

# **PC-Software "BL-PC-FLEX"**

# **Configuration tool for lighting controllers**

User manual

Version 1.2.1

for software BL-PC-FLEX version 1.1.0.1 and above

Date: 2017-05-05









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## 1. Symbols

The following symbols are used in this manual::



In case of a procedure, i.e. a system bring up, the sequence of steps are numbered.

ln 🔒

In case of screenshot buttons, input fields or important messages are marked with a red box and a mouse pointer



#### 2. Introduction

Dear customer,

the software BL-PC-FLEX is a comfortable and easy to learn configuration and parameterization tool for the bring up of our lighting controllers.

The main features of this software tool are as follows::

- Addressing of DALI ballasts
- DALI group assignment
- Scene setup
- Parameterization of DALI ballasts
- Projecting switches and sensors
- Creating assignment lists
- Using of timing functions

The PC tool actually can be used to configure the following products:

Part number	Article description	maximum number of DALI ballast without an additional DALI power supply	with additional DALI power supply
11214	BL-201-10-868 UP FLEX	17	64
11237	BL-201-13-868 AP FLEX	17	64
11303	BL-201-17-868 AP FLEX DALI-PS	64	-
11236	BL-201-12-868 ERCO FLEX	17	64
11329	BL-202-10-868 EVG FLEX	15	64
11339	BL-201-13-868 EUTRAC FLEX	15	64
11301	BL-201-15-868 AP FLEX DALI-PS IP65	64	-
11652	BL-203-10-868 UP FLEX 3x ADR	3	-
11655	BL-204-10-868 EVG 3x ADR	3	-



# 3. Software installation

In this chapter you learn which hardware is required and how to set up the PC Software.



#### 3.1. System requirements

The minimum requirements for the PC to install and use the software are as follows:

Operating system	Windows 7/8/10, 32 or 64 bit
Interfaces	1x USB port for EnOcean USB-Stick
Display resolution	optimum 1920 x 1080 (recommended) minimum XGA (1024 x 768)
Storage	Harddisk/SSD: 200 MByte RAM: 2 GByte



#### **Installing USB driver**

#### Installation from CD / Setup-Kit BL-PC-FLEX

If you bought a Setup-Kit or a Starter- Kit, you will find a CD-ROM or a USB stick with the following contents inside:



If you don't have AUTORUN activated for storage devices, first of all you have to install manually the driver for the EnOcean USB-Stick. Open the folder "USB 300 Treiber". Usually, you have to have administrator rights on you PC to install any kind of software. Select the file with a right mouse click an activate "Run as Administrator".

Name ^	Änderungsdatum	Тур	Größe
CDM v2.12.00 WHQL Certified.exe	10 10 2014 12:26	Apwendung	2 188 KB
🌍 Als Adn	ninistrator ausführen		

Confirm the following dialogue with a left mouse click in the button "Extract".

💭 FTDI CDM Drivers		×
	FTDI CDM Drivers	
( The	Click 'Extract' to unpack version 2.12.00 of FTDI's Windows driver package and launch the installer.	
	www.ftdichip.com	
	<back cancel<="" extract="" th=""><th></th></back>	

Once the files are decompressed and stored locally, the installation process will start. Confirm with a single left mouse click on button "Weiter".



Gerätetreiberinstallations-A	ssistent	8
	Willkommen	
	Mit diesem Assistenten können Sie Softwaretreiber installieren, die zum ordnungsgemäßen Ausführen einiger Computergeräte erforderlich sind.	
	Klicken Sie auf "Weiter", um den Vorgang fortzusetzen.	
	<zuriúck weiter=""> Abt</zuriúck>	prechen

Activate the dot "Ich stimme dem Vertrag zu" (I accept) and confirm with a single mouse click left on "Weiter".

Gerätetreiberin	nstallations-Assistent	8
Lizenzvertra	ag	
Ŵ	Sie müssen dem folgenden Lizenzvertrag zustimmen, um die Installation fortsetzen zu können. Verwenden Sie die Bildlaufleiste oder drücken Sie BILD-AB-TASTE, um den gesamten Vertrag anzuzeigen.	e die
	IMPORTANT NOTICE: PLEASE READ CAREFULLY BEFORE INSTALLING THE RELEVANT SOFTWARE: This licence agreement (Licence) is a legal agreement between you (Licensee or you) and Future Technology Devices International Limited of 2 Seaward Place, Centurion Business Park, Glasgow G41 1HH, Scotland (UK Company Number SC136640) (Licensor or we) for use of driver software provided by the Licensor(Software). BY INSTALLING OR USING THIS SOFTWARE YOU AGREE TO THI	
	th stimme dem Lizenzvertrag zu     Speichem unter     Druck     C Ich stimme dem Lizenzvertrag nicht zu	en
	< Zurück Weiter > A	bbrechen

The driver will now be installed. At the end, confirm with a single mouse click left on "Fertig stellen".



Gerätetreiberinstallations-A	ssistent	ð
	Fertigstellen des Assistent	en
	Die Treiber wurden auf dem Computer installie Die Änderungen werden erst nach einem Neu wirksam.	
	Treibername Status ✓ FTDI CDM Driver Packa Gerät wurde ✓ FTDI CDM Driver Packa Gerät wurde	
	< Zuriúck Fetig stelle	Abbrechen

At the end, you will have to reboot you PC, before the EnOcean USB-stick will work.





#### 3.3. Install software

Open the folder "BL-PC-FLEX".

Name *	Тур
Application Files	Dateiordner
퉬 dotnetfx45	Dateiordner
BL-PC-FLEX.application	Bereitstellungsmanif
🗟 setup.exe	Anwendung

Mark the executable file "setup.exe" with a left mouse click. Use a right mouse click and select "Run as Administrator".

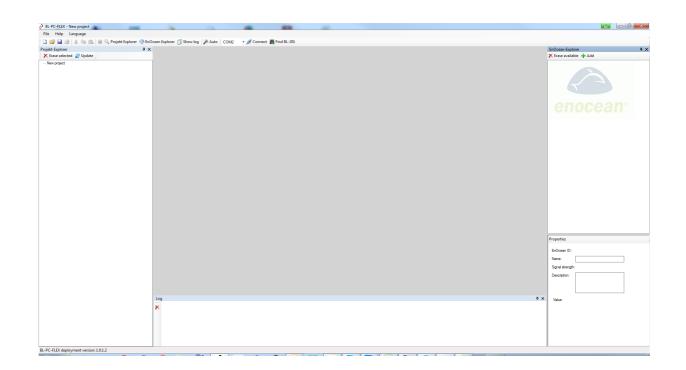
Name *		Тур	Änder
Application Files		Dateiordner	31.03
퉬 dotnetfx45		Dateiordner	31.03
BL-PC-FLEX.appli	ation	Bereitstellungsmanif	09.03
🗞 setup.exe		Anwendung	09,03
	Öffnen		
	🌍 Als Administrator	ausführen	

Confirm the following dialogue with a mouse click left on "Installieren".



The software will now be installed, and will start automatically. In case of a proper installation, the desktop should look like as follows (resolution of 1920 x 1080):





The installation is done.



### 3.4. Software updates

Usually, you will be informed by E-Mail when a new software version has been released. You will receive a link where you can download the new version.

In addition, the actual version is available for download if you follow this link:

http://deuta-controls.net/home-2/sevice/downloads/

#### Remark:

1. The file is password protected. As a customer, you will receive the password per E-Mail.

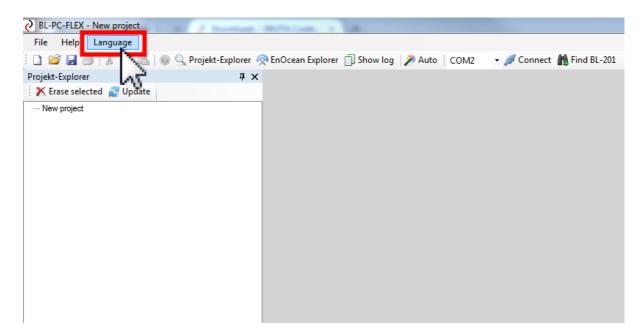
2. Depending on your PC system, it might be necessary do remove the old version before you can install the new one.



#### 3.5. How to change the user language

The software BL-PC-FLEX supports German and English language. You can change between these languages as follows:

1. Select the button "Sprache" / "Language" in the tool menu bar

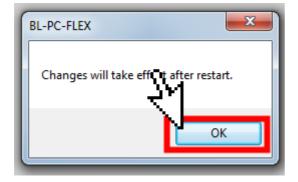


2. Select your language.



BL-PC-FLEX - New project	at a business more than a loss	
File Help Language		
🗋 💕 🛃 🧧 English	🔍 Projekt-Explorer 🙊 EnOcean Explorer 🗍 Show log 🛛 🎾 Auto 🛛 COM2	🝷 🝠 Conr
Projekt-Explore Deutsch	<b>4</b> х	
🗙 Erase selected 📷 Update		
···· New project	5	

3. A dialogue box will appear with the hint that the changes will take effect once you restart the software.



4. After the restart, the user interface will use the selected language. In our sample, this is German.



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# 4. Creating a new project - step by step

In this chapter you will create a new simple project. The target is to switch all DALI ballasts (ON/OFF/DIM) with an EnOcean wireless switch.



#### 4.1. Starting the software - new project

When you start the software for the first time, the desktop will look like as follows:

- 1. The "Project-Explorer" on the left side.
- 2. The "EnOcean-Explorer" on the right side.
- 3. The "Log" window on the bottom of the screen.

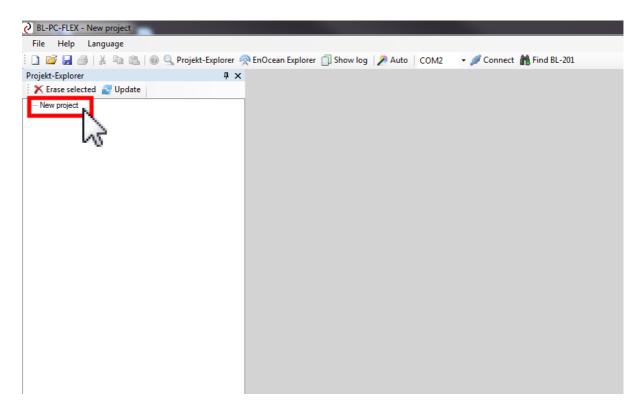
Depending on your display resolution, the contents may vary.

BL-PC-FLEX - New project	A NAME of A	- 0 ×
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🗄 🗋 😂 🛃 🎒 👗 ங 🛝 🐵 🔍 Projekt-Explore	rr 🙊 EnOcean Explorer 🗍 Show log 🦻 Auto 🛛 COM2 🔹 - 🍠 Connect 🆍 Find BL-201	
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		Name:
		Signal strength:
		Description:
	Log 🖡 🛪	Value:
	×	
BL-PC-FLEX deployment version: 1.1.0.1		



#### 4.2. Project name

1. Select the layer "New project" in the Project-Explorer.



2. In the Tab "New project" you can enter the project name.



O BL-PC-FLEX - New project	
File Help Language	
🗄 🗋 📂 🛃 🎒   🐰 ங 🛍   🎯 🔍 Projekt-Exp	olorer 🙊 EnOcean Explorer 📋 Show log 📝 Auto 🛛 COM2 🛛 👻 Connect 📸 Find BL-201
Projekt-Explorer	Image: A constraint of the second
🗙 Erase selected 🛃 Update	Settings
DEMO project 1	Project name: DEMO project 1



#### 4.3. Automatic scan of DALI ballasts

Before you begin with the next steps, make sure to have at least one DALI ballast connected to your FLEX light controller and both devices are powered. Also the EnOcean USB-Stick must be connected to your PC.

Push the button "Auto" in the toolbar with a single left mouse click..

BL-PC-FLEX - New project	
File Help Language	
🗄 🗋 🚔 🛃   🐰 ங 🛍 🖗 🔍 Projekt-Explorer 🧖 EnOc	ean Explorer 📋 Show log 📝 Auto 🚬 COM2 🛛 👻 Connect 🏦 Find BL-201
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🗙 Erase selected 🛃 Update	tione W
····· DEMO project 1	ject name: DEMO project 1

If everything has been set up correctly, the PC software now tries to connect at least to one light controller in range of the EnOcean USB-stick. In case of success, the light controller will be shown in the tree view in the Project-Explorer.



BL-PC-FLEX - New project File Help Language		_ 0
	plorer 🙊 EnOcean Explorer 🗍 Show log 🎾 Auto 🔽 COM33 🔹 🖋 Disconnect 🃸 Find BL-201	
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🗙 Erase selected 🛃 Update	Settings	🗙 Erase available 🕂 Add
DEMO project 1     BL_201_v10_019ECEE5     BL_201_v10_01A7339E	Name: BL_201_v10_01A7839E Repeater: 0FF Blink	
- Ballasts - Groups	ID: 01A7839E PN: Reset	
- Scenes	SN: 0 Signal strength J85dbm FW Update	
	DALI	anaaaan
	Al on Al off	enocean
	Configuration	
	Typ Target/Ballast Trigger Function Argument	
	BL_201_v10_019ECEE5 - update available DALI ballasts	
		Properties
	Refresh Object court = 0 of 50 Upload Upload	EnOoten ID:
		Name:
		Signal strength: Description:
		Description.
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	bilist swatebility: 15 - 23 Bellost swatebility: 24 - 31 Savet ballet = 0.0 / 27	
	Search balast: 48 - 55 Balast availabilty: 48 - 55 Search balast: 56 - 63	E.

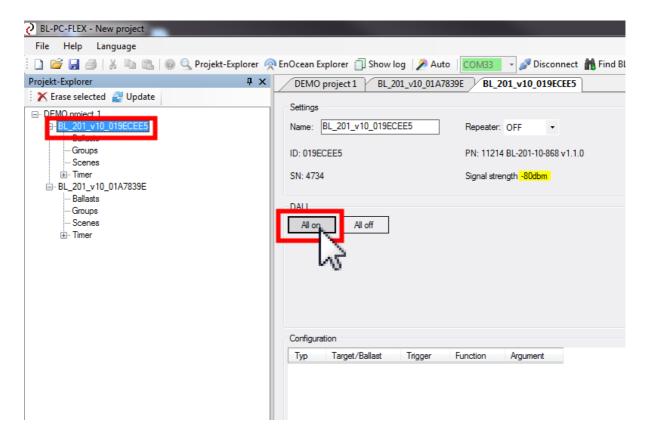
In the next step, the DALI system that is connected to the light controller will be scanned for DALI ballasts. During the scan procedure, a progress bar "update available DALI Ballasts" will be shown.



#### 4.4. Identifying the light controller

Since you will have usually more than one light controller in a project, you have to identify first each of them. You can use the function ""All on" and "All off".

Select the Tab with the controllers name an push the button "All on" in the DALI area of the window.



This command will be send as a so called BROADCAST command. If your system is set up properly, all luminaries connected to your DALI ballast should be switched on. For this step, no DALI short addresses have to be assigned to the DALI ballasts.

Switch off the luminaries with the button "All off".



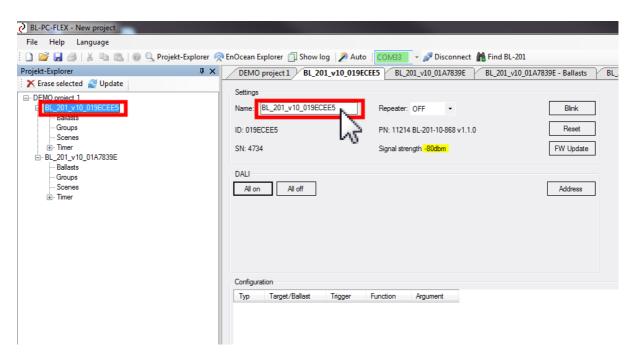
#### 4.5. Assign a name to the light controller

Since you will have usually more than one controller in a project, you should assign a unique name to each of them at the beginning of your project.

If you have a new light controller, the text will be preset with a certain manufacturer string, which you can change according to your needs..

1. Select the light controller in the Project-Explorer with a single left mouse click.

2. In the text field "Name" in the Tab <controllers name> you can edit the name. The name will be updated/ used in the other control fields of the software automatically.



The name will be used by the software automatically, you do not have to confirm with ENTER.



BL-PC-FLEX - New project           File         Help         Language			
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Projekt-Explorer 4 ×	DEMO project 1 Light controller 1	BL_201_v10_01A7839E BL_201_v10_01A7839E -	- Ballasts Light
🗙 Erase selected 🖉 Update	Settings		
DEMO project 1     Elight controller 1     mealasts	Name: Light controller 1	Repeater: OFF -	Blink
Groups Scenes	ID: 019ECEE5	PN: 11214 BL-201-10-868 v1.1.0	Reset
	SN: 4734	Signal strength80dbm	FW Update
Ballasts Groups	DALI		
Scenes	All on All off		Address
	Configuration Typ Target/Ballast Trigger	Function Argument	



#### 4.6. Assign addresses to DALI ballasts

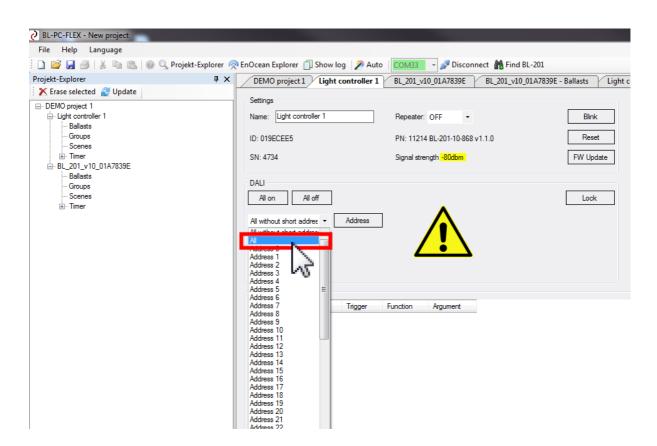
To be able to switch a dedicated DALI ballast, or to set up DALI groups or scenes, you have to assign a DALI address to each DALI ballast in the next step.

1. Push the button "Address" in the "DALI" area of the controllers Tab with a single left mouse click.

**<u>Remark</u>**: This button will only activate further control elements in the software. Nothing will happen on the DALI bus in this moment!

2. Select "All" in the drop down list on the left, and push the button "Address" with a single left mouse click.





3. While the controller is addressing the DALI ballasts, a progress bar will be shown. This procedure should be finalized within 60 seconds and the progress bar should be closed automatically. Sometimes it could happen that you have to close the progress bar manually.



BL-PC-FLEX - New project	
File Help Language	
) 💕 🛃 🎒   🐰 🗈 🛝   🞯 🔍 Projekt-Explore	er 🙊 EnOcean Explorer 📋 Show log   🎢 Auto   🔽 OM333 🔹 🔊 Disconnect 🎁 Find BL-201
	X         DEMO project 1         Light controller 1         BL_201_v10_01A7839E         BL_201_v10_01A7839E         Blasts         Light controller 1 - Ballasts         BL_201_v10_019ECEE5-Groups
Erase selected 🖉 Update	Settings
DEMO project 1 ⊟- Light controller 1 Ballasts	Name: Light controller 1 Repeater: OFF • Bink
Groups Scenes Scenes	ID: 019ECEE5         PN: 11214 BL-201-10-868 v1.1.0         Reset           SN: 4734         Signal strength 300bm         FW Update
- BL_201_v10_01A7839E - Ballasts - Groups - Scenes ⊕ Timer	DALI All on All off Look All All All All All All All All All Al
	Configuration
	Typ Target/Ballast Trigger Function Argument
	Light controller 1 - addressing
	Refresh         Object court = 0 of 50         Upload           Memory space = 0 of 496         Upload         Upload

4. Any time you change a light controllers DALI configuration, you have to update the DALI information. Please select the light controller and push the "Update" button above by a single left mouse-click.

🙋 BL-PC-FLEX - New project			
File Help Language			
🗄 🗋 💕 🛃 🎒   🐰 ங 🛍   🎯 🔍 Projekt-Explorer 🧖	EnOcean Explorer 📋 Show log 🛛 🎾 Auto	COM33 🔹 🎤 Disconnect  🏦 Find BL-201	
Projekt-Explorer 📮 🗸	DEMO project 1 Light controller 1	BL_201_v10_01A7839E BL_201_v10_01A7839E	- Ballasts Light controller 1
Crase selecte     Update     Trase selecte     Update     DeMO project     Ballasts     Groups     Scenes     Groups     Scenes     Timer	Settings Name: Light controller 1 ID: 019ECEE5 SN: 4734 DALI All on All off All • Address Configuration	Repeater:     OFF     •       PN:     11214 BL-201-10-868 v1.1.0       Signal strength     82dbm	Billasts / Light controller 1     Bink     Reset     FW Update      Look

5. Now you can select the level "Ballast" in the Project-Explorer of the controller you would like to work with.



O BL-PC-FLEX - New project				
File Help Language				
: 🗋 💕 🛃 🎒   🐰 ங 🛍   🞯 🔍 Projekt-Explor	er 🧖 En C	Dcean Explorer 📋 Show log 🛛 🎾 Auto 🛛	COM33 🗸 🔊 Disconnect 📸 Find BL-201	
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🗙 Erase selected 🛃 Update		Settings		
DEMO project 1		· · · · · · · · · · · · · · · · · · ·		
- Light controller 1	, r	Name: Light controller 1	Repeater: OFF -	Blink
Groups Scenes		D: 019ECEE5	PN: 11214 BL-201-10-868 v1.1.0	Reset
ie BL_201_v10_01A7839E	S	SN: 4734	Signal strength -82dbm	FW Update
Ballasts				
Groups		DALI		
··· Scenes ⊕·· Timer	L	All on All off	•	Lock
	1	All - Address	$\wedge$	
	C C	Configuration		
		Typ Target/Ballast Trigger Fi	unction Argument	

5. A Tab will be opened, where you can see all available DALI ballast connected to the controller. You should see exactly the number of DALI ballasts you expect.

BL-PC-FLEX - New project																				
File Help Language																				
🗋 🚔 🛃 🎒   🐰 🗈 🛍 🖗 🔍 Projekt-Explorer 👰	EnOcean Expl	orer 📋	Show	log 🔰	🖉 Auto	CON	133	- 🔊 Di	sconne	t 🏙 F	ind BL-2	201								
Projekt-Explorer 🛛 🗛 🗙	DEMO pr	oject 1	Ligh	nt contro	oller 1	BL_2	01_v10_	01A783	9E	BL_201	_v10_01/	47839E	- Ballast	s / Li	ight cor	ntroller 1 -	Ballasts	BL_201_v	10_019ECEE5-0	Groups
Erase selected      Z Update     OPUMO project 1     Updt controller 1     Opumot 1     Opumot 1	Ballasts Refreshr	ate: OF	F. •																	
Groups Scenes ⊕-Timer ⊕-BL_201_v10_01A7839E		setter	<u>৫</u>	ক ও আ	-	رچین <sup>ور)</sup> - 100%	Name Ballast					7	Descri	iption:					E1899	
Ballasts Groups		ſ			1	- 100%	Ballast	-				1								
Scenes	02	ſ	9	8	254	- 100%	Ballast	_2											×	
	03	_	$\bigcirc$	9	254	- 100%	Ballast	_3											×	
		ſ	9	9	254	- 100%	Ballast	_4											×	
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#### 4.7. "Teach in" an EnOcean switch

To control the DALI ballasts/luminaries with an EnOcean wireless switch, i.e. switch on/off and dim, the following steps are necessary:

1. Push the EnOcean switch once. It doesn't matter on which side/switch element. You will see the message in the EnOcean-Explorer a switch has been detected and is available.

It is marked with a switch symbol at the beginning, a "Name" and the unique EnOcean-ID.

EnOcean-Explo	rer	ņ	×
🗙 Erase availab	le 🕂 Add		
Available Name ID: 002B15	ocean		
Properties			
EnOcean ID:			
Name:			
Signal strength:			
Description:			
Value:	Released		

2. With a double left mouse click, the status of the switch will change to "Projected". Now the switch is part of the project, and you can assign a function.

A switch that is only "Available" can be deleted any time pushing the button "Erase available".



	orer	<b>P</b>	×
🗙 Erase availa	ble 🕂 Add		
Projected			
Name D: 002B1	565		
on			
EII			
Properties		-	
	00281555		
EnOcean ID:			
EnOcean ID: Name:	Name		
EnOcean ID:	Name		
EnOcean ID: Name:	Name		
EnOcean ID: Name: Signal strength	Name 1: -73 dBm		
EnOcean ID: Name: Signal strength	Name 1: -73 dBm		
EnOcean ID: Name: Signal strength	Name 1: -73 dBm		

3. In the edit field "Properties" in the EnOcean-Explorer you can assign a name to the switch. Below, the signal strength of the last telegram will be shown as information.



EnOcean-Exp	lorer 🛛 🕹 🗸
🗙 Erase availa	
Projected	
B Switch 1	5E5
	$\bigcirc$
en	
Properties	
EnOcean ID:	002B15E5
Name:	Switch 1
Signal strengt	h: -73 dBm
Description:	Door / main entrance
Value:	Released

4. If you select the switch in the EnOcean-Explorer by a single left mouse click, you can see in the filed "Value" which of the 4 available buttons is actually pressed, i.e. A0, A1, B0 or B1, as long as you hold the button pressed. In the moment you push the button, the button symbol is highlighted in red colour. This will help you to identify a rocker in a project where you have more than one.



EnOcean-Expl	orer P	×
🗙 Erase availa	ble 🕂 Add	
Projected — witch 1 D: 002B1	5E5	
en		
Properties		
EnOcean ID:	002B15E5	
Name:	Switch 1	
Signal strengt	n: -67 dBm	
Description:	Door / main entrance	
Value:	Button A1	



#### 4.8. Assign a function to the switch

1. Select the projected switch in the EnOcean-Explorer with a single left mouse click. A new Tab will be opened with the name of the switch and an empty "assignment list".

BL-PC-FLEX - New project		
File Help Language		
	EnOcean Explorer 🗍 Show log 🦻 Auto 🛛 COMB3 - 🖉 Disconnect 🎁 Find BL-201	
Projekt-Explorer 🗘 🗙	DEMO project 1 Light controller 1 BL_201_v10_01A7839E BL_201_v10_01A7839E BL_201_v10_01A7839E Ballasts Light controller 1 - Ballasts BL_201_v10_019ECEES-Groups Switch 1	EnOcean-Explorer 🗘 🗙
🗙 Erase selected 📓 Update		🗙 Erase available 💠 Add
© DBM pred 1 → Left consider 1 → Left consider 1 → Govern ⊕ There ⊕ BL_201 + 0,047338E → BL_201 + 0,047338E → Somen → Somen ⊕ There	Aregment Mi Tigger Device Function Target-Balat Agument	Properties Concore Do 2003 1955 Hama: Setto 1 Signal dength all all all all all all all all all al
	K deter ansprent     Traper     Traper     Device     Function     Traper     Robert     A     Upt concoler     ON/OFF/DM     N      N      Some hadds     Some hadds	Value: Poleand
BL-PC-FLEX deployment version: 1.1.0.1	Search Jahar (5 - 63 Balast enviloidity 55 - 63	

2. If you made a double-click on the projected switch by mistake, you will be asked if the switch should really be removed from the project ("Erase?").

Push the button "Abbrechen" (cancel). In this way, you can remove a projected switch or sensor from a project.

Switch 1	×
Erase?	হন
	OK Abbrechen



#### 4.8.1. Create a new function / assignment

1. You can add a function to a switch using the row of elements below the table. You have to read the elements from the left to the right:

First of all, select an event ("Trigger") in the first drop down list, that should be used. Please select "Rocker A".

🗙 delete assignment				create assignment 🕂
Trigger	Device	Function	Target/Ballast	
Rocker A 🗸	Light controller 1	<ul> <li>ON / OFF / DIM</li> </ul>	▼ All	•
Rocker A Rocker B Button A0 Button A1 Button B0 Button B1				

2. The select the light controller ("Device") you would like to use for this assignment.

Trigger	Device	Function	Target/Ba	allast	
cker A	<ul> <li>Light controller 1</li> </ul>	ON / OFF / DIM	→ All	-	
	Light controller 1	N I			
	Light controller 2				
		45			
		N			

3. In the next drop down list, you can select the desired "Function". Please select "ON / OFF / DIM" for this example.



X delete assignment				create assignment 🚦
Trigger Rocker A	Device	Function ON / OFF / DIM ON / OFF / DIM ON / OFF ON OFF	Target/Ballast	•
		Level T8 color temp. Level override DT8 color temp. override Go to scene 0 Go to scene 1 Go to scene 2 Go to scene 3 Go to scene 4		
		Go to scene 5 Go to scene 6 Go to scene 7 Go to scene 8 Go to scene 9 Go to scene 10 Go to scene 11 Go to scene 12 Go to scene 13		
Ballast availability: 24 - 31 Search ballast: 32 - 39 Ballast availability: 32 - 39 Search ballast: 40 - 47 Ballast availability: 40 - 47 Search ballast: 48 - 55 Ballast availability: 48 - 55 Search ballast: 56 - 63		Go to scene 13 Go to scene 14 Go to scene 15 Start timer Start motion detector Stop motion detector Start brightness sensor Stop brightness sensor		

4. In the last drop down list, you have to select the "Target/Ballast" for this function, i.e. all ballasts, a single DALI ballast or a group. Select "All" for this example.

🗙 delete assignment				create assignment	t
Trigger	Device	Function	Target/Ballast		
Rocker A	Light controller 1	ON / OFF / DIM     T	All 🝷		
			All Ballast_0 Ballast_1 Ballast_2 Ballast_2 Ballast_3 Ballast_5 Ballast_5 Ballast_6 Ballast_7 Group 0 Group 1 Group 1 Group 2 Group 3 Group 4 Group 5 Group 7 Group 7 Group 7 Group 9 Group 9 Group 10 Group 11 Group 12		
.og			Group 13		
Search ballast: 32 - 39 Reliest availability: 22 - 39			Group 14 Group 15		

5. Finally, push the green plus sign to add this command/function to the table.



Trigger	Device	Function	Tamet/Ballast	Argument	_			
ocker A	ight controller 1	ON / OFF / DIM	All					
🕻 delete as	sianment						create assignment 🕂 🕂	
• • • • • • • •	orgraniona							
							V	ne neue Zuweist
				Function		Target/Ballast	A 51 1	
Trigg		Device		Function		raiget/baildat	 16 M M	

**<u>Remark</u>**: This function/assignment has not yet been transferred to the controller. It is only available inside the software until this step.



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### 4.8.2. Edit an existing function / assignment

1. Select an existing function / assignment in the assignment list. The contents of this function will be transferred to the dropdown lists below, to create a new function.

BL-PC-FLEX - DEMO project 1.dcg	
File Help Language	
🗄 🗋 🚅 🎒   🐰 🗈 🛝   🞯 🔍 Projekt-Explorer 🧖	EnOcean Explorer 🗍 Show log  Auto 🛛 🔽 🚽 🖉 Disconnect 👬 Find BL-201
Projekt-Explorer 🛛 🕂 🗙	DEMO project 1 Light controller 1 Light controller 2 Light controller 2 - Ballasts Light controller 1 - Ballasts BL_201_v10_019ECEE5-Groups / Switch 1
🗙 Erase selected 🖉 Update	Auformulat
DEMO project 1	Assignment list
i⊟- Light controller 1 Ballasts	Trigger Device Function Target/Ballast Argument
Groups	Rocker A Light controller 1 ON / OFF / DIM All
Scenes	Button B0 Light controller 2 DTB color temp. All 1400K
i⊞- Timer	Button B0 Light controller 2 Go to scene 8 Group 2 30s
ian Light controller 2 In Ballasts	button B1 Light controller 1 OFF Ballast_0
Groups	
Scenes	
i ⊡. Timer	
	X delete assignment create assignment
	•
	Tigger Deutee Eurolies Target (Dallast Argument
	Button B0 • Light controller 2 • DT8 color temp. • All • 1400K •

2. Change any parameter, for example the colour to 4000K.

🗙 delete assignment				create assignment 🛉
Trigger Button B0	Device     Light controller 2	Function T8 color temp.	Target/Ballast ▼ All	Argument

3. Delete the old function by a simple mouse click on "delete assignment".



	list								
Triager	Device	Function	Target/Ballast	Araument					
Rocker A	Light controller 1	ON / OFF / DIM	All						
	Light controller 2			2,0s					
utton B1	Light controller 1	OFF	Ballast_0	0,7s					
	ancienment							reate assignment	
/ delete	essigniment						CI	eate assignment	
🕻 delete		<b>D</b> .		E		Taxaat (Dalla at		0	P
delete				Function		Target/Ballast		Argument	
delete Ti utton B0	45	Device Light controller 2		8 color temp.	→ All		- 4000K		

4. Create the new function / assignment by a simple mouse click on "create assignment".



DEMO pro		controller 1	ight controller 2	r Light contro	oller 2 - Ballasts	r Light Control	ler 1 - Ballasts	BL_201_v10_	019
Trigger	Device	Function	Target/Ballast	Argument	_				
Rocker A	Light controller 1	ON / OFF / DIM	All						
Button B0	Light controller 2	Go to scene 8	Group 2	2,0s	_				
Button B1	Light controller 1	OFF	Ballast 0	0.7s					
Button B0	Light controller 2	DT8 color temp.	All	4000K					
							_		
	assignment	Device		Function		Target/Ballast	cr	reate assignment Argumer	



### 4.9. Upload to the light controller

You have to initiate an upload before the selected light controller will work according to your assignment lists. The upload will also be done by wireless communication.

1. Select the controller you would like to update in the Project-Explorer. You can also select the Tab of the controller directly if it is still opened..

×		
BL-PC-FLEX - New project		
File Help Language		
	EnOcean Explorer 🗍 Showleg   P Auto   201433 - P Disconnect 🎁 Find BL-201	1 co. c i
Projekt-Explorer # X X Erase selected Update	DEMO project 1 Glight controller 1 Glight controller 2 / Light controller 2 - Ballasts / Light controller 1 - Ballasts / BL_201_v10_019ECEES-Groups / Switch 1 + ×	EnOcean-Explorer # X X Erase available + Add
DEMO project 1	Settings	
Ught controler	Name: Ught controller 1 Repeater: OFF • Blink	Projected
- C918303		B Switch 1 ID: 002815E5
- Groups - Scenes	ID: 019ECEE5 PN: 11214 BL-201-10-968 v1.1.0 Reset	
Timer	SN: 4734 Signal sterrigh 32dom FW Update	
Ught controller 2     Ballasta		
- Groupe	DALI	enocean
- Scenes	Al on Al off	CIUCCAI
		Properties
		EnOpean ID: 002815E5
	Configuration	Name: Switch 1
	Typ Target/Ballast Trigger Function Argument	Signal strength: -67 dBm
		Description: Door / main entrance
		Value: Released
	Refeet         Object count = 0 of 50         Ubject           Many space - 10 of 36         Ubject         Ubject	
		-
	Log (1) Tellat avalability 24 - 31 X Saerb-balant 32 - 39	C
	X Search ballat: \$2-39 Belot availabilit: \$2-39	
	Balant availability: 32 - 39 Search balant: 40 - 47 Defasts availability: 40 - 47	
	Search hallant 44 -55 - Salahat an adabativ 48 - 55 - Salahat an adabativ 48 - 55 - Salahat an adabativ 48 - 55 - Salahat salah	
	Search balast: 56 - 63	
	Ballet availability: 55 - 63	
BL-PC-FLFX deployment version: 1101		

2. In the window area "Configuration" actually you should see an empty table. Push the button "Refresh" with a single left mouse click.



BL-PC-FLEX - New project		_ 0 <u></u>
File Help Language		
	i EnOcean Explorer 🗍 Show log 🦻 Auto   🔽 Kata - 🔊 Disconnect 🏙 Find BL-201	
Projekt-Explorer 👎 🗙	DEMO project 1 / Light controller 2 / Light controller 2 - Ballasts / Light controller 1 - Ballasts / BL_201_v10_019ECEE5-Groups / Switch 1 + x	EnOcean-Explorer 🛛 🖗 🗙
🗙 Erase selected 🖉 Update	Settings	🗙 Erase available 💠 Add
DEDA project 1     Dugle controller 1     Balanta     Gruppe     Gruppe     Gruppe     Gruppe     Gruppe     Dugle controller 2     Balanta     Balanta	Name:         Light control v1         Register:         DF         Bink           D: 0165CEE5         PK: 11214 81:2011-0466 v1.1.0         Rent           SN: 4734         Sign af enroph BCabe.         FVI Update	Projected Sweb 1 D: 002815E5
Gereada - Groupe - Scenes ⊕: Timer	DAL Address Address	enocean
		Properties
		EnOcean ID: 002815E5
	Configuration	Name: Switch 1
	In Tend Block Torus Exercise Constant	Signal strength: -67 dBm
		Description: Door / main entrance
		Value: Refeased
	Lighting there count = 1 of 90 Lighting types = 5 of 450	
	Log         0 x           State validity, 24-31         x           Second validity, 23-31         x           Second validity, 23-32         x           Second validity, 23-32         x           Second validity, 23-32         x           Second validity, 43-47         x           Second validity, 43-55         x           Second validity, 43-56         x           Second value, 43-56         x           Second value, 45-56         x	
DI DO DICK I I		,

3. Now the assignment you made before for the EnOcean switch "Switch 1" should appear in the table. You can check again if this assignment is correct, before you upload the new configuration to the controller.

**<u>Remark</u>**: Nothing has been transferred to the light controller until now.

4. Push the button "Upload" with a single left mouse click. Now, the configuration will be transferred to the controller. A progress bar will be shown while the transfer is in progress.

_ 0 ×	w project	BL-PC-FLEX - New project
		File Help Language
	🐰 🐘 🐘 🖗 Q. Projekt-Explorer 👧 EnOcean Explorer 👩 Show log 🤌 Auto 🛛 🗰 Show log 🤌 Disconnect 🌺 Find BL-201	
4 ×	🗘 🗙 DBMO project 1 / Light controller 2 / Light controller 2 / Light controller 2 / Light controller 2 / Ballasts / Light controller 1 - Ballasts / BL_201 /10_019ECEES-Groups / Switch 1 🗸 🖌 EnOcean-Explorer	Projekt-Explorer
	🖉 Update 💦 Kinse available 🛉 Adv	🗙 Erase selected 🔮 Update
an°	*1         None         Left controller         Repeater         Deschaf         Pepetide         Deschaf         Deschaf	DEND Control 1  Delta Control 2  Delta
•	Configuration          Top       Taget failed       Taget       Function       00021825         Statuth 1 - Roder A (ON / OF / DM)       Configuration upload please wait.       South 1 - Roder A (ON / OF / DM)       Deeptor:       Dor / me         Value       All       Statuth 1 - Roder A (ON / OF / DM)       Nate:       Helesed       Nate:       Helesed	
	Refeel: Object cont + 1 of 20.	
	Lag ■ Box. 7 m ■ Box. 7 m ■ Box. 7 m ■ K ■ K ■ K ■ K ■ K ■ K ■ K ■ K ■ K ■	
	String       Nexter Of • • • • • • • • • • • • • • • • • •	DEMO project 1     Upit controller 1     Upit controller 1     Groups     Groups     Groups     Upit controller 2     Belasts     Groups     Groups     Scenes



5. The controller will restart automatically after the transfer has been done. It will take only 2 seconds until the new configuration will work.

You have finalized now your first project.



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### 4.10. Save your project

**Important**: Setup information and configuration data which are not stored in the DALI ballasts, are stored on your PC in the configuration file.

The configuration is **not stored in the controller**, and therefore it is not possible to read out any information later on.

Is is necessary to store all project changes in the project on your PC. Proceed as follows:

1. Select "File -> Save" or "Save as".

🤌 BL	-PC-FLEX -	- New project	-							
File	Help	Language								
	New	Strg+N	🛛 💿 🔍 Projekt-Explorer 🧖	EnOcean E	plorer 🗍 Show	log 🛛 🎾 Auto 🛛 🚺	ОМЗЗ 🔷 👻 🔊 🛙	isconnect  🏦 Fir	nd BL-201	
2	Open	Strg+O	ų×	DEMO	project 1 / Light	t controller 1	ight controller 2	Light controlle	r 2 - Ballasts	Light controller 1 - B
		Strg+O Strg+S ps es troller 2 sts ps es		DEMO Settings	Light controller 1	Trigger		Light controller		Light controller 1 - B Blink Reset FW Update

2. Assign a project name in the following Windows dialogue and save the project with a single left mouse click on the button "Save".

Dateiname	DEMO project 1.dcg	
Dateityp:	DCG File (*.dcg)	
		5



# 5. DALI configuration in detail

In this chapter, a more detailed description of the DALI configuration features of the software BL-PC-FLEX is given.



### 5.1. DALI ballast addressing - address swap

The addresses of DALI ballasts are assigned randomly and do not have any relationship to their physical placement on the DALI line. To work more comfortable with the system later on, you should assign addresses according to the physical setup of the DALI system.

The software supports the feature to swap two DALI addresses in an easy way..

1. Select the level "Ballast" of the controller in the Project-Explorer or select the Tab "<controller name> - Ballasts" if it is still open.

BL-PC-FLEX - DEMO project 1.dcg File Help Language																		
👔 📴 🛃 🎒   🔏 🖦 🔃   💿 🔍 Projekt-Explorer 🦸	EnOcean Expl	orer d	Show	log i	🖉 Auto	CON	/122	, 🔊 Di	sconne	86 F	Find BL -	201						
Projekt-Explorer 4 ×																		
Farse selected @ Update     DEMO project 1     Udit controller 1     Enderster	Ballasts	ate: OF	_			Dunuse												
Groups → Scenes ⊕ - Timer ⊕ - Light controller 2			S.	S <sup>A</sup> 💖	_	-Bild	Name					_	Descr	iption:				Etase
Ballasts	00		9	8	-	- 100%	Ballast					_						X
···· Groups ···· Scenes		ſ	<b>V</b>	8	-	- 100%	Ballast	_				_						X
	02		<u> </u>	8	-	- 100%	Ballast					_						 X
		ſ	2	<u> </u>	-	- 100%	Ballast	-				_						 X
		ſ	<b>V</b>	8	-	- 100%	Ballast					_						X
		ſ			-	- 100%	Ballast					_						X
	06		<b>V</b>	8	1	- 100%	Ballast											X
	07	ſ	9	9	254	- 100%	Ballast	t_/										X
	Free a	ddress	es for l	Drag &	Drop:													
									08	09	10	11	12	13	14	15		
	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31		
	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47		
	48	49	<b>50</b>	51	52	53	54	55	56	57	58	59	60	61	62	63	No	

2. You can identify now two ballasts which addresses to be swapped, using the buttons "On", "Off" and "Blink" .

Image: Second	₽ × DEMO p Ballasts Refresh	roject 1 rate: OF	/ Ligh	it contr				n 🔊 Di	sconne	ct 🏦 F	ind BL-2	201						
Eras selected 20 Update DEMO project 1 - Upt controller 1 - Ballasts - Groups - Scenes Demotronal Controller 2 - Ballasts	Ballasts Refresh	rate: OF			oller 1 -	Ballast	5											
DEMO project 1 → Ught controller 1 → Ballasts → Groups → Scenes → Timer → Ught controller 2 → Ballasts	Refresh Refresh		F •															
Light controller 1     Groups     Groups     Scenes     Groups     Groups     Groups     Groups     Groups     Groups     Groups     Gostroller 2     Jablasts	Refresh Refresh		F •															
- Scenes ⊡ Timer ⊡ Light controller 2 - Ballasts		the the																
Ballasts			Q	ক ৰ	m¥.	Bro	Name					_	Descri	ption:				flag
	00		2	8	254	- 100%	Ballast	-										×
	01	ſ	0	92	254	- 100%	Ballast	0										×
- Scenes	02	<b>P</b>	90	8	254	- 100%	Ballast	_2										×
	03	ſ	9	9	254	- 100%	Ballast	_3										×
	04		$\bigcirc$		254	- 100%	Ballast	_4				1						×
	05		0		254	- 100%	Ballast	_5				7						×
			0		254	- 100%	Ballast	_6				ī						×
			0		254	- 100%	Ballast	7				1						×
		_	18 34 50			21 37 53	22 38 54	23 39 55	08 24 40 56	09 25 41 57	10 26 42 58	11 27 43 59	12 28 44 60	13 29 45 61	14 30 46 62	15 31 47 63	No	



3. Now you can swap two addresses by simple "Drag & Drop". The target address can be an existing DALI ballast, or an unused address shown in the table "Free addresses for Drag & Drop".

While you hold down the left mouse button, drag the source address to the target address. Now release the mouse button.

Both address fields will have a red background during the address change, and will be grey afterwards..

BL-PC-FLEX - DEMO project 1.dcg																		
File Help Language																		
📄 📴 🛃 🍠   🐰 ங 🛝   🎯 🔍 Projekt-Explorer 🦸	RnOcean Expl	lorer 📋	Show	log 】	🖉 Auto	COM	133	- 🔊 Di	sconne	ct 🏦 F	ind BL-	201						
Projekt-Explorer 4 ×	DEMO pr	oject 1	Ligh	t contro	oller 1 -	Ballast	s											
🗙 Erase selected 🔮 Update	Ballasts																	
E-DEMO project 1 E-Ught controller 1 → Ballasts → Groups	Refreshr		F 🔹															
Scenes	Addres	- octed	Q	ক ও	at.	-Brod	Name						Descr	iption:				FLORE
⊟- Light controller 2     Ballasts		ſ	9	8	254	- 100%	Ballast	_0										×
Groups		3	9	8	254	- 100%	Ballast	_1										×
···· Scenes		ř	9	8	254	- 100%	Ballast	_2										×
		ſ	9	9	254	- 100%	Ballast	_3										×
	d 🕂 🛛	ſ	$\bigcirc$	0	254	- 100%	Ballast	_4				7						×
	05	ſ	$\overline{\bigcirc}$	0	254	- 100%	Ballast	_5				ī						×
		۰C	$\overline{\bigcirc}$		254	- 100%	Ballast	_6				ī						×
	07.1	1	<b></b>		1	- 100%	Ballast	7				1						×
	0760	0		X	1 234	100%		-										
	Free a	ddress	es for l	Drag &	Drop:													
									80	09	10	11	12	13	14	15		
	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31		
	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47		
	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	No	

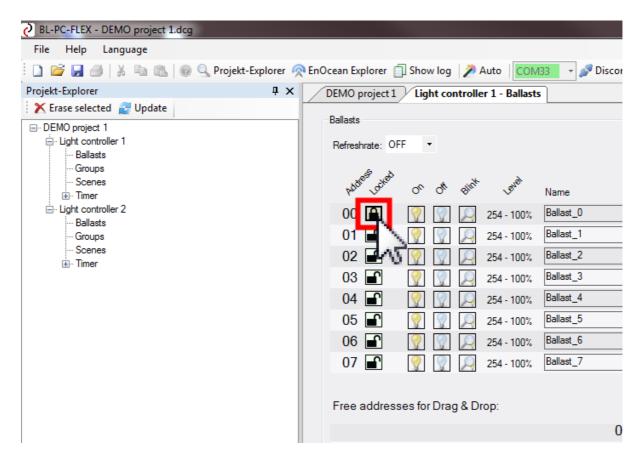
4. Check the new address assignment using the buttons "On" and "Off".



### 5.2. Locking addresses against swap procedure

1. To support you during an installation phase, it is possible to lock the address once you have the final address assigned.

In the Tab "Ballast" of a controller, you will find a lock symbol in each row for each DALI ballast. An unlocked symbol in green colour means that you can change the address per Drag & Drop. A locked symbol means that you can not change the address using Drag & Drop.



You can change the status between locked/unlocked with a single left mouse click on the symbol.



## 5.3. Assign names to the DALI ballasts

1. In the Project-Explorer, select the level "Ballast" of the controller where you want to assign or change the DALI ballast names.

BL-PC-FLEX - DEMO project 1.dcg																		
File Help Language																		
🚺 🎽 🛃 冯   🐰 🐚 🛝   💿 🔍 Projekt-Explorer 🦸	RnOcean Exp	lorer 📋	]] Show	log 🔰	🖗 Auto	CON	133 -	r 🔊 Di	sconne	ct 🏦 F	Find BL-	201						
Projekt-Explorer 4 ×	DEMO p	roject 1	Ligh	t contro	oller 1 -	Ballast	s Lig	ht cont	roller 1	1								
Erase selected 2 Update     DEMO project 1     Demographic	Ballasts																	
- Scenes ⊛- Timer			Or.	প প	a¥.	Bud	Name						Descr	iption:				£1350
⊟ - Light controller 2 Ballasts	00		$\mathbb{Q}$	8	254	- 100%	Ballast	_0										×
- Groups	01	ſ	$\bigcirc$	8	254	- 100%	Ballast	d –										×
— Scenes ⊞ Timer	02	ſ	9	9	254	- 100%	Ballast	_2										×
	03	<b>L</b>	$\bigcirc$	9	254	- 100%	Ballast	_3										×
	04	ſ	9	9	254	- 100%	Ballast	_4										×
	05	<b>P</b>	9	9	254	- 100%	Ballast	_5				1						×
	06	ſ	0	0	254	- 100%	Ballast	_6				1						×
		<b>P</b>	(		254	- 100%	Ballast	_7				1						×
		_	18 34 50			21 37 53	22 38 54	23 39 55	08 24 40 56	09 25 41 57	10 26 42 58	11 27 43 59	12 28 44 60	13 29 45 61	14 30 46 62	15 31 47 63	No	

2. In the Tab "Ballasts" you can assign a "Name" and a "Description" for each DALI ballast..

BL-PC-FLEX - DEMO project 1.dcg																		
File Help Language																		
📋 📔 😹   🐰 ங 🛍 🖗 🔍 Projekt-Explorer 🦸	🎙 EnOcean Exp	lorer [	] Show	log 🔰	🎘 Auto	CON	133	🖉 Di	sconne	t 🏦 F	Find BL-	201						
Projekt-Explorer 🏾 📮 🗙	DEMO pr	oject 1	Ligh	t contro	oller 1 -	Ballast	s Lig	ht cont	roller 1	]								
🗙 Erase selected 🛃 Update	Ballasts																	
DEMO project 1	Refreshr		F •															
··· Scenes ⊛- Timer	pátre	LOCKEN	0	s 4	anit.	Big	Name					_	Descr	iption:				61090
i Light controller 2 Ballasts	00		9	9	254	- 100%	Main e	ntrance	left				40W	.ED pan	el			×
···· Groups	01	ſ	$\bigcirc$	8	254	- 100%	Ballast	_1		2								×
Scenes	02	ſ	9	9	254	- 100%	Ballast	_2		NE								×
	03	ſ	9	9	254	- 100%	Ballast	_3										×
	04	ſ	9	8	254	- 100%	Ballast	_4										×
	05	ſ	9	9	254	- 100%	Ballast	_5										×
	06	ſ	9	9	254	- 100%	Ballast	_6										×
	07	ſ	<b></b>	9	254	- 100%	Ballast	_7				7						×
	Free a	ddress	es for l	Drag &	Drop:				08	09	10	11	12	13	14	15		
	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31		
	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47		
	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	<mark>6</mark> 3	No	

**<u>Remark</u>**: Name and description will not be stored in the DALI ballast, but in the project file on the PC.



## 5.4. DALI ballast - update configuration

It can be necessary to update the DALI configuration of a controller due to several reasons. Proceed as follows:

1. Close the tab "<controller name> - Ballasts" with a single left mouse click on the "x" symbol in the upper right corner of the Tab.

BL-PC-FLEX - DEMO project 1.dcg File Help Language		
	plorer 🙊 EnOcean Explorer 🗍 Show log 🍃 Auto 🛛 💽 🖉 Disconnect 🎆 Find BL-201	
Projekt-Explorer	X / DEMO project / Light controller 1 - Ballasts   Light controller 1	▼ X EnOcear
🗙 Erase selected 📓 Update		× Erase
DEMO project 1	Balasts	Project
- Light controller 1 - Ballasts	Refreshrate: OFF •	Swt
Groups		Availab
Scenes	ystand grade of the state state Name Description (2010)	
Imer     Light controller 2		Nan ID: I
Ballasts		
Groups Scenes	01 🖸 🕎 🛄 🚑 254-100% Balast_1	e
e Timer	02 💽 📝 💭 🚑 254-100% Balan_2	
	03 🖬 🕎 💭 🔎 254-100% Balast_3	
	04 🖬 🕎 💭 🔎 254-100% Balast_4	
	05 💽 🕎 💭 254-100%, Balast_5	
	06 🖬 🕎 🛄 📙 254-100%. Balax_6	Propertie
	07 🖸 🕎 🙀 254-100%, Baleet,7	EnOcea
		Name:
	Free addresses for Drag & Drop:	
	•	Signal s
	08 09 10 11 12 13 14 15	Descript
	16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31	
	32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47	
	48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 No	Value:

2. In the Project-Explorer, select the controller you want to read again the DALI configuration with a single left mouse click.

BL-PC-FLEX - DEMO project 1.dcg     File Help Language     D    D    D    D    D    D    D	EnOcean Ex	cplorer 🗊 Show la	og 🎾 Auto 🛛 💽	V133 - 🔊 Dis	sconnect 🏦 Find BL-201	
Projekt-Explorer 4 ×			controller 1			
🗙 Erase selected 🖉 Update	DEINIO	projecti Ligite				
□ - DEMO project 1 □ - DEMO project 1 □ - Datass □ - Groups □ - Timer □ - Light controller 2 □ - Ballasts □ - Groups □ - Scenes □ - Timer	Settings Name: [ ID: 019E( SN: 4734 DALI All on		PN:	beater: OFF 11214 BL-201-10 nal strength <mark>-82dbr</mark>	-868 v1.1.0	Blink Reset FW Update
	Configura	tion				
	Тур	Target/Ballast	Trigger	Function	Argument	
	Switch	All	Switch 1 - Rocker A	ON / OFF / DIM		
	Switch	Ballast_0	Switch 1 - Button B1	OFF	0,7s	

3. Push the button "Update" with a single left mouse click in the action bar of the Project-Explorer.



BL-PC-FLEX - DEMO project 1.dcg File Help Language						
🗋 😂 🛃 🎒   🐰 🗈 🏦   🞯 🔍 Projekt-Explorer	👰 EnOcean E	xplorer 🗍 Show	log 🎾 Auto 🔽 🚺	M33 🔹 🎤 Dis	sconnect  🏦 Find B	3L-201
ojekt-Explorer 📮 🗍	× DEMO	project 1 Light	t controller 1			
🗙 Erase selecte I 🧝 Update	Settings					
DEMO project	-	Light controller 1	Rep	peater: OFF	•	Blink
Groups Scenes	ID: 019E	CEE5	PN	: 11214 BL-201-10	-868 v1.1.0	Reset
	SN: 4734	t.	Sig	nal strength <mark>-82dbr</mark>	n	FW Update
Ballasts	DALI					
Groups Scenes	All on	All off				Address
	Configure	ation				
	Тур	Target/Ballast	Trigger	Function	Argument	
	Switch	Al	Switch 1 - Rocker A		_	
	Switch	Ballast_0	Switch 1 - Button B1	OFF	0,7s	

4. Now the DALI configuration of the controller will be read. A progress bar will show the actual status.

2) BL-PC-FLEX - DEMO project 1 dag	_ 6 ×
File Help Language	
🗋 📷 🚂 🍏 🕺 🧠 🐘 🚳 🚱 Projekt-Explorer 👰 EnOcean Explorer 🗍 Show log 🦻 Auto : 📴 Mata : 📴 Mata BL-201	
	EnOcean-Explorer # ×
Image: Second	K Exavabilité      Add     Projected     Projected
Referent Oppel contre 1 of 50 Merrory gade = 12 of 456 Libboar	
Log         0 x           Babel 4 State Under         0 x           Product 4 State Under         0 x           Product 4 State Under         0 x           Babel 5 State Under State Under         0 x	

4. Once the progress bar will be closed, you can check the new configuration by selecting the level "Ballasts".



BL-PC-FLEX - DEMO project 1.dcg		
File Help Language		
Projekt-Explorer	thrOcean Explorer (1) Show log / Auto CONTRACT / Gloconnect / Find 81-201 DBMO project 1/ Light controller 1 / Light controller 1 - Ballasts	EnOcean-Explorer 🗘 🗙
K Erase selected 2 Update		X Erase available 🕂 Add
Ca DEMonand 1	Balance           Production:         07	Projektid Sedd 1 Million States Properties Endoen ID: 00281555 Name: Settion 1
	Free addresses for Drag & Drop.	Signal strength: 67 dBm
	08         09         10         11         12         13         14         15           16         17         18         19         20         21         22         23         24         25         26         27         28         29         30         31           32         33         34         35         36         37         38         30         41         42         44         54         64         7           48         49         50         51         52         53         54         55         56         57         58         59         60         61         62         63         No	Devotion: Dor / min entering
BL-PC-REX deployment version 11.01	Log auto balant 40 - 67 a y Search balant 40 - 55 Balat revelation, 40 - 55 Search balant 50 - 56 Search balant 50 - 56 Search balant 50 - 50 Search balan	



## 5.5. Solve an address conflict - double assigned DALI short address

It can happen that you add a DALI ballast with an existing DALI address to a system. In this case, this DALI address could exist twice in the system, and will result in an address conflict. You can detect this conflict if you see less ballasts in the tab "Ballasts" as expected. And, at the same time, you can switch on/off all DALI ballasts using the commands "All on" and "All off".

#### Example:

The project has ballasts with DALI addresses 0 to 6, and you add a ballast with address 0. As the result, two DALI ballasts with address 0 exist in the DALI system.

#### Solution:

	EnOcean Explorer 🗍 Show log 🦻 Auto 🛛 🔽 🖉 Disconnect 📸 Find BL-201	- X EnOcean-Explorer
ected 🛃 Update	DEMO project 1 / Light controller 1 - Ballasts	X Erase available      Add
ect 1	Balasts	rojected
ontroller 1 lasts	Refreshrate: OFF ·	Switch 1 ID: 00281555
oupe enes	yda <sup>gh</sup> gada S & dd <sup>ath</sup> gada Name Description. 19 <sup>40</sup>	Available
ter ontroller 2		ID: FEFB2F6A
lasts		
oups enes		lenocea
1er	02 1 1 1 2 2 4 - 100% Balant 2 1	en eee
	04 🖬 🦞 🖞 💭 254-100% Balast_4	
	05 💽 🦞 💭 💴 254-100%, Belast_5	
	06 🗊 🦞 🖉 254-100% Ballast_6	Properties
	07 🖬 🕅 🖓 254-100%, Baltet_7	EnOcean ID: 002815E5
		Name: Switch 1
	Free addresses for Drag & Drop:	Signal strength: -67 dBm
	08 09 10 11 12 13 14 15	Description: Door / main entrance
	16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31	
	32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47	
	48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 No	Value: Released
	Log 5 Search bullart 40 - 47 5 Search bullart 41 - 05 5 Search bullart 56 - 05 Bollet annabelly 19 - 05 Bollet annabelly 19 - 05 Bollet annabelly 23 - 29 Bollet annabelly 23 - 29 Comparison of the comparison of the compa	a x

1. Close the Tab "<controller name> - Ballasts" of the controller, where the DALI address conflict has been detected..

2. In the Project-Explorer, select the controller where the DALI address conflict has been detected.



C BL-PC-FLEX - DEMO project 1.dcg File Help Language				
🗋 🚰 🛃 🎒   🐰 🗈 🛝   🞯 🔍 Projekt-Explo	rer 🙊 EnOcean Explorer 🗍 Show log 📝 Auto 🛛 🔽 OM33 🔽 🖉 Disconnect  🏦 Find BL-	201		
Projekt-Explorer	X DEMO project 1 Light controller 1 / Light controller 1 - Ballasts			
Erase selected Update	Ballasts Refreshrate: OFF • put the contraction of the state of Name		Descri	·
Ught controller 2	00 🝙 🧖 💭 254 - 100% Main entrance left		40W L	ED pa
Groups Scenes	01 📄 🥎 💭 254 - 100% Ballast_1			
···· Scenes 	02 📄 🥎 💭 254 - 100% Ballast_2			
	03 📄 🧑 💭 254 - 100% Ballast_3			
	04 📄 🧑 💭 254 - 100% Ballast_4			
	05 📄 🧑 💭 254 - 100% Ballast_5			
	06 📄 🧑 💭 254 - 100% Ballast_6			
	07 💽 👰 💭 254 - 100% Ballast_7			
	Free addresses for Drag & Drop: 08 09 10	11	12	13
	16 17 18 19 20 21 22 23 24 25 26	27	28	29
	32 33 34 35 36 37 38 39 40 41 42	43	44	45
	48 49 50 51 52 53 54 55 56 57 58	59	60	61

3. Push the button "Adressieren" (address) with a single left mouse click in the Tab "<controller name>".

BL-PC-FLEX - DEMO project 1.dcg						
File Help Language						
🗋 🎽 🛃 🎒   🐰 🐚 🛍   🎯 🔍 Projekt-Explorer 🙊	EnOcean E	xplorer 📋 Show lo	ng 🚀 Auto 🔽 🚺	V133 🔹 🔊 Dis	sconnect 📸 Find BL-201	
Projekt-Explorer 🛛 🗜 🗙	DEMO	project 1 Light o	controller 1 Ligh	nt controller 1 - B	allasts	
🗙 Erase selected 🖉 Update	Settings					
DEMO project 1						
Light controller 1     Ballasts	Name:	Light controller 1	Rep	beater: OFF	•	Blink
Groups	ID: 019E	CEE5	PN	: 11214 BL-201-10	-868 v1 1 0	Reset
Scenes	10.0152	SELO		11214 02 201 10	000 11.1.0	
i≟. Timer ⊡. Light controller 2	SN: 4734		Sig	nal strength <mark>-82dbr</mark>	n	FW Update
Ballasts						
Groups	DALI					
··· Scenes	All on	All off				Address
T. Ind						2
						N
	<b>C F</b>	P				
	Configura		-			
	Тур	Target/Ballast	Trigger	Function	Argument	
	Switch	All	Switch 1 - Rocker A			
	Switch	Ballast_0	Switch 1 - Button B1	OFF	0,7s	

4. In the drop down list, select the address that has been assigned twice, in our example "Address 0".



BL-PC-FLEX - DEMO project 1.dcg		– <b>o</b> –×–
File Help Language		
🗋 🎯 🛃 🎯   🐰 🐚 않   🐵 🔍 Projekt-Explorer 🤌	RenOcean Explorer 🗍 Show log 🦻 Auto 🛛 🔽 👘 Bisconnect 👬 Find 8L-201	
Projekt-Explorer 🛛 🗘 🗙	DEMO project1 / Light controller1 / Light controller1 - Ballasts	EnOcean-Explorer 🛛 🖗 🗙
🗙 Erase selected 🖉 Update	Culture -	🗙 Erase available 💠 Add
Construction     C	Serror Name: jupi controls = Nepsater: (DF + Bester: (DF +	K Erse stable + Add Frageted B Social 1 as Available B Departies Concern ID: 0001155 Fragetes Social ID: 0001155 Fragetes Social ID: 0001155 Fragetes Departies Depar
	Addess 1	Value: Referred
	Log D X X Sechalat 40-07 X Sechalat 40-07 X Sechalat 43-55 Data match, 45.5 Data match, 45.5 Data match, 45.7 Data match, 27.3 Data match, 27.3 Data match, 27.3 Data match, 40-07 Data match, 40-07 D Data match	
		1

5. Push the button "Address " close to the drop down list. The DALI ballasts with actual address 0 now will be assigned a new DALI address.

BL-PC-FLEX - Demo project 01.dcg			-		
File Help Language					
🗄 🗋 💕 🛃 🎒   🐰 🐚 🛝   🎯 🔍 Projekt Explorer 🗖 EnOc	cean Explorer 📋 Show l	og 🎾 Auto 🛛 COM29 👻	🦻 Disconnect  🏦 Find	d BL-201	
Projekt-Explorer 🛛 📮 🗙	Demo project 01	BL_201_v10_018BDDC8	BL_201_v10_01867D46	Light_controller_01	Rocker_01
K Erase selected 2 Update     Demo project 01    Udt controller 01	Settings Name: Light_controlle	er 01 Repea	ater: OFF 🔻		Blink
- Ballasts - Groups - Scenes	ID: 018667B7		1214 BL-201-10-868 v0.9.7		Reset
B Timer B L_201_v10_01867D46 B L_201_v10_018B0DC8	SN: 1234567890	Signal	strength -74dbm	FV	V Update
Ballasts Groups Scenes	DALI All on All of	f	•		Lock
B-Timer B-BL_201_v10_019ECEE5	Address 0	Address			
	Typ Target/Ball	ast Trigger	Function Argume	ot	
	Switch All	Rocker_01 - Rocker A		114	
			·		

6. Wait until the progress bar will be closed.



BL-PC-FLEX - DEMO project 1.dcg		_ 0 ×
File Help Language		
🗄 🗋 💕 🛃 🎒   🐰 h 🛍 🚳   🥹 🔍 Projekt-Explorer 🧖	🛿 EnOcean Explorer 🗍 Show log 🛛 🖗 Auto 🛛 🔽 🔀 Konnact 🆍 Find BL-201	
Projekt-Explorer 🛛 🗘 🗙	DEMO project1 / Light controller1 / Light controller1 - Ballasts	EnOcean-Explorer 🛛 🕫 🗙
	Salloor	
Det Son extended ≥ Update De UBAD operat - Bublan -	Settinga     Repeater: (OF -     Bite.       Name: [cyl controller 1     Repeater: (OF -     Bite.       D: 0502CES     Pit 11214 81/201506011.0     Rever       Didl.     Adverse     Fill Under       DAJ     Adverse     Configuration       Configuration     Sector 1. House A; (Ott / OFF, CON       Sector.     Sector 1. House A; (Ott / OFF, CON       Sector.     Sector 1. House A; (Ott / OFF, CON       Sector.     Sector 1. House B; (OFF)       Sector.     Sector 1. House B; (OFF)	X France Analiste         4-645           Properted         Book 11           Do 0.001156         Analiste           De 0.001156         Book 11           De 0.001157         Book 11           De 0.001157         Book 11           De 0.001157         Book 11           December 0.0001555         Book 11           Synd exrept.         B001555           Decestor:         Door / main retained           Decestor:         Door / main retained
		Value: Released
	Refresh September 22 of 50 Ubload	
	Log 1 × 1 · · · · · · · · · · · · · · · · ·	
	Ender analyzing 55, 63     Source Source 20, 53, 53     Source Source 20, 53, 53     Source Source 20, 53, 53     Source Source 20, 54     Source Source 20, 55     Source 20,	
	Search ballist: 0-7	
BL-PC-FLEX deployment version: 1.1.0.1		

7. In the Project-Explorer select again the controller with a single left mouse click.

BL-PC-FLEX - DEMO project 1.dcg						
File Help Language						
🗋 🗋 🚰 🛃 ) 🐰 ங 🛍 🖗 🔍 Projekt-Explorer 🙊	EnOcean E	cplorer 📋 Show Io	g 🎾 Auto 🔀	V133 🔹 🎤 Dis	sconnect 🛗 Fin	d BL-201
Projekt-Explorer 4 ×	DEMO	project 1 Light o	controller 1 Ligh	it controller 1 - B	allasts	
Erase selected Update	Settings Name: [ ID: 019E0 SN: 4734 DALI All on Address (	All off	PN	Heater: OFF 11214 BL-201-10- hal strength -80dbr		Blink Reset FW Update
	Configura	tion				
	Тур	Target/Ballast	Trigger	Function	Argument	
	Switch	All	Switch 1 - Rocker A	ON / OFF / DIM		
	Switch	Ballast_0	Switch 1 - Button B1	OFF	0,7s	



8. Update the DALI configuration of the controller. Push the button "Update" in the action bar of the Project-Explorer. Wait until the progress bar will be closed.

BL-PC-FLEX - DEMO project 1.dcg					
File Help Language					
🗋 📔 🛃 🎒   🐰 🐚 🛝   🎯 🔍 Projekt-Explorer 🙊	EnOcean Ex	oplorer 📋 Show lo	og 🎾 Auto 🔀	V133 🔹 🎤 Dis	connect 📸 Find BL-201
Projekt-Explorer 🛛 🗛 🗙	DEMO	project 1 Light	controller 1 Ligh	nt controller 1 - B	allasts
Erase selecte DEMO project Ballasts Groups Scenes B- Timer B- Light controller 2	Settings Name: [ ID: 019E0 SN: 4734 DALI All on Address (	All off	PN	eater: OFF 11214 BL-201-10- nal strength -80dbr	
	Configura	tion			
	Тур	Target/Ballast	Trigger	Function	Argument
	Switch	All	Switch 1 - Rocker A	ON / OFF / DIM	
	Switch	Ballast_0	Switch 1 - Button B1	OFF	0,7s

9. Open the Tab "Ballast" of the controller by selecting the level "Ballasts". Now, you should see one address more than before. As a result, each DALI ballast should be able to be switched separately.



BL-PC-FLEX - DEMO project 1.dcg		- 0 <del>- × -</del>
File Help Language	EnOcean Explorer 🗍 Show log 🎾 Auto 🛛 COMBBE 🚽 🖉 Disconnect. 🎁 Find BL-201	
Projekt-Explorer		EnOcean-Explorer # ×
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	Under         Uptorentify         Uptorentify <td< td=""><td></td></td<>	
	Search Stater, 42, 55 Search Stater, 42, 55 Search Stater, 56, 56 Earlier and adding, 56, 56	
BL-PC-FLEX deployment version: 1.1.0.1		1



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### 5.6. How to remove a controller from the project

Basically, if you use the automatic scan function "Auto" of the software, all controllers in range will be shown in the Project-Explorer.

If you want to setup a project with only a few of these detected controllers, you have to remove controllers from the project.

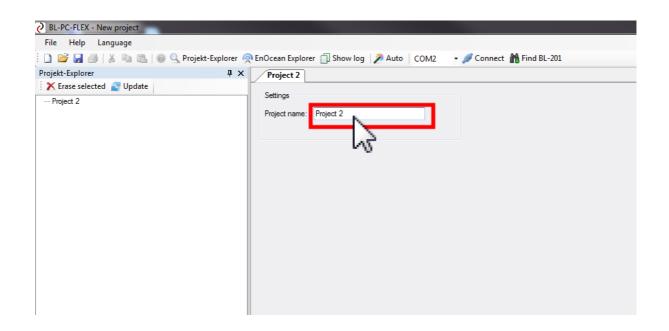
You have to proceed as follows.

#### 1. Create a new project.

BL-PC-FLEX - New project		— 🗊 <mark>— X</mark>
File Help Language		
🗋 😂 🛃 🎒 👗 🗈 🛝 🐵 🔍 Projekt-Explorer (	🔍 EnGcean Explorer 🗍 Show log   🌶 Auto   COM2 🔹 + 🍠 Connect 🏥 Find BL-201	
Projekt-Explorer # ×		EnOcean-Explorer #
🗙 Erase selected 📓 Update		🗶 Erase available 💠 Add
<ul> <li>New project</li> </ul>		enocean*
		Properties
		EnOcean ID:
		Name:
		Signal strength:
		Description:
	Log # x	Value:
	×	
BL-PC-FLEX deployment version: 1.1.0.1		1

2. Assign a project name first. Select the level "Project", and enter a project name in the field "Name" in the Tab "New project".





3. Push the button "Auto" with a single left mouse click, and scan for all available controllers in range.

C BL-PC-FLEX - New project	
File Help Language	
🗄 🗋 💕 🛃 🎒   🐰 ங 🏗   🎯 🔍 Projekt-Explorer 🧖	🛛 EnOcean Explorer 🗍 Show log 🏼 🖉 Auto 🛛 COM2 🚽 🖉 Connect 🏦 Find BL-201
Projekt-Explorer 🛛 🗜 🗙	Project 2
🗙 Erase selected 🖉 Update	Settings
Project 2	Settings Project 2

4. During the scan procedure, a progress bar will be shown.



BL-PC-FLEX - New project		_ 0 ×
File Help Language		
	Reform Can Explorer         Show log         Auto         COMB3         Image: Common Common Canadian Common Canadian Common Canadian	× EnOcean-Explorer # ×
Frase selected 2 Update		Krase available + Add
C three telection ≥ 0 option	Serios         Repeater: 0FF         Bitx           Nome:         BL_201_v10_01H62EES         Repeater: 0FF         Bitx           D: 01962EES         Pix: 1124 BL_201-0466 v11.0         Revet           Sk: 4734         Signal devriph. 3056         TW 1bdde           DAU	enocean°
	Configuration	
	Typ         Traget Balant         Trager         Function         Approved	Poperties
	Refeet         Object court = 0 of 50         Upload	EnOcean ID:
		Name:
		Signal strength:
		Description:
	tog Gar Device Mrs Recket	× Value:
	Concerted Factored Technold Concerted Factored F	

5. In the Project-Explorer you will see all available controllers. First of all, you have to identify the controllers you need for your project.

Simply select a controller in the Project-Explorer, and identify it pushing the buttons "All on" and "All off" in the DALI area of the Tab.

BL-PC-FLEX - New project			
File Help Language			
📋 📴 🛃 🎒   🐰 🐚 🛍   🚳 🔍 Projekt-Explorer 🧖	🎙 EnOcean Explorer 📋 Show log 🛛 🎾 Auto	COM33 🗸 🎤 Disconnect  🏦 Find BL-201	
Projekt-Explorer 🛛 🗜 🗙	Project 2 BL_201_v10_019ECEE5	BL_201_v10_01A7839E	
🗙 Erase selected 🛛 🛃 Update	C #		
Project 2	Settings		
BL_201_v10_019ECEE5 Ballasts	Name: BL_201_v10_01A7839E	Repeater: OFF -	Blink
Groups	ID: 01A7839E	PN: 11214 BL-201-10-868 v1.1.0	Reset
Scenes			
0+BL 201 v10 01A7839E	SN: 10001234	Signal strength -83dbm	FW Update
	All on All off		Address
	45		
	-		
	Configuration		
	Typ Target/Ballast Trigger	Function Argument	

6. A controller which should be not belong to the project can now easily be removed from the project. Simply select the controller that should be removed. In the example, this is the second controller.



O BL-PC-FLEX - New project			
File Help Language			
🗄 🗋 🚔 🛃 🎒   🐰 ங 🛍   🎯 🔍 Projekt-Explorer 🧖	EnOcean Explorer 📋 Show log 🛛 🎾 Auto	COM33 🗸 🖋 Disconnect  🏙 Find BL-201	
Projekt-Explorer 🛛 🖡 🗙	Project 2 BL_201_v10_019ECEE5	BL_201_v10_01A7839E	
Frase selected      Update      Project 2     BL_201_v10_019ECEE5     Ballasts     Groups	Settings Name: BL_201_v10_01A7839E	Repeater: OFF •	Blink
- Coops Scenes ⊕ Timer ⊕ <u>BL_201_v10_0147839E</u>	ID: 01A7839E SN: 10001234 DALI	PN: 11214 BL-201-10-868 v1.1.0 Signal strength <mark>-83dbm</mark>	FW Update
6	All on All off		Address
	Typ Target/Ballast Trigger	Function Argument	

7. Push the button "Erase selected" with a single left mouse click.

BL-PC-FLEX - New project			
File Help Language			
📔 🎦 🚰 🛃   🐰 🗈 🛍   🎯 🔍 Projekt-Explorer 🧖	EnOcean Explorer 📋 Show log 🛛 🎾 Auto	COM33 🗸 🖋 Disconnect  🏦 Find BL-201	
Projekt-Explorer 🛛 📮 🗙	Project 2 BL_201_v10_019ECEE5	BL_201_v10_01A7839E	
K Erase selected	Settings		
Hroject 2			
BL_201 selected	Name: BL_201_v10_01A7839E	Repeater: OFF -	Blink
Groups Scenes	ID: 01A7839E	PN: 11214 BL-201-10-868 v1.1.0	Reset
	SN: 10001234	Signal strength -83dbm	FW Update
i≟- <mark>BL_201_v10_01A7839E</mark>			
	DALI		
	All on All off		Address
	Configuration		
	Typ Target/Ballast Trigger	Function Argument	

8. The controller now has been removed from the project..



BL-PC-FLEX - New project	
File Help Language	
🗋 🎽 🛃 🎒   🐰 🗈 🛍 🖗 🔍 Projekt-Explorer 🦸	🞅 EnOcean Explorer 📋 Show log 🛛 🎾 Auto 🛛 🔽 COM33 🔄 🛹 🎤 Disconnect
Projekt-Explorer 4 X	Project 2 BL_201_v10_019ECEE5
🗙 Erase selected 🛃 Update	Settings
Project 2	
BL_201_v10_019ECEE5 Ballasts	Name: BL_201_v10_019ECEE5 Repeater: OFF -
Groups Scenes	ID: 019ECEE5 PN: 11214 BL-201-10-868 v1.1.0
	SN: 4734 Signal strength -80dbm
3	DALI All on All off
	Configuration
	Typ Target/Ballast Trigger Function Argument



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## 5.7. Add controllers to an existing project

If you have to add controllers to an existing project, you have to proceed as follows:

1. Start the software.

BL-PC-FLEX - New project		_ 0 <u>- ×</u>
File Help Language		
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2. Open the existing project using the normal procedure "File -> Open" in the menu bar.

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3. In our example, you will see that one controller have been projected in the Project-Explorer.



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Groups Scenes	ID: 019ECEE5	PN: 11214 BL-201-10-868 v1.1.0	Reset
timer	SN: 4734	Signal strength <mark>-83dbm</mark>	FW Update
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4. To add further controllers, add the button "Find BL-201" or the button "Auto" with a single left mouse click.

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5. If one or more new controllers are available, they will be shown in the Project-Explorer. Wait until the progress bar will be closed.



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6. If you want to add these controller to your project, simply save the project.

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Frase Project 2 Controller 1 Ballasts Scenes Timer E- BL_201_v10_01A7839E	Settings Name: Controller 1 ID: 019ECEE5 SN: 4734 DALI All on All off Configuration	Repeater: OFF  PN: 11214 BL-201-10-868 v1.1.0 Signal strength -80dbm Function Argument	Blink         Reset         FW Update         Address



### 5.8. Setup DALI groups

After address assignment, each DALI ballast can be assigned to one or more of the up to 16 DALI groups. Proceed as follows:

1. Select the controller in the Project-Explorer, where you want to assign DALI ballasts to DALI groups.

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	SN: 4734	Signal strength -80dbm	FW Update
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2. Select the level "Groups" with a single mouse click in the Project-Explorer .

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	Group off	

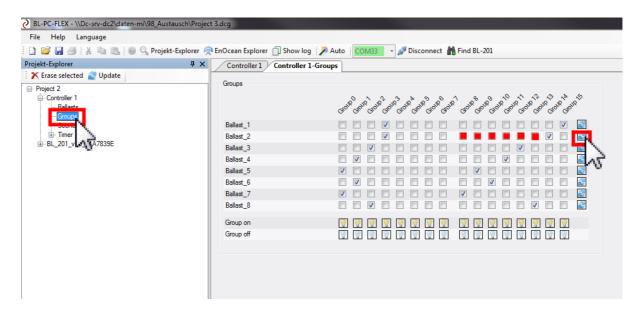


3. In the Tab "<controller name> - Groups" a table / matrix will be shown, where you see which DALI ballast is actually assigned to which DALI group.

The available DALI ballasts will be shown vertical on the left side, the 16 DALI groups are shown horizontal. If a DALI ballast is assigned to a group, a check mark is shown. An empty box means that this ballast is not assigned to this group.

#### Remark:

It may take up to approx. 60 seconds to read out group information from the DALI ballasts. This depends directly on the number of DALI ballasts. Information that has to be read out is marked with a red frame. Due to an error in the data transmission, maybe some fields may stay marked with a red border. In this case, you can simply push the update button on the right side of each line..



4. To assign a DALI ballast to a group, point with the mouse to a checkbox and set the check mark with a simple left mouse click. In the same way, you can uncheck an existing check mark.



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B- Timer B- BL_201_v10_01A7839E	Ballast_1 Ballast_2 Ballast_3 Ballast_4 Ballast_5 Ballast_6 Ballast_7 Ballast_8	
	Group on Group off	

**<u>Remark</u>**: The DALI group assignment is parameter that is stored directly in the DALI ballast when you check/ uncheck the box. It is not necessary do download the project to the controller.

5. You can check the group assignment with the two buttons on bottom of each group column. A single left mouse click on the yellow lamp symbol in the row "Group on" will switch on the group. A click on the gray lamp symbol in the row "Group off" will switch off the group.

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	Group on Group off	

6. <u>Hinweis</u>: A DALI ballast can be a member of more than one group. In this case, the last command for a group will be the last command for the DALI ballast.



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#### 5.9. Define DALI scenes

After addressing procedure, each DALI ballast can assigned a brightness value for each of the 16 DALI scenes.

Proceed as follows:

1. In the Project-Explorer, select the controller of the DALI system of which you would like to setup the DALI scenes.

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2. Select the level "Scenes" of the controller. Now, in the Tab "<controller name> - Scenes", the scene brightness values will be shown in a table.

This procedure may take more than one minute and depends on the number of connected DALI ballasts. Values that have not been read are marked with red background, the others are marked with grey. Wait until the procedure is finished.



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3. Sometimes it happens that a value has not been received as a valid message. In this case, you can read data of each DALI ballast manually again. Push the Refresh-Button with a single left mouse click to update the line with a red box.

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4. In the default view, the dim level in % will be shown, as a value in the range between 0% and 100%. You can change the values to be shown instead as a dali dim level, in the range between 0 and 254. You have to push the buttons "Dimlevel" and "Power %" to change between the two display modes.



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	Ballast_8	65% 0% 30% 40% 1% 60% 70% 80% 80% 90% 100% 1% 1% 1% 1% 12% 100% 6% 100% 0e
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5. To change a value, point to the value edit field and select with a single left mouse click.

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	Go	o to scene		9	$\bigcirc$	9	Ş							
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#### 6. Enter the new value.

**Important:** You have to confirm the entry with "ENTER". Otherwise the value will not stored in the DALI ballast.



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	Ballast_6         32%         0%         30%         40%         1%         60%           Ballast_7         66%         0%         30%         40%         1%         60%           Ballast_8         65%         0%         30%         40%         1%         60%	6
	Go to scene     Image: Construction       Dimlevel     Power %	

7. You can check/invoke the scene by pushing the yellow lamp symbol in each scene column in the row "Go to scene".

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	Ballast_3	18% 0% 30% 40% 1% 60% 70% 80% 80% 90% 100% 1% 1% 1% 1% 12% 100% 6% 100% 08
	Ballast_4	32% 20% 30% 40% 1% 60% 70% 80% 80% 90% 100% 1% 1% 1% 1% 12% 100% 100% 6% 100% 0
	Ballast_5	66% 0% 30% 40% 1% 60% 70% 80% 80% 90% 100% 1% 1% 1% 1% 12% 100% 100% 6% 100% 08
	Ballast_6	32% 0% 30% 40% 1% 60% 70% 80% 80% 90% 100% 1% 1% 1% 1% 12% 100% 100% 6% 100% 0s
	Ballast_7	66% 0% 30% 40% 1% 60% 70% 80% 80% 90% 100% 1% 1% 1% 1% 12% 100% 100% 6% 100% 08
	Ballast_8	65% 0% 30% 40% 1% 60% 70% 80% 80% 90% 100% 1% 1% 1% 1% 12% 100% 6% 100% 0s 📰
	Go to scene	
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**Remark:** An empty filed does not mean 0% or 0. Instead, a DALI ballast with an empty entry field will not change the brightness value if this scene is invoked.



## 5.9.1. The grid view

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- 1. To change a value, point to the value edit field and select with a single left mouse click.

#### 2. Enter the new value.

**Important:** You have to confirm the entry with "ENTER". Otherwise the value will not stored in the DALI ballast.



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	Ballast_4 32% 20% 30% 40% 1% 60%
	Ballast_5 66% 30% 40% 1% 60%
	Ballast_6 32% 0% 30% 40% 1% 60%
	Ballast_7 66% 0% 30% 40% 1% 60%
	Ballast_8 65% 0% 30% 40% 1% 60%
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3. You can check/invoke the scene by pushing the yellow lamp symbol in each scene column in the row "Go to scene".

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	Ballast_2	5% 0% 30% 40% 1% 60% 70% 80% 90% 100% 1% 1% 1% 1% 12% 100% 6% 100% 0e
	Ballast_3	18% 0% 30% 40% 1% 60% 70% 80% 90% 90% 100% 1% 1% 1% 1% 12% 100% 6% 100% 0s 🔤
	Ballast_4	32% 20% 30% 40% 1% 60% 70% 80% 80% 90% 100% 1% 1% 1% 1% 1% 12% 100% 100% 6% 100% 0e 📄
	Ballast_5	66% 0% 30% 40% 1% 60% 70% 80% 80% 90% 100% 1% 1% 1% 1% 12% 100% 100% 6% 100% 0s 🔤
	Ballast_6	32% 0% 30% 40% 1% 60% 70% 80% 80% 90% 100% 1% 1% 1% 1% 1% 12% 100% 100% 6% 100% 0® 📷
	Ballast_7	66% 0% 30% 40% 1% 60% 70% 80% 80% 90% 100% 1% 1% 1% 1% 12% 100% 100% 6% 100% 0s 📰
	Ballast_8	65% 0% 30% 40% 1% 60% 70% 80% 80% 90% 100% 1% 1% 1% 1% 12% 100% 6% 100% 0.
	Go to scene	
	Dimlevel Powe	er % Machpult 💦

**Remark:** An empty filed does not mean 0% or 0. Instead, a DALI ballast with an empty entry field will not change the brightness value if this scene is invoked.



## 5.9.2. Mixer for DALI groups

Using the Mixer, it is easy to setup Scene values for the 16 DALI groups (actually not for single DALI adresses)

1. Push the button "Mixer" in the scene tab.

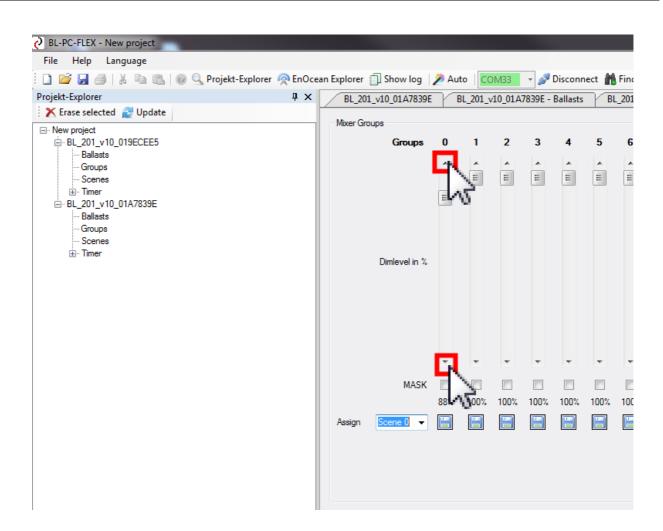
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⊞- Timer	Ballast_4	32% 20% 30% 40% 11% 60% 70% 80% 80% 90% 100% 11% 11% 11% 11% 12% 100% 65% 100% 06
	Ballast_5	66% 0% 30% 40% 1% 60% 70% 80% 80% 90% 100% 1% 1% 1% 1% 12% 100% 100% 6% 100% 06
	Ballast_6	32%, 0%, 30%, 40%, 1%, 60%, 70%, 80%, 80%, 90%, 100%, 1%, 1%, 1%, 1%, 1%, 12%, 100%, 100%, 6%, 100%, 06
	Ballast_7	66%, 0%, 30%, 40%, 1%, 60%, 70%, 80%, 80%, 90%, 100%, 1%, 1%, 1%, 1%, 1%, 12%, 100%, 100%, 6%, 100%, 06, 0
	Ballast_63	65% 0% 30% 40% 11% 60% 70% 80% 80% 90% 100% 1% 11% 11% 11% 12% 100% 6% 100% 0e
	Go to scene	
	Dimlevel	Power %

2. For each DALI group, a slider is available to setup the dim level in the range from 0%-100%. The dim level is transmitted to the DALI ballast immediately, so the scene can be set up more or less in "realtime".

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3. A mouse click on the arrows up / down will increase / decrease the dim level by +/- 1%..





4. A mouse click in the empty slider area will increase / decrease dim level by +/- 10%..



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5. The actual dim level will is shown on bottom of the slider in %.

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6. In the "Assign" drop down box, select the scene you want to store the value.

7. Click on the Disk-Symbol below the dim value to store the value of a group into the selected DALI scene.



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8. To delete the scene value of a group, select the check box "MASK" below the group slider with a simple click.

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9. Then click on the Disk-Symbol below the dim value to delete the value of a group in the selected DALI scene.

This is equal to an empty field in the grid view.



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## 5.10. Read the status of a DALI ballast

To get the DALI status information of a DALI ballast, proceed as follows:

1. Select a controller in the Project-Explorer.

Image: Second Secon	O BL-PC-FLEX - New project			
Projekt-Explorer       I ×       BL_201_v10_019ECEE5         Image: Settings       Settings         Image: Settings       Name: BL_201_v10_019ECEE5       Repeater: OFF         Image: Settings       ID: 019ECEE5       PN: 11214 BL-201-10-868 v1.1.0         Image: BL_201_v10_01A7839E       Signal strength -83dom       FW Update         DALL       All off       Address	File Help Language			
K Erase selected       Wpdate         Settings       Name:         BL_201_v10_019ECEE5       Repeater:         Officiary       Signal strength         Block       Signal strength         Block       Address	📄 🗋 🚰 🛃 🦪   🐰 🗈 🏦   🎯 🔍 Projekt-Explorer 👰 I	EnOcean Explorer 📋 Show log 🛛 🎾 Auto	COM33 🗸 🎤 Disconnect  🏦 Find BL-201	
New conject       Settings         Groups       Groups         Timer       Discussion         BL_201_v10_01A7839E       Signal strength -83dbm         BL       Address	Projekt-Explorer 🛛 📮 🗙	BL_201_v10_019ECEE5		
Name:       BL_201_v10_019ECEE5       Repeater:       OFF       Blink         Name:       BL_201_v10_019ECEE5       PN:       1214       BL-201-10-868 v1.1.0       Reset         Scenes       Sn:       4734       Signal strength       B3dbm       FW Update         DALL       All on       All off       Address	🗙 Erase selected 🖉 Update	Calling		
Scenes ⊕ Timer ⊕ BL_201_v10_01A7839E SN: 4734 Signal strength -83dbm FW Update DALI All on All off Address			Repeater: OFF -	Blink
BL_201_v10_01A7839E SN: 4734 Signal strength -83dbm. FW Update DALI All on All off Address		ID: 019ECEE5	PN: 11214 BL-201-10-868 v1.1.0	Reset
All on All off Address		SN: 4734	Signal strength -83dbm	FW Update
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2. Select the level "Ballasts" of the selected controller.

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Projekt-Explorer 📮 🗙	BL_201_v10_019ECEE5 BL_201_v10_019ECEE5 - Ballasts	
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	Free addresses for Drag & Drop:         00       09       10       11       12       13       14       15         16       17       18       19       20       21       22       23       24       25       26       27       28       29       30       31         32       33       34       35       36       37       38       39       40       41       42       43       44       45       46       47         48       49       50       51       52       53       54       55       56       57       58       59       60       61       62       63       N	lo



3. Let the mouse pointer rest for a while over the address of the ballast which you would like to get the status information from. Now the status will be shown in an info window.

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Projekt-Explorer 4 ×	BL_201_v10_019ECEE5 BL_201_v10_019ECEE5 - Ballasts	
🗙 Erase selected 💋 Update	Ballasts	
New project	Refreshrate: OFF	
BL_201_v10_01A7839E	01 🝙 👰 💭 254 - 100% Ballast_1	
	02 🔐 🥘 💭 254 - 100% Ballast_2	
	0 Status: OK 254 - 100% Ballast_3	
	0 Lamp failure: No Lamp power on: On 254 - 100% Ballast_4	
	0 Limit value error: between 254 - 100% Ballast_5	
	Reset status: No 254 - 100% Ballast_6	
	0 Missing short address: No Power supply fault: No 254 - 100% Ballast_7	
	254 - 100% Ballast_8	
	Free addresses for Drag & Drop:	
	00 09 1	D 11
	16 17 18 19 20 21 22 23 24 25 24	6 <b>27</b>
	32 33 34 35 36 37 38 39 40 41 42	2 43
	48 49 50 51 52 53 54 55 56 57 5	8 59

4. From version 1.1.0.1 and above, the actual dim level of each ballast is shown before the name.



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	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47		
	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	No	

5. The values can be updated by the SW automated. In the dropdown field, you can select the desired refresh rate.

Function is as follows: Values will be read out from all available ballasts. The the tool will wait the selected time before to read again.

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- New project	Ballasts							
BL_201_v10_019ECEE5 - Ballasts - Scenes B- Timer	Refreshrate: OFF • OFF 1s Photo 55 10s	int land	Name					Desc
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	02 🗗 💡 👰	254 - 100%	Ballast_2	2				
	03 🗗 🛛 👰	254 - 100%	Ballast_3	3				
	04 🖬 💡 👰	254 - 100%	Ballast_4	4				
	05 🗗 🛛 👰	254 - 100%	Ballast_8	5				
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	48 49 50 51	52 53	54	55	56 5	7 5	58 59	60





## 5.11. Delete the DALI address of a ballast or driver

It might be useful or even necessary to delete the DALI address of a ballast or driver, so that it does not have an address, for example to avoid an address conflict if you add this ballast later on to an existing DALI network.

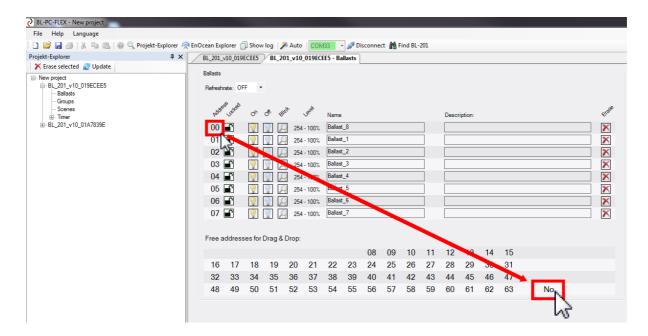
1. Select the level "Ballast" of the light controller with a single left mouse click.

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	04	ף ר		254 -	100%	Ballast	_4										×
	05	2 👰		254 -	100%	Ballast	_5										×
	06	ר 🖓		254 -	100%	Ballast	_6				7						X X X
	07	ף ר		254 -	100%	Ballast	_7				7						X
	08	ק ו		254 -	100%	Ballast	_8				1						×
	Free ad	dresses f	or Drag &	& Drop:						10			10		15		
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	48	49 50	) 51	52	53	54	55	56	57	58	59	60	61	62	63	No	

2. Select the ballast you would like to delete the DALI address.

3. Press and hold the left mouse button, and move the selected address to the field "No" in the bottom left corner, besides the address "63".





4. Release the left mouse button. In our example, the address 00 will disappear from the list.

ojekt-Explorer	4 × BL_201_	/10_019	ECEE5	BL_2	01_v10	019EC	EE5 - Ba	llasts										
🗙 Erase selected 🛛 🛃 Update	Ballasts																	
- New project	Refresh		F •															
Scenes	Addre	Solked	Ś	s 4	mit .	Level	Name						Descr	iption:				Flase
		ſ	$\bigcirc$	9	254	- 100%	Ballast	_1				7		-				×
		•	0		-	- 100%						1						×
		ſ	0		-	- 100%	Ballast	_3				ī						×
	04	ſ	0		254	- 100%	Ballast	_4				ī						×
	05	ſ	0		254	- 100%	Ballast	_5				ī						×
		ſ	0	9	254	- 100%	Ballast	_6				1						×
	07	ſ	9	9	254	- 100%	Ballast	_7										×
	Free a	ddress	es for l	Drag &	Drop:													
	00								08	09	10	11	12	13	14	15		
	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31		
	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47		
	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	Na	•

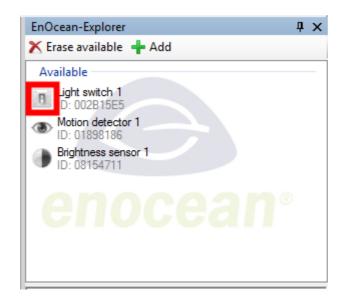


## 6. EnOcean switches and sensors

Actually, following types of sensors and switches can be used in the system to control functions:

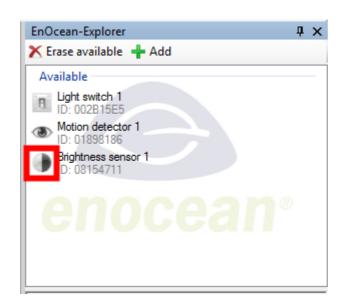
- Light switch EnOcean
- Push button EnOcean
- Motion detector EnOcean
- Presence detectors EnOcean
- Brightness sensor 0..1000 Lux EnOcean
- Brightness sensor 0..2000 Lux EnOcean
- Brightness sensor 0..30.000 Lux EnOcean
- Standard motion detector 230V AC with BL-212-00-868 UP MOTION
- Standard light switch or push button 230V AC with BL-211-00-868 UP SWITCH

For a light switch, a switch symbol will be shown in front of the name and the EnOcean ID in the EnOcean-Explorer.



A brightness sensor will have an two colour (light grey / dark grey) symbol:





A motion detector will have an eye symbol instead:

EnOcean-Explorer	џ	>	¢
🗙 Erase available 🛛 🕂 Add			
Available			
Light switch 1 ID: 002B15E5			
Iotion detector 1     D: 01898186			
Brightness sensor 1 ID: 08154711			
enocean®			



### 6.1. Teach in of switches and sensors

#### Light switches / rockers EnOcean, i.e. part number 11051 WIreless switch EnOcean rw

A light switch is teached in by pressing any button of any rocker. Simply press any button of your switch.

EnOcean-Explorer	<b>џ</b>	x
🗙 Erase available	🕂 Add	
Available		-
Name ID: 002B15E5		
enc	ocean <sup>®</sup>	

If the software is started and an the EnOCean USB-stick is active / connected, the switch with the symbol in front of will appear as "Available".

You can change the status to "Projected" with a double left mouse click.

#### Motion detectors EnOcean, i.e. part number 11191 Wall mounted motion detector EnOcean Solar 868 MHz

The motion detector part number 11191 has two buttons on the bottom side of the housing. If you have these two buttons in front of you, a short push on the left button (without a marker in the plastics) will send a so called learn telegram.





If the software is started and an the EnOCean USB-stick is active / connected, the motion detector with the symbol in front of will appear as "Available".

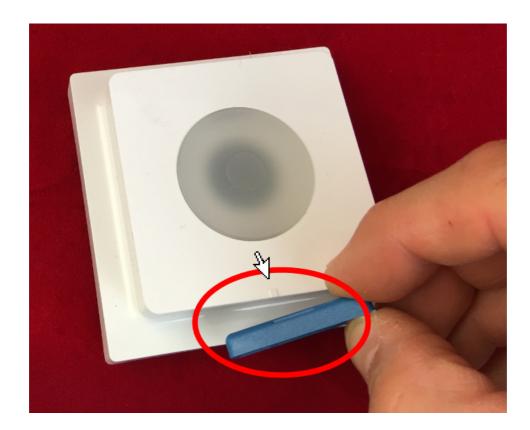
You can change the status to "Projected" with a double left mouse click.

EnOcean-Explorer	ņ	×
🗙 Erase available  🕂 Add		
Available		
Name     ID: 01898186		
enocean®		

#### Brightness sensor, i.e. part number 11511 Brightness sensor EnOcean 0..1000 Lux

The brightness sensors EnOcean, i.e part numbers 11284, 11540 and 11511, have an internal magnetic switch on the bottom side of the housing. A small marker in the plastics show the position of the switch.





You can use any magnet to motivate the sensor to send a lern telegram to the light controller. It will then appear with the symbol in the EnOcean Explorer.

EnOcean-Explorer	ņ	×
🗙 Erase available  🕂 Add		
Available		
Name ID: 08154711		
D. 08134711		
anaaan		
enocean		
L		

**Note:** The 11284 and 11540 are supplied by the integrated solar cell. Before you can use these products, you have to charge them by putting them into daylight for a few hours to let them charge their internal energy buffer. This has to be done before they will send any data to the light controller.





## 6.2. Possible functions of a switch

The following functions can be assigned to a switch:

Trigger	Function	Description	Target/Ballasts
	ON / OFF /	Classic push dim, single rocker	- All / DALI
- Rocker A - Rocker B	ON / OFF / DIM		- All / DALI Broadcast - DALI ballast/ Ballast x - DALI group y



Trigger	Function	Description	Target/Ballasts
- Button A0 - Button A1 - Button B0 - Button B1	ON / OFF / DIM	Classic push dim, one button <ol> <li>If target is actually off, and button x is pushed shortly, target will be switched on.</li> <li>If target is actually on, and button x is pushed shortly, target will be switched off.</li> <li>If target is actually switched on, and last time button x has been hold to decrease the brightness, now brightness will be increased until <ul> <li>a) 100% brightness is reached if parameter Parameter "Maximum Level" has not been set to a lower value</li> <li>b) button x is released again.</li> </ul> </li> <li>If the target is actually switched on, and the last time button x has been hold to increase the brightness, now brightness will be decreased until <ul> <li>a) 0% brightness is reached if parameter</li> <li>b) button x is released again.</li> </ul> </li> <li>If the target is actually switched on, and the last time button x has been hold to increase the brightness, now brightness will be decreased until <ul> <li>a) 0% brightness is reached if parameter</li> <li>"minimum level" has not been set to a higher value.</li> <li>b) button x is released.</li> </ul> </li> </ol>	<ul> <li>All / DALI</li> <li>Broadcast</li> <li>DALI ballast/</li> <li>Ballast x</li> <li>DALI group y</li> </ul>



Trigger	Function	Description	Target/Ballasts
- Rocker A - Rocker B	ON / OFF	Classic light switch ON/OFF on a rocker	- All / DALI Broadcast
		1. If ballast is actually switched OFF, and the rocker A/B TOP will be pressed shortly, ballast will be switched on.	- DALI ballast/ Ballast x - DALI group y
		2. If ballast is actually switched ON, and the rocker A/B BOTTOM will be pressed shortly, ballast will be switched OFF.	
		As the argument, the fade time can be selected in the right drop down list.	

Trigger	Function	Description	Target/Ballasts
- Button A0 - Button A1 - Button B0 - Button B1	ON / OFF	<ul> <li>Classic light switch ON/OFF on a single push button</li> <li>1. If ballast is actually switched OFF, and the button A0/A1/B0/B1 will be pressed shortly, ballast will be switched on.</li> <li>2. If ballast is actually switched ON, and the button A0/A1/B0/B1 will be pressed shortly, ballast will be switched OFF.</li> <li>As the argument, the fade time can be selected in the right drop down list.</li> </ul>	- All / DALI Broadcast - DALI ballast/ Ballast x - DALI group y

Trigger	Function	Description	Target/Ballasts
- Rocker A - Rocker B	ON	Classic light switch ON, on rocker A/B, A1 or A0	- All / DALI Broadcast
		<ol> <li>If ballast is actually switched OFF, and the rocker A/B, any button (0 or 1 )will be pressed shortly, ballast will be switched on.</li> </ol>	- DALI ballast/ Ballast x - DALI group y
		As the argument, the fade time can be selected in the right drop down list.	



Trigger	Function	Description	Target/Ballasts
- Button A0 - Button A1 - Button B0 - Button B1	ON	Classic light switch ON, on button A0/A1/B0/B1 1. If ballast is actually switched OFF, and the button will be pressed shortly, ballast will be switched on.	<ul> <li>All / DALI</li> <li>Broadcast</li> <li>DALI ballast/</li> <li>Ballast x</li> <li>DALI group y</li> </ul>
		As the argument, the fade time can be selected in the right drop down list.	

Trigger	Function	Description	Target/Ballasts
- Rocker A - Rocker B	OFF	<ul> <li>Classic light switch OFF, on rocker A/B, A1 or A0</li> <li>1. If ballast is actually switched ON, and the rocker A/B, any button (0 or 1) will be pressed shortly, ballast will be switched OFF.</li> <li>As the argument, the fade time can be selected in the right drop down list.</li> </ul>	<ul> <li>All / DALI</li> <li>Broadcast</li> <li>DALI ballast/</li> <li>Ballast x</li> <li>DALI group y</li> </ul>

Trigger	Function	Description	Target/Ballasts
- Button A0 - Button A1	OFF	Classic light switch OFF, on button A0/A1/B0/B1	- All / DALI Broadcast
- Button B0 - Button B1		1. If ballast is actually switched ON, and the button will be pressed shortly, ballast will be switched OFF.	- DALI ballast/ Ballast x - DALI group y
		As the argument, the fade time can be selected in the right drop down list.	

Trigger	Function	Description	Target/Ballasts
- Button A0 - Button A1	Level (0254) 0%100%	Goto Level on button A0/A1/B0/B1	- All / DALI Broadcast
- Button B0 - Button B1	0,001200,0	1. If the button is pressed shortly, ballast will be switched to the selected Dimlevel (argument).	
		As fade time, the last fade time that has been selected/ used will be used again.	



Trigger	Function	Description	Target/Ballasts
- Button A0 - Button A1 - Button B0 - Button B1	temperature (1000K	<ol> <li>If the button is pressed shortly, ballast (DT8) will be set to the selected color temperature (argument).</li> </ol>	<ul> <li>All / DALI</li> <li>Broadcast</li> <li>DALI ballast/</li> <li>Ballast x</li> <li>DALI group y</li> </ul>

Trigger	Function	Description	Target/Ballasts
- Button A0 - Button A1 - Button B0 - Button B1	Level override (OFF,0254) / (OFF,0100%)	Override level on button A0/A1/B0/B1 1. If the button is pressed shortly, dim level of ballast will be set to the selected dim level (argument). All following dim level commands will be ignored, until the function "Level override" with the argument "OFF" will be invoked. This function is used to interrupt automatic sequences.	- All / DALI Broadcast - DALI group y

Trigger	Function	Description	Target/Ballasts
- Button A0	DT8 colour temperature (1000K 10.000K), steps of 50K	Override DT8 colour temperature on button A0/A1/B0/ B1 1. If the button is pressed shortly, ballast (DT8) will be set to the selected colour temperature (argument). All following DT8 colour temperature commands will be ignored, until the function "Override DT8 colour temperature" with the argument "OFF" will be invoked. This function is used to interrupt automatic sequences.	<ul> <li>All / DALI</li> <li>Broadcast</li> <li>DALI group y</li> </ul>



Trigger	Function	Description	Target/Ballasts
- Button A0 - Button A1 - Button B0 - Button B1	Go to scene n n = 015	When button x is pushed shortly, scene n will be invoked. As argument the fade time can be selected in a drop	<ul> <li>All / DALI</li> <li>Broadcast</li> <li>DALI ballast/</li> <li>Ballast x</li> <li>DALI group y</li> </ul>

Trigger	Function	Description	Target/Ballasts
- Button A0 - Button A1 - Button B0 - Button B1	Start timer n n = 116	Start timer When button x is pushed shortly, timer n will be started with time T. T can be selected in a drop down list with a value between 1 second and 23:30 hours	Timer 1 Timer 16

Trigger	Function	Description	Target/Ballasts
- Button A0 - Button A1 - Button B0 - Button B1	Stop timer n, n = 116		Timer 1 Timer 16

Trigger	Function	Description	Target/Ballasts
	Start motion detector n, n =	Start motion detector	Projected motion detector
- Button B0 - Button B1	,	When button x is pushed shortly, a projected motion detector will be started/enabled.	

Trigger	Function	Description	Target/Ballasts
- Button A0 - Button A1 - Button B0 - Button B1	Stop motion detector n, n = 116		Projected motion detector



Trigger	Function	Description	Target/Ballasts
- Button A0 - Button A1	Start brightness	Start brightness sensor	Projected brightness sensor
- Button B0 - Button B1	sensor n, n = 116	When button x is pushed shortly, a projected brightness sensor will be started/enabled.	

Trigger	Function	Description	Target/Ballasts
- Button A0 - Button A1 - Button B0 - Button B1	Stop brightness sensor n, n = 116	<b>Stop brightness sensor</b> When button x is pushed shortly, a projected brightness sensor will be stopped/disbled.	Projected brightness sensor



## 6.3. Possible functions of a motion sensor

A motion sensor can be assigned the following functions:

Trigger	Function	Description	Target/Ballasts
Motion detected	ON	ON In case of the message "motion detected" of a projected motion detector, selected ballast will be switched ON. As an additional argument, you can select a fading time T to go to the scene brightness values. T can be selected in a drop down list in the range between 0 90 seconds.	- All / DALI Broadcast - DALI ballast/ Ballast x - DALI group y

Trigger	Function	Description	Target/Ballasts
Motion detected	OFF	<b>OFF</b> In case of the message "motion detected" of a projected motion detector, selecetd ballast will be switched OFF. As an additional argument, you can select a fading time T to go to the scene brightness values. T can be selected in a drop down list in the range between 0 90 seconds.	- All / DALI Broadcast - DALI ballast/ Ballast x - DALI group y

Trigger	Function	Description	Target/Ballasts
Motion detected	Level	Level In case of the message "motion detected" of a projected motion detector, selecetd ballast will be switched ON with the selected level. As the argument, you can select the level in the drop down list in the range between 0254 / 0%100%	- All / DALI Broadcast - DALI ballast/ Ballast x - DALI group y



Trigger	Function	Description	Target/Ballasts
Motion detected	Go to scene n, n = 015	Goto scene In case of the message "motion detected" of a projected motion detector, scene n will be invoked. As an additional argument, you can select a fading time T to go to the scene brightness values. T can be selected in a drop down list in the range between 0 90 seconds.	- All / DALI Broadcast - DALI ballast/ Ballast x - DALI group y

Trigger	Function	Description	Target/Ballasts
Motion detected	Start timer n n = 116	Start timer In case of the message "motion detected" of a projected motion detector, timer n will be started with the value T. T can be selected in a drop won list in the range between 1 second and 23:30 hours.	Timer 1 Timer 16

Trigger	Function	Description	Target/Ballasts
Motion detected	Stop timer n n = 116	Stop timer In case of the message "motion detected" of a projected motion detector timer n will be stopped.	Timer 1 Timer 16

Trigger	Function	Description	Target/Ballasts
Motion	detector n, n =		projected motion
detected	116		detector



Trigger	Function	Description	Target/Ballasts
Motion detected	detector n, n =	-	projected motion detector

Trigger	Function	Description	Target/Ballasts
Motion detected	Start brightness sensor	Start brightness sensor In case of the message "motion detected" of a projected motion detector, a projected brightness sensor will be started/enabled.	projected brightness sensor

Trigger	Function	Description	Target/Ballasts
Motion detected	Stop brightness sensor	Stop brightness sensor In case of the message "motion detected" of a projected motion detector, a projected brightness sensor will be stopeed/disabled.	projected brightness sensor



# 6.4. Possible functions of a brightness sensor

A brightness sensor can be assigned the following functions:

Trigger	Function	Description	Target/Ballasts
Darker than argument, brighter than argument	ON	ON If the value received from a brightness sensor is below/ above the selected argument (0100%), the target/ballast will be switched ON.	- All / DALI Broadcast - DALI ballast/ Ballast x - DALI group y

Trigger	Function	Description	Target/Ballasts
Darker than argument, brighter than argument	OFF	<b>OFF</b> If the value received from a brightness sensor is below/ above the selected argument (0100%), the target/ballast will be switched OFF.	- All / DALI Broadcast - DALI ballast/ Ballast x - DALI group y

Trigger	Function	Description	Target/Ballasts
Darker than argument, brighter than argument	Start timer n, n = 116	Start timer If the value received from a brightness sensor is below/ above the selected argument (0100%), the timer n will be started with a period T. T can be selected in the right drop down list in a range between 1 second and 23:30 hours.	Timer n



Trigger	Function	Description	Target/Ballasts
Darker than	Stop timer n, n = 116	Stop timer	Timer n
argument, brighter than argument		If the value received from a brightness sensor is below/ above the selected argument (0100%), the timer n will be stopped.	

Trigger	Function	Description	Target/Ballasts
Darker than argument, brighter than argument	Start motion detector	Start motion detector If the value received from a brightness sensor is below/ above the selected argument (0100%), the motion detector n will be started/enabled.	Projected motion detector

Trigger	Function	Description	Target/Ballasts
Darker than argument, brighter than argument	Stop motion detector	Stop motion detector If the value received from a brightness sensor is below/ above the selected argument (0100%), the motion detector n will be stopeed/disabled.	Projected motion detector



Trigger	Function	Description	Target/Ballasts
Darker than argument, brighter than argument	sensor	Start brightness sensor detector If the value received from a brightness sensor is below/ above the selected argument (0100%), the brightness sensor n will be started/enabled.	Projected brightness sensor

Trigger	Function	Description	Target/Ballasts
Darker than argument, brighter than argument	sensor	Stop brightness sensor detector If the value received from a brightness sensor is below/ above the selected argument (0100%), the brightness sensor n will be stopped/disabled.	Projected brightness sensor

Trigger	Function	Description	Target/Ballasts
Brightness change	Dim ballast depending off the ambient light	Dim ballast depending off the ambient light If a DALI ballast will be switched on by a ON or OFF command (BROADCAST or ballast or group), the ballast will be switched to the DIM level according to this DIM linear slope. The values for the offset and the slope can be selevted by the two dropdown lists. Note: A brightness change will never switch ON any target! Only the DIM level set point will be adopted continuously. The target DIM level will be set according to this set point in case of an ON command.	- All / DALI Broadcast - DALI ballast/ Ballast x - DALI group y

#### Note:

If you select a brightness sensor in the EnOcean-Explorer with a single left mouse click, you can see the last brightness value received from this sensor in the field "Value".



EnOcean-Expl	orer	ąχ
🗙 Erase availa	ible 🕂 Add	
Projected		
ID: FEFB3	326D	
Name ID: 0189A	10E	
Name		
D: 019FD	0816	
on		
Properties		
EnOcean ID:	019FD816	
Name:	Name	
Signal strengt	h: -65 dBm	
Description:	2000 Lux	
	12	
Value:	288 Lux - 14 %	

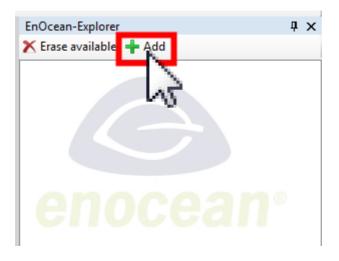
In the field "Description", the maximum sensor value is shown by default.



## 6.5. Offline configuration of sensors and switches

If you know the EnOcean-ID of a sensor or a switch, but you don not have them in front of you, you can add them manually to a project as follows:

1. Push the button "+ ADD" in the EnOcean-Explorer.



2. In the following dialogue, you can select the kind of sensor / switch you would like to add:

Switch RPS •
Hex_address
Cancel Add
Add
Switch RPS -
Switch RPS Motion detector A5-0 Motion detector A5-0 Brightness sensor A5- Brightness sensor A5-06-0 Brightness sensor A5-06-0 Brightness sensor A5-08-01 - 2000 Lux

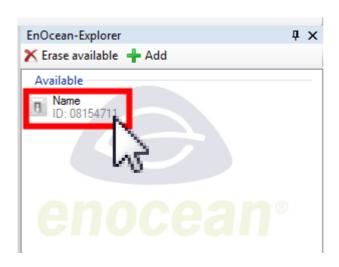
3. In the field "HEX\_address", you have to enter the EnOcean-ID. Finally push the button "Add".



×
-241
Add

4. Now you should see the added switch as "Available" in the EnOcean-Explorer. You can continue to assign functions to this switch as described in the chapters before.





5. Actually, the following types can be added in this way offline:

• Light switches and push buttons, RPS

• Motion detectors, EEP: A5-07-01. i.e. part number 11191 Wall mounted motion detector EnOcean Solar 868 MHz

• Motion detectors, EEP: A5-07-02 and A5-07-03

• Brightness sensor, EEP: A5-06-01: 0..30.000 Lux, i.e. part number 11540, Brightness sensor EnOcean, 0..30.000 Lux

• Brightness sensor, EEP: A5-06-02: 0..1.000 Lux, i.e. part number 11511, Brightness sensor EnOcean, 0..1.000 Lux

• Brightness sensor, EEP: A5-08-01: 0..2.000 Lux, i.e. part number 11284, Brightness sensor EnOcean, 0..2.000 Lux



# 6.6. Received EnOcean messages / visualization and installation support

1. To support you during a project, the reception of a telegram from any available or projected switch or sensor is shown by highlighting the symbol in front of the name.

When a message is received, the symbol is highlighted in red for approx. 1 second.

In this way, it is possible to change or to add a function to any projected switch or sensor, even if you do not know the EnOcean ID.

EnOcean-Explorer	ą	×
🔭 🗙 Erase available 🕂 Add		
Available		
ID: 08FE1768		
Name D: FEFB326D		
enocean		

2. In case of a light switch, it is also shown which button of this switch is actually pressed, since you will not be able to check when it is mounted.

Select the switch by a simple left mouse click in the EnOcean-Explorer. While you keep the button pressed, you can see in the field value which of the four buttons A0/A1/B0/B1 is actually pressed.



EnOcean-Explo	orer	ņ	×
🗙 Erase availal	ble 🕂 Add		
Available			_
ID: 08FE17	768		
ID: FEFB32	26D		
l en			
Properties			
EnOcean ID:	FEFB326D		
Name:	Name		
Signal strength	: -61 dBm		
Description:	Description:		
Value:	Button A1		
. · ·			



# 7. Time triggered functions with timers

Each light controller provides 16 independent timers/count downs, with a time value of up to 23:30 hours. These timers can be started and stopped by switch or sensor events. If a timer expires, an action can be assigned to this event, for example invoke a scene.



## 7.1. Possible functions for timer events

When a timer expires the following actions can be assigned:

Trigger	Function	Description	Target/Ballasts
Timeout	ON	<b>ON</b> When timer n expires, target / ballasts will be switched ON. As the argument, you can select a fading time T to go to the scene brightness values. T can be selected in a drop down list in the range between 0 90 seconds.	- All / DALI Broadcast - DALI ballast/ Ballast x - DALI group y

Trigger	Function	Description	Target/Ballasts
Timeout	OFF	<b>OFF</b> When timer n expires, target / ballasts will be switched OFF As the argument, you can select a fading time T to go to the scene brightness values. T can be selected in a drop down list in the range between 0 90 seconds.	- All / DALI Broadcast - DALI ballast/ Ballast x - DALI group y

Trigger	Function	Description	Target/Ballasts
Timeout	Level	<b>Level</b> When timer n expires, target / ballasts will be switched to the selected Level with the fade time that has been used for the last command.	- All / DALI Broadcast - DALI ballast/ Ballast x - DALI group y



Trigger	Function	Description	Target/Ballasts
Timeout	Go to scene n = 015	Goto scene When timer n expires, a scene n will be invoked. As an additional argument, you can select a fading time T to go to the scene brightness values. T can be selected in a drop down list in the range between 0 90 seconds.	- All / DALI Broadcast - DALI ballast/ Ballast x - DALI group y

Trigger	Function	Description	Target/Ballasts
Timeout	Start timer n n = 116	Start timer When timer n expires, another timer m can be started. Value T for timer m can be selected in a drop down list in a range between 1 second and 23:30 hours.	Timer 1 Timer 16

Trigger	Function	Description	Target/Ballasts
Timeout	Stop timer n	<b>Stop timer</b>	Timer 1
	n = 116	When timer n expires, timer m will be stopped.	Timer 16

Trigger	Function	Description	Target/Ballasts
Timeout	motion detector n, n =	Start motion detector When the timer expires, projected motion detector n will be started/enabled.	projected motion detector



Trigger	Function	Description	Target/Ballasts
	motion detector n, n =	Stop motion detector When the timer expires, projected motion detector n will be stopped/disabled.	projected motion detector

Trigger	Function	Description	Target/Ballasts
Timeout	Start/enable brightness sensor	Start brightness sensor When the timer expires, projected brightness sensor n will be started/enabled.	projected brightness sensor

Trigger	Function	Description	Target/Ballasts
Timeout	Stop/disable brightness sensor	Stop brightness sensor When the timer expires, projected brightness sensor n will be stopped/disabled.	projected brightness sensor



## 7.2. Timer 16 (Autostart)

Many light controls have the issue that after power on, DALI ballasts will switch on according to the stored parameter POWER ON LEVEL.

Timer 16 has an autostart feature, and the timeout event of this timer will take place within a second after a power o.

So it is easy to invoke for example a scene, or to set dedicated DIM values for each ballast.



### 8. Annex

Following you will find useful information related to DALI, EnOcean and the light controllers.



### 8.1. Firmware update

If we add functionality to the light controller in a newer version, it might be necessary to update the firmware of the light controller. You can proceed as follows:

1. Save the firmware "<FW-Version>.bin" locally on your PC. You can download a new version from the Internet or you will receive it by E-Mail.

2. In the Project-Explorer, select the controller you would like to update.

2 BL-PC-FLEX - \\Dc-srv-dc2\daten-mi\Projekte\BL-PC-FLEX Proje	te\DEMO project 01.dcg	-	
File Help Language			
🔋 🗋 🚔 🛃 🦪   🐰 🗈 🛍   🎯 🔍 Projekt Explorer 🙊 EnOc	ean Explorer 📋 Show log 🛛 🎾 Auto 🛛 🔽 🚺	129 👻 🎤 Disconnect  🏦 Find BL-201	
Projekt-Explorer 🗜 🗴	BL_201_v10_018667B7 BL_201_v10	_018667B7-Groups BL_201_v10_018667B	7-Scenes BL_201_v10_01866
► Erase selected  Update          DEMO project 01         □       □	Settings           Name:         BL_201_v10_018667B7           ID:         018667B7           SN:         1234567890           DALI         All off           All on         All off           Configuration         Trigger	Repeater: OFF PN: 11214 BL-201-10-868 v0.9.7 Signal strength -74dbm	Blink Reset FW Update

2. In the Tab "<controller name>" you see the firmware version at the end of the string beginning with "PN:", for example "0.9.7".

BL-PC-FLEX - \\Dc-srv-dc2\daten-mi\Projekte\BL-PC	C-FLEX Projekte\DEMO project 01.dcg		-
File Help Language			
🗄 🗋 💕 🛃 🍠   🐰 ங 🛍   🎯 🔍 Projekt Explore	rer 🙊 EnOcean Explorer 📋 Show log 🛛 🎾 Auto	COM29 🔹 🔊 Disconnect  🏙 Find BL-201	
Projekt-Explorer		01_v10_018667B7-Groups BL_201_v10_01866	07B7-Scenes BL_201_v10_018
► Erase selected	Settings           Name:         BL_201_v10_01866787           ID:         01866787           SN:         1234567890           DALI         All on	Repeater: OFF	Blink       Reset       FW Update       Address

3. Push the button "FW Update" with a single left mouse click.



File     Help     Language       Image: Ima	BL_201_v10_018667B7 BL_201_v10	V29 Disconnect 🎁 Find BL-201 _018667B7-Groups BL_201_v10_018667	787-Scenes BL_201_v10_0
	Settings           Name:         [BL_201_v10_018667B7]           ID:         018667B7           SN:         1234567890           DALI         All off	Repeater: OFF VIII • PN: 11214 BL-201-10-868 v0.9.7 Signal strength •74dbm	Blink Reset FW Update

4. In the next dialogue, select the firmware file with a double mouse click, or the button "Open".

Name	Änderungsdatum	Тур	Größe
BL-201-v10-Secondary+checksum 1.0.5.bin	09.12.2015 17:31	BIN-Datei	12 KB

5. Firmware update will start. It will take several minutes until the update will be done. At the end, the controller will restart automatically and configuration will be read again. In the Tab "<controller name>" you should see now the new version as part of the string "PN: ...".

BL-PC-FLEX - \\Dc-srv-dc2\daten-mi\Projekte\BL-PC-FLEX Proje	kte\DEMO project 01.dcg	
File Help Language		
🗋 💕 🛃 🎒   🐰 🐚 🛝   🎯 🔍 Projekt Explorer 🙊 EnO	cean Explorer 📋 Show log 🛛 🏂 Auto 🛛 🔽 COM29 🔍 🖋 Disconnect  🏙 Find BL-201	
Projekt-Explorer 4 X	BL_201_v10_018667B7 BL_201_v10_018667B7-Groups BL_201_v10_018667B7-Scenes	BL_201_v10_01866
	Settings           Name:         BL_201_v10_018667B7           ID:         018667B7           PN:         11214 BL-201-10-86           SN:         1234567890           Signal strength         67dbm	Blink Reset FW Update

6. <u>Remark</u>: Controller with firmware version **equal or below v 0.9.1** do not support firmware update. Please contact our support team in this case.



Parte       bife       Projekt Explore		
Image: Support       Projekt Explorer       Image: Explorer <tdi< th=""><th>🕐 BL-PC-FLEX - neues Projekt</th><th></th></tdi<>	🕐 BL-PC-FLEX - neues Projekt	
Projekt-Explorer       I ×         Schalter_01       neues Projekt         B. 201_v10_0185002C       Enstellungen         B. B. 201_v10_0185002C       Gaupen         Schalter_01       Name:         B. 201_v10_0185002C       Binken         B. B. 201_v10_0185002C       Binken         B. Timer       B: Timer         B: B. 201_v10_01860BB8       PN: 11214 BL:201:10:88 v0.9.1         DALI       Adressieren         DALI       Ales Aus         Adressieren       Typ         Typ       Zei/Ballast         Kurzadresse       Ausloser         Eucktor       Argument	Datei Hilfe	
X Auswahl Kochen       W Update         P Busues Projekt       Enstellungen         B Bull y 1910 01850D2C       Balasts         Gruppen       Bit Z01_v10_01860B88         B Bull 201_v10_01860B88       PN: 11214 BL-201-10-86 v0.9.1         Reset       SN: 2472         Signalstärke: #71dbm       FW Update         DALL       Ales An         Ales An       Ales Aus         Korfiguration       Kurzadresse         Typ<       Ziel/Balast         Kurzadresse       Ausioser         Funktion       Argument	🗋 🚰 🛃 🎒   🐰 🗈 🛍 🖗 🍳 Projekt Explore	r 🙊 EnOcean Explorer 📋 Zeige Log  🦻 Automatik 🛛 🔽 COM23 📰 🚽 🔊 Trennen 🕌 Finde BL-201
Preves Projekt     BL_201_v10_01850D2C     Balasts     Gappen     Szenen     B: BL_201_v10_01860B88     PN: 11214 BL-201-10-86     V0.9.1     Reset     SN: 2472     Signalstärke: 571dbm     PV Update  DALI     Ales Aus     Adressieren  Korfiguration     Typ Zel/Balast Kurzadresse Ausioser Funktion Argument     Kornte Sektor 1 nicht löschen		Schalter_01 neues Projekt BL_201_v10_01850D2C BL_201_v10_01860BB8
	X Auswahi kischen 20 Update	Einstellungen       Name:       BL_201_v10_01860B88       Repeater: OFF       Blinken         ID: 01860BB8       PN: 11214 BL-201-10-86 v0.9.1       Reset       SN: 2472       Signalstärke: *71dbm         SN: 2472       Signalstärke:       *71dbm       FW Update         DALI       Alles Aus       Adressieren         V. 4124       Alles Aus       Adressieren         V. 4125       Signalstärke:       *71dbm         V. 4126       Alles Aus       Adressieren         V. 500       V. 410       Adressieren         V. 772       Signalstärke:       *71dbm         Males Aus       Adressieren       Adressieren         V. 779       Ziel/Ballast       Kurzadresse       Ausioser         Function       Argument       Konnte Sektor 1 nicht löschen       Konnte Sektor 1 nicht löschen

You will find the last released version of the firmware on our homepage, see

http://www.deuta-controls.net/home-2/service/downloads/



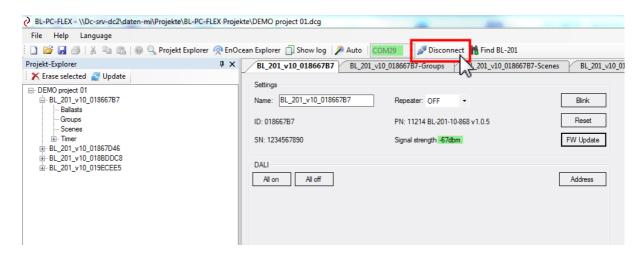
#### 8.2. Disconnect EnOcean USB stick temporarily

It might me useful to disconnect the EnOcean USB-stick for a while, if you are using other EnOcean tools at the same time on the same PC.

If you do not want to close the software BL-PC-FLEX for this reason, you can disconnect and reconnect the USB-Stick temporarily.

Proceed as follows:

1. Push the button "Disconnect" with a single left mouse click to disconnect the EnOcean USB-Stick.



2. If you would like to continue to work with the software BL-PC-FLEX , close the other EnOcean tool to release the EnOcean USB stick.

Then push the button "Connect" with a simple mouse click left.

BL-PC-FLEX - \\Dc-srv-dc2\daten-mi\Projekte\BL-PC-FLEX Proje	kte\DEMO project 01.dcg		
File Help Language			
🗋 📔 🛃 🎒   🐰 🐚 🛝 🖗 🌒 🔍 Projekt Explorer 🙊 EnOc	ean Explorer 📋 Show log 🛛 🎾 Auto 🕸 COM	129 👻 🖉 Connect 🁬 Find BL-201	
Projekt-Explorer 🛛 🖡 🗙	BL_201_v10_018667B7 BL_201_v10_	018667B7-Groups S BL_201_v10_018667B7-Sce	nes BL_201_v10_01866
<ul> <li>➢ Erase selected</li></ul>	Settings           Name:         BL_201_v10_018667B7           ID:         018667B7           SN:         1234567890           DALI         All off	Repeater: OFF	Blink Reset FW Update



## 8.3. Technical features DALI

A DALI master/controller has always the following properties:

Maximum number of DALI ballasts connected to a DALI master (depending on controller HW)	64
Maximum number of DALI groups	16
Maximum number of DALI scenes	16
typical DALI voltage level (not SELV)	16 V
Maximum cable length	300 m @ 1,5 mm <sup>2</sup>
Data rate	1200 bit/s

There are different light controllers from DEUTA Controls GmbH.

Depending on the controller, the number of maximum supported DALI ballasts without an additional DALI power supply varies:

Part number	Article name	max. number of DALI ballasts without external DALI power supply	DALI power
11042	BL-201-00-868 UP BROADCAST	17	64
10945	BL-201-01-868 UP 2xGRP	17	64
11064	BL-201-02-868 UP RGB	17	64
10985	BL-201-00-868 UP RGBW	17	64
11214	BL-201-10-868 UP FLEX	17	64
11103	BL-201-09-868 AP BROADCAST	17	64
11237	BL-201-13-868 AP FLEX	17	64
11205	BL-201-05-868 ERCO 3xGRP 1xSCENE	17	64
11236	BL-201-12-868 ERCO FLEX	17	64
11329	BL-202-10-868 EVG FLEX	15	64



#### 8.4. Parameter stored in a DALI ballast

There are different locations in a DALI system where parameters are stored. Some of them are stored directly in each DALI ballast, for example a power supply with DALI interface. These parameters are nit stored in the light controller.

DALI parameters in DALI ballast	Description
Maximum Level	Maximum brightness value, which can not be exceeded by dimming
Minimum Level	Minimum brightness value, which can not be fallen below by dimming
Power On Level	Brightness value at DALI ballast power up
Failure Level	Brightness value in case of a DALI bus failure
Fade Time	Fading time from actual to new brightness value
Group register	Register where the 16 group assignments are stored
Scene register	Register where the 16 brightness values of the 16 scenes are stored
Actual Level	Actual brightness value