

Redwood Manager New Features Guide (v1.2 to v1.3)

Redwood Manager v1.3
February 2012

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1 Redwood Manager 1.2 to 1.3 Upgrade Guide

The 1.3 release of the Redwood Manager software represents a substantial update to the 1.2 release. This document highlights the main feature enhancements made in the 1.3 release to assist previous users of 1.2 with the transition to 1.3. For details on the new feature enhancements, please see the specific sections of the **Redwood User & Commissioning Guide (v1.3)** referenced within this document.

1.1 Multi-User Login

In 1.2, there was a single point of entry into the Redwood Manager software that offered comprehensive access to the features used to commission, control, and monitor the lighting system and sensor network connected to the Redwood Engines. This single user login was simple to manage, but lacked the ability to segment access to various features based on user type. For example, an individual user who is granted access to the Redwood Manager so that they can control the light levels at their specific work space would see tools used to commission and troubleshoot the lighting system that are irrelevant and potentially confusing for their use case. Likewise, the Facility Manager or Lighting Administrator who wants to provide individual users with some control over the lights in their work space may not want to give those users the ability to make persistent changes to locations and policies that were carefully implemented during the commissioning process.

Release 1.3 begins to rectify this by offering basic multi-user login support. There are now two consoles that can be accessed, depending on user type: User and Administrator. Facility Managers and Lighting Administrators that need the full feature set for commissioning, controlling, and monitoring the lighting system should use the Administrator console. The full feature set available in the Administrator console of 1.3 is equivalent to what was available in the single console of 1.2, but is now accessed via a unique web address. The single web address in 1.2 is now reserved for the base User console in 1.3, which has a limited subset of features that allows individual users to simply control the lights.

⇒ To access the User console:

- See Section 1 and Section 2 of the **Redwood User & Commissioning Guide (v1.3)**

⇒ To access the Administrator console:

- See Section 1 and Section 3 of the **Redwood User & Commissioning Guide (v1.3)**

1.2 Enhanced Lighting Control Functionality

The transition from 1.2 to 1.3 includes major new functionality in the area of light-level policies and events.

Release 1.2 supported only a small set of four global schedules: DayTime, NightTime, WeekendDayTime, WeekendNightTime. These four 'scheduling slots' could be scheduled for any combination of contiguous times - but all locations using scheduled Events were constrained to the global schedules configured for DayTime, NightTime, WeekendDayTime, WeekendNightTime. Release 1.3 supports any number of Events, both Scheduled and Unscheduled, per Location - and also adds Overrides and Scenes on a per Location basis.

1.2.1 Basic Concepts: Locations, Policies, and Events

The light level and behavior of a Location's lights is governed by the Location's Policy. Newly created Locations are assigned a default Policy. In addition to a default Policy, a Location can also have any number of Events. Events are linked to a Policy, and associated with a Location. Events facilitate transitions in a Location's lighting behavior (Policy), and can either be scheduled in time, or manually invoked.

Policies and Events are created in the Location Settings tab. Both can initially be created independent of Location – but they have no effect until Event and Policy are associated with a Location.

⇒ For more on the relation between Locations, Policies, and Events:

- See Section 6.1 of the **Redwood User & Commissioning Guide (v1.3)**

1.2.2 Policies and Policy Parameters

A Policy controls all the behavior of a group of fixtures – a Location.

A Policy is uniquely identified by name.

A Policy is used to:

- Identify Light Levels
- Identify Occupancy Mode and Timeouts
- Identify Occupancy Alarm
- Turn on/off Daylight Harvesting

A Location ALWAYS has a Policy. Newly created Locations assume the system Default Policy. The system Default Policy can be customized. Customizing the Default Policy applies to all Locations which use the Default Policy. Custom default Policies can be created and assigned to individual Locations. A Location's default Policy is its base Policy: it is always in effect unless superseded by an Event, an Override (which is a special event), or a Scene.

⇒ For more on Default Policies:

- See Section 6.1.2 of the **Redwood User & Commissioning Guide (v1.3)**

⇒ For more on Creating Policies:

- See Section 6.1.1 of the **Redwood User & Commissioning Guide (v1.3)**

1.2.3 Events

Events are linked, one-to-one, with a Policy to temporarily change a Location's default Policy settings.

Events and Policies are created in the Location Settings tab. They may be initially created independent of Location, and then subsequently associated with any number of locations. Events and Policies only become effective when they are associated with a Location.

Events can either be scheduled or unscheduled.

When Events are triggered, all of the settings of the linked Policy are activated.

1.2.3.1 Scheduled Events

Scheduled Events can either occur once, or more commonly, recur on a daily or weekly basis.

When Events are scheduled, they are invoked automatically by the Redwood Engine when their start-time is reached. They expire when their stop-time is reached. If the Scheduled Event is recurring, it will again be invoked on the time and day of the configured recurring schedule.

A Location might have a set of Scheduled Events, with contiguous schedule-times, that completely supersede the Location's default Policy. Say a Location has contiguously scheduled Events: DayTime; NightTime; WeekendDayTime; WeekendNightTime. With these Scheduled Events in effect, the Location's default Policy will not be triggered.

1.2.3.2 Unscheduled Events

Unscheduled Events are triggered on an “as needed” basis, either manually or through an external application. Unscheduled Events end when terminated manually or by an external application.

Activating and deactivating Unscheduled Events using the Administrator console is performed in the Locations Settings tab, at the “All Locations” level.

1.2.3.3 Multiple Events per Location

A Location can have one or more Events, and those Events can even potentially overlap in time.

When a Location has more than one Event, those Events have a priority relative to the Location's other Events. The priority of events is adjusted in the Location Settings tab for that Location.

When a Location's Events overlap in time, the highest priority Event-Policy takes precedence.

When an Event expires, its Policy settings are replaced either with the Location's default Policy, or, if there are secondary Events triggerable at that time, the next prioritized Event and its Policy.

⇒ For more on Creating Events:

- See Section 6.1.1 of the **Redwood User & Commissioning Guide (v1.3)**

⇒ For more on Setting Event Priority:

- See Section 6.1.3 of the **Redwood User & Commissioning Guide (v1.3)**

1.2.4 Overrides

An Override is a special Event - it is created in direct association with a Location. An Override is created for a specific Location in the Control tab for that Location.

The Create Override Policy dialog copies the Location's default policy settings, presenting them to the user for change.

The Create Override Policy dialog allows a user to configure any or all of the Policy settings listed above.

The dialog also requires a duration interval. When the Override is saved, it takes immediate effect. When the duration interval has been reached, the Override is de-activated.

⇒ For more on Creating Overrides:

- See Section 2.2.3 and Section 6.1.5 of the **Redwood User & Commissioning Guide (v1.3)**

1.2.5 Task Tuning, Events, and Overrides

An Event or Override supersedes a Location's current Policy settings.

If an Event or Override DOES NOT change Light Level, then the Event or Override policy settings will maintain any previous Task Tuned Light Levels.

If an Event or Override DOES CHANGE Light Level, then that Light Level change supersedes any Task Tuned Light Levels.

When the Event or Override expires, the Policy Manager restores the previous policy settings, including all Task Tuned light settings.

If Events overlap in time, when one Event expires, all the settings of the next-active Event-Policy must be restored, including any Task Tuned Light Levels.

A recurring Event-Policy for a Location can include unique Task Tuning. For example: a security office might have a WeekDayTime Event-Policy, and have specific Task Tuning for lights during the day. It may also have a WeekNightTime Event-Policy with different Task Tuning settings.

⇒ For more on Task Tuning:

- See Section 6.1.7 of the **Redwood User & Commissioning Guide (v1.3)**

1.2.6 Scenes

Scenes are intended to allow quick, temporary (unscheduled) lighting control of specific Locations.

Scenes are created in the Location Settings tab of the Administrator console. Scenes are created in direct association with a Location. Scene creation involves configuring a specific light level for the Location, for a specific purpose or need.

Scenes are activated manually, either in the Location Settings tab or in the Control tab. Scenes are deactivated in the same manner.

Task Tuning is not permitted when a Scene is active, and any individually task-tuned light levels are overridden by the group Light Level as long as a Scene is active.

When a Scene is activated, the light level configured for the Scene becomes effective. The Scene only affects light level: all other Policy settings for the active Policy still remain effective. If, for example, Occupancy is enabled for the active Policy, the Scene will obey all the Occupancy settings.

⇒ For more on Activating a Scene:

- See Section 2.2.2 of the **Redwood User & Commissioning Guide (v1.3)**

⇒ For more on Creating a Scene:

- See Section 6.1.6 of the **Redwood User & Commissioning Guide (v1.3)**



If you have any questions concerning the operation or installation of any Redwood System's products, please call, or email, the Redwood Support Team at the numbers below.

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rev: 12027ajc-rev1