

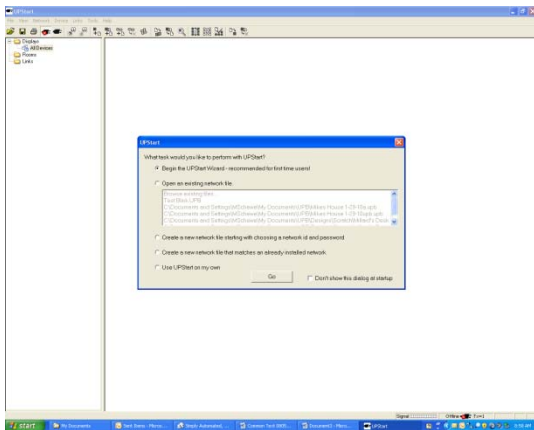


Recovering a UPB Network File from an Installed Network

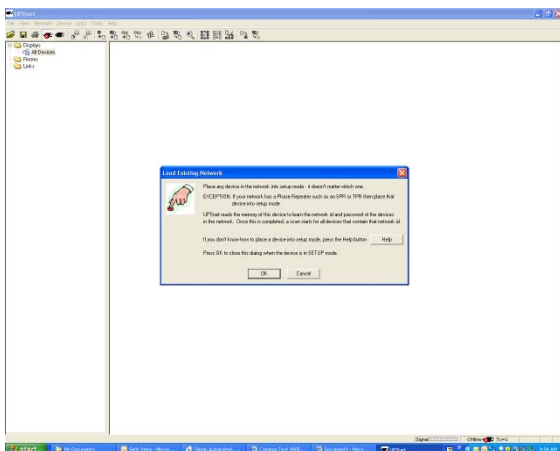
Downloading an existing/installed UPB network to UPStart and your computer is relatively easy. All that is needed is the latest version of UPStart (http://simply-automated.com/products/sa_upstart.htm) and a computer interface module, model UMC. There are two places in UPStart to start the process: (A) from the beginning of UPStart, or (B) from the UPStart main screen.

A) First, from the initial startup screen of UPStart

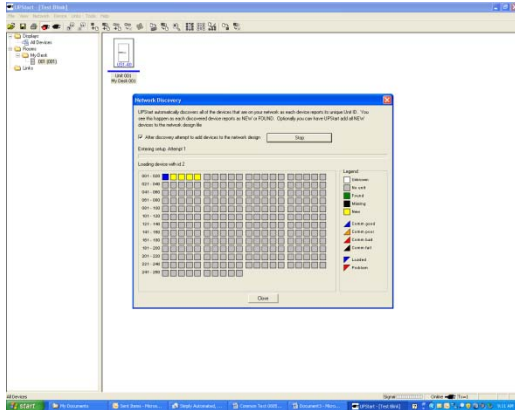
- 1) With UPStart installed on your computer and a computer interface module plugged into the PC and an outlet, start UPStart.
- 2) The “What task would you like to perform?” page comes up. Select the second option from the bottom “Create a new network file that matches an already installed network” and then click “Go”



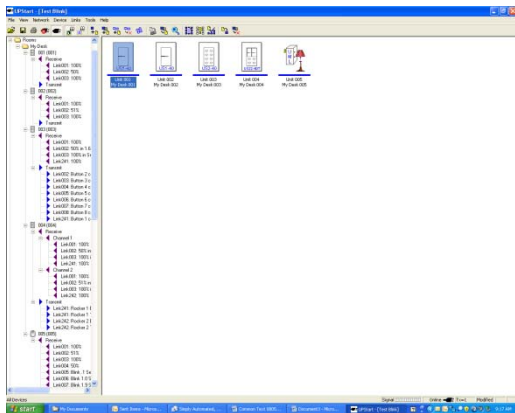
- 3) Next you will need to put one of the installed UPB switches or devices into ‘Setup Mode’ by pressing any one of its buttons or rockers 5 times quickly.



- 4) Once you have a unit in set up mode (e.g. the unit's LED should be flashing), click OK on the 'Load Existing Network' screen in UPStart. UPstart will find the unit then go into 'enumeration' and learn all the devices on the network. This takes about 30 seconds per unit.



- 5) Once the enumeration process is complete, click on 'close' to show the file in the main screen of UPStart.



- 6) Save the file, by clicking on the 'File' menu, then 'Save As'. We highly recommend using some version/revision reference in the file name, like date (e.g. "123 Peach Street Feb2-10.upb" or "Jones Home 2-2-10 10AM.upb") in the file name. Using a date and or date and time in each file name, before making changes or updates to the network, is very wise. It avoids over writing (loosing) previous files when programming and makes it possible to go back to previous file versions if some mistake was made during programming.
- 7) Now looking at the design (i.e. the UPB file through UPStart) you will notice that there are no scene Link Names, only scene link numbers. Each UPB device stores its name, the network name and all the settings, except the Link Names. It may be necessary to use the Visual Link editor (located in Links menu) to view links and rename them.

