

ETS4 for Beginners

8 Steps to Success

8 Steps to Success with the ETS4



Start the ETS4

STEP 1



- The installation of ETS4 can be done via – from KNX provided – setup.
- After installation is completed an ETS4 icon appears on the desktop.
- By double clicking it, the ETS4 will be executed for the first time. It is also possible to navigate on windows “program” folder the ETS4 and start the program from this location.



Create a new database

STEP 2

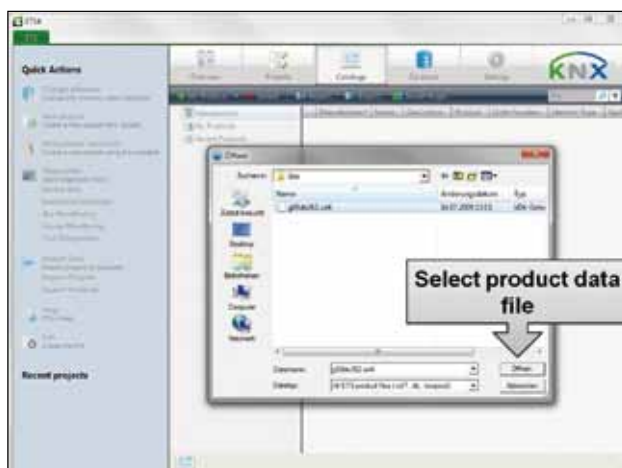


- To build any KNX projects, first of all a data base must be created; within this the projects are stored.
- Via the overview menu/ quick actions the data base will be created by clicking on the corresponding entry. A file dialog appears; via this dialog the possibility exists to enter the data base name and also the storage location.



Import manufacturer product (catalogues)

STEP 3

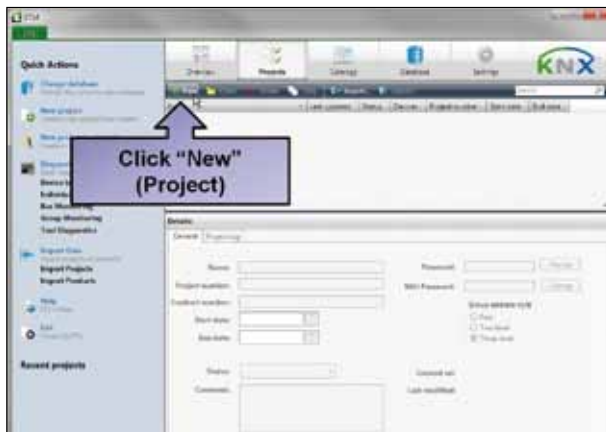


- Subsequent to the database creation, certified KNX products from various KNX manufacturers can be imported. Via overview tab “Catalogs” and a file dialog choose the product file, which can be downloaded from the manufacturers’ web site.
- The import of file is controlled via a „wizard” who gives you several selection opportunities as single selection of a product to be imported or corresponding translation languages.
- After closing or rather at the end of „wizard“ in the „Catalogs“ tab overview all imported products – sorted by manufacturer – are enumerated. From now on they are ready to use in project creation.



Create a new project

STEP 4

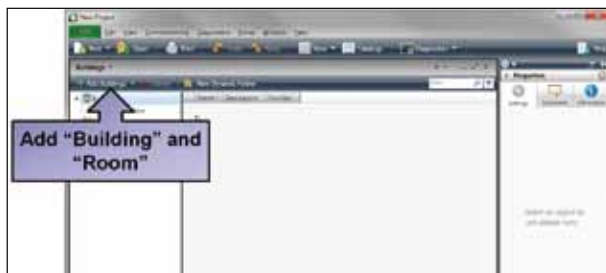


- Inside tab “Projects” and a click on “new” a new project will be created. The project name is arbitrary.
- In the properties of „Project“, the used KNX media and how group addresses will be displayed are adjusted.
- If the project is created, it can be opened by double clicking on it in the project list.



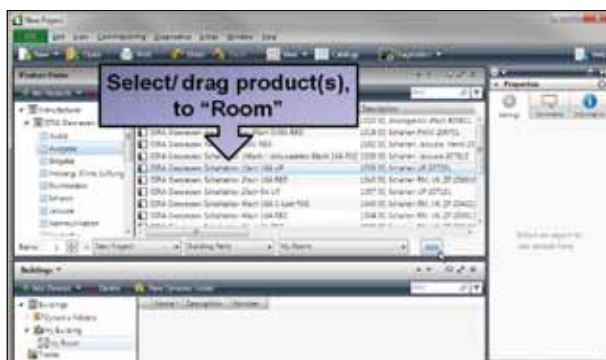
Create an installation

STEP 5



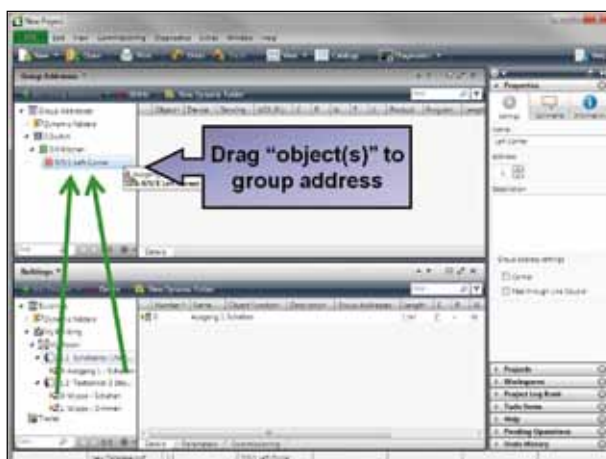
5.a Create building structure

- A project consists of KNX devices and their links to each other.
- The devices itself are located in the installation within building parts; e.g., rooms. Hence in ETS4 in panel “Buildings” e.g. the building structure and also equivalent effigies of appropriate rooms must be created (picture 5.a).
- Within building structure, an assignment of KNX devices in an installation takes place to the installation point.



5.b Insert KNX devices in building structure

- In next step via the panel „Catalogs“ the designated devices will be inserted in the previously created rooms (picture 5.b)
- The used devices reflect in principle an application what you want to achieve, e.g. in child's room, lighting including a dimming and sunblind control.



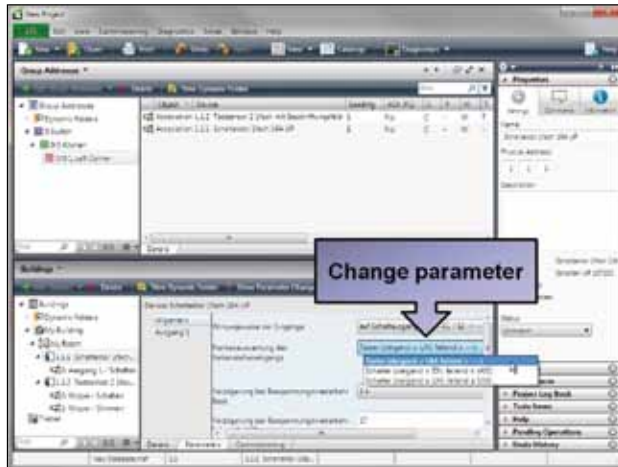
5.c Establish links between KNX devices

- After this the links (in KNX terminology “group addresses”) between the different devices will be established. For this a communication object from at least two different devices (the green arrows) will be dragged on a previously created “group address” in the “Group Addresses” panel. Result is a logical link between these two devices (picture 5.c).



Adjust product parameters

STEP 6

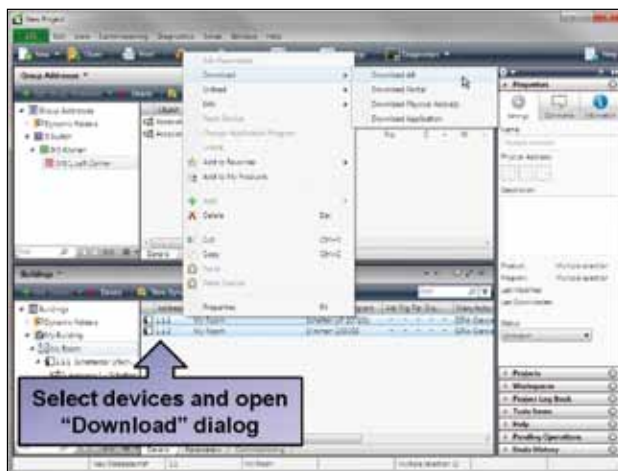


- The properties of a device, e.g. a lighting release delay will be adjusted in the “Parameter Dialog” of appropriate device.



Project Download

STEP 7

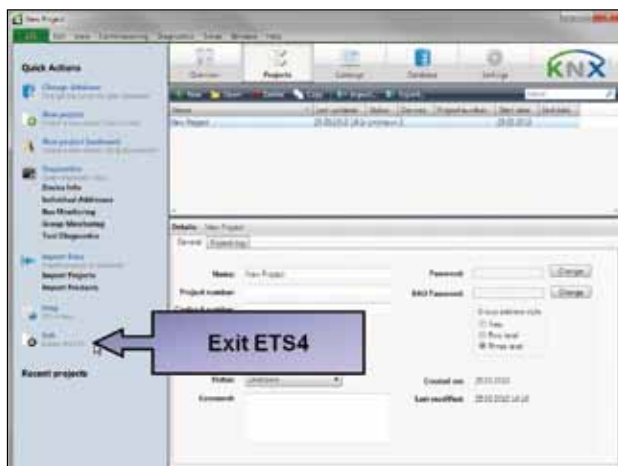


- When all adjustments are done, the download of parameters into KNX devices will be started. For this, all necessary devices will be marked and via mouse context or menu bar the function will be called (picture).
- After finishing the download, the device status will be automatically adjusted by ETS4. This status shows the correct cycle or also errors during the download. To check this it is also possible to select a device and call its status explicitly.



Exit ETS4

STEP 8



- Before you exit ETS4 you should as a last step always perform a backup of the database (tab “Database”). If this is currently not necessary, you can exit ETS4 via “Exit” button.