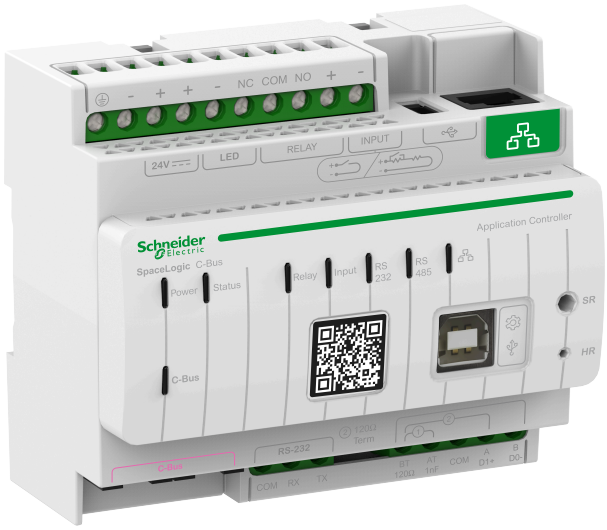
SpaceLogic C-Bus

Application Controller - Manager Config/Mobile App

Configuration Guide

11/2025

5500AC2



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Safety Information

Important Information

Read these instructions carefully and observe the equipment to become familiar with the device before trying to install, operate, service, or maintain it. The following special messages may appear throughout this manual or on the equipment to warn of potential hazards or to call attention to information that clarifies or simplifies a procedure.

The addition of a symbol to either a “Danger” or “Warning” safety label indicates that an electrical hazard exists which will result in personal injury if the instructions are not followed.

This is the safety alert symbol. It is used to alert you to potential personal injury hazards. Obey all safety messages that accompany this symbol to avoid possible injury or death.

⚠⚠DANGER

DANGER indicates a hazardous situation which, if not avoided, **will result in** death or serious injury.

Failure to follow these instructions will result in death or serious injury.

⚠WARNING

WARNING indicates a hazardous situation which, if not avoided, **could result in** death or serious injury.

⚠CAUTION

CAUTION indicates a hazardous situation which, if not avoided, **could result in** minor or moderate injury.

NOTICE

NOTICE is used to address practices not related to physical injury.

Cybersecurity Information

At Schneider Electric, we believe that Cybersecurity is an essential prerequisite. We are committed to providing reliable, stable, and secure products to minimize potential network risks and protect the safety of customers, property, and the environment.

Cybersecurity aims to prevent your system, communication networks, and devices from possible attacks, data tampering, or confidential information leakage.

In addition to the direct instructions in this document, observe and follow Schneider Electric's security recommendations. For details and assistance in protecting your installation, you can also contact your local Schneider Electric Industrial Cybersecurity Services organization or visit Cybersecurity Services on the Schneider Electric website.

The below table describes the Cybersecurity Services on the Schneider Electric Website. For more information, click on the link.

Link	Services
Recommended Cybersecurity Best Practices	Proven Cybersecurity procedures.
Cyber security service	From conception to maintenance: certified experts advise to guide you through a holistic Cybersecurity program.
Cybersecurity support portal	Security notifications, reporting a vulnerability, reporting an incident.

Cybersecurity Vulnerabilities/Incidents

You can review the Vulnerability Management Policies on Schneider Electric’s Cybersecurity Vulnerabilities Portal (https://www.se.com/ww/en/work/support/cybersecurity/vulnerability-policy.jsp) or report potential Cybersecurity vulnerabilities or incidents.

General Cybersecurity Information

In recent years, the growing number of networked machines and production plants has seen a corresponding increase in the potential for cyber threats, such as unauthorized access, data breaches, and operational disruptions. You must, therefore, consider all possible cybersecurity measures to help protect assets and systems against such threats.

To help keep your Schneider Electric products secure and protected, it is in your best interest to implement the cybersecurity best practices as described in the Cybersecurity Best Practices document.

Schneider Electric provides additional information and assistance:

- Subscribe to the Schneider Electric security newsletter.
- Visit the Cybersecurity Support Portal web page to:
  - Find Security Notifications.
  - Report vulnerabilities and incidents.
- Visit the Schneider Electric Cybersecurity and Data Protection Posture web page to:
  - Access the cybersecurity posture.
  - Learn more about cybersecurity in the cybersecurity academy.
  - Explore the cybersecurity services from Schneider Electric.

Introduction

NOTICE

PRODUCT COMPATIBILITY NOTICE WITH 5500NAC2/AC2 FIRMWARE 2.3.0

There are compatibility issues with the 5000ETP10W Ethernet Touch Panel running on different Android versions, refer below for more info:

- The **Old 5000ETP10W Ethernet Touch Panel running Android 4** will **not support** the Manager UI or its associated functions.
- The **New 5000ETP10W Ethernet Touch Panel running Android 12** does support the Manager UI and its full functionality.

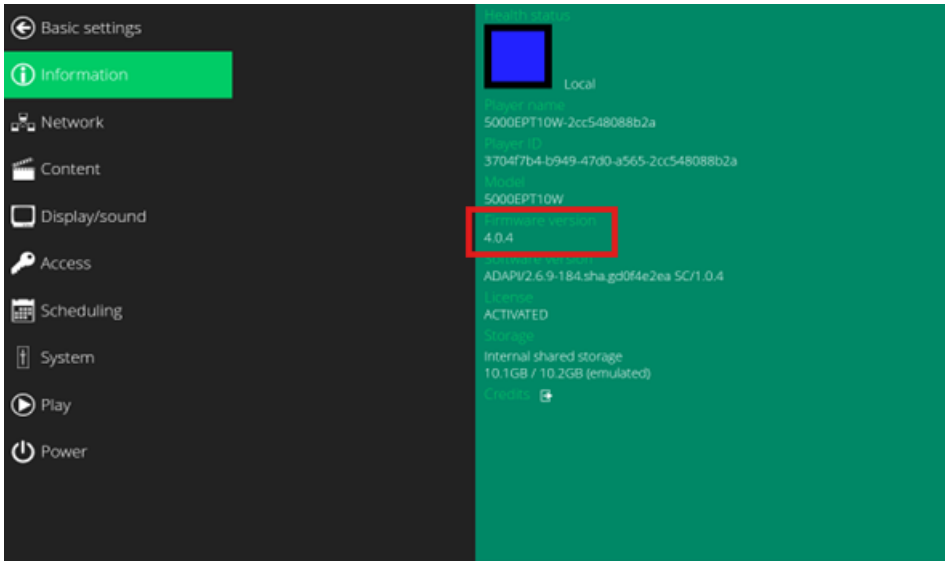
Firmware version **4.0** for the 5000ETP10W has introduced **the Android 12 operating system**, enabling compatibility with the Manager UI. Refer the screen shot below for more details.

Additionally, **always back up your controller projects before updating to a newer firmware version**. Projects updated to operate on **firmware version 2.0.0** and above cannot be downgraded to operate on earlier versions of the controller firmware.

Failure to follow these instructions can result in an unrecoverable situation where the 5000ETP10W Ethernet Touch Panel cannot operate with the controller.

To check firmware version on your Ethernet Touch Panel:

To access the **Information** screen, press and hold all four corners of the touch panel for more than 10 seconds to open the **Settings** page. Go to **Information**>**Firmware version**.



NOTICE

AUTHENTICATION METHOD CHANGES

Starting with C-Bus Controllers (5500NAC2/5500AC2) Firmware version 2.3.0, the authentication method has been updated to enhance cybersecurity. Upon upgrading to version 2.3.0, users will be required to log in after the initial upgrade.

To prevent authentication pop-up from appearing for the selected duration, check the **Remember username and password** check box, and then select the duration from the **User cookie expiration days** drop-down. By default, the user session expiration is set to 30 days and can be extended up to 365 days.

Benefits:

This change significantly improves the cyber security posture of your system, helping to protect against unauthorised access and ensuring compliance with modern security standards.

Considerations:

As a result of this enhancement, users will need to remember that controller password and re-authenticate when duration expires.

Failure to follow these instructions can result in the device not operating properly.

NOTICE

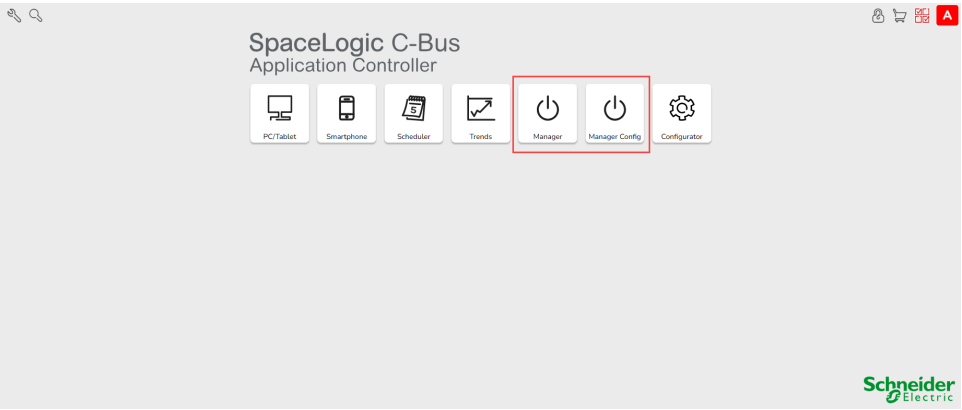
INCOMPATIBLE EQUIPMENT NOTICE WITH OLD 5000ETP10W ON ANDROID 4

The 5000ETP10W Ethernet Touch Panel does not support the new secure authentication mechanism introduced with firmware version **2.0.0 to 2.1.0** leading to the following issues.

- Auto Login to Visualization (PC/Tablet) pages with a defined username and password does not work, resulting in a prompt for username and password entry, blocking user access. The login prompt may occur at anytime during normal operation of the project.
- The Controllers Landing page does not display all elements correctly.

Failure to follow these instructions can result in an unrecoverable situation where the 5000ETP10W Ethernet Touch Panel cannot operate with the controller.

This document outlines the setup for the Manager and Manager Config applications for SpaceLogic C-Bus Application Controllers.



Manager Config

Manager Config is a powerful configuration tool designed to enable system integrator to tailor your home automation experience. It provides a visual representation of the layout of your home, allowing you to define the structure and contents of your home environment which will be visible in the Manager application.

With Manager Config, you can:

- **Define Your Home's Layout:** Create a detailed representation of your home by outlining buildings, floors, and rooms.
- **Customize Visuals:** Choose names, descriptions, and icons for each part of your home, enhancing the user experience and making navigation intuitive.
- **Set Up Control Items:** Specify which items to monitor and control in each location, including lighting, climate, fountains, and other load types.
- **Integrate Services:** Define additional services like security to ensure a comprehensive home automation setup.

By setting these parameters in Manager Config, you establish a personalized and organized framework that will be integrated into the Manager application.

The Manager Config application enables the creation of a visualization layout for floors, each containing multiple rooms.

Manager

The Manager application is your go-to interface for managing and controlling your Home Automation system. It provides a user-friendly platform to interact with the home environment defined in Manager Config.

Key features of the Manager application include:

- **Intuitive Control Panel:** Access and manage all controllable items defined in Manager Config with ease.
- **Real-Time Monitoring:** Keep track of your home's lighting, climate, and other systems in real time.
- **Customizable Views:** Navigate through your home layout as you defined it, with the ability to quickly adjust settings for specific rooms or areas.
- **Enhanced Security Features:** Monitor and control security services to ensure your home remains safe and secure.

Together, Manager Config and the Manager application create a seamless home automation experience, allowing you to customize and control your living space effectively.

The widgets can be organized using the layout of their home to define the floors, rooms and locations of each widget.

NOTE: The Manager/Config application comes pre-installed on the 5500AC2 after upgrading to v2.0.0/v2.1.0 and above. However, it is also possible to install the Manager/Config application on the 5500NAC2.

For details on how to install Manager/Config modules for 5500NAC2, refer Installing Manager/Config Application into 5500NAC2, page 98.

NOTE:
Term widget in the context of the Manager/Config and Mobile app:
A widget is a visual representation of functions or automations within the Manager application. Configured using the Manager Config app, these widgets appear in the Manager app/interface, allowing end users to control and monitor the real-time status of lighting and other load types.

System Prerequisites

PC/Tablet/Desktop:

- Operating Systems: Windows 10 or later, Android 13 or later, iOS 17 or later
- Minimum 4GB RAM

Browsers:

- Google Chrome (preferably version 127 or later)
- Firefox (preferably version 129 or later)
- Microsoft Edge (preferably version 127 or later)

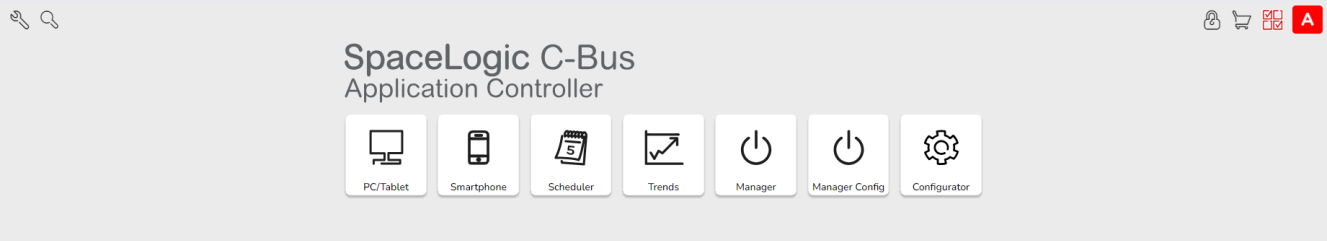
Display Resolution:

- Minimum: 1024 x 768

  NOTE: The web page may work for older devices and browsers, but it has not been verified, and we cannot assure that it will function correctly.

Getting Started

The Home page of the application controller is shown below:



Icons	Description
	Set the theme and language.
	Filter the apps
	To unlock and rearrange the apps position.
	Configure the apps
	Edit the user view
A	Admin
U	User

Below table shows the feature/widgets supported in Configurator, Manager, Manager Config and Mobile App.

Feature	**Configurator**	**Manager**	**Manager Config**	**Mobile App**
Timer	Yes	Yes	—	Yes
Automations	Yes	—	—	-
Schedulers	Yes	Yes	—	—
Widgets		**Manager**	**Manager Config**	**Mobile App**
Alarm Panel		Yes	Yes	Yes
Light Switch		Yes	Yes	Yes
General Switch		Yes	Yes	Yes
Socket Switch		Yes	Yes	Yes
Lighting Preset		Yes	Yes	Yes
General Lighting Timer		Yes	Yes	—
General Lighting Dimmer		Yes	Yes	Yes
Lighting Status		Yes	Yes	Yes
Fan Controller		Yes	Yes	Yes
Fan Switch		Yes	Yes	Yes
Air Conditioner Swicth		Yes	Yes	Yes
Info 1		Yes	Yes	Yes
Info 2		Yes	Yes	Yes
Bellpress		Yes	Yes	Yes
Enable Preset		Yes	Yes	Yes
Two-State Enable		Yes	Yes	Yes
Change Over Relay		Yes	Yes	Yes
Shutter Relay Horizontal		Yes	Yes	Yes
Shutter Relay Vertical		Yes	Yes	Yes
Local Scene Controller		Yes	Yes	Yes
Scene Trigger		Yes	Yes	Yes

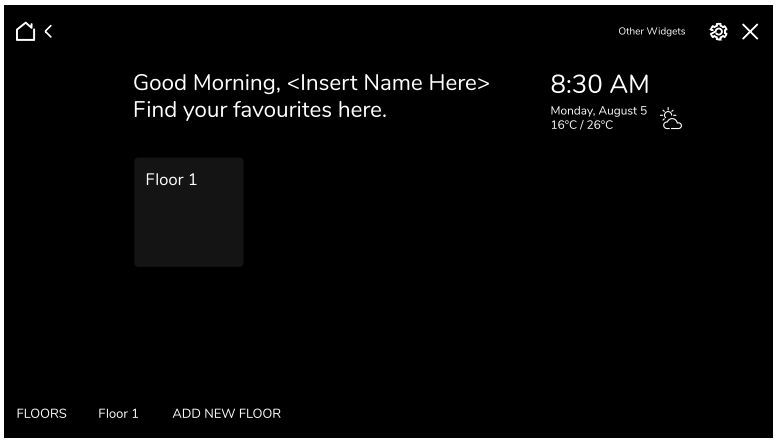
Manager Config

The Manager Config application enables you to create a visual layout of floors with multiple rooms.

To access the Manager Config from the Home page:

1. Click **Manager Config**

. The Home page of Manager Config is displayed.



Settings

To access the settings page:

1. In the Home page, click to modify Manager Config settings.

   The following options are available.

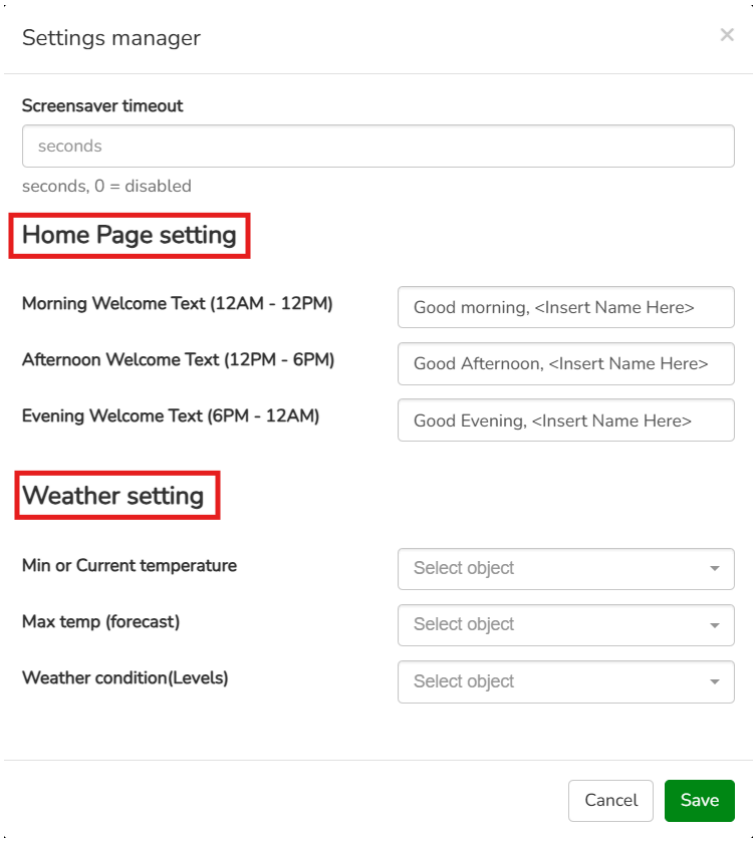
   - **Backup config** : Enables you to save the current configuration details of a Manager Config application in JSON format.
   - **Restore backup** : Enables you to recover the preserved configuration details (in JSON format) of the Manager Config application.
   - **Settings** : Enables you to modify general setting of the Manager.
   - **Styles** : Enables you to modify appearance of the Manager Config application and widgets.
   - **Clear All** : Enables you to clear all the settings of rooms, widgets, and styles.

Settings

The **Settings manager** enables you to configure the **Home Page** and **Weather** for Manager/Manager Config home page.

1. Click and select **Settings** from the list of options.

   Settings manager window is displayed.



2. In the **Screensaver timeout** field, enter the seconds.
3. In **Home Page setting**, enter the text in Welcome Text fields.

   NOTE: In the event of a change in the Controller system time, this greeting is automatically adjusted to reflect the appropriate time of day.

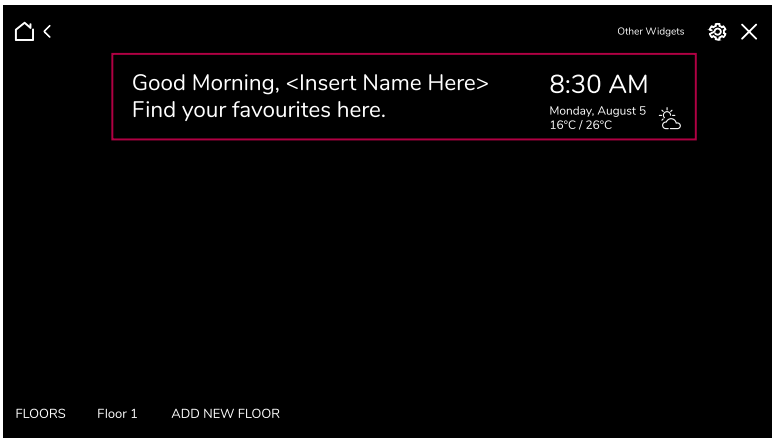
   TIP: You may configure a greeting and your family name in the Welcome Text field to appear in the Home page.
4. In the **Weather Setting**, provide the required details.

   NOTE: Min or Current temperature, **Max temperature (forecast)** and **Weather condition (Levels)** are obtained from the user parameter objects.

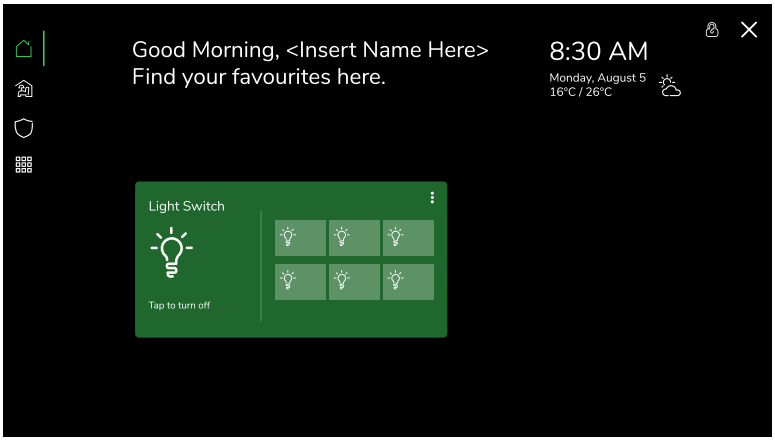
   To set the real time weather, refer Weather Configuration, page 35.
5. Click **Save** to save the configured settings.

The Home Page and Weather settings are displayed in the Manager/Manager Config Home page as configured.

Manager Config home page



Manager home page

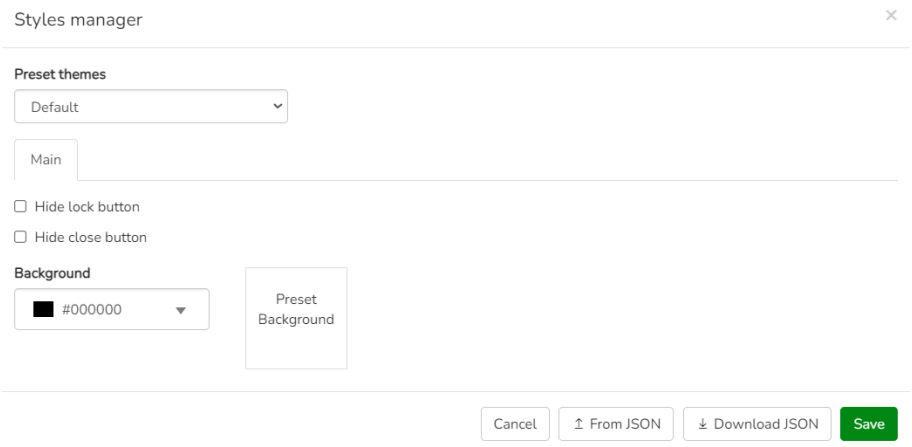


Styles Manager

Styles manager allows you to customize the appearance of the Manager Config application and widgets. The configured style is reflected in Manager/Manager Config.

1. Click and select **Styles** from the list of options.

   Styles manager window is displayed.



2. Select the predefined themes from the **Preset themes** drop-down.
3. Select the **Hide lock button** checkbox to hide the lock button.
4. Select the **Hide close button** checkbox to hide the close button.
5. Select the color code from the **Background** drop-down to change the background color of the Manager/Manager Config.

6. Select the **Preset Background** to change the preset background of the Manager/Manager Config.
7. Click

to download the full project data in JSON format.
8. Click

to directly upload the project data in JSON format.
9. Click **Save** to save the style settings.

Floors

Manager Config allows you to create multiple floors.

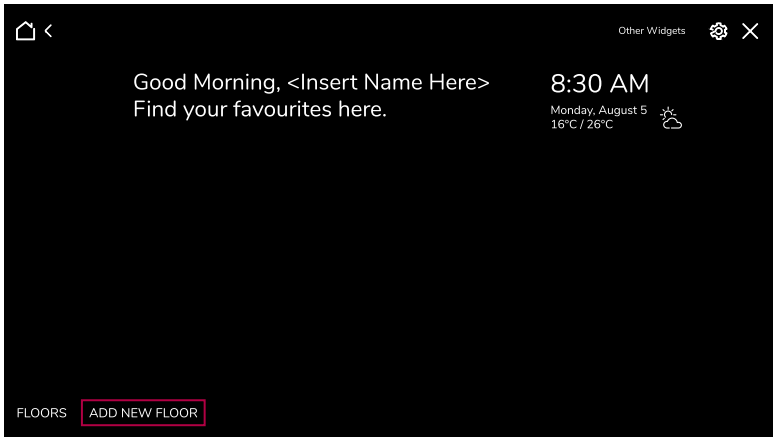
You can:

- Add a Floor
- Edit the Floor Name
- Switch between Floors
- Delete a Floor

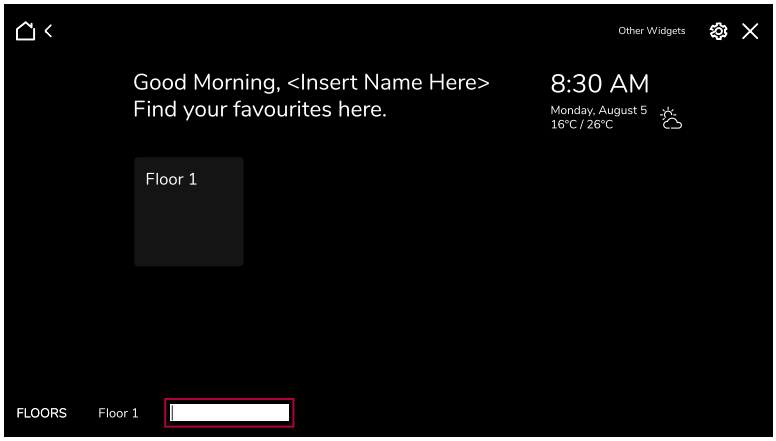
Add a Floor

To add a floor:

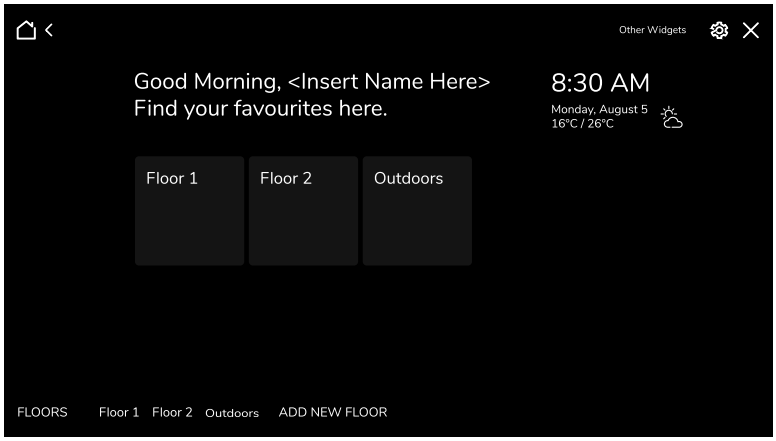
1. Click **ADD NEW FLOOR** to create a new floor.



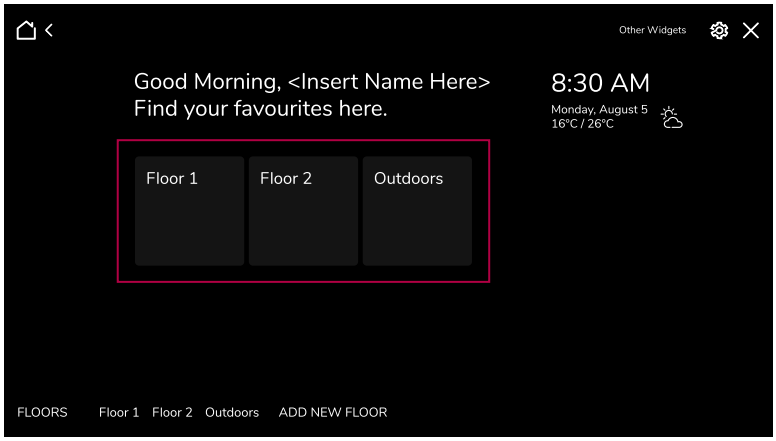
A text prompt is displayed.



2. Enter the floor name in the text prompt and press **Enter**. The floor page is created.



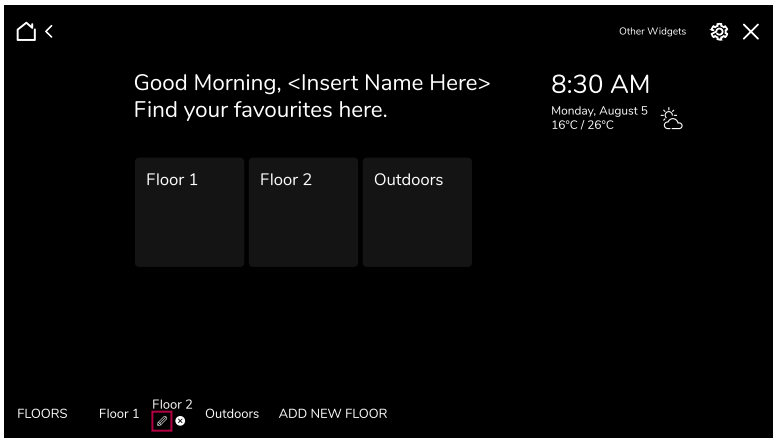
TIP: Drag and drop the floor level in the suitable grid position to rearrange the floor's position.



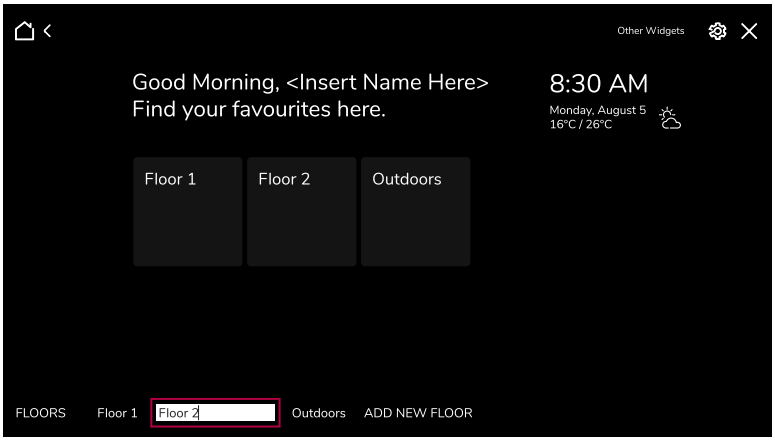
Edit the Floor Name

To edit the floor name:

1. In the floor page, hover the cursor on the floor name and click .



2. Enter the new floor name and press **Enter**.



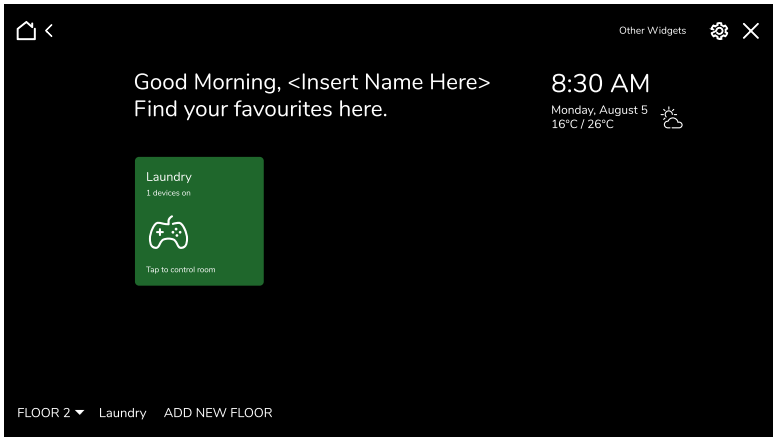
The new floor name is displayed.

NOTE: When you rename a floor in the Manager Config, it will immediately reflect in Manager and take upto 2 minutes for the change to reflect in the mobile app.

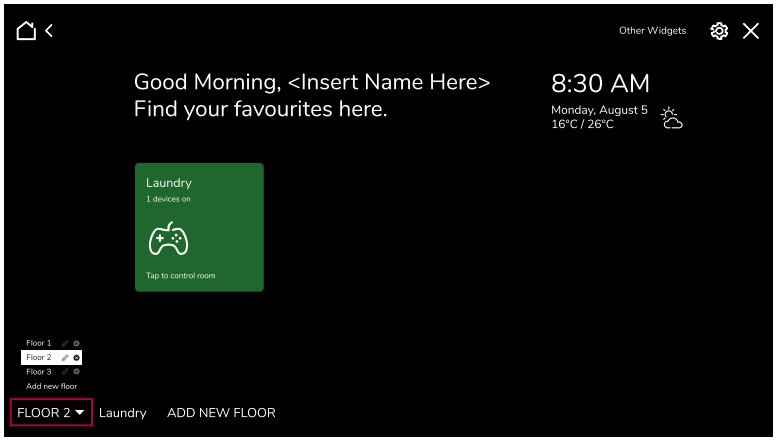
Switch Floors

To switch between floors:

1. Click any floor name. Floor page is displayed.



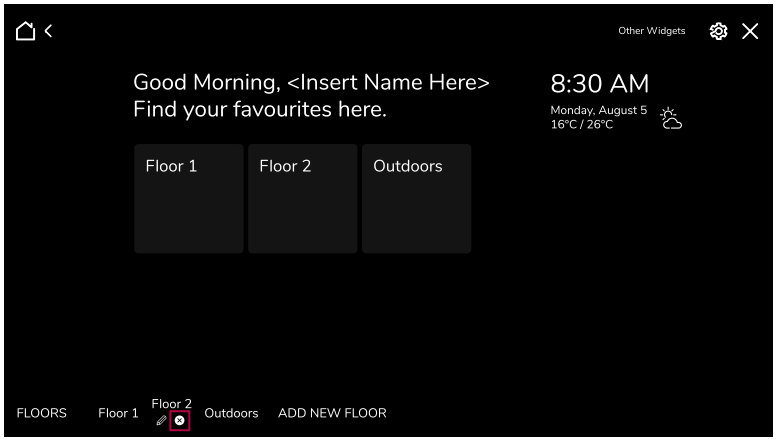
2. Click the drop-down menu to select an alternative floor to switch from the current floor.



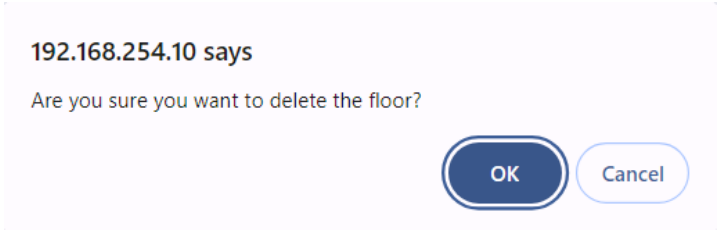
Delete a Floor

To delete a floor:

1. Hover the cursor on the floor name and click **x** to delete the floor.



A confirmation message is displayed.



2. Click **OK**. The floor is deleted.

Rooms

Each floor accommodates multiple rooms.

You can:

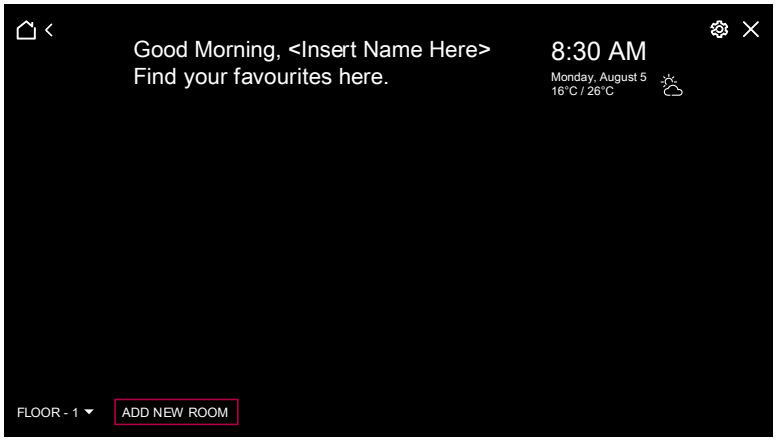
- Add a room
- Edit the room name
- Copy a room
- Delete a room

Add a Room

To add a room:

Pre-requisite: Floors should have been created.

1. Select the floor level, in which you want to create a room.
2. Click **ADD NEW ROOM** to create a new room.

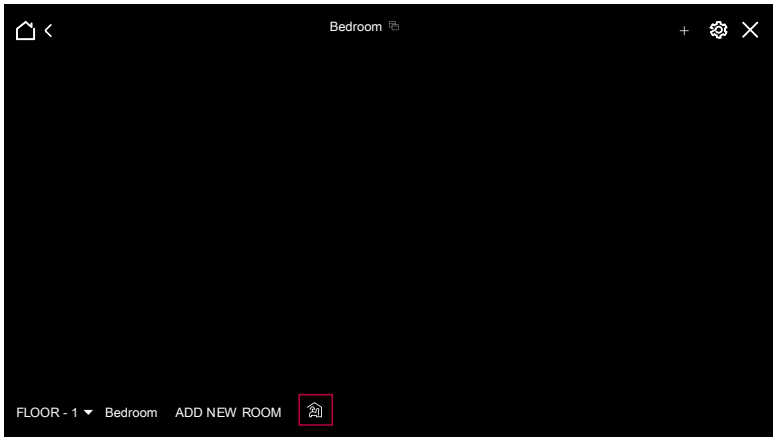


3. Enter the room name in the text prompt and press **Enter**. The room page is created.

4. Once the room is added, click **ICON** to create an icon for the room.

Icon window is displayed as shown below.

5. Select the respective icon for the room. Icon is added to the selected room.



Edit the Room name

To edit the room name:

Pre-requisite: Floors and rooms should have been created.

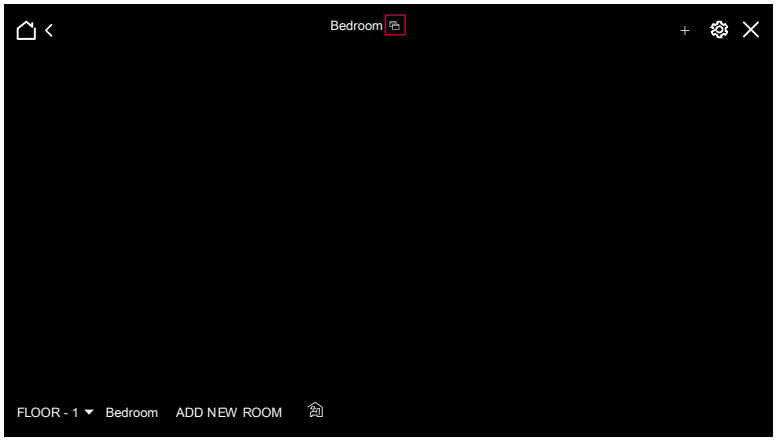
1. In the room page, hover the cursor on the room name and click next to the room name.
2. Enter the new room name and press **Enter**.

Copy a Room

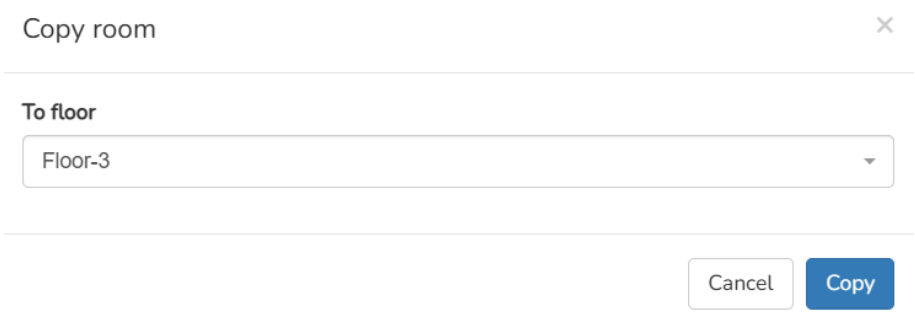
To copy room details from one floor to another:

Pre-requisite: Floors and rooms should have been created.

1. Navigate to the specific room page, click (visible at the top-center of the room page).



Copy room window is displayed.



2. Select the floor to which you want to copy the current room details and click **Copy**. The room details (widget and name) are copied to the selected floor.

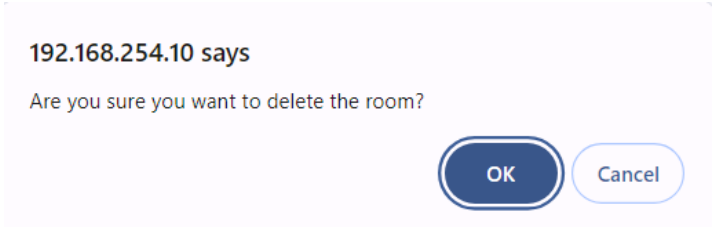
Delete a Room

To delete a room:

Pre-requisite: Floors and rooms should have been created.

1. Navigate to the specific room page, hover the cursor on the room name and click **x** to delete the room.

   A confirmation message is displayed.



2. Click **OK**. The room is deleted.

Widgets

Widgets represent functions or automations that can be managed or monitored via the Manager application.

The following widgets can be added to each room.

- Light Switch
- Fan Controller
- General Lighting Timer (Not supported in Mobile App)
- Bellpress
- Enable Preset
- Socket Switch
- AC Switch
- Shutter Relay Horizontal
- Shutter Relay Vertical
- Fan Switch
- General Switch
- Change Over Relay
- Lighting Preset
- Lighting Status
- Local Scene Controller
- Two-State Enable
- Info 1
- Info 2
- General Lighting Dimmer
- Scene Trigger

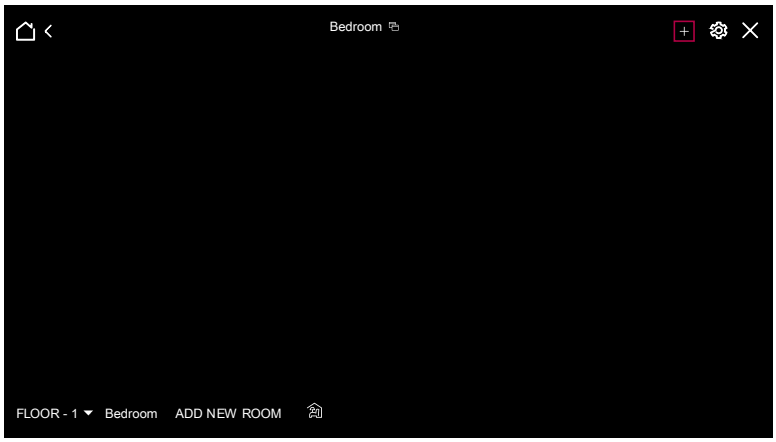
You can add a widget, edit the widget name, copy a widget and delete a widget

NOTE: Each configured widget can be imported or exported to another controller.

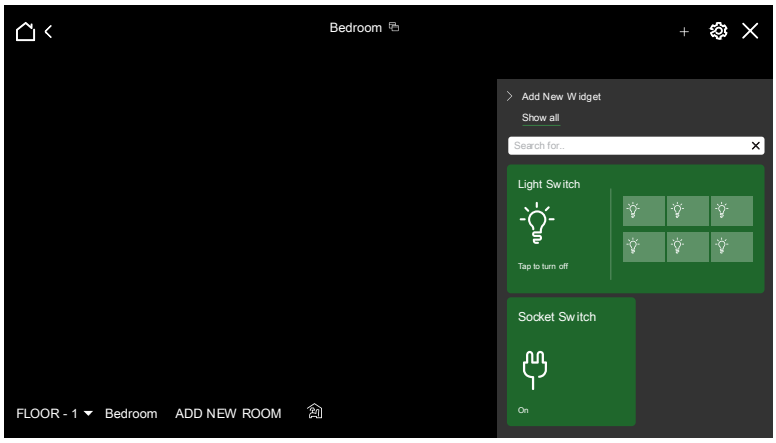
Add a Widget

To add a widget in a room page:

1. Select the respective floor and navigate to the room to add widgets.
2. Click **+** (visible at the top right corner).



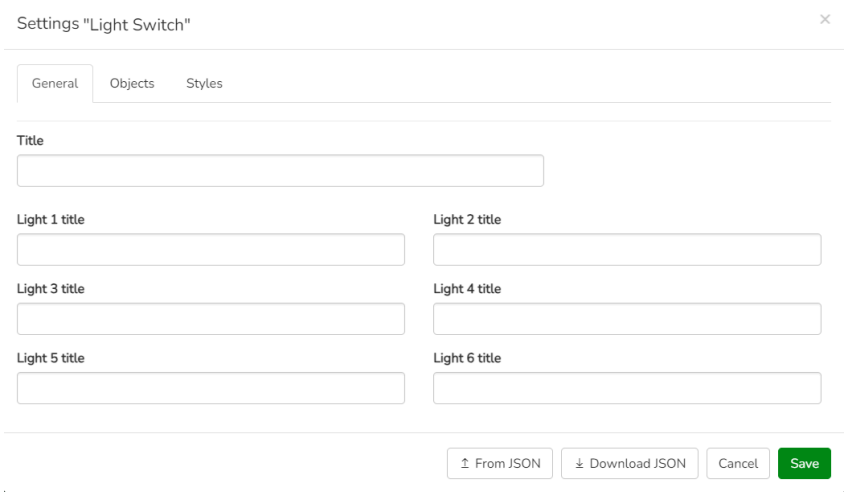
The **Add New Widget** menu slides out from the right side which displays all the available widgets.



3. Click on the required widget to add to the room.

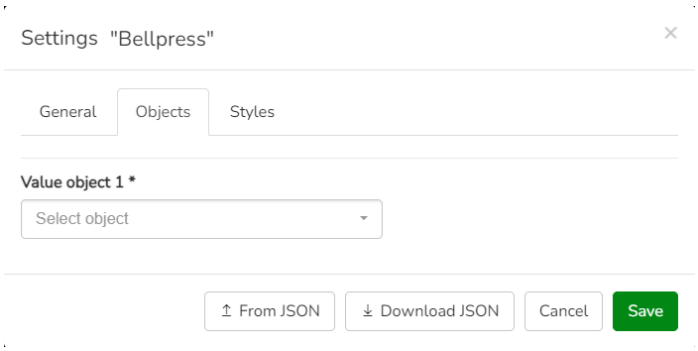
   Settings window is displayed.

   Example:

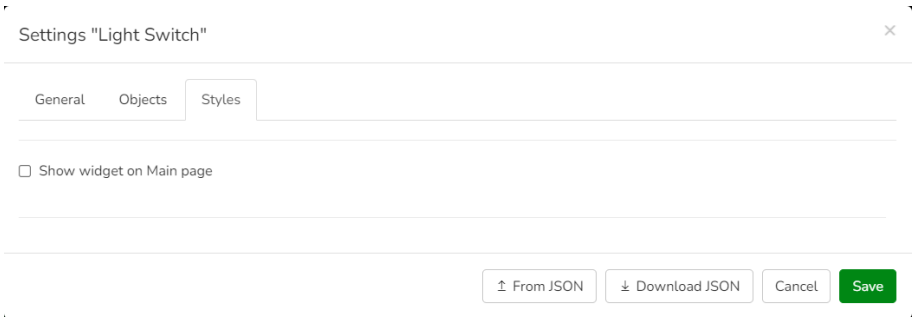


4. In the **General** tab, enter the name for the widget in the **Title** field and click **Save**.
   - You can assign titles for multiple loads by entering a name for each widget in the designated fields. For example, enter **Light 1 title** for the first widget, **Light 2 title** for the second widget, and **Light 3 title** for the third widget.
   - If you don't assign names for the multiple loads, the default field name is taken as widget's name.
5. Click **Objects** tab and select the objects you want to control from the drop-down.

   NOTE: These objects are from the object list created in the configurator.



6. Click **Styles** tab and select the **Show Widget on Main page** check box to add widget as favorite on the home page.



7. Click **Save** to save the widget.

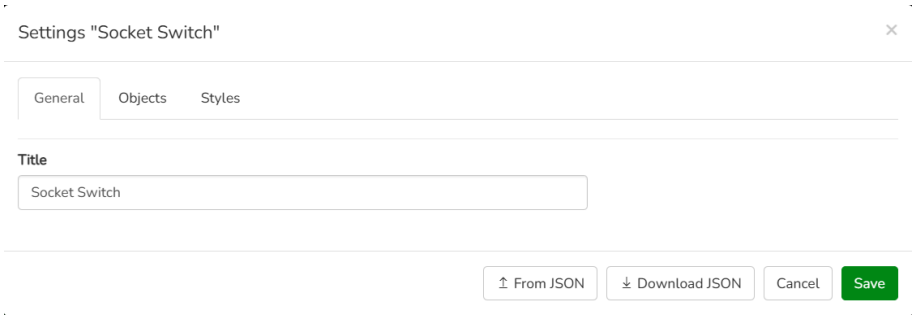
   Widget is displayed in the room page and also on the main page in favorites.

Edit the Widget Name

To edit the widget name:

1. Hover the cursor on the top right of a widget and click .

Settings window is displayed.

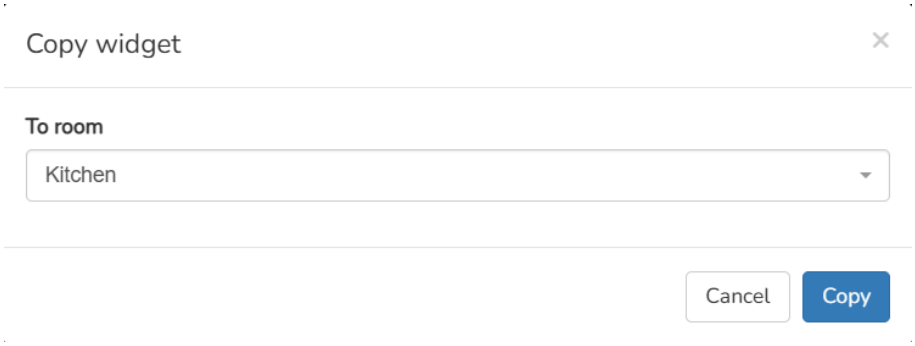


2. Make necessary changes and click **Save**.
3. Drag and drop the widget in the suitable grid position to rearrange the widget's position.

Copy a Widget

To copy the widget details:

1. Hover the cursor on the top right of the widget and click to copy a widget from one room to another. **Copy widget** window is displayed.

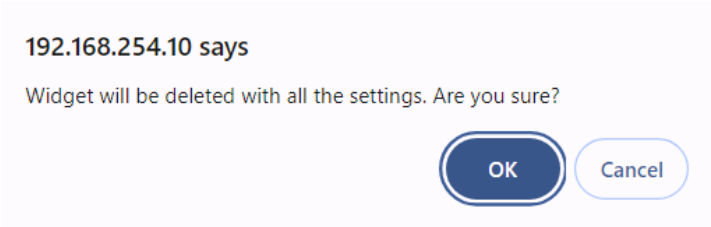


2. Choose the room to which you want to copy the current widget and click **Copy**.

Delete a Widget

To delete a widget:

1. Hover the cursor on the top right of the widget and click **x** to delete the widget. A confirmation message is displayed.



2. Click **OK**. The widget is deleted.

Alarm Panel

The Alarm Panel widget actively monitors and controls C-Bus enabled security systems.

IMPORTANT: The Alarm Panel widget will support any security panel that has implemented C-Bus security application.

Below are the key functions:

- Integrates with security systems.
- Allows arming/disarming of security zones (example: Away, Night, Day modes).
- Displays system status such as alarm state, system conditions, and sensor states.
- Enables control of alarm zones.

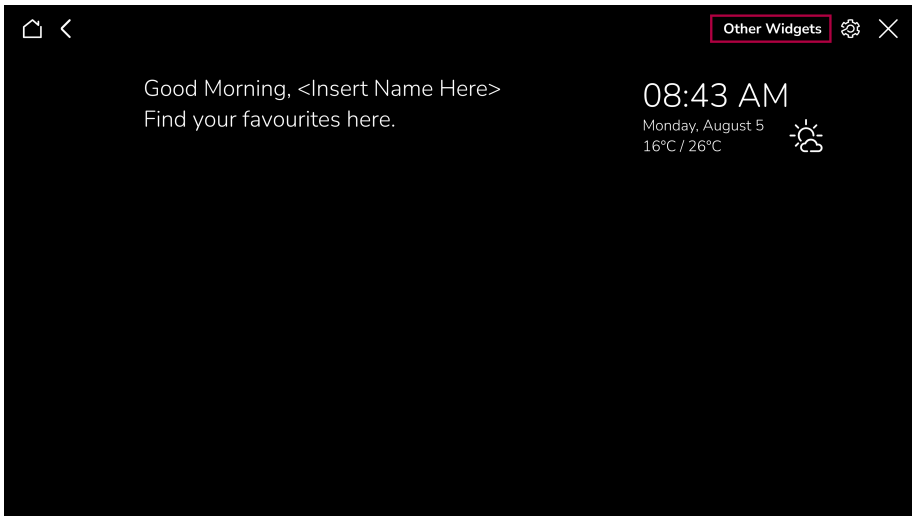
You can add, edit and delete an Alarm Panel widget.

Add an Alarm Panel

Only one Alarm Panel widget can be added.

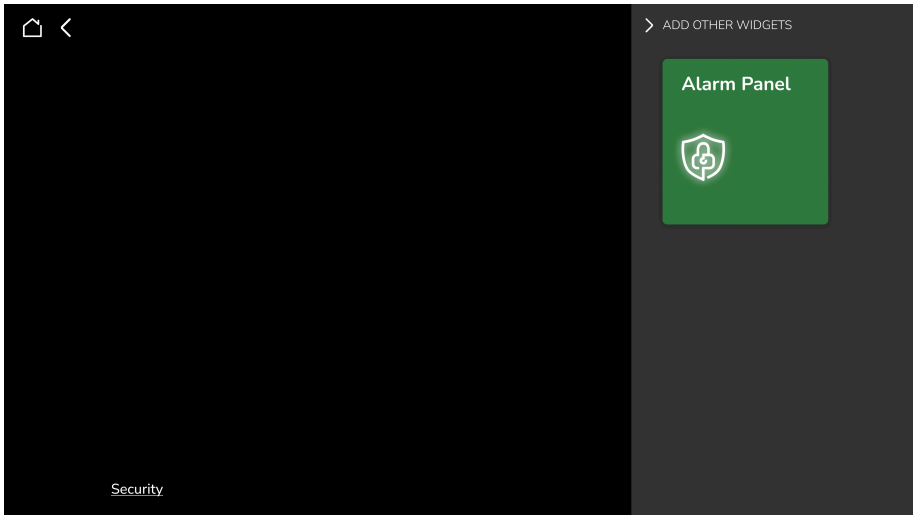
To add an Alarm Panel:

1. In the home page, click **Other Widgets**.

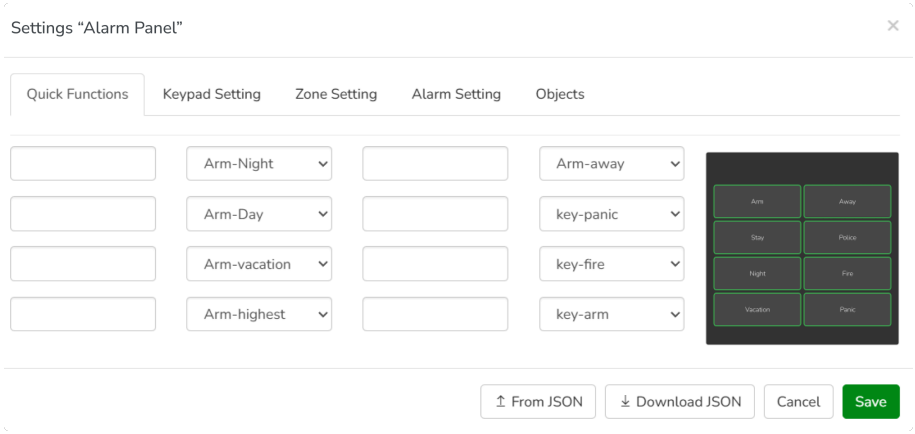


The **Alarm Panel Widget Creation** page is displayed.

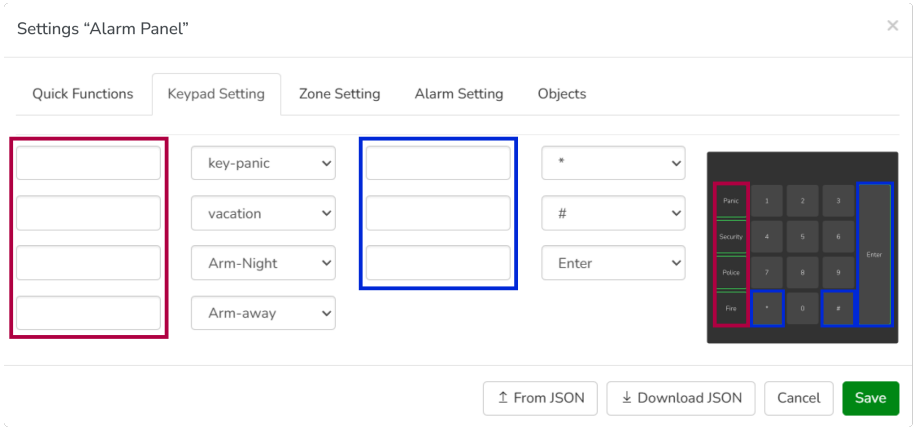
2. Click (top right corner) to slide out the **ADD OTHER WIDGETS** menu.



3. Click **Alarm Panel** on the slide menu to open the **Settings "Alarm Panel"** window.

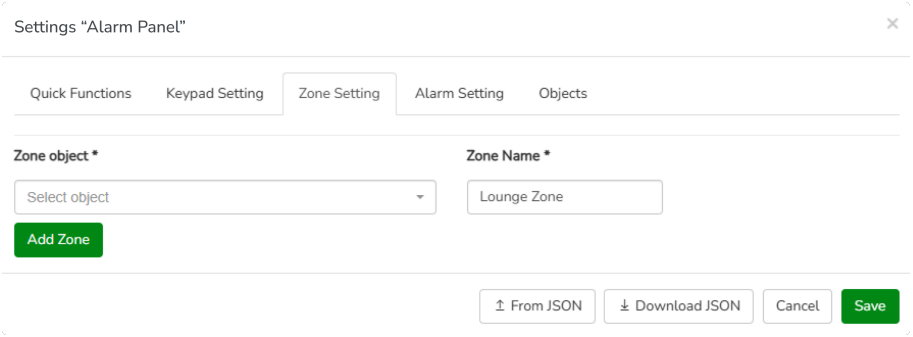


4. Set up **Quick Functions**:
   - Define the names for quick functions as per your desire (refer to the image on the right). Do not exceed more than 8 characters.
   - Select the action to be triggered from the drop-down list.
5. Configure **Keypad Settings**:



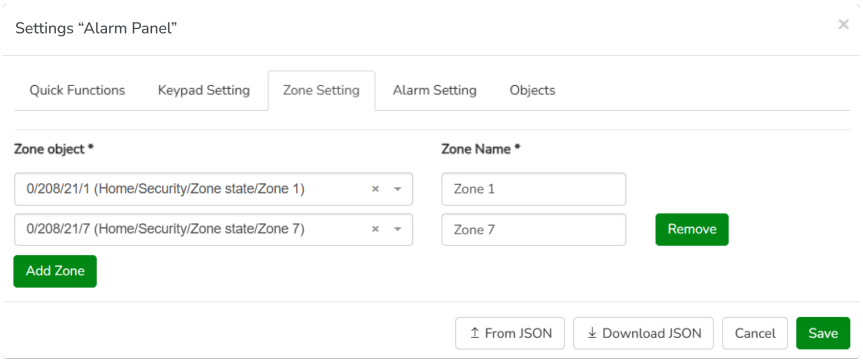
   - Enter names for up to seven keys in the respective fields (refer to the keypad image).
     - Left green keys — first column fields.
     - *, # and Enter keys — third column fields.
   - Select the setting to control from the drop-down list.

6. Configure **Zone Settings**:



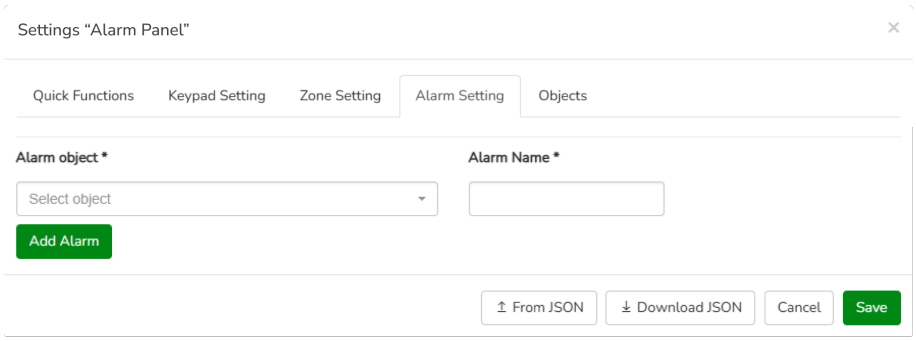
- Select a zone object from the **Zone object** drop-down list.

  NOTE: These objects are from the object list created in the configurator.
- Enter a name for the zone in the **Zone Name** field.
- Click **Add Zone** to add more zones (maximum 127), then provide details.



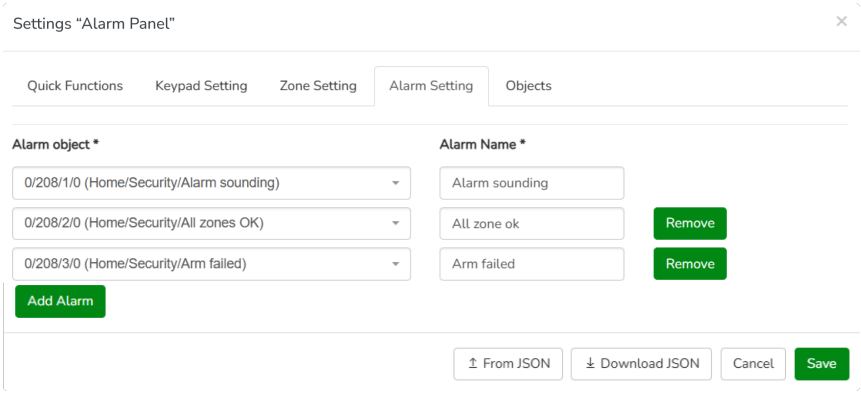
- Click **Remove** to delete a zone.

7. Configure **Alarm Setting**:



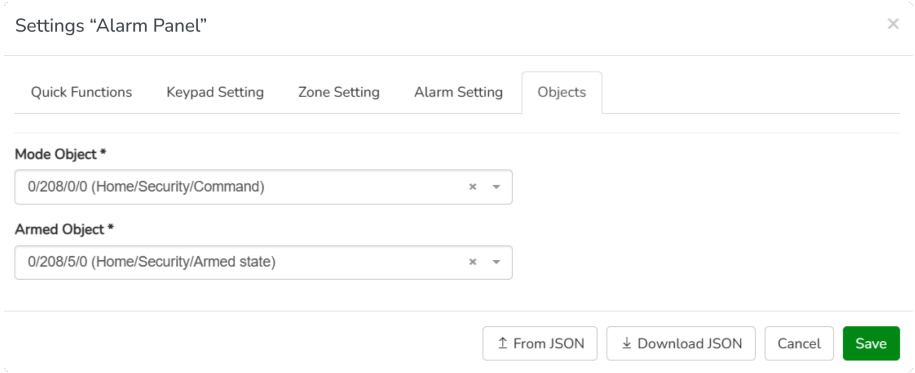
- Select an alarm object from the **Alarm object** drop-down list.

  NOTE: These objects are from the object list created in the configurator.
- Enter a name for the alarm in the **Alarm Name** field.
- Click **Add Alarm** to add more alarms (maximum 17), then provide details.



- Click **Remove** to delete an alarm.

8. Configure **Objects** :



- Select the mode object from the **Mode Object** drop-down list.
- Select the armed object from the **Armed Object** drop-down list.

  NOTE: These objects are from the object list created in the configurator.
- Click **Save**.

9. Click

to download the full Alarm Panel widget data in JSON format.

10. Click

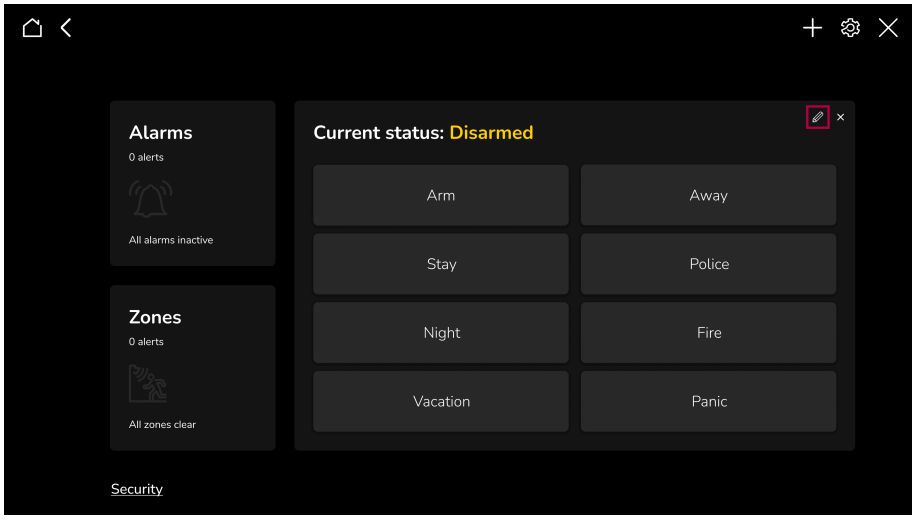
to upload the Alarm Panel widget data in JSON format directly.

Edit an Alarm Panel

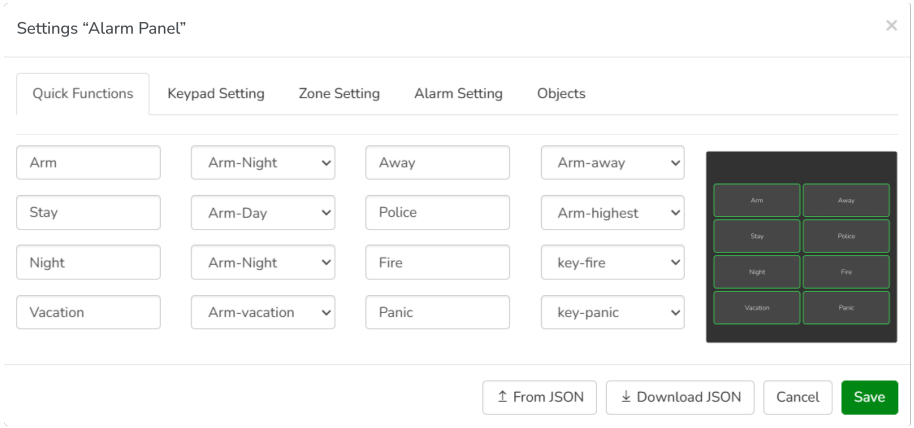
Once Alarm Panel widget is added, you can edit its settings.

To edit an Alarm Panel:

1. Hover the cursor on the top right of the created Alarm Panel and click .



Settings "Alarm Panel" window is displayed.

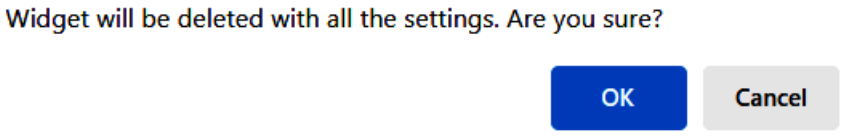


2. Make necessary changes and click **Save**. The changes are updated.

Delete an Alarm Panel

To delete an Alarm Panel:

1. Hover the cursor on the top right of the created Alarm Panel and click **x** to delete the Alarm Panel. A confirmation message is displayed.



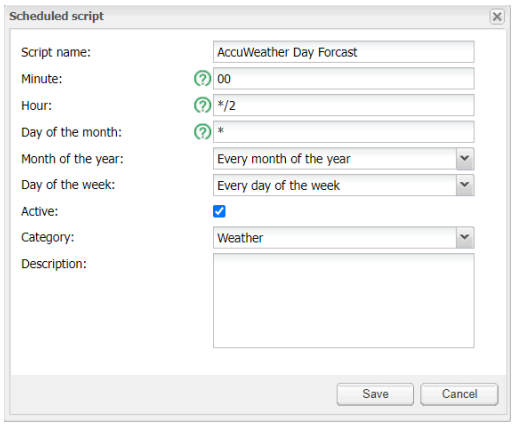
2. Click **OK**. The Alarm Panel is deleted.

Weather Configuration

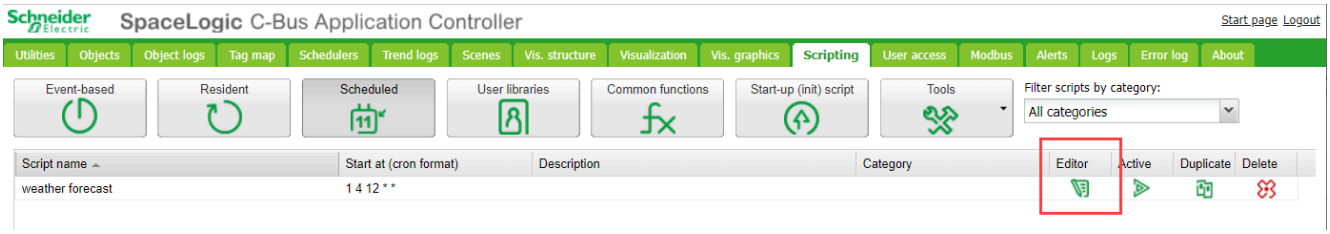
Current weather updates can be retrieved from the weather APIs.

To retrieve the latest weather updates:

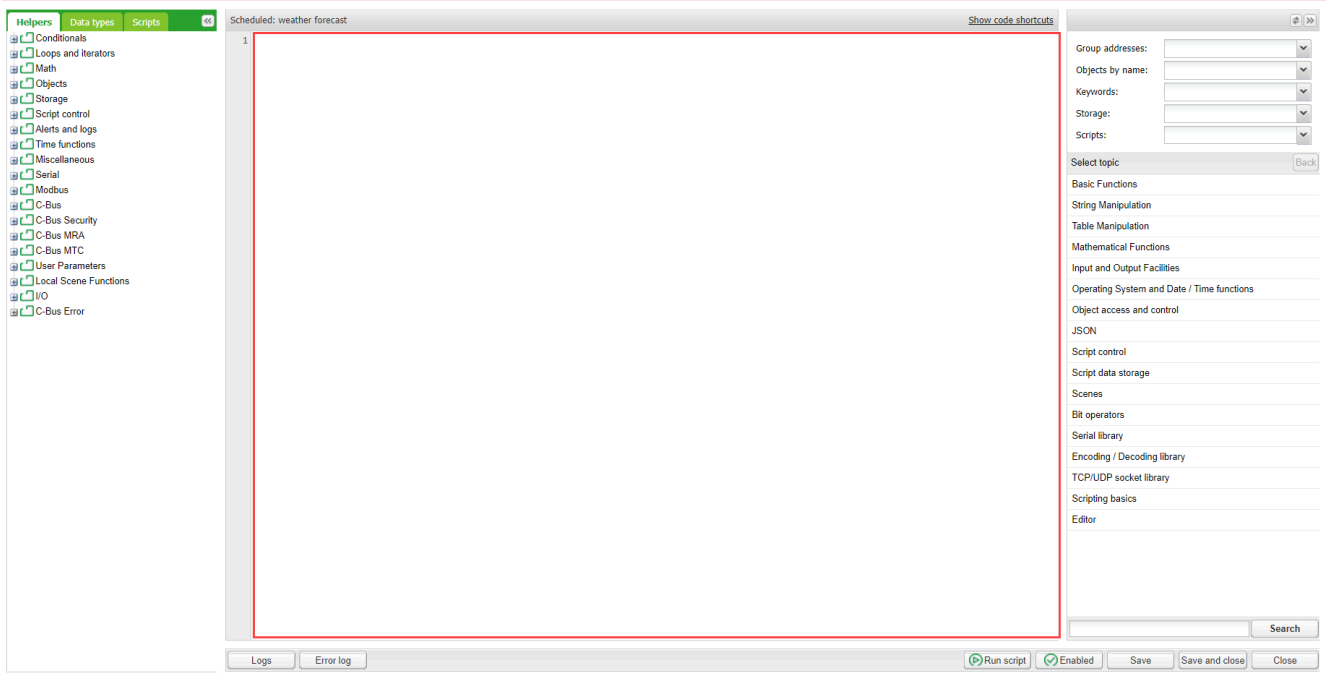
1. In the controller app, go to **Configurator > Scripting > Scheduled**.
2. Click **Add new script**. **Schedule script** window is displayed.
3. Enter the details, and click **Save**.



4. Click **Editor** icon in the newly created script.



5. In the space highlighted, paste the sample code provided below.



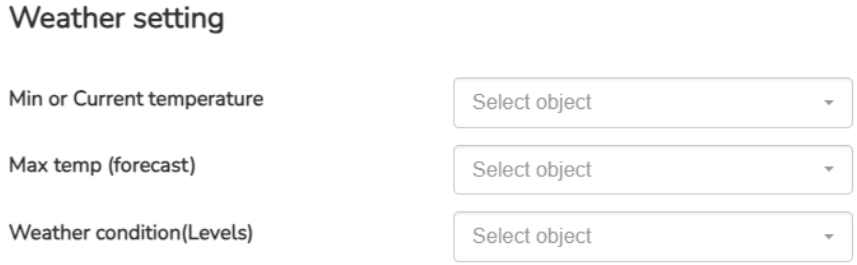
Sample Code

The following sample code demonstrates how to fetch weather data from online weather service providers. This is just an example and may work with some service providers, but script changes may be needed for others, depending on the usage of their APIs.

```
require('json')
require("ltn12")
require('ssl.https')


local locationID = 'Use Location ID for Customer Address
as per service provider format'
local apikey = 'API Key as per service provider format'
local metric = 'true'
url = 'api url as per the given format from service
provider’

Note: E.g: ‘url'..location..'?apikey='..apikey..'=' ..
metric

data, error = ssl.https.request(url)
log(data)
data = json.pdecode(data)
if not data then
  alert('Weather: cannot parse data')
  return
end
log(data)
--- Set Day Outlook
SetUserParam(0,255, math.floor(data.DailyForecasts[1].
Temperature.Minimum.Value + 0.5))
SetUserParam(0,256, math.floor(data.DailyForecasts[1].
Temperature.Maximum.Value + 0.5))
--Set day or night icon for now just use 6:00 pm  6:00
am as night and all else is the day - later might make
it do this using sunrise and sunset
if ((tonumber(os.date('%H', os.time())) < 6 ) or
(tonumber(os.date('%H', os.time())) >17)) then
    SetUserParam(0,257,data.DailyForecasts[1].Night.
Icon)
   else
    SetUserParam(0,257,data.DailyForecasts[1].Day.Icon)
   end
```

6. To retrieve the weather data, create the user parameter objects in the **Configurator** tab as referred in the above sample script (0/250/255, 0/250/256, 0/250/257).

   NOTE: The same objects are used in the Manager Config weather settings.



Configure Widgets

Each widget added in the rooms can be configured individually according to user requirements.

Widgets are categorized based on the following function types:

Function Type	Widgets
Lighting	• Light Switch • Socket Switch • General Switch • Lighting Switch • General Lighting Timer • General Lighting Dimmer
Climate	• Fan Controller • Fan Switch • AC Switch
General	• Info 1 • Info 2 • Bellpress • Enable Preset • Two-State Enable
Blinds	• Change Over Relay • Shutter Relay Horizontal • Shutter Relay Vertical
Scenes	• Local Scene Controller • Scene Trigger
Other widget	Alarm Panel

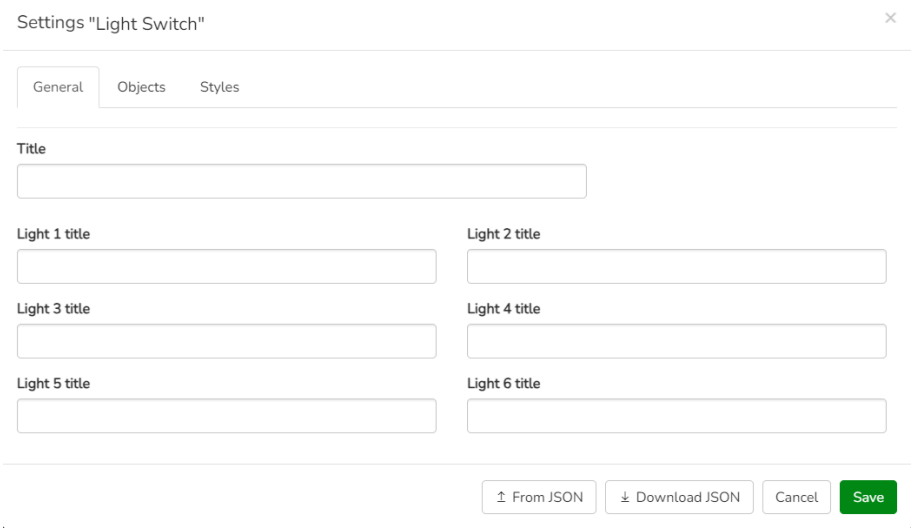
Light Switch

The Light Switch widget is used for On/Off control of an individual load and multiple loads.

The appearance of the widget depends on the number of objects selected.

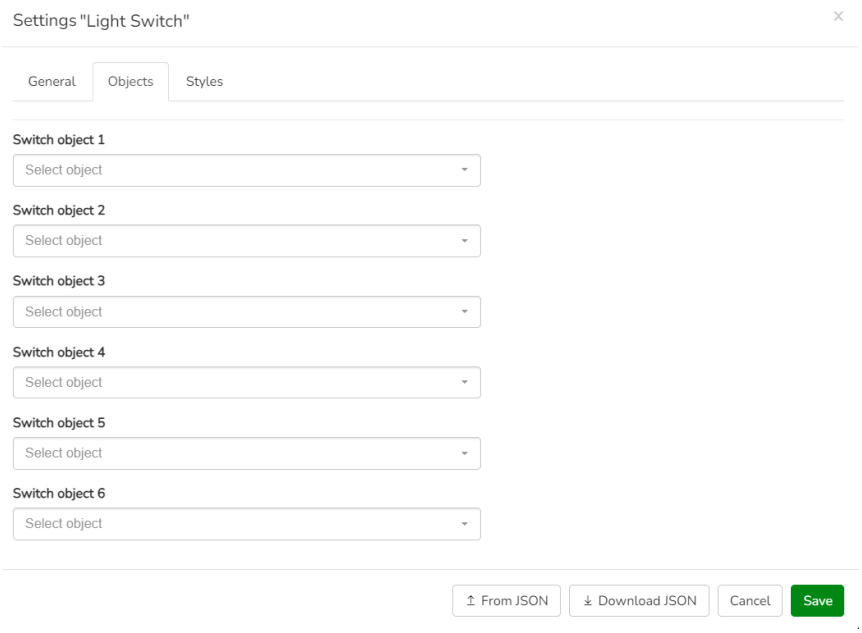
To configure Light Switch:

1. In **General** tab, enter the **Title** of the widget, and the respective lights title.

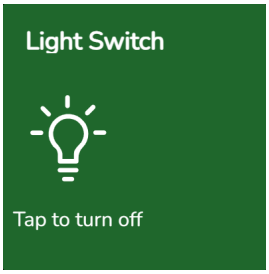


- You can assign titles for multiple loads by entering a name for each widget in the designated fields. For example, enter **Light 1 title** for the first widget, **Light 2 title** for the second widget, and **Light 3 title** for the third widget.
- If you don't assign names for the multiple loads, the default field name is taken as widget's name.

2. In **Objects** tab, select the lighting objects for the Light Switch from the drop-down.
   - Light Switch supports the following type of objects:
     - Lighting applications
       - Legacy Lighting
       - Switch
       - Up/Down
       - Open/Close
       - Boolean
       - Dimmer



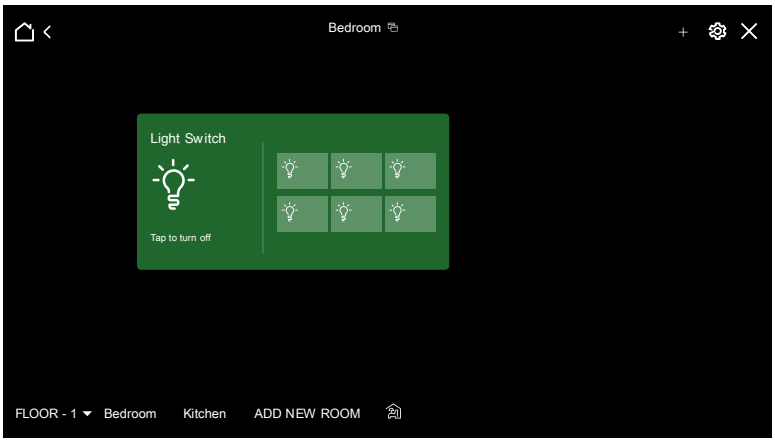
   - If only one switch object is selected, the widget looks as shown below.



   - If more than one switch object is selected, the widget looks as shown below.

     All the switches can be controlled in a load and each switch can have names.
     - Click on **Tap to turn off** or big bulb icon to control all switch on/off in group.
     - To switch individual lighting circuits/objects on/off, click on individual small bulb icons.

3. In **Styles** tab, select the **Show widget on Main page** check box to add widget to the favorites on home page (optional).
4. Click **Save** to create the widget.

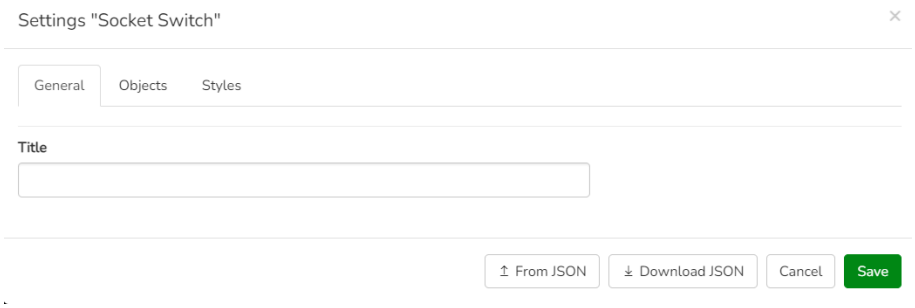


Socket Switch

A Socket Switch widget is used to switch On or Off the individual loads.

To configure Socket Switch:

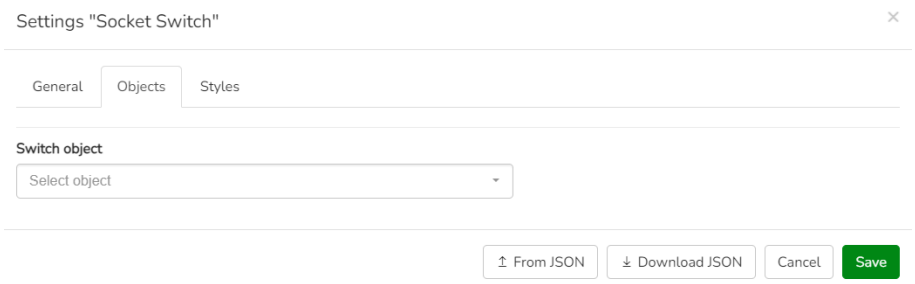
1. In **General** tab, enter the **Title** of the widget.



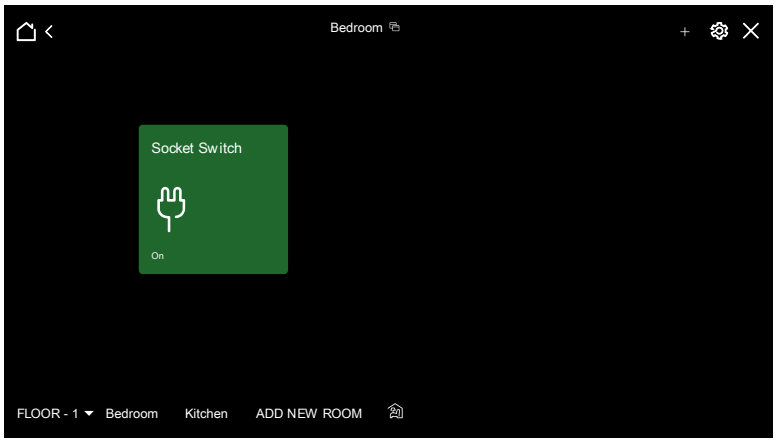
2. In **Objects** tab, select the **Switch object** for the Socket Switch from the drop-down.

   Socket Switch supports the following type of objects:

   - Lighting applications
     - Legacy Lighting
     - Switch
     - Up/Down
     - Open/Close
     - Boolean



3. In **Styles** tab, select the **Show widget on Main page** check box to add widget to the favorites on home page (optional).
4. Click the **Save** to create the widget.

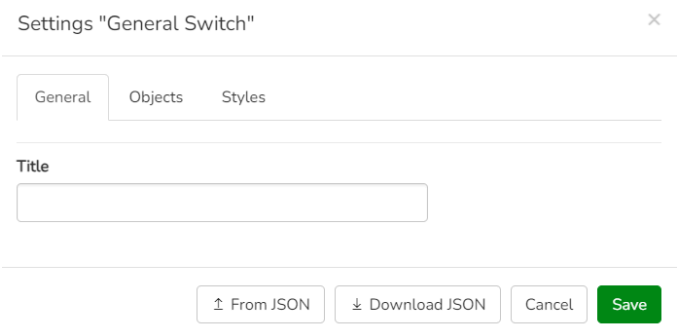


General Switch

A General Switch widget is used to On/Off the individual loads.

To configure General Switch:

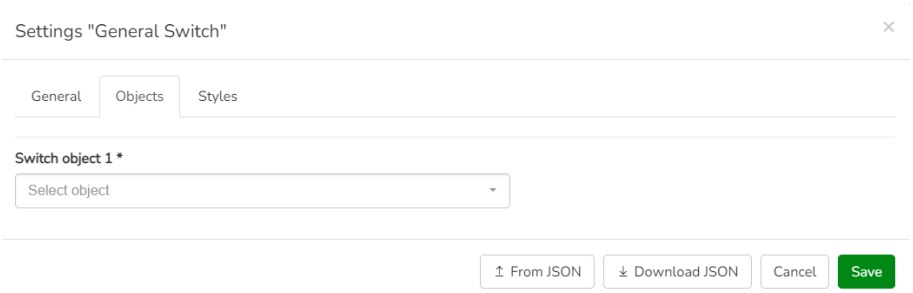
1. In **General** tab, enter the **Title** of the widget.



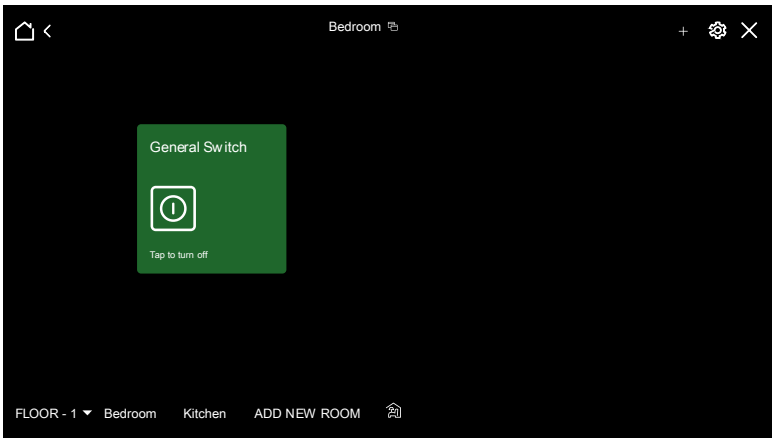
2. In **Objects** tab, select the **Switch object** for the General Switch from the drop-down.

   General Switch supports the following type of objects:

   - Lighting applications
     - Legacy Lighting
     - Switch
     - Up/Down
     - Open/Close
     - Boolean
     - Dimmer



3. In **Styles** tab, select the **Show widget on Main page** check box to add widget to the favorites on home page (optional).
4. Click **Save** to create the widget.



Lighting Preset

The Lighting Preset widget is used for setting a load to a preset level (from 0% to 100%).

The appearance of the widget depends on the number of labels created for an individual object. Minimum one label has to be created, and maximum three labels.

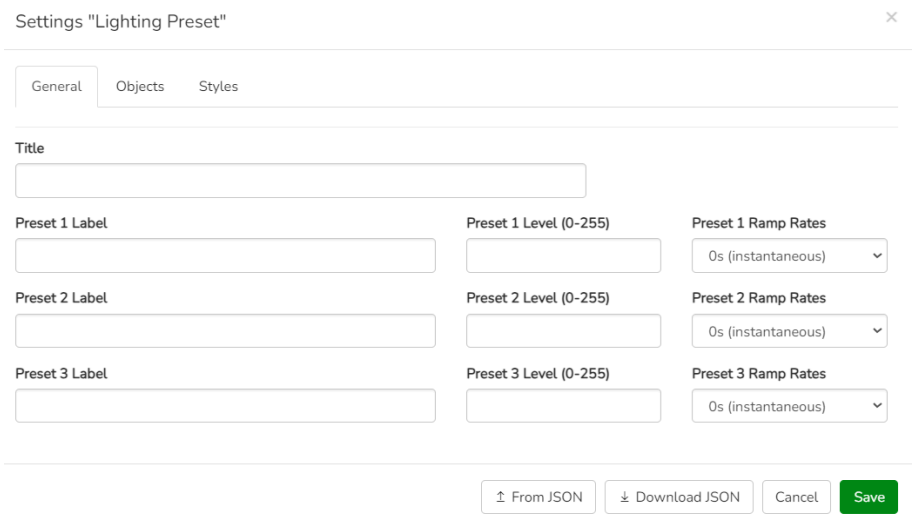
NOTE: Only one preset level can be set at a time.

Lighting Preset with 1 label

NOTE: If any of the configured preset value is not currently set or active, the widget is displayed in an off state.

To configure Lighting Preset:

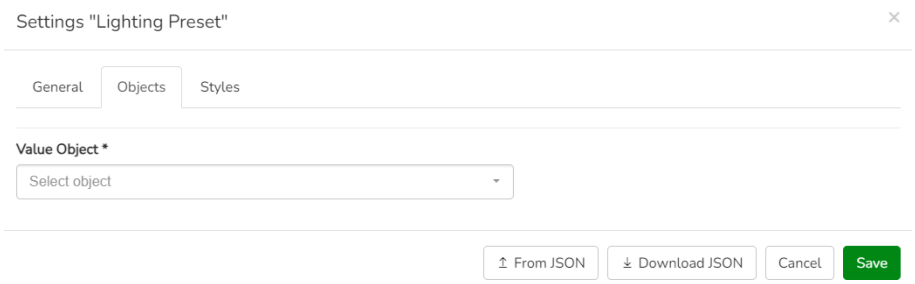
1. In **General** tab, enter the **Title** of the widget, preset labels and respective values (0 - 255), and ramp rates (0 sec – 17 min).



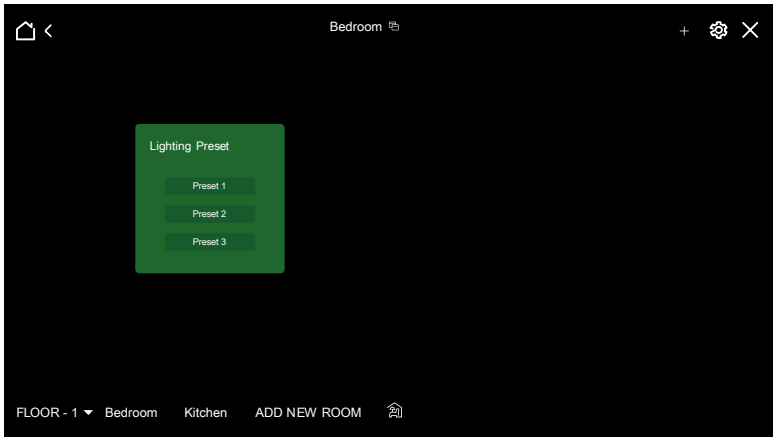
2. In **Objects** tab, select the **Value object** for the Lighting Preset from the drop-down.

   Lighting Preset supports the following type of objects:

   - Lighting applications
     - Legacy Lighting
     - Dimmer



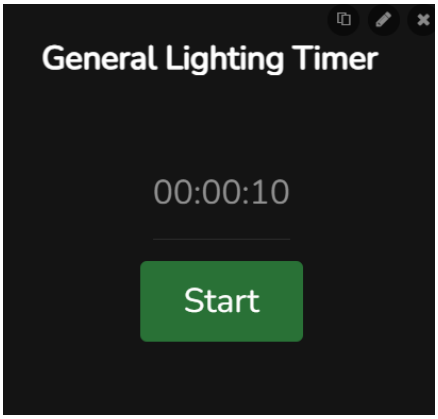
3. In **Styles** tab, select the **Show widget on Main page** check box to add widget to the favorites on home page (optional).
4. Click the **Save** to create the widget.

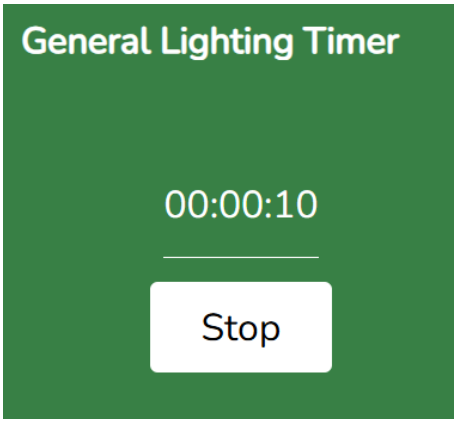


General Lighting Timer

The General Lighting Timer widget is used for switching on a load for a specific period.

To start the timer, click on the **Start** button and set the target level. A second click, stops the timer and sets the return level.

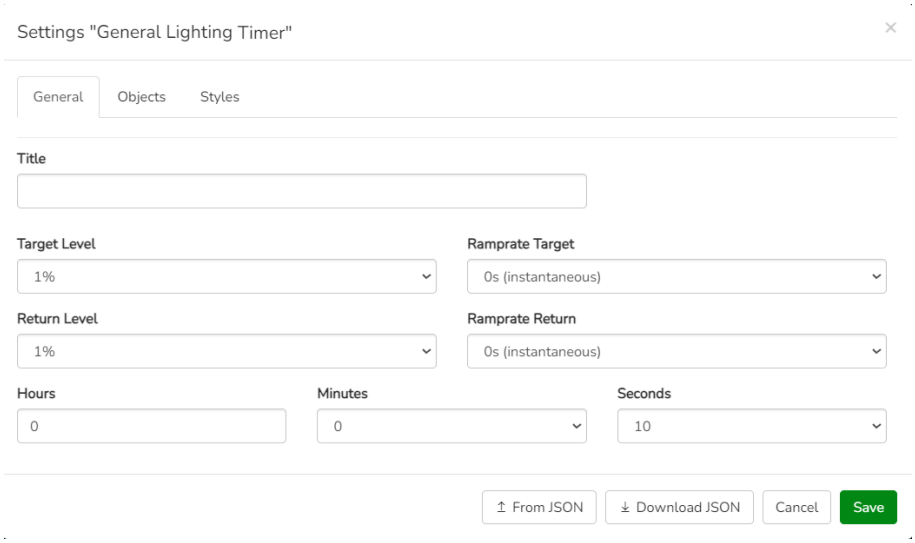




If left running, the return level will be set at the end of the period using the ramp rate (if defined).

To configure General Lighting Timer:

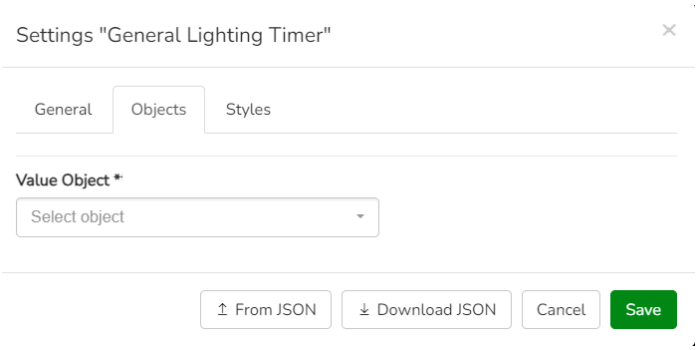
1. In **General** tab, enter the title of the widget, **Target Level** (%), **Ramprate Target** (sec), **Return Level** (%), **Ramprate Return** and the time duration.



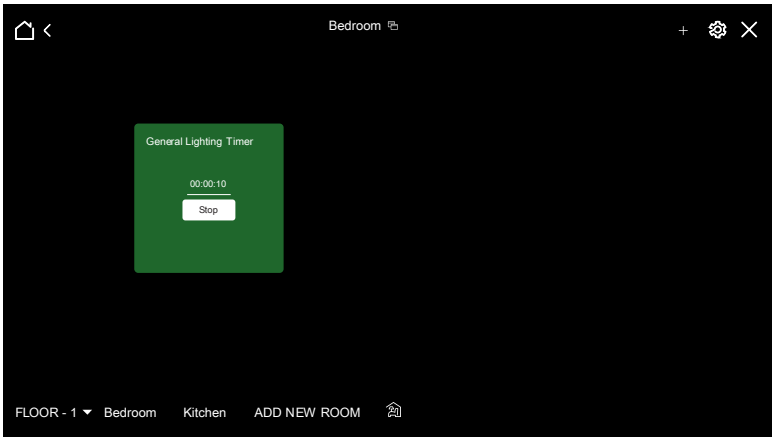
2. In **Objects** tab, select the **Value Object** for the General Lighting Timer from the drop-down.

   General Lighting Timer supports the following type of objects:

   - Lighting applications
     - Legacy Lighting
     - Boolean
     - Switch
     - Up/Down
     - Alarm
     - Boolean
     - Open/Close
     - Start/Stop
     - High/Low
     - Enable
     - Invert Enable
     - Boolean Inversion
     - Boolean Boolean
     - BellPress
     - Dimmer
     - Shutter Blind
     - Shutter Blind Level
     - Cycle Fan



3. In **Styles** tab, select the **Show widget on Main page** check box to add widget to the favorites on home page (optional).
4. Click **Save** to create the widget.



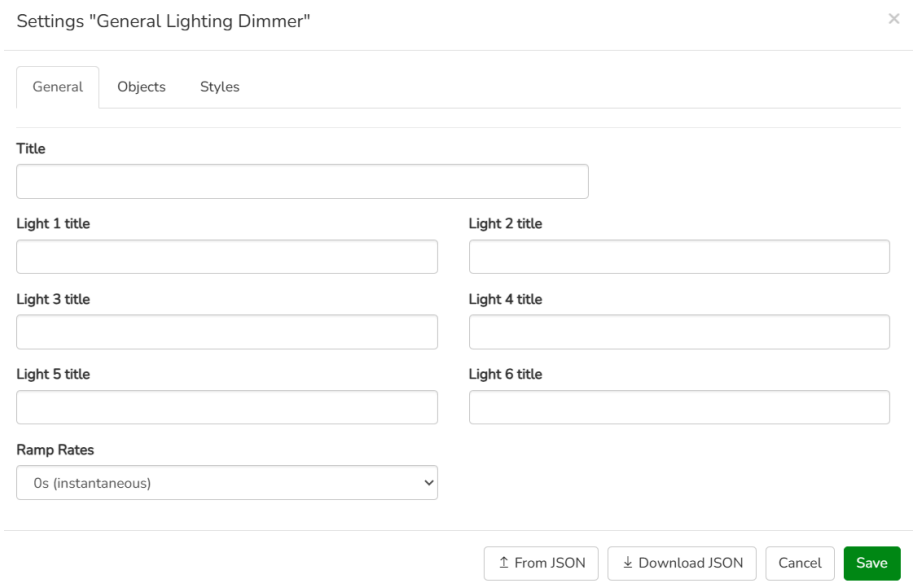
NOTE: The mobile application will not support the General Lighting Timer, this feature is limited to the Manager interface.

General Lighting Dimmer

The General Lighting Dimmer widget is used for level control of a load (from 0% to 100%). The Ramp rate is associated with the On/Off button.

To configure General Lighting Dimmer:

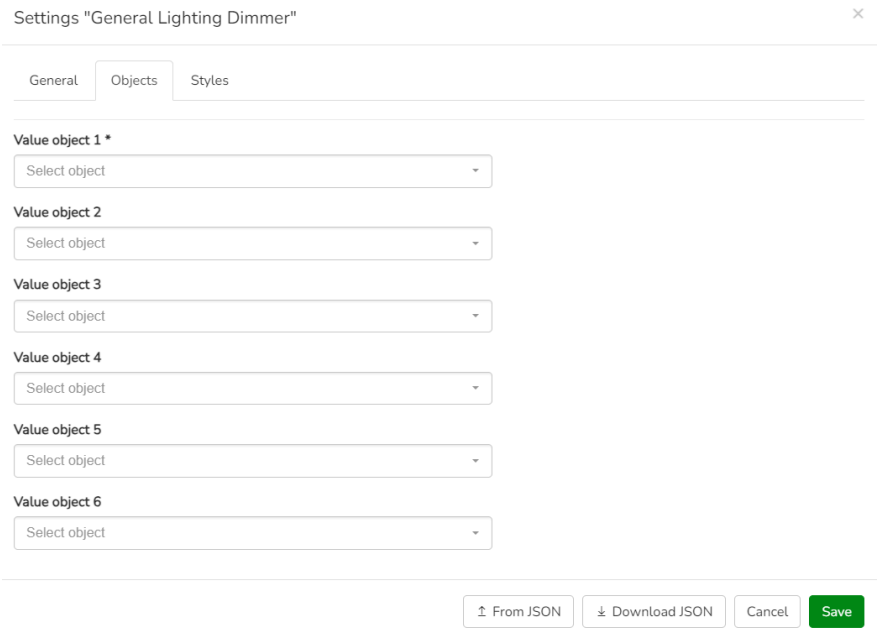
1. In **General** tab, enter the **Title** of the widget, **Light titles**, and **Ramp Rates**.



2. In **Objects** tab, select the **Value objects** for the General Lighting Dimmer from the drop-down.

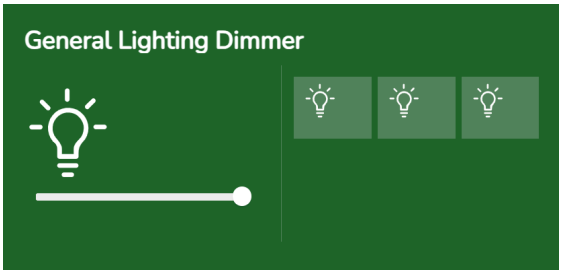
   General Lighting Dimmer supports the following type of objects:

   - Lighting applications
     - Legacy Lighting
     - Dimmer



   - If only one dimmer channel is selected, the widget looks as shown below.

   - If more than one dimmer channel is selected, the widget looks as shown below.



     All the dimmer channels can be configured separately by providing names for each channel and they can be controlled using these widgets.

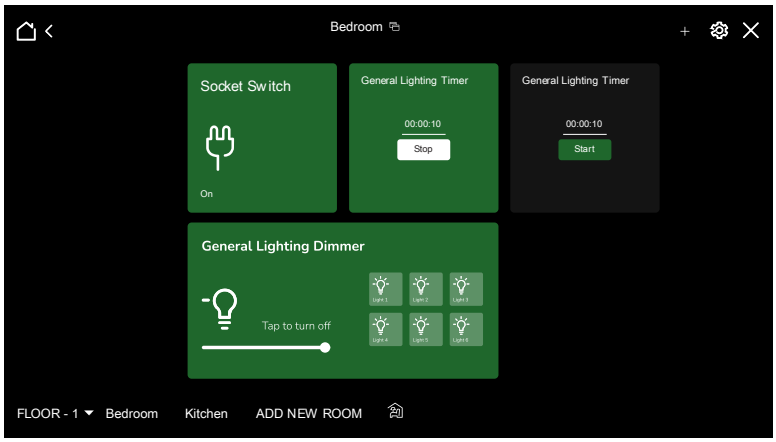
     - Click **Tap to turn off** or big bulb icon to control all switch on/off in group.

       Group dimming can be done using the slider.

     - Click individual small bulb icon to on/off the individual loads.

3. In **Styles** tab, select the **Show widget on Main page** check box to add widget to the favorites on home page (optional).

4. Click **Save** to create the widget.

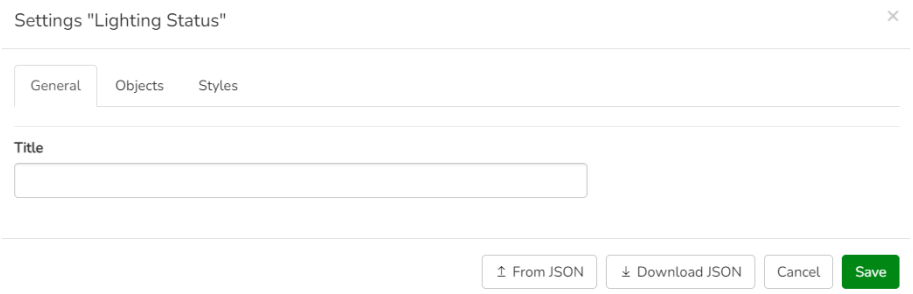


Lighting Status

The Lighting Status widget displays the current status of a specific light, allowing you to see whether the light is on, off, or in any other state.

To configure Lighting Status:

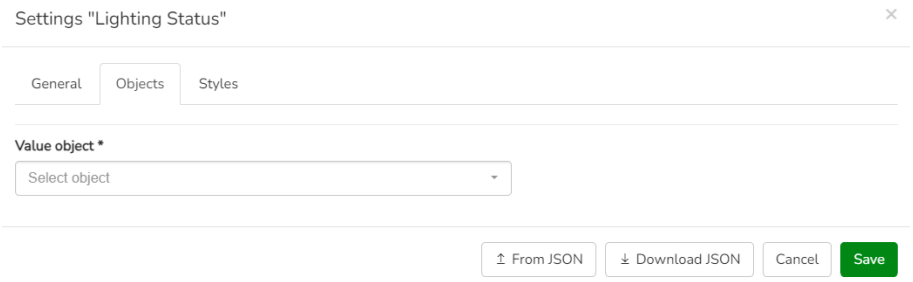
1. In **General** tab, enter the **Title** of the widget.



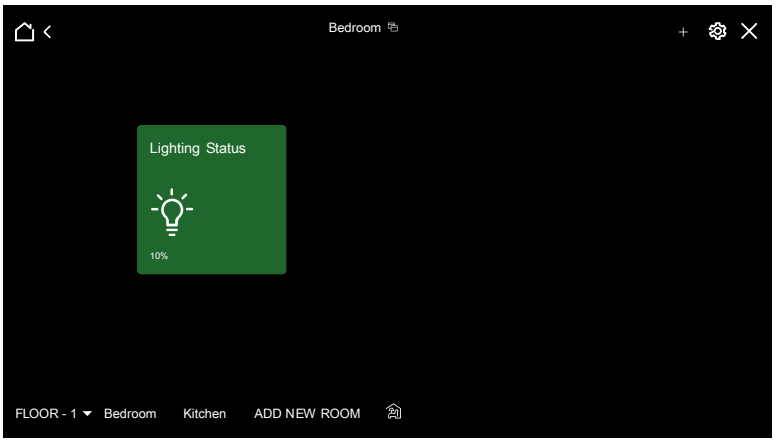
2. In **Objects** tab, select the **Value Object** for the Lighting Status from the drop-down.

   Lighting Status supports the following type of objects:

   - Lighting applications
     - Legacy Lighting
     - Switch
     - Up/Down
     - Open/Close
     - Boolean
     - Dimmer



3. In **Styles** tab, select the **Show widget on Main page** check box to add widget to the favorites on home page (optional).
4. Click **Save** to create the widget.



Fan Controller

The Fan Controller widget allows to control the speed of a fan.

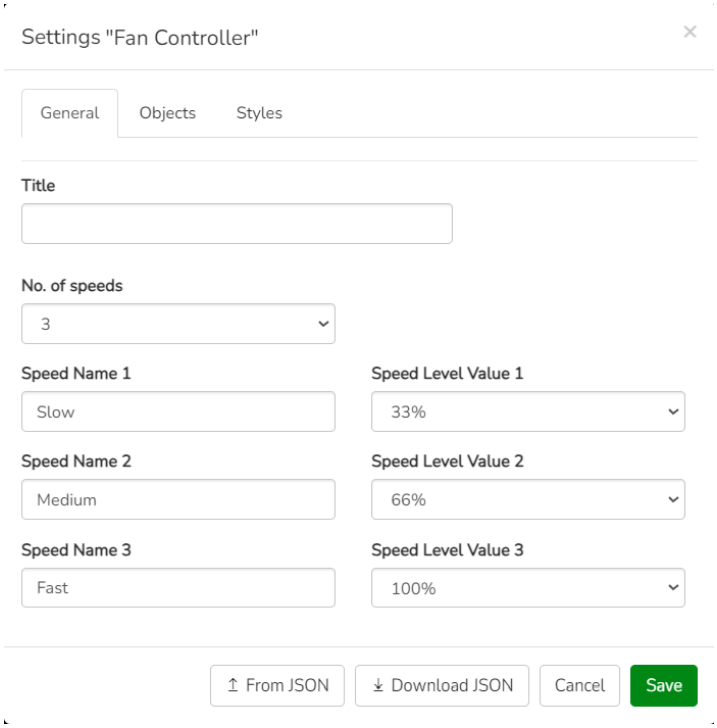
Fan Controller widget allows you to create different modes and set speed name and speed value for each mode.

Initially, three modes - slow, medium, and fast are set up by default. These can be adjusted, and up to five modes can be configured.

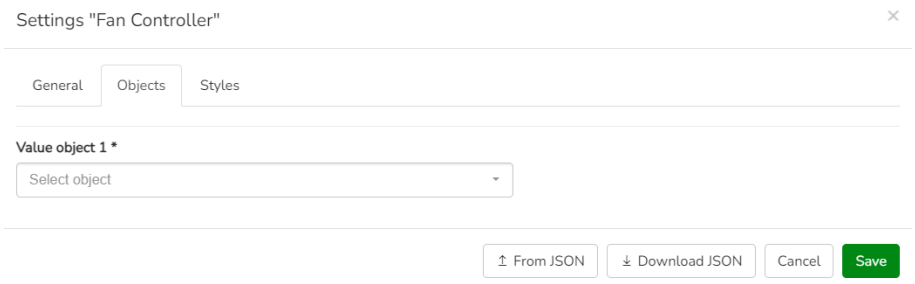
- Click on (**<**) or (**>**) buttons to change the fan modes.
- To turn on, click anywhere on the widget.
- To turn off, being on the fast mode click (**>**) button.

To configure Fan Controller:

1. In **General** tab, enter the **Title** of the widget, and **Number of speeds**, **Speed Name**, and **Level Value**.

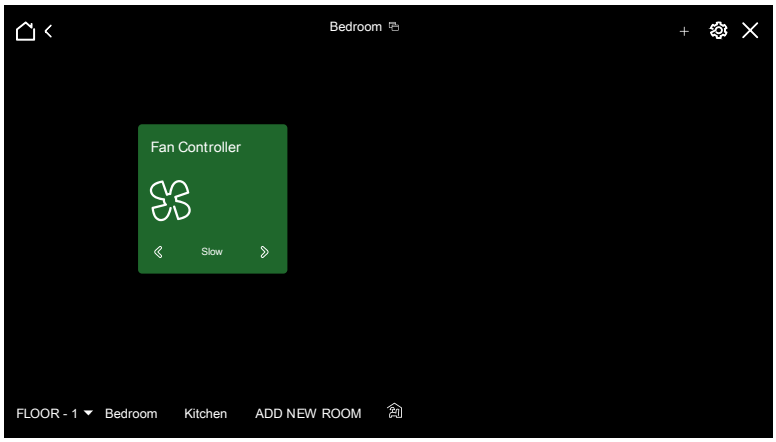


2. In **Objects** tab, select the **Value object** for the Fan Controller from the drop-down.



3. In **Styles** tab, select the **Show widget on Main page** check box to add widget to the favorites on home page (optional).

4. Click **Save** to create the widget.

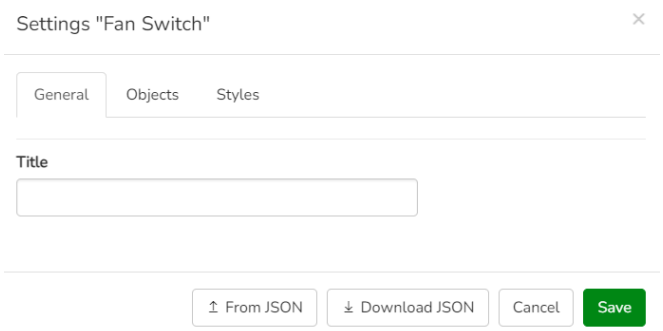


Fan Switch

A Fan Switch widget switches fan On and Off.

To configure Fan Switch:

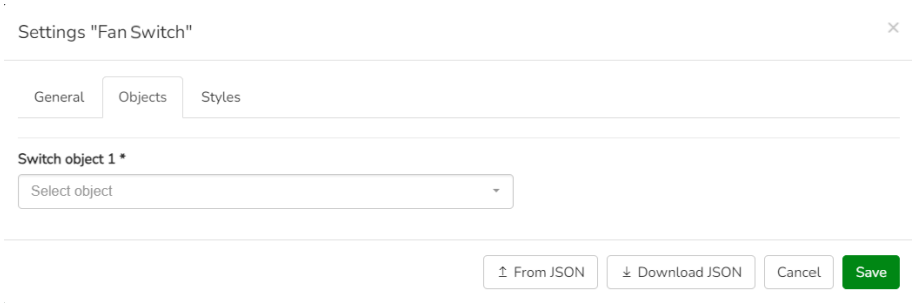
1. In **General** tab, enter the **Title** of the widget.



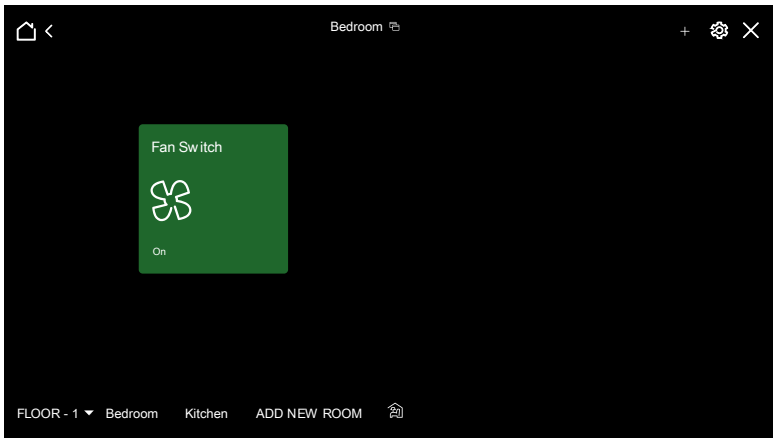
2. In **Objects** tab, select the **Switch object** for the Fan Switch from the drop-down.

   Fan Switch supports the following type of objects:

   - Lighting applications
     - Legacy Lighting
     - Switch
     - Start/Stop



3. In **Styles** tab, select the **Show widget on Main page** check box to add widget to the favorites on home page (optional).
4. Click **Save** to create the widget.

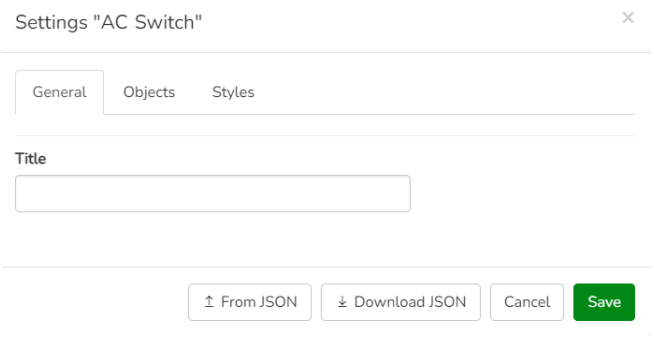


Air Conditioner Switch

The Air Conditioner (AC) Switch widget switches AC On and Off.

To configure AC Switch:

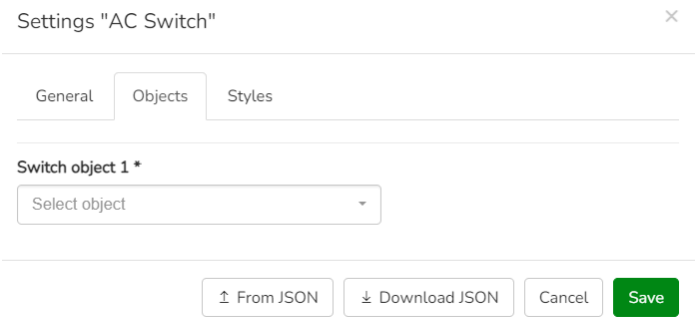
1. In **General** tab, enter the **Title** of the widget.



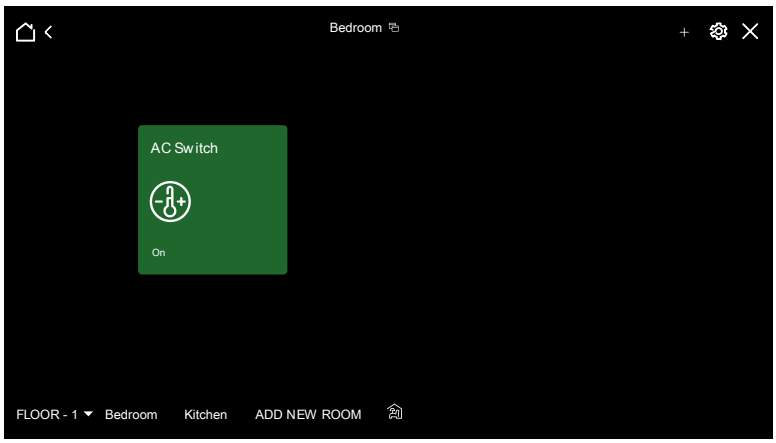
2. In **Objects** tab, select the **Switch object** for the AC Switch from the drop-down.

   AC Switch supports the following type of objects:

   - Lighting applications
     - Legacy Lighting
     - Switch



3. In **Styles** tab, select the **Show widget on Main page** check box to add widget to the favorites on home page (optional).
4. Click **Save** to create the widget.

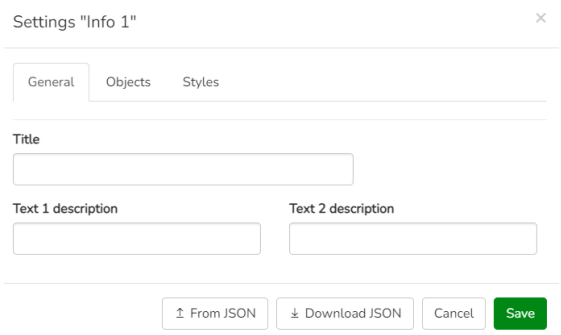


Info 1

Info 1 widget is used to display date, time, RGB, unsigned integer, signed integer, floating point, and boolean details (values or data of the object assigned).

To configure Info 1:

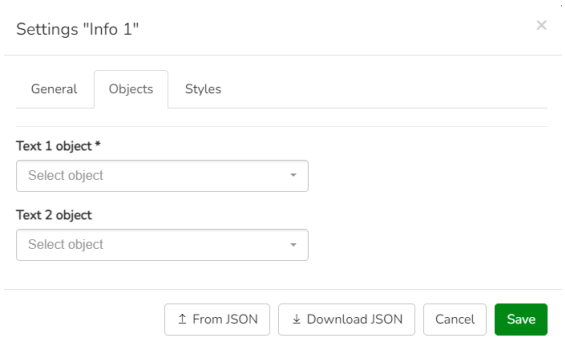
1. In **General** tab, enter the **Title** of the widget, **Text 1** and **Text 2 description**.



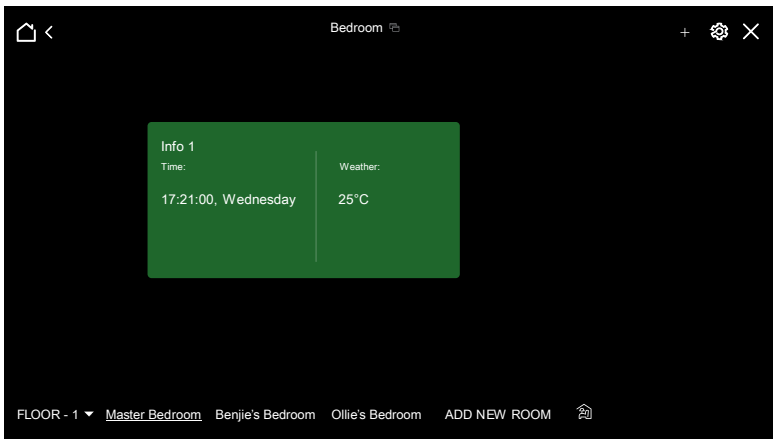
2. In **Objects** tab, select the **Text 1** and **Text 2** objects for the Info 1 from the drop-down.

   Info 1 supports the following type of object:

   - User Parameter



3. In **Styles** tab, select the **Show widget on Main page** check box to add widget to the favorites on home page (optional).
4. Click **Save** to create the widget.



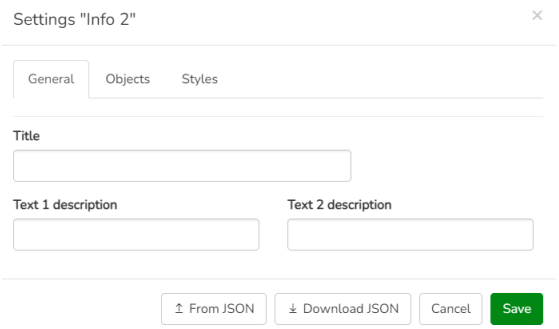
NOTE: If you are using floating-point values and want to display decimal places, ensure that the Widget Visualization Parameters on the object are configured to display the desired number of decimal places. If the decimal places are not configured, the mobile app will not be able to display the values accurately.

Info 2

Info 2 widget is used to display the error messages/trigger messages (values or data of the object assigned).

To configure Info 2:

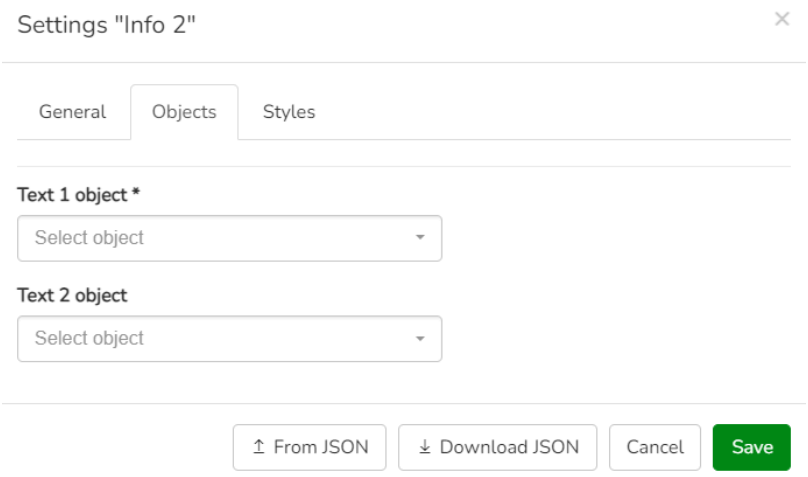
1. In **General** tab, enter the **Title** of the widget, **Text 1** and **Text 2 description**.



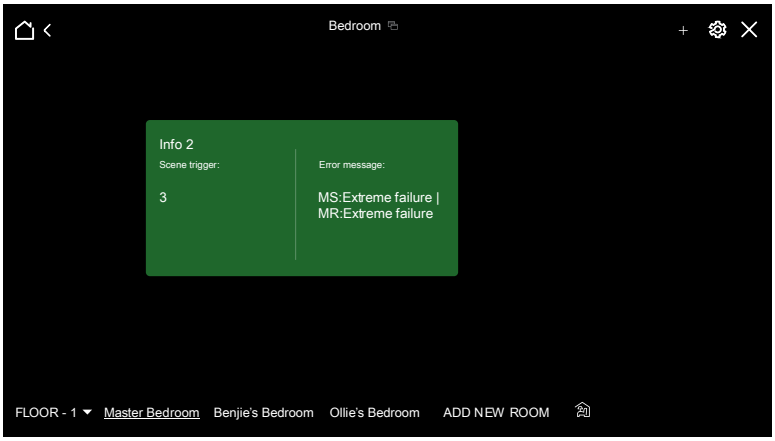
2. In **Objects** tab, select the **Text 1** and **Text 2** objects for the Info 2 from the drop-down.

   Info 2 supports the following type of objects:

   - Error Application
   - User Parameter
     - Boolean
   - Trigger Application



3. In **Styles** tab, select the **Show widget on Main page** check box to add widget to the favorites on home page (optional).
4. Click **Save** to create the widget.

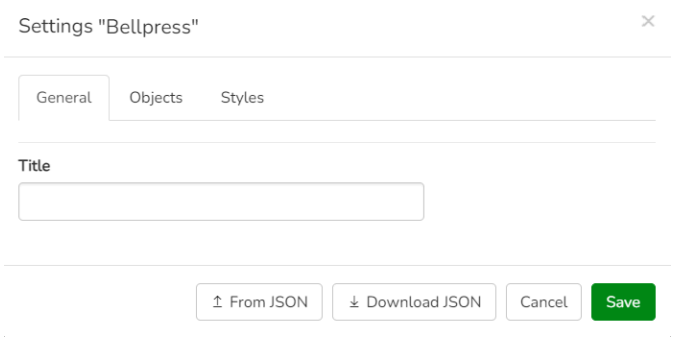


Bellpress

The Bellpress widget is used for momentary activation of a load, for example a doorbell.

To configure Bellpress:

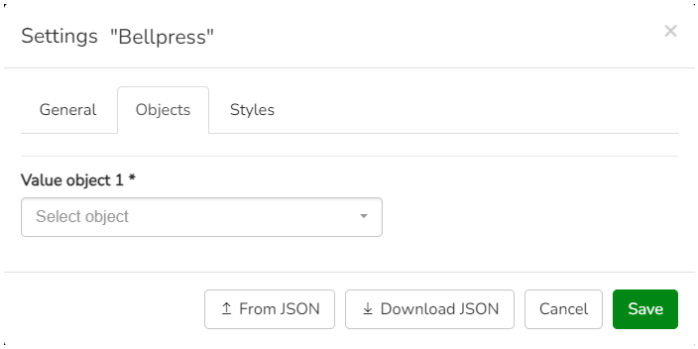
1. In **General** tab, enter the **Title** of the widget.



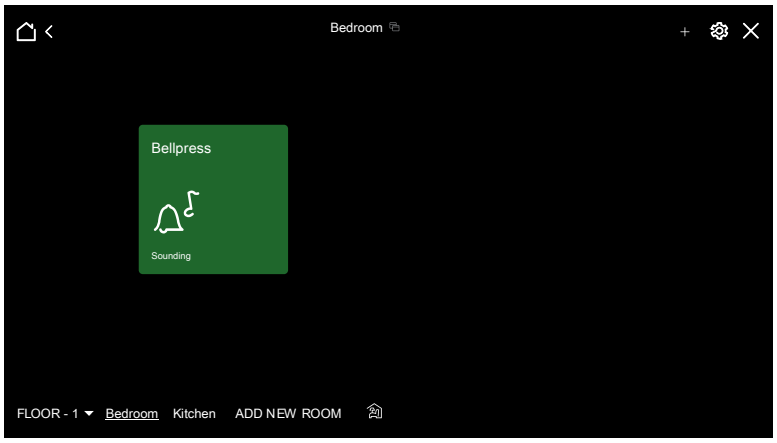
2. In **Objects** tab, select the **Value Object 1** for the Bellpress from the drop-down.

   Bellpress supports the following type of objects:

   - Lighting applications
     - Legacy Lighting
     - Bellpress



3. In **Styles** tab, select the **Show widget on Main page** check box to add widget to the favorites on home page (optional).
4. Click **Save** to create the widget.



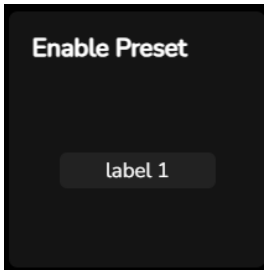
Enable Preset

The Enable Preset widget is used to enable the preset level.

The appearance of the widget depends on the number of labels created for an object. At least one label must be created, with a maximum of three labels allowed.

NOTE: Only one preset level can be set at a time.

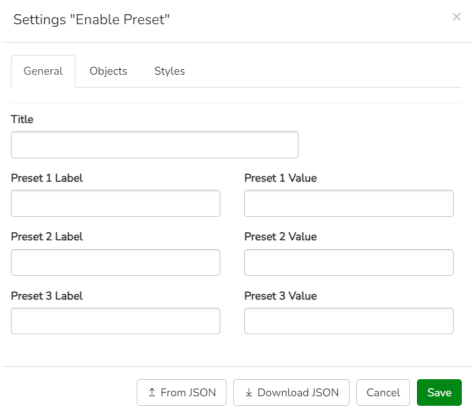
Enable Preset with 1 label



NOTE: If any of the configured preset value is not currently set or active, the widget is displayed in an off state.

To configure Enable Preset:

1. In **General** tab, enter the **Title** of the widget, **Preset Label** and respective **Preset Value** (0–255).



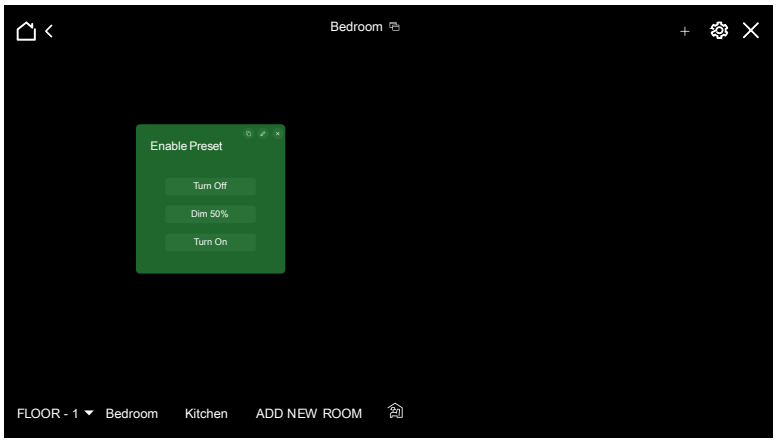
2. In **Objects** tab, select the **Value Object** for the Enable Preset from the drop-down.

   Enable Preset supports the following type of objects:

   - Lighting applications
     - Legacy Lighting
     - Switch
     - Up/Down
     - Open/Close
     - Boolean
     - Dimmer
     - Enable
     - Invert Enable
     - High/Low
     - Start/Stop
     - Boolean Boolean
     - Boolean Inversion
   - Enable Application
   - Trigger Application
   - User Parameter
     - Boolean
     - Signed
     - Unsigned
     - RGB

3. In **Styles** tab, select the **Show widget on Main page** check box to add widget to the favorites on home page (optional).

4. Click **Save** to create the widget.

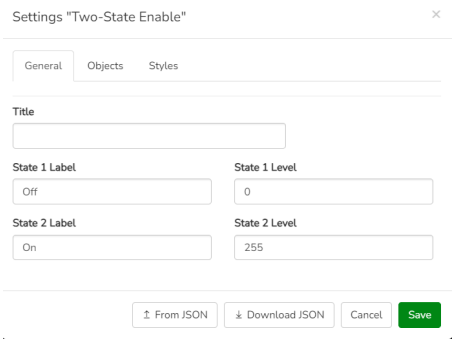


Two-State Enable

The Two-State Enable widget is used to set the state of a load.

To configure Two-State Enable:

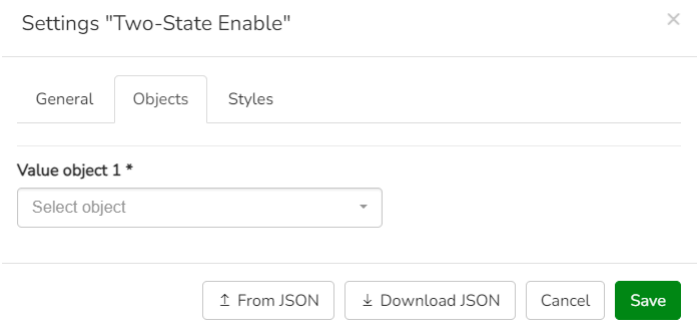
1. In **General** tab, enter the **Title** of the widget, **State Label** and respective **State Value**.



2. In **Objects** tab, select the **Value object** for the Two-State Enable from the drop-down.

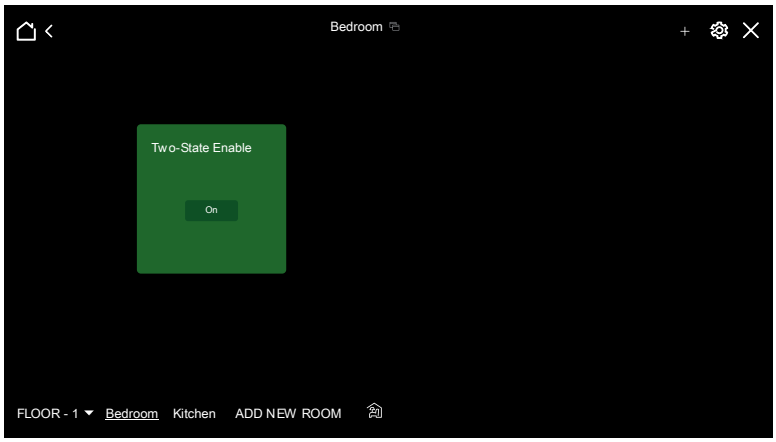
   Two-State Enable supports the following type of objects:

   - Lighting applications
     - Legacy Lighting
     - Switch
     - Up/Down
     - Open/Close
     - Boolean
     - Dimmer
     - Enable
     - Invert Enable
     - High/Low
     - Start/Stop
     - Boolean Boolean
     - Boolean Inversion
   - Enable Application
   - Trigger Application
   - User Parameter
     - Boolean
     - Signed
     - Unsigned



3. In **Styles** tab, select the **Show widget on Main page** check box to add widget to the favorites on home page (optional).

4. Click **Save** to create the widget.

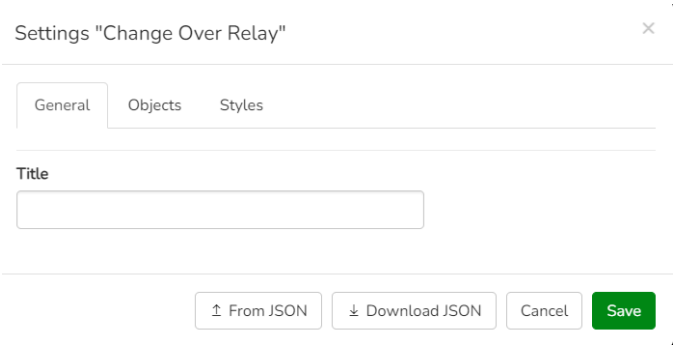


Change Over Relay

The Change Over Relay actively manages blinds, curtains, or shutters with motors that require changing polarity. It directs two control group, one for opening and another for closing ensuring that only one group operates at a time. Shutter Relay is used for controlling blinds, curtains, or shutters with a single control group. It is suitable for setups where blind positioning is required.

To configure Change Over Relay:

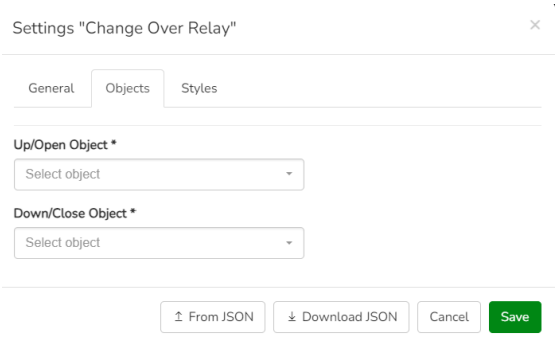
1. In **General** tab, enter the **Title** of the widget.



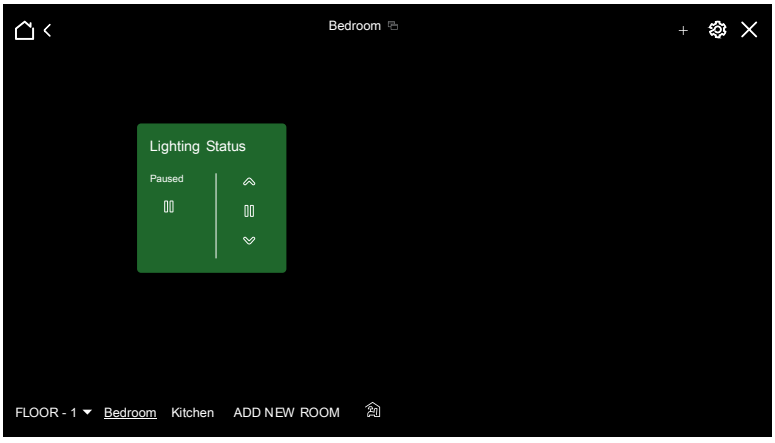
2. In **Objects** tab, select the **Up/Open Object**, and **Down/Close Object** for the Change Over Relay from the respective drop-down.

   Change Over Relay supports the following type of objects:

   - Lighting applications
     - Legacy Lighting
     - Up/Down
     - Open/Close



3. In **Styles** tab, select the **Show widget on Main page** check box to add widget to the favorites on home page (optional).
4. Click **Save** to create the widget.



NOTE: Open, Pause and Close functions are configured by default.

Shutter Relay Horizontal

The Shutter Relay Horizontal widget enables the operation of electric curtains, blinds, and shutters.

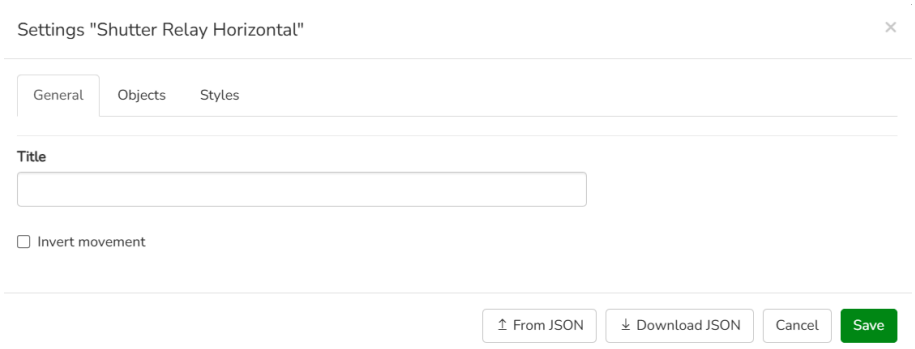
Shutter Relay Horizontal has three key function which allows to open, close, and pause the electric curtains, blinds, and shutters.

It has dual-control functionality which enables to handle both blinds and shades together. Shutter and blinders can be controlled individually using slides.

To control On/Off for both shutter and blinds together use (<) and (>) buttons.

To configure Shutter Relay Horizontal:

1. In **General** tab, enter the **Title** of the widget.



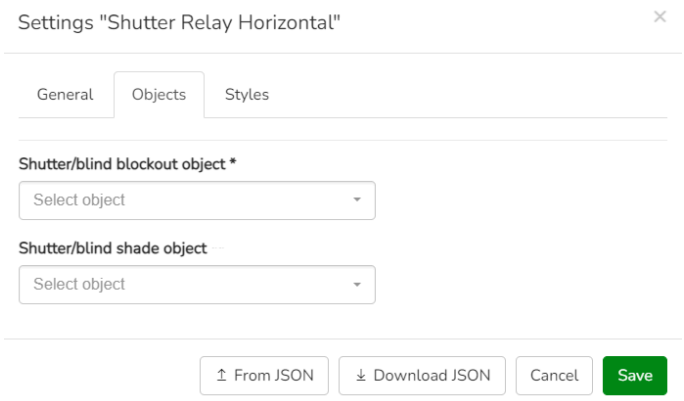
   Click the **Invert movement** check box, to invert the control options configured for the nudge buttons.

2. In **Objects** tab, select the **Shutter/blind block out object** and **Shutter/blind shade object** for the Shutter Relay Horizontal from the drop-down.

   Shutter Relay Horizontal supports the following type of objects:

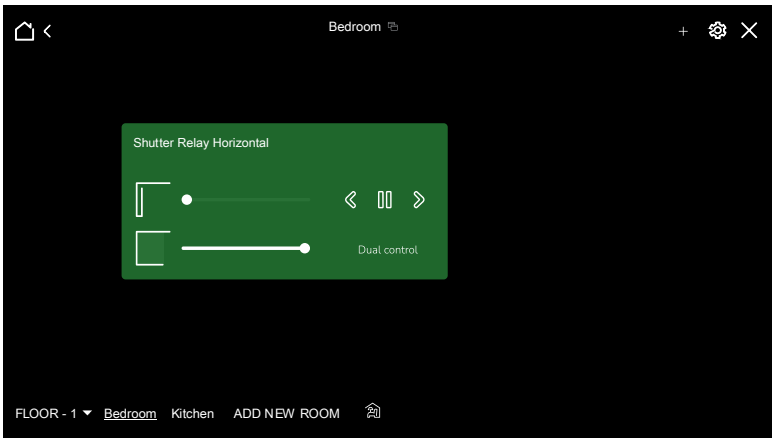
   - Lighting applications
     - Legacy Lighting
     - Shutter/Blind Level

   NOTE: Blockout object is required, and shade object is optional.



3. In **Styles** tab, select the **Show widget on Main page** check box to add widget to the favorites on home page (optional).

4. Click **Save** to create the widget.



Shutter Relay Vertical

The Shutter Relay Vertical widget enables the operation of electric curtains, blinds, and shutters.

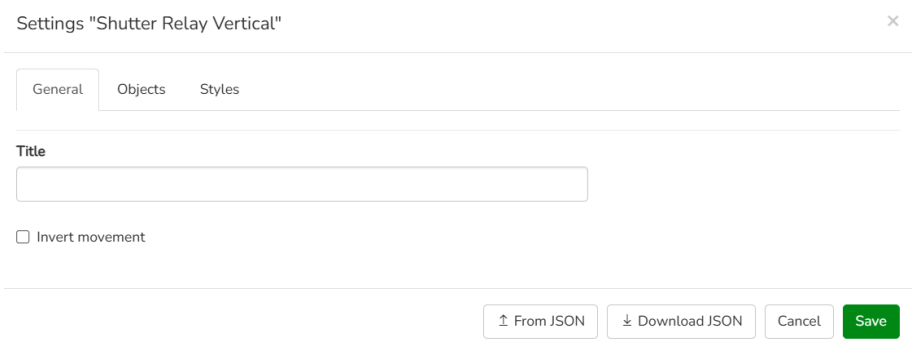
Shutter Relay Vertical has three key function which allows to which allows to open, close, and pause the electric curtains, blinds, and shutters.

It has dual-control functionality which enables to handle both blinds and shades together. Shutter and blinders can be controlled individually using slides.

To control On/Off for both shutter and blinds together use **V** and **Λ** buttons.

To configure Shutter Relay Vertical:

1. In **General** tab, enter the **Title** of the widget.



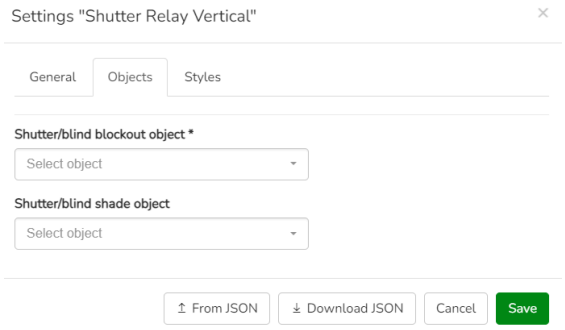
   Click the **Invert movement** check box, to invert the control options configured for the nudge buttons.

2. In **Objects** tab, select the **Shutter/blind block out object** and **Shutter/blind shade object** for the Shutter Relay Vertical from the drop-down.

   Shutter Relay Vertical supports the following type of objects:

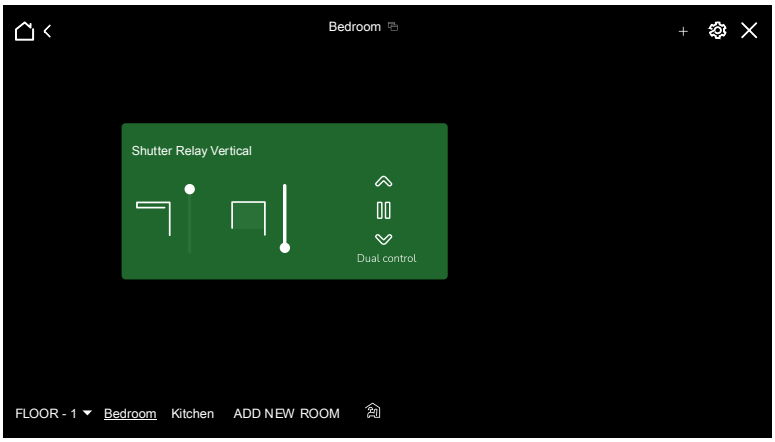
   - Lighting applications
     - Legacy Lighting
     - Shutter/Blind Level

   NOTE: Blockout object is mandatory, and shade object is optional.



3. In **Styles** tab, select the **Show widget on Main page** check box to add widget to the favorites on home page (optional).

4. Click **Save** to create the widget.



Local Scene Controller

The Local Scene Controller widget enables the control and management of various smart home or building automation functions within a scene.

Local Scene Controller allows multiple lights to be set to predetermined levels all at once, and also allows the levels to be nudged up/down.

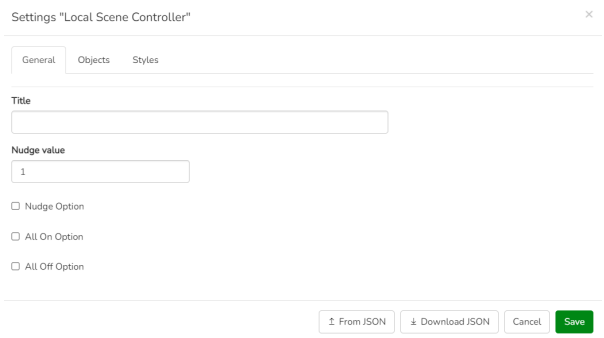
To operate the nudge value use ^ and vbuttons.

- The predefined scenes can be enhanced using nudge up/down option.
- All objects in the scene can be turned On/Off using **All On**/**All Off** buttons in the widget.

  NOTE: You cannot perform mixed function with the nudge buttons.

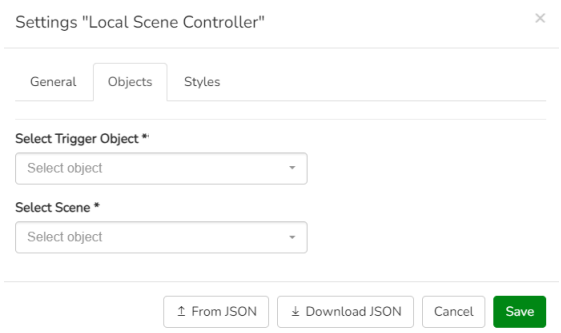
To configure Local Scene Controller:

1. In **General** tab, enter the **Title** of the widget, and select the check box for **Nudge value** options.

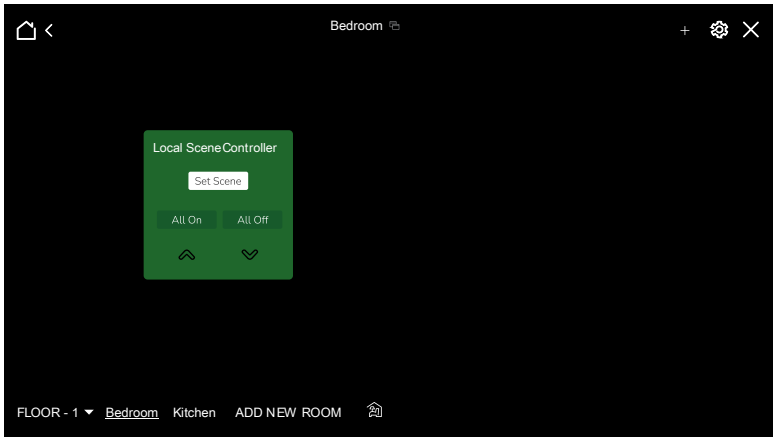


   The Nudge value enables you to specify the percentage for the nudge action.

2. In **Objects** tab, select the **Trigger Object** and **Scene** for the **Local Scene Controller** from the drop-down.



3. In **Styles** tab, select the **Show widget on Main page** check box to add widget to the favorites on home page (optional).
4. Click **Save** to create the widget.



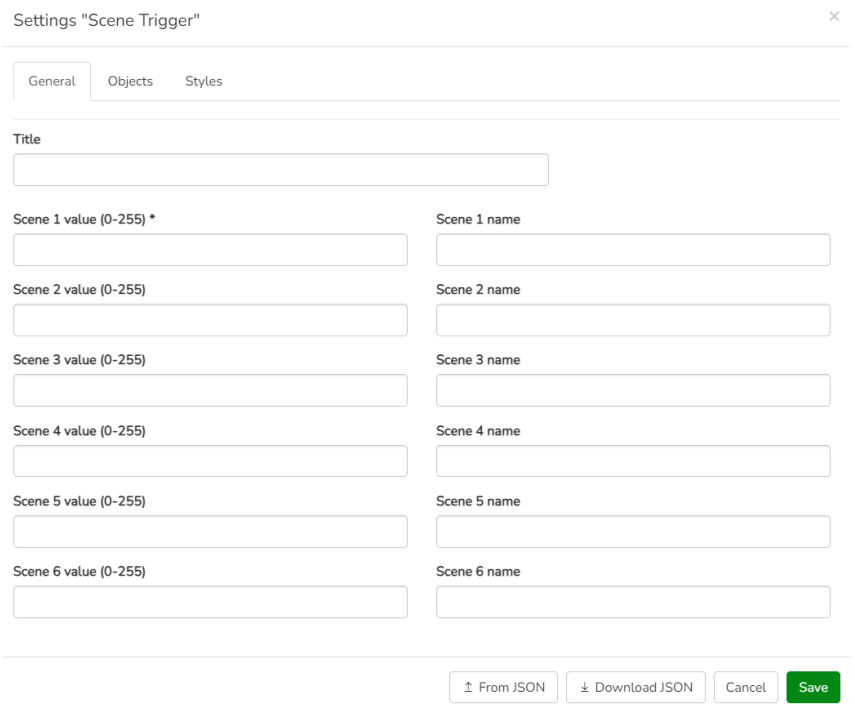
Scene Trigger

The Scene Trigger widget is used for setting a scene which allows multiple lights to be set to predetermined levels all at once.

Scene Trigger allows to create a minimum 1 scene, and maximum 6 scenes.

To configure Scene Trigger:

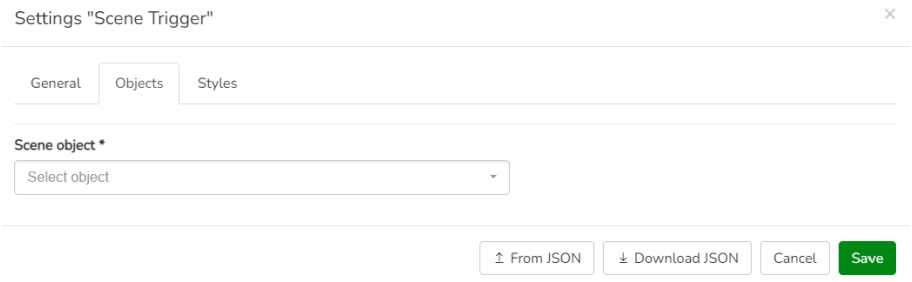
1. In **General** tab, enter the **Title** of the widget, **Scene name** and **value**.



2. In **Objects** tab, select the **Scene object** for the scene from the drop-down.

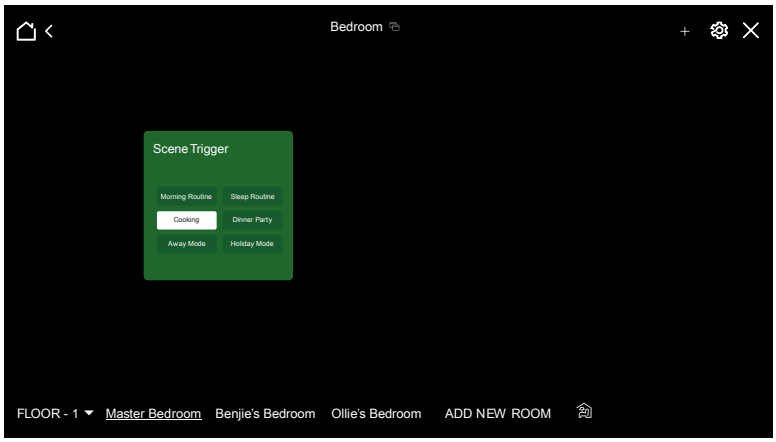
   Scene Trigger supports the following type of object:

   - Trigger Application



3. In **Styles** tab, select the **Show widget on Main page** check box to add widget to the favorites on home page (optional).

4. Click **Save** to create the widget.



NOTE: When a scene is created in Configurator and then added as a widget in Manager, the mobile app will display 2 moments with the same scene. One moment uses the scene name from Configurator and other moment uses the scene name defined in the scene widget in Manager.

Manager

You can organize widgets by mapping them to your home's layout, specifying the floors, rooms, and exact locations for each one of them.

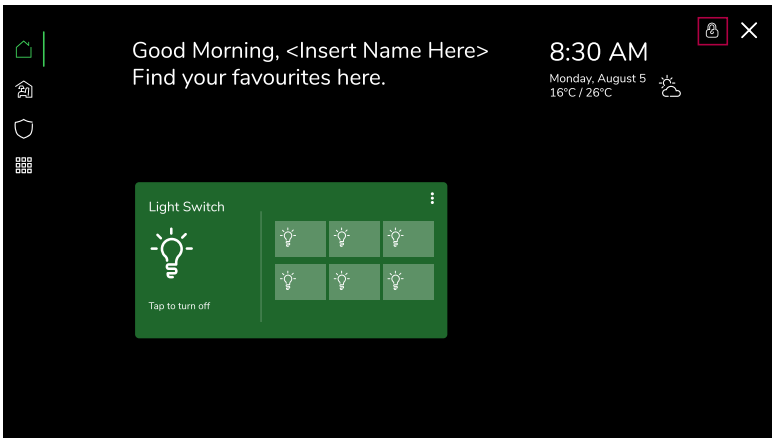
To access Manager from the home page of controller application, click .

Manager application consists of four main sections:

- Home
- Floor/Room
- Alarm Panel
- Functions

Home

The home page of the Manager is shown below:



You configure the greeting and weather information displayed on the home page in Manager Config settings.

To quickly access widgets, select the **Show Widget on Main Page** checkbox during configuration to add them as Favorites on the home page.

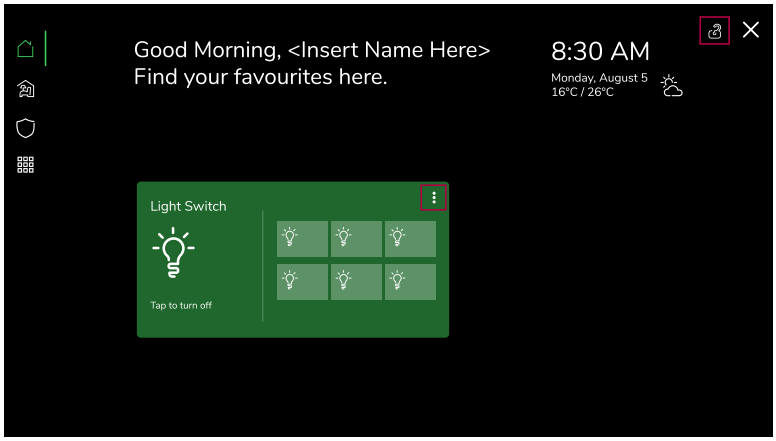
NOTE: The icon indicates that the widgets cannot be modified.

Home page displays all the favorite widgets.

To edit the widgets in the Manager application:

1. Click to unlock the widgets.

2. Unlock ellipse icon on each widget to set the **General** and Schedulers, page 92 settings.

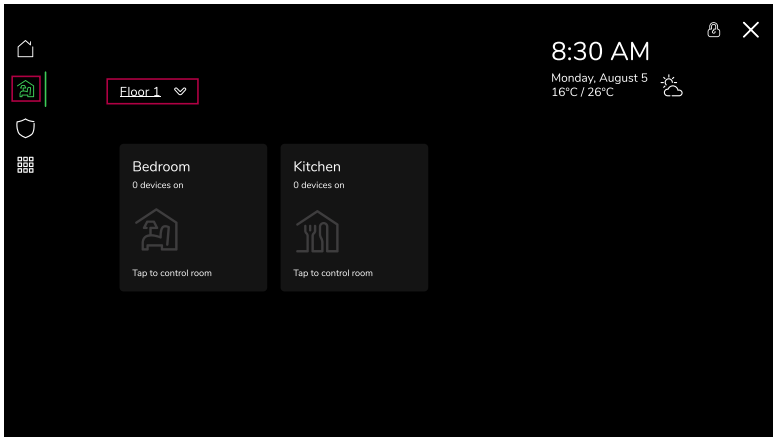


Floor and Room

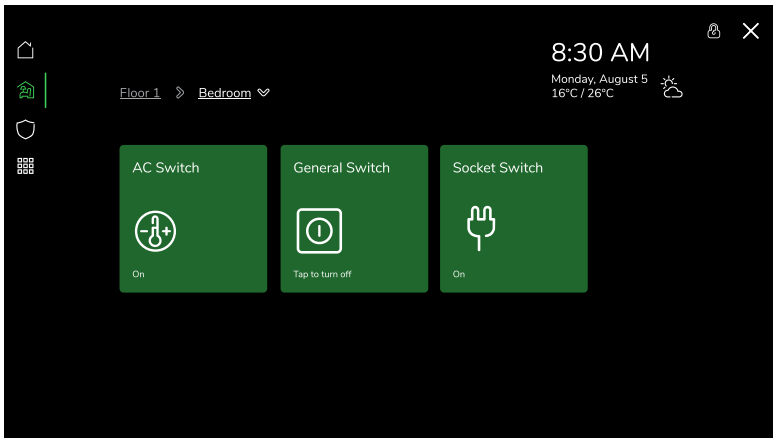
The floor section displays all the floors in your home created in the Manager Config application. The room section displays all the rooms created in the floor.

To navigate to floor and room :

1. Select from the left pane. The floor section appears.

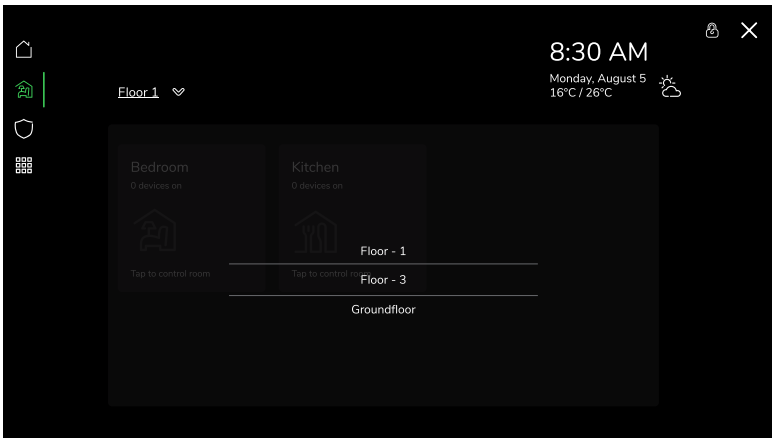


2. Click on the floor name drop-down to select the floor and then select the preferred room.



All the widgets in that room are displayed.

3. Click the floor name drop-down to navigate to different floors.



Alarm Panel

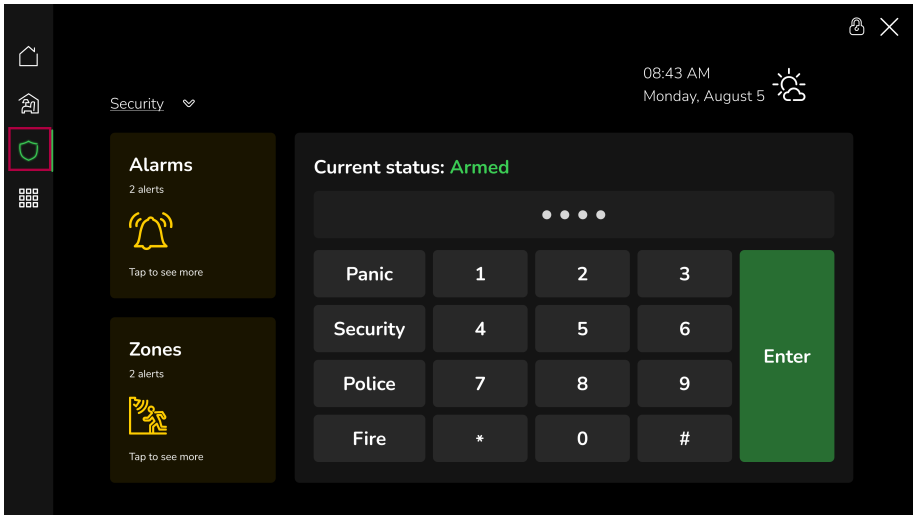
The Alarm Panel widget allows you to monitor C-Bus enabled security panels.

IMPORTANT: The Alarm Panel widget will support any security panel that has implemented C-Bus security application.

1. Select from the left pane to open the **Alarm Panel** widget.

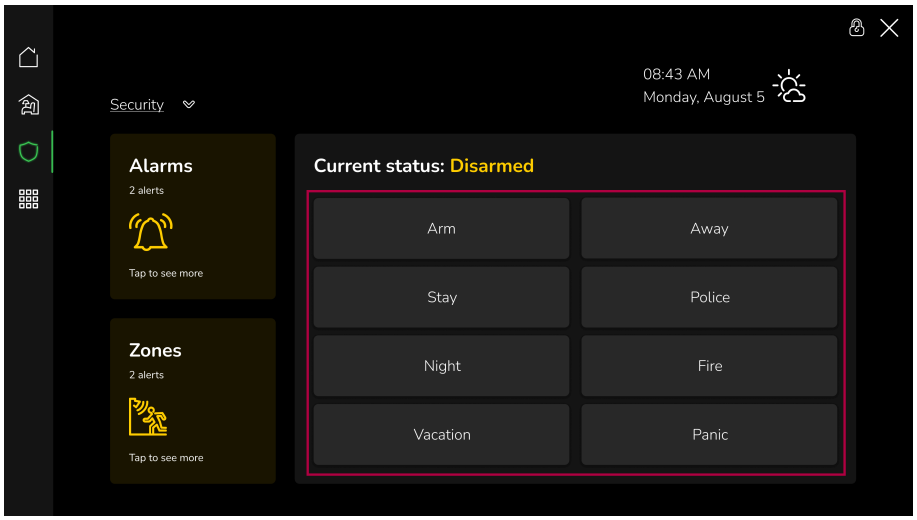
   NOTE: The **Security** tab is visible only when the Alarm Panel widget is configured in Manager Config.

2. Enter the security code and click **Enter** to disarm the Alarm Panel widget.

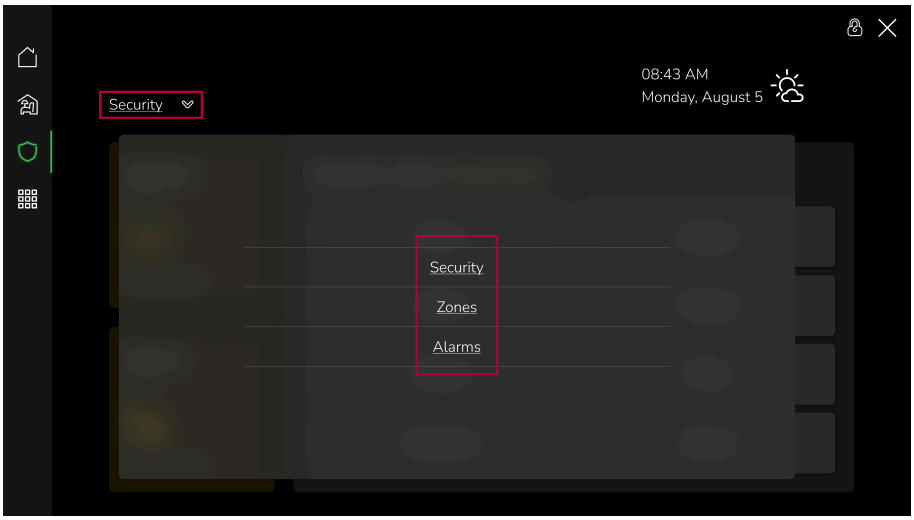


   NOTE: The **Armed** page appears only when a security code has been set and Alarm Panel widget is locked.

The quick functions window appears.

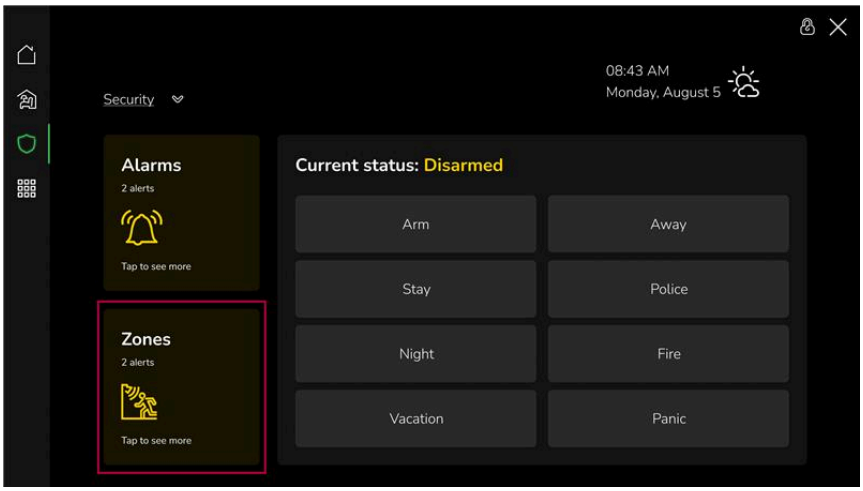


3. Click the **Security** drop-down to view the additional options.

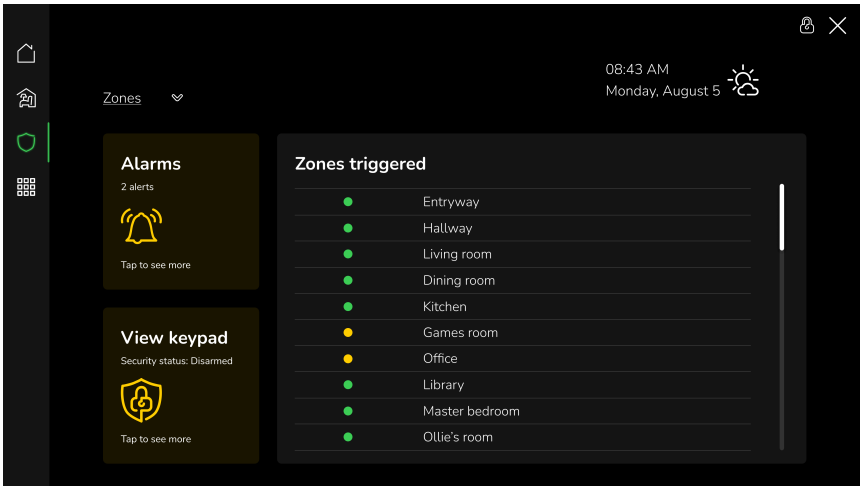


4. You can either:
   - Click **Zones** from the drop-down list.

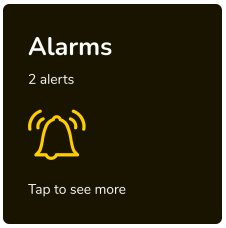
     or
   - Click **Zones** from the widget section to open the **Zones** section.



You can view the zones that are configured in Manager Config.



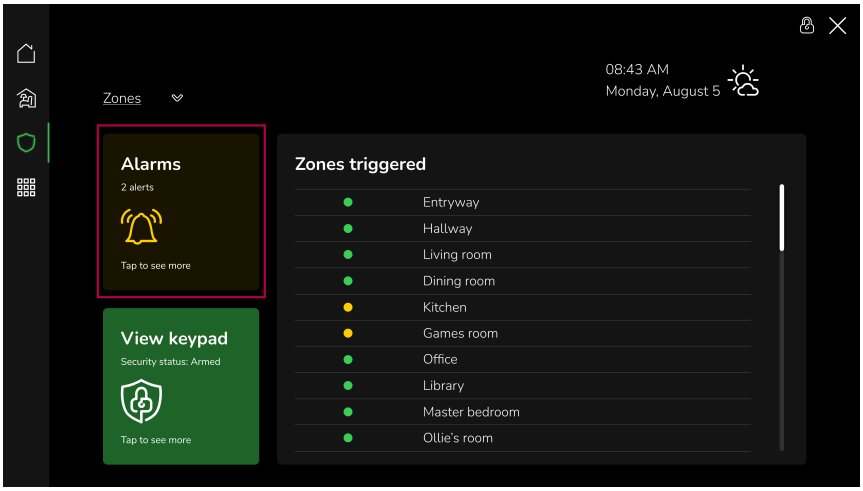
Refer the below table for color and alert indicators:

	Amber indicates that zone is triggered.
	Green indicates that no zone has been triggered.
	If any alerts are triggered, the total number of triggered alerts will be displayed.

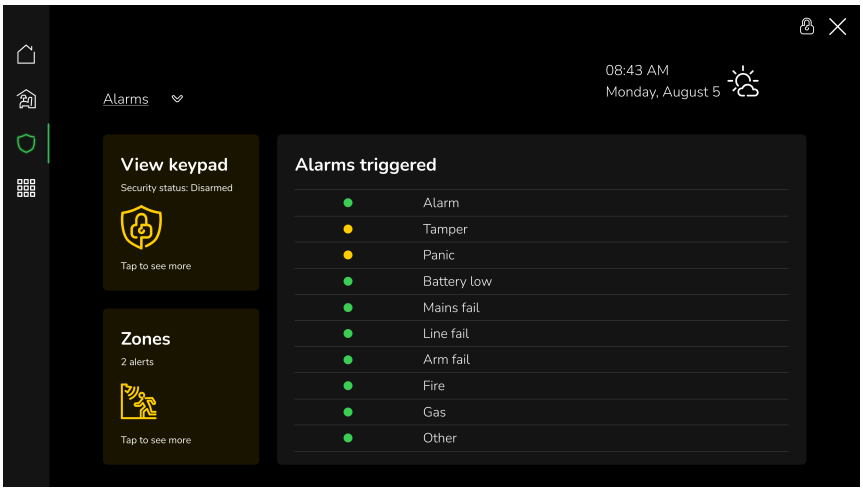
5. Click **Tap to see more** in **View Keypad** widget to navigate to Alarm Panel main (**Disarmed**) page.

6. You can either:
   - Click **Alarms** from the drop-down list.

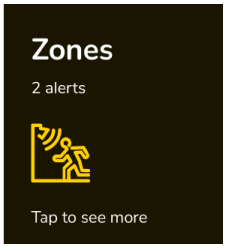
     or
   - Click **Alarms** from the widget section to open the **Alarms** section.



You can view the alarms that are configured in Manager Config.



Refer the below table for color and alert indicators:

	Amber indicates that alert is triggered.
	Green indicates that no alert has been triggered.
	If any zones are triggered, the total number of triggered zones will be displayed.

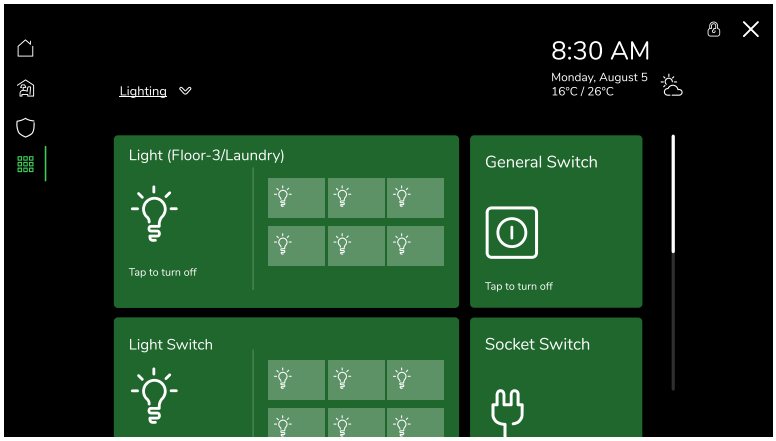
Functions

The functions section allows you to view and control the widgets based on the selected function type.

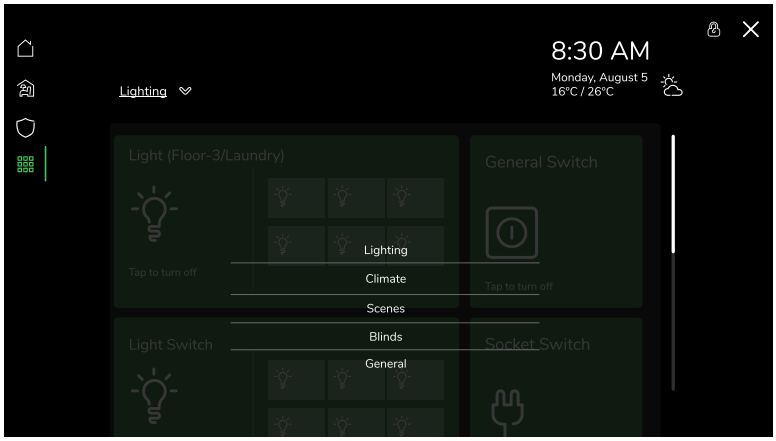
Below are the available function types:

- Lighting
- Climate
- Blinds
- General
- Scenes

1. Click Functions icon. The functions section appears.



2. Click the **Lighting** drop-down. The list of functions are displayed.



Widgets

The widgets in the Manager application allows you to directly control and monitor various functions and automations.

Light Switch

The Light Switch widget is used for On/Off control of a load.

Below are the functions supported by the widget:

- On/Off
- Schedulers, page 92

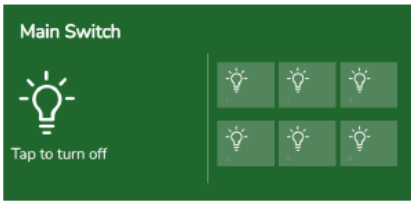
Light Switch widget allows you to create either individual switch or multiple switch (maximum 6).

Operations:

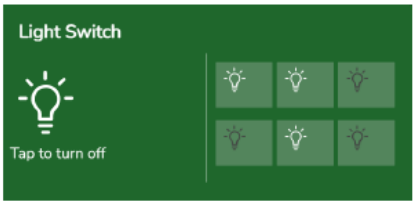
- Individual switch: To control individual switch On/Off, click anywhere on the widget.
- Multiple switches: To control multiple switches On/Off, click the large bulb icon.
- To control individual switch among the multiple switches, click the small individual switch (small bulb icon).

NOTE: Individual switch can be named.

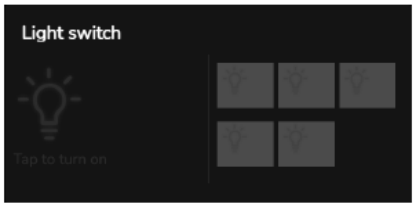
Multiple switch On State



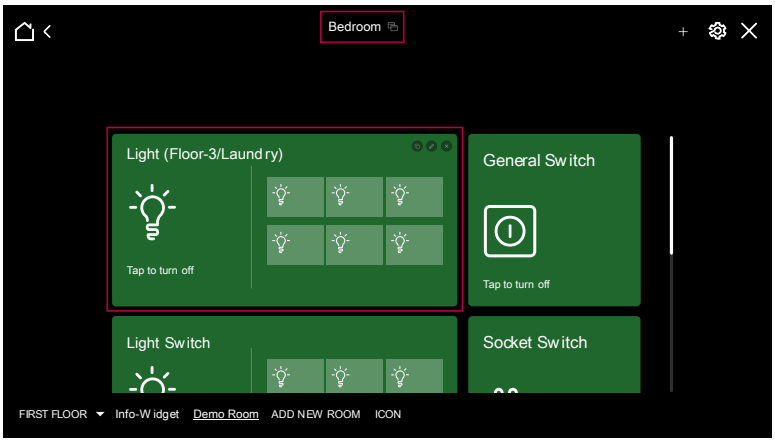
Individual switch Off/On



Multiple switch Off State



Example: You can set the Light Switch to turn lights On and Off in different rooms. You can set it up to control individual lights or groups of lights, making it easy to manage your home's lighting with a single tap.



Socket Switch

A Socket Switch widget is used to switch On/Off the individual loads.

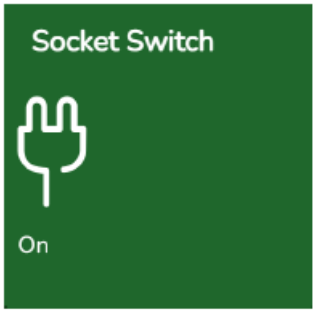
The functions supported by the widget are:

- On/Off
- Schedulers, page 92

To operate the Socket Switch:

1. Click anywhere on the widget to On/Off the Socket Switch.

On State



Off State

Example: You can use the Socket Switch widget to control holiday lights and decorations, making it easy to turn them On or Off without having to unplug them.

General Switch

General Switch widget is used to On/Off the individual loads.

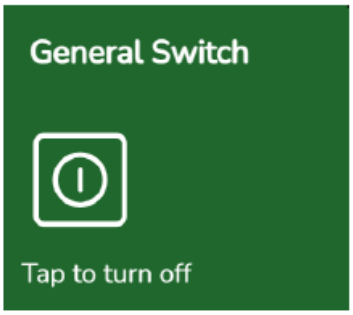
The functions supported by the widget are:

- On/Off
- Schedulers, page 92

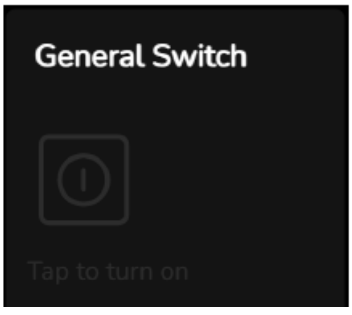
To operate General Switch:

1. Click anywhere on the widget, to On/Off the General Switch.

On State



Off State



Example: You can use the General Switch widget to turn lamps or overhead lights On and Off remotely.

Lighting Preset

The Lighting Preset widget is used for setting a load to a preset level (from 0% to 100%).

The functions supported by the widget are:

- Set level
- Schedulers, page 92

Lighting Preset widget allows you to create either one or more labels (maximum 3).

NOTE: Only one preset level can be set at a time.

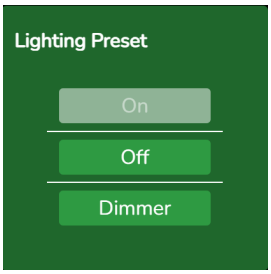
To operate the Lighting Preset :

1. Click on the required label.

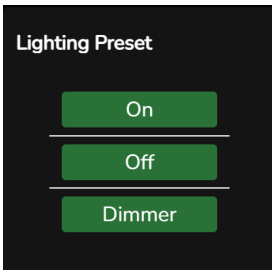
The selected label is set to its preset level.

NOTE: If any of the configured preset value is not currently set or active, the widget is displayed in an off state.

On State



Off State



Example: You can set Lighting Preset widget with different labels such as:

- Work Mode: You can set a preset for your home office with bright, cool lighting to keep you alert and focused during work hours.
- Relaxation: You can create a preset with soft, dim lighting for relaxation or meditation sessions which can help to unwind after a long day.

General Lighting Timer

The General Lighting Timer widget is used for switching On a load for a specific period.

The functions supported by the widget are:

- Start
- Stop

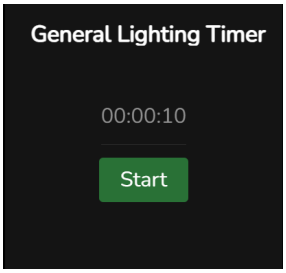
To operate the General Lighting Timer:

1. Click **Start/Stop** to start/stop the timer.

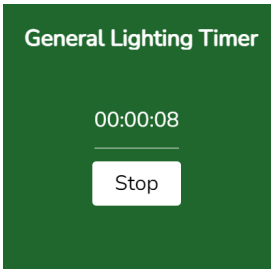
   The first click starts the timer and the second click stops the timer. Once the timer is stopped, the return value is set.

   NOTE: If left running, the return level will be set at the end of the period using the ramp rate (if defined).

Timer Off State



Timer On State



Example: General Lighting Timer can be used to turn on the corridor lights for 3 hours, and then turn off.

NOTE: The Mobile application will not support the General Lighting Timer, this feature is limited to the Manager interface.

General Lighting Dimmer

The General Lighting Dimmer widget is used for level control of a load (from 0% to 100%).

The functions supported by the widget are:

- On
- Off
- Dimming
- Schedulers, page 92

To operate the General Lighting Dimmer:

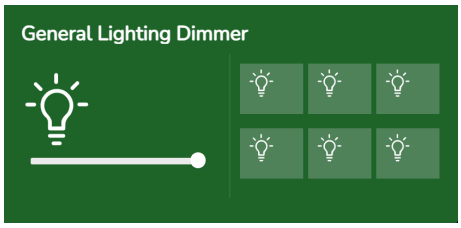
1. Click anywhere on the widget to On/Off the individual dimmer channel.

   NOTE: Use level slider to increase /decrease the level.
2. Click on the large bulb icon to On/Off the group dimmer channels.
3. Click on the small bulb icon (small individual dimmer channel) to control individual dimmer channel among the multiple dimmer channels.

   NOTE: Individual dimmer channel can only perform On/Off. Use level slider to increase /decrease the level for group dimming.

Single dimmer On State

On State

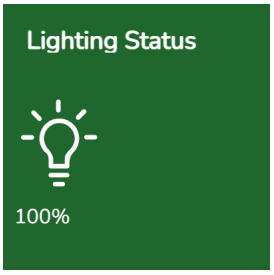


Off State

Example: You can use the General Lighting Dimmer widget to create a night light effect, providing just enough light for comfort without being too bright.

Lighting Status

The Lighting Status widget displays the current status of a specific light (whether the light is on, off, or in any other state).



Example: You can configure Lighting Status widget to check if the garage lights are off before heading to bed.

Fan Controller

The Fan Controller widget is used to control the speed of a fan.

Fan Controller has different predefined modes set with different speed.

The functions supported by the widget are:

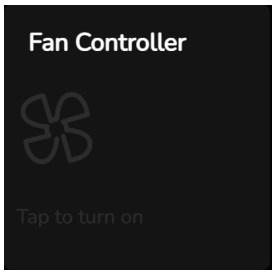
- On
- Off
- Modes : Slow/Medium/Fast

To operate the Fan Controller:

1. Click anywhere on the widget to turn on.
2. Click (**<**) or (**>**) buttons to change the fan mode/speed.
3. Click (**>**) button to turn off the fan.

   NOTE: When turned on, by default it is in first (slow) mode.

Off State



On State

Example: For the hall, you can use the Fan Controller widget to set the fan speed to fast/medium/slow. Whether you want a refreshing breeze or a gentle airflow, the Fan Controller ensures you maintain the perfect atmosphere.

Fan Switch

Fan Switch widget is used to switch fan On and Off.

The functions supported by the widget are:

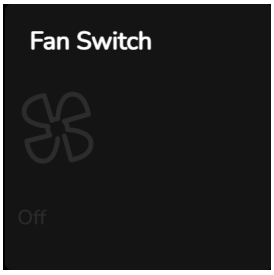
- On
- Off
- Schedulers, page 92

To operate the Fan Switch:

1. Click anywhere on the widget to turn On/Off.

On State

Off State



Example: You can use the Fan Switch widget to turn off the fan when they leave the house and turn it back on just before they return. This way, you can save energy and still come back to a cool home.

Air Conditioner Switch

Air Conditioner (AC) Switch widget switches AC On and Off.

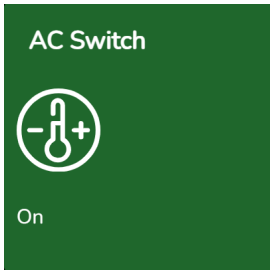
The functions supported by the widget are:

- On
- Off
- Schedulers, page 92

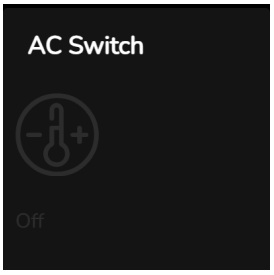
To operate AC Switch:

1. Click anywhere on the widget to turn On/Off the AC switch.

On State



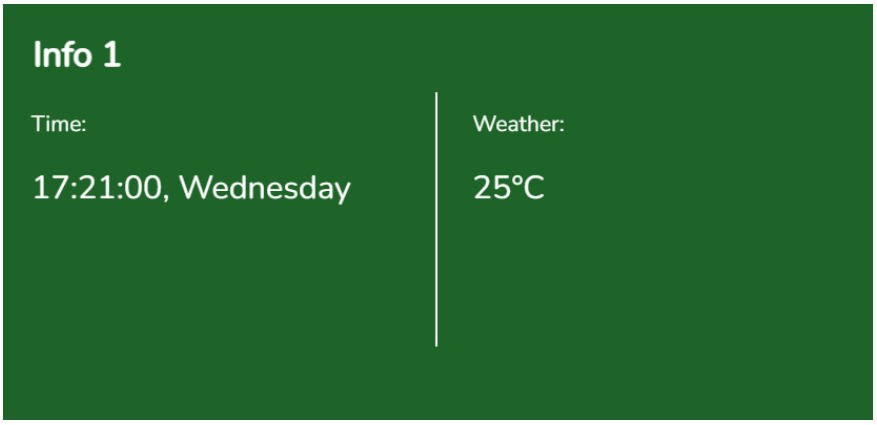
Off State



Example: If AC Switch widget is configured, you can control the AC remotely. If your coming home earlier than expected, you can turn on the AC using the widget so the home is cool when you arrive.

Info 1

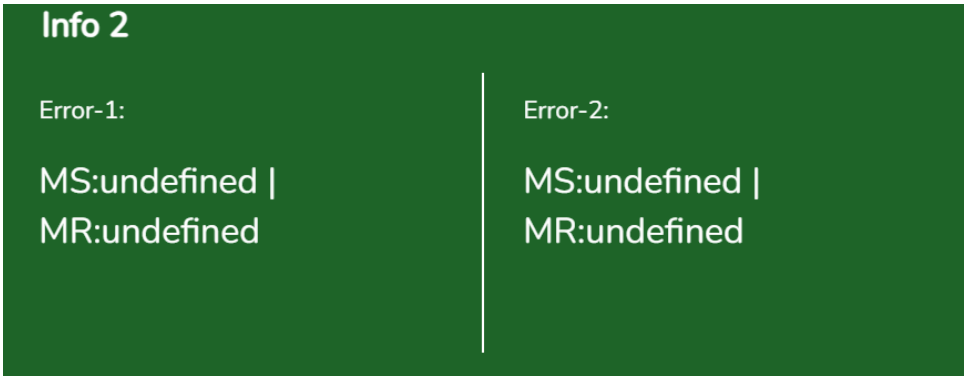
Info 1 widget is used to display the values of the object assigned.



Example: You can use the Info 1 widget to display the current indoor or outdoor temperature, display reminders for daily tasks or important events.

Info 2

Info 2 widget displays the values of the object assigned.



Example: You can use the Info 2 widget to display the error message from the various devices configured.

Bellpress

The Bellpress widget is used for momentary activation of a load, for example a doorbell.

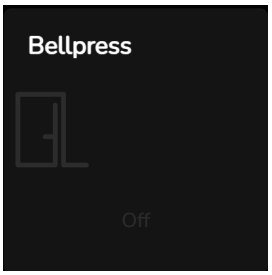
The function supported by the widget is:

- Bellpress

To operate the Bellpress:

1. Click anywhere on the widget to activate it.

Off State



On State

Enable Preset

Enable Preset widget is used to enable the preset level.

Enable Preset widget allows you to create either one or more preset labels (maximum 3).

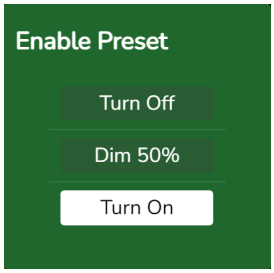
To operate the Enable Preset:

1. Click on any of the preset label to turn On.

   NOTE:

   - Only one preset level can be set at a time.
   - If any of the configured preset value is not currently set or active, the widget is displayed in an Off state.

   On State



Two-State Enable

Two-State Enable widget is used to set the state of a load.

The functions supported by the widget are:

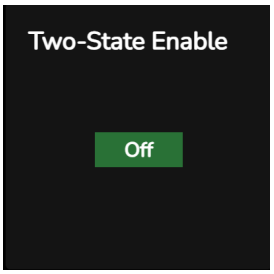
- On/Off
- Enable/Disable

To operate the Two-State Enable:

1. Click **On** or **Off** on the widget respectively to turn On/Off.

On State

Off State



Change Over Relay

The Change Over Relay widget is designed to perform the actions of opening, pausing, and closing electric curtains, blinds, and shutters.

The functions supported by the widget are:

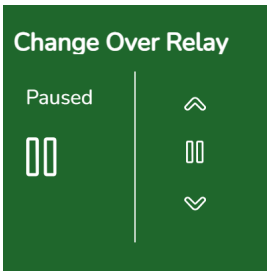
- Open
- Pause
- Close

To operate the Change Over Relay :

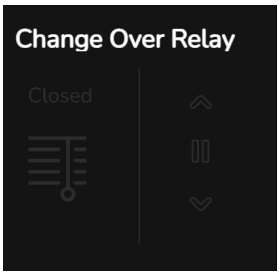
1. Click the ^ and v to open, pause, and close the curtain.

Open State

Paused State



Closed State



Shutter Relay Horizontal

Shutter Relay Horizontal widget is used to operate electric curtains, blinds, and shutters.

The functions supported by the widget are:

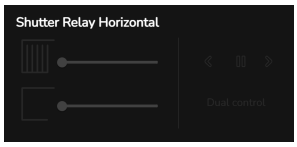
- Open
- Close
- Pause
- Schedulers, page 92

It has dual-control functionality which enables to handle both blinds and shades together. Shutter and blinds can be controlled individually using slider.

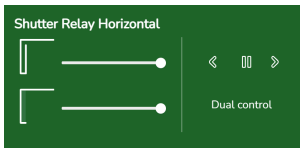
To operate the Shutter Relay Horizontal:

1. Click (<) and (>) buttons to open/close the shutter and blinds.
2. To control the blockout and shade together, use the dual control.

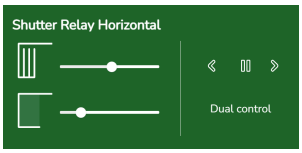
Dual state off



Dual state on



Shutters and blinds controlled individually using slider



Example: You have shutters installed in your home and you have set up a Shutter Relay widget in your smart home system. Using this widget, you can conveniently open or close the shutters with a simple tap on the widget.

For instance, if you want to close the shutters in the evening for privacy and security, you can use the Shutter Relay widget to send a command that closes the shutters.

Shutter Relay Vertical

Shutter Relay Vertical widget is used to operate electric curtains, blinds, and shutters.

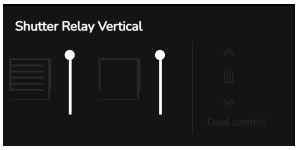
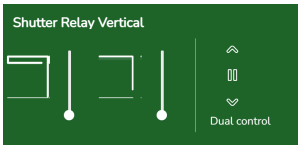
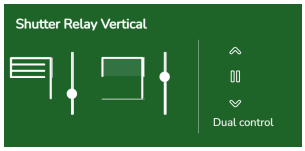
The functions supported by the widget are:

- Open
- Pause
- Close
- Schedulers, page 92

It has dual-control functionality which enables to handle both blinds and shades together. Shutter and blinds can be controlled individually using slider.

To operate the Shutter Relay Vertical :

1. Click **V** and **Λ** buttons to open/close the shutter and blinds.
2. To control the blockout and shade together, use the dual control.

Dual state off	Dual state on	Shutters and blinds controlled individually using slider
		

You have shutters installed in your home and you have set up a Shutter Relay widget in your smart home system. Using this widget, you can conveniently open or close the shutters with a simple tap on the widget.

If you want to let in natural light in the morning, you can use the widget to open the shutters.

Local Scene Controller

Local Scene Controller widget is used to control and management of various smart home or building automation functions within a scene.

Local Scene Controller allows multiple lights to be set to predetermined levels all at once, and also allows the levels to be nudged up/down.

The functions supported by the widget are:

- Set scene
- All On/Off
- Nudge up/down

To operate the Local Scene Controller:

1. Click **Set Scene** to trigger the scene.
2. Click **All On**/**All Off** buttons in the widget to turn On/Off all objects in the scene.
3. Use **Λ** and **V** buttons to operate the nudge value.

On State

Off State

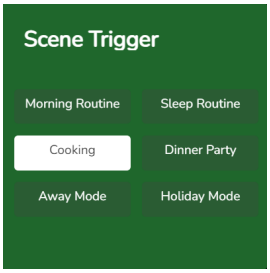
Scene Trigger

Scene Trigger widget is used for setting a scene which allows many lights to be set to predetermined levels all at once.

To operate the scene trigger:

1. Click on the desired scene in the widget.

   NOTE: Only one scene can be set at a time.



Example: You can set up a **Morning Routine** scene in your smart home system.

This scene is designed to:

- Turn on the bedroom lights to a gentle, warm setting.
- Reduce the Fan speed.
- Open the electric blinds or curtains to let in natural light.

To use the **Scene Trigger** widget for this scenario, you can:

- Place the **Morning Routine** scene trigger widget on your home screen for easy access.
- When you wake up in the morning, you can simply tap the **Morning Routine** button on the widget.

  NOTE: Instantly, all the predefined actions associated with the **Morning routine** scene are executed, creating a pleasant and seamless morning routine without the need to manually control each device.

Schedulers

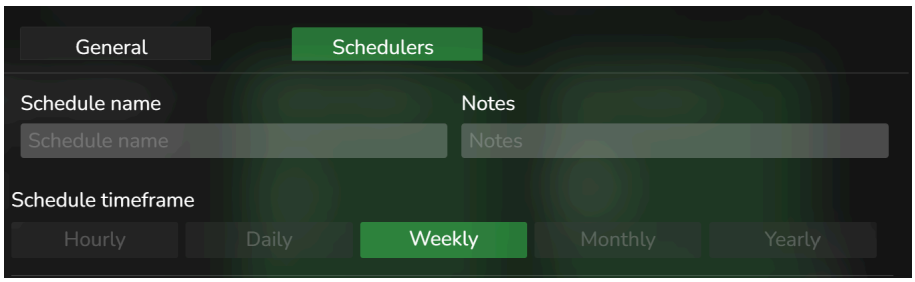
Scheduler provides control of different lighting functions using date and time.

Scheduler feature is supported for the following widgets:

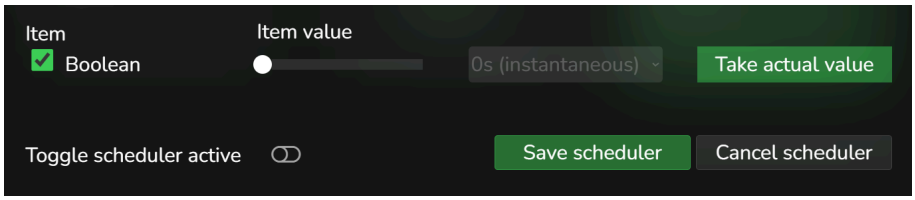
- Light Switch
- General Switch
- Socket Switch
- Fan Switch
- AC Switch
- General Lighting Dimmer
- Shutter Relay Horizontal
- Shutter Relay Vertical

To set the scheduler for a widget:

1. Click to unlock the widgets.
2. Click ellipse icon of the widget.
3. Click **Schedulers > Add scheduler**.
4. Enter the **Schedule name** and **Notes** (if required).



5. Select the **Schedule timeframe** as per the requirement.
   - **Hourly**: Select the minutes you want to run scheduler.
   - **Daily**: Select the hour:minute you want to run scheduler.
   - **Weekly**: Select the day(s), and hour:minute you want to run scheduler.
   - **Monthly**: Select the month(s), day(s), and hour:minute you want to run scheduler.
   - **Yearly**: Select the month(s), date(s), and hour:minute you want to run scheduler.
6. Select the **Item** check box to add the scheduler for selected item. It displays the item for which schedulers can be added.
7. Set desired value for the scheduler using **Item value** slider.
8. Select the seconds to be set using ramp rate drop-down.
9. Click **Take actual value** to retrieve current value of the item.
10. Click **Toggle scheduler active** to activate the scheduler.
11. Click **Save scheduler** to save the scheduler details.



12. Click **Cancel scheduler** to cancel the operation.

Timers

You can add and configure a Timer for the widget. A Timer automates actions by triggering the device directly from the widget when required. You can play, pause, cancel, and activate or deactivate the Timer, but you cannot delete it. Timers are set to run specific functions for a defined duration.

Below are the common applications for automating devices using Timer feature:

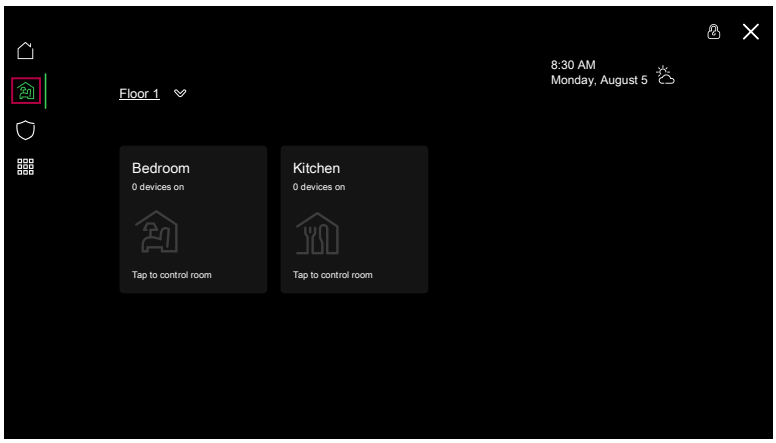
- Activating sprinklers (Example: You can set the Timer for the sprinkler to run for 1 hour and it will automatically turn off after the set time.)
- Running bathroom fans for a limited time
- Controlling hallway lights to turn off automatically
- Managing climate control systems based on time intervals

You can set a Timer for the following widgets:

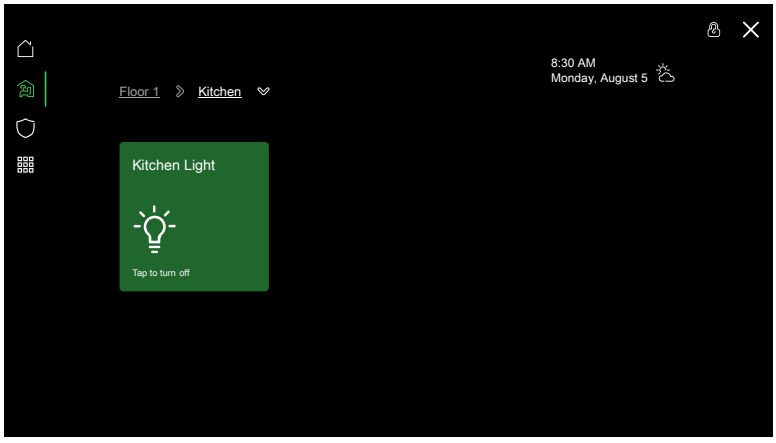
- Light Switch (Single)
- Socket Switch
- General Switch
- Lighting Preset
- Fan Switch
- AC Switch
- Fan Controller
- Two State Enable
- Scene Trigger
- General Lighting Dimmer (Single)
- Enable Preset

To set the Timer for a widget:

1. Click from the left pane to open **Floors** section.



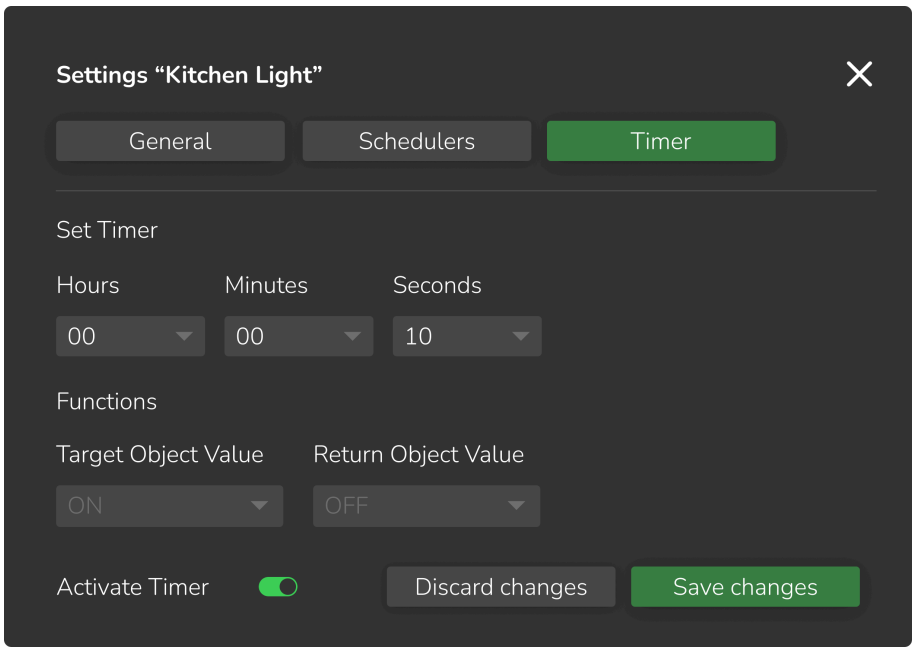
2. Click on the floor name drop-down to select the floor and then select the preferred room.



3. Click to unlock the widgets in the **Rooms** section.

4. Click ⋮ at the top right corner of the widget to set the time.

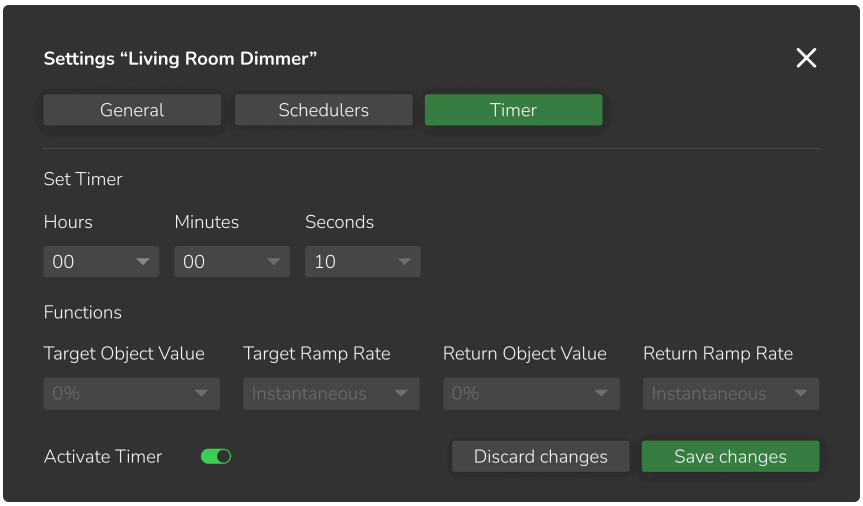
Settings "Kitchen Light" window appears.



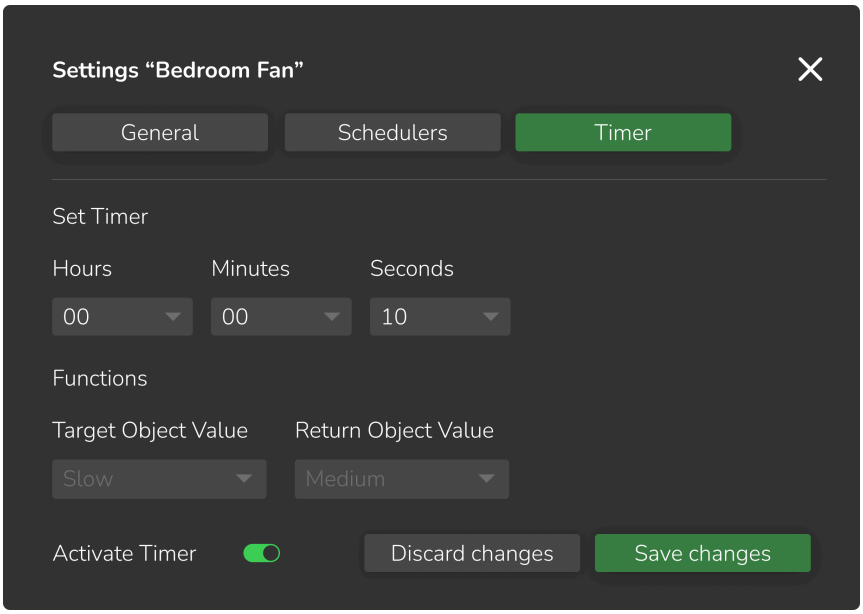
5. Click **Timer**.
6. In the **Set Timer** section, select the run duration and set the time from the **Hours**, **Minutes** and **Seconds** drop-down list.

7. In the **Functions** section:
   - Select the target level (ON/OFF) from the **Target Object Value** drop-down list. This is the state the widget will go to when the Timer starts running.
   - Select the return level (ON/OFF) from the **Return Object Value** drop-down list. This is the state the widget will return to after the Timer finishes.

     NOTE: For General Lighting Dimmer, Lighting Preset, and Enable Preset widgets, the **Functions** section varies.



   - Select the ramp rate target level (instantaneous, seconds and minutes) from the **Target Ramp Rate** drop-down list. This defines how quickly the widget moves to the **Target Object Value** when the Timer starts.
   - Select the ramp rate return level (instantaneous, seconds and minutes) from the **Return Ramp Rate** drop-down list. This defines how quickly the widget moves back to the **Return Object Value** when the Timer ends.
   - For Fan Controller, the **Target Object Value** and **Return Object Value** drop-down list will have **Fast**, **Medium** and **Slow** options.



8. Turn on the **Activate Timer** toggle switch to activate the Timer.

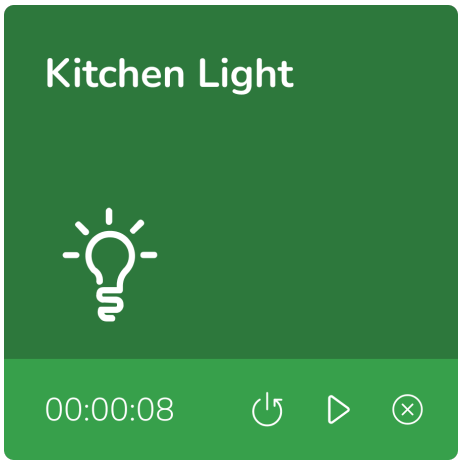
   NOTE: You can activate or deactivate the Timer using the **Activate Timer** switch, however, you cannot delete it. When de-activated, the Timer will no longer appear in the UI, and the widget will continue its normal operation, such as turning On or Off.

9. Click **Save changes** to save the Timer details. The set timer is now added to the widget.

After saving the Timer, lock the widget before controlling it.

10. Click ▷ to start the Timer on the widget. The object will move to the target level.

11. Click ⏸ to pause the Timer at any time (the Timer countdown stops temporarily). The object's current level remains unchanged. No further change occurs until the Timer is resumed. Pause button appears only when the Timer is running.



12. Click ⏻↺ to reset the Timer to its full preset duration and start counting down again from the beginning. If the Timer is running or has finished, it restarts the cycle while the object value remains unchanged.

    Click ⊗ to stop/cancel the Timer and go back to its original state. The object remains at its current level, and the Timer will stop. No further changes occur unless the Timer is started again.

13. Click **Discard changes** in **Settings “Kitchen Light”** window to cancel the operation.

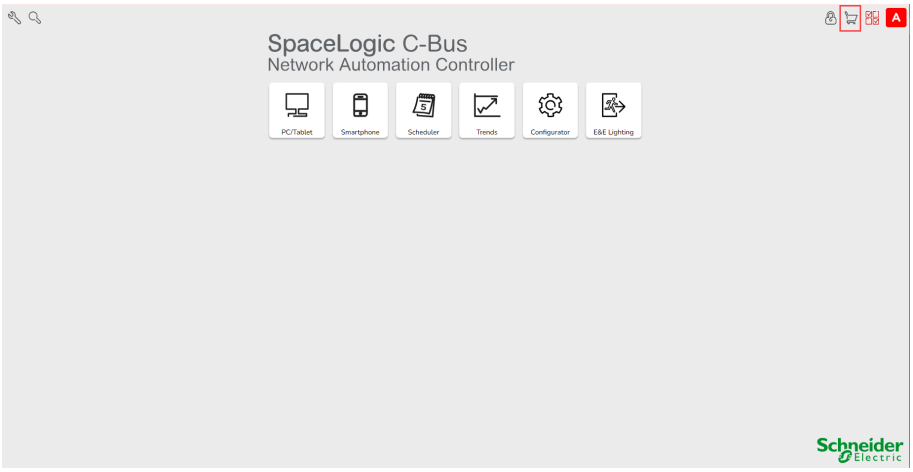
    NOTE: If a Timer is created in the Configurator and a widget uses the same object, the Timer automatically appears in the Manager for that widget.

Installing Manager/Config Application into 5500NAC2

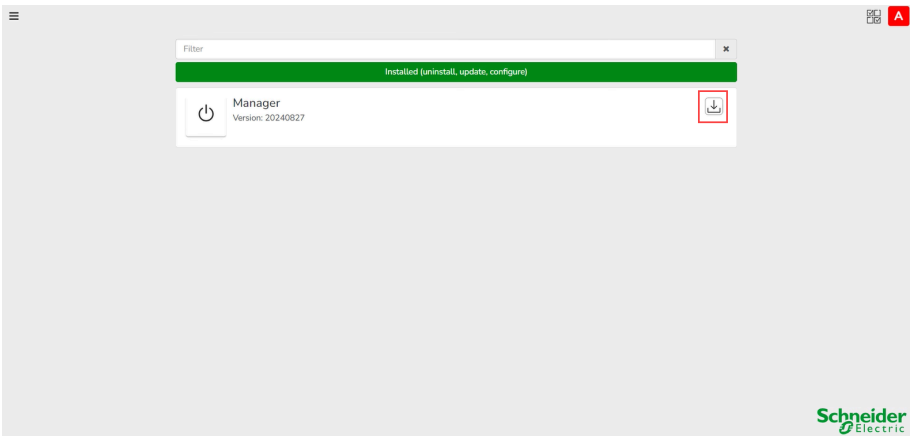
The Manager/Config application comes pre-installed on the 5500AC2 after upgrading to v2.0.0 and above. However, for the 5500NAC2, the Manager/Config application is not pre-installed, but you can install it manually.

Below are the steps explained on how to install the Manager/Config on the 5500NAC2.

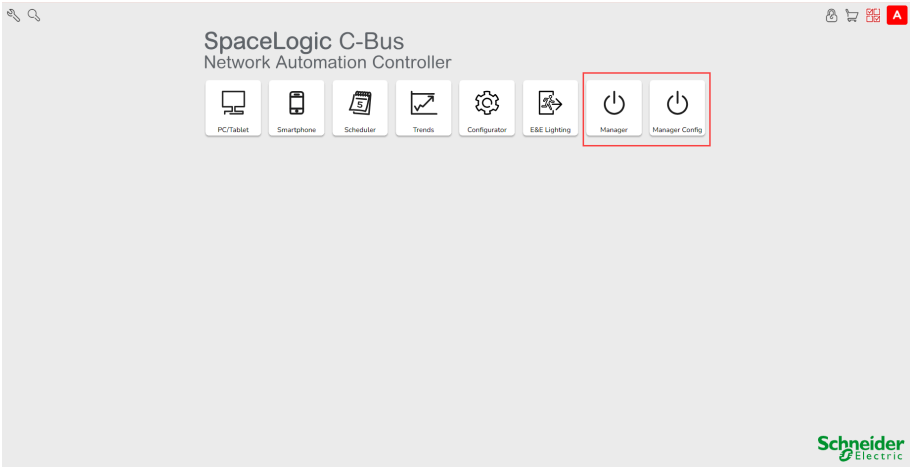
1. On home page, click to open configure apps page.



2. In the configure apps page, click on to install the Manager application into 5500NAC2.



3. Once installed, the Manager/Config application is available in 5500NAC2 as shown below.



The operations and functions outlined for the 5500AC2 are equally applicable to the 5500NAC2.

Clipsal C-Bus Manager Mobile App

Requirements for C-Bus System

To use the Clipsal C-Bus manager mobile app, follow the below prerequisites:

C-Bus controller (5500AC2 and 5500NAC2)	• Hardware version 1.1 • Firmware version – 2.3.0 or higher	The C-Bus controller handles the visualization of the C-Bus devices and loads associated in the installation and enables communication with the Clipsal C-Bus manager mobile app.
C-Bus project and a running installation	All C-Bus devices installed and configured	This has to be done by a qualified system integrator or an electrician.
Internet access for the controller	To use the Clipsal C-Bus manager mobile app, it is essential for the C-Bus controller to be connected to the Internet through a router.	
Supported devices	For more information, read Widget Based Visualization, page 116.	
Smart phone	• iOS version 13.4 and higher • Android version 10 and higher	
Clipsal C-Bus manager mobile app	For more information, read Installing the Clipsal C-Bus Manager Mobile Application, page 111.	
A valid e-mail address	To set up the Clipsal C-Bus manager mobile app, register an account with Schneider Electric with a valid e-mail address.	

Mounting the Controller

- Install the C-Bus controller in the low voltage electrical cabinet.

  It is powered by a 24 V power supply and connected to the C-Bus network through C-Bus cables or IP.
- Connect the C-Bus controller to the Internet router.

  Without Internet, the C-Bus controller cannot be controlled via the Clipsal C-Bus manager mobile app.

Prepare the Controller

If you want to connect with the Clipsal C-Bus manager mobile app, follow the below steps.

1. Firmware Update, page 102.
2. Installing Apps into Controller for Cloud Connectivity, page 102.
3. Enable Cloud Connector and IoT Third Party API, page 104.
4. Registering and Pairing Controller through Management App, page 105.

Firmware Update

Follow the below steps to update the firmware:

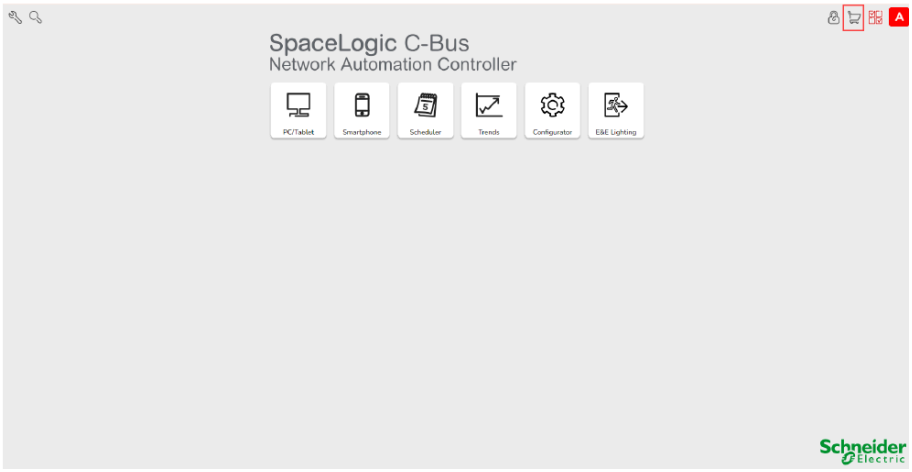
1. Go to https://www.se.com/au/en/search/?q=5500ac2.
2. On the page, scroll down to the **Software and Firmware** section.
3. Click the firmware file (the highest available version) that corresponds to your hardware version.
4. In the C-Bus controller, access the **Configurator** (accessible only with the Administrator account).
5. Click

> **System** tap at the top left > **Upgrade firmware**.
6. In the pop-up window, click **Choose File** and select the file downloaded in step 3.
7. Click **Open** and update the firmware. Once done, the controller automatically reboots.

Installing Apps into Controller for Cloud Connectivity

This section explains how to install apps into controller for cloud connectivity.

1. On Home page, click to open configure apps page.

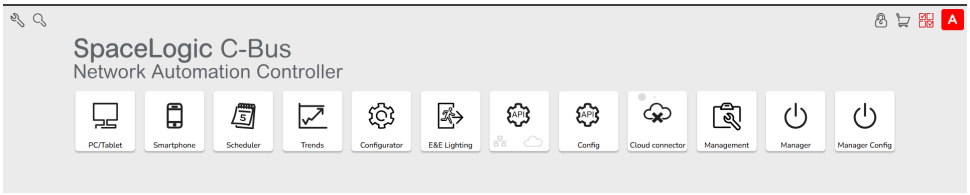


2. In the configure apps page, click on to install the apps.
3. Install the Cloud connector, IoT third party API, Management and Manager visualization applications in the C-Bus controller that allows the automatic update of the applications. (If Manager is already downloaded, you can download only Cloud connector, and IoT third party API)

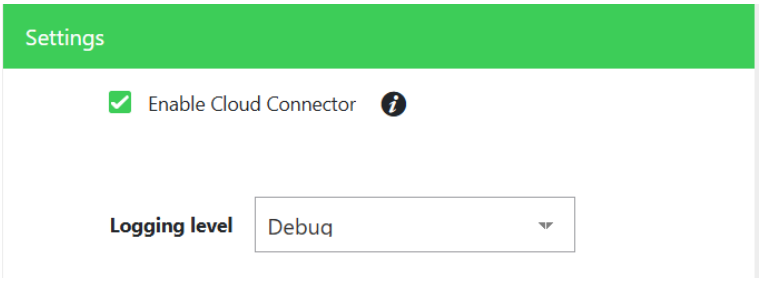
NOTE: It is recommended to allow automatic updates of Cloud Connector, IoT third party API applications, Management and Manager. So you won't have to manually update the applications in the Cloud Marketplace in the future.

Enable Cloud Connector and IoT Third Party API

The home page of the **Network Automation Controller** is shown below:



1. Open the **Cloud connector**, the **Settings** pop-up appears.



2. Select the **Enable Cloud Connector** checkbox.

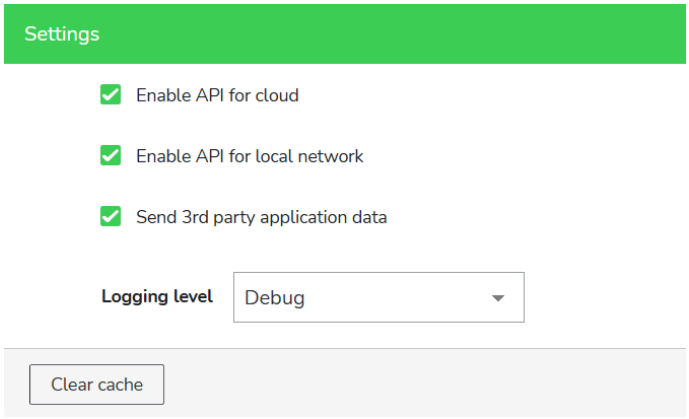
   The below table illustrates the icons used to represent the application status:

Cloud Connector	Connected
Cloud Connector	In the connection process
Cloud Connector	Not able to connect
Cloud Connector	Disabled

NOTE: Cloud Connector will be connected only after pairing is done through Management app.

NOTE: Please be aware that other services, such as homekit, voice control, and energy monitoring, have not yet been implemented for the C-Bus controller as of today (v2.1.0) and will not be available for use.

3. Open the **IoT Third Party API** application, the **Settings** pop-up appears. Enable the API for Cloud connection, local network and third party application data.



The below icon shows the status of the application:

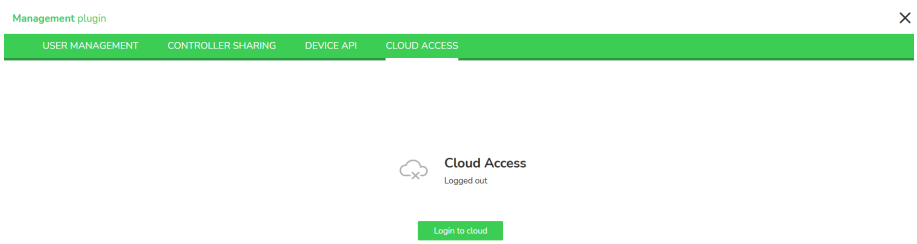
- Dark grey icons of the cloud or network – remote or local access to the IoT third party API is enabled.

- Light grey icons of the cloud or network – remote or local access to the IoT third party API is disabled.

Registering and Pairing Controller through Management App

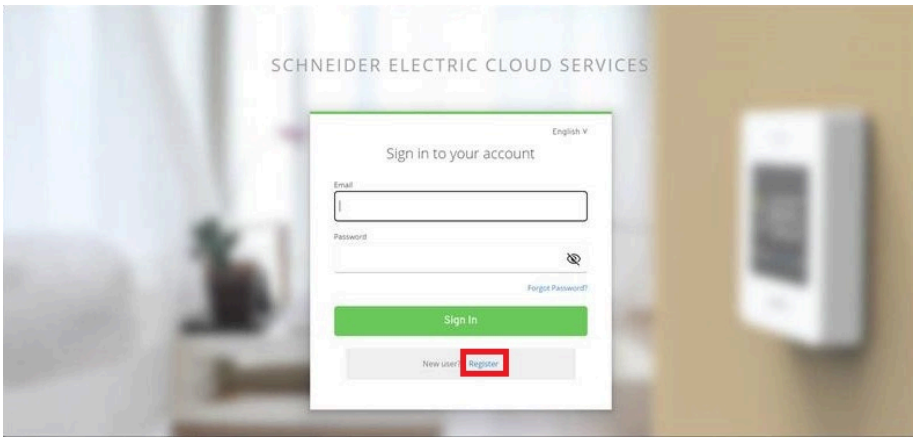
This section describes how to register and pair the controller through Management app.

1. Click icon to access the Management application from the home page. The **Management App** page appears.
2. Click the **CLOUD ACCESS** tab to navigate to the **Cloud Access** page.



3. Click **Login to cloud**. The login screen appears.

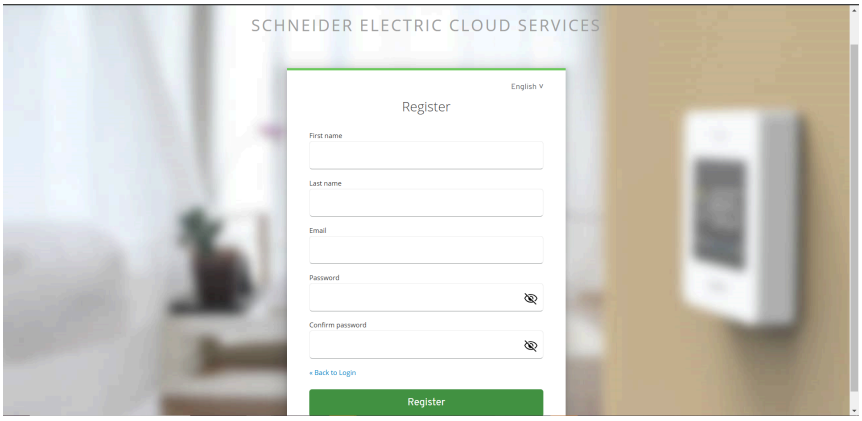
   NOTE: Clear your browser cache before logging in to ensure smooth functionality.



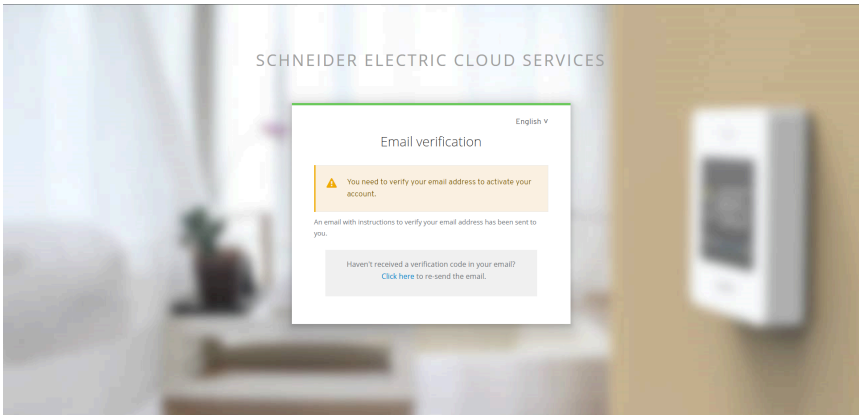
4. If you have already registered with Schneider Electric Cloud Services, enter the **Email** address, **Password** and then click **Sign In**.

   NOTE: If you are a new user, click **Register** to create an account.

5. Follow the below steps to register a new account:
   - On the login screen, tap **Register** to create an account.

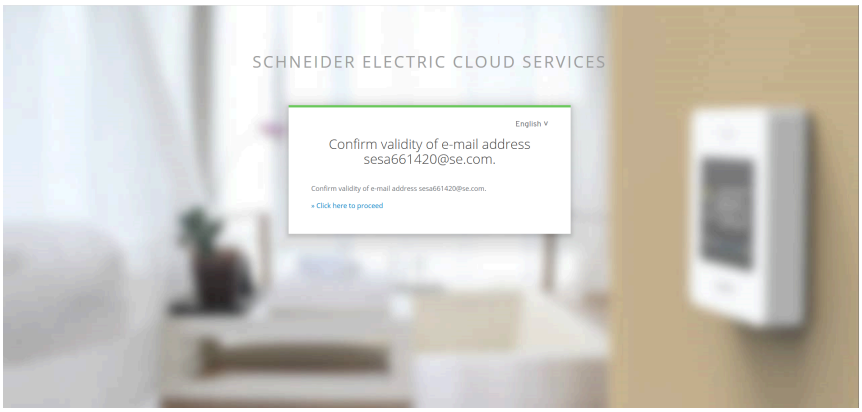


   - Fill in the **Registration** form.
   - Tap **Register**. An **Email verification** pop-up appears.

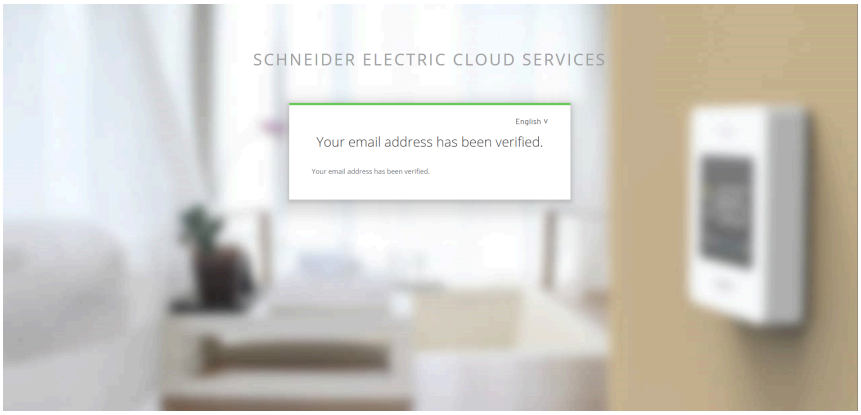


   - An e-mail with a verification link will be sent to your e-mail address. Click the link and verify your account.

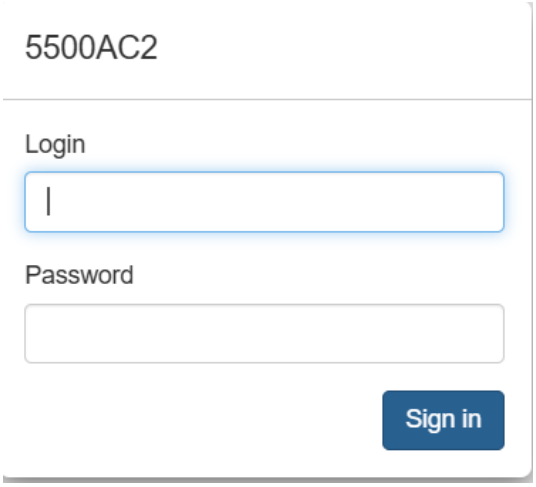
     (The link expires in 24 hours.)



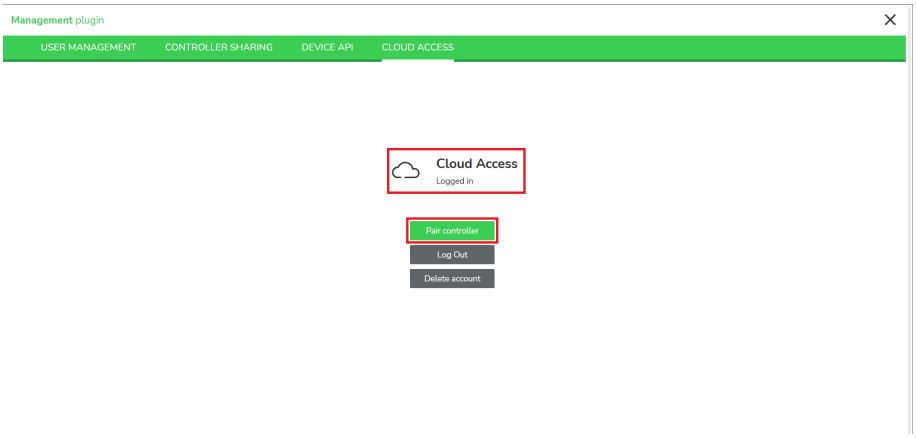
   - Once e-mail address is verified, confirmation message is displayed.



6. Return to the application and log in.
7. Enter the login details and then click **Sign In**. The Controller login page appears.



8. Enter the credentials and then click **Sign In**. The **Cloud Access** page appears.

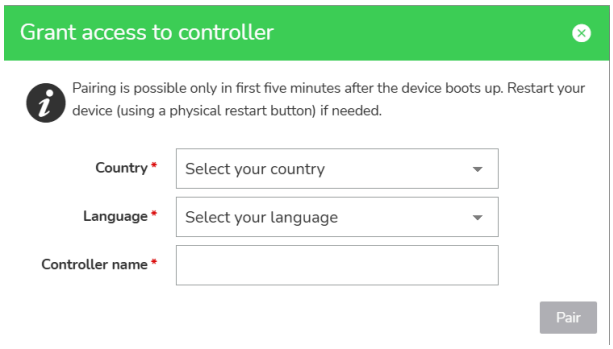


NOTE: Make sure you reboot the device before clicking **Pair controller**.

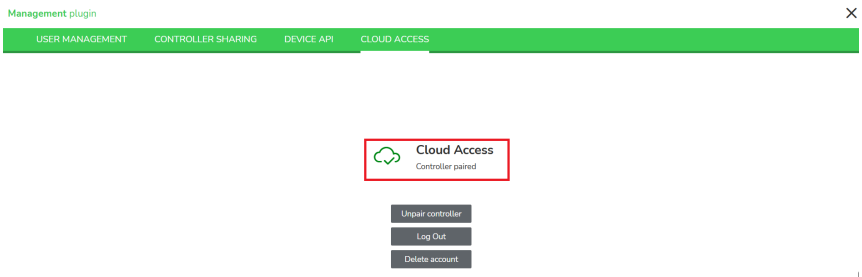
9. After rebooting, login to the web page and click **Pair Controller**.

   NOTE: Complete the controller paring process within 5 minutes of rebooting.

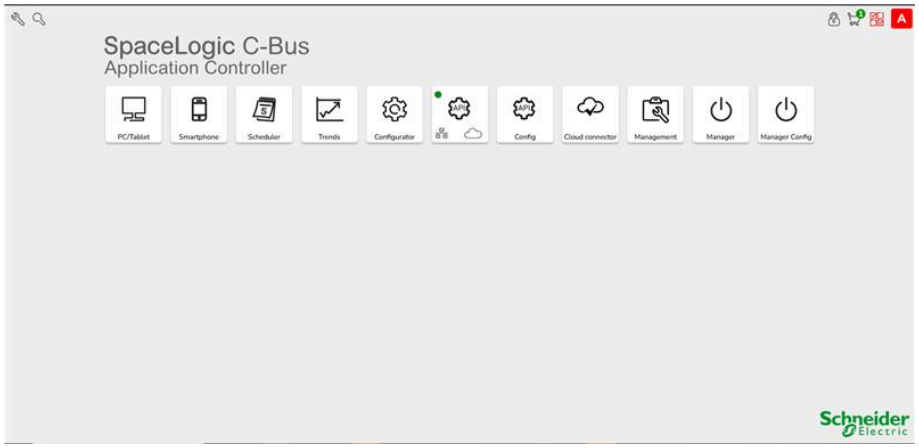
   The **Grant access to controller** pop-up appears.



10. To grant access to the controller:
    - Select the country from **Country** drop-down list.
    - Select the required language from **Language** drop-down list.
    - Enter the name of the controller in the **Controller name** field.
    - Click **Pair**. You can view the below **Cloud Access** page.



After controller is successfully paired with the cloud, the below home page is displayed.



NOTE: This may take few minutes.

NOTE: You are not required to be logged into the **CLOUD ACCESS** to use the mobile app. Logging in is only for registration and pairing of the controller.

Before Installing Clipsal C-Bus Manager Mobile App

After fulfilling the following requirements, you can start installing and setting up your mobile application:

Action	Description
Running C-Bus installation	The C-Bus devices have been installed and set up by a system integrator.
C-Bus controller installed	The controller fulfills the hardware and firmware requirements mentioned in chapter Prepare the Controller, page 102. The controller has been properly set up, the C-Bus project has been imported into the controller.
Manager visualization created	See more in Creating Manager Visualization, page 116.

- **Manager** is a widget based visualization that provides easy control over C-Bus devices in the installation.

  In a few steps, the system integrator creates the building structure (floor and rooms), they add specific widgets and select the required C-Bus group objects depending on the function the widget is controlling.

  Upon creation, widgets will seamlessly generate visualizations within the Clipsal C-Bus manager mobile app, with the flexibility to add widgets at any point in the Manager. Furthermore, the widgets are automatically synchronized with the Clipsal C-Bus manager mobile app.

Installing the Clipsal C-Bus Manager Mobile Application

Prerequisite for iOS device:

- Requires iOS 13.4 and higher

Prerequisite for Android device

- Android 10.0 or higher

To download from the device:

1. Use the search term **Clipsal C-Bus Manager Mobile App**.
2. Install the Clipsal C-Bus manager mobile app on a mobile phone to commission and work with the C-Bus Controller and devices.

   NOTE: The Clipsal C-Bus Manager mobile app uses your device's browser for user authentication processes such as login, new user registration, and password reset. The app supports only Safari, Chrome, and Microsoft Edge. Make sure that one of these browsers is set as your default browser on your mobile device settings.

Launching the Application

You have installed the mobile application. The application icon looks like this on your phone:

1. Tap the app icon and launch the application on your mobile device.
2. Tap **Get started** and log in (Logging In, page 114).
3. If you don't have the account yet, tap **Register** (Create Your User Account, page 112).

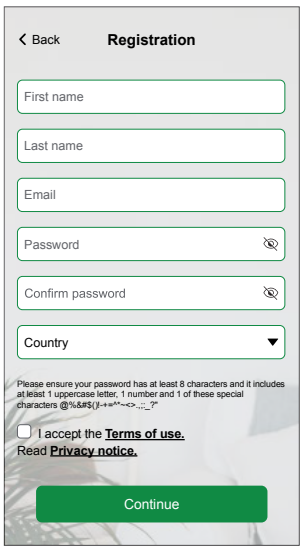
Create Your User Account

If you are a new user, create an account for the Clipsal C-Bus manager mobile app.

1. On the welcome screen, tap **Get started**.

2. On the login screen, tap **Register** to create an account.
3. Fill in the **Registration** form.
4. Read the **Privacy notice** and then accept the **Terms of use**.

5. Tap **Continue**.



NOTE: An e-mail with a verification link will be sent to your e-mail address. Click the link and verify your account. (The link expires in 24 hours)

6. Return to the application and log in (Logging In, page 114).
7. After your first login, click **Accept** to grant the following access privileges:
   a. Clipsal C-Bus Cloud integration with OneSignal Service.
   b. By signing in, you are authorizing Clipsal C-Bus Cloud to access your C-Bus devices and scenes.

NOTE: The password must meet at least the following criteria:

- Eight characters long.
- Contain at least one uppercase letter.
- Contain at least one number.
- Contain at least one special character.

TIP: Increase the security of your password by observing the following points:

- Do not use any personal information such as a name, birthday, email address, etc. These data are publicly visible and make it easier to guess the password.
- Use a long password. It should contain at least eight characters; longer passwords help increase security.
- Do not use a password that you have already assigned for another service.
- If possible, include numbers, special characters and differences in upper and lower case.
- Change the password frequently.

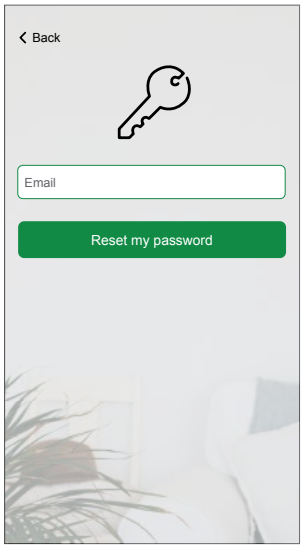
TIP: For more information about hardening your network, refer Hardening Your System, page 173.

Resetting or Changing the Password

If you forget your password, you can reset it.

1. While logging in (Logging In, page 114) to your account, tap **Forgot password?**

2. Enter your email address and tap **Reset my password**.



NOTE: An e-mail with a verification link will be sent to your e-mail address. Click the link and verify your account. (The link expires in 24 hours)

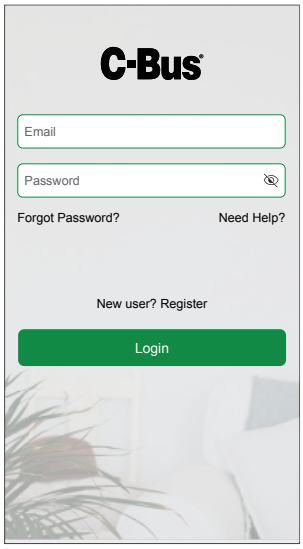
To change your password:

1. Tap > **Account** > **Change password**.
2. Enter your old password > enter your new password > repeat your new password.
3. Tap **Change password**.

Logging In

Launch the application on the your mobile device. The welcome screen appears.

1. Tap **Get started**.
2. On the login screen, enter your e-mail address and password.



3. Tap **Login** to access your account.

After login, you get to the **Welcome to Clipsal C-Bus Manager** screen of the application asking you to pair your controller (Pair Your Controller, page 115).

Pair Your Controller

After registering (Create Your User Account, page 112) and login (Logging In, page 114) for the first time, a welcome screen appears asking you to pair your controller.

NOTE: If you have an existing account and your controller is already paired to it, you can skip this section.

To pair your controller:

1. Tap .

   NOTE: Make sure your controller is powered and wired, and your phone is connected to the same network.
2. Tap **Next**.
3. Go to your controller > install the latest firmware available on https://www.se.com (Firmware Update, page 102).
4. Enable both the Cloud connector and IoT third party API applications.

   NOTE: This firmware includes the required applications from the Cloud Marketplace (Cloud connector, IoT third party API, and Manager visualization).
5. Make sure you have:
   - Existing widget-based Manager visualization created in your controller with all the devices organized in Rooms (Creating Manager Visualization, page 116).
   - All the devices group objects properly configured in their widgets.
6. Reboot your controller and tap **Next** in the mobile application.
7. In the mobile application, tap **Search for the controller** and you can:
   - Tap one controller you want to pair from the list of available controllers. The pairing will start automatically.

     or,
   - Tap **Enter manually** > enter the IP or MAC address of the controller > tap **Pair**.
8. Name your controller after pairing and tap **Next**.
9. Enter your address or search for it on the map. Tap **Next**.
10. Check or correct your data > tap **Submit**.

Your controller is paired and set up. It appears at the top of the application's home page.

If you want to pair another controller later, go to home screen, tap > **Home Management** > **Pair new controller** and follow the wizard.

Widget Based Visualization

The system integrator installs and configures the C-Bus project, creates a widget based visualization with the C-Bus devices in Manager application.

Manager visualization is then converted to the visualization in the Clipsal C-Bus manager mobile app (as explained in Creating Manager Visualization, page 116).

In Manager visualization, you can add your devices and change their parameters. You can add other elements at any time later.

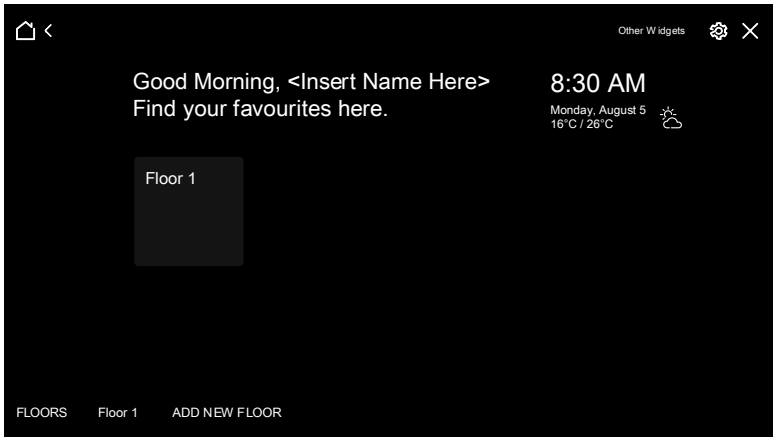
NOTE: Only the widgets configured in Manager/Manager Config will be displayed in mobile app.

Creating Manager Visualization

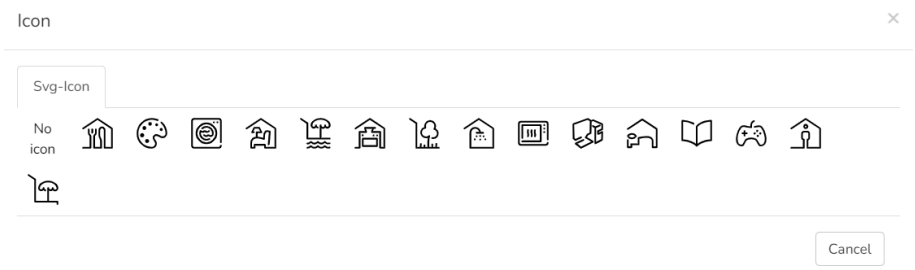
Manager is an application that allows you to control the C-Bus devices through a widget-based visualization. It also provides the inputs for the Clipsal C-Bus manager mobile app.

With Manger Config application, the system integrator designs a visualization as follows:

1. Log in to your controller and download the Manager app from the cloud Marketplace (see Installing Apps into Controller for Cloud Connectivity, page 102).
2. On the **Start page**, click **Manager Config** Manager Config to open the visualization configurator **Main screen**.



3. Click **ADD NEW FLOOR** at the bottom of the page and name your floor. For more information, refer section Add a Floor, page 18.
4. Click **ADD NEW ROOM** and name your room. For more information, refer section Add a Room, page 23.
5. Click **ICON** and assign it to your rooms.



6. Click **ADD NEW WIDGET** and add widgets to your rooms. For more information, refer section Add a Widget, page 26.

   NOTE: You have the ability to accelerate visualization deployment by duplicating your rooms. This allows for copying rooms, along with all widgets and this process maintains the preservation of the room and widget.

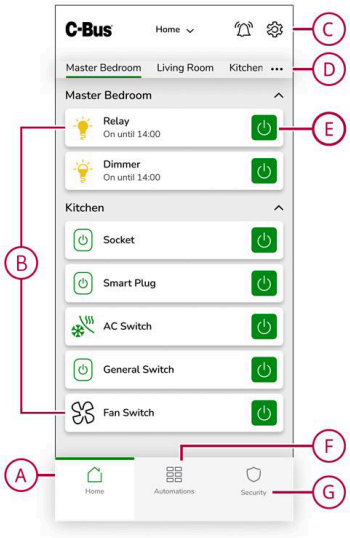
   The C-Bus objects mapping have to be changed according to your installation.

   Learn more on creating Manager visualization: Manager Config, page 14.

Home Page

All the C-Bus devices displayed in the **Home** page, are configured in the Manager application. Once you login to the Clipsal C-Bus manager mobile app, the **Home** screen is displayed.

Overview of the elements on the **Home** screen:



A	**Home**	Tap to view the **Home** screen.
B	**Devices in a Room**	Tap a device to open the device control screen.
C	**Settings**	Tap to access the settings screen.
D	**Room Settings**	Tap to rearrange the room list.
E	**Device Status**	Quick information about the devices in a room.
F	**Automation**	Tap to set up moments.
G	**Security**	Visible only if your Alarm Panel is connected to the controller. Tap to set up security.

Widget Configuration

You need to configure the widgets in the Manager application properly to control your device through the Clipsal C-Bus manager mobile app. The following table describes which widget to use for the required functionality and which mandatory parameters and group objects you need to configure.

NOTE: Any changes in the configuration will take time to show up in the mobile app. You can wait for a minimum of one minute before refreshing.

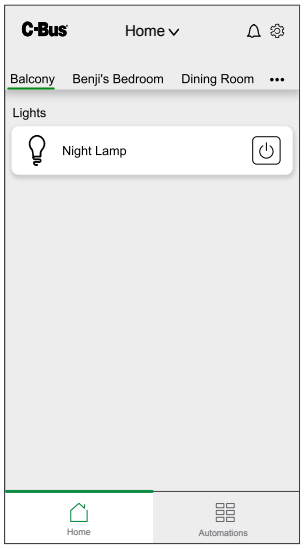
Lighting	Light Switch General Switch Socket Switch General Lighting Dimmer Lighting Status Lighting Preset
Blinds	Change Over Relay Shutter Relay Vertical Shutter Relay Horizontal
Climate	Fan Switch AC Switch Fan Controller
Scenes	Scene Trigger Local Scene Controller
General	Info 1 Info 2 Bellpress Enable Preset Two-State Enable
Other Widgets	Alarm Panel

Light Switch

The Light Switch widget enables you to turn On/Off the load and facilitates the creation of a singular switch for on/off control.

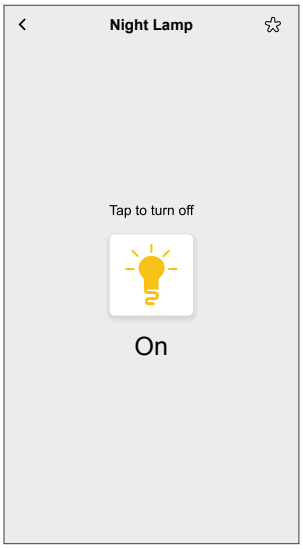
1. Once you log in, the **Home** screen appears.

2. Tap the room in which you want to control the Light Switch.

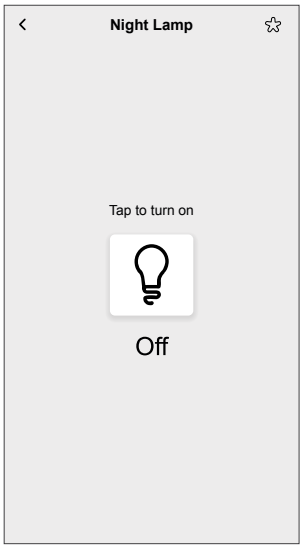


3. Tap on the widget's label to operate the Light Switch. The Light Switch screen appears.

On State



Off State



Example: You can set the Light Switch to turn lights on and off in different rooms. You can set it up to control individual lights, making it easy to manage your home's lighting with a single tap.

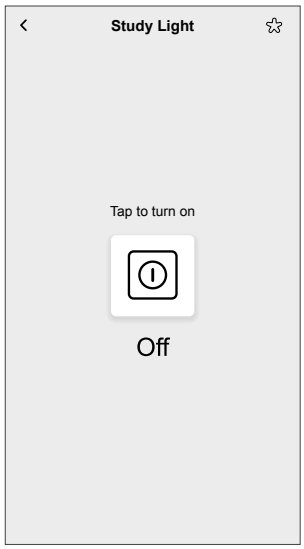
Socket Switch

A Socket Switch widget allows you to switch on and off the loads.

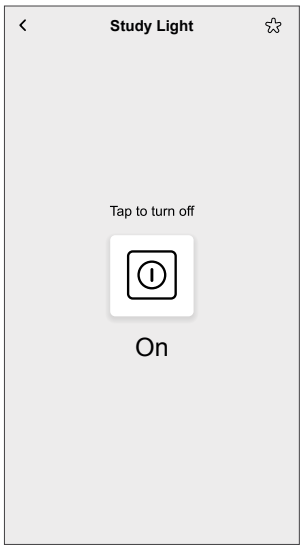
1. Once you log in, the **Home** screen appears.
2. Tap the room in which you want to control the Socket Switch.
3. Tap on the widget's label to operate the Socket Switch.

   The Socket Switch screen appears.

On State



Off State



Example: You can use the Socket Switch widget to control holiday lights and decorations, making it easy to turn them on or off without having to unplug them.

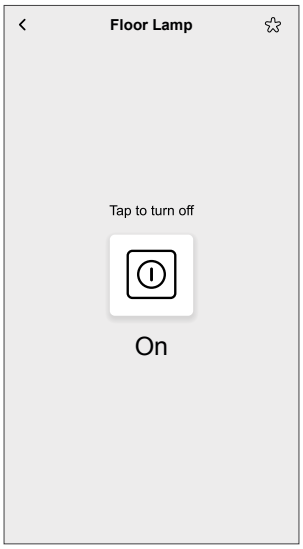
General Switch

General Switch widget allows you to switch between On and Off using the on/off functions.

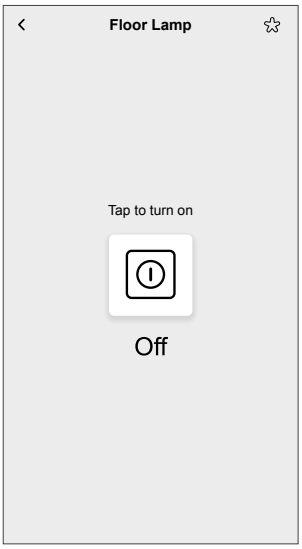
1. Once you log in, the **Home** screen appears.
2. Tap the room in which you want to control the General Switch.
3. Tap on the widget to operate the General Switch.

   The General Switch screen appears.

On State



Off State



Example: You can use the General Switch widget to turn lamps or overhead lights on and off remotely.

Lighting Preset

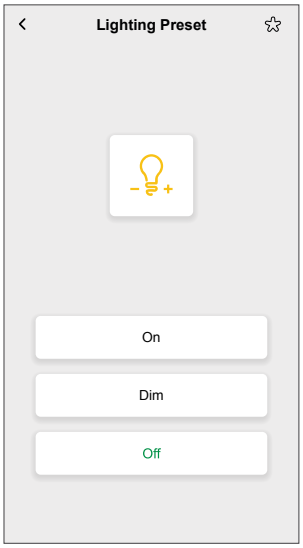
The Lighting Preset widget allows you to establish the load at a predetermined level ranging from 0% to 100%. This widget also supports the set level function for added convenience and control.

1. Once you log in, the **Home** screen appears.
2. Tap the room in which you want to control the Lighting Preset.
3. Tap on the widget's label to operate the Lighting Preset.

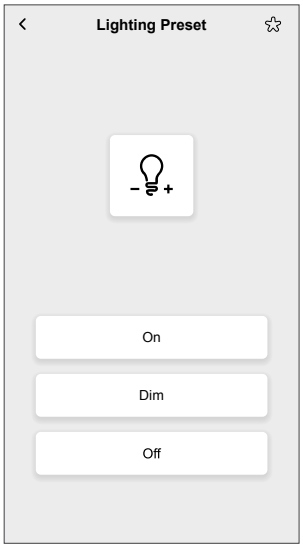
   The Lighting Preset screen appears.

   NOTE: If any of the configured preset value is not currently set or active, the widget displays in an off state.

On State



Off State



Example: You can set Lighting Preset widget with different labels :

- Work Mode: Set a bright, cool lighting preset for your home office to help you stay alert and focused during work hours.
- Relaxation: Create a preset with soft, dim lighting for relaxation or meditation sessions which can help to unwind after a long day.

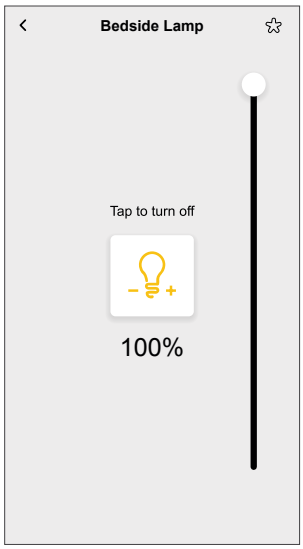
General Lighting Dimmer

The General Lighting Dimmer widget allows the you to control the level of a load from 0% to 100%. You can tap on the widget to turn the dimmer on or off, and use the level slider to increase or decrease the brightness. The General Lighting Dimmer widget is used for level control of a load (from 0% to 100%).

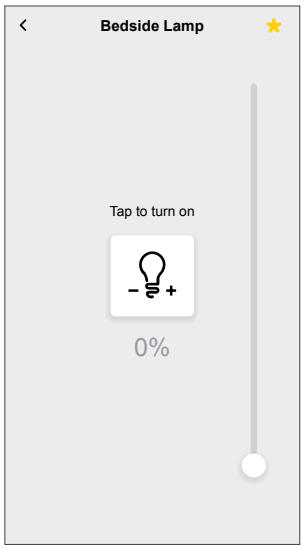
1. Once you log in, the **Home** screen appears.
2. Tap the room in which you want to control the General Lighting Dimmer .
3. Tap on the widget's label to operate the General Lighting Dimmer.

   The General Lighting Dimmer screen appears.

On State



Off State

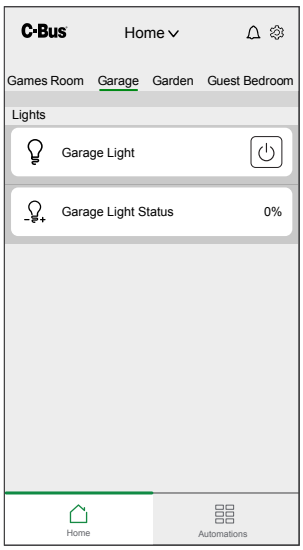


Example: You can use the General Lighting Dimmer widget to create a night light effect, offering just the right amount of illumination for comfort without being overly bright.

Lighting Status

The Lighting Status widget displays the current status of a specific light, indicating whether the light is on, off, or in any other state.

1. On the **Home** screen, tap the room in which you want to view the Lighting Status.



Example: You can configure Lighting Status widget to check if the garage lights are off before heading to bed.

Fan Controller

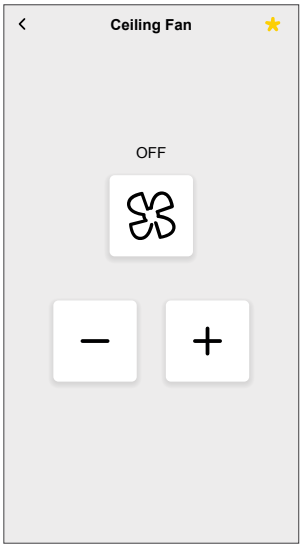
The Fan Controller widget is used to control the speed of a fan.

The Fan Controller has various predefined modes with different speeds. The functions supported by the widget include on/off functionality and mode selection.

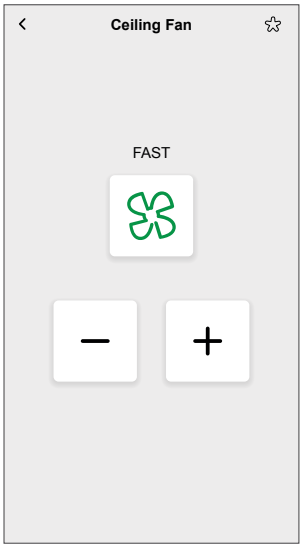
Example: Slow/Medium/Fast

1. Once you log in, the **Home** screen appears.
2. Tap the room in which you want to control the Fan Controller.
3. Tap on the widget's label. The Fan Controller screen appears.
   - Tap + to turn on the Fan Controller.
   - Tap + twice to increase the fan speed.
   - Tap — to decrease the fan speed and to turn off the Fan Controller.

Off State



On State



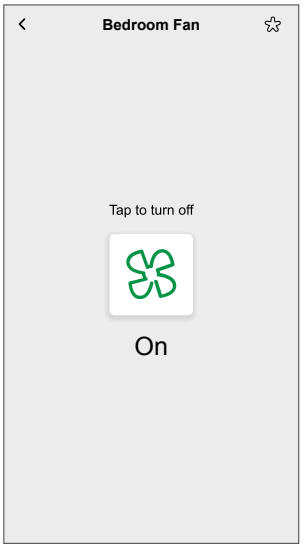
Example: For kitchen ventilation, you can use the Fan Controller widget to set at medium speed while cooking to help ventilate the kitchen and remove cooking odors.

Fan Switch

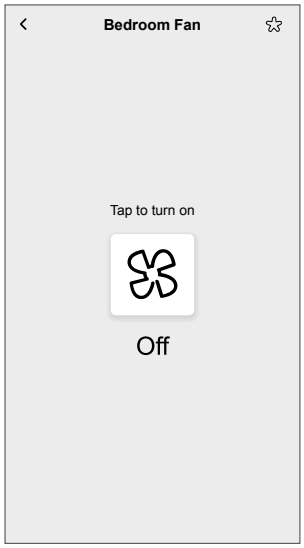
Fan Switch widget is used to switch fan on and off.

1. Once you log in, the **Home** screen appears.
2. Tap the room in which you want to control the Fan Switch.
3. Tap the widget's label. The Fan Switch screen appears.
4. Tap to turn the device on or off.

On State



Off State



Example: You can use the Fan Switch widget to turn off the fan when you leave the house and turn it back on just before you return. This way, you can save energy and still come back to a cool home.

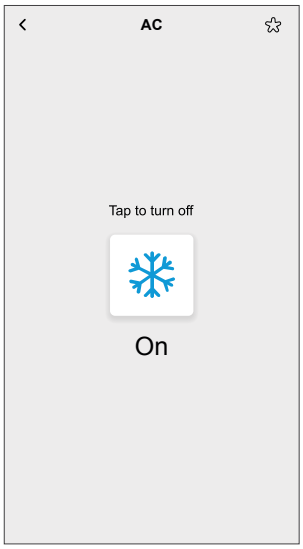
AC Switch

The AC Switch widget facilitates the switching of the AC On and Off, supporting the on/off function.

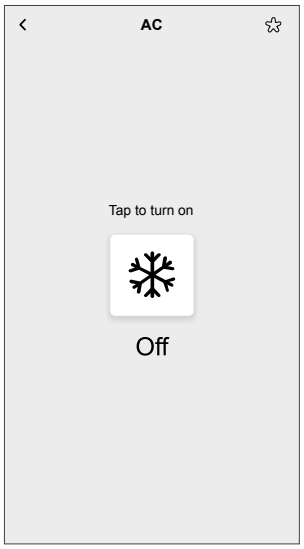
1. Once you log in, the **Home** screen appears.
2. Tap the room in which you want to control the AC Switch.
3. Tap on the widget's label to operate the AC Switch.

   The AC Switch screen appears.
4. Tap on the widget to turn the AC on or off.

On State



Off State

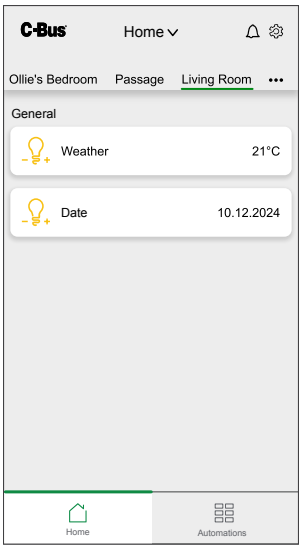


Example: If AC Switch widget is configured, you can control the AC remotely. If your coming home earlier than expected, you can use the widget to turn on the AC, ensuring a cool and comfortable home upon arrival.

Info 1

Info 1 widget is used to display the values of the object assigned.

1. Once you log in, the **Home** screen appears.
2. Tap the room in which you want to view the information.

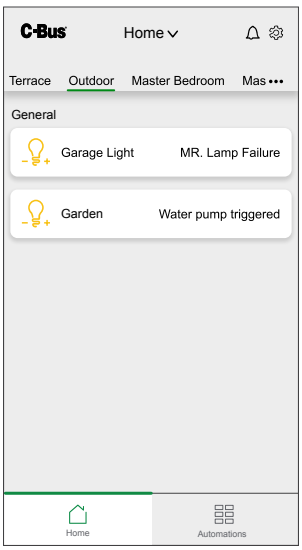


Example: You can use the Info 1 widget to display the current indoor or outdoor temperature, and to display reminders for daily tasks or important events.

Info 2

Info 2 widget displays the values of the object assigned.

1. Once you log in, the **Home** screen appears.
2. Tap the room in which you want to view the information.



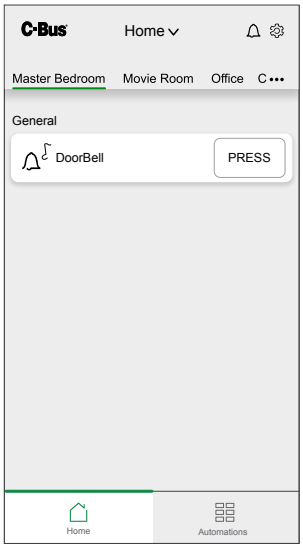
Example: You can use the Info 2 widget to display the error messages and status from the various devices configured.

Bellpress

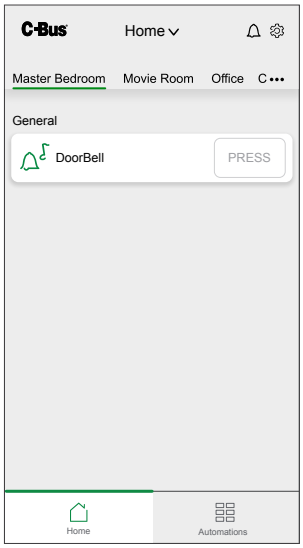
The Bellpress widget is used for the momentary activation of a load, such as a doorbell.

1. Once you log in, the **Home** screen appears.
2. Tap the room in which you want to control the Bellpress function.
3. Tap **PRESS** to activate the Bellpress function.

Off State



On State



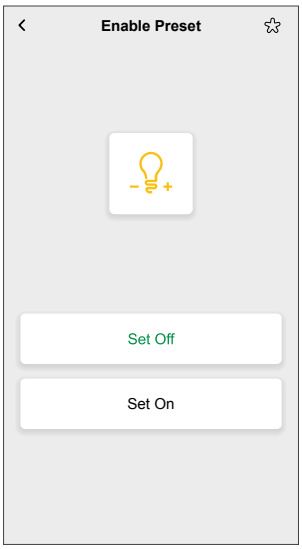
Enable Preset

The Enable Preset widget enables the preset level and permits the creation of a single preset label.

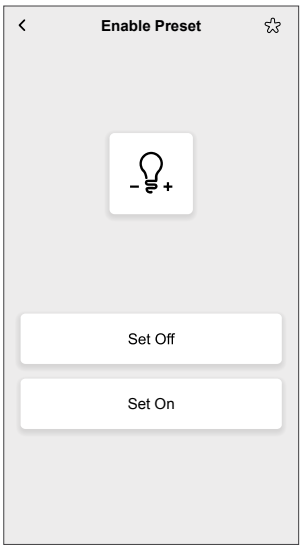
NOTE: If any of the configured preset value is not currently set or active, the widget is displayed in an off state.

1. Once you log in, the **Home** screen appears.
2. Tap the room in which you want to enable the preset level.
3. Tap on the widget's label. The Enable Preset screen appears.
4. Tap on any of the configured preset value to set the preset level.

On State



Off State

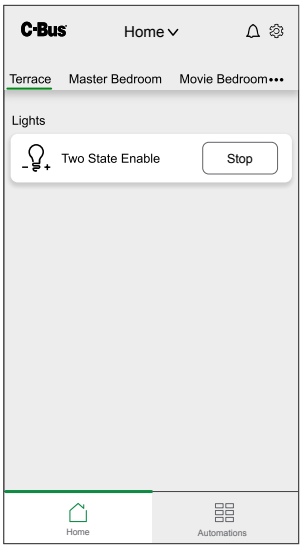


Two-State Enable

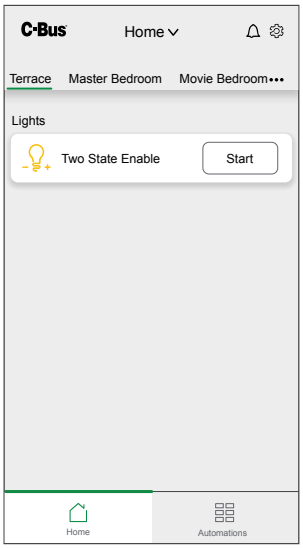
Two-State Enable widget is used to set the state of a load and it also supports on/off, enable/disable functions.

1. Once you log in, the **Home** screen appears.
2. Tap the room in which you want to control the Two-State Enable function.
3. Tap **Start** or **Stop** on the widget to turn on/off.

On State



Off State



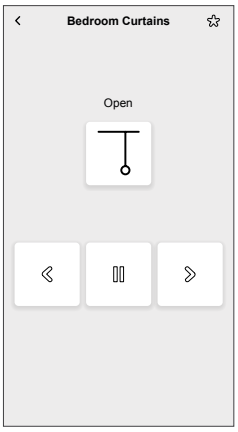
Change Over Relay

The Change Over Relay widget is designed to perform the actions of opening, pausing, and closing electric curtains, blinds, and shutters. It provides control over these functions, allowing for efficient management of the connected devices.

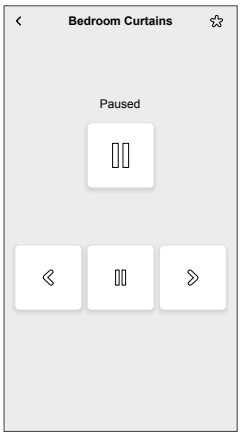
1. Once you log in, the **Home** screen appears.
2. Tap the room in which you want to control the Change Over Relay.

3. Tap on the widget's label. The Change Over Relay screen appears.
   - You can control the open/pause/close functions.
   - Tap ⏸ to pause the curtain.
   - Tap ⏪ to close the curtain.
   - Tap ⏩ to open the curtain.

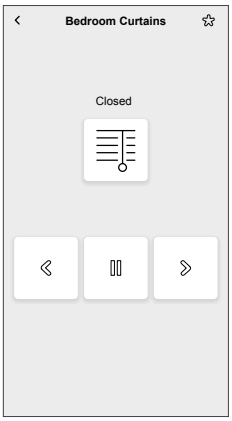
Open State



Paused State



Closed State

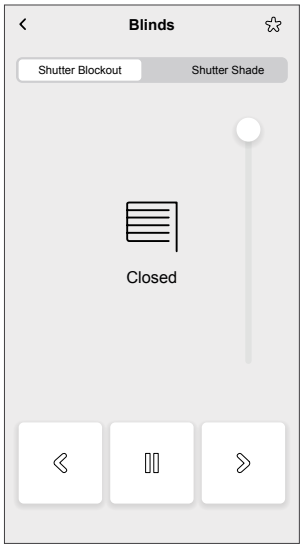


Shutter Relay Vertical

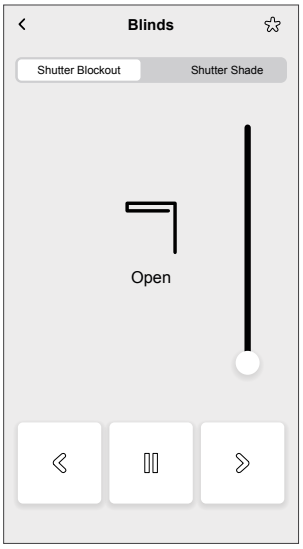
Shutter Relay Vertical widget is used to operate electric curtains, blinds, and shutters.

1. Once you log in, the **Home** screen appears.
2. Tap the room in which you want to control the Shutter Relay Vertical.
3. Tap on the widget's label. The Shutter Relay Vertical screen appears.
   - You can control the open/close/pause functions.
   - Tap ⏪ to close the shutter.
   - Tap ⏩ to open the shutter.
   - Tap ⏸ to pause the shutter.

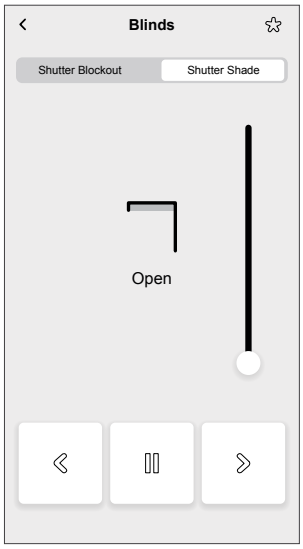
Shutter Blockout Closed



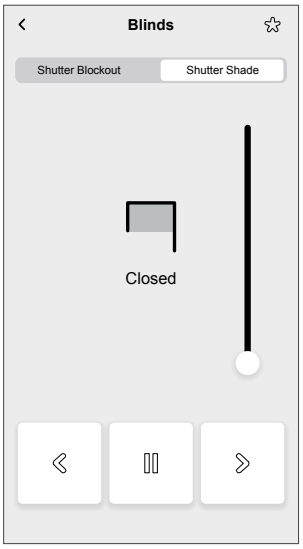
Shutter Blockout Open



Shutter Shade Open



Shutter Shade Closed



If you have shutters installed in your home and if you have set up a Shutter Relay widget in your smart home system, you can conveniently open or close the shutters with a tap on the widget.

If you want to let in natural light in the morning, you can use the widget to open the shutters.

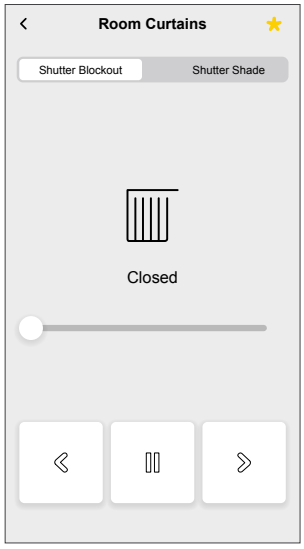
Shutter Relay Horizontal

Shutter Relay Horizontal widget is used to operate electric curtains, blinds, and shutters.

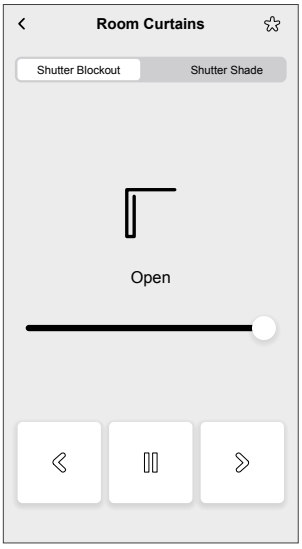
1. Once you log in, the **Home** screen appears.
2. Tap the room in which you want to control the Shutter Relay Horizontal.

3. Tap on the widget's label. The Shutter Relay Horizontal screen appears.
   - You can control the open/pause/close functions.
   - Tap ⏸ to pause the curtain.
   - Tap ‹ to close the curtain.
   - Tap › to open the curtain.

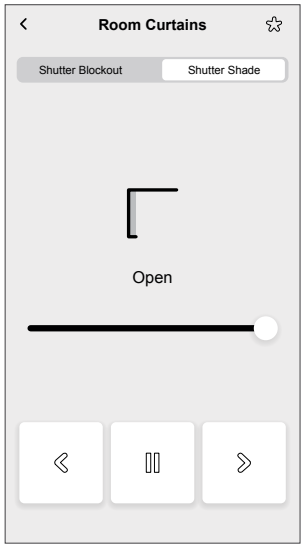
Shutter Blockout Closed



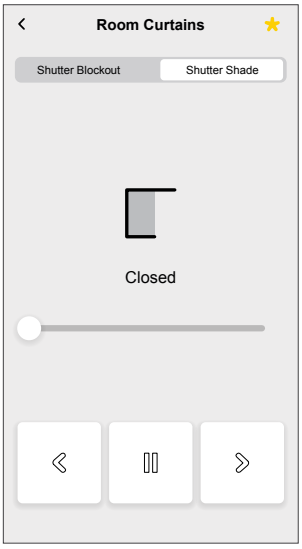
Shutter Blockout Open



Shutter Shade Open



Shutter Shade Closed



Example: If you have shutters installed in your home and you have set up a Shutter Relay widget in your smart home system, you can conveniently open or close the shutters with a tap on the widget.

For instance, if you want to close the shutters in the evening for privacy and security, you can use the Shutter Relay widget to send a command that closes the shutters.

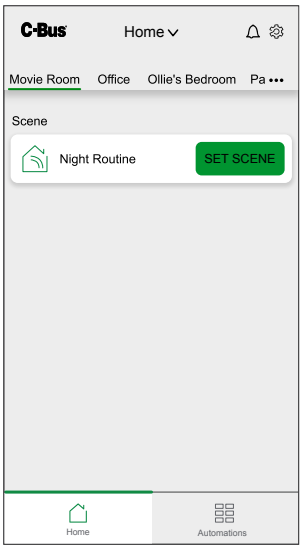
Local Scene Controller

The Local Scene Controller widget is used for controlling and managing various smart home or building automation functions within a scene.

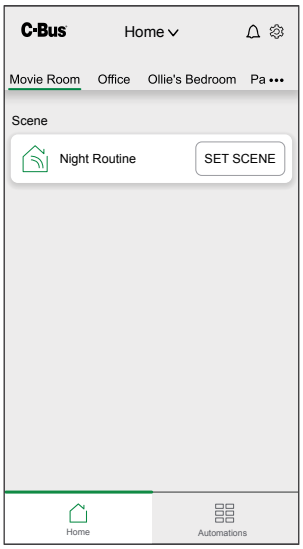
The Local Scene Controller allows you to set multiple lights to predetermined levels all at once.

1. Once you log in, the **Home** screen appears.
2. Tap the room in which you want to control the local scene.
3. Tap on **SET SCENE** to trigger the scene. The values in the controller will be set accordingly.

On State



Off State



Alarm Panel

The Alarm Panel widget is used to monitor and control C-Bus enabled security systems.

IMPORTANT: The Alarm Panel widget will support any security panel that has implemented C-Bus security application.

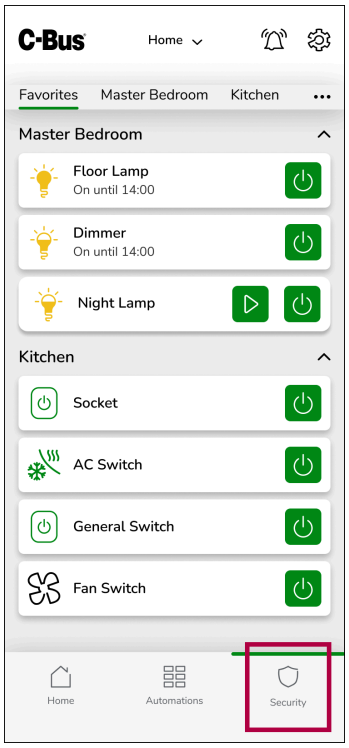
You can:

- Emulate a remote security keypad
- Disarm the security system
- Set the security system mode
- Monitor active alarms and system status
- Track the status of individual security zones

View Alarm Panel

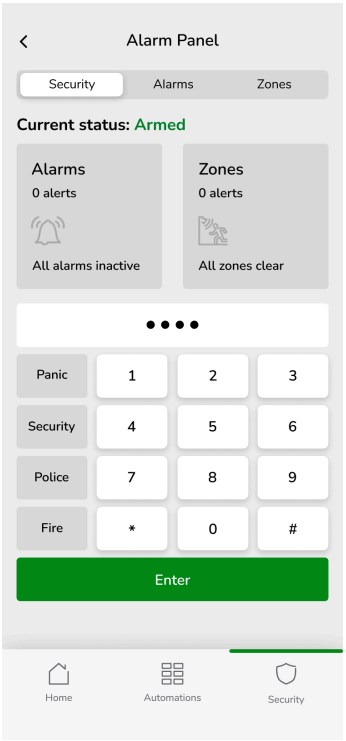
Manager Config enables you to manage all configurations for the Alarm Panel widget. In mobile app, you can view the status of each alarm or zone whether they are triggered or cleared.

1. In the Home screen, tap **Security**.



NOTE: Security is visible only if your alarm panel is connected to the controller. The Alarm Panel widget is created in Manager Config.

The **Alarm Panel Security** screen appears.

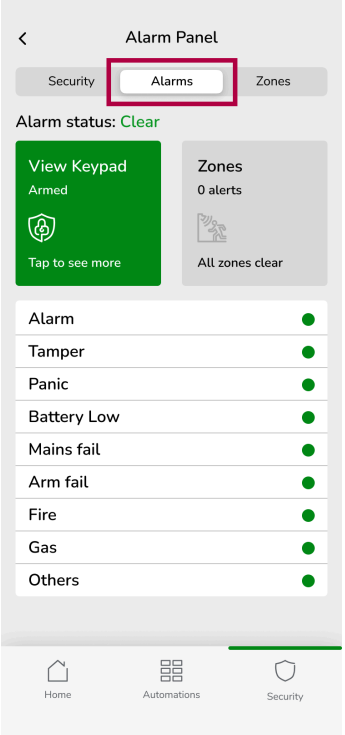


The **Armed** screen appears only when a security code has been set and Alarm Panel widget is locked.

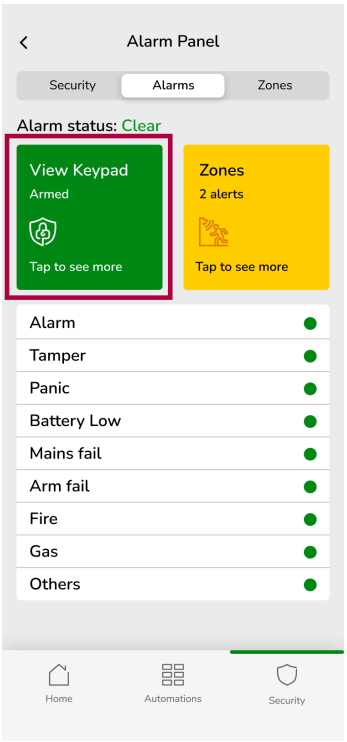
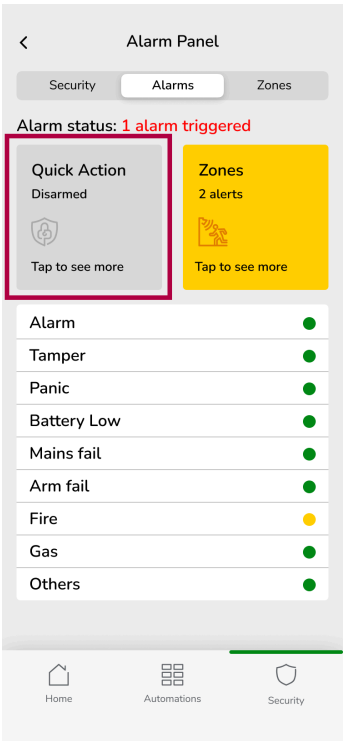
2. Enter your security code using the keypad and tap **Enter** to disarm the Alarm Panel widget. The **Quick Function** screen appears.

3. Tap on the desired function, a C-Bus message is automatically sent to trigger the corresponding quick function.

4. Tap **Alarms** tab. You can view the configured alerts and its status.



The below table represents the overview of alarm status and active alerts.

Alarm status: Clear	**Alarm status: 1 alarm triggered**
	
Green color in the widget indicates your home is armed.	Grey color in the widget indicates your home is disarmed. The panel displays the **Alarm status**, indicating how many alarms have been triggered.

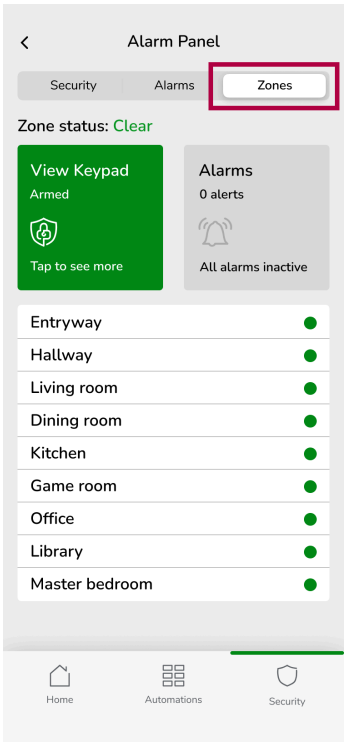
Refer the below table for color indicators:

	Amber indicates that alert is triggered.
	Green indicates that no alert has been triggered.

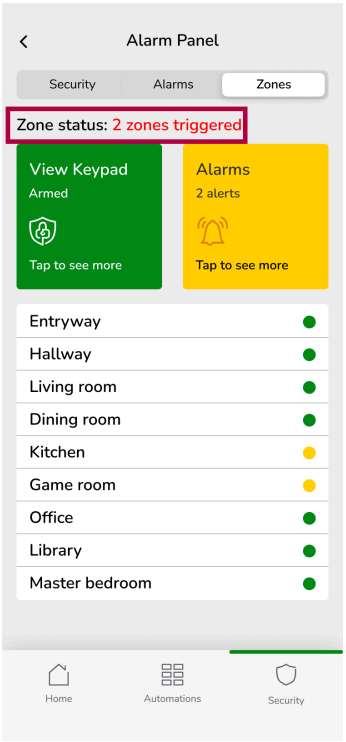
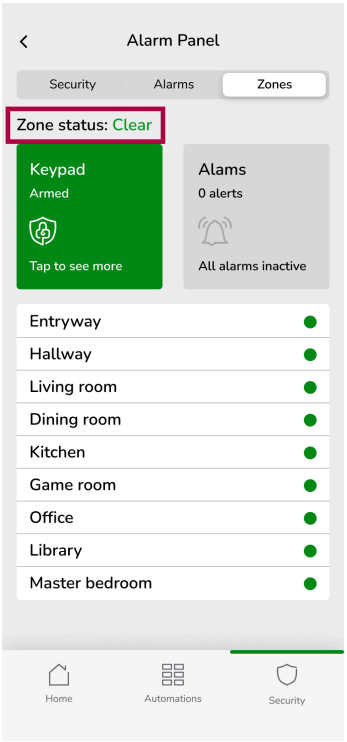
5. Tap **Tap to see more** in **View Keypad** widget to navigate to Alarm Panel (Armed) screen.
6. Tap **Tap to see more** in **Quick Action** widget to navigate to Alarm Panel (Disarmed) screen.
7. You can either:
   - Tap **Zones** widget to open the **Zones** section.

     or
   - Tap **Zones** tab.

     You can view the zones that are configured in Manager Config.



The below table represents the overview of zone status, alarm indicators and active zone alerts.

Zone status: 2 zones triggered	Zone status: Clear
	
The panel displays the **Zone status**, indicating the number of triggered zones.	**Clear** status indicates that no zones are currently triggered.

Refer the below table for color indicators:

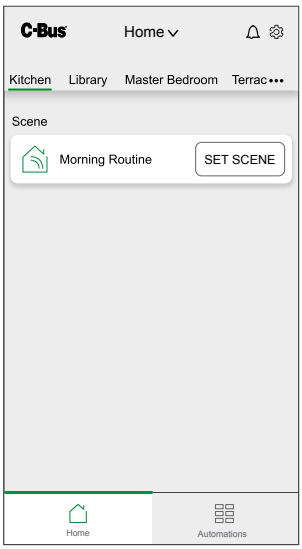
	Amber indicates that zone is triggered.
	Green indicates that no zone has been triggered.

Scene Trigger

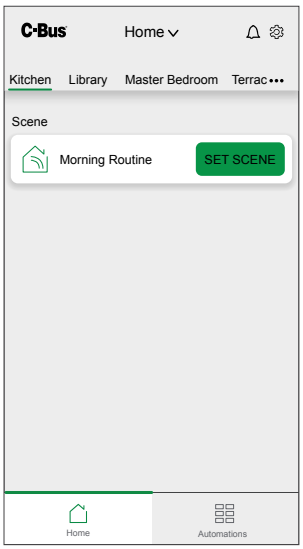
The Scene Trigger widget is used to set a scene, enabling the adjustment of multiple lights to predetermined levels simultaneously.

1. Once you log in, the **Home** screen appears.
2. Tap the room in which you want to control the scene.
3. Tap on **SET SCENE**, to activate a scene in the Scene Trigger widget. This action will then set the corresponding values in the controller.

Before Triggering



After Triggering



Example: You can set up a **Morning Routine** scene in your smart home system.

This scene is designed to:

1. Turn on the bedroom lights to a gentle, warm setting.
2. Reduce the fan speed.
3. Open the electric blinds or curtains to let in natural light.

To use the **Scene Trigger Widget** for this scenario, you can:

1. Place the **Morning Routine** scene trigger widget on their home screen for easy access.
2. When you wake up in the morning, you can tap on the **Morning Routine** button on the widget.
3. Instantly, all the predefined actions associated with the **Morning Routine** scene are executed, creating a pleasant and seamless morning routine without the need to manually control each device.

Timers

You can add and configure a Timer for the widget. A Timer automates actions by triggering the device directly from the widget when required. You can play, pause, cancel, and activate or deactivate the timer, but you cannot delete it. Timers are set to run specific functions for a defined duration.

Below are the common applications for automating devices using Timer feature:

- Activating sprinklers (Example: You can set the Timer for the sprinkler to run for 1 hour and it will automatically turn off after the set time.)
- Running bathroom fans for a limited time
- Controlling hallway lights to turn off automatically
- Managing climate control systems based on time intervals

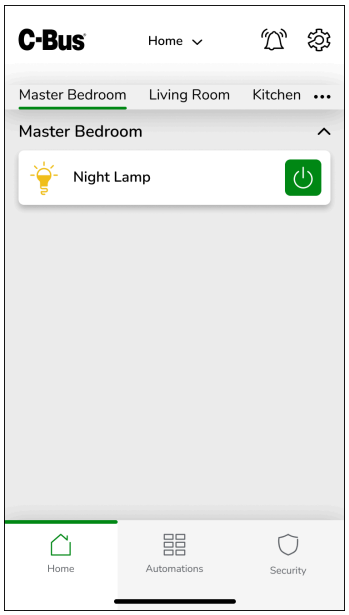
Timer feature is supported for the following widgets:

- Light Switch (Single)
- Socket Switch
- General Switch
- Lighting Preset
- Fan Switch
- AC Switch
- Fan Controller
- Two State Enable
- Scene Trigger
- General Lighting Dimmer (Single)
- Enable Preset

Light Switch

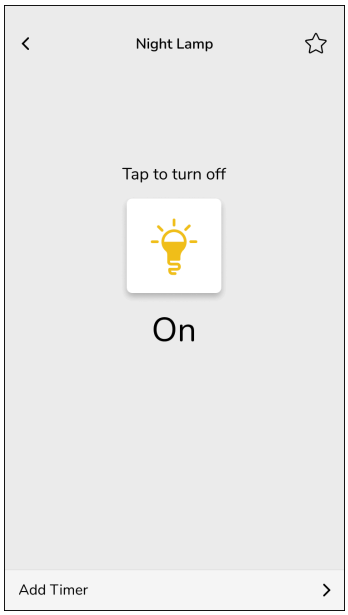
You can control the lights using the Light Switch.

1. On the Home screen, tap the room in which you want to control the lights.

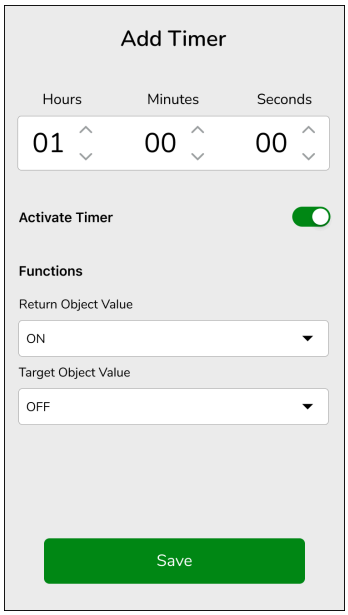


2. Tap to turn on the lights.
3. Tap to turn off the lights.

4. Tap on the Lights widget, the Light Switch control screen appears.



5. Tap to turn on the connected lights.
6. Tap to turn off the connected lights.
7. Tap **Add Timer**. The **Add Timer** page appears.



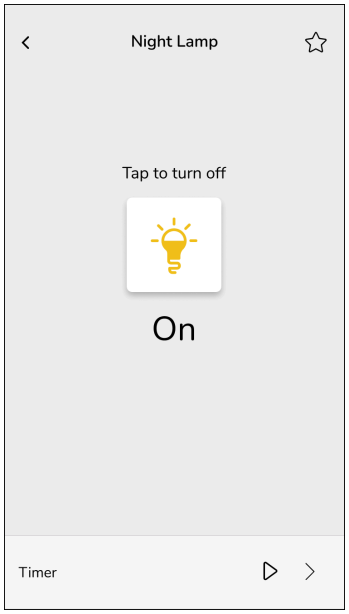
To set the Timer for a widget:

- Select the hour you want to run the Timer from the **Hours** drop-down list.
- Select the minutes you want to run the Timer from the **Minutes** drop-down list.
- Select the seconds you want to run the Timer from the **Seconds** drop-down list.

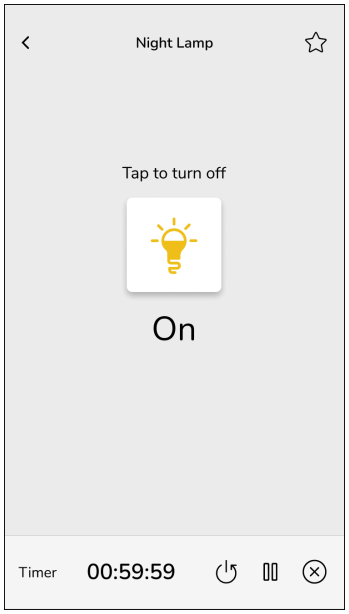
8. Turn on the **Activate Timer** toggle switch to activate the timer.

   NOTE: You can activate or deactivate the Timer using the **Activate Timer** toggle switch, however, you cannot delete it. When de-activated, the Timer will no longer appear in the widget, and the widget will continue its normal operation, such as turning On or Off.

9. In the **Functions** section:
   - Select the return level from the **Return Object Value** drop-down list. This is the state the widget will return to after the Timer finishes.
   - Select the target level from the **Target Object Value** drop-down list. This is the state the widget will go to when the Timer starts running.
   - Example : If you have set 1 hour on the Timer, when the Timer is activated the night lamp will immediately go to the **Target Object Value** (OFF).After 1 hour, the lamp will go back to the **Return Object Value** (ON).
10. Tap **Save** to save the Timer details. Once saved, Timer is added to the widget.

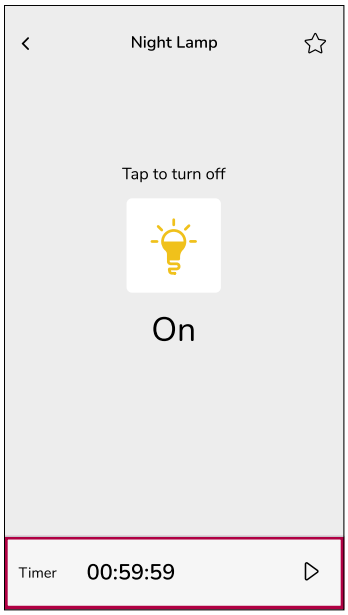


11. Tap ▷ to run the Timer. The object will move to the target level.

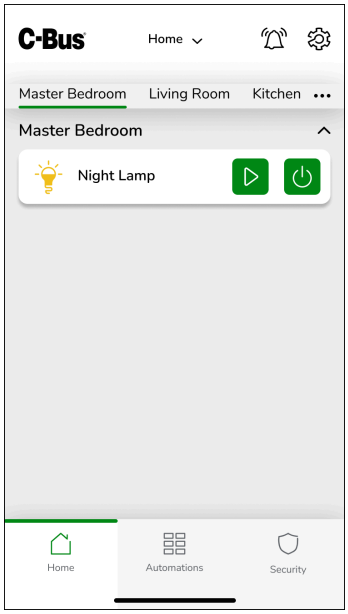


12. Tap ⏻ to reset the Timer to its full preset duration and start counting down again from the beginning. If the Timer is running or has finished, it restarts the cycle while the object value remains unchanged.
13. Tap ⊗ to stop/cancel the Timer and go back to its original state. The object remains at its current level, and the Timer will stop. No further changes occur unless the Timer is started again.

14. Tap ⏸ to pause the Timer at any time (the Timer countdown stops temporarily). The object's current level remains unchanged. No further change occurs until the Timer is resumed. Pause button appears only when the Timer is running.

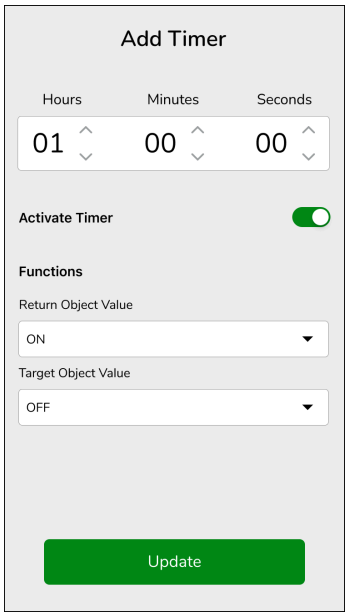


Once Timer is added, the widget appears in the home page as shown below:



NOTE: You can play or pause the Timer from the home page also.

15. To edit the Timer, tap in the Timer screen to navigate to the edit Timer details screen.

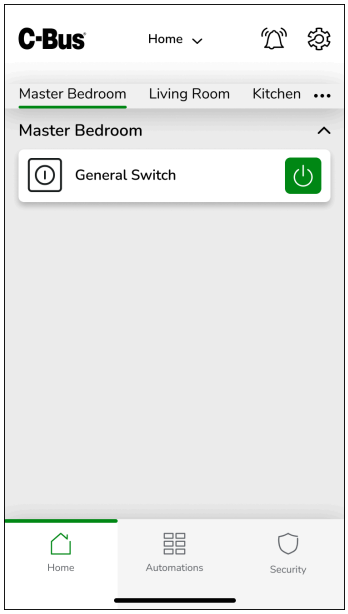


Make necessary changes and tap **Update**. The details are updated.

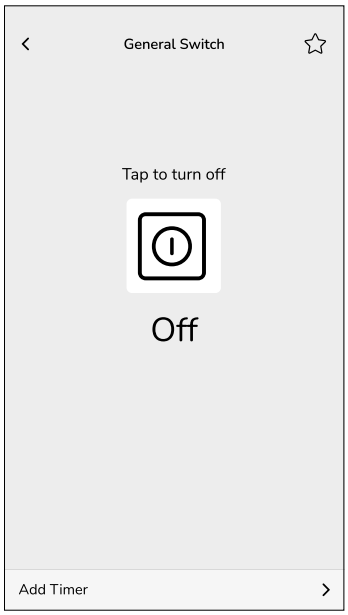
General Switch

You can control the lights using the General Switch.

1. On the Home screen, tap the room in which you want to control the lights.



2. Tap to turn lights on.
3. Tap to turn lights off.
4. Tap on the widget, the General Switch control screen appears.

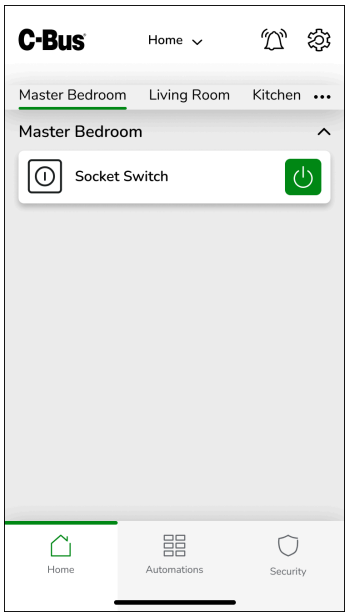


5. Tap to turn on/off the connected lights.
6. Tap **Add Timer**. For more information on **Add Timer** refer Light Switch, page 139.

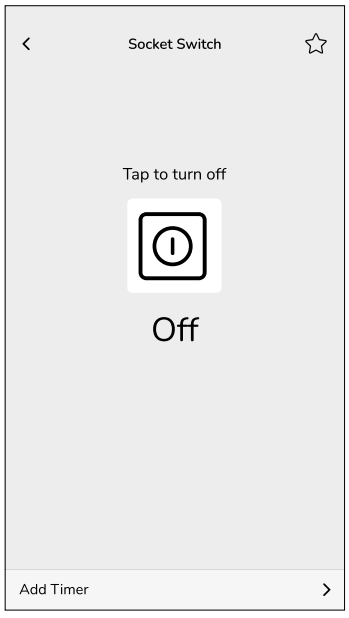
Socket Switch

You can control the power of the connected device using the Socket Switch.

1. On the Home screen, tap the room in which you want to control the Socket Switch.



2. Tap to turn on the lights.
3. Tap to turn off the lights.
4. Tap on the widget, Socket Switch control screen appears.

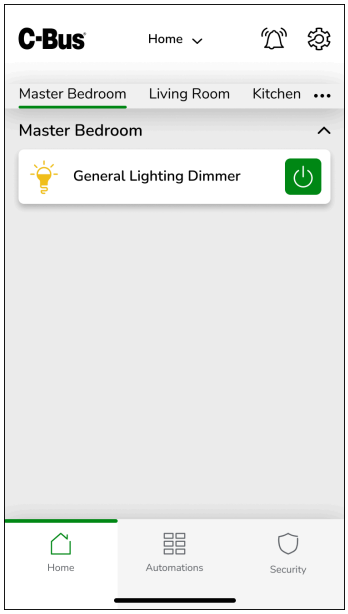


5. Tap to turn on/off the connected lights power.
6. Tap **Add Timer**. For more information on **Add Timer** refer Light Switch, page 139.

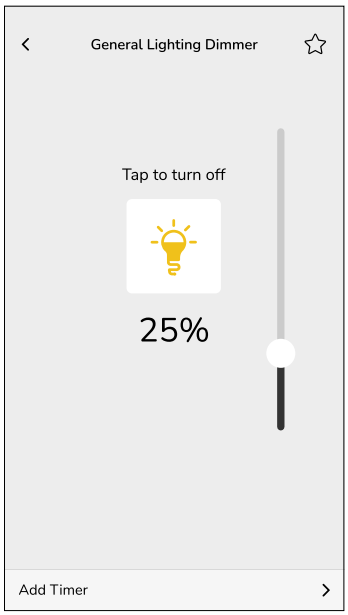
General Lighting Dimmer

You can adjust the brightness of the lights in a room and create different lighting moods.

1. On the Home screen, tap the room in which you want to control the General Lighting Dimmer.

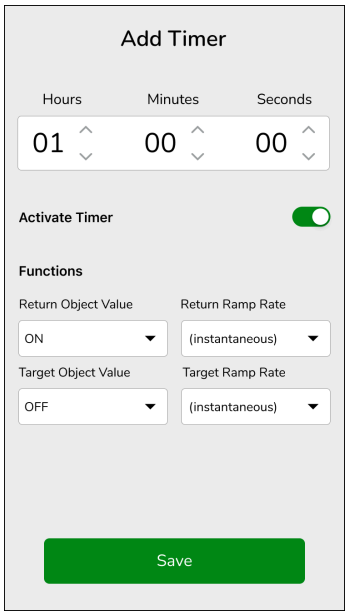


2. Tap to switch General Lighting Dimmer on.
3. Tap to switch General Lighting Dimmer off.
4. Tap on the widget, the General Lighting Dimmer control screen appears.



5. Tap to turn on the General Lighting Dimmer.
6. Tap to turn off the General Lighting Dimmer.
7. Drag the level slider up/down (you can control the level of a load from 1% to 100%) to increase/decrease the brightness.

8. Tap **Add Timer**. The **Add Timer** page appears.



For more information on **Add Timer** refer Light Switch, page 139.

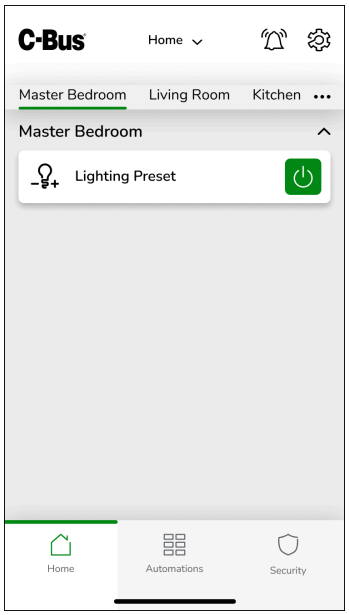
NOTE: For General Lighting Dimmer, the **Return Ramp Rate** and **Target Ramp Rate** drop-down options are also applicable in the **Functions** section.

9. In the **Functions** section:
   - Select the time (instantaneous, seconds and minutes) from the **Return Ramp Rate** drop-down list. This defines how quickly the widget moves back to the return object value when the Timer ends.
   - Select the time (instantaneous, seconds and minutes) from the **Target Ramp Rate** drop-down list. This defines how quickly the widget moves to the target object value when the Timer starts.

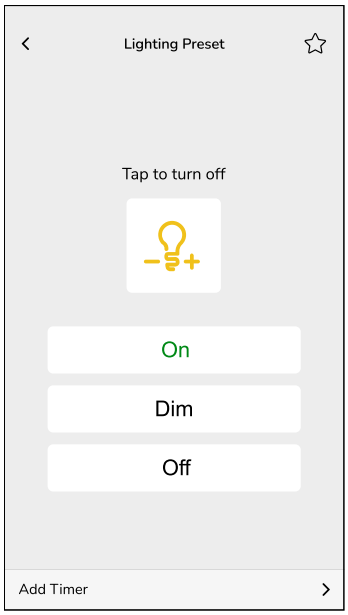
Lighting Preset

You can control the Lighting Preset by establishing the load at a predetermined level ranging from 0% to 100%.

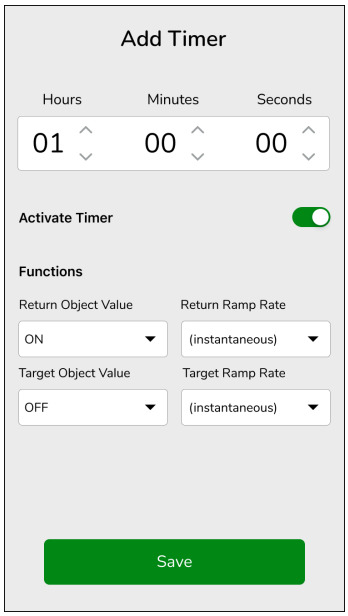
1. On the Home screen, tap the room in which you want to control the Lighting Preset.



2. Tap on the widget, the Lighting Preset control screen appears.



3. You can set the desired level.
4. Tap **Add Timer**. The **Add Timer** page appears.



For more information on **Add Timer** refer Light Switch, page 139.

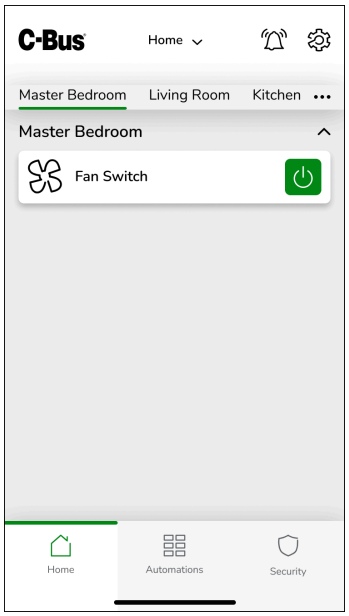
NOTE: For Lighting Preset, the **Return Ramp Rate** and **Target Ramp Rate** drop-down options are also applicable in the **Functions** section.

5. In the **Functions** section:
   - Select the time (instantaneous, seconds and minutes) from the **Return Ramp Rate** drop-down list. This defines how quickly the widget moves back to the return object value when the Timer ends.
   - Select the time (instantaneous, seconds and minutes) from the **Target Ramp Rate** drop-down list. This defines how quickly the widget moves to the target object value when the Timer starts.

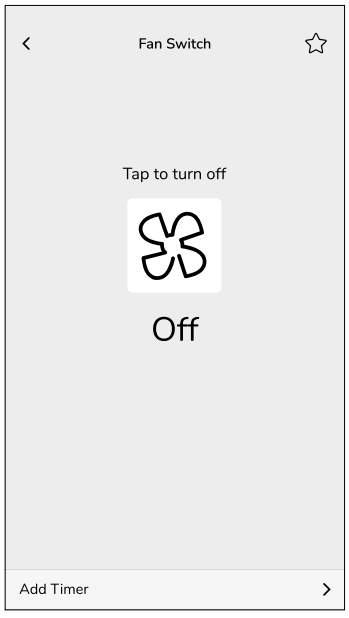
Fan Switch

You can control the ceiling fans using Fan Switch.

1. On the **Home** screen, tap the room in which you want to control the Fan Switch.



2. Tap to switch on the fan.
3. Tap to switch off the fan.
4. Tap on the widget, the Fan Switch control screen appears.

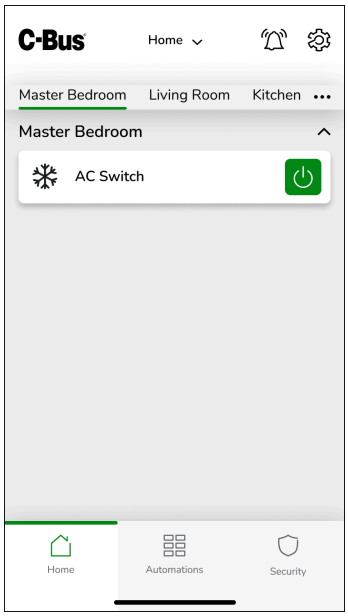


5. Tap to turn on the fan.
6. Tap to turn off the fan.
7. Tap **Add Timer**. For more information on **Add Timer** refer Light Switch, page 139.

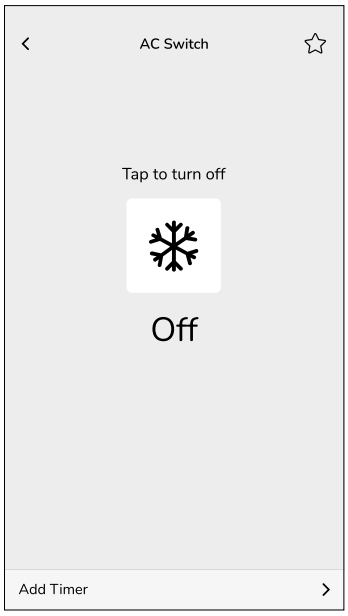
Air Conditioner Switch

Air Conditioner (AC) Switch is a device that allows remote or automated control of air conditioning units.

1. On the **Home** screen, tap the room in which you want to control the AC Switch.



2. Tap to switch on the AC.
3. Tap to switch off the AC.
4. Tap on the widget, the Air Conditioner Switch control screen appears.

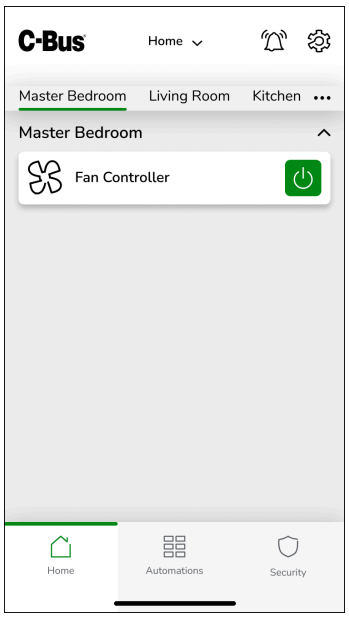


5. Tap to turn on the Air Conditioner.
6. Tap to turn off the Air Conditioner.
7. Tap **Add Timer**. For more information on **Add Timer** refer Light Switch, page 139.

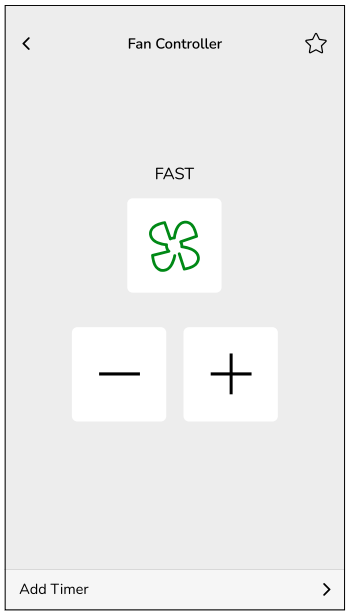
Fan Controller

Fan Controller enables remote control of adjusting the fan speed.

1. On the **Home** screen, tap the room in which you want to control the fan speed.



2. Tap on the widget, the Fan Controller control screen appears.

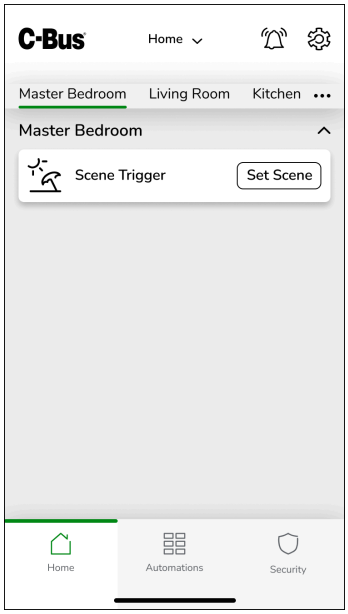


3. Tap + to turn on the Fan Controller.
4. Tap + twice to increase the fan speed.
5. Tap — to decrease the fan speed and to turn off Fan Controller.
6. Tap **Add Timers**. For more information on **Add Timer** refer Light Switch, page 139.

Scene Trigger

The Scene Trigger is used to set a scene, enabling the adjustment of multiple lights to predetermined levels simultaneously. To activate a scene:

1. On the **Home** screen, tap the room in which you want to activate a scene.



2. Tap **SET SCENE** to execute all the predefined actions associated with the scene.
   - Green indicates scene is triggered.
   - Greyed out indicates scene is not triggered.
3. Tap **Add Timers**. For more information on **Add Timer** refer Light Switch, page 139.

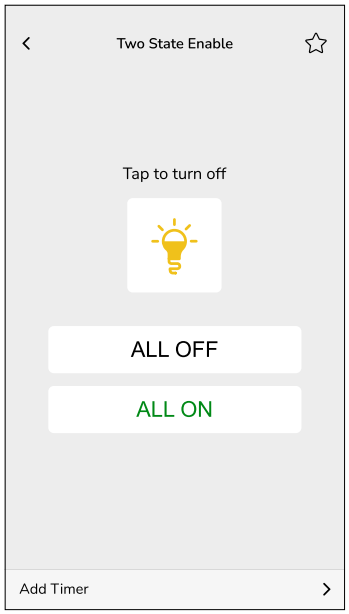
Two-State Enable

Two-State Enable widget is used to set the state of a load. To control the Two-State Enable function:

1. On the **Home** screen, tap the room in which you want to control the function.

2. Tap **ALL ON** to set the state of a load.

3. Tap **ALL OFF** to unset the state of a load.

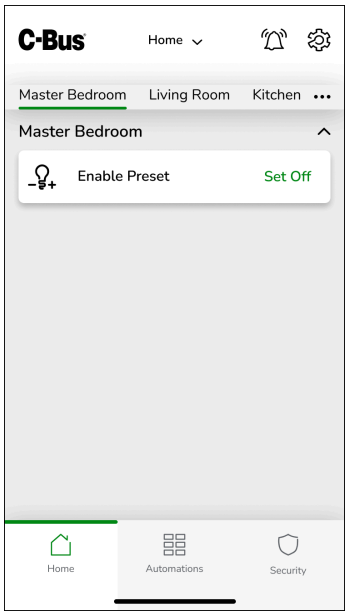


4. Tap **Add Timers**. For more information on **Add Timer** refer Light Switch, page 139.

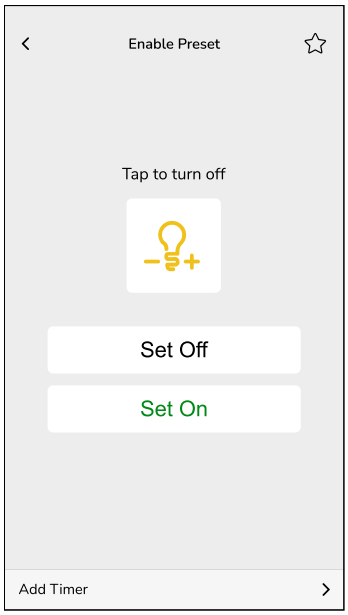
Enable Preset

The Enable Preset serves to set the configured devices to pre-determined value. To activate/deactivate the preset level:

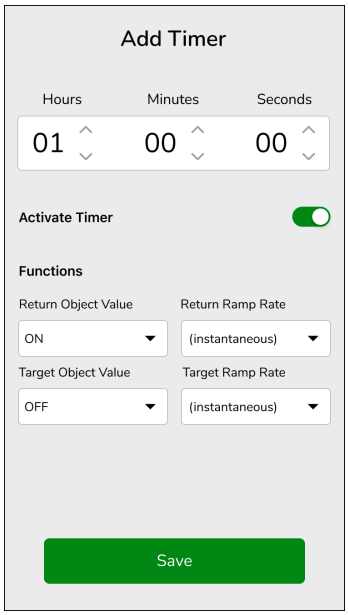
1. On the **Home** screen, tap the room in which you want to activate/deactivate the preset level.



2. Tap on the widget, the Enable Preset control screen appears.



3. Tap on any of the configured preset value to set the preset level.
   - Preset value in green indicates, preset level is activated.
   - Preset value in black indicates, preset level is deactivated.
4. Tap **Add Timer**. The **Add Timer** page appears.



For more information on **Add Timer** refer Light Switch, page 139.

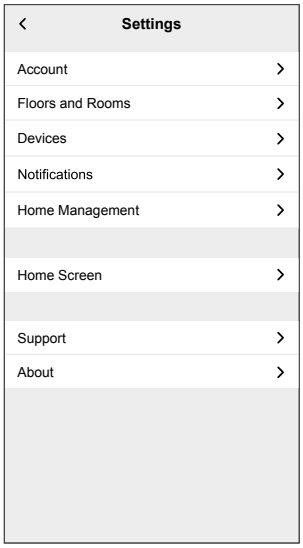
NOTE: For Enable Preset, the **Return Ramp Rate** and **Target Ramp Rate** drop-down options are also applicable in the **Functions** section.

5. In the **Functions** section:
   - Select the time (instantaneous, seconds and minutes) from the **Return Ramp Rate** drop-down list. This defines how quickly the widget moves back to the return object value when the Timer ends.
   - Select the time (instantaneous, seconds and minutes) from the **Target Ramp Rate** drop-down list. This defines how quickly the widget moves to the target object value when the Timer starts.

Settings

To access the **Settings** screen:

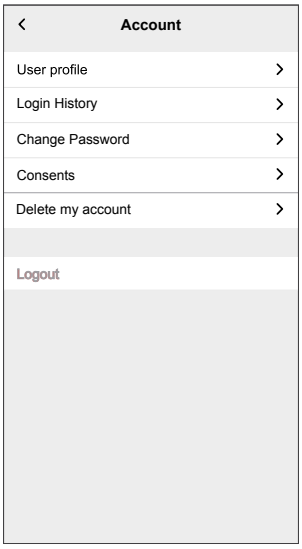
1. Tap at the top right of your **Home** screen (Home Screen, page 166). The **Settings** screen is displayed.



2. You can manage/view :
   - **Account**
     - **User profile**
     - **Change password**(Resetting or Changing the Password, page 113)
     - **Consents** (Consents, page 157)
     - **Delete my account**(Delete Account, page 159)
     - **Logout**(Logging Out, page 159)
   - **Floors & Rooms** (Floors & Rooms, page 160)
   - **Devices** (Devices, page 163)
   - **Notifications** (Notifications, page 164)
     - **Enable notification**
   - **Home Management** (Home Management, page 165)
     - **Add New home**
     - **Enable Access to your Home**
   - **Home Screen** (Home Management, page 165)
     - **Show Moments**
   - **Support**
   - **About**

Account

Account allows you to manage your address, add account, update your password, manage your home, and even delete your account when needed.

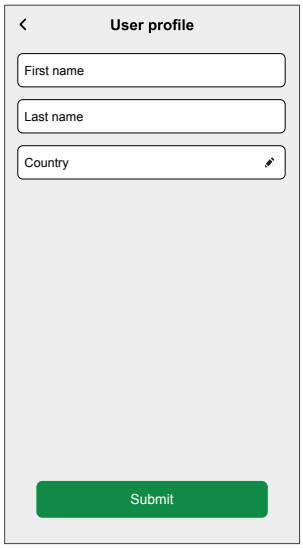


User Profile

User Profile allows you to update your personal information, manage your preferences, and keep your account secure.

To add your profile details:

1. On the **Home** screen, tap > **Account** > **User Profile**.



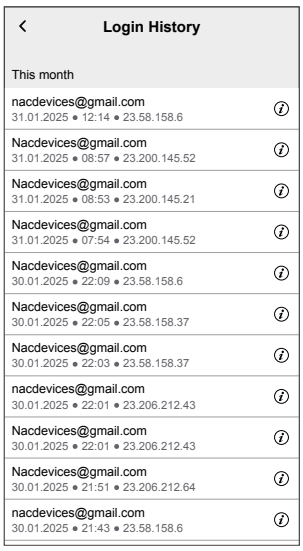
2. Enter your details.
3. Tap **Submit**. The user details are saved.

Login History

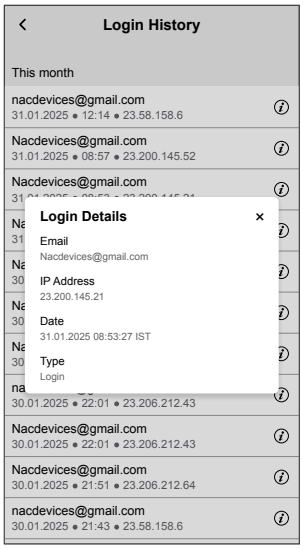
Login History allows you to maintain security and accountability by tracking who has logged into the app.

To access **Login History**:

1. Tap > **Account** > **Login History**.



2. Tap , the **Login Details** pop-up appears.



You can view the below activities:

- Login time and date of the user.
- User's email address.
- The IP address of the device used to log in.

Change Password

Update your password regularly to safeguard your account from unauthorized access.

To change the password, refer Resetting or Changing the Password, page 113 .

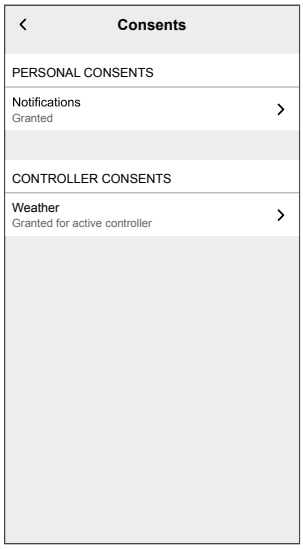
Consents

Consent allows the mobile app to send system notifications to you, ensuring that you receive important updates. You can manage your notification preferences at any time. Also, it enables the mobile app to access your location to deliver

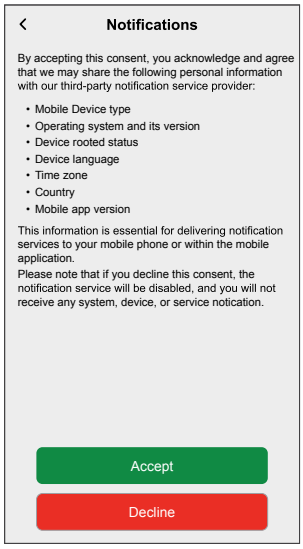
accurate and localized weather information. By granting this permission, you receive timely weather updates relevant to your specific area.

To access **Consents**:

1. Tap > **Account** > **Consents**.



2. Tap **Notifications** > **Notifications** page appears.



3. Tap **Accept** to share your personal information with third party notification service provider. Navigate back to the **Consents** page.

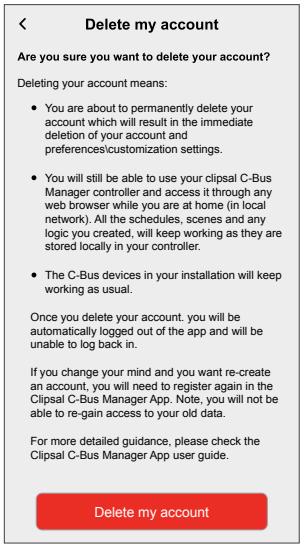
4. Tap **Weather** > **Weather** page appears.

5. Scroll down. Select the controller and tap **Submit**.

Delete Account

To delete the account:

1. Tap > **Account** > **Delete my account**.



2. Tap **Delete my account** to confirm.

   NOTE: Deleting an account cannot be undone.

Logging Out

You can logout from the manager mobile app anytime.

To log out of the mobile application:

1. Tap > **Account** > **Logout** .
   Logout pop-up appears.
2. Tap **Confirm**. Your account will be logged out.

Floors & Rooms

In **Floors & Rooms**, you can view all the rooms in a condensed list. Also, you can:

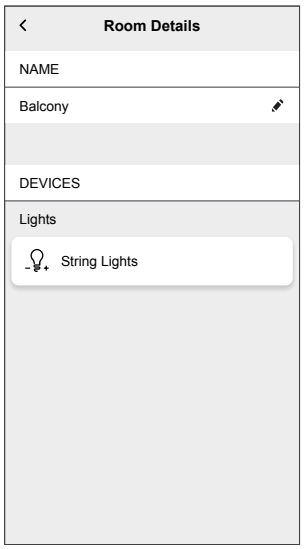
- Rename Rooms
- Rearrange Rooms
- View Floor Level
- Rename Floors

Renaming Room & Floors

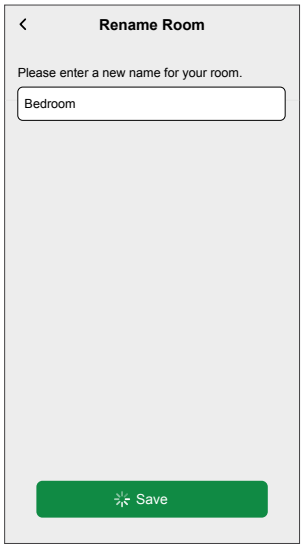
Renaming your rooms and floors allows you to create a personalized and organized space in the Mobile app. Also, you can control and manage devices based on their locations.

To change the room name:

1. Tap > **Floors & Rooms** > tap on the room name.
   Room Details page appears.



2. Tap next to your room name.
   Rename Room page appears.



3. Enter a new name.

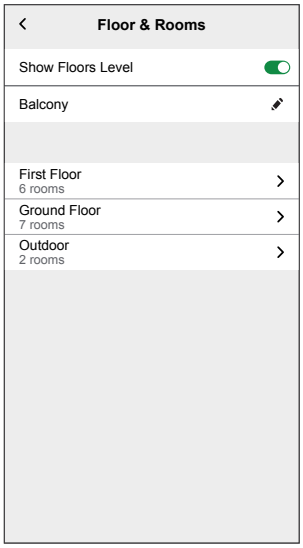
4. Tap **Save**. The new room name is saved.

   NOTE: When you rename a room in the mobile app, it will immediately reflect in the Manager.

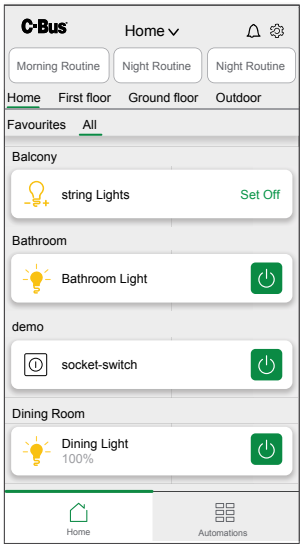
To view the floor level:

1. Tap > **Floors & Rooms** > tap the **Show Floors level** toggle button.

   All available floor names and the number of rooms on each floor are displayed.



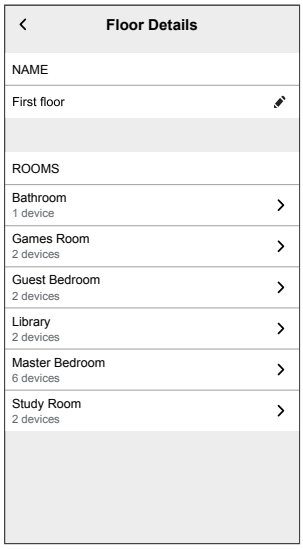
   Also, floor names are displayed in the **Home** screen.



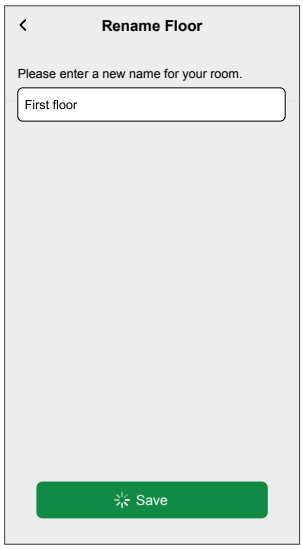
To change the floor name:

1. Tap > **Floors & Rooms** > tap the **Show Floors level** toggle button. **Floors & Rooms** page appears.

2. Tap on the floor name. **Floor Details** page appears.



3. Tap next to your floor name. **Rename Floor** page appears.



4. Enter a new name.
5. Tap **Save** . The new floor name is saved.

   NOTE: When you rename a floor in the mobile app, it will immediately reflect in the Manager.

Rearranging Rooms on the Home Screen

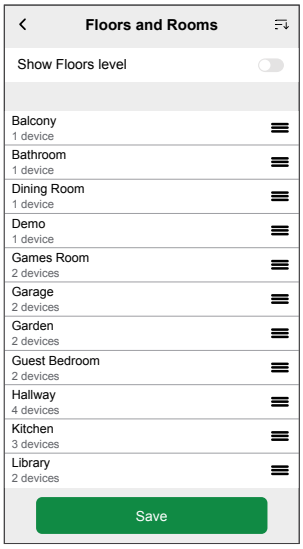
By default, rooms on the **Home** screen are displayed in the following order (left to right):

- Favorites
- All
- Rooms in alphabetical order

To rearrange rooms:

1. You can either:
   - Tap ⚙ > tap **Floors & Rooms** .

     or,
   - On the **Home** screen at the end of the room list, tap ●●● > **Room Settings** > **Floors & Rooms**.
2. Tap ⇅.



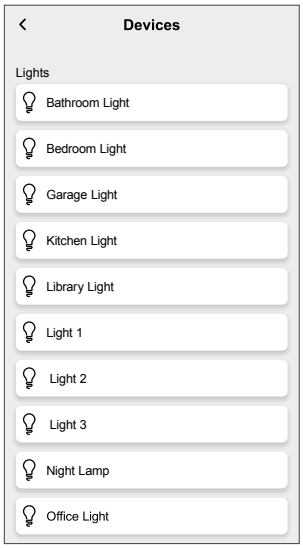
3. Long press the room name, then drag and drop the room name in the desired location.

Devices

The Manager Mobile app displays all the devices installed in your home, in the **Devices** section.

To view the Device list:

1. Tap ⚙ > **Devices**.

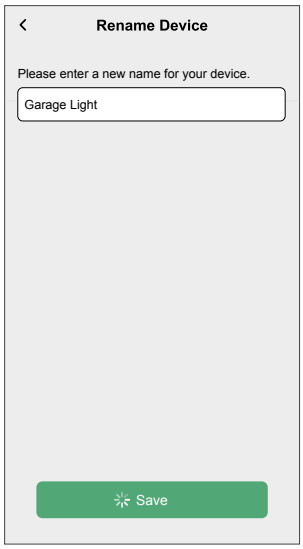


Rename Device

Renaming your device allows you to identify it, especially if you have multiple devices connected to your app.

To change the device name:

1. Tap > **Devices** > tap on the device name.
   Rename Device page appears.



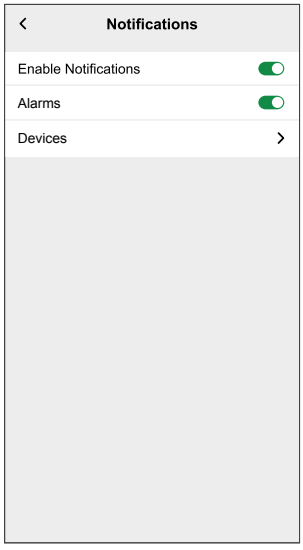
2. Enter a new name.
3. Tap **Save** . The new device name is saved.

Notifications

Notification is a message or alert that appears on your mobile device to inform you about updates, reminders, or new information related to the app.

To access the **Notifications**:

1. Tap > **Notifications**.



2. Tap **Enable Notifications** toggle button to turn On/Off the notifications.

NOTE: Enabling/disabling notifications is related to your phone, not the Controller. The notification settings of one user account does not affect the other user account notification settings. Also, only system notifications will be triggered, other alerts are not supported.

NOTE: If you disable the notifications, you will not receive any notifications from the Controller or Schneider notifications (e.g. cloud outage).

Home Management

You can link multiple homes linked to your app account and add additional users to access your home.

For example:

- If you have two homes, you can avoid using different accounts to access it (Adding New Home, page 165).
- Each family member can create their own account so the parent does not have to share their credentials (Enable Access to Your Home, page 166).
- Homeowners can enable permanent or time-limited remote access for maintenance(Enable Access to Your Home, page 166).

There are three ways to access the **Home Management** section:

- Tap > **Home Management** > select the home you want to manage.

  or,
- On the **Home** screen, tap your home name at the top center of your screen > select your home from the available homes list.

  or,
- On the **Home** screen, tap your home name at the top center of your screen > tap **Home Management** > select the home you want to manage.

In the **Home Management** section, you can:

1. Edit the home name:
   - Tap your home > tap > edit the name > tap **Confirm**.
2. Edit the address:
   - Tap your home > tap **Home address** > type the address > tap **Next** > tap **Submit**.

     NOTE: The address/location provided will be used to display weather updates in **Weather Panel** on the Home page.
3. Remove home from your account:
   - Tap your home > tap **Remove Home** > **Confirm**.
4. Manage access:
   - Tap your home > tap **Manage access** > select the access request you want to manage > edit parameters (**ROLE**, **ACCESS TO ROOMS**, **ACCESS PERIOD**, **Remove access**) > tap **Update access**/**Remove access**.

Adding New Home

To add a new home:

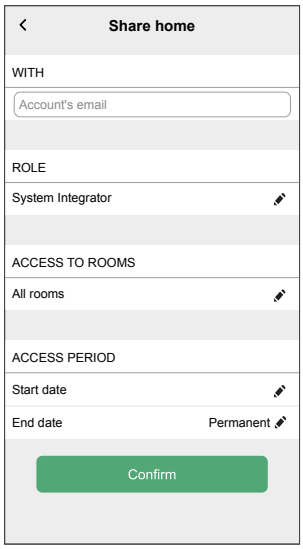
1. Tap > **Home Management** > tap > **Add new home** .
2. Once you add your new home, it displays in the **Home Management** section (there is the list of all homes that you have added to your account). You can add multiple homes.

Enable Access to Your Home

To enable access to another user to your home:

Prerequisite: The person you want to invite to your home must have a user account created in the mobile application.

1. Tap > tap **Home Management** > tap your home > tap **Manage access** > tap .
2. In the **Share home** form, fill in the e-mail address of the person, define the access **ROLE**, **ACCESS TO ROOMS** and **ACCESS PERIOD** > tap **Confirm**.



NOTE: Make sure you enter the same email address in the **Share home** form that the person used when registering their account in the mobile application.

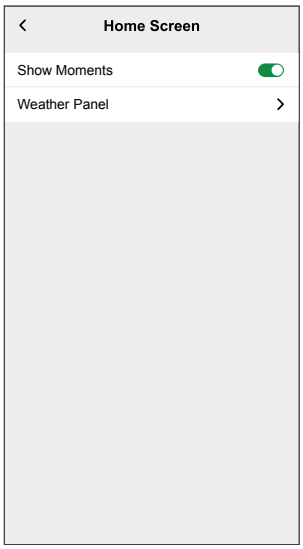
When you grant or revoke access to an existing home, the requester receives an email notification.

Home Screen

The **Home** screen offers a comprehensive view of all the devices in your home. The key features are:

- **Device Status**: To quickly check the status of your devices.

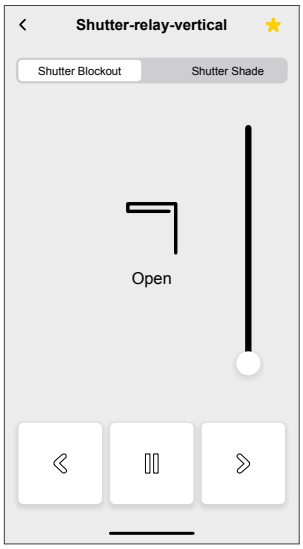
- **Device Control**: To easily manage and control your devices directly from the **Home** screen.



Adding Device to Favorites

You can mark devices as favorites and access them directly from the **Home** screen in the **Favorites** section.

1. On the **Home** screen, locate the device which you want to mark as a favorite.
2. Tap the device. The control screen appears.
3. Tap ☆ at the top right.



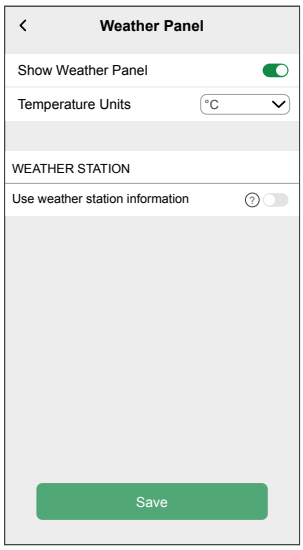
The device appears in the **Favorites** section on the **Home** screen.

Weather Panel

You can enable the **Weather Panel** during the final step of the registration process or in the **Settings**. The weather panel displays the weather updates for the address entered in the **Home Management** section. (Home Management, page 165).

To view the weather information on your **Home** page:

1. Tap > **Home Screen** > **Weather Panel** > tap the **Show Weather Panel** toggle button.
2. Tap **Temperature Units** and select °C or °F.



3. Tap **Save**.

Moments

You can create a moment to change the state of several devices with single tap.

Moments are created and edited in the **Automations** section.

1. On the Home screen (Home Screen, page 166), tap .
2. Select the **Moments** tab.

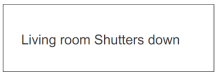
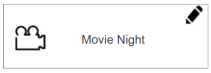
   NOTE: A moment will only set the status of devices. To transition the affected devices to a different status, you must either change it manually or create a reversing moment.

The widgets supported by the Moment are Light Switch, General Switch, Socket Switch, General Lighting Dimmer, AC Switch, Fan Switch, Shutter Relay Vertical, and Shutter Relay Horizontal.

NOTE: If a scene is created in both the Configurator and the Manager Config, 2 moments for the same scene will appear in the mobile app.

Type of Moments

There are three types of **moments** in the app:

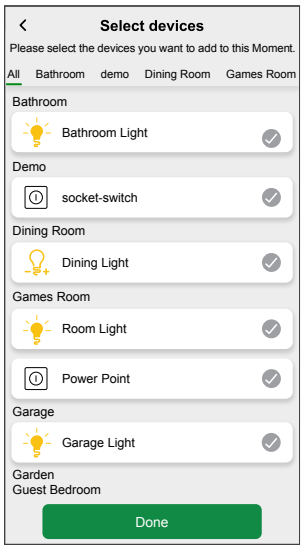
Types of Moments	Parameters	Editable in app	Display
Manager Scenes	• Linked to scene widget in Manager visualization • Displayed, controllable, located in the Moments screen in the **Automations** tab.	No • No icons or edit options in the app	
C-Bus Scenes	• Created in the controller (using **Configurator**). • Centralized. • Mapping exists only between scene actions and C-Bus group objects. • Logic is evaluated in the controller.	No	 Tap to display controller **scenes** in the app (green icon). Tap to hide controller **scenes** in the app (black icon). **NOTE:** The house icon is displayed even if no controller scenes are available. It is just not functional.
Moments	• Created in mobile app • Composed of devices. • Stored and evaluated in the controller.	Yes • Custom icon and edit options displayed. • You can create and edit them in the app.	

Add Moments

To add moments:

1. On the Home screen (Home Screen, page 166), tap > tap at the bottom right of the **Moments** tab. The **Moment creator** page appears.

2. Enter the name of the Moment and assign it an icon.
3. Tap **Add Actions**. **Select devices** screen appears.



4. Select the list of devices and tap **Done**.
5. Tap on each device in your action list and set its behavior (for example, plugs on, lights off) on the control screen.
6. Tap **Set** at the upper right corner of the device control screen.

   Repeat for all devices.
7. After setting all the conditions, tap **Save** in the **Moment creator**.

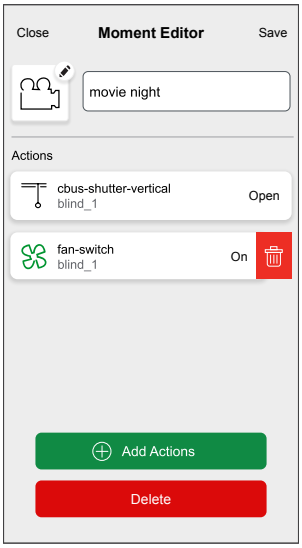
   Once the Moment is saved, it will appear on the **Moments** tab. Tap on the Moment to enable it.

You can add any device in your home. For your convenience, you can also filter the devices by room.

Edit Moments

To edit the Moment:

1. On the Home screen, tap .
2. Go to **Moments**, locate the Moment you want to edit and tap .
3. On the **Moment editor** page, you can :
   - Change the icon of your **Moment**.
   - Change the name.
   - Change the desired state of a device (tap the device to open the device control screen).
   - Add more devices to the **Moment** (tap **Add Actions**).
   - Remove a device from the **Moment** (swipe the device left and tap).



4. Tap **Save** to save the changes.

Delete Moments

To delete the Moment:

1. On the **Home** screen, tap .
2. Go to **Moments**, locate the Moment you want to delete and tap .
3. On the **Moment editor** page, tap **Delete**.

The deleted Moment will no longer appear in the list of moments in the **Automations** section on the **Moments** tab.

Control Moments from Your Home Screen

To control moments directly from your Home screen, turn on the **Show Moments** feature.

1. Tap > **Home screen** > enable **Show Moments**.
2. All the moment tiles are now displayed on the **Home** screen. You can scroll through them and turn them on.

NOTE: Moments cannot be edited or deleted from the **Home** page.

Hardening Your System

This system hardening guideline can help you to follow best practices to improve the security of your system.

Passwords

- Passwords should include upper case, lower case, number and special characters.
- The password must have eight characters minimum.
- The password should not be easily found in the dictionary and a phrase is preferred.
- Passwords should be changed frequently, at least once a year.
- A default Administrator password must be changed immediately when first received and after a factory reset.
- Never re-use passwords.
- After first login change default password for local access.

Network

- Controlling devices should only be used in your personal home network.
- Controlling devices should not have a publicly accessible IP address.
- Do NOT use port forwarding to access a controlling device from the public internet.
- Controlling devices should be on their own network segment. If your router supports a guest network or VLAN, it is preferable to locate the controlling device there.
- Use the strongest Wi-Fi encryption available.
- Use HTTPs in local network.

Software

- Always use the latest software for all devices in order to get new features, cyber security fixes and improvements.
- Keep your devices up to date.

Firmware

- Always use the latest firmware for controlling devices in order to get new features, cyber security fixes and improvements.
- Keep the controlling devices up to date.

Mobile App

- Do not use rooted (Android) or jailbroken (iOS) devices. Only install apps from trusted sources, such as Google Store and Apple Store.

Licence Information

Tool	Type of Licence	Author
axios	MIT	Matt Zabriskie
buffer	MIT	Feross Aboukhadijeh
colorsys	ISC	
d3	ISC	Mike Bostock
emoji-regex	MIT	Mathias Bynens
graphemer	MIT	Matt Davies
i18next	MIT	Jan Mühlemann
immer	MIT	Michel Weststrate
intl-pluralrules	ISC	Eemeli Aro
jail-monkey	MIT	Gant Laborde
license-checker	BSD-3-Clause	Dav Glass
lodash	MIT	John-David Dalton
moment	MIT	Iskren Ivov Chernev
moment-duration-format	MIT	
moment-timezone	MIT	Tim Wood
native-base	MIT	
react	MIT	
react-i18next	MIT	Jan Mühlemann
react-keycloak/native	MIT	IronTony
react-native	MIT	
react-native-animated-pagination-dots	MIT	Sanjaajamts Munkhbold
react-native-async-storage/async-storage	MIT	Krzysztof Borowy
react-native-blob-util	MIT	RonRadtke
react-native-camera-kit	MIT	
react-native-collapsible-tab-view	MIT	Pedro Bern
react-native-community/netinfo	MIT	Matt Oakes
react-native-draggable-flatlist	MIT	Daniel Merrill
react-native-elevation	MIT	
react-native-exception-handler	MIT	a7ul
react-native-exit-app	MIT	Wumke
react-native-firebase/analytics	Apache-2.0	Invertase
react-native-firebase/app	Apache-2.0	Invertase
react-native-geocoding	MIT	
react-native-geolocation-service	MIT	Iftekhar Rifat
react-native-gesture-handler	MIT	Krzysztof Magiera
react-native-google-places-autocomplete	MIT	Farid from Safi
react-native-inappbrowser-reborn	MIT	Juan David Nicholls Cardona
react-native-linear-gradient	MIT	Brent Vatne
react-native-maps	MIT	Leland Richardson

react-native-modal-selector	MIT	Daniel Korger
react-native-onesignal	MIT	OneSignal
react-native-pager-view	MIT	troZee
react-native-paper	MIT	
react-native-permissions	MIT	Mathieu Acthernoene
react-native-picker/picker	MIT	
react-native-places-input	MIT	Kamil Thomas
react-native-reanimated	MIT	Krzysztof Magiera
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react-navigation/core	MIT	
react-navigation/drawer	MIT	
react-navigation/material-bottom-tabs	MIT	
react-navigation/native		
react-navigation/stack	MIT	
react-redux	MIT	Dan Abramov
redux	MIT	
redux-deep-persist	MIT	Piotr Kujawa
redux-persist	MIT	
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sockjs-client	MIT	Bryce Kahle
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text-encoding	Unlicense OR Apache-2.0	Joshua Bell
use-debounce	MIT	Nikita Mostovoy

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