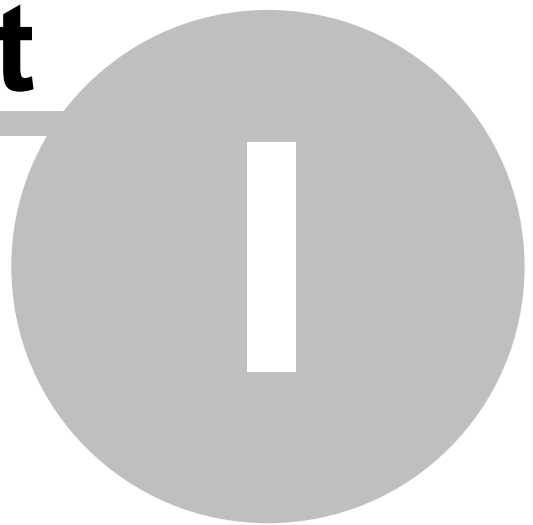


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Part



1 Introduction



Home *Maestro* LSX

Core System

Version 2.1.0.14



Congratulations on your purchase of Maestro LSX from Harmony Solutions LLC. The Maestro has been designed to become the centerpiece for your home's communication, control, and convenience.

Because of the vast array of consumer electronics, home automation products, and communication tools, Maestro has been built with the concept of modules.

What are Modules?

Modules are screens, or groups of screens, in Maestro that allow you to control certain aspects of your home.

For example: You may have an automated sprinkler system, but are not currently using an automated thermostat. In this case you would want to activate the Irrigation module, but

leave the Heat/Air module inactive till a later date.

This modular approach will allow you to add new modules to your system as your needs change. In addition, new modules are always being created to add control and convenience to Maestro. Each new module follows the same simple navigation concepts, and provides a consistent look and feel. This makes learning new modules easy for you, and virtually eliminates the need to spend a lot of time learning the custom control interfaces that come with many of today's new products.



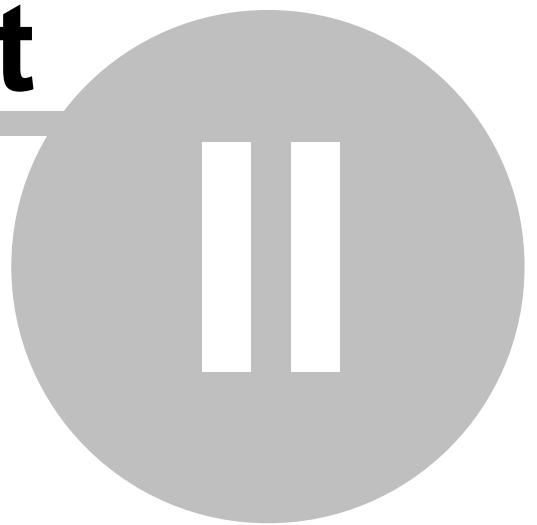
This Manual will cover options and settings related to the Maestro LSX Core.

For information regarding other modules, please see the appropriate manual for that specific module.

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Part



2 System Requirements

The following are the recommended system requirements for installing the Maestro LSX. Maestro has been installed on systems not meeting the following requirements; however, this is not currently supported.

The following are the requirements for the computer where Maestro will be installed

Server Requirements:

- Microsoft Windows XP, 2000, or later
- Homeseer 2.1 or later (computer must meet Homeseer requirements)
- Microsoft Internet Explorer 6.0 or later
- Flash 7.0 or later (refer to quick install guide for download instructions)
- Minimum of 30MB hard drive space for install (after install 15MB)
Additional space required for adding images to picture mode
- Internet connection
Only required for remote access to Maestro

The following are the requirements for any PC attempting to view Maestro:

Client Requirements:

- Microsoft Internet Explorer 6.0 or later, Firefox, Safari (mac)
- Flash 7.0 or later (refer to quick install guide for download instructions)
- Network connection to Maestro
This can be a home network OR internet access
- Minimum of 256MB of RAM
- Minimum 800x600 resolution
- Minimum 16bit color display

Certain modules offer specific hardware control and therefore have their own requirements. Some of these requirements may be additional HomeSeer plug-ins. Hardware can be found in the appendix section under Supported Hardware.

2.1 Homeseer Installation

Please refer to your Homeseer installation manual for detailed instructions on installing your version of the Homeseer application.

<http://www.homeseer.com/support/tutorials.htm>

2.1.1 Device creation

Devices are items within Homeseer that can be used to control hardware, store information, and display status. For a further discussion on devices, and their uses, please consult your Homeseer manual.

Maestro will automatically recognize certain device types and associate them with the correct module. For a complete list of supported device types and their corresponding module, please see the appendix.

2.1.2 Legacy device preparation

Existing Devices:

If you are installing Maestro on a computer where Homeseer already has devices loaded, you must verify the device types are supported or the device will not be displayed in Maestro. If you have a device you would like to have displayed in Maestro that does not appear in the supported devices list, you must add your device using the administration screen after install.

Changing Device Types:

You should be careful when manually changing device types in Homeseer. In some cases, changing the device type may change the available properties for that device. For detailed instructions on changing a device type in HomeSeer, please refer to your HomeSeer manual.

Some modules require that specific devices be set up manually in order for them to run correctly. If your module requires a special device, the instructions for creating it will be

included in the manual for that module.

2.2 Flash Installation

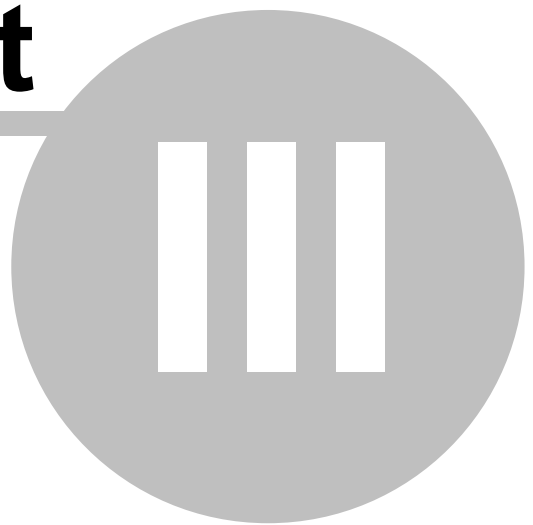
To download and install this plug-in, you can go to the following address:

http://www.adobe.com/shockwave/download/download.cgi?P1_Prod_Version=ShockwaveFlash&promoid=BIOW

If the above location does not work, go to the following address and follow the instructions for downloading and installing the most current Flash Player Plug-in:

www.adobe.com

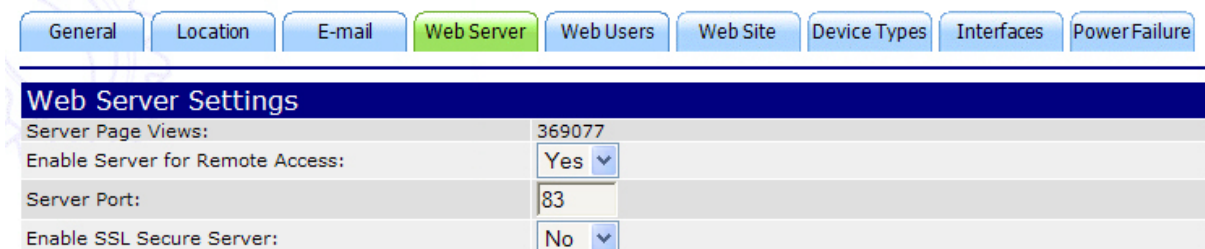
Part



3 Quick Install Guide

- 1) Verify that Homeseer v2.1 or later is loaded and RUNNING on the machine you plan to install Maestro on.
- 2) Verify your Homeseer web server is running (see figure 2)

FIGURE 2:



Web Server Settings	
Server Page Views:	369077
Enable Server for Remote Access:	Yes ▾
Server Port:	83
Enable SSL Secure Server:	No ▾

- 3) Verify the devices you would like to have automatically show in Maestro have the appropriate DEVICE TYPE listed based on the table below (examples in figure 3) :

If you have a device you would like to have displayed in Maestro that does not appear in the supported devices list you must add your device using the administration screen after install.

LIGHT TYPES

Lamp
light
Lamp Module
Lamp Module w Status
LM465
LM15A
SL575
Light Switch
SmartHome LampLinc
LS
Z-Wave Device (dimmable)
Z-Wave Device (relay)
ZWave Device (dimmable)
ZWave Device (relay)
SwitchLinc

FAN TYPES

Fan
fan

APPLIANCE TYPES

Appliance Module w Status
Appliance Module










IRRIGATION TYPES

rain8
irrigation controller

SENSORS


motion sensor

FIGURE 3:

Device List: Sorted by Code, Ascending Turn Off Sorting					
<input type="checkbox"/>	Status	Location	Name	Code	Type
 <input type="checkbox"/>	Off	Living Room	Tree Light	A4	Lamp Module
 <input type="checkbox"/>	Off	Living Room	Bar	A5	SmartHome Lamplinc
 <input type="checkbox"/>	Off	Living Room	Ceiling Fan	A11	Fan
 <input type="checkbox"/>	Off	Living Room	Bar Bottles	B3	SmartHome Lamplinc
 <input type="checkbox"/>	Off	Living Room	Bar Glass	B8	SmartHome Lamplinc
 <input type="checkbox"/>	On	Living Room	Sofa Table	q4	Z-Wave Device (Dimmable)
 <input type="checkbox"/>	Off	Living Room	Fireplace Spot	q6	Z-Wave Device (Dimmable)
 <input type="checkbox"/>	On	Living Room	Overhead	q7	Z-Wave Device (Dimmable)
 <input type="checkbox"/>	Closed	Living Room	Drapery Status	z2	Drapery Sensor

- 4) If you have any of the following devices, make note of their device code (examples in figure 5).
- If you do not have these devices, simply move on to the next step.
 - For a complete description of each device and set-up instructions, please refer to the appropriate Maestro module manual
 - Sprinkler Rain Gauge
 - Sprinkler Primary Valve
 - Sprinkler Power Trigger
 - Current Temperature (Numeric only)

FIGURE 5:

 <input type="checkbox"/>	On	Front Yard	Primary Valve
 <input type="checkbox"/>	normal	Front Yard	Rain Gauge

- 5) Be sure Flash 7.0 or later is loaded on the machine you plan to install Maestro on.
 - a. If you need to download and install this plug-in, you can go to the following address:
http://www.adobe.com/shockwave/download/download.cgi?P1_Prod_Version=ShockwaveFlash
- 6) Access the HomeSeer Updater
 - a. <http://localhost/updater/updater.aspx>
- 7) check the box next to Maestro in the available plug-ins list
- 8) When the download is complete restart HomeSeer
 - a. While restarting HomeSeer you may see messages from Maestro appear in your log.
- 9) You must now enable Maestro in HomeSeer
 - a. Select Setup
 - b. Select Interfaces
 - c. If Maestro shows as disabled, press the disabled button to enable Maestro

Maestro			Disabled	N/A
Maestro Music Module			Disabled	N/A
 - d. Press Save
 Maestro should now show as Enabled

Maestro			Enabled	N/A
			Config	
- 10) Press the Config button to launch the Maestro Configurator
 - a. Simply follow the on screen prompts and answer the questions



Note: If you attempt to run Maestro at the of the Configurator and you receive an error message or Maestro will not load:

Restart Home Seer

Restart your Internet browser

Access maestro using one of the methods below

- 11) You can now access Maestro from any machine on your network which is running Internet Explorer 6.0 or greater, and Flash 7.0 or greater at the following address:
<http://<HomeseerIPAddress>:<HomeseerWebPort>/homeface/index.html>
 (see figure 6)

You can also access the system on the Homeseer computer at:

<http://localhost:<HomeseerWebPort>/homeface/index.html> (see figure 7)

FIGURE 6:

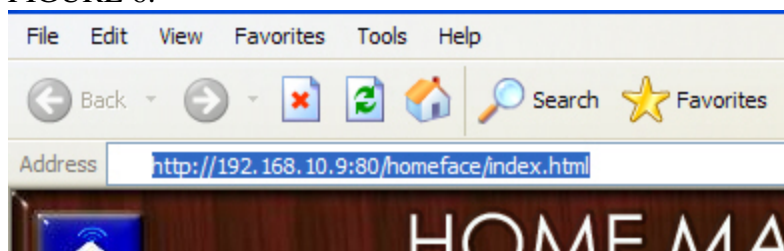
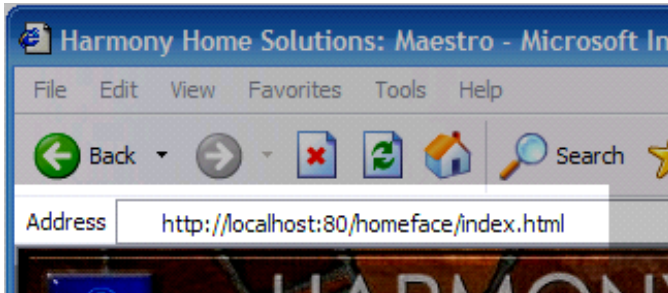


FIGURE 7:



You can alter any of the settings created during install at anytime by accessing the Maestro Administration System at:

<http://<HomeserrIPaddress>:<HomeseerWebPort>/homeface/admin/index.html>

(e.g. <http://192.168.0.101:80/homeface/admin/index.html>)



NOTE: For Maestro to automatically update after a setting change, you must be certain the browser you are using to access Maestro is set to Always check for updates to the page.

In Internet Explorer, do the following:

- 1) *Select Tools*
- 2) *Select Internet Options*
- 3) *Under Temporary Internet files, select Settings...*
- 4) *Check the "Every visit to the Page" option*
- 5) *Press Apply and OK*

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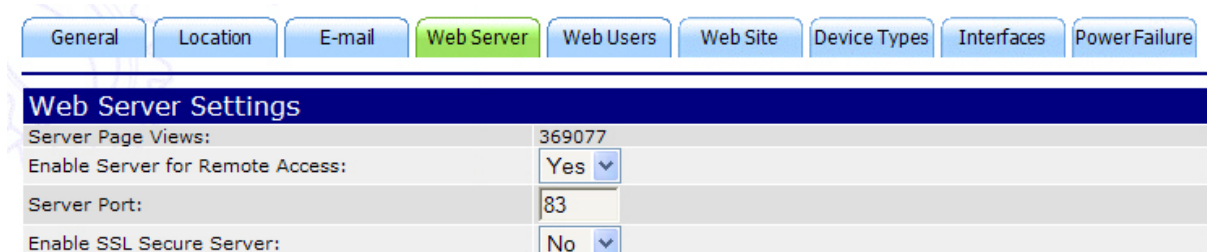
IV

4 Troubleshooting Your Installation

Error: You receive a Page Not Found message after Maestro installation finishes copying files.

Solution: Be sure you are installing Maestro on the same machine that has Homeseer installed.

Solution: Double check you Homeseer Web Server is running



Web Server Settings	
Server Page Views:	369077
Enable Server for Remote Access:	Yes <input type="button" value="v"/>
Server Port:	83
Enable SSL Secure Server:	No <input type="button" value="v"/>

Error: The configurator will not run or crashes during installation.

Solution: You may be trying to install Maestro on a computer which does not meet the minimum system requirements. Please refer to the Maestro Manual for complete system requirements.

Solution: you may not have flash 7 or later installed

- 1) Install Flash 7 or later
Flash Installation

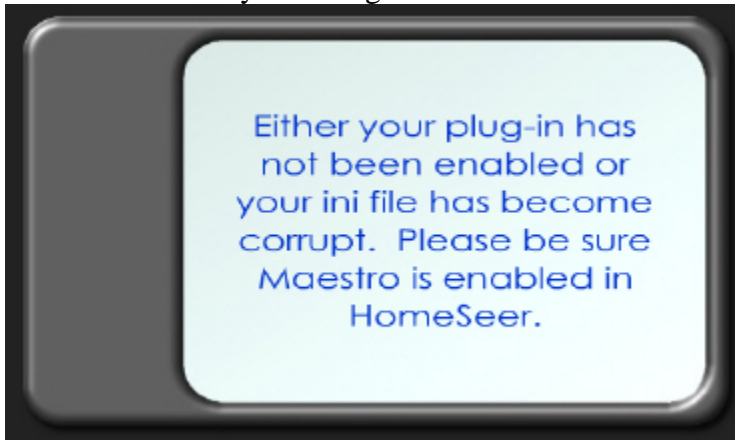
To download and install this plug-in, you can go to the following address:

http://www.adobe.com/shockwave/download/download.cgi?P1_Prod_Version=ShockwaveFlash

If the above location does not work, go to the following address and follow the instructions for downloading and installing the most current Flash Player Plug-in:

www.adobe.com

Error: Maestro says the Plug-in is not enabled or the ini is corrupt and will not run.



Solution: Attempt restarting Maestro and HomeSeer

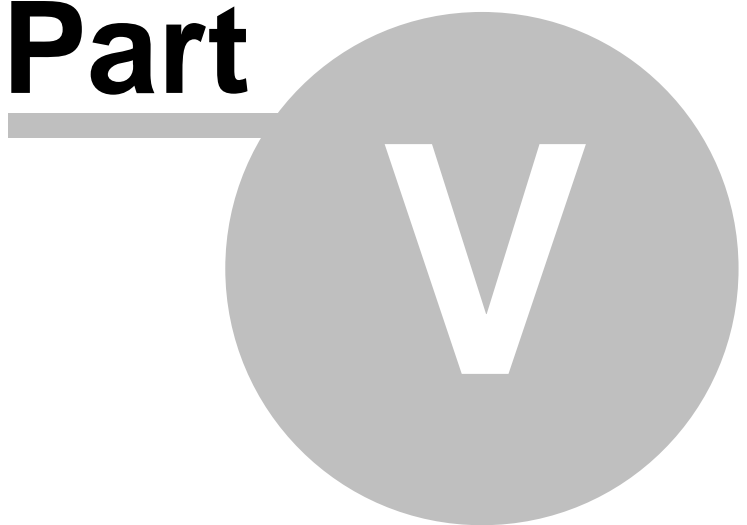
Solution: Attempt restarting your HomeSeer server

Solution: Rerun the Maestro Configurator

Error: My pre-existing devices or Events are not showing in Maestro

Solution: Be sure you have completed the steps to prepare your pre-existing devices and events to be shown in Maestro. The instructions for completing this process can be found in the Maestro Manual.

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5 Accessing Maestro

One of the key features of the Harmony Home Maestro is the ability to access the system from multiple locations, both on your network and over the internet. Any computer used to access Maestro must meet the minimum requirements listed in the Client System Requirements section of the Maestro Manual.

When accessing Maestro in any of the ways listed below, one or all of the following may occur:

You may be prompted for a username and password based on your Homeseer settings. If you are prompted, you will need to enter the username and password you have defined in Homeseer. To learn how to define your username and password, please refer to your Homeseer documentation.

Your web browser may prompt you that certain files are trying to run on your computer and are being blocked. You must select to always allow this page to run the files in question in order for Maestro to run correctly. This is most common when accessing Maestro on a computer running Windows XP with Service Pack 2 installed.



NOTE: For Maestro to automatically update after a setting change, you must be certain the browser you are using to access Maestro is set to Always check for updates to the page.

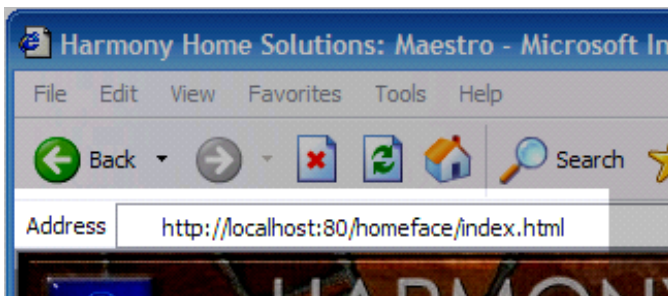
In Internet Explorer do the following:

- 1) *Select Tools*
- 2) *Select Internet Options*
- 3) *Under Temporary Internet files, select Settings...*
- 4) *Check the “Every visit to the Page” option*
- 5) *Press Apply and OK*

5.1 From your Homeseer computer

To access Maestro from the computer that is running Homeseer open a supported web browser and go to the following URL:

<http://localhost:<webport>/homeface/index.html>
(ex. <http://localhost:80/homeface/index.html>)

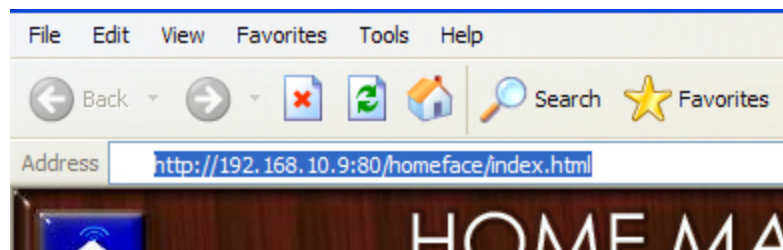


5.2 From your Network

To access Maestro from another computer on your local area network open a supported web browser and go to the following URL:

<http://<LANIPAddress>:<webport>/homeface/index.html>
(ex. <http://192.168.1.101:80/homeface/index.html>)

Your Local Area Network (LAN) IP Address is the address used on your internal network to identify your Homeseer computer. Please refer to your operating system's manual for detailed instructions on locating your computers LAN IP address.



5.3 Over the internet

To access Maestro from a computer over the internet, open a supported web browser and go to one of the following URL's:

<http://<WANIPAddress>:<webport>/homeface/index.html>

Your Wide Area Network (WAN) IP Address is the address used by your Internet Service Provider (ISP) to identify your Homeseer computer. Please refer to your operating system's manual for detailed instructions on locating your computers WAN IP Address.

If you are using a router, please refer to your routers manual for instructions on obtaining your routers WAN IP address. You may also need to refer to this manual for instructions on port forwarding if your router uses Network Address Translation (NAT).

You may also be able to get your computer or router's WAN IP Address by going to the following location:

<http://www.mywanip.com/>

If you have a registered domain name associated with your WAN IP Address, then you may also access Maestro by using the correct domain name and port:

<http://<domainname>:<webport>/homeface/index.html>

(ex. <http://harmony-home.com:80/homeface/index.html>)

5.3.1 Maestro Remote

If you are accessing Maestro from a slow connection over the internet, you can access Maestro Remote to load only the Maestro status screen. From Maestro Remote you can load the complete Maestro as needed.

To access Maestro Remote from a computer over the internet, open a supported web browser and go to one of the following URL's:

<http://<WANIPAddress>:<webport>/homeface/remote/index.html>

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VI

6 Exploring Maestro



This section of the manual can be used to familiarize yourself with how to navigate Maestro and the different modules you may have activated.

Maestro was created to be run either on a computer with a mouse, or to be controlled by finger on a touch screen. Because of this, all entries can be made by simply pressing buttons on Maestro, with no keyboard required.

6.1 The Home Screen



The Home Screen is the first screen you see when Maestro starts.

6.1.1 Navigation controls

While finding your way around in Maestro you will notice that certain buttons appear in the same place on every screen, and some buttons will be repeated in different places. This section will describe both of these button types.

Home button

The home button is always located in the top left corner of Maestro. Pressing this button will always take you directly to the Home screen from whichever screen you are on.



When Maestro is talking to other devices in your home (lights, thermostats, sprinklers, etc.) you will notice the top of the button will show an animated signal.

Back Button

The Back button can always be found in the top right corner of Maestro. Pressing this button will take you back to the last screen you were on. Pressing the back button twice will take you back two screens, and so on.



Quick Launch Button

The Quick Launch Button can always be found in the bottom left hand corner of Maestro.

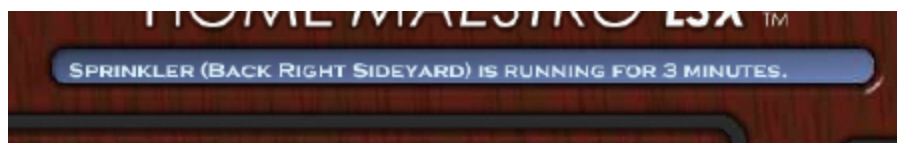


Pressing this button will bring up a menu of all the modules available on your Maestro. Selecting an item from this menu will take you directly to that module from any screen.



6.1.2 Messages window

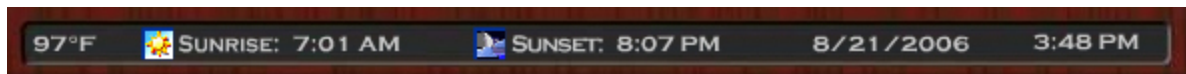
The messages window can be found across the top of every screen in Maestro. This window is used to display messages to you from Maestro. The messages displayed will vary depending on your particular modules.



Any messages displayed will be shown anywhere that a Maestro client is currently running.

6.1.3 Maestro time bar

The Maestro Time Bar can be found at the bottom of every Maestro screen. By default the time bar will display the current time and date. The time bar will also display the sunrise and sunset times for the current day.



The items displayed in the time bar may be different depending on your particular modules and settings. Please refer to your module's section in the Maestro manual to see if there are any special time bar settings for your module.

6.1.3.1 Temperature device

If your system does not show the temperature in the left corner of your Maestro Time Bar, you have not purchased a module which supports the current temperature display.

However, if you have a device set up in Homeseer that holds the current temperature, you may still have that temperature displayed in the Maestro Time Bar.



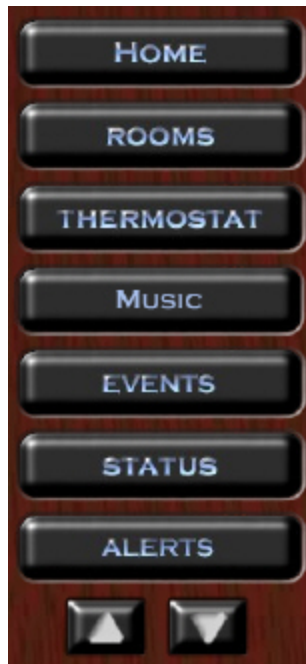
Working with devices directly in Homeseer should only be completed by advanced users.

The temperature must be recorded to the device can be displayed as a numeric format only; for example **72**, or with a degree symbol.

You can tell Maestro which device code to read from either at the time of installation or from the Maestro Administration screen. For more details about the Administration screen, please see the Maestro Manual.

6.1.4 Menu Buttons

The Menu Buttons are located down the left side of the Home screen. Pressing any of these buttons will take you to the selected module.



If you have more than seven (7) menu buttons, the buttons will be broken up into groups. To change between groups of buttons, press the arrows located at the bottom of the row of menu buttons.



Note: You can change the order Menu buttons are displayed via the Settings screen. For details on making these changes please see the Settings screen section of the Maestro manual.

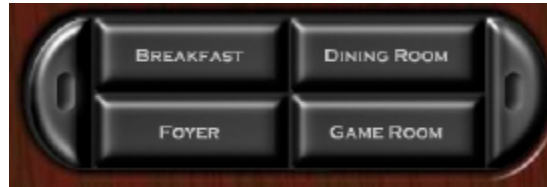
At the end of your list of menu buttons, you may see buttons that are not lit-up like the others. These are buttons for modules that are available with your current version of Maestro, but have either not been purchased, or have not yet been activated.



To purchase one of these modules, please contact your sales representative or customer service. If you have already purchased the module, but the button is not turned on, please refer to the administration screen section of the Maestro Manual.

6.1.5 Room Buttons

The Room Buttons can be found at the center bottom of the Maestro Home screen. Pressing one of these buttons will take you directly to that room. Please refer to the Rooms screen section of your Harmony Home Maestro Manual for instructions on using the individual Room screens.



If you have more than four (4) rooms in Maestro, you can scroll through the available rooms by using the left and right paddle buttons on the sides of the room buttons.

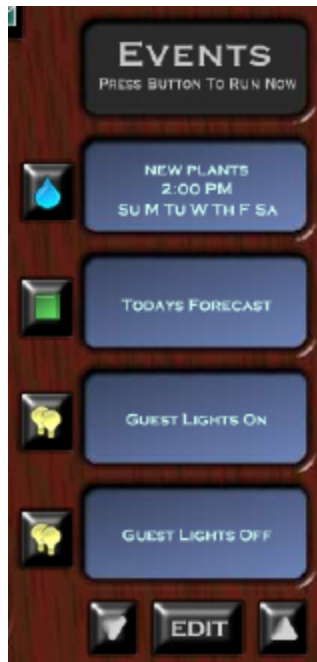
6.1.6 Events on Home Screen

Events are a grouping of multiple actions completed in Maestro, that can all be run manually or by a particular trigger. Event triggers are different depending on your module.

For example, lighting events allow a trigger to be set to run an event every week on Monday, Wednesday, and Friday at Sunset.

Please refer to your particular module Manual for a complete list of that module's event triggers.

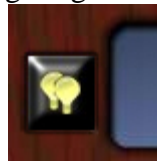
Events selected to show on the Home Screen can be found running down the right side of the screen.



The events listed on the Home Screen may come from any activated module and may be normally triggered as manual or scheduled.

Event details will be shown in the blue window to the right. This window is called the Event Name Window. The window will display the Event name, and any trigger information for that event. If the event is a manually triggered event, only the name of the event will be displayed.

Each event will have a button to the left of the event name/trigger window. The button will display an icon (picture) corresponding to the type of event. For example, a light bulb will indicate a lighting event.



Each module will generally have its own icon associated with it. You can find the icons for your modules in that module's manual.

There are two icons that may display and are not associated with any particular module. These events are MASTER events and GENERAL events. For a complete description of these two types of events, please refer to the Events screen section of the Maestro Manual.

MASTER:



GENERAL:

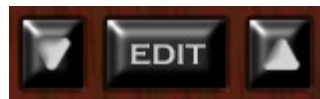


Pressing this button will run the event *immediately*. Running the event will not affect any scheduled triggers for the run event.

For example, if you run an event from the Home screen on Wednesday, and the event is set to normally run at 4pm on Thursday, the event will still run on Thursday as scheduled.

Maestro may ask you if you are sure you would like to run the event before it will actually start it. You can select which events will prompt you before running when creating or editing an event. For instructions on setting an event to prompt before running, please see Creating Events in your module's manual.

If you have more than four (4) events set to display on the Home screen, you may cycle through your events by pressing the arrows located at the bottom of the event name/trigger windows.



Between the two arrows for scrolling events you will see an EDIT button. Pressing the edit button will prompt Maestro to ask you which type of event you would like to edit. The event types listed will correspond to the modules you have purchased and activated for Maestro.

For instructions on how to edit specific events, please refer to the Creating Events section of your module in the Harmony Home Maestro Manual.

6.1.6.1 Add events to the Home Screen

You may want to add regularly used events to the Home screen. Events selected for display on the Home screen may be added from any module.

There are two ways to add an event to the home screen.

First, You may add events to the Home screen when creating or editing an event. For details on creating or editing an event, please see the events screen section on your Maestro manual.

To do this complete the following

- 1) Select the event to edit
- 2) Select EVENT OPTIONS
- 3) Check the box for SHOW ON HOME SCREEN
- 4) Select SAVE
- 5) Select SAVE EVENT



Secondly, You may add events to the Home Screen via the Settings screen. For information on accessing the Settings screen, please see that section of the Maestro Manual.

To do this complete the following:

- 1) Select SETTINGS
- 2) Select HOME EVENTS
- 3) Drag the events you would like to display on the Home Screen from the Maestro events window on the left to the Home Screen events window on the right.
 - a. To remove an event, simply drag the event back to the window on the left.



6.1.7 Home Screen center screen

In the center of the Maestro Home Screen is a customizable screen. As you add new modules to Maestro, you may get additional options for the Home Screen Center Screen.



NOTE: a different center screen may be selected for each Maestro display.

To change what is displayed in the center screen, press the display change button (shown below). Any change to the Center Screen selection will affect all locations currently running Maestro.



When you press the display change button, the center screen will show the options you have available for display. To select an item for display, press the display change button next to the wanted item.



The item selected for display will then be shown in the title display window above the screen.

By default Maestro comes with two options for the Center Screen, Calendar and Pictures

6.1.7.1 Calendar

If Calendar is selected for display, by default the Home Screen will start by displaying the current month. In addition the current day will be highlighted with a light grey box.



To move between months on the calendar you may use the left and right arrows above the calendar to move backward and forward respectively.

To return to the current date press the double arrow on the far left.

Pressing a particular day will change the display to show what events are scheduled to be run on that day. If you have more than four (4) events scheduled for that day, you may use the arrows at the bottom of the screen to scroll through the remaining events.



Pressing the Disable button next to a particular event will disable that event just for the specific date you currently have selected.

If the event is already disabled for that day, the button next to the event will say Enable.

Pressing the Enable button will re-enable that event to run on that specific date.

For information on completely disabling an event for ALL dates, please refer to the Events screen section of the Maestro manual.

To return to the main calendar window press the Close button on the bottom of the Center Screen.

6.1.7.2 Pictures

If Pictures is selected for display in the Center Screen, Maestro will scroll through all the pictures stored in the folder associated with the Picture Mode module.

For information on the settings, location, and requirements of this folder please refer to the Picture Mode section of your Harmony Home Maestro Manual.



You can scroll through all of your pictures by using the left and right arrows above the Center Screen.

The Pause button can be used to hold the Center Screen on a particular picture. To un-pause, press the Pause button again. (Shown below)



6.2 The Events Screen

The Events screen can be used to access and run any event currently recognized by Maestro in any available module.

You can get to the Events screen either by selecting Events from the Quick Launch Menu, or by pressing the Events menu button on the Home Screen.



6.2.1 Viewing events

When you enter the Events screen, Maestro will display the last type of Events viewed. If this is your first time to the events screen since starting Maestro, you will be taken to the ALL events screen by default.

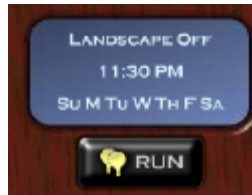
You can tell the type of events you are viewing by the name and icon shown in the title window in the left corner. For example, the title window below indicates we are viewing Lighting Events.



If you have more than nine (9) events for the currently displayed event type you can see your additional events by using the left and right arrows at the bottom of the screen.

Viewing Other Events: To change the type of events you are viewing, press the VIEW OTHER EVENTS button. Pressing this button will cause Maestro to prompt you for the type of event you would like to view. Select the desired Event type from the list and Maestro will display the requested events.

If you select to view ALL events you will be able to identify the event type for each event by the icon shown on the event's run button beneath the event name window. For example, the event below would be a lighting event.



6.2.2 Running events

You can run any event from the Events screen by pressing the RUN button under the desired event.

Pressing this button will run the event *immediately*. Running the event will not affect any scheduled triggers for the run event.

For example, if you run an event manually on Wednesday at 2pm, and the event is set to normally run at 4pm on Thursday, the event will still run on Thursday as scheduled.

6.2.3 Editing events

You can access events for editing from the Events screen by pressing the Edit Events button. Pressing this button will take you to the Edit Events selection screen for the type of event you are currently viewing.

To change the type of event displayed, press the EDIT OTHER EVENTS button and select the type of event you would like to edit.

Once you have identified the event you would like to change, press the EDIT button beneath the Event Name window.

For detailed instructions on how to edit a particular event, please refer to the Editing events section in your event's module manual.

Disable / Enable an Event:

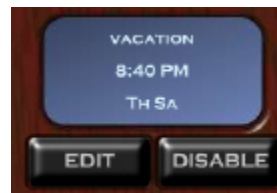
If you would like to stop an event from running, but you do not wish to delete the event, you may disable it. When an event is disabled it will no longer run as scheduled.



Note: A disabled event may still be run manually at any time.

To disable an event, you must first go to the Edit Event Selection screen. For details on accessing this screen, please refer to the beginning of the Editing Events Section.

Once you have identified the event you would like to disable, press the Disable button under the event name window.



Maestro will disable the event and change the event's status on the event selection screen. When an event is disabled the event name window will turn gray and the DISABLE button will be changed to say ENABLE.



To enable an event, simply press the enable button beneath the event name window of the event you would like to enable on the event selection screen.

6.2.4 Master Events

Master Events are a grouping of multiple module events which will perform a specified action when the master event is triggered.

For example, you may create a Master event called “Bedtime”. When this event runs it can run your “Lights Off” event from the lighting module, run your “Sleeping” event from the thermostat module, and finally enable your “Alert” event from the awareness module.

You will notice from the example above that Master events are not only limited to Running events, but you may also Enable and Disable events by triggering a Master event. This can be useful if you have multiple events that you will regularly Enable / Disable.

For example, you may create an “Out of Town” Master event. When this event is run it will disable all your regularly scheduled module events; enable a new set of events with different options to make it appear like you are home; and put Maestro on high alert.

The icon used to identify any Master event is shown below:



6.2.4.1 Running master events

Maestro has multiple ways to run an event either manually or through a scheduled trigger. This section will cover how to run an event manually. For details on using triggers to run an event, please refer to the Creating Master Events section.

When an event is run manually it will not effect that event’s regularly scheduled run time. For example, if you run an event manually on Wednesday at 2pm, and the event is set to normally run at 4pm on Thursday, the event will still run on Thursday as scheduled.

Master events can be run manually from multiple screens in Maestro. The most common ways to manually run a Master event are through the Home and Events screens. For detailed instructions on running an event from those screens, please refer to the Home Screen and Events screen sections of the Maestro manual.

6.2.4.2 Creating master events

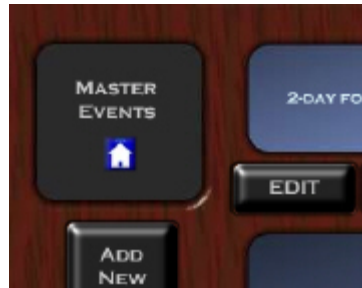
Master events can be created to control any EVENTS that are currently displayed for any module in Maestro. For instructions on creating events to control devices, please refer to that module’s creating events section in the Maestro Manual.

You can access the Master events selection screen through multiple locations.

From the Home Screen: Press the EDIT button at the bottom of the Events windows and select MASTER events when prompted for event type.

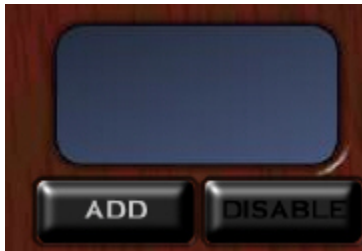
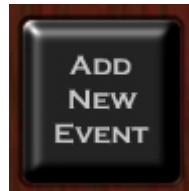
From another module’s event edit screen: Press the Edit Other Events button and select MASTER events.

Following any of the instructions above will take you to the Master events selection screen. You can identify the type of events you are editing by the title and icon displayed in the left corner.



This screen will display all of your currently created Master events. If you have more than nine (9) events, you can see your additional events by using the left and right arrows at the bottom of the screen.

You can start creating a new event by either pressing the Add New Event button on the left side of the screen, or by pressing the ADD button under any blank event name window.

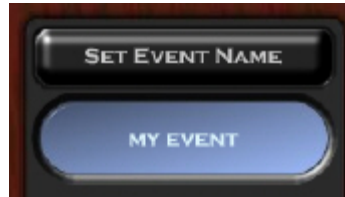


After pressing either of the buttons above, you will be taken to the Event Creation and Edit screen. Since you are creating a new event, all settings will start blank.



Name Your Event: To name your event, press the Set Event Name button. Pressing this button will bring up the Maestro keyboard. Enter the name you would like to use and press enter.

After entering the Event name it will be displayed in the window under the Set Event Name button.



Set Your Event Trigger: Triggers are criteria used by Maestro and Homeseer to determine when an event should be run. To set your event trigger, press the Set Event Trigger button. Pressing this button will have Maestro bring up the trigger selection window.



By default Maestro will display the Manual trigger. You can change how the event triggers by pressing the down arrow next to the current trigger and selecting your trigger type from the drop down list.

The following triggers are available for Master Events:

Manual Trigger: Manual events will be run ONLY when manually selected by the user from an event button.

By Date/Time: Date/Time events will run automatically ONCE at the specific date and time selected.

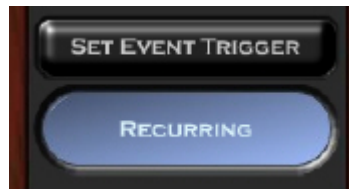
Recurring: Recurring events will run automatically EVERY week on the days and time selected.

At Sunrise: Sunrise events will run EVERY week on the days selected at

sunrise. The sunrise time will change from day to day. The current day's sunrise time will be listed in the Maestro time bar at the bottom of the screen.

At Sunset: Sunset events will run EVERY week on the days selected at sunset. The sunset time will change from day to day. The current day's sunset time will be listed in the Maestro time bar at the bottom of the screen.

After you have selected your trigger, press the Save button. You will be returned to the event creation screen. You will now see your trigger type listed in the window below the Set Event Trigger button.



Depending on the type of trigger you selected, the following buttons may or may not be available. If the button is not available for the trigger you selected it will remain unlit.

Setting Days to Run: To set which days you would like your event to run on, press the Set Days To Run button.

If your trigger is By Date/Time, Maestro will prompt you to enter a specific start date. By default today's date will be shown. You can change the date by pressing the calendar icon next to the current date.

If your trigger is Recurring, Sunrise or Sunset, Maestro will prompt you to select the days of the week you would like the event to run on. To select a day, press the white square to the left of the day wanted. When a day is selected the box will display a check mark. To de-select a day, simply press the box again.

Your event may be set to run always or only between specific dates.

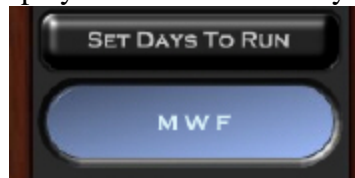
To run Always: Select "Always" below "Select When the Event Will be Active"
This will cause the event to run on the days selected regardless of date.

To run between dates: Select the dates you would like your event to run between by pressing the calendar icons next to the left and right of the word "till". The first date will be the start date and the second will be the end date.

This will cause the event to run on the days selected, only if they fall between the dates listed.



After making the correct selections, press save to return to the event creation screen. Your entry will now be displayed below the Set Days To Run button.



Setting Run Time: To set the time of day you would like your event to run, press the Set Time button.

If your trigger is By Date/Time or Recurring, Maestro will bring up the time entry keypad. Be sure to select AM or PM before pressing enter.



After entering your run time you will be returned to the event creation screen. Your entered time will be displayed below the Set Time button.



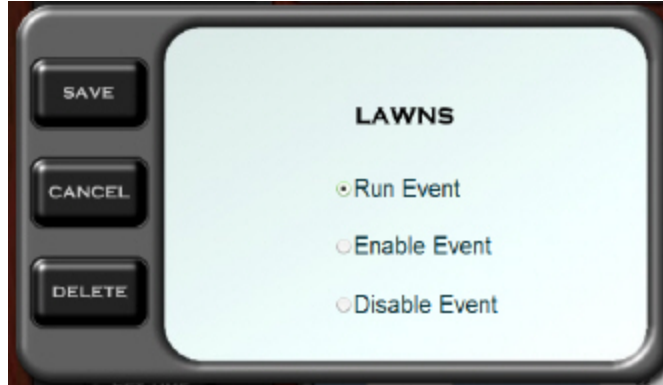
Adding module events to your Master event: You can add previously created module events to your new Master event by dragging the events from the All Events window into the Included Events window. Each event in the All Events window will have an icon next to the name associated with its module type. When done correctly, the event will now show in the Included Events window.



You can add ALL of your available events to the Master event by selecting the ADD ALL button at the bottom of the All Events window. You may also remove All the events you have added to the Master event by pressing the Remove All button.

By default each newly added event will be set to RUN EVENT. To change these settings, press the edit button on the event in the Included Events window you would like to modify.

After pressing the Edit button, Maestro will prompt you to enter the new settings.



The Maestro window will list the name of the event you are editing across the top, and list your available actions below.

Run Event: Selecting this option will cause the module event to run anytime the Master event is triggered.

Enable Event: This option will Enable the module event any time the Master event is triggered.

Disable Event: This option will Disable the module event any time the Master event is triggered.

After making your selection, press the Save button to be returned to the event creation screen. Module event will now show the updated settings.



Pressing Cancel will return you to the event creation screen without applying any changes you made to the event.

You can change the order your events will be run by dragging the event to the place in the list you would like it to run.

Pressing the Delete button will remove the event you currently have selected.

Setting Event Options: Pressing the Event Options button will bring up a Maestro window with options that apply to your event type.



Prompt Before Running: When this option is selected, Maestro will ask the user to confirm they want to run the event anytime the event is run manually. This will NOT effect any scheduled triggers for this event.

Show On Home Screen: This option will display the current event in the events section on the Maestro Home screen.

Show in Room: This option allows to you select which rooms will display your event. You can choose three individual rooms, All rooms, or No rooms.

Device Code: Depending on your settings, the device code may or may not be available. To learn more about turning device codes on or off, refer to the Administration screen section of the Maestro manual.

The device code setting should only be used by advanced users as there may be unexpected results from incorrectly using this setting.

A device code is a combination of a letter and number used by Homeseer, or similar applications to identify a device. Using the Maestro device code option, you can set an event to trigger when a specific device code is switched to ON or OFF. This option is most commonly used when configuring hard button remotes or switches to trigger events.

Pressing the “Clear X10 Code” button will remove the current Device Code settings.

Saving Your Event: After you have completed creating your event, you can press the save event button. If everything was entered correctly, Maestro will return you to the Master events screen.

If you missed a required setting Maestro will prompt you to make the fix before saving.

Return to your Events: Pressing the Return To Events button will return you to the events screen without saving any of the changes to your event.

6.2.4.3 Editing master events

To Edit an event, you must first select the event you would like to address. You can access the Master events selection screen through multiple locations.

From the Home Screen: Press the EDIT button at the bottom of the Events windows and select MASTER events when prompted for event type.

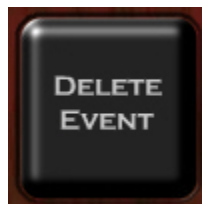
From another module's event edit screen: Press the Edit Other Events button and select MASTER events.

Select the EDIT button under the Event name window of the event you would like to modify. You will be taken to a screen that looks exactly like a new event creation screen. However, all of the windows will be pre-populated with settings from the last time the event was saved.

You may make changes to any setting from this screen. For details on how to use each button please refer to the Creating Events section of this module in the Maestro manual.

6.2.4.3.1 Delete a master event

You can delete an event from the Event Creation/Edit screens. To delete the event, press the Delete Event button.



Maestro will prompt you to be sure you would like to delete the event.



Note: Once an event has been deleted, it can NOT be restored.

6.2.4.3.2 Enable \ Disable an event

If you would like to stop an event from running, but you do not wish to delete the event, you may disable it. When an event is disabled, it will no longer run as scheduled.

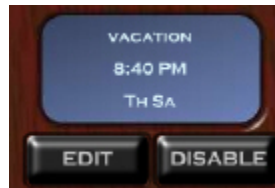
Note: A disabled event may still be run manually at any time.

To disable an event, you must first access the Event selection screen. You can access the Master events selection screen through multiple locations.

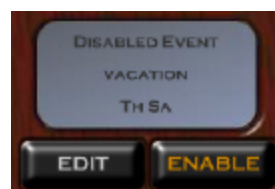
From the Home Page: Press the EDIT button at the bottom of the Events windows and select MASTER events when prompted for event type.

From another module's event edit screen: Press the Edit Other Events button and select MASTER events.

Once you have identified the event you would like to disable, press the disable button under the event name window.



Maestro will disable the event and change the event's status on the event selection screen. When an event is disabled, the event name window will turn gray and the DISABLE button will be changed to say ENABLE.



To enable an event, simply press the enable button beneath the event name window of the event you would like to enable on the event selection screen.

6.2.5 General Events

Many homes may have special events that have been custom configured for their home, or your Maestro may require a single event that is not associated with any specific module. These types of events are categorized as GENERAL events.

The icon used to identify General events is shown below.



6.2.5.1 Running General Events

Maestro has multiple ways to run an event either manually or through a scheduled trigger. This section will cover how to run an event manually. For details on using triggers to run an event, please refer to the Editing Master Events section.

When an event is run manually, it will not effect that event's regularly scheduled run time. For example, if you run an event manually on Wednesday at 2pm, and the event is set to normally run at 4pm on Thursday, the event will still run on Thursday as scheduled.

General events can be run manually from multiple screens in Maestro. The most common ways to manually run a General event are through the Home and Events screens. For detailed instructions on running an event from those screens, please refer to the Home Screen and Events screen sections of the Harmony Home Maestro manual.

6.2.5.2 Editing General Events

General events are most commonly custom created outside of Maestro. Therefore, it is generally not possible to make detailed changes to a General event through Maestro. However, it is possible to make some changes to these events.

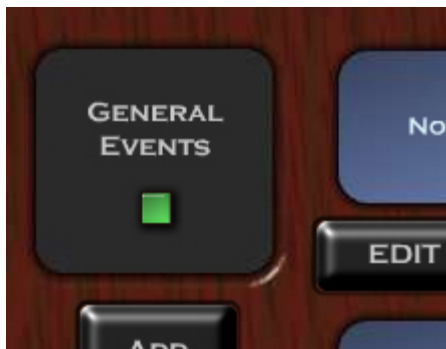
Note: Changes to General events should only be completed by advanced users. Incorrect changes may cause unexpected results, including failure of other events to run correctly.

You can access the General events selection screen through multiple locations.

From the Home Screen: Press the EDIT button at the bottom of the Events windows and select GENERAL events when prompted for event type.

From another module's event edit screen: Press the Edit Other Events button and select GENERAL events.

Following any of the instructions above will take you to the General events selection screen. You can identify the type of events you are editing by the title and icon displayed in the left corner.



This screen will display all of your currently created General events. If you have more than nine (9) events, you can see your additional events by using the left and right arrows at the bottom of the screen.

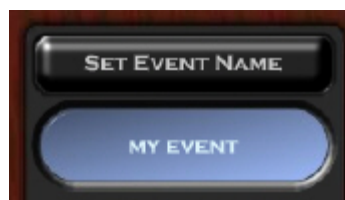
Press the EDIT button beneath the event you would like to modify.

After pressing the EDIT button, you will be taken to the event Edit screen. Since you are editing a General event, only the basic settings will be available.



Name Your Event: To name your event, press the Set Event Name button. Pressing this button will bring up the Maestro keyboard. Enter the name you would like to use and press enter.

After entering the Event name it will be displayed in the window under the Set Event Name button.



Set Your Event Trigger: Triggers are criteria used by Maestro and Homeseer to determine when an event should be run. To set your event trigger, press the Set Event Trigger button. Pressing this button will have Maestro bring up the trigger selection window.



By default Maestro will display the Manual trigger. You can change how the event triggers by pressing the down arrow next to the current trigger and selecting your trigger type from the drop down list.

The following triggers are available for Master Events:

Manual Trigger: Manual events will be run **ONLY** when manually selected by the user from an event button.

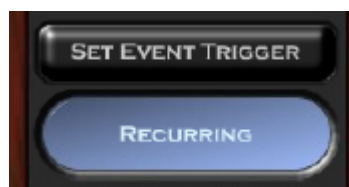
By Date/Time: Date/Time events will run automatically **ONCE** at the specific date and time selected.

Recurring: Recurring events will run automatically **EVERY** week on the days and time selected.

At Sunrise: Sunrise events will run **EVERY** week on the days selected at sunrise. The sunrise time will change from day to day. The current day's sunrise time will be listed in the Maestro time bar at the bottom of the screen.

At Sunset: Sunset events will run **EVERY** week on the days selected at sunset. The sunset time will change from day to day. The current day's sunset time will be listed in the Maestro time bar at the bottom of the screen.

After you have selected your trigger, press the Save button. You will be returned to the event creation screen. You will now see your trigger type listed in the window below the Set Event Trigger button.



Depending on the type of trigger you selected, the following buttons may or may not be available. If the button is not available for the trigger you selected it will remain unlit.

Setting Days to Run: To set which days you would like your event to run on, press the Set Days To Run button.

If your trigger is By Date/Time, Maestro will prompt you to enter a specific start date. By default today's date will be shown. You can change the date by pressing the calendar icon next to the current date.

If your trigger is Recurring, Sunrise or Sunset, Maestro will prompt you to select the days of the week you would like the event to run on. To select a day, press the white square to the left of the day wanted. When a day is selected the box will display a check mark. To de-select a day, simply press the box again.

Your event may be set to run always or only between specific dates.

To run Always: Select "Always" below "Select When the Event Will be Active"

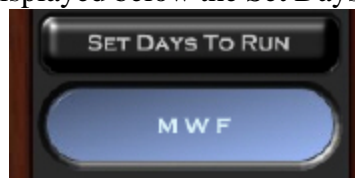
This will cause the event to run on the days selected regardless of date.

To run between dates: Select the dates you would like your event to run between by pressing the calendar icons next to the left and right of the word "till". The first date will be the start date and the second will be the end date.

This will cause the event to run on the days selected, only if they fall between the dates listed.



After making the correct selections, press save to return to the event creation screen. Your entry will now be displayed below the Set Days To Run button.



Setting Run Time: To set the time of day you would like your event to run, press the Set Time button.

If your trigger is By Date/Time or Recurring, Maestro will bring up the time entry keypad. Be sure to select AM or PM before pressing enter.



After entering your run time you will be returned to the event creation screen. Your entered time will be displayed below the Set Time button.



Setting Event Options: Pressing the Event Options button will bring up a Maestro window with options that apply to your event type.



Prompt Before Running: When this option is selected, Maestro will ask the user to confirm they want to run the event anytime the event is run manually. This will NOT effect any scheduled triggers for this event.

Show On Home Screen: This option will display the current event in the events section on the Maestro Home Page.

Show in Room: This option allows to you select which rooms will display your event. You can choose three individual rooms, All rooms, or No rooms.

Device Code: Depending on your settings, the device code may or may not be available. To learn more about turning device codes on or off, refer to the Administration Page section of the Maestro manual.

The device code setting should only be used by advanced users as there may be unexpected results from incorrectly using this setting.

A device code is a combination of a letter and number used by Homeseer, or similar applications to identify a device. Using the Maestro device code option, you can set an event to trigger when a specific device code is switched to ON or OFF. This option is most commonly used when configuring hard button remotes or switches to trigger events.

Pressing the “Clear X10 Code” button will remove the current Device Code settings.

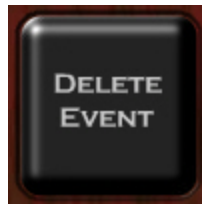
Saving Your Event: After you have completed creating your event, you can press the save event button. If everything was entered correctly, Maestro will return you to the Master events screen.

If you missed a required setting Maestro will prompt you to make the fix before saving.

Return to your Events: Pressing the Return To Events button will return you to the events screen without saving any of the changes to your event.

6.2.5.2.1 Delete a General event

You can delete an event from the Event Creation/Edit screens. To delete the event, press the Delete Event button.



Maestro will prompt you to be sure you would like to delete the event.



Note: Once an event has been deleted, it can NOT be restored.

6.2.5.2.2 Enable \ Disable an event

If you would like to stop an event from running, but you do not wish to delete the event you may disable it. When an event is disabled, it will no longer run as scheduled.

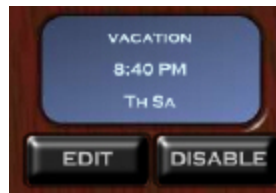
Note: A disabled event may still be run manually at any time.

To disable an event, you must first access the Event selection screen. You can access the General events selection screen through multiple locations.

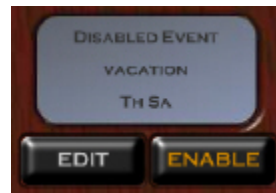
From the Home Page: Press the EDIT button at the bottom of the Events windows and select GENERAL events when prompted for event type.

From another module's event edit screen: Press the Edit Other Events button and select GENERAL events.

Once you have identified the event you would like to disable, press the disable button under the event name window.



Maestro will disable the event and change the event's status on the event selection screen. When an event is disabled, the event name window will turn gray and the DISABLE button will be changed to say ENABLE.



To enable an event, simply press the enable button beneath the event name window of the event you would like to enable on the event selection screen.

6.3 The Status Screen

The Maestro Status Page is used to show quick summary information on your home's status from multiple modules. The menu buttons available on the status screen will vary based on the modules you have activated for your Maestro. To learn more about activating new modules in Maestro, please refer to the Administration Page section of the Maestro manual.

The Status screen can be accessed either through the Quick Launch Button, or by selecting the Status Menu Button on the Home Screen. The currently selected Status Menu button will be highlighted.



Regardless of which modules you have activated in Maestro, all homes will have a minimum of three buttons available:

- Home
- System Messages
- System Log.

Detailed information for Status menu buttons other than the defaults can be found under the specific module associated with the status button. For example, details about the Lighting Status button can be found in the Maestro Lighting module manual.

6.3.1 Home

The Status Page home button will return you to the Maestro Home Screen.

6.3.2 System Messages

The System Messages button will display the last eleven (11) messages received by the Maestro client. (Shown above)

System Messages can be created in multiple ways. The most common system messages will be recorded when an event has been triggered either by a manual or scheduled trigger. Certain modules may also record special information to the System messages, such as weather forecast data, or motion detection.

System messages can also be sent to Maestro through custom events created in Homeseer. Working with custom events in Homeseer should only be completed by advanced users. For detailed information about sending System Messages from Homeseer, please see the Appendix in the Maestro manual.

Scrolling a System Message: Sometimes a message may be too long for the complete message to be displayed in the window at one time. If a message is too long a button will light up to the right of the message.



Pressing this button will cause the display to scroll by, allowing you to read the entire message.

Delete a System Message: You can delete a system message by pressing the X next to the message you would like to erase. The message will only erase from the client the X was pressed from, and will still be viewable through the System Log.



6.3.3 System Log

The System Log Status menu button will display an abbreviated version of the current Homeseer log. The log may contain multiple entries that are not relevant to the regular Maestro user.



The system log information may be used by advanced users and technicians to help diagnose settings in Maestro.

The log may also be used to review System messages that may have been deleted or which have occurred beyond the System Messages holding limit.

Since the Maestro System Log only contains an abbreviated version of the Homeseer log, it

may be necessary for some advanced users or technicians to access the complete Homeseer log. For detailed information on accessing the complete log, please refer to your Homeseer manual.

6.4 Picture Mode

Every Harmony Home Maestro comes with the ability to turn itself into a digital picture frame when not in use. This is particularly useful when Maestro is being accessed through a touch screen or tablet computer.

Picture Mode can be started manually by selecting the Picture Mode menu button from the Maestro Home Screen or by pressing Pictures on the Quick Launch menu. Once picture mode has been started, it will randomly display pictures from your pictures directory at a pre-set interval.

Picture Mode can also be set to come on automatically when Maestro has not been used for a predetermined amount of time. You can set the length of time before Picture Mode starts from the Settings Page.

Pictures will display as large as possible in the active Maestro window, without distorting the picture's original aspect ratio. Picture Mode should only be used as a screen saver if Maestro is being displayed in a window that completely covers the entire screen. For example, Maestro displayed in Internet Explorer running in full-screen with no toolbars or running in kiosk mode. For detailed instructions on running Maestro in these modes, please refer to the Maestro in Full-screen (IE) section of the Appendix in the Maestro manual.

You can stop Picture Mode at anytime by pressing anywhere on the screen.



Note: It is recommend to press the screen in the bottom right hand corner to avoid accidentally pressing any buttons when returned to a control screen.

6.4.1 Options

There are multiple settings available for Picture Mode. These settings are located in two different places based on their complexity. This has been done to keep Maestro simple to use while maintaining some flexibility for custom configurations.

For detailed information on what options are available and how to set them, please refer to the following sections of the Maestro manual:

The Settings Page \ Pictures – Basic User settings

The Administration Page \ Screen Saver – Advanced User settings

6.4.2 Adding pictures

By default Maestro comes with two sample pictures pre-loaded to the Picture Mode pictures folder. You can add images to be displayed by copying them into the directory designated for Picture Mode. For detailed instructions on how to copy files into a directory, please refer to the instruction manual for your operating system.

All pictures must be located on the computer where Maestro was originally installed. By default the Picture Mode pictures directory will be located in a folder called “picmode” under the primary Maestro installation directory. In most cases the location will be:

C:\Program Files\Homeseer 2\html\Homeface\picmode

For instructions on changing the directory to be used for Picture Mode, please refer to the Screen Saver section of the Administration Page in the Maestro manual.



ONLY jpeg images are currently supported by Picture Mode.

You can validate the file type by looking at the file’s extension. For example, the file below is a jpeg image:

Picture21.jpg

For specific details regarding viewing and identifying file extensions, please refer to your Operating System’s instruction manual.

Pictures can be removed from picture mode by deleting them from the Picture Mode pictures directory.



Note: Any pictures in the Picture Mode pictures directory will also be displayed when the Maestro Home Page Center Screen is set to pictures.

6.5 The Settings Screen

The Maestro Settings Page can be used to make basic changes to certain options for each activated module. More advanced options will generally be found on the Administration Page.

You can access the Settings Page by pressing the Settings Menu button on the Maestro Home Screen, or by selecting Settings from the Quick Launch menu.



The menu button for the options currently being displayed will be highlighted.

Depending on the Maestro modules you have purchased or currently activated, different menu buttons will be available down the left hand side of the screen. For information regarding Settings Page Menu buttons that are not covered here, please refer to the module in question's section of the manual.

For example, for information on the Sprinklers button on the settings screen, please refer to the Sprinkler Settings section of the Irrigation module.

All Maestro systems will come with a minimum of five (5) Settings Menu buttons. If your Maestro has more than six (6) Settings Menu buttons, you can access the additional buttons by using the Up and Down arrows located at the bottom of the Menu buttons list.

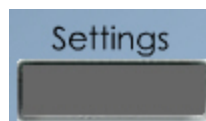
6.5.1 Home

Pressing the Home button will return you to the Maestro Home Screen.

6.5.2 Lock Codes

Lock Codes are used in Maestro to control access to certain sections or modules. When a lock code has been set, users will be required to enter a number combination before Maestro will display the requested screen. If the user does not know the required combination, they will simply be returned to the screen they came from.

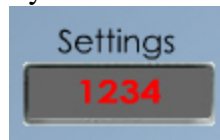
Setting a Lock Code: To set a lock code press in the square below the section you would like to enter a lock code for.



Pressing the square will cause Maestro to display a numeric keypad allowing you to enter a Lock Code. Once you have entered your code, press update to be returned to the Lock Codes screen.



The code you entered will now be displayed in the window below the modified section.



After you have entered a Lock Code for all sections you wish to secure, Press the Update button to save your changes to Maestro.



WARNING: You will NOT be able to access the settings screen to change your Lock Codes if you forget the Lock Code you have set for the Settings Page.

If you do not know your Settings Page Lock Code, you may reset it from the Administration Page. For detailed instructions on resetting this lock code, please refer to the Administration Page section of the Harmony Home Maestro manual.

Changing a Lock Code: You can change a Lock Code for an area by pressing the square below the section you would like to lock and following the standard instructions for Setting a Lock Code. You can clear the existing Lock Code by pressing the Clear button on the

numeric keypad.

Be sure to press the Update button on the Lock Codes Settings screen when you have made all your required changes, to save them to Maestro.

Deleting a Lock Code: You can turn off a Lock Code by clearing all numbers from the window below the area you would like to unlock.

You can clear the Lock Code by pressing in the square below the area you would like to unlock, pressing the Clear button on the numeric keypad, and finally pressing the Update button.

Be sure to press the Update button on the Lock Codes Settings screen when you have made all your required changes, to save them to Maestro.

Entering a Lock Code: When you attempt to access a screen which has been restricted by a Lock Code, Maestro will prompt you with a numeric keypad.



After entering the correct Lock Code, press the Enter button. If the code was correct, Maestro will take you to the requested screen. If the code entered is incorrect, Maestro will respond with “Access Denied”.

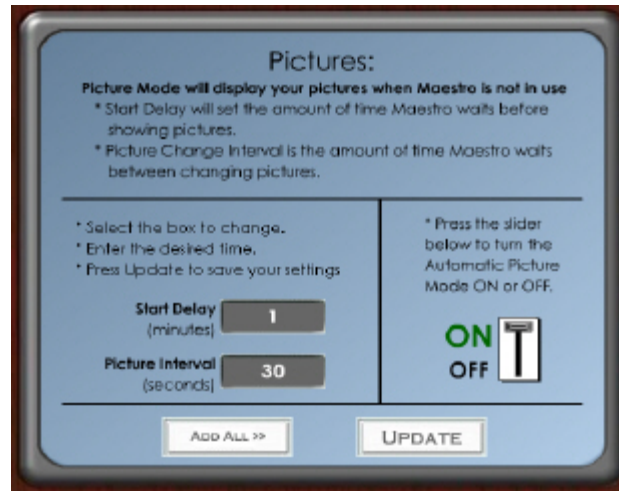


If access is denied, the user may either try to re-enter the Lock Code, or simply press cancel

and be returned to the screen they were last on.

6.5.3 Pictures

Pressing the Pictures button on the Settings Page will take you to the Basic settings available for the Maestro Picture Mode.



Start Delay: The Start delay is the number of minutes you would like to have Maestro wait without user interaction before automatically turning on the Picture Mode. To change the number of minutes, press in the square below Start Delay and use the numeric keypad to enter the desired time.

Picture Interval: The Picture Interval is the amount of time in seconds that Maestro will stay on one picture before moving to the next. To change the number of seconds, press in the square below Picture Interval and use the numeric keypad to enter the desired amount of time.

Picture Mode Toggle: The toggle is used to tell Maestro if Picture Mode should be automatically launched after the Start Delay time has passed. If the toggle is OFF, you may still run picture mode manually by pressing the Picture Mode button on the Maestro Home Page.

To turn the automatic Picture mode ON or OFF simply press anywhere on the toggle button and the setting will reverse its current state. For example, if the toggle is ON and you press the button, it will turn OFF.

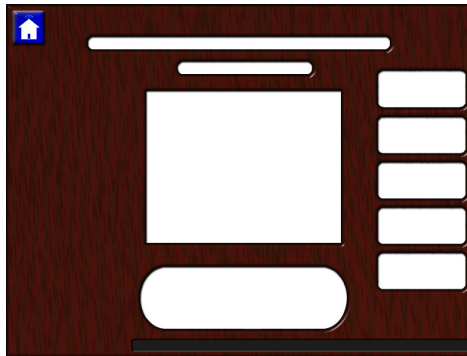


After you have made all your desired changes, be sure to press the Update button to save your changes to Maestro.

6.5.4 Skins

Since every home has its own sense of style and décor, Maestro has been built to support a variety of looks. Each different look is called a skin. Additional skins can be downloaded in groups called Designer packs

In order to keep Maestro simple to use, as you change each skin, all the buttons and windows will remain in the same location. The change will only affect the plate of each screen. The plate is the area surrounding the buttons and windows in Maestro. This eliminates the need to hunt out functions when you just want to change the way Maestro looks. The example below shows the Wood Skin Plate for the Maestro Home screen.



You can change the skin on your Maestro by selecting the Skins button on the Settings screen.

A different skin may be selected for each Maestro display



By default Maestro starts with the Wood skin selected. You can change to a new skin by pressing the desired sample skin button. You can use the up and down arrows to browse through all the available skins. After you have made your selection, the plate on the Settings screen will change to the new skin.



Note: in some cases it may be necessary to leave the settings screen for the skin to update.

6.5.5 Home Events

You may want to add regularly used events to the Home screen. Events selected for display on the Home screen may be added from any module.

You can use these settings to chose which Maestro events should be displayed.

Simply drag the events you would like to display on the Home Screen from the Maestro events window on the left to the Home Screen events window on the right.

To remove an event, simply drag the event back to the Maestro Events window on the left.



6.5.6 Menu Order

These settings will allow you to set the order Menu buttons are displayed on the Home Screen.



Note: Changing this order will also change the order items are displayed on the Quick

Launch menu.



To change the order simply drag your selection up or down in the list.

6.5.7 Restart

From time to time you may find it necessary to restart Maestro. For example, if a new module is activated.

Pressing the RESTART button will close Maestro and reload the client.



Restarting Maestro does NOT restart Homeseer or the actual hardware displaying the Maestro client.

6.6 The Administration Screen

The Administration Page contains advanced user settings.

The administration screen can only be modified from a computer with mouse and keyboard.



WARNING: The Administration Page should only be used by advanced users. Incorrect settings may result in Maestro becoming completely unusable.

If you are unsure of ANY settings in the administration screen, it is recommended that you leave the default settings which were created at the time of installation.

6.6.1 Logging In

The administration screen can be accessed in multiple ways. When accessing the Administration screen in any of the ways listed below, one or all of the following may occur:

You may be prompted for a username and password based on your Homeseer settings. If you are prompted, you will need to enter the username and password you have defined in Homeseer. To learn how to define your username and password, please refer to your Homeseer documentation.

Your web browser may prompt you that certain files are trying to run on your computer and are being blocked. You must select to always allow this screen to run the files in question to have Maestro run correctly. This is most common when accessing the Administration screen on a computer running Windows XP with Service Pack 2 installed.

From Your Homeseer Computer:

To access the Administration screen from the computer that is running Homeseer open a supported web browser and go to the following URL:

<http://localhost:<webport>/homeface/admin/index.html>
(ex. <http://localhost:80/homeface/admin/index.html>)

From Your Network:

To access the Administration screen from another computer on your local area network open a supported web browser and go to the following URL:

<http://<LANIPAddress>:<webport>/homeface/admin/index.html>
(ex. <http://192.168.1.101:80/homeface/admin/index.html>)

Your Local Area Network (LAN) IP Address is the address used on your internal network to identify your Homeseer computer. Please refer to your operating system's manual for detailed instructions on locating your computers LAN IP address.

Over The Internet

To access the Administration screen from a computer over the internet, open a supported web browser and go to the following URL:

<http://<WANIPAddress>:<webport>/homeface/admin/index.html>

Your Wide Area Network (WAN) IP Address is the address used by your Internet Service Provider (ISP) to identify your Homeseer computer. Please refer to your operating system's manual for detailed instructions on locating your computers WAN IP Address.

If you are using a router, please refer to your router's manual for instructions on obtaining your router's WAN IP address. You may also need to refer to this manual for instructions on port forwarding if your router uses Network Address Translation (NAT).

You may also be able to get your computer or router WAN IP Address by going to the following location:

<http://www.mywanip.com/>

If you have a registered domain name associated with your WAN IP Address, then you may also access the Administration screen by using the correct domain name and port:

<http://<domainname>:<webport>/homeface/admin/index.html>

(ex. <http://harmony-home.com:80/homeface/admin/index.html>)

Following any of these instructions will bring up the security panel for the Administration screen. The password will be the same as the password you entered during installation. Simply enter your password and press Submit to access the Administration screen. You will be able to set a new password on the following screens.



Once you have entered the correct password, you will be taken to the main Administration screen. The Administration screen menu buttons for your Maestro will be displayed down the left hand side.



Pressing the desired menu button will display the requested settings.

6.6.2 System Settings

Selecting the Systems Settings button will display a list of available Categories for that setting in the top left corner.



Selecting one of these categories will bring up the sub options in the window below.



Selecting an item in the options window will bring up a window on the right side of the screen. This window will allow you to modify the settings for the selected option.

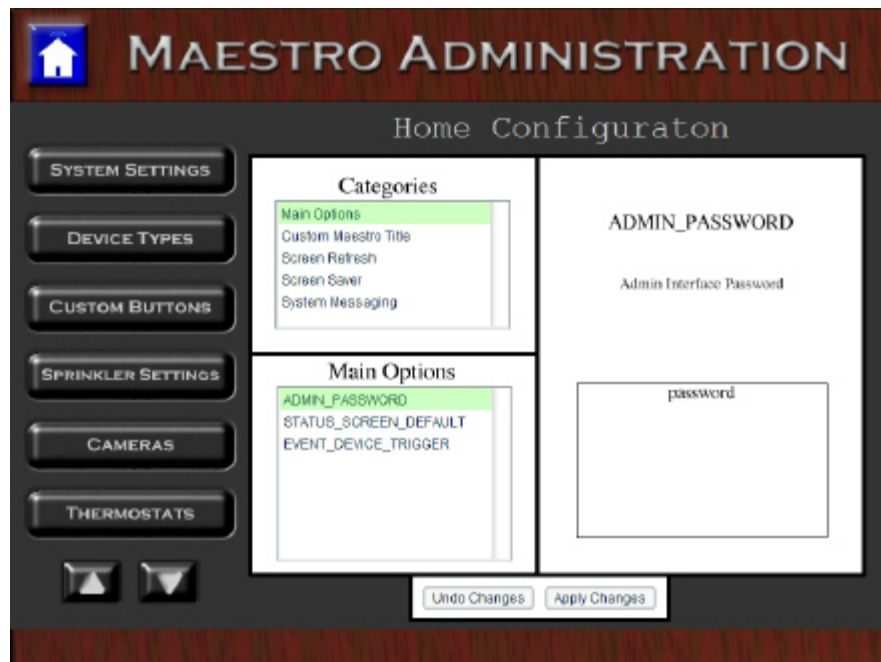


The Categories and Options available will vary based on the modules you have purchased for your Maestro. The Instruction given in the following sections will cover just the default Categories and Options available on ALL Maestro installations.

For instructions about Administration screen settings other than the default, please refer to the appropriate module's Administration screen section. For example, for information on the Thermostat Category, you would refer to the Heat/Air Module's Thermostat Administration Page section.

6.6.2.1 Main Options

The Main Options section includes settings for Maestro's core components.



To modify any Main Option setting:

Select the option from the options window.

In the right side window, click in the entry square. This window will have a title matching the selected Option.

Use your keyboard to enter the new setting

After making your desired change, press the Apply Changes button to save your new settings to Maestro.

Apply Changes

Maestro will prompt you when the configuration file has been updated.

ADMIN_PASSWORD:

The ADMIN_PASSWORD is used at the security screen to enter the Administration screen. By default the password is left blank. It is highly recommended that you change this password as soon as possible.



NOTE: *Be sure you use a password you can remember or can record in a safe location.*

If you completely forget your Admin Password you may reset it, by manually editing your configuration file. For instructions on manually editing this file, please refer to the Manually Modifying the Configuration File section of the Appendix.

STATUS_SCREEN_DEFAULT:

The STATUS_SCREEN_DEFAULT option tells Maestro how to sort the devices the first time a user accesses the LIGHTING STATUS section of the Status screen. This option can be set to one of the following ONLY:

ON: Sorting by ON will show only those devices that are currently turned ON.

ALL: Sorting by ALL will show ALL the devices currently recognized by the lighting module in Maestro.

OFF: Sorting by OFF will show only those devices currently turned OFF

EVENT_DEVICE_TRIGGER:

The EVENT_DEVICE_TRIGGER option is used to tell Maestro if the device code options should be available to users when creating events.

The device code setting should only be used by advanced users as there may be unexpected results from incorrectly using this setting.

A device code is a combination of a letter and number used by Homeseer, or similar applications to identify a device. Using the Maestro device code option you can set an event to trigger when a specific device code is switched to ON or OFF. This option is most commonly used when configuring hard button remotes to trigger events.

6.6.2.2 Custom Maestro Title

You can use these settings to change the title displayed across every Maestro screen.

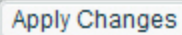
CUSTOM_TITLE: This setting allows you to turn your custom title ON or OFF. Turning the custom title OFF will cause Maestro to display the default Home Maestro LSX title.

CUSTOM_TITLE_TEXT: This setting is used to enter the text you would like displayed

CUSTOM_TITLE_COLOR: This will allow you to select the color for your title

CUSTOM_TITLE_FONT: This setting allows you to set the font for your title

*After making your desired change, press the **Apply Changes** button to save your new settings to Maestro.*

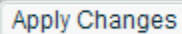
A rectangular button with rounded corners, a light blue gradient, and a thin grey border. The text "Apply Changes" is centered in a blue, sans-serif font.

6.6.2.3 Screen Refresh

The Screen Refresh is the amount of time Maestro should wait between updating screens, when there has been no user interaction. For each Screen Refresh option window you may enter a numeric value in seconds that Maestro will wait between updating the screens status.

This section may contain options for modules you do not currently own. If this is the case, simply leave those options as the defaults. If you are unsure of ANY settings, it is recommended to leave the defaults.

*After making your desired change, press the **Apply Changes** button to save your new settings to Maestro.*

A rectangular button with rounded corners, a light blue gradient, and a thin grey border. The text "Apply Changes" is centered in a blue, sans-serif font.

6.6.2.4 Screen Saver

The Screen Saver options are used for making changes to Picture Mode in Maestro. The basic settings for this section can also be modified from the Settings Page. It is recommended to use the Settings screen instead of the Administration screen whenever possible.

SCREENSAVER_DIRECTORY:

The SCREENSAVER_DIRECTORY option is used to tell Maestro where to look for image files to be displayed by Picture Mode.

For the Screen Saver Directory you may ONLY enter a location relative to the primary Maestro installation directory. For example, if the option is set to PICMODE, then Maestro will look in the following location for image files:

/homeface/PICMODE

SCREENSAVER_SWITCHOUT_TIME:

The SCREEN_SAVER_SWITCHOUT_TIME option is used to set how long Picture Mode will wait before advancing to the next image.

The amount of time should be entered in seconds.

This setting is also available as Picture Interval under the Pictures sections of the Settings screen.

SCREENSAVER_START_INTERVAL:

The SCREENSAVER_START_INTERVAL is the amount of time Maestro will wait without ANY user interaction before starting Picture Mode.

The amount of time should be entered in minutes.

This setting is also available as Start Delay under the Pictures sections of the Settings screen.

SCREENSAVER_STATE:

The SCREENSAVER_STATE is used to tell Maestro if Picture Mode should be automatically launched after the Start Interval time has passed. If the SCREENSAVER_STATE is OFF, you may still run picture mode manually by pressing the Picture Mode button on the Maestro Home Page.

6.6.2.5 System Messaging

The System Messaging Category is used to set the Maestro options related to System messages. System Messages will vary based on your activated modules.

MAINALERT_UPDATE_TIME

The MAINALERT_UPDATE_TIME option is used to set how often a Maestro client checks for new Alerts to display.

The amount of time is entered in seconds.

MAINFLASHER_UPDATE_TIME

The MAIN_FLASHER_UPDATE_TIME option is used to set how often a Maestro client checks for new Flashing messages to display. Flashing messages will vary based on your activated modules.

The amount of time is entered in seconds.

MAINLOG_NOUPDATE_LIMIT

In order to avoid a Maestro client displaying a one time System Message more then once a duplicate message delay can be set. The MAINLOG_NOUPDATE_LIMIT option is used to set how long Maestro will wait before it checks for messages and displays any that have not yet been removed from the message queue.

The amount of time is to be entered in seconds

FLASHER_CODE:

Flasher codes are device codes setup in Homeseer to hold system messages that will be displayed to Maestro clients. Each module uses its own device code for messages. You can identify the flash code option for modification by the name listed after FLASHER_CODE_ in the options title. For example, FLASHER_CODE_IRRIGATION is used to set the device code for the IRRIGATION module.

If the Flasher codes are changed from the settings originally entered during Maestro's installation, the device codes used must be created in Homeseer. For information on creating devices in Homeseer, please refer to the Homeseer manual.

TEMPERATURE HOLDER_DEVICE:

The TEMPERATURE HOLDER_DEVICE option is used to set the device code Maestro

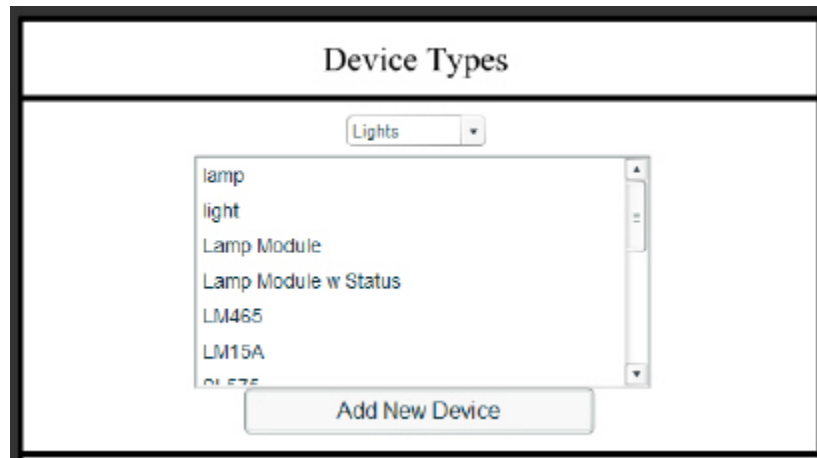
will read the current temperature from. The temperature must be recorded to the device in a numeric format.

6.6.3 Device Types

Device Types are used to tell Maestro what devices should be displayed and what attributes they should carry. For example, the device type lamp being in the light group tells Maestro to display the device on the Rooms screens, and to be available when creating lighting events. The device type may also change the icon displayed in areas such as status and event creation.

Maestro has been built with the ability to add custom device types allowing users to integrate new hardware not configured by default. This is especially useful when installing Maestro on an existing Homeseer installation.

When you first select Device Types, the window on the Administration screen will have a drop down box and a scroll window.



The top drop down box is used to select the group the devices belong to. In the example above, the group selected is LIGHTS. The group name is what tells Maestro where to include this device. The groups available will vary depending on the modules you have installed. The scroll box beneath the group selector contains all the device type names associated with that group. If you have verified that your new device type is not included in any existing group, you may add it by doing the following.

Adding a Device Type: To add a new device type, start by selecting the group you would like to add the device to from the drop down box at the top of the screen. Next press the ADD NEW DEVICE button. The administration screen will now display a new window at the bottom of the screen.

To add your new device, simply enter the name in the Device Type window and press SAVE. You should now see your new Device Type listed in the selected group.



Note: *Device Types are Case sensitive.*

Sensors: Sensors will request you enter the value that will be stored in HomeSeer when the sensor should be displayed in Alert status, and when to show as OFF.

Removing a Device Type: To remove a device type from Maestro, press the ADD NEW DEVICE button, select the device to be removed, and press the REMOVE button.

6.6.4 Custom Menu Buttons

Custom Buttons are used to add Menu buttons to the Maestro Home Screen and Quick Launch.

You can set Maestro to display Custom buttons by clicking the checkbox at the top of the window following “Display Custom Buttons in Interface”. To turn off custom buttons, simply remove the check mark by clicking the box again. Turning Custom buttons Off will not delete your saved custom buttons.

You can add a new button by pressing the “Add New Custom Button” button. After pressing this button you can enter a name to be displayed on your custom button and define the action to be taken when the button is pressed

Custom buttons can either be used to access a URL or a program location.

If a program location is used Maestro will attempt to launch the program on the client being used to access Maestro. For example, if the program location entered is c:\Program Files\example\program.exe, when a user presses the custom button on the Home Page, Maestro will look in c:\Program Files\example\ on the client computer or touch screen for program.exe. Maestro will not be able to launch programs which are not installed on the client computer.

You can tell Maestro to open the requested URL or Program in Full Screen by clicking the Full Screen checkbox.

After you have entered all the settings for your new custom button, press the Save button.

You can edit a Custom button by selecting your custom button from the list in the center of the window, making your changes in the bottom window, and pressing Save.

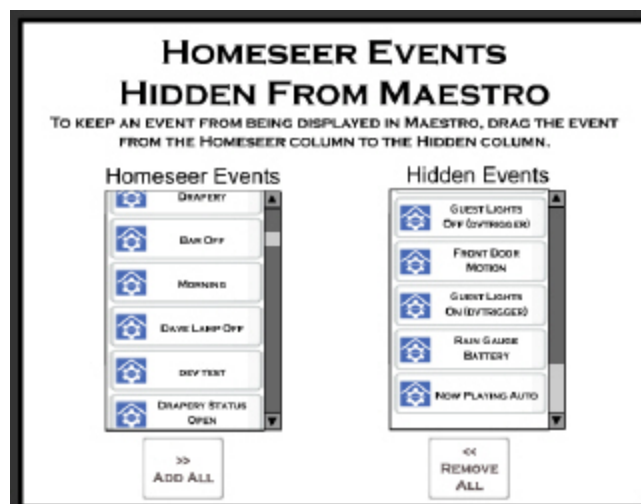
You can change the order custom buttons are displayed, by selecting the button. Using the arrows to the right you can move the button up or down in the list.

You can remove a custom button by selecting the buttons name from the center window and pressing the Remove button in the bottom window.

6.6.5 Events

This screen can be used to Hide certain events that exist in HomeSeer from Maestro.

Hiding an event will not delete that event, it will just make it invisible to all screens in Maestro.



To hide an event from Maestro simply drag the event from the Homeseer Events window to the Hidden Events window.

To UN-hide an event, drag the event from the Hidden Events window in to the HomeSeer events window.

6.6.6 Modules

The Modules section of the Administration screen is used to turn On or Off modules within Maestro.

The screenshot displays the 'MAESTRO MODULE CONFIGURATION' interface. On the left, under the 'MODULES' heading, is a scrollable list containing: Lighting, Irrigation, Hvac, Cameras, Alerts, Events, Status, Settings, and Music. 'Lighting' is currently selected, indicated by a green highlight. The right-hand panel is titled 'LIGHTING' and contains a 'MODULE ON/OFF' section with two radio buttons; 'ON' is selected. Below this is a 'LOCK CODE' section featuring a text input field with the value '1234'. At the bottom right of the panel is a 'Save' button.

Turning Off a module will NOT cause you to lose any user settings or events associated with that module. Whether a module is activated or not may affect multiple screens and available settings in Maestro.


Select the module you would like to active, or deactivate, from the Modules window on the left.

Select On or Off from the Window on the right.

Press save to keep your settings.

6.6.6.1 Lock Codes

Lock Codes are used in Maestro to control access to certain sections or modules. When a lock code has been set users will be required to enter a number combination before Maestro will display the requested screen.



You can modify a module's Lock Code by selecting the module from the Modules window, then entering a number in the box below the words "Lock Code". Press save to apply your settings.

To clear a Lock Code, simply clear the box below the words "Lock Code". Press save to apply your settings



Lock Codes can also be set by users through the Lock Codes menu button on the Settings screen in Maestro.

6.6.7 Log Out

Pressing the Log Out button will return you to the logon screen for the Administration screen.

Part

VII

7 Appendix

The appendix section will be most helpful during the initial installation of Maestro. In most cases, the manual for your module should answer the greatest number of questions.

7.1 Supported Hardware

The Maestro uses the robust Homeseer application for the backend control of all Hardware. Because of this, the supported hardware continues to grow as Homeseer supports new products. The devices listed below are among the most commonly installed. All devices must be installed and operational in Homeseer for them to be controlled by Maestro.

If your device is not listed below, please refer to the Custom Device section of the Administration screen of the Harmony Home Maestro Manual.

Z-Wave Hardware				
Category	Company	Device	Purpose	
Wall Switches	ACT / HomePro	ZDW100	Z-Wave dimming wall switch	
		ZDW103	Z-Wave dimming wall switch (800 wt, 3-way)	
		AS101	Z-Wave companion switch (for ZDW103)	
		ZRW100	Z-Wave relay wall switch (15 amp)	
	Intermatic	HA06C	Z-Wave dimming wall switch	
Plug-in Modules	ACT / HomePro	ZDP100	Z-Wave lamp module	
		ZRP100	Z-Wave appliance module	
	Intermatic	HA03C	Z-Wave lamp module	
		HA05C	Screw-in socket style dimming lamp module	
		HA02C	Z-Wave appliance module	
		HA04C	Z-Wave outdoor module	
	Sylvania	SH50330	Z-Wave lamp module	
Motion Sensor	ACT / HomePro	ZIR000	Z-Wave Motion Sensor	
Thermostat	ACT / HomePro	ZTT000	Z-Wave Thermostat for HVAC applications	
	RCS Inc.	TZ16	Z-Wave Thermostat for HVAC applications	
UPB (Universal Powerline Bus) Hardware				
Category	Company	Device	Purpose	Note
Wall Switches	HAI	35A00-1	UPB dimming wall switch (600 wt)	
		35A00-3	UPB non-dimming wall switch (600 wt)	
		35A00-2	UPB dimming wall switch (1000 wt)	
		35A00-4	UPB non-dimming wall switch (1000 wt)	
		40A00-1	UPB relay wall switch (15a)	
		37A00-1	UPB aux switch (for 3-way circuits)	
	PCS	WS1D	UPB dimming wall switch (600, 1000, 1500 & 2400 wt)	
	Simply Automated	US2-40 (all configurations)	UPB universal dimming wall switch	
		US11-30 (all configurations)	UPB standard dimming wall switch	
Plug-in Modules	PCS	LM1, LM2	UPB dimming lamp modules	
		AM1	UPB appliance module	
	Simply Automated	UML	UPB dimming lamp module	
		UMA	UPB appliance module	
		UMI	UPB digital I/O module	
Receptacle	Simply Automated	URD	UPB outlet receptacle	
In-line Modules	Simply Automated	UFD	UPB in-line dimming receptacle	
		UFR	UPB in-line relay receptacle	
INSTEON (by SmartLabs)				
Category	Company	Device	Purpose	
All Categories	SmartHome	All INSTEON devices	Full support in X10 mode	
X-10 Hardware				
Category	Company	Device	Purpose	

Wall Switches	Leviton Inc.	Leviton Wall switches	Wall switches supporting the Extended X10 dim command	
	PCS Inc.	PCS Wall switches	1 way X10 wall switches with pre-set dim support	
	SmartHome	SwitchLinc	2 way X10 wall switches	
Thermostat	RCS Inc.	TX15B	Bi-directional X10 thermostat for HVAC applications requires third party plug-in	
IRRIGATION				
Category	Company	Device	Purpose	
Zones	WGL Designs	Rain8II	Relay control of multiple zones (Rain8Net requires add. plug-in)	
Rain Gauge	WGL Designs	30017	Can be used to send full and empty status to Homeseer	
Specialty Lighting				
Category	Company	Device	Purpose	
Wall Switches	Lightolier	Compose switches	PLC lighting; requires HomeSeer plug-in	
	Lutron	Lutron RadioRA	Wireless Lighting; requires third party plug-in	
HVAC Control (Thermostats)				
Category	Company	Device	Purpose	
Thermostats	ACT / HomePro	ZTT000	Z-Wave Thermostat for HVAC applications	
	RCS Inc.	TZ16	Z-Wave Thermostat for HVAC applications	
		TX15	Thermostat for HVAC applications (not bi-directional, serial interface)	
		TX15B	Bi-directional X10 thermostat for HVAC applications	
		TR15	Bi-directional thermostat for HVAC applications (serial interface)	
		TX16	Bi-directional thermostat for HVAC applications (serial interface)	
		TR16	Bi-directional thermostat for HVAC applications (serial interface)	
		TR40	Bi-directional thermostat for HVAC applications (serial interface)	
CAMERAS				
Camera	D-Link	DCS 900/ DCS 900W	Wired & Wireless IP Cameras	

7.2 Supported Device Types

Maestro uses device types to associate devices with the correct module. The list below contains the default device types associated with each module. For instructions on changing the Device Type shown in Homeseer, please refer to your Homeseer manual.

If your device is not listed below, please refer to the Custom Device section of the Administration screen of the Maestro Manual.

It is possible additional device types may have been added in updates released after this writing.

LIGHT TYPES

Lamp
light
Lamp Module
Lamp Module w Status
LM465
LM15A
SL575
Light Switch
SmartHome LampLinc

LS
 Z-Wave Device (dimnable)
 Z-Wave Device (relay)
 ZWave Device (dimnable)
 ZWave Device (relay)
 SwitchLinc

FAN TYPES

Fan
 Fan

APPLIANCE TYPES

Appliance Module w Status
 Appliance Module

IRRIGATION TYPES

rain8
 irrigation controller

THERMOSTAT TYPES

Z-Wave Thermostat
 ZWave Thermostat

Note: X-10 Thermostats will be automatically recognized by Maestro

7.3 Sending System Messages

A System message can be sent to Maestro by running a script in Homeseer. Working with scripts should only be completed by advanced users and installers. For information on creating and running scripts, please refer to your Homeseer manual.

This section will show you the basic code to be added to a script to send a System Message to Maestro. The script entry will consist of three major components:

- 1) The application call
- 2) The type of Message
- 3) The message to be sent

When sending a message to Maestro, the application call will look like this:
 hs.RunEx "systemscript.vbh"

The type of message for a System Message will be:
 "telluser"

The message to be sent can be any combination of letters and numbers. Maestro will automatically place the date and time of the message at the front when it is written to the Status screen. For our example we will use the phrase below:
 "The Garage Is Open"

Based on the instructions above, the complete line to be entered into your script would look

like this:

```
hs.RunEx "systemscript.vbh","telluser","The Garage Is Open"
```

A complete sample script named SampleSysMsg.txt was created in your Homeseer scripts directory when the Maestro was installed.

7.4 Running Maestro in Full Screen (IE)

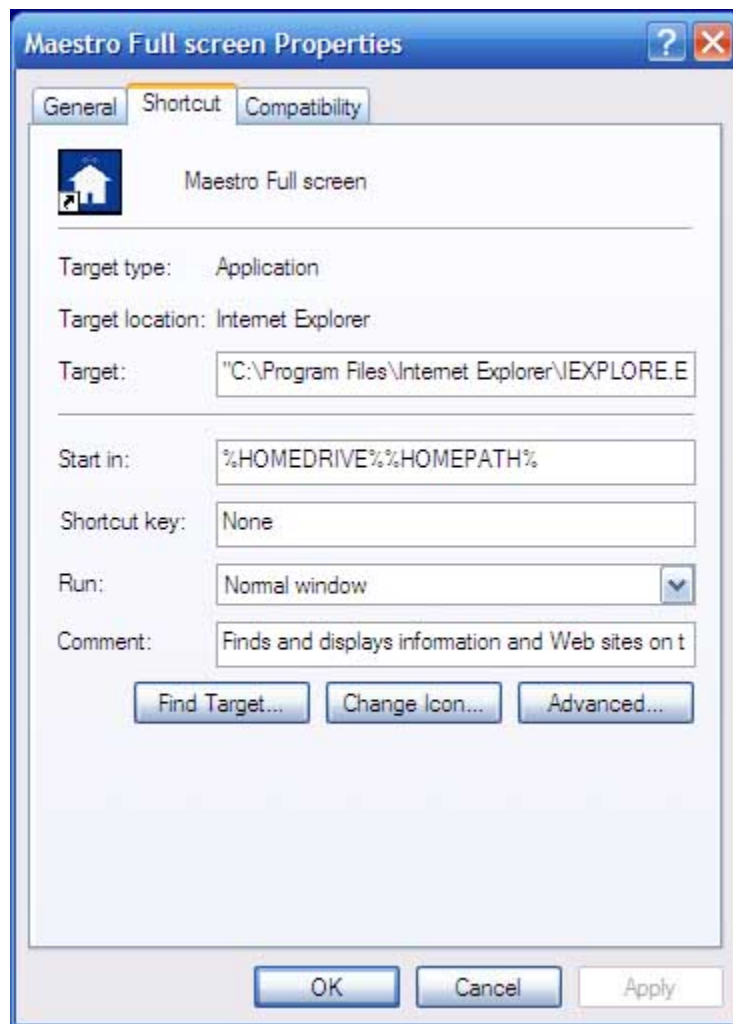
As Maestro was designed to be run on touch screen devices, it may be desirable to have the system run in Full screen mode (or Kiosk) mode. When Maestro is running this way, the user will have no direct access to the computer running Maestro.

Note: The instructions below are for Windows PC's running IE6 or later only.

1) Create a shortcut to the Maestro Home screen.

For instructions on creating a shortcut, please refer to your Windows manual

2) Open the properties for your Maestro shortcut by right clicking the icon and selecting Properties from the menu.



3) On the Properties screen you will enter the following as your target. :

"C:\Program Files\Internet Explorer\IEXPLORE.EXE" -k http://<IPAddress:Port>/homeface/index.html

Replace <IPAddress:Port> with IP Address and Port number for your Homeseer web server.

The entry will be similar to below:

"C:\Program Files\Internet Explorer\IEXPLORE.EXE" -k <http://192.168.10.9:80/homeface/index.html>

4) Press OK and Apply

Now when you run this shortcut, Maestro will be brought up in Full Screen.

You may also enter the Target line information directly into the Windows Start Menu by selecting run. Doing so will open Maestro one time in Full Screen.



To Exit Full Screen: To exit Maestro when in Full Screen, press both the “Alt” key and “F4” key simultaneously and Maestro will close.

7.5 Manually modifying the Configuration File



The Configuration File should only be used by advanced users. Incorrect settings will result in Maestro becoming completely unusable. Manually editing the configuration file should only be used as a last resort.

The Maestro configuration file is located in the root of the Homeface directory, which can be found in your Homeseer html directory. The file is called hhsload.ini.

It is highly recommended that you make a back-up copy of your configuration file before making ANY changes.

You can edit this file using any standard text editor, such as Microsoft word or Notepad. You must remember to save the file with the ini extension or Maestro will fail to run.

All Maestro User settings are stored in the configuration file. The instructions below will only focus on editing those items required to allow you access to Maestro and the Administration screen, in the case of an improper installation or error.

Resetting the Administration Page password: In the event you have lost your administration screen password, it may be reset by modifying the following entry:

```
#>>Admin Interface Password  
ADMIN_PASSWORD,password
```

To change the password, modify the text following the comma after ADMIN_PASSWORD to your desired password and save.