

oelo

LIGHTING SOLUTIONS

**Oelo Lighting Solutions
Integration Guide**



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Total Control

Overview

URC's Oelo Lighting two-way Unified Lighting module provides control and feedback to a variety of compatible devices. The module also provides custom macro integration.

Requirements

- The controller needs to be online with a reserved IP address.
- Ensure that the .TCM3 module has been downloaded and imported onto the programming computer.
- For more information on how to import a two-way module, please refer to the [Working with Two-way Modules](#) document.

Additional Notes and Features

- When the module starts up, it will connect and query the controller. It will then populate.
- Please see our guide on using the [Unified Lighting](#) interface.

Supported Devices

- Oelo Evolution Systems

General Information

Module:	URC_Oelo_A
Developer:	URC
File Type:	*.tcm3
User Interface Type:	Unified Lighting
Communication:	IP
Category:	Lighting
Module Type:	Core Only
URC Compatibility:	Accelerator 3
Two-way Module Commands:	Yes
Authentication Required?:	No
Parameter Inclusion?:	Yes, device launch color

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Adding & Configuring the Module

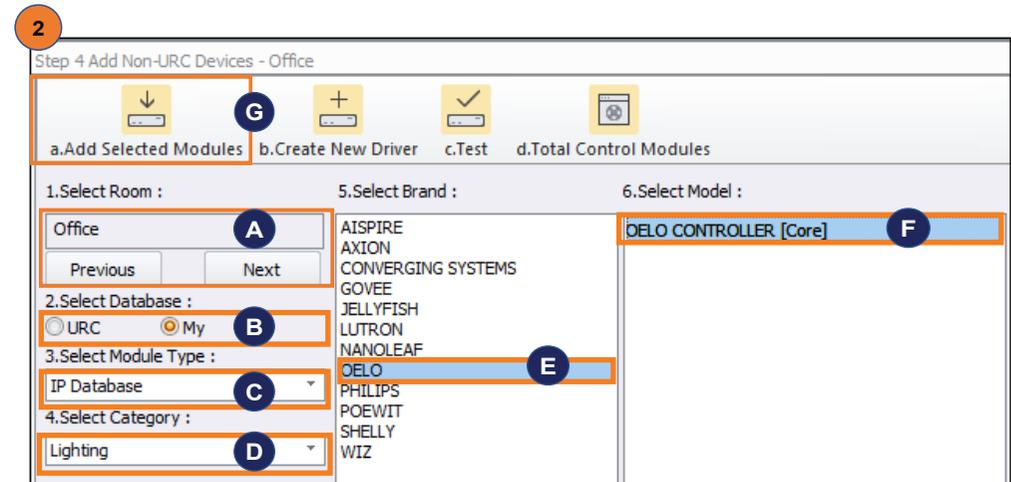
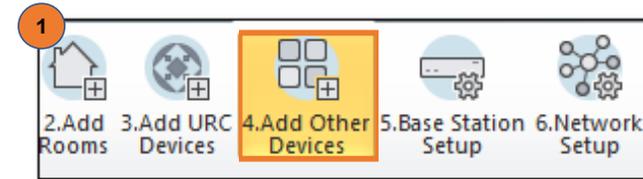
TCM files are found by using the TCM Management option in Accelerator or on the [URC Dealer Portal](#). Once you have downloaded and imported the file, perform the following steps to add the module to a project:

This module can be added to any new or existing Total Control system.

Adding the [Core]

The [Core] model contains all the system data that runs and operates the module. [Core] models do not display on any interface.

1. Select **4. Add Other Devices** from the Programming Bar.
2. On the Step 4 Add Non-URC Devices screen.
 - A. Select a room for the core to be added to.
 - B. Select **My Database**.
 - C. Select **IP Database**.
 - D. Select **Lighting** category.
 - E. Select **OELO** from the brand list.
 - F. Select **OELO CONTROLLER [Core]** from the model list.
 - G. Select Add Selected Modules to add it to the project.

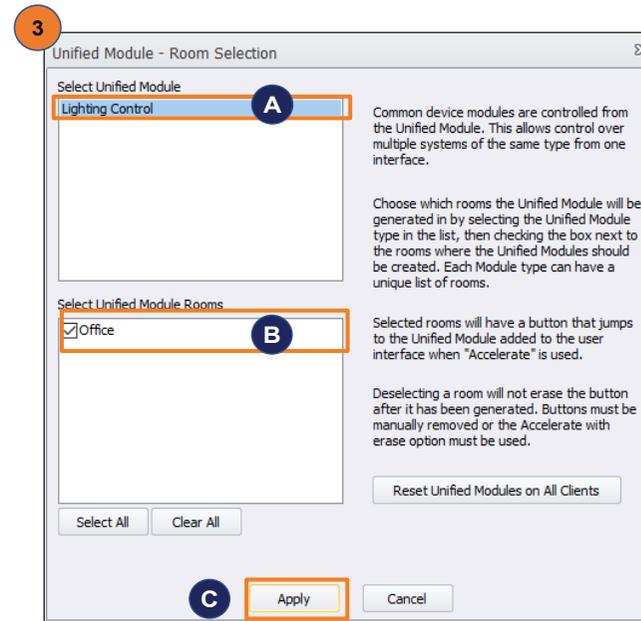


Choose which room in the system to place the module. It is a best practice to place Core modules into a room labeled "Core". This room can be hidden later from the **Room Properties** menu.

Total Control

Adding & Configuring the Module (cont'd)

3. The Unified Module - Room Selection window pops up. This window is asking what rooms to provide access to the unified module.
 - A. Select **Lighting Control** from the Select Unified Module section.
 - B. Select the rooms where Lighting Control will be accessible.
 - C. Select **Apply**.

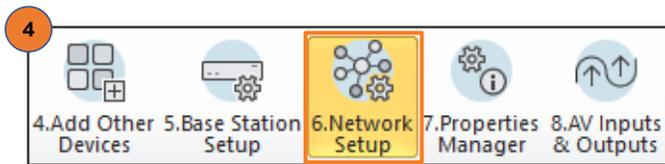


Room selections can be modified later in the **Step 7: Properties Manager**.

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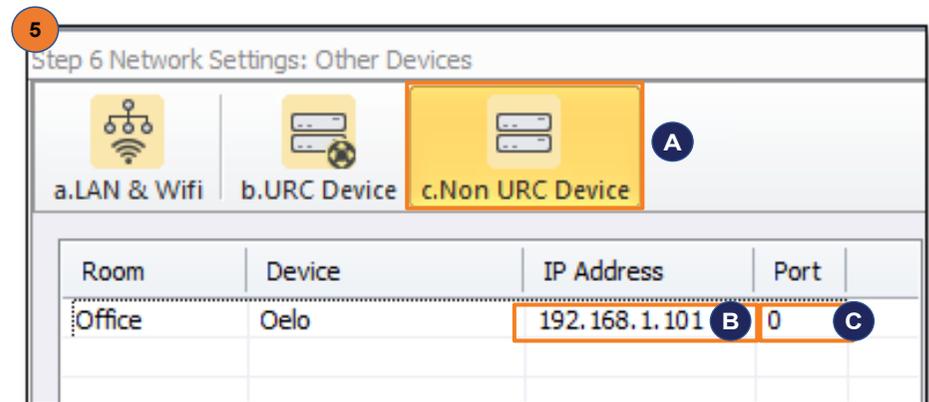
Adding & Configuring the Module (cont'd)

4. Select **Step 6: Network Setup** from the Programming Bar



5. One the Network Settings page:

- A. Select **c. Non URC Device**.
- B. Enter the **IP address** of the controller.
- C. The **Port** can be left as is.



Total Control

Adding & Configuring the Module (cont'd)

6. Select **Step 7: Properties Manager** from the Programming Bar.



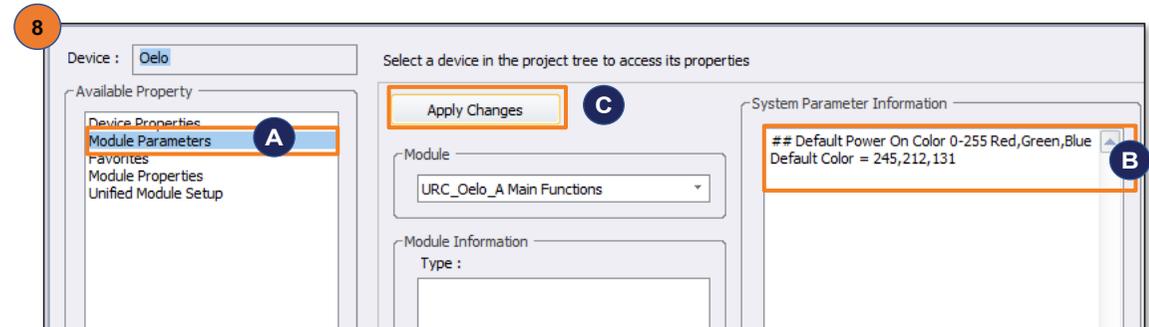
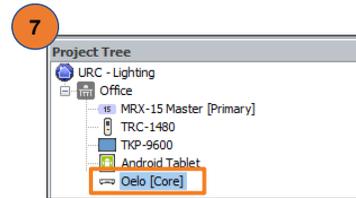
7. Select **Oelo [Core]** from the Project Tree.
8. On the Properties Manager page:

- A. Select **Module Parameters** from the Available Property section.

- B. The RGB values used in the System Parameters Information section will be the color when the light is turned on. The default values that are set will result in the lights turning on with a color of yellow. To have the light turn on with a color of white, please use the RGB values of 244, 246, 247.

Default Power On Color 0-255 Red,Green,Blue ##
Default Color = 245,212,131

- C. Select **Apply Changes**.



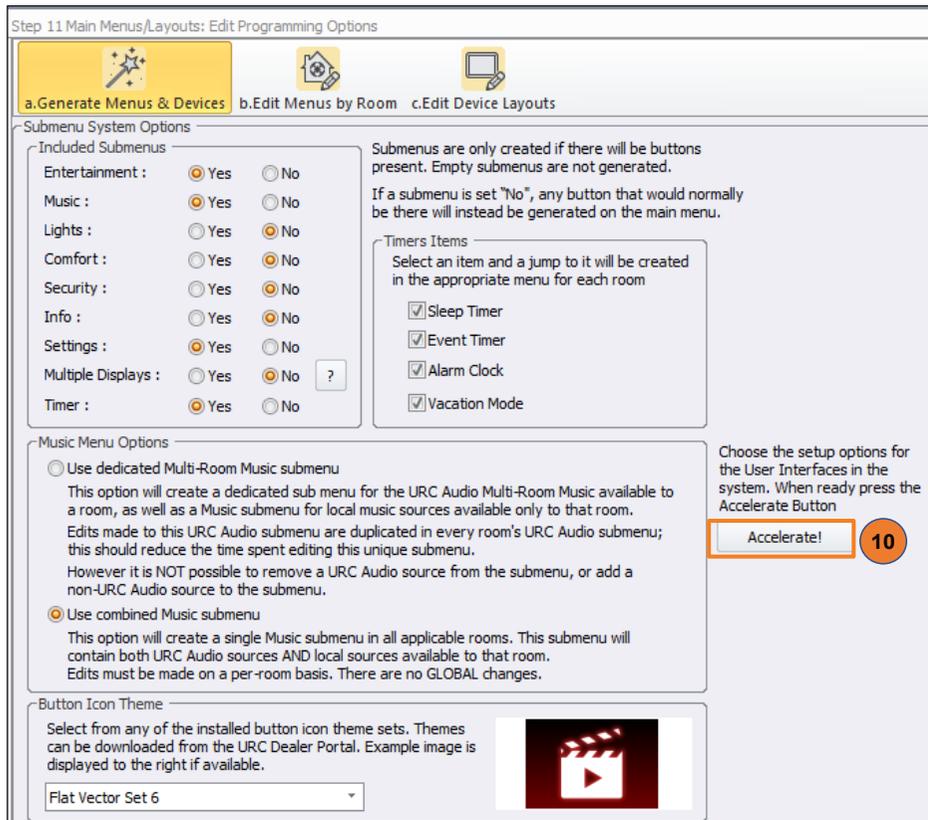
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Adding & Configuring the Module (cont'd)

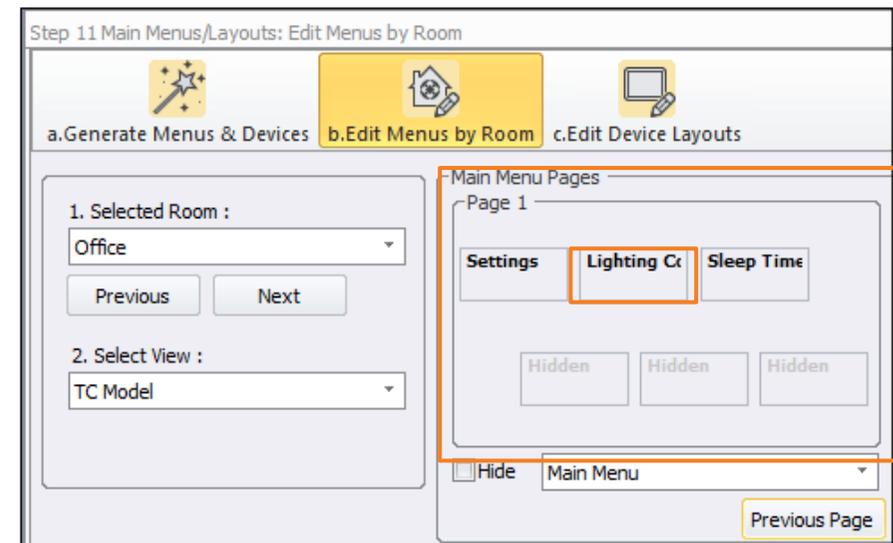
9. Select **Step 11. Edit User Interfaces** from the Programming Bar.



10. Select **Accelerate!**



By default, buttons to access the module are placed on the **Main Menu**. These buttons can be relocated to a different page or sub-menu by **dragging-n-dropping** it into the desired location. Keep in mind, if the system is Accelerated with the **ERASE** option, this button **returns to its original position** on the Main Menu.



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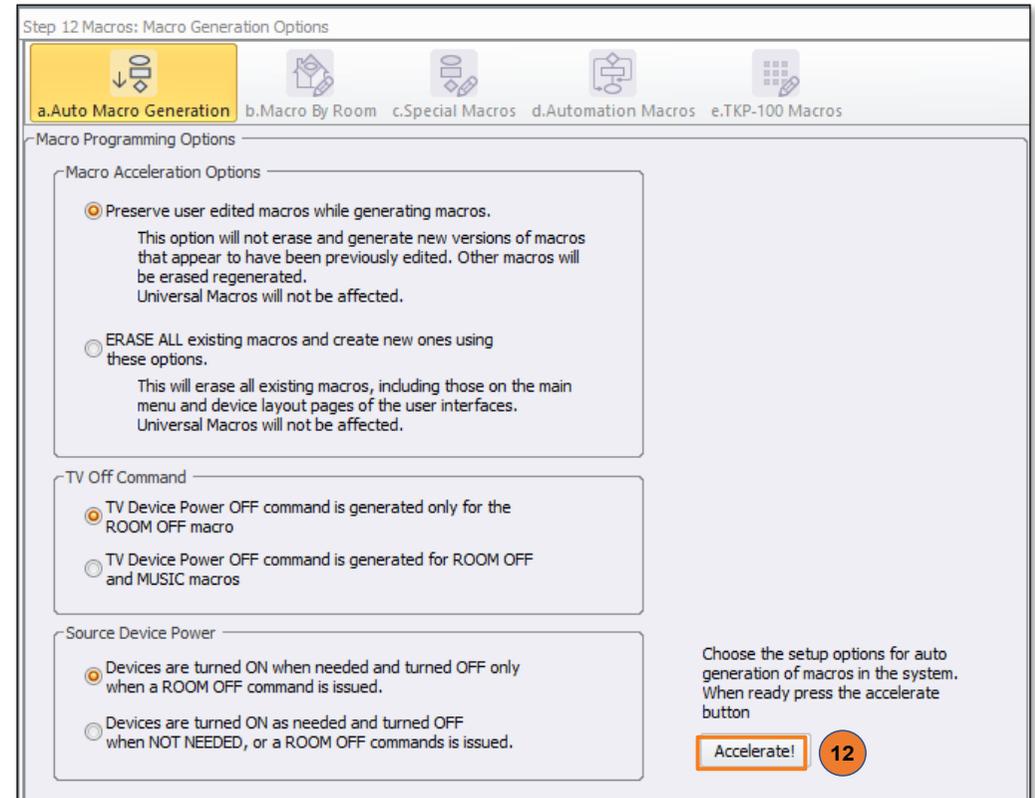
Adding & Configuring the Module (cont'd)

11. Select **Step 12. Macro Editing** from the Programming Bar.



12. Select **Accelerate!**

13. Make additional programming changes as needed within the remaining steps. Once completed, save the project and **Download** to the system.



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Module Operation: Commands and Queries

Two-way Module Commands (TCL Commands)

Two-way module commands are special functions that are derived from the two-way module and is a way to send discrete commands to the Oelo Lighting Devices.

1. Select **Step 12. Macro Editing** from the Programming Bar.

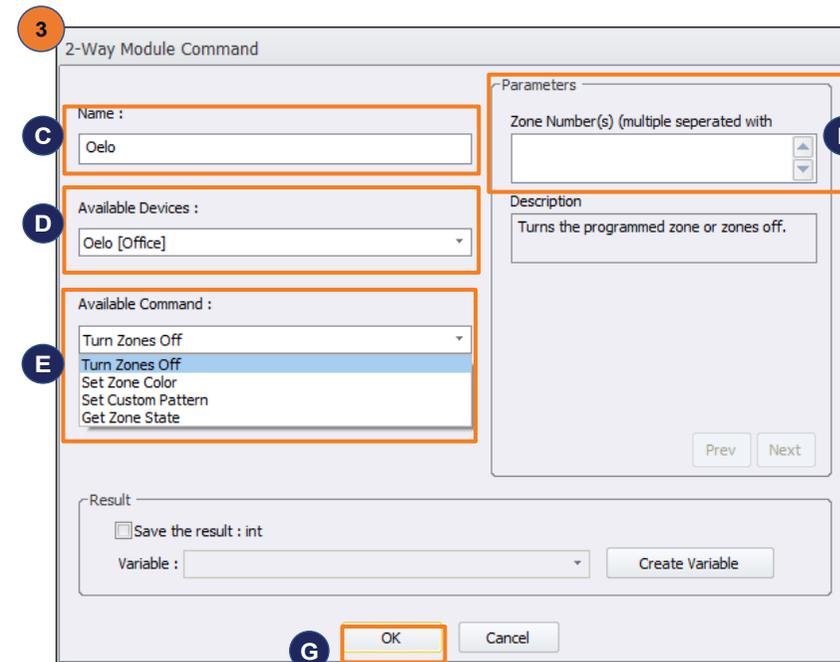
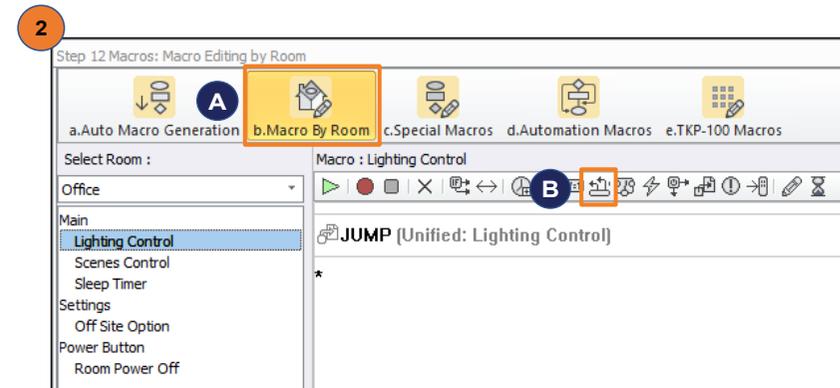


2. After selecting **Step. 12:**

- A. Select sub-step **b. Macro By Room**
- B. Select (TCL Command).

3. In the 2-Way Module Command window:

- C. Enter a **Name** for the command being created.
- D. Choose an **Available Device** (Oelo [Room]).
- E. Choose the desired command or query from the **Available Command** drop-down.
- F. In the **Parameters** section, enter the associated information for the Available Command chosen.
- G. Click **OK**.



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Two-way Module Commands (TCL Commands) cont'd

Available Commands and their associated Parameters.

Command/Query	Parameters
Turn Zones Off Turns the programmed zone or zones off.	<ul style="list-style-type: none"> Zone Number(s)
Set Zone Color Sets the zone or zones to a selected color.	<ul style="list-style-type: none"> Zone Number(s) Color
Set Custom Pattern Sets the custom pattern to the specified zones.	<ul style="list-style-type: none"> Zone Number(s) Pattern Type Number of Colors (1-1000) Colors (0-255) Direction Speed (1-20) Gap (0-20) Other (0-20) Pause (0-20)
Get Zone State Returns current zone state. 1 for on, 0 for off	<ul style="list-style-type: none"> Zone Number

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