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1 Introduction

1 Introduction

1.1 Characteristics

The Touch-Manager wave is a device for the operation and monitoring of up to 117 EIB-TP and KNX-RF devices.
The following functions are available in detail:

The following are supported:
- up to 70 actuator channels of EIB-TP and KNX-RF devices
- up to 40 sensor channels of EIB-TP and KNX-RF devices
- up to 7 temperature controllers (currently only available as EIB-TP devices) with a total of approx. 50 comfort heating periods
- up to 16 scenes with a total of approx. 200 actuator channels and triggers (display buttons of the Touch-Manager, external sensors or time periods) as well as additional gateway connections between GAMMA wave® and GAMMA instabus® devices.
  The exact values depend on the amount of available memory, i.e. mainly on the number of kind of channels managed by the Touch-Manager wave.

The following can be displayed:
- alarms of smoke detectors
- images from a connected web cam
- status of the lighting and other switchable devices
- status of door/window contacts
- battery status and disruptions in communication with battery-operated KNX-RF devices
- radio transmission quality of individual KNX-RF devices

Further functions:
- synchronisation of data and time via EIB-TP or Ethernet
- cyclical sending of date and time on the EIB-TP
- receipt and display of external temperature via the EIB-TP
- forwarding of alarms and other messages via eMail

In combination with any terminal device with an Internet browser (Microsoft Internet Explorer from version 4.0 onwards, recommended is Microsoft Internet Explorer from version 6.0 onwards), which is connected in the same local network as the Touch-Manager wave, it is possible to control the connected bus system remotely with the Touch-Manager wave and to configure the Touch-Manager wave remotely. In networks with the appropriate equipment and configuration, the remote control and parameterisation is also possible via the Internet.
In this case the special user page „My Page“ can also be monitored and controlled via a WAP enabled mobile phone.

When used in combination with a server, further services can be offered via the Touch-Manager wave which are only limited by the capabilities of the server and the display possibilities of the Touch-Manager wave.

2 Commissioning

2 Commissioning

2.1 Linking the Touch-Manager wave with a PC

When updating the basic configuration of your Touch-Manager wave using the IBS commissioning software, a network connection between the PC running the IBS tool and the Touch-Manager wave is required.
When configuring KNX-RF devices, the commissioning PC must also be linked to the Touch-Manager wave via a network.
You require a network connection for operating the Touch-Manager wave from a PC, too.

This connection can be implemented in two ways, either via a direct network cable connection of the two devices or by linking the two devices in a LAN (Local Area Network).

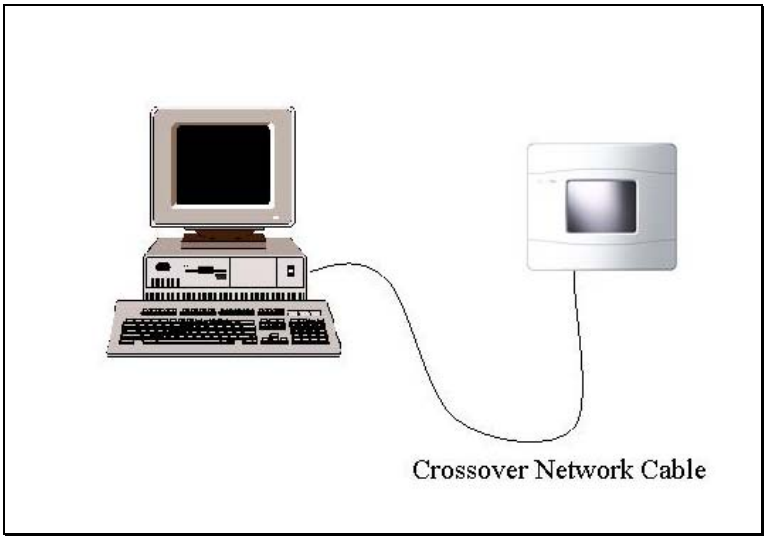

Diagram 1: Linking the Touch-Manager wave with a PC via a crossover cable

If you do not use a LAN to which the Touch-Manager wave should be permanently connected, you can also establish a direct link between the Touch-Manager wave and the commissioning PC for the duration of the commissioning phase using a special crossover network cable. This cable crosses over the two receiving and sending cables of two interconnected network components, so that communication between the two devices is enabled without the temporary connection of further network components.
Crossover network cables are available from specialist dealers.

To link a PC with the Touch-Manager wave, insert the two plugs in the RJ45 network sockets of the two devices.

2 Commissioning

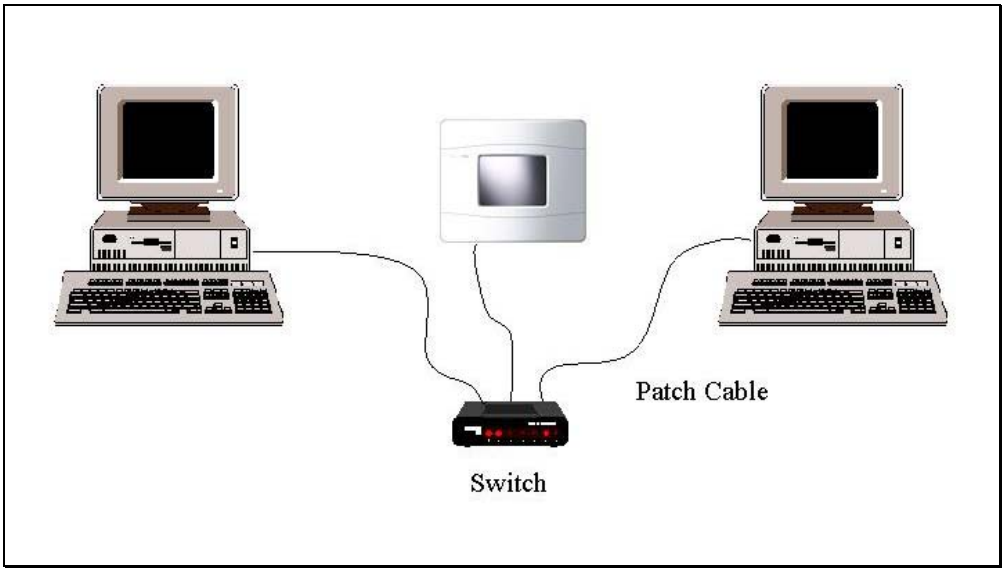

Diagram 2: Linking the Touch-Manager wave with a PC via a switch

If you are using a network, you can also integrate the Touch-Manager wave in this network.
To link the Touch-Manager wave with a network with several devices for connection, additional network components are required.
In principle, when connecting several devices to a network, you require a component which acts as a nodal point in the network and links each device to each other. These network components are called a hub or a switch and are available from specialist dealers.

Note:
We strongly recommend the use of a switch which, as an active component, has several advantages compared to a hub, particularly when using network components with different operating speeds. When using a hub, telegram collisions may occur with increasing frequency which can be highly detrimental to the reliability performance of the Touch-Manager wave.

To link a PC with the Touch-Manager wave, you require in addition two standard network cables (so-called patch cables). Connect both devices with the switch by inserting one end of each patch cable into the appropriate sockets of the switch. Plug the free ends into the RJ45 network sockets of the two devices.

2 Commissioning

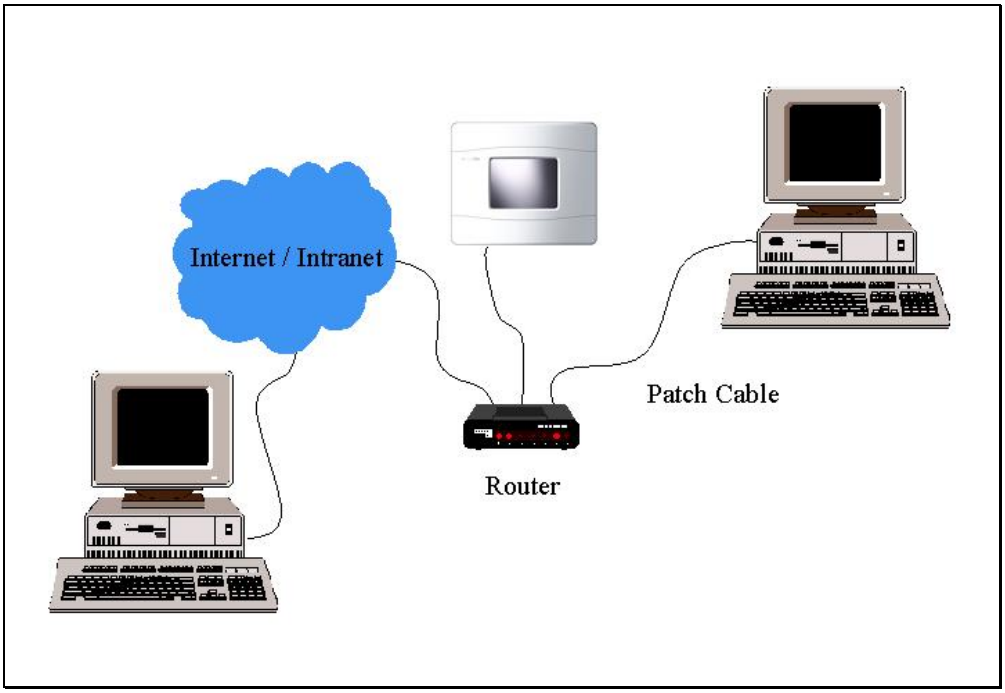

Diagram 3: Linking the Touch-Manager wave with a PC via a router

When using an ISDN, analogue or DSL modem which enables you to dial into the local network, the remote control of a bus installation and the remote parameterisation of the Touch-Manager wave are possible from anywhere in the world e.g. using a laptop with a modem connection.

If the Touch-Manager wave is permanently connected to the Internet via a router with a known IP address or URL and there is a corresponding address conversion in the router, the Touch-Manager wave can be parameterised remotely and the connected bus installation can be controlled remotely from any location in the world via an ISDN, analogue or DSL modem.

If you have any queries regarding the setup of a network or about the network settings in general, please refer to the documentation provided with your network components and contact your network administrator if necessary.

2 Commissioning

2.2 Setting the IP addresses

To enable the PC and the Touch-Manager wave to communicate with each other, further conditions must be met in addition to the physical connection.
On the one hand, both devices require a so-called IP address, via which each device in a network can be addressed explicitly. The IP address of the Touch-Manager wave in the supplied state is 192.168.101.100.
On the other hand, both devices must be located in the same subnetwork or be linked together via gateways. You can obtain the necessary IP addresses of the default gateways from your network administrator, who will also support you in the installation of the network.

Both devices are usually integrated in the same subnetwork. This means that the network address of the two devices is identical within an area defined by the so-called subnet mask. The preset subnet mask of the Touch-Manager wave is 255.255.255.0. This corresponds in most cases to the subnet mask that is set by default in the commissioning PC and must therefore not be modified. When using this mask, the IP addresses of the Touch-Manager wave and the PC must match the first three digits of the IP address. Either the IP address of the Touch-Manager wave is aligned to the existing network or the IP address of the PC is set to a free address in the subnetwork of the Touch-Manager wave. The IP address of the Touch-Manager wave in the supplied state is set to 192.168.101.100. Therefore the IP address of the PC can for example be set to 192.168.101.200, given that this address is not already in use by another device in the same network.

If you have a DHCP server in your network, all the connected devices can automatically obtain the setting for the IP address, subnet mask and default gateway from the server. To do so, only the corresponding function in the devices must be activated.

The automatic or manual setting of the IP address, subnet mask and default gateway for the Touch-Manager wave is outlined in detail in chapter 3.7.2.1.2, page 187.

Note:
The default setting of the Touch-Manager wave is based on the assumption that a DHCP server is available. If this should not be the case in your network, shut down this function in the Touch-Manager wave.

The setting of the network parameters on the commissioning PC differs slightly between the various versions of the Microsoft operating system. In the following section, the procedure is explained using a PC with Windows 2000 as the operating system:

Ensure that the registered user has administrator rights. If this is not the case, change the user or contact your network administrator.

2 Commissioning

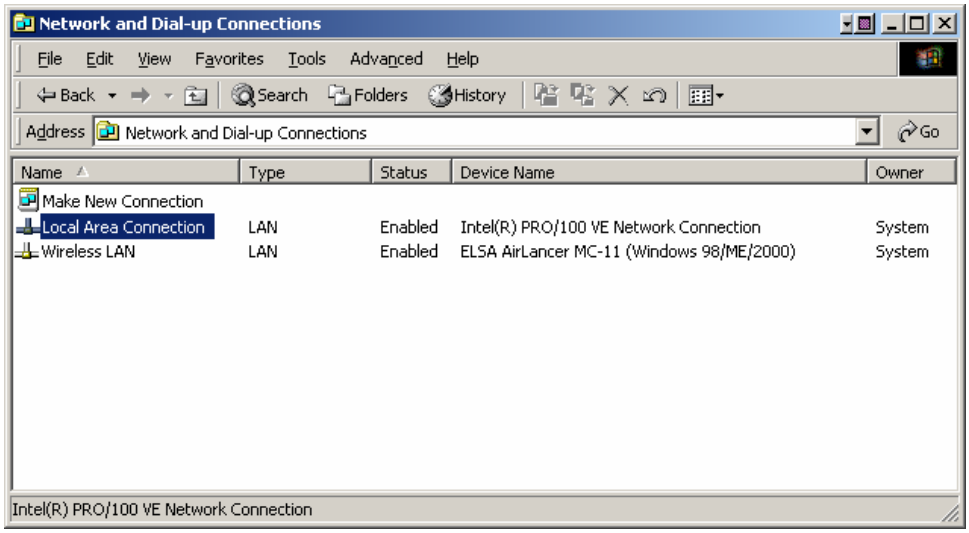

Diagram 4: Selecting the network card of the PC

To modify the network parameters of your PC, first open the network and dial-up connections menu by selecting "Settings" in the "Start" menu followed by "Network and Dial-up connections".
Open the status overview for the network card which should be linked to the Touch-Manager wave by double-clicking on the network card:

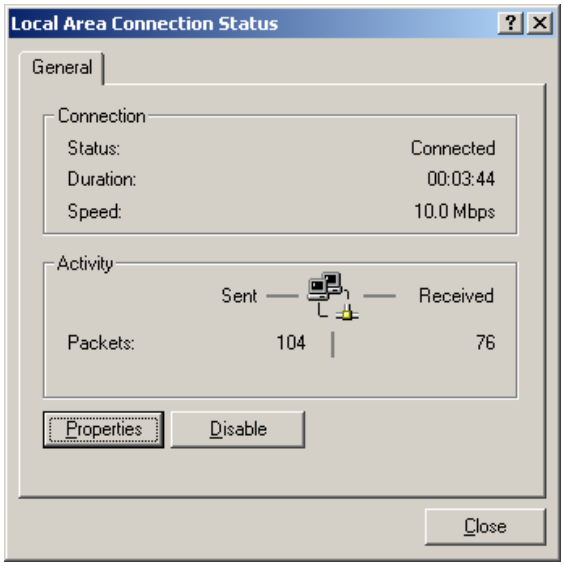

Diagram 5: Status overview of a PC network card

By pressing the "**Properties**" button, you open the properties dialog window of this network card.

2 Commissioning

If the button “**Enable**” should be displayed instead of the “**Disable**” button, you must first ‘switch on’ the network card by pressing this button.

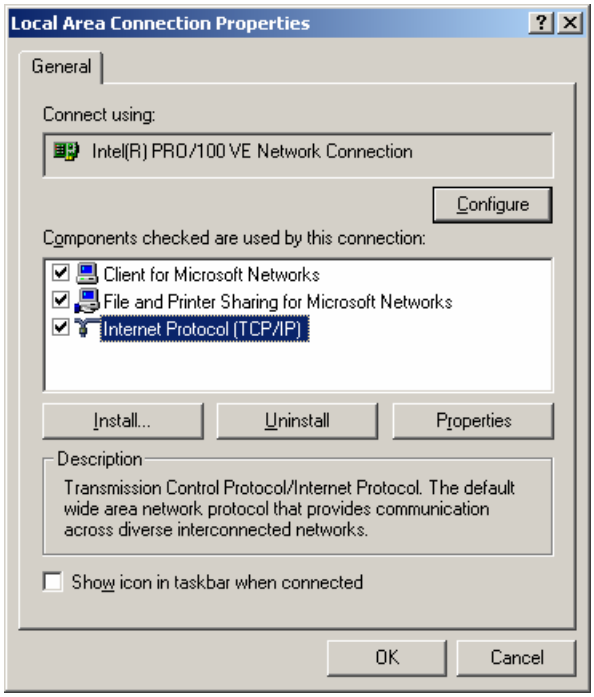

Diagram 6: Properties window for a PC network card

The properties window of the network card lists all the components used by the card.
If the Internet protocol (TCP/IP) does not appear in this list, install it by pressing the “**Install...**” button. Then follow the instructions of the Installation wizard.
Also check that there is a tick in the box in front of the Internet protocol (TCP/IP). If this is not the case, activate this protocol by clicking in this box.

Then open the properties window of the Internet protocol (TCP/IP) by highlighting the appropriate entry and pressing the “**Properties**” button.

2 Commissioning

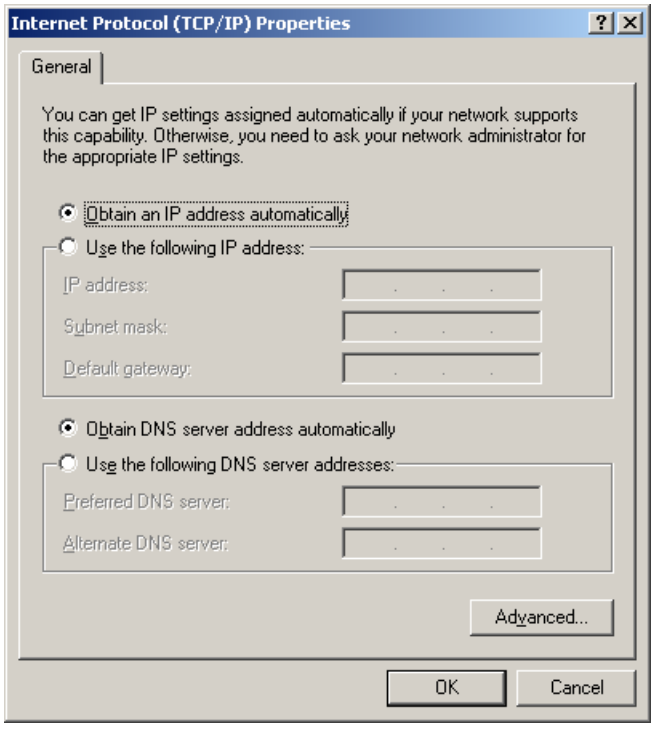

Diagram 7: Properties dialog for the Internet protocol (TCP/IP) of a PC (1)

In this menu, you set the necessary network parameters.
If you have a DHCP server in your network, you can automatically obtain the IP address, subnet mask and IP address of the default gateway from the server. Activate this setting by clicking on "**Obtain an IP address automatically**", so that a dot appears in front of the setting.

If your network also has a DNS server, you can also set its application in this window, either by obtaining the IP address automatically from the DHCP server or by entering the IP address(es) manually. By using a DNS server, it is possible to address a device in a network not with the entry of an IP address but with a symbolic network name. The commissioning PC e.g. in a network with a DNS server can be addressed by the computer name you have assigned. The DNS server automatically takes over the task of translating the symbolic name into the IP address of the PC.

If you have any queries about the data that should be entered here, please read the Windows Help information or contact your network administrator if necessary.

2 Commissioning

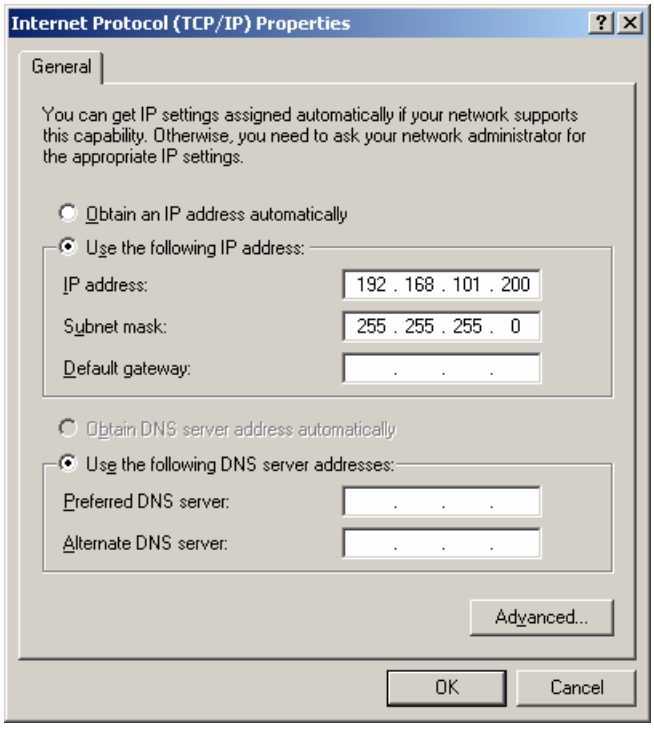

Diagram 8: Properties dialog for the Internet protocol (TCP/IP) of a PC (2)

If a DHCP server is not available, you can also manually enter the addresses that should be used.
Activate the manual input by clicking on "**Use the following IP address**", so that a dot appears in front of the option.
In the activated fields, enter the IP address, subnet mask and if required the IP address of the default gateway which the commissioning PC should use.

In a private network, it is advisable to use an IP address with a range of "192.168.0.1" to "192.168.255.254" as these IP addresses are specially reserved for private networks.
As a subnet mask, you should adopt the usual default value of "255.255.255.0" or enter it if necessary.
If your network is connected to other networks such as the Internet via a router, also enter the IP address of the default gateway.

If you have any queries about the data that needs to be entered here, please read the Windows Help information or contact your network administrator if required.

The setting of the network parameters required by the commissioning PC is carried out in this way.
Complete the process and adopt the settings by closing all the opened windows by pressing the "**OK**" button.

2 Commissioning

2.3 Language conversion / update of the Touch-Manager wave

In the supplied state, the German-language version of the software is installed on your Touch-Manager wave.
To convert the Touch-Manager wave to another language or to carry out an update of the software, you need the IBS commissioning software and a configuration file which contains the required language or the update.

2.3.1 Installation of the commissioning software

For the language conversion or a software update of the Touch-Manager wave as well as the configuration of KNX-RF devices for the display and operation of these devices with the help of the Touch-Manager wave, a special IBS commissioning software program is used which must be installed on the commissioning PC.

The commissioning PC must meet the following minimum requirements:

- Processor: Pentium 233 MHz
- Free memory on the hard drive: 20 MB
- RAM: 64 MB
- Operating system: Windows 98SE, Windows Me, Windows NT4 SP6, Windows 2000 SP1, Windows XP Home, Windows XP Professional
- CD-ROM drive
- Network card with a connection for a network cable with an RJ45 plug and an installed TCP/IP driver

If you are uncertain about your PC equipment, please consult your system documentation or contact your PC supplier.

To start the installation of the IBS commissioning software, insert the supplied CD in the CD-ROM drive of the commissioning PC.

Then start Windows Explorer by simultaneously pressing the buttons  and  on the PC keyboard:

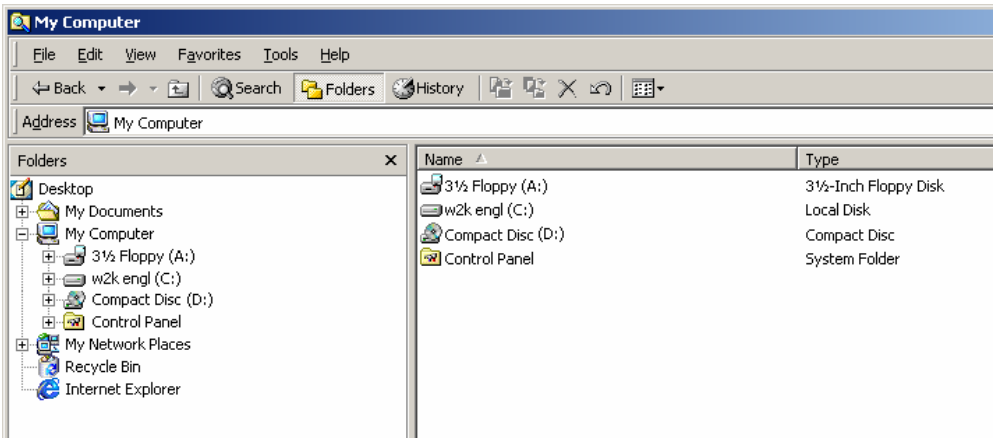

Diagram 9: Installation of the commissioning software (1)

After clicking on the symbol for the CD-ROM drive in which you have inserted the CD, you can start the installation of the IBS commissioning software on the right-hand side of the Explorer window. To do so, double-click on the file with the name "**IBSTool.exe**".

2 Commissioning

Diagram 10: Installation of the commissioning software (2)

Press the "**Next**" button in the Installation wizard twice in order to install the IBS commissioning software. By pressing the "**Cancel**" button, you can abort the installation at any time.

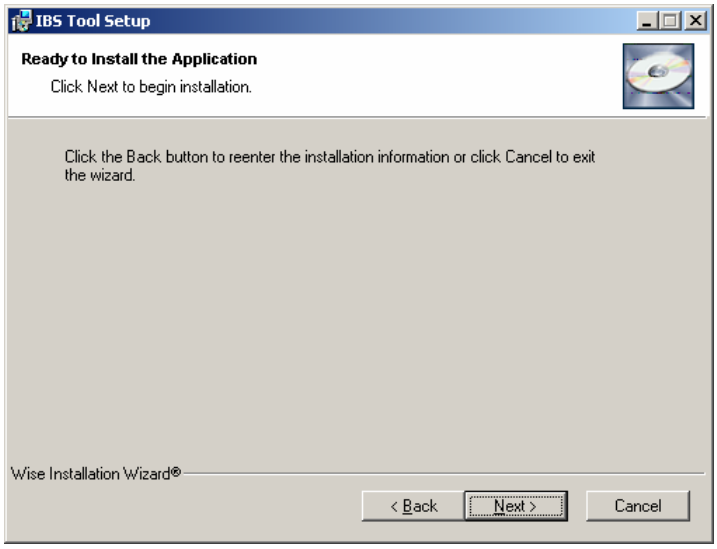

Diagram 11: Installation of the commissioning software (3)

The IBS commissioning software is then automatically installed in the Windows program directory in the program group "Siemens" => "Touch-Manager wave".

2 Commissioning

Diagram 12: Installation of the commissioning software (4)

To complete the installation, press the "**Finish**" button.

Note:
You can find the current version of the Touch-Manager wave manual in the respective language in a subdirectory with this name on the CD.
Click once on the ⊞ symbol in front of the CD-ROM drive in which you have inserted the CD. In the example above, this is drive D. After clicking on the subdirectory with the required language, you can start the display of the manual by double-clicking on the right-hand side of the Explorer window.
The manual is in PDF format and enables you to jump to the required location in the manual by clicking on a reference. You require the Adobe Acrobat Reader to be able to display the manual. Version 5.1 of this program can be found in the respective language in the subdirectory of the CD. To install the Adobe Acrobat Reader, double-click on the executable file and follow the instructions on the display.

2.3.2 Language conversion / update of the Touch-Manager wave using the IBS commissioning software

To change the language of the interface of your Touch-Manager wave or to install an updated version of the software, you need the IBS commissioning software and a configuration file which contains the required language or the update.

Caution:
All the existing device data and settings of the Touch-Manager wave are lost by carrying out the language conversion or update of the Touch-Manager wave software. You should therefore back up the current data and settings before changing the basic configuration of the Touch-Manager wave, see chapter 2.5, page 53.

Start the IBS commissioning software by selecting "Start" => "Programs" => "Siemens" => "Touch-Manager wave" => "IBS Tool" => "IBSTool.

2 Commissioning

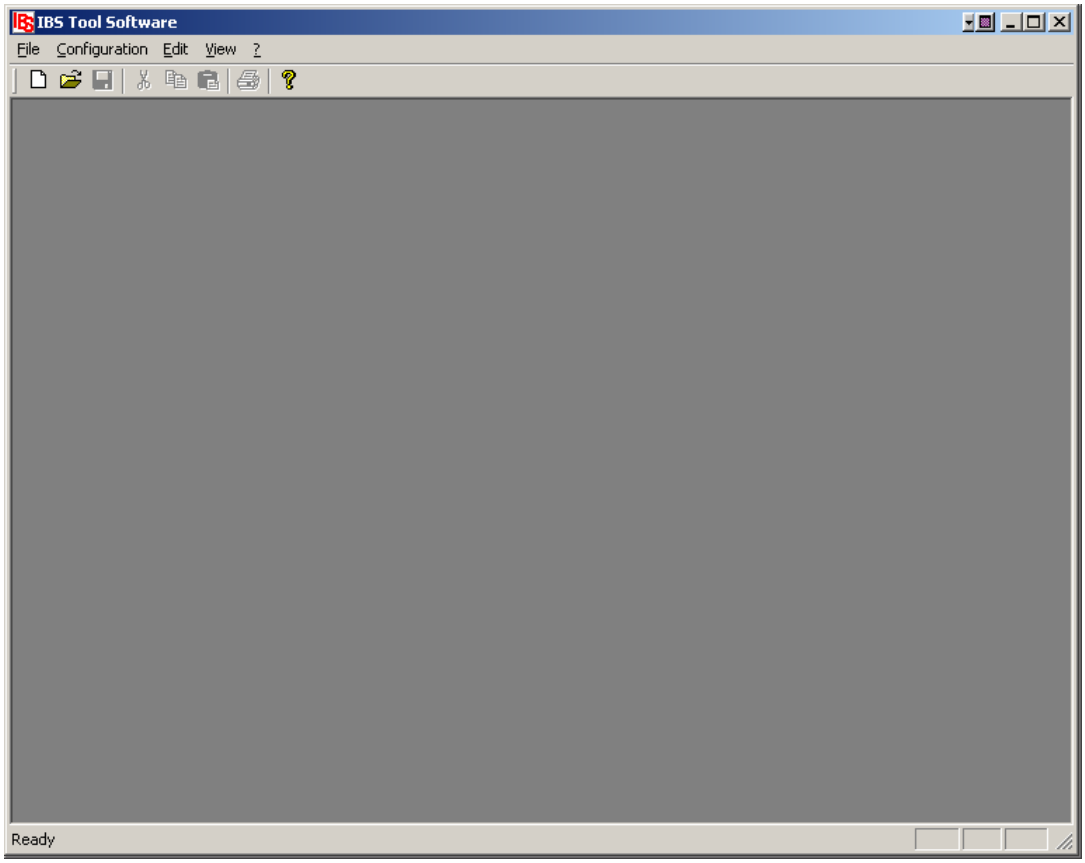

Diagram 13: Start screen of the commissioning software

You can find out the installed version of the IBS commissioning software by clicking on the question mark in the menu bar:

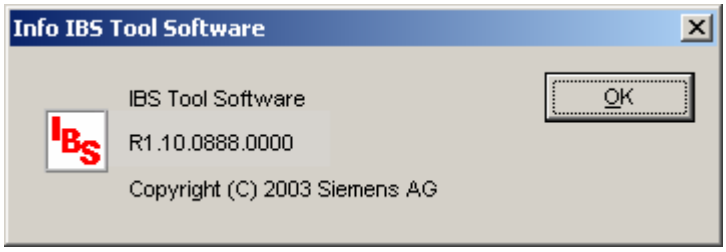

Diagram 14: Information about the IBS commissioning software

You access the next dialog window by clicking on the folder symbol in the menu bar or via “**File**” => “**Open...**”:

2 Commissioning

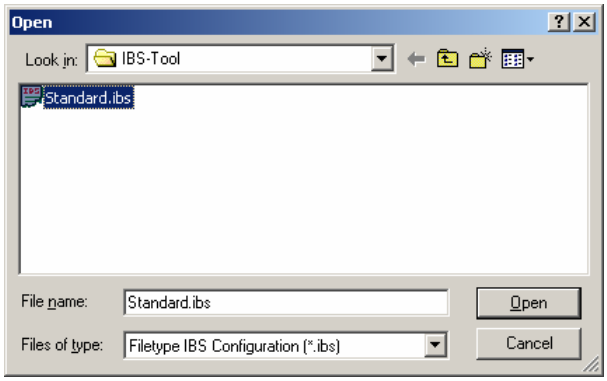

Diagram 15: Selection of the configuration file for the Touch-Manager wave

Select the file "**Standard.ibs**" in the open window or the file which contains the updated version of the Touch-Manager wave software and open it by clicking on the "**Open**" button.
The file "**Standard.ibs**" can be found in the directory in which the IBS commissioning software was installed, by default under "C:\Programs\Siemens\Touch-Manager wave\IBS Tool".

2 Commissioning

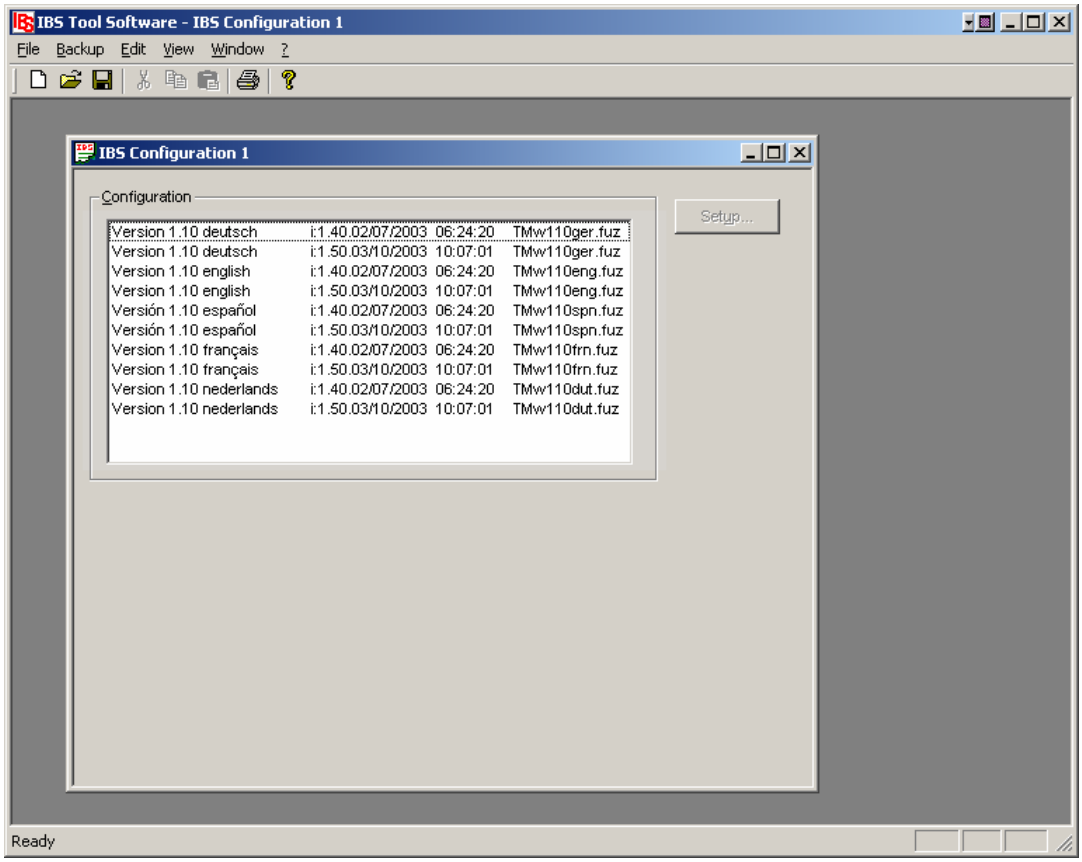

Diagram 16: Selection of the language for the interface of the Touch-Manager wave

Select the required language for the interface of the Touch-Manager wave and click on the “**Setup...**” button.

2 Commissioning

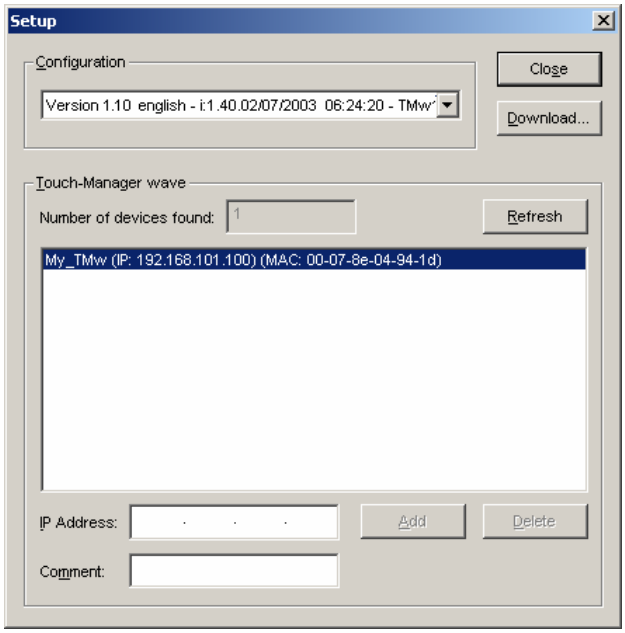

Diagram 17: Selection of the Touch-Manager wave for configuration

You must then select the Touch-Manager wave whose language you wish to change or whose software you wish to update.
The Touch-Manager wave that are currently available in the network are then automatically displayed.
You can then detect the required Touch-Manager wave either by its network name or its IP address. You can find out how to set the IP address and/or the network name of the Touch-Manager wave in chapter 3.7.2.1.2, page 187 or in chapter 3.7.2.1.1, page 182. The MAC address is a worldwide unique serial number of the network card which is built into the respective Touch-manager wave and cannot be changed.

Mark the required Touch-Manager wave and start the update of the software by clicking on the "**Download...**" button.

Note:
If your commissioning PC has more than one network card, you must first locate the network card which is used to connect the required Touch-Manager wave to the commissioning PC.

2 Commissioning

You can make this selection under the menu item “**Edit**” => “**Settings**”:

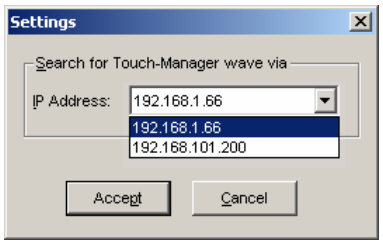

Diagram 18: Selection of the network connection to be used

Select the required network card of your commissioning PC using the IP address and press the “**Close**” button.

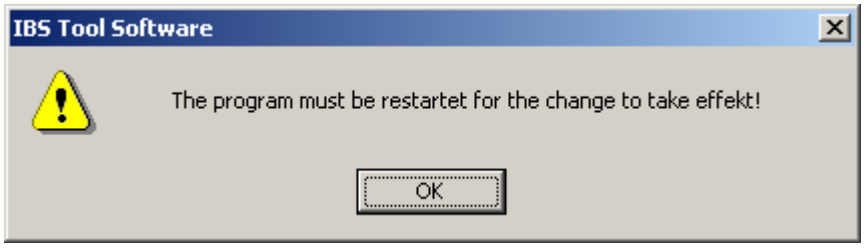

Diagram 19: Restarting the IBS Tool after changing the network card

After changing the network card to be used, the IBS Tool must be closed and restarted for the change to be adopted.

If the Touch-Manager wave that is to be configured is located in another subnetwork, it cannot be found automatically by the IBS commissioning software. In this case, you have the option of entering the IP address manually as well as a brief description of the Touch-Manager wave. By clicking on the “**Add**” button, this data is entered in the list of known Touch-Manager wave devices and can likewise be selected there:

2 Commissioning

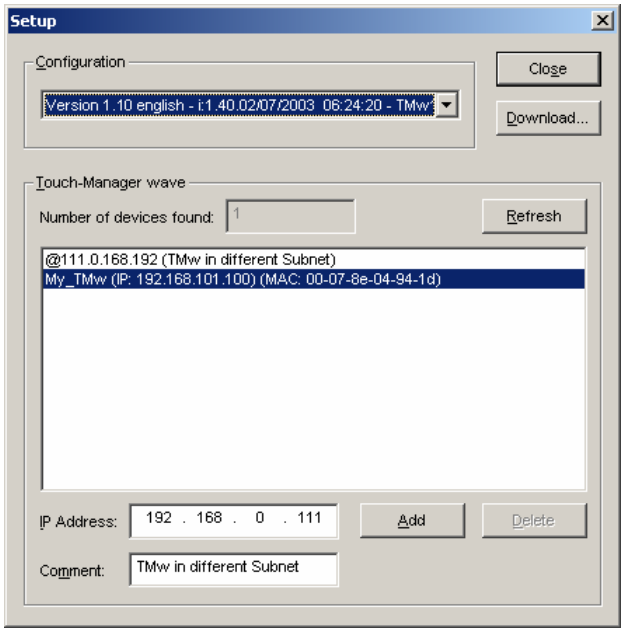

Diagram 20: Manual entry of the Touch-Manager wave for configuration

To transfer the new language or the updated software into the Touch-Manager wave, press the "**Download...**" button.

Note:
If you want to update or change the language of more than one Touch-Manager wave simultaniously, you can mark all Touch-Manager wave of interest at once and start the process by clicking the „**Download...**" button. Prerequisite to be able to do so is that all Touch-Manager wave use the same configuration password. Alternativly you can use the password belonging to the activation code which you can get from the hotline (see below)!

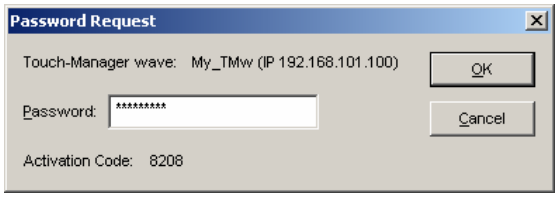

Diagram 21: Manual entry of the Touch-Manager wave for configuration

After a short period, you are requested to enter the password for accessing the Touch-Manager wave.
The preset password is "radminpwd" (without quotation marks). Please change this password immediately (see chapter 3.7.2, page 179).

2 Commissioning

If you have forgotten your password and entered it five times incorrectly, the password is blocked. You must then redefine the password for the remote administrator in the “System settings” menu (see manual). To do so however, you require the password for the “System settings” menu which is only known to the local administrator. If you do not know this password, contact the Siemens hotline. Please have to hand the four-digit number which is currently displayed behind “Activation Code” in this dialog window. You will then receive a temporary password.

You can reach the hotline in German-speaking areas under the following telephone numbers:
Germany: +49-(0)180 50 50-222
Austria: +43-(0)5 1707-22244
Switzerland: +41-(0)848-822 888

nst.technical-assistance@siemens.com

Note:
The four-digit number is a random number which is changed each time the password is requested.
The hotline calculates a temporary password using this number which enables access to all Touch-Manager wave reachable while the associated random number is valid.

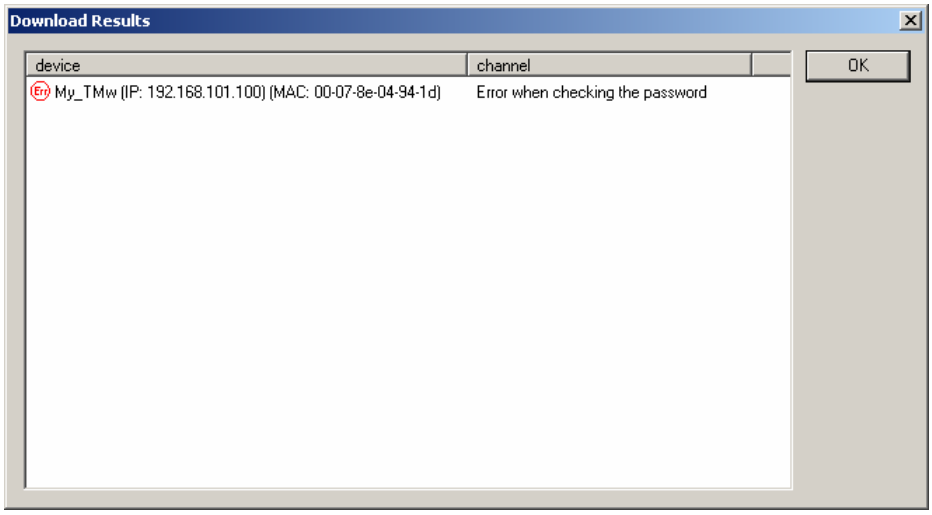

Diagram 22: Error when verifying the password

If an incorrect password has been entered, you receive a corresponding message. In this case, close the message window by clicking on the “**OK**” button and close the “Download” window by clicking on the “**Close**” button. Then start the download process again by clicking on the “**Download...**” button.

If the IBS commissioning software determines when checking the Touch-Manager wave that the selected software update is not compatible with your Touch-Manager wave, the process is interrupted and you receive the following message:

2 Commissioning

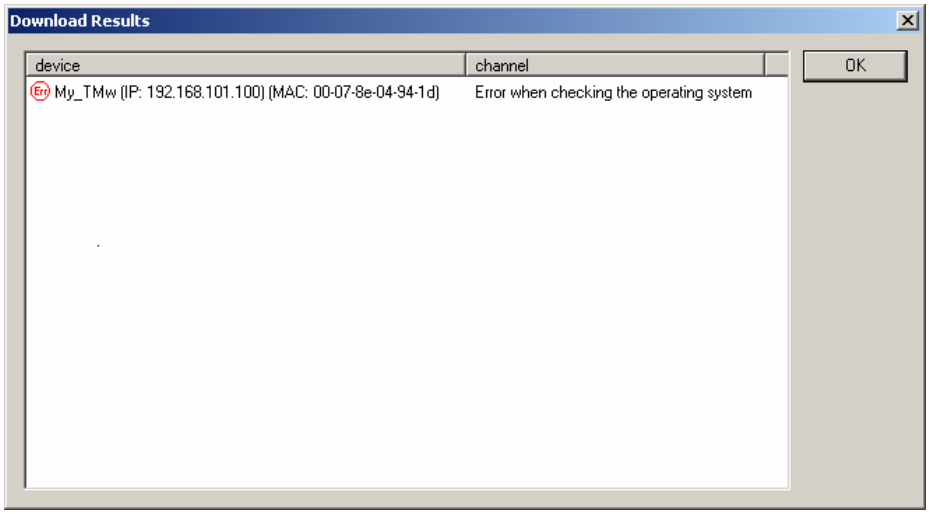

Diagram 23: Incompatible operating system version (1)

In this case, close both the message window and the “Download” window by clicking on the “**Close**” button.

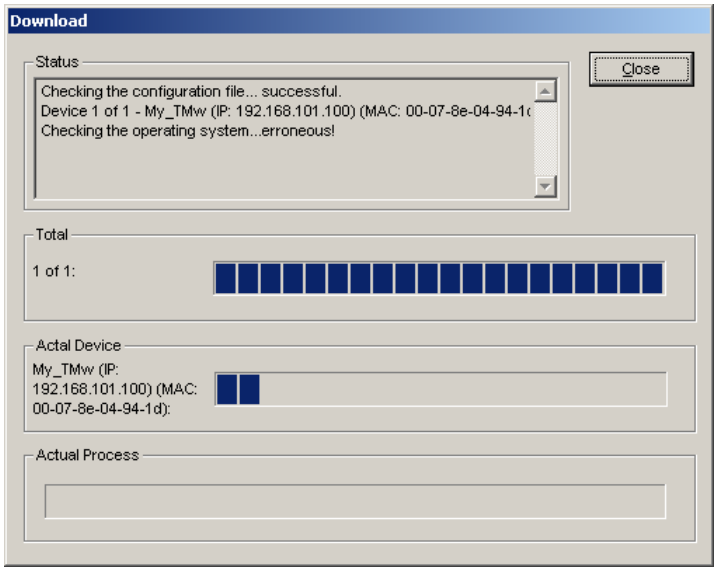

Diagram 24: Incompatible operating system version (2)

Select another version of the update software under “**Configuration**” and then repeat the download process by clicking on the “**Download...**” button.

If no problems were detected during the checking process, the update of the Touch-Manager wave is started. You can track the status of the update on the screen of your commissioning PC:

2 Commissioning

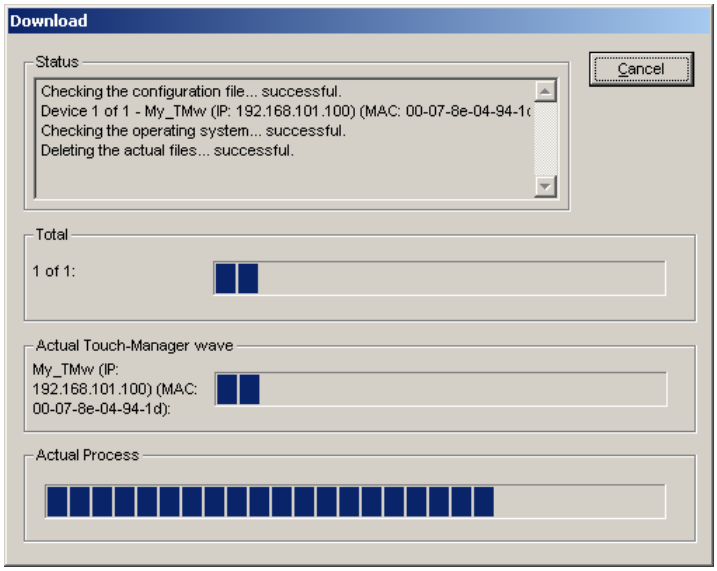

Diagram 25: Updating the software of the Touch-Manager wave

When the update has finished, you will receive the following message:

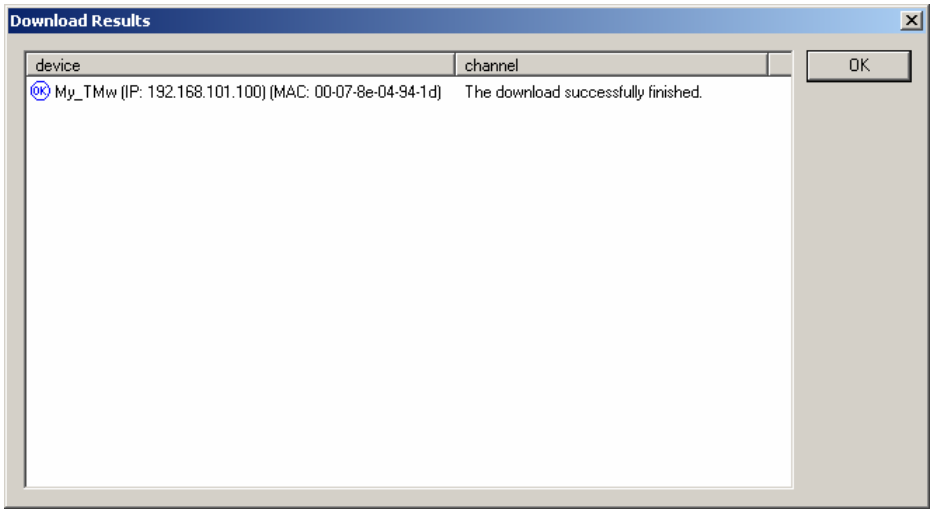

Diagram 26: Update of the software is completed successfully (1)

Close all the windows of the IBS commissioning software that are still open.

The Touch-Manager wave now asks you to recalibrate the touch-sensitive display so that your operation of the display can be detected and executed correctly:

2 Commissioning

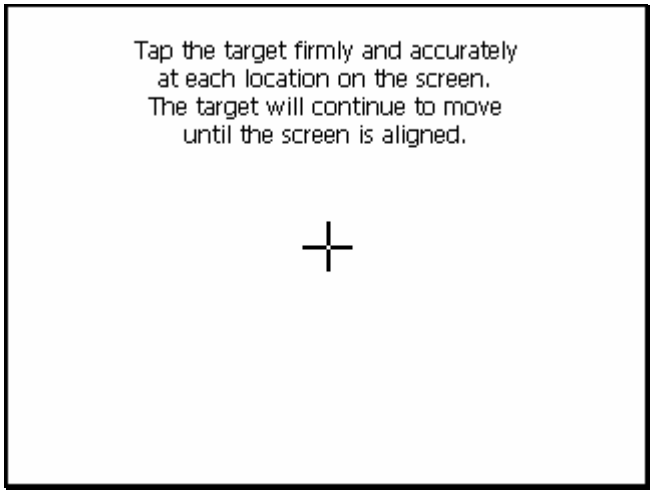

Diagram 27: Recalibration of the touch-sensitive display

To recalibrate the touch-sensitive display, touch the display exactly in the five places that are marked in sequence by the cross. You must use the pen supplied or a comparable aid.
The new values are then saved automatically and the restart of the Touch-Manager wave is carried out (see also chapter 3.7.1.3.3, page 152).

2 Commissioning

2.4 Commissioning of KNX-RF devices with the IBS commissioning software

To be able to operate and monitor devices with the Touch-Manager wave that operate according to the KNF-RF standard, these devices or their channels, which represent the individual functions of these devices, must be announced to the Touch-Manager wave. This is carried out by configuring all the devices or channels that are to be linked with the Touch-Manager wave onto a separate commissioning PC with separate commissioning software. The Touch-Manager wave is required during the commissioning in order to establish the radio link between the commissioning software and the linked devices.
Following the configuration of the devices on the commissioning PC, the configuration data is transferred to the Touch-Manager wave.
The user interface of the Touch-Manager wave must be regenerated once the configuration is concluded, so that the transmitted data from the Touch-Manager wave can be used.

Note:
The standard commissioning of the KNX-RF devices among themselves, which establishes the required interaction of the devices without the presence of the Touch-Manager wave, must have already been concluded prior to the commissioning!
If changes need to be carried out at a later date, the configuration of the relevant devices must be repeated if necessary with the commissioning software.

The link between the Touch-Manager wave and the commissioning PC (see chapter 2.1, page 7), the setting of the IP addresses (see chapter 2.2, page 10) and the installation of the IBS commissioning software (see chapter 2.3.1, page 15) have been described in detail in the previous chapters.

Start the IBS commissioning software by selecting “Programs” => “Siemens” => “Touch-Manager wave” => “IBS Tool” => “IBSTool” in the “Start” menu.

2 Commissioning

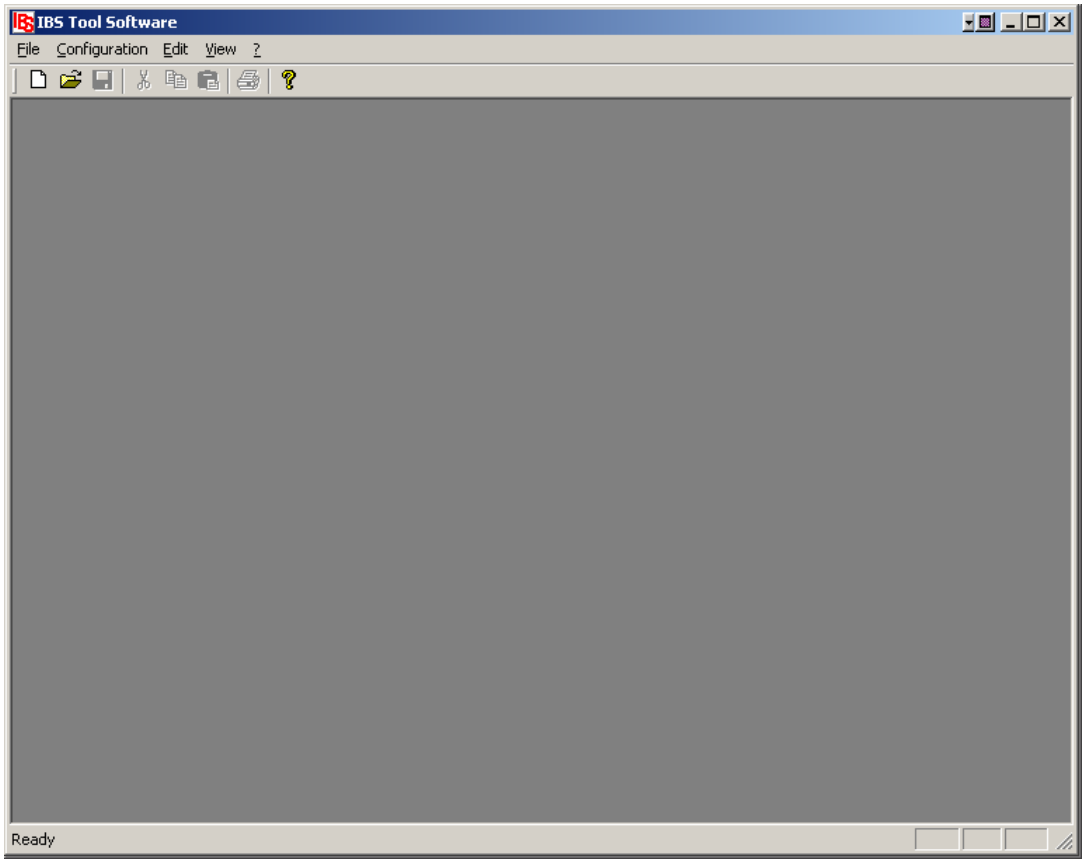

Diagram 28: Start screen of the commissioning software

You open the next dialog by clicking on the white sheet in the menu bar or via “**File**” => “**New**”:

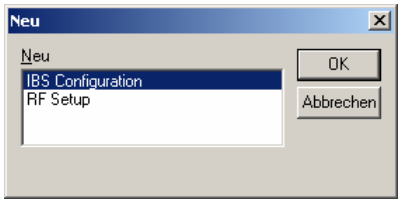

Diagram 29: Selection of the basic configuration of the Touch-Manager wave or RF commissioning

2 Commissioning

By selecting “**RF Setup**”, you access the configuration of the KNX-RF devices which you wish to operate and monitor in your Touch-Manager wave:

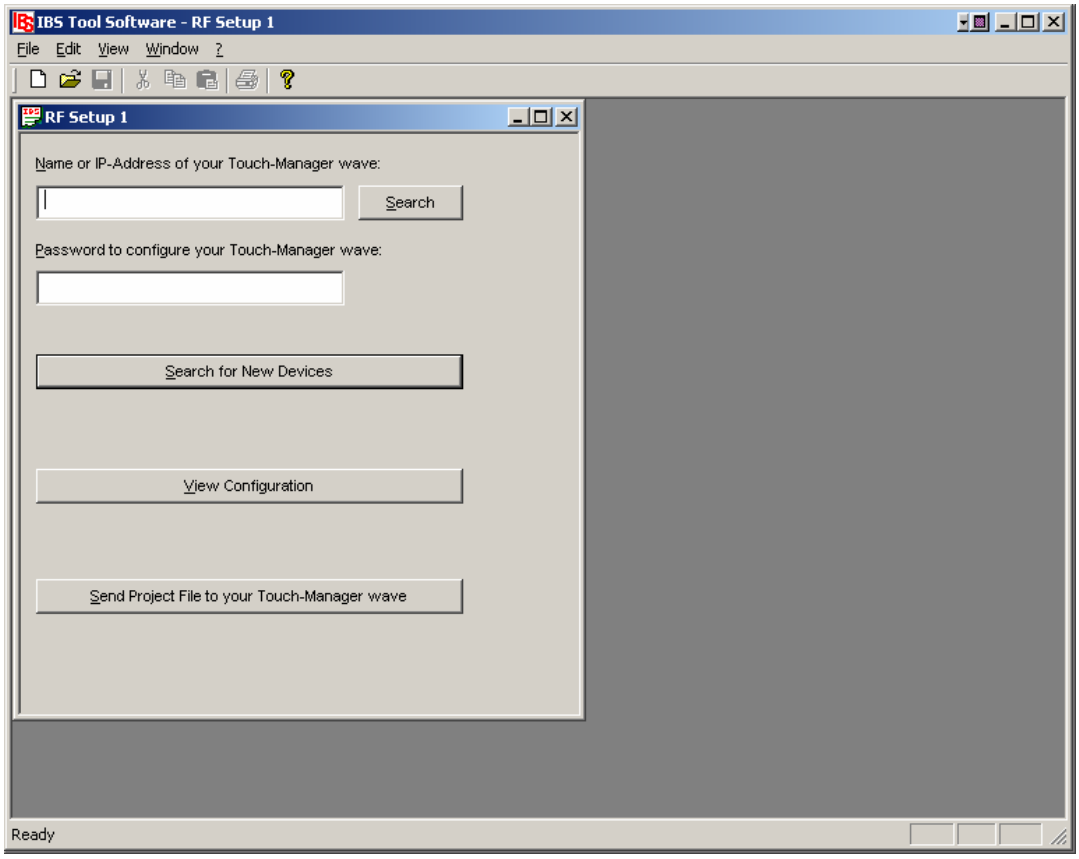

Diagram 30: Start screen for RF commissioning

The next step is to create a link between the commissioning PC and the Touch-Manager wave.

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Automation and Drives Group
Electrical Installation Technology
P.O. Box 10 09 53, D-93009 Regensburg

2 Commissioning

To do so, you can either manually enter the IP address of the Touch-Manager wave and its network name if you are using a DNS server or you can click on the "**Search**" button:

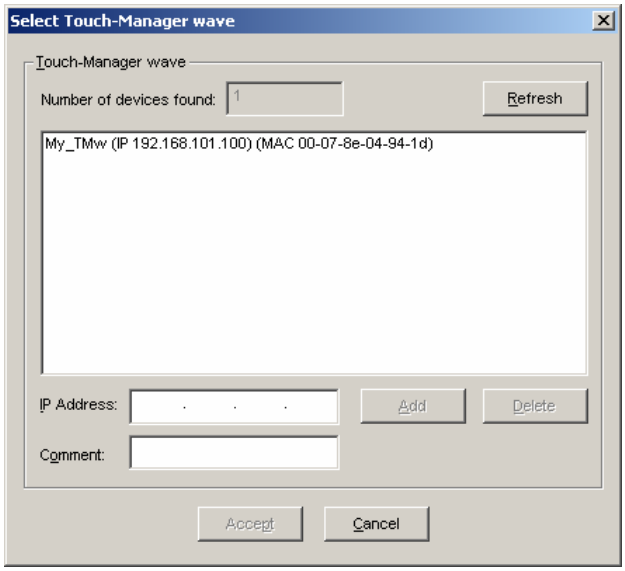


Diagram 31: RF commissioning – Selecting the Touch-Manager wave

The number and the descriptors of all Touch-Manager wave devices that are connected in the same subnetwork are displayed automatically in the open window.
The name displayed is the network name of the Touch-Manager wave which you can assign yourself (see chapter 3.7.2.1.1, page 182).
The numbers indicated in brackets represent the respective IP address of the Touch-Manager wave, which you can likewise modify (see chapter 3.7.2.1.2, page 187).
The MAC address is a worldwide unique serial number of the network card which is built into the respective Touch-manager wave and cannot be changed.

By clicking the "**Refresh**" button you can start a new search for connected Touch-Manager wave.

Note:
If your commissioning PC has more than one network card, you must first locate the network card which is used to connect the required Touch-Manager wave to the commissioning PC.

2 Commissioning

You can make this selection under the menu item “**Edit**” => “**Settings**”:

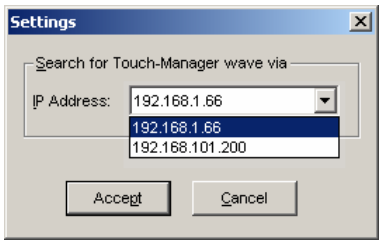


Diagram 32: Selection of the Touch-Manager wave for configuration

Select the required network card of your commissioning PC using the IP address and press the “**Close**” button.

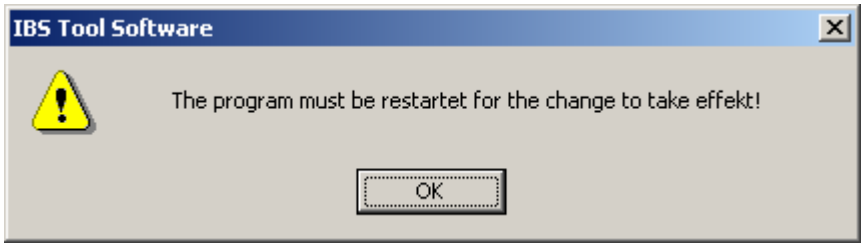


Diagram 33: Restarting the IBS Tool after changing the network card

After changing the network card to be used, the IBS Tool must be closed and restarted for the change to be adopted.

If the Touch-Manager wave that is to be configured is located in another subnetwork, it cannot be found automatically by the IBS commissioning software. In this case, you have the option of entering the IP address manually as well as a brief description of the Touch-Manager wave. By clicking on the “**Add**” button, this data is entered in the list of known Touch-Manager wave devices and can likewise be selected there:

2 Commissioning

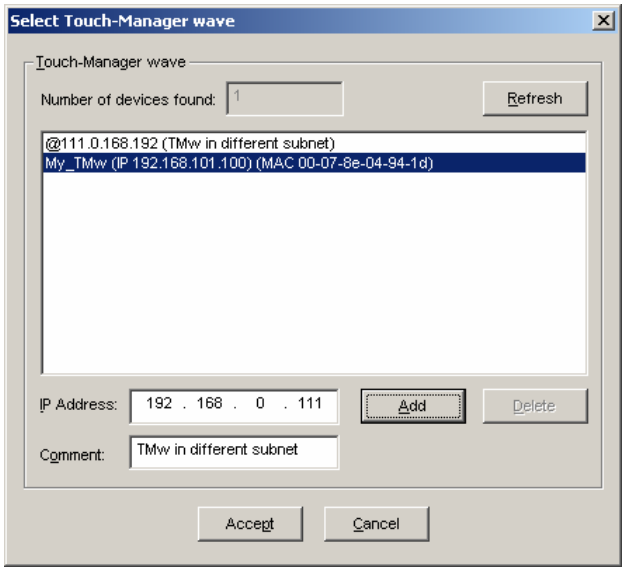


Diagram 34: RF commissioning – Entering the Touch-Manager wave manually

Mark the Touch-Manager wave which you wish to configure and click on the "**Accept**" button.

2 Commissioning

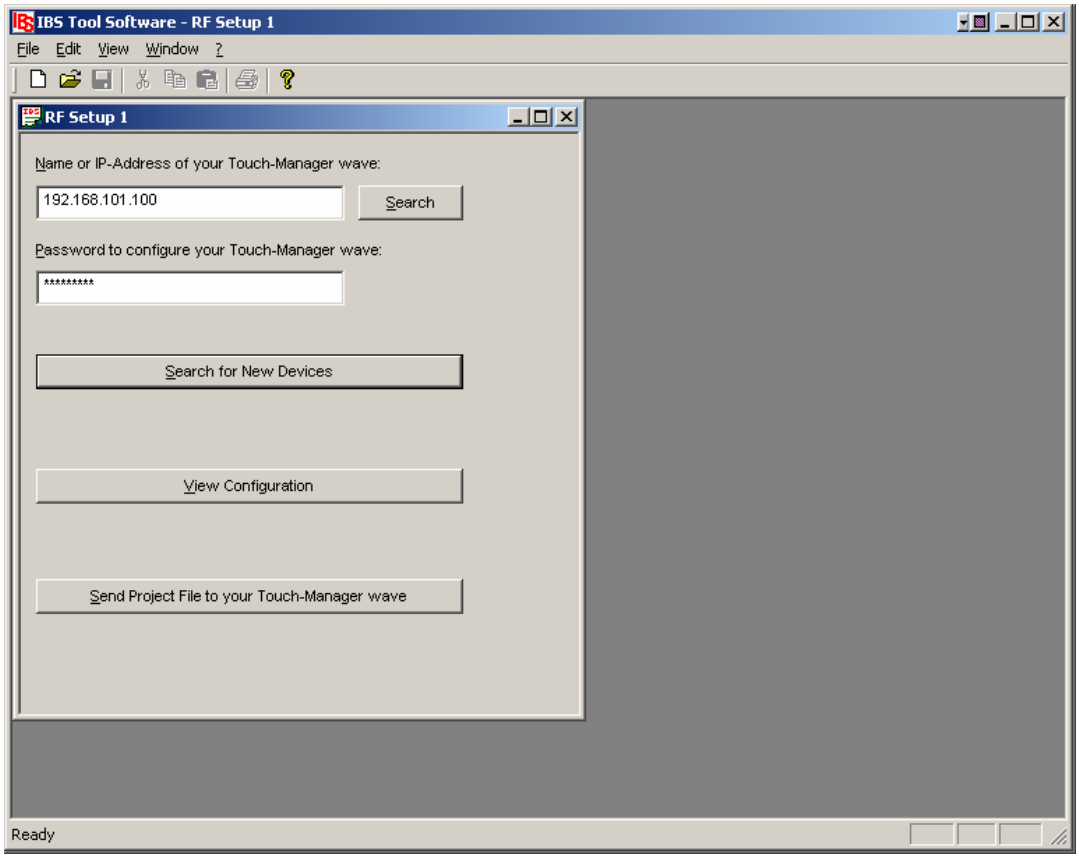


Diagram 35: RF commissioning – Entering the IP address and password

The IP address of the Touch-Manager wave that was marked in the previous step is now displayed in the address field. This IP address is saved when you exit the commissioning software and used as a default input at the next start-up. If you have already carried out a configuration of this device, the existing data is automatically downloaded for further editing.
The data used is stored by the IBS commissioning software in the programming directory of the software under the IP address of the Touch-Manager wave.
You can check the existing data e.g. by clicking on the button "**View Configuration**".

2 Commissioning

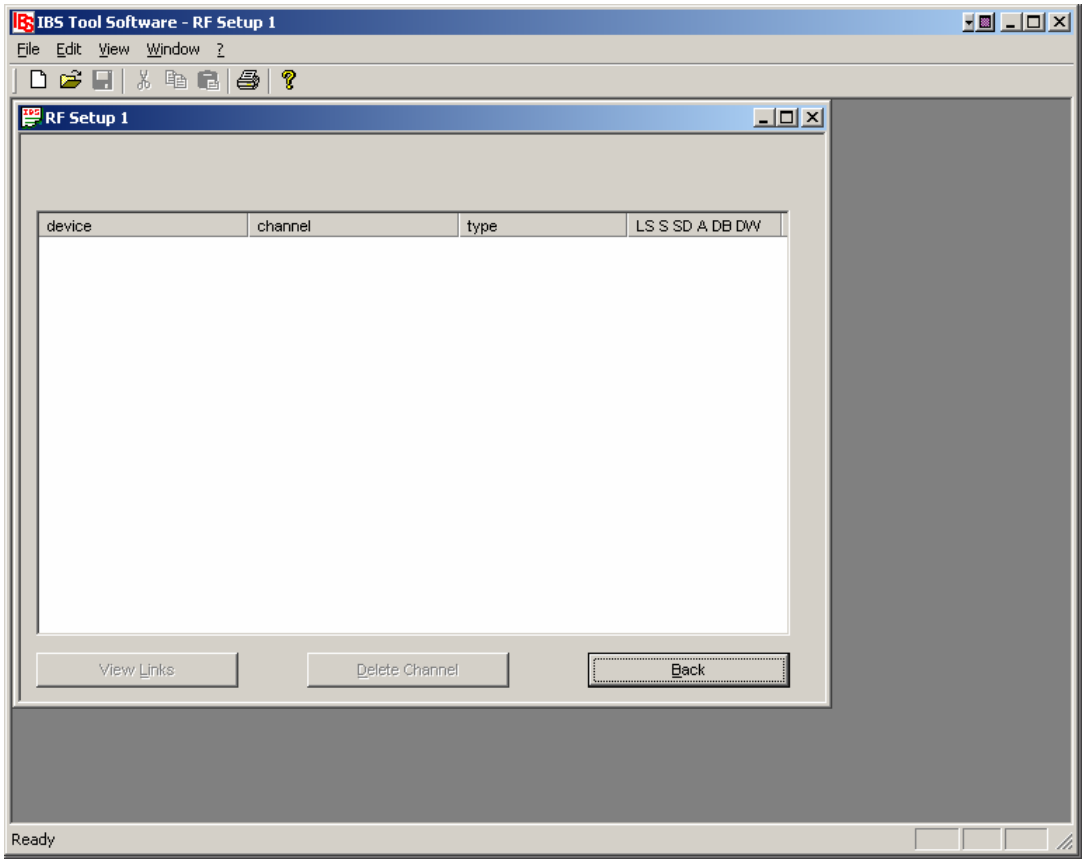


Diagram 36: RF commissioning – Empty configuration overview

If you wish to put a Touch-Manager wave into operation again, the configuration overview is of course still empty at this point.

After entering the external administrator password necessary for the configuration of the Touch-Manager wave, you access the window for linking the KNX-RF devices with the Touch-Manager wave by clicking on the button "**Search for New Devices**".
The preset password is "radminpwd" (without entering quotation marks). Please change this password immediately (see chapter 3.7.2, page 179).

2 Commissioning

2.4.1 Linking KNX-RF devices with the Touch-Manager wave

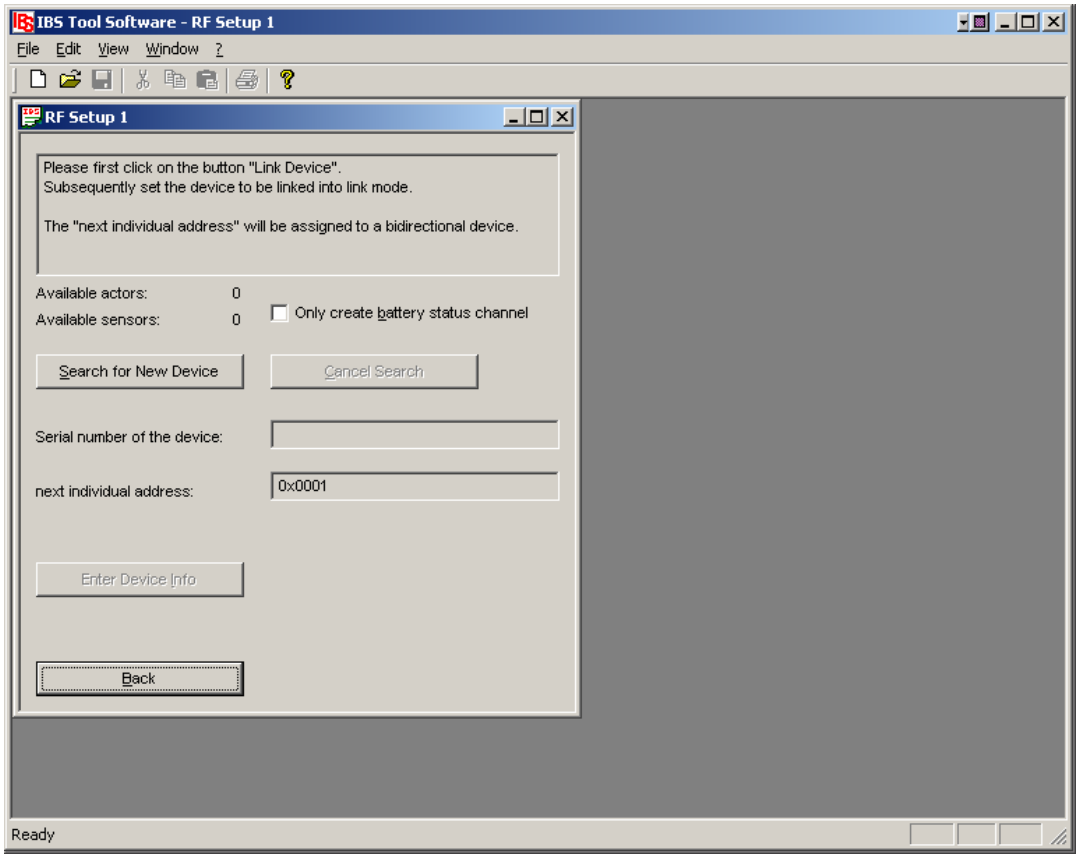


Diagram 37: RF commissioning – Starting to link a device

If the connection between the IBS commissioning PC and the Touch-Manager wave has been achieved, the window above is displayed.
By activating the box in front of the option "**Only create battery status channel**", you can define for the devices that are linked with the Touch-Manager wave in sequence that the monitoring of a device only takes place for the detection and reporting of a low battery or a connection problem. Any further operation or monitoring of these devices is not possible.

By clicking on the "**Back**" button, you return to the start page for the RF commissioning module.

2 Commissioning

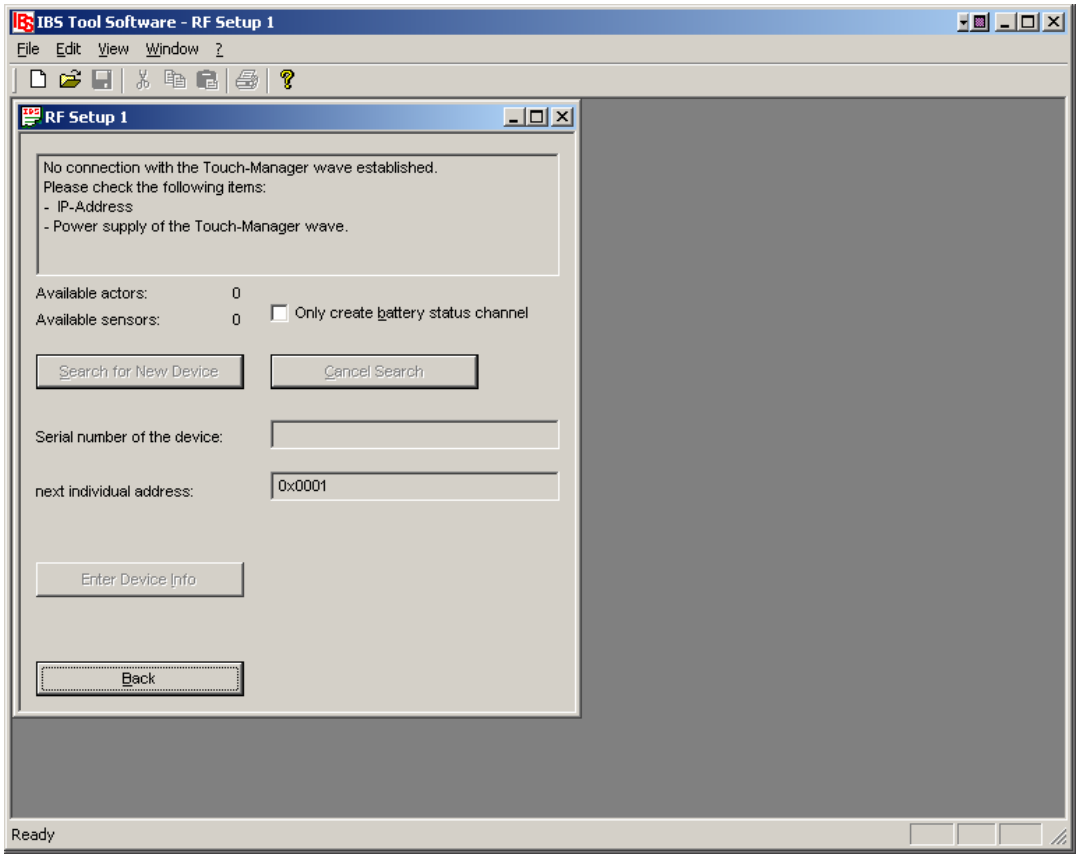


Diagram 38: RF commissioning – Connection problem with the Touch-Manager wave (1)

If a physical connection problem should arise between the commissioning PC and the Touch-Manager wave, you receive an error message with information about rectifying the error.
Check the network connection of the two devices as well as the set IP addresses, the subnet mask and the power supply.

2 Commissioning

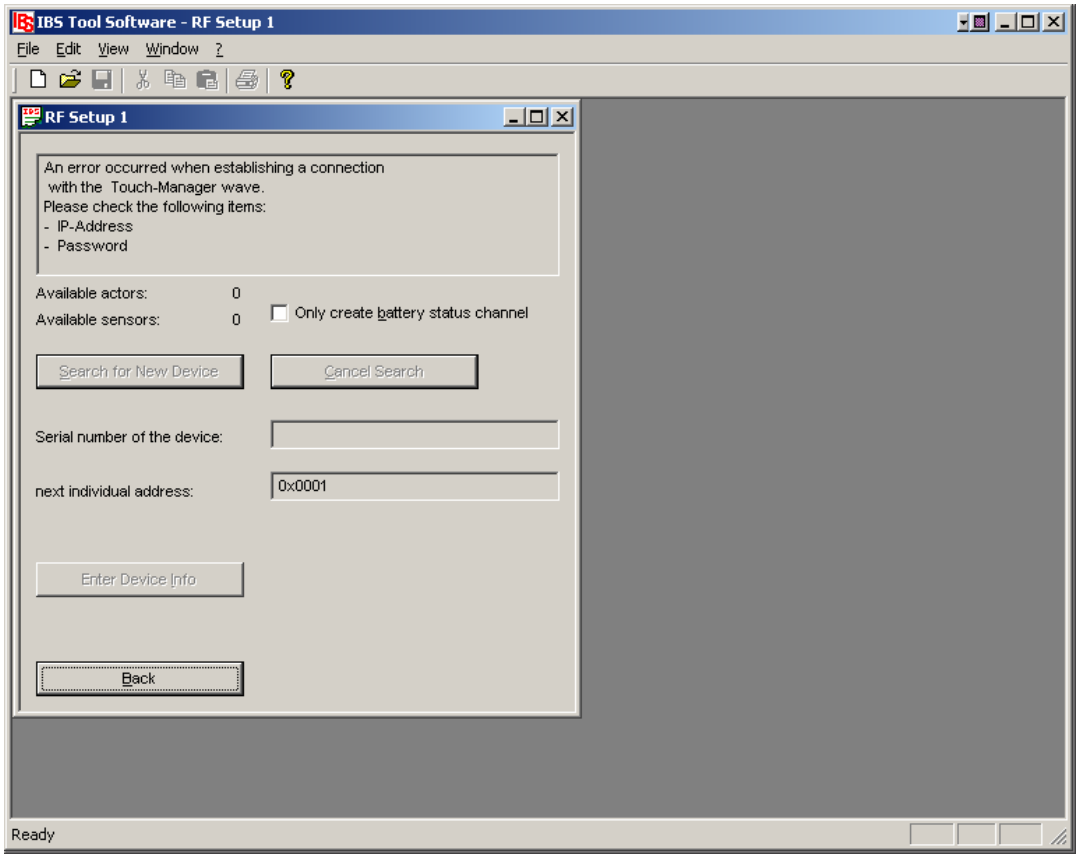


Diagram 39: RF commissioning – Connection problem with the Touch-Manager wave (2)

If there is no physical connection problem but the link between the commissioning PC and the Touch-Manager wave could still not be established, either the password has been entered incorrectly or it is not permitted to link the Touch-Manager wave via a PC (see chapter 3.7.2.1.8, page 201).
Correct the problem and try again to establish the connection.

To link a KNX-RF device, the button "**Search for New Device**" must first be pressed. The KNX-RF device must then be switched to the link mode in accordance with the relevant operating instructions for this device.

2 Commissioning

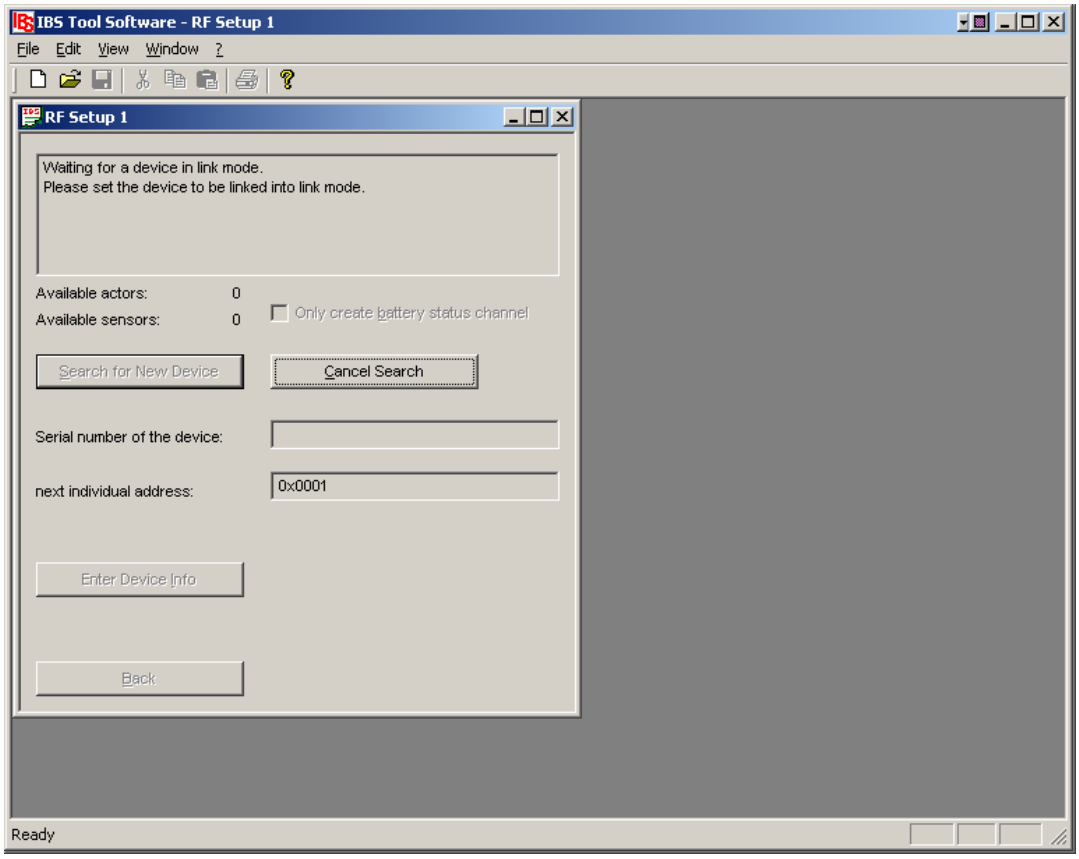


Diagram 40: RF commissioning – Waiting for a device to be linked

2 Commissioning

The link process can be interrupted by clicking on the button “**Cancel Search**”:

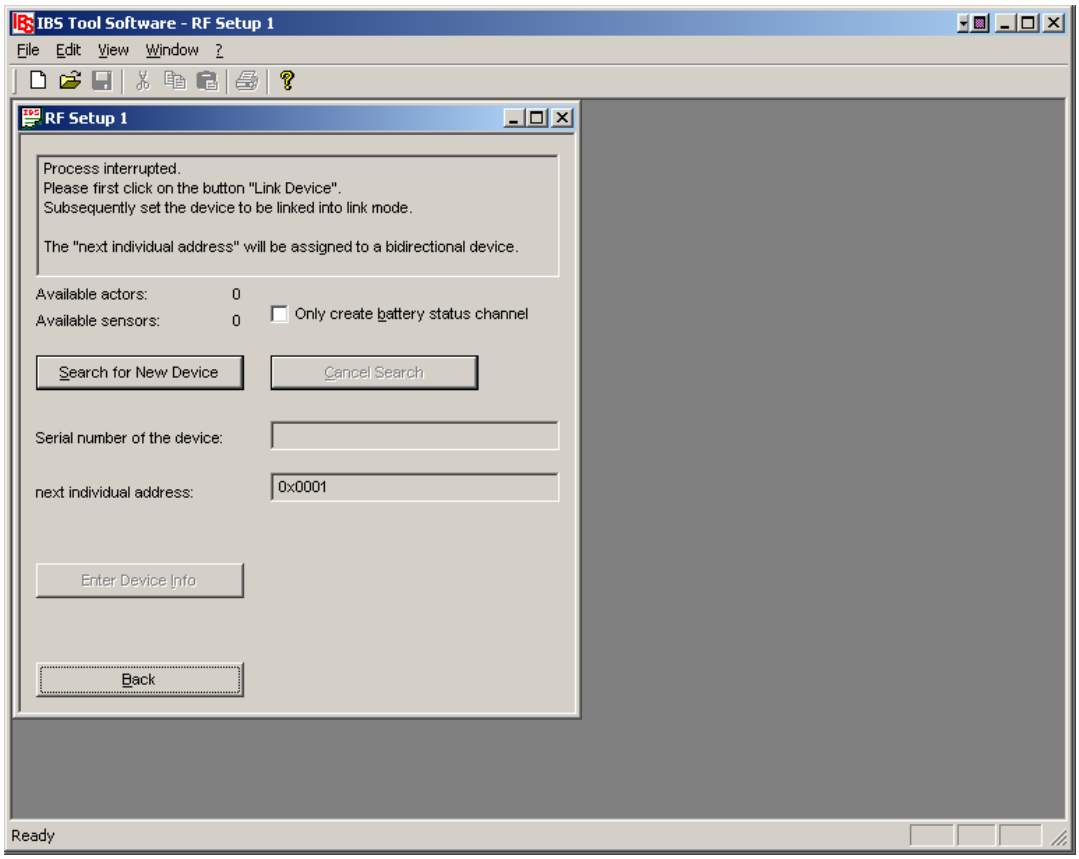


Diagram 41: RF commissioning – Linking process of a device is aborted

To restart the link process of a KNX-RF device, press the button “**Search for New Device**” again. The KNX-RF device must then be switched to link mode in accordance with the operating instructions for this device.

2 Commissioning

2.4.2 Linking bi-directional KNX-RF devices into the Touch-Manager wave

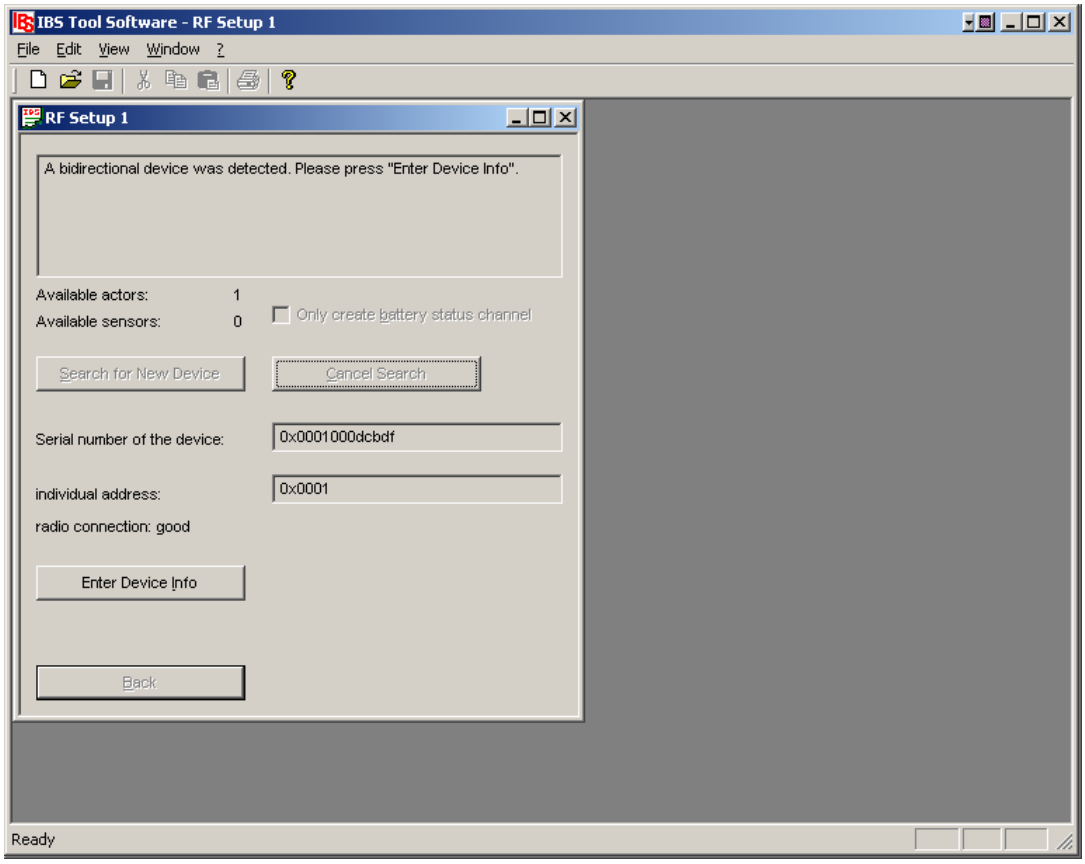


Diagram 42: RF commissioning – Device with bi-directional radio connection is detected

If a device in link mode is detected, the device exits the link mode and the information known about this device such as the serial number, the individual address assigned to this device by the commissioning software and the receiving quality are displayed.
To enter any device designations that are missing, click on the button "**Enter device information**"

2 Commissioning

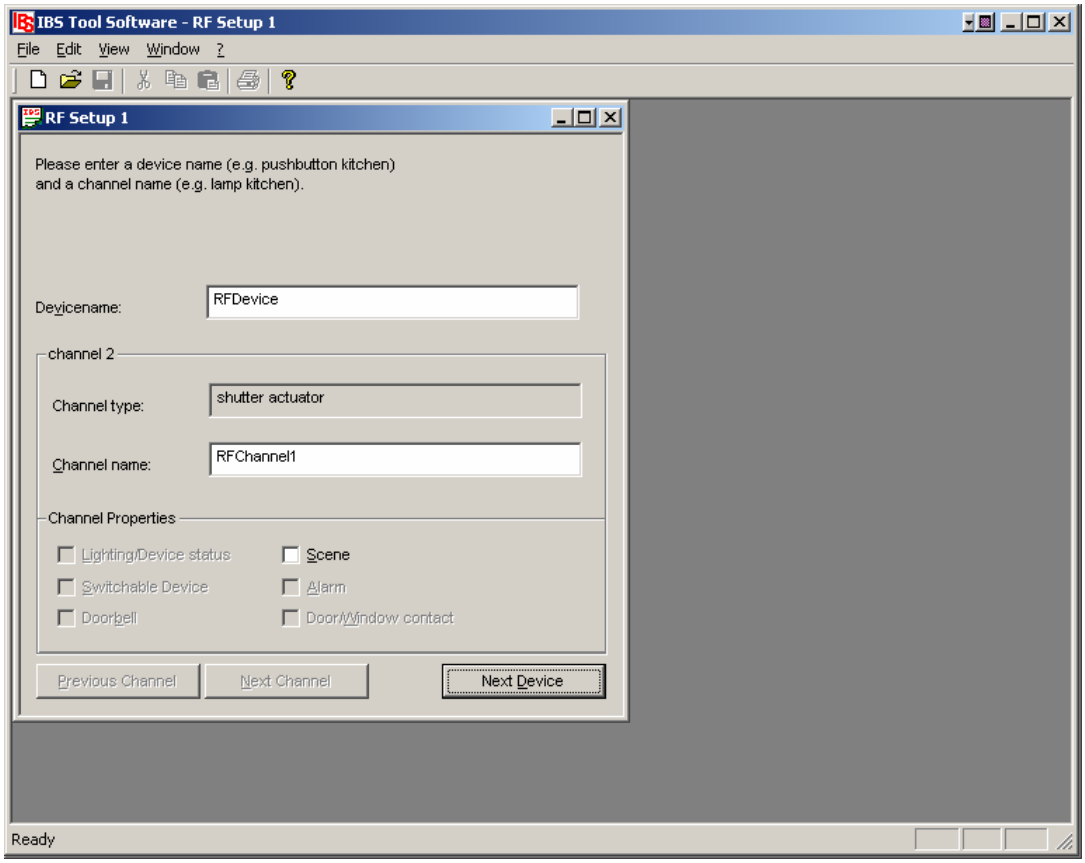


Diagram 43: RF commissioning – Entering designations for a bi-directional device (1)

You can assign a meaningful name to each device that you link with the Touch-Manager wave in order to simplify the assignment of channels and thus the functions of a device. The device name can only be assigned once. This name is automatically displayed for all the other channels of a device that are linked.

It is particularly important to assign a meaningful channel name. The channel name is used in the Touch-Manager wave e.g. to integrate a device or channel of this device into a scene or to display the status of the device.
A maximum of 20 characters are available for the name. Permitted characters are uppercase and lowercase letters of the German alphabet including umlauts and ‘ß’, numbers, spaces, hyphen and underscore. An error message is sent when non-permissible characters are used.

Various combinations of properties are displayed for each linked channel, depending on the function of the channel. These properties determine on which pages the respective devices or channels can be found in the Touch-Manager wave at a later date. If for example a scene should be triggered via a push button, the “**Scene**” property must be selected for this channel.
The other properties ensure that a channel is taken into account for the status display of the lighting when it is switched on (“**Lighting/Device status**”) or the evaluation of the alarms (“**Alarm**”). The property “**Switchable Device**” ensures that a channel can be switched on and off via the Touch-Manager wave. If a channel is identified as a “**Doorbell**”, the image of the door camera can be displayed for example by pressing the relevant push button.

2 Commissioning

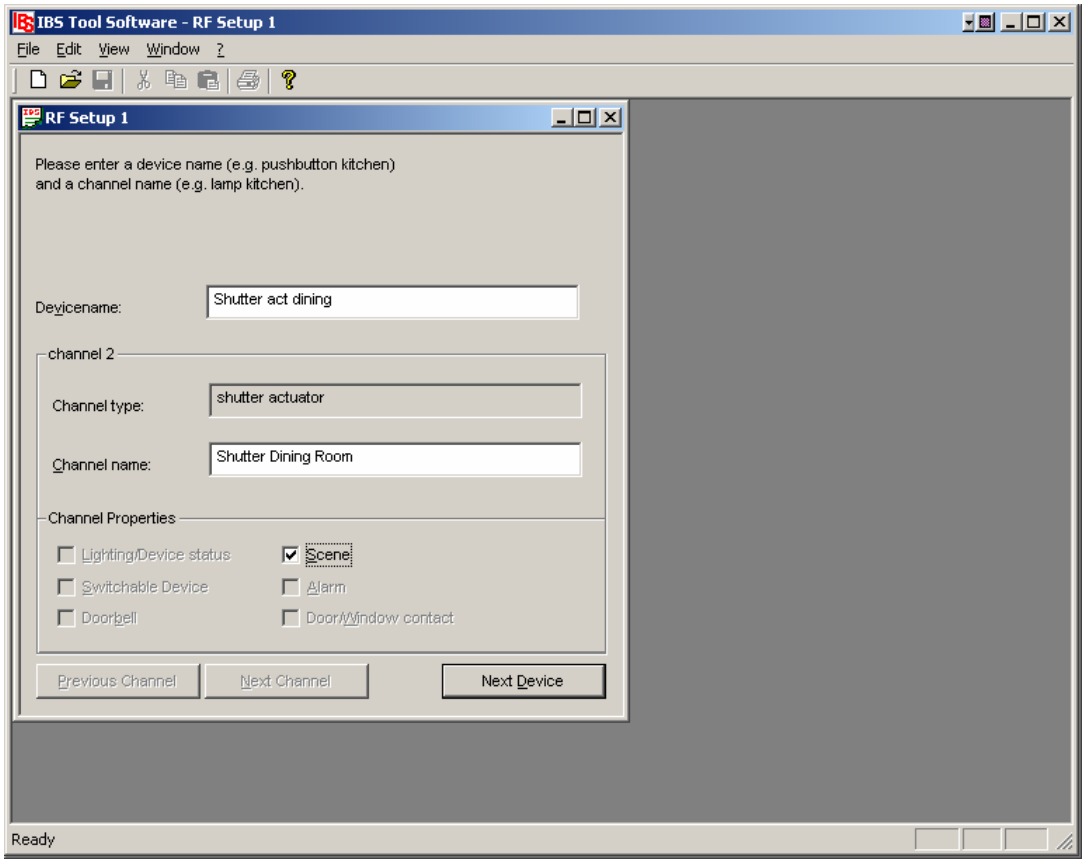


Diagram 44: RF commissioning – Entering designations for a bi-directional device (2)

If the detected device is bi-directional, all the channels of this device are automatically linked. In the case of a device with several channels, only the button "**Next Channel**" is available for selection until the information for all the linked channels has been entered as described above.
By clicking on the button "**Previous Channel**" or "**Next Channel**", you can continue to correct the entered information until you close the information input window for this KNX-RF device by clicking on the button "**Next Device**" and return to the link window.
The shutter actuator in the above example only has one channel so that no further channels are available for selection.

2 Commissioning

2.4.3 Linking unidirectional KNX-RF devices with the Touch-Manager wave

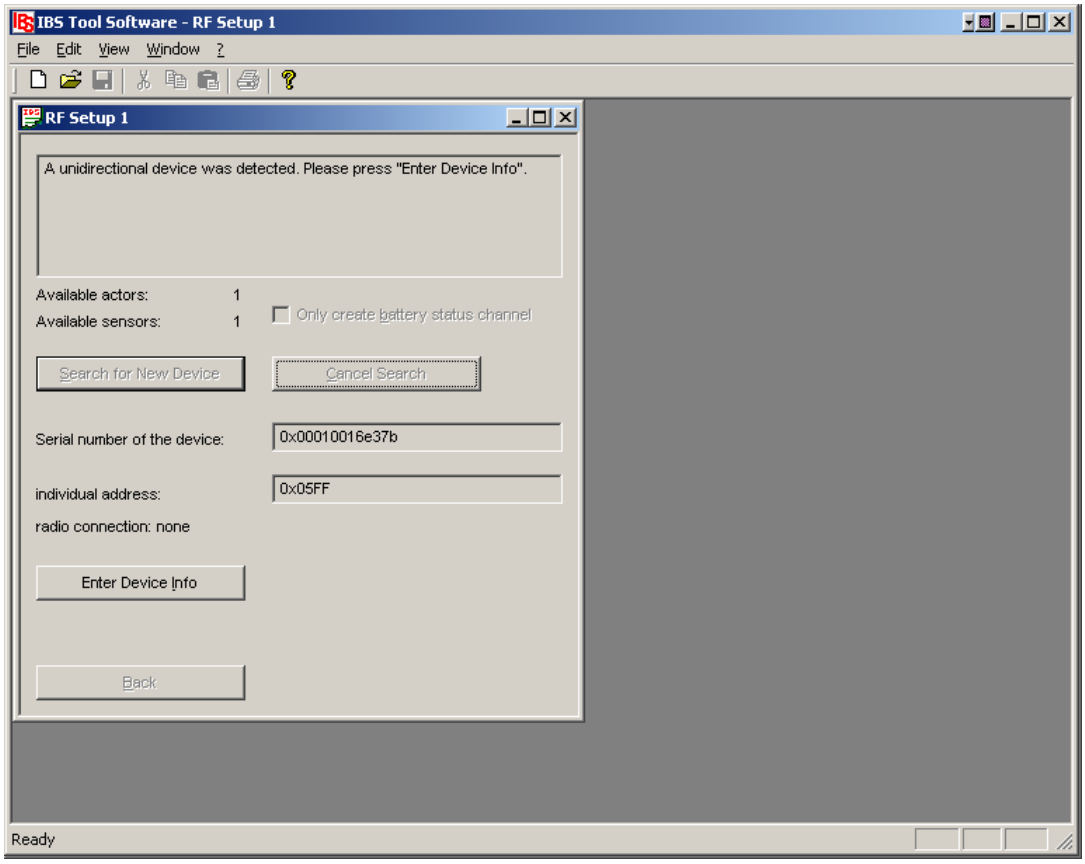


Diagram 45: RF commissioning – Device with unidirectional radio connection is detected

If a device is in the learning mode, the device exits the learning mode and the information known about this device such as the serial number, the individual address and the receiving quality are displayed.
To enter any device designations that are missing, click on the button “**Enter Device Info**”.

2 Commissioning

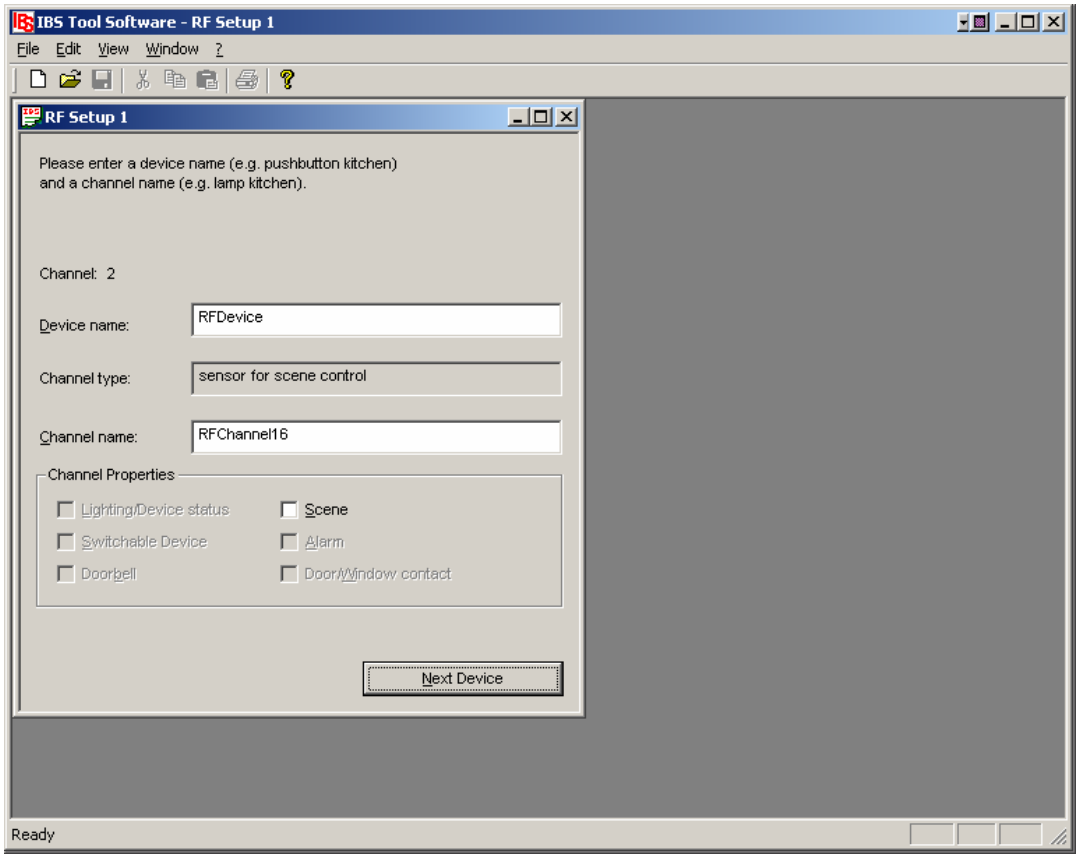


Diagram 46: RF commissioning – Entering designations for a unidirectional device (1)

You can assign a meaningful name to each device that you link with the Touch-Manager wave in order to simplify the assignment of channels and thus the functions of a device. The device name can only be assigned once. This name is automatically displayed for all the other channels of a device that are linked.

It is particularly important to assign a meaningful channel name. The channel name is used in the Touch-Manager wave e.g. to integrate a device or channel of this device into a scene or to display the status of the device.
A maximum of 20 characters are available for the name. Permitted characters are uppercase and lowercase letters of the German alphabet including umlauts and ‘ß’, numbers, spaces, hyphen and underscore. An error message is sent when non-permissible characters are used.

Various combinations of properties are displayed for each linked channel, depending on the function of the channel. These properties determine on which pages the respective devices or channels can be found in the Touch-Manager wave at a later date. If for example a scene should be triggered via a push button, the “**Scene**” property must be selected for this channel.
The other properties ensure that a channel is taken into account for the status display of the lighting when it is switched on (“**Lighting/Device status**”) or the evaluation of the alarms (“**Alarm**”). The property “**Switchable device**” ensures that a channel can be switched on and off via the Touch-Manager wave. If a channel is identified as a “**Doorbell**”, the image of the door camera can be displayed for example by pressing the relevant push button.

2 Commissioning

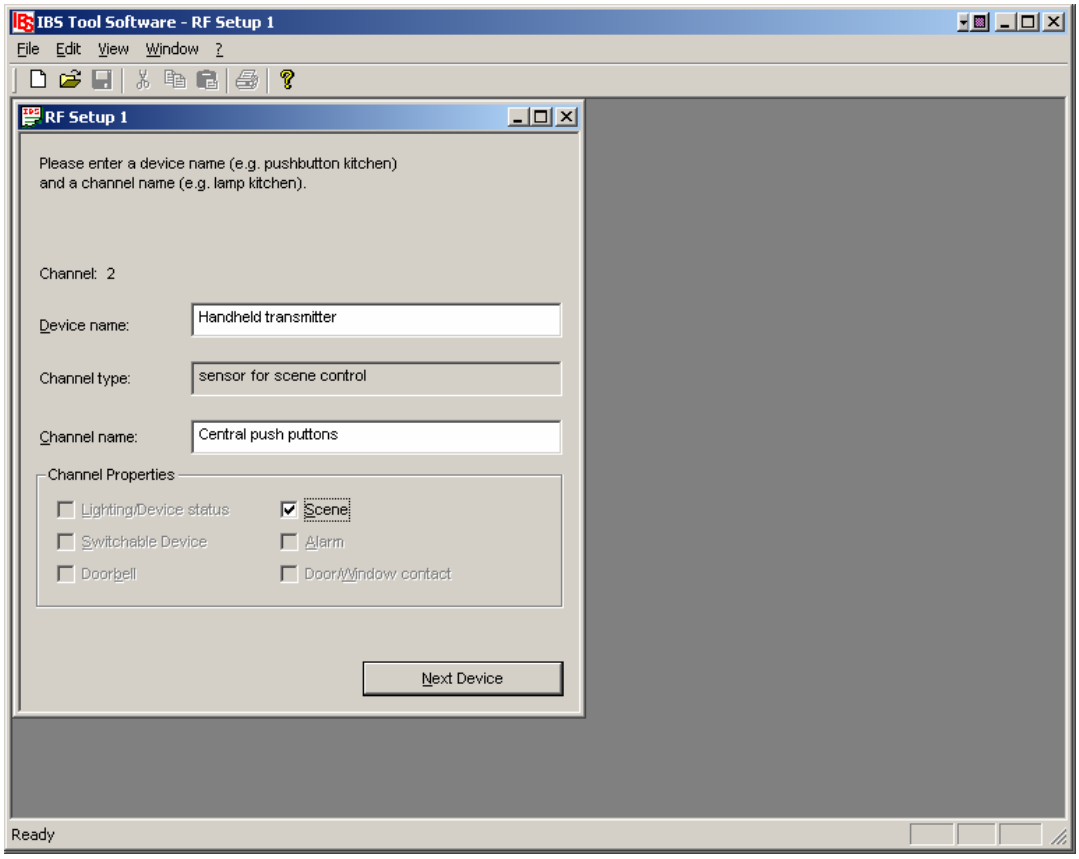


Diagram 47: RF commissioning – Entering designations for a unidirectional device (2)

By clicking on the button "**Next Device**", you close the information entry window for this KNX-RF device and return to the link window in order to link the next channel of this device or to link other devices with the Touch-Manager wave.

2 Commissioning

2.4.4 Completing the linking of KNX-RF devices with the Touch-Manager wave

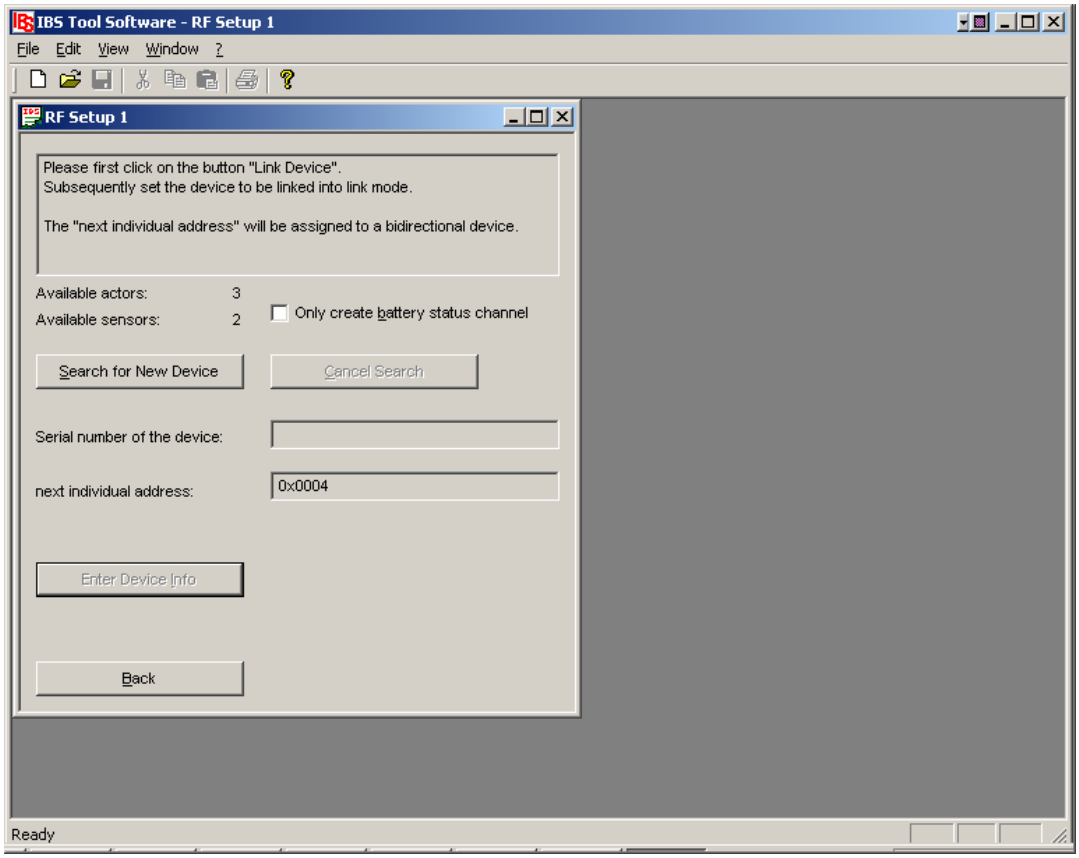


Diagram 48: RF commissioning – Completing the linking of of devices

Once you have linked all the required devices or channels of KNX-RF devices in your electrical installation, exit the link window by clicking on the "**Back**" button.

2 Commissioning

2.4.5 Checking the RF configuration

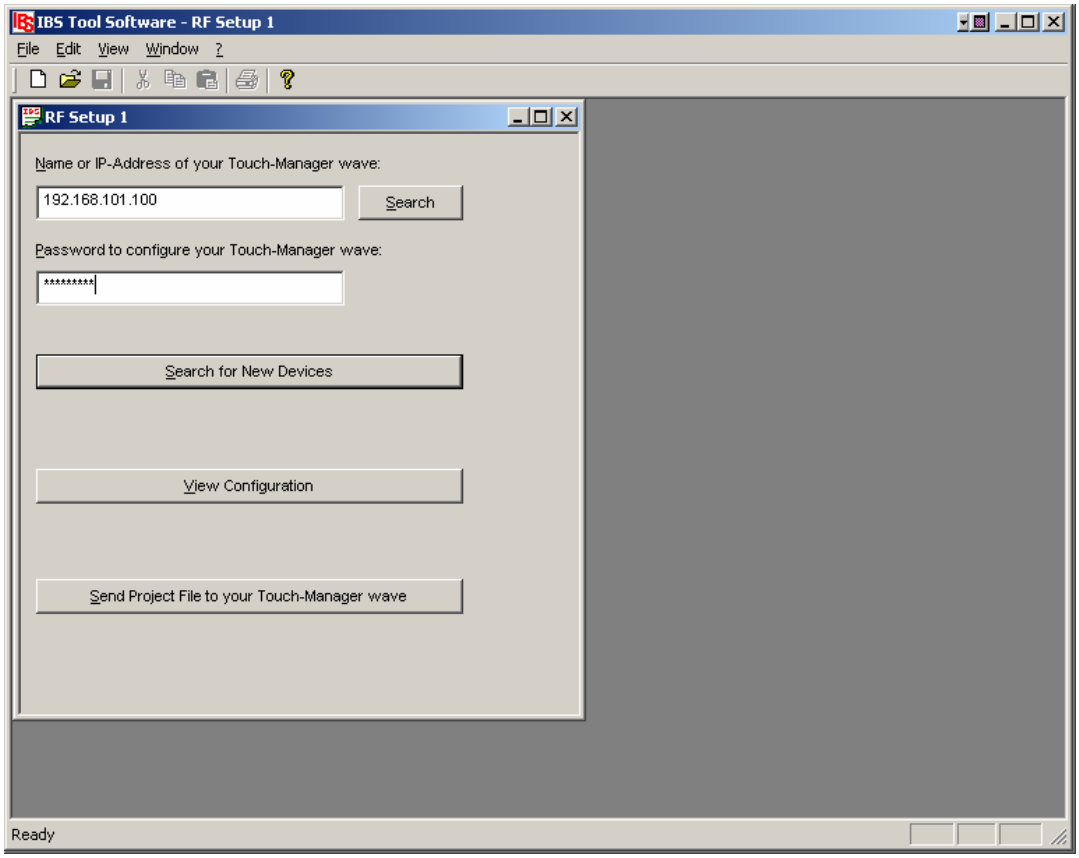


Diagram 49: RF commissioning – Checking the completed configuration

2 Commissioning

By pressing the button "**View Configuration**", you can check the stored links between the KNX-RF devices and the Touch-Manager wave:

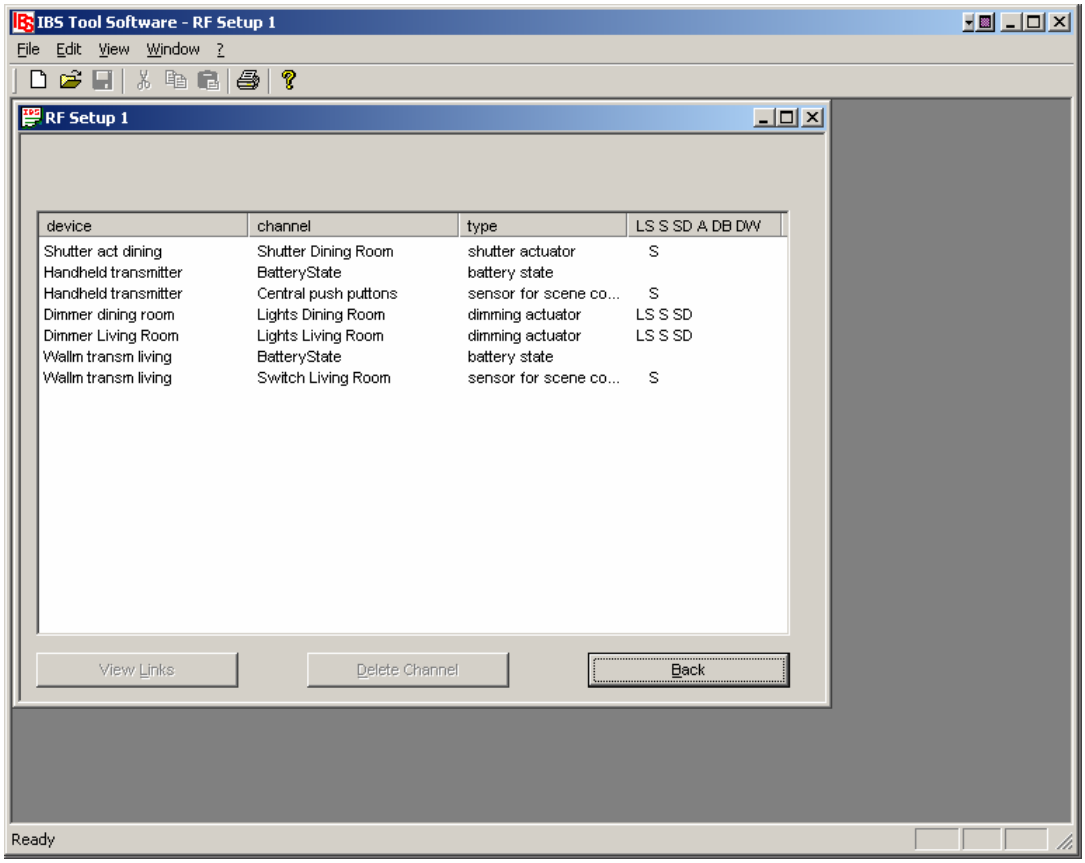


Diagram 50: RF commissioning – Overview of the linked devices

In the configuration overview window, one channel of a KNF-RF device is listed per line, which is known to the Touch-Manager wave and can be used in the Touch-Manager wave.
For battery-operated devices, a channel is automatically created, via which the battery status of this device is transmitted to the Touch-Manager wave.

The information displayed about the channel includes the device name, channel name, channel type and properties of the channel. The device name and channel name can be modified at a later date by clicking on the relevant name.

The properties of a channel are displayed in an abbreviated format:

LD	➔	Lighting/Device status
S	➔	Scene
SD	➔	Switchable Device
A	➔	Alarm
D	➔	Doorbell

2 Commissioning

By pressing the button “**Delete Channel**”, you can remove the selected channel from the configuration to make space for other channels that you require.
By pressing the button “**View Links**”, you can check the existing links for the selected bi-directional device i.e. the links between this channel and another channels.
This information can also be printed out via the printer symbol in the menu bar.

By pressing the “**Back**” button, you return to the start page of the RF commissioning module.

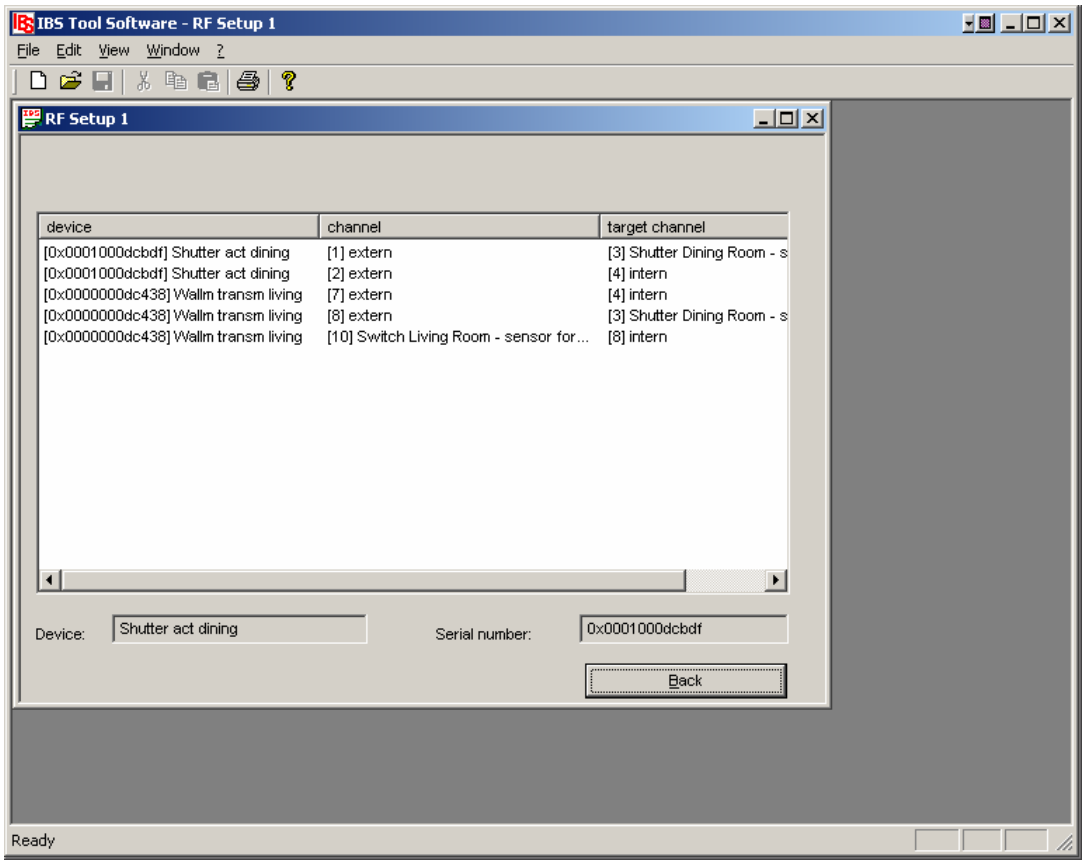


Diagram 51: RF commissioning – Overview of device links

In the links overview window, the connections of a bi-directional device are displayed and can also be printed out via the printer symbol in the menu bar.
The device name is displayed for each link together with a serial number, channel name with group address and the target channel name with group address. The device name and channel name can only be shown for those devices that are linked during the configuration. In the case of unknown devices or channels whose functionality is not supported by the Touch-Manager wave, this information is not available and is identified as “unknown”.

By pressing the “**Back**” button, you return to the configuration overview page.

2 Commissioning

Note:
This connection information is only read out when configuring the devices. It is not possible to read out the data at a later date or to manually change the information. If there is a change in the interconnections of your KNF-RF devices, it is therefore necessary to remove the respective devices or their channels from the configuration of the Touch-Manager wave and to link them again.

2.4.6 Transferring the configuration data into the Touch-Manager wave

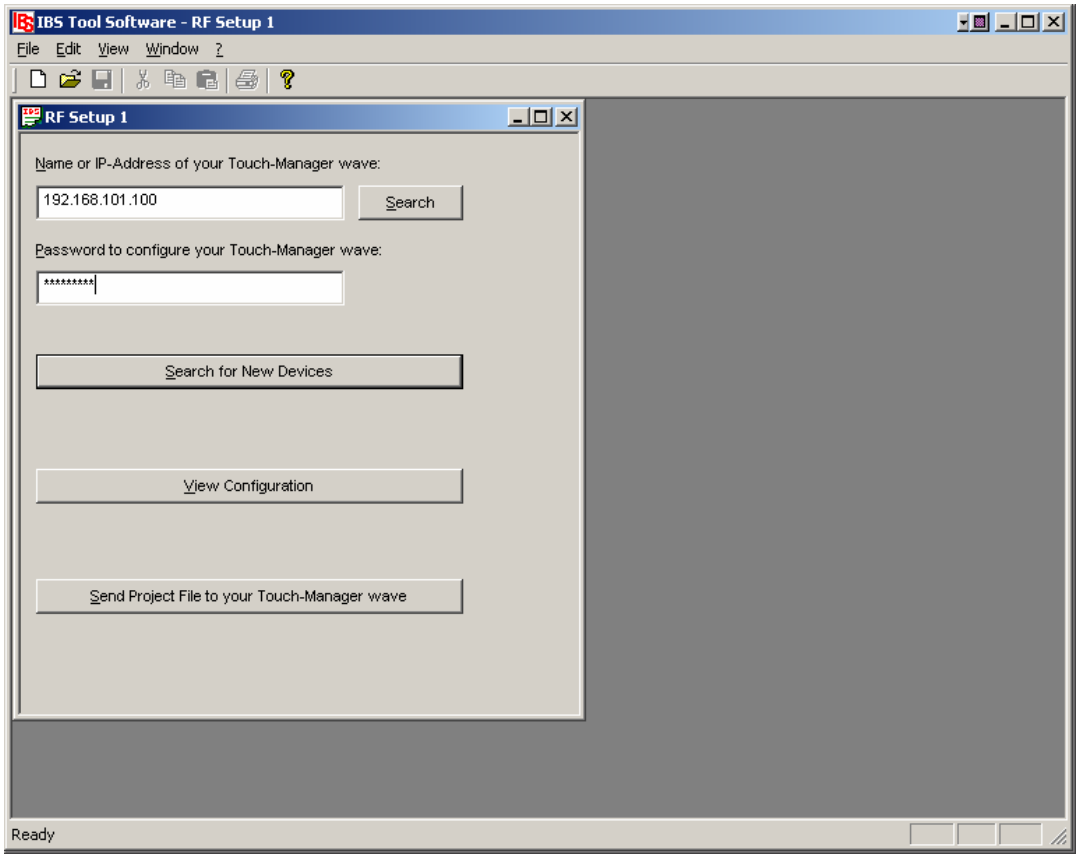


Diagram 52: RF commissioning – Starting the transfer of the configuration to the Touch-Manager wave

After completing the configuration and checking it if necessary, the radio connection data must be transferred from the commissioning PC to the Touch-Manager wave.
This is carried out by pressing the button "**Send Project File to your Touch-Manager wave**".

2 Commissioning

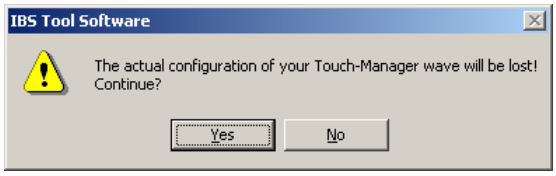


Diagram 53: Confirmation request when changing the RF configuration of the Touch-Manager wave

When the configuration is transferred, the existing data on the Touch-Manager wave is overwritten. Confirm the request by clicking on the "**Yes**" button or cancel the transfer of the new configuration to the Touch-Manager wave by clicking on the "**No**" button.

Should an error occur when transferring the new configuration into the Touch-Manager wave, an error message is displayed:

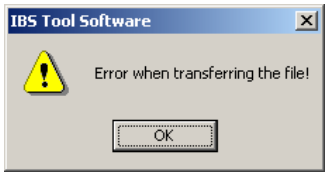


Diagram 54: Error during the transfer of the RF configuration

In this case, confirm the message by clicking on the "**OK**" button and check the connection between the commissioning PC and the Touch-Manager wave again.

Once the new configuration has been transferred into the Touch-Manager wave without any errors, the following message appears:

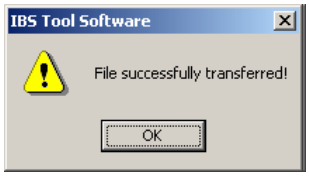


Diagram 55: Successful transfer of the RF configuration

Confirm this message by pressing on the "**OK**" button.

This completes the work with the IBS commissioning software.
To finish the configuration, the display pages of the Touch-Manager wave must be updated.
Press the "**Regenerate user interface**" button on the Touch-Manager wave in the menu "Settings" => "System settings" => "Local settings" (see chapter 3.7.2.1.3, page 195).

2 Commissioning

2.5 Backing up the configuration data of your Touch-Manager wave onto the commissioning PC

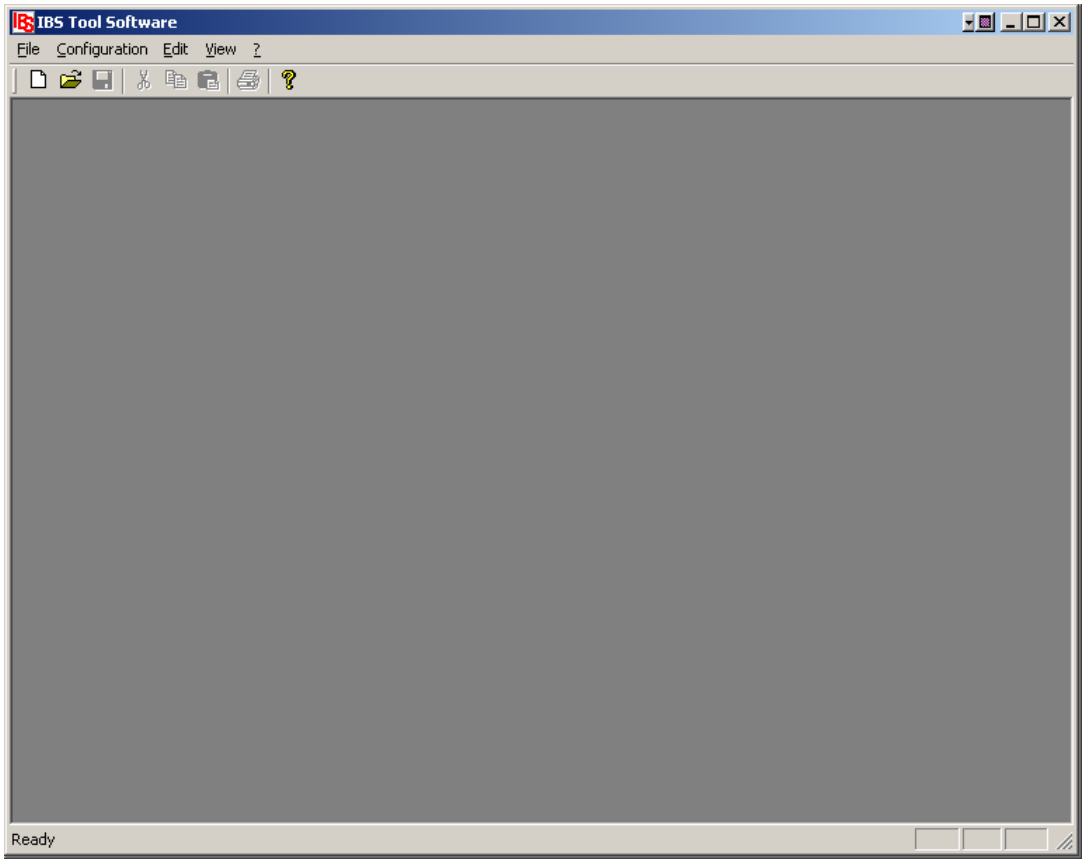


Diagram 56: Backing up the configuration – Start screen

When you have fully completed the configuration of your Touch-Manager wave, i.e. you have transferred the data of the required EIB-TP devices into the Touch-Manager wave and have carried out the definition of the scenes and the setting of the main menu and the special user page ‘My Page’, you should carry out a complete backup of the configuration data.

Under the menu item “**Configuration**” in the IBS commissioning software, it is possible to save the complete configuration of your Touch-Manager wave by selecting “**Backup...**”.

2 Commissioning

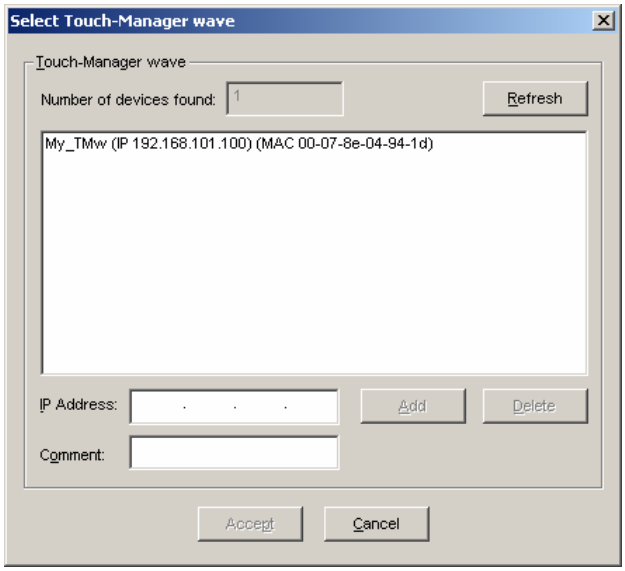


Diagram 57: Backing up the configuration – Selecting the Touch-Manager wave

The number and the descriptors of all Touch-Manager wave devices that are connected in the same subnetwork are displayed automatically in the open window.
The name displayed is the network name of the Touch-Manager wave which you can assign yourself (see chapter 3.7.2.1.1, page 182).
The numbers indicated in brackets represent the respective IP address of the Touch-Manager wave, which you can likewise modify (see chapter 3.7.2.1.2, page 187).
The MAC address is a worldwide unique serial number of the network card which is built into the respective Touch-manager wave and cannot be changed.

By clicking the "**Refresh**" button you can start a new search for connected Touch-Manager wave.

2 Commissioning

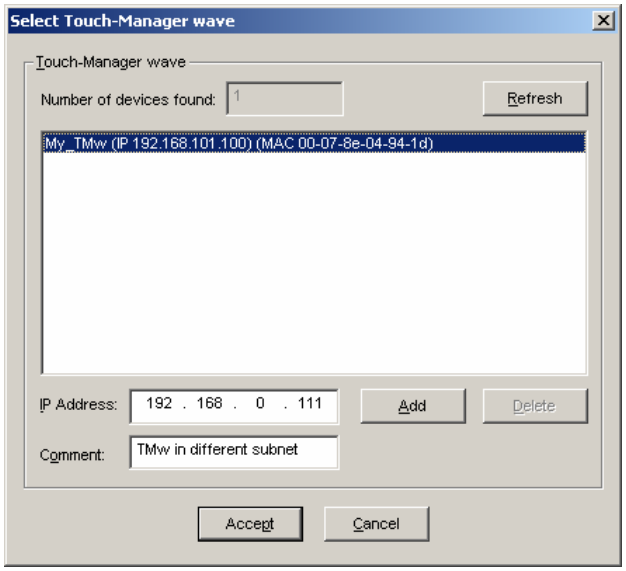


Diagram 58: Backing up the configuration – Entering the Touch-Manager wave manually (1)

If the Touch-Manager wave that is to be configured is located in another subnetwork, it cannot be found automatically by the IBS commissioning software. In this case, you have the option of entering the IP address manually as well as a brief description of the Touch-Manager wave. By clicking on the "**Add**" button, this data is entered in the list of known Touch-Manager wave devices and can likewise be selected there:

2 Commissioning

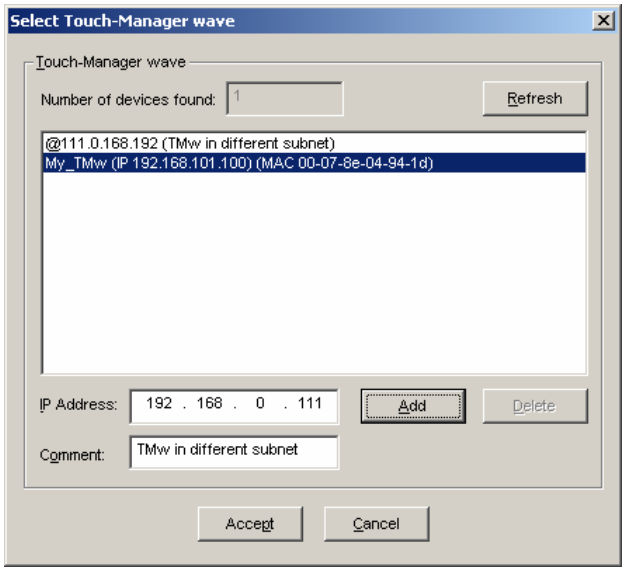


Diagram 59: Backing up the configuration – Entering the Touch-Manager wave manually (2)

Mark the Touch-Manager wave which you wish to configure and click on the "**Accept**" button.

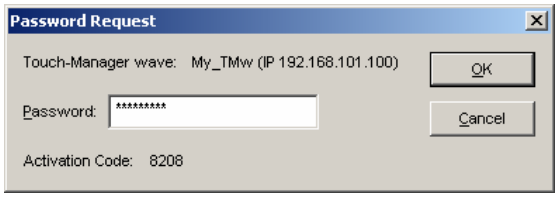


Diagram 60: Manual entry of the Touch-Manager wave for configuration

After a short period, you are requested to enter the password for accessing the Touch-Manager wave.
The preset password is "radminpwd" (without quotation marks). Please change this password immediately (see chapter 3.7.2, page 179).

If you have forgotten your password and entered it five times incorrectly, the password is blocked. You must then redefine the password for the remote administrator in the "System settings" menu (see chapter 3.7.2.4, page 219). To do so however, you require the password for the "System settings" menu which is only known to the local administrator. If you do not know this password, contact the Siemens hotline. Please have to hand the four-digit number which is currently displayed in brackets behind "Activation Code" in this dialog window. You will then receive a temporary password.

2 Commissioning

You can reach the hotline in German-speaking areas under the following telephone numbers:
Germany: +49-(0)180 50 50-222
Austria: +43-(0)5 1707-22244
Switzerland: +41-(0)848-822 888

nst.technical-assistance@siemens.com

Note:
The four-digit number is a random number which is changed each time the password is requested.
The hotline calculates a temporary password using this number which enables access to all Touch-Manager wave reachable while the associated random number is valid.

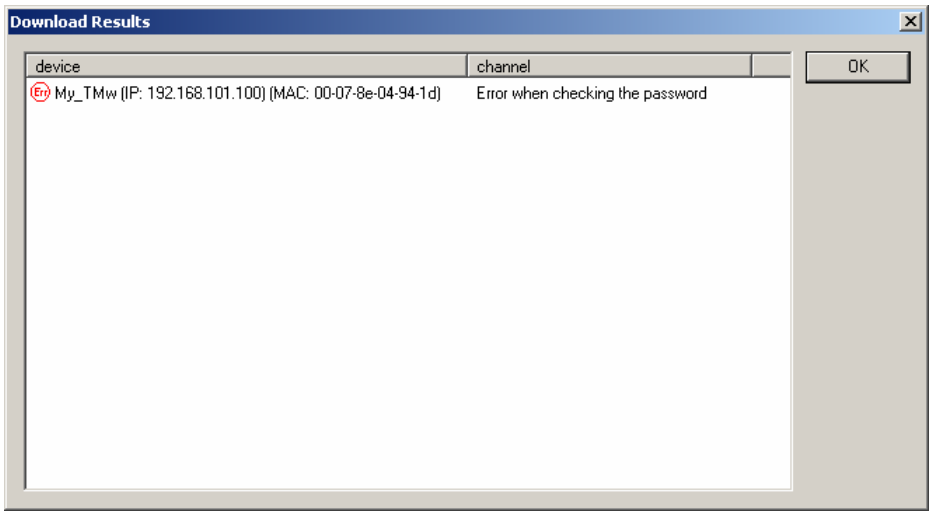


Diagram 61: Error when verifying the password

If an incorrect password has been entered, after some time you will receive a corresponding message. In this case, close the message window by clicking on the "**OK**" button. Then start the backup process again.

If the password you entered was correct, you are next requested to select a directory for the backup files of the Touch-Manager wave configuration:

2 Commissioning

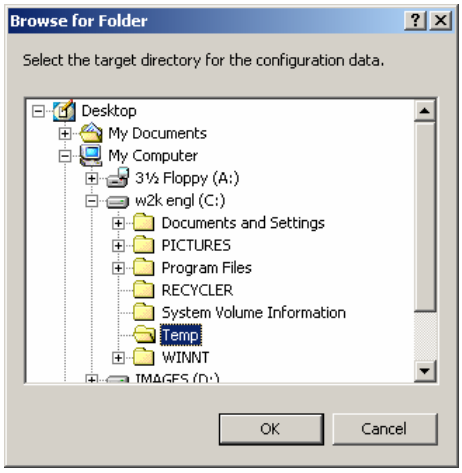


Diagram 62: Backing up the configuration – Selecting a backup directory

After confirming the selected directory by pressing the "**OK**" button, the configuration files of the Touch-Manager wave are saved in a directory structure which is created under the selected backup directory.

Caution:
For each Touch-Manager wave that is backed up or to save different versions of a Touch-Manager wave, you must indicate a different directory for each backup. Otherwise, the existing configuration data will be overwritten without a confirmation request!

To transfer the saved configuration back to the Touch-Manager wave, select the item "**Restore…"** from the "**Configuration**" menu in the start window.
The process is the exact reverse of the procedure for backing up the configuration. First you must indicate the backup directory in which the configuration files are located and then select the Touch-Manager wave to which this configuration should be transferred.

After transferring the backup files, your Touch-Manager wave will be restarted automatically so that the modified configuration is adopted.

Caution:
Take particular care when selecting the Touch-Manager wave, as its existing configuration will be overwritten. If you do not have a backup copy of this configuration, the selection of an incorrect Touch-Manager wave inevitably leads to data loss!

2 Commissioning

2.6 Commissioning of Twisted Pair devices

If your Touch-Manager wave is equipped with an EIB Twisted Pair connection (TP), it can also be used to operate and/or monitor EIB-TP devices.
The ETS program (EIB Tool Software) and a database entry especially designed for the Touch-Manager wave is used to commission EIB TP devices.

Using ETS, a total of 117 channels can be taught into the Touch-Manager wave.
These channels are divided into a maximum of 40 sensor channels for push buttons, door/window contacts or smoke detectors, 70 actuator channels for roller blinds or shutters, which can however only be fully raised or lowered, switchable devices and dimming actuators as well as 7 channels for temperature controllers.

Note:
It should be noted that this also represents the maximum number of channels that can be managed in the Touch-Manager wave. When a mixture of TP and RF devices are used, the total number of sensor and actuator channels used as well as temperature controllers may not exceed the respective limits. When the ETS2 us used a maximum of 36 actuator channels and 20 sensor channels can be stored on the EIB-TP page.

2.6.1 Assigning parameters to the channels

In order to be able to operate and/or monitor channels of TP devices with the Touch-Manager wave, these channels must first be created in the parameter dialog of the Touch-Manager wave.

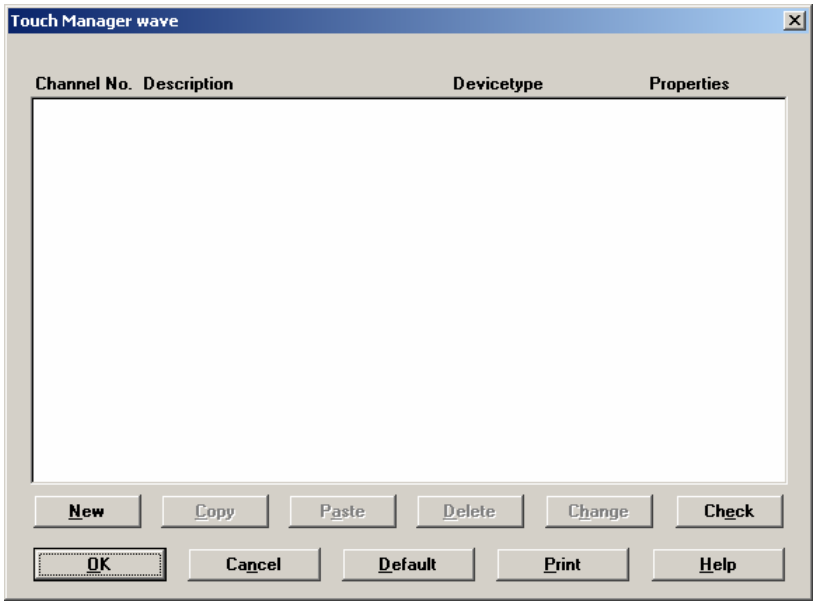


Diagram 63: Parameter dialog – Main window of a new device

By pressing the "**New**" button, you create a new channel and open the dialog for modifying the settings.

2 Commissioning

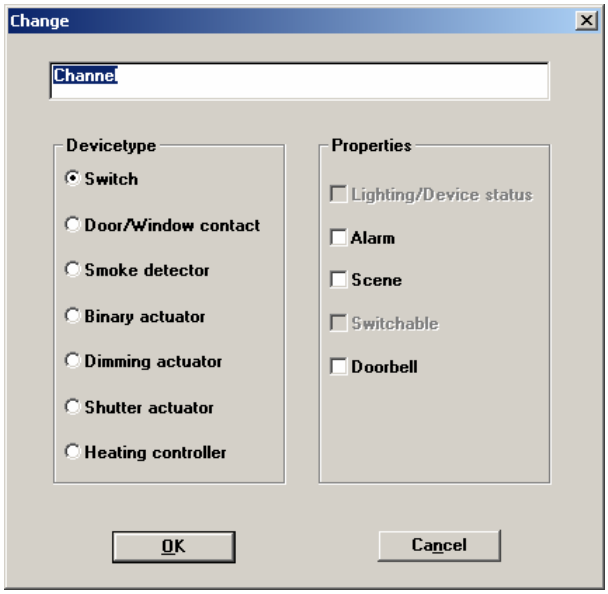


Diagram 64: Parameter dialog – Main window

You can specify the name of the channel in the entry field. A maximum of 20 characters are available. Permitted characters are uppercase and lowercase letters of the German alphabet including umlauts and ‘ß’, numbers, spaces, hyphen and underscore. An error message is sent when non-permissible characters are used:

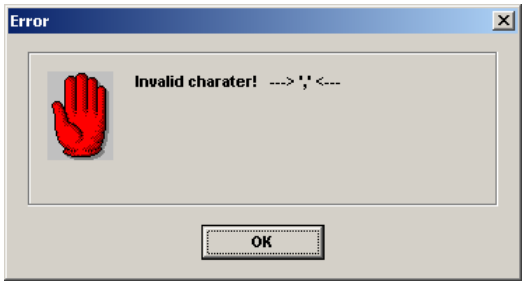


Diagram 65: Error message when using non-permissible characters

Under “**Device type**” you select the type of channel which you wish to insert. In the case of sensors, you can choose between push buttons, door/window contacts and smoke detectors. Switchable devices, dimming actuators and shutter actuators are available as actuators. Temperature controllers are offered as a further option.
Various combinations of properties are displayed for each of these device types. These properties determine on which pages the respective devices can be found in the Touch-Manager wave at a later date. If for example a scene should be triggered via a push button, the “**Scene**” property must be selected for this channel.
The other properties ensure that a channel is taken into account for the status display of the lighting when it is switched on (“**Lighting/Device status**”) or the evaluation of the alarms (“**Alarm**”). The property “**Switchable Device**” ensures that a channel can be switched on and off via the Touch-Manager wave. If a channel is identified as a “**Doorbell**”, the image of the door camera can be displayed for example by pressing the relevant push button.

2 Commissioning

The parameterisation of a channel is finished with the "**OK**" button or exited without making changes by pressing the "**Cancel**" button.

A channel that has already been created can be rapidly duplicated with the "**Copy**" and "**Paste**" buttons. The channel names of the copies are supplemented by a consecutive number.
The marked channel is removed by pressing the "**Delete**" button.
"**Change**" retrieves the dialog for setting the device type and the properties of the marked channel.

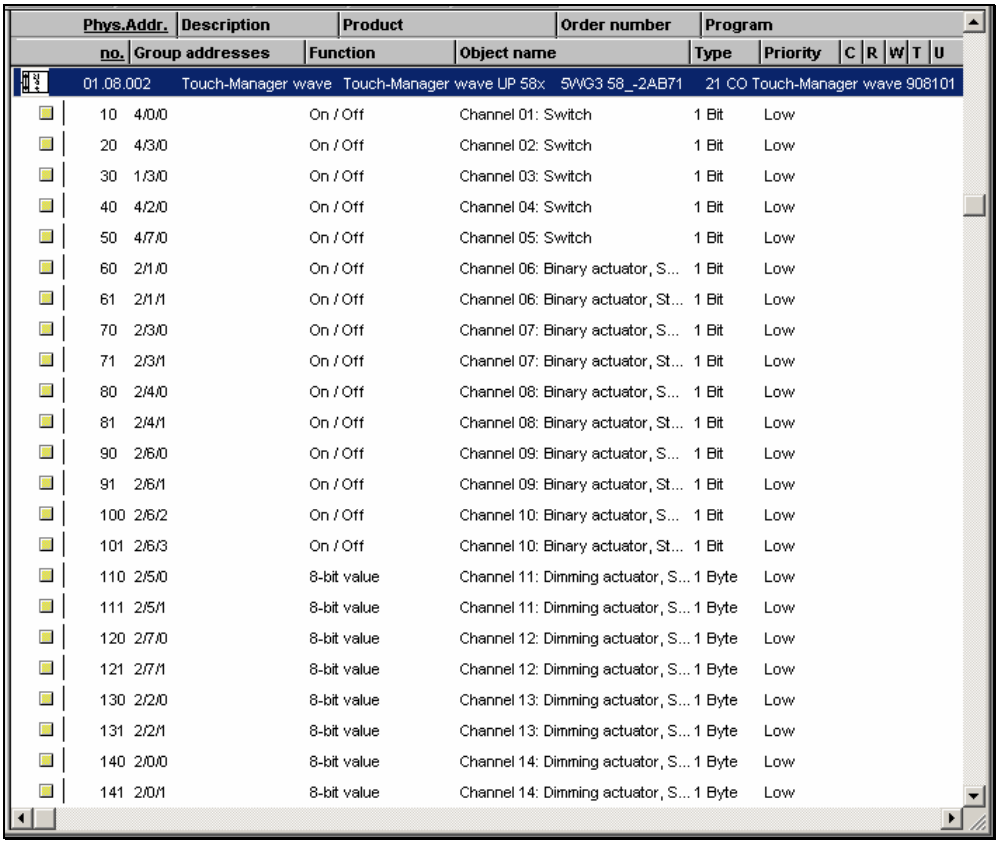
2.6.2 Assigning the group addresses

After creating the channels, you must link the automatically generated communication objects with group addresses. To do so, exit the parameter dialog of the ETS program and save the changes you have carried out by pressing the "**OK**" button twice.
If you display the objects of the database entry, you can see the communication objects that have been generated as a result of the channel definitions and which differ depending on the device type.

So that the individual channels can function correctly, the connection with the group addresses must be carried out in accordance with the following rules:

- A communication object may only be linked with a single group address
- In the case of a smoke detector, the communication object "Alarm signalling device" must be linked with a group address
- If the property "Alarm" has been set for a smoke detector, the communication object "Fault" must be linked with a group address
- For a binary actuator, the communication object "Switch" must be linked with a group address
- If the property "Lighting/Device status" has been set for the binary actuator, the communication object "Status" must also be linked with a group address
- In the case of a dimming actuator, the communication object "Set x%" must be linked with a group address
- If the property "Lighting /Device status" has been set for the dimming actuator, the communication object "Status" must also be linked with a group address
- In the case of the temperature controller, at least one communication object must be linked with a group address, depending on the function that is to be implemented; if one of the two communication objects "Set offset" and "Offset status" is linked with a group address, the other communication object must also be linked with a group address
- No check is carried out for the communication objects "Send date" and "Send time"; if no group addresses are entered, the Touch-Manager wave cannot send the time or date on the bus and thereby synchronise other bus devices
- No check is carried out for the communication objects "Receive date" and "Receive time"; if no group addresses have been entered, the Touch-Manager wave cannot receive the time and date from the bus or synchronise itself
- No check is carried out for the communication object "Actual value temperature"; the external temperature can only be displayed in the Touch-Manager wave on the special user page "My Page" if a group address has been entered
- For all other devices or channel types, the communication object must be linked with a group address

2 Commissioning



Phys.Addr.	Description	Product	Order number	Program						
no.	Group addresses	Function	Object name	Type	Priority	C	R	W	T	U
01.08.002	Touch-Manager wave	Touch-Manager wave UP 58x	5WG3 58_-2AB71	21 CO	Touch-Manager wave 908101					
10	4/0/0	On / Off	Channel 01: Switch	1 Bit	Low					
20	4/3/0	On / Off	Channel 02: Switch	1 Bit	Low					
30	1/3/0	On / Off	Channel 03: Switch	1 Bit	Low					
40	4/2/0	On / Off	Channel 04: Switch	1 Bit	Low					
50	4/7/0	On / Off	Channel 05: Switch	1 Bit	Low					
60	2/1/0	On / Off	Channel 06: Binary actuator, S...	1 Bit	Low					
61	2/1/1	On / Off	Channel 06: Binary actuator, St...	1 Bit	Low					
70	2/3/0	On / Off	Channel 07: Binary actuator, S...	1 Bit	Low					
71	2/3/1	On / Off	Channel 07: Binary actuator, St...	1 Bit	Low					
80	2/4/0	On / Off	Channel 08: Binary actuator, S...	1 Bit	Low					
81	2/4/1	On / Off	Channel 08: Binary actuator, St...	1 Bit	Low					
90	2/6/0	On / Off	Channel 09: Binary actuator, S...	1 Bit	Low					
91	2/6/1	On / Off	Channel 09: Binary actuator, St...	1 Bit	Low					
100	2/6/2	On / Off	Channel 10: Binary actuator, S...	1 Bit	Low					
101	2/6/3	On / Off	Channel 10: Binary actuator, St...	1 Bit	Low					
110	2/5/0	8-bit value	Channel 11: Dimming actuator, S...	1 Byte	Low					
111	2/5/1	8-bit value	Channel 11: Dimming actuator, S...	1 Byte	Low					
120	2/7/0	8-bit value	Channel 12: Dimming actuator, S...	1 Byte	Low					
121	2/7/1	8-bit value	Channel 12: Dimming actuator, S...	1 Byte	Low					
130	2/2/0	8-bit value	Channel 13: Dimming actuator, S...	1 Byte	Low					
131	2/2/1	8-bit value	Channel 13: Dimming actuator, S...	1 Byte	Low					
140	2/0/0	8-bit value	Channel 14: Dimming actuator, S...	1 Byte	Low					
141	2/0/1	8-bit value	Channel 14: Dimming actuator, S...	1 Byte	Low					

Diagram 66: Communication objects of a parameterised Touch-Manager wave

If you start a check in the parameter dialog (see chapter 2.6.3, page 63), errors that occur during the connection with group addresses are displayed.

2 Commissioning

2.6.3 Checking the parameterisation

When the parameter window is opened, you can quickly check using the "**Test**" button whether the parameterisation of the database entry is complete and correct. A check is made for example as to whether the communication objects of the channels have been linked with the group addresses in accordance with the rules (see chapter 2.6.2, page 61). This type of check is only advisable once you have linked the communication objects of all the channels with group addresses.
If changes have been carried out to the parameterisation since the last time it was saved, you are first requested to save the data.

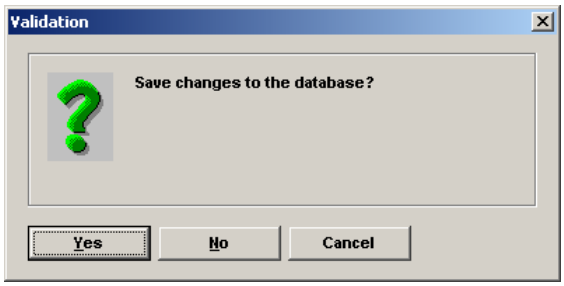


Diagram 67: Validity check, save database

By pressing the "**Yes**" button, you save the changes and the checking of the parameterisation starts.
By pressing the "**No**" button, the check is started with the last saved version of the parameterisation. The changes that have been carried out are not taken into account but are also not rejected. When you save the changes at a later date, the check that has been carried out is no longer valid.
By pressing the "**Cancel**" button, the checking of the parameterisation is aborted without saving the parameter changes.

If an error is established during the check, a message like the one below is displayed:

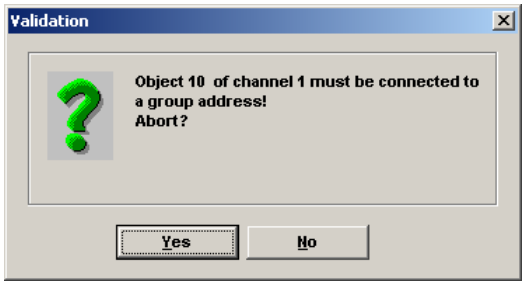


Diagram 68: Validity check, error in the parameterisation

The checking process is aborted with the "**Yes**" button while pressing the "**No**" button enables you to check the parameterisation for further errors. If no further errors are found, the check is completed.

If no further errors are found, the checking ends without displaying a message.

With the "**OK**" button, you finish the parameterisation of the channels. If you press the "**Cancel**" button, the changes that you have carried out to the parameters are rejected.

2 Commissioning

By pressing the “Default” button, all the parameters are reset to the original state i.e. all the channels you have created are deleted.

Pressing the “**Documentation**” button starts the printout of all the parameterised channels for your project documentation.

Via the “**Help**” button, you start the online Help function which assists you with any queries you may have about the parameterisation.

A full parameterisation of the TP channels to be used in the Touch-Manager wave could appear as follows:

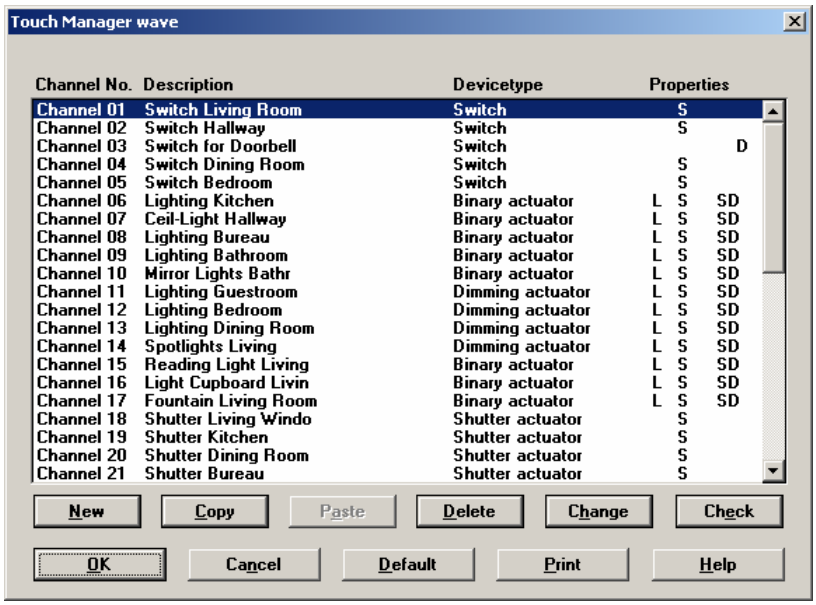


Diagram 69: Parameter dialog – Main window with the created channels

The letters in each channel line stand for the selected properties of the channel. The following are signified:

LD	➔	Lighting/Device Status
S	➔	Scene
A	➔	Alarm
SD	➔	Switchable Device
D	➔	Doorbell

2 Commissioning

2.6.4 Loading the application into the Touch-Manager wave

After completing the parameterisation, the application program can be loaded into the Touch-Manager wave. If the physical address has not yet been loaded, this must first be activated on the surface of the Touch-Manager wave under “Settings” => “System settings” => “Local settings” => “Programming LED” and the Touch-Manager wave must be switched to programming mode (see chapter 3.7, page 90 as well as chapter 3.7.2.1.1, page 181).

Before loading the application into the Touch-Manager wave, the parameterisation is automatically checked for errors (see chapter 2.6.3, page 63).
If an error is established during the check, a message like the one below is displayed:

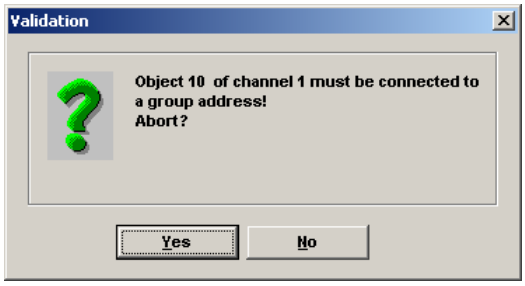


Diagram 70: Loading the application, error in the parameterisation

With the “**Yes**” button, both the checking and loading process are interrupted so that you can rectify the error.
By pressing the “**No**” button, you can check the parameterisation for further errors. If no further errors are found, the checking is ended and the loading process starts.

Caution:
If the errors in the parameterisation are not rectified, at least one channel in the Touch-Manager wave will not function as required! First rectify the error in the parameterisation and repeat the loading process.

If no errors are found, the checking process ends without displaying a message.

After loading the application into the Touch-Manager wave, the restructuring of the display pages must be initiated under “Settings” ” => “System settings” => “Local settings” => “Regenerate user interface” (see chapter 3.7.2.1.3, page 195).

3 Operation of the Touch-Manager wave

3 Operation of the Touch-Manager wave

3.1 Main menu

After switching on the Touch-Manager wave for the first time, the following screen is displayed:

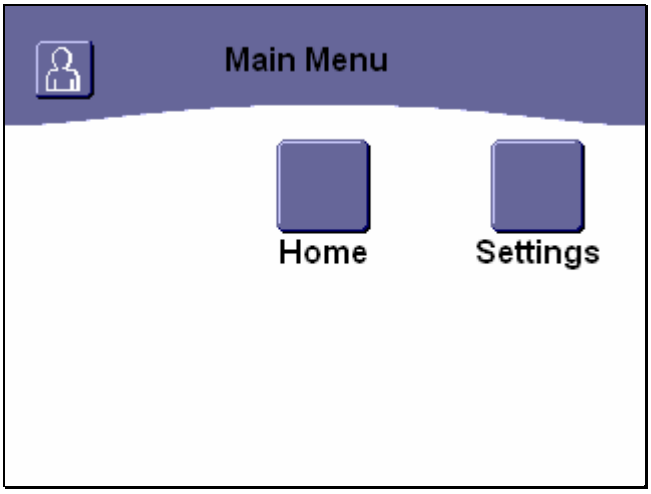


Diagram 71: Main menu of the Touch-Manager wave prior to commissioning

The main menu of the Touch-Manager wave represents the starting page for all further activities.
You always find the buttons “Home” and “Settings” in the main menu, regardless of your personal configuration of the Touch-Manager wave.
By pressing the “**Home**” button, you access the pages of the Touch-Manager wave, where you can operate the previously taught-in devices either individually or in scenes and can query the status of the devices (see chapter 3.6, page 75).
By pressing the “**Settings**” button, you access the pages of the Touch-Manager wave, where you can carry out the settings to adapt the Touch-Manager wave to your personal electrical installation and operating requirements (see chapter 3.7, page 90).

To configure the Touch-Manager wave according to your personal requirements, up to four further buttons can be created on this page (see chapter 3.7.1.5.3, page 174), which are used to trigger the scenes you have defined (see chapter 3.7.1.1, page 94) or to display the image from a web cam[1].

[1] This function requires the use of a camera in the local network with its own HTML server which makes the recorded image available as an HTML page (see chapter 3.7.2.5, page 227).

3 Operation of the Touch-Manager wave

The main menu of a configured Touch-Manager wave could appear as follows:

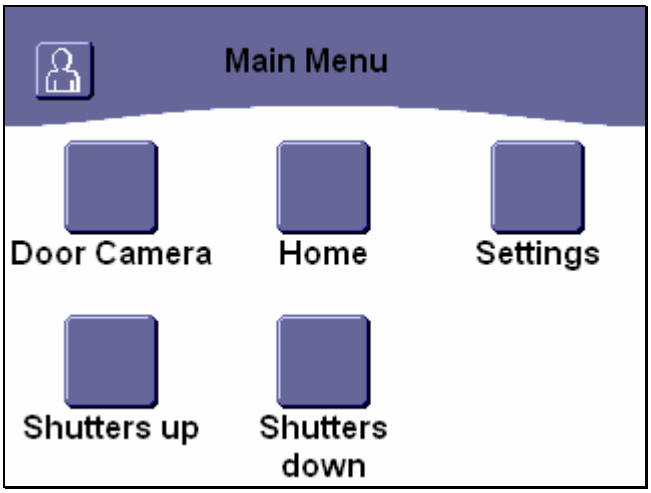


Diagram 72: Main menu of the Touch-Manager wave after commissioning

3.2 General buttons of the Touch-Manager wave

3.2.1 Navigation buttons in the header

The  button at the top left of the main page enables you to access a special page where you can freely assign functions according to your own requirements (see chapter 3.3, page 72).
In the supplied state, this page is called “**My Page**” but you can even change this setting (see chapter 3.7.1.5, page 160):

Diagram 73: Button in the header of the main menu

3 Operation of the Touch-Manager wave

On all other pages of the Touch-Manager wave, including your personal page, you will find the following buttons in the header:

Diagram 74: Buttons in the header on all other pages

By pressing the button, you exit all the submenus and return immediately to the main menu.

By pressing the button, you return to the level above the menu that is currently displayed.

A clock symbol appears on the right-hand side in the header of the Touch-Manager wave while you are changing from one menu page to another.

Note:
To operate the buttons, the push buttons of the Touch-Manager wave must first be pressed and then released. Only then does the Touch-Manager wave detect the operation and carry it out.
If once you have pressed and released a button, it is still shown as pressed (the symbol and the colour of the button has changed), too much movement was carried out on the touch-screen display after the push button action. The Touch-Manager wave does not detect the operation of the button in this case and does not execute the required action.
Should this situation occur, simply repeat the push button operation.

3 Operation of the Touch-Manager wave

3.2.2 Navigation buttons on the user pages with lists

Some of the menu pages of the Touch-Manager wave have several devices or options available for selection, dependent on your configuration. To achieve a clearer overview, these devices or options are displayed in lists. If there are more than three entries to be displayed in this list, the list is divided onto several pages, with a maximum of three entries each time.

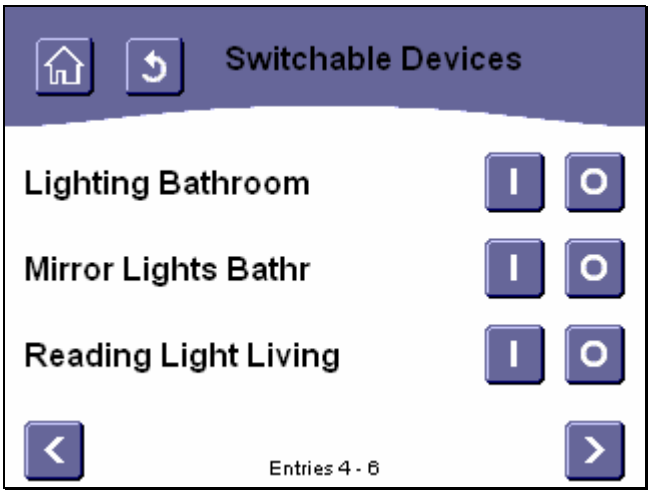


Diagram 75: Example for a menu with more than three entries

Using the buttons  and  at the bottom of the pages, it is possible to navigate between these pages. The buttons are only displayed if navigation is possible in the corresponding direction. The position of the entries displayed within the list is shown in the centre between the buttons.

3 Operation of the Touch-Manager wave

3.2.3 The keyboard of the Touch-Manager wave

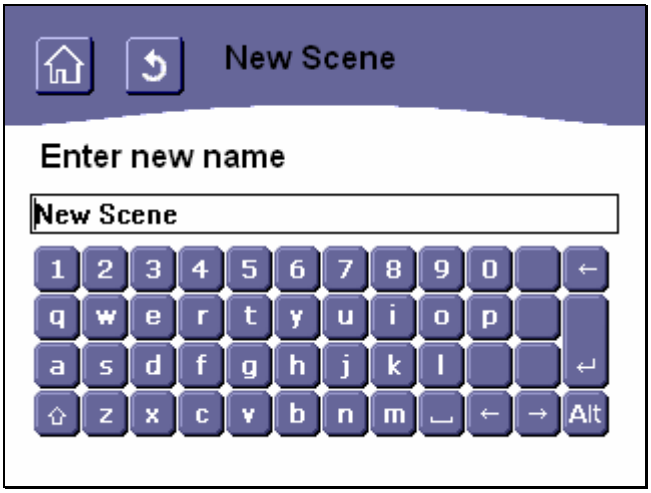


Diagram 76: Example of a menu page with a virtual keyboard

On some menu pages of the Touch-Manager wave, you must enter passwords or you can define the displayed designations yourself.
A virtual keyboard is displayed on the respective pages in the Touch-Manager wave which you can use to carry out these entries.

To enter capital letters, first press the ⇧ button followed by the appropriate letter on the keyboard. The keyboard then switches back to lowercase.

A space is created by pressing the ␣ button.

Further characters and symbols are available by pressing Alt.

With the buttons ← → you move the cursor each time by a character to the right or left. You use the ← button to delete the character to the left of the cursor.

Press ↵ to finish entering the text.

3 Operation of the Touch-Manager wave

3.3 My Page

A special menu page of the Touch-Manager wave displays this personal page.
On this page, you can display up to three freely selectable status messages and in addition up to three buttons for recalling the scenes you have defined as well as other functions (see chapter 3.7.1.1, page 94).
The configuration of this page is carried out in the “Settings” menu (see chapter 3.7.1.5, page 160).

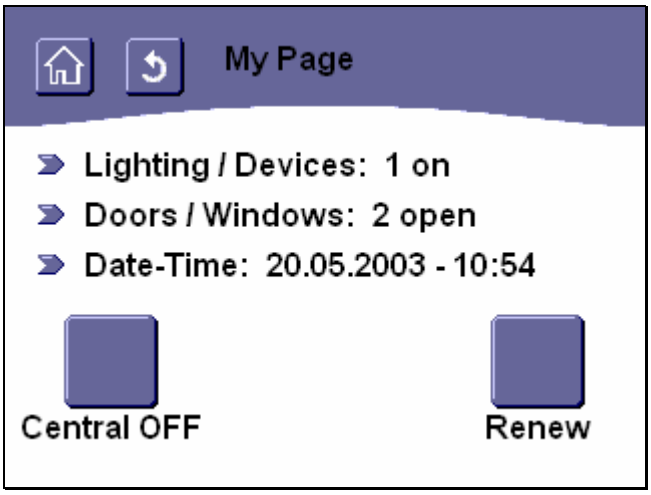


Diagram 77: Example of a user-defined “My Page”

3 Operation of the Touch-Manager wave

3.4 Protected Page

Another special menu page of the Touch-Manager wave is the Protected Page.
On this page it is possible to display up to six freely selectable buttons for calling up the scenes which you have defined yourself (see chapter 3.7.1.5.3, page 174), external links or other functions.
This page is configured in the "Settings" menu (see chapter 3.7.1.5, page 160).

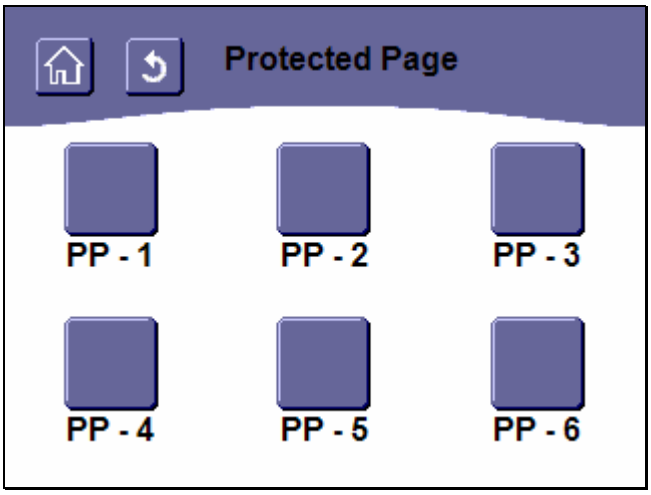


Diagram 78: Example of "Protected Page"

3 Operation of the Touch-Manager wave

3.5 Door Camera

Diagram 79: Door image from a web cam

The Touch-Manager wave is able to connect a web cam with its own HTML server in the local network or to display the image from a web cam on the Internet (see chapter 3.7.2.5, page 227 for setup information).
To be able to display the image from the camera, you need to assign a button in the main menu (see chapter 3.7.1.5.3, page 174) or a button on “My Page” (see chapter 3.7.1.5, page 160) or a button on the "Protected Page" (see chapter 3.7.1.5.3, page 174) to the door camera.
It is further possible to refer to an external HTML page (see chapter 3.7.2.5, page 227), which contains the web cam image.
After touching the screen you are returned to the main menu (see chapter 3.1, page 67).

Caution:
It is essential to have a navigation option on this page back to the remaining pages of the Touch-Manager wave. Without this option, you can only access the main page by switching the power supply of the Touch-Manager wave off and on again.

3 Operation of the Touch-Manager wave

3.6 “Home” menu

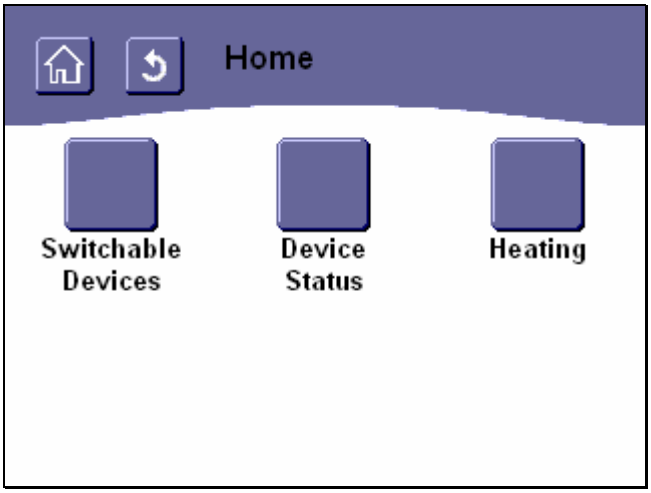


Diagram 80: “Home” menu

The “Home” menu enables you to operate all the devices that have been configured in the Touch-Manager wave and/or to query their status.

By pressing the button “**Switchable Devices**”, you obtain access to all the devices or channels which can be switched on and off from the Touch-Manager wave (see chapter 3.6.1, page 76).
With the “**Device Status**“ button, you can obtain an overview of the status of the connected devices (see chapter 3.6.2, page 77).
By pressing the “**Heating**” button, you can display the room temperatures and modify the temperature settings of your individual room temperature controller (see chapter 3.6.3, page 86).

3 Operation of the Touch-Manager wave

3.6.1 Switchable devices

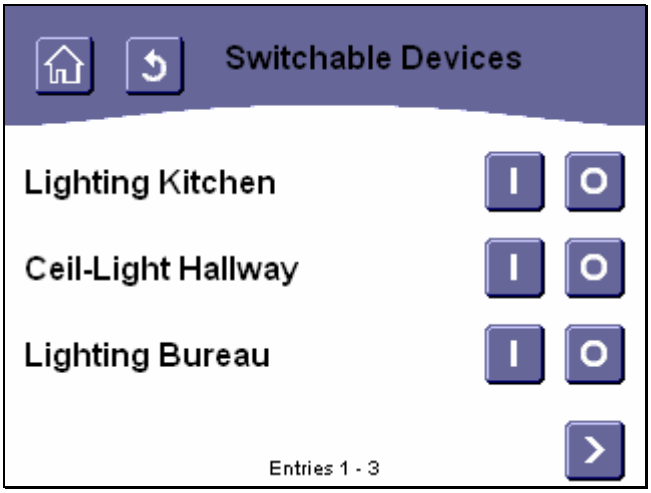


Diagram 81: Example of a list with switchable devices

The menu “Switchable Devices” lists all the devices or their individual channels in your electrical installation which have been configured in the Touch-Manager wave so that they can be switched on or off (see chapter 2.1, page 7 or chapter 2.6, page 59). All the installed switching and dimming actuators can therefore appear in this list.

For all the listed devices or channels, you have the option of switching the connected device on or off by pressing the button.
The following applies:

switch on

switch off

In the above example, there are more than three switchable devices. The devices that are not displayed can be reached via the navigation buttons at the bottom of the display (see chapter 3.2.2, page 68).

3 Operation of the Touch-Manager wave

3.6.2 Device Status

The menu “Device Status” enables you to have an overview of the current status of your electrical installation.
The status signals are combined into a maximum of six logical groups. The status signals that are available are dependent on the devices that have been configured in your Touch-Manager wave (see chapter 2.1, page 7 or chapter 2.6, page 59).
If “---“ is shown instead of a clear status, this means that no corresponding devices have been configured or that a status indicator is not required for these devices.
If “???“ is shown as the status, this means that it was not possible to determine the status for at least one of the devices in this group. In most cases this will be because not enough time had elapsed from the start of the Touch-Manager wave for a status signal to be received from a device. Battery operated devices, for example, signal their status once a day, and the status of shutter actuators is only transferred when the shutter moves.
If the status of one or several devices in a status signal should deviate from its setpoint state, you can identify the relevant device(s) more precisely via one of the buttons displayed on the right-hand side of the corresponding line.

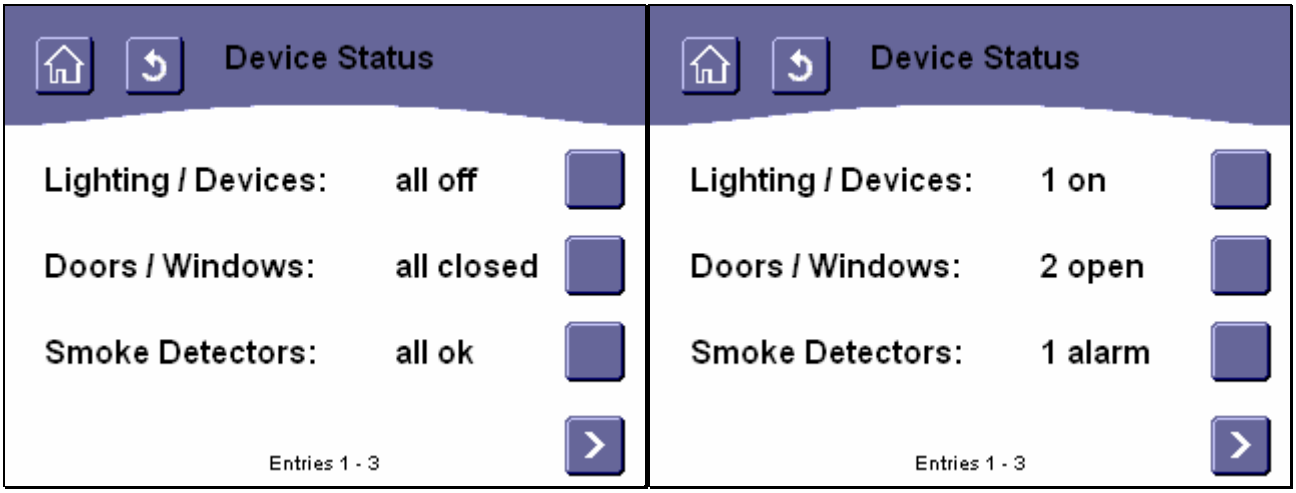


Diagram 82: Menu with device status information (1)

The status signal “**Lighting / Devices**“ indicates whether all the luminaires or other switchable devices in your house or apartment are switched off or whether there are some luminaires or devices are still switched on. Via the button on the right-hand side, you can view the status of individual luminaires and other switchable devices (see chapter 3.6.2.1, page 79).

The status signal “**Doors / Windows**” indicates whether all the doors or windows in your house or apartment are closed or if some are still open. You can view the status of the individual doors/windows via the button on the right-hand side (see chapter 3.6.2.2, page 79).

The status signal “**Smoke Detectors**” indicates whether a smoke detector in your house or apartment has issued an alarm. You can view the status of the individual smoke detectors via the button on the right-hand side (see chapter 3.6.2.2, page 79).

The status groups that are not displayed can be reached via the navigation buttons at the bottom of the display (see chapter 3.2.2, page 68).

3 Operation of the Touch-Manager wave

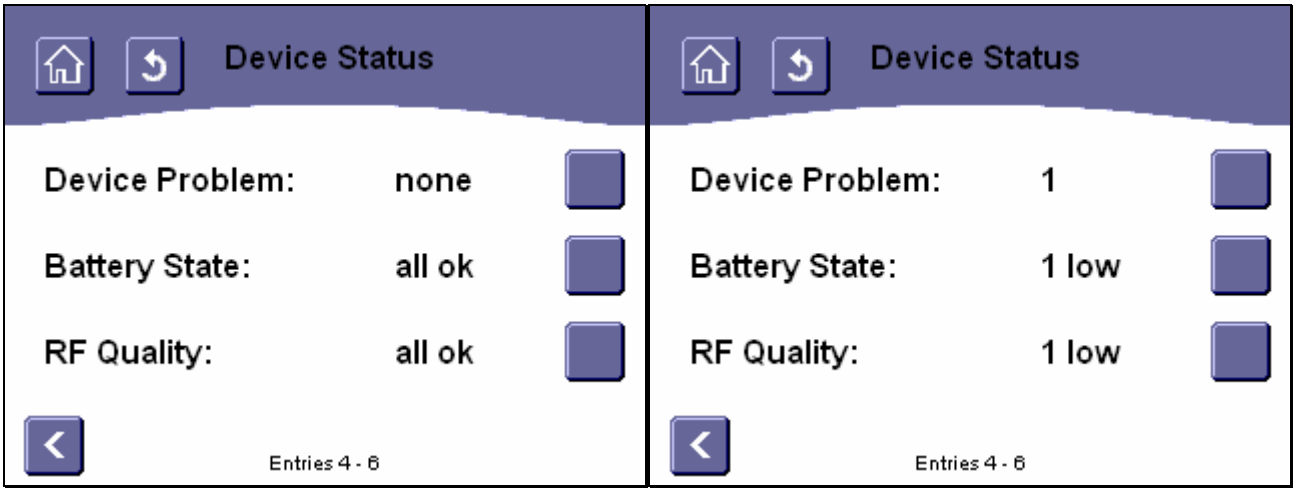


Diagram 83: Menu with device status information (2)

The status signal "**Device Problem**" indicates whether all the monitored devices in you house or apartment are ready for operation or if one or more devices are faulty. You can view the status of the individual devices via the button on the right-hand side (see chapter 3.6.2.4, page 82).
All devices that have not been reported to the Touch-Manager wave within a specific period are detected as faulty. This detection is activated for all devices which actively report their status in defined intervals. In the current version of the Touch-Manager wave, this is only the case for the battery-operated Gamma wave devices.

The status signal "**Battery State**" indicates whether the batteries of all the battery-operated Gamma wave devices in your house or apartment are still sufficiently charged. You can view the battery status of individual devices via the button on the right-hand side (see chapter 3.6.2.5, page 84).

The status signal "**RF Quality**" indicates whether the radio connection between the Touch-Manager wave and all the configured Gamma wave devices in your house or apartment is OK or whether there is only a weak connection with individual devices. The status of the individual radio links can be viewed via the button on the right-hand side (see chapter 3.6.2.6, page 85).

Siemens AG
Automation and Drives Group
Electrical Installation Technology
P.O. Box 10 09 53, D-93009 Regensburg

3 Operation of the Touch-Manager wave

3.6.2.1 Status overview of lighting and other switchable devices

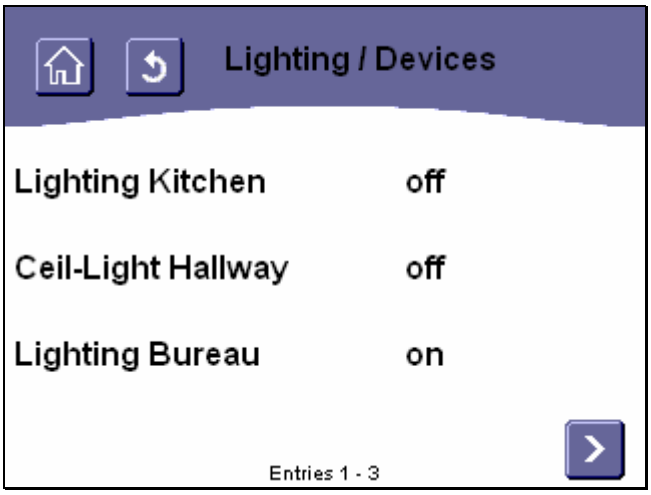


Diagram 84: Menu with status information about the lighting and other switchable devices

If all the lighting in your house or apartment is not switched off, you can view the status of the individual luminaires in this list to determine which luminaires are still switched on. Other devices that are switched on can also be displayed individually. If it is not possible to determine the status of a luminaire or other switchable devices, question marks are shown.

3.6.2.2 Status overview of doors and windows

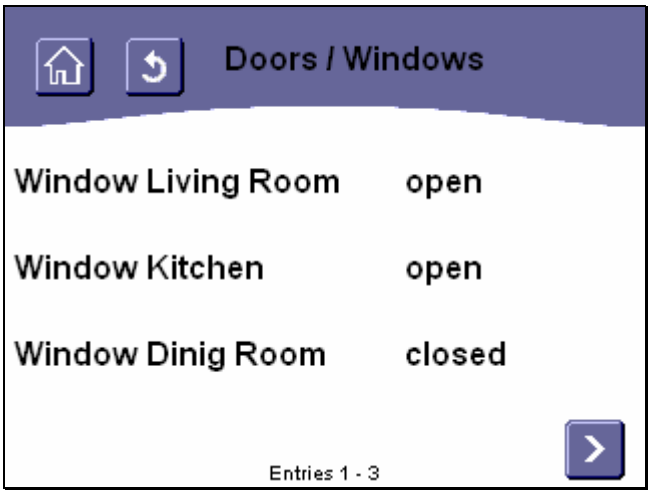


Diagram 85: Menu with status information of individual door/window contacts

3 Operation of the Touch-Manager wave

If not all the doors and windows in your house or apartment are closed, you can view the status of the individual doors and windows in this list to establish which ones are still open. If the status of a door/window contact cannot be determined, question marks are shown.

3.6.2.3 Status of smoke detectors

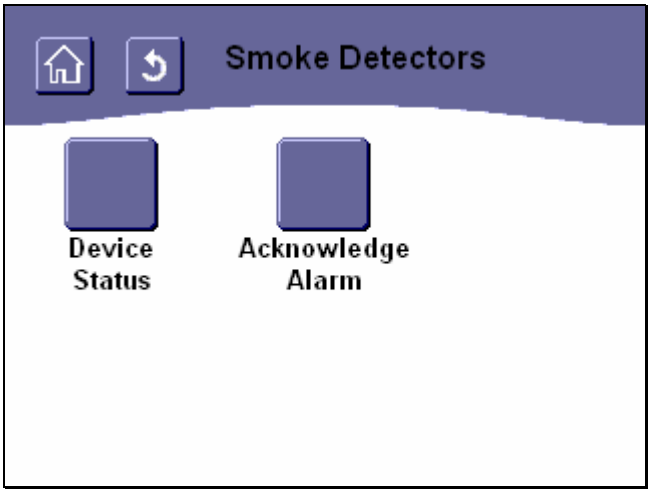


Diagram 86: Selection of actions in event of smoke alarm

If a smoke alarm has been triggered in your house or apartment, you can select from this menu whether you wish to view the status of the individual smoke detectors to determine which detector has triggered the alarm or whether you wish to acknowledge the alarm.

3 Operation of the Touch-Manager wave

Status overview of smoke detectors

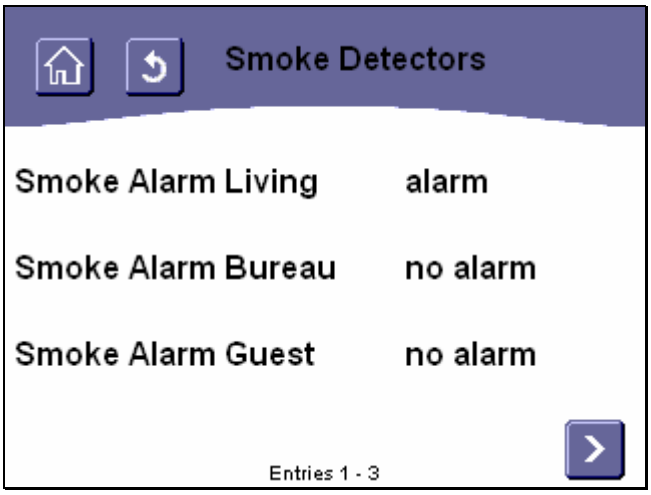


Diagram 87: Menu with status information of individual smoke detectors

If a smoke alarm has been triggered in your house or apartment, you can view the status of the individual smoke detectors in this list to establish which smoke detector has triggered the alarm. If the status of a smoke detector is not known, questions marks are shown.

3 Operation of the Touch-Manager wave

3.6.2.3.1 Smoke alarm acknowledged

Diagram 88: Confirming the acknowledgement of the smoke alarm

The above page is displayed to confirm the acknowledgement of the smoke alarm.
Via the alarm acknowledgement, the alarm horn of all the smoke detectors that support this function is switched off.
Your smoke detector must be reset separately so that it is ready for use again. For many devices, this can be carried out at the same time as the alarm acknowledgement. Please ask your electrical installer about the exact possibilities and requirements of your smoke detector.

3.6.2.4 Status overview of device problems

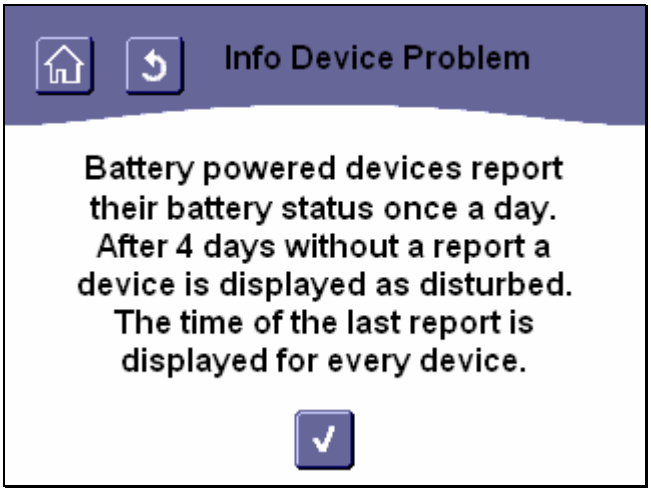


Diagram 89: Information page for the status display of devices with problems

3 Operation of the Touch-Manager wave

After pressing the button to display the individual status signals, you first receive a message as to how the displayed information should be evaluated.

Confirm this message by pressing the  button.

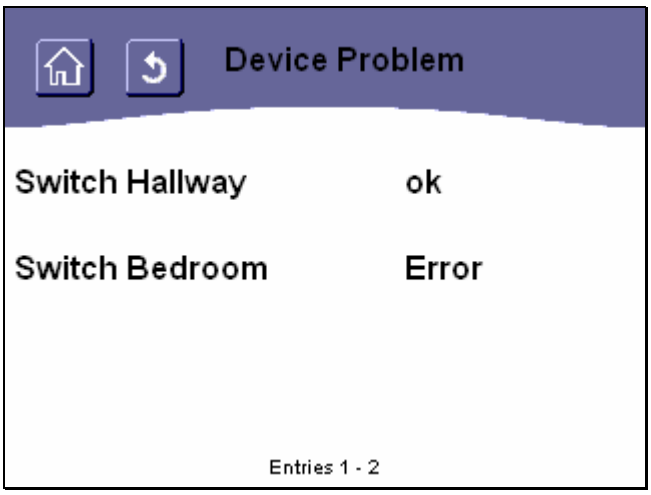


Diagram 90: Menu with status information of individual devices with problems

If not all the monitored devices in your house or apartment are ready for operation, you can view the status of individual devices in this list to establish which devices are affected.
All devices that have not been reported to the Touch-Manager wave within a specific period are detected as faulty. This detection is activated for all devices which actively report their status in defined intervals. In the current version of the Touch-Manager wave, this is only the case for the battery-operated Gamma wave devices.

3 Operation of the Touch-Manager wave

3.6.2.5 Status overview of battery-operated devices

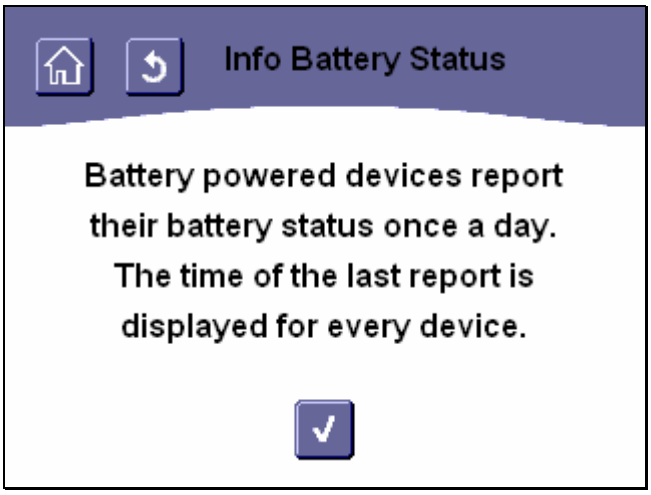


Diagram 91: Information page for battery status display

After pressing the button to display the individual status signals, you first receive a message as to how the displayed information should be evaluated.

Confirm this message by pressing the button.

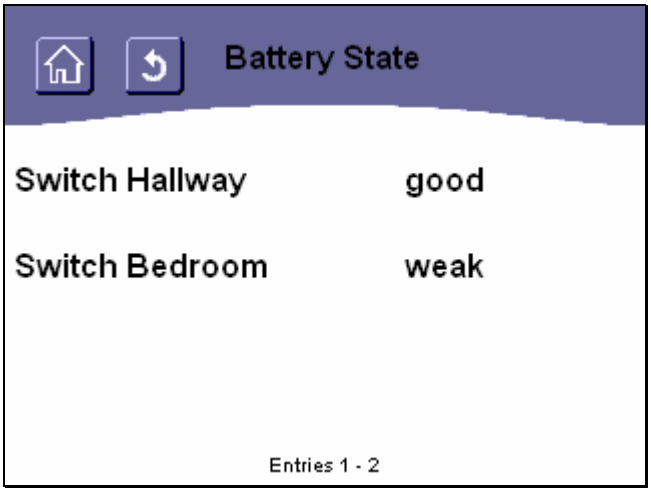


Diagram 92: Menu with status information of individual devices with a low battery

If battery-operated Gamma wave devices with low batteries are detected in your house or apartment, you can view the status of the devices in this list to establish which batteries need to be replaced. If the battery quality is not known, questions marks are shown.

3 Operation of the Touch-Manager wave

3.6.2.6 Status overview of RF Quality

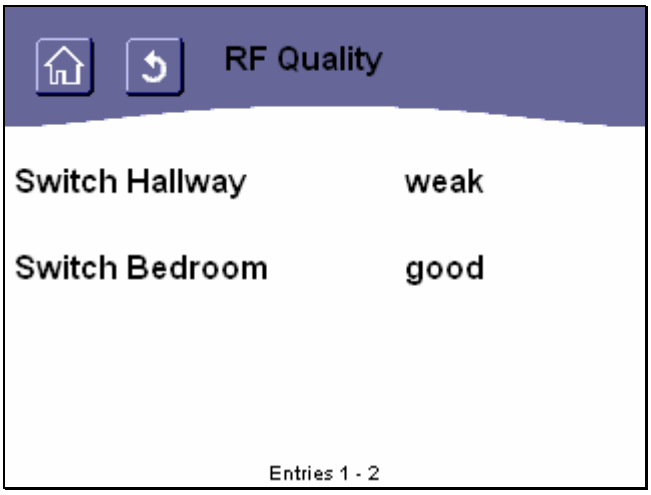


Diagram 93: Menu with status information of individual devices with a weak radio reception

If there are Gamma wave devices in your house or apartment with a poor radio connection with the Touch-Manager wave, you can view the status of individual devices in this list to establish which devices are affected. If the radio transmission quality is not known, question marks are shown.
If there is a poor radio connection between a Gamma wave device and the Touch-Manager wave, there is a risk of the information between the devices being lost and that the required action is therefore not carried out.
If the radio transmission quality has decreased compared to previously, you have probably rearranged some furniture which can negatively influence the radio transmission quality.
In this case, you can use a repeater which receives and routes the information transmitted between the devices and thereby enables greater distances between the devices.

3 Operation of the Touch-Manager wave

3.6.3 Heating

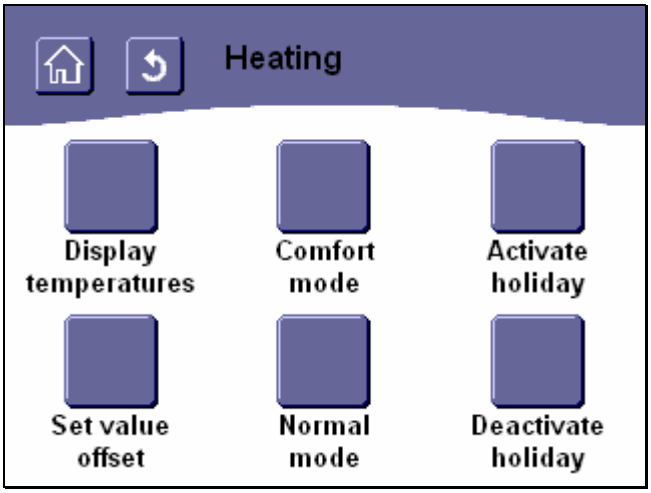


Diagram 94: "Heating" menu

The "Heating" menu offers you the possibility of reading out the current room temperature of all the heating controllers that are configured in the Touch-Manager wave, to modify the setpoint temperature and define the general control response of the heating controller.

By pressing the button "**Display temperatures**", an overview page is opened where the current room temperatures of all the configured heating controllers are displayed (see chapter 3.6.3.1, page 87).

By pressing the button "**Set value offset**", you access menus which enable you to modify the applicable setpoint temperature for the set operating mode (see chapter 3.6.3.2, page 88).
By pressing the buttons "**Comfort mode**" or "**Normal mode**", you can select the required setpoint temperature. Comfort mode selects the temperature that you prefer when you are at home. Normal mode instructs all the heating controllers to set the temperature which you require when you are absent for a short period (or overnight).
This setting is valid until you change the operating mode here or press the "**Activate holiday**" button or until this setting is modified by a temperature profile or the triggering of a scene.
This function requires that the communication object has been parameterised for the comfort operation of your heating controller and has been linked with the Touch-Manager wave. Otherwise, it is not possible to choose between comfort mode and normal operation. Even the setting of time-controlled temperature variations is not possible.

By pressing the button "**Activate holiday**", you switch the configured heating controller to frost protection mode. The time-controlled temperature variations are deactivated for the holiday period. You exit this mode with the button "**Deactivate holiday**". The operating mode that is activated – comfort mode or normal operation – depends on the parameter settings of your heating controller.
This function requires that the communication object has been parameterised for the (continuous) frost protection of your heating controller and has been linked with the Touch-Manager wave. Otherwise, it is only possible to choose between comfort mode and normal operation.

3 Operation of the Touch-Manager wave

3.6.3.1 Display temperatures

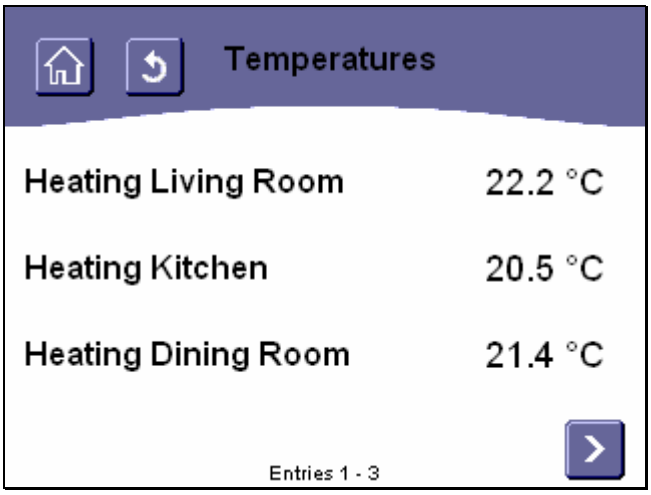


Diagram 95: Menu with the display of the room temperatures

The temperatures of the individual heating controllers are displayed in this menu, if necessary divided onto several pages (see chapter 3.2, page 68). The channel designations that were used during the configuration of the Touch-Manager wave are indicated as names (see chapter 2.6, page 59). If the current room temperature cannot be determined, question marks are displayed.
The display of a room temperature requires that the communication object for the actual temperature has been parameterised in the corresponding heating controller and linked with the Touch-Manager wave.

3 Operation of the Touch-Manager wave

3.6.3.2 Set value offset

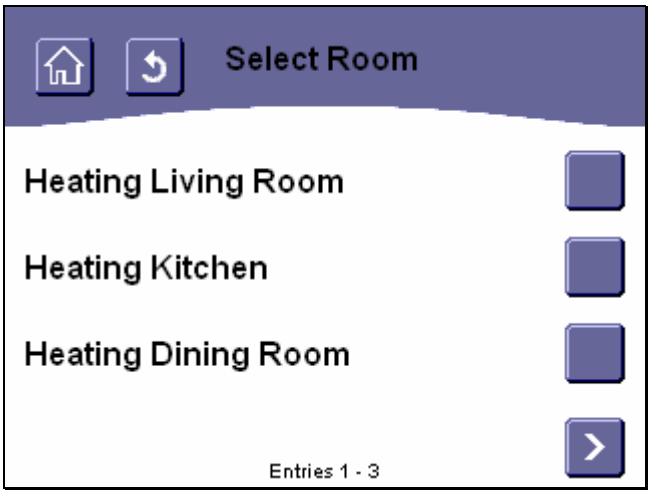


Diagram 96: Menu for selecting the room temperature to be modified

In this menu, you can select in which room you wish to modify the offest value from the setpoint of the room temperature. The channel designations that were used during the configuration of the Touch-Manager wave are indicated as names (see chapter 2.6, page 59).
The modification of the offset temperature requires that the corresponding heating controller has a communication object for the adjustment of the offset temperature and that this object has been linked with the Touch-Manager wave.

After selecting a room, you access the page for setting the temperature adjustment:

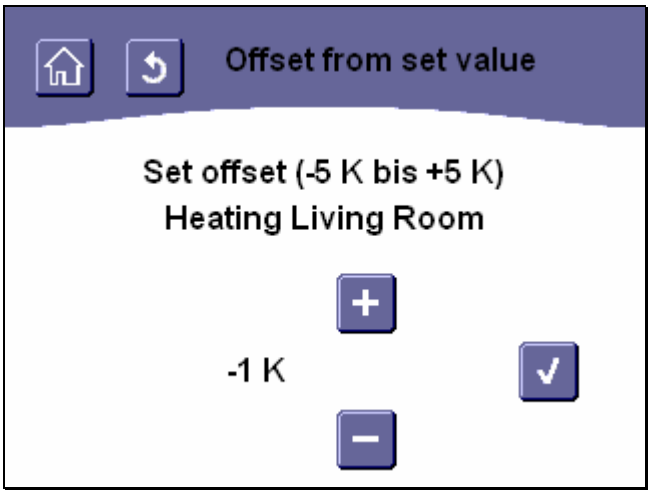


Diagram 97: Menu for the setpoint adjustment of the room temperature

3 Operation of the Touch-Manager wave

The setpoint value of the room temperature can be increased or decreased by a maximum of 5K.

If you press the button  or  once, the setpoint temperature is raised or lowered by one degree.

By pressing the  button, the set temperature adjustment is confirmed and transferred to the corresponding heating controller. The Touch-Manager wave then automatically reverts to the “Home” menu page (see chapter 3.6, page 75).
By pressing the buttons in the header (see chapter 3.2.1, page 68), you can exit the menu – as on all other pages – without making any changes.

If your Touch-Manager wave is connected to a server and a link has been entered to a server page with a message board (see chapter 3.7.2.5, page 227), you can access an HTML page via the “**Messages**” page which makes the external server available.
This page can contain various information and refer to other pages.
There must always be an option to access the menu pages of the Touch-Manager wave. In the above example, this is carried out with the  button.

3 Operation of the Touch-Manager wave

3.7 Settings

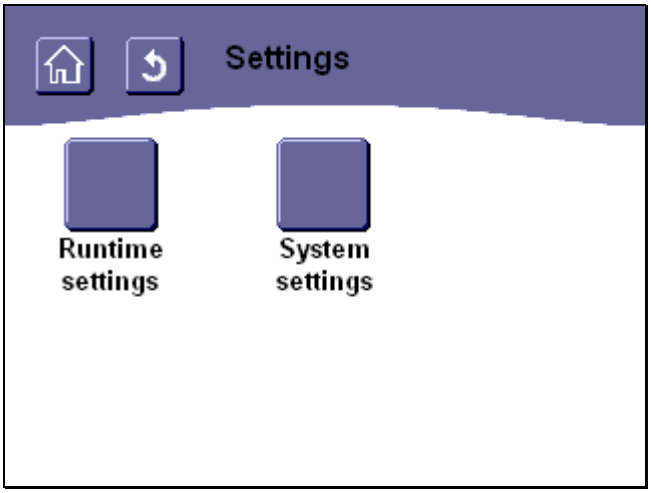


Diagram 98: “Settings” menu

The “Settings” menu offers you the possibility of setting up the Touch-Manager wave according to your personal ideas and requirements.
Via the “**Runtime settings**” button, you obtain access to the menus in which you can carry out all the settings of the Touch-Manager wave, which affect the operation and monitoring of your electrical installation (see chapter 3.7.1, page 90).
Via the “**System settings**” button, you can access the menus in which the basic settings of the Touch-Manager wave have been carried out during the commissioning or after modifications to your electrical installation (see chapter 3.7.2, page 179).

3 Operation of the Touch-Manager wave

3.7.1 Runtime settings

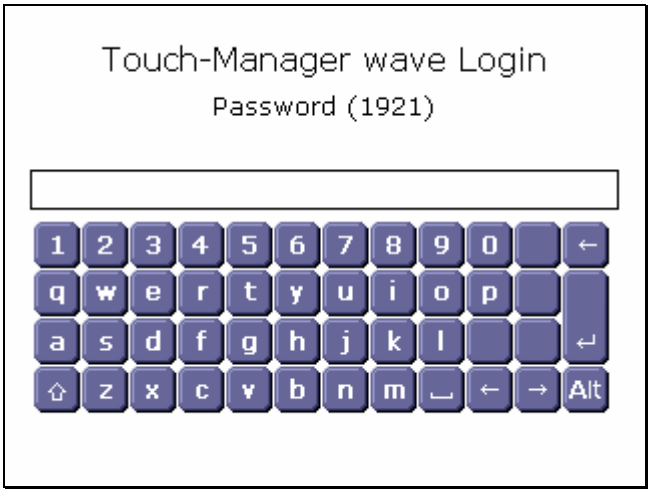


Diagram 99: Registration as a local main user on the Touch-Manager wave

To access the “Runtime settings” menu, you first enter the password for the local main user (see chapter 3.7.1.4, page 156).
The preset password is “mainuserpwd” (without quotation marks). Please change this password immediately.
You can find general information about using the virtual keyboard in chapter 3.2.3 on page 71.

If you enter an incorrect password, the following message appears:

Diagram 100: Error when registering as a local main user

By pressing the “**back**” button, you return to the “Settings” page.

3 Operation of the Touch-Manager wave

If you have forgotten your password and entered it five times incorrectly, the password is blocked. You must then redefine the password for the local main user in the “System settings” menu (see chapter 3.7.2.4, page 219). To do so however, you require the password for the “System settings” menu which is only known to the administrator. If you do not know this password, contact the Siemens hotline. Please have to hand the four-digit number which is currently displayed in brackets behind “Password” on this menu page. You will then receive a temporary password for the “Runtime settings” menu.

You can reach the hotline in German-speaking areas under the following telephone numbers:
Germany: +49-(0)180 50 50-222
Austria: +43-(0)5 1707-22244
Switzerland: +41-(0)848-822 888

nst.technical-assistance@siemens.com

Note:
The four-digit number is a random number which is changed each time the password is modified.
The hotline calculates a temporary password using this number which enables access to the “Runtime settings” menu while the associated random number is valid. Change your password in the Touch-Manager wave immediately upon receipt of the temporary password. The temporary password thereby loses its validity!

3 Operation of the Touch-Manager wave

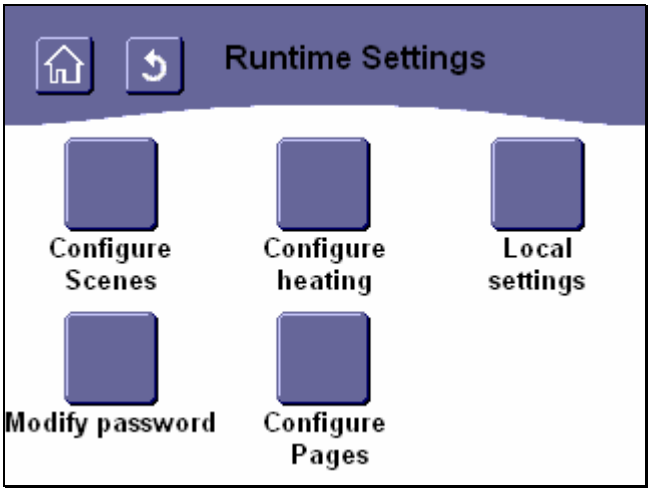


Diagram 101: “Runtime settings” menu

The “Runtime settings” menu enables you to individually adapt the functions and appearance of your Touch-Manager wave.

By pressing the button “**Configure Scenes**”, you access the menu in which you can create and modify customised scenes for your personal requirements, which enable you to e.g. switch the entire house to a secure state with one push button action or to create lighting moods for previously defined situations. The Gateway connection is a special form of scene. The main purpose of this function is to provide speedy and convenient connections between GAMMA wave® and GAMMA instabus® devices (see chapter 3.7.1.1, page 94).
Pressing the button “**Configure heating**” takes you to menus which enable you to define the temperature profiles of the heating i.e. specify at which times the comfort or normal temperature should be set in the individual rooms (see chapter 3.7.1.2, page 134).
With the button “**Local settings**”, you access menus which are used to set the display, the push button acknowledgement and the clock (see chapter 3.7.1.3, page 144).
By pressing the button “**Modify password**”, you access menus which enable you to change the password for the “Runtime settings” menu (see chapter 3.7.1.4, page 156).
Pressing the **"Configure Pages"** button takes you to menus in which you can configure additional buttons in the main menu and define the contents of the personal user page and the protected page (see chapter 3.7.1.5, page 160).

3 Operation of the Touch-Manager wave

3.7.1.1 Configure scenes

With a scene, you can set several or all the actuators in your electrical installation to predefined states simultaneously. You can e.g. set a scene for an evening in front of the TV whereby you close the blinds, switch off the ceiling light and dim another lamp to a pleasant brightness level as background lighting, all with a single command. A scene can however also set the house into a secure state while you are on holiday e.g. switch off all the sockets and lighting, close the blinds and set the heating to frost protection.

The Touch-Manager wave offers you the possibility of creating, modifying and deleting up to 16 scenes.
You can predefine a maximum of approx. 200 states for the scenes and call up the scenes with diverse triggers (push buttons, buttons of the Touch-Manager wave or specific times). A scene can be called up via several triggers.
Using scenes, you can control the lighting in your house or apartment, turn the switchable devices on and off and control the heating (switching to comfort mode, frost protection and the activation/deactivation of time control e. g. when you are on holiday). Scenes can also operate across different media i.e. they can contain both GAMMA wave® and *instabus*® ***EIB*** devices.
After triggering a complex scene that controls a large number of devices, it can take some time before the last device has adopted the new state.

The Gateway connection is a special form of scene. The main purpose of this function is to provide speedy and convenient connections between GAMMA wave® and GAMMA *instabus*® devices.
Unlike scenes, the Gateway connection is only available for switchable actuators and corresponding sensor channels, i.e. for buttons (with switching functions), binary inputs, door/window contacts, movement detectors, smoke detectors, switch actuators and dimmers (switching on and off). It is not necessary for all the actions to be executed with a certain sensor signal to be specified separately because switch-on and switch-off sensor commands are forwarded directly to all actuator channels included in the Gateway connection. You do not, therefore, have to create two scenes in order, for example, to firstly switch the lights on from a hand-held transmitter wave and then switch the same lights off again with the other scene.
Using a Gateway connection does not reduce the number of available scenes but can reduce the number of actuators or triggers available in the scenes.

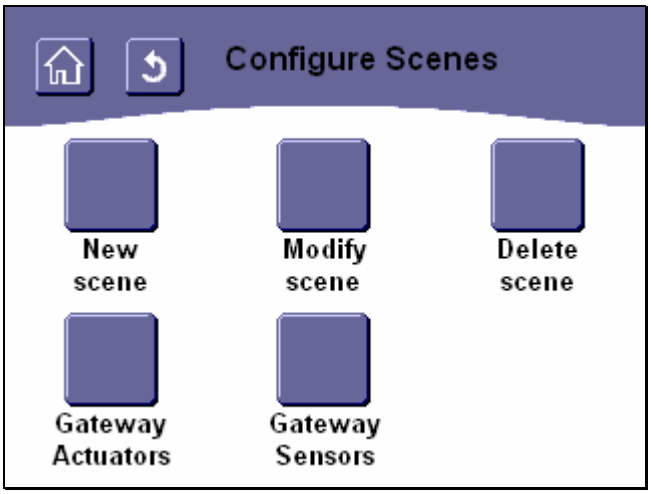


Diagram 102: “Configure scenes” menu

3 Operation of the Touch-Manager wave

First select whether you wish to create a new scene or you wish to modify or delete an existing scene. Similarly, you can also select whether you wish to use a Gateway connection to connect an actuator with (several) sensors or a sensor with (several) actuators.

By pressing the button “**New scene**”, you access menus in which you define a new scene i.e. specify which actuators should adopt which states when this scene is triggered (see chapter 3.7.1.1.1 , page 95).
By pressing the button “**Modify scene**”, you access menus in which you can modify existing scenes i.e. add or delete actuators or triggers or redefine the states that the actuators should adopt (see chapter 3.7.1.1.2, page 98).
With the button “**Delete scene**“, you access menus in which you can completely remove existing scenes (see chapter 3.7.1.1.3, page 128).

By pressing the button "**Gateway actuators**", you access menus in which you can create direct links between sensors and actuators from the actuator end for the switching operations (see chapter 3.7.1.1.4, page 130).
By pressing the button "**Gateway sensors**", you access manus in which you can create direct links between sensors and actuators from the sensor end for the switching operations (see chapter 3.7.1.1.5, page 132).

3.7.1.1.1 New Scene

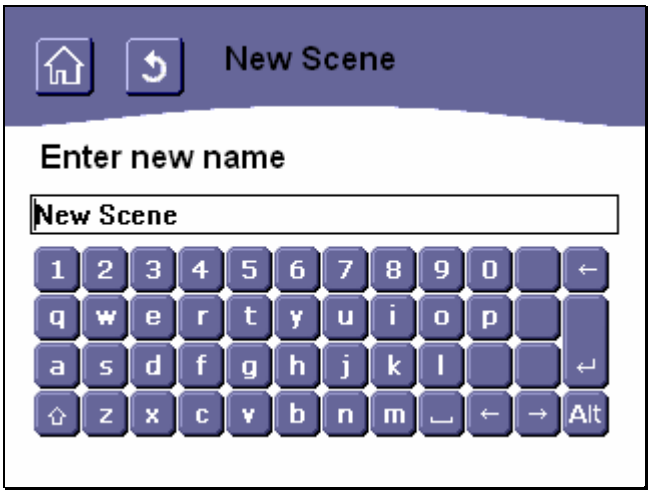


Diagram 103: Entering the name for a new scene

To define a new scene, you must first assign a name to the scene. This name is required later e.g. for assigning the scene to buttons in the main menu (see chapter 3.7.1.5.3, page 174) or on the personal user page (see chapter 3.7.1.5, page 160).

You simply enter the name of the new scene via the virtual keyboard. You can find general information about using the virtual keyboard in chapter 3.2.3 on page 71.

3 Operation of the Touch-Manager wave

Press the  button to confirm the name.

A scene name may have a maximum of 14 characters. Any characters that exceed this number are cut.
Permitted characters for a name are the uppercase and lowercase letters of the English alphabet including numbers, spaces, hyphen and underscore. By using a space you can display a long scene name on two lines if required.
Once you have entered a valid name, the next menu is automatically retrieved. The next steps are identical to the process for “Modify scene” once you have selected the scene that is to be modified (see chapter 3.7.1.1.2, page 98).

An error message is displayed if non-permissible characters are used:

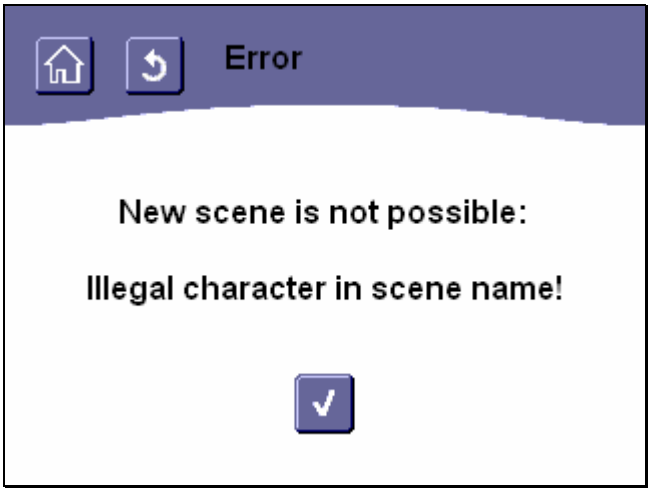


Diagram 104: Error: Invalid scene name

By pressing the  button, you are returned to the “Set scenes” menu (see chapter 3.7.1.1, page 94).

If the maximum number of 16 scenes has been reached and you try to create another scene, the following error message appears:

3 Operation of the Touch-Manager wave

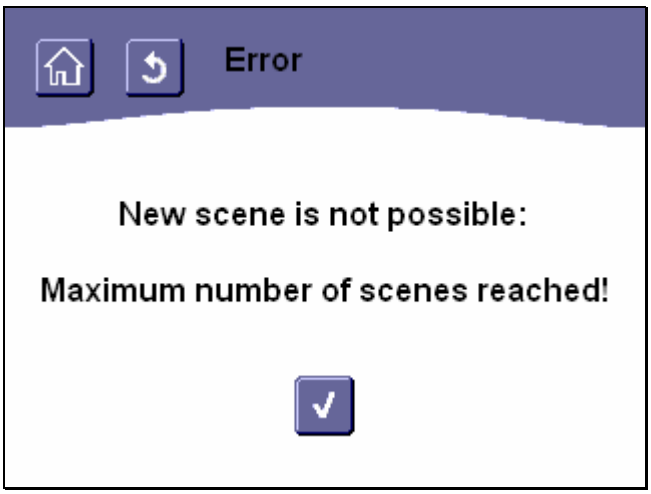


Diagram 105: Error: Maximum number of scenes reached

By pressing the button, you are returned to the “Set scenes” menu (see chapter 3.7.1.1, page 94). If necessary, delete some existing scenes in order to create the new scene.

3 Operation of the Touch-Manager wave

3.7.1.1.2 Modify scene

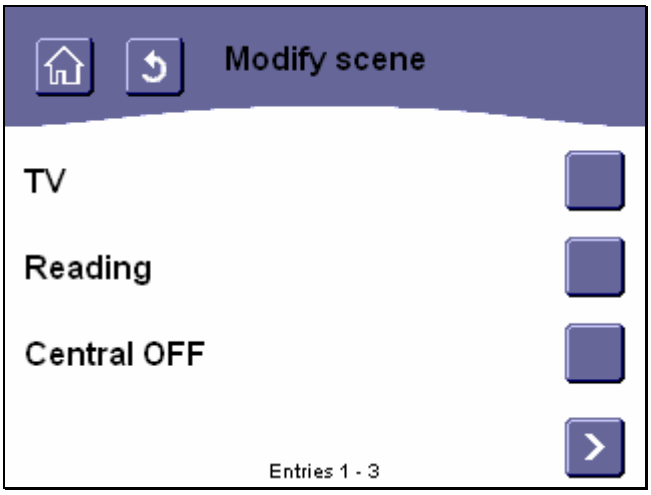


Diagram 106: Selecting a scene to be modified

To be able to modify an existing scene, you first need to select a scene. This is carried out by pressing one of the buttons on the right-hand side of the list of scene names.
You can access further scenes if necessary via the navigation buttons at the bottom of the display (see chapter 3.2.2, page 68).

3 Operation of the Touch-Manager wave

The menu for selecting the scene component to be modified is retrieved automatically:

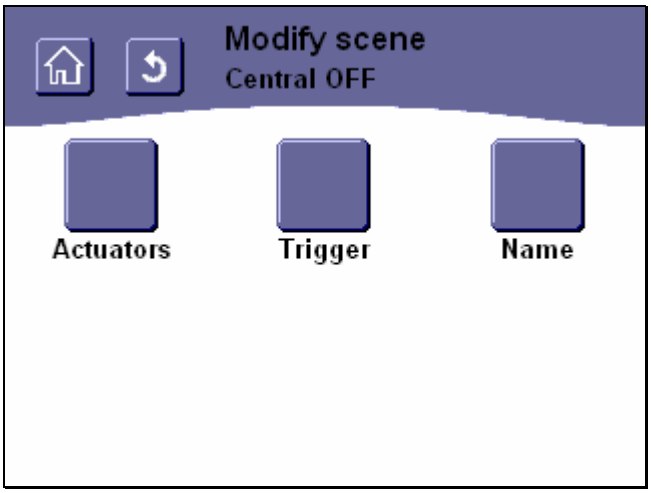


Diagram 107: Selecting the scene component to be modified

By pressing the “**Actuators**” button, you access the menus in which you can define the actuators that are used in the scene such as luminaires, shutter actuator or heating controller and you can also set the required state (see chapter 3.7.1.1.2.1, page 100).
The “**Trigger**” button takes you to menus where you can set the push buttons, buttons and/or times that are used to trigger this scene (see chapter 3.7.1.1.2.2, page 115).
By pressing the “**Name**”, you open the menu page for modifying the current name of the selected scene (see chapter 3.7.1.1.2.3, page 126).

3 Operation of the Touch-Manager wave

3.7.1.1.2.1 Actuators

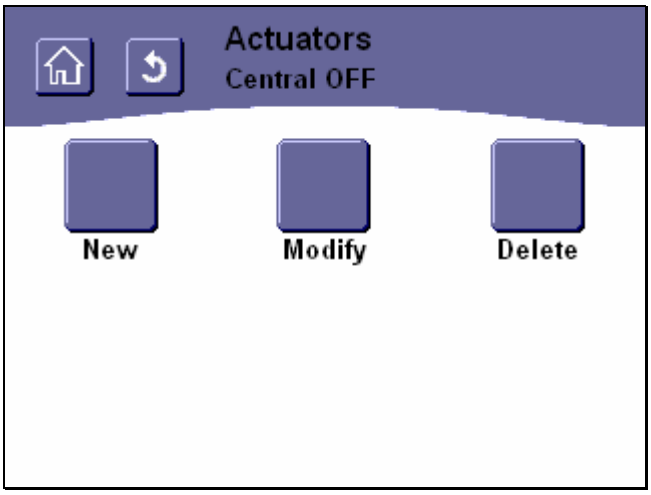


Diagram 108: Options for actuators when modifying scenes

The menu “Actuators” offers you the possibility of defining the actuators that are used in the selected scene such as luminaires, shutter actuator or heating controller and to set the required state.

By pressing “**New**”, you can incorporate a new actuator in the scene (see chapter 3.7.1.1.2.1.1, page 100).
With the “**Modify**” button, you can change the state which an actuator that is already incorporated in the scene should adopt when the scene is triggered (see chapter 3.7.1.1.2.1.2, page 107).
By pressing the “**Delete**” button, you can remove an actuator that is currently incorporated in the scene (see chapter 3.7.1.1.2.1.3, page 113).

3 Operation of the Touch-Manager wave

3.7.1.1.2.1.1 Incorporating a new actuator into the scene

Diagram 109: Incorporating a new actuator into the scene

The menu “New actuator” enables you to incorporate an actuator into the scene that has previously not been used in the selected scene.
This is carried out by pressing one of the buttons on the right-hand side of the list of actuator names.
If necessary, further actuators can be viewed via the navigation buttons at the bottom of the display (see chapter 3.2.2, page 68). Only actuators that have been assigned the “Scene” property during the commissioning stage are available for selection. In the case of heating controllers, the comfort communication object must also have been configured. The actuator names were defined during commissioning (see chapter 2.1, page 7 as well as chapter 2.6, page 59).

A maximum of approx. 200 actuators can be used in all 16 scenes. If the maximum number has been reached, an error message is displayed:

3 Operation of the Touch-Manager wave

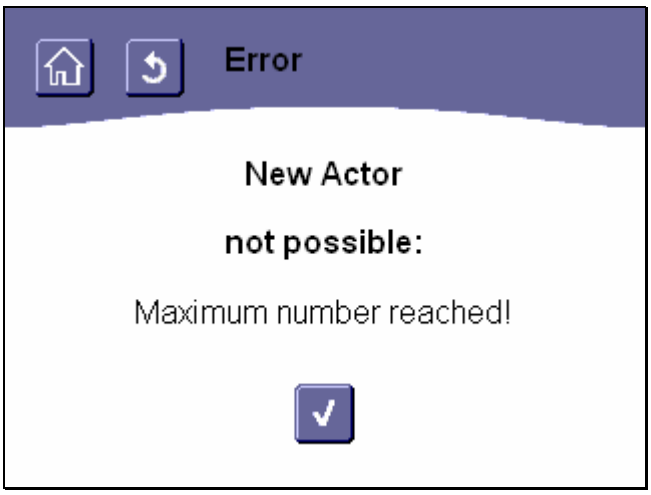


Diagram 110: Error: Maximum number of actuators reached

By pressing the button, you are returned to the “Actuators” menu (see chapter 3.7.1.1.2.1, page 100). If necessary, delete actuators that have already been used in this or other scenes or delete existing scenes in order to incorporate the new actuator in this scene.

Once the actuator has been selected, a menu is displayed in which you can set the state which the actuator should adopt when the scene is triggered. The setting options of this menu are determined by the type of the selected actuator:

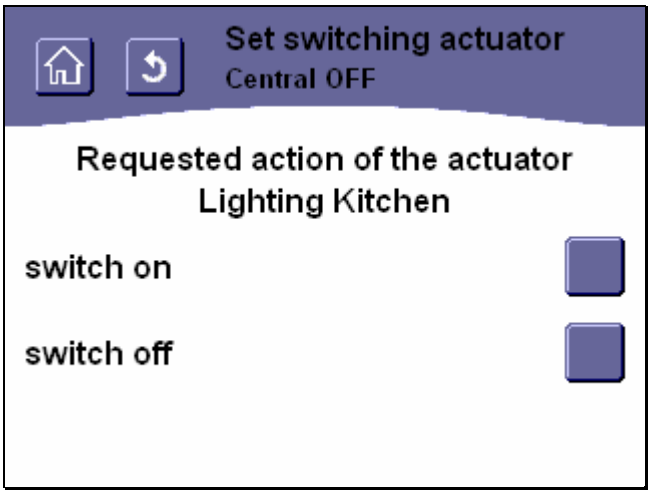


Diagram 111: Defining the action of a switch actuator in a scene

If the selected actuator is a switch actuator, you can define whether the load that is connected to the switch actuator should be switched on or off when the scene is triggered.

3 Operation of the Touch-Manager wave

This is carried out by pressing one of the buttons on the right-hand side of the list of possible switching operations. After defining the switching operation, your Touch-Manager wave automatically returns to the “Actuators” menu (see chapter 3.7.1.1.2.1, page 100).
By pressing the buttons in the header (see chapter 3.2.1, page 68), you can exit the menu without carrying out any changes.

If you have carried out changes to the settings, please observe the notes about saving the configuration (see chapter 3.8, page 232).

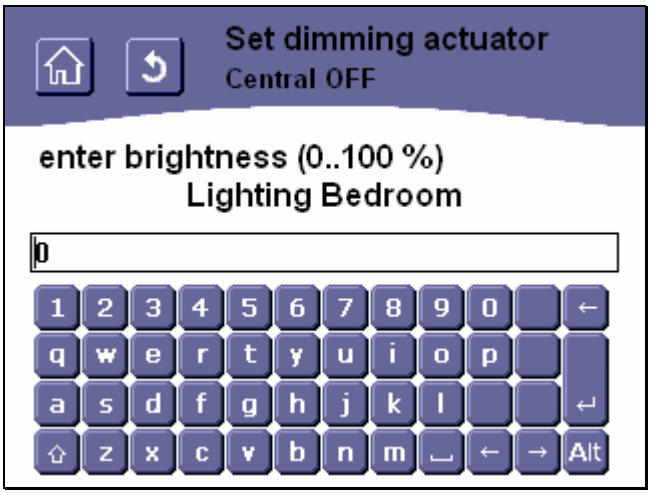


Diagram 112: Defining the action of a dimming actuator in a scene

If the selected actuator is a dimming actuator, you can define the brightness level which the lamp that is connected to the dimming actuator should be set to when the scene is triggered. The entry is carried out as a percentage value of the maximum brightness.
Simply enter the required value via the virtual keyboard. You can find general information about using the virtual keyboard in chapter 3.2.3 on page 71.

Press the  button to confirm the value.

As the value that is to be entered is a percentage, only numbers between 0 and 100 are permitted. If other characters or numbers are used, an error message is displayed:

3 Operation of the Touch-Manager wave

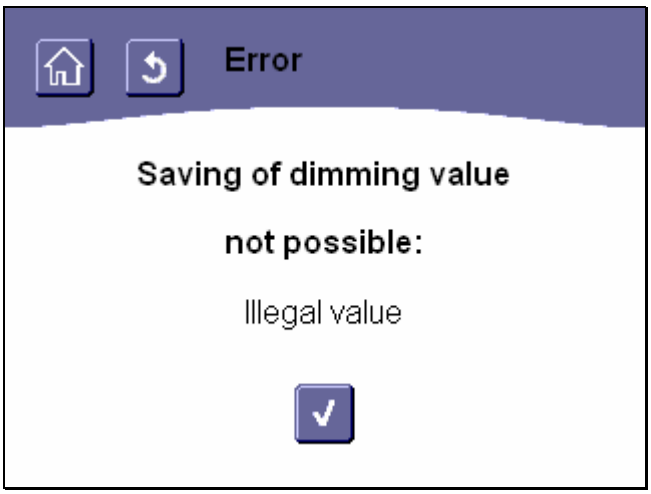


Diagram 113: Error: Non-permissible dimming value for scene

By pressing the button, you are returned to the “Actuators” menu (see chapter 3.7.1.1.2.1, page 100). The dimming value that was defined originally has not been changed.

Once you have defined a valid dimming value, the Touch-Manager wave likewise returns to the “Actuators” menu (see chapter 3.7.1.1.2.1, page 100).
By pressing the buttons in the header (see chapter 3.2.1, page 68), you can exit the menu without making any changes.

If you have carried out changes to the settings, please observe the notes about saving the configuration (see chapter 3.8, page 232).

3 Operation of the Touch-Manager wave

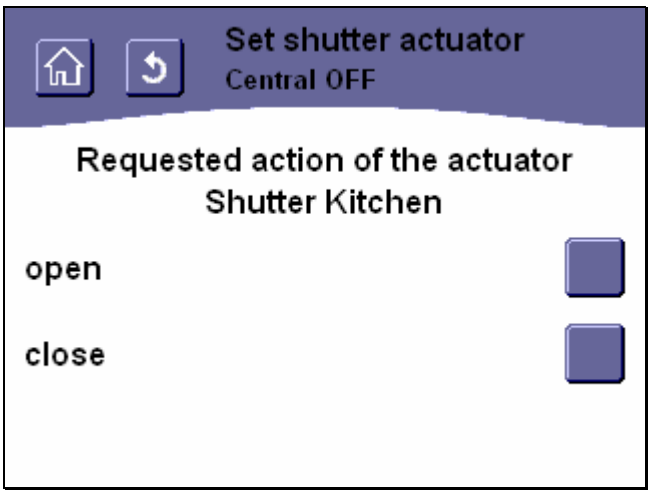


Diagram 114: Defining the action of a shutter actuator in a scene

If the selected actuator is a shutter actuator, you can define whether the connected blinds should be raised or lowered when the scene is triggered i.e. opened or closed.
This is carried out by pressing one of the buttons on the right-hand side of the list of possible actions.
Once you have defined the action, your Touch-Manager wave automatically returns to the “Actuators” menu (see chapter 3.7.1.1.2.1, page 100).
By pressing the buttons in the header (see chapter 3.2.1, page 68), you can exit the menu without making any changes.

If you have carried out changes to the settings, please observe the notes about saving the configuration (see chapter 3.8, page 232).

3 Operation of the Touch-Manager wave

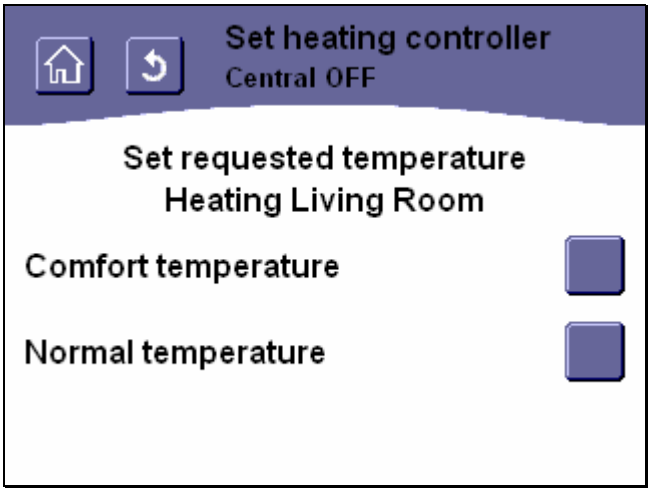


Diagram 115: Defining the temperature of a heating controller in a scene

If the selected actuator is a heating controller, you can define whether the corresponding room should be set to comfort or normal temperature when the scene is triggered. The normal temperature is generally a few degrees lower than the comfort temperature and is used to reduce the temperature when the room is unoccupied. The exact value for the individual temperatures is defined during the commissioning of your electrical installation.
The definition of the comfort or normal temperature is carried out by pressing one of the buttons on the right-hand side of the list of possible temperatures.
Once you have defined the temperature, your Touch-Manager wave automatically returns to the “Actuators” menu (see chapter 3.7.1.1.2.1, page 100).
By pressing the buttons in the header (see chapter 3.2.1, page 68), you can exit the menu without making any changes.

If you have carried out changes to the settings, please observe the notes about saving the configuration (see chapter 3.8, page 232).

3 Operation of the Touch-Manager wave

3.7.1.1.2.1.2 Modifying actuators used in a scene

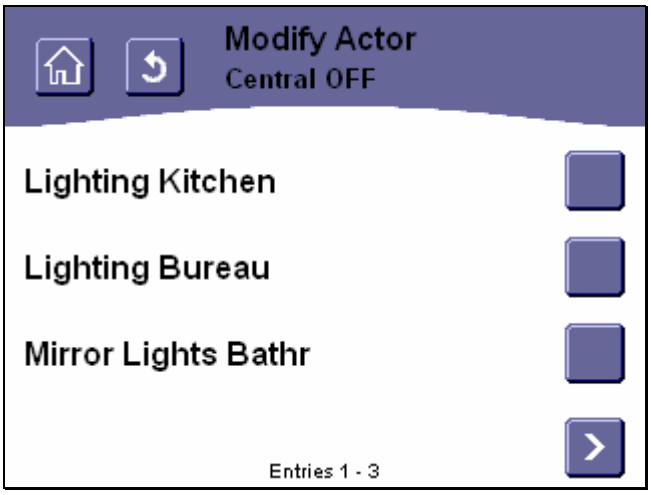


Diagram 116: Selecting an actuator that should be modified in a scene

The menu “Modify actuator” enables you to change the state which an actuator that is already used in the selected scene should adopt when this scene is triggered.
This is carried out by pressing one of the buttons on the right-hand side of the list of actuator names.
If necessary, you can access further actuators via the navigation buttons at the bottom of the display (see chapter 3.2.2, page 68). Only actuators that have been assigned the “Scene” property during the commissioning stage are available for selection. In the case of heating controllers, the comfort communication object must also have been configured. The actuator names were defined during commissioning (see chapter 2.1, page 7 as well as chapter 2.6, page 59).

3 Operation of the Touch-Manager wave

Once the actuator has been selected, a menu is displayed in which you can set the state which the actuator should adopt when the scene is triggered. The setting options of this menu are determined by the type of the selected actuator:

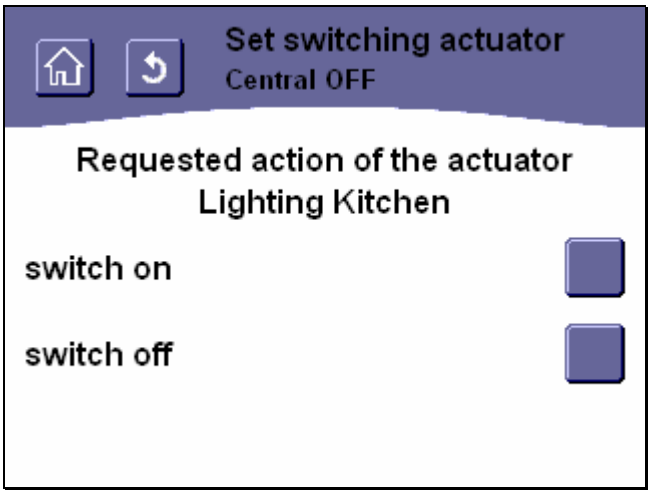


Diagram 117: Defining the action of a switch actuator in a scene

If the selected actuator is a switch actuator, you can define whether the load that is connected to the switch actuator should be switched on or off when the scene is triggered.
This is carried out by pressing one of the buttons on the right-hand side of the list of possible switching operations.
After defining the switching operation, your Touch-Manager wave automatically returns to the “Actuators” menu (see chapter 3.7.1.1.2.1, page 100).
By pressing the buttons in the header (see chapter 3.2.1, page 68), you can exit the menu without making any changes.

If you have carried out changes to the settings, please observe the notes about saving the configuration (see chapter 3.8, page 232).

3 Operation of the Touch-Manager wave

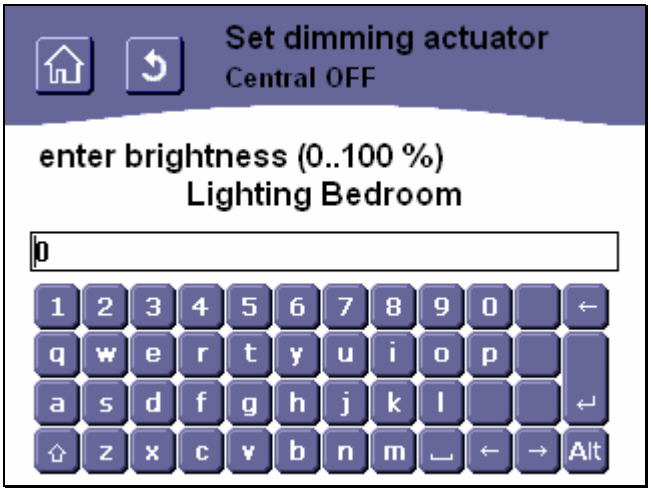


Diagram 118: Defining the action of a dimming actuator in a scene

If the selected actuator is a dimming actuator, you can define the brightness level which the lamp that is connected to the dimming actuator should be set to when the scene is triggered. The entry is carried out as a percentage value of the maximum brightness.
Simply enter the required value via the virtual keyboard. You can find general information about using the virtual keyboard in chapter 3.2.3 on page 71.

Press the  button to confirm the value.

As the value that is to be entered is a percentage, only numbers between 0 and 100 are permitted. If other characters or numbers are used, an error message is displayed:

3 Operation of the Touch-Manager wave

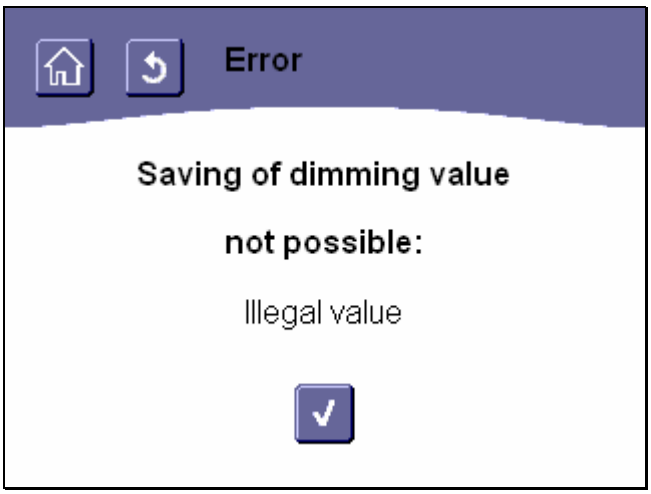


Diagram 119: Error: Non-permissible dimming value for scene

By pressing the button, you are returned to the “Actuators” menu (see chapter 3.7.1.1.2.1, page 100). The dimming value that was defined originally has not been changed.

Once you have defined a valid dimming value, the Touch-Manager wave likewise returns to the “Actuators” menu (see chapter 3.7.1.1.2.1, page 100).
By pressing the buttons in the header (see chapter 3.2.1, page 68), you can exit the menu without making any changes.

If you have carried out changes to the settings, please observe the notes about saving the configuration (see chapter 3.8, page 232).

3 Operation of the Touch-Manager wave

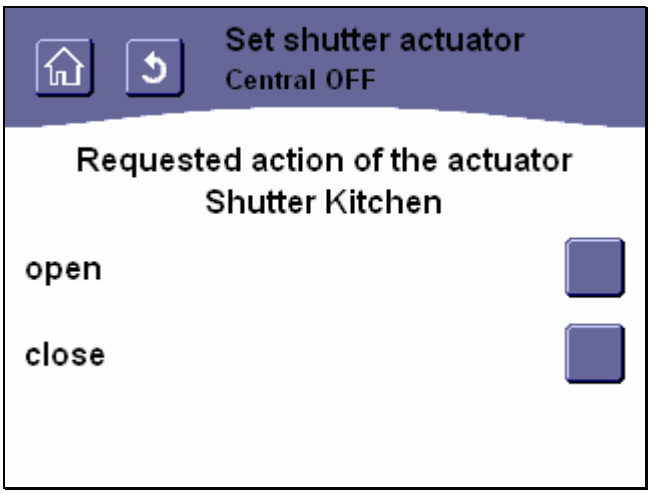


Diagram 120: Defining the action of a shutter actuator in a scene

If the selected actuator is a shutter actuator, you can define whether the connected blinds should be raised or lowered when the scene is triggered i.e. opened or closed.
This is carried out by pressing one of the buttons on the right-hand side of the list of possible actions.
Once you have defined the action, your Touch-Manager wave automatically returns to the “Actuators” menu (see chapter 3.7.1.1.2.1, page 100).
By pressing the buttons in the header (see chapter 3.2.1, page 68), you can exit the menu without making any changes.

If you have carried out changes to the settings, please observe the notes about saving the configuration (see chapter 3.8, page 232).

3 Operation of the Touch-Manager wave

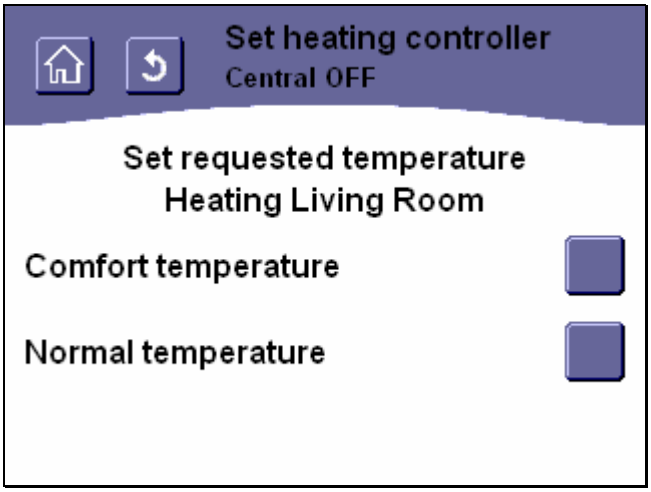


Diagram 121: Defining the temperature of a heating controller in a scene

If the selected actuator is a heating controller, you can define whether the corresponding room should be set to comfort or normal temperature when the scene is triggered. The normal temperature is generally a few degrees lower than the comfort temperature and is used to reduce the temperature when the room is unoccupied. The exact value for the individual temperatures is defined during the commissioning of your electrical installation.
The definition of the comfort or normal temperature is carried out by pressing one of the buttons on the right-hand side of the list of possible temperatures.
Once you have defined the temperature, your Touch-Manager wave automatically returns to the “Actuators” menu (see chapter 3.7.1.1.2.1, page 100).
By pressing the buttons in the header (see chapter 3.2.1, page 68), you can exit the menu without carrying out any changes.

If you have carried out changes to the settings, please observe the notes about saving the configuration (see chapter 3.8, page 232).

3 Operation of the Touch-Manager wave

3.7.1.1.2.1.3 Deleting an actuator from a scene

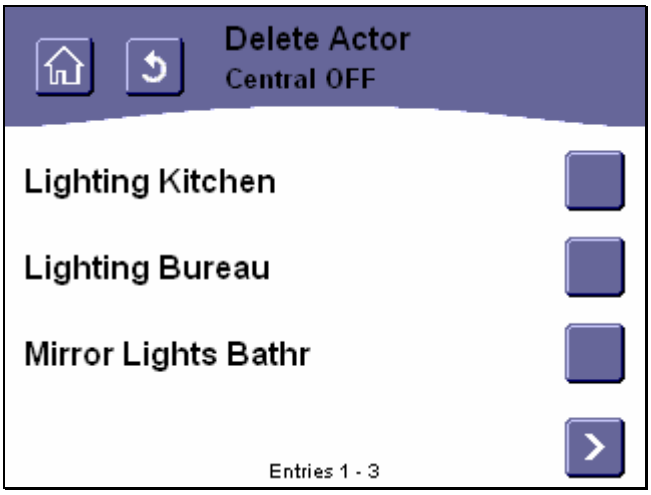


Diagram 122: Selecting an actuator for deletion from a scene

The menu “Delete actuator” enables you to remove an actuator which has been used in the selected scene. When this scene is triggered, the state of this actuator will no longer be changed.
You must first select the actuator that is to be deleted. This is carried out by pressing one of the buttons on the right-hand side of the list of actuator names.
If necessary, you can access further actuators via the navigation buttons at the bottom of the display (see chapter 3.2.2, page 68).

3 Operation of the Touch-Manager wave

Once you have selected the actuator that is to be deleted, you are asked to confirm the deletion:

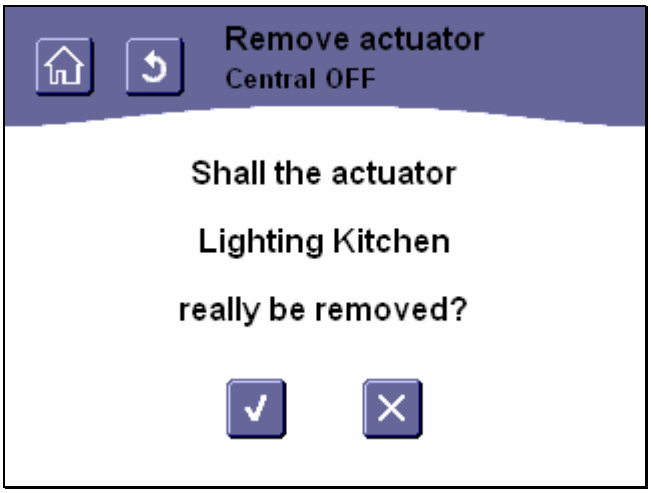


Diagram 123: Confirming the deletion of an actuator from a scene

Pressing the button deletes the selected actuator. The process is cancelled by pressing the button and your Touch-Manager wave automatically returns to the “Actuators” menu (see chapter 3.7.1.1.2.1, page 100).
By pressing the buttons in the header (see chapter 3.2.1, page 68), you can also exit the menu without deleting the selected actuator.

If you have carried out changes to the settings, please observe the notes about saving the configuration (see chapter 3.8, page 232).

3 Operation of the Touch-Manager wave

3.7.1.1.2.2 Modifying the trigger for a scene

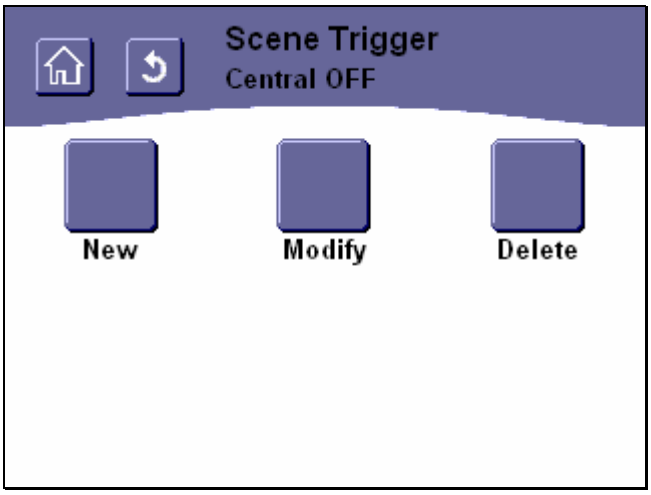


Diagram 124: Options when modifying the trigger for a scene

The menu “Scene trigger” enables you to set the external sensors and/or buttons of the Touch-Manager wave that are used to trigger the selected scene. You can also set a specific time as well as the days of the week on which this scene should be triggered.

By pressing “**New**”, you can incorporate a new trigger for the scene (see chapter 3.7.1.1.2.2.1, page 116).
By pressing the “**Modify**“ button, you can change the switching command which should trigger a push button which is already incorporated in the scene (see chapter 3.7.1.1.2.2.2, page 122).
By pressing the “**Delete**” button, you can remove a trigger which is currently used to recall the scene (see chapter 3.7.1.1.2.2.3, page 125).

3 Operation of the Touch-Manager wave

3.7.1.1.2.2.1 New scene trigger

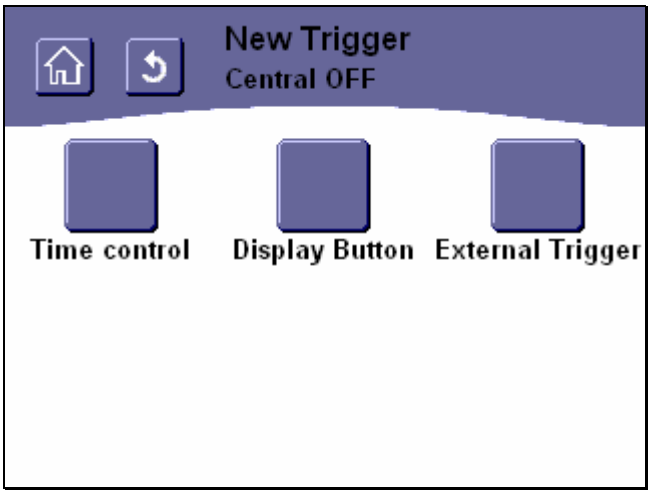


Diagram 125: Defining a new trigger for a scene

The menu “New trigger” enables you to define an external push button, button of the Touch-Manager wave or a time as a trigger for this scene which has previously not been used.

By pressing the “**Time control**” button, you can indicate a time and specific weekdays on which the scene should be triggered (see chapter 3.7.1.1.2.2.1.1, page 117).
With the “**Display button**” menu, you can use a button in the main menu of the Touch-Manager wave as a trigger for this scene or one of the buttons that has been freely assigned with functions on the personal page (see chapter 3.7.1.1.2.2.1.2, page 119).
By pressing the button “**External trigger**”, you can use a push button or a door/window contact of your electrical installation as a trigger for this scene (see chapter 3.7.1.1.2.2.1.3, page 120).

3 Operation of the Touch-Manager wave

3.7.1.1.2.2.1.1 Setting the trigger time for triggering a scene

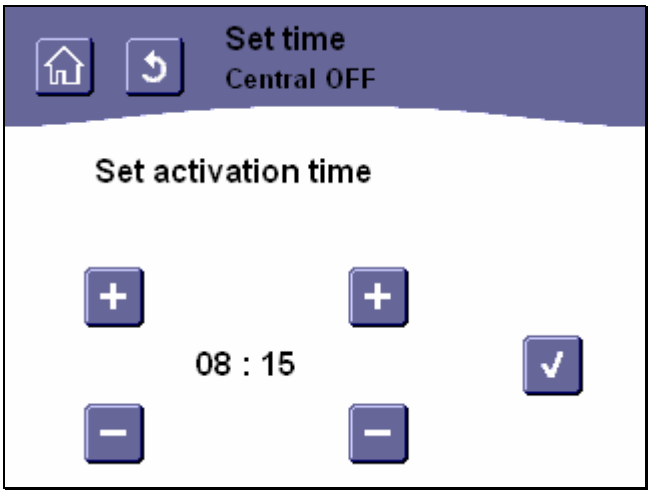


Diagram 126: Setting the activation time of a scene

If you wish to define a new time trigger for a scene, you must first specify the time at which the scene should be triggered.
Five buttons are available for this purpose:

By pressing the + button, the hour or minute setting is increased by one each time while pressing the − button decreases the hour or minute by one each time.

The two buttons on the left are used to set the hour while the minutes are set with the two buttons on the right.

The set activation time is adopted by pressing the ✓ button and the next menu is retrieved.

3 Operation of the Touch-Manager wave

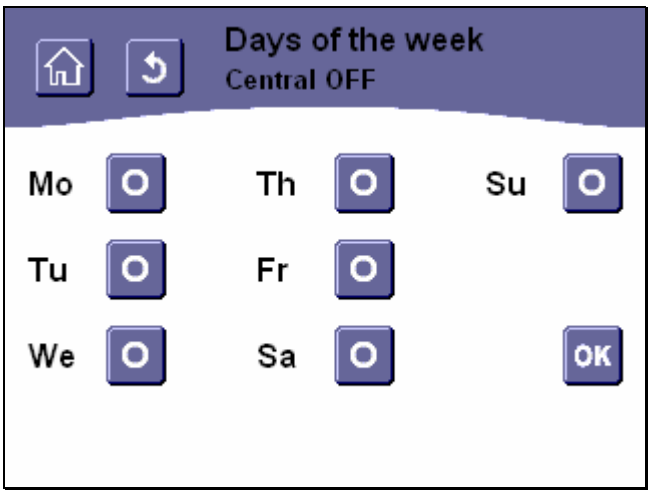


Diagram 127: Setting the days when the scene should be executed

In this menu, you indicate on which days of the week the selected start time for the scene is valid.
Seven buttons located on the right-hand side of the respective weekday are available for this purpose:
Monday, **Tue**sday, **Wed**nesday, **Thur**sday, **Fri**day, **Sat**urday and **Sun**day.

The  button symbolises that the start time for the scene should apply on a specific day of the week.

The  button indicates that the start time for the scene should not be used on a specific day of the week.
To change this setting, press the button to the right and the symbol changes accordingly.

By pressing the  button, the changes are adopted and the “Scene trigger” menu is retrieved (see chapter 3.7.1.1.2.2, page 115).

You have to define at least one day of the week on which the scene shall be activated. Otherwise you will get an error message and the activation time will not be saved.

By pressing the buttons in the header (see chapter 3.2.1, page 68), you can exit the menu without making any changes.

If you have carried out changes to the settings, please observe the notes about saving the configuration (see chapter 3.8, page 232).

3 Operation of the Touch-Manager wave

3.7.1.1.2.2.1.2 Setting display buttons for triggering a scene

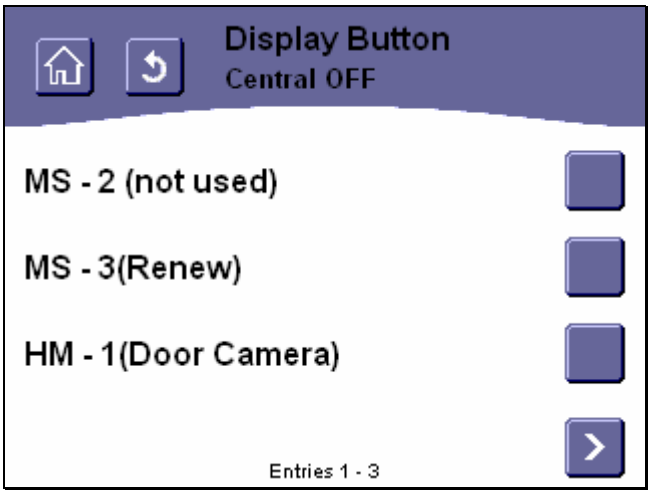


Diagram 128: Selecting the button for a scene trigger

You are able to use up to four buttons in the main menu of the Touch-Manager wave and up to three buttons on the personal user page in order to trigger scenes.
To assign a button of the Touch-Manager wave with a scene triggering function, you must first select a button. This is carried out by pressing one of the buttons on the right-hand side of the list of button numbers. “MP-x” denotes a button on the personal page of the Touch-Manager wave, “MM-x” stands for a button in the main menu. The buttons that are available for selection are numbered from top to bottom and from left to right:

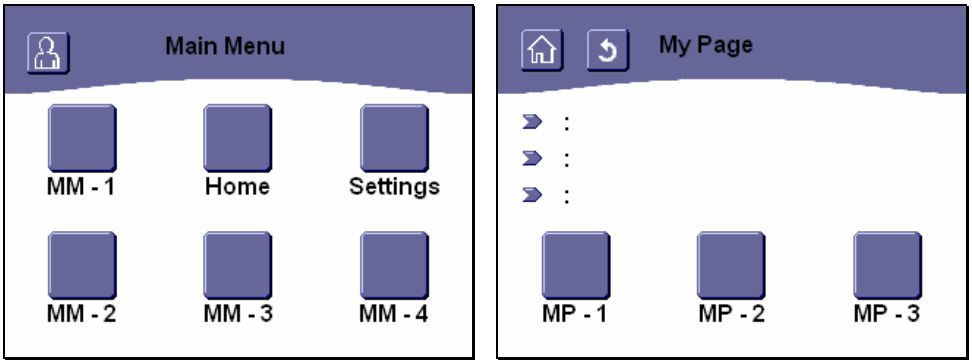


Diagram 129: Location of the display buttons in the main menu and on “My Page”

The scene/function that is currently linked to this button is indicated in brackets after the button number.
Only those buttons that have not already been used to trigger this scene are displayed.
If necessary, you can access further display buttons via the navigation buttons at the bottom of the display (see chapter 3.2.2, page 68).

Once you have selected a button by pressing the associated button, your Touch-Manager wave automatically returns to the “Scene trigger” menu (see chapter 3.7.1.1.2.2, page 115).

3 Operation of the Touch-Manager wave

By pressing the buttons in the header (see chapter 3.2.1, page 68), you can exit the menu without making any changes.

If you have carried out changes to the settings, please observe the notes about saving the configuration (see chapter 3.8, page 232).

3.7.1.1.2.2.1.3 Setting an external trigger for a scene

You can also use external sensors such as push buttons and door/window contacts in your electrical installation to trigger scenes.
Push buttons can however only be used as scene triggers if you have set them to send simple ON/OFF commands. Push buttons which are used to control dimmers or shutters/blinds cannot be selected. It is also not possible for a GAMMA wave push button that is used to trigger and store scenes to be used to trigger a scene in the Touch-Manager wave.

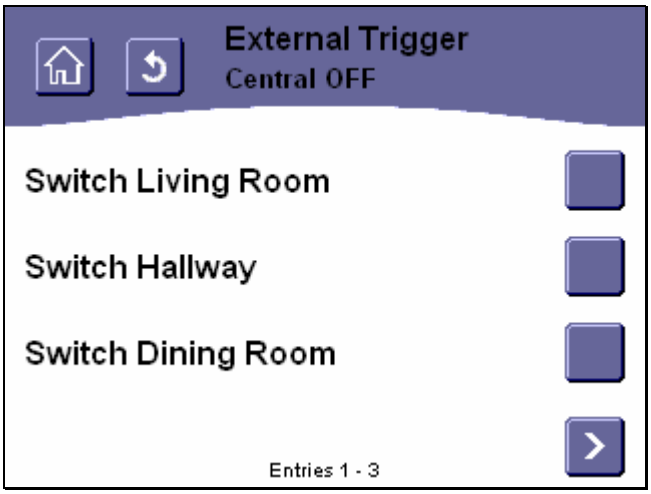


Diagram 130: Selecting an external trigger for a scene

To assign an external sensor with the function of triggering a scene, you must first select a sensor. This is carried out by pressing one of the buttons on the right-hand side of the list of sensor names.
Only those sensors that were assigned the “Scene” property during configuration of the Touch-Manager wave and which have not already been used for triggering this scene are displayed. The designations that were given during the configuration of the Touch-Manager wave are displayed as sensor names (see chapter 2.1, page 7 or chapter 2.6, page 59).
If necessary, you can access further sensors via the navigation buttons at the bottom of the display (see chapter 3.2.2, page 68).

3 Operation of the Touch-Manager wave

Once the sensor has been selected, a menu is displayed in which you can set the event which should trigger the scene. The setting options are dependent on the type of sensor that has been selected.

If the scene should be triggered by a push button, you can select whether the scene is activated by switching the push button on and off i.e. by pressing the push button at the top or at the bottom:

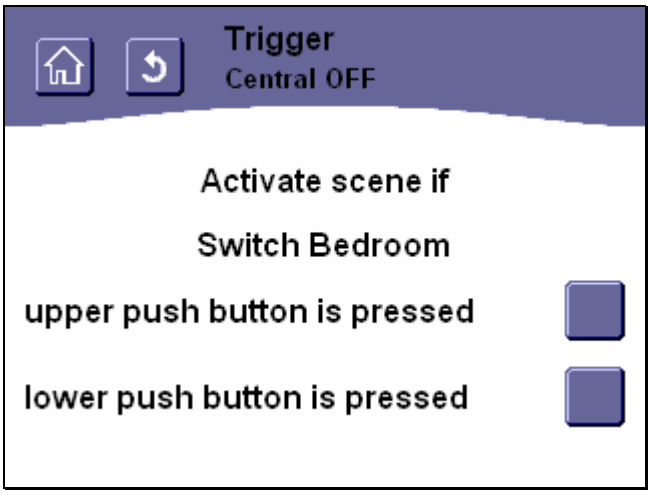


Diagram 131: Defining the trigger event with an external scene trigger (1)

If the scene should however be triggered by a door/window contact, you can set whether the scene is activated by the opening or the closing of the door or window:

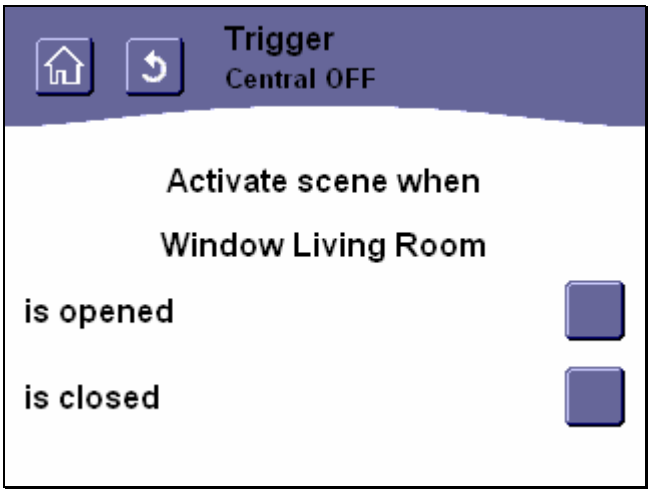


Diagram 132: Defining the trigger event with an external scene trigger (2)

3 Operation of the Touch-Manager wave

This is carried out by pressing one of the buttons on the right-hand side of the list of possible events.
Once you have selected an event by pressing the associated button, your Touch-Manager wave automatically returns to the “Scene trigger” menu (see chapter 3.7.1.1.2.2, page 115).
By pressing the buttons in the header (see chapter 3.2.1, page 68), you can exit the menu without making any changes.

If you have carried out changes to the settings, please observe the notes about saving the configuration (see chapter 3.8, page 232).

3.7.1.1.2.2.2 Modifying a scene trigger

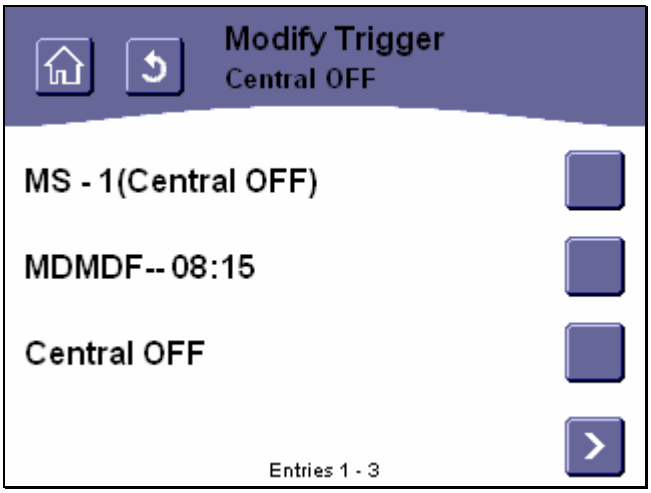


Diagram 133: Selecting a scene trigger to be modified

In order to be able to modify a trigger that has already been assigned to a scene, you must first select a trigger. This is carried out by pressing one of the buttons on the right-hand side of the list of triggers.

If the scene is triggered via the display buttons of the Touch-Manager wave, the button numbers are displayed. “MP-x” denotes a display button on the personal page of the Touch-Manager wave, “MM-x” stands for a display button in the main menu. The display buttons that are available for selection are numbered from top to bottom and from left to right:

3 Operation of the Touch-Manager wave

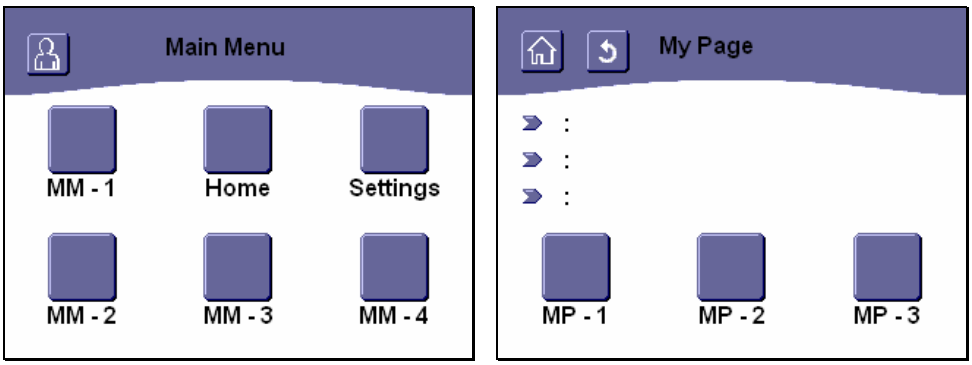


Diagram 134: Location of the display buttons in the main menu and on “My Page”

The designations of the time-controlled triggers indicate the set periods in short form. The letters stand for the days of the week on which the scene should be triggered, followed by the exact time at which this should occur. A dash symbolises that this scene should not be triggered on the corresponding weekday.

If the scene is triggered via the external sensors of the Touch-Manager wave, the names of the sensors are displayed that were assigned during the configuration of the Touch-Manager wave (see chapter 2.1, page 7 or chapter 2.6, page 59).

If necessary, you can access further triggers via the navigation buttons at the bottom of the display (see chapter 3.2.2, page 68).

Once the trigger has been selected, a menu is displayed in which you can set the event which should be used to trigger the scene. The setting options in this menu are determined by the type of trigger that has been selected:

After selecting a time-controlled trigger, the Touch-Manager wave automatically switches to the menu for setting the trigger time (see chapter 3.7.1.1.2.2.1.1, page 117).

After selecting a trigger via external sensors, the Touch-Manager wave automatically switches to the menu for setting the sensor event which should lead to the triggering of the scene (see chapter 3.7.1.1.2.2.1.3, page 120).

After selecting a trigger via display buttons of the Touch-Manager wave, a message is displayed that this type of scene trigger does not have any further settings that could be modified:

3 Operation of the Touch-Manager wave

Diagram 135: No further settings required for a display button

By pressing the  button, this message is confirmed and the menu “Scene trigger” is retrieved (see chapter 3.7.1.1.2.2, page 115).

3 Operation of the Touch-Manager wave

3.7.1.1.2.2.3 Deleting a scene trigger

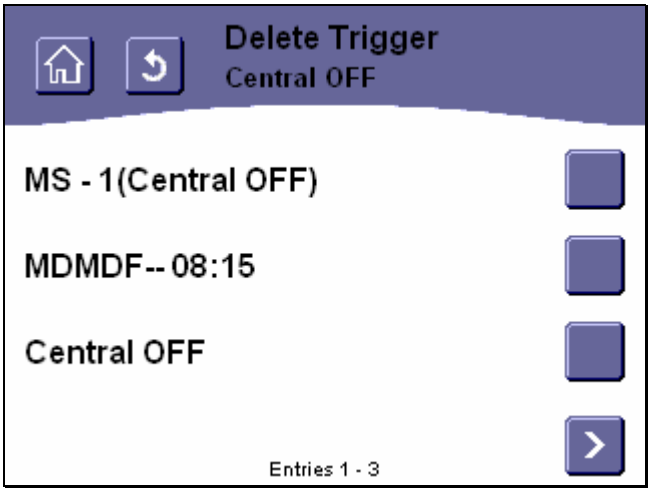


Diagram 136: Selecting a scene trigger for deletion

To be able to delete the assignment of a trigger to a scene, you must first select a trigger. This is carried out by pressing one of the buttons on the right-hand side of the list of triggers.

The designations of the time-controlled triggers indicate the set periods in short form. The letters stand for the days of the week on which the scene should be triggered, followed by the exact time at which this should occur. A dash symbolises that this scene should not be triggered on the corresponding weekday.

If the scene is triggered via the buttons of the Touch-Manager wave, the button numbers are displayed. “MP-x” denotes a button on the personal page of the Touch-Manager wave, “MM-x” stands for a button in the main menu. The buttons that are available for selection are numbered from top to bottom and from left to right:

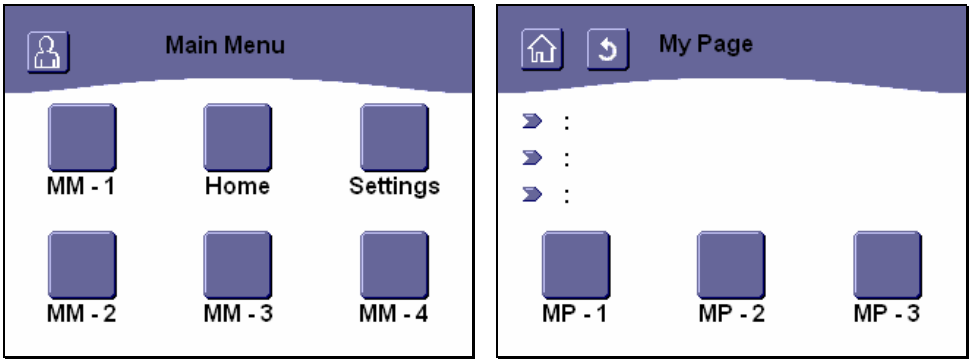


Diagram 137: Location of the display buttons in the main menu and on “My Page”

3 Operation of the Touch-Manager wave

If the scene is triggered via the external sensors of the Touch-Manager wave, the names of the sensors are displayed that were assigned during the configuration of the Touch-Manager wave (see chapter 2.1, page 7 or chapter 2.6, page 59).

If necessary, you can access further triggers via the navigation buttons at the bottom of the display (see chapter 3.2.2, page 68).

Once the trigger has been selected, you are asked to confirm the deletion:

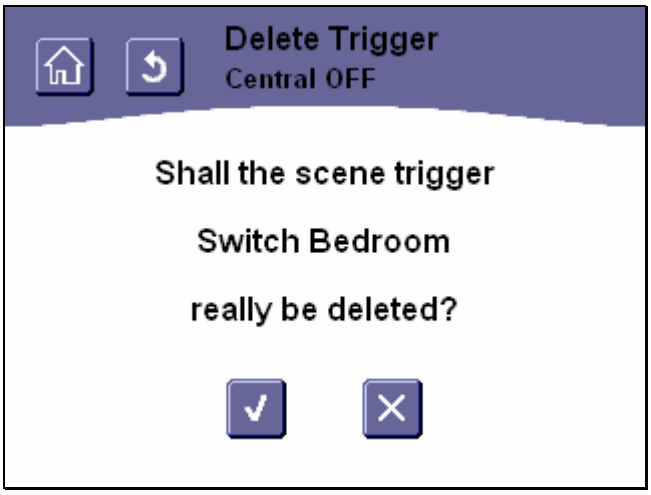


Diagram 138: Confirming the deletion of a scene trigger

Pressing the  button deletes the selected trigger for this scene. The process is cancelled by pressing the  button.
By pressing the buttons in the header (see chapter 3.2.1, page 68), you can also exit the menu without deleting the selected trigger.

If you have carried out changes to the settings, please observe the notes about saving the configuration (see chapter 3.8, page 232).

3.7.1.1.2.3 Changing the scene name

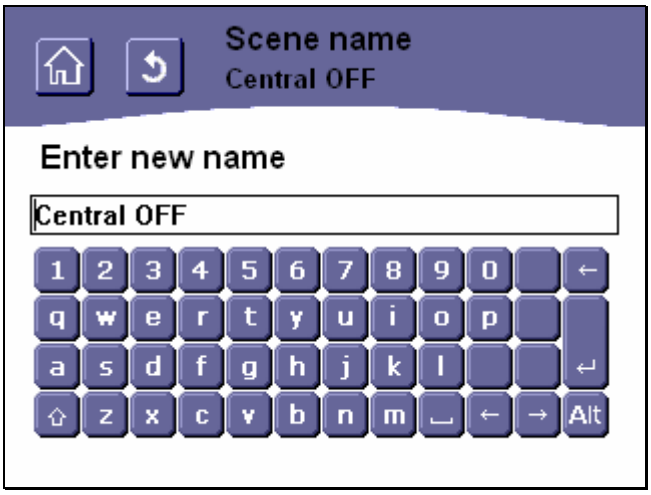


Diagram 139: Changing the name of a scene

To modify the name of a scene, simply enter the name via the virtual keyboard. You can find general information about using the virtual keyboard in chapter 3.2.3 on page 71.

Press the  button to confirm the name.

A scene name may have a maximum of 14 characters. Any characters that exceed this number are cut.
Permitted characters for a name are the uppercase and lowercase letters of the German alphabet including umlauts and 'ß', numbers, spaces, hyphen and underscore.
If non-permissible characters are used, an error message is issued without modifying the original scene name:

3 Operation of the Touch-Manager wave

Diagram 140: Error when entering an invalid scene name

By pressing the button or by entering a valid name, you access the menu “Modify scene” (see chapter 3.7.1.1.2, page 98).

3.7.1.1.3 Deleting a scene

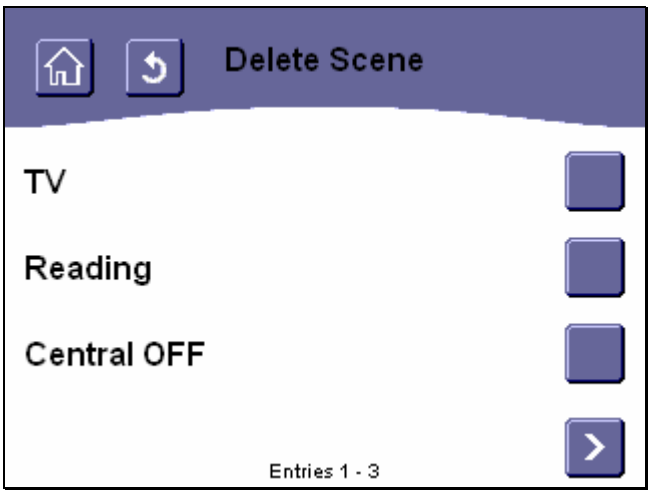


Diagram 141: Selecting a scene for deletion

In order to delete an existing scene, you must first select this scene from the list of existing scenes. This is carried out by pressing one of the buttons on the right-hand side of the list of scene names.

3 Operation of the Touch-Manager wave

If required, you can access further scenes via the navigation buttons at the bottom of the display (see chapter 3.2.2, page 68).

Once you have pressed the button, you are asked to confirm the deletion:

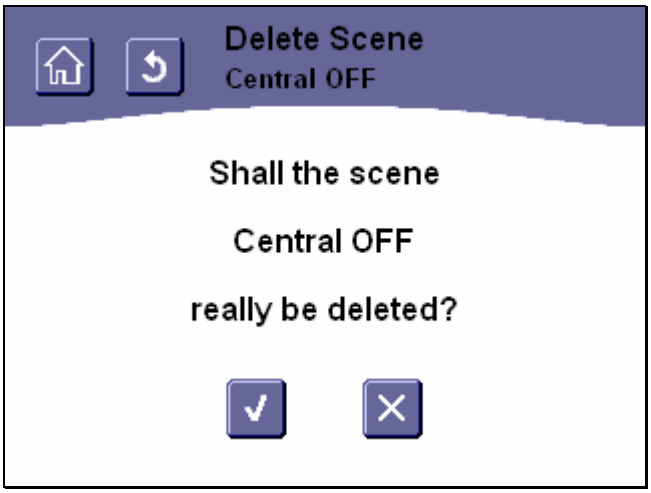


Diagram 142: Confirming the deletion of a scene

Pressing the  button deletes the selected scene. The process is cancelled by pressing the  button.
By pressing the buttons in the header (see chapter 3.2.1, page 68), you can also exit the menu without deleting the selected scene.

If you have carried out changes to the settings, please observe the notes about saving the configuration (see chapter 3.8, page 232).

3 Operation of the Touch-Manager wave

3.7.1.1.4 Gateway actuators

The main purpose of Gateway connections is to provide speedy and convenient connections between GAMMA wave® and GAMMA instabus® devices.
Gateway connections can only be created between switchable actuators and corresponding sensor channels, i.e. for buttons (with switching functions), binary inputs, door/window contacts, movement detectors, smoke detectors, switch actuators and dimmers (switching on and off). It is not necessary for all the actions to be executed with a certain sensor signal to be specified separately because switch-on and switch-off sensor commands are forwarded directly to all actuator channels included in the Gateway connection.

Gateway connections can be created and deleted both at the sensor and the actuator end.
Since both methods produce the same result you can choose which ever one appears the most logical to you.

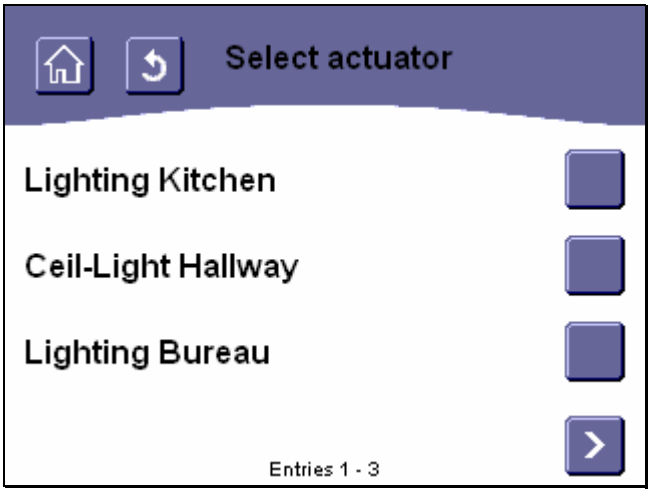


Diagram 143: Selecting the actuator for a Gateway connection

In order to create a Gateway connection between an actuator and (several) sensors, firstly select the desired actuator from the list of available actuators. To do so, press one of the buttons to the right of the list of actuators.
You can access other available actuators by using the navigation buttons at the bottom edge of the screen (see chapter 3.2.2, page 70). The actuator names are defined during commissioning (see chapter 2.1, page 7 and chapter 2.6, page 59).

Once the actuator has been selected a menu will be displayed in which you can define whether a new connection should be created between this actuator and a sensor or whether an existing connection with a sensor should be deleted:

3 Operation of the Touch-Manager wave

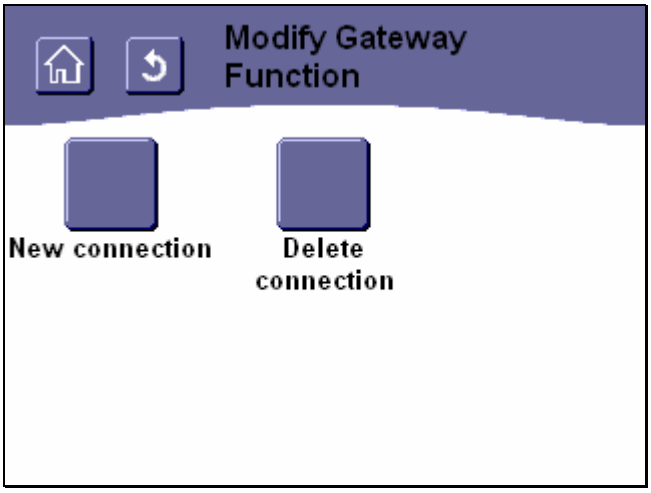


Diagram 144: Creating or deleting a Gateway connection

By pressing the button "**New connection**", you can connect a new sensor with the selected actuator.
By pressing the button "**Delete connection**", you can separate an existing connection between a sensor and the selected actuator.

Once you have selected the desired function a menu will be displayed in which the corresponding sensor can be selected:

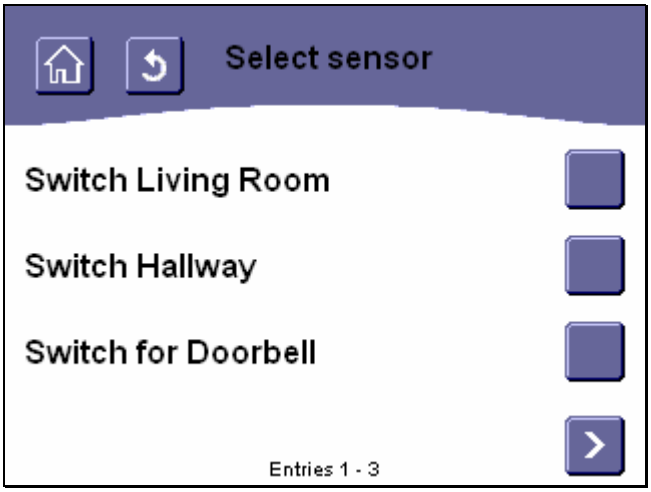


Diagram 145: Selecting the sensor fora Gateway connection

Here you have to select the sensor you desire from the list of available sensors. To do so, press one of the buttons to the right of the list of sensors.

3 Operation of the Touch-Manager wave

You can access other available sensors, if required, by using the navigation buttons at the bottom edge of the screen (see chapter 3.2.2, page 70). Only sensors which can be connected to or separated from this actuator will be offered. The sensor names are defined during commissioning (see chapter 2.1, page 7 and chapter 2.6, page 59).

Once the connection has been created or deleted, your Touch-Manager returns automatically to the menu "Select Gateway function" so that you cna then create or delete further connections with the selected actuator.
By pressing the buttons in the header (see chapter 3.2.1, page 68), you can leave the menu without making any modifications.

If you have made any modifications to the settings, please note the information on saving the configuration (see chapter 3.8, page 232).

3.7.1.1.5 Gateway sensors

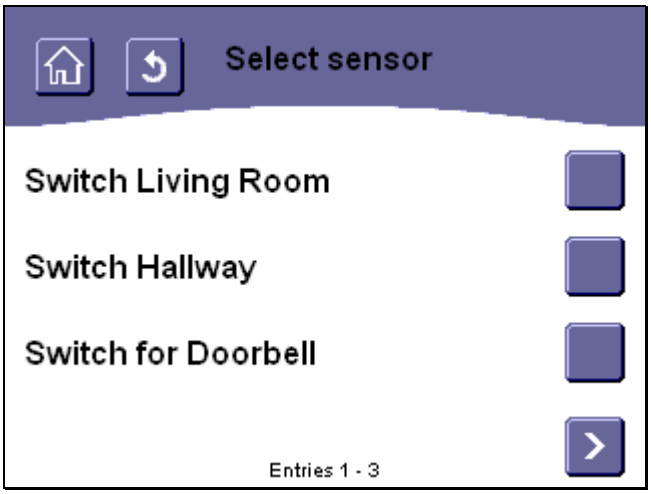


Diagram 146: Selecting the sensor for a Gateway connection

In order to create a Gateway connection between a sensor and (several) actuators, firstly select the desired sensor from the list of available sensors. To do so, press one of the buttons to the right of the list of sensors.
You can access other available sensors by using the navigation buttons at the bottom edge of the screen (see chapter 3.2.2, page 70). The sensor names are defined during commissioning (see chapter 2.1, page 7 and chapter 2.6, page 59).

Once the actuator has been selected a menu will be displayed in which you can define whether a new connection should be created between this sensor and an actuator or whether an existing connection with an actuator should be deleted:

3 Operation of the Touch-Manager wave

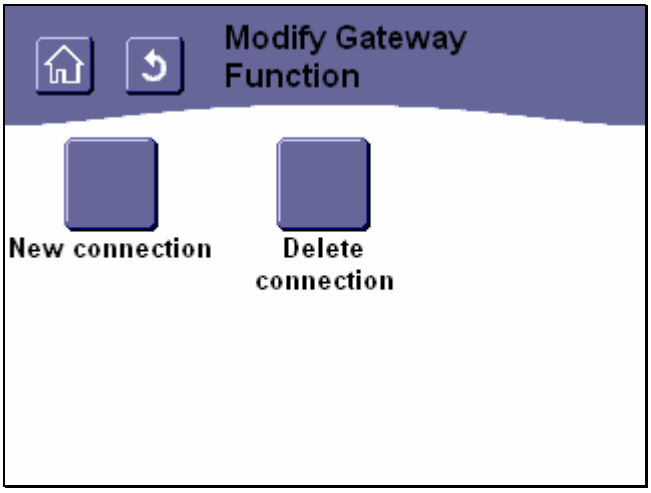


Diagram 147: Creating or deleting a Gateway connection

By pressing the button "**New connection**", you can connect a new actuator with the selected sensor.
By pressing the button "**Delete connection**", you can separate an existing connection between an actuator and the selected sensor.

Once you have selected the desired function a menu will be displayed in which the corresponding actuator can be selected:

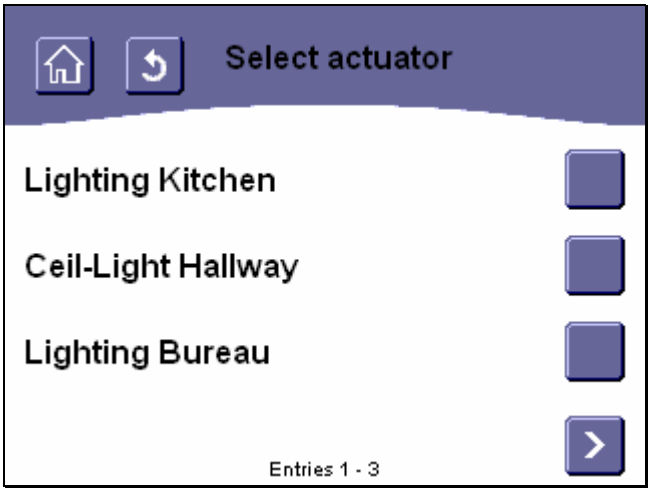


Diagram 148: Selecting the actuator for the Gateway connection

Here you have to select the actuator you desire from the list of available actuators. To do so, press one of the buttons to the right of the list of actuators.

3 Operation of the Touch-Manager wave

You can access other available actuators, if required, by using the navigation buttons at the bottom edge of the screen (see chapter 3.2.2, page 70). Only actuators which can be connected to or separated from this sensor will be offered. The actuator names are defined during commissioning (see chapter 2.1, page 7 and chapter 2.6, page 59).

Once the connection has been created or deleted, your Touch-Manager returns automatically to the menu "Select Gateway function" so that you can then create or delete further connections with the selected sensor.
By pressing the buttons in the header (see chapter 3.2.1, page 68), you can leave the menu without making any modifications.

If you have made any modifications to the settings, please note the information on saving the configuration (see chapter 3.8, page 232).

3 Operation of the Touch-Manager wave

3.7.1.2 Set the heating

With the Touch-Manager wave, you have the option of setting a temperature profile for each individual room which has a heating controller that has been configured in the Touch-Manager wave. In a temperature profile, you can define when the comfort temperature should take priority in the corresponding room. The room temperature is switched back to the normal temperature for the remaining period.
A time interval on one or several weekdays, during which the comfort temperature should be set, is called a comfort period. You can define up to approx. 50 comfort periods for all the heating controllers in your Touch-Manager wave.

A temperature profile can be modified at any time by a manual intervention such as the selection of the comfort or normal temperature on the Touch-Manager wave (see chapter 3.6.3, page 86). When the next switching point in this temperature profile is reached, automatic control is adopted again.
If you activate the “Holiday” mode on the Touch-Manager wave (see chapter 3.6.3, page 86), the processing of all the room temperature profiles is interrupted and all the heating controllers are set to frost protection. The automatic control of comfort mode and normal operation is only adopted again when this mode is deactivated.

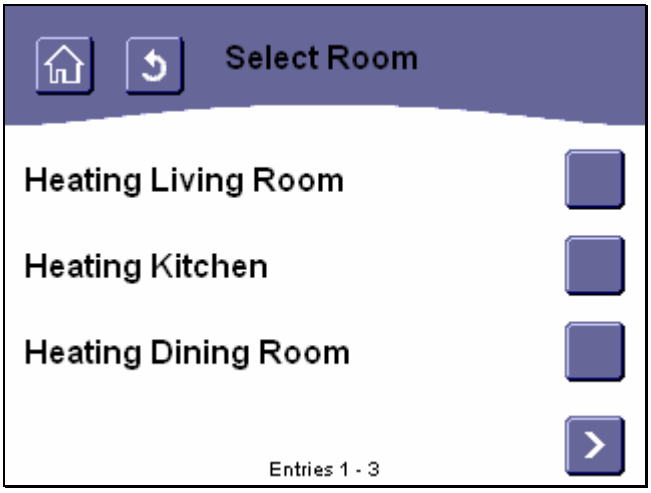


Diagram 149: Selecting a room for setting the temperature profile

In order to set or modify the comfort period of a room, you must first select a room or the heating controller located in the room. This is carried out by pressing one of the buttons on the right-hand side of the list of room names.
The designations that were assigned during the configuration of the Touch-Manager wave are used as room names (see chapter 2.6, page 59).

3 Operation of the Touch-Manager wave

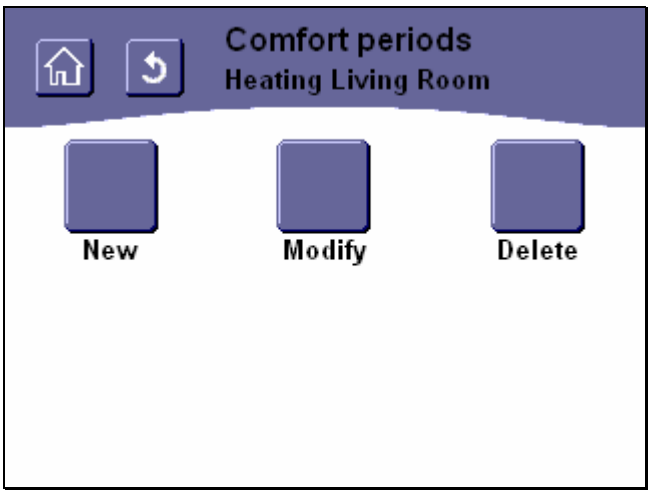


Diagram 150: Options for comfort periods when setting the temperature profile

You then select whether you wish to create a new comfort period or modify or delete an existing comfort period.

By pressing the "**New**" button, you access menus in which you define a new comfort period i.e. determine in which time frame the temperature of a room should be set to the comfort temperature (see chapter 3.7.1.2.1, page 137).
Pressing the "**Modify**" button takes you to menus where you can modify an existing comfort period (see chapter 3.7.1.2.2, page 141).
By pressing the "**Delete**" button, you access menus in which you can completely remove the existing comfort periods (see chapter 3.7.1.2.3, page 142).

3 Operation of the Touch-Manager wave

3.7.1.2.1 Entering new comfort periods

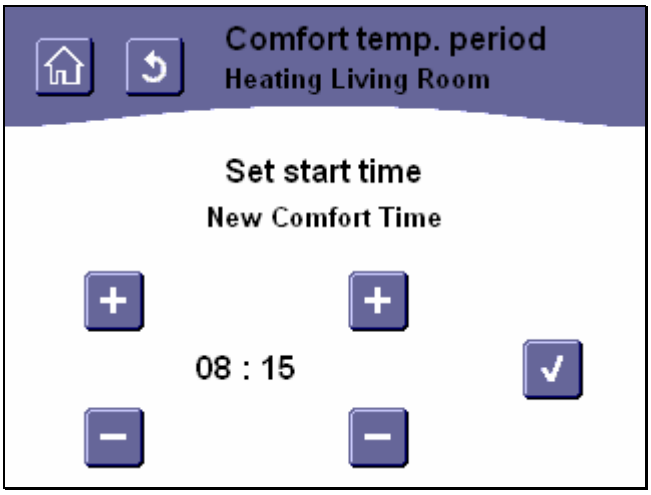


Diagram 151: Setting the start time for a comfort period

If you wish to define a new comfort period, the next step is to define when this comfort period should start.
There are five buttons available for this purpose:

By pressing the + button, the hour or minute setting is increased by one each time while pressing the − button, decreases the hour or minute by one each time.

The two buttons on the left are used to set the hour while the minutes are set with the two buttons on the right.

By pressing the ✓ button, the set start time for the comfort period is adopted and the next menu is retrieved.

3 Operation of the Touch-Manager wave

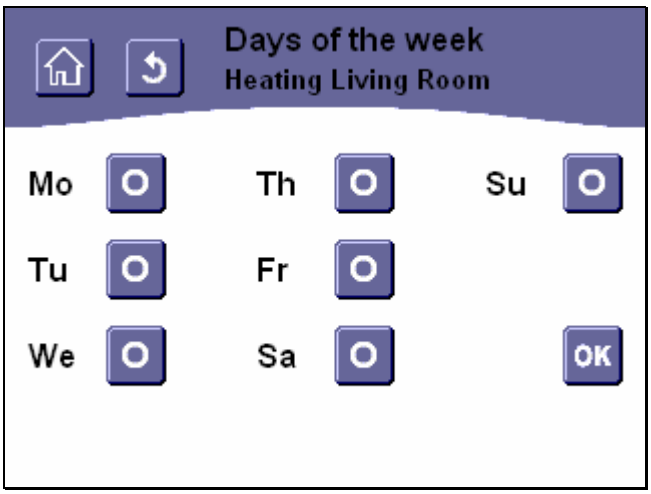


Diagram 152: Setting the days when the comfort period should start

In this menu, you indicate on which days of the week the start times for the comfort period should apply.
Seven buttons located on the right-hand side of the respective weekday are available for this purpose:
Monday, **Tue**sday, **Wed**nesday, **Thu**rsday, **Fri**day, **Sat**urday and **Sun**day.

The I button symbolises that the start time for the comfort period should apply on a specific day of the week.

The O button indicates that the start time for the comfort period should not be used on a specific day of the week.
To change this setting, press the button to the right and the symbol changes accordingly.

The settings are adopted by pressing the OK button and the next menu is retrieved.

3 Operation of the Touch-Manager wave

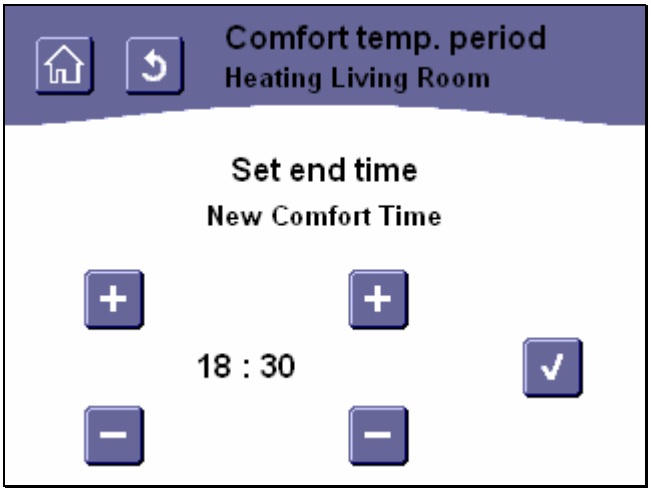


Diagram 153: Setting the end time for a comfort period

The next step is to define when this comfort period should end.
Five buttons are again available for this purpose:

By pressing the + button, the hour or minute setting is increased by one each time while pressing the − button decreases the hour or minute by one each time.

The two buttons on the left are used to set the hour while the minutes are set with the two buttons on the right.

By pressing the ✓ button, the set end time for the comfort period is adopted and the next menu is retrieved.

3 Operation of the Touch-Manager wave

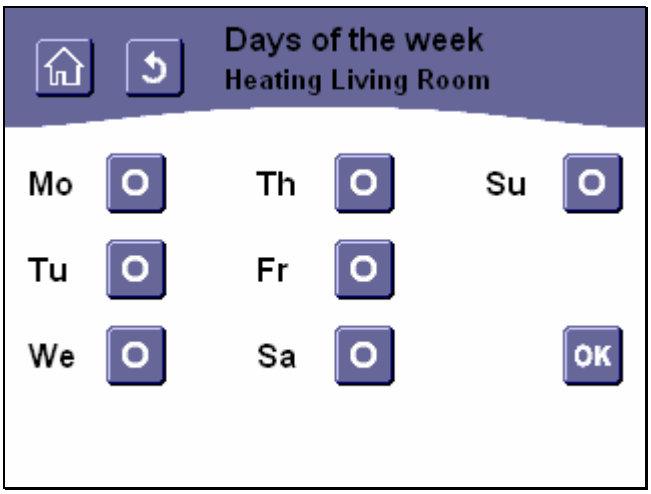


Diagram 154: Setting the days when the comfort period should end

In this menu, you indicate on which days of the week the end times for the comfort period should apply.
Seven buttons located on the right-hand side of the respective weekday are available for this purpose:
Monday, **Tue**sday, **Wed**nesday, **Thu**rsday, **Fri**day, **Sat**urday and **Sun**day.

The I button symbolises that the end time for the comfort period should apply on a specific day of the week.

The O button indicates that the end time for the comfort period should not be used on a specific day of the week.
To change this setting, press the button to the right and the symbol changes accordingly.

The settings are adopted by pressing the OK button and the “Runtime settings” menu is retrieved (see chapter 3.7.1, page 90).

You have to define at least one day of the week on which the scene shall be activated. Otherwise you will get an error message and the activation time will not be saved.

By pressing the buttons in the header (see chapter 3.2.1, page 68), you can exit the menu without making any changes.

If you have carried out changes to the settings, please observe the notes about saving the configuration (see chapter 3.8, page 232).

3 Operation of the Touch-Manager wave

3.7.1.2.2 Modify Periods

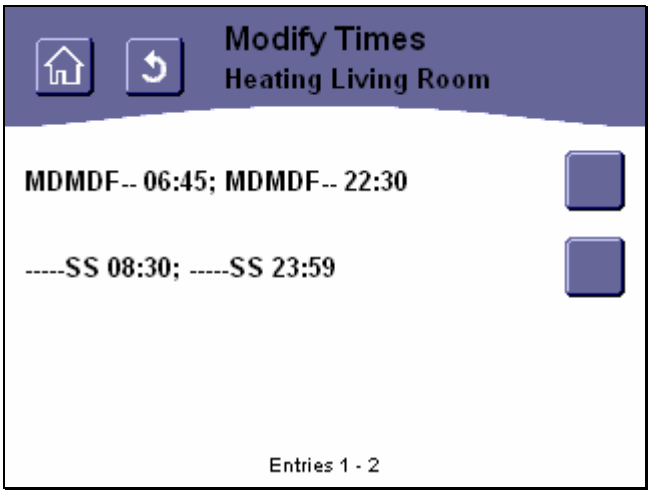


Diagram 155: Selection of a comfort period for modification

In order to modify a comfort period for the selected room, you must first select the required entry from the list of existing comfort periods. This is carried out by pressing one of the buttons on the right-hand side of the list of comfort periods. The designations of the comfort periods indicate the set times in short form. The letters stand for the days of the week on which the selected comfort period should start (the letters in the block to the left of the semicolon) or end, followed by the exact time at which the room temperature should be modified. A dash symbolises that this comfort period should not be started or finished on the corresponding day of the week.
In the example above, more than three comfort periods have been defined. You can access the comfort periods that are not displayed via the navigation buttons at the bottom of the display (see chapter 3.2.2, page 68).

By pressing the button, you access the menus for setting the start and end times of this comfort period (see chapter 3.7.1.2.1, page 137).

3 Operation of the Touch-Manager wave

3.7.1.2.3 Delete Periods

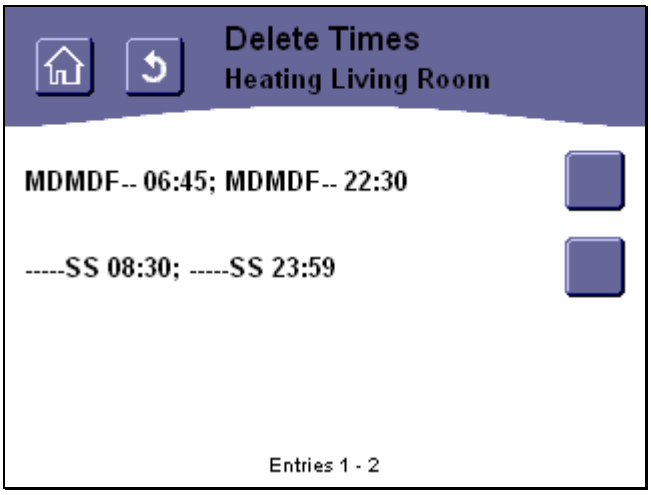


Diagram 156: Selecting a comfort period for deletion

In order to delete a comfort period for the selected room, you must first select the required entry from the list of existing comfort periods. This is carried out by pressing one of the buttons on the right-hand side of the list of comfort periods. The designations of the comfort periods indicate the set times in short form.
The letters stand for the days of the week on which the selected comfort period should start (the letters in the block to the left of the semicolon) or end, followed by the exact time at which the room temperature should be modified. A dash symbolises that this comfort period should not be started or finished on the corresponding day of the week.

3 Operation of the Touch-Manager wave

Once you have pressed the button, you are asked to confirm the deletion:

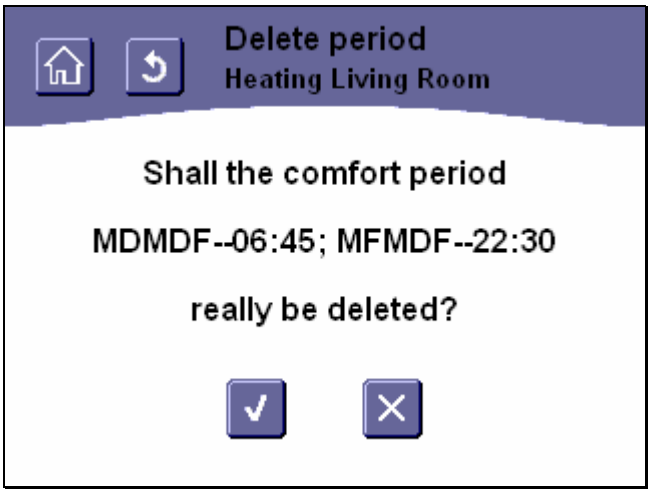


Diagram 157: Confirming the deletion of a comfort period

Pressing the button deletes the selected comfort period. The process is cancelled by pressing the button. By pressing the buttons in the header (see chapter 3.2.1, page 68), you can also exit the menu without deleting the selected comfort period.

If you have carried out changes to the settings, please observe the notes about saving the configuration (see chapter 3.8, page 232).

3 Operation of the Touch-Manager wave

3.7.1.3 Local Settings

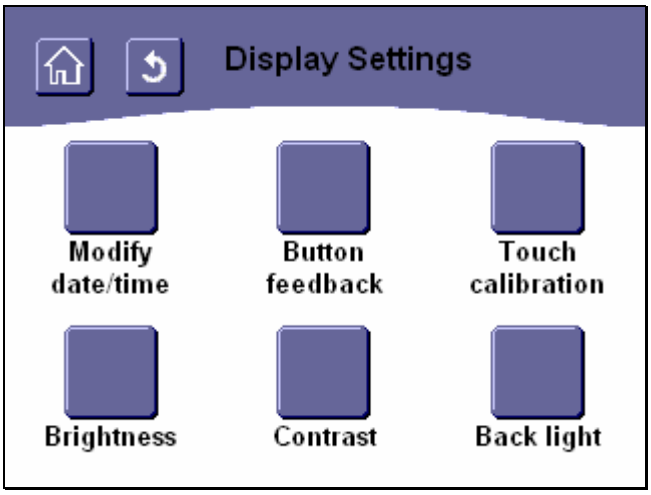


Diagram 158: “Local Settings” menu

The “Local Settings” menu enables you to set the time and date of your Touch-Manager wave, carry out display settings and to configure a beeping sound for the push button acknowledgement.

By pressing the button “**Time Settings**”, you access the menus in which you can set the time and date of your Touch-Manager wave (see chapter 3.7.1.3.1, page 145).
By pressing the button “**Button feedback**”, you access the menu for setting the push button status signal (see chapter 3.7.1.3.2, page 151).
With the “**Touch calibration**” button, you access the menu for calibrating the touch-sensitive surface of the display (see chapter 3.7.1.3.3, page 152).
The “**Brightness**” button enables you to set the brightness level of the display (see chapter 3.7.1.3.4, page 153).
By pressing the “**Contrast**” menu, you access the menu for setting the contrast of the display (see chapter 3.7.1.3.5, page 154).
Pressing the “**Back light**” button takes you to the menu for setting the period following the last operation of the display, after which the backlighting of the display is switched off (see chapter 3.7.1.3.6, page 155).

3 Operation of the Touch-Manager wave

3.7.1.3.1 Time settings

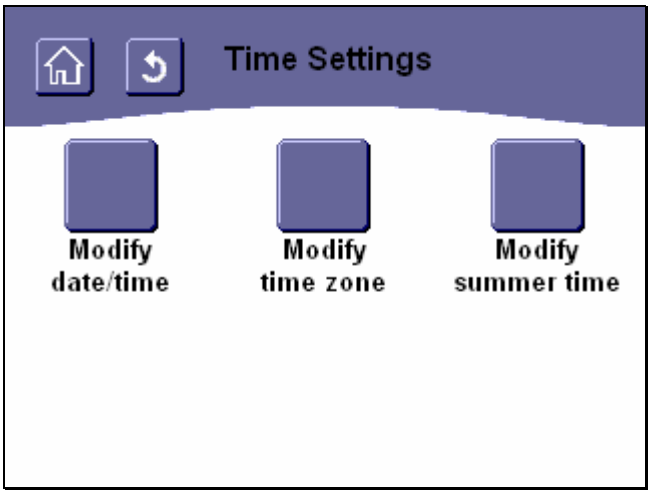


Diagram 159: Menu "Time settings"

The menu "Time settings" allows you to set the date and time of your Touch-Manager wave and make other time-related settings.

By pressing the button "**Change date/time**" you can access the menus in which the data and time of your Touch-Manager wave can be set (see chapter 3.7.1.3.1.1, page 146).
By pressing the button "**Set time zone**" you can access the menu for setting your time zone (see chapter 3.7.1.3.1.2, page 148).
By pressing the button "**Set summer time**" you can access the menu for configuring the automatic summer time switch-over (see chapter3.7.1.3.1.3, page 149).

3 Operation of the Touch-Manager wave

3.7.1.3.1.1 Changing the date/time

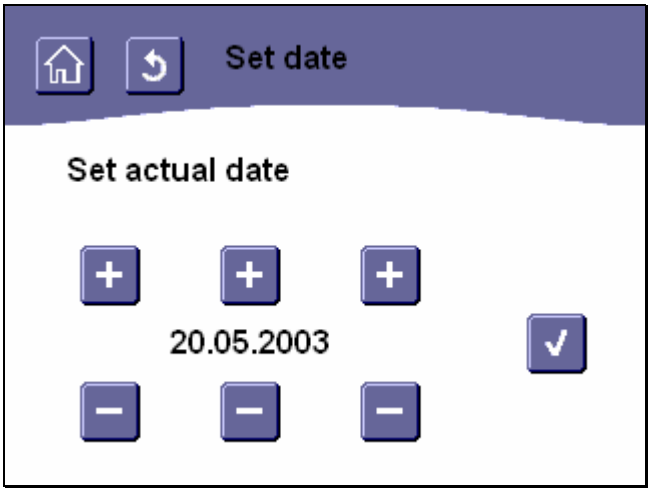


Diagram 160: Setting the current date

If you wish to change the time and/or date of your Touch-Manager wave, you can make these changes in this menu item.

Firstly, you can set the date.
To do so, you have seven buttons available:

By pressing the button  , the day, month or year parts of the date will move forward by one, and by pressing the button  , they will move back by one.

Thje day is set using the two buttons on the left, the month with the two buttons in the middle, and the year with the two buttons on the right.

By pressing the button  , the set date will be adopted and the next setting menu called up.

3 Operation of the Touch-Manager wave

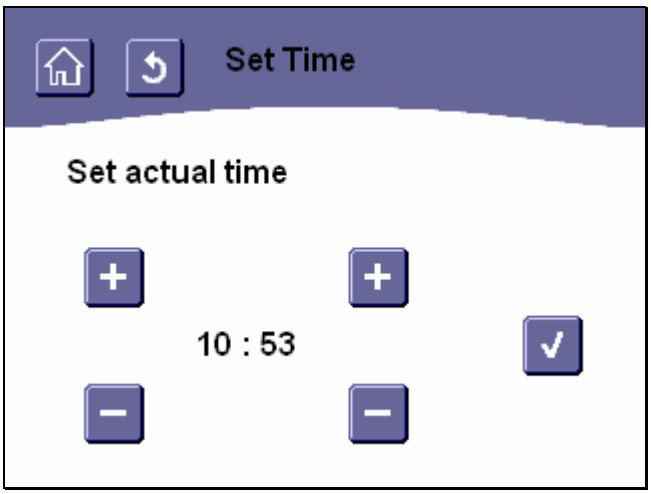


Diagram 161: Setting the current time

You can then set the current time.
To do so, you have five buttons available:

By pressing the button  , the hour or minute part of the time will move forward by one, and by pressing the button  , they will be moved back by one.

The two buttons on the right are for setting the hour, whereas the buttons on the left are for setting the minutes.

By pressing the button  , the set time is adopted and the menu "Time settings" will be shown (see chapter 3.7.1.3.1, page 145).

3 Operation of the Touch-Manager wave

3.7.1.3.1.2 Setting the time zone

If your Touch-Manager wave has an Ethernet connection to the internet via a time server, your time zone will have to be set so that the received time can be interpreted correctly.
The time which is made available in the internet by diverse time servers is referred to as Coordinated Universal Time, abbreviated to UTC, and is the successor to the standard time at the zero meridian, which marks the zero degree of longtitude from the geographical location of Greenwich in Great Britain (GMT, Greenwich Mean Time).
Dependent on the specific degree of longtitude and national borders, local time will deviate from Coordinated Universal Time by +/-12 hours.

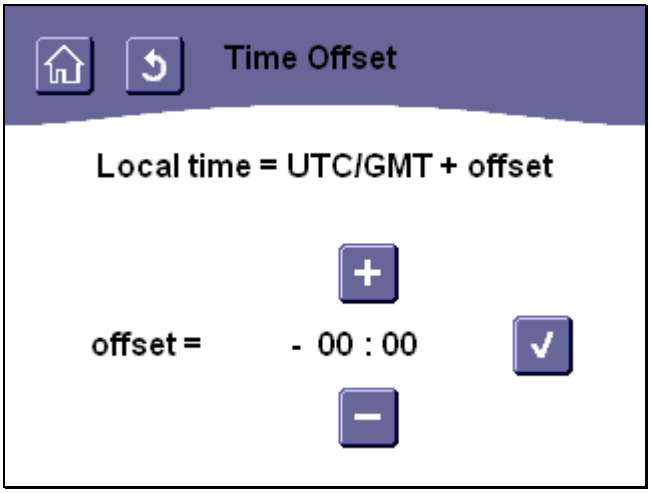


Diagram 162: Setting the time zone in the menu "Time difference"

To set the time difference for your time zone relative to UTC you have three buttons available:

By pressing the button  , the time difference will be moved forward in increments of half an hour, and by pressing the button  it will be moved back in increments of half an hour.

By pressing the button  , the set time difference will be adopted and the menu "Time settings" shown (see chapter 3.7.1.3.1, page 145).

If you have made any modifications to the settings, please note the information on saving the configuration (see chapter 3.8, page 232).

3 Operation of the Touch-Manager wave

3.7.1.3.1.3 Setting the summer time

The Touch-Manager wave is capable of automatically changing the time to summer time each year when required for most countries in the world. If your country does not change to summer time, this function can be deactivated.

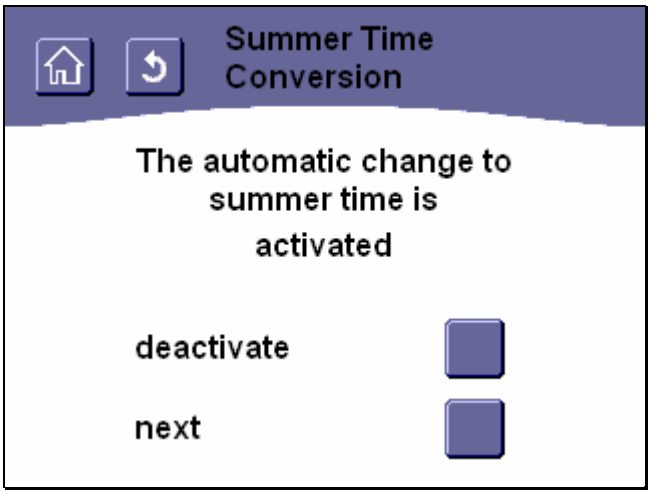


Diagram 163: Menu "Activate/deactivate summer time"

Firstly, you can specify whether the Touch-Manager wave should automatically switch between summer time and normal time.
In the middle of the screen page you can check whether the automatic switch-over is activated or deactivated.
By pressing the button beneath you can change the current mode.

By pressing the button "**Continue**", you will access the next step for setting the summer time switch-over.
By pressing the buttons in the header (see chapter 3.2.1, page 68) you can leave the menu without making any modifications.

3 Operation of the Touch-Manager wave

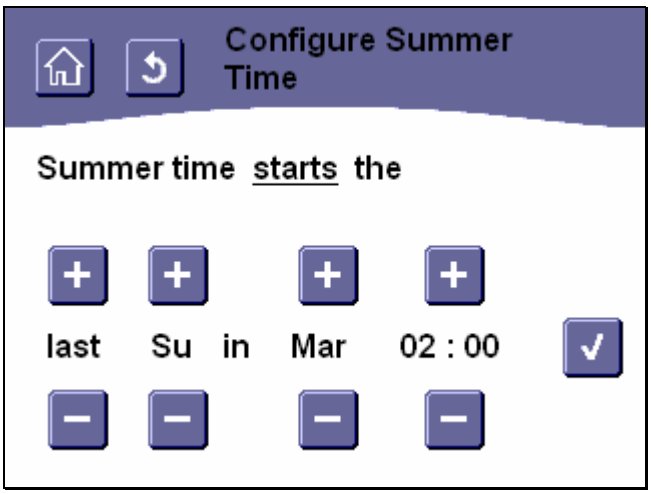


Diagram 164: Menu "Setting the summer time (1)"

Firstly, you can set the beginning of summer time.
To do so, you have nine buttons available:

By pressing the button + and −, the day of the week, the month and the exact time for the switch-over can be set.

By pressing the button ✓, the settings for the beginning of summer time will be adopted and the next setting menu will be called up.

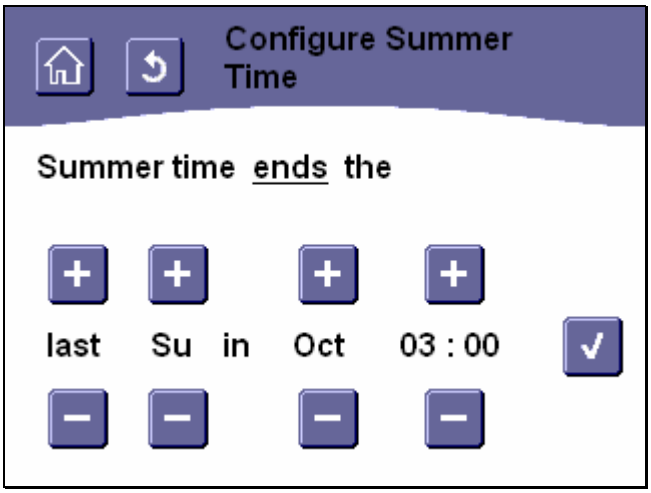


Diagram 165: Menu "Setting the summer time (2)"

This is for setting the end of summer time.
To do so, you also have nine buttons available:

3 Operation of the Touch-Manager wave

By pressing the button and , the day of the week, the month and the exact time for the switch-over can be set.

By pressing the button , the settings for summer time will be adopted and the menu "Time settings" will be shown (see chapter 3.7.1.3.1, page 145).
By pressing the buttons in the header (see chapter 3.2.1, page 68) you can leave the menu without making any modifications to the summer time settings.

If you have made any modifications to the settings, please note the information on saving the configuration (see chapter 3.8, page 232).

3.7.1.3.2 Setting the push button signal

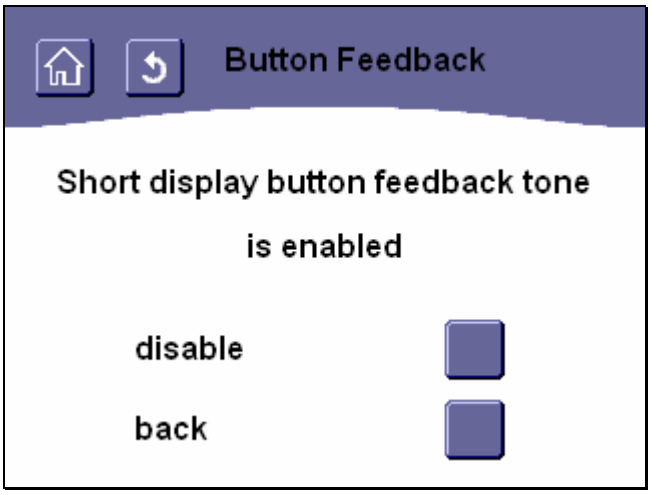


Diagram 166: Setting the acknowledgement signal after a display button action

If you wish to hear a short beep to confirm the detected input after each operation of a button or key on the virtual keyboard of the Touch-Manager wave or you wish to switch off this acknowledgement signal, you can carry out these changes under this menu item.

The display button acknowledgement is switched on by pressing the button and switched off by pressing the button.
The “Local Settings” menu is then displayed again (see chapter 3.7.1.3, page 144).

By pressing the buttons in the header (see chapter 3.2.1, page 68), you can exit the menu without making any changes.

If you have carried out changes to the settings, please observe the notes about saving the configuration (see chapter 3.8, page 232).

3 Operation of the Touch-Manager wave

3.7.1.3.3 Calibrating the touch display

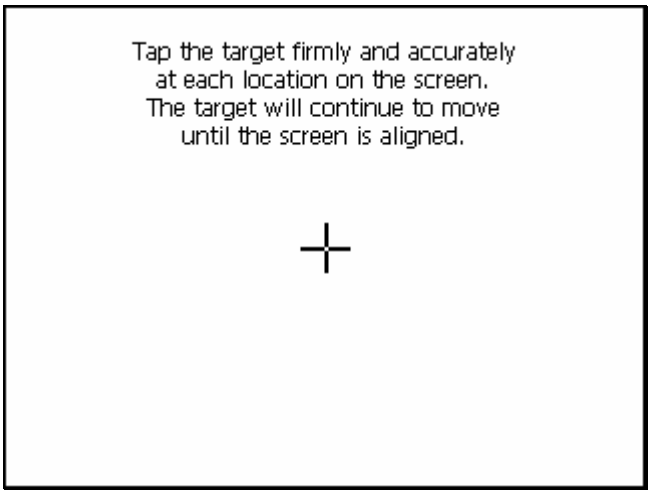


Diagram 167: Calibration of the touch display

If you establish that the Touch-Manager wave does not react when the buttons are pressed or carries out a different command to the one required or you must touch the display next to the actual button in order to operate the button, you should recalibrate the touch-sensitive display. You can carry out this calibration under this menu item.
You can see a special page without the usual layout of the Touch-Manager wave.
To recalibrate the touch-sensitive display, touch the display exactly in the five places that are marked in sequence by the cross. To do so, you must use the pen provided or a comparable aid.
The new values are then automatically stored and the “Local Settings” menu is displayed (see chapter 3.7.1.3, page 144).

3 Operation of the Touch-Manager wave

3.7.1.3.4 Setting the display brightness

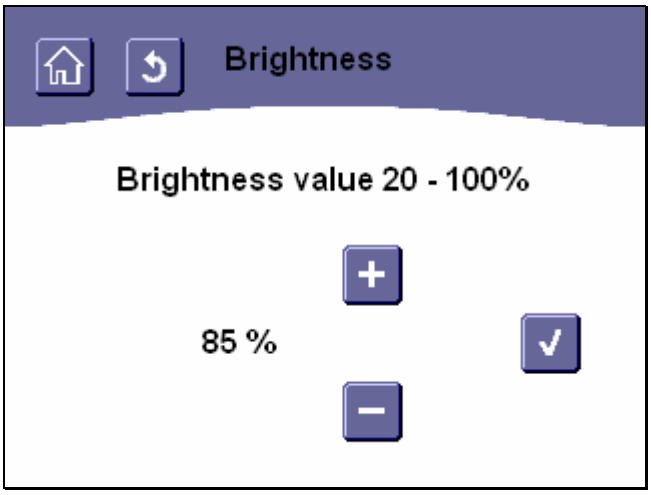


Diagram 168: Setting the display brightness

If you wish to change the brightness of the display backlighting e.g. to improve the legibility in light areas, you can carry out this setting under this menu item.
Three buttons are available for this purpose:

By pressing the + button, the brightness of the backlighting is increased each time by 5% while pressing the − button decreases it by 5% each time.

The set brightness is adopted by pressing the ✓ button and the “Local Settings” menu is displayed (see chapter 3.7.1.3, page 144).
By pressing the buttons in the header (see chapter 3.2.1, page 68), you can exit the menu without changing the brightness of the backlighting.

3 Operation of the Touch-Manager wave

3.7.1.3.5 Setting the display contrast

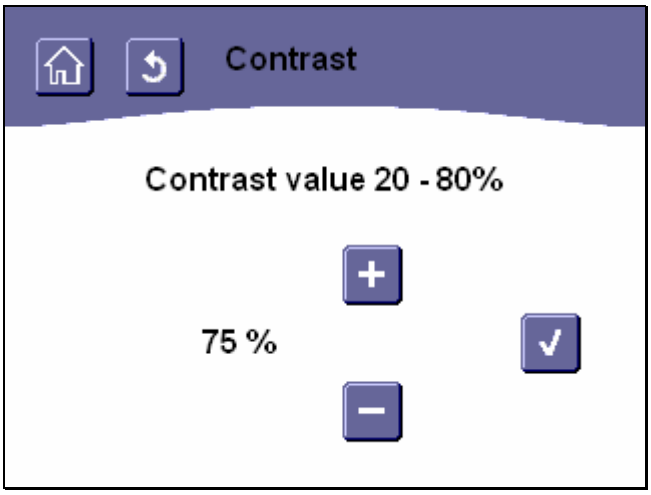


Diagram 169: Setting the display contrast

If you wish to change the contrast setting of the display e.g. to improve the legibility in light areas, you can carry out this setting under this menu item.
Three buttons are available for this purpose:

By pressing the + button, the contrast is increased by 5% each time while pressing the − button decreases the contrast by 5% each time.

The set contrast is adopted by pressing the ✓ button and the “Local Settings” menu is displayed (see chapter 3.7.1.3, page 144).
By pressing the buttons in the header (see chapter 3.2.1, page 68), you can exit the menu without modifying the display contrast setting.

3 Operation of the Touch-Manager wave

3.7.1.3.6 Setting the operating time for the backlighting

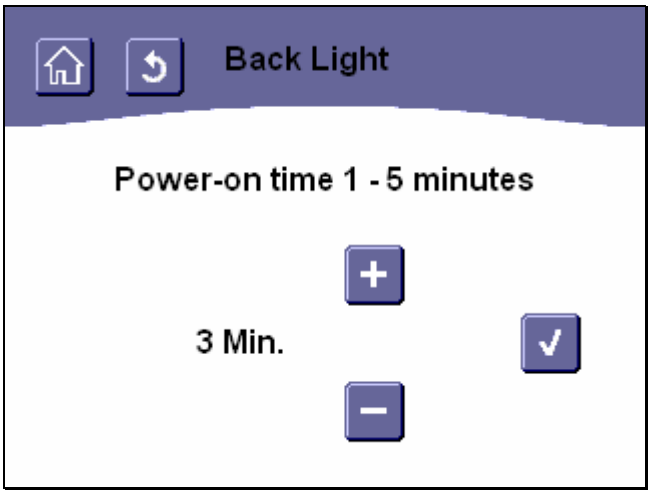


Diagram 170: Setting the operating time of the backlighting

If you wish to change the period for your Touch-Manager wave which the backlighting of the display remains switched on for after the last operation of the display, you can carry out the change under this menu item.
Three buttons are available for this purpose:

By pressing the  button, the operating time of the backlighting is increased by one minute while pressing the  button decreases the time by one minute each time.

The set period is adopted by pressing the  button and the “Local Settings” menu is displayed (see chapter 3.7.1.3, page 144).
By pressing the buttons in the header (see chapter 3.2.1, page 68), you can exit the menu without modifying the operating time of the background lighting.

3 Operation of the Touch-Manager wave

3.7.1.4 Password for changing the “Runtime settings” menu

Diagram 171: Password for changing the “Runtime settings” menu

The menu item “Change password” enables you to modify the password that is entered in order to access the “Runtime settings” menu.
The preset password is “mainuserpwd” (must be entered without quotation marks). Please change this password immediately.

To change the password, simply enter the new password via the virtual keyboard. You can find general information about using the virtual keyboard in chapter 3.2.3 on page 71.
During the assignment of the new password, the password is displayed in clear text to check that that the entry is correct. If you later use this password to register, “*” symbols are displayed in the entry field instead of the clear text in order to protect your password.

If you do not require password protection for the “Runtime settings” menu, you can permanently enable access for all users by assigning the password “*” (available via the Alt button, entered without quotation marks).

By assigning the password “@” (available via the Alt button, entered without quotation marks), you can block access to the “Runtime settings” menu for all user levels. This lockout can only be cancelled by assigning another password in the “System settings” menu (see chapter 3.7.2.4, page 219).

Press the ↵ button to confirm the password.

A password may have a maximum of 14 characters. Permitted characters are the uppercase and lowercase letters of the German alphabet including umlauts and ‘ß’, numbers, spaces, hyphen and underscore.
If the password entered is too long, the following error message appears:

3 Operation of the Touch-Manager wave

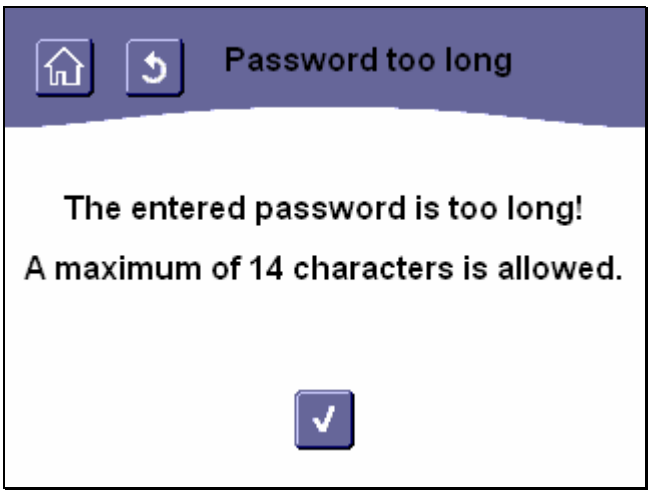


Diagram 172: Error: Password for “Runtime settings” menu is too long

By pressing the button, you return to the “Change password” menu without modifying the previous password (see chapter 3.7.1.4, page 156).

Once you have entered a valid password, you are requested to repeat the password to prevent any incorrect entries:

Diagram 173: Repeating the password for the “Runtime settings” menu

3 Operation of the Touch-Manager wave

Press the  button again to finish the entry.

If the two passwords that have been entered do not match, the input is aborted and restarted. The following message appears:

Diagram 174: Error: Passwords do not match

By pressing the  button, you return to the “Change password” menu without modifying the previous password (see chapter 3.7.1.4, page 156).
If you have used an invalid character when entering the password (permitted characters are the uppercase and lowercase letters of the English alphabet including numbers, spaces, hyphen and underscore), the password is not changed and the following error message appears:

3 Operation of the Touch-Manager wave

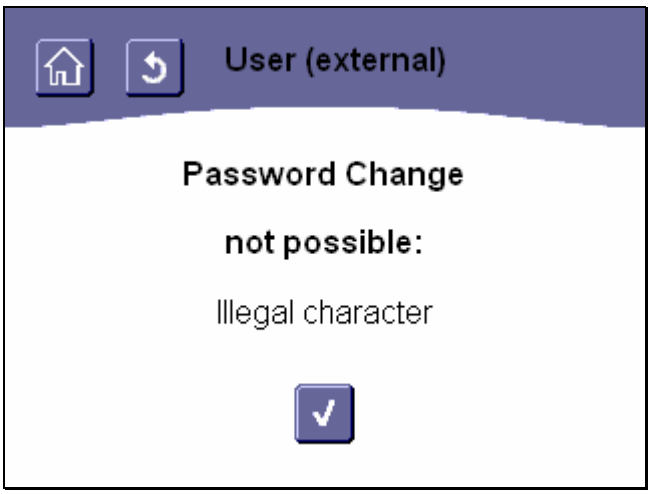


Diagram 175: Error: Non-permissible character(s) in password

By pressing the button, you return to the “Change password” menu without modifying the previous password (see chapter 3.7.1.4, page 156).

If the two passwords entered match, the new password is automatically stored. The Touch-Manager wave then returns to the “Runtime settings” menu (see chapter 3.7.1, page 90).
If the list of passwords is destroyed during the save due to a power failure, all the passwords are reset to the supplied state (see chapter 3.7.2.4, page 219).

3 Operation of the Touch-Manager wave

3.7.1.5 Configure Pages

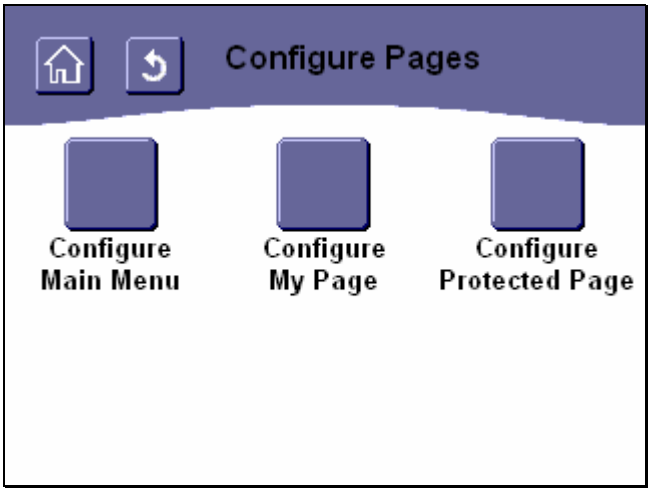


Diagram 176: "Configure Pages" menu

Pressing the **"Configure Main Menu"** button takes you to menus in which you can configure additional buttons in the main menu (see chapter 3.7.1.5.1, page 161).
Pressing the **"Configure My Page"** button takes you to menus in which you can define the contents of the personal user page (see chapter 3.7.1.5.2, page 165).
Pressing the **"Configure Protected Page"** button takes you to menus in which you can define the contents of the protected page (see chapter 3.7.1.5.3, page 174).

3 Operation of the Touch-Manager wave

3.7.1.5.1 Selecting a display button in the main menu

With this menu you can configure the main menu of the Touch-Manager wave in accordance with your wishes and needs (see chapter 3.1, page 67).

3.7.1.5.1.1 Selecting a display button in the main menu

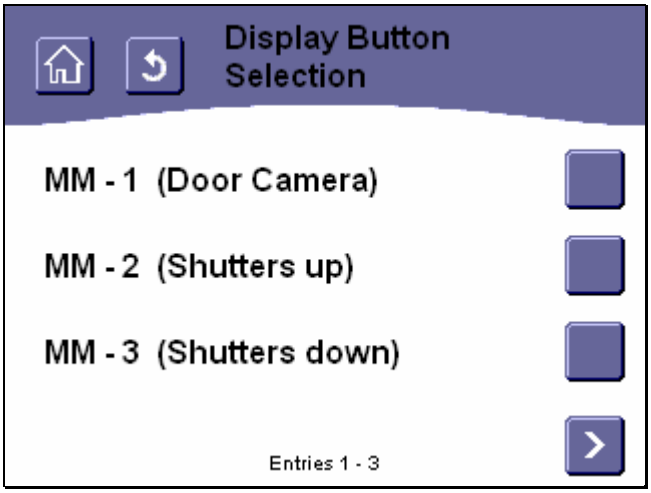


Diagram 177: Selecting a button in the main menu (1)

To set or change the assignment of a button with a scene trigger or some other function, first select a button. This is done by activating one of the buttons situated to the right of the list of button numbers. The scene / function currently connected to this button is indicated in brackets following the button numbers. For more buttons to choose from, use the navigation buttons at the bottom of the screen (see chapter 3.2.2, page 68).

3 Operation of the Touch-Manager wave

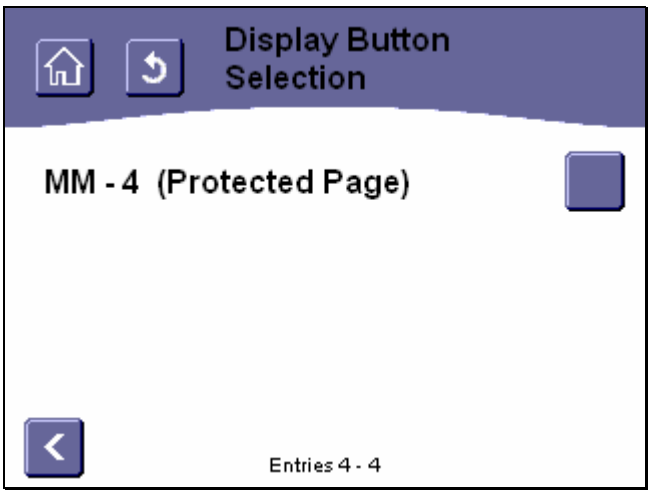


Diagram 178: Selecting a button in the main menu (2)

The buttons available for selection are numbered consecutively from top to bottom and from left to right:

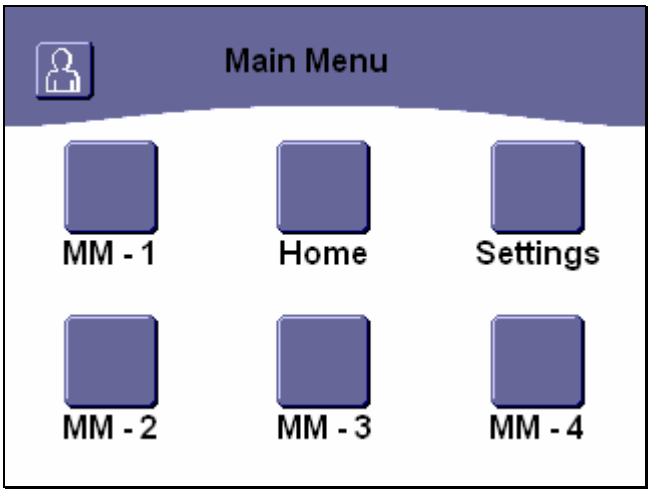


Diagram 179: Position of the individual buttons in the main menu

3 Operation of the Touch-Manager wave

3.7.1.5.1.2 Selecting a display button function

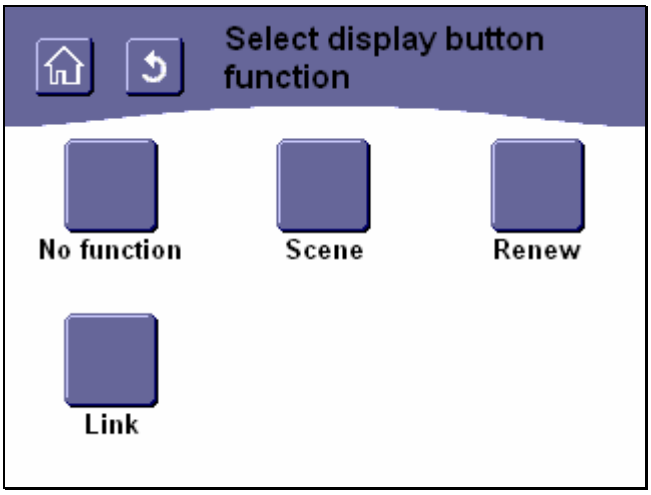


Diagram 180: Selecting display button function

After selecting a button you can choose the function which is to be assigned to it.

Selecting the function **"No function"** enables you to delete the function previously assigned to this button and hence to remove the button again from the interface.

Selecting the function **"Scene"** takes you to a menu where you can configure which of the scenes you have defined (see chapter 3.7.1.1, page 94) is to be triggered by means of the selected button.

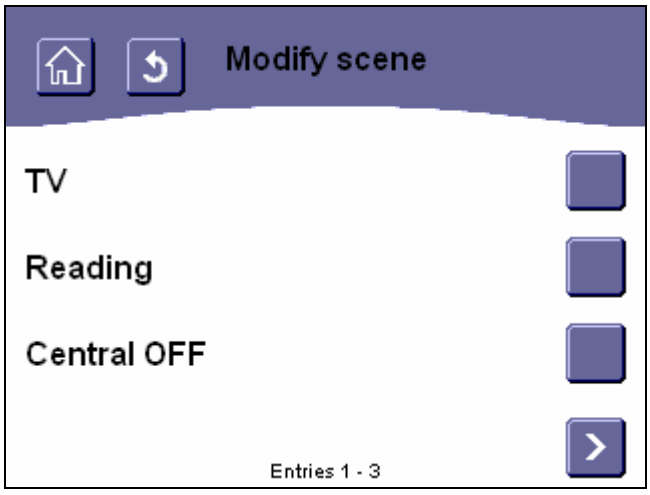


Diagram 181: Selecting a scene for triggering in the main menu

This is done by activating one of the buttons located to the right of the list of scene names.

3 Operation of the Touch-Manager wave

For more scenes to choose from, use the navigation buttons at the bottom of the screen (see chapter 3.2.2, page 68).

Selecting the **"Renew"** function enables you to determine the current status of all the devices or channels by pressing the corresponding button.

If you select the **"eMail"** function, a button will be placed on the personal page that will enable you to obtain an overview of your electronic mail on an external server.

If you have any unread mail this will be symbolized by the button  .

If you have no new mail the button  will be used.
When you have new mail, pressing the button will take you to an HTML page provided by the external server where the sender and subject of each available email is shown to you in one line:

The link to this page of the external servier has to be configured (see chapter 3.7.2.5, page 227).

Note:
This function requires the existence of an external server which provides this functionality. These devices and the necessary software are not developed or marketed by Siemens.

Selecting the **"Link"** function takes you to a menu for configuring which of the external links you have defined is to be called up by means of the selected button. Calling up the protected page is also configured by means of this menu. In this menu you are shown only those links which you have already defined by entering a URL (see chapter 3.7.2.5, page 227).

After you have selected a scene or funciton by actuating the assigned button, your Touch-Manager wave will return automatically to the "Runtime Settings" menu (see chapter 3.7.1, page 90).
Pressing the buttons in the header (see chapter 3.2.1, page 68) enables you to exit the menu without making any changes.

If you have made any changes to the settings, please note the information about saving the configuration (see chapter 3.8, page 232).

3.7.1.5.2 Configuring "My Page"

With the "Configure My Page" menu you can configure the personal page of your Touch-Manager wave (see chapter 3.3, page 72).
On this page it is possible to display up to three freely selectable status messages plus a maximum of three buttons for calling up the scenes which you have defined yourself or other functions (see chapter 3.7.1.1, page 94).

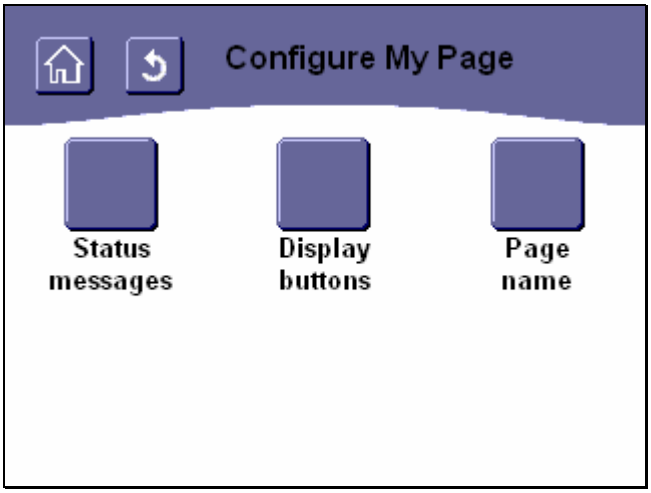


Diagram 182: Menu "Configure My Page"

Pressing the button **"Text lines"** gives you access to the menus for configuring the text lines used to display the status messages (see chapter 3.7.1.5.2.1, page 166).
Pressing the button **"Buttons"** gives you access to the menus for configuring the buttons which if actuated will call up the scenes which you have defined yourself or other functions (see chapter 3.7.1.5.2.4, page 169).
Pressing the button "Page name" gives you access to the menu for editing the name of the personal page (see chapter 3.7.1.5.2.7, page 172).

3 Operation of the Touch-Manager wave

3.7.1.5.2.1 Selecting a display button function

The personal user page enables you to display three text lines with different status information.

3.7.1.5.2.2 Selecting a text line

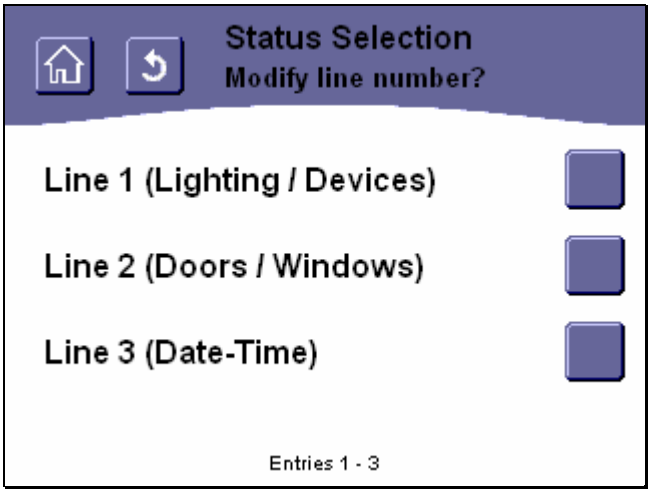


Diagram 183: Selecting a text line on "My Page"

To set or change the assignment of a text line with a status message, first select a button. This is done by actuating one of the buttons to the right of the list of line numbers.
The status message currently shown in this line is stipulated in brackets following the line number.

3.7.1.5.2.3 Selecting a function for a text line

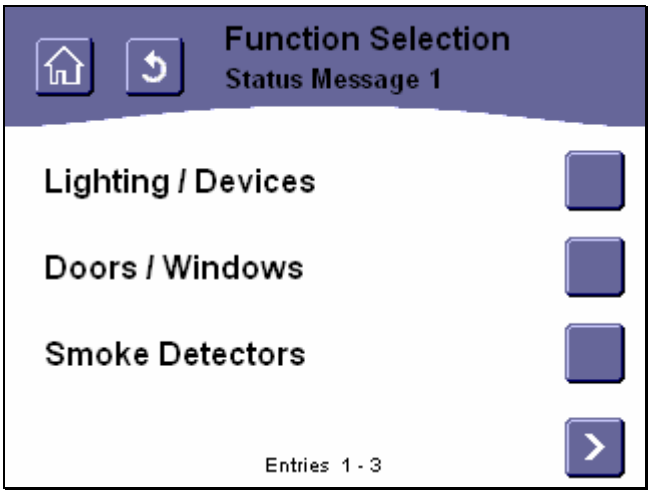


Diagram 184: Selecting a function for a text line (1)

You can then choose the message you want from the list of possible status messages.

If you select the status message **"Lighting / Devices"**, this line will later be used to show the status of the lighting and the other switchable devices in your house or your apartment. This message is automatically shown already in the menu "Device Status" (see chapter 3.6.2, page 77).
If you select the status message **"Doors / Windows"**, this line will later be used to show the status of the doors or windows in your apartment. This message is automatically shown already in the menu "Device Status" (see chapter 3.6.2, page 77).
If you select the status message **"Smoke Detectors"**, this line will later be used to show the status of the smoke detectors in your apartment. This message is automatically shown already in the menu "Device Status" (see chapter 3.6.2, page 77).

For more status messages to choose from, use the navigation buttons at the bottom of the screen (see chapter 3.2.2, page 68).

After you have selected a status message by actuating the assigned button, your Touch-Manager wave will return automatically to the "Configure My Page" menu (see chapter 3.7.1.5, page 160).
Pressing the buttons in the header (see chapter 3.2.1, page 68) enables you to exit the menu without making any changes.

If you have made any changes to the settings, please note the information about saving the configuration (see chapter 3.8, page 232).

3 Operation of the Touch-Manager wave

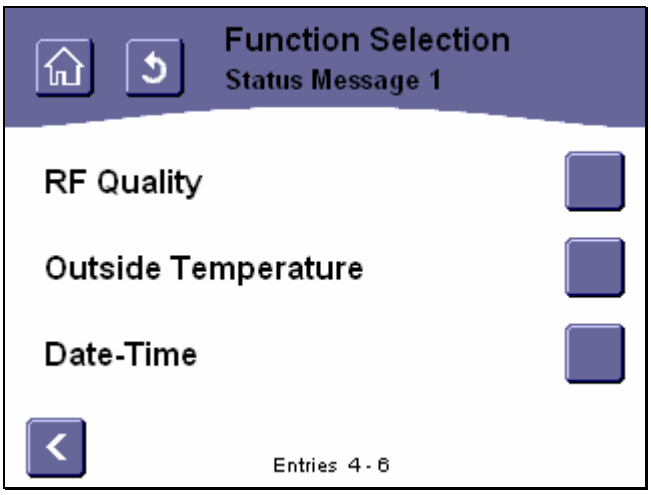


Diagram 185: Selecting a function for a text line (2)

If you select the status message **"RF Quality"**, this line will later be used to show the status of the Gamma wave devices in your house or your apartment. This message is automatically shown already in the menu "Device Status" (see chapter 3.6.2, page 77).
If you select the status message **"Outside Temperature"**, this line will later be used to show the value of an outdoor temperature sensor which was specially configured for the purpose (see chapter 2.6, page 59).
If you select the status message **"Date-Time"**, this line will later be used to show the current date and time, which you can change in the "Local Settings" menu (see chapter 3.7.1.3, page 144).

For more status messages to choose from, use the navigation buttons at the bottom of the screen (see chapter 3.2.2, page 68).

After you have selected a status message by actuating the assigned button, your Touch-Manager wave will return automatically to the "Configure My Page" menu (see chapter 3.7.1.5, page 160).
Pressing the buttons in the header (see chapter 3.2.1, page 68) enables you to exit the menu without making any changes.

If you have made any changes to the settings, please note the information about saving the configuration (see chapter 3.8, page 232).

3 Operation of the Touch-Manager wave

3.7.1.5.2.4 Assigning a function to a button on "My Page"

The personal user page enables you to display three buttons (MS -1 to MS - 3) for calling up the screnes which you have defined yourself (see chapter 3.7.1.1, page 94) or other functions.

3.7.1.5.2.5 Selecting a a button on "My Page"

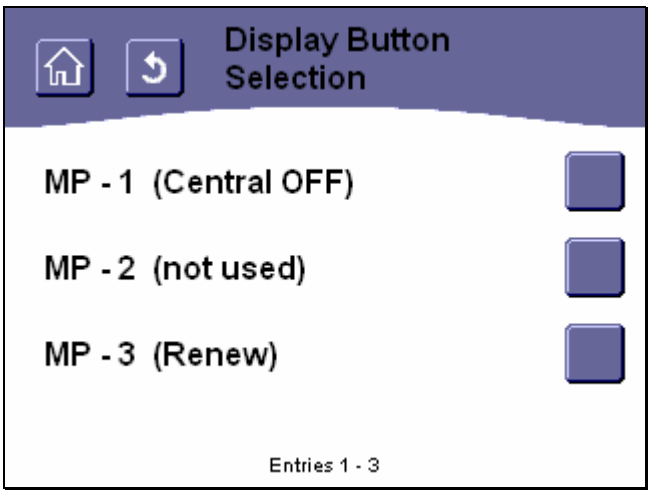


Diagram 186: Selecting a button on "My Page"

To set or change the assignment of a button with a scene trigger or some other function, first select a button. This is done by actuating one of the buttons to the right of the list of button numbers. The scene / function currently connected to this button is stipulated in brackets following the button number.
The buttons available for you to choose from are numbered from left to right:

3 Operation of the Touch-Manager wave

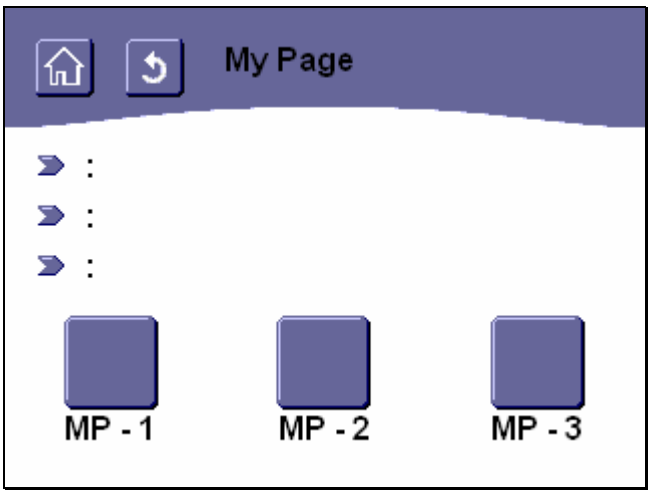


Diagram 187: Position of the individual buttons on "My Page"

3.7.1.5.2.6 Selecting a display button function

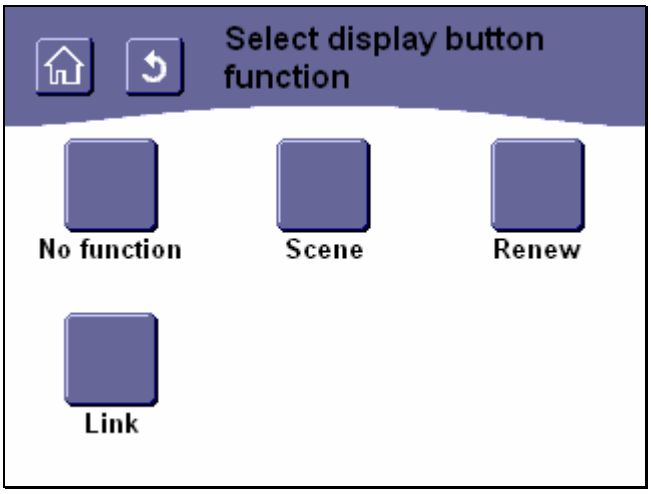


Diagram 188: Configuring the button function on "My Page"

After you have selected a button you can choose the function that is to be assigned to this button.

Selecting the function **"No function"** enables you to delete the function previously assigned to this button and hence to remove the button again from the interface.

3 Operation of the Touch-Manager wave

Selecting the function **"Scene"** takes you to a menu where you can configure which of the scenes you have defined (see chapter 3.7.1.1, page 94) is to be triggered by means of the selected button

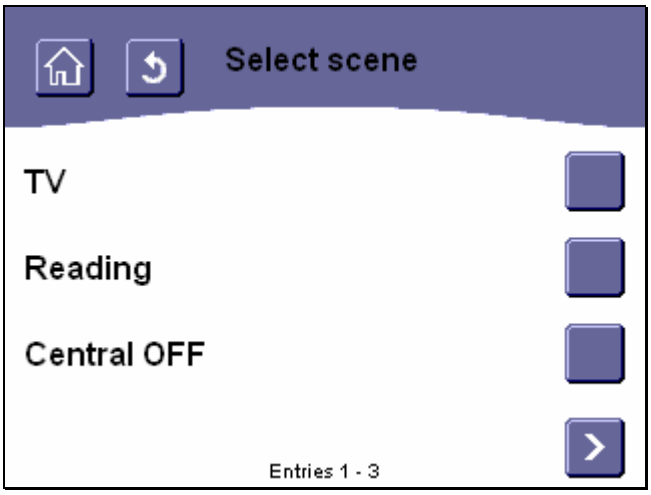


Diagram 189: Selecting a scene for triggering on "My Page"

This is done by actuating one of the buttons to the right of the list of scene names.
For more scenes to choose from, use the navigation buttons at the bottom of the screen (see chapter 3.2.2, page 68).

Selecting the **"Renew"** function enables you to determine the current status of all the devices or channels by pressing the corresponding button.

If you select the **"eMail"** function, a button will be placed on the personal page that will enable you to obtain an overview of your electronic mail on an external server

If you have any unread mail this will be symbolized by the button  .

If you have no new mail the button  will be used.
When you have new mail, pressing the button will take you to an HTML page provided by the external server where the sender and subject of each available email is shown to you in one line:

The link to this page of the external servier has to be configured (see chapter 3.7.2.5, page 227).

Note:
This function requires the existence of an external server which provides this functionality. These devices and the necessary software are not developed or marketed by Siemens.

If you select the **"Door Image"** function, the image of a connected WebCam with its own HTML server will be displayed after the corresponding button is actuated.
This selection is only available if a link has been configured on the WebCam (see chapter 3.7.2.5, page 227).

3 Operation of the Touch-Manager wave

Selecting the function **"Link"** takes you to a menu where you can configure which of the external links you have defined is to be called up by means of the selected button In this menu. Only those links are displayed which you have already defined by entering a URL (see chapter 3.7.2.5, page 227).
The "Link" function is selected is the same way as "Select Scene" (see chapter 3.7.1.5.2.6, page 170).

After you have selected a scene or function by actuating the the assigned button, your Touch-Manager wave will return automatically to the "Configure My Page" menu (see chapter 3.7.1.5, page 160).
Pressing the buttons in the header (see chapter 3.2.1, page 68) enables you to exit the menu without making any changes.

If you have made any changes to the settings, please note the information about saving the configuration (see chapter 3.8, page 232).

3.7.1.5.2.7 Modifying the page name of "My Page"

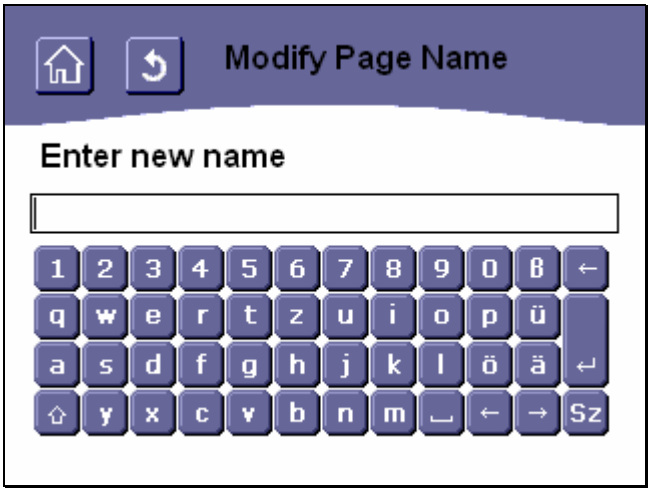


Diagram 190: Modifying the name of "My Page"

To modify the name of your personal page, simply enter the new name using the virtual keyboard. General information on how to use the virtual keyboard can be found in chapter 3.2.3 on page 71.

To confirm the name, actuate the button 

.

After you have entered an acceptable name your Touch-Manager wave will return automatically to the "Configure My Page" menu (see chapter 3.7.1.5, page 160).
Pressing the buttons in the header (see chapter 3.2.1, page 68) enables you to exit the menu without making any changes.

If you have made any changes to the name, please note the information about saving the configuration (see chapter 3.8, page 232).

3 Operation of the Touch-Manager wave

The maximum permissible length of the new name is 25 characters. All additional characters will be cut off. However, if numerous wide characters are used in the name it is possible that not all 25 characters will be visible in the header line of the personal user page.
Acceptable characters are high-case and low-case letters from the German alphabet including umlauts and 'ß', numerals, spaces, hyphens and underscore. If unacceptable characters are found in the text the following error message appears:

Diagram 191: Error: Illegal character in name for "My Page"

Actuate the button  to return to the "Configure My Page" menu (see chapter 3.7.1.5, page 160) without changing the previous name.

3 Operation of the Touch-Manager wave

3.7.1.5.3 Configuring a protected page

With the "Protected Page" menu you can configure a password-protected page of your Touch-Manager wave.
To enter the "Protected Page" menu you must first enter the password (which can also be changed by you) for the local main user (see chapter 3.7.1.4, page 156).
The default password is "mainuserpwd" (enter without the inverted commas!). Please change this password without delay.
The functions saved on the protected page can only be accessed therefore by the person who holds the corresponding access rights.

On this page it is possible to display up to six freely selectable buttons for calling up the scenes which you have defined yourself (see chapter 3.7.2.5, page 227), external links or other functions.

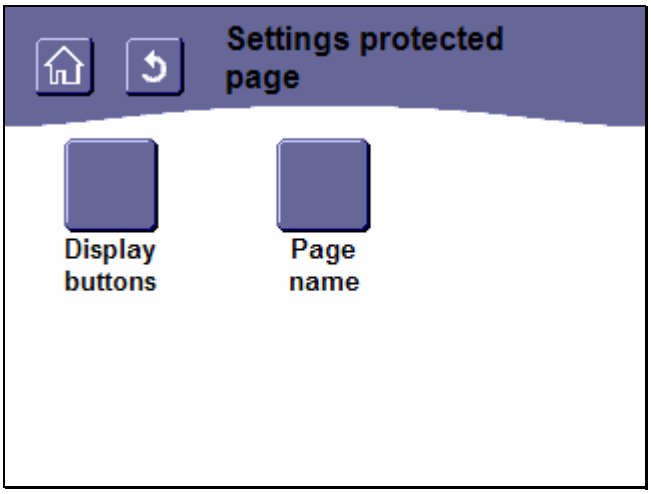


Diagram 192: Menu "Configure Protected Page"

Pressing the button **"Buttons"** gives you access to the menus for configuring the buttons which if actuated will call up the scenes which you have defined yourself (see chapter 3.7.1.5.3.3, page 176) or other functions.
Pressing the button **"Page name"** gives you access to the menu for editing the name of the protected page (see chapter 3.7.1.5.3.4, page 177).

3 Operation of the Touch-Manager wave

3.7.1.5.3.1 Assigning a function to a button on "Protected Page"

The protected page enables you to display six buttons (GS-1 to GS-6) for calling up the scenes which you have defined yourself (see chapter 3.7.1.1, page 94), external pages (see chapter 3.7.2.5, page 227) or other functions.

3.7.1.5.3.2 Selecting a button on "Protected Page"

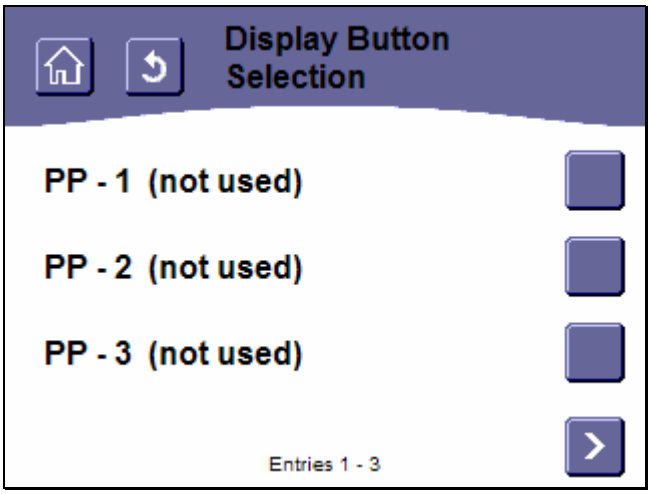


Diagram 193: Selecting a button on „Protected Page“

To set or change the assignment of a button with a scene trigger or some other function, first select a button. This is done by actuating one of the buttons to the right of the list of button numbers. The scene / function currently connected to this button is stipulated in brackets following the button number.
For more buttons to choose from, use the navigation buttons at the bottom of the screen (see chapter 3.2.2, page 68).

3 Operation of the Touch-Manager wave

3.7.1.5.3.3 Configuring a button function

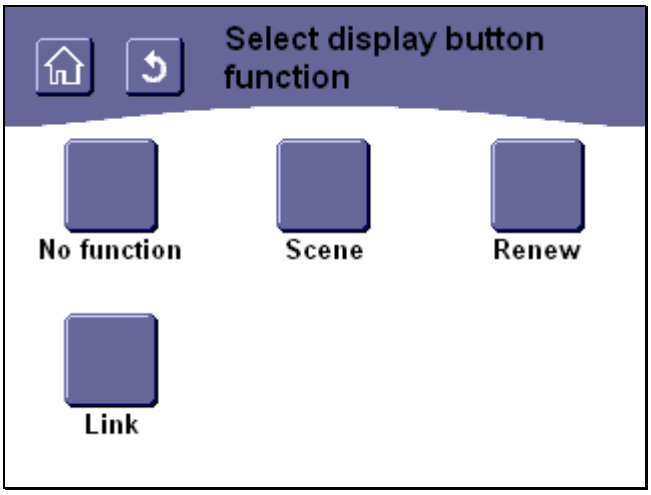


Diagram 194: Configuring the button function on "Protected Page"

After you have selected a button you can choose the function that is to be assigned to this button.
Selecting the function **"No function"** enables you to delete the function previously assigned to this button and hence to remove the button again from the interface.
Selecting the function **"Scene"** takes you to a menu where you can configure which of the scenes you have defined yourself (see chapter 3.7.1.1, page 94) is to be triggered by means of the selected button.

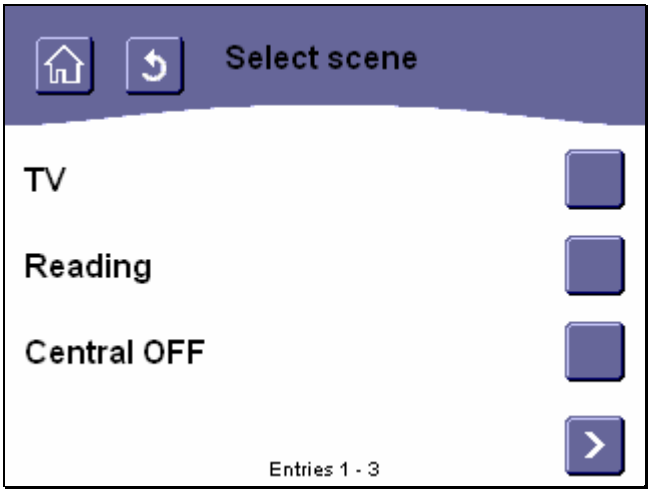


Diagram 195: Selecting a scene for triggering on „Protected Page“

This is done by actuating one of the buttons to the right of the list of scene names. For more scenes to choose from, use the navigation buttons at the bottom of the screen (see chapter 3.2.2, page 70).

Selecting the **"Renew"** function enables you to determine the current status of all the devices or channels by pressing the corresponding button.

If you select the **"eMail"** function, a button will be placed on the protected page that will enable you to obtain an overview of your electronic mail on an external server

If you have any unread mail this will be symbolized by the button  .

If you have no new mail the button  will be used.
When you have new mail, pressing the button will take you to an HTML page provided by the external server where the sender and subject of each available email are shown to you in one line:

The link to this page of the external servier has to be configured (see chapter 3.7.2.5, page 227).

Note:
This function requires the existence of an external server which provides this functionality. These devices and the necessary software are not developed or marketed by Siemens.

Selecting the function **"Link"** takes you to a menu where you can configure which of the external links you have defined yourself is to be called up by means of the selected button. In this menu only those links are displayed which you have already defined by entering a URL (see chapter 3.7.2.5, page 227).
The "Link" function is selected in the same way as "Select Scene" (see chapter 3.7.1.5.3.3, page 176).

After you have selected a scene or function by actuating the assigned button, your Touch-Manager wave will return automatically to the "Configure Protected Page" menu (see chapter 3.7.1.5.3, page 174).

Pressing the buttons in the header (see chapter 3.2.1, page 68) enables you to exit the menu without making any changes.

3.7.1.5.3.4 Modifying the page name of "Protected Page"

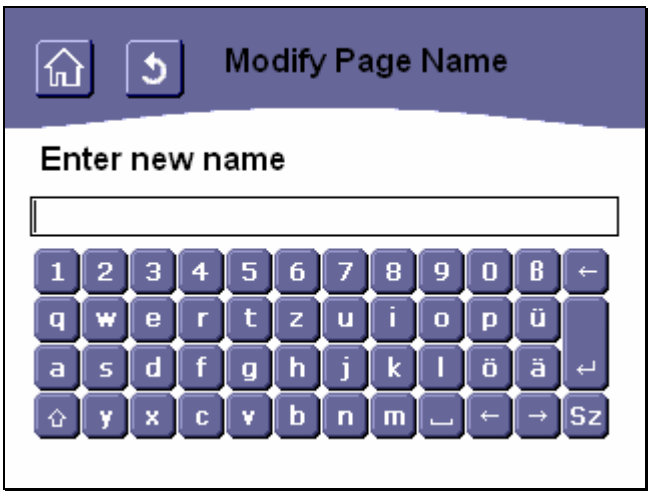


Diagram 196: Modifying the name of "Protected Page"

To modify the name of the protected page, simply enter the new name using the virtual keyboard. General information on how to use the virtual keyboard can be found in chapter 3.2.3 on page 71.

3 Operation of the Touch-Manager wave

Confirm the name by actuating the button  .

After you have entered an acceptable name your Touch-Manager wave will return automatically to the "Configure Protected Page" menu (see chapter 3.7.1.5.3, page 174).
Pressing the buttons in the header (see chapter 3.2.1, page 68) enables you to exit the menu without making any changes.

If you have made any changes to the name, please note the information about saving the configuration (see chapter 3.8, page 232).
The maximum permissible length of the new name is 25 characters. All additional characters will be cut off. However, if numerous wide characters are used in the name it is possible that not all 25 characters will be visible in the header line of the protected user page.

Acceptable characters are high-case and low-case letters from the German alphabet including umlauts and 'ß', numerals, spaces, hyphens and underscore. If unacceptable characters are found in the text the following error message appears:

Diagram 197: Error: Illegal character in name for "Protected Page"

Press the button  to return to the "Configure Protected Page" menu (see chapter 3.7.1.5.3, page 174) without changing the previous name.

3 Operation of the Touch-Manager wave

3.7.2 System settings

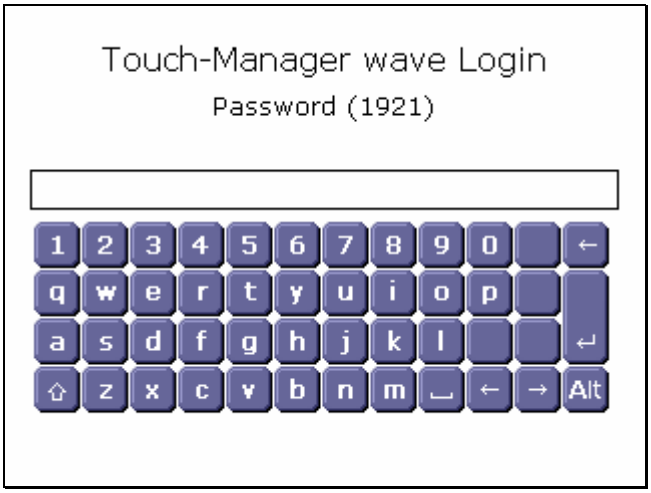


Diagram 198: Registration as a local administrator on the Touch-Manager wave

To access the “System settings” menu, you must first enter the password for the local administrator which you are able to modify (see chapter 3.7.1.4, page 156).
The preset password is “adminpwd” (entered without quotation marks). Please change this password immediately.
You can find general information about using the virtual keyboard in chapter 3.2.3 on page 71.

If you enter an incorrect password, the following message appears:

Diagram 199: Error when registering as a local administrator

3 Operation of the Touch-Manager wave

By pressing the “**Back**” button, you return to the “Settings” page.

If you have forgotten your password and entered it five times incorrectly, the password is blocked. You must then redefine the password for the local main user in the “System settings” menu (see chapter 3.7.2.4, page 219). To do so, you require access to the Touch-Manager wave from a PC and the password for the “System settings” menu which is only known to the administrator with external access rights. If you do not know this password or the access from an external PC to the Touch-Manager wave is disabled, contact the Siemens hotline. Please have to hand the four-digit number which is currently displayed in brackets behind “Password” on this menu page. You will then receive a temporary password for the “Runtime settings” menu.

You can reach the hotline in German-speaking areas under the following telephone numbers:
Germany: +49-(0)180 50 50-222
Austria: +43-(0)5 1707-22244
Switzerland: +41-(0)848-822 888

nst.technical-assistance@siemens.com

Note:
The four-digit number is a random number which is changed each time the password is modified.
The hotline calculates a temporary password using this number which enables access to the “Runtime settings” menu while the associated random number is valid. Change your password in the Touch-Manager wave immediately upon receipt of the temporary password. The temporary password thereby loses its validity!

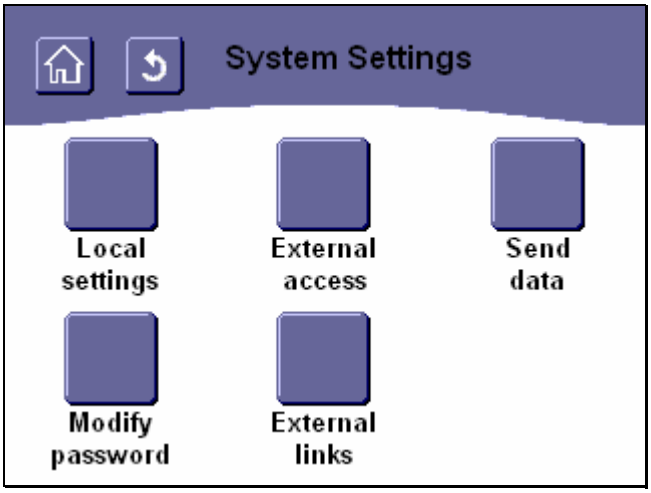


Diagram 200: “System settings” menu

The “System settings” menu allows you to access functions of your Touch-Manager wave, which you require very rarely or only need during the commissioning of the Touch-Manager wave. These include primarily the settings of network and eMail addresses which are only important if your Touch-Manager wave is operated in a LAN or with a direct connection to the Internet.

3 Operation of the Touch-Manager wave

By pressing the button “**Local settings**”, you access menus in which you are able to initiate the configuration of the Touch-Manager wave via the EIB-TP, set the IP address for the access and configuration of the Touch-Manager wave via TCP/IP and regenerate the user interface of the Touch-Manager wave after a change in the configuration of your electrical installation (see chapter 3.7.2.1, page 181).
By pressing the button “**External access**”, you reach a menu in which you define whether access to the Touch-Manager wave should be possible via the Ethernet or disabled in general (see chapter 3.7.2.1.8, page 201).
With the “**Send data**” button, you access menus in which you configure the sending of eMails in the event of alarms or faults as well as the routing of consumption data via eMail to your utility company if required (see chapter 3.7.2.3, page 207).
By pressing the button “**Modify password**”, you reach menus in which you can modify all the passwords which protect access to specific areas of the Touch-Manager wave for direct operation and for access via the Ethernet (see chapter 3.7.2.4, page 219).
With the “**External links**” button, you access menus in which you enter the addresses of HTML pages, on which specific services such as camera images, eMail status or other services are made available by the service provider (see chapter 3.7.2.5, page 225).

3.7.2.1 Local settings

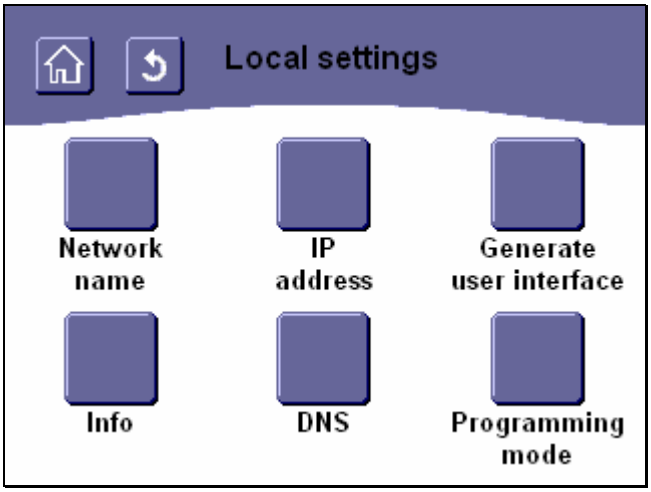


Diagram 201: “Local settings” menu

The “Local settings” menu offers you the possibility of initiating the configuration of the Touch-Manager wave via the EIB-TP by switching on the programming mode, setting the IP address of the Touch-Manager wave for access and configuration via TCP/IP as well as being able to regenerate the user interface of the Touch-Manager wave after a change in the configuration of your electrical installation.

By pressing the button “**Network name**”, you access the menu for changing the name by which your Touch-Manager wave can be addressed in a network (see chapter 3.7.2.1.1, page 182).
With the “**IP address**” button, you access menus in which you can carry out the network settings for the Touch-Manager wave (see chapter 3.7.2.1.2, page 187).
By pressing the button “**Generate user interface**”, you access the menu for regenerating the user interface of the Touch-Manager wave after a change in the configuration of your electrical installation (see chapter 3.7.2.1.3, page 195).
The “**Info**” button provides you with information about the software version of the Touch-Manager wave as well as the status of the links to the EIB-TP and/or KNX-RF bus systems (see chapter 3.7.2.1.4, page 200).

3 Operation of the Touch-Manager wave

By pressing the button "**DNS**" you will access the menu in which you can enter the IP address of a DNS servers for the Touch-Manager wave (see chapter 3.7.2.1.8, page 201).
By pressing the "**Programming mode**" button, you access the menu for switching the programming mode of the Touch-Manager wave on or off via the EIB-TP (see chapter 3.7.2.1.9, page 205).

3.7.2.1.1 Setting the network name

The menu "Network name" enables you to modify the name of your Touch-Manager wave by which it is known in your local network.
This name is displayed for example if you are looking for existing Touch-Manager wave devices using the IBS commissioning tool. This name is also used in the network environment of a network with an integrated DNS server.

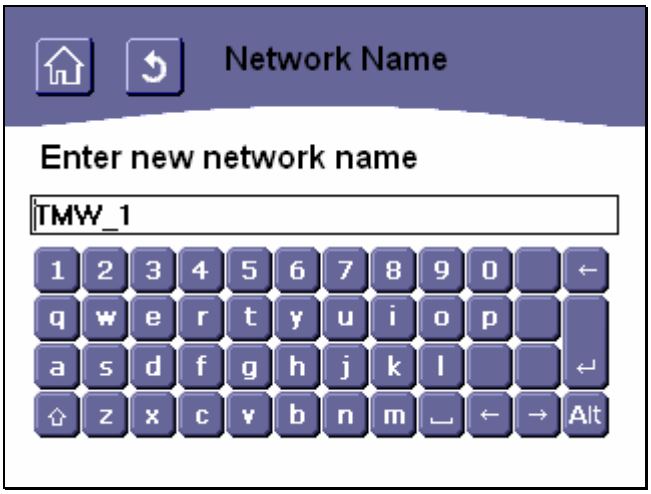


Diagram 202: Changing the network name of the Touch-Manager wave

To modify the network name of your Touch-Manager wave, simply enter the new name via the virtual keyboard. You can find general information about using the virtual keyboard in chapter 3.2.3 on page 71.

Press the  button to confirm the name.

Your Touch-Manager wave must be restarted once a valid name has been entered (see below).
By pressing the buttons in the header (see chapter 3.2.1, page 68), you can exit the menu without making any changes.

The maximum permitted length of the new name is 15 characters.

3 Operation of the Touch-Manager wave

Permitted characters are the uppercase and lowercase letters of the English alphabet as well as numbers, hyphens and underscore. Umlauts, ‘ß’ and spaces are not permitted. If invalid characters are found in the text, the following error message is displayed:

Diagram 203: Error: Non-permissible characters used in the network name

By pressing the button, you return to the “Local settings” menu without changing the present network name of your Touch-Manager wave (see chapter 3.7.2.1, page 181).

Once you have changed the network name, your Touch-Manager wave must be restarted.
If you have carried out further changes apart from changing the network name since the last time the configuration of your Touch-Manager wave was saved, you are now asked to save these changes (see also chapter 3.8, page 232):

3 Operation of the Touch-Manager wave

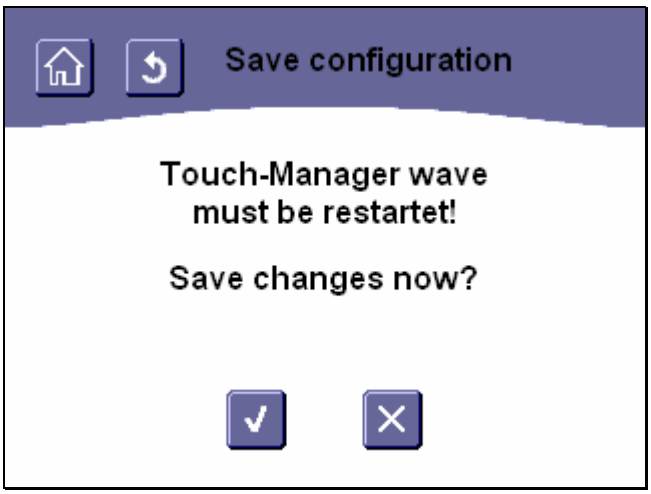


Diagram 204: Saving the configuration before restarting the Touch-Manager wave (1)

The modified configuration of the Touch-Manager wave is saved by pressing the button while the process is cancelled with the button.
By pressing the buttons in the header (see chapter 3.2.1, page 68), you can also exit the menu without saving the configuration.
If you do not want to save the configuration immediately and cancel the process, you are asked by the Touch-Manager wave if you wish to save the configuration each time that the main menu or “Settings” menu is retrieved.

Caution:
If you do not save the configuration and then restart the Touch-Manager wave, all the configuration changes that have been carried out since the last save are lost except for the network settings!

3 Operation of the Touch-Manager wave

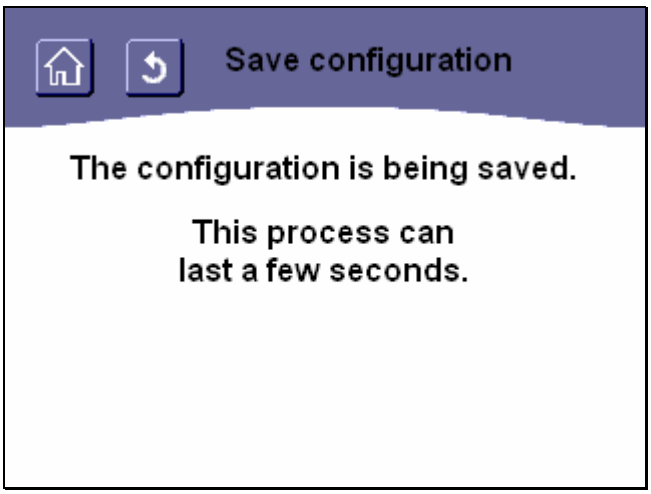


Diagram 205: Saving the configuration before restarting the Touch-Manager wave (2)

As it takes some time to save the configuration, the above page is shown during the save.

3 Operation of the Touch-Manager wave

Diagram 206: Query before restarting the Touch-Manager wave

Once you have changed the network settings, your Touch-Manager wave must be restarted.

The Touch-Manager wave is restarted by pressing the button and you find yourself in the main menu again (see chapter 3.1, page 67).

The process is cancelled by pressing the button.
By pressing the buttons in the header (see chapter 3.2.1, page 68), you can also exit the menu without restarting the Touch-Manager wave.

Caution:
The changes that are carried out to the network settings only come into effect after a restart e.g. due to a disruption in the voltage.

3.7.2.1.2 IP Address

In the same way that the physical address is required for the EIB, a unique IP address is necessary for communication through and with the Touch-Manager wave in the Ethernet network. On the one hand, this communication is necessary to carry out the configuration of KNX-RF devices in the Touch-Manager wave during commissioning. On the other hand, it is also necessary during operation if the Touch-Manager wave should exchange data with an external device or the Touch-Manager wave should be operated from a PC.

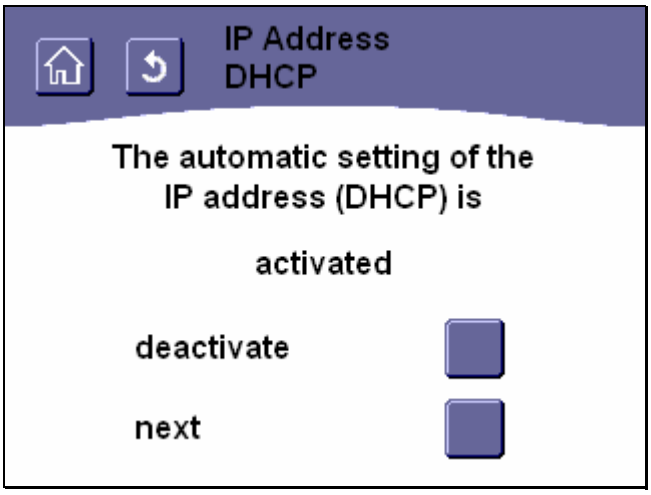


Diagram 207: Activate/deactivate DHCP

First of all, you can define whether the Touch-Manager wave obtains its IP address automatically from a DHCP server in the local network or whether the IP address should be entered manually.

Note:
The default setting of the Touch-Manager wave is based on the assumption that a DHCP Server is available. If this should not be the case in your network, shut down this function in the Touch-Manager wave.

You can check in the centre of the display whether the automatic assignment of the IP address is currently activated or deactivated.
You can change the current addressing mode by pressing the button underneath.

3 Operation of the Touch-Manager wave

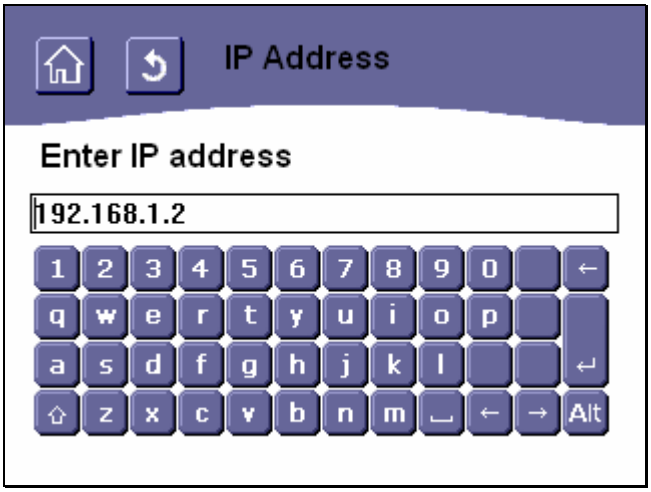


Diagram 208: Entering the IP address of the Touch-Manager wave

The IP address of the Touch-Manager wave can be entered manually in this menu. This IP address is used if there is no DHCP server in your network or if it should not be available when you first start up the Touch-Manager wave.
The input line displays the IP address that is currently set. Simply enter the new IP address via the virtual keyboard. A valid IP address consists of four digits that are separated by full stops in the range of 0 to 255.
If you have any queries about the IP address that should be entered or the network settings in general, please contact your network administrator if necessary.
You can find general information about using the virtual keyboard in chapter 3.2.3 on page 71.

Press the  button to confirm the new IP address or to adopt the IP address that has already been entered without any changes.

The entered IP address is checked for validity. If a problem is detected, the following error message is displayed:

3 Operation of the Touch-Manager wave

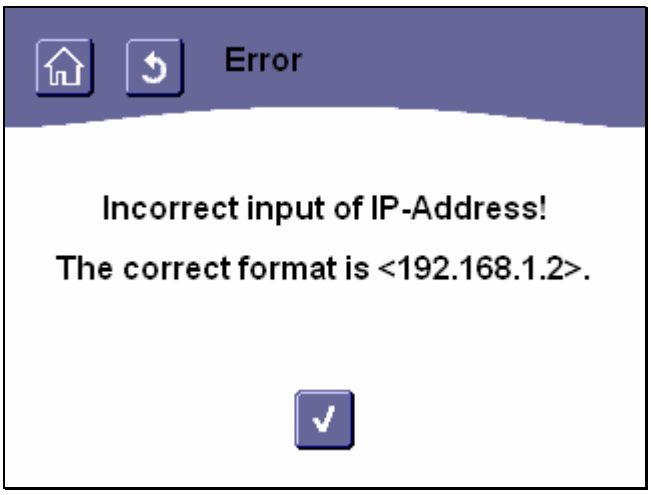


Diagram 209: Error: Invalid IP address entered

By pressing the button, you return to the previous input mask without changing the present settings.

If the checking of the IP address does not produce any errors, you automatically access the menu for entering the subnet mask that is used in your network.

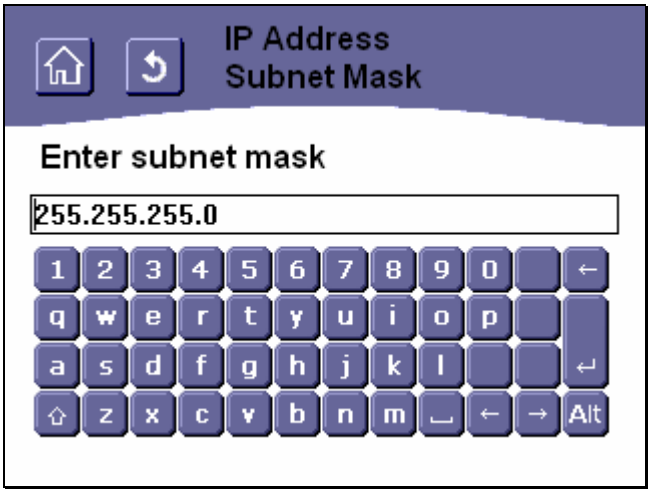


Diagram 210: Entering the subnet mask of the Touch-Manager wave

The input line displays the subnet mask that is currently set. In most cases, this must not be modified.

3 Operation of the Touch-Manager wave

If necessary, you simply enter the new subnet mask via the virtual keyboard. A valid subnet mask consists of four digits separated by full stops in the range of 0 to 255.
If you have any queries about the subnet mask that should be entered or the network settings in general, please contact your network administrator if necessary.
You can find general information about using the virtual keyboard in chapter 3.2.3 on page 71.

Press the  button to confirm the new subnet mask or to adopt the subnet mask that has already been entered without any changes.

The entered subnet mask is checked for validity. If a problem is detected, the following error message is displayed:

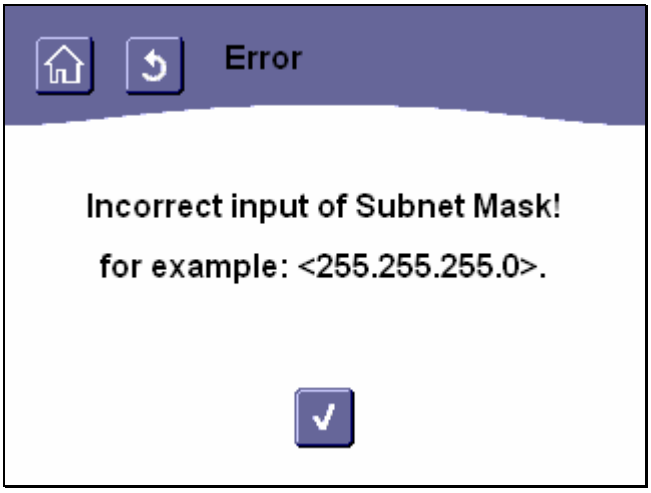


Diagram 211: Error: Invalid subnet mask entered

By pressing the  button, you return to the previous input mask without changing the present settings.

If the checking of the subnet mask did not produce any errors, you automatically access the menu for entering the IP address of the default gateway that is used in your network.

3 Operation of the Touch-Manager wave

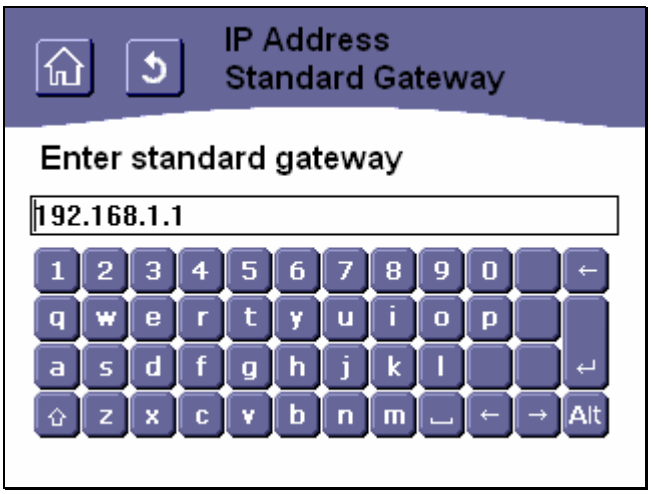


Diagram 212: Entering the IP address of the default gateway

The input line displays the current IP address of the default gateway that is used in your network.
Simply enter the new IP address via the virtual keyboard. A valid IP address consists of four digits which are separated by full stops in a range of 0 to 255.
If you have any queries about the address that should be entered for the default gateway used in your network or the network settings in general, please contact your network administrator if necessary.
You can find general information about using the virtual keyboard in chapter 3.2.3 on page 71.

Press the  button to confirm the IP address of the default gateway or if there is no default gateway present in your network.

The entered IP address of the default gateway is checked for validity. If a problem is detected, the following error message is displayed:

3 Operation of the Touch-Manager wave

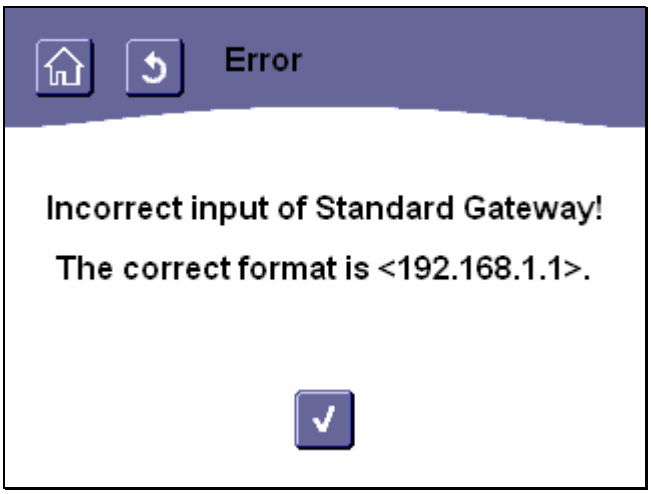


Diagram 213: Error: Invalid IP address entered for the default gateway

By pressing the button, you return to the previous input mask without changing the present settings

If the checking of the IP address for the default gateway did not produce any errors, the network parameter settings are saved automatically.

Your Touch-Manager wave must then be restarted.
If you have carried out further changes apart from changing the network name since the last time the configuration of your Touch-Manager wave was saved, you are now asked to save these changes (see also chapter 3.8, page 232):

3 Operation of the Touch-Manager wave

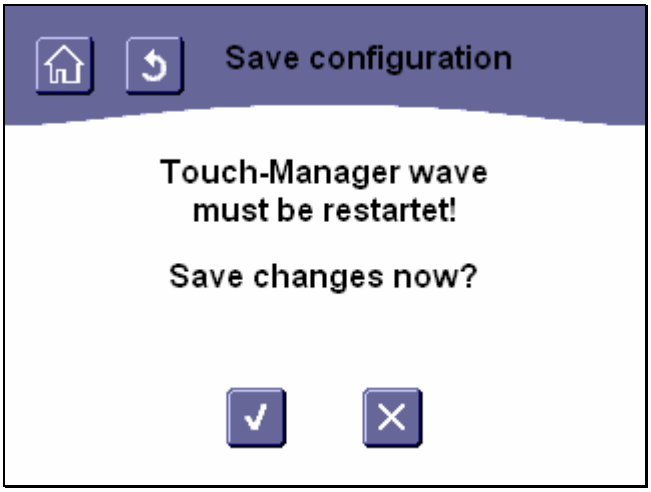


Diagram 214: Saving the configuration before restarting the Touch-Manager wave (1)

The modified configuration of the Touch-Manager wave is saved by pressing the button while the process is aborted with the button.
By pressing the buttons in the header (see chapter 3.2.1, page 68), you can also exit the menu without saving the configuration.
If you do not want to save the configuration immediately and cancel the process, you are asked by the Touch-Manager wave if you wish to save the configuration each time that the main menu or “Settings” menu is retrieved.

Caution:
If you do not save the configuration and then restart the Touch-Manager wave, all the configuration changes that have been carried out since the last save are lost except for the network settings!

3 Operation of the Touch-Manager wave

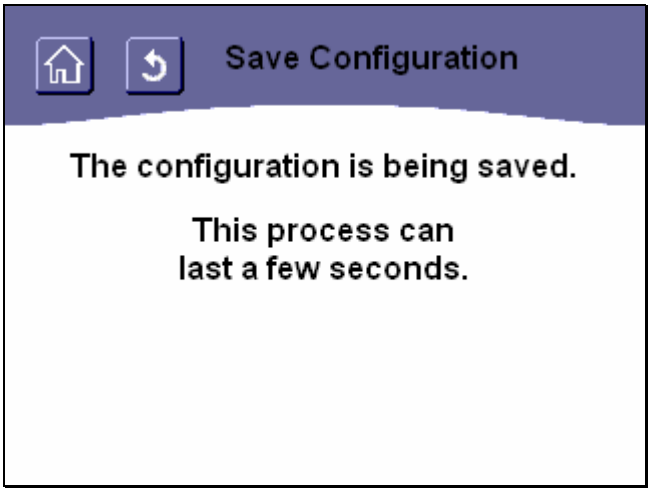


Diagram 215: Saving the configuration before restarting the Touch-Manager wave (2)

As it takes some time to save the configuration, the above page is shown during the save.

Diagram 216: Query before restarting the Touch-Manager wave

Once you have modified the network settings, your Touch-Manager wave must be restarted.

By pressing the button, the Touch-Manager wave is restarted and you find yourself in the main menu again (see chapter 3.1, page 67).

The process is cancelled with the button.

3 Operation of the Touch-Manager wave

By pressing the buttons in the header (see chapter 3.2.1, page 68), you can also exit the menu without restarting the Touch-Manager wave.

Caution:
The changes that are carried out to the network settings only come into effect after a restart e.g. due to a disruption in the voltage.

3.7.2.1.3 Regenerating the user interface of the Touch-Manager wave

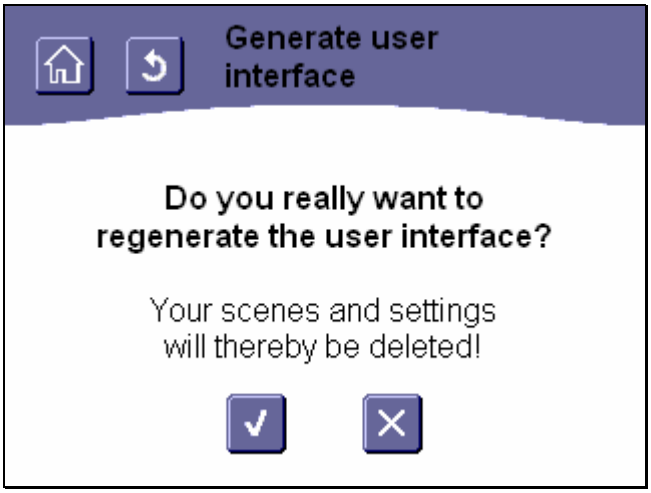


Diagram 217: Regenerating the user interface of the Touch-Manager wave

If changes have been carried out in your electrical installation and they affect your Touch-Manager wave (e.g. fitting your house with electric shutter drive mechanisms which should be operated with time control by the Touch-Manager wave), these changes must first be transferred into the Touch-Manager wave. The user interface of the Touch-Manager wave must be regenerated to enable the menus of the Touch-Manager wave to be restructured and the changes in the electrical installation to be made visible.

When you regenerate the user interface you have the option of choosing whether the Touch-Manager wave should retain the previous settings as far as possible, or whether all previous project data should be erased.

The user interface of the Touch-Manager wave is regenerated by pressing the button. In this case the previous settings will be retained (see chapter 3.7.2.1.3.1, page 196). By pressing the button, the user interface will be regenerated without retention of the previous settings (see chapter 3.7.2.1.3.2, page 198).
By pressing the buttons in the header (see chapter 3.2.1, page 68), you also exit the menu without regenerating the user interface.

3 Operation of the Touch-Manager wave

3.7.2.1.3.1 Regenerating the user interface and retaining settings

When the user interface is regenerated, the Touch-Manager wave tries to retain the previous settings as far as possible. These settings are concerned with the existing scenes and Gateway connections, the configuration of the main menu and the special user page "My page", the heater profiles, eMail settings and links and other user-defined settings such as the keyboard response.

While the user interface of the Touch-Manager wave is being regenerated, the following message is displayed:

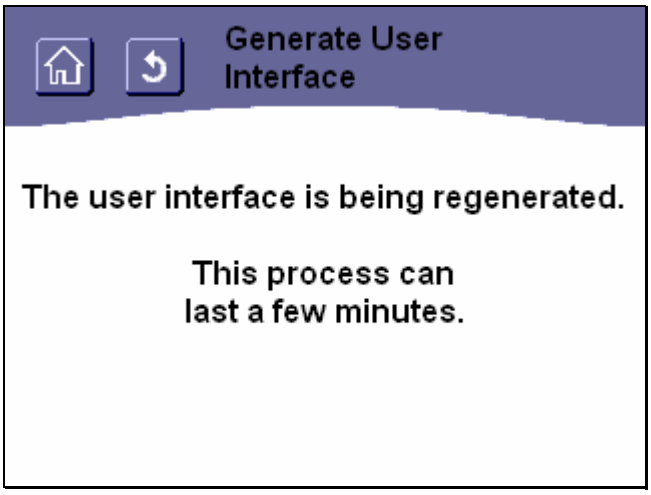


Diagram 218: Regenerating the user interface of the Touch-Manager wave

Once the user interface of the Touch-Manager has been regenerated, the following page is displayed:

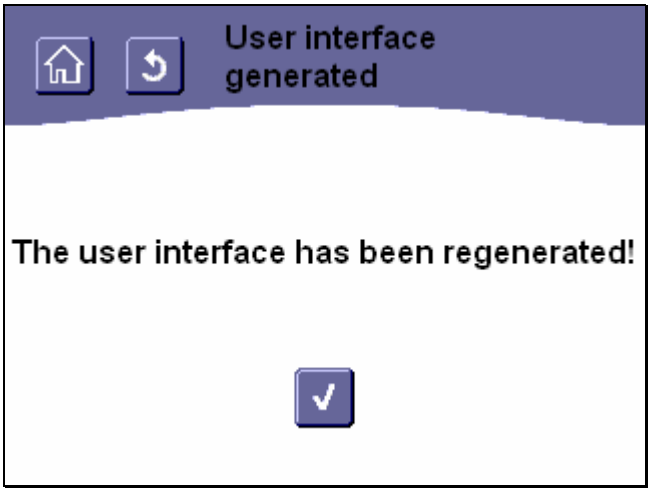


Diagram 219: User interface of the Touch-Manager wave has been regenerated

3 Operation of the Touch-Manager wave

By pressing the  button, you return to the “Local settings” menu (see chapter 3.7.2.1, page 181).

Note:
If channels which were already used in scenes, Gateway connections or heater profiles were removed from the configuration since the last generation of the user interface, these channels will be erased from the settings concerned. However, it is possible to change the names of channels or change properties to achieve the desired changes in the Touch-Manager wave. Channels which are no longer capable of being used in scenes because of changed properties will be removed from the scenes concerned in the same way as erased channels.

Following the generation of the user interface it is possible that rather than the above confirmation, a corresponding message may appear to advise that the settings can no longer be regenerated because the channels are no longer available:

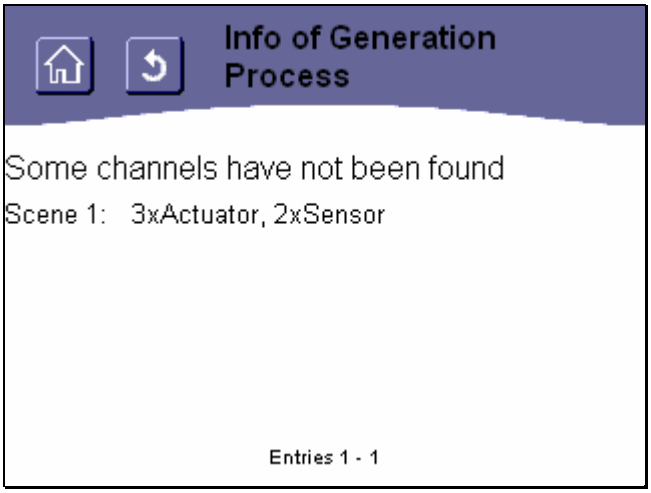


Diagram 220: Information following changes during generation of the user interface

Channel names cannot, unfortunately, be issued. Where scenes no longer contain any channels after the deletion of devices, the scenes themselves and any possible associated buttons and time triggers will be retained and can be reused or deleted manually.

By pressing the buttons in the header (see chapter 3.2.1, page 68), you can leave the menu without regenerating the user interface.

3 Operation of the Touch-Manager wave

3.7.2.1.3.2 Regenerating the user interface and erasing the settings

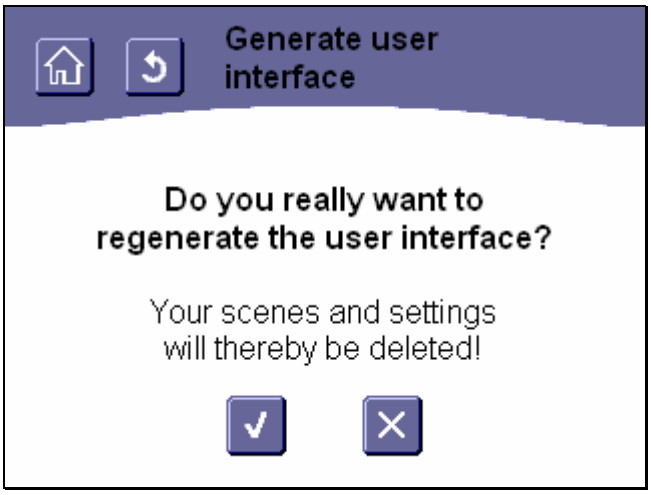


Diagram 221: Regenerating the user interface of the Touch-Manager wave

Note:
Please note that if you regenerate the user interface without retaining the settings, all settings made by you in the Touch-Manager wave will be lost. All scenes will be erased and will have to be defined anew (see chapter 3.7.1.1, page 94). All settings made on the personal page or in the main menu and the entered eMail configurations and links will also be lost and will have to be repeated.

By pressing the button  , the user interface of the Touch-Manager wave will regenerate, whereas by pressing the button  , the operation will be cancelled.
By pressing the buttons in the header (see chapter 3.2.1, page 68), you can also leave the menu without regenerating the user interface.

3 Operation of the Touch-Manager wave

While the user interface of the Touch-Manager wave is being regenerated the following message will appear:

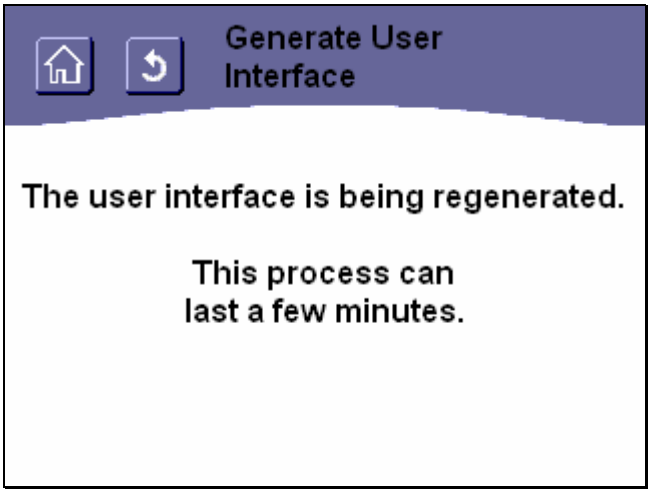


Diagram 222: Regenerating the user interface of the Touch-Manager wave

Once the user interface of the Touch-Manager has been regenerated, the following page is displayed::

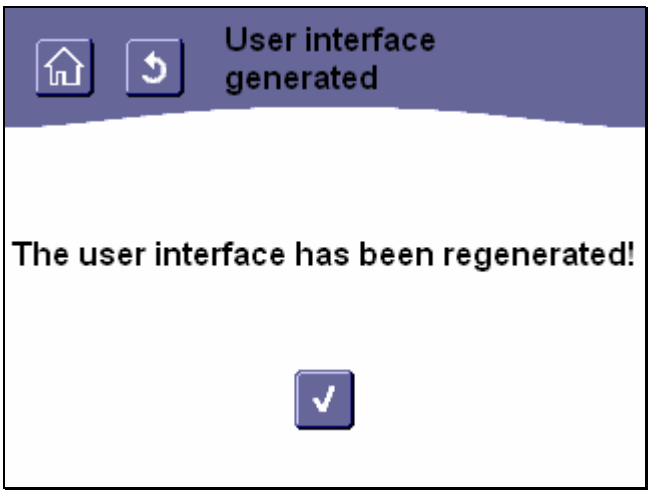


Diagram 223: User interface of the Touch-Manager wave has been regenerated

By pressing the  button, you return to the “Local settings” menu (see chapter 3.7.2.1, page 181).

3 Operation of the Touch-Manager wave

3.7.2.1.4 Information about the Touch-Manager wave

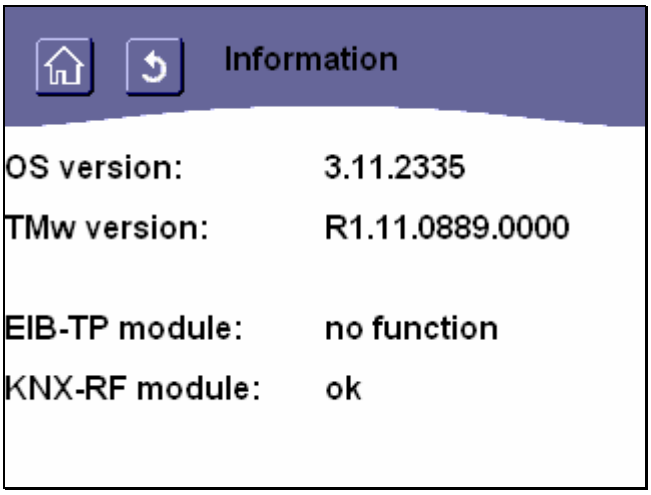


Diagram 224: Displaying information about the Touch-Manager wave

This page displays information about your Touch-Manager wave which can primarily be very useful for diagnostics purposes.
The following are shown in detail starting from the top:

- Version number of the operating system
- Version number of the Touch-Manager wave software
- Status of the EIB-Twisted Pair module (‘no function’ appears if there is no EIB-TP module present)
- Status of the Konnex radio module (‘no function’ appears if there is no KNX-RF module present)

3 Operation of the Touch-Manager wave

3.7.2.1.8 Entering the DNS server

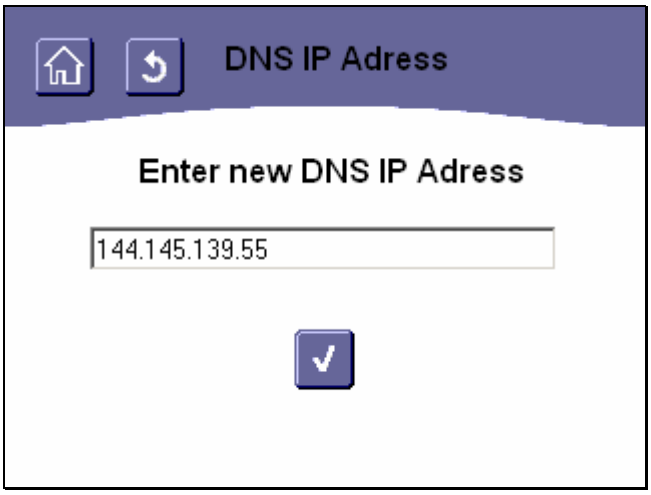


Diagram 225: Display information about the Touch-Manager wave

You can use this menu to set the IP address of a DNS server available in the network. A DNS server is required for the resolution in the corresponding IP address of symbolic names from external servers. Without a DNS server you will not be able to use easy-to-remember names with permanent identical symbols; instead, you will have to recognize the current IP address of an external HTML or SMTP server and enter it as a link.

The IP address entered here is used if a DHCP server is not available in your network which can provide the Touch-Manager wave with this information, or if the DHCP server should not be available on an odd occasion when the Touch-Manager wave starts.

The input line displays the IP address that is currently set. Simply enter the new IP address via the virtual keyboard. A valid IP address consists of four digits that are separated by full stops in the range of 0 to 255.
If you have any queries about the IP address that should be entered or the network settings in general, please contact your network administrator if necessary.
You can find general information about using the virtual keyboard in chapter 3.2.3 on page 71.

Press the  button to confirm the new IP address or to adopt the IP address that has already been entered without any changes.

The entered IP address is checked for validity. If a problem is detected, the following error message is displayed:

3 Operation of the Touch-Manager wave

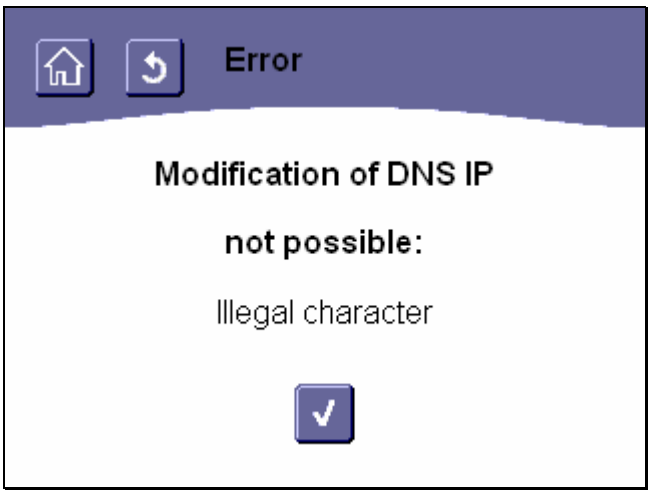


Diagram 226: Error: Invalid IP address for DNS server entered

By pressing the button, you return to the previous input mask without changing the present settings.

If the checking of the IP address does not produce any errors, the settings you have made will be saved automatically.

You then need to restart your Touch-Manager wave.
If you have made other changes apart from changing the IP address of the DNS server since the last time the configuration of your Touch-Manager wave was saved, you will now be prompted to save them (see chapter 3.8, page 232):

3 Operation of the Touch-Manager wave

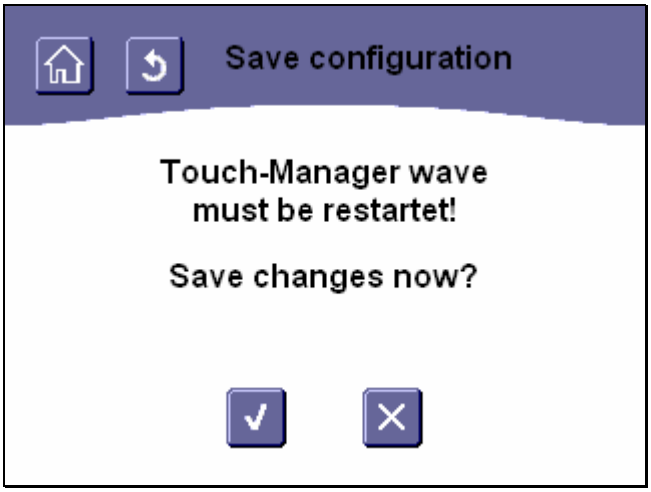


Diagram 227: Saving the configuration before restarting the Touch-Manager wave (1)

The modified configuration of the Touch-Manager wave is saved by pressing the button while the process is aborted with the button.
By pressing the buttons in the header (see chapter 3.2.1, page 68), you can also exit the menu without saving the configuration.
If you do not want to save the configuration immediately and cancel the process, you are asked by the Touch-Manager wave if you wish to save the configuration each time that the main menu or “Settings” menu is retrieved.

Caution:
If you do not save the configuration and then restart the Touch-Manager wave, all the configuration changes that have been carried out since the last save are lost except for the network settings!

3 Operation of the Touch-Manager wave

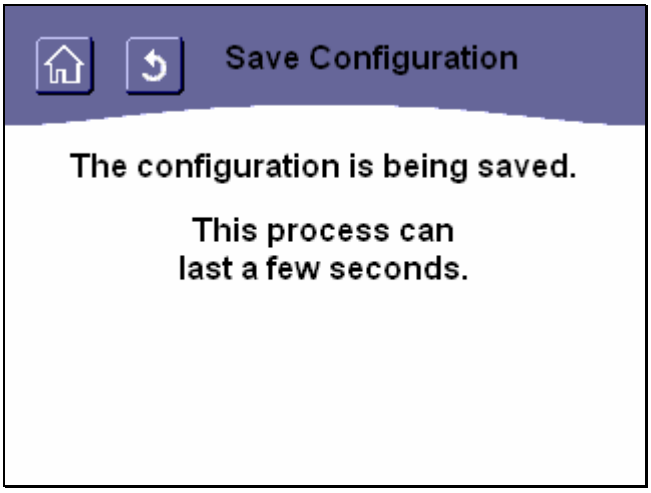


Diagram 228: Saving the configuration before restarting the Touch-Manager wave (2)

As it takes some time to save the configuration, the above page is shown during the save.

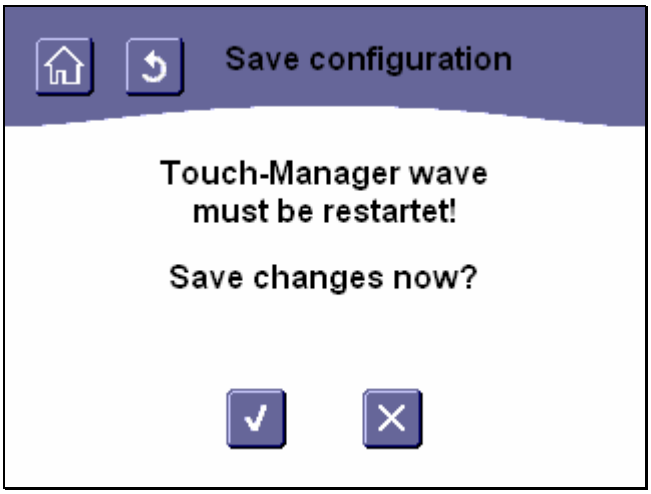


Diagram 229: Query before restarting the Touch-Manager wave

Once you have modified the network settings, your Touch-Manager wave must be restarted.

By pressing the button, the Touch-Manager wave is restarted and you find yourself in the main menu again (see chapter 3.1, page 67).

The process is cancelled with the button.

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Electrical Installation Technology
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3 Operation of the Touch-Manager wave

By pressing the buttons in the header (see chapter 3.2.1, page 68), you can also exit the menu without restarting the Touch-Manager wave.

Caution:
The changes that are carried out to the network settings only come into effect after a restart e.g. due to a disruption in the voltage.

3.7.2.1.9 Programming Mode

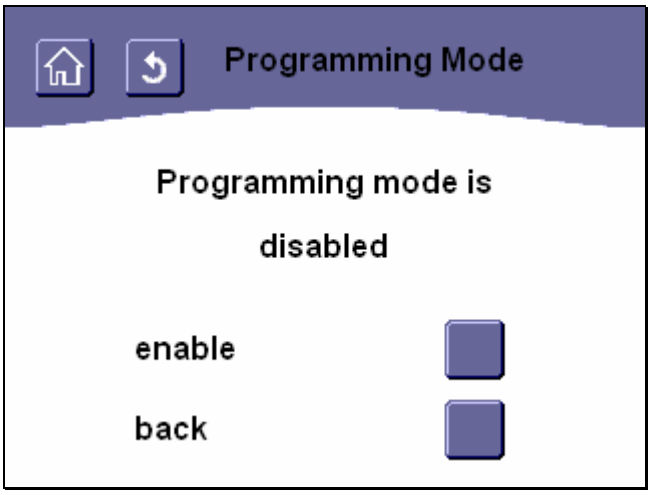

Diagram 230: Switching the programming mode of the Touch-Manager wave on/off

If your Touch-Manager wave is in the programming mode, it is possible to assign a physical address with the help of ETS (EIB Tool Software, the software for commissioning an electrical installation with GAMMA *instabus*®) which is a unique address for your Touch-Manager wave in ETS. Once a physical address has been assigned, the configuration of your electrical installation can be transferred to the Touch-Manager wave using the ETS software. Your electrical installer carries out these tasks for you during the commissioning stage.

You can check in the centre of the display whether the programming mode is currently switched on or off.
You can change the current programming mode by pressing the button underneath. Your Touch-Manager wave returns automatically to the “Local settings” menu (see chapter 3.7.2.1, page 181).
By pressing the “**back**” button at the bottom, you return to the “Local settings” menu without changing the programming mode (see chapter 3.7.2.1, page 181).
By pressing the buttons in the header (see chapter 3.2.1, page 68), you can also exit the menu without making any changes.

3 Operation of the Touch-Manager wave

3.7.2.2 Configure external access

The Touch-Manager wave enables you to operate the devices of your electrical installation and/or query their status not only in front of your own display but also from any PC that is linked with the Touch-Manager wave via a network. By using the default browser of this PC, you can operate the Touch-Manager wave as if you were doing so directly on the device. All the options which you can access locally are also available to you on the connected PC.

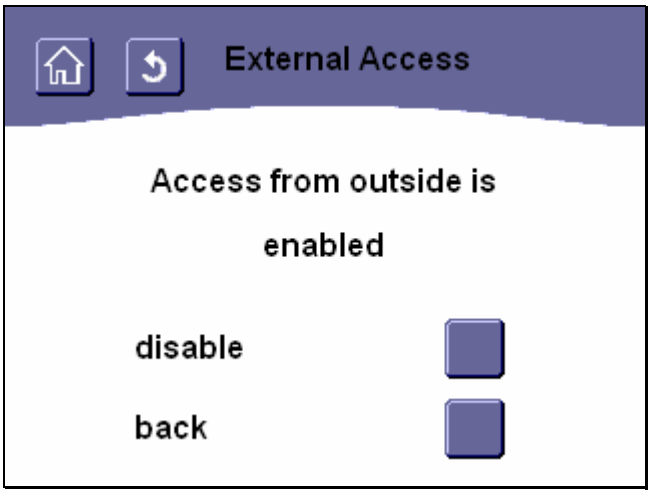

Diagram 231: Disable/enable external access in general

With the “External Access” menu, you can permit or disable the general connection of a PC in the network with the Touch-Manager wave.
If the external access is disabled in general, the Touch-Manager wave cannot be operated remotely by the IBS commissioning tool or via the browser of a PC.
The sending of eMails with status information is also possible when the external access is disabled. To disable the sending of eMails as well, you must modify the settings in the menu “Send data” (see chapter 3.7.2.3, page 207).

You can check in the centre of the display whether the general connection of a PC with the Touch-Manager wave is currently disabled or enabled.
You can change the current status by pressing the button underneath. Your Touch-Manager wave then automatically returns to the “System settings” menu (see chapter 3.7.2, page 179).
By pressing the “**back**” button at the bottom of the page, you return to the “System settings” menu without making any changes (see chapter 3.7.2, page 179).
By pressing the buttons in the header (see chapter 3.2.1, page 68), you can also exit the menu without making any changes.

3 Operation of the Touch-Manager wave

3.7.2.3 Send data via eMail

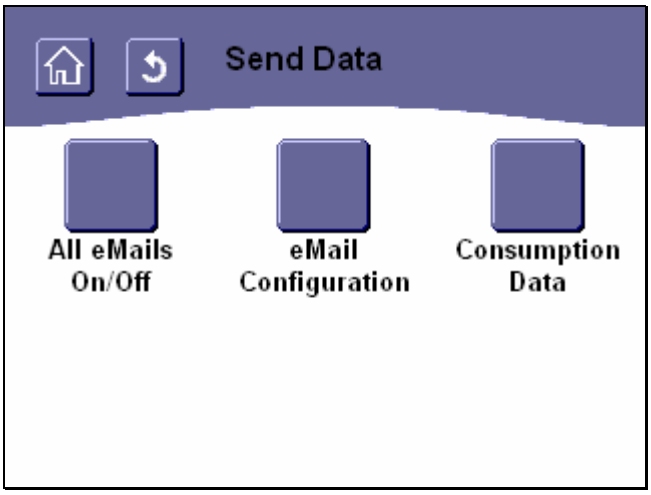

Diagram 232: “Send data” menu

The “Send data” menu enables you to configure the sending of eMails in the event of alarms or faults as well as the routing of consumption data via eMail to your utility company.

By pressing the button “**All eMails on/off**”, you access the menu where you can enable or disable the sending of eMails in general by the Touch-Manager wave (see chapter 3.7.2.3.1, page 208).
With the button “**eMail configuration**”, you access the menus in which you can enter the addresses which are necessary for sending eMails in the event of alarms or faults (see chapter 3.7.2.3.2, page 209).
The “**Consumption data**” button gives you access to the menus for entering the addresses that are required for sending eMails with consumption data (see chapter 3.7.2.3.3, page 215).

3 Operation of the Touch-Manager wave

3.7.2.3.1 All on/off

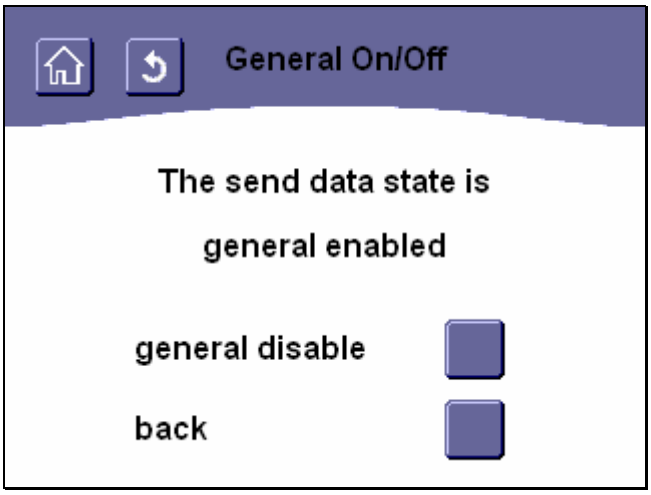

Diagram 233: Enable/disable the sending of data in general

With the menu “All on/off”, you can enable or disable in general the sending of eMails by the Touch-Manager wave.

You can check in the centre of the display whether the sending of eMails is currently enabled or disabled.
You can change the current status by pressing the button underneath. Your Touch-Manager wave then automatically returns to the “Send data” menu (see chapter 3.7.2.3, page 207).
By pressing the “**back**” button at the bottom of the display, you return to the “Send data” menu without making any changes (see chapter 3.7.2.3, page 207).
By pressing the buttons in the header (see chapter 3.2.1, page 68), you can also exit the menu without making any changes.

3 Operation of the Touch-Manager wave

3.7.2.3.2 eMail configuration

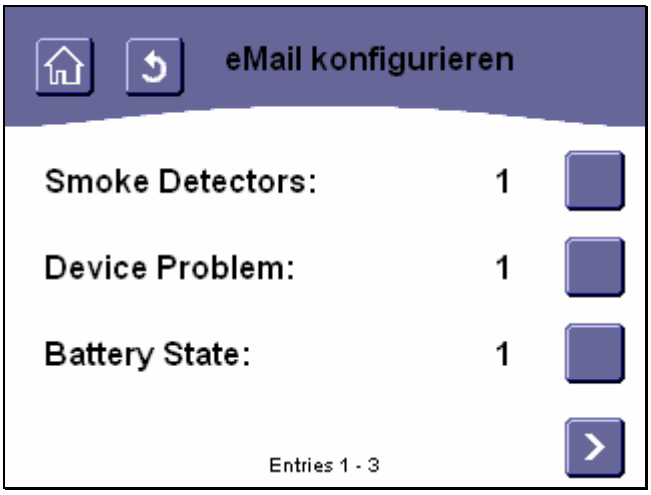

Diagram 234: Selection of a status eMail (1)

The Touch-Manager wave can send eMails with alarm signals and device states to external eMail addresses when selected events arise e.g. in order to report a device failure to the management system so that it can be rectified immediately. If the alarm or the problematic device status has been resolved, no eMails are sent.

With the “Configure eMail” menu, you can enable or disable the sending of individual alarm or status eMails as well as enter the addresses that are required for sending an alarm or status eMail.
This is carried out by pressing one of the buttons on the right-hand side of the list of alarms and status signals which can lead to the triggering of an eMail.
The current enable status for the sending of the individual eMails is displayed between the name of the status signal and the button for changing the settings.
A “0” means that no eMails are sent for this alarm or status signal.
A “1” symbolises that the sending of this type of eMail is enabled.

A “**Smoke detector**” eMail is sent if a smoke alarm has been triggered by a smoke detector (see also chapter 5.1.2, page 239).
A “**Faulty device**” eMail is sent if a device that normally reports cyclically to the Touch-Manager wave no longer carries out this function (see chapter 5.1.4, page 240).
A “**Battery status**” eMail is sent if the battery of a GAMMA wave device is detected as low and should be replaced immediately (see chapter 5.1.3, page 240).

When selecting a status signal by pressing the button on the right-hand side of it, you access the menus for modifying the enable status for this status eMail as well for entering the addresses that are required for sending the eMails (see chapter 3.7.2.3.2.1, page 211).

You can access further status signals via the navigation buttons at the bottom of the display (see chapter 3.2.2, page 68).

By pressing the buttons in the header (see chapter 3.2.1, page 68), you can exit the menu without making any changes.

3 Operation of the Touch-Manager wave

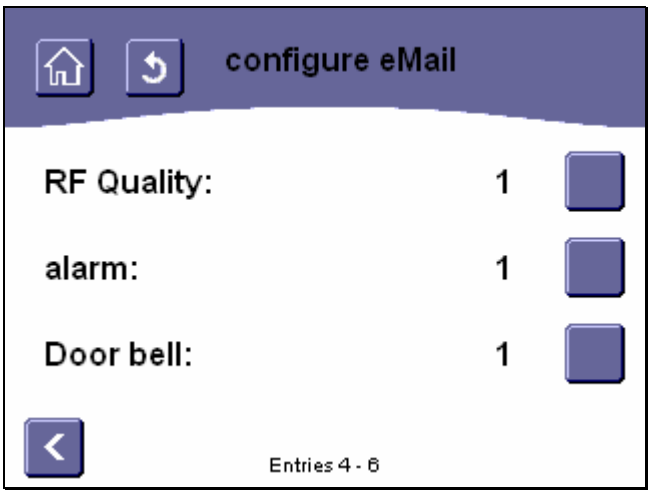

Diagram 235: Selecting a status eMail (2)

A “**RF Quality**” eMail is sent if the quality of the radio connection between a GAMMA wave device and the Touch-Manager wave is inadequate (see also chapter 3.6.2.6, page 85).
An “**Alarm**” eMail is sent if an alarm has been triggered i.e. the object value of a channel assigned with the “Alarm” property has changed from ‘0’ to ‘1’ (see chapter 2.3.2, page 17 and chapter 2.6.1, page 59).
A “**Doorbell**” eMail is sent if someone rings your doorbell i.e. the object value of a channel assigned with the “Doorbell” property changes from ‘0’ to ‘1’ (see chapter 2.3.2, page 17 and chapter 2.6.1, page 59).

When selecting a status signal by pressing the button on the right-hand side of it, you access the menus for modifying the enable status for this status eMail as well for entering the addresses that are required for sending the eMails (see chapter 3.7.2.3.2.1, page 211).

You can access further status signals via the navigation buttons at the bottom of the display (see chapter 3.2.2, page 68).

By pressing the buttons in the header (see chapter 3.2.1, page 68), you can exit the menu without making any changes.

3 Operation of the Touch-Manager wave

3.7.2.3.2.1 Enable/disable the sending of eMails

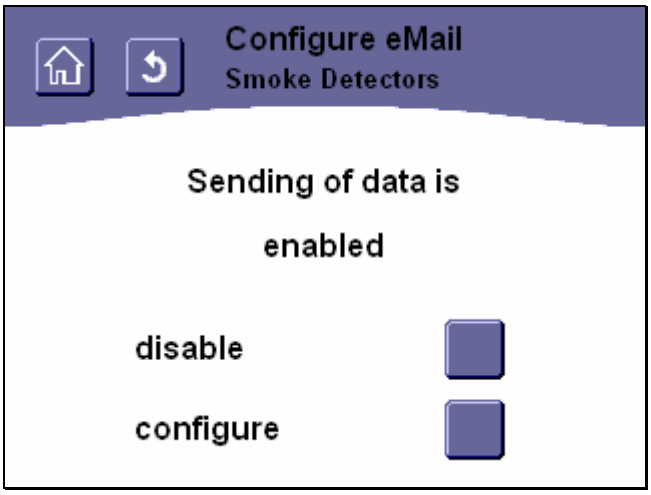

Diagram 236: Enable/disable the sending of the selected status eMail

Using the menu “Configure eMail <status eMail>”, you can enable or disable the sending of eMails with status signals as well as enter the addresses required for the sending of eMails.
As the sequence of address assignments is identical for the sending of all possible status eMails, the process is explained here using the assignment of addresses for smoke alarm eMails by way of example.

You can check in the centre of the display whether the sending of status eMails is currently disabled or enabled.
You can change the current status by pressing the button underneath. Your Touch-Manager wave then automatically returns to the “Configure eMail“ menu (see chapter 3.7.2.3.2, page 209).

By pressing the “**Configure**” button at the bottom of the page, you can access the menus for entering the addresses that are necessary for sending the required status eMails (see chapter 3.7.2.3.2.2, page 212).

By pressing the buttons in the header (see chapter 3.2.1, page 68), you can exit the menu without making any changes.

3 Operation of the Touch-Manager wave

3.7.2.3.2.2 Configuring the sending of eMails

Diagram 237: Entering the recipient's address for a status eMail

To be able to send a status eMail, you must first enter the eMail address of the recipient.
The current address is displayed in the input line. Simply enter the new eMail address via the virtual keyboard.
You can find general information about using the virtual keyboard in chapter 3.2.3 on page 71.

Press the  button to confirm the new eMail address or to adopt the address that has already been entered without any changes.
You then automatically access the menu for entering the eMail address of the sender.

If you have any queries about the eMail address that should be entered or the network settings in general, please contact your network administrator if necessary.

3 Operation of the Touch-Manager wave

Diagram 238: Entering the sender's address for a status eMail

Once you have entered the eMail address of the recipient, you are requested to enter the eMail address of the sender. The current address is displayed in the input line. Simply enter the new eMail address via the virtual keyboard.
You can find general information about using the virtual keyboard in chapter 3.2.3 on page 71.

Press the  button to confirm the new eMail address or to adopt the address that has already been entered without any changes.
You then automatically access the menu for entering the address of the SMTP server.

If you have any queries about the eMail address that should be entered or the network settings in general, please contact your network administrator if necessary.

3 Operation of the Touch-Manager wave

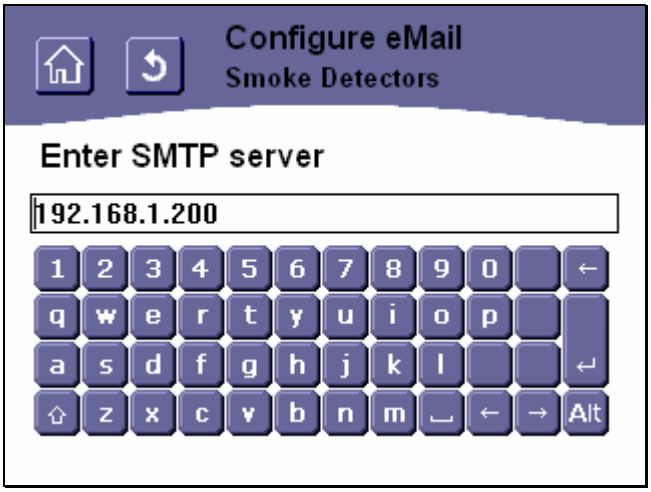

Diagram 239: Entering the address of the SMTP server for status eMails

Once you have entered the eMail address of the sender, you are requested to enter the address of the SMTP server to which the status eMails should be sent.
The current IP address is displayed in the input line. Simply enter the new IP address via the virtual keyboard. A valid IP address consists of four digits, separated by full stops, in a range of 0 to 255.
If you have any queries about the IP address that should be entered or the network settings in general, please contact your network administrator if necessary.
You can find general information about using the virtual keyboard in chapter 3.2.3 on page 71.

Press the  button to confirm the new IP address or to adopt the IP address that has been already been entered without any changes.

The input of the server address is checked for validity. If an incorrect address is detected, the following error message is displayed:

3 Operation of the Touch-Manager wave

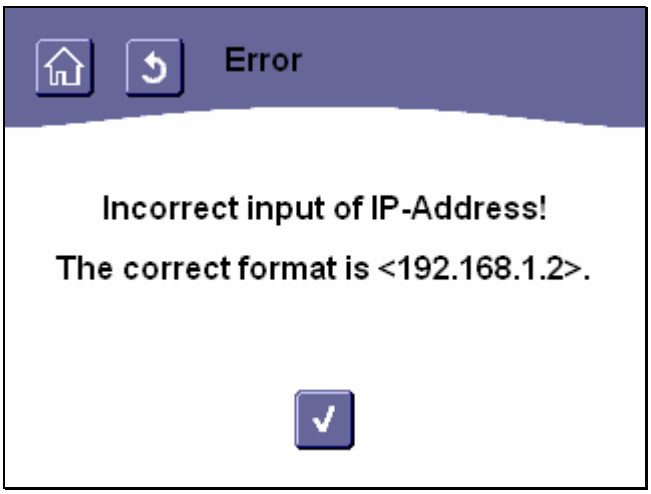

Diagram 240: Error: Invalid IP address entered for SMTP server

By pressing the button, you return to the previous input mask without changing the present settings.

If the checking of the IP address did not produce any errors, you automatically return to the “Configure eMail” menu (see chapter 3.7.2.3.2, page 209).

If you have carried out changes to the settings, please observe the notes about saving the configuration (see chapter 3.8, page 232).

3 Operation of the Touch-Manager wave

3.7.2.3.3 Configuration of consumption data eMails

The Touch-Manager wave is able to receive consumption data from devices that send this data in accordance with the KNX standard and to then route this information via eMail. The transmitted eMails contain an XML-coded message as text which can be processed by the recipient. It is therefore no longer necessary for you to be at home or for someone to enter your apartment to read the heat consumption.

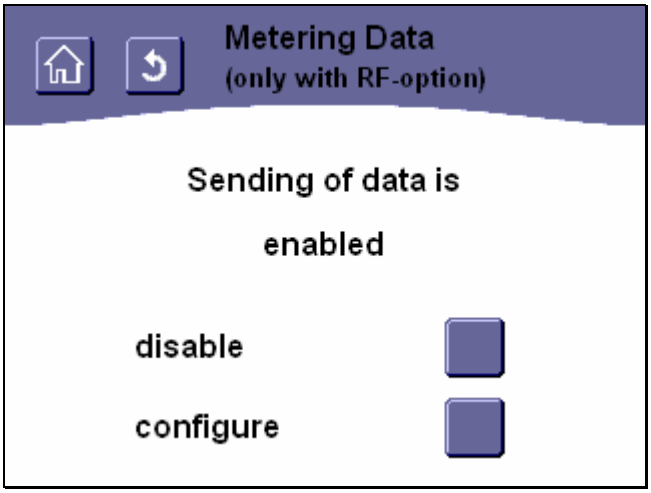

Diagram 241: Enable/disable the sending of consumption data

With the “Consumption data” menu, you can enable or disable the sending of eMails with consumption data.

You can check in the centre of the display whether the sending of consumption data eMails is currently disabled or enabled.
You can change the current status by pressing the button underneath. Your Touch-Manager wave then automatically returns to the “Send data” (see chapter 3.7.2.3, page 207).

By pressing the “**Configure**” button at the bottom of the page, you can access the menus for entering the addresses that are necessary for sending the required consumption data eMails (see chapter 3.7.2.3.3.1, page 217).

By pressing the buttons in the header (see chapter 3.2.1, page 68), you can exit the menu without making any changes.

3 Operation of the Touch-Manager wave

3.7.2.3.3.1 Configuring the sending of consumption data eMails

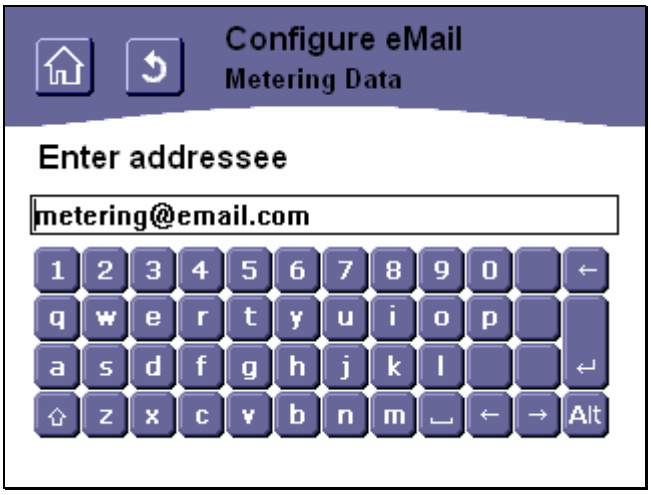

Diagram 242: Entering the recipient's address for a consumption data eMail

To be able to send a consumption data eMail, you must first enter the eMail address of the recipient.
The current address is displayed is the input line. Simply enter the new eMail address via the virtual keyboard.
You can find general information about using the virtual keyboard in chapter 3.2.3 on page 71.

Press the  button to confirm the new eMail address or to adopt the address that has already been entered without any changes.
You then automatically access the menu for entering the eMail address of the sender.

If you have any queries about the eMail address that should be entered or the network settings in general, please contact your network administrator if necessary.

3 Operation of the Touch-Manager wave

Diagram 243: Entering the sender's address for a consumption data eMail

Once you have entered the eMail address of the recipient, you are requested to enter the eMail address of the sender. The current address is displayed in the input line. Simply enter the new eMail address via the virtual keyboard.
You can find general information about using the virtual keyboard in chapter 3.2.3 on page 71.

Press the  button to confirm the new eMail address or to adopt the address that has already been entered without any changes.
You then automatically access the menu for entering the address of the SMTP server.

If you have any queries about the eMail address that should be entered or the network settings in general, please contact your network administrator if necessary.

3 Operation of the Touch-Manager wave

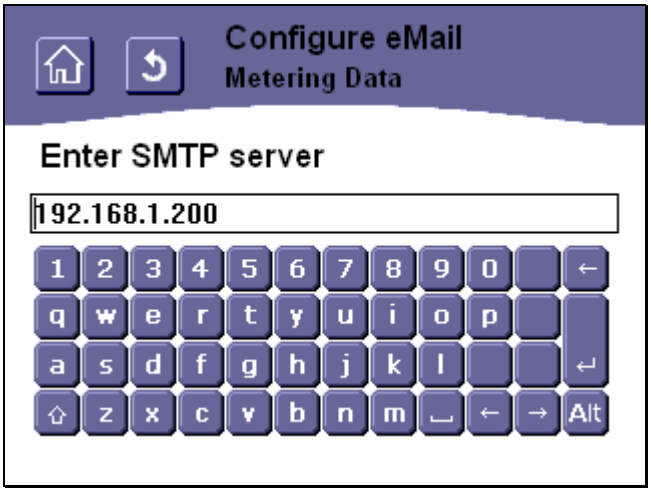

Diagram 244: Entering the address of the SMTP server for consumption data eMails

Once you have entered the eMail address of the sender, you are requested to enter the IP address or the name of the SMTP server to which the consumption data eMails should be sent.
The current address is displayed in the input line. Simply enter the new address via the virtual keyboard. A valid IP address consists of four digits, separated by full stops, in a range of 0 to 255.
If you have any queries about the IP address that should be entered or the network settings in general, please contact your network administrator if necessary.
You can find general information about using the virtual keyboard in chapter 3.2.3 on page 71.

Press the  button to confirm the new IP address or to adopt the IP address that has been already been entered without any changes.

The input of the server address is checked for validity. If an incorrect address is detected, the following error message is displayed:

3 Operation of the Touch-Manager wave

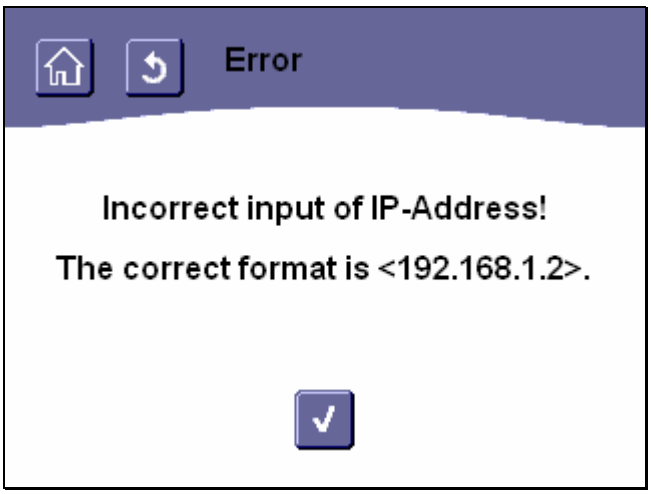

Diagram 245: Error: Invalid IP address entered for SMTP server

By pressing the button, you return to the previous input mask without changing the present settings.

If the checking of the IP address did not produce any errors, you automatically return to the “Configure eMail” menu (see chapter 3.7.2.3.2, page 209).

If you have carried out changes to the settings, please observe the notes about saving the configuration (see chapter 3.8, page 232).

3.7.2.4 Change password

To protect your Touch-Manager wave from unauthorised operation or to prevent changes being made to the configuration, access to the majority of the menus in the Touch-Manager wave is password-protected.

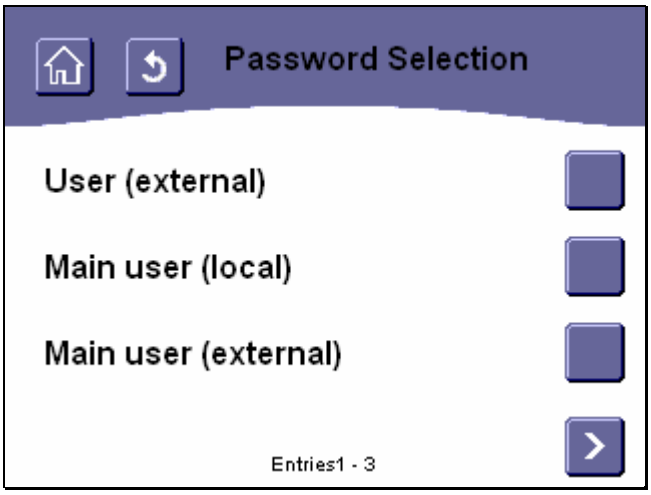

Diagram 246: Selecting a password to be changed (1)

With the “Password selection” menu, you can modify all the passwords that are used in the Touch-Manager wave or enable or disable the access to the password-protected menus of the Touch-Manager wave in general.

To change a password, you must first select the required password. This is carried out by pressing one of the buttons on the right-hand side of the list of password-protected menus.

By selecting “**User (external)**”, you access the menus for changing the password that is necessary to operate the Touch-Manager wave from a PC via the Ethernet.
By selecting “**Main user (local)**”, you reach the menus for changing the password which is necessary for local access to the runtime settings of the Touch-Manager wave (see also chapter 3.7.1, page 90).
Selecting “**Main user (external)**” takes you to the menus which enable you to change the password that is necessary to access the runtime settings of the Touch-Manager wave from a PC via the Ethernet.

You can view further passwords via the navigation buttons at the bottom of the display (see chapter 3.2.2, page 68).

3 Operation of the Touch-Manager wave

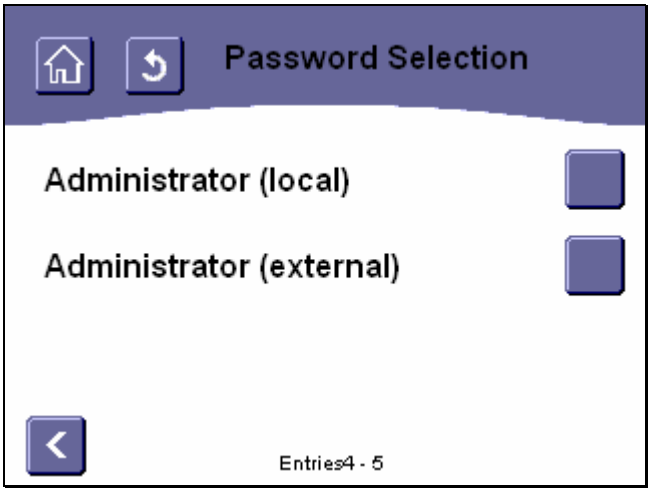

Diagram 247: Selecting a password to be changed (2)

By selecting "**Administrator (local)**", you reach the menus for changing the password that is necessary for local access to the system settings of the Touch-Manager wave (see also chapter 3.7.2, page 179).
Selecting "**Administrator (external)**" takes you to the menus which enable you to change the password that is necessary to access the system settings of the Touch-Manager wave from a PC via the Ethernet.

You can view further passwords via the navigation buttons at the bottom of the display (see chapter 3.2.2, page 68).

Once you have selected a password-protected area by pressing the associated button, you obtain access to the menus for setting the corresponding password.

3 Operation of the Touch-Manager wave

As the sequence for changing the password is identical for all possible passwords, the process is explained here using the password for the main user (external) by way of example:

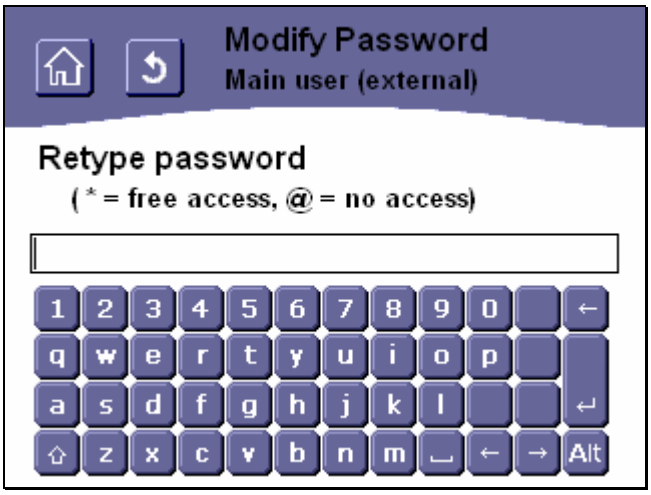

Diagram 248: Example for changing a password

To change the password, simply enter the new password via the virtual keyboard. You can find general information about using the virtual keyboard in chapter 3.2.3 on page 71.
During the assignment of the new password, the password is displayed in clear text to check that that the entry is correct. If you later use this password to register, “*” symbols are displayed in the entry field instead of the clear text in order to protect your password.

If you do not require password protection for accessing the “Runtime settings” menu via a PC, you can permanently enable access for all users by assigning the password “*” (available via the Alt button, without entering quotation marks).

By assigning the password “@” (available via the Alt button, without entering quotation marks), you can block access to the “Runtime settings” menu from a PC for all users. This lockout can only be cancelled by assigning another password in the “System settings” menu, either directly on the Touch-Manager wave or from a PC.

Press the ↵ button to confirm the password.

A password may have a maximum of 14 characters. Permitted characters are the uppercase and lowercase letters of the German alphabet including umlauts and ‘ß’, numbers, spaces, hyphen and underscore.

3 Operation of the Touch-Manager wave

If the password entered is too long, the following error message appears:

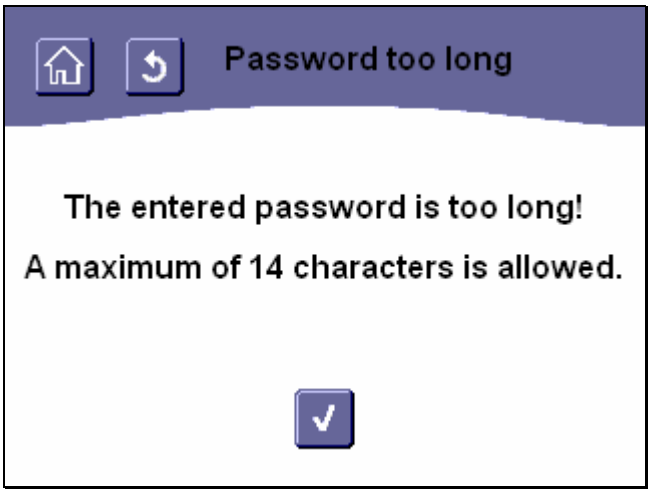

Diagram 249: Error: Password is too long

By pressing the  button, you return to the “Change password” menu without changing the previous password (see chapter 3.7.2.4, page 221).

Once you have entered a valid password, you are requested to repeat the password to prevent any incorrect entries:

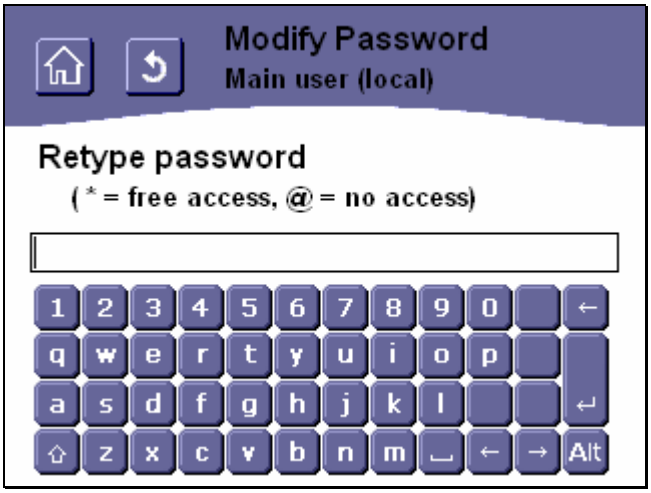

Diagram 250: Example for repeating the password

3 Operation of the Touch-Manager wave

Press the  button again to confirm the entry.
If the two passwords that have been entered do not match, the input is aborted and restarted. The following message appears:

Diagram 251: Error: Passwords do not match

By pressing the  button, you return to the “Change password” menu without changing the previous password (see chapter 3.7.2.4, page 221).

If you have used an invalid character when entering the password (permitted characters are the uppercase and lowercase letters of the German alphabet including umlauts and ‘ß’, numbers, spaces, hyphen and underscore), the password is not changed and the following error message appears:

3 Operation of the Touch-Manager wave

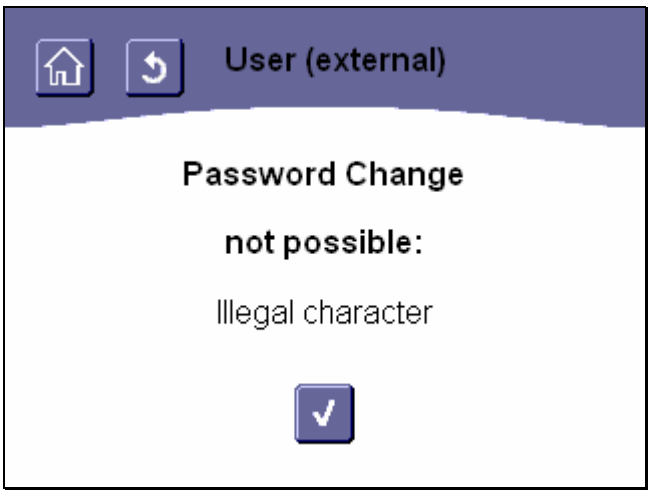

Diagram 252: Error: Invalid character(s) in password

By pressing the  button, you return to the “Change password” menu without changing the previous password (see chapter 3.7.2.4, page 221).

If the two password entries match, the new password is stored automatically. The Touch-Manager wave then returns to the “System settings” menu (see chapter 3.7.2, page 179).

If the list of passwords is destroyed during the save due to a power failure, all the passwords are reset to the supplied state.

The following passwords are assigned in the supplied state:

Password for	**Password**
User (external)	ruserpwd
Main user (local)	mainuserpwd
Main user (external)	rmainuserpwd
Administrator (local)	adminpwd
Administrator (external)	radminpwd

3 Operation of the Touch-Manager wave

3.7.2.5 External links

The Touch-Manager wave not only offers you the possibility of operating your electrical installation and checking its status but in connection with a web cam or an external server, it also enables you to display HTML pages and thus makes further services available. To use this type of external service, the link i.e. the address of the HTML page where this service is available, must be entered in the Touch-Manager wave.

Note:
This function requires the presence of a web cam with its own HTML server or an external server which offers this functionality. These devices and the necessary software are not developed or sold by Siemens.
The Touch-Manager wave supports the name resolution using DNS, i.e. you can also use the symbolic name of a HTML server. To do so, a DNS server must be available which permits this name resolution.

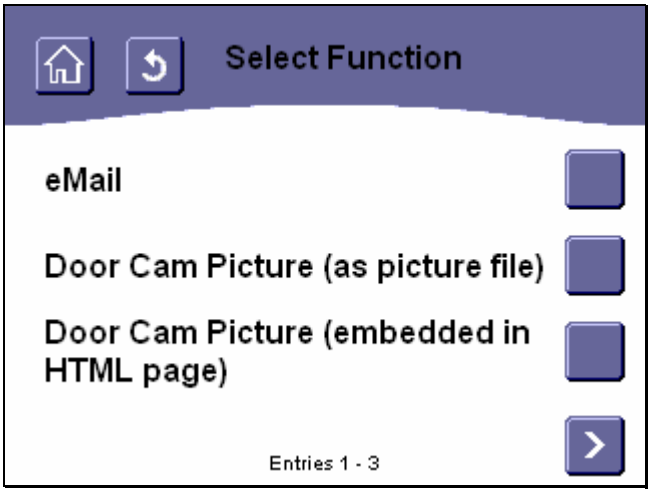

Diagram 253: Selecting an external link (1)

The “Select function” menu enables you to enter the URL (address of a page in the network) of all the external links that are used in the Touch-Manager wave.

By selecting “**eMail**”, you obtain access to the menu for entering the URL under which your Touch Manager finds the overview page for existing eMail.

Note:
This function requires the presence of an external server which offers this functionality. These devices and the necessary software are not developed or sold by Siemens.

By selecting “**Door camera picture (as picture file)**”, you obtain access to the menu for entering the URL under which your Touch-Manager wave finds the image of a web cam with its own HTML server.
This image is embedded in a preconfigured HTML page of the Touch-Manager wave (hence the designation “internal page”). An external HTML page does not need to be available. It is therefore possible to display a camera image without an external server.
It may be necessary to enter a special command in the address line next to the URL, in order to receive the required camera image. If you have any queries about this, please contact the manufacturer of your web cam.
If you are using a door image camera in conjunction with a device that you have configured as a doorbell, the image of the door camera is automatically displayed when the doorbell is operated and you are taken to the main menu or the special user page “My Page”.

3 Operation of the Touch-Manager wave

By selecting “**Door camera picture(embedded in HTML page)e**”, you obtain access to the menu for entering the URL under which your Touch-Manager wave finds the HTML page of an external server with a camera image.
For an external camera page, only the link to this page is required. This page can contain information and refer to other pages.
It must always be possible to access the menu pages of the Touch-Manager wave.
If you are using a door image camera in conjunction with a device that you have configured as a doorbell, the image of the door camera is automatically displayed when the doorbell is operated and you are taken to the main menu or the special user page “My Page”.

Note:
It is only possible to indicate a door image camera either on an internal or an external page. Both functions cannot be used simultaneously.

You can view further external links via the navigation buttons at the bottom of the display (see chapter 3.2.2, page 68).

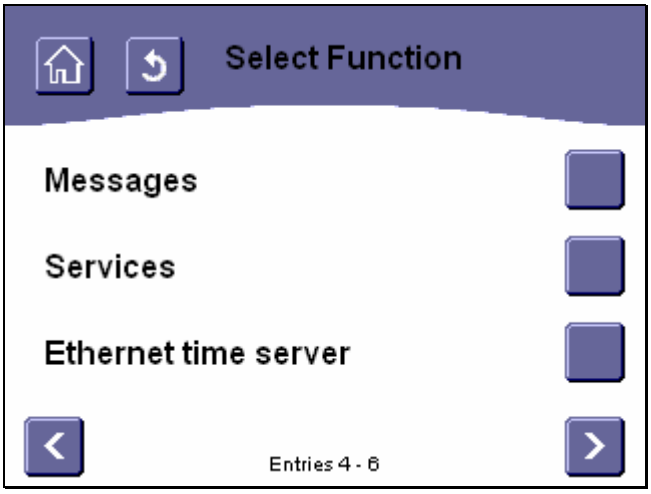

Diagram 254: Selecting an external link (2)

By selecting “**Messages**”, you obtain access to the menu for entering the URL under which your Touch-Manager wave finds the HTML page of an external server, which already holds special information for you.
This page can contain information and refer to other pages. It must however always be possible to access the menu pages of the Touch-Manager wave. The Touch-Manager wave supports HTML pages in accordance with HTML version 3.2, with a maximum page size of 20 KB, a resolution of 320 x 240 pixels with 256 colours or 16 grey scales.

Note:
This function requires the presence of an external server which offers this functionality. These devices and the necessary software are not developed or sold by Siemens.

By selecting “**Services**”, you obtain access to the menu for entering the URL under which your Touch-Manager wave finds the HTML page of an external server, which makes further services of an external service provider available.
This page can contain information and refer to other pages. It must however always be possible to access the menu pages of the Touch-Manager wave. The Touch-Manager wave supports HTML pages in accordance with HTML version 3.2, with a maximum page size of 20 KB, a resolution of 320 x 240 pixels with 256 colours or 16 grey scales.

3 Operation of the Touch-Manager wave

Note:
This function requires the presence of an external server which offers this functionality. These devices and the necessary software are not developed or sold by Siemens.
By selecting "**Ethernet time server**", you obtain access to the menu for entering the URL under which your Touch-Manager wave finds a server which makes the time function available in accordance with the Simple Network Time Protocol (SNTP RFC 2030).

Note:
This function requires the presence of an external server which offers this functionality. These devices and the necessary software are not developed or sold by Siemens.

You can view further links via the navigation buttons at the bottom of the display (see chapter 3.2.2, page 68).

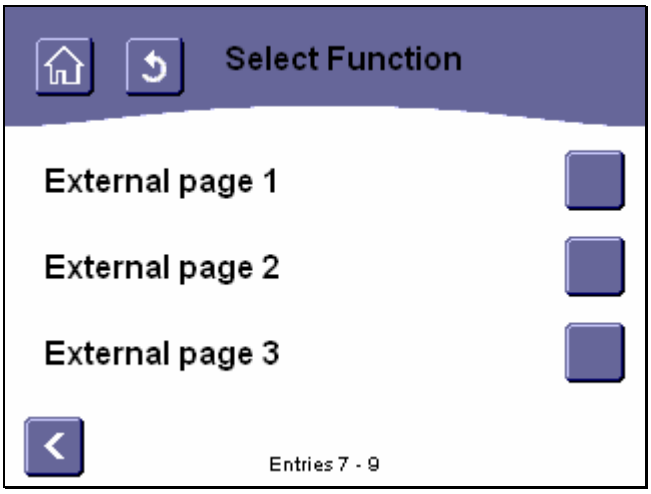

Diagram 255: Selecting an external link (3)

Selecting "External page 1" to "External page 3" gives you access to the menu for entering the URL at which your Touch-Manager wave will find the HTML page of an external server.

This page can contain diverse information and may also branch off to other pages. However, it must always be possible to return to the menu page of your Touch-Manager wave. The Touch-Manager wave supports HTML pages compliant with HTML Version 3.2 up to a page size of 20 kB with a resolution of 320 x 240 pixels, 256 colors and 16 gray tones.

After selecting an entered link by actuating the assigned button you gain access to the menu for entering the corresponding URL.

As the routine for entering addresses for external links is the same, the procedure will be described here using the link for "Messages" by way of example:

3 Operation of the Touch-Manager wave

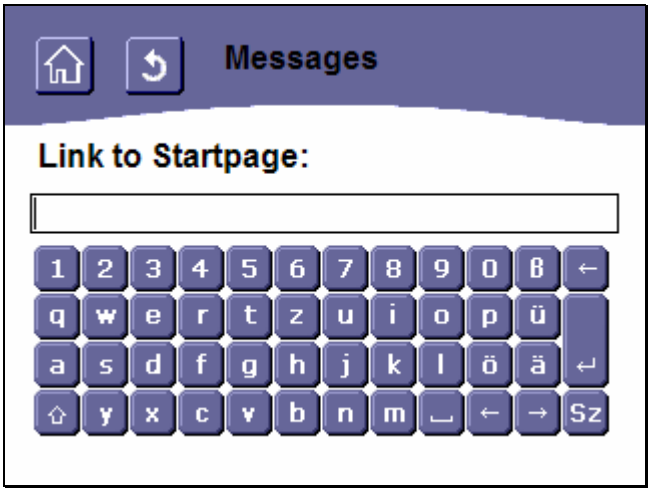

Diagram 256: Entering a hyperlink to the "Messages" page

To enter the link, simply enter the corresponding URL using the virtual keyboard. General information on how to use the virtual keyboard can be found in chapter 3.2.3 on page 71.

To confirm the entry, actuate the button  .

In the case of the external links "Messages", "Services" and "External page 1" to "External page 3" you can now also change the displayed page name:

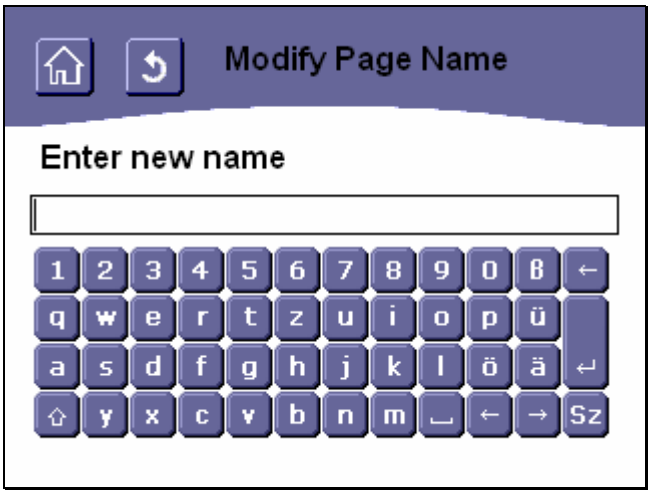

Diagram 257: Modifying the name of "Messages"

3 Operation of the Touch-Manager wave

To modify the name of the page, simply enter the new name with the virtual keyboard. General information on how to use the virtual keyboard can be found in chapter 3.2.3 on page 71.

To confirm the entry, actuate the button  .

After you have entered an acceptable name your Touch-Manager wave will return to the "System Settings" menu page (see chapter 3.7.2, page 179).
Pressing the buttons in the header (see chapter 3.2.1, page 68) enables you to exit the menu without making any changes.

If you have made any changes to the settings, please note the information about saving the configuration (see chapter 3.8, page 232).

The maximum permissible length of the new name is 25 characters. All additional characters will be cut off. However, if numerous wide characters are used in the name it is possible that not all 25 characters will be visible in the header line.

Acceptable characters are high-case and low-case letters from the German alphabet including umlauts and 'ß', numerals, spaces, hyphens and underscore. If unacceptable characters are found in the text the following error message appears:

Diagram 258: Error: Illegal character in name for "Messages"

Press the button  to return to the "System Settings" menu (see chapter 3.7.2, page 179) without changing the previous name.

3 Operation of the Touch-Manager wave

3.8 Saving the configuration

Once you have changed the configuration of the Touch-Manager wave in the “Runtime settings” menu, the changes are only carried out temporarily. The changes would be lost after a restart of the Touch-Manager wave e.g. due to a power failure.
For this reason, you are asked to save the new configuration immediately after making a change.
The Touch-Manager wave asks you if you wish to save the configuration when you wish to exit the “Runtime settings” or “System settings” menu after a change:

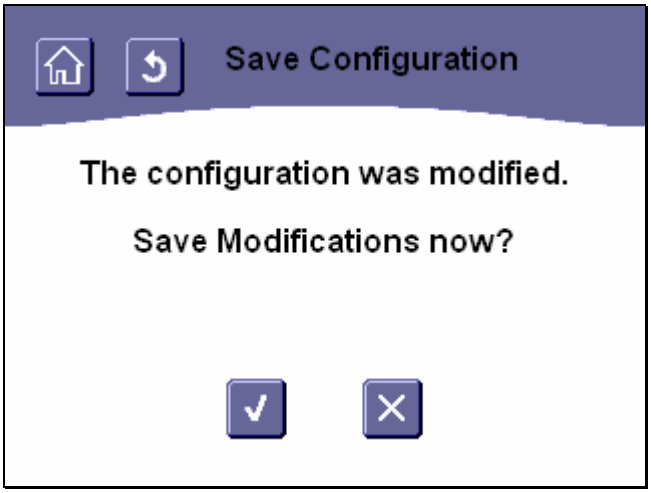

Diagram 259: Saving the configuration of the Touch-Manager wave after a change (1)

The modified configuration of the Touch-Manager wave is saved by pressing the button while the process is cancelled with the button.
By pressing the buttons in the header (see chapter 3.2.1, page 68), you also exit the menu without saving the configuration.
If you do not want to save the configuration immediately and cancel the process, you are asked by the Touch-Manager wave if you wish to save the configuration each time that the main menu or “Settings” menu is retrieved.

3 Operation of the Touch-Manager wave

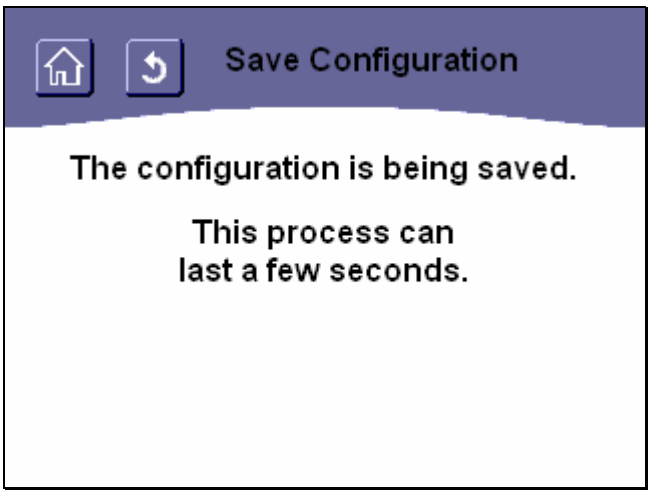

Diagram 260: Saving the configuration of the Touch-Manager wave after a change (2)

As it takes some time to save the configuration, the above page is shown during the save.

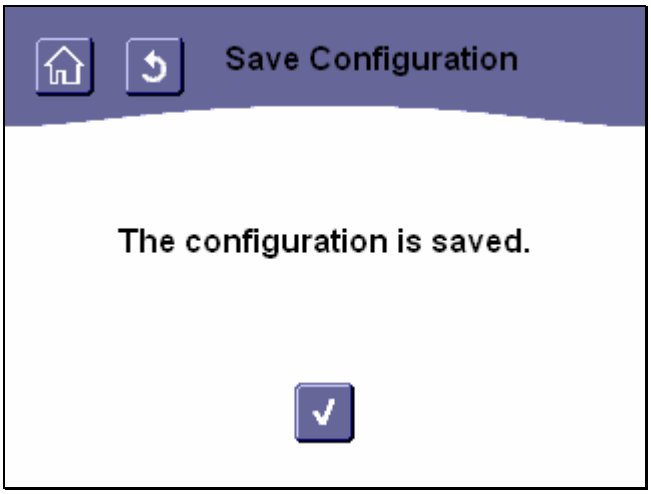

Diagram 261: Confirming the save after a change in the configuration

The message above is displayed once the configuration has been saved.

You can confirm this message by pressing the button. The Touch-Manager wave then automatically retrieves the previously selected menu.

4 Operation of the Touch-Manager wave via an IP connection

The Touch-Manager wave gives you the option of operating the devices of your electrical installation and/or querying their status not only in front of your own display but also from any PC that is linked with the Touch-Manager wave via a network. By using the default browser of this PC, you can operate the Touch-Manager wave as if you were doing so directly on the device. All the options which you can access locally are also available to you on the connected PC. Information about how you set up a network connection between a PC and the Touch-Manager wave is on chapter 2.1, page 7.

Note:
The Touch-Manager wave supports the following standard browsers:

- Microsoft Internet Explorer 4 or newer

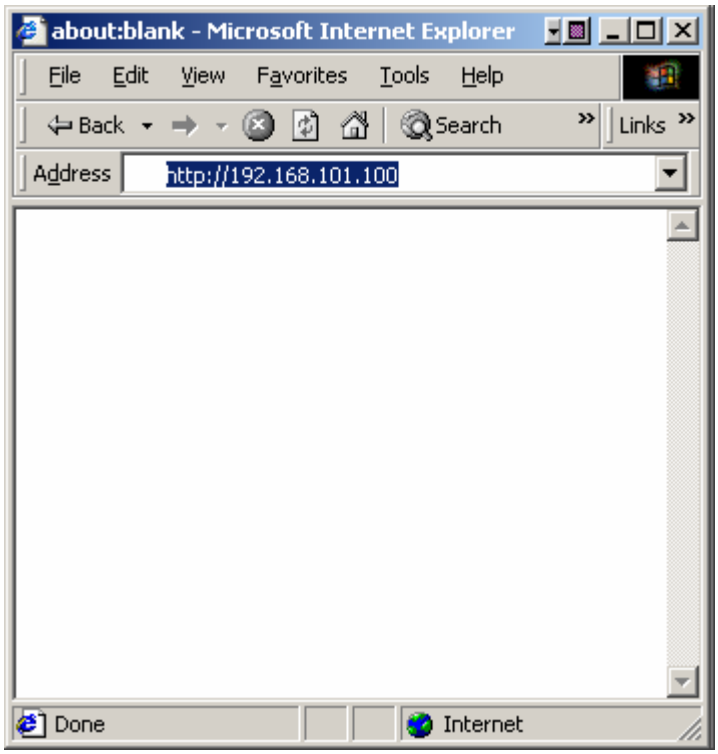

Diagram 262: Retrieving the interface of the Touch-Manager wave from the PC

In order to address your Touch-Manager wave from a PC, start the browser of your PC.
Enter the IP address of your Touch-Manager wave in the address line and press the 'Enter' key.
If you do not know the IP address of your Touch-Manager wave, you can check it on the Touch-Manager wave by selecting the following menu options: "Settings" => "System settings" => "Local settings" => "IP address" (see chapter 3.7.2.1.2, page 187).

If it was possible to establish the connection to the Touch-Manager wave, you are next asked to enter the password for the user with external access.

4 Operation of the Touch-Manager wave via an IP connection

Caution:
In contrast to a local operation of the Touch-Manager wave, a PC user, who in theory can be anywhere in the world, must first be granted authorisation as a user of the Touch-Manager wave. Password protection is dispensed with for local operation as the local user in the apartment can for example simply switch the light on via the push button on the wall and is presumably permitted to do so. Sensitive areas such as scene settings are protected by a password for local operation. Via the network, you should however ensure that only yourself and other authorised persons obtain access to your Touch-Manager wave and thus to your electrical installation.

Diagram 263: Registration as a user for external access (1)

The IP address of your Touch-Manager wave appears as the “Site” in the window for entering the password.
The “Domain” is the IP address of your PC as well as the designation of the user level for which you are requesting access.
Repeat the designation of the user level in the input line for the user name - “user” in the example above (entered without quotation marks). In contrast to the local operation of the Touch-Manager wave, you can of course use the PC keyboard on a PC instead of the virtual keyboard of the Touch-Manager wave.
In the input line for the password, enter the corresponding password for this user which was assigned for external access.
The preset password for the standard operator level is “ruserpwd” (entered without quotation marks). Please change this password immediately.

4 Operation of the Touch-Manager wave via an IP connection

Diagram 264: Registration as a user with external access (2)

One of the special features about operating the Touch-Manager wave from a PC is that you only need to enter a password for a user level once per session as these entries are carried out automatically if you need to re-register for a level of the browser. The passwords you have entered are only deleted when you exit the browser and you then need to enter them again.
If you are certain that only yourself and other authorised persons have access to this PC, you can permanently store these passwords via the browser so that in future you no longer need to enter passwords that the browser already knows.

Caution:
By storing passwords on a PC, unauthorised persons can obtain access to your Touch-Manager wave and thus your electrical installation!

In the Microsoft Internet Explorer, activate the saving of the entered password by clicking in the box in front of the option “Save this password in the list of passwords” so that a tick is displayed.

You finish entering passwords by clicking on the “**OK**” button.

4 Operation of the Touch-Manager wave via an IP connection

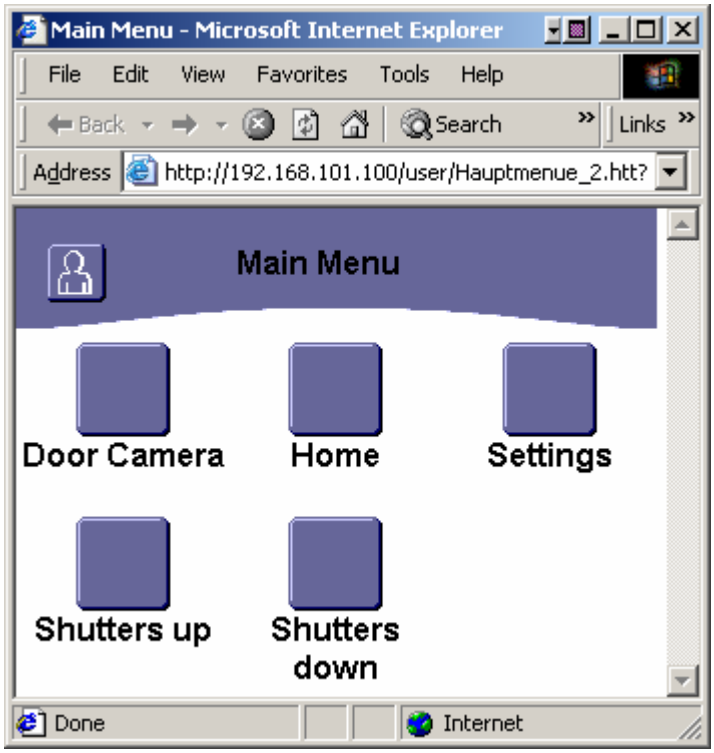

Diagram 265: External access to the Touch-Manager wave

Further operation of the Touch-Manager wave is carried out in the same way as local operation, except that you use the mouse that is normally connected to a PC instead of the pen and you use the PC keyboard instead of the virtual keyboard of the Touch-Manager wave.
When registering for a user level, remember that you must use the passwords for external access.

All the operating processes can therefore be read about in the chapter describing the local operation of the Touch-Manager wave (see chapter 3, page 67).

5 Extended functions of the Touch-Manager wave

5 Extended functions of the Touch-Manager wave

5.1 Extended functions of the Touch-Manager wave when connected to an SMTP mail server

5.1.1 Sending measured-value telegrams via eMail from the Touch-Manager wave

The Touch-Manager wave can receive the measured values of metering devices for e.g. heating costs, water, gas or electricity and route them via eMail for further processing.
It automatically receives the measured-value telegrams from all the metering devices in its range. To do so, all these devices must send their data in the 868 MHz frequency band in accordance with the standard prEN 13757-4.
It is not necessary to link these devices with the Touch-Manager wave.

The Touch-Manager wave merely receives the measured-value telegrams and sends them via eMail to a freely definable eMail address. The data is not processed in the Touch-Manager wave. It is of course possible to display the evaluation of the consumption data on the Touch-Manager wave via the link to the external server, which carries out the data preparation and makes the results available as HTML pages.

Caution:
The Touch-Manager wave sends an eMail containing the received measured values automatically on receipt of 30 measured-value telegrams or an hour after sending the last eMail.
The Touch-Manager wave does not store the measured-value telegrams permanently. In the event of a power failure, any telegrams that have been received but have not yet been sent by eMail are lost.

The sending of eMails in the Touch-Manager wave is carried out in principle via SMTP. A mail server which enables the sending of eMails via SMTP must therefore be present in the local network.
Alternatively, it is possible to use an eMail account from an Internet provider with SMTP capability which is calculated directly via the telephone bill. No additional authentication should be required to send an eMail after the dial-up. An ISDN, analog or DSL modem is also required which takes over the automatic connection with the Internet provider.
To send an eMail with measured values, it is then only necessary to enter the address of the SMTP mail server, the eMail address of the recipient and your own eMail address in the Touch-Manager wave (see chapter 3.7.2.5, page 227).

5.1.2 Sending smoke alarm signals via eMail from the Touch-Manager wave

The Touch-Manager wave can automatically generate an eMail in the event of a smoke alarm and route it to a freely selectable eMail address. If you send this eMail e.g. to your eMail address via an Internet provider that offers the facility of sending a message via SMS to your mobile phone when you receive an eMail, you can maintain continuous contact to your house or apartment even when you are away and take the necessary steps in the event of an alarm.
The sending of eMails in the Touch-Manager wave is carried out in principle via SMTP. A mail server which enables the sending of eMails via SMTP must therefore be present in the local network.
Alternatively, it is possible to use an eMail account from an Internet provider with SMTP capability which is calculated directly via the telephone bill. No additional authentication should be required to send an eMail after the dial-up. An ISDN, analog or DSL modem is also required which takes over the automatic connection with the Internet provider.
To send an eMail with a smoke alarm, it is then only necessary to enter the address of the SMTP mail server, the eMail address of the recipient and your own eMail address in the Touch-Manager wave (see chapter 3.7.2.5, page 227).

5 Extended functions of the Touch-Manager wave

5.1.3 Sending battery status information via eMail from the Touch-Manager wave

If the battery of one of more of the KNX-RF devices is reported as almost empty, the Touch-Manager wave can automatically generate an eMail and route it to a freely selectable eMail address. You can send this eMail e.g. to your management company so that the battery is replaced immediately.
The sending of eMails in the Touch-Manager wave is carried out in principle via SMTP. A mail server which enables the sending of eMails via SMTP must therefore be present in the local network.
Alternatively, it is possible to use an eMail account from an Internet provider with SMTP capability which is calculated directly via the telephone bill. No additional authentication should be required to send an eMail after the dial-up. An ISDN, analog or DSL modem is also required which takes over the automatic connection with the Internet provider.
To send an eMail with battery status information, it is then only necessary to enter the address of the SMTP mail server, the eMail address of the recipient and your own eMail address in the Touch-Manager wave (see chapter 3.7.2.5, page 227).

5.1.4 Sending information about device problems via eMail from the Touch-Manager wave

In the event of a breakdown in communication with one or more KNF-RF devices, the Touch-Manager wave can automatically generate an eMail and route it to a freely selectable eMail address. You can send this eMail e.g. to your management company so that the problem is rectified immediately.
The sending of eMails in the Touch-Manager wave is carried out in principle via SMTP. A mail server which enables the sending of eMails via SMTP must therefore be present in the local network.
Alternatively, it is possible to use an eMail account from an Internet provider with SMTP capability which is calculated directly via the telephone bill. No additional authentication must be required to send an eMail after the dial-up. An ISDN, analog or DSL modem is also required which takes over the automatic connection with the Internet provider.
To send an eMail with a device problem signal, it is then only necessary to enter the address of the SMTP mail server, the eMail address of the recipient and your own eMail address in the Touch-Manager wave (see chapter 3.7.2.5, page 227).

5.1.5 Sending information about radio interference via eMail from the Touch-Manager wave

If the connection with one or more KNF-RF devices is found to be of poor quality, the Touch-Manager wave can automatically generate an eMail and route it to a freely selectable eMail address. You can send this eMail e.g. to your management company so that the error is immediately rectified by e.g. installing a repeater in your electrical installation.
The sending of eMails in the Touch-Manager wave is carried out in principle via SMTP. A mail server which enables the sending of eMails via SMTP must therefore be present in the local network.
Alternatively, it is possible to use an eMail account from an Internet provider with SMTP capability which is calculated directly via the telephone bill. No additional authentication should be required to send an eMail after the dial-up. An ISDN, analog or DSL modem is also required which takes over the automatic connection with the Internet provider.
To send an eMail with a radio fault signal, it is then only necessary to enter the address of the SMTP mail server, the eMail address of the recipient and your own eMail address in the Touch-Manager wave (see chapter 3.7.2.5, page 227).

5 Extended functions of the Touch-Manager wave

5.1.6 Sending alarms via eMail from the Touch-Manager wave

In the event of an alarm signal, the Touch-Manager wave can automatically generate an eMail and route it to a freely selectable eMail address. An alarm is detected if the object value of a channel that has been assigned the “Alarm” property changes from ‘0’ to ‘1’ (see chapter 2.3.2, page 17 or chapter 2.6.1, page 59). You can send this eMail e.g. to a security company to have the alarm checked out.
The sending of eMails in the Touch-Manager wave is carried out in principle via SMTP. A mail server which enables the sending of eMails via SMTP must therefore be present in the local network.
Alternatively, it is possible to use an eMail account from an Internet provider with SMTP capability which is calculated directly via the telephone bill. No additional authentication should be required to send an eMail after the dial-up. An ISDN, analog or DSL modem is also required which takes over the automatic connection with the Internet provider.
To send an eMail with an alarm, it is then only necessary to enter the address of the SMTP mail server, the eMail address of the recipient and your own eMail address in the Touch-Manager wave (see chapter 3.7.2.5, page 227).

5.1.7 Sending eMails from the Touch-Manager wave when the doorbell rings

The Touch-Manager wave can automatically generate an eMail and route it to a freely selectable eMail address, as soon as someone rings your front door. If you send this eMail e.g. to your eMail address via an Internet provider that offers the facility of sending a message via SMS to your mobile phone when you receive an eMail, you also do not miss any visitors when you are in the garden.
The sending of eMails in the Touch-Manager wave is carried out in principle via SMTP. A mail server which enables the sending of eMails via SMTP must therefore be present in the local network.
Alternatively, it is possible to use an eMail account from an Internet provider with SMTP capability which is calculated directly via the telephone bill. No additional authentication should be required to send an eMail after the dial-up. An ISDN, analog or DSL modem is also required which takes over the automatic connection with the Internet provider.
To send an eMail when someone rings the door, it is then only necessary to enter the address of the SMTP mail server, the eMail address of the recipient and your own eMail address in the Touch-Manager wave (see chapter 3.7.2.5, page 227).

5.2 Extended functions of the Touch-Manager wave in connection with a server

An interface connection to a server enables almost unlimited application possibilities for the Touch-Manager wave. Special commands which are exchanged between the Touch-Manager wave and the server are used to display the status of the connection between the Touch-Manager wave and the server or to inform you about new eMails on the server.
The HTML pages that are stored on the server are displayed by pressing a button on the display unit. In this case, the Touch-Manager wave merely acts as a browser for these server pages. The Touch-Manager wave can then for example display incoming eMails or their headers as a summary.
The server (it must be configured as an SMTP server) is then not only able to route alarm signals or heat consumption data via eMail but also evaluate this data and display it as part of a information system for tenants.
The HTML pages which the server supplies to the Touch-Manager wave must follow certain conventions e.g. there must be a “back” button on every page so that you can access the default pages of the Touch-Manager wave. They must also observe the resolution of the touch-sensitive display and are subject to a size restriction.
The contents of the server pages are however freely definable.

6 Technical data

6 Technical data

6.1 Order numbers / variants

Touch-Manager wave UP 580 with monochrome display	5WG3 580-2AB71
Touch-Manager wave UP 581 with colour display	5WG3 581-2AB71
Touch-Manager wave UP 582 with monochrome display + EIB-TP interface	5WG3 582-2AB71
Touch-Manager wave UP 583 with colour display + EIB-TP interface	5WG3 583-2AB71

6.2 Technical features

Processor:	32 bit RISC processor Hitachi SH3, 80MHz
Memory:	32MB SDRAM
	16MB FLASH
Operating system:	Windows CE 3.0
Power supply:	Long-range power supply unit for 110V 60Hz/230V 50Hz
Interfaces:	Ethernet: 1* 10BaseT
	EIB-TP: 1* 2-pole locator for bus terminal, optional
Real-time clock:	Can be synchronised via Ethernet and EIB-TP
Display:	5.7“ STN display with backlighting
Resolution:	320 x 240 pixels

Colour or b/w display, 256 colours or 16 grey scales
Integrated resistive touch panel

7 Tips and tricks

7 Tips and tricks

7.1 Acknowledgement and resetting of smoke alarms

By pressing the corresponding display button on the Touch-Manager wave, it is possible to acknowledge a smoke alarm in order to switch off the acoustic alarm signal.
For many smoke detectors e.g. the combined fire alarm AP 256 from Siemens, it is also necessary to reset the device after a smoke alarm in order to restore the operating state.
If both the communication object for the acknowledgement and the object for the reset are linked with the same group address, the device can be made ready for service again with a push button action. However, if the smoke has not yet been extracted, a new alarm is triggered.

7.2 Setting comfort heating periods

When creating comfort heating periods for a heating controller, you should ensure that you do not enter any overlapping periods as this will most certainly have an unwanted effect.

Example:
Comfort heating period 1: Mon – Fri, 6:00 – 22:00
Comfort heating period 2: Mon – Sun, 8:00 – 20:00

The Touch-Manager wave sends a signal each time to the heating controller at the fixed intervals in order to switch from comfort temperature to normal temperature and vice versa.

7 Tips and tricks

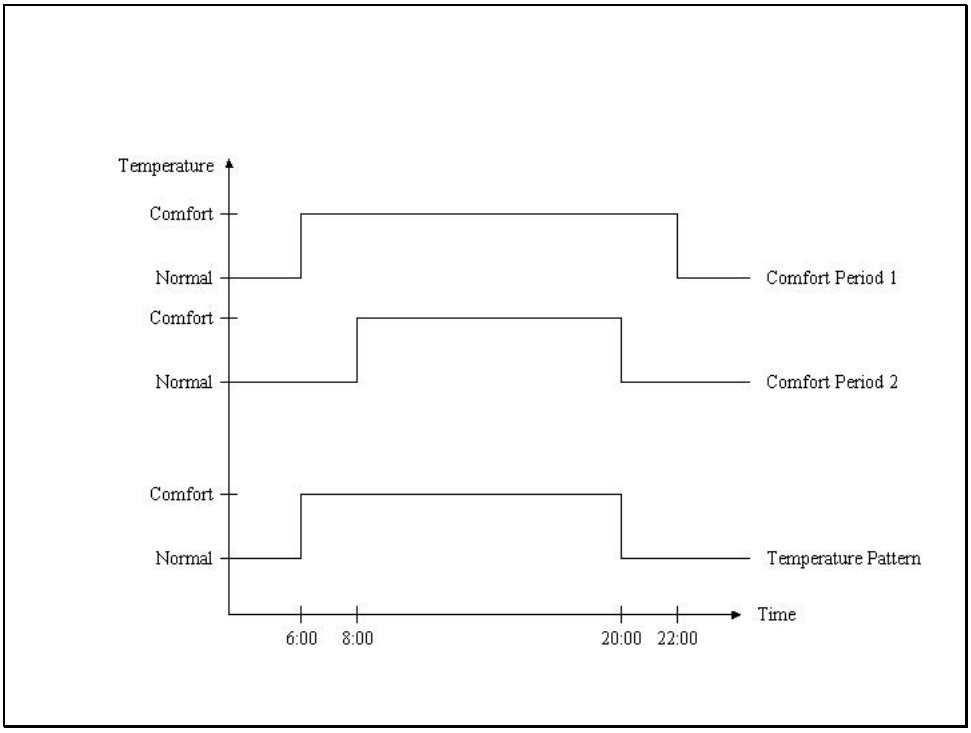

Diagram 266: Problems experienced with overlapping comfort heating periods

As the heating controller is already set to the comfort temperature at 8:00, the second signal via comfort heating period 2 does not bring about any further changes. The temperature was likewise set to normal temperature at 20:00 so that the second signal at 22:00 no longer has an effect. The resulting comfort heating period from Monday to Friday is thus:

Mon – Fri, 6:00 – 20:00

This of course does not correspond to either of the two heating periods.

7.3 Activate holiday mode with different heating controllers

The activation or deactivation of the holiday setting on the Touch-Manager wave causes all the heating controllers that are linked to the device via the configuration to either switch to frost protection mode or to exit frost protection mode. With the corresponding parameter settings, a heating controller can also be linked to a window contact so that the heating in the room can be switched off when a window is opened. The frost protection is set when the window is opened and reset when the window is closed.

If a window that is linked to a heating controller via a window contact is now closed when the holiday mode has already been activated on the Touch-Manager wave, the frost protection mode is cancelled for many heating controllers as a result and the normal or comfort temperature that is set for this operating mode is activated.
The heating will continue to be activated in this room during your holiday.

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For this reason, we recommend that you use the Siemens temperature controller UP 231/3 with the Touch-Manger wave. These temperature controllers have their own communication object “Continuous frost protection” via which the heating controller can switch to “Building protection mode”. If the UP 231/3 is linked to the Touch-Manager wave via this communication object, all the other sensors are ignored for the duration of the active holiday mode. It is therefore also possible to exit this operating mode again when required by pressing the “Deactivate holiday” button on the Touch-Manager wave.

7.4 Designation of devices and channels during the commissioning

When commissioning both EIB-TP and KNX-RF devices, you can define the designations which the Touch-Manager wave uses for these devices or channels. These designations are required for the creation of scenes, for the selection of switchable devices and for the status display of individual devices.
You should therefore use names for the devices and channels that are as meaningful as possible and which indicate both the function and the place of activity.
Designations such as “Kitchen light”, “Lounge scene button” or “Lounge heating” have proved to be useful.

7.5 Resolving problems after the incorrect calibration of the touch display

If the touch display of the Touch-Manager wave has been adjusted so that operation is almost impossible e.g. the adjacent button is always pressed when operating the virtual keyboard, a recalibration of the Touch-Manager wave itself (see chapter 3.7.1.3.3, page 152) is barely possible.
In this case, you should start the calibration from a PC that is connected to the Touch-Manager wave. The calibration function is retrieved in the same way as for local operation. The password of the external main user must however be entered as a password for the registration (see chapter 3.7.2.4, page 221 for the table of passwords in the supplied state).
You can therefore recalibrate the touch display on the Touch-Manager wave without having to carry out any entries beforehand.

7.6 Storing the configuration data of KNX-RF devices on the commissioning PC

When linking the KNX-RF devices using the IBS commissioning software, the entered data is stored in a file called “Project.xml”. The memory location of the file is defined, whereby a directory is created with the IP address of the Touch-Manager wave under the installation directory of the IBS tool. Once the link process has been concluded, the file must be transferred into the Touch-Manager wave using the commissioning software. This process can be repeated at any time by storing the file onto the commissioning PC, without having to link the KNX-RF devices again.

Note:
If modifications are carried out to the KNF-RF devices or their interaction at a later date, the configuration of the relevant devices must be repeated if necessary using the commissioning software.

7.7 Problems when starting the Touch-Manager wave

If the following text appears on your Touch-Manager wave, the device has not been able to start correctly three times. A possible cause for this is a repeated power failure during the booting up process due to network problems. Once this problem has been rectified, touch the word “**RESET**” on the display. The Touch-Manager wave should then start as usual. The “**UPDATE**” function is only significant if you are connected to a server which makes a new version of the Touch-Manager wave software available.

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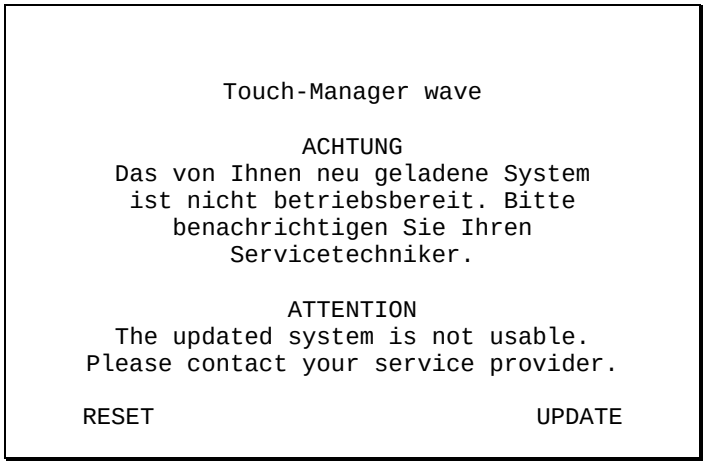

Diagram 267: Error restarting the Touch-Manager wave after an update

7.8 Saving the complete configuration data of your Touch-Manager wave onto the commissioning PC

Under the menu item “Backup” in the IBS commissioning software, it is also possible to store the complete configuration of your Touch-Manager wave including the data of the linked EIB-TP devices, the specified scenes as well as the settings in the main menu and on the special user page “My Page” on the commissioning PC and to restore it again when required.

7.9 Erasing all the configuration data of your Touch-Manager wave

In the menu item "Configuration" in the commissioning software IBS it is possible to erase the entire configuration of your Touch-Manager wave, including the data of the connected EIB TP devices, the defined scenes and the settings in the main menu and on the special user page "My page". This returns the Touch-Manager wave to its delivery status or the status after the updating/changing of the language. This step may be necessary, for example, to erase configuration data from earlier installations with EIB-TP or KNX-RF devices on a Touch-Manager wave if you no longer want to use one of these media together with this device any more.

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7.10 Replacing a faulty radio control unit

If a Touch-Manager wave needs to be replaced once the commissioning has been carried out, all the KNX-RF devices must be linked to the Touch-Manager wave again.
If all the configuration data of the Touch-Manager wave was saved before it was replaced (see above), this data can be saved back into the new Touch-Manager wave. The new Touch-Manager wave behaves in the same way as the device that was replaced.

7.11 Siemens hotline for further problems

If you experience problems with the Touch-Manager wave resolve using these tips, you can contact the Siemens hotline.

You can reach the hotline in German-speaking areas under the following telephone numbers:
Germany: ++49-(0)180 50 50-222
Austria: ++43-(0)5 1707-22244
Switzerland: ++41-(0)848-822 888

nst.technical-assistance@siemens.com

7.12 Passwords for your Touch-Manager wave

The following passwords are assigned in the supplied state:

Password for	**Password**
User (external)	ruserpwd
Main user (local)	mainuserpwd
Main user (external)	rmainuserpwd
Administrator (local)	adminpwd
Administrator (external)	radminpwd

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7.13 Sheet to notice important setting of your Touch-Manager wave

Entry	Setting
Password for User (external)	
Password for Main user (local)	
Password for Main user (external)	
Password for Administrator (local)	
Password for Administrator (external)	
IP-Adresse of your Touch-Manager wave	
Subnet Mask	
Default Gateway	
Network of your Touch-Manager wave	
eMail-Data for smoke detector	
address of sender	
address of recipient	
address of the SMTP server	
eMail-Data for Faulty Device	
address of sender	
address of recipient	
address of the SMTP server	
eMail-Data for Battery Status	
address of sender	
address of recipient	
address of the SMTP server	
eMail-Data for RF Quality	
address of sender	
address of recipient	
address of the SMTP server	
eMail-Data for Alarm	
address of sender	
address of recipient	
address of the SMTP server	
eMail-Data for Doorbell	
address of sender	
address of recipient	
address of the SMTP server	
eMail-Data for Consumption Data	
address of sender	
address of recipient	
address of the SMTP server	
Address of the eMail server	
Address of the Door image camera (internal page)	
Address of the Door image camera (external page)	
Address of the server for Messages	
Address of the server for External Services	
Address of the Ethernet Time Server	

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7.14 Menu structure of theTouch-Manager wave

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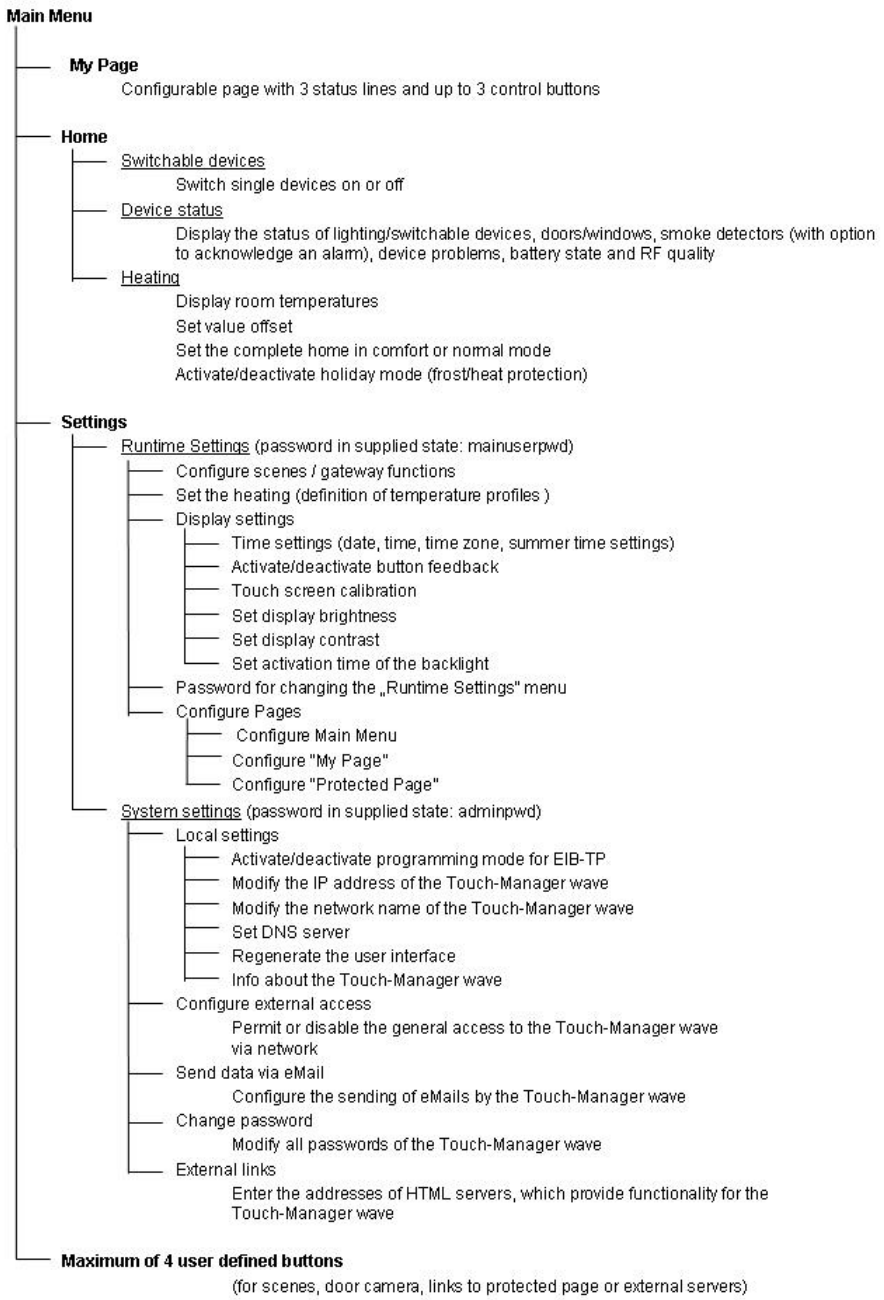

Diagram 268: Menu structure of theTouch-Manager wave

8 Glossary

8 Glossary

8.1 Actuator

An actuator is a device which converts an electrical signal into a specific action. A switch actuator for example is used to switch the lighting while a shutter actuator is used to open and close a blind.
If a device contains more than one functional unit, these are called actuator channels. A 2-fold switch actuator can e.g. switch two independent circuits and therefore has two actuator channels.

8.2 Browser

Synonym for a web client. A navigation instrument for the World Wide Web. The browser converts the HTML code into the actual document format for the display and interprets the actions of the user by converting the mouse clicks on a link into the appropriate address (URL).

8.3 Clients

Systems or programs in a network connection which enlist the services of a server.

8.4 Client-server model

The way that network applications function: there is a server which makes services available and a client which uses these services.

8.5 Crossover network cable

See patch cable

8.6 DHCP

The Dynamic Host Configuration Protocol is used to automatically assign a currently unused IP address from an address pool to client computers. Other information such as the name of the domain, the default gateway and the associated DNS server can be transferred to the client.

8.7 Domain

A certain number of hosts which are combined together under a common name. A domain can be both an individual host and a complete network. All the computers whose names end in .de belong to the top level domain “Germany”.
In Windows networks, it is the designation for the grouping together of resources under one common controller (e.g. user accounts).

8.8 Domain addressing

Method of addressing eMails. As in a postal address, an enumeration will create increasingly restricted domains. A domain address could for example be: reuterstar.uni.trier.de. This address is interpreted from right to left. Several “level domains” are therefore possible as in the example. The user name is separated from the host name by an “@”.

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8.9 Domain Name System (DNS)

Domain Name System. A system which is used for the administration of names (conversion of logical names into physical addresses). Instead of only allocating IP addresses to computers, the DNS was created so that logical names could also be assigned. Initially, the assignment was carried out via a file held in a central location but since this became too costly due to the rapid growth of the Internet, a database was implemented which is divided into zones. It is managed by dedicated computers, the Domain Name servers, within the zone. With the help of the database, it is possible to convert symbolic Internet addresses into their numerical equivalents and vice versa. The use of the Internet is made considerably easier with this Domain Name System, as symbolic addresses are much simpler for the user to handle than the abstract numerical addresses.

8.10 DSL

A Digital Subscript Line is a connection technique for transferring data over short distances approx. 5 km) at to 6 Mbps (download) or 0.6 Mbps (upload). For all variants of this technology (ADSL, HDSL, SDSL), special modems are operated on dedicated lines with copper wires.

8.11 Electronic Mail (eMail)

Electronic letter post which is distributed via the Internet or via other networks; data exchange between users with any required content (sound, text, processes, folders, MIME).

8.12 Ethernet

Name of a LAN standard. Ethernet generally consists of a backbone cable and corresponding connection hardware. The transferred data rate is approximately 10 MB per second.

8.13 FTP

File Transfer Protocol. File transmission protocol between two computers. It is used in the global Internet or local networks which operate on a TCP/IP basis.

8.14 Gateway

A gateway designates the transition between two networks. A gateway computer is a special computer to which both networks are connected. If they have different protocols, they are converted if necessary. It can also signify a transition from a logical (often purely organisational) network to another, whereby both networks use the same protocol. Two LANs are linked for example by a gateway. All the messages from one LAN to another must pass through the gateway computer.

8.15 GMT

General Mean Time or **Greenwich Mean Time** (abbreviated to **GMT**) is the mean sun time at the Greenwich Meridian. Theoretically the sun crosses the Meridian at 12:00 GMT and is at its highest point in the sky at this point (highest culmination). However, since the earth does not move at a constant speed through its elliptical orbit, this point can deviate by up to 16 minutes from the actual midday crossing. On the other hand, this is equalled out over the course of the year. In this connection, GMT is based on a theoretical *mean sun* which moves along the equator at a constant speed throughout the year.
GMT was the official world time until the beginning of 1972. Since the rotation of the earth is not quite uniform, GMT was replaced by UTC (Coordinated Universal Time), which is measured by atomic clocks. UTC is synchronized with GMT, the time difference being a maximum of 0.9 seconds. This is achieved by inserting leap seconds in UTC at regular intervals.

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8.16 HTML

Hyper **T**ext **M**arkup **L**anguage. *Page markup language for hypertext which has established itself as a standard on the Internet.*
The handling of HTML is similar to that of a programming language but less complex as the language is merely required to set up the document structure which a browser must then be able to read.
HTML has been standardised on an international level. This standard for the processing of textual information (ISO 8879) has been defined in SGML (Standard Generalised Markup Language).

8.17 HTTP

Hyper **T**ext **T**ransfer **P**rotocol. Protocol that is used within the WWW to exchange data and documents; i.e. data between the web server and the web client (browser). HTTP operates according to the principle of “request and reaction”. If a client (request program) establishes a connection with a server program, the latter sends a status line from which the protocol version and possible success or error codes originate for example.

8.18 Hub

Technical equipment to which several computers of a network are connected in order to implement a structured star topology.

8.19 Hyperlink

A hypertext link which appears as a highlighted point in the main window of the user. Signifies the link from one web site to another or to a URL address. The linked pages do not have to be stored on the same computer.

8.20 Hypertext

Technique which can access information by association in a similar way to the human brain. The hypertext system works with the hyperdocument as a collection of information units, so-called nodes, which are linked together like a network and can be accessed via various paths.
The hypernetwork can have a hierarchical structure like a decision tree or make use of open structures. Nodes are the lowest information unit of a hyperdocument which cannot be broken down. Inside the program, the display of information can be structured as on a dialog window or unstructured like continuous text.
The nodes can be standardised according to the type of display: text, graphics, film, images etc. Nodes can be combined in associations. The association – called virtual nodes – is likewise a node and can also be treated as such. There are links between the nodes.
To find the required information, the user can navigate through the hyperdocument in various ways. With unstructured navigation, he follows the links. The user is aided by a graphical overview of the network which for example gives information about the appearance of the selected search location.
For structured navigation, the structure of a hyperdocument is shown and the corresponding points are selected. The navigation is supported by search queries and full-text search.

8.21 Internet

A computer network that operates co-operatively, is distributed worldwide and is unchecked, which exchanges information via a common set of rules. A wide variety of global computer networks are linked together based on a common protocol (TCP/IP: **T**ransmission **C**ontrol **P**rotocol/**I**nternet **P**rotocol). Due to the meshed system of distributed nodes, the failure of one or more nodes or different links among these nodes is not important. In this case, the transmitted message can be relayed on other routes using different nodes. The route employed holds no interest, solely the fact that the messages arrive where they are supposed to.

8.22 Internet provider

Service provider who establishes an interface connection to the Internet for private customers and companies as well as providing technical support for setting up Internet sites.

8 Glossary

8.23 Internet site

Designation for an individual computer which is connected to the Internet and makes a service available to all Internet users. Services can be offered by an individual site or by an association of several computers working together, which together form a site.

8.24 Intranet

In the course of Internet euphoria, a new buzzword emerged: the intranet. There is currently no generally recognised definition for this term. For some, the intranet is the optimum LAN, for others it is a company network that is connected to the Internet. Both attempts to explain this term do not do justice to the facts. A more comprehensive specification describes the intranet as a private corporate network which uses Internet products and technologies. One of these technologies is e.g. a web server. Probably the most obvious characteristic of an intranet is however the TCP/IP protocol that is used. As regards connectivity, the intranets can either be connected to the external Internet via firewalls to provide protection against unauthorised access or they do not have any link to the outside world. To establish an intranet, a web server in a LAN or WAN is required in addition to TCP/IP as well as the corresponding browser software for accessing this server.

8.25 IP

Abbreviation for “Internet Protocol”, component of the TCP/IP, which takes over the routing of data. The IP is thus one of the most important protocols on the Internet. It enables a data package to use several networks on its route from the sender to the receiver. The software for IP access is operated on the local computer and must first be purchased and installed. IP connections have the benefit that data transfer for example can be carried out without any intermediate steps via the Internet provider.

8.26 IP address

An IP address consists of a number code of four digits from 0 to 255 (e.g. 192.168.1.200). This is the numerical address of a specific computer on the Internet. In addition, the IP address identifies the network class for the computer. So that the user has as little to do with these numbers as possible, there is a service available (DNS) which converts IP addresses into alphanumeric identifiers.

8.27 ISDN

Abbreviation for “Integrated Services Digital Network”, the integrated services digital telecommunications network of Deutsche Telekom, part of the official telecommunications network.
A digital link as a replacement for conventional telephone lines. All the signals are transferred digitally, language is digitalised, data can be digitally accepted, modems are therefore no longer required.
Via ISDN, data travels through the lines at a high speed of 64000 bps – significantly quicker than with the fastest modem. The connection of a computer is carried out with a plug-in card, generally via the basic ISDN connection. This interface has two basic channels each for 64 Kbit/sec and a control channel. The period for establishing connection is generally less than a second – regardless of the distance. Two channels are available by default to each ISDN user. These channels can be used independently and in parallel.
ISDN is approximately 50 times faster than a modem with 1200 baud. A file transfer of 100 KB only requires approx. 15 seconds. The transfer of a ten-page document lasts about three seconds. Data and fax transmissions are considerably more cost-effective with ISDN due to the shorter connection times.
The CAPI (Common ISDN Application Interface) is the interface for the universal adaptation of applications under ISDN. This standardised software interface is supported by almost all the manufacturers of ISDN cards and application programs.

8.28 LAN

Abbreviation for “Local Area Network”, a network that indicates an expanse that is limited in spatial terms, for example within a building.

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8.29 Modem

Made-up word from **Mo**dulator and **Dem**ulator. Device that enables the transfer of data via analogue telephone and broadband routes using modulation, demodulation (conversion of d.c. signals into a.c. signals and vice versa) and synchronisation if required. A modem is not required in digital networks.
There are three different types of modems for the PC: internal (as plug-in card), external (in a separate housing with connection to the serial interface) and as an acoustic coupler.

8.30 Name Server

The DNS consists of the global Domain Name servers. Each of these servers manages and updates the Domain Name Space of its respective zone.

8.31 Network class

IP/Internet. The network class is dependent on the number of computers within a company or other facility that are connected to the Internet. Subnetworks of the Internet are divided into the classes A, B or C. Subnetworks of classes A and B are often divided yet again into internal subnetworks

Class A network

A class A network incorporates up to 16.7 million computers. A class A network is only assigned to very large companies or facilities. IP addresses for class A networks cover the range between 0.xx.xx.xx and 127.xx.xx.xx.

Class B network

A class B network incorporates up to 65,000 computers. IP addresses for class B networks cover the range between 128.00.xx.xx and 191.255.xx.xx.

Class C network

A class C network incorporates up to 256 computers. IP addresses for class C networks cover the range between 192.00.00.xx and 223.255.255.xx. There can thus be 2 million class C networks.
All IP addresses whose first digit is greater than or the same as 224.xx.xx.xx, are reserved for technical requirements.

8.32 Network protocol

A protocol that enables data transfer in networks.

8.33 Network cable

See “Patch cable”

8.34 Page

An individual sheet of a hypertext document. The “Home Page” is the defined entry point for a local web - a reference to a page which someone uses as his or her main page and which often contains personal information.

8.35 Patch cable

A patch cable is in principle a rewired cable which is used for the variable connection of hard-wired cable strands - e.g. to connect a computer to the hard-wired network (or the corresponding wall socket).
In the case of more complex patch cables, the internal circuit must always be noted. There are for example two basically different versions of the *Twisted Pair* cable:
Normally the connection of an active resource such as a PC, printer etc. to the network or *HUB*.
In order to connect two systems on the same level (i.e. PC with PC or HUB with HUB), crossover cables are required. A crossover network cable crosses over the two receiving and sending cables of two interconnected network components.

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8.36 Protocol

Agreed rules of behaviour and formats for communication amongst remote partners on the same logical level.

8.37 RF

RF is the abbreviation for "**R**adio **F**requency". RF is a general designation for the radio transmission of electromagnetic waves in a frequency range between 100 kHz and 1 GHz. With radio transmission, it is possible to set up bus systems for devices without using a special cable. KNX-RF operates in the noise-free frequency band of 868 MHz which is reserved for security and system applications.

8.38 Route

The path that a package must take in a network to travel from the sender to the recipient. The route from the sender to the recipient is determined according to specific criteria. Network nodes must be informed about the route of a package.

8.39 Router

A device that can translate the various protocols and thus link together networks such as Arcnet, Ethernet and Token-Ring. A connection is established between networks with different topologies but the same network operating system. Messages are then routed via the Internet.
Bridges are used in networks of the same type. They permit a significantly higher data throughput than the router as the translation of the various network protocols can be omitted in this case.

8.40 Routing

Route selection by a meshed network to relay messages between several local networks. Routing processes can be roughly classified into central and distributed processes, in which either a central station has the necessary route selection information and makes the decisions about the route or the individual nodes in distributed technology make the decision themselves.
In static processes, the optimum route selection is calculated once and the same route is always used via the nodes. This has a detrimental effect when the boundary conditions change. In contrast, the dynamic processes select the route based on the current status parameters of the network. This represents a problem in large networks as the network status changes continually.
In local and global processes, the network status in the immediate surroundings is taken into account on the one hand while on the other hand the entire network status is considered.
For deterministic and stochastic processes, the selection of the route is carried out via deterministic or stochastic decision-making rules.
Active routing: Designation for the transport of data within a network by determining the shortest, quickest, cheapest or next best route. The opposite of that is passive routing in which the path is already specified in the header of the data.

8.41 Sensor

A sensor is a device which takes information from its own surroundings and routes it as an electrical signal. Examples of sensors are push buttons which ensure that the lighting is switched on or off at the touch of a button, movement detectors and temperature sensors whose measured value can be shown on a display unit.
If a device contains more than one sensor, these are called sensor channels. With a 2-fold push button for example, two independent circuits can be switched by actuators. It therefore has two sensor channels.

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8.42 Server

Computer system which makes services available to a client e.g. via the Internet (components for handling teamwork). Examples: HTTP server, news server etc.

8.43 SMTP

Abbreviation for "**S**imple **M**ail **T**ransfer **P**rotocol", a transfer protocol specifically for the exchange of eMails. SMTP is based on TCP and is the standard protocol on the Internet for this purpose. It defines e.g. how two mail systems interact and how the control messages must appear.

8.44 Standard Gateway

8.45 Switch

In network technology, a switch is an active *hub*, which regulates the network traffic between *clients* and *server(s)* like a telephone exchange. It automatically evaluates the target addresses of the IP packages and delivers them to the corresponding addressee.

8.46 Subnet mask

Together with the IP address, the subnet mask indicates which network a computer belongs to. A subnet mask is a 32 bit number which consists of four numbers between 0 and 255 which are separated by full stops. By default, either 0 or 255 is selected for the individual numbers of a subnet mask. Other numbers can however occur. They indicate that subnetworks are used in an individual TCP/IP network.

8.47 TCP/IP

Transmission Control Protocol / Internet Protocol. A set of network protocols which are used in the Internet to make a range of services available to the user. Protocols for remote login (telnet), file transfer (FTP) and mail (SMTP) are based on this. IP is therefore the agreed method of formulating and sending the individual data packages. The TCP/IP then takes over the task of establishing the connection and delivering the data package securely.

8.48 TP

TP is the abbreviation for "Twisted Pair". Twisted Pair cable is a symmetrical copper cable that consists of two cores which are twisted against each other. The transposing of a Twisted Pair cable makes it insensitive to interference. TP cabling is frequently used in bus systems e.g. EIB to connect the individual components. In most cases nowadays, a LAN is also set up with this type of cabling.

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8.49 URL

URL is the abbreviation for “Uniform Resource Locator”, the addressing system for web documents. The URL addressing always follows the same pattern, with a distinction between uppercase and lowercase letters.

Example:
page://Internet name of the computer/subdirectories/file name.htm

There are the following types of pages:

http://	A hypertext web page i.e. a page with hypertext links
ftp://	An FTP page, file directories are located here
gopher://	A gopher menu is triggered
telnet://	A Telnet session for the given address (remote login)
wais://	A WAIS search is initiated at the given location
mailto://	An eMail is sent to the indicated address
news://	Usernet news group, files about specific topics

8.50 UTC

UTC (Coordinated Universal Time) provides the international basis not only for telling the time in our daily lives but for scientific and technical applications in astronomy, geodisics, navigation and telecommunications. UTC is generated by over 50 time institutes working together which run a total of approx. 250 atomic clocks.
The addition of one or two hours to UTC gives the statutory time in Germany, CET (GER) or CEST (GER). Local time in all other parts of the world is determined in the same way.

8.51 Web cam

Web cams are live cameras which produce embedded images in HTML pages which are for example available to every user via the WWW. There are web cams which show panoramic views of cities as well as images of the countryside and seaside etc. Web cams are used in a LAN e.g. as surveillance cameras whereby their images are available to every connected PC.

8.52 Web page

Designation for a combination of text and graphics as well as hyperlinks to other pages.

8.53 Web server

General designation for a computer which holds web documents and uses the HTTP protocol for access.

8.54 World Wide Web (WWW, W3, Web)

A collection of standards which describe the exchange and representation of documents in a common format, which is independent of the implemented hardware and software platforms.

8.55 XML

E**x**tended **M**arkup **L**anguage. Extension of the HTML standard with the addition of language constructs; enables a standardisation of the underlying information.

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