

TrekkerPhotoArt.com

# X10ManagerDesktop

Operations Manual

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12-9-2020

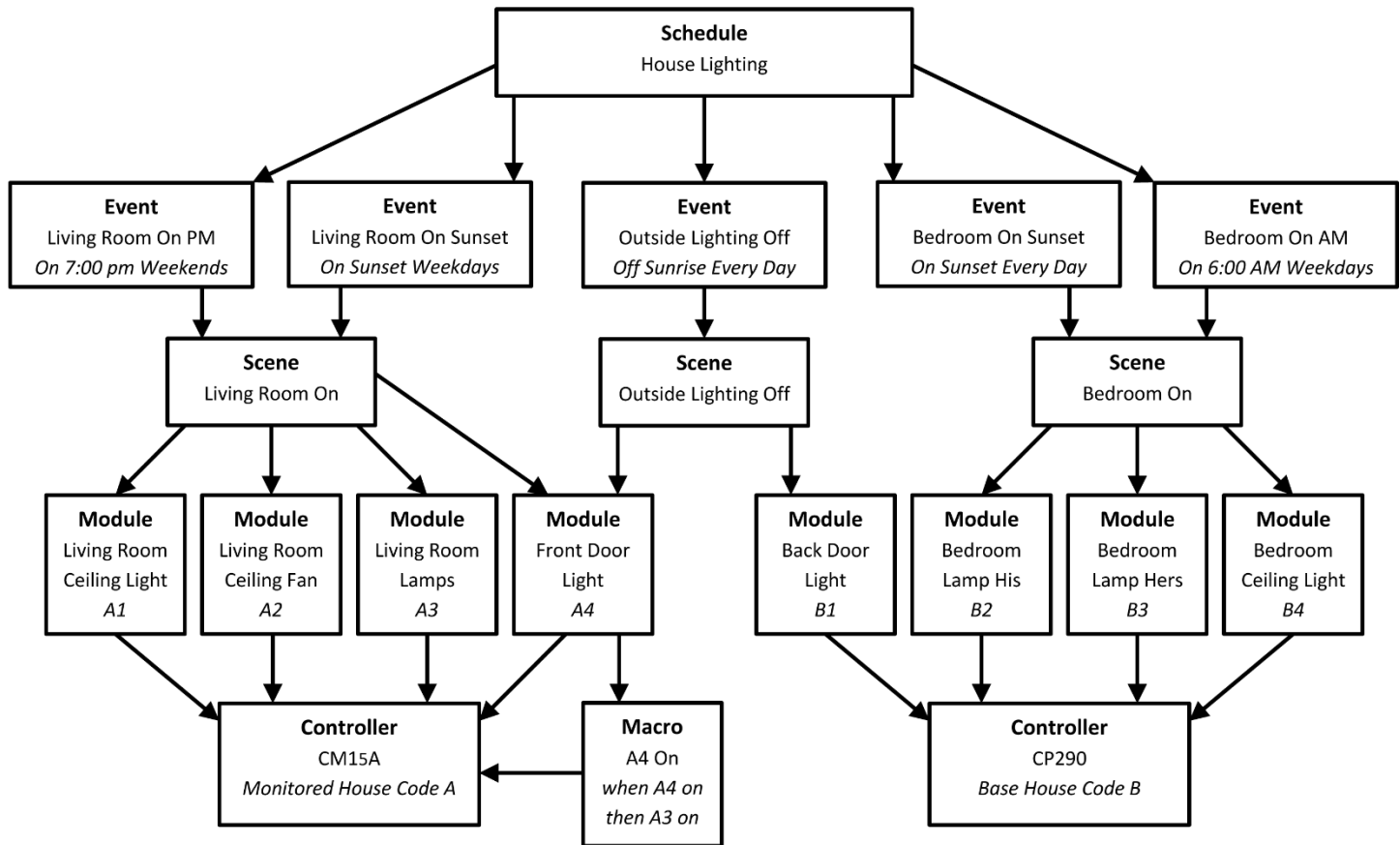
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# Overview

## 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**. For example, Event “Living Room On PM” could not trigger an additional Scene.

One **Scene** can be triggered by multiple **Events**. For example, Scene “Living Room On” has two Events named “Living Room On PM” and “Living Room On Sunset” that triggers Scene “Living Room On” at different times and days.

What’s shown above is for illustrative purposes. Additional **Events** and **Scenes** will need to be added. For example, a Scene can be added that will turn off the Living Room 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”.

**Macros** (or **Macro Initiators**) 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 2<sup>nd</sup> CM15A Controller can be added that would support **Modules** in House Code D to allow a Monitored House Code D for Macro Initiators.

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

The screenshot displays the X10ManagerDesktop application window with a menu bar (File, Controller, Module, Scene, Schedule, Macro, Help) and status indicators (Download, All Lights Off, All Lights On). The interface is divided into four main panels:

- Controller Edit:** A table with columns: AddEdit, Name, Type, Active, Description, HouseCode, Port, Hub, AppKey, UID, TransceiverHouseCodes, Dusk/Dawn/Resolution. It lists two controllers: CM15A and CP290.
- Module Edit:** A table with columns: AddEdit, Controller, Code, Name, Description, Enabled, Dimmer, Lighting, Extended. It lists various lighting modules like OutGar, FPorch, BDoor, HalFloor, GrgSrvDr, Garage, FrontWlk, Den Test Dimmer Module, DinLight, ComerCa, Kitchen, DinFan, and LivWall.
- Schedule Edit:** A table with columns: AddEdit, Name, Description, Sunrise Time, Sunset Time, Active. It shows a single schedule entry for 'House Lighting'.
- Scene Edit:** A table with columns: AddEdit, Name, Description, HouseCode, CurrentHouseCodeOnly. It lists numerous scenes such as A/V Comp ON, ALL OFF JS, ALL OFF KS, Christmas Tree Off, Doors Off S, Doors On S, Front Walk Off, Front Walk On, Garage Off, Garage On, Garage Service Door ON, Hallway Floor Off, Hallway Floor On, Kitchen OFF, Kitchen ON, Living Room Lights Off, Living Room Wall Off, Living Room Wall On, and LivRoom Off.

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

**Controllers**, **Modules**, **Scenes** **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 1<sup>st</sup> time setup of **Controllers**, **Modules**, **Scenes**, **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 to the X10 database
- Edit      Modify a Macro already in the X10 database

#### Help

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

**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 10 (32 bit or 64 bit)

**.NET Version:** 4.5 or later.

"**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)
- For each CM15A Controller: USB Port (1.1, 2, 3)

Note: Connection through external USB expansion hub is not supported.



# Revisions

## **"X10ManagerDesktop"**

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Version: 5

Revised: December 9, 2020

## **"X10Manager"** (command line)

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Version: 5

Revised: December 9, 2020

## **Program Schema:**

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Version: 5

Version Date: November 30, 2020

## **X10 Database Schema:**

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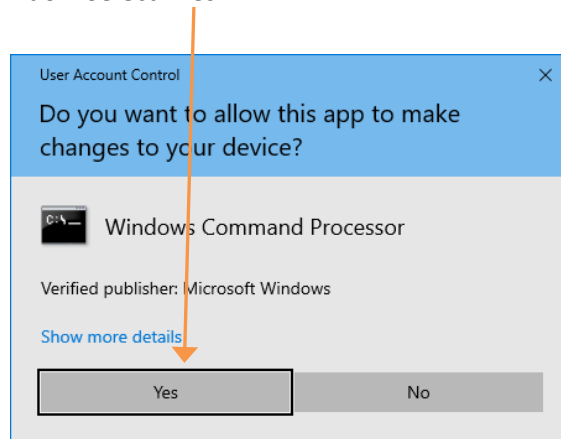
# Installation

## 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"



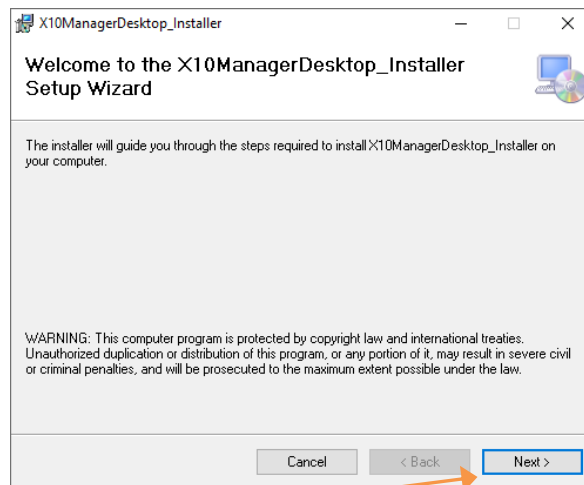
## Installation – continued

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

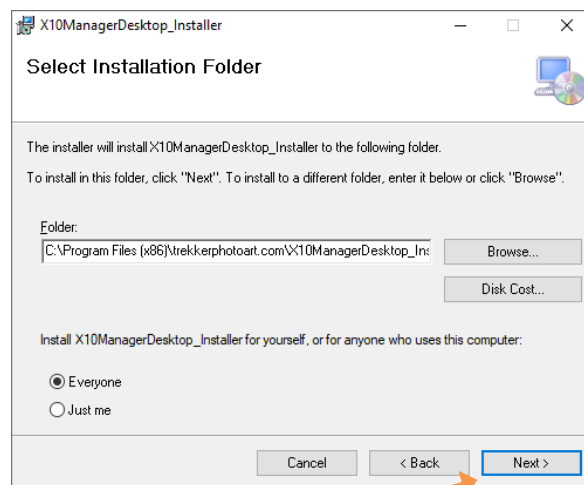
- C:\X10ManagerDesktop\_Installer
- C:\Program Files (x86)\trekkerphotoart.com\X10ManagerDesktop\_Installer
- C:\X10Manager **Note: An existing “C:\X10Manager” folder and its contents will be replaced.**

### Install “X10ManagerDesktop”

- 1) With “File Explorer” navigate to “C:\ X10ManagerDesktop\_Installer”
- 2) Mouse-Right-Click “X10ManagerDesktop\_Installer.msi”
- 3) Select “Install”

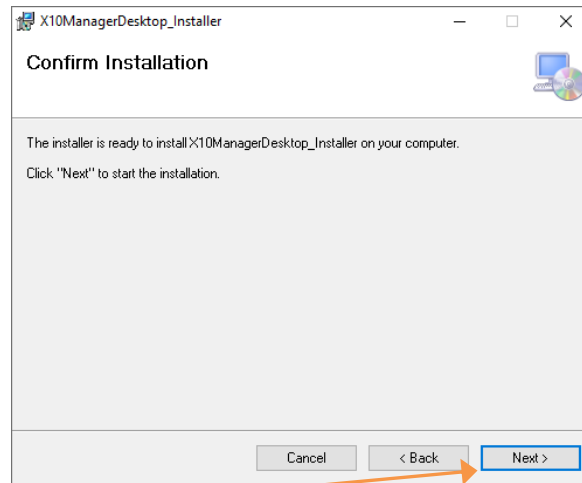


- 4) Select “Next”



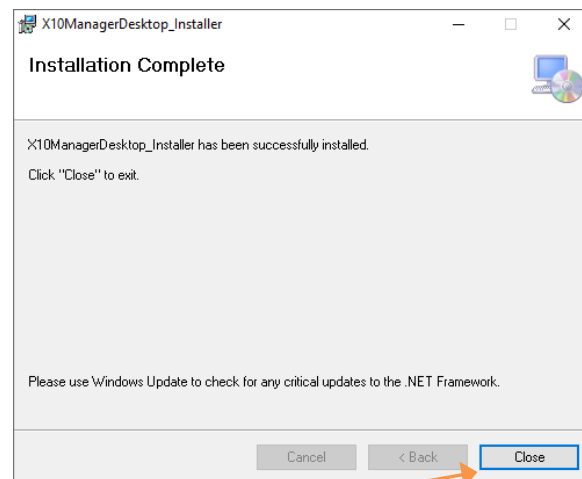
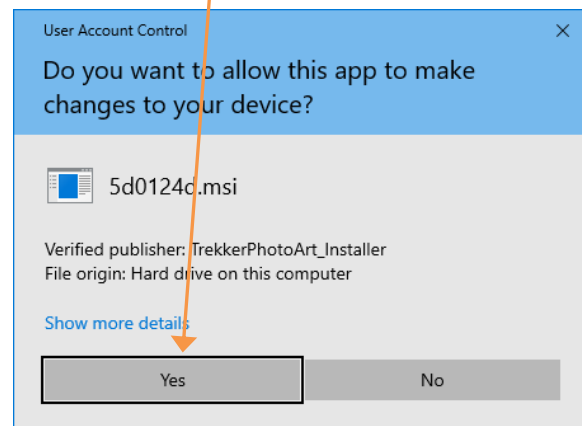
- 5) Use existing “Folder” location
- 6) Select “Everyone”
- 7) Select “Next”

## Installation – continued



8) Select "Next"

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



10) Select "Close" to finish Installation.



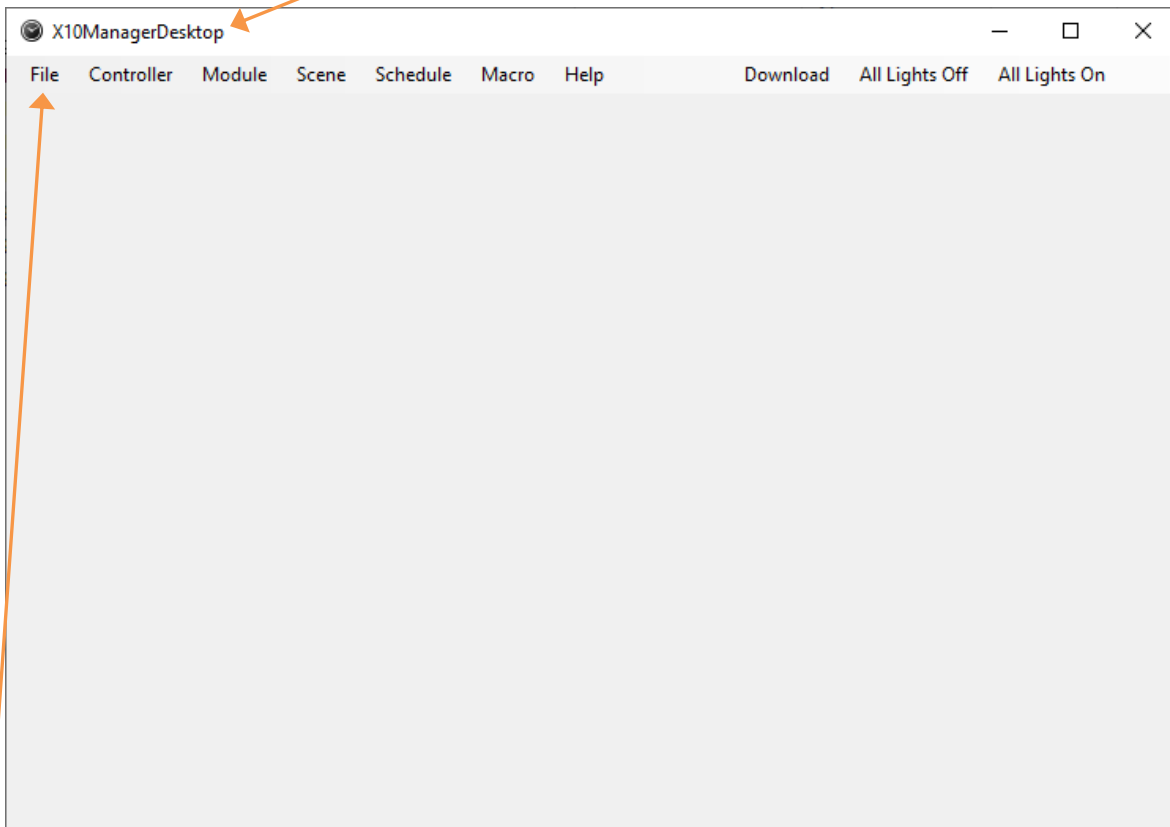
# Setup

## 1<sup>st</sup> Time Setup

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



1<sup>st</sup> time **X10ManagerDesktop** program window will be displayed.



Select “File” – “Settings”

## Setup – continued

### 1st Time Setup – continued

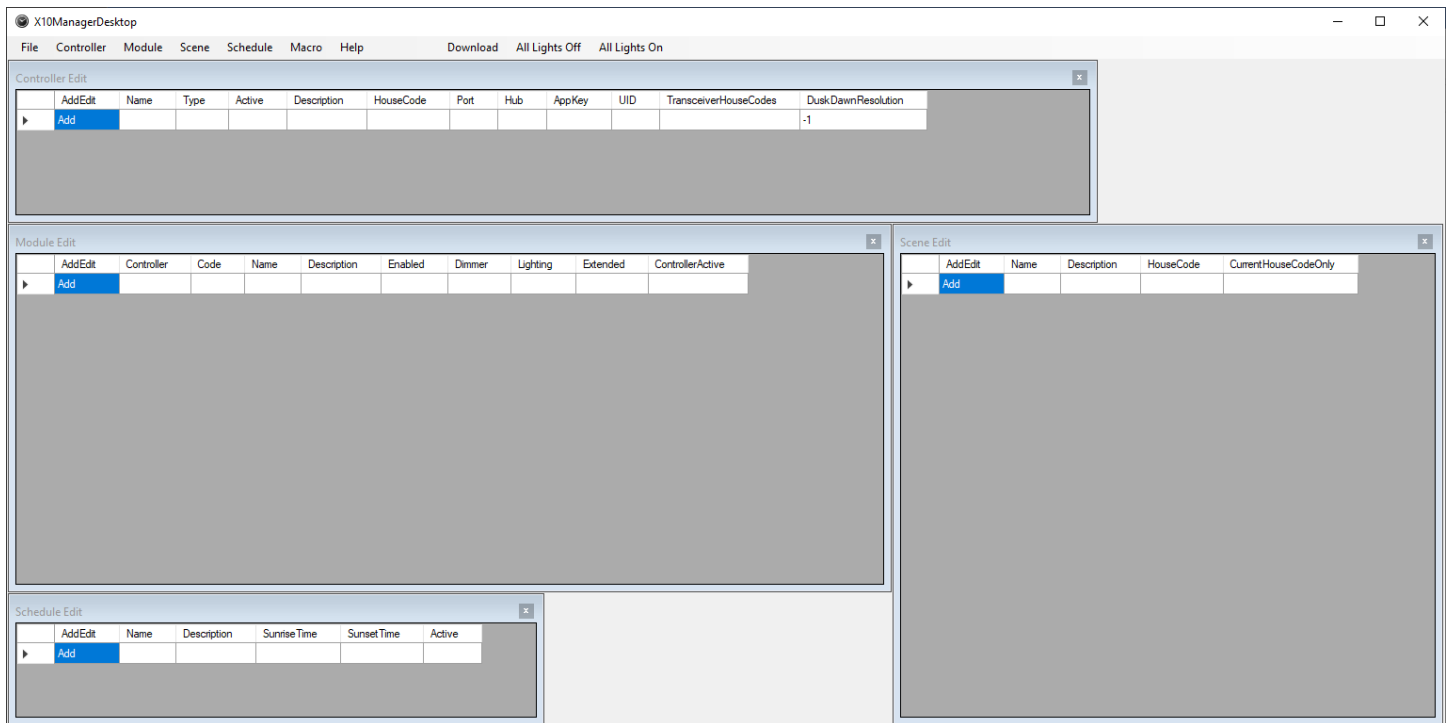
“Settings” Form is Displayed.

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.

Click “Update” when finished.

## Customize the X10Manager Desktop program Layout



Above shows an example of the **X10ManagerDesktop** program run for the 1<sup>st</sup> 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, Schedules** and their **Events**.

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

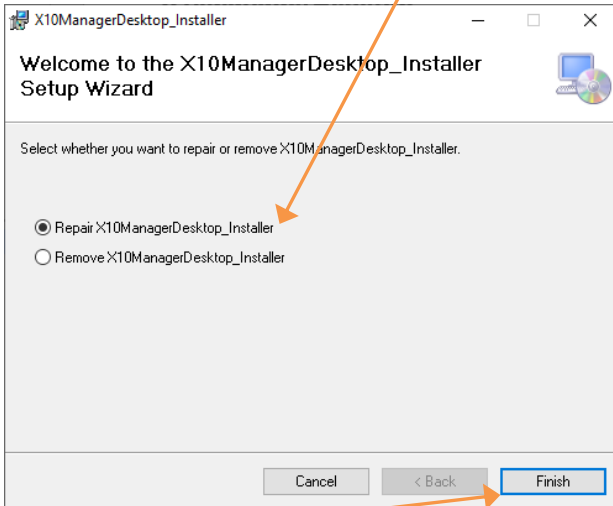
- 1) Controller
- 2) Module
- 3) Scene
- 4) Schedule
  - a. Event

# Repair Installation

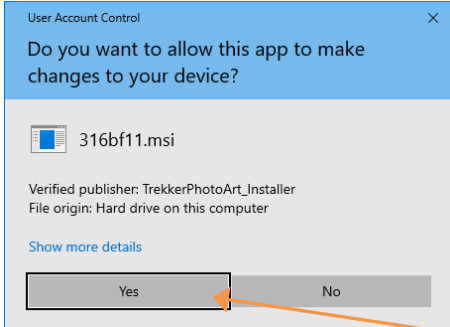
## To Repair or Re-Install “X10ManagerDesktop”

- 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.

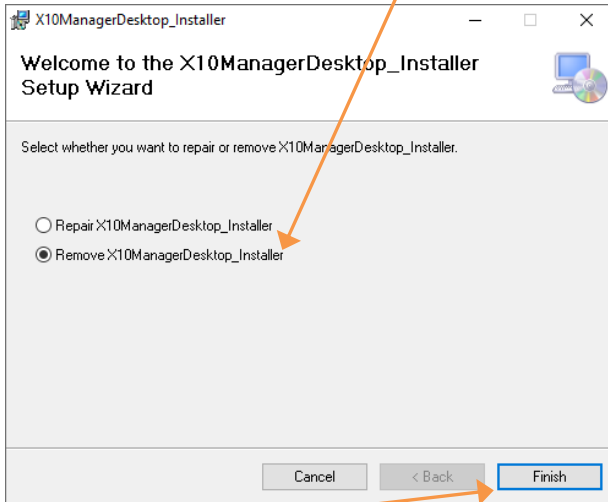
Refer to “**Preserve Files and X10 database**” section for details on how to preserve additional files, script customizations and data in the X10 database.

# Remove Installation

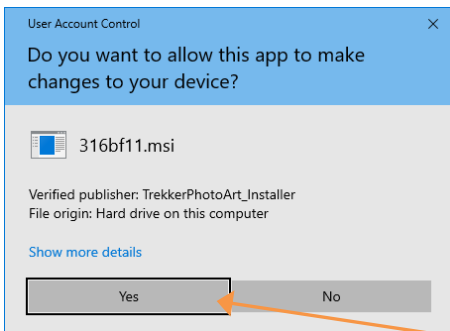
## To Remove “X10ManagerDesktop”

- 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: An existing “C:\X10Manager” folder and its contents will be replaced.**

The “C:\Program Files (x86)\trekkerphotoart.com\X10ManagerDesktop\_Installer” folder and its contents are also removed when a Repair or Remove Installation is performed. 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, the “C:\X10Manager” folder 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 folders within C:\X10Manager are:

- X10Db.mdb X10 Access database
- X10Manager.exe X10Manager (command line) executable
- X10Manager.exe.config Configuration file for X10Manager.exe
- X10Include.dll Library file for X10Manager.exe
- X10IncludeUSB.dll Library file for X10Manager.exe
- ParadoxReader.dll Library file for X10Manager.exe
- PurgeFiles.vbs Used by command scripts (.cmd) to purge script run-time log files
- X10Manager\_backupX10Db.cmd
- X10Manager\_createX10DbTables.cmd Resets X10 database, all existing data and settings are cleared
- X10Manager\_downloadEventsToActiveControllers.cmd
- X10Manager\_exportModulesFromX10Db.cmd
- X10Manager\_importModulesToX10Db.cmd
- X10Manager\_restoreX10Db.cmd
- X10ManagerDesktop\_OperationsManual.pdf A copy of this Operations Manual
- 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) Perform a X10 database restore by double-clicking on C:\X10Manager\X10Manager\_restoreX10Db.cmd
- 3) 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.

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 CP290” as a name.

Select “CP290” for **Controller “Model”**.

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

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

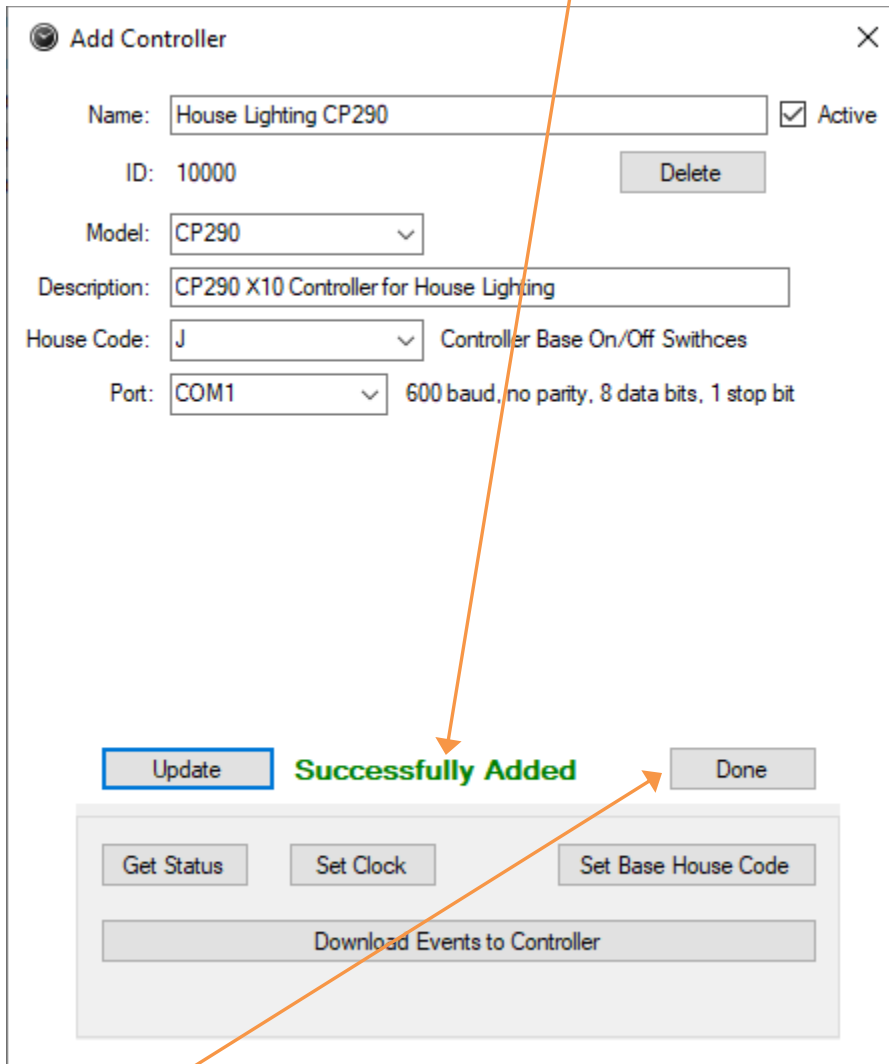
Next page shows a “Successfully Added” result.



## 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 form, the 'Update' button is highlighted with a blue border. The status box displays 'Successfully Added' in green text. An orange arrow points from the text above to the 'Successfully Added' message. Another orange arrow points from the 'Done' button to the text below.

Update **Successfully Added** Done

Get Status Set Clock Set Base House Code

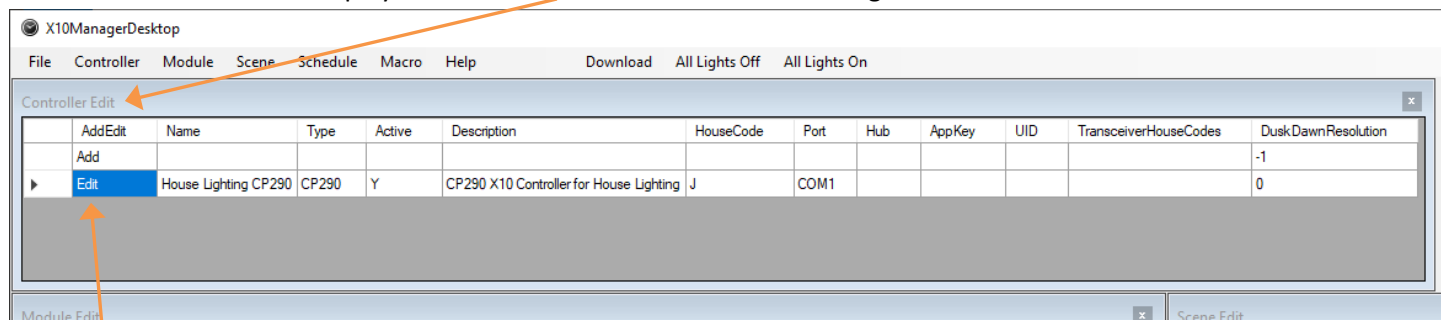
Download Events to Controller

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 1<sup>st</sup> 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.

Connecting through an external USB expansion hub is not supported.

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:

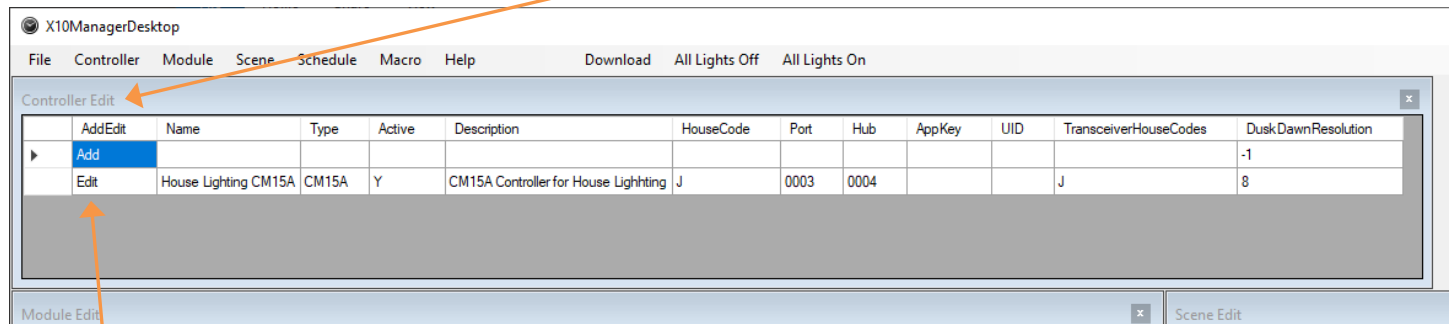
**Successfully Added**

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: House Lighting CM15A ☒ Active

ID: 10000 Delete

Model: CM15A

Description: CM15A X10 Controller for House Lighting

House Code: J Monitored House Code

Port: 0003.0004 X10 USB ActiveHome (ACPI-compliant)

Transceiver House Codes

☐ A ☐ C ☐ E ☐ G ☐ I ☐ K ☐ M ☐ O

☐ B ☐ D ☐ F ☐ H ☒ J ☐ L ☐ N ☐ P

Dusk/Dawn Resolution: 8 Days

Update Done

Get Status Set Clock "Set Clock" also sets Monitored and Transceiver House Codes

Download Events to Controller

Clear Controller Memory Export Controller Memory to File

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

Items not ghosted can be modified.

Click “**Update**” to save changes.

Click “**Done**” when finished.

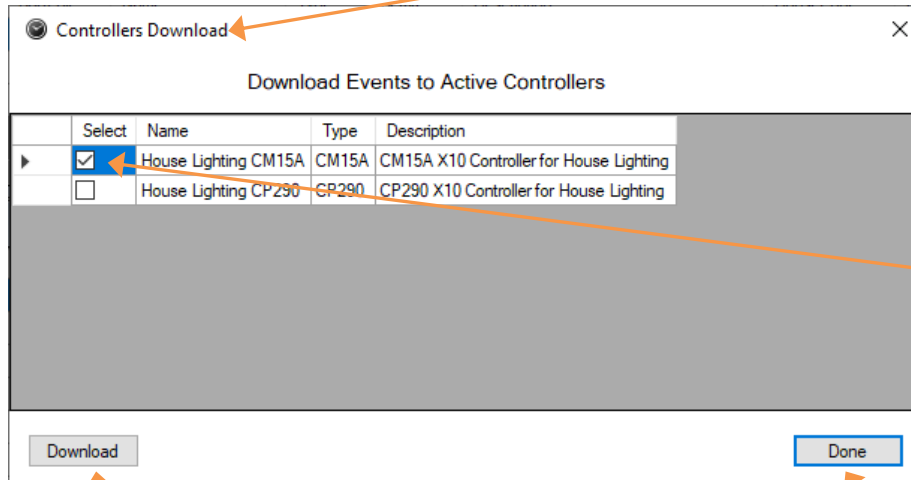
#### Controller Operations Panel

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 with the following fields and controls:

- Name:** Text field containing 'HalFloor'. An arrow points to this field with the text: "Module 'Name' is required."
- Enabled:** Checkmark box checked. 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:** Empty text field.
- Description:** Text field containing 'Hallway Floor/Wall Light'. An arrow points to this field with the text: "The 'Name' can be freely formatted. For this 'Add' example, the Module is given 'HalFloor' as a name."
- Controller:** Dropdown menu showing 'House Lighting CM15A [CM15A]'. An arrow points to this dropdown with the text: "Select a Controller that will control the Module."
- Controller Active:** Text field containing 'Yes'.
- House Code:** Dropdown menu showing 'J'.
- Module Code:** Dropdown menu showing '9'.
- Dimmer:** Unchecked checkbox.
- Control Lights:** Checked checkbox.
- Extended Commands:** Unchecked checkbox.
- Add:** Button at the bottom left. An arrow points to it with the text: "Click 'Add' to finish adding Module"
- Cancel:** 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.

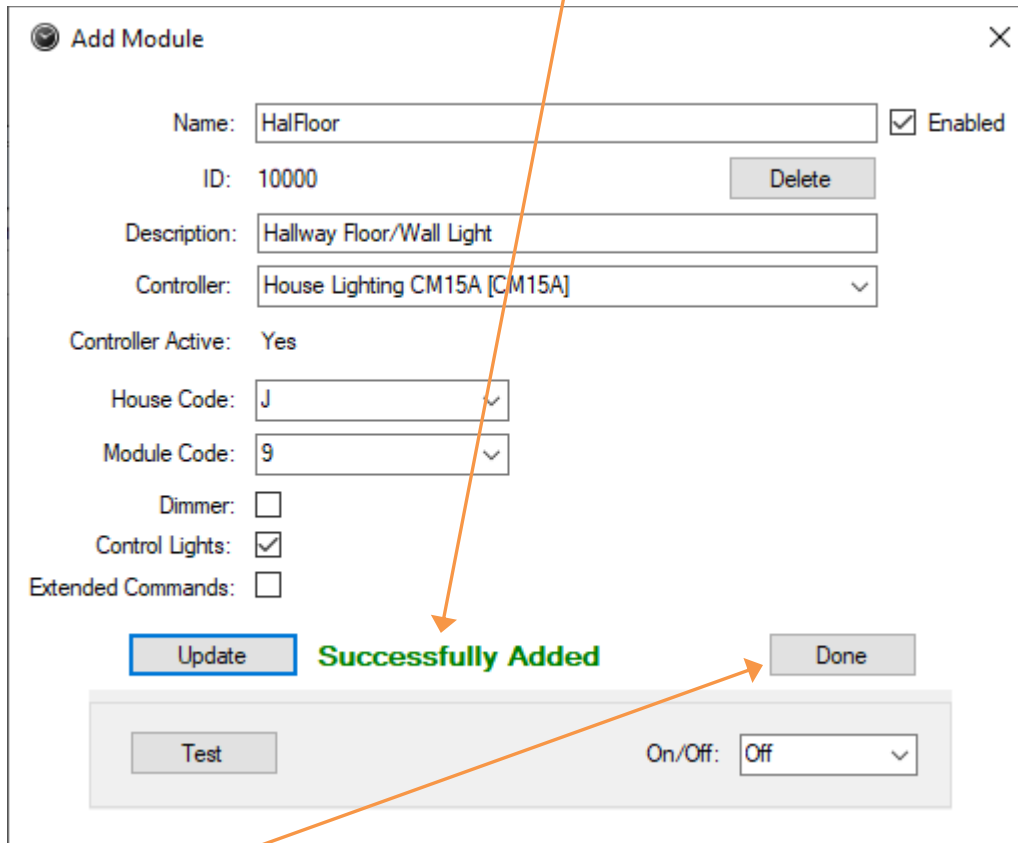
Click “Add” to finish adding **Module**

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, Done, Test
- Status Box:** Successfully Added

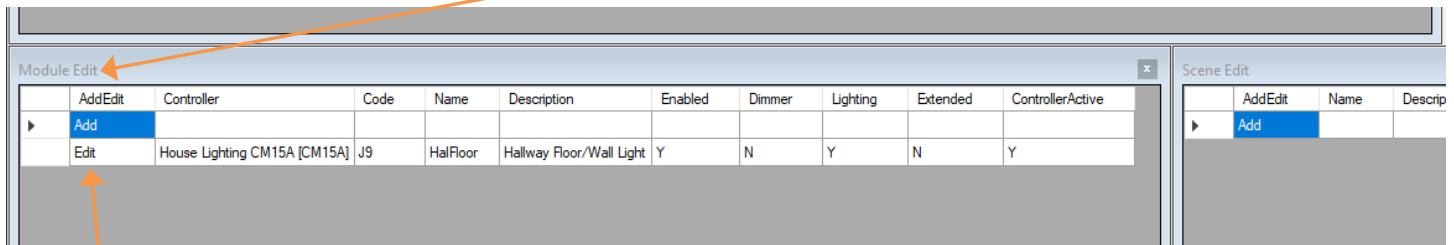
Click **Done** to close “Add Module” form.



## 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 screenshot shows the 'Update Module' form. It has 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 <div></div>	Outside Garage Lights
	J2	House Lighting CM15A [CM15A]	FPorch	On <div></div>	Front Porch Lights
▶	J3	House Lighting CM15A [CM15A]	BDoor	On <div></div>	Back Door Lights
	J9	House Lighting CM15A [CM15A]	HalFloor	<div></div>	Hallway Floor/Wall Light
	J16	House Lighting CM15A [CM15A]	Den Test Dimmer Module	<div></div>	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**

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 '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 'AddEdit' column has two buttons: 'Add' and 'Edit'. The 'Edit' button is highlighted with an orange arrow pointing to it from the text 'Click “Edit” on the row of the Scene to be edited.'

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

The “Update Scene” form will be displayed

The screenshot shows the 'Update Scene' form. It has a title bar with a close button. The form contains the following fields: 'Name' (text box with 'Doors On'), 'ID' (text box with '10000' and a 'Delete' button), 'Description' (text box with 'Turn On Outside Door Lights'), 'House Code' (dropdown menu with 'J'), and 'Current house code only' (checkbox 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). Below the table are buttons for 'Set All Off', 'Set All On', 'Clear All', 'Update', and 'Done'. At the bottom is a button labeled 'Test Modules In Scene'. Orange arrows point from the text instructions to the 'Update' and 'Test Modules In Scene' buttons.

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.

# Schedules

## Add Schedule

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

The screenshot shows the 'Add Schedule' form with the following fields and annotations:

- Name:** A text box containing 'House Lighting'. An arrow points to this field from the text 'Schedule "Name" is required.'
- ID:** A text box that is empty.
- Description:** A text box containing 'House Lighting with Events'. An arrow points to this field from the text 'The "Name" can be freely formatted. For this "Add" example, the Schedule is given "House Lighting" as a name.'
- Sunrise Time:** A text box that is empty.
- Sunset Time:** A text box that is empty.
- Events:** A section titled 'Events - New Schedule must first be added.' with a table below it. An arrow points to this section from the text 'Events can be added after new Schedule is added.'
- Buttons:** 'Add' and 'Cancel' buttons at the bottom. An arrow points to the 'Add' button from the text 'Click "Add" to finish adding Schedule'.

AddEdit	EventID	Scene	Days	Time	Security	Enabled
---------	---------	-------	------	------	----------	---------

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

**Add Schedule**

Name:  ☒ Active

ID:

Description:

Sunrise Time:  Add sets Sunrise/Sunset times (also reset by Controller downloads).

Sunset Time:

Events

AddEdit	EventID	Scene	Days	Time	Security	Enabled
Add	-1					

**Successfully Added**

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

**Events** can now be added.

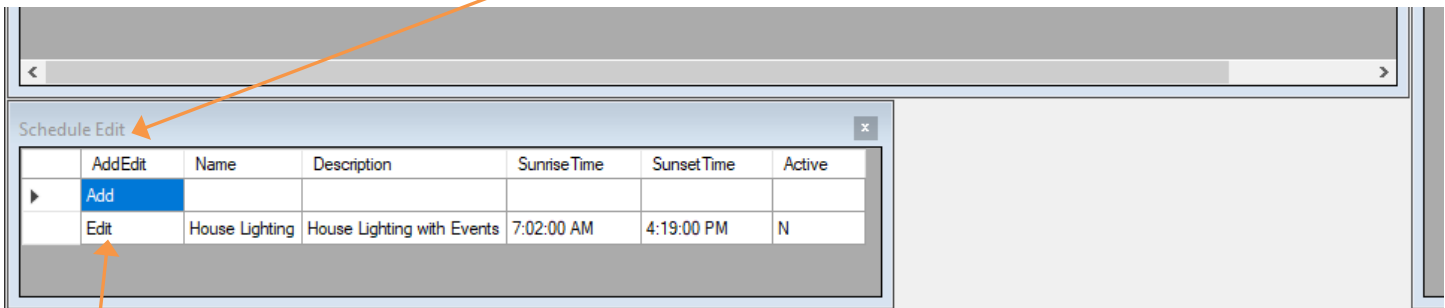
**Add Event** section will show how an **Event** can be added.

“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

The 'Update Schedule' form contains the following fields and sections:

- Name:** House Lighting
- ID:** 10000
- Description:** House Lighting with Events
- Sunrise Time:** 7:02:00 AM
- Sunset Time:** 4:19:00 PM
- Active:** ☒ (checked)
- Events Table:**

	AddEdit	EventID	Scene	Days	Time	Security	Enabled
▶	Add	1					
	Edit	10000	Doors On	Every Day	Sunrise - 30 minutes	N	Y
- Buttons:** Update, Done

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.

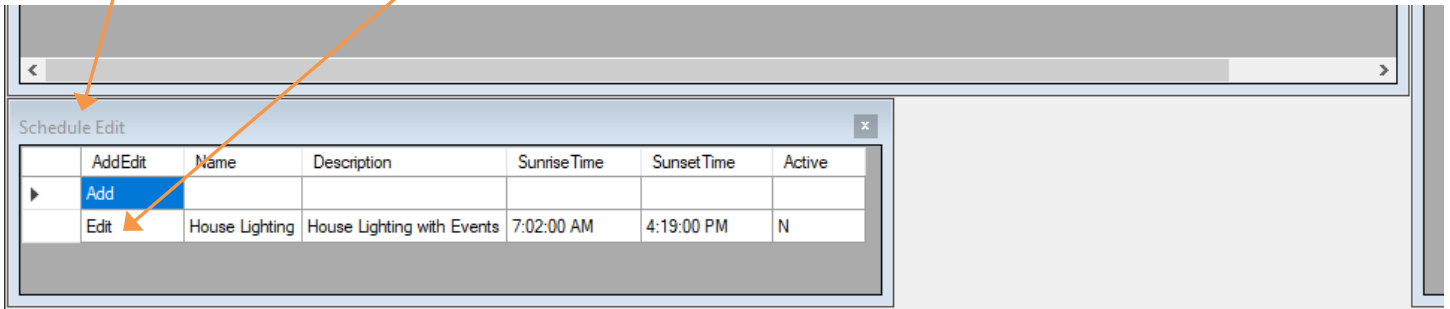
Click “**Done**” when finished.

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 a window titled "Update Schedule" with the following fields and buttons:

- 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 button
- Done button

Below the fields is a table titled "Events" with columns: AddEdit, EventID, Scene, Days, Time, Security, Enabled. The first row has an "Add" button highlighted in blue, and an orange arrow points to it from the text "Click 'Add' to add an Event." The table data is as follows:

AddEdit	EventID	Scene	Days	Time	Security	Enabled
Add	1					

Click “**Add**” to add an **Event**.

Next page shows “**Add Event**” form.



## Events – continued

### Add Event– continued

“Add Event” form.

The screenshot shows the 'Add Event' dialog box. It has a title bar with a close button. The form contains the following fields and controls:

- EventID:** A text input field.
- Schedule:** A text input field containing 'House Lighting'.
- Scene:** A dropdown menu showing 'Doors On'.
- Event Enabled:** A checked checkbox.
- Start Date:** A date picker showing 'Wednesday, January 1, 2020'.
- Stop Date:** A date picker showing 'Thursday, December 31, 2020'.
- Time:** A section with three radio buttons: 'Specific Time' (unselected), 'After Sunrise By' (selected), and 'After Sunset By' (unselected). The 'After Sunrise By' option has a value of '-30' in a text box and 'minutes' next to it. The 'After Sunset By' option has an empty text box and 'minutes' next to it.
- Security Variations:** An unchecked checkbox.
- Day(s):** A section with radio buttons: 'Today' (unselected), 'Tomorrow' (unselected), 'Weekends' (unselected), 'Weekdays' (unselected), 'Every Day' (selected), and 'Selected Day(s)' (unselected).
- Days:** A row of checkboxes for 'Mon', 'Tue', 'Wed', 'Thu', 'Fri', 'Sat', and 'Sun', all of which are checked.
- Buttons:** 'Add' and 'Cancel' buttons at the bottom.

Annotations with orange arrows point to the following elements:

- The 'Add Event' title bar.
- The 'Schedule' field.
- The 'Scene' dropdown menu.
- The 'Start Date' and 'Stop Date' date pickers.
- The 'After Sunrise By' radio button and its associated text box.
- The 'Add' button.

Schedule that owns Event.

Select from existing 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**

EventID: 10000 Delete

Schedule: House Lighting

Scene: Doors On

Event Enabled ☒ Start Date: Wednesday, January 1, 2020

Stop Date: Thursday, December 31, 2020

Time: ☐ Specific Time:  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)

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

Update **Successfully Added** Done

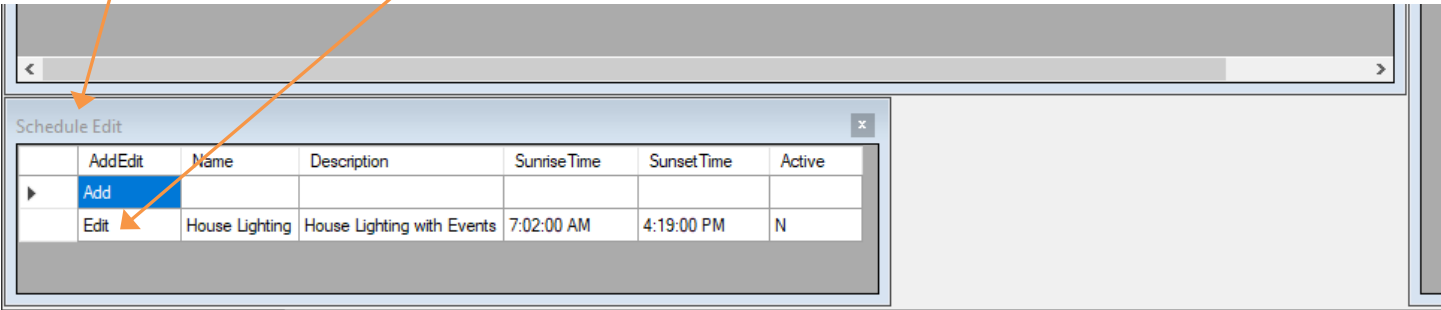
“Successfully Added” will be displayed in the status box.

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

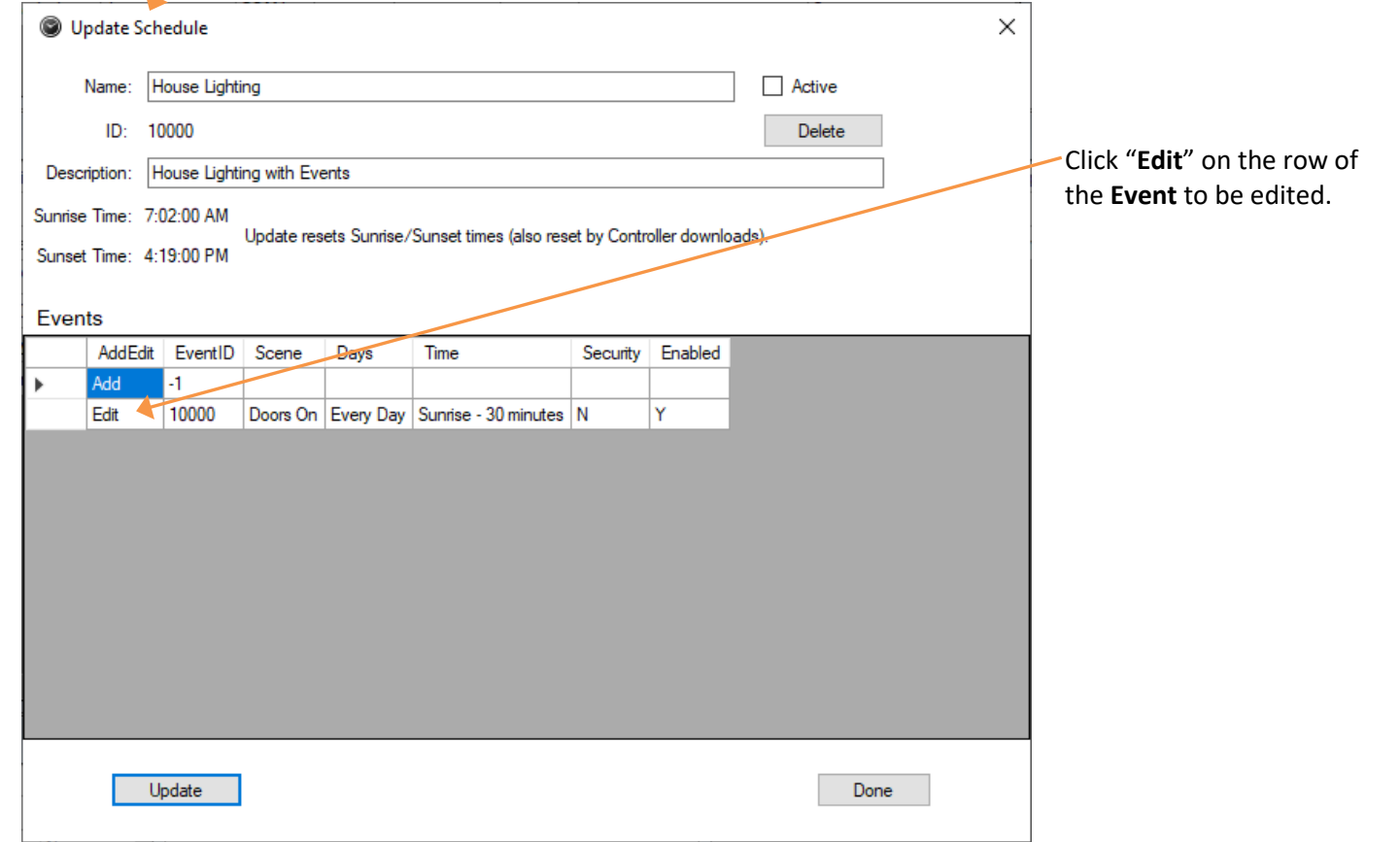
Events – continued

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 screenshot shows the 'Update Event' dialog box. It contains the following fields and controls:

- EventID:** 10000
- Schedule:** House Lighting
- Scene:** Doors On (dropdown menu)
- Event Enabled:** ☒
- Start Date:** Wednesday, January 1, 2020
- Stop Date:** Thursday, December 31, 2020
- Time:**
  - ☐ Specific Time: 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)
- Days:** ☒ Mon ☒ Tue ☒ Wed ☒ Thu ☒ Fri ☒ Sat ☒ Sun
- Buttons:** Update, Done, Delete

Schedule that owns Event.

Select from existing 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

# Macros

## Add Macro

Future feature

Next page shows a “Successfully Added” result.

**Macros** – continued

**Add Macro**– continued

Future feature

## **Macros** – continued

### **Edit Macro**

Future feature

Blank Page for the moment!

# 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 X10IncludeUSB.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|  
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]

/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"]

## 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> /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:"CP290" /N:"House Lighting CP290" /H:"J" /M:"16" /1:"Y" /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 **X10ManagerDesktop** – “**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"

## **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

### **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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