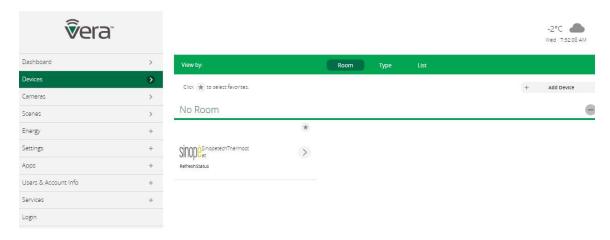
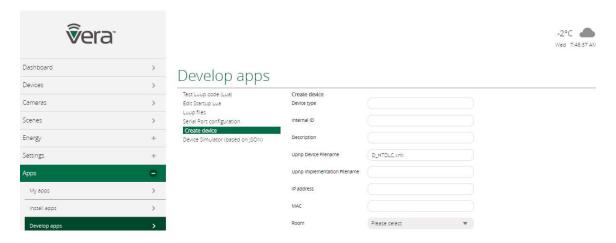
1. Start off from main screen and go to Apps, located on the left side bar



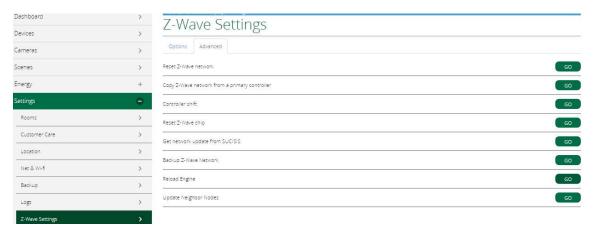
2. Select development Apps, luup files



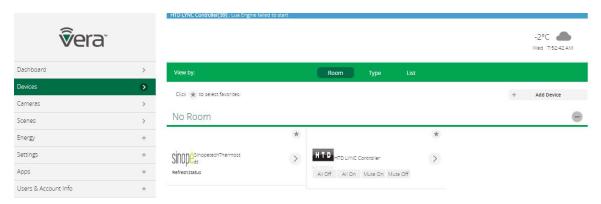
3. Load the HTDLC files provided by selecting them and dropping them in the upload section of this screen. Make sure each files completes with a DONE.



4. Go to Apps, Development Apps, Create Device and enter under upmp device file name D\_HTDLC.xml. Hit enter and wait for the system to advise the device has been created.

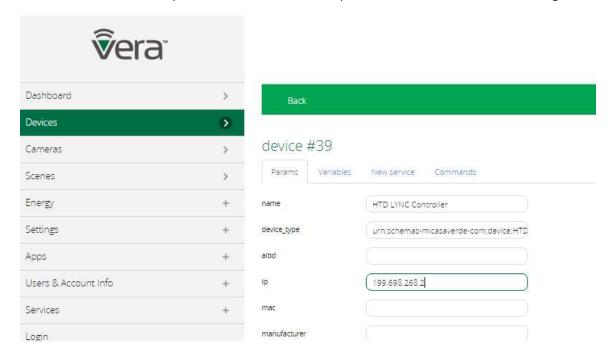


5. Go to Setting, Advanced hit the go button for reload engine, give it a few minutes and your controller files will load.

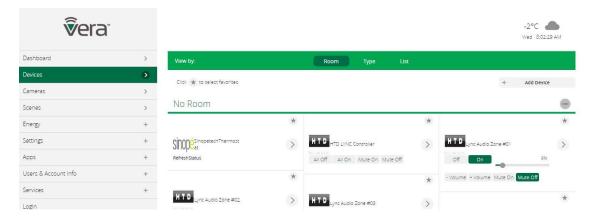


- 6. You will see an error at the top of your screen advising you that HTD Lync Controller: Lua Engine Failure.
- 7. Click on the device, advance tab and enter in your ip address (ip address for the GW-SL1

device for your HTD Lync system). Hit enter and make sure the ip address took by going right out of the device to the main screen and selection the device again, advanced tab. Your ip address should be in the ip field, once confirmed complete item 5 above or reload the engine.



8. Give it a few minutes and you should see 12 devices load.



9. You may or may not get an error stating commFailure, if you do go to the main controller, select advanced, the Variables and change the CommFailure to 0 as below.



10. Repeat item 5 above and wait a few minutes, you will no longer see that error and will have full function of your device. If you are not using all of you zones delete the zones you do not need, they can be added later.

I hope you enjoy the plugin and i would love feed back.