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X10ManagerDesktop

Operations Manual

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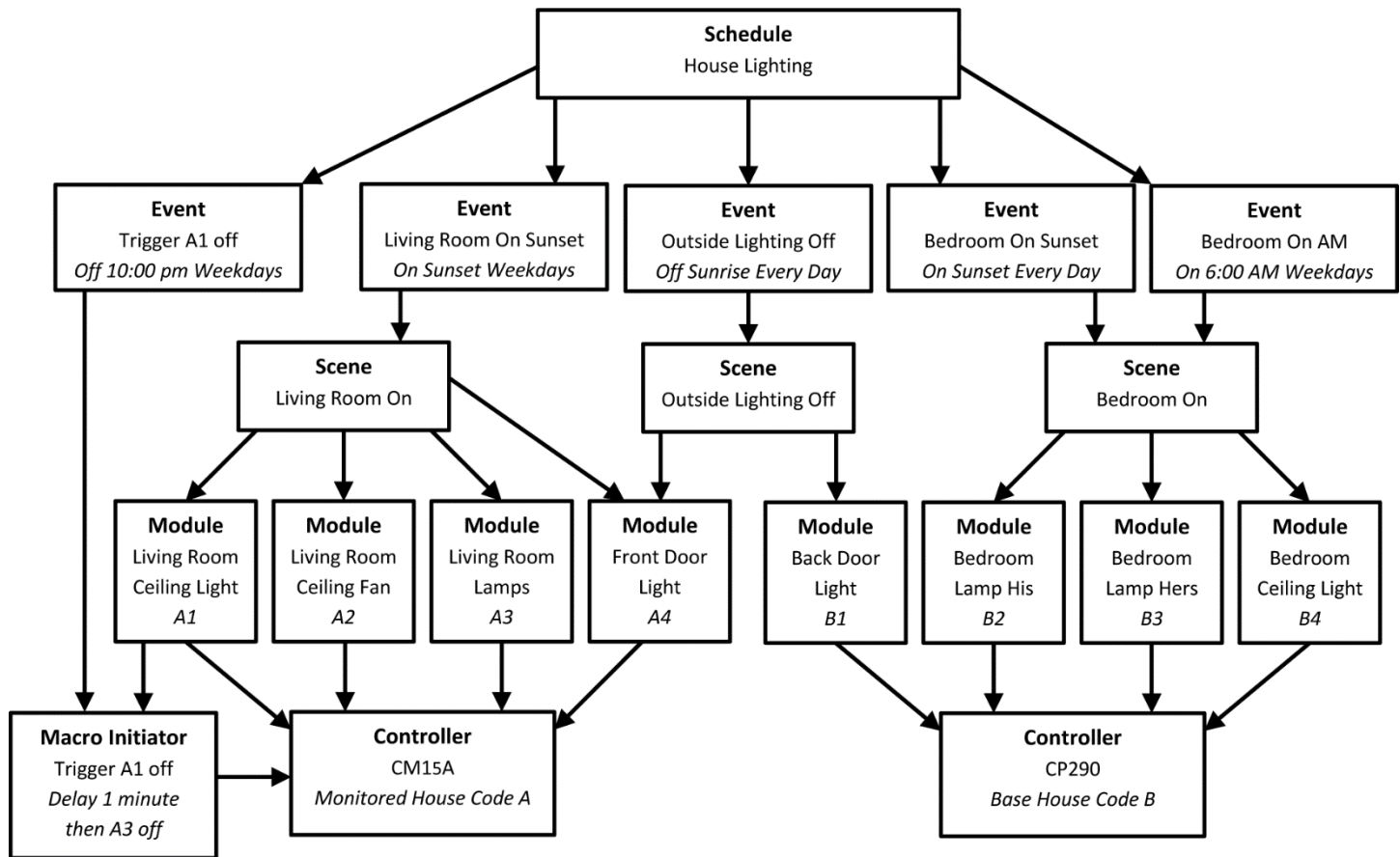
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Overview

X10ManagerDesktop Functional Operation



The “X10ManagerDesktop Functional Operation” diagram above shows relationships between **Schedules**, **Events**, **Scenes**, **Modules** and **Controllers**. The second item in each block is a freely formatted name of the **Schedule**, **Event**, **Scene**, **Module** or **Controller**. For example, the block labeled “Schedule” has been given a name “House Lighting”.

Items shown in *italics* would be an operation or designator. For example, the “Event” block “Living Room On PM” has an operation “*On 7:00 pm Weekends*”; the “Module” block “Living Room Ceiling Light” has a Module designation “*A1*”.

A **Schedule** consists of many **Events**. **Events** are unique to each **Schedule**. Each **Event** will trigger one **Scene** or one **Macro Initiator**. For example, Event “Living Room On PM” could not trigger an additional Scene.

One **Scene** or one **Macro Initiator** can be triggered by multiple **Events**. For example, Scene “Bedroom On” has two Events named “Bedroom On Sunset” and “Bedroom On AM” that triggers Scene “Bedroom On” at different times and days.

What’s shown above is for illustrative purposes. Additional **Events**, **Scenes** and **Macro Initiators** can be added. For example, a Scene can be added that will turn off the Bedroom Lights.

Overview – continued

X10ManagerDesktop Functional Operation – continued

Scenes can be limited to groups of **Modules** set to one **House Code** as shown above with **Scene** “Living Room On”.

-or-

Scenes can control groups of **Modules** set over multiple **House Codes** as shown above with **Scene** “Outside Lighting Off”.

Macro Initiators (or **Macros**) can be added for **Controllers** that support **Macro Initiators** such as the CM15A.

From a **Scheduling** -or- **Event** -or- **Scene** perspective, **Controllers** can support **Modules** set using multiple **House Codes**. For example, additional Modules set at House D could be added to the CM15A Controller.

However, **Controllers** can have limitations. For example, the CM15A Controller is limited to Monitoring one House Code (in this case House Code A). So Macro Initiators could only be Triggered by Modules set to House Code A.

There can be multiple **Controllers**. The “X10ManagerDesktop Functional Operation” diagram shows two **Controllers**. Supported **Controllers** can be added in any desired combination. For example, a 2nd CM15A Controller can be added that would support **Modules** in House Code D to allow a Monitored House Code D for Macro Initiators.

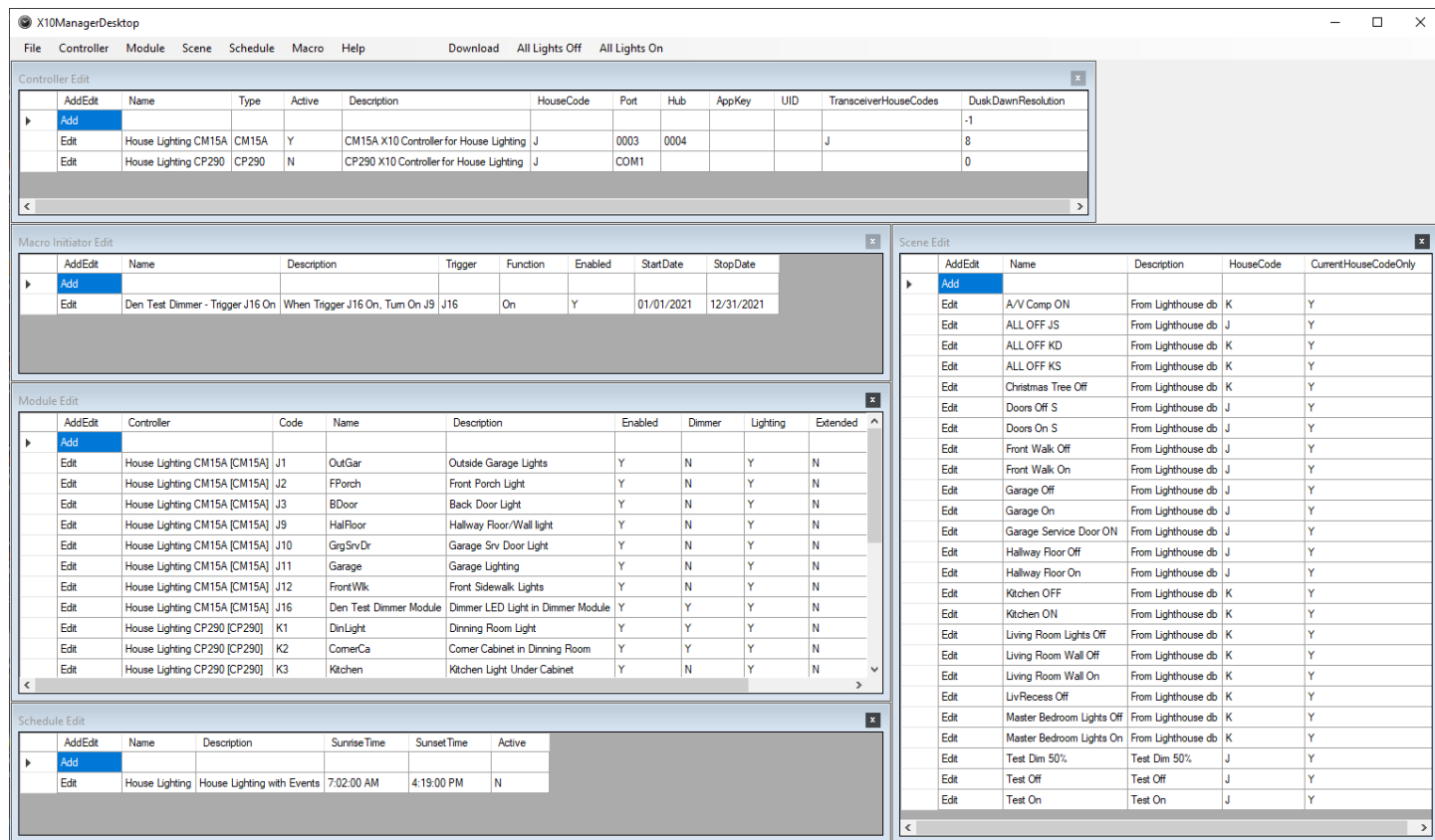
The Scope of this project is limited to **Controller** programming and operation of X10 **Event** Timers (and X10 **Macro Initiators** when supported by a **Controller**). The **Controller’s** X10 **Event** Timers (and X10 **Macro Initiators**) can be initiated by:

- X10 **Event** Timers (and X10 **Macro Initiators**) programmed to a **Controller**
- MS Windows Scheduled Events sending X10 Commands to a **Controller** via **X10Manager** (command line)

Note: Information regarding installation, setup and operation of X10 **Controllers** and X10 **Modules** is not covered in this Operations Manual.

Overview – continued

X10ManagerDesktop program Window

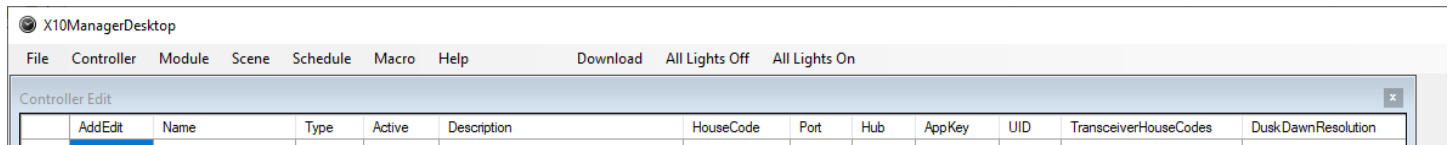


X10ManagerDesktop program can concurrently manage multiple **Controllers**, **Macro Initiators**, **Modules**, **Scenes**, **Schedules** and their **Events** using their respective “Add” and “Edit” forms.

Controllers, **Modules**, **Scenes** **Macro Initiators**, **Schedules** and their **Events** will have freely formatted names and descriptions given when they are added or later modified via the **X10ManagerDesktop** program. “Add” and “Edit” forms.

The **Setup** section discusses a sequence for 1st time setup of **Controllers**, **Modules**, **Scenes**, **Macro Initiators**, **Schedules** and their **Events**.

X10ManagerDesktop program Window Menus



File

- Settings X10ManagerDesktop program behavior
 - Longitude and Latitude used for calculating Sunrise and Sunset times are entered here.
- Backup Backup X10 database
 - The “Backup Directory Path” location is found in “Settings”
- Restore Restore X10 database
- Exit Exit Program – Exiting program saves Windows size and positions per user

Controller

- Add Add a X10 Controller to the X10 database
- Edit Modify a X10 Controller already in the X10 database
- Download Download Event Timers to Selected Controllers

Module

- Add Add a X10 Module to the X10 database
- Edit Modify a X10 Module already in the X10 database
- Import Import a list of X10 Modules from a CSV file
 - Refer to “Appendix” – “X10Manager.exe” – “Operations Common to all Controllers” – “importModulesToX10Db” for “CSV Import File Format”
- Export Export a list of X10 Modules to a CSV file

Scene

- Add Add a Scene to the X10 database
- Edit Modify a Scene already in the X10 database

Schedule

- Add Add a Schedule to the X10 database
- Edit Modify a Schedule already in the X10 database
 - Add Event / Edit Event is found in a selected Schedule

Macro

- Add Add a Macro Initiator to the X10 database
- Edit Modify a Macro Initiator already in the X10 database

Help

- View Help Uses Adobe Reader or Adobe Acrobat to display this Operations Manual
- About X10ManagerDesktop Displays X10ManagerDesktop run-time and version information

Download Download Event Timers to Selected Controllers

All Lights Off Turn Off all lights connected to “Enabled” Modules with “Control Lights” checked

All Lights On Turn On all lights connected to “Enabled” Modules with “Control Lights” checked

Specifications

Supported X10 Controllers:

- CP290 X10 Home Control Interface
- CM15A X10 ActiveHome Pro

Operating System:

Microsoft Windows 8, 8.1, 10 (32 bit or 64 bit)

Microsoft .Net Framework Version 4.0 [needed for **X10Manager (command line)**]

"Adobe Reader" or "Adobe Acrobat" is needed to read file **X10ManagerDesktop_OperationsManual.pdf** which contains this "X10ManagerDesktop Operations Manual" document.

"Adobe Reader" or "Adobe Acrobat" can be found at:

<https://www.adobe.com/accessibility/products/reader.html>

<https://get2.adobe.com/reader/>

Computer Interface:

- For each CP290 Controller: RS-232 Port (600 baud, 8 data bits, no parity, 1 stop bit, no flow control)
- For each CM15A Controller: USB Port (1.1, 2, 3)

Revisions

"X10ManagerDesktop"

Copyright © February 2006 trekkerphotoart.com

Version: 5

Revised: March 27, 2021

"X10Manager" (command line)

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Version: 5

Revised: March 27, 2021

Program Schema:

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Version: 5

Version Date: November 30, 2020

X10 Database Schema:

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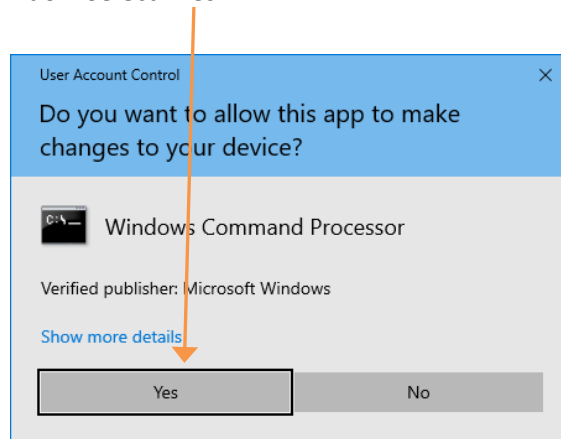
Installation

Extract install folder "X10ManagerDesktop_Installer" from the ZIP Archive "X10ManagerDesktop_Installer_Release.zip"

- 1) Mouse-Right-Click Windows Start Menu
- 2) Select "File Explorer"
- 3) With "File Explorer" navigate to "X10ManagerDesktop_Installer_Release.zip"
- 4) Mouse-Right-Click "X10ManagerDesktop_Installer_Release.zip"
- 5) Select "Open"
- 6) Mouse-Right-Click "X10ManagerDesktop_Installer"
- 7) Select "Copy"
- 8) With "File Explorer" navigate to "This PC"
- 9) Mouse-Right-Click "Local Disk (C:)"
- 10) Select "Paste"

Import "X10ManagerDesktop_Installer" Certificates.

- 1) With "File Explorer" navigate to "C:\X10ManagerDesktop_Installer"
- 2) Mouse-Right-Click "ImportCert_X10ManagerDesktop_Installer.cmd"
- 3) Select "Run as administrator"
- 4) In "User Account Control" window Select "Yes"



Installation – continued

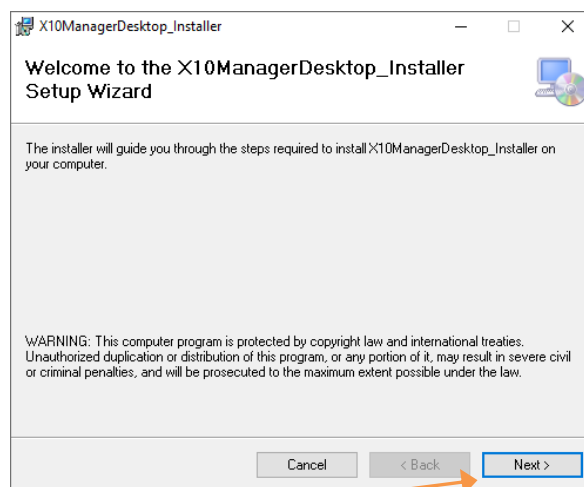
A normal **X10ManagerDesktop** and **X10Manager** (command line) installation will create new folders in the following locations:

- C:\X10ManagerDesktop_Installer
- C:\Program Files (x86)\trekkerphotoart.com\X10ManagerDesktop_Installer
- C:\X10Manager

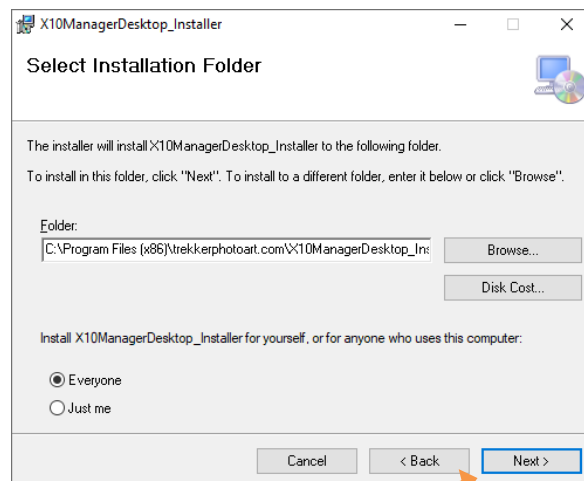
Note: Existing folders and their contents will be replaced.

Install “X10ManagerDesktop”

- 1) With “File Explorer” navigate to “C:\ X10ManagerDesktop_Installer”
- 2) Mouse-Right-Click “X10ManagerDesktop_Installer.msi”
- 3) Select “Install”

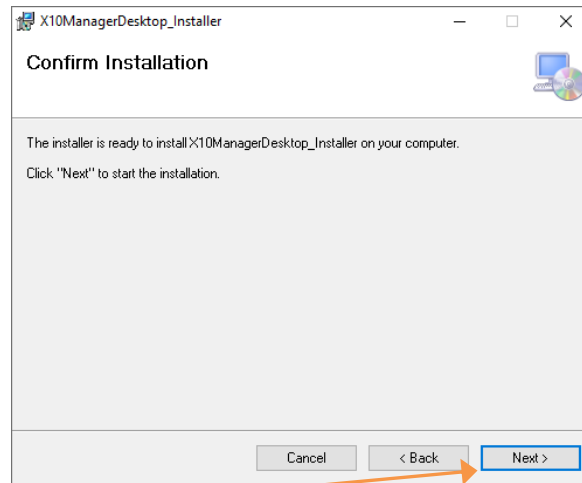


- 4) Select “Next”



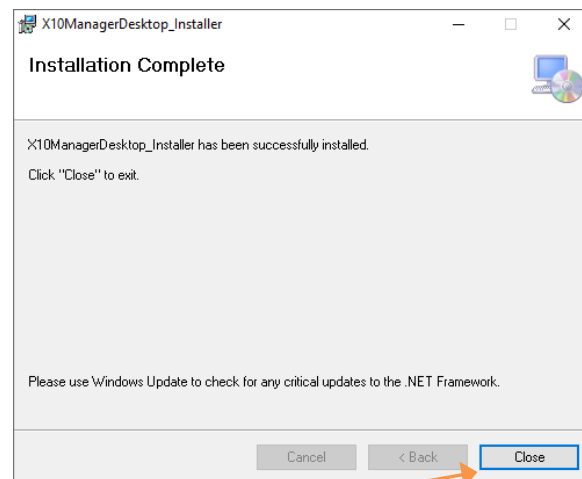
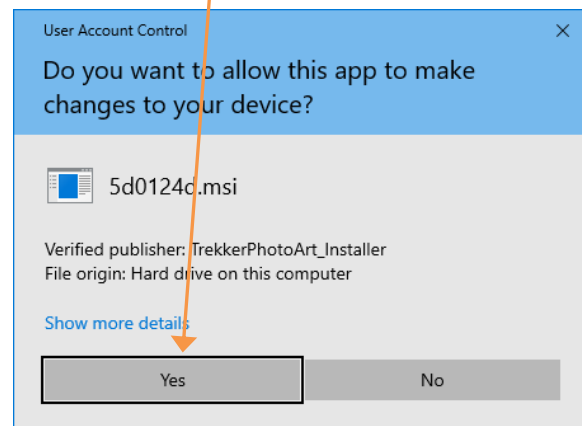
- 5) Use existing “Folder” location
- 6) Select “Everyone”
- 7) Select “Next”

Installation – continued



8) Select "Next"

9) In "User Account Control" window Select "Yes"



10) Select "Close" to finish Installation.

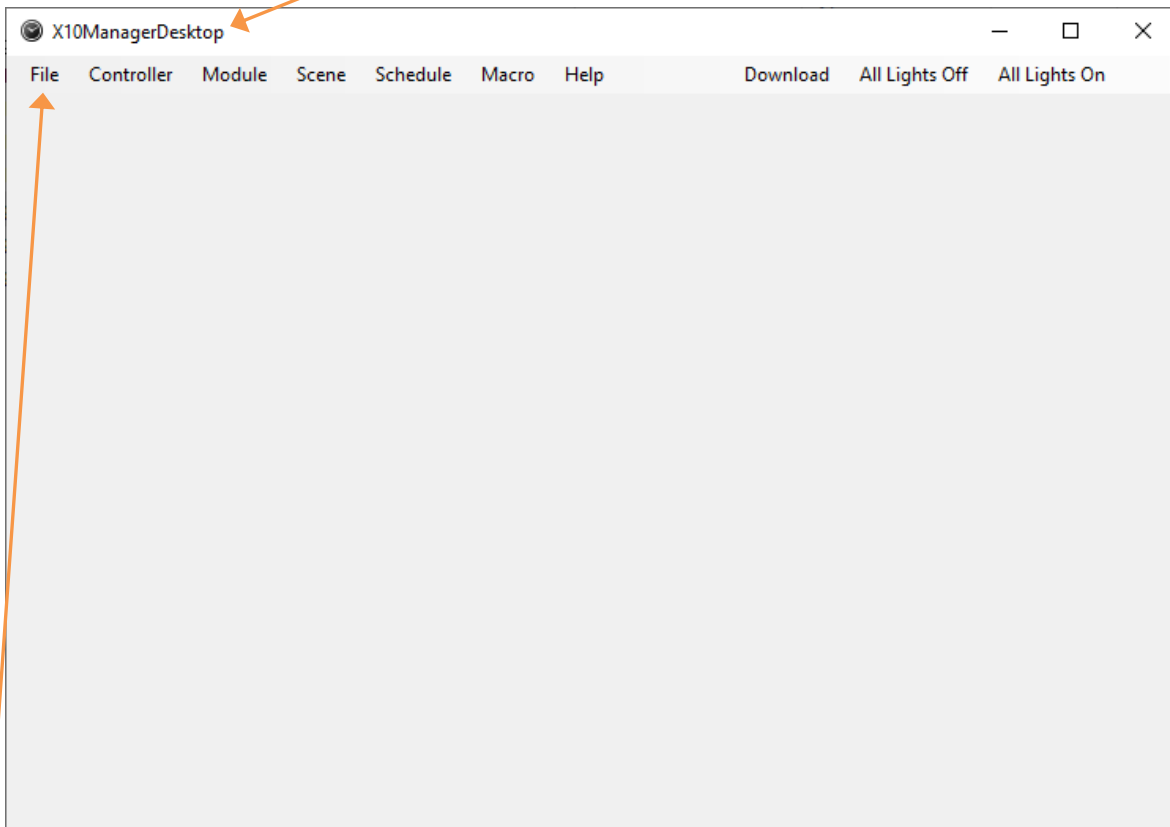
Setup

1st Time Setup

Launch “**X10Manager Desktop**” by Double-Clicking on it’s Desktop Icon.



1st time **X10ManagerDesktop** program window will be displayed.



Select “File” – “Settings”

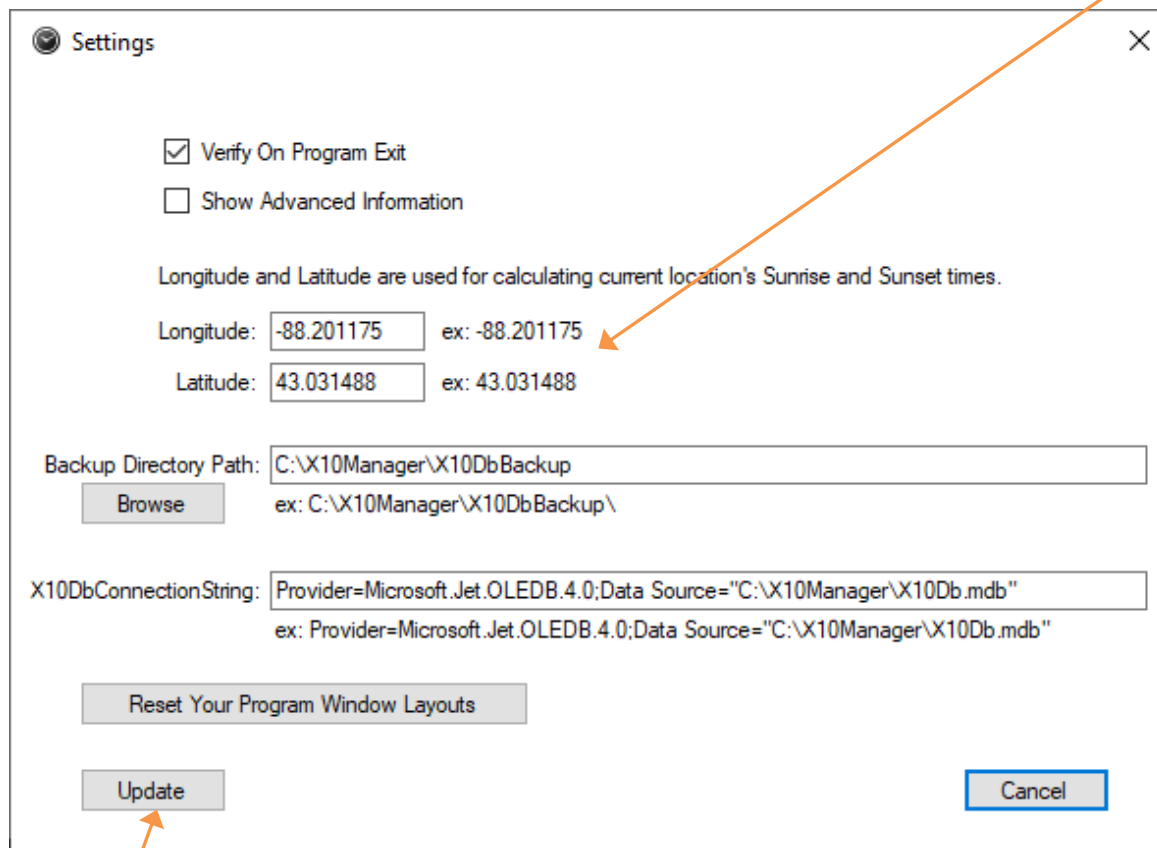
Setup – continued

1st Time Setup – continued

“Settings” Form is Displayed.

Your locations “Longitude” and “Latitude” need to be defined. These are used for calculating Sunrise and Sunset times used by Timer Events.

Sites such as “[My Location](https://my-location.org/)” at <https://my-location.org/> can be used to find your “Longitude” and “Latitude” coordinates.



Settings

☒ Verify On Program Exit
☐ Show Advanced Information

Longitude and Latitude are used for calculating current location's Sunrise and Sunset times.

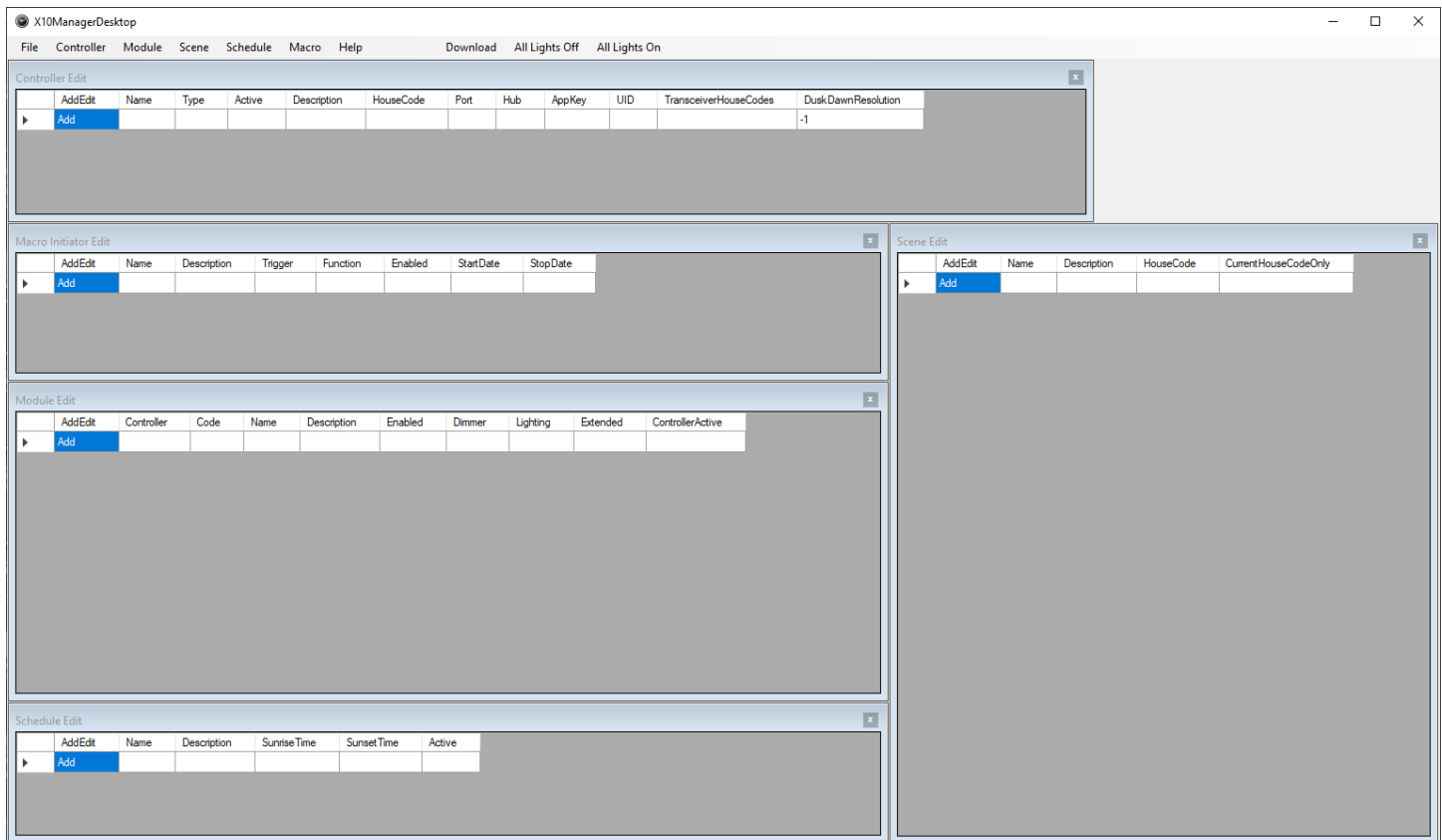
Longitude: ex: -88.201175
Latitude: ex: 43.031488

Backup Directory Path: ex: C:\X10Manager\X10DbBackup\

X10DbConnectionString: ex: Provider=Microsoft.Jet.OLEDB.4.0;Data Source='C:\X10Manager\X10Db.mdb'

Click “Update” when finished.

Customize the X10Manager Desktop program Layout



Above shows an example of the **X10ManagerDesktop** program run for the 1st time. The layout is accomplished by selecting “Edit” from each menu drop down, then sizing and placing the displayed Edit Window as desired.

The Window size and positions will be automatically saved per user at program close/exit.

The following sections discuss adding **Controllers, Modules, Scenes, Macro Initiators, Schedules** and their **Events**.

For 1st time setup “Add” at least one item to each category using the following order:

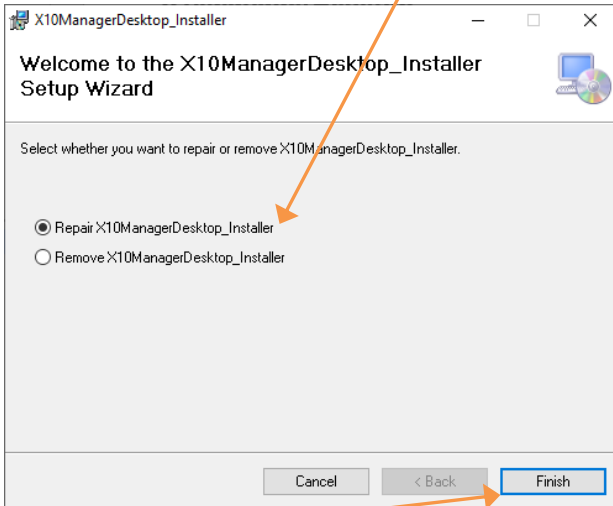
- 1) Controller
- 2) Module
- 3) Scene
- 4) Macro Initiator
- 5) Schedule
 - a. Event

Repair Installation

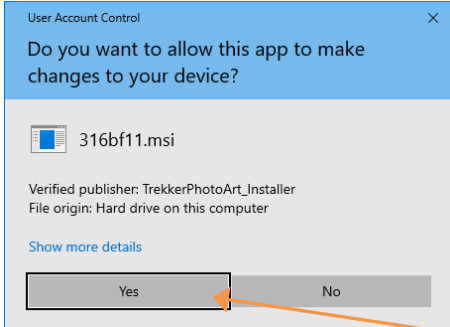
To Repair or Re-Install “X10ManagerDesktop”

- 1) With “File Explorer” navigate to “C:\X10ManagerDesktop_Installer”
- 2) Mouse-Right-Click “X10ManagerDesktop_Installer.msi”
- 3) Select “Install”

Select “Repair X10ManagerDesktop_Installer”



Click “Finish”



In “User Account Control” window Select “Yes”

The program will be re-Installed.

Note: **X10ManagerDesktop** and **X10Manager** folders will be replaced with a fresh copy of all original installed files and a clean X10 database. Any additional or modified files and script customizations in these folders, and data in the X10 database will be cleared.

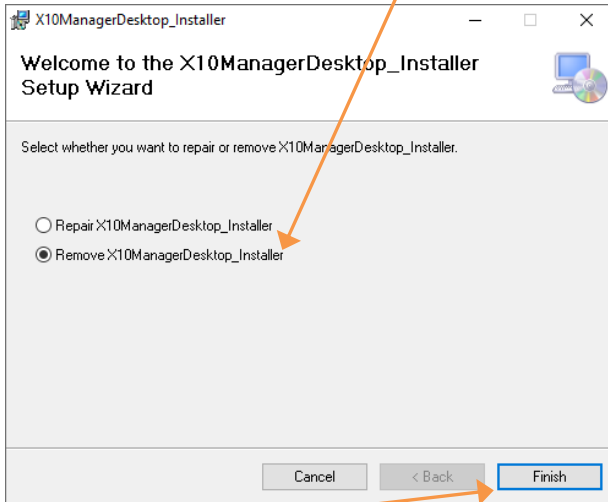
Refer to “**Preserve Files and X10 database**” section for details on how to preserve additional files, script customizations and data in the X10 database.

Remove Installation

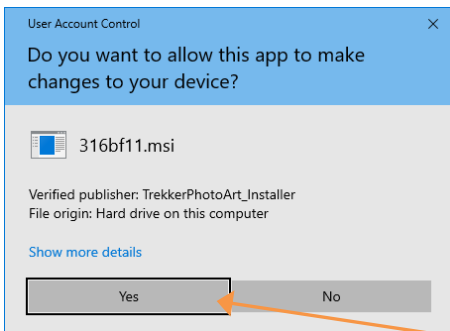
To Remove “X10ManagerDesktop”

- 1) With “File Explorer” navigate to “C:\X10ManagerDesktop_Installer”
- 2) Mouse-Right-Click “X10ManagerDesktop_Installer.msi”
- 3) Select “Install”

Select “Remove X10ManagerDesktop_Installer”



Click “Finish”



In “User Account Control” window Select “Yes”

The program will be removed.

Note: **X10ManagerDesktop** and **X10Manager** folders will be removed. Any additional or modified files and script customizations in these folders, and the X10 database will also be removed.

Refer to “**Preserve Files and X10 database**” section for details on how to preserve additional files, script customizations and data in the X10 database.

Remove Installation – continued

Preserve Files and X10 database

A normal **X10ManagerDesktop** and **X10Manager** (command line) installation will create new folders in the following locations:

- C:\X10ManagerDesktop_Installer
- C:\Program Files (x86)\trekkerphotoart.com\X10ManagerDesktop_Installer
- C:\X10Manager

Note: Existing folders and their contents will be replaced.

"C:\Program Files (x86)\trekkerphotoart.com\X10ManagerDesktop_Installer" contains files needed for operation of **X10ManagerDesktop**.

- When a Repair or Remove Installation is performed, this folder and its contents are removed.
- A Repair Installation will re-create this folder and its contents.

Note: Do not add or modify files in this location.

"C:\X10Manager" contains files needed for operation of both **X10ManagerDesktop** and **X10Manager** (command line).

- When a Repair or Remove Installation is performed, this folder, its subfolders and its contents are removed.
- With a Repair Installation, the core files and some support command scripts (.cmd) are re-created.

The core files and subfolders within "C:\X10Manager" are:

- X10ManagerDesktop_OperationsManual.pdf A copy of this Operations Manual
- X10Db.mdb X10 Access database
- X10Db_SetFilePermissions.cmd Resets X10 database file permissions (must use "Run as administrator")
- X10Manager_backupX10Db.cmd
- X10Manager_restoreX10Db.cmd
- X10Manager_createX10DbTables.cmd Resets X10 database, all existing data and settings are cleared
- X10Manager.exe X10Manager (command line) executable
- X10Manager.exe.config Configuration file for X10Manager.exe
- X10Include.dll Library file for X10Manager.exe
- X10IncludeCM.dll Library file for X10Manager.exe
- ParadoxReader.dll Library file for X10Manager.exe
- X10Manager_downloadEventsToActiveControllers.cmd
- X10Manager_exportModulesFromX10Db.cmd
- X10Manager_importModulesToX10Db.cmd
- PurgeFiles.vbs Used by command scripts (.cmd) to purge script run-time log files
- C:\X10Manager\Examples Folder that contains example command scripts (.cmd)
- C:\X10Manager\X10DbBackup Default X10 database backup / restore location.

The next page shows steps for preserving and restoring files and X10 database.

Remove Installation – continued

Preserve Files and X10 database– continued

BEFORE a Repair or Remove Installation is performed, contents of the X10 database and your additional or customized command scripts need to be preserved.

- 1) Perform a X10 database backup by double-clicking on C:\X10Manager\X10Manager_backupX10Db.cmd
- 2) Create a new folder, C:\X10Manager_SAVE
- 3) Create a new folder, C:\X10Manager_SAVE\X10DbBackup
- 4) Create a new folder, C:\X10Manager_SAVE\Examples
- 5) Copy C:\X10Manager*.cmd command scripts only to C:\X10Manager_SAVE
- 6) Copy C:\X10Manager\X10DbBackup*. * to C:\X10Manager_SAVE\X10DbBackup
- 7) Copy C:\X10Manager\Examples*. * to C:\X10Manager_SAVE\Examples

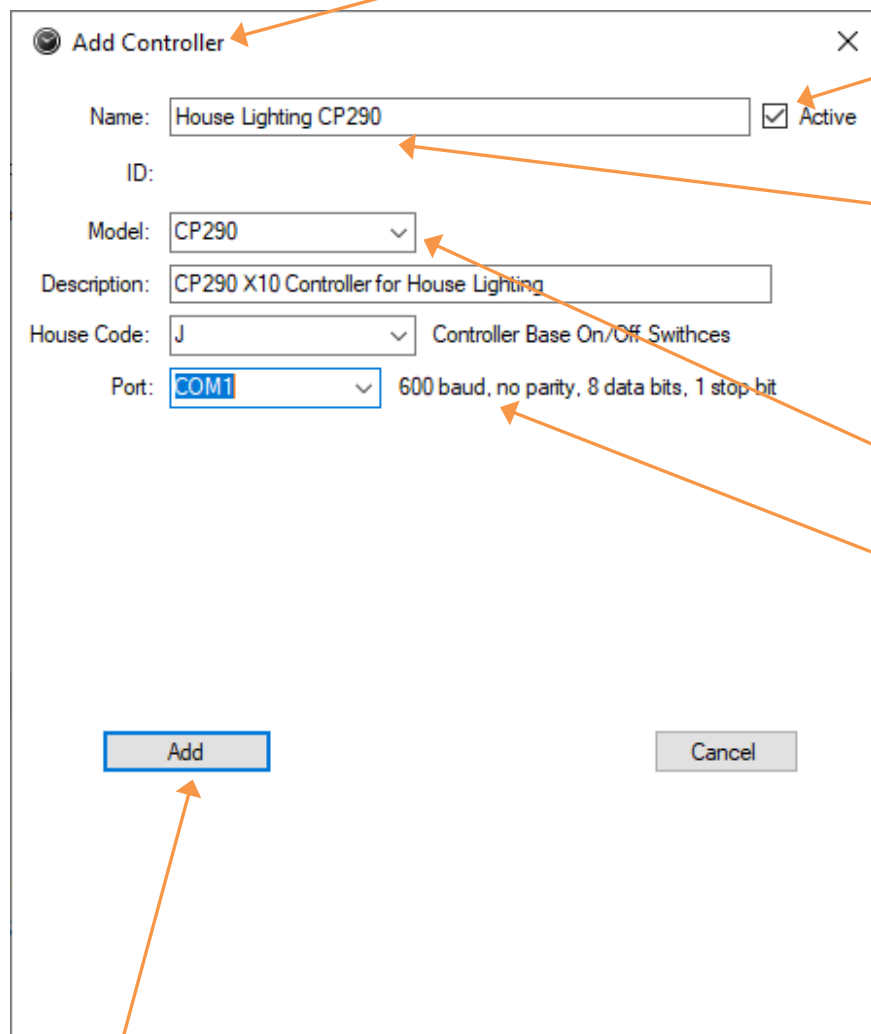
After a Repair or Remove Installation is performed, contents of the X10 database and your additional or customized command scripts can be restored ONLY if the above preserve steps were taken BEFORE the Repair or Remove Installation was performed.

- 1) Copy C:\X10Manager_SAVE\X10DbBackup*. * to C:\X10Manager\X10DbBackup
- 2) Select “C:\X10Manager\X10Db_SetFilePermissions.cmd”, right-mouse-click, select “Run as administrator”
- 3) Perform a X10 database restore by double-clicking on C:\X10Manager\X10Manager_restoreX10Db.cmd
- 4) Copy ONLY scripts and files you have added or customized:
 - a. C:\X10Manager_SAVE*.cmd command scripts only to C:\X10Manager
 - b. C:\X10Manager_SAVE\Examples*. * to C:\X10Manager\Examples

Controllers

Add CP290 X10 Home Control Interface

“Controller” – “Add” will display the “Add Controller” form.



The screenshot shows the 'Add Controller' dialog box with the following fields and annotations:

- Name:** House Lighting CP290 (An arrow points to this field with the text: "Controller 'Name' is required.")
- ID:** (Empty field)
- Model:** CP290 (An arrow points to this dropdown with the text: "Select 'CP290' for Controller 'Model'".)
- Description:** CP290 X10 Controller for House Lighting (An arrow points to this field with the text: "After Controller 'Model' is selected, the remaining settings for the Controller will be displayed.")
- House Code:** J (Dropdown menu)
- Controller Base On/Off Switches:** (Text label)
- Port:** COM1 (Dropdown menu)
- 600 baud, no parity, 8 data bits, 1 stop bit:** (Text label)
- Active:** ☒ (An arrow points to this checkbox with the text: "Checking 'Active' allows 'Download Events to Controller'".)
- Buttons:** Add and Cancel

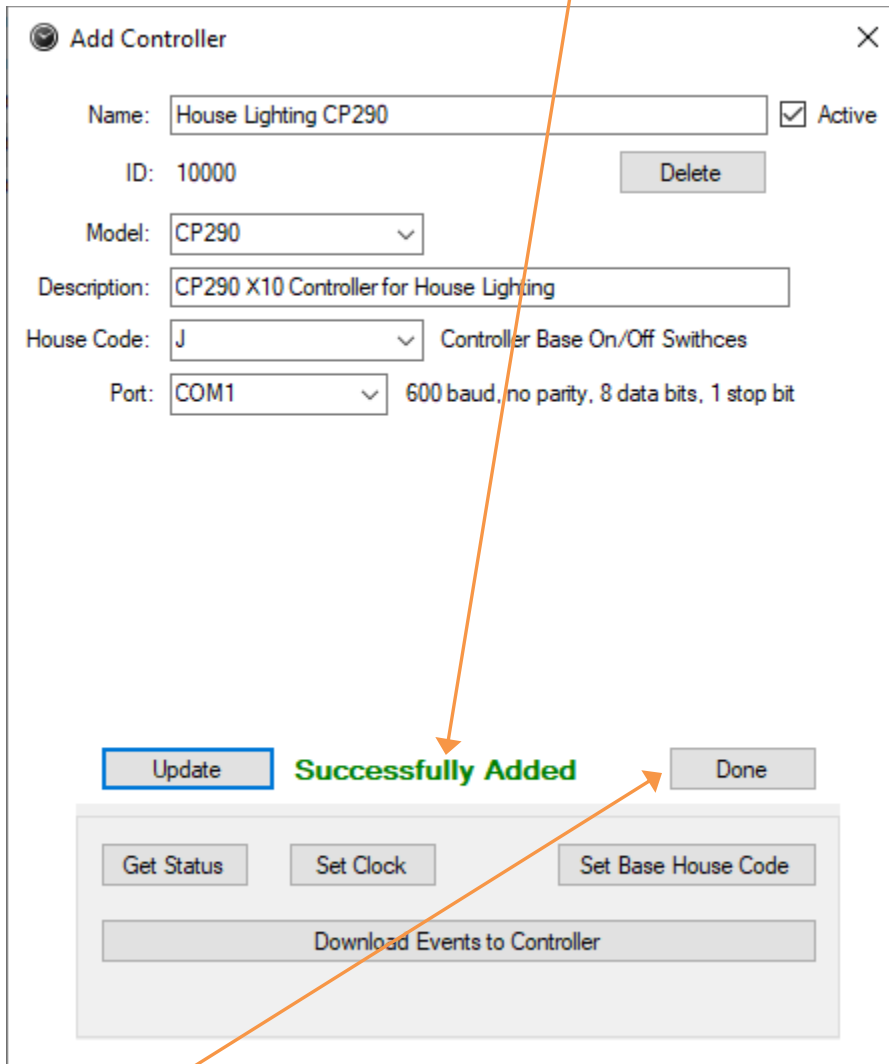
Click “Add” to finish adding Controller

Next page shows a “Successfully Added” result.

Controllers – continued

Add CP290 X10 Home Control Interface – continued

“Successfully Added” will be displayed in the status box.



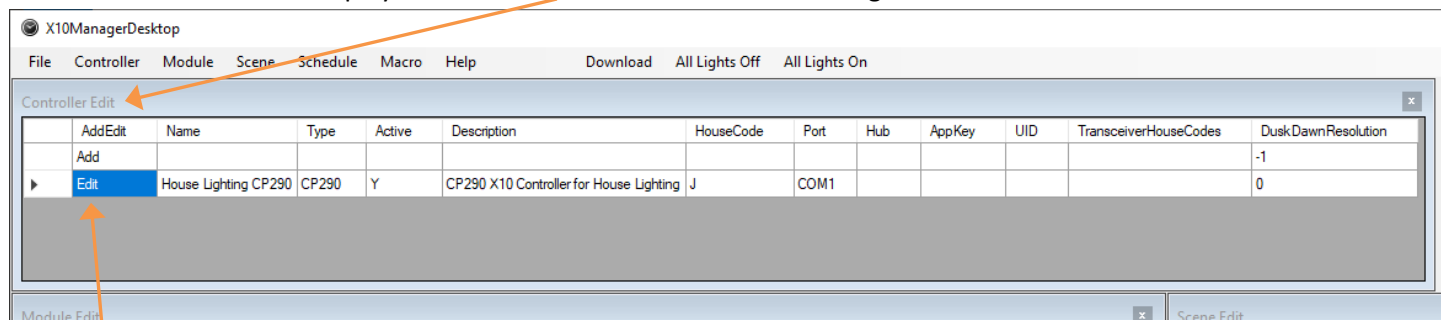
The screenshot shows the 'Add Controller' dialog box. The 'Name' field is 'House Lighting CP290', 'ID' is '10000', 'Model' is 'CP290', 'Description' is 'CP290 X10 Controller for House Lighting', 'House Code' is 'J', and 'Port' is 'COM1'. The 'Active' checkbox is checked. A 'Delete' button is next to the ID field. Below the input fields, the text '600 baud, no parity, 8 data bits, 1 stop bit' is displayed. At the bottom, there is a row of buttons: 'Update', 'Successfully Added', and 'Done'. Below this row is a section with buttons: 'Get Status', 'Set Clock', 'Set Base House Code', and a larger button 'Download Events to Controller'. An orange arrow points from the text '“Successfully Added” will be displayed in the status box.' to the 'Successfully Added' text. Another orange arrow points from the 'Done' button to the text 'Click “Done” to close “Add Controller” form.'

Click “Done” to close “Add Controller” form.

Controllers – continued

Edit CP290 X10 Home Control Interface

“Controller” – “Edit” will display the “Controller Edit” window containing a list of all added **Controllers**.



Click “**Edit**” on the row of the CP290 Controller to be edited.

The “**Update Controller**” form will be displayed

Update Controller

Name: ☒ **Active**

ID: 10000

Model:

Description:

House Code: Controller Base On/Off Switches

Port: 600 baud, no parity, 8 data bits, 1 stop bit

Controller Operations Panel

Checking “**Active**” allows “**Download Events to Controller**”.

Items not ghosted can be modified.

Click “**Update**” to save changes.

Click “**Done**” when finished.

Controller Operations Panel

Click on an Operation button to perform operation directly to the **Controller**.

For Example, click on “**Set Clock**” to set the Controller’s time.

Add CM15A X10 ActiveHome Pro

Add Controller

Name: ☒ Active

ID:

Model:

Description:

House Code: Monitored House Code

Port: X10 USB ActiveHome (ACPI-compliant)

Transceiver House Codes

<input type="checkbox"/> A	<input type="checkbox"/> C	<input type="checkbox"/> E	<input type="checkbox"/> G	<input type="checkbox"/> I	<input type="checkbox"/> K	<input type="checkbox"/> M	<input type="checkbox"/> O
<input type="checkbox"/> B	<input type="checkbox"/> D	<input type="checkbox"/> F	<input type="checkbox"/> H	<input checked="" type="checkbox"/> J	<input type="checkbox"/> L	<input type="checkbox"/> N	<input type="checkbox"/> P

Dusk/Dawn Resolution:

Checking “**Active**” allows “**Download Events to Controller**”.

Controller “**Name**” is required.

The “**Name**” can be freely formatted. For this “**Add**” example, the **Controller** is given “House Lighting CM15A” as a name.

Select “**CM15A**” for **Controller “Model”**.

After **Controller “Model”** is selected, the remaining settings for the **Controller** will be displayed.

“**Port**” – “port.hub”

CM15A Controller must 1st be connected to computers USB port and powered.

If installing multiple CM15A Controllers, the “**Port**” – “port.hub” designation will be unique for each CM15A Controller.

The CM15A Controller must be directly connected to a computer’s USB port.

Click “**Add**” to finish adding **Controller**

Next page shows a “Successfully Added” result.

Controllers – continued

Add CM15A X10 ActiveHome Pro– continued

“Successfully Added” will be displayed in the status box.

Add Controller [X]

Name: ☒ Active

ID: 10000

Model:

Description:

House Code: Monitored House Code

Port: X10 USB ActiveHome (ACPI-compliant)

Transceiver House Codes

<input type="checkbox"/> A	<input type="checkbox"/> C	<input type="checkbox"/> E	<input type="checkbox"/> G	<input type="checkbox"/> I	<input type="checkbox"/> K	<input type="checkbox"/> M	<input type="checkbox"/> O
<input type="checkbox"/> B	<input type="checkbox"/> D	<input type="checkbox"/> F	<input type="checkbox"/> H	<input checked="" type="checkbox"/> J	<input type="checkbox"/> L	<input type="checkbox"/> N	<input type="checkbox"/> P

Dusk/Dawn Resolution:

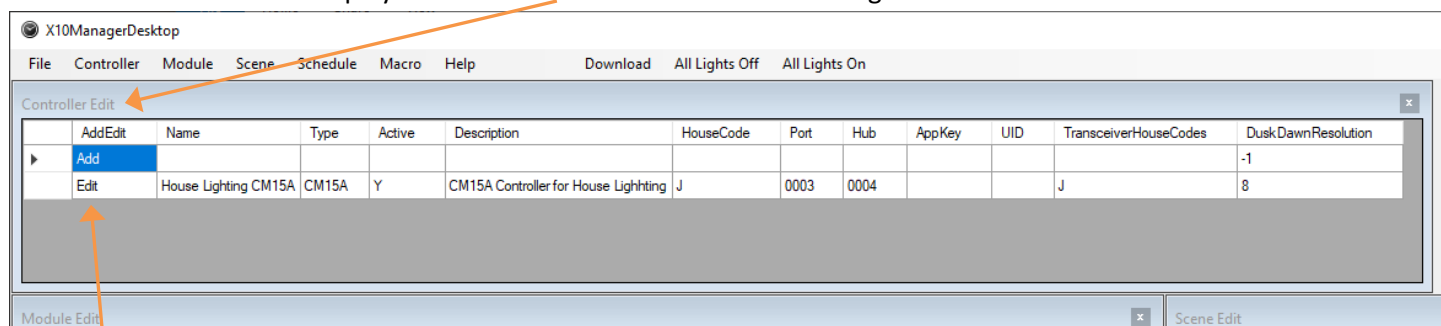
Successfully Added

Click **“Done”** to close **“Add Controller”** form.

Controllers – continued

Edit CM15A X10 ActiveHome Pro

“Controller” – “Edit” will display the “Controller Edit” window containing a list of all added **Controllers**.



Click “Edit” on the row of the CM15A Controller to be edited.

The “Update Controller” form will be displayed

Update Controller

Name: ☒ Active

ID: 10000

Model:

Description:

House Code: Monitored House Code

Port: X10 USB ActiveHome (ACPI-compliant)

Dusk/Dawn Resolution:

Transceiver House Codes

☐ A ☐ C ☐ E ☐ G ☐ I ☐ K ☐ M ☐ O

☐ B ☐ D ☐ F ☐ H ☒ J ☐ L ☐ N ☐ P

Controller Operations Panel

"Set Clock" also sets Monitored and Transceiver House Codes

Checking “Active” allows “Download Events to Controller”.

Items not ghosted can be modified.

Click “Update” to save changes.

Click “Done” when finished.

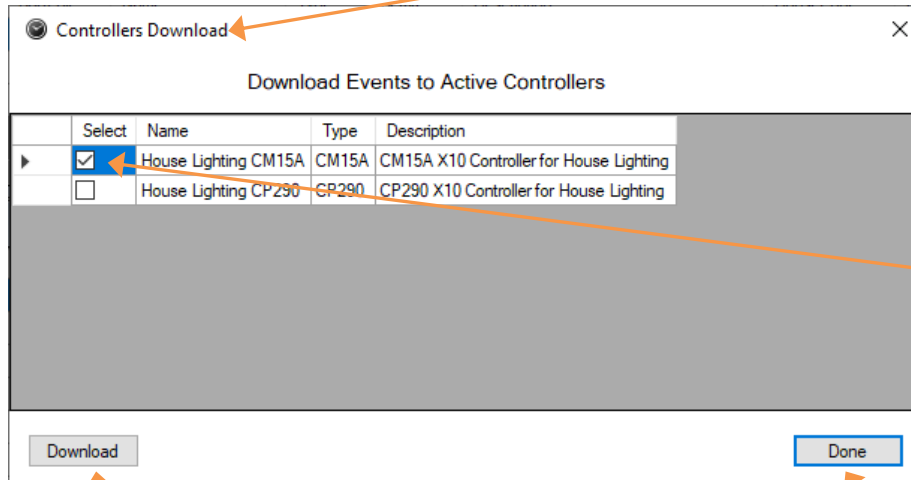
Controller Operations Panel

Click on an Operation button to perform operation directly to the **Controller**.

For Example, click on “Set Clock” to set the **Controller’s** time.

Download Events to Controller

“Controller” – “Download” will display the “**Controllers Download**” window containing a list of all added **Controllers**.



Events will be downloaded to Selected **Controllers**.

Active **Controllers** will be pre-selected.

Note: Changing a selection here will not permanently change the **Controller** “**Active**” setting.

Click “**Done**” when finished.

Click “**Download**” when ready to download **Events** to **Controllers**.

Notes:

- 8) “**Download**” on the main program Window will also display this “**Controllers Download**” window.
- 9) When editing a **Controller**, “**Download Events to Controller**” button will download to that **Controller**.
- 10) Refer to **X10Manager** (command line) section regarding setup of scheduled download **Events** to active **Controllers**.

Modules

Add X10 Module

“Module” – “Add” will display the “Add Module” form.

The screenshot shows the 'Add Module' dialog box. It contains the following fields and controls:

- Name:** A text input field containing 'HalFloor'. An arrow points to this field with the text: "Module 'Name' is required."
- Enabled:** A checked checkbox. An arrow points to it with the text: "Checking 'Enabled' allows the Module to be active in Scenes. When not checked, the Module with its state is still present in the Scene, just not active in the Scene."
- ID:** An empty text input field. An arrow points to it with the text: "The 'Name' can be freely formatted. For this 'Add' example, the Module is given 'HalFloor' as a name."
- Description:** A text input field containing 'Hallway Floor/Wall Light'.
- Controller:** A dropdown menu showing 'House Lighting CM15A [CM15A]'. An arrow points to it with the text: "Select a Controller that will control the Module."
- Controller Active:** A text input field containing 'Yes'.
- House Code:** A dropdown menu showing 'J'.
- Module Code:** A dropdown menu showing '9'.
- Dimmer:** An unchecked checkbox.
- Control Lights:** A checked checkbox.
- Extended Commands:** An unchecked checkbox.
- Add:** A button at the bottom left. An arrow points to it with the text: "Click 'Add' to finish adding Module"
- Cancel:** A button at the bottom right.

Checking “Enabled” allows the **Module** to be active in **Scenes**. When not checked, the **Module** with its state is still present in the **Scene**, just not active in the **Scene**.

Module “Name” is required.

The “**Name**” can be freely formatted. For this “**Add**” example, the **Module** is given “HalFloor” as a name.

Select a **Controller** that will control the **Module**.

The remaining settings are specific to the X10 **Module** and its intended use.

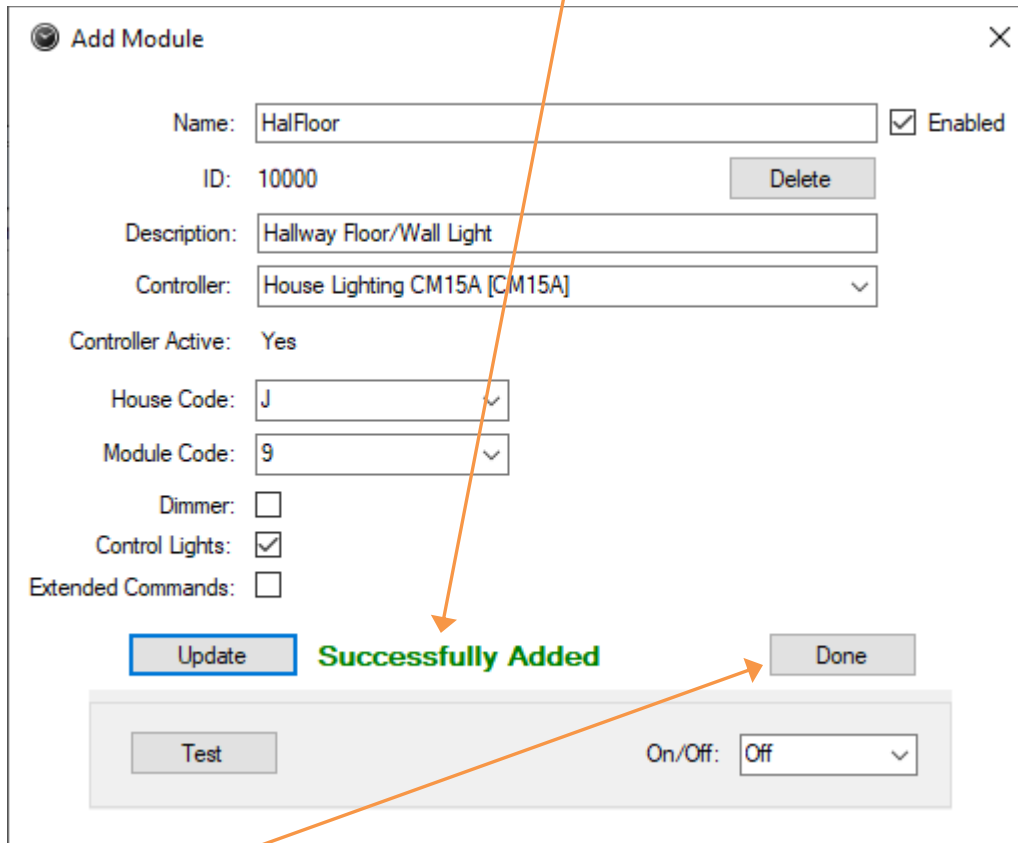
Click “Add” to finish adding **Module**

Next page shows a “Successfully Added” result.

Modules – continued

Add X10 Module– continued

“Successfully Added” will be displayed in the status box.



The screenshot shows the "Add Module" dialog box. It contains the following fields and controls:

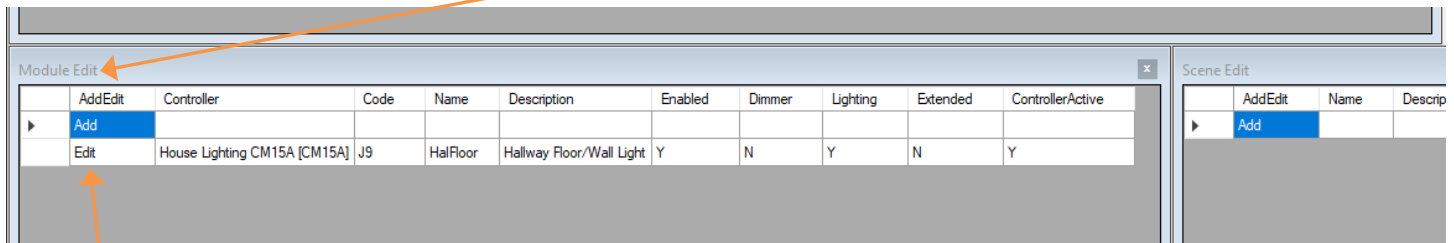
- Name:** HalFloor
- ID:** 10000
- Description:** Hallway Floor/Wall Light
- Controller:** House Lighting CM15A [CM15A]
- Controller Active:** Yes
- House Code:** J
- Module Code:** 9
- Dimmer:** ☐
- Control Lights:** ☒
- Extended Commands:** ☐
- Buttons:** Update, Test, Done
- Status Box:** Successfully Added

Click **Done** to close “Add Module” form.

Modules – continued

Edit X10 Module

“Module” – “Edit” will display the “Module Edit” window containing a list of all added **Modules**.



Click “Edit” on the row of the **Module** to be edited.

The “Update Module” form will be displayed

The 'Update Module' form is shown with the following fields and controls:

- Name: HalFloor
- ID: 10000
- Description: Hallway Floor/Wall Light
- Controller: House Lighting CM15A [CM15A]
- Controller Active: Yes
- House Code: J
- Module Code: 9
- Dimmer: ☐
- Control Lights: ☒
- Extended Commands: ☐
- Buttons: Update, Done, Test
- On/Off: Off

Orange arrows point from the text on the right to the 'Update' button, the 'Done' button, and the 'Test' button.

Checking “Enabled” allows the **Module** to be active in **Scenes**. When not checked, the **Module** with its state is still present in the **Scene**, just not active in the **Scene**.

Items not ghosted can be modified.

Click “Update” to save changes.

Click “Done” when finished.

Module Operations Panel

Click on an Operation button to perform operation directly to the **Module** via its defined **Controller**.

For Example, click on “Test” to turn the **Module** “Off”.

Scenes

Add Scene

“Scene” – “Add” will display the “Add Scene” form.

Add Scene

Name: Doors On

ID:

Description: Turn On Outside Door Lights

House Code: J

Current house code only: ☒

Modules In Scene

	Code	Controller	Name	On/Off	Description
	J1	House Lighting CM15A [CM15A]	OutGar	On	Outside Garage Lights
	J2	House Lighting CM15A [CM15A]	FPorch	On	Front Porch Lights
▶	J3	House Lighting CM15A [CM15A]	BDoor	On	Back Door Lights
	J9	House Lighting CM15A [CM15A]	HalFloor		Hallway Floor/Wall Light
	J16	House Lighting CM15A [CM15A]	Den Test Dimmer Module		Dimmer LED Light in Dimmer Module

<

>

Set All Off

Set All On

Clear All

Add

Cancel

Scene “Name” is required.

The “Name” can be freely formatted. For this “Add” example, the Scene is given “Doors On” as a name.

Use “House Code” dropdown to Select House Code with active Modules used in this Scene.

If There are Modules in multiple House Codes, they can be added later using “Scene” – “Edit”.

Use “On/Off” dropdown to select which Modules and their state for this Scene.

Scene “On/Off” speed buttons.

Click “Add” to finish adding Scene

Next page shows a “Successfully Added” result.

Scenes – continued

Add Scene– continued

“Successfully Added” will be displayed in the status box.

Add Scene [X]

Name:

ID:

Description:

House Code: ☐ Current house code only: ☒

Modules In Scene

	Code	Controller	Name	On/Off	Description
▶	J1	House Lighting CM15A [CM15A]	OutGar	On ▼	Outside Garage Lights
	J2	House Lighting CM15A [CM15A]	FPorch	On ▼	Front Porch Lights
	J3	House Lighting CM15A [CM15A]	BDDoor	On ▼	Back Door Lights
	J9	House Lighting CM15A [CM15A]	HalFloor	▼	Hallway Floor/Wall Light
	J16	House Lighting CM15A [CM15A]	Den Test Dimmer Module	▼	Dimmer LED Light in Dimmer Module

Successfully Added

Click “Done” to close “Add Scene” form.

Scenes – continued

Edit Scene

“Scene” – “Edit” will display the “Scene Edit” window containing a list of all added Scenes.

The screenshot shows the 'Scene Edit' window. At the top, there is a header bar with fields for 'Controller for House Lighting', 'J', 'COM1', and '0'. Below this is a table with columns: Description, Enabled, Dimmer, Lighting, and Extended. The table lists four scenes: 'Outside Garage Lights', 'Front Porch Lights', 'Back Door Lights', and 'Hallway Floor/Wall Light'. To the right of this table is a 'Scene Edit' panel with columns: AddEdit, Name, Description, HouseCode, and CurrentHouseCodeOnly. The 'Add' button is highlighted in blue. An orange arrow points from the 'Edit' button in the 'Scene Edit' panel to the 'Update Scene' window.

Click “Edit” on the row of the **Scene** to be edited.

The “Update Scene” form will be displayed

The 'Update Scene' form is displayed. It has a title bar with a close button. The form contains the following fields: 'Name' (Doors On), 'ID' (10000) with a 'Delete' button, 'Description' (Turn On Outside Door Lights), 'House Code' (J) with a dropdown arrow, and 'Current house code only' (checked). Below these fields is a table titled 'Modules In Scene' with columns: Code, Controller, Name, On/Off, and Description. The table lists six modules: J1 (OutGar), J2 (FPorch), J3 (BDor), J9 (HalFloor), and J16 (Den Test Dimmer Module). At the bottom of the form is a 'Scene Operations Panel' with buttons: 'Set All Off', 'Set All On', 'Clear All', 'Update', 'Done', and 'Test Modules In Scene'. An orange arrow points from the 'Update' button to the 'Update Scene' window.

Items not ghosted can be modified.

Click “Update” to save changes.

Click “Done” when finished.

Scene Operations Panel

Click on “Test Modules In Scene” to set each **Module** in the **Scene** to their specified “On/Off” state.

Macros

Macros Overview

Each **Macros** is entered using a three step process:

1) **Macro Initiator**

Note: A **Macro Initiator** can have multiple **Macros**

- A) Controller
- B) Enabled [Yes/No]
- C) Trigger [House Unit]
- D) Function [On/Off]

2) **Macro**

Note: A **Macro** can have multiple **Macro Commands**

- A) **Macro** Sort Order – Order of execution
- B) RF (Radio Frequency) [On/Off] Note: “On” will allow sending RF **Macro Commands**.
- C) Delay – Maximum 4 hours, 30 minutes (hh:mm:ss)
- D) Inhibit Retrigger [On/Off] Note: “On” disables sending both RF and Power Line **Macro Commands**.

3) **Macro Command**

- A) **Macro Command** Sort Order – Order of execution
- B) Command
- C) Standard Commands
 - a. House Code
 - b. Unit(s)
 - c. Pre-Bright / Pre-Dim
 - d. Brights / Dims
- D) Extended Commands
 - a. House Code
 - b. Unit Code
 - c. Extended Command
 - d. Extended Data Byte

The following **Macros** sections “**Add Macro Initiator**”, “**Add Macro**” and “**Add Macro Command**” show steps for adding an operational **Macros**.

Note: Each **Macro Initiator** must include at least one **Macro**. Each **Macro** must include at least one **Macro Command**.

Macros sections “**Edit**” / “**Modify**” steps have the same relationships and similar screens.

Note: Example **Macros** sections “**Edit**” / “**Modify**” steps and screens have been omitted for document clarity.

Add Macro Initiator

“Macro” – “Add” will display the “Add Macro Initiator” form.

The screenshot shows the 'Add Macro Initiator' dialog box. It contains the following fields and controls:

- Macro Initiator Name:** A text box containing 'Den Test Dimmer - Trigger J16 On'.
- ID:** A text box.
- Description:** A text box containing 'When Trigger J16 On, Turn On J9'.
- Controller:** A dropdown menu showing 'House Lighting CM15A [CM15A]'.
- Controller Active:** A checkbox labeled 'Yes'.
- Macro Initiator Enabled:** A checked checkbox.
- Start Date:** A date picker showing 'Friday, January 1, 2021'.
- Stop Date:** A date picker showing 'Friday, December 31, 2021'.
- Trigger:** A dropdown menu showing 'J'.
- UnitCode:** A dropdown menu showing '16'.
- Function:** Radio buttons for 'On' (selected) and 'Off'.

Below the form is a table with the following columns: AddEdit, Macro Name, Macro Sort Order, Macro Description, Flag, RF, Delay (hh:mm:ss), and Inhibit Retrigger. The table is currently empty.

At the bottom of the dialog are two buttons: 'Add' and 'Cancel'.

Annotations with orange arrows point to the following elements:

- The 'Add Macro Initiator' title bar.
- The 'Macro Initiator Name' field.
- The 'Controller' dropdown.
- The 'Trigger' dropdown.
- The 'UnitCode' dropdown.
- The 'Function' radio buttons.
- The 'Add' button.

“Macro Initiator Name” is required.

The “Macro Initiator Name” can be freely formatted. For this “Add” example, the **Macro Initiator Name** is given “Den Test Dimmer - Trigger J16 On”

Select **Controller** to support **Macro Initiator**.

Select **Macro Initiator** “Trigger” “HouseCode” and “UnitCode”

Select Trigger “Function”.

Macros can be added after new **Macro Initiator** is added.

Click “Add” to finish adding **Macro Initiator**

Next page shows a “Successfully Added” result.

Macros – continued

Add Macro Initiator– continued

“Successfully Added” will be displayed in the status box

Add Macro Initiator

Macro Initiator Name:

ID:

Description:

Controller:

Controller Active: ☒ Yes

Macro Initiator Enabled ☒ Start Date: Stop Date:

Trigger:

Function: ☒ On ☐ Off

Macros

AddEdit	Macro Name	Macro Sort Order	Macro Description	Flag	RF	Delay (hh:mm:ss)	Inhibit Retrigger
<input checked="" type="button" value="Add"/>							

Successfully Added

Macros can now be added.

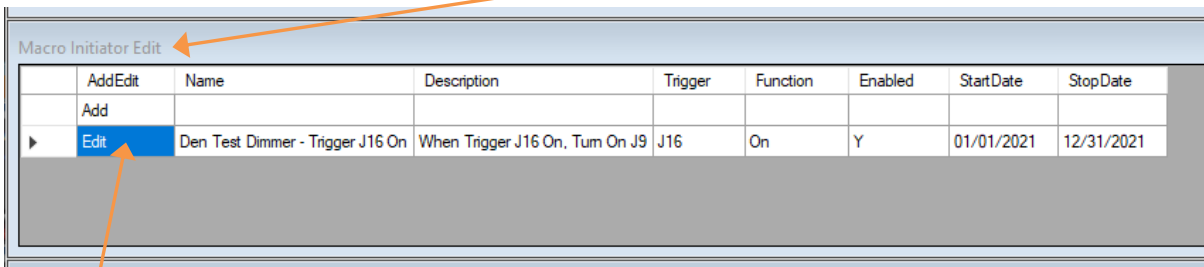
Click “Done” to close “Add Macro Initiator” form

Next page continues on with adding a **Macro** to this **Macro Initiator**.

Macros – continued

Add Macro

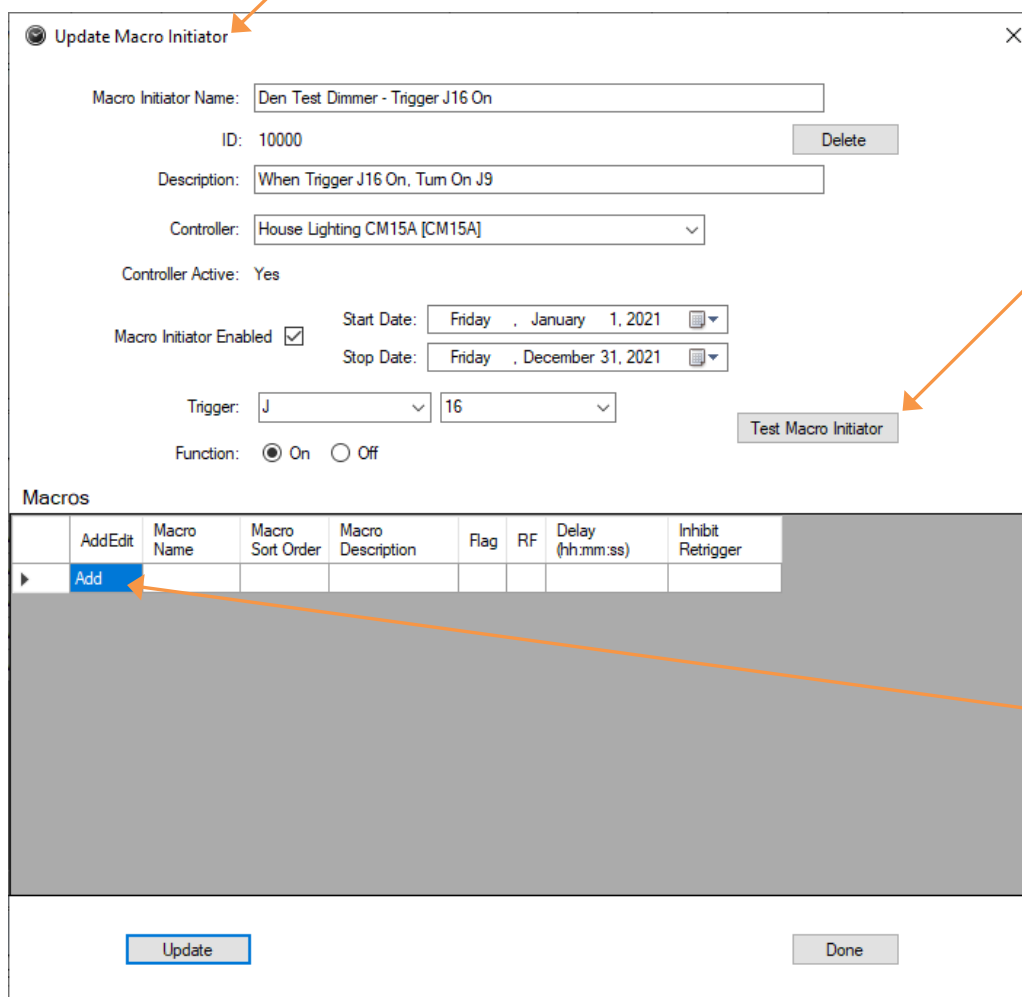
“Macro Initiator” – “Edit” will display the “Macro Initiator Edit” window containing a list of all added **Macro Initiators**.



AddEdit	Name	Description	Trigger	Function	Enabled	StartDate	StopDate
Add							
Edit	Den Test Dimmer - Trigger J16 On	When Trigger J16 On, Tum On J9	J16	On	Y	01/01/2021	12/31/2021

Click “Edit” on the row of the **Macro Initiator** to be edited.

The “Update Macro Initiator” form will be displayed



Update Macro Initiator

Macro Initiator Name: Den Test Dimmer - Trigger J16 On

ID: 10000 Delete

Description: When Trigger J16 On, Tum On J9

Controller: House Lighting CM15A [CM15A]

Controller Active: Yes

Macro Initiator Enabled ☒ Start Date: Friday, January 1, 2021 Stop Date: Friday, December 31, 2021

Trigger: J 16

Function: ☒ On ☐ Off

Test Macro Initiator

Macros

AddEdit	Macro Name	Macro Sort Order	Macro Description	Flag	RF	Delay (hh:mm:ss)	Inhibit Retrigger
Add							

Update Done

The “Test Macro Initiator” button can be used after:

- 1) This **Macro Initiator** has a **Macro**
- 2) The **Macro** has a **Macro Command**
- 3) A **Controller Download** has been performed

Click “Add” to add a **Macro**.

Next page shows “Add Macro” form.

Macros – continued

Add Macro – continued

The “Add Macro” form will be displayed

The screenshot shows the 'Add Macro' dialog box with the following fields and controls:

- Macro Name:** Turn On J9
- MacroID:** (empty)
- Description:** After Trigger J16 On, Turn On J9
- Macro Initiator Name:** Den Test Dimmer - Trigger J16 On
- Macro Sort Order:** 0
- RF:** ☐ On ☒ Off
- Delay:** 00:00:00 (Maximum 4 hours, 30 minutes (hh:mm:ss))
- Inhibit Retrigger:** ☐ On ☒ Off
- Macro Commands:** A table with columns: AddEdit, MacroCommandID, Macro Command Sort Order, Command, House Code, Unit Code Mask Odd, Unit Code Mask Even, pre Dim/Bright, Dims/Brights, Unit Code. The table is currently empty.
- Buttons:** Add, Cancel

Annotations with arrows point to the following elements:

- The 'Add Macro' title bar.
- The 'Macro Name' field.
- The 'Macro Sort Order' dropdown.
- The 'RF' radio buttons.
- The 'Delay' field.
- The 'Inhibit Retrigger' radio buttons.
- The 'Add' button.

“Macro Name” is required.

The “Macro Name” can be freely formatted. For this “Add” example, the Macro Name is given “Turn On J9”

Select the “Macro Sort Order”. This sets the order of execution within this Macro’s - Macro Initiator.

“RF” (Radio Frequency) “On” will allow sending RF Macro Commands.

“Delay” before Macro Commands in this Macro are executed. Maximum Delay time is 4 hours and 30 minutes.

“Inhibit Retrigger” “On” disables sending both RF and Power Line Macro Commands.

Macro Commands can be added after new Macro is added.

Click “Add” to finish adding Macro

Next page shows a “Successfully Added” result.

Macros – continued

Add Macro – continued

“Successfully Added” will be displayed in the status box

Macro Name: Turn On J9

MacroID: 10000 Delete

Description: After Trigger J16 On, Turn On J9

Macro Initiator Name: Den Test Dimmer - Trigger J16 On

Macro Sort Order: 0

RF: ☐ On ☒ Off

Delay: 00:00:00 Maximum 4 hours, 30 minutes (hh:mm:ss)

Inhibit Retrigger: ☐ On ☒ Off

Macro Commands

	AddEdit	MacroCommandID	Macro Command Sort Order	Command	House Code	Unit Code Mask Odd	Unit Code Mask Even	pre Dim/Bright	Dims/Brights	Unit Code
▶	Add	-1								

Update Successfully Added Done

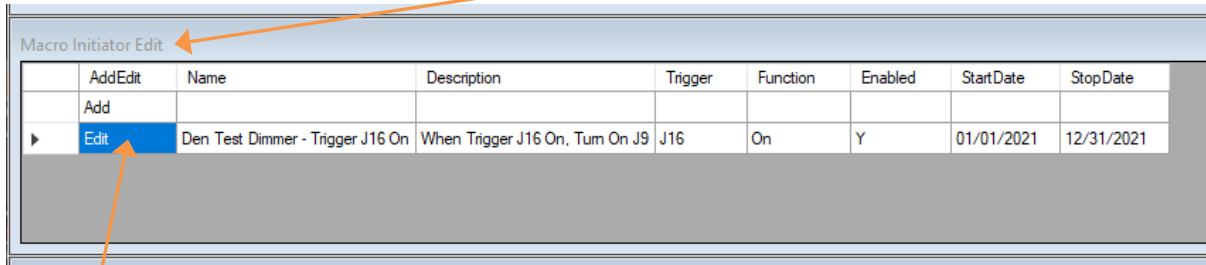
Macro Commands can now be added.

Click “Done” to close “Add Macro” form

Next page continues on with adding a **Macro Command** to this **Macro**.

Add Macro Command

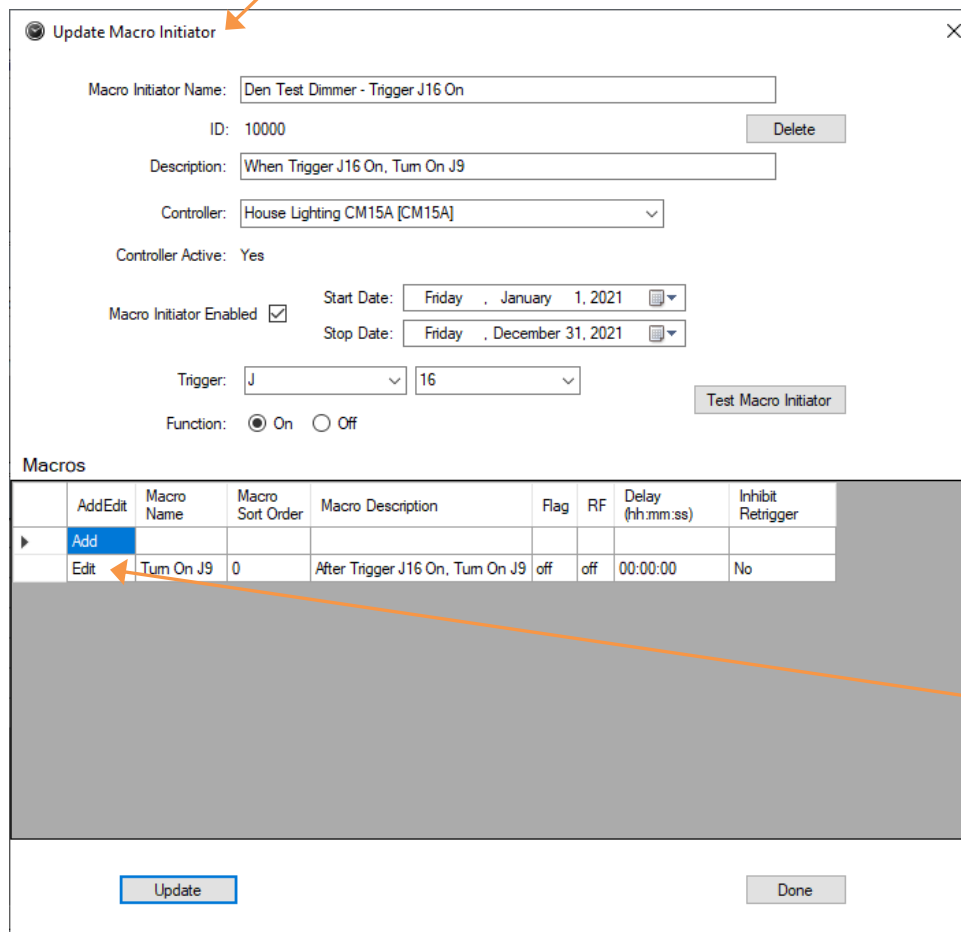
“Macro Initiator” – “Edit” will display the “Macro Initiator Edit” window containing a list of all added **Macro Initiators**.



AddEdit	Name	Description	Trigger	Function	Enabled	StartDate	StopDate
Add							
Edit	Den Test Dimmer - Trigger J16 On	When Trigger J16 On, Tum On J9	J16	On	Y	01/01/2021	12/31/2021

Click “**Edit**” on the row of the **Macro Initiator** to be edited.

The “**Update Macro Initiator**” form will be displayed



Update Macro Initiator

Macro Initiator Name:

ID:

Description:

Controller:

Controller Active: ☒ Yes

Macro Initiator Enabled: ☒

Start Date:

Stop Date:

Trigger:

Function: ☒ On ☐ Off

AddEdit	Macro Name	Macro Sort Order	Macro Description	Flag	RF	Delay (hh:mm:ss)	Inhibit Retrigger
Edit	Tum On J9	0	After Trigger J16 On, Tum On J9	off	off	00:00:00	No

Click “**Edit**” on the **Macro** where the **Macro Command** is to be added.

Next page shows “**Update Macro**” form.

Macros – continued

Add Macro Command – continued

The **“Update Macro”** form will be displayed

Update Macro

×

Macro Name:

MacroID: Delete

Description:

Macro Initiator Name:

Macro Sort Order:

RF: ☐ On ☒ Off

Delay: Maximum 4 hours, 30 minutes (hh:mm:ss)

Inhibit Retrigger: ☐ On ☒ Off

Macro Commands

	AddEdit	MacroCommandID	Macro Command Sort Order	Command	House Code	Unit Code Mask Odd	Unit Code Mask Even	pre Dim/Bright	Dims/Brights	Unit Code
▶	Add	-1								

Update

Done

Click **“Add”** to add a **Macro Command**.

Next page shows **“Add Macro Command”** form.

Macros – continued

Add Macro Command – continued

The “Add Macro Command” form will be displayed

The screenshot shows the 'Add Macro Command' dialog box. It contains the following fields and controls:

- MacroCommandID:** (empty text field)
- Macro Name:** Turn On J9
- Macro Initiator Name:** Den Test Dimmer - Trigger J16 On
- Macro Command Sort Order:** 0 (dropdown menu)
- Command:** [2] On (dropdown menu)
- House Code:** J (dropdown menu)
- Unit(s):** A grid of checkboxes for units 1 through 16. Unit 9 is checked.
- Buttons:** 'Add' (highlighted with a blue border) and 'Cancel'.

Orange arrows point from the following text to specific elements in the dialog:

- From 'The “Add Macro Command” form will be displayed' to the dialog title bar.
- From 'Select the “Macro Command Sort Order”. This sets the order of execution within this Macro Command's - Macro.' to the 'Macro Command Sort Order' dropdown.
- From 'Select “Command” to be executed' to the 'Command' dropdown.
- From 'Select “House Code”.' to the 'House Code' dropdown.
- From 'Check “Units”. Minimum of one Unit is required.' to the 'Unit(s)' checkboxes.
- From 'Click “Add” to finish adding Macro Command' to the 'Add' button.

Select the “**Macro Command Sort Order**”. This sets the order of execution within this **Macro Command's - Macro**.

Select “**Command**” to be executed

Select “**House Code**”.

Check “**Units**”. Minimum of one **Unit** is required.

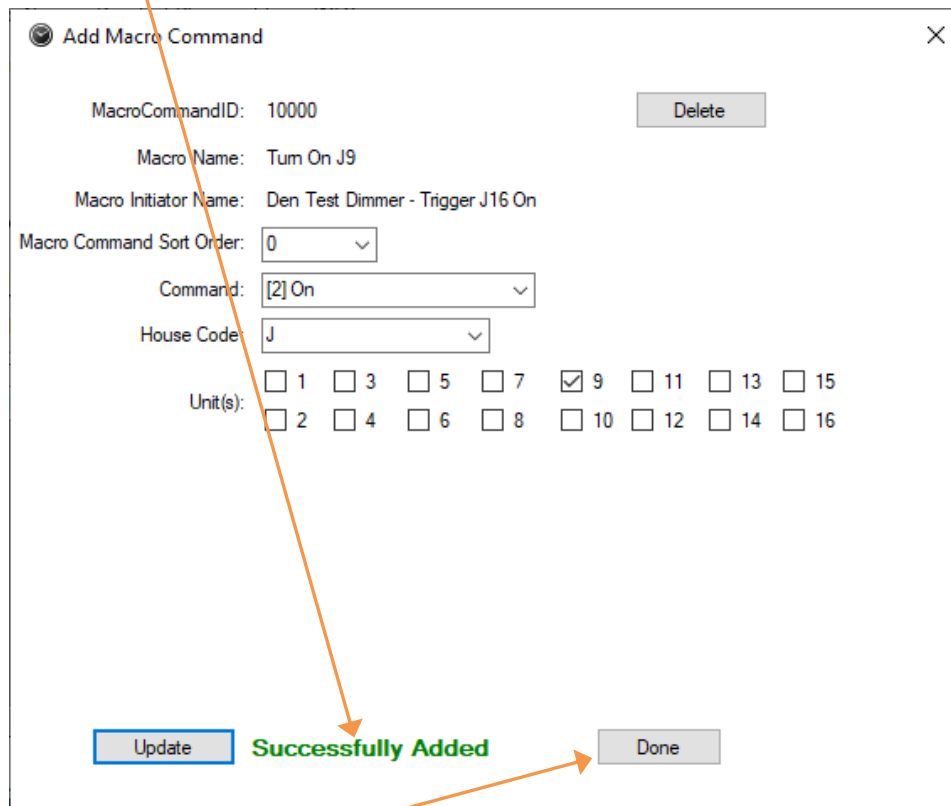
Click “**Add**” to finish adding **Macro Command**

Next page shows a “Successfully Added” result.

Macros – continued

Add Macro Command – continued

“Successfully Added” will be displayed in the status box



The screenshot shows the 'Add Macro Command' dialog box. It contains the following fields and controls:

- MacroCommandID:** 10000 (with a 'Delete' button next to it)
- Macro Name:** Turn On J9
- Macro Initiator Name:** Den Test Dimmer - Trigger J16 On
- Macro Command Sort Order:** 0 (dropdown menu)
- Command:** [2] On (dropdown menu)
- House Code:** J (dropdown menu)
- Unit(s):** A grid of checkboxes for units 1 through 16. Unit 9 is checked.
- Status:** 'Successfully Added' (green text) is displayed between the 'Update' and 'Done' buttons.
- Buttons:** 'Update' (blue border), 'Done' (grey), and a close 'X' button in the top right corner.

Orange arrows point from the text 'Successfully Added' to the status text and from the text 'Click "Done" to close "Add Macro" form' to the 'Done' button.

Click **“Done”** to close **“Add Macro”** form

Schedules

Add Schedule

“Schedule” – “Add” will display the “Add Schedule” form.

The screenshot shows the 'Add Schedule' dialog box. It has a title bar with a close button (X) and the text 'Add Schedule'. Inside the dialog, there are several input fields: 'Name:', 'ID:', and 'Description:'. Below these are 'Sunrise Time:' and 'Sunset Time:' labels, followed by a note: 'Add sets Sunrise/Sunset times (also reset by Controller downloads)'. A message 'Events - New Schedule must first be added.' is displayed above a table. The table has columns: 'AddEdit', 'EventID', 'Scene/Macro', 'Days', 'Time', 'Security', 'Enabled', 'StartDate', and 'StopDate'. At the bottom of the dialog are two buttons: 'Add' and 'Cancel'. Orange arrows point from text annotations to the 'Name' field, the 'Add' button, and the table area.

AddEdit	EventID	Scene/Macro	Days	Time	Security	Enabled	StartDate	StopDate
---------	---------	-------------	------	------	----------	---------	-----------	----------

Schedule “Name” is required.

The “Name” can be freely formatted. For this “Add” example, the **Schedule** is given “House Lighting” as a name.

Events can be added after new **Schedule** is added.

Click “Add” to finish adding **Schedule**

Next page shows a “Successfully Added” result.

Schedules – continued

Add Schedule– continued

The screenshot shows the 'Update Schedule' dialog box. It contains fields for Name, ID, Description, Sunrise Time, and Sunset Time. There is an 'Active' checkbox and a 'Delete' button. Below these fields is an 'Events' section with a table. At the bottom of the dialog are 'Update' and 'Done' buttons. A green status message 'Successfully Added' is displayed between the buttons. Orange arrows point from text annotations on the right to specific elements in the dialog.

Update Schedule [X]

Name: ☐ Active

ID:

Description:

Sunrise Time: Sunset Time: Update resets Sunrise/Sunset times (also reset by Controller downloads).

Events

	AddEdit	EventID	Scene/Macro	Days	Time	Security	Enabled	StartDate	StopDate
▶	Add	-1							

Successfully Added

Checking “**Active**” allows **Schedule’s Events** to be included with **Controller** downloads.

Events can now be added.

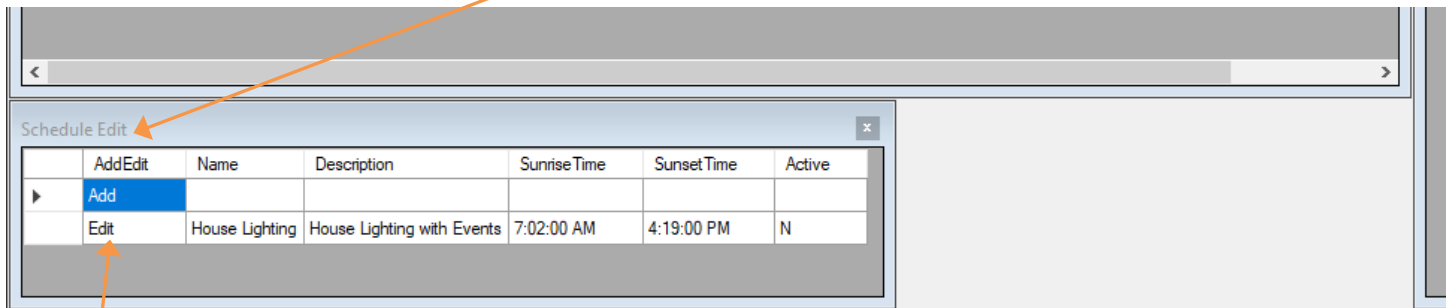
Add Event section will show how an **Event** can be added.

“Successfully Added” will be displayed in the status box.

Click “**Done**” to close “**Add Schedule**” form.

Edit Schedule

“Schedule” – “Edit” will display the “Schedule Edit” window containing a list of all added Schedules.



Click “Edit” on the row of the **Schedule** to be edited.

The “Update Schedule” form will be displayed

Update Schedule

Name: ☐ Active

ID: 10000

Description:

Sunrise Time: 7:02:00 AM
Sunset Time: 4:19:00 PM
Update resets Sunrise/Sunset times (also reset by Controller downloads).

Events

	AddEdit	EventID	Scene/Macro	Days	Time	Security	Enabled	StartDate	StopDate
▶	Add	1							
	Edit	10000	[s] Doors On	Every Day	Sunrise - 30 minutes	N	Y	01/01/2020	12/31/2020

Checking “**Active**” allows **Schedule’s Events** to be included with **Controller** downloads.

Items not ghosted can be modified.

Events can be added or edited.

Add Event section will show how an **Event** can be added.

Edit Event section will show how an **Event** can be edited.

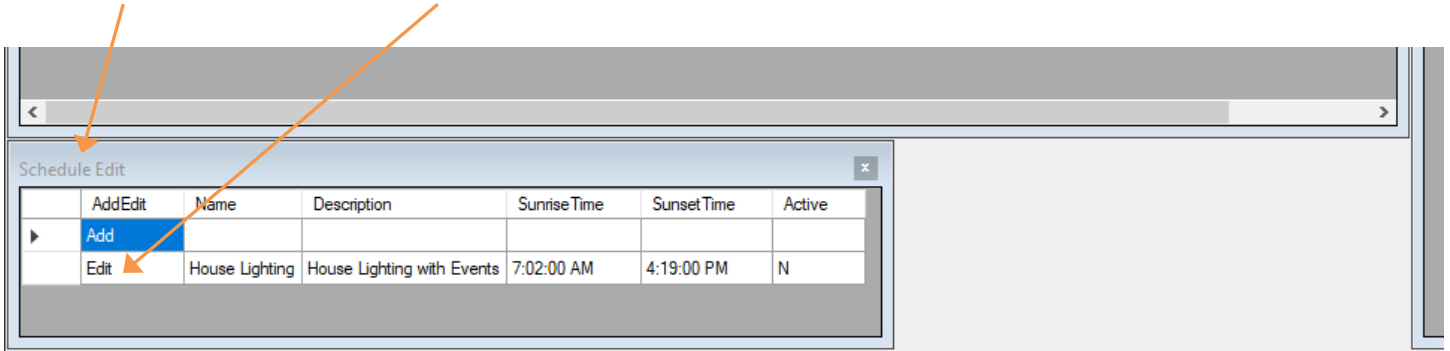
Click “**Done**” when finished.

Click “**Update**” to save changes.

Events

Add Event

In “Schedule Edit” window, click “Edit” on the row of the **Schedule** that will contain the **Event** to be added.



The “Update Schedule” form containing the selected **Schedule** will be displayed

The screenshot shows the 'Update Schedule' form. It contains the following fields and controls:

- Name: House Lighting
- ID: 10000
- Description: House Lighting with Events
- Sunrise Time: 7:02:00 AM
- Sunset Time: 4:19:00 PM
- Active: ☐
- Delete button
- Update resets Sunrise/Sunset times (also reset by Controller downloads).
- Events table with columns: AddEdit, EventID, Scene/Macro, Days, Time, Security, Enabled, StartDate, StopDate.
- Update button
- Done button

The 'Add' button in the Events table is highlighted in blue, and an arrow points to it from the text 'Click “Add” to add an Event.’

AddEdit	EventID	Scene/Macro	Days	Time	Security	Enabled	StartDate	StopDate
Add	1							

Next page shows “Add Event” form.

Events – continued

Add Event– continued

An **Event** can trigger a **Scene** or **Macro**. Adding a **Macro Event** uses the same steps as adding a **Scene Event** with the exception of selecting the “Macro” Radio Button, then selecting a **Macro** from the list of available **Macros**.

“Add Event” form.

The screenshot shows the 'Add Event' dialog box with the following fields and options:

- EventID:** (empty text field)
- Schedule:** House Lighting
- Scene/Macro Selection:** ☒ Scene, ☐ Macro
- Scene:** Doors On (dropdown menu)
- Event Enabled:** ☒
- Start Date:** Wednesday, January 1, 2020 (calendar icon)
- Stop Date:** Thursday, December 31, 2020 (calendar icon)
- Time:** ☐ Specific Time: 03:55 PM (spinner), hh:mm AM/PM
- After Sunrise By:** ☒ -30 minutes (spinner)
- After Sunset By:** ☐ (empty spinner) minutes
- Security Variations:** ☐
- Day(s):** ☐ Today, ☐ Tomorrow, ☐ Weekends, ☐ Weekdays, ☒ Every Day, ☐ Selected Day(s)
- Days of Week:** ☒ Sun, ☒ Mon, ☒ Tue, ☒ Wed, ☒ Thu, ☒ Fri, ☒ Sat
- Buttons:** Add, Cancel

Annotations with arrows point to the following elements:

- “Add Event” form. (points to the dialog title)
- Schedule that owns Event. (points to House Lighting)
- To Add a Scene Event, select “Scene” Radio Button to show list of available Scenes. (points to the Scene radio button)
- Select “Scene” from list of available Scenes. (points to the Scene dropdown menu)
- When Events are downloaded to Controllers, the “Start Date” and “End Date” year is updated to the current year. (points to the Start Date field)
- “After Sunrise” and “After Sunset” minutes can be positive (+) or negative (-). (points to the -30 minutes field)
- Click “Add” when ready to Add new Event. (points to the Add button)

Schedule that owns Event.

To Add a **Scene Event**, select “Scene” Radio Button to show list of available **Scenes**.

Select “Scene” from list of available **Scenes**.

When **Events** are downloaded to **Controllers**, the “**Start Date**” and “**End Date**” year is updated to the current year.

Controllers such as the CM15A internally support “**Start Date**” and “**Stop Date**” as part of their Timer Initiators.

Controllers such as the CP290 need to have their **Events** regularly re-downloaded to have the **Event** “**Start Date**” and “**Stop Date**” implemented.

Refer to **X10Manager** (command line) section regarding setup of scheduled download **Events** to active **Controllers**.

“**After Sunrise**” and “**After Sunset**” minutes can be positive (+) or negative (-).

CM15A **Controller** maximum +-60 minutes.
CP290 **Controller** maximum +-120 minutes.

Click “**Add**” when ready to Add new Event.

Next page shows a “Successfully Added” result.

Events – continued

Add Event– continued

Add Event [X]

EventID: 10000 [Delete]

Schedule: House Lighting

☒ Scene ☐ Macro

Scene: Doors On [v]

Event Enabled ☒

Start Date: Wednesday, January 1, 2020 [calendar]

Stop Date: Thursday, December 31, 2020 [calendar]

Time: ☐ Specific Time: 03:55 PM [up/down] hh:mm AM/PM

☒ After Sunrise By: -30 minutes

☐ After Sunset By: [] minutes

☐ Security Variations

Day(s): ☐ Today

☐ Tomorrow

☐ Weekends

☐ Weekdays

☒ Every Day

☐ Selected Day(s)

☒ Sun ☒ Mon ☒ Tue ☒ Wed ☒ Thu ☒ Fri ☒ Sat

[Update] **Successfully Added** [Done]

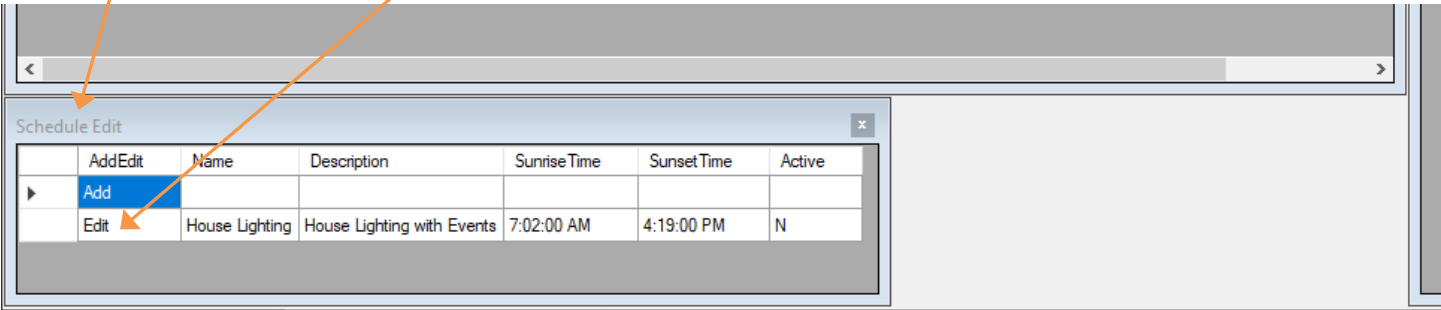
“Successfully Added” will be displayed in the status box.

Click “Done” to close “Add Event” form.

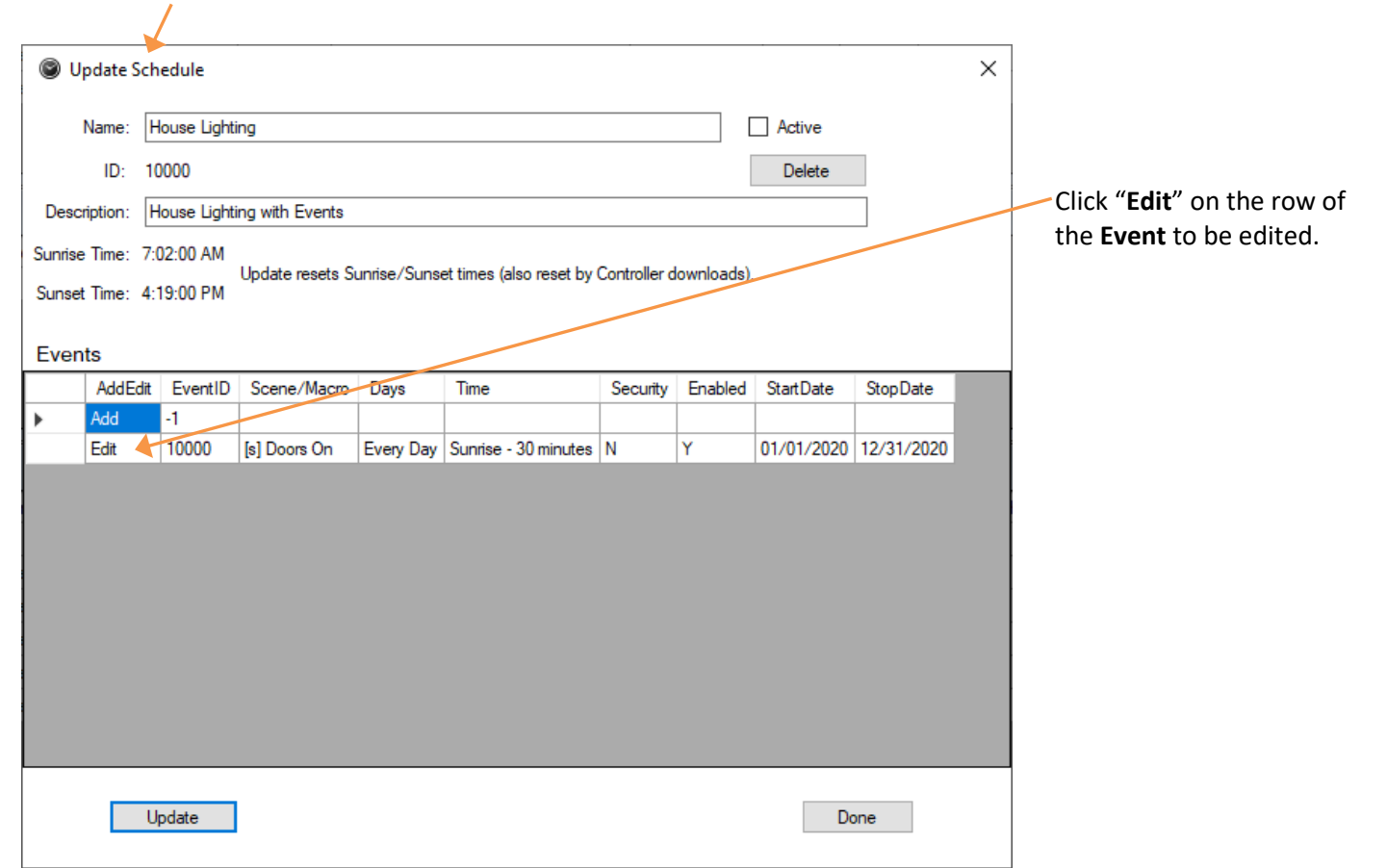
Events – continued

Edit Event

In “Schedule Edit” window, click “Edit” on the row of the **Schedule** that will contain the **Event** to be edited.



The “Update Schedule” form containing the selected **Schedule** will be displayed



Next page shows “Edit Event” form.

Events – continued

Edit Event– continued

“Update Event” form.

The "Update Event" form is a window for editing event settings. It includes a "Delete" button at the top right. The "EventID" is 10000. The "Schedule" is "House Lighting". The "Event Enabled" checkbox is checked. The "Start Date" is "Wednesday, January 1, 2020" and the "Stop Date" is "Thursday, December 31, 2020". The "Time" section has three options: "Specific Time" (03:47 PM), "After Sunrise By" (-30 minutes), and "After Sunset By" (empty). The "Day(s)" section has radio buttons for "Today", "Tomorrow", "Weekends", "Weekdays", "Every Day" (selected), and "Selected Day(s)". Below the "Day(s)" section are checkboxes for "Sun", "Mon", "Tue", "Wed", "Thu", "Fri", and "Sat", all of which are checked. At the bottom are "Update" and "Done" buttons.

Schedule that owns Event.

Modifying a **Scene Event**, shown by selected “Scene” Radio Button.

Select **Scene** from available **Scenes**.

When **Events** are downloaded to **Controllers**, the “**Start Date**” and “**End Date**” year is updated to the current year.

Controllers such as the CM15A internally support “**Start Date**” and “**Stop Date**” as part of their Timer Initiators.

Controllers such as the CP290 need to have their **Events** regularly re-downloaded to have the Event “**Start Date**” and “**Stop Date**” implemented.

Refer to **X10Manager** (command line) section regarding setup of scheduled download **Events** to active **Controllers**.

“**After Sunrise**” and “**After Sunset**” minutes can be positive (+) or negative (-).

CM15A **Controller** maximum +-60 minutes.
CP290 **Controller** maximum +-120 minutes.

Click “**Update**” to save changes.

Click “**Done**” to close “**Update Event**” form

Note: Modifying a **Macro Event** uses the same steps as modifying a **Scene Event** with the exception of when the “Macro” Radio Button is selected, a list of available **Macros** will be displayed.

Appendix

X10Manager (command line)

X10Manager can be used to perform command line operations on X10 Database, X10 Controllers and X10 Modules.

After successful installation of **X10ManagerDesktop**, **X10Manager** (command line) is typically located at "C:\X10Manager". **X10Manager** Command Line settings and examples are found in **X10Manager.exe** section.

The Access Database "X10Db.mdb" used by **X10ManagerDesktop** and **X10Manager** (command line) must be in the same folder with "X10Manager.exe" and its operating support files "X10Manager.exe.config, ParadoxReader.dll, X10Include.dll and X10IncludeCM.dll".

X10Manager (command line) **Command Scripts** can be executed directly.

-or-

X10Manager (command line) **Command Scripts** can be submitted to the "Windows Task Scheduler".

This will allow automation of back-end tasks such as:

- 1) Setting a Controllers time and day clock
C:\X10Manager\Examples\X10Manager_setX10Time_xxxxxxx.cmd
- 2) Get a Controllers operating status
C:\X10Manager\Examples\X10Manager_getControllerStatus_xxxxxxx.cmd
C:\X10Manager\Examples\X10Manager_getX10DuskDawn_CM15A_xxxxxxx.cmd
C:\X10Manager\Examples\X10Manager_getX10TransceiverSetup_CM15A_xxxxxxx.cmd
- 3) Change a Controllers settings or operating status
C:\X10Manager\Examples\X10Manager_updateX10ControllerToX10Db_xxxxxxx.cmd
C:\X10Manager\Examples\X10Manager_putX10TransceiverSetup_CM15A_xxxxxxx.cmd
C:\X10Manager\Examples\X10Manager_clearX10Memory_CM15A_xxxxxxx.cmd
C:\X10Manager\Examples\X10Manager_downloadX10BaseHousecode_CP290_xxxxxxx.cmd
- 4) Download Event Timers and Macros to Controllers
C:\X10Manager\Examples\X10Manager_downloadEventsToActiveControllers.cmd
C:\X10Manager\Examples\X10Manager_putTimersAndMacrosToX10Memory_CM15A_xxxxxxx.cmd
C:\X10Manager\Examples\X10Manager_getX10DbTimersPutX10_CP290_xxxxxxx.cmd
- 5) Directly execute Module Commands
C:\X10Manager\Examples\X10Manager_sendSceneUnitCommands.cmd
C:\X10Manager\Examples\X10Manager_sendUnitCommand_xxxxxxx.cmd
C:\X10Manager\Examples\X10Manager_sendUnitExtendedCommand_xxxxxxx.cmd

Above and additional **Command Script** (.cmd) examples can be found at "C:\X10Manager\Examples".

Note: Run-time **Command Scripts** (.cmd) must be placed in "C:\X10Manager".

Appendix – continued

X10Manager (command line) – continued

X10Manager.exe

/O:Operation

Operations common to all Controllers

*[addX10ControllerToX10Db|backupX10Db|compileTimersFromX10DbEventsPlaceInX10Db|
createX10DbTables|downloadEventsToActiveControllers|exportModulesFromX10Db|
getControllerStatus|getX10MemoryPutToFile|getSerialPortsPutX10Db|getUSBPortsPutX10Db|
importModulesToX10Db|restoreX10Db|sendAllLightsOff|sendAllLightsOn|
sendAllUnitsOff|sendAllUnitsOn|sendSceneUnitCommands|sendUnitCommand|
setX10Time|updateX10ControllerToX10Db]*

CM15A Controller specific Operations

*[clearX10Memory|getX10DuskDawn|getX10MemoryVersionStamp|getX10TransceiverSetup|
putX10TransceiverSetup|putTimersAndMacrosToX10Memory|sendUnitExtendedCommand|
sendMacroInitiatorTrigger|setX10TimeClearBatteryTimers|setX10TimeClearMonitoredStatus|
setX10TimePurgeTimers]*

CP290 Controller specific Operations

[compareX10TimersToX10Db|downloadX10BaseHousecode|getX10DbTimersPutX10]

/F:Filename

/N:X10ControllerName

/T:X10ControllerType [CP290|CM15A]

/D:X10ControllerDescription

/E:Enabled [Y/N]

/P:Port [COMn| for USB ex: "0003"]

/B:Hub [for USB ex: "0004"]

/C:SceneName

/H:HouseCode [A|B|C|D|E|F|G|H|I|J|K|L|M|N|O|P]

/M:ModuleCode [comma delimited List within double quotes of numbers 1-16. ex: "1,3,5,7,9,16" or just a code ex: "10"]

/1:Dimmer [Y]

/2:OnOff [Off|On|100|94|88|81|75|69|63|56|50|44|38|31|25|19|13|6]

/O:BrightenDim [B|D] (B=Brighten, D=Dim)

If BrightenDim not specified, Dimmer Module will pre-brighten then Dim. Note: CP290 is not supported

/1:Dimmer [N]

/2:OnOff [Off|On]

/3:StandardExtended [S|E] (S=Standard transmission, E=Extended transmission)

/4:ExtendedData [Extended transmission Data byte as string]

/5:ExtendedCommand [Extended transmission Command byte as string]

/6:MemoryAddrLow [byte as string]

/7:MemoryAddrHigh [byte as string]

/8:TransceiverHouseCodes

[comma delimited List within double quotes of House Codes. ex: "A,B,C,D,E,F,G,H,I,J,K,L,M,N,O,P"]

/9:DuskDawnResolution [dusk/dawn resolution in Days as number. Use multiples of 8. ex: For every 8 Days, enter "8"]

X10ManagerDesktop Operations Manual

Appendix – continued

X10Manager (command line) – continued

Operations common to all Controllers

addX10ControllerToX10Db

Caution: There are no defaults. All values for each Controller Type MUST be specified as shown in the following examples.

```
X10Manager.exe /O:<Operation> /T:<X10ControllerType> /N:<X10ControllerName> /D:<10ControllerDescription> /E:<Active> /H:<HouseCode> /P:<USBPort>  
/B:<USBHub> /8:<TransceiverHouseCodes> /9:<DuskDawnResolution>
```

```
X10Manager.exe /O:"addX10ControllerToX10Db" /T:"CM15A" /N:"House Lighting CM15A" /D:"CM15A X10 Controller House Lighting" /E:"Y" /H:"K" /P:"0003"  
/B:"0004" /8:"J,K" /9:"8"
```

```
X10Manager.exe /O:"addX10ControllerToX10Db" /T:"CP290" /N:"House Lighting CP290" /D:"CP290 X10 Controller House Lighting" /E:"Y" /H:"K" /P:"COM3"
```

backupX10Db

Backups by default are placed in "C:\X10Manager\ X10DbBackup".

Use **X10ManagerDesktop**—“File”—“Settings” to change backup folder location.

```
X10Manager.exe /O:<Operation>
```

```
X10Manager.exe /O:"backupX10Db"
```

compileTimersFromX10DbEventsPlaceInX10Db

Timers are compiled from Active Schedules, Enabled Events, Enabled Modules, Active Controllers

```
X10Manager.exe /O:<Operation>
```

```
X10Manager.exe /O:"compileTimersFromX10DbEventsPlaceInX10Db"
```

createX10DbTables

Caution: This operation clears/resets X10 database.

All Controllers, Modules, Scenes, Schedules, Events and Macros will be removed.

```
X10Manager.exe /O:<Operation>
```

```
X10Manager.exe /O:"createX10DbTables"
```

downloadEventsToActiveControllers

Steps performed on Controllers marked "Active":

- 1) Set Controllers Time
- 2) Set new Sunrise and Sunset times
- 3) *compileTimersFromX10DbEventsPlaceInX10Db*
- 4) Reset CP290 Controller Base House Code
- 5) Download Event Timers to Controllers CP290 Timers and CM15A Timer / Macro Initiators
- 6) Compare Event Timers in X10 database to Controllers CP290 Timers and CM15A Timer / Macro Initiators

```
X10Manager.exe /O:<Operation>
```

```
X10Manager.exe /O:"downloadEventsToActiveControllers"
```

exportModulesFromX10Db

```
X10Manager.exe /O:<Operation> /F:<Filename>
```

```
X10Manager.exe /O:"exportModulesFromX10Db" /F:"X10Db_Modules.csv"
```

Appendix – continued

X10Manager (command line) – continued

Operations common to all Controllers – continued

getControllerStatus

```
X10Manager.exe /O:<Operation> /T:<X10ControllerType> /N:<X10ControllerName>
X10Manager.exe /O:"getControllerStatus" /T:"CM15A" /N:"House Lighting CM15A"
X10Manager.exe /O:"getControllerStatus" /T:"CP290" /N:"House Lighting CP290"
```

getX10MemoryPutToFile

```
X10Manager.exe /O:<Operation> /T:<X10ControllerType> /N:<X10ControllerName> /F:<Filename>
X10Manager.exe /O:"getX10MemoryPutToFile" /T:"CM15A" /N:"House Lighting CM15A" /F:"getX10MemoryPutToFile_CM15A_HouseLightingCM15A.txt"
X10Manager.exe /O:"getX10MemoryPutToFile" /T:"CP290" /N:"House Lighting CP290" /F:"getX10MemoryPutToFile_CP290_HouseLightingCM15A.txt"
```

getSerialPortsPutX10Db

```
X10Manager.exe /O:<Operation>
X10Manager.exe /O:"getSerialPortsPutX10Db"
```

getUSBPortsPutX10Db

All USB connected Controllers, such as the CM15A, must be connected and powered on.

```
X10Manager.exe /O:<Operation>
X10Manager.exe /O:"getUSBPortsPutX10Db"
```

importModulesToX10Db

CSV Import File Format:

Comma Delimited, each Cell with Double Quotes.
".csv" Extension for file name. Example: X10Db_Modules.csv

Header Row:

"ControllerName","UnitCode","UnitName","UnitDescription","UnitEnabledYN","UnitDimmerYN","UnitLightingYN","UnitExtendedCommandsYN"

Data Row Examples:

"House Lighting CP290","J1","OutGar","Outside Garage Lights","Y","N","Y","N"
"Test CP290","J16","Den Test Dimmer Module","Dimmer LED Test Light in Dimmer Module","Y","Y","Y","N"

```
X10Manager.exe /O:<Operation> /F:<Filename>
X10Manager.exe /O:"importModulesToX10Db" /F:"X10Db_Modules.csv"
```

restoreX10Db

Backups by default are placed in "C:\X10Manager\ X10DbBackup".

Use **X10ManagerDesktop–“File”–“Settings”** to change backup folder location.

```
X10Manager.exe /O:<Operation>
X10Manager.exe /O:"restoreX10Db"
```

Appendix – continued

X10Manager (command line) – continued

Operations common to all Controllers – continued

sendAllLightsOff

X10Manager.exe /O:<Operation>
X10Manager.exe /O:"sendAllLightsOff"

sendAllLightsOn

X10Manager.exe /O:<Operation>
X10Manager.exe /O:"sendAllLightsOn"

sendAllUnitsOff

X10Manager.exe /O:<Operation>
X10Manager.exe /O:"sendAllUnitsOff"

sendAllUnitsOn

X10Manager.exe /O:<Operation>
X10Manager.exe /O:"sendAllUnitsOn"

sendSceneUnitCommands

X10Manager.exe /O:<Operation> /C:<SceneName>
X10Manager.exe /O:"sendSceneUnitCommands" /C:"Hallway Floor Off"

sendUnitCommand

X10Manager.exe /O:<Operation> /T:<X10ControllerType> /N:<X10ControllerName> /H:<HouseCode> /M:<ModuleCode> /0:<Brighten> /1:<Dimmer> /2:<OnOff> /3:<StandardExtended>
X10Manager.exe /O:"sendUnitCommand" /T:"CM15A" /N:"House Lighting CM15A" /H:"J" /M:"1,2,3,10" /1:"N" /2:"Off" /3:"S"
X10Manager.exe /O:"sendUnitCommand" /T:"CM15A" /N:"House Lighting CM15A" /H:"J" /M:"1,2,3,10" /1:"N" /2:"On" /3:"S"
X10Manager.exe /O:"sendUnitCommand" /T:"CM15A" /N:"House Lighting CM15A" /H:"K" /M:"6,7" /1:"Y" /2:"25" /3:"S"
X10Manager.exe /O:"sendUnitCommand" /T:"CM15A" /N:"House Lighting CM15A" /H:"K" /M:"6,7" /0:"Y" /1:"Y" /2:"50" /3:"S"
X10Manager.exe /O:"sendUnitCommand" /T:"CP290" /N:"House Lighting CP290" /H:"J" /M:"9" /1:"N" /2:"On" /3:"S"
X10Manager.exe /O:"sendUnitCommand" /T:"CP290" /N:"House Lighting CP290" /H:"J" /M:"16" /1:"Y" /2:"50" /3:"S"
X10Manager.exe /O:"sendUnitCommand" /T:"CP290" /N:"House Lighting CP290" /H:"J" /M:"16" /1:"Y" /2:"Off" /3:"S"

setX10Time

X10Manager.exe /O:<Operation> /T:<X10ControllerType> /N:<X10ControllerName>
X10Manager.exe /O:"setX10Time" /T:"CM15A" /N:"House Lighting CM15A"
X10Manager.exe /O:"setX10Time" /T:"CP290" /N:"House Lighting CP290"

updateX10ControllerToX10Db

Values for ControllerName and ControllerType cannot be changed using this command.

User **X10MangerDesktop** – “**Controller**” – “**Edit**” to change values for ControllerName and ControllerType

Caution: There are no defaults. All values for each Controller Type MUST be specified as shown in the following examples.

X10Manager.exe /O:<Operation> /T:<X10ControllerType> /N:<X10ControllerName> /D:<10ControllerDescription> /E:<Active> /H:<HouseCode> /P:<USBPort> /B:<USBHub> /8:<TransceiverHouseCodes> /9:<DuskDawnResolution>
X10Manager.exe /O:"updateX10ControllerToX10Db" /T:"CM15A" /N:"House Lighting CM15A" /D:"CM15A X10 Controller House Lighting" /E:"Y" /H:"K" /P:"0003" /B:"0004" /8:"J,K" /9:"8"
X10Manager.exe /O:"updateX10ControllerToX10Db" /T:"CP290" /N:"House Lighting CP290" /D:"CP290 X10 Controller House Lighting" /E:"Y" /H:"K" /P:"COM3"

Appendix – continued

X10Manager (command line) – continued

CM15A Controller specific Operations

clearX10Memory

Caution: This operation will Clear all Timer and Macro Initiators from CM15A Controller.

A *downloadEventsToActiveControllers* or *putTimersAndMacrosToX10Memory* operation will need to be performed.

X10Manager.exe /O:<Operation> /T:<X10ControllerType> /N:<X10ControllerName> /F:<Filename>

X10Manager.exe /O:"clearX10Memory" /T:"CM15A" /N:"House Lighting CM15A" /F:"clearX10Memory_CM15A_HouseLightingCM15A.txt"

getX10DuskDawn

X10Manager.exe /O:<Operation> /T:<X10ControllerType> /N:<X10ControllerName>

X10Manager.exe /O:"getX10DuskDawn" /T:"CM15A" /N:"House Lighting CM15A"

getX10MemoryVersionStamp

X10Manager.exe /O:<Operation> /T:<X10ControllerType> /N:<X10ControllerName>

X10Manager.exe /O:"getX10MemoryVersionStamp" /T:"CM15A" /N:"House Lighting CM15A"

getX10TransceiverSetup

X10Manager.exe /O:<Operation> /T:<X10ControllerType> /N:<X10ControllerName>

X10Manager.exe /O:"getX10TransceiverSetup" /T:"CM15A" /N:"House Lighting CM15A"

putX10TransceiverSetup

X10Manager.exe /O:<Operation> /T:<X10ControllerType> /N:<X10ControllerName>

X10Manager.exe /O:"putX10TransceiverSetup" /T:"CM15A" /N:"House Lighting CM15A"

putTimersAndMacrosToX10Memory

Steps performed on specified Controller with Enabled Events in all Active Schedules:

- 1) Set Controller Time
- 2) Set new Sunrise and Sunset times in X10 database
- 3) *compileTimersFromX10DbEventsPlaceInX10Db*
- 4) Download Event Timer / Macro Initiators to Controller Memory
- 5) Compare Event Timers in X10 database to Timer / Macro Initiators in Controller Memory

X10Manager.exe /O:<Operation> /T:<X10ControllerType> /N:<X10ControllerName> /F:<Filename>

X10Manager.exe /O:"putTimersAndMacrosToX10Memory" /T:"CM15A" /N:"House Lighting CM15A"

/F:"putTimersAndMacrosToX10Memory_CM15A_HouseLightingCM15A.txt"

sendUnitExtendedCommand

X10Manager.exe /O:"sendUnitExtendedCommand" /T:<X10ControllerType> /N:<X10ControllerName> /H:<HouseCode> /M:<ModuleCode> /1:<Dimmer> /2:<OnOff> /3:<StandardExtended> /4:<ExtendedData> /5:<ExtendedCommand>

X10Manager.exe /O:"sendUnitExtendedCommand" /T:"CM15A" /N:"House Lighting CM15A" /H:"J" /M:"9" /1:"N" /2:"Off" /3:"E" /4:"0" /5:"15"

sendMacroInitiatorTrigger

X10Manager.exe /O:<Operation> /T:<X10ControllerType> /N:<X10ControllerName> /H:<HouseCode> /M:<ModuleCode> /2:<OnOff>

X10Manager.exe /O:" sendMacroInitiatorTrigger" /T:"CM15A" /N:"House Lighting CM15A" /H:"J" /M:"9" /2:"Off"

Appendix – continued

X10Manager (command line) – continued

CM15A Controller specific Operations – continued

setX10TimeClearBatteryTimers

X10Manager.exe /O:<Operation> /T:<X10ControllerType> /N:<X10ControllerName>
X10Manager.exe /O:"setX10TimeClearBatteryTimers" /T:"CM15A" /N:"House Lighting CM15A"

setX10TimeClearMonitoredStatus

X10Manager.exe /O:<Operation> /T:<X10ControllerType> /N:<X10ControllerName>
X10Manager.exe /O:"setX10TimeClearMonitoredStatus" /T:"CM15A" /N:"House Lighting CM15A"

setX10TimePurgeTimers

X10Manager.exe /O:<Operation> /T:<X10ControllerType> /N:<X10ControllerName>
X10Manager.exe /O:"setX10TimePurgeTimers" /T:"CM15A" /N:"House Lighting CM15A"

Appendix – continued

X10Manager (command line) – continued

CP290 Controller specific Operations

compareX10TimersToX10Db

X10Manager.exe /O:<Operation> /T:<X10ControllerType> /N:<X10ControllerName>

X10Manager.exe /O:"compareX10TimersToX10Db" /T:"CP290" /N:"House Lighting CP290"

downloadX10BaseHousecode

Caution: This operation will Clear all Timers from CP290 Controller.

A *downloadEventsToActiveControllers* -or- *getX10DbTimersPutX10* operation will need to be performed.

X10Manager.exe /O:<Operation> /T:<X10ControllerType> /N:<X10ControllerName> /H:<HouseCode>

X10Manager.exe /O:"downloadX10BaseHousecode" /T:"CP290" /N:"House Lighting CP290" /H:"J"

getX10DbTimersPutX10

Steps performed on specified Controller with Enabled Events in all Active Schedules:

- 1) Set Controller Time
- 2) Set new Sunrise and Sunset times in X10 database
- 3) *compileTimersFromX10DbEventsPlaceInX10Db*
- 4) Reset Controller Base House Code
- 5) Download Event Timers to Controller
- 6) Compare Event Timers in X10 database to Timers in Controller

X10Manager.exe /O:<Operation> /T:<X10ControllerType> /N:<X10ControllerName>

X10Manager.exe /O:"getX10DbTimersPutX10" /T:"CP290" /N:"House Lighting CP290"

Appendix – continued

X10Manager (command line) – continued

Email Notifications

X10Manager (command line) can use a SMTP server to send Email Notifications when run-time errors occur.

To enable Email Notifications:

- 1) Using “Windows” - “Accessories” - “Notepad” open “C:\X10Manager\X10Manager.exe.config”
- 2) In the **<appSettings>** section, add an Email Address to **<add key="MailErrorsTo" value="">**

For example:

```
<add key="MailErrorsTo" value="trekkerphotoart@gmail.com" />
```

- 3) Modify the SMTP server host and logon credentials information in section
<system.net> - **<mailSettings>** - **<smtp deliveryMethod="network">**

defaultCredentials example:

```
<network host="127.0.0.1" port="25" defaultCredentials="true" />
```

username and password example:

```
<network host="127.0.0.1" port="25" userName="username" password="secret" defaultCredentials="false" />
```

- 4) Save the edited X10Manager.exe.config file
- 5) Exit the text editor

6) **Appendix** – continued

Credits

ParadoxReader.DLL (ParadoxReader) contains source code from "Code Project", "Paradox database native .NET reader" by Petr Bříza, March 17, 2011, v1.2.

Modifications have been added by Alan Wagner that allow ParadoxReader, as used in X10ManagerDesktop and X10Manager, to read X10 Lighthouse Scene BLOB data.

Original ParadoxReader source code is Licensed under: "[The Code Project Open License \(CPOL\) 1.02](#)"

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