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## Software update

Once installed, the TiSferaDesign software will automatically search for any updated versions online. If any are found, the user will be asked to enter a path for saving the new updated version of the executable file.

It will however still be possible to work using the current version, and install the update at a later date.

## Fundamental concepts

The TiSferaDesign software can be used to configure Sfera entrance panels, by creating a project where the entrance panel is configured according to needs, following a simple and intuitive procedure; The software also performs a check on the configuration, indicating any configuration errors.

TiSferaDesign also manages the address book, creating a local database that in the future will be used by all BTicino applications requiring an address book. The installer can organise contacts according to levels (Residential complexes, buildings, houses), based on the type of system. In addition to name and surname, for each contact it is possible to enter all the information that may be useful to the installer for the configuration of the modules making up the entrance panel, including any badges allocated, access codes, etc.

### Creating a new project

- Start TiSferaDesign.
- Create a new project
- Send the data to the device

### Modifying an existing project

- Receive the current configuration details from the devices of the entrance panel.
- Make any changes
- Send the data of the modified project back to the devices; the project may be saved for future modifications

With TiSferaDesign it is also possible to update the firmware versions of the devices ("Update firmware" function) with new versions released by BTicino.

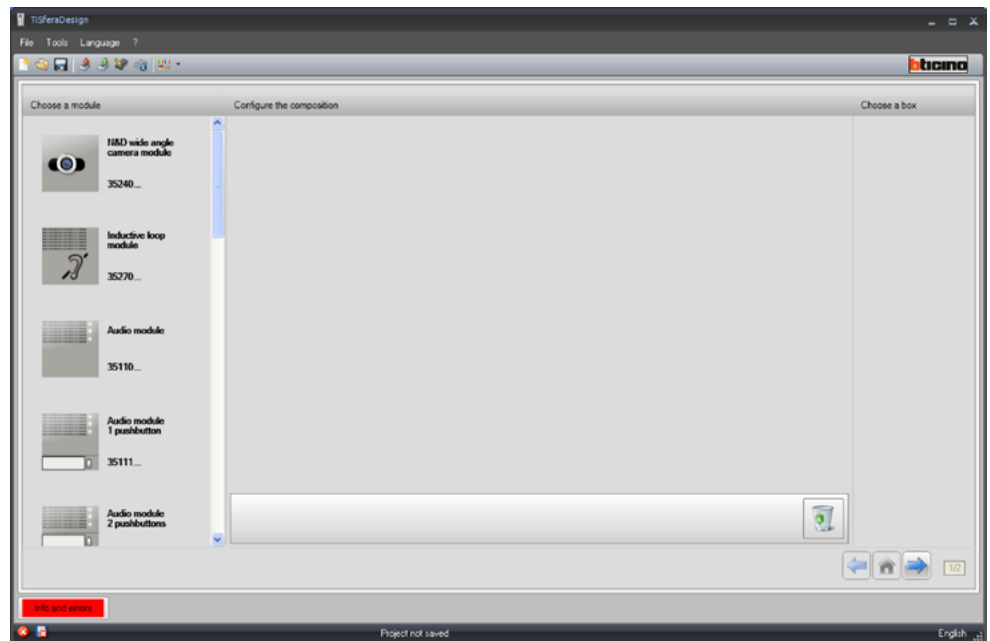


*For correct operation of the TiSferaDesign software, the devices must be installed following the indications shown in the corresponding instruction leaflets supplied with the products.*

## Start screen and pushbuttons/menus for the selection of the functions

After initialising the program, the start screen will be displayed. From here the user can:

- Create a new project
- Open an existing project
- Acquire the configurations from the devices
- Display device information
- Update the device firmware
- Select the language



All the functions that can be performed with TiSferaDesign can be selected by clicking the icons on the toolbar, or by selecting the appropriate items from the pull-down menus. The toolbar includes the following functions:



Create, Open, and Save a configuration file



Receive/forward the configuration to the device connected to the PC



Device firmware update



Request device info



Application language selection

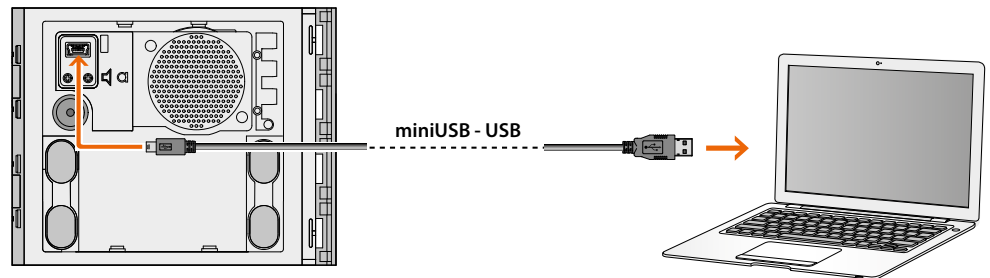


Connection to the [www.bticino.com](http://www.bticino.com) website

## Connecting the devices to the PC

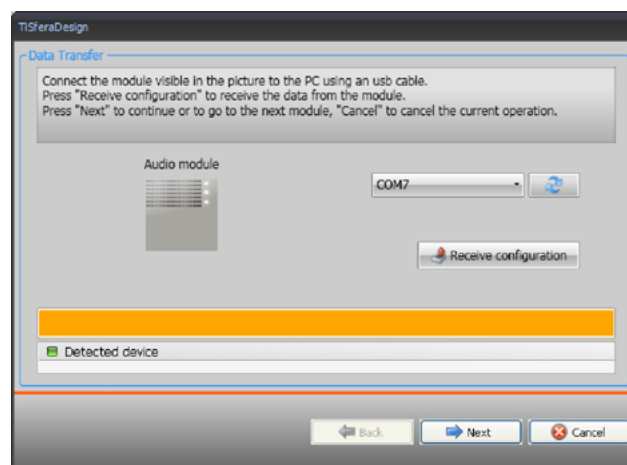
In order to Send or Receive the configuration, Update the firmware or Request device info, it is necessary to connect the devices to the PC using an USB-miniUSB cable.

**When updating the software the device must be powered.**



When a device is connected, a request to install the drivers may appear; **always perform this installation when requested, following the instructions of the operating system.**

The device connected using an USB cable is recognised by the PC as a virtual port (VIRTUAL COM), TiSferaDesign automatically recognises its address (e.g. COM7).



If a project is created and then saved as a file, no connection to the device is necessary.

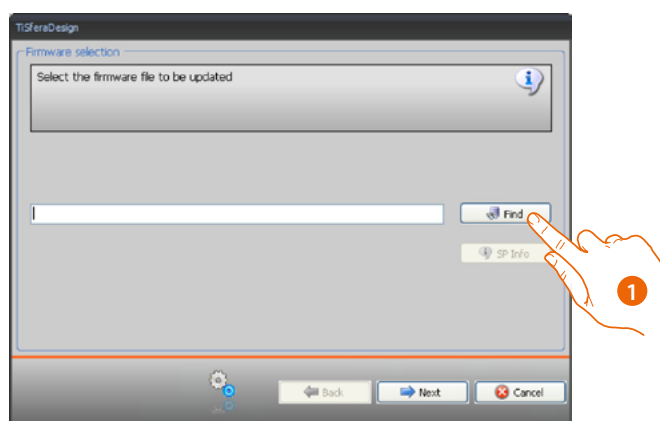
## Update the Firmware

It allows the user to update the device firmware.

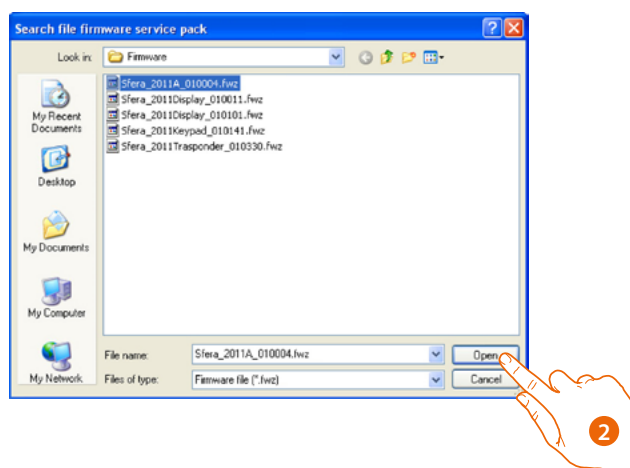
### Procedure:

- From the Tools pull-down menu select **Update the firmware**.  
The following window appears, where the user can search for the Firmware file, with **.fwz** extension.

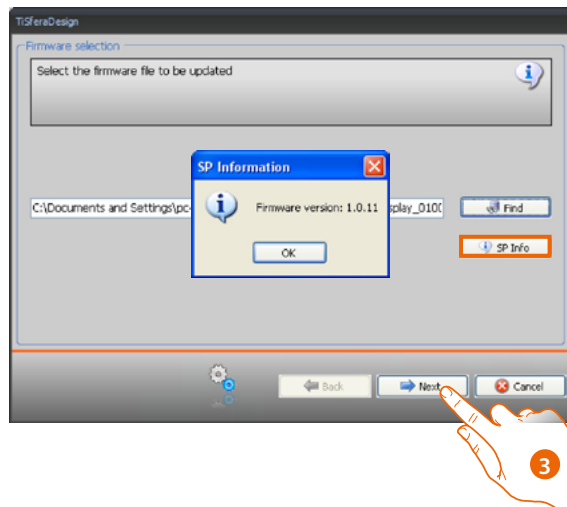
**Note:** the updated firmware can be found at the following website [www.homesystems-legrandgroup.com](http://www.homesystems-legrandgroup.com)



- Click **Search**.
- Select the file and click **Open** to continue.

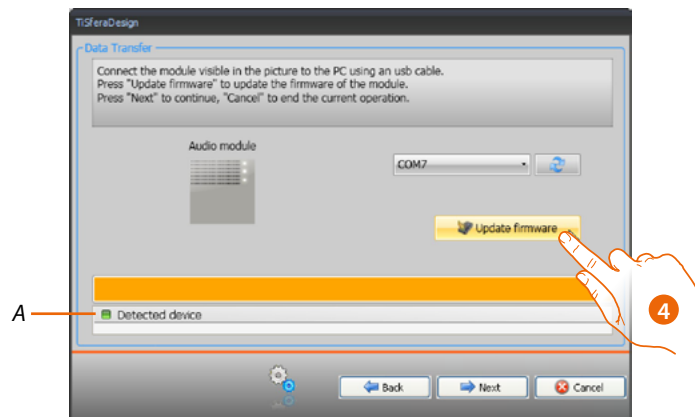


- The **Info SP** pushbutton can be used to view the selected firmware version.



3. Click **Next** to continue.

- Power the device by connecting it to the SCS BUS.
- Connect the device to the PC and wait for it to be recognised by the software (A).



4. Click **Update Firmware**.

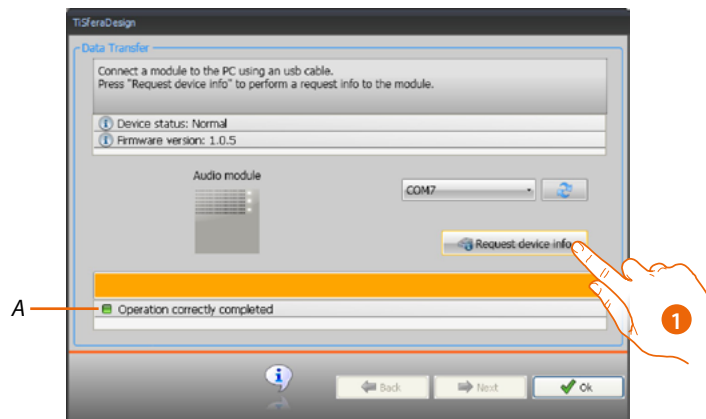


## Request device info

It allows to display some information relating to the device connected to the PC.

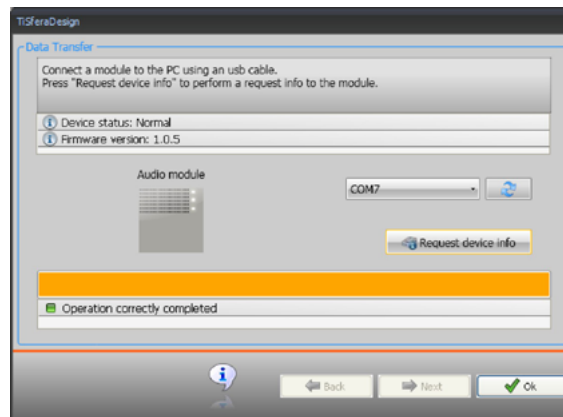
### Procedure:

- From the Tools pull-down menu select **Request Device Info**.
- Connect the device to the PC and wait for it to be recognised by the software (A).



1. Click **Request device info**.

A screen appears, showing the device hardware and software features.



## Project creation

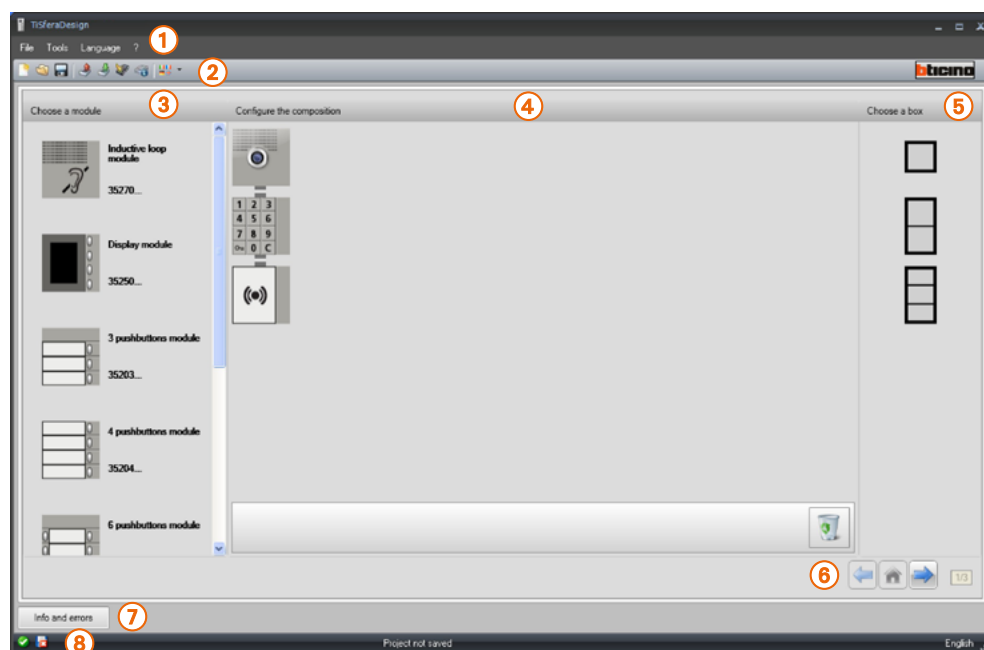
### Main screen

The main screen consists of three areas:

**Choose a module:** this area shows the list of available items. This list is updated automatically depending on the devices already selected and appearing in the central section of the screen.

**Configure the composition:** drag here the devices that will make up the entrance panel.

**Choose a box:** while configuring the composition of the entrance panel, the software suggest the modular configuration based on the number of modules used; the configuration proposed may be customised by selecting the desired modularity in this column.



1. Pull-down menus
2. Pushbutton menus
3. Items available
4. Items selected
5. Modular solutions
6. Navigation pushbuttons
7. Error notification
8. File saving indication

The top section of the screen shows the menus and pushbuttons used for the management of the project; the central section, split in 3 zones, is used to configure the composition of the entrance panel.

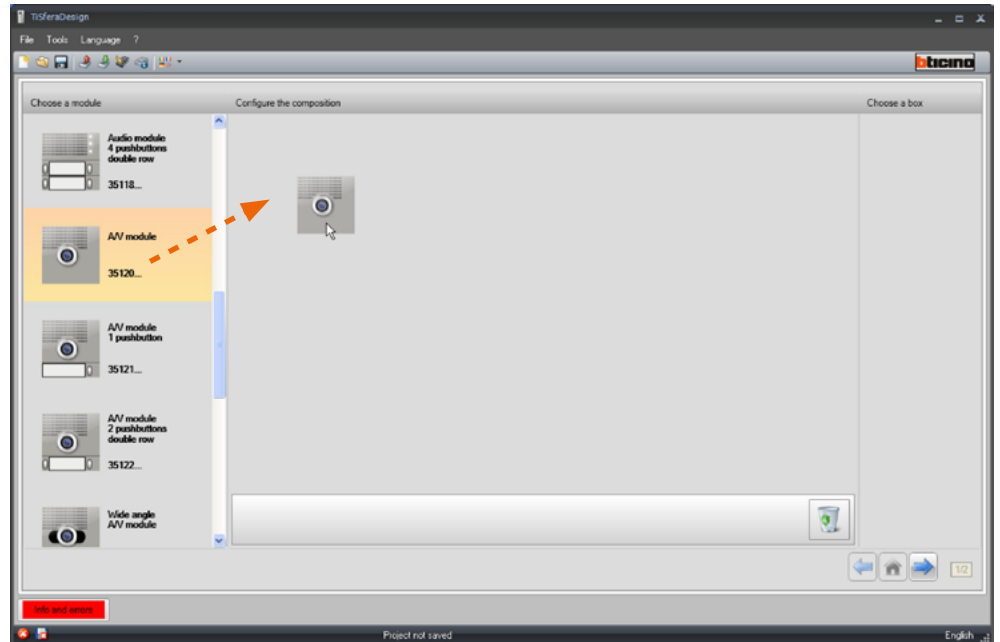
### Navigation pushbuttons



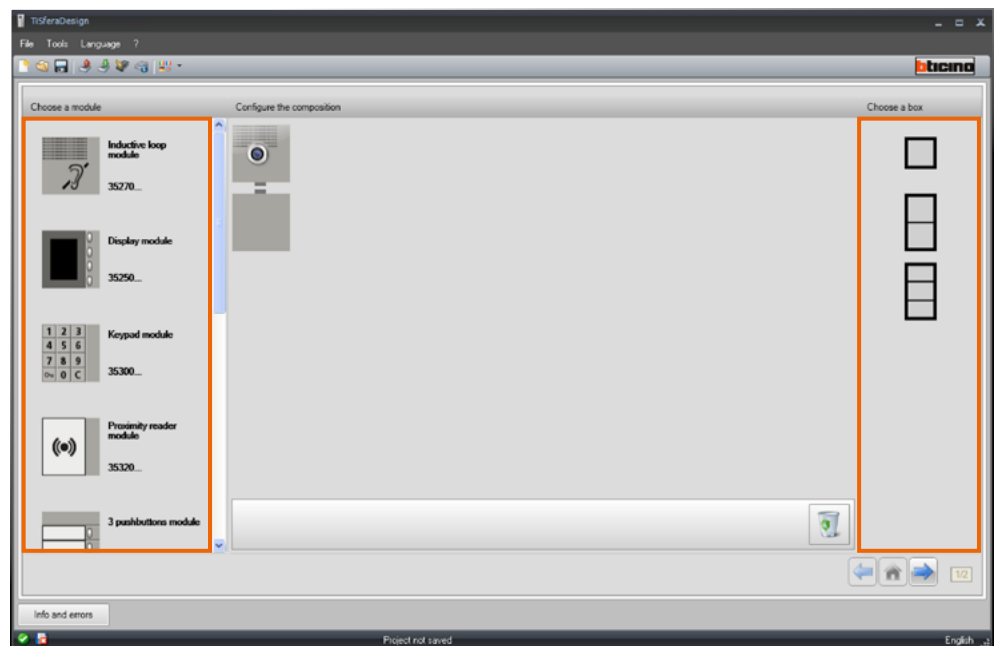
1. Previous page
2. Start page
3. Next page

## Entrance panel composition

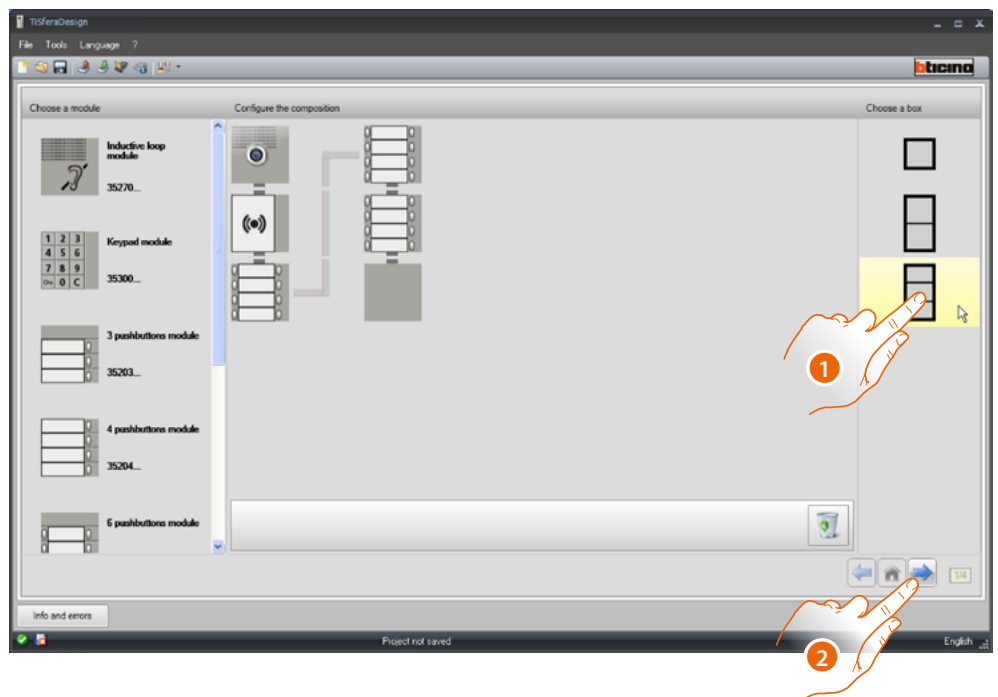
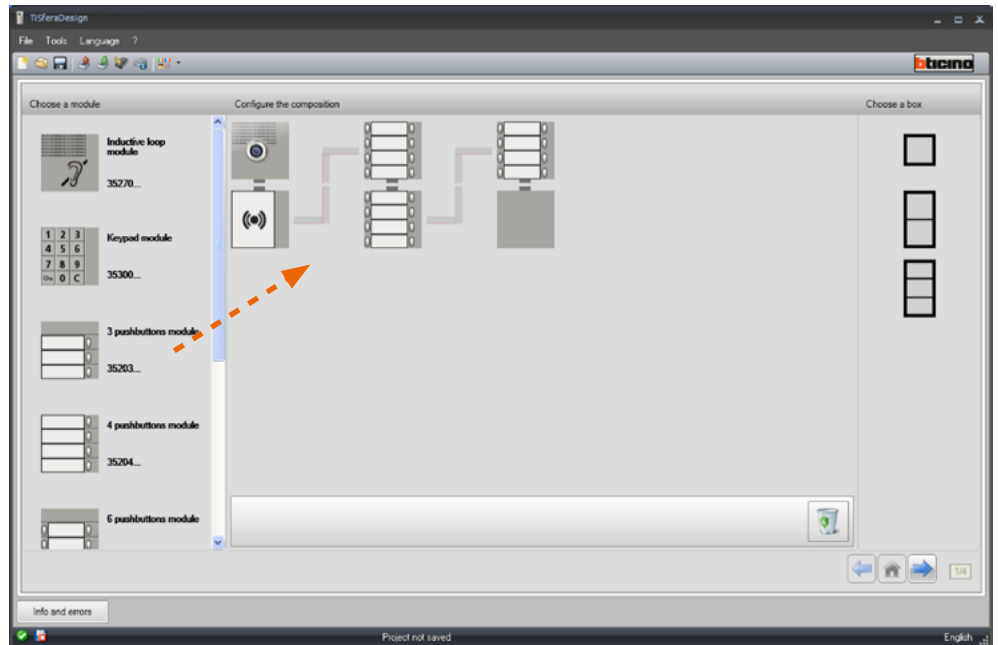
To compose the entrance panel drag any required modules shown, from the left area to the central area.



After dragging a module (e.g. the audio/video module) the list of available modules will be updated automatically, displaying only the ones that can be used in conjunction with the one moved, while the section on the right shows the various modular solutions that can be selected in alternative to the solution suggested by TiSferaDesign.



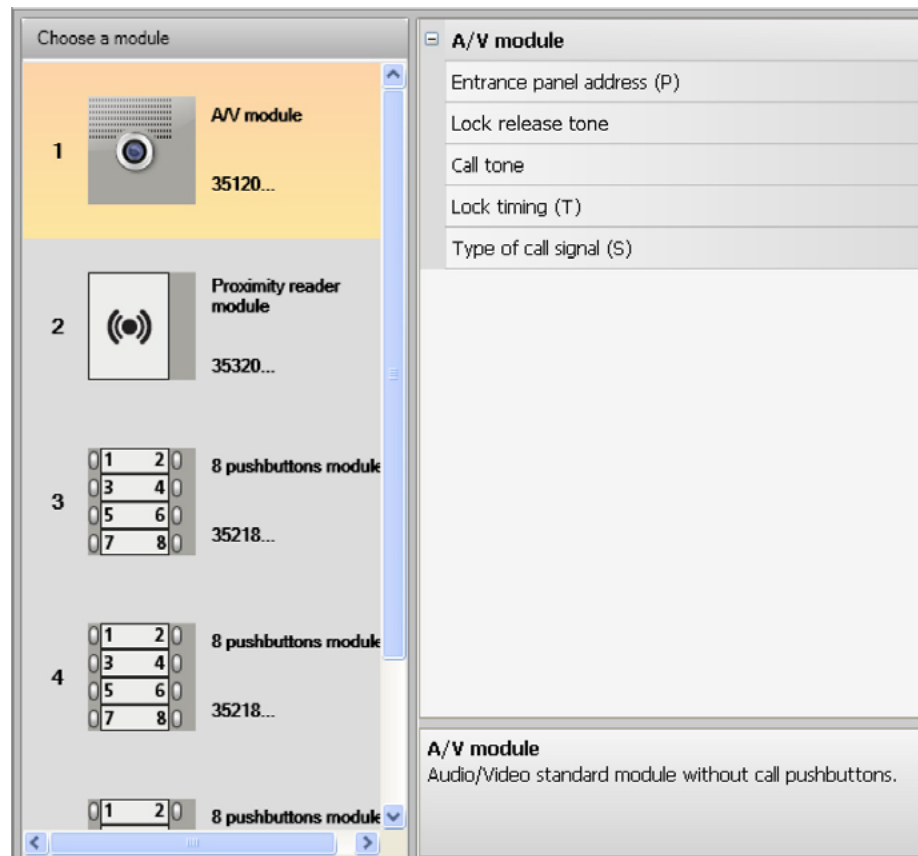
Complete the Entrance Panel by dragging all the required devices in the central area.



1. Select the modular solution to use if the one suggested by TiSferaDesign is not suitable. The devices are ordered in the central area based on the solution selected, with the addition of the wiring required in case of use of 2 or more frames/boxes.
2. Click to go to the configuration of the parameters of the individual devices selected.

## Audio/video speaker module configuration

The configuration of the audio/video speaker module requires the following settings:



- **Entrance panel address (P)**  
Entrance panel address (from 0 to 99).
- **Lock release tone**  
If this function is enabled, a beep will be emitted by the speaker module when the relay of the associated door lock is activated.
- **Call tone**  
If this function is enabled, a beep will be emitted by the speaker module when the call pushbuttons are pressed.
- **Lock timing (T)**  
Length of time during which the relay of the associated door lock remains active ( it can be set to between 1 and 10 seconds, or for as long as the door lock release pushbutton is pressed).
- **Type of call signal (S)**  
This is used together with the settings of the handset to set the ringtone of the internal unit, with the possibility of different ringtones for calls from different entrance panels.

## Pushbutton configuration

In the basic configuration, the pushbuttons are disabled. They can be configured by selecting one of the items of the pull-down menu.

8 pushbuttons module	
<b>Pushbutton 1</b>	
Function	None
<b>Pushbutton 2</b>	
Function	Handset call
	Staircase lights
<b>Pushbutton 3</b>	
Function	Switchboard call
	None
<b>Pushbutton 4</b>	
Function	None
<b>Pushbutton 5</b>	
Function	None
<b>Pushbutton 6</b>	
Function	None

- **None**  
Pushbutton disabled
- **Handset call**
- **Staircase lights**
- **Switchboard call**

If **Handset call** is selected, the following fields will appear in the configuration menu:

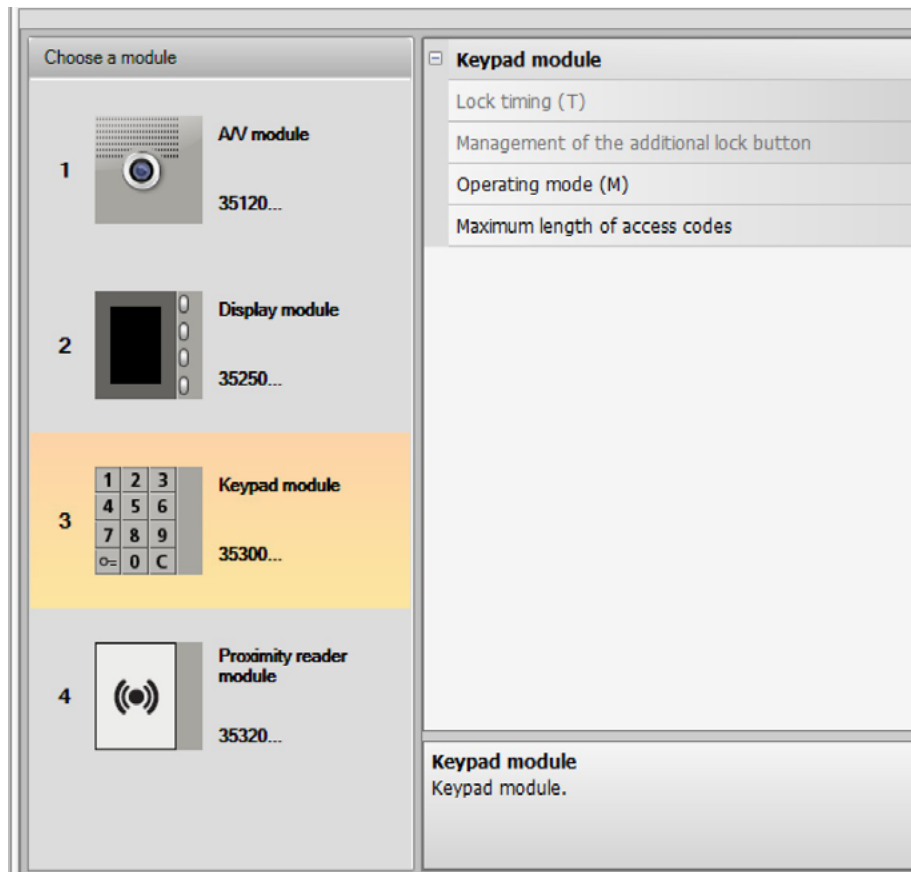
- **Type of call**  
Point-point or general call (if general call is set, the handset address field is hidden)
- **Handset address**  
Address of the handset associated to the key (from 0 to 3999)

If **Switchboard call** is selected, the following field will appear in the configuration menu:

- **Switchboard address**  
Switchboard address (from 0 to 15)

## Keypad module configuration (installation together with the speaker module)

The configuration of the keypad module requires the following settings:



- **Lock timing** (stand-alone installation only).
- **Management of additional lock button** (stand-alone installation only).
- **Operating modes (M)**  
The keypad module can only work in the following modes:
- **Local access code management (M = 0)**  
The keypad module can store the Residents, Passepartout and Master system access codes, to open the lock connected with the linked speaker module. The relay on the keypad module is disabled.
- **Central access code management (M = 2)**  
The keypad module is part of a central access control system that takes advantage of the access control central unit contact.  
The relay on the keypad module and the relay on the entrance panel are disabled.  
In this mode, the address book is only managed by the BTicino SCS access control system.

When mode (M=2) is selected, two additional configuration fields will be displayed:

Central address (A/B)
Reader address (C)

- **Central address (A/B)**  
Enter the address of the BTicino SCS access control central unit managing the entrance panel.
- **Reader address (C)**  
Enter the address of the keypad module within the BTicino SCS access control system.

- **Local on-board relay access code management (M = 3)**  
The keypad module can store the Residents, Passepartout and Master system access codes, to also open the lock connected with the relay on-board of the same keypad module, in addition to that of the linked speaker module.
- **Local access code management with direct call (M = 20)**  
The keypad module can store the Residents, Passepartout and Master system access codes, to only open the lock connected with the speaker module. The relay on the keypad module is disabled. This mode also allows to make a direct call without using the display module.

When mode (M=20) is selected, one additional configuration field will be displayed:

Riser address

- **Riser address**  
Enter the riser address to which the keypad is connected, so that the code entered on the backbone Entrance Panel is the same as the one of the riser.
- **Central access code management with direct call (M = 22)**  
The keypad module is part of a central access control system that takes advantage of the access control central unit contact.  
The relay on the keypad module and the relay on the entrance panel are disabled.  
This mode also allows to make a direct call without using the display module. However, it is not possible to use the keypad in call mode on the riser.  
The address book is only managed by the BTicino SCS access control system.

When mode (M=22) is selected, two additional configuration fields will be displayed:

Central address (A/B)

Reader address (C)

- **Central address (A/B)**  
Enter the address of the BTicino SCS access control central unit managing the entrance panel.
- **Reader address (C)**  
Enter the address of the keypad module within the BTicino SCS access control system.
- **Local on-board relay access code management (M = 23)**  
The keypad module can store the Residents, Passepartout and Master system access codes, to also open the lock connected with the relay on-board of the same keypad module, in addition to that of the linked speaker module. This mode also allows to make a direct call without using the display module.

When mode (M=23) is selected, one additional configuration field will be displayed:

Riser address

- **Riser address**  
Enter the riser address to which the keypad is connected, so that the code entered on the backbone Entrance Panel is the same as the one of the riser.
- **Maximum length of access codes**  
The maximum length for access codes can be between 4 and 9 digits (default 9).

Based on the length of the codes assigned to residents, shorter or equal to the maximum set length, the way that codes are entered by the residents will change. For further details see the Use and Installation Manual.



### Keypad module configuration ( stand - alone installation)

The stand-alone configuration of the keypad module is only useful for the access control function and requires the following settings:

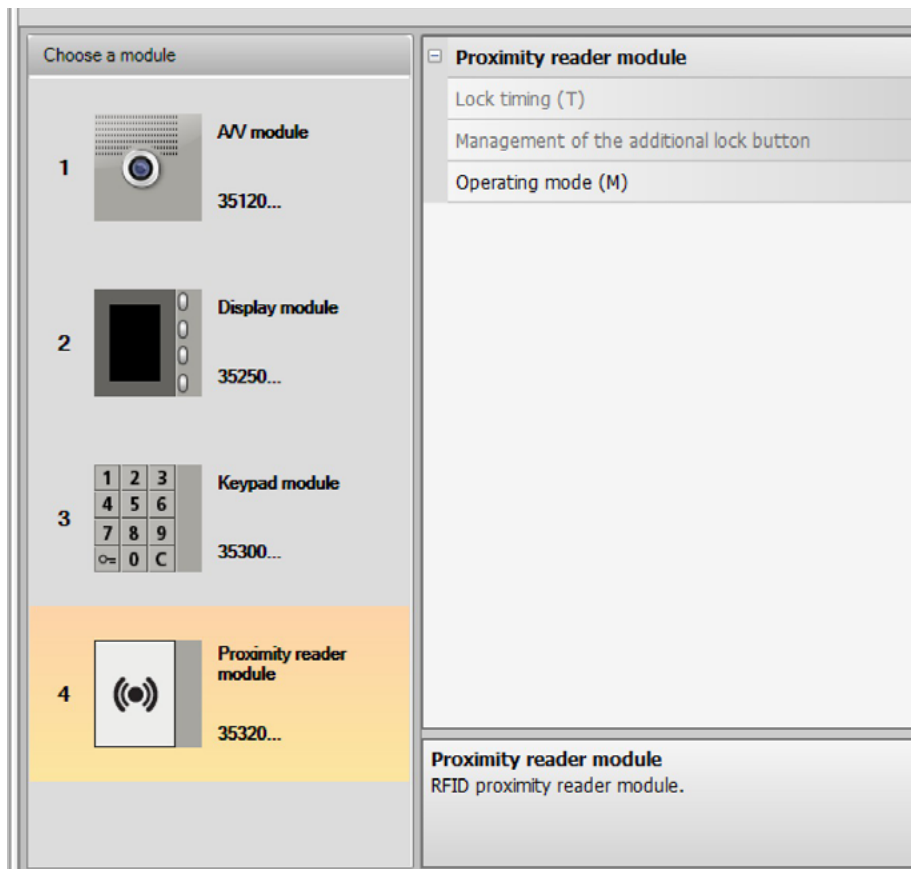
The screenshot shows a software interface for configuring a keypad module. On the left, under 'Choose a module', there is a keypad layout with buttons 1-9, 0, and C. A label 'Keypad module (stand-alone)' is next to it, and a display shows '35300...'. On the right, under 'Keypad module (stand-alone)', there are several configuration options: 'Address of the keypad module (A+B+C)', 'Lock timing (T)', 'Management of the additional lock button', 'Operating mode (M)', and 'Maximum length of access codes'. Below these, there is a section titled 'Maximum length of access codes' with a description: 'The maximum number of digits allowed for the access code'.

- **Keypad module address (A+B+C)**  
Enter the address of the keypad module within the BTicino SCS access control system.
- **Lock timing (T)**  
Duration of the associated lock relay activation in seconds.
- **Management of the additional lock button**  
When this function is enabled, the keypad module can manage an additional pushbutton for the opening of the door lock.
- **Operating modes (M)**  
The keypad module can only work in the following modes:
  - **Local access code management (M = 0)**  
The keypad module can store the Residents, Passepartout and Master system access codes.
  - **Central access code management (M = 2)**  
The keypad module is part of a BTicino SCS central access control system.  
In this mode the address book is not available.
- **Maximum access code length**  
The code length can be set between 4 and 9 digits maximum (default 9).

Based on the length of the codes assigned to residents, shorter or equal to the maximum set length, the way that codes are entered by the residents will change. For further details see the Use and Installation Manual.

## Proximity reader configuration (installation together with the speaker module)

The configuration of the proximity reader requires the following settings:



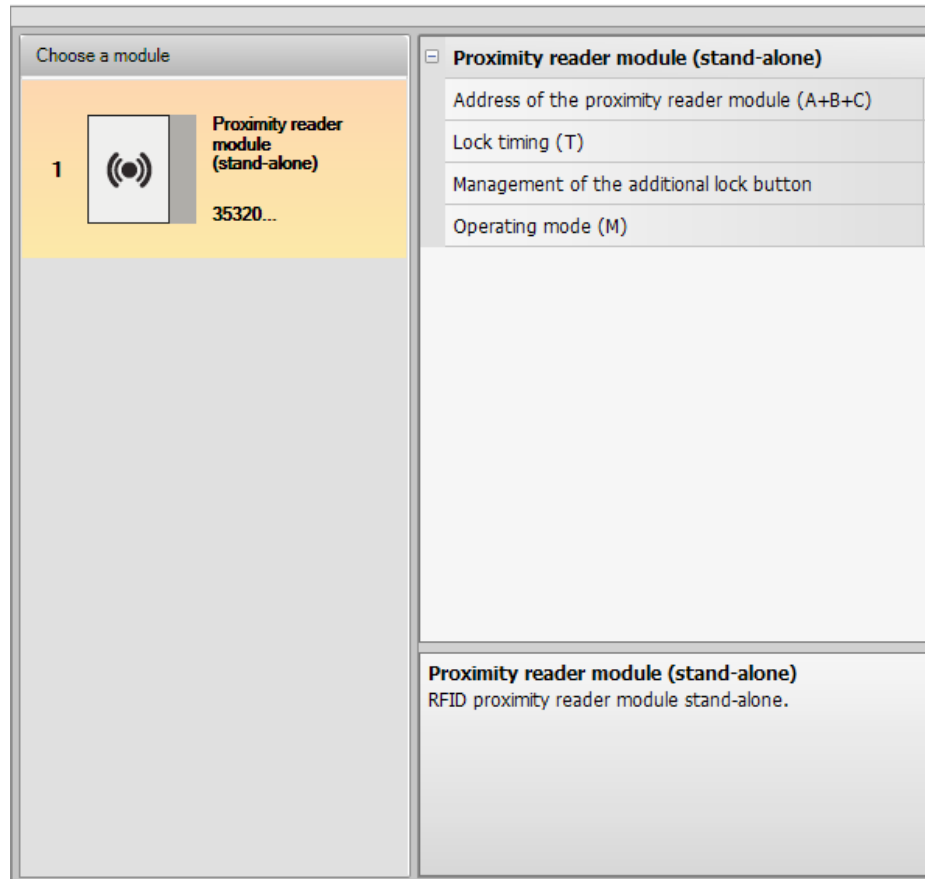
- **Lock timing** (stand-alone installation only)
- **Management of the additional lock button** (stand-alone installation only)
- **Operating mode (M)**  
The proximity reader can operate in the following modes:
- **Local resident badge management (M=0)**  
The reader can store the badges of Residents, Passepartout, and System Manager.
- **Local Apartment Master badge management (M=1)**  
The reader can store the badges of Residents, Apartment Masters, Passepartout, and System Manager.  
The Apartment Master badges can be used to program the badges of the residents of the same apartments (max 5 per apartment). The Apartment Master badge cannot be used to open the door lock.
- **Central badge management (M = 2)**  
The proximity reader is part of a BTicino SCS central access control system.  
In this mode, the address book is only managed by the BTicino SCS access control system.
- When mode (M=2) is selected, two additional configuration fields will be displayed:

Central address (A/B)
Reader address (C)

- **Central address (A/B)**  
Enter the address of the BTicino SCS access control central unit managing the entrance panel.
- **Reader address (C)**  
Enter the address of the proximity reader within the BTicino SCS access control system.

### Proximity reader configuration ( stand - alone installation)

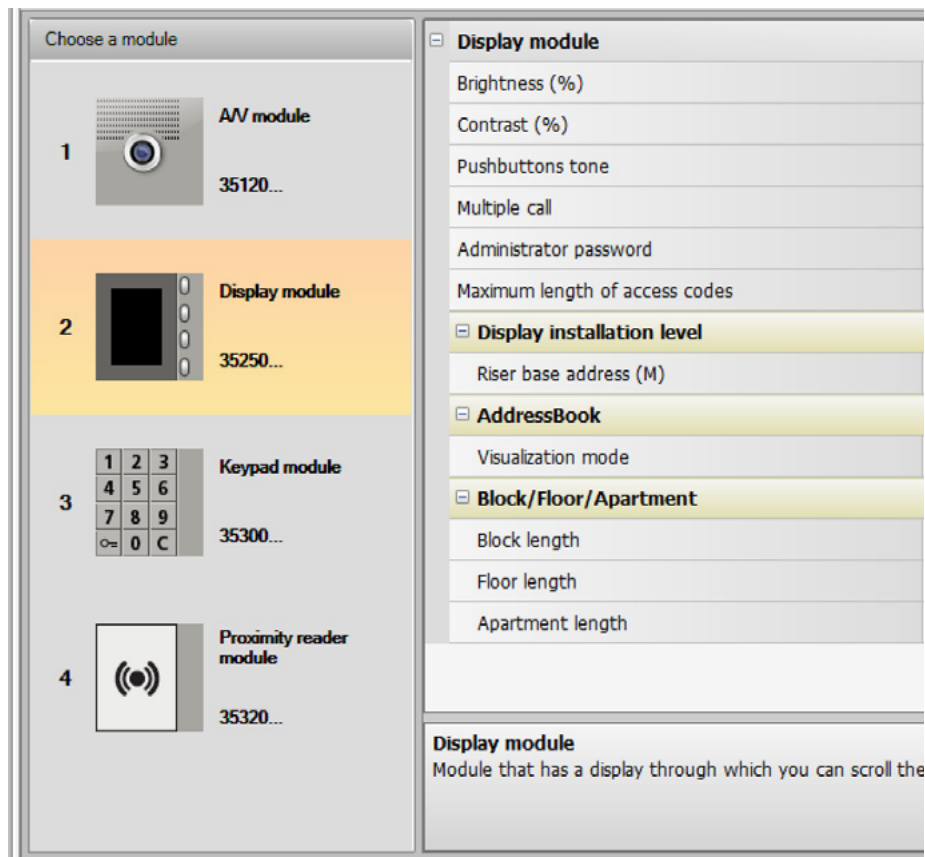
The stand-alone configuration of the proximity reader is only useful for the access control function and requires the following settings:



- **Proximity reader module address (A+B+C)**  
Enter the address of the proximity reader module within the BTicino SCS access control system.
- **Lock timing (T)**  
Duration of the associated lock relay activation in seconds:
- **Management of the additional lock button**  
When this function is enabled, the proximity reader module can manage an additional pushbutton for the opening of the door lock:
- **Operating modes (M)**  
The proximity reader module can only work in the following modes:
  - Local resident badge management (M = 0)**  
The proximity reader module can store the Residents, Passepartout and manager Master badges.
  - Local Apartment Master badge management (M = 1)**  
The proximity reader module can store the Residents, Passepartout, apartment Master and manager Master badges.
  - Central access code management (M = 2)**  
The proximity reader module is part of a BTicino SCS central access control system. In this mode, the address book is only managed by the BTicino SCS access control system.

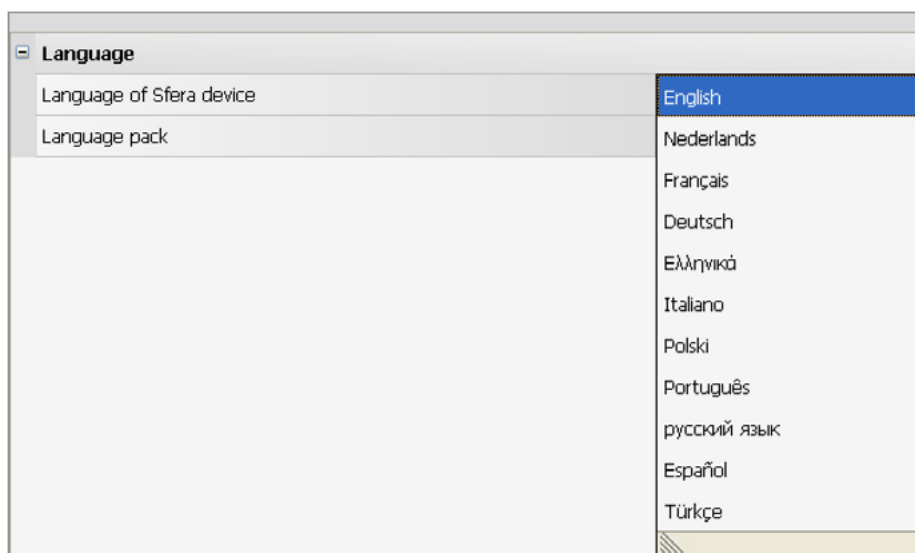
## Display module configuration

The configuration of the display module requires the following settings:



- **Brightness**
- **Contrast**
- **Pushbutton tone**  
To disable the tone emitted when the pushbuttons are pressed set to zero.
- **Multiple Call**  
In the basic setup, the Display is set to prevent call repetition (ringing of the handset). This function gives the possibility of setting the number of call repetitions if the call is not answered, at 10 seconds interval for a maximum of 4 repetitions.
- **Administrator password**  
The password gives access to the settings menu of the display module (default 12345).
- **Maximum length of access codes**  
The maximum length for access codes can be between 4 and 9 digits (default 9).
- **Riser base address (M)**  
Address of the riser the entrance panel is connected to. Set M=0 if the entrance panel is installed on the backbone.
- **Address book**  
It is possible to display the residents address book in three different ways: alphanumeric with numerical call code; alphanumeric with alphanumeric call code (8 digits maximum), or BFA (Block, Floor, Apartment). This setting will affect the search mode of visitors.
- **Block/Floor/Apartment**  
If BFA mode is selected, set the length (number of digits to enter) of each field. A maximum number of 8 digits is allowed.

The presence of the display module in the entrance panel configuration also activates a screen for the selection of the language for the device.



## Address book

The address book contains all the contacts found in the projects created, including previous one.

Using TiSferaDesign a general database will be created, that can be used in the future for every BTicino application that requires the use of an address book.

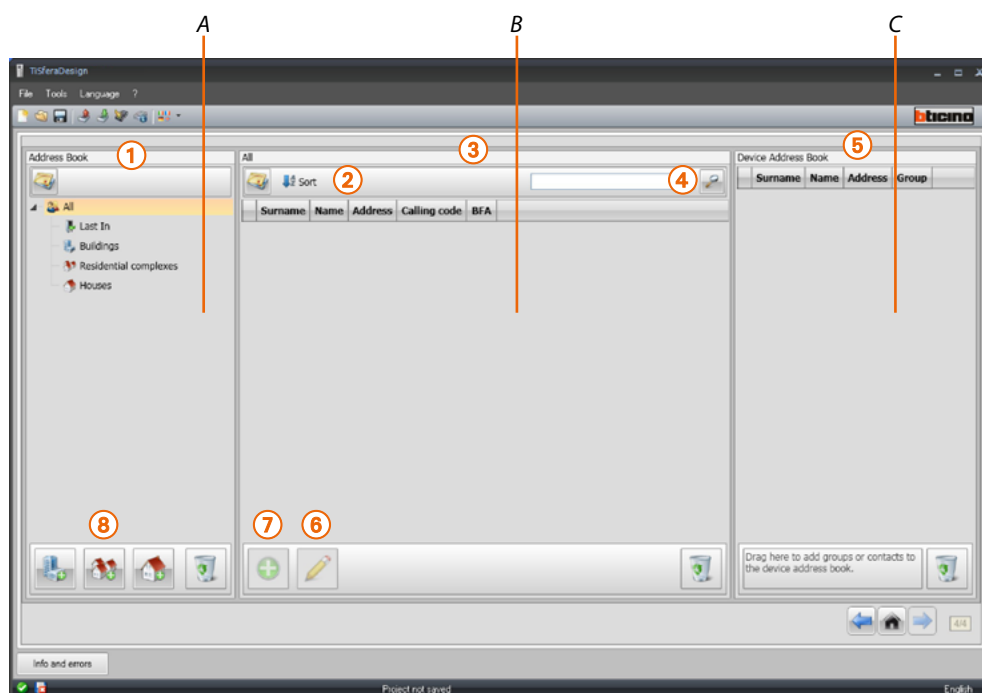
Contacts can be arranged by groups (residences), and split in Houses, Residential complexes, or Buildings, based on the characteristics of the system.

In addition to name, surname, and handset address, it will be possible to associate to each contact also the details of any transponders and access codes.

### The main screen

The main screen consists of three areas:

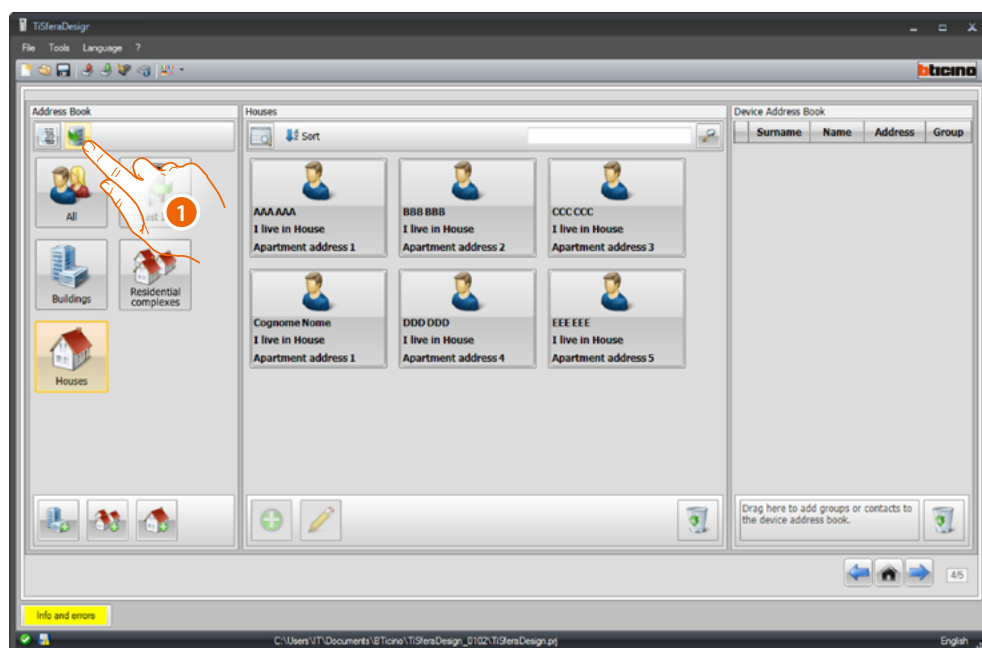
- **Address book (A):**  
it shows all the groups into which the contact address book has been arranged, split by: Houses, Residential complexes, and Buildings. Select "All" to display all the contacts in the address book.
- **Contacts (B):**  
This area shows the contacts belonging to the selected group. It indicates Surname, Name, Group, and address of the associated apartment. Move the mouse on the contact to view the details.
- **Device address book (C):**  
It contains all the contacts to transfer to the device being programmed, or the contacts already on the device itself (see the Receive configuration function), for updating or amendment purposes.



1. Groups
2. Arrangement and display of contact
3. Contact archive
4. Search
5. Device address book
6. Modification of the selected contact details
7. Add a new contact
8. Add a residence of the selected type

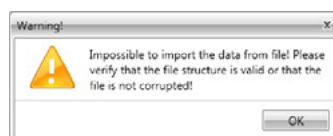
## Import/export contacts

The **Import** function can be used to acquire lists of already existing contacts. This gives installers the possibility of using details already in their possession, without the need for re-entering them manually in the address book.

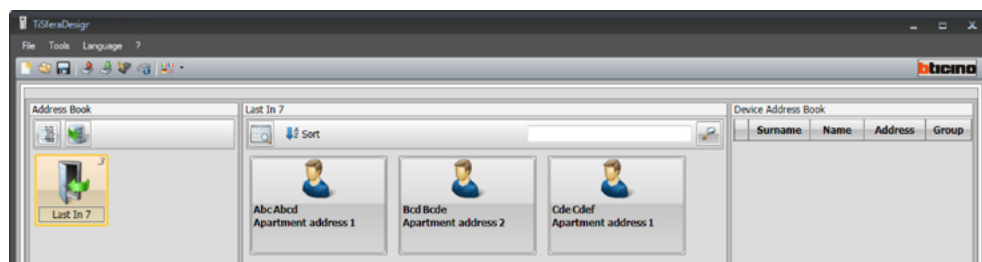


1. Click to start searching the file to import.

It is possible to import a text file with **.csv** or **.txt** extension. If the file structure is incorrect, an error message appears, and the contacts will not be imported.



Correctly imported contacts will be stored in the dedicated group; with each import operation a separate sub-group will be created, marked with a progressive number and, for easier identification, creation date and time.



The **Export** function can be used to save the address book, or part of it, as a **.csv** file for archiving, or for other uses.

## Residences

To make searches easier, it is possible to create groups (residences) that reflect the type of residence (and system) in which to insert contacts; each group can be renamed for easier identification.

It is recommended that groups are used as follows:

**Houses**, single homes or apartments; The contacts present will all have the same apartment address.

**Buildings** with several handsets with different addresses, connected to the backbone (without expansion interface)

**Residential complexes** for systems with several riser (with expansion interfaces)

The group **Imported Contacts** contains all contacts not associated to any of the previous groups.

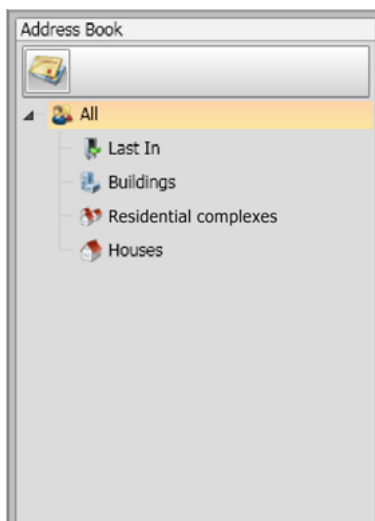
When receiving contacts from a device, a new group is automatically created, containing all the contacts received.

The group will be named **Imported contacts** followed by a progressive number. The date and time of creation will appear in the "Notes" field.

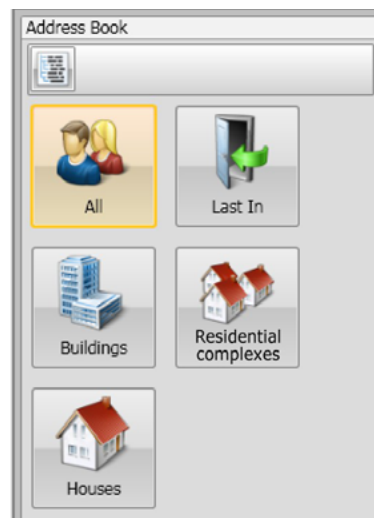
Select a group in the central area to display all the associated contacts.

Select the **All** icon to display all the contact in the address book.

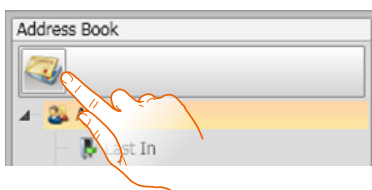
The **Address book** field can be displayed in two ways:



Tree menu display



Card display

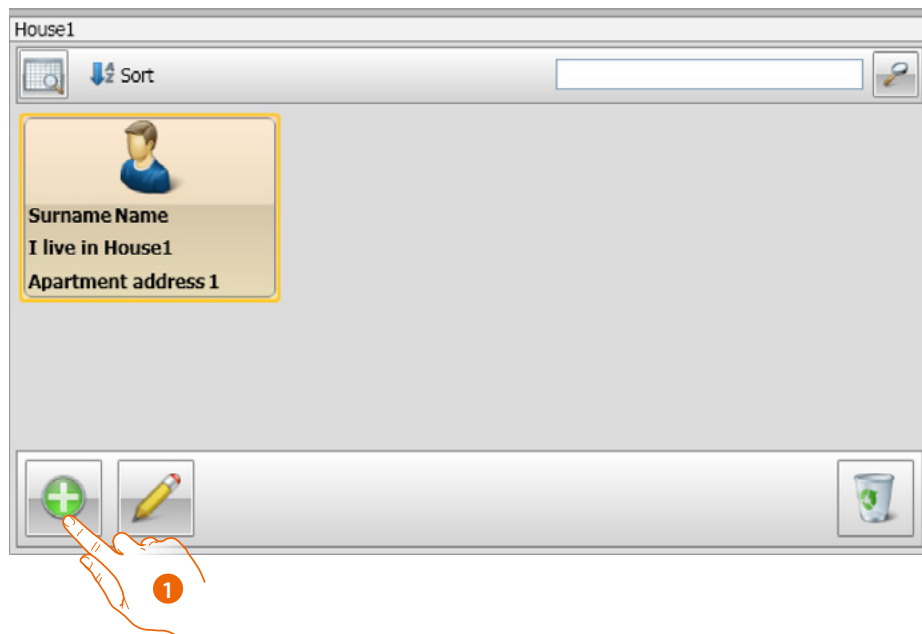


Click to change view



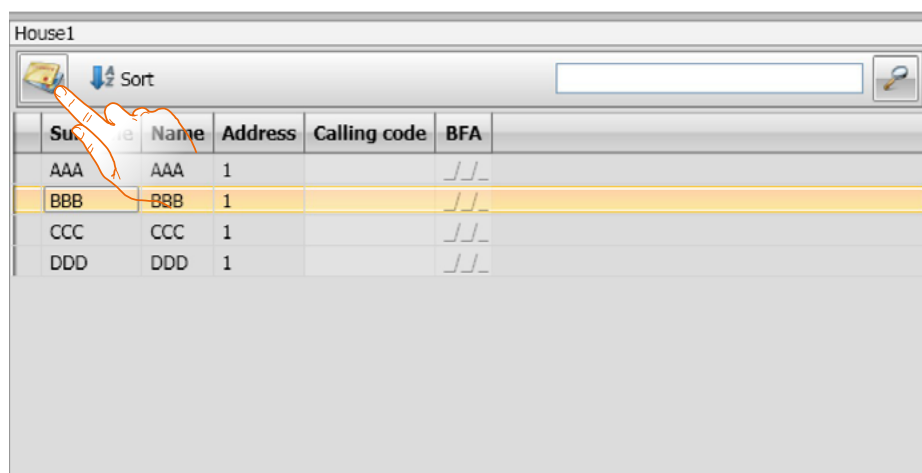
## Contacts

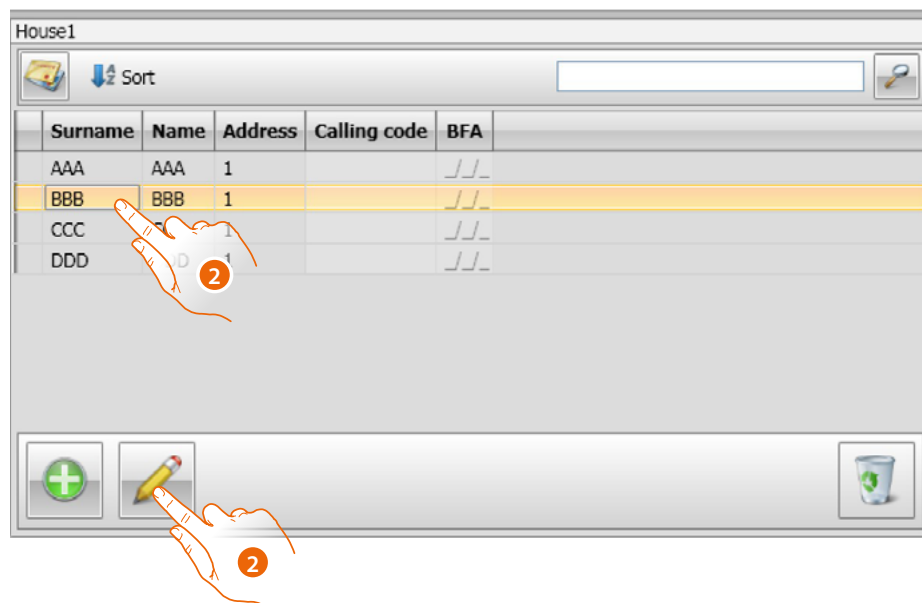
After creating and selecting the group, enter the corresponding contacts.



1. Click to enter new contacts.

Contacts may be displayed as cards (see above) or as a list, using the pushbutton shown in the figure below.





2. Double click the contact to change, or after selecting the contact click the indicated pushbutton.

Customise the data for the selected contact.

House1: Name Surname

**Contact** | Badge | Code

**Surname:** Surname

**Name:** Name

**Description:**

Apartment

**Apartment address:** 1

**Calling code:**

Block/Floor/Apartment

**Block:**

**Floor:**

**Apartment:**

**Type of call signal (S):** S = 0

**Resident code:**

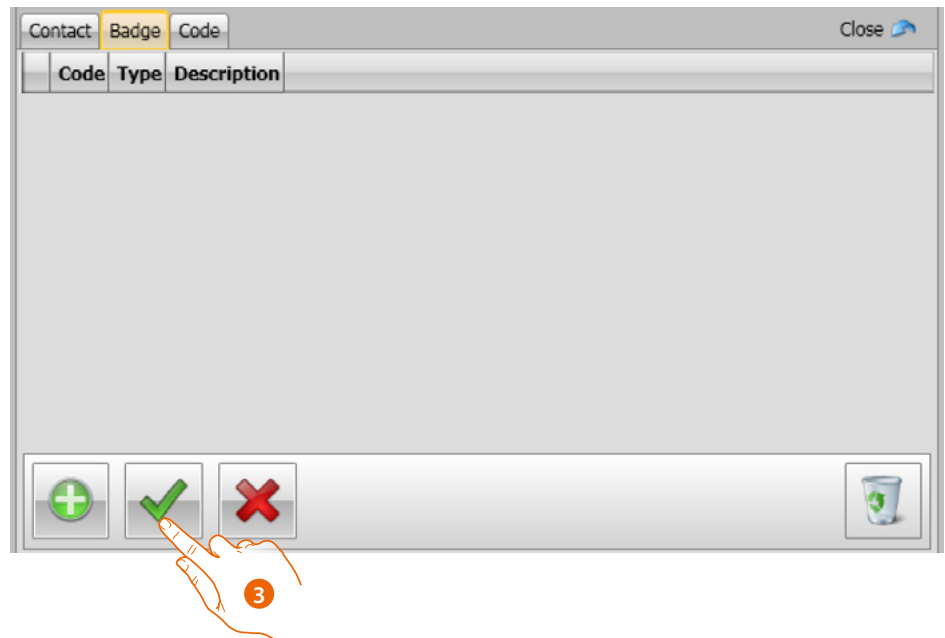
**Confirm:**

Contact Options

☒ Householder

☐ Guest

Record any badges to assign to the contact, and any Passepartout or system Manager codes.



3. Click to confirm the entered data

## Contact details

Customise each contact with the following data:

### Contact

- **Surname**
- **Name**
- **Description**  
Introductory message to be used in case of entrance panel fitted with a display module
- **Apartment address**  
SCS address of the handset installed inside the apartment
- **Calling code**  
Code for direct call to the apartment in case of entrance panel with numerical or alphanumerical call.
- **Block / Floor / Apartment**  
The compilation of these fields is necessary in order to use Block/Floor/Apartment display mode and numerical call.  
If entering the contact in a display module, use a number of digits that reflects the configuration of the module itself.  
The set up completed is automatically assigned to all the contacts with the same apartment address within the group.
- **Type of call signal**  
This setting is used to define the handset ringtone that will activate when a call is received.

- **Resident code**

Door lock opening code using the keypad module (4 to 9 digits)

Contact options

- **Householder**

Householder indication. In case of several residents living inside the same apartment, this is the name that appears on the display (if installed).

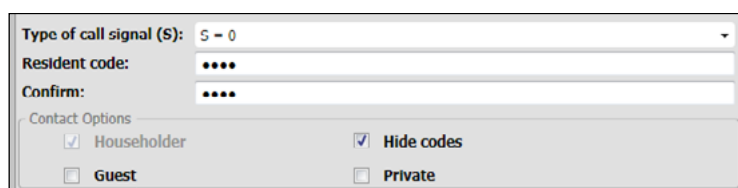
- **Guest**

This also allows access to non residents, and therefore individuals not associated with any apartments (e.g. maintenance personnel).

Access is enabled by assigning to the Guest a badge or a passepartout code.

- **Hide codes**

When this option is enabled, the resident code is hidden for privacy reasons and the confirmation field appears. To change it, it must be entered and then confirmed.

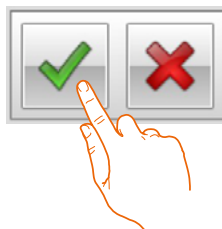


- **Confirm**

Confirm the code by entering it again. If correct, the field will go back from red to white.

- **Private**

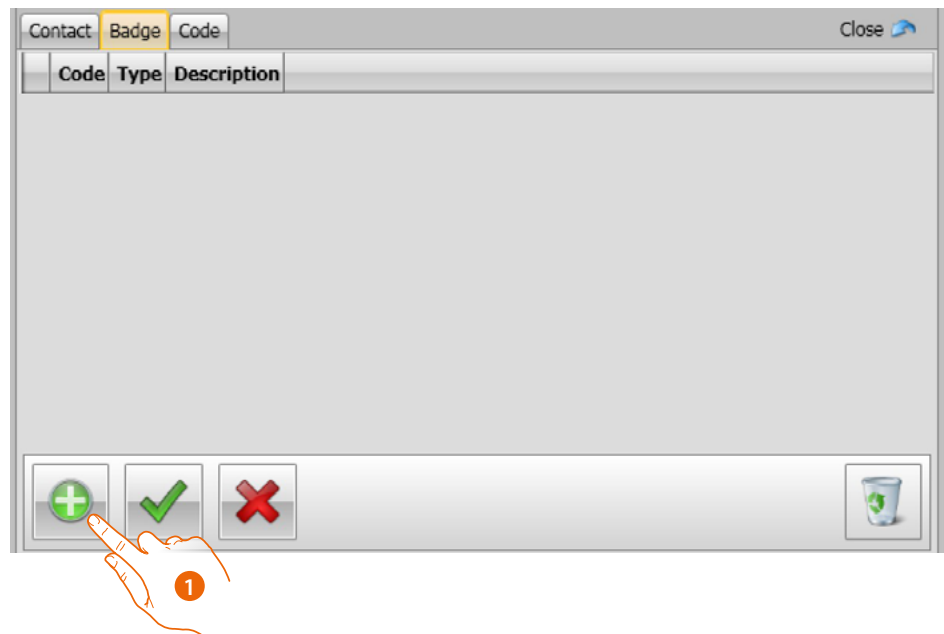
When this option is enabled, the resident's details will not appear on the display.



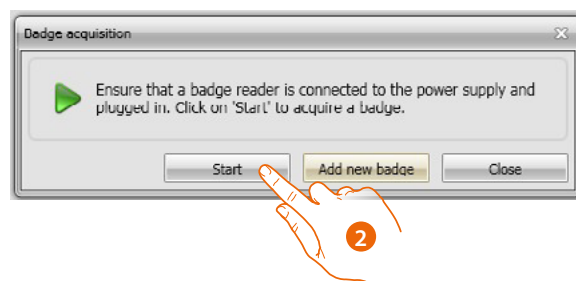
Click to confirm the entered data

## Badge

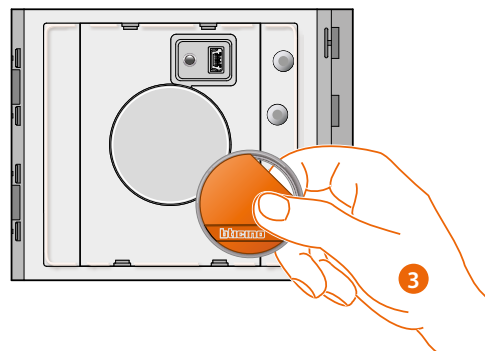
Connect a badge reader to the PC and proceed with the reading of the badges.



1. Click to assign a new badge to the selected contact.

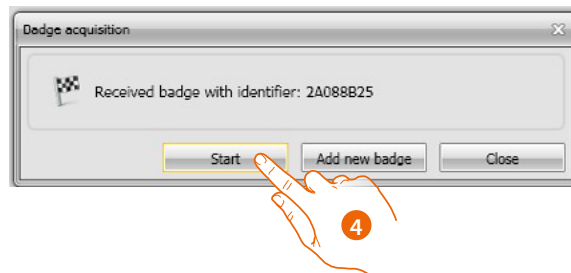


2. Click to start the acquisition procedure.



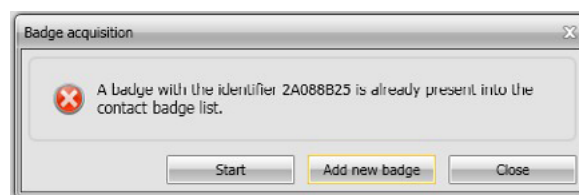
3. Move the badge to the reader and wait for it to be detected.

After the acquisition a confirmation message appears.



4. Click to assign the badge to the contact.

If the badge had already been assigned to another contact, an error message will appear.



For each badge it is possible to select its intended use:

**System manager**

Badge providing access to the programming of other codes.

It can only be used for programming purposes, not for opening the door lock.

**Apartment manager**

Once the apartment badge has been defined, this can be used to program the badges of the resident of that apartment.

It can only be used for programming purposes, not for opening the door lock.

**Passepartout**

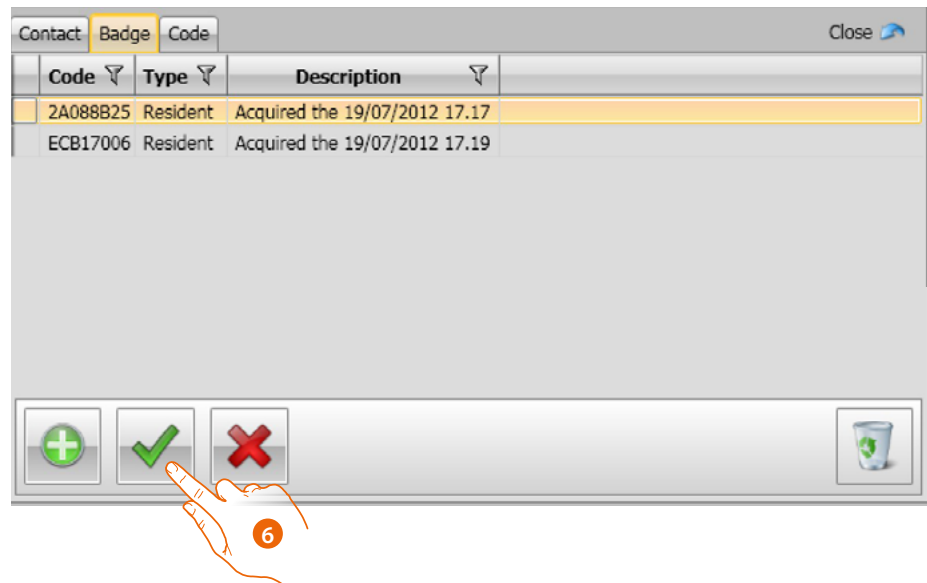
It can be used to open the door lock the entrance panel is associated to. It's not linked with any apartments.

It can only be used for access, not for programming.

**Resident**

It can be used to open the door lock the entrance panel is associated to. It's linked to an apartment of the system.

It can only be used for access, not for programming.



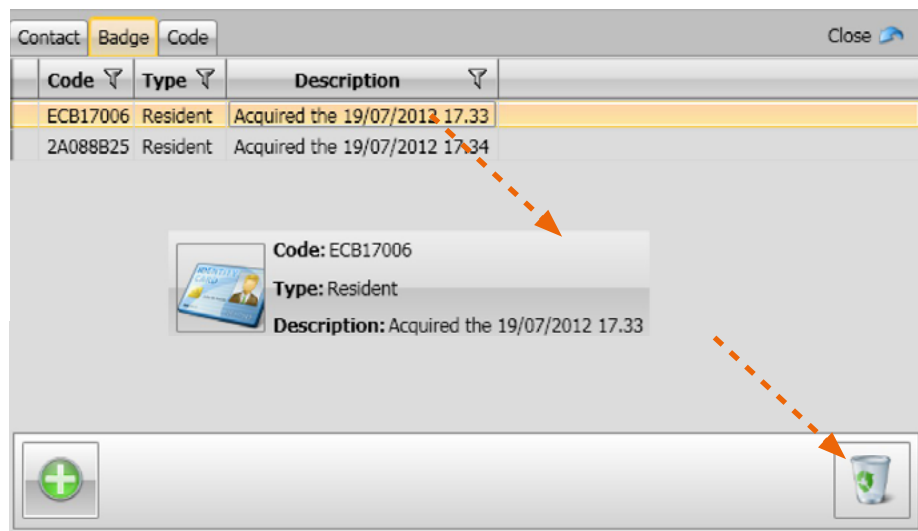
6. Click to confirm the entered data.

Each badge is identified by a unique code; The software checks the codes of the badges assigned: those already assigned to other contacts in the address book are notified with an error message. **This errors must be resolved, otherwise it will not be possible to send the device configuration.**





To correct any assigning errors, drag any wrongly assigned badges to the bin of the contact data area.



## Code

For entrance panels with keypad module 353000 it is possible to program two different types of passwords with the same functions of Passepartout and System Manager badges. (Ensure compliance with the maximum length of codes set during the configuration of the keypad module).

- **Passepartout**

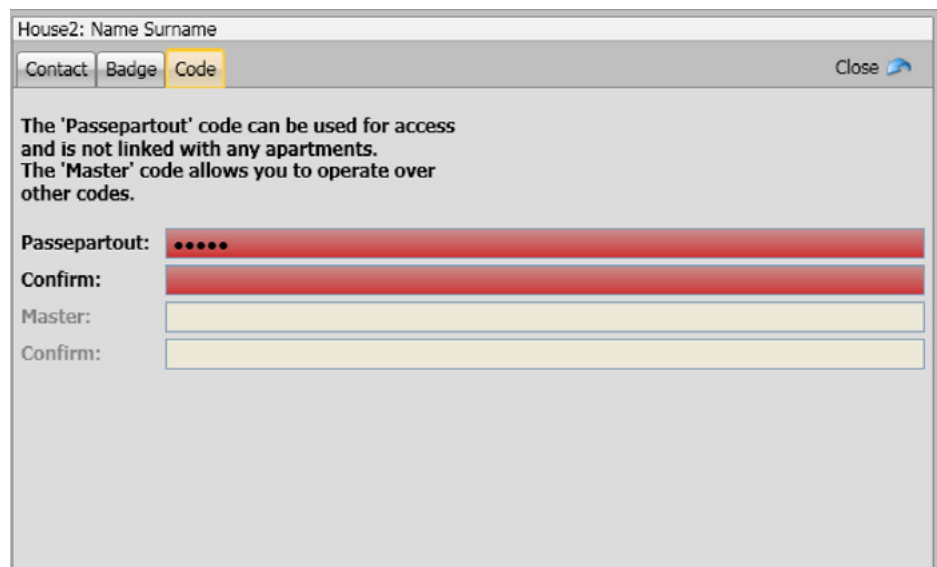
This is used to open the door lock associated to the entrance panel. It's not linked with any apartments.

It can only be used for access, not for programming.

- **Master**

Code providing access to the programming of other codes.

It can only be used for programming purposes, not for opening the door lock. It is possible to program up to 20 such codes.



House2: Name Surname

Contact Badge **Code** Close

The 'Passepartout' code can be used for access and is not linked with any apartments.  
The 'Master' code allows you to operate over other codes.

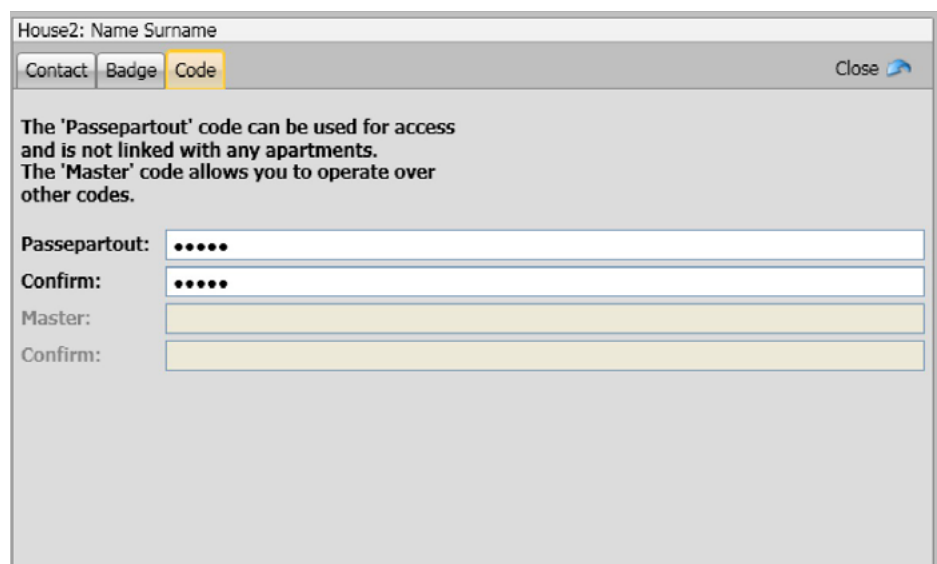
Passepartout:

Confirm:

Master:

Confirm:

When a new code is entered, the corresponding fields become red until the code itself is confirmed.



House2: Name Surname

Contact Badge **Code** Close

The 'Passepartout' code can be used for access and is not linked with any apartments.  
The 'Master' code allows you to operate over other codes.

Passepartout:

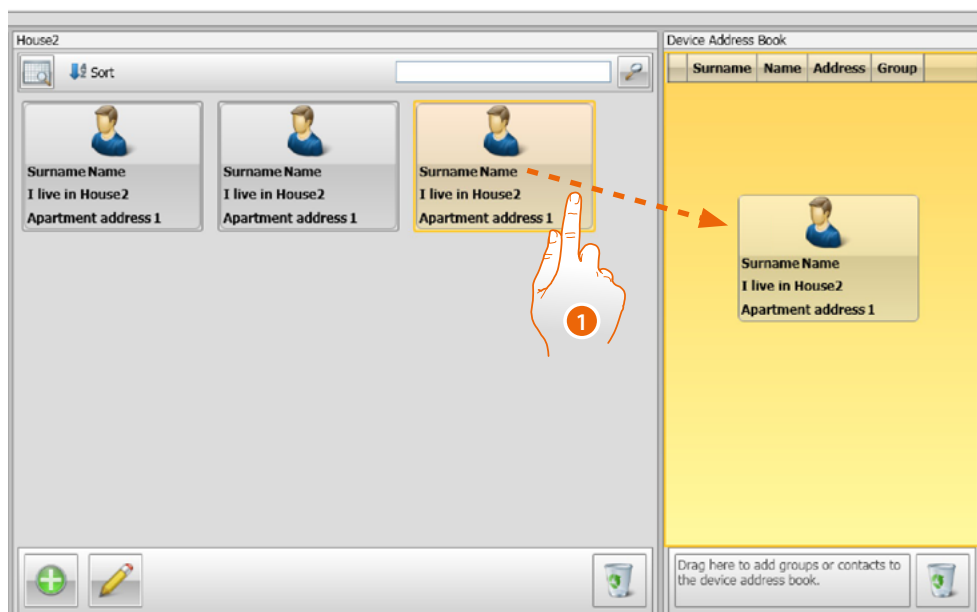
Confirm:

Master:

Confirm:

## Device address book

In this area enter the contacts that will be transferred to the entrance panel modules during the forwarding of the configuration.



1. Select one or more contacts belonging to the same group, or a whole group, and drag them to the **Device address book**. An error message will appear if in this area are contacts belonging to other groups.

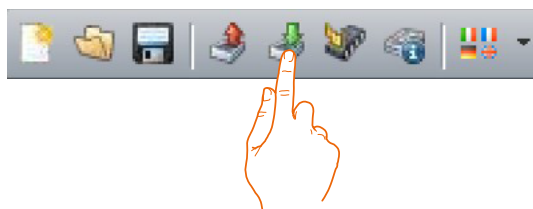
When receiving contacts from a device (see "[Receive configuration](#)"), a new group is automatically created, containing all the contacts received.

The group will be named **Imported contacts** followed by a progressive number, and the date and time of creation.

The **Receive configuration** function can be used to transfer to the Device address book area the list of contacts already saved. These can be modified and transferred to the device and, if not already present, will be added to the address book.

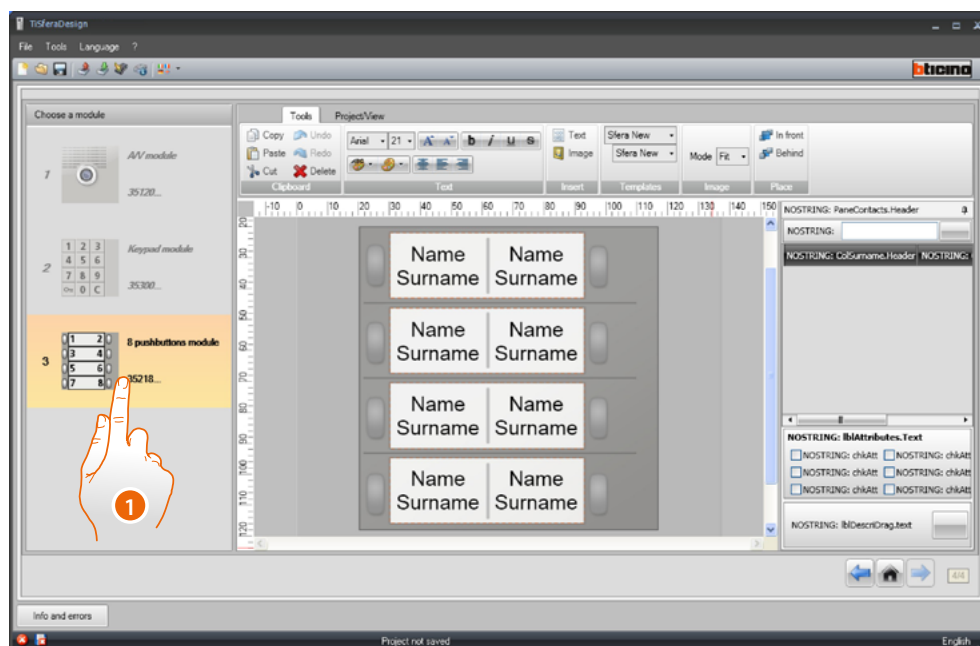
For any contacts already in the address book, the details will be updated automatically.

In order to send the address book to the device use the **Send configuration** function.



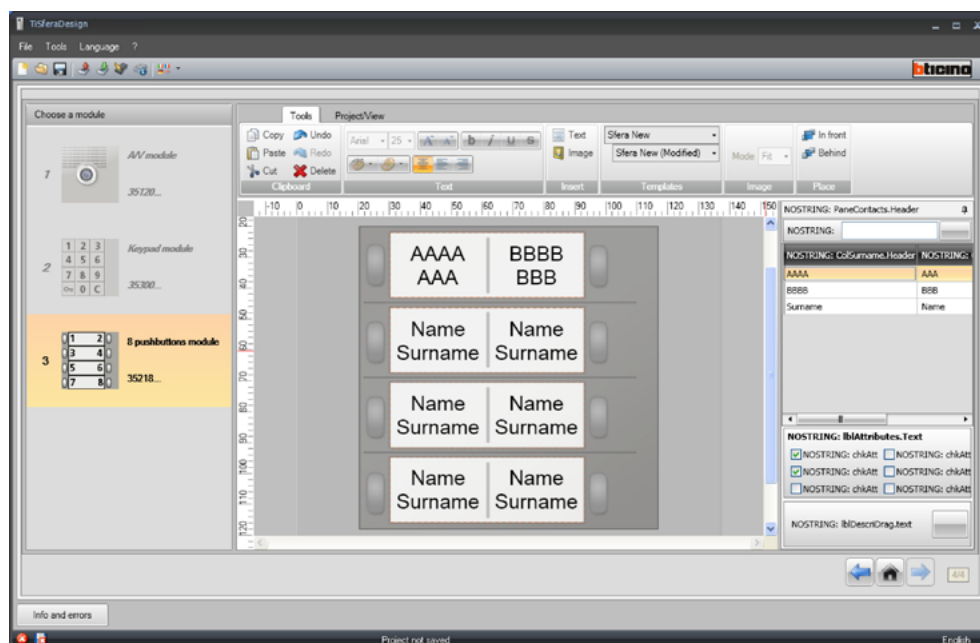
### Labeller

For entrance panels configurations including one or more call pushbutton modules, on completion of the configuration the **Labeller** tool will be come active. This can be used to create labels with the names of the residents.

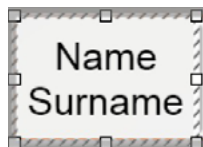


1. After selecting the module in the **Models** box, select the type of label based on the entrance panel design.

On the right of the screen are the names found in the Address book field of the device. They can be individually dragged on the corresponding labels. For each name it is possible to select attributes such as: Surname, Name, etc.



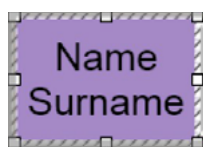
After selecting the desired model, it will also be possible to customise the look of the labels.



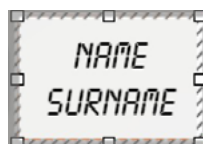
The graphic tools of the labellers can be used to:



Change the colour of the font



Change the colour of the background, or use a background image



Change the font

The labels created with Labeller can be printed or saved for future changes or reprints.




In the print settings make sure not to select functions such as “adapt content to page”, or “size content”, which could modify the sizes of the labels and make them unusable.

## Sending and receiving projects

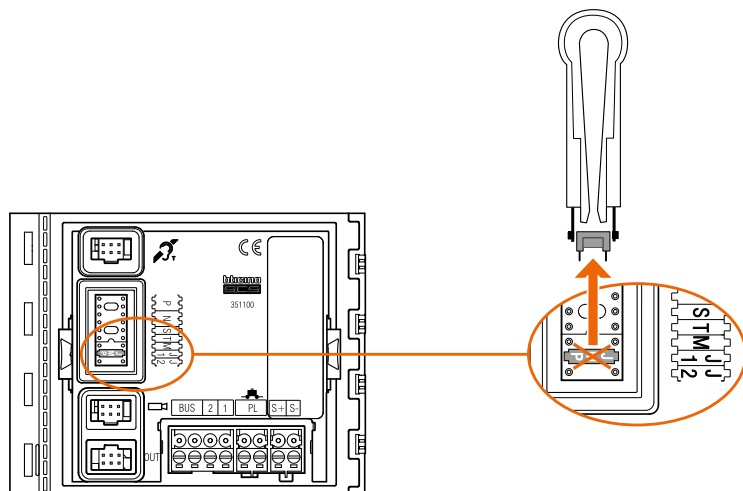
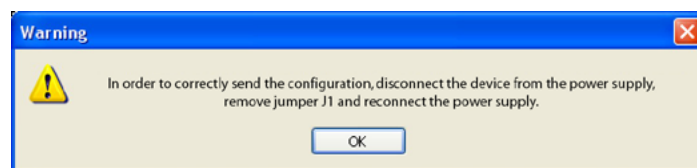
### Send the configuration

This function can be used to send the configuration to the devices of the project.

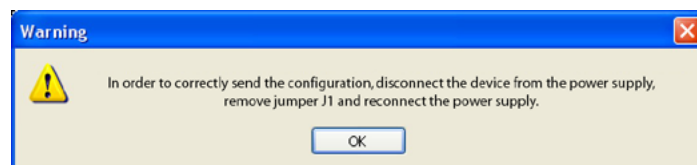
#### Procedure:

- Connect the device to the PC as described in the ["Connecting the devices to the PC"](#) section
- In the toolbar select the **Send configuration**  function

If the device to configure is a audio/video speaker module, the following warning appears:

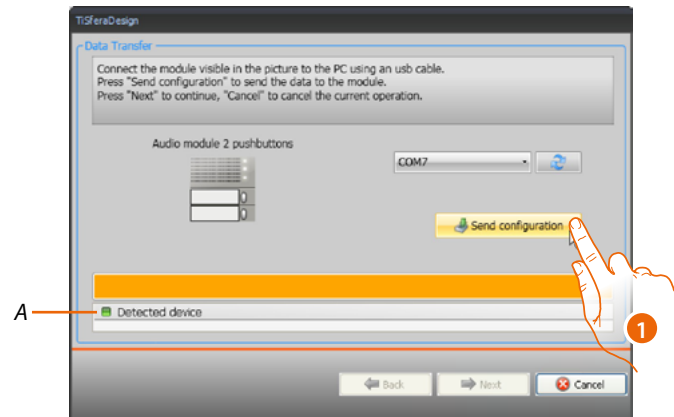


- Disconnect the device from the power supply, remove jumper J1 and reconnect the power supply.



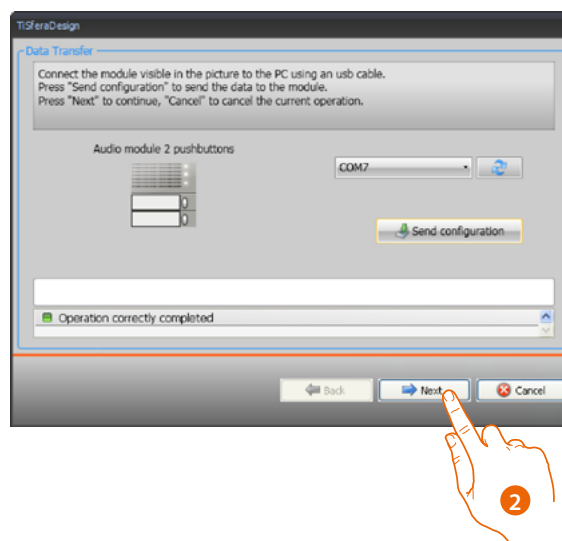
- Click **OK** to continue.

After selecting the function, the software shows the first device to configure (e.g. A/V module) and if the connection has been established correctly (A) the Send Configuration button is active.



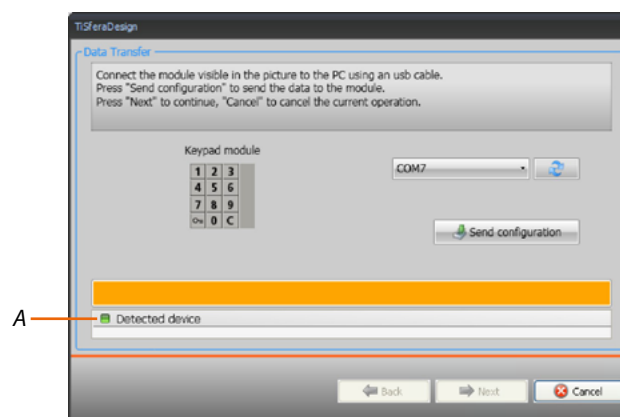
1. Click **Send configuration** to configure the device.

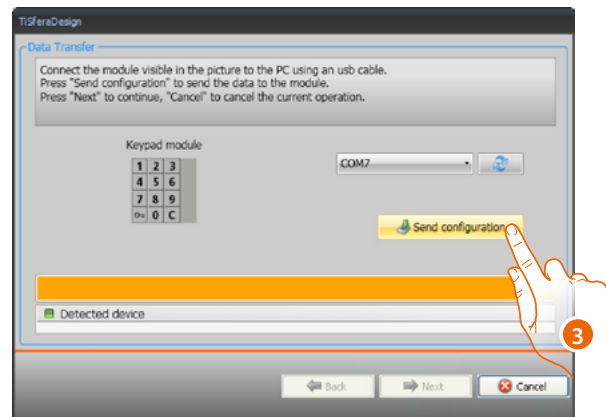
Once the configuration transfer operation has been completed, a confirmation message will appear.



2. Click **Next**.

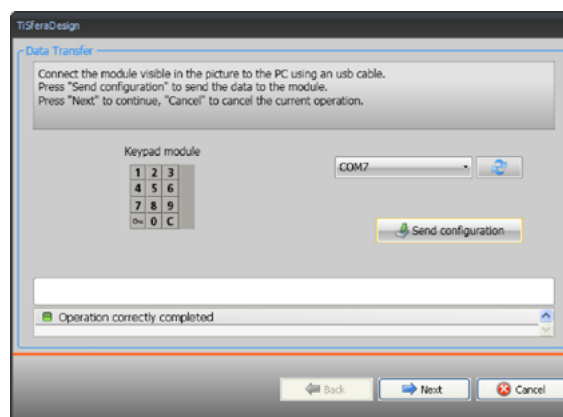
The software asks for the connection of the second device to configure based on the loaded project (e.g. keypad module). Connect the device and wait for it to be recognised by the software (A).





3. When the “Send configuration” pushbutton becomes active, click it to continue.

Once the configuration transfer operation has been completed, a confirmation message will appear.



It will then possible to continue with the configuration of any other devices belonging to the project, clicking the **Next** pushbutton, otherwise click **Cancel** to finish.



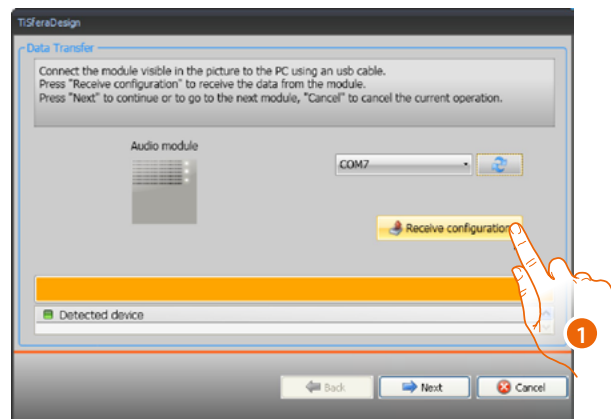
## Receive the configuration

This function can be used to receive the configuration in the device; once this has been acquired, it can be modified and resent to the device, or it can also be saved in a project file if desired.

### Procedure:

Connect the device to the PC as described in the ["Connecting the devices to the PC"](#) section

If the device shown on the screen does not correspond to the connected device, look for the correct one using the **Next** and **Back** buttons.



1. Click **Receive configuration**.

Once the configuration transfer operation has been completed, a confirmation message will appear. TiSferaDesign can now be used to change the configuration received.

