

## Commands

[File Menu](#)

[Edit Menu](#)

[Direct Menu](#)

[AllUnits Menu](#)

[Interface Menu](#)

[Monitor Menu](#)

## Procedures

[Adding a Unit](#)

[Selecting a Unit](#)

[Controlling a Unit](#)

[Deleteing a Unit](#)

[Changing a Unit](#)

[Selecting COM Ports](#)

[Changing Base Housecode](#)

[Setting the Clock](#)

[Customizing Unit Icons](#)

## [Glossary](#)

## File Menu

Currently allows you to get an about box and exit. This will be expanded later to allow loading/storing of X10 events in files.

## Direct Command Menu

Allows you to command a unit to turn on, off, dim, fade, or go up. Simply select a unit, and use the appropriate item in the Direct menu. You may also control a unit by double-clicking with a mouse or selecting it and hitting enter on the keyboard.

## Edit Menu

Allows you to add, delete, or change unit definitions. When you define a unit, you supply its housecode, unit number, description, and type. This information is used to display a unit in the main window.

## AllUnits Menu

These commands allows you to command all units to turn on, off, dim, or fade. Note that with the X10 Powerhouse, you will turn all units, be they lamp or appliance units on, unlike other X10 command consoles which will only turn all lamps on.

You can command units with the Powerhouse base housecode, or you can specify any other housecode.

## Interface Menu

This command allows you to set the com port (1-4) to which the X10 Powerhouse is attached. Note that the com port you choose is saved in the x10.ini and will be used next time X10Win is run.

You also use this command to change the Powerhouse's base housecode, or clock.

## Monitor Menu

This command allows you to monitor the commands sent by the Powerhouse onto the power line. Note that this *does not* allow you to monitor commands sent by other X10 controllers; i.e. it does not monitor the power line. The option menu in the monitor window allows you to enable/disable date and/or time stamping, or to clear the screen. You may scroll through the commands monitored using the scroll bar and/or the PageUp/PageDown keys; up to 100 commands are saved. Note that the state of the units will change (on, off, etc) based on what event(s) are monitored.

## Adding a Unit

### To define a new unit:

- 1) Choose **Add** from the Edit menu  
- or -  
Click anywhere there is no unit icon
- 2) Choose the housecode
- 3) Choose the unit number
- 4) Choose the unit type
- 5) Enter the unit description

The **ADD** button adds this unit, and leaves the dialog so you can add another unit

The **OK** button adds this unit and exits the dialog

The new unit will be displayed in the main window, and be selected. The add dialog starts with a unit number that is one greater than the currently selected unit (or the last unit added); and is started with the X10's base houscode.



Deleteing a Unit

**To delete a unit:**

- 1) Select a unit from the main window
- 2) Choose **Del** from the Edit menu
- 3) You will be asked to confirm the deletion of the unit

The first unit in the main window will be selected.

## Changing a Unit

### To change a unit:

- 1) Select a unit from the main window
- 2) Choose **C**hange from the Edit menu
- 3) A dialog similar to Adding a unit will display the current unit's parameters
- 4) Make the changes required
- 5) Either the **C**HANGE or **O**K button will make the change

If you change the unit number or housecode to one already defined, you will be asked if you want to really do that.

## Selecting a Unit

### **To select a unit on the main window:**

- mouse* Click on its icon or text. Note that if not all units are in the main window, you can use the scroll bar to scroll the main window.
- keyboard* Use the cursor or tab keys to move from unit to unit. Note that if not all the units are in the main window, you can use the PageUp and PageDown keys to scroll the main window.

## Selecting COM Ports

### **To select/change the port to which the X10 Powerhouse is connected:**

- 1) Choose **COM1-4** from Interface menu  
The port chosen will be checked.

X10Win will try to get the base housecode from the X10 immediately. If the cable is not connected, the com port is not working, the X10 is not working, you have the com ports configured in Windows incorrectly, or some other problem which prevents X10Win from getting the base housecode, you will see a timeout message. Correct the problem and re-select the com port .

The com port to use is changed in the x10.ini file and used by X10Win next time it is started.

Changing the base housecode

**To change the X10 Powerhouse's base housecode:**

- 1) Choose **Housecode** from the Interface menu. The existing base housecode will be displayed.
- 2) Choose the new base housecode

Note that changing the base housecode will erase all events stored in the X10 Powerhouse. You will be asked to confirm you really want to do this.

Changing the X10 Powerhouse clock

**To change the X10 Powerhouse's clock:**

- 1) Choose **Clock** from the Interface menu. The existing X10 time/day will be displayed.
- 2) You may change the time/day and choose **OK**. If you enter the time in 24-hour format, it will be converted to 12 hour AM/PM format.  
- or -
- 3) You may choose the button displaying the system time/day to sync the X10 with the system clock

Note that in either case, the time will be changed when you make your selection. If you take a few minutes to decide/review your selection, the X10 clock will be slow.

## Customizing the unit type icons

There are 2 unit types reserved for customization. If you have a resource editor like Borland's WRT, you can add custom unit type icons by:

- 1) Start the resource editor and select x10win.exe
- 2) There is a string associated with each custom type which must be edited to contain some type description. The string number for the 1st custom icon is 233, for the 2nd it is 234. The value of these strings is used in the x10.ini file.
- 3) You must edit both the custom "on" icon and "off" icon:
  - custom1on - 1st custom on icon
  - custom1off - 1st custom off icon
  - custom2on - 2nd custom on icon
  - custom2off - 2nd custom off icon

In order for a custom icon to be useable, its string (see2 above) *must* be defined; this is how X10Win knows that you've added a custom icon.

If you use a custom unit type for a unit, and later change the string associated with the custom icon, the unit will be displayed as an "unknown" type. You can change the unit, selecting the new custom icon and the unit's type will now be understood by X10Win.

## Controlling a Unit

### **To turn a unit on or off:**

*mouse*            Double-click the unit icon.  
The icon will change to indicate  
on or off.

*keyboard*        Select the unit and hit enter.  
The icon will change to indicate  
on or off.

**To dim, fade, or up a unit, you must use the Direct menu item.**



## Glossary

appliance  
base housecode  
description  
dim  
fade  
housecode  
lamp  
select  
type  
unit  
unit number  
up  
x10.ini



## Unit

Each X10 (or compatible) module, wall switch, etc. is a separate unit. Each unit has a housecode and unit number which you set. Generally, each unit is a different lamp, appliance, etc, although you can assign the same housecode and unit number to multiple modules, wall switch, etc. and they all get lumped together under one unit.

## Housecode

A letter from A to P. Generally all your units will have the same housecode, although if you have more than 16 units you will need to use more than one housecode. Housecodes prevent confusion should your neighbor be using X10 units and command are crossing over between houses.

## Lamp

A type of unit (wall module or wall switch) which can be used to control incandescent lamps only. These units are capable of dimming the lamp and so should not be used with appliances.

## Appliance

A type of unit (wall module) which can be used to control appliances, lamps, etc. These units are *not* capable of dimming. They contain a latched relay which during a power failure will stay in their previous "state" (on or off).

## Unit Number

A number from 1 to 16 which is set on each unit. Commands to control a unit (turn it on, off, etc) always contain a unit number which specifies which unit to control.

## Description

A text string which should describe what or where a unit is, e.g. *Livingroom Table*. It should not contain words like lamp, appliance, etc. since the unit's icon will tell you that. It should not be too long or the icon will take up too much room in the main window. This can never be longer than 64 characters.



## Type

Each unit has a type, typically *lamp* or *appliance*. A unit may also be of type *miscellaneous*, or if you have added custom icons units may be of that type. Different unit types are displayed using different icons in the main window.

## Base Housecode

The X10 Powerhouse has a base housecode which is used when you depress the keys on the top of the Powerhouse.

## Dim

A lamp unit can be dimmed to one of 16 (0-15) levels, with 0 being the brightest and 15 the dimmest. X10Win uses hexadecimal notation (10-15 is a-f) so that accelerators can be used to specify a dim level.

Up

A lamp unit can be made to bring the lamp *up* to full brightness via this command. It is not documented in the X10 Powerhouse documentation but seems to work. I've found that not all lamp units respond correctly to this command.

## Fade

This command will turn any unit off. Lamp units are dimmed to fully off, appliance modules are switched off. This is not documented in the X10 Powerhouse documentation but seems to work very reliably.

x10.ini

This file contains all the unit information in "Windows" format. It must be in your windows directory.

You can edit it manually, the format should be pretty easy to figure out. One good reason to do this (and perhaps a flaw in X10Win) is to re-arrange the order of units so they are displayed in a logical way in the main window.

If you re-arrange the unit definitions under the [Units] section, you do not need to re-arrange the individual unit information sections.

## Selected

When a unit is selected, its housecode/unit number and description are highlighted. The color used for the background follows the active tile bar background.