

Shading User Interface Guide

The shading application has the ability to control curtains, roller blinds, and slatted or venetian blinds. The control is operated by motors and since the curtains or blinds do not have any feedback mechanism to indicate their current position, the system maintains an estimate of the current position by recording how long the motors have been on, and comparing that with the time required to fully open or fully close the shading device.

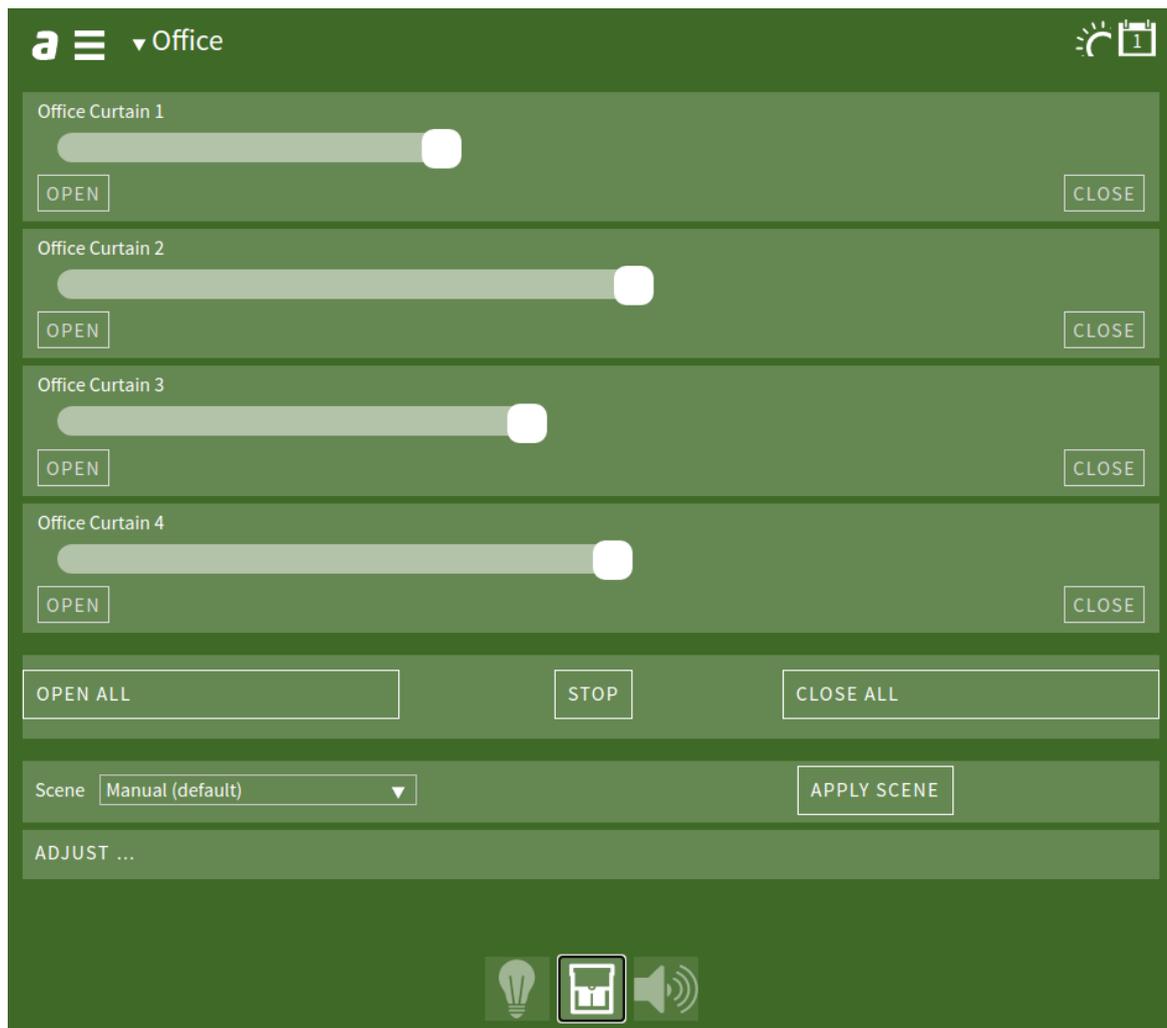
In order for the shading system to operate correctly, the commissioning process has to include the measurement of how long the shading device takes to open and how long it takes to close.

For ease of reading, the rest of the document will refer to blinds but any reference to blinds can be applied to curtains too.

Operation

Blinds can be controlled either with the graphical user interface (GUI), or with a Haze switch. The GUI allows a more precise setting of the blind positions especially if there is more than one blind. It also allows you to configure scenes which allows you to get the system to remember the position of the blinds which you can then return to using the GUI or through automation using a preset.

Here is a view of the blind user interface:



The top of the screen shows four controls for the four blinds in the zone. Each control has a light green track indicating the estimated position of the blind, and a handle or blob indicating the desired position of the blind. You can click directly to any position on the track to request the blind move to that position. When you click on a position, the blob will move immediately while the blind motor is turned on, and both the blind and estimated positions move to catch up.

At any time, pressing "Open All" will open all blinds to their fullest extent. Likewise Pressing "Close All" will close all blinds completely. The Stop button will stop all moving blinds in the zone.

Operating blinds with a Haze wall switch

A Haze wall switch is a multi-mode switch that can be used to control different things. Typically, the Haze switch will control the lights, allowing simple on/off operation by pushing briefly, or dimming the lights by twisting the knob. Pushing and holding the Haze allows you to select another mode. The light around the switch illuminates and changes through different colours. You release the switch to select the mode. e.g. Yellow for lighting-scenes; Green for shading; Blue for Audio, and Off for the default which is typically lighting-on-off mode. (Note: Only those applications that have been configured will appear, and if you don't have any lighting configured, then the switch will start in one of the other modes).

Once in the Shading (green) mode, rotating clockwise will increase shading i.e. close the blinds. Turning anti-clockwise will open the blinds fully. Pressing the switch will stop the blinds if they are in motion.



Scene definition

A scene allows you to tell the system to remember a position of the blinds so that the position can be returned to easily. In order to return to the positions defined in a scene you can use the "Apply Scene" button in the GUI. On commissioning, a scene will be defined called "Manual" and this is set to have all blinds fully open. Although this can be modified, it is recommended to save any alternate scenes with a different name by setting the name at the top of the Adjust Scene dialog, and using the "Save as copy" button.

Here is an example of the Adjust Scene dialog showing 4 blinds with the first two set slightly closed, and the last two set half closed.

Note: While adjusting the positions of the blinds when editing a scene, the blinds will move to that position so that you can be confident that you have the correct position.

Adjust scene

Name Morning

OPEN POSITION

Office 1 Blind 1

OPEN CLOSE

Office 1 Blind 2

OPEN CLOSE

Office 1 Blind 3

OPEN CLOSE

Office 1 Blind 4

OPEN CLOSE

DELETE ...

SAVE AS COPY

SAVE CANCEL

Automating a scene

To have your blinds move to a preset position, you can configure a scene as above, then create a preset to apply that scene and open the blinds.

From the burger menu, select Settings->Presets, then Add Preset. Your GUI should look something like this:

The screenshot shows the 'Edit preset' interface. At the top, the preset name is 'Shading Morning', priority is '1', and 'Display on Presets screen' is checked. There are icons for a lightbulb, a window with blinds, a speaker, a thermometer, and a checkmark with 'SHOW ALL'. Below this are tabs for 'HOUSE', 'OUTSIDE', and 'SHOW ALL'. The 'OUTSIDE' tab is active, showing a floor plan with '(1-1) Office 1' selected. Three categories are visible: 'LIGHTING' (red), 'SHADING' (green), and 'MUSIC PLAYER' (purple). The 'SHADING' category is expanded, showing options to 'Include in Preset' (checked), 'Scene' (Morning), 'Advanced Controls' (checked), 'Open' (checked), 'Close' (unchecked), 'React to ambient light' (unchecked), 'Sensor' (1-1-AMB1 (default)), 'Ambient Threshold' (500), and 'Margin +/-' (100).

Next to the zone of your choice, you can tick the "Include in Preset" box for Shading, and select the Scene you have created, and select the option to Open the blinds, this will apply the blind positions in the scene when the preset is applied.

The preset can be applied manually through the Presets menu in the Burger menu:



...or automated in the calendar (press the calendar button top right of the screen)



There you add an event, and select the preset to apply and the times e.g.:

A screenshot of an 'Edit event' form. The title 'Edit event' is at the top left. Below it are several input fields: 'Choose preset' with a dropdown menu showing 'Shading Morning'; 'Date' with the value '01/02/2022' and a calendar icon; 'Start time' with the value '09:00' and a clock icon; 'End time' with the value '12:35' and a clock icon; an 'All day' checkbox which is unchecked; 'Repeat' with a dropdown menu showing 'Repeat every weekday'; and 'Repeat ends' with a dropdown menu showing 'Never'. At the bottom are two buttons: 'SAVE' on the left and 'CANCEL' on the right.

Installation and Commissioning

The following tasks are required once the system has been installed:

- 1) Setting the type of each blind
- 2) Setting the end stops of the blinds
- 3) Setting the duration of the blind opening and closing.

Setting the type of each blind

There are two types of blinds that are supported by the Atamate System. Before setting the end stops for a blind, it is necessary to configure the blind type. This is done in the Settings->Shading screen.

Here is a brief description of the types of blinds:

Type 1 blinds

Type 1 blinds are blinds which are only powered when they are being moved. The relay controlling the blind also supplies the power to the motor. They are connected with a minimum of 3 cables (common; power for motor up; power for motor down). These are the simpler design. When a relay is activated, the blind tries to move (as far as the end stop) and stops when the relay is opened.

Type 2 blinds

Type 2 blinds are powered through a continuous supply of power, and the contacts that the Atamate relays control are dry contacts that carry very little power. When a contact is made on either of the up or down control wires, the blind starts to move, and will continue to move even after the relay is opened again (up to the end stop). To stop a type 2 blind, it is necessary to send commands on both up & down control wires at the same time.

Here is an example of of the settings for a blind



Setting the end stops of the blinds

To set the end stops for a blind, proceed to the Settings->Shading screen. Verify the correct Type has been selected. (If you have to change the settings, please reload the screen).

Verify the manual accompanying the blind to follow their process defining the end stops.

If the manual indicates that you need to hold the power on for the blind to be opened in order to adjust the position, then use the UP HOLD button to activate the motor to open the blind.

Press on RELEASE to stop the motor from trying to open the blind once the adjustment is complete. The same process can be repeated for the closed position by pressing DOWN HOLD.

Note with a Type 2 blind, you have an extra button:

Office 1 Blind 1

Type Type 2 ▼

Open 15 s

Close 15 s

Open Inertia 0 s

Close Inertia 0 s

Overrun 2 s

POSITION CALIBRATE

UP HOLD	DOWN HOLD	CONFIGURE HOLD	RELEASE
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The CONFIGURE HOLD button will activate both up and down commands simultaneously. This can be useful for blinds which require this type of command for configuration e.g. Somfy blinds.

Note: The stop command for a type 2 blind is sent by activating both up and down commands simultaneously, this can be done by pressing the Configure Hold button, then pressing the release button. Warning, don't leave the Configure Hold button activated for too long (more than a few seconds) as this may create a saved position.

Some blinds can have a "Saved position" which the blind returns to. This is not compatible with control using the Atamate system. You can use the CONFIGURE HOLD button along with the instruction manual for the blind in order to clear the saved position.

Here is an extract from the Somfy manual for the Sonesse 30 dct:

MY position

1) Recording MY position

To set the MY position, move the shade to the desired position with the UP and DOWN buttons then press the STOP button until the shade jogs.

2) Changing the MY position

To change the MY position go to the new desired MY position with the UP and DOWN buttons then press the STOP button until the shade jogs.

3) Delete the MY position

To delete the MY position, move to this position and press the STOP button until the shade jogs.

If you have any further questions about how to use Shading within the Atamate system, please get in touch with us:

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