

KNX-TFT 3,5" Color-Touch-Display

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Abstract

This document provides a quick introduction to the Touch_IT projects using a step-by-step example project with two pages showing several elements.

Additional helpful documents are "Application Description" and "Element Type Description" and this example project can also be found on our website.

The project should include the following two pages and a start page.





Example

- 1. Download the empty ETS project from our website, import it to ETS and open it. (If you are using Touch_IT in your own ETS project, open that and our ETS project and copy the Touch_IT to your project).
- 2. Open the parameters from Touch_IT (right mouse click on Touch_IT, then open Parameters).



3. In the "main" rider you can assign a title for the menu. (Additional settings are explained in "Application Description")



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4. To create a button marked "On" and "Off" on page 1 Position 1A, go to "Rider Page 1 Element 1A" and choose the element "1-bit-ON/OFF-Toggle Text". (A description and explanation of all Touch_IT elements can be found in the document "Element Type Description").

Main	~							
Page 1 Element 1A								
Page 1 Element 1B		Element Turne	1 KA ONVOEE Tarada Tara					
Page 1 Element 2A		Element Type	T-bit-UN/UFF-Toggle-Text	×				
Page 1 Element 2B				100				
Page 1 Element 3A		Editable	Yes	×				
Page 1 Element 3B								
Page 1 Element 4A		Use partial PIN	No	*				
Page 1 Element 4B								
Page 2 Element 1A		Align Steps	Yes	×				
Page 2 Element 1B								
Page 2 Element 2A		Expand Horizontal	Yes	×				
Page 2 Element 2B								
Page 2 Element 3A		Expand Vertical	Yes	× 1				
Page 2 Element 3B								
Page 2 Element 4A		Element Size	Large					
Page 2 Element 4B								
Page 3 Element 1A		Element Name; Format	Taster 1;B0=Aus;B1=Ein					
Page 3 Element 1B								
Page 3 Element 2A								
Page 3 Element 2B								
Page 3 Element 3A								
Page 3 Element 3B								
Page 3 Element 4A								
Page 3 Element 4B								
Page 4 Element 1A	100							
Pane / Flement 1R	×	1						

- In the field "Element Name, Format" the Touch_IT element is parameterized. Type in "Button 1;B0=Off; B1=On. In this way the title of the element becomes "Button 1" and "B0=Off" shows "Off" when a 0 is pressed. "B1=On is similar "On" is seen on the button when a 1 is pressed. (See Element Type Description).
- 6. All other elements are set up in a similar fashion. Now the element on "Page 1 Element 3A" will be described.
- 7. Go to "Page 1 Element 3A" and choose the element type "1-bit-ON/OFF-Toggle-Picture with Value". In the field "Element Name; Format" type in "Button 4; IMGSET=sound; B0=MUTE; B1=MUTE; W=200".



8. As the picture shows, W determines the width of the display (absolute specification max. 320 Pixels), IMGSET the icons to be used and B0 and B1 the label on the button.

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The ETS objects are automatically created when Element Type is selected, and the notation of the ETS objects is again divided into pages and positions. For example, the object with the name "1.1-A Output, Switching" belongs to the element on position 1A on page 1.

9. Now the ETS objects can be joined with the group addresses.

🧱 Topologie in TouchIT					🖼 Gruppenadressen in TouchIT 📃 🗖 🗙
TouchIT	Nu	Name	Länge	Gruppenadressen	Hauptgruppen
🖻 🎹 1 Neuer Bereich	⊒‡lo	1.1-A Output, Switching	1 bit	1/1/1	🖻 🔠 1 Neue Hauptgruppe
I.1 Neue Linie	□□□↓1	1.1-A Input, Feedback	1 bit	2007	Bigging 1 Neue Mittelgruppe
⊞-8 1.1.1 louch-11 C3	⊒ ‡ 4	1.1-B Output, Switching	1 bit	1/1/2	1 Taster 1
	⊒‡5	1.1-B Input, Feedback	1 bit		2 Taster 2
	⊒‡8	1.2-A Output, Switching	1 bit	1/1/3	99 4 Tester 4
	⊒‡19	1.2-A Input, Feedback	1 bit		
	□2 16	1.3-A Output, Switching	1 bit	1/1/4	
	□द 17	1.3-A Input, Feedback	1 bit		2 Timer Alarm
	⊒‡32	2.1-A Output, Value	1 Byte	1/2/1	3 Timer Enable
	⊒‡]33	2.1-A Input, Feedback	1 Byte	1000	- 👪 4 Red
	⊒⊒[40	2.2-A Output, Timer Enable	1 bit	1/2/2	5 Green
	□₽ 41	2.2-A Output, Timer Enable	1 bit	1/2/3	🔤 🔀 6 Blue
	⊒‡ 48	2.3-A Output, Red	1 Byte	1/2/4	
	□2 49	2.3-A Output, Green	1 Byte	1/2/5	
	⊒⊒[50	2.3-A Output, Blue	1 Byte	1/2/6	
	128	5.1-A Output, Value	2 Byte		
	□2 129	5.1-A Input, Feedback	2 Byte		
	□2 136	5.2-A Output, Value	1 Byte		
	□2,137	5.2-A Input, Feedback	1 Byte		
	144	5.3-A Output, Value	2 Byte		
	□2 145	5.3-A Input, Feedback	2 Byte		
	□ば192	System Time	3 Byte		
	□2 193	System Date	3 Byte		
	194	System Standby	1 bit		
	□2 195	System LED1	1 bit		
	□2 196	System LED2	1 bit		
	<			<u>></u>	

10. Now program the device and you're finished.



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