

HWQS Quick Start Guide—Design

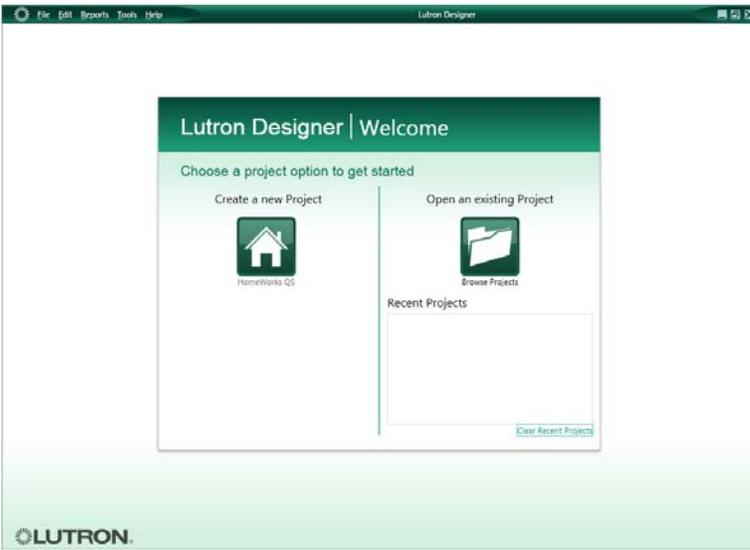
Design Tab 2

Report Center 6

Design Tab

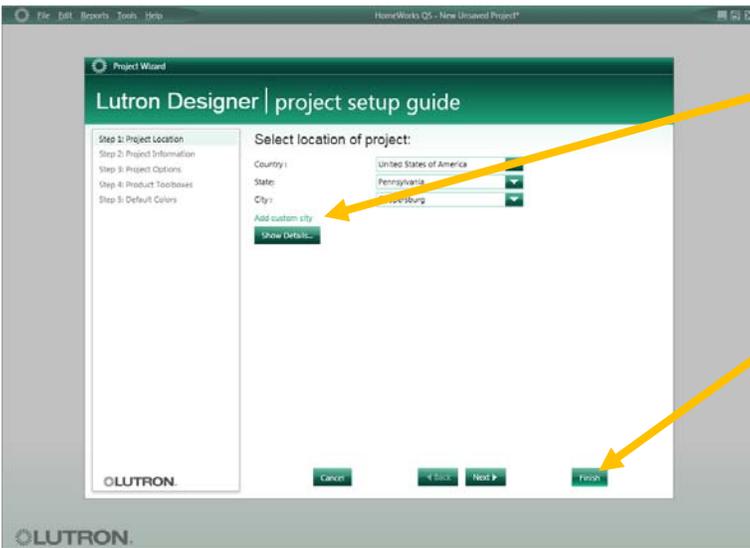
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Step 1—Create New Project or select or browse for an existing one.



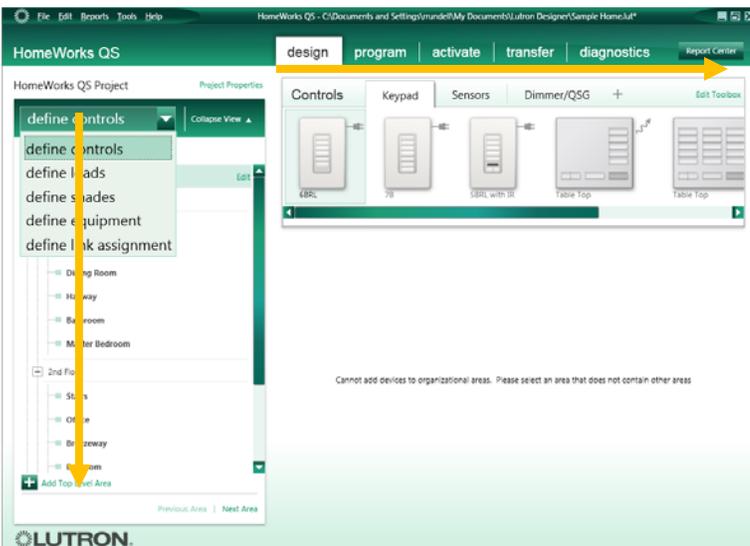
Step 2—Project Wizard:

- You are able to select a city from the library or create a custom city in order to have the proper astronomic clock for your project
- Input the remaining project details—Project Information, Project Options, and Default Colors
- Step 4: Project Toolbox currently lets you choose from either a default toolbox or the one you used for the last project. Eventually you can pick from multiple saved toolboxes depending on the project type.
- Click Finish when done

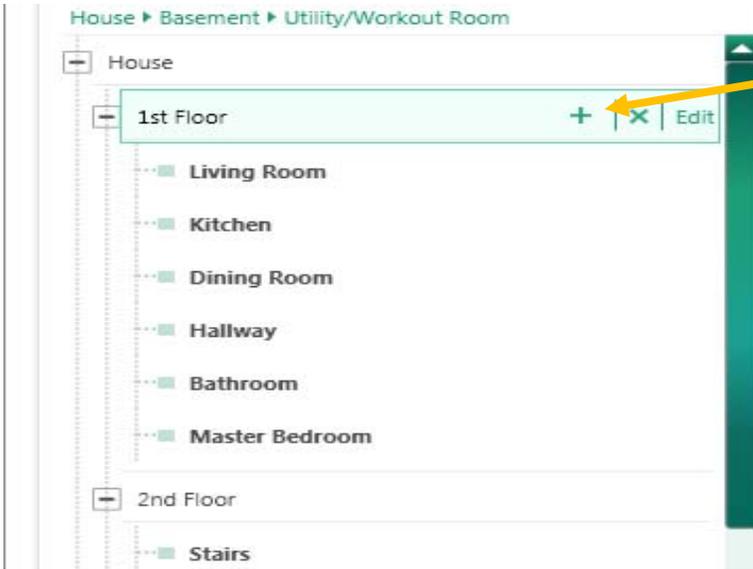


Note—Overall Organizational Flow and Tips:

- Top-Down and Left-Right design concept
- Create an Area tree
- In the Design tab access each of your system's valid design options in the drop down menu (Define Controls, Loads, Shades, Equipment and Link Assignment)
- Move across the top tab options and follow the same logic as the Design tab (Program, Activate, Transfer and Diagnostics)
- "+" signs are used throughout the tool to add items.
- Most grids (e.g. load schedule) can be tailored to your needs by turning on and off columns using the "Customize" links.

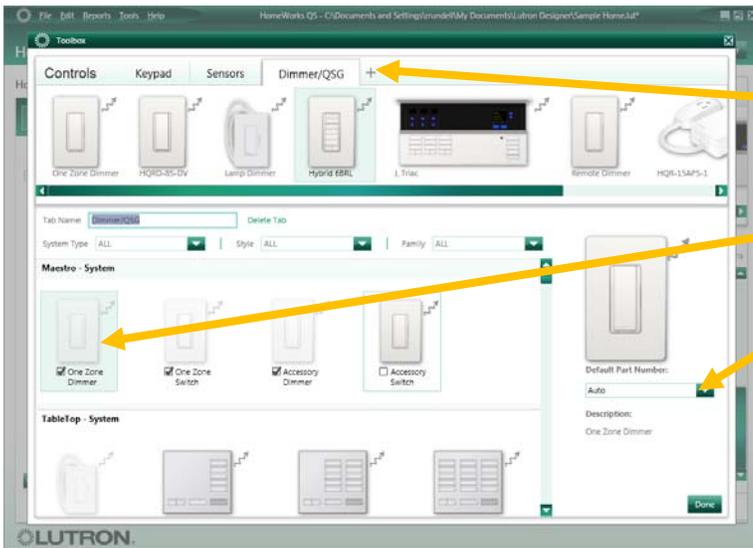


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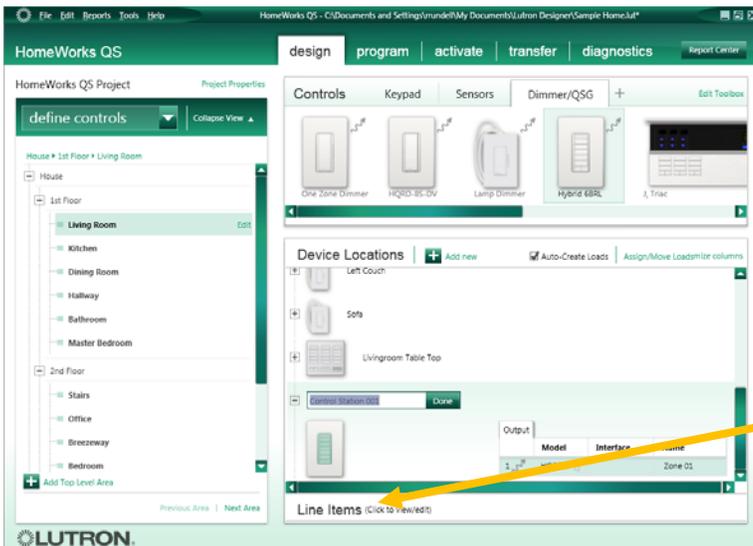
Step 3—Area Tree Construction:

- Create as many branch levels in the tree structure as needed. Utilize the “+” or shortcut keys such as Insert and Control-Insert to add new areas.
- Areas will display throughout the tool in the order they were entered. Drag and drop to move them around.
- Controls and Zones can only be placed in the lowest branch level (in the example to the left Controls/Zones can only be placed in the Living Room, Kitchen, Dining Room, etc...but not the House, 1st Floor or 2nd Floor levels).
- Creating single highest area may make whole home scenes easier to create later.



Step 4—Create Custom Toolbox

- Create and organize your own toolbox. Include only devices needed in the project and organize them into various tabs using the “+” to add new tabs.
- Select the products to be included in a particular tab
- For certain devices, a dropdown list provides choices for specific model numbers. For example, for Maestro dimmer, you can select “Auto” and allow the software to choose the model number based on load information or force a specific model number.



Step 5—Define Controls

- Drag-and-drop, or click on “Add New” or “+” to add controls (drag and drop still buggy)
- Click “Edit properties” to change colors, button configurations, engraving, etc.
- Define Outputs and/or Inputs for devices directly from this page.
- Use cut/paste to move controls between areas and drag and drop to rearrange controls within a control station.
- “Line Items” allows entering of items not in the toolbox or bulks of items such as receptacles.

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[Edit Fixtures](#)
[Show Controllable Output View](#)
[Customize columns](#)

Zone #	Zone Name	Fixture Type	Voltage	Load Type	Wattage	Fixture C
1	001A Front Porch Light	<not set>	120V	Incandescent/Halogen	50	1
2	100A Livingroom Fan Light	<not set>	120V	Incandescent/Halogen	50	1
3	100B Right Couch Lamp	<not set>	120V	Incandescent/Halogen	10	1
4	100C Left Couch Lamp	<not set>	120V	Incandescent/Halogen	10	1
5	100D Sofa Lamp	<not set>	120V	Incandescent/Halogen	10	1
6	Zone 01	<not set>	120V	Incandescent/Halogen	50	1

Step 6—Define Loads

- Create loads (including CCOs) and then click on “Assign/Move” loads in Define Controls or Define Equipment to assign them.
- “Edit Fixtures” allows creation of custom fixtures.
- “Show Controllable Output View” allows grouping of outputs (switch-legs) into a single programming zone by assigning the same zone number to multiple outputs.

HomeWorks QS - Recovered Project*

design | program | activate | transfer | diagnostics | Report Center

Shades

Shade Name	Type	Group #	Shade Group Name	Communication Type	Power Supply
Shade 001	Sunscreen	1	Sunscreen 001	Sivoia QS	QS PlugIn Power S

+ Add Shade

Step 7—Define Shades

- This is where you add and define all your shades.
- Use Communication Type column to define its type (e.g. wired, wireless and eventually AC).
- Shades can be grouped together (similar to zones described above) to simplify programming for shades that are always controlled together.

Equipment

Equipment Locations

Output	Input	RPM Type	Area	Zone Name	Switch Leg Name	Load Type	Wattage	Total
1-1	Adaptive Module	Theater	*_zones	001		Incandescent	0	1
1-2	Adaptive Module	Theater	*_zones	002		Incandescent	0	1
1-3	Adaptive Module	Theater	*_zones	003		Incandescent	0	1
1-4	Adaptive Module							
2-1	Motor Module	Theater	green	004		Motor	0	1
2-2	Motor Module							
2-3	Motor Module							
2-4	Motor Module							

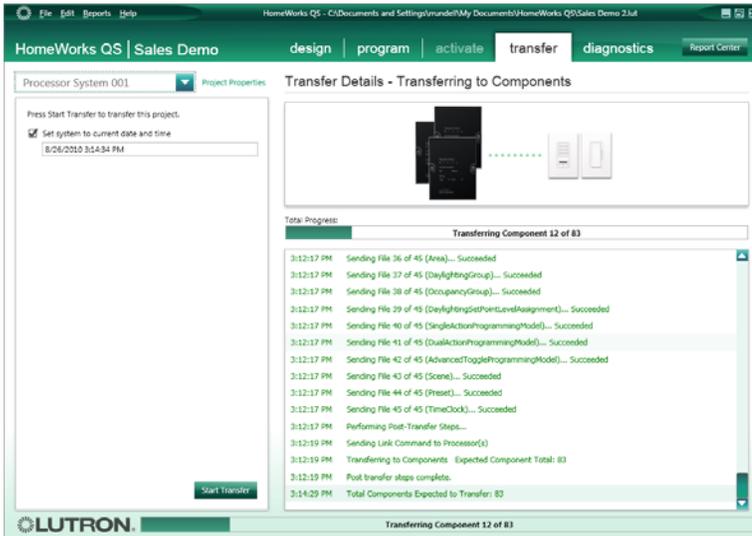
Line Items (Click to view/edit)

Step 8—Define Equipment

- Adds backroom equipment and interface devices.
- To add RPMs to your panel click the “plus” icon in the panel...a list of available RPMs will show up for positions 1 through 8.
- Please ignore positions 9 and 10 for now. Eventually, you will be able to put processors and interface devices in the bottom of a PNL-8 but we are still working through certain issues with this.
- “Edit Toolbox” just like you did in the Define Controls section
- At this stage you could access the Reports section and print out a BOM if you are still in the Design phase of planning.

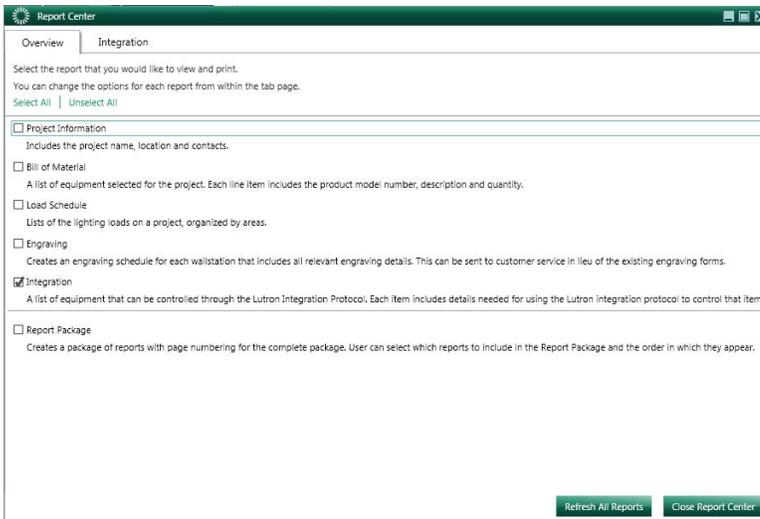
Report Center

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Report Center:

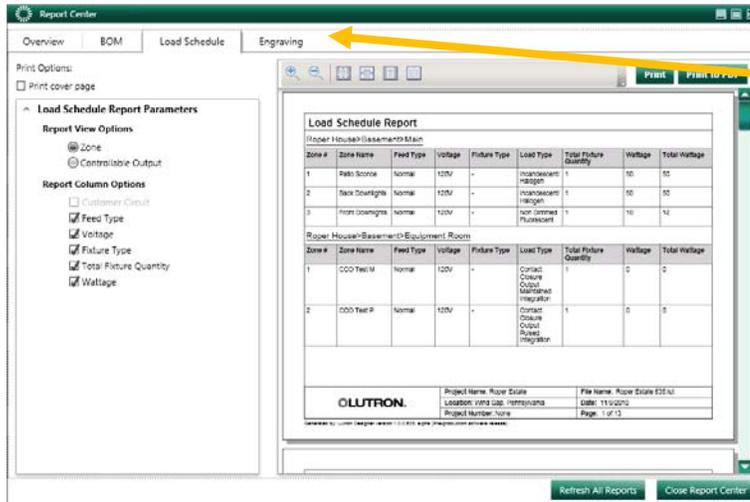
- The Report Center a single location to go to for defining and printing out the reports you need.



Build Report Package

- Select the Reports that you need on the left. A wiring report for panels, Grafik Eyes and WPMs is coming next.
- Include a cover page to quickly create an entire report package.
- Print or export to pdf.

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View and print individual reports or entire package.

- Individual reports show up as tabs across the top.
- Print or export to pdf.