

System Manager 2 Reference Guidev1.02



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INTRODUCTION

System Manager 2 is a Windows based application designed to customize ADAPT software for Crestron home automation systems. A Crestron SIMPL Windows project built with ADAPT modules generates an ADAPT system file on the Crestron processor that contains all of the customizable settings and attributes of the project. Attributes such as properties, connections, and locations for rooms, devices, and interfaces. ADAPT System Manger is primarily a tool for editing, managing, and backing up that file. Additional features include troubleshooting, file loading, and more. ADAPT System Manager works in conjunction with ADAPT modules for SIMPL Windows and will not work with other Crestron software products. System Manager 2 has been revised from the ground up to provide a better user experience and incorporate a new infrastructure that will allow robust future features to be added.

GETTING STARTED

Installing ADAPT System Manager

If you are an ADAPT dealer, you will receive an installation package either through the dealer section of our website, www.pdadapt.com, or delivered directly from a PanTech Design associate. For more details on becoming an ADAPT dealer and acquiring the software, visit our website, send us an email at sales@pdadapt.com, or call us at 817-898-0339.

INSTALLATION

System Requirements

- 1. System running Atom quad-core processor, 2gb memory, 64gb storage and a monitor with minimum 1280x768 resolution (1920x1080 preferred).
- 2. Current login is an Administrator level account.
- 3. Install on Windows 7 or higher with the latest service packs and updates installed.
- 4. Temporarily suspend anti-virus programs or be prepared to allow/approve any exceptions while installing System Manager.

To install ADAPT System Manager on you PC or Tablet;

 Locate the setup.exe file and run it (Note: Depending on the <u>configuration version of Windows</u> you might receive a notice that the application is not signed (Figure-A: Windows Protected your PC). This is not a concern so select "Run anyway").







2. Proceed with the installation following the Setup Wizard (Figure-B: PD ADAPT System Manager Setup Wizard).





3. After the installation is complete, select the System Manager icon to launch System Manager (Figure-C: Adapt System Manager Icon).



FIGURE C

COMMON FILE TASKS

Start Page

The Start page is the first page you see when you open ADAPT System Manager (Figure-1).

System Manager 2.0	_ 0.X
File Project Tools Connection	Configuration Tools
	Adapt file not loaded
	Open Local Adapt Open Adapt Connect

[Figure-1 – Start Page]

At startup, you should see the following quick items:

[Open Adapt] – This will allow you to open a local ADAPT file for editing.

[Connect] – This will open the processor connection console.

Note: You can open and edit files on your local PC and files a Crestron processor. It is important to know that once a system is running, ADAPT will write new data to the *.adapt file during run time. Data such as AV Scenes and Channel Presets. Once the system is running, you always want to retrieve the file from the Crestron processor and not rely on your local file.

Open a Local Adapt file

To open an Adapt file already saved on your computer, select [Open Adapt] on the Start page, or select "File/Open Local Adapt" from the top menu (*.adapt file extension), then select [Open] (Figure-2).





Open an Adapt file from the processor

To open an Adapt file on the control processor you first establish an active connection to it in order to retrieve the Adapt file. (See next section on how to "Connect to a Processor"). Select [Open Adapt From Processor] on the "File/Open Adapt From Processor" from the top menu (Figure-3). NOTE: This menu item is only available when connected to a processor.

Configuration To	ols
Adapt file n	ot loaded
	2010
Open Adapt	Conne
	Adapt file n Open Adapt

[Figure-3 – Opening an Adapt File From the Processor]

After selecting "Open Adapt From Processor", the processor will check the NVRAM directory on the processor and present you with a list of Adapt files found on the processor (Typically only one file is displayed. However, if this is your development processor additional files may be displayed, Figure-4).

Select the "Load" button, or double-click on the file name. The file will be copied to your local PC.

System Manager 2.0				-	□ ×
Controlle	er				
					-
	Please select the conf	iguration file	to load:		
	FILE NAME ADAPT 26 Room Example v2.5 System.adapt	182663	2018-05-17 11:08		
	ADAPT 26 Room Example v2.5 System.adapt				
1					
	Load	Can	icel		
			_		

[Figure-4 – Opening an Adapt File]

Adapt Retrieved Folder

Please note that when the Adapt File is opened from the processor it is copied to the "Adapt Retrieved Folder" (Figure-5). The file path is shown in the "Tools/Settings" on the main menu and then under the Directories Tab in the "Adapt Retrieved Folder" path. In addition, an archive of the file is created in the "Adapt Archive Folder" with a time stamp to serve as a backup in case you need to revert to an earlier version of the Adapt file. NOTE: It is recommended to save your file to your working project directory using "File > Save As".

System Manager 2.0						
File Project Tools Connection He	eip	→ System Man	ager Settir	ngs		
	Config	Dimeterile	Teele		Adversed	
		Directories	TODIS	Company	Advanced	
Devices		Adapt Retrieved Folder	C:\Program Files (x8	6)'\Adapt System Manager 2\\Retrie	ved	
Rooms		Adapt Archive Folder	C\Program Files (x84	6)\Adapt System Manager 2\Archiv	/e	
Aroas		Homepage Layouts	C:\Program Files (x88	5)\Adapt System Manager 2\\Home	spageLayouts	
Micus		Dynamic IR Folder	C:\Program Files (x88	5)\Adapt System Manager 2\Dynar	micIR (
Interfaces		Retrieved IR Folder	C:\Program Files (x84	6)\Adapt System Manager 2\Retrie	vedi R	
Automation		Addressbooks	C:\Program Files (x88	51\Adapt System Manager 2\Addre	essBook	
Clobal Sottings						
Global settings						
Activation						
		Close				
	SSH:Connected 192.168.16.					

[Figure-5 – Adapt Retrieved Folder]

Adapt Archive Folder

Figure-6 shows an example of the archived Adapt file in the designated "Adapt Archive Folder". To restore the archive to an Adapt file, simply rename the extension from "archive" to "adapt".

File Home Share View	System Manager 2\Archive					- 1	×
Pin to Quick access Copy Paste	Move Copy to*	New item • New folder	Properties	Select all Select none Invert selection			
Copusad	(C) > Brogram Files (v86) > Ada	int Surtem Manager 2) Ar	open	Select		Search Archive	0
 	ADAPT 26 Room Exar	nple v2.5 System.adapt.2018	05171128127.archive	Date modified 5/17/2018 11:28 AM	Type ARCHIVE File	Size 179 KB	в
Creative Cloud Files Documents Tropher	*						
Pictures	*						
Dropbox							

[Figure-6 – Example Archive File]



Connect to a Processor

To open an Adapt file that is located on a control processor you must first connect to it through System Manager in order to download it for editing. In addition, the connection allows for functions such as a live <u>Console</u> connection to the processor, SIMPL program transfer, Dynamic IR file transfer/retrieval and FTP file manager (Found in the "Tools" section of System Manager.

To establish a connection to a processor, select [Connect] on the Start page, or select "Connection/Connect" (Figure-7).

Sys	tem Manager	2.0			
File	Project Tools	Connection	Help		
		Connect		Configuration	Tools
	_ /	Disconn	ect		
	Device	€S			
	Room	IS			
	Area				
	Interfac	es			
	Automa	tion		Ada	apt file not loaded
	Global Se	ttings			
	Activati	on		Open Adapt	t Connect
				[Figure-7 – Connect to a Pro	cessor]

Connecting to a Processor

After selecting "Connect" a connection slide out will appear with 4 connection options;

1. Manual Connect

Manual Connect (Figure-8) allow for you to enter the connection information. First choose the connection type (SSH/SFTP or FTP/TELNET) NOTE: It is recommended that all connections be done as "SSH/SFTP" since this connection method is faster and more robust. Second, enter the Controller's IP address into the Controller IP field and the port number into the Port field (The default port number will be entered depending on the connection type selected). Third, enter the User Name and Password (if applicable). Again, the defaults will be automatically entered upon selecting the connection type. Last, select the Connect button to initiate the connection.



[Figure-8 – Manual Connect]

2. Address Book

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Address Book (Figure-9) allows you to save the connection information. To connect with an address book entry, first select the address book item, then select Connect (Or, just double-click the address book item). To edit the entry, select the item, then change the connection information (Changes are automatically saved).

Configuration Too Devices Rooms Areas Interfaces Automation Global Settings Activation Open Adapt file nc User Name Creation CP3 Controller IP 192:168.15.122 Port 22 23 Controller IP 192:168.16.122 Port 22 23 Controller IP 192:168.16.122 Port 23 Controller IP 192:168.16.122 Port 22 Controller IP 192:168.16.122 Port 23 Controller IP 192:168.16.122 Port 23 Controller IP 192:168.16.122 Port 23 Controller IP 192:168.16.122 101 102 103 103 104 104 104 105 105 105 106 107 108 108 109 109 109 109 109 109 109 100 100 100 100 100 100 100 100 100 <th>System Manager 2.0 File Project Tools Connection</th> <th>Help</th> <th>→ Connect</th> <th></th> <th></th>	System Manager 2.0 File Project Tools Connection	Help	→ Connect		
Devices Rooms Areas Interfaces Automation Global Settings Activation Open Adapt Open Adapt Charter The User password CP3 Interfaces Automation Construction Open Adapt Controller IP Interfaces Automation Construction Open Adapt Interfaces Activation Open Adapt Interfaces Activation Open Adapt Interfaces Interfaces Activation Open Adapt Interfaces Interfaces Activation Open Adapt Interfaces Interfaces <t< th=""><th></th><th>ConfigurationTo</th><th>Manual Connect</th><th>Address Book Find Controllers Recent</th><th></th></t<>		ConfigurationTo	Manual Connect	Address Book Find Controllers Recent	
Rooms Areas Interfaces Automation Global Settings Activation Open Adapt Open Adapt Name C1 Pot 22 User Name Cestron Password CP3 Contoller IP Pot 22 Pot 23 User Name Cestron Password CP3 Contoller IP Pot <td>Devices</td> <td></td> <td></td> <td>SSH/SFTP FTP/TELNET</td> <td></td>	Devices			SSH/SFTP FTP/TELNET	
Areas Interfaces Automation Global Settings Activation Open Adapt Image: CP3 Image: CP4 Image: CP4 Image: CP4 Image: CP4 Image: CP4 Image: CP4 <	Rooms		Controller IP	CP3 192.168.16.122	×
Interfaces Automation Global Settings Activation Open Adapt User Name crestron Password Description CP3 CP3 SSH 192.168.16.122 CP3	Areas		Port	22	
Automation Global Settings Activation Open Adapt Name Type Controller IP Description CP3	Interfaces		User Name	crestron	
Global Settings Activation Open Adapt Name Type CP3 SSH	Automation		Password	Enter the user password	×
Activation Open Adapt Name Type Controller IP Description CP3 SSH 192.168.16.122 CP3	Global Settings	Adapt file r	C Description	СРЗ	Ĩ
Name Type Controller IP Description CP3 SSH 192,168,16.122 CP3	Activation	Open Adapt			
add del Cancel Connect			Name ≥ CP3 Cancel	Type Controller IP Description SSH 192,168.16.122 CP3 add dele Connect	te

[Figure-9 – Address Book]

3. Find Controllers

Find Controllers (Figure-10) allows you to auto discover any 3-series control processors connected to the same LAN you to connect to them. First, select the "Scan" button to discover the processors. To connect to a discovered processor, select the item, then select Connect (Or, just double-click the found item). Upon selecting a controller, two additional buttons will appear at the bottom of the connection page "add" and "add you to add the items to your address book which will be saved to your PC.

System Manager 2:0			~			
File Project Tools Connection	Help		→ Connect			
	C	onfiguration Too	Manual Connect	Address Book	Find Controllers	Recent
Devices			Name CP3	Type SSH	Controller IP Descrip 192.168.16.122 CP3	ption
Rooms			RMC3-JOE RMC3DELL	SSH SSH SSH	192.168.16.227 RMC3 192.168.16.179 RMC3 192.168.16.123 RMC3	
Areas			PRO3-7F331CE4 STUDENT02	SSH SSH	192.168.16.103 PRO3 192.168.16.226 RMC3	
Automation			CFDN	Hee	192.100.10.100 CP3N	
Global Settings		Adapt file no				
Activation		Open Adapt				
			add ac	ld all		scan stop
	*		Cancel		Connect	

[Figure-10 – Find Controllers]

4. Recent

When a successful connection has been made, it is added to the recent connections list (whether it was made manually, in the address book or with the Found Controllers, Figure-11). Upon selecting a controller, an additional button will appear at the bottom of the connection page ("add"). This button allows you to add the item to your address book which will be saved to your PC.

System Manager 2.0 File Project Tools Connection	Help		→ Connect			
		Configuration Too	Manual Connect	Address Book	Find Controllers	Recent
Devices			Name CP3	Type SSH	Controller IP Descripti 192.168.16.122	on
Rooms			STUDENT02	SSH	192.168.16.226	
Areas						
Interfaces						
Automation		Adapt filo pr				
Global Settings		Adapt nie no				
Activation		Open Adapt				
			add			clear
			Cancel		Connect	
	8					ii

[Figure-11 – Recent]

Connection Process



When you are connecting to a processor, a splash screen will appear showing the connection progress as it establishes a connection. NOTE: It is recommended that all connections be done as "SSH/SFTP" since this is a faster more robust connection method.

After a successful connection, a new window will be visible on your desktop. This is the terminal console for the connection (Figure-12).



[Figure-12 – Console Window]

<u>The</u> "Console" window has three primary areas (1) the console terminal area (click anywhere in the black area to gain focus), (2) pre-programmed commands in the menus on the right and (3) user command entry area on the bottom which includes a recent user commands area that maintains a list of commands entered so they do not have to be retyped. NOTE: This window can be resized and minimized but cannot be closed. This is due to the importance of keeping this window available to monitor the processor during the Adapt processes. It is recommended to become familiar with the Console and actively monitor the processor when programming and configuring the Adapt file.

After a successful connection, a new window will be visible on your desktop. This is the terminal console for the connection (Figure-12).



[Figure-12 – Console Window]

SYSTEM CONFIGURATION

Ready to Edit the Adapt File

After successfully opening the Adapt file for editing, it is now time to review the Configuration section of System Manager.

The Configuration area (previously known as System) is project will be customized. Editing devices, rooms, interfaces, and global settings are all accomplished through the various sections in this area. Navigating the sections is simple as selecting the desired section from the menu list at the left side of the screen.

System Manager 2.0					-	Ū.	×
File Project Tools Connection	n Help						
		Configuration	Tools				
Devices	Devices						
	Audio Switchers Video Switchers Receivers	*					
	Displays	Displays Sources Uighting System Uighting Zones					
	Lighting System						
	Climate	÷					
	Security Cameras	ž					
	Window System Window Zones	* *	• • No devic				
	Door Locks Doorbells	•					
	Other	•					
CAProgram Files (x86)\Adapt Syst	em Manager 2\Retrieved\ADAPT 26 Room	Example v2.5 System.adapt		SSH5Connected 192.168.16.226 : 22			

[Figure-13 – Configuration]

The Configuration section consists of six different configuration areas:

- 1. Devices Where you edit the devices that have been defined as part of your system.
- 2. Rooms Where you define how each room is configured.
- 3. Areas This section allows you to group rooms together for control.
- 4. Interfaces Where you configure each control interface.
- 5. Automation Where you configure automatic functions for the system.
- 6. Global Settings For setting up Preset source, Multi-Room sources and Intercom Touch Panels.
- 7. Activation Where you enter activation information for your controller.

DEVICES

The "Devices" section shows a list of the different device types. Devices are listed under each device type based on what was defined in the SIMPL Windows program. Note that each device will have a unique ID within a device type. For example, the first Audio Switcher listed will be Audio-1. The device ID shown in the Details field reflects this unique ID. This Device ID corresponds to the unique ID assigned to the module in the SIMPL Windows program. In order for the program to make the correct connections to the appropriate IR driver, control module, etc., these IDs must match in the program and the configuration file.

To modify a device, select the device type from the "Devices" list to expand then select the individual device. Under the details area, you can rename the device by updating the Name field then selecting [Apply].

While you cannot delete a device in System Manager, a device can be in the project and not exposed on user interfaces simply by not assigning it to a room or by removing it from the Allowed Sources list under **Rooms** or the Navigation Items list under **Interfaces**. If you do want to delete a device from a project completely, it must be done in the SIMPL Windows program.

A Tie Line is defined when the input of a switcher is connected to the output of another switcher. A switcher is any device that has multiple inputs with a variable output. For example, an output on a video switcher connects to the input of a video display. Both devices are technically switchers because they have different inputs and the output sends or displays whichever input is selected. To define this connection, we must add a Tie Line to the target input on the video display that points it to the correct output on the video switcher. To expand this example, we could add an AV receiver between the video switcher and the video display. To connect the correct signal flow, define a Tie Line on the input of the video display to the output of the AV receiver then define another Tie Line on the input of the AV receiver to the output of the video switcher. Tie Lines are not needed when defining the fixed output of a switcher, such as a loop output, to the input of another switcher. For example, assume you have two audio switchers that are cascaded. Typically, in the physical installation, there would be static connections for each input on the first switcher to the inputs of the next switcher. With a C2N-AMP6X100, the loop outs on the first switcher are connected to the inputs of the second switcher. Tie Lines are not the appropriate method for defining these connections. Instead, the output of each source device should be connected to the corresponding input of each switcher. See Sources for more details. With a Sonnex system, the SWAMP-24X8 and connected expanders are considered one switcher with 24 inputs and as many outputs as there are expanders.

AUDIO SWITCHERS



Inputs: The Inputs tab shows a list of the inputs for the device. To change an input name, update the corresponding field and select the "Save" icon in the Input Details area. To define a Tie Line, select the ellipsis [...] button, then in the console window that opens, select the corresponding device and output then select [Apply].

Outputs: The Outputs tab shows a list of the outputs for the device. To change an output name, update the corresponding field and select the "Save" icon in the Output Details area.

Settings: (No settings available.)

VIDEO SWITCHERS



Inputs: The "Inputs" tab shows a list of the inputs for the device. To change an input name, update the corresponding field and select the "Save" icon in the Input Details area. To define a Tie Line, select the ellipsis [...] button, then in the console window that opens, select the corresponding device and output then select [Apply].

Outputs: The "Outputs" tab shows a list of the outputs for the device. To change an output name, update the corresponding field and select the "Save" icon in the Output Details area.

Settings: (No settings available.)

AV RECEIVERS

Inputs: The "Inputs" tab shows a list of the inputs for the device. To change an input name, update the corresponding field and select the "Save" icon in the "Input Details" field. To define a Tie Line, select the ellipsis [...] button, then in the console window that opens, select the corresponding device and output then select [Apply]. Note that if multiple Tie Lines are defined on different input on a Receiver, the lower numbered input takes precedence. Take the example of a satellite box that has an audio destination defined on an Audio Switcher, and a video destination defined on a Video Switcher. If Input 1 on the Receiver is defined as a Tie Line coming from an output on the Audio Switcher, and Input 2 is defined as a Tie Line coming from the Video Switcher, whenever that source is selected, the Receiver will switch to Input 1 which may be undesirable. It is recommended that you always define video tie lines on lower numbered inputs than audio tie lines.

System Manager 2.0							_ = ×
File Project Tools Connection	Help						
		Con	figuratio	on	Tools		
Devices	Devices						
Rooms	Audio Switchers Video Switchers	* *	Name	Living	Room Recei	iver (Integra)	
Areas	Receivers 1 Living Room Receiver (Integra)	Not IR		nputs	Settings		
Interfaces	2 Theater Receiver (Sony) Displays	🔅 Not IR	1 Input1 2 Input2	<> DM-MD	16x16 (Output1 - Living)	Input Details	
Automation	Sources Lighting System	* *	4 Input4 5 Input5			Name Input Number	Input1
Global Settings	Lighting Zones Climate	* *	6 Input6 7 Input7			Tie Line	DM-MD-16x16 (Output1 - Living)
Activation	Security Cameras	*	9 Input9 10 Input1	0 <> SWAN	1P (Zone9 SPDIF - Living)		
	Window System Window Zones	*					
	Door Locks	~					
	Doorbells	*					
	Other	~					
					.7	4	
C:\Program Files (x86)\Adapt Syste		Example v2.5 Sy	stem.adapt			SSH:Connected	

Settings: Under the settings tab, you can modify Timing and Commands.

• **Timing** is the delay a device requires to perform an action before it will respond to a new command. For example, when an AV Receiver powers on, there is typically a short period of time before the device will respond to any other commands. This section enables you to define that delay time for common events. Times are defined in milliseconds (1,000ms = 1 second).

System Manager 2.0						_ = ×
File Project Tools Connection	Help	Configurat	ion	Tools		
	Devices					
	Audio Switchers Video Switchers	Vame	Living Roc	om Receiver (Inte	egra)	
	Receivers 1 Living Room Receiver (Integra)	X Not IR	Inputs	Settings		
	2 Theater Receiver (Sony) C Displays	X Not IR		Receiver Tim	10000	(mc)
	Sources Lighting System	•		Delay After Input	5000	(ms)
	Lighting Zones Climate	~		Delay After Off Delay Before Off	5000 0	(ms) (ms)
	Security Cameras	~		Pulse Length	200	(ms)
	Window System Window Zones	~				
	Door Locks Doorbells	* *				
	Other	, i i i i i i i i i i i i i i i i i i i				
C\Program Files (x86)\Ada <u>nt Syster</u>	n Manager 2\Retrieved\ADAPT 26 Room Exam	nple v2.5 System.adapt			H:Connected 1 <u>92.168</u>	.16.226 : 22

- **Delay After On**: This will delay any other commands for the defined amount of time after the device powers on from a power off state.
- **Delay After Input**: This will delay any other commands for the defined amount of time after an input command is sent.
- **Delay After Off**: This will delay any other commands for the defined amount of time after the device powers off.
- **Delay Before Off**: This defines a delay if power sequencing needs to occur. This delay is initiated when a room is powered off and will delay the power off command to the device for the defined amount of time.
- **Pulse Length**: This defines the duration of pulsed commands to the device.

Commands define the IR or serial control. With IR control, it is assumed that there will be no way to send the device to a specific volume level.

• **IR**: Select this for IR control. IR commands are defined with IR drivers in SIMPL Windows. Note that an AV Receiver that only uses IR is not recommended. The volume feedback on user interfaces will always display 0%. With IR control, it is assumed that there will be no way to send the device to a specific volume level.

System Manager 2.0	h Help			_ = ×
	Co	nfiguration	Tools	
Devices	Devices			
Rooms	Audio Switchers Video Switchers	Name Living Roc	om Receiver (Integra)	
Areas	Receivers 1 Living Room Receiver (Integra) X IR	Inputs	Settings	
Interfaces	2 Theater Receiver (Sony) ☆ Not IR Displays	Timing		
Automation	Sources Lighting System	Commands		
Global Settings	Lighting Zones Climate			
Activation	Security Cameras			
	Window System Vindow Zones V			
	Door Locks Doorbells			
	Other 🗸			
		-		
C:\Program Files (x86)\Adapt Syste	em Manager 2\Retrieved\ADAPT 26 Room Example v2.5 Sy	/stem.adapt	SSH:Connected 192.168.16.226 : 22	

• **Use Dynamic IR**: Select this for Dynamic IR control. Dynamic IR makes programming AV Receivers easier, and can save quite a bit of time during commissioning and troubleshooting by removing the requirement of hard-coding the IR driver into the SIMPL Windows program. Instead the program uses a Packet Transmission Device Extender on the IR port that the device is connected to, and the IR driver (.ir file) is loaded directly to the processor at run-time – allowing you to swap, update and test drivers without re-compiling or even resetting the program. Upon selecting Use Dynamic IR, the Driver file and Port selection fields appear. Click the Select IR File button to browse for an IR driver. System Manager will make a copy of the selected file in the install directory (default is \Program Files (x86)\Adapt – System Manager\DynamicIR) for use with the Dynamic IR File Transfer Tool (see here for details on transferring IR drivers using System Manager). Select the port number the device is connected to from the IR Port drop-down list. See the ADAPT Reference Guide.pdf for information on Dynamic IR and how to make .ir files compatible with ADAPT.

System Manager 2.0					-	□ ×
File Project Tools Connection	Help					
		Configuration	Tools			
Devices	Devices					
Rooms	Audio Switchers Video Switchers	Name Living Roor	m Receiver (Integra)			
Areas	Receivers 1 Living Room Receiver (Integra) \$\$ IR (Dynam)	Inputs	Settings			
Interfaces	2 Theater Receiver (Sony) Displays	Timing	IR Vuse Dynamic IR Not IR			
Automation	Lighting System	Commands	Current Dynamic IR Driver			
Global Settings	Climate		ADAPT Seura.ir IR Port (On the Controlled Device)	select ir file		lear
Activation	Cameras Window System		1			
	Window Zones Door Locks					
	Other					
C:\Program Files (x86)\Adapt System	n Manager 2\Retrieved\ADAPT 26 Room Example v2.5 Sy	stem.adapt	SSH:Connected 192.168.16.226 : 22			

• Not IR: Select this for serial control. When Use Command Strings is selected, options for adding string commands will appear. The Device Control Commands section provides fields to enter serial control string commands for common functions of AV Receiver and Display devices. Functions include power, volume, mute, and input. In the fields provided, enter the full serial string to be sent to the controlled device as prescribed by the device manufacturer. The escape sequence for hexadecimal notation is "\x", just like in SIMPL Windows. In order to be able to use the Volume Commands section, the protocol of the device must not require a checksum, and be able to send commands of the form: [Header][Volume Level][Footer] (where Volume Level is a contiguous range of signed integers). If the protocol is more complicated, it is recommended to use a device module in SIMPL Windows to at least handle the sending of volume commands.

System Manager 2.0						-	□ ×
File Project Tools Connection	n Help						
		Configurat	ion	Tools			
Devices	Devices						
Rooms	Audio Switchers Video Switchers	v V Name	Living Roc	m Receiver	(Integra)		
	Receivers 1 Living Room Receiver (Integra) Ø No	Dt IR	Inputs	Settings			-
Interfaces	2 Theater Receiver (Sony) 🔅 No Displays	ot IR		Receiver	Commands		
Automation	Sources Lighting System	• C	ommands	Power On	Not IR !1PWR01\x0D\x0A		
Global Settings	Lighting Zones Climate	•		Power Off	!1PWR00\x0D\x0A		_
Activation	Security Cameras	~		Power loggie			
	Window System Window Zones	•		Mute On Mute Off	!1AMT01\x0D\x0A !1AMT00\x0D\x0A		
	Door Locks Doorbells	~		Mute Toggle			
	Other	~ ▶		Input-1	!1SLI01\x0D\x0A		
				Input-2	!1SLI02\x0D\x0A !1SLI03\x0D\x0A		
				Input-4	!1SLI04\x0D\x0A		
C:\Program Files (x86)\Adapt Syste	em Manager 2\Retrieved\ADAPT 26 Room Example	v2.5 System.adapt		é	SSH:Connected 192.168.16.226 : 22		

Note: For devices which need checksum calculations for volume controls, the ADAPT file cannot accommodate this and volume will need to be handled in a different manner such as a custom control module.

DISPLAYS

Inputs: The Inputs tab shows a list of the inputs for the device. To change an input name, update the corresponding field and select the "Save" icon in the Input Details field. To define a Tie Line, select the ellipsis [...] button then, in the console window, select the corresponding device and output then select [Apply].

System Manager 2.0								_ = ×
File Project Tools Connection	Help							
				Configu	uration	To	ols	
Devices	Devices							
Rooms	Audio Switchers Video Switchers	*	Name	Living	g Room	ו TV		
	Receivers	~			1			
Areas	Displays	^		Inputs		Settings		
	1 Living Room TV	🛱 IR	1 Inpu	t1 <> Living Ra	oom Receiver (In	tegra) (Receiver Main Output	Input Detai	s
Interfaces	2 Kitchen TV	Ø IR	2 Inpu	t2				
	3 Breakfast Nook TV	🗘 IR	4 Inpu	t3 t4			Name	Input1
Automation	4 Master Bed TV	₿ IR	5 Inpu	t5			Input Number	1
	5 Master Sitting TV	🗘 IR (Dynamic) Port: 1	6 Inpu	t6			Tie Line	Living Room Receiver (Integra) (Receiver Main Output)
Global Settings	6 Master Bath TV	IR (Dynamic) Port: 1	7 Inpu	t7 +9			10000000	
	7 Guest Bed TV	IR (Dynamic) Port: 1	9 Inpu	t9				
Activation	8 Guest Bath TV	Q IR (Dynamic) Port: 1	10 Inpu	t10				
	10 Back Patio TV	C Not IR						
	11 Office TV	O Not IR						
	12 Theater Projector	🗘 Not IR						
	Sources	~						
	Lighting System	~						
	Lighting Zones	~						
	Climate	~						
	Security	~						
	Cameras	~						
	Window System	~						
	Window Zones	~						
	Door Locks	* .						
C:\Program Files (x86)\Adapt System	m Manager 2\Retrieved\ADAF	PT 26 Room Example v2.5 Sys	tem.adapt			æ		226 : 22

Settings: Under the settings tab, you can modify Timing and Commands.

• **Timing** is the delay a device requires to perform an action before it will respond to a new command. For example, when an AV Receiver powers on, there is typically a short period of time before the device will respond to any other commands. This section enables you to define that delay time for common events. Times are defined in milliseconds (1,000ms = 1 second).

Stem Manager 2.0 Project Tools Connection	n Help							
			Configuratio	n Tools	An			
	Devices							
	Audio Switchers	~						
	Video Switchers	~	Name Living Roc	om IV				
	Receivers	~		The second s				
Areas	Displays	^	Inputs	Settings				
	1 Living Room TV	Ø IR	Timing	Display Timi	ng			
	2 Kitchen TV	Ø IR	Timing	0.0	Piterson and a second second			
	3 Breakfast Nook TV	Ø IR	Commondo	Delay After On	10000	(ms)	Power Auto Off	
Automation	4 Master Bed TV	Ø IR	Commanus	Delay After Input	5000	(ms)		
	5 Master Sitting TV	🗱 IR (Dynamic) Port: 1		Delay After Off	5000	(ms)		
Global Settings	6 Master Bath TV	🗱 IR (Dynamic) Port: 1		Delay Before Off	0	(ms)		
	7 Guest Bed TV	IR (Dynamic) Port: 1		Delay before on	300	(113)		
Activation	8 Guest Bath TV	Dirac (Dynamic) Port: 1		Pulse Length	200	(ms)		
	9 Side Patio TV	🗘 Not IR		Volume On Time	3000	(ms)		
	10 Back Patio IV	Q Not IR		Volume Off Time	5000	(ms)		
	12 Theater Projector	C Not IR						
	c	- 101 III						
	Sources							
	Lighting Zones	Ť						
	Climate	Ť						
	Security	Ĵ						
	Cameras							
	Window System							
	Window Zones	*						
	Door Locks	•						
					1			

- **Delay After On**: This will delay any other commands for the defined amount of time after the device powers on from a power off state.
- **Delay After Input**: This will delay any other commands for the defined amount of time after an input command is sent.
- **Delay After Off**: This will delay any other commands for the defined amount of time after the device powers off.
- **Delay Before Off**: This defines a delay if power sequencing needs to occur. This delay is initiated when a room is powered off and will delay the power off command to the device for the defined amount of time.
- **Pulse Length**: This defines the duration of pulsed commands to the device.
- **Volume On Time**: This defines the volume up ramp time when a source is selected that uses display volume. This only occurs when switching from a source that uses head end audio. Whether or not a source uses display volume is set in Settings in Rooms.
- **Volume Off Time**: This defines the volume down ramp time when a source is selected that does not use display volume. This only occurs when switching from a source that uses display volume. Whether or not a source uses display volume is set in Settings in Rooms.

- **Auto Power Off**: Checking this box forces the display to turn off when the Room is told to switch to an audio-only source (or more specifically, a source that the display is not capable of switching to).

Commands define the IR or serial control. With IR control, it is assumed that there will be no way to send the device to a specific volume level.

• **IR**: Select this for IR control. IR commands are defined with IR drivers in SIMPL Windows. Note that if volume control of a Display is required, it is not recommended to select one that can only be controlled via IR. The volume feedback on user interfaces will always display 0%.

Project Tools Connection	n Help				
			Configurati	on Tools	
	Devices				
	Audio Switchers Video Switchers	~	Name Living Ro	om TV	
	Receivers Displays	~	Inputs	Settings	
	1 Living Room TV 2 Kitchen TV	ØR ØR	Timing	Display Commands	
	Freakfast Nook TV Master Bed TV Master Sitting TV Master Sath TV Gusts Bed TV Gusts Bed TV Gusts Bed TV Side Patio TV 10 Back Patio TV 10 Back Patio TV 11 Office TV 12 Thester Projector	G IR (Dynamic) Port 1 G Not IR C Not IR G Not IR G Not IR	Commands	● IR Use Dynamic IR Not IR	
	Sources Lighting System Lighting Zones Climate Security Cameras	• • • • • • • • • • • • • • • • • • • •			
	Window System Window Zones Door Locks	* * *			

• **Use Dynamic IR**: Select this for Dynamic IR Control. See the explanation for AV Receivers here. Displays and AV Receivers function identically when it comes to Dynamic IR.

System Manager 2.0					_ = ×
File Project Tools Connection	Help				
			Configuration	n Tools	
	-				
Devices	Devices				
Bernees			I		
Rooms	Audio Switchers	Ť	Name Living Roo	m TV	
Rooms	Video Switchers	Ť	Living noo		
Areas	Receivers	*	Inputs	Settings	
11005	Displays				
Interfaces	1 Living Room TV	🛱 IR (Dynamic) Port: 1		Display Commands	
interfaces	2 Kitchen IV	Ø IR		IP Juice Dynamic IP Not IP	
Automation	3 Breaktast Nook IV	Q R			
Automation	4 Master Bed TV	Q IK		Current Dynamic IR Driver	
Global Settings	5 Master Bath TV	C IR (Dynamic) Port 1		ADAPT Sony XBR-55X850D.ir	select ir file clear
Global Settings	7 Guest Bed TV	C IR (Dynamic) Port: 1		IR Port (On the Controlled Device)	
Activation	8 Guest Bath TV	C IB (Dynamic) Port: 1		in the controlled bettery	
ACTIVATION	9 Side Patio TV	🗘 Not IR		1 .	
	10 Back Patio TV	O Not IR			
	11 Office TV	O Not IR			
	12 Theater Projector	🗘 Not IR			
	Sources	~			
	Lighting System	~			
	Lighting Zones	~			
	Climate	~			
	Security	~			
	Cameras	~			
	Window System	~			
	Window Zones	~			
	Door Locks	· .			
C:\Program Files (x86)\Adapt Syster	m Manager 2\Retrieved\ADAI	PT 26 Room Example v2.5 Sys		SSH4Connected 192.168.16.226 : 22	

Not IR: Select this for serial control if a device control module is not being used in SIMPL Windows. When Use Command Strings is selected, options for adding string commands will appear. The Device Control Commands section provides fields to enter serial control string commands for common functions of AV Receiver and Display devices. Functions include power, volume, and input. In the fields provided, enter the full serial string to be sent to the controlled device as prescribed by the device manufacturer. The escape sequence for hexadecimal notation is "\x", just like in SIMPL Windows. In order to be able to use the Volume Commands section, the protocol of the device must not require a checksum and be able to send commands of the form: [Header][Volume Level][Footer] (where Volume Level is a contiguous range of signed integers). If the protocol is more complicated, it is recommended to use a device module in SIMPL Windows to at least handle the sending of volume commands.

System Manager 2.0						_ 0	×
File Project Tools Connection	Help						
8			Co	nfiguration		ools	
	-						
Devices	Devices						
D CHICCS							-
Rooms	Audio Switchers	· · · ·	Name	Side Patio	ΓV		
	Video Switchers				5 B.		
Areas	Displays		Inpu	its	Settings		
	Displays					1-0.00 - 0.00 - 0.0	î
Interfaces	2 Kitchen TV	tt Not IR			Display C	ommands	L
	3 Breakfast Nook TV	0.8				Not IR	L
Automation	4 Master Bed TV	O IR			Power On	ka 0 01\x0D	L
	5 Master Sitting TV	Di IR (Dynamic) Port: 1			Devuer Off	ka 0.00 v0D	L
Global Settings	6 Master Bath TV	Dir (Dynamic) Port: 1			Power Off	ka 0 00 (x0D	L
	7 Guest Bed TV	C IR (Dynamic) Port: 1			Power Toggle		L
Activation	8 Guest Bath TV	🛱 IR (Dynamic) Port: 1					L
	9 Side Patio TV	🗱 Not IR			Mute On	ke 0 00\x0D	L
	10 Back Patio TV	🛱 Not IR			Mute Off	ke 0 01\x0D	L
	11 Office TV	🗱 Not IR			Mute Toggle		L
	12 Theater Projector	🗘 Not IR					-
	Sources	~					
	Lighting System	~			Input-1	XD 0 60/XDD	
	Lighting Zones	~			Input-2		
	Climate	~			Input-3		
	Security	~			Input-4		
	Cameras	~			Input-5		
	Window System	• •			Input-6		
	Window Zones	•			Input-7		
	DOOF LOCKS	•			input		*
C:\Program Files (x86)\Adapt System					6	SSH:Connected 192.168.16.226 : 22	

SOURCES

Inputs: Define the source connections to switchers, displays, and other audio and video end points.

stem Manager 2.0								_ D >
Project Tools Connection	on Help		100					
			Conf	iguration	Tools			
	Devices							
	Audio Switchers		• A					
Rooms	Video Switchers		* ^{INA}	Directv				
	Receivers		~	Output Destinations	Settings			
	Displays		~ Aud	io	<u> </u>			0.0
	Sources		SW	AMP (Input1 - DirecTV)	Au	dio Deta	ils	(面) (十)
intenaces	1 DirecTV	40 🛒	Vide	0	¥		SMAND (Investing Diseation	
	2 🙀 Tivo	40 🛒		<u> </u>	INdif	le	SWAMP (input) - Directv)	
	3 UVerse	40 💻			Swit	cher	SWAMP	
Global Settings	4 Comcast	4			Inpu	t Number	1	
	5 D Fios	40 💻						
Activation	6 💽 Apple TV	40 💷						
	7 👩 Roku	⊲≬ 💭						
	8 👝 Samsung Bluray	<10 🔳						
	9 👝 Sony Bluray	<0 ₩						
	10 🙀 Kaleidescape	⊲≬ 💻						
	11 🗖 Cameras	<≋ 💻						
	12 🗖 PC	40 🛒						
	17 geets Sonos	<\$	-					
	Lighting System		~					
	Lighting Zones		~					
	Climate		~					
	Security		~					
	Cameras		~					
	Window System		*					
	Window Zones		~					

- **Audio:** To add an audio output destination, select [Audio] from the Source Output Destination list then select the "Plus" icon. The Console window opens will displays all the audio destinations available in the project. Select the device type, then the specific device, then select the target input. Select add to save. Select the "Trash Can" icon to delete an output destination. Note: If the project has multiple audio switchers that are cascaded, add audio output destinations for all switchers.
- **Video:** To add a video output destination, select [Video] from the Source Output Destination list then select the "Plus" icon. The Console window that opens will display all the video destinations available in the project. Select the device type, then the specific device, then select the target input. Select add to save. Select the "Trash Can" icon to delete an output destination. Note: If the project has multiple video switchers that are cascaded, add video output destinations for all switchers.

Note: ADAPT supports up to 36 sources.

In ADAPT, video connections are assumed to carry audio. This is important when connecting sources to an AV Receiver. It is not necessary to connect the same source for both audio and video to the same AV Receiver. If the source has video, only the video destination should be defined on the Receiver.

Settings: Under the settings tab, you can set the source icon that will be displayed on touch panel interfaces and set the device default page preference.

			Configu	uration	Tools			
	Devices							
	Audio Switchers Video Switchers		• Name	DirecTV				
	Areas Displays		Outp	put Destinations	Settings			
	Sources		-		Source [General Settings]			
	1 DirecTV	1 DirecTV 🖉 👼		lon				
	2 😥 Tivo	<0 H			Icon			
	3 🔲 UVerse	<≬ 🖷			DirecTV	. Icon		
Global Settings	4 🐻 Comcast	⊲≉ 🖷			Cherry Cherry	Search		
	5 O Fios	<\$ 1991						
	6 📴 Apple TV	<≬ ∰						
	7 🛅 Roku	40 🖷			Use Default Page			
	8 🛜 Samsung Bluray	⊲∘ 🛒						
	9 💿 Sony Bluray	<∘ ₩						
	10 🛃 Kaleidescape	⊲∗ 🖷						
	11 💽 Cameras	⊲∗ 📼						
	12 🗔 PC	<≉ 🛒						
	17 Sonos	40 .						
	Lighting System		-					
	Lighting Zones		~					
	Climate		~					
	Security	*						
	Window System							
	Window Zones							

- **Icon:** Under Source [General Settings], select the Icon drop down menu then choose the icon that will be displayed for the selected source.
- **Use Default Page:** By default, when a device is selected, the last used control page for the device will be displayed. Check this box to have the main control page for the device displayed when the device is selected, regardless of the last used page.
- **Icon Search:** Presents a slide-out panel that gives you icon group searching and filtering to help narrow down choices for icon selection.



MULTI-WINDOW SOURCES

Multi-Window Video: Define the source connection to the input location of the Multi-Window source. NOTE: The Multi-Window tabs will not appear unless the source selected is a Multi-Window source.

System Manager 2.0							_ = ×
File Project Tools Connectio	n Help						
			Configu	ration	Tools		
Devices	Devices						
Rooms	Audio Switchers Video Switchers	* *	Name	DVPHD			
	Receivers Displays	* *	Outp Multi-W	ut Destinations	Settings Multi-Wi	ndow	
Interfaces	1 💌 NSP1	্বঃ	VideoSwi	itcher (Input8 (DVPHD))	Multi-Window	VideoSwitcher (Input® (DVPHD))	(ii) (+
Automation	2 💌 NSP2 3 🥶 MMS1	ଏହ ଏହ			Switcher	VideoSwitcher	
Global Settings	4 60 MMS2 5 🔜 DTV1	\ \ \ \ \ \ \ \ \ \ \			Input Number	8	
Activation	6 💽 DTV2 7 💽 DTV3	40 💻					
	8 🔜 DTV4 9 📢 KScape	4* 💻 4* 💻					
	10 💽 AppleTV 11 🥌 BDP	40 💻 40 💻					
	12 DVPHD 13 🔃 DTV5	P -					
	Lighting System Lighting Zones	* *					
	Climate Security	~					
	Cameras Window System Window Zones	*					
	- Suite Setup Files\Archive\Adapt Suite	1.1\ADAPT Demo v1.2\26 Room De	mo\JOB-EXAMI	PLE2 System.adapt		8	

• **Video:** To edit a video window, select [Video] from the Multi-Window list. You can now edit the Tie Line, and the Sources Allowed that are associate with the widow. You can also rearrange the order of the sources and Add/Remove sources as needed.



LIGHTING SYSTEM

A Lighting System is a connection to a lighting control system such as a Crestron D3Pro, Pyng, or other system. Think of a Lighting System in System Manager as a D3Pro Virtual Keypad for Global Scenes. You can add buttons to a Lighting System that represent button presses on the Virtual Keypad. Functionality for each button will be defined in the SIMPL Windows and/or lighting program.

oject Tools Connection Help Devices Audio Switchen Name Global Lights * * * Video Switcher Receivers Butto Displays **Button Details** . urces Goodnigi Party Morning Outside Hallway Kitchen Living Master ^ phting Syst Name Evening Lighting Zones Button Number 1 limate * * * * Security Cameras Window System Upstain All On All Off Window Zones Door Locks Doorbells Other up down

Lighting System buttons will display in the Global lighting area of user interfaces.

Buttons: Under the Buttons tab, you can add, delete, and modify buttons.

To add a Button, select the "Plus" icon then enter the Button Name and select [Add] in the console window that opens. To change the button name, update the corresponding field and select the "Save" icon in the Button Details field. To delete a Button, select the "Trash Can" icon. Up to 12 buttons per lighting system are supported.

Note: ADAPT supports one lighting system.
LIGHTING ZONES

Lighting Zones are connections to a separate lighting control system such as a Crestron D3Pro, Pyng, or other system. Think of each Lighting Zone as a D3Pro Virtual Keypad for Local Room Scenes. You can add buttons to each Lighting Zone that represent button presses on the Virtual Keypad. Functionality for each button will be defined in the SIMPL Windows and/or lighting program.

Lighting Zone buttons will display in the Local lighting area of user interfaces.

Loads: Under the Loads tab, you can modify loads by changing their name and their load type. NOTE: The number of loads that appear in the list are based on the number of loads defined in your SIMPL Windows program.

	Config	uration	Тоо	ls			
Devices							
Audio Switchers Video Switchers	• Nat	me Living A	Area				
Receivers Displays	Ĵ.	Loads	Butto	м			
Sources Lighting System	× 2 0 3 5	I Cansi Z Cans R Sconces L		Load Details			
Lighting Zones		conces R an1 handeler leading Joset Joset		Dimmable	Lans L		

- **Dimmable**: The load is dimmable and the ramp buttons will appear on the interfaces.
- **Non-Dimmable**: The load is non- dimmable and the ramp buttons will NOT appear on the interfaces only On and Off buttons.



Buttons: Under the Buttons tab, you can add, delete, and modify buttons.

To add a Button, select the "Plus" icon then enter the Button Name and select [Add] in the console window that opens. To change the button name, update the corresponding field and select the "Save" icon in the Button Details field. To delete a Button, select the "Trash Can" icon. Up to 12 buttons per lighting zone are supported.

Note: ADAPT supports up to 50 lighting zones with up to 10 loads per zone.

	Configuration	Tools	
Devices			
Audio Switchers Video Switchers	Name Living	Area	
Displays Sources Lighting System Lighting Sones 2 Downstes 3 Mater Solite 4 Upstain 3 Guest 6 Inster 7 Couside Climate Security Cameras Window System Window System Window System Door Locks Doorbells	v 3 On 2 Off 2 Off 4 Desk v v v v v v v v v v	Button Details Name On Button Number 1	(m) (-
		down	

CLIMATE

System Manager 2.0			_ = ×
File Project Tools Connection	n Help		
		Configuration To	ols
Devices	Devices		
Rooms	Audio Switchers Video Switchers	Name First Floor	
Areas	Receivers Displays Sourcer	Settings	imata (Ganara) Sattingel
Interfaces	Lighting System Lighting Zones	General	mate [General Settings]
Automation	Climate		Use Default Page
Global Settings Activation	Second Roor Second Roor Master Red Master Red Master Red Toring Chick Kitchen Kitchen To Equipment Room		
	Security		
	Cameras Window System Window Zones Door Locks Doorbells Other		
C/Active Jobs\ADAPT 26 Room Ex		SSH:Connected 192.168.16.226 : 22	

Settings: Under the settings tab, you can set the device default page preference.

• **Use Default Page:** By default, when a device is selected, the last used control page for the device will be displayed. Check this box to have the default control page for the device displayed when the device is selected.

Note: ADAPT supports up to 50 thermostats.

SECURITY

roject Tools Connection	n Help	Configuration Tools	
		tools	
	Devices		
	Audio Switchers	•	
	Video Switchers	Name Security	
	Receivers	·	
	Displays	Security Zones Settings	
	Sources	I Front Door Zone Details	(m) (
	Lighting System	2 Garage Entry 2 Garage Count	
	Lighting Zones	A Living Door A Living Door A Living Door	
	Climate	5 Dining Door Zone Number Security-1	
	Security	6 M Bed L Door	
	1 Security	7 M Bed R Door	
	Cameras	B Theater Door Wach Sump	
	Window System	✓ 10 Water Overflow	
	Window Zones	 11 Living Motion 	
	Door Locks	12 Entry Motion	
	Doorbells	13 Master Motion	
	Other	✓ 15 Office Windows	
	100 million (100 m	16 Office Motion	
		17 Laundry Glass	
		18 Powder Glass	
		20 Her Closet Glass	
		21 Master Glass	
		22 Living Glass	
		23 Upstairs Motion	
		24 Kitchen Glass	
		down	

Settings: (No settings available)

• **Security Zones:** To change the Security Zone name, update the corresponding field and select the "Save" icon in the Zone Details field. Up to 50 security zones are supported.

Note: ADAPT supports one security system.

CAMERAS

stem Manager 2.0 Project Tools Connectio	n Help						
			onfiguration	Too	ls		
	Devices						
	Audio Switchers	Name	Camera1				
	Receivers		Sattions				
	Displays	ž	Jacongo	Camora	General Settings		
	Lighting System			Camera	[General Settings]		
	Lighting Zones Climate	÷			114 114 1192G		
	Security	~		Inside URL	http://lioncam2.lmu.edu/mjpg/video.mjpg	Play	Sto
	Cameras	<u> </u>					
	2 Camera2				✓ Use NUPEG		
	4 Camera4			Outside URL	http://24.73.194.98:80/mjpg/video.mjpg	Play	Sto
	5 Camera5 6 Camera6						
	7 Camera7 8 Camera8						
	9 Camera9 10 Camera10						
	11 Camera11						
	13 Camera13						
	14 Camera14 15 Camera15	_					
	Window System	•					
	Window Zones	~					
	Door Locks	v _					

Settings: Under the Settings tab, you can define the camera stream URL for displaying streaming video on touch panels.

• **Camera URL Paths:** Define the URL for intranet camera streaming in the Inside URL field and check Use MJPEG to specify MJPEG streaming format. Define the URL for internet camera streaming in the Outside URL field and check Use MJPEG to specify MJPEG streaming format. Leaving Use MJPEG unchecked will set the camera stream to be H.264.

Note: ADAPT supports up to cameras.

• **Video Play/Stop:** System Manager supports the ability to stream the entered URL to aid in ensuring the string is working in a pop-up window (Figure-14). NOTE: You must be connected to the local network where the camera is located and format the stream in accordance with the camera's manufacturer. Use the Play/Stop buttons to show and hide the preview window.



[Figure-14 – Video URL Preview Window]

WINDOW SYSTEM

A Window System is a connection to a shade control system such as a Crestron D3Pro, Pyng, or other system. Think of a Window System in System Manager as a D3Pro Virtual Keypad for Global Scenes. You can add buttons to each Window System that represent button presses on the Virtual Keypad. Functionality for each button will be defined in the SIMPL Windows and/or shade control program.

Window System buttons will display in the Global Windows area of user interfaces.

	Configuration	Tools	
Devices Devices			
Rooms Audio Switchers Areas Video Switchers Areas Displays Interfaces Lighting System Lighting Zones Climate Automation Security Global Settings Cameras Mindow System Window System 1 Geal Webox Window Zones Door Locks Door Locks Other Other	Global Win Global Cone G	Mows Button Details Name Enter the name of the window system Button Number up	Dutton

Buttons: Under the Buttons tab, you can add, delete, and modify buttons.

To add a Button, select the "Plus" icon then enter the Button Name and select [Add] in the console window that opens. To change the button name, update the corresponding field and select the "Save" icon in the Button Details field. To delete a Button, select the "Trash Can" icon. Up to 12 buttons per window system are supported.

Note: ADAPT supports one window system.

WINDOWS ZONES

Window Zones are connections to a separate shade control system such as a Crestron D3Pro, Pyng, or other system. Think of each Window Zone as a D3Pro Virtual Keypad for Local Room Scenes. You can add buttons to each Window Zone that represent button presses on the Virtual Keypad. Functionality for each button will be defined in the SIMPL Windows and/or shade control program.

Window Zone buttons will display in the Local windows area of user interfaces.

Loads: Under the Loads tab, you can modify loads by changing their name and their load Type. NOTE: The number of loads that appear in the list are based on the number of loads defined in your program.

stem Manager 2.0							- 1
Project Tools Connectio	n Help		10.000				_
			Config	guration	Tools		
	Devices						
	Audio Switchers Video Switchers	* *	Name G	Guest Bed			
	Receivers Displays	ž	Load	s B	uttons		
	Sources Lighting System	*	2 Blackout		Load Details	Enter the name of the lighting controller	
	Climate Security	ů.					
	Cameras Window System	* *					
	Window Zones Guest Bed Coffice Master Bed Master Bed Low						
	Door Locks	÷					
	Doorbells Other	*					
	sample v2.5 System.adapt	æ	SSHConnected	1 192.168.16.226 : 22			

Note: ADAPT supports up to window zones with up to 10 loads per zone.

Buttons: Under the Buttons tab, you can add, delete, and modify buttons.

To add a Button, select the "Plus" icon then enter the Button Name and select [Add] in the console window that opens. To change the button name, update the corresponding field and select the "Save" icon in the Button Details field. To delete a Button, select the "Trash Can" icon. Up to 12 buttons per window zone are supported.

ystem Manager 2.0						
ile Project Tools Connectio	in Help		Configuration	Tools		
	-		Configuration	-		
	Devices					
	Audio Switchers Video Switchers	ž	Name Guest Bec	ł		
	Receivers Displays	° °	Loads	Buttons	-	0.0
	Sources Lighting System	•	2 Close 3 Half	Button Deta	The name of the window zone button	(1) (-
	Climate Security	÷	4 Partial	Button Number		
	Cameras Window System	~				
	Window Zones Guest Bed Coffice Master Bed Union Area					
	Door Locks Doorbells Other	• •				
				up		
	pampie v2.5 Sistem.adapt	1	SHConnected 192.168.16.2	26122		

DOOR LOCKS

Door Locks control electronic door lock systems supported by Crestron such as Yale.

iystem Manager 2.0					- 7
le Project Tools Connectio	on Help				
			Cor	nfiguration	Tools
	Devices				
	Audio Switchers Video Switchers	•	Name	Front Do	or
	Displays	-		Settings	
	Sources Lighting System	*			Door Lock [General Settings]
	Lighting Zones Climate	•			Use Default Page
	Security Cameras	•			
	Window System Window Zones	•			
	Door Locks Front Door Back Door Back Door Banker Door				
	Doorbells	•			
	Other	*			
		A	SSHConr		

Settings: Under the settings tab, you can set the device default page preference.

• **Use Default Page:** By default, when a device is selected, the last used control page for the device will be displayed. Check this box to have the default control page for the device displayed when the device is selected.

Note: ADAPT supports up to 20 door locks.

DOORBELLS

Doorbells are logical events that can affect Rooms and Touch Panels. They require a trigger event such as a relay closure from a doorbell button. They can utilize an AV source to play through the whole house AV system. They can also have a Camera and Door Station Intercom Address associated to them. When a doorbell event is triggered, all Touch Panels and Rooms that have been assigned the doorbell will perform the actions defined in their configuration. For whole house AV, all rooms that the doorbell has been added to can interrupt their current AV source, switch to the defined doorbell source (both audio and video), set the volume, and play audio from the source for the defined amount of time. The source should be a device that can be triggered to play a pre-recorded sound or a source playing continuous audio. In System Manager, you may define which source is associated with a doorbell event but the trigger event and any device commands to play sounds are defined in the SIMPL. Windows program. For Touch Panels that have the Doorbell assigned to them, they can flip to the Doorbell page, play a selectable chime sound, display the associated Camera stream, and display Answer/Reject buttons for Door Station Intercom.

System Manager 2.0						
File Project Tools Connection	i Help					
		Configuration	Tools			
Devices	Devices					
Rooms	Audio Switchers * Video Switchers *	Name Doorbell				
Areas	Receivers Displays Country	Settings	Deerhall IG	onoral Cattin		
Interfaces	Lighting System Lighting Zones V	General	Source	Cameras	a >1	
Automation	Climate • Security •		Camera	Camera1		
Global Settings	Cameras v Window System v		Intercom Address	5000		
Activation	Window Zones Door Locks Door Locks		Message	Doorbell Ringing		
	1 Doorbell Other		Duration	10000	(ms)	
			Chime Delay	300	(ms)	
CAActive Jobs\ADAPT 26 Room Ea	ample v2.5 System.adapt.	SSHConnected 192.168.16.228	a: 22			

General Settings: Under the Settings tab, you can set the Doorbell General Settings.

- **Source:** To assign an audio source, select the ellipsis [...] button next to the Source field and select the source from the console window that opens.
- **Camera:** To assign a Camera, select the ellipsis [...] button next to the Camera field and select the Camera from the console window that opens.
- **Intercom Address:** To assign an intercom, enter the URL for the address to associate with the Doorbell.
- **Message:** To define the message that will appear on touch panels during a Doorbell event, update the Message field.

- **Duration:** This defines how long the doorbell event will be active, and how long rooms will stay on the audio source before returning to the previous state.
- **Chime Delay:** This defines the delay before the sound will start playing. This is intended to allow the audio switcher time to change inputs and set volume before the doorbell sound starts playing. Times are defined in milliseconds (1,000ms = 1 second).

OTHER

Button Labels: Button Labels are used to hold text that will appear on touch panels. They are useful in situations where the text on control buttons may change during the commissioning of a project. The Button Label fields allow you to change text without having to edit the VTPro-e project. To add buttons, select [Add] then enter the button name and select [Add] in the console window that opens. To modify button names, update the Name field then select the "Save" icon. To reorder the buttons, select [Up] or [Down].

System Manager 2.0			- = ×
File Project Tools Connection	on Help		
Devices	Devices		
Rooms Areas Interfaces Automation Global Settings Activation	Audio Switchers Video Switchers Receivers Displays Sources Lighting Zones Climate Security Cameras Window System Window System Window System Otor Locks Door bells Other 1 SMMP Shup 2 UfS Gange Door 4 Notel	Name Pool Name Pool	
		up down delete add	
C:\Active Jobs\ADAPT 26 Room E	Example v2.5 System.adapt	SSH-Convected 192.168.16.226 ; 22	

List Labels: List Labels are used to hold text that will appear on touch panels. They are useful in situations where the text in a controls list may change during the commissioning of a project. The List Label fields allow you to change text without having to edit the VTPro-e project. To add list items, select [Add] then enter the list item name and select [Add] in the console window that opens. To modify list item names, update the Name field then select the "Save" icon. To reorder the list items, select [Up] or [Down].

Note: ADAPT supports up to 36 other devices.

		Configuration	Tools		
Devices					
Audio Switchers Vicko Switchers Receivers Displays Sources Lighting Sorten Lighting Sorten Climate Security Cameras Window Sorten Door Locks Doortells Doortells Doortells 1 study Parka 2 urS 3 Grap Door 4 Red	v v v v v v v v v v v v v v v v v v v	me Pool Extrem Labels Lor Aval Ava2 Ava3 Ava3 Ava6	Abbels Other [I Name	Settings List Labels] Aux1	
			up down delete add		

Settings: Under the settings tab, you can set the device default page preference.

Project Tools Connectio	n Help				
		C	onfiguration	Tools	
	Devices				
	Audio Switchers Video Switchers	v Nam	e Pool		
	Receivers Displays	: =	Button Labels	List Labels Settings	
	Sources Lighting System			Other [General Settings]	
	Lighting Zones Climate	÷		Use Default Page	
	Security Cameras	:			
	Window System Window Zones				
	Door Locks Doorbells	•			
	Other 1 SWAMP Setup 2 UPS 3 Garage Door 4 Pool				
	sample v2.5 System.adapt	SSHC		5296 : 22	

• **Use Default Page:** By default, when a device is selected, the last used control page for the device will be displayed. Check this box to have the default control page for the device displayed when the device is selected.

ROOMS

The Rooms section allows you to add and modify Rooms. A Room is simply an area in a project where devices can be grouped into a unique, controllable space. In Rooms, you will connect a Room to outputs from the audio switchers, define displays, and add devices to the room. This will determine how a Room is controlled.

To modify a Room, select the Room from the list, then select the individual device. Under the details area, you can rename the device by updating the Name field.

While you cannot delete a room in System Manager, a room can be in the project and not exposed on user interfaces simply by not assigning any outputs or devices to the room and removing the room from Room Lists under Interfaces.

System Manager 2 introduces a Configuration tab to allow you to easily see your configuration and make editing faster in a data driven assignment tree.

			Configura	tion	Tools		
Roon	ns						
1 Livi	ng Room	(1) 100 100 100 100 100 100 100 100 100 1	I TRAME				
2 Kito	:hen	() ●	· · · · · · · · · · · · · · · · · · ·	Name	Living Room		
3 Din	ing Room	<0 🔶	SEAME.	-			
4 Bre	akfast Nook	<0 👼 👰 1	SHAPE.	Con	figuration Devices	Settings	
5 Par	ntry	<1 🐺		Select	ed Room Devices	Add Item(s)	Available Devices
6 Off	ice	() 更考 (SEANE.	0 19	Audio	(🗖 🗇 Audio
7 Do	wnstairs Hall	<0 🔶	SELME.			Remove Item(s)	A Tradition
8 Fro	nt Entry	<0 🐺 (N THAN		D Living Room Receiver (Integra) (Main O		C Zonel - Kitchen
9 Ga	rage	<0 💘	8 fi 🕷	- m	Displays	-	2 Zone2 - Dining
10 Ma	ster Bed	<0 画 考 .	N TELEN		Lighting	data it	2 Zone3 - Breakfast
11 Ma	ster Sitting	(1) (1) (1) (1)	s the form	0 0	Climate	Caracon	Diagonal Control Science Contr
12 His	Closet	<1 🐺	i ⊽ence >				Ø Zone5 - Office
13 He	r Closet	<0 👻	N TEL		Cameras		Zone6 - Down Hall
14 Ma	ster Bath	(1) ● ● ●	a de e e e e e e e e e e e e e e e e e e		Window		② Zone7 - Entry
15 Ma	ster Shower	<> 👾	(TEA)	0.0			Zone8 - Garage
16 Up	stairs Hall	<0 👾 I		- II	Door Locks		② Zone9 SPDIF - Living
17 Gu	est Bed	(1) 東 (1)		🖬 🍋	Available Sources		Zone10 SPDIF - Theater
18 Gu	est Bath	◇悪薬:	8 🖽 🖗		Allowed Doorbells		② Zone11 - Master Bed
19 The	eater	() 重演)					Ø Zone12 - His Closet
20 Lau	indry	<4 🐐					② Zone13 - Her Closet
21 Por	ch	<10 · 🔶	0 n 🕨				Zone14 - Master Bath
22 Sid	e Patio	(1) 重 考	5 A.			Add All Sources	O Zone15 - Master Shower
23 Bao	k Patio	小面魚				<	Cone16 - Linsteirs Hall
24 Log	ggia	<1 🛉				Remove All Sources	Zone17 - Guest Bed
25 Poo	l	<10 🔶	S AME			nemove All Sources	Content - Odest Bed
26 Ga	zebo	<\$\$ ¥	0 AM	4		L X	D Zonelo - Guest Bath

There are two sides to the tree, "Selected Room Devices" which are already assigned to the room and "Available Devices" that can be added to the room. To Add an Available Device to the room simply double-click on it or select it and then click on the "Add Item(s)" button. NOTE: Several items can be selected using the Ctrl + Click and then click on the "Add Item(s)" button. To remove an item from the room simply double-click on it or select it and then click on the "Remove Item(s)" button.

In the "Rooms" list there is an icon assigned for each device type that has been added to allow you to quickly see what has been assign to each room. There are additional right mouse-click context menus to allow for quick copy and paste of room configurations from one to another to save time.

Devices: Under the Devices tab, you can add devices to the Room such as audio zones, lighting, TSTATS or any other devices that has need defined as part of the system. Adding devices to a room defines which devices can be controlled from a user interface in that room.

								Configu	ration	Tools				
Ro	oms													
1	Living Room	<0	● 3	K 8	61	10	影田							
2	Kitchen	4	<u>ب</u>	8	80	nî î	₩ @	Name	Living R	loom				
3	Dining Room	<1	4	× 9	T	n	* •	-						
4	Breakfast Nook	<8	1 1	1.8	81	n n	10 m	Co	infiguration	Devices	1	Settings		
5	Pantry	4		K &	8	Ĥ	10 m	Audio				Audi	o Device	
6	Office	<0	要考	K L	85	n	10 B	@ Li	ring Room Rece	eiver (Integra) (M	ain Output)		_	
7	Downstairs Hall	4	. 1	K &	81	np	10 E	Displays	1			Name	Living Room Receiv	ver (Integra) (Main Output)
8	Front Entry	<3	1	F &	81	10		Lighting	1					, ,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,
9	Garage	4	1	ĸ	0	n	No.	Climate						
10	Master Bed	4	-	K L	51	n	190	Camera	s					
11	Master Sitting	<1	要利	K &	SI.	10	(m)	Window	/S				this is the default zone	
12	His Closet	1		K &	8:	nn 1	₩)	Door Lo	icks					
13	Her Closet	4		K &	81	n n	lino)	4						
14	Master Bath	<8	-	K B	01	nn 1	M							
15	Master Shower	<1		K &	51	n B	100							
16	Upstairs Hall	<10	1	1.8	0	Ĥ	N							
17	Guest Bed	<0	<u>ال</u>	F B	E	1	leo (
18	Guest Bath	<1	1	K B	E	8	leo -							
19	Theater	<30	-	K &	8	n	100							
20	Laundry	4	3	ĸ	8	n	* •							
21	Porch	<1	4	ĸ	0	n	₿Đ	1						
22	Side Patio	<14	B 1	Ŕ.	5	n	₩0							
23	Back Patio	<8	要 考	ĸ.	8	Ĥ	1							
24	Loggia	<1	3	E.	6	n	lino)							
25	Pool	<1		ĸ	0	n	脸巴							
26	Gazebo	<1	1	Ŕ.	8	n	10					1		

- **Audio Zones**: To add audio to a room, select the "Plus" icon then select an audio switcher output or an AV receiver from the Audio Zones list and then select [Add] in the console window that opens. If there are multiple audio zones in a room, [This is the Default Zone] sets the default zone for the room. Note that AV receivers are included in this list.
- **Displays**: To add a display to a room, select the "Plus" icon then select a display from the Displays list and then select [Add] in the console window that opens. If there are multiple displays in a room, [This is the Default Display] sets the default display for the room.
- **Lighting**: To add a lighting zone to a room, select the "Plus" icon then select a lighting zone from the Lighting list and then select [Add] in the console window that opens. Only one Lighting Zone is allowed per Room.
- **Climate**: To add a thermostat to a room, select the "Plus" icon then select a thermostat from the Climate list and then select [Add] in the console window that opens. Only one thermostat is allowed per Room.
- **Security**: To add security to a room, select the "Plus" icon then select a security system from the Security list and then select [Add] in the console window that opens. If there are multiple security systems in a room, [This is the Default Zone] sets the default security system for the room.
- **Cameras**: To add a camera to a room, select the "Plus" icon then select a camera from the Cameras list and then select [Add] in the console window that opens. If there are multiple cameras in a room, [This is the Default Camera] sets the default camera for the room.

- **Door Locks**: To add a door lock to a room, select the "Plus" icon then select a door lock from the Door Locks list and then select [Add] in the console window that opens. If there are multiple door locks in a room, [This is the Default Door] sets the default door lock for the room.
- **Doorbells**: To add a doorbell to a room, select the "Plus" icon then select a doorbell from the Doorbells list and then select [Add] in the console window that opens.

Settings: Under the Settings tab, you can define which sources are available in each room and define doorbell settings for the room.

						_	Configu	ration	Tools			
Ro	oms											
1	Living Room	41	i i i i		1 <u>0</u> 1	6 m						
2	Kitchen	(1)	в.,	191	田台を	(1) (1)	Name	Living Ro	om			
3	Dining Room	<10	*	JEI	nn a	0						
4	Breakfast Nook	<0 B	(学)	191	HO.	6 T	Co	nfiguration	Devices	Settings		
5	Pantry	<@	*	9	前者	6 (f)	Sources	Allowed	<u>^</u>	Allowed	Source	(m) (+
6	Office	() 周	1¥.	101	nn.	(B)		DirecTV	-			
7	Downstairs Hall	<1	*	101	H D F	1 (M)	(¥	Tivo		Name	DirecTV	
8	Front Entry	<0	*	191	HO.			UVerse				
9	Garage	<0	*	0	前者	Ð						
10	Master Bed	<0 B	(平)	1 T	H M R	0		Comcast				
11	Master Sitting	<8 B	「牛」	191	304	6 E		Fios				
12	His Closet	<0	· •	18	10 H	Ð		Apple TV				
13	Her Closet	$\leq \phi$	*	191	164	6						
14	Master Bath	<\$ B	(学)	191	HA.	Ð		MOKU				
15	Master Shower	<0	*	191	11日本	۲		Bluray 1			✓ Use Display Volume	
16	Upstairs Hall	$\triangleleft 0$	*	0	11 M	Ð		Bluray 2				
17	Guest Bed	<0 H	ŧΨ,	1	11 A	P		Palaidesena				
18	Guest Bath	<0	半年 -	k 1	91 A	9		Kaleidescape	*			
19	Theater	100	17	9	血素	Ð	Doorbel	lls	*			
20	Laundry	≤ 0	зŵ.	9	ô.	0						
21	Porch	≤ 0	Ψ.	0	前者	P	1					
22	Side Patio	() 周	1年	9	ñ.	Ð	1					
23	Back Patio	100	1筆	9	血熱	8						
24	Loggia	<0	÷	0	114	9				up		
25	Pool	≤ 0	*	9	n t	0				down		
26	Gazebo	<1	1 4	8	前書							

- **Sources Allowed:** To remove a source from a room, select the source then select the "Trash Can" icon. To add a source to a room, select the "Plus" icon, select the source and select [Add] in the console window that opens. To reorder how the sources appear on user interfaces, select a source and then select [Up] or [Down] to move the source up or down in the list. To have a source use display volume instead of head end audio, select [Use Display Volume]. Be sure that when selecting this option that the Room actually has a Display defined.
- Doorbells: To have the display in a room power on during a doorbell event, select [Include Video]. To have a room's AV receiver or display power on during a doorbell event, select [Power On if Off] *this is typically not recommended due to the length of time it takes these devices to completely power on*. By default, a doorbell event will only play audio in a room if it is already on. [Volume] sets the audio volume level for a room during a doorbell event.

Note: ADAPT supports up to 50 rooms.



AREAS

The Areas section allows you to add and modify Areas. An Area is simply a collection of Rooms can be grouped into a unique, controllable Area.

To modify an Area, select the Area from the list, then add, remove or reorder the list of Room. Under the details area, you can rename the Area by updating the Name field.

System Manager 2.0			_ = ×
File Project Tools Connection	Help		
		Configuration Tools	
Devices	Areas		
Rooms	Master Suite 1st Floor	Name Master Suite	add delete
Areas	Outside Upstairs	Ares Rooms	
Interfaces		11 Master Sitting ⊲0 ■ 12 His Closet ⊲0	
Automation		13 Her Closet 이	
Global Settings		15 Master Shower 식비	
Activation		up down add all	

INTERFACES

The Interfaces section allows you to modify individual touch panels, remotes, and keypads. In this section you will define the location of each interface, which devices and other rooms each interface can control, and the way each interface behaves.

To modify an Interface, select the Interface type from the list, then select the individual Interface. Under the details area, you can rename the Interface by updating the Name field.

While you cannot delete an interface in System Manager, an interface can be in the project and not exposed to the end user by simply not loading it to hardware.

System Manager 2.0						
File Project Tools Connection	n Help					
		Cor	nfiguration	Tools		
	Interfeces					
Devices	interfaces					
Rooms	Touchpanels 1 Office TSW-1060	∩ Office	Name Office TS	W-1060		
Areas	2 iPad 3 iPhone	C Kitchen C Back Patio	Settings			
Interfaces	4 Garage TSW-760 5 Kitchen TS-1542-C 6 Theater TSR-302	Garage C Kitchen		Default Room	Office	
Automation	7 TSR-310	O Theater	Page Flips	Timeout	5 + - off	
Global Settings	Handhelds MLX3	*				
Activation						
C:\Active Jobs\ADAPT 26 Room Ex	xample v2.5 System.adapt	8				

TOUCH PANELS

System Manager 2.0						_ = ×
File Project Tools Connection	n Help	Co	onfiguration	Tools		
Devices	Interfaces					
Rooms	Touchpanels 1 Office TSW-1060 2 iPad		Name Office TSV	V-1060		
Areas	3 iPhone 4 Garage TSW-760	C Back Patio C Garage	Default Room	Default Roo	om	
Interfaces	5 Kitchen TS-1542-C 6 Theater TSR-302	C Kitchen		Default Room	Office	
Global Settings	Keypads Handhelds	~ ~		Timeout	5 + - off	
Activation	MLX3	•				
C:\Active Jobs\ADAPT 26 Room E	xample v2.5 System.adapt	8				

Panel Type: Select the touch panel type from the [Panel Type] drop down menu.

Settings: Define settings for the individual touch panel.

- **Default Room:** The default room defines which room the touch panel will connect to after startup and will revert to when the time out expires. To set the default room for the touch panel, select the ellipsis [...] button, then select the room. Set the default room time out by selecting [+] or [-] to adjust to the desired amount of time (minutes). Select [Off] or a time out of 0 to disable the default room time out.
- **Default Home Page:** The default home page defines which page the touch panel will revert to when the time out expires. To set the default home page for the touch panel, select the ellipsis [...] button, then select the page. Set the default home page time out by selecting [+] or [-] to adjust to the desired amount of time (minutes). Select [Off] or a time out of 0 to disable the default home page time out.
- **Page Flips:** Select [On Source Selection] to have the touch panel go to the source control page when a source is selected for the current room as opposed to it staying on the page where the source was selected from. Select [On Room Off] to have the touch panel go to the home page when the current room is powered off.
- **Room List:** Room list defines which rooms can be controlled from the touch panel. To delete a room from the touch panel, select the room in the list then select [Delete]. To add a room to a touch panel, select the room from the list then select [Add]. To reorder how the rooms appear on

the touch panel, select a room and then select [Up] or [Down] to move the room up or down in the list.

- **Home Page:** The home page title defines the text field at the top of the home page on the touch panel. To change this, update the [Home Page Title] field, then select the "Save" icon to save the changes. The home page layout defines the general layout and which quick controls and widgets will appear on the home page of the touch panel. To change, select the layout from the [Home Page Layouts] list, then select the "Save" icon to save the changes. For smaller interfaces such as the TSR-302 or iPhone/Android app, home pages are all the same and should not be changed.
- **Navigation Items:** Navigation items define the items in the scrolling list that typically reside at the bottom of the home page on the touch panel. Navigation items have two types: (1) Control and (2) Page Flip. To add an item to the touch panel's navigation list, click [Add] at the bottom of the screen. In the dialog box, choose between the [Control] and [Page Flip] radio buttons at the top. Control items force the touch panel to go to the controls of a device when selected. There are two ways to define a Control item: (1) [Based on Room] and (2) [Direct Device]. The radio buttons at the bottom define this behavior. Items that are "Based on Room are somewhat dynamic Items only appear if the current room that the touch panel is controlling is assigned the type of device selected. For instance, if Lights is selected as the item and there is no Lighting Zone defined for the current room, the Lights item will not appear in the list. Direct Device items force the touch panel to directly page flip to the selected device's controls. Only Source Devices and Other Devices appear in the selection list when this option is selected. If a Source Device is defined as a Direct Device item in the navigation list, the current room will perform a source select. With items that are defined as a Page Flip, the touch panel will simply flip to the selected page. It is typically not desired to force page flips to Lights, Climate, Security, Cameras, Windows, Doors, and Other Devices. These pages are automatically shown when the corresponding device is selected. To delete an item from the navigation list, select the item in the list then select [Delete]. To reorder how the items appear on the touch panel, select an item and then select [Up] or [Down] to move the item up or down in the list. Change the name of the item in the list by updating the [Name] field and assign an icon by selecting from the [Icon] drop down menu. Select the "Save" icon to save changes after they are made.
- **Global Controls:** Allowed Global Controls defines whether or not global controls are available from this touch panel for the listed systems. The Navigation [Roaming] option defines whether or not a touch panel is allowed to control rooms other than its Default Room.
- **Doorbells:** Doorbells defines how the touch panel will behave during a doorbell event. Select [Add], then select the doorbell and the page that you want the touch panel to go to, then select [Add]. [Doorbell Activation Page] defines which device page the touch panel will go to during a doorbell event. [Chime] defines which sound the touch panel will play during a doorbell event. Sounds are built into the touch panel and are only available on supported touch panels such as the TSW series.



Note: If you elect to use your own homepage layouts, you can change the graphics which appear within System Manager by replacing the .jpg file with your custom file in the "C:\Program Files (x86)\Adapt - System Manager\HomepageLayouts" directory (Path is based on where you install it). The folder location can be changed by selecting "Tools/Settings" from the main menu.



KEYPADS

Settings: Define settings for the individual keypad.

Global Controls: Define the default room and timeout.



• **Default Room:** The default room defines which room the keypad will connect to after startup, and will revert to when the time out expires. To set the default room for the keypad, select the ellipsis [...] button and then select the room. Set the default room time out by selecting [+] or [-] to adjust to the desired amount of time (minutes). Select [Off] or a time out of 0 to disable the default room time out.

Device Management: Define devices that are associated with the Keypads buttons and how it behaves.

Interfaces						
Touchpanels	•		-	anaran		
Keypads		Name	Dining Ke	eypad		
1 Dining Keypad	O Dring foom		Settings			
2 Keypad2	C Lining Room	in the second	100			
Handhelds	*	G		Buttons List		
MLK3	*			Bow IDm/V	Name	(Button-1) DirecTV
				(Button-2) Carneras	Direct Device	DirecTV
				(Button-3)		
				(Button-S)		
				(Burnon-H)		
				(Button-7) (Button-7)		
				(Button-9)		
				[Button-10]		
				(Button-12)		
	Tourbeands Koppak J Torvey toget J Respiration Handhelds MIXO	Tochganità - Sopara - Pore faça - Previde 2 septil - stradiută - MUO -	Tochganiti	Tochgands Sopation Prove Gard O Provided Prove Gard O Provided Record O Provided MLX O O Provided MLX O O Provided All Control O Provided Control O Provided All Control O Provided Control O Provid	Novelegate/sector Novelegate/sector Sevelegate/sector Image Sevelegate/sector NLX3 Image Sevelegate/sector	Todopandi Sopati Sopati O Sopati

• **Buttons:** The button assignment associates a source in the system to a button on the keypad. To modify a button, select the defined button and use the Edit button to define the associated source (or select "none" if the button is being used for logic other than source selection or not being used).



HANDHELDS

Settings: Define settings for the individual handheld.

Global Controls: Define the default room and timeout.



• **Default Room:** The default room defines which room the handheld will connect to after startup and will revert to when the time out expires. To set the default room for the touch screen handheld remote, select the ellipsis [...] button, then select the room. Set the default room time out by selecting [+] or [-] to adjust to the desired amount of time (minutes). Select [Off] or a time out of 0 to disable the default room time out.

Device Management: Define devices that appear on the Handhelds and how it behaves.



• **Custom Buttons:** The buttons are for associating a source in the system to a hard button on the remote. To modify a button, select the defined hard key and use the Edit button to define the associated source (or select "none" if the button is being used for logic other than source selection or not being used).

MLX3

	C	onfiguration	Tools		
Interfaces					
Touchpanels Keypads Handhelds	•	Name MLX-3			
MLX3	^	Settings			
1 MLX-3	C Living Room	Default Room	Homepage Navig	ation Items	
		Room Select Page Flip	Media Lights	Name	
		Room List	Rooms	Media	
		Homepage		Item Type	
		Navigation Buttons		Control Type	
				None	
				Direct Device	
				up	
				down	
				delete	

To modify an MLX3, select [MLX3s] from the interfaces list to expand then select the individual MLX3.

Settings: Define settings for the individual MLX3.

- **Default Room:** The default room defines which room the MLX3 will connect to after startup and will revert to when the time out expires. To set the default room for the MLX3, select the ellipsis [...] button, then select the room. Set the default room time out by selecting [+] or [-] to adjust to the desired amount of time (minutes). Select [Off] or a time out of 0 to disable the default room time out.
- **Room Select Page Flip:** The [Room Select Page Flip] defines which page the MLX3 will go to when a room is selected from the room list. To set the page flip for the MLX3, select the ellipsis [...] button, then select the page.
- **Room List:** Room list defines which rooms can be controlled from the MLX3. To delete a room from the MLX3, select the room in the list then select [Delete]. To add a room to the MLX3, select the room from the list then select [Add]. To reorder how the rooms appear on the MLX3, select a room and then select [Up] or [Down] to move the room up or down in the list.

Device Management: Define devices that appear on the MLX-3 and how it behaves.

- **Homepage:** Home Page List Items function much like Navigation Items in Touch Panels. They define the items in the Scrolling List on the Home Page. Home Page Items have two types: (1) Control and (2) Page Flip. To add an item to the Home Page List, click [Add] at the bottom of the screen. In the dialog box, choose between the [Control] and [Page Flip] radio buttons at the top. Control items force the MLX3 to flip to the controls of a device when selected. There are two ways to define a Control item: (1) [Based on Room] and (2) [Direct Device]. The radio buttons at the bottom define this behavior. Items that are based on room are somewhat dynamic They only appear if the current room that the MLX3 is controlling is assigned the type of device selected. Direct Device items force the MLX3 to directly flip to the device controls selected. Only Source devices and Other Devices appear in the selection list then this option is selected. If a Source Device is defined as a Direct Device item in the Home Page List, the current room will perform a source select. With items that are defined as a Page Flip, the MLX3 will simply flip to the selected page. To delete an item from the Home Page List, select the item in the list then select [Delete]. To reorder how the items appear on the MLX3, select an item and then select [Up] or [Down] to move the item up or down in the list. Change the name of the item in the list by updating the [Name] field. Select the "Save" icon to save changes after they are made.
- **Navigation Hardkeys:** The Navigation hard keys represent the Media, Lights, and Crestron Swirl buttons on the MLX3. These buttons function much like Home Page List Items. They can be defined as a Control or Page Flip item. See above for a description of how to define the behavior of these buttons.
- **List Pages:** List pages allow you to define any special pages that are defined in your VTPro-e project for the MLX3. To add a new list page, select [Add] and fill in the name of the page in the top field, and the page number assigned in VTPro-e in the bottom field. Once the list page is created, you can add items to it much like the Home Page List. See above for a description of how to define the behavior of the items on the list page.

AUTOMATION

The Automation section allows you to setup automation features that have been added to the Adapt program.

System Manager 2.0					-	□ ×
File Project Tools Connection	Help					
		Configuration	Tools			
Devices	Automation					
Rooms	Energy Grid Loss	Grid Loss Default				-
Areas		Other Devices Smart Breakers	Global Settings			
Interfaces		Smart Breakers	Climate All Off			
Global Sattings	Grid Restore		Lights Button Windows Button	6 7		
Activation			Other Device S	ettings		
Activation			Button Number Pulse Length	121 100 (ms)		
			delete add			
C:\Active Jobs\Sonnen\Sonnen CEE		8 -	1			

Energy: Energy automation.

- **Grid Loss:** Action assignment based on a Grid Loss condition.
- **Grid Loss User Option 1:** Action assignment based on a User Option 1 condition.
- **Grid Loss User Option 2:** Action assignment based on a User Option 2 condition.
- **Grid Restore:** Action assignment based on a Grid Restore condition.

Each Energy automation option has a Global Settings section that consist of;

- **AV All Off:** When enabled the selected energy condition occurs, an AV All Off will be issued to the control system and turn all of the rooms in the system off.
- **Climate All Off:** When enabled the selected energy condition occurs, a Climate Off will be issued to the control system and turn all of the Thermostats in the system off.

Lights Button: Allows you to select a Global Lighting Scene to execute when the selected energy condition occurs. To define a Global Lighting Scene, select the ellipsis [...] button, then in the console window that opens, select the corresponding device and output then select [Apply] or [None] to remove this action.

• Windows Button: Allows you to select a Global Windows Scene to execute when the selected energy condition occurs. To define a Global Windows Scene, select the ellipsis [...] button, then in the console window that opens, select the corresponding device and output then select [Apply] or [None] to remove this action.

Each Energy automation option also has an Other Devices List that consist of;

• **Other Devices:** This is a list of associated Other devices that when the energy condition occurs, the associated button number of the Other device will pulse (at the defined Pulse Length). The button number can only be between 121 and 420. You can use the "add" and "delete" buttons to modify the associated other devices list. Note: You can have multiple of the same Other device in the list in order to execute multiple button actions if desired.

AUTOMATION

The Global Settings section allows you to setup Channel Presets and define which sources will appear in the Multi-Room source list. Note: Channel presets can be set by the end user on a touch panel.

System Manager 2.0				_ = ×
File Project Tools Connection	n Help			
		Configuration	Tools	
Devices	Global Settings			
Rooms	SystemUser	ame SystemUser		
Areas		Settings		
Interfaces	Pre C	DirecTV	Device Channel Presets	•
Automation		p Tivo	Preset-1 Preset-2	Selected Device DirecTV
Global Settings		Comcast	Preset-3 Preset-4 Preset-5	Preset Number
Activation	Mu	Ilti-Room Sources	Preset-6 Preset-7	1 Preset Channel Name
	Int	ercom Touch Panels 👻	Preset-8 Preset-9	Preset-1
			1000-10	Preset Channel Number 1
				up
				delete
		-		add
C/Active Jobs/ADAPT 26 Room Ex		8		

Settings: Define settings for Preset Sources and Multi-Room Sources.

• **Preset Sources:** Define channel presets for sources with numeric channel preset capabilities. Select a source from the Preset Sources List. To add a preset to a source, select [Add], then enter the Preset Name and Channel Number in the console window that opens, then select [Add] to save. (Hint: Put a period [.] at the end of the channel number to issue an "Enter" command.) To delete a preset, select the preset in the list then select [Delete].To reorder how the appear on the touch interface, select a preset and then select [Up] or [Down] to move the preset up or down in the list.

Note: ADAPT supports up to 50 channel presets.

• **Multi-Room Sources:** Within multi-room control on touch panels, there is an option to select multiple rooms and assign a source to all the selected rooms at the same time, or to share the current room's source with other rooms. In order for this to work properly the selected source must be available to all the rooms in the multi-room list. In this selection any source that is not physically available to all rooms should be removed from the list. Also, sources that the end user does not want to be accessed from all rooms should be removed as well. To remove a source, select a source from the list, then select the "Trash Can" icon. To add a source, select the "Plus" icon, then select the source from the console window that opens, and then select [Add] to save.

To reorder how the sources appear on the touch interface, select a source and then select [Up] or [Down] to move the source up or down in the list. Select [Add All] to quickly add all sources in the system to the Multi-Room Source list.

• **Intercom Touch Panels:** Define the touch panels in the system that allow SIP Intercom abilities. This list will be used to allow communications between all of the panels that are defined.

Note: Since GLOBAL SETTINGS can be changed by the end user through a touch panel interface (presets), it is recommended that you always open and save the latest ADAPT file from the processor before editing these items to ensure data is not lost.

ACTIVATION

The Activation page is a details placeholder for basic information for the project including the Processor Key and Activation Key for the project (Keys are obtained from PanTech Design).

			Configuration	Tools			
Devices	Activation						
Rooms	Details						
A	Job Number	JOB-Demo					
Areas	Dealer	Example Dealer					
nterfaces	Processor Name	PRO3					
itomation	Processor IP/DNS	0.0.0,0					
tomation	Program Name						
oal Settings					Key is valid.		
ctivation	Processor Key	ROBER CENTER THAT	05-047588-30097			connect to controller	
	Activation Key	AAAFA-HDKPO-O	1/HR-375EE-VE7311		Key is valid.	add offline activation	
	Activation Rey	AAAIA-IIDAFQ-QI	VIII-52522-VI250			add offinite activation	

Note: ADAPT activation will automatically add the "Activation Key" to the ADAPT file after it successfully activates through an internet connection. If the processor does not have an internet connection, you can contact PanTech Design and obtain an activation to do this manually. It is recommended that you retrieve the ADAPT file from the processor after an activation and store it with you project files.



TOOLS

System Manager includes a set of tools to assist with the programming of ADAPT systems. The tools include the ability to transfer/receive ADAPT files, send Crestron SIMPL Windows programs, a 2-way console window for communicating with the control processor, a one-way diagnostics console with common commands for troubleshooting assistance and an FTP client for manual file send/receive to the control processor.

Syste	System Manager 2.0 💷 🗆 🗶								
File	Project	Tools	Connection	Нер					
				Configuration <u>Tools</u>					
				System is not connected connect					
C:\Act				1.5 (Joe)/Processor 01 (PR03)/ADAPT 26 Room Example v2.5 System.adapt 😥					

If System Manager is not connected to a processor, then there will be a splash screen indicating this with a button "Connect" to allow you to make a connection. See earlier section on how to make connections to a processor.

FILE TRANSFER

System Manager 2.0 _ 🗖 X								
File Project Tools Connection	Hep							
File Transfer	File Transfer							
	Configuration File Control Program Dynamic IR							
	Adapt Program Slot: Slot-1 -							
	Current Project							
	ADAPT 26 Room Example v2.5 System.adapt	Open Adapt						
	Send adapt to Control System							
	5 (Joe)\Processor 01 (PRO3)\ADAPT 26 Room Example v2.5 System.adapt SSH:Connected 192.168.16.226 : 22							

You must be connected to a processor for the File Transfer tabs to appear.

Configuration File: Sends the ADAPT configuration file.

- **Open Project:** If a project has not been loaded, this button allows you to load a local project from your current file system. If you need to load the ADAPT file from the control processor, then use the operations available in the File menu.
- Send Adapt to Control System: After a project has been loaded, this button automatically transfers the configuration file and sends the commands necessary for the system to load and apply any changes that has been made.

Control Program: Sends the SIMPL Windows program to the control processor.

- **Current Program Slot:** This drop-down selection box allows you to select the target program slot on the control processor for sending a SIMPL Windows program. (NOTE: This should always be set to "Program-1" unless specifically directed to by technical support).
- **Open Program:** Use this button to load the .lpz compiled SIMPL Windows program file.
- **Send to Control System:** After a SIMPL Windows program has been loaded, this button automatically transfers the program file, restarts the program and sends the commands necessary for the system to load and apply any changes that has been made.

Dynamic IR: Transfer IR drivers defined for Displays and AV Receivers to the control processor. A list of File Names and their associated Device and Port appears. The Status column will show Not Found" if a file cannot be located in the \ {Install Adapt – System Manager\DynamicIR folder.

System Manager 2.0 X											
File Project Tools Connection	n Help										
			Configuration	Tools							
	File Tı	File Transfer									
	Configuration F	ile Control Program Dynar	c IR								
	TRANSFER	TYPE	DEVICE	IR PORT	FILE NAME		STATUS				
	~	Display	(Multiple Displays)	(Multiple)	ADAPT Sony XBR-X850D.ir		Ready				
	~	Display	Guest Bed TV	1	ADAPT Panasonic TC+P50G	T30.ir	Ready				
	~	Display	Guest Bath TV	1	test.ir		Ready				
		Send IR Files to Control	System	Retrieve IR Files from C	Control System						
C:\Active Jobs\26 Room Example					SSH:Con						

- **TRANSFER:** Check-box for including the file when the Send button is pressed
- **Send IR Files Control System:** This button sends all files marked in the Transfer column to the \NVRAM\IrDrivers folder on the processor.
- **Retrieve IR Files from Control System:** This button will download all or the IR files found in the \NVRAM\IrDrivers folder on the processor and copy them to System Managers IR folder location.

Note: We recommend working from the System Manager Dynamic IR directory when saving and editing .ir files (default is |Program Files (x86)|Adapt – System Manager|DynamicIR). All files that are transferred using this Tool reside in this folder. When you select a driver for a Display or AV Receiver from a different directory, a copy is made to this folder. However, if you edit the driver from the original location, you must re-select it from the Device page in order to have System Manager re-copy the updated file to the Dynamic IR directory. The folder location can be changed by selecting "Tools/Settings" from the main menu.

CONSOLE

SSH:Connected 192.168.16.226 : 22					_ 0
Console					
RMG3 Console				Adapt	~
DMCD				Program	~
RMC3>				CPU	~
RMC3>				Information	~
RMC3>ver				Devices	~
RMC3 Cntrl Eng [v1.503.3318.26859 (Feb 01 201	8), #00E7D387] @E-00107£8308			Network	*
RMC3>_				Memory	~
RMC3>				Performance	~
				Other	~
User (UCMD): Recen	nt User (UCMD) Commands:		Program Slot #		
\rightarrow	-)	Slot-1 🔹	clear	

Command Window: 2-way console connection to connected control system.

- **Quick Commands:** Series of commonly used commands (Note: As System Manager evolves, the commands available in this area will be changed to provide the most common commands you will typically use).
- **User:** Send user commands without the need to use the "ucmd" container.
- **Program Slot:** This drop-down selection box allows you to select the target program slot on the control processor for sending the console commands.
- **Clear:** Clears the Command Window.
- "Setup Gear": Takes you to the console layout screen to allow you to change the colors, fonts and text size for the Command Window and Diagnostics console.

FTP

FTP: Simple FTP client to allow the Download/Upload of files from your computer to the connected control system. This should only be used when performing maintenance or for advanced file management on the target control system. All file operations for ADAPT have been automated and can be found in the [Tools] and [File Transfer] section of System Manager.

System Manager 2.0							_ = ×			
File Project Tools Connection	Help					_				
			Configuration	Tools						
File Transfer	FTP Server:									
FTP	D:\Adapt\26 Room	Example v2.5\Proce	essor 01 (PRO3)	Local Directory:	✓ /					
	FILE NAME	SIZE	TYPE DATE	D:\	FILE NAME SIZE	TYPE	DATE			
	 App01 (ADAPT) JOB-Demo System.adapt	1 156944 F	Dir. 2018-06-18 11:26 iile 2018-01-12 17:04	Refresh AUTOUPDATELOGS Create Folder FIRMWARE Delete HTML NVRAM PLOG Yorgram01 Program02 Program03 Program03 Program05 Program07 Program08 Program08 Program09 Program09	Dir Dir Dir Dir Dir Dir Dir Dir Dir Dir	2018-04-03 18:44 2018-04-03 18:48 2017-11-07 16:27 2017-11-07 16:27 2018-04-03 18:32 2018-04-03 18:48 2018-04-03 18:48 2018-04-03 18:48 2018-04-03 18:48 2018-04-03 18:48 2018-04-03 18:48 2018-04-03 18:48 2018-04-03 18:48				
	2 folders 1 file 153 K				19 folders 0 file 0 K					
							clear			
	SSH:Connec	ted 192.168.16.218	22							



HELP

System Manager includes a help page which provides a reference guide [This guide] and some additional tools to assist you remotely and automate sending PanTech Design the adapt file you are working on if support is needed.



System Manager Reference: This guide.

Additional Help is located in the Main Menu "Help" items drop down;

Get Support: A live internet connection (if connected) to remote support desktop sharing application. This can be used to offer live assistance in troubleshooting System Manager ADAPT issues.

Adapt Forum: A live internet connection (if connected) to link to the https://forum.pdadapt.com/ location where you can get the latest updates and converse with the community of Adapt programmers for help and guidance.

Send Adapt to Support: Allows you to quickly send your open ADAPT file, and additional attachments, to PanTech Design for review and assistance.
adapt

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