

# Savant Integration Steps for Savant End-user Scenes Function

## Steps to Configure SI Shades with Savant systems.

1. From the "Show Library" function, Search for and select the "Somfy Connect UAI Plus" from the Library and drag them into the needed Room in the project.
2. Drag the needed items from the Room list on the left into the Canvas and then drag a Network connection from the LAN port on each Device to the Switches in the Canvas (for this you will need to know the IP Addresses of every device being connected).
3. After creating the devices in the canvas, select the "Generate Services" function to complete the current changes. Then Save the project file again.
  - 3a. If the SIFI option is used, you will need to set the Telnet Username and Password. Open the Inspector function for the SIFI and select the "State Variables" function of the "Show" dropdown box. Select the Password option and then add the correct Password in the "Initial Value" space provided. Select the User option and then add the correct Username in the "Initial Value" space provided. Select the "Generate Services" option and then Save the Project again.
4. Set the Somfy Node IDs for the project in the "Tools>Settings>Shades" section of the software. In the Shades Settings section click on the "+" icon in the bottom Left-hand corner to add a new Shade instance to the project. Add the following items to the created Shades.
  - "Controller" - Select the correct Controller from the Drop-down list.
  - "Location" - Select the correct Room Location from the Drop-down list.
  - "Entity" - Select the correct Entity from the Drop-down list, in this case "Shade".After all of the needed Shades have been added, select the "Done" function at the bottom of the screen to return to the main page, here select the "Generate Services" option and then Save the Project again.
5. Return to the "Tools>Settings>Shades" section of the software. Now you will need to Assign the following items to the newly created Shades.
  - "Label" - Assign a Name to the Button for the Interface.
  - "Address [1]" - Assign the correct Node ID to the correct Shade for control.  
(e.g. Node ID "06.29.F4", do not add the "." only add the numbers "0629F4").After all of the needed Shades have been added, select the "Done" function at the bottom of the screen to return to the main page, here select the "Generate Services" option and then Save the Project again.

## **Finish of Basic Shade Configuration.**

### **Continue on steps 6-8 for the Savant Scenes Configuration**

6. Return to the "Tools>Settings>Shades" section of the software. Now you will need to Assign the following items to the newly created Shades.

"Entity" - Change this function from "Shade" to "Scene", this will change some of the previously made choices for the other options.

"UI Type" - Change the UI Type from "Push" to "Slider", this will change some of the previously made choices for the other options.

"Savant App Scenes" Set the CheckBox to TRUE for this option.

"Savant App Group" - Change this function from "Button" to "Variable", this may change some of the previously made choices for the other options.

"Entity" - Change this function from "Scene" to "Slider", this will change some of the previously made choices for the other options.

"State [1]" - Verify that after changing the "Entity" option for the second time, the State [1] options will autofill with the correct ShadeController,ShadeLevel,Address (Node ID) for the Shade.

"State [2]" - Verify that after changing the "Entity" option for the second time, the State [2] options will autofill with the correct ShadeController,ShadeLevel,Address (Node ID) for the Shade.

After all of the needed Shades have been added, select the "Done" function at the bottom of the screen to return to the main page, here

7. select the "Generate Services" option and then Save the Project again.

8. Select the "Upload to Master" option to complete the configuration.