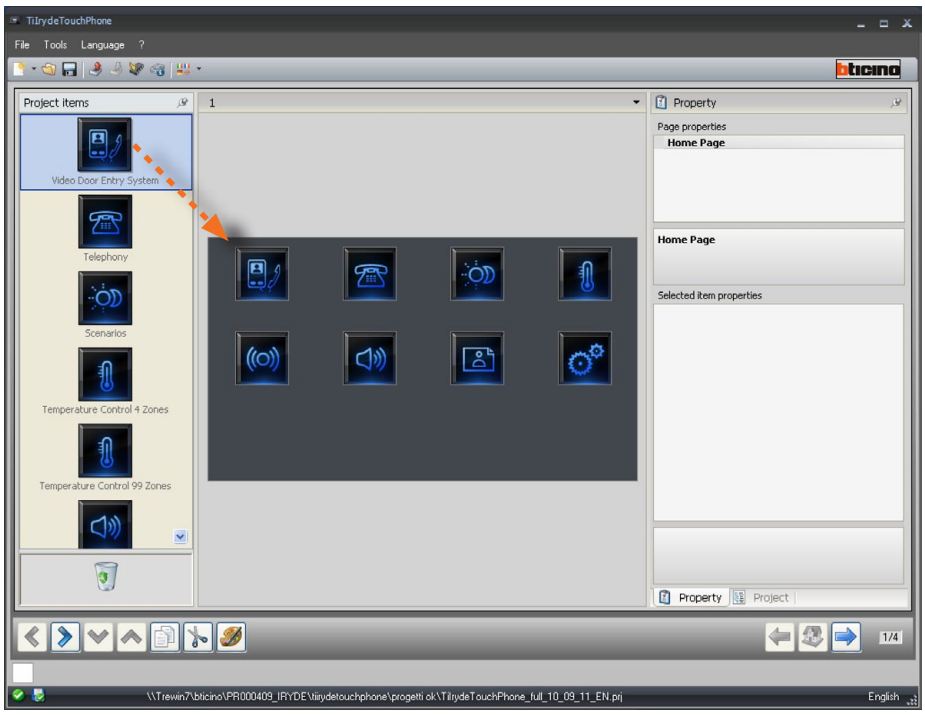
The top section of the screen shows the menus and pushbuttons used for the management of the project; the centre section, split into three areas, is where the configuration of the Home Page of the device and its functions is performed.

Navigation bar



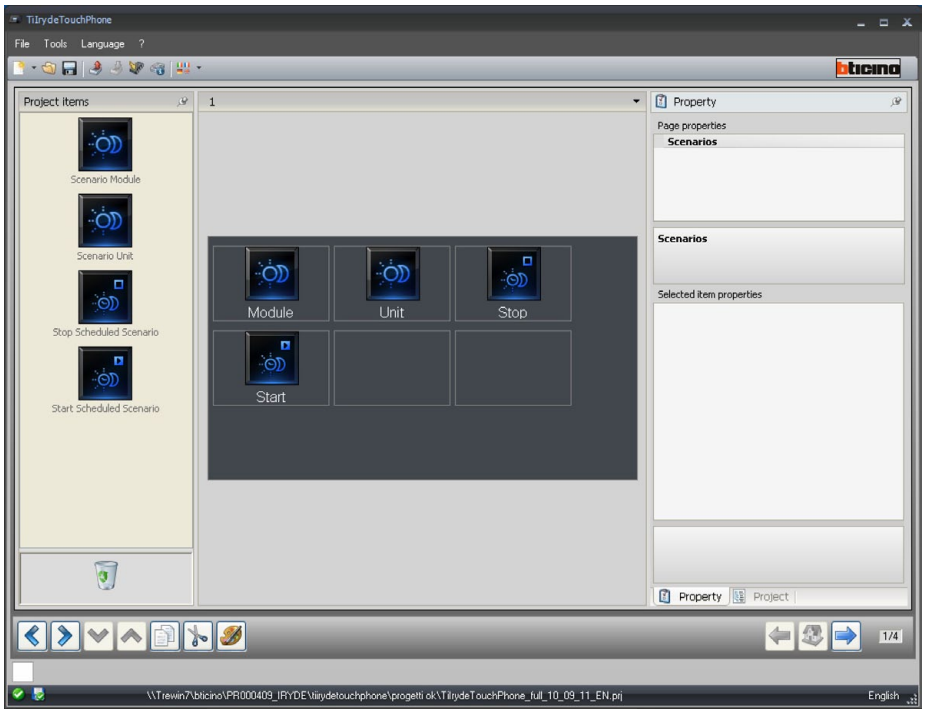
Project items area

In this area the user can select the objects that will be included in the pages and sub-pages of the device. Drag the objects from "**Project Items**" to the Display area.



Sub-pages

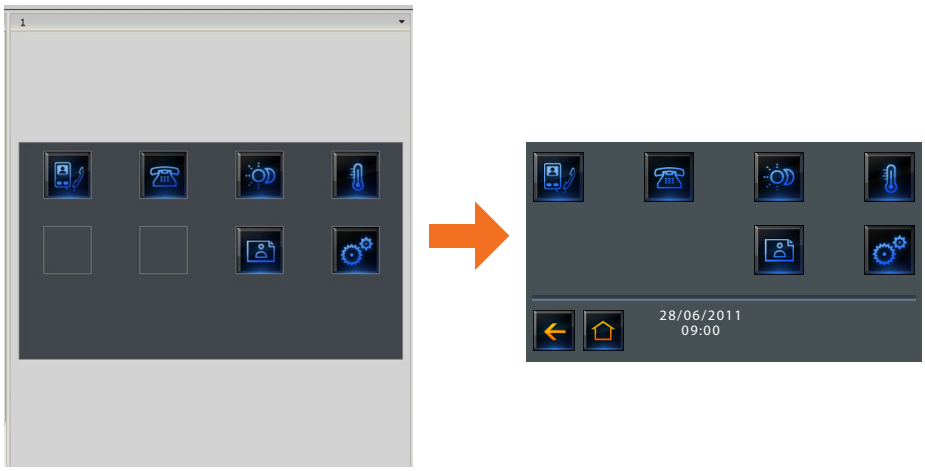
Some objects are used for connection to other pages, where correlated objects are grouped together (e.g. Scenarios). The configuration of the sub-pages is performed following the order the objects have been included in the Home Page.



The full list of objects available and their configuration are shown in the section "**Available functions and their configuration**".

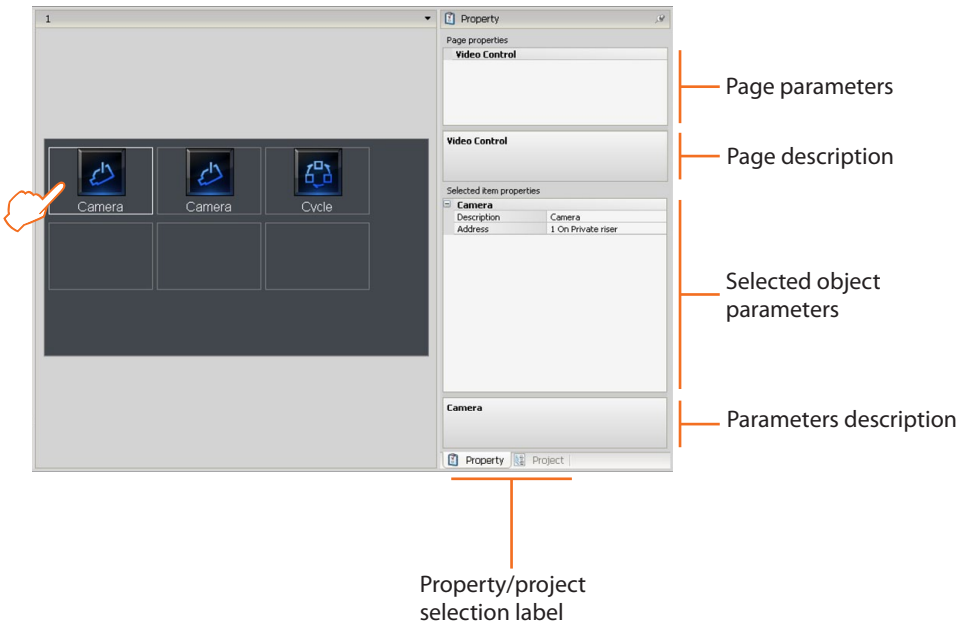
Display area

The Display area shows the future setup of the Home Page and the sub-pages of the device. This page consists of 8 icons. The f t 7 can be customised. The last one is the **Settings** icon (which cannot be customised or removed).

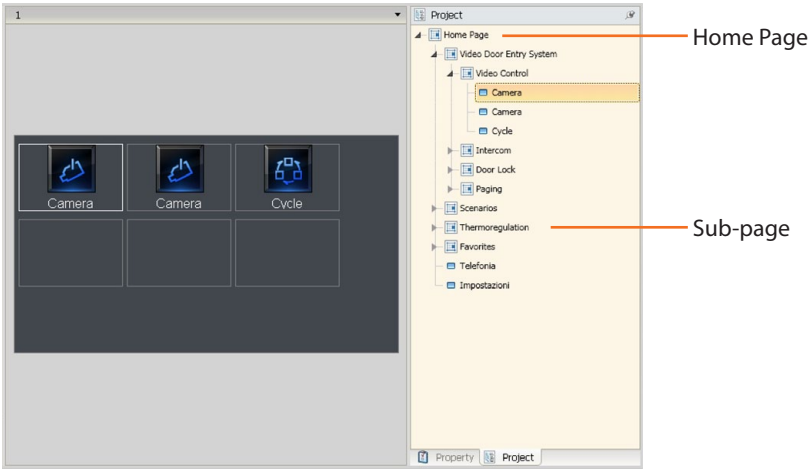


Property/Project Area

This area is split into two sections, which can be selected by clicking the labels in the bottom area. The **Property** section shows the configuration fields for the object currently selected in the Display area.

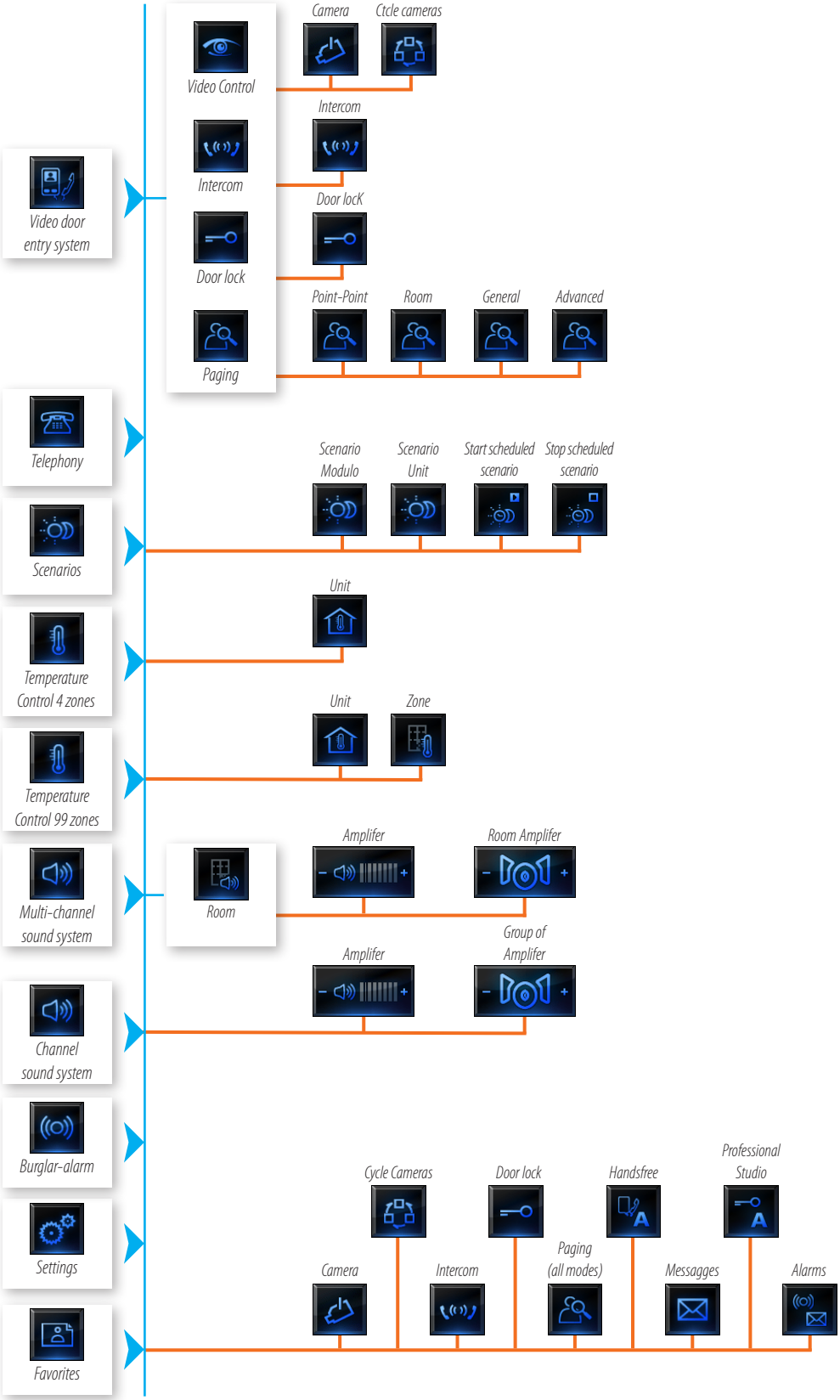


The **Project** section displays the objects by page in a tree menu format. In addition to selecting the objects, the user can also navigate through the project, selecting any available sub-pages.



4.2 Available functions and their configuration

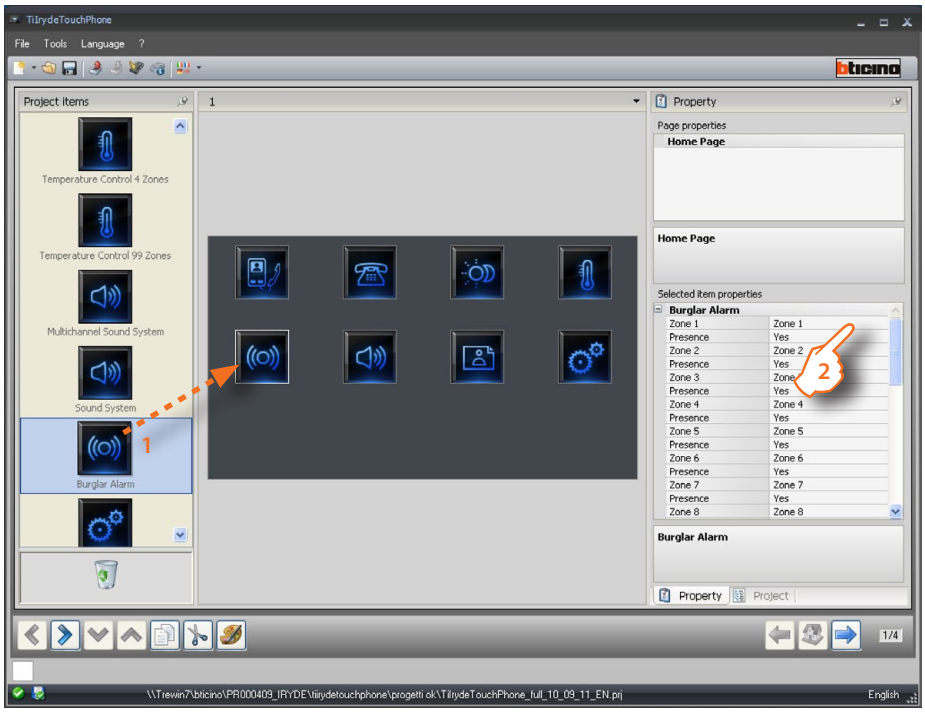
This paragraph shows the objects available in TilrydeTouchPhone, their functions, and configuration. Some objects are used to contain others. Therefore, the only configuration possible is changing their description. The **Telephony** and **Settings** objects do not require configuration.



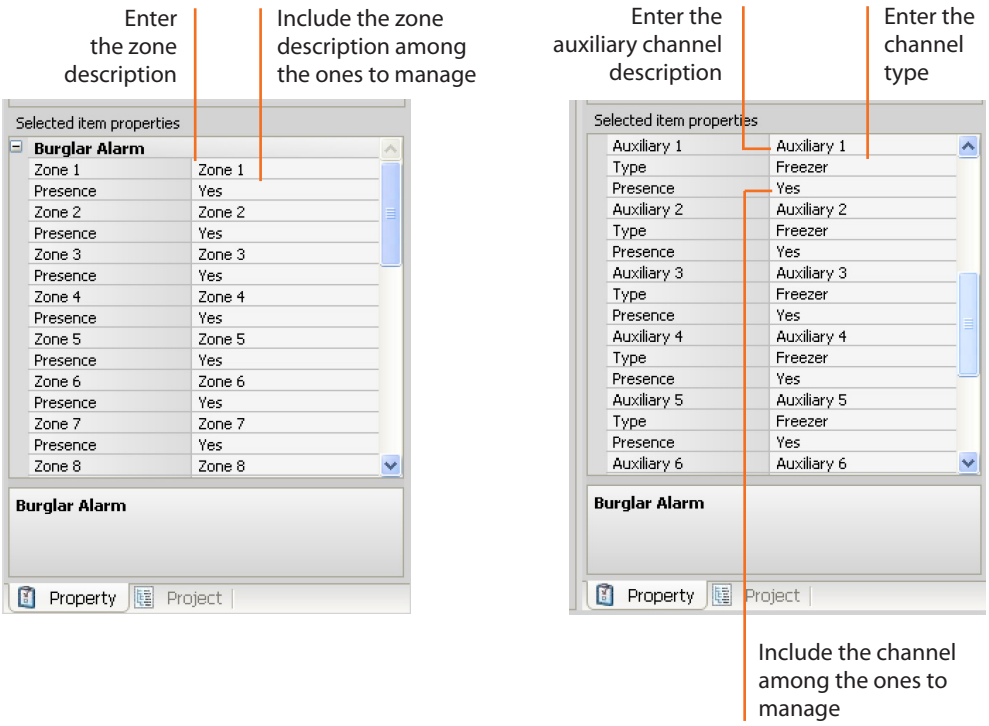
4.2.1 Burglar Alarm

This section can be used to set the burglar-alarm object, and therefore to communicate with the burglar-alarm system.

1 > Insert the "**Burglar Alarm**" object.



2 > Configuration

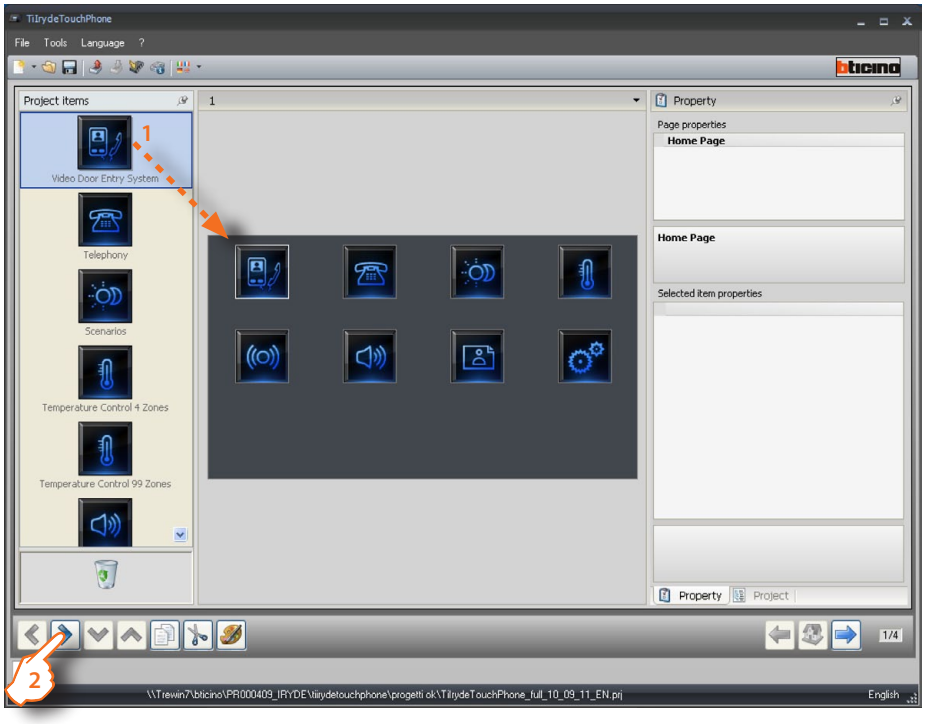


4.2.2 Video door entry system

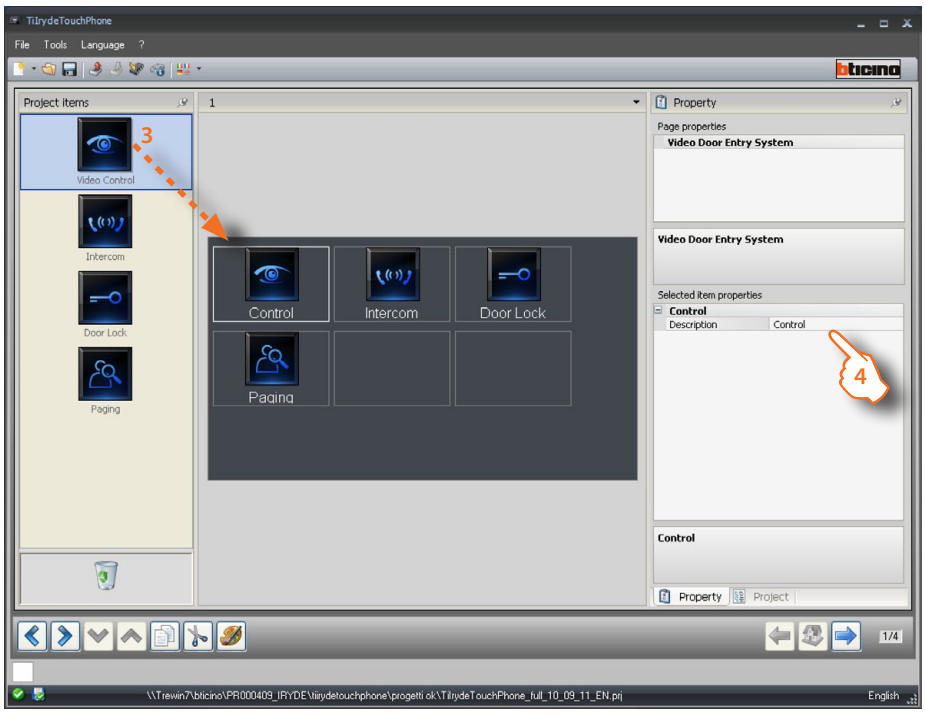
This section includes the objects for the management of the video door entry system functions.

1 > Insert the "**Video door entry system**" object.

2 > Click to enter the page containing the objects of the "**Video door entry system**" section.



3 > Insert the objects.



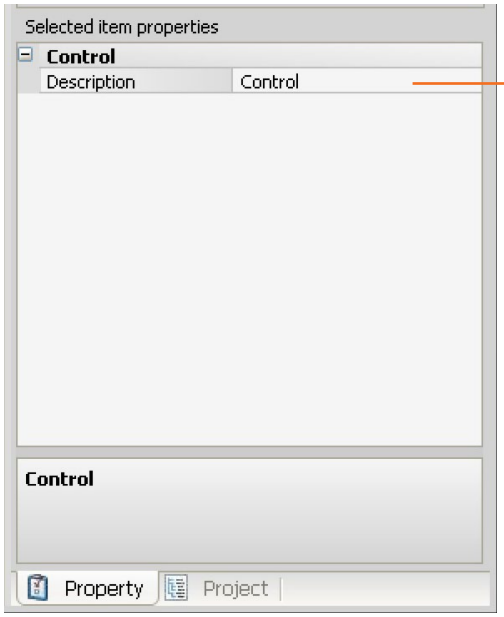
Management page for the home video surveillance system.

Management page for intercommunication among handsets.

Management page for the activation of the entrance panel door locks.

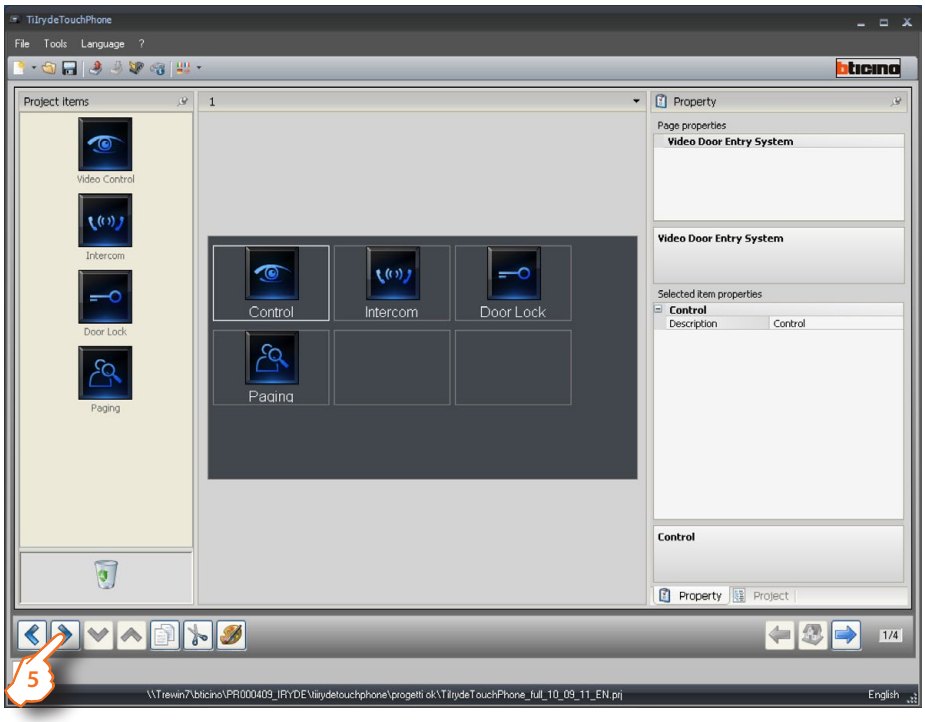
Management page for the pager function in various modes.

4 > Configuration.



A customised description can be entered for all objects.

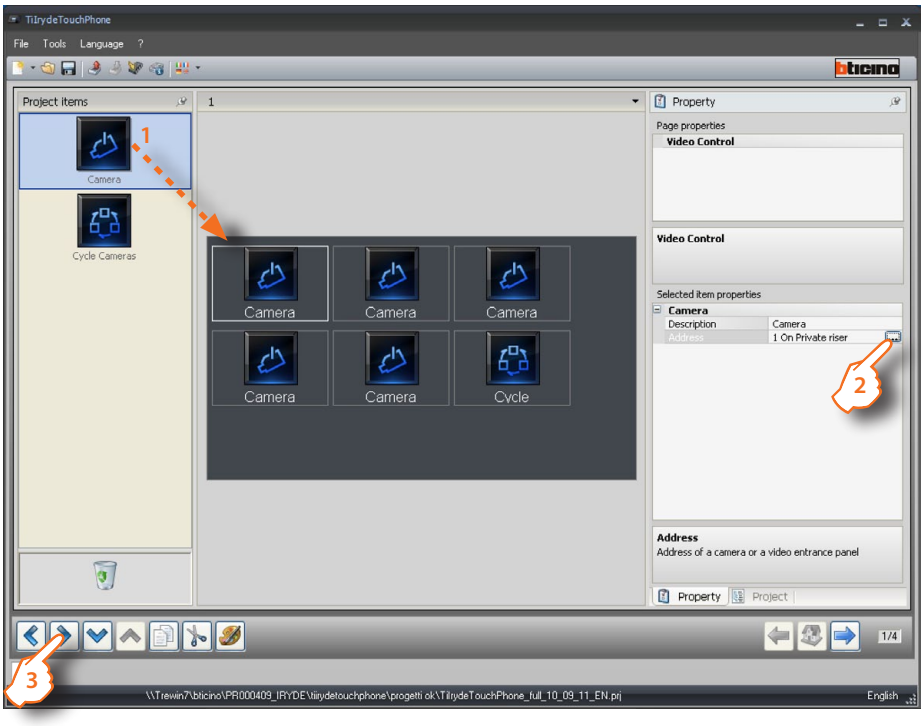
5 > Once the configuration has been completed click to go to the next page.



Home video surveillance system

This section can be used to set the cameras to be managed by the home video surveillance system.

1 >Insert the objects.



Enable a camera.

Cycle among the system cameras.

2 > Configuration

Camera:
enter the camera address.

Cycle cameras:
enter the address of the camera the cycling procedure should start from.

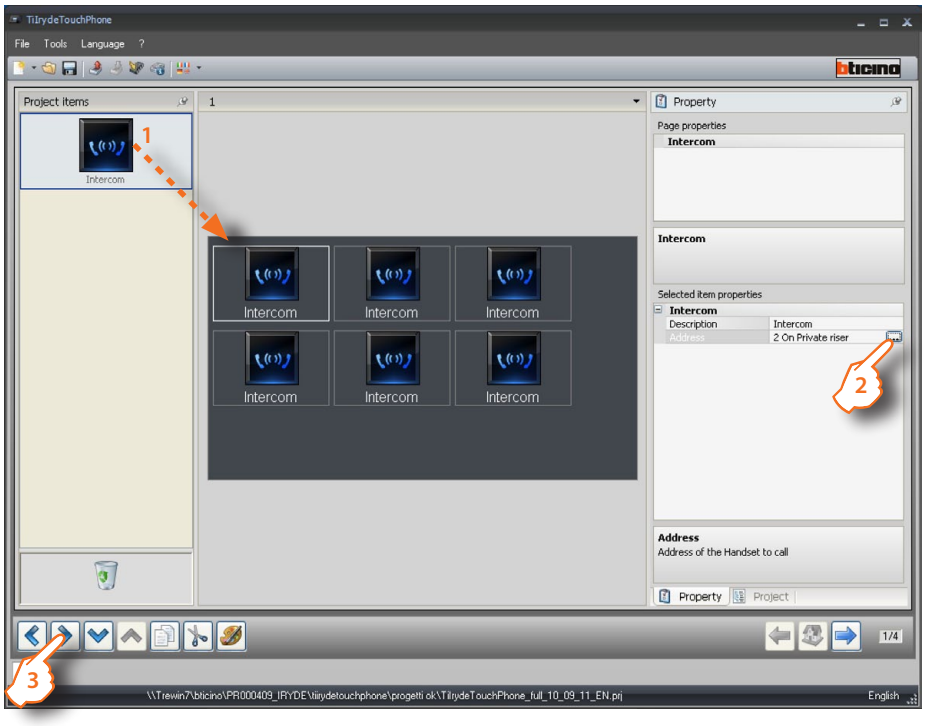
3 > Once the configuration has been completed click to go to the next page.

Intercom

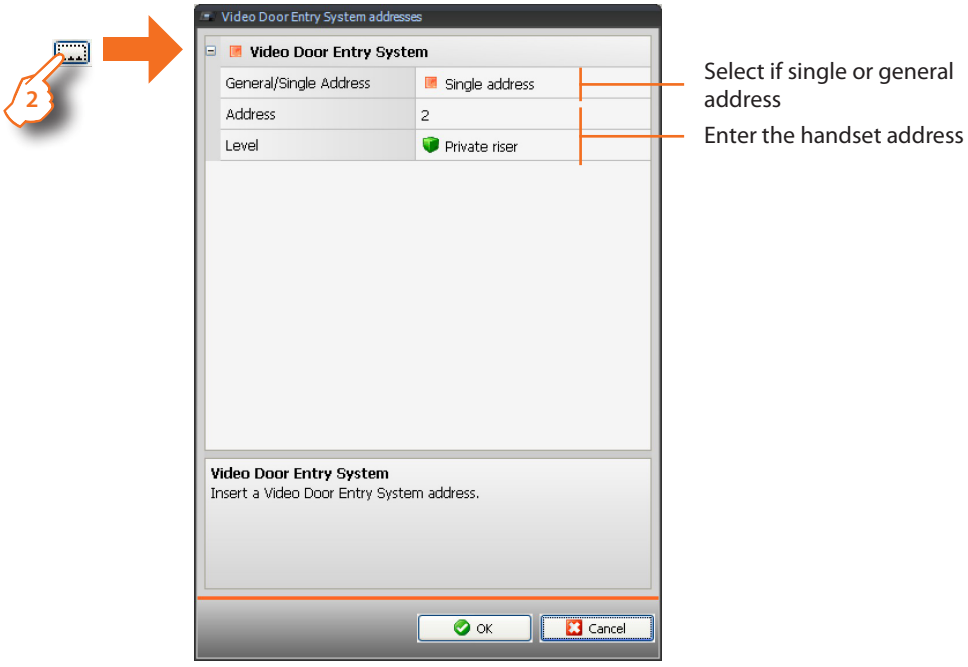
This section can be used to set the handset with which to communicate.

1 > Insert the objects.

Enable communication with the handset configured or with all handsets (general).



2 > Configuration



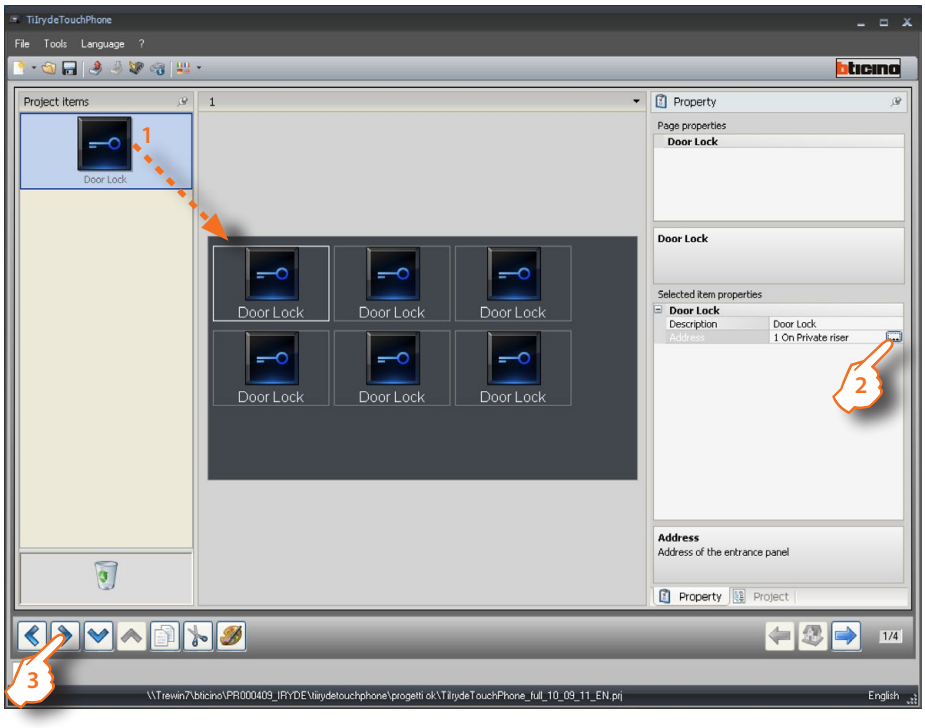
3 > Once the configuration has been completed click to go to the next page.

Door lock

This section can be used to set the entrance panels for which to enable the door lock.

1 > Insert the objects.

Enable the relay/actuator of the configured entrance panel.



2 > Configuration

Enter the address of the entrance panel.

3 > Once the configuration has been completed click to go to the next page.

Paging

This section can be used to set on which amplifiers or handsets the call is broadcasted.

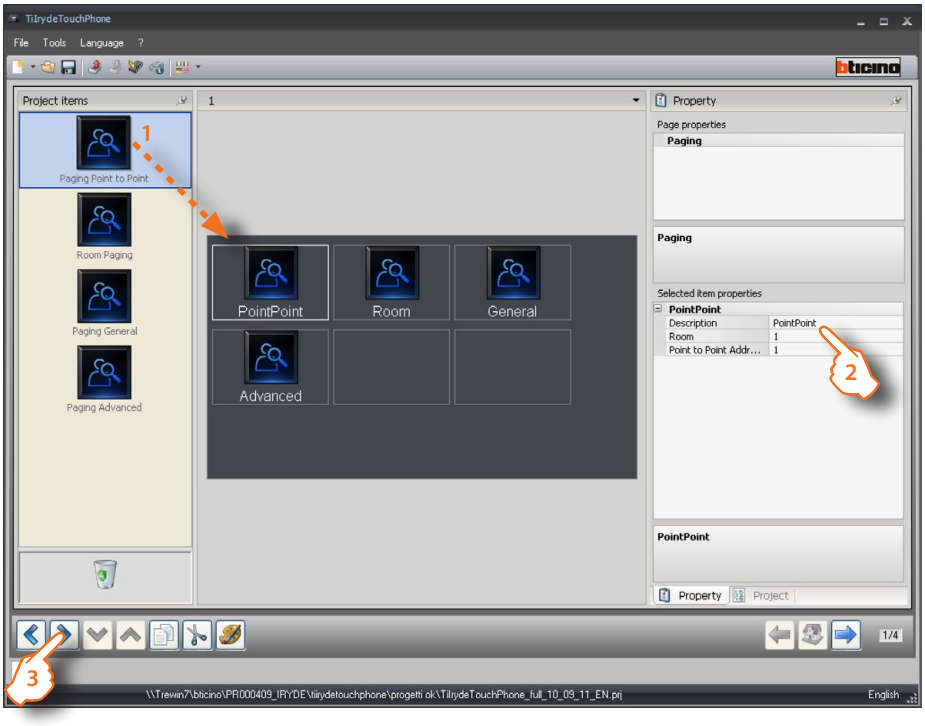
1 > Insert the objects.

PointPoint: enable communication towards a specific amplifier.

Room: enable communication towards a specific room.

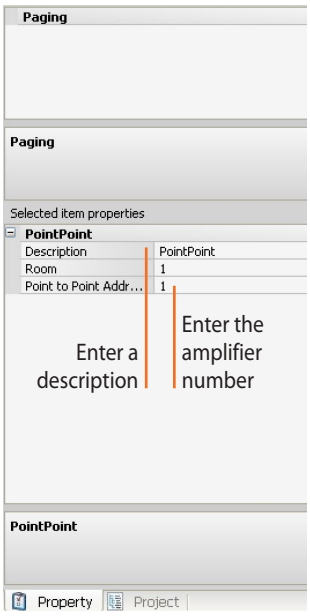
General: enable communication towards the whole sound system.

Advanced: enable communication towards the handsets, and the sound system.

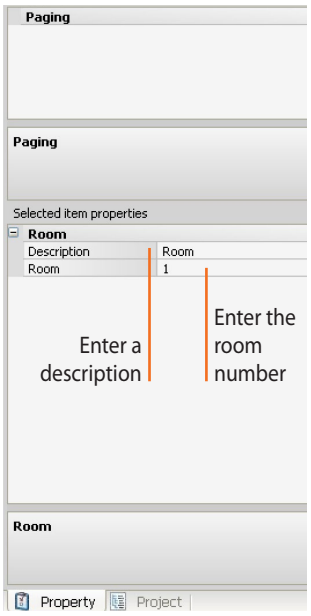


2 > Configuration

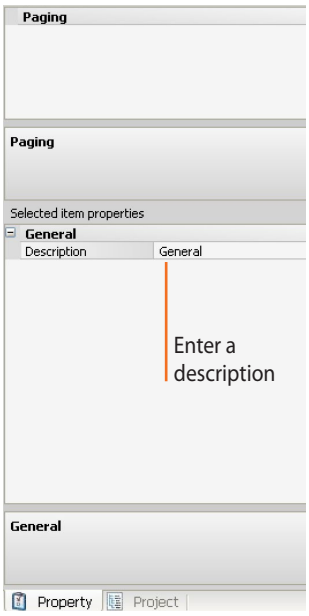
PointPoint



Room



General/Advanced



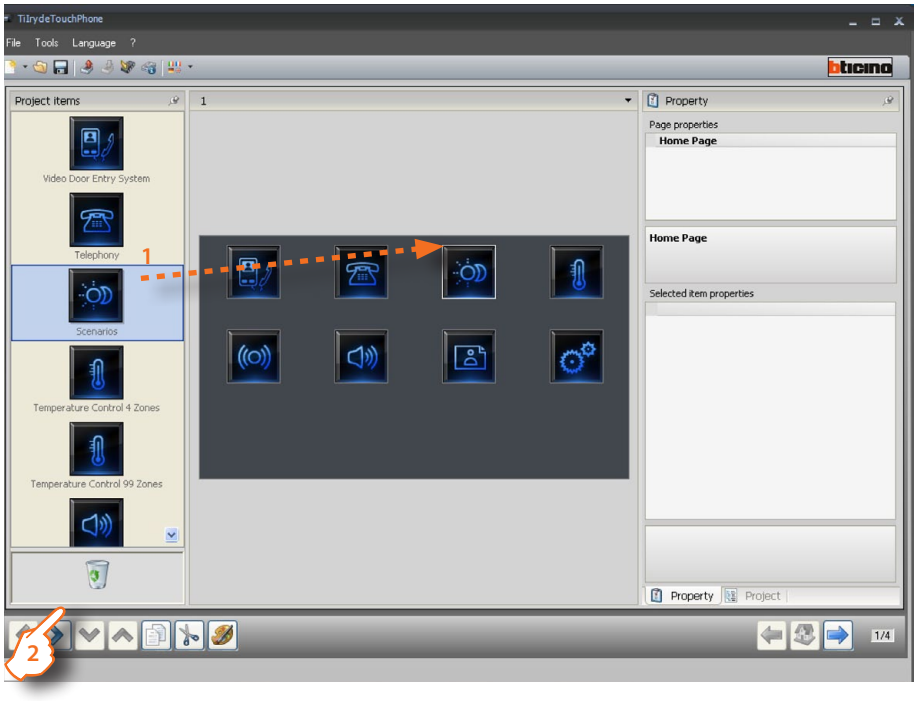
3 > Once the configuration has been completed click to go to the next page.

4.2.3 Scenarios

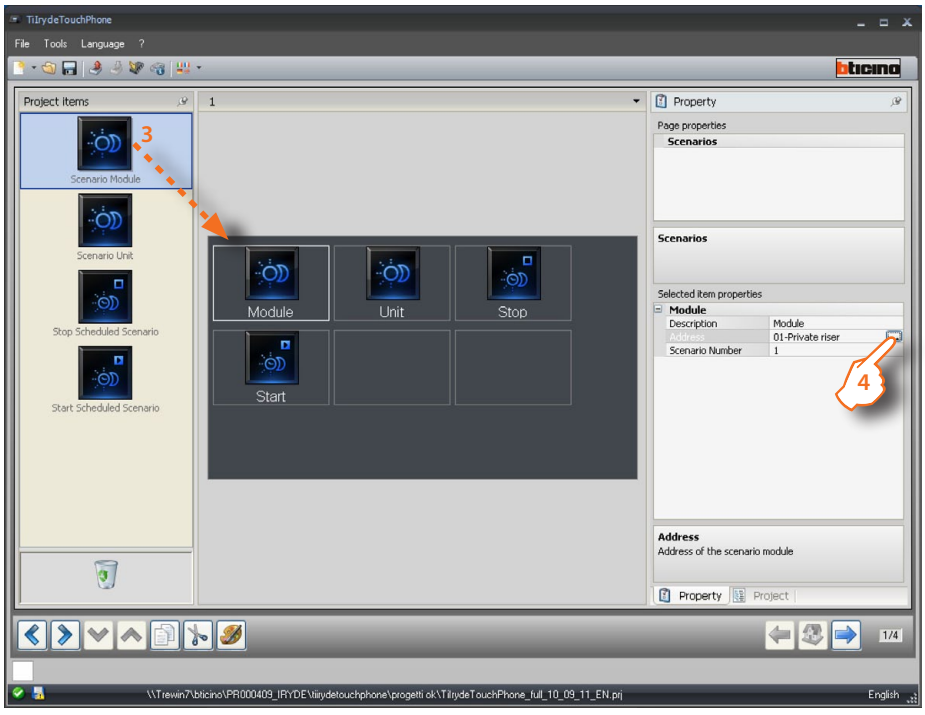
This section includes the objects for the management of the scenarios saved in the scenario module, central unit, or programmer in the system.

1 > Insert the "**Scenario**" object.

2 > Click to continue and enter the page containing the objects of the "Scenarios" section.



3 > Insert the objects.



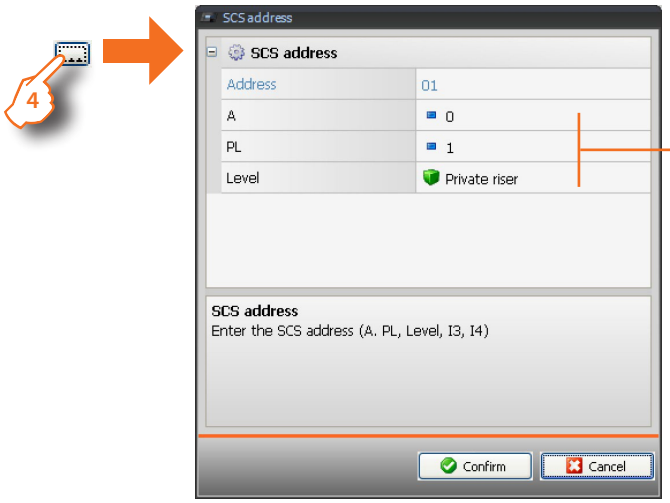
Enable a scenario of a scenario module.

Enable a scenario of a scenario central unit.

Execute a scenario of a scenario programmer.

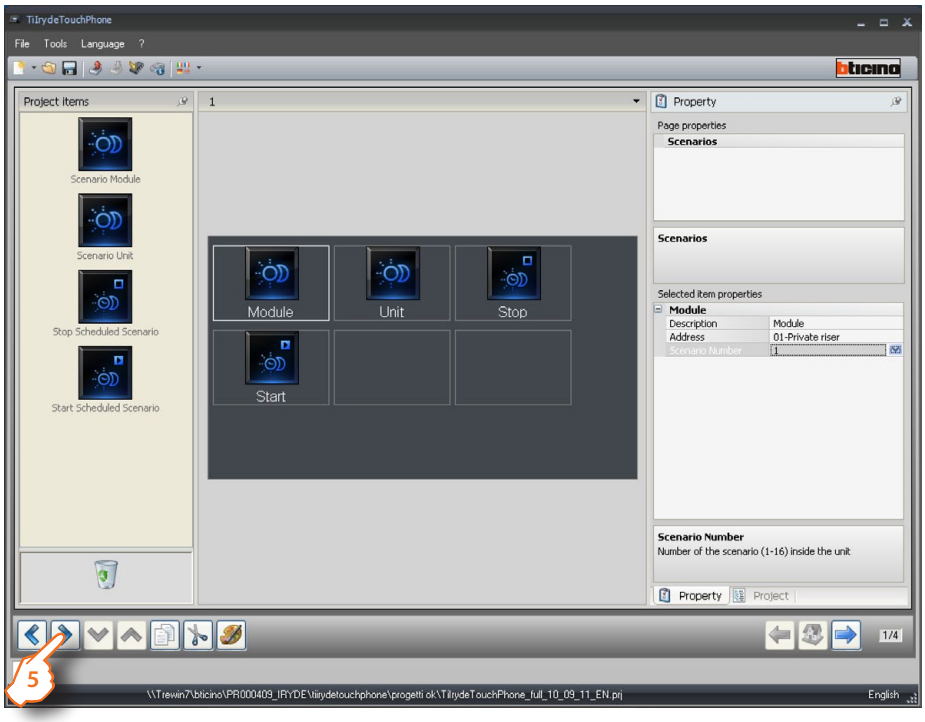
Stop a scenario of a scenario programmer.

4 > Configuration



Enter the address of the device where the scenario is saved (module, central unit, or CEN control for the scenario programmer).

5 > Once the configuration has been completed click to go to the next page.



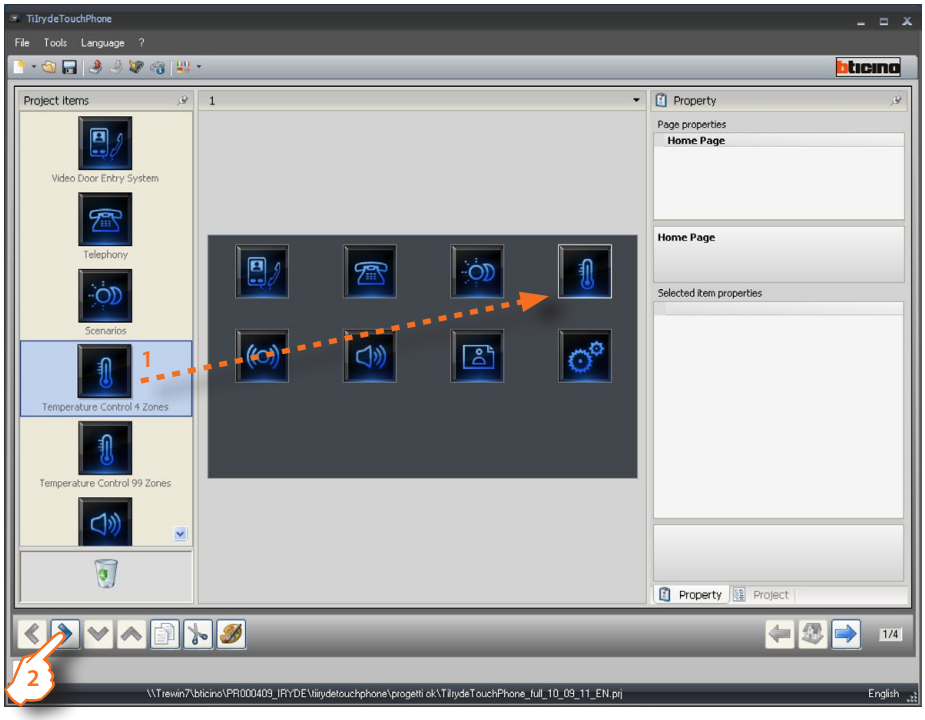
4.2.4 Temperature Control

This section includes the object for the management of the temperature control system (4 zone and 99 zone central unit).

4 Zones

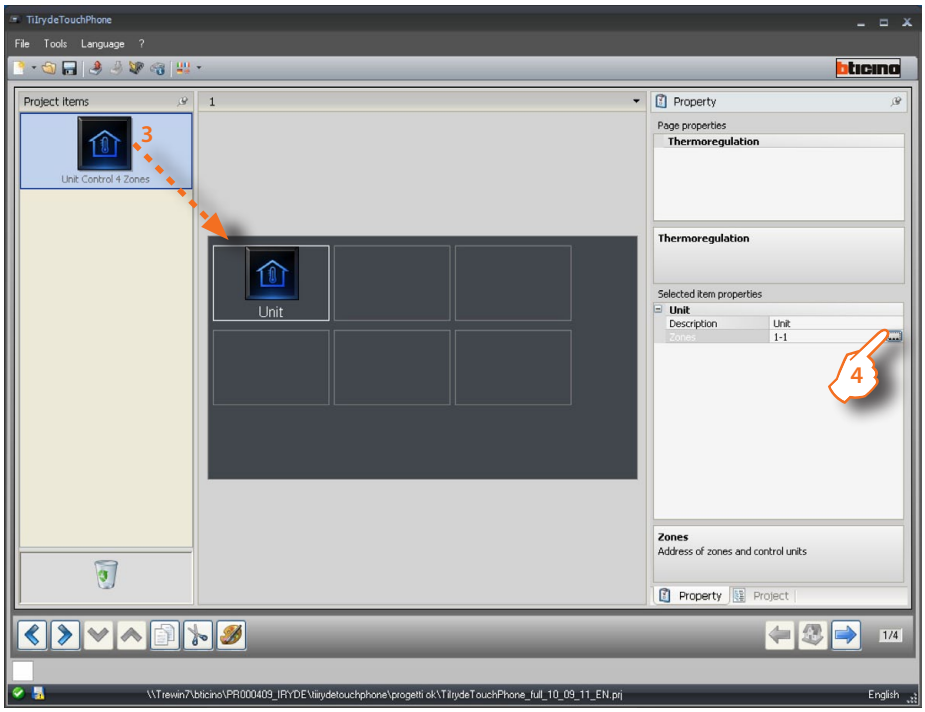
1 > Insert the "**4 zones temperature control**" object.

2 > Click to continue and enter the page containing the objects of the "**4 zone temperature control**" section.

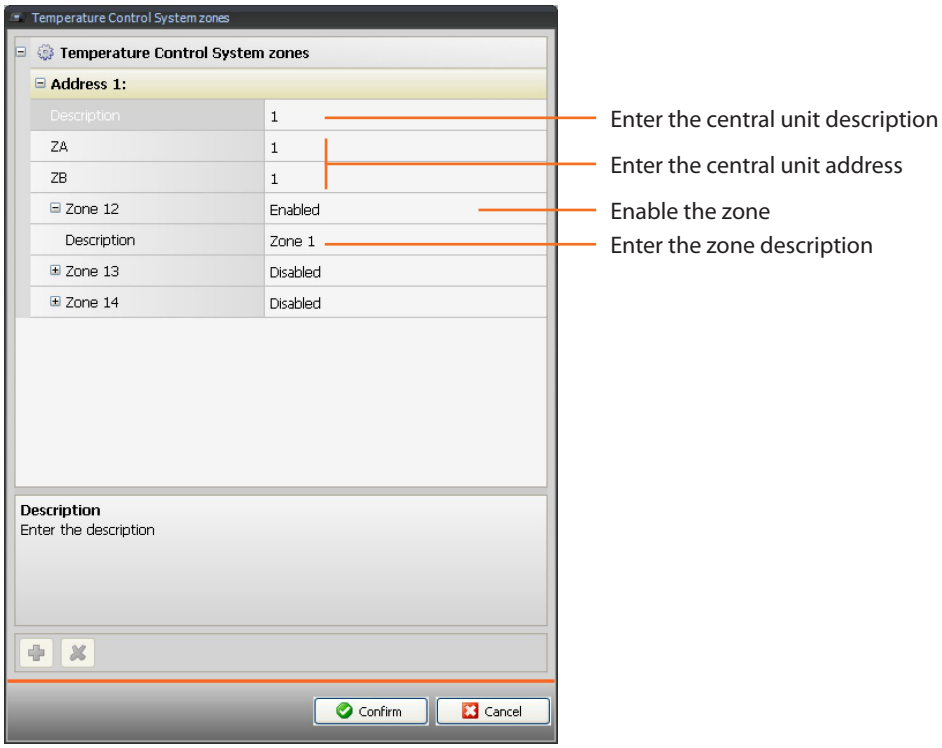


3 > Insert the objects.

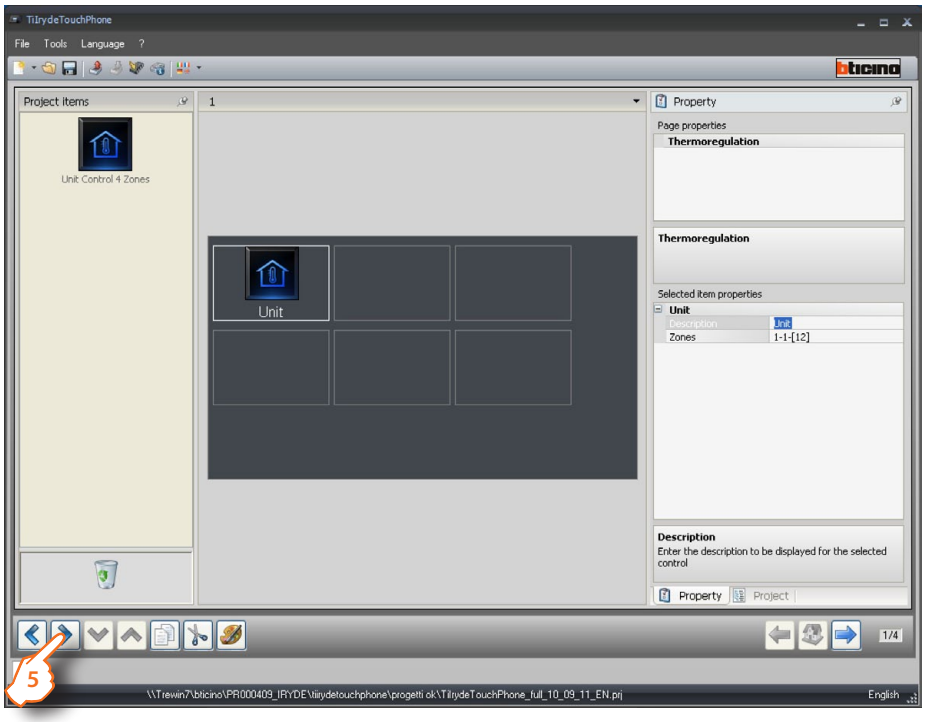
Control the 4 zones temperature control central unit and the associated zones.



4 > Configuration.



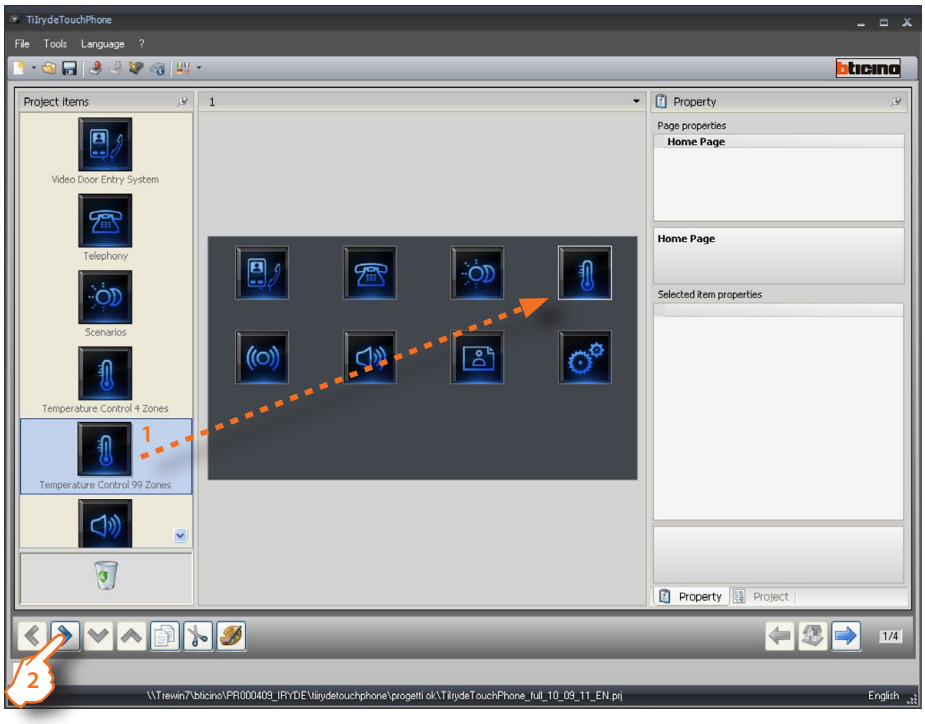
5 > Once the configuration has been completed click to go to the next page.



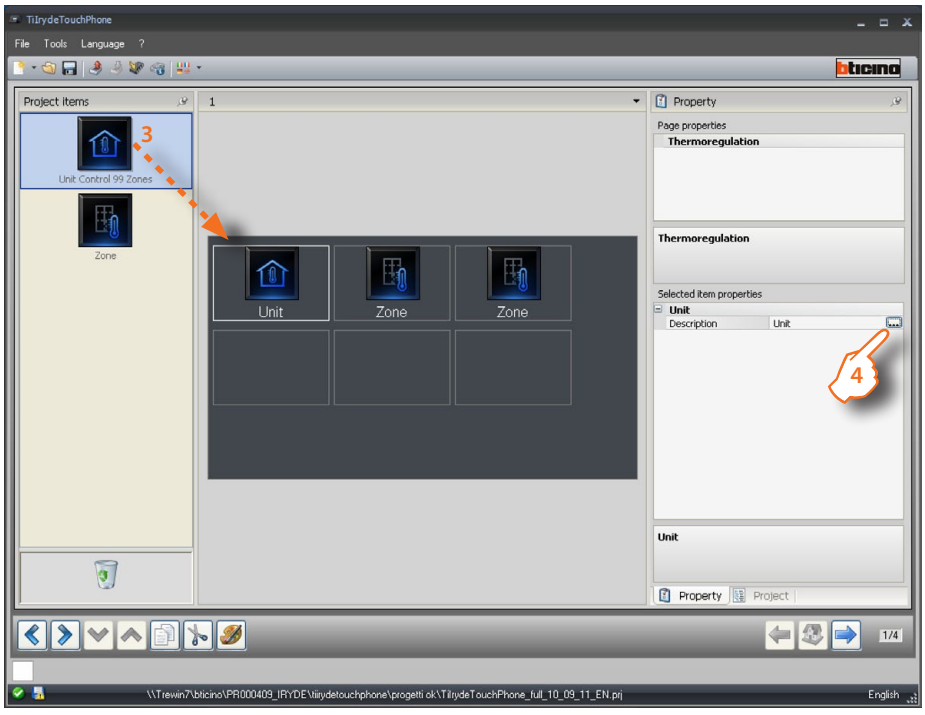
99 Zones

1 > Insert the "99 zone temperature control" object.

2 > Click to continue and enter the page containing the objects of the "99 zone temperature control" section.



3 > Insert the objects.

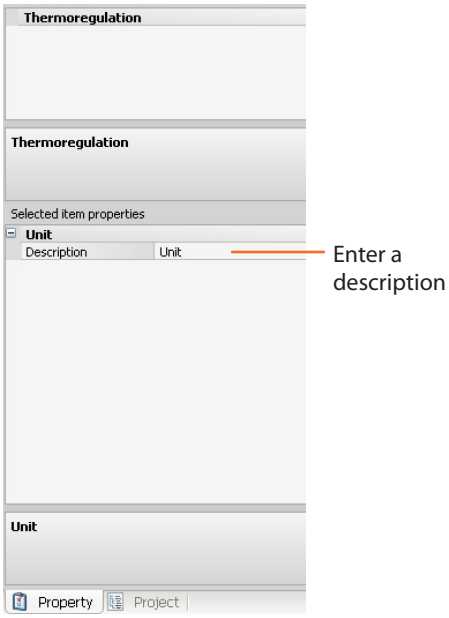


Control the 99 zone temperature control central unit and the associated zones.

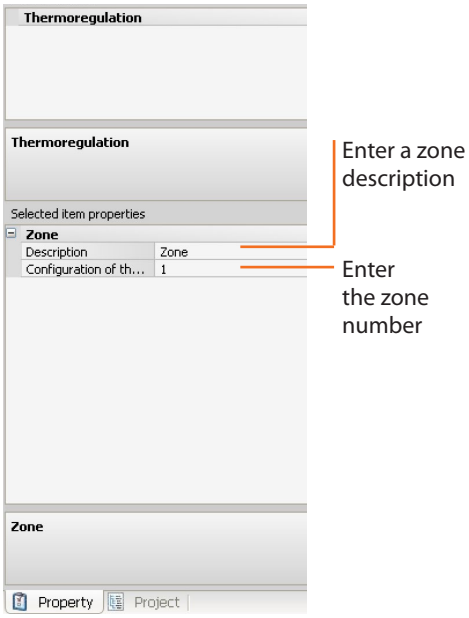
Control one zone

4 > Configuration.

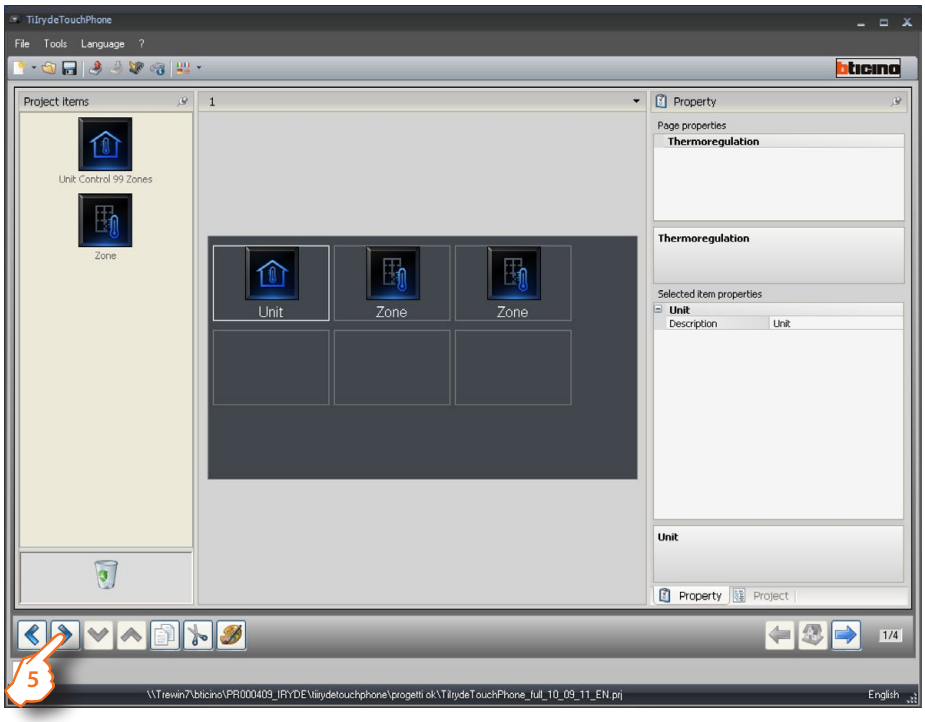
Central unit



Zone



5 > Once the configuration has been completed click to go to the next page.



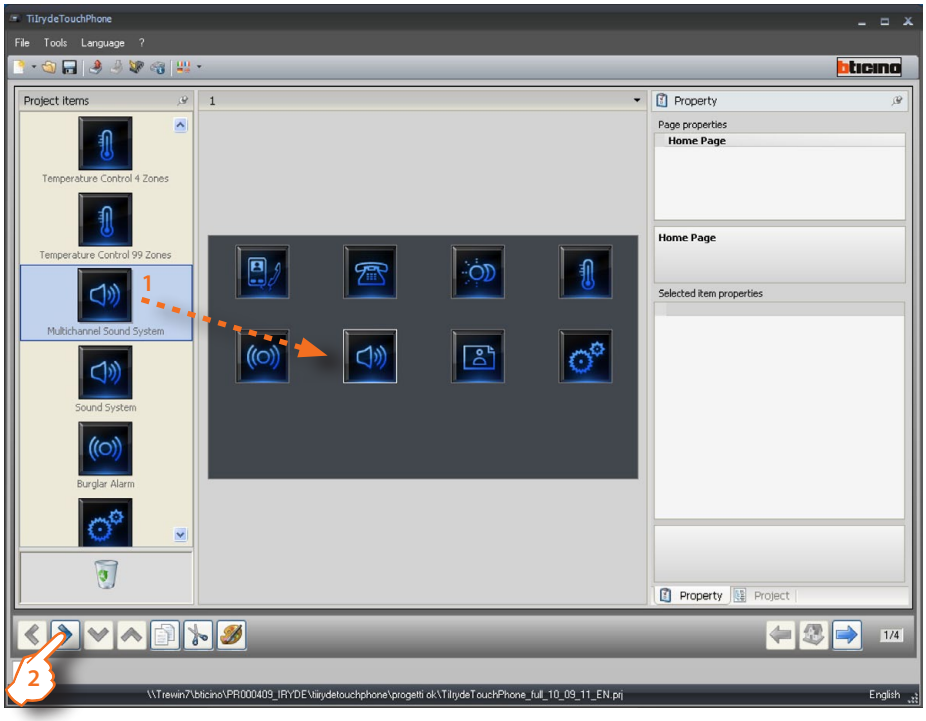
4.2.5 Sound system

This section includes the objects for the management of the Sound System (single and multi channel).

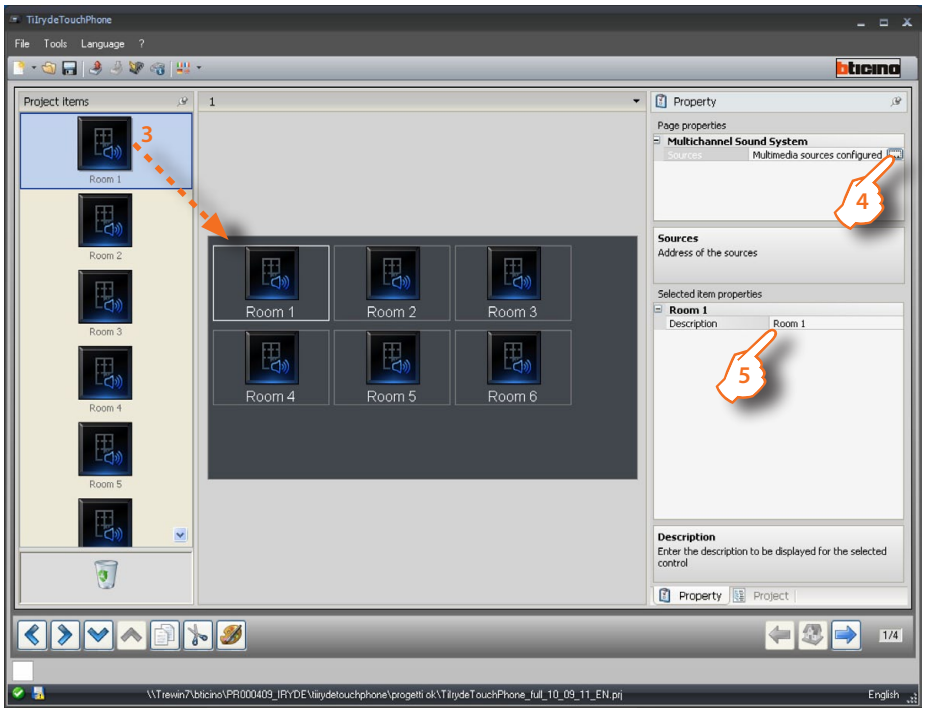
Multi-channel

1 > Insert the "**Multi-channel Sound System**" object.

2 > Click to continue and enter the page containing the objects of the "**Multi-channel Sound System**" section.



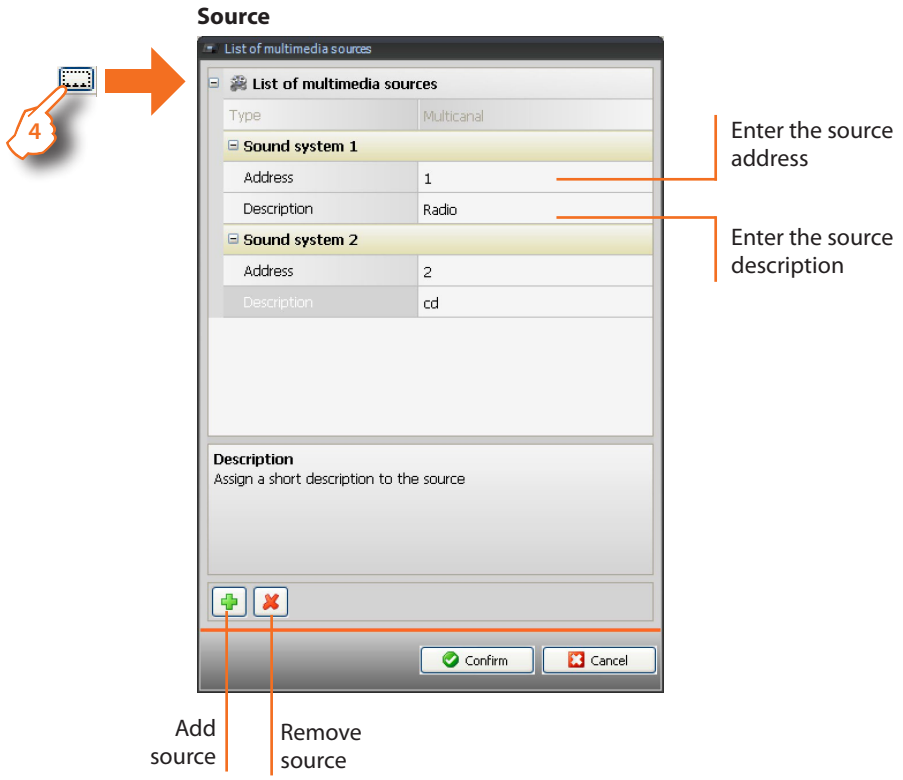
3 > Insert the objects.



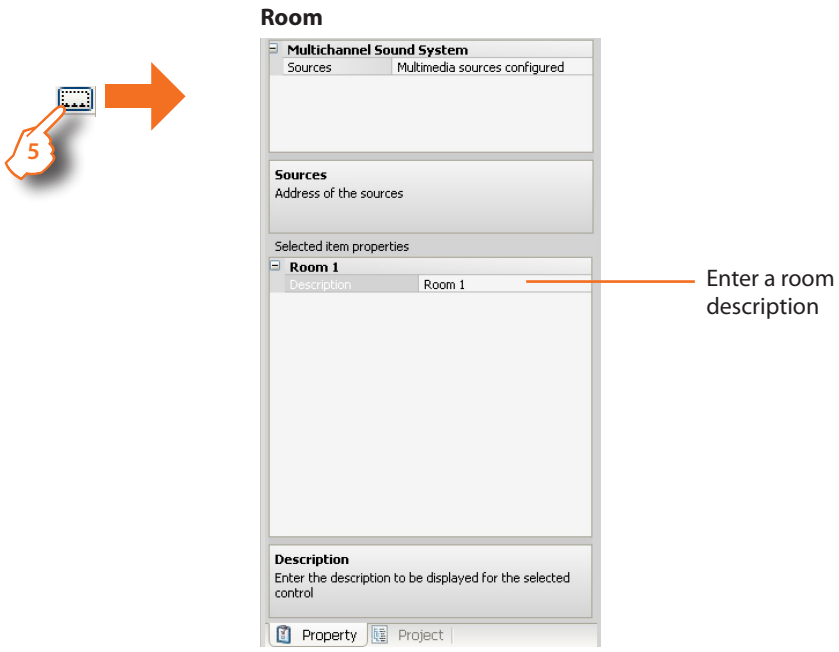
Room management page.

Note: the multi-channel **Sound System** includes the **Room** objects. In this way, it is possible to listen to a different source in each room.

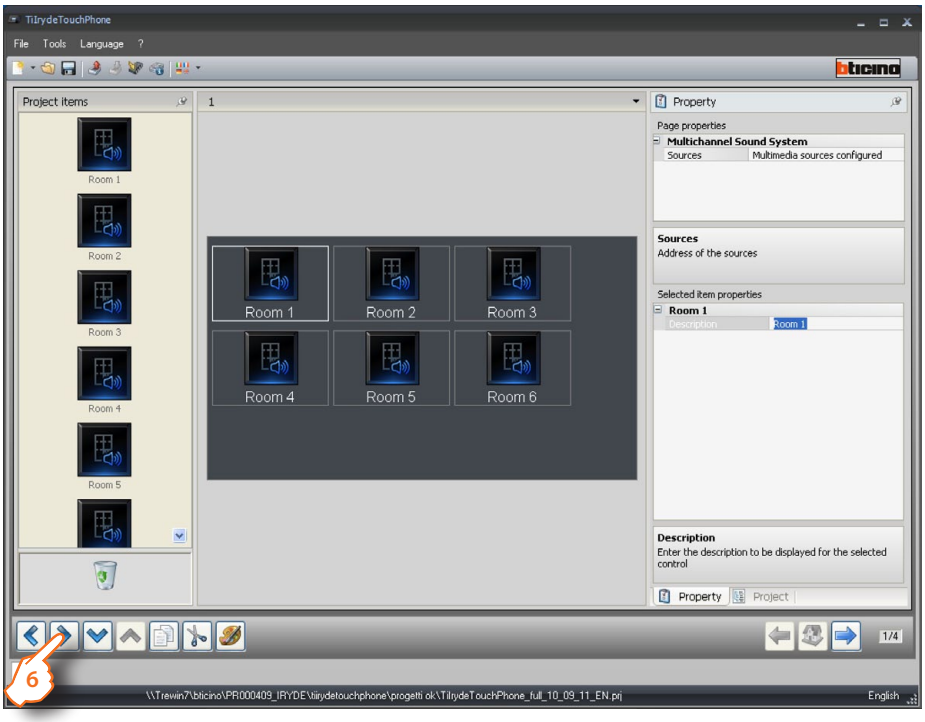
4 > Source configuration



5 > Room configuration



6 > Once the configuration has been completed click to go to the next page.



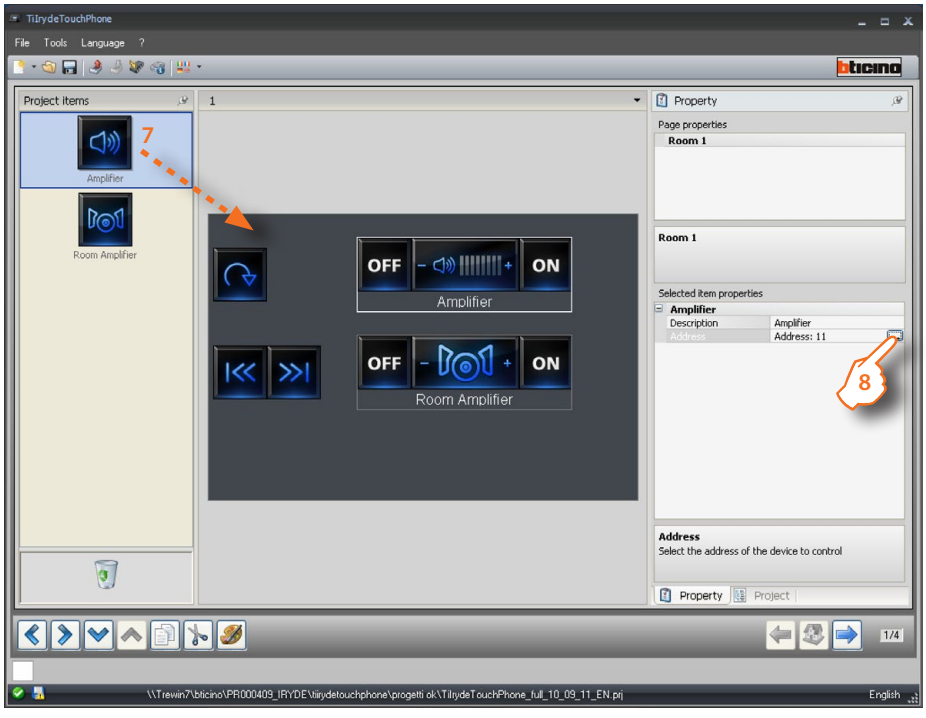
Room

This section can be used to set the amplifiers for each room.

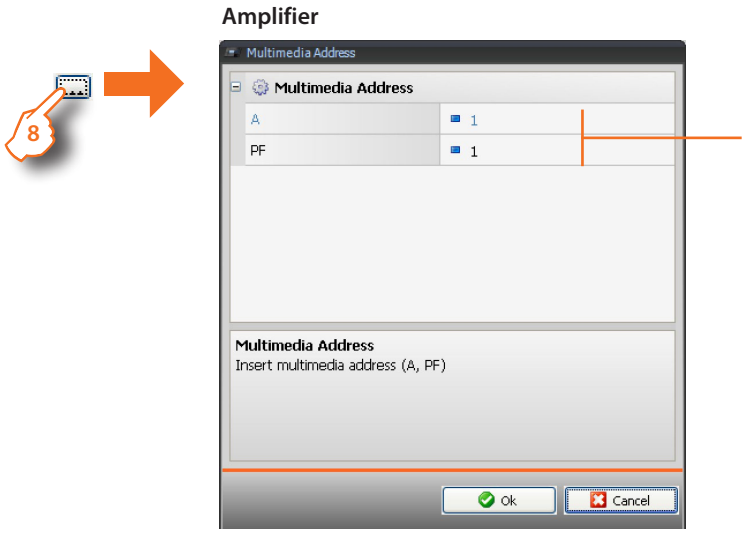
7 > Insert the objects.

Enable the amplifier of a specific room.

Enable all amplifiers of a specific room.

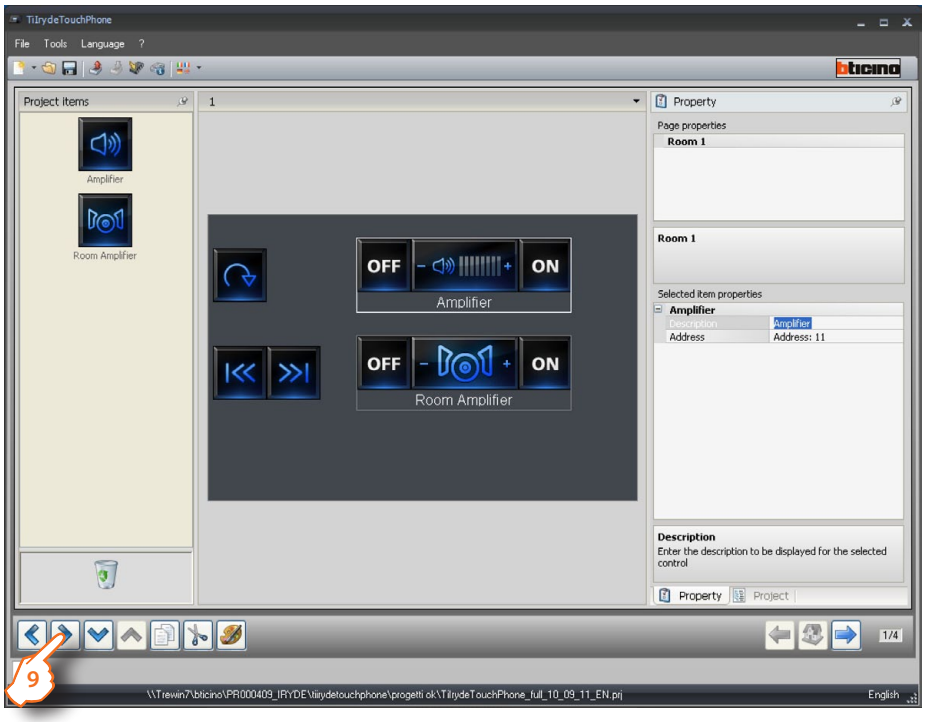


8 > Configuration



No configuration is required for the room amplifier.

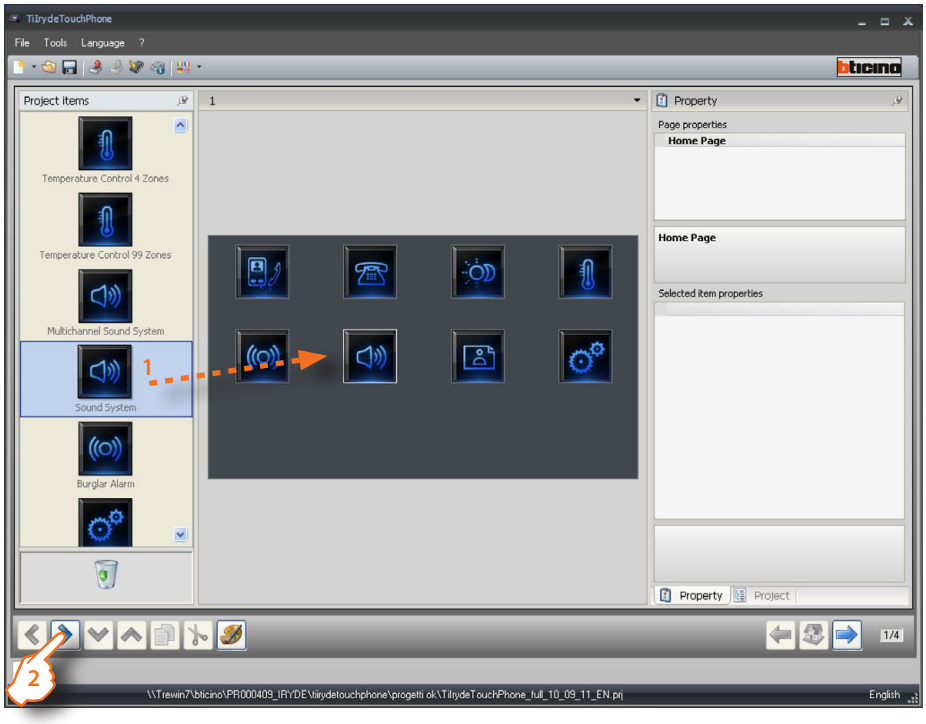
9 > Once the configuration has been completed click to go to the next page.



Single-channel

1 > Insert the "**Single-channel Sound System**" object.

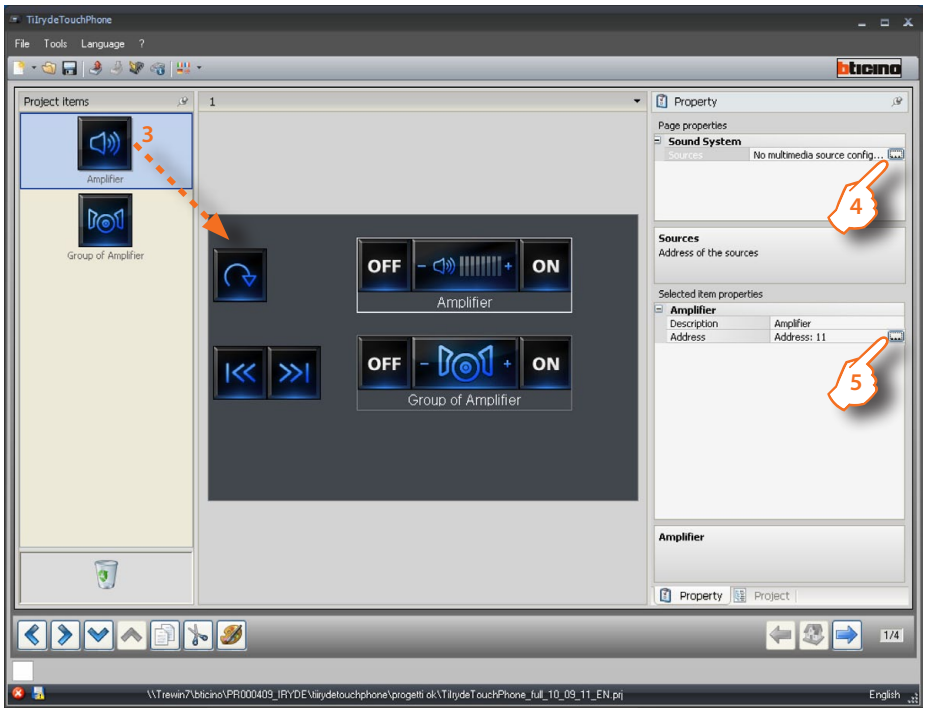
2 > Click to continue and enter the page containing the objects of the "**Single-channel Sound System**" section.



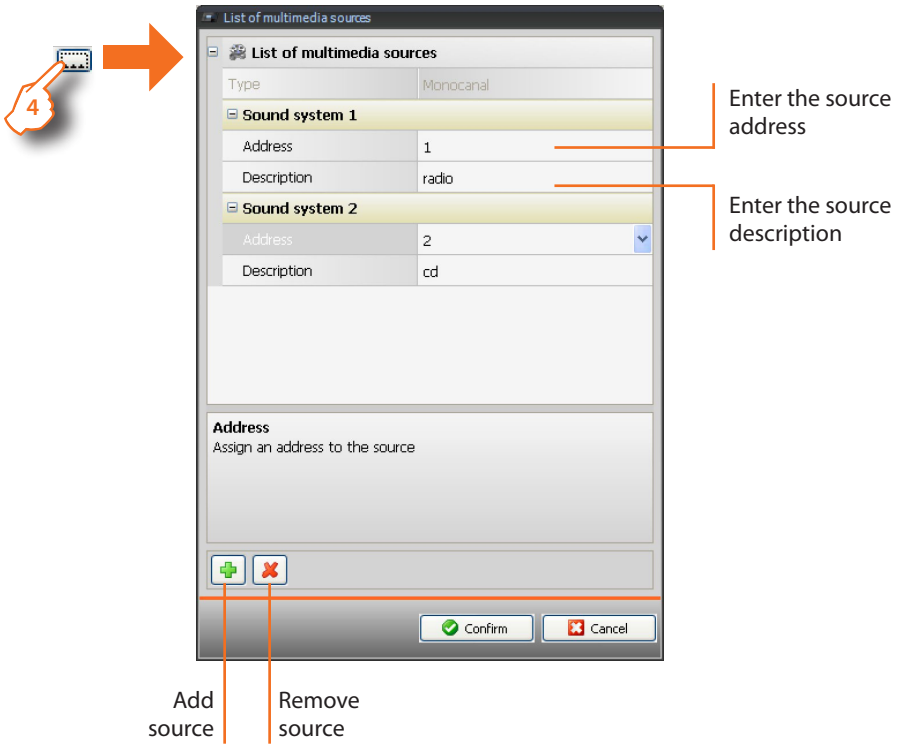
3 > Insert the objects.

Enable an amplifier

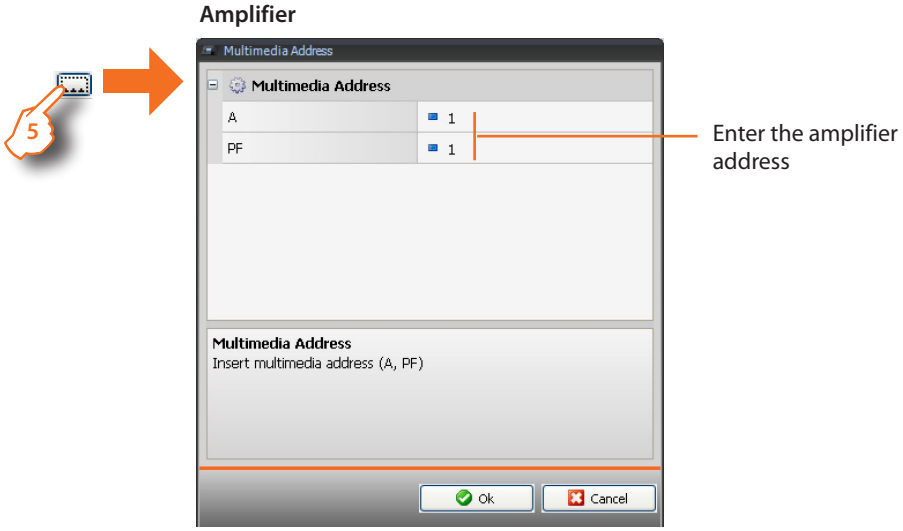
Enable the amplifiers of a certain room or all the amplifiers in the system.



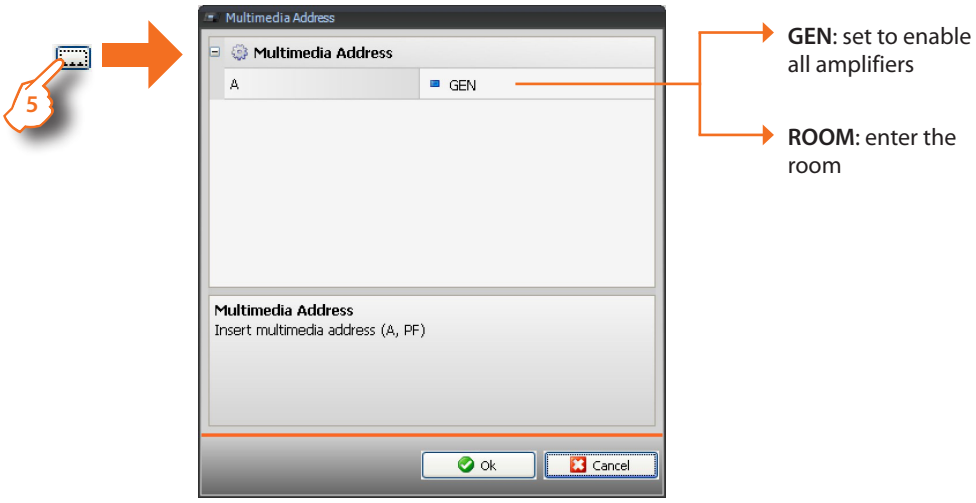
4 > Source configuration



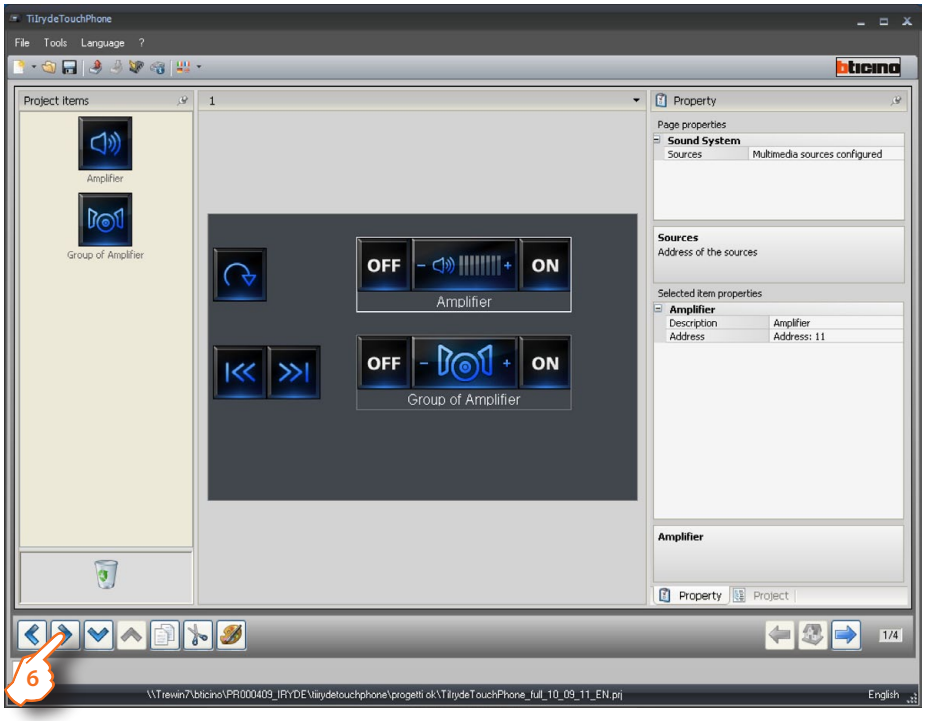
5 > Amplifier configuration



Group of amplifiers



6 > Once the configuration has been completed click to go to the next page.

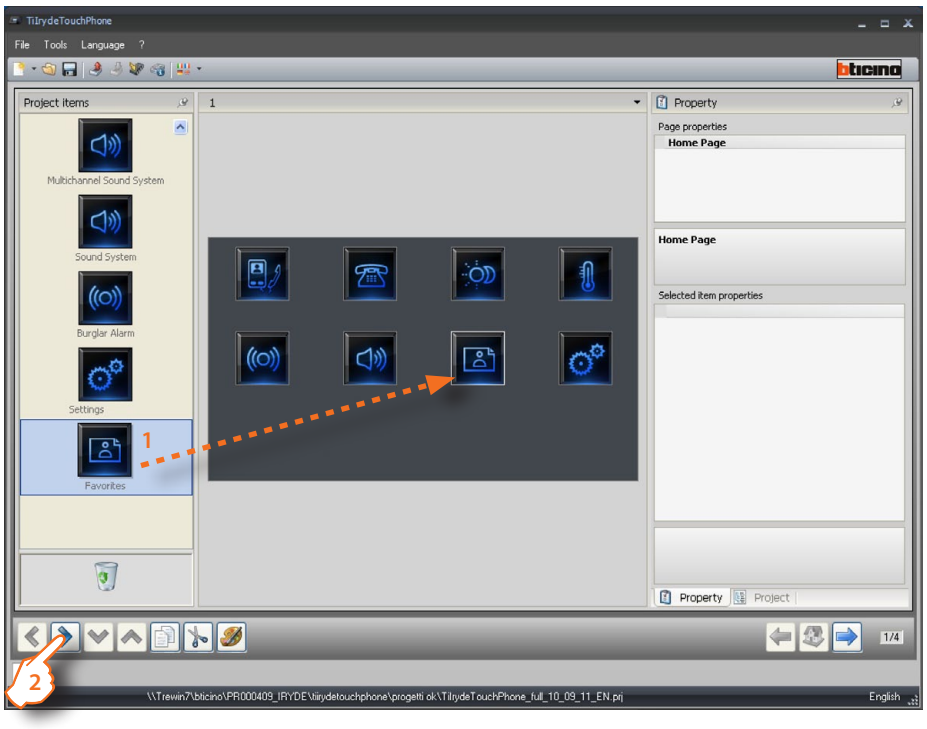


4.2.7 Favorites

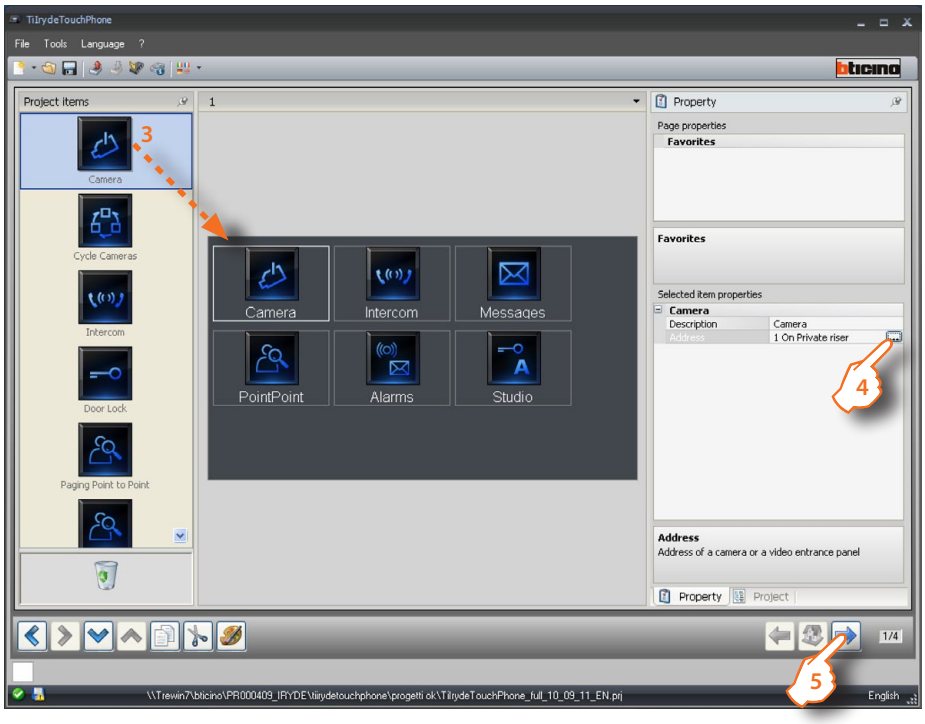
This section can be used to group some commonly used objects and some particular functions.

1 > Insert the "**Favorites**" object.

2 > Click to enter the page containing the objects of the "**Favorites**" section.



3 > Insert the objects.



Enable a camera.

Cycle among the system cameras.

Enable communication with the handset configured or with all handsets (general).

Enable the relay/ actuator of the configured entrance panel.

4 > Configuration

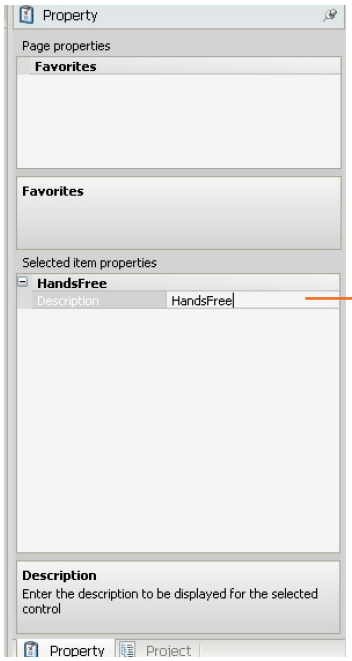
PointPoint: enable communication towards a specific amplifier.

Room: enable communication towards a specific room.

General: enable communication towards the whole sound system.

Advanced: enable communication towards the handsets, and the sound system.

For the configuration of the **Camera, Cycle camera, Intercom**, and **Paging** objects see the relevant sections.



For the objects:
- **Handsfree**
- **Messages**
- **Professional studio**
- **Alarms**

a description can be entered.

Set the automatic activation of the microphone and the loudspeaker when a call is received.

Enable the display of text messages from a switchboard.

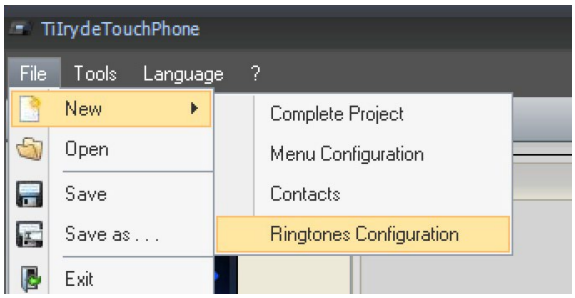
Set the automatic door lock release in case of entrance panel call

Enable the display of alarm messages from the burglar-alarm system.

5 > Once the configuration has been completed click to go to the next page.

5. Ringtone configuration

It can be used to link a ringtone to an event (e.g. a call from an entrance panel). It is possible to use the ringtones already included in the software, or to create a customised ringtone using an audio file on the user PC.
From the menu select: **File/New**, and then "**Ringtones Configuration**".



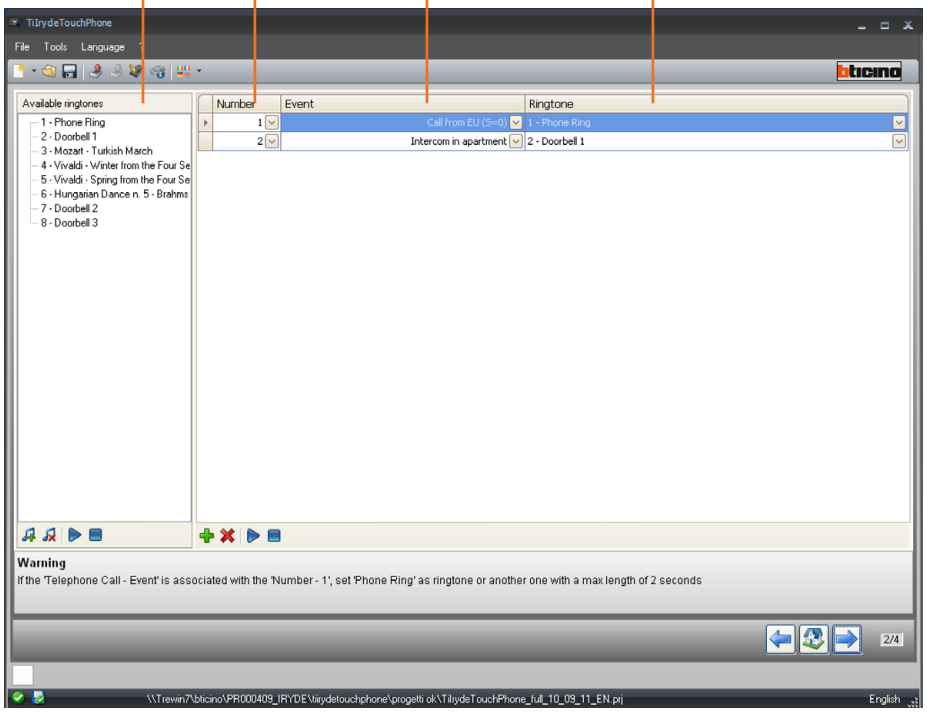
5.1 Description of the functions

Ringtones available for the project

Ringtone number

Event linked to the ringtone

Ringtone linked to the event



Add ringtone

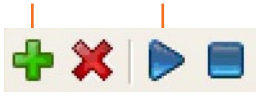
Play ringtone

Delete ringtone

Stop ringtone

Add a link

Play the ringtone linked to the selected event

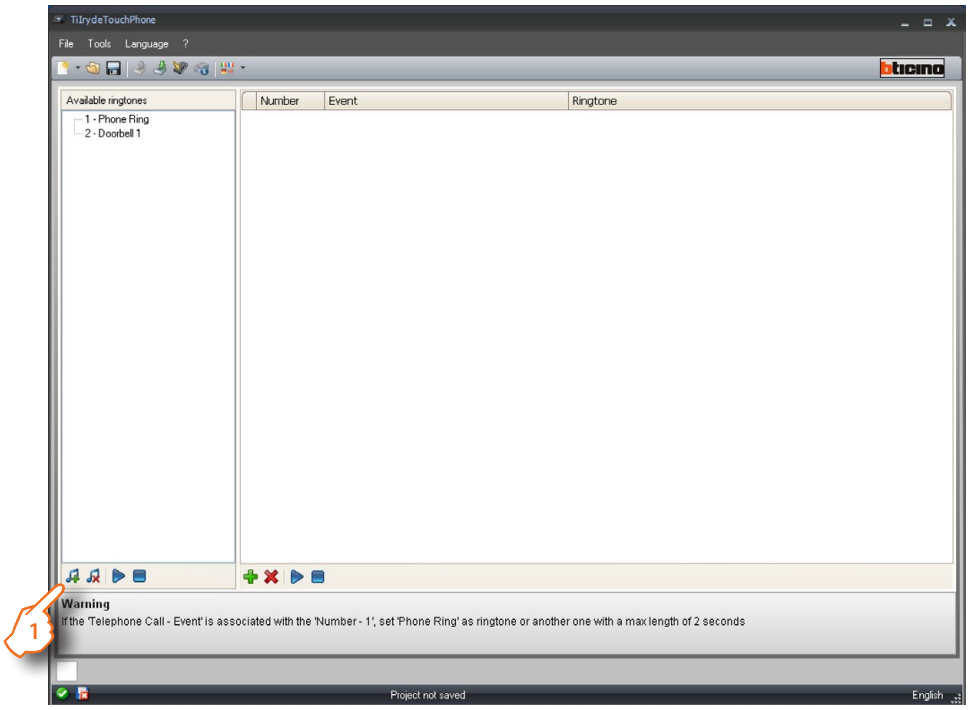


Remove a link

Stop the ringtone linked to the selected event

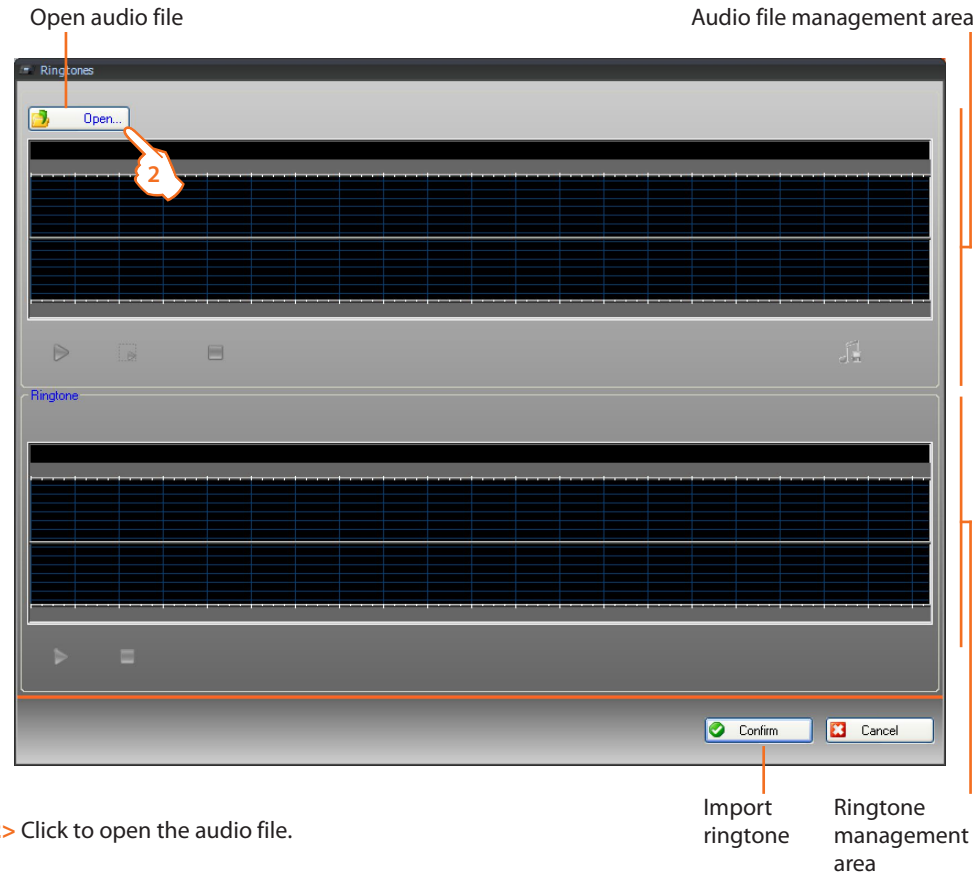
5.2 Creating a ringtone

Once the project is completed, the following screen appears:



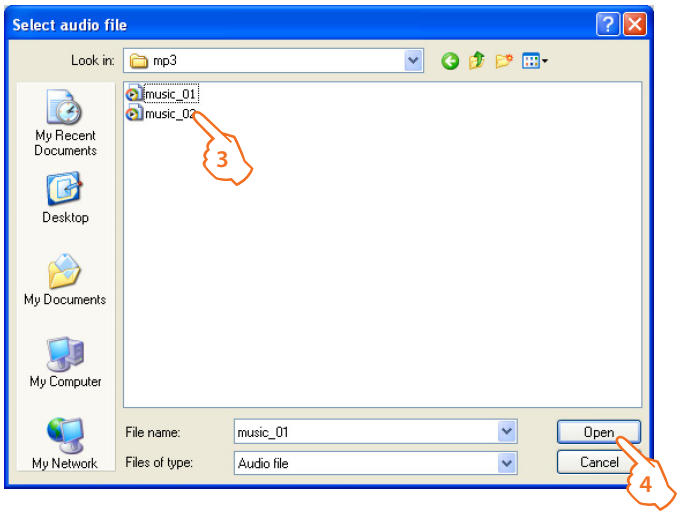
1> Click to create a ringtone and make it available in the software.

The following window appears:



2> Click to open the audio file.

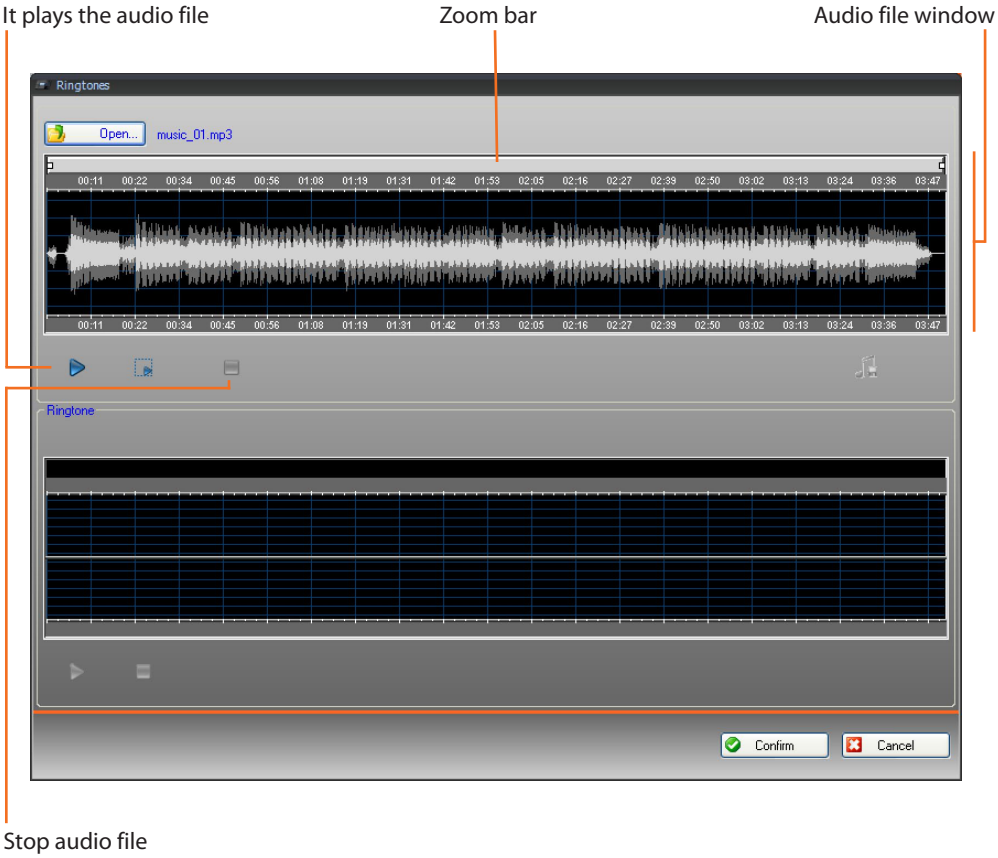
The following window appears:

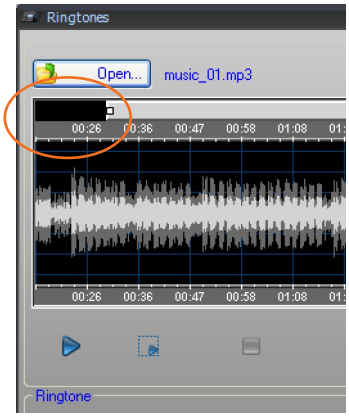


3> Select an audio file (.mp3, .wav, .pcm).

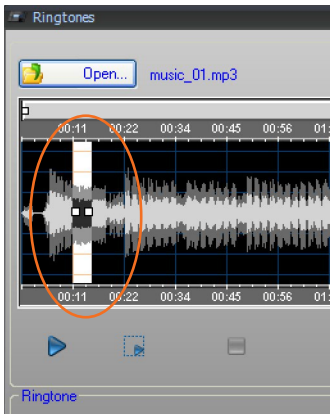
4> Click to open.

The audio file is now loaded and can be seen in the upper window.

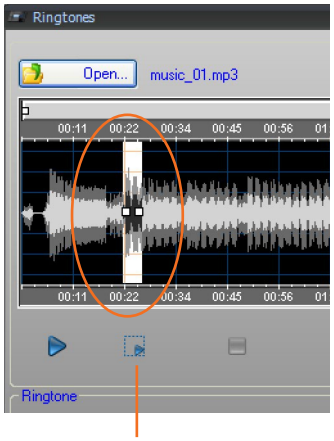




Use the zoom bar to display the track section in details.



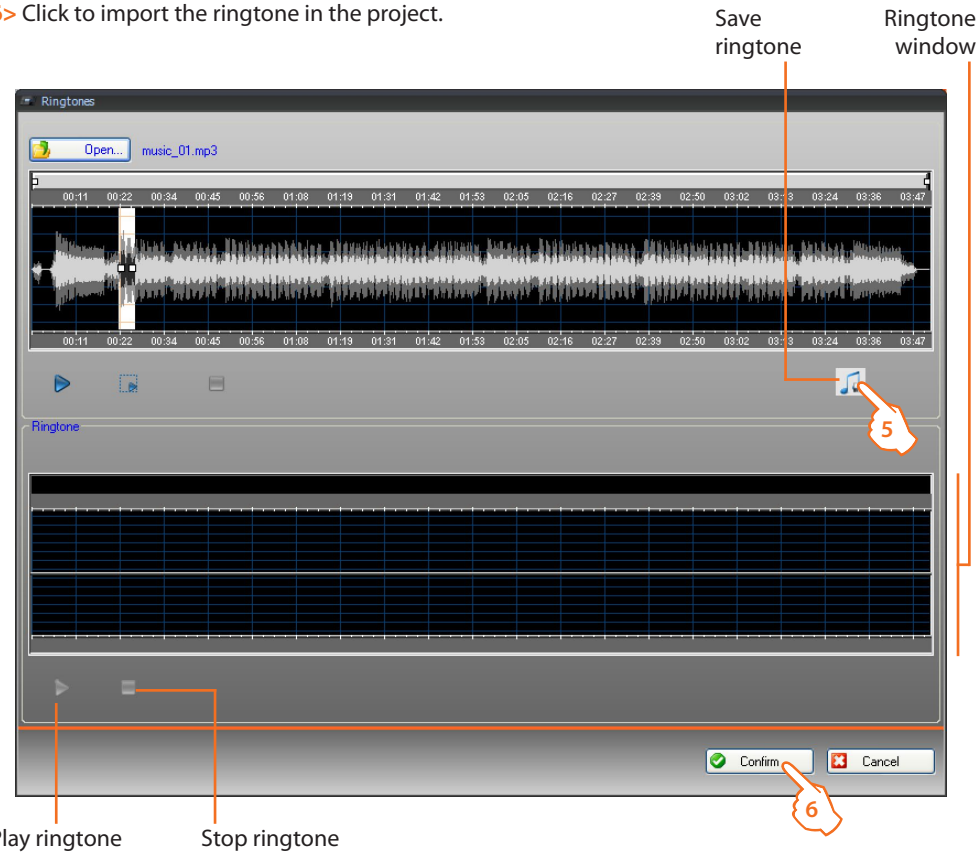
Move the cursor to the time bar, click and hold down the left mouse button to set the ringtone length; the software will automatically resize the ringtone (5 seconds max).



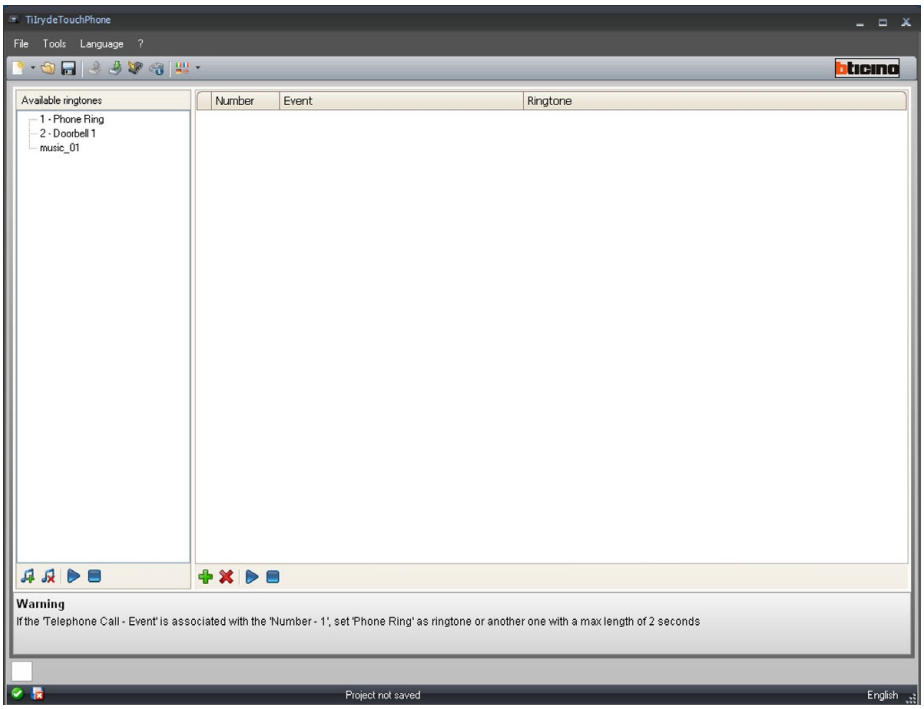
Click and drag the selection to select the part of the track to use as ringtone.

Plays the selected section of the track.

5> The ringtone can now be saved.
6> Click to import the ringtone in the project.



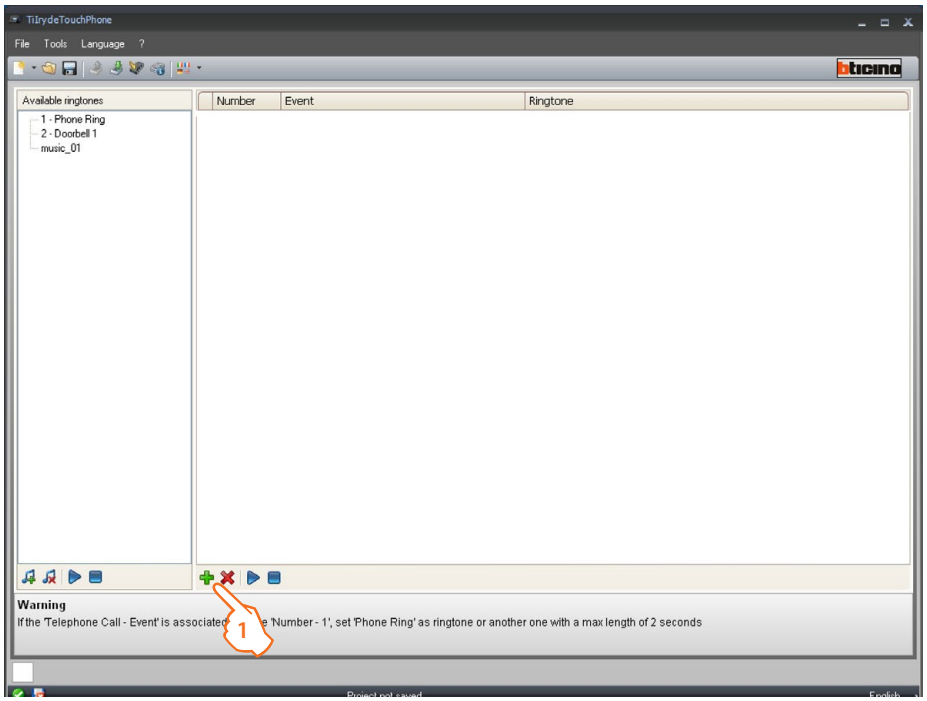
The ringtone can be played in the lower window.

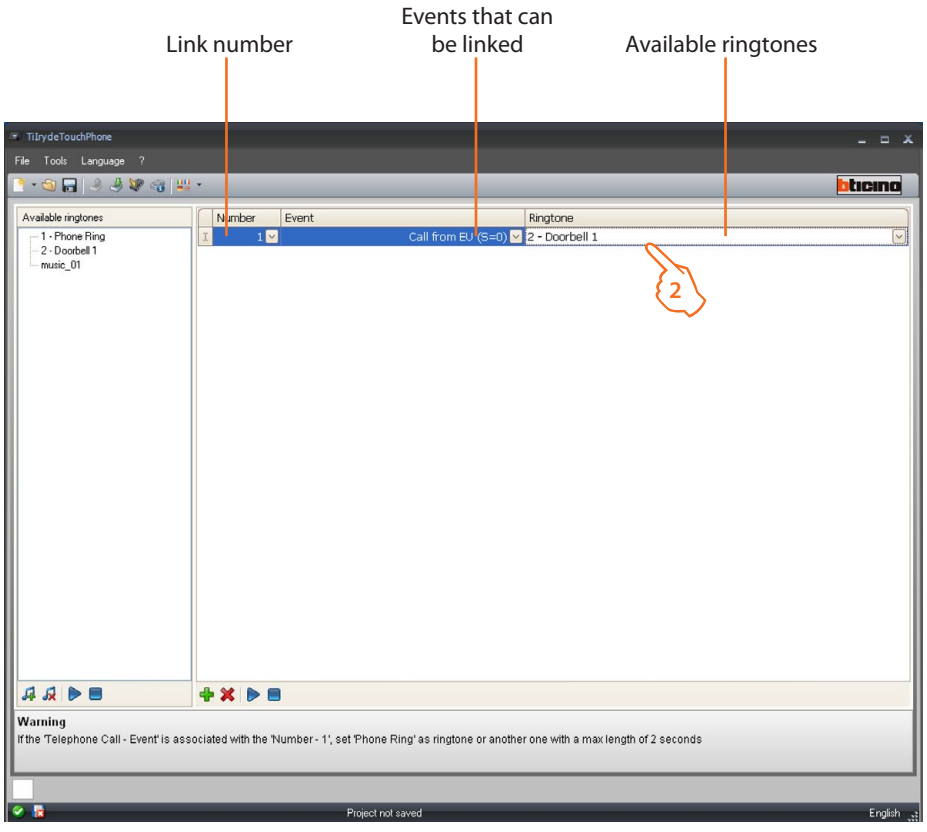


The ringtone is now saved in the software, and can therefore be used for other projects.

5.3 Linking a ringtone to an event

1> Click to create a link.

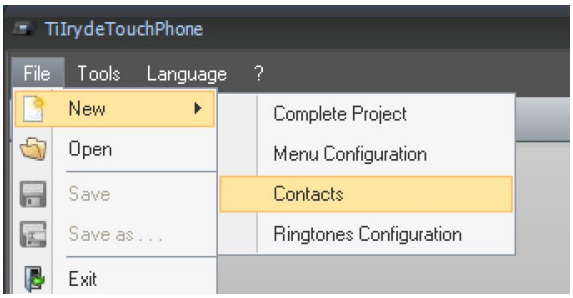


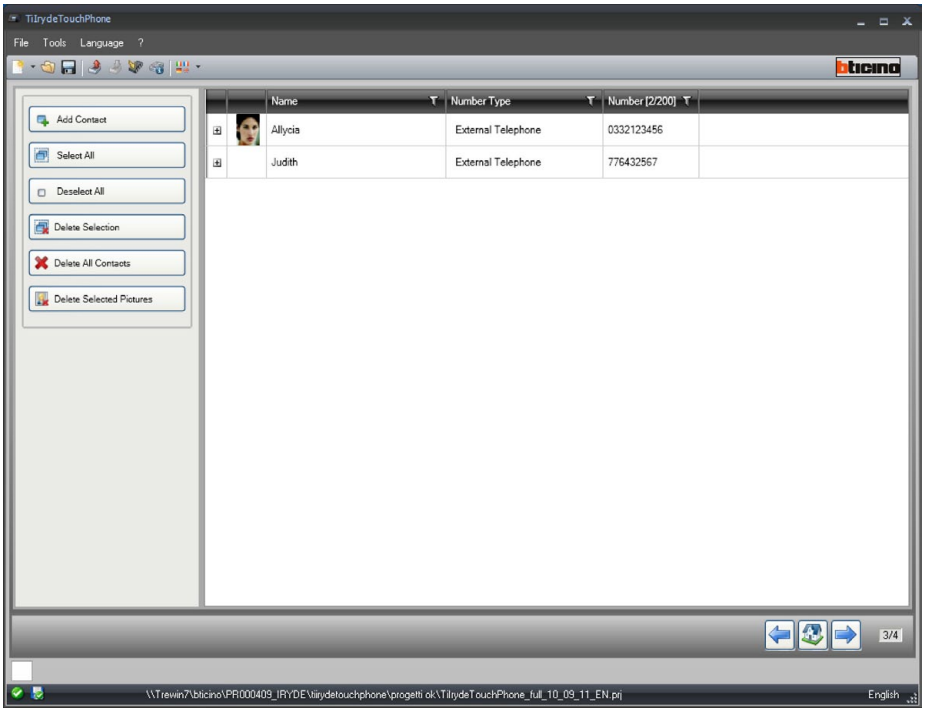


2> Use the pull-down menus to select a ringtone to link to a certain event.
The link parameters will be sent to the device together with the project using the send configuration function.

6. Contacts

This section can be used to save the contacts for making calls using the device.
From the menu select: **File / New**, and then "**Contacts**".





Add contact.

Select all contacts.

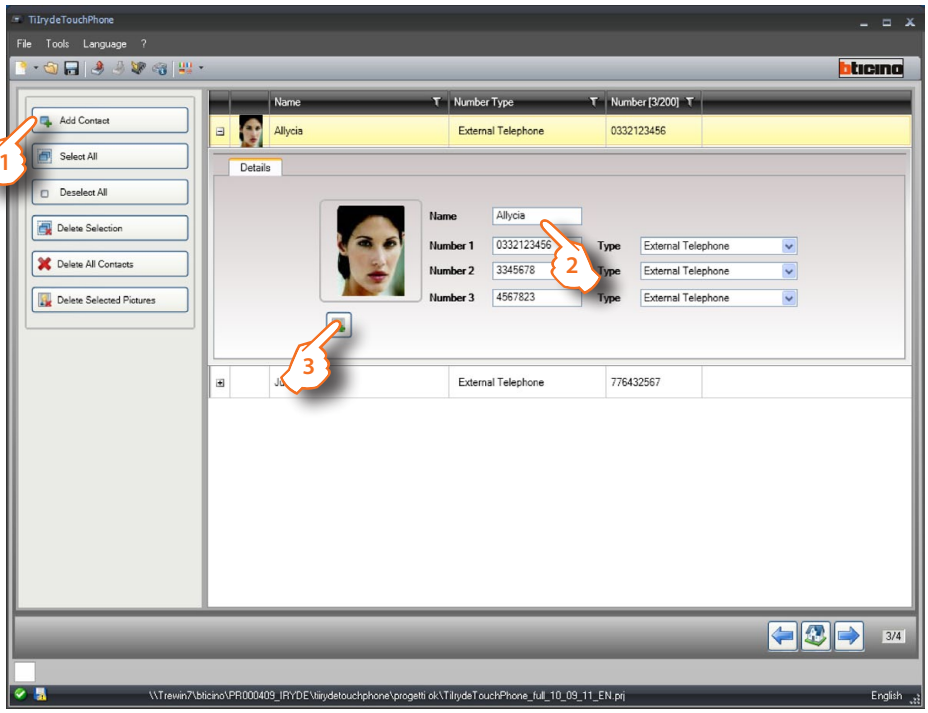
Deselect all contacts.

Delete all selected contacts.

Delete all contacts.

Delete the images of the selected contacts.

Add a contact



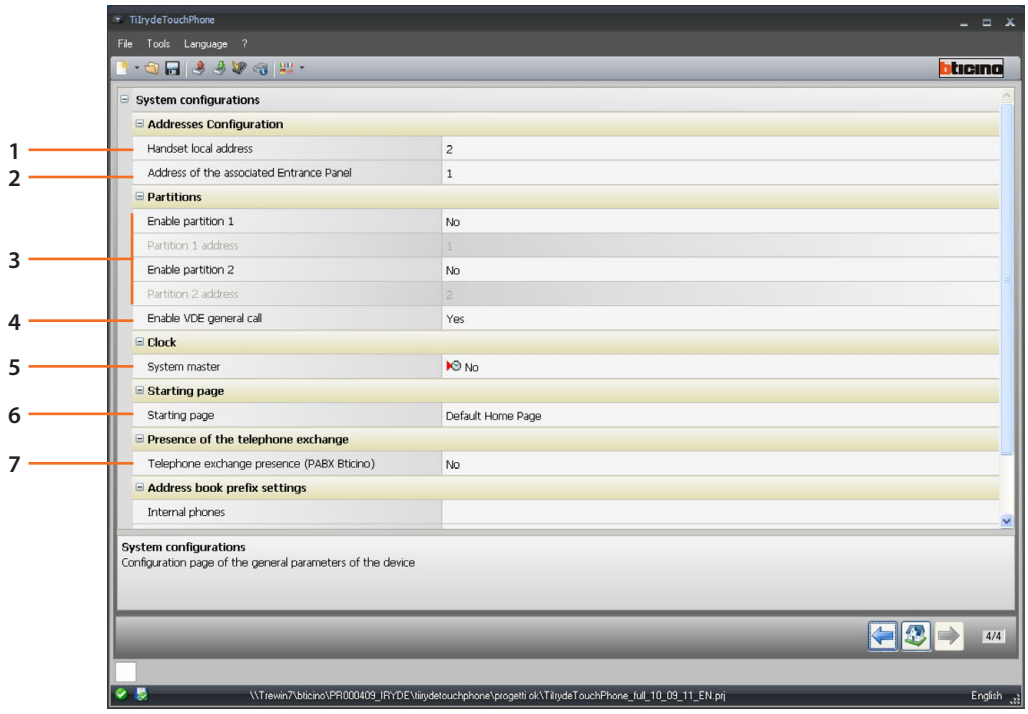
1 > Click the pushbutton.

2 > Enter the contact description and the telephone number, and select either external or internal phone.

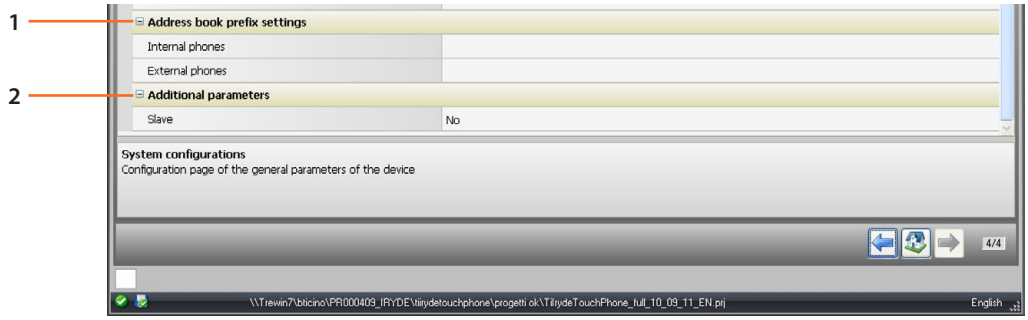
3 > Load an image for the contact.

7. System configuration

This section can be used to set the configuration parameters for the device.



1. Enter the handset address to assign to Iryde.
2. Enter the address of the associated entrance panel.
3. Partitions: to be set only if PABX is present (see item 7).
4. Iryde belongs to one or both partitions, ring in case of call on them. If set to "YES", Iryde rings in case of general call. Only if PABX is present (see item 7).
5. Select "YES" to set the device as Master system clock.
6. Select the device Home Page.
7. Set if PABX is present.



1. Based on PABX settings, select the area codes to enter for the numbers on the address book (INT/EXT).
2. Set the device as Master or Slave.

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