TDE-lighttech
illuminating creativity

IZI-Supervisor

Table of Contents

General

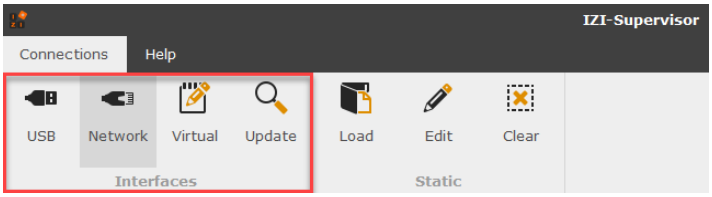
The IZI-Supervisor is designed to configurate/monitor/update the IZI-Access and the connected IZI-Link+ system. For management of the IZI-Link system (not IZI-Link+, the IZI-Manager is still needed).

Document Version

Doc Version	App version	Author	Date	Changes
0.1		MZ	23-6-2021	Initial document
0.2		MZ	28-6-2021	Added control and info window
0.3		MZ	6-7-2021	Added troubleshooting appendix
0.4		MZ	13-7-2021	Added Dali mapping
0.5		MZ	5-10-2021	Added Virtual contact inputs, output mapping, input mapping
0.6		MZ	11-10-2021	Added input state overview
1.0		MZ	17-11-2021	Added OSC settings Update of app settings Playback introduction Contact input examples (Appendix B) Action descriptions (Appendix C)
1.1	1.1.x	MZ	22-11-2021	Addition of playback state overview in Control window
1.2	1.1.x	MZ	31-10-2022	Updated Output tab (lower menu options). New scene storage window
1.3	1.2.x	MZ	12-9-2023	Virtual module import export (offline editing) Partial restore Added 2nd universe Added patched universe Input test button added IZI-Link+ support IZI-Bus module support
2.0	2.0.x	MZ	13-5-2024	IZI-Access Pro support Macros and rules Scheduler and timers Analog inputs Special events Test features OSC monitor
2.1	2.0.x	MZ	12-12-2024	Display settings added. Defaults updated
2.2	2.0.x	MZ	4-7-2025	Added Forward to output to sACN/Art-Net Dmx inputs
2.3	2.0.x	MZ	11-9-2025	Added extra information about IZI-Link+ in the information window
2.4	2.0.x	MZ	15-10-2025	Added ‘Identify select’ mode for fast configuring
2.5	2.0.x	MZ	20-2-2026	Added Pages and Subpages for the IZI-Touch Added Energy/Power monitor graph for IZI-Touch
2.6	2.1.x	MZ	16-3-2026	Updated IZI-Link+ information window
2.7	2.1.x	MZ	24-4-2026	New icon/name for info window Auto addressing by right mouse

Main screen

In the main screen a selection can be made, which interface to use for communication and searching connected modules.



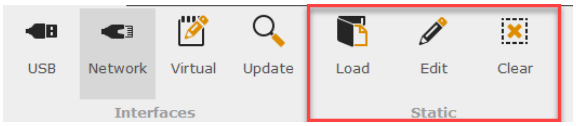
USB

When USB is selected, all local COM ports will be scanned if there is a virtual COM port that is generated by an IZI-Access. The IZI-Access must be directly connected to the PC or laptop in this case.

Network

When network is selected, the current network will be scanned for connected IZI-Access modules (using mDNS and multicast). All modules found will be shown in the list. The last interface selection connection type will be remembered after power-up.

Static



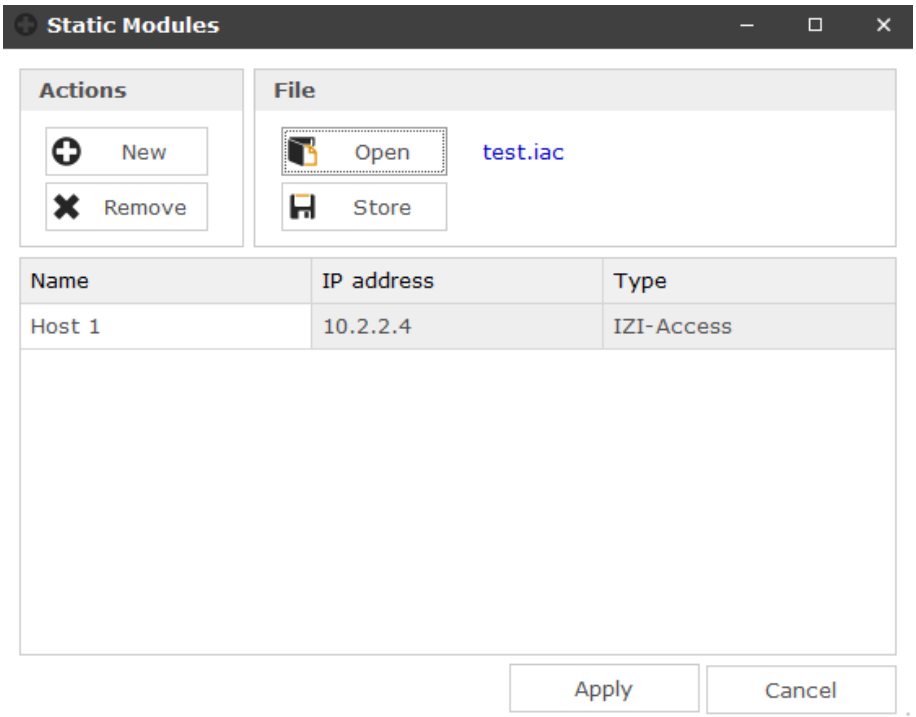
In some networks it is not possible to detect devices by mDNS (or multicast). If the IP addresses in the network are known, it is possible to create static devices that will be directly connected to, by the given IP address.

Load

Load an existing *iac* file, and add the modules to the overview. The modules will automatically be checked for further status.

Edit

When edit is pressed, a menu opens to create or edit static modules. A static module exists of a name of the module, an IP address (hostnames are not possible) and a type.



The new button creates new module lines and ‘remove’ deletes the selected line.

Use open to load already created files. Use Store to store the data into a (iac) file, that can be loaded I next sessions.

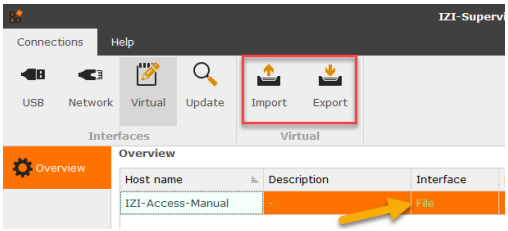
Use Apply to use the static modules directly.

Main overview

Once loaded or created, the modules will always appear in the main overview. Notice that it now is possible that modules are reported offline when they are not found.

Virtual

When virtual is selected, backup files can be opened and they can viewed and altered as if the user is communicating with the real IZI-Access.



When selected the Import button can be used to open a file. The backup of the IZI-Access will appear in green in the grid. All windows will work as ‘normal’. The user can now view all settings, and information. Settings can be altered, when done use Export to store the new settings in a different

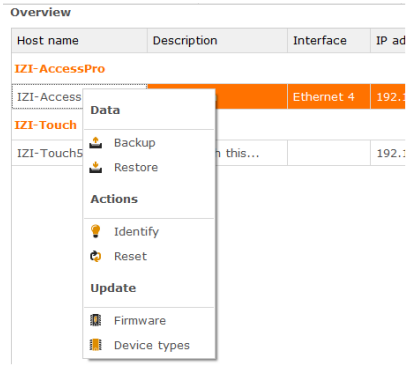
(or same) file. This file can be used in a ‘real’ IZI-Access module. To do this open settings and go to the import/export tab.

Update

In theory the modules shown in the list are automatically updated when connected or disconnected (for USB and Ethernet). When the update button is pressed, a ‘rescan’ will be forced.

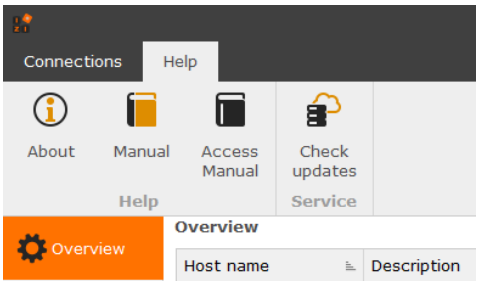
Right mouse menu

Right clicking on a row with an IZI-Access, gives a compact menu with some quick accessible actions.



The backup and restore is the same as in the Settings menu, please read that chapter for more explanation.

The identify will make the LEDs of the IZI-Access or IZI-Touch blink, clicking a second time will stop it, or it will stop after one minute. With reset it is possible to force a reset of the IZI-Access or IZI-Touch.



About

The ‘About’ window will show the current application version and the current device definitions version of the IZI-Supervisor, the application version is also shown in the splashscreen on start-up and in the top left corner of the main window.

Manual

Click to show the manual of the IZI-Supervisor, a pdf file will be opened in a tool that is available on the user’s PC or laptop.

Manual Access

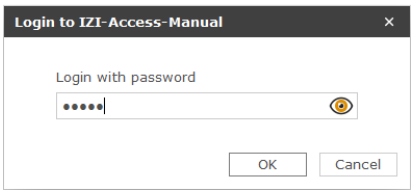
Click to show the manual of the IZI-Access, a pdf file will be opened in a tool that is available on the user’s PC or laptop.

Check updates

Just after start-up notifications can be shown in windows that there is are newer versions available for the products of the user. For now this is for the IZI-Supervisor itself and the firmware of the IZI-Access and the IZI-Touch. The messages will be shown once a day max, or never again when the notification is closed (until a newer version is available). To force showing the notifications again, the ‘Check updates’ button can be used. No downloads will start, just notifications.

Login

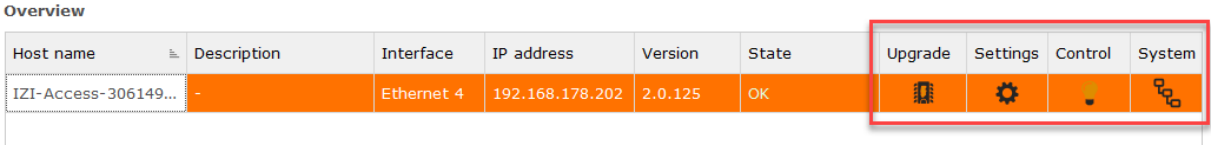
To 'Access' the IZI-Access and view or change settings a password is required. Any action on the selected IZI-Access will result in the password window, requesting the password for the selected module. The 'eye' button can be used to check the password typed.



If the password is correct it will be remembered until a restart of the application or until the connection type is switched (switch between USB/Ethernet…).

The IZI-Access controls the amount of tries that may be done. A message will be shown indicating the amount of retries left when entering an incorrect password, or if the access is blocked for several minutes.

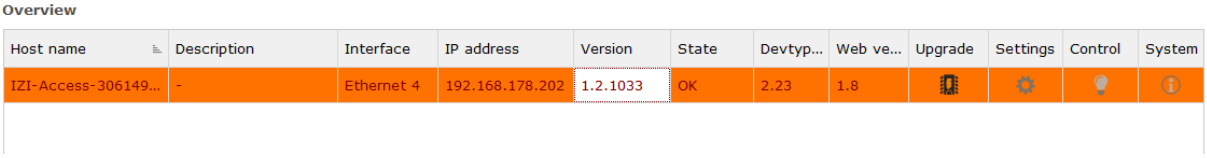
Windows



Four windows can be opened per IZI-Access (one at a time). Click the correct icon in the row of the IZI-Access that has to be changed or viewed.

- Upgrade Upgrade firmware
- Settings Change or view the settings
- Control Change or view the current in- and output, patches, scenes and sequences
- Info System overview and log viewer

Incompatibility



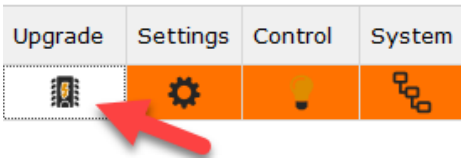
If the main window shows modules like above there is a problem with the compatibility. This can have 3 causes:

- IZI-Supervisor version only supports higher versions than the current version of the IZI-Access
- The protocol versions do not match between the IZI-Access and the IZI-Supervisor
- The IZI-Access reports it can only work with a IZI-Supervisor that is higher than the current version

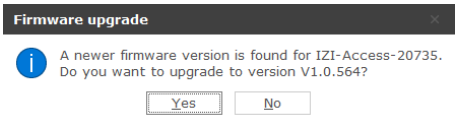
In most cases a firmware update of the IZI-Access will solve the problem, the firmware upgrade option will always be available.

Upgrade firmware

Use the upgrade option in the main window to download new firmware into the IZI-Access (one at a time), both upgrades and downgrades are permitted. Do be careful when downgrading the firmware, this may lead to loss of application settings.

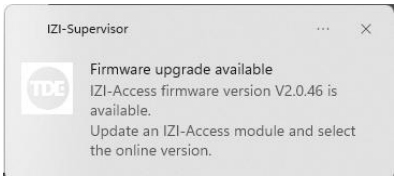


For an upgrade the current password needs to be entered of the selected IZI-Access. When the upgrade option is activated a check will be done online if there is a newer version available for the selected IZI-Access.

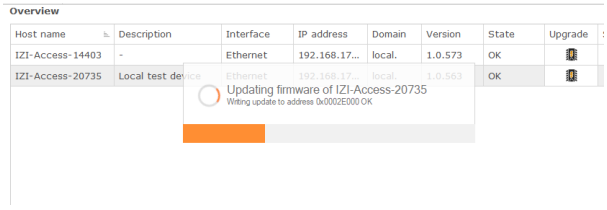


If there is a newer version online, the following message will appear (see above). The update will directly be performed, the file used for the update will not be stored locally.
If there is no internet connection or the version online is not newer, a browse dialog is shown where a file with the extension ‘hxx’ or ‘izu’ can be chosen for the upgrade. The ‘izu’ file contains the firmware, updates for the web pages and device type files. Hxx is firmware only.

The user can receive a notification when a new version is available in windows, like this:



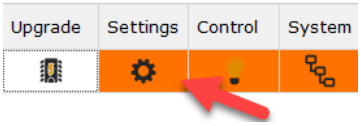
During an update a progress dialog is shown, which will disappear when the complete firmware is downloaded and a successful reset has occurred.



After the update the column Version should show the current version of the module.

Settings

The settings can be altered or viewed by pressing the 'gear' icon in the main window. For the access to the settings, the current password needs to be entered of the selected IZI-Access.



Apply/Refresh

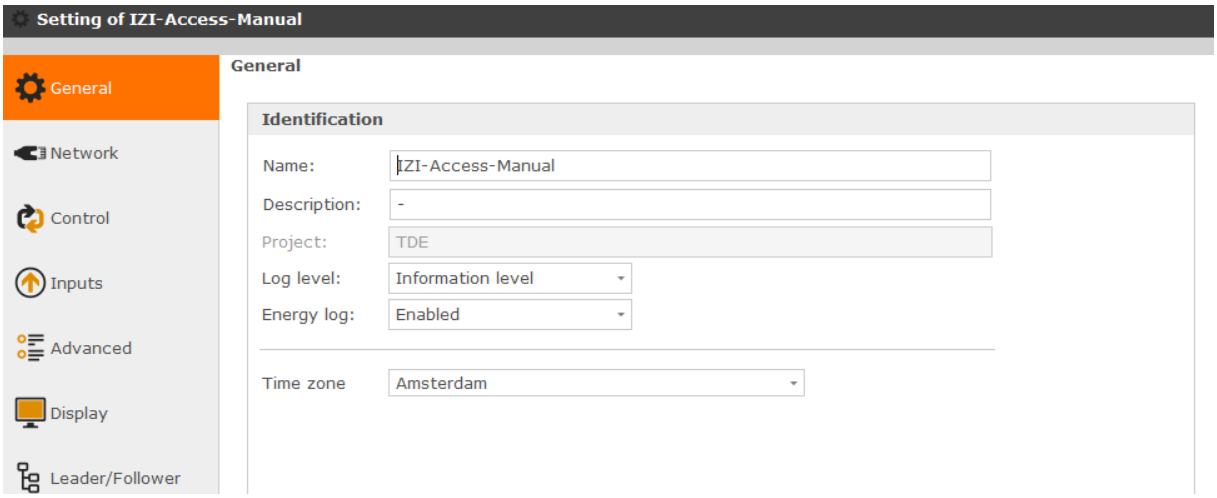
Every change in the settings made by the user, reflects on the Apply button. If there is any change pending, the Apply button will be enabled. If Apply is pressed, all changes are uploaded to the IZI-Access. If a reset is needed to activate the new setting, a dialog will appear offering the option to reset the module. If the changes can be directly activated, the user won't be prompted about anything, only if the apply upload fails.

The 'Refresh' button can be used to load the current settings from the IZI-Access (again). It can be used as a sort of undo of all settings that are not applied yet.

If the form window is closed and the changes are still pending or the user skipped the reset, the user will be prompted again, before leaving the window.

General

In the general tab of the settings, all general settings are shown of the selected module.



Not all menu items might appear on the left, this depends on the IZI-Access if it is a Pro version or not.

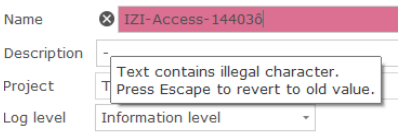
Identification

Name

The name of the device should be a unique name, that identifies the module (in case of multiple modules). The name is used in the IZI-Supervisor, but also in the web server (mDNS). A change of the name must be followed by a reset (when the new name is applied). The name can be max 31 characters long and may not contain the following characters:

- no spaces
- no backslash
- no special characters like ‘€’, ‘ë’, ‘ô’ (0x20 < ASCII > 0x7E)

The user will be warned when forbidden chars are used. The field may not be left until it is corrected or escape is pressed.



Description

The description is an extra field to leave some comments about the device. The field may contain a maximum of 47 characters and may not contain special characters (see name).

Project

The project is also used in the communication, for now this is fixed (as TDE). In the future it can be used in a large network (or cloud solution) to make sub groups of IZI-Access modules.

Log level

The IZI-Access has a logging mechanism that logs the most important events in the module. The log events can be read later on, to do some research on particular behaviour. Check the manual of the IZI-Access what the particular levels mean.

Energy log

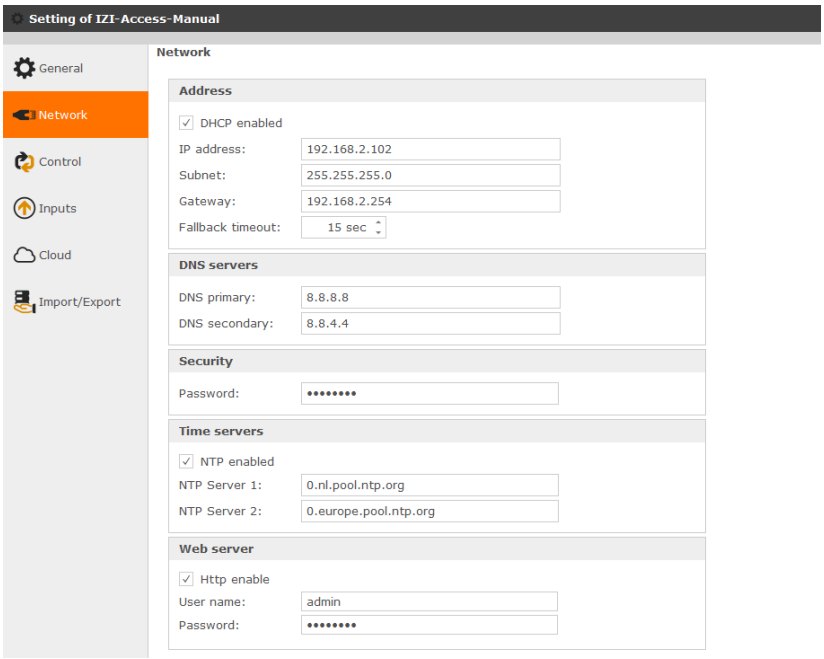
For IZI-Link+ only. If enabled the Power consumption of IZI-Link+ modules will be logged. The log can be viewed in the information window.

Time zone

For IZI-Access Pro only. Needed to set the time zone for the scheduler, to calculate the local time and the sun set and sun rise times.

Network

In the network tab all network settings can be changed.



Address

DHCP enabled

DHCP support can be enabled and disabled, by default it will be enabled. If it is not enabled the static IP address (and subnet/gateway) will be used. If enabled and there is no DHCP available the static IP will also be used when the fallback timeout has passed.

IP address

The static IP address for the IZI-Access, used when DHCP is disabled of the DHCP server cannot be found.

Subnet

The static subnet mask for the IZI-Access, used when DHCP is disabled of the DHCP server cannot be found.

Gateway

The static gateway for the IZI-Access, used when DHCP is disabled of the DHCP server cannot be found.

Security

Password

The password can be max 31 characters long and may not contain the following characters:

- no spaces
- no backslash
- no special characters like ‘€’, ‘ë’, ‘ô’ (0x20 < ASCII > 0x7E)

The user will be warned when forbidden chars are used. The field may not be left until it is corrected or escape is pressed. If OK, the user will be asked to retype the password, if both match the password will be changed when pressing Apply.

DNS servers

The IZI-Access uses DNS servers for resolving names for NTP and cloud communication. A primary and secondary server can be set, which are only used when DHCP is disabled of the DHCP server cannot be found. If the DHCP server assigns a DNS address this will overrule the settings here.

Dns primary

The primary DNS server IP address.

Dns secondary

The secondary DNS server IP address.

Time servers

The IZI-Access uses (real) time for logging and possibly for scheduling in the future.

NTP enabled

The NTP usage can be enabled and disabled. Disable the NTP server usage when there is no internet connection available. If the NTP server stays enabled when there is no internet connection, no problem, only the IZI-Access will continuously show a warning that the servers cannot be found.

NTP Server 1

The first NTP server to use to retrieve the current time.

NTP Server 2

The second NTP server to use to retrieve the current time, if this one fails, the first will be tried again. The field may be left empty if only one server may be used.

Web server

Http enable

The web server of the IZI-Access can be enabled or disabled. The web server of the IZI-Access is very secure and only contains a user name and password. If security is a thing for you or the IZI-Access is in a public network, it might be advisable to disable the web server. Changes will get active after a reset.

User name

The user name to log into the web server. The username has a minimum length of one character and a maximum of 15 characters, and may not contain and may not contain the following characters:

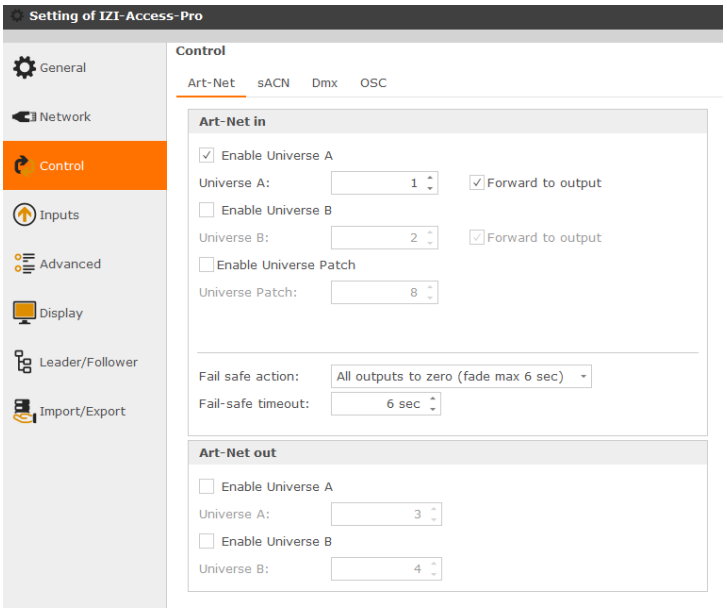
- no spaces
- no backslash
- no special characters like ‘€’, ‘ë’, ‘ô’ (0x20 < ASCII > 0x7E)

Password

The password to log into the webserver. The password has a minimum length of one character and a maximum of 31 characters, and no special chars may be used (see user name).

Control

The control tab contains the settings for all ‘light protocols’, such as Art-Net, sACN and Dmx.



Art-Net

The IZI-Access supports receiving Art-Net and sending Art-Net with possible additional level data.

Art-Net in

Enable Universe A

Enable or disable the receiving of Art-Net universe A.

Universe A

The 1st universe to accept as valid input for Art-Net (universe A).

Forward to output (Universe A)

Enable to route all incoming data of this universe to the output of all (enabled) protocols (Art-Net/sACN/DMX). If disabled the Art-net universe can only be used for input triggers and data will not be merged to the output.

Enable Universe B

Enable or disable the receiving of Art-Net universe B.

Universe B

The 2nd universe to accept as valid input for Art-Net (universe B). Only enabled with IZI-Link+ products.

Forward to output (Universe B)

Enable to route all incoming data of this universe to the output of all (enabled) protocols (Art-Net/sACN/DMX). If disabled the Art-net universe can only be used for input triggers and data will not be merged to the output.

Enable Universe Patch

Enable or disable the receiving of Art-Net universe Patch. The universe can be used to directly apply a patch on the incoming data (Art-Net only).

Universe Patch

The 3rd universe to accept as valid input for Art-Net (universe Patch). Only enabled when Universe A is also enabled.

Patch

The patch applied to the data on universe Patch.

Fail safe action

What to do when the Art-Net signal drops (for x seconds set in fail safe timeout). If scenes or go to full is chosen, this will only be executed when no other 'light protocol' is active at that moment.

Fail safe timeout

The minimum time that no Art-Net input must be received before executing the timeout action. The minimal time is 6 seconds due to the official protocol timeout.

Art-Net out

Enable Universe A

Enable or disable the sending of an Art-Net universe. The content of the output is determined by the 'light protocols' input, the activated scenes/sequences and the activated patch. If it is not used, please disable for better performance and to avoid 'network pollution'.

Universe A

The 1st universe to send over the network in the Art-Net packets. The maximum output rate is determined by the DMX speed setting (Dmx tab -> Refresh rate)..

Enable Universe B

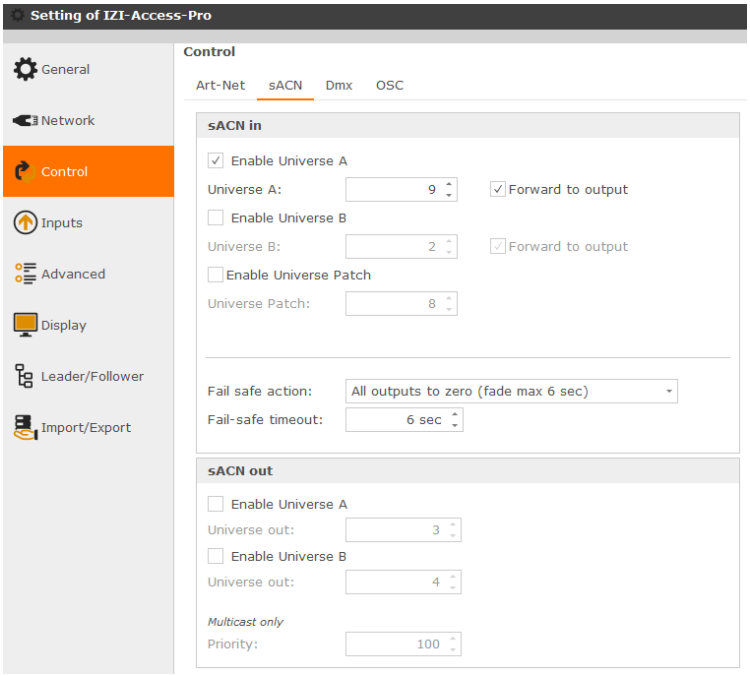
Enable or disable the transmitting 2nd universe of Art-Net. The content of the output is determined by the 'light protocols' input, the activated scenes/sequences and the activated patch.

Universe B

The 2nd universe to send over the network in the Art-Net packets. The maximum output rate is determined by the DMX speed setting (Dmx tab -> Refresh rate)..

sACN

The IZI-Access supports receiving sACN and sending sACN with possible additional level data.



sACN in

Enable Universe A

Enable or disable the receiving of the 1st sACN universe.

Universe A

The 1st universe to accept as valid input for sACN.

Forward to output (Universe A)

Enable to route all incoming data of this universe to the output of all (enabled) protocols (Art-Net/sACN/DMX). If disabled the sACN universe can only be used for input triggers and data will not be merged to the output.

Enable Universe B

Enable or disable the receiving of the 2nd sACN universe.

Universe B

The 2nd universe to accept as valid input for sACN.

Forward to output (Universe B)

Enable to route all incoming data of this universe to the output of all (enabled) protocols (Art-Net/sACN/DMX). If disabled the sACN universe can only be used for input triggers and data will not be merged to the output.

Enable Universe Patch

Enable or disable the receiving of sACN universe Patch. The universe can be used to directly apply a patch on the incoming data (sACN only).

Universe Patch

The 3rd universe to accept as valid input for sACN (universe Patch). Only enabled when Universe A is also enabled.

Patch
The patch applied to the data on sACN universe Patch.

Fail safe action
What to do when the sACN signal drops (for x seconds set in fail safe timeout). If scenes or go to full is chosen, this will only be executed when no other 'light protocol' is active at that moment.

Fail safe timeout
The minimum time that no sACN input must be received before executing the timeout action. The minimal time is 3 seconds due to the official protocol timeout.

sACN out

Enable Universe A
Enable or disable the sending of the 1st sACN universe. The content of the output is determined by the 'light protocols' input, the activated scenes/sequences and the activated patch. If it is not used, please disable for better performance and to avoid 'network pollution'.

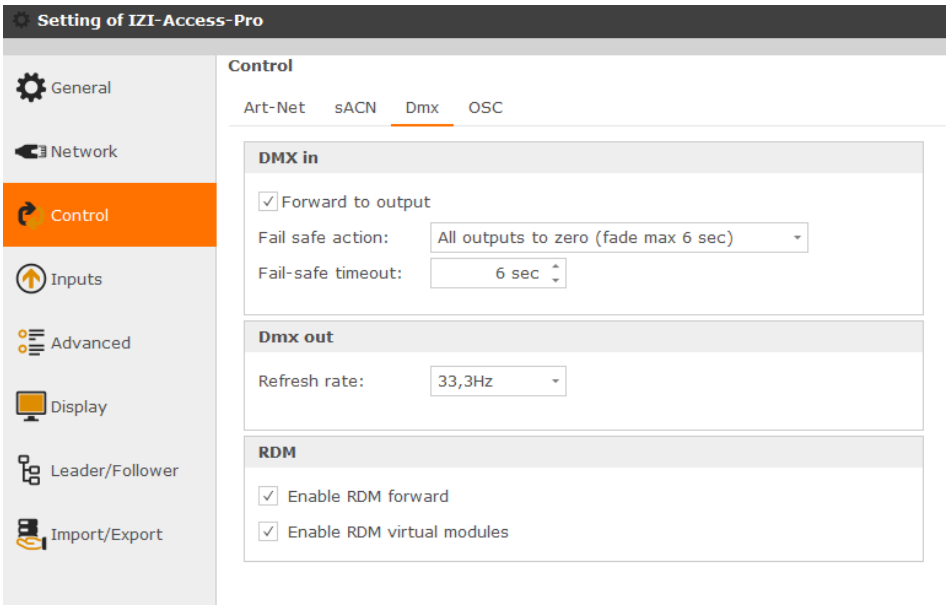
Universe A
The universe to send over the network in the sACN packets. Only multicast is supported. The maximum output rate is determined by the DMX speed setting (Dmx tab -> Refresh rate).

Enable Universe B
Enable or disable the sending of the 2nd sACN universe. The content of the output is determined by the 'light protocols' input, the activated scenes/sequences and the activated patch.

Universe B
The universe to send over the network in the sACN packets. Only multicast is supported. The maximum output rate is determined by the DMX speed setting (Dmx tab -> Refresh rate)..

Priority
The priority of the outgoing sACN messages (default 100).

Dmx



Dmx in

Fail safe action

What to do when the Dmx signal drops (for x seconds set in fail safe timeout). If scenes or go to full is chosen, this will only be executed when no other 'light protocol' is active at that moment.

Fail safe timeout

The minimum time that no Dmx input must be received before executing the timeout action. The minimal time is 2 seconds due to the official protocol timeout.

Forward to output

Enable to route all incoming data of this universe to the output of all (enabled) protocols (Art-Net/sACN/DMX). If disabled the dmx universe can only be used for input triggers and data will not be merged to the output.

Dmx out

Refresh rate

Set the output speed of DMX and the max speed of Art-net and sACN. 4 choices can be made:

- 25.0Hz
- 30.3Hz
- 33.3Hz (default)
- 40.0Hz

RDM

RDM is only available on the IZI-AccessPro. By default it is not enabled on the IZI-AccessPro.

Enable RDM forward

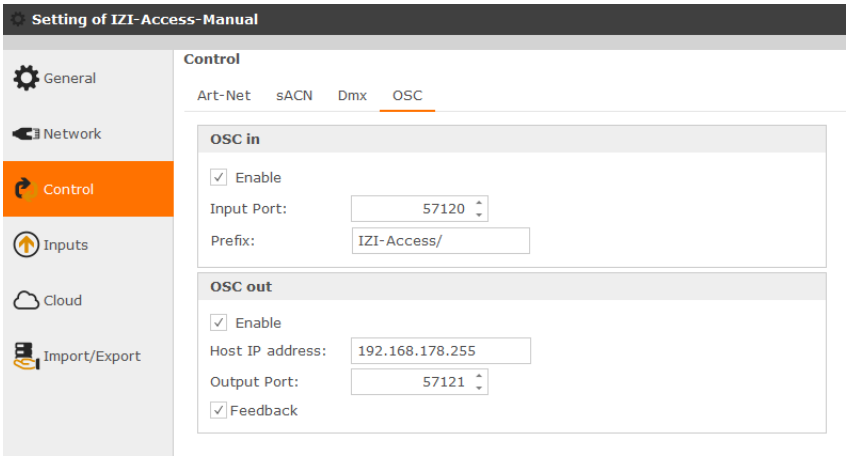
If enabled, incoming RDM frames will be forwarded to the 'out' port of the IZI-Access, also response frames will be send back to the input port of the IZI-Access. If this option is enabled, the rate of the incoming DMX will be used on the output, overriding the refresh rate.

Enable RDM virtual modules

If enabled all connected modules (IZI-Bus and IZI-Link+) will be simulated as RDM devices, giving the possibility to view information and to set address and mode.

OSC

The IZI-Access supports a small set of OSC commands. Please check the IZI-Access manual for the implementation and examples.



OSC in

Enable

If OSC commands send to the IZI-Access should be supported enable the checkbox.

Input port

The port that will be used for incoming OSC commands is set here.

Prefix

The prefix will be used for OSC in and out. The prefix will be inserted before the basic OSC commands.

OSC out

Enable

If OSC commands send by the IZI-Access should be supported enable the checkbox.

Host IP address

The ‘broadcast’ address that will be used for outgoing OSC commands is set here.

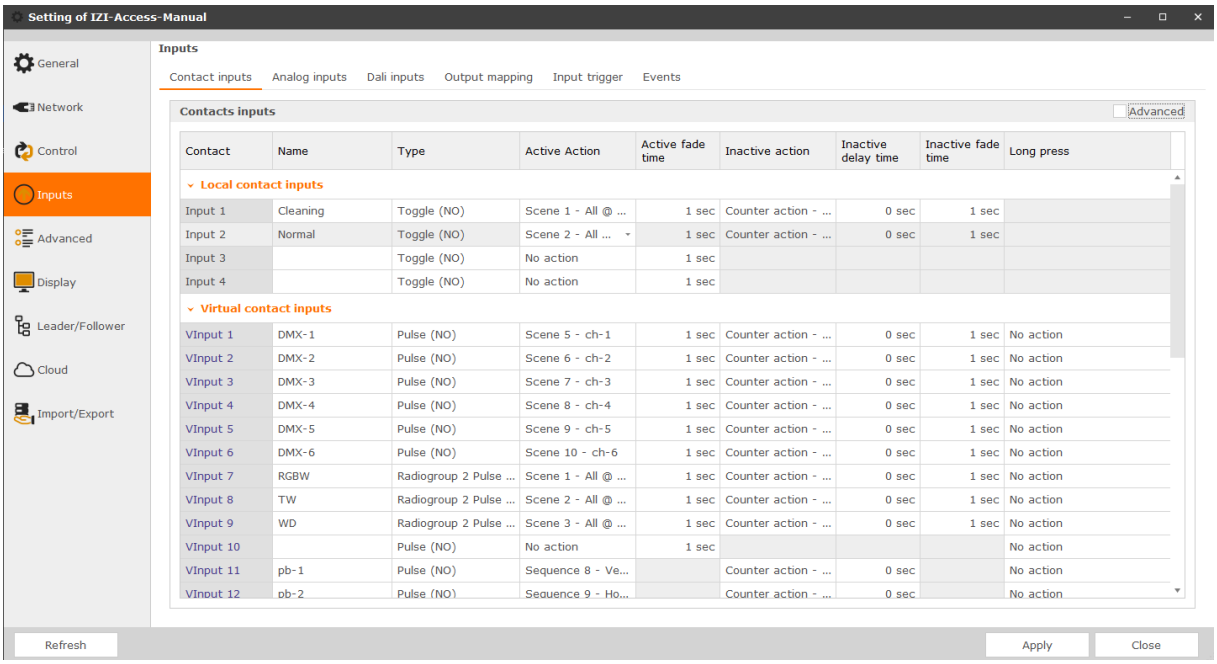
Output port

The port that will be used for outgoing OSC commands is set here.

Feedback

Enable to send feedback (acknowledge) on commands send by extern sources. OSC out must be enabled to use this option.

Inputs



Contact inputs

The IZI-Access itself has 4 contact inputs, which can be configured to have all sorts of behaviour, activating many actions.

In addition there are also 32 Virtual Contact inputs. The virtual contact inputs are not directly coupled to hardware like the ‘Contact inputs’ of the IZI-Access itself. The virtual inputs can be triggered by multiple sources:

- Dmx (see Input trigger)
- Art-Net (see Input trigger)
- sACN (see Input trigger)
- OSC
- IZILink+ modules

Name

The name of the input, to make it more clear what the input does (max 31 characters).

Type

The type contains the way the inputs levels should be handled. At the time of writing the type has 3 options with each two possible ‘inactive’ levels:

- Toggle NO or NC — toggle switch or PIR
- Pulse NO or NC — pulse switch (first pulse active, the second inactive)
- Trigger NO or NC — pulse switch (stateless, every pulse is active)
- RadioGroup x NO or NC — pulse switch that deactivates others in the same group

Active action

The action to execute when the contact input is active. Possible actions are:

- Activate scenes
- Activate sequences
- Activate patches
- Release actions

Please check Appendix B for some examples. See Appendix C for a description of all possible actions.

Tip: If the action is a macro. Right click on the macro cell and the macro will directly open. To get back use 'Ctrl' + '-'.

Active time

The active time is only valid when 'Activate scene' or a release action is selected as 'Active action'. The active time is the time in seconds to fade in scenes (per second, max 12 hours).

Inactive action

The action to execute when the contact input is inactivated. By default this is 'Counter action', this will be OK for most purposes. The 'Counter action' has different functionality per selected 'Active action'.

- Activate scenes — All channels in the activated scene go to 0% in the inactive fade time
- Activate sequences — All channels in the activated sequence go to 0% in the inactive fade time
- Activate patch — Select '1 on 1 patch'
- Release actions — No action
- Activate Macro — All macro lines will be 'counter' executed if enabled (Pro only)

Now the possibility is added for some 'Active actions' to select a different behaviour when the input gets inactive.

- Activate scenes
  - Inactive scene — Possibility to activate another scene when the input gets inactive. So don't go to 0% but to another value.
  - Inactive sequence — Possibility to execute a sequence when the input gets inactive.
  - Macro — Possibility to execute a macro when the input gets inactive (Pro only).
- Activate sequences
  - Inactive scene — Possibility to activate a scene when the input gets inactive. So don't go to 0% but to another value.
  - Inactive sequence — Possibility to execute another sequence when the input gets inactive.
  - Macro — Possibility to execute a macro when the input gets inactive (Pro only).
- Activate patch
  - Inactive Patch — Possibility to switch between 2 custom patches
- Release actions
  - No other actions

See Appendix C for a description of all possible actions.

Inactive time

The inactive time is only valid when ‘Activate scene’ is selected as ‘Active action’. The inactive time is the time in seconds to fade out scenes (per second, max 12 hours).

Inactive delay

The inactive delay is the amount of seconds the counter action is delayed after the input contact gets inactive (per second, max 12 hours). For example, this might become handy when a PIR only sends a short pulse on movement, with the delay the lights on time can be extended. Another example could be when a user needs to leave a large room and the switch and the door on opposite sides.

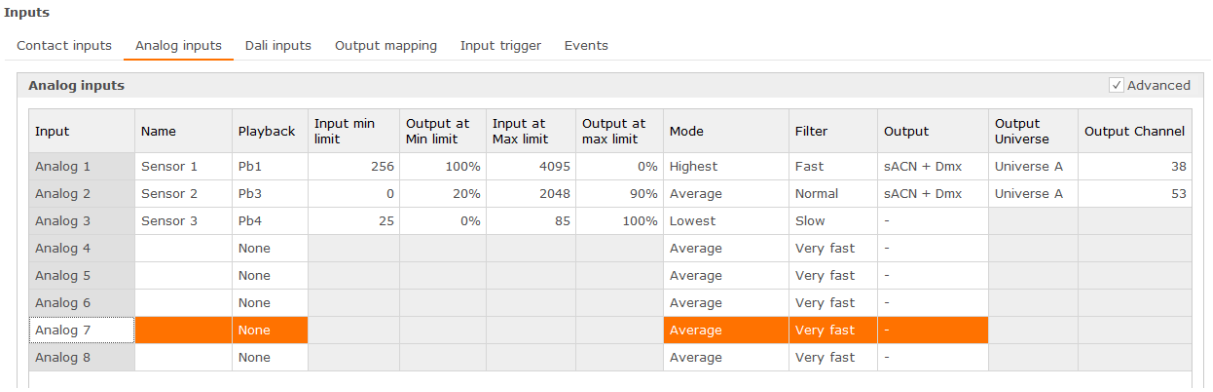
Long press

The action that is executed when a contact is active longer than 1 second. The same actions as active action are available with one addition, fade actions. It is possible to create a fade up down on a single contacts, or a fade up and down with 2 different contacts. Please check Appendix B for some examples. The long press is only available when the Type is set to ‘Pulse’ or ‘Trigger’.

See Appendix C for a description of all possible actions.

Analog inputs

Analog inputs contains configuration for devices that can output analog values (IZI-Link+). The output values are routed to one of the available (virtual) analog inputs. The analog input configuration determines what to do with these values.



Input	Name	Playback	Input min limit	Output at Min limit	Input at Max limit	Output at max limit	Mode	Filter	Output	Output Universe	Output Channel
Analog 1	Sensor 1	Pb1	256	100%	4095	0%	Highest	Fast	sACN + Dmx	Universe A	38
Analog 2	Sensor 2	Pb3	0	20%	2048	90%	Average	Normal	sACN + Dmx	Universe A	53
Analog 3	Sensor 3	Pb4	25	0%	85	100%	Lowest	Slow	-		
Analog 4		None					Average	Very fast	-		
Analog 5		None					Average	Very fast	-		
Analog 6		None					Average	Very fast	-		
Analog 7		None					Average	Very fast	-		
Analog 8		None					Average	Very fast	-		

Name

The name of the input, to make it more clear what the input does (max 31 characters).

Playback

If set to a playback the ‘analog input’ will be linked to the master of the playback. The value set will be determined by the input and the settings in the next 4 columns.

Input min limit

The input min limit defines the lower limit of the incoming signal, if less, the output will clip at ‘Output at Min limit’.

Output at Min limit

The value of the ‘analog input’ that will be send to the playback master or output channel. The ‘Output at Min limit’ may be higher than the ‘Output at Max limit’, to get an inverted functionality. The ’Output at Min limit’ is set when the value of the input is the same or lower than the value of ‘Input min limit’.

Input max limit

The input max limit defines the higher limit of the incoming signal, if more, the output will clip at ‘Output at Max limit’.

Output at Min limit

The value of the ‘analog input’ that will be send to the playback master or output channel. The ‘Output at Max limit’ may be lower than the ‘Output at Min limit’, to get an inverted functionality. The ’Output at Max limit’ is set when the value of the input is the same or lower than the value of ‘Input max limit’.

Mode

A ‘analog input’ may have multiple inputs. Multiple input can be handled in 3 ways:

- Average — Average of all sources
- Lowest — The lowest value of all inputs is leading
- Highest — The highest value of all inputs is leading

Filter

In most cases the input value should nor directly determine the output. A (low-pass) filter is available to filter the incoming signal. At the moment 5 filter speeds are available.

Output

Select here, if the output should be directed to a output channel, so an external system can use the values of the sensors. A combination can be made of 3 protocols:

- DMX
- sACN
- Art-Net

Output universe

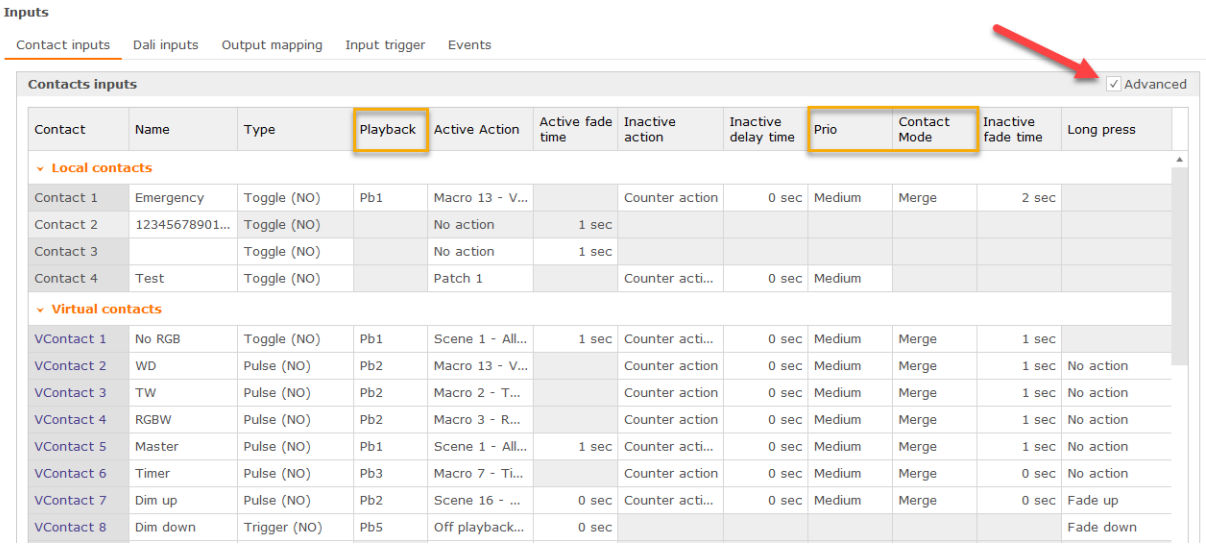
If an output is selected, the universe is defines here (IZI-Link+ only).

Output Channel

If an output is selected, the channel is defined here.

Contact inputs advanced

To avoid scared or stressed users, some of the settings are hidden by default. To see these settings, the 'Advanced' checkbox should be checked. The advanced settings enable users to make more complex configurations.



Contact	Name	Type	Playback	Active Action	Active fade time	Inactive action	Inactive delay time	Prio	Contact Mode	Inactive fade time	Long press
Local contacts											
Contact 1	Emergency	Toggle (NO)	Pb1	Macro 13 - V...		Counter action	0 sec	Medium	Merge	2 sec	
Contact 2	12345678901...	Toggle (NO)		No action	1 sec						
Contact 3		Toggle (NO)		No action	1 sec						
Contact 4	Test	Toggle (NO)		Patch 1		Counter acti...	0 sec	Medium			
Virtual contacts											
VContact 1	No RGB	Toggle (NO)	Pb1	Scene 1 - All...	1 sec	Counter acti...	0 sec	Medium	Merge	1 sec	
VContact 2	WD	Pulse (NO)	Pb2	Macro 13 - V...		Counter action	0 sec	Medium	Merge	1 sec	No action
VContact 3	TW	Pulse (NO)	Pb2	Macro 2 - T...		Counter action	0 sec	Medium	Merge	1 sec	No action
VContact 4	RGBW	Pulse (NO)	Pb2	Macro 3 - R...		Counter action	0 sec	Medium	Merge	1 sec	No action
VContact 5	Master	Pulse (NO)	Pb1	Scene 1 - All...	1 sec	Counter acti...	0 sec	Medium	Merge	1 sec	No action
VContact 6	Timer	Pulse (NO)	Pb3	Macro 7 - Ti...		Counter action	0 sec	Medium	Merge	0 sec	No action
VContact 7	Dim up	Pulse (NO)	Pb2	Scene 16 - ...	0 sec	Counter acti...	0 sec	Medium	Merge	0 sec	Fade up
VContact 8	Dim down	Trigger (NO)	Pb5	Off playback...	0 sec						Fade down

Playback

A playback can be set on actions that activate scenes and sequences. There are 6 playbacks available, each playback has its own data buffer. All playbacks are merged together HTP to the output protocols, depending on the priority that is set (see Prio).

Why should a user use playbacks? It might come in hand when actions should not influence each other. For example when multiple rooms have there own scenes and switches, every room can use its own playback. See Appendix B for an example.

By default all actions are performed on Playback 1. What happens if all contacts activate scenes (of 512/1024 channels) on the same playback? This will mean that the last action will be the action that can be seen on the output.

It is possible to activate multiple scenes on one playback by using 'partial scenes' (scenes that do not contain data for all channels). See Appendix B for an example.
This is not the case for sequences, because there is only one executor available per playback. Starting a second sequence on the same playback will force the first sequence to stop (if it did not have a higher priority).

Contact mode

The contact mode defines the behaviour of the contact input in combination with the 'light protocols' (Art-Net/sACN/Dmx).

There are 3 modes:

- Merge — Merge HTP with possible active 'light protocols'
- Source — Action of contact input is overruled when any 'light protocols' is active
- Contact — Action of contact input overrules any active 'light protocol'

The 'Source' and 'Contact' only applies to scenes and sequence activation.

Example for ‘Source’ mode could be to prevent the ‘Hall lights’ accidentally are set on when a show is busy. See Appendix B for an example.

Example for ‘Contact’ mode could be to assure some lights stay off, even when controlled by a ‘light protocol’. See Appendix B for an example.

Please be careful using multiple modes and priorities. It can lead to unexpected behaviour. For example if contact input 1 activates ‘Scene 1’ with mode ‘Contact’ and prio ‘Medium’, contact input 2 activates ‘Scene 2’ with mode ‘Source’ and prio ‘High’. If an ‘lighting protocol’ is active, Scene 2 will not be activated by contact input 2. If contact input 1 is activated, this overrules the ‘lighting protocol’. Only contact input 2 has a higher priority. If scene share the same channels, the channel levels of Scene 2 will be shown in this case.

Prio

The priority of an input contact can be used to prioritize inputs among each other (including scheduler items in the Pro version). At the moment 5 priorities are available.

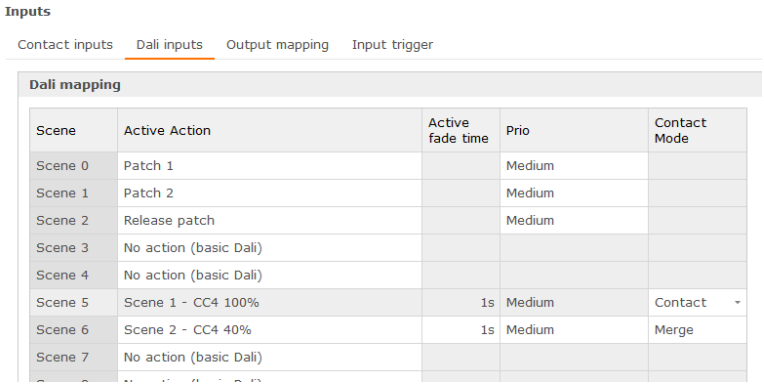
A contact input (or scheduler item) with a higher priority will overrule the action of a lower priority. This only applies to contact inputs that have the same type of ‘Active action’. There are two types, scenes/sequences, and patches.

A contact input (or scheduler item) activating a scene with priority high, overrules another input that activated a scene with priority medium or lower. If the scene (of the high priority) only contains data for a few channels (partial scene) only these channels will be overruled.
Sequences work the same way, or a combination of the two.

With 2 contacts, it is possible to activate 3 patches. Say contact input 1 has active action ‘Patch 1’ and inactive action ‘Patch 2’, the priority is Medium. Contact input 2 has active action ‘Patch 3’ and inactive action ‘No action’, the priority is High.
Activating contact input 1 always results in ‘Patch 3’ active, when the input is inactivated, the patch is ‘Patch 1’ or ‘Patch 2’ depending on the state of contact input 1.

Dali mapping

It is possible to map Dali broadcasts with ‘Goto scene x’ to a new action. In Dali 16 scenes are available, so 16 mappings can be made.



Scene	Active Action	Active fade time	Prio	Contact Mode
Scene 0	Patch 1		Medium	
Scene 1	Patch 2		Medium	
Scene 2	Release patch		Medium	
Scene 3	No action (basic Dali)			
Scene 4	No action (basic Dali)			
Scene 5	Scene 1 - CC4 100%	1s	Medium	Contact
Scene 6	Scene 2 - CC4 40%	1s	Medium	Merge
Scene 7	No action (basic Dali)			

Scene

Scene to be mapped.

Active action

The action to execute when the Dali mapping is active. Possible actions are:

- Activate scenes
- Activate sequences
- Activate patches
- Release actions
- Execute macros (Pro only)

Active time

The active time is only valid when ‘Activate scene’ is selected as ‘Active action’. The active time is the time in seconds to fade in scenes.

Contact mode

The contact mode defines the behaviour of the Dali mapping in combination with the ‘light protocols’ (Art-Net/sACN/Dmx).

There are 3 modes:

- Merge — Merge with possible active ‘light protocols’
- Source — Action of Dali mapping is overruled when any ‘light protocols’ is active
- Contact — Action of Dali mapping overrules any active ‘light protocol’

The ‘Source’ and ‘Contact’ only applies to scenes and sequence activation.

Prio

The priority of a Dali mapping can be used to prioritize with contact inputs (or scheduler items). At the moment 5 priorities are available.

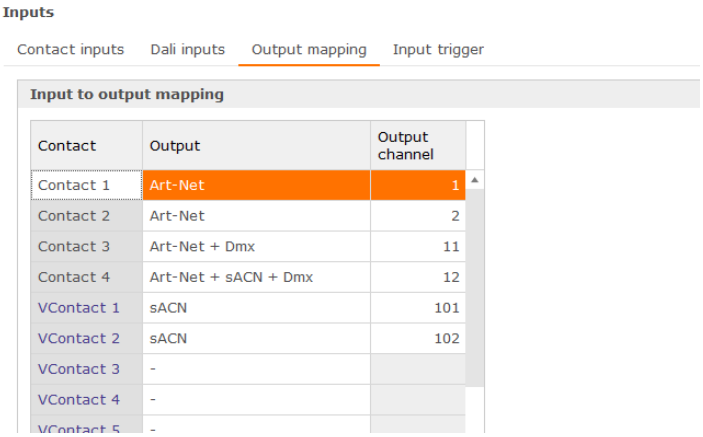
A contact input with a higher priority will overrule the action of a lower priority. This only applies to contact inputs that have the same type of ‘Active action’. There are two types, scenes/sequences, and patches.

The priority on patches only works one way. When a contact input is active with a patch and a higher priority than the Dali mapping, the Dali mapping will not be executed. If the Dali priority is higher and an lower level contact input (with patch) is activated, it will not check the Dali priority and will always execute. This is done because the Dali mapping has no counter action (like the inactive action with contact inputs).

Output mapping

It is possible to reflect the state of all contact inputs and virtual contact inputs on one or multiple output sources. This can be used as an interface to a Pharos system for example.

If a (virtual) contact input is active, the value on the selected channel of the selected output(s) will be set to 100% (255). If the input (virtual) contact input is inactive, the value will be 0%. Values of other sources will be overridden by the output mapping.



Contact

The contact or virtual contact input to be mapped.

Output

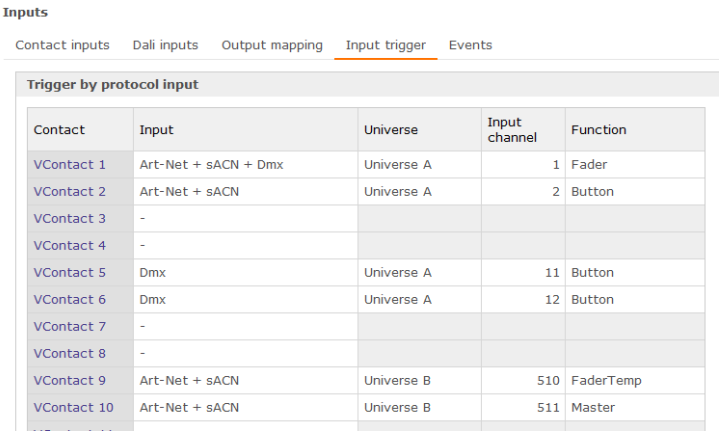
Select on which output or outputs the input should be reflected. Multiple output sources can be selected. If Art-Net or sACN is in the selection do not forget to enable the corresponding source in the Control tab.

Output channel

Channel that will reflect the input value.

Input triggers

It is possible to trigger or ‘fade’ virtual contact inputs via input sources: Dmx, Art-Net, sACN.



Contact	Input	Universe	Input channel	Function
VContact 1	Art-Net + sACN + Dmx	Universe A	1	Fader
VContact 2	Art-Net + sACN	Universe A	2	Button
VContact 3	-			
VContact 4	-			
VContact 5	Dmx	Universe A	11	Button
VContact 6	Dmx	Universe A	12	Button
VContact 7	-			
VContact 8	-			
VContact 9	Art-Net + sACN	Universe B	510	FaderTemp
VContact 10	Art-Net + sACN	Universe B	511	Master

Six modes are available:

- Button
  - The value of the selected channel will determine the ‘State’ of the virtual contact input. A value of 50% or higher will result in state ‘Closed’, a value lower than 50% will result in state ‘Open’.
- Fader
  - If the selected value ‘goes from’ 0% to higher, the action of the input will be executed. The value of the selected channel will also be reflected on the playback master of the corresponding virtual contact.
- FaderTemp
  - If the selected value ‘goes from’ 0% to higher, the action of the input will be executed. The value of the selected channel will be reflected on the playback master of the corresponding virtual contact. Color channels of IZI-Link(+) devices will not ‘snap’ to the scene value and master, but fade to the scene value according to the value of the selected channel. Control channels (for dynamic modes will still snap to the value of the new scene).
- Master
  - The value of the selected channel will be reflected on the playback master of the corresponding virtual contact.
- MasterTemp
  - The value of the selected channel will be reflected on the playback master of the corresponding virtual contact. Color channels of IZI-Link(+) devices will not ‘snap’ to the scene value, but fade to the scene value according to the value of the selected channel and master. Control channels (for dynamic modes will still snap to the value of the new scene).

Contact

The virtual contact input that will be triggered by the selected channel on the selected input source.

Input

Select on via which input or inputs sources the input should be triggered. Multiple input sources can be selected. If Art-Net or sACN is in the selection do not forget to enable the corresponding input source in the Control tab.

Input channel

Channel that will trigger the input value.

Function

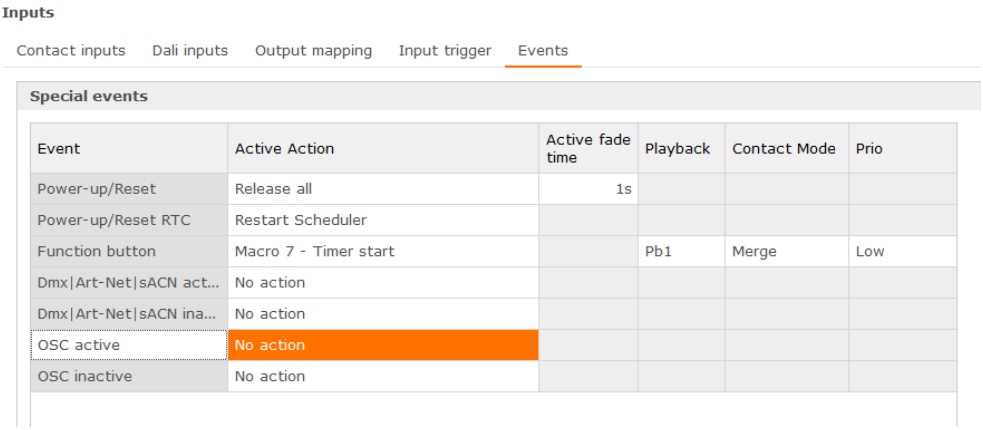
Select Button for activate/inactivate and fader to activate and control the master of the playback.

A warning can appear when the Virtual contact is not set to Toggle and the function is set to fader or master. 

. The toggle type is needed for a proper fader operation. When the input type is set to 'NC' the function will be inverted (so 100% is off in case of fader, but also the button function can be inverted).

Events

There are a view 'special events' that can trigger an action.



- Power-up/Reset Executed once directly after power-up or reset
- Power-up/Reset RTC Executed once after power-up or reset when the current time is verified (in case internet time is used). Event made to restart the scheduler when it is sure what time it is.
- Function button The short press of the function button can be overruled by this event.
- Dmx|Art-Net|sACN active Action executed when one of the three protocols becomes active (is present).
- Dmx|Art-Net|sACN inactive Action executed when all of the three protocols are inactive (not present).
- OSC active Action executed when the 'first' OSC message comes in.
- OSC inactive Action executed when the OSC timeout elapses (no OSC message for x seconds, where 'x' is default 15 seconds, but can be set via OSC commands).

Active action

The action to execute when the special event occurs. Possible actions are:

- Activate scenes
- Activate sequences
- Activate patches
- Release actions
- Execute macros (Pro only)

Active time

The active time is only valid when ‘Activate scene’ is selected as ‘Active action’. The active time is the time in seconds to fade in scenes.

Contact mode

The contact mode defines the behaviour of the special event in combination with the ‘light protocols’ (Art-Net/sACN/Dmx).

There are 3 modes:

- Merge Merge with possible active ‘light protocols’
- Source Action of special event is overruled when any ‘light protocols’ is active
- Contact Action of special event overrules any active ‘light protocol’

The ‘Source’ and ‘Contact’ only applies to scenes and sequence activation.

Prio

The priority of a special event can be used to prioritize with contact inputs (and scheduler items). At the moment 5 priorities are available.

A contact input with a higher priority will overrule the action of a lower priority. This only applies to contact inputs that have the same type of ‘Active action’. There are two types, scenes/sequences, and patches.

The priority on patches only works one way. When a contact input is active with a patch and a higher priority than the special event, the special event will not be executed. If the special event priority is higher and an lower level contact input (with patch) is activated, it will not check the special event priority and will always execute. This is done because the special event has no counter action (like the inactive action with contact inputs).

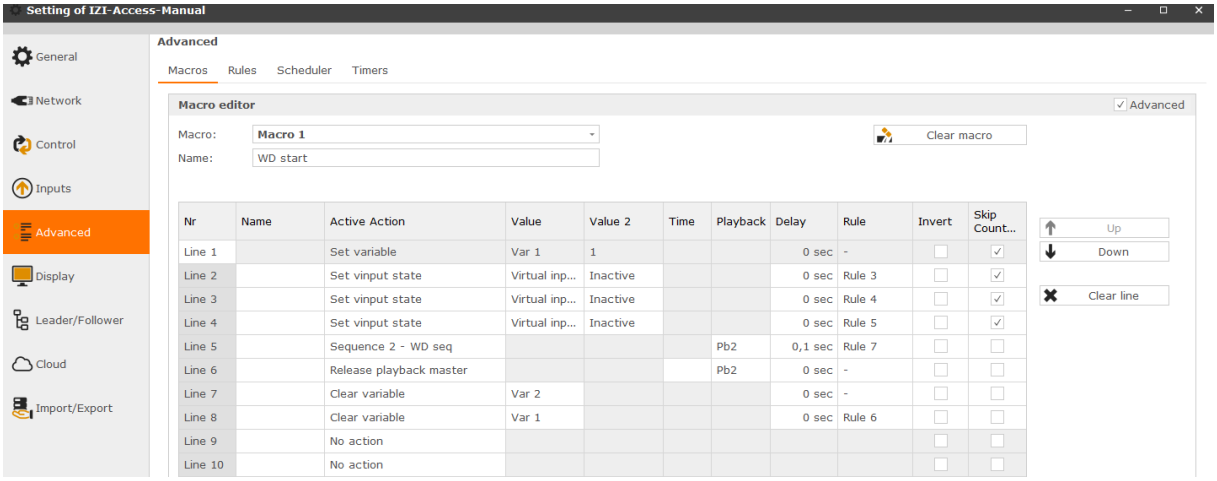
Advanced

The advanced tab will only be shown for the IZI-Access Pro.

Macros

Macros can be used to execute multiple actions on a single event. Actions can be set in a macro line. Every macro line may have a condition, the conditions are called: ‘rules’. A rule determines if a macro line (and its action) may be executed in the current situation.

Macro lines are executed sequentially (in the order shown). The order can be changed by the buttons on the side. It also is possible to delay the execution of the next macro line.



Name

Every line can have a short description of max 11 characters to describe the line.

Active Action

The action that is executed when the macro line is executed. There are more actions available in a macro line than in the actions defines for (virtual) contact inputs (See Appendix D).

Value (2)

Some actions (only macro actions) need one or two values to complete the definition of the action.

Time

The time is only valid when ‘Activate scene’ is selected as ‘Active action’. The time is the time in seconds to fade in scenes.

Playback

A playback can be set on actions that activate scenes and sequences. There are 6 playbacks available, each playback has its own data buffer. All playbacks are merged together HTP to the output protocols, depending on the priority that is used when the macro is called.

Delay

The delay is executed before the macro line itself is executed. The delay can be set per 0.025s (25ms).

Rule

A rule can be created on the second tab in the Advanced menu. A rule determines if the macro line may be executed. If no rule is chosen, the line will always be executed.

Tip: Right click on the rule cell and the rule will directly open. To get back use ‘Ctrl’ + ‘-‘.

Invert

In some cases the a rule can be re-used, but than it has to be inverted (so do not execute, now means execute and vice versa). Check the checkbox the invert the rule condition.

Skip counter action

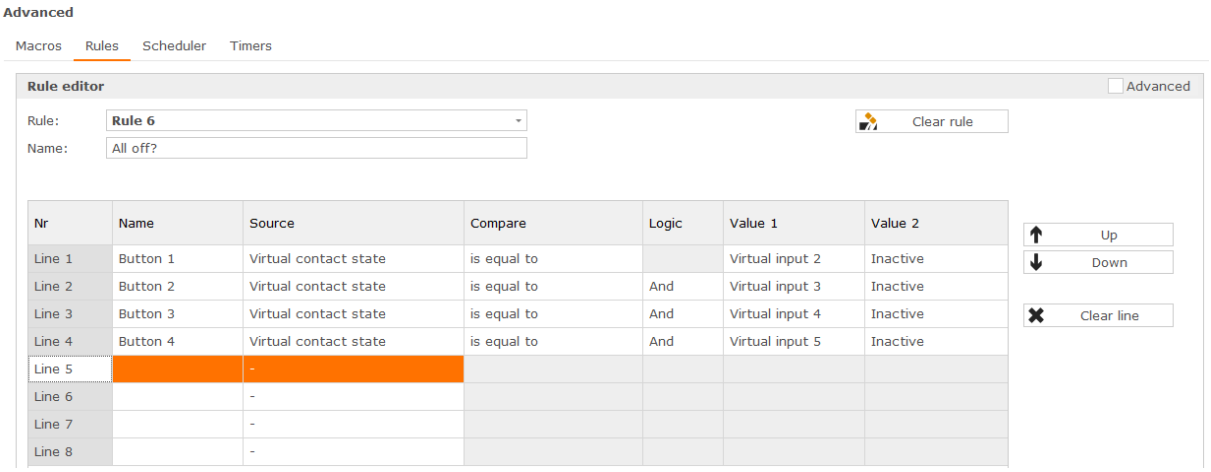
If counter action is chosen in the (virtual) contact inputs where the macro line is called. For all lines the counter action will be executed, if any. The prevent this, check the checkbox and the counter action will not be executed for this line.

Rules

Rules can be used in macro lines as a condition to check if the line must be executed. A rule may consist of multiple rule lines. Every rule line contains a condition. Multiple rule lines are combined by a chosen logic operator: AND or OR.

- OR means: this line or the result of the lines above should true to make the total result true.
- AND means: this line and the result of the lines above should both be true to make the total result true.

True means the macro line will be executed. To create the right logic statement, the lines can be moved up and down with the buttons on the side.



Name

Every line can have a short description of max 11 characters to describe the line.

Source

The source of which the value has to be checked for validation.

Compare

Definition how to compare the source with the value(s).

Value (2)

Some sources need one or two values to complete the definition of the rule line.

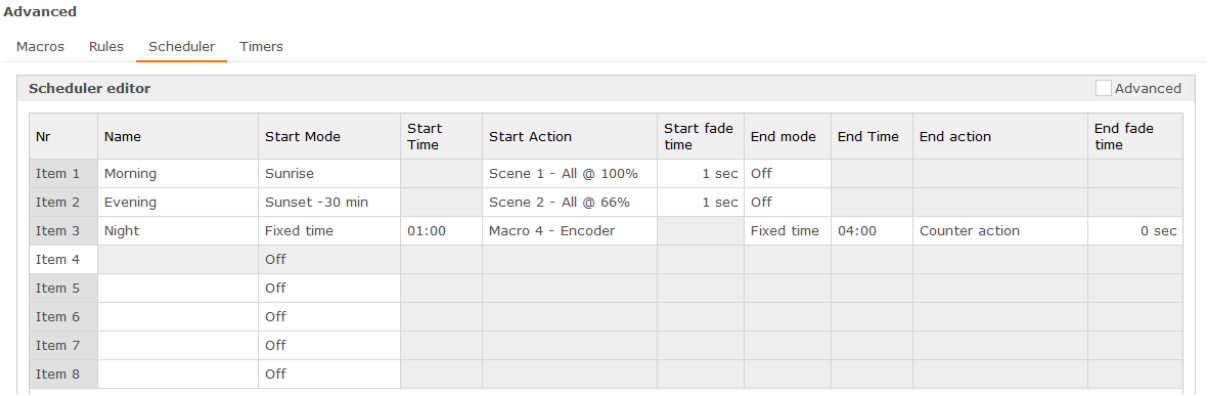
Logic

The logic used to get the result of multiple lines.

Scheduler

The scheduler creates the opportunity to execute actions on set times or execute actions around sunset and sunrise.

Every scheduler item has 2 events, that can both be triggered by a fixed time or a time relative to sunset or sunrise. Per scheduler item it is possible to indicate which weekdays it applies to, specific dates are not possible right now.



Nr	Name	Start Mode	Start Time	Start Action	Start fade time	End mode	End Time	End action	End fade time
Item 1	Morning	Sunrise		Scene 1 - All @ 100%	1 sec	Off			
Item 2	Evening	Sunset -30 min		Scene 2 - All @ 66%	1 sec	Off			
Item 3	Night	Fixed time	01:00	Macro 4 - Encoder		Fixed time	04:00	Counter action	0 sec
Item 4		Off							
Item 5		Off							
Item 6		Off							
Item 7		Off							
Item 8		Off							

Name

Every line can have a short description of max 31 characters to describe the schedule item.

Start Mode

Select the type of time trigger here, fixed time or sunset/sunrise (+/- offset). If set to ‘Off’ the whole item is disabled.

Start Time

Set the exact time ‘hours:minutes’ here. Only available if the ‘Start Mode’ is set to ‘Fixed time’.

Start Action

The action that is executed when the schedule item start time is equal to the current time.

Start fade time

The time is the time in seconds to fade to scenes (if a scene is selected).

End Mode

Select the type of time trigger here for the second action, fixed time or sunset/sunrise (+/- offset). If set to ‘Off’ the 2nd action in the item is disabled.

End Time

Set the exact time ‘hours:minutes’ here. Only available if the ‘End Mode’ is set to ‘Fixed time’.

End Action

The action that is executed when the schedule item end time is equal to the current time.

End fade time

The time is the time in seconds to fade to scenes (if a scene is selected as End Action).

The next items become available when the 'advanced' option is checked.

Possibly scrolling (horizontally) or maximizing the window is needed to see the items.

Playback

A playback can be set on actions that activate scenes and sequences. There are 6 playbacks available, each playback has its own data buffer. All playbacks are merged together HTP to the output protocols, depending on the priority that is set in the schedule item.

Weekdays

By default all schedule items are scheduled to be executed every day in the week. In this column it is possible to adjust this to any weekday combination the user wants. Only in the weekend, or only on Wednesday etc.

Contact mode

The contact mode defines the behaviour of the special event in combination with the 'light protocols' (Art-Net/sACN/Dmx).

There are 3 modes:

- Merge — Merge with possible active 'light protocols'
- Source — Action of scheduler item is overruled when any 'light protocols' is active
- Contact — Action of scheduler item overrules any active 'light protocol'

The 'Source' and 'Contact' only applies to scenes and sequence activation.

Prio

The priority of a scheduler item can be used to prioritize with contact inputs (and special events). At the moment 5 priorities are available.

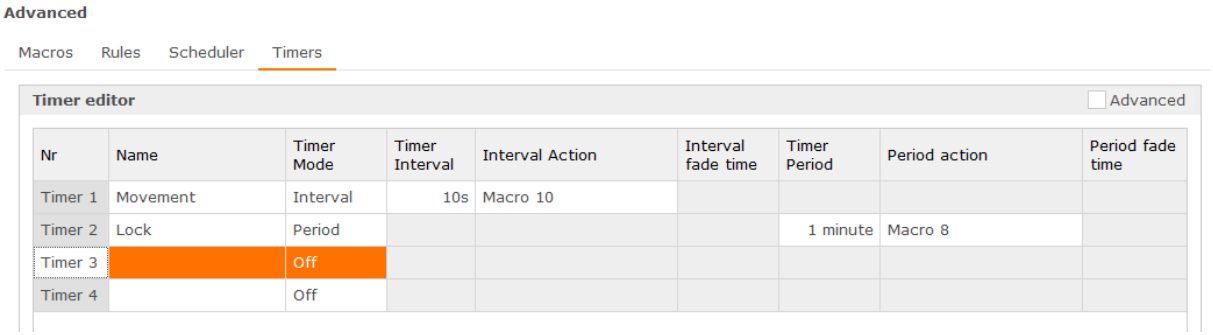
A contact input or scheduler item with a higher priority will overrule the action of a lower priority. This only applies to contact inputs or scheduler item that have the same type of 'Active action'. There are two types, scenes/sequences, and patches.

Timers

With timers it is possible to execute actions periodically (fixed interval) and/or perform a single action after a set amount of time. Timers can be started/stopped/reset via macro lines.

Every timer has two events:

- Interval event Executed every set amount of time (after start)
- Period event Single action after a set amount of time



Name

Every line can have a short description of max 31 characters to describe the timer.

Timer mode

The determines which events are executed for this timer, interval, period, or both. Setting the mode to 'Off' disabled the timer.

Timer interval

Interval in seconds (max 12 hours) for executing an interval action.

Interval Action

The action that is executed when the interval event occurs.

Interval fade time

The fade time is the time in seconds to fade to scenes (if a scene is selected as interval action).

Timer period

Period in seconds (max 7 days) for executing a single period action.

Period fade time

The fade time is the time in seconds to fade to scenes (if a scene is selected as period action).

The next items become available when the 'advanced' option is checked.

Possibly scrolling (horizontally) or maximizing the window is needed to see the items.

Playback

A playback can be set on actions that activate scenes and sequences. There are 6 playbacks available, each playback has its own data buffer. All playbacks are merged together HTP to the output protocols, depending on the priority that is set in the schedule item.

Contact mode

The contact mode defines the behaviour of the special event in combination with the 'light protocols' (Art-Net/sACN/Dmx).

There are 3 modes:

- Merge Merge with possible active ‘light protocols’
- Source Action of timer is overruled when any ‘light protocols’ is active
- Contact Action of timer overrules any active ‘light protocol’

The ‘Source’ and ‘Contact’ only applies to scenes and sequence activation.

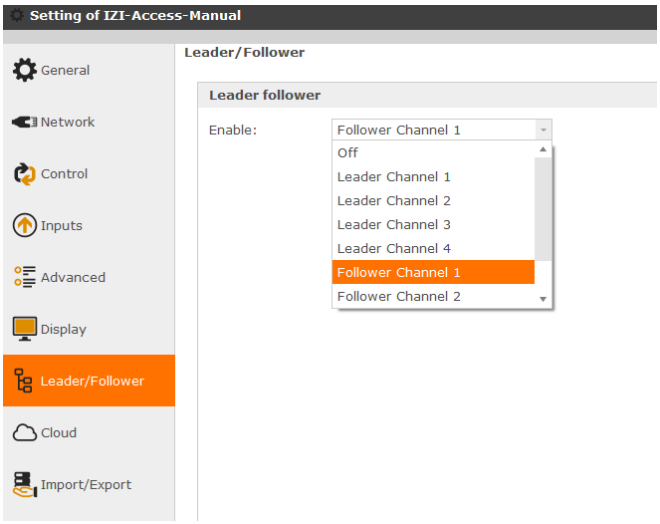
Prio

The priority of a timer can be used to prioritize with contact inputs (and scheduler events). At the moment 5 priorities are available.

A contact input or scheduler item or timer with a higher priority will overrule the action of a lower priority. This only applies to contact inputs or scheduler item or timer that have the same type of ‘Active action’. There are two types, scenes/sequences, and patches.

Leader Follower

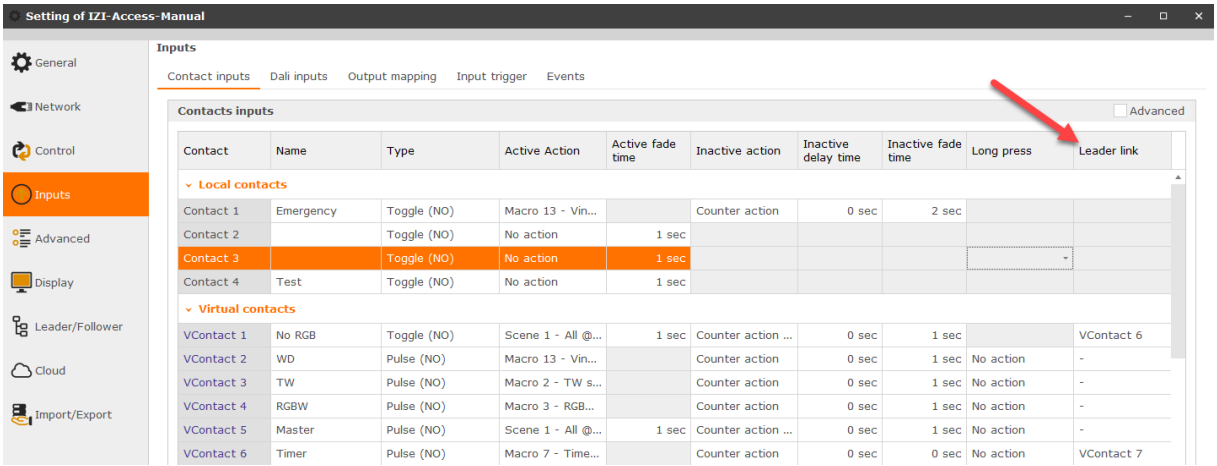
The leader follower configuration is only available in the IZI-Access Pro. With master friend it is possible to trigger virtual inputs on multiple IZI-Access modules. There is a single leader which reports its virtual input state changes to one or more follower modules.



An IZI-Access Pro can be configured as a leader or a follower. There are multiple channels available where a single leader can distribute its data on.

Leader link

If an IZI-Access Pro is configured as follower (and the setting is applied) a new column appears in the Inputs menu.

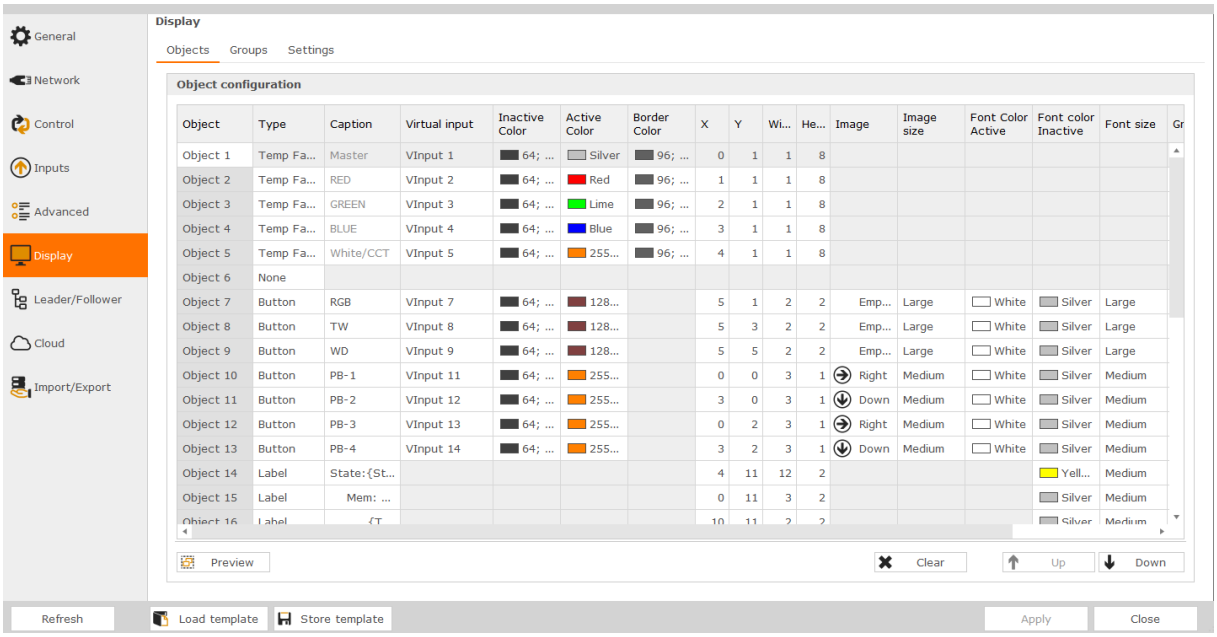


In the column a link can be made to incoming state reports of the leader IZI-Access. In the example figure above, virtual contact 6 of the leader will trigger virtual contact 1 on the shown follower.

Note: It is not possible for followers to report their local input state changes to the leader.

Display

The display page is only available for the IZI-Access Pro and is a configuration for connected IZI-Touch devices. The user interface of the IZI-Touch is determined here, just like the actions that have to executed when buttons or faders are activated.



Objects

In the objects tab the objects are defined that will/can be displayed in the IZI-Touch. In the grid, the position, size, colors and function is defined of all objects. A maximum of 32 objects is available.

The objects can be placed in a base grid of 12 rows and 12 columns, or on a group that has its own definition for rows and columns.

Grid columns

Type

At the time of writing the following types are available:

- ***Button*** A button which can trigger actions
- ***Border Button*** A button which can trigger actions and has a fixed border in a user defined color
- ***Fader*** A fader that can set a the playback master from 0 to 100% and will activate a scene or sequence (when set from 0 to x%)
- ***Master*** A fader that can set a the playback master from 0 to 100%
- ***Temp Fader*** Same as fader only colors will not 'snap' to scene value directly (IZI-Link+ devices only)
- ***Temp Fader*** Same as master only colors will not 'snap' to scene value directly (IZI-Link+ devices only)
- ***Label*** A fixed text, dynamic texts are possible (using predefined syntax)
- ***Image1 to 4*** It is possible to show images (max 4 different), images are uploaded per device in the settings menu of the IZI-Touch itself
- ***Energy Day chart*** A chart showing the Energy usage of the last 24 hours (per PowerCom)
- ***Energy Month chart*** A chart showing the Energy usage of the last 31 days (per PowerCom)
- ***Energy year chart*** A chart showing the Energy usage of the last 365 days (per month)
- ***Power*** A line chart showing the power usage of the last 3 minutes.
- ***Page 1 to 8*** Same as a border button only this button also selects the current page to show
- ***Subpage 1 to 4*** Same as a border button only this button also selects the current subpage to show (within the current page)

Caption

The caption text of the object, used in buttons and labels. In 'Appendix E' special syntax can be found for the caption, to add arguments and formatting.

Virtual input

The virtual input determines the action of a fader/master or button.

In case of a button, the button will activate or deactivate a virtual input, just like you would do with a real contact. The button will react differently on Toggle/Pulse/Trigger types (configured in the inputs tab).

The master/fader are coupled to the playback that is configured with the virtual input.

Inactive Color

Inactive color determines the color when a button is inactive or the fader color from the real level to 100%. In case of an Energy or Power graph, this indicates the first color of the bar or line.

Active Color

Inactive color determines the color when a button is active or the fader color from 0% to the real level. In case of an Energy or Power graph, this indicates the background color of the graph.

Border Color

The border color is the border color for the 'border Button' and the border color of the master/faders or the graph.

X

The horizontal position within the grid the object is placed on (base grid or group grid).

Y

The vertical position within the grid the object is placed on (base grid or group grid).

Width

The horizontal amount of 'cells' within the grid the object will cover. X + Width should be within the defined grid.

Height

The vertical amount of 'cells' within the grid the object will cover. Y + Height should be within the defined grid.

Image

The image is only allowed on a (border) button. The image can be chosen from a predefined list, and will always be placed on the left side of the text in the button. IF there is no text it will be centered in the button. The images are always displayed in white.

Image size

Multiple predefined sizes can be chosen for the displayed image.

Font color active

The color of the text in buttons when it is active. In case of an Energy or Power graph, this indicates the color of the title caption of the graph.

Font color inactive

The color of the text in buttons when it is inactive, and the color of the text of labels.

Font size

The font size of the text in buttons and labels. In case of an Energy or Power graph, this indicates the color of the axis font of the graph.

Group

The group where the object is placed on. The object is placed on the grid that is configured in the group. 'Group' can also be set to 'None', then the object will be placed on the 12x12 base grid.

Config Select

It is possible to make multiple (max 4) configurations. Every IZI-Touch is assigned to a 'Config index', this determines what should be shown for that IZI-Touch. Using the 'Config Select' makes it possible to create different looks while connected to the same IZI-Access.

Page Select

It is possible to create pages, pages are selected by the object type 'Page x'. If pressed a page is selected, this column defines what objects should be shown. By default objects are shown on all pages, but it is possible to deselect the pages where the object is not shown.

Subpage Select

It is possible to create subpages, subpages are selected by the object type 'Subpage x'. If pressed a subpage is selected, this column defines what objects should be shown. By default objects are shown on all subpages, but it is possible to deselect the pages where the object is not shown.

Pin

It is possible to protect functions behind a button with a pin code of 4 digits. Two pin codes can be configured. If the button is pressed (or fader touched) a pin code window will pop-up. If the PIN is OK, the action will be executed. If not OK the function is ignored.

The PIN settings are made in the 'Settings' tab (including timeouts).

Up/Down

The buttons up and down below the grid can be used to move rows in the grid. The selected row is moved up or down when one of the buttons is pressed. It can be used to order the objects so it is better readable. It has a second function, because it also defines the order in which the screen is built. The upper most line is drawn first and the last line last (within its group).

For example it is possible to draw a label on top of another object. In this case the label should be configured in a lower line than the label is on.

Clear

The clear button erases all content of the selected line.

Preview

It is possible to check if the created content is as expected and if it looks ok. Opening the preview window (with the Preview button), shows the current content. When objects or groups are changed, the preview will be directly changed.

Note: There can be small differences between the preview and the real IZI-Touch screen.

Show inactive

The 'Show inactive' checkbox forces the inactive state of all objects.

Show grid

Shows the grid of the base or group that is currently selected. If an object is selected (last), the grid of the group of this object is shown.

Subpages

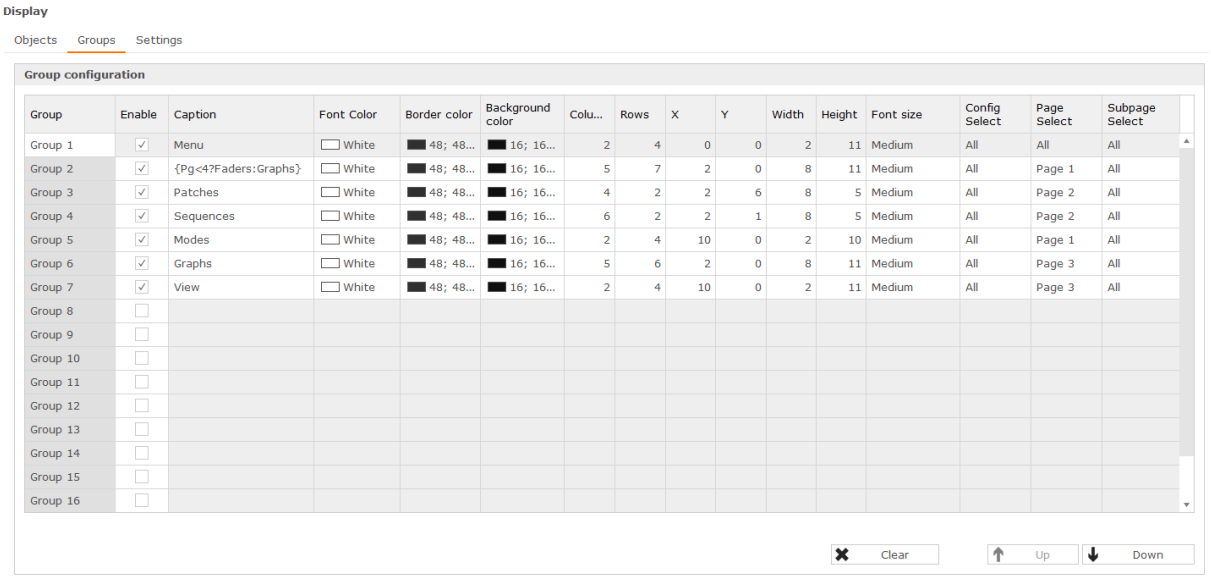
Forces the view when the selected subpage is active. The combobox will be hidden if subpages are not used.

Pages

Forces the view when the selected page is active. The combobox will be hidden if pages are not used.

Groups

Groups can divide the screen into multiple parts with their own content and scaling. It is not possible to define a group in a group.



Group	Enable	Caption	Font Color	Border color	Background color	Colu...	Rows	X	Y	Width	Height	Font size	Config Select	Page Select	Subpage Select
Group 1	☑	Menu	White	48; 48...	16; 16...	2	4	0	0	2	11	Medium	All	All	All
Group 2	☑	{Pg<4?Faders:Graphs}	White	48; 48...	16; 16...	5	7	2	0	8	11	Medium	All	Page 1	All
Group 3	☑	Patches	White	48; 48...	16; 16...	4	2	2	6	8	5	Medium	All	Page 2	All
Group 4	☑	Sequences	White	48; 48...	16; 16...	6	2	2	1	8	5	Medium	All	Page 2	All
Group 5	☑	Modes	White	48; 48...	16; 16...	2	4	10	0	2	10	Medium	All	Page 1	All
Group 6	☑	Graphs	White	48; 48...	16; 16...	5	6	2	0	8	11	Medium	All	Page 3	All
Group 7	☑	View	White	48; 48...	16; 16...	2	4	10	0	2	11	Medium	All	Page 3	All
Group 8	☐														
Group 9	☐														
Group 10	☐														
Group 11	☐														
Group 12	☐														
Group 13	☐														
Group 14	☐														
Group 15	☐														
Group 16	☐														

Grid Columns

Enable

Enable offers a fast way to disable a group so it is not shown any more. This also is the case for all objects that are assigned to this group.

Caption

The caption is the text for the text header of the group. If the string is empty, no text will be shown and the space for the header is removed in the layout.

Font Color

The font color of the text header.

Border color

The color of the outer border of the group. If no border is wanted, make it the same color as the background color.

Background color

The color of the background of the group.

Columns

The number of columns where objects can be placed on. Try to keep this as low as possible for better performance.

Rows

The number of rows where objects can be placed on. Try to keep this as low as possible for better performance.

X

The horizontal position of the group within the base grid (12x12).

Y

The vertical position of the group within the base grid (12x12).

Width

The horizontal amount of ‘cells’ within the base grid the group will cover. X + Width should be within the base grid.

Height

The vertical amount of ‘cells’ within the base grid the group will cover. Y + Height should be within the base grid.

Font size

The font size of the text header in the group.

Config Select

It is possible to make multiple (max 4) configurations. Every IZI-Touch is assigned to a ‘Config index’, this determines what should be shown for that IZI-Touch. Using the ‘Config Select’ makes it possible to create different looks while connected to the same IZI-Access.

Page Select

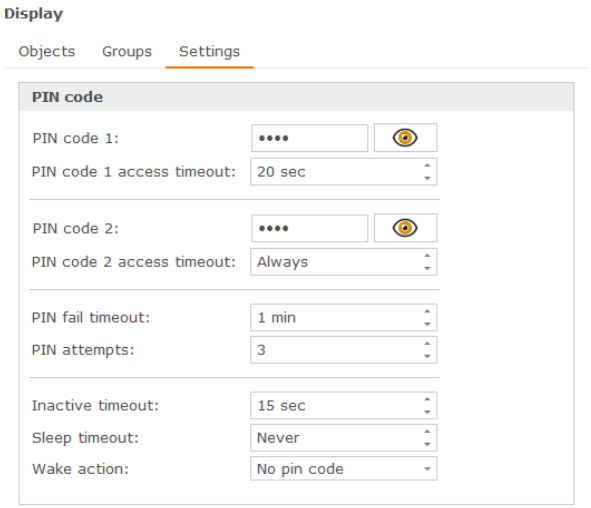
It is possible to create pages, pages are selected by the object type ‘Page x’. If pressed, a page is selected, this column defines what groups should be shown. By default groups are shown on all pages, but it is possible to deselect the pages where the group is not shown.

Subpage Select

It is possible to create subpages, subpages are selected by the object type ‘Subpage x’. If pressed, a subpage is selected, this column defines what groups should be shown. By default groups are shown on all subpages, but it is possible to deselect the pages where the group is not shown.

Settings

Same general settings can be made which are applied to all connected IZI-Access devices.



Pin code 1

First pin code that can be used to protect controls with a pin code. It is always 4 digits, and can be shown be pressing the ‘eye’ key.

Access timeout 1

A timeout can be given, how long a correct pin code is valid. If the timeout is set to (for example) 20 seconds, and a user enters the correct pin code, the pin code does not have to be given again for 20 seconds. The timeout is not extended after pressing the button again. The timeout is valid for all buttons that are linked to Pin code 1. If the timeout is set to 0, the pin code is requested every time.

Pin code 2

Second pin code that can be used to protect controls with a pin code. It is always 4 digits, and can be shown be pressing the ‘eye’ key.

Access timeout 2

A timeout can be given, how long a correct pin code 2 is valid. If the timeout is set to (for example) 20 seconds, and a user enters the correct pin code, the pin code does not have to be given again for 20 seconds. The timeout is not extended after pressing the button again. The timeout is valid for all buttons that are linked to Pin code 2. If the timeout is set to 0, the pin code is requested every time.

PIN fail timeout

If the max amount of incorrect PIN code amount is reached, the PIN code entering will be blocked for the time that is set here. When the time passes the number of attempts is reset.

PIN attempts

The amount of times an incorrect PIN code may be entered, without a temporary block.

Inactive timeout

The IZI-Touch can reduce its brightness to a level set on the device. The time after the last touch can be set here after which the dimmed level will be used. When the user touches the screen again, the brightness will return to the normal setting (also set in the device).

If the time is set to 0, the brightness will never be adjusted.

Sleep timeout

A screen saver can be shown after a set timeout, the timeout is set here. If the time is set to 0 the screen saver will never be shown.

Wake action

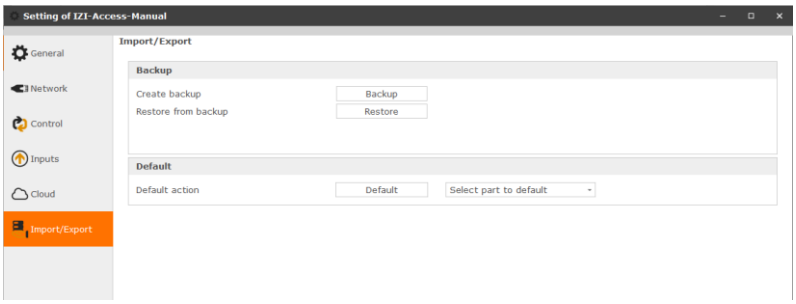
When the screen saver is shown and the screen is touched, a PIN code can be requested before the user can do anything. PIN code 1 or 2 can be chosen.

Load/Store template

It is possible to store the current display settings in a template. All settings in the objects and groups tabs will be stored in the template, not the settings tab.

If the template is loaded, it is not directly applied, but the loaded template can be checked in the preview window.

Import/Export



Backup

It is possible make a complete backup of an IZI-Access. The following will be part of the backup:

- Application settings
- Scenes
- Sequences
- Patches
- Modules
- Logs (optional)

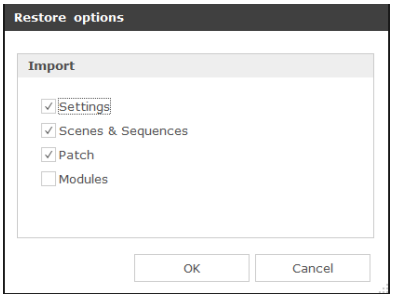
Create backup

When backup is pressed, a dialog will appear to select a folder where to store the backup. When the folder is selected, a question will appear if logging should be included in the backup.

Logging in the backup will not restored, but is meant for later research of possible unwanted behaviour. If there are any problems with the IZI-Access, it will help to send a backup with logging to TDE to be able to reproduce, solve or understand the possible problems.

Restore backup

When restore is pressed a dialog will appear to select a backup file (with the extension iab). If a valid file is chosen, a second dialog appears, where the user can select what data should be restored.



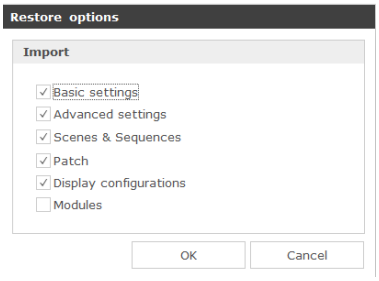
Four options are given to restore, by default the Modules restore is off because it is more complex. Options:

- Settings Restore all settings shown in the ‘Settings window’ (so network, inputs, protocols, mapping etc).
- Scenes & sequences Restore all scenes and sequences, all will be overwritten
- Patch Restore all patches, all patches will be overwritten
- Modules Restore modules and their settings

Note for the Modules option: If it are all 'IZILink' modules, all will be overwritten. If one or more modules are IZILink+, a merge is applied with the existing modules, to be able to overwrite the settings of existing modules. This will only work if the modules are online at the time of restoring.

If the selected module is an IZI-Access-Pro, two more options will be shown:

- Advanced settings Scheduler/Timer/Macros/Rules
- Display settings IZI-Touch configuration



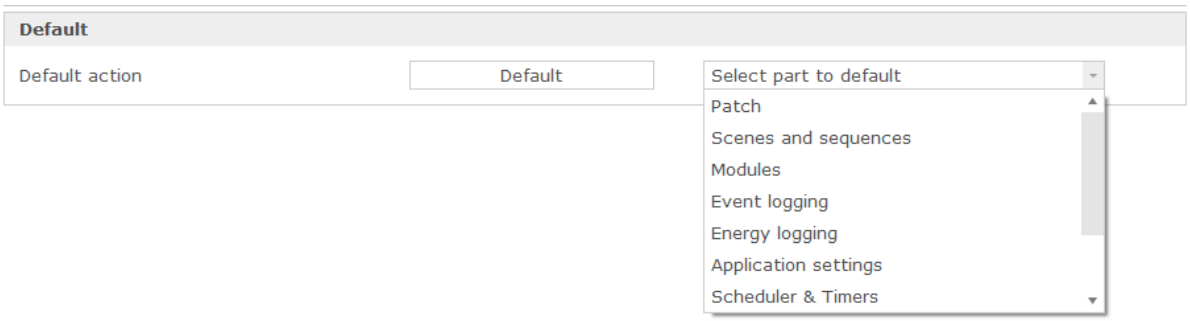
Default

Default action

It is possible to 'reset' or default parts of the IZI-Access, or set the entire module to factory default. The combobox contains all options:

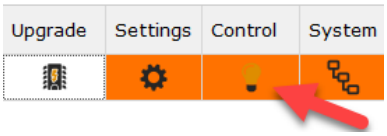
- Application settings Application settings (except Advanced settings)
- Scenes and Sequences Remove all scenes and sequences
- Patches Remove all patches
- Modules Remove all discovered modules
- Event logging Empty event log
- Energy logging Empty energy log
- Scheduler and Timers Remove all scheduler items and timers
- Macros and Rules Remove all Macros and rules
- Display Remove all display configurations

Factory default Do all above



Control

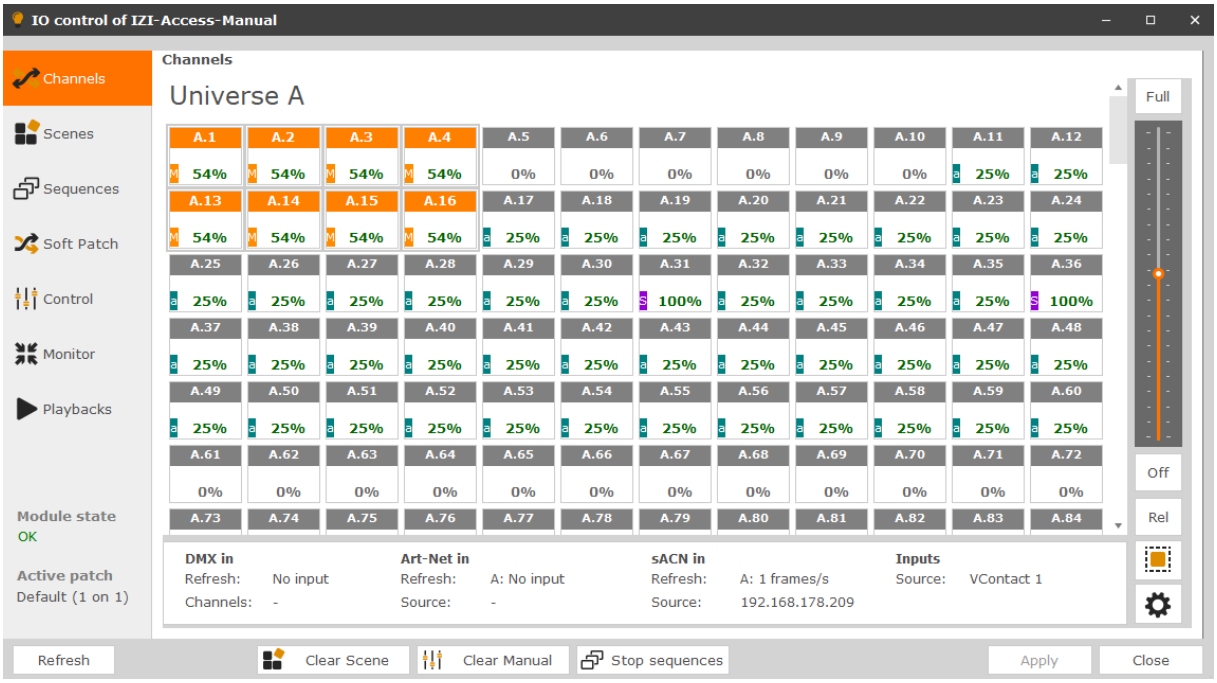
Viewing and altering current in and output, and creating scenes, sequences and patches can be done in the window that is opened when the ‘light bulb’ icon is pressed.



Output

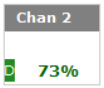
The output page shows the current output, that can be a mix of multiple sources:

- Dmx
- Art-Net
- sACN
- Scenes
- Manual/Park

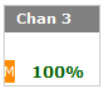


The first time the output page is loaded it will always show the ‘Total’ output. The source of the input with the highest level can be seen per channel, and is marked by a color and single character to indicate the source.

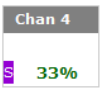
Channels



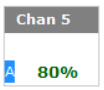
Dmx input



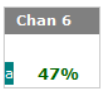
Manual input (activated via the IZI-Supervisor or web page)



Scene input (activated by input contacts, web page or IZI-Supervisor)



Art-Net input.

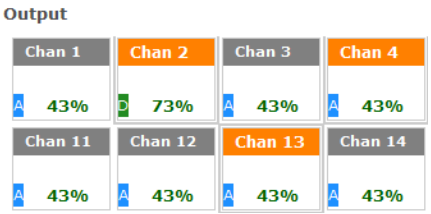


sACN input.

Shortcuts

In the output window can also be used to set (temporary) levels to one or multiple channels. Channels can be selected by a single click on the channel, the channel will turn orange. Multiselects can also be done, in 2 ways:

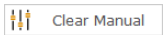
- Click single cells holding ‘Control’ or ‘Shift’.
- Select channels while holding the mouse down.



When one ore multiple channels are selected, the value can be altered in multiple ways:

1. Typing a ‘digit’ (0 to 9 or ‘f’): the value will get ‘digit’ x 10%, ‘f’ = Full (100%).
2. Typing ‘-‘ or ‘+’ will decrease or increase the current value with 1 (decimal).
3. Use the mouse wheel above one of the selected channels to fade up or down, hold shift while scrolling for a more ‘fine’ control.
4. Use the slider on the right or the buttons, ‘Full’ and ‘Off’.

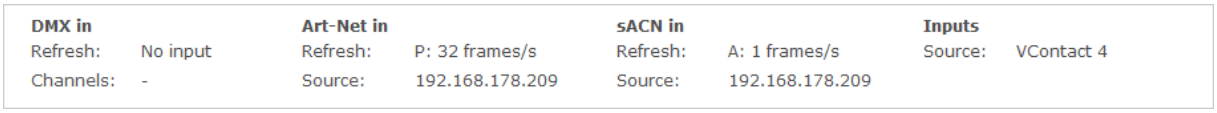
The ‘Rel’ button (Release) only has a specific function if the ‘Manual override’ is active. If ‘Off’ is pressed when the ‘Manual override’ the level will be set to 0% fixed, and will override all other inputs. Pressing ‘Rel’ will release the ‘Manual’ level.

To clear all manual set channels at once the button 

can be used at the bottom of the window.

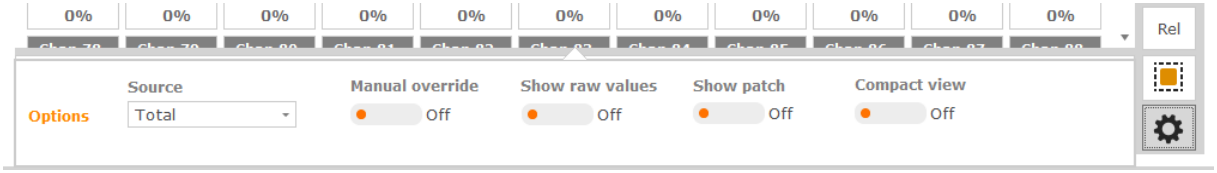
Input information

At the bottom of the output tab extra input information is shown.



Options

On the right lower side a menu can be opened with the ‘gear icon’, where some extra options for this window.



The ‘Source’ combobox holds all separate input sources, when selected, only the input of that particular source is shown.

The ‘Manual override’ option gives the option to overrule all values of other sources than ‘Manual/Park’. If activated actions in the Output and the Control tab will override all other inputs.

The ‘Show raw values’ option 

is a choice between showing levels in percentage or decimal (0 .. 255).

The ‘Show patch’ option adds 

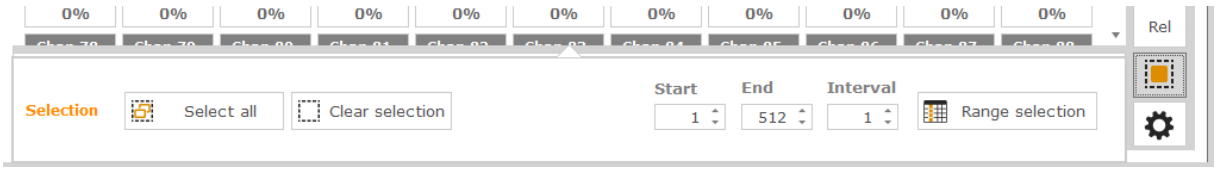
the patch that is active to every channel (only if different from 1 on 1 patch).

Compact view results in smaller channel boxes for an overview with all channels (when the window is maximised and in full HD).

The ‘Select all’ button selects all channels in the output tab, to be able to perform quick actions on all channels.

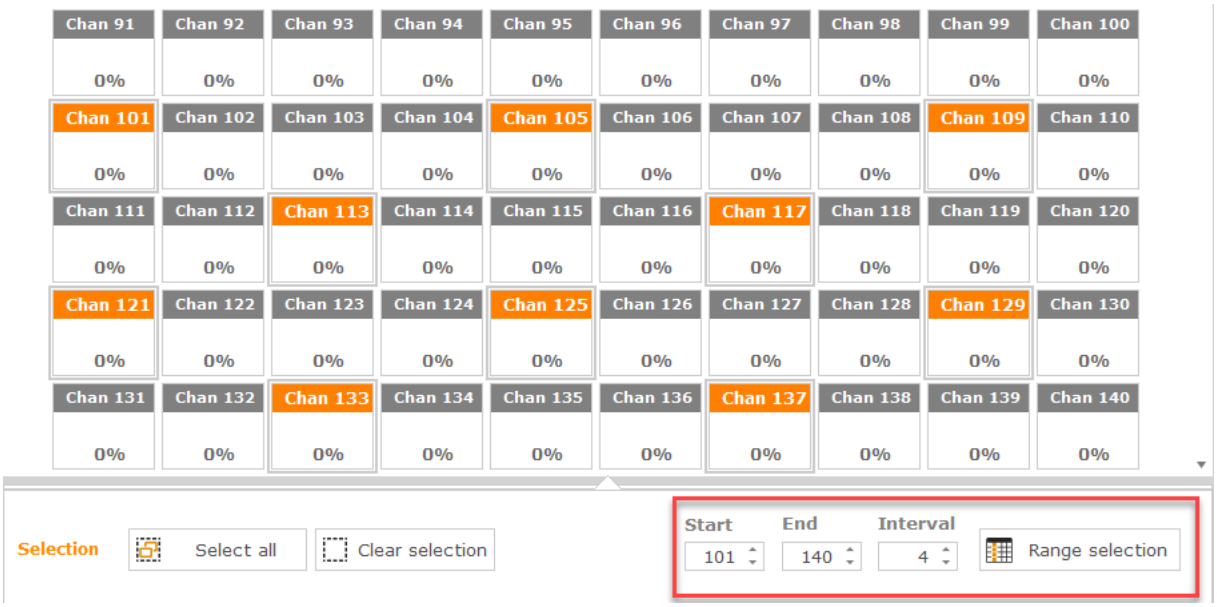
Selection

For complex selections some helpers are available by opening a window with the ‘select icon’.



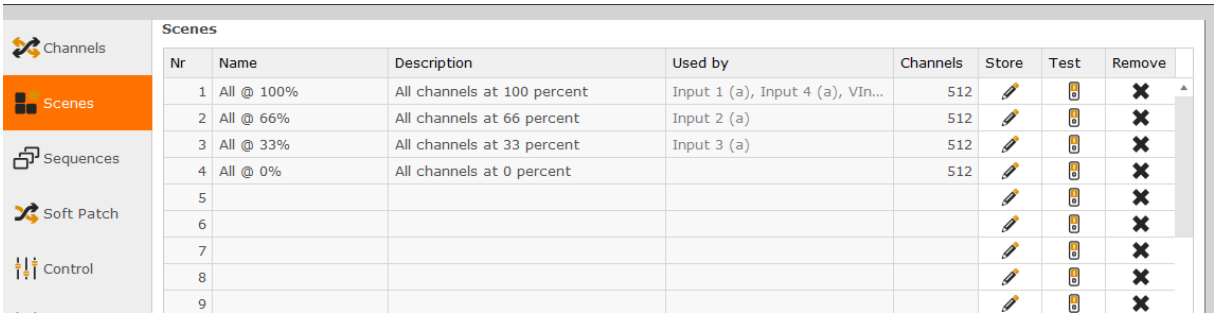
The ‘Select all’ button will select all channels, ‘Clear selection’ will unselect all.

With the range selection on the right a more complex selection can be made, which will come in hand when fixture channels are nicely aligned. For example if there are 10 RGBW fixtures starting at channel 101 (105, 109 …), it is possible to select all Red colors of all fixtures.



The start channel indicates the first channel that will (always) be selected, the end channel is the channel where the range selection will stop. The interval indicates the amount of channels where the selection should be repeated. By pressing the ‘Range selection’ button the selection will be made. When selected the levels of these channels can be set by mouse wheel, keyboard or the slider on the right side.

Scenes



In the scene page, scenes can be created and tested. By default 4 scenes are created, the scenes may always be overwritten if needed.

Scenes can be stored and updated in this tab. The most easy way to create scenes is probably via an extern lighting console. Create a new scene with the console as input (via Dmx/Art-Net/sACN) and store it in the IZI-Access. Of course it is also possible to create your scenes without a console, and set the levels via the IZI-Supervisor.

Columns

Nr

The number of the scene.

Name

The name of the scene is mandatory before saving. The name is also shown in other windows to make it more clear what is its purpose. The name may be max 63 characters. The name can be edited via the store window (clicking the pencil icon).

Description

A description can be given with some comments about the scene. The description may be max 127 characters. The description can be edited via the store window (clicking the pencil icon).

Used by

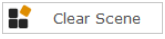
Shows all properties that are bound to this scene, this can be (v)inputs or sequences for example.

Channels

The amount of channels stored in the scene. Not all channels have to be part of a scene, it can be a 'partial' scene, containing only data for specific fixtures. The amount of channels will be max 512 or 1024 and can be less.

Test

To activate and test a scene, the 'switch' icon can be pressed. The scene is activated with priority 'High' with a fade time of 1 second. If any other scene is active with the same or higher priority, this can influence the output.

To clear the tested scene(s), the button 

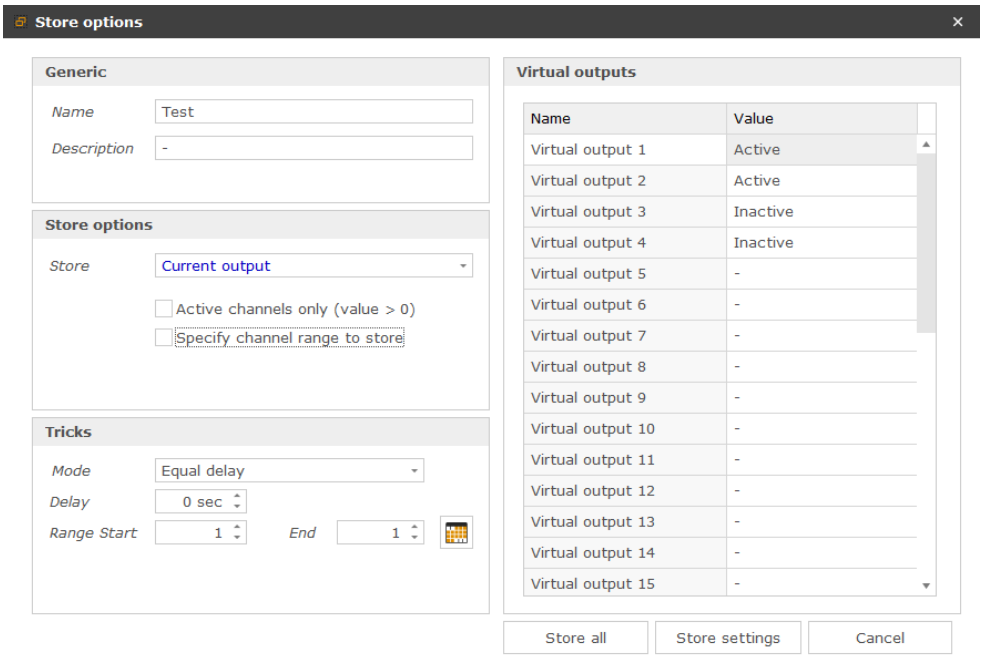
can be used at the bottom of the window.

Store

To create a scene any input on the IZI-Access can be used. To store a scene press the 'pencil icon' and a new dialog will appear with storage options.

Remove

Button to remove the scene and all of its contents directly, undoing is not possible.



Generic

Edit the name and description of the scene here.

Source options

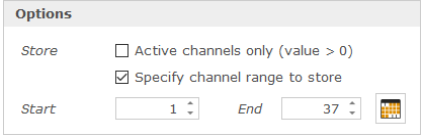
The upper part specifies what should be stored in the scene. The source can be selected, by default this is the current 'merged' total output, but it is also possible to store the values of the Art-Net input only (for example).

Options

Two extra options are added to create a 'partial scene', a scene that does not contain level information for all channels. By default all 512 are stored in the scene. Why should you create a partial scene? For example if there are 2 corridors with each there own PIR sensor and multiple fixtures, both must work independently on the same playback. 2 partial scenes should be made for each corridor, which should be assigned to the contact input of the specific PIR. The other option is to assign the scenes to a different playback.

Checking 'Active channels only', will only add values to the scene that are not at 0% in the selected source. Be careful when using this option with RGB(W) fixtures, if for example green is at 0% it will not be stored. If green was 100% in the scene before or in another scene that is merged, it will be set to 100% and the user probably will not get the colour expected.

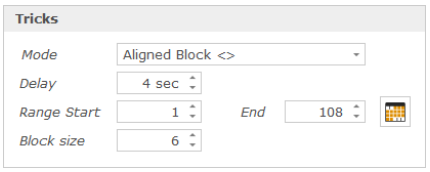
Checking 'Specify channel range' will make it possible to only add the specified address range in the scene. A button is added as a helper if the channel selection is easier to make with module names that are present in the system.



Tricks

Scenes do not contain base timing information, at least no fade times. The fade timing is determined by a contact input or sequence. There is some timing possible within a scene, called tricks (the ultralight effect engine).

The only thing tricks can do is delay the fade of a channel. The delay is executed when a scene is activated. Patterns can be chosen which address gets the shortest delay and which the longest.



Mode

Several modes are available, delays can be done per block or per group. Blocks means that a different delay is assigned per block, which is a range of channels. A group means a different delay is assigned within a group, which is a range of channels.

Fixture 1	Ch 1	Ch 2	Ch 3	Ch 4
Fixture 2	Ch 5	Ch 6	Ch 7	Ch 8
Fixture 3	Ch 9	Ch 10	Ch 11	Ch 12
Fixture 4	Ch 13	Ch 14	Ch 15	Ch 16

Yellow is the a block (block size 4 in range 1 to 16)

Red is a group (block size 4 in range 1 to 16)

The group and block modes have 4 variants which determines where the shortest delay is applied and where the longest.

- > Lowest block or group gets shortest delay
- < Highest block or group gets shortest delay
- <> Middle block or group gets shortest delay
- >< Lowest and highest block or group gets shortest delay

Delay

The delay is per 100ms (type 0.3 for 300ms). The delay set is the delay that the last block or group gets before starting the fade to the scene level.

Range

Range is the channel range where the trick is applied to, this should be a multiple of the block or group size.

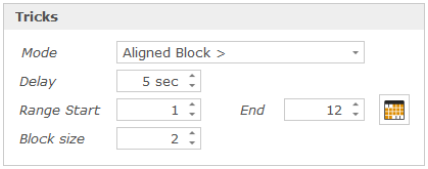
Block or group size

The size is mostly the size of the amount of channels per fixture, but can be set to any value.

Two examples:

Example 1:

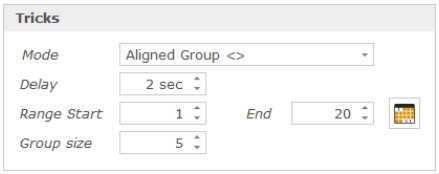
A system with 6 fixtures (2 channels each) has to have a fade in, starting per fixture with 1 second delay per fixture.



The mode selected is 'Aligned Block >', meaning the fade of the first block is will start direct, the second 1 sec later, third 1 sec later etc. The delay time is 5 seconds I this example, 5 seconds is the time the last fade will start. The first will start direct, so you get: 0, 1, 2, 3, 4, 5 sec delay per block. The block size is the amount of channels per fixture in this case. If the delay should work per 2 fixtures, a block size of 4 should be chosen.
The range selected is the range the trick is applied to (and should be a multiple of the block size).

Example 2:

4 fixtures with 5 channels each must fade in middle channel first then the two next to it 1 second later, and then the outer 2.



The mode selected is 'Group <>', meaning the fade of middle will start direct (for every fixture) and the outer will be last. The range is set to address range of the 4 fixtures and the group size is set to the amount of channels per fixture. The delay of 2 seconds will mean the last delay will be 2 seconds.

Virtual outputs

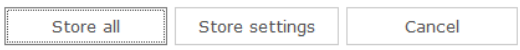
If modules are connected to the system (like the IZI-IO), the outputs can be controlled via scenes. It is called 'virtual' because a mapping can be made in the module itself, so the output 1 does not have to correspond with 'virtual output 1'.

3 options per scene can be set for every virtual output:

- Active
- Inactive
- - (no change, leave as is)

Store options

Two options are available for storage (and a Cancel possibility).



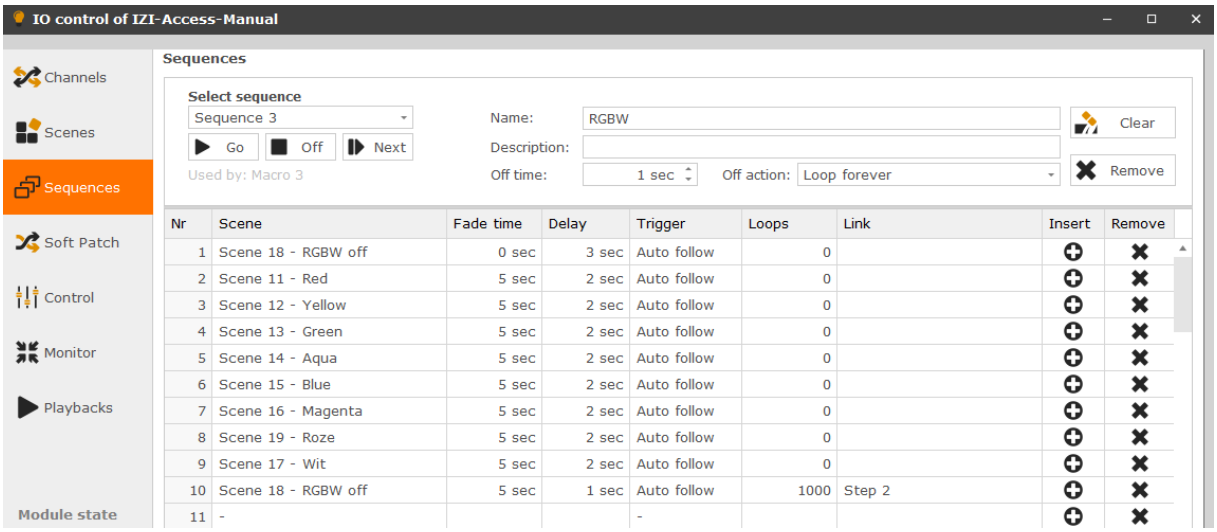
Store all

Store all means all settings made in the window will be used and the scene will be stored accordingly. This also means that if the Scene already existed, the Scene will be overwritten completely with the current selected source.

Store settings

Store settings is only available when the scene was stored before. This way adjustments can be made to the scene without overwriting the levels with the selected source. With store settings it is possible to change your tricks and to shrink the channel range if needed. So when the scene was stored with 512/1024 channels, and later on it appears it should have better be a partial scene with a limited channel range, this is possible. Extending the range does not have any effect. Also changing the name of the scene must be done with ‘Store settings’.

Sequences



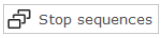
A sequence is list of scenes that will be executed sequentially or simultaneously. Check Appendix B for some examples.

The content of a sequence can be visualised by selecting the sequence in the upper left corner.

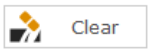
Test run

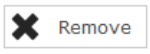
In the upper left corner the possibility is added to make a test run with a created sequence.

A sequence must be executed on a 'Executor', at the moment of writing the IZI-Access supports 2 executors. An executor 'plays' the list of scenes with the added timing. By pressing 'Go' the selected sequence will be executed on Executor 1. To stop the sequence the 'Off' button can be used. 'Next' will force the sequence to go directly to the next scene in the sequence.
When 'Shift' is pressed while clicking the 3 buttons, the sequence will be assigned to Executor 2.

The stop all playing sequences, use the 'Stop sequences'  button at the bottom of the window.

Actions





Clear

With the clear button all steps can be cleared (so not the name, description and off actions). The change is not directly applied.

Remove

The Remove button removes the entire sequence, the action is directly applied (after a warning) and no undo will be available.

Parameters

Name

The name is mandatory to save a sequence and should contain a short description of the sequence in 31 characters or less.

Description

A description can be given with some comments about the sequence. The description may contain max 127 characters.

Off time

The off time is a time with a resolution of 100ms (0.5 = 500ms). The off time will only be used when the sequence ends by itself or is stopped. An exception is made when the sequence is activated by a contact input. When the sequence is inactivated by the same contact input it has got started with, the inactive time of the input contact is used.

Off action

The off action selects what to do when the sequence is ready. Three options are available:

1. All channels off — All channels used by the scenes in the sequence are set to 0%
2. Keep last scene — Last scene will stay active when ready
3. Loop forever — If the end of the sequence is reached start over from step 1

Columns

Nr	Scene	Fade time	Delay	Trigger	Loops	Link	Insert	Remove

Nr

Number of ‘Step’ in the sequence. The step number will only be used in the Link column for references.

Scene

The scene of the step to execute, max choice of 64 scenes for now.

Fade time

The fade in time of the scene of the step per 100ms.

Delay

The delay time before the next scene is executed per 100ms. Please note that if a scene contains a ‘trick’ with a delay, the delay of the trick should be added manually here, to make sure the trick is ready when the next step begins.

Trigger

Three types of triggers are available, describing when to go to the next step.

1. Auto follow — Go the next step automatically when fade time + delay have elapsed
2. Direct follow — Start at the same time as the previous step (might come in useful when multiple fade times in one scene is wanted)
3. Wait for trigger — Wait for extern trigger before the next step is executed. Trigger can be given by contact inputs.

Loops

Loops works together with the ‘Link’ column. It is possible to repeat certain steps by using a link step, the ‘jump’ to this step is repeated for the amount of times set in the ‘Loops’ column. If the loop count is reached the sequence continues to the next step.

Link

A step can be selected where to jump to after the step in the sequence is executed. Set the Loop column to a value higher than 0 to use the link. Loops in loops are possible.

Use Control+Delete to remove the linked step, or the delete button.

Insert

Press the insert button in a row to insert a new row above the selected one.

Remove

Press the remove button in a row to remove the selected row.

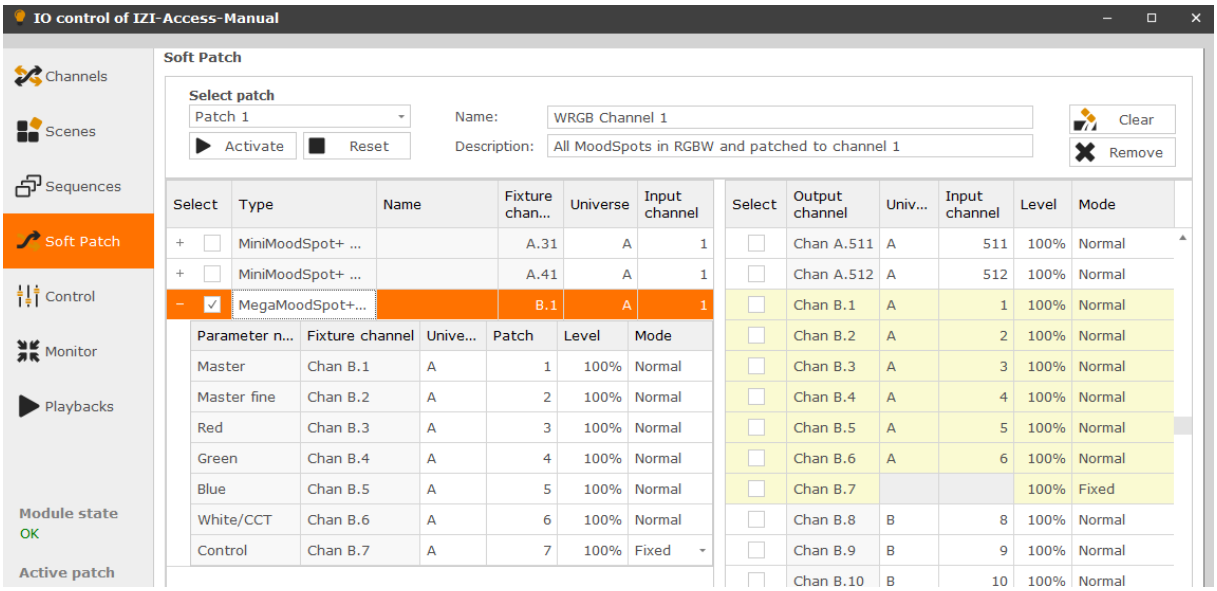
Apply

All changes have to be ‘applied’ Apply before the changes will have effect, you can also use ‘Ctrl+S’.

Refresh

The ‘Refresh’ button Refresh can be used to load the selected sequence from the IZI-Access (again). It can be used as a sort of undo.

Patch



The IZI-Access has the ability to patch channels. Patching is only possible on incoming ‘light protocols’ (Art-Net, sACN, Dmx), scenes and manual input are never patched. Why scenes are not patched should be clear, because else every scene looks different when a different patch is activated. For manual output this can be a bit confusing, because the user can think multiple fixtures should go on when setting channel 1 to 100% (because the active patch says channel 1 controls all other channels), however the manual input stays with raw values.

The content of a patch can be visualised by selecting the sequence in the upper left corner. Two patch views are available, the left grid is the module patch grid and the right grid is the channel patch.

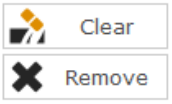
Every channel has 4 patch properties:

- Input channel The channel mapping itself
- Universe Universe A or B (IziLink+ only)
- Level Depending on the mode, sets the max level or fixed level
- Mode Three modes can be set:
  - Normal Level clips at the ‘Level’ set (100% by default)
  - Fixed The channel always has the same value, set by ‘Level’
  - Percentage Recalculate value with the range 0% to ‘Level’

Test patch

It is possible to test and directly activate a patch made. Activate will activate the selected patch directly, reset will set the patch to default meaning a one on one patch.

Actions



Clear

The clear button sets all channels to 1 on 1 patch, to make a fresh start. The action is not directly applied.

Remove

The remove button removes the complete patch from memory (after a warning), undo is not possible.

Parameters

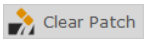
Name

The name is mandatory to save a patch and should contain a short description of the patch in 31 characters or less.

Description

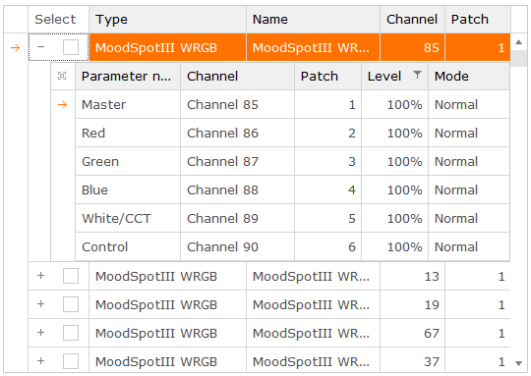
A description can be given with some comments about the patch. The description may contain max 127 characters.

Clear patch

The clear patch button 

can be used to clear a ‘custom’ to 1 on 1.

Module patch view

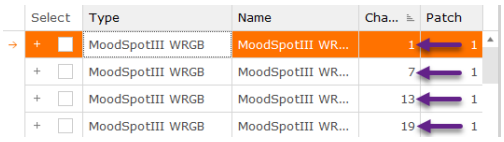


Select	Type	Name	Channel	Patch
−	MoodSpotIII WRGB	MoodSpotIII WR...	85	1

Parameter n...	Channel	Patch	Level	Mode
Master	Channel 85	1	100%	Normal
Red	Channel 86	2	100%	Normal
Green	Channel 87	3	100%	Normal
Blue	Channel 88	4	100%	Normal
White/CCT	Channel 89	5	100%	Normal
Control	Channel 90	6	100%	Normal

+	MoodSpotIII WRGB	MoodSpotIII WR...	13	1
+	MoodSpotIII WRGB	MoodSpotIII WR...	19	1
+	MoodSpotIII WRGB	MoodSpotIII WR...	67	1
+	MoodSpotIII WRGB	MoodSpotIII WR...	37	1

The module patch grid will only contain data when modules are discovered with the IZI-Manager via the IZI-Access (only stored when all icons are green), or when IZI-Link+ is used. If modules are known in the system, it makes it far more easy to patch (if the fixtures have multiple channels). In the module grid it is possible to set the start address of the fixture in the selected patch, this can be done in the 'Patch' column. The channel column cannot be changed and is the 'real' channel that the fixture is configured with by the IZI-Manager (or later on IZI-Supervisor with IZI-Link+).

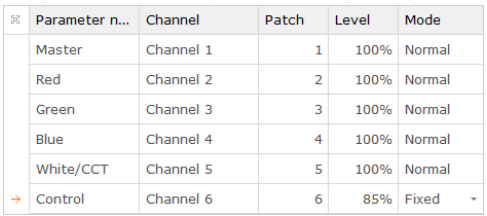


Select	Type	Name	Cha...	Patch
+	MoodSpotIII WRGB	MoodSpotIII WR...	1	1
+	MoodSpotIII WRGB	MoodSpotIII WR...	7	1
+	MoodSpotIII WRGB	MoodSpotIII WR...	13	1
+	MoodSpotIII WRGB	MoodSpotIII WR...	19	1

The example above says that the 4 fixtures all are controlled by channel 1, this is the other way round as users of light consoles are probably used to.

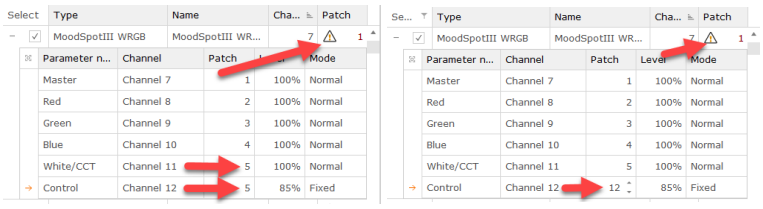
Parameter grid

The grid has a 'sub grid' containing patch info for every parameter of the fixture, the sub grid can be shown by clicking the 'plus' + at the beginning of the row.



Parameter n...	Channel	Patch	Level	Mode
Master	Channel 1	1	100%	Normal
Red	Channel 2	2	100%	Normal
Green	Channel 3	3	100%	Normal
Blue	Channel 4	4	100%	Normal
White/CCT	Channel 5	5	100%	Normal
Control	Channel 6	6	85%	Fixed

For every parameter of the fixture deviant settings can be made. In theory the patch can be changed per channel, which is weird but possible. More likely is the changing of the mode and Level of a channel.



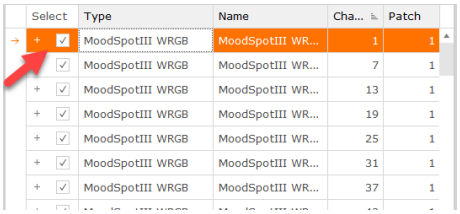
Parameter n...	Channel	Patch	Level	Mode
Master	Channel 7	1	100%	Normal
Red	Channel 8	2	100%	Normal
Green	Channel 9	3	100%	Normal
Blue	Channel 10	4	100%	Normal
White/CCT	Channel 11	5	100%	Normal
Control	Channel 12	5	85%	Fixed

Parameter n...	Channel	Patch	Level	Mode
Master	Channel 7	1	100%	Normal
Red	Channel 8	2	100%	Normal
Green	Channel 9	3	100%	Normal
Blue	Channel 10	4	100%	Normal
White/CCT	Channel 11	5	100%	Normal
Control	Channel 12	12	85%	Fixed

If a 'unconventional patch' is made (for example, 2 parameters to the same channel or a gap between channels) a warning sign will appear as indication of a deviant patch.

Note: Setting a mode and value (other than default) will only be applied on incoming 'light protocols', it will not have any effect on scenes and manual inputs. This will mean that if there is no 'input protocol' active, that fixed values (like channel 6 in the figure above) will not be in the output of the IZI-Access.

Multiselect



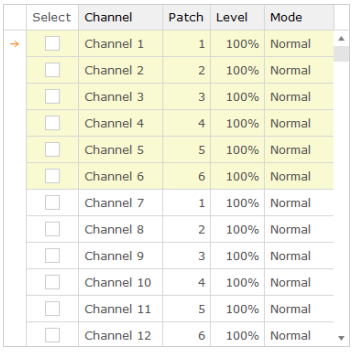
It is possible to make changes to multiple fixtures at the same time. This can be done by checking all checkboxes by the fixtures that have to be changed. When multiple fixtures are selected changes in the patch and level and mode (in the parameter grid) are applied to all selected fixtures.

Some helping functions have been added for a quicker selection or change. When clicking the selection checkbox holding keyboard keys will activate the following helpers:

- Hold control on click (de)Select all of the same type
- Hold shift on click (de)Select all
- Hold shift + control on click (de) Select all of the same parent (parent can be Dmx-interface for example)

The second helper is when changing the patch in the module grid, if the user holds the shift key on changing the patch value, the patch addresses for all selected fixtures will be made unique using the channel amount of the fixture.

Channel patch view



The channel patch is also bit unconventional, and is presented in the 'opposite' direction than most light controls do. Where most light controls say channel 1 controls channels 1,3,7,10 (multi-patch), in this grid it is presented as channel 1 is controlled by channel 1, channel 3 is controlled by channel 1 etc. The operation of the patch is exactly the same of course.

Multiselect

It is possible to apply changes to multiple channels, to do so check the checkboxes of the channels that have to be changed, and change to patch, level or mode.

Holding shift when clicking a checkbox will select or deselect all channels at once.

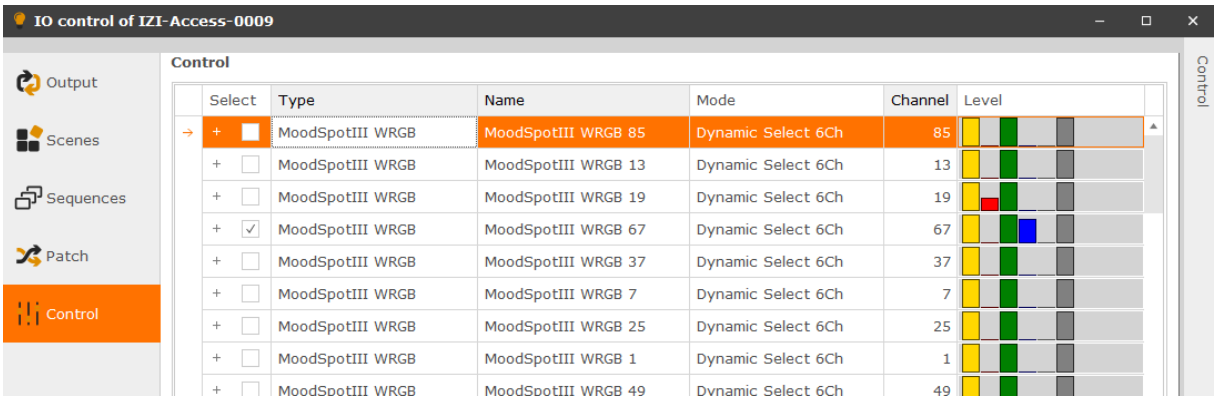
Apply

All changes have to be ‘applied’ Apply before the changes will have effect, you can also use ‘Ctrl+S’.

Refresh

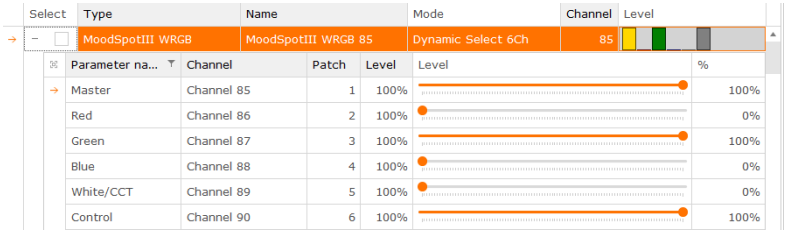
The ‘Refresh’ button Refresh can be used to load the selected patch from the IZI-Access (again). It can be used as a sort of undo.

Control



The 'Control' page is a helper to control and view fixtures to create scenes more easily with the IZI-Supervisor without having to know about the specific addresses.

The grid has a 'sub grid' containing fixture parameters that can be controlled with a slider, the sub grid can be shown by clicking the 'plus' + at the beginning of the row.



Multiselect

It is possible to make level changes to multiple fixtures at the same time. This can be done by checking all checkboxes by the fixtures that have to be changed. When multiple fixtures are selected changes in the parameters are applied to all selected fixtures (if they share the same parameter).

Some helping functions have been added for a quicker selection. When clicking the selection checkbox holding keyboard keys will activate the following helpers:

- Hold control on click (de)Select all of the same type
- Hold shift on click (de)Select all
- Hold shift + control on click (de) Select all of the same parent (parent can be Dmx-interface for example)

Monitor

In the 'Monitor' page the status of multiple sources can be found:

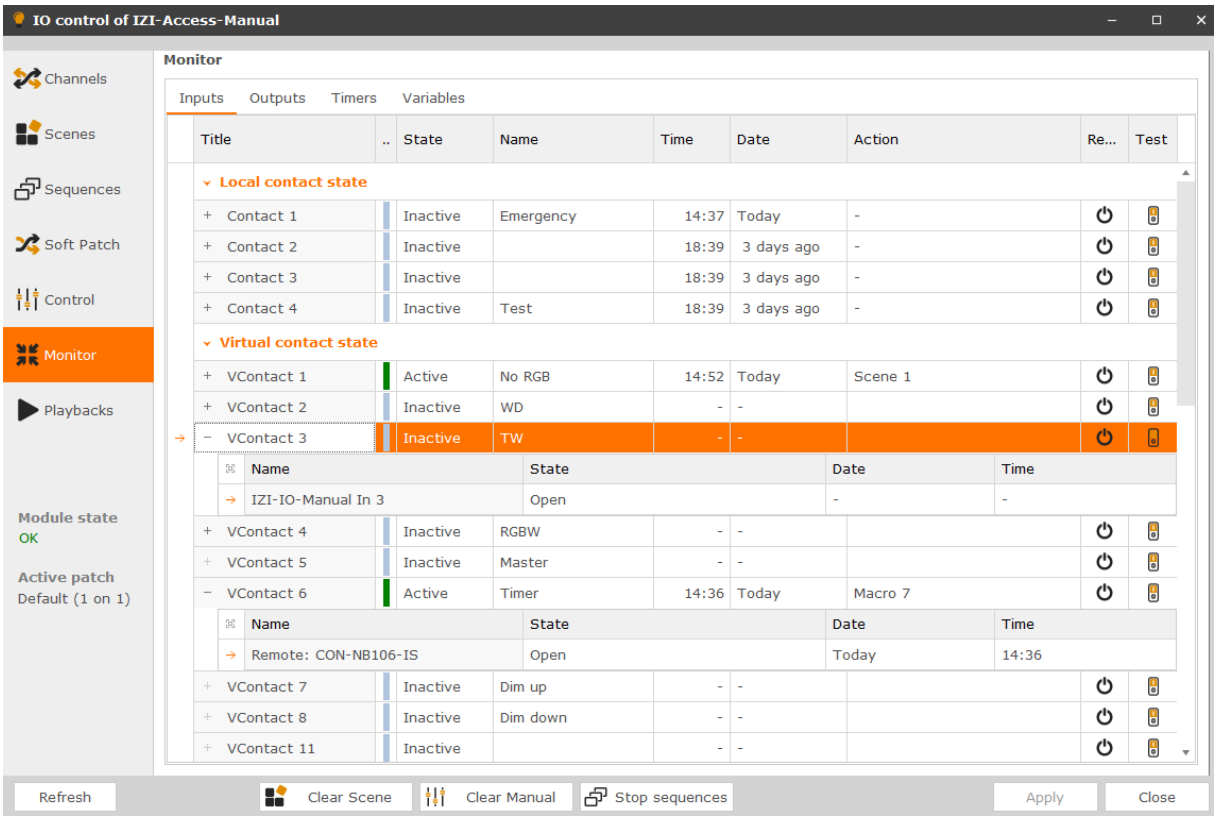
- Inputs
- Outputs
- Timers
- Variables

Inputs

The 'Input' tab contains an overview of the current state of all inputs:

- Local contact inputs
- Virtual contact inputs
- Scheduler states
- Special events
- Timer states

Every input has its own row containing the current state (Active/Inactive/Long press), when it occurred and what is the current action.



The rows can be expanded (if it ever got active). The detail grid shown after expansion shows the source (or sources) that triggered the contact input. This is mainly done for the VContacts, to see what triggered the action.

The input sources are separated into expandable/collapsable groups, to make the overview better to watch.

Title

Basic name and nr of the input source.

State

Three states can be displayed: Inactive, Active, Long press. In case the input type of the contact is set to a stateless type (Trigger), the Active and Long press state will only be shown shortly.

Name

Name of the contact given by the user.

Date

Last date the state changed of the contact.

Time

Last time the state changed of the contact.

Action

Last action that was activated by the contact.

Reset

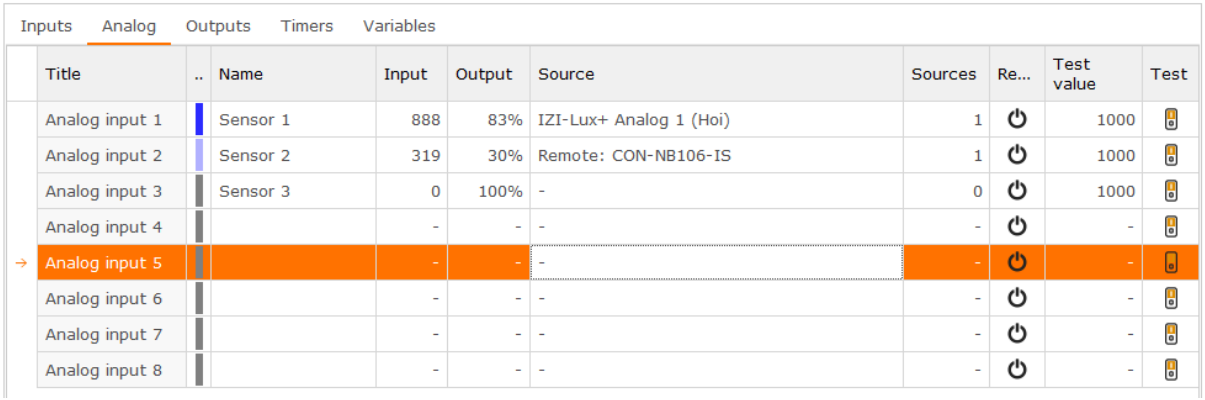
The reset button can be used to reset the state of a contact to inactive. This is only possible when the input type of the contact is set to 'pulse'.

Test

Input test button create a 'fake' input state change. If local contacts are tested that are set to 'Toggle', the input state will be overruled for 1 minute and then fall back to the real input state.

Analog

Monitor



Title	..	Name	Input	Output	Source	Sources	Re...	Test value	Test
Analog input 1		Sensor 1	888	83%	IZI-Lux+ Analog 1 (Hoi)	1		1000	
Analog input 2		Sensor 2	319	30%	Remote: CON-NB106-IS	1		1000	
Analog input 3		Sensor 3	0	100%	-	0		1000	
Analog input 4			-	-	-	-		-	
Analog input 5			-	-	-	-		-	
Analog input 6			-	-	-	-		-	
Analog input 7			-	-	-	-		-	
Analog input 8			-	-	-	-		-	

Title

Basic name and nr of the input source.

State

State represented in color. Gray means no data for this analog input. Blue means there is an input, the less the output is, the more it fades to white.

Name

Name of the analog input given by the user.

Input

The filtered and combined value of the input signal(s).

Output

The output value send to a protocol or playback master.

Source

The source of the input signal.

Sources

The amount of sources active (only one name is shown in the previous column).

Reset

Clear all sources of the selected analog input.

Test Value

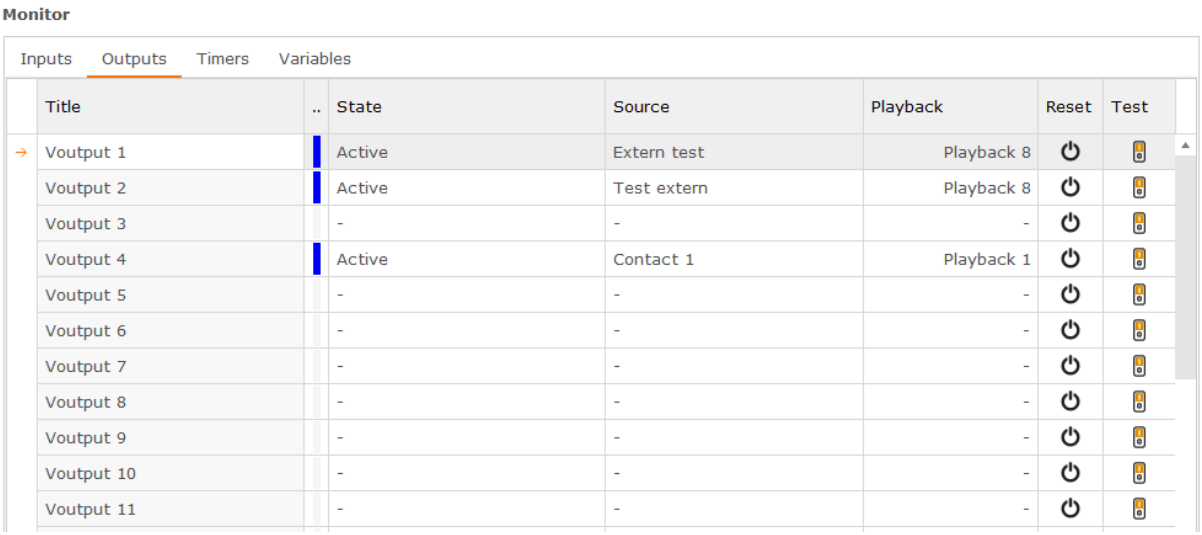
A value to be send as virtual input, to test the analog input functionality. The value is send by the button I the next column.

Test

Send test value to the IZI-Access.

Outputs

The ‘output’ tab contains an overview of the current state of all virtual outputs.



Title

Name/Number of the virtual output.

State

Three states can be displayed: Inactive, Active, not defined (-).

Source

The source that caused the last state of the Virtual output.

Playback

The playback the output is active/inactive on. Virtual outputs are merged over 6 playbacks.

Reset

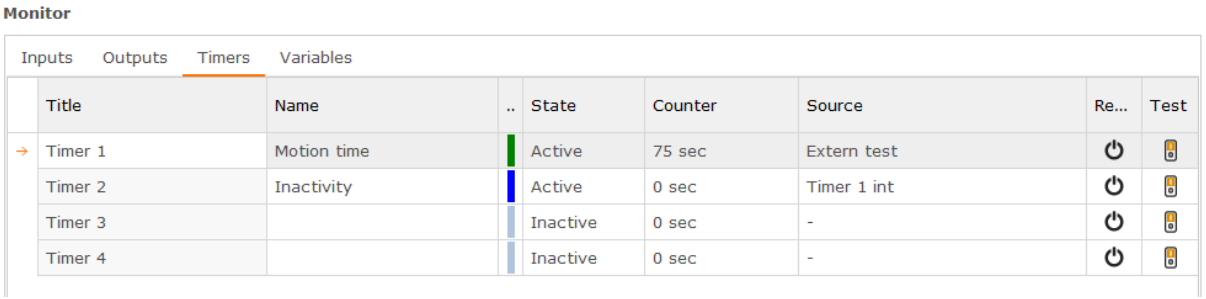
Reset the state of the virtual output, to undefined state.

Test

Ability to test the virtual output by changing its state to active or from active to inactive.

Timers

The ‘timer’ tab contains an overview of the current state of all timers.



Title

Name/Number of the virtual output.

State

Two states can be displayed: Inactive, Active. The color of the state can have 4 indications:

- Gray Inactive
- Blue Running (no event)
- Green Interval event occurred
- Yellow Period event occurred

Counter

The current state of the timers counter in seconds.

Source

The source that caused the last state of the timer.

Reset

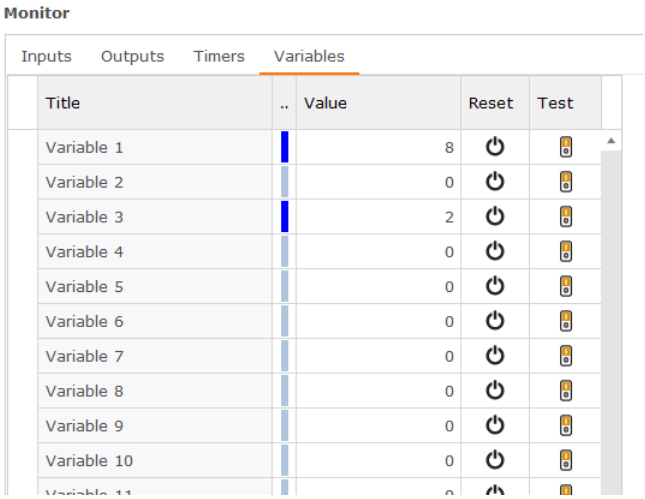
Reset the state of the timer to inactive.

Test

Ability to test the timer by changing its state to active or from active to inactive.

Variables

The ‘variables’ tab contains an overview of the current value of all variables.



Title

Name/Number of the variable.

Color State

The color indicator will get dark blue if not 0.

Value

The current value of the variable.

Reset

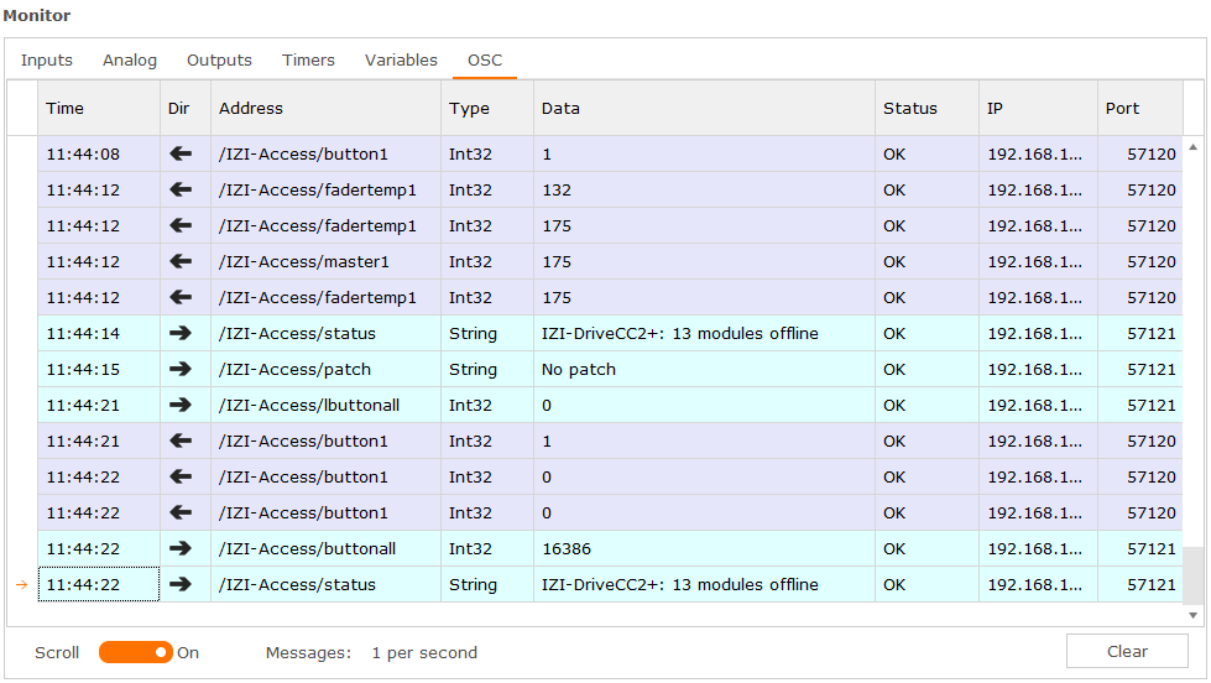
Reset the state of the variable to 0.

Test

Increase the variable value with 1.

OSC

The 'OSC' tab is only shown when OSC in or out is enabled. It will monitor the OSC communication coming in and going out. This can help to search with OSC troubleshooting. The IZI-Access can send 16 messages per 125ms to the Supervisor. If there are more messages they will be handled by the IZI-Access, but not all will be shown in the IZI-Supervisor.



Title

The time (in the IZI-Access) when the message was received.

Dir

The direction of the message, in or out.

Address

The address of the OSC message.

Type

The type of the message.

Data

The data in the message.

Status

Indicates if the message was handled OK by the IZI-Access.

IP

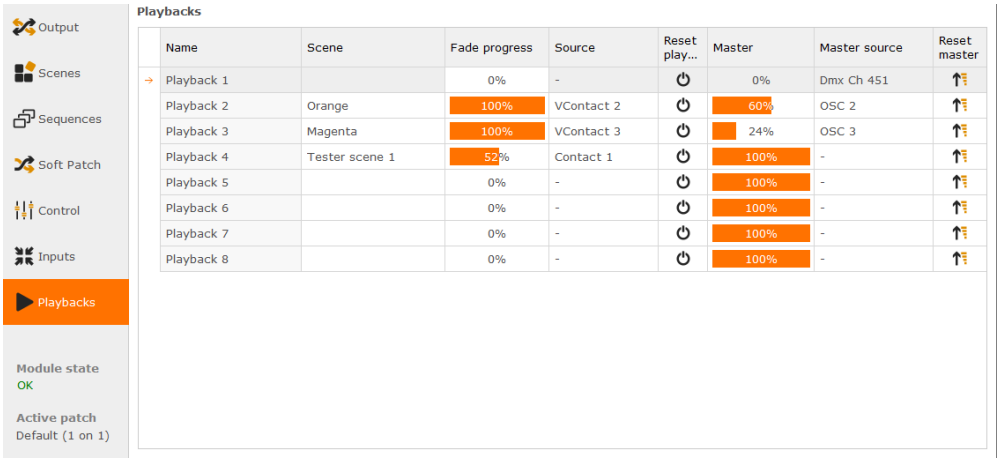
The IP of the message sending the incoming message (or the IP of the IZI-Access when sending outgoing messages).

Port

The port used that was used to send or receive the OSC message.

Playbacks

The states of all playbacks (and their masters) can be found in the 'Playback' page. The playbacks are used to execute scenes and sequences.



	Name	Scene	Fade progress	Source	Reset play...	Master	Master source	Reset master
→	Playback 1		0%	-		0%	Dmx Ch 451	
	Playback 2	Orange	100%	VContact 2		60%	OSC 2	
	Playback 3	Magenta	100%	VContact 3		24%	OSC 3	
	Playback 4	Tester scene 1	52%	Contact 1		100%	-	
	Playback 5		0%	-		100%	-	
	Playback 6		0%	-		100%	-	
	Playback 7		0%	-		100%	-	
	Playback 8		0%	-		100%	-	

Columns

Name

Name/number of the playback, there are max 8 playbacks where 1 to 6 is free assignable. Playback 7 is used for Dali and Playback 8 for test purposes for the IZI-Supervisor.

Scene

The current scene that is active or 'fading in'. This can also be a scene of an executing playback.

Fade progress

The fade progress indicates of the fading of the scene is busy, the progress is shown as percentage.

Source

The source that triggered the scene or sequence, in most cases that will be a (virtual) contact.

Reset playback

A button that can be used to clear the playback. Clearing means stopping sequences and removing scenes that are active on the playback. No 'Are you sure' message is presented, so be careful in live situations.

Note: Resetting a playback can lead to 'optical weird situations'. For example a wall switch is active, but there is no output.

Master

The state in percent of the master of the playback. After a power-down all will be set to 100%. The master can be changed by:

- Fade up/down actions (long press on contact)
- Input triggers (Dmx/Art-Net/sACN) configured as 'Fader'
- OSC messages

Master source

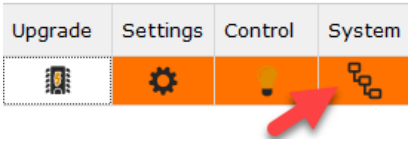
The source that made the last change to the master value.

Reset master

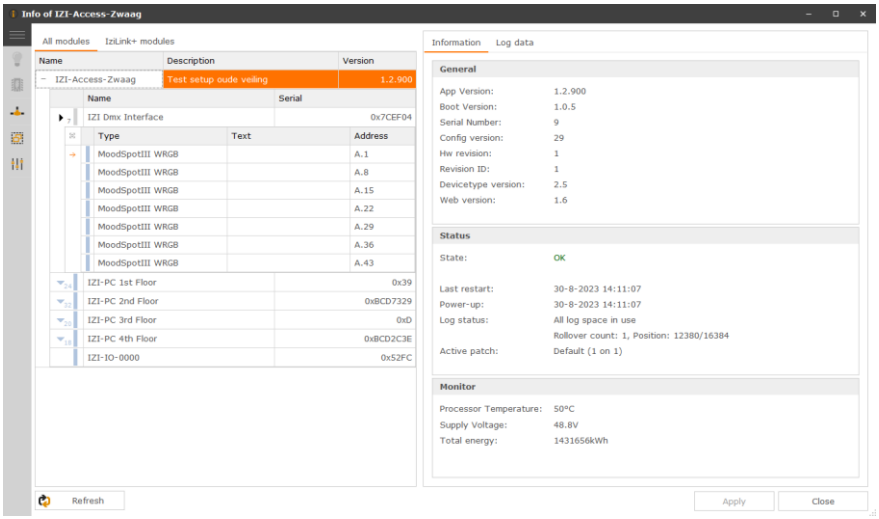
A button that can be used to reset the master to 100%.

System

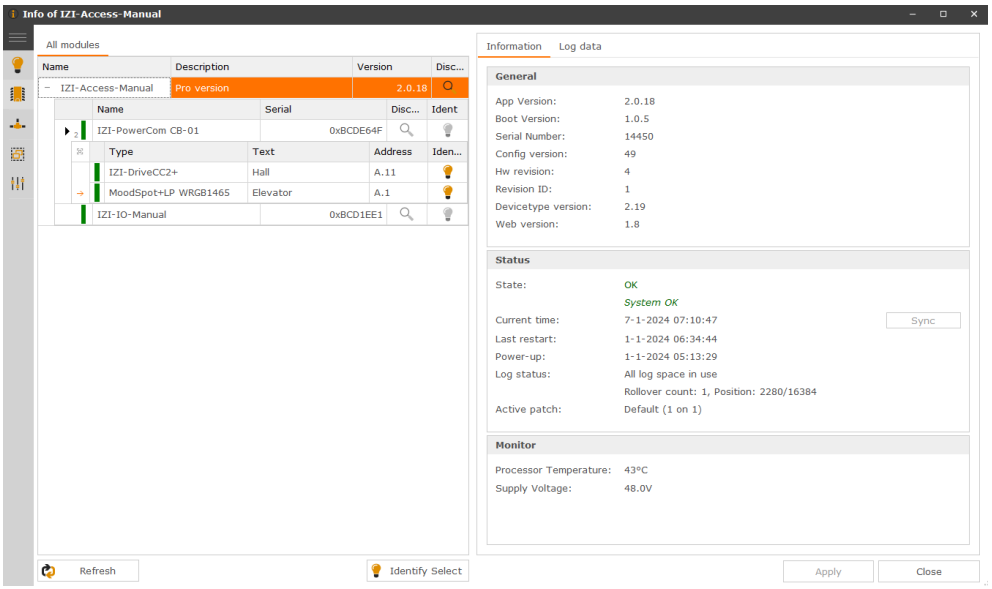
Viewing the current state of all modules, configuring and commisioning can be done in the window that is opened when the ‘system’ icon is pressed.



Only the system config will be shown here if IZI-Link is used. To see IZI-Link modules the IZI-Manager must have performed a discover via the connected IZI-Access.



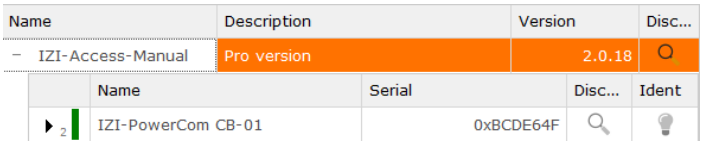
The state of IZI-Link+ modules (connected via IZI-Link+ or IZI-Bus) can be seen here and will be updated live, no user refresh is needed. Modules are presented in a tree structure on the left grid, starting with the selected IZI-Access and, first layer are the IZI-Bus modules (PowerCom, IZI-IO…) and second layer are IZI-Link+ modules (if a PowerCom is present).



Actions

On the left side grid multiple actions are available for IZI-Link+ modules.

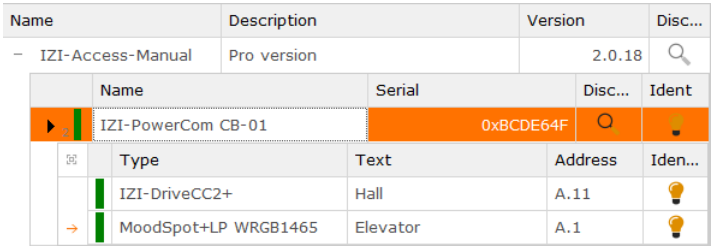
IZI-Access



The IZI-Access has a single action, discover. A discover of connected IZI-Bus modules can be started here. In practice the update of IZI-Bus modules will be done automatically. But is can be used to remove unused modules or force a refresh of all modules.

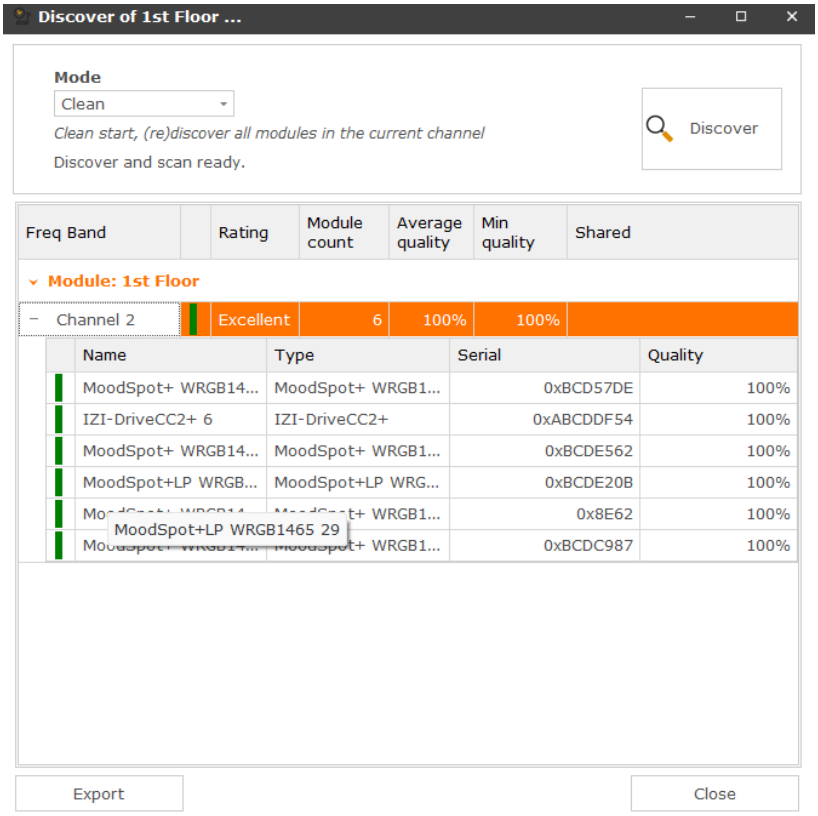
Setting of the IZI-Access itself can only be done in another window, only status information and logs can be seen here.

PowerCom

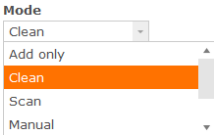


Discover

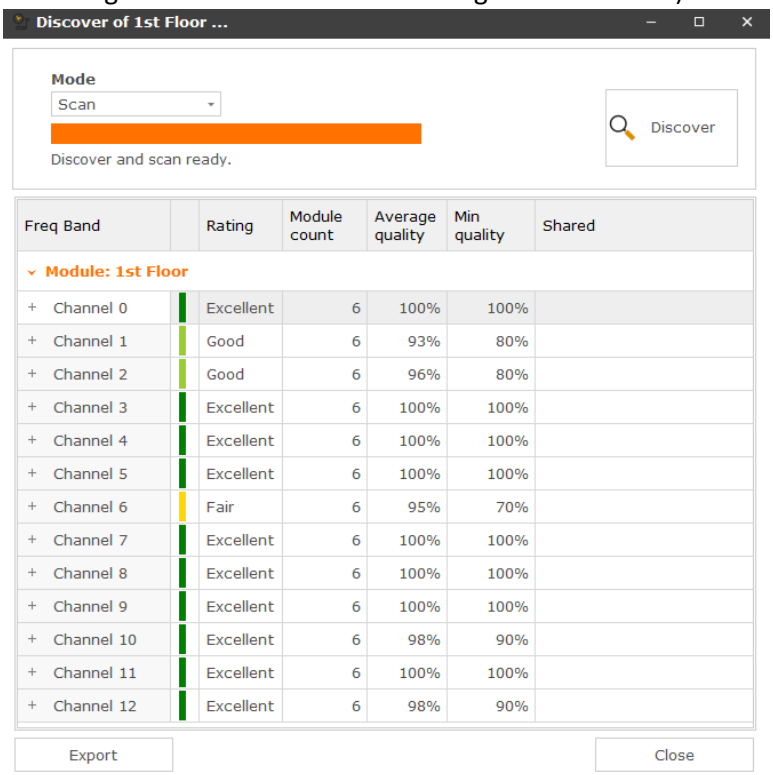
With the button with the loop icon it is possible to discover connected modules to the PowerCom module. After the discover a scan is performed to check the communication quality.



There are multiple options available to perform a discover.

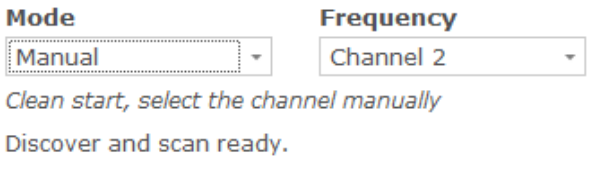


- *Add only* This mode can be used when there are modules that were discovered before, but are currently offline/disconnected. These offline modules will stay available after the discover. The last frequency channel will be used again.
- *Clean* This mode removed all modules and starts a new/clean discover, to find all current connected modules. The last frequency band will be used again.
- *Scan* The PowerCom can discover modules in multiple frequency channels, some channels may work better than others in specific situations. Using the option scan, all channels will be scanned and checked for their quality. When ready the best frequency channel will automatically be selected (and shown in green). The best frequency channel is chosen by the best quality and also be the presence of other PowerComs and there frequency channels. It is possible to start the scan discover with multiple PowerComs at the same time (by doing a multiselect in the previous window, using Ctrl and then open the discover menu using the 'hamburger' menu on the left or via a right mouse menu).



The Export button can be used to export the result to an Excel sheet.

- *Manual* With manual module a clean discover can be started on a frequency channel that is selected by the user.



When the mode is selected, press the ‘Discover’ button to start. Holding the Control key during the press on the Discover button, a extended quality scan will be performed.

Identify

The button with the light bulb will make the selected module ‘Identify’, locally LEDs will blink on the identified module.

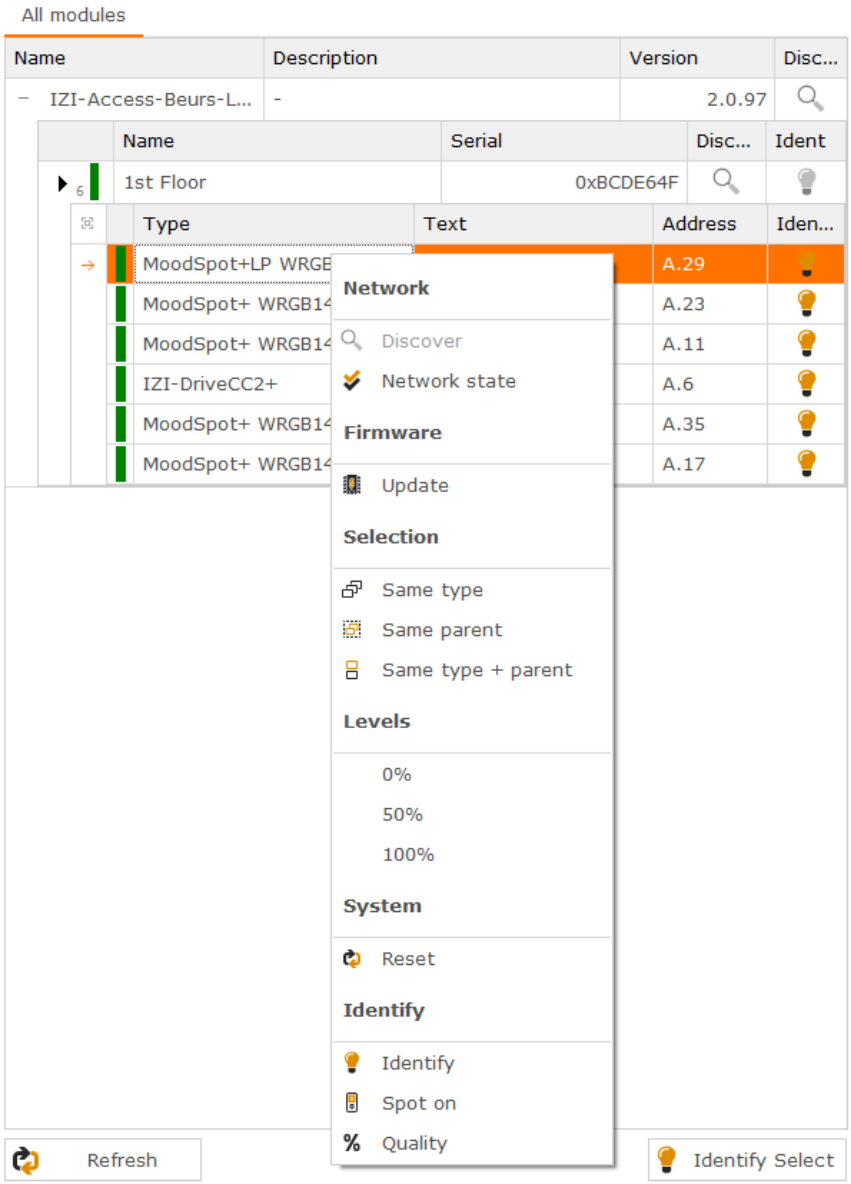
IZI-Link+ modules

Firmware

Identify

The button with the light bulb will make the selected module ‘Identify’, locally LEDs will blink on the identified module.

Right mouse menu



The right menu actions can be used on the selected module or modules.

Network

The *Discover* action is only available for the PowerCom modules and will open the discover scan window.

The *Network state* is a general menu item and shows the communication quality of all PowerCom modules at that moment.

Firmware

The firmware *Update* action button gives the possibility to update the module, a file with the extension 'hxx' is needed to update the module. The firmware is first uploaded to the IZI-Access, from there the IZI-Access and PowerCom will handle the update. If the window is closed during the update, the update will still finish if the power stays on the system.

Selection

The *Same type* action selects all modules with the same type as the module selected.

The *Same parent* action selects all modules connected to the same parent as the module selected.

The *Same type + parent* action selects all modules connected to the same parent as the module selected and are from the same type as the selected module.

Levels

The output of the selected modules will be set to the selected percentage. If a PowerCom is selected, all child modules of this PowerCom will be set to the selected percentage.

System

The *Reset* action will reset the selected module.

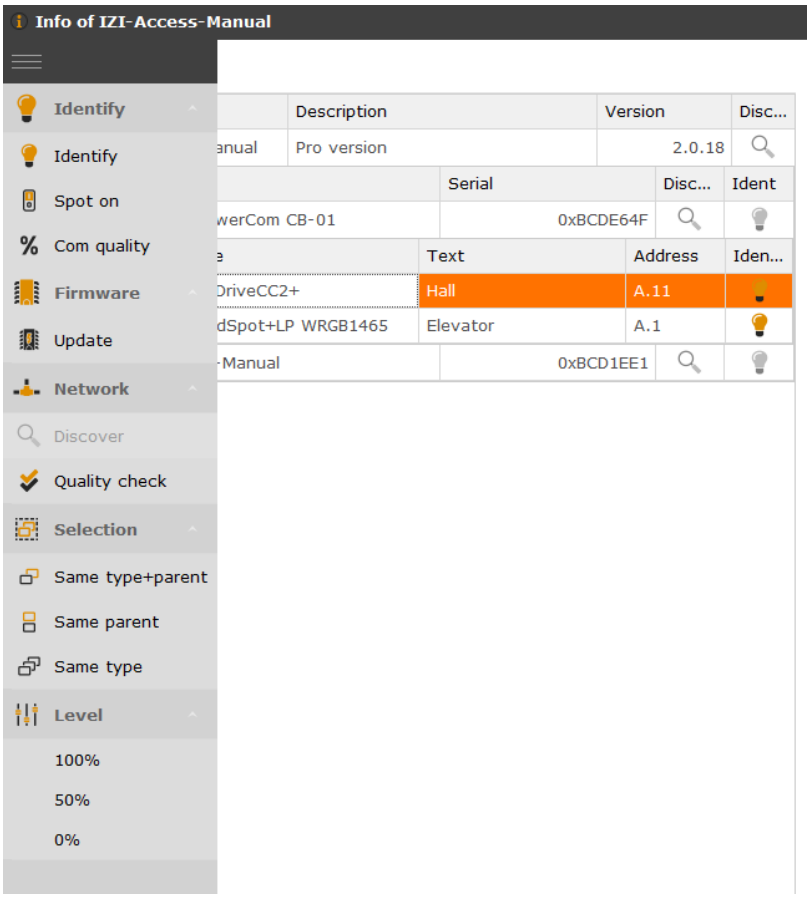
Identify

Three *Identify* actions are available:

- Identify — Blink for 5 minutes
- Spot on — Fixture on full power for 5 minutes
- Quality — Intensity of the spot is determined by the com quality (Full=Excellent, 0% = Bad)

Hamburger menu

The Hamburger menu has the same actions as the right mouse menu, with 3 identify modes extra.



Identify

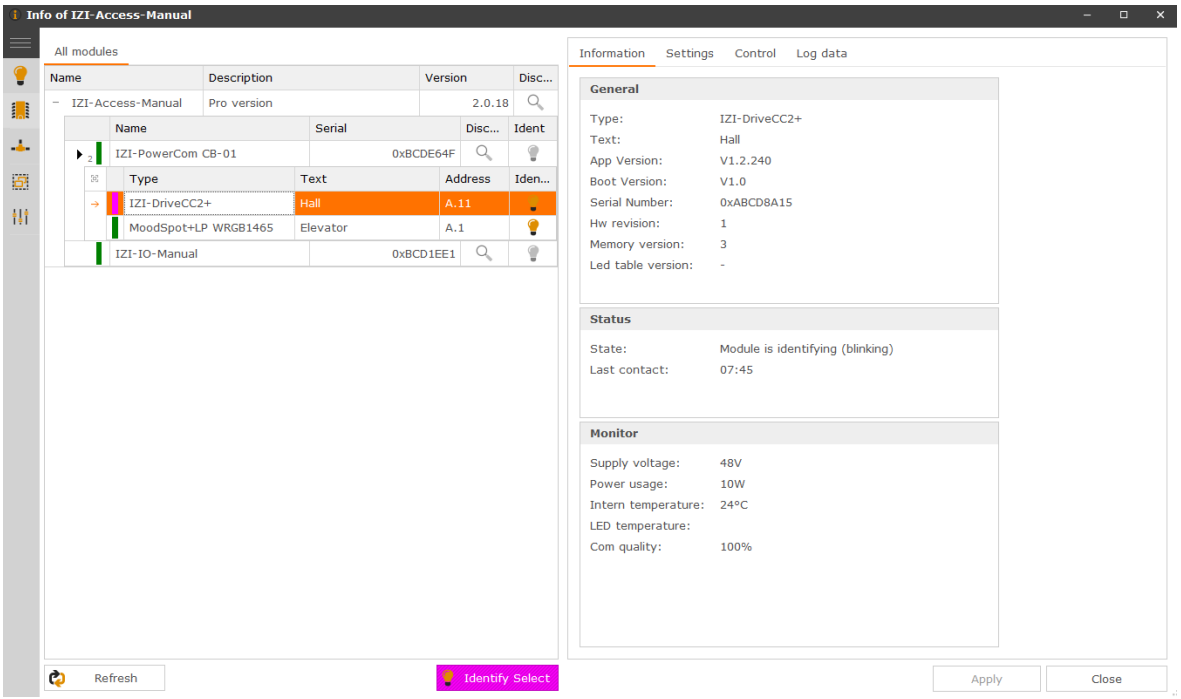
The *Identify* action is the action where the module will blink for 5 minutes. Blinking can be LEDs on the Pcb itself or by the output of LED fixtures.

The *Spot on* action is the action where the module will set its output to max for 5 minutes, only available for IZI+ LED (driver) fixtures.

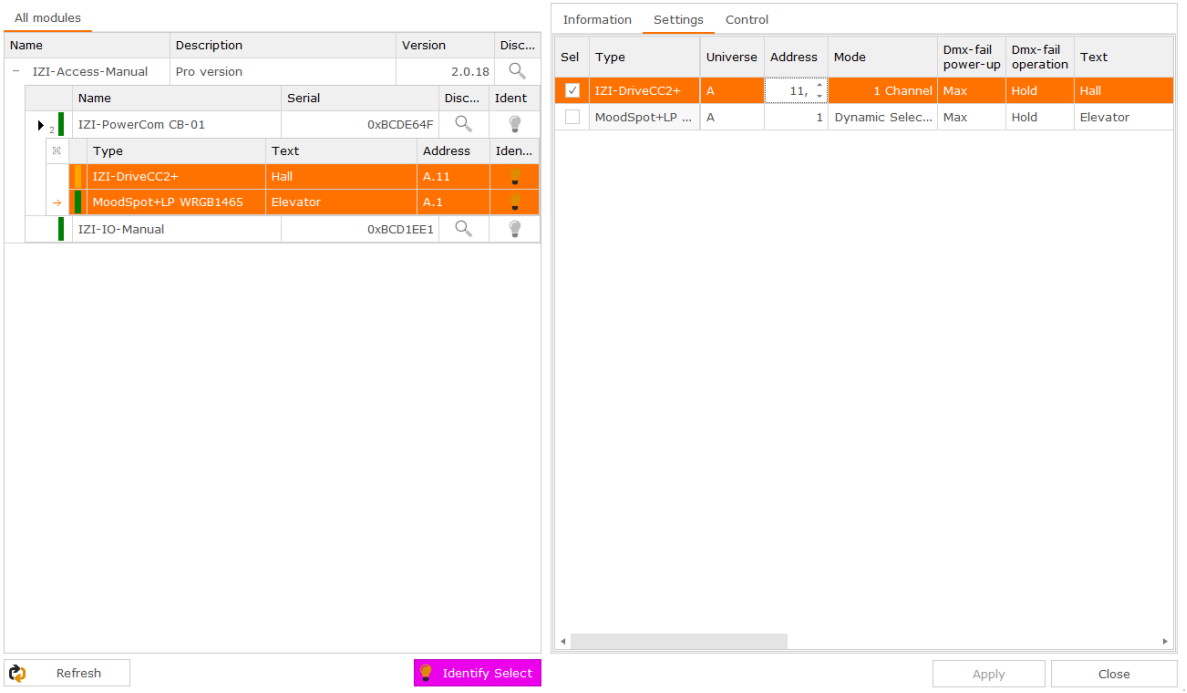
The *Com quality* action is the action where the module will reflect its com quality on its output for 5 minutes, only available for IZI+ LED (driver) fixtures.

Identify Select

A identify select mode can be activated (at the bottom of the window) to be able identify all modules faster and make a faster configuration. A single selected fixture on the left grid, will identify directly once selected.



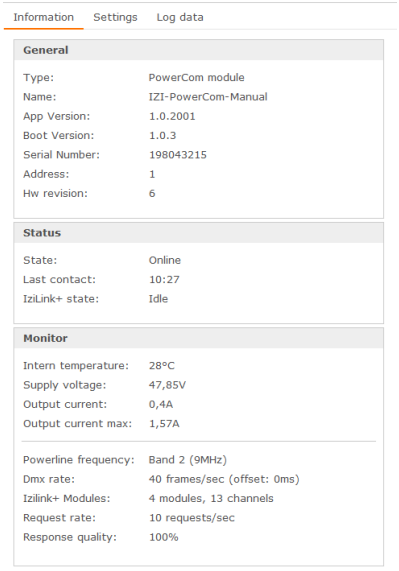
If multiple fixtures are selected on the left side, the multi select grids on the right determine which single fixture is identified. In this case you can change the address, text or other parameters while seeing which module the user is editing.



When ready disable the Identify Select button and all identifying will stop.

Information tab

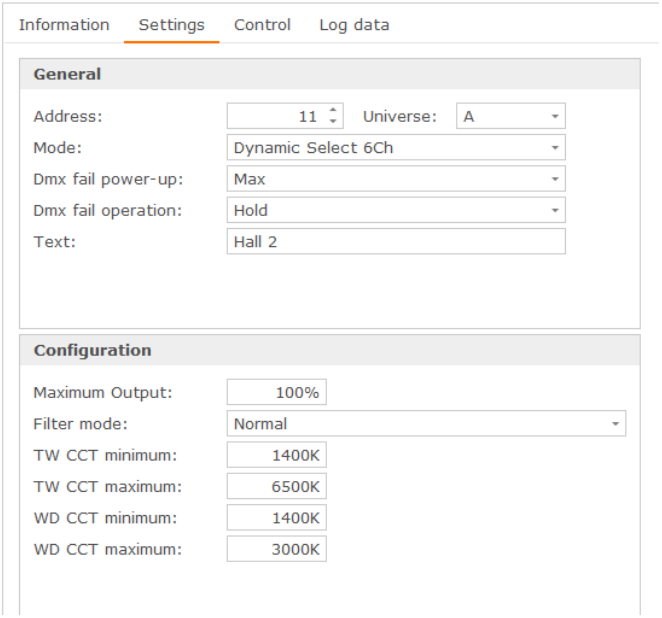
On the left side modules can be selected, if selected, the information about the module will be shown on the right side. The information about the IZI-Access, IZI-Bus modules and IZI-Link+ modules will be updated automatically. The IZI-Link modules will not have a live status and can only show versions and config.



Settings tab

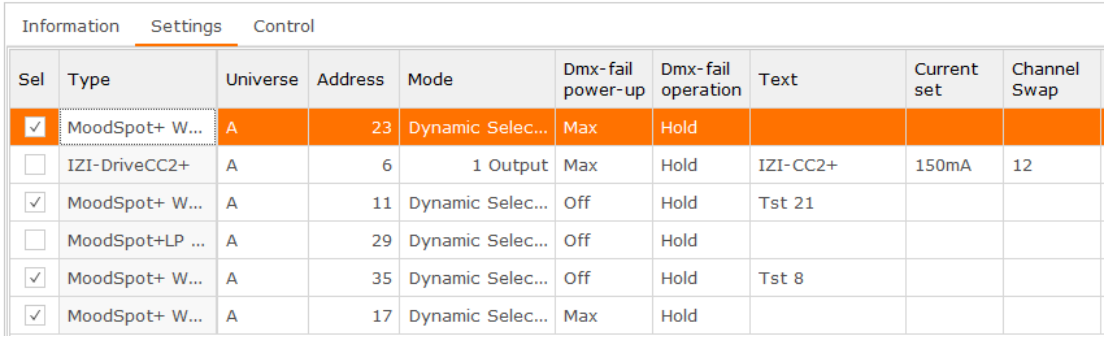
If a selected module has settings, it will be shown in the ‘Settings tab’. The shown settings depend on the module type. After settings are changed, press the ‘Apply’ button at the bottom right. If you want to revert changes (before applying) the ‘Refresh’ button can be used or ‘Cancel’ (also closing the window).

The settings is tab is read only for IZI-Link modules and is editable for IZI-Link+ products and IZI-Bus modules. The Configuration of IZI-Link products will only be filled using IZI-Manager 1.8.4.0 or higher.



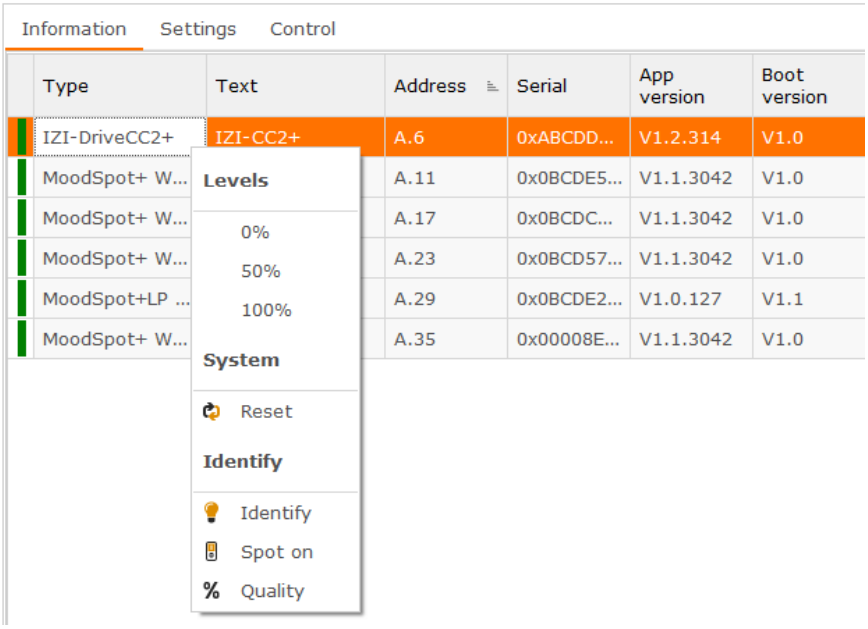
Multiselect

Multiselect is possible, to change multiple settings at once. Select multiple modules (of the same type) on the left side using Ctrl. Then use the checkbox in the 'Select' column to indicate which modules to change.



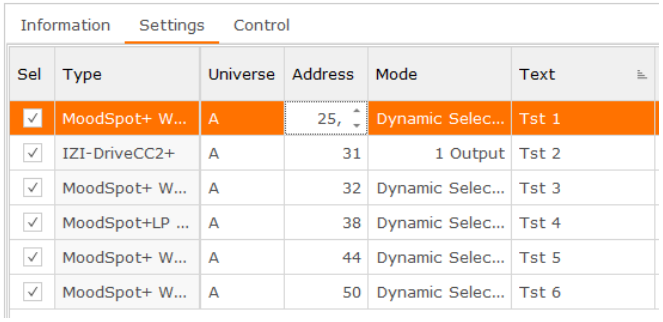
Sel	Type	Universe	Address	Mode	Dmx-fail power-up	Dmx-fail operation	Text	Current set	Channel Swap
☑	MoodSpot+ W...	A	23	Dynamic Selec...	Max	Hold			
☐	IZI-DriveCC2+	A	6	1 Output	Max	Hold	IZI-CC2+	150mA	12
☑	MoodSpot+ W...	A	11	Dynamic Selec...	Off	Hold	Tst 21		
☐	MoodSpot+LP ...	A	29	Dynamic Selec...	Off	Hold			
☑	MoodSpot+ W...	A	35	Dynamic Selec...	Off	Hold	Tst 8		
☑	MoodSpot+ W...	A	17	Dynamic Selec...	Max	Hold			

All multiselect grids have also a right mouse menu to perform actions on the selected line (so single modules only).



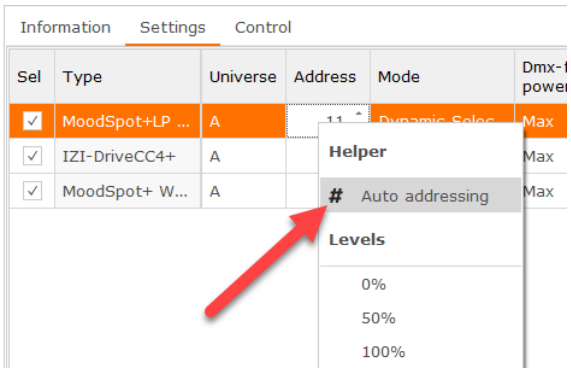
Auto address

A small helper is available to address all fixtures to a unique address, without any gaps.



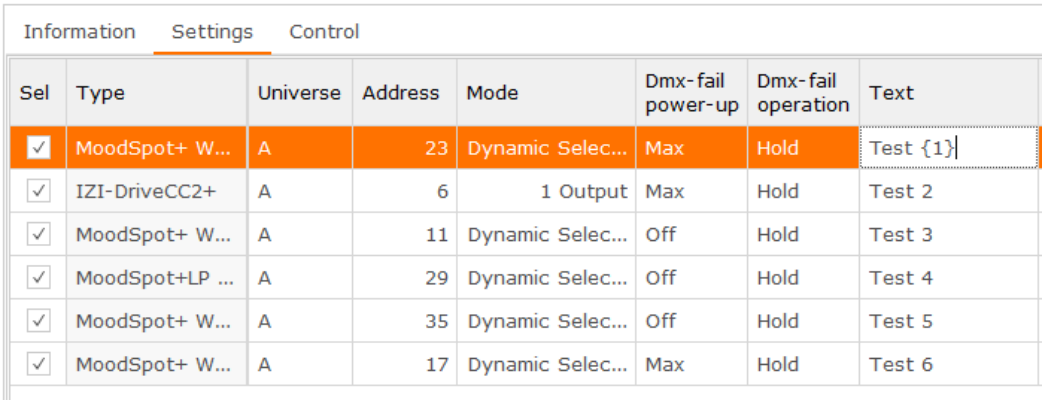
First sort the grid to a wanted order, for example to 'Text', then select the modules that should be addresses via the checkbox on the left. Now click the Address of the most upper module, and after this press shift and change the address with the up down buttons of the field or with the mouse wheel. The addresses of the selected module will be automatically given an unique address depending on the selected mode.

Second method is to right click the address cell of a module (when multiple modules are selected with the 'Sel' column). Make sure the editor is not active, else an other menu will be shown.



Auto number text

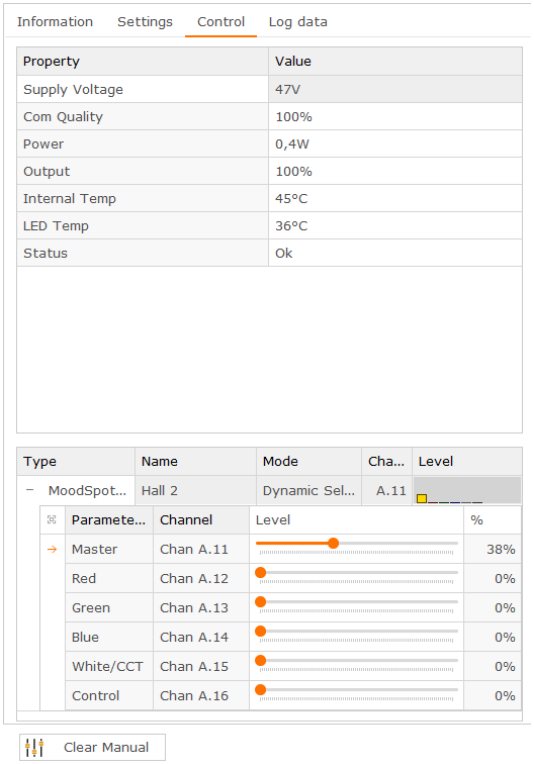
A second helper is available in the Text column, an auto numbering function is available.



Use curly braces and a number, to auto number the selected fixtures.

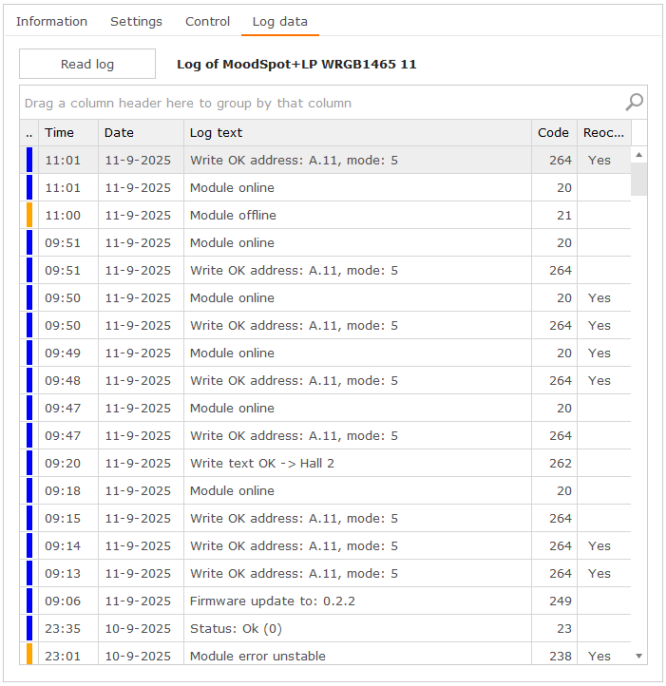
Control tab

In the control tab, monitor parameters can be seen, which are updated live. At the bottom it is also possible to alter the output channels of the selected module. The channels shown match with the selected mode.



Use the ‘Clear manual’ button to clear all manual changed channels.

Log data tab



..	Time	Date	Log text	Code	Reoc...
	11:01	11-9-2025	Write OK address: A.11, mode: 5	264	Yes
	11:01	11-9-2025	Module online	20	
	11:00	11-9-2025	Module offline	21	
	09:51	11-9-2025	Module online	20	
	09:51	11-9-2025	Write OK address: A.11, mode: 5	264	
	09:50	11-9-2025	Module online	20	Yes
	09:50	11-9-2025	Write OK address: A.11, mode: 5	264	Yes
	09:49	11-9-2025	Module online	20	Yes
	09:48	11-9-2025	Write OK address: A.11, mode: 5	264	Yes
	09:47	11-9-2025	Module online	20	
	09:47	11-9-2025	Write OK address: A.11, mode: 5	264	
	09:20	11-9-2025	Write text OK -> Hall 2	262	
	09:18	11-9-2025	Module online	20	
	09:15	11-9-2025	Write OK address: A.11, mode: 5	264	
	09:14	11-9-2025	Write OK address: A.11, mode: 5	264	Yes
	09:13	11-9-2025	Write OK address: A.11, mode: 5	264	Yes
	09:06	11-9-2025	Firmware update to: 0.2.2	249	
	23:35	10-9-2025	Status: Ok (0)	23	
	23:01	10-9-2025	Module error unstable	238	Yes

In the log data tab all events can be viewed of the selected module. How much data and what is logged, depends on the setting made in the application settings (log level).

When read log is pressed, only the last logged 256 entries are retrieved. When scrolling down, if the end is reached another 256 entries are requested.

If the ‘Reoccur’ column shows ‘Yes’ this means the event happened multiple times within 1 minute.

..	Time	Date	Log text	C...	Re...
	16:42	28-6-2...	Contact 2 active (scene 2 in 1s)	72	Yes
	16:42	28-6-2...	Contact 2 inactive (off delay: 0s)	76	Yes

Appendix A - Troubleshooting

Troubleshooting – Network problems

Possible network problems are:

- I don’t see my device
- I see my device but I can’t open any window in the IZI-Supervisor

By default the IZI-Access is shipped with DHCP server on and if there is no DHCP available it will use a fallback IP of 192.168.2.102. If there is no DHCP server in the network, disable the option.
The network settings can be done with the IZI-Supervisor or the web page.

Problem solving

- Check the hardware connections and cabling
- If DHCP is enabled check if the status LED blinks once (every +/- 10 seconds) which means the IZI-Access can not find a DHCP server or does not get an address. Also check if there is any MAC address filtering active.
- Try to ping your device (only possible when the IP address is known) with a cmd window
- Try a Bonjour or mDNS browser to see if the IZI-Access can be found
- Network topologies can be complex, first try a small setup with a single router and your PC or laptop. If that works check your router settings.
- Check your firewall (mDNS uses 5353 and the IZI-Supervisor uses a tcp socket with port 4445).

Troubleshooting – USB problems

Possible network problems are:

- I don’t see my device
- I see my device but I can’t open any window in the IZI-Supervisor

The USB port acts as a COM port. The drivers are not available by default supported Windows (just like most other drivers these days). The correct drivers are part of the IZI-Manager and IZI-Supervisor installation.

Problem solving

- Check the hardware connections and cabling
- Check your ‘permissions’ in windows, may be the driver may not be installed
- If the IZI-Access is shown but not all information is present and nothing can be opened, the port is probably in use by another program

Appendix B - Examples

Scenes

PIR sensor with short pulse

This is an example how to configure a input contact when a PIR sensor only gives a ‘short’ pulse when movement is detected and the lights on the location should stay on for 1 minute after the last pulse.

Contact	Type	Active Action	Active fade time	Inactive action	Inactive fade time	Inactive delay time	Lo
Contact 1	Toggle (NO)	Scene 3 - Red	1 sec	Counter action - Release...	1 sec	1 minute	

- Type — Toggle (NO if active level is low, NC when active level is high)
- Active action — The scene to be activated
- Active fade time — 1 second fade to active scene
- Inactive action — Counter action (so it will go off when inactive)
- Inactive fade time — 1 second fade to 0%
- Inactive fade time — 60 seconds (time after last pulse until the Counter action is executed)

PIR sensor with long pulse

This is an example how to configure a input contact when a PIR sensor itself determines how long the lights should stay on by means of the length of the ‘pulse’.

Contact	Type	Active Action	Active fade time	Inactive action	Inactive fade time	Inactive delay time	Lo
Contact 1	Toggle (NO)	Scene 3 - Red	1 sec	Counter action - Release...	1 sec	0 sec	

- Type — Toggle (NO if active level is low, NC when active level is high)
- Active action — The scene to be activated
- Active fade time — 1 second fade to active scene
- Inactive action — Counter action (so it will go off when inactive)
- Inactive fade time — 1 second fade to 0%
- Inactive fade time — 0 seconds (time determined by PIR signal)

Single contact dimmer

This is an example to implement a possibility to activate and deactivate a scene with the possibility to dim up and down with a long press. The example is only possible with a 'pulse switch' (as hardware).

Contact	Type	Active Action	Active fade time	Inactive action	Inactive fade time	Inactive delay time	Long press
Contact 1	Pulse (NO)	Scene 1 - CC4 100%	1 sec	Counter action - Rel...	1 sec	0 sec	Fade up/down

- Type Pulse (NO if active level is low, NC when active level is high)
  - Toggle is not possible for long press actions
  - If trigger is used the user must fade to 0%, this is not possible by a short press).
- Active action The scene to be activated
- Active fade time 1 second fade to active scene
- Inactive action Counter action (so it will go off when inactive)
- Inactive fade time 1 second fade to 0%
- Inactive fade time 0 seconds
- Long Press Fade up/down (fade up down with one contact)

How does it act:

- Short press when off (= 0%) -> Scene 1 at 100% in 1 second
  - If faded before and it was set off by a short press, the last level will be set iso 100%
- Short press when on (> 0%) -> Counter action = off in 1 second
- Long press when off (= 0%) -> Fade up (0% to 100% in 3 seconds)
  - When released it fading stops at the current level
- Long press when on (> 0%) -> Fade down (100% to 0% in 3 seconds)
  - When released and long press is done again, the direction will be up

Note: If 2 dimmers have to be made, the second dimmer has to be assigned to another playback! See second next example.

Double contact dimmer

This is an example to implement a possibility to activate and deactivate a scene with the possibility to dim up and down with a long press by means of 2 switches (one for up, one for down). The example is only possible with 'pulse switches' (as hardware).

Contact	Type	Active Action	Active fade time	Inactive action	Inactive fade time	Inactive delay time	Long press
Contact 1	Trigger (NO)	Scene 4 - Green	1 sec				Fade up
Contact 2	Trigger (NO)	Release playback	1 sec				Fade down

- Type Trigger (NO if active level is low, NC when active level is high)
  - Toggle is not possible for long press actions
  - Pulse if not needed because there is no inactive action needed
- Active action The scene to be activated
  - Contact 1 is the scene to be activated (and faded)
  - Contact 2 is the release action of the playback (= off)
- Active fade time 1 second fade to active scene
- Inactive action Counter action (so it will go off when inactive)
- Inactive fade time 1 second fade to 0%
- Inactive fade time 0 seconds
- Long Press
  - Contact 1 is Fade up
  - Contact 2 is Fade down

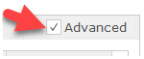
How does it act:

- Short press of Contact 1 when off (= 0%) -> Scene 1 at 100% in 1 second
  - If faded before and it was set off by a short press, the last level will be set iso 100%
- Short press of Contact 1 when on (> 0%) -> Scene 1 at 100% in 1 second (always 100%)
- Short press of Contact 2 when on (> 0%) -> Release playback = off in 1 second
- Long press of Contact 1 -> Fade up (0% to 100% in 3 seconds, clip @ 100%)
  - When released it fading stops at the current level
- Long press of Contact 2 -> Fade down (100% to 0% in 3 seconds, clip @ 0%)
  - When released it fading stops at the current level

Note: If 2 dimmers have to be made, the second dimmer has to be assigned to another playback! See next example.

4 Single contact dimmers (multi room)

This is an example to create 4 dimmers in 4 separate rooms, with a single contact per room.

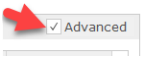
For this example the 'Advanced' options are needed. 

Contact	Type	Active Action	Playback	Active fade time	Inactive action	Inactive fade time	Inactive delay time	Contact Mode	Prio	Long press
Contact 1	Pulse (NO)	Scene 16 - Room 1	Pb1	1 sec	Counter action - ...	1 sec	0 sec	Merge	Medium	Fade up/down
Contact 2	Pulse (NO)	Scene 17 - Room 2	Pb2	1 sec	Counter action - ...	1 sec	0 sec	Merge	Medium	Fade up/down
Contact 3	Pulse (NO)	Scene 18 - Room 3	Pb3	1 sec	Counter action - ...	1 sec	0 sec	Merge	Medium	Fade up/down
Contact 4	Pulse (NO)	Scene 19 - Room 4	Pb4	1 sec	Counter action - ...	1 sec	0 sec	Merge	Medium	Fade up/down

The most important part of the implementation is the assignment to different playbacks (which is only available in advanced mode). The behaviour will be the same as in the 'Single contact dimmer' example.

Switches on contact inputs overruled by input protocol (Art-Net/sACN/Dmx)

This is an example with the situation that input protocols like Art-Net/sACN/Dmx must supress active scenes/sequences that are activated via contact inputs.

For this example the 'Advanced' options are needed. 

Contact	Type	Active Action	Playback	Active fade time	Inactive action	Inactive fade time	Inactive delay time	Contact Mode	Prio	Long
Contact 1	Toggle (NO)	Scene 4 - Green	Pb1	1 sec	Counter action - ...	1 sec	0 sec	Source	Medium	

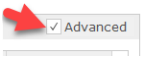
The most relevant column in this case is the 'Contact mode'. Selecting 'Source' means whenever data is received via Art-Net/sACN/Dmx the scene/sequence of the input will not be copied to the output. The contact input will stay active though, so if the input protocol is removed, the scene or sequence will be set on the output again.

How does it act (input protocol = Art-Net or sACN or Dmx):

- When no input protocol is active the switch works as normal, active/inactive
- If the switch is active and the scene is on the output, and any input protocol becomes active, the scene will fade out in 2 seconds (fixed).
- When any input protocol is active, any action on the switch is not set to the output. The state of the switch will change, so when the input protocol is removed, the last state will appear
- When the last state was active and the input protocol is removed, the active state will be put back on the output with a fade of 6 seconds (fixed).

Switches on contact inputs must overrule input protocols (Art-Net/sACN/Dmx)

This is an example with the situation that input protocols like Art-Net/sACN/Dmx must be supressed when a contact input becomes active.

For this example the 'Advanced' options are needed. 

Contact	Type	Active Action	Playback	Active fade time	Inactive action	Inactive fade time	Inactive delay time	Contact Mode	Prio	Lon
Contact 1	Pulse (NO)	Scene 4 - Green	Pb1	1 sec	Counter actio...	5 sec	0 sec	Contact	Medium	No

The most relevant column in this case is the 'Contact mode'. Selecting 'Contact' means all data received from Art-Net/sACN/Dmx, the activated scene will suppress the incoming data of the input protocols to 0%.

If another contact is configured with a scene and the Contact mode is ‘Merge’, this will work as normal and merge with the content of the Contact with mode ‘Contact’.

How does it act (input protocol = Art-Net or sACN or Dmx):

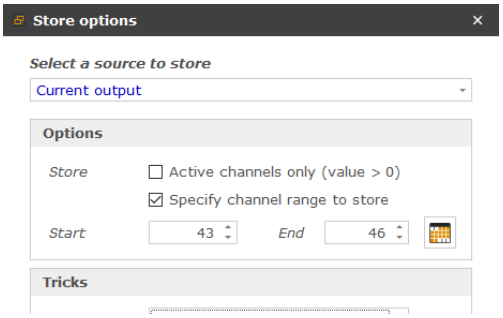
- An input protocol is active and the contact is activated. The content of the scene (Scene 4 in this example) will be faded to in ‘Active fade time’ (1 second in this example), the scene will completely overrule the input of the input protocol.
- An input protocol is active and the contact is deactivated. The input of the input protocol will be visible again and will be faded to in ‘Inactive fade time’ (5 seconds in this case).

Note: if partial scenes are used, only the channels in the partial scene will be overruled.

2 scenes on one playback (partial scenes)

This is an example with 2 scenes that can be activated and deactivated while assigned to the same playback. This can only be done using partial scenes, scenes that do not contain data for all channels.

Partial scenes can be created in the output window. Choose ‘Specify channel range to store’ to select the channels/fixtures that should be part of the Scene.



20	Right CC2	Dinges	-	3		
21	Left CC2	Dinges	-	3		
22	Tester scene 22	Dinges	-	512		

Two scenes are stored as partial for this example, in this case they contain 3 channels each and the channels do not overlap!

Contact	Type	Active Action	Playback	Active fade time	Inactive action	Inactive fade time	Inactive delay time	Contact Mode	Prio	Long
Contact 1	Toggle (NO)	Scene 20 -...	Pb1	3 sec	Counter ac...	3 sec	0 sec	Merge	Medium	
Contact 2	Toggle (NO)	Scene 21 -...	Pb1	1 sec	Counter ac...	1 sec	0 sec	Merge	Medium	

Both Scenes will be activated by a different contact input and will have their own fade timing (3 and 1 second) while on the same playback. This way there is not a limit of max 6 playbacks to use, but much more independent input contacts can be configured which active partial scenes.

Note: Updating the Active action while the input contact is active forces an update which could not look the same as before the storage. A playback can only store one active scene that is restored. After activating/deactivating all will operate as configured again.

Patch

4 patches, 4 contacts

This is an example to create 4 patch activations with 4 separate contacts.

Contact	Type	Active Action	Active fade time	Inactive action	Inactive fade time	Inactive delay time	Lon
Contact 1	Trigger (NO)	Patch 1					No
Contact 2	Trigger (NO)	Patch 2					No
Contact 3	Trigger (NO)	Patch 3					No
Contact 4	Trigger (NO)	Patch 4					No

- Type Trigger (NO if active level is low, NC when active level is high)
- Active action The patch to be activated

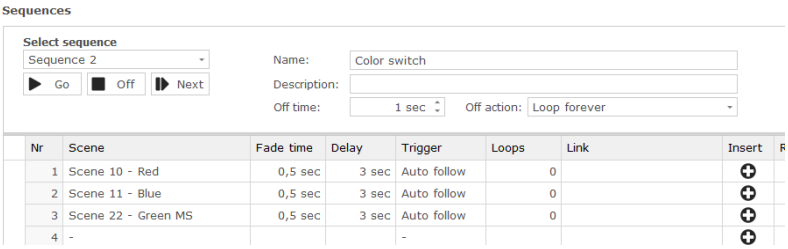
Note: To reset the patch to 1 on 1 patch, use: “Release patch”.

Sequence

Sequence playing multiple scenes

This is an example to create a sequence which is started with an input contact and will automatically loop through scenes in the sequence, until the second press on the switch to stop the sequence.

First create some scenes that can be used in a sequence. Create a sequence with all these scenes.



Nr	Scene	Fade time	Delay	Trigger	Loops	Link	Insert
1	Scene 10 - Red	0,5 sec	3 sec	Auto follow	0		
2	Scene 11 - Blue	0,5 sec	3 sec	Auto follow	0		
3	Scene 22 - Green MS	0,5 sec	3 sec	Auto follow	0		
4	-			-			

Since to sequence should be automatically loop, make sure 'Trigger' is set to 'Auto follow'.

Contact	Type	Active Action	Active fade time	Inactive action	Inactive fade time	Inactive delay time	Long
Contact 1	Pulse (NO)	Sequence 2 - Color...		Counter action - R...		0 sec	No a

- Type Choose pulse (or toggle) to start and stop with the same button.
- Active action Select 'Sequence 2' (for this example)
- Inactive action Select Counter action (to stop the sequence)
- Inactive delay time Mostly this should be 0 sec, but it is possible to stop the sequence a couple of seconds after the 'off press'

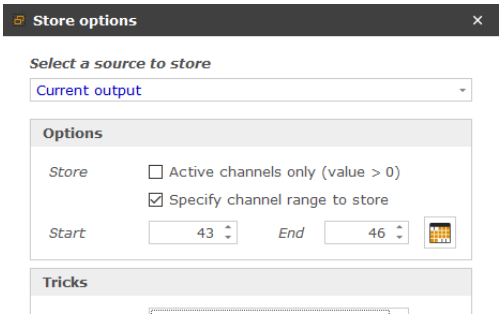
How does it act (in case of pulse type):

- First press will activate the sequence and it will loop the scenes indefinitely
- Second press will stop the sequence and fade out with the 'Off time' of the sequence.

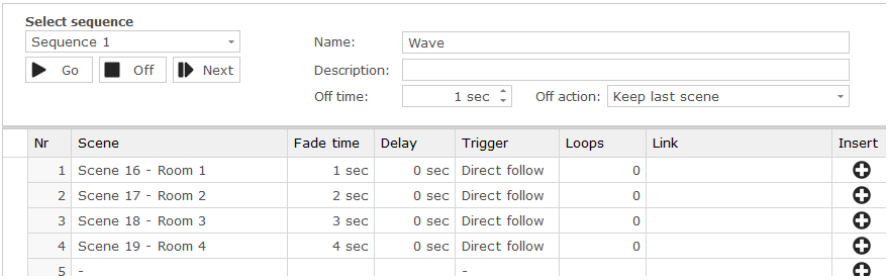
Scene with multiple fade times

A scene with multiple fade times is not possible. What is possible is to create a sequence with multiple ‘partial scenes’.

First create some partial scenes that can be used in a sequence. Partial scenes are created by defining the range of channels that should be stored in the scene.



Create a sequence with all these scenes.



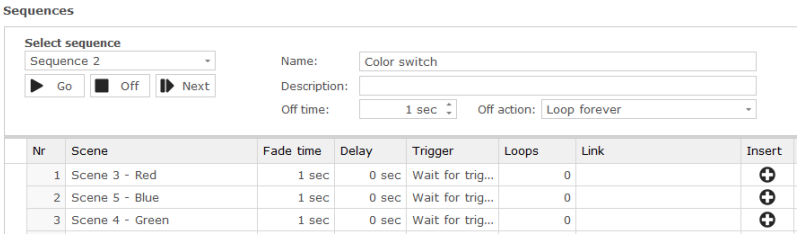
Give every scene its own fade time, and set the ‘Trigger’ to ‘Direct follow’ meaning the next step is directly executed and not after its fade time. Set the ‘Off action’ to ‘Keep last scene’ meaning the sequence will stop running, but will keep the output the same as when it ended.

- First press will activate the sequence and the 4 scenes (in this example) will all start fading with different fading times.
- Second press will fade out the 4 scenes with the ‘Off time’ of the sequence.

Multi scene on single switch

This is an example to create a multi scene switch. Every time the switch is pressed another colour will appear.

First create some scenes with colours or ‘moods’ that can be used in a sequence. Create a sequence with all these scenes. Make sure the sequence is between sequence 1 and 6, because it will be directly linked to a playback.



Important is to set the ‘Trigger’ to ‘Wait for trigger’, which means it will wait for an extern trigger. The ‘Off action’ is set to Loop forever.

Contact	Type	Active Action	Playback	Active fade time	Inactive action	Inactive fade time	Inactive delay time	Contact Mode	Prio	Long press
Contact 1	Trigger (NO)	Go sequence	Pb2					Merge	Medium	Stop seque...
Contact 2	Toggle (NO)	No action								
Contact 3	Toggle (NO)	No action								

- Type Choose trigger because it is stateless
- Active action Select ‘Go sequence’ which in this case will start/trigger sequence 2 on playback 2 (with this action the sequence number is linked to the playback number)
- Playback Select the playback which matches the sequence number to be triggered
- Long press Set to ‘Stop sequence’, meaning long press is off

How does it act:

- First press will activate the first scene of sequence 2 on playback 2
- Second press will trigger the next scene of sequence 2 on playback 2
- Every press will trigger the next scene looping through all scenes in the sequence
- Long press will set all channels in the last scene to 0%

Note: if long press is not wanted to set the sequence off, the user can also choose to alter the sequence off action to ‘All channels off’

. This way the off action is part of the sequence.

Macros

Select 4 patches with one button

Using macros, rules and timers, a patch selection can be made using one pulse button/switch. By pressing an x amount of times within 2 seconds, the user can select Patch 1/Patch 2/Patch 3 or Patch 4.

The following resources are needed:

- 2 Macros
- 5 rules
- 1 timer

Macros

Macro editor

Macro: **Macro 14** Clear macro

Name: Patch Select Timer Start

Nr	Name	Active Action	Value	Value 2	Time	Playback	Delay	Rule	Invert	Skip Count...
Line 1		Clear variable	Var 1				0 sec	Rule 13	☐	☐
Line 2		Increase variable	Var 1				0 sec	-	☐	☐
Line 3		Timer restart	Timer 2				0 sec	-	☐	☐

A macro that (re) starts a timer, the timer will time 2 seconds and then call another macro. Variable 1 is used as a counter. The variable is cleared if the timer is not running (by Rule 13) and then increased with one. Macro should be called from the (virtual) input contact, every time is pressed.

Macro editor

Macro: **Macro 13** Clear macro

Name: Patch select

Nr	Name	Active Action	Value	Value 2	Time	Playback	Delay	Rule	Invert	Skip Count...
Line 1		Patch 1 - P1					0 sec	Rule 7	☐	☐
Line 2		Patch 2 - P2					0 sec	Rule 8	☐	☐
Line 3		Patch 3 - P3					0 sec	Rule 9	☐	☐
Line 4		Patch 4 - P4					0 sec	Rule 10	☐	☐

The macro called when the timer expires. The macro checks the value of Var1, depending on the value 1 of the 4 patches is selected. The selection is determined by the rules of the 4 lines.

Rules

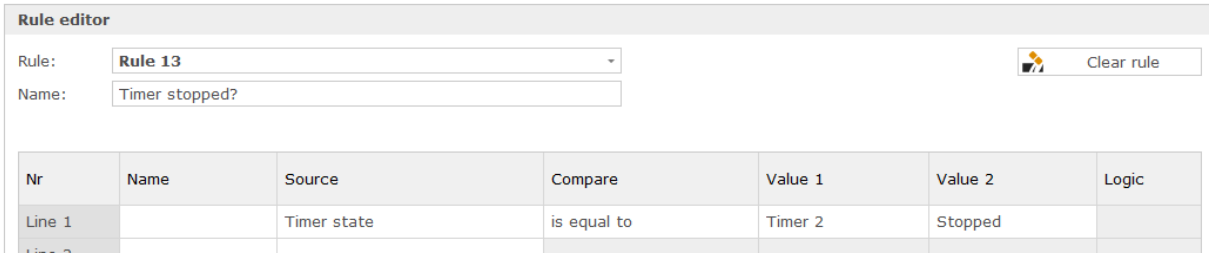
Rule editor

Rule: **Rule 7** Clear rule

Name: Var1 = 1

Nr	Name	Source	Compare	Value 1	Value 2	Logic
Line 1		Variable state	is equal to	Var 1	1	

This one of the 4 rules (7 to 10 in the example), all the same, only differ in Value2 (1 to 4). The rule checks the value of Var1.

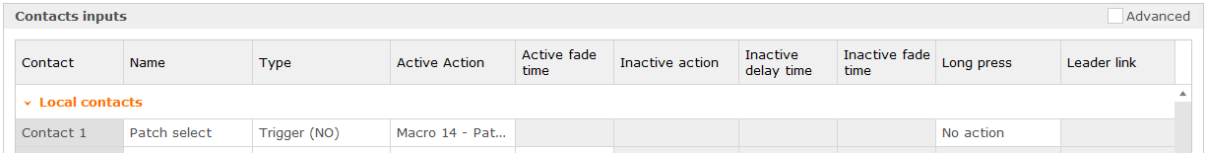


The rule checks if the timer (period of 2 seconds) is already running.

Timers

Timer 2 is set to trigger Macro 13 as soon as it reaches 2 seconds. Macro 14 restarts the timer every time the button/switch is pressed and start counting from 0.

Inputs



Call macro 14 when button/switch is pressed. The type is set to ‘Trigger’, so no inactive or counter action is executed.

Appendix C – Input actions

This appendix shows a description about all possible actions that can be activated via a (virtual) input contact.

Action	Description	Counter action	Uses timing of
Scene 1 – 64	Activate the selected scene on the selected playback in a configurable amount of seconds	Set all channels in scene to 0% on selected playback	Contact input
Sequence 1 - 12	Activate the selected sequence on the selected playback	Set all channels in current scene in sequence to 0% on selected playback	Sequence
Sequence Trigger	Go to the next scene in the sequence on the selected playback (only of sequence is active)	-	Sequence
Sequence Go	Start the sequence with the number equal to the playback. If already started the next press means 'Go to the next scene in the sequence on the selected playback'.	-	Sequence
Sequence Stop	Stop the sequence running on the selected playback.	-	Sequence
Patch 1 – 4	Activate selected patch	Activate 1 on 1 patch	-
Release patch	Activate 1 on 1 patch	-	-
Release all	• Release manual set outputs • Release active scenes/sequences on any playback • Release state of all Pulse contact inputs • Set all playback masters to 100% • Release all Dmx/Art-Net/sACN timeout actions	-	Contact input
Release scenes/sequences	Release active scenes/sequences on any playback	-	Contact input
Release Dali	Release all Dali intensities (set by extern controller).	-	Contact input
Release Manual	Release all manual set values (via in the output window or via macros)	-	Contact input
Release input scenes	Release all scenes if activated by any (virtual) contact input	-	Contact input released
Release playback	Release all scenes and sequences active on selected playback	-	Contact input
Release playback master	Set playback master to 100% (in 0 sec)	-	Contact input
Off playback master	Set playback master to 0% (in 0 sec)		Contact input
Release scheduler	Release all actions triggered by the scheduler	-	Contact input
Restart scheduler	Restart scheduler, executing all actions from 0:00 of the current day until the current time	-	-
Release input states	Release state of all Pulse (virtual) contact inputs	-	Contact input inactivated
Fade up	Fade the master of the selected playback up (0 – 100% in 3 sec fixed).	Long press only	-
Fade down	Fade the master of the selected playback down (100 – 0% in 3 sec fixed).	Long press only	-
Fade up/down	Fade up when playback master is 0% or last direction of fade was down, fade down when playback master is 100% or last direction of fade was up.	Long press only	-

Appendix D – Macro actions

This appendix shows a description about all possible actions that can be activated via macros, on top of all the actions mentioned in Appendix C.

Action	Description	Counter action	Value	Value2
Set variable	Set a variable to a specific value.	Set variable to 0	Variable 1 .. 16	Value
Clear variable	Set a variable to 0	Undefined	Variable 1 .. 16	
Increase variable	Increase a variable with 1 (clips at 32bit)	Decrease variable	Variable1 .. 16	
Decrease variable	Decrease a variable with 1 (clips at 0)	Increase a variable	Variable 1 .. 16	
Set bit variable	Set bit in variable (bit 1 o 16)	Clear bit in variable	Variable 1 .. 16	Bit 1 .. 16
Clear bit in variable	Clear bit in variable (bit 1 o 16)	Set bit in variable	Variable 1 .. 16	Bit 1 .. 16
Set input state	Force state of input contact	Input contact inactive	Input 1 .. 4	Active/Inactive
Set vinput state	Force state of virtual input contact	Virtual input contact inactive	VInput 1 .. 32	Active/Inactive
Timer start	Start timer (do nothing if already started)	Stop timer	Timer 1 .. 4	
Timer stop	Stop timer (if running)	-	Timer 1 .. 4	
Timer restart	Start or restart timer (if already running counting starts over)	-	Timer 1 .. 4	
OSC send	Send a integer value via OSC with the name of the Name column	-	Value (integer)	
OSC send var	Send a integer value from a variable via OSC with the name of the Name column	-	Variable 1 .. 16	
Voutput set	Set virtual output state	Set inactive	Voutput 1 .. 32	Active/Inactive
Voutput set var	Set virtual output state, virtual output is selected by variable content	Set inactive	Variable 1 .. 16	Active/Inactive
Manual set	Set output value for a specific channel	Set channel to 0%	Channel	Level
Manual set var	Set output value for a channel indicated by a variable	Set channel to 0%	Variable 1 .. 16	Level

Appendix E – Display syntax

A list of syntax items that can be added to the caption in de display setting for the IZI-Touch.

Arguments can be added to the caption between curly braces { }. Arguments that can be added to the caption:

Argument	Description	Example
Ts	Time of IZI-Access (used for scheduler)	'Time: {Ts=HH:mm:ss}' or 'Time: {Ts}'
Tl	Local time of the display	'Time: {Tl=HH:mm:ss}' or 'Time: {Tl}'
St	Current status of system. Multiple errors will be shown with intervals.	'System state {St}'
Pb=x	Level of playback master in % (1 .. 6)	'Master {Pb=2}%'
PB=x	Level of playback master raw 0 .. 255 (1 .. 6)	'Master {PB=1}'
Fm=x	Level of playback master in % (1 .. 6) with a check if coupled Virtual input is active (if not 0%)	'Level {Fm=3}%'
FM=x	Level of playback master raw 0 .. 255 (1 .. 6) with a check if coupled Virtual input is active (if not 0%)	'Level raw {Fm=4}'
Vi=x	Current state of Virtual input (x = 1 .. 32), state is 0 or 1	'Input 4: {Vi=4}' or '{Vi=2>0?DIM:OFF}'
LF	Line feed (for labels and buttons)	'Line 1{LF}Line 2'
Sc=x	Current state of scheduler item (x = 1 .. 8), state is 0 or 1	'Schedule 1 {Sc=1>0?On:Off}'
Pg	Current page selected (1 to 8). Can be used to change text of an object or group when a page is selected.	'{Pg<4?Faders:Graphs}'
Spg	Current subpage selected (1 to 4). Can be used to change text of an object or group when a subpage is selected.	'{Spg<4?Control:Level}'

Formatting options can be indicated between angle brackets <>.

Argument	Description	Example
<HL>	Horizontal left alignment	'<HL>Left'
<HC>	Horizontal centered alignment	'<HC>Center'
<HR>	Horizontal right alignment	''<HR>Right'