

# spaceLYnk

## LSS 100200

### User guide

12/21 – Firmware P 2.7.0



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## Warnings

Read through the following instructions carefully and familiarise yourself with the device prior to installation, operation and maintenance. The warnings listed below can be found throughout the documentation and indicate potential risks and dangers, or specific information that clarifies or simplifies a procedure.



The addition of a symbol to "Danger" or "Warning" safety instructions indicates an electrical danger that could result in serious injuries if the instructions are not followed.



This symbol represents a safety warning. It indicates the potential risk of personal injury. Follow all safety instructions with this symbol to avoid serious injuries or death.



### DANGER

**DANGER** indicates an imminently hazardous situation that will inevitably result in serious or fatal injury if the instructions are not observed.



### WARNING

**WARNING** indicates a possible danger that could result in death or serious injuries if it is not avoided.



### CAUTION

**CAUTION** indicates a possible danger that could result in minor injuries if it is not avoided.

### NOTE

**NOTE** provides information about procedures that do not present any risk of physical injury.

## Symbols



Additional information



The information provided must be complied with, otherwise program or data errors may occur.

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# 1 For your safety



## WARNING

**Risk of serious damage to property and personal injury due to incorrect electrical installation.**

Safe electrical installation can only be ensured if the person in question can prove basic knowledge in the following areas:

- Connection to installation networks
- Connecting several electrical devices
- Laying electric cables
- Connecting and establishing KNX networks
- Commissioning KNX installations

These skills and experience are normally only possessed by certified specialists who are trained in the field of electrical installation technology. If these minimum requirements are not met or are disregarded in any way, you will be personally liable for any damage to property or personal injury.



## WARNING

### HAZARD OF INCORRECT INFORMATION

- Do not incorrectly configure the software, as this can lead to incorrect reports and/or data results.
- Do not base your maintenance or service actions solely on messages and information displayed by the software.
- Do not rely solely on software message and reports to determine if the system is functioning correctly or meeting all applicable standards and requirements.
- Consider the implications of unanticipated transmission delays or failures of communications links.

Failure to follow these instructions can result in death, serious injury, or equipment damage.

## Qualified personnel

This document is aimed at personnel who are responsible for setting up, installing, commissioning and operating the device and the system in which it is installed.

Detailed expertise gained by means of training in the KNX system is a prerequisite.

## 2 Document versions

| Version | Description                | Created    |
|---------|----------------------------|------------|
| A       | Initial release            | 2.6.2014   |
| B       | Version for firmware 1.1   | 1.3.2015   |
| C       | Version for firmware 1.1.1 | 6.8.2015   |
| D       | Version for firmware 1.2.0 | 13.4.2016  |
| E       | Version for firmware 1.2.1 | 22.7.2016  |
| F       | Version for firmware 2.0.0 | 1.5.2017   |
| G       | Version for firmware 2.0.1 | 27.6.2017  |
| H       | Version for firmware 2.1   | 25.9.2017  |
| I       | Version for firmware 2.3.0 | 27.7.2018  |
| J       | Template updated           | 28.11.2018 |
| K       | Version for firmware 2.4.0 | 22.07.2019 |
| L       | Version for firmware 2.5.0 | 30.06.2020 |
| M       | Version for firmware 2.6.0 | 18.12.2020 |
| N       | Version for firmware 2.6.1 | 29.04.2021 |
| O       | Version for firmware 2.6.2 | 30.08.2021 |
| P       | Version for firmware 2.7.0 | 15.12.2021 |

## 3 Introduction

This document describes features and the programming interface for the spaceLYnk device.

The software programming interface is embedded in the spaceLYnk and requires a web browser.

Pre-programming and configuration cannot be performed without the spaceLYnk device.

Read through the following instructions carefully and familiarise yourself with the device before installation, operation, and maintenance.

# 4 Product features

## 4.1 Connectivity

- IP LAN connection 10/100 Mbit
- USB 2.0 (for GMS modem, EnOcean...) 5V, 500 mA max.
- RS-232
- Modbus (RS-485)
- Wi-Fi through IP connection and wireless router
- KNX / EIB TP Bus

## 4.2 Security recommendation

- Network security must be set up at the appropriate level. spaceLYnk should be part of a secure network with limited access. In case of connection to the Internet, it is strictly recommended to use VPN or HTTPS channel.
- Use secure protocol access HTTPS://IP:Port.
- The security method is determined by the ability of other network elements (firewall, protection against viruses and malware threats).
- It is strictly recommended to store the files containing your backups in a safe place without access of unauthorized persons.



In case you find cyber security incidents or vulnerabilities, please contact us through this page: <http://www2.schneider-electric.com/sites/corporate/en/support/cybersecurity/contact-form.page>.

For remote access change the IP and password according to your spaceLYnk settings for example: <https://remote:remote@192.168.0.10/scada-remote?m=rss&r=alerts>.

### NOTE

#### **MATERIAL DAMAGE THROUGH UNAUTHORIZED ACCESS TO THE KNX INSTALLATION**

As soon as you access the KNX installation via the Internet, the data traffic can be read by third parties.

- Only use a VPN access for this connection with a secure encryption for all data packages.
- The required hardware (VPN router) and the features offered by mobile service providers differ significantly with regard to the settings and technical possibilities depending on the country or region.
- Always have the VPN access set up and commissioned by a specialist VPN service provider. The VPN service provider selects a suitable mobile service provider and suitable hardware for the VPN access and ensures that the VPN is set up by a qualified specialist.

**Schneider Electric cannot be held responsible for performance problems and incompatibilities caused by applications, services or devices from third-party providers. Schneider Electric offers no technical support when setting up a VPN access.**

**Failure to follow these instructions can result in equipment damage.**



The VPN access (VPN = Virtual Private Network) authorises the portable device to access the local network, and therefore also the KNX installation, via the Internet.

Benefits of VPN:

- Only authorised users have access to the local network.
- All data is encrypted.
- The data is not changed, recorded or diverted during the transfer. This is often referred to as a VPN tunnel.

Requirements for setting up a VPN connection:

- Internet connection.
- The portable device and the router are enabled for a VPN connection (VPN client installed).

### 4.3 Passwords recommendation

- At least 8 characters are recommended —the more characters, the better.
- A mixture of both uppercase and lowercase letters
- A mixture of letters and numbers
- Inclusion of at least one special character, for example ! @ # ? ] (do not use < or > in your password, as both can cause problems in Web browsers)



A strong password is hard to guess, but it should be easy for you to remember. A password you have to write down to remember is not strong, no matter how many of the above characteristics are employed.

### 4.4 Maintenance

- In case of problems or questions regarding the operation of spaceLYnk, please contact your supplier or contact the Schneider Electric helpdesk in your country.
- **Please be aware of higher security risks in case of remote access to your local network.**

### 4.5 Patch management

- See chapter [Install updates → 32](#) to install patches and firmware Add-ons.
- You should always upgrade manually. Please backup before an upgrade. See chapter [Backup → 34](#) for backup procedure.

### 4.6 Factory reset

See chapter [Reset/clean-up → 31](#) for a description of how to reset the device.

### 4.7 Firmware upgrade

See chapter [Firmware upgrade → 13](#) for a description on how to upgrade the firmware of spaceLYnk.

## 4.8 Differences between spaceLYnk and Wiser for KNX

Differences between the devices

| Feature                              | Wiser for KNX              | spaceLYnk   |
|--------------------------------------|----------------------------|---|
| Modbus GUI                           | Up to 10 Modbus devices    | Up to Modbus addressable range $\geq 31$ by default |
| BACnet Server                        | Up to 150 exported objects | *No limit ( $\leq 2000$ recommended)                |
| User Administration                  | Up to 8 users              | No limit ( $\leq 20$ recommended)                   |
| One click adding to the filter table | N/A                        | Fully supported                                     |

Performance testing was measured on HW3.0 when object value change interval was set to 60 s. The recommended limit for HW1.x remains 500 objects.

One click object filtering (spaceLYnk only).

Object filtering

| Group address ▲ | Object name | IP > Loc filter          | Loc > IP filter          |
|-----------------|-------------|--------------------------|--------------------------|
| 0/0/1           | CO2         | <input type="checkbox"/> | <input type="checkbox"/> |
| 0/0/2           | Humidity    | <input type="checkbox"/> | <input type="checkbox"/> |
| 0/0/3           | Temperature | <input type="checkbox"/> | <input type="checkbox"/> |
| 0/0/4           | Minimal CO2 | <input type="checkbox"/> | <input type="checkbox"/> |
| 0/0/5           | Maximal CO2 | <input type="checkbox"/> | <input type="checkbox"/> |

## 4.9 New features

A full list of new features with descriptions is available in the changelog.

### New features included in firmware release 2.7.0.:

- User access settings for Applications, Touch, and Advanced where you can provide a list of group addresses that a user can access.
- Automatic address range start for virtual objects.

# 5 Getting started

- Follow the steps listed to help you get started with spaceLYnk.
- Mount the device on the DIN rail.
- Connect the bus cables (KNX, Modbus, and/or RS232) and/or flash drive.
- Connect 24V power supply to the device (Positive conductor to the red clamp, negative conductor to the blue clamp).
- Recommended accessory - Power supply REG/24V DC/0,4A, article No.: **MTN693003**
- Connect Ethernet cable from the PC.
- The default IP address of the spaceLYnk device is **192.168.0.10**. Change the IP address of the computer to the same range e.g. **192.168.0.9**; mask **255.255.255.0**.
- Run Google Chrome or Mozilla Firefox (for OS Windows), Safari (for OS X), and go to **192.168.0.10**.



Internet Explorer is not supported.

Default login properties of the spaceLYnk device are:

User name: **admin**

Password: **admin**

Login properties

Sign in  
 http://192.168.0.10  
 Your connection to this site is not private

Username

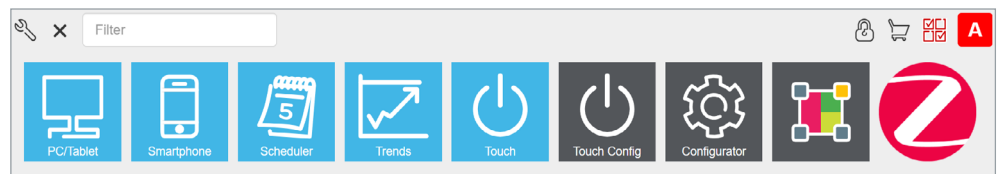
Password

You will be prompted to change your password. See chapter [Default Configuration → 19](#) for details.

## 5.1 Start page

The start page is providing a dashboard-like view, pointing to the key areas of spaceLYnk. The following options are located on the start page. Blue icons are leading to the User function, grey icons to the Configurators.

Start page



Set User name and Password will be prompted in the first log in or after factory reset.

The default User name to log as an Admin: **admin**

The default password to log as an Admin is: **admin**



In default, there is only an Admin account. Users must be created first. See chapter [User access → 106](#) for details.



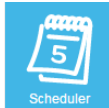
### PC/Tablet Visualization

This icon navigates to the rich visualization with plans containing individual objects. It is ideal for PCs, iPads, and Android tablets (preferably 10" or bigger display size).



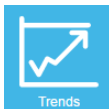
### Smartphone Visualization

This icon navigates to the simple list visualization designed for iPhone/iPod/iPad/Android smartphones/Android tablets (7" or smaller display size). All objects added in spaceLYnk Visualization are visible in this Smartphone visualization (if there is no **Hide in Smartphone** option enabled). Different icons may be set for Smartphone Visualization.



### Scheduler

This icon navigates to a user-friendly interface for the end-user to manage scheduler tasks, for example, to specify thermostat values depending on the day of the week, time, and holidays.



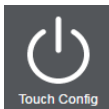
### Trends

This icon navigates to a user-friendly display of Trend logs with the ability to compare values over time. It can display trends for up to 10 years.



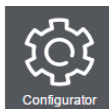
### Touch

This icon navigates into the visualization created in the Touch Config environment.



### Touch Config

This icon navigates to the premade widgets visualization creator. Access is restricted to administrators.



### Configurator

This icon navigates to programming, settings, and configuration interface. Access is restricted to administrators.

Configurator use is not recommended in mobile devices.




### Function blocks editor

This icon navigates to Function blocks editor which is graphics, easy to use alternative to LUA scripting.

## 5.2 Start page configuration



### Configuration

This icon navigates to the configurator page. Click  to unlock the menu for editing. The menu will become orange.

Start page menu



### Allow users to show/hide applications

Allow users to modify the visibility of icons on the main screen (only available when in admin mode).

### Change admin password

Only available when in admin mode.



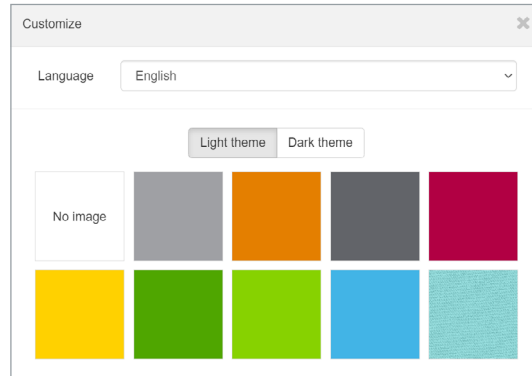
### Language

Select the language of the user interface.

### Light theme/Dark theme

Select between normal and inverse colors of the user interface. The background will be changed to the selected colour/pattern.

Customize theme



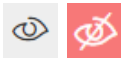
### Search

Filter menu Applications containing typed letters.



### Lock/unlock

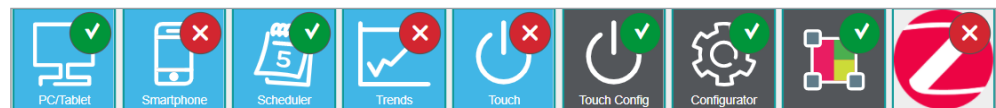
Lock/unlock grid for sorting order of icons in the menu.



### Show/hide Applications

Allow to showing/hiding applications on the main screen (only in Admin mode or Use view or when permitted by Admin).

Show/hide applications



### Edit User view

This icon navigates to the sub-menu allowing to edit User view (Admin mode only).



### Save view

Save Default view of User home page view.



### Login

Only for spaceLYnk after firmware upgrade already containing project.



spaceLYnk is in Admin mode. Click will log off.



spaceLYnk is in User mode. Click will log off.

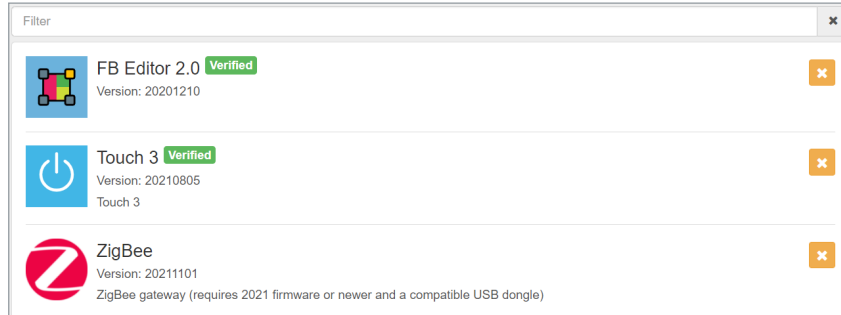
## 5.3 Marketplace



### Marketplace

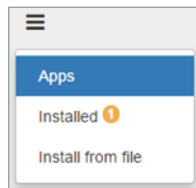
This icon navigates to the Marketplace page. Available only in admin mode. In case of missing connection to the Internet, only installed Applications are visible without update possibility.

Marketplace applications



Icon on the left side will open following sub-menu:

Marketplace submenu

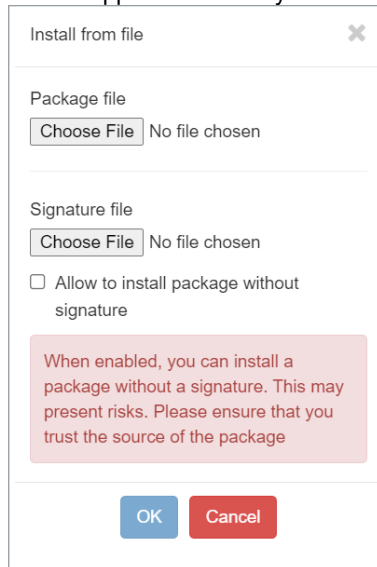


*Apps*  
Shows all available applications.

*Installed*  
Shows all installed applications (yellow number indicates the number of installed applications).

*Install from file*  
Installs application directly from the file.

Install from file



**Search bar**  
Filters applications containing typed letters.



This icon installs selected application.



This icon updates update selected application.



This icon uninstalls selected application.



This icon marks applications verified by Schneider Electric. Applications which are not verified are not supported by Schneider Electric and you use them at your own risk.



### Applications signing

Applications installed from the file should be verified by signature similarly as all applications on the Marketplace are. Installation of applications without a signature is still possible, but you should be ensured about the source and specifically tick this option in a dialog window.

## 5.4 Default configuration

Login: **admin**

Password: **admin**

When the default password was not changed, you will be prompted to enter the Admin access password, if you have brand new spaceLYnk or after a firmware upgrade.

Password requirements

Password complexity requirement:

- The length of the password is 8-20 characters.
- The password should contain uppercase letters of European languages (A through Z, with diacritic marks, Greek and Cyrillic characters)
- It should contain lowercase letters of European languages (a through z, sharp-s, with diacritic marks, Greek and Cyrillic characters).
- It should contain at least one of the base 10 digits (0 through 9)

The IP address on LAN: **192.168.0.10**

Networks mask on LAN: **255.255.255.0**

Admin access dialog

## 5.5 Change IP settings

*Configurator* → *Utilities* → *System* → *Network* → *Interfaces* window, click on the specific interface to change the IP settings.

Change IP settings

### *Protocol*

Specific protocol used for addressing.

### *Static IP*

Static IP address (default 192.168.0.10).

### *DHCP*

DHCP protocol used to fetch the IP configuration. The IP address as received from the DHCP server. This field appears only if the IP address is assigned.

### *Network mask*

Network mask (default 255.255.255.0 (/24)).

### *Gateway IP*

Gateway IP address.

### *DNS server 1*

Primary DNS server IP address.

### *DNS server 2*

Secondary DNS server IP address.

### *MTU*

Maximum Transmission Unit: The largest size of the packet which is passed in the communication protocol (150 by default).

When changes are made, the *Apply changes* icon appears in the top-right corner. This should be applied for changes to take effect. spaceLYnk will automatically reboot after changes are applied.

## 5.6 Discover your spaceLYnk in IP network

### Windows OS

Use the utility service browser which can be downloaded here:

<https://downloads.digitaltrends.com/bonjour/windows>

If the host is not changed and only **one** spaceLYnk is on the network, type in your browser:

<http://spaceLYnk.local>

Installed Bonjour service is needed.

### Linux OS

You can download the utility called **Avahi** from here <https://www.avahi.org/>.

### Android

The freely available app called *ZeroConf Browser* can be downloaded in Google Play.

## iOS/Mac OS

You can download the freely available app *Discovery DNS-SD Browser* the iOS App Store.



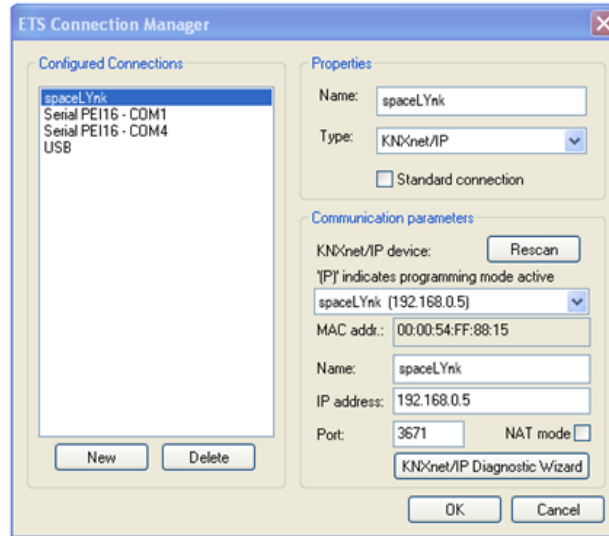
For iPad install the iPhone/iPod version of the utility.

# 6 Import KNX project from ETS

## 6.1 ETS3

To use spaceLYnk with KNX TP UART/IP functionality and to program with the other KNX bus devices, spaceLYnk must be added into the **ETS Connection Manager**. ETS programming through spaceLYnk is available only when KNX IP features are enabled.


ETS Connection Manager



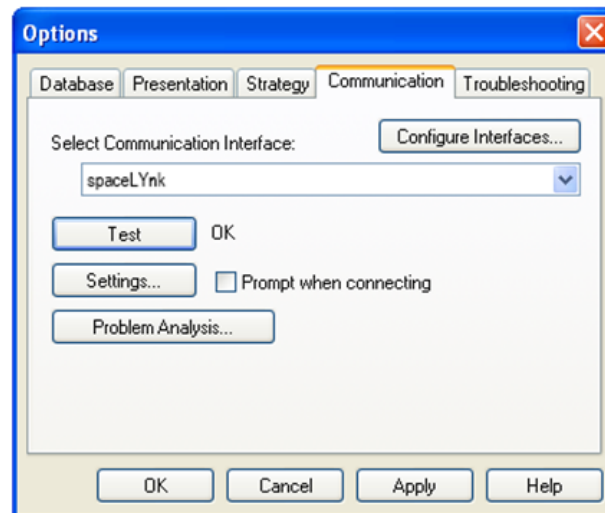
The function **Bus monitor** is not included in the spaceLYnk.

*Extras → Options → Communication → Configure interfaces*

Enter any Name for the connection.

1. Choose *Type* and select *KNXnet/IP* from the drop-down menu.
2. Click *Rescan* and then select spaceLYnk from the drop-down menu.
3. Click *OK*.
4. In the *Options → Communication* window, select the newly created interface as *Communication Interface* from the drop-down menu.
5. To test the communication with ETS, click *Test*.
6. Make sure that the bus status is *Online* – click  in the ETS.

ETS3 Communication setting



## 6.2 ETS4

If you want to use spaceLYnk with KNX TP UART/IP functionality and to program with the other KNX bus devices, spaceLYnk must be added into the **ETS Connection Manager**. ETS programming through spaceLYnk is available only when KNX IP features are enabled.



The function **Bus monitor** is not included in the spaceLYnk.

*Settings* → *Communication*

Newly added spaceLYnk will be discovered automatically if it is connected to the same network as the PC running ETS4 software.

1. Choose *Select* to move it to the *Configured connections*.
2. spaceLYnk KNX individual address and mask can be set by clicking the *Local settings*.
3. Select *Use project connection if available* check box to make it a default project connection.
4. Select *Use direct KNX-IP connection if available* option for direct communication in IP network.
5. Click *New* to add spaceLYnk manually and enter any *Name* for the device.
6. Set IP address, Port, and NAT mode (if needed).
7. Click *OK* to save changes.
8. To test the communication with ETS, click *Test*.
9. Click *Apply changes* for changes to take effect.

## 6.3 ETS5

To use spaceLYnk with KNX TP UART/IP functionality and to program with the other KNX bus devices, the device should be added into the ETS Connection Manager. ETS programming through spaceLYnk is available only when KNX IP features are enabled.



Function **Bus monitor** is not included in the spaceLYnk.

*Bus* → *Connections* → *Interfaces*

If your spaceLYnk is in the same network as a computer running ETS5, it is possible to discover the spaceLYnk interface automatically. If your spaceLYnk is discovered, choose the interface by double-clicking on the item in *Discovered Interfaces* list.

If your interface is not discovered, follow the steps below:

1. Click the green + icon next to the *Configured Interfaces*.
2. Select *IP Tunnelling*.
3. Click *New Connection (0.0.0.0:3671)* which is created in *Configured Interfaces*.
4. In the setting tab on the right-hand side set the *Name* of your connection, *Server* (IP address of spaceLYnk), and *Port*.
5. Select the interface which you have configured in the previous step.
6. To test the communication with ETS, click *Test* in the lower-right corner.
7. If the test is OK, select the interface as active by double click on the item in the list of *Configured Interfaces*.
8. The current Interface is set.



**Port 3671 is blocked from any public IP address.**

## 6.4 KNX specific configuration

See *Configurator* → *Utilities* → *System* → *Network* → *KNX connection* for details.

When changes are done the *Apply changes* icon appears in the top-right corner. Click it.



spaceLYnk automatically reboots after changes are applied.



Since firmware version 2.6.1 the controller supports KNX long frames with 55 bytes length maximum. This improvement significantly decreases the download time needed for the commissioning of the KNX device.



# 7 Touch 3 visualization

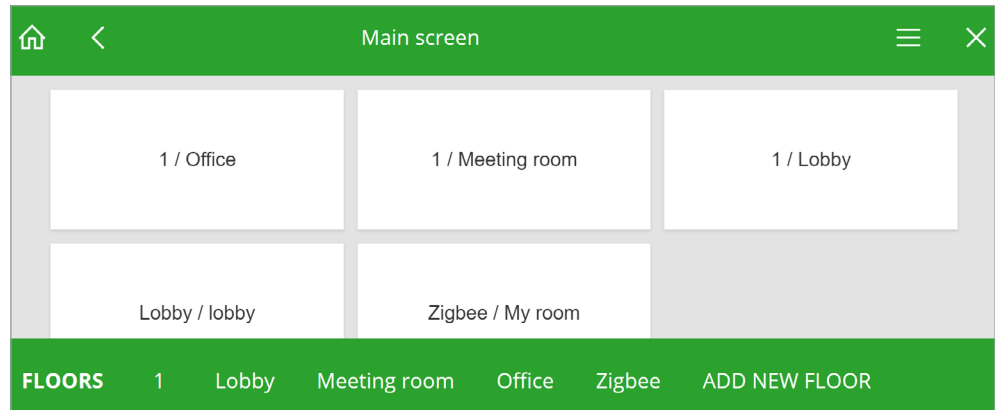
Easy, fast, and neat looking visualization in a fraction of time compared with visualization as described in chapter [Visualization → 82](#). It is perfect for touch screen devices. Pre-made widgets cover all basic automation needs.

## 7.1 Touch configuration

Visualization structure can contain multiple floors and rooms.

Rooms then can be filled with pre-made widgets or with the widgets created in the Widget creator. The actual position in the structure is displayed at the bottom in the middle.

Touch configuration

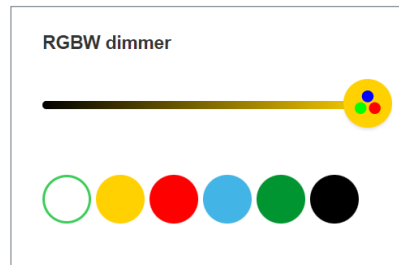


## 7.2 Adding widgets

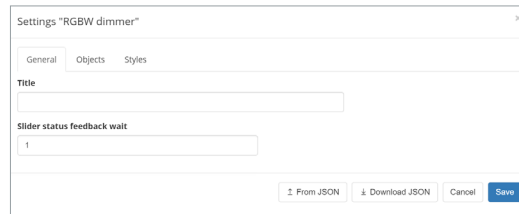


Custom the widget style

Click *Add new widget* to add widgets to your rooms. Custom widget title and set styles for each widget.

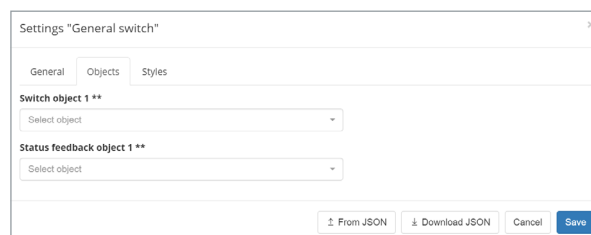


Widget title

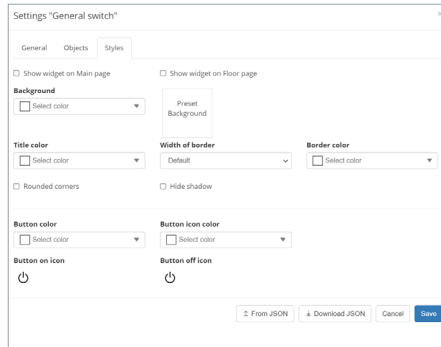


All mandatory objects have to be linked to show the widget in the visualization structure.

Select and link objects



Widget styles

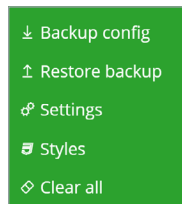


\* symbol  
Mandatory object

\*\* symbol  
One of the mandatory objects

Alert field Some objects have the alert field. Fill it in and the object generates alert when the alarm condition is met.

Touch config menu



*Backup config*  
Touch visualization backup.

*Restore*  
Touch visualization restore.

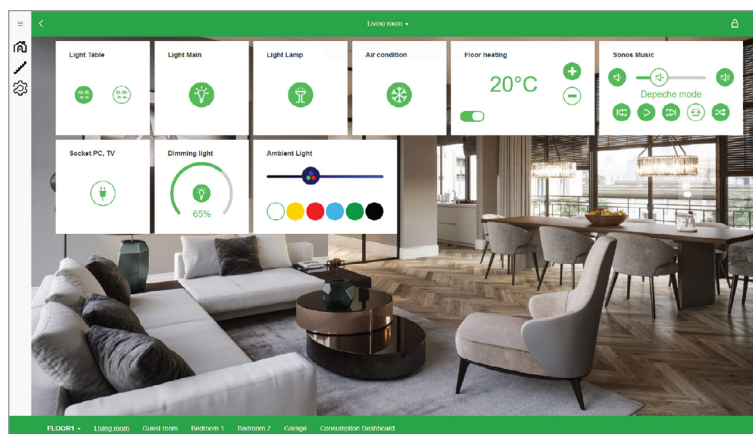
*Settings*  
General setting of the Touch.

*Styles*  
General styles of visualization and widgets.

*Clear all*  
Clears all settings for rooms, widgets and styles.

## 7.3 Touch application

Touch application



### Menu

The menu can be locked by clicking on ☰ (the icon then turns vertically ||| ).

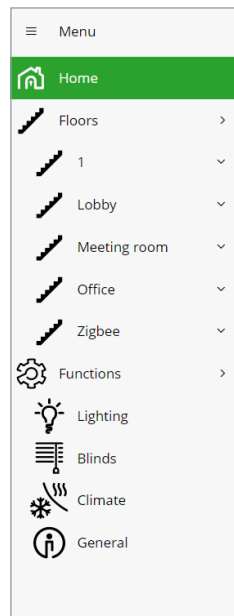
### Floors

Shows the list of floors and rooms.

### Functions

Shows groups of widgets according to their function.

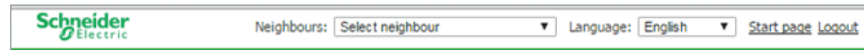
Touch application menu



# 8 Configurator's main page

Configurator's main page - top bar:

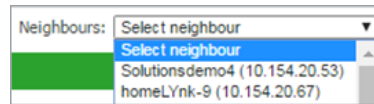
Configurator's main page:  
top bar



## Neighbours

Switch to the next spaceLYnk in the same network. This selection appears only if any other spaceLYnks or Wiser for KNX devices are discovered.

Select neighbour



## Language

Switch the language of the GUI to English, Bulgarian, Chinese, Czech, Danish, Dutch, French, German, Greek, Italian, Portuguese, Russian, Spanish, Turkish, Hungarian, Polish or Swedish.

## Start page

This option takes you to the Start page.

## Logout

For secure logout.

Configurator's main page - bottom bar:

Configurator's main page:  
bottom bar



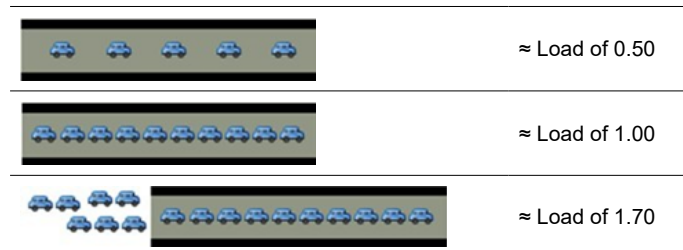
## Version: 2.7.0

This is the actual firmware version of the spaceLYnk.

## CPU/IO: 0.43 0.60 0.69, Memory 14%

Load average numbers **0.43 0.60 0.69** represent averages over progressively longer periods (one, five and fifteen-minute average). The lower number the better. If value 0.7 is overreached, color of CPU/IO values is change to red.

Bridge traffic analogy to processes:



Inspect your running tasks if the load exceeds the level **0.70!**

LED1 and LED2 may be also used for approximate load estimate. See **Operating instructions** for details.

$$\text{Memory} = \frac{\text{Used memory} - \text{Buffered} - \text{Cached}}{\text{Total system memory}} \text{ (minimum occupied memory in \%).$$

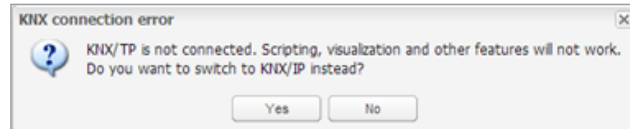
See *System → Status → System status → Memory usage* for details.

Beware of Linux terminology. Linux calls cached and buffered memory as “used” even if it could be understood as “free” for new applications.

**KNX/IP:** Each time the Configurator is opened, the spaceLYnk checks if the KNX bus is connected. If not connected an error message appears:

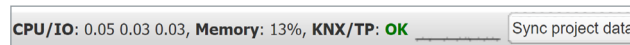
“Scripting, visualization and other features will not work. Do you want to switch to KNX/IP instead?”

KNX connection error message



Selected connection and its status are visible in the right bottom corner:

Connection and its status



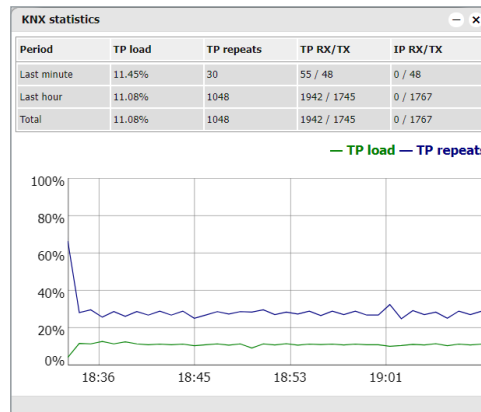
KNX/TP error message indicate spaceLYnk has no connection to the bus.

KNX interface has to be changed back to TP-UART once KNX bus is connected under *System → Network → KNX connection → Mode*.

KNX interface change must be confirmed by rebooting spaceLYnk (manually or clicking the *Apply changes* icon).

**KNX statistics:** This graph shows load on KNX BUS. Click on graph picture opens detailed KNX statistics.

KNX statistics



*Sync project data*

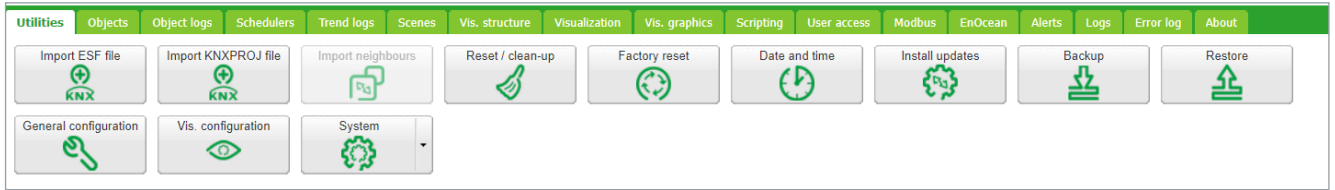
This button is useful if you make a bigger change in the project. When you click it project is immediately saved to the microSD card.



Automatic synchronization is performed every 15 minutes only and all unsaved changes and data may be lost.

# 9 Utilities

## Utilities tab



Icons will move when window is resized.

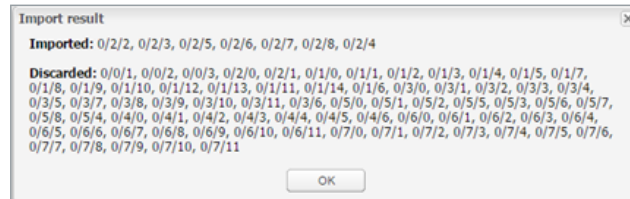
### 9.1 Import ESF file

Imports the \*.esf object file. It is important to set correct data types for imported objects. Existing objects will not be overwritten.

**Objects with the same name are considered duplicates and might not be imported and marked as discarded.**

List of imported and discarded object is displayed after each import.

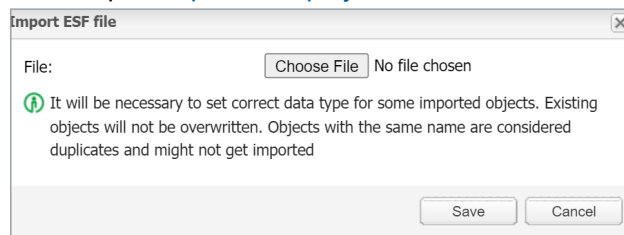
Import result



Comment *ETS import* will be displayed in *Object comments* for each ETS imported object.

Import ESF file

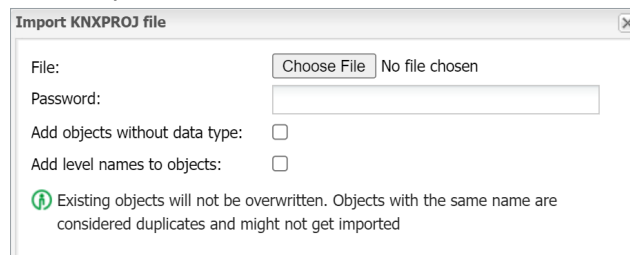
See chapter [Import KNX project from ETS → 22](#) for details.



### 9.2 Import KNXPROJ file

You can import the \*.KNXPROJ file directly to the controller. The structure of the project and DPTs of the group addresses including automatic units and suffixes remains preserved.

Import KNXPROJ file

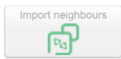


**Objects with the same name are considered duplicates and might not be imported and marked as discarded.**

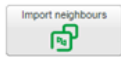
Import allows you to add objects without defined data types and give the objects structure level names.

Password protected \*.knxproj files request password set in ETS. Without knowing correct password import process is not possible.

### 9.3 Import neighbours



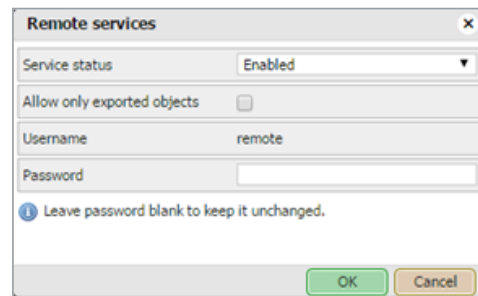
Single spaceLYnk in the IP network.



Multiple spaceLYnks/Wiser for KNX.

Enable remote services

Remote services have to be enabled on both devices for object sharing.



It allows importing the objects marked for export from another spaceLYnk/Wiser for KNX. System will ask for the *Remote password* of the second device from which data will be exported.

For remote access change the IP and password according to your spaceLYnk settings for example:

<https://remote:remote@192.168.0.10/scada-remote?m=rss&r=alerts>

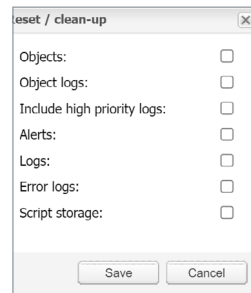


The export option has to be activated for objects so that you can share them between spaceLYnk/Wiser for KNX. Enabling makes objects visible via BACnet and remote services (XML/JSON).

### 9.4 Reset/clean-up

Delete selected items from the spaceLYnk. If you select *Objects*, they will be deleted from the visualization part as well.

Reset/clean up menu



Back all the important data up before proceeding with Reset/clean-up.

## 9.5 Factory reset

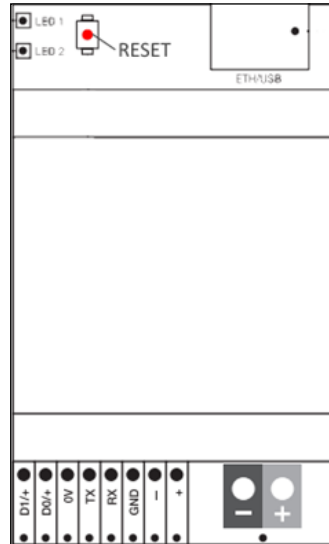


*Factory reset* feature deletes all configurations and resets to the factory default settings. System settings stay unchanged.

Hardware factory reset

To perform HW factory reset, long press on the *RESET* button located on the front side of the spaceLYnk device (press and hold for 10 s, release and press and hold for 10 s).

Hardware reset button



IP address after HW factory reset with HW button is always 192.168.0.10.



Factory reset with hardware button is meant especially for situations where spaceLYnk is not accessible due to wrong settings.

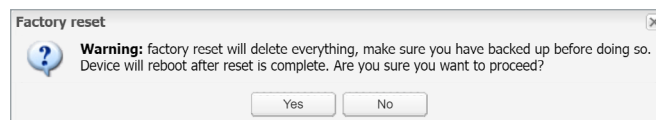
Software factory reset

Software factory reset (software button in the main menu):

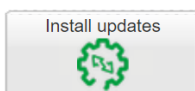
- Does not change the IP address.
- Erases visualization, Applications, graphics, and all data.
- Resets the device name to default (spaceLYnk).
- Resets the KNX settings to default.
- Deletes FTP and Nginx certificates.
- Sets FTP password to empty.
- Deletes Lua scripts including planned and init commission.

For default IP address 192.168.0.10 with preserved project press HW reset button for 10 s. This feature is helpful in case of a forgotten or incorrectly set IP address.

Factory reset dialog



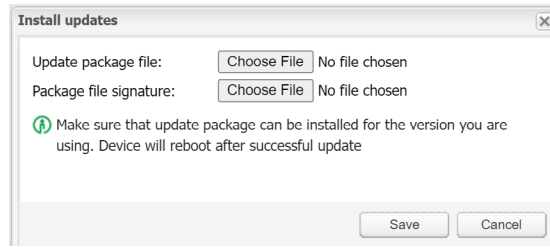
## 9.6 Install updates



Click the *Install updates* button for partial updates/patches or adding pre-made solutions. Install Wiser for KNX update file \*.Imup. Wiser for KNX will reboot after the successful update.

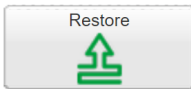


Install updates



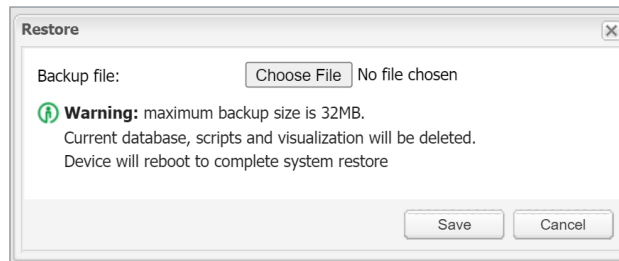
Updates installed from the file are verified by signature. You can not install updates without the correct signature.

## 9.7 Restore



Restore from a backup file

You can restore the configuration from a backup file. The maximal backup size is 32 MB. Bigger projects can not be restored.



Data are re-calculated if LED 1 is flashing red/green during the restore. Do not switch off spaceLYnk until it is finished.

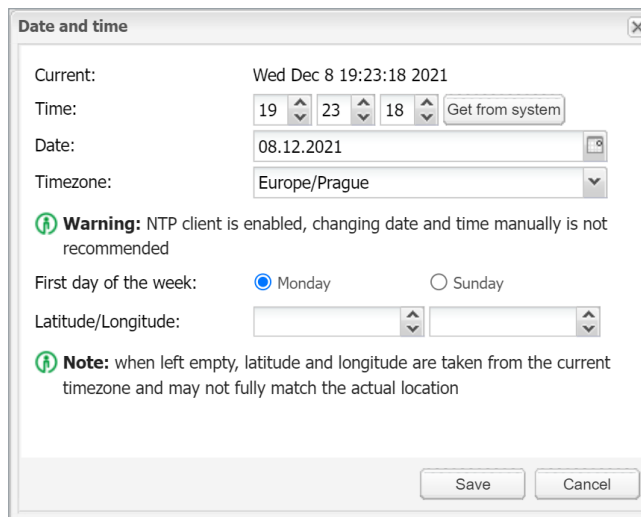
## 9.8 Date and time

Network time protocol (NTP) is implemented. Along with the internet connection, spaceLYnk automatically updates time from servers defined in *Utilities/System/Services/NTP client*:

- 0.schneider.pool.ntp.org
- 1.schneider.pool.ntp.org
- 2.schneider.pool.ntp.org
- 3.schneider.pool.ntp.org

It is important to select correct time zone.

Setting date and time



If there is no internet connection, click on *Get from the system* to adopt time from the PC.

*First day of the week*

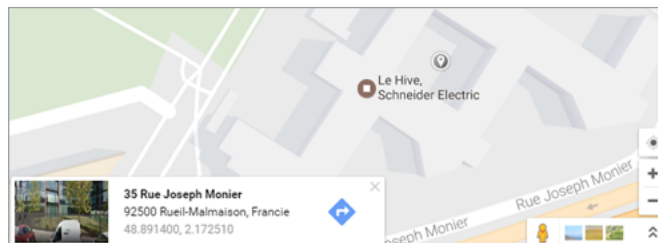
Select starting day of the week.

*Latitude/Longitude*

Set up latitude and longitude coordinates of the geographic position of spaceLYnk for accurate calculation of sunrise/sunset. When not set it is calculated from time zone which may cause inaccurate sunset/sunrise time.

The exact geographic position can be easily found in **Google Maps**, simply by left-clicking on your location.

Google Maps position



Without power, spaceLYnk will maintain time and date settings only for a limited time (app. 5 minutes).

## 9.9 Backup



Backup all the objects, trends, logs, scripts, icons, images, backgrounds, visualization, and KNX filter table to the Project-device name-dd.mm.yyyy-hh.mm.tar.gz file (actual spaceLYnk time and date are used when the backup is generated).


You can find your backup file in the browser *Downloads* folder.



The maximum backup size is 32MB. Check the size of the backup once you create it. If it is bigger than 32MB, you will not be able to restore it.

System configuration, network settings, passwords, or KNX settings are not backed up. The filter table is backed up.

## 9.10 General configuration

General configuration  


**General configuration**

|                                |                                     |
|--------------------------------|-------------------------------------|
| Interface language:            | English                             |
| Automatic address range start: | 1/1/1                               |
| Virtual address range start:   | 32/1/1                              |
| Discover new objects:          | No, bus sniffer disabled            |
| Object log size:               | 1000                                |
| Default log policy:            | Log only selected objects           |
| Log read telegrams:            | <input checked="" type="checkbox"/> |
| Alert log size:                | 200                                 |
| Log size:                      | 200                                 |
| Error log size:                | 200                                 |
| Code editor tab size:          | 2                                   |

i • If log size is changed to a smaller value, excess logs will be deleted on next auto clean-up (every 10 minutes)  
 • Log policy only affects new objects, current per-object log settings are kept unchanged  
**Warning:** excessive object logging degrades performance

Save    Cancel

### *Interface language*

Select your language: English, Bulgarian, Chinese, Czech, Danish, Dutch, French, German, Greek, Hungarian, Italian, Polish, Portuguese, Russian, Spanish, Swedish and Turkish.

### *Automatic address range start*

Define the address range for new group objects.

### *Virtual address range start*

Define the address range for new virtual group objects.

### *Discover new objects*

KNX object sniffer is enabled. If **YES** is selected all new objects automatically appear in the objects list. Bus sniffer is enabled by default and it is recommended to disable it when not used. Especially if multiple spaceLYnks are connected in the same network.

### *Object log size*

This line displays the count of object logs. (Maximum = 10 000).

### *Default log policy*

Here you can select the log status for all objects or only for checked objects.

### *Alert log size*

This line informs you about the count of logged alerts. (Maximum = 5 000).

### *Log size*

This is the information about the count of logs. (Maximum = 5 000).

### Error log size

This line displays the count of logged errors. (Maximum = 5000).

### Save object values in storage

Script storage is logged and updated when object value changes.

### Code editor tab size

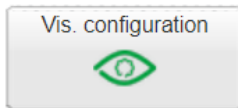
TAB press in scripting editor inserts defined number of spaces.



spaceLYnk keeps the log objects above the limit for 10 minutes; after the time elapse, all records above the limit are cleared.

Excessive objects logging degrades spaceLYnk performance.

## 9.11 Vis. configuration



| General configuration  |                                     |
|--|-------------------------------------|
| Interface language:  | English                             |
| Automatic address range start:   | 1/1/1                               |
| Virtual address range start:   | 32/1/1                              |
| Discover new objects:  | No, bus sniffer disabled            |
| Object log size:   | 1000                                |
| Default log policy:  | Log only selected objects           |
| Log read telegrams:  | <input checked="" type="checkbox"/> |
| Alert log size:  | 200                                 |
| Log size:  | 200                                 |
| Error log size:  | 200                                 |
| Code editor tab size:  | 2                                   |
| <p><b>i</b> If log size is changed to a smaller value, excess logs will be deleted on next auto clean-up (every 10 minutes)</p> <ul style="list-style-type: none"> <li>Log policy only affects new objects, current per-object log settings are kept unchanged</li> </ul> <p><b>Warning:</b> excessive object logging degrades performance</p> |                                     |
| <input type="button" value="Save"/> <input type="button" value="Cancel"/>  |                                     |

### PC/Tablet sidebar

Enable sidebar with list of plans in visualization docked/with auto-hide option/hidden.

### PC/Tablet view

- Align plans to top left, no size limits
- Center plans, limit size
- Center plans, enable auto-sizing
- Center horizontally, auto size width



Auto sizing works only in web browsers with WebKit engine (Chrome, Safari) and Firefox.

### PC/Tablet page transition

Here you can select the transition effect for page changing in visualization.

- No transition
- Flip X
- Flip Y
- Shrink
- Expand
- Slide Up

- Slide Down
- Slide Left
- Slide Right
- Slide Up Big
- Slide Down Big
- Slide Left Big
- Slide Right Big

*PC/Tablet auto/size upscaling*

Enables automatic rescaling for multiple screen resolutions.

*PC/Tablet background color*

Choose your background colour for visualization.

*PC/Tablet background image*

You can choose the background image for visualization.

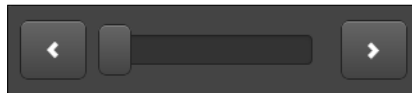
*Custom font*

Select font for visualization.

*Use dark theme*

You can invert the colour, fonts, graphs and controls to match dark palettes visualizations.

Dark theme control



Dark theme gauge sample



*Enable swipe gesture*

With this option you can enable swipe gestures for use with touch screen devices i.e. zooming with two fingers.

*Disable object click animation*

You can disable icon animation (useful for slower devices).

*Hide Home button in Smartphone*

You can hide the Home button to avoid the possibility of leaving visualization (kiosk mode).

*Dim inactive visualization after: ? minutes*

This feature saves energy of battery powered devices.

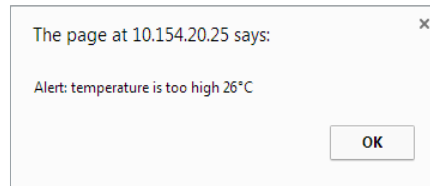
*Dimming level: ?%*

You can set the brightness level of dimmed screen.

*Show alerts in PC/Tablet*

If you trigger new alerts, they start to pop-up in PC/Tablet visualization.

Alert sample

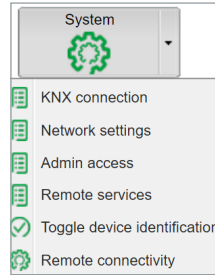
*Allow external access via iframe*

You can access the controller's content via iframe. This option is disabled by default.

# 10 System quick menu

System quick menu

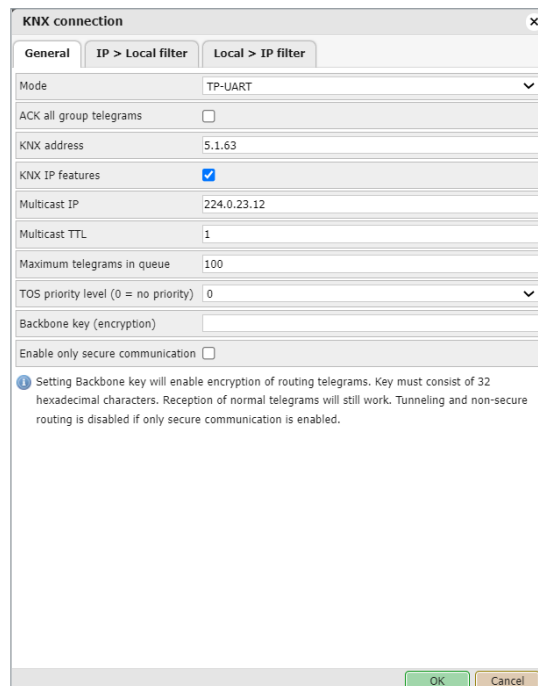
Click on arrow on the right side to open menu with most used system settings.



## 10.1 KNX connection

See chapter [Import KNX project from ETS → 22](#) for details.

KNX connection



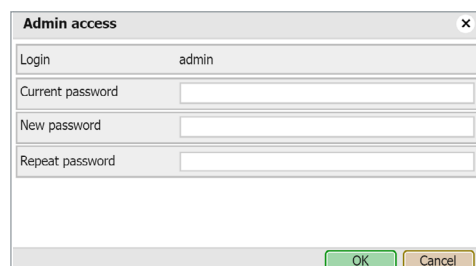
## 10.2 Network settings

See chapter [Network utilities → 56](#) for details.

## 10.3 Admin access

The username is admin by default. You can set the new password for the administrator account.

Admin password change





The User access login and password settings are in the main menu.

## 10.4 Remote services

You can enable or disable remote access for spaceLYnk maintenance, control and export purposes.

Remote services

### *Service status*

In this line, you can enable or disable remote services.

### *Allow only exported objects*

If you tick this option, only objects marked as exported are available for remote services.

### *Username*

Remote by default.

### *Password*

8-20 characters

### **URL**

Change the IP and password according to your spaceLYnk settings i.e.:

<https://remote:remote@192.168.0.10/scada-remote?m=rss&r=alerts>

### **Request parameters**

**m** – set the return value format

- json
- xml
- rss

**r** – requested function name

**alerts** – for 50 newest alerts

- **alert** alert text
- **time** alert time (UNIX timestamp)
- **date** alert date (RFC date)

**errors** – for 50 newest errors

- **error** error text
- **script** error script name
- **time** error time (UNIX timestamp)
- **date** error time (RFC date)

**objects** - list of return values of export marked objects ordered by their update time

- **address** object address e.g. 1/1/1
- **name** object name e.g. **My object**



- **data** decoded object value e.g **42** or **01.01.2012**
- **datatype** object datatype e.g. **1** or **5.001**
- **time** object update time (UNIX timestamp)
- **date** object update time (RFC date)
- **comment** object comment e.g.

### Second floor entry lights

**tags** optional array of object tags e.g. **Light, Second floor**

**grp** executes one of grp functions:

**fn** function name, required

- **getvalue** returns current object value if found
- **find** return object info
- **write** send KNX bus group write telegram
- **response** send KNX bus group response **telegram**
- **read** send KNX bus group read telegram
- **update** update local hL/sL object value without KNX bus group write
- **alias** group address or name, required
- **value** new value to write, required for write / response / update, except for time and date

### time datatypes:

- **day number** (0-7), day of the week, optional
- **hour number** (0-23)
- **minute number** (0-59)
- **second number** (0-59)

### date datatypes:

- **day number** (1-31)
- **month number** (1-12)
- **year number** (1990-2089)

**datatype:** optional for write / response / update, data type is taken from the database if not specified:

bool, bit2, bit4, char, uint8, int8, uint16, int16, float16, time, date, uint32, int32, float32, access string

### Examples:

Write boolean value to **1/1/2** you can use **true** or **false**, as well as **1** or **0**

<https://remote:remote@192.168.0.10/scada-remote?m=json&r=grp&fn=write&alias=1/1/2&value=true>

Write value of **50** to **1/1/1**

<https://remote:remote@192.168.0.10/scada-remote?m=json&r=grp&fn=write&alias=1/1/1&value=50>

Explicit datatype setting to scale, send **50** to **1/1/1**

<https://remote:remote@192.168.0.10/scada-remote?m=json&r=grp&fn=write&alias=1/1/1&value=50&datatype=scale>

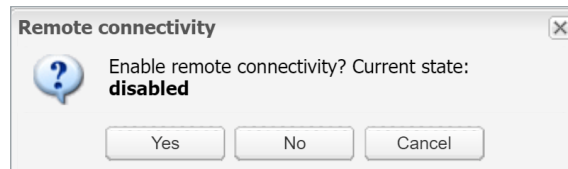
## 10.5 Toggle device identification

You can enable flashing of the LED 2 red/green, for easy identification of spaceLYnk in the cabinet.

## 10.6 Remote connectivity

Enable or disable remote connectivity possibility(i.e. for cloud connection).  
The remote connectivity is disabled by default in spaceLYnk.

Enable remote connectivity



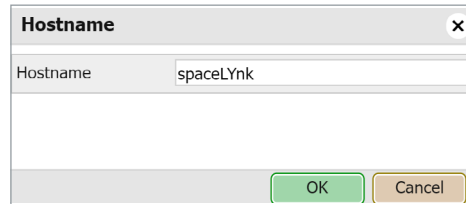
# 11 System - service page

Click on the System tab and open the new page with system settings.

## 11.1 Hostname

Change the name of your spaceLYnk for easy identification. The name displays in the Neighbour list or the Backup file.

Hostname change



## 11.2 Admin access

You can change your admin password.

*Login*

Admin by default.

*Current password*

Enter your current password.

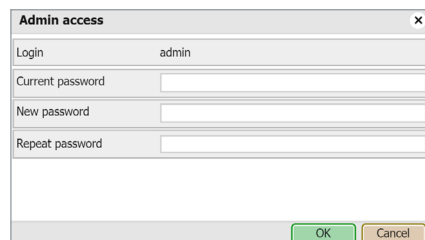
*New password*

Enter your new password (8-20 characters).

*Repeat password*

Repeat your new password.

Admin password change



## 11.3 Upgrade firmware

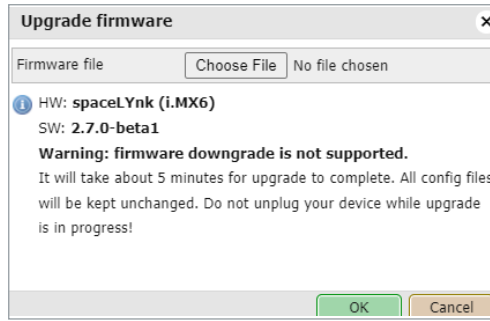
*System* → *Upgrade firmware* upgrades the system. You can not downgrade spaceLYnk firmware.

During the firmware upgrade the device does not respond. It is because spaceLYnk reboots several times.

Upgrade can take up to 10 minutes (especially when a lot of trend is used in the project).

LED1 is flashing red/green during upgrade. Do not switch spaceLYnk off until LED1 stops flashing red/green.

Choose firmware file



After each upgrade, it is strongly recommended to clean the browser cache.

## 11.4 System backup and restore

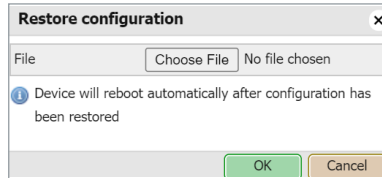
*System* → *Backup configuration*

spaceLYnk backs the system configuration up and generates a backup file.

*System* → *Restore configuration*

spaceLYnk restores the system configuration from the backup file.

Restore configuration



## 11.5 Reboot

If you click *System* → *Reboot*, spaceLYnk restarts.

## 11.6 Shutdown

By executing the *System* → *Shutdown* command, spaceLYnk shuts down.

It is strongly recommended to shut down the system before the unit is powered off so that the database can be saved securely. The system is shut, when LED 1 stops blinking and LED 2 is off.



The only way to switch spaceLYnk on again is to disconnect and re-connect the power supply. spaceLYnk can not be switched ON remotely!

## 11.7 Network

*Interfaces*

Ethernet interface is listed in the first tab.

Interfaces

| Name | MAC address       | IP address   | MTU  | TX Bytes | RX Bytes | Errors |
|------|-------------------|--------------|------|----------|----------|--------|
| eth0 | 00:00:54:FC:BF:42 | 192.168.0.10 | 1500 | 36 MB    | 3 MB     | 0 / 0  |

By clicking on the interface, the configuration window appears.

## Interface configuration

| Interface eth0  |               |
|---|---------------|
| Protocol  | Static IP     |
| IP address  | 192.168.0.10  |
| Network mask  | 255.255.255.0 |
| Gateway IP  | 192.168.0.1   |
| DNS server 1  | 8.8.8.8       |
| DNS server 2  |               |
| MTU   |               |
| <input type="button" value="OK"/> <input type="button" value="Cancel"/> |               |

| Interface eth0  |              |
|---|--------------|
| Protocol  | DHCP         |
| Current IP  | 192.168.0.10 |
| DNS server 1  | 8.8.8.8      |
| DNS server 2  |              |
| MTU   |              |
| <input type="button" value="OK"/> <input type="button" value="Cancel"/> |              |

*Protocol*

Shows specific protocol for addressing.

- *None*: No protocol is used.
- *Static IP*: Displays the static IP address. It is 192.168.0.10 by default.
- *DHCP*: Use DHCP protocol to get IP configuration.

*Current IP*

The IP address from DHCP server. This field appears only if the IP address is given. Otherwise it is hidden.

*IP address*

By default **192.168.0.10**.

*Network mask*

By default 255.255.255.0 (/24).

*Gateway IP*

Gateway IP address.

*DNS server 1*


Primary DNS server IP address.

*DNS server 2*

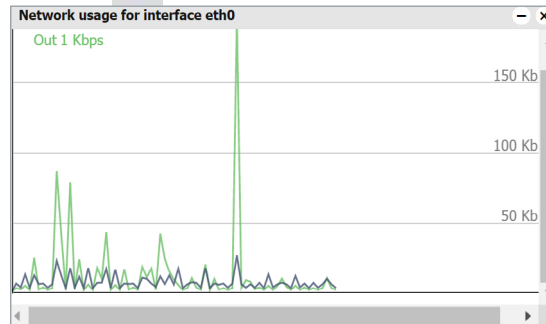
Secondary DNS server IP address.

**MTU**

Maximum transmission unit. The largest size of the packet which could be passed in the communication protocol. (Default 1 500).

Click on  at the end of the interface line and open its traffic flowchart.

Network usage graph



It displays a real-time graph of the traffic flow passing the interface (both In and Out). There is a possibility to switch the units of measurement – bite/s or Byte/s and graph Auto Scale follow or Up.

## 11.8 Routes

A routing table is a data table that lists the routes to a particular network destination. It contains information about the topology immediately around it.

The system routing table is located in *Network* → *Routes menu*.

Routing table

| Routes    |             |             |               |
|-----------|-------------|-------------|---------------|
| Interface | Destination | Gateway     | Network mask  |
| eth0      | 0.0.0.0     | 192.168.0.1 | 0.0.0.0       |
| eth0      | 192.168.0.0 | 0.0.0.0     | 255.255.255.0 |
| eth0      | 224.0.0.0   | 0.0.0.0     | 240.0.0.0     |

The window is divided in two parts: Dynamic and Static routes.

**Dynamic**

List of self-learned network destinations and automatic selection of the ‘best route’.

*Interface* – Interface name indicates the locally available interface that is responsible for reaching the gateway.

*Destination* – Destination subnet IP address describes together with Network mask the Network ID.

*Gateway* – Gateway IP address points to the gateway through which the network can be reached.

*Network mask* displays the network mask address.

**Static**

Manual entering of routes into the spacELynk routing table, they do not change automatically.

*Interface*

Interface name.

*Destination*

Destination IP address.

*Gateway*

Gateway IP address.

*Network mask*

Network mask address.

*Flags*

Helps in troubleshooting your network problem, see the attached coding table.

## 11.9 ARP table

Address Resolution Protocol table is listed in *Network* → *ARP table*.

It is used for a resolution of network layer addresses into a link layer addresses; it converts IP address to a physical address.

ARP table

| Interface | IP address    | Mask | MAC address       |
|-----------|---------------|------|-------------------|
| eth0      | 192.168.0.1   | *    | 24:4b:fe:9e:8c:60 |
| eth0      | 192.168.0.224 | *    | 9c:29:76:ae:37:15 |

## 11.10 KNX connection

KNX specific configuration is located in *Configurator* → *Utilities* → *System* → *Network* → *KNX connection* window.

## KNX connection

**General***Mode*

This box displays the KNX connection mode. spaceLYnk has built-in TP-UART interface by default.

- *TP-UART*: Twisted pair connection via black/red plug. Transfer rate = 9.6 kB/s.
- *EIBnet/ IP Tunneling*: IP connection, it is 1 000 x faster than TP-UART. spaceLYnk behaves as a server. Unicast, acknowledged data exchange, additional individual address per tunneling connection.
- *EIBnet/ IP Tunneling (NAT mode) – Network Address Translation mode*: Allows multiple devices to connect to the public network using the same public IPv4 address. It modifies the IP address information in the IPv4 headers while in transit across a traffic routing device.
- *EIBnet/IP Routing*: Multicast, unacknowledged data transfer. spaceLYnk behaves as a line or a backbone coupler.
- *ACK all group telegrams*: If spaceLYnk communicates directly with another KNX device it must acknowledge received telegrams. Unselect if spaceLYnk operates as a sniffer of group addresses only.

*KNX address*

KNX individual address of the device.

*KNX IP features*

Use this device with KNX IP features, for example, KNXnet/IP network configuration. If not active, then all IP communication from KNX is blocked.

*Multicast IP*

Multicast IP address.

*Multicast TTL*

Default value is 1; it allows communication between different sub-networks.

*Maximum telegrams in queue*

Count of maximum telegrams in the queue.



*TOS priority level*

The priority of KNX telegrams from 0 – 7.

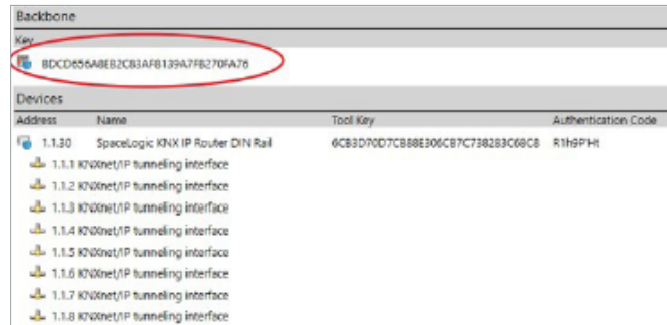
*Backbone key (encryption)*

Backbone key for decrypting secured telegrams for IP routing. Backbone key can be exported from ETS software in *Reports* → *Project Security*.

*Enable only secure communication*

Tunnelling and non-secure routing are disabled.

Backbone key



Routing mode should be used to ensure the group addresses are updated correctly. The device will reboot after applying the changes.

## 11.11 IP > Local filter

The filter accepts or drops received telegrams from the defined KNX devices/physical addresses. All outgoing telegrams are not filtered.

*Apply filter to tunneling*

This filter was created to provide enhanced functionality in comparison to a standard KNX router. The defined filter can be applied even to tunneling mode, by default it passes all telegrams. This option relates to both directions (IP > Local filter & Local > IP filter)

*SRC policy*

It is the policy to apply to the list of source addresses.

- *No filter*
- *Accept selected individual addresses*
- *Drop selected individual addresses*

*Ind. address list*

Lists the individual or group addresses (one address per line). Use \* (e.g. 1.1.\* or 1/1/\*) to filter all the addresses in the given line.

*DST group policy*

Destination group filter accepts or drops received telegrams belonging to one group as 1/2/3 or subgroup as 1/2/\* . All outgoing telegrams are not filtered.

*DST group filter*

This is the policy to apply to the list of destination group addresses.

- *No filter*
- *Accept selected individual addresses*
- *Drop selected individual addresses*

### Group address list

List of group addresses (one address per line). Use \*(e.g. 1/1/\*) to filter all the addresses in the given line.

IP > Local filter

The screenshot shows the 'KNX connection' dialog box with the 'IP > Local filter' tab selected. The dialog has three tabs: 'General', 'IP > Local filter', and 'Local > IP filter'. The 'Apply filter to tunneling' checkbox is unchecked. The 'SRC policy' dropdown is set to 'No filter'. The 'Ind. address list' field is empty. Below it is a note: 'One address/range per line. Use \* (e.g. 1.1.\*) to filter all addresses in the given line.' The 'DST group policy' dropdown is also set to 'No filter'. The 'Group address list' field contains two lines: '0/1/0' and '1/1/1-1/1/2'. Below this field is another note: 'One address/range per line. Use \* (e.g. 1/1/\*) to filter all addresses in the given line. Note: by default Local > IP filter only applies to telegrams from TP connection, unless update telegrams are also filtered. Filtering lists are updated at once, changing policies requires restart.' At the bottom right, there are 'OK' and 'Cancel' buttons.

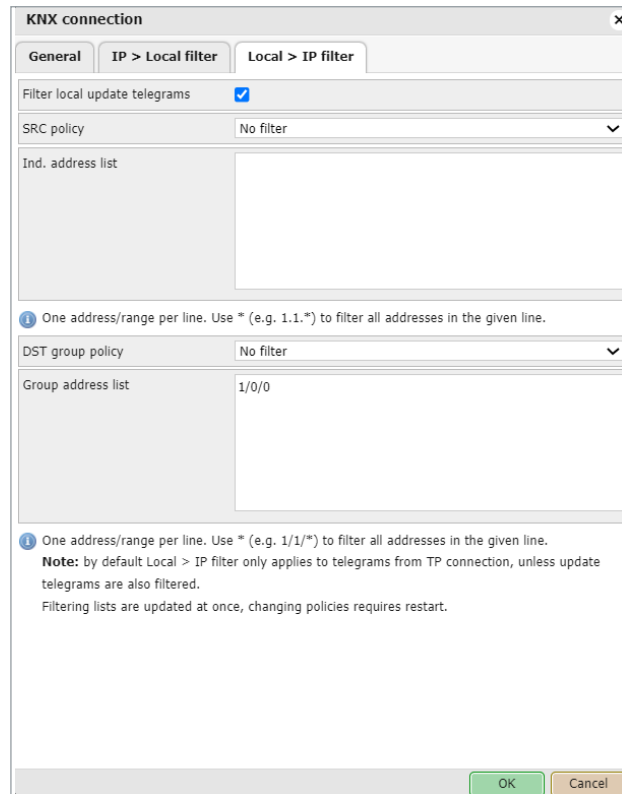


KNX IP features have to be enabled for filters to work.

## 11.12 Local > IP filter

Filter accepts or drops received telegrams from the defined KNX devices/physical addresses. Ongoing telegrams are not filtered.

Local > IP filter



*Apply filter to virtual objects*

The virtual object serves for internal data exchange inside spaceLYnk (e.g. from Modbus to Visualization). If command *grp.update()* is used in LUA, then the group address is not written to TP but is written to IP only. If this option is ticked, the listed groups are filtered (=not written) from IP and thus virtual.

*SRC policy*

This is the policy to apply to the list of source addresses.

- *No filter*
- *Accept selected individual addresses*
- *Drop selected individual addresses*

*Ind. address list*

List of individual addresses. One address per line. Use \* (for example, 1.1.\* or 1/1/\*) to filter all addresses in the given line.

*DST group policy*

Destination group filter accepts or drops the received telegrams belonging to one group as 1/2/3 or subgroup as 1/2/\*. All outgoing telegrams are not filtered.

*DST group filter*

Policy to apply to the list of the destination group addresses.

- *No filter*
- *Accept selected individual addresses*
- *Drop selected individual addresses*

*Group address list*

List of group addresses. One address per line. Use \*(e.g. 1/1/\*) to filter all addresses in the given line.



KNX IP features should be enabled for filters to work. This applies to the incoming telegrams only!

## 11.13 BACnet settings

See chapter [spaceLYnk Configuration → 138](#) for more details.  
 See chapter [BACnet objects → 139](#) for more details.  
 See chapter [BACnet COV settings → 140](#) for more details.

## 11.14 NTP/client/server

### Client status

When you enable *Client status* spaceLYnk obtains data from up to four selected servers.

Clock synchronization

| NTP (clock synchronization)   |                          |
|---|--------------------------|
| Client status   | Enabled                  |
| Server 1  | 0.schneider.pool.ntp.org |
| Server 2  | 1.schneider.pool.ntp.org |
| Server 3  | 2.schneider.pool.ntp.org |
| Server 4  | 3.schneider.pool.ntp.org |
| Local server status   | Disabled                 |
| <input type="button" value="OK"/> <input type="button" value="Cancel"/> |                          |

Network Time Protocol (clock synchronization) **Servers 1- 4**  
 Define the server from which date and time is obtained.

### Local server status

If you enable this option spaceLYnk can serve as local NPT server for other devices.



Reboot needed. Check availability of NTP server with ping tool if needed.

## 11.15 HTTP server

Allows you to use the additional ports both for HTTP and HTTPS.

Default HTTP port: 80

Default HTTPS port: 443

HTTP server setting

| HTTP server   |                        |
|---|------------------------|
| Additional HTTP port  | <input type="text"/>   |
| Additional HTTPS port   | <input type="text"/>   |
| HTTPS mode  | HTTP and HTTPS enabled |
| Default HTTP port: 80, default HTTPS port: 443                          |                        |
| CORS origin 1   | <input type="text"/>   |
| CORS origin 2   | <input type="text"/>   |
| CORS origin 3   | <input type="text"/>   |
| CORS origin 4   | <input type="text"/>   |
| <input type="button" value="OK"/> <input type="button" value="Cancel"/> |                        |

Available HTTPS modes:

- *HTTP and HTTPS enabled*
- *HTTPS only, redirect HTTP to HTTPS*
- *HTTPS only, HTTP port is disabled*

CORS origin 1 – 4

Up to 4 IP addresses/hosts which can use CORS.



Reboot needed.

## 11.16 HTTP SSL certificate

SSL certificates are small data files that digitally bind a cryptographic key to a device’s details. When installed on a web server, it activates the padlock and the HTTPS protocol and allows secure connections from a web server to a browser. There is amount of online SSL certificate providers some SSL certificates are free some are paid.

HTTP SSL certificate

Mode

- *Upload new private key/certificate* – for upload existing RSA key/SSL certificate
- *Generate new private key/certificate* – generate RSA private key/SSL certificate from one already installed.

## 11.17 FTP server

You can access the spacelynk FTP server if you enable *Service* → *FTP Server*.

## FTP server setting

| FTP server  |                                     |
|---|-------------------------------------|
| Free space  | 577.3M                              |
| Server status   | Disabled                            |
| Require encryption (FTPS)   | <input checked="" type="checkbox"/> |
| Port  | 21                                  |
| Username  | ftp                                 |
| Password  |                                     |
| Username  | apps                                |
| Password  |                                     |
| External IP   |                                     |
| Passive mode min port   |                                     |
| Passive mode max port   |                                     |
| <p><b>i</b> Leave password blank to keep it unchanged. External IP and passive mode ports must be set when you want to access FTP behind NAT. Make sure both FTP port and passive mode port range are forwarded on your router.</p> |                                     |
| <p>OK Cancel</p>  |                                     |

*Free space*

Remaining free space on the build-in USB card.

*Server status*

Setting status of FTP server.

*Require encryption (FTPS)*

When FTP encryption is required FTP server will not accept the unsecured connections. When FTP encryption is not required FTP server will accept FTP and FTPS both.

*Port*

Port of the service.

*Username*

Login name (ftp and apps by default for use with SE services).

*Password*

Password, length 6 – 20 symbols. Default password is empty and has to be changed prior to FTP use.

*External IP*

IP address used for external connection.

*Passive mode min port*

Minimum port for passive mode.

*Passive mode max port*

Maximum port for passive mode.



Maximum simultaneous FTP connections are limited to 5.

## 11.18 Remote services

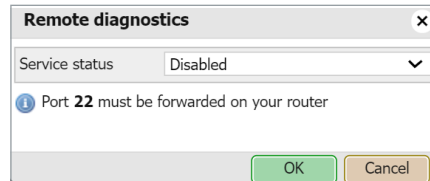
See chapter [Remote services](#) → 40 for details.

## 11.19 Remote diagnostic

You can enable or disable the remote diagnostic possibility.

Port 22 must be forwarded on your router.

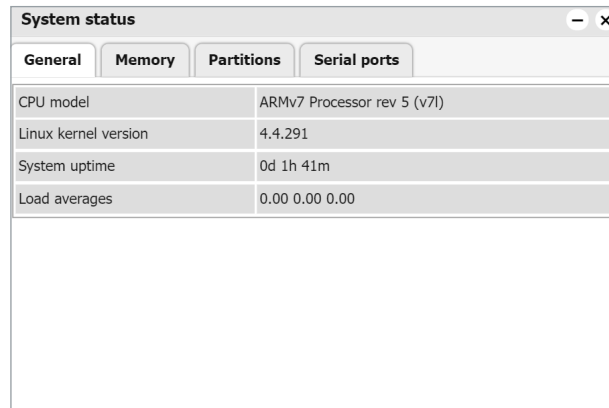
Enable remote diagnostics



## 11.20 System status

System information is shown in the following tabs:

System information



### General

Information about hardware and system details provided by kernel.

### Memory usage

Current memory used by the system.

### Partitions

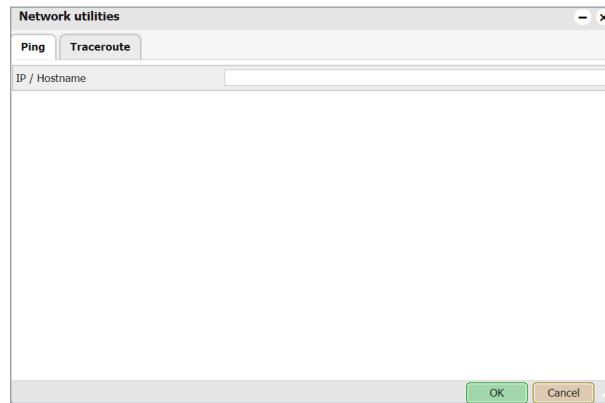
List of partitions available in the system.

### Serial ports

List of serial ports available in the system.

## 11.21 Network utilities

Network utilities



### Ping

The computer network tool is used to test whether a particular host is reachable across an IP network.

### Trace route

The computer network diagnostic tool is used to display the route (path) and measure transit delays of packets across an IP network.

## 11.22 System log

### Log entries

Log files are automatically created and maintained by spaceLYnk of all the system events.

System log



## 11.23 Running processes

List of running system processes.



List of running processes

| Running processes |  |   |
|-------------------|--|---|
| PID               | Command  |   |
| 698               | /sbin/syslogd -C16   | ⊘ |
| 700               | /sbin/klogd  | ⊘ |
| 702               | /sbin/hotplug2 --override --persistent --set-rules-file /etc/hotplug2.rules --set-coldplug-cmd | ⊘ |
| 892               | /sbin/watchdog -t 5 /dev/watchdog  | ⊘ |
| 965               | /usr/sbin/gpiod -l /lib/restore/defaults.sh -d /lib/restore/restore.sh -b 52                   | ⊘ |
| 974               | /usr/sbin/ntpd -n -p 0.schneider.pool.ntp.org -p 1.schneider.pool.ntp.org -p                   | ⊘ |
| 986               | /usr/bin/eibd -e 5.1.63 -q 100 -L 1 -Q 0 -T -t eth0 -D -R -S224.0.23.12 -F n,n,n,n,0,0         | ⊘ |
| 993               | /usr/sbin/redis-server /etc/redis.conf   | ⊘ |
| 1049              | lua /lib/genohm-scada/core/scenes.lua  | ⊘ |
| 1050              | lua /lib/genohm-scada/core/ipblocker.lua   | ⊘ |
| 1052              | lua /lib/genohm-scada/core/groupmonitor.lua  | ⊘ |
| 1058              | lua /lib/genohm-scada/plugins/modbus/daemon.lua 0  | ⊘ |
| 1063              | lua /lib/genohm-scada/core/scripting-resident.lua 7  | ⊘ |
| 1065              | lua /lib/genohm-scada/core/scripting-resident.lua 19   | ⊘ |
| 1067              | lua /lib/genohm-scada/core/scripting-resident.lua 20   | ⊘ |
| 1069              | lua /lib/genohm-scada/core/scripting-resident.lua 21   | ⊘ |

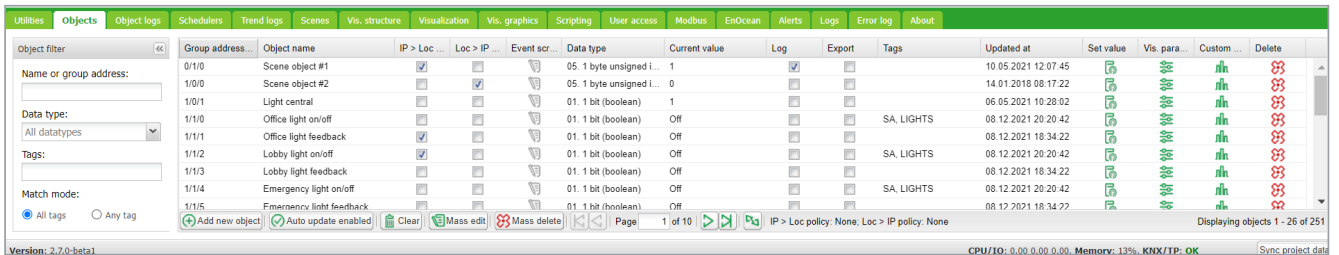
# 12 Objects

The list of KNX network objects appears in the **Objects** menu. The object is listed accordingly:

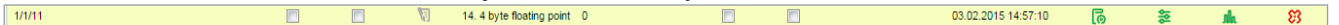
- Captured by sniffing the bus for telegrams from unknown group addresses (if enabled in *Utilities*).
- Added manually.
- Imported in ESF file (in **Utilities**).

Objects are sorted with the following parameters:

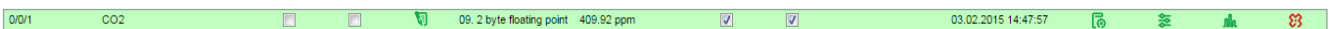
- *Group address*
- *Object name*
- *IP>TP filter*
- *TP>IP filter*
- *Event script*
- *Data type*
- *Current value*
- *Log, Export*
- *Tags*
- *Updated at*
- *Set value*
- *Vis.parameters*
- *Custom values*



Objects are further distinguished by color of their background for a quick overview:  
 Yellow – Object discovered by a bus sniffer.

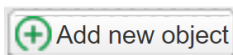


Green – Object value has updated.



## 12.1 Object parameters

The object can be created as a standard KNX object or virtual object. Virtual objects are marked with **V** icon, their range starting from 32/1/1 and therefore they cannot be sent to the KNX TP bus. Filtering is disabled for virtual objects. Virtual objects are useful for visualization purposes or communication with 3rd parties i.e. BACnet.



*Object name*

Name of the object.

*Group address*

Group address of this object.

*Data type*

KNX data type of the object. This has to be set once the spaceLYnk sniffs the new object for actual object to work.

*Current value*

Actual value of the object.

*Tags*

Assigns object to a tag which can be later used in the writing scripts, for example,

To change the settings for existing or new objects, click on the specific list entry address or its name.

Edit object

The 'Edit object' dialog box contains the following fields and options:

- Object name: Activate reference movement object
- Group address: 2/0/0
- Data type: 01. 1 bit (boolean)
- Current value: 0
- Tags: (empty text field)
- Units / suffix: (empty text field)
- Log:
- High priority log:
- Export:
- Read during start-up:  Send read request during start-up
- Poll interval (seconds): (spin box)
- Object comments: ETS import

Buttons: Save, Cancel

*Unit/suffix*

Add unit/suffix to value of object. Units which cannot be created from keyboard can be created in external editor and pasted into the browser.

*Log*

Enable logging for this object. Logs appear in the *Object logs* tab.

*High priority log*

This option shifts high priority logs up on the screen listing (tab Logs). If the defined limit of logs is exceeded, low priority logs at the end of the listing are deleted first. This function secures that high importance logs stay visible for a longer period of time. The object must be logged as well.

*Export*

Makes object visible by remote XML requests.

*Read during start-up*

Object actual value will be updated during start of spaceLYnk. KNX object must have read flag set.



*Poll interval (seconds)*

Performs automatic object read after the selected time interval.


*Object comments*

Object's further description. Can be also used for filtering.

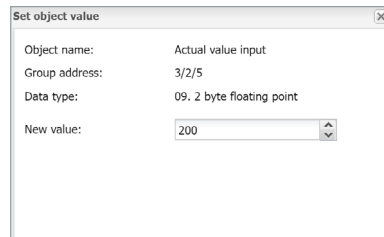
## 12.2 Event script

By clicking  in the object list, the Script editor opens and the event-based script can be created. Script will run each time the telegram is sent to the selected group. If the script is attached to a group, the icon changes to green .

## 12.3 Set object value


In the object list, by clicking , the state of the object can be changed.

Set object value



The appearance of the *New object value* window depends on what visualization parameters are set for specific objects.

## 12.4 Object visualization parameters

By clicking , the corresponding object-specific visualization parameters for this type can be set.

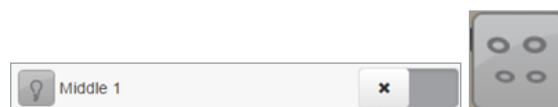
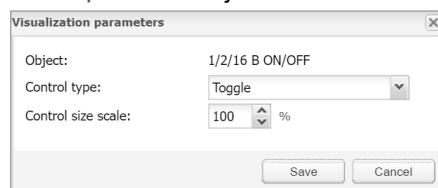
**1-bit**

*Control Type*

Types of the visual control element:

- *Toggle*
- *Checkbox*
- *Start/Stop* – object is in On state as long as pressed
- *Stop/Start* – object is in Off state as long as pressed

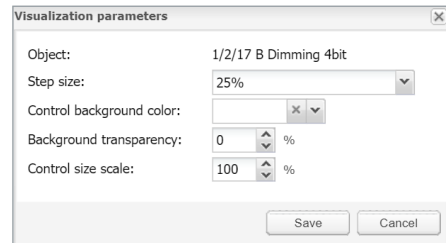
1-bit visualization parameters





4-bit visualization parameters

**4-bit (3-bit controlled)**



*Step size*

Step size example for blinds control:

2-bit (1-bit controlled), 1-byte unsigned integer (scale), 1-byte signed integer, 2-byte unsigned integer, 2-byte signed integer, 2-byte floating point (temperature), 4-byte unsigned integer, 4-byte signed integer, 4-byte floating point.

**Control type – Types of the visual elements:**

- Direct +/-
- Slider
- Circular slider
- Custom value select

Circular slider



Vertical slider



## 3-bit visualization parameters

The screenshot shows a dialog box titled "Visualization parameters" with the following settings:

- Object: 5/5/1 Setpoint heating
- Decimal places: 0
- Control type: Circular slider
- Minimum value: -273
- Maximum value: 670760
- Step: 1
- Slider color: #00CC28
- Background color: #EEEEEE
- Round line cap:
- Hide title:
- Hide min/max/step buttons:
- Line thickness: 15 %
- Size: 150 In Show control mode
- Control background color: #FFFFFF
- Background transparency: 50 %

Buttons: Save, Cancel

*Minimum value*

Define minimum value for visualization only.

*Maximum value*

Define maximum value for visualization only.

*Step*

If defined, value changes depending on the defined step.

*Vertical slider*

Vertical position of slider e.g. for Blinds control.

*Invert vertical slider*

Inverts direction of vertical slider.

*Slider colour*

Defines slider filling colour.

*Background color*

Defines background colour of circular slider.

*Round line cap*

Rounding edges of circular slider.

*Hide title*

Hide Object/custom name in visualization.

*Hide min/max/step buttons*

Hide buttons in visualization for touch screen enabled devices.

*Line thickness*

Thickness of circular slider control line (1-50%).


*Size*

Size of circular slider (150-500 pixels).

*Control Background color*  
Color of element background.

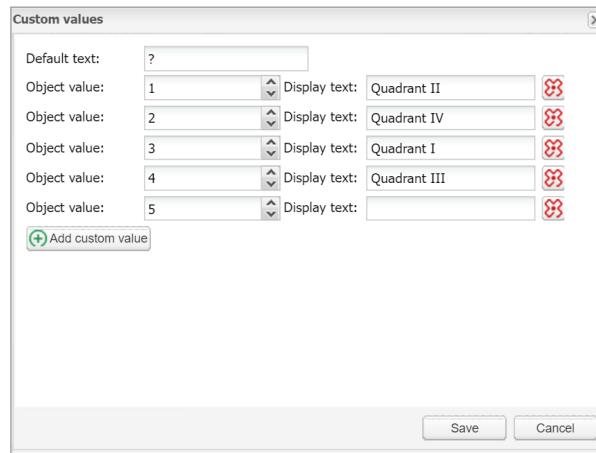
*Background transparency*  
Element background transparency.

## 12.5 Custom text value

In the object list, by clicking , custom text can be added to the object values. Custom text values can be set only to boolean or integer values.

*Default text* – Text displayed if the value is not defined.

Custom values



Click *Add custom value*, select *Object value* and define *Display text*.

You can delete the *Object value* line if you click .

## 12.6 Object control bar

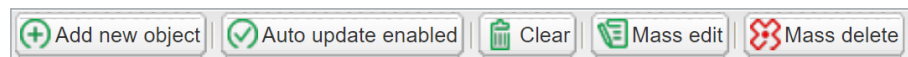
*Add new object*: Manually add new objects to the list.

*Auto update enabled*: Specifies either the object list is updated automatically or not.

*Clear*: Clear the list of filtered group addresses.

*Mass edit*: For mass edit of filter selected objects.

*Mass delete*: For mass delete of selected objects.



*Next/Previous page*: Move to the next or previous page.

*Refresh*: Refresh the object list.

*IP > Loc policy*: Selected filtering policy.



## 12.7 Object filter

On the left side of the object list, you can filter.

Object filter

*Name or group address* – filter by name or group address. Digits in address can be replace by a star for filtering in range.

*Data type* – filter by data type of objects.

*Tags* – filtering by Tag. Match mode can be selected between *All tags* and *Any tag*.

Press the *Apply filter* button for filter to take effect.

### Mass edit

Mass edit menu

Objects filtered in the object filter can be mass edited by:

*Object properties* – Mass edit based on *Objects properties* as listed in the objects menu.

*Visualization parameters* – Mass edit based on *Visualization parameters* e.g. toggle, checkbox, slider.

*Custom values* – Mass edit based on *Custom values* for boolean and integer data types.

### Mass delete

Mass delete menu

Objects filtered in the object filter can be mass deleted by:

*Delete unnamed objects* – delete all unnamed object from list.

*Delete object from current filter* – delete all object selected by current filter.

Wildcards search in objects – can filter on all objects with search-string e. g. `“.G*_S”`.



Wildcard search in objects

| Object filter  |  | Group address | Object name             |
|--|--|---------------|-------------------------|
| Name or group address:<br>*B *   |  | 1/2/16        | B ON/OFF                |
| Data type:<br>All datatypes  |  | 1/2/17        | B Dimming 4bit          |
| Tags:  |  | 1/2/21        | B failure status Yes/No |
| Match mode:<br><input checked="" type="radio"/> All tags <input type="radio"/> Any tag |  | 1/2/19        | B status ON/OFF         |
| <input type="button" value="Apply filter"/> <input type="button" value="Cancel"/>      |  | 1/2/20        | B status value          |
|  |  | 1/2/18        | B value                 |
|  |  | 1/2/31        | RGB Feedback            |

# 13 Object logs

Object's historical telegrams are available in the *Object logs* tab. After logging is enabled for an object, all the future data will be logged in.

| Object log filter      | Log time                | Object address | Type  | Source address | Login / metadata | Object name                  | Decoded value |
|------------------------|-------------------------|----------------|-------|----------------|------------------|------------------------------|---------------|
| Start date:            | 09.12.2021 09:42:44.849 | 2/1/2          | write | local (se)     |                  | Office height position ma... | 100%          |
|                        | 09.12.2021 09:42:13.179 | 2/1/2          | write | local (se)     |                  | Office height position ma... | 100%          |
| End date:              | 09.12.2021 09:41:41.461 | 2/1/2          | write | local (se)     |                  | Office height position ma... | 100%          |
|                        | 09.12.2021 09:41:09.783 | 2/1/2          | write | local (se)     |                  | Office height position ma... | 100%          |
| Name or group address: | 09.12.2021 09:40:38.098 | 2/1/2          | write | local (se)     |                  | Office height position ma... | 100%          |
|                        | 09.12.2021 09:40:06.407 | 2/1/2          | write | local (se)     |                  | Office height position ma... | 100%          |
| Tags:                  | 09.12.2021 09:39:34.714 | 2/1/2          | write | local (se)     |                  | Office height position ma... | 100%          |
|                        | 09.12.2021 09:39:02.997 | 2/1/2          | write | local (se)     |                  | Office height position ma... | 100%          |
| Value:                 | 09.12.2021 09:38:31.315 | 2/1/2          | write | local (se)     |                  | Office height position ma... | 100%          |
|                        | 09.12.2021 09:37:59.623 | 2/1/2          | write | local (se)     |                  | Office height position ma... | 100%          |
| Source address:        | 09.12.2021 09:37:27.911 | 2/1/2          | write | local (se)     |                  | Office height position ma... | 100%          |
|                        | 09.12.2021 09:36:56.205 | 2/1/2          | write | local (se)     |                  | Office height position ma... | 100%          |
| Login / metadata:      | 09.12.2021 09:36:24.530 | 2/1/2          | write | local (se)     |                  | Office height position ma... | 100%          |
|                        | 09.12.2021 09:35:52.833 | 2/1/2          | write | local (se)     |                  | Office height position ma... | 100%          |
|                        | 09.12.2021 09:35:21.138 | 2/1/2          | write | local (se)     |                  | Office height position ma... | 100%          |
|                        | 09.12.2021 09:34:49.435 | 2/1/2          | write | local (se)     |                  | Office height position ma... | 100%          |
|                        | 09.12.2021 09:34:17.743 | 2/1/2          | write | local (se)     |                  | Office height position ma... | 100%          |
|                        | 09.12.2021 09:33:46.063 | 2/1/2          | write | local (se)     |                  | Office height position ma... | 100%          |

Filtering is available when there is a need to find specific period information:

**Start date** – A start date and time for log filtering.

**End date** – A start date and time for log filtering.

**Name or group address** – Specific name or group address of the object.

**Tags** – Group objects with the same tags filtered.

**Value** – Specific object value.

**Source address** – Specific source address.



All logs can be cleared by clicking the *Clear* button.

For important objects, activate the parameter *High Priority log* together with *Log* parameter. This function will list the selected objects on the top of the *Object logs* list.

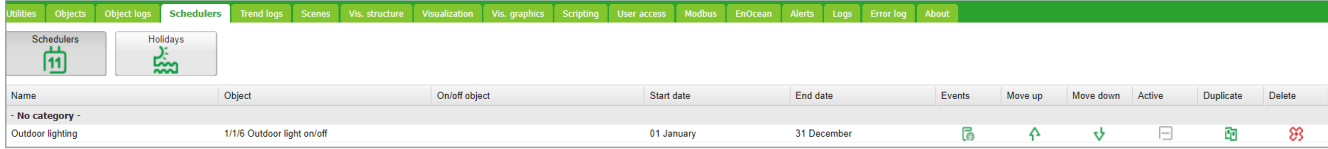


Logging memory properties can be set up in the *Utilities* → *Configurations*.

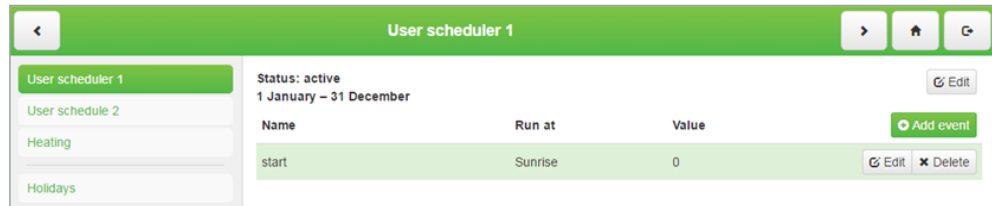
# 14 Schedulers

*Schedulers* allow the end user to control KNX group address values based on the date or day of the week.

## Schedulers



The user's view



Events can be added and *Schedulers* can be enabled/disabled by the user.

## 14.1 Add new scheduler

*Object* – The object group address which will be controlled by the scheduler.

*Active* – Defines whether a scheduler is active or not.

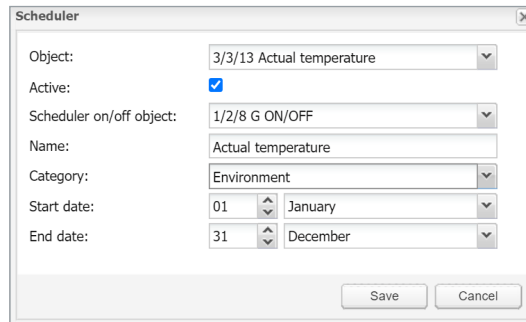
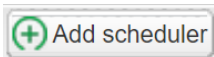
*Scheduler on/off object* – Scheduler can be enabled or disabled by object

*Name* – Name of the scheduler.

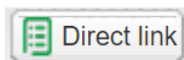
*Category* - Sort schedulers to created categories for better clarity

*Starts date* – Start date of the scheduler.

*End date* – End date of the scheduler.

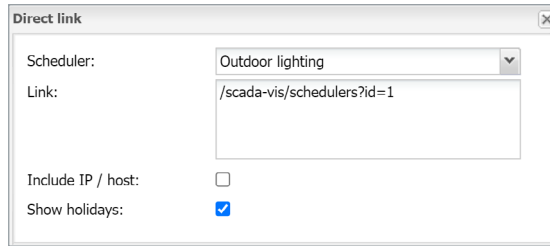


## 14.2 Direct link



The *Direct link* icon opens a dialog to create a direct link for the scheduler's visualization. The link can include the IP address of the host and display or not display holidays in the scheduler.

Direct link dialog




A dialog box titled "Direct link" with a close button (X) in the top right corner. It contains the following fields:

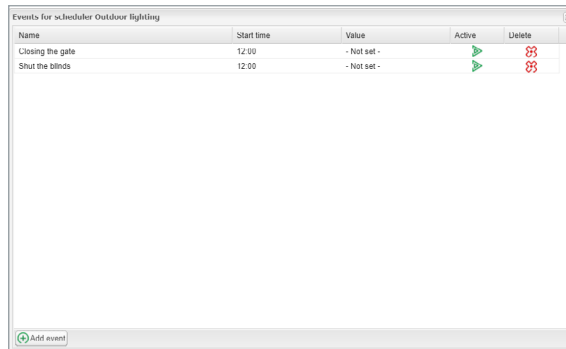
- Scheduler:** A dropdown menu with "Outdoor lighting" selected.
- Link:** A text input field containing the URL "/scada-vis/schedulers?id=1".
- Include IP / host:** An unchecked checkbox.
- Show holidays:** A checked checkbox.

## 14.3 Scheduler Events







The list of events

The event can be added both in the administrator interface and by the user in the **special User mode schedulers** interface. Click  icon to open Events list.



A table titled "Events for scheduler Outdoor lighting" with a close button (X) in the top right corner. The table has five columns: Name, Start time, Value, Active, and Delete. It contains two rows of event data.

| Name             | Start time | Value       | Active  | Delete  |
|------------------|------------|-------------|---|---|
| Closing the gate | 12:00      | - Not set - |  |  |
| Shut the blinds  | 12:00      | - Not set - |  |  |

At the bottom left of the table, there is a button labeled "Add event" with a gear icon.

*Active* – Defines the Event to be active or not.

*Name* – The name of the Event.

*Run at* – The event could be triggered by a specific time, sunrise, or sunset.

*Start time offset* – The offset can be set for sunrise/sunset i.e. when the location is in the valley and surrounding hills casting shadows.

*Start time* – The time of the event activation.

*Day of the week* – Days in which the event will be active.

*Weekday in month* – The weekday on which the event will be active i.e. every first Monday in the month which may fall to the second week in some months.

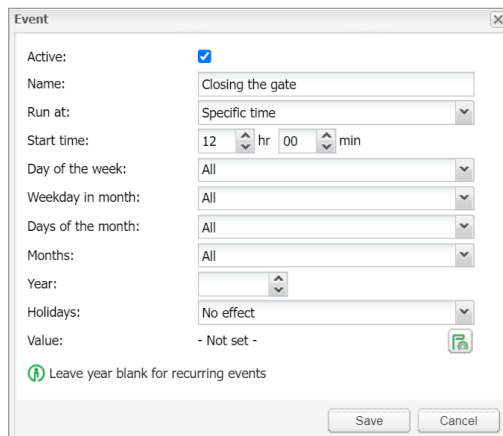
*Months* – Months in which the event will be active

*Year* – A year in which the vent will be active, (leave year blank for recurring events).

*Holidays* – Holidays which are defined in the *Holidays* - “No effect”, “Do not run on holidays” and “Run only on holidays” options available.

*Value* – The value to send to the group address when the event will be triggered.

Event setting



An "Event" dialog box with a close button (X) in the top right corner. It contains the following fields:

- Active:** A checked checkbox.
- Name:** A text input field containing "Closing the gate".
- Run at:** A dropdown menu with "Specific time" selected.
- Start time:** A time picker showing "12" hours and "00" minutes.
- Day of the week:** A dropdown menu with "All" selected.
- Weekday in month:** A dropdown menu with "All" selected.
- Days of the month:** A dropdown menu with "All" selected.
- Months:** A dropdown menu with "All" selected.
- Year:** A year picker.
- Holidays:** A dropdown menu with "No effect" selected.
- Value:** A text input field containing "- Not set -" and a gear icon.

At the bottom, there is a note: "Leave year blank for recurring events" with a gear icon. Below the note are "Save" and "Cancel" buttons.



It is recommended to create all necessary schedulers by Admin while setting as User can only add events but not Schedulers.

### 14.4 Scheduler Holidays

Once the event is marked to run on, **Holiday** entry will be activated.

Holiday entry dialog

*Name* – The name of holiday.

*Holiday type* – The type of holidays, specific date or day in the week can be selected.

*Day* – Day on which holiday will be active.

*Months* – Months in which holiday will be active.

*Year* – Year in which event will be active, (leave year blank for recurring events).

*Duration (days)* – Duration of holidays.



*Scheduler* visualization use is not recommended in *Smartphone* visualization.

### 14.5 Change sort ordering



The *Change sort order* icon opens a window for drag and drop ordering of schedulers.

Change sort order

# 15 Trend logs

Trend logs or so-called data logging allows the user to store the selected data and compare the different time periods from the past.

## Trend logs

| Name                             | Object                    | Log type       | Decimal places | Trend resolution | Resolution data | Daily data | Log size | Created          | Move up | Move down | Delete |
|----------------------------------|---------------------------|----------------|----------------|------------------|-----------------|------------|----------|------------------|---------|-----------|--------|
| - No category -                  |                           |                |                |                  |                 |            |          |                  |         |           |        |
| Actual temperature meeting ro... | 3/3/13 Actual temperature | Absolute value | 1              | 5 minutes        | 5 years         | 10 years   | 4136 KB  | 2018.01.15 09:01 | ↑       | ↓         | ✖      |
| Actual Brightness                | 3/2/4 PIR Brightness      | Absolute value | 0              | 5 minutes        | 5 years         | 10 years   | 4136 KB  | 2018.01.15 09:01 | ↑       | ↓         | ✖      |

### Trend logs user overview

10 minutes

---

5 minutes

---

10 minutes

---

15 minutes

---

20 minutes

### Selecting displayed period of trends

### Selecting displayed period of trend(s).

Current

Previous

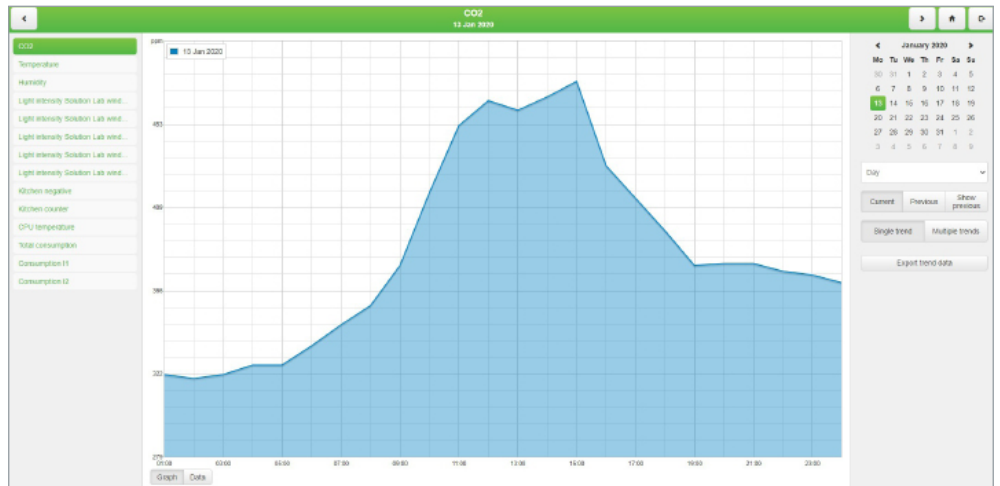
Show previous

*Current* – for selection of current date.

*Previous* – for selection of previous date.

*Show previous* – enable/disable function of previous values for selected time period (Day/Month/Year) for data comparison.

### Trend log visualization



Single trend

Multiple trends

### Selection between displaying single and multiple trends in trends visualization.

Actual temperature meeting ...

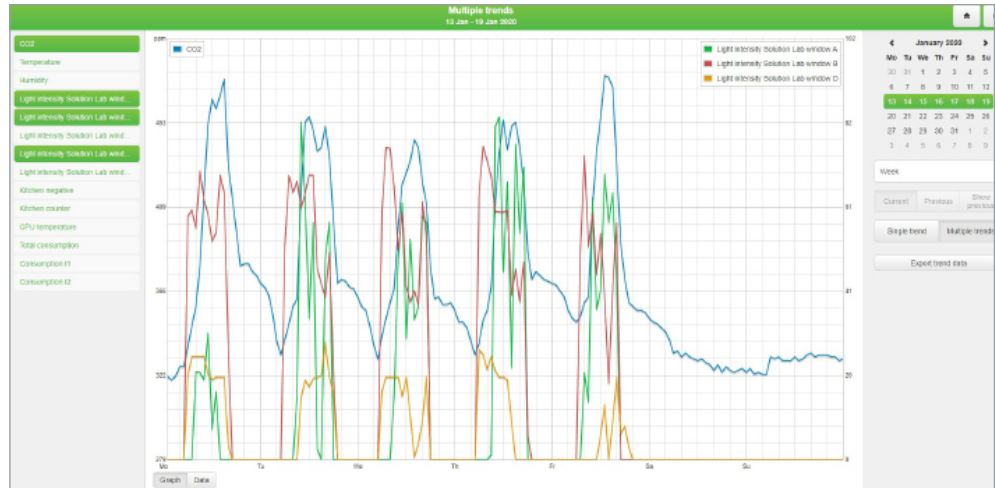
---

Actual Brightness

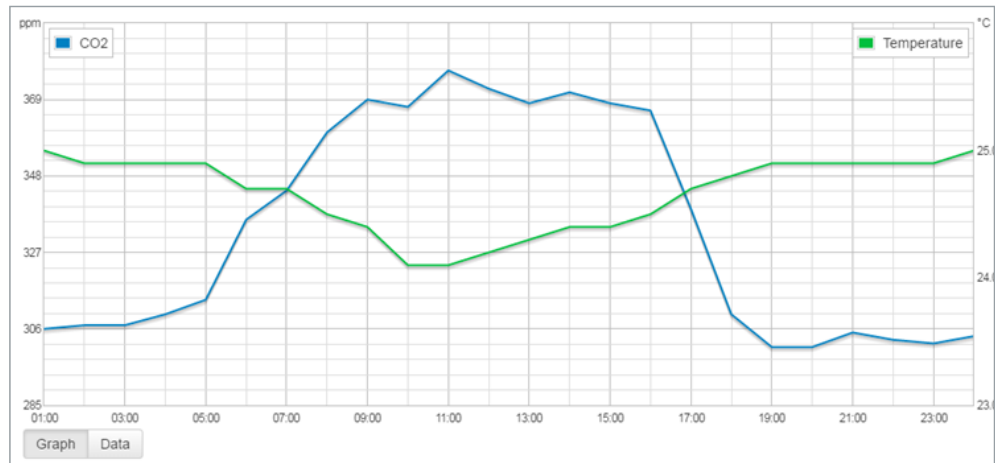
---

Humidity and temperature va...

Selection of visible trends is done in trends list.



Automatic secondary axis – for two trends with different units/scales.



Data can be also exported in CSV format for further use.

The image contains two screenshots of the 'Export trend data' interface. The left screenshot shows a date selector for December 2021, with the 11th highlighted. Below the calendar are buttons for 'Day', 'Current', 'Previous', 'Show previous', 'Single trend', 'Multiple trends', and 'Export trend data'. The right screenshot shows the 'Export trend data' dialog box with a list of selected trends: 'Actual temperature meeting ...', 'Actual Brightness', and 'Humidity and temperature va...'. It also features 'From date' and 'To date' selectors (both set to December 2021) and a 'Download CSV' button at the bottom.

Multiple trends export supported.



Trend's number have a flexible limit based on the total size of all trends. Each trend reserve part of system memory according to its settings. The system will not allow you to create further trends when full. Do not store data for an unnecessary long

time or use a high rate of trend sampling if not necessary. Export your trend data regularly.

## 15.1 Adding new trend log

Add new trend log

*Object* – Choose from the list of objects the one to make the trends for.

*Name* – Name of the trend.

*Category* - Sort trends into categories for better clarity

*Log type* – Type of the log.

*Counter* - Used to count the data.

*Counter with negative delta* - Used to count the data with alternately increasing/decreasing count. E.g. number of movement detection from PIR per hour.

*Absolute value* – Saves the actual readings.

*Aggregate function* – From stored data get one of chosen value (average, minimum, maximum, or last value) and show it to a graph.

Each trend stores data for 3 periods:

1. Every minute (for the last hour) – data are added to the trend once a minute.
2. Once every X minutes (X = user selectable) – data are added to the trend every time which was selected by the user.
3. Once in 1 day – data are added to the trend once in a day.

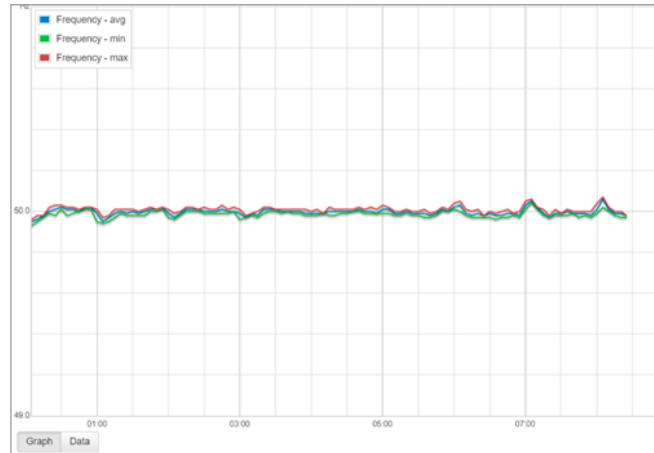
You can choose from average, minimum, maximum, and last value.

*Trend Resolution* - Average value of counted samples for specific time interval data will be shown on the trend. For example, if 1 hour – trend step will be 1 hour with average of 60 readings data.

Trend resolution



Trend log



*Decimal places* – If the object is floating type, then the precision needs to be selected. Example, 1.1111 = precision is 4.

*Resolution data* – Time of storage of short term data (Max = 5 years).

*Daily data* – Time of storage of long term data (Max = 10 years).

*Always show zero:* On graph Y axis. When selected Y axis is beginning on zero. Some measures never reach zero (e.g. CO<sub>2</sub> level) and starting on lowest real value will improve trend resolution.

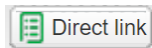
If the log type is set to *Counter*, it cannot have permanently decreasing tendency. For this option use *Counter with negative delta*.



Trend logs are stored in internal SD card memory.

Trends visualization use is not recommended in Smartphone visualization.

## 15.2 Direct link



The *Direct link* icon opens a dialog to create a direct link for the trend's visualization. View mode in Day/Week/Month/Year.

Link can include IP address of the host and display or not displays multiple trends.

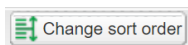
Direct link dialog

The screenshot shows a dialog box titled 'Direct link'. It contains the following fields and options:
 

- Trend log: Actual temperature meeting room (dropdown menu)
- View mode: Day (dropdown menu)
- Multiple trends:
- Link: `http://192.168.0.10/scada-vis/trends?id=1&mode=day` (text input field)
- Include IP / host:

Change sort ordering

## 15.3 Change sort ordering



The *Change sort order* icon opens a window for drag and drop ordering for trend logs.

The screenshot shows a dialog box titled 'Change sort order (drag to change)'. It contains a list of items with drag handles:
 

- No category -
- Actual temperature meeting room (3/3/13 Actual temperature)
- Actual Brightness (3/2/4 PIR Brightness)
- Humidity and temperature values (32/1/7 Humidity and temperature sensor - Temperature)

 At the bottom right, there are 'Save' and 'Cancel' buttons.

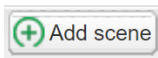
# 16 Scenes

The scene module allows you to skip time-consuming setting of scenes inside ETS and make scenes directly inside spaceLYnk in a few seconds.

Scenes overview

| Name      | Trigger object  | Trigger value | Tags | Sequence | Active | Duplicate | Delete |
|-----------|-----------------|---------------|------|----------|--------|-----------|--------|
| Scene red | 3/0/12 S5 Scene | 1             |      |          |        |           |        |
| Green     | 3/0/12 S5 Scene | 2             |      |          |        |           |        |
| Blue      | 3/0/12 S5 Scene | 3             |      |          |        |           |        |

## 16.1 Adding new scene



Click the *Add scene* button to add new scene.

Add new scene

**Scene** X

Name:

Scene is active:

Trigger object:

Trigger value:

Tags:

*Name* – scene name.

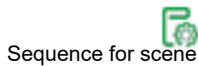
*Scene is active* – to enable/disable scene.

*Trigger object* – object which is activating scene.

*Trigger value* – the value of the object for activating scene.

*Tags* – scene tag (only for scenes not compatible with object's tags).

## 16.2 Adding sequence to Scene



Click the *Sequence* icon in the *Scene* view.

| Object          | Status object | Value | Delay before | Move up | Move down | Set value | Delete |
|-----------------|---------------|-------|--------------|---------|-----------|-----------|--------|
| 1/2/8 R ON/OFF  | On            |       |              |         |           |           |        |
| 1/2/8 G ON/OFF  | Off           |       |              |         |           |           |        |
| 1/2/16 B ON/OFF | Off           |       |              |         |           |           |        |
| 1/2/24 W ON/OFF | Off           |       |              |         |           |           |        |

*Add object* – add object and status object in order to create a sequence. Live values can be taken from the status object or main object. Possibility to specify a delay before writing each sequence.



Dialog box titled "Add object" with the following fields:

- Object: [Empty dropdown]
- Write to bus:  Does not apply to virtual objects
- Status object: Use main object [Dropdown]
- Delay before write: 0 [Spinner] seconds

Buttons: Save, Cancel

*Run scene* – run scene instantly.

*Save live values* – save actual values of objects to the scenes.

*Change sort order* – drag and drop ordering for the sequence in scenes.

*Delete* – delete sequence.

## 16.3 Object value setting



Click *Set object value* to set the value of object manually.

Scene's objects order can be sorted with move Up/Down arrows or deleted.

Set the object value

Dialog box titled "Set object value" with the following fields:

- Object name: R.ON/OFF
- Group address: 1/2/0
- Data type: 01. 1 bit (boolean)
- New value: On [Dropdown]

Buttons: Save, Cancel

# 17 Vis. structure

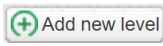
The *Vis. structure* is used for creating all building levels and visualizations plans. Additionally, it can create layouts and widgets for the plan visualization.

Starting a new project, only *Layout* and *Widget* folders are visible. Adding a new level, allows the user to define a specific plan of the flat. *Layouts* and *Widgets* are additional tools that are not mandatory for basic visualizations; they can be defined and implemented in other plans.

## 17.1 Levels

Levels tab

| Levels / Plans         |         |                      |           |         |           |              | Layouts / Widgets |        |  |  |  |
|------------------------|---------|----------------------|-----------|---------|-----------|--------------|-------------------|--------|--|--|--|
| Name                   | Visible | Description          | Duplicate | Move up | Move down | Add / Import | Export            | Delete |  |  |  |
| office building        |         |                      |           |         |           |              |                   |        |  |  |  |
| Overview               |         | PCTablet             |           |         |           |              |                   |        |  |  |  |
| Lobby                  |         | PCTablet, Smartphone |           |         |           |              |                   |        |  |  |  |
| Mending room           |         | PCTablet, Smartphone |           |         |           |              |                   |        |  |  |  |
| Office                 |         | PCTablet, Smartphone |           |         |           |              |                   |        |  |  |  |
| Technology             |         | PCTablet, Smartphone |           |         |           |              |                   |        |  |  |  |
| Weather, blind control |         | PCTablet, Smartphone |           |         |           |              |                   |        |  |  |  |
| Help                   |         | PCTablet             |           |         |           |              |                   |        |  |  |  |
| Highal-voltage         |         | PCTablet             |           |         |           |              |                   |        |  |  |  |



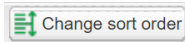
To add a new level, click *Add new level*. The main level usually is the project name. Additional levels can be added later.



To import level click *Import*.

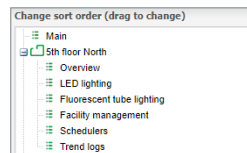
Plans/visualization structures can be imported from another project with a possibility to keep/clear linked objects.

## 17.2 Change sort ordering



The *Change sort order* icon opens a window for drag and drop ordering for vis. structure.

Change sort order

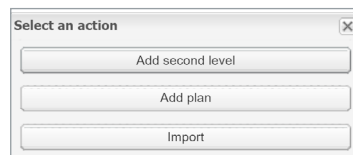


## 17.3 Second level

The second level is used in buildings with multiple floors.

If you need an additional level click button next to the main level.

Select an action



Select *Add second level* and give it a name and sort order.

Each level can be duplicated or imported together with sublevels and plans by pressing the duplicate icon next to the level.

## 17.4 Plan

Plan can show either one room in a flat with cumulated functions or one function (as lighting or heating) of the whole flat.

Level/Plans tab

| Name                 | Table     | Description | Default | Move up | Move down | Add / Import | Export | Delete |
|----------------------|-----------|-------------|---------|---------|-----------|--------------|--------|--------|
| Office building      | PC/Tablet |             |         | ⬆       | ⬇         | +            |        | ⊗      |
| Chairman             | PC/Tablet | Smartphone  |         | ⬆       | ⬇         |              |        | ⊗      |
| lobby                | PC/Tablet | Smartphone  |         | ⬆       | ⬇         |              |        | ⊗      |
| Waiting room         | PC/Tablet | Smartphone  |         | ⬆       | ⬇         |              |        | ⊗      |
| Office               | PC/Tablet | Smartphone  |         | ⬆       | ⬇         |              |        | ⊗      |
| Reception            | PC/Tablet | Smartphone  |         | ⬆       | ⬇         |              |        | ⊗      |
| Master blind control | PC/Tablet | Smartphone  |         | ⬆       | ⬇         |              |        | ⊗      |
| Map                  | PC/Tablet |             |         | ⬆       | ⬇         |              |        | ⊗      |
| Lighting garage      | PC/Tablet |             |         | ⬆       | ⬇         |              |        | ⊗      |

To add Plans click next to a level under which the plan is to be added and select *Add plan*.

Plan setting

Plan

Parent: Office building

Name: Second floor left

Plan size: 1024 x 768

Layout: Main layout

PC/Tablet visualization: Show, make default

Smartphone visualization: Show

Pin code: 12345

Primary background image: FHDBackgroundalloff.png

Secondary background image: schneider\_electric-logo.png

Background color: #F765FF

Smartphone background color: #FF99CB

Repeat background image:

Fixed primary background:

ID: 11

Save Cancel

*Name* – Name of the plan.

*Plan size* – Size of the plan. For pre-defined sizes unfold the drop-down menu .

*Layout* – Layout for this specific plan. All objects from Layout will be duplicated on this particular plan, including the background color and the plan image. If they are not defined separately for this specific plan. Layout should be created before adding the Plan.

*PC/Tablet visualization* – Visibility for this particular plan in the PC/Tablet visualization.

*Smartphone visualization* – Visibility for this particular plan in the Smartphone visualization.

*Pin code* – Possibility to protect each plan with Pin code. The minimum PIN is 4 digits with brute force protection.

*Primary background image* – Choose the primary background of the plan.

*Secondary background image* – Choose the secondary background of the plan for the parallax look of the visualization. Select background previously added to *Vis. graphics* → *Images/Backgrounds*.

*Background color* – Choose the background color of the plan.

*Smartphone background color* – Choose the background color of the plan for Smartphone visualization.

*Repeat background image* – Either show the image once, or repeat it and fill the whole plan.

*Fixed primary background* – Static primary picture in Parallax projection.

*ID* – ID of the plan is used in direct link

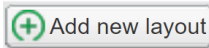
Each plan can be duplicated together with all the components on a plan by pressing the duplicate icon next to the plan .



The content of the created plan should be defined under the Visualization tab. Empty plan (no objects) will be not visible in visualization.

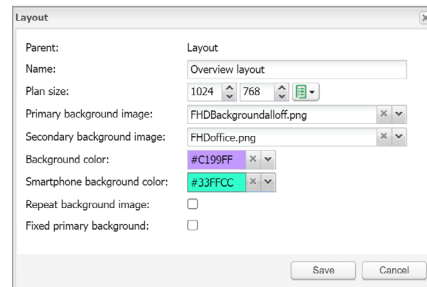
## 17.5 Layout

The *Layout* is an advanced background for plans. Any object from the editor can be placed on the layout which later can be attached to one or many plans. All objects from the layout will be visible on the plan, but all the objects on the plan will be above the objects from the layout.



To add layout click button next to a *Layout/Widgets* tab or the *Add new layout* button.

Layout setting



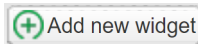
Each layout can be duplicated together with all the components by clicking the duplicate icon next to the layout .



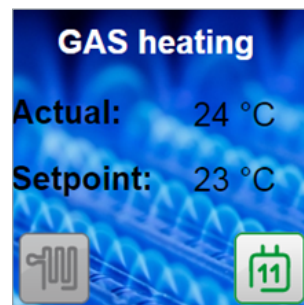
Content of this layout should be defined under the Visualization tab.

## 17.6 Widget

Widget is a small web page that can be attached to a button and pop-up when activated.



To add the widget click button next to the widgets folder or the *Add new widget* button. Each widget can be duplicated together with all the components by pressing the duplicate icon next to the widget.



The content of this widget should be defined under the Visualization tab. Widget size always has to be smaller than the plan on which it is placed. Empty widget (no objects) will be not visible in visualization.

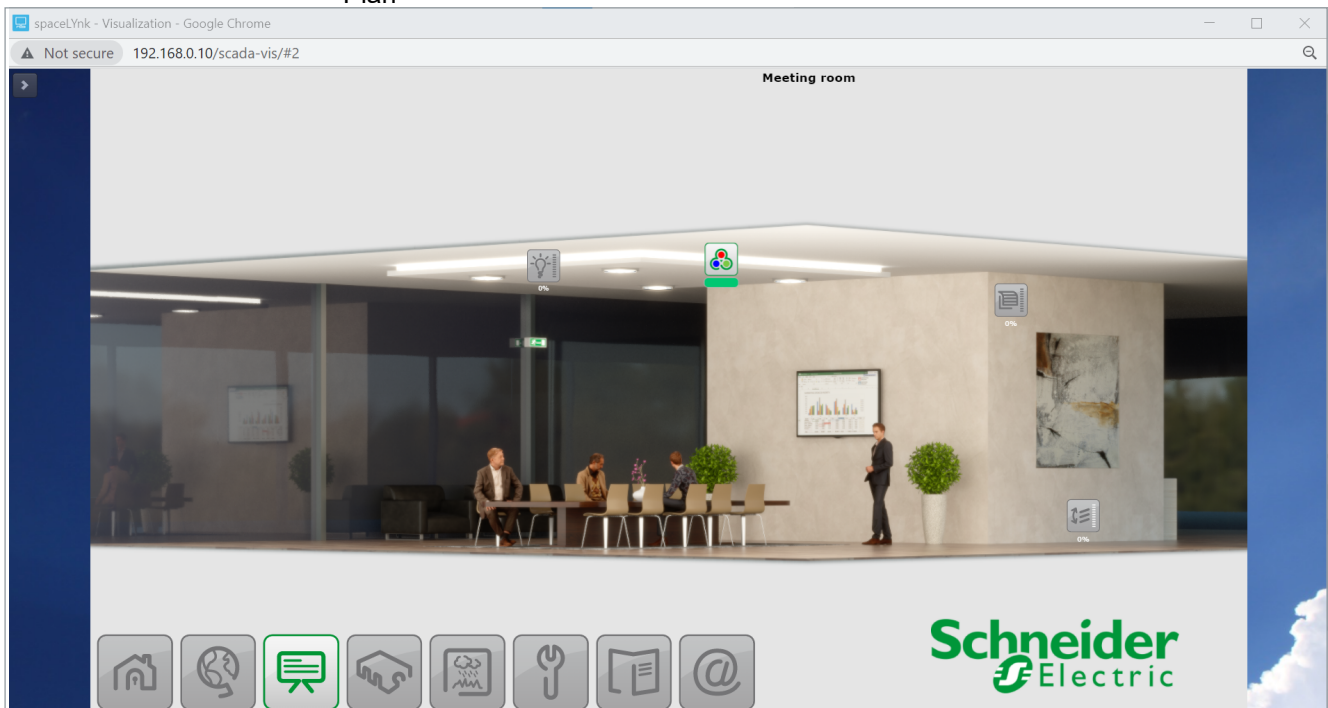
Widget setting

**Widget** ✕

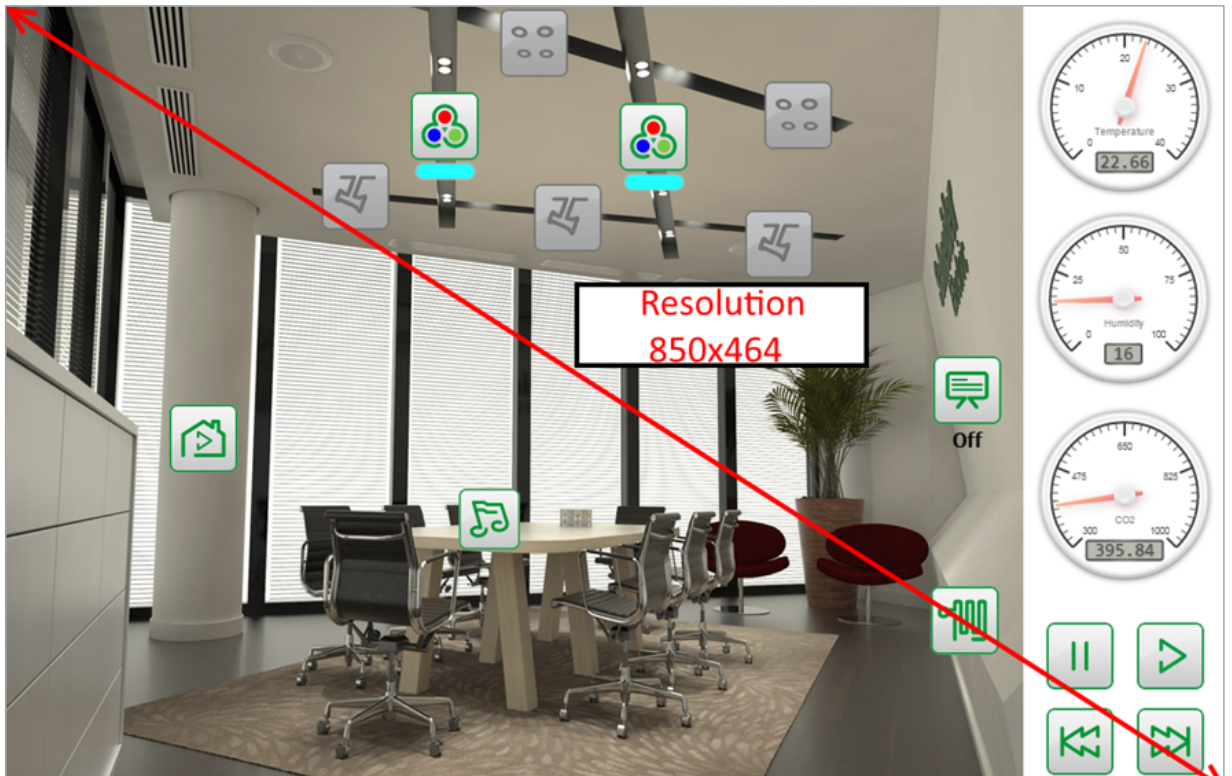
|                              |   |
|------------------------------|---|
| Parent:                      | Widgets   |
| Name:                        | <input type="text" value="GAS heating"/>  |
| Plan size:                   | 1024 <input type="text"/> 672 <input type="text"/> <input type="button" value="📄"/> |
| Widget position:             | 1 <input type="text"/> 2 <input type="text"/>                                       |
| Primary background image:    | <input type="text" value="boilerroom.jpg"/> <input type="button" value="✕"/>        |
| Background color:            | <input type="text" value="#99FFE5"/> <input type="button" value="✕"/>               |
| Smartphone background color: | <input type="text" value="#F4FF99"/> <input type="button" value="✕"/>               |
| Repeat background image:     | <input type="checkbox"/>  |
| Fixed primary background:    | <input type="checkbox"/>  |
| ID:                          | 13  |

## 17.7 Visualization structure example

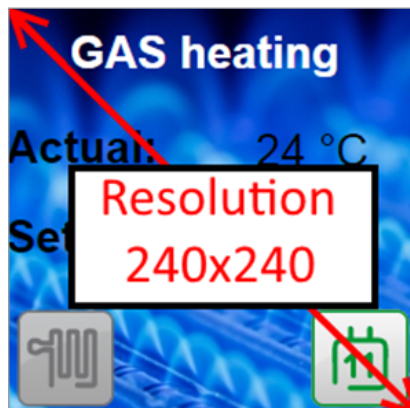
### Plan



Layout



Widget



## 17.8 Visualization object order

Each object on visualization has its priority which is described from the highest to the lowest order:

1. Text label on plan
2. Object on plan
3. Plan link as text on plan
4. Plan link as icon on plan
5. Camera on plan
6. Graph on plan
7. Gauge on plan
8. Image on plan
9. Frame on plan
10. Text label on layout
11. Object on layout



12. Plan link as text on layout
13. Plan link as icon on layout
14. Camera on layout
15. Graph on layout
16. Gauge on layout
17. Text label on layout
18. Image on layout
19. Frame on layout
20. Background of plan
21. Background of layout




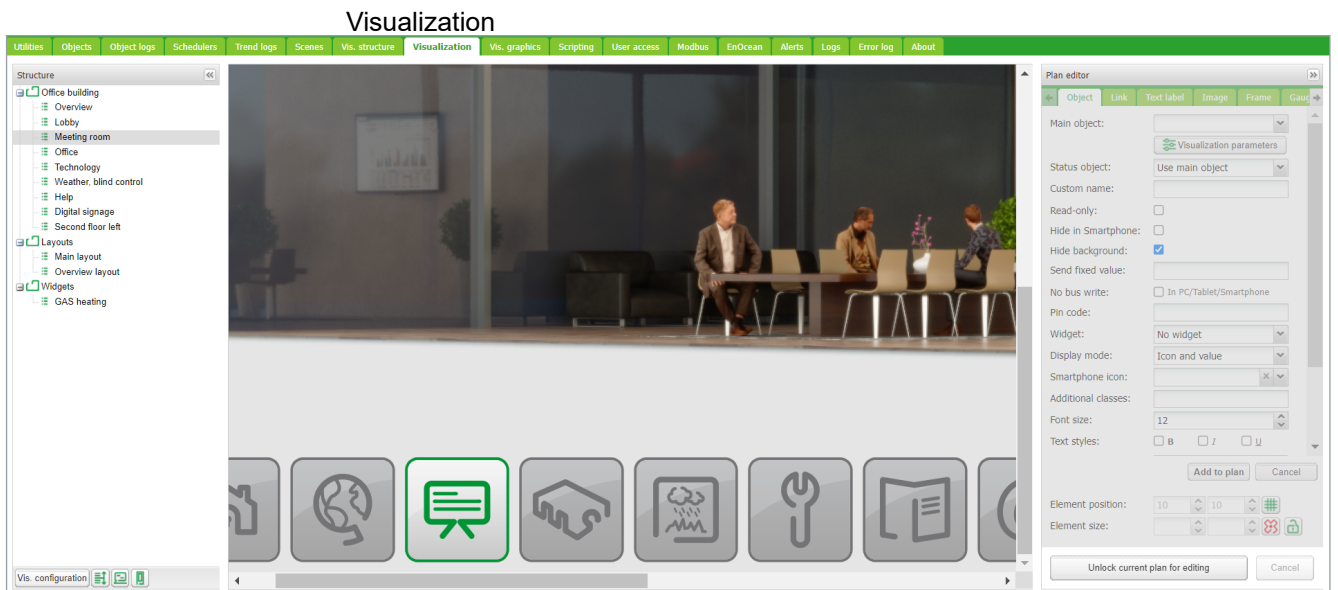
The order of objects with the same priority is not defined and it can differ in the editor and PC/Tablet visualization.

# 18 Visualization

This window splits into three sections:

1. *Structure* – Navigation tree for levels, plans, widgets which were created under the visualization structure tab.
2. *Visualization map* – Actual visualization field where you can add all visualization components.
3. *Plan Editor* – All parameters of the component are set up here.

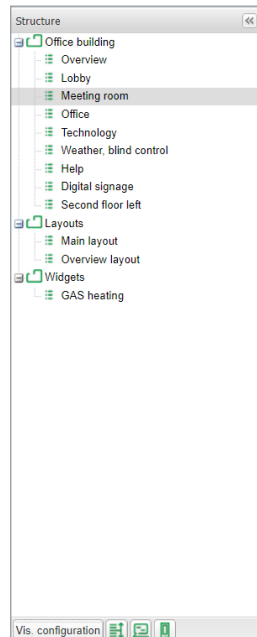
Both side bars can be minimized by clicking  icon making the plan more visible, especially on small displays.



## 18.1 Structure

To navigate between the plans, layouts, and structure widgets using the navigation tree in the structured view.

Visualization structure



In the editing mode the following additional parameters are available:

- Size of plans, layouts, or widgets.
- Source picture/background color



The size of the plan should be positioned correctly against the background. Widget size has to be always smaller than the plan on which it is placed. Always use the component position to align the objects.

Vis. configuration

List of predefined plans

- iPad landscape, fullscreen (XGA) 1024 x 748
- iPad landscape, browser (XGA) 1024 x 672
- iPad portrait, fullscreen (XGA) 768 x 1004
- iPad portrait, browser (XGA) 768 x 928
- Tablet landscape (WSVGA) 1024 x 600
- Tablet portrait (WSVGA) 600 x 1024
- Laptop / Tablet landscape (WXGA) 1280 x 800
- Laptop / Tablet portrait (WXGA) 800 x 1280
- Laptop / Tablet landscape (HD) 1360 x 768
- Laptop / Tablet portrait (HD) 768 x 1360
- Big screen (Full HD) 1920 x 1080



To order the object in the smartphone visualization, press the *Reorder smartphone objects* button.

Change smartphone object order

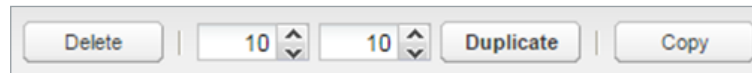


Next to the icon *Reorder smartphone objects*, there are two icons for a quick:

- Preview in PC/tablet
- Preview in smartphone

## 18.2 Visualization map

Each newly added object will be placed on the top left corner of the plan with vertical and horizontal spacing predefined in the object menu.

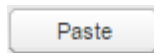


The selected object can be resized by pulling the strip on the bottom or right side, deleted or duplicated (the duplicated object will be displayed with predefined spacing).



A snap to grid feature can be enabled by the icon next to the element position.

*Copy* button provides the possibility to copy existing visualization objects from one plan to another.



The *Paste* button is available if the visualization object was selected for copying.

*Plan editor* is located on the right side of the visualization map. Editing mode can be accessed by pressing *Unlock current plan for editing*.

Plan editor

Plan editor

label Image Frame Gauge Camera Graph

Main object: [dropdown]  
 Visualization parameters [icon]

Status object: Use main object [dropdown]

Custom name: [text field]

Read-only:

Hide in Smartphone:

Hide background:

Send fixed value: [text field]

No bus write:  In PC/Tablet/Smartphone

Pin code: [text field]

Widget: No widget [dropdown]

Display mode: Icon and value [dropdown]

Smartphone icon: [dropdown]

Additional classes: [text field]

Font size: 12 [dropdown]

Text styles:  B  I  U

Add to plan Cancel

Element position: 10 10 [grid icon]

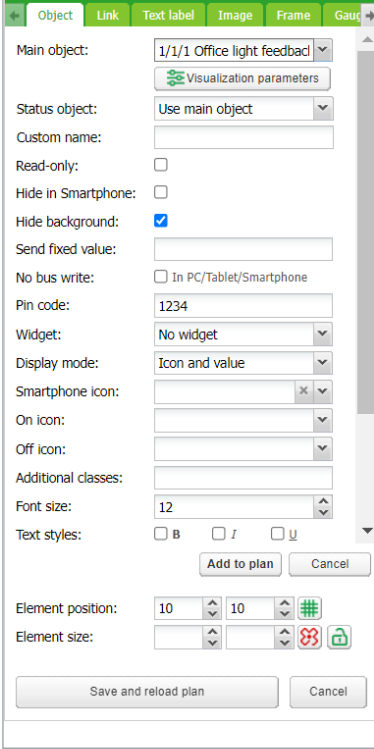
Element size: [text field] [lock icon] [unlock icon]

Save and reload plan Cancel

## 18.3 Object

Every control or monitoring of the objects is configured under this tab. Different data types have different parameters.

## Object tab in Plan editor


*Main object*

List of existing group addresses on KNX/EIB bus, the ones available for configuration in the *Objects* tab. To speed up the selection, it is recommended to start writing group addresses.

*Status object*

List of the status objects on the KNX/EIB bus. Controls objects can also be used as status.

*Custom name*

Name for the object. Custom name is important for Smartphone Visualization; if the name is left blank, the group address name is used instead.

*Read-only*

The object is read-only, with no write (control) permission.

*Hide in Smartphone*

Do not show this object in the smartphone visualization.

*Hide background*

Hide icon background.

*Send fixed value*

Allows sending a specific value to the bus each time the object is pressed.

*No bus write*

The value will not be written into the KNX bus. Useful for triggering scripts with busload limitation.

### *Pin code*

Via adding a pin you can protect the object. Each time the value is changed the pin code will be requested to enter. The minimum PIN is 4 digits with brute force protection.

### *Widget*

A widget can be attached to a button that needs to be created before. The widget cannot be tested in the editor mode, but only in PC/tablet visualization.

### *Display mode*

How to display the object.

### *Smartphone Icon*

Default icon for a smartphone if differ from PC/tablet one.

### *On icon*

On-state icon for binary-type objects.

### *Off icon*

Off-state icon for binary-type objects.

### *Additional classes*

Create an additional class, which can be used in a custom CSS file to modify a particular group of graphical objects.

### *Font size*

For value, display text style can be defined.


### *Text styles*

Bold, Italic, Underscore option.

### *Custom font*

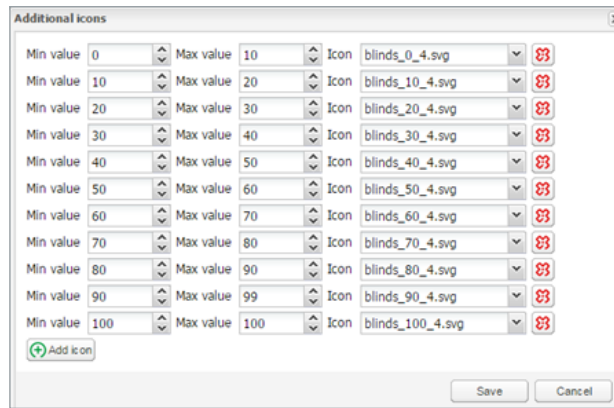
selection from installed fonts.


*Show value background* – show value background for improved readability.

*Show control* – If enabled, any control button graphics will change from a symbol to a switch . Visible only in PC/Tablet Visualization.

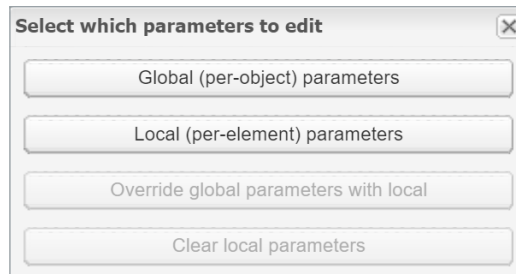
For value-type objects, an additional button appears while specifying parameters – *Additional icons*.

Additional icons



Different icons for different object values can be defined in the window. Object visualization parameters can be changed via clicking . It refers to *Vis.parameter* in the *Objects* tab.

Selecting parameters to edit



*Global (per object) parameters*

Parameters shared for all visualization elements with the same object.

*Local (per-element) parameters*

Settings only for certain visualization element.

*Override global parameters with local*

Object will be changed due to local status.

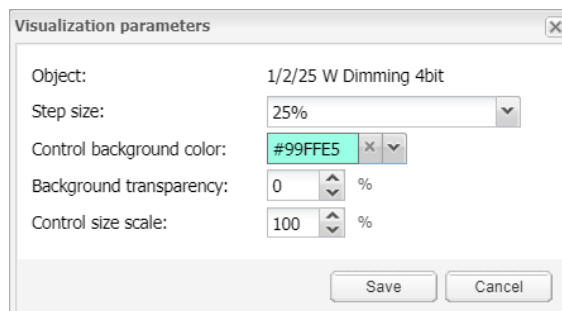
*Clear local parameters*

Reset local settings.

*Visualization parameters*

Settings of the parameters for visualization control element. Control type, minimum and maximum value, step, colors, and size can be set.

Visualization parameters



You can define the text style for a value display.


- Add to plan* After defining the object parameters, press *Add to plan* button and a newly created object appears. The object can be moved to any location of the plan.
- Duplicate* You can duplicate each object if you click the *Duplicate* button on the left side.
- Cancel* The *Cancel* button sets the object parameters to default settings.


*Element position*

Can be added manually or by drag and drop of the object for the X and Y axis position on the plan.

*Element size*

This can be added manually or by dragging a vertical-horizontal strip of the object. The minimum value is 5 × 5 px.

Object size can be reset to the default size by clicking .

The aspect ratio of the object can be locked by clicking .



In the editing mode, the object does not work. When all the necessary objects are added, press *Save* and reload the floor plan button so that the objects start functioning.

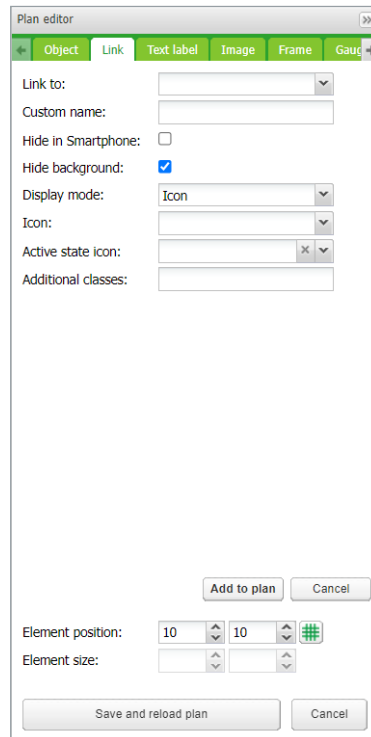
Each added object can be edited while clicking on it in editing mode.

Click  button after each change.

## 18.4 Link tab in Plan editor

To make the visualization more convenient, there are plan links integrated. Special icons on the map can be added which would act as a link to other plans.

Link tab in Plan editor



*Link to*

Select plan link.

*Custom name*

Type the name for the link.



*Hide in Smartphone*

Do not show this plan link in Smartphone Visualization.

*Hide background*

Hide the icon background.

*Display mode [icon; value]*

Choose how to display the plan link.

*Icon*

The icon which will be displayed in the visualization. If only text is selected, text parameters are selected.

*Active state icon*

If the icon is selected, then the active plan icon is available.

*Additional classes*

Create the additional class, which can be used in the custom CSS file to modify a particular group of graphical objects.

## 18.5 Text label

Text labels can be added and moved across the visualization map.

The screenshot shows the 'Plan editor' dialog box with the 'Text label' tab selected. The dialog contains the following fields and controls:

- Text:** A text input field.
- Font size:** A dropdown menu showing '14'.
- Text styles:** Three checkboxes for Bold (B), Italic (i), and Underline (u).
- Custom font:** A dropdown menu.
- Font color:** A color selection dropdown with a small 'x' icon.
- Additional classes:** A text input field.
- Buttons:** 'Add to plan' and 'Cancel' buttons.
- Element position:** Two dropdown menus showing '10' and a grid icon.
- Element size:** Two dropdown menus.
- Bottom Buttons:** 'Save and reload plan' and 'Cancel' buttons.

*Text*

Label text.

*Font size*

Label font size.

*Text style*

Style of the text – bold, italic, underscored.

*Custom font*

Font name.

*Font color*

Label font color.

*Additional classes*

For custom CSS styles.

*Element size and position* – see *Plan editor* → *Object* tab.

Once the label parameters are defined, click *Add new object* button and the newly created label will appear on the map. The object can be moved to the desired location. Press on *Save and reload plan* button so the label starts functioning.

The last two rows in the color palette refer to the predefined Schneider Electric corporate colors



It is recommended to use the Layout for menu and plan link creation. You can save time while adding it to different plans and later when making changes. By adding it to different plans it would save time and be beneficial when changes are required.

## 18.6 Image

The *Image* section allows adding images from local storage or from the internet into the visualization map. External image is useful for example, to grab dynamic weathercast images.

Image tab in Plan editor

*Image source* [Local, Remote]

Select image source.

*Select image*

Select the image previously added to *Vis. graphics* → *Images/Backgrounds*.

*Image size*

Set the size of images.

*External link*

External link URL when clicking the image example: <http://www.se.com>.

*Refresh interval*

The interval of refreshing the picture when it comes from external source.

*Additional classes*

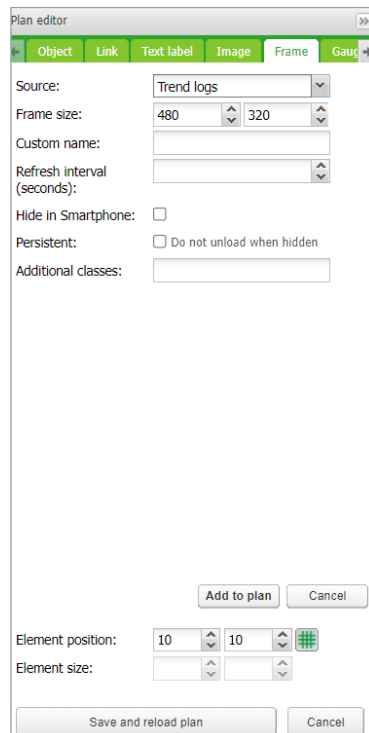
For custom CSS styles.

Once the image parameters are defined, click the *Add to plan* button and a newly created object will appear on the map. The object can be moved to the desired location. You can resize the image if you grab its the edge and move. Click *Save and reload plan* to apply changes.

## 18.7 Frame

Frame allows displaying internal or external webpage in visualization. *Schedulers* and *Trends* can be integrated into the frame.

Frame tab in Plan editor



*Source*

Select Scheduler, Trend log or external URL.

*Frame size*

Width/height of the frame.

*Custom name*

Specify the title of the frame.

*Refresh interval (seconds)*

Refreshing rate for frame content (max. = 3 600 s).

*Persistent*

By default, frames are loaded once the plan is visible and removed when your plan is hidden for performance reasons when many frames are used.

Persistent frames are loaded on init and are not removed. This is needed i.e. for alerts app.

*Hide in Smartphone*

When ticked, not available in the Smartphone visualization.

After defining the frame parameters, press *Add to plan* button and newly created object will appear on the map. The frame can be moved to the desired location. The frame can be resized via holding the edge of the frame and moving. Click the *Save and reload plan* button so the frame starts functioning.



- Some web pages have a java script that prevents from using the frame, if this is implemented, the webpage will open in full screen rather than in the frame
- It is recommended to stretch the frame to maximum width if a Scheduler or Trend is used. Recommended minimum width is 1024.
- The frame is only visible under PC/Tablet Visualization.
- Do not allow Scheduler or Trend to be viewed from Smartphone visualization. Settings are available in *Vis. structure* under a dedicated plan.

## 18.8 Gauge

The *Gauge* allows a dynamic way of visualization and changing the object value in the gauge.

Gauge tab in Plan editor

*Data object*

KNX group address.

*Gauge size*

Size of the gauge.

*Custom name*

Custom name for the object.

*Read only*

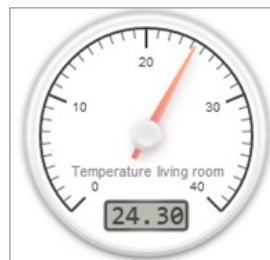
Make the gauge read-only.

*Additional classes*

Create an additional class, which can be used in custom CSS files in order to modify a particular group of graphical objects.

After defining the gauge parameters press *Add to plan* button and a newly created object will appear on the map. The object can be moved to the desired location.

Click The *Save and reload plan* button so that the gauge starts functioning.



## 18.9 Camera

spaceLYnk supports third-party IP web camera integration into its visualization.



Only cameras that support HTTP MJPEG streaming in the web browser can be visualized.

## Camera tab in Plan editor

The screenshot shows the 'Plan editor' window with the 'Camera' tab selected. The configuration options are as follows:

- Local source url: [Text input field]
- Remote source url: [Text input field]
- Window size: 640 [Spin box] 480 [Spin box]
- Custom name: [Text input field]
- Icon: camera.svg [Dropdown menu]
- Auto open window:
- Hide background:
- Additional classes: [Text input field]

Buttons at the bottom of the form include 'Add to plan', 'Cancel', 'Save and reload plan', and another 'Cancel'.

Below the main form, there are additional settings:

- Element position: 10 [Spin box] 10 [Spin box] [Grid icon]
- Element size: [Spin box] [Spin box]

*Local Source URL*

The local source address of the video stream is available on the same sub-network.

*Remote Source URL*

A remote source address of the video stream. Remote camera stream is displayed when the client IP is from a different sub-network than the server.

*Window size*

Width and height for displaying the graph.

*Custom name*

Name for the object.

*Auto open window*

Automatically open video window when the plan is open.

*Additional classes*

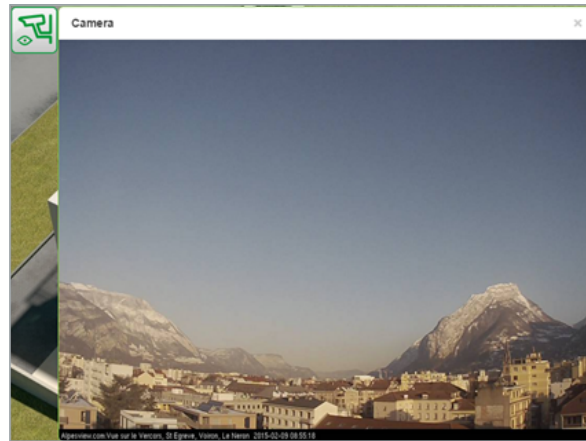
Create an additional class, which can be used in custom CSS files in order to modify a particular group of graphical objects.

*Hide background*

Hide icon background.

*Sort order*

Order cameras for touch visualization



If IP camera requires user name and password, enter the URL accordingly: <http://USER:PASSWORD@IP>



- Feel free to change the icon or its label for your camera
- spaceLYnk is only a redirecting stream from the camera to the browser. If the stream does not work, it is a web browser issue, not the spaceLYnk.
- If it is a cameras issue, please check if the video stream is available in the browser.
- If the camera is available from the external, the IP of the camera needs to be port forwarded through the router. While adding the external camera, IP with the correct port has to be used (IP: port). If the local IP is used, then the camera will not be available externally.
- Contact Technical support of the camera manufacturer if the direct video stream is hidden by the manufacturer.

## 18.10 Graph

Real-time graphs can be integrated into a visualization system to monitor the current and the old value of the scale-type objects. Make sure logging is enabled for the object in the *Object* tab where values are planned to be shown in the graph.

Graph tab in Plan editor

 A screenshot of the "Plan editor" window, specifically the "Graph" tab. The interface includes several configuration fields:
 

- Data object:** A dropdown menu showing "1/2/10 G value".
- Custom name:** An empty text input field.
- Icon:** A dropdown menu showing "0\_3.svg".
- Window size:** Two spinners for width (640) and height (480).
- Number of points:** A spinner set to 10.
- Auto-follow value:** A checked checkbox labeled "Do not always show zero".
- Auto open window:** An unchecked checkbox.
- Hide background:** A checked checkbox.
- Additional classes:** An empty text input field.

 At the bottom, there are buttons for "Add to plan", "Cancel", "Save and reload plan", and another "Cancel". There are also "Element position" spinners (set to 10) and "Element size" spinners.

#### *Data object*

Group address of the object.

The object must have *Log* option activated for *Graph* to be active in *Visualization*.

#### *Custom name*

Name of the object.

#### **Icon**

Icon to launch the graph.

#### *Window size*

Width and height for displaying the graph.

#### *Number of points*

The number of data points to show in the graph. (Max. = 200 points).

#### *Auto-follow value*

For objects which never reach zero value e.g. CO<sub>2</sub> level. Improves graph resolution.

#### *Auto open window*

Graph window is automatically opened.

#### *Hide background*

Hide icon background.

#### *Additional classes*

Create an additional class, which can be used in custom CSS files in order to modify a particular group of graphical objects.

Once the graph parameters are defined, click the *Add to plan* button and a newly created object appears. The object can be moved to the desired location.



In the editing mode, the graph will not work. Click the *Save and reload plan* button so that the objects start functioning (with delay for obtaining relevant data). The object from which the data are obtained must be set as logged in *Object's properties*.

## 18.11 Launching visualization on iPhone

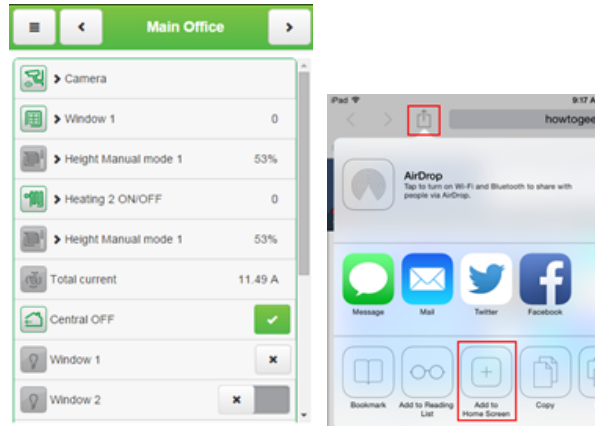
Please follow the next steps:

1. Make sure the iPhone is connected wirelessly to the spaceLYnk (through a separate access point – wireless router).
2. Enter spaceLYnk IP (default **192.168.0.10**) in iPhone web browser.
3. Click on the *Smartphone* visualization icon.
4. Application's link can be saved providing a shortcut in the iPhone for easy access with full-screen view by clicking the *Add to Home Screen* icon in the *Share* menu of the Safari browser.






Launching visualization on iPhone



## 18.12 Launching visualization on PC

For PC, tablet or any other touch device with large screen, please follow the next steps:

1. Ensure the PC/tablet device is able to access spaceLYnk, and enter the IP in the browser (default **192.168.0.10**).
2. Click on *PC/Tablet* visualization.
3. Select the desired plan.
4. A sidebar can be minimized by clicking  icon to make the map more visible.

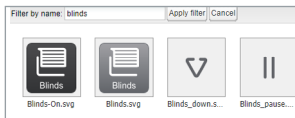
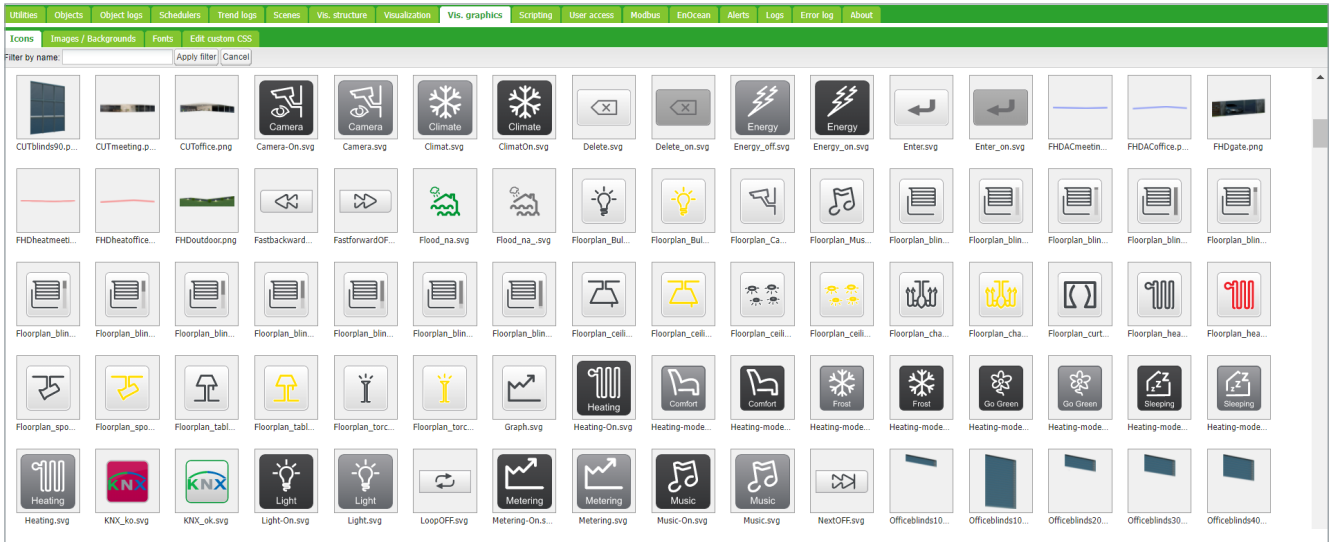


# 19 Vis. graphics

This tab is split into three sections:

- *Icons* where all object icons are located.
- *Images/Backgrounds* for all the locally stored pictures.
- *Edit custom CSS* to create or edit the custom cascade style sheets.

## Vis. graphics

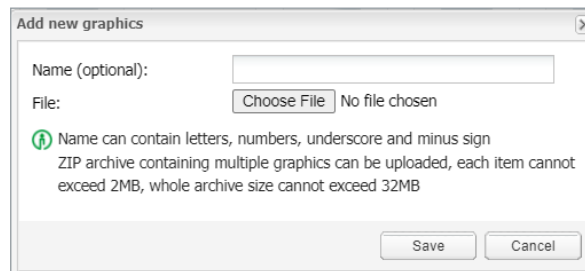


### Filter by name

Filter icons or images/backgrounds graphics according to name.

Click the *Add icon* button to add a new entry. The system accepts any icon size. JPEG, Gif, PNG, and SVG formats are supported. ZIP archive containing multiple graphics can be uploaded, each item cannot exceed 2 MB, and the whole archive size cannot exceed 32 MB.

Add new graphics



### Name (optional)

The name of the icon. It will appear in the list when adding a new object. It can contain letters, numbers, underscore, and a minus sign.

### File

Icon file location.

CSS style can be changed via uploading a new file. CSSs define all control buttons, Smartphone visualization, Scheduler, and Trend. For more information on how to modify the CSS file, please contact your local front office for additional documents.



Clear cache of the browser after uploading new CSS file.

# 20 Scripting

The *Scripting* menu allows adding and managing various scripts, depending on the type of the script. Lua programming language is used to implement user scripts.

## 20.1 General scripting description

Scripting tab

The screenshot shows the 'Scripting' tab in a software interface. At the top, there are several menu items: Utilities, Objects, Object logs, Schedulers, Trend logs, Scenes, Vis. structure, Visualization, Vis. graphics, Scripting (selected), User access, and M. Below these are six category buttons: Event-based (power icon), Resident (refresh icon), Scheduled (calendar icon), User libraries (person icon), Common functions (fx icon), and Start-up (init) script (power icon). Below the buttons is a table with columns: Script name, Group address / tag..., Description, Category, Edi..., Act..., Du..., and Del... The table lists several scripts such as 'Event for B status ON/OFF (1/2/19)', 'RGB splitting (1/2/30)', 'Event for S5 Scene (3/0/12)', 'Scene PB', 'Event for Office climate mode (32/1/15)', 'Lamp test', 'Temporary reset (32/2/12)', and 'RGB collective Feedback'. Each row has icons for editing, activating/deactivating, duplicating, and deleting. At the bottom left of the table area is a '+ Add new script' button.

There are four actions you can do with each script:

- *Editor* – Enter scripting editor to write specific code for the particular program.
- *Active* – Make the script active (green) or deactivate it (grey).
- *Duplicate* – Duplicate the script with its source code.
- *Delete* – Delete the script. When pressing this icon, the confirmation is asked to accept the delete.

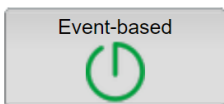


Data format — in most cases data is stored and transferred between spaceLYnk parts using hex-encoded strings (2 bytes per 1-byte of data).

Programming in LUA and code samples are available at [www.se.com](http://www.se.com).

## 20.2 Event-based script

These are scripts that are executed when a group event occurs on the bus. Usually used when the real-time response is required.



The 'Event-based script' dialog box contains the following fields and options:

- Script name: Event for S5 Scene (3/0/12)
- Group address / tag: 3/0/12
- Active:
- Execute on group read:
- Category: Climate
- Description: (empty text area)

Buttons: Save, Cancel


*Script name*

The name of the script.

*Group address/tag*

Group addresses or tags have to be entered. It can be entered manually or selected from the drop-down list.

*Group address*

Allows to enter only digits from 0 to 15 and / as a separator. When  icon appears on the right side of the text box, the wrong address form is used. The correct form of the group address is, for example, 1/1/1.

*Tag*

The script can run on tags. If group addresses have the tag attached to and the script is using the tag, then any telegram which is sent to the group with this tag will execute the script.

*Execute on group read*

Run script with every group read.

*Description*

Description of the script.

*Category*

A new or existing name of the category the script will be included. This will not affect on script action, helps only by grouping the scripts and watching by categories in *Tools* → *Print* script listings page.

*Active*

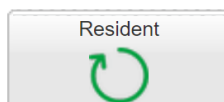
Specifies whether the script is active (green circle) or disabled (red circle).



If the script is run only on a read request, use the following script example:

```
if event.type == 'groupread' then
-- script here
end
```

## 20.3 Resident script



**Resident script** ✕

Script name:

Sleep interval (seconds):

Active:

Category:

Description:

*Script name*

The name of the script

*Sleep interval (seconds)*

Interval after which the script will be executed.

*Active*

Specifies whether the script is active (green circle) or disabled (red circle).

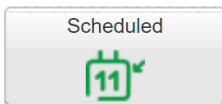
*Category*

A new or existing name of the category the script will be included. This will not affect on script action, helps only by grouping the scripts and watching by categories in *Tools* → *Print* script listings page.

*Description*

Description of the script.

## 20.4 Scheduled script



Scheduled script

Script name: OS date and time

Minute: ? \*

Hour: ? \*

Day of the month: ? \*

Month of the year: Every month of the year

Day of the week: Every day of the week

Active:

Category:

Description:

Save Cancel

**Script name** – The name of the script.

**Minute** – Minute.

**Hour** – Hour.

**Day of the month** – Day of the month.

**Month of the year** – Month of the year.

**Day of the week** – Day of the week.

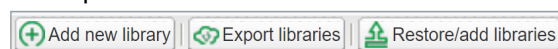
**Active**– Specifies whether the script is active (green circle) or disabled (red circle).

**Category** – A new or existing name of the category the script will be included. This will not effect on script action, helps only by grouping the scripts and watching by categories in **Tools > Print** script listings page.

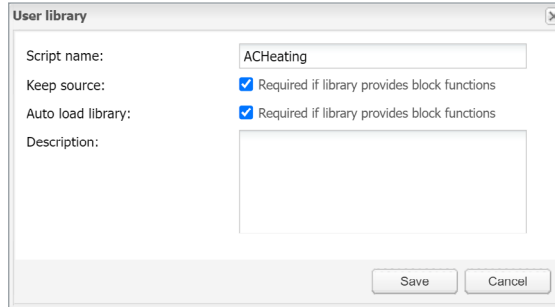
**Description** – Description of the script.

## 20.5 User libraries

User libraries usually contain user defined functions which could be called from other scripts.



User libraries in Scripting tab



### Secure the Code

There is an option **Keep source** available for user libraries. Once disabled, the code is compiled in the binary form and cannot be seen for further editing. If this option is enabled, the source code is seen in the editor.

**Auto load library** option will load selected script when spaceLYnk starts.

### Include the Library in the Scripts

To use functions defined in user library, they should be included in the beginning of the script, for example, user library with the name 'test' should be included as below: **require('user.test')**

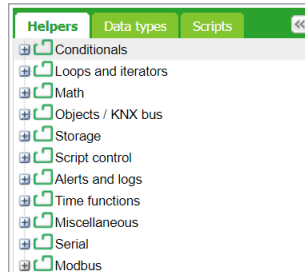
User Libraries can be backed up and restored/added from archive.

The existing library will be replaced by imported one.

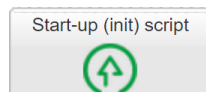
## 20.6 Common functions



**Common functions** contain library of globally used functions. They can be called from any script, any time, without special inclusions with **User libraries**. Functions like sunrise/sunset; e-mail is included by default in **Common functions**.



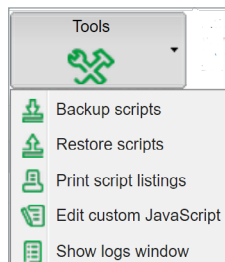
## 20.7 Start-up script



Init script is used for initialization on specific system or bus values on system start. Init script is run each time after the system has restarted (power up, reboot in the SW or via hardware *Reset* push button).

## 20.8 Tools

Tools menu



**Backup scripts** – Backup all scripts in \*.gz file.



Script backup does not backup user libraries, those have to be backed up separately.

**Restore scripts** – Restore script from archive (\*.gz) file with two possibilities:

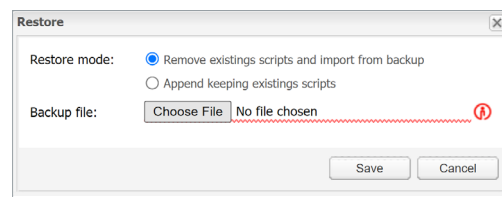
- Remove existing scripts and import from backup.
- Append keeping existing (s) scripts.

**Print script listings** – Shows all scripts with codes in list format sorted by Categories.

**Edit custom JavaScript** - insert Java script code for script control.

**Show logs window** – All log data are listed here; it is a duplicated window **Configuration/Logs**. It allows debugging a script and in parallel checking the logged data.


Restore scripting backup



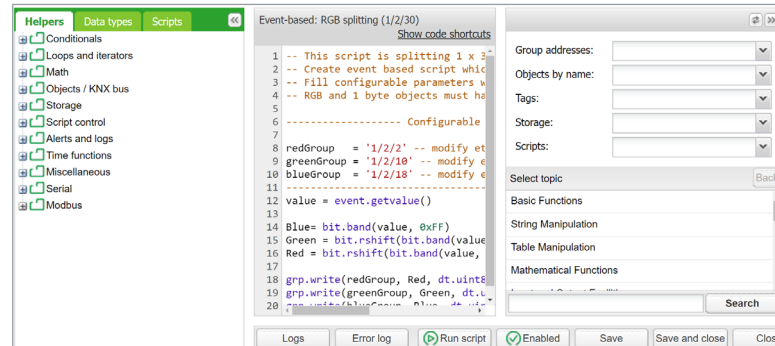
Example: Sample code for 1byte object 1/0/0 controlling navigation between pages according to page number.

```
$(function(){
    /* Create event listener on 1/0/0 to jump to page with object value */
    addr = Scada.encodeGroupAddress('1/0/0');
    objectStore.addListener(addr, function(obj, type) {
        /* to avoid execution on opening page */
        if (type == 'init') {
            return;
        }
        /* jump to page with objectvauae */
        if ( currentPlanId != obj.value ){
            showPlan(obj.value);
            /* Write object back to 0 */
            setObjectValue({ address: '1/0/0', rawdatatype: 5 }, 0,
'text');
        }
    });
});
```

## 20.9 Script editor

When a script is added  icon appears in the Editor column that allows opening a script in the scripting editor and re-working it with built-in code snippets. Code snippets save time and make the coding convenient. After clicking on the appropriate snippet, it automatically adds code to the editor field.

Script editor



Keyboard shortcuts are implemented for help with script writing.

Logs and error window are also available.

**Ctrl + F** – Find syntax in a code, text will be highlighted in yellow.

**Ctrl + G** – After finding a text via Ctrl+F, we can use Ctrl +G to select the next syntax in a script.

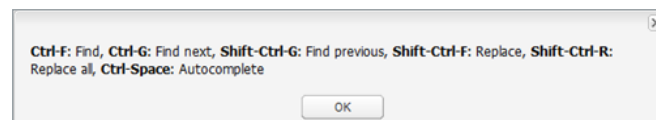
**Shift + Ctrl + G** – Select previous syntax.

**Shift + Ctrl + F** – Replace syntax in a script by another one. You will be allowed to choose one by one if you want to change it.

**Shift + Ctrl + R** - Replace all syntaxes in a script by another one at once.

**Ctrl + Space** – Helps to auto detect code and write for you. Press Ctrl + Space and write first letter of a command, then select the correct one from the list.

Keyboard shortcuts



**There are six main groups of Script editor:**

**Helpers** – Predefined code snippets, like if-then statement. Helpers consist of eleven main sub-groups: **Conditionals** – If Else If, If Then etc.

- **Loops and iterators** – Array, Repeat...Until etc.
- **Math** – Random value, Ceiling, Absolute value, Round etc.
- **Objects/KNX bus** – Get object value, Group read, Group write, Update interval etc.
- **Storage** – Get data from storage, Save data to storage.
- **Script control** – Get other script status, enable or disable other scripts.
- **Alerts and logs** – Alert, Log variables, Formatted alert.
- **Time functions** – Delay script execution.
- **Miscellaneous** – Sunrise/sunset etc.
- **Serial** – Communication through internal spaceLYnk I/O ports.
- **Modbus** – Create RTU/TCP connection, Write register, Read register etc.

**Group addresses** – Existing group addresses on the KNX bus.

**Objects by name** – Chose object by name.

**Tags** – Choose object by tag.

**Data types** – Choose object by data type.

**Scripts** – List of already made scripts consist 4 sub-groups:



**Event** – based- List of event-based scripts.

**Resident** - List of resident scripts.

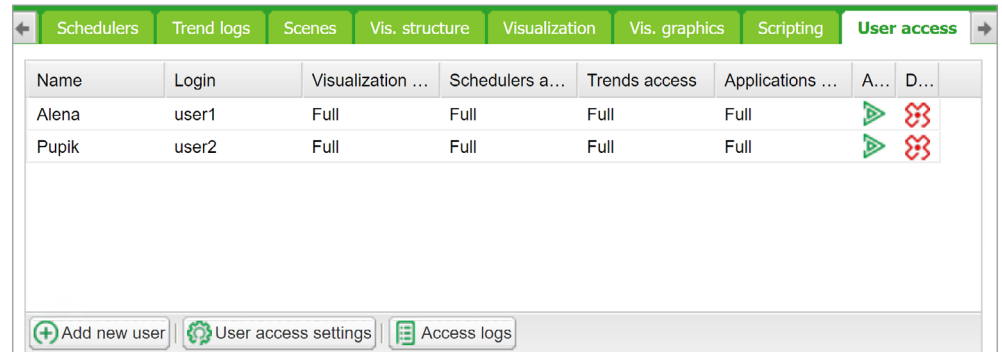
**Scheduled** – List of scheduled scripts.

**User libraries** - List of common functions a Star-up (init) scripts.

# 21 User access

User access menu allows creating and managing user's accounts.

User access



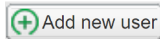
| Name  | Login | Visualization ... | Schedulers a... | Trends access | Applications ... | A... | D... |
|-------|-------|-------------------|-----------------|---------------|------------------|------|------|
| Alena | user1 | Full              | Full            | Full          | Full             |      |      |
| Pupik | user2 | Full              | Full            | Full          | Full             |      |      |

Buttons: + Add new user, User access settings, Access logs



Amount of users is recommended < 20 in spaceLYnk.

## 21.1 Add new user

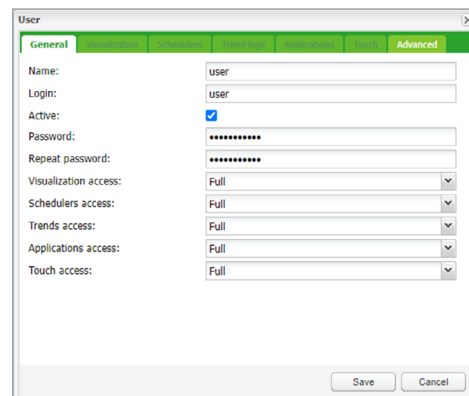


Click on the *Add new user* icon to add new user.

Update user access settings accordingly.

### General

User access settings General



User General settings dialog box showing fields for Name, Login, Active, Password, Repeat password, Visualization access, Schedulers access, Trends access, Applications access, and Touch access. All access levels are set to Full.

#### *User name*

Name of the account.

#### *Login*

Length 2 to 20 characters, accepted characters: "-", "\_", "a-z", "0-9".

#### *Active*

Active/deactivate user account.

#### *Password*

Length 6 to 20 characters. Any character accepted. See chapter [Passwords recommendation → 13](#) for security recommendations.

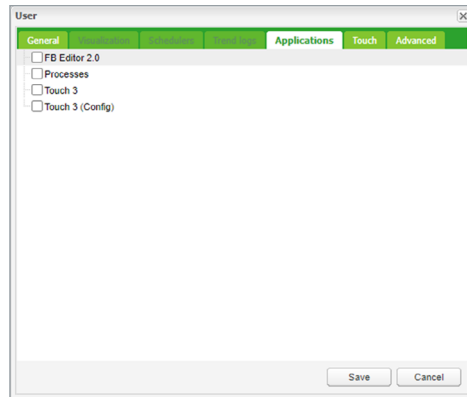
#### *Visualization/Schedulers/Trend access – [None/Partial/Full]*

When a partial access is selected, particular *Visualization plans/Schedulers/Trend logs* can be selected.

## Applications

In the *Applications* tab, you can select the applications to which the user will have access. Checked applications are visible and accessible to the user on the Start page.

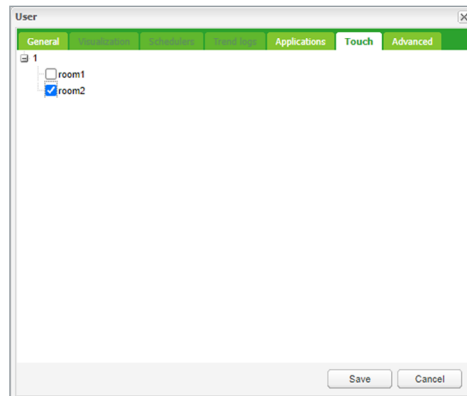
User access settings Applications



## Touch

In the *Touch* tab, you specify which rooms are visible to the user in the *Touch* visualization. In the list of rooms, check the ones that you allow the user to access.

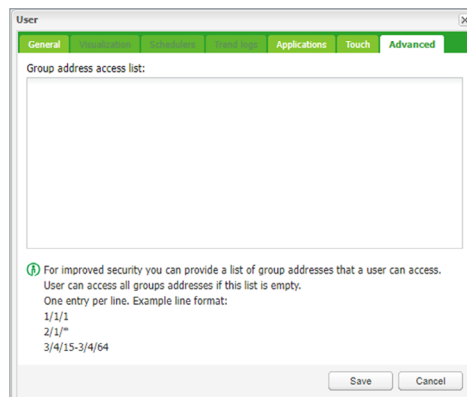
User access settings Touch



## Advanced

In this setting, you can provide a list of group addresses that will be available to users.

User access settings Advanced



## 21.2 User access settings



User access settings dialog

Click on the *User access settings* icon to manage user access settings.

*Disable password for visualization* – The active password protection is disabled for visualization access. Protect your visualization with PIN when disabling this option

*Enable password for Apps* – A password is requested when entering any Application on the main page.

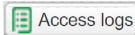
*Enable password for User directory* – The user directory on the main page is hidden when this feature is active.

*Visualization pin code* – When active password protection is disabled the visualization can be protected by PIN code with minimal length of 6 digits.

*Remember username and password* – User’s credential will be stored.

*User cookies expiration days* – Web browser cookies will be deleted after selected amount of days.

## 21.3 Access logs



Login history

Click on the *Access logs* button to view login history.

| Name  | Login | IP address    | Accessed at         |
|-------|-------|---------------|---------------------|
| admin |       | 192.168.0.157 | 12.06.2018 08:44:19 |
| admin |       | 192.168.0.85  | 11.06.2018 09:12:44 |
| admin |       | 192.168.0.85  | 11.06.2018 09:12:42 |
| admin |       | 192.168.0.170 | 09.06.2018 06:30:39 |
| admin |       | 192.168.0.170 | 09.06.2018 06:30:32 |
| admin |       | 192.168.0.85  | 09.06.2018 06:19:47 |
| admin |       | 192.168.0.85  | 09.06.2018 06:19:46 |
| admin |       | 192.168.0.157 | 08.06.2018 06:15:58 |
| admin |       | 192.168.0.157 | 08.06.2018 06:15:56 |
| admin |       | 192.168.0.157 | 07.06.2018 14:02:51 |
| admin |       | 192.168.0.157 | 07.06.2018 14:02:45 |
| admin |       | 192.168.0.157 | 07.06.2018 11:10:28 |
| admin |       | 192.168.0.157 | 07.06.2018 11:10:19 |
| admin |       | 192.168.0.157 | 07.06.2018 11:10:07 |
| admin |       | 192.168.0.157 | 07.06.2018 05:56:20 |
| admin |       | 192.168.0.157 | 07.06.2018 05:56:15 |
| admin |       | 192.168.0.157 | 06.06.2018 13:43:39 |
| admin |       | 192.168.0.157 | 06.06.2018 13:43:37 |
| admin |       | 192.168.0.157 | 06.06.2018 05:13:36 |
| admin |       | 192.168.0.157 | 06.06.2018 05:13:35 |
| admin |       | 192.168.0.139 | 23.01.2018 14:28:06 |



Unsuccessful logins are marked in red. FTP and Applications access are also logged.

## 22 Modbus

Modbus tab

| Name         | Profile     | Status object | Connection ty... | Device ... | Poll int... | C... | M... | D... |
|--------------|-------------|---------------|------------------|------------|-------------|------|------|------|
| <b>RTU 1</b> |             |               |                  |            |             |      |      |      |
| iEM 3155     | iEM-iEM3155 |               | RTU 1            | 1          | 60          |      |      |      |

### 22.1 Characteristics

The Modbus open standard allows you to receive a more in-depth analysis of consumption in all areas of your building.

You can connect up to 31 Modbus extension devices of the following types of meters based on Modbus remote terminal unit (RTU) within one Modbus line:

- Schneider Electric energy meters
- Schneider Electric power meters
- Schneider Electric Smart Interface Modules (SIM10M module)
- Schneider Electric Smartlink
- Other Schneider Electric Modbus devices (e.g. SE8000, Modicon PLCs, etc.)
- Non-Schneider Electric Modbus TCP/RTU devices (offering you greater flexibility)

With the information which the spaceLYnk provides, you can visualize energy or media consumption. This can also be used to reduce consumption through the use of control strategies within the KNX/IP network.

Modbus RTU is supported over RS485 interface. Modbus TCP is supported over Ethernet port. Modbus communication settings is done using *Modbus* tab in spaceLYnk *Configurator*. Modbus registers can be easily mapped using predefined Modbus profiles.

Modbus Master can be controlled directly from scripts (usually resident script is used to read Modbus values after some specific time interval and write them into KNX object or visualization).

Once script is added, you can add the code in the Script Editor. There are lots of predefined code blocks in the Helpers.



Do not use Modbus settings using profiles together with Modbus controlled from scripts. Interference of those two settings can cause communication errors. We strongly recommend you to use rather Modbus device profiles than configuration by scripting.

### 22.2 Application example

#### Requirements

- Measure and visualize how much energy is used for lighting an office building.
- Measure the gas and water consumption of the building.
- Monitor the quality of the network to ensure the operational safety of the IT equipment.

**Solution**

- Install an iEM3150 meter to measure the energy consumed by the lights.
- Install an iEM3255 meter to determine the power mains quality.
- Install a SIM10M module to measure gas and water consumption using pulse meters.
- Connect the devices to each other via Modbus.

## 22.3 Modbus RTU interface

**Characteristics of Modbus RTU Interface**

Supported over RS 485 physical interface

Can act as Modbus/RTU Master or Modbus/RTU Extension

Supported Function Codes: #01, #02, #03, #04, #05, #06, #07, #0F, #10

Maximum 32 devices on bus (1 master and 31 extensions)

RS 485 interface is not isolated!

**RS 485 Bus Topology Characteristics****Main RS 485 Characteristics**

- Mode of operation: differential
- Voltage at any bus terminal: -7 V to +12 V
- Receiver Input Sensitivity: +/-200 mV
- Sink/Source current: 60 mA
- Built-in asymmetrical protection against transient voltages resulting from electrostatic discharge (ESD), electrical fast transients (EFT), and lightning.
- Non isolated RS-485 interface.

|  |  |
|--|--|
| Connection Type                              | <ul style="list-style-type: none"> <li>• point-to-point connections</li> <li>• point-to-multipoint connections</li> </ul>                                    |
| Type of Trunk Cable                          | shielded cable with 1 twisted pair and at least a third conductor  |
| Maximum Length of Bus                        | 1.000 m (3.280 ft) at 19.200 bit/s with the Telemecanique TSX CSA cable  |
| Maximum Number of Devices (without repeater) | 32 (1 UL) devices, i.e. 31 extensions  |
| Maximum Length of Tap Links                  | <ul style="list-style-type: none"> <li>• 20 m (65 ft) for one tap link</li> <li>• a total of 40 m (131 ft) for all tap links available on the bus</li> </ul> |

**Common Ground Wires**

- In order to keep the voltage between drivers and receivers within the allowed range (-7 V to +12 V), an additional third wire (in 2-wire systems) is required.
- This wire will be used as common circuit and must therefore be directly connected to protective ground, preferably at one point only for the entire bus.
- As grounding point for the entire bus you should choose the master device or its tap.



No terminal for cable shield. For longer cable in harsh environment we recommend you to place additional shield clamp close to the controller in order to drain EMC disturbances.



Earthed connectors from USB, RS232, LAN and Modbus are interconnected. Earth leakage currents may harm the operation of the controller.

**Maximum Number of Devices without Repeater**

An RS 485 network can principally have a maximum load of 32 devices.

If you want to connect more than 32 devices to a standard RS 485 driver, then integrate a repeater in your network.

### **Biassing the Network**

When there is no data activity on the Modbus bus, i.e. all nodes are in receive mode and there is no active driver available, the state of the line is unknown. In these cases, the line is subjected to external noise or interference. In order to prevent the receivers from adopting improper states, the line needs to be biased, i.e. the constant state of the line must be maintained by an external pair of resistors connected to the RS 485 balanced pair.

### **RC Termination**

To prevent unintended effects, like reflections, from occurring in your Modbus SL application, make sure to terminate the transmission lines properly.

Use RC termination to minimize the loop current and the line reflections. Furthermore, RC termination increases the noise margin.

Choose two serial capacitors of 1 nF (10 V minimum) and two resistors of 120  $\Omega$  (0.25 W) as line termination. Integrate these components at both ends of your Modbus SL communication line.

### **R Termination Only**

If the client insists on the R=150 Ohm termination only (not RC), he must connect external polarization resistors himself 450 - 650 Ohm (at the master's tap).

See the scheme in picture below.

### **Modbus interface isolation**

Modbus interface of spaceLYnk is not isolated. We strongly recommend to use optic-coupler separation of Modbus line and spaceLYnk RS485 interface. It will increase robustness of the Modbus network and reduce noise in the bus traffic.

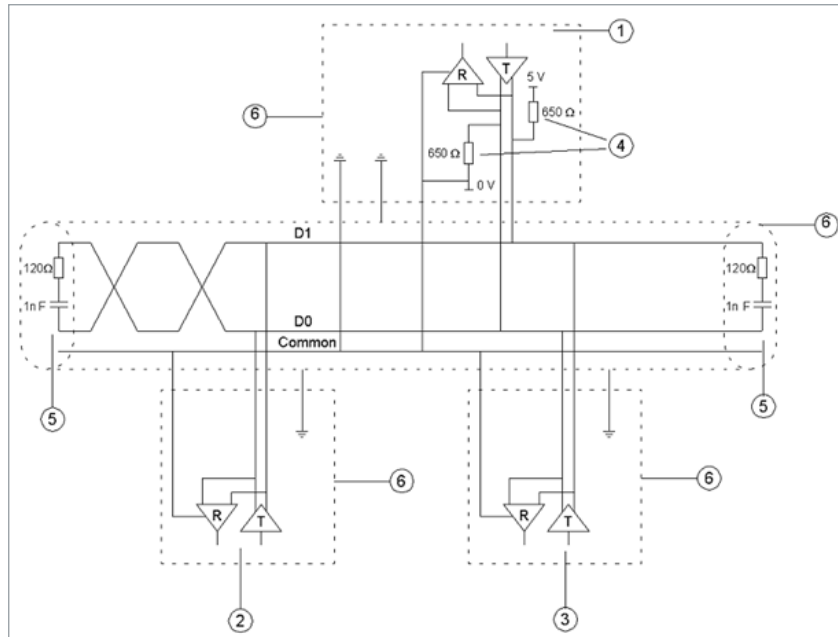
### **Termination, polarization and separation using Schneider Electric devices**

Schneider Electric delivers devices for RS 485 termination, polarization and separation

Refer to following product numbers:

- TWD XCA ISO
- TWD XCA T3J

TWD XCA ISO and TWD XCA T3J devices can be used in order to ensure recommended RS 485 connection scheme (see the picture below). For more detailed information about TWD XCA ISO and TWD XCA T3J please refer to product documentation on Schneider Electric website.



Elements of the application:

- ① master
- ② extension 1
- ③ extension n
- ④ polarization resistors
- ⑤ line termination
- ⑥ shield

**Maximum cable length without termination**

When cable is not terminated, you must adjust the transmission rate to cable length.

|   |       |        |        |         |
|---|-------|--------|--------|---------|
| Transmission Rate                         | 9600  | 19.200 | 57.600 | 115.200 |
| Bit Time (µs)                             | 104,1 | 52,08  | 17,36  | 8,68    |
| Bit Time/4 (µs)                           | 26,0  | 13,0   | 4,3    | 2,2     |
| Max. Cable Length Without Termination (m) | 859   | 430    | 143    | 72      |

**Modbus TCP Interface**

Characteristics of Modbus TCP Interface:

- Supported over Ethernet interface 10Mb, 100Mb
- Can act as Modbus/TCP-IP Client or Modbus/TCP-IP Server
- DHCP support
- Max. opened TCP connections: 100
- Supported Function Codes: #01, #02, #03, #04, #05, #06, #07, #0F, #10

**Grounding-Isolation**

Metal cover of the RJ45 socket is connected to device ground.

## 22.4 Modbus settings in spaceLYnk using device profiles

**General Procedure of Modbus Settings**

All settings regarding Modbus communication in spaceLYnk are available in Modbus tab.



There are plenty of preinstalled device profiles, which are used for mapping the Modbus addresses (registers) to KNX group objects in spaceLYnk. If there is a need to read/write some Modbus register, you only set the mapping rules, which allows you to access Modbus register by read/write of KNX group objects.

In general, the procedure of Modbus communication settings can be divided into following steps:

1. Setting the details of Modbus RTU communication (baud rate, parity, ...) in case you use Modbus RTU.
2. Make sure there is device profile uploaded in spaceLYnk. There are pre-installed profiles for Schneider-Electric devices. Custom Modbus profiles can be uploaded and used as well.
3. Add the device to the device list.
4. Configure the register mapping.

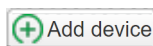
### Automatic discovery

You can find Modbus devices connected to spaceLYnk over Modbus RTU using scan function. This function is placed here: Configurator -> Modbus -> RTU scan. Devices, which are marked as “**RTU scan = No**”, do not support automatic discovery.

List of preinstalled Modbus profiles in spaceLYnk

| Modbus device                 | RTU scan | Modbus device             | RTU scan | Modbus device                 | RTU scan |
|-------------------------------|----------|---------------------------|----------|-------------------------------|----------|
| Compact_NSX-Compact_NSX_E     | No       | PM-PM820                  | No       | EM-EM6400                     | -        |
| Masterpact_NT_NW-Masterpact_A | No       | PM-PM850                  | No       | EM-EM6433                     | -        |
| Masterpact_NT_NW-Masterpact_H | No       | PM-PM870                  | No       | EM-EM6434                     | -        |
| Masterpact_NT_NW-Masterpact_P | No       | PM-PM9C                   | No       | EM-EM6436                     | -        |
| PM-PM1200                     | No       | SIM10M                    | No       | EM-EM6436 and EM-EM6436dual   | -        |
| PM-PM210                      | No       | Smartlink-RTU             | Yes      | EM-EM6438                     | -        |
| PM-PM3250                     | Yes      | Smartlink-TCP             | No       | ION-ION6200                   | -        |
| PM-PM3255                     | Yes      | SE8300                    | No       | ION-ION7300                   | -        |
| PM-PM5110                     | No       | SE8600                    | No       | ION-ION7330                   | -        |
| PM-PM5111                     | No       | SER8300                   | No       | ION-ION7350                   | -        |
| PM-PM5310                     | No       | TC303                     | No       | ION-ION7550                   | -        |
| PM-PM5330                     | No       | iEM-iEM2150               | Yes      | ION-ION7650                   | -        |
| PM-PM5350                     | No       | iEM-iEM2155               | Yes      | Masterpact_NT_NW-Masterpact_E | -        |
| iEM-iEM3150                   | Yes      | Vigilohm IM20             | Yes      | PM-PM500                      | -        |
| iEM-iEM3155                   | Yes      | Vigilohm IM400            | Yes      | PM-PM5111                     | -        |
| iEM-iEM3250                   | Yes      | PowerTag                  | No       | PM-PM5320                     | -        |
| iEM-iEM3255                   | Yes      | CM-CM3250                 | -        | PM-PM5331                     | -        |
| iEM-iEM3350                   | Yes      | CM-CM3350                 | -        | PM-PM5340                     | -        |
| iEM-iEM3355                   | Yes      | CM-CM4000                 | -        | PM-PM5341                     | -        |
| PM-PM710                      | No       | Compact_NSX-Compact_NSX_A | -        | PM-PM5560                     | -        |
| PM-PM750                      | No       | EM-EM3550                 | -        | PM-PM5561                     | -        |
| PM-PM810                      | No       | EM-EM3555                 | -        | PM-PM5563                     | -        |

## 22.5 Add new Modbus device



In order to add new Modbus device to spaceLYnk configuration click the *Add device* button.

## Add new Modbus device

*Connection type**[RTU(RS-485), TCP/IP]*

Select the connection type of Modbus device.

*Name* – Define a name of Modbus device.

*Status object* – The connection with Modbus device can be monitored by Status object. When the communication is broken, status object is set to 0.

*Profile* – Select Modbus profile of your device. You can use preinstalled profile or your custom device profile. Custom profiles need to be created and uploaded to spaceLynk before. Procedure of device profile creation is described in [New profile definition](#) → 118.

*Device address* – Set the extension address of your Modbus device.

*Poll interval* – Set how often the values are polled from Modbus extension device. Value 5 means that new values are read every 5 seconds.

*Timeout* – If there is error in connection device will wait for set time and then send error message to Error log

*IP* – Set the IP address of the Modbus device (in case you use Modbus TCP). If Modbus device is connected over Modbus gateway, the IP address of the gateway has to be set here.

*Port* – Set port for Modbus TCP communication. Default value given by Modbus standard is 502.

*Persistent connection* – Keeps connection open. When disabled, controller reads out all registers and disconnect.

## 22.6 Modbus RTU settings

In order to communicate with Modbus extensions connected over Modbus RTU (serial), it is necessary to enable the communication and set the connection details.

RTU settings

*RTU (serial) enabled* – This option enables Modbus RTU communication. Only RTU1 can be set for Modbus communication

*Port* – Set the name of the serial port. Default settings is /dev/RS485.

*Parity* – Set a parity or stop bits.

*Duplex* – Select the Half-duplex or Full-duplex option. Default value is Half-duplex.

*Reset to defaults* – This button resets all parameters of RTU settings to default.

## 22.7 Modbus RTU scan



RTU scan setting

RTU scan feature automatically finds and adds Modbus devices connected to Modbus RTU.

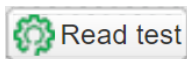


Only devices with a valid profile will be added. This feature does not work with custom made profiles.

Devices supporting automatic discovery are listed in chapter [Modbus Profiles Table](#) → 116.

## 22.8 RTU read test

For the quick test of RTU communication.



**Read test**

Connection type:  RTU 1  RTU 2  RTU 3  TCP/IP

Device address:

Function:

Address:

Data type:

Read swap:

Read length:

*Device address* – The address of Modbus device.

*Function* – The distinction between Coil, Discrete input, Holding register and input register functions.

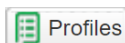
*Address* – A register address.

*Data type* – A message data point type.

*Read swap* – You can change order of reading if needed.

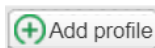
*Read length* – The length of read message.

## 22.9 Modbus profiles table



All the Modbus profiles uploaded in spaceLYnk are displayed in the table, which pops up after clicking on *Profiles* button.

You can delete each profile by clicking on or downloaded by pressing button and then used for further customization.



It is possible to modify downloaded profile (.json file) and upload it back to spaceLYnk using *Add profile* button.

If there is a need to read/write registers, which are not available in preinstalled profile, it is recommended to modify the preinstalled profile according to your needs.

There is added profile for PowerTag since firmware version 2.3.0 – Wireless Energy Sensor, which is common for all types of PowerTags.

Profiles table

| Profile   | Description        | Manufacturer       | Down | Delete |
|-----------|--------------------|--------------------|------|--------|
| PM-PM1200 | Power Meter PM1200 | Schneider Electric |      |        |
| PM-PM3210 | Power Meter PM3210 | Schneider Electric |      |        |
| PM-PM3250 | Power Meter PM3250 | Schneider Electric |      |        |
| PM-PM3255 | Power Meter PM3255 | Schneider Electric |      |        |
| PM-PM500  | Power Meter 500    | Schneider Electric |      |        |
| PM-PM5110 | Power Meter PM5110 | Schneider Electric |      |        |
| PM-PM5111 | Power Meter PM5111 | Schneider Electric |      |        |
| PM-PM5130 | Power Meter PM5130 | Schneider Electric |      |        |
| PM-PM5320 | Power Meter PM5320 | Schneider Electric |      |        |
| PM-PM5330 | Power Meter PM5330 | Schneider Electric |      |        |
| PM-PM5331 | Power Meter PM5331 | Schneider Electric |      |        |
| PM-PM5340 | Power Meter PM5340 | Schneider Electric |      |        |
| PM-PM5341 | Power Meter PM5341 | Schneider Electric |      |        |
| PM-PM5350 | Power Meter PM5350 | Schneider Electric |      |        |
| PM-PM5560 | Power Meter PM5560 | Schneider Electric |      |        |
| PM-PM5561 | Power Meter PM5561 | Schneider Electric |      |        |
| PM-PM5563 | Power Meter PM5563 | Schneider Electric |      |        |
| PM-PM710  | Power Meter PM710  | Schneider Electric |      |        |
| PM-PM720  | Power Meter PM720  | Schneider Electric |      |        |
| PM-PM810  | Power Meter PM810  | Schneider Electric |      |        |

## 22.10 Modbus mapping

Once the Modbus device has been added as described in *Modbus RTU Scan* it is necessary to set the register mapping. It means that bindings between Modbus registers and KNX group objects in spaceLYnk have to be created.

Navigate to *Modbus* tab of spaceLYnk *Configurator*.

Each device in the list has a green mapping icon on the right side. Click this icon and open the *Object mapping* settings.

Mapping settings

| Name                           | Linked to object                      | Current value | Type                                   | Delete |
|--------------------------------|---------------------------------------|---------------|--|--------|
| iEM 3155 - Current A           | 5/1/1 iEM 3155 - Current A            | 0.123A        | Holding register: 3099 (float32)       |        |
| iEM 3155 - Current B           | 5/1/2                                 |               | Holding register: 3001 (float32)       |        |
| iEM 3155 - Current C           | 5/1/3                                 |               | Holding register: 3003 (float32)       |        |
| iEM 3155 - Voltage A-B         | 5/1/4                                 |               | Holding register: 3019 (float32)       |        |
| iEM 3155 - Voltage B-C         | 5/1/5                                 |               | Holding register: 3021 (float32)       |        |
| iEM 3155 - Voltage C-A         | 5/1/6                                 |               | Holding register: 3023 (float32)       |        |
| iEM 3155 - Voltage A-N         | 5/1/7 iEM 3155 - Voltage A-N          | 224.820V      | Holding register: 3027 (float32)       |        |
| iEM 3155 - Voltage B-N         | 5/1/8                                 |               | Holding register: 3029 (float32)       |        |
| iEM 3155 - Voltage C-N         | 5/1/9                                 |               | Holding register: 3031 (float32)       |        |
| iEM 3155 - Active Power        | 5/1/10 iEM 3155 - Active Power        | 0.018kW       | Holding register: 3059 (float32)       |        |
| iEM 3155 - Reactive Power      | 5/1/11 iEM 3155 - Reactive Power      | 0.000kVAr     | Holding register: 3067 (float32)       |        |
| iEM 3155 - Apparent Power      | 5/1/12 iEM 3155 - Apparent Power      | 0.000kVA      | Holding register: 3075 (float32)       |        |
| iEM 3155 - Power Factor sector | 5/1/13 iEM 3155 - Power Factor sector | Capacitive    | Holding register: 3083 (float32=uint8) |        |
| iEM 3155 - PF Quadrant         | 5/1/14 iEM 3155 - PF Quadrant         | Quadrant IV   | Holding register: 3083 (float32=uint8) |        |

Each row of the *Object mapping* table represents one of the Modbus registers (defined in the device profile).

Map selected items to objects

Double-click selected line or click the *Map selected items to objects* button. *Mapping* dialog opens.

Mapping dialog

**Mapping iEM 3155 - Current A**

Name:

Link to object:

Write to bus:  Does not apply to virtual objects

Value send delta:

Units / suffix:

Tags:

Comments:

*Link to object* – Select the spaceLYnk object, where the value read from Modbus register will be saved. You can select existing object from the drop down menu or you can click on and create the new object directly from this dialog.

*Write to bus* – Enable sending data to KNX TP bus.



If this option is disabled, telegrams to KNX TP are not sent, when Modbus value is changed. Telegrams are sent to KNX IP anyway. In case you do not want to share the values through KNX IP, it is important to set the filtering table properly.

*Value send delta* – Set the value of delta. If the change of value read from Modbus register is bigger than this delta, value is sent to the KNX bus. In case of KNX TP, *Write to bus option* needs to be enabled.

*Unit/suffix* – Set the unit of the Modbus value. This setting is applied to selected group object in spaceLYnk. This parameter is optional.

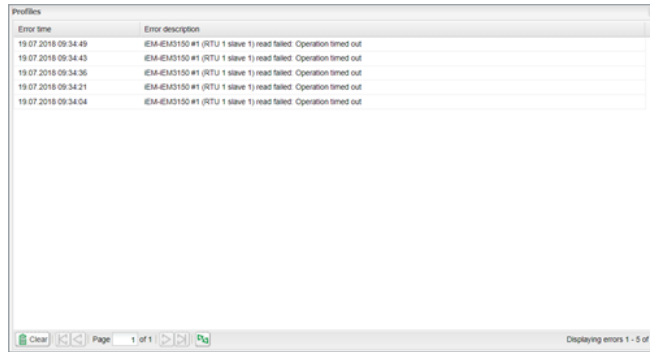
*Tags* – Select a tag, which is applied to selected group object in spaceLYnk. This parameter is optional.

*Comments* – Select a comment, which is applied to selected group object in spaceLYnk. This parameter is optional.

Error log

*Error logs* – All errors related to Modbus are displayed in *Error log* window under *Modbus* tab.

Error logs



Modbus device is highlighted red after 3 unsuccessful poll.

| Name          | Profile    | Connection type | Device address | Poll inter. | Config | Mapping | Delete |
|---------------|------------|-----------------|----------------|-------------|--------|---------|--------|
| RTU 1         |            |                 |                |             |        |         |        |
| IEM-EM3150 #1 | IEM-EM3150 | RTU 1           | 1              | 5           |        |         |        |

## 22.11 New profile definition

If your Modbus device profile is not present in the list of preinstalled profiles in spaceLYnk, you can define your own profile.

Modbus device profiles are distributed in \*.json files. You can use common text editor (e.g. Notepad or Notepad++) in order to create and edit your profile. While saving the file set extension to \*.json. The following example shows the structure of new device profile:

Device mapping

```
{
  "manufacturer": "Schneider Electric",
  "description": "Example device",
  "mapping": [
    { "name": "Output 1", "bus_datatype": "bool", "type": "coil",
      "address": 0, "writable": 1 },
    { "name": "Input 1", "bus_datatype": "float16", "type": "inputregister",
      "address": 0, "value_multiplier": 0.001, "units": "V" }
  ]
}
```

Each line of "mapping" table of the \*.json file contains mapping information of one Modbus register, coil, input or output. All the possible mapping settings are listed in the table below.

Profile definition

| Parameter    | Description  | Type            | Required |
|--------------|--|-----------------|----------|
| Name         | Object name, e.g. Output 2   | String          | Yes      |
| bus_datatype | KNX object <b>data</b> type, key from dt table, e.g. float32   | String / Number | Yes      |
| type         | Modbus register type, possible values: coil, discreteinput, register, inputregister.   | String          | Yes      |
| address      | Register address (0-based)   | Number          | Yes      |
| writable     | Set to true to enable writing to register if type is either coil or register.  | Boolean         | No       |
| write_only   | Set to true to disable reading coil or register value when "writable" is enabled.  | Boolean         | No       |
| datatype     | Modbus value data type. If set, conversion will be done automatically. Possible values: bool, uint16, int16, float16, uint32, int32, float32, uint64, int64, quad10k, s10k | String          | No       |

## Profile definition

| Parameter        | Description   | Type            | Required |
|------------------|---|-----------------|----------|
| value_delta      | New value is sent when the difference between previously sent value and current value is larger than delta. Defaults to 0 (send after each read).   | Number          | No       |
| value_base       | Add specified number to the resulting value.  | Number          | No       |
| value_multiplier | Multiply resulting value by the specified number, value = value_base + value * value_multiplier.  | Number          | No       |
| value_bitmask    | Bit mask to apply, shifting is done automatically based on least significant 1 found in the mask.   | Number          | No       |
| value_nan        | Array of 16-bit integers. If specified and read operation returns the same array no further processing of value is done.  | Array           | No       |
| value_conv       | Apply one of built-in conversion functions  | String (Int)    | No       |
| value_custom     | Name of a built-in enumeration or a list of key -> value mapping, resulting value will be 0 if key is not found.  | String / Object | No       |
| internal         | Not visible to user when set to true, should be used for scale registers.   | Boolean         | No       |
| units            | KNX object units/suffix   | String          | No       |
| address_scale    | Address of register containing value scale, value = value * 10 ^ scale  | Number          | No       |
| read_count       | Number of register to read at once (for devices that only support reading of a specific block of registers)   | Number          | No       |
| read_swap        | Swap register order during conversion (endianness)  | Boolean         | No       |
| read_offset      | Position of first register of data from the block of registers (0-based).   | Number          | No       |
| timeout          | Specify device timeout in seconds.<br>If the extension device does not reply within specified time, it is considered as timeout error.<br>Default values: 0.5s for Modbus RTU, 3s for Modbus TCP  | Number          | No       |
| write_multiple   | This parameter set the multiple writing function (function 15 or 16 is used instead of function 5 or 6).<br>If "Type" is set to "register" and "Write_multiple" is set to "true", Modbus function 16 is used for writing to the register.<br>If "Type" is set to "coil" and "Write_multiple" is set to "true", Modbus function 15 is used for writing to the coil.<br>Default value is "false", which means that Modbus function 5 or 6 (depending on register type) is used for writing. | String          | No       |

Once you create your \*.json file, which contains all the information of your profile, you can upload it easily into your spaceLYnk by *Configurator* → *Modbus* → *Profiles* → *Add profile*.



It is recommended to use an existing device profile as example or template, when new device profile is created. It is possible to download existing profiles from spaceLYnk and see the structure and syntax used there.

For more details about custom device profile creation please refer to the application note available at [www.se.com](http://www.se.com).

## 22.12 Modbus settings in spaceLYnk using scripts

### Modbus Function Codes and Corresponding Master Functions

All the possible Modbus function codes, which can be used in spaceLYnk, are listed below. There is a Lua function in spaceLYnk for each function code.

**All the functions described below can be used both for Modbus TCP and Modbus RTU.**

|                              |                  |  |
|------------------------------|------------------|--|
| FC#01 Read Coils             | <b>Name</b>      | <b>“Read single coil”</b>  |
|                              | Command          | coil = mb:readcoils(address)   |
|                              | Command          | coil= mb:readcoils(start, count)   |
|                              | Arguments        | [address]: address of the coils  |
|                              | Returned values  | 1: ON, 0: OFF  |
|                              | Exception codes  | 01 or 02 or 03 or 04   |
| Long press modes             | <b>Name</b>      | <b>“Read Multiple coil”</b>  |
|                              | Arguments        | [start]: address of first coil to read<br>[count]: number of coils to read (max 2000)  |
|                              | Returned values  | 1: ON, 0: OFF  |
|                              | Exception codes  | 01 or 02 or 03 or 04   |
|                              | Example          | coil1,coil2,coil3= mb:readcoils(1000, 3)<br>Value read from coil address 1000 is returned into variable coil1.<br>Value read from coil address 1001 is returned into variable coil2.<br>Value read from coil address 1002 is returned into variable coil3.       |
|                              |                  |  |
| FC#02 Read Discrete Inputs   | <b>Name</b>      | <b>“Read discrete input”</b>   |
|                              | Command          | value = mb:readdiscreteinputs(address)   |
|                              | Arguments        | [address]: address of the input  |
|                              | Returned values  | 1: ON, 0: OFF  |
|                              | Exception codes  | 01 or 02 or 03 or 04.  |
|                              |                  |  |
| FC#02 Read Discrete Inputs   | <b>Name</b>      | <b>“Read discrete inputs”</b>  |
|                              | Command          | value = mb:readdiscreteinputs(start,count)   |
|                              | Arguments        | [address]: address of first input to read<br>[count]: number of inputs to read (max 2000)  |
|                              | Returned values  | 1: ON, 0: OFF  |
|                              | Exception codes: | 01 or 02 or 03 or 04   |
|                              | Example          | bool1, bool2= mb: readdiscreteinputs(10,2)<br>Value read from discrete input address 11 is returned into variable bool1.<br>Value read from discrete input address 12 is returned into variable bool2.   |
| FC#03 Read Holding Registers | <b>Name</b>      | <b>“Read registers”</b>  |
|                              | Command          | value = mb:readregisters(address,count)  |
|                              | Arguments        | [address]: address of first register to read<br>[count]: number of registers to read (max 125)   |
|                              | Returned values  | 2byte values   |
|                              | Exception codes  | 01 or 02 or 03 or 04.  |
|                              | Example          | int1, int2= mb: readregisters(1100,3)<br>Value read from register address 1100 is returned into variable int1.<br>Value read from register address 1101 is returned into variable int2.<br>Value read from register address 1102 is returned into variable int3. |



|                                |                 |  |
|--------------------------------|-----------------|--|
| FC#04 Read Input Registers     | <b>Name</b>     | <b>“Read input registers”</b>  |
|                                | Command         | value = mb:readinputregisters(address,count)   |
|                                | Arguments       | [address]: address of first input register to read<br>[count]: number of input registers to read (max 125)   |
|                                | Returned values | 2byte values   |
|                                | Exception codes | 01 or 02 or 03 or 04.  |
|                                | Example         | value1, value2, value3, value4 = mb:readinputregisters(1015,4)<br>Value read from input register address 1015 is returned into variable value1.<br>Value read from input register address 1016 is returned into variable value2.<br>Value read from input register address 1017 is returned into variable value3.<br>Value read from input register address 1018 is returned into variable value4. |
| FC#05 Write Single Coil        | <b>Name</b>     | <b>“Write single bit”</b>  |
|                                | Command         | value = mb:writebits (1000, value)<br>[starting address, value “true” or “false”/“0”]  |
| FC#05 Write Single Coil        | <b>Name</b>     | <b>“Write single bit”</b>  |
|                                | Command         | value = mb:writebits(1000, value)<br>[starting address, value “true” or “false”/“0”]   |
| FC#06 Write Single Register    | <b>Name</b>     | <b>“Write single register”</b>   |
|                                | Command         | value = mb:writeregisters(1000, 123)<br>[address, value]   |
| FC#0F Write Multiple Coils     | <b>Name</b>     | <b>“Write multiple bits”</b>   |
|                                | Command         | value = mb:writebits(1000, true, false, true, ...)<br>[address, bit value1, bit value2,..{max 1968 bits}]  |
| FC#10 Write Multiple Registers | <b>Name</b>     | <b>“Write multiple registers”</b>  |
|                                | Command         | value = mb:writeregisters(1000, 123, 321, 222, ...)<br>[address, value1, value2, ..{max 123 registers}]  |
|                                | Exception codes | mb:readcoils(start, count)<br>mb:readdiscreteinputs(start, count)<br>mb:readregisters(start, count)<br>mb:readinputregisters(start, count)These commands read one or more registers/coils from the start address and return all values in case of success. In case of error, three variables are sent back:<br>Nil<br>Exception code description<br>Exception code                                 |
|                                |                 |  |

The following information is taken from the Modicon website (<https://modbus.org>) and the Modbus application protocol manual.

## Modbus exception codes

| Code | Name                                    | Meaning   |
|------|---|---|
| 01   | Illegal Function                        | The Function Code received in the query is not an allowable action for the server (or extension). This may be because the function code is only applicable to newer devices, and was not implemented in the unit selected. It could also indicate that the server (or extension) is in the wrong state to process a request of this type, for example because it is not configured and is being asked to return register values.  |
| 02   | Illegal Data Address                    | The data address received in the query is not an allowable address for the server (or extension). More specifically, the combination of reference number and transfer length is invalid. For a controller with 100 registers a request of offset 96 and a length of 5 will generate exception 02.   |
| 03   | Illegal Data Value                      | The value contained in the query data field is not an allowable value for the server (or extension). This indicates a fault in the structure of the remainder of a complex request, such as that the implied length is incorrect. It specifically does NOT mean that a data item submitted for storage in a register has a value outside the expectation of the application program, since the MODBUS protocol is unaware of the significance of any particular value of any particular register. |
| 04   | Failure In Associated Device            | An Unrecoverable error occurred while the server (or extension) was attempting to perform the requested action. (See Note 1)  |
| 05   | Acknowledge                             | Specialized in conjunction with programming commands.<br>The server (or extension) has accepted the request and is processing it, but long duration of time will be required to do so. This response is returned to prevent a timeout error from occurring in the client (or master). The client (or master) can next issue a poll program complete message to determine if processing is completed.  |
| 06   | Busy, Rejected Message                  | Specialized use in conjunction with programming commands.<br>The server (or extension) is engaged in processing a long-duration program command. The client (or master) should retransmit the message later when the server (or extension) is free.   |
| 07   | NAK – Negative Acknowledgement          | The program function just requested cannot be performed.<br>Issue poll to obtain detailed device dependent error information. Valid for Program/Poll 13 and 14 only.  |
| 08   | Memory Parity Error                     | Specialized use in conjunction with function codes 20 and 21 and reference type 6, to indicate that the extended file area failed to pass a consistency check.<br>The server (or extension) attempted to read record file, but detected a parity error in the memory. The client (or master) can retry the request, but service may be required on the server (or extension) device.  |
| 0A   | Gateway Path Unavailable                | Specialized use in conjunction with gateways.<br>Indicates that the gateway was unable to allocate an internal communication path from the input port to the out port for processing the request.   |
| 0B   | Gateway Target Device Failed to respond | Specialized use in conjunction with gateways.<br>Indicates that no response was obtained from the target device. Usually means that the device is not present on the network.   |

## 22.13 Modbus RTU configuration commands

### Create Modbus RTU object

- `require('luamodbus')`
- `mb = luamodbus.rtu()`

### Open Modbus RTU connection

- `-- 19200 baud rate, even parity, 8 data bits, 1 stop bit, half duplex`
- `mb:open('/dev/RS485', 19200, 'E', 8, 1, 'H')`
- `mb:connect()`

**Terminal name**

- '/dev/RS485'

**Supported Baud rates**

- 300 bit/s
- 600 bit/s
- 1200 bit/s
- 2400 bit/s
- 4800 bit/s
- 9600 bit/s
- **19200 bit/s**
- 38400 bit/s
- 57600 bit/s
- 115200 bit/s
- 230400 bit/s

**Parity**

- „N“ None
- „E“ Even
- „O“ Odd

**Data bits and stop bits**

- **Data bits:** [Number of data bits = 5, 6, 7, 8]
- **Stop bits:** [Number of stop bits 1, 2]**Duplex**

„H“ **Half duplex**

“F” Full duplex (not supported in RS-485)

The Baud rate is set depending on the distance between Modbus RTU devices. For instance, with a Baud rate of 9600 bit/sec the maximum communication distance between 1 - 15 Modbus RTU device is 1,200 metres. With the Baud rate of 19200 bit/sec the maximum communication distance is 900 metres, as shown in the table:

Baudrate setting

| Baudrate setting | Maximum communication distance for 1 to 15 Modbus RTU devices (Typical with Belden 3105A cables) |
|------------------|--|
| 9600 bit/sec     | 1200 m   |
| 19200 bit/sec    | 900 m  |

Parity refers to the technique of checking if transmission has been successful when transmitting between the devices. It lets you know if some data has been lost during transmission.

**Setting of Parity**

The Modbus supports only 11 bit frames. “Parity” refers to the number of 1s in a given binary number. Odd parity means there are an odd number of 1s and even parity means that there is an even number of 1s. Parity bits are used as a means of error detection as digital data is transmitted and received.

Both the Gateway and Meter must always be set to the same as one another, odd, even or none. The default parity mode of Modbus is “even” parity.

- Parity = None: choose between one and two stop bits
- Parity = Even: one stop bit is set
- Parity = Odd: one stop bit is set

**Delay between frames**

Some devices require considerable time after the end of response until they are ready to receive the following request from the master. Henceforth, it applies to Schneider Electric SEPAM power devices and legacy extension devices. As they are slow in dealing with the original request they may miss the following request.

The time between the requests should be greater than 3.5 characters according to the Modbus specification. However, these legacy devices need more time. Please use the delay command appropriately:

```
--wait for 1.5 seconds
os.sleep(1.5)
```

Communication itself takes care of minimal 3, 5-character delay.

**Set the extension address:**

```
--set slave address to 123
mb:setslave(123)
[1..247]
```

**Read registers:**

```
--read from address 1000 and write it to value
value = mb:readregisters(1000)
```

**Close modbus connection:**

```
mb:close()
```

**Example:**

```
--init modbus on first script execution
if not mb then
    require('Luamodbus')
    mb = Luamodbus.rtu()
    mb:open('/dev/RS485', 38400, 'E', 8, 1, 'H')
    mb:connect()
end
mb:setslave(30)
mb:flush()
```

**Timeout interval between two consecutive bytes of the same message**

```
mb:getbytetimeout()
mb:setbytetimeout(timeout)
```

**Timeout interval used to wait for a response:**

```
mb:getresponsetimeout()
mb:setresponsetimeout(timeout)
```

**Timeout interval used to for an incoming indication from the master (extension mode only):**

```
mb:getreceivetimeout()
mb:setreceivetimeout(timeout)
```

## 22.14 Modbus TCP configuration commands

### Create Modbus TCP object

```
require('luamodbus')
mb = luamodbus.tcp()
```

### Open Modbus TCP connection

```
-- IP: 192.168.1.2, port: 1234
mb:open('192.168.1.2', 1234)
mb:connect()
```

All the rest of commands needed to configure the Modbus TCP connection are the same as for Modbus RTU.

## 22.15 Modbus Master functions

Functions listed below can be used for Modbus RTU master or Modbus TCP client.

```
mb:setslave(slaveid)
```

sets extension id to read/write data from/to

```
mb:readcoils(start, count) [01]
```

start – address of first coil to read

count – number of coils to read

```
mb:readdiscreteinputs(start, count) [02]
```

start – address of first discrete input to read

count – number of discrete inputs to read

```
mb:readregisters(start, count) [03]
```

start – address of first holding register to read

count – number of holding registers to read

```
mb:readinputregisters(start, count) [04]
```

start – address of input register to read

count – number of input registers to read

returns all values on success and nil, error description on error

```
mb:writebits(start, v1, [v2, [v3, ...]]) [05]
```

writes values to coils from start address

```
mb:writeregisters(start, v1, [v2, [v3, ...]]) [06]
```

writes values to registers/coils from the start address

single write will be used when only one value is supplied, multiple write otherwise

returns all of values written on success and nil, error description on error

```
mb:reportslaveid()
```

reads extension internal data

returns values on success

returns nil, error description on error

### Modbus extension functions

Receive data from master

```
mb:receive()
```

receives data from master with 1-minute timeout

returns data as a binary string on success

returns nil, error description on error

### Set modbus mapping of extension device

```
mb:setmapping(coils, inputs, holding_regs, input_regs)
```

creates memory mapping for the registers with size specified for each type

### Handle extension

```
mb:handleslave()
```

waits for an incoming indication from master and sends a reply when necessary

### Get functions

```
mb:getcoils(start, count)
```

```
mb:getdiscreteinputs(start, count)
```

```
mb:getinputregisters(start, count)
```

```
mb:getregisters(start, count)
```

gets one or many register/coil/input values from mapping from the start address

returns all values on success

returns nil, error description on error, exception code if applicable

### Set functions

```
mb:setcoils(start, v1, [v2, [v3, ...]])
```

```
mb:setdiscreteinputs(start, v1, [v2, [v3, ...]])
```

```
mb:setinputregisters(start, v1, [v2, [v3, ...]])
```

```
mb:setregisters(start, v1, [v2, [v3, ...]])
```

sets value to register/coil mapping from the start address

returns true on success

returns nil, error description on error, exception code if applicable

### Callback functions

```
mb:setwritecoilcb(fn)
```

```
mb:setwriteregistercb(fn)
```

sets a callback function for coil/register write event

callback should accept two parameters - coil/register address and value (boolean or number)

for multiple writes callback is executed for each coil/register separately

use nil to remove a callback.

# 23 EnOcean

EnOcean is energy harvesting wireless technology. It brings the opportunity to interconnect wireless devices such as push buttons, thermostats or PIR sensors with spaceLYnk. It enlarges the possibilities of the wired KNX installation thanks to easy implementation and configuration in spaceLYnk.

It is necessary to plug in USB EnOcean gateway to enable EnOcean technology in spaceLYnk.

Details are described in following section.

## 23.1 EnOcean USB gateway



EnOcean functions of spaceLYnk have been tested with EnOcean USB Gateway LSS10020040. Note that this product reference is not available in all countries. It is possible to use all USB EnOcean gateways, which are based on product USB 300 (OEM), delivered by EnOcean organization as OEM product to 3rd parties.

Note that different frequencies are used for EnOcean (based on geographical region). Be careful and select the proper USB gateway for your location.

EnOcean USB Gateway



### EnOcean frequencies:

- 868 MHz – Europe
- 902 MHz – USA / Canada
- 928 MHz – Japan
- 2.4 GHz – Worldwide usage

USB gateway is a small USB stick which connects PC's, consumer devices, DSL boxes and other USB master devices to EnOcean based radio products. It is equipped with a TCM 310 transceiver gateway module. It provides bidirectional EnOcean radio and bidirectional serial interface via USB. Radio messages are sent and received via an externally connected USB host.

It is possible to use only 1 EnOcean gateway connected to the USB port on the top of spaceLYnk case.

It can be extended with extension cable (maximum 5 m).

## 23.2 EnOcean interfaces

In order to connect USB EnOcean gateway to your spaceLYnk navigate to *Configurator* → *EnOcean* → *Interfaces*

EnOcean tab



Connect you USB EnOcean gateway to USB port of spaceLYnk and click *Rescan* in the left-bottom corner.

Once the device is found it appears in the list of interfaces.

List of interfaces

| Utilities  |              | Objects       |  | Object logs   |  | Schedulers |  | Trend logs |  | Vis. structure |  | Visualization |  | Vis. graphics |  | Scripting |  | User access |  | Modbus |  | EnOcean |  |
|------------|--------------|---------------|--|---------------|--|------------|--|------------|--|----------------|--|---------------|--|---------------|--|-----------|--|-------------|--|--------|--|---------|--|
| Interfaces |              | EnOcean » KNX |  | KNX » EnOcean |  |            |  |            |  |                |  |               |  |               |  |           |  |             |  |        |  |         |  |
| ID         | Base address |               |  |               |  |            |  |            |  |                |  |               |  |               |  |           |  |             |  |        |  |         |  |
| USB-1-1    | FF9EED00     |               |  |               |  |            |  |            |  |                |  |               |  |               |  |           |  |             |  |        |  |         |  |

## 23.3 EnOcean to KNX mapping

All EnOcean devices send telegrams periodically. When the telegram is received by EnOcean gateway, the device will appear in the section **Configurator** → **EnOcean** → **EnOcean >> KNX**.

Most of EnOcean devices have dedicated button, which is used to send telegram immediately without waiting for periodical sending.

EnOcean >> KNX tab

| Interfaces    |             |         |           |                     |            |         |  |
|---------------|-------------|---------|-----------|---------------------|------------|---------|--|
| EnOcean > KNX |             |         |           | KNX > EnOcean       |            |         |  |
| ID            | Device name | Profile | Interface | Last telegram       | RSSI (dBm) | Mapping |  |
| 0009109       |             | Not set | USB:1-1   | 23.03.2016 15:28:19 | -54        |         |  |
| 0006BFD6      |             | Not set | USB:1-1   | 23.03.2016 15:23:04 | -52        |         |  |
| 0006C156      |             | Not set | USB:1-1   | 23.03.2016 14:26:44 | -57        |         |  |

Once a specific device needs to be mapped to KNX, corresponding row has to be clicked and the EnOcean **Profile** needs to be specified. You can assign **Device Name** to the device. All supported device profiles are listed in section *Supported EnOcean Profiles*.

Specify device name and profile

Device

Device name:

Profile:

Once the **Profile** of the devices is specified, mapping to KNX objects can be done. Open the **Device mapping** dialog with click on icon on a desired line in the list of devices.

Each data object of the EnOcean device can be linked to KNX object in spaceLYnk. Select the spaceLYnk object from the drop-down menu or create new object directly from the dialog using icon.

Mapping the device

If parameter *Write to bus* is enabled, value is sent to KNX TP bus.

Device mapping

Button A – 01.1 bit (boolean)

Link to object:

Write to bus:  Does not apply to virtual objects

Button B – 01.1 bit (boolean)

Link to object:

Write to bus:  Does not apply to virtual objects

When EnOcean gateway received telegram from specific device, the respective row is highlighted green.

| Interfaces    |                          |  |           |                     |            |         |  |
|---------------|--------------------------|--|-----------|---------------------|------------|---------|--|
| EnOcean > KNX |                          |  |           | KNX > EnOcean       |            |         |  |
| ID            | Device name              | Profile                                  | Interface | Last telegram       | RSSI (dBm) | Mapping |  |
| 0087157A      | Humidity&CO2&Temperature | AS-09-04 Humidity, CO2, Temperature S... | USB:1-1   | 23.03.2016 16:05... | -58        |         |  |
| 008A4CB2      | Light sensor             | AS-06-02 Light Sensor (0lx..1024lx)      | USB:1-1   | 23.03.2016 15:57... | -68        |         |  |

Respective KNX group address gets updated with the new value coming from EnOcean.

| Group | Object name               | IP | TP | Ev | Data type      | Current va... | Log | Ex | Tags | Updated at          | Set... | Vis... | Cu... |
|-------|---------------------------|----|----|----|----------------|---------------|-----|----|------|---------------------|--------|--------|-------|
| 1/1/8 | Humidity&CO2&Temperatu... |    |    |    | 09. 2 byte ... | 729.60        |     |    |      | 23.03.2016 16:05:50 |        |        |       |

## 23.4 KNX to EnOcean mapping

Setting in the section *Configurator* → *EnOcean* → *KNX >> EnOcean* enables the possibility to control EnOcean devices (actuators, dimmers, etc.) from KNX installation via spaceLYnk.

spaceLYnk simulates behaviour of specific EnOcean device, which can control other EnOcean device.



**Example:**

EnOcean switch actuator can be controlled by EnOcean rocker switch. In order to control this switch actuator from KNX installation, spaceLYnk simulates function of the rocker switch and control the switch actuator.

The first step of the configuration is definition of the device, which is simulated by spaceLYnk.



Device dialog

Click the *Add new device* button in the left-bottom corner. In the *Device* dialog you select unique *Address*, *Device name* and *Profile*, which represents the function of the device simulated by spaceLYnk.

Once the device is added, pair it with a specific device in EnOcean network. Set the EnOcean device in learning mode and then press the *Teach-in* button in spaceLYnk configuration.

| Address  | Device name     | Profile                          | Interface | Last telegram | Mapp... | Teach-in |
|----------|-----------------|----------------------------------|-----------|---------------|---------|----------|
| FF9EED01 | Rocker->Switch1 | F6-01-01 Rocker Switch, 1 Rocker | USB:1-1   | —             |         |          |

When the teaching telegram is sent successfully, the following message pops up.

Teach-in pop-up message

Further this device created in spaceLYnk can be mapped with a specific KNX addresses.

| Address  | Device name     | Profile                          | Interface | Last telegram | Mapp... | Teach-in |
|----------|-----------------|----------------------------------|-----------|---------------|---------|----------|
| FF9EED01 | Rocker->Switch1 | F6-01-01 Rocker Switch, 1 Rocker | USB:1-1   | —             |         |          |

When the KNX object value is changed (1/1/18 in the example above), the telegram is sent to the device, which has been paired with spaceLYnk virtual device (F6-01-01 in the example above).



Option “Send telegram” must be ticked. Otherwise, the EnOcean telegram is not sent.

## 23.5 Supported EnOcean profiles

Supported EnOcean profiles

| ID       | Profile name                       | ID       | Profile name   |
|----------|------------------------------------|----------|--|
| 00-00-00 | RAW 4-bytes                        | A5-04-01 | Temperature & Humidity Sensor (0C..40C, 0%..100%)            |
| 00-00-01 | RAW 4-bytes, split                 | A5-04-02 | Temperature & Humidity Sensor (-20C..60C, 0%..100%, Battery) |
| F6-01-01 | Rocker Switch, 1 Rocker            | A5-06-01 | Light Sensor (300lx..6000lx)                                 |
| F6-01-02 | Rocker Switch, 1 Rocker (inverted) | A5-06-02 | Light Sensor (0lx..1024lx)                                   |

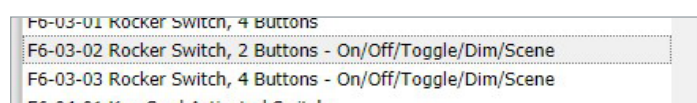
Supported EnOcean profiles

| ID       | Profile name                                       | ID          | Profile name   |
|----------|--|-------------|--|
| F6-01-03 | Rocker Switch, 1 Rocker (separate)                 | A5-06-03    | Light Sensor (0lx..100lx, 300lx..30000lx)                            |
| F6-02-01 | Rocker Switch, 2 Rocker                            | A5-07-01    | Occupancy Sensor   |
| F6-02-02 | Rocker Switch, 2 Rocker (inverted)                 | A5-08-01    | Light Sensor 0lx to 510lx, Temperature 0°C to +51°C and Occupancy    |
| F6-03-01 | Rocker Switch, 4 Buttons                           | A5-08-02    | Light Sensor 0lx to 1020lx, Temperature 0°C to +51°C and Occupancy   |
| F6-04-01 | Key Card Activated Switch                          | A5-08-03    | Light Sensor 0lx to 1530lx, Temperature -30°C to +50°C and Occupancy |
| F6-10-00 | Window Handle                                      | A5-09-04    | Humidity, CO2, Temperature Sensor                                    |
| D5-00-01 | Single Input Contact                               | A5-10-01    | Temperature Sensor; Set Point, Fan Speed and Occupancy Control       |
| A5-02-01 | Temperature Sensor (-40C..0C)                      | A5-10-02    | Temperature Sensor; Set Point, Fan Speed and Day/Night Control       |
| A5-02-02 | Temperature Sensor (-30C..10C)                     | A5-10-03    | Temperature Sensor; Set Point Control                                |
| A5-02-03 | Temperature Sensor (-20C..20C)                     | A5-10-04    | Temperature Sensor; Set Point and Fan Speed Control                  |
| A5-02-04 | Temperature Sensor (-10C..30C)                     | A5-10-05    | Temperature Sensor; Set Point and Occupancy Control                  |
| A5-02-05 | Temperature Sensor (0C..40C)                       | A5-10-06    | Temperature Sensor; Set Point and Day/Night Control                  |
| A5-02-06 | Temperature Sensor (10C..50C)                      | A5-10-07    | Temperature Sensor; Set Point and Fan Speed Control                  |
| A5-02-07 | Temperature Sensor (20C..60C)                      | A5-10-08    | Temperature Sensor; Fan Speed Control                                |
| A5-02-08 | Temperature Sensor (30C..70C)                      | A5-10-09    | Temperature Sensor; Fan Speed and Day/Night Control                  |
| A5-02-09 | Temperature Sensor (40C..80C)                      | A5-10-0A    | Temperature Sensor; Set Point and Single Input Contact               |
| A5-02-0A | Temperature Sensor (50C..90C)                      | A5-10-0B    | Temperature Sensor and Single Input Contact                          |
| A5-02-0B | Temperature Sensor (60C..100C)                     | A5-10-0C    | Temperature Sensor and Occupancy Control                             |
| A5-02-10 | Temperature Sensor (-60C..20C)                     | A5-10-0D    | Temperature Sensor and Day/Night Control                             |
| A5-02-11 | Temperature Sensor (-50C..30C)                     | A5-10-10    | Temperature and Humidity Sensor; Set Point and Occupancy Control     |
| A5-02-12 | Temperature Sensor (-40C..40C)                     | A5-10-11    | Temperature and Humidity Sensor; Set Point and Day/Night Control     |
| A5-02-13 | Temperature Sensor (-30C..50C)                     | A5-10-12    | Temperature and Humidity Sensor; Set Point Control                   |
| A5-02-14 | Temperature Sensor (-20C..60C)                     | A5-10-13    | Temperature and Humidity Sensor; Occupancy Control                   |
| A5-02-15 | Temperature Sensor (-10C..70C)                     | A5-10-14    | Temperature and Humidity Sensor; Day/Night Control                   |
| A5-02-16 | Temperature Sensor (0C..80C)                       | A5-20-10    | Generic HVAC interface   |
| A5-02-17 | Temperature Sensor (10C..90C)                      | A5-30-01    | Single Input Contact, Battery Monitor                                |
| A5-02-18 | Temperature Sensor (20C..100C)                     | A5-30-02    | Single Input Contact   |
| A5-02-19 | Temperature Sensor (30C..110C)                     | A5-38-08-02 | Dimmer   |
| A5-02-1A | Rocker Switch, 2 Buttons - On/Off/Toggle/Dim/Scene | F6-03-02    | Light and blind control 2 buttons                                    |
| A5-02-1B | Rocker Switch, 4 Buttons - On/Off/Toggle/Dim/Scene | F6-03-03    | Light and blind control 4 buttons                                    |

## 23.6 Blinds and dimming with EnOcean

There is a new EnOcean feature in the controller implemented since firmware 2.5.0. This feature allows the controller to use dimming and blind functions and recognizes the long/short push of the pushbutton. In EnOcean profiles F06-03-02 and F06-03-03.

Dimming/Blind function  
Long/short press



Mapping of these EnOcean pushbuttons opens settings dialog with Short and long press settings.

## Setting the buttons

Device mapping

Button A0 Button A1 Button B0 Button B1

Short press mode: On / Start / Down / Close

Short press object: 5/1/1 Living room - Light ON/OFF

Write to bus:  Does not apply to virtual objects

Long press mode: Dimming up

Long press object: 1/1/2 Dimming up - Living room

Write to bus:  Does not apply to virtual objects

Step size: 25%

Save Cancel

## Short press modes

Short press modes:

- On / Start / Down / Close
- Off / Stop / Up / Open
- Toggle
- Start / Stop
- Stop / Start
- Scene

Short press object - link KNX object for short press action.

Long press modes:

- No Action (disabled)
- On / Start / Down / Close
- Off / Stop / Up / Open
- Toggle
- Dimming up
- Dimming down

Long press object - link KNX object for long press action.

## 24 Alerts

Alerts tab displaying a list of alert messages defined with alert function inside scripts. The messages are stored in the main database.

List of alert messages

| Alert time      | Script name | Message      |
|-----------------|-------------|--------------|
| 10.12.2021 1... | system      | System start |
| 09.12.2021 0... | system      | System start |
| 08.12.2021 1... | system      | System start |
| 08.12.2021 1... | system      | System start |
| 29.11.2021 1... | system      | System start |
| 24.11.2021 0... | system      | System start |
| 23.11.2021 1... | system      | System start |

**`alert(message, [var1, [var2, [var3]]])`**

Stores the alert message and current system time in the main database.

Example:

```
temperature = 25.3
```

```
if temperature > 24 then
```

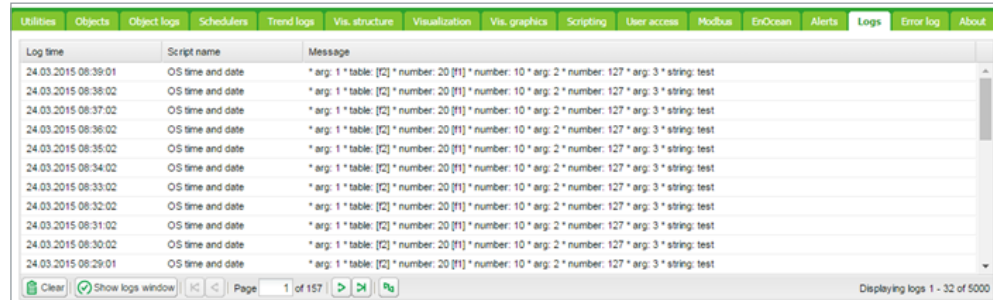
```
-- resulting message: 'Temperature levels are too high: 25.3'
```

```
alert('Temperature level is too high: %.1f', temperature)
```

```
end
```

# 25 Logs

Logs can be used for scripting code debugging. The log message’s appearance is defined by the log function.



**log(var1, [var2, [var3, ...]])**

Converts variables to human-readable form and stores them.

Example:

-- log function accepts Lua nil, boolean, number and table (up to 5 nested levels) type variables

a = { key1 = 'value1', key2 = 2 }

b = 'test'

c = 123.45

-- logs all passed variables

log(a, b, c)

# 26 Error log

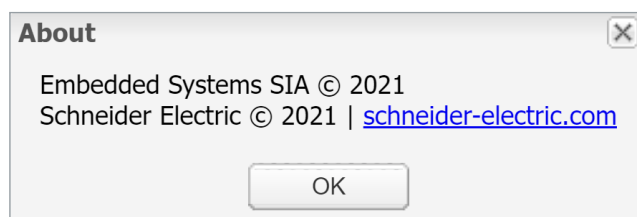
Error messages are displayed in the *Error log* tab

Error log list

| Error time      | Script name | Error description |
|-----------------|-------------|-------------------|
| 09.11.2021 1... | zigbee      |                   |
| 09.11.2021 1... | zigbee      |                   |
| 09.11.2021 1... | zigbee      |                   |
| 09.11.2021 1... | zigbee      |                   |
| 09.11.2021 1... | zigbee      |                   |
| 09.11.2021 1... | zigbee      |                   |
| 09.11.2021 1... | zigbee      |                   |

Clear Page 1 of 3 Displaying errors 1 - 15 of 33

## 27 About



## 28 Web server software Nginx

The new webserver Nginx is used for spaceLYnk. It is improving performance with low memory demand.

More info at: <https://www.nginx.com>.



If you are using pre 1.2 versions of firmware, clearing of browser's cache is mandatory after the firmware upgrade.

You will also need to re-do your links and Tabs as Nginx has different links to pages:

Main page link old versions sample:

<http://10.154.20.51/cgi-bin/scada-vis/index.cgi>

Main page link Nginx sample:

<http://10.154.20.51/scada-vis>



# 29 Port forwarding

Port forwarding is used to get remote access to IP devices on the local network, like spaceLYnk. Settings have to be done in the network router. The manual of the particular router explains, how to set port forwarding. In case of issues, contact with the technical support of the router provider may be needed.



**Please, refer to chapter [Security recommendation](#) → 12.**

spaceLYnk uses two possible ways of connection:

## 29.1 HTTP

Default one is through HTTP and port 80. HTTP is not encrypted and is not a secured way of connection. This connection is safe to use on a local network, but not recommended to use for remote connection. If this is selected, then in the router, port 80 has to be forwarded with the IP of the spaceLYnk.

To connect to spaceLYnk using port forwarding with HTTP connection, the following has to be entered in the web browser address bar:

[HTTP://IP:Port](#)

Where IP is an IP of the internet connection of the house. This information can be found inside the router or the contact the internet provider support.

## 29.2 HTTPS

HTTPS is a secured and encrypted connection and is strongly recommended to be used as a remote connection. Using the secure connection, port 443 has to be forwarded to the router.

To remotely connect through the secured HTTPS connection, following has to be entered in the web browser address bar:

[HTTPS://IP:Port](#)

Where IP is an IP of the internet connection of the house. This information can be found inside the router or the contact the internet provider support.



Apple devices with OS7.0 and above using the remote connection must forward (port+1) for correct status feedback in visualization. For port 80 it would be feedback port 81. If using a custom port A, you need to forward port A to spaceLYnk's port 80, and port A + 1 to spaceLYnk's port 81. For example, if the user wants remote access to visualization and uses port 1234 to access his HL, he must forward port 1234 to spaceLYnk's port 80, port 1235 to spaceLYnk's port 81.



If you want to use a different port number than default ports 80 and 443, you can set the additional ports in *Configurator* → *Utilities* → *System* → *Services* → *HTTP server*.

# 30 BACnet

## 30.1 Characteristics

BACnet is a communication protocol for Building Automation and Control Networks. It is an ASHRAE – American Society of Heating, Refrigerating and Air-Conditioning Engineers, ANSI – American National Standards Institute, and ISO – International Organization for Standardization protocol.

spaceLYnk has been certified by BACnet Testing Laboratories (BTL) as BACnet Application Specific Controller (B – ASC).

BACnet is designed to allow communication of building automation and control systems for applications such as heating, ventilation, air conditioning control, lighting control, access control, fire detection systems, and their associated equipment. BACnet protocol provides exchange information for building automation devices, regardless of the particular building service they perform.

## 30.2 spaceLYnk configuration

Interconnection of spaceLYnk and other BACnet devices is done over Ethernet physical layer. spaceLYnk can act as the BACnet server only. It means that spaceLYnk serves data that can be read by the BACnet client device and BACnet client device can write data to the server.

As spaceLYnk is KNX based device the connection to the BACnet network comes from KNX group objects, which are exported to BACnet.

## 30.3 Object export

All the KNX objects in spaceLYnk object list (*Configurator* → *Objects*) have the parameter “Export”. By selecting this “Export” checkbox the specific KNX object will be visible in BACnet as the BACnet object.

KNX objects

| Utilities              | Objects                | Object logs                         | Schedulers                          | Trend logs               | Scenes              | Vis. structure | Visualization                       | Vis. graphics                       | Scripting | User access | Modbus | EnC |
|------------------------|------------------------|-------------------------------------|-------------------------------------|--------------------------|---------------------|----------------|-------------------------------------|-------------------------------------|-----------|-------------|--------|-----|
| Object filter <<       |                        |                                     |                                     |                          |                     |                |                                     |                                     |           |             |        |     |
| Name or group address: |                        |                                     |                                     |                          |                     |                |                                     |                                     |           |             |        |     |
| Data type:             |                        |                                     |                                     |                          |                     |                |                                     |                                     |           |             |        |     |
| All datatypes          |                        |                                     |                                     |                          |                     |                |                                     |                                     |           |             |        |     |
| Tags:                  |                        |                                     |                                     |                          |                     |                |                                     |                                     |           |             |        |     |
| Group add...           | Object name            | IP > L...                           | Loc >...                            | Event...                 | Data type           | Current value  | Log                                 | Export                              | Tags      |             |        |     |
| 0/1/0                  | Scene object #1        | <input checked="" type="checkbox"/> | <input type="checkbox"/>            | <input type="checkbox"/> | 05. 1 byte unsi...  | 1              | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> |           |             |        |     |
| 1/0/0                  | Scene object #2        | <input type="checkbox"/>            | <input checked="" type="checkbox"/> | <input type="checkbox"/> | 05. 1 byte unsi...  | 0              | <input type="checkbox"/>            | <input checked="" type="checkbox"/> |           |             |        |     |
| 1/0/1                  | Light central          | <input type="checkbox"/>            | <input type="checkbox"/>            | <input type="checkbox"/> | 01. 1 bit (boole... | 1              | <input type="checkbox"/>            | <input checked="" type="checkbox"/> |           |             |        |     |
| 1/1/0                  | Office light on/off    | <input type="checkbox"/>            | <input type="checkbox"/>            | <input type="checkbox"/> | 01. 1 bit (boole... | Off            | <input type="checkbox"/>            | <input type="checkbox"/>            |           | SA, L       |        |     |
| 1/1/1                  | Office light feedback  | <input checked="" type="checkbox"/> | <input type="checkbox"/>            | <input type="checkbox"/> | 01. 1 bit (boole... | Off            | <input type="checkbox"/>            | <input checked="" type="checkbox"/> |           | SA, L       |        |     |
| 1/1/2                  | Lobby light on/off     | <input checked="" type="checkbox"/> | <input type="checkbox"/>            | <input type="checkbox"/> | 01. 1 bit (boole... | Off            | <input type="checkbox"/>            | <input type="checkbox"/>            |           | SA, L       |        |     |
| 1/1/3                  | Lobby light feedback   | <input type="checkbox"/>            | <input type="checkbox"/>            | <input type="checkbox"/> | 01. 1 bit (boole... | Off            | <input type="checkbox"/>            | <input checked="" type="checkbox"/> |           | SA, L       |        |     |
| 1/1/4                  | Emergency light on/off | <input type="checkbox"/>            | <input type="checkbox"/>            | <input type="checkbox"/> | 01. 1 bit (boole... | Off            | <input type="checkbox"/>            | <input type="checkbox"/>            |           | SA, L       |        |     |

Binary objects will appear as binary values, numeric values will appear as analog values.

Other data types are not supported.

## 30.4 BACnet configuration

BACnet configuration consists of setting BACnet server parameters in spaceLYnk. The BMS - Building Management System discovers the exposed data.

## 30.5 Configuration

spaceLYnk acts as a BACnet server which has to be configured under *Configurator* → *Utilities* → *System* → *Network* → *BACnet settings*

BACnet settings

*Server enabled* – Enable/Disable BACnet server.

*Device ID* – BACnet device ID must be unique on the BACnet network.

*Device name (optional)* – BACnet name is composed of controller’s hostname\_ Device ID by default. If Device name is filled, BACnet name equals Device name

*Password* – BACnet password.

*Objects priority* – Define to which priority array spaceLYnk will write to. spaceLYnk writes to Relinquish Default (RD) property by first reading (Upload from BMS) only – it takes the current value of the object. It is not possible to change the value of Relinquish Default property afterwards. If an object read from spaceLYnk has a higher value than RD property, then it raises the Overwritten flag.

*Add group address to object name* – KNX address will be included in object’s name.

*Use comment as object description* – Comment i.e. **ETS import** will be used as object’s description.

*Add group address to object name* – Names of BACnet objects contain information about group address when this option is selected.

*Port* – BACnet port, default 47808.

*BBMD IP* – BACnet router IP.

*BBMD port* – BACnet router port

*BBMD lease time (seconds)* – registration resend interval

## 30.6 BACnet objects

List of BACnet objects with their parameters is available under:

*Configurator* → *Utilities* → *System* → *Network* → *BACnet objects*

BACnet objects can be downloaded to CSV files via the *Download CSV* button.



*Download CSV* button is hidden if the browser does not support this feature.

BACnet objects

| Type   | Instance | Name                           | Current value |
|--------|----------|--------------------------------|---------------|
| 5 (BV) | 2048     | Switch light central           | false         |
| 5 (BV) | 2058     | Living room Light room switch  | false         |
| 5 (BV) | 2061     | Kitchen Light room switch      | false         |
| 5 (BV) | 2062     | Dining room Light room switch  | false         |
| 5 (BV) | 2065     | Guest toilet Light room switch | false         |
| 5 (BV) | 2066     | Hallway Light room switch      | false         |
| 5 (BV) | 2067     | Staircase Light room switch    | false         |
| 5 (BV) | 2070     | Bedroom Light room switch      | false         |
| 5 (BV) | 2071     | Bath room Light room switch    | false         |
| 5 (BV) | 2072     | Nursery 1 Light room switch    | false         |
| 5 (BV) | 2073     | Nursery 2 Light room switch    | false         |
| 5 (BV) | 2074     | Office Light room switch       | false         |

### 30.7 BACnet COV settings

Objects exported to BACnet can be subscribed by the BACnet client using COV (Change of value) subscription.

All analog values, which are active for COV subscription are listed in:

*Configurator* → *Utilities* → *System* → *Network* → *BACnet COV settings*

BACnet COV settings

**BACnet COV settings**

Maximum COV subscriptions: 256

Changing COV values will cause all active COV subscriptions to be cancelled, priority array values will be reset

Scene object #1: 1

Scene object #2: 1

OK Cancel

Each analog value active for the COV subscription has the parameter COV increment. This parameter defines the minimal change of value (delta), which implies a change of the value on the client side. The default value of COV is set to 1. It means, that until the value in spaceLYnk is not changed by more than 1, the value is not changed on the client side.



If COV increments parameters are changed in *Configurator* → *Utilities* → *System* → *Network* → *BACnet COV settings* and saved, all COV subscriptions are canceled. The COV subscription must be restarted from the client side.

Changing COV increment values cause a reset of priority array values of all objects.

## 30.8 BACnet standardized device profile

spaceLYnk has been tested at the BACnet Testing Labs (BTL) and found to comply with all the necessary interoperability requirements.

More details and results from BTL testing can be found here:

<https://www.bacnetinternational.org/>

## 30.9 List all BACnet interoperability building blocks (BIBBs) supported

BACnet Interoperability Building Blocks

|                               |                               |          |
|-------------------------------|-------------------------------|----------|
| Data Sharing                  | ReadProperty-B                | DS-RP-B  |
|                               | ReadPropertyMultiple-B        | DS-RPM-B |
|                               | WriteProperty-B               | DS-WP-B  |
|                               | COV-B                         | DS-COV-B |
| Device and Network Management | Dynamic Device Binding-B      | DM-DDB-B |
|                               | Dynamic Object Binding-B      | DM-DOB-B |
|                               | DeviceCommunicationsControl-B | DM-DCC-B |
|                               | TimeSynchronization-B         | DM-TS-B  |
|                               | UTCTimeSynchronization-B      | DM-UTC-B |
|                               | ReinitializeDevice-B          | DM-RD-B  |

### BACnet Object Types Supported

- Device
- Analog Value
- Binary Value

### Data Link Layer Options

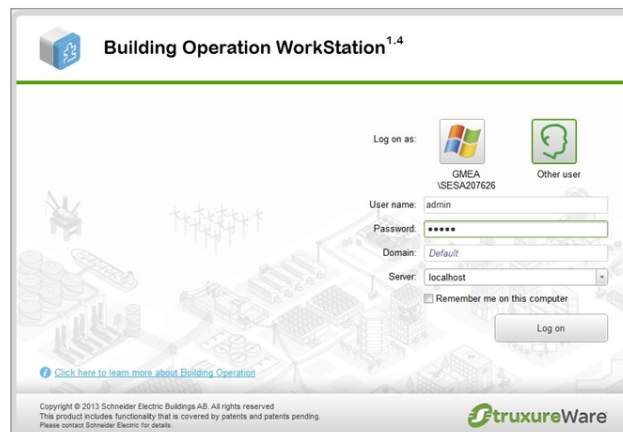
- Media: BACnet IP
- Option: Register as a Foreign Device

## 30.10 Building operation workstation

Schneider Electric StruxureWare is a BACnet certified Building Management System.

Building Operation WorkStation is a software used to configure and commission the Enterprise Server and the Automation Server which can retrieve and send data to spaceLYnk.

Building operation Workstation software



There is a dedicated document, which describes the interoperability between spaceLYnk and Building Operation Workstation over BACnet. If you look for more details about this topic, please refer to the application note available at [www.se.com](http://www.se.com).

# 31 RS-232 Serial line

## 31.1 Characteristics

The RS-232 serial interface communication standard has been in use for many years. It is one of the most widely used connections for serial data transmitting because it is simple and reliable.

The RS232 serial interface standard still retains its popularity and remains in widespread use. It is still found on some computers and many interfaces, often being used for applications ranging from data acquisition to supply a serial data communications facility in general computing environments.

The long-term and widespread use of the RS232 standard have meant that products are both cheap and freely available, and in these days of new higher speed standards, the reliable, robust RS232 standard still has much to offer. The interface is intended to operate over distances of up to 15 meters; it is based on one Master/one Extension rule.

### Application Example:

- Connection to simple devices or other bus subsystems.
- Audio/video, IR system integration.

## 31.2 Configuration commands

### Open connection:

```
require('serial')
port = serial.open('/dev/RS232', {baudrate =
9600})
```

### Write to port:

```
port:write('test data')
```

### Blocking read:

```
-- script will block until 10 characters are read
data = port:read(10)
```

### Timeout read:

```
-- script will wait for 10 characters for 20 seconds
data = port:read(10, 20)
```

### Close serial port:

```
port:close()
```

RS-485 serial line is controlled in the same way using the same Configuration Commands as mentioned above. The only difference is in the serial.open command:

```
port = serial.open('/dev/RS485', {baudrate = 9600})
```

For more details about RS-232 communication please refer to the application note available at [www.se.com](http://www.se.com).

## 32 USB 2.0

### Characteristics

- USB 2.0 provides a bandwidth of 480 Mbit/s, corresponding to an effective image data rate of 40 MB/s.
- Integrated voltage supply (5 VDC) for devices in the 4-pole cable. Devices complying with the USB specification may consume a total of 500 mA from the bus. Devices with a power of up to 2.5 W can therefore be supplied via the bus.
- The USB cable must only be 4.5 m long at the maximum.
- Data transmission is possible in both directions

### Application Example:

- USB interface can be used for extending memory capacity via attaching a USB flash drive.

## 32.1 Configuration commands

### *io.readfile (file)*

Read the whole file at once. Returns file contents as a string on success or nil on error.

### *io.writefile (file, data)*

Writes given data to a file. Data can be either a value convertible to a string or a table of such values. When data is a table, then each table item is terminated by a new line character. Return Boolean as write result when a file can be open for writing or nil when the file cannot be accessed.



USB flash drive supports FAT, FAT32, and NTFS file system. Maximum size of Flash drive is 32GB.

### Send and receive SMS messages via attaching USB GSM adapter

- Use Huawei E173 modem.
- The modem has to be plugged into USB port of spaceLYnk and it starts operating immediately.
- Specific functions should be added into the user script library with PIN code setting and telephone number white-list which will be able to receive and send SMS messages.

### Command syntax

To change object value using SMS or read the value of an object by SMS request, you have to send SMS in the format described below.

#### Write to bus:

SMS command format: *W ALIAS VALUE*

#### Read from bus:

SMS command format: *R ALIAS*

On read request, the script will reply with an SMS message containing the current value of the selected object

#### ALIAS can be:



Group address (e.g. 1/1/1)

Name (e.g. Obj1). If the name contains spaces, then it must be escaped using double quotes (e.g. "Room Temperature")



Object data type and name must be set in the *Configurator* → *Objects* tab. Otherwise; the script will not be able to read and write to the object.

Only ASCII symbols are accepted in the message.

For more details about sending SMS please refer to application note document *AN011\_Email SMS\_and\_FTP\_in\_spaceLYnk*

# 33 FB Editor

FB (Function blocks) allow easy, PLC (Programmable logic controller) like approach to programming in accordance with IEC 61499 standard.

## UX helpers

UX helpers contain block, inputs, and outputs description. Helpers are transparent and can be folded. All helpers can be printed in print view.

Click on the question mark at the end of each line, a detailed description of the element appears.

The screenshot shows a sidebar on the left with a list of comparator options: Range check (less than or equal to), Range check (less than), Case check, Equal to, Not equal to, Greater than, Greater than or equal to, Less than, Less than or equal to, and Text comparator (7-gang). The main window displays the 'Range check (less than or equal to)' block with its category and a detailed description. Below the description is a table with the following data:

| Input       | Init | Definition        | Description  |
|-------------|------|-------------------|--|
| Input       | 0    | [object, storage] | Comparison value - the second communication object is assigned here. The value of this communication object is compared to the range (lower and upper limit) |
| Lower limit | 0    | [value]           | Lower limit - the lower range value. This value is within the testing range.   |
| Upper limit | 0    | [value]           | Upper limit - the upper range value. This value is within the testing range.   |

## 33.1 FB Editor basic control

**Undo** – undo last change.

**Redo** – redo last change.

**Clear and New** – delete all function blocks in the diagram.

**Print** – print the current diagram.

**Zoom in** – enlarge the view.

**Zoom out** – reduce the view.

**Live monitoring** – live monitoring of values changes by sending values from block to contained group objects which will trigger block functions on outputs.

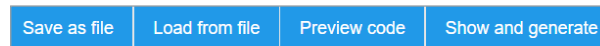


**Save as file** – save the current diagram as a file.

**Load from file** – reload diagram from a file.

**Preview code** – a preview of LUA code

**Show and generate** – show and generate LUA code



**Search box** - will find function block containing typed letter.

Search box

## 33.2 Adding new diagram

A new diagram can be added by clicking + *Add new* in the diagram tab.

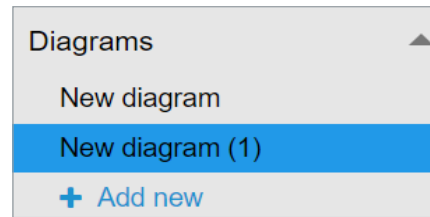


Diagram can be renamed by double click on the diagram name.  
the name of each diagram must be unique.  
Diagram can be deleted by clicking on x beside diagram name.



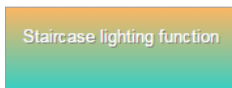
All unsaved changes will be lost when creating a new diagram.

### Adding function block to the diagram

Left-click on the selected function block to be added to the working space.  
When added, elements need to be assigned /set.  
Clicking on elements will open *Properties* dialog window on the right side.  
Sample: Description of *Address* Function block changed from *Address* to selected object "0/1/0".



Complex function blocks properties window contains multiple parameters



**Example:** Staircase lighting function without any assigned objects  
Objects connected to the function block must be created first.  
**Event** – object triggered by event/timer.

#### Input

Show – Show / hide input value/connection point in function block

Object – selecting object / value / storage / string

**Select object** – select concerned object



New object properties

Function Properties

**Output**

- **Show** – Show / hide output value / connection point in function block.
- **Write to bus** – value will be written to the bus when checked.
- **Select Output** – selecting output.
- **Min delta** – a minimal difference in value change.

**Example:** Staircase lighting function.

**Input** – staircase timer control.

**Duration** – duration of staircase time in sec.

**Enable trigger** – enable re-triggering of staircase timer.

**Flashing time** – warning flashing time of staircase timer before the end (inactive when empty).

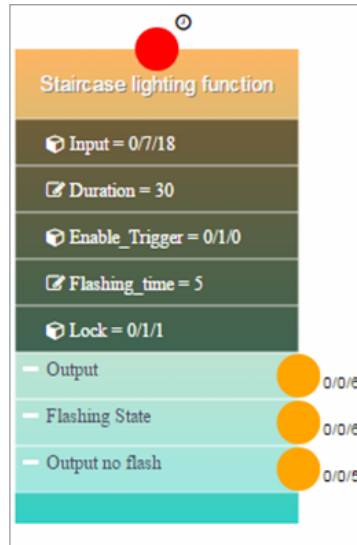
**Lock** – enabling / disabling staircase timer.

**Output** – output of staircase timer.

**Flashing state** – warning flashing state object.

**Output no flash** – output of staircase timer without warning function.

Staircase lighting function block



### Connecting function blocks together

Connection points colors explanation:

**Red circle** - to be connected with timer or event. When an event is selected at least one event element must be linked. Block logic will run each time the event element will receive a telegram. To link event element select *Show* for all inputs triggering logic and link event element to them with corresponding group addresses.

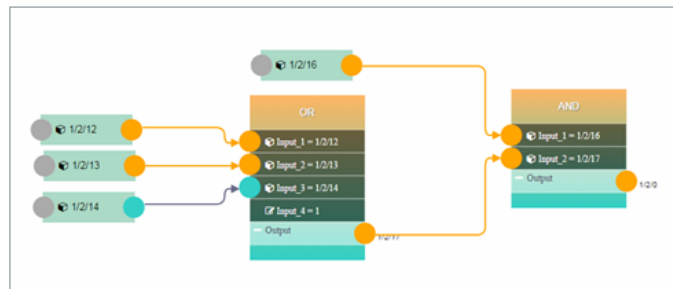
**Grey circle** – not connected

**Yellow circle/line** – represent events

**Blue circle/line** – for non-event connection

After each change on the diagram *Show* and *Generate* buttons must be pressed for changes to take an effect.

Function block diagram



Preview of generated LUA code

```

Preview code
FB Resident (sleep 60)
require('custom.fbeditor20.Control')

Input = nil
Duration = nil
Enable_Trigger = nil
Flashing_time = nil
Lock = nil
out, flashing, no_flash = fbe_staircase_lighting(Input, Duration, Enable_Tr
if out ~= nil then
  grp.write('0/1/7', out)
end
if out ~= nil then
  grp.write('0/1/4', out)
end
  
```

# 34 Application note documents

A detailed description of selected topics with a focus on easy implementation can be found in application notes documents.

## List of Application notes:

- AN001\_spaceLYnk integration using BACnet
- AN003\_Modbus power meters and spaceLYnk
- AN005\_PIR trend and logs with spaceLYnk
- AN006\_Advance techniques in visualization (spaceLYnk)
- AN010\_RS232 control with spaceLYnk
- AN011\_Email, SMS and FTP in spaceLYnk
- AN015\_spaceLYnk visualization shortcut on the desktop
- AN016\_spaceLYnk as a Modbus extension
- AN017\_Addressable limits of the spaceLYnk controller
- AN018\_Advanced project tutorial
- AN019\_Exiway Power Control connected to SBO via spaceLYnk
- AN023\_Redundant operation mode of two spaceLYnks
- AN025\_Advanced graphic's tutorial
- AN027\_Creation of Modbus profile
- AN028\_spaceLYnk upgrade procedure
- AN029\_Umotion client touch panels 10 and 15
- AN032\_Lighting solution for comfortable environment using spaceLYnk
- AN033\_DMx control with spaceLYnk
- AN034\_Lighting solution for comfortable environment using spaceLYnk II
- AN037\_Modbus integration of room controllers SE8000 series
- AN041\_CoolMasterNet
- AN042\_Optimization of visualization in complex projects
- AN044\_Power\_dissipation of DIN rail KNX
- AN046\_Programming in Lua with spaceLYnk
- AN047\_Corridor Linking using LUA scripts with spaceLYnk
- AN048\_Monthly Email Backup File of spaceLYnk
- AN049\_Exiway Smart Control and spaceLYnk
- AN2\_001\_How to flash microSD card in spaceLYnk
- AN2\_003\_Connectivity Ecosystem
- AN2\_005\_Power Dissipation of KNX devices
- AN2\_100\_RGBW-Dimming with KNX Multitouch Pro
- AN2\_101\_Authorize actions on KNX with RFID-Tags
- AN2\_102\_Revox Integration
- AN2\_103\_How to fix issue with Bootloader in spaceLYnk / Wiser for KNX
- AN2\_104\_Alexa Voice control integration
- AN2\_105\_Touch 3
- AN2\_107\_Wiser for KNX, SpaceLYnk- System Hardening Guideline

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