

Mersey Gateway, Halton/ Architectural Lighting Web Interface - User Manual/ 27/03/18



Web Interface User Manual

www.speirsandmajor.com

1.0 Access

Accessing the architectural lighting controller requires VPN access to the bridge network.

Once your VPN is connected, use a web browser to access <http://10.10.24.1:8080>.

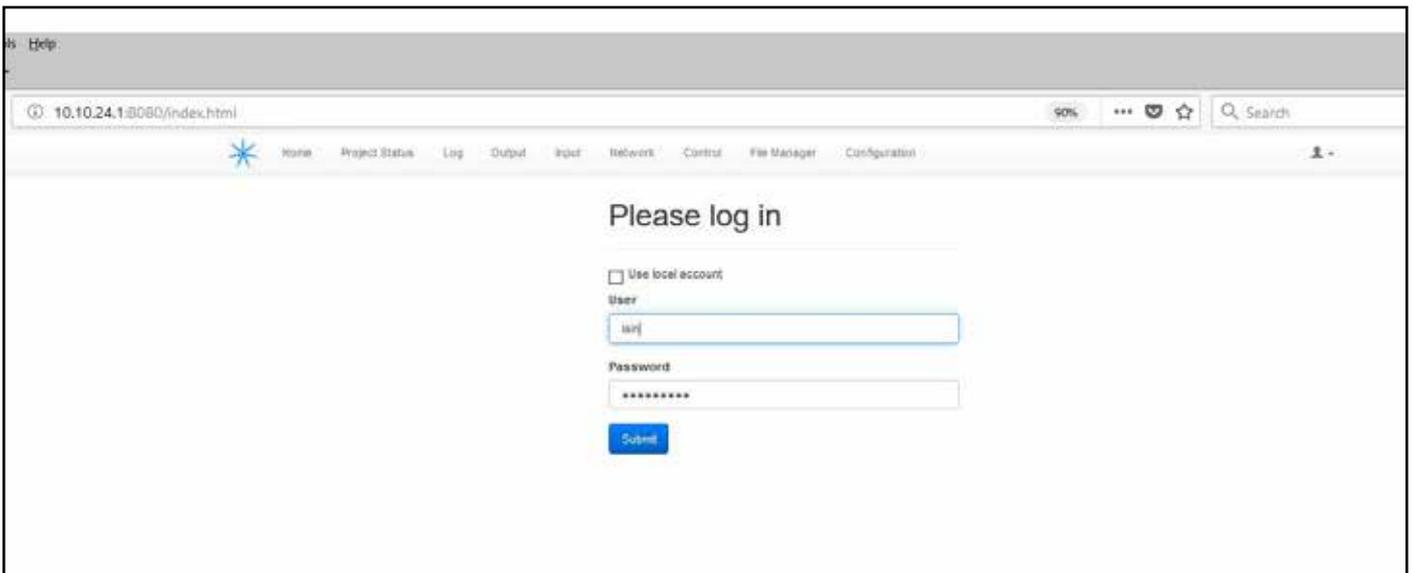
Please note that the “:8080” is important - without it, you will be directed to the login for a network router.

It is recommended that regular users bookmark this login page for future use.

1.1 Logging in

The system requires a name and password to prevent unauthorised access.

The login screen looks like this:



The screenshot shows a web browser window with the address bar displaying 10.10.24.1:8080/index.html. The page features a navigation menu with links for Home, Project Status, Log, Output, Input, Network, Control, File Manager, and Configuration. The main content area is titled "Please log in" and contains a login form. The form includes a checkbox for "Use local account", a "User" field with the text "lan", a "Password" field with masked characters "*****", and a blue "Submit" button.

Use the username and password provided to you. Ignore “Use local account”.

Note that your session will timeout after 5 minutes of inactivity and you will need to log in again.

2.0 Main Menu

Once logged in, you will be presented with the main menu:

The GREY button causes this screen to refresh.

BLUE items convey INFORMATION about the status of the system. These are not buttons.

These are buttons. ORANGE items affect lighting today, but only today. RED items affect future operations.

These are buttons. PURPLE items provide assistance.

Items are grouped as per the notes above.

2.1 System Status

These items convey information about the current status of the system and are not clickable buttons.

Time (at last refresh) shows the System clock time when the web page was loaded (the grey refresh button above will update it and all other items).

Automatic Operation shows whether automatic operation is on or off. If *on*, the lights will switch on at dusk and off at dawn, with colour automatically selected according to the system schedule. If *off*, lights will not switch on until automatic operation is re-enabled.

Lights shows the current status of the architectural lighting - whether the lights are on or off at present.

Current Event shows the scheduled event which is currently in operation, if any.

Current Scene shows the lighting scene which is currently on the bridge, if lights are on.

Tonight Only shows which scene has been selected for “one night only” operation, if any.

2.2 System Operations

These items are clickable buttons, providing immediate control of lights, editing of lighting scenes, and editing of the schedule of lighting events.

Choose Scene for Today Only takes the user to the list of lighting scenes, in order to select one for use that evening, with behaviour returning to scheduled events from the next day. See 3.0

Edit Scenes takes the user to the list of lighting scenes, providing the ability to add new scenes or to edit existing ones. See 4.0 and 5.0

Edit Schedule takes the user to the list of scheduled events, providing the ability to add new events or to edit existing ones. See 6.0

Disable Automatic Operation turns off automatic operation until further notice. The button will change to **Enable Automatic Operation** and will then re-enable automatic operation when clicked.

Switch Lights ON Now switches the lighting on immediately. If any scheduled event is set for that day, it will be obeyed. Otherwise the lights will be white. The button will change to **Switch Lights OFF Now** and will then switch the lights off immediately if clicked. Automatic operation will resume from the next day.

2.3 Help

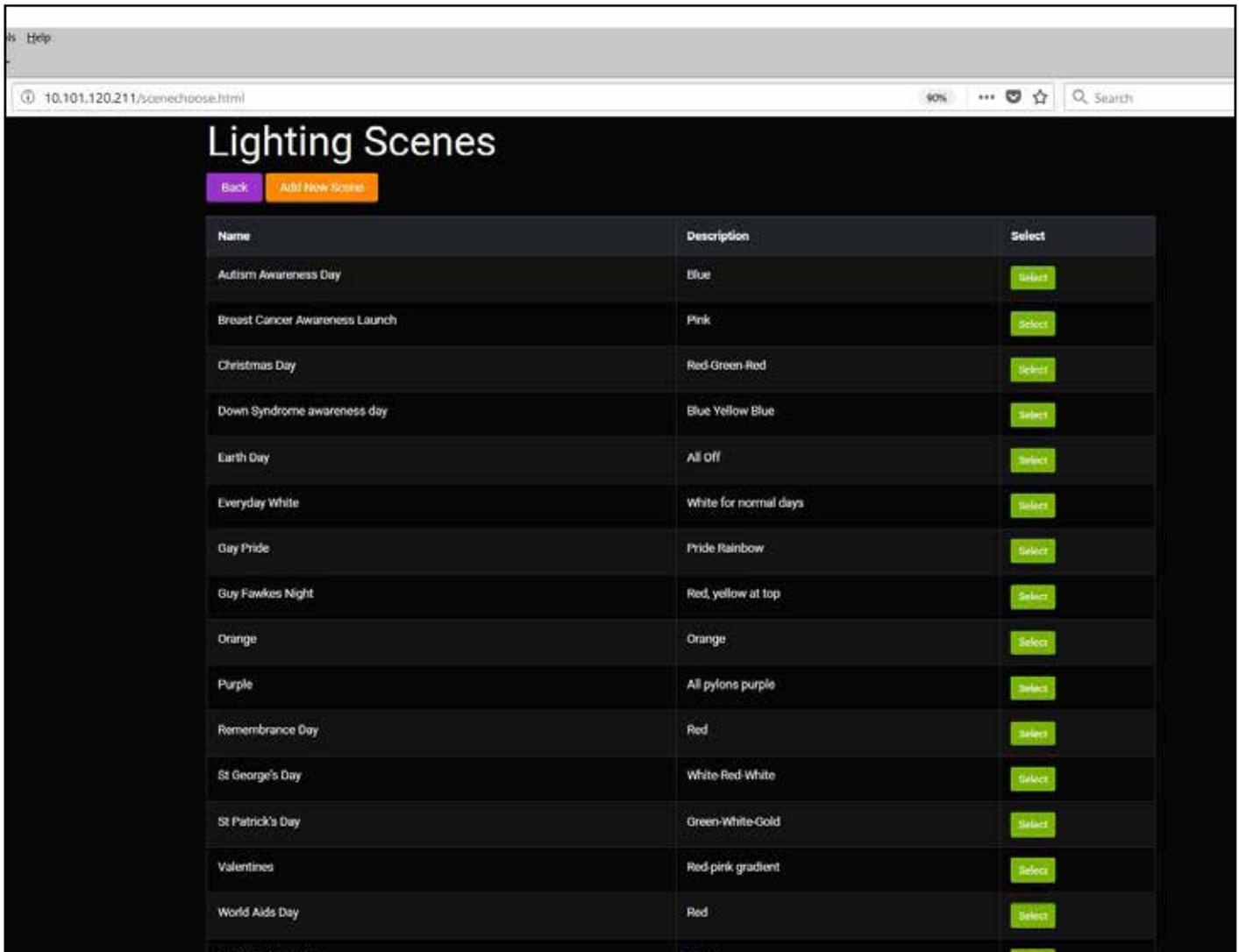
Help takes the user to a page of Help, consisting of:

- These instructions
- Instructions for the manual over-ride buttons in the control cabinets
- The Operation and Maintenance Manuals for the system
- Contact Information for service and support

History shows the historical log of operations. See 8.0

3.0 Choosing a Scene for Today Only

The user is presented with the following screen:



3.1 Lighting Scenes

Lighting Scenes are the “looks” for the bridge. They are recalled according to *Scheduled Events* - one *Scene* can be used by multiple *Events*.

This screen shows a list of all scenes within the system. Some are preprogrammed by the designers, others are user-generated. The page can be scrolled if necessary to reach the end of the list.

3.2 Selecting a Scene

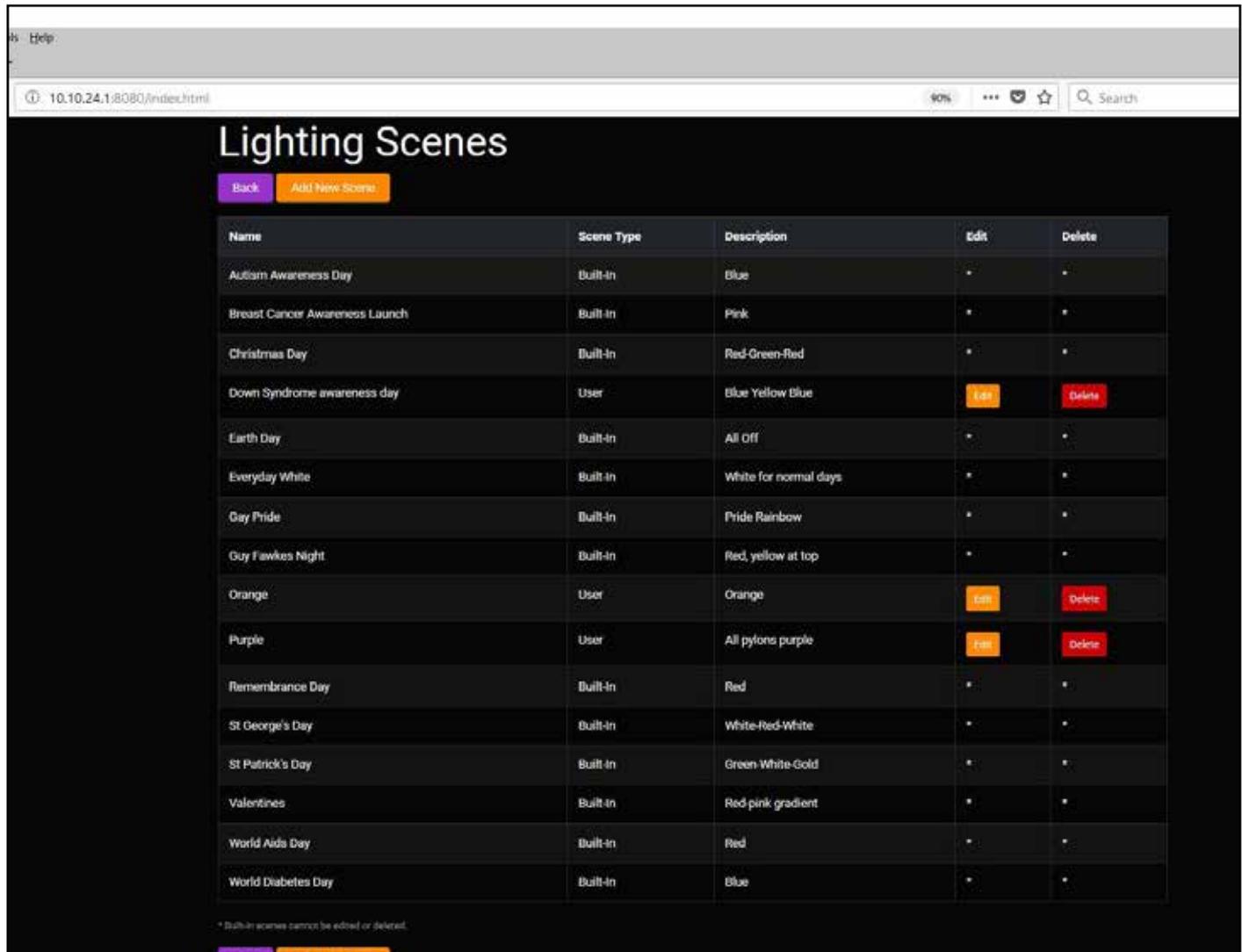
The green **Select** buttons allow the user to choose the adjacent Lighting Scene to be used for that night only. Automatic selection according to the schedule will carry on from the next day.

The orange **Add New Scene** button takes the user to the scene editing and creation page.

The Back button returns to the Main Menu. See 2.0.

4.0 Editing / Creating Scenes

The user is presented with the following screen:



4.1 Lighting Scenes

Lighting Scenes are the “looks” for the bridge. They are recalled according to *Scheduled Events* - one *Scene* can be used by multiple *Events*.

This screen shows a list of all scenes within the system. Some are preprogrammed by the designers, others are user-generated. The page can be scrolled if necessary to reach the end of the list.

The orange **Edit** buttons allow the user to choose the adjacent Lighting Scene and edit it via the pop-up *Add/Edit Scene* dialog. See 3.2

The red **Delete** buttons allow the user to choose the adjacent Lighting Scene and delete it. An “Are you sure?” dialog will be displayed. If a scene is used by one or more scheduled events, it cannot be deleted and a message to that effect will be displayed.

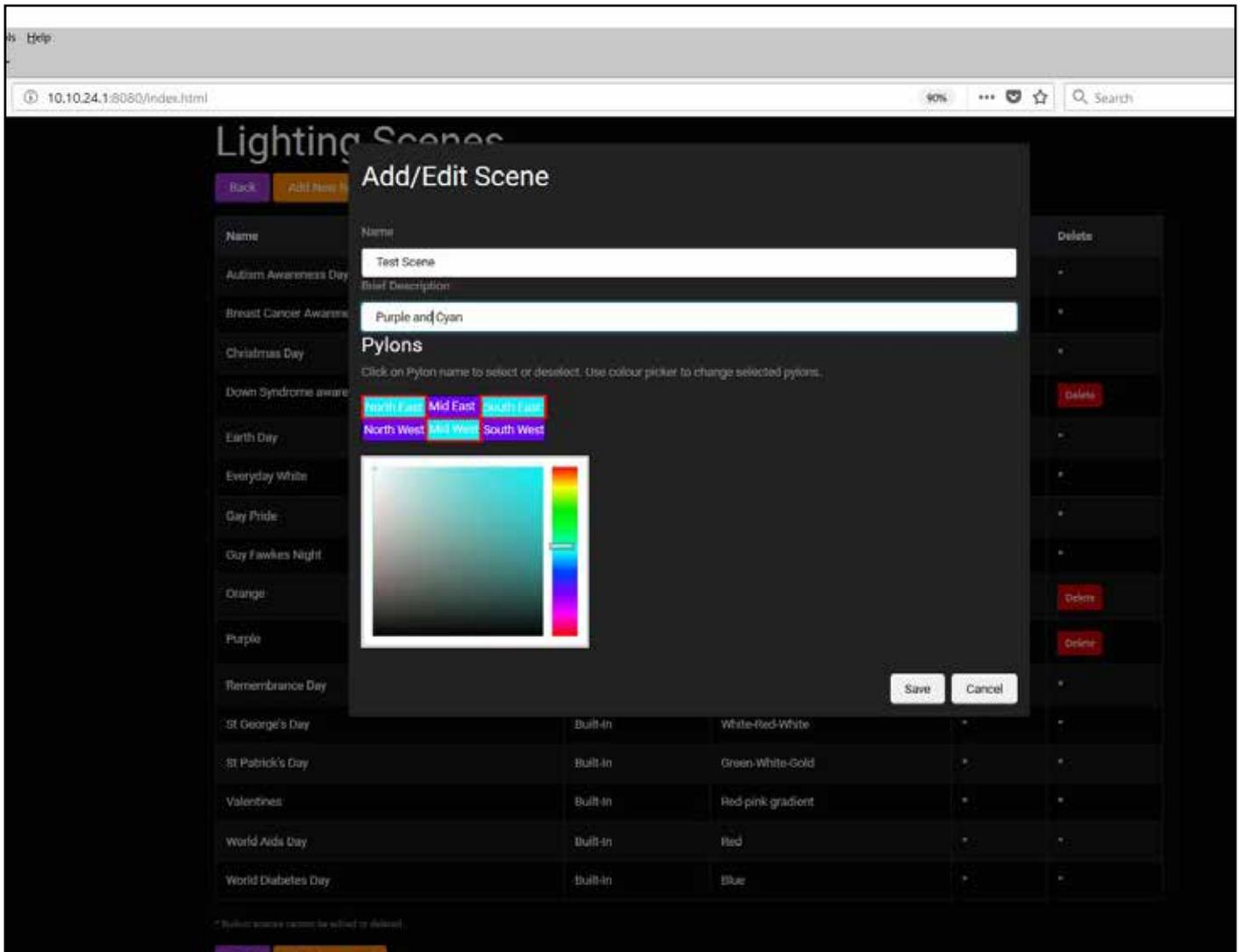
Note that scenes preprogrammed by the designers cannot be deleted or edited.

The orange **Add New Scene** button takes the user to the pop-up *Add/Edit Scene* dialog.. See 3.2

The Back button returns to the Main Menu. See 2.0.

5.0 Adding / Editing a Scene

The user is presented with the following pop-up:



If editing an existing scene, the pop-up will show its details as above. If creating a new scene, the fields will be blank and all pylons dark.

The **Name** field should contain a simple name for the scene.

The **Brief Description** field should contain a short description, such as “Red”, or “Blue and White”.

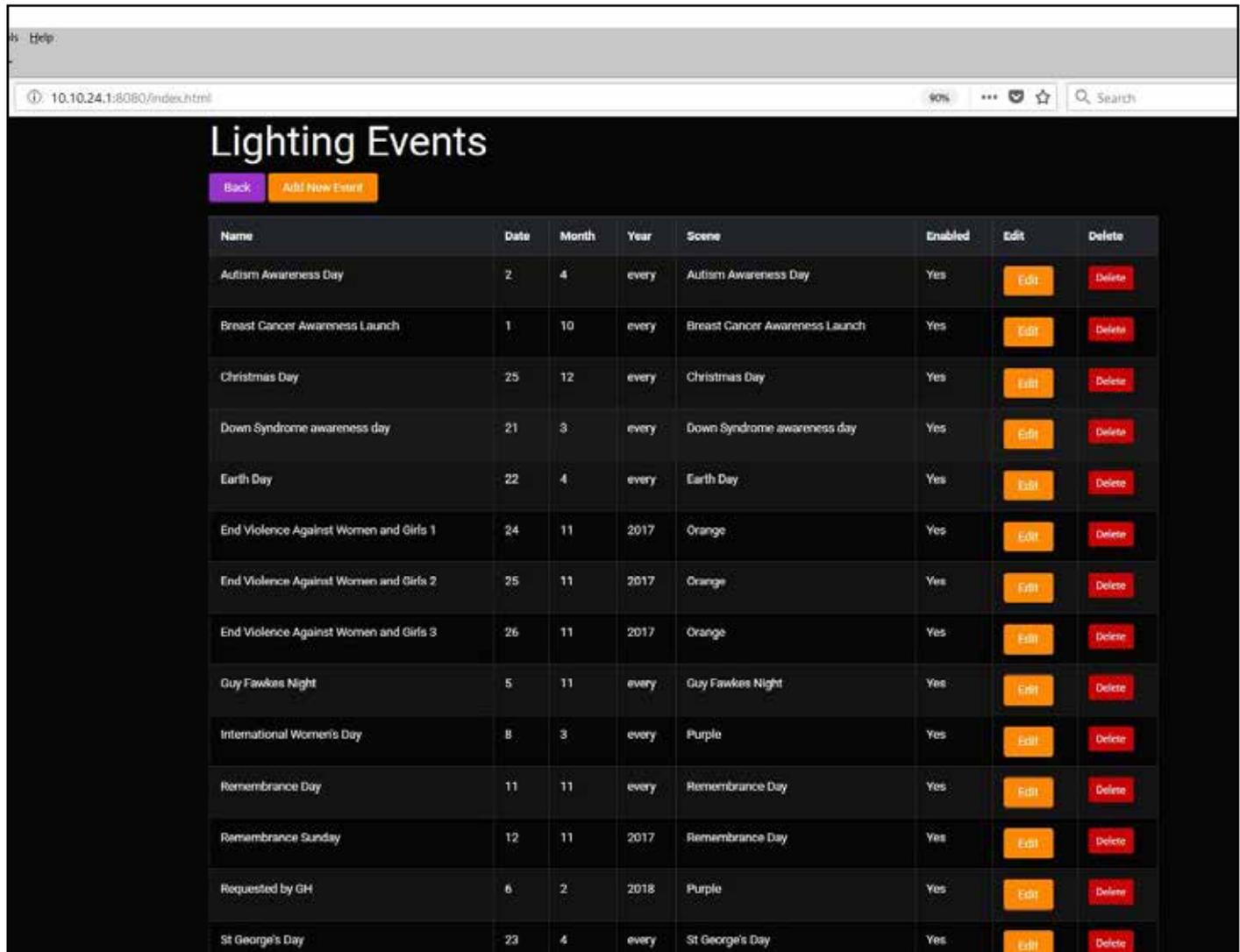
Users are advised to keep **Name** and **Brief Description** short and clear.

The **Pylons** table will show the colour of each pylon. In order to change the colour of pylons, select them by clicking. A selected pylon will get a red line around it (in the screenshot above, North East, Mid West, and South East are selected). Clicking again deselects. The colour picker can then be used to change the colour of the selected pylons.

The **Save** button saves the scene and returns to the scene list. The **Cancel** button exits the edit popup without saving.

6.0 Lighting Events

The user is presented with the following screen:



Name	Date	Month	Year	Scene	Enabled	Edit	Delete
Autism Awareness Day	2	4	every	Autism Awareness Day	Yes	Edit	Delete
Breast Cancer Awareness Launch	1	10	every	Breast Cancer Awareness Launch	Yes	Edit	Delete
Christmas Day	25	12	every	Christmas Day	Yes	Edit	Delete
Down Syndrome awareness day	21	3	every	Down Syndrome awareness day	Yes	Edit	Delete
Earth Day	22	4	every	Earth Day	Yes	Edit	Delete
End Violence Against Women and Girls 1	24	11	2017	Orange	Yes	Edit	Delete
End Violence Against Women and Girls 2	25	11	2017	Orange	Yes	Edit	Delete
End Violence Against Women and Girls 3	26	11	2017	Orange	Yes	Edit	Delete
Guy Fawkes Night	5	11	every	Guy Fawkes Night	Yes	Edit	Delete
International Women's Day	8	3	every	Purple	Yes	Edit	Delete
Remembrance Day	11	11	every	Remembrance Day	Yes	Edit	Delete
Remembrance Sunday	12	11	2017	Remembrance Day	Yes	Edit	Delete
Requested by GH	6	2	2018	Purple	Yes	Edit	Delete
St George's Day	23	4	every	St George's Day	Yes	Edit	Delete

Scheduled Events are the records of days when lighting should be something other than white. A *Scheduled Event* consists of a day, month, year and the lighting scene required. One *Scene* can be used by multiple *Events*.

This screen shows a list of all events within the system. The page can be scrolled if necessary to reach the end of the list. As well as the date and scene, the list also shows whether an event is *enabled* or not. Events which are not enabled will be ignored. This allows for events to be turned off without being deleted - this is especially useful if two events clash and one must be chosen over the other, with the other reinstated later.

The orange **Edit** buttons allow the user to choose the adjacent Lighting Event and edit it via the pop-up *Add/Edit Event* dialog. See 7.0

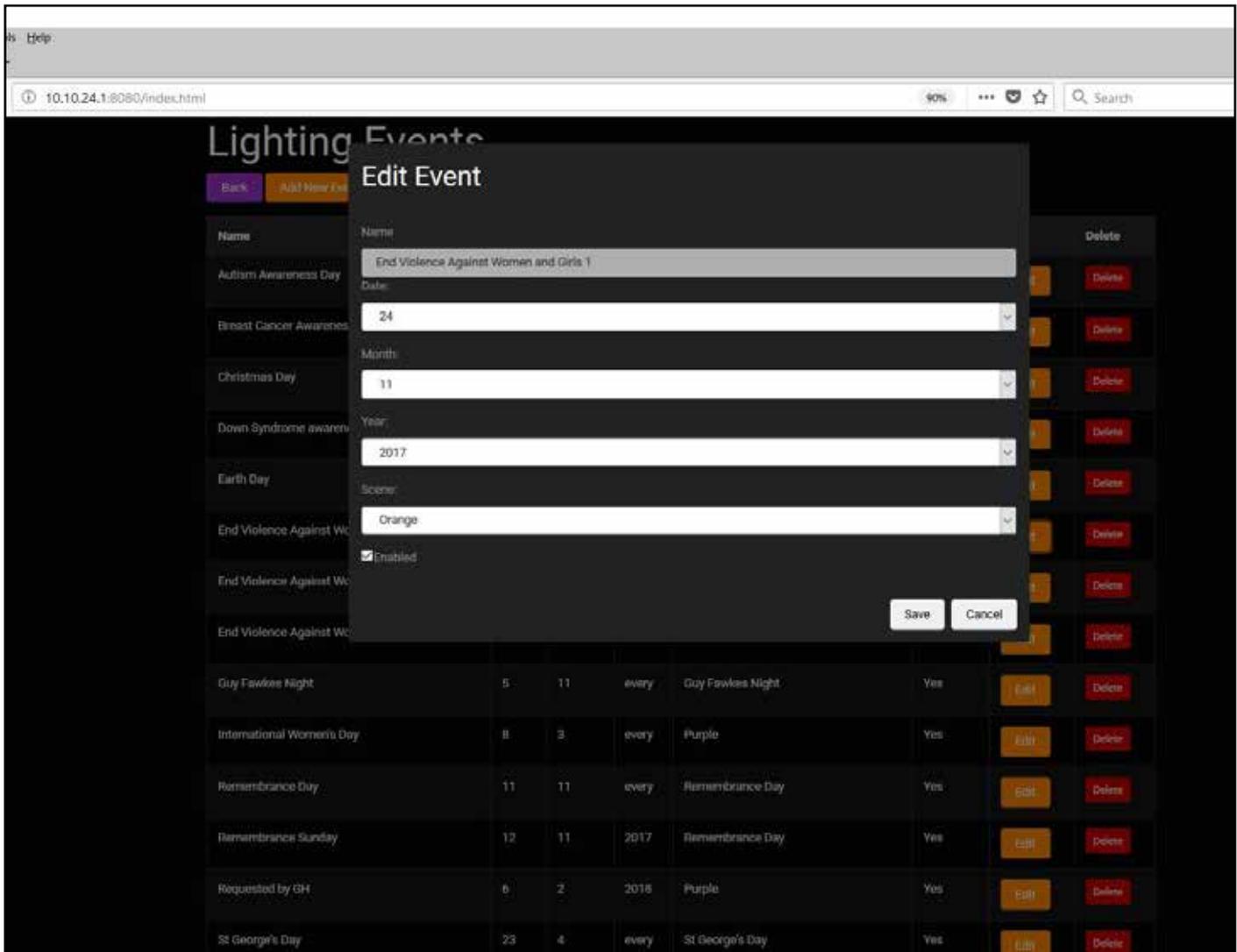
The red **Delete** buttons allow the user to choose the adjacent Lighting Event and delete it. An "Are you sure?" dialog will be displayed.

The orange **Add New Event** button takes the user to the pop-up *Add/Edit Event* dialog. See 7.0

The Back button returns to the Main Menu. See 2.0.

7.0 Adding / Editing a Lighting Event

The user is presented with the following pop-up:



Scheduled Events are the records of days when lighting should be something other than white. A *Scheduled Event* consists of a day, month, year and the lighting scene required. One *Scene* can be used by multiple *Events*.

This screen shows a list of all events within the system. The page can be scrolled if necessary to reach the end of the list. As well as the date and scene, the list also shows whether an event is *enabled* or not. Events which are not enabled will be ignored. This allows for events to be turned off without being deleted - this is especially useful if two events clash and one must be chosen over the other, with the other reinstated later.

If editing an existing event, the pop-up will show its details as above. If creating a new event, the fields will be blank and all pylons dark.

The **Name** field should contain a simple name for the event.

Users are advised to keep **Name** short and clear.

Date is a pull-down menu with which to select the day of the month.

Month is a pull-down menu with which to select the month.

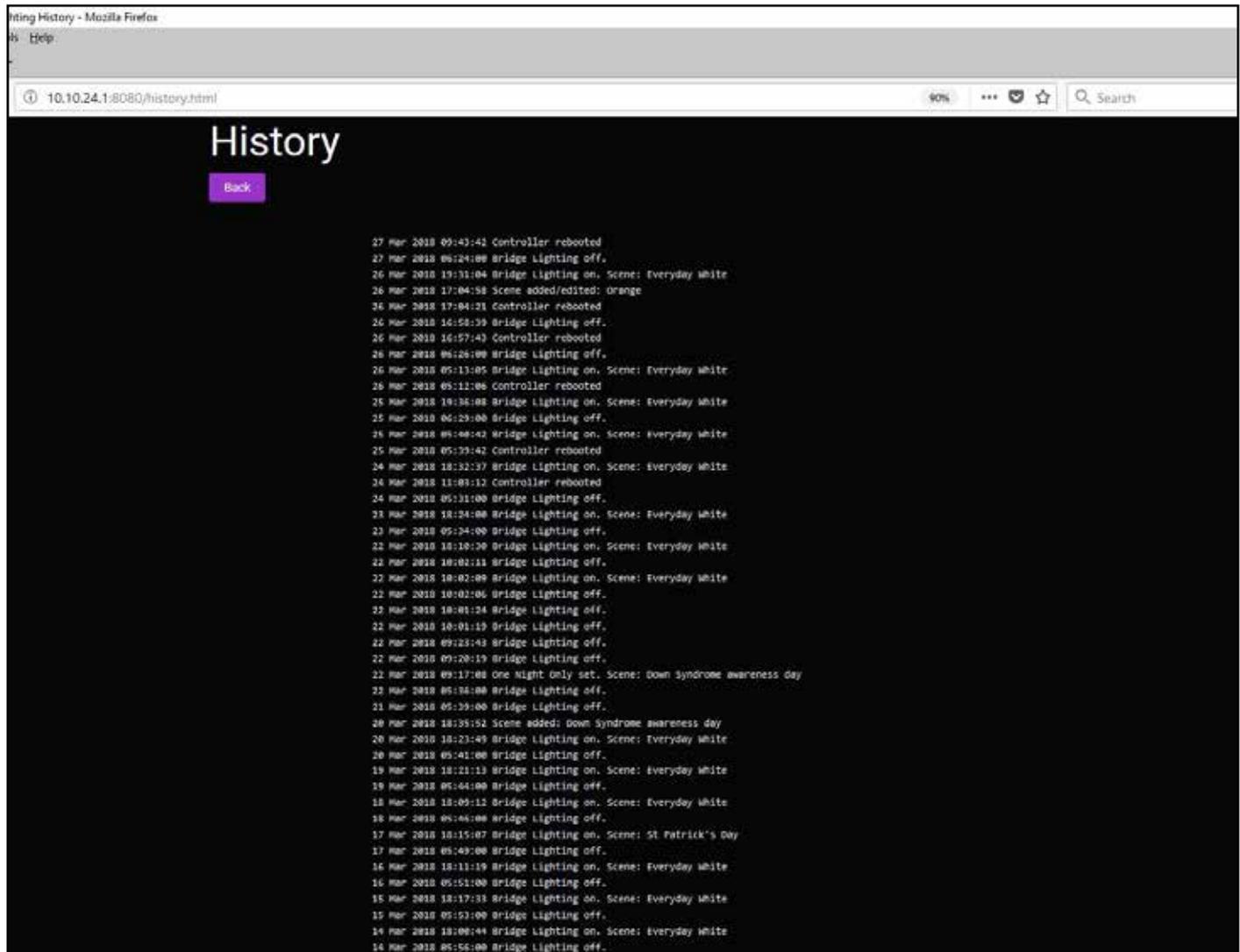
Year is a pull-down menu with which to select the year. Also included is the option *every*. If *every* is selected, then the event will occur on the same date every year. If a year is specified, the event will happen on that precise date only. These fields can be edited so as to manually adjust for movable feasts such as Easter.

Scene is a pull-down menu with which to select the Lighting Scene. it will contain all scenes in the scene list. See 4.0

The **Save** button saves the scene and returns to the scene list. The **Cancel** button exits the edit popup without saving.

8.0 History

The user is presented with the following screen



The *History* is a log of events within the system and is useful for checking operation and to assist with diagnostics.

In the *History*, the controller logs the following event types:

- Web interface Switch Lights On triggered.
- Web interface Switch Lights Off triggered.
- Light Sensor dusk detected.
- Lighting switch on, plus the lighting scene used.
- Lighting switch off.
- Web interface One Night Only Scene set, plus the scene selected.
- Web interface Scene edited or added.
- Web interface Schedule event edited or added.
- Web interface Automatic operation enabled or disabled.
- Use of any of the manual over-ride/test buttons in the cabinets.
- Controller rebooted. This generally means a power failure to the control cabinets, or a software update uploaded.