Starting Off

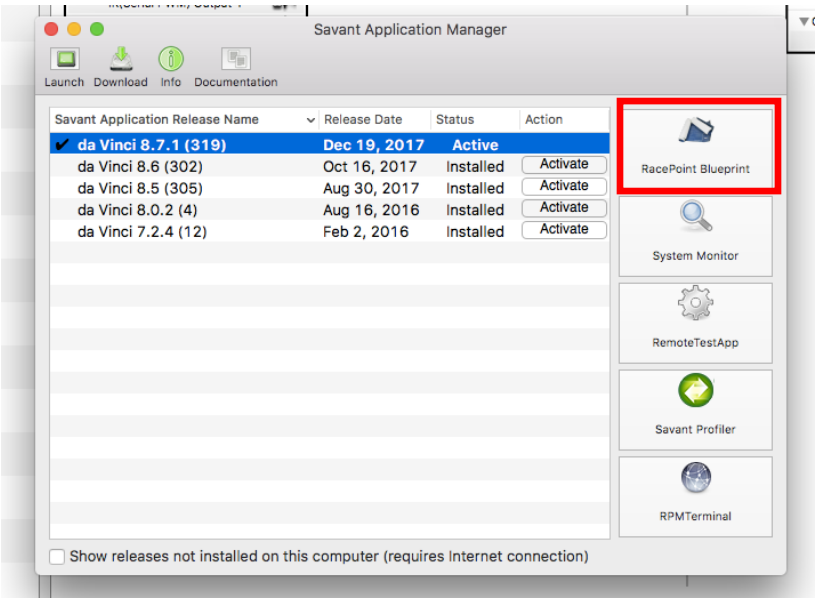
- Before integrating the Insynctive Bridge into your project, it is recommended that all the shades and sensors are added to the Pella bridge first. Instructions for these can be found in our Insynctive Product Guides.
  - http://www.pella.com/insynctive/smart-home-products/

- Remember the order in which devices are added to the Bridge. The order in which they are added is their corresponding Device ID# within the Bridge. The Device ID then corresponds to the device address that Savant communicates to.
  - **ex: first device added would be Device ID 001, and address 001; second added device would be Device ID 002, address 002, etc.**
- **Only Smart Hosts S-2/S-12 and newer and da Vinci 8.7.1 and newer should be used for Savant Pro App 8 to be functional with sensors.**

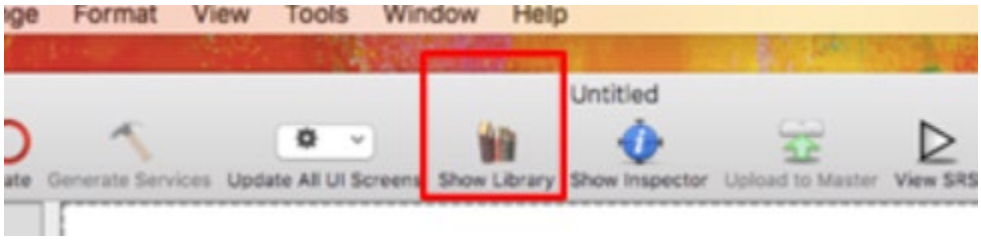
Getting into Savant

First, find and open the Savant Application Manager (SAM) icon on the desktop

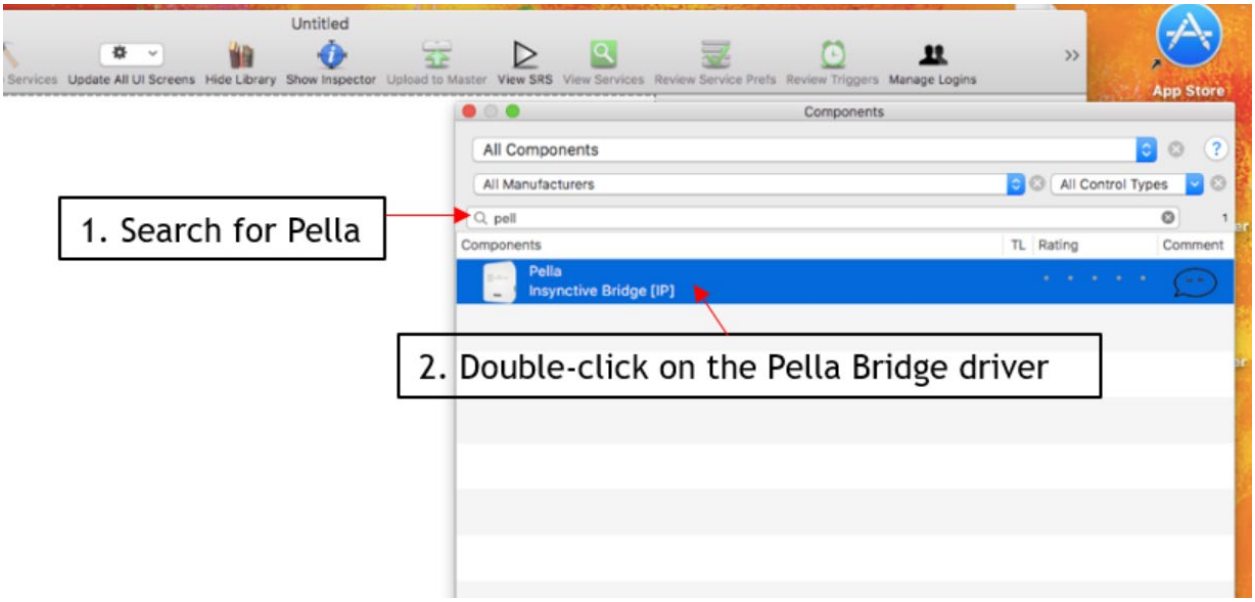
With SAM open, select the da Vinci software release you wish to be active in your project (typically most recent is most desirable). Then open up RacePoint Blueprint.'



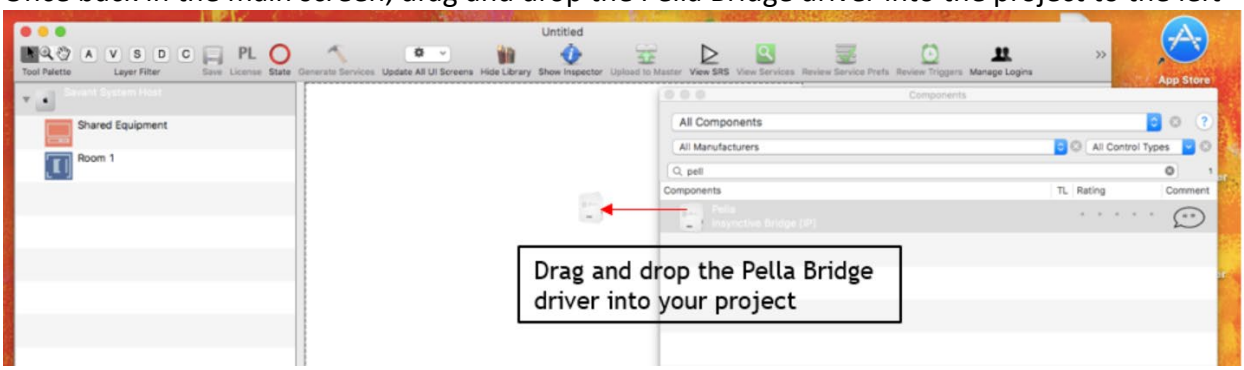
When in BluePrint, click on the Show Library icon



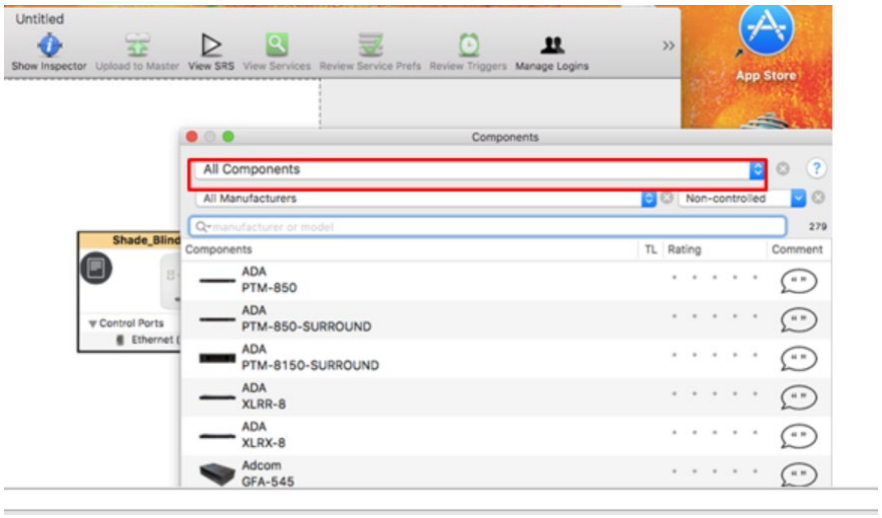
Search for Pella under all manufacturers. Double click on the driver. The driver should be version 7.3 or newer.



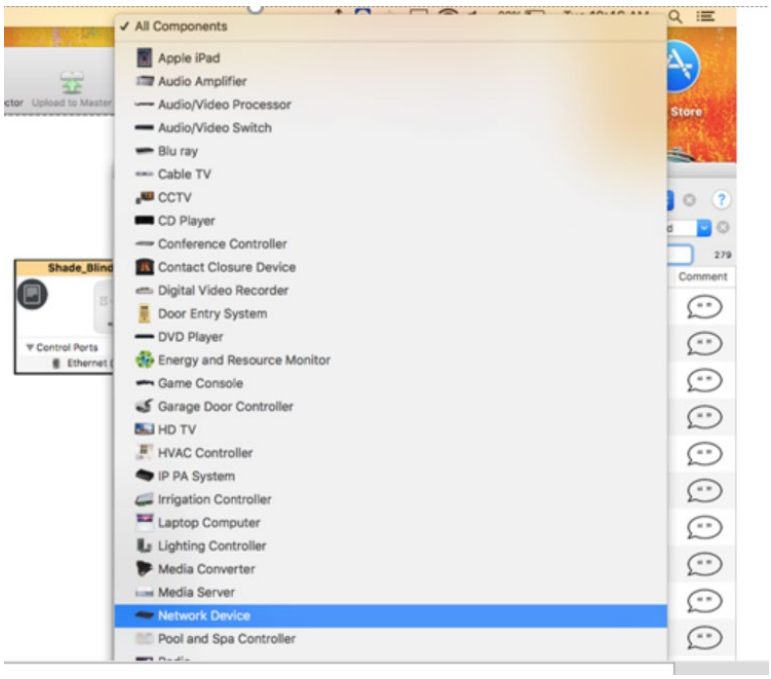
Once back in the main screen, drag and drop the Pella Bridge driver into the project to the left



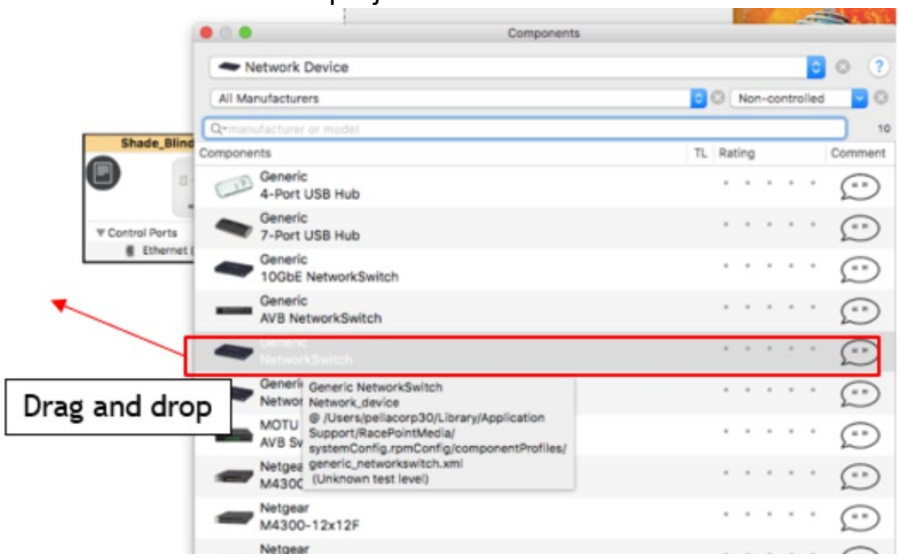
Next, we will place a network switch into the project. Click on the All Components box.



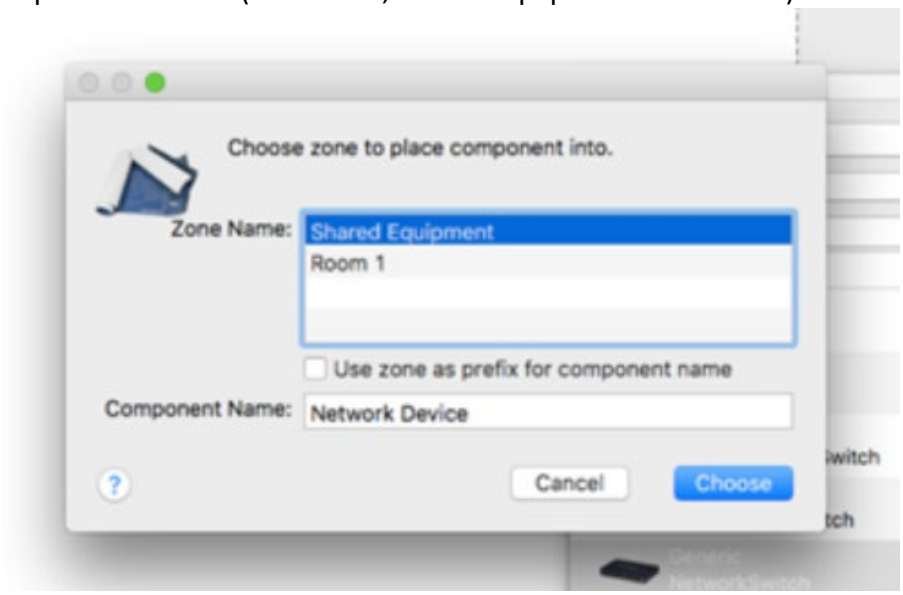
Then scroll down and select Network Device



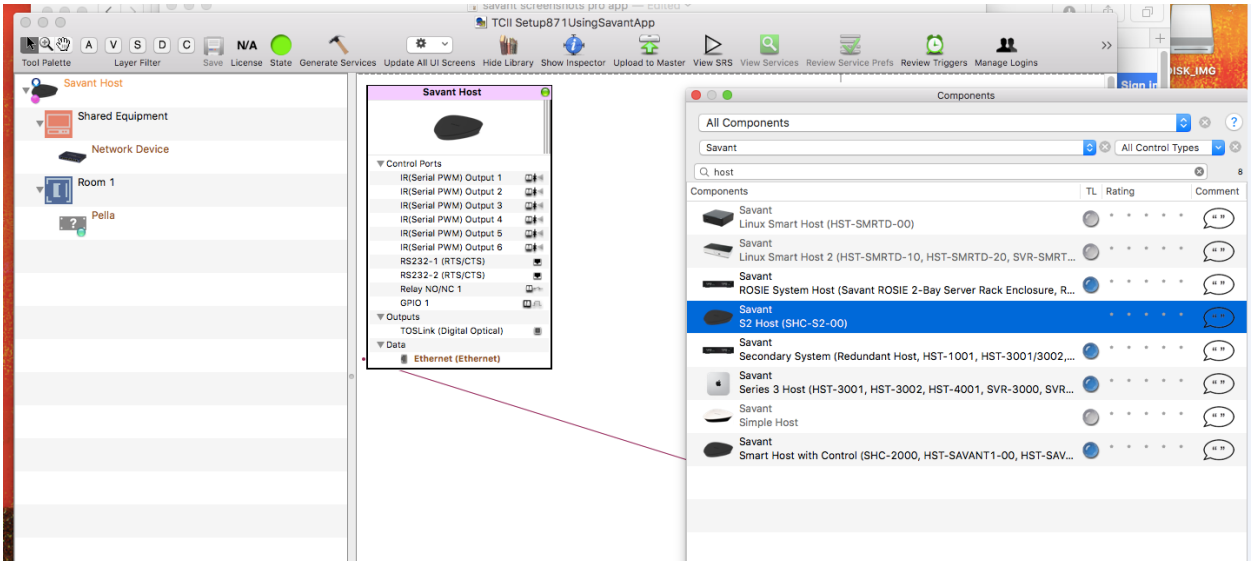
Drag and drop Network Switch into the project



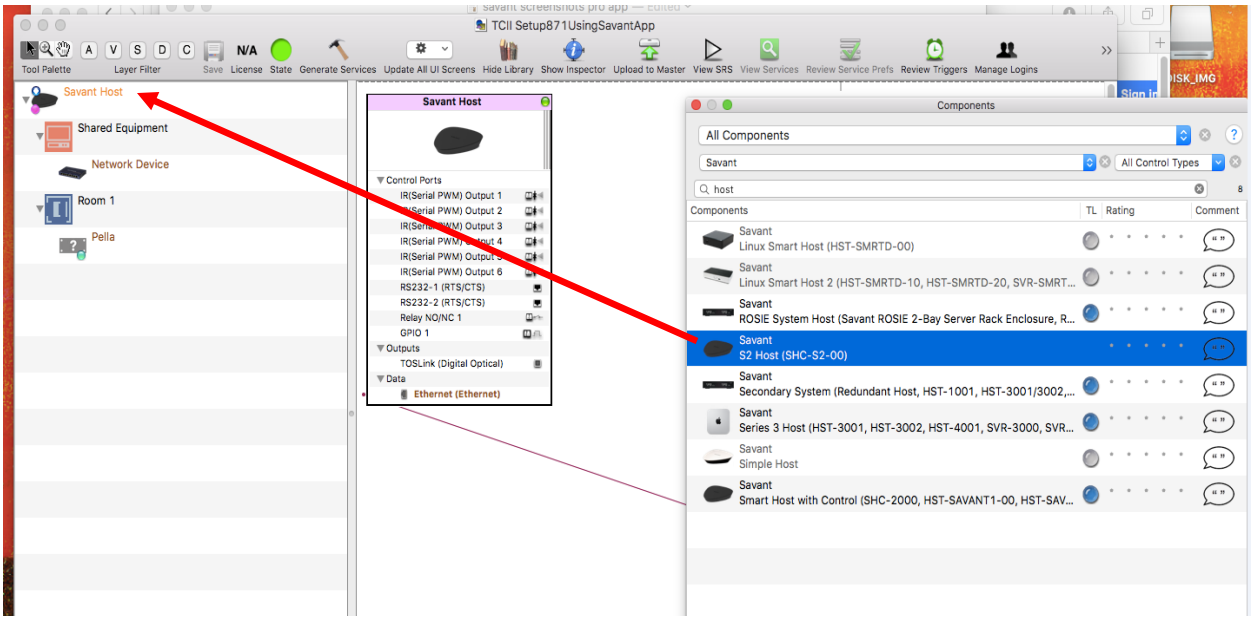
Choose zone to place switch in. (If not sure, shared equipment works fine.)



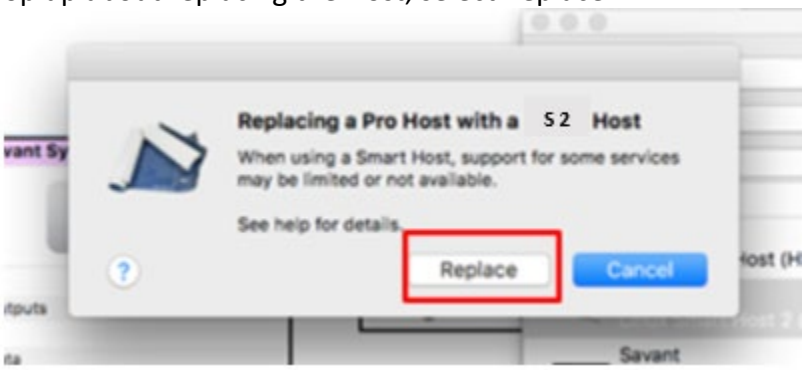
Next we are going to select the Savant host. Under all components, scroll down to the Savant Host.



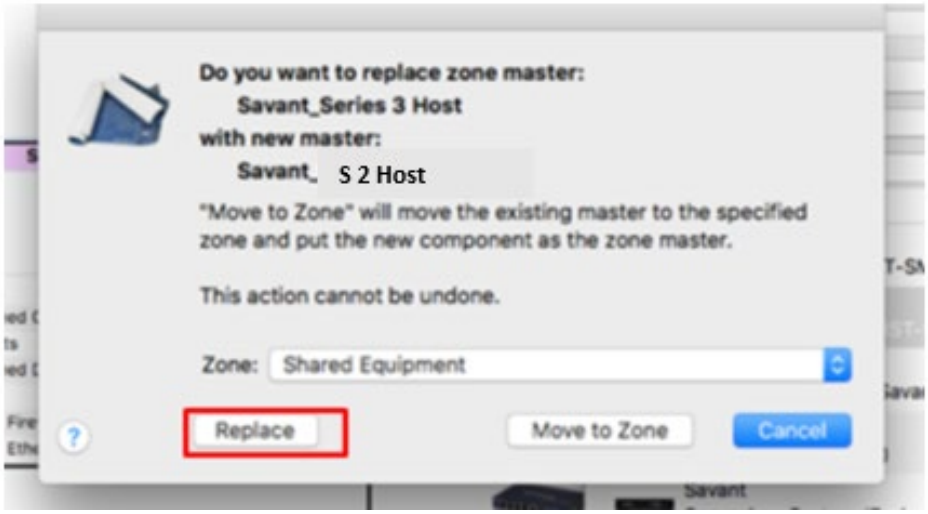
Then select your host. Drag and drop the driver all the way over to the left and place it on top of the default Savant Host in the project.



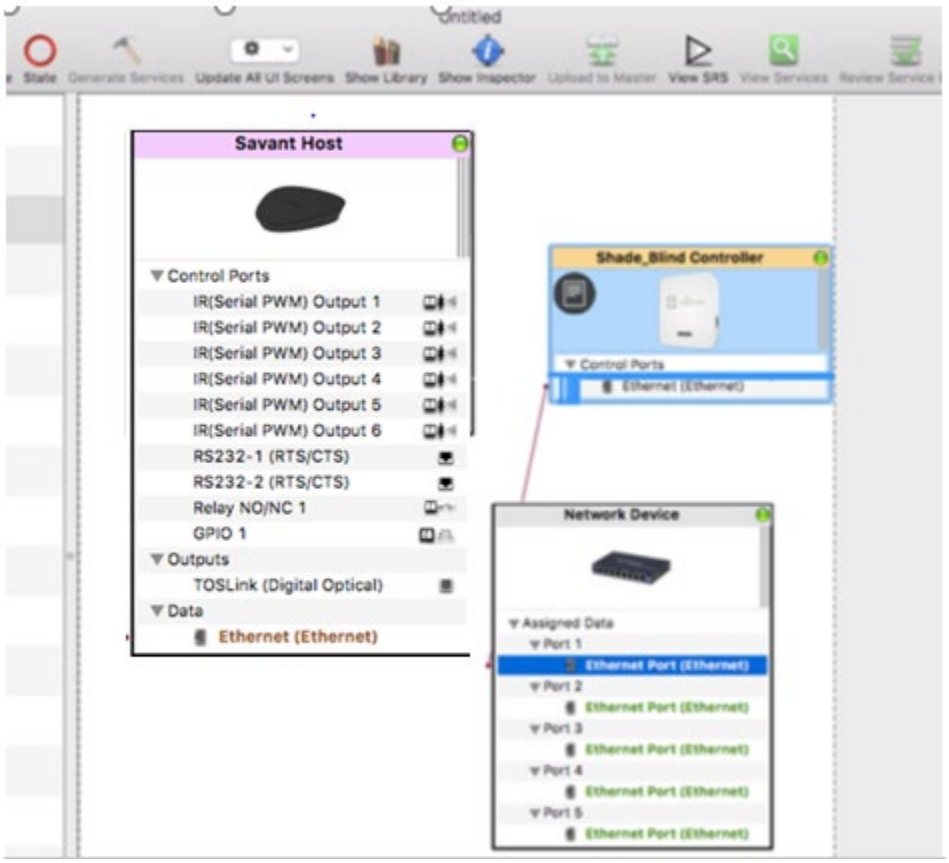
A dialog box will pop up about replacing the Host, select Replace



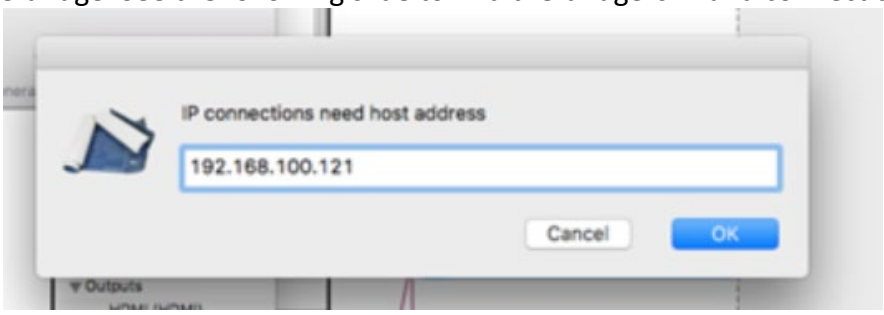
Another dialog box will then pop up asking if you want to move the default host to another zone. If you have multiple hosts, move it to your preferred zone. Otherwise (in most cases) select Replace.



Next we are going to start making the connections. We are going to make ethernet connections between the Bridge and switch and between the host and switch. Click an Ethernet port on the switch and drag and drop it to the Bridge's Ethernet port. Select another Ethernet port on the switch and do the same for the host.



When connecting the Pella Bridge to the switch via Ethernet, a prompt will come up asking the IP address for the bridge. See the following slide to find the bridge's IP and connect to it.



Establishing Communication with the Pella Insynctive Bridge

First, determine whether you are interfacing to a Generation 1 or Generation 2 Pella Insynctive Bridge. The Generation 1 Bridge plugs directly into the wall outlet. The Generation 2 Bridge plugs into a Micro USB Cable and USB Power Supply.

Generation 1 Pella Insynctive Bridge

The Generation 1 Bridge has a fixed IP address of 192.168.100.121 and communication can be established on IP port 23. It may be beneficial to assign a different fixed IP address to the Pella Bridge to place it onto the same network address as the controller. It is suggested to use Telnet or Putty to communicate between a PC and the bridge to change this address. To do so, change the IP address of your PC's Ethernet port to a fixed address of 192.168.100.020 with subnet of 255.255.255.0. Establish a telnet connection with bridge at IP address 192.168.100.121 and IP port 23. Send the command provided below to bridge to set a new IP address. Commands should be terminated with a Carriage Return (<CR>) and Line Feed (<LF>.) The HEX values of these characters are $0D, $0A respectively.

The command to set a new IP address is as follows:

!BRIDGESETIP,$ddd.ddd.ddd.ddd<CR><LF>

Where, ddd are decimal digits between 000 and 255 that correspond to the desired IP address.

If successful, bridge will beep and light will flash green.

Next, connect an Ethernet cable between bridge and the controller or controller's network.
Sync Pella Insynctive products to bridge following the instructions provided in each product's Product Guide.

Generation 2 Pella Insynctive Bridge

The Generation 2 Bridge supports DHCP, so the IP address is automatically assigned by the router. Check the network to determine the IP address assigned to the Bridge. If you would like to assign a static IP address use Telnet or Putty to communicate between a PC and the bridge to change this address. To do so, establish a telnet connection with the bridge at the assigned IP address and IP port 23. Send the command provided below to bridge to set a new IP address. Commands should be terminated with a Carriage Return (<CR>) and Line Feed (<LF>.) The HEX values of these characters are $0D, $0A respectively.

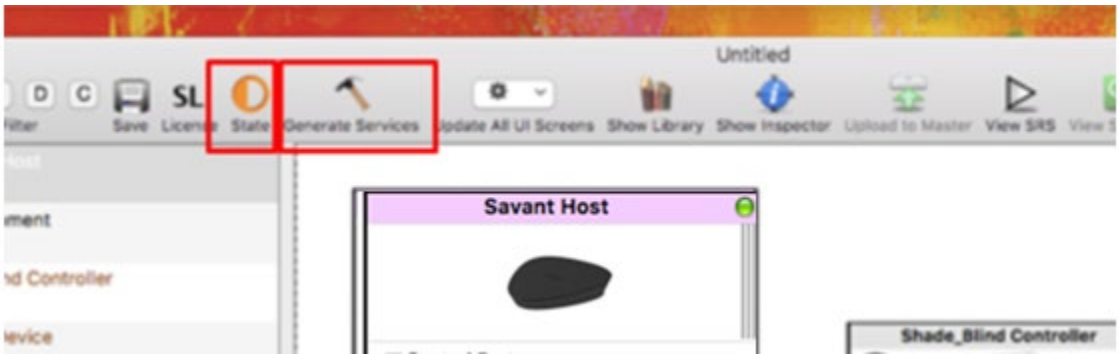
The command to set a new IP address is as follows:

!BRIDGESETIP,$ddd.ddd.ddd.ddd<CR><LF>

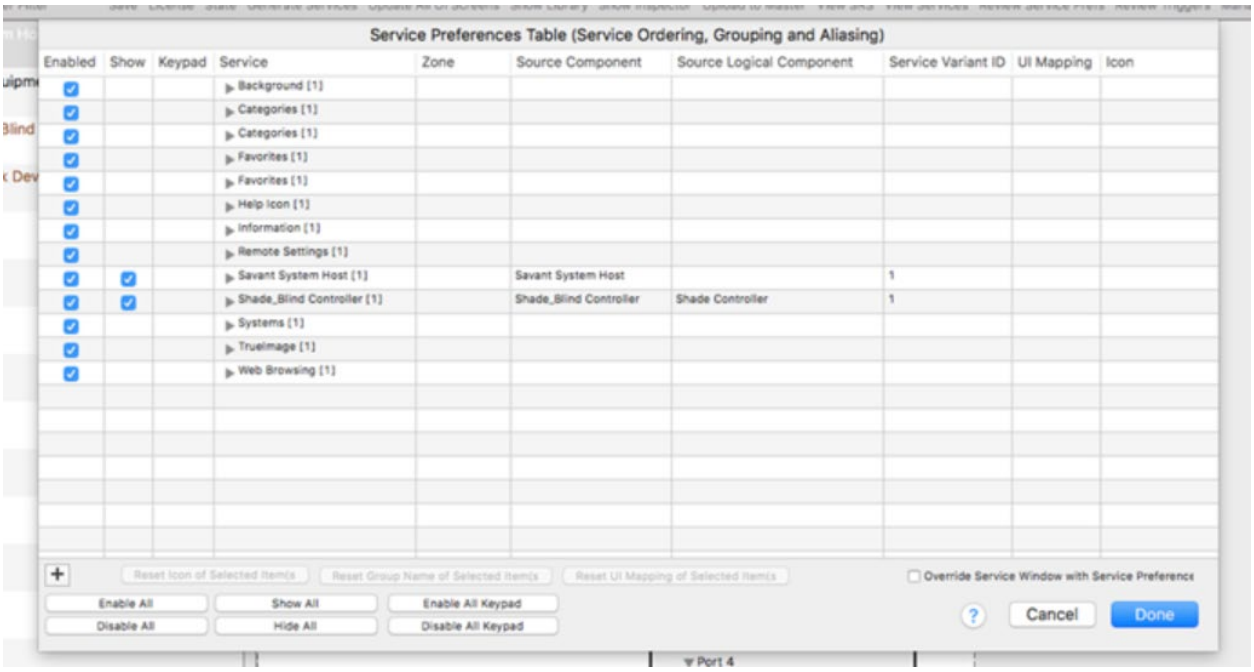
Where, ddd are decimal digits between 000 and 255 that correspond to the desired IP address.

If successful, the bridge will beep and light will flash green.

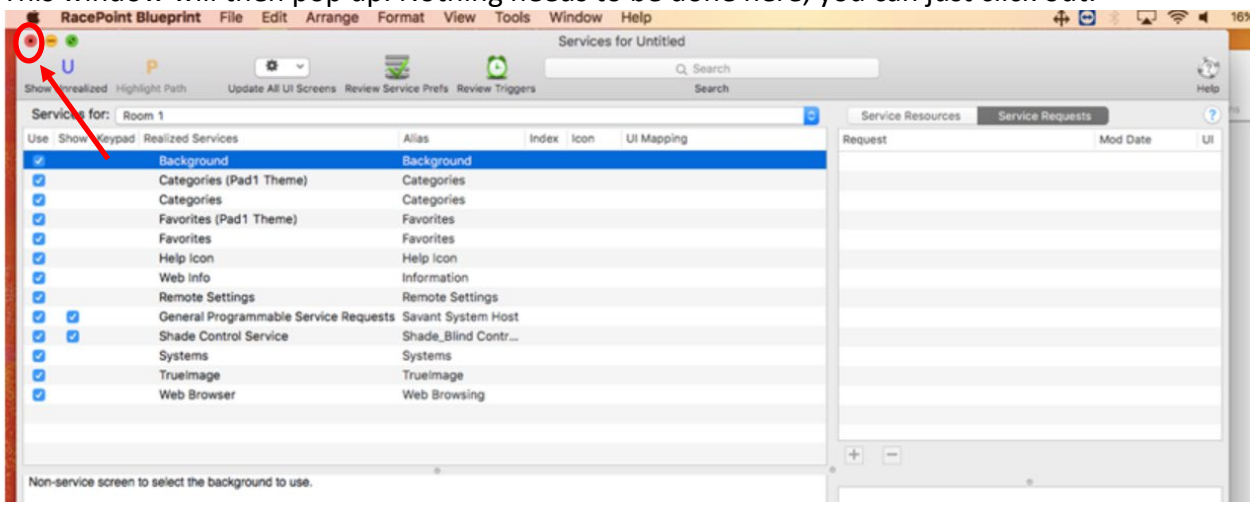
Once host and Bridge are connected to the switch via Ethernet, we can see if BluePrint thinks this is an acceptable project. To do that, select the Generate Services icon. Note: notice the State icon and its color.



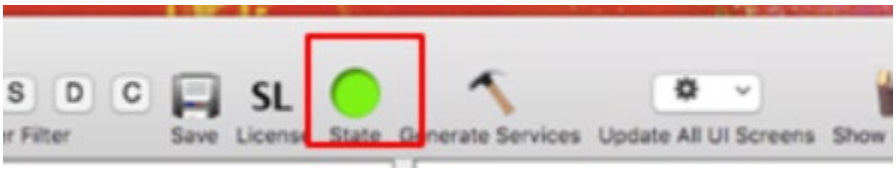
This window will then pop up. Select Done.



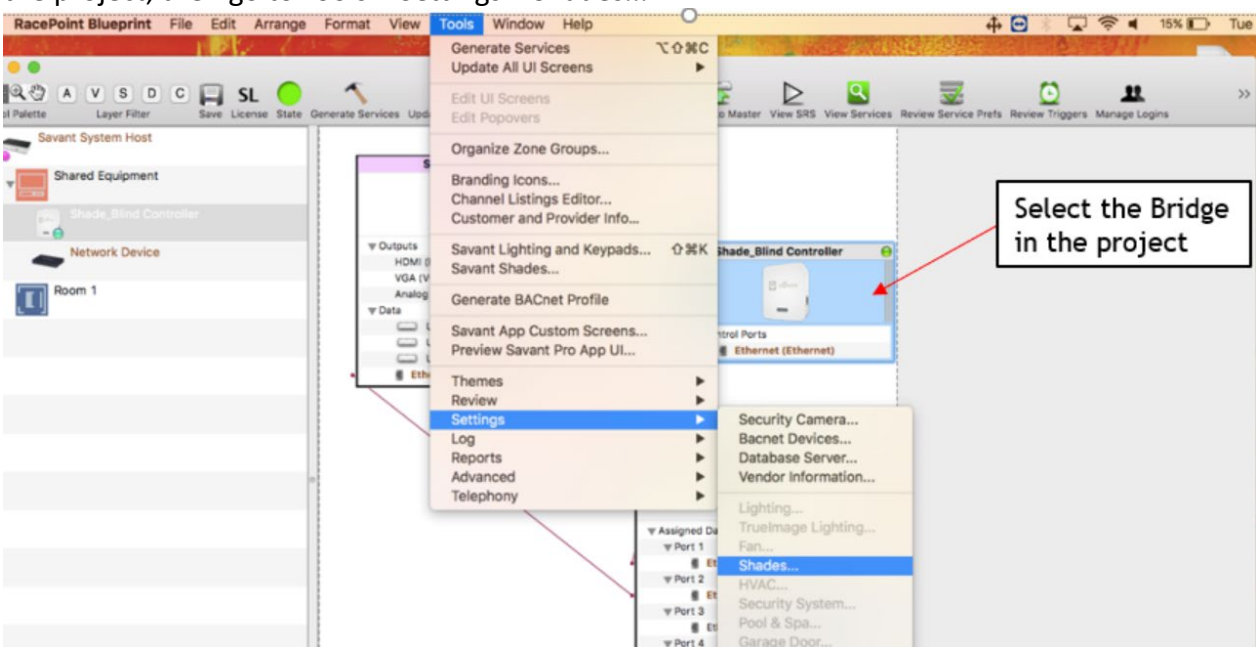
This window will then pop up. Nothing needs to be done here, you can just click out.



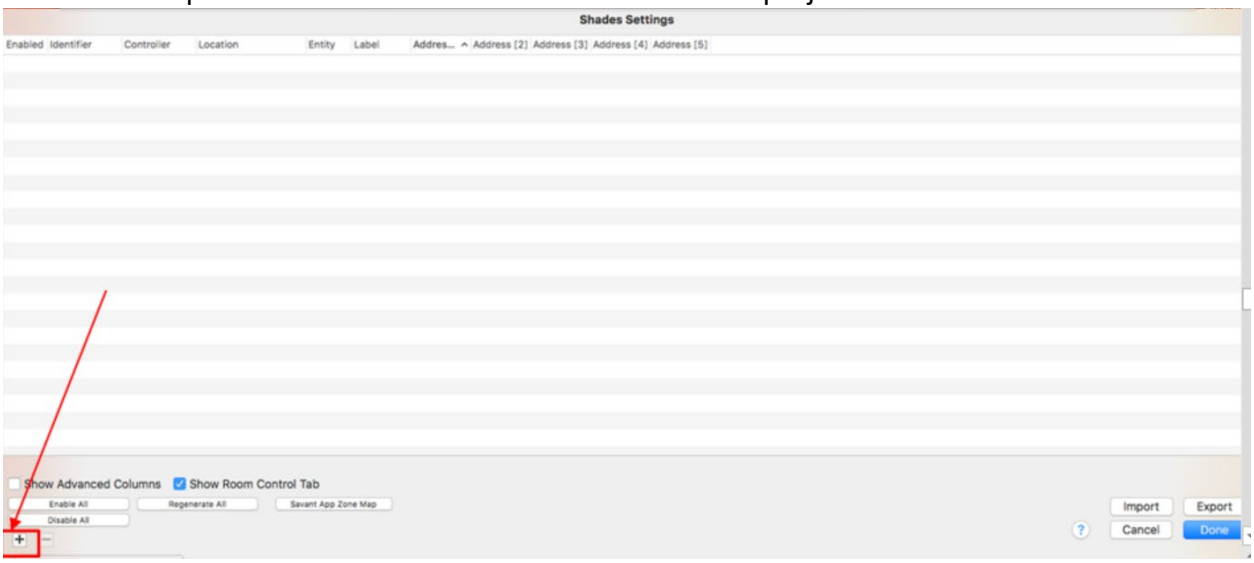
It will then take you back to the main screen. Notice the State icon now, it is a full green circle where before it was a partially filled orange circle. This indicates that this project setup is acceptable to BluePrint.



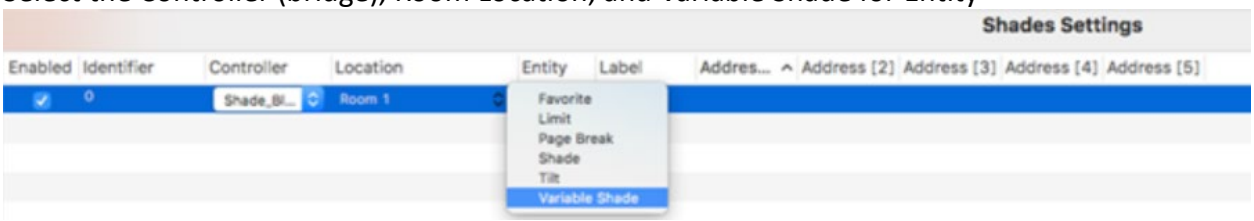
We are now going to add the shades to the Bridge in Savant. To do this, select the Bridge box in the project, then go to Tools > Settings > Shades…



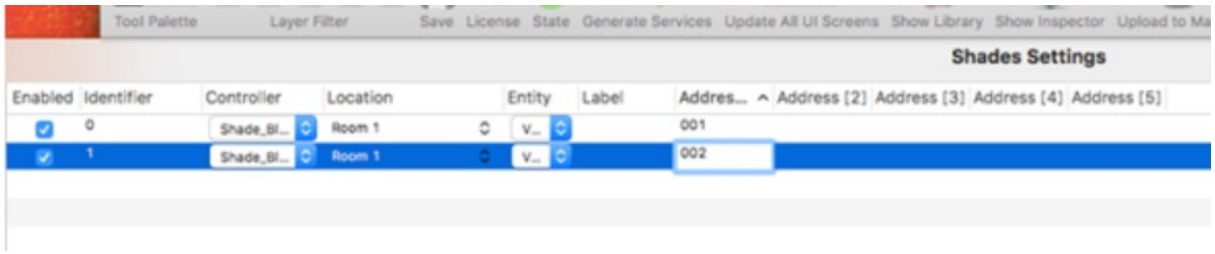
This box will open. Click on the '+' to add a shade into the project.

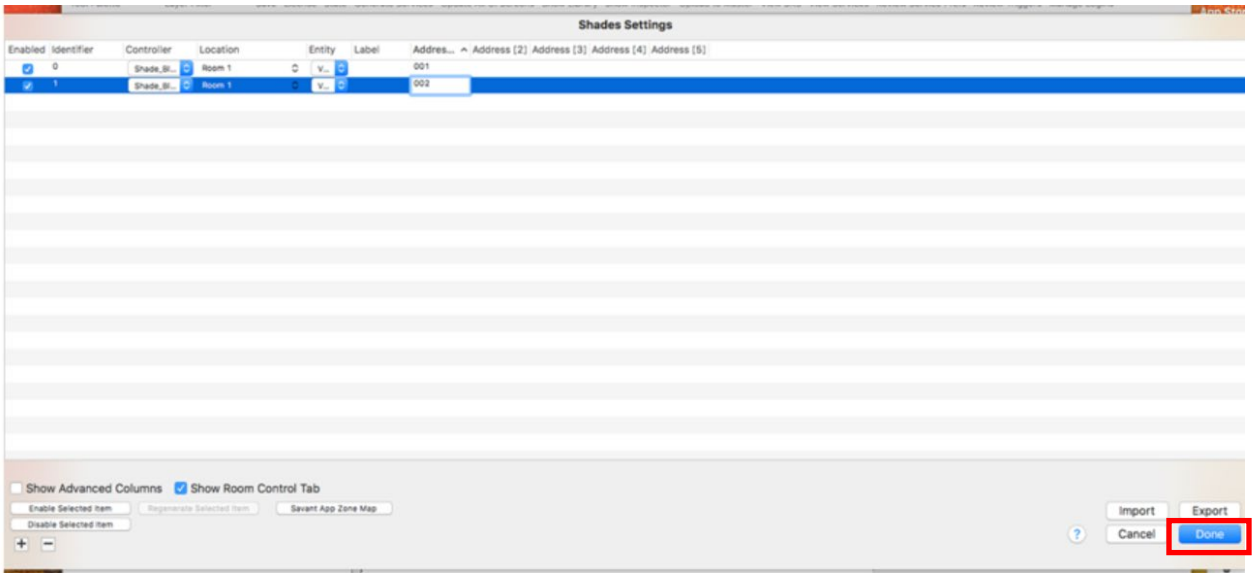


Select the Controller (bridge), Room Location, and Variable Shade for Entity

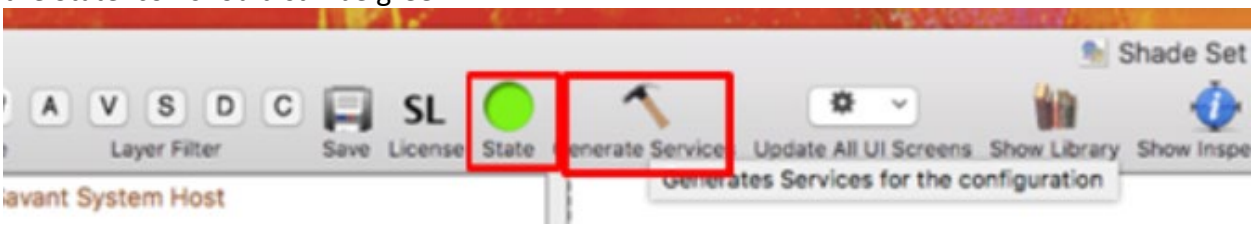


The address corresponds to its Device ID# on the bridge which is simply the order the devices were added to the bridge (ex: first device added would be Device ID 001, and address 001; second added device would be Device ID 002, address 002, etc.) Press the '+' icon for every shade being added into the project (they must also be learned into the bridge itself separately) In the case below I have 2 shades added to the bridge and to the project. **Also, don't forget to add the desired UI label to each.** Click Done when finished.

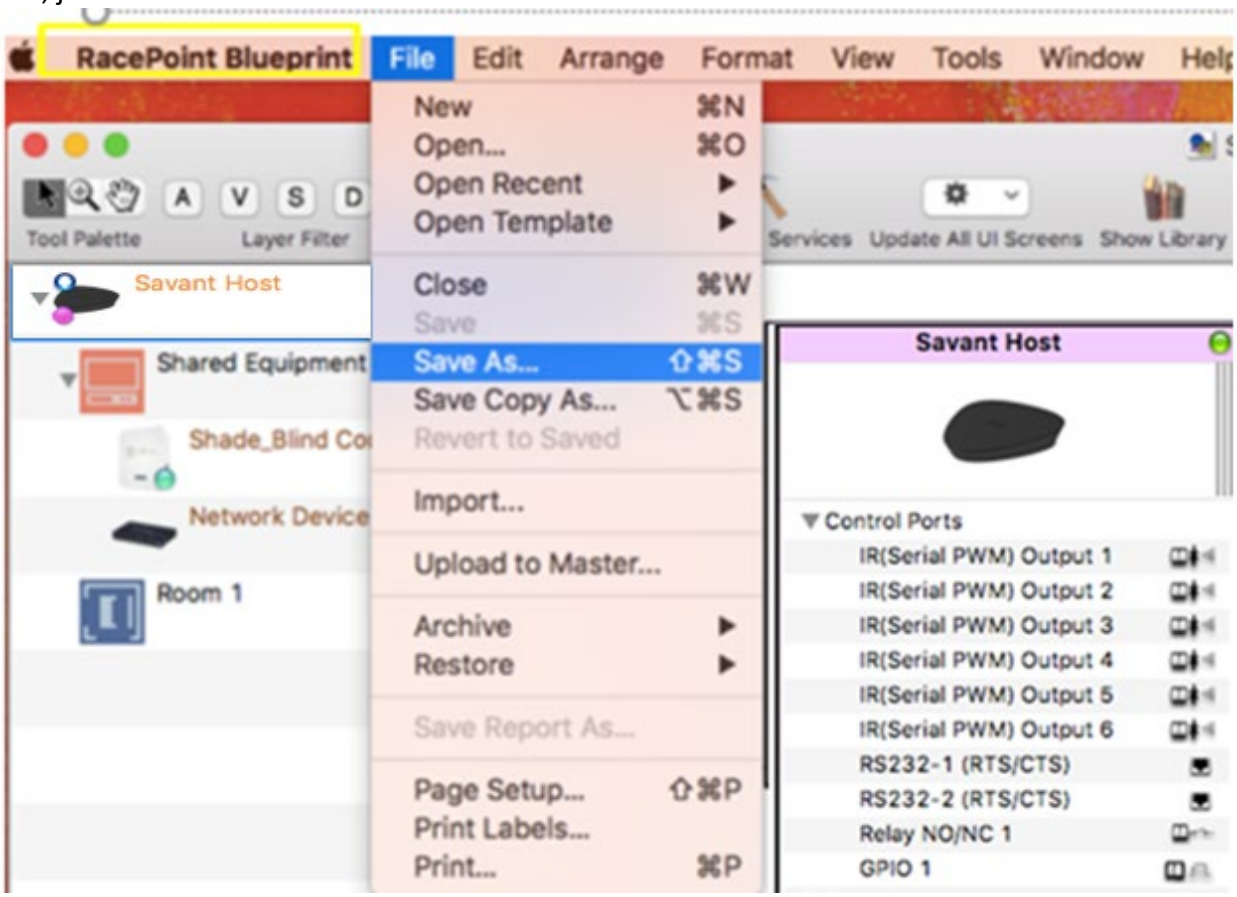




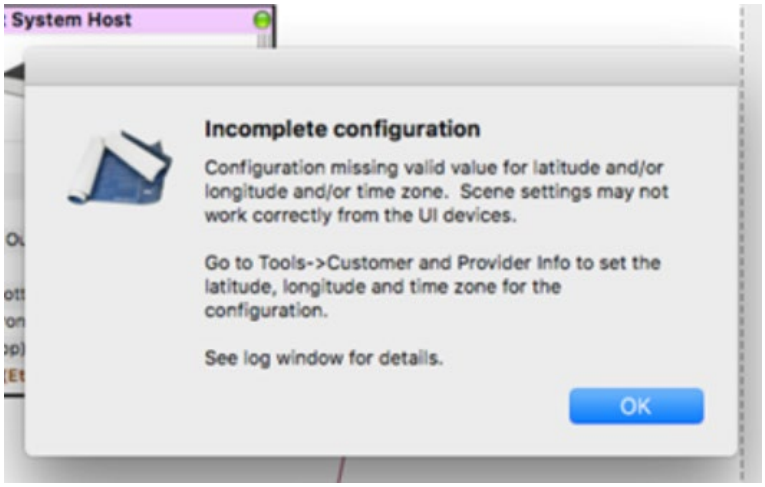
Once adding the shades into the project is complete select Generate Services again. When done, the State Icon should still be green.



Next save the project. Be sure when saving that the header says RacePoint BluePrint. If it does not, just click on the BluePrint window.



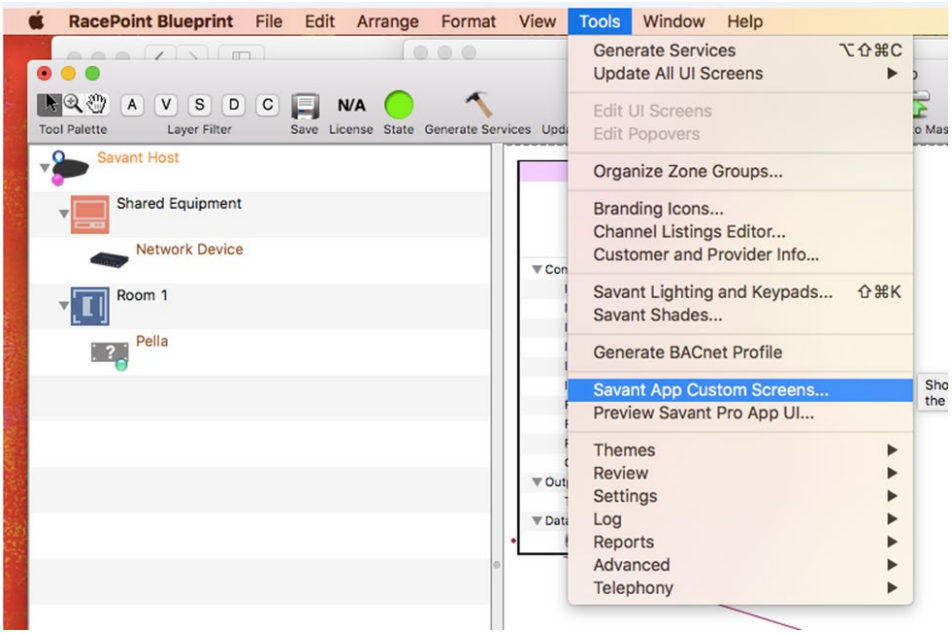
After trying to save it, this window may pop up. Check the log window to see what the issues are. Click OK.



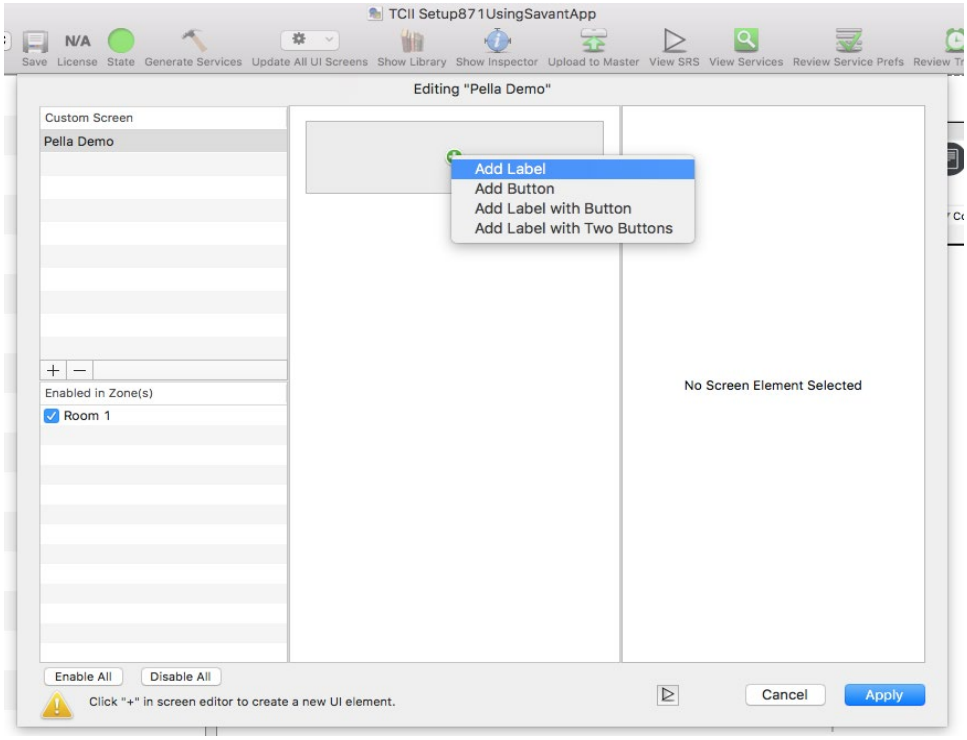
If the log window asks for a Host UID, double click on the Host in the upper left of BluePrint and fill in the UID. The UID can be found on the bottom of the Host itself next to the MAC and SN. Try saving the project again.

Setting up sensors in Savant Pro App

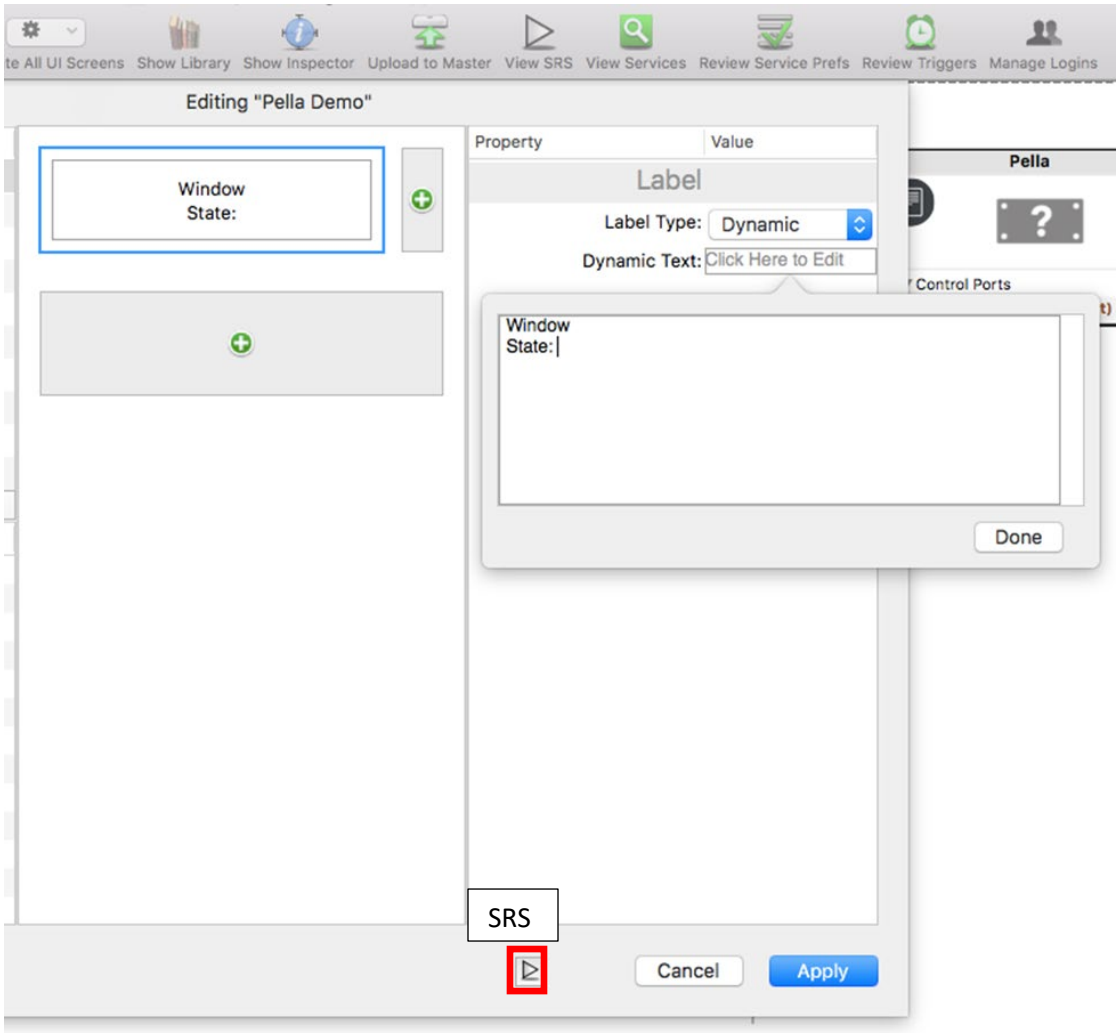
To set up the Savant Pro App UI screen go to Tools>Savant App Custom Screens



Name the Custom Screen, Select the Zone (Room 1 in this case), then click on the green '+' and select Add Label

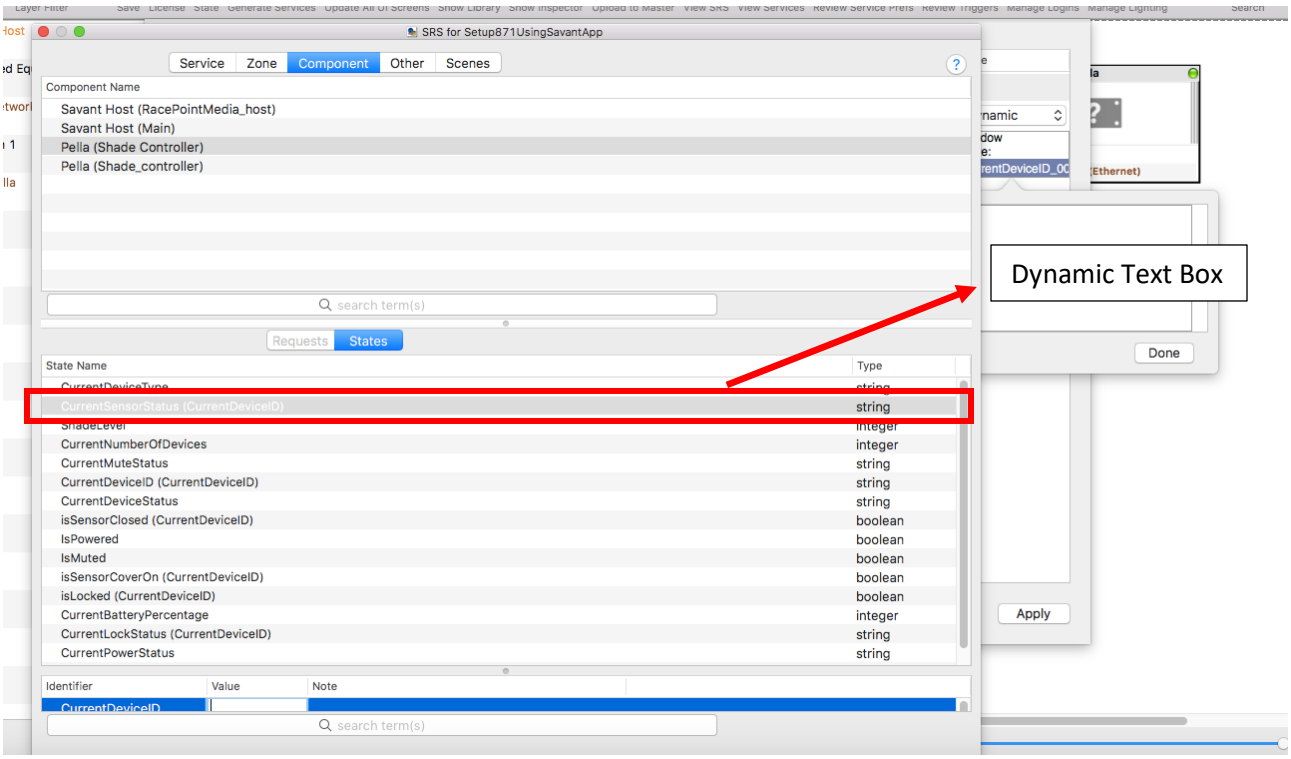


On the right side of the window select Dynamic label type, then click on the Dynamic Text Box. Type in the Desired Text. While still in the text box, select the SRS symbol at the bottom

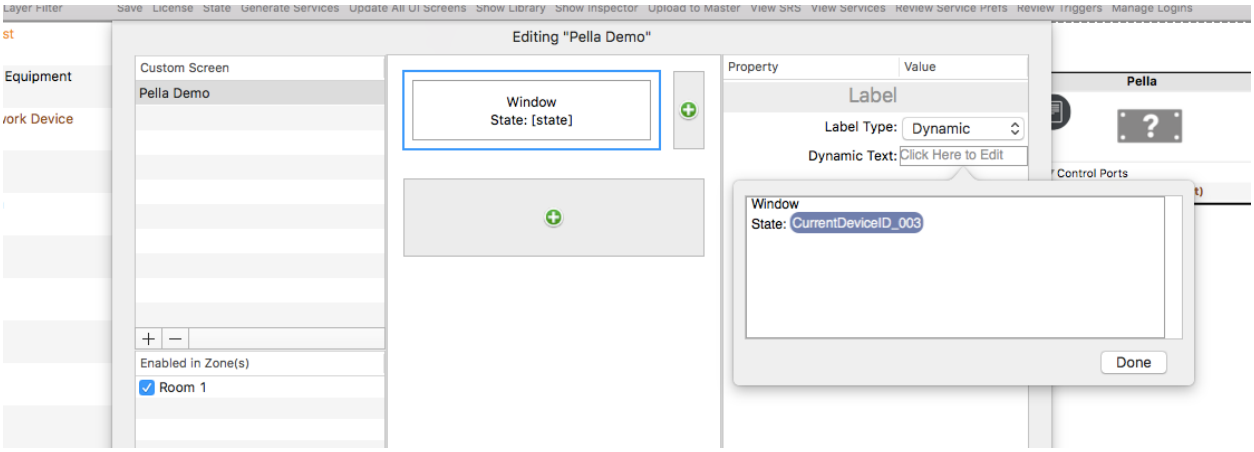


In the SRS window select the Component slide, then select the Pella Shade Controller (make sure it has the options seen below). In this case we have a window sensor, so we select the CurrentSensorStatus option. On the bottom of the page in the identifier window, double click on the value space and enter the device ID. In our case it was device 3, so we entered 003.

Then drag and drop the state name selection into the Dynamic Text Box.

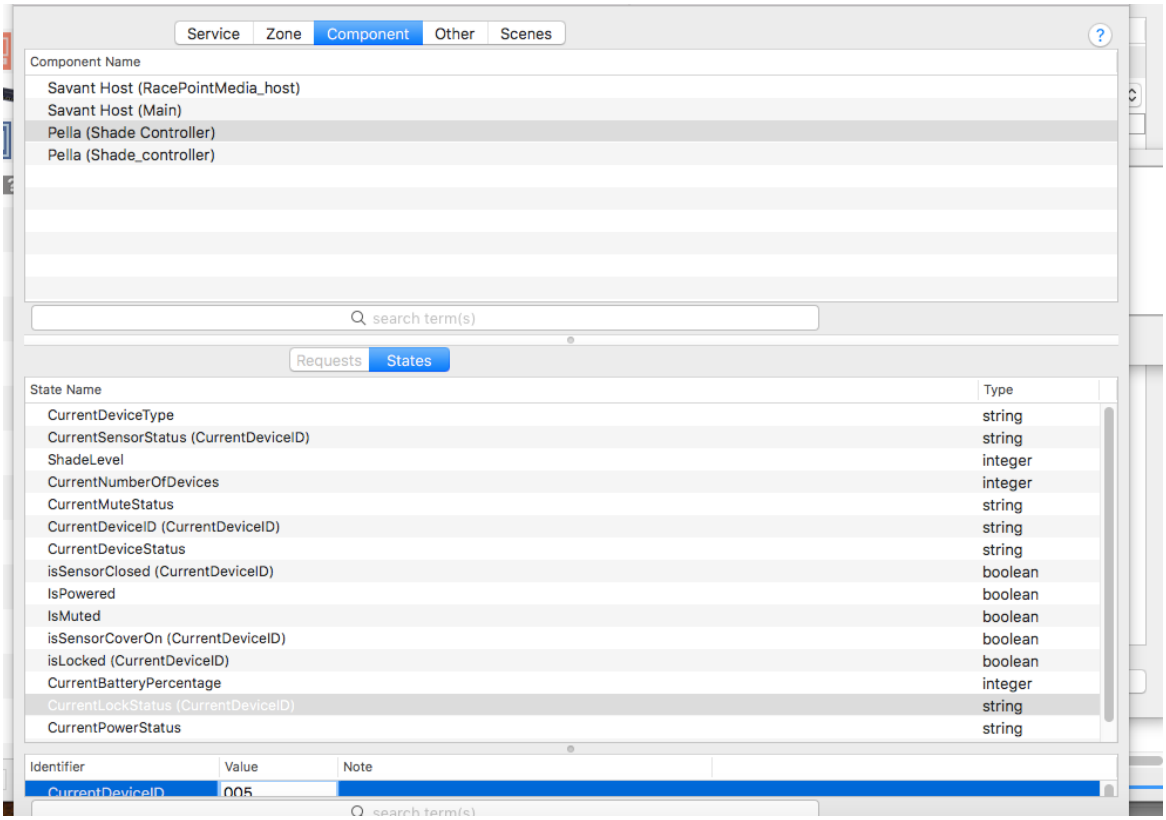


When going back to the Custom Screen Box, you should see the Dynamic Text box populated as below.

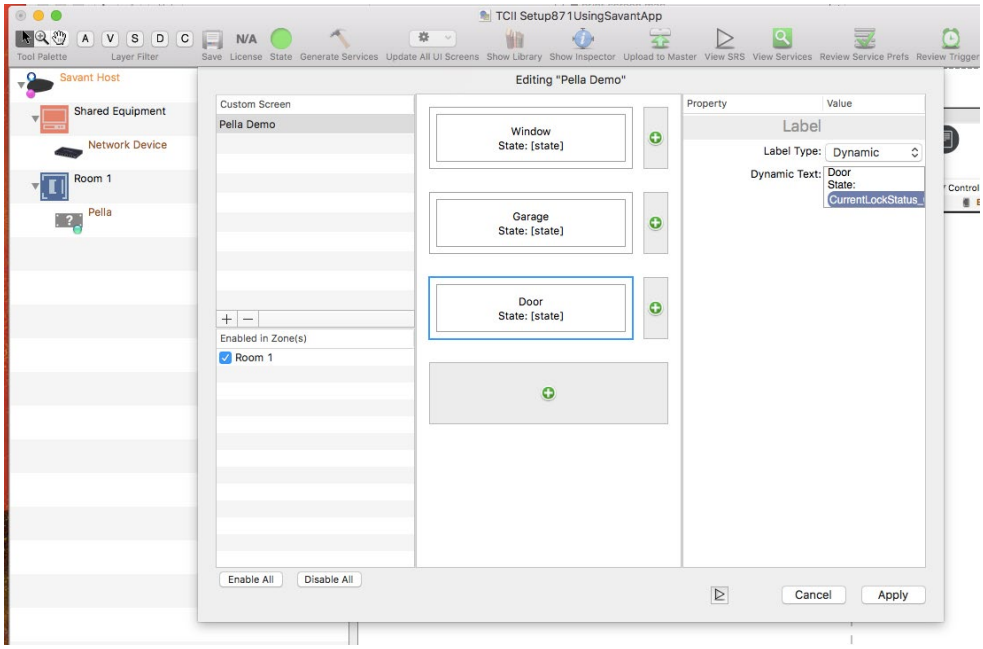


Now that label is complete. Do one for every sensor.

It is worth noting that when dealing with a lock/unlock sensor, the option to use in the SRS menu is the CurrentLockStatus option as seen below.

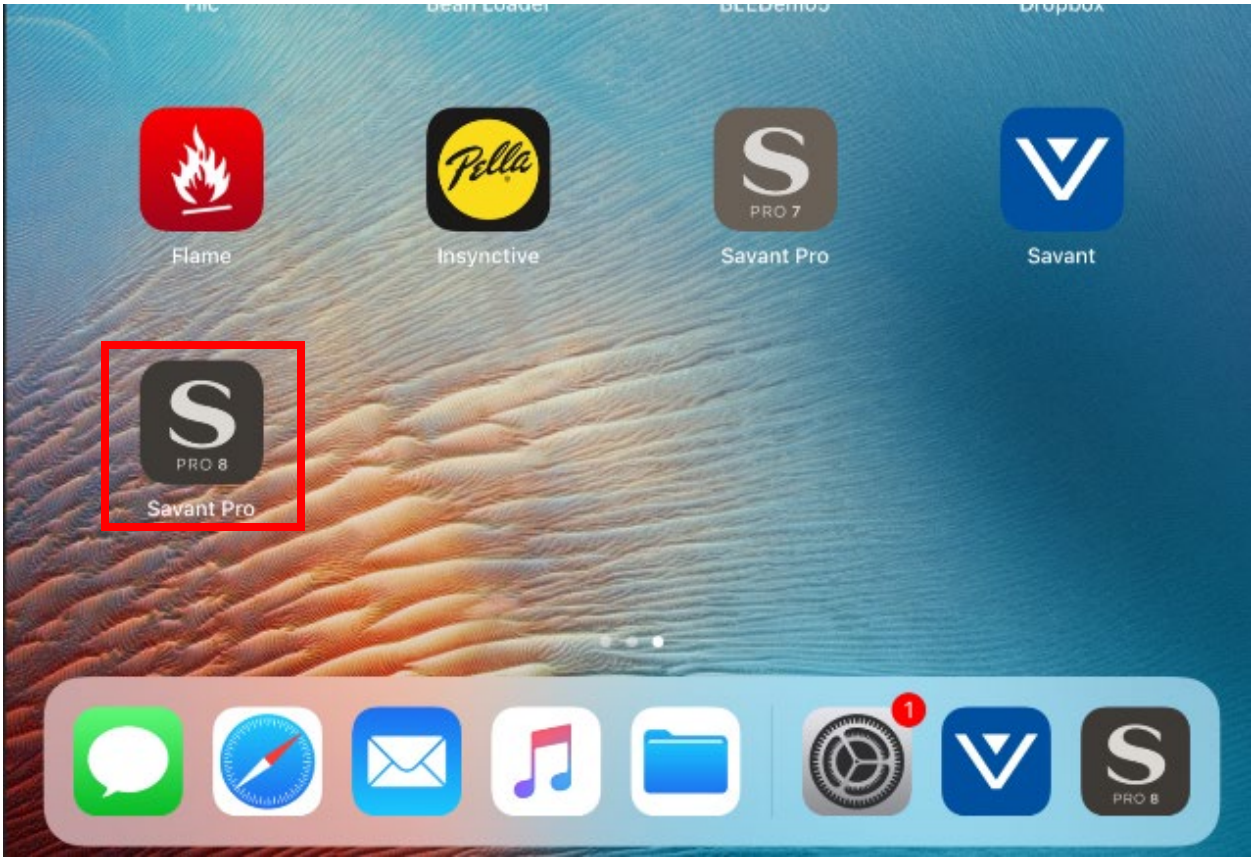


When complete, the Custom Screen window will look as follows. We had 3 sensors in our case.

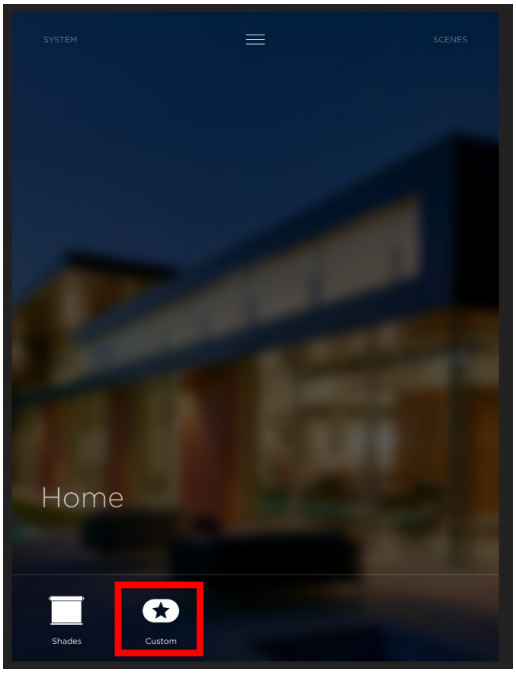


Then go ahead and re-upload to Master again to update the controller and UIs.

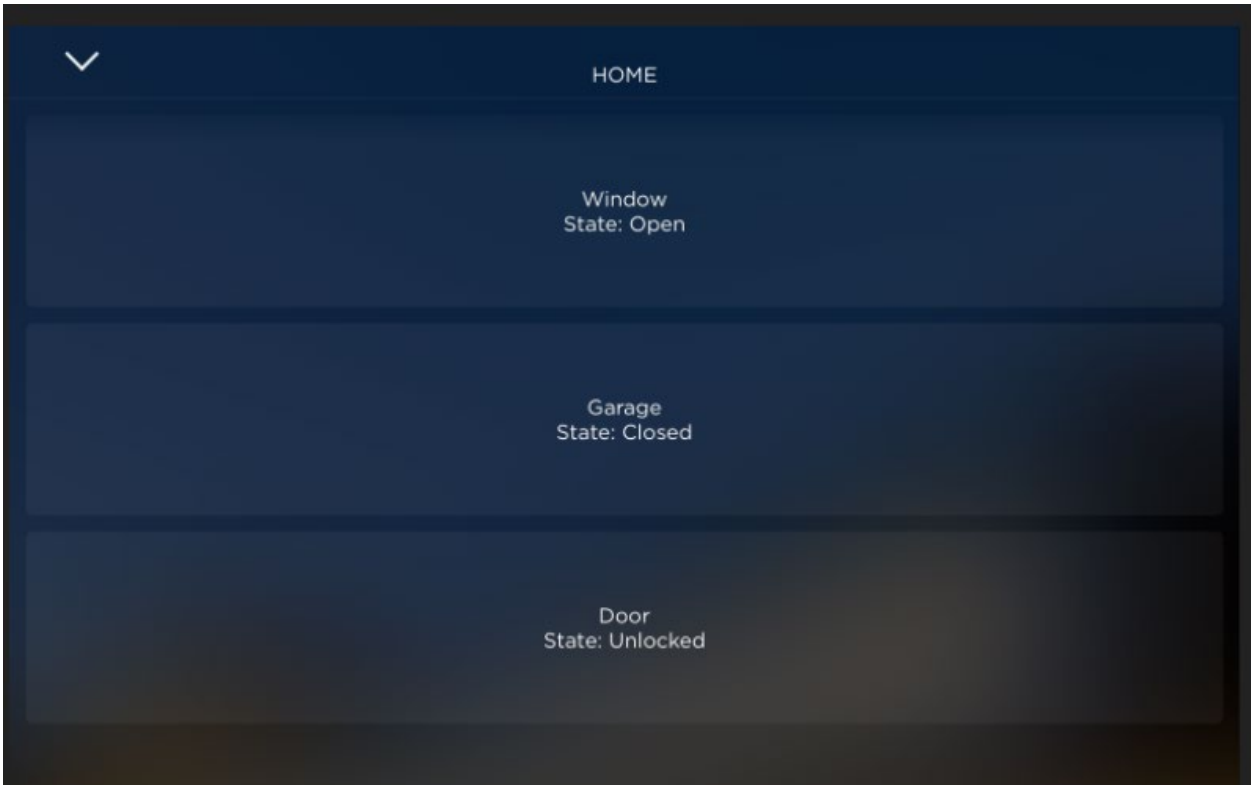
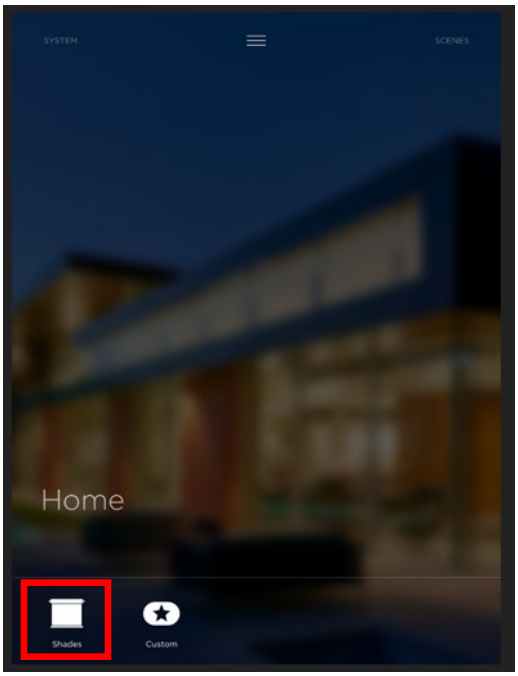
In your iPad, find the Savant Pro 8 App and open it.



After it logs into the host, in the Home screen look for the Custom button on the bottom of the screen.



You should see your sensors show up. Cycle them, and the statuses should populate as seen in the screen below.



As for the shades, they should be populated in the shade screen automatically underneath the zone you placed them in.