

Revision: v1.00

Date: 20 December 2016

## Summary

This datasheet relates to Ultamation's Lighting Visualiser control for Crestron's Smart Graphics control panels (we recommend the TSW-xx60 range). This control provides a visual representation of a room's lighting scene without switching on a single light.

**Please Note!** The Lighting Visualiser blends images together to create the preview image. You will be required to either take photographs of the room or generate a series of renders, one for each lighting circuit. Please use a camera stand or tripod, to ensure consistent position, angle and distance for each shot. Any change in position, angle or distance between the photographs will affect the quality of the Lighting Visualiser preview window.

**Please Note!** Custom Smart Graphics controls cannot be used in iOS or Android projects.



## Inventory

- Lighting Visualiser.c3c
- Test Images
- VT-Pro-e Test Panel

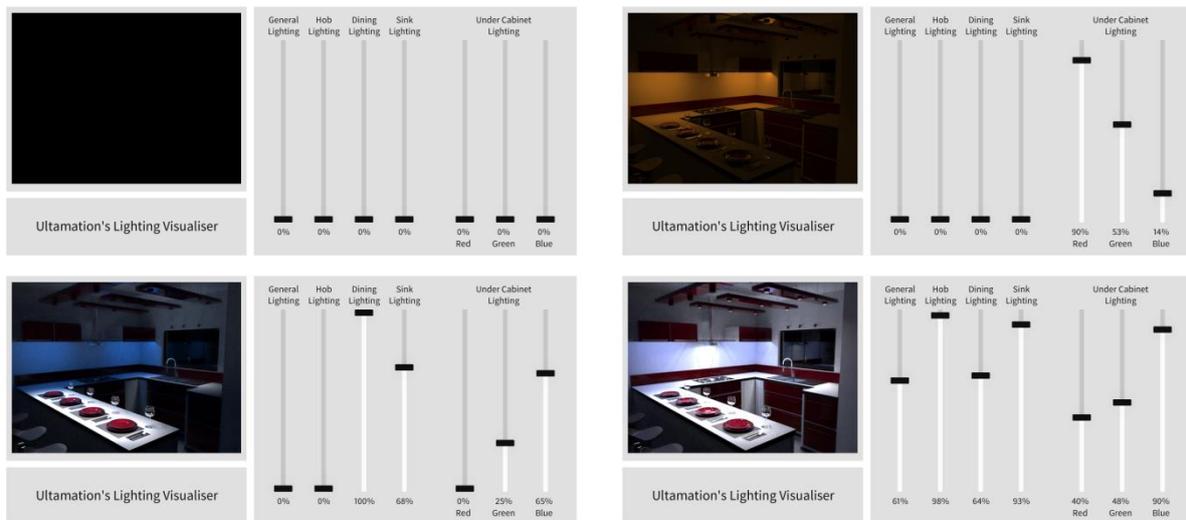
## How to install

To begin using this control, place the .c3c file in your Core3 user controls folder (default is C:\ProgramData\Creston\Core3\UserCtrls\controls):

Once this file exists in your user controls folder, start VisionTools Pro-e (restarting it if you already have it open) and open the Smart Graphics controls browser. From this Window, drag the Lighting Visualiser object on to the page.

*Please note "show hidden files, folders, and drives" needs to be set to show, to be able to see the folder "ProgramData". To turn this on in Windows 10, open a file explorer window, select "Change folder and search options", Go to the "View" tab and under "Hidden files and folders" select "Show hidden files, folders and drivers".*

### Preview images



### Required Images

You will need a separate photo of the room, one for each lighting circuit you wish to preview. For best results please follow instructions below.

- 1) Set up camera on stand or tripod – to ensure position, distance and angle are the same for each shot.
- 2) Take images at night or close all curtains and blinds – to ensure minimal light is entering from any external sources (though some ambient light will prevent the control from showing a completely black image).
- 3) Turn off the flash on the camera.
- 4) If your camera has an Auto Lighting Optimizer – turn this function off to ensure each shot is taken under the same conditions.
- 5) Turn on one lighting circuit to full intensity and take picture.
- 6) Turn off the circuit and repeat for all other lighting circuits. (Do not change any settings on the camera between shots).
- 7) Each image then needs to be added to the Lighting Visualiser control in VTPro-e.

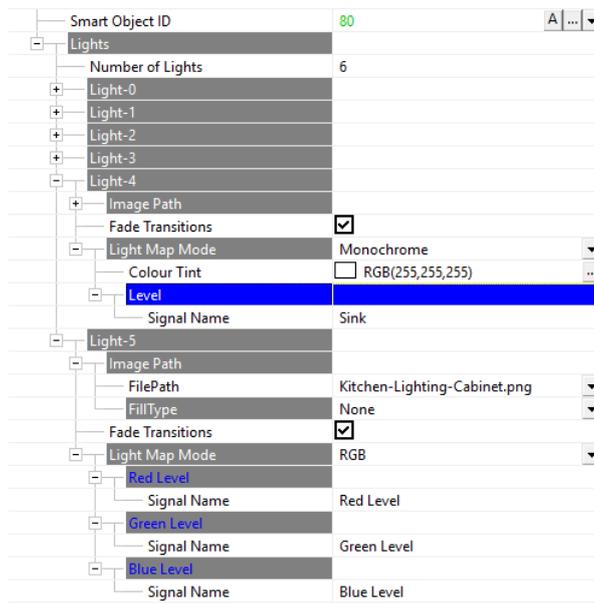
### Example Images



### VT-Pro-e

Drag the Lighting Visualiser control onto the page and within properties; configure a Smart Object ID. Insert the number of controllable lights (the number of image layers) into the Number of Lights property; this will create a number of lighting properties that can now be edited. Apply the lighting images to each layer as shown below. Set the light map mode to monochrome for simple intensity, or RGB for full colour control for each layer. Monochrome layers require a "tint" colour – generally, you will set this to White.

Compiling the VTPro-e project will generate and SGD file which will include a smart object extender for the Visualiser. Assign the VTPro-e file to your touch panel in SIMPL and the lighting Visualiser control will appear under the touch panel hardware definition.

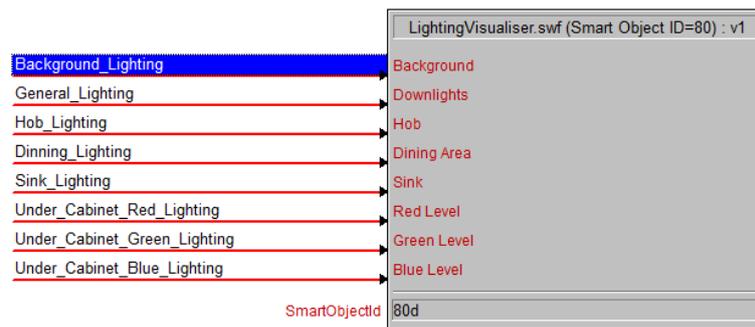


### VT-Pro-e Properties

Property	
Smart Object ID	Assign a Smart Object ID Number – this number will be used within SIMPL to identify the control.
Number of Lights	Set the number of controllable lights. This will create the required number of light layers within the properties menu.
Image Path	Assign each lighting layer an image.
Light Map Mode	Select monochrome for single channel lighting Select RGB for three channel lighting
Colour Tint (for monochrome only)	Select the colour tint of the monochrome light.
Signal Name	Override the signal name you wish to use in SIMPL for each layer.

### Programming in SIMPL

Assign the touch-panel project's .sgd file to the panel's hardware definition in SIMPL and the control "Lighting Visualiser.swf" will appear in the list under the touch-panel. Select the object and a window will appear like the one below. Assign analog signals to control the intensity of each lighting layer.



## Example Program and Touch-panel

An example program and touch-panel are included in the package. The Graphics assets included with this package may only be used with a purchased licence for this module.

## Licence Agreement

This module (including software, images and any and all other associated assets distributed as part of the purchased download package) is licenced on a PER PROJECT basis. The module may be used freely within the SINGLE project for which a licence has been purchased. i.e. You may implement multiple instances of software modules, or use a UI module on multiple touch panels (not restricted to a single type).

For this purpose, Ultamation define a PROJECT as a single "conceptual" system as viewed by an end-user (not necessarily the commissioning "client").

Examples:

A large residential system with multiple processors and touch panel types is a SINGLE PROJECT. A common system, rolled out across many apartments in a Multi-Dwelling-Unit project would be considered as MULTIPLE PROJECTS. A generic system, deployed to multiple teaching rooms in an educational establishment would be considered as MULTIPLE PROJECTS.

Each PER PROJECT purchase must indicate the project name at checkout.

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