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Part



1 Introduction



Home *Maestro* LSX

Irrigation Module

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 Irrigation Module.

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

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3 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.

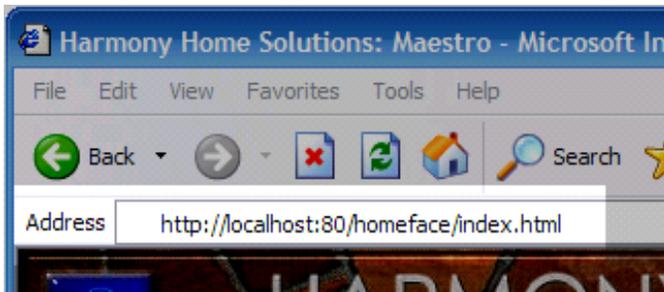
In Internet Explorer do the following:

- 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*

3.1 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>)

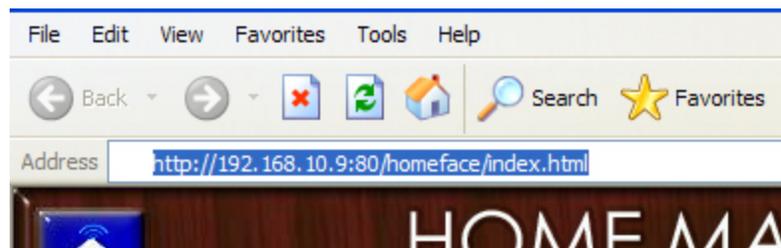


3.2 From your Network

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.



3.3 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>)

3.3.1 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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4 Special Sprinkler Devices

The sprinklers module has support for certain special devices that can add security and features to your Maestro. Please refer to the Sprinklers Administration screen section for details on setting the device code to be used for each special device. For more information on installing specific hardware or creating devices in Homeseer, please refer to your hardware and Homeseer manuals.

4.1 Rain Gauge

The rain gauge can be used to tell Maestro if there has been enough rainfall for the sprinklers to not run. When the device code associated with the rain gauge reports “alert” only sprinkler events marked as “Ignore Rain Gauge” will run. When the device code reports “normal”, all events will run as scheduled.

For information on creating a device with alert & normal status, and installing your rain gauge, please refer to your Homeseer and hardware manuals respectively.



Note: To send status to a device in a Homeseer script, use the following syntax:

```
hs.SetDeviceString "I17", "alert"
```

In this example, the device code is I17 and the status is alert.

4.2 Primary Valve

Many Sprinkler systems use a Primary Valve that must be turned on prior to any other zone being able to run. If your sprinkler system has a primary valve, you must configure this special device in order for Maestro to start your system. Please refer to the Sprinkler Administration screen for information on configuring this device in Maestro.

The primary valve does NOT need to be added to any event, and will not be displayed in the event creation or Sprinkler screens. Maestro will automatically turn ON and OFF the Primary Valve as required to run the sprinklers.

4.3 Power Trigger

Some users may have a Power Trigger installed in their sprinkler system as a fail safe. A power trigger is generally a device such as an appliance module that is used to control the primary power supplied to the sprinkler system. Please refer to the Sprinkler Administration screen for information on configuring this device in Maestro.

The Power Trigger does NOT need to be added to any event, and will not be displayed in the event creation or Sprinkler screens. Maestro will automatically turn ON and OFF the Power Trigger as required to run the sprinklers.

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5 The Sprinklers Screen

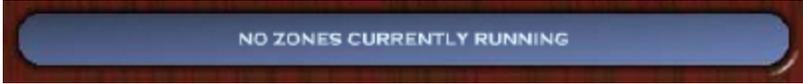
The Sprinklers screen can be accessed either through the Quick Launch Button, or by selecting the Sprinklers Menu Button on the Maestro Home screen.



The Sprinklers screen will display your zones (sprinkler devices) in the center section of the screen. If you have more than eight (8) zones, you can access the additional zones by using the left and right arrows below the zones.



The window at the bottom of the screen will display a message giving the current status of the Sprinkler System.



NO ZONES CURRENTLY RUNNING

5.1 Running & Stopping sprinklers manually

When you first enter the Sprinklers screen, Maestro will begin scrolling the instructions for running a zone manually across the top of the screen in the Messages window.

Running a zone: To run a zone manually, first press the desired zone button. Once the zone is selected, the button light will turn orange, the set button will be highlighted, and the minutes window will display SET MINUTES.



Pressing the SET button will cause Maestro to prompt you for the number of minutes you would like to run the sprinkler for. Once you have selected your number of minutes, press ENTER to continue.



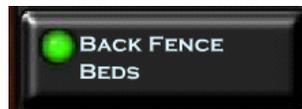
The selected number of minutes will now be displayed in the minutes window and the RUN SPRINKLERS button will be highlighted.



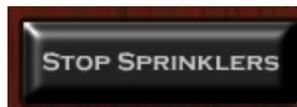
Pressing the RUN SPRINKLERS button will start the desired sprinkler for the set number of minutes. While the sprinkler is in the process of starting, the minutes window will display a loading image.



Once the sprinkler has started, the selected zone will display the ON light and the message window at the bottom of the screen will display the running zone.



Stopping Sprinklers: Pressing the STOP SPRINKLERS button at anytime will stop all sprinklers from running. If this button is pressed while a sprinkler event is running, the entire event will be stopped, including zones which have not yet started.



5.2 Sprinkler Status

When the Sprinkler module is active in Maestro, the Sprinkler Status menu button will be available on the Maestro Status screen. For information on accessing the Status screen, please refer to that section of the Maestro manual.

The Sprinkler status screen will display the status of all zones, and your primary valve if

installed.



The Sprinkler Status screen will display fourteen (14) devices at one time. If you have more than 14 devices, you may see the additional devices by using the up and down arrows in the bottom right corner.

Each device displayed will have a window showing its Zone name. To the left of each window is a button with an icon showing device type and current status. For example, the device below is named Back Right Lawn. And the button shows us that the zone is ON.



You can SORT the zones by their current status, only displaying those zones meeting your criteria. Select how you would like your zones sorted by pressing the corresponding button above the zones.

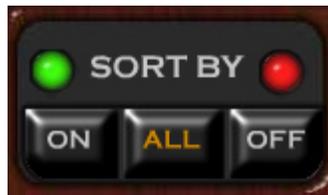
You have three choices to SORT BY:

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

ALL: Sorting by ALL will show ALL the zones.

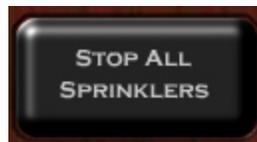
OFF: Sorting by OFF will show only those zones currently turned OFF.

The currently selected sort criteria will have a highlighted button. In the example below, ALL is selected.



If a zone is currently running, you can stop the zone by pressing the On (Green light) button next to the desired zone. Pressing an Off (Red light) button will take you to the Sprinklers screen to set the zone and run times.

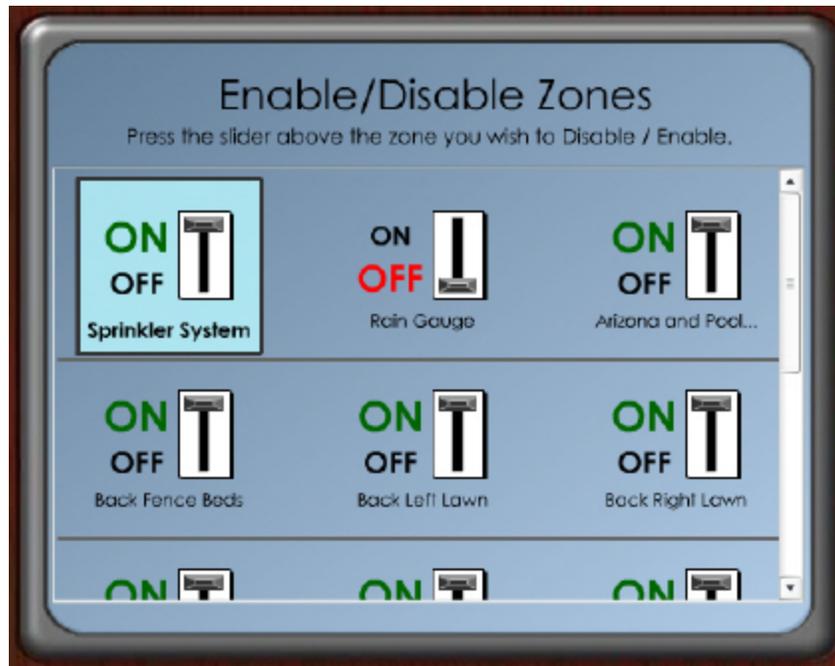
You can tell Maestro to turn off ALL the sprinklers by pressing the STOP ALL SPRINKLERS button.



5.3 Sprinkler Settings

When the Sprinkler module is activated, a new button labeled SPRINKLERS will appear on the Settings screen. For instructions on accessing the Settings screen, please refer to the Maestro Manual.

Pressing the Sprinklers button will bring up the Sprinklers setting screen.



The Sprinkler Settings screen allows you to Enable or Disable any or your available zones or, if installed, your rain gauge. When a zone is enabled, it will run as normal either by a manual or triggered event. When a zone is disabled, it will not run until enabled again. If a disabled zone is included in an event, Maestro will simply skip over that zone when running the event.

If you have a Rain Gauge installed, you will be able to Enable/Disable it from the settings screen. When the Rain Gauge is disabled, events will run even if it is reporting as full (alert).

5.4 Sprinklers Administration screen

When the Sprinklers module is activated, a new button labeled SPRINKLER SETTINGS will appear on the Administration screen. For instructions on accessing the Administration screen, please refer to the Maestro Manual.

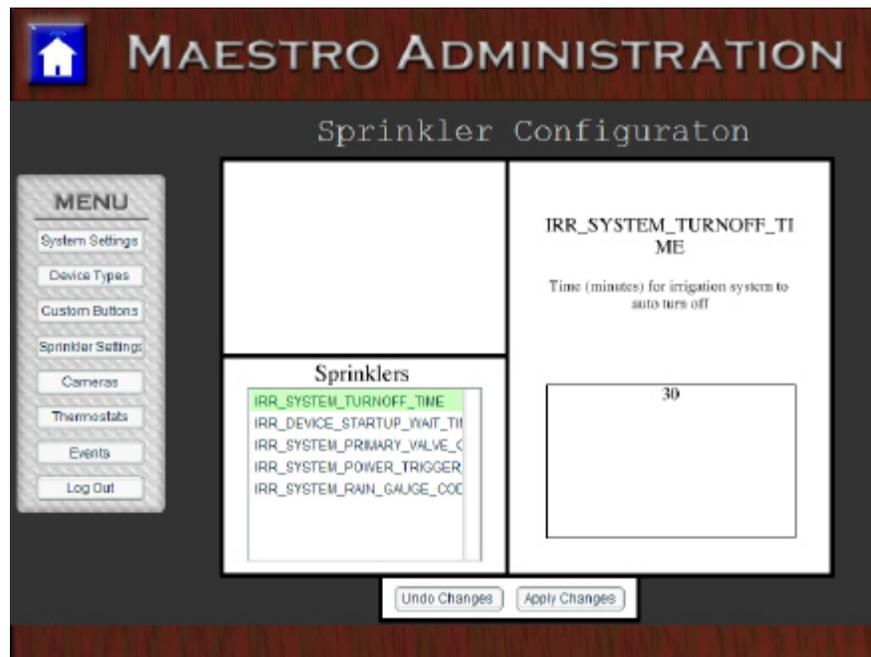
The Administration screen contains advanced user settings. The administration screen can only be modified from a computer with mouse and keyboard.



WARNING: *The Administration screen 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.

Pressing the Sprinkler Settings button will bring up the Sprinklers setting screen.



Selecting an item in the Sprinklers 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.

IRR_SYSTEM_TURNOFF_TIME: This option is used to set the maximum length in minutes the sprinkler system will run. For example, if this option is set to 30 minutes, no zone may run longer than 30 minutes. This option can be used as a fail safe if the Off command is somehow not received by your sprinkler hardware. It is recommended that this option not be set below your longest single sprinkler zone run time. By default this option is set to 30 minutes.

IRR_DEVICE_STARTUP_WAIT_TIME: Every sprinkler system takes a different amount of time to actually begin watering after the start command is given by Maestro. This option is used to build in a delay before Maestro starts the run time timer. This option is to be set with seconds. For example, the default setting is 30 seconds. Based on this setting, if you tell Maestro to run a sprinkler zone for one minute, Maestro will actually wait 1 minute and 30 seconds before turning off the zone. (30 seconds to start-up, and 1 minute of watering)

IRR_SYSTEM_PRIMARY_VALVE_CODE: This option is used to tell Maestro which device code to associate with the Sprinkler System Primary Valve. For more information about this special device, please refer to the Special Sprinkler Devices section of this manual.

IRR_SYSTEM_POWER_TRIGGER_CODE: This option is used to tell Maestro which device code to associate with the Sprinkler System Power Trigger. For more information about this special device, please refer to the Special Sprinkler Devices section of this manual.

IRR_SYSTEM_RAIN_GAUGE_CODE: This option is used to tell Maestro which device code to associate with the Sprinkler System Rain Gauge. For more information about this special device, please refer to the Special Sprinkler Devices section of this manual.

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6 Sprinkler Events

Sprinkler events are a group of run times that can be performed on multiple zones by pressing one button, or by setting a particular trigger.

All Sprinkler events will be represented by a water drop icon as shown below.



The zones that can be controlled by a Sprinkler event will be any of the zones that currently display on the Sprinklers screen of Maestro.

The sections below will explain how to RUN, CREATE, and DELETE a Sprinkler event.

6.1 Running sprinkler events

Maestro has multiple ways to run an event either manually or through a particular 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 Sprinkler 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.

Sprinkler events can be run manually from multiple screens in Maestro. The instructions below will explain how to run a sprinkler event manually from the Sprinklers screen.

For instructions on running sprinkler events from screens other than those listed above, such as the Maestro Home screen or Events screen, please refer to that section of the Harmony Home Maestro manual.

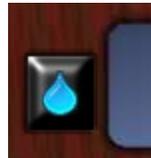
Sprinkler Events can be found running down the right side of the Sprinklers screen.



The events listed may be normally triggered as manual or scheduled. For a more detailed description of Event Triggers, please refer to the sprinkler event creation section.

Event details will be shown in the blue window to the right. 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.



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 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.

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 the Creating Events section for this module in your Manual.

If you have more than four (4) sprinkler events, 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 take you to the sprinkler events Create/Edit selection screen.

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

6.2 Creating sprinkler events

Sprinkler events can be created to control any zone that is currently displayed under the Sprinkler screen. For instructions on creating events to control other devices, please refer to that module's creating events section in your Manual.

You can access the Sprinkler events Create/Edit selection screen through multiple locations.

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

From the SPRINKLERS screen: Press the EDIT button at the bottom of the Events windows.

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

Following any of the instructions above will take you to the Sprinkler events Create/Edit 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 sprinkler events. If you have more than nine (9) sprinkler 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 window.

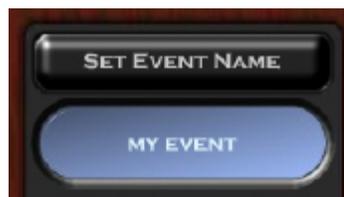


After pressing either of the buttons above you will be taken to the event Creation and Edit screen. Since you are creating a new event, all settings will start blank.



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 lighting Events:

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

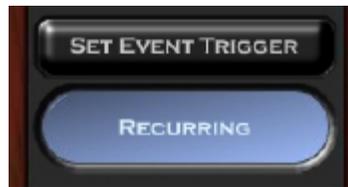
By Date/Time: Date/Time events will run automatically **ONCE** at the specific date and time selected.

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.



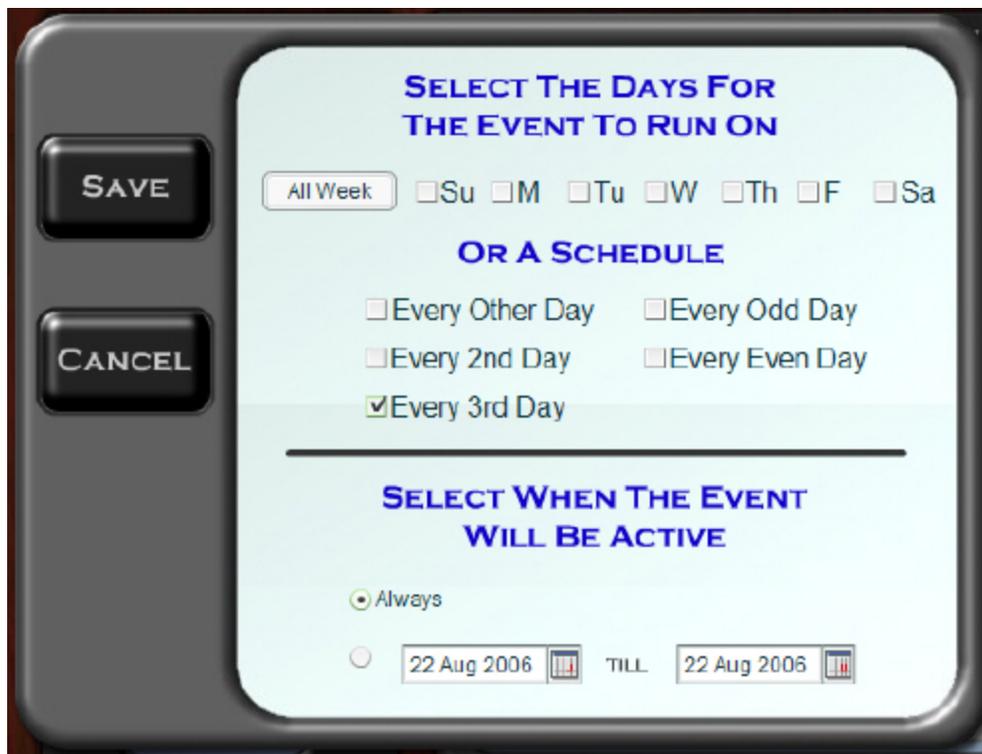
Depending on the type of trigger you selected, the following buttons may or may not be available. If the button is not available for the trigger you selected, it will remain unlit.

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.

Sprinklers with this trigger can also be run by schedule.



The available schedules are as follows:

Every Other Day: This schedule will set your sprinklers to be run one day, not the next, and then again the following. For example, the event would run the 1st, be off the 2nd, run the 3rd, be off the 4th, and so on.

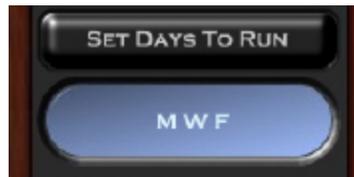
Every 2nd Day: This schedule will set your sprinklers to be run one day, be off for two days, and then run the following day. For example, the event would run on the 1st, be off the 2nd and 3rd, and then run again on the 4th, and so on.

Every 3rd Day: This schedule will set your sprinklers to be run one day, be off for three days, and then run the following day. For example, the event would run on the 1st, be off the 2nd through the 4th, and then run again on the 5th, and so on.

Every Odd Day: This schedule will set your sprinklers to run only on Odd numbered days.

Every Even Day: This schedule will set your sprinklers to run only on Even numbered days.

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 Zones to your event: You can add zones to your new event by dragging the zone from the House Zones window into the Event Zones window. When done correctly, the zone will now show in the Event Zones window.



You can add ALL of your available zones to the event by selecting the Add All button at the bottom of the House Zones window. You may also remove all the zones you have added to the event by pressing the Remove All button.

By default each newly added device will be set to turn on run for 10 minutes. To change these settings, press the edit button on the zone in the Event Zones window you would like to modify.

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



You can increase and decrease the amount of time the zone will run for by pressing the Up and Down arrows respectively.

After setting the zone, press the Save button to be returned to the event creation screen. Your zone will now show the updated settings.



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

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

You can change the order your zones will be run by dragging the zone, up or down in the event zones window, to the place in the list you would like it to run.

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.

Ignore Rain Gauge: Checking this box will set the event to run even if the Rain Gauge shows as full.

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.

6.3 Editing sprinkler events

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

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

From the SPRINKLERS screen: Press the EDIT button at the bottom of the Events windows.

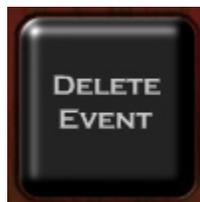
From another module's event edit screen: Press the View Other Events button and select SPRINKLER events.

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 event save.

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's manual.

6.3.1 Delete an 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.

6.3.2 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.

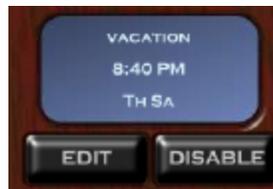
To disable an event, you must first access the Event Create/Edit selection screen. You can access the Sprinkler events selection screen through multiple locations.

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

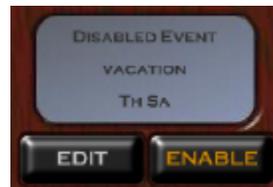
From the SPRINKLERS screen: Press the EDIT button at the bottom of the Events windows.

From another module's event edit screen: Press the View Other Events button and select SPRINKLER 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 Create/Edit selection screen.

Part



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)

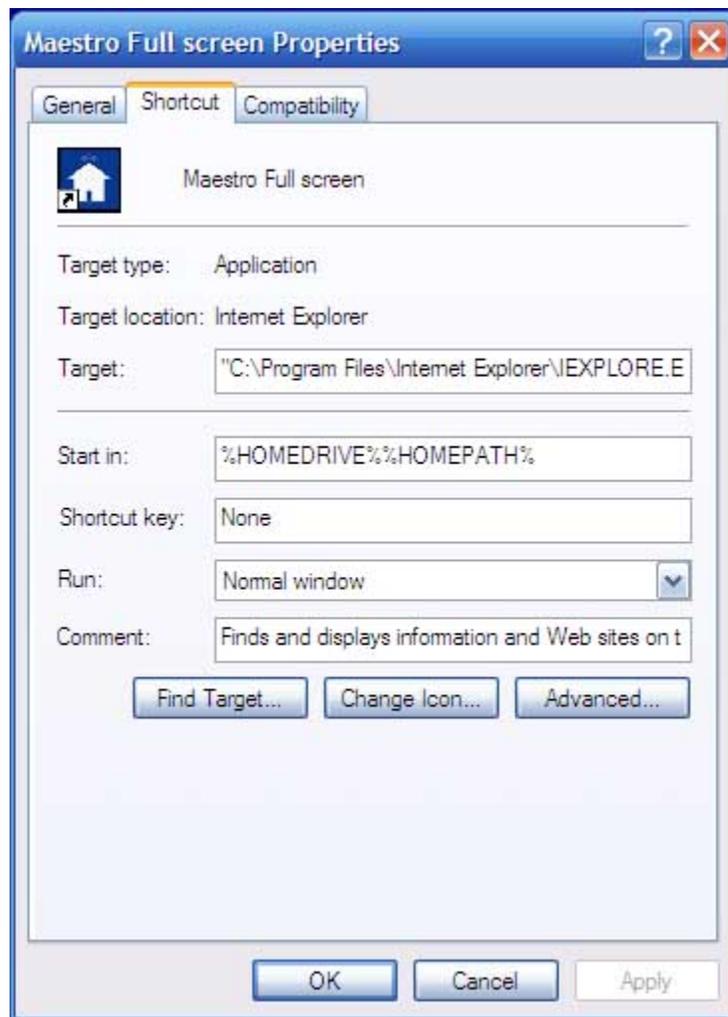
As Maestro was designed to be run on touch screen devices, it may be desirable to have the system run in Full screen mode (or Kiosk) mode. When Maestro is running this way, the user will have no direct access to the computer running Maestro.

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 screen 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.