

# Installation of dev-Environment for WireGateway

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Only tested on Windows 10!

Download and install git from <https://git-scm.com/downloads> with default options

Download and install visual studio code from <https://code.visualstudio.com/download> (User installer, 64 bit)

Start visual studio code

Go to extensions (Ctrl-Shift-X)

Enter "platformio" in search field

Install "PlatformIO IDE" extension

Wait until installation is finished, do the necessary reload window afterwards (may take some time)

Click on the new PlatformIO-Icon on the left 

In "Quick Access", choose open

In the new "PIO Home" tab, click on "New Project..."

In the upcoming dialog, provide the name "Test", Board "Sparkfun SAMD21 Dev Breakout", Framework "Arduino" and Location "Use default location"

Click "Finish" and wait until finished. Visuals Studio Code will open the newly created project afterwards. The new project is just used to create default envoronment and can be deleted afterwards.

Click again the PlatformIO Icon 

Again "Quick Access" appears, click "Miscellaneous->PlatformIO Core CLI"

A new terminal (within Visual Studio Code) appears, the path is home of the new test project. We don't need the test project, it was just used to create all necessary path for development. From now on we work in this terminal window:

```
cd ..
```

You should be now in a directory ending with ...\\Documents\\PlatformIO\\Projects

```
git clone https://github.com/mumpf/knx.git
git clone https://github.com/mumpf/knx-common.git
git clone https://github.com/mumpf/knx-logic.git
git clone https://github.com/mumpf/knx-wire.git
cd knx
```

```
git checkout release
cd ..\knx-common
git checkout beta
cd ..\knx-logic
git checkout beta
cd ..\knx-wire
git checkout beta
code WireGateway.code-workspace
```

Now a new instance of Visual Studio Code is started. You can close the other (previous) instance.

Press Ctrl-Shift-B, select the "**Build PlatformIO** knx-wire" build task and press enter.

Now the compiler starts, this may take a while, there will be many yellow warnings, they can be ignored.

At the end, there should be a message like

```
Linking .pio\build\build\firmware.elf
Checking size .pio\build\build\firmware.elf
Advanced Memory Usage is available via "PlatformIO Home > Project Inspect"
RAM:  [==          ] 23.7% (used 7780 bytes from 32768 bytes)
Flash: [=====    ] 49.3% (used 129364 bytes from 262144 bytes)
Building .pio\build\build\firmware.bin
===== [SUCCESS] Took 34.60 seconds =====
```

Now you successfully build the beta Firmware for the WireGateway, containing a ETS configurable knx stack, a logic module with 80 logic channels and a one wire module for up to 90 one wire sensors.

Precompiled firmware versions are not released anymore, you have always to compile your own.

## How to upload the Firmware to your Hardware

Connect your device via USB to your PC.

Press Ctrl-Shift-B, select "**Upload USB** knx-wire" build task and press enter.

Wait until file is uploaded.

## How to build a knxprod for this firmware

Open <https://github.com/mumpf/multiply-channels/releases>

Download the newest release of multiply-channels, currently it is version 2.1.2.

The executable is MultiplyChannels.exe

Save it to C:\Users\<username>\bin (usually you have to create bin directory)

If this is not your ETS-PC, install ETS5 on this PC (ETS5.7.x demo is sufficient, even any 5.6.x should do)

Go to the Visual Studio Code instance, which is containing the knx-wire project

Press Ctrl-Shift-P, enter "run test task" and click the appearing "Tasks: Run Test Task"

In the following dropdown select "**MultiplyChannels-Beta** knx-wire"

Wait for the success message in the terminal window

The freshly build

- WireGateway-v3.x-beta.knxprod

you will find in the beta directory of the knx-wire project

You can import this knxprod in your ETS (minimum 5.6) like any other knxprod.

## Programming with ETS

This works the same way as with all other KNX devices. There is no need anymore to program the physical address first or to transfer the complete application program after initial programming.

Simply use the "Program"-Button or any programming way you are used to and ETS will do the correct thing in the fastest way possible.