

# Gateway host editor instruction manual

## Contents

I. Overview .....	2
1.1 Installation Requirements.....	2
1.2 Software Functions.....	2
2. Menu bar.....	3
2.1 Interface .....	3
2.2 Files.....	3
2.3 Editing.....	5
2.3.1 Undo .....	5
2.3.2 Redo.....	5
2.4 Functions.....	5
2.5 Tools .....	6
3. Equipment management .....	6
3.1 Equipment Management .....	6
3.2 Device Partitioning.....	7
Fourth, scene setting.....	9
4.1 Creating a Scene.....	9
4.2 Setting Up a Scene .....	10
5. Panel Settings .....	12
5.1 Creating a New Panel.....	12
5.2 Panel Content editing .....	13
6. Timing setting.....	14
6.1 Create timing entries .....	14
6.2 Timed content editing .....	14
7. Compile and download.....	15

# I、 Overview

## 1.1 Installation Requirements

CPU: 1.2GHz PC or compatible computer or above, 2.4GHz PC or compatible computer is recommended.

Memory: 512MB or above, 1GB recommended.

Hard drive: 20GB or above, 80GB recommended.

Mouse: Microsoft mouse or compatible pointer device.

Monitor: Resolution 800 x 600 enhanced colors 16 bits and above, 1024 x 768 enhanced colors 32 bits recommended.

Operating system: Windows 7 or later.

Operating platform: .NET Framework 4.0.

eNet editor for the green version without installation, directly open to run.

## 1.2 Software Features

### Device Management:

- Viewing device status information;
- Set device parameters;
- Set the current state of the device.

### Panel Settings:

- Panel binding switch, dimming;
- Panel binding scene, timing;
- Panel valid and invalid Settings.

### Scene Settings:

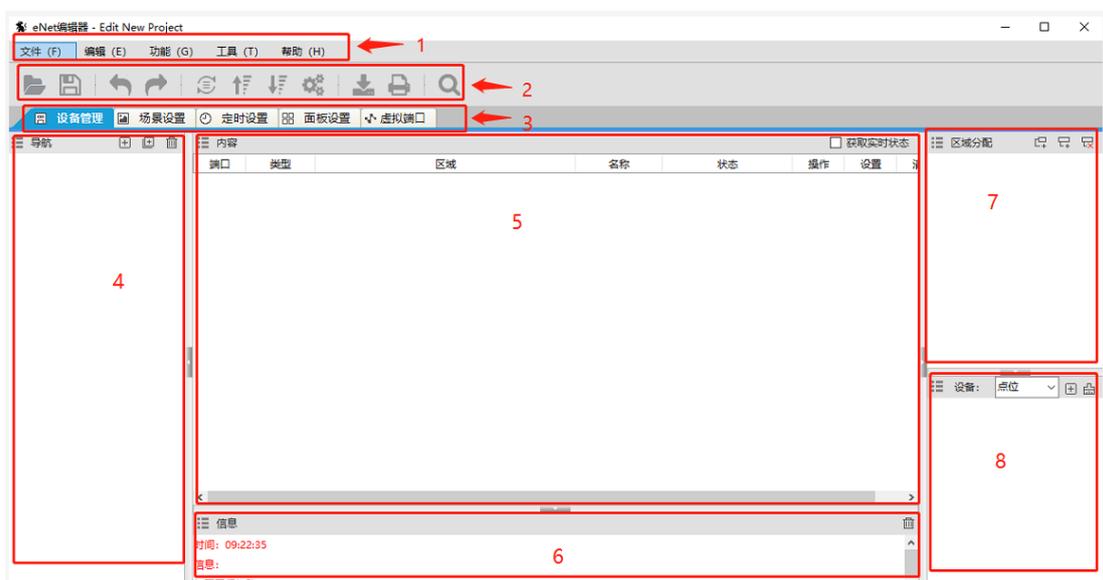
- Scene Theoretically supports a maximum of 65535 scenes;
- Scene add operation;
- Scene transfer, scene save, scene stop, scene Disable, and Scene Enable.

### Timing Settings:

- Timing theoretically supports a maximum of 65535 timing;
- Timing control scenario;
- Longitude and latitude timing;

## II、 Menu bar

### 2.1 Interface



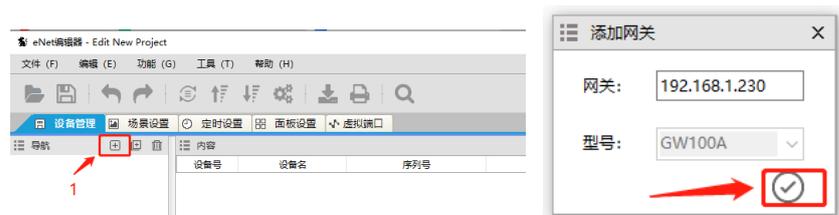
- 1: Menu bar
- 2: Toolbar
- 3: Settings bar
- 4: Device management
- 5: Content Settings
- 6: Information prompt box
- 7: Area allocation bar
- 8: Port name Settings

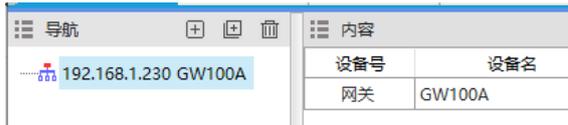
### 2.2 Files

#### 2.2.1 Creating a file

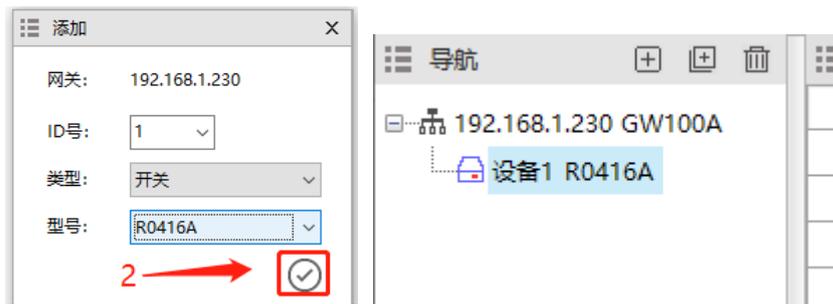
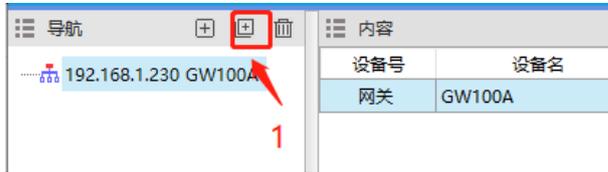
After the software starts, it will create a new project by default, directly add the device operation, and then save it

1. Create a gateway

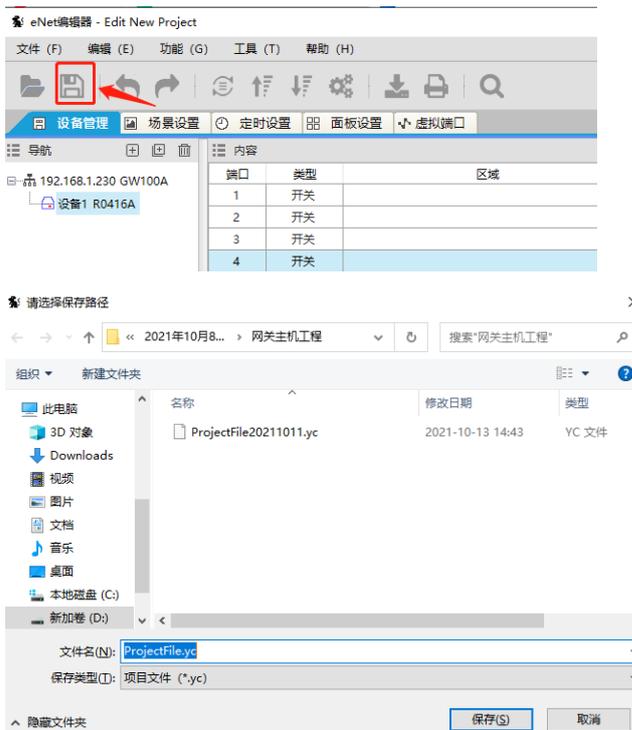




2. Add the desired device, then select the ID, type, and model of the device, and then click ✓

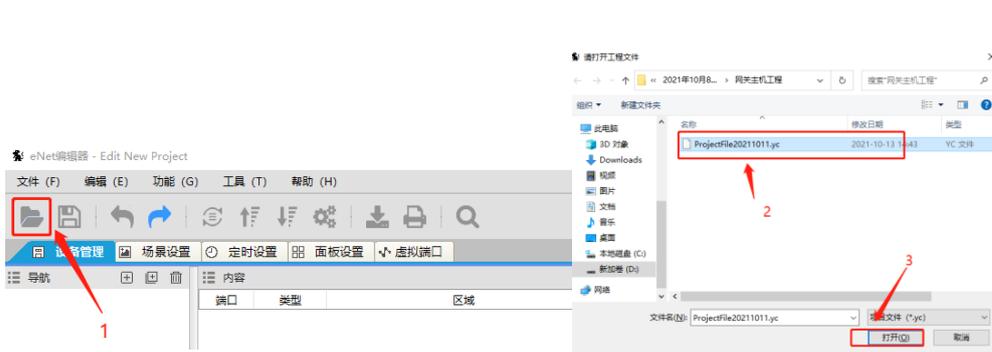


3. Click the Save button, select the path you want to save and name the project, and click Save Done



### 2.2.2 Open the file

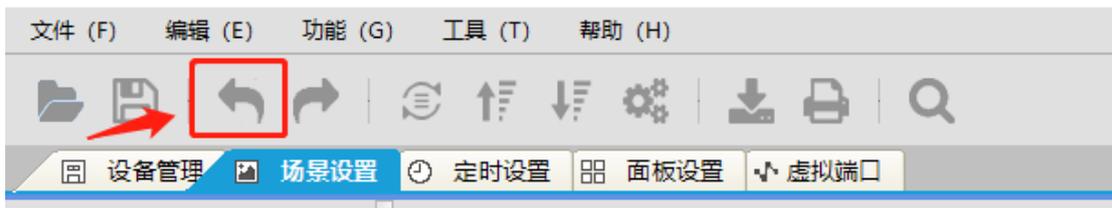
1. Click the Project Open button, select the project file you want to open, and click Open



## 2.3 Editing

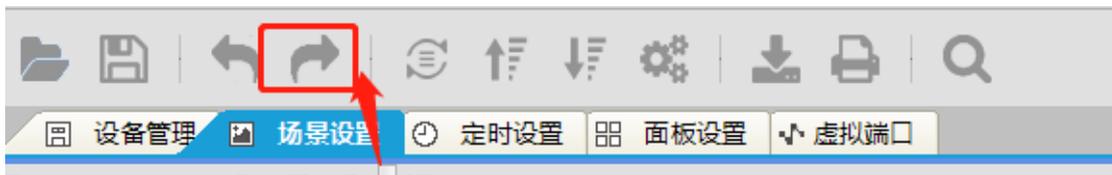
### 2.3.1 Undo

Undo button, which is used to return to the previous step in case of an incorrect operation



### 2.3.2 Redo

Redo button, used to go back to the step before undo after undo

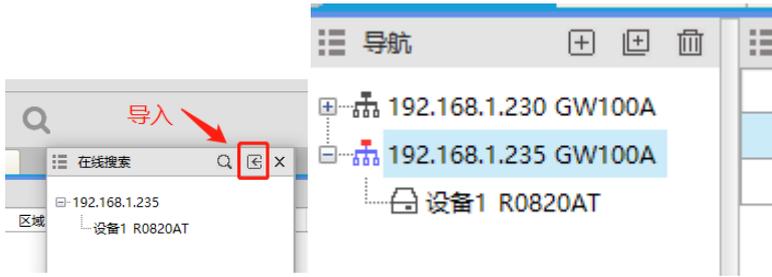


## 2.4 Functions

### 2.4.1 Search online

Online search button, you can search all the gateway hosts in the same LAN connected to the computer, click to import the IP address, press the import button to import the search device into the project.





## 2.5 Tools

# III、 Device Management

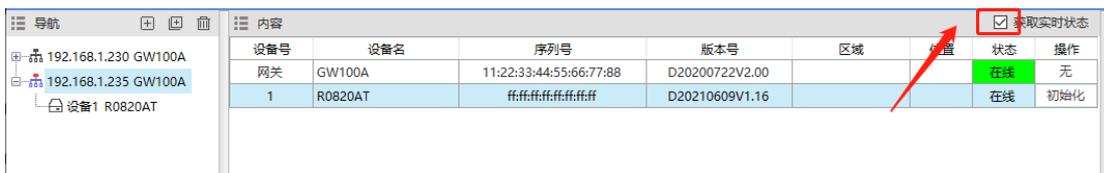
## 3.1 Equipment Management

### 3.1.1 Device Information

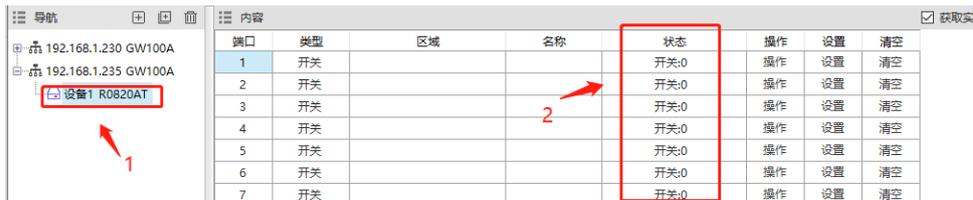
1. Click the IP address of the gateway host, and you can see the device information below the gateway host in the contents bar. The device number is the device ID, device name, device serial number, device version number, area, location and status information

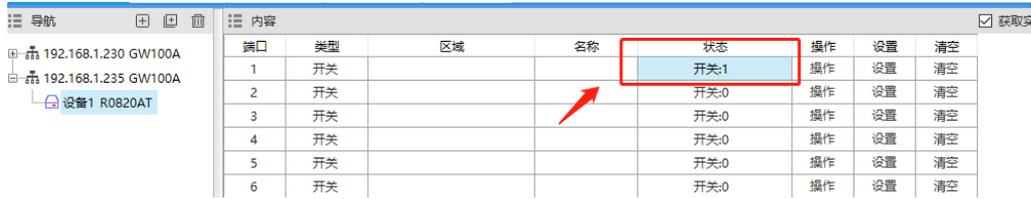
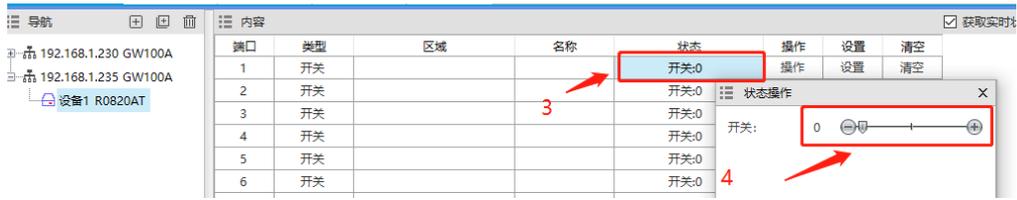


2. Check Get real-time status, you can view the online information of the device



3. Click on the device bar, you can view and set the circuit status information of the device, 0 is the current circuit open, 1 is the channel



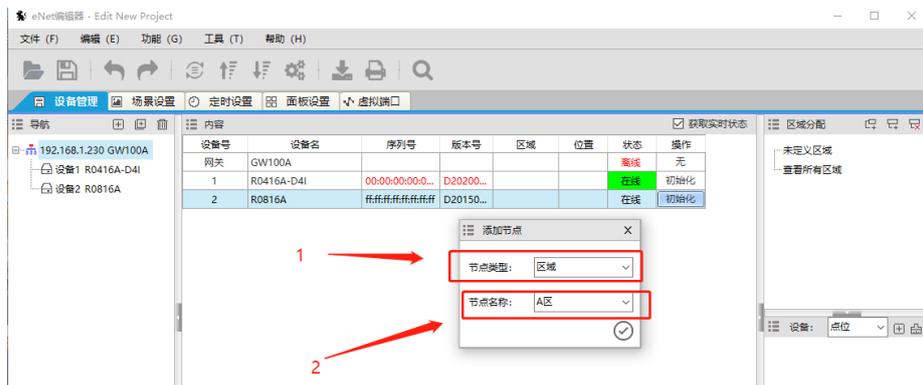


## 3.2 Device Partition

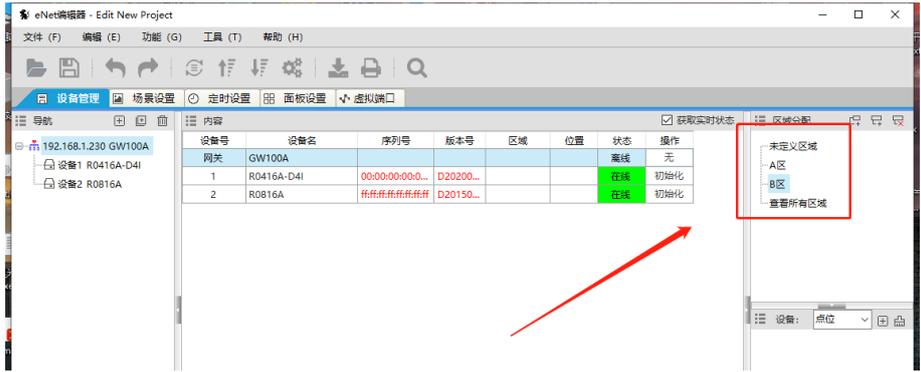
3.2.1. On the right side of the editing software, there is a button to add a zone, you can add a zone division loop



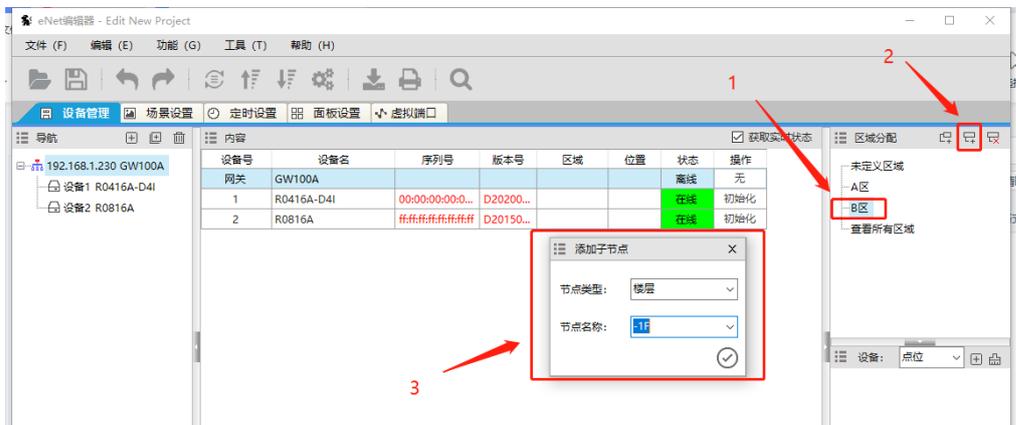
After clicking the icon to add a region, you can select the type and name of this region, of course, the name can also be customized by double clicking



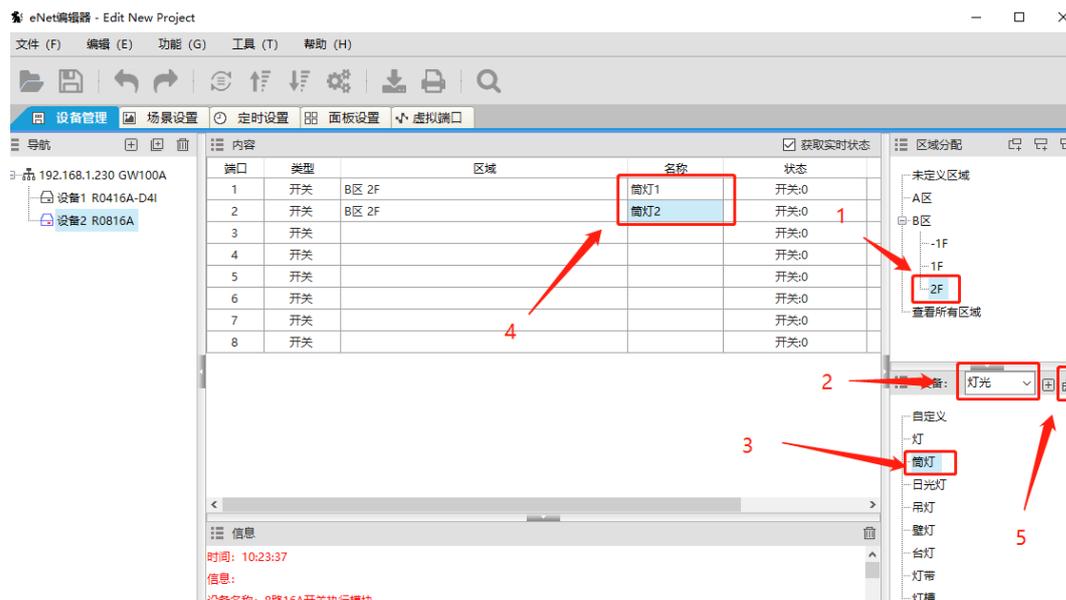
The effect is shown below:



3.2.2 Add Subarea. After adding a subarea, you can add the corresponding subarea in this area, which can also be understood as a group. Here, select Zone B to add subarea and name it as floor



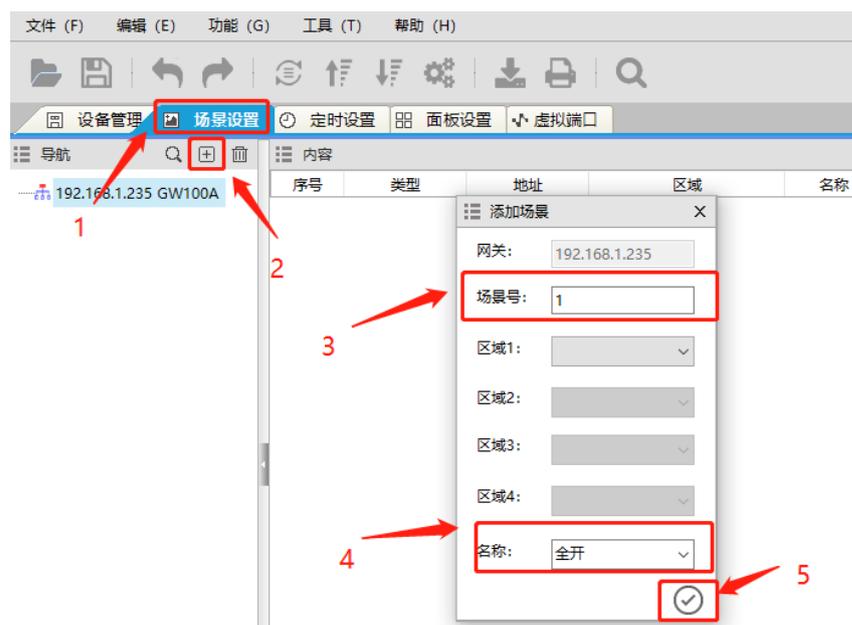
After adding the corresponding area and subarea, we can click to the module, and then see the lower right corner of the point, you can select the point name, to name the loop. The fourth step is to change the mouse arrow, click to the loop name, the name will change by itself, and then select the small broom in step 5, you can cancel the mouse state, double-click the name can customize the loop name.



## IV、 Scene Setup

### 4.1 New Scene

- 1: Click to Scene Settings
- 2: Click the + sign to add scene
- 3: Set the scene number to be added (the scene number cannot be repeated)
- 4: Set the name of the scene to be added (the scene name cannot be repeated)
- 5: Click ✓ to finish creating a new scene



## 4.2 Setting the Scene

### 4.2.1 Creating a scene entry

- 1: Select the scene you want to edit
- 2: Click the + sign in the content box to add the scene content
- 3: Click OK



### 4.2.2 Edit the scene entry

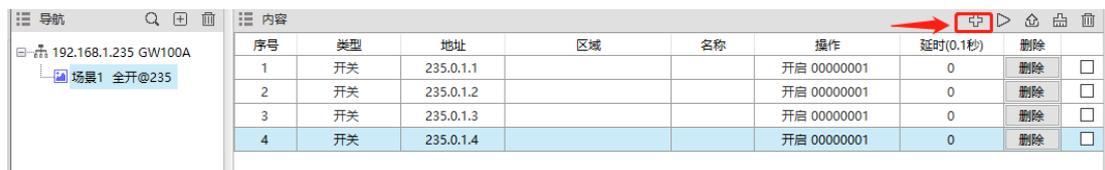
In the content box, you can see the entry information of the scene, mainly focusing on the address bar and the action bar

The address bar is the circuit that tells you the ID of the device

The action bar is the operation that this loop is going to perform

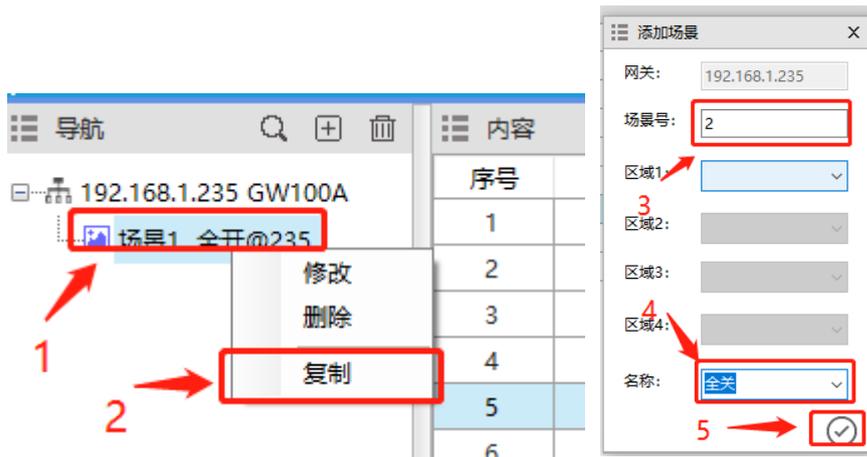
So serial number 1 means: 235.0.1.1 indicates the gateway host of IP address 235, and the device of ID1 is the first primary, which is performed on

Click the + sign in the top right corner to continue adding entries for this scene



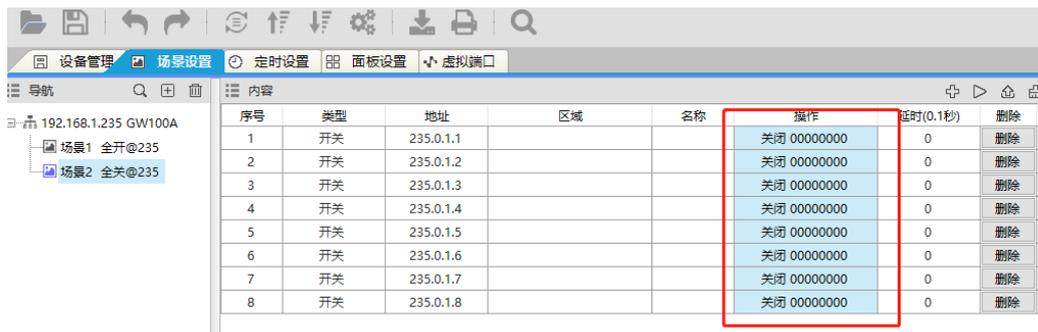
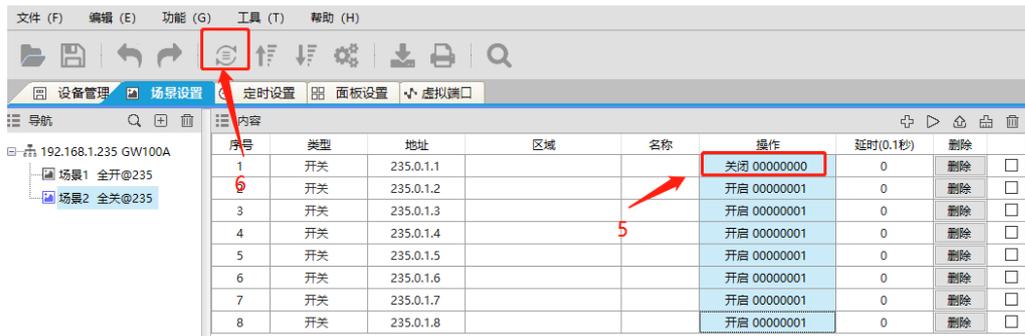
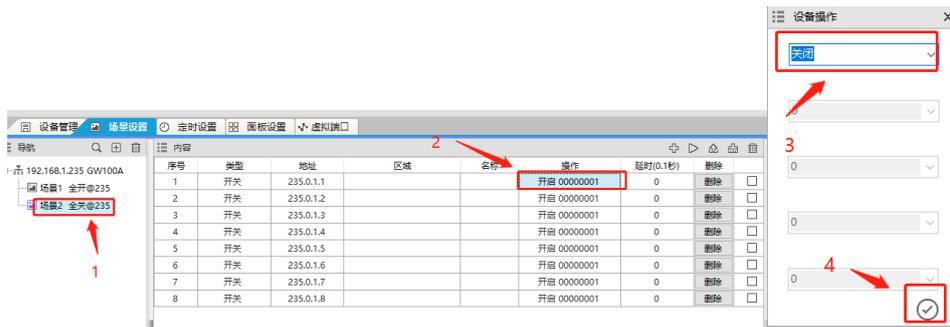
### 4.2.3 Copy the scene

- 1: Left mouse click on the scene, then right click
- 2: Click to copy
- 3: Modify the scene number
- 4: Change the scene name
- 5: Click OK



#### 4.2.4 Modify the contents of the replication scene

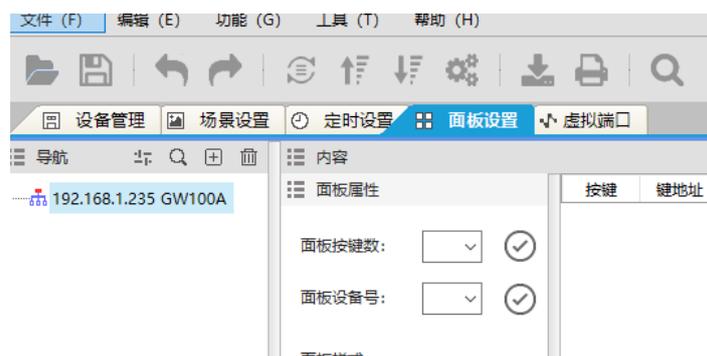
- 1: Click on the copied scene
- 2: Click action content
- 3: Modify the state you want to perform
- 4: Confirm
- 5: Mouse click to close, then long press from off and pull down to the last one to release the mouse
- 6: Click the same and the operation of all loops becomes closed



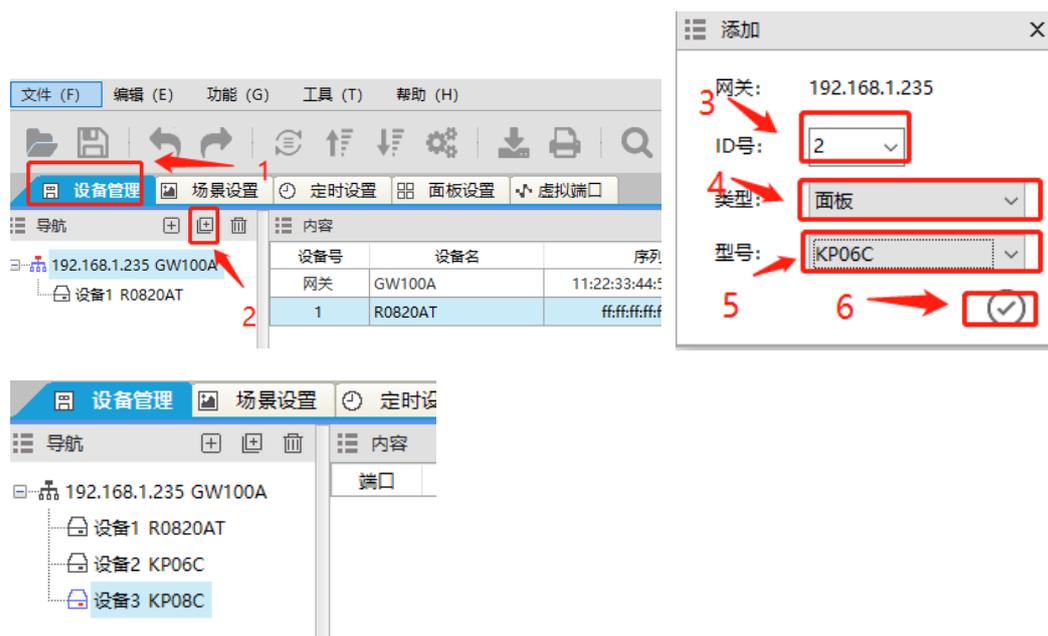
# V、Panel Settings

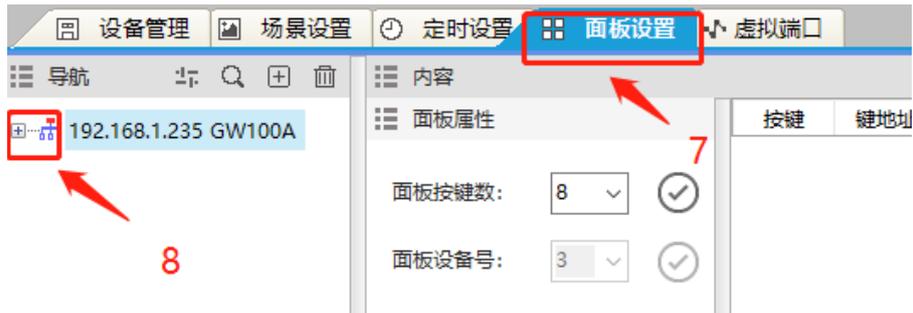
## 5.1 New Panel

When no panel is added to the device, the panel Settings do not have a panel, so we need to add a panel to the device management



- 1: Click on Device Management
- 2: Add device
- 3: Set the ID number
- 4: Select the type of device, here you want to add the panel
- 5: Select the model number, 02 means two-button panel, I will add a six-button panel and an eight-button panel
- 6: Click OK
- 7: Click on Panel Settings
- 8: See a + sign next to the IP address, double click the + sign, you can see the panel below appears





## 5.2 Panel Content editing

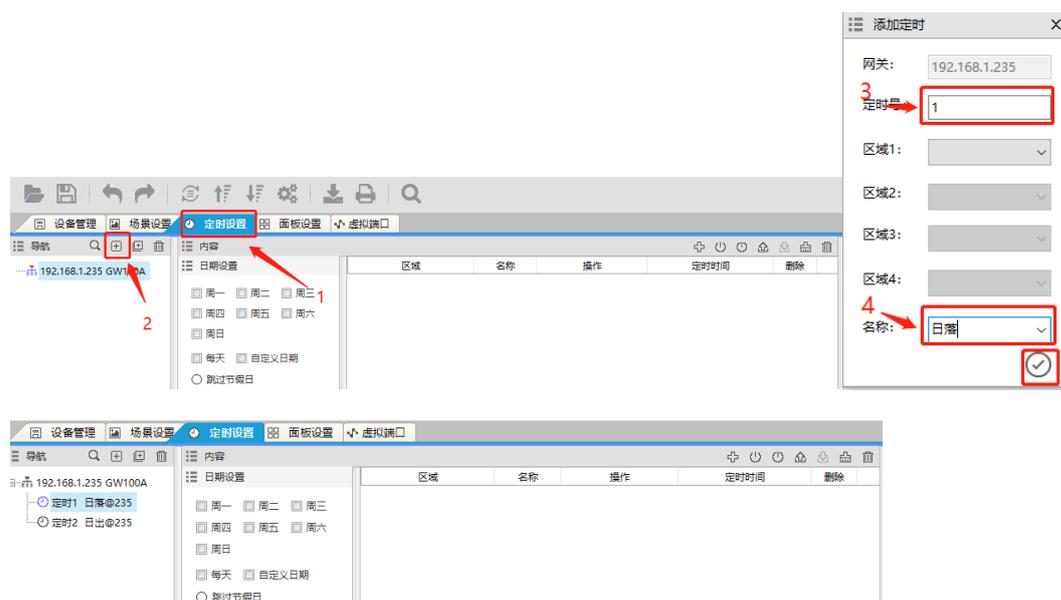
- 1: Click on the panel you want to edit
  - 2: Double-click the execution address to edit
  - 3: If it is a key to control a loop, then select the device, control scene select the scene
  - 4: ID number of the device
  - 5: Loop number of the device. When the type is scene, this option is scene number
- Content custom, 6 as an example, I here six key panel 4 keys for control of a single loop, 2 keys for full on and full off scene

按键	键地址	执行地址	类型	区域	名称	操作	显示地址
1	2.1	235.0.1.1	开关			按下开关	235.0.1
2	2.2	235.0.1.2	开关			按下开关	235.0.2
3	2.3	235.0.1.3	开关			按下开关	235.0.3
4	2.4	235.0.1.4	开关			按下开关	235.0.4
5	2.5	235.16.0.1	场景		全开@235	按下场景调用(逻辑1)	235.16.0.1
6	2.6	235.16.0.2	场景		全关@235	按下场景调用(逻辑1)	235.16.0.2

# VI、 Timing Settings

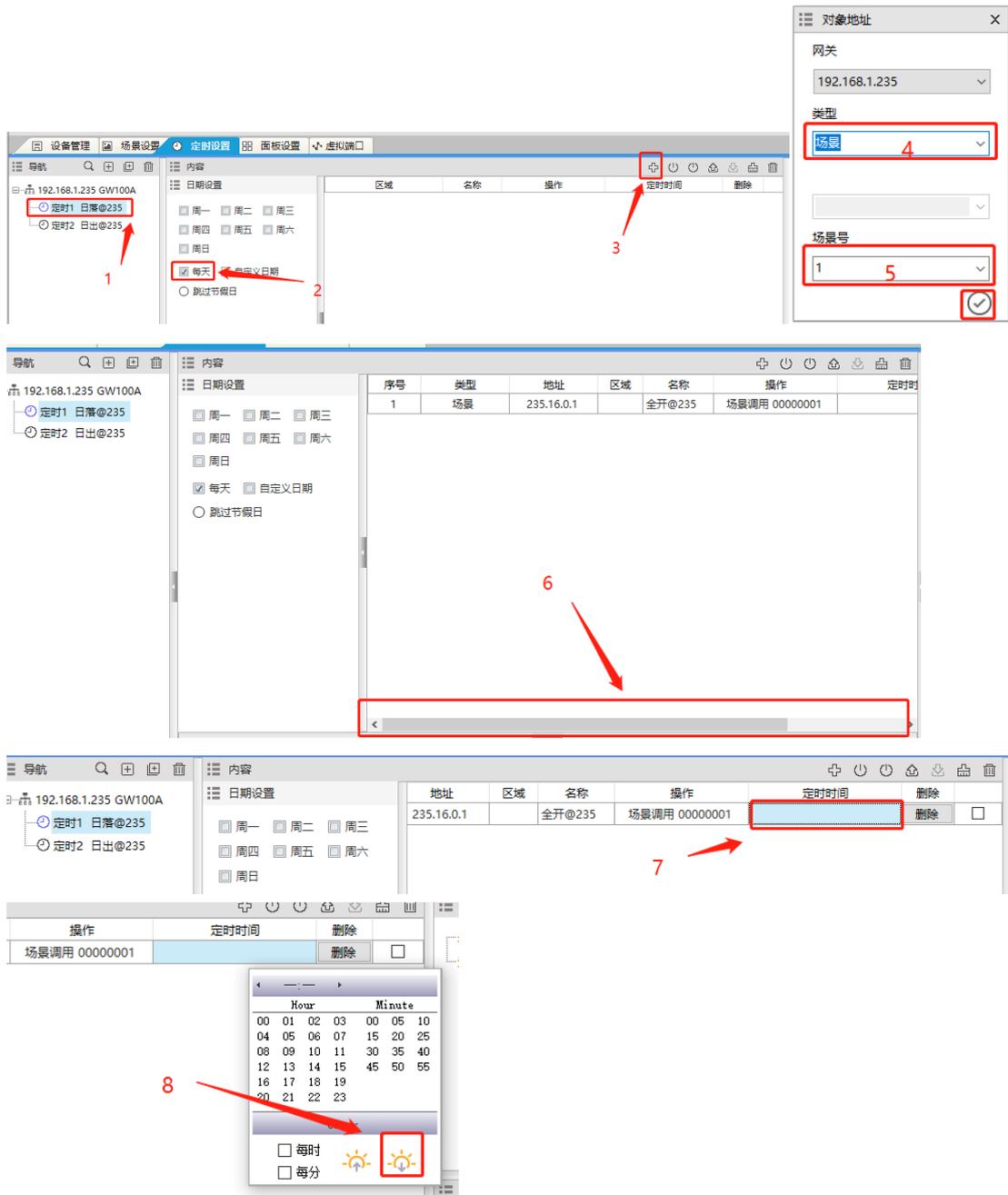
## 6.1 Create timing entries

- 1: Click to Timing Settings
  - 2: Click + to add a timing entry
  - 3: Set the timing entry (the timing entry cannot be repeated)
  - 4: Modify the timing name (the timing name cannot be repeated) and click OK
- I create two timing names here, one for sunrise and one for sunset



## 6.2 Timed content editing

- 1: Click on the timing you want to edit
- 2: Set the date, set Monday to Friday can be checked above, I demonstrate here to use every day
- 3: Click + to add the scheduled content
- 4: The type of content you want to add
- 5: Select the scene number and confirm
- 6: Pull the bar over, edit the timing time, I am here is sunset, so use full open scene
- 7: Double click the timing time
- 8: Select the Sunset button



In this way, a timed edit is completed, and then we add the content of the full scene for sunrise timing, and the timing time is set to sunrise.

## VII、 Compile and download

Before compiling and download, gateway host communication network port access network switch, computer also use network cable access switch, computer address to be in the same network segment with gateway host.

Start compiling and downloading:

1: Click the Download button

2: Choose to download to the gateway host address, if no IP address is displayed then the network is faulty, to check the network

3: Click the paper plane to start compiling and downloading. After compiling and downloading, the yellow light of the gateway host will blink. Wait until the gateway host stops blinking.

