

## CONTENTS

The package contains the files described below.

### ■ Software

#### ***Application Software:***

for ETS 2:     *ETS2\_MasterControl\_1v03.exe*

for ETS 3:     *ETS3\_MasterContro\_1v03.exe*

#### ***Client-Software:***

*master-control\_client 1v01.exe*

The Client-Software enables the access on Berker Master Control via PC, to make adjustments for the communication services.

### ■ Sample projects

#### ***Sample project MT701 ct.cts***

The sample project contains a user interface designed as an example for a two-storey single-family house. User interface pages for eight rooms have been created. An alarm page and a weather page are also depicted. Navigation is by means of touch control surfaces labelled with lettering or symbols.

#### **Note:**

To enable bus-independent navigation, the sample project has been implemented with internal group addresses. If you wish to integrate the template into a real project, you will have to adapt the group addresses and functions.

#### ***Template project MT701 ct.cts***

The template project has a similar structure to the sample project, but the touch control surfaces have a neutral design.

#### **Note:**

No group addresses have been assigned in this project. After the template project is inserted, no control surfaces are visible, because their status is undefined. The control surfaces become visible when they are linked to a corresponding object, which returns the status.

#### **Inserting a project into ETS:**

- If the Berker Master Control application is not yet installed on the system:  
  Install the application software and patch
- Open ETS
- If it has not yet been done, import Berker Master Control into ETS
- Insert Berker Master Control into the desired project
- Open the parameter view of the device
- In the menu "Device – Import template", select the parameter view for the appropriate sample project and import it.
- In the query that appears, select the option "Import with ETS group addresses" and confirm.
- Confirm "Import completed" → the project is available for use.

■ **Image files**

Folder: Screens

Collection of the image files and symbols used in the project.

**Notes:**

Adapting the images requires previous experience with image processing.

The image files can be processed using "Adobe Photoshop Elements" (> Version 4), for example. Ideally, images should be saved in 16-bit BMP format, extended BMP format "X4, R4, G4, B4"