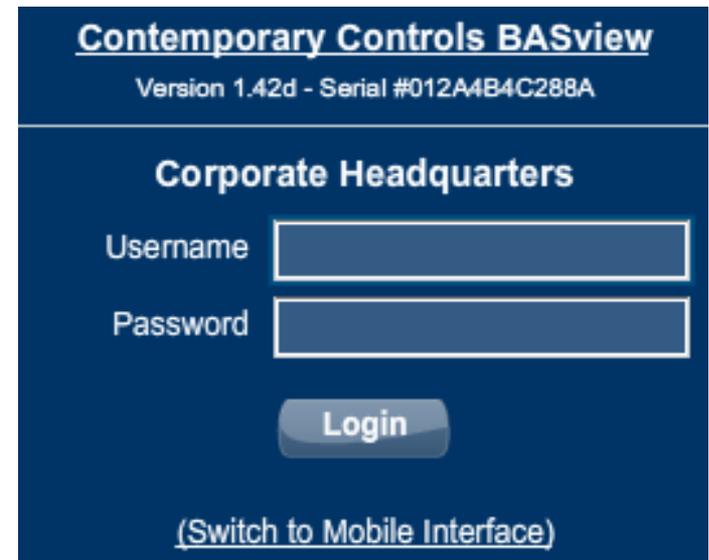


# BASview — Login

- ❖ The default IP address of the BASview is 192.168.92.68.
- ❖ At login, you can switch from Flash to Mobile Interface.
- ❖ The default login is
  - Username: admin
  - Password: pass



The screenshot shows the login page for Contemporary Controls BASview. At the top, it displays the product name and version/serial information. Below that, the user is prompted to log in as 'Corporate Headquarters'. There are input fields for 'Username' and 'Password', followed by a 'Login' button. At the bottom, there is a link to switch to the mobile interface.

**Contemporary Controls BASview**  
Version 1.42d - Serial #012A4B4C288A

**Corporate Headquarters**

Username

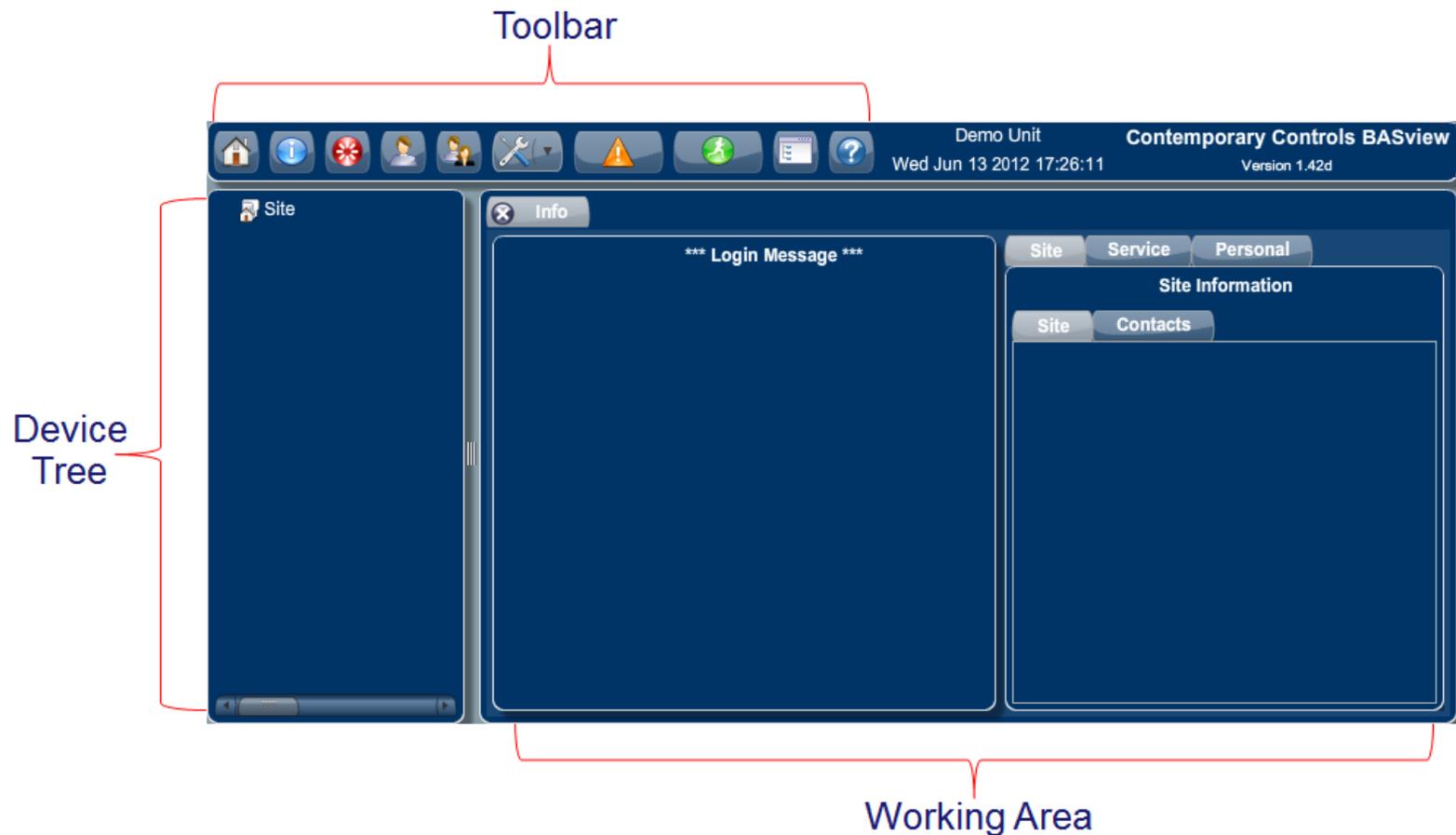
Password

**Login**

[\(Switch to Mobile Interface\)](#)

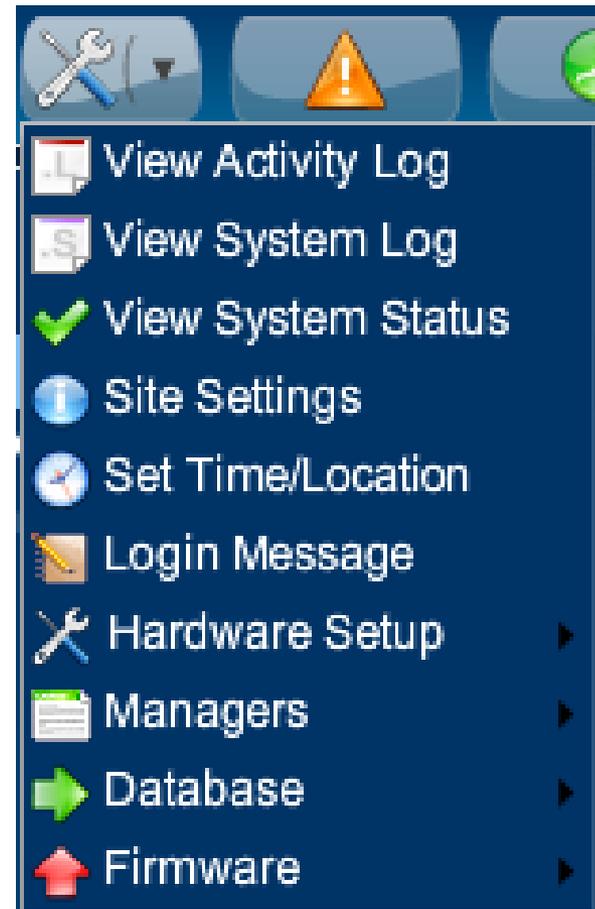
# BASview — Main Screen

After logging into the Flash Interface, you will see this basic screen.



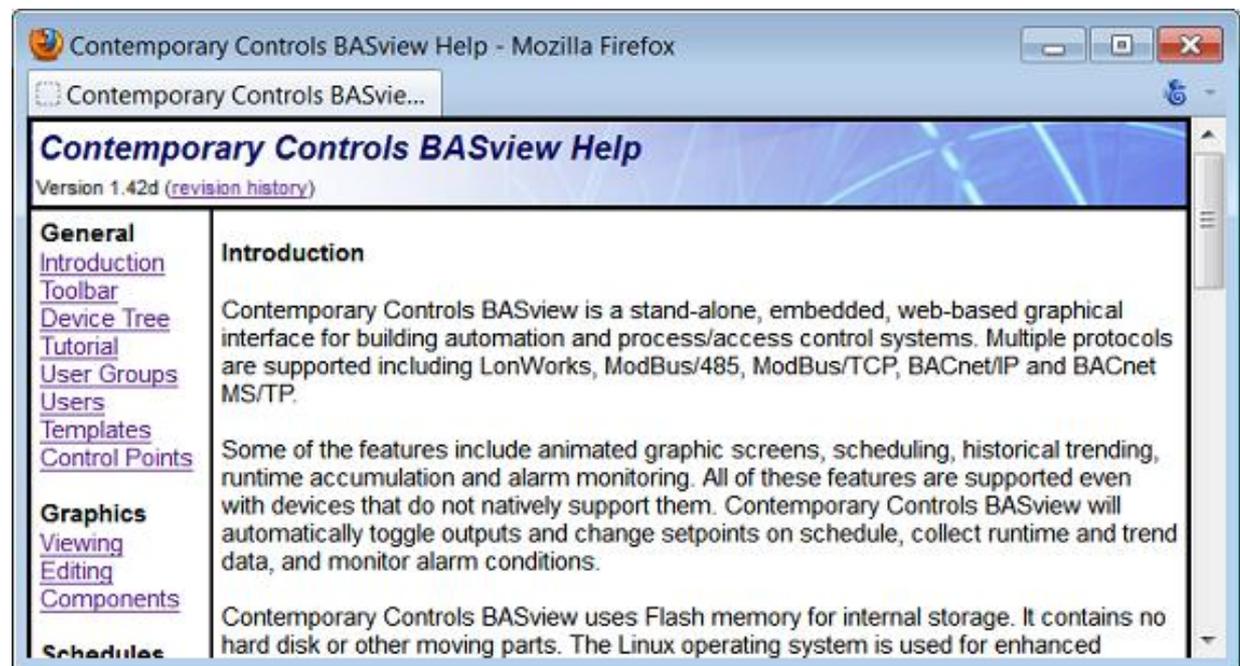
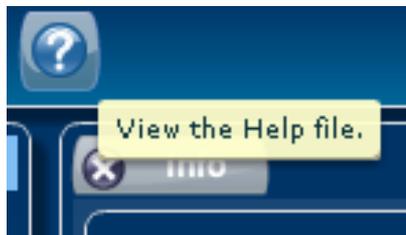
# BASview — Toolbar

- ❖ The 10 Toolbar icons are: Home, Site Info, Logout, Users, User Groups, Admin, Alarms, Runtime, Tree View and Help.
- ❖ The drop-down menu under the Admin (wrench) icon allows you to ...
  - see logs and status
  - enter site settings
  - set the time/location
  - specify a login message
  - configure the IP address
  - reboot the unit
  - update the firmware

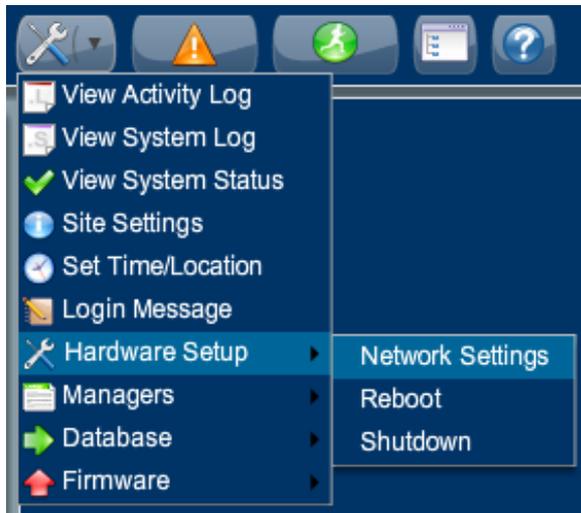


# BASview — Help Screens

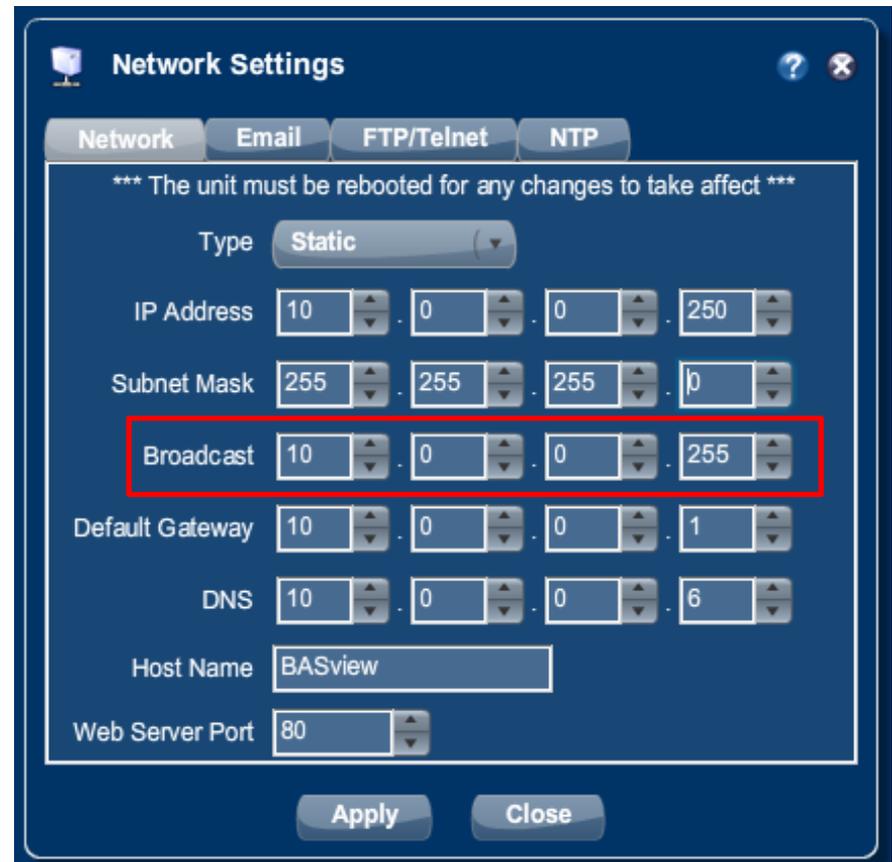
- ❖ The BASview has tool-tip messages that pop up to explain what a button does when you hover over it.
- ❖ It also has context-appropriate online help. Press  on the toolbar and on all screens to access the help system



# BASview — IP Address Setting

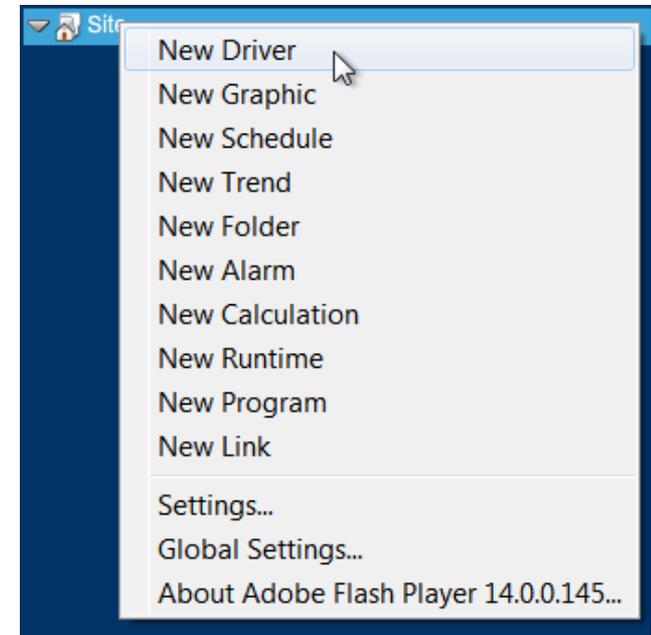
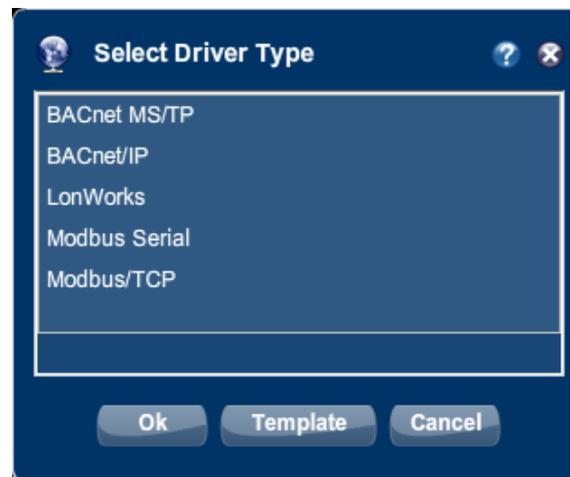


- ❖ Enter your IP address settings and reboot.
- ❖ For BACnet systems it is important to set the Broadcast setting to the broadcast address in your subnet.



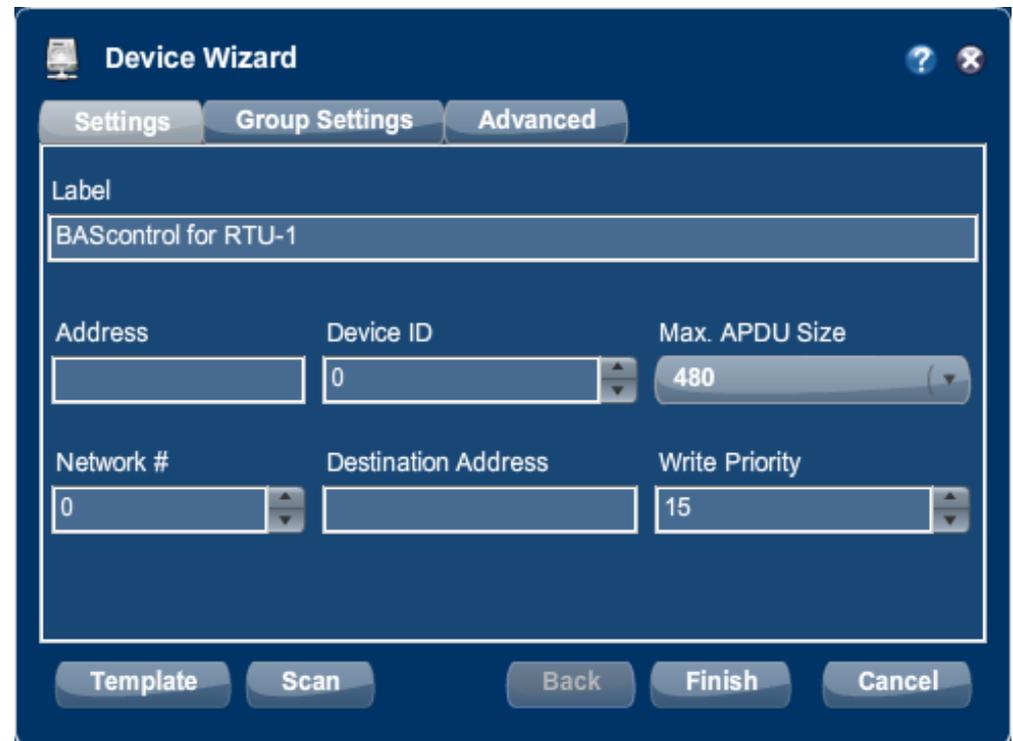
# BASview — Drivers

- ❖ To communicate with devices, you must load a driver.
- ❖ In the **Device Tree**, right-click the Site icon and select “New Driver”.
- ❖ In the **Select Driver Type** window, choose the appropriate driver and press “Ok”.



# BASview — Driver Configuration

- ❖ Enter in your driver configuration.
- ❖ For BACnet, use a system-wide unique Device ID.
- ❖ 47808 is the standard BACnet port number.
- ❖ Enter a label for the driver and press “Finish”.

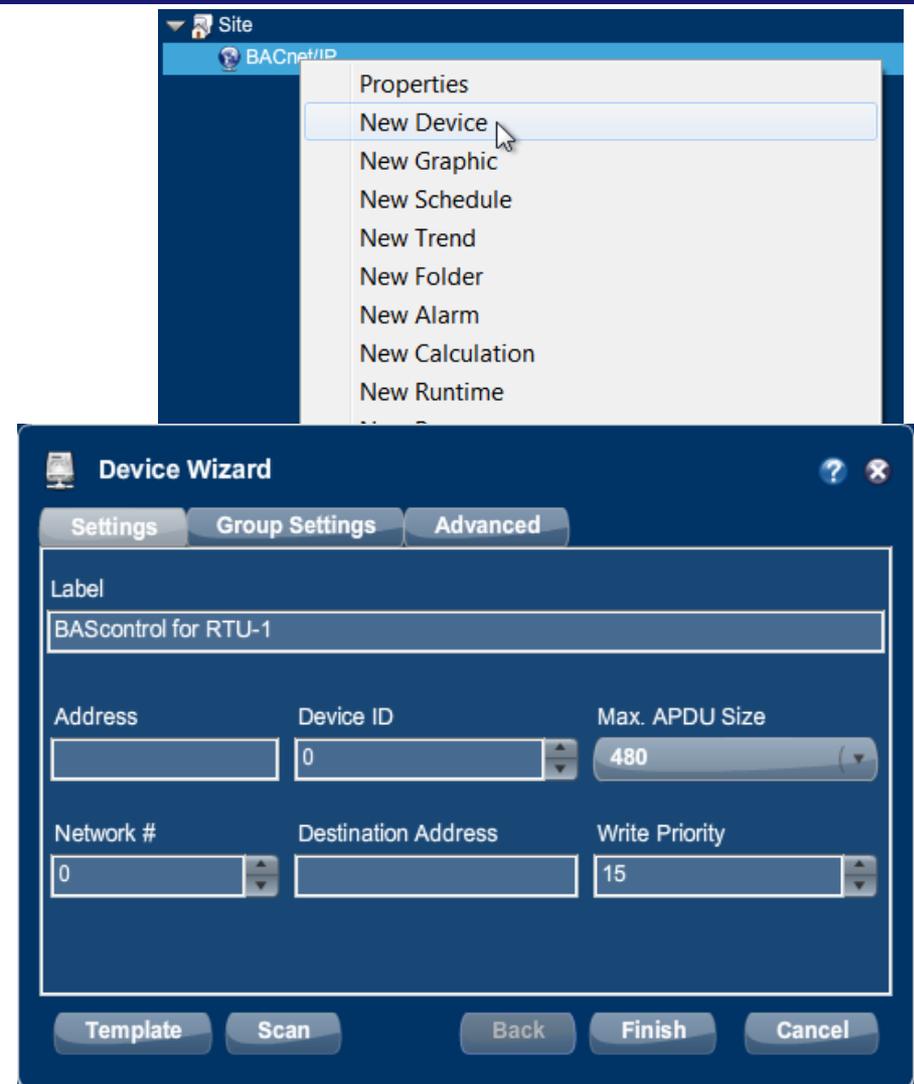


The screenshot shows the 'Device Wizard' window with three tabs: 'Settings', 'Group Settings', and 'Advanced'. The 'Settings' tab is active. The 'Label' field contains 'BAScontrol for RTU-1'. The 'Address' field is empty. The 'Device ID' field contains '0'. The 'Max. APDU Size' field is a slider set to '480'. The 'Network #' field contains '0'. The 'Destination Address' field is empty. The 'Write Priority' field is a slider set to '15'. At the bottom, there are buttons for 'Template', 'Scan', 'Back', 'Finish', and 'Cancel'.

Field	Value
Label	BAScontrol for RTU-1
Address	
Device ID	0
Max. APDU Size	480
Network #	0
Destination Address	
Write Priority	15

# BASview — Discover Devices

- ❖ Right click the driver and select “New Device”.
- ❖ The **Device Wizard** allows you to set device parameters, or — with BACnet — discover a device.
- ❖ Press the “Scan” button to discover BACnet devices.
- ❖ Press “Finish” on the next pop up window.



# BASview — BACnet Device Scan

- ❖ If the NetworkID is 0, the discovered device is on the BASview network — otherwise, it is accessed through a router.
- ❖ Select each device you want, give each a meaningful label and press the “Add” button.

Device Scan

Label:

Description:

Template:  **Select** **Clear**

Advanced

Click 'Add' to save the item as:

Label:

Description:

**Add** **Group Access**

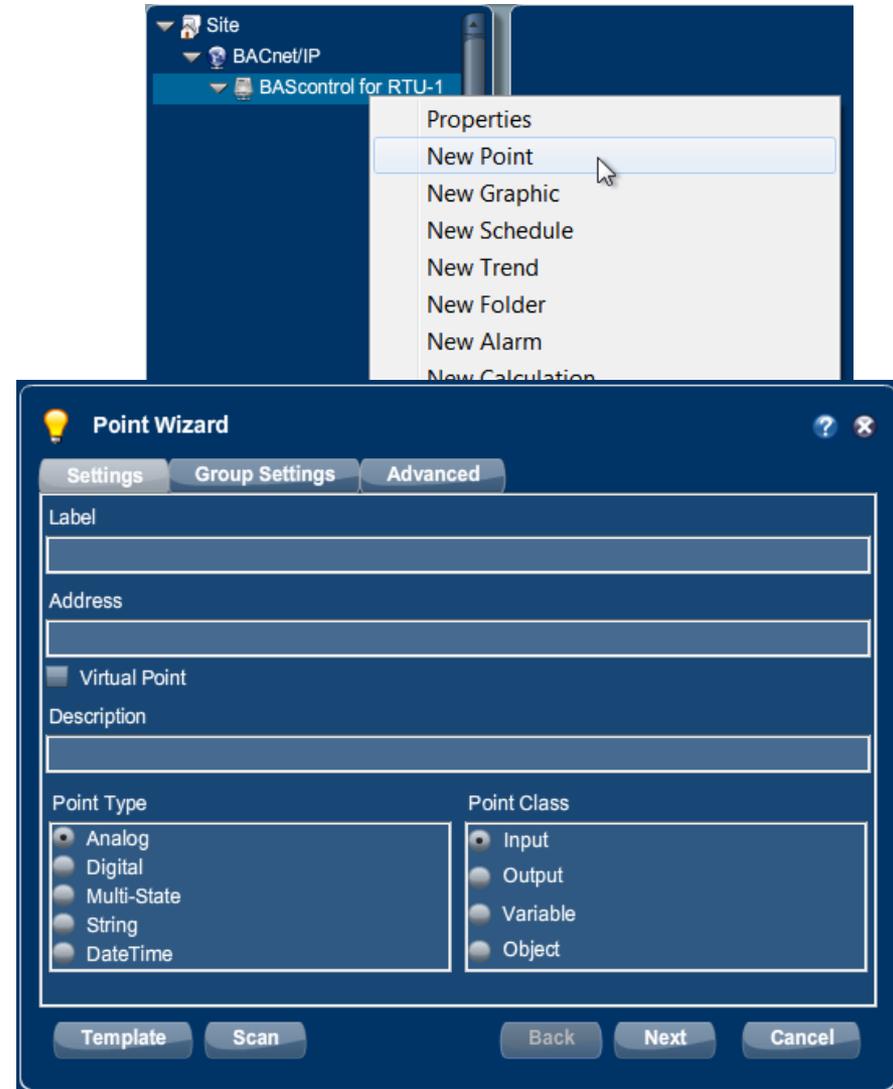
Devices: 10

DeviceID	Model	Vendor	Location	Address	NetworkID
2749219	BAScontrol	Contemporary Contr	No Location - 2749	10.0.0.219	0
2749217	BAScontrol	Contemporary Contr	No Location - 2749	10.0.0.217	0
762749	BAS Remote	Contemporary Contr	No Location - 7627	10.0.0.240	0
247227	BAS Remote	Contemporary Contr	No Location - 2472	10.0.0.227	0
2450010	BASgatewayLX	Contemporary Contr	No Location - 2450	10.0.0.241	51665
2749	BAS Remote	Contemporary Contr	No Location - 2749	10.0.0.224	0
2450245	BASgatewayLX	Contemporary Contr	No Location - 2450	10.0.0.245	0
245213	BASRT-B	Contemporary Contr	BACnet/IP to MS/7	10.0.0.213	0
2749208	BAScontrol	Contemporary Contr	No Location - 2749	10.0.0.208	0
2459900	BASgatewayLX	Contemporary Contr	No Location - 2459	10.0.0.241	0

**Close**

# BASview — Add BACnet Points

- ❖ Refresh the **Device Tree** to see your new BACnet devices.
- ❖ Right click a device and select “New Point” in the popup menu.
- ❖ The **Point Wizard** allows you to enter one point or discover points.
- ❖ Press “Scan” to discover points.
- ❖ Press “Finish” on next window.



# BASview — Add BACnet Points

- ❖ Select the points of interest and press the “Add” button.
- ❖ You can select multiple points.
- ❖ Points **disappear** from the scan list as they are added.

Point Scan

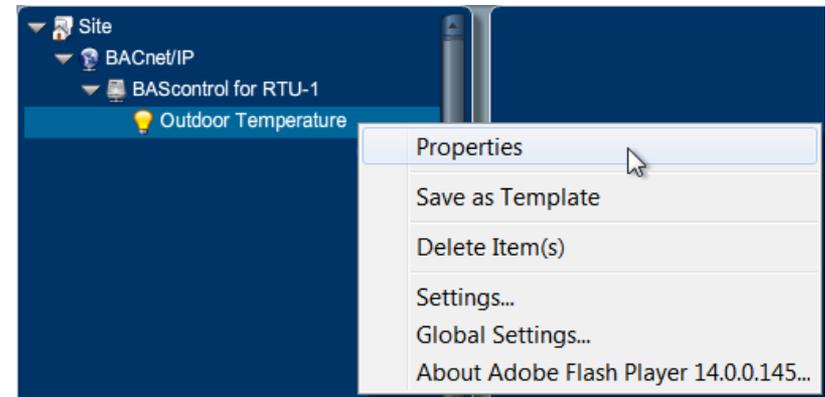
Points: 21

Point	Address	Units
Outdoor Temperature	AI2	F
Universal Input 3	AI3	V
Universal Input 4	AI4	V
Universal Input 5	AI5	V
Universal Input 6	AI6	V
Universal Input 7	AI7	V
Universal Input 8	AI8	V
Binary Input 1	BI9	
Binary Input 2	BI10	
Binary Input 3	BI11	
Binary Input 4	BI12	
Analog Output 1	AO13	V

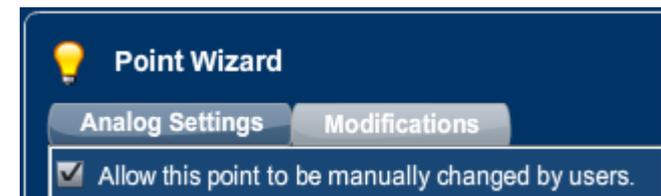
Close

# BASview — Points To Be Written

- ❖ All points are read-only by default.
- ❖ To modify a point you must mark it writeable.
- ❖ Right-click a point and select “Properties”.



- ❖ In the **Point Wizard** window that appears, press “Next”.
- ❖ The next window may or may not display a “Modifications” tab. If shown, click it to view this check box:

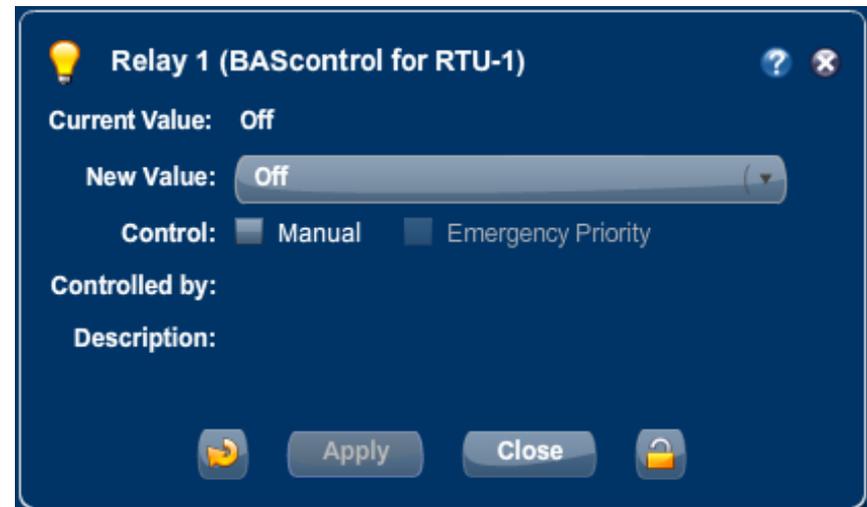


“Allow this point to be manually changed by users”

- ❖ Check this box and press “Finish”.

# BASview — Manually Writing/Reading Points

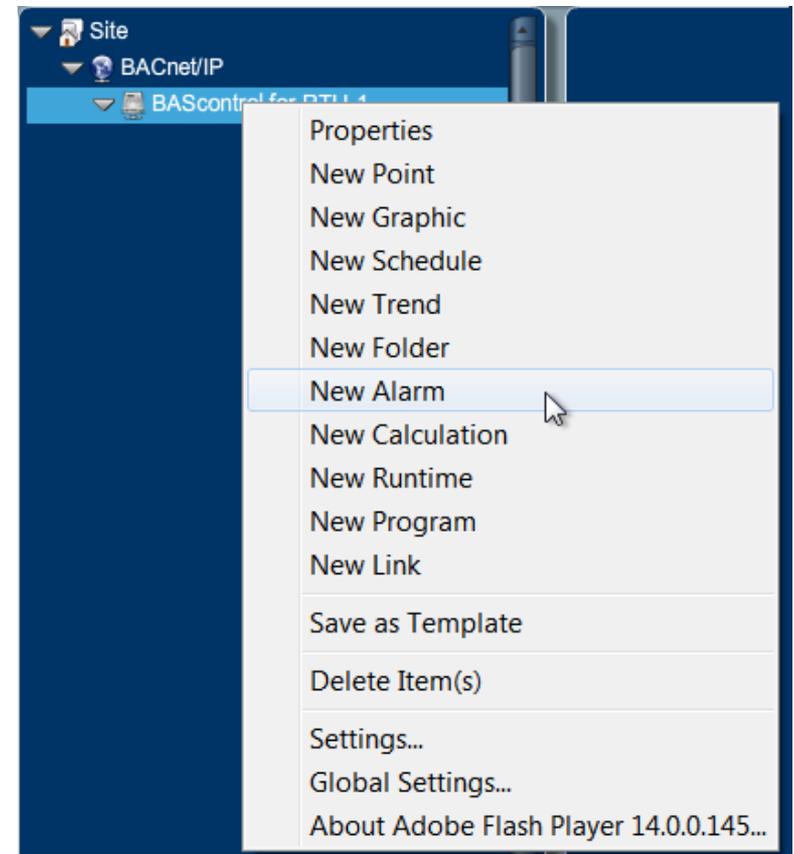
- ❖ Left-click a point in the **Device Tree**.
- ❖ Then modify its value — if writeable — from the point window and press the “Apply” button.
- ❖ This can also be used to view the status of a point.
- ❖ The lock symbol can be used to view/modify the BACnet priorities for the point.



# BASview — Alarms

- ❖ In the **Device Tree** you can place Alarms at different levels.
- ❖ To place an alarm below a **driver**, right-click the driver and select “New Alarm”.
- ❖ To place an alarm below a **device**, right-click the device and select “New Alarm”.

(Continue on the next slide.)



# BASview — Alarms

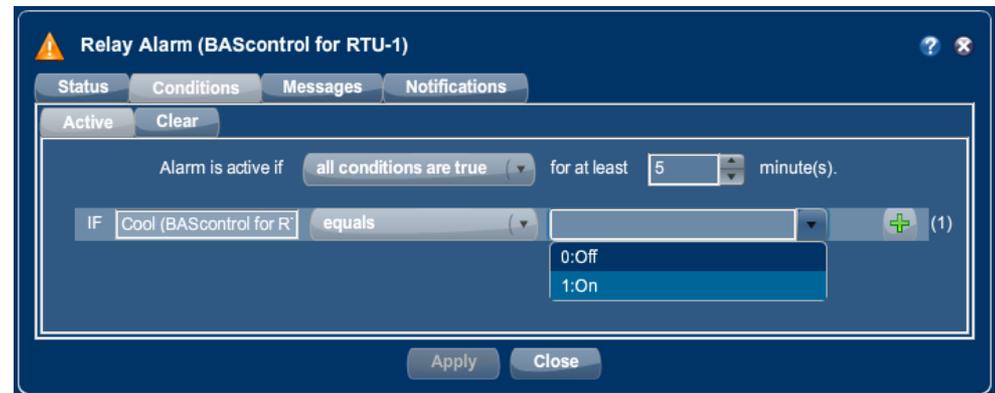
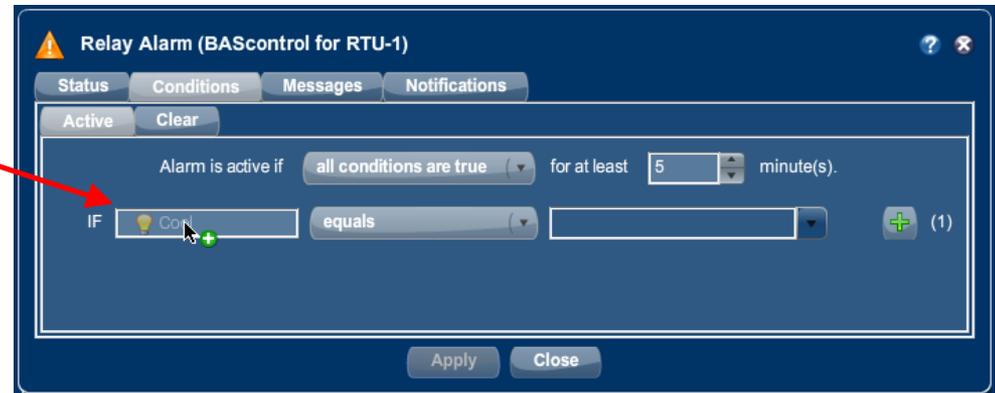
- ❖ Name the alarm and press “Finish”.
- ❖ Then left-click the newly created alarm.
- ❖ Now you can set the alarm conditions.
- ❖ Press the “Conditions” tab.

(Continue on next slide.)



# BASview — Alarm Conditions

- ❖ Drag a point from the **Device Tree** to the point box.
- ❖ Set the options boxes for when to report an alarm.
- ❖ Select the “Clear” tab and then set the conditions for alarm clearing.



(Continue on the next slide.)

# BASview — Alarm Messages

- ❖ Alarms require a message when set and optionally when cleared.
- ❖ Press the “Messages” tab and provide the messages.
- ❖ Then press the “Apply” button.

**Relay Alarm (BAScontrol for RTU-1)**

Status Conditions **Messages** Notifications

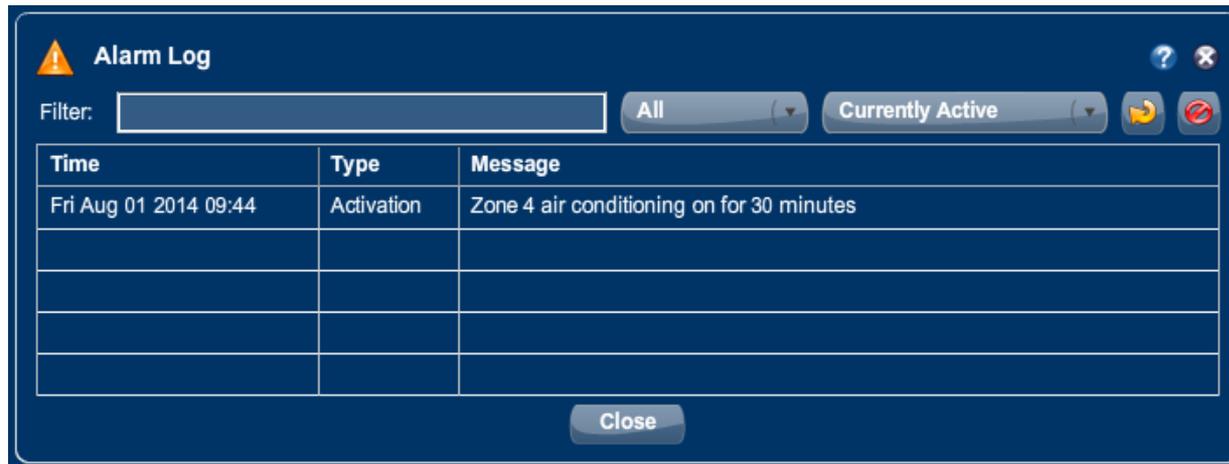
Active Message Clear Message (optional)

Point values can be embedded in the text by using @Vx, where x is the condition number. For example, @V2 embeds the value of the point associated with condition #2. Use @Cx for the right side comparison value. See the help file for more formatting options.

Apply Close

# BASview — Alarm Log

- ❖ When the Alarm icon  is flashing — or presenting a non-zero number — one or more alarms have occurred.
- ❖ Left-click this icon and you will see the **Alarm Log** window. These alarms clear when the conditions have cleared.



# BASview — Schedule

- ❖ To create a schedule, right-click a driver or device and select “New Schedule”.
- ❖ Name the schedule and select “Finish”.
- ❖ Left-click the newly created schedule to configure it.

(Continue on the next slide.)

The screenshot illustrates the software interface for creating and configuring a schedule. It is divided into three overlapping windows:

- Top Window:** Shows a tree view with 'Site', 'BACnet/IP', and 'BAScontrol for RTU-1'. A right-click context menu is open over 'BAScontrol for RTU-1', with 'New Schedule' selected.
- Middle Window:** Titled 'Schedule Wizard', it has tabs for 'Settings', 'Group Settings', and 'Advanced'. The 'Label' field contains 'RTU-1 Schedule'.
- Bottom Window:** Titled 'RTU-1 Schedule', it has tabs for 'Normal Hours', 'Exceptions', and 'Points'. It displays a grid for configuring the schedule by day (Monday through Sunday) and time (00:00 to 24:00). The grid is currently empty. To the right of the grid are buttons for 'Clear Page', 'Apply', and 'M >> T-F'. At the bottom, it states 'Schedule is currently inactive.'

# BASview — Schedule Editing

- ❖ Press the “Points” tab and drag from the **Device Tree** the points you want this schedule to control.
- ❖ When prompted, select the Active and Inactive values for these points. Then press “Apply”.



- ❖ During the Active period, BASview will send the Active value (that you previously created) to the device point that you provided.
- ❖ During the Inactive period, BASview will send the Inactive value (that you previously created) to the device.

(Continue on the next slide.)

# BASview — Schedule Setting

- ❖ To set a daily schedule, click the “Normal Hours” tab and place your cursor into a blank day. A time appears and matches the cursor position. Set this as the Active period start — for example, 6:30 a.m.
- ❖ Left-click and drag the cursor to the end of the period — for example, 6:00 p.m.
- ❖ When done, the active period appear between the two triangles.

(Continue on the next slide.)

The image displays three sequential screenshots of the 'RTU-1 Schedule' interface, illustrating the steps to set a daily schedule.

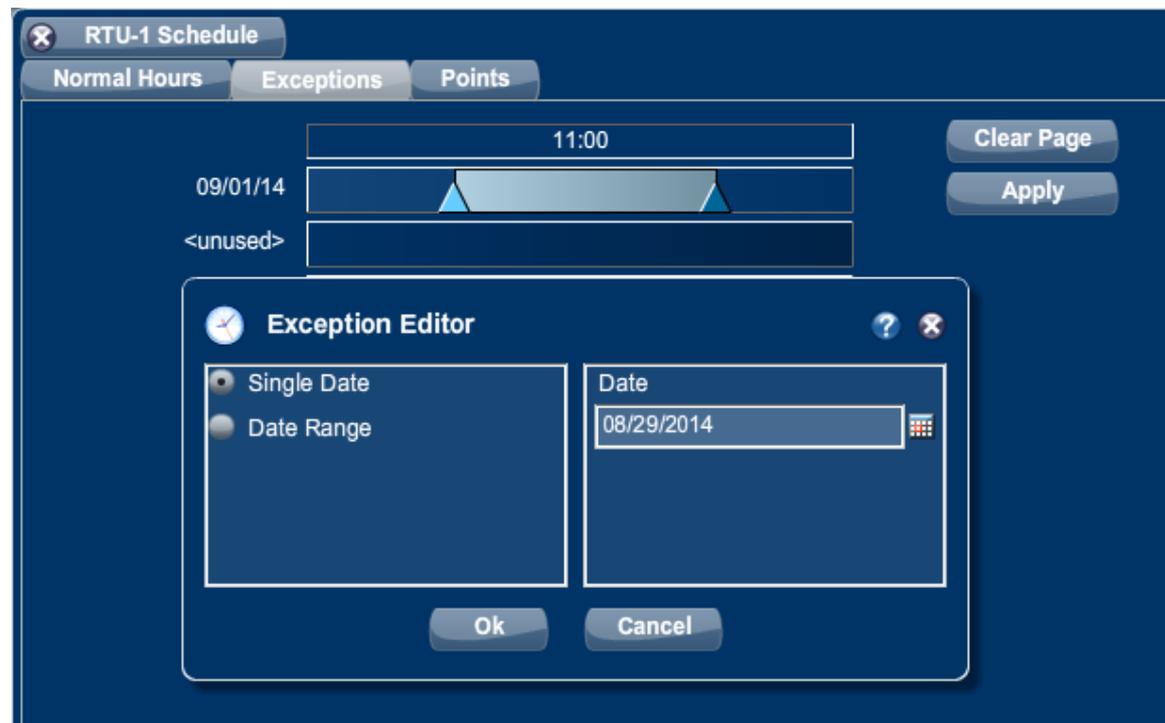
- Top Screenshot:** The 'Normal Hours' tab is selected. The 'Monday' row is active, and a cursor is positioned at 06:30. The 'Tuesday' row is also visible. Buttons for 'Clear Page', 'Apply', and 'M >> T-F' are present.
- Middle Screenshot:** The cursor has been dragged to 18:00 on the 'Monday' row, defining the active period as 06:30 - 18:00. The 'Tuesday' row is now active, and the 'Wednesday' row is visible. Buttons for 'Clear Page', 'Apply', and 'M >> T-F' are present.
- Bottom Screenshot:** The active period is now shown as a shaded bar between two blue triangles on the 'Monday' row. The 'Tuesday' row is active. The 'Wednesday' through 'Sunday' rows are visible. The x-axis at the bottom shows time slots from 00:00 to 24:00. A status message at the bottom reads 'Schedule is currently inactive.' Buttons for 'Clear Page', 'Apply', and 'M >> T-F' are present.

# BASview — Schedule Setting

- ❖ Adjust the schedule by dragging the triangles to different times.
- ❖ Once you have a Monday schedule — for example — you can copy it to the rest of the week by pressing the M>>T-F button.
- ❖ You can also set or adjust schedules for each day of the week.
- ❖ Any area between the triangles is **Active** time (occupied). The area outside the triangles is **Inactive** time (unoccupied).
- ❖ You can totally **Inactive** days (such as Saturday and Sunday).
- ❖ Once you are done editing, press the “Apply” button.
- ❖ You can have many schedules in the BASview.

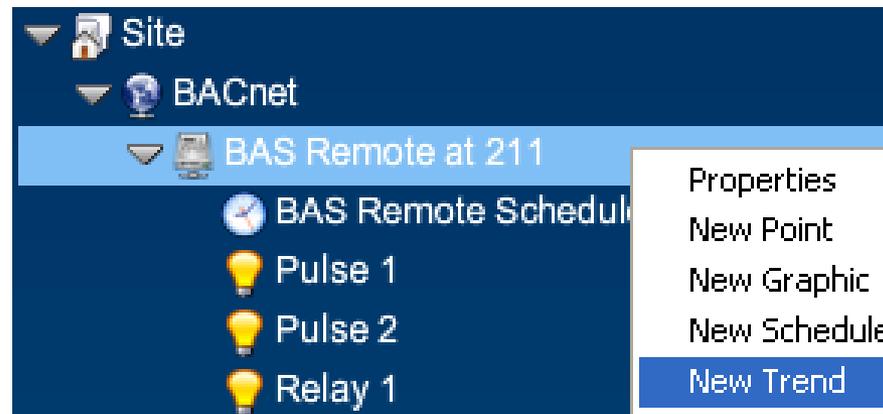
# BASview — Schedule Exceptions

- ❖ To add Exceptions to your schedule, choose the “Exceptions” tab and click on **any** blank entry to display the **Exception Editor**.
- ❖ In the **Editor**, set dates that your normal schedule will **not** apply and enter the active times for that date.



# BASview — Trends

- ❖ You can trend any point in the **Device Tree**.
- ❖ You can have your trend below a **driver** (right-click driver and select “New Trend”).
- ❖ You can have your trend below a **device** (right-click driver and select “New Trend”).

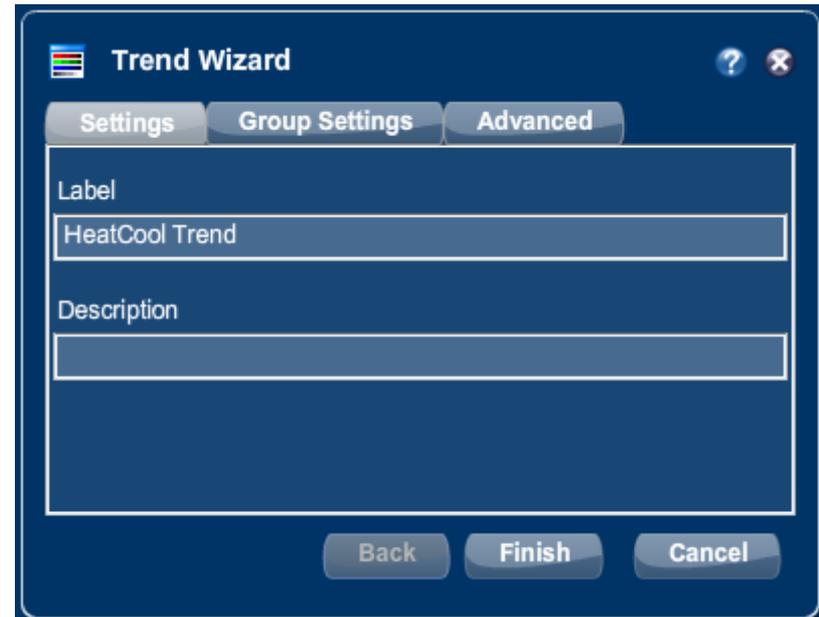


(Continue on the next slide.)

# BASview — Trend Wizard

- ❖ After you create a trend, provide a meaningful label in the **Trend Wizard** and press “Finish”.
- ❖ Left click the newly created Trend in the **Device Tree** and you will see the BASview Trend screen.

(Continue on the next slide.)



The screenshot shows the 'Trend Wizard' dialog box. The title bar includes a menu icon, the text 'Trend Wizard', and help and close icons. Below the title bar are three tabs: 'Settings', 'Group Settings', and 'Advanced'. The 'Settings' tab is active and contains a 'Label' text field with the text 'HeatCool Trend' and a 'Description' text area. At the bottom of the dialog are three buttons: 'Back', 'Finish', and 'Cancel'.

# BASview — Trend Point Screen

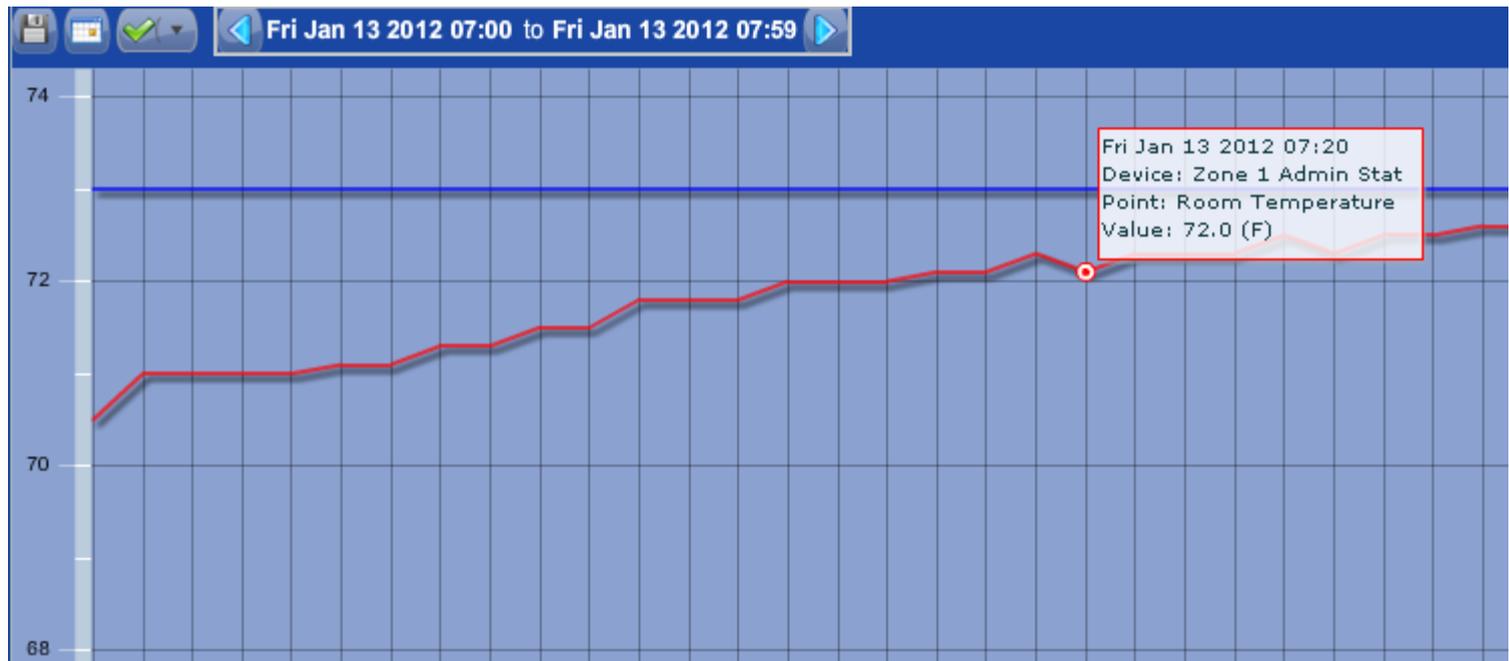
- ❖ You must add points to the screen. Press the “Points” tab.
- ❖ Drag a point (you want to trend) from the **Device Tree**.
- ❖ You can have up to 6 points in one trend.
- ❖ Select the time between acquisitions and press “Apply”.
- ❖ Time affects how many days you can trend. If you get data every minute, for example, you can only provide 7 days of trends.

(Continue on the next slide.)



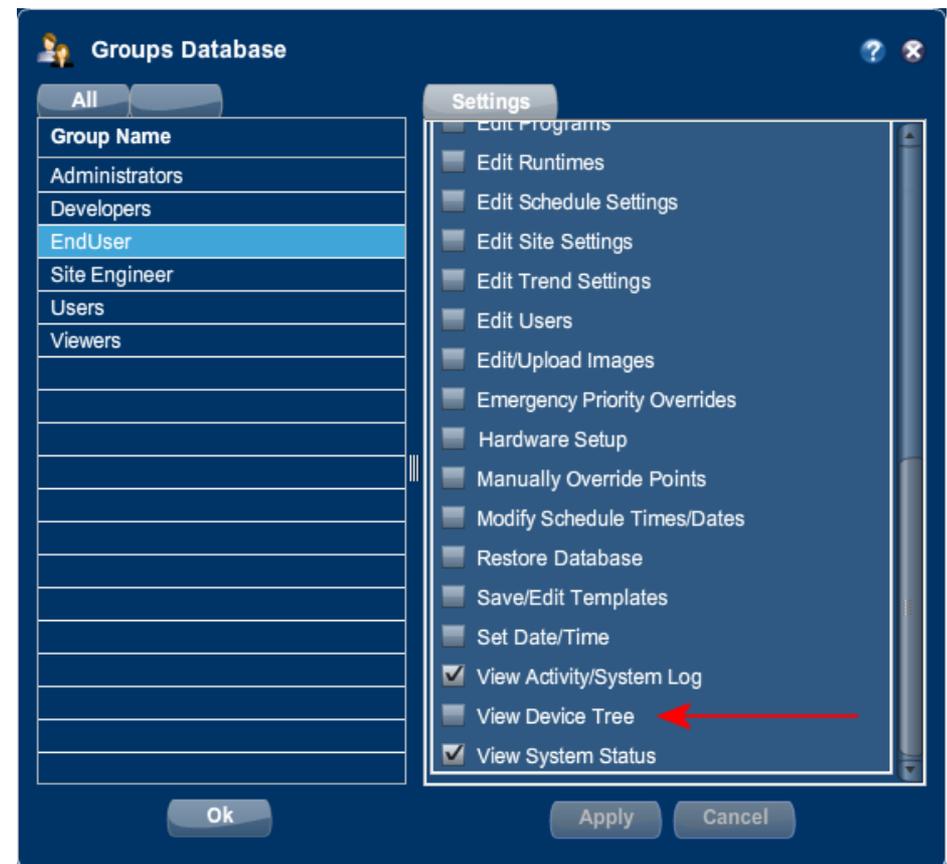
# BASview — Trend Screen Graphs

- ❖ After acquiring data, you can see graphs in the **Trend** screen.
- ❖ You can select the date and time to view.
- ❖ Hovering will show you the value and the time.



# BASview — Users

- ❖ Under the User Group icon, you can create users groups to allow users varied access to the unit.
- ❖ For example, you can stop users from seeing the **Device Tree** and provide a pleasing interface for most end users.

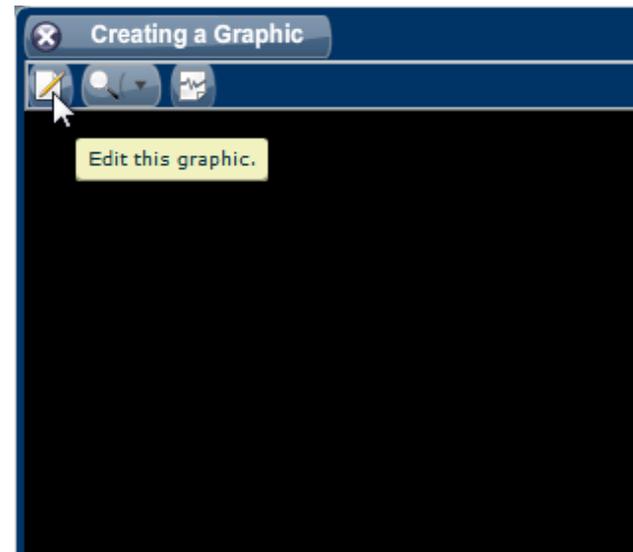


# BASview — Graphics

- ❖ Graphics let you to create custom webpages with values and animations displaying the status of the building.
- ❖ You can also alter building operation in a graphical view.
- ❖ Often, end users are allowed access to only one graphic.
- ❖ BASview provides the integrator the ability to create various **logins** for end users and categories for end users — building engineer, building owner, etc.
- ❖ Logins can access different graphic screens and can have different rights to the system.

# BASview — Creating Graphics

- ❖ You can put a graphic under a driver or device.
- ❖ In the next window, enter a name for the graphic, select “Next” and then “Finish”.
- ❖ A graphic is initially blank, when you click its icon in the **Device Tree**.
- ❖ Click the pencil icon to edit.

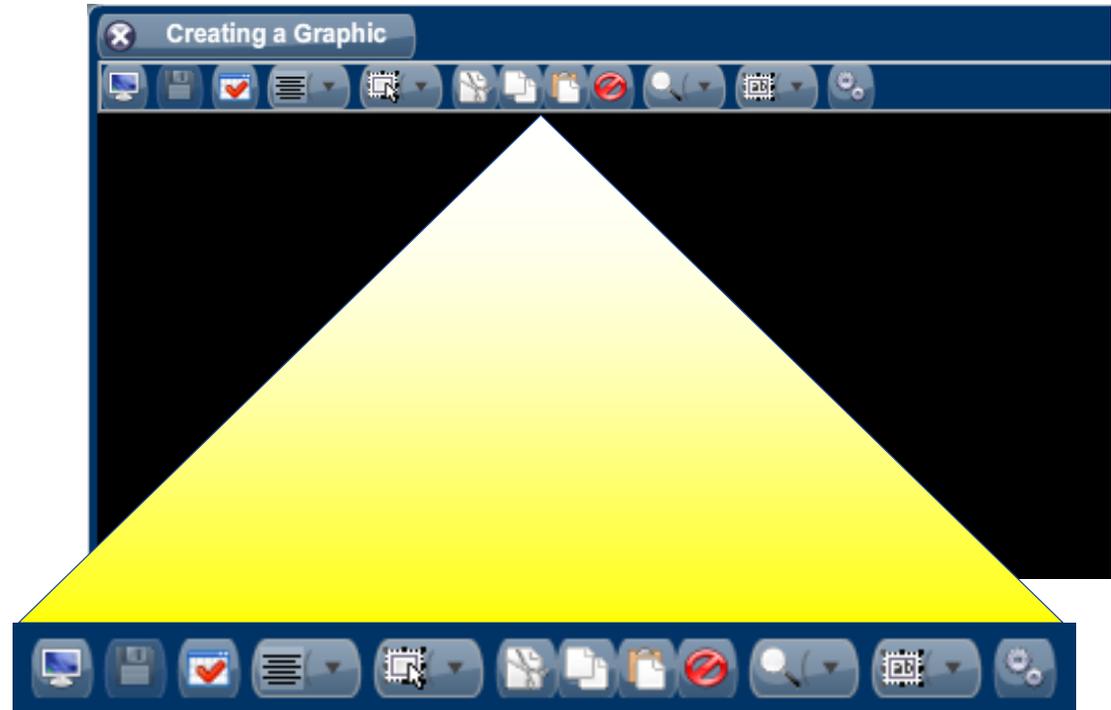


(Graphics continue on the next slide.)

# BASview — Graphics Editing

- ❖ The edit mode has 12 main icons.
- ❖ Hover over each to see the icon names:

- Exit
- Save
- Edit
- Align
- Size
- Cut
- Copy
- Paste
- Delete
- Scale
- Label
- Add Component

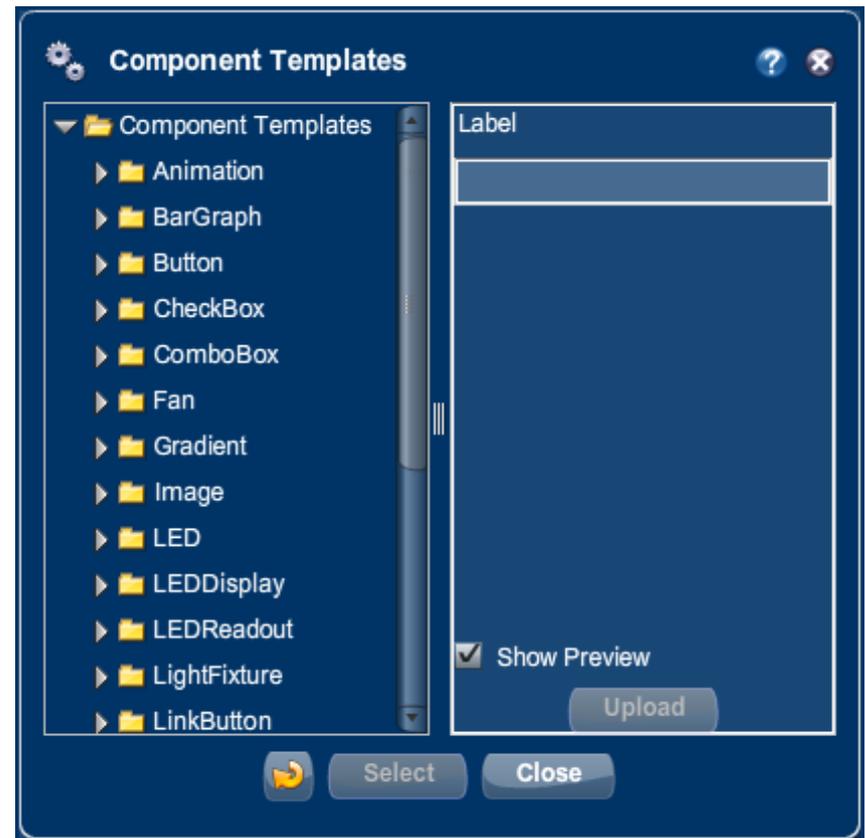


(Graphics continue on the next slide.)

# BASview — Graphics Editing — Add Components

- ❖ Click the Add Component icon to open the **Component Templates** window.
- ❖ Here you can add graphic components, but most often you will drag some item from the **Device Tree**.

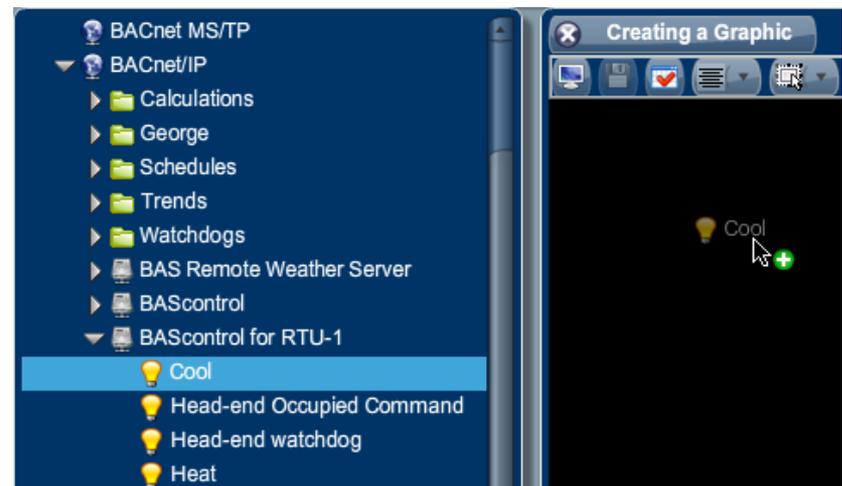
(Graphics continue on the next slide.)



# BASview — Graphics — Adding Points

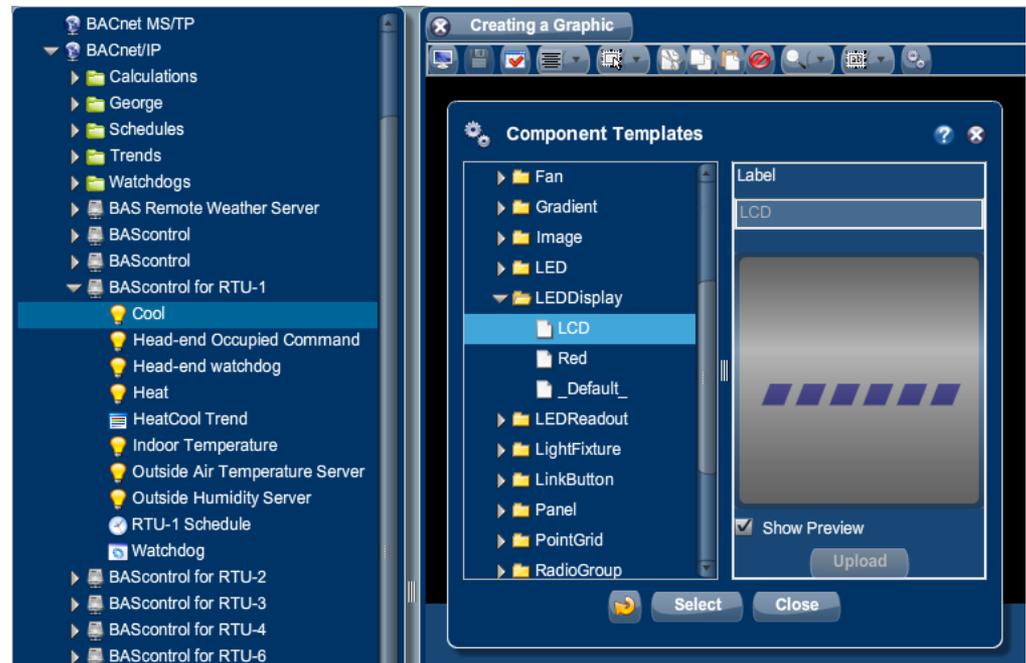
- ❖ In most cases you will drag a point or element from the **Device Tree** and drop it onto the **Graphic** screen (while in edit mode) to add graphical elements.
- ❖ Here we drag the “Cool” point onto the **Graphic** screen.
- ❖ After you complete the drop, the **Component Template** window opens to let you create a graphic component for this point.

(Graphics continue on the next slide.)



# BASview — Graphics — Value Components

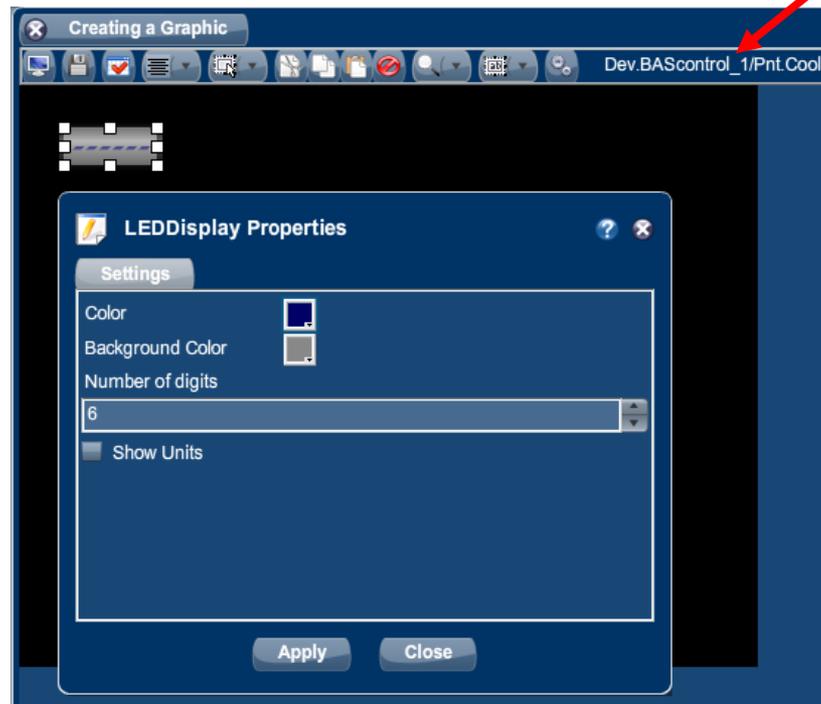
- ❖ Dragging in a read-only point provides an analog value, such as temperature, which can be displayed with various elements that simulate LEDs or LCDs.
- ❖ Here we select an LCD.
- ❖ Press “Select” to accept.
- ❖ The LCD appears on the graphic preview screen.
- ❖ You can drag the item to any location in your **Graphics** screen.



(Graphics continue on the next slide.)

# BASview — Graphics — Component Editing

- ❖ To edit a component, the graphic containing it must be in edit mode. Then right-click the component and select “Properties”.
- ❖ Note that the point which has been given control of the graphic component is reported in to the right of the edit mode toolbar.



# BASview — Graphics with Binary Points

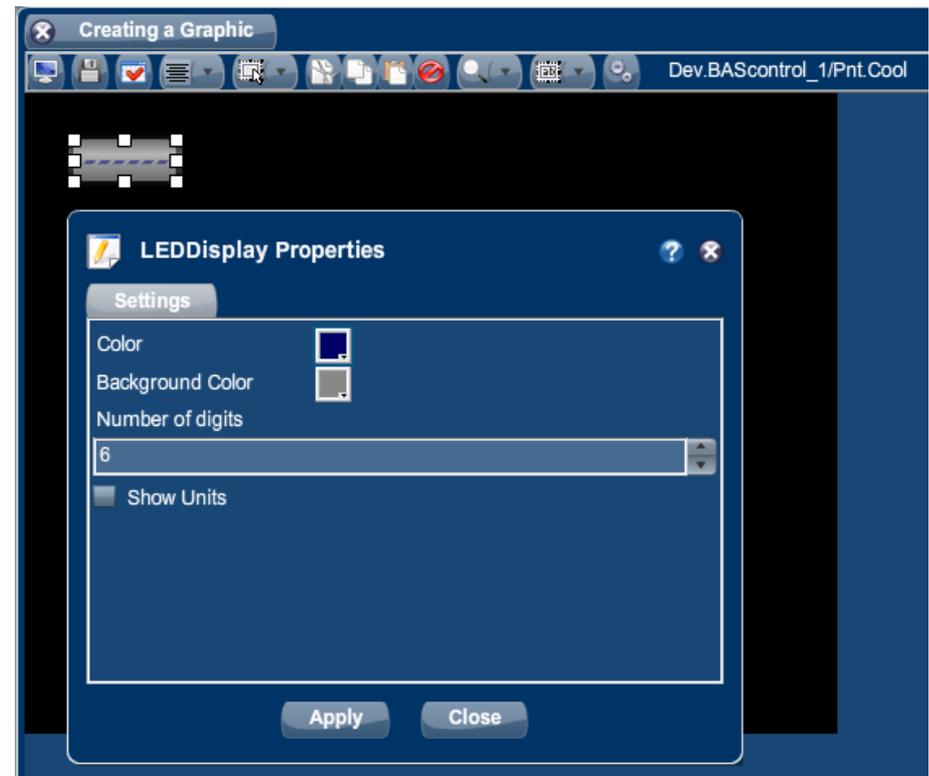
- ❖ The BASview includes a **Component Templates** list of stock animations which can be triggered by **binary** points.
- ❖ For example, if your thermostat indicates its fan is operational, you can show a spinning fan.
- ❖ Here we dragged in a binary point and selected the Fan animation from the list.
- ❖ The “Animation” folder will contain any GIFs that you choose to **add** to the BASview.



(Graphics continue on the next slide.)

# BASview — Graphics — Component Animation

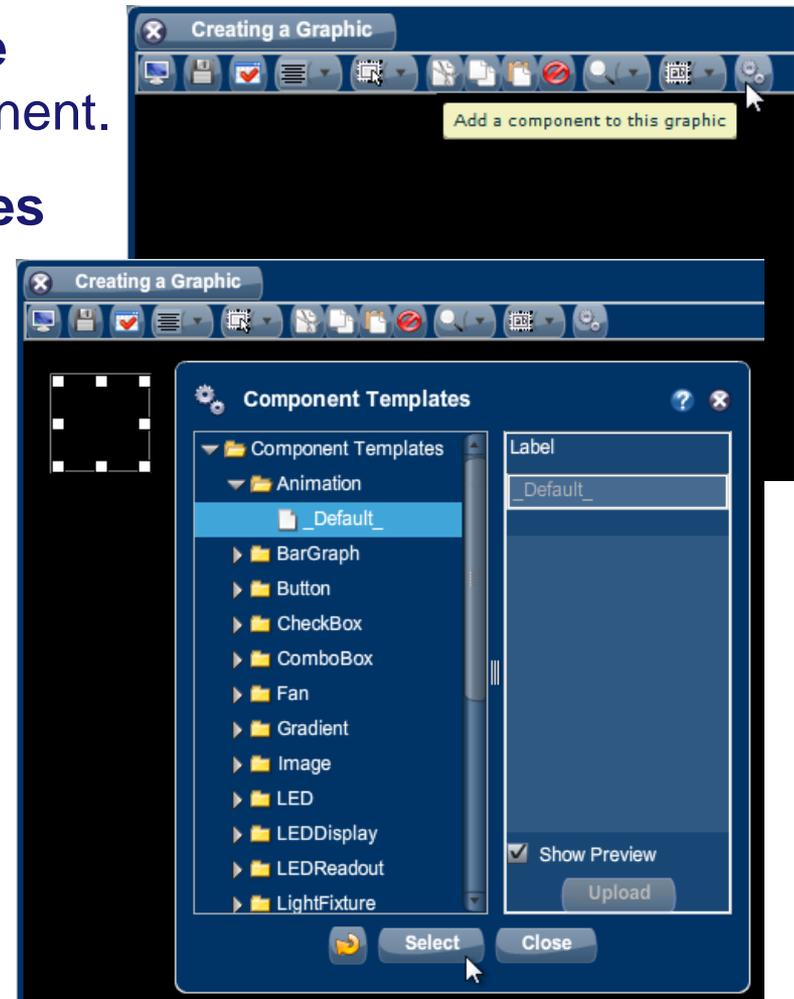
- ❖ To animate a component, open the graphic that contains it and then enter the graphic edit mode.
- ❖ In the **Device Tree**, choose the point that will be used to control the component.
- ❖ Drag and drop this point onto the component.
- ❖ Then edit the properties of the component.



# BASview — Graphics — Using Imported Animations

- ❖ BASview can use Animated GIFs from many sources.
- ❖ Open any graphic node in the **Device Tree** for editing — then add a component.
- ❖ In the resulting **Component Templates** window, choose “Animation” and the “\_Default\_” option to create a blank placeholder (64-bit x 64-bit) for the graphic to be imported.

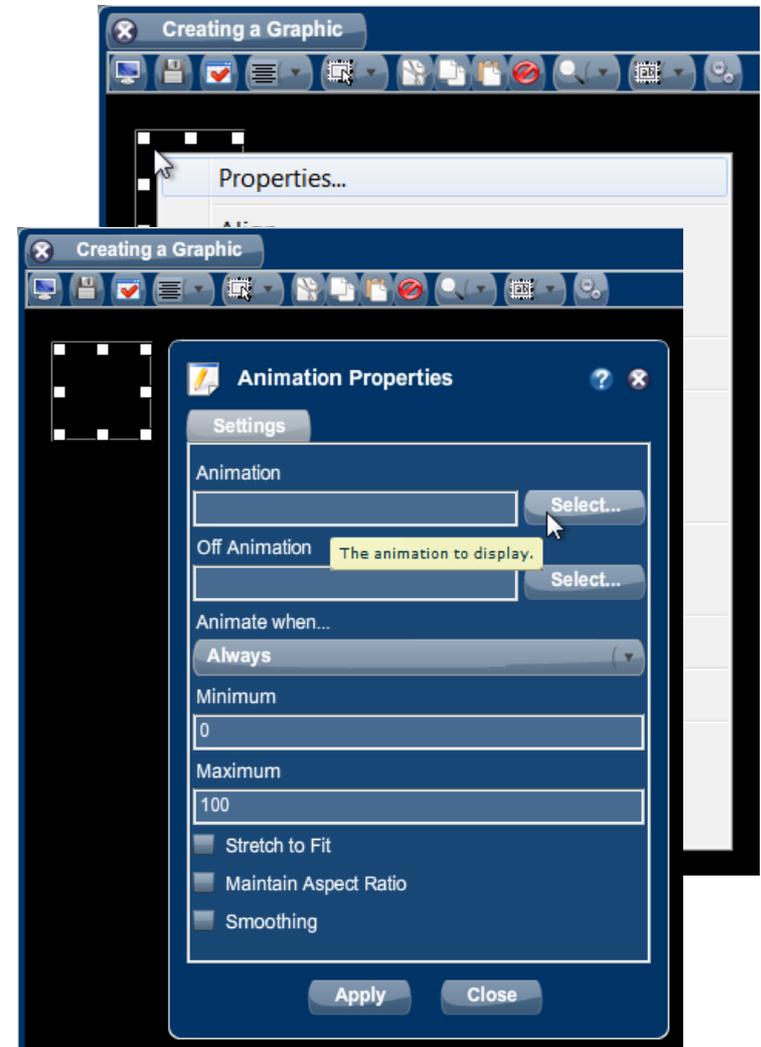
(Graphics continue on the next slide.)



# BASview — Graphics — Using Imported Animations

- ❖ Right-click the placeholder to see its menu options, then choose “Properties”.
- ❖ In the **Animation Properties** window, click “Select” to choose the animated GIF to be uploaded for this component.

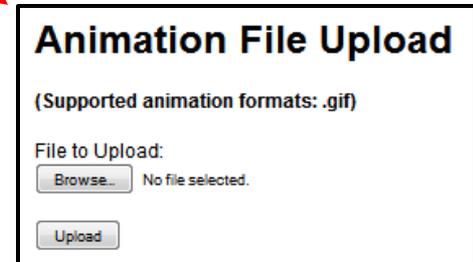
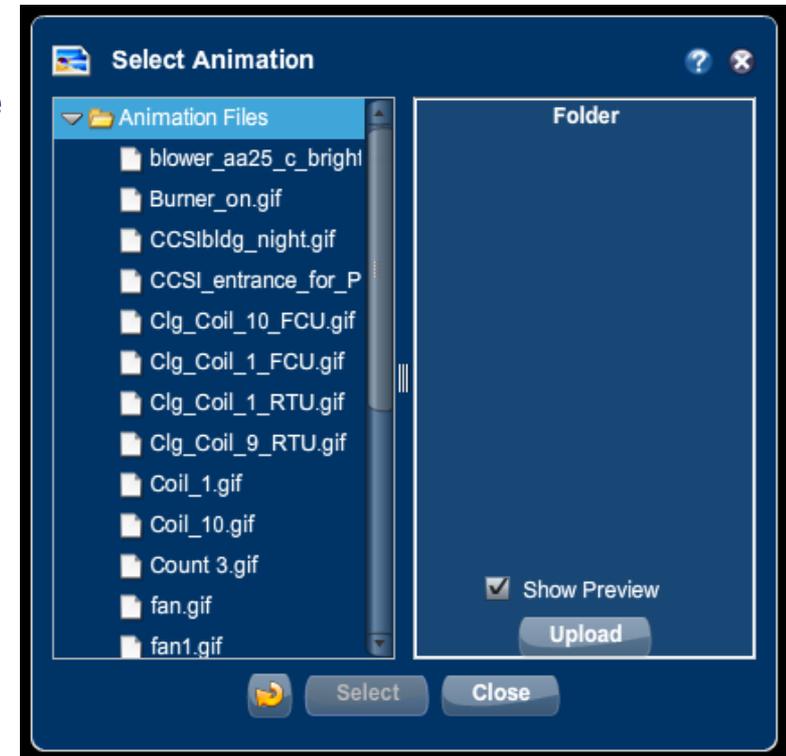
(Graphics continue on the next slide.)



# BASview — Graphics — Using Imported Animations

- ❖ The **Animation Properties** window “Select” button opens another window, the **Select Animation** window shown here.
- ❖ Here you can click the “Upload” button to import a new GIF or choose a GIF from the list of those already imported.
- ❖ Clicking the “Upload” button allows you to choose a GIF from your PC via an HTML screen that opens in a new window.
- ❖ Any GIF that you upload is added to the “Animation Files” list — where it can also be used by other components.

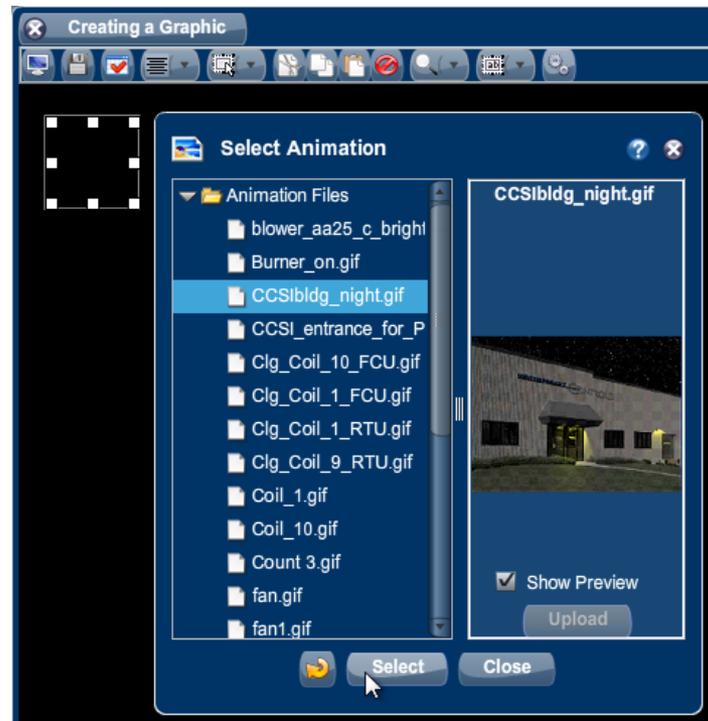
(Graphics continue on the next slide.)



# BASview — Graphics — Using Imported Animations

- ❖ Any uploaded GIF in the **Select Animation** list can be used by any component.
- ❖ Here, as an example of an imported GIF, we have selected a nighttime image of the CCSI headquarters building — and a preview of it appears in the right pane.

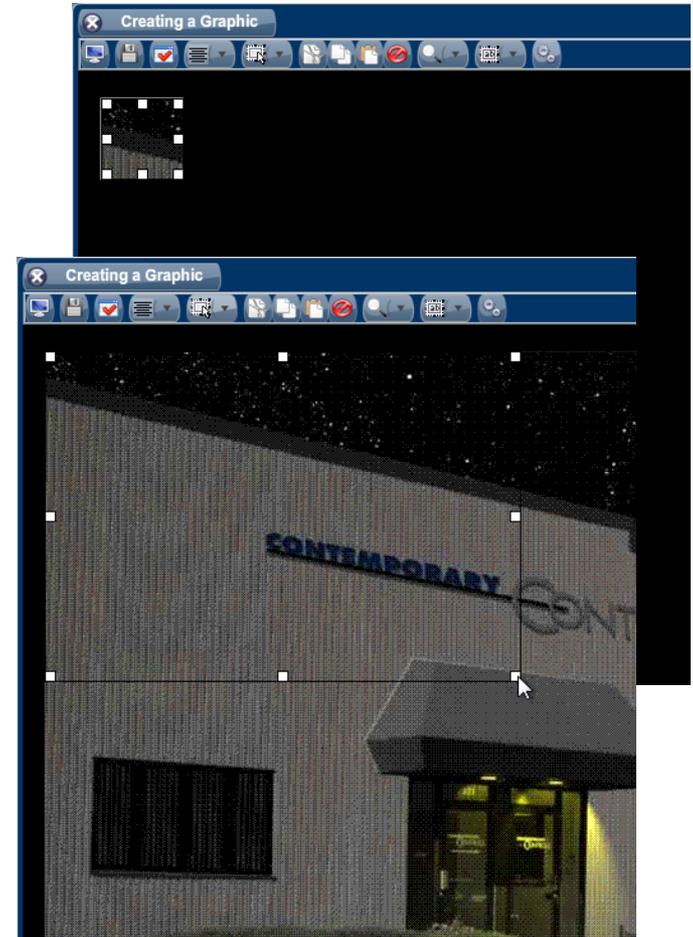
(Graphics continue on the next slide.)



# BASview — Graphics — Using Imported Animations

- ❖ After the **Select Animation** window is closed, the placeholder will contain your selected GIF.
- ❖ Usually the placeholder frame dimensions are inappropriate and the GIF must be re-sized.
- ❖ When you drag a frame control to re-size the frame, its full size becomes apparent and may be extend beyond the graphic workspace as shown here.

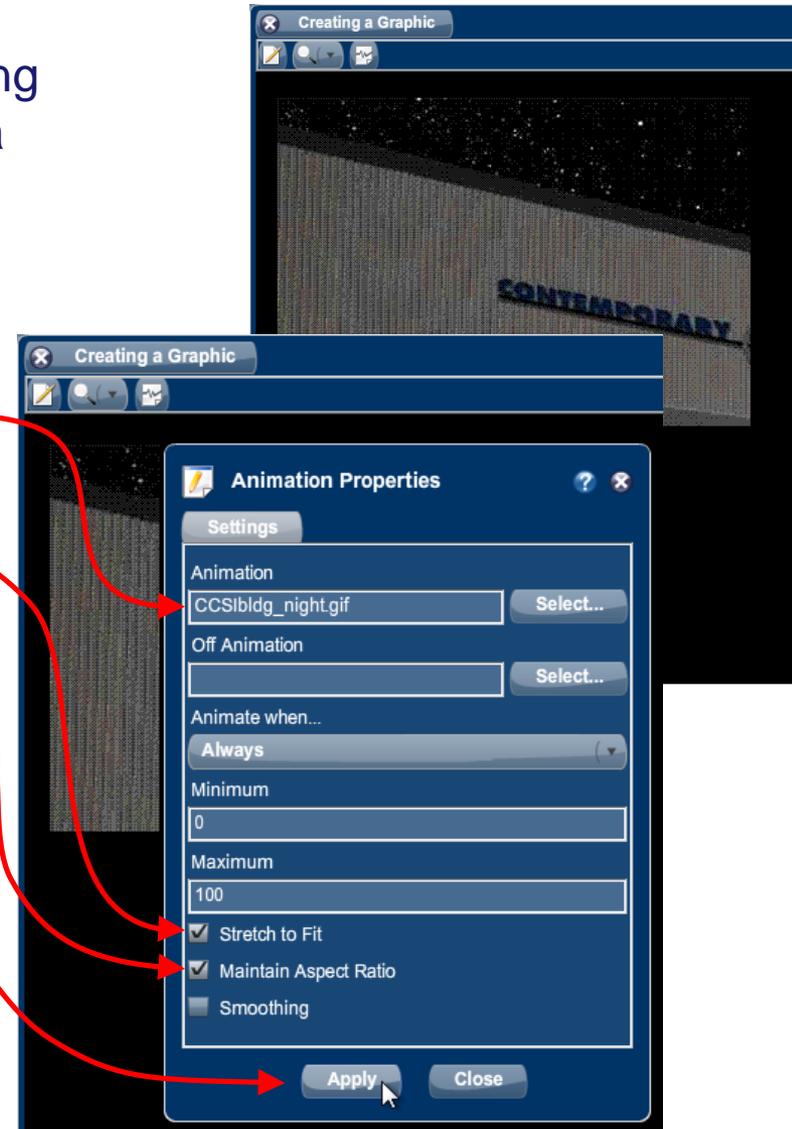
(Graphics continue on the next slide.)



# BASview — Graphics — Using Imported Animations

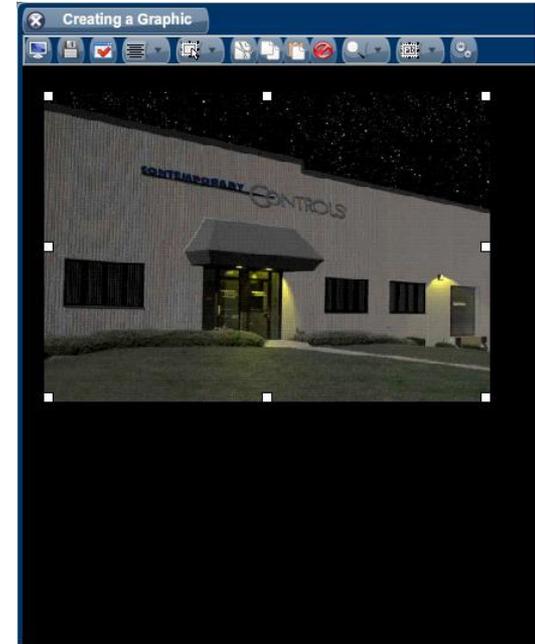
- ❖ After re-sizing the GIF frame and completing the editing session, the result could be a clipped GIF — like that shown to the right.
- ❖ Notice that the selected GIF file name now appears in the “Animation” box.
- ❖ To avoid clipping the selected GIF, check the option “Stretch to Fit”.
- ❖ Also, checking “Maintain Aspect Ratio” will preserve the ratio despite re-sizing.
- ❖ Click the “Apply” button at the bottom of the window to complete your edits.

(Graphics continue on the next slide.)



# BASview — Graphics — Using Imported Animations

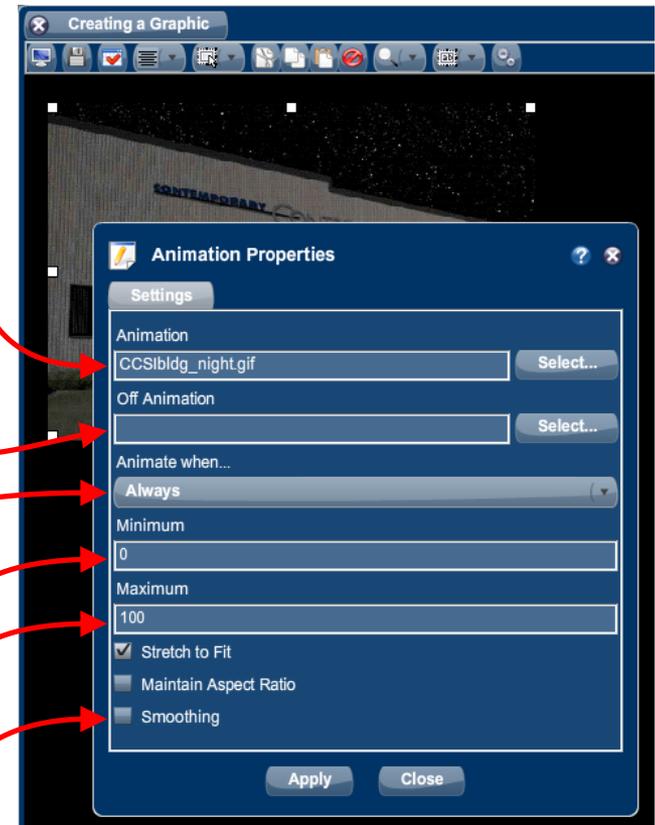
- ❖ After a “stretch-to-fit” operation, the result should be something like what you see to the right.
- ❖ This same GIF can be used many times.
- ❖ Different instances of the GIF can be given different dimensions — as shown below.



# BASview — Graphics — Animation Options

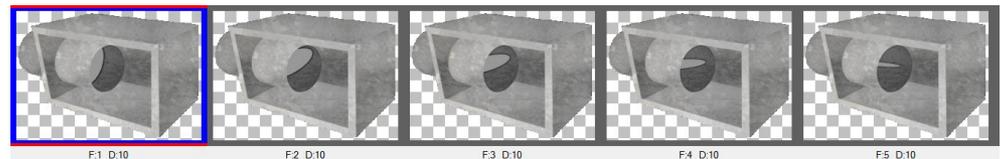
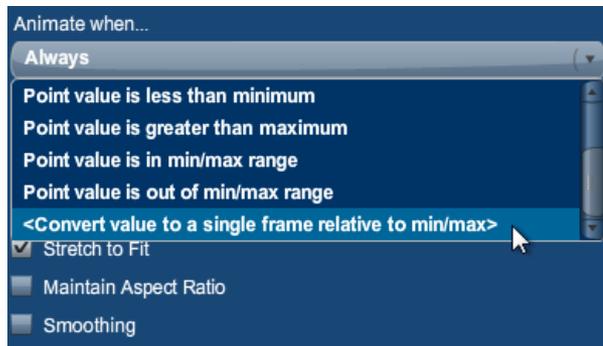
❖ You can indicate to an animation:

- Which file to use when the value is non-zero.
- Which file to use when the value is off (optional).
- How the point controls the animation.
- Minimum & maximum values for the animation.
- To “smooth” the GIF to help with viewing.



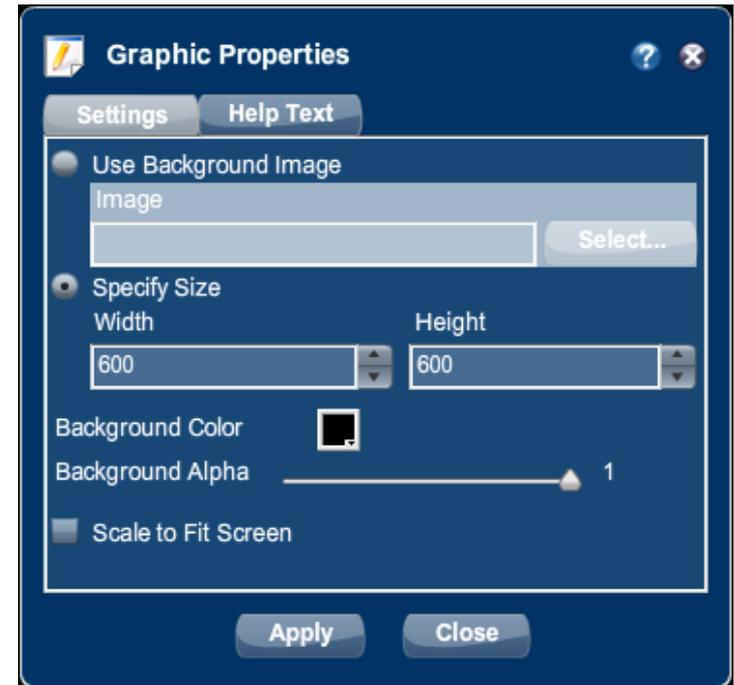
# BASview — Graphics — Single Frame Animations

- ❖ BASview can also show a **single frame** from an animated GIF.
- ❖ You can place many images as frames within one GIF — each frame would then correspond to one image to be displayed.
- ❖ In a duct animation, for example, you could indicate the position of the duct with just one of many images in the animated GIF — choosing that which corresponds to the current duct position.
- ❖ To do this you would select “Convert value to a single frame” and then map the min/max point range to appropriate frame numbers.



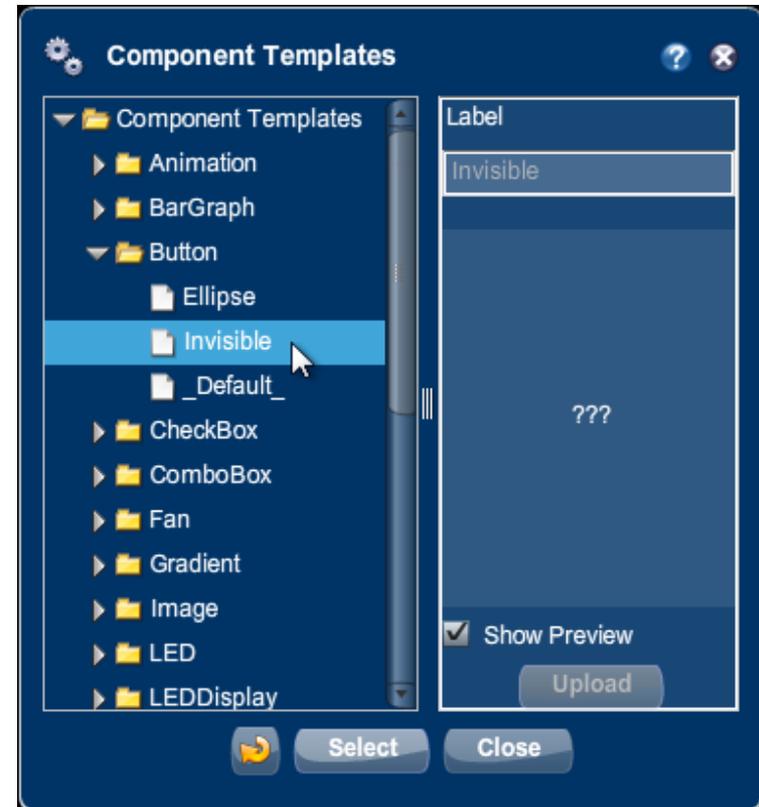
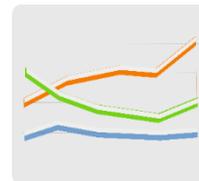
# BASview — Graphics — Background Images

- ❖ Your graphic background can be a solid color or an image.
- ❖ You can upload GIFs or JPGs to serve as background images.
- ❖ Press the Edit icon and you will see **Graphic Properties** screen.
  - Select the “Use Background Image” radio button then the “Select” button to select a stock file or upload a new one.
  - Or specify the **Width** and **Height** of a color to serve as the background.



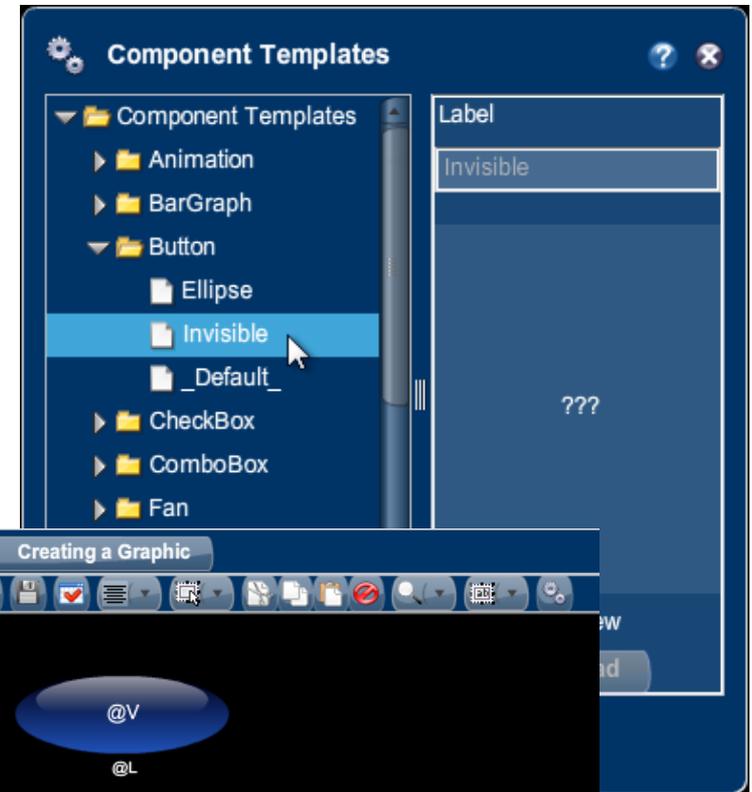
# BASview — Graphics and Links

- ❖ You can associate various elements with a graphic, as follows.
- ❖ Open a **Graphic** screen in edit mode.
- ❖ Drag and drop a trend from the **Device Tree** to the screen and a **Component Templates** window appears.
- ❖ Select “Button” and invisible and then click “Select” to create a placeholder.
- ❖ Select an image for the placeholder as previously described.
- ❖ Here is a sample trend icon.



# BASview — Graphics and Links

- ❖ You can also use a provided button.
- ❖ Under the “Button” folder, select the “Ellipse” or “\_Default\_” style.
- ❖ You can label the button as well.
- ❖ Here we show an elliptical button (which would be round if we were to set its width equal to its height).
- ❖ After editing, the value and label “@” codes are replaced with their actual values.



# BASview — Graphics Saving

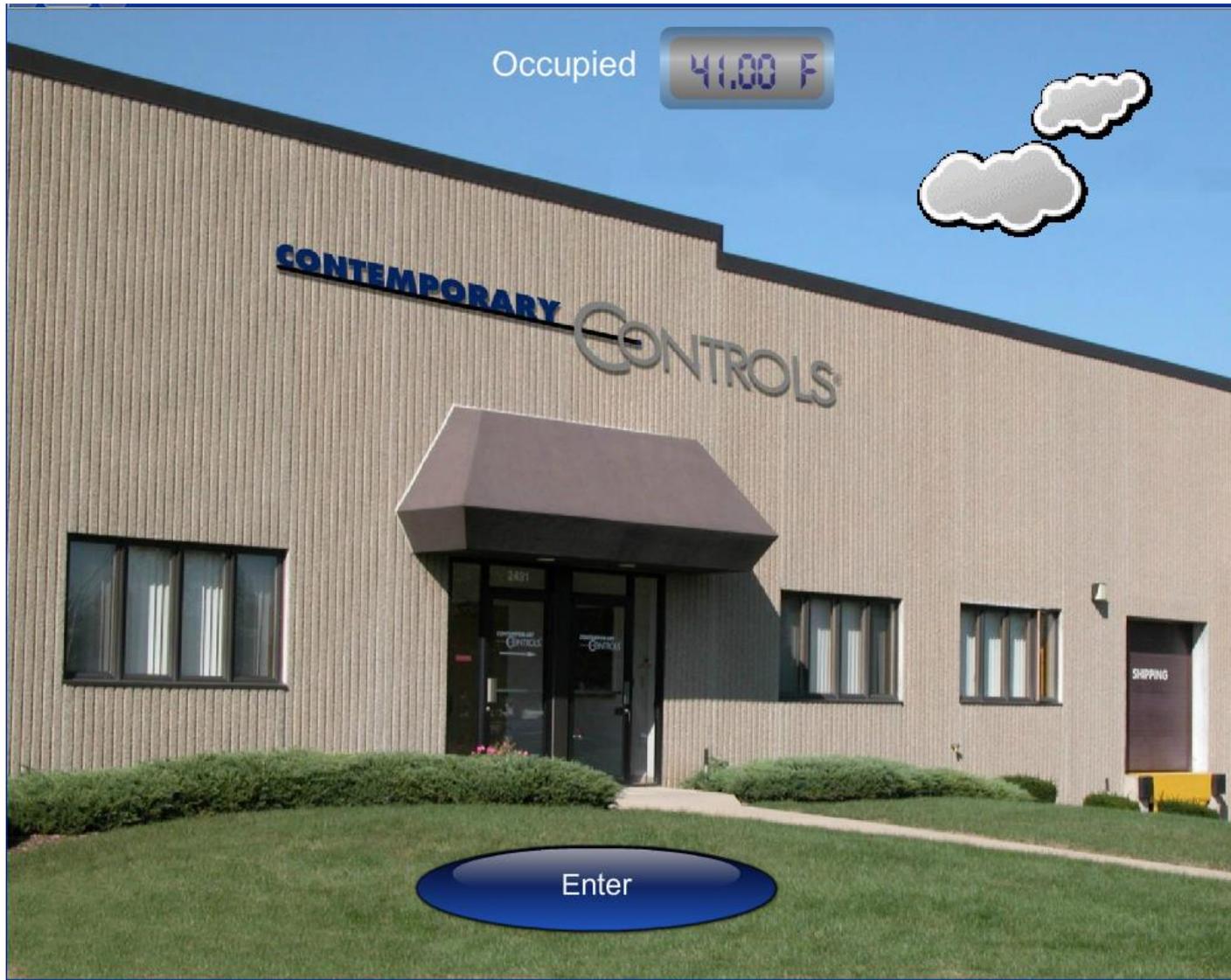
- ❖ After creating a graphic, exit the edit mode and save the graphic.
- ❖ To save your work and view the operation of your graphic, press the Save icon.



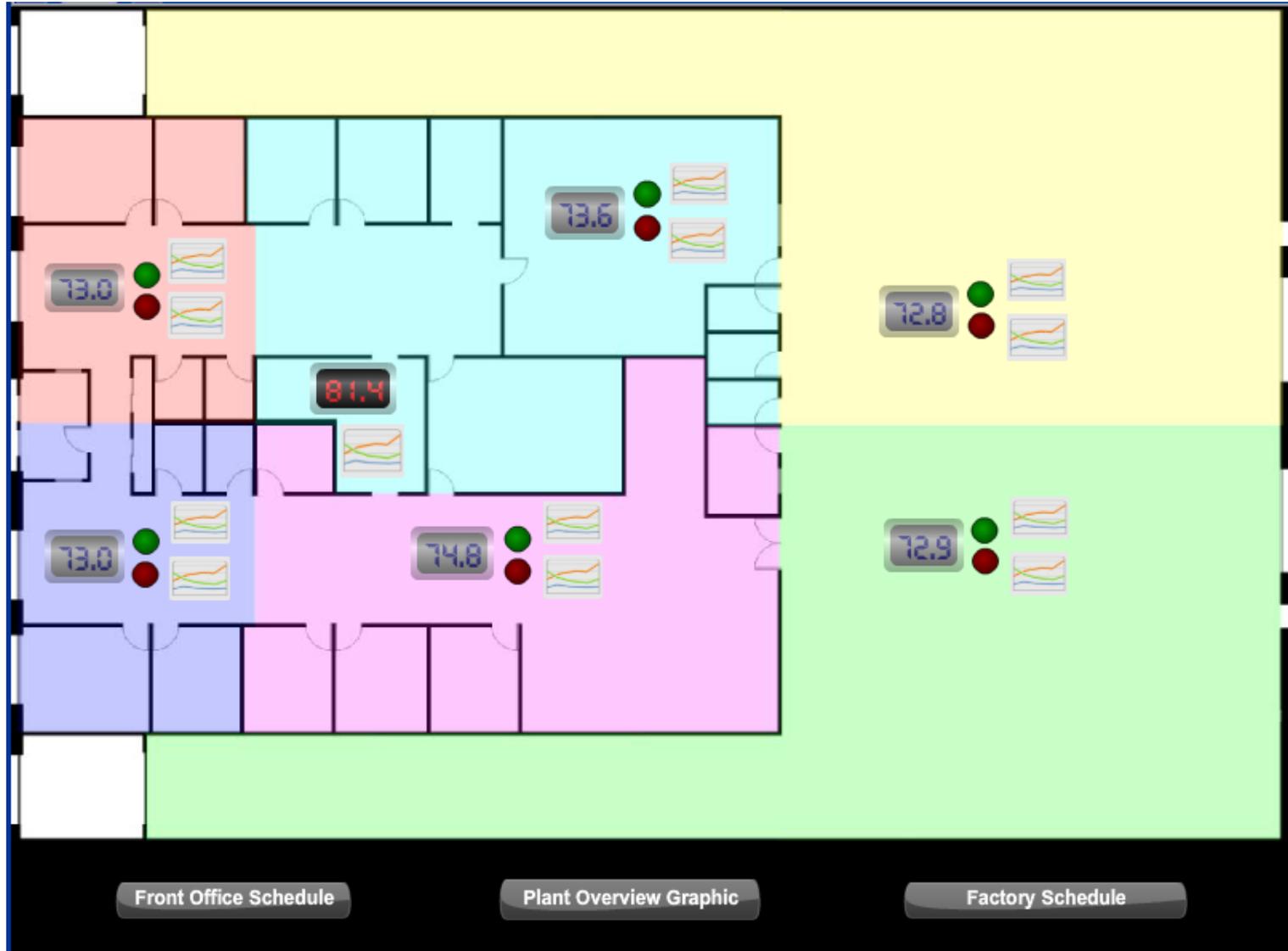
## ❖ Other graphical components available in BASview include:

- ❑ Bar graph
- ❑ Checkbox
- ❑ Combo box
- ❑ Gradient
- ❑ LED
- ❑ LED readout
- ❑ Light fixture
- ❑ Panel
- ❑ Point grid
- ❑ Radio group
- ❑ Shape
- ❑ Slider
- ❑ Spinner
- ❑ Switch
- ❑ Text label

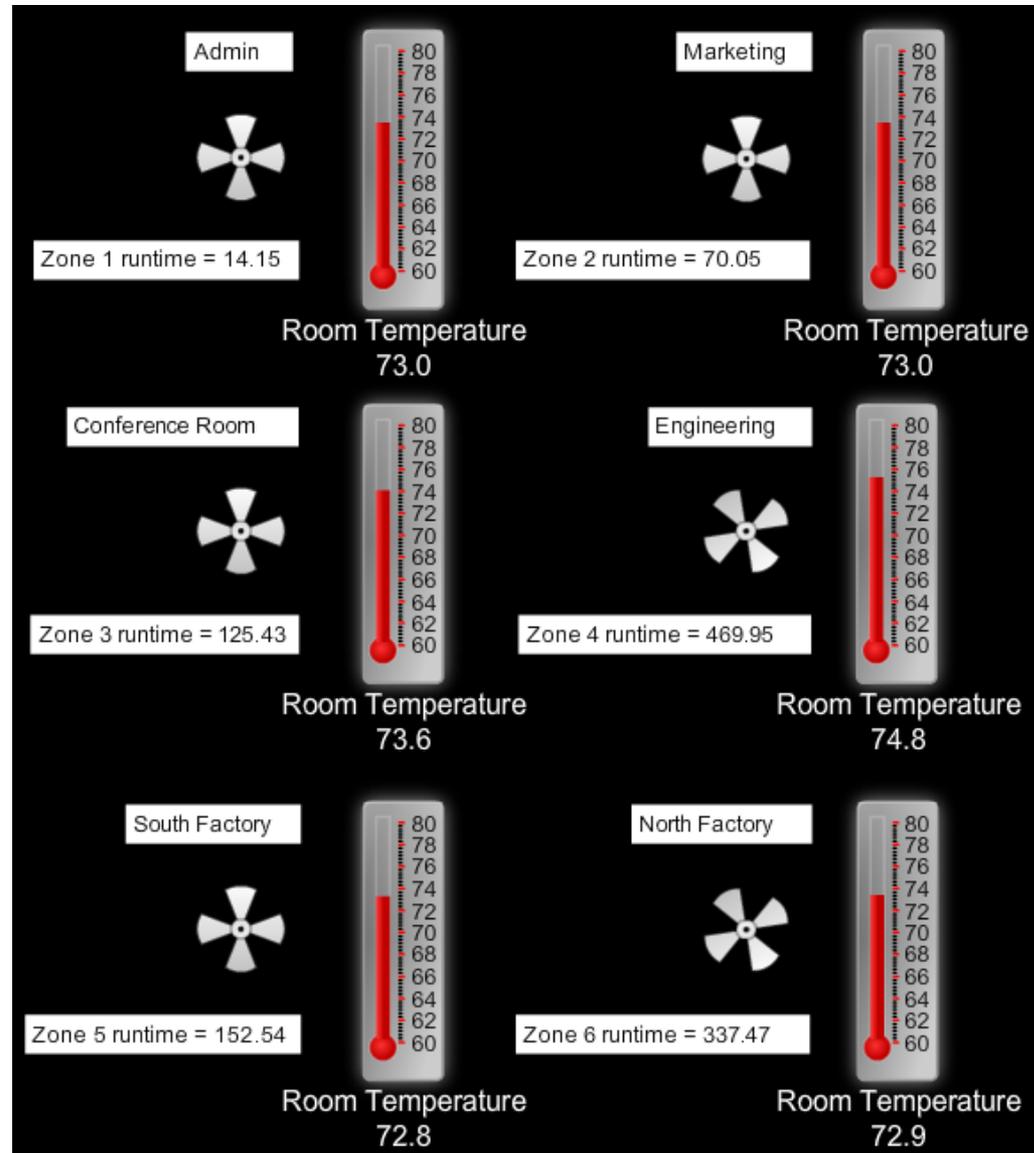
# BASview — Graphics Example 1



# BASview — Graphics Example 2



# BASview — Graphics Example 3



# BASview — Graphics Example 4



# BASview — Graphics Example from Building Automation Systems, Inc.

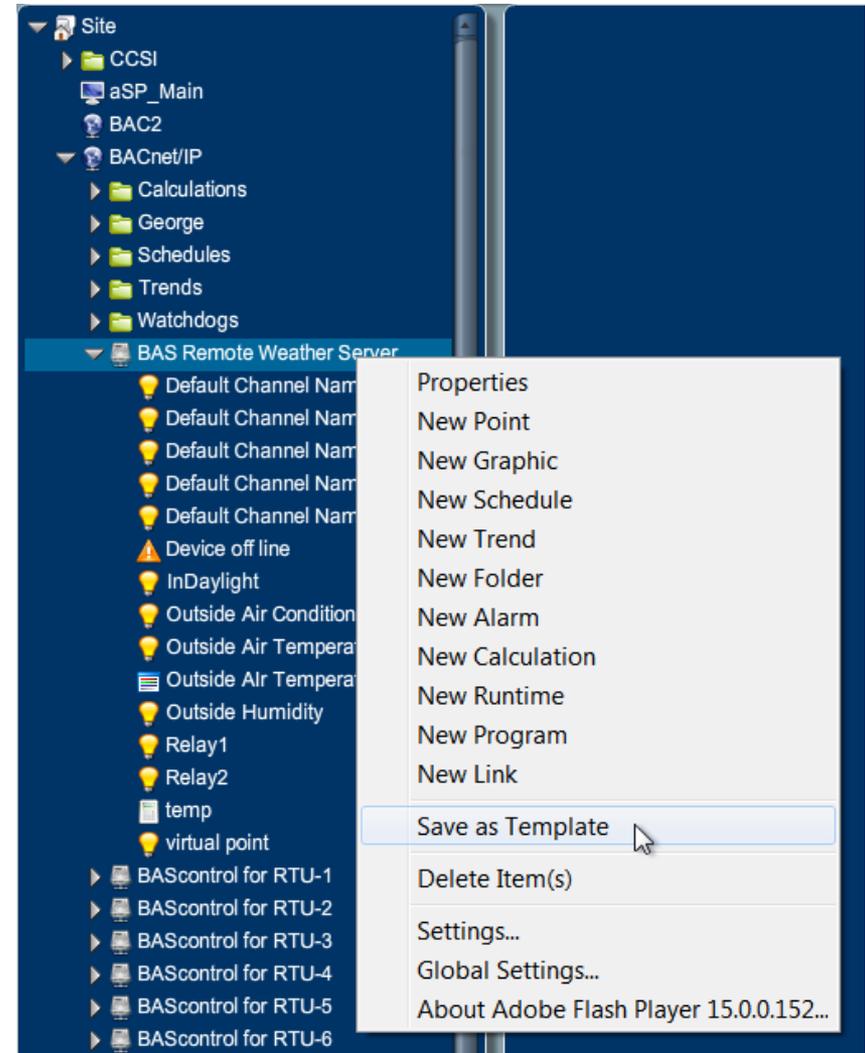
The screenshot displays the Contemporary Controls BASview software interface. At the top, the status bar shows 'Demo Site' and the date/time 'Wed Aug 07 2013 10:39:24'. The right side of the top bar indicates 'Contemporary Controls BASview Version 1.35b'. A left sidebar shows a 'BACnet Network' tree with folders for 'First Floor', 'Roof', 'Schedules', 'Second Floor', 'Templates', 'Third Floor', and 'Home'. The main display area is titled 'Seahaven Medical Center 1st Floor' and features a 3D perspective view of the floor plan. The floor plan is annotated with several room temperature callouts in blue boxes, each connected to a sensor icon (a 'T' in a circle) on the 3D model. The callouts include: Cafe 109 (70 F), Sports 110 (70 F), Sports 111 (70 F), MRI 112 (75 F), MRI 113 (73 F), Dr. Serapion 115 (71 F), Dr. Serapion 114 (72 F), Pulmonary 116 (69 F), Hallway 118 (73 F), Pulmonary 117 (68 F), Dr. Galen 105 (73 F), Dr. Galen 106 (72 F), Dr. Galen 107 (74 F), Dr. Galen 104 (73 F), and Cafe 108 (70 F). Navigation controls for 'Prev', 'Next', 'Schedules', and 'Home' are visible in the top right of the main display area. A footer note states 'Graphic provided by Building Automation Systems, Inc.'

# BASview — Templates

- ❖ One of the most useful of BASview's many features are its templates.
- ❖ With templates you can — basically — copy and paste “something” you have already created.
- ❖ This is extremely useful when you doing similar things over and over.
- ❖ Your template can be as simple or as complex as you like.
- ❖ You could have a device, its points, its schedule and its graphics all in one template.
- ❖ For example, if you had 48 VAVs you could create one VAV with its points, schedules, graphics, alarms and put this into a template which you can use 47 times.

# BASview — Templates

- ❖ To create a template, go to the **Device Tree** and select the portion of the tree which you want to make into a template, then select “Save as Template”.
- ❖ Anything below that point (within the selected portion) will be copied into the template.
- ❖ The copied material can be devices, points, alarms, trends, schedules, graphics, programs, calculations, and runtimes.



# BASview — Using Templates

- ❖ To use the template, add a new element to the tree using the highest element type in your template.
- ❖ In our example we have chosen to add a “New Device”.
- ❖ Click “Template” and a **Device Template** window opens.

(continue on the next slide.)

Device Wizard

Settings Group Settings Advanced

Label

Address Device ID Max. APDU Size

0 480

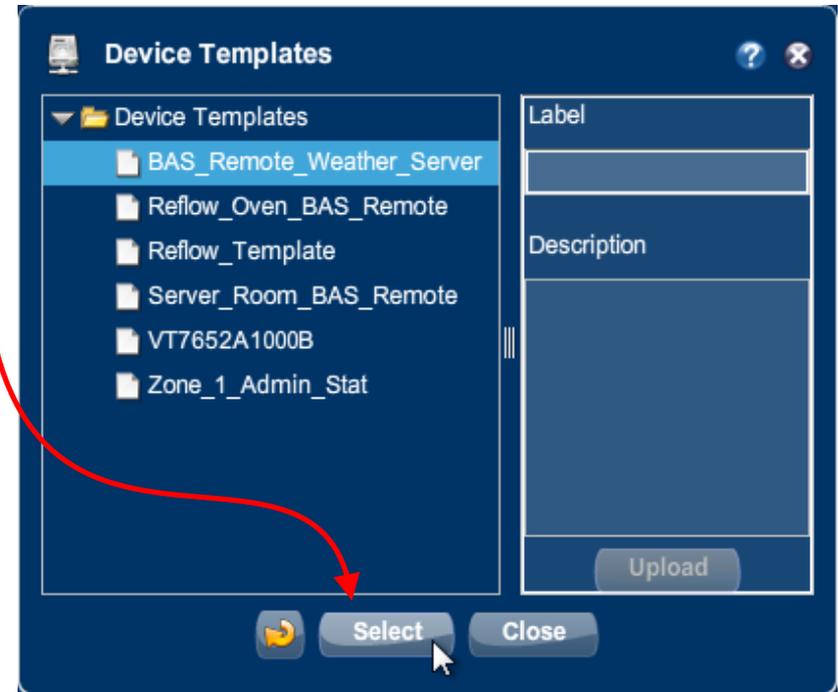
Network # Destination Address Write Priority

0 15

Template Scan Back Finish Cancel

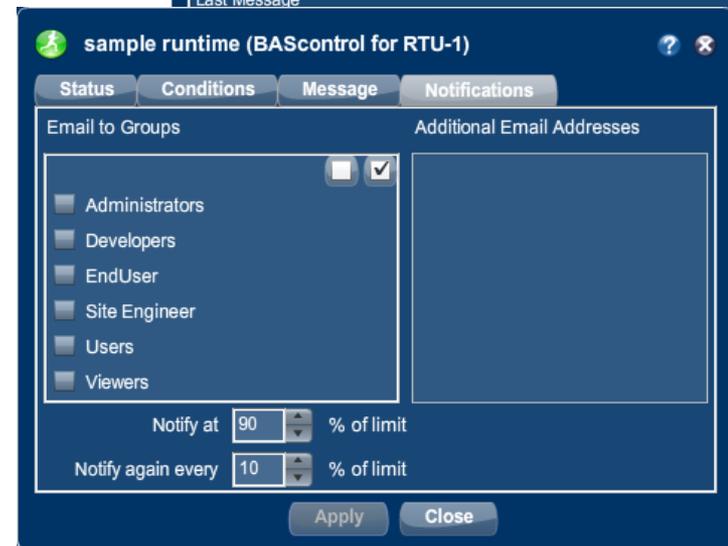
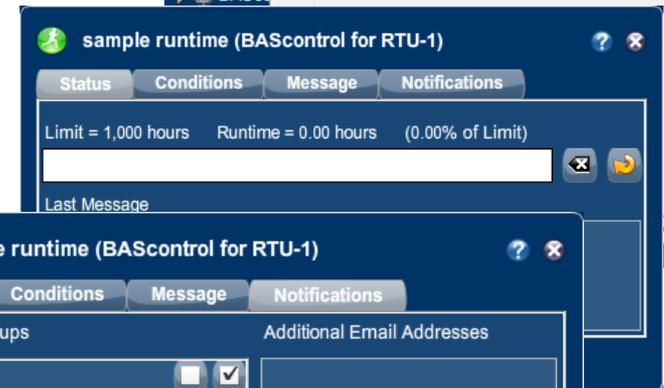
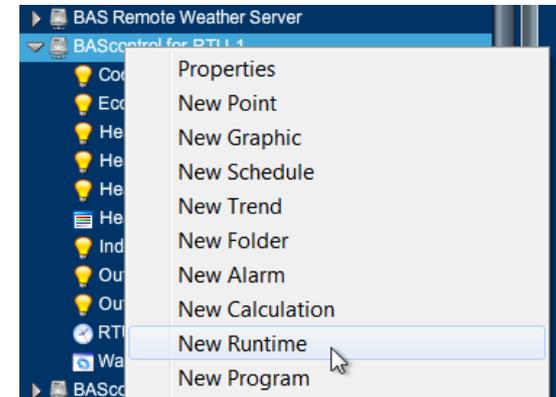
# BASview — Using Templates

- ❖ Select the template you created and press the “Select” button.
- ❖ A new element will be placed in your tree using your template.
- ❖ Modify the new elements so they have the appropriate addresses.
- ❖ For example if you created a template for a VAV you will need to apply the proper address for each new VAV added by this template.



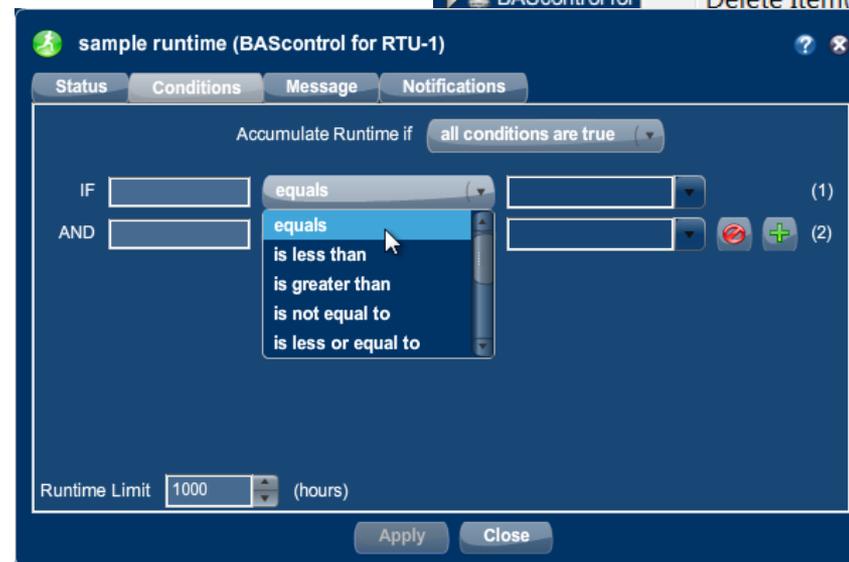
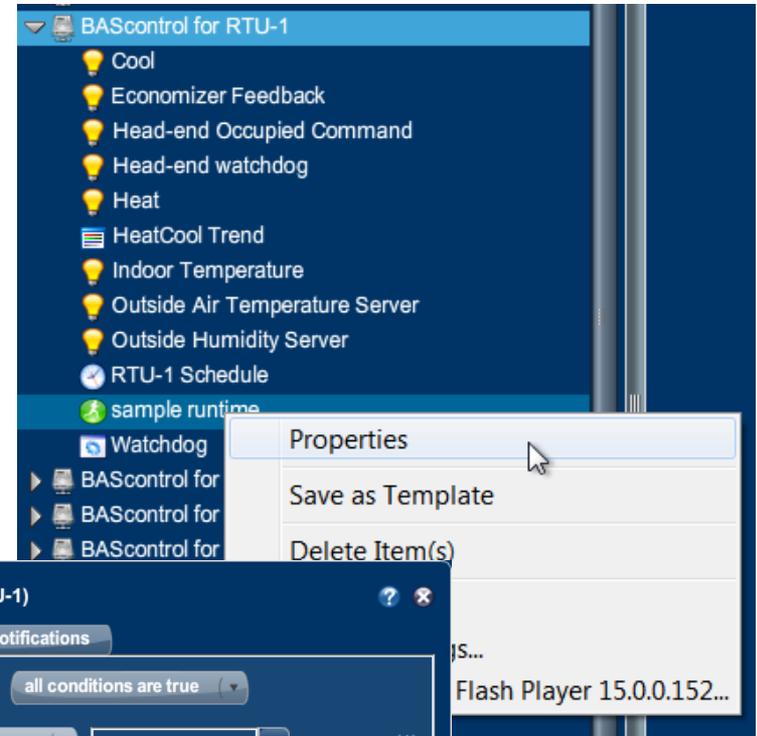
# BASview — Runtime

- ❖ A runtime **counts the time** equipment has **run**.
- ❖ Right-click on a **Device Tree** node and select “New Runtime”.
- ❖ You can set the runtime **limit**.
- ❖ Once exceeded, an **alarm** is generated.
- ❖ An **email** can also be generated.



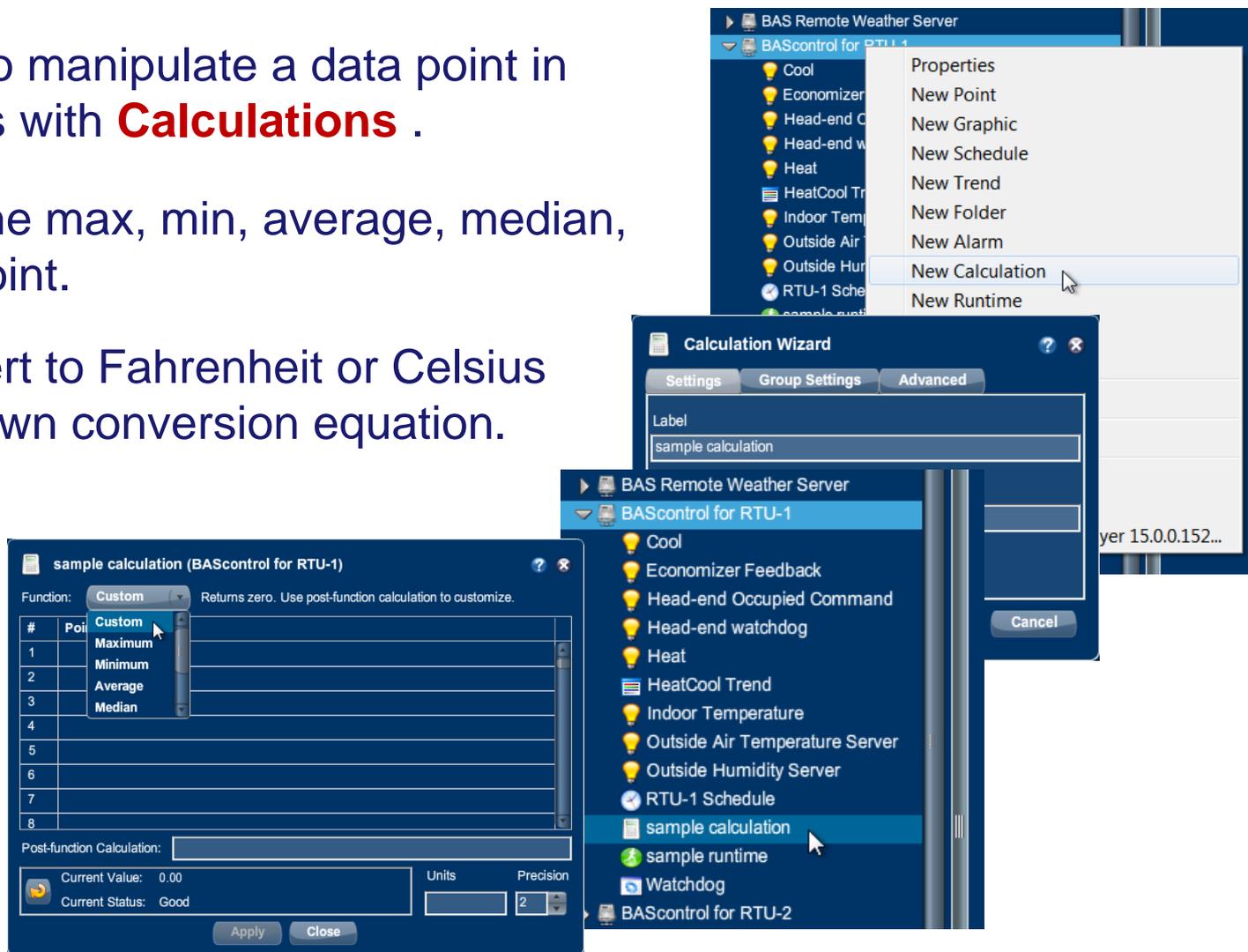
# BASview — Runtime Conditions

- ❖ After a runtime is created, left-click it to set its properties.
- ❖ Like Alarms, you can set **conditions** for certain equipment activity.



# BASview — Calculations

- ❖ A handy way to manipulate a data point in the BASview is with **Calculations**.
- ❖ You can see the max, min, average, median, or sum for a point.
- ❖ You can convert to Fahrenheit or Celsius or enter your own conversion equation.

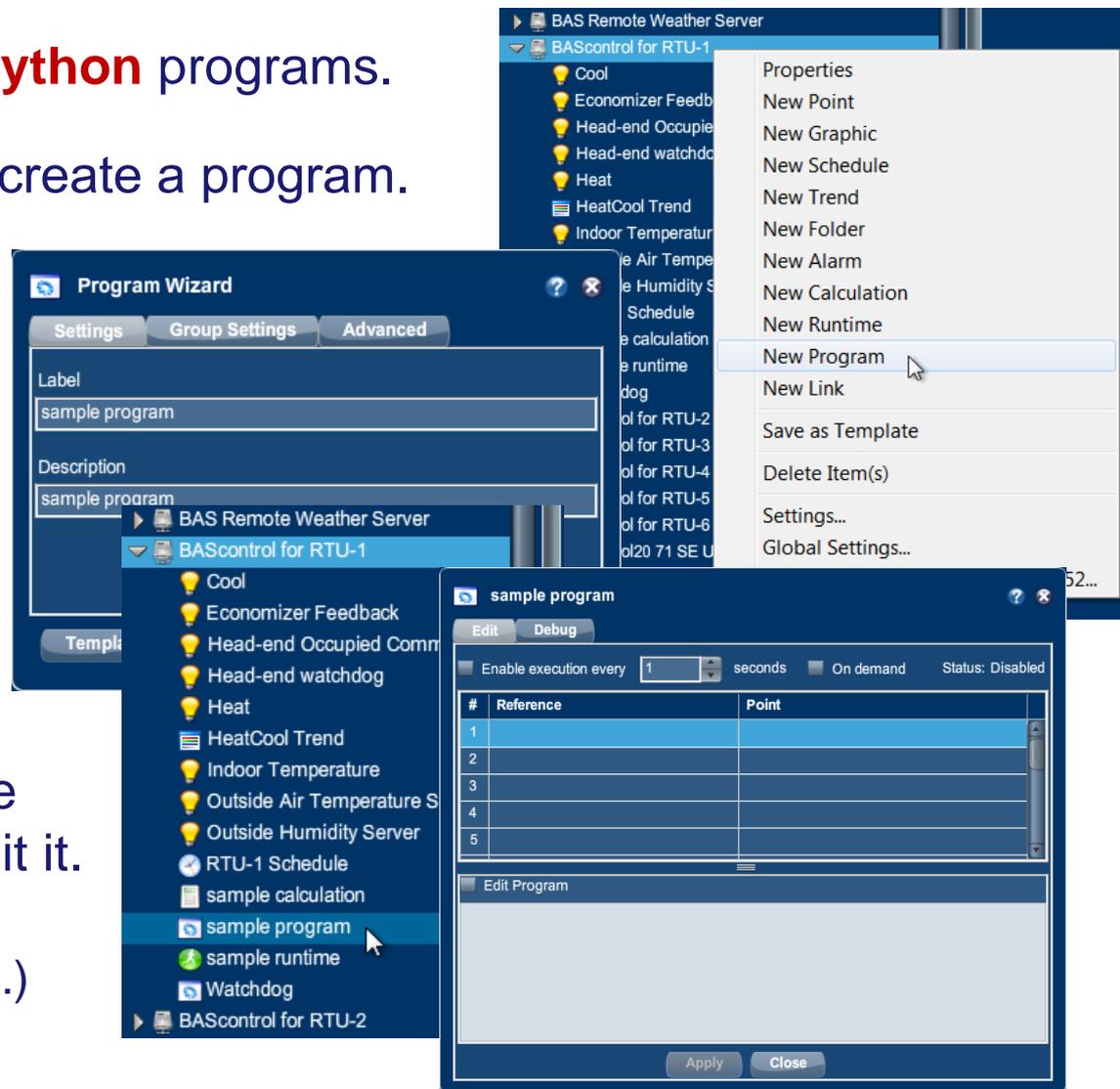


# BASview — Programs

- ❖ BASview supports user **Python** programs.
- ❖ Select “New Program” to create a program.

- ❖ Once created, left-click the program’s node icon to edit it.

(continue on the next slide.)



# BASview — Programs

- ❖ Drag **points** from the tree into the reference boxes.
- ❖ Use the Reference **name** in your program.
- ❖ You can read/write points from the tree.
- ❖ Programs can execute **periodically** or on **demand**.
- ❖ Print statements in the program allow viewing the output in the debug tab.

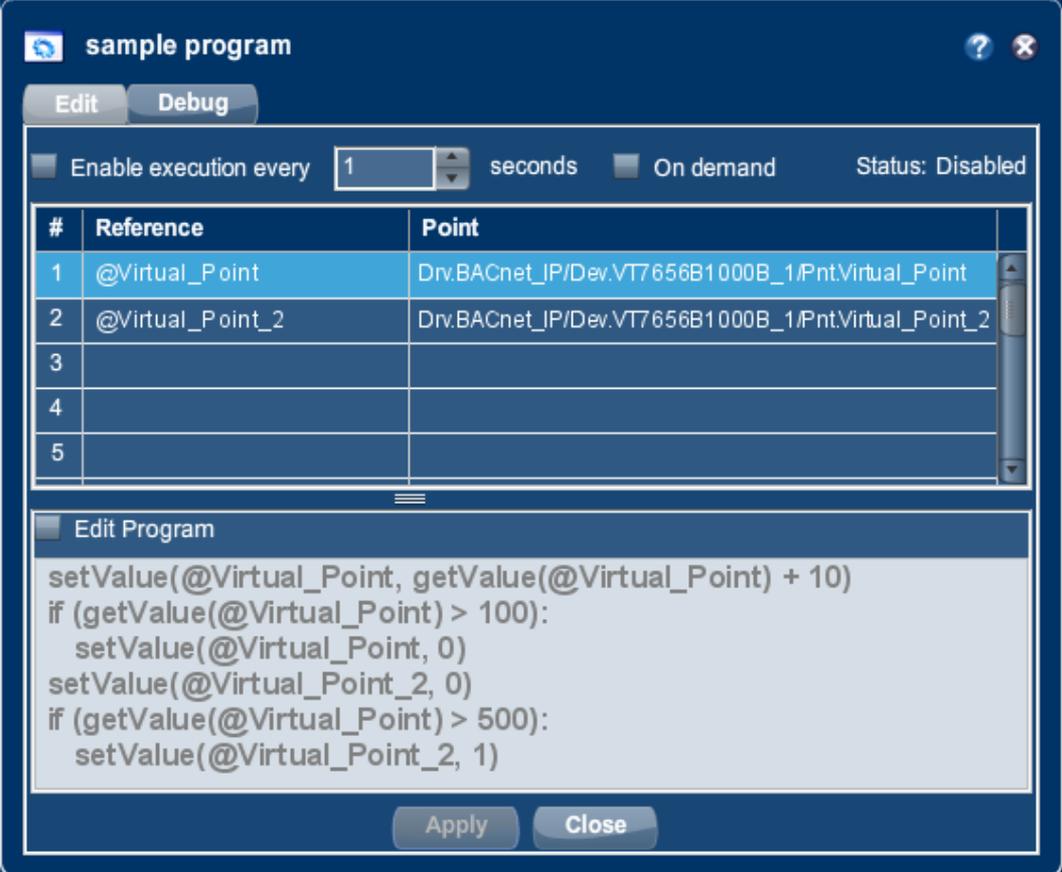
The screenshot displays the BASview software interface. On the left is a tree view showing a hierarchy of BACnet/IP objects, including 'Calculations', 'Schedules', 'Watchdogs', and 'BAScontrol for RTU-1'. The 'sample program' window is open, showing a table with columns '#', 'Reference', and 'Point'. The table has 5 rows. The top window shows a mouse cursor over the 'Cool' point in the Reference column of row 1. The bottom window shows the same table with '@Cool' in the Reference column and 'Pnt.Cool' in the Point column of row 1. A red arrow points from the text 'Print statements in the program allow viewing the output in the debug tab.' to the 'Debug' tab in the bottom window.

#	Reference	Point
1	Cool	
2		
3		
4		
5		

#	Reference	Point
1	@Cool	Pnt.Cool
2		
3		
4		
5		

# BASview — Program Example

- ❖ getValue() is used to **read** the point.
- ❖ setValue() is used to **write** the point.
- ❖ Ramp example.
- ❖ Press  for more info.



sample program

Edit Debug

Enable execution every 1 seconds On demand Status: Disabled

#	Reference	Point
1	@Virtual_Point	Drv.BACnet_IP/Dev.VT7656B1000B_1/PntVirtual_Point
2	@Virtual_Point_2	Drv.BACnet_IP/Dev.VT7656B1000B_1/PntVirtual_Point_2
3		
4		
5		

Edit Program

```
setValue(@Virtual_Point, getValue(@Virtual_Point) + 10)
if (getValue(@Virtual_Point) > 100):
    setValue(@Virtual_Point, 0)
setValue(@Virtual_Point_2, 0)
if (getValue(@Virtual_Point) > 500):
    setValue(@Virtual_Point_2, 1)
```

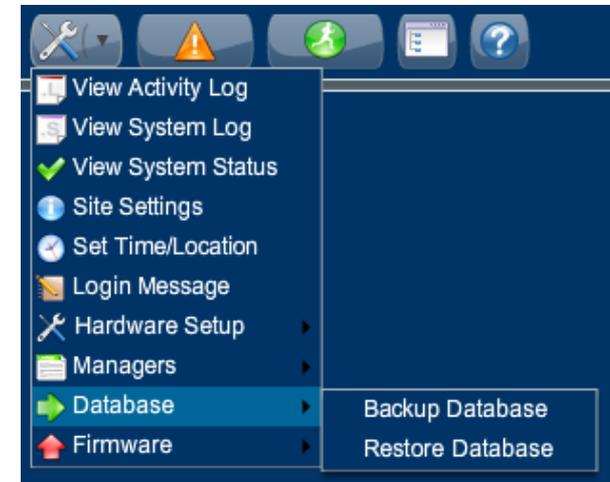
Apply Close

# BASview — Program Execution Cycle Times

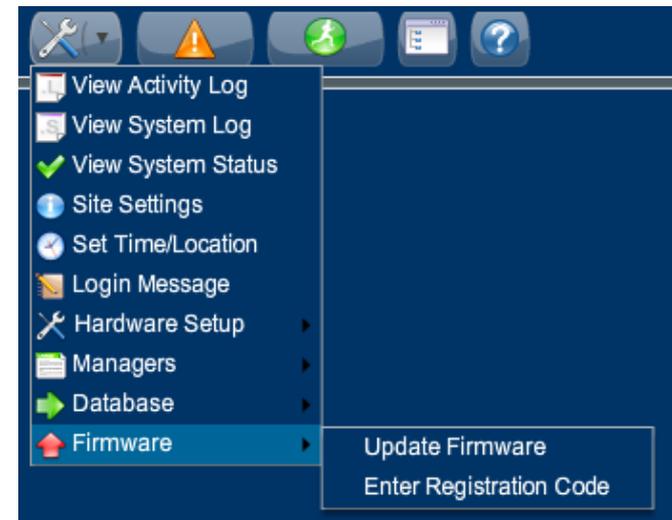
- ❖ The Program execution cycle defaults to 1 second.
- ❖ This is fine for debugging simple programs. However ...
- ❖ If you are reading/writing BACnet points, you should probably give it more time between executions — at least a minute — to allow the writes and reads to occur.
- ❖ If your Program is doing a lot of BACnet writing, you should change this value to at least a minute to avoid disturbing the BACnet polling of the BASview.

# BASview — Backup and New Firmware

- ❖ You can **backup** your work or **copy** it to a new BASview using the “Backup Database” and the “Restore Database” selections under the Admin drop-down menu.



- ❖ You can **upload new firmware** by selecting “Update Firmware” under the same menu.



# BASview — Flash and the Mobile Interface

- ❖ The web browser used with the BASview must (in most cases) support Flash — but many mobile devices do not support Flash.
- ❖ A small set of features can be accessed from the BASview via its Mobile interface.

## **Corporate Headquarters**

Contemporary Controls BASview

Username

Password

[\(Switch to Flash Interface\)](#)

JavaScript and "cookies" must be enabled in your browser.

Contemporary Controls BASview (Version 1.42d)

- ❖ The Mobile login is available at the normal Flash login — or can also be accessed at **BASview\_IPaddress/mobile**. The Mobile login uses the same credentials as the Flash login.

# BASview — Mobile Interface

- ❖ The Mobile Interface lets you view the values of the points associated with all of the graphics in your unit.
- ❖ If writeable, you can also write to the values.
- ❖ You can view any folders you created and what is located in these folders.
- ❖ You can view the alarm log.
- ❖ You can override schedules.
- ❖ An example of the main Mobile Interface page appears to the right.

The screenshot shows the BASview mobile interface for 'Corporate Headquarters'. At the top, it says 'Contemporary Controls BASview' with navigation links for 'Main', 'Alarms', and 'Logout'. Below this is a list of folders and points:

- CCSI (Folder)
- aSP Main (Point)
- BAC2 (Point)
- BACnet/IP (Point)
- Calculations (Folder)
- Schedules (Folder)
- Trends (Folder)
- Watchdogs (Folder)
- BAS Remote Weather Server (Point)
- BAScontrol for RTU-1 (Point)
- BAScontrol for RTU-2 (Point)
- BAScontrol for RTU-3 (Point)
- BAScontrol for RTU-4 (Point)
- BAScontrol for RTU-5 (Point)
- BAScontrol for RTU-6 (Point)
- BAScontrol20 71 SE Unit Heater (Point)
- BAScontrol20 72 NE Unit Heater (Point)
- BAScontrol20 73 SW Unit Heater (Point)
- BAScontrol20 74 NW Unit Heater (Point)
- Copy Outside Air Temperature1 (Point)

# BASview — Mobile Interface Example

- ❖ SP\_Zone1–6 graphics are contained in the aSP\_Main folder
- ❖ For example, by selecting SP\_Zone1, you can show the values for the points in that graphic.

**Corporate Headquarters**  
Contemporary Controls BASview  
[Main](#) [Alarms](#) [Logout](#)

**Graphic: SP Zone1**

Name	Value	Status	Manual	Parent	Type
<a href="#">Cooling Status</a>	Off	Good	Auto	Zone 1 Admin Stat	Point
<a href="#">Fan Status</a>	Off	Good	Auto	Zone 1 Admin Stat	Point
<a href="#">Heating Status</a>	Off	Good	Auto	Zone 1 Admin Stat	Point
<a href="#">Occupancy</a>	Occupied	Good	Auto	Zone 1 Admin Stat	Point
<a href="#">Occupied Cool Setpoint</a>	78 F	Good	Auto	Zone 1 Admin Stat	Point
<a href="#">Occupied Heat Setpoint</a>	73 F	Good	Auto	Zone 1 Admin Stat	Point
<a href="#">Room Temp Override</a>	Normal	Good	Auto	Zone 1 Admin Stat	Point
<a href="#">Room Temperature</a>	78.2 F	Good	Auto	Zone 1 Admin Stat	Point
<a href="#">Unoccupied Cool Setpoint</a>	85 F	Good	Auto	Zone 1 Admin Stat	Point
<a href="#">Unoccupied Heat Setpoint</a>	63 F	Good	Auto	Zone 1 Admin Stat	Point

Contemporary Controls BASview (Version 1.42d)

**Corporate Headquarters**  
Contemporary Controls BASview  
[Main](#) [Alarms](#) [Logout](#)

- CCSI
- aSP\_Main**
- BAC2

**Corporate Headquarters**  
Contemporary Controls BASview  
[Main](#) [Alarms](#) [Logout](#)

**Graphic: aSP Main**

Name	Value	Status	Manual	Parent	Type
<a href="#">SP_Zone1</a>	0	Good	Auto		Graphic
<a href="#">SP_Zone2</a>	0	Good	Auto		Graphic
<a href="#">SP_Zone3</a>	0	Good	Auto		Graphic
<a href="#">SP_Zone4</a>	0	Good	Auto		Graphic
<a href="#">SP_Zone5</a>	0	Good	Auto		Graphic
<a href="#">SP_Zone6</a>	0	Good	Auto		Graphic

Contemporary Controls BASview (Version 1.42d)

- BAScontrol20 72 NE Unit Heater
- BAScontrol20 73 SW Unit Heater

# BASview — Mobile Interface Devices

- ❖ The Mobile Interface does not require Flash support — so it can be used with most Mobile devices.
  - iPhones
  - iPads
  - Android phones
  - Android tablets
- ❖ Mobile Interface provides access to all features of the BASview that you want on a small mobile device — as it would be difficult to view your BASview graphics or trends from your phone.

# BASview — Conclusion

- ❖ BASview is a very powerful tool to work with system Alarms, Trends, Schedules, Graphics and Control.
- ❖ It is both a Building Controller and a GUI for devices.
- ❖ All of its features are contained in its small metal box.
- ❖ Many building controllers are programs which must be purchased and which call for a PC which must also be purchased.
- ❖ We only covered a portion of what BASview can do.
- ❖ Use the BASview online help to learn more about the features discussed and about those which were not discussed.