



by **Schneider** Electric

Push Controls

Module: Environexus

Version 4.2

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Version History

Version No.	Date	Description
2.0		Initial release
4.2	07/10/2016	Add Gen IV theme guidelines

Step 1: Getting Started – Setting Up Your Hardware

The hardware setup for controlling Environexus through Push is as simple as connecting the Environexus Bridge and Push PC4/PC1 to the network (see Figure 1)



Figure 1 - Connecting Environexus Bridge and Push PC4 to a router

Step 2: Setting Up Your Project – Configuring the PC4

Ensure your project contains the PC4 that is connected to the router. If the project does not contain the connected PC4 right click on, you can add a PC4 manually or from the network. *See below*

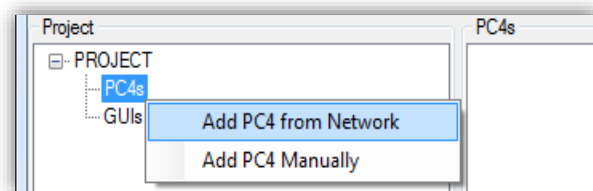


Figure 2 - Two options to add a PC4 to the project tree

Add PC4 Manually

To add a PC4 Manually enter the MAC Address, which can be found on the sticker attached to the bottom of the PC4, and the IP Address of the PC4 (if you have the IP address of the PC4 use this, otherwise leave the default).

- After clicking Add, the PC4 should show up in the Project Tree.
- Connect the PC4 to the network (the green lights on the network port should be flashing).
- Right click the PC4 in the project tree (*Refer to Error! Reference source not found.*) and select properties.
- In the properties window (*Refer to Figure 3*) click on “Get Settings from PC4”, this will upload vital information to the box (specifically the IR Version)
- Modify the name to something appropriate, i.e., room name or the name of the hardware the PC4 is controlling.
- Uncheck “Use DHCP” and enter an IP address outside of the DHCP range.
- Click “Apply Settings to PC4”, this will download the changes made to properties to the PC4 and you will be notified by a dialog box that the IR Version has changed and the project tree is being refreshed.
- Click OK and this completes the process of manually adding a PC4 to a new project.

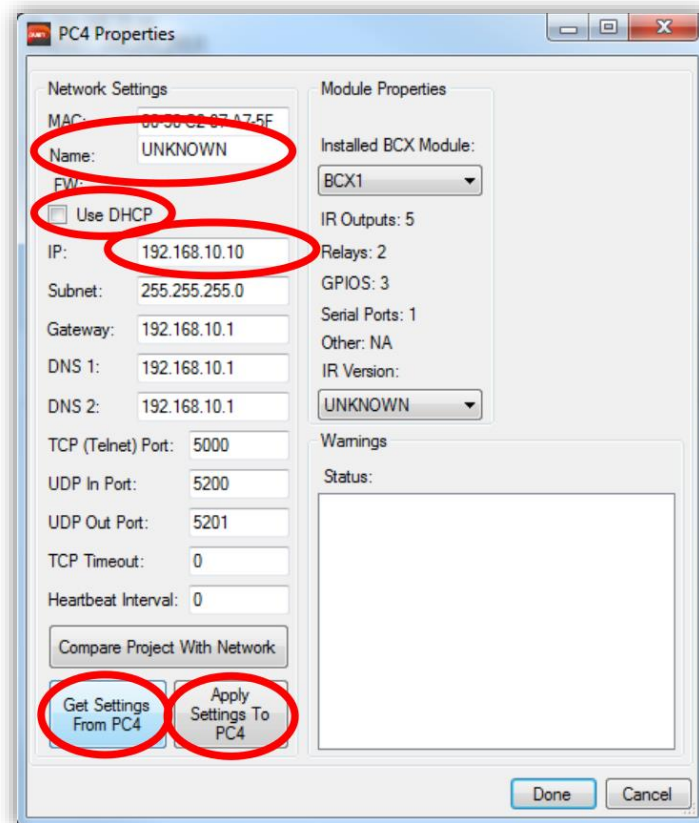


Figure 3 - The PC4 Properties Window: highlighting the fields required to add a PC4 manually.

Add PC4 from Network

To add a PC4 from the network, first ensure the box is connected to the network successfully (the green lights on the network port should be flashing).

- Click on “Discover”, this will show all PC4s connected to the network
- Select the PC4 you wish to configure (the name of the PC4 will be NOT_SET if it is at factory settings), and click “Web Config”
- You should be presented with the PC4 web configuration interface. *Refer to Figure 4*
- Click Configuration
- Enter username: admin, password: push, click Ok
- In the Configuration screen *Figure 4* change the name to something appropriate, i.e., room name or the name of the hardware the PC4 is controlling.
- Uncheck ‘Enable DHCP’ and set the IP address to an address outside of the DHCP range.
- Click ‘Save Config’ and, with the PC4 you configured selected, click Add to Project.
- This completes the addition of a PC4 to a new project using the ‘from Network’ option.

The screenshot displays the 'push powered by BitWise' logo in the top left corner. The top right corner shows 'Serial/IR/GPIO'. A sidebar on the left contains navigation links: 'Overview', 'Status', 'Configuration' (highlighted with a red circle), and 'Help'. The main content area is titled 'Configuration' and includes the instruction 'Enter new settings:'. Below this is a form with the following fields and values:

Device Name:	NOT_SET
IP Address:	192.168.5.251
Gateway:	192.168.5.1
Subnet Mask:	255.255.255.0
Primary DNS:	192.168.10.1
Secondary DNS:	192.168.10.1
Serial Port:	9600
TCP Port:	5001
TCP (Telnet) Port:	5000
UDP In Port:	5200
UDP Out Port:	5201

The 'Enable DHCP' checkbox is checked. A 'Save Config' button is located at the bottom of the form.

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Figure 4 - PC4 Web Configuration page: highlighting the key elements required for adding a PC4 using the network.

Step 3: Setting Up Your Project – Importing the Environexus Module

Adding Environexus Script Device

Import the Environexus module by completing the following actions:

- Right click on 'PROJECT' at the top of the tree and select 'Import Module'. *Refer to Figure 5*
- Locate and select 'Environexus_X.pemod' (where X is the current version number)

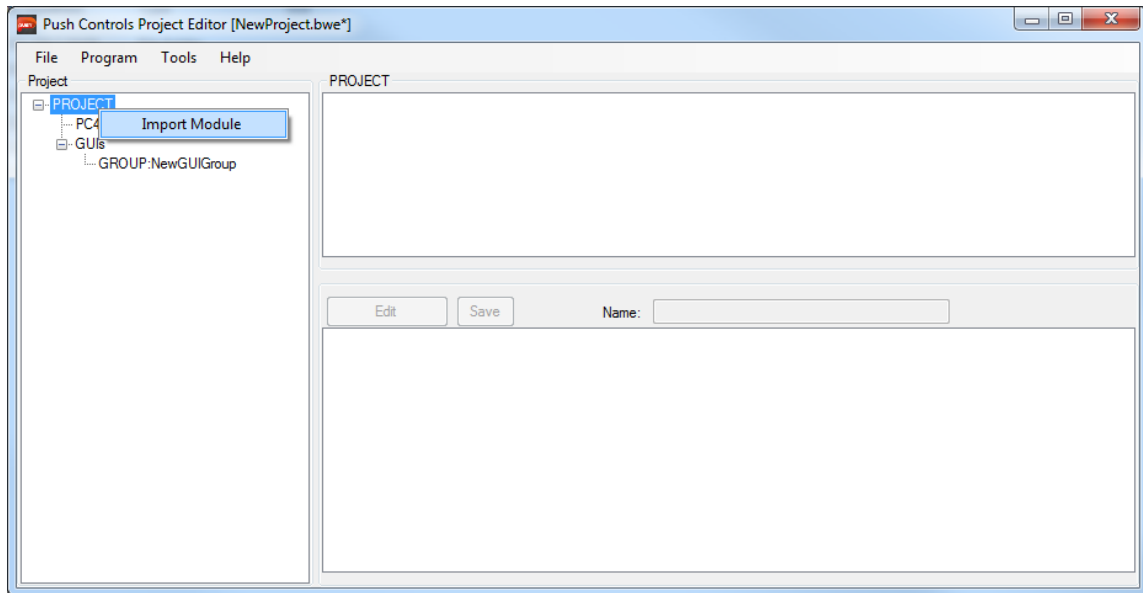


Figure 5 – Right click on PROJECT, inside the project tree, to import a module.

The selected module will now appear in the module browser window (See Figure 6), where you can see everything that is included in the module.

Note: A GUI group must be available in the GUI's section of the Project Editor, in order to import the Environexus module.

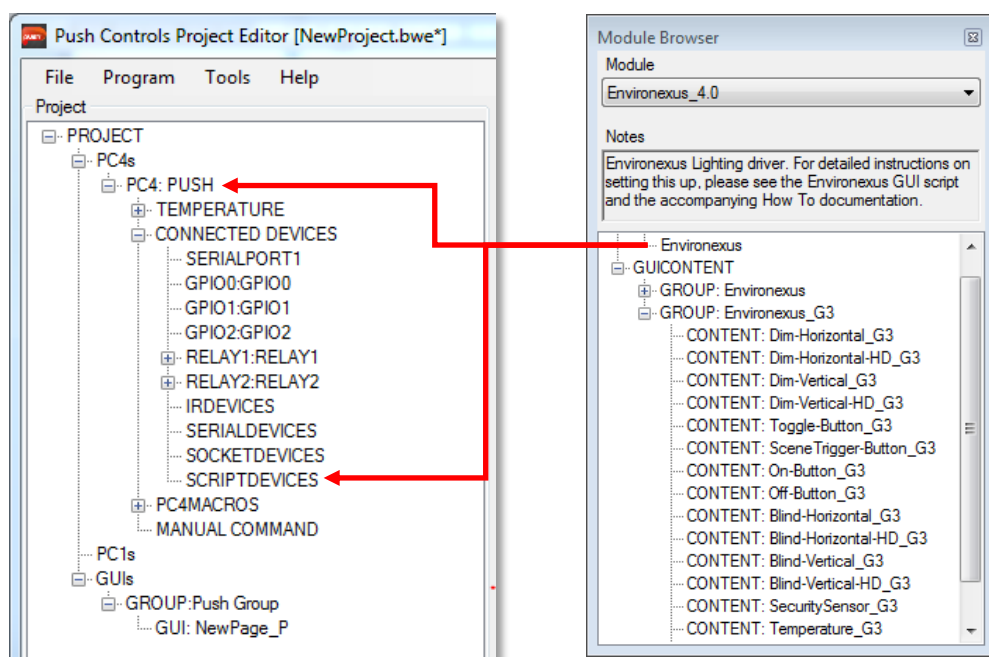


Figure 6 – Dragging and dropping scripts from the Module Browser window

Adding GUI Components

Themes Available

The Environexus module contains 3 (three) GUI themes, each theme is grouped into a GUI Group as follows:

- Environexus_G4: contains GUI components with Gen IV theme
- Environexus_G3: contains GUI components with Gen III theme
- Environexus: contains GUI components with older theme

The example in the following sections will use Gen IV theme, if you are using other theme in your project please use the equivalent component from the relevant GUI Group.

Adding a GUI Component to a page

Each of the elements contained in the module need to be dragged and dropped into their respective positions within the project. The items under the SCRIPTDEVICES category need to be dragged onto the desired controller. The GUICONTENT area can include any number of the following items POPUP, CONTENT or SCRIPT and are imported in the following manner *Refer to Figure 6:*

- POPUP content can be dragged directly into an existing GUI group
- CONTENT requires an existing page to be dragged in to. To include content you can either drag it onto the page name (see Figure 6) or drag onto an open GUI page (hold down shift to drag the content to any position on the page). Some modules will have examples of a full page and will have ‘_P’ or ‘_L’ appended to the content name, which denotes Portrait or Landscape. To import whole page content a page needs to be made, which matches the resolution of the page being imported.

Note: items should be imported in the order that they appear inside of the Module Browser window due to the dependencies certain modules contain.

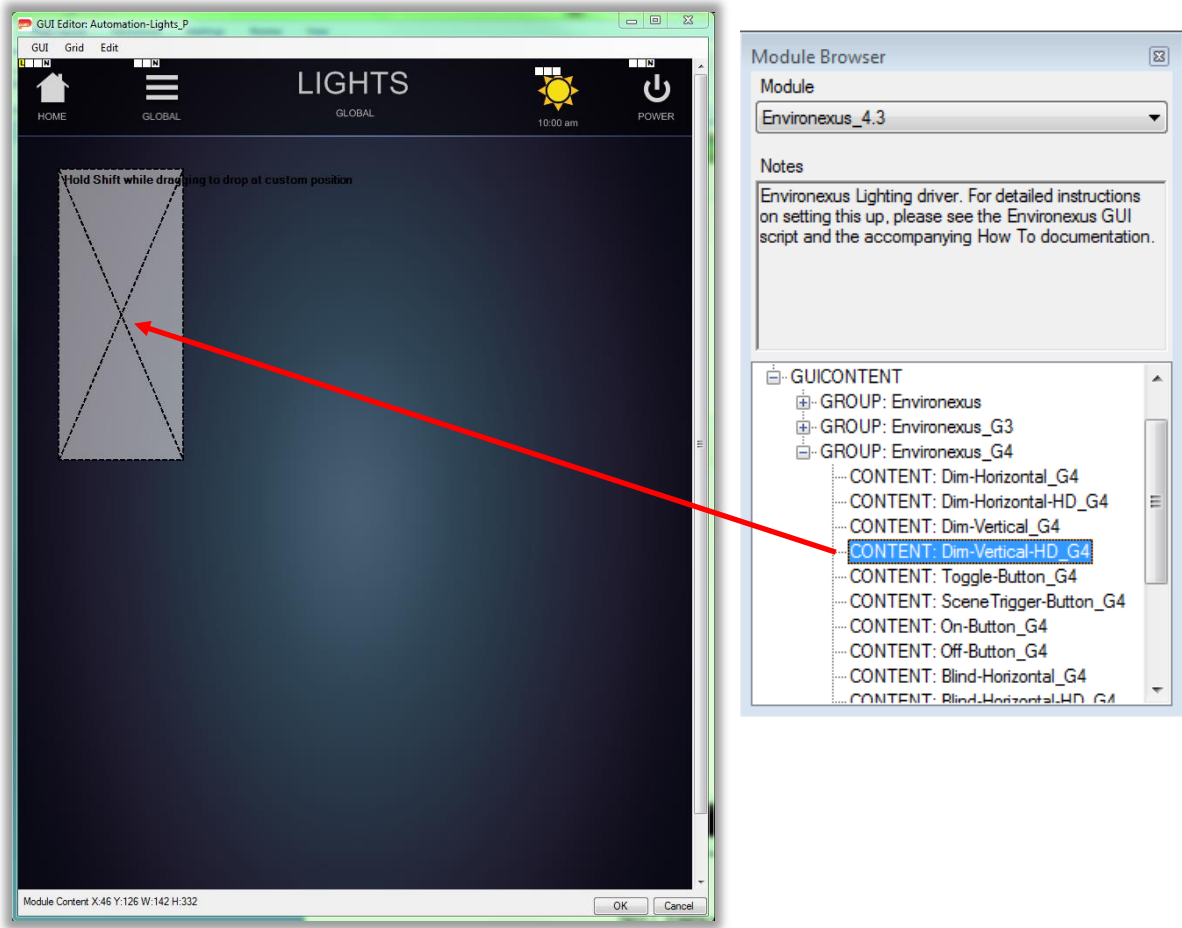


Figure 7 - Dragging content onto a GUI page

Each of the GUI content elements (except for demo pages) will prompt you to enter parameters required to program the content to the Environexus module. For example in Figure 7 the Dim-Vertical content is dragged onto the page, whilst holding down shift to move its position. Once the mouse button is released a dialog box will open asking for parameters to be provided (Figure 8). In the case of the Dim-Vertical element the following data is required:

- Environexus Device Number: The device number of the Environexus device you wish to control, this can be found in the settings tab of the device properties panel in the Environexus online manager (see Figure 9)
- Environexus Dimmer Name: The name of the Environexus dimmer device you wish to control (should correspond to the name associated in the Environexus configuration)

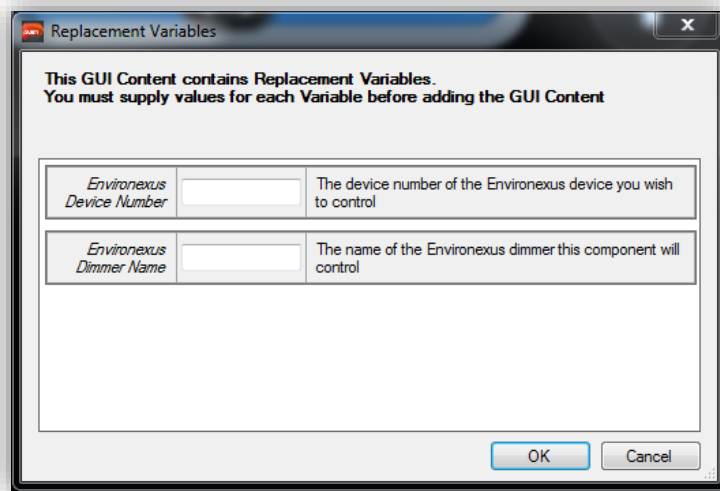


Figure 8 - GUI Content parameter dialog box

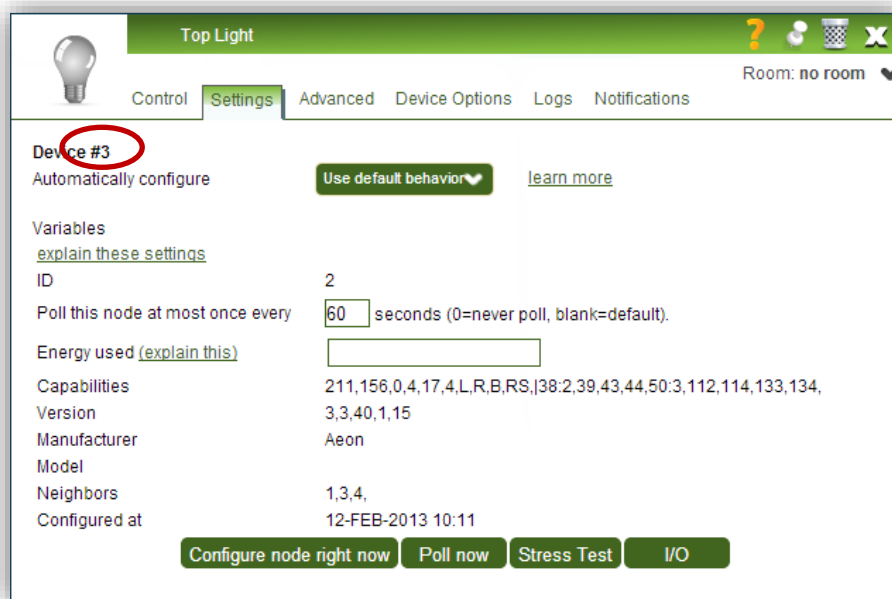


Figure 9 - Highlighting the device number required to integrate with Push

Step 4: Entering IP Address and Port Number

To successfully connect and control the Environexus system you need to enter the IP address and port number address of the unit. To do so complete the following steps:

- Open the properties of the Environexus script device, by right clicking on the Environexus script device and selecting 'Properties'

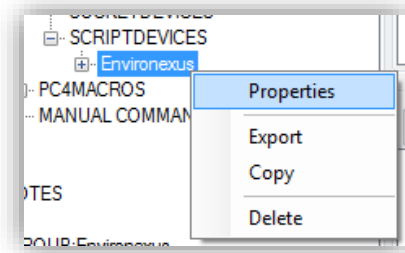


Figure 10 - Properties of the Environexus script device

- Select User Settings Tab and enter the details into the following fields:
 - IP: the IP address of the Environexus bridge surrounded by double quotation marks
 - E.g. "192.168.1.30"
 - Port: the port number to connect to the bridge, which the default is 3480

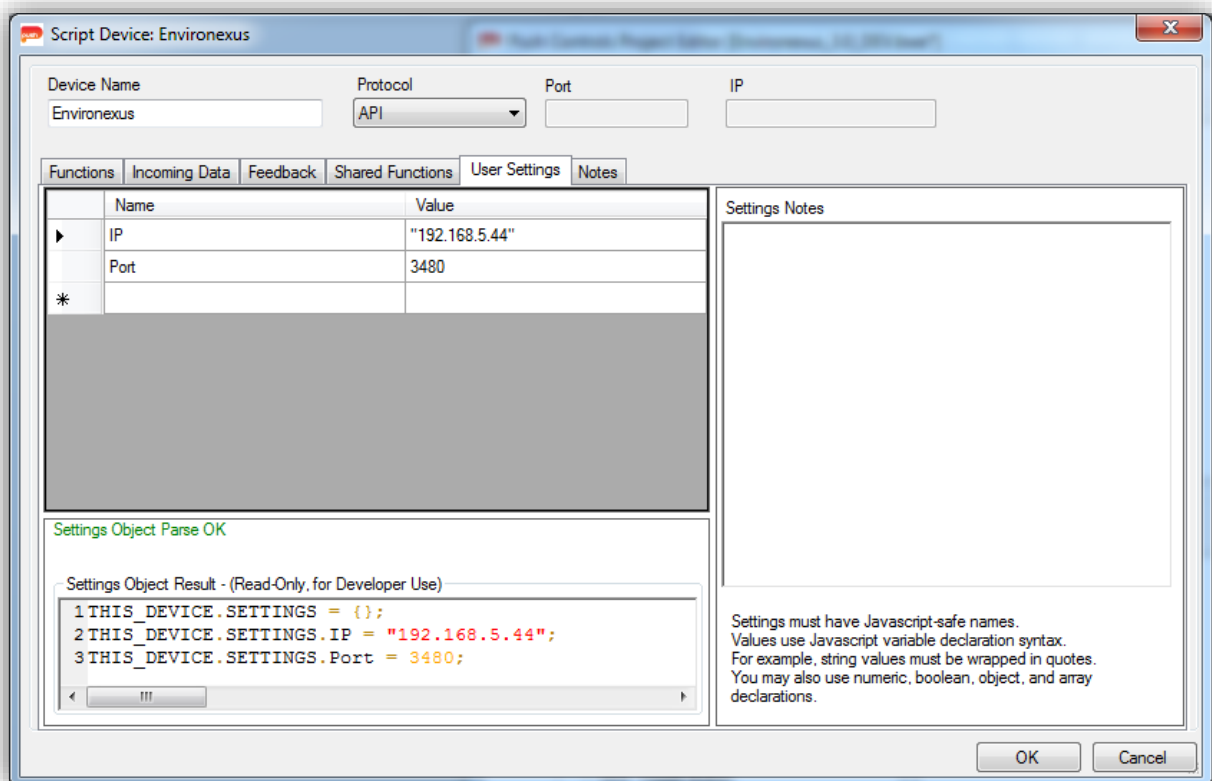


Figure 11 - User settings demonstrating IP and Port settings

Integrating Multiple Bridges

On occasion you may be required to program a job with multiple Environexus bridges on the network. To integrate multiple bridges into the project you will need to create multiple instances of the Environexus script devices.

To create a new instance of the Environexus module:

- Right click on the module inside of the module browser and select “Create a new instance of ‘Environexus_X_Unlicised’”

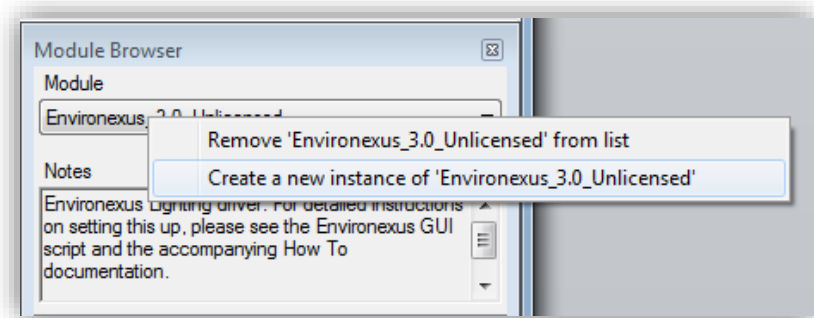


Figure 12 - Creating a new instance of the Environexus module

- Enter the number for the instance you are creating

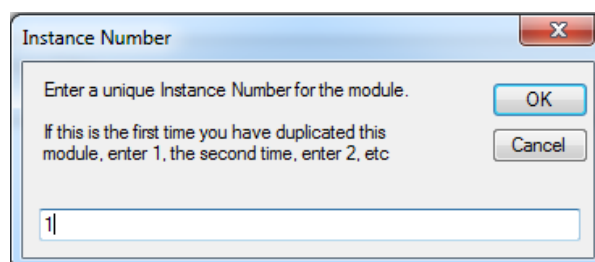


Figure 13 - Entering a unique instance number

- Once you have completed the above steps there will now be a new instance of the module, which you can import into your project. To use the new instance repeat the steps in the rest of this module and enter the IP address on the additional bridge you are adding.

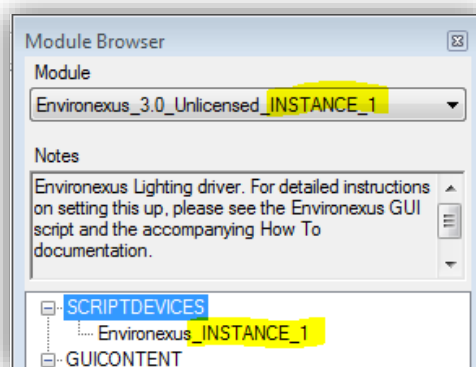


Figure 14 - Second Environexus module instance