

C2N-LCD-B3 Sample Project

Version 1.0.0

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Overview

This sample project demonstrates how to program a C2N-LCD-B3 keypad to interface with an MFC3 in order to control thermostats, lights, shades, and media devices. The C2N-LCD-B3 keypad will be controlling a CHV-TSTATEX thermostat, 5 CLW-DIMEX-P lights, 3 CSM-QMT50 Shades, a CEN-TRACK, CEN-NSP, and C2N-AMP-6x100.

Equipment

This program is designed to work with the following hardware/software:

ETHERNET DEVICES

Device	IP ID
MC3 Control System	N/A
C2N-AMP-6x100	03
CEN-TRACK	04
CEN-NSP	05

CRESNET DEVICES

Device	IP ID
C2N-LCD-D3	03
CSM-QMT50	10
CSM-QMT50	11
CSM-QMT50	12

RF DEVICES

Device	RF ID
CLW-DIMEX-P	03
CLW-DIMEX-P	04
CLW-DIMEX-P	05
CLW-DIMEX-P	06
CLW-DIMEX-P	07
CHV-TSTATEX	08

FIRMWARE AND SOFTWARE

Device	Firmware Version
MC3	1.501.0013 or later
Software	Version
Simpl Windows:	4.06.01
Simpl+:	4.04.01
Device Database:	81.05.003.00 or later
Crestron Database:	61.05.007.00 or later
Toolbox:	2.42.240.00 or later

ADDING ADDITIONAL LIGHTS

Please note that the C2N-LCD-B3 only supports up to 6 lighting loads. To accurately additional lights to your Crestron system, use the following guidelines:

1. In Configure view, add a lighting device to an open RF-ID on Slot 3 on the MC3.
2. In programming view, in the Logic folder, under Setup, open the Analog Initialize logic symbol for "Number of Lights"
 - a. Change the parameter from 5d to 6d
3. In the "Multiple Serial Send" for "Light Names", insert a new parameter and give the new light a name.
 - a. Connect the name serial signal to the corresponding input on the C2N-LCD-B3 symbol.
4. Create a new folder under "Lighting" called "Light 6".
5. Copy the logic signals from an existing Light and rename all Light_x/Lightx prefixes and suffixes in the signal names to Light_6/Light6
 - a. Connect these new signals to the corresponding inputs/outputs for Light 6 in the C2N-LCD-B3 symbol under "Lighting". (Slot 3)
 - b. Connect the output of the "OR" symbols to the "Raise" and "Lower" inputs of the new lighting symbol (usually a CLW-DIMEX-P).
6. In each of the Scene folders, add a new parameter for the light level for Light 6 in the "Analog Preset" symbol.
 - a. Connect the new light level output to the "LightLevel6" input of the C2N-LCD-B3 symbol.
 - b. Connect the new light level output to the "Level_In" and "Level_Out" signals of the new lighting symbol (usually a CLW-DIMEX-P).
7. In each Scene, add a new "Analog Equate" for Light 6 Feedback. Make sure that the parameter value for the "Analog Equate" is equal to the value specified for Light 6 in the "Analog Preset".
8. Feed the outputs of the "Analog Equate" symbols to the corresponding "AND" symbol in each scene.
- 9.

ADDING ADDITIONAL SHADES

The C2N-LCD-B3 only supports up to 6 shades. To add additional shades to your Crestron system, follow the steps below:

1. In Configure view, add a new Shade to an open ID on Slot 1 on the MC3
2. In programming view, in the Logic folder, under Setup, open the Analog Initialize logic symbol for "Number of Shades"
 - a. Increment the parameter depending on how many shades need to be added.
3. In the "Multiple Serial Send" for "Shade Names", insert a new parameter and give the new shade a name.
 - a. Connect the name serial signal to the corresponding input on the C2N-LCD-B3 symbol.
4. Create a new folder under "Shading" for the new Shade.
5. Copy the logic signals from an existing Shade and rename all Shade_x/Shadex prefixes and suffixes in the signal names.

- a. Connect these new signals to the corresponding inputs/outputs for the new Shade in the C2N-LCD-B3 symbol under “Shading”. (Slot 4)
 - b. Connect the output of the “OR” symbols to the “Raise” and “Lower” inputs of the new Shade symbol.
6. In each of the Scene folders, add a new parameter for the shade level for the new shade in the “Analog Preset” symbol.
 - a. Connect the new shade level output to the corresponding “ShadeLevelX” input of the C2N-LCD-B3 symbol.
 - b. Connect the new light level output to the “Level_In” and “Level_Out” signals of the new Shade symbol.
7. In each Scene, add a new “Analog Equate” for Shade X Feedback. Make sure that the parameter value for the “Analog Equate” is equal to the value specified for Shade X in the “Analog Preset”.
8. Feed the outputs of the “Analog Equate” symbols to the corresponding “AND” symbol in each scene.

MEDIA DEVICES

The C2N-LCD-B3 keypad includes a Media Interface logic symbol, which can be used to control media devices.

The following analogs are treated as dynamic icons and will follow the mapping presented in the C2N-LCDB3 Symbol Help in Simpl Windows:

TopLeftInfolcon
 BottomLeftInfolcon
 BottomSelectionIcon
 BottomLeftPresetListItemIcon
 BottomLeftSourceListItemIcon

The module will establish a media interface with 4 pages:

1. Info Page – Shows now playing info and volume bar
2. Selection Page – Only accessible when the room is on, this page allows the user to choose between going to the preset list and the source list
3. Preset List – Presents a list of presets which the user can select from. The programmer should populate this list based on the active source. The list supports a maximum of 20 items and the last blank item is used to indicate the end of the list.
4. Source List – Presents a list of sources the user can select from. The list supports a maximum of 20 items and the last blank item is used to indicate the end of the list.

THERMOSTATS

The program contains a CHV-TSTATEX thermostat. The C2N-LCD-B3 can interface with the thermostat via Slot 02 of the C2N-LCD-B3 symbol.