MyHOME_Up

MyHOMEServer1

Installation Manual


Ground floor
Kitchen
Favourites
Home
Scenarios
Security
Other
ETHERNET
DEVICE ID:
INSTALLER CODE:
MyHOME
SCS
System
Speed
Link
MyHOMEServer1
16W16 070
MAC:0000000F00D0
DEVICE ID:
0000000
USER CODE:
00000000
SCS

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General information

Warnings and recommendations

It is important to read this manual carefully before proceeding with the installation. The warranty becomes automatically void in case of negligence, improper use, tampering by unauthorised personnel.

***Note**: a home Wi-Fi network with internet access is needed for the connection with INSTALLER CODE and, also, the smartphone and the MyHOMEServer1 must be connected to the same LAN network.*

To use the service, the Customer must acquire the technical equipment which allows access to the Internet, on the basis of an agreement made by the Customer himself with an ISP (Internet Service Provider). BTicino plays no part in this.

To use the normal MyHOMEServer1 basic functions, the Customer must install MyHOME_Up on his smartphone.

The services offered by means of the APP require being able to interact with MyHOMEServer1 remotely and through the Internet.

In these cases the integration and good working between MyHOMEServer1 and APP may depend on:
– a) quality of the Wi-Fi signal;
– b) type of access contract to the home internet;
– c) type of data contract on the smartphone.

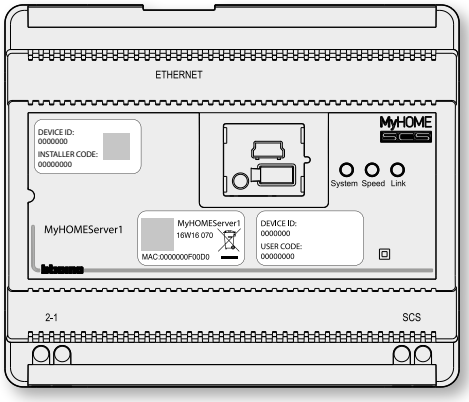
When one of these 3 elements does not conform with the specifications required for product operation, BTicino accepts no responsibility for any faults.

We would like to inform you that the service provided by BTicino by means of remote use via the APP involves the use of data. The cost linked to data usage depends on the type of contract which the customer has with his ISP (Internet Service Provider) and is solely the customer's responsibility. Although the system manages devices from third parties, the home-automation system must be BTicino.

***Caution**: not all the functions shown in this manual are available for all countries.*
Check with your retailer which functions are available for your market.

***Warning**: the images of this manual are only indicative, and therefore may not exactly represent the characteristics of the product.*

MyHOMEServer1



By means of the interaction between the MyHOMEServer1 device, the MyHOME_Up App and the home-automation system, the MyHOME_Up system (suitably configured) allows the user to interact with his home, to:

- control the lights;
- control the rolling shutters;
- adjust the temperature;
- play music or listen to the radio;
- control the controlled socket;
- display the instantaneous consumptions of the loads (washing machine, cooker etc.);
- control the devices of other brands* (Samsung TV, Philips ecc...);
- open door locks;
- listen to the music from the MyHOME sound system;
- switch the Burglar Alarm system on/off using the insertion scenarios, activate partitions, exclude zones and display events and faults;
- create and manage scenarios.

****Note**: the device may not be compatible with some models or their firmware versions. Bticino is not responsible for any present and future malfunctionings or incompatibilities which can be attributed to third-party devices.*

Function limits

10	Maximum number of areas that can be created
30	Maximum number of configurable rooms for each area
50	Maximum number of graphic objects in a room
50	Maximum number of controls which can be associated to an actuator
50	Maximum number of objects in the Favourites page
50	Maximum number of scenarios
100	Maximum number of actions in the scenario
50	Maximum number of start conditions for each scenario
25	Maximum number of user account (The admin user can create up to 25 user accounts (email / password) for all the people authorized to control the system.)
7	Maximum number of locally simultaneously connected users
4	Maximum number of remotely simultaneously connected users
25	Maximum number of saved connections on the App. (Connections to the same gateway or to different gateways).

MyHOMEServer1 connections

Services	Addresses	Door	Protocols
Cloud Services			
Main Server	myhomeup.bticino.com	8000	https, wss
Slave Server	'193.178.246.170, 193.178.246.164	22	ssh
NTP Service	pool.ntp.org (by default, to be changed by the user)	123	ntp
Log Service	log.bs.iotleg.com	5001	syslog
Update service			
Update Server	dispatchregistration.legrand.com	443	https
Download Server	prodlegrandressourcespkg.blob.core.windows.net	443	https
Weather service			
Old Service (market versions < 2.2.X)	api.wunderground.com	443	https
New Service (market versions > 2.1.X)	api.openweathermap.org	443	https
Push notification services			
Apple	api.push.apple.com	443	https
Goole	android.googleapis.com	443	https
Email service	Depending on the user configuration		

Light and Automation Devices that can be directly associated via MyHOMEServer1

Description	Legrand code	From production batch:	Channels configured automatically by MyHOMEServer1	BTicino code	From production batch:	Channels configured automatically by MyHOMEServer1
Scenario control	LG-573902 LG-573903 LG-574503 LG-574504 LG-067217 LG-067218 LG-078478 LG-079178	08W51 08W51 all all all all all all		BT-L4680 BT-N4680 BT-NT4680 BT-HC4680 BT-HD4680 BT-HS4680	09W08 09W08 09W08 09W08 09W08 09W08	
SCS/SCS interface	LG-003562	12W20		BT-F422	12W20	
Touch multifunction control	LG-067243 LG-067244 LG-067245	13W05 13W05 13W05				
BUS 8-key control	LG-067592	all		BT-LN4652 BT-H4652	all all	
2 m basic control	LG-067552	all		AR-64360 BT-H4652/2 BT-L4652/2 BT-AM5832/22	09W40 09W40 09W40 09W40	
3 m basic control	LG-067554	all		BT-L4652/3 BT-H4652/3 BT-AM5832/3	09W40 09W40 09W40	
BUS shutter actuator	LG-067557	all	1	BT-LN4661M2 BT-H4661M2 BT-AM5861M2	all all all	1 1 1
BUS shutter control	LG-067558	all		BT-LN4660M2 BT-H4660M2 BT-AM5860M2	all all all	
Special control	LG-067553	all		AR-64362 BT-L4651M2 BT-H4651M2 BT-AM5831M2	all 08W41 08W41 08W41	
16A 100/240V 1 relay DIN actuator	LG-003847	all	1	BT-F411U1	all	1
16A 100/240V 2 relay DIN actuator	LG-003848	all	2	BT-F411U2	all	2
16A 100/240V 1 relay DIN actuator	LG-003841	10W17	1	BT-F411/1N	09W13	1
16A 2 relay DIN actuator	LG-003842	10W18**	2	BT-F411/2	09W04**	2
16A 100/240V 2 relay DIN actuator	LG-002601	all	2	BT-BMSW1002	all	2
16A 100/240V 4 relay DIN actuator	LG-002602	all	4	BT-BMSW1003	all	4
6A 4 relay DIN actuator	LG-003844	10W22*	4	BT-F411/4	09W04*	4
16A 100/240V 8 relay DIN actuator	LG-002604	all	8	BT-BMSW1005	all	8
4 output DIN actuator for 0-10V ballast	LG-002612	all	4	BT-BMDI1002	all	4
DIN actuator for 0-10V ballast	LG-003656	10W05	1	BT-F413N	09W14	1
Basic contact interface	LG-573996	10W04		BT-3477	10W04	
DIN contact interface	LG-003553	10W13		BT-F428	09W50	

** If the device is installed on the output of the F422 interface, the minimum batch is 15W25*
*** If the device is installed on the output of the F422 interface, it is not possible to associate it using the APP. It is recommended to replace it with the code F411U2*

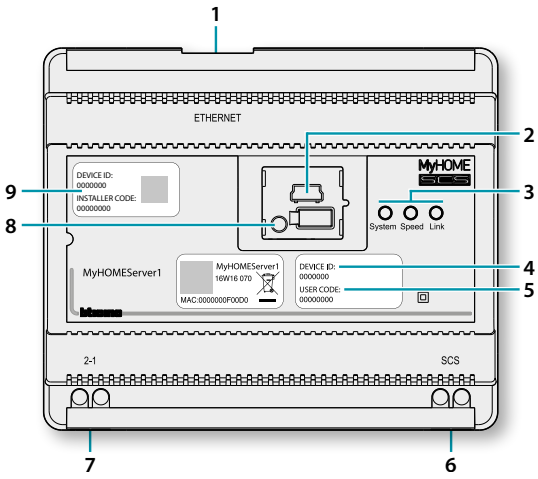
Description	Legrand code	From production batch:	Channels configured automatically by MyHOMEServer1	BTicino code	From production batch:	Channels configured automatically by MyHOMEServer1
DIN 1000 dimmer	LG-002621	all	1	BT-F416U1	all	1
1000 W DIN dimmer	LG-003652	09W50	1	BT-F414	09W29	1
400 VA DIN dimmer	LG-003653	10W07	1	BT-F415	09W22	1
2 x 400 VA DIN dimmer	LG-002622	all	2	BT-F417U2	all	2
300 VA DIN dimmer	LG-003665	all	1	BT-F418	all	1
2 x 300 VA DIN dimmer	LG-003651	all	2	BT-F418U2	all	2
3 m touch control	LG-573912 LG-573913	11W27 11W09		BT-HC4657M3 BT-HD4657M3 BT-HS4657M3	11W09 11W12 11W12	
4 m touch control				BT-HC4657M4 BT-HD4657M4 BT-HS4657M4	11W12 11W12 11W14	
SCS/DALI interface	LG-002631	10W13	8	BT-F429	10W20	8
Basic actuator				BT-3475	12W31	1
BUS shutter DIN actuator	LG-003666	all	1	BT-F401	all	1
Control actuator	LG-067561 AR-64195 AR-64196 AR-64393	all all all all	2 2 2 2	BT-AM5852M2 BT-H4672M2 BT-LN4672M2	all all all	2 2 2
Basic control actuator				BT-3476	12W39	1
Control actuator	LG-067556	all	2	BT-LN4671M2	all	2
DIN dimmer for 0-10 V ballast	LG-002611	all	1	BT-BMDI1001	all	1
BUS Dual Tech Green Switch	LG-067226 LG-078486 LG-574048 LG-574098	all all all all		BT-L4658N BT-N4658N BT-NT4658N BT-HC4658 BT-HD4658 BT-HS4658	all all all all all all	
PIR BUS automatic switch	LG-067225 LG-078485 LG-574046 LG-574096	all all all all		BT-L4659N BT-N4659N BT-NT4659N BT-HC4659 BT-HD4659 BT-HS4659	all all all all all all	
PIR ceiling mounted sensor	LG-048820	all		BT-BMSE3001	all	
PIR+US double technology ceiling mounted sensor	LG-048822	all		BT-BMSE3003	all	
IP55 PIR wall mounted sensor	LG-048834	all				
Memory module				BT- F425	10W01	
Control				BT-K4652M2 BT-K4652M3	all all	
Control actuator				BT-K4672M2S BT-K4672M2L	all all	1 2

Temperature Control Devices that can be directly associated via MyHOMEServer1

Description	Legrand code	From production batch:	BTicino code	From production batch:
Thermostat with Display	LG-067459 LG-064170 LG-752131 LG-752731	all all all all	 BT-LN4691 BT-H4691	all all
Temperature control probe			BT-KM4691 BT-KG4691 BT-KW4691	all all all
Probe without adjustment	LG-067458 LG-573924 LG-573925	13W36 13W36 13W36	BT-L4693 BT-N4693 BT-NT4693 BT-HC4693 BT-HS4693 BT-HD4693	13W36 13W36 13W36 13W36 13W36 13W36
DIN actuator with 2 independent relays	LG-003579	13W06	BT-F430/2	13W06
DIN actuator with 4 independent relays	LG-003580	13W06	BT-F430/4	13W06
DIN actuator with 8 independent relays	LG-003517	all	BT-F430R8	all
DIN actuator with 2 0-10 V outputs	LG-003518	all	BT-F430V10	all
DIN actuator with 3 independent relays and 2 0-10 V outputs	LG-003519	all	BT-F430R3V10	all

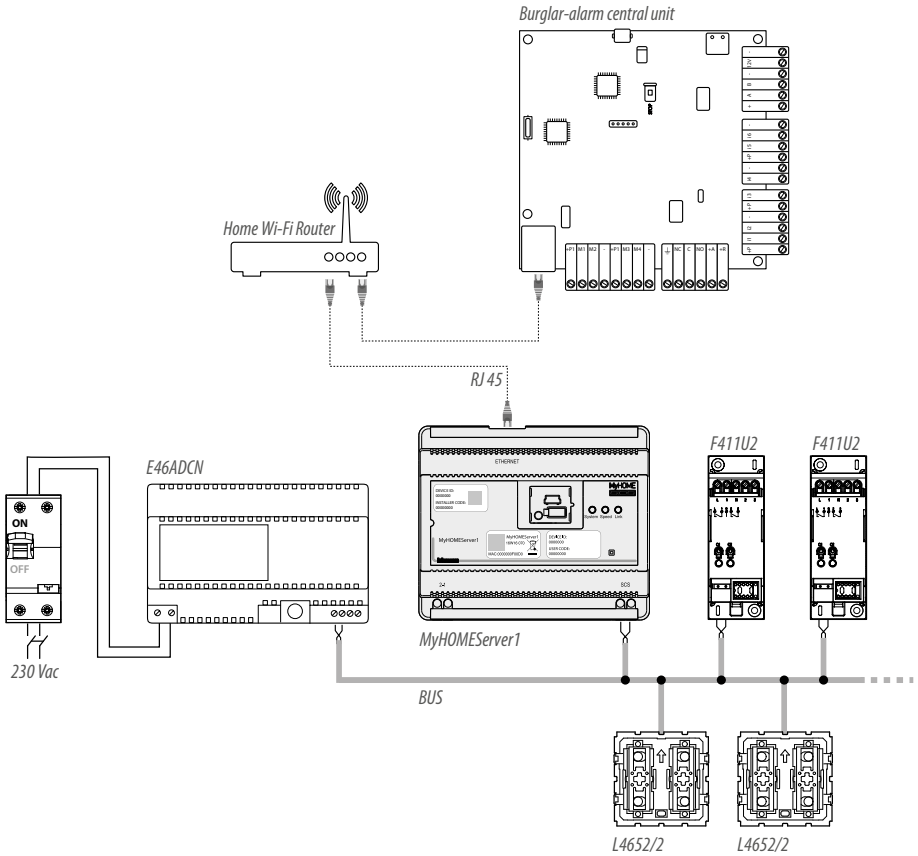
***Note**: in the case of systems with 99-zone temperature control unit, the device configuration must be made by means of physical or virtual configuration. In this case, all the batches are compatible.*

Description



1. RJ 45 for LAN Ethernet 10/100 Mbit.
2. USB port for future uses.
3. User interface LEDs:
   – **System**: On connecting the power supply it switches on and off and the next time it switches on it indicates that the Web Server is operative.
   – **Speed**: Connection speed: ON = 100 Mbit; OFF = 10 Mbit.
   – **Link**: When on, it indicates that the Ethernet network has been found.
4. **DEVICE ID**: device identification unique code.
5. **USER CODE**: user code which allows the creation of a connection to the user/administrator, without having an account.
6. 2 wire BUS for automation connection.
7. Additional power supply.
8. Restart pushbutton:
   – short pressure (1") = device restart;
   – long pressure (10") = Dynamic IP Setting (DHCP).
   After the long pressure of the reset pushbutton, the system LED will flash twice slowly and twice quickly for about 10".
9. **INSTALLER CODE**: installer code which allows the creation of a connection to the system and configuring it.

Wiring diagrams



***Note**: to make use of all its functions, the MyHOMEServer1 must be connected to the internet*

***Note**: only supplies the system after all the devices are connected.*
*The maximum number of manageable channels is 175 (see **table**)*

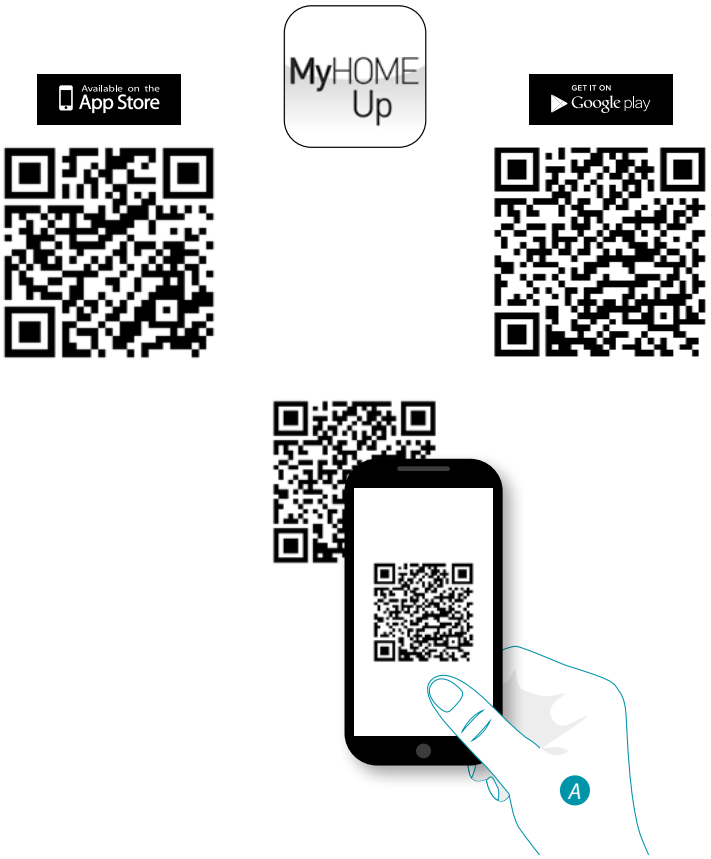
Connections

After connecting all the devices and then powering the system, wait for the actuator LED to stop flashing. The controls will continue to flash until the association is made.
For correct operation it is fundamental that the connection is made on the automation BUS (see MyHOME Automation Guide), it is not possible to install MyHOMEServer1 on systems with logic expansion.

Access to the system

To be able to configure the system so that the user can use all the functions which the MyHOME_Up system puts at your disposal you must:

1. download the App from the stores (for iOS devices from App Store, for Android devices from Play Store);

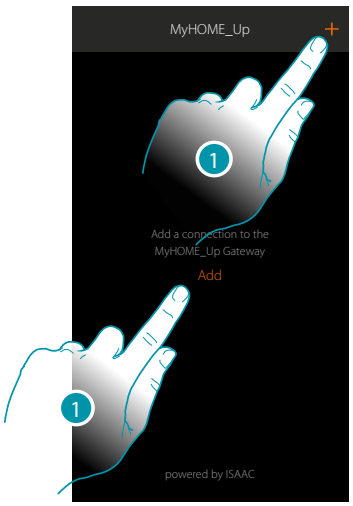


A. On your Smartphone run the App to read the QR codes and then frame the QR Code

***Note**: you can find the same QR code in the Instruction Sheet supplied with the MyHOMEServer1*

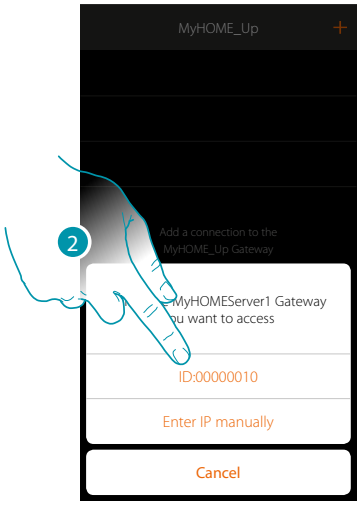
2. create a connection to the system as installer;
3. create zones and rooms to organise the objects in the best way;
4. create objects and associate them to the system devices.

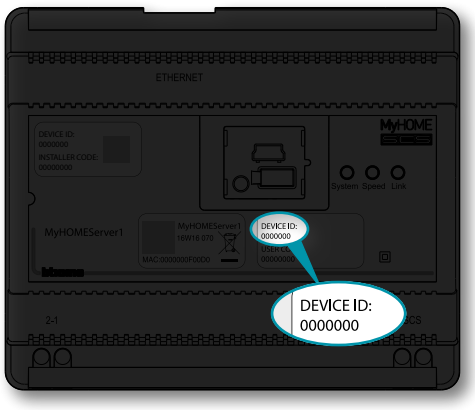
Connection to the system



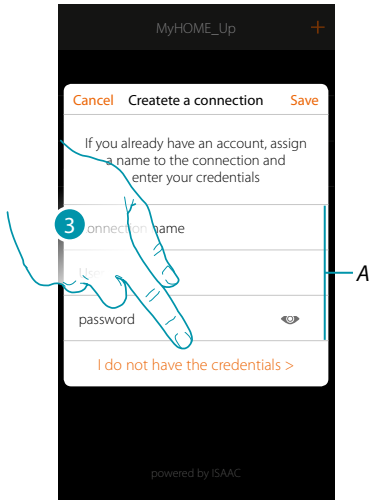
1. Touch to connect to your MyHOMEServer1. If this is not found see chapter "What to do if".

The list of found MyHOMEServer1s appears



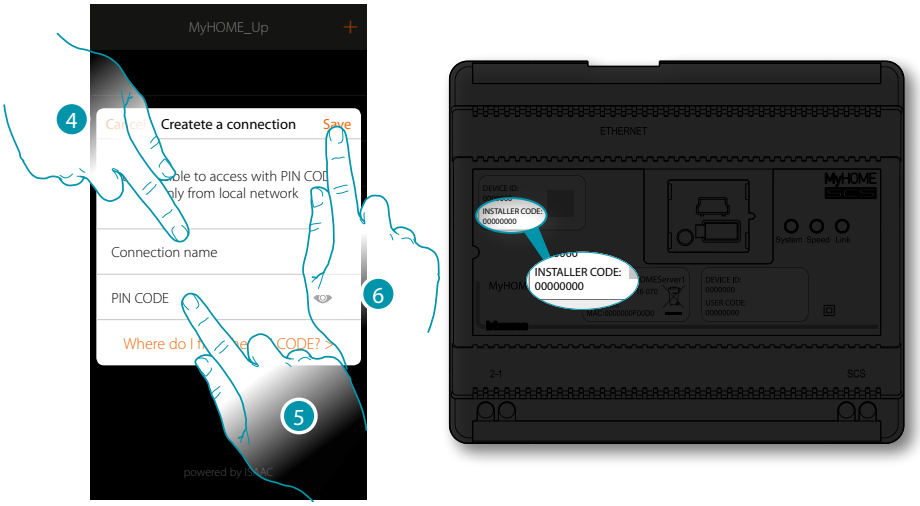


2. Select your MyHOMEServer1 identifying it by means of the ID DEVICE on the front of the device

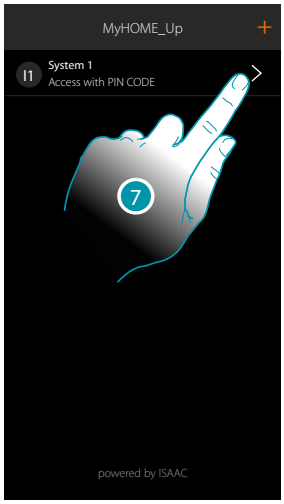


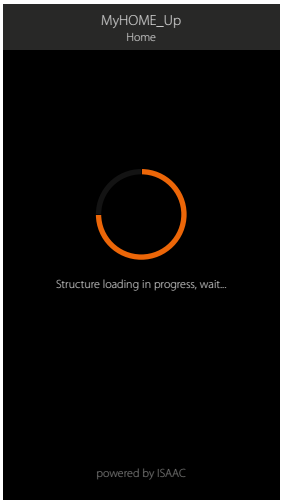
3. Touch to create the connection and access via local network with the INSTALLER CODE

***Note**: access via account (A) is reserved to the end user*



4. Enter a name to identify the new connection being created
5. Enter the INSTALLER CODE found on the front side of the device
6. Touch to save the system connection.



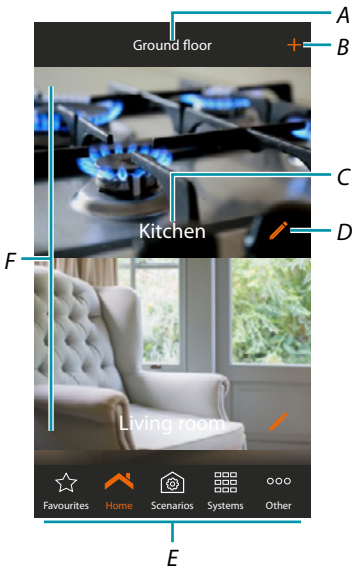


7. The system is now connected, touch to access.
   A scan and the automatic detection of the connected devices will activate automatically. An address will be allocated to each actuator channel, even if not used to drive a load. To check the number of engaged channels (max. 175), refer to the compatibility table.
   ***Note**: it is not possible to have more than 175 channels per system. If this limit is exceeded, MyHOME_Up will ask to remove any excess devices from the system.*
   At the end of the procedure the home page appears.

A zone and some rooms which you can access from the Home page are created automatically.

Home page

On entering the Home Page you can access the navigation structure to be customised depending on the Customer's requirements.
Here you can configure all the components/objects connected to the home-automation system, organising them in the best way.



A. *Zone name*
B. *Add a room*
C. *Room name*
D. *Modify the room*
E. *Navigation bar*
F. *Rooms*

	Go to the favourites page which will contain the objects which the user will add.
	Return to the home page, open the zone selection panel and modify/move/ cancel the zone
	Go to the scenario page where you can create, modify and perform some scenarios to control the system in an advanced way.
	Go to the Burglar Alarm system* where you can switch the system on/off via the insertion scenarios and other functions.
	Go to the Temperature Control system, where it is possible to view the status of the system and the individual zones, set the operating mode and the parameters of the various operating modes.
	It allows to display the Temperature Control system page or the Security system (burglar alarm) page.
	Go to the page where there is a series of settings for more complete management of the system:

	System check	Displays the devices found on the system
	Associations	Can display the associations between the graphic objects and the devices on the system
	Groups	Can create a group of actuators
	General controls	Can associate the general control function to a system control
	System	General information on the MyHOMEServer1 and App
	Security system	Connect MyHOME_Up to the BTicino Burglar Alarm system
	Weather	Displays meteo data supplied by Meteo Online Activates service and sets the city to be monitored
	Geolocation	Sets the geographic position of the MyHOMEServer1
	Network	Displays or modifies the network connection parameters
	Email	Sets the parameters to send mail
	Date and time	Displays the date and time set Set the date and time of the MyHOMEServer1
	Manage Log	Notify any issues by sending a message to the after-sales service
	Global configurations	Set if the temperatures measured on all thermostats and the unit of measure of the temperature must be displayed.
	System reset	Resets the Gateway and/or system and Gateway
	Disconnect	Disconnects the installer from the system

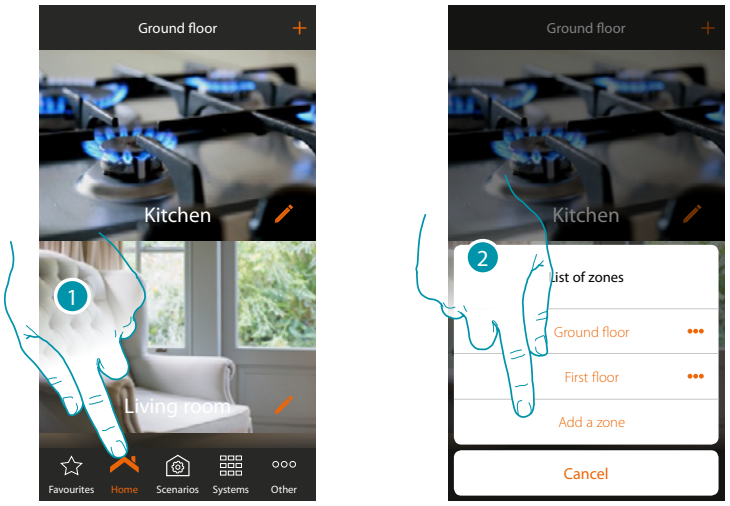
***Note**: this function is only present if you have a BTicino Burglar Alarm system (alarm control units 4200, 4201, 4203) and have made the connection with the control unit following the procedure.*

Before adding and configuring the objects the zones and rooms should be customised as required by the user

Zones

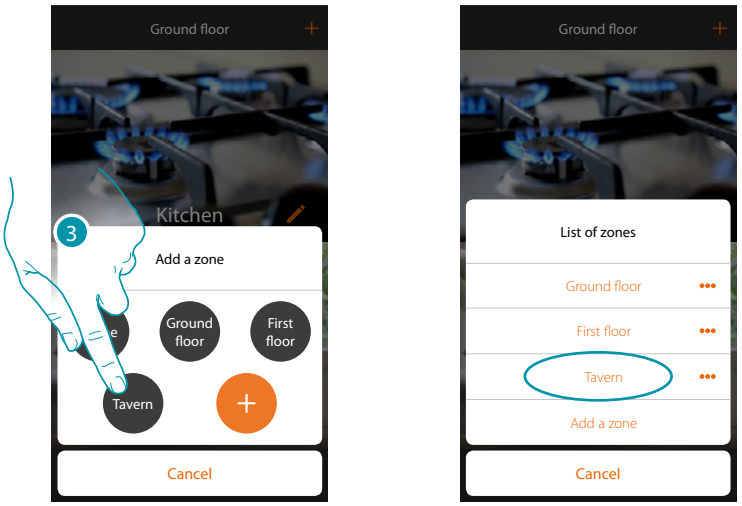
The various rooms which make up the system can be organised in zones (e.g.: Ground floor, second floor etc...).
As well as moving between the various zones you can create new ones, change the name, rearrange them or cancel them

Create a zone



1. Touch to open the zone panel
2. Touch to add a zone

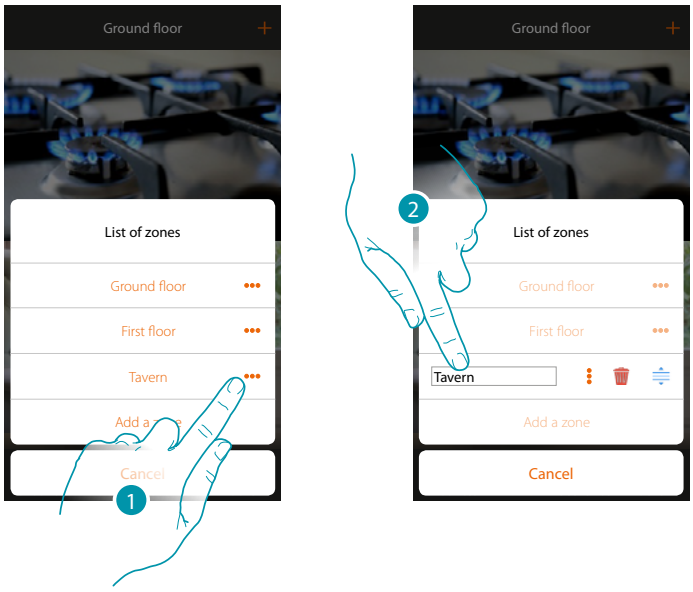
The default App suggests preset zones (Home/Ground Floor/First Floor/Tavern); you can add one of these or a customised one, by touching +.



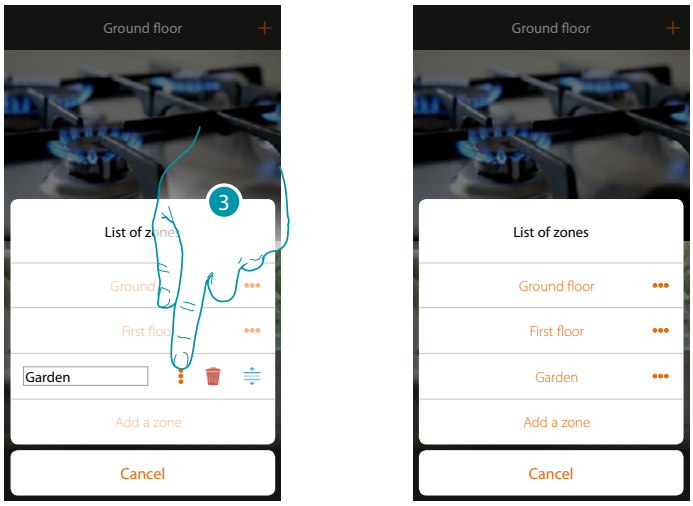
3. Touch to add a zone.

The "Tavern" zone has been added

Modify a zone



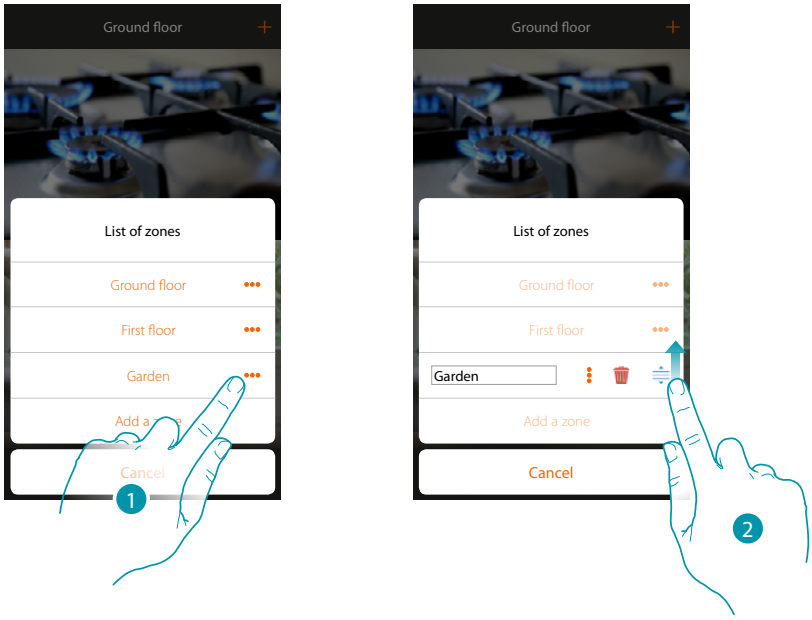
1. Touch to modify the zone name
2. Modify the name



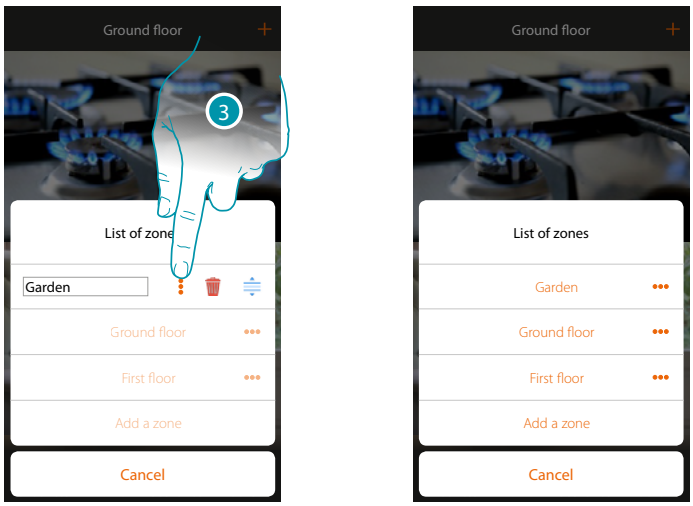
3. Touch to save the Modifytion

The zone has been modified

Rearrange a zone



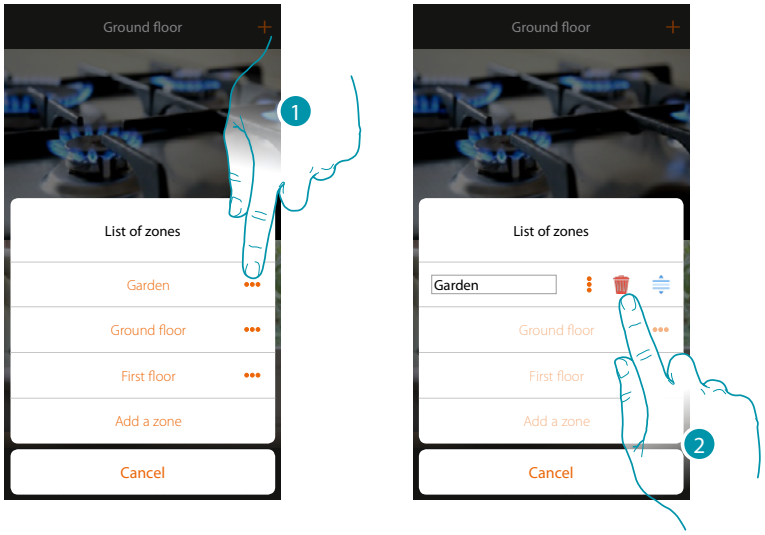
1. Touch to rearrange the zone
2. Touch and drag to move the zone



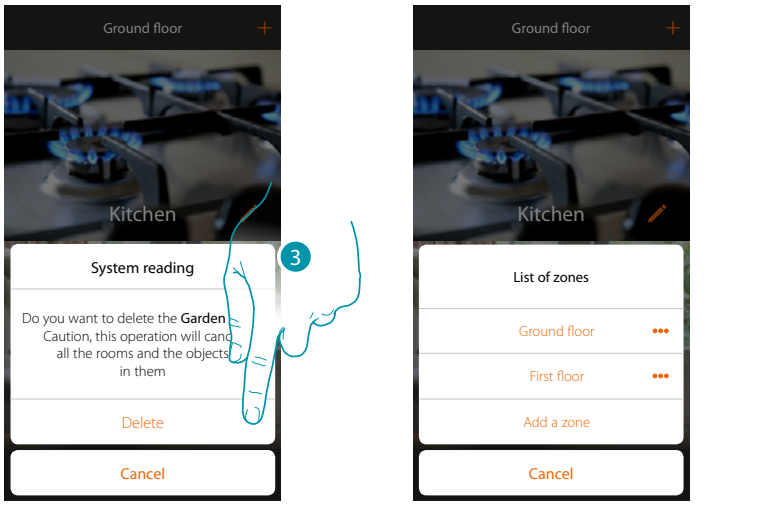
3. Touch to save the Modifytion

The zone has been moved

Delete a zone



1. Touch to open the panel to delete the zone
2. Touch to delete the zone



3. Touch to confirm the zone deletion

***Note**: on confirming the cancelling of the zone, all the rooms and the objects in them will be definitively cancelled.*

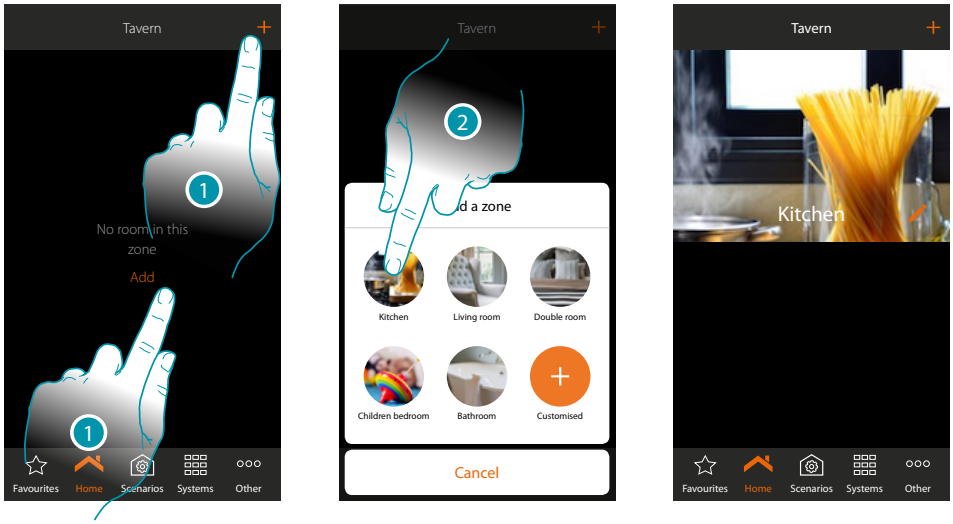
The zone has been deleted

Rooms

The objects which make up your system are organised in rooms.
As well as moving between the various rooms and adding objects, you can:

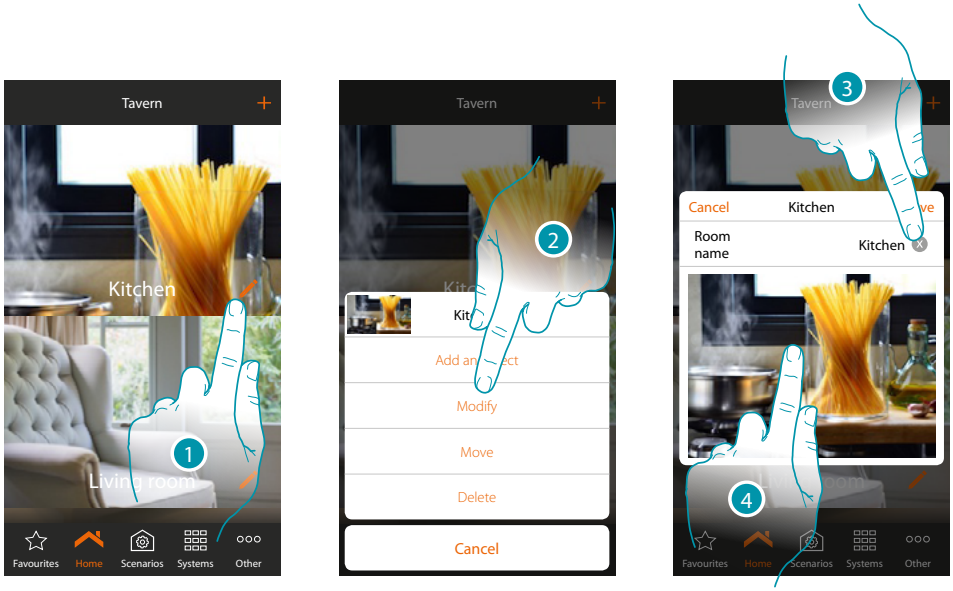
1. Add a room;
2. To change the background image that represents it and modify the name;
3. Move a room into another zone
4. Rearrange a room
5. Delete a room

To add a room:

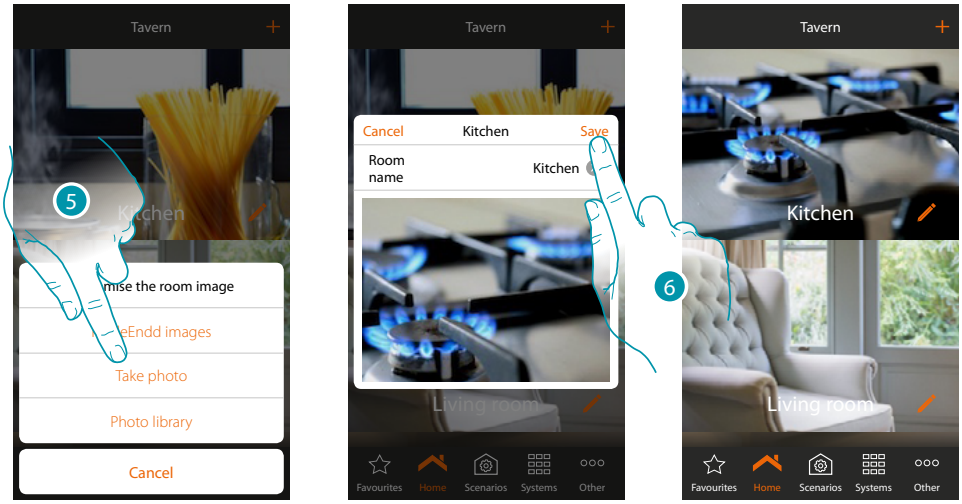


1. Touch to add a room into the zone
2. Touch to add the room

To change the background image and modify the name:

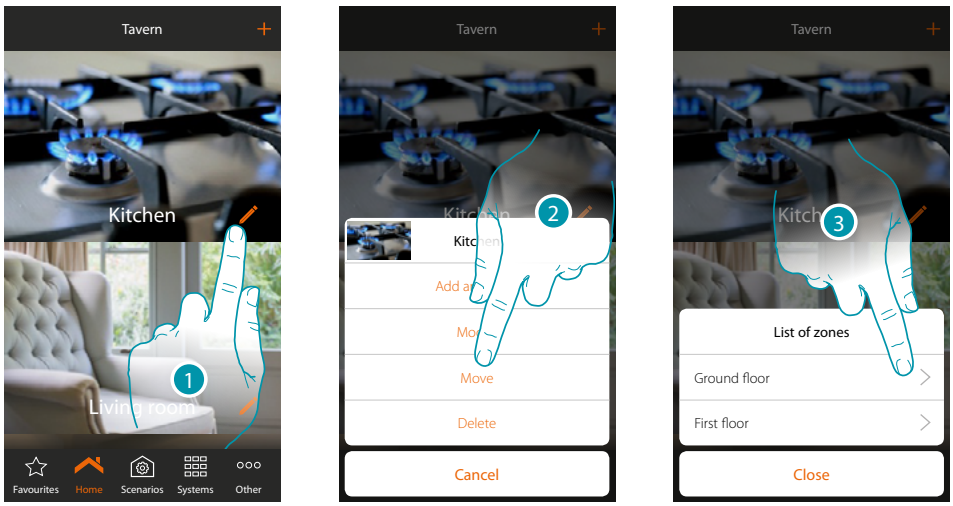


1. Touch to change the name and/or the background image
2. Touch to open the Modifytion panel
3. Touch to modify the room name
4. Touch to change the background image

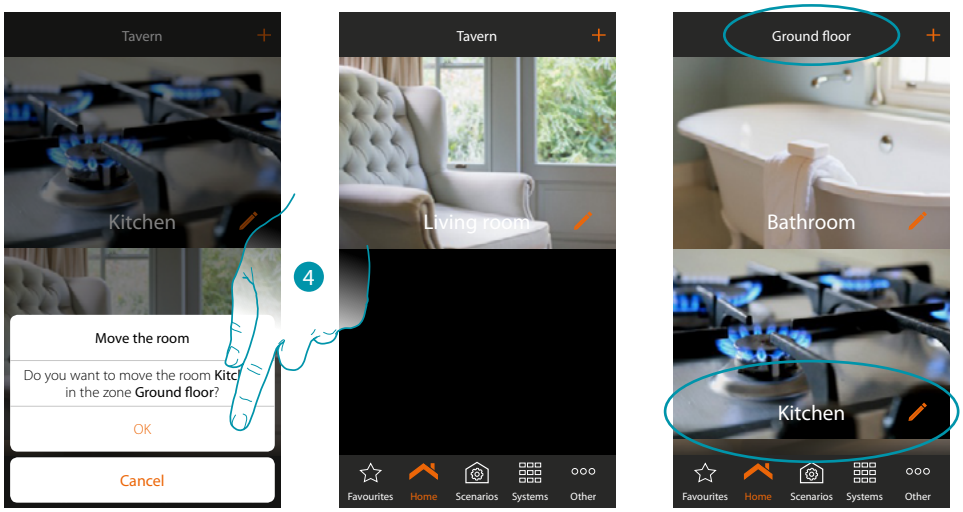


5. Select the background image from the predeEndd images which the App puts at your disposal, from your smartphone's photo library or take a photo directly with your smartphone
6. Touch to save the Modifytion

To move a room into another zone:



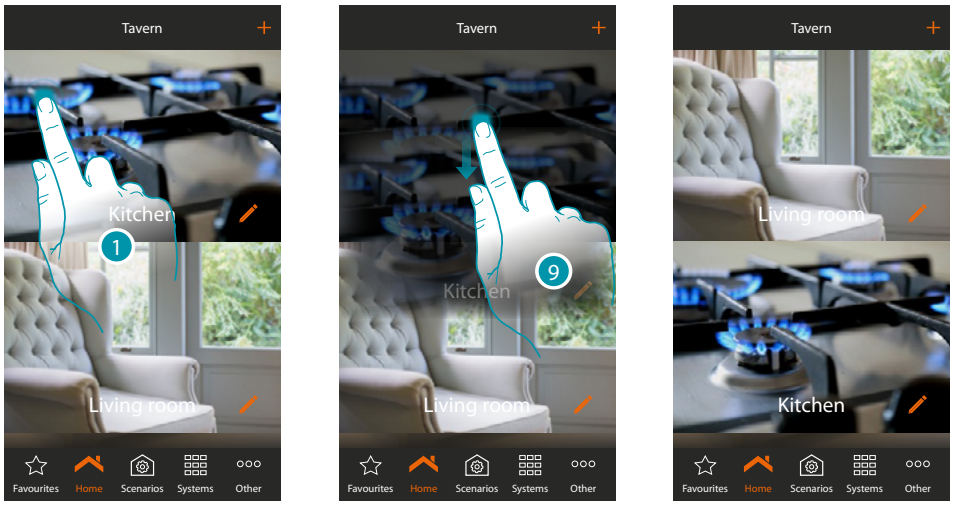
1. Touch to move a room into another zone
2. Touch to move the room
3. Touch the zone where you want to move the room



4. Touch to confirm

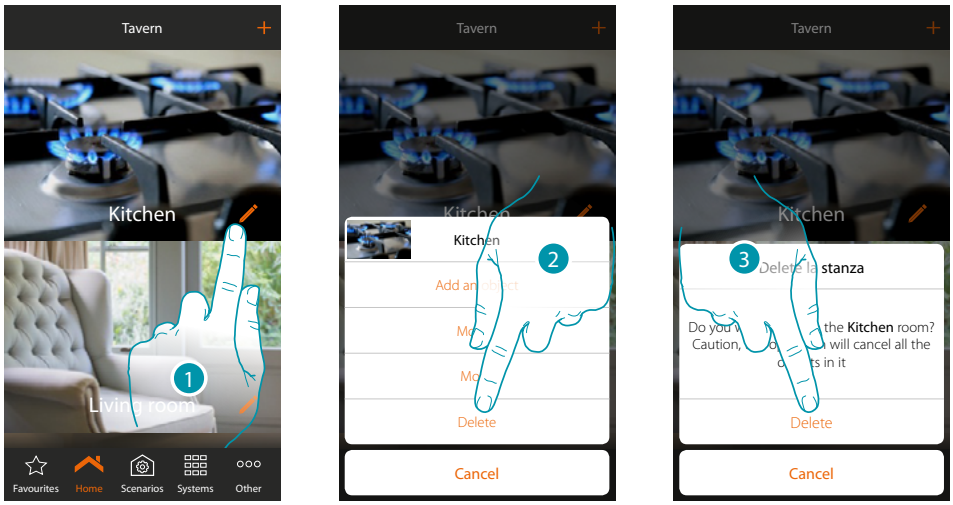
***Note**: moving the room to another zone, you will also move all the objects in it.*

To rearrange a room in the same zone:



1. Touch and keep pressed until the image darkens
2. Always keeping it pressed move the room to the new position and release

To delete a room:

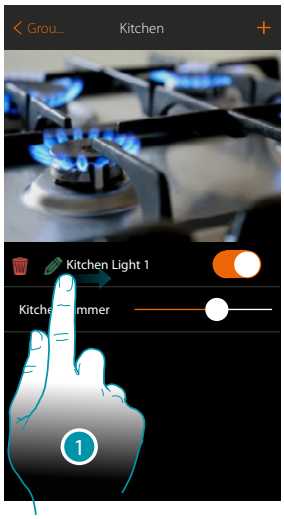


1. Touch to delete a room inside a zone
2. Touch to delete the room
3. Touch to confirm the room deletion

***Note**: on confirming the cancelling of the room all the objects in it will be definitively cancelled.*

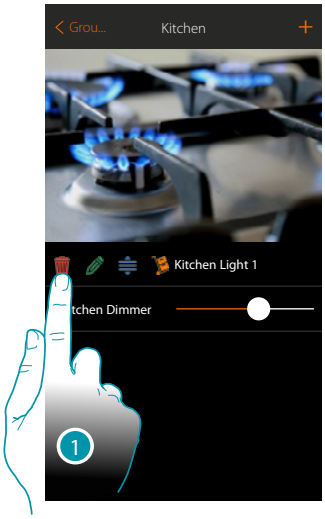
Objects

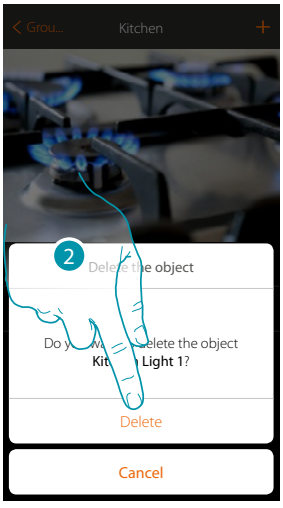
After creating the zones and rooms which represent the user's house, you can create objects and associate them to the devices on the system; once they are entered, you can cancel, modify or rearrange them.



1. On scrolling from left to right the Modifytion submenu appears
   - Delete object
   - Modify object
   - Move object
   - Move the object in another zone/room

Delete object

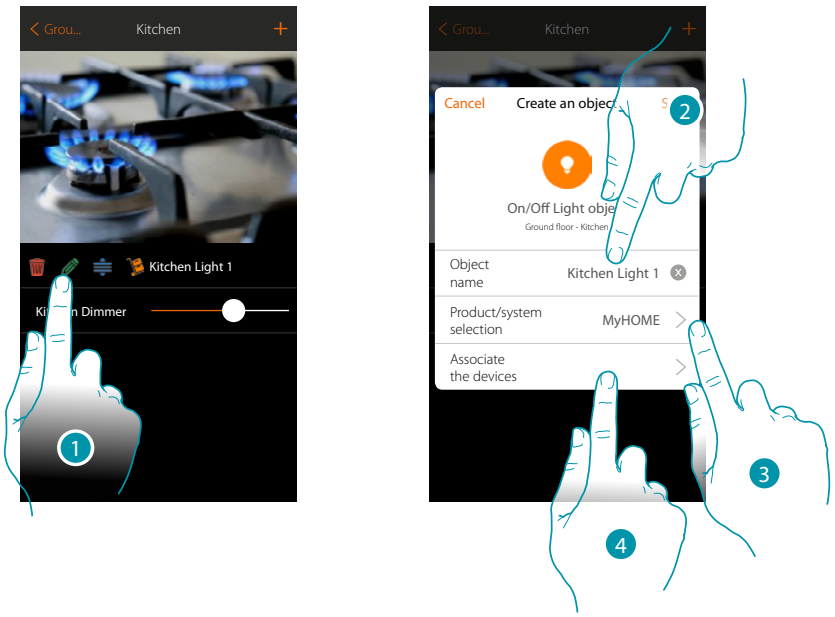




1. Touch to delete the object
2. Touch to confirm

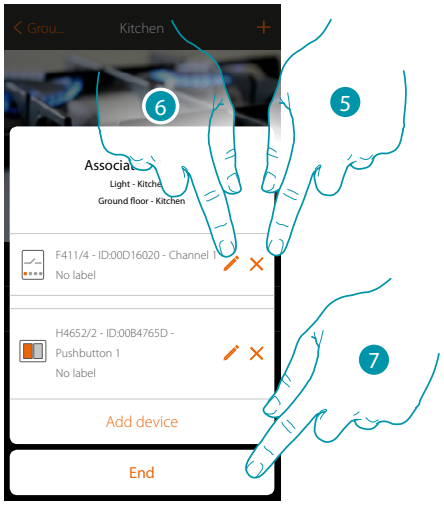
Modify the object

You can modify the settings of the entered objects at any time. In particular you can rename the object, modify the system it belongs to and modify the associations to the system devices.



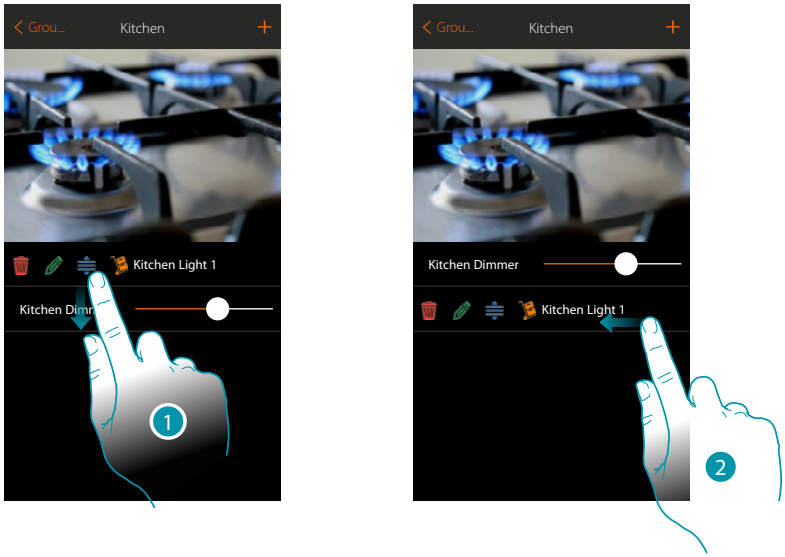
1. Touch to modify the object
2. Touch to modify the object name
3. Touch to modify the belonging system
4. Touch to modify the association of the object to the device on the system

The parameters which can be set in this screen vary depending on the type of object associated



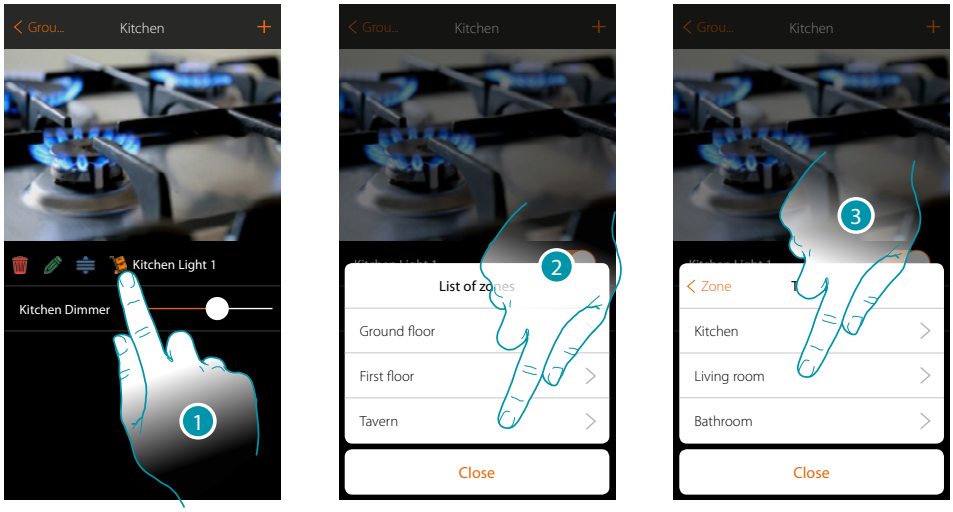
5. Touch to delete the association
6. Touch to modify the parameters
7. Touch to end the Modifytion procedure

Modify the object

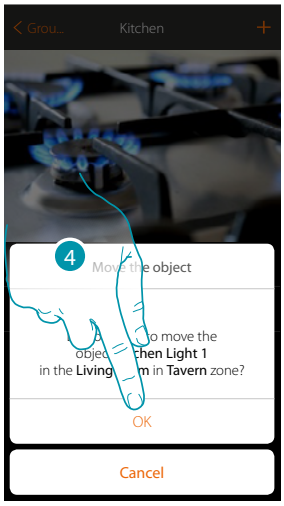


1. Touch and drag to move the object inside the room
2. Drag to close the Modifytion panel

Move the object in another room



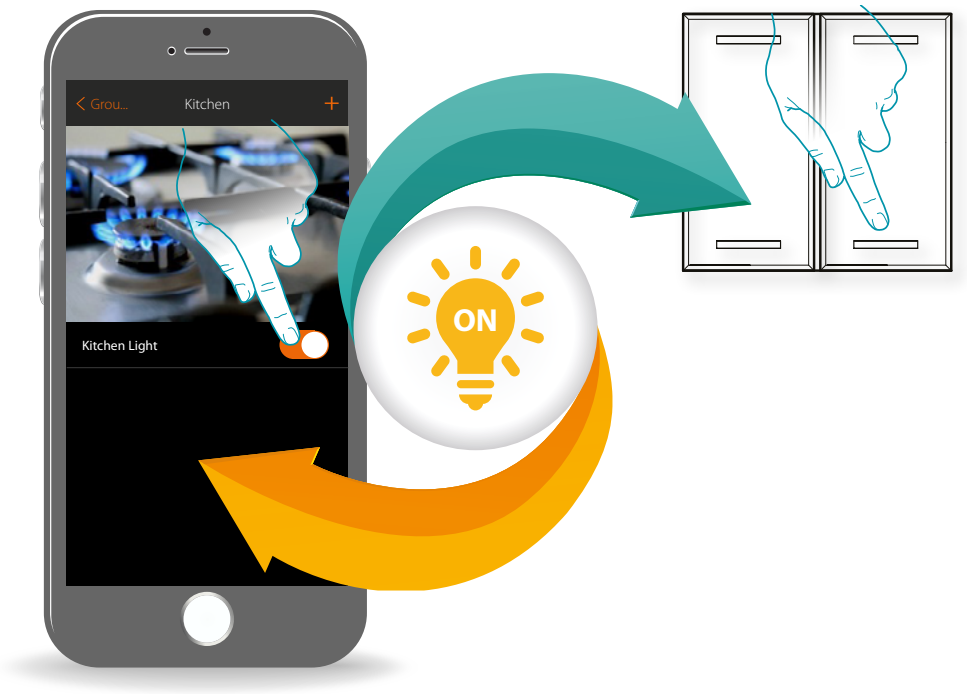
1. Touch to move the object in another zone/room
2. Touch to select the zone
3. Touch to select the room



4. Touch to confirm

Associate the objects

How to associate the graphic objects to the actuators and the physical controls on the system is shown below.
In this module the user can control his home from both the physical controls and the App



Light
On configuring the devices on the system and associating them to the light object, the user can switch a light on/off and adjust it.
In the case of the coloured light object you can manage Philips Hue, Lifx and Enttec ODE coloured LED lamps.

Shutter
On configuring the devices on the system and associating them to the rolling shutter object, the user can adjust the opening and closing of rolling shutters, blinds and garage.
On enabling the function you can allow the user to adjust the opening level (only rolling shutters with preset function).

Thermostat
On configuring the devices on the system and associating them to the thermostat object, the user can adjust the home temperature

Towel warmer
By configuring the system devices and associating them to the Towel Warmer object, the user can switch them on or off directly or through a program, without the need for using a setpoint.

Fancoil
By configuring the devices on the system and associating them to the Fan-coil object, the user can switch them on or off directly or through a program, and adjust their speed (proportional Fan-coil only).

Player
On associating a Nuvo or Sonos* music reader to the player object, the user can play music or listen to radio stations.

Smart TV
On associating a Samsung Smart TV* (the only models which have the Samsung 2014 SmartTV platform installed) / LG Smart TV* (the only models which have the Netcast 3.0 and Netcast 4.0 platforms issued in 2012 and 2013 installed) or an IR Trans*, the user can display a virtual remote control which he can use to control his television.

Controlled socket
On configuring the devices on the system and associating them to the Controlled socket object, the user can control the load connected to a socket (e.g. standard lamp in the living room).

Door lock
On configuring the devices on the system and associating them to the Door lock object, the user can control a system door lock.

MyHOME Audio
On configuring the devices on the system (only in multichannel systems with F441M matrix) and associating them to the Audio MyHOME object, the user can control the BTicino sound system components.

Energy
On configuring the devices on the system (F520 or F521 measurer) and associating them to the Power object, the user can display the instantaneous power consumption of a load.

Burglar-alarm zone
By associating a zone (of the Burglar Alarm system) to the burglar alarm zone object, the user can exclude/include the zone from the Burglar Alarm system.

Scenarios
You can create and manage customised scenarios depending on the user's specific requirements.

Burglar-alarm system
In this section you can display the Burglar Alarm system status, the current faults, display the status, activate the partitions and switch the Burglar Alarm system on by means of the insertion scenarios.

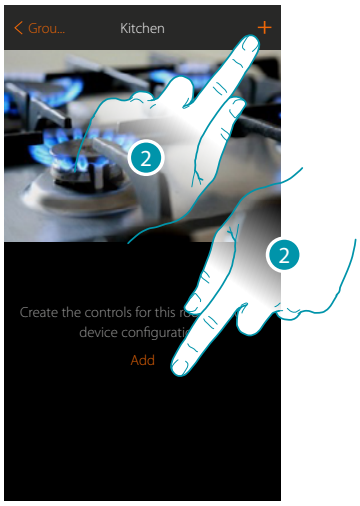
***Note**: the device may not be compatible with some models or their firmware versions. Bticino is not responsible for any present and future malfunctionings or incompatibilities which can be attributed to third-party devices.*

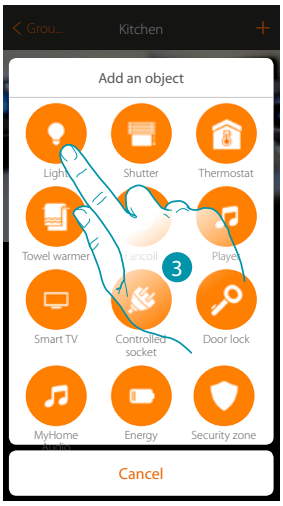
Light object

On configuring the devices on the system and associating them to the light object, the user can switch a light on/off and adjust it.
In the case of the coloured light object you can manage Philips Hue, Lifx and Enttec ODE coloured LED lamps.

On-Off Light

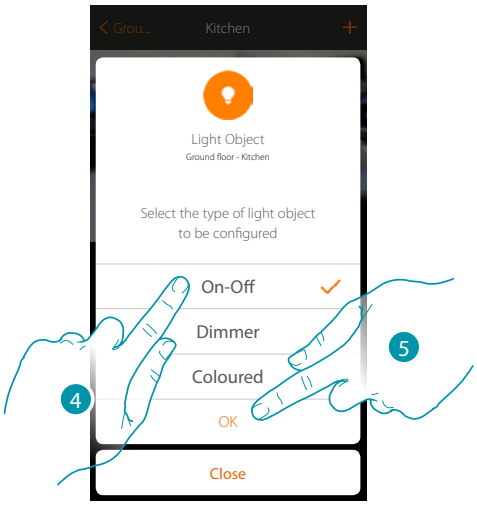
1. Touch to enter the room where you want to add a light object



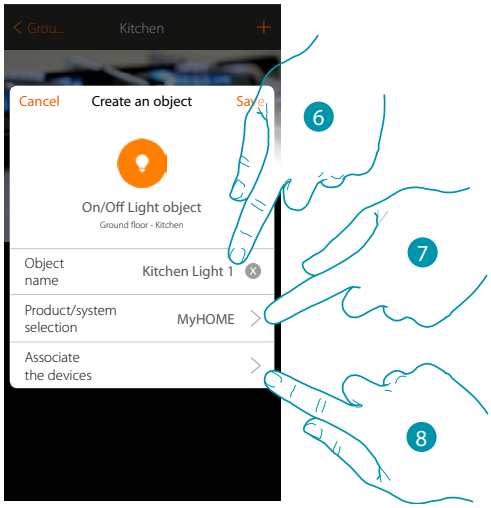


2. Touch to add an object to the kitchen
3. Touch to add an object to the kitchen

***Note**: During the system starting-up the contact interlock function is not guaranteed.*
Do not switch on simultaneously two channels of the same actuator.
The interlock will be managed only after the association of all the channels using the App.

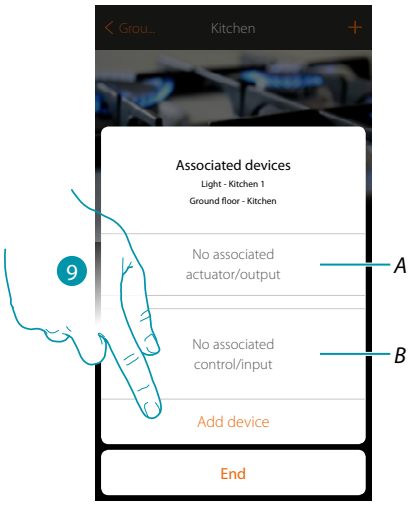


4. Touch to select the On-Off light type
5. Touch to confirm



6. Touch to modify the object name.
7. Touch to select the relevant system
8. Touch to associate to the light graphic object 

a device found on the system in the initial scanning



A. Display the actuator associated to the object

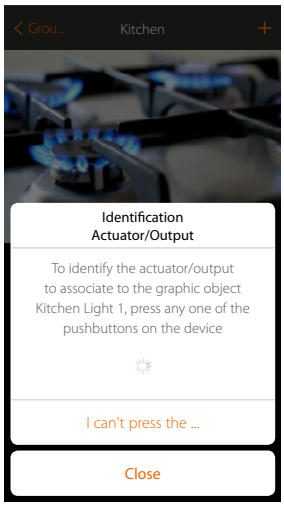
B. Display the command associated to the object

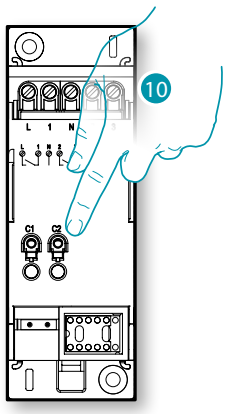
To configure the light graphic object 

you must associate the actuator connected to the load and the control which actuates it.

9. Touch to associate an actuator to the object. Two situations may occur:

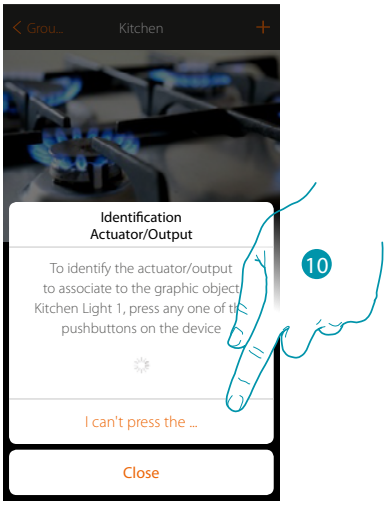
Accessible actuator (e.g. wired in the electrical panel)



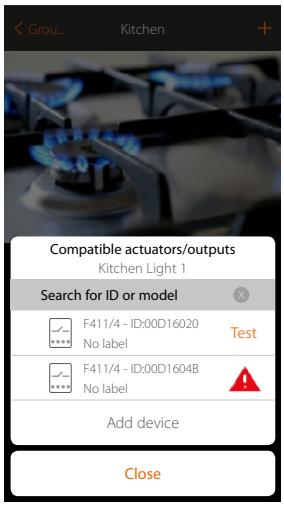


10. Touch any one of the pushbuttons on the actuator on the system

Not accessible actuator (e.g. wired in the false ceiling)



10. Touch if you cannot access the device

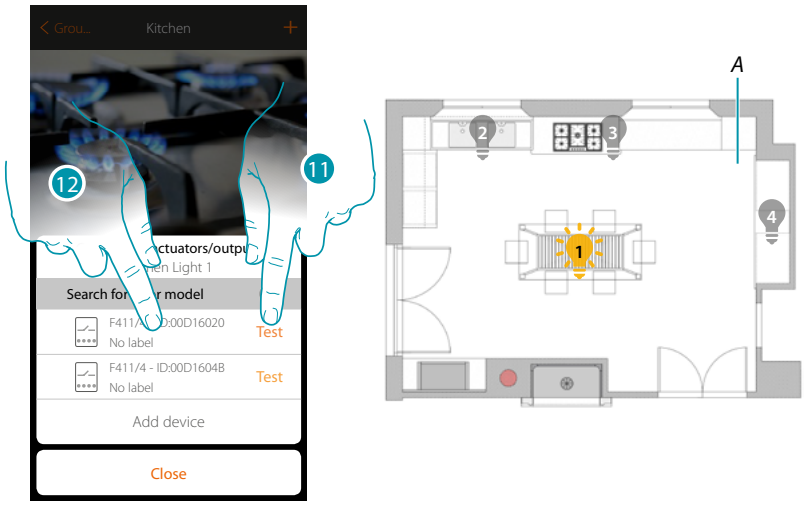


Selected device

Test — Check the load connected to the actuator

Device initially scanned but at present not connected or not working

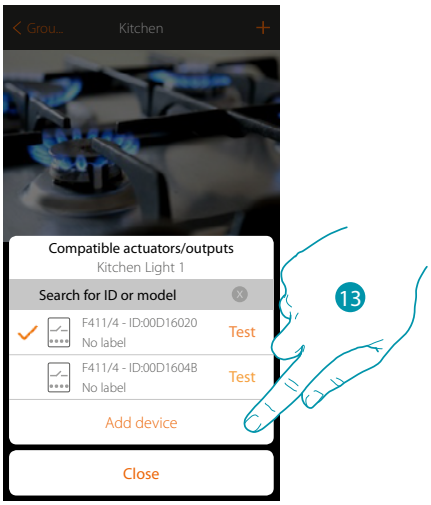
You will be proposed the list of actuators which you can associate to the object.
You can identify the actuator by its ID number. If I do not know it, you can perform a test which activates the loads connected to the actuator itself in sequence.



11. Touch to start the test

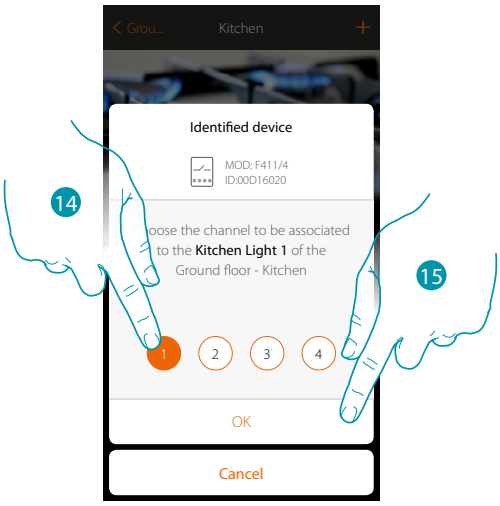
A. The system the loads connected to the actuator are activated in sequence for one second. This allows you to visually identify the load to be associated to athe graphic object and the channel number.

12. If the load you want to associate to the graphic object is one of those activated in sequence, touch to select the actuator



13. Touch to add the selected device

In both cases, after identifying the actuator you must select the channel to use from those available

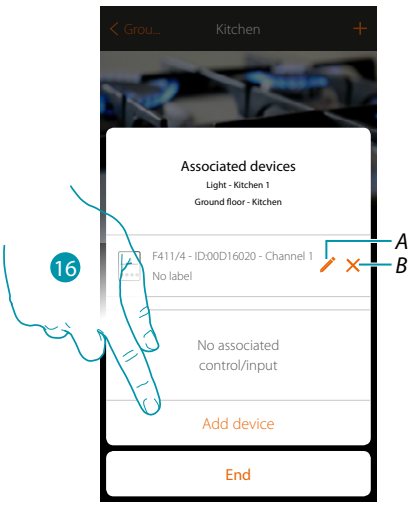


14. Select the channel

If the channel is busy, see chapter "What to do if".

15. Touch to confirm

After the actuator connected to the load is associated you must associate the control which actuates it.

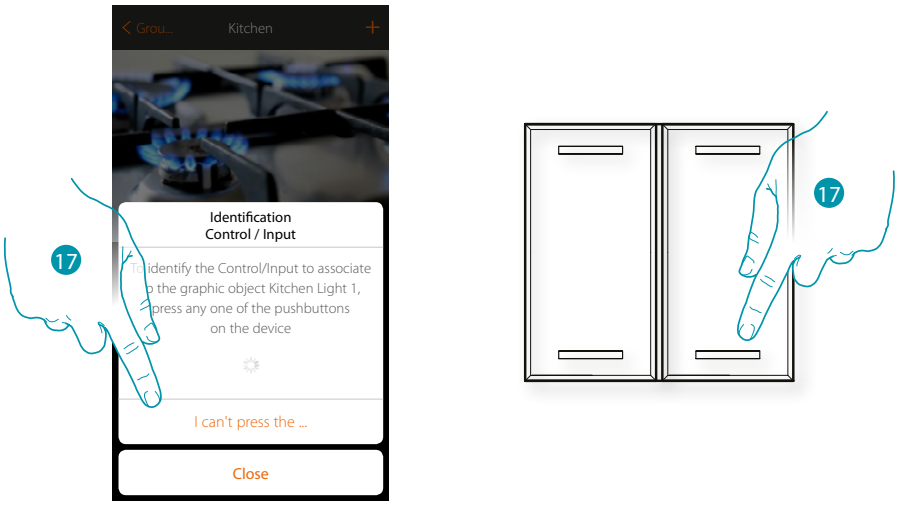


A. Modify mode (e.g. Master/Master PUL)

B. Delete association

16. Touch to associate the command

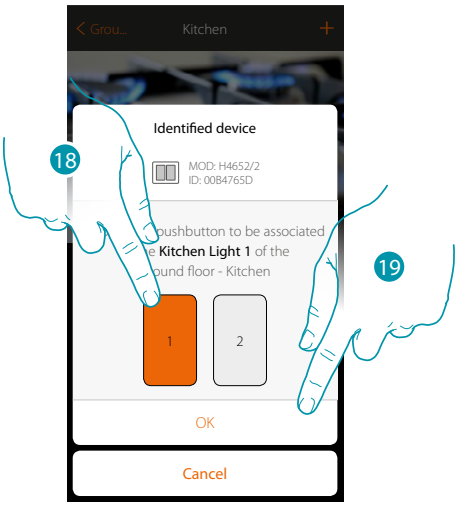
***Note**: ending the procedure at this point, you will have an actuator controlled only by the App*



17. Press any one of the pushbuttons on the control on the system

OR

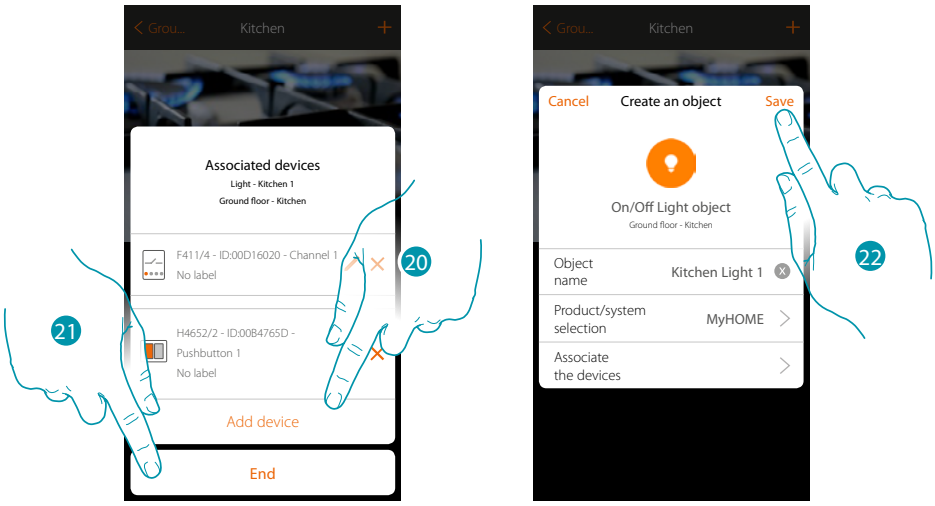
17. Touch "I cannot press the pushbutton" when you cannot access the device. You will be shown a list of the controls on the system



18. Select the command pushbutton among those available

If the pushbutton is busy, see chapter "What to do if".

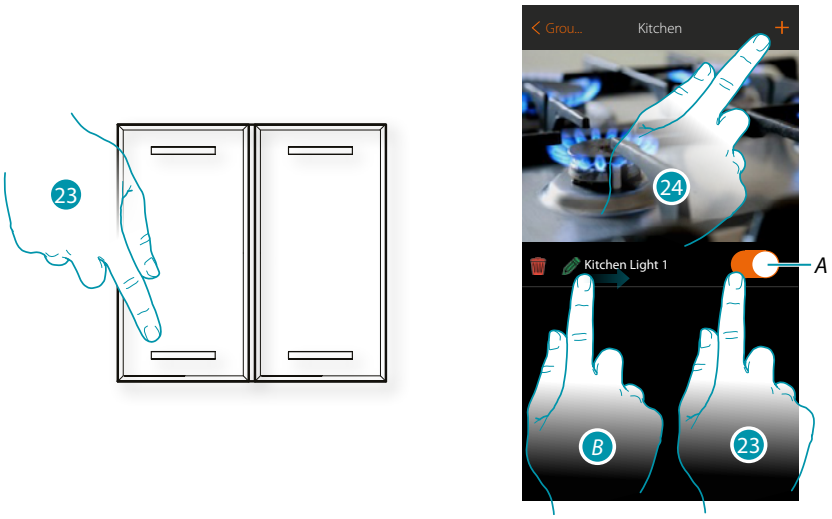
19. Touch to confirm



The light object association is complete

20. If necessary touch to add another control (to control several lights at the same time, see the "Create a group" chapter)
21. Touch to end the procedure
22. Touch to save the object

The user can now control a light in the kitchen via the physical control or via the App's graphic object.



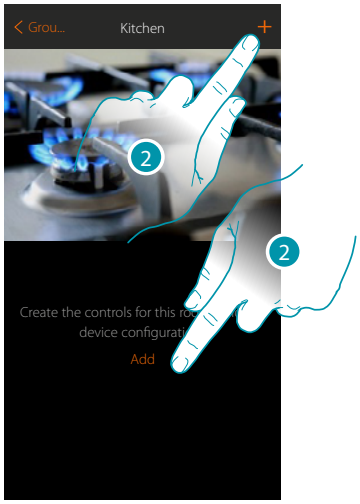
A. Switch the light on and off

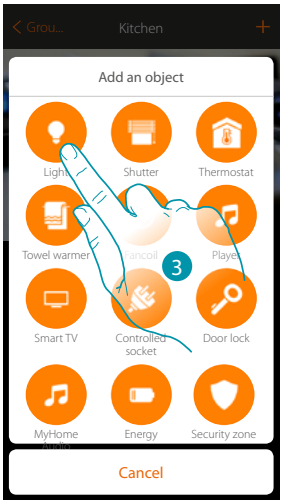
B. On scrolling from left to right the Modifytion submenu appears
Delete object
Modify object
Move object
Move the object in another zone/room

23. Press/touch to control the light in the kitchen
24. Repeat the procedure to add new objects to the room

Dimmer

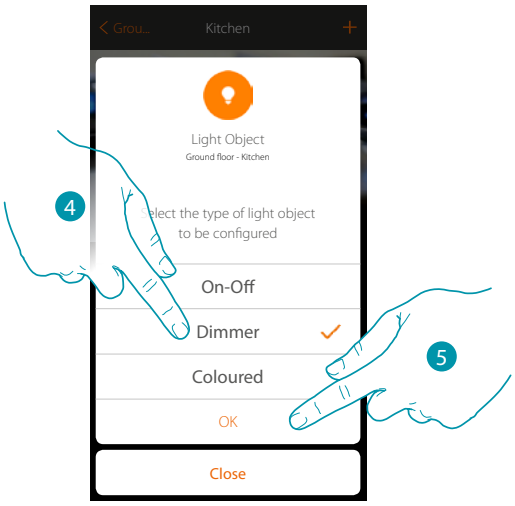
1. Touch to enter the room where you want to add a dimmer object



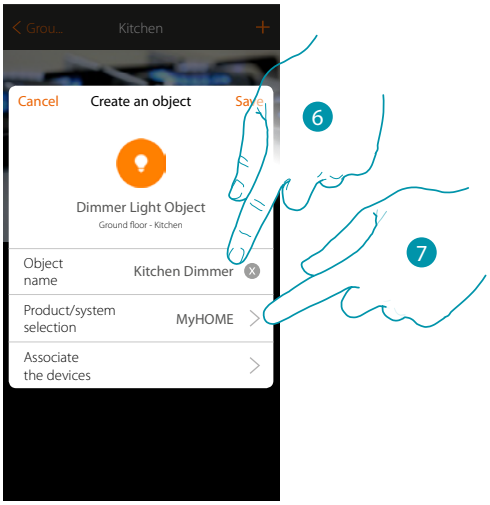


2. Touch to add an object to the kitchen
3. Touch to select the light object

***Note**: During the system starting-up the contact interlock function is not guaranteed.*
Do not switch on simultaneously two channels of the same actuator.
The interlock will be managed only after the association of all the channels using the App.

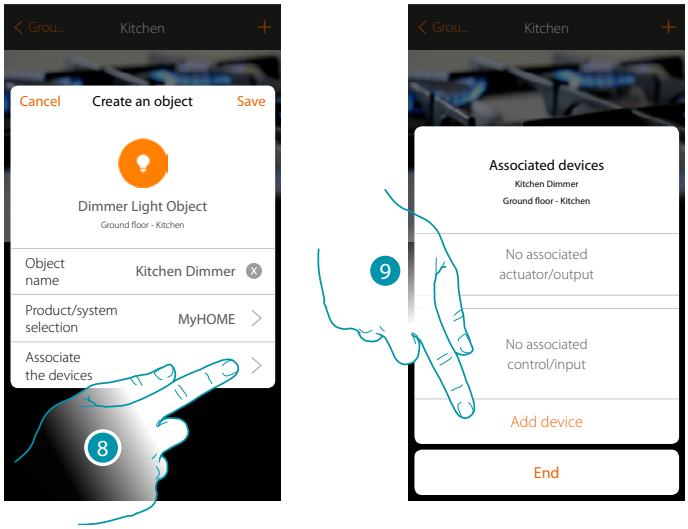


4. Touch to select the Dimmer light type
5. Touch to confirm



6. Touch to modify the object name
7. Touch to select the relevant system

MyHOME dimmer



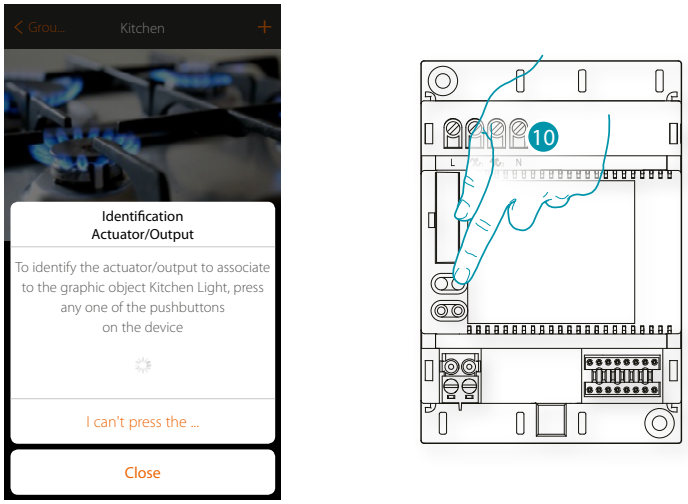
8. Touch to associate a device found on the system in the initial scanning to the dimmer graphic object 

To configure the dimmer graphic object 

you must associate the actuator connected to the load and the control which actuates it.

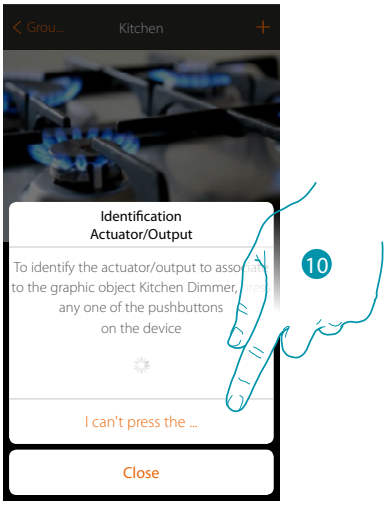
9. Touch to associate an actuator to the object. Two situations may occur:

Accessible actuator (e.g. wired in the electrical panel)

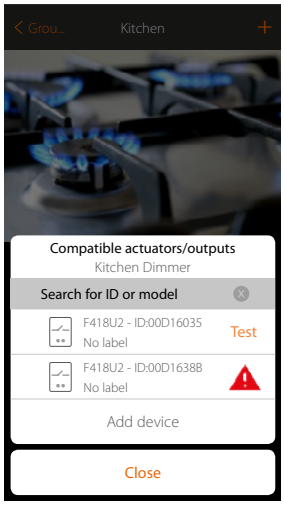


10. Touch any one of the pushbuttons on the actuator on the system

Not accessible actuator (e.g. wired in the false ceiling)



10. Touch if you cannot access the device

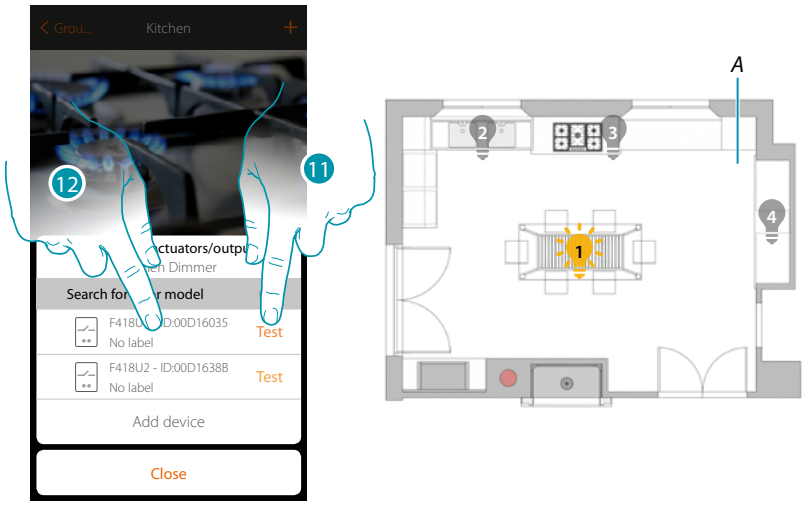


Selected device

Test — Check the load connected to the actuator

Device initially scanned but at present not connected or not working

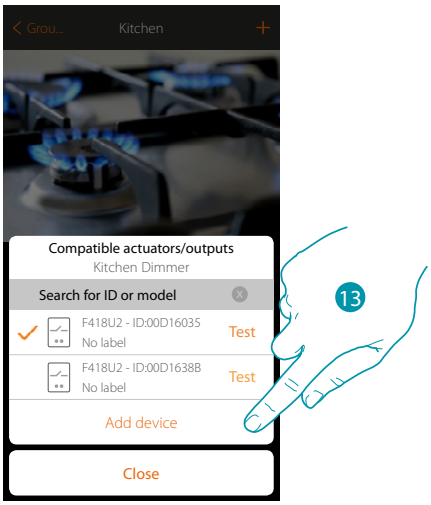
You will be proposed the list of actuators which you can associate to the object.
You can identify the actuator by its ID number. If I do not know it, you can perform a test which activates the loads connected to the actuator itself in sequence.



11. Touch to start the test

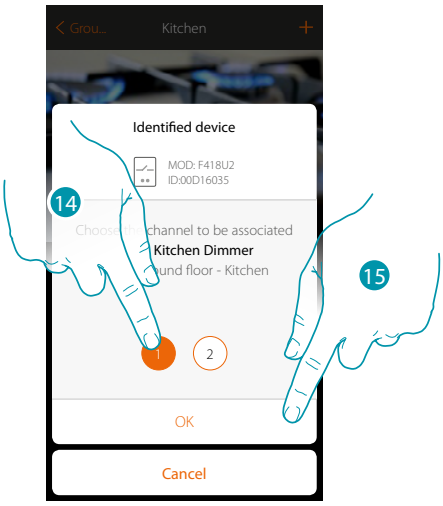
A. In the system the loads connected to the actuator are activated in sequence for one second. This allows you to visually identify the load to be associated to the graphic object and the channel number.

12. If the load you want to associate to the graphic object is one of those activated in sequence, touch to select the actuator



13. Touch to add the selected device

In both cases, after identifying the actuator you must select the channel to use from those available

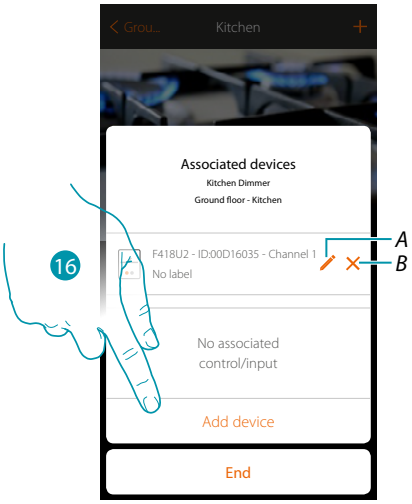


14. Select the channel

If the channel is busy, see chapter "What to do if"

15. Touch to confirm

After the actuator connected to the load is associated you must associate the control which actuates it.

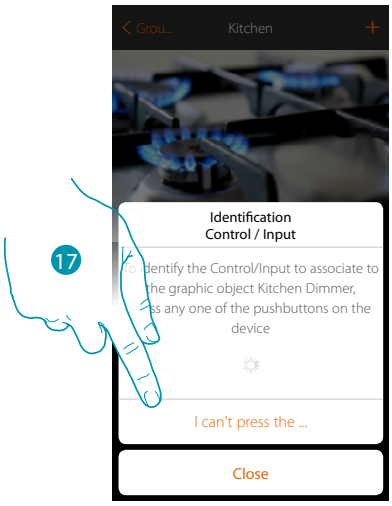


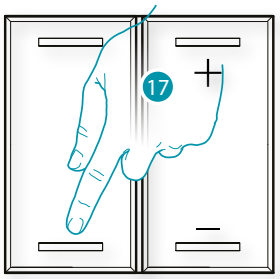
A. *Modify mode (e.g. Master/Master PUL)*

B. *Delete association*

16. Touch to associate the command

***Note**: ending the procedure at this point, you will have an actuator controlled only by the App*

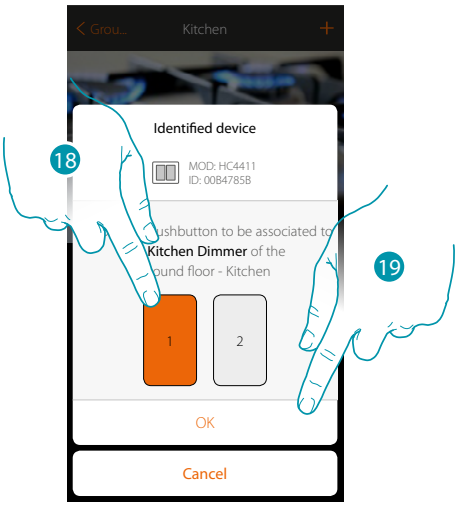




17. Press any one of the pushbuttons on the control on the system

OR

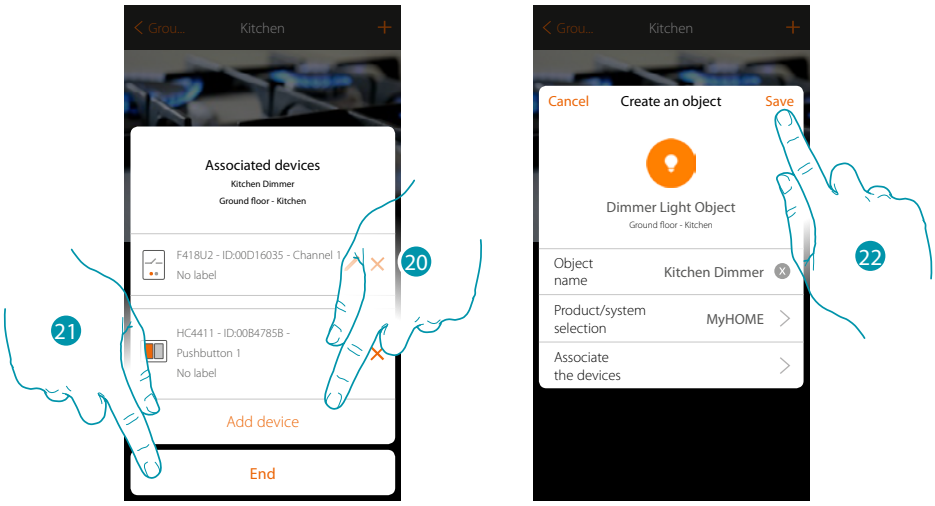
17. Touch "I cannot press the pushbutton" when you cannot access the device. You will be shown a list of the controls on the system



18. Select the command pushbutton among those available

If the pushbutton is busy, see chapter "What to do if".

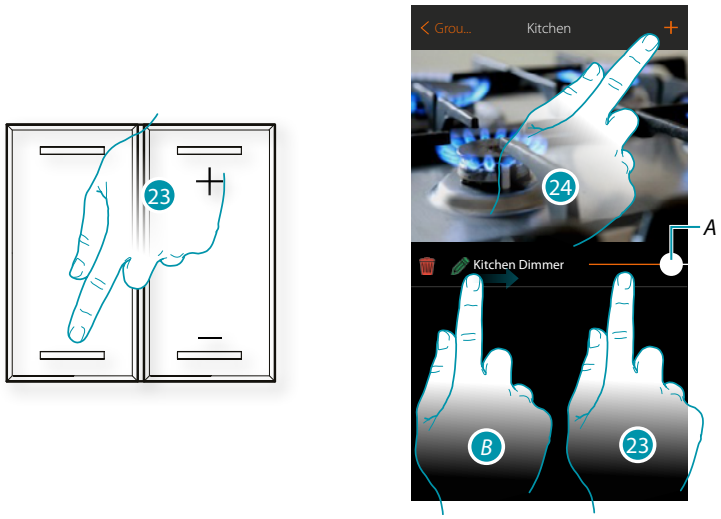
19. Touch to confirm



The light object association is complete

20. If necessary touch to add another control (to control several lights at the same time, see the "Create a group" chapter)
21. Touch to end the procedure
22. Touch to save the object

The user can now control a light in the kitchen via the physical control or via the App's graphic object.

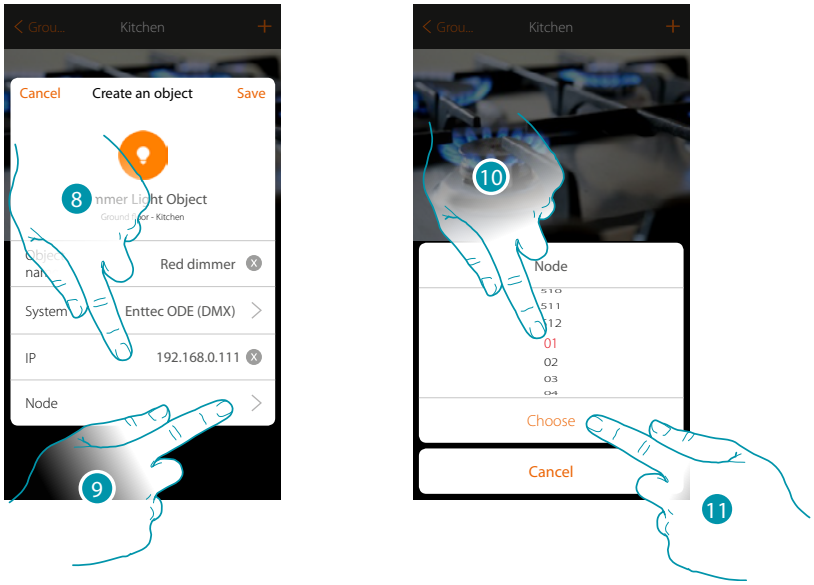


A. It switches the light ON/OFF and adjusts the brightness

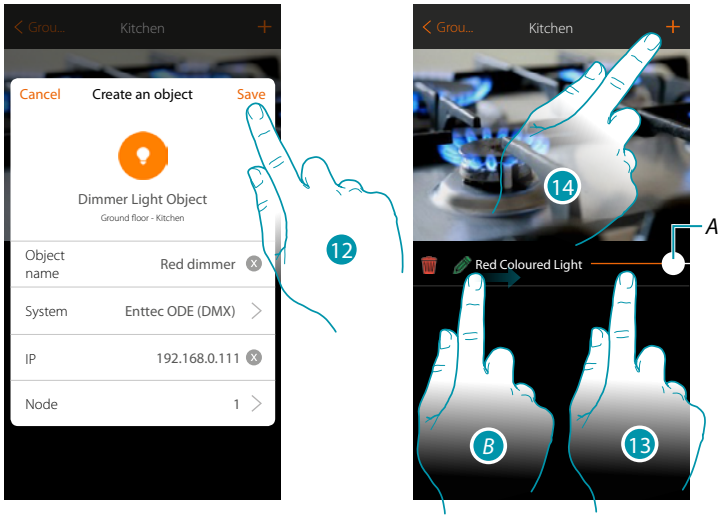
B. On scrolling from left to right the Modifytion submenu appears
Delete object
Modify object
Move object
Move the object in another zone/room

23. Press/touch to control the light in the kitchen
24. Repeat the procedure to add new objects to the room

Enttec ODE dimmer



8. Enter the IP address of the Enttec ODE device
(Tested models: **ODE DIN**)
9. Select the node to define the RGB colour of the device.
When one node is selected, a single colour is also selected.
***Note**: the colour/node association is defined in the programming of the Enttec ODE device.*
10. Select the node
11. Touch to confirm



12. Touch to save the object

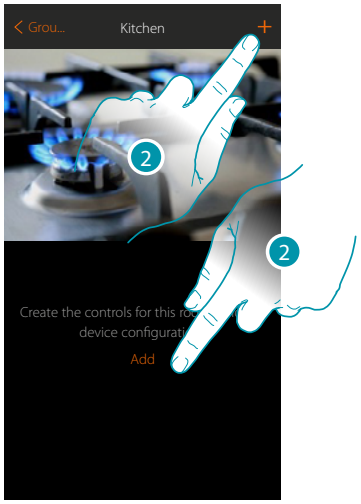
A. It switches the light ON/OFF and adjusts the brightness

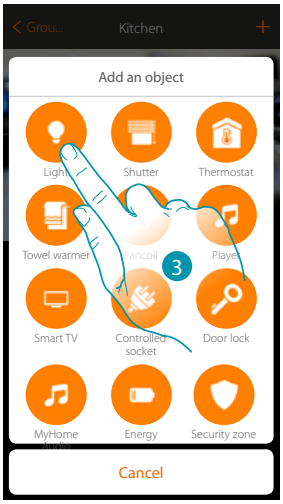
B. On scrolling from left to right the modification submenu appears
Delete the object
Modify the object
Move the object
Move the object in another zone/room

13. Press/touch to control the light in the kitchen
14. Repeat the procedure to add new objects to the room

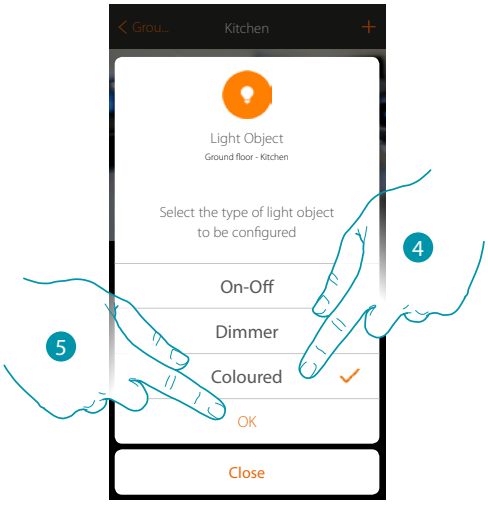
Coloured light

1. Touch to enter the room where you want to add a coloured light object



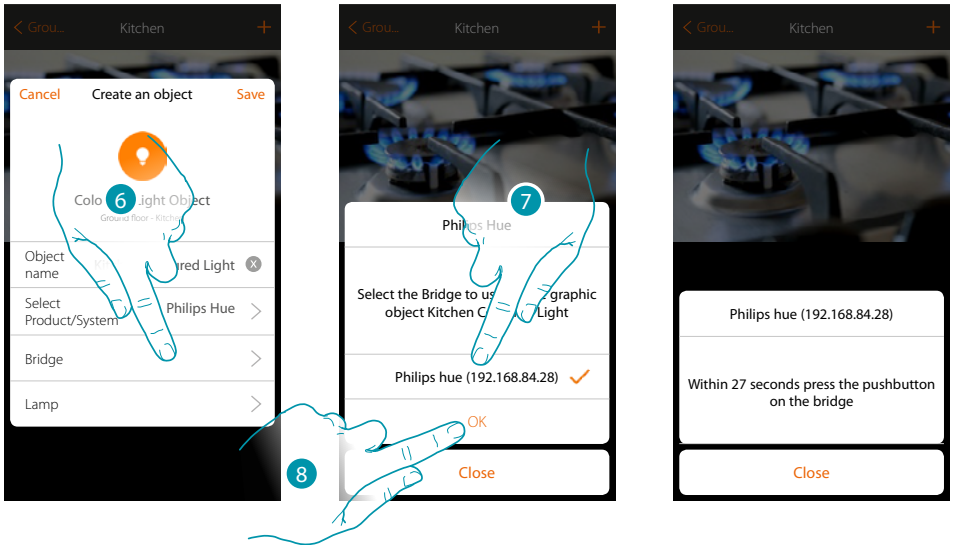


2. Touch to add an object to the kitchen
3. Touch to select the coloured light object

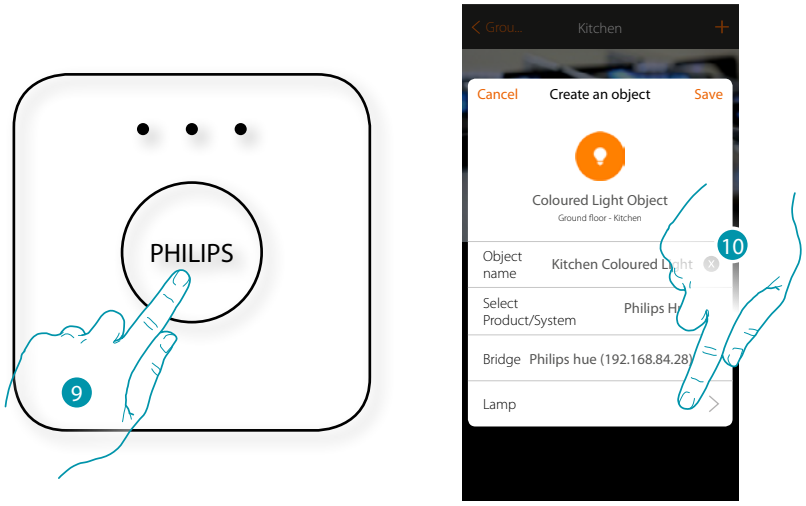


4. Touch to select the coloured light type
5. Touch to confirm

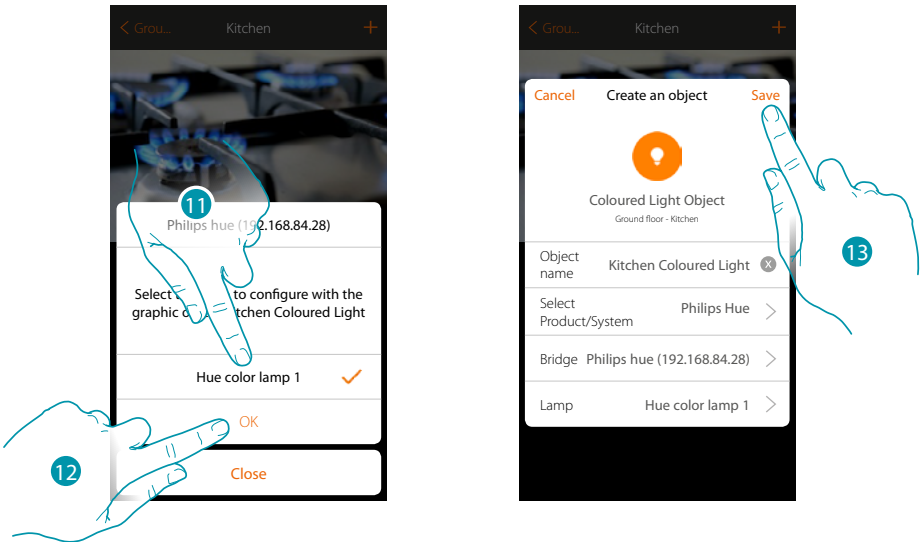
Philips Hue



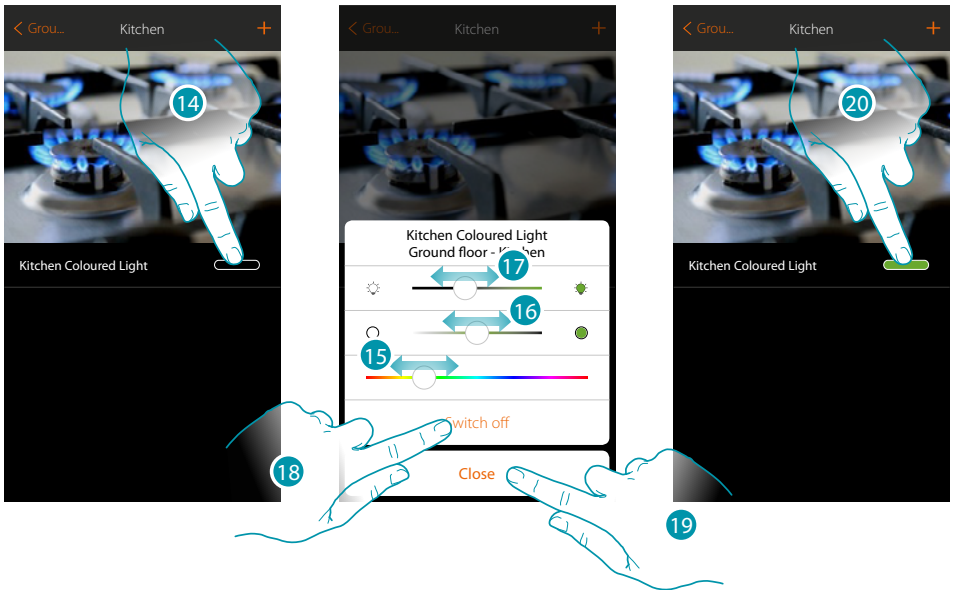
6. Touch to select the Philips Hue Bridge
7. Choose the Bridge among those suggested
8. Touch to confirm



9. Touch the pushbutton on the Philips Bridge
10. Touch to select the lamp

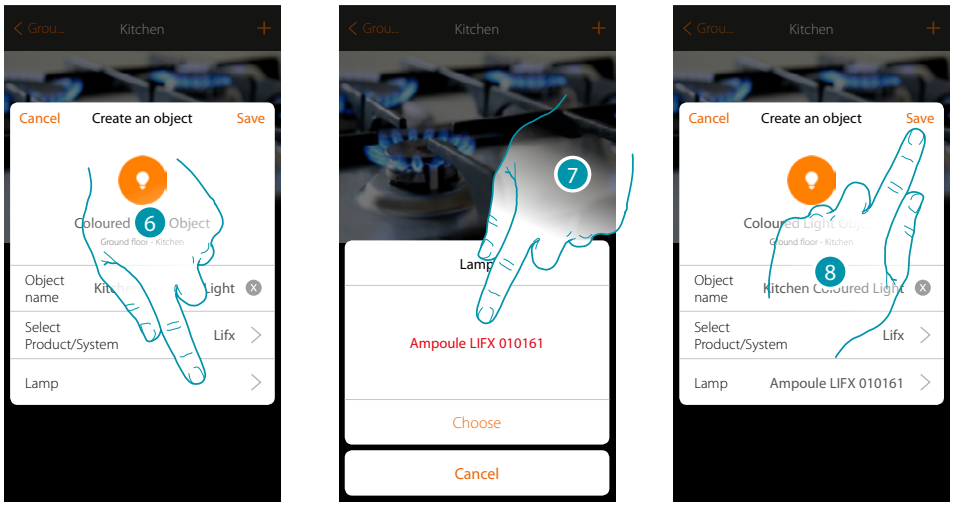


11. Select the lamp among those suggested
12. Touch to confirm
13. Touch to save the configuration

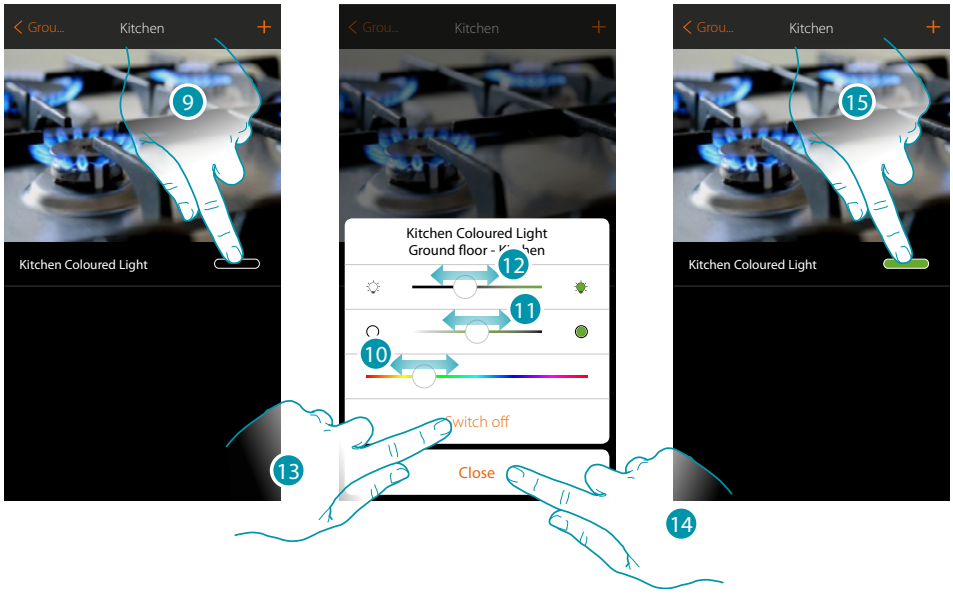


14. Touch to open the light control panel
15. Touch and scroll left/right to set the light colour by selecting the shade
16. Touch and scroll right/left to set the light colour temperature (warm or cold light)
17. Touch and scroll to the right/left to increase/decrease the brightness
18. Touch to switch the light off. To switch it on again just adjust the intensity or colour
19. Touch to save the setting
20. The object now shows you the previously set status and colour

Lifx

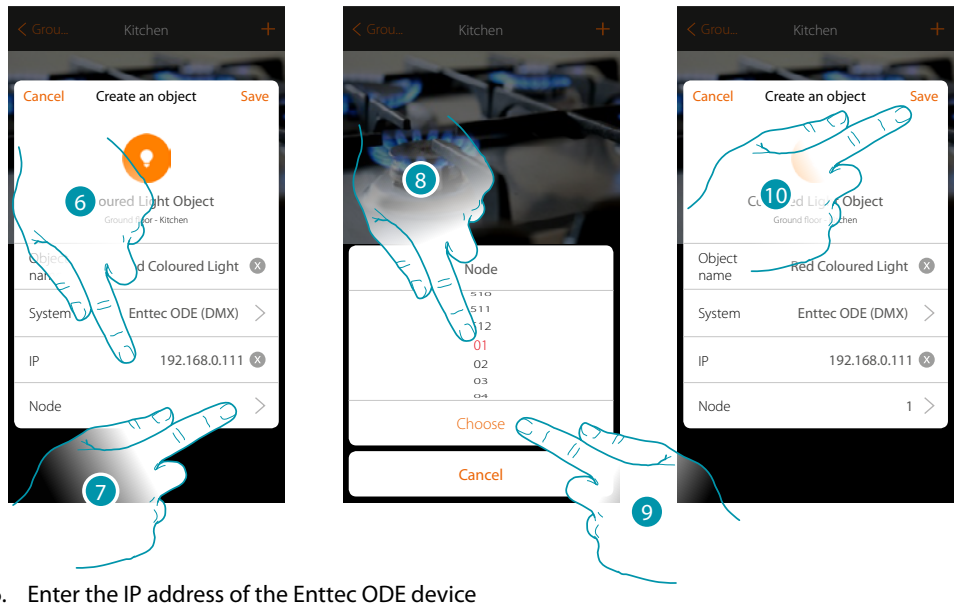


6. Touch to select the lamp
7. Select the lamp among those suggested
8. Touch to save the configuration

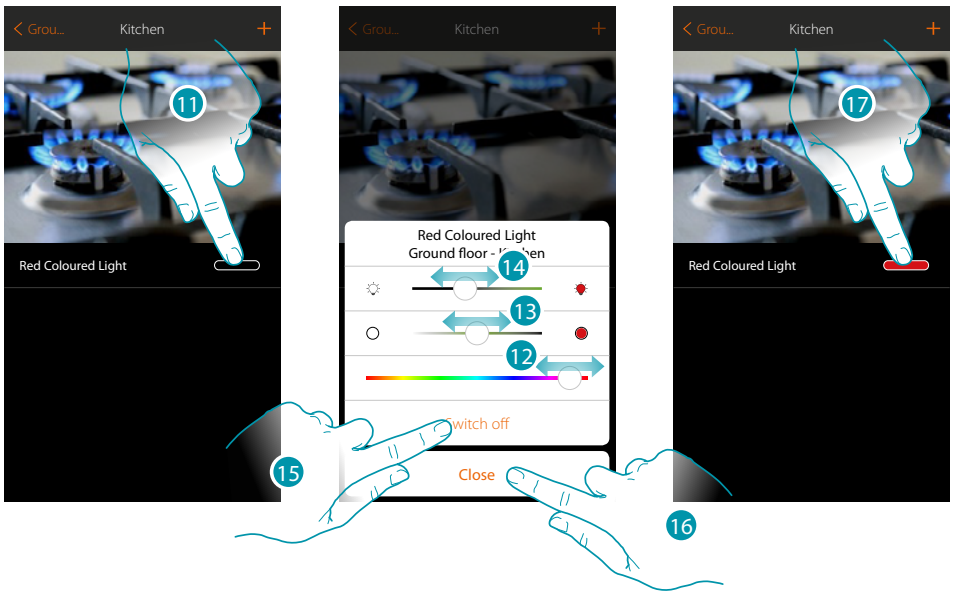


9. Touch to open the light control panel
10. Touch and scroll left/right to set the light colour by selecting the shade
11. Touch and scroll right/left to set the light colour temperature (warm or cold light)
12. Touch and scroll to the right/left to increase/decrease the brightness
13. Touch to switch the light off. To switch it on again just adjust the intensity or colour
14. Touch to save the setting
15. The object now shows you the previously set status and colour

Enttec ODE



6. Enter the IP address of the Enttec ODE device
7. Select the node to define the 3 RGB channels of the device.
   When one node is selected, a single channel is also selected. The two remaining channels are selected automatically based on the Enttec ODE device configuration.
   When node 1 (Red) is selected, the three RGB channels are selected.
   ***Warning**: it is only valid for standard configuration 1 (RED) 2 (GREEN) 3 (BLUE)*
8. Select the node
9. Touch to confirm
10. Touch to save the object

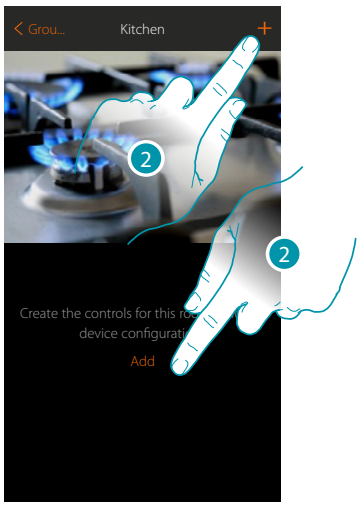


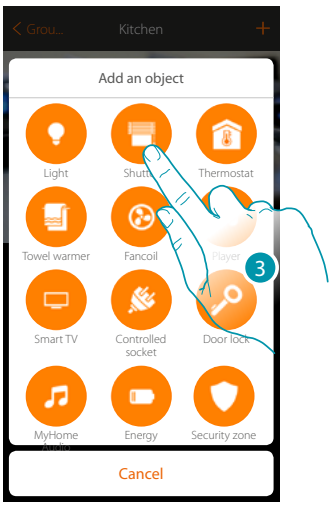
11. Touch to open the light control panel
12. Touch and scroll left/right to set the light colour by selecting the shade
13. Touch and scroll right/left to set the light colour temperature (warm or cold light)
14. Touch and scroll to the right/left to increase/decrease the brightness
15. Touch to switch the light off. To switch it on again just adjust the intensity or colour
16. Touch to save the setting
17. The object now shows you the previously set status and colour

Rolling shutter object

On configuring the devices on the system and associating them to the rolling shutter object, the user can adjust the opening and closing of rolling shutters, blinds and garage.
On enabling the function you can allow the user to adjust the opening level (only rolling shutters with preset function).

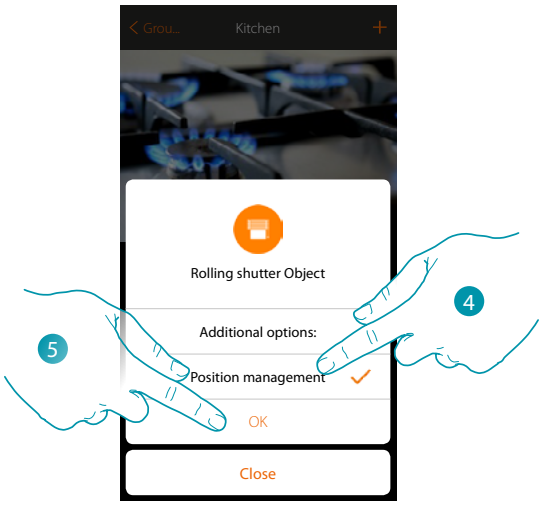
1. Touch to enter the room where you want to control a rolling shutter



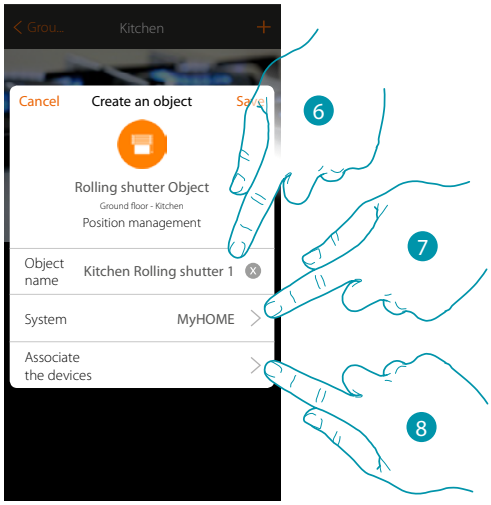


2. Touch to add an object to the kitchen
3. Touch to select a shutter object

Note: *During the system starting-up the contact interlock function is not guaranteed.*
Do not switch on simultaneously two channels of the same actuator.
The interlock will be managed only after the association of all the channels using the App.

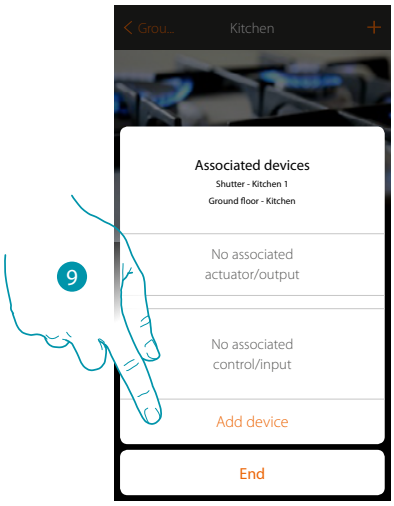


4. Touch to enable the adjustment of the opening level  (only rolling shutters with preset function) on the object
5. Touch to continue



6. Touch to modify the object name
7. Touch to select the relevant system
8. Touch to associate to the rolling shutter graphic object 

a device found on the system in the initial scanning

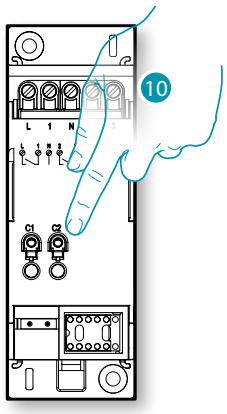


To associate the rolling shutter graphic object 

you must associate the actuator connected to the load and the control which actuates it

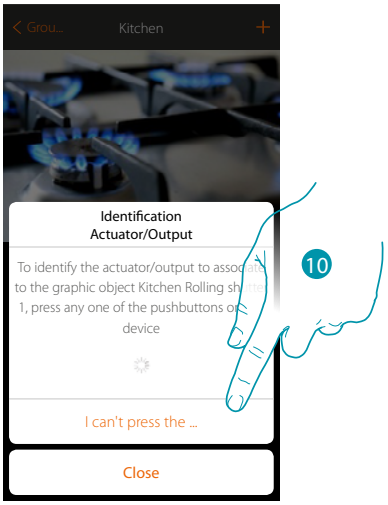
9. Touch to associate an actuator to the object. Two situations may occur:

Accessible actuator (e.g. wired in the electrical panel)

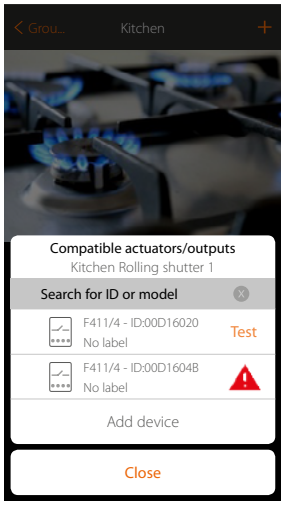


10. Touch any one of the pushbuttons on the actuator on the system

Not accessible actuator (e.g. wired in the false ceiling)



10. Touch if you cannot access the device

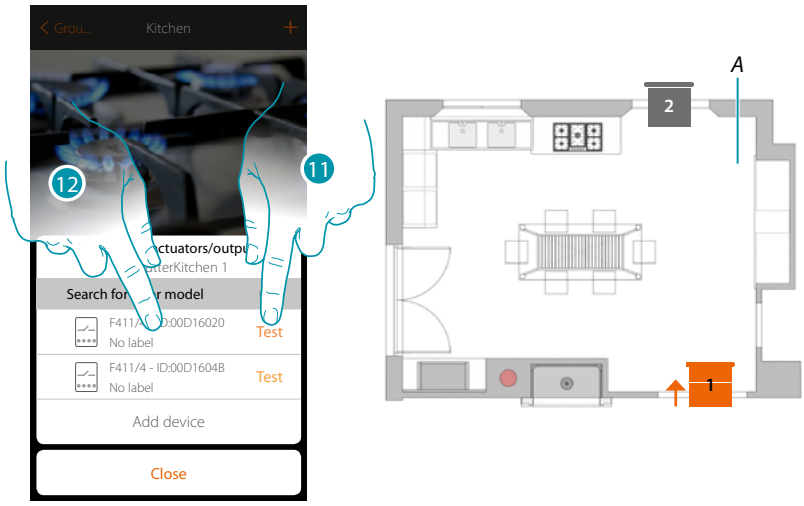


Selected device

Test — Check the load connected to the actuator

Device initially scanned but at present not connected or not working

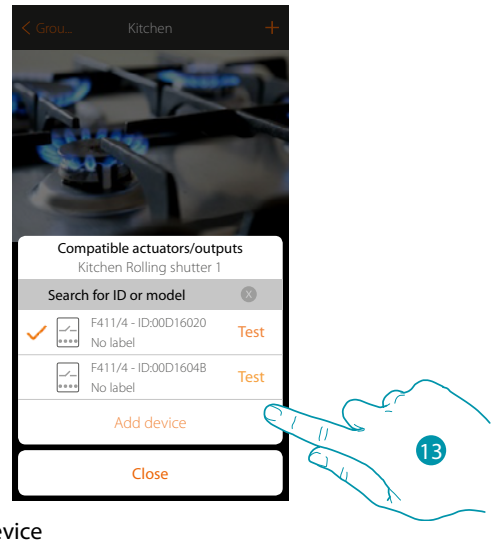
You will be proposed the list of actuators which you can associate to the object.
You can identify the actuator by its ID number. If I do not know it, you can perform a test which activates the loads connected to the actuator itself in sequence.



11. Touch to start the test

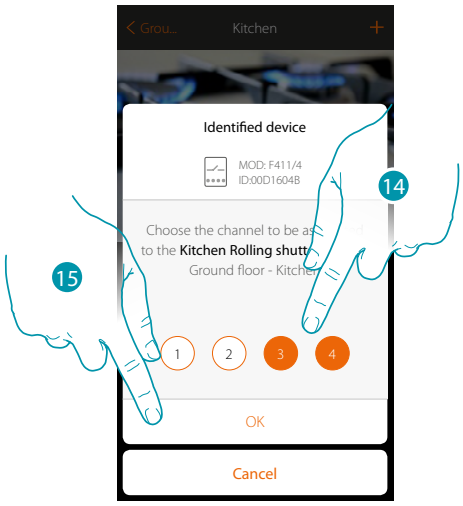
A. In the system the loads connected to the actuator are activated in sequence for one second. This allows you to visually identify the load to be associated to the graphic object and the channel number.

12. If the load you want to associate to the graphic object is one of those activated in sequence, touch to select the actuator



13. Touch to add the selected device

In both cases, after identifying the actuator you must select the channel to use from those available

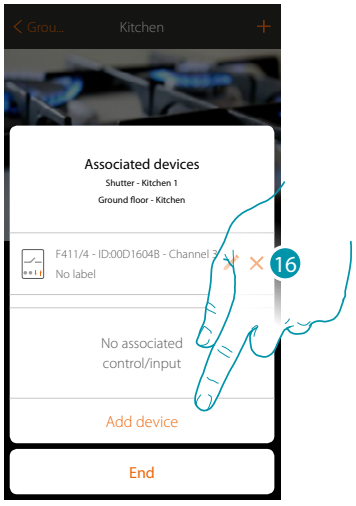


14. Select the channel, the system will use two adjacent channels for the rolling shutter function (up/down)

If the channel is busy, see chapter "What to do if"

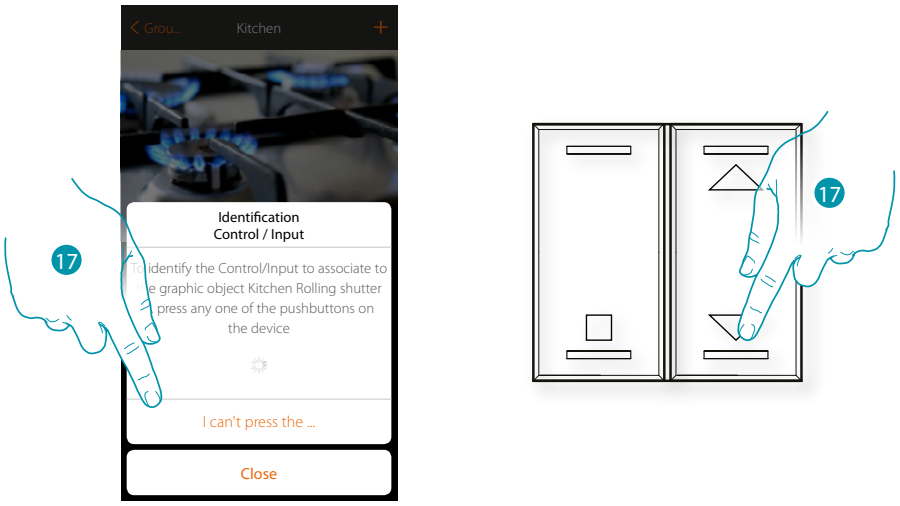
15. Touch to confirm

After the actuator connected to the load is associated you must associate the control which actuates it.



16. Touch to associate the command

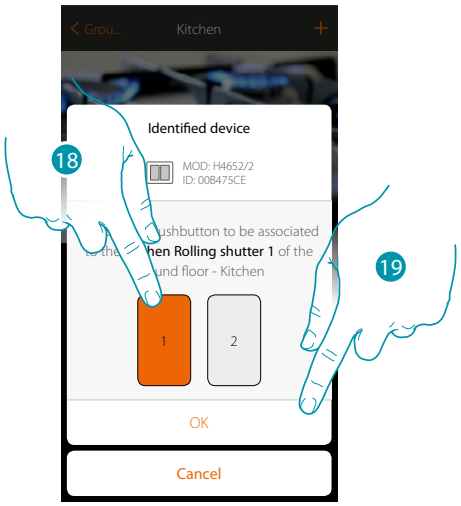
***Note**: ending the procedure at this point, you will have an actuator controlled only by the App*



17. Press any one of the pushbuttons on the control on the system

OR

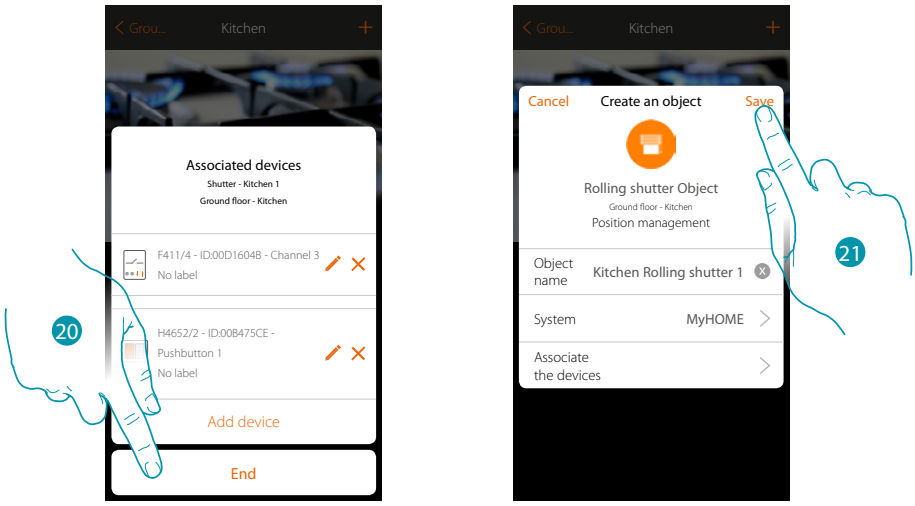
17. Touch "I cannot press the pushbutton" when you cannot access the device. You will be shown a list of the controls on the busy system



18. Select the command pushbutton among those available

If the pushbutton is busy, see chapter "What to do if".

19. Touch to confirm

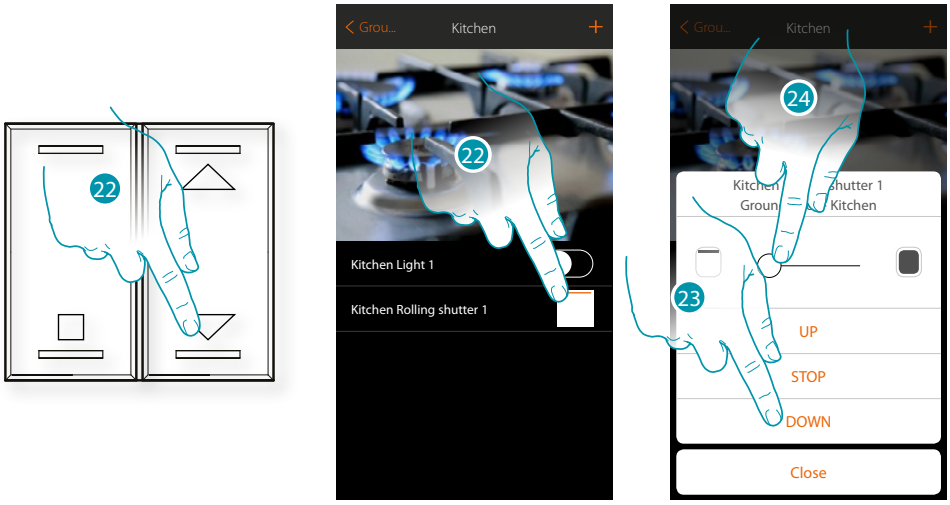


The shutter object association is complete

20. Touch to end the procedure

21. Touch to save the object

The user can now control a rolling shutter in the kitchen via the physical control or via the App's graphic object.



22. Press/touch to control the shutters in the kitchen

The rolling shutter graphic object control screen is opened

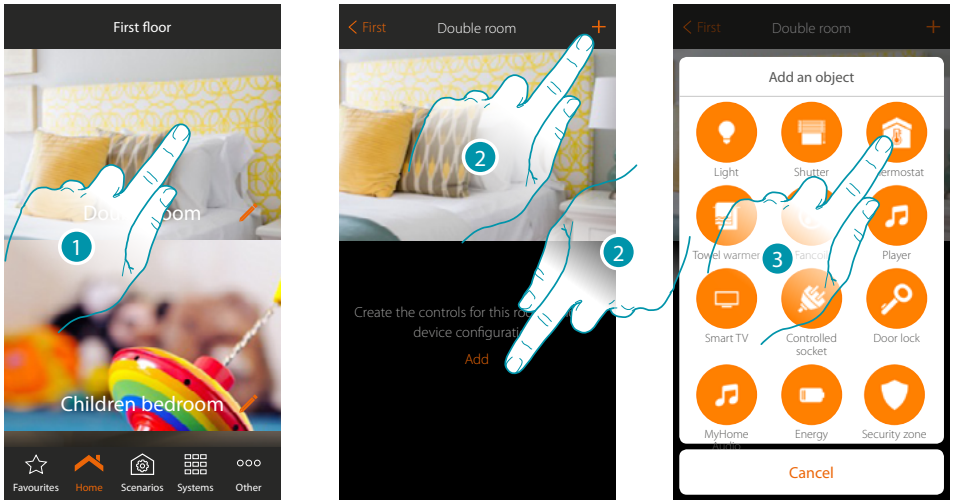
23. Touch to rise, lower or stop the shutter

24. Touch to adjust the opening level of the preset key (only rolling shutters with preset)

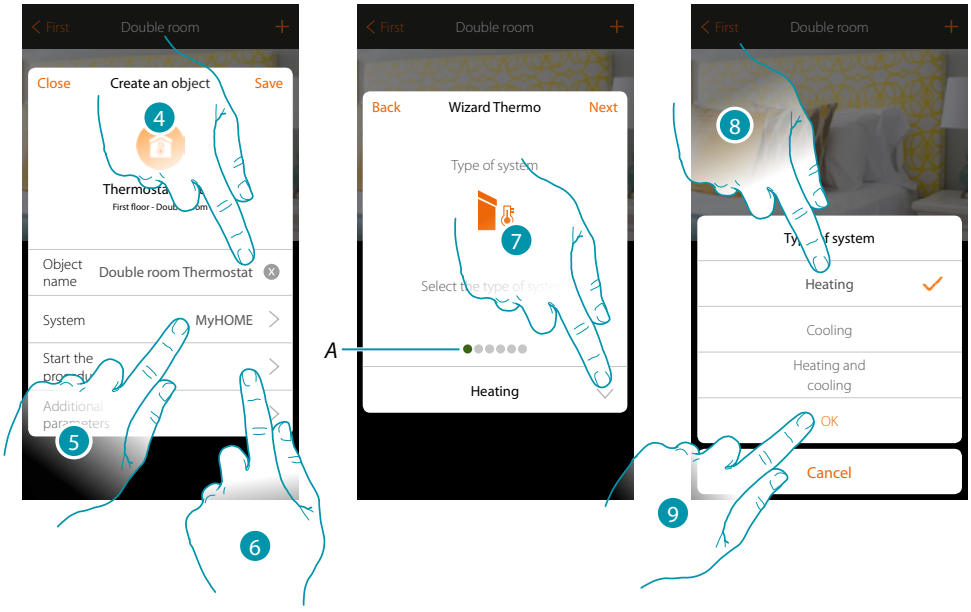
Note: *the configuration for the simple rolling shutter (not the one with preset function) is the same as that described above, only the display of the graphic object to control it changes.*

Thermostat object (without control unit)

On configuring the devices on the system and associating them to the thermostat object, the user can adjust the home temperature.



1. Touch to enter the room where you want to add a thermostat object
2. Touch to add an object to the double room
3. Touch to add the thermostat object

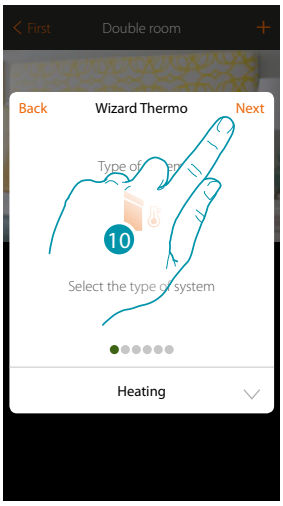


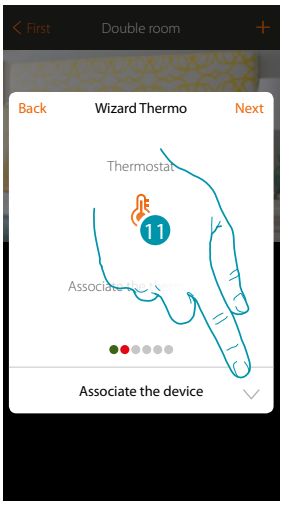
4. Touch to modify the object name.
5. Touch to select the relevant system
6. Touch to start the guided procedure for the association of a device detected in the system during the initial scanning to the graphic object Double room Thermostat

Note: *it is recommended that the additional parameters are set after completing the association guided procedure*

A. Coloured visual indicators will indicate the progress of the procedure and the status of the step in progress:
red = not yet completed or incorrect
green = successfully concluded

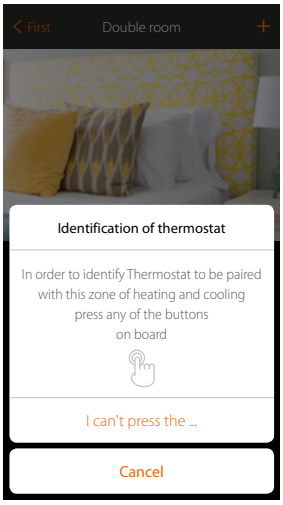
7. Touch to select the type of system
8. Select the type of system among those suggested
9. Touch to confirm

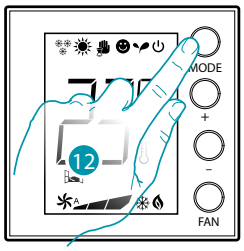




10. Touch to continue
11. Touch to associate a thermostat to the object. Two situations may occur:

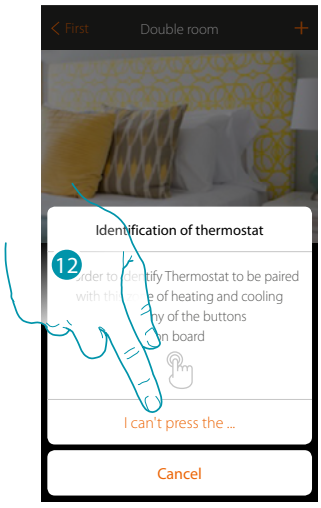
Accessible thermostat





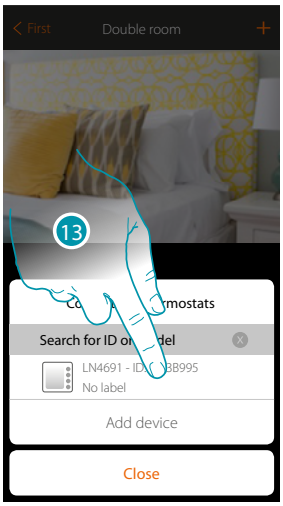
12. Touch any one of the pushbuttons on the thermostat on the system

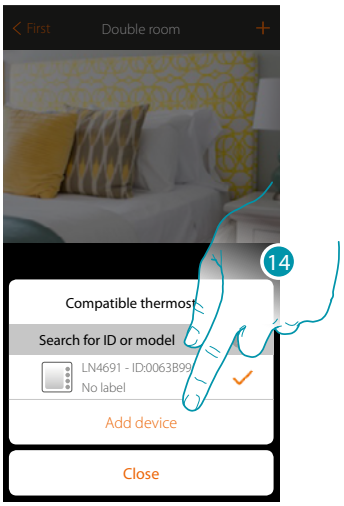
Not accessible thermostat



12. Touch if you cannot access the device

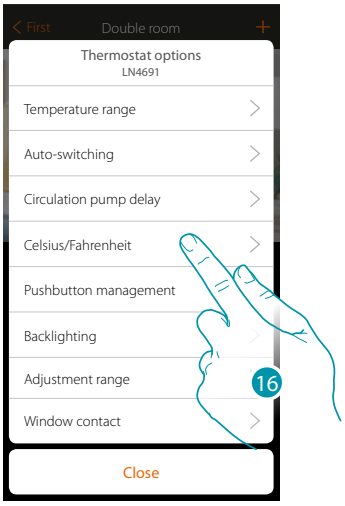
You will be proposed the list the thermostats which you can associate to the object.
You can identify the thermostat by its ID number.





13. Touch to select the thermostat
14. Touch to add the selected device

If the thermostat is already configured, see chapter "What to do if".



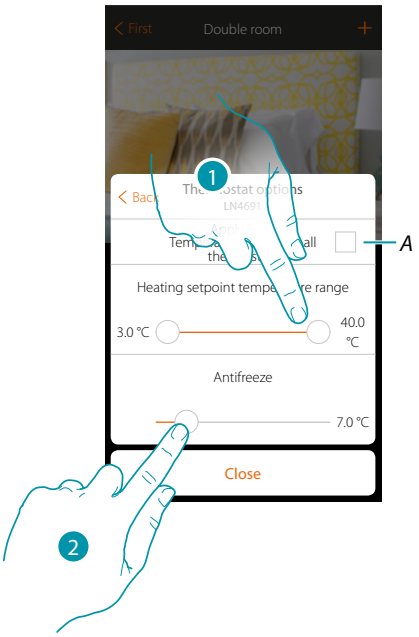
A. Set the thermostat options:

B. Delete association

15. Touch to modify the thermostat parameters
16. Select the parameter to modify among those available

Thermostat options

Temperature range



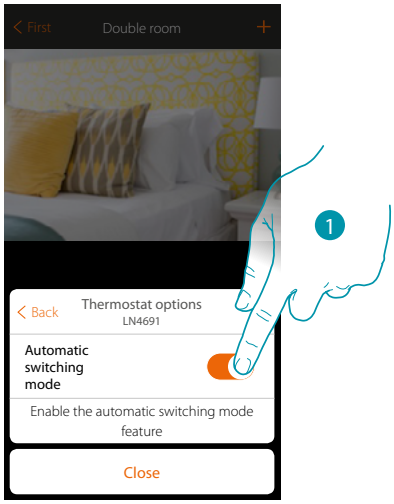
*A. Apply the setting to all the system thermostats**

***Note**: if a thermostat has not yet been configured or its configuration is not compatible with the same parameters, it will not be modified.*

1. Touch to set the minimum and maximum temperature levels which the user can select using the device keys.
   E.g. if a minimum limit of 15 °C is set, the user cannot set lower temperatures (e.g. 10 °C).
2. Select the temperature for the antifreeze/thermal protection function

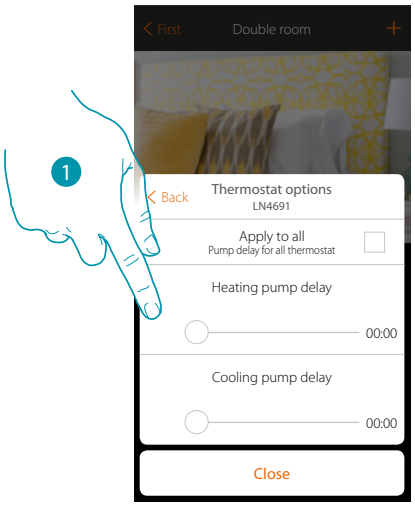
***Note**: when the the App or the dedicated pushbutton on the thermostat sends the switch-off command it sets the minimum (antifrost) or maximum (thermal protection) temperature*

Automatic switching (only for heating and cooling)



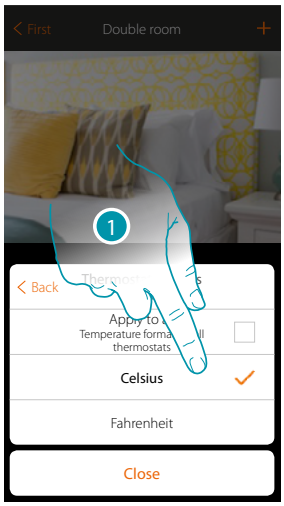
1. In systems with 4-pipe fancoils enabled for both heating and cooling or in systems where the water circulation systems for heating and cooling are completely independent, you can enable this function to manage the switching between heating and cooling automatically.

Circulation pump delay



1. Touch to set a delay time for the activation of the pumps thus avoiding them starting before the zone valves have opened, both for heating and cooling.

Celsius/Fahrenheit

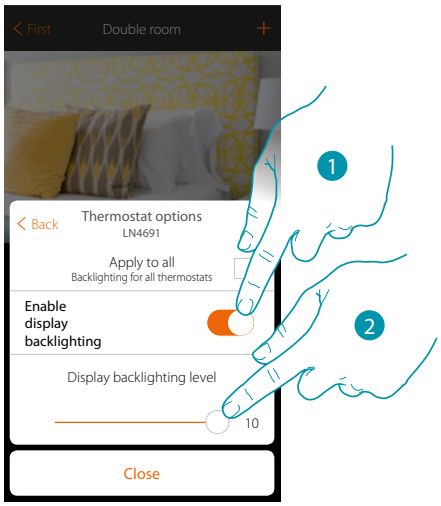


1. Touch to select the format of the displayed temperature between Celsius and Fahrenheit degrees

Key management

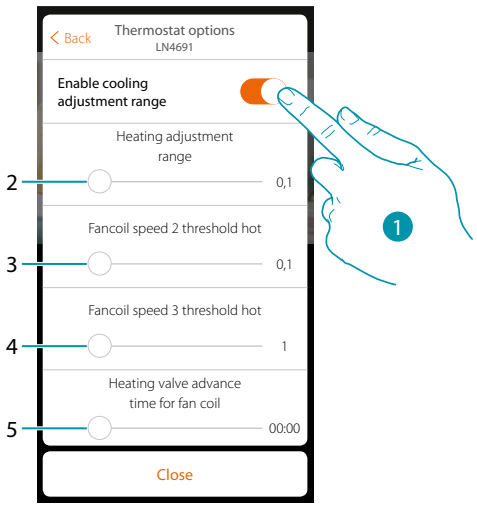
1. Touch to enable/disable the thermostat physical keys. If the function is disabled, it will no longer be possible to interact with it but only to display the information.
This function can be useful if you don't want the settings to be modified from the thermostat, but only from the App (e.g. children's bedroom or public establishment).

Backlighting



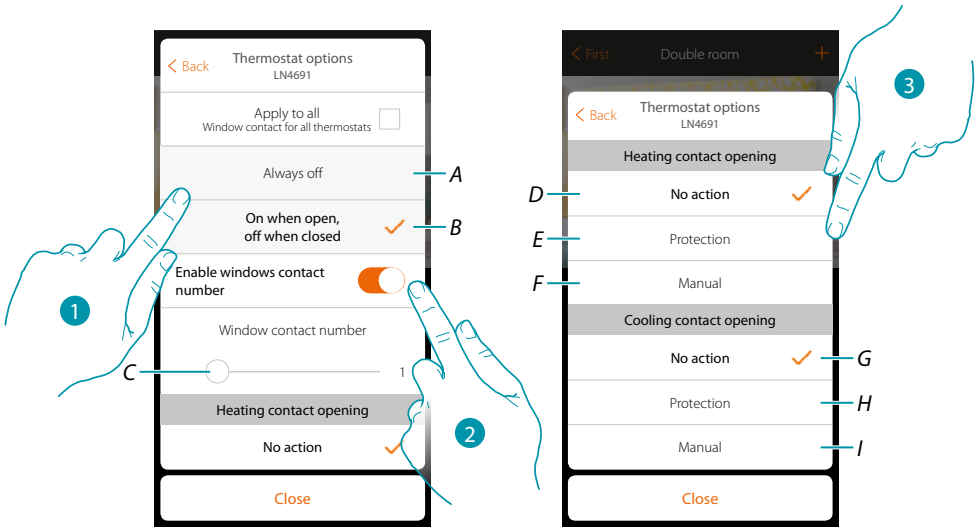
1. Activates/deactivates the display backlighting
2. Scroll to adjust the backlighting intensity precisely

Adjustment range



1. Enables/disables the adjustment
2. Scroll to adjust the operation threshold with respect to the set point set; for example with a set point of 20.0 °C for heating and a threshold of 0.1 °C the system will switch off when the temperature is higher than 20.1 °C and will switch on at 19.9 °C.
   For fan-coil systems the threshold can have values from 0.1 to 1 °C. Other types of system have threshold values from 0.1 to 0.5 °C.
3. Scroll to set the threshold (temperature differential) at which the fancoil fans will change speed at speed 2.
4. Scroll to set the threshold (temperature differential) at which the fancoil fans will change speed at speed 3.
5. Scroll to set a time delay for the activation of the fancoil in relation to the activation of the valve, in order to avoid that, for example, for the heating, switching on the fancoil too suddenly could blow cold air in the room.

Window contact function



1. Touch to display the window icon for the contact status on the LN4691 thermostat:

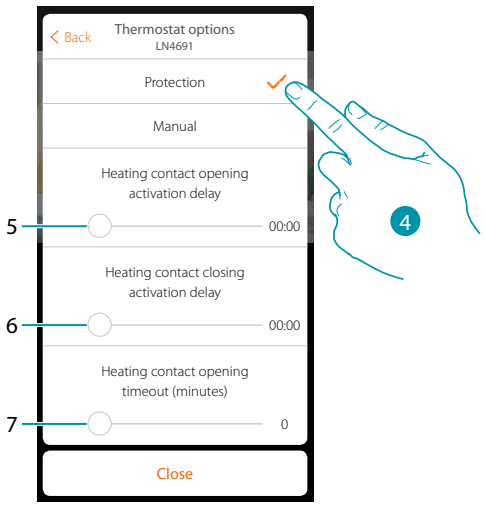
A. *Window icon not displayed*

B. *Displayed window icon = open contact,*
window icon not displayed = closed contact,

2. It enables the contact function which allows you to run a scenario saved in the MH202 scenario programmer when the contact opens

C. *Select the number of the window contact to associate*

3. Touch to avoid a heating or cooling system action when the window contact opens/closes

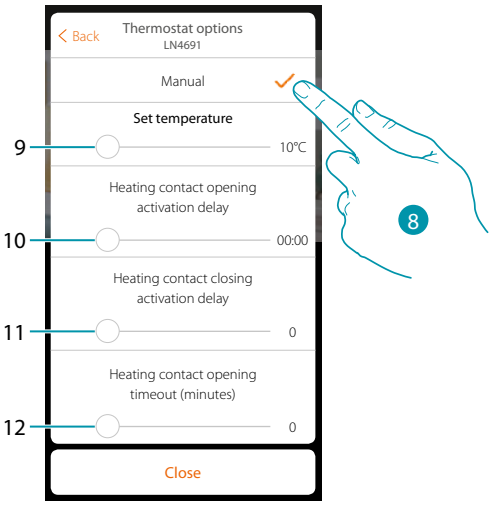


4. Touch to set the system to thermal or antifreeze protection mode when the contact is opened/closed.

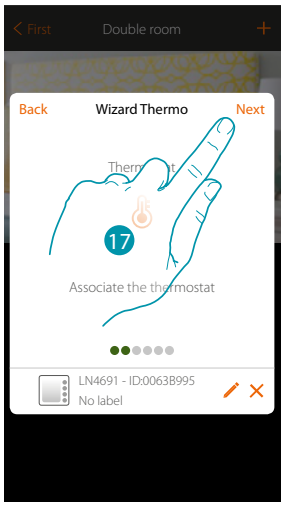
5. Set a delay between the opening of the contact and the activation of the system to thermal or anti-freeze protection

6. Set a delay between the closing of the contact and the activation of the system to thermal or anti-freeze protection

7. Set a time during which the system will be in thermal or anti-freeze protection

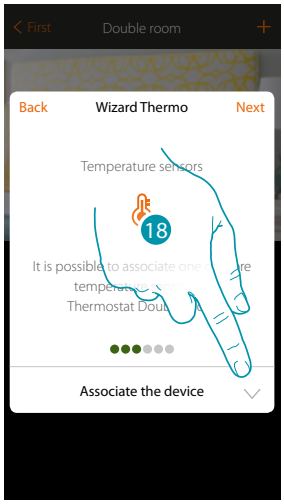


8. Touch to set the system to a certain temperature when the contact is opened/closed.
9. Set the temperature
10. Set a delay between the opening of the contact and the activation of the heating/cooling setting at the Setpoint of item 9
11. Set a delay between the closing of the contact and the activation of the heating/cooling setting at the Setpoint of item 9
12. Set a maximum time during which the system will be at the temperature indicated at item 9



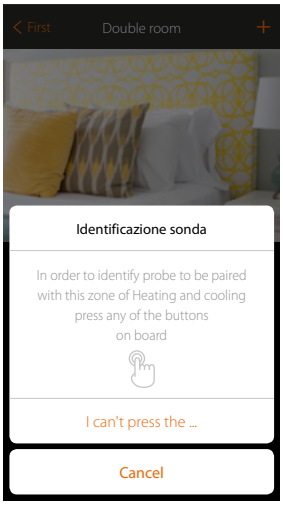
17. Touch to continue

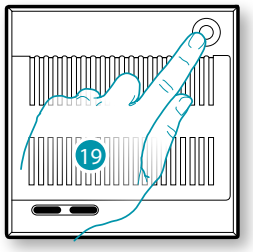
After associating the thermostat to the object, you can associate one or more 4693 temperature probes. On associating several probes to a thermostat you can for example obtain the average temperature of a large room.



18. Touch to associate a probe

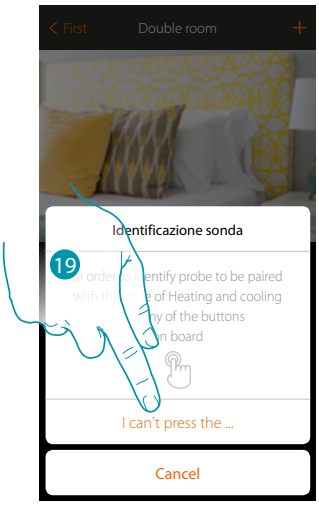
Accessible probe





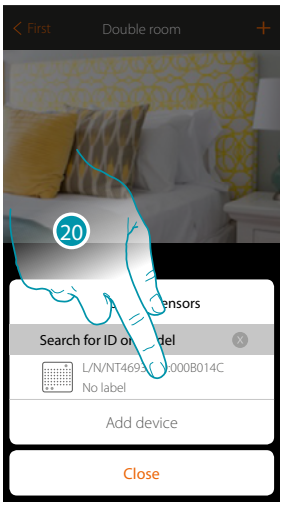
19. Touch any one of the pushbuttons on the probe on the system

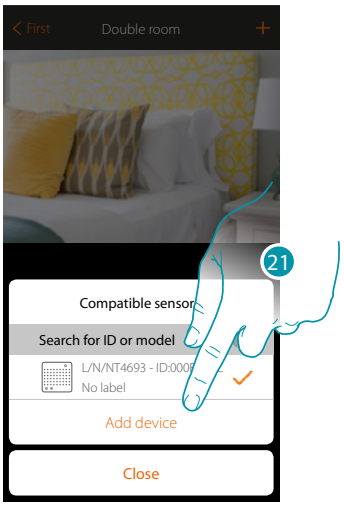
Not accessible probe



19. Touch if you cannot access the device

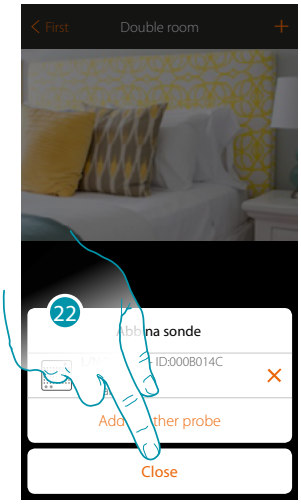
You will be proposed the list of compatible probes which you can associate to the object. You can identify the probe by its ID number.

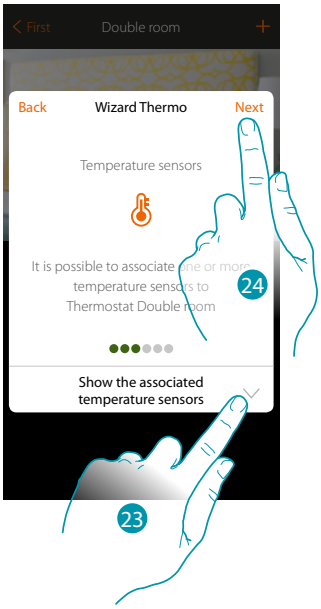




20. Touch to select the probe
21. Touch to add the selected device

If the probe is already configured, see chapter "What to do if".



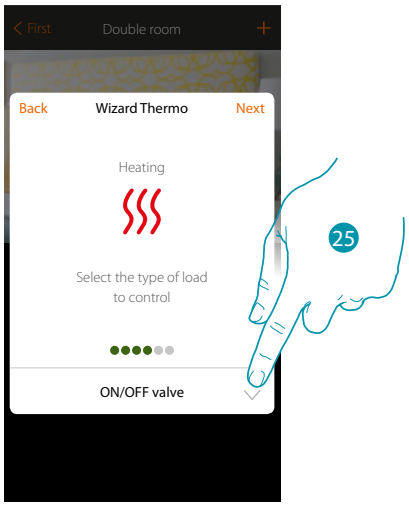


22. Touch to end the procedure
23. Touch to display the associated probes or to add other ones

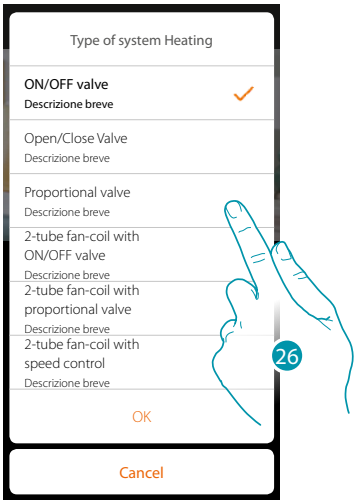
or

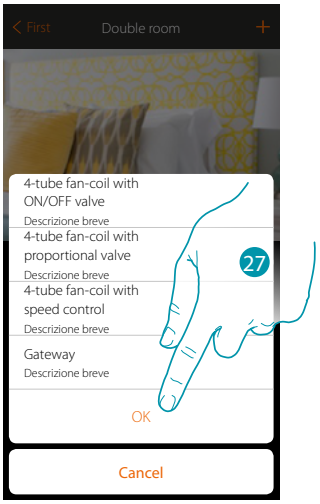
24. Touch to continue.

After associating the thermostat and the probes to the object, select the type of heating system load to be controlled

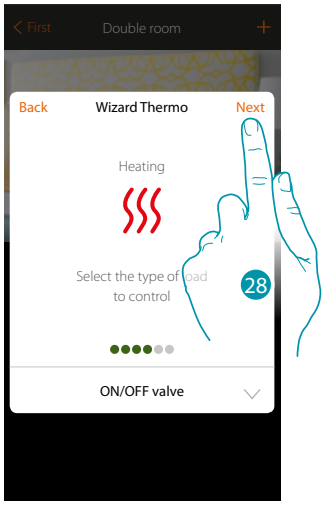


25. Touch to select the type of load



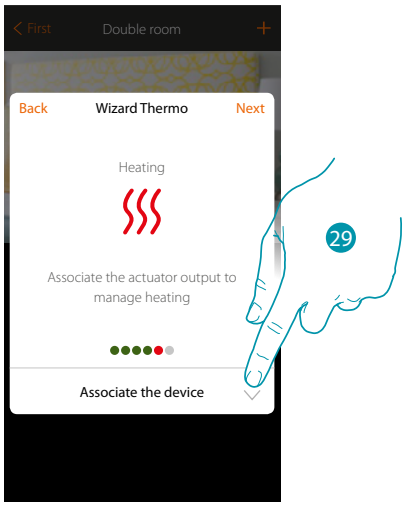


26. Select the type among those available
27. Touch to continue



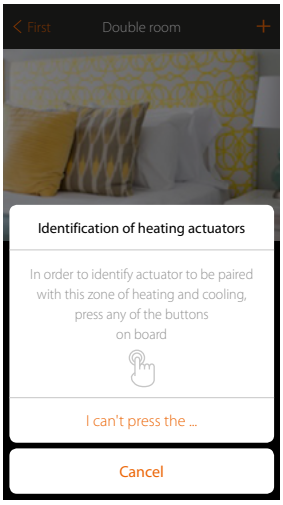
28. Touch to continue

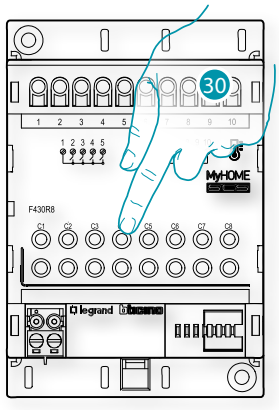
After selecting the type of load you can associate a heating system actuator



29. Touch to associate an actuator

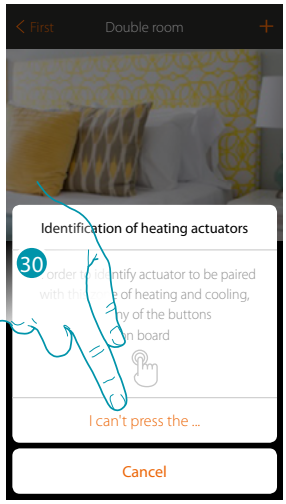
Accessible actuator





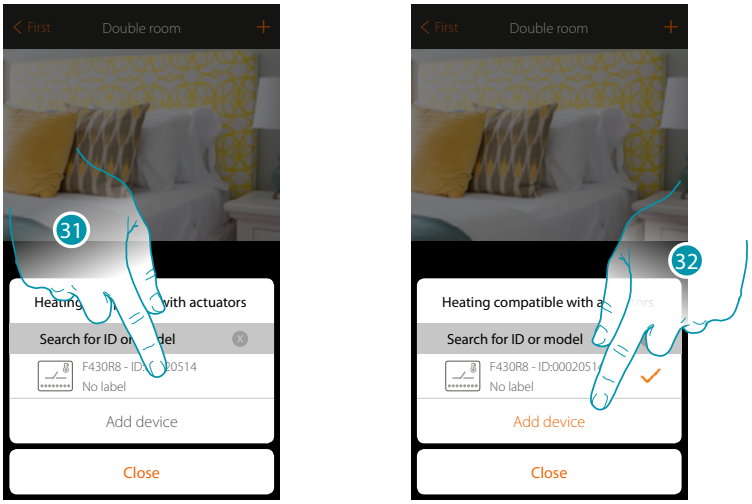
30. Touch any one of the pushbuttons on the actuator on the system

Not accessible actuator



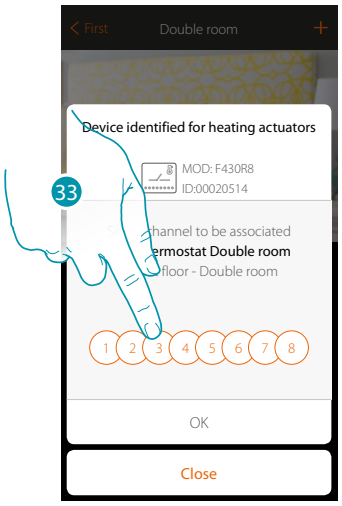
30. Touch if you cannot access the device

You will be proposed the list of compatible actuators which you can associate to the object. You can identify the actuator by its ID number:



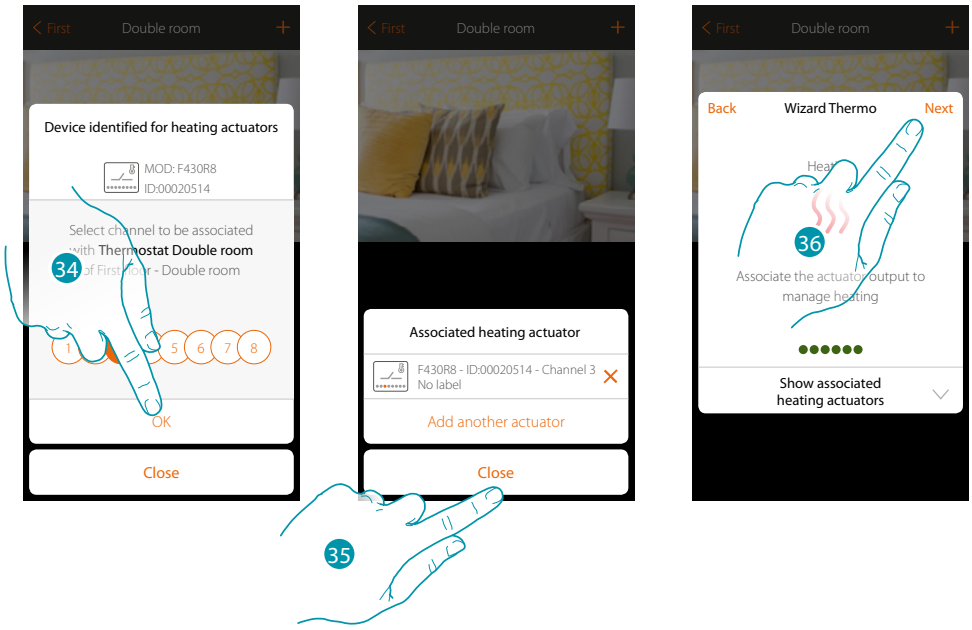
31. Touch to select the actuator
32. Touch to add the selected device

Whether the actuator is accessible or not, you must select the channel to use from those available



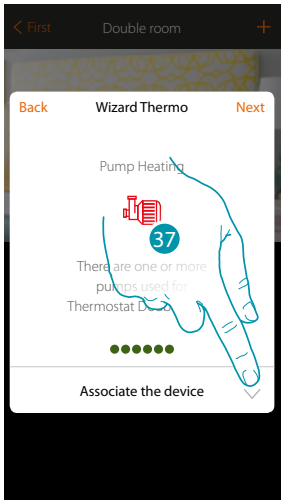
33. Select the channel

If the channel is busy, see chapter "What to do if".



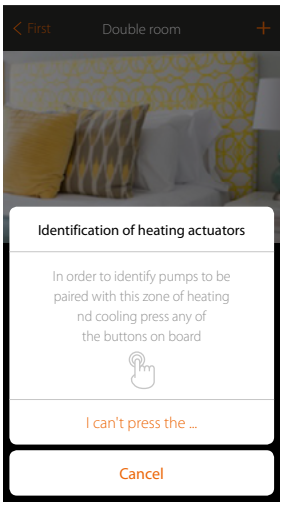
34. Touch to confirm
35. Touch to end
36. Touch to continue

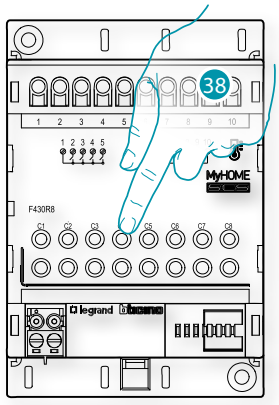
After associating the thermostat, probes and actuator to the object, you can associate a pump.



37. Touch to associate a pump

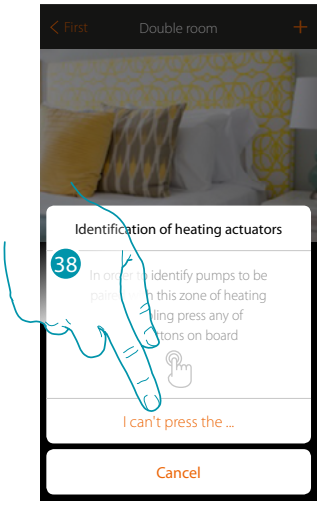
Accessible pump





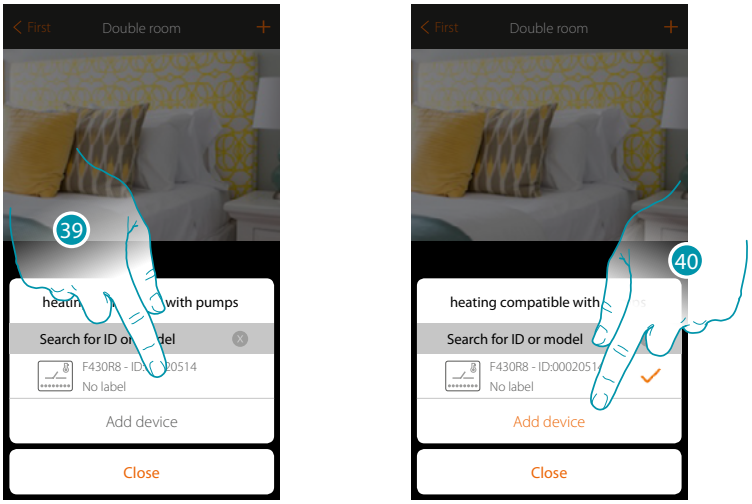
38. Touch any one of the pushbuttons on the pump on the system

Not accessible pump



38. Touch if you cannot access the device

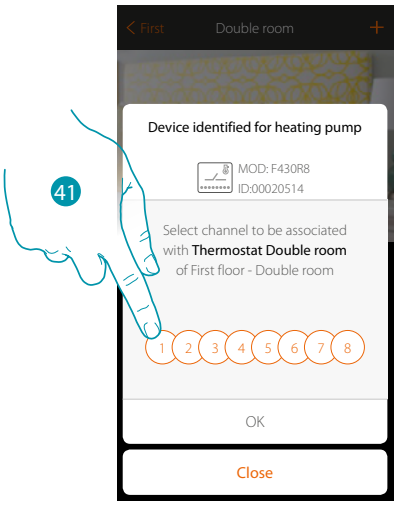
You will be proposed the list of actuators compatible with the pumps which you can associate to the object. You can identify the actuator/pump by its ID number.



39. Touch to select the actuator/pump

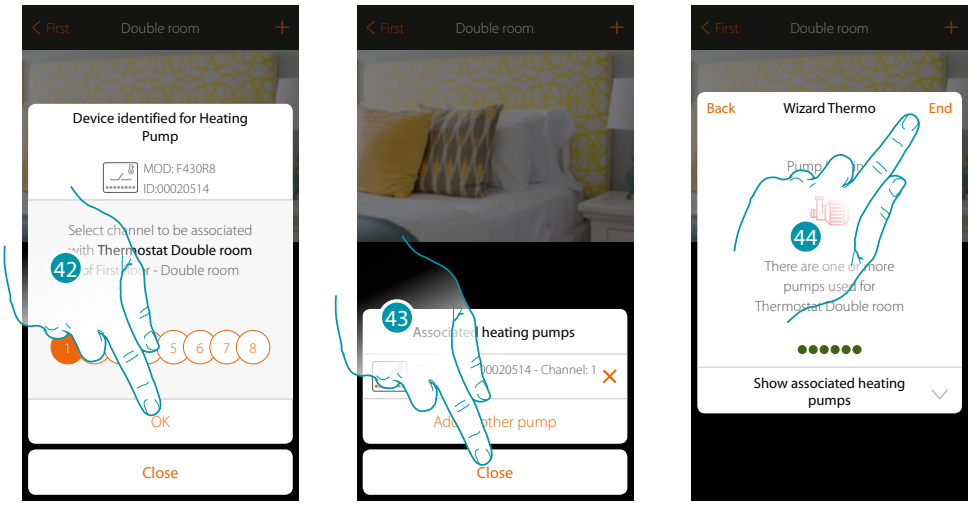
40. Touch to add the selected device

Whether the actuator is accessible or not, you must select the channel to use from those available

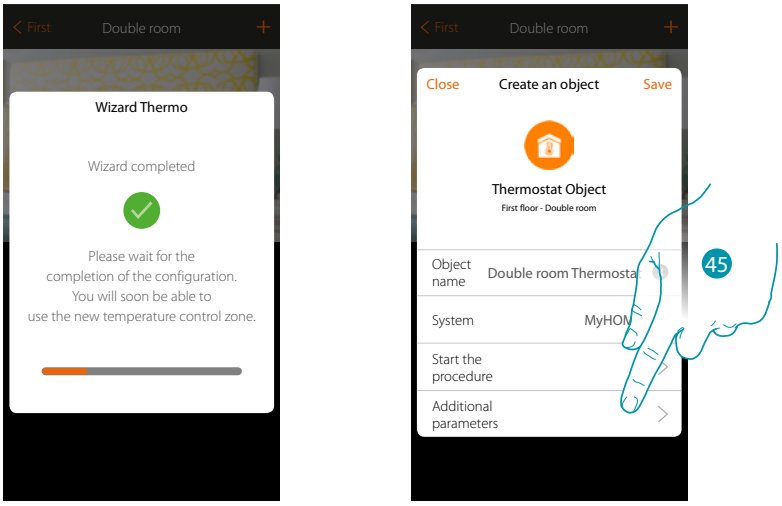


41. Select the channel

If the channel is busy, see chapter "What to do if".

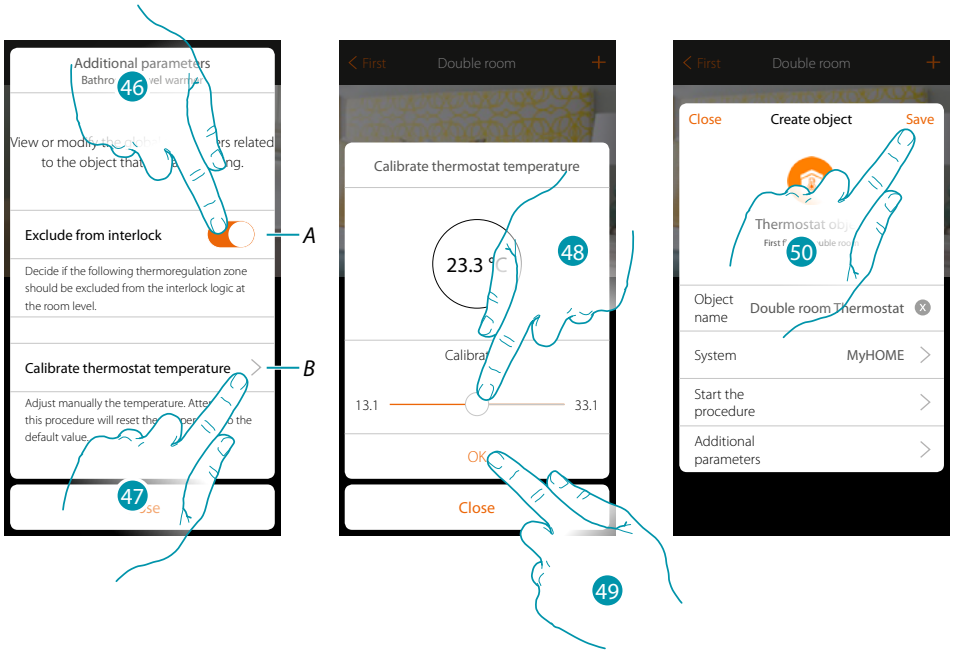


42. Touch to confirm
43. Touch to end
44. Touch to configure the objects



Wait for the end of the configuration of the temperature control objects

45. Touch to set the additional parameters, and then complete the Thermostat object configuration.

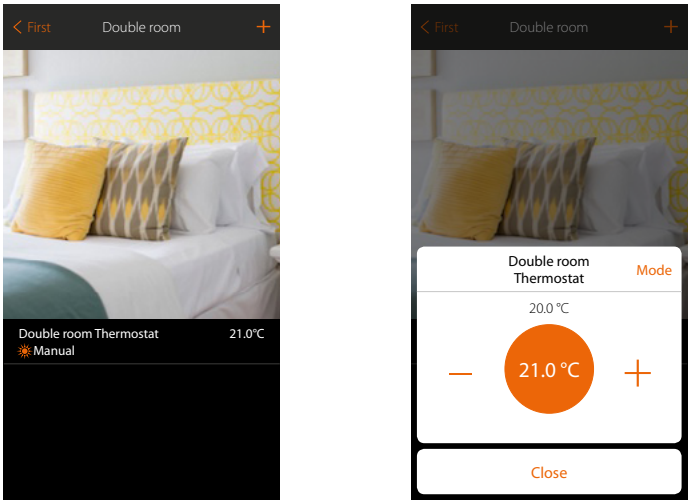


A. It excludes the zone from the interlock logic in the room.
For example, with the Interlock function if there are in the same room 2 heating zones and one cooling zone, and the 2 heating zones are on, when the cooling zone is switched on the heating zones switch off.

***Note**: this function is not available for thermostats configured for both heating and cooling operation.*

B. This function allows you to set of how many degrees to increase or decrease the temperature in relation to the temperature detected by the thermostat.

46. Touch to exclude the zone from the interlock logic
47. Touch to calibrate the temperature
48. Select the temperature that will show the thermostat object
49. Touch to confirm
50. Touch to save the object.



The object is available for the user to use

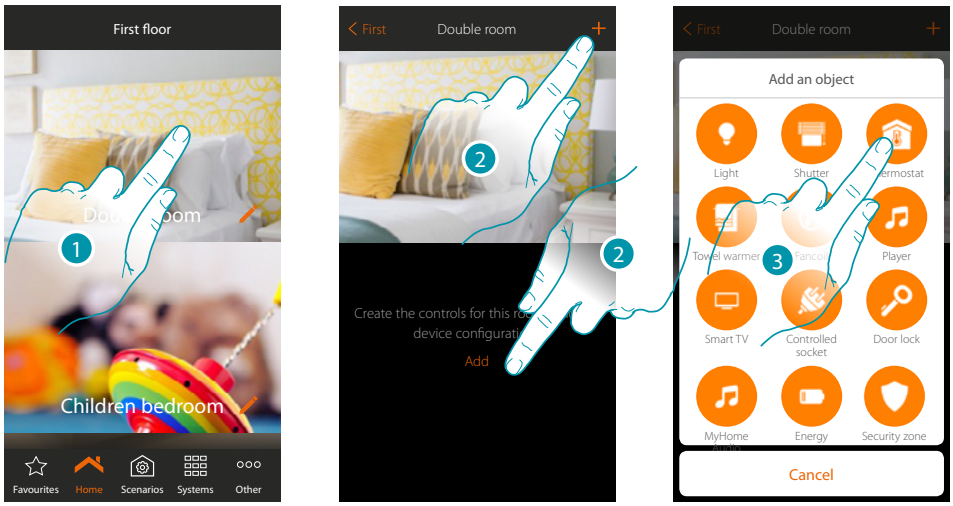
***Note**: the example shows one heating zone. The cooling zone can be configured in the same way.*

Thermostat object (with 99 zone control unit item 3550)

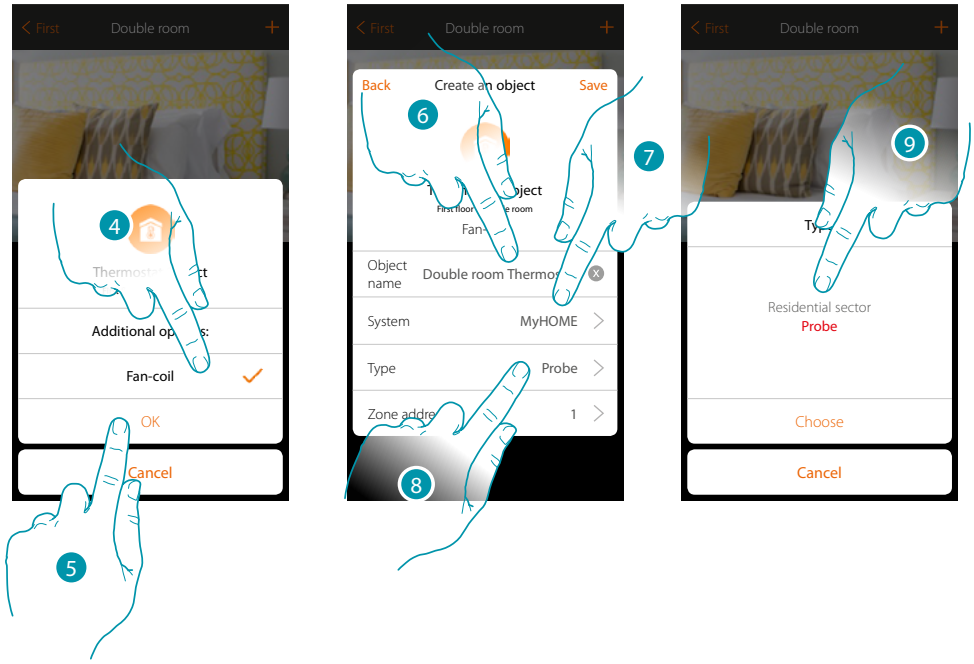
On importing the device* configuration on the system and associating them to the thermostat object, the user can adjust the home temperature.

***Note**: the MyHOME_UP system is not compatible with the 4-zone control unit (item L/N/NT4695 – HC/HS/HD4695).*

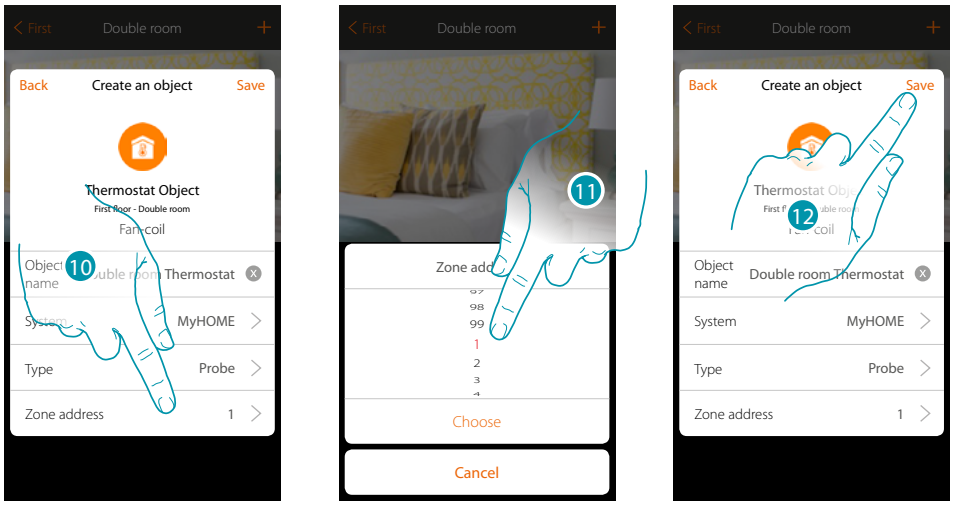
***Note**: probes and thermostats must be preconfigured with MyHomeSuite or physical configurators*



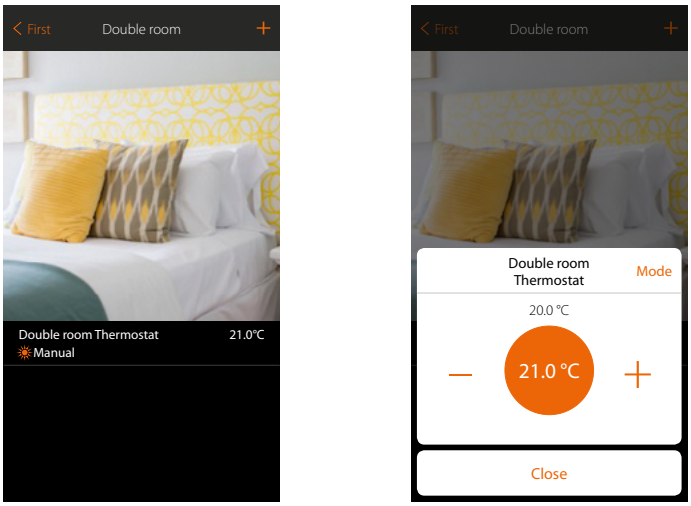
1. Touch to enter the room where you want to add a thermostat object
2. Touch to add an object to the double room
3. Touch to add the thermostat object



4. Select to control the speed of the fan-coil fan
5. Touch to confirm
6. Touch to modify the object name.
7. Touch to select the relevant system
8. Touch to select the type
9. Select whether the device to which the object is to be associated is a 99-zone temperature-control sensor or a sensor in residential thermostat operation (residential)



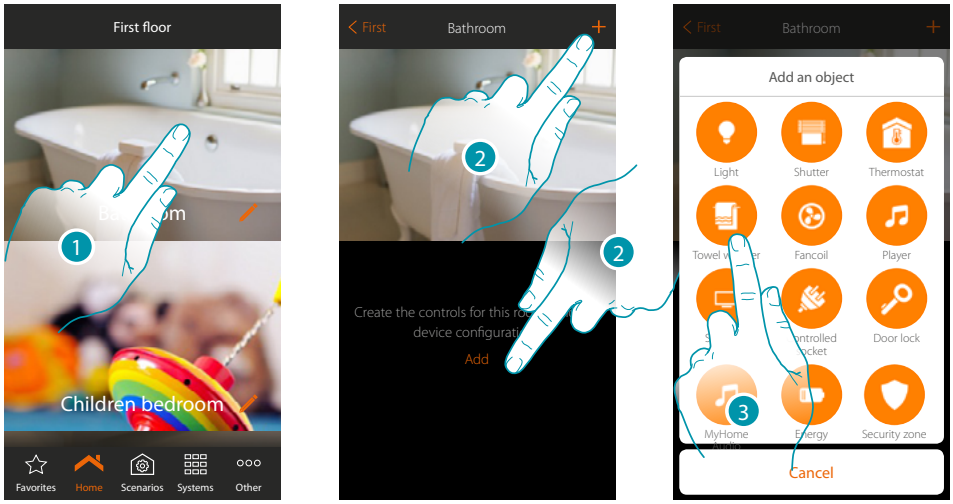
10. Touch to set the sensor address
11. Select the zone address (1 to 99)
12. Touch to save the object



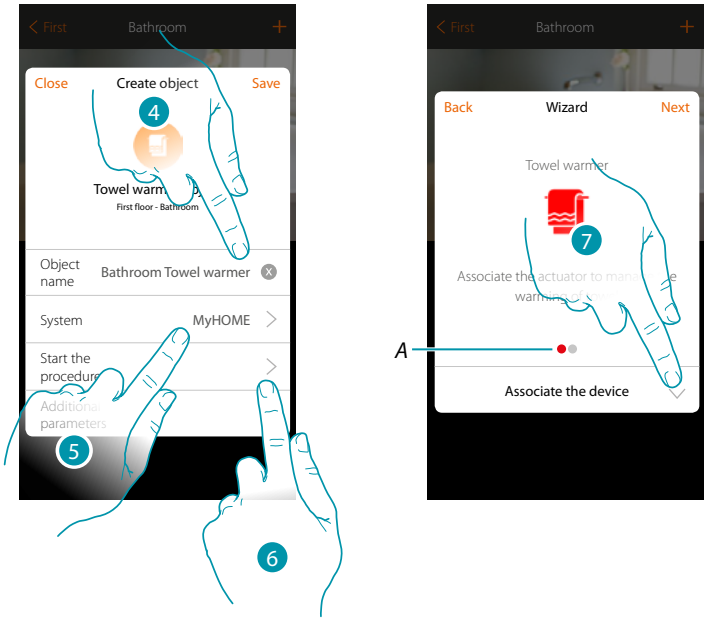
The object is available for the user to use

Towel Warmer object

By configuring the system devices and associating them to the Towel Warmer object, the user can switch them on or off directly or through a program, without the need for using a setpoint.



1. Touch to enter the room where you want to add a Towel Warmer object
2. Touch to add an object to the bathroom
3. Touch to add the Towel Warmer object



4. Touch to modify the object name.
5. Touch to select the relevant system
6. Touch to start the guided procedure for the association of a device detected in the system during the initial scanning to the graphic object Towel Warmer

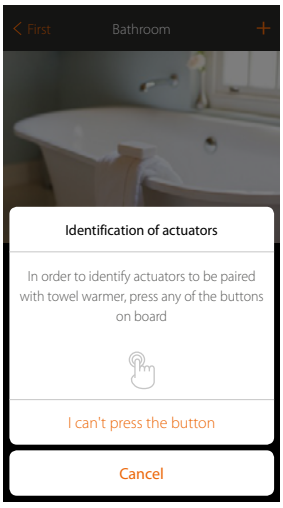
***Note**: it is recommended that the additional parameters are set after completing the association guided procedure*

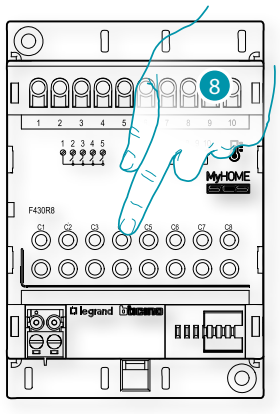
A. Coloured visual indicators will indicate the progress of the procedure and the status of the step in progress:
red = not yet completed or incorrect
green = successfully concluded

7. Touch to associate a towel warmer to the object. Two situations may occur:

Accessible actuator

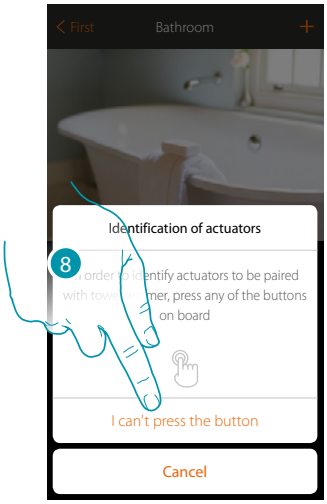
***Note**: only actuators F430R8 F430/2 and F430/4 can be used*





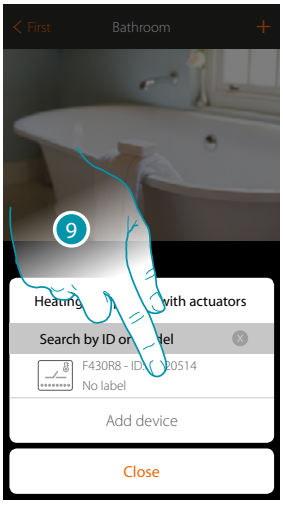
8. Touch any one of the pushbuttons on the actuator on the system

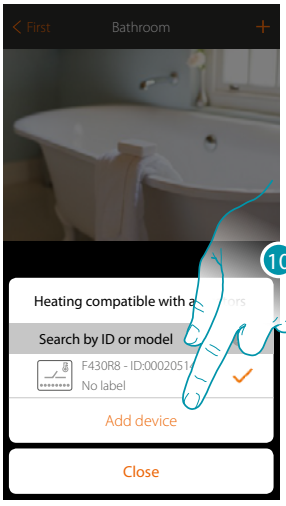
Not accessible actuator



8. Touch if you cannot access the device

You will be proposed the list of compatible actuators which you can associate to the object. You can identify the actuator by its ID number:

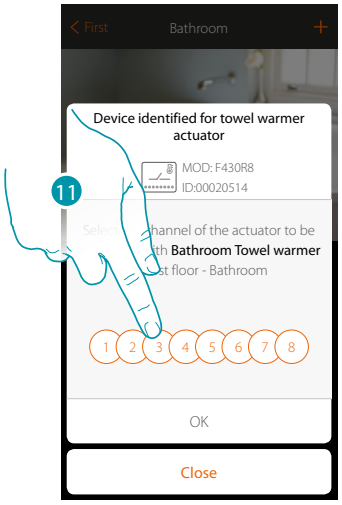




9. Touch to select the actuator

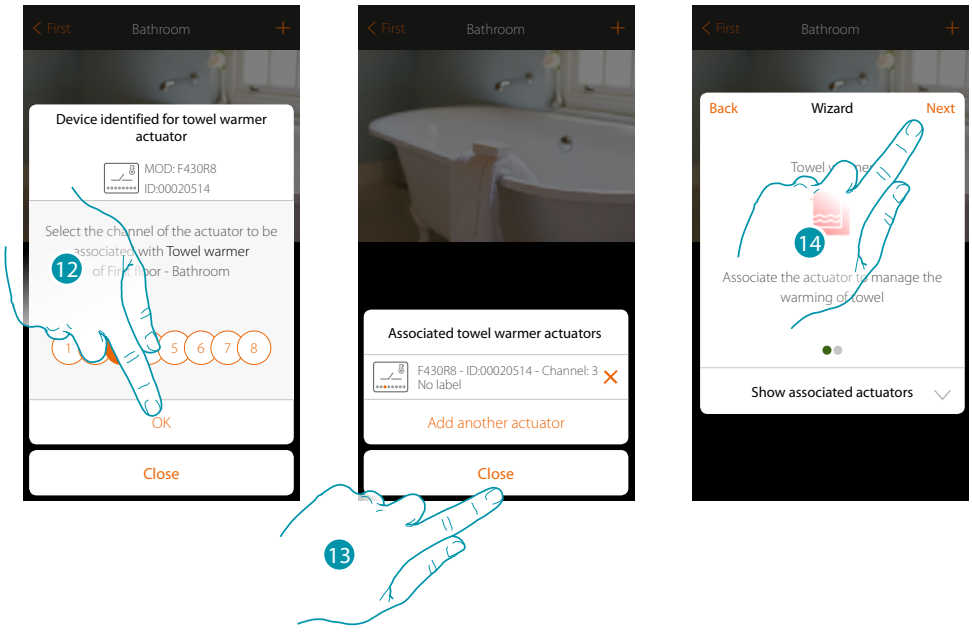
10. Touch to add the selected device

Whether the actuator is accessible or not, you must select the channel to use from those available



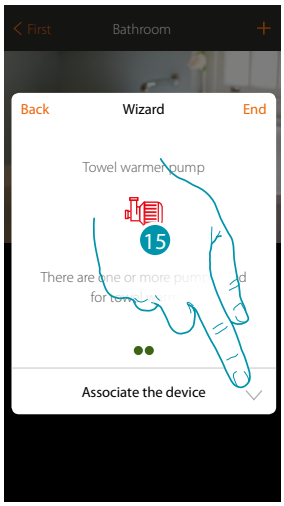
11. Select the channel

If the channel is busy, see chapter "What to do if".



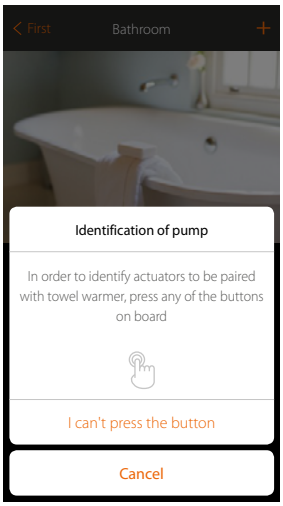
12. Touch to confirm
13. Touch to end
14. Touch to continue.

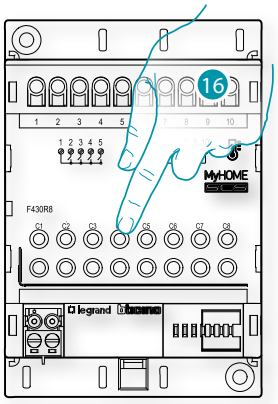
After associating the Towel warmer object and the actuator to the object, you can associate a pump.



15. Touch to associate a pump

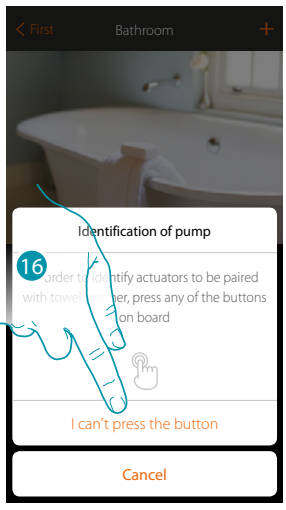
Accessible pump





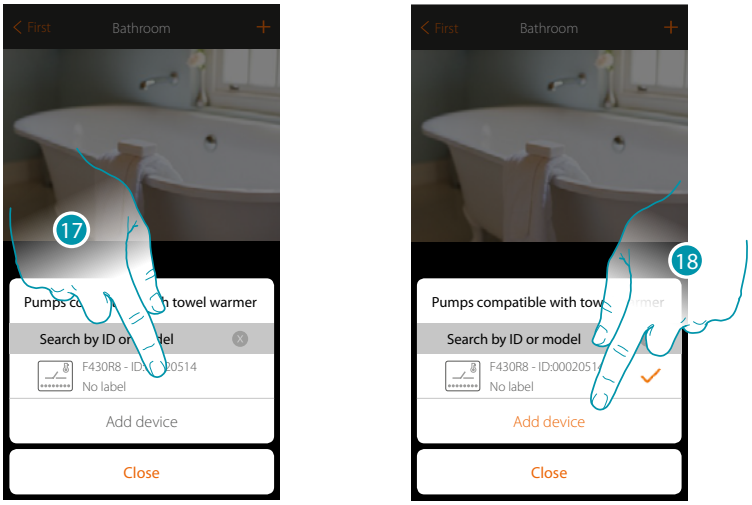
16. Touch any one of the pushbuttons on the pump on the system

Not accessible pump



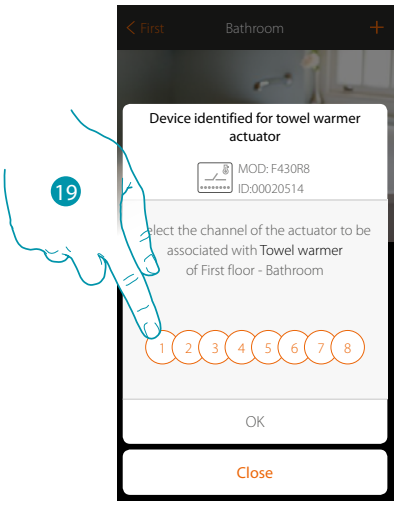
16. Touch if you cannot access the device

You will be proposed the list of actuators compatible with the pumps which you can associate to the object. You can identify the actuator/pump by its ID number.



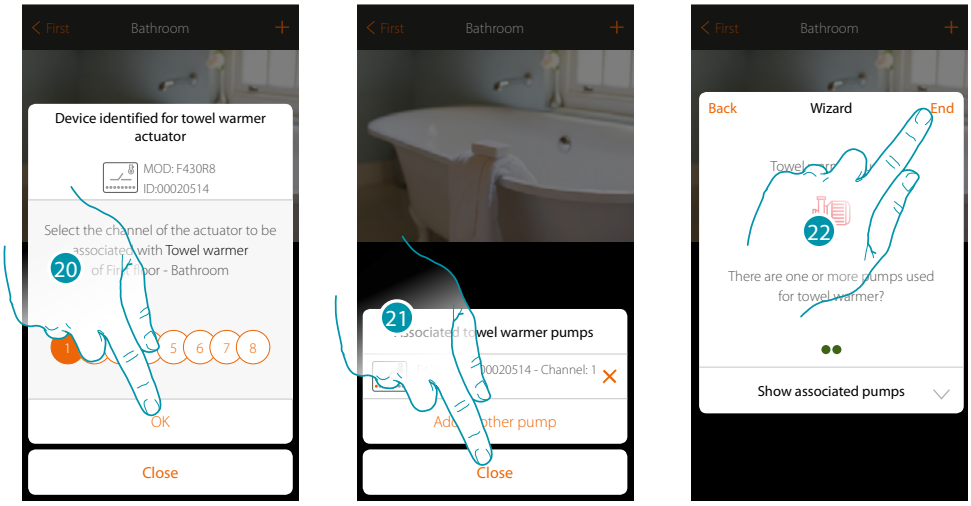
17. Touch to select the actuator/pump
18. Touch to add the selected device

Whether the actuator is accessible or not, you must select the channel to use from those available

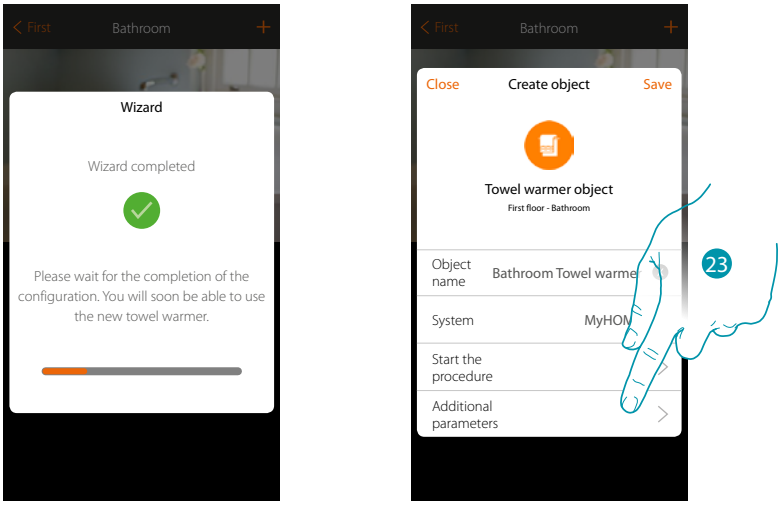


19. Select the channel

If the channel is busy, see chapter "What to do if".

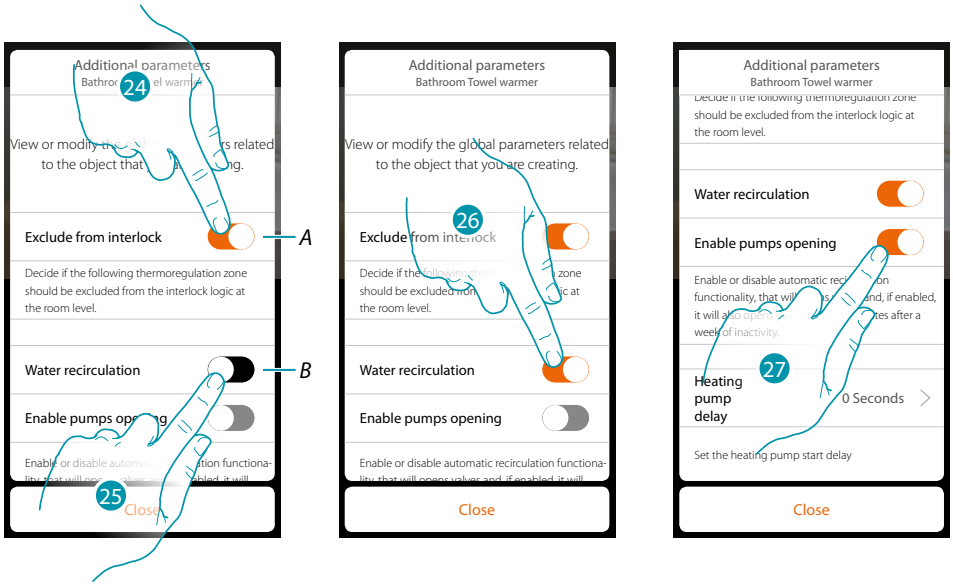


20. Touch to confirm
21. Touch to end
22. Touch to configure the objects



Wait for the end of the configuration of the temperature control objects

23. Touch to set the additional parameters, and then complete the Towel Warmer object configuration

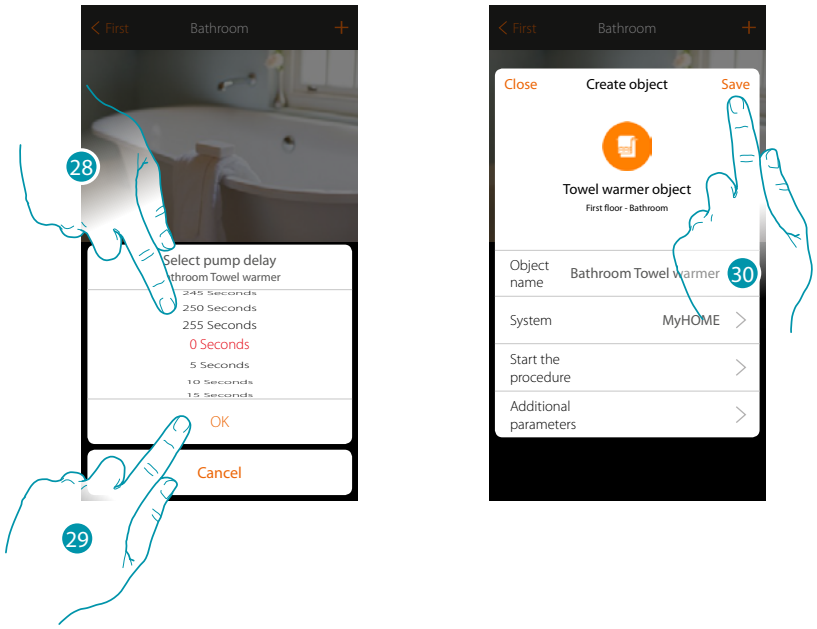


A. It excludes the zone from the interlock logic in the room.
For example, with the Interlock function if there are in the same room 2 cooling zones and one heating zone, and the 2 cooling zones are on, when the heating zone is switched on the cooling zones switch off.

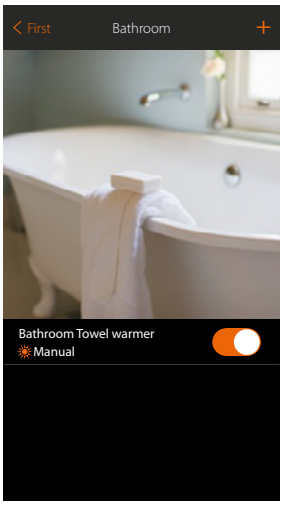
***Note**: this function is not available for thermostats configured for both heating and cooling operation.*

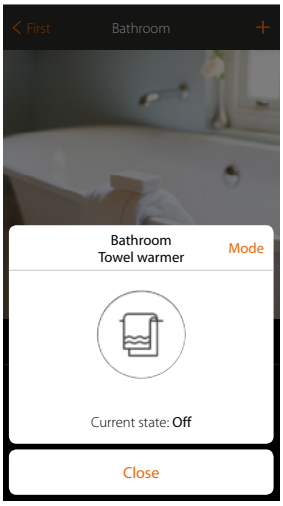
B. When this function is activated, the system valves are opened for two minutes after a week of inactivity.

24. Touch to exclude the zone from the Interlock logic
25. Touch to enable water recirculation for the valves
26. Touch to enable water recirculation also for the pumps
27. Touch to select the pump start delay when the actuator opens.



28. Select the time delay
29. Touch to end
30. Touch to save

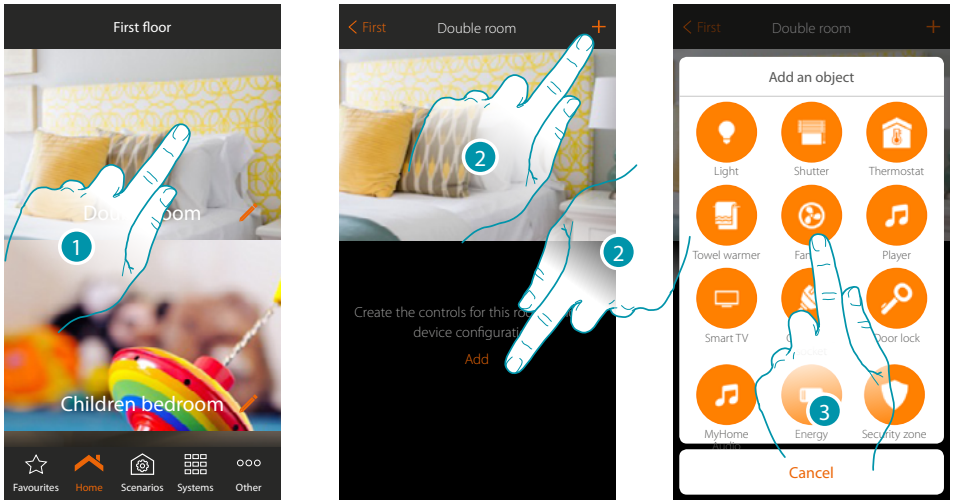




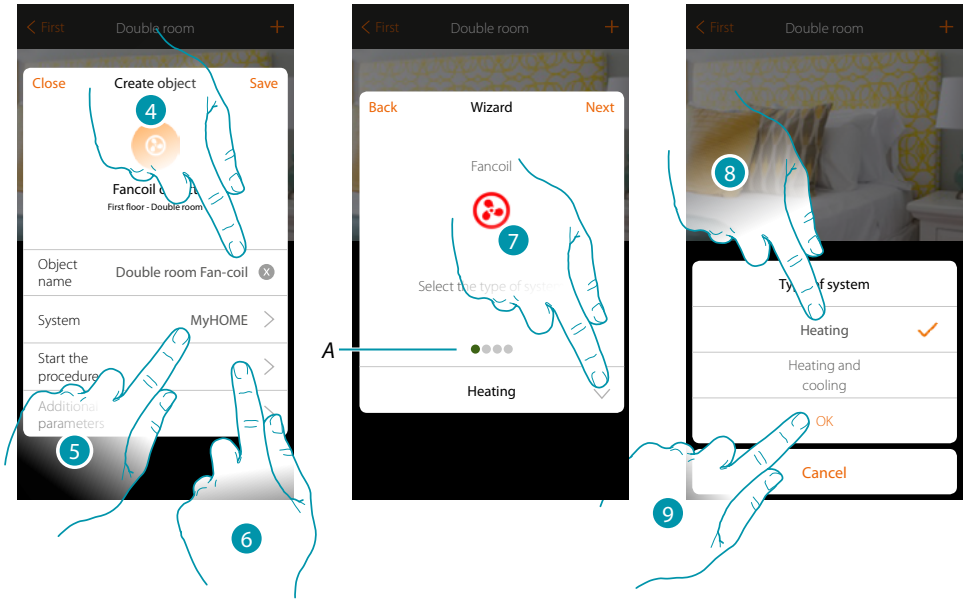
The object is available for the user to use

Fan-coil object

By configuring the devices on the system and associating them to the Fan-coil object, the user can switch them on or off directly or through a program, and adjust their speed (proportional Fan-coil only).



1. Touch to enter the room where you want to add a Fan-coil object
2. Touch to add an object to the Double room
3. Touch to add the Fan-coil object

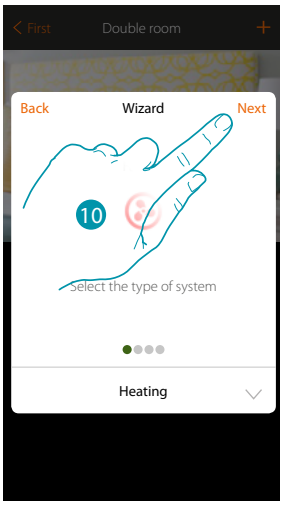


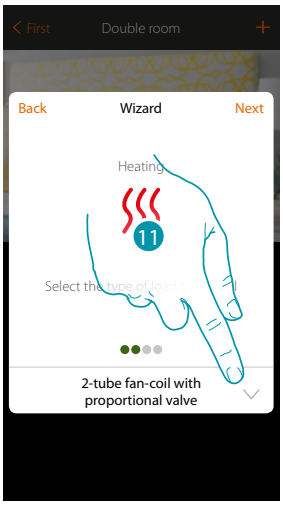
4. Touch to modify the object name.
5. Touch to select the relevant system
6. Touch to start the guided procedure for the association of a device detected in the system during the initial scanning to the graphic object Double room Fan-coil

***Note**: it is recommended that the additional parameters are set after completing the association guided procedure*

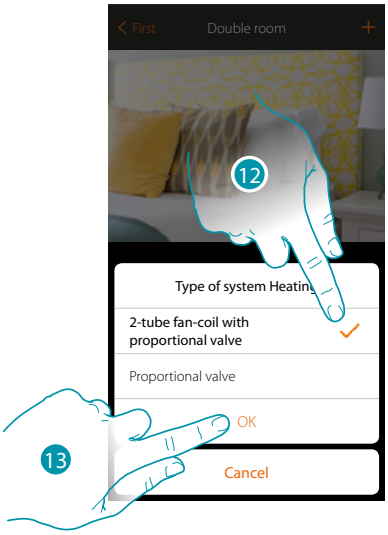
A. Coloured visual indicators will indicate the progress of the procedure and the status of the step in progress:
red = not yet completed or incorrect
green = successfully concluded

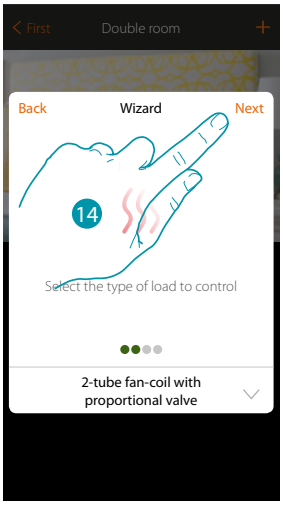
7. Touch to select the type of system
8. Select the type of system among those suggested
9. Touch to confirm



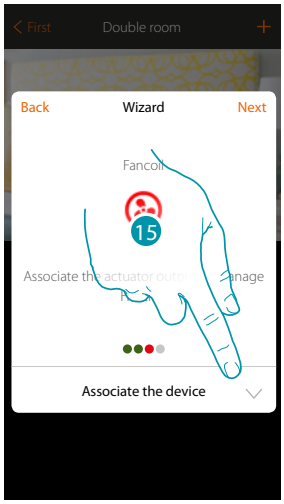


10. Touch to continue
11. Touch to select the type of system





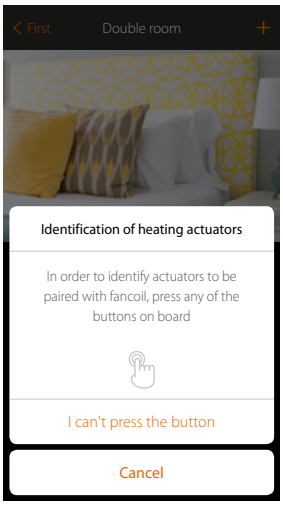
12. Select the type of system
13. Touch to confirm
14. Touch to continue.

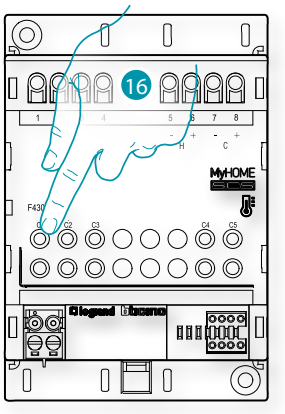


15. Touch to associate an actuator

Accessible actuator

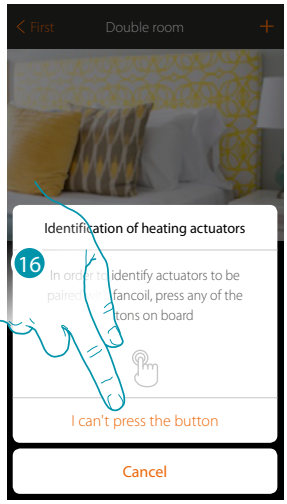
***Note**: only actuators F430V10 and F430R3V10 with proportional speed adjustment can be used*





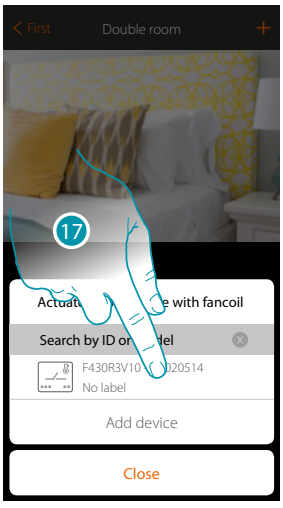
16. Touch any one of the pushbuttons on the actuator on the system

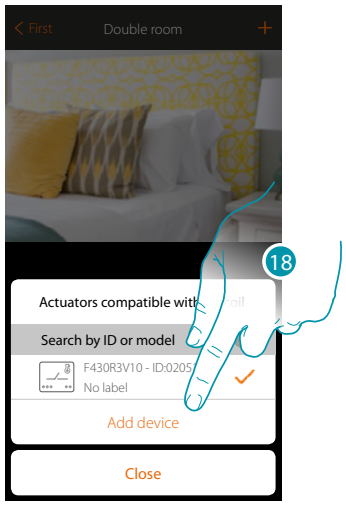
Not accessible actuator



16. Touch if you cannot access the device

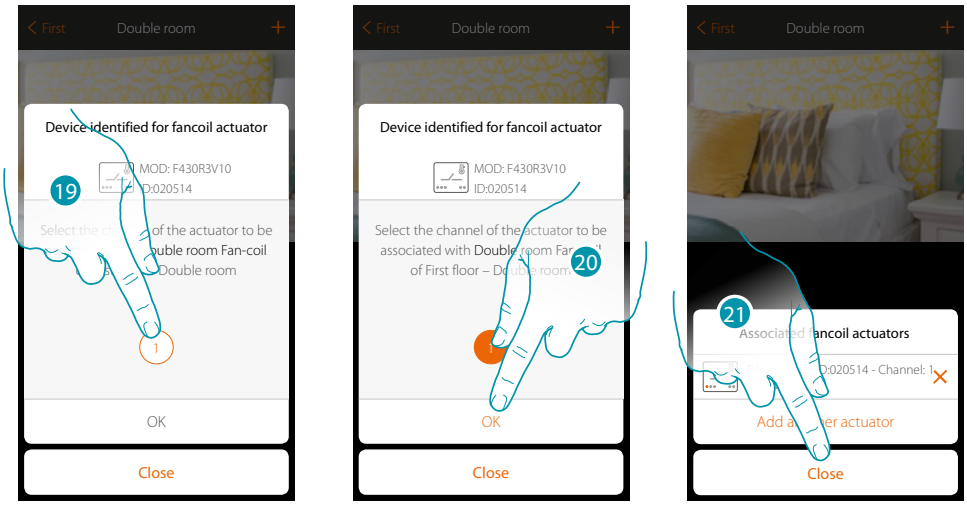
You will be proposed the list of compatible actuators which you can associate to the object. You can identify the actuator by its ID number:



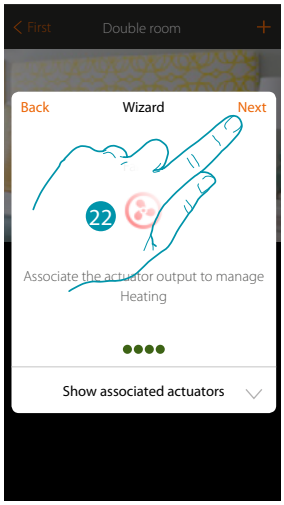


17. Touch to select the actuator

18. Touch to add the selected device

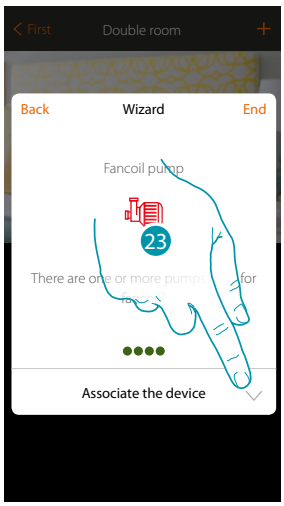


19. Select the channel
20. Touch to confirm
21. Touch to end



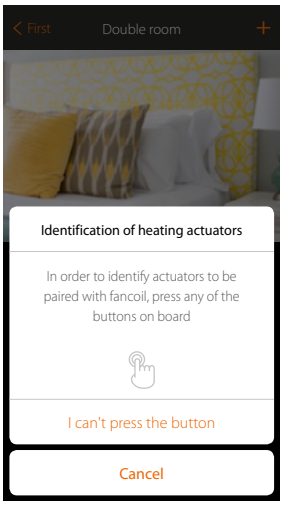
22. Touch to continue.

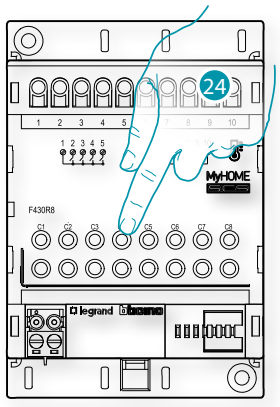
After associating the Towel warmer object and the actuator to the object, you can associate a pump.



23. Touch to associate a pump

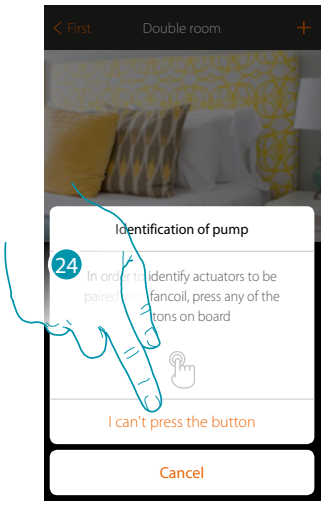
Accessible pump





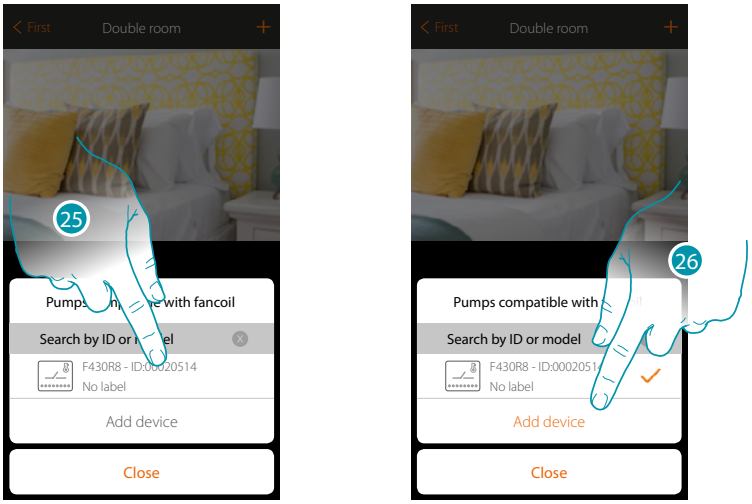
24. Touch any one of the pushbuttons on the pump on the system

Not accessible pump



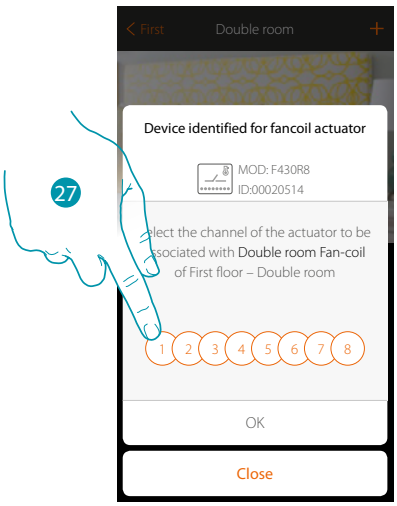
24. Touch if you cannot access the device

You will be proposed the list of actuators compatible with the pumps which you can associate to the object. You can identify the actuator/pump by its ID number.



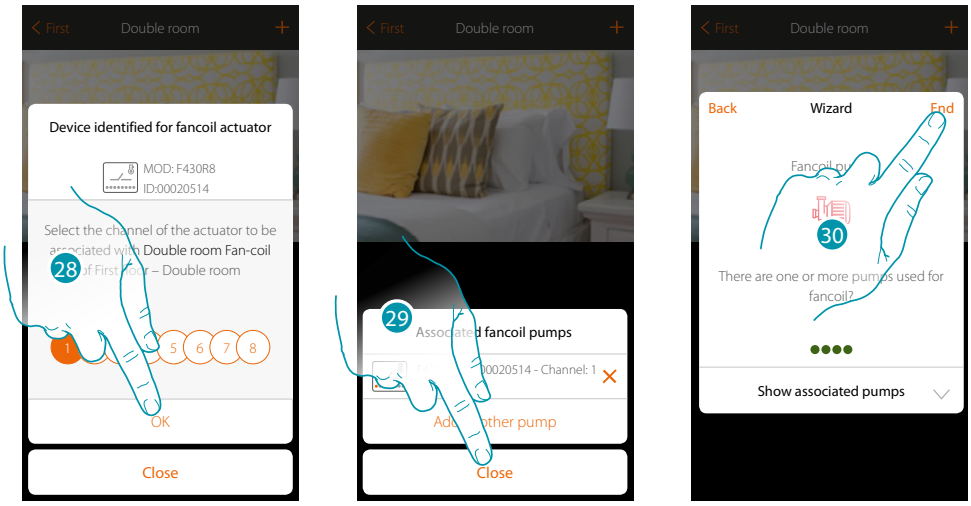
25. Touch to select the actuator/pump
26. Touch to add the selected device

Whether the actuator is accessible or not, you must select the channel to use from those available

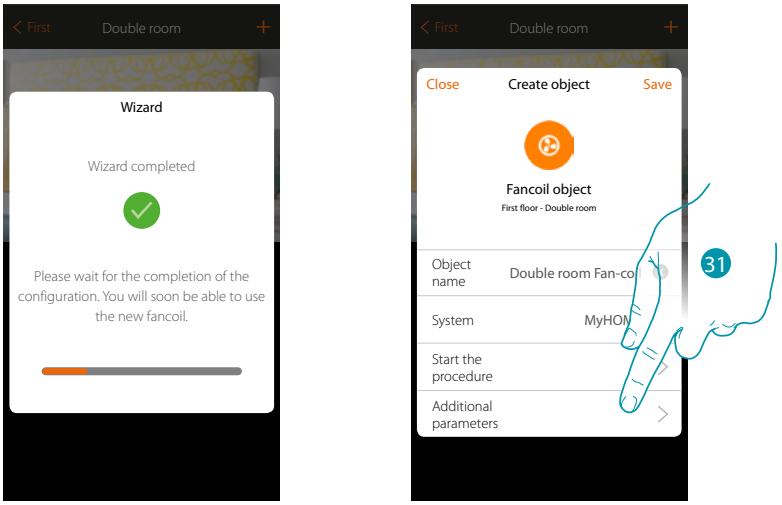


27. Select the channel

If the channel is busy, see chapter "What to do if".

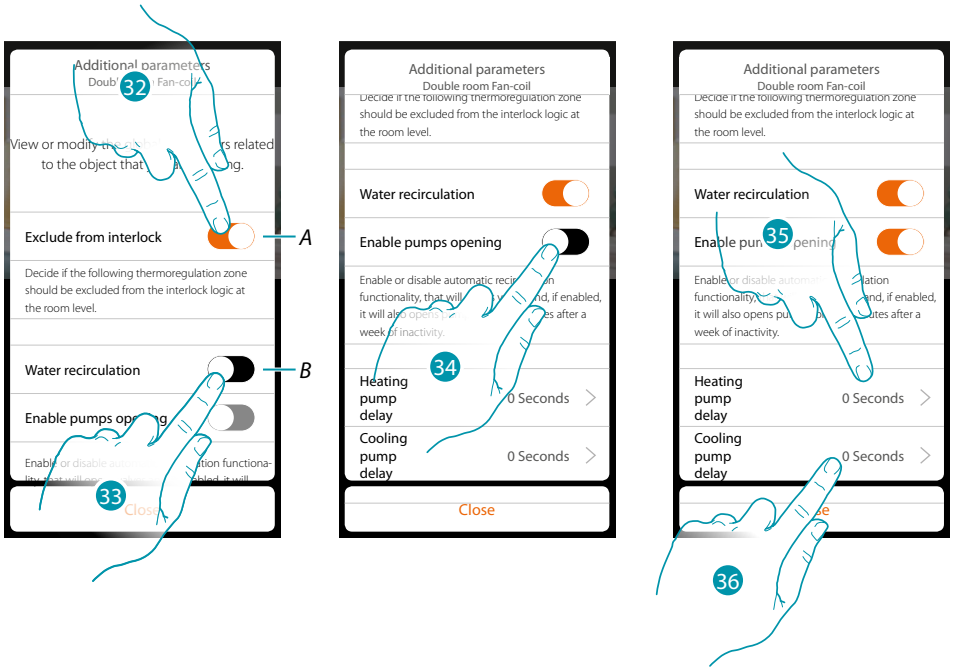


28. Touch to confirm
29. Touch to end
30. Touch to configure the objects



Wait for the end of the configuration of the temperature control objects

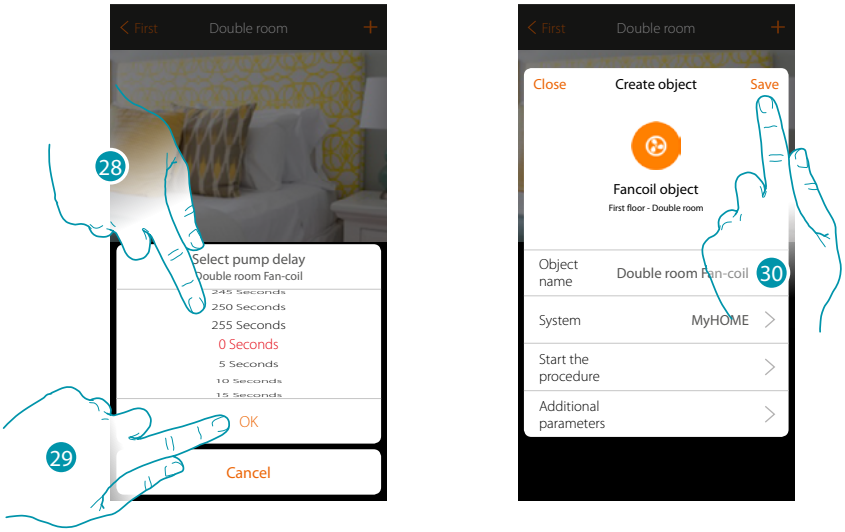
31. Touch to set the additional parameters and then to complete the Fan-coil object configuration



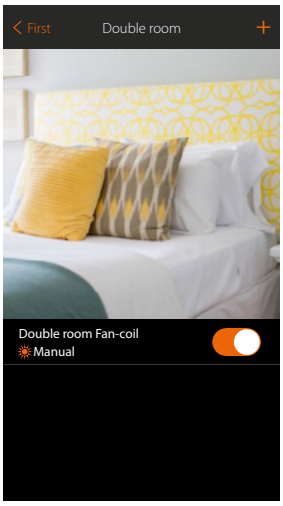
A. It excludes the zone from the interlock logic in the room.
For example, with the Interlock function if there are in the same room 2 heating zones and one cooling zone, and the 2 heating zones are on, when the cooling zone is switched on the heating zones switch off.

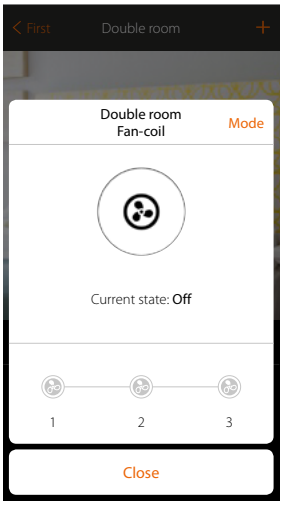
B. When this function is activated, the system valves are opened for two minutes every day.

32. Touch to exclude the zone from the Interlock logic
33. Touch to enable water recirculation for the valves
34. Touch to enable water recirculation also for the pumps
35. Touch to select the heating pump start delay when the actuator opens.
36. Touch to select the cooling pump start delay when the actuator opens.



37. Select the time delay
38. Touch to end
39. Touch to save



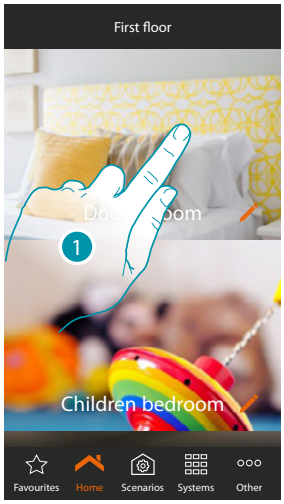


The object is available for the user to use

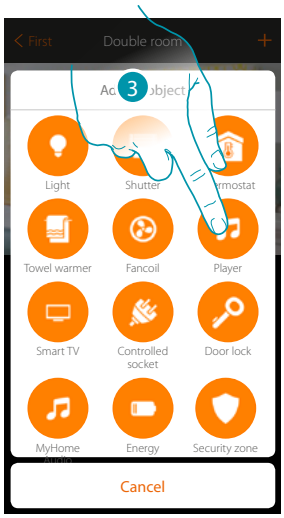
***Note**: the example shows one heating zone. The cooling zone can be configured in the same way.*

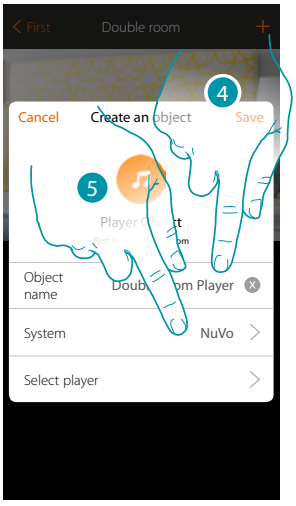
Player object

On associating a Nuvo or Sonos* music reader to the player object, the user can play music or listen to radio stations.



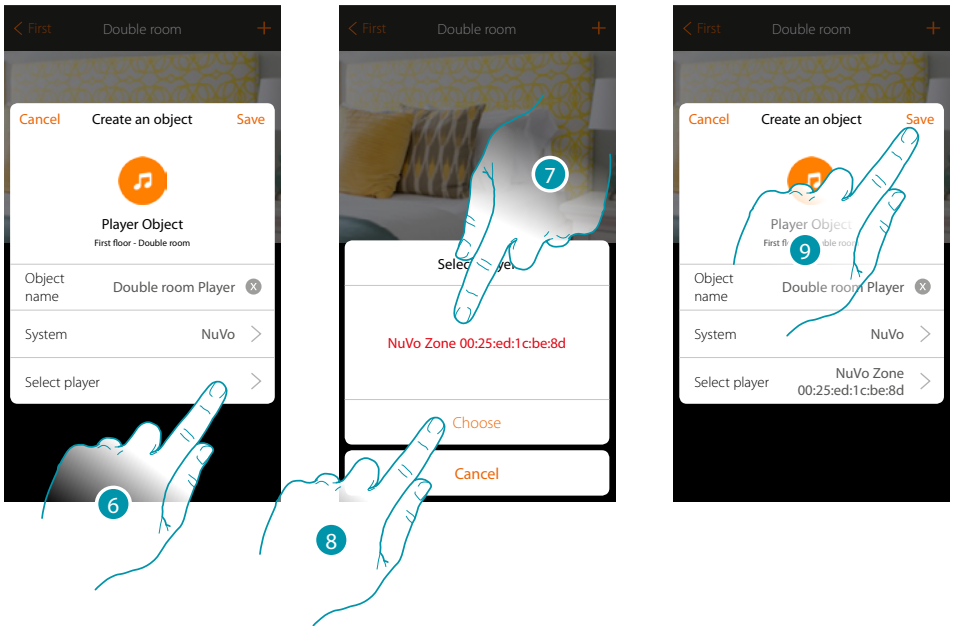
1. Touch to enter the room where you want to add a player object
2. Touch to add an object to the double room



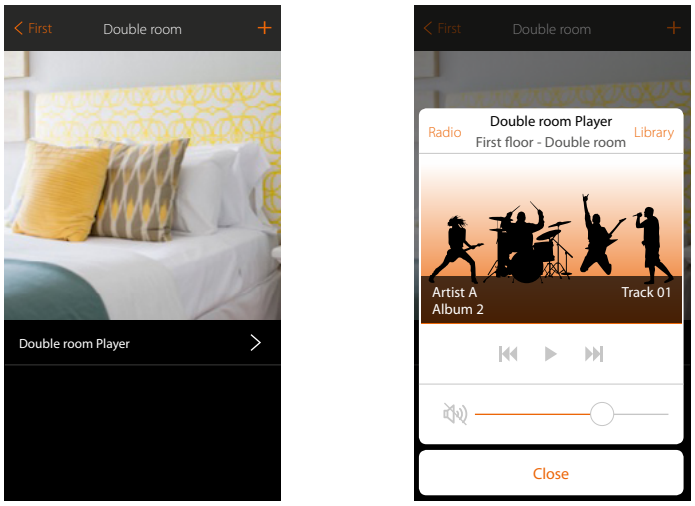


3. Touch to add the player object
4. Touch to modify the object name
5. Touch to select the system

NuVo

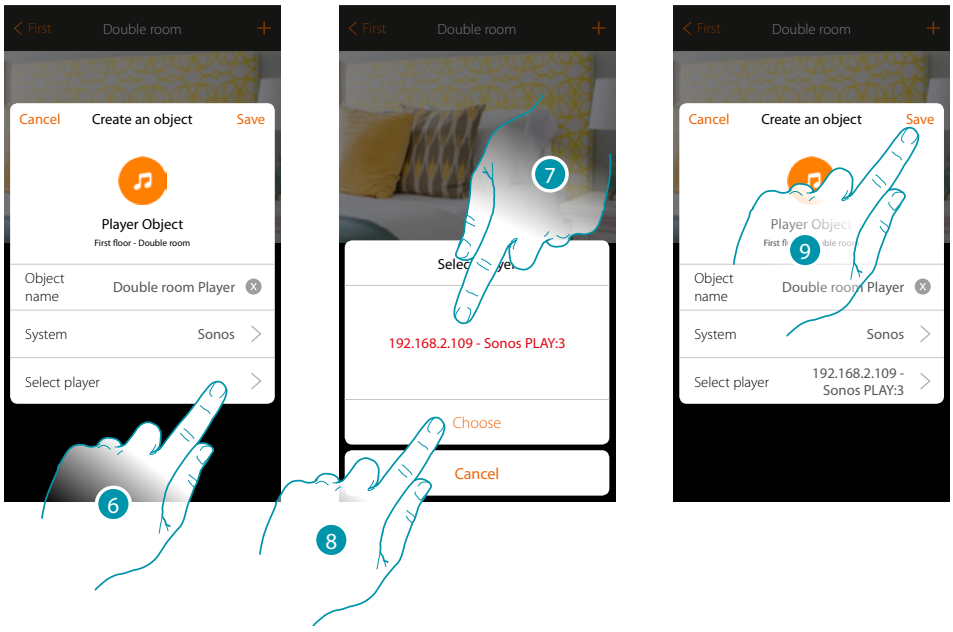


6. Touch to select the player; the system will search in the network for all the available (NuVo) readers
7. Touch to select the player from those identified
8. Touch to confirm
9. Touch to save the object

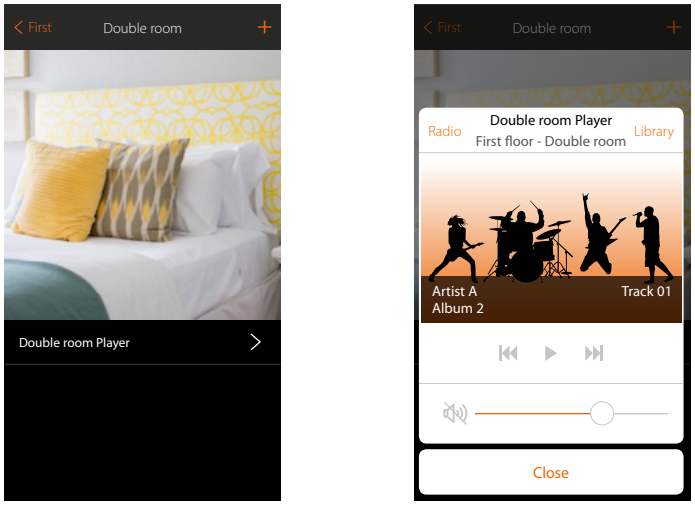


The object is available for the user to use

Sonos



6. Touch to select the player; the system will search in the network for all the available (Sonos) readers
7. Touch to select the player from those identified
8. Touch to confirm
9. Touch to save the object



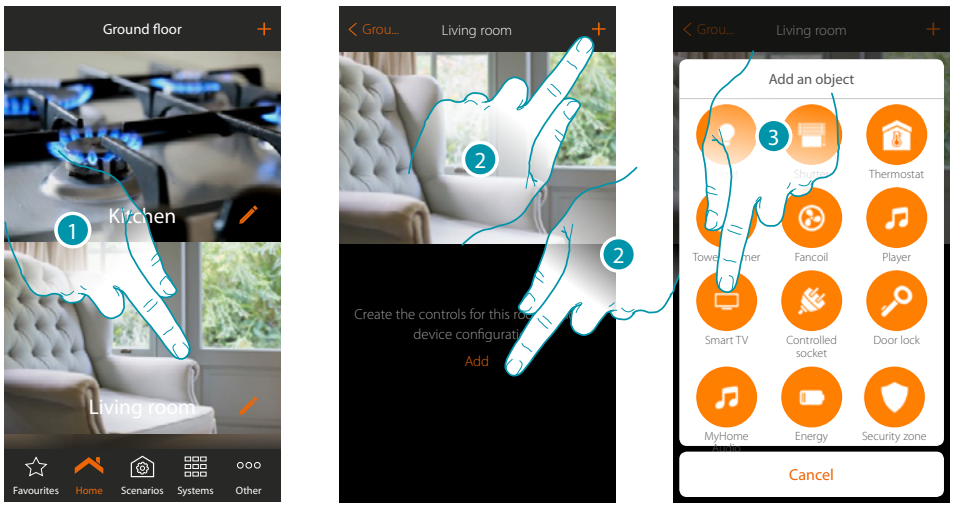
The object is available for the user to use

***Note**: the device may not be compatible with some models or their firmware versions. Bticino is not responsible for any present and future malfunctionings or incompatibilities which can be attributed to third-party devices.*

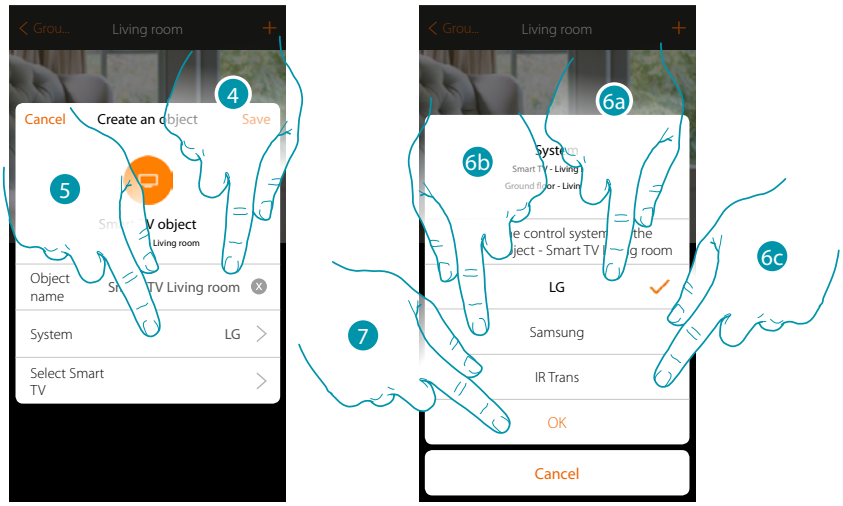
Smart TV object

On associating a Samsung Smart TV* (the only models which have the Samsung 2014 SmartTV platform installed) / LG Smart TV* (the only models which have the Netcast 3.0 and Netcast 4.0 platforms issued in 2012 and 2013 installed) or an IR Trans*, the user can display a virtual remote control which he can use to control his television.

**Note: the device may not be compatible with some models or their firmware versions. Bticino is not responsible for any present and future malfunctionings or incompatibilities which can be attributed to third-party devices.*



1. Touch to enter the room where you want to add a Smart TV object
2. Touch to add an object to the Living room
3. Touch to add the Smart TV object



4. Touch to modify the object name.
5. Touch to select the system

6a. Touch if the object has to control an LG Smart TV (only the models where the Netcast 3.0 and Netcast 4.0 platforms, released in 2012 and 2013, are installed)

6b. Touch if the object has to control a Samsung Smart TV* (only the models where the "Samsung 2014 SmartTV platform" is installed)

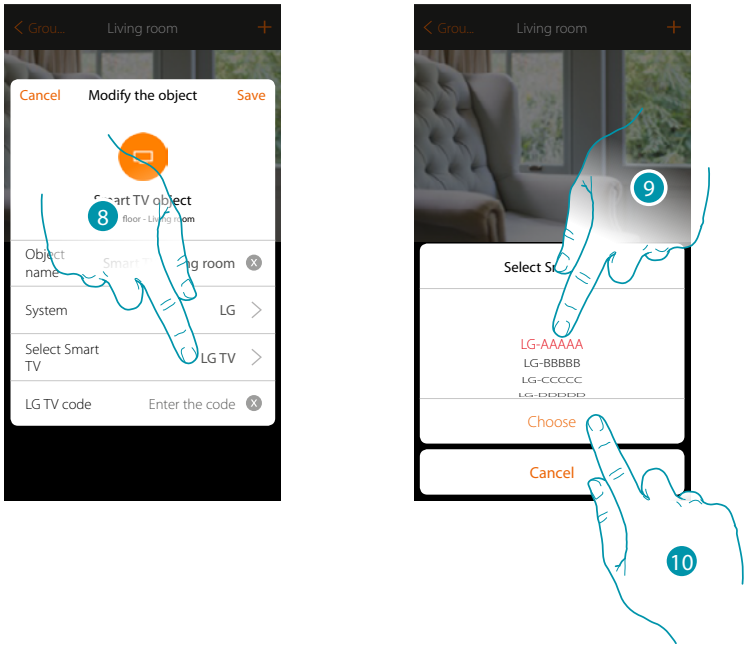
6c. Touch if the object has to control an IR Trans*

7. Touch to confirm

**Note: the device may not be compatible with some models or their firmware versions. Bticino is not responsible for any present and future malfunctionings or incompatibilities which can be attributed to third-party devices.*

LG Tv

***Note**: the television must be ON and connected to the same LAN/Wi-Fi network of the MyHOMEServer1.*



8. Touch to start the search for the TV

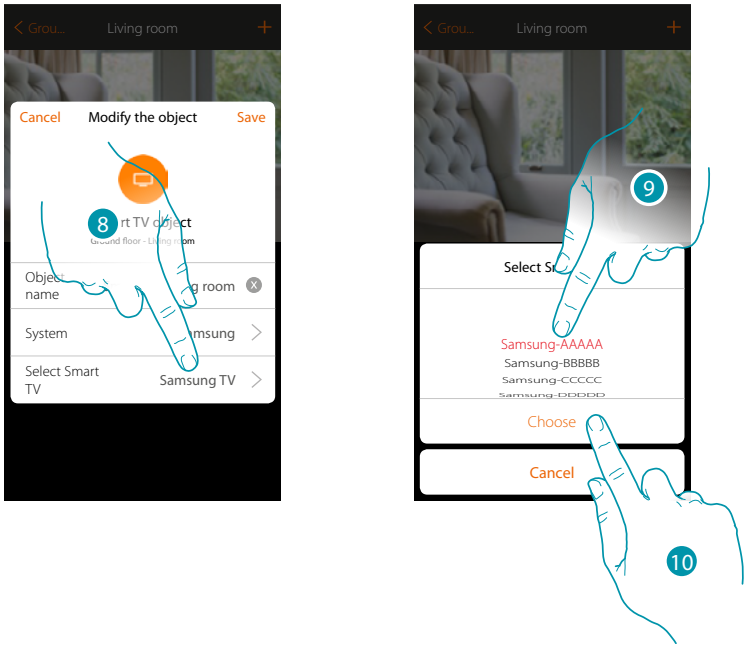
MyHOME_Up proposes a list of TV found if switched on and if available on the network.

9. Select the TV to control
10. Touch to confirm

11. Enter the numeric code which appears on the TV screen
12. Touch to save the object

Samsung TV

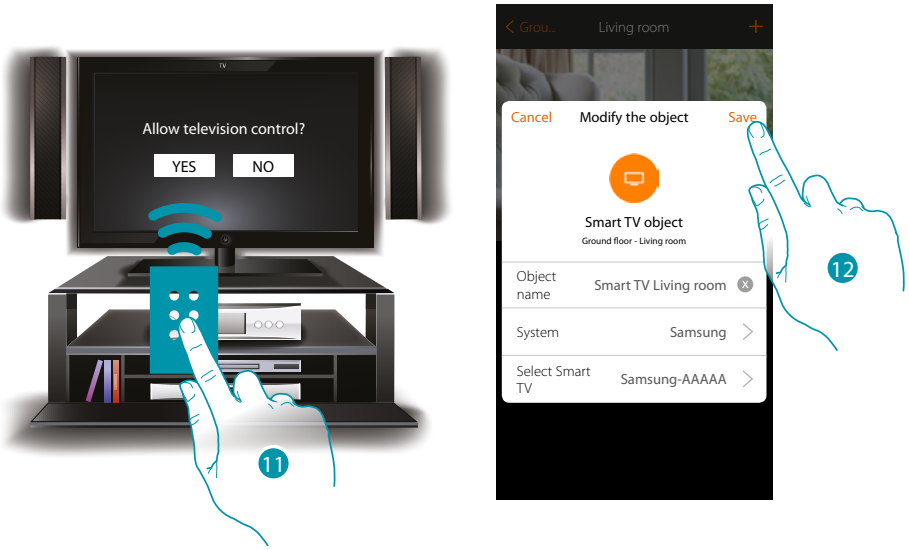
***Note**: the television must be ON and connected to the same LAN/Wi-Fi network of the MyHOMEServer1.*



8. Touch to start the search for the TV

MyHOME_Up proposes a list of TV found if switched on and if available on the network.

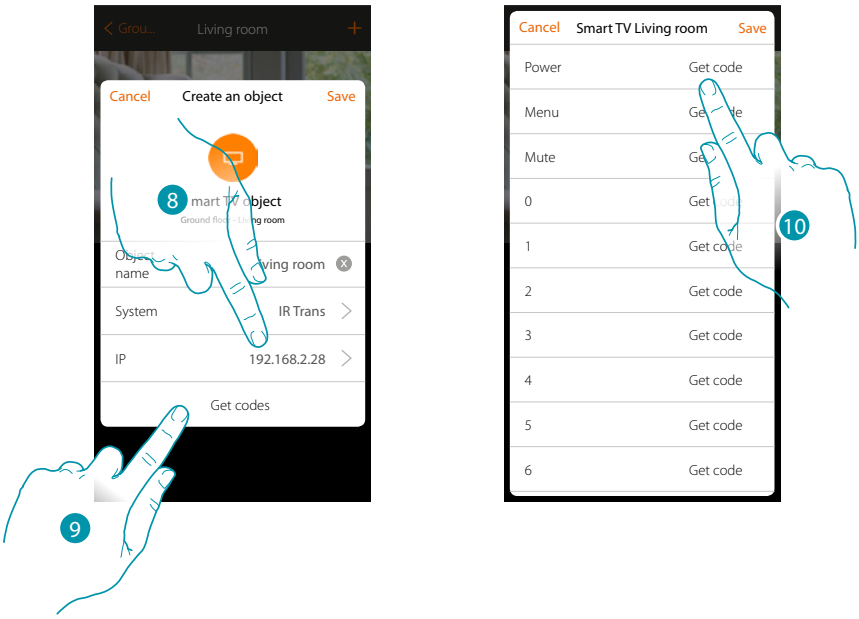
9. Select the TV to control
10. Touch to confirm



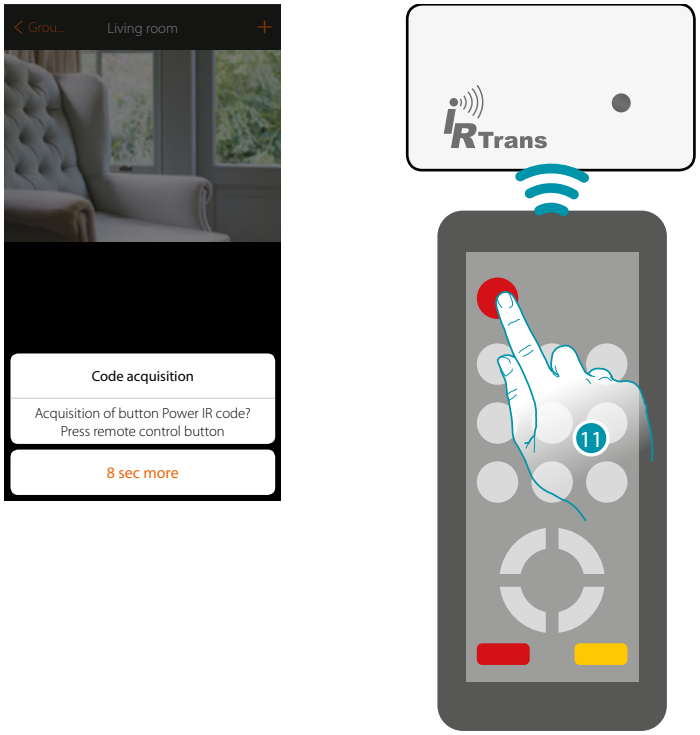
A message will appear on the compatible television which asks whether television control is to be allowed or not

11. Select to confirm the television control (operation to be performed with the television's physical remote control)
12. Touch to save the object

IR Trans

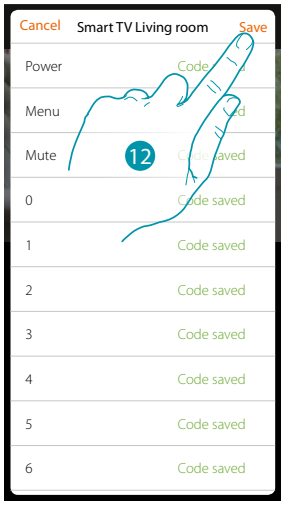


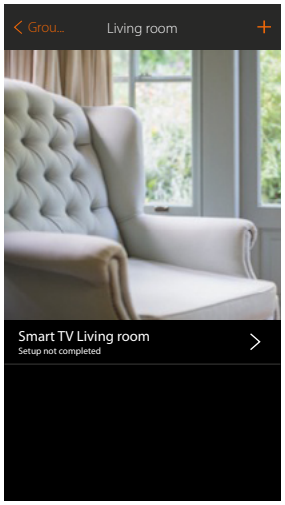
8. Enter the IP address of the IR Trans*
9. Touch to receive the codes from the TV remote control
10. Touch to receive the desired codes (e.g.: Power)



11. Press Power on the remote control within 8 seconds, aiming to the IR Trans device. When an IR code is acquired, the message "Code saved" appears in red

Repeat the same procedure for all the keys of the remote control that you wish to associate

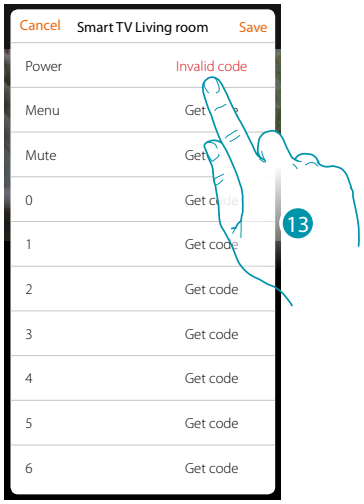


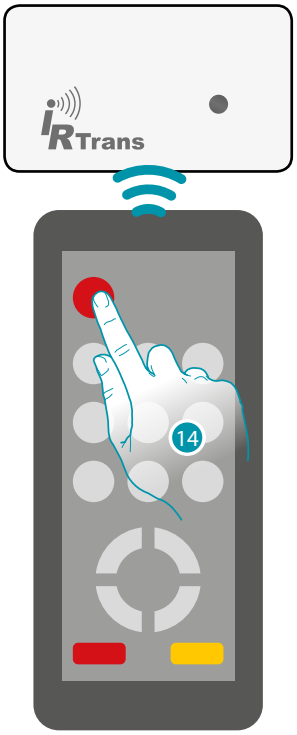


12. Touch to save the acquisition of the codes

The object is available for the user to use

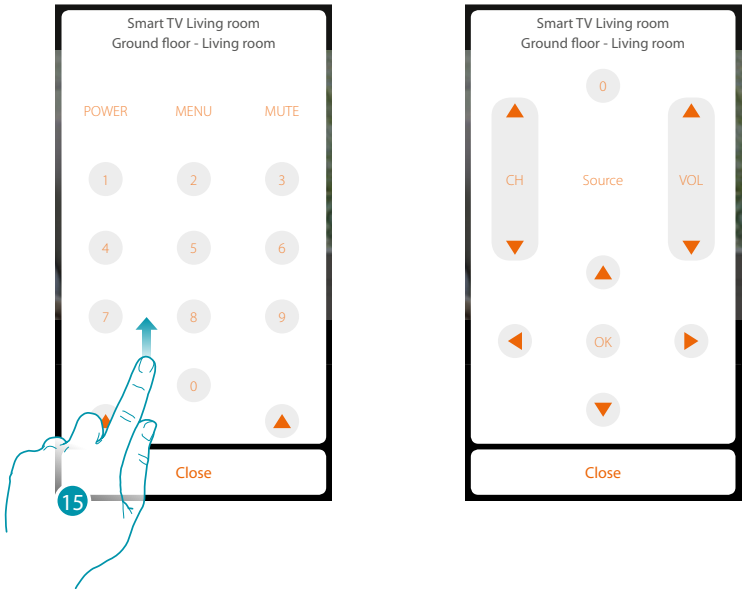
In case of error, repeat the operation





13. Touch again

14. Press Power on the remote control within 8 seconds, aiming to the IR Trans device

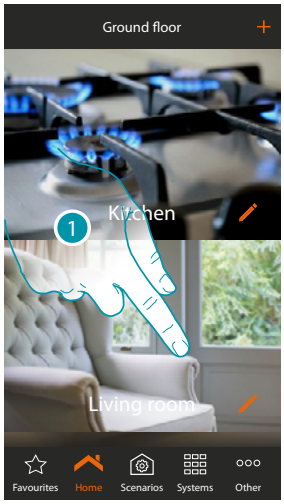


15. Scroll to display other controls

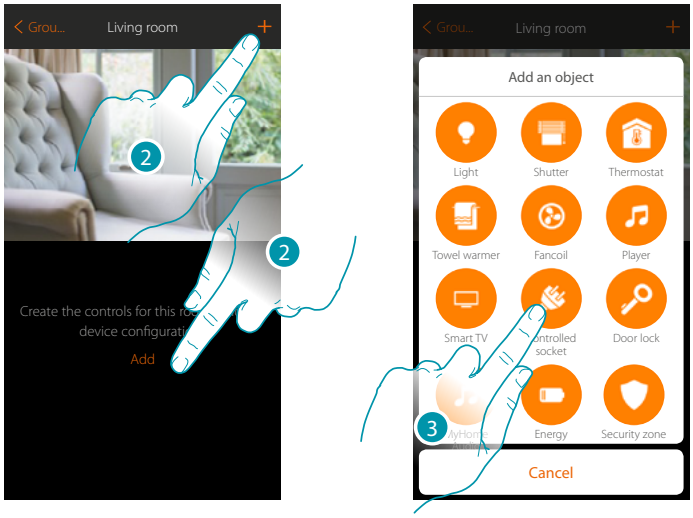
***Note**: the device may not be compatible with some models or their firmware versions. Bticino is not responsible for any present and future malfunctionings or incompatibilities which can be attributed to third-party devices.*

Controlled socket object

On configuring the devices on the system and associating them to the Controlled socket object, the user can control the load connected to a socket (e.g. standard lamp in the living room).

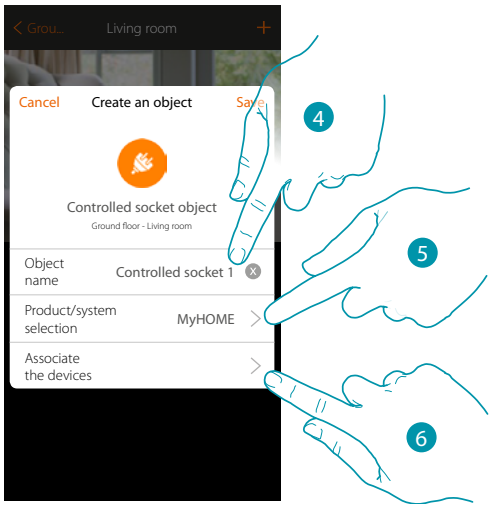


1. Touch to enter the room where you want to add a controlled socket object



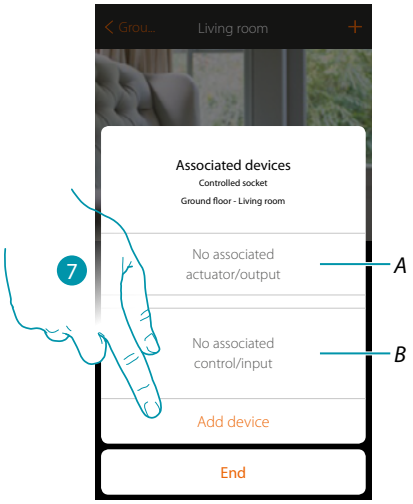
2. Touch to add an object to the living room
3. Touch to select the controlled socket object

Note: *During the system starting-up the contact interlock function is not guaranteed.*
Do not switch on simultaneously two channels of the same actuator.
The interlock will be managed only after the association of all the channels using the App.



4. Touch to modify the object name
5. Touch to select the relevant system
6. Touch to associate a device found on the system in the 

initial scanning to the graphic object



A. Display the actuator associated to the object

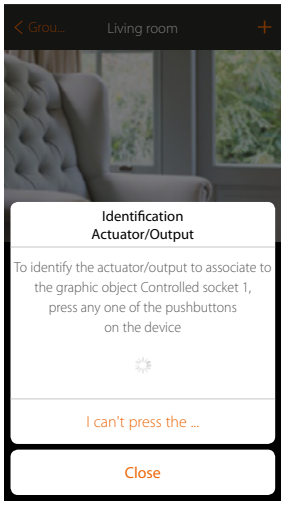
B. Display the command associated to the object

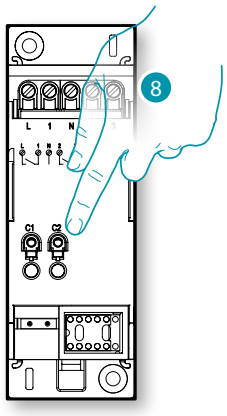
To configure the controlled socket graphic object 

you must associate the actuator connected to the socket and the control which actuates it.

7. Touch to associate an actuator to the object. Two situations may occur:

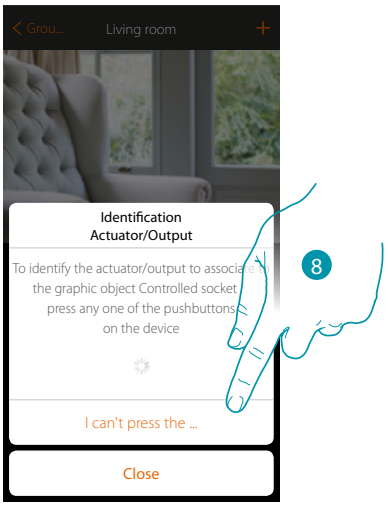
Accessible actuator (e.g. wired in the electrical panel)



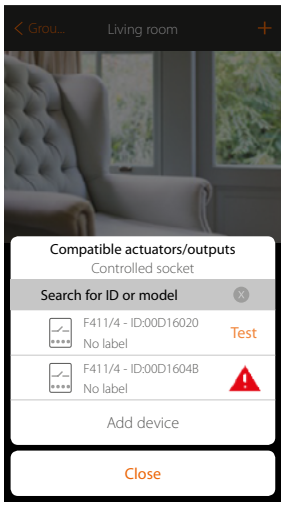


8. Touch any one of the pushbuttons on the actuator on the system

Not accessible actuator (e.g. wired in the false ceiling)



8. Touch if you cannot access the device

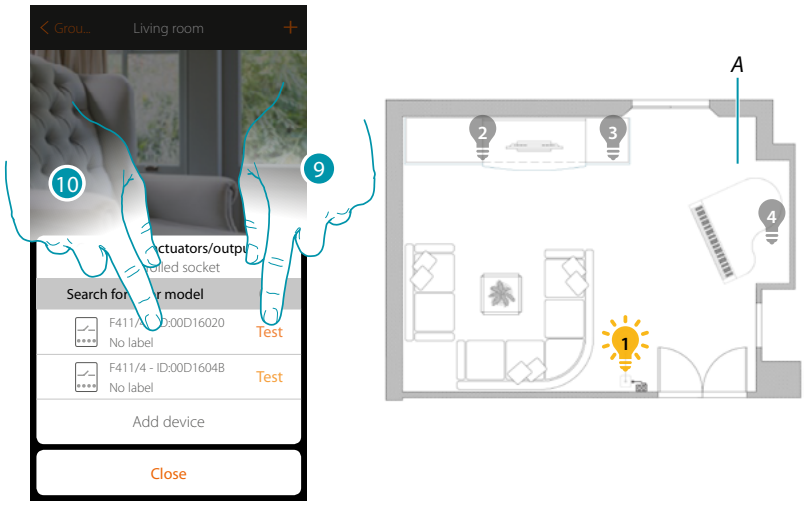


✓ Selected device

Test Check the load connected to the actuator

⚠ Device initially scanned but at present not connected or not working

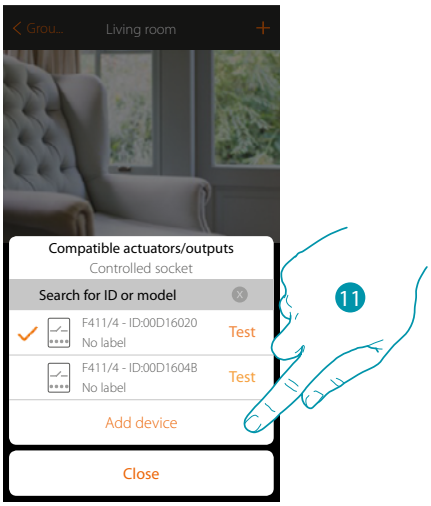
You will be proposed the list of actuators which you can associate to the object.
You can identify the actuator by its ID number. If I do not know it, you can perform a test which activates the sockets connected to the actuator itself in sequence.



9. Touch to start the test

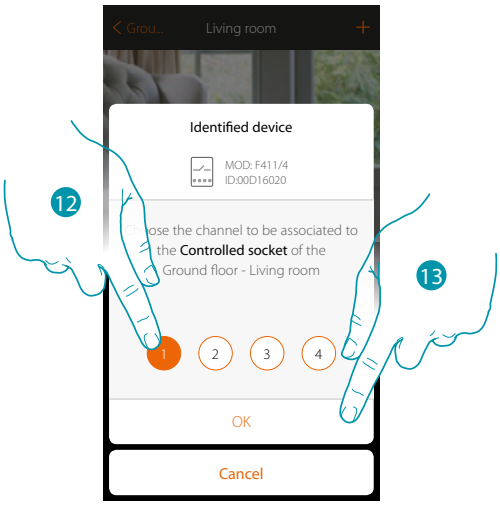
A. In the system the sockets connected to the actuator are activated in sequence.
This allows you to visually identify the socket to be associated to the graphic object and the channel number.

10. If the load connected to the socket you want to associate to the graphic object is one of those activated in sequence, touch to select the actuator



11. Touch to add the selected device

In both cases, after identifying the actuator you must select the channel to use from those available

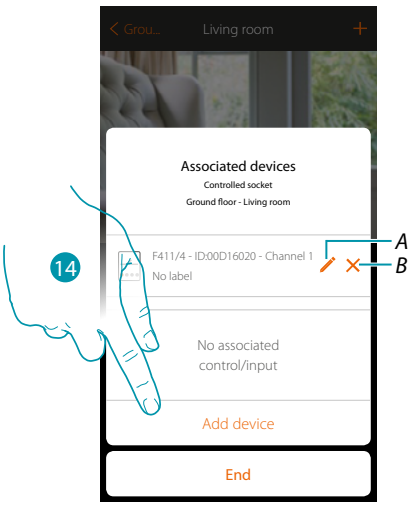


12. Select the channel

If the channel is busy, see chapter "What to do if".

13. Touch to confirm

After the actuator connected to the socket is associated you must associate the control which actuates it.

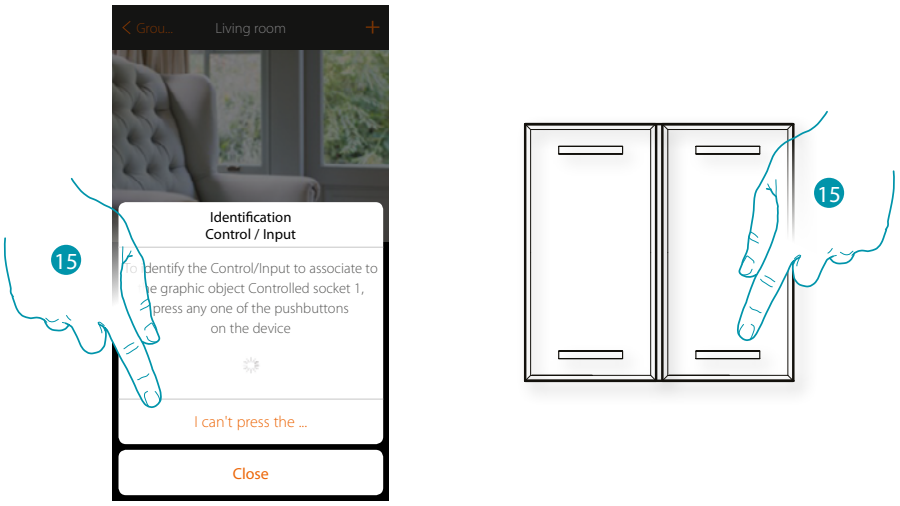


A. Modify mode (e.g. Master/Master PUL)

B. Delete association.

14. Touch to associate the command

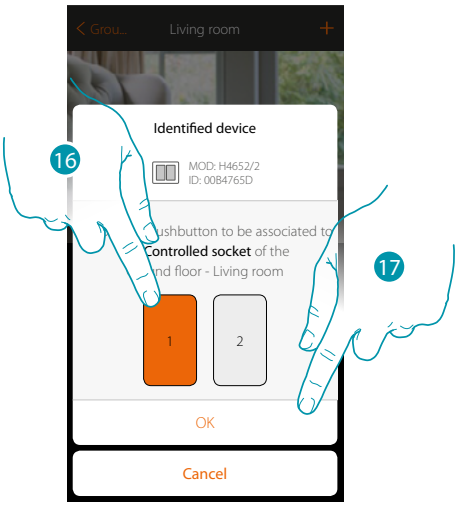
***Note**: ending the procedure at this point, you will have an actuator controlled only by the App*



15. Press any one of the pushbuttons on the control on the system

OR

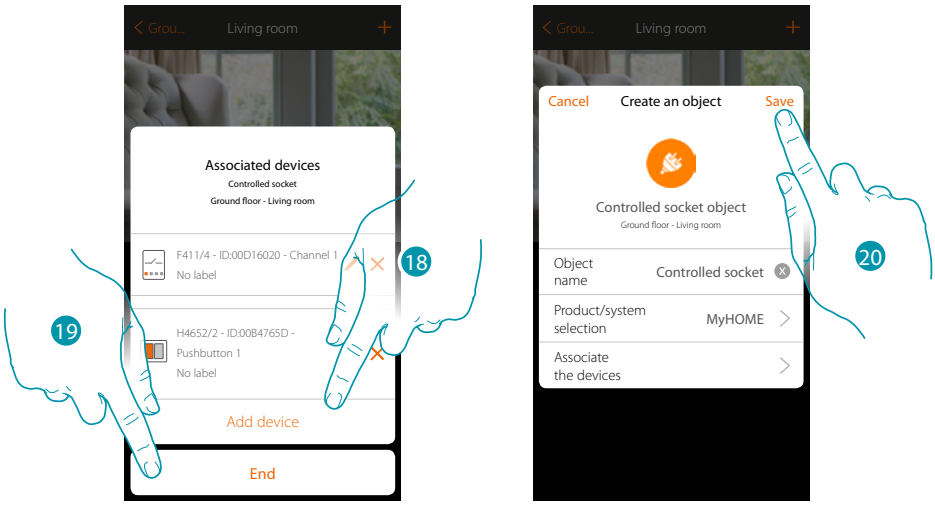
15. Touch "I cannot press the pushbutton" when you cannot access the device. You will be shown a list of the controls on the system



16. Select the command pushbutton among those available

If the pushbutton is busy, see chapter "What to do if".

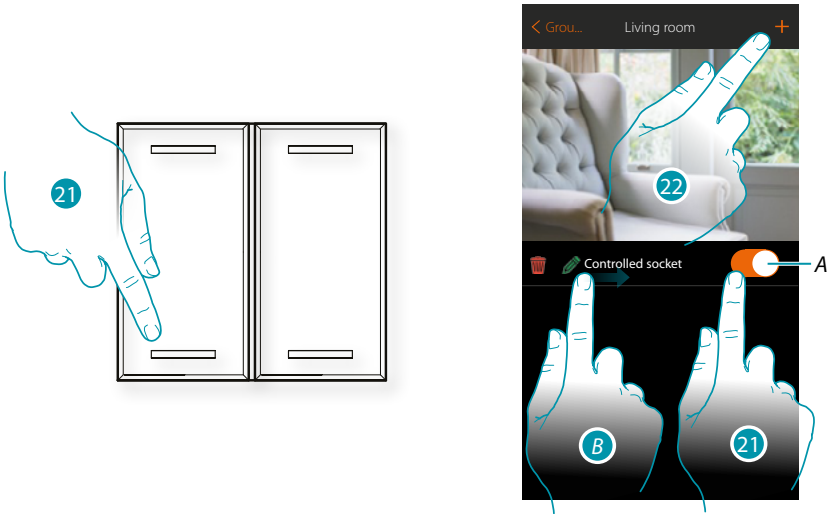
17. Touch to confirm



The light object association is complete

18. If necessary touch to add another control (to control several sockets at the same time, see the "Create a group" chapter)
19. Touch to end the procedure
20. Touch to save the object

The user can now control a socket in the living room via the physical control or via the App's graphic object.



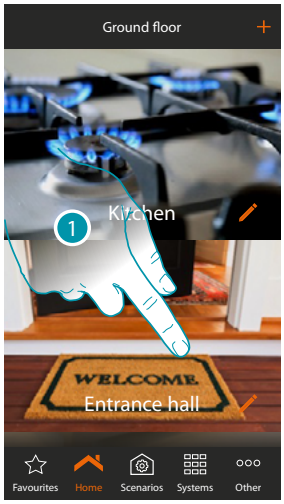
A. It switches the load connected to the controlled socket ON/OFF

B. On scrolling from left to right the Modifytion submenu appears
Delete object
Modify object
Move object
Move the object in another zone/room

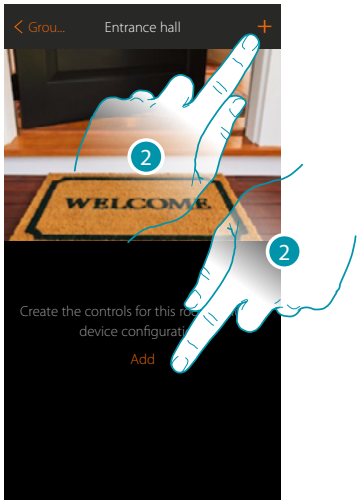
21. Press/touch to control the load connected to the controlled socket
22. Repeat the procedure to add new objects to the room

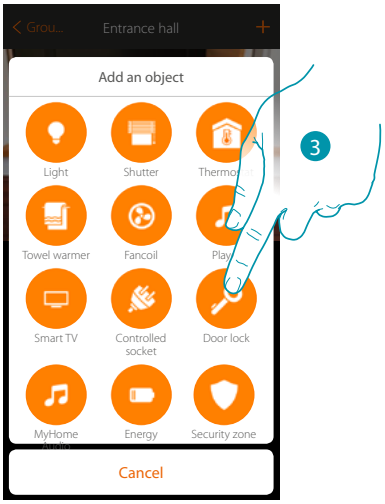
Door lock object

On configuring the devices on the system and associating them to the Door lock object, the user can control a system door lock.



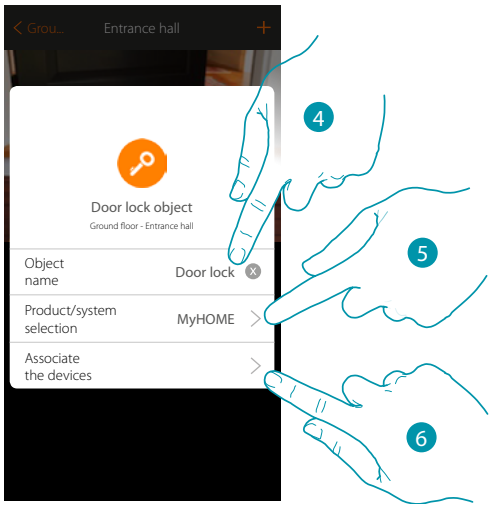
1. Touch to enter the room where you want to add a door lock object



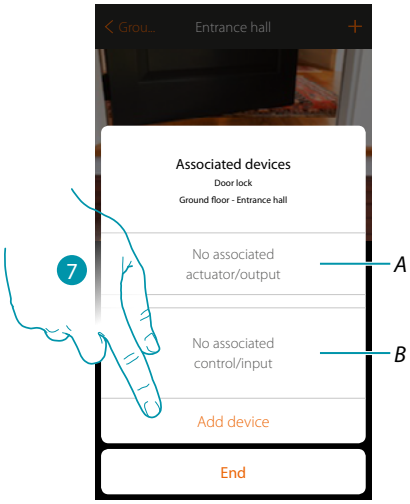


2. Touch to add an object to the entrance hall
3. Touch to select the door lock object

Note: *During the system starting-up the contact interlock function is not guaranteed.*
Do not switch on simultaneously two channels of the same actuator.
The interlock will be managed only after the association of all the channels using the App.



4. Touch to modify the object name
5. Touch to select the relevant system
6. Touch to associate to the door lock graphic object Door lock a device found on the system in the initial scanning



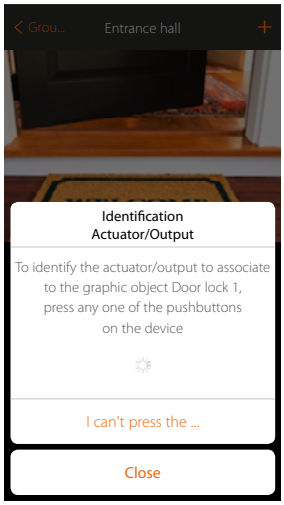
A. Display the actuator associated to the object

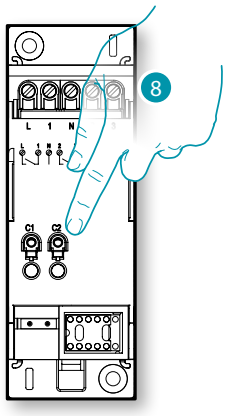
B. Display the command associated to the object

To configure the door lock graphic object Door lock you must associate the actuator connected to the door lock and the control which actuates it.

7. Touch to associate an actuator to the object. Two situations may occur:

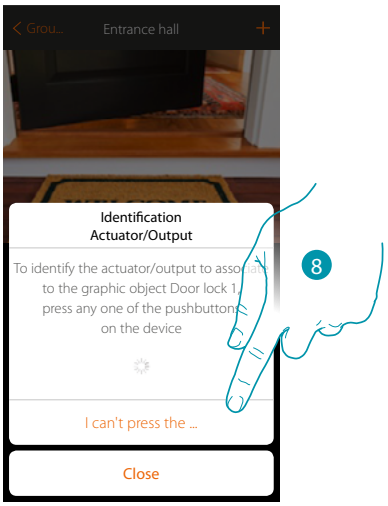
Accessible actuator (e.g. wired in the electrical panel)



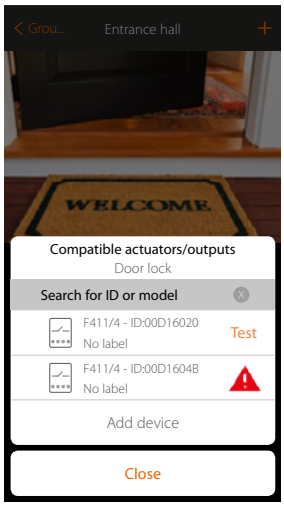


8. Touch any one of the pushbuttons on the actuator on the system

Not accessible actuator (e.g. wired in the false ceiling)



8. Touch if you cannot access the device

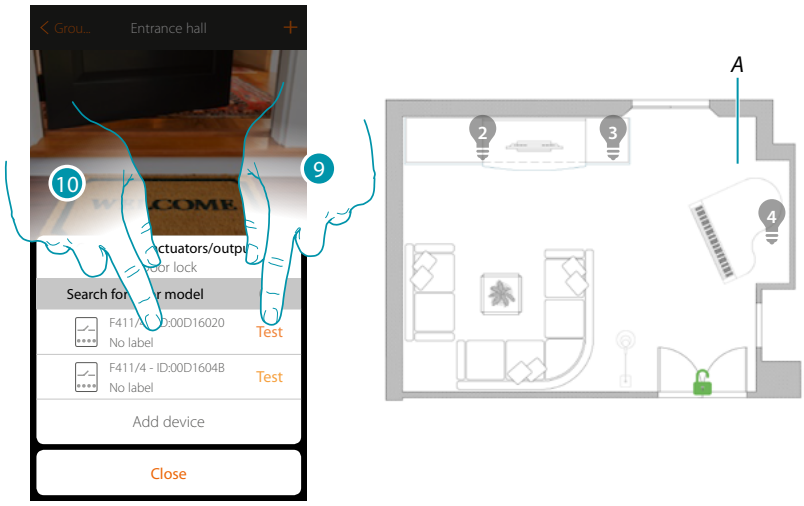


Selected device

Test — Check the load connected to the actuator

Device initially scanned but at present not connected or not working

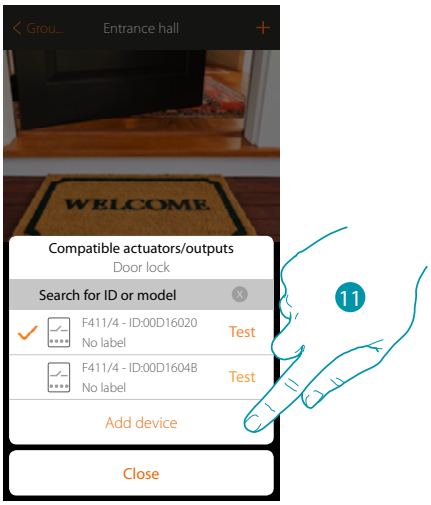
You will be proposed the list of actuators which you can associate to the object.
You can identify the actuator by its ID number. If I do not know it, you can perform a test which activates the sockets connected to the actuator itself in sequence.



9. Touch to start the test

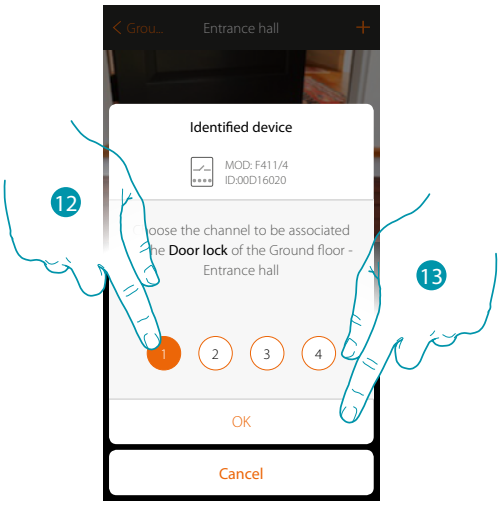
A. In the system the loads, the door locks connected to the actuators are activated in sequence for one second. This allows you to visually identify the socket to be associated to the graphic object and the channel number.

10. If the connected load you want to associate to the graphic object is one of those activated in sequence, touch to select the actuator



11. Touch to add the selected device

In both cases, after identifying the actuator you must select the channel to use from those available

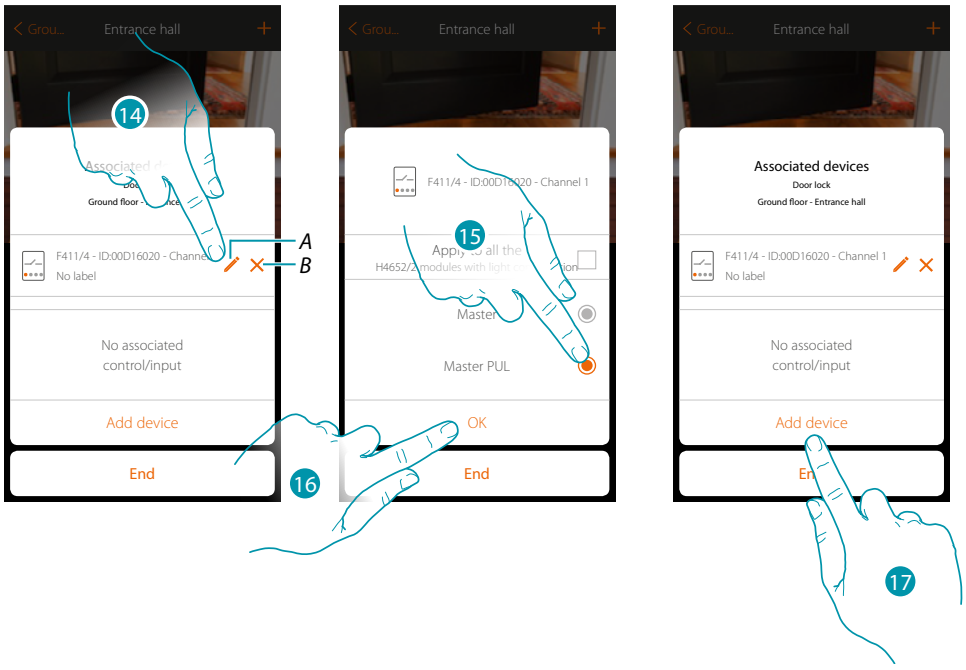


12. Select the channel

If the channel is busy, see chapter "What to do if".

13. Touch to confirm

After the actuator connected to the socket is associated you must associate the control which actuates it.



A. Modify mode (e.g. Master/Master PUL)

B. Delete association.

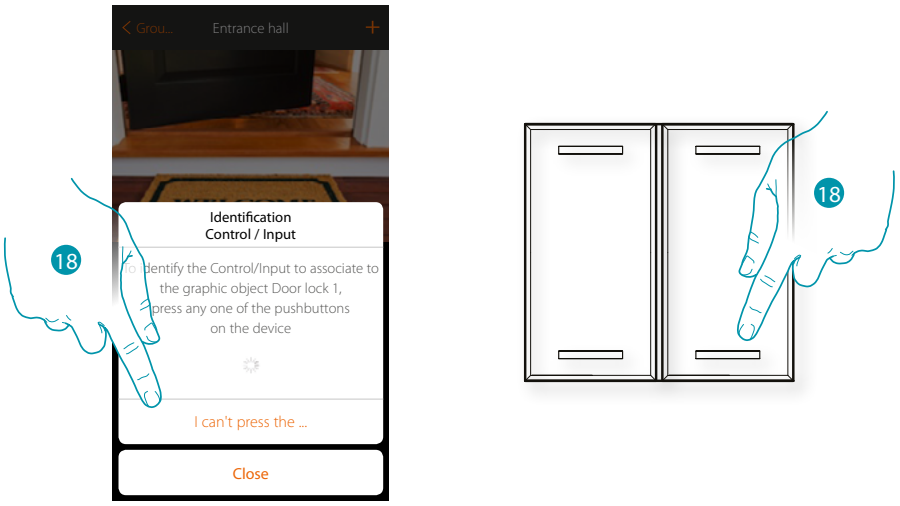
14. Touch to modify the mode.

15. Touch to set the Master PUL mode

16. Touch to confirm

17. Touch to associate the command

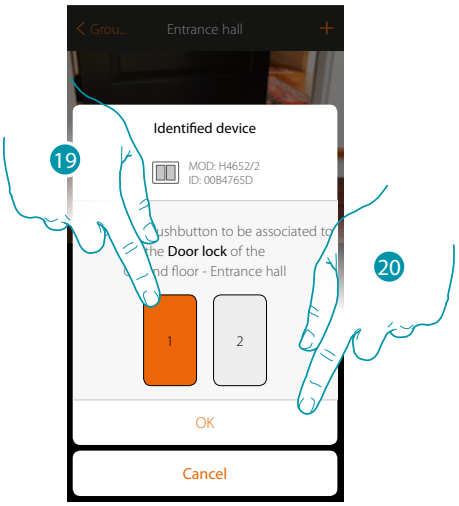
***Note**: ending the procedure at this point, you will have an actuator controlled only by the App*



18. Press any one of the pushbuttons on the control on the system

OR

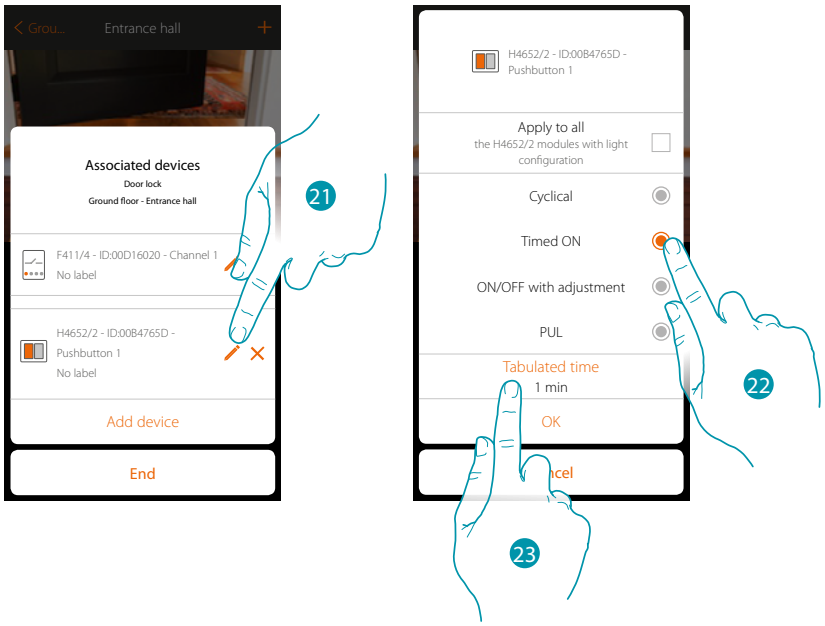
18. Touch "I cannot press the pushbutton" when you cannot access the device. You will be shown a list of the controls on the system



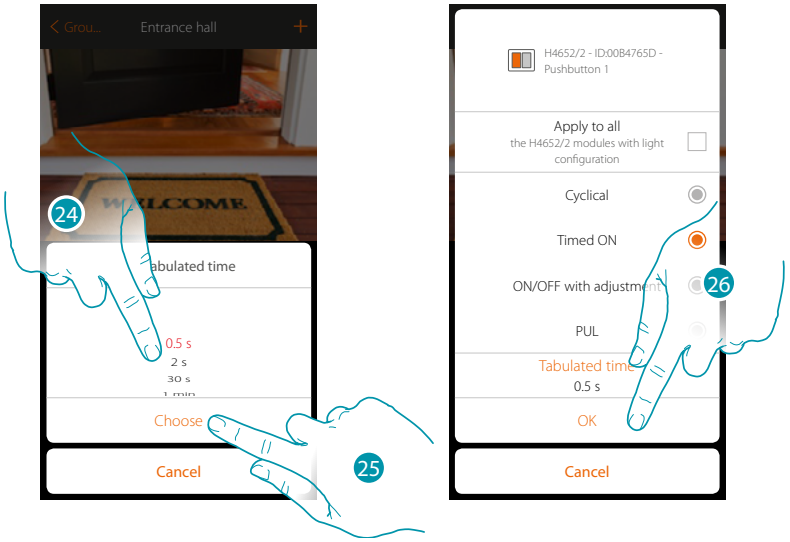
19. Select the command pushbutton among those available

If the pushbutton is busy, see chapter "What to do if".

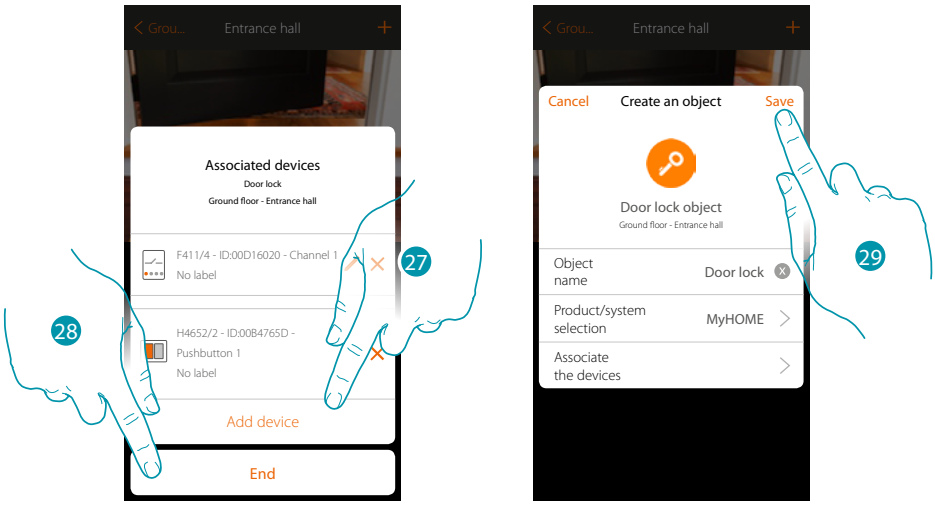
20. Touch to confirm



21. Touch to modify the mode
22. Touch to choose the control mode (e.g. Timed ON)
23. Touch to modify the time



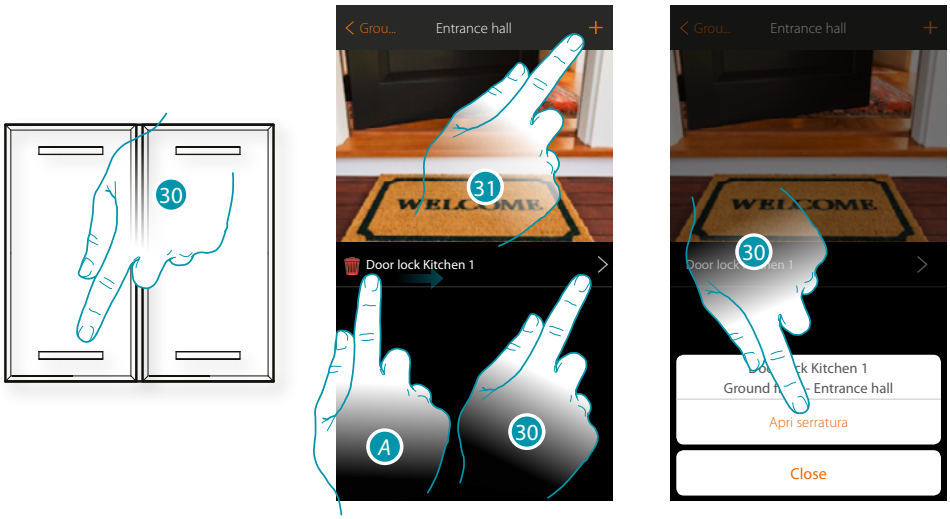
24. Choose the time
25. Touch to confirm
26. Touch to save the Modifytion and return to the previous page



The door lock object association is complete

27. If necessary touch to add another control
28. Touch to end the procedure
29. Touch to save the object

The user can now control a socket in the living room via the physical control or via the App's graphic object.

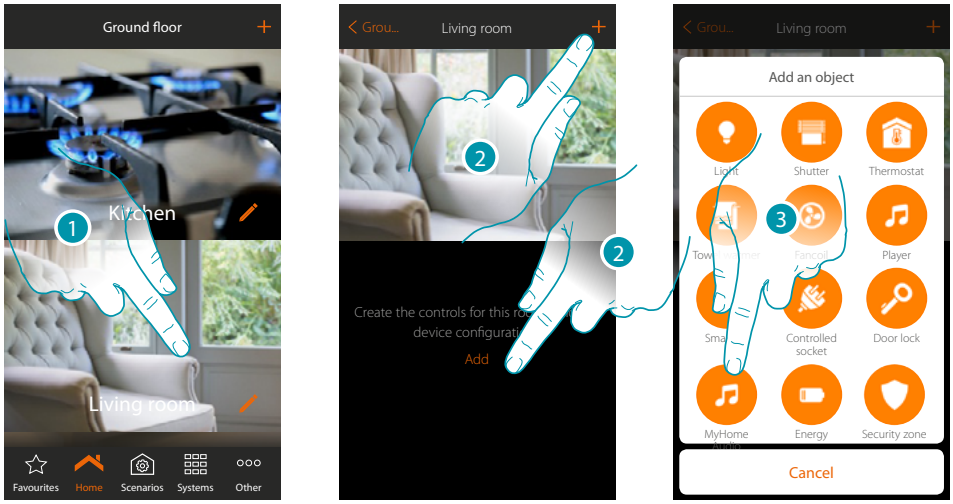


A. On scrolling from left to right the Modifytion submenu appears
- *Delete object*
- *Modify object*
- *Move object*
- *Move the object in another zone/room*

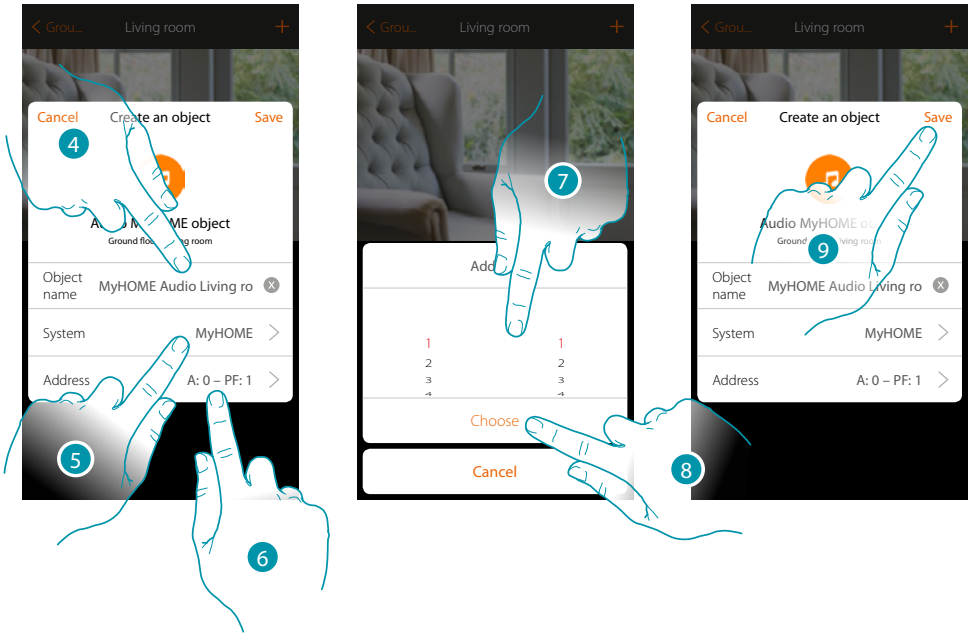
30. Touch to open the Entrance Hall door lock
31. Repeat the procedure to add new objects to the room

Audio MyHOME object

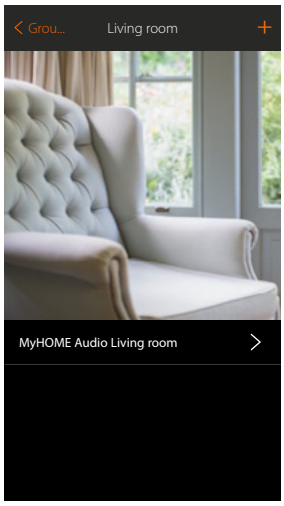
On configuring the devices on the system (only in multichannel systems with F441M matrix) and associating them to the Audio MyHOME object, the user can control the BTicino sound system components.

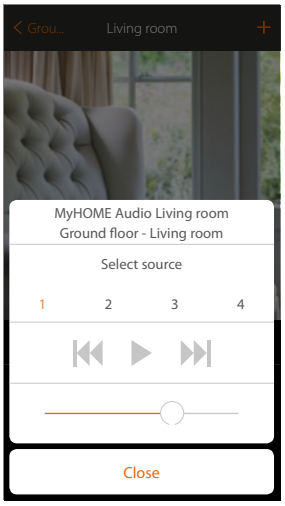


1. Touch to enter the room where you want to add a MyHOME Audio object
2. Touch to add an object to the Living room
3. Touch to add the MyHOME Audio object



4. Touch to modify the object name.
5. Touch to select the system
6. Touch to set the amplifier address
7. Select the A and PF of the amplifier
8. Touch to confirm
9. Touch to save the object

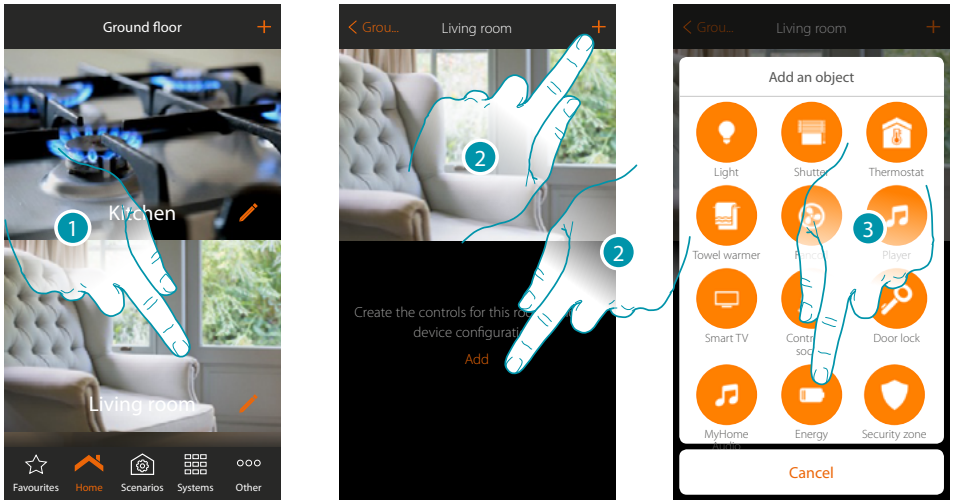




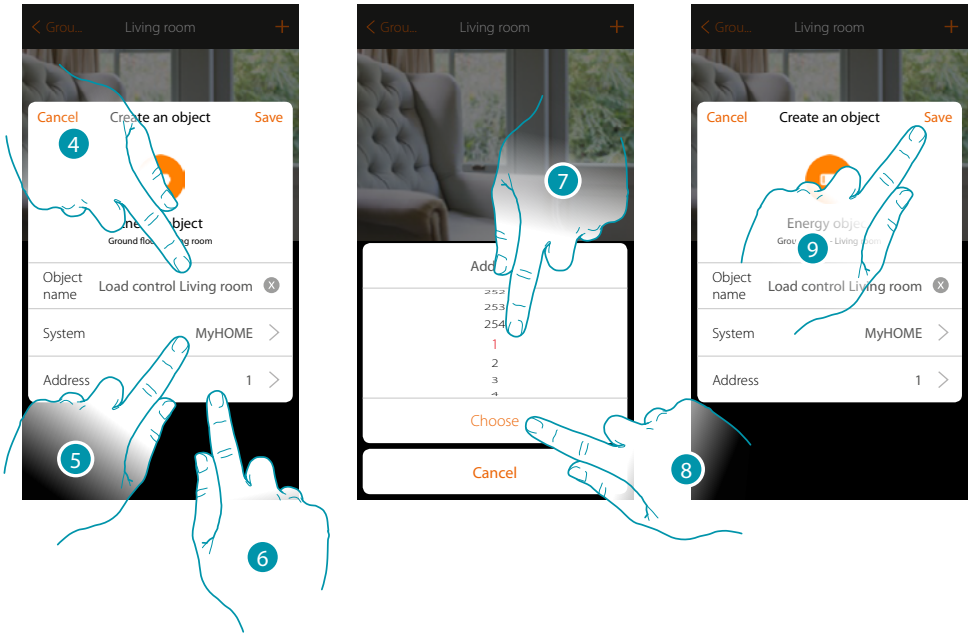
The object is available for the user to use

Energy object

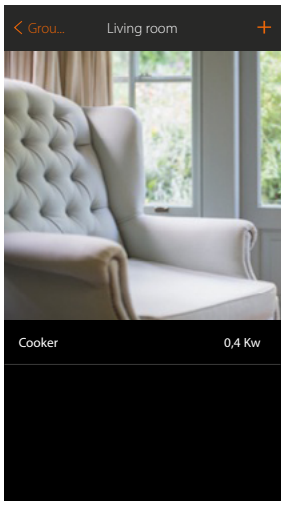
On configuring the devices on the system (F520 or F521 measurer) and associating them to the Power object, the user can display the instantaneous power consumption of a load.



1. Touch to enter the room where you want to add an Energy object
2. Touch to add an object to the Living room
3. Touch to add the Energy object



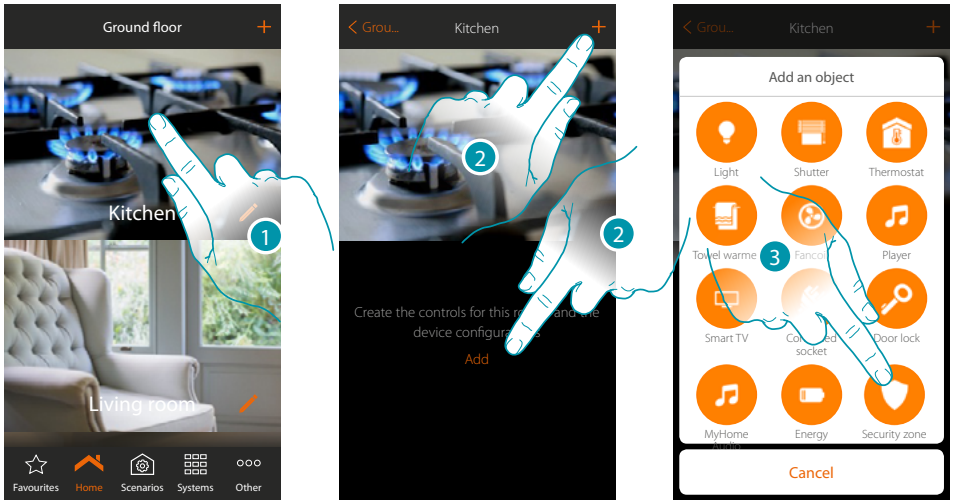
4. Touch to modify the object name.
5. Touch to select the system
6. Touch to set the meter address
7. Select the address 1 to 254
8. Touch to confirm
9. Touch to save the object



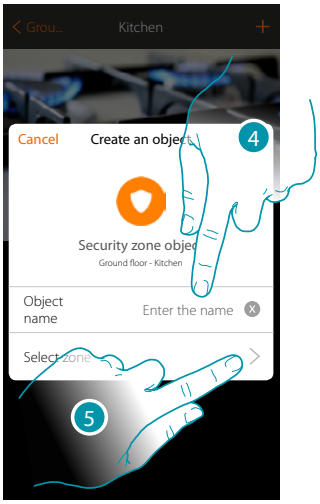
Now the user can display the instantaneous consumption

Burglar-alarm Zone Object

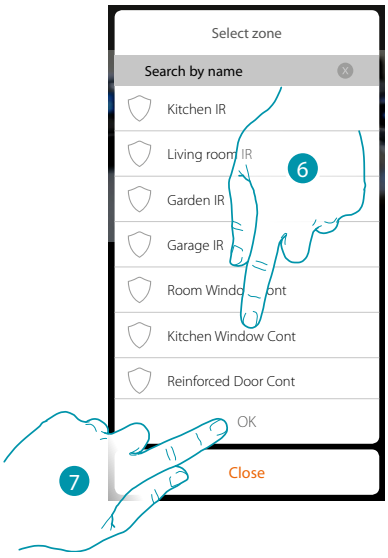
By associating a zone (of the Burglar Alarm system) to the burglar alarm zone object, the user can exclude/include the zone from the Burglar Alarm system.

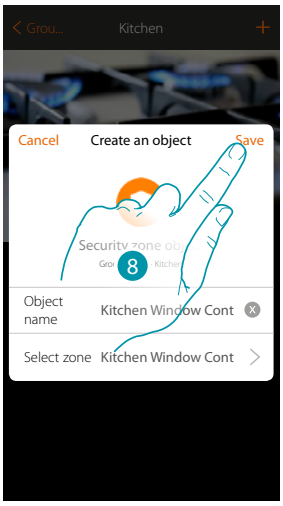


1. Touch to enter the room where you want to add a burglar-alarm zone object
2. Touch to add an object to the kitchen
3. Touch to select the Burglar-alarm Zone object

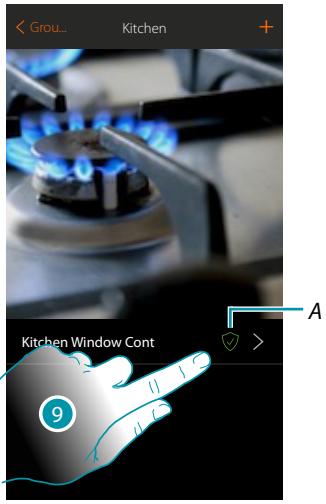


4. Touch to enter the object name (if you do not customise it, it will take the name of the zone which you will associate to the next point)
5. Touch to associate a zone in the Burglar Alarm system to the Kitchen Window Contact burglar alarm zone graphic object





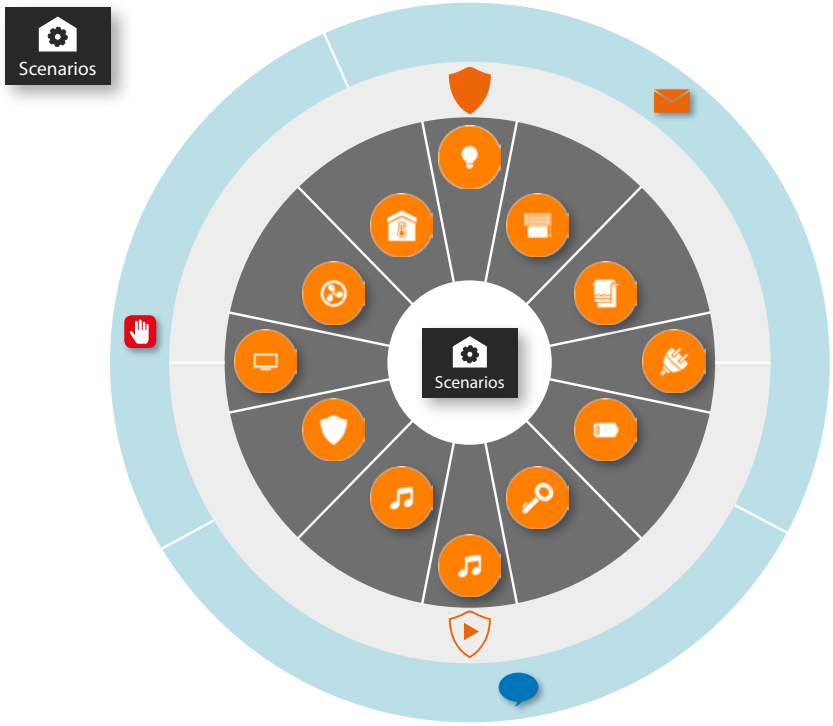
6. Select the zone "Kitchen Window Contact"
7. Touch to confirm
8. Touch to save the object



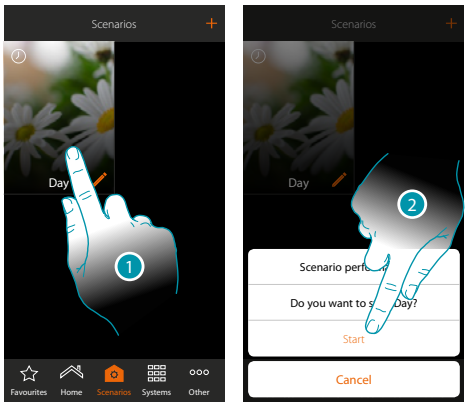
9. Now the user can include/exclude the zone from the Burglar Alarm system.

Scenarios

In this section you can independently create and manage customised scenarios depending on your specific requirements.
Creating a scenario, means controlling several home devices at the same time, in a simple way, using a single control.
You can only perform the scenario immediately or automatically if certain conditions you have set have occurred.
If you cannot verify the effective performance of the scenario you can set messages (email or push notifications on your smartphone) which will only arrive if the scenario has started.
You can also perform scenarios shared by other users or share yours.



Scenario performance:

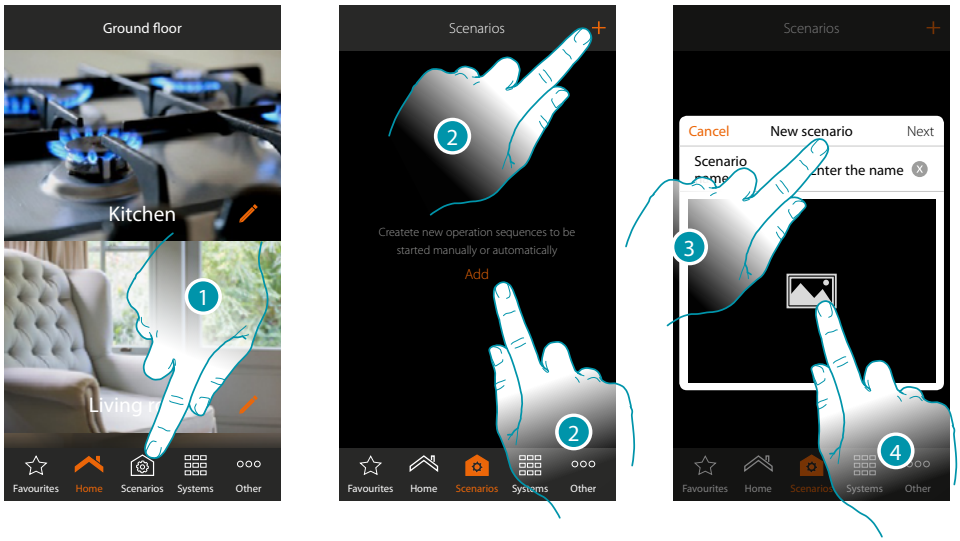
Start immediately	Start when	If only
	Touch a pushbutton on the system	An object is in a certain status (e.g. the rolling shutter is up)
	An object changes status (e.g. a rolling shutter goes up)	The weather conditions set occur
	A Burglar Alarm system partition changes status when an insertion scenario is switched on	A certain time range is active from Monday to Friday (e.g. Monday to Friday from 15:00 to 18:00)
	The weather conditions set occur	A Burglar Alarm system partition is active or a certain activation scenario is switched on
	I am leaving or approaching the house	
	It is 8 am from Monday to Friday	

1. Touch to select the Scenario to be performed
2. Touch to start the Scenario

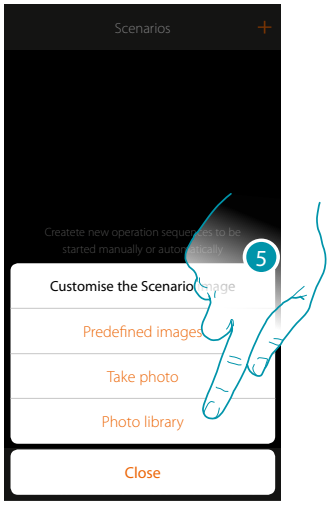
Createte a Scenario

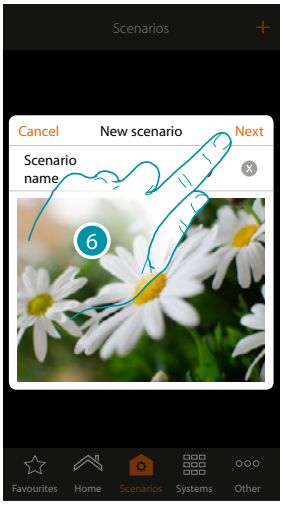
To Createte a Scenario:

1. Assign a name to the Scenario and a representative image
2. Enter one or more actions which the objects in the room will perform when the Scenario starts (e.g. switching the Kitchen Light on)
3. Enter an action of the burglar-alarm system (e.g. activate the night partition or switch the burglar alarm system on completely)
4. Order them as you require and if necessary enter a pause between one action and the next or at the end of the Scenario.
5. You can enter a message (send an email action and/or send a push notification action) which will warn you that the Scenario has been activated.



1. Touch to open the scenario page
2. Touch to create a scenario
3. Enter a name for the scenario
4. Touch to select a representative image





5. Select the image from the predeEndd images which the App puts at your disposal, from your smartphone's photo library or take a photo directly with your smartphone
6. Touch to continue

Actions

The actions that make up the scenario are:

– object;

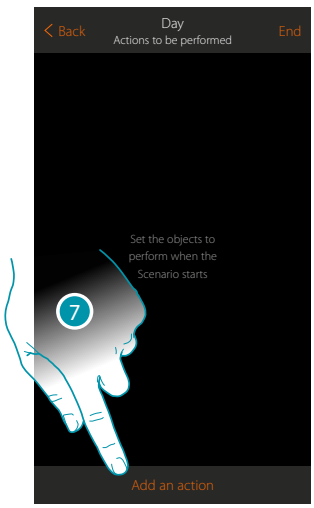
– waiting time;

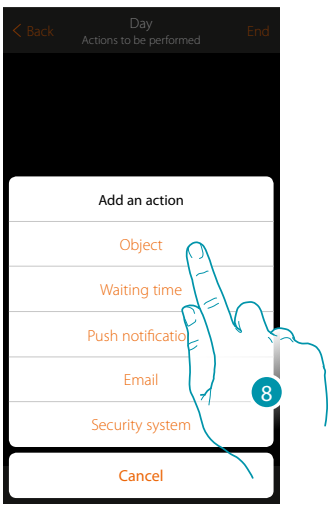
– push notification;

– email.

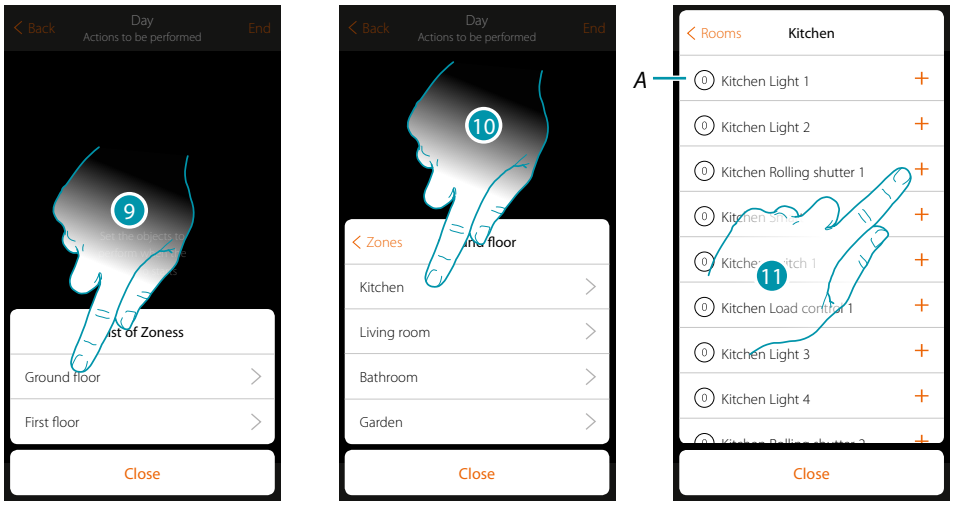
Object actions

Enter the actions which the objects in the various rooms will perform when the scenario starts.



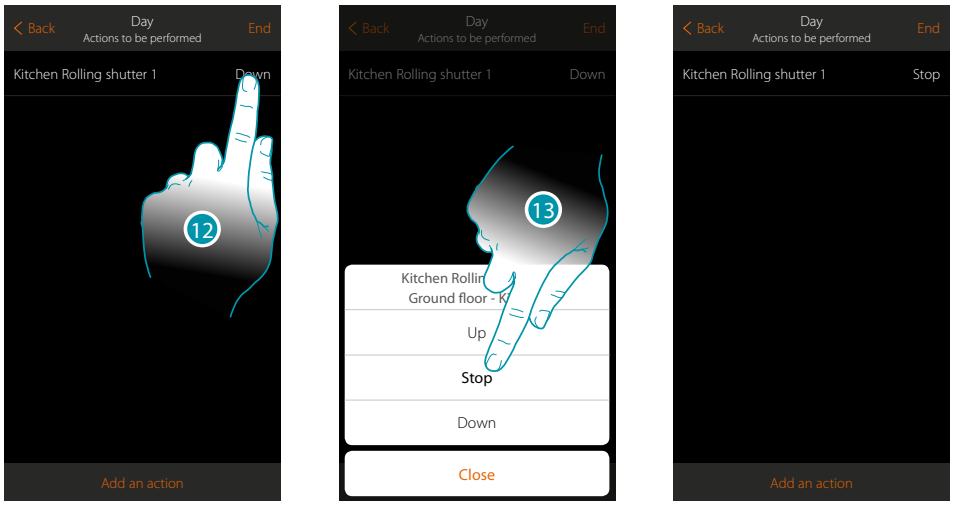


7. Touch to add an action
8. Touch to add an object and set the action it will perform when the scenario starts



9. Select the zone containing the room which contains the object
10. Select the room
11. Select the object or objects to be entered. They will be entered automatically when touched without needing a confirmation. The number of objects entered will be shown in the counter at the side of the description (*A*)

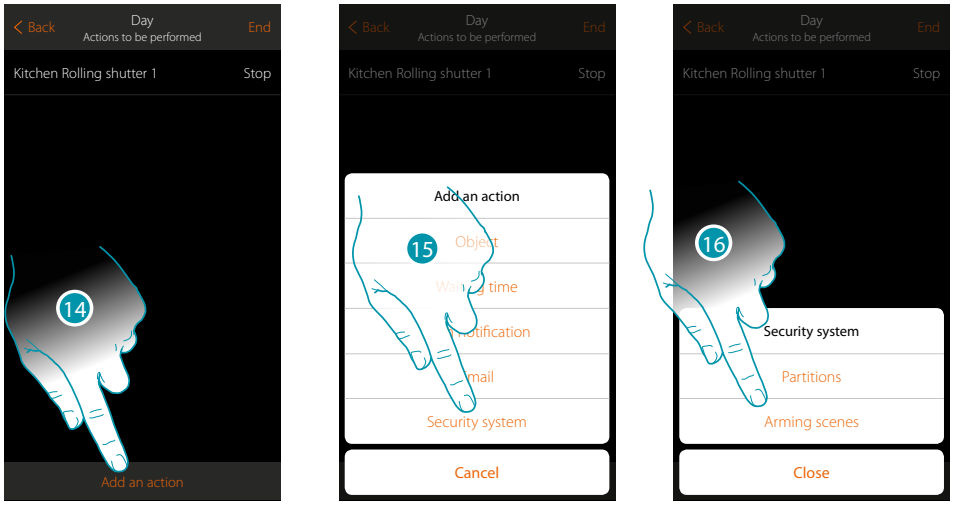
After entering the object you must set the status which will be implemented when the scenario starts (e.g. stop kitchen rolling shutter, when you implement the scenario the kitchen rolling shutter will stop)



12. Touch to set the object status
13. Set the status (e.g. Stop)

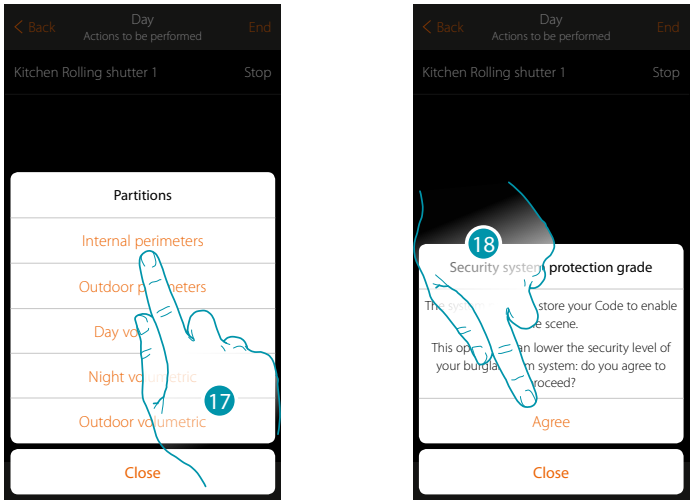
Burglar-alarm System actions

Now enter an action of the burglar-alarm system



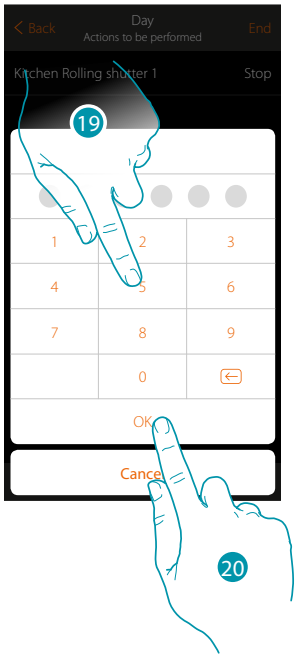
14. Touch to add an action
15. Touch to add an action of the burglar-alarm system
16. Touch to select between partitions or insertion scenarios.

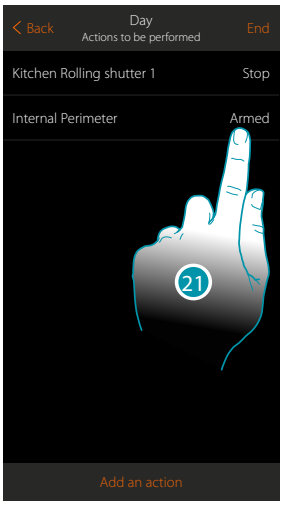
Partitions



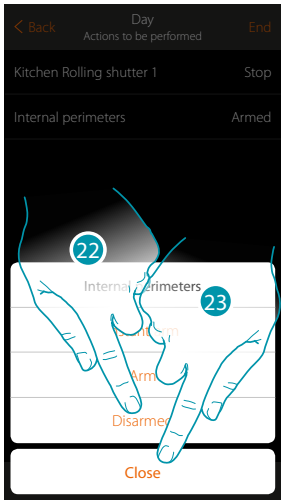
17. Touch to select the partition
18. Touch to confirm

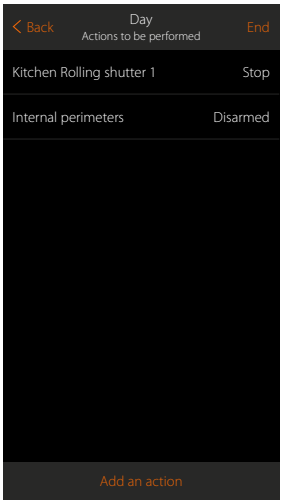
***Caution**: on confirming the operation the user code is saved in the scenario. In this way, anyone who has access to your smartphone and the app can activate the burglar-alarm system without knowing the user code.*
Also remember to change the scenario if you change the code.





19. Enter the user code
20. Touch to confirm
21. Touch to change the partition action (default switching on)



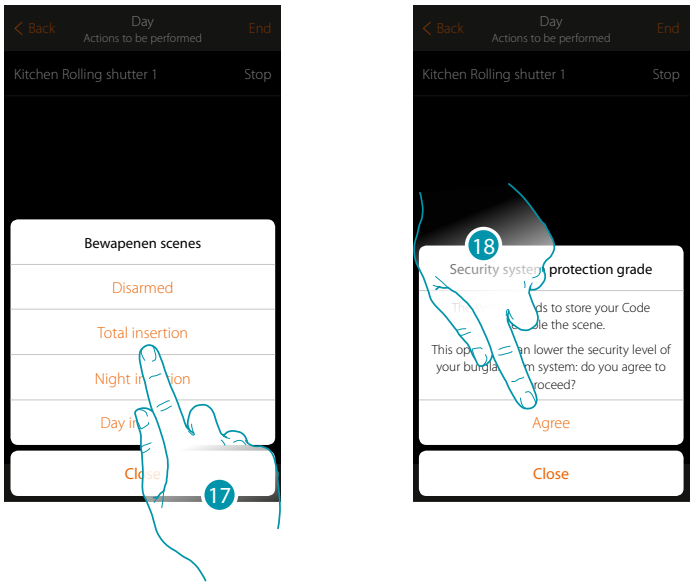


22. Touch to select if (on activating the scenario) the partition will be:
    - switched on immediately (if it is with delay, disable all the delays)
    - switched on (if it is with delay, at the end of all the delays)
    – disconnected

Note: *these settings temporarily overwrite those set in the burglar-alarm system.*

23. Touch to end

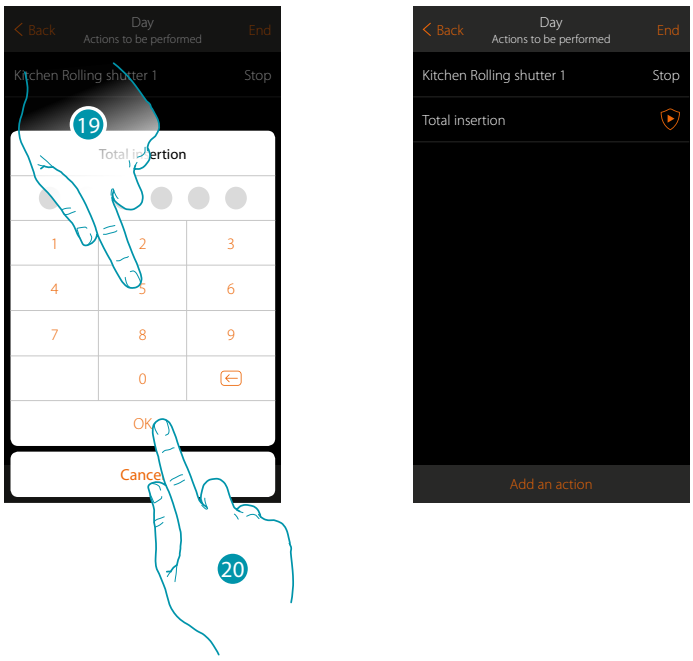
Insertion scenarios



17. Touch to select the insertion scenario which will activate when the scenario starts

18. Touch to confirm

***Caution**: on confirming the operation the user code is saved in the scenario. In this way, anyone who has access to your smartphone and the app can activate the burglar-alarm system without knowing the user code.*
Also remember to change the scenario if you change the code.



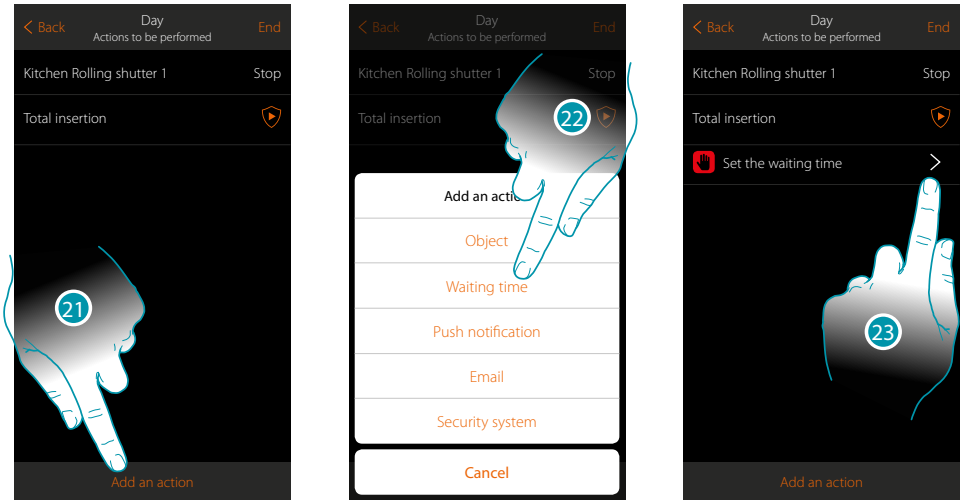
19. Enter the user code

20. Touch to end

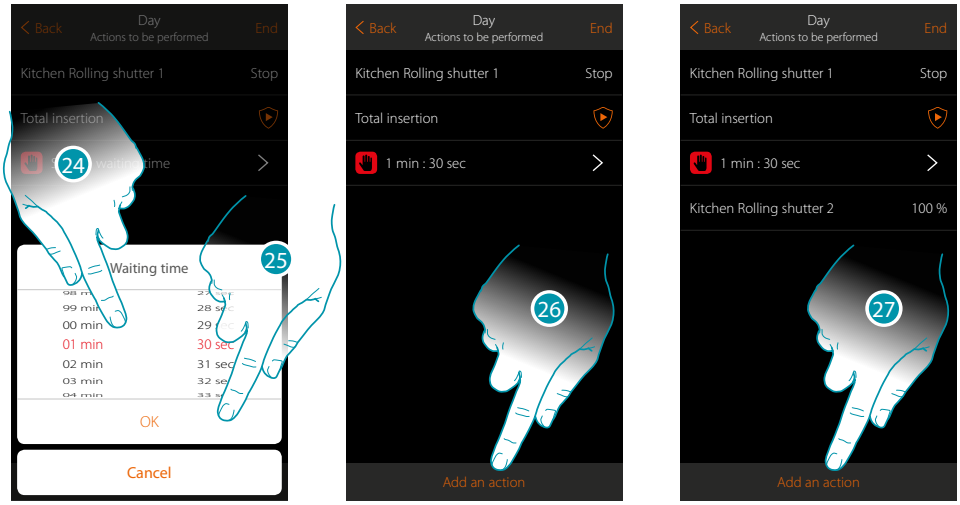
Special actions

On entering these actions you can delay and/or receive a confirmation that the Scenario has been performed

Waiting time	Enter the wait time before the next commands are performed
Sending email	Automatically send an email after the Scenario is performed
Sending notification	Automatically send a push notification to the smartphones after the actions or entire Scenario are performed. ***Note**: the push notifications only arrive if the App is closed or in the background and however will never arrive on the smartphone from which the Scenario has been started manually.*

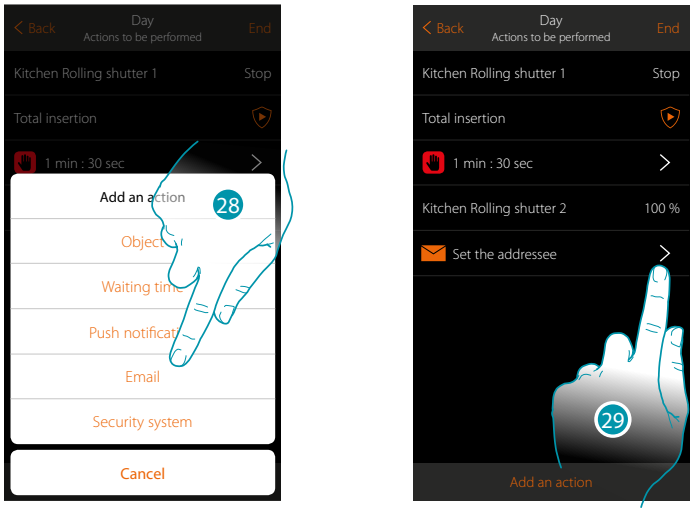


21. Touch to add an action
22. Touch to set a wait before the next command
23. Touch to deEnd the length of the wait

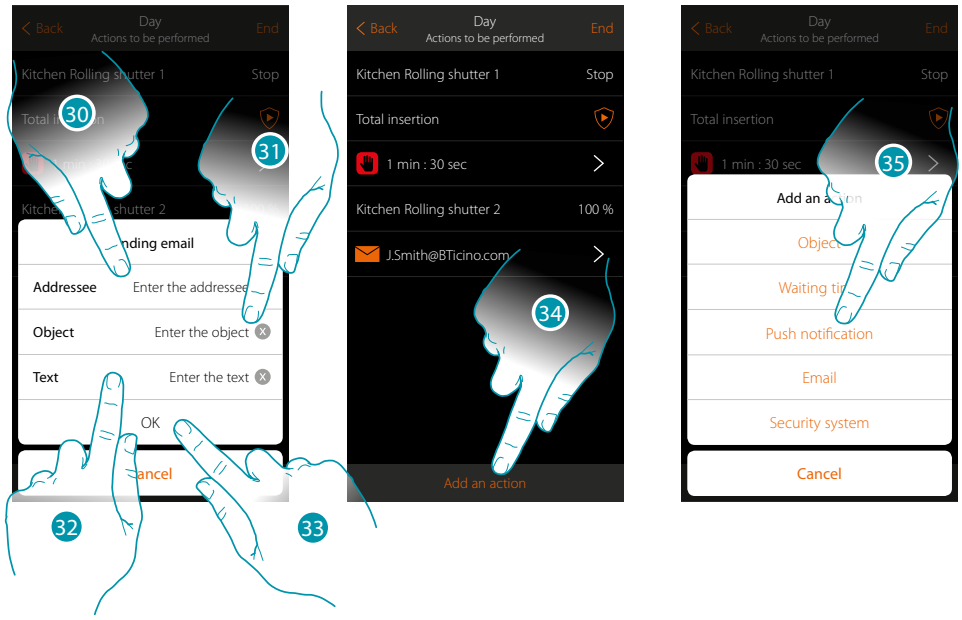


24. Select minutes and seconds
25. Touch to confirm
26. Enter an action to be performed after the wait
27. Touch to enter an action

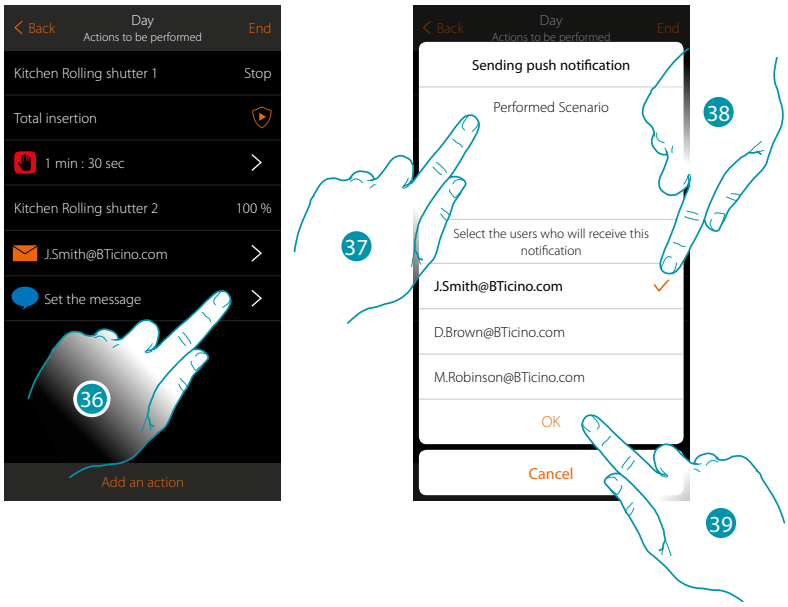
When you want to send a message when the Scenario is performed:



28. Touch so that you are sent a message via email (only if you have configured a post account from which the email is sent)
29. Touch to set the email parameters

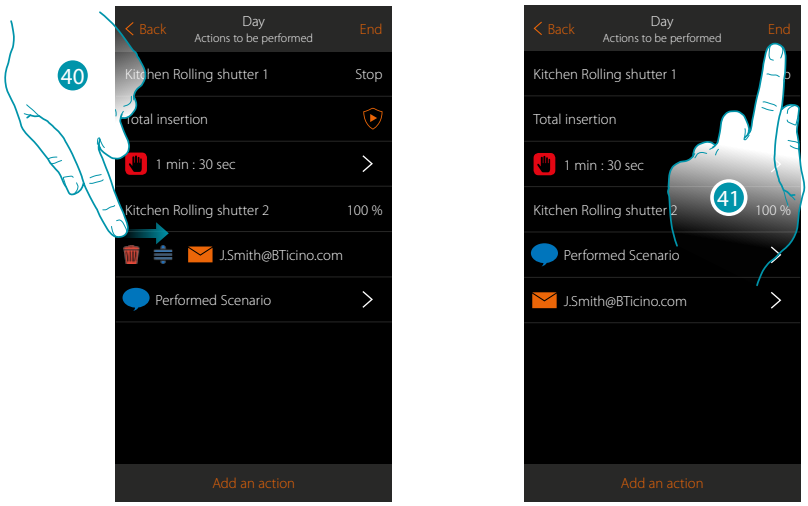


30. Enter the email address where the message will be sent
31. Enter the message subject
32. Enter the message text (e.g. Day Scenario performed)
33. Touch to confirm
34. Touch to enter an action
35. Touch to enter a message via push notification as well



36. Touch to select the users who will receive this push notification
37. Enter the notification text
38. Select the users to whom the notification will be sent
39 Touch to confirm

You can display the push notifications received in the panel (Other/Push notifications).

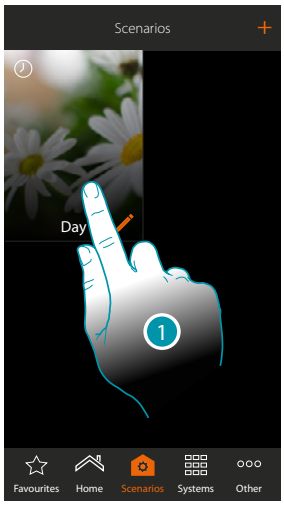


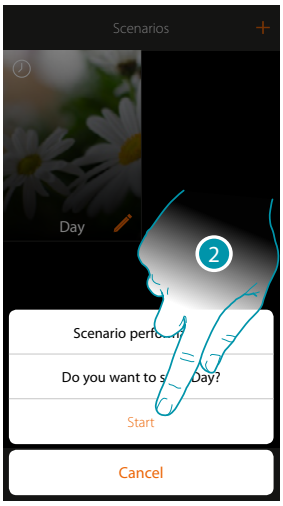
40. Scroll from left to right to open the pull-down menu, then cancel or move the object
41. Touch to save the Scenario

Perform a Scenario

DoAfter creating the scenario, you can perform it directly from the scenario page, or automatically when certain events occur, and only if some conditions are met.

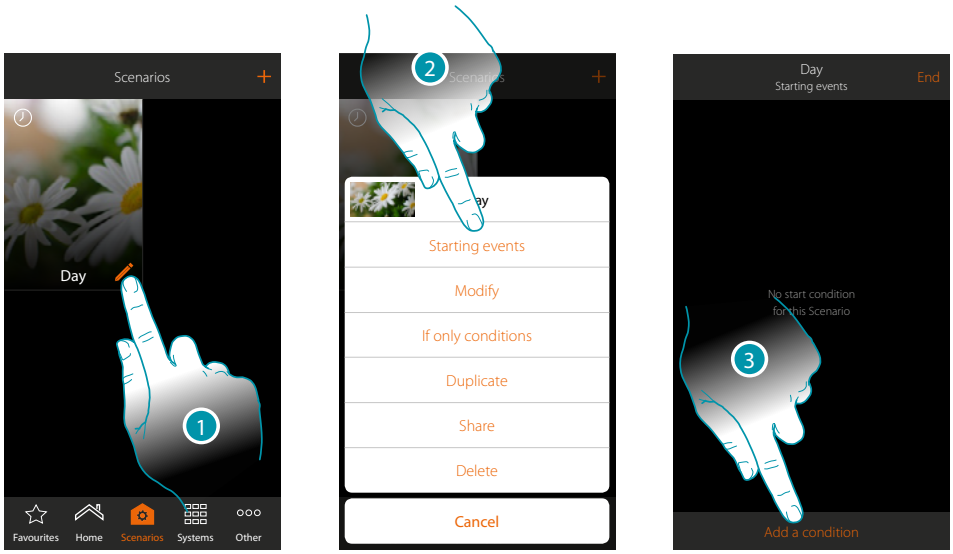
Direct performance



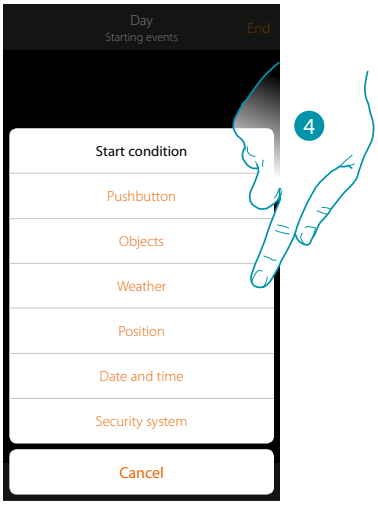


1. Touch to open the Scenario control panel
2. Touch to start the Scenario (if during the performance you touch the Scenario the Stop pushbutton appears in the control panel, touch to stop it)

Start conditional performance



1. Touch to open the Scenario Modifytion panel
2. Touch to open the page where you will select the condition which will start the Scenario
3. Touch to add a condition

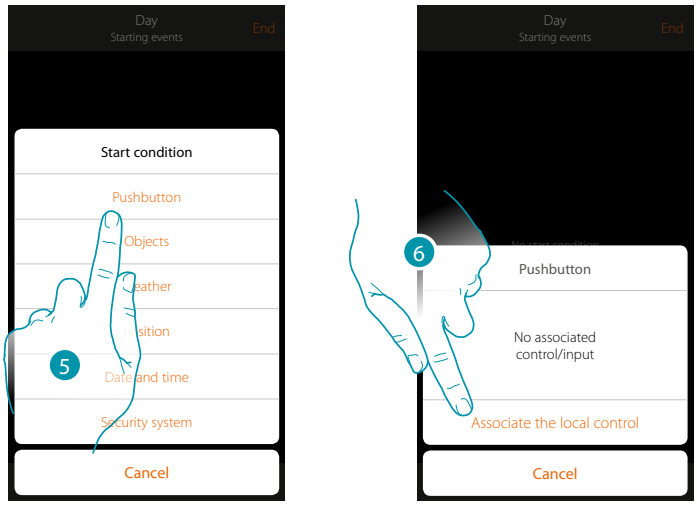


4. Touch to select the condition which will start the Scenario

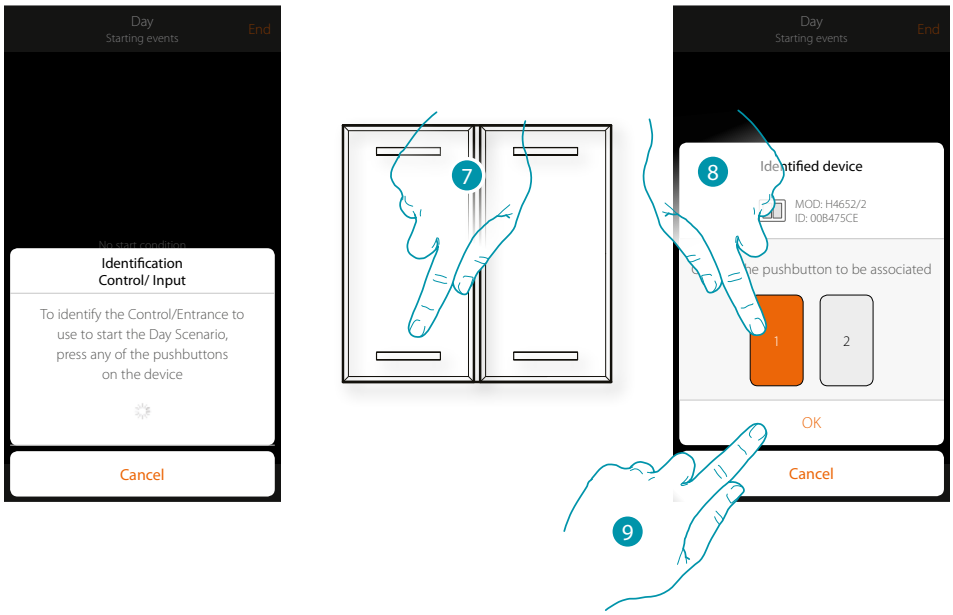
***Note**: several conditions for starting the Scenario can be entered. Only one of these needs to occur and the Scenario starts*

Pushbutton

On setting this condition you can start a Scenario by pressing a pushbutton on the system



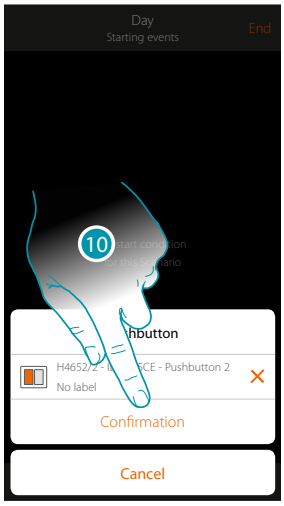
5. Touch to select the pushbutton condition
6. Touch to associate the local control (pushbutton) which will perform the Scenario

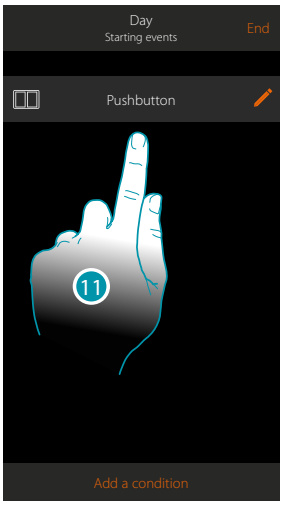


7. Press to identify the physical device on the system
8. Touch to select the pushbutton to be associated

***Note**: the pushbutton must not already be associated to another function*

9. Touch to confirm





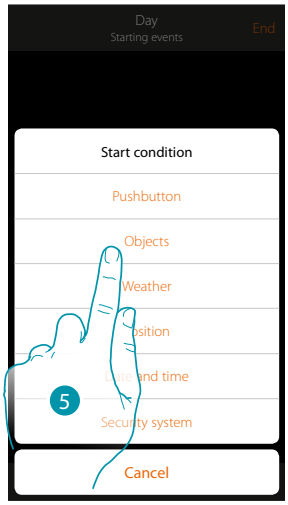
10. Touch to save the condition

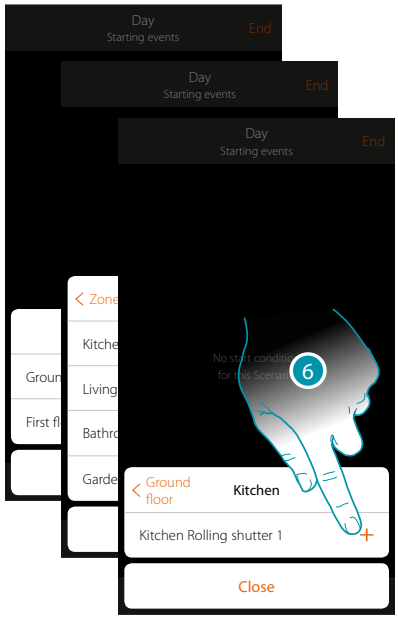
11. The condition is set

***Note**: if the actions linked to the burglar-alarm system are entered in the scenario they will be performed without the user code being requested.*
This may lower the safety level of your system.

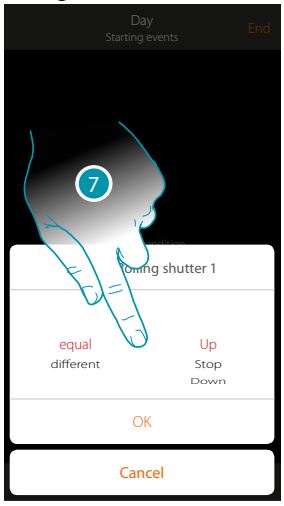
Objects

On setting this condition you can start a Scenario when an object, selected from those in the various rooms, is in a particular status deEndd by you. You can use the characteristic statuses whose implementation activates the Scenario for any type of object.

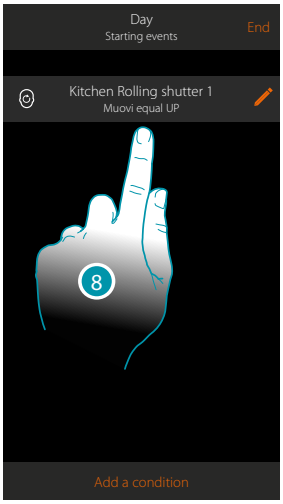




5. Touch to select the object condition
6. Touch to add the object. first selecting the Zones and room where it is



7. Touch to set the status whose implementation will start the Scenario



8. The condition is set

For each object a series of parameters whose combination determines the status which will implement the scenario is at your disposal.

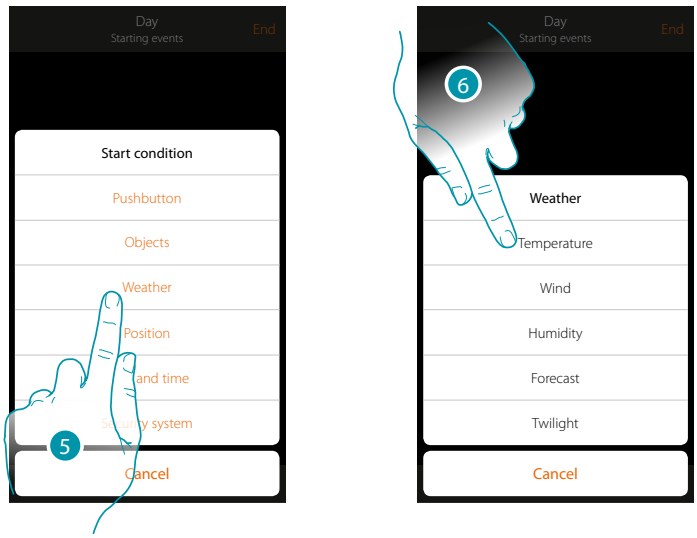
OBJECT	CONDITION			THE SCENARIO STARTS IF...
ON/OFF LIGHT	equal		ON	The light is switched ON
			OFF	The light is switched OFF
	different		ON	The light is switched OFF
			OFF	The light is switched ON
DIMMER 1	control	equal	ON	The variable light is switched ON
			OFF	The variable light is switched OFF
		different	ON	The variable light is switched OFF
			OFF	The variable light is switched ON
	dimmer	equal	from: 00 to 100	the brightness is e.g.: at 10%
		different		the brightness is e.g.: different from 10%
		more		the brightness is e.g.: more than 10%
		lower		the brightness is e.g.: lower than 10%
COLOURED LIGHT 1	control	equal	ON	The coloured light is switched ON
			OFF	The coloured light is switched OFF
		different	ON	The coloured light is switched OFF
			OFF	The coloured light is switched ON
	colour	equal	blue sky	the light colour is blue sky
			blue	the light colour is blue
			light violet	the light colour is light violet
			colour x	the light colour is colour x
		different	blue sky	the light colour is not blue sky
			blue	the light colour is not blue
			light violet	the light colour is not light violet
			etc....	the light colour is not colour x
ROLLING SHUTTER 1	move	equal	Up	the rolling shutter is moving upwards
			Stop	the rolling shutter is still
			Down	the rolling shutter is moving downwards
		different	Up	the rolling shutter is moving downwards or is still
			Stop	the rolling shutter is moving upwards or downwards
			Down	the rolling shutter is moving upwards or is still
	position	equal	from: 00 to 99	the rolling shutter is open e.g.: at 50%
		different		the rolling shutter is open e.g.: value different from 50%
		more		the rolling shutter is open e.g.: value more than 50%
		lower		the rolling shutter is open e.g.: value lower than 50%

OBJECT	CONDITION			THE SCENARIO STARTS IF...
TERMOSTATO 2	mode	equal	off	the thermostat is OFF
			hot	the thermostat is in heating mode
			cold	the thermostat is in cooling mode
			auto	the thermostat is in automatic mode
		different	off	the thermostat is ON
			hot	the thermostat is OFF or in cooling/auto mode
			cold	the thermostat is OFF or in heating/auto mode
			auto	the thermostat is OFF or in cooling/heating mode
	temperature	equal	from: 10 to 34	the temperature is e.g.: 30°
		different		the temperature is e.g.: different from 30°
		more		the temperature is e.g.: more than 30°
		lower		the temperature is e.g.: lower than 30°
	Desired T	equal	from: 10 to 34	the set temperature is e.g.: equal to 11
		different		the set temperature is e.g.: different from 12
		more		the set temperature is e.g.: more than 13
		lower		the set temperature is e.g.: lower than 14
	Actuator status	equal	Off	the actuator is OFF
			On	the actuator is ON
		different	Off	the actuator is OFF
			On	the actuator is ON
TOWEL WARMER	control	equal	On	the towel warmer is ON
			Off	the towel warmer is OFF
		different	On	the towel warmer is ON
			Off	the towel warmer is OFF

OBJECT	CONDITION			THE SCENARIO STARTS IF...
FAN-COIL	Power	equal	1	the fan-coil fan is at level 1
			2	the fan-coil fan is at level 2
			3	the fan-coil fan is at level 3
		different	1	the fan-coil fan is at level 1
			2	the fan-coil fan is at level 2
			3	the fan-coil fan is at level 3
	Ventilation	equal	1	the fan-coil fan is at level 1
			2	the fan-coil fan is at level 2
			3	the fan-coil fan is at level 3
		different	1	the fan-coil fan is at level 1
			2	the fan-coil fan is at level 2
			3	the fan-coil fan is at level 3
PLAYER 1	control	equal	ON	the audio is ON
			OFF	the audio is OFF
		different	ON	the audio is OFF
			OFF	the audio is ON
LOAD CONTROL	equal		from 0:to 50 (step 0,5)	the instantaneous consumption is e.g.: 2.5 Kw
	different		from 0:to 50 (step 0,5)	the instantaneous consumption is e.g.: different from 2.5 Kw
	more		from 0:to 50 (step 0,5)	the instantaneous consumption is e.g.: more than 2.5 Kw
	lower		from 0:to 50 (step 0,5)	the instantaneous consumption is e.g.: lower than 2.5 Kw

Weather

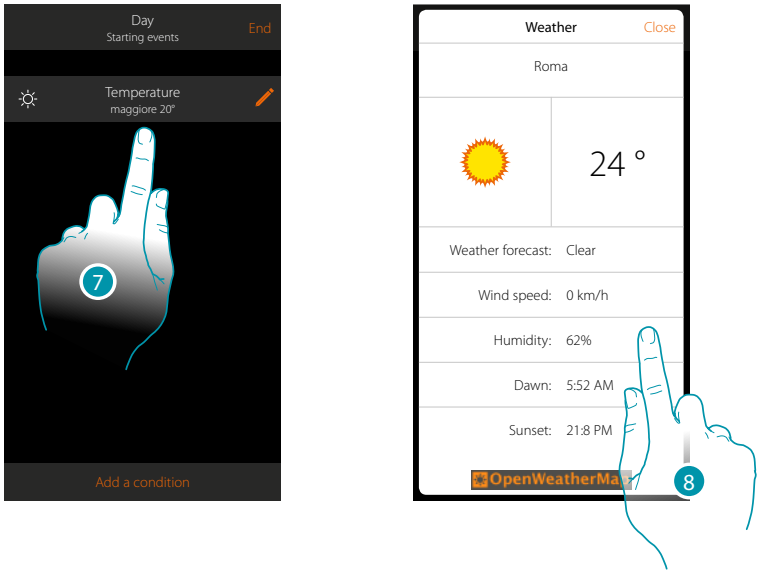
On setting this condition you can start a Scenario when some weather conditions supplied by the online weather service occur (www.wunderground.com).
You can only use this condition if you have already registered to the service and set the place to monitor.



5. Touch to select the weather condition
6. Touch to set the weather datum. This will start the Scenario

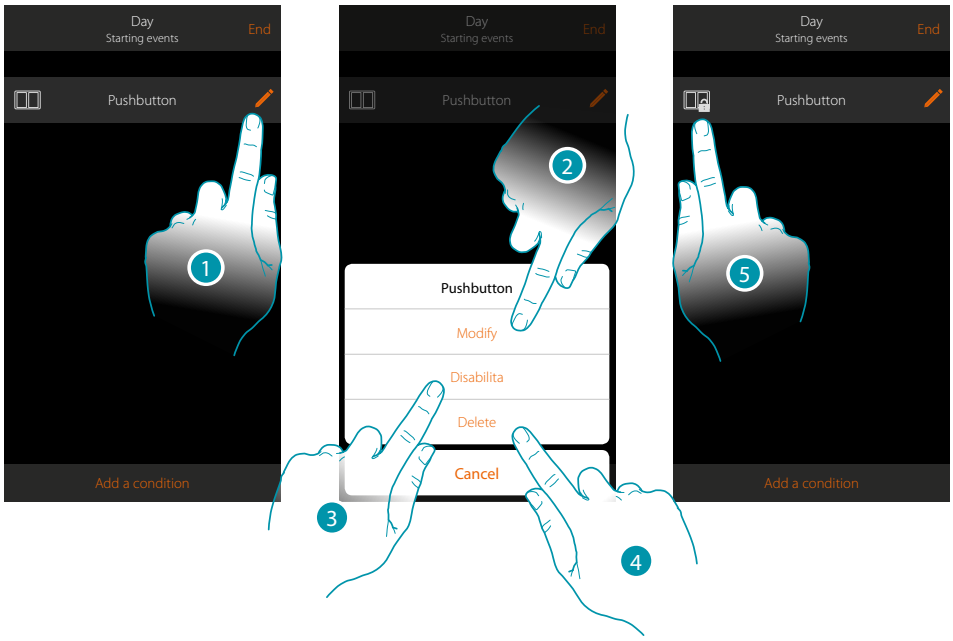
The weather parameters you can set are:

Equal Different More Lower	Temperature	From 00 °C to 40 °C From -1 °C to -30 °C
	Wind	From 00 Km/h to 99 Km/h
	Humidity	From 00% to 99%
Equal Different	Forecast	Clear Rain Storm Cloudy Snow Mist
	Twilight	Day Night



7. The condition is set
8. You can display the data recorded by the weather service in the other/weather page

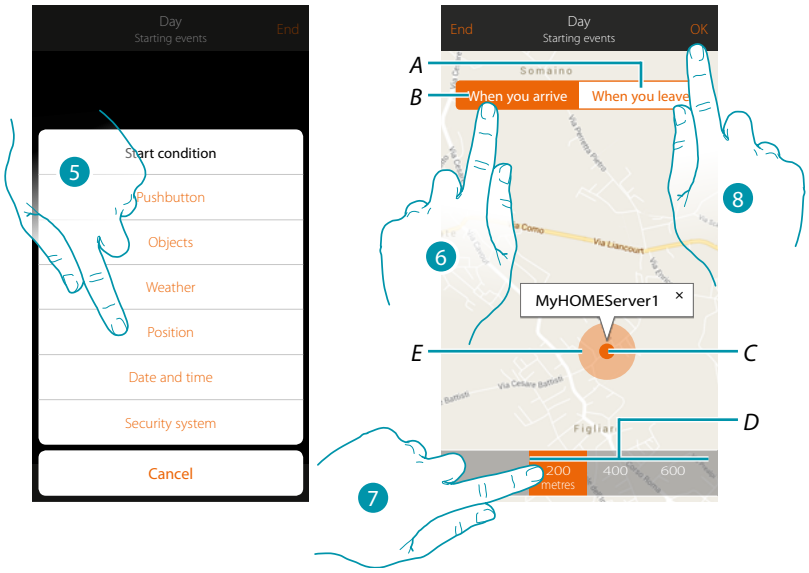
Modify the condition



1. Touch to modify the condition
2. Touch to modify the condition parameters
3. Touch to disable the condition temporarily
4. Touch to delete the condition
5. When you have disabled the condition the icon which represents it changes; touch to reenable the condition in the panel

Position

On setting this condition you can start a Scenario depending on your position with respect to MyHOMEServer1.
As an example you can set the "switch front door lights on" Scenario to activate when you are approaching the house and the distance between you and the MyHOMEServer1 is less than 200 metres.



***Note**: you can only use this condition if you have already set the position in geolocation.*

A. Activates the scenario when you are going away from the MyHOMEServer1

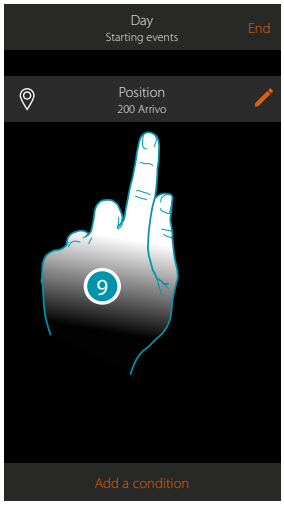
B. Activates the scenario when you are approaching the MyHOMEServer1

C. Geographic position of MyHOMEServer1

D. Settable distance (minimum 200 metres)

E. Graphic representation of the distance

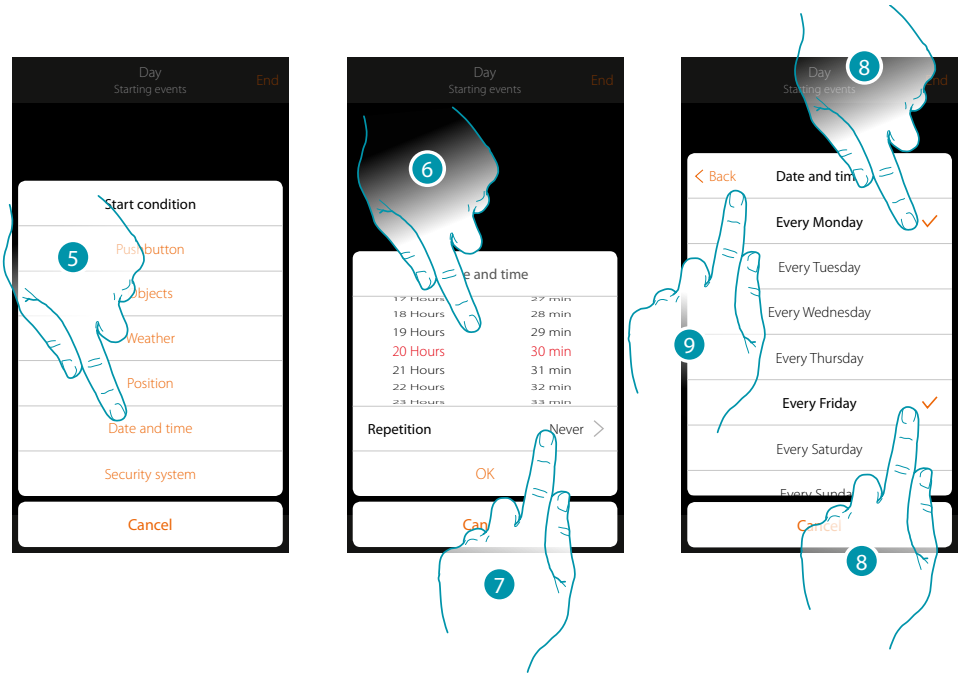
5. Touch to select the position condition
6. Touch to set the Scenario to activate when you are approaching the MyHOMEServer1.
7. Touch to select the distance at which the Scenario will activate
8. Touch to confirm



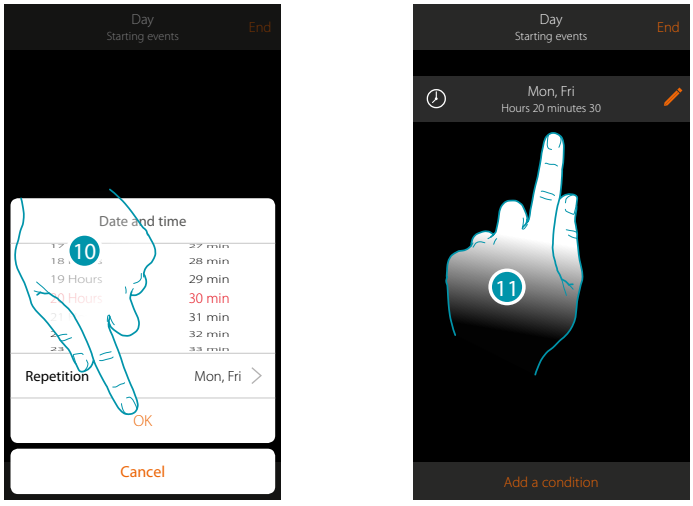
9. The condition is set

Date and time

On setting this condition you can start a Scenario at a set time and day.



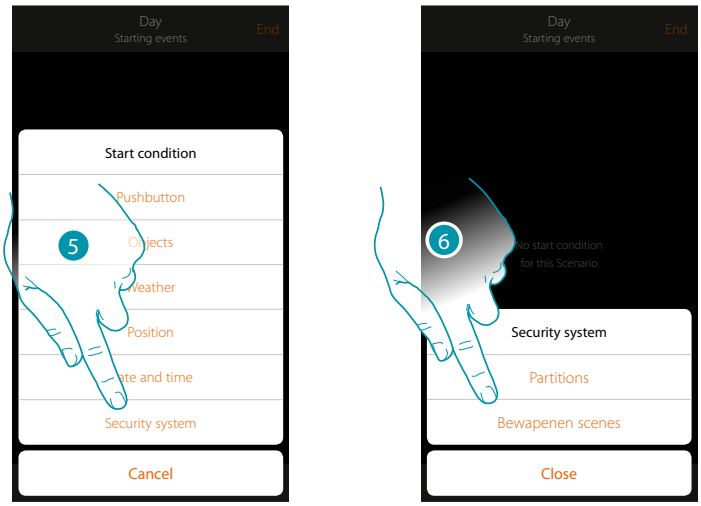
5. Touch to select the Date and time condition
6. Touch to set the hour and minutes when the Scenario will elapse if activated
7. Touch to set whether you want the condition to repeat
8. Select the days of the week when the Scenario will activate at the time already set
9. Touch to continue



10. Touch to confirm
11. The condition is set

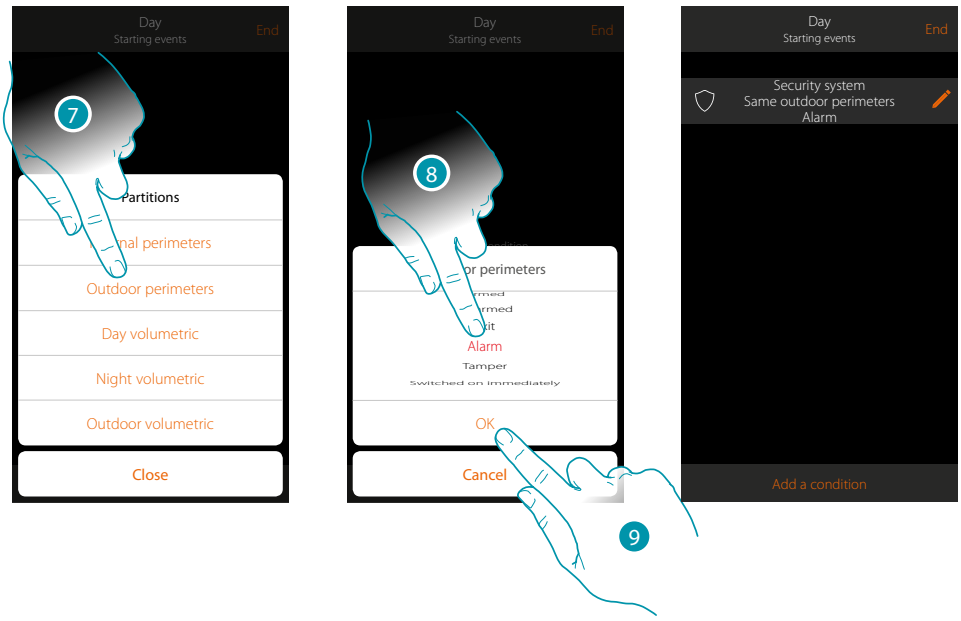
Burglar-alarm system

On setting this condition you can start a scenario when particular events of the burglar-alarm system occur.
In particular you can set as starting event, an event which will occur in the partition (e.g. switching on the "Day volumetric" partition) or running an insertion scenario (e.g. switching the Burglar-Alarm System on by means of the "total switching-on" insertion scenario).



5. Touch to select the Burglar-alarm System condition
6. Touch to select the type

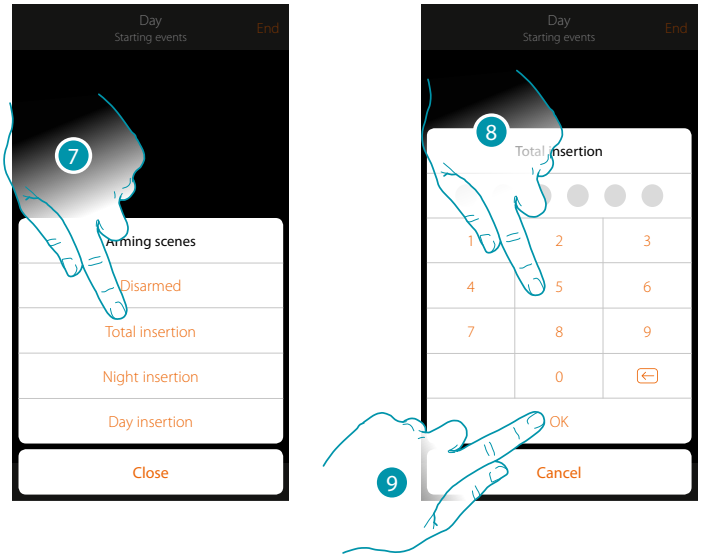
Partitions



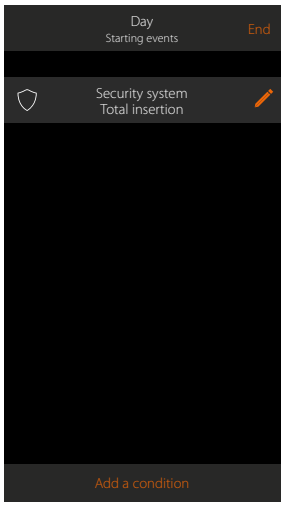
7. Touch to select the partition which is the subject of the start condition
8. Touch to select the event linked to the partition which, when it occurs, will activate the scenario
9. Touch to confirm

The scenario is activated when:	
Switched off	**The partition is switched off**
Output	**The output time starts in a delayed output partition**
Switched on	**The partition is switched on (if it is with delay, at the end of all the delays)**
Prealarm	**The input time starts in a partition with delayed input**
Alarm	**There is an alarm on the partition**
Switched on immediately	**The partition is switched on immediately (if it is with delay, disable all the delays)**
Tampering	**The partition is in the tampering or sabotage status**

Insertion scenarios

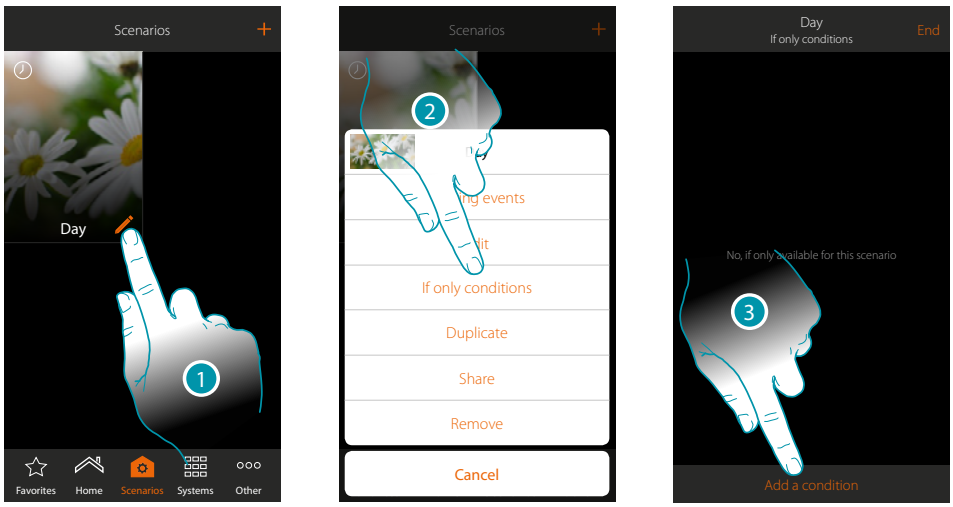


7. Touch to select the insertion scenario which will activate when the scenario starts
8. Enter the user code
9. Touch to confirm

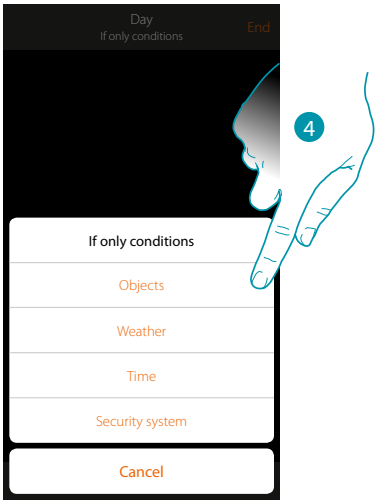


Conditional performance "if only"

It is possible to add a further condition in addition to the start condition (see Start conditional performance).
This condition ensures that the scenario is only started if the condition itself is met.
The available conditions are: objects, weather, time, security system.
The functions are as described in the "Start conditional performance" section.



1. Touch to open the scenario modification panel
2. Touch to open the page where you will select one of the conditions which will start the scenario
3. Touch to add a condition

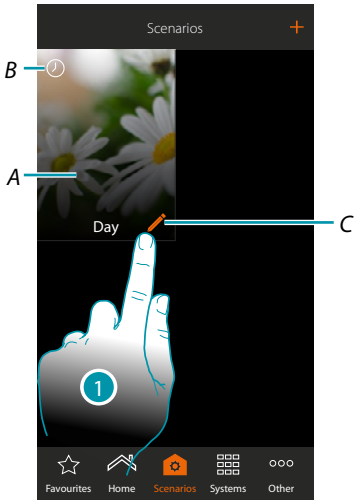


4. Touch to select the condition which will start the scenario

***Note**: several conditions for starting the scenario can be entered. Only one of these needs to occur and the scenario starts*

Manage a Scenario

By means of the panel you can modify, Duplicatete, share or cancel the Createted Scenarios



A. *Scenario*

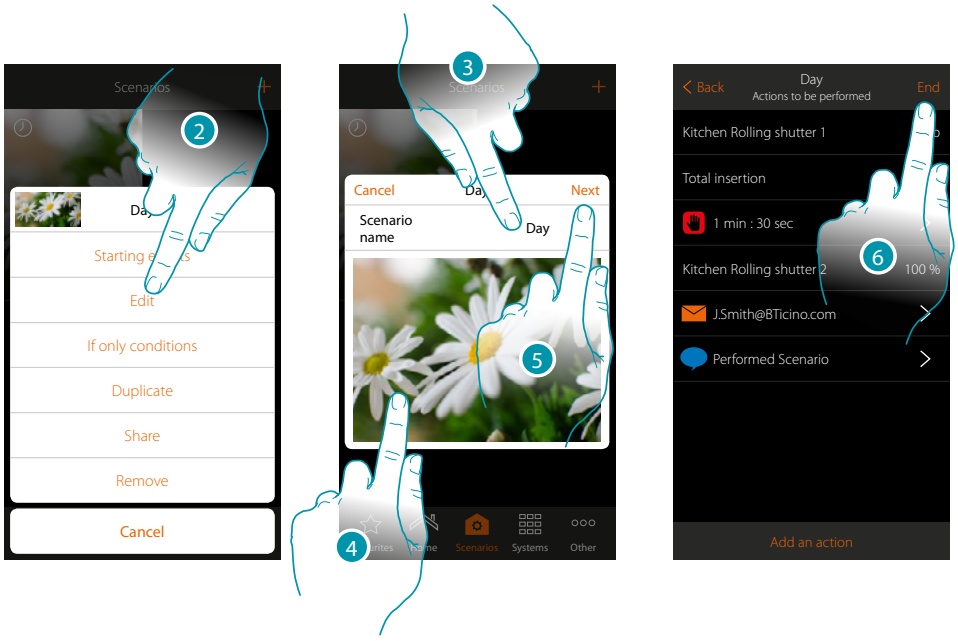
B. *Visual indication of the type of starting condition*

	Pressing a pushbutton		Distance from the MyHOMEServer1
	Object status (e.g. Rolling shutter UP)		Planning with date and time
	Weather conditions supplied by the online weather service		Security system

C. *Modify Scenario*

1. Touch to open the Modifytion panel of a Scenario

Modify the Scenario



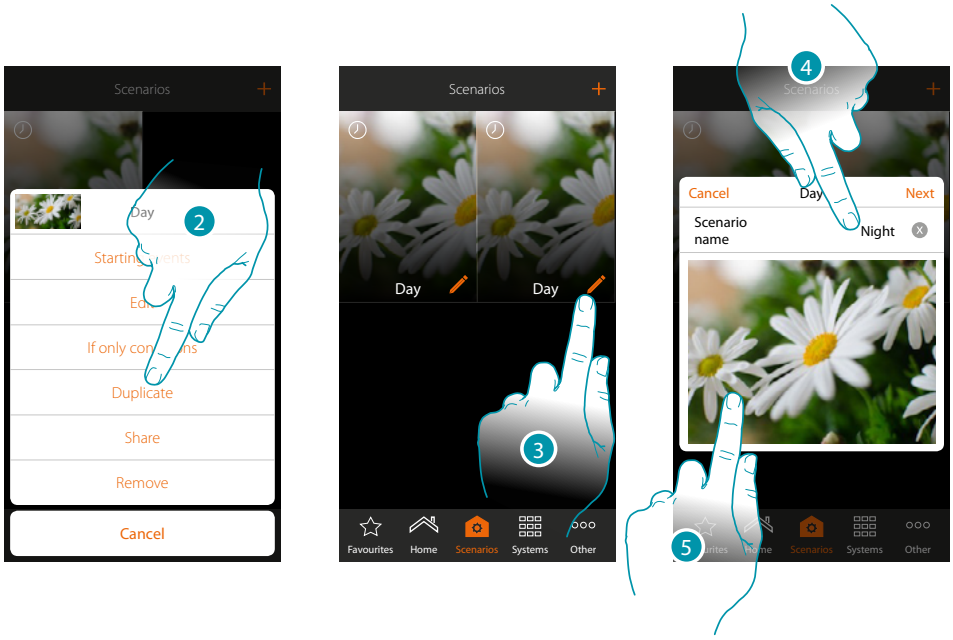
2. Touch to modify the Scenario
3. Touch to change the Scenario name
4. Touch to change the representative image
5. Touch to continue.

If necessary modify or rearrange the objects

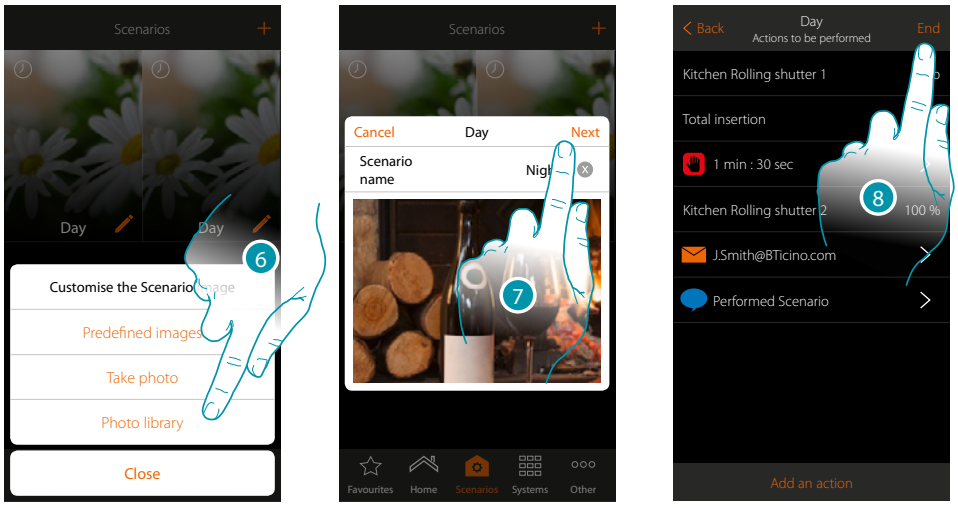
6. Touch to save the Modifytion

Duplicatete a Scenario

If you want to copy the structure of a Scenario just editing a few details, you can use the Duplicatete Scenario function



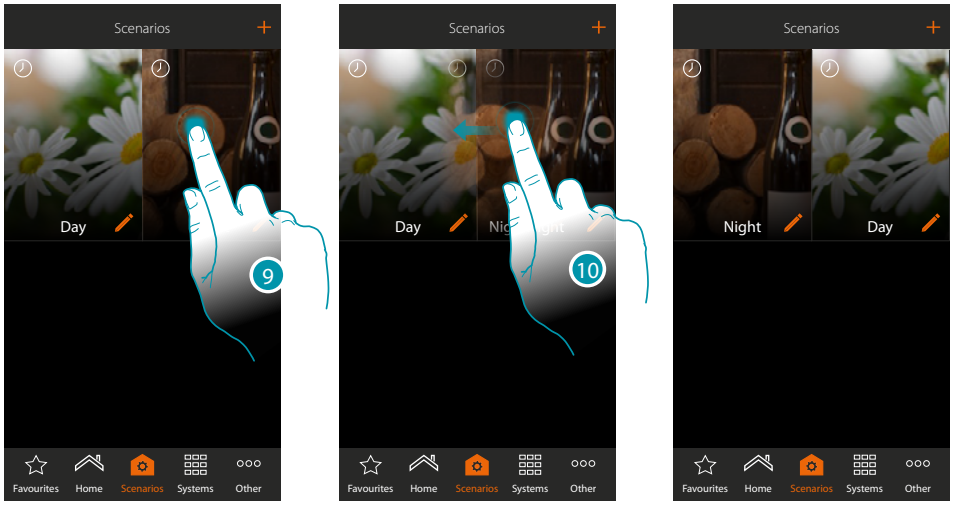
2. Touch to Duplicatete the Scenario and confirm
3. Touch to open the Modifytion panel of a Scenario
4. Touch to change the Scenario name
5. Touch to change the representative image



6. Select the image from the Predefined images which the App puts at your disposal, from your smartphone's photo library or take a photo directly with your smartphone
7. Touch to continue

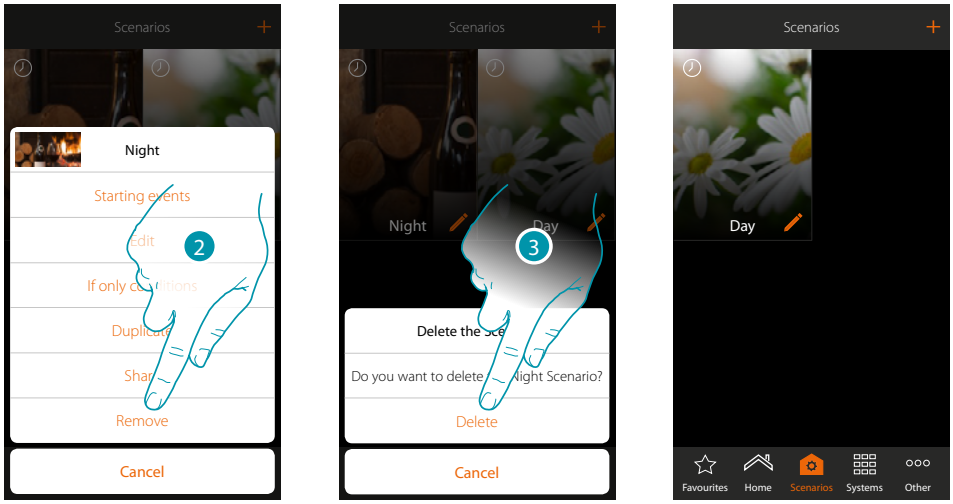
Touch to modify or rearrange the objects

8. Touch to save the Modifytion



9. If you want to move a Scenario, touch and keep pressed until the image darkens
10. Always keeping it pressed move the Scenario to the new position and release

Delete a Scenario

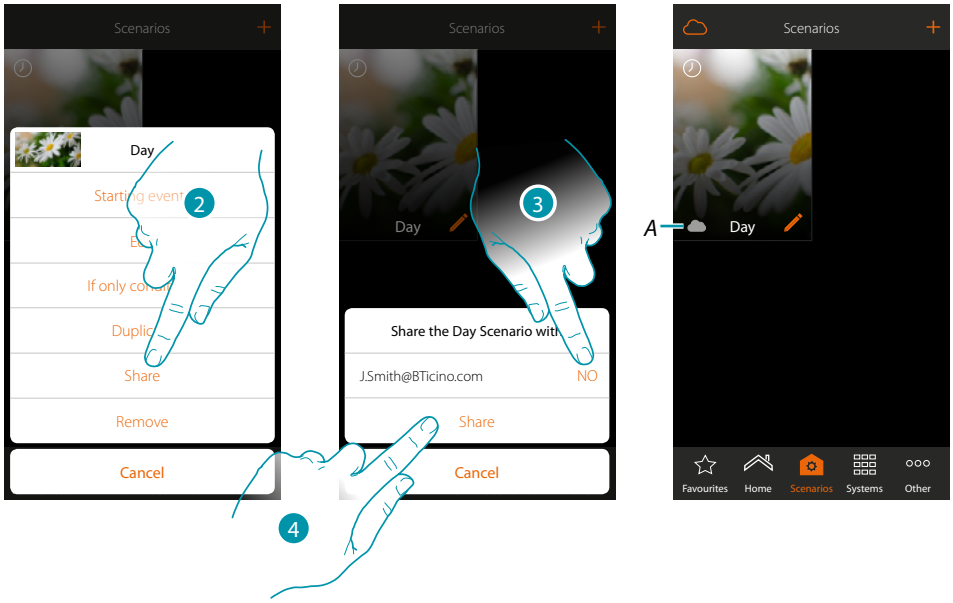


2. Touch to delete the Scenario
3. Touch to confirm the deletion

The Scenario has been deleted

Share a Scenario

You can share the Createted Scenarios with other users

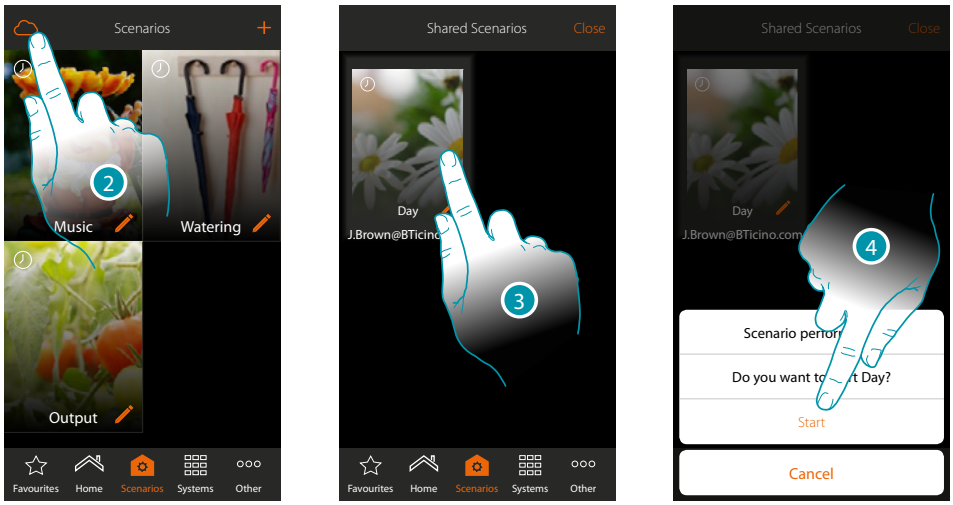


2. Touch to share a Scenario
3. Select the users which whom you want to share (YES = SHARE; NO = DO NOT SHARE)
4. Touch to share

A. Visual indication of the Scenario shared with another user

Now the Scenario is available to the other users

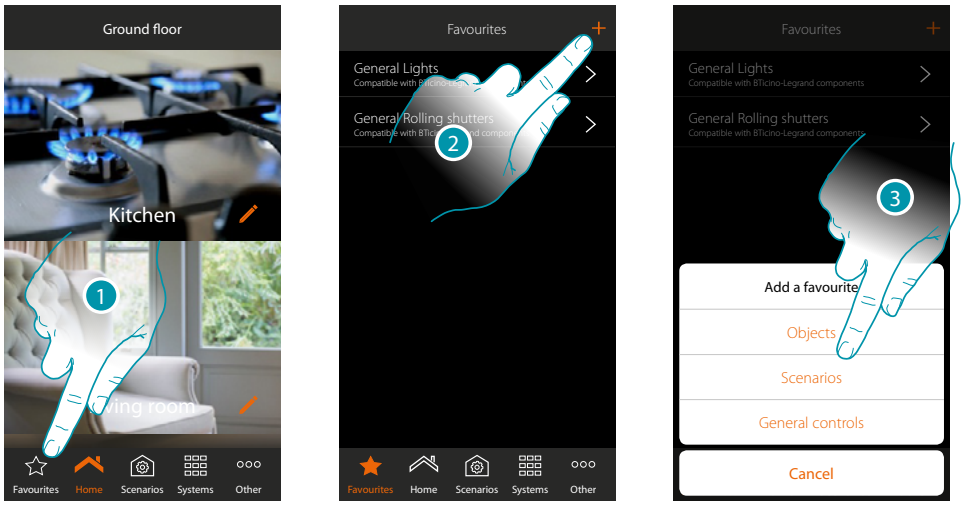
Start a shared Scenario



2. Touch to open the shared Scenario panel
3. Touch the Scenario to open the performance panel
4. Touch to start it

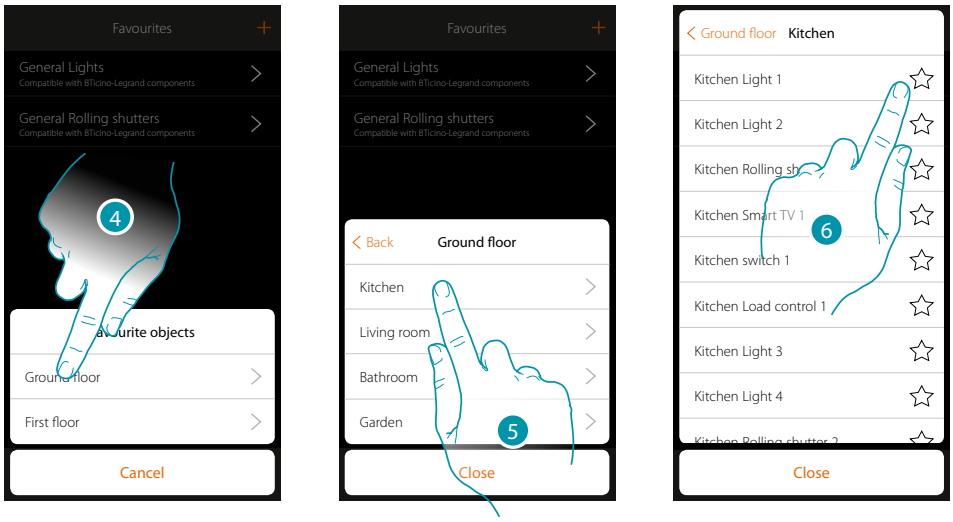
Favourites

In this page you can enter, for quick use, the commonly used objects, Scenarios and main commands.

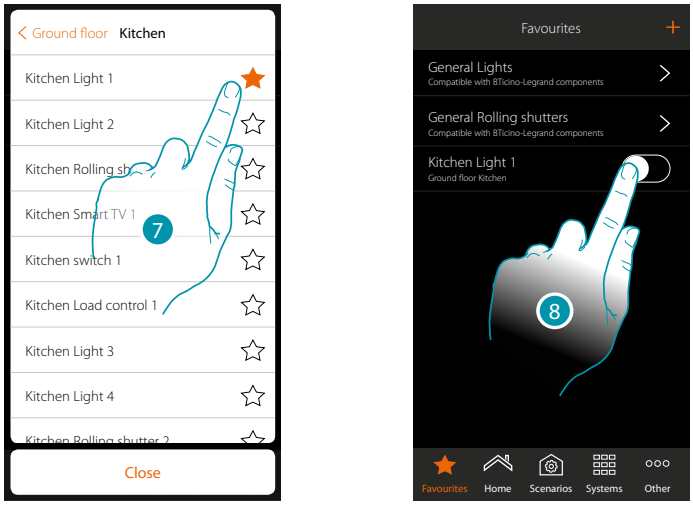


1. Touch to open the favourites page
2. Touch to add a favourite
3. Select whether to add an object, scenario, main command or a burglar-alarm object to the favourites.

Add an object to the favourites

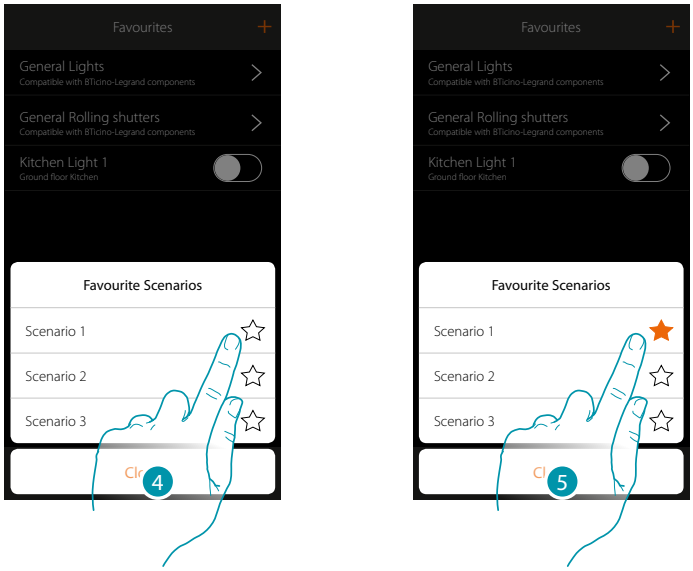


4. Touch to select the Zones containing the object to add to the favourites
5. Touch to select the room containing the object to add to the favourites
6. Select the object or objects to be added to the favourites

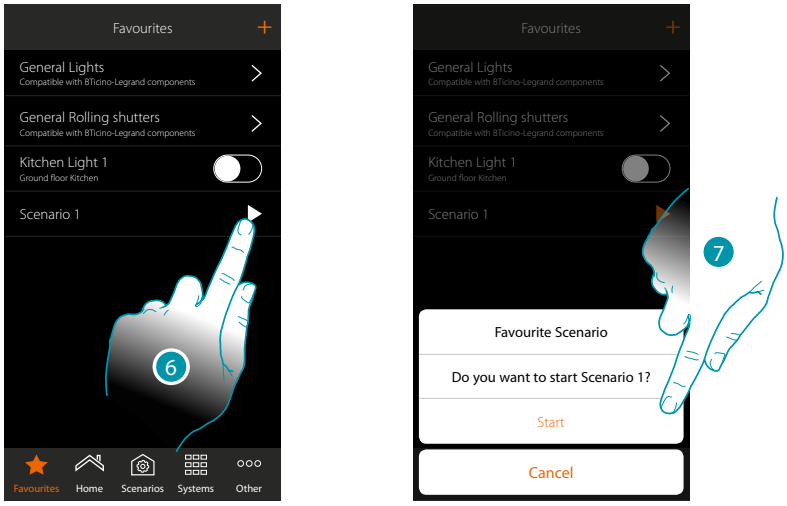


7. On touching the object it is immediately entered in the favourites page and the icon is coloured to confirm the entry
8. Touch to activate the object just entered

Add a Scenario to the favourites

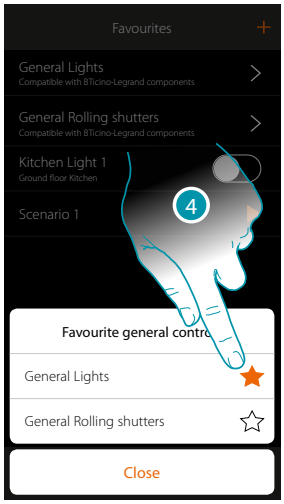


4. Touch to select the Scenario to be added to the favourites
5. On touching the Scenario it is immediately entered in the favourites page and the icon is coloured to confirm the entry



6. Touch to open the Scenario control panel
7. Touch to start it, the Scenario is started immediately

Add a general control to the favourites

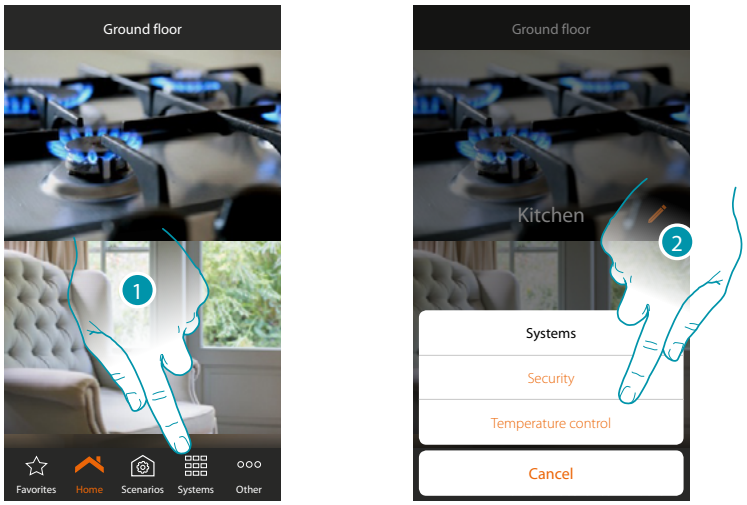


4. Select whether to add a Main Lights or Main Rolling Shutters command to the favourites

Systems

Touching this icon gives access to the sections containing the functions and the settings of the Burglar Alarm and Temperature Control systems.

	Security system	In this section you can display the Burglar Alarm system status, the current faults, display the status, activate the partitions and switch the Burglar Alarm system on by means of the insertion scenarios
	Temperature control system	This section can be used to view the status of the system and the individual zones, set the operating mode and the parameters of the various operating modes



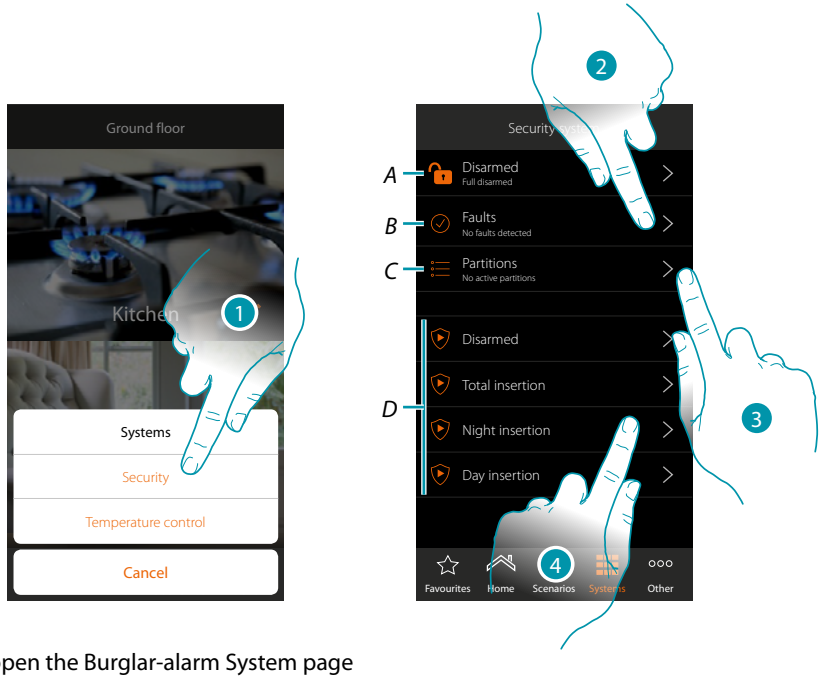
1. Touch to open the system selection panel
2. Touch to open the section of interest

***Note**: the Systems icon only appears if both systems are present. If there is only one system, its own icon appears, which can be touched to directly open the specified page.*

Burglar-alarm system

In this section you can display the Burglar Alarm system status, the current faults, display the status, activate the partitions and switch the Burglar Alarm system on by means of the insertion scenarios.

***Note**: this function is only present if you have a BTicino Burglar Alarm system (alarm control units 4200, 4201, 4203) and your installer has connected it to the control unit.*



1. Touch to open the Burglar-alarm System page

A. System status
- *Burglar-alarm system connected*
- *Burglar-alarm system disconnected*
- *Alarm on the burglar-alarm system (an alarm on at least one partition)*

B. Fault status
- *No issue found*
- *Issue found*

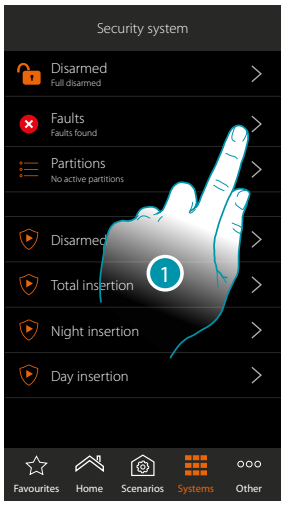
C. Partition status
- *No partitions active*
- *Connected*
- *At least one partition in alarm*

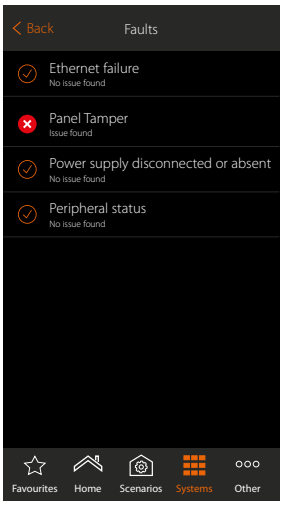
D. Insertion scenarios in the burglar-alarm system

2. Touch to display the faults in progress
3. Touch to display the status of the partitions and activate them
4. Touch to switch the burglar-alarm system on via the insertion scenarios

Faults

In this page it is possible to display the faults in progress in the system



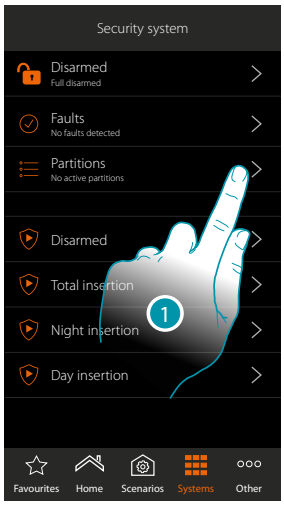


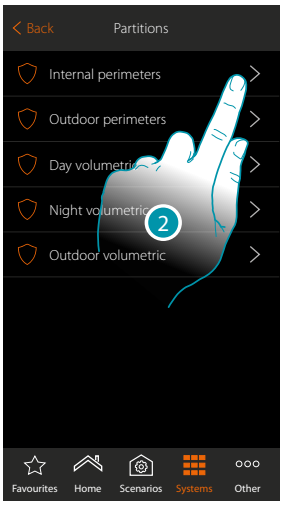
1. Touch to display the fault in progress
   You can display the operating status of some of the system components and if there is a fault (red) the type

FAULT STATUS	
✓	No issue found
✗	Issue found

Partitions

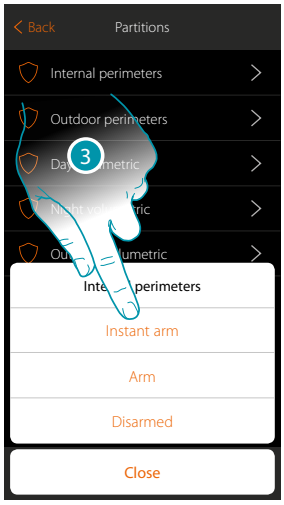
In this page you can display and switch the partitions of your burglar-alarm system on regularly without using the insertion scenarios.

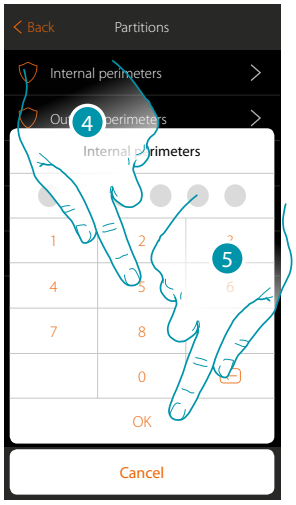


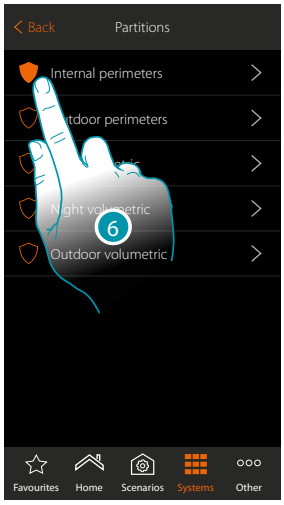


1. Touch to display the partition status
2. Touch to act on the partition

PARTITION STATUS	
	Disconnected
	Connected
	Switching on in progress (during the output time, this icon is only used on the delayed in output partitions)
	Partition in alarm



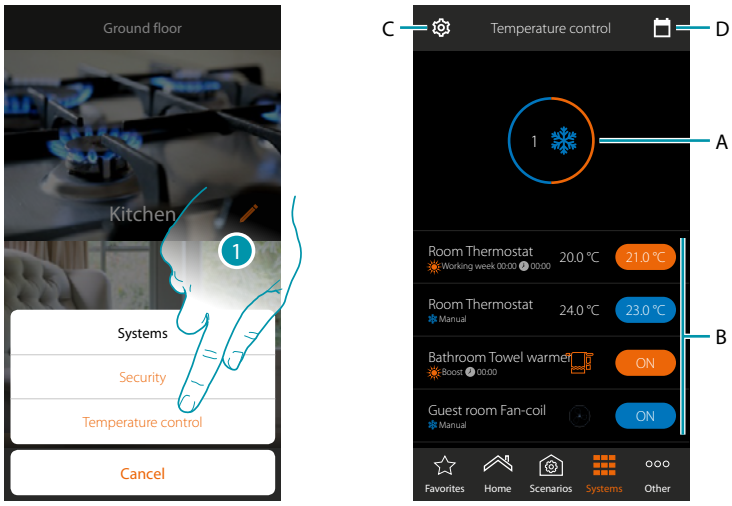




3. Touch to select if (on activating the scenario) the partition will be:
   – switched on immediately (if it is with delay, disable all the delays)
   – switched on (if it is with delay, at the end of all the delays)
   – disconnected
4. Enter the user code
5. Touch to confirm
6. The partition is now switched on

Temperature control system

This section can be used to view the status of the system and the individual zones, set the operating mode and the parameters of the various operating modes.



1. Touch to open the Temperature control System page

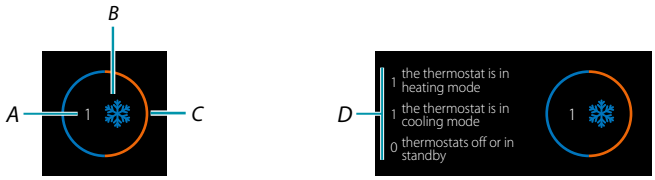
A. Displays the status of the thermostats

B. Displays information regarding the temperature control objects and opens the object control panel

C. Changes the system operating mode (heating/cooling)

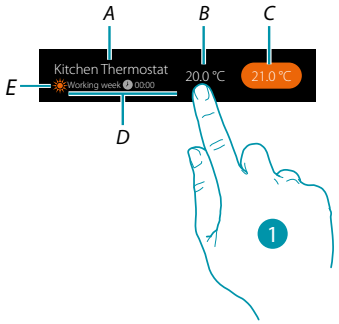
D. Sets the parameters of the various operating modes (temperature set, simple mode, weekly mode)

System status



The top of the page shows a graphic summary of the status of the zones.
Each zone is shown in succession, with the indication of the number of thermostats (*A*) and if they are part of the heating or cooling system (*B*).
The colour of the circle (*C*), indicates if there are active heating (orange) or cooling (blue) thermostats, or both.
Touching the area will display the number of thermostats for each status (*D*)

Object Status



A. Object name

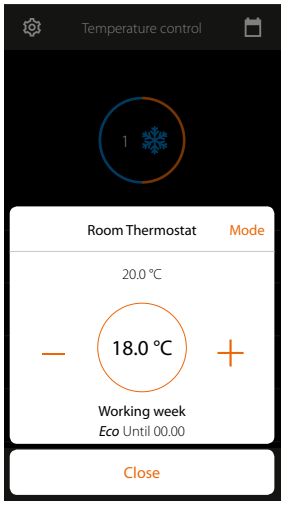
B. Temperature measured (if not visible see the Global configurations section). In case of Fan-coil Towel Warmers, their icon appears

C. Set temperature (Set point)

D. Active mode

E. It indicates the zone operating mode (heating/cooling)

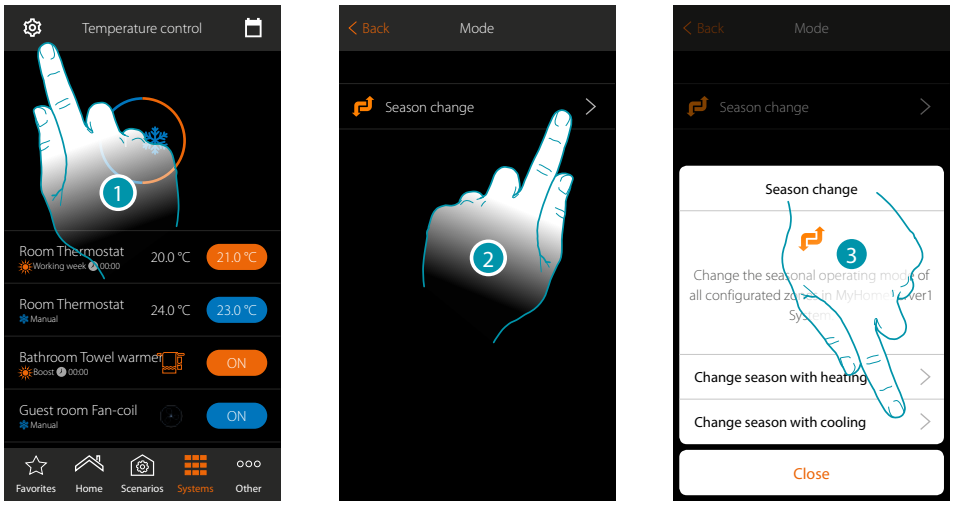
1. Touch to open the control panel



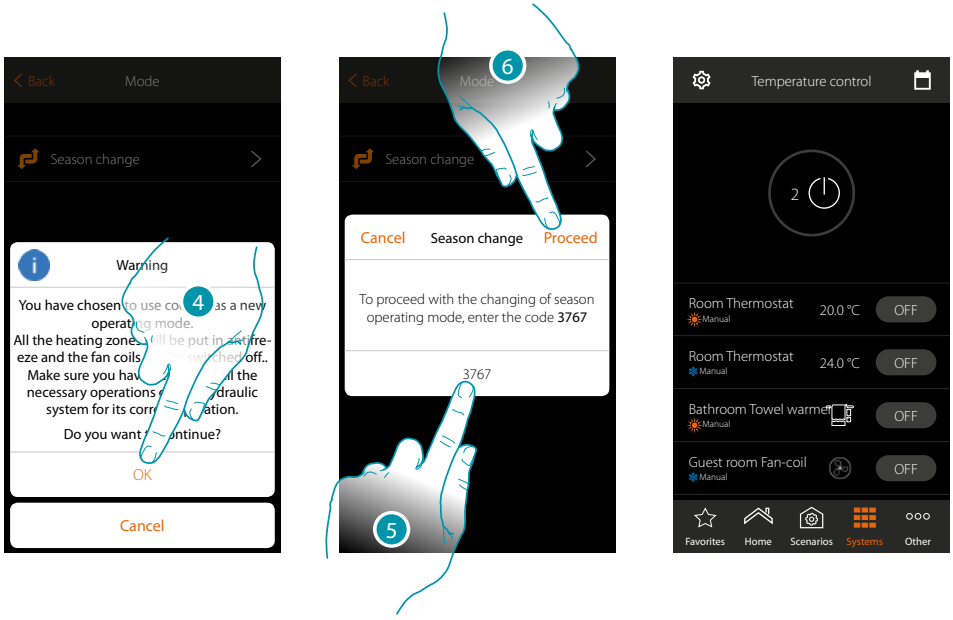
For the details on the use of objects see the User Manual

System operating mode

In this section, it is possible to change the system operating mode from heating to cooling and vice versa.



1. Touch to modify the system operating mode
2. Touch to change the operating mode
3. For example, touch to change the cooling mode



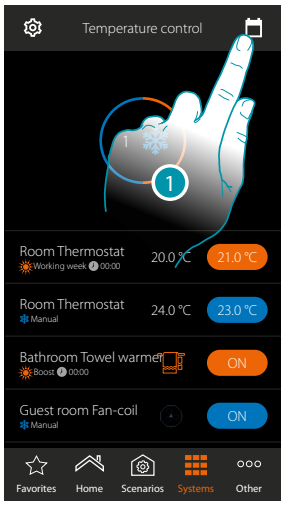
4. Touch to confirm

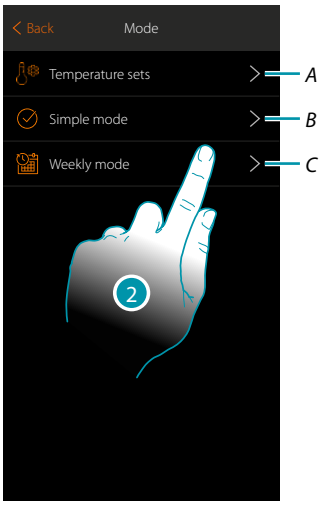
***Warning**: based on the selection, the zones set with different operating modes will switch to antifreeze, while the fan-coils will be switched off*

5. Enter the code to confirm
6. Touch to proceed

Operating mode parameter settings

This section can be used to set the temperature setpoints to use in the weekly mode, and to set the simple and weekly mode parameters.





1. Touch to set the operating mode parameters

A. Set the Temperature sets

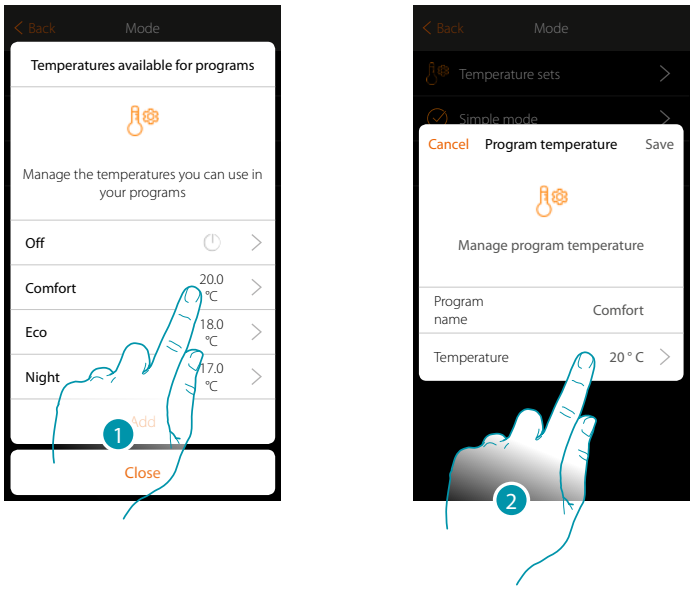
B. Set the Simple mode

C. Set the Weekly mode

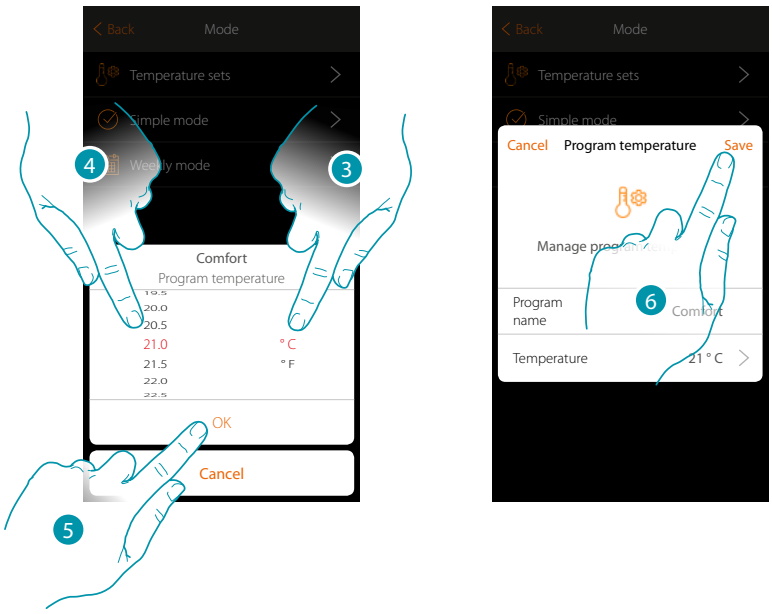
2. Touch to set the mode for which you want to set the parameters

Setting of setpoint temperature and unit of measure

This section can be used to change the temperatures and the units of measure of the Comfort, Eco and Night setpoints. It is also possible to create customised setpoints (maximum 3).
The setpoints will be used in the weekly programming procedure.

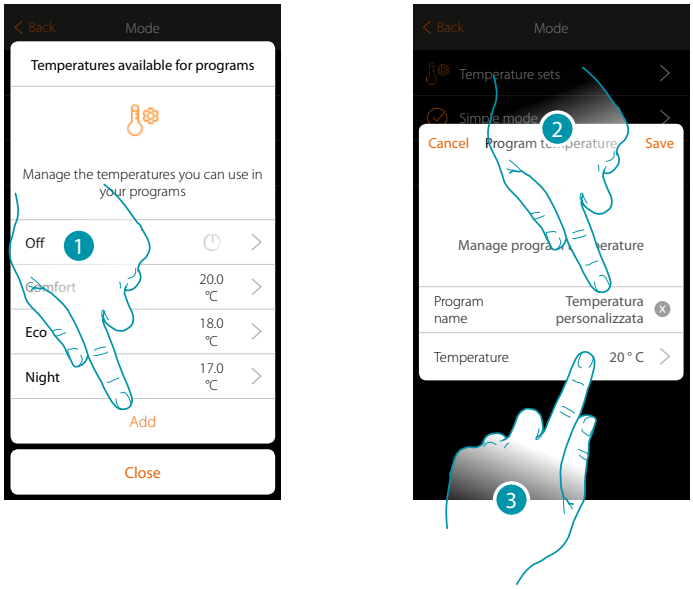


1. Touch to change a setpoint (the procedure is the same for all setpoints).
2. Touch to change the temperature (the names of the 3 base setpoints cannot be changed)

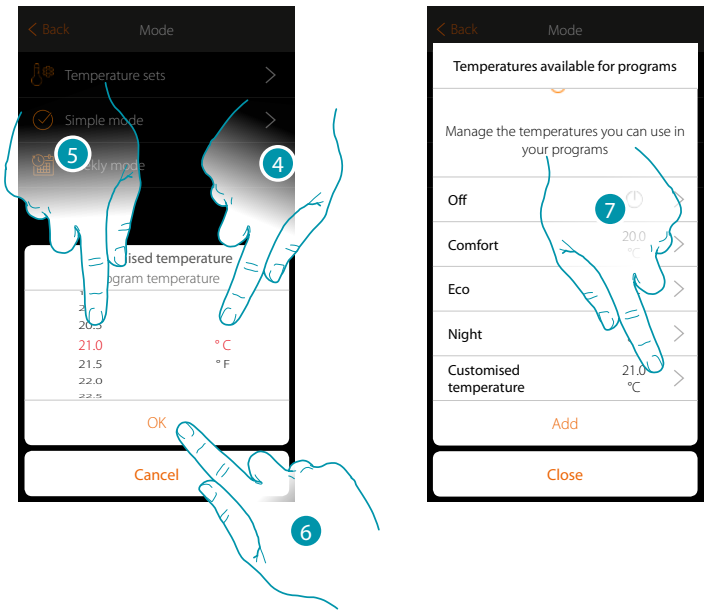


3. Scroll to select the unit of measure
4. Scroll to select the temperature
5. Touch to confirm
6. Touch to save

Creation of a customised setpoint

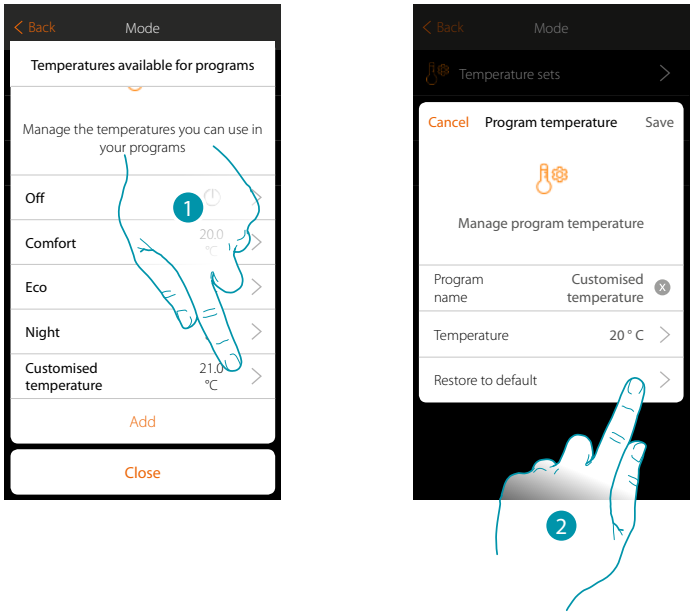


1. Touch to create a new setpoint
2. Touch to enter a name
3. Touch to enter the temperature

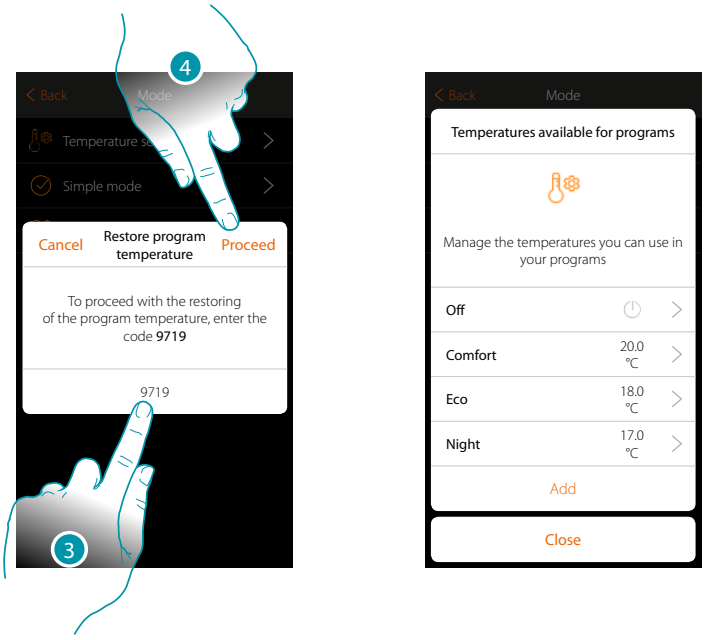


4. Scroll to select the unit of measure
5. Scroll to select the temperature
6. Touch to confirm
7. The new setpoint is now available for use in the weekly mode

Delete a customised setpoint



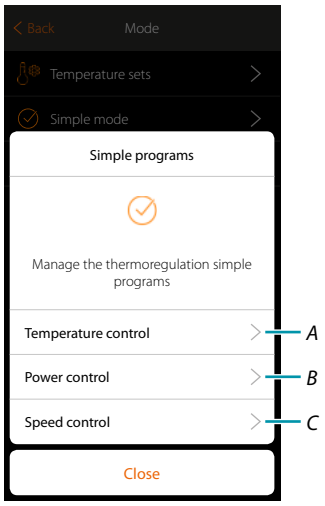
1. Touch to open the panel of the setpoint to delete
2. Touch to delete the setpoint



3. Enter the confirmation code
4. Touch to proceed.

Simple mode setting

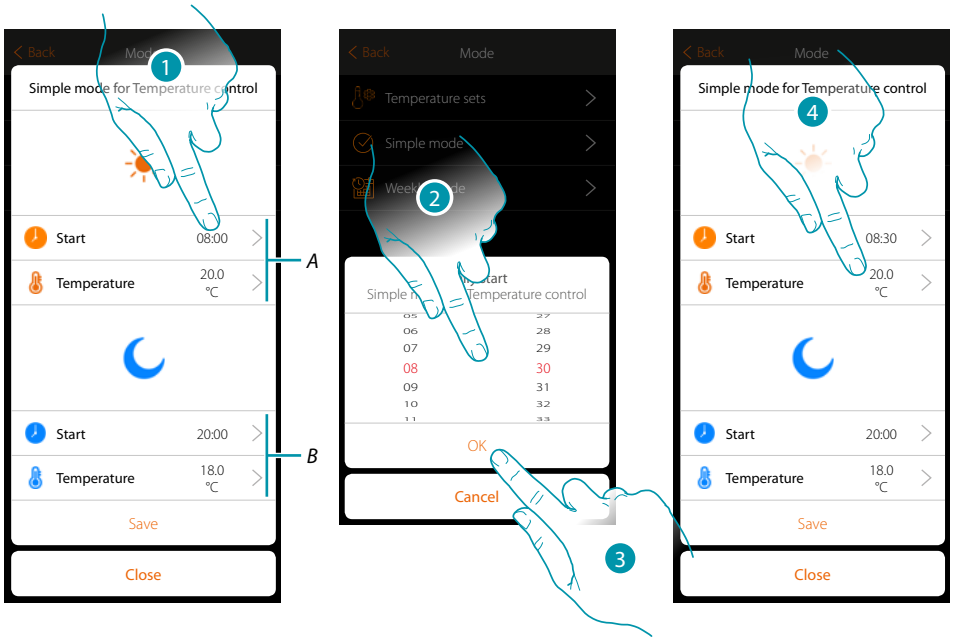
This section can be used to set the parameters of the simple mode.
The parameters that can be set depend on the type of device to program; in particular:



PARAMETERS TO SET				
A	Thermostat	Start time of the Night time slot Start time of the Day time slot	Temperature of the Night time slot Start temperature of the Day time slot	
B	Towel warmer	System ON/OFF time	Switching ON Switching OFF	
C	Fan-coil	System ON/OFF time	Switching ON Switching OFF	Fan speed

Simple mode for Temperature control

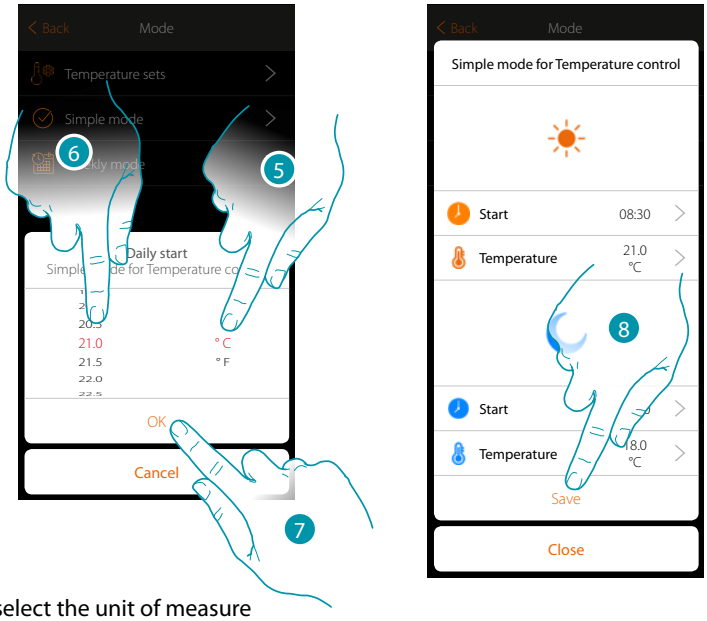
With this programming procedure it is possible to set a setpoint for the day and one for the night. In this way, it is possible to adjust the temperature of your home automatically during the 24 hours. In the example below a day temperature of 20 degrees and a night temperature of 18 degrees are being set.



A. Day parameters

B. Night parameters

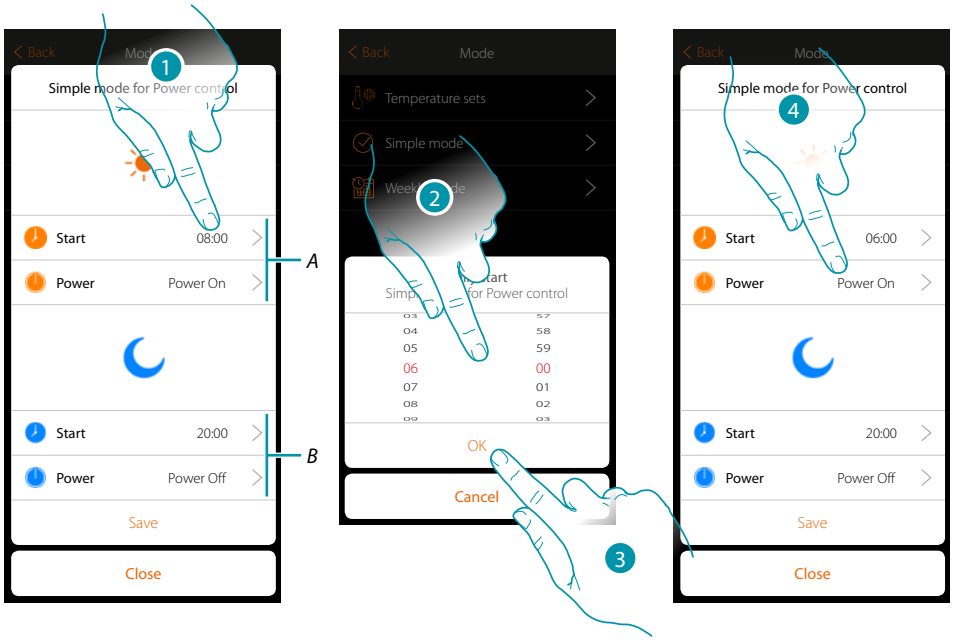
1. Touch to enter the start time of the day time slot
2. Scroll to enter the time
3. Touch to confirm
4. Touch to set the temperature of the day time slot



5. Scroll to select the unit of measure
6. Scroll to select the temperature
7. Touch to confirm
8. Repeat the operation for the Night time slot, and then touch to save

Simple mode for Power control

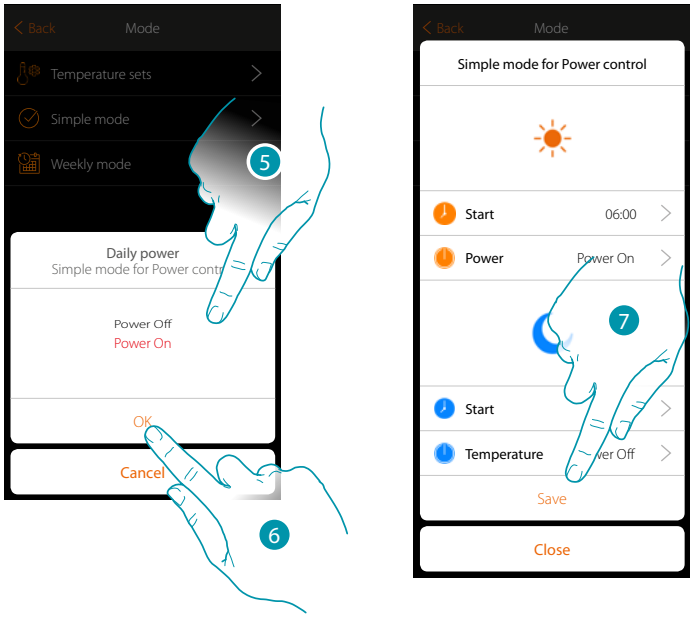
With this programming procedure it is possible to set the switching on and off of a Towel Warmer at a certain time. In the example below the towel warmer is being switched on for a certain amount of time.



A. Day parameters

B. Night parameters

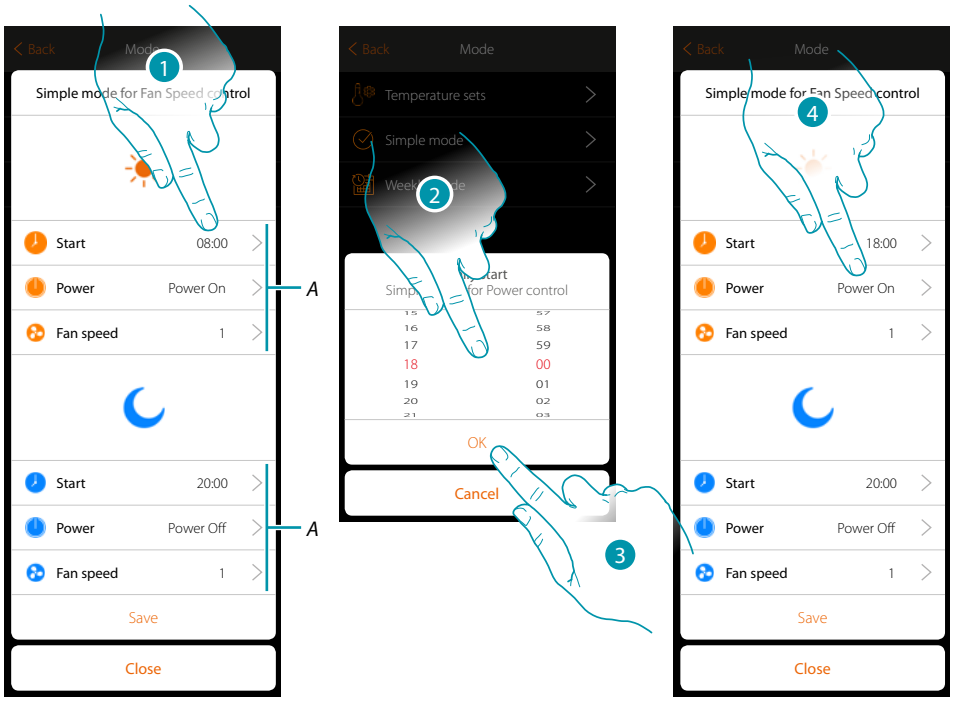
1. Touch to enter the switching on time
2. Scroll to enter the time
3. Touch to confirm
4. Touch to select the action



5. Select Power ON
6. Touch to confirm
7. Repeat the operation for the Night time slot, setting a time for off and then touch to save.

Simple mode for Fan Speed control

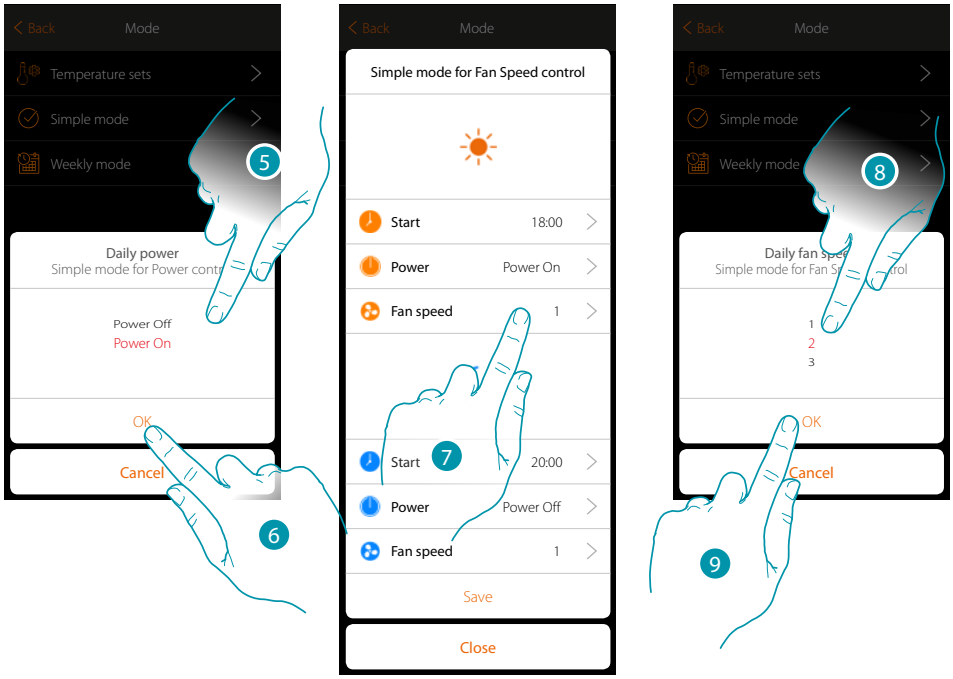
With this programming procedure it is possible to set the switching on and off of a Fan-coil at a certain time and adjust the fan speed. In the example below the fan-coil is being switched on for a certain amount of time.



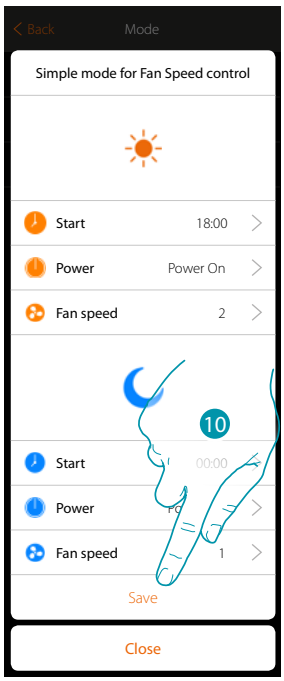
A. Day parameters

B. Night parameters

1. Touch to enter the switching on time
2. Scroll to enter the time
3. Touch to confirm
4. Touch to select the action



5. Select Power ON
6. Touch to confirm
7. Touch to set the fan speed
8. Scroll to select the speed
9. Touch to confirm



10. Repeat the operation for the Night time slot, setting a time for off and then touch to save.

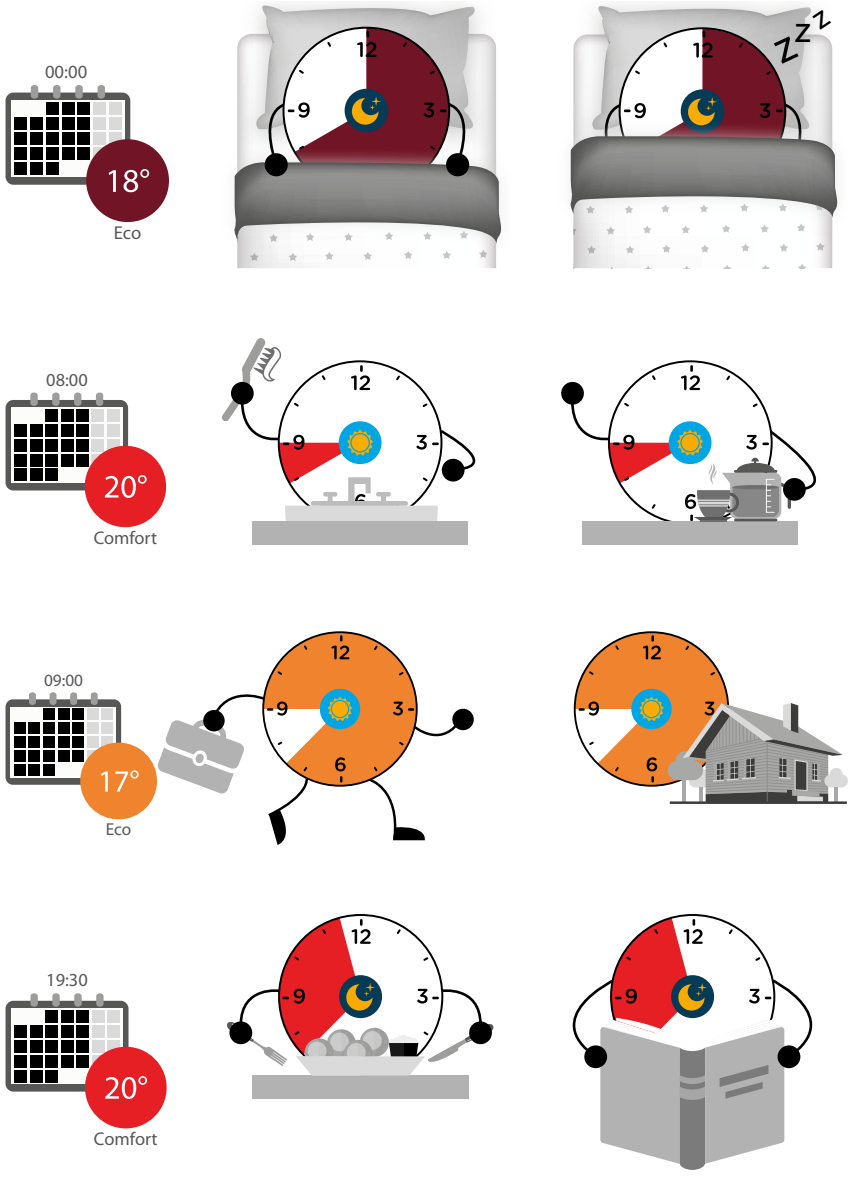
Creating weekly mode programs

This section can be used to set the same parameters of simple mode, but with the advantage of the possibility of a program for the whole week.

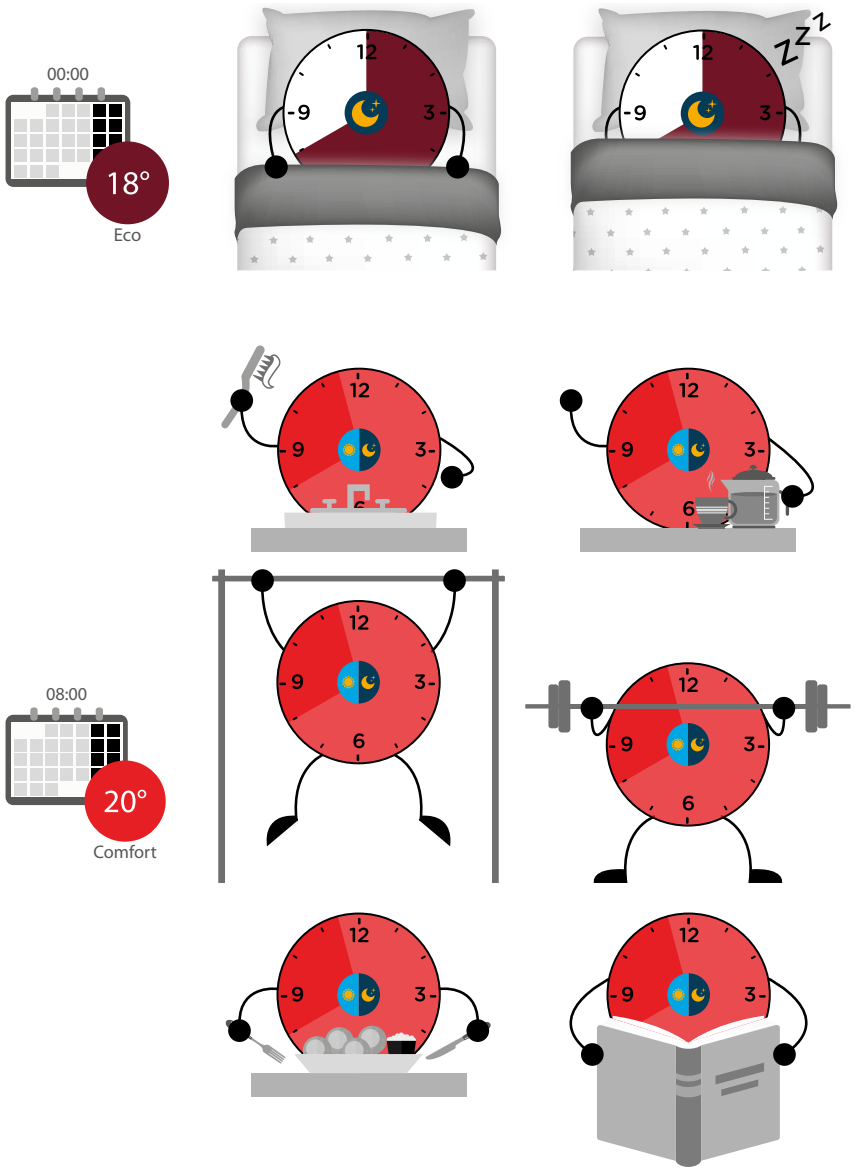
Weekly mode for Temperature control

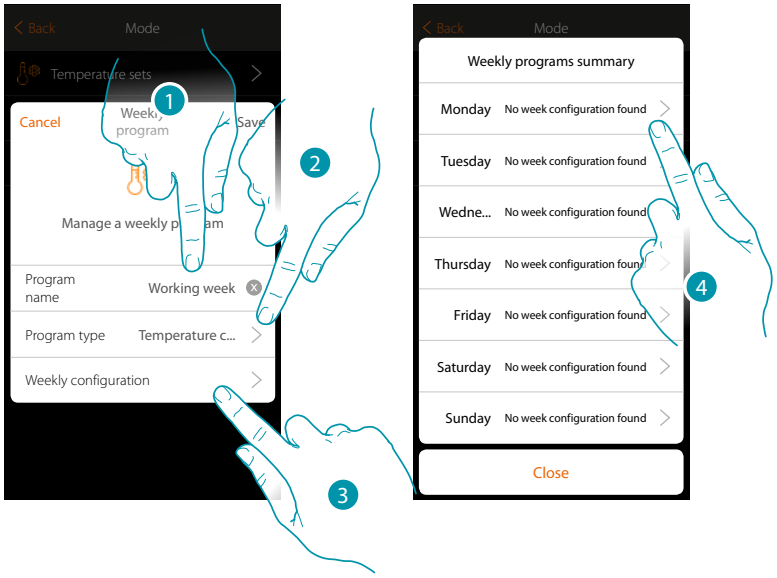
In this type of program, you can set a different temperature depending on the time and day of the week.
In the example shown the following is being set:

During the week (from Monday to Friday)

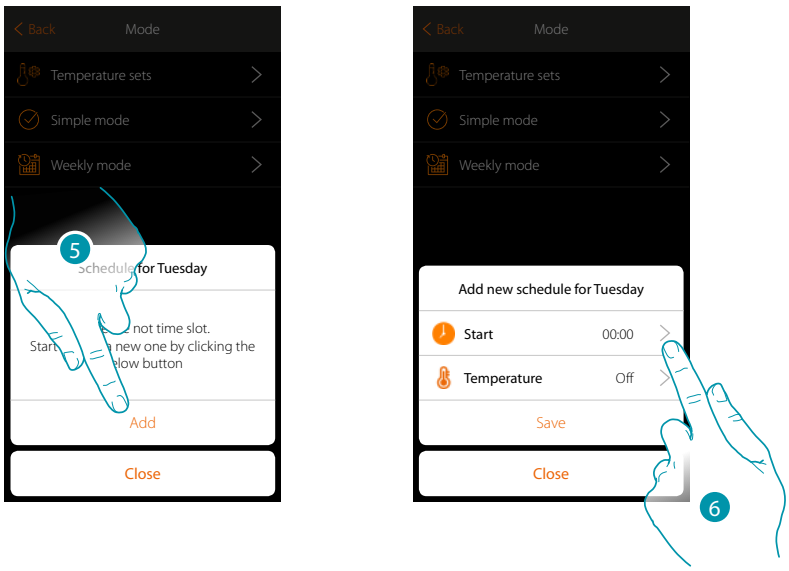


During the weekend (Saturday and Sunday)

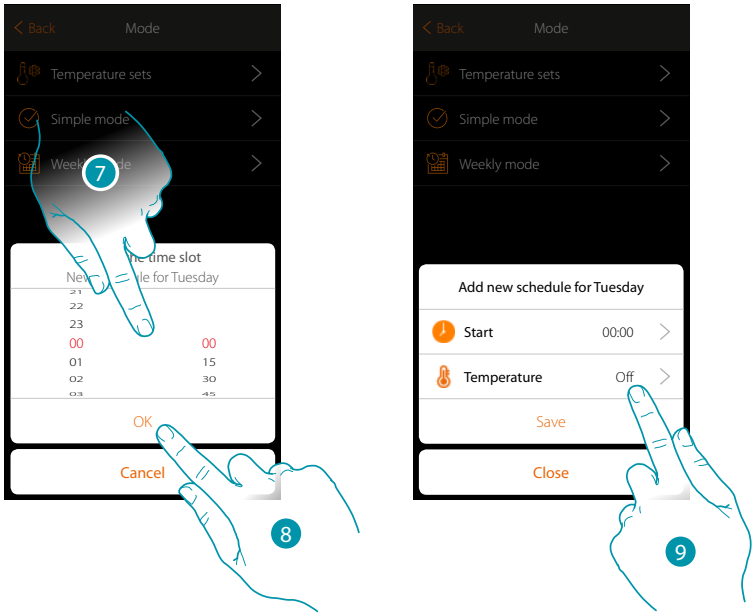




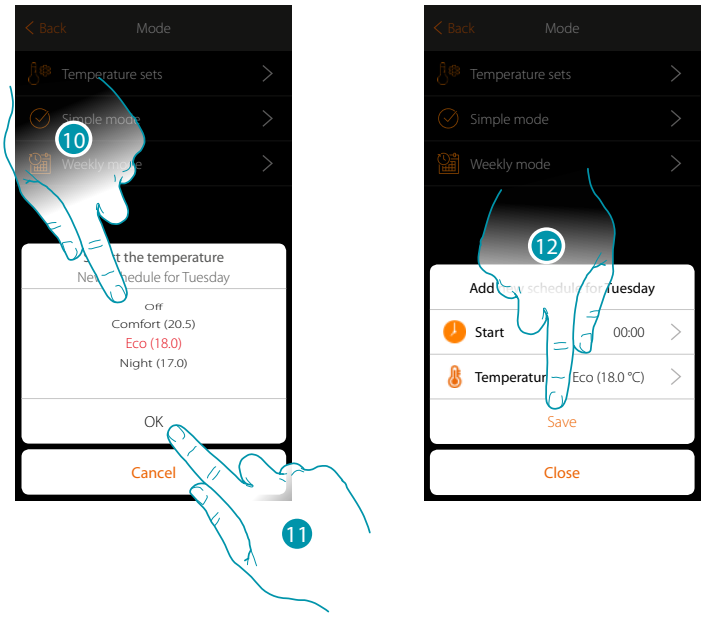
1. Enter a name for the program
2. Select Temperature control
3. Touch to start the weekly program
4. Select the first day of the week to program



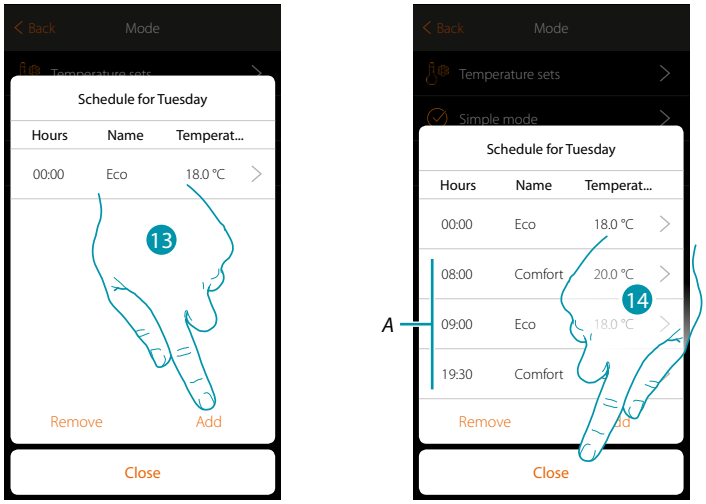
5. Touch to enter the first time slot
6. Touch to enter the start time of the first slot



7. Scroll to enter the time
8. Touch to confirm
9. Touch to select the setpoint of the first slot

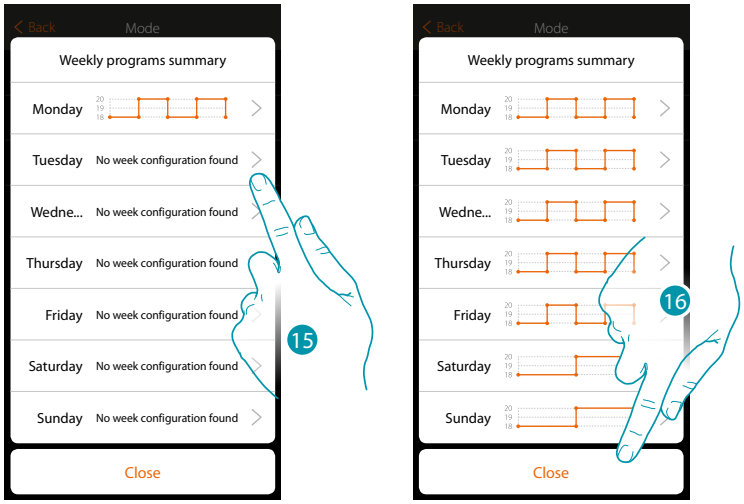


10. Select a setpoint among the ones available, previously created in the temperature Set section
11. Touch to confirm
12. Touch to save



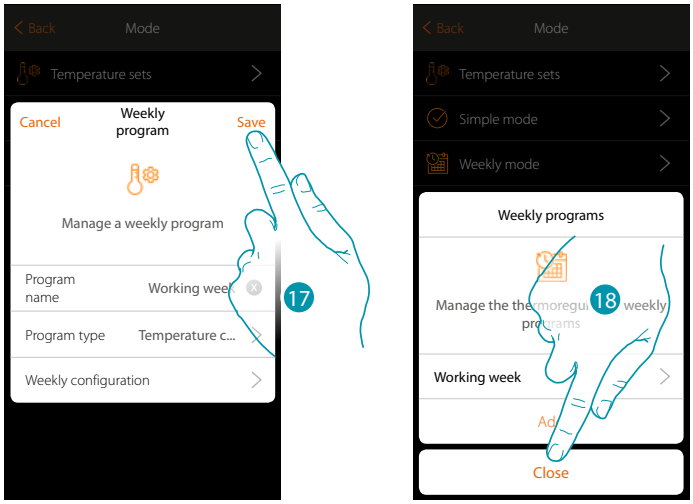
13. Touch to add other slots (*A*), repeating the same operations as before

14 Touch to end the programming of the first day of the week



15. Repeat the procedure for all the days of the week

16. Touch to end

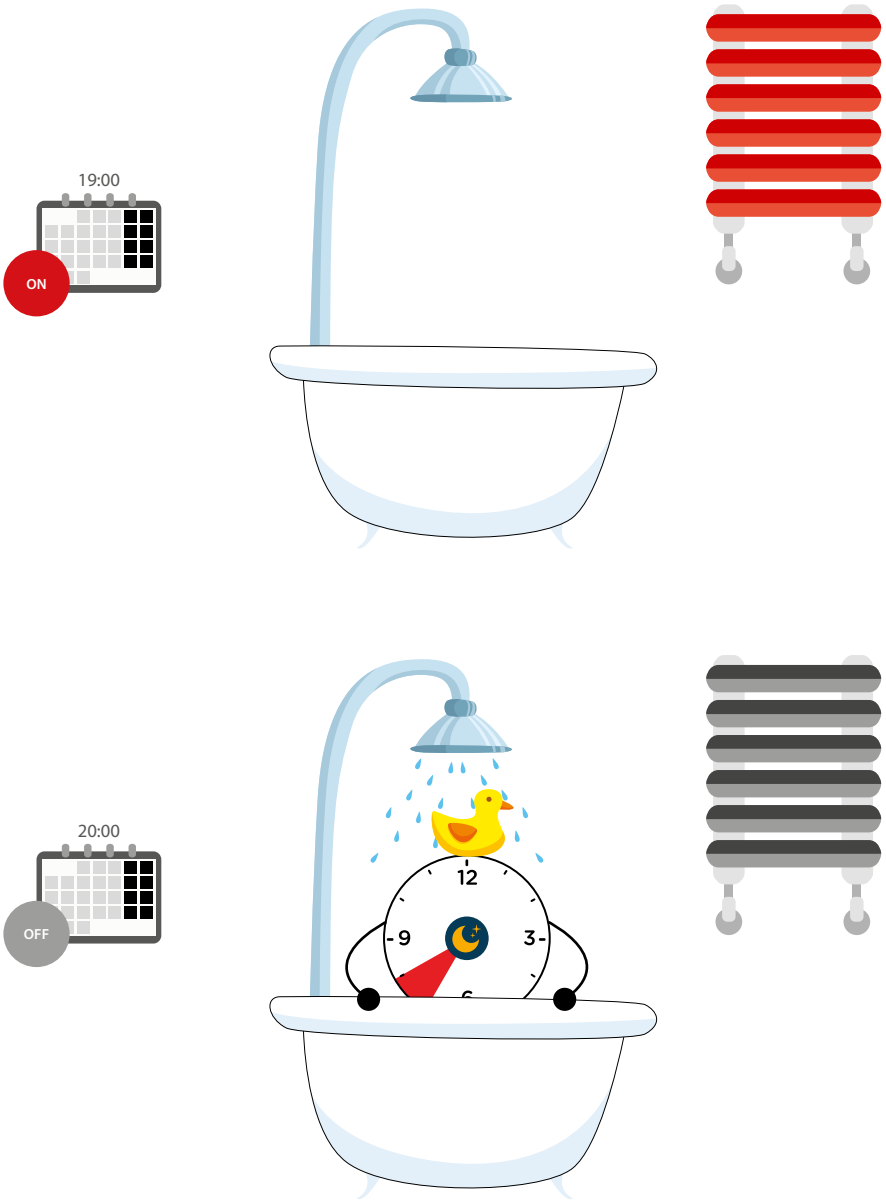


17. Touch to save the program
18. The program is now available and can be activated in the control panel of the thermostat object (see the user manual); Touch to end

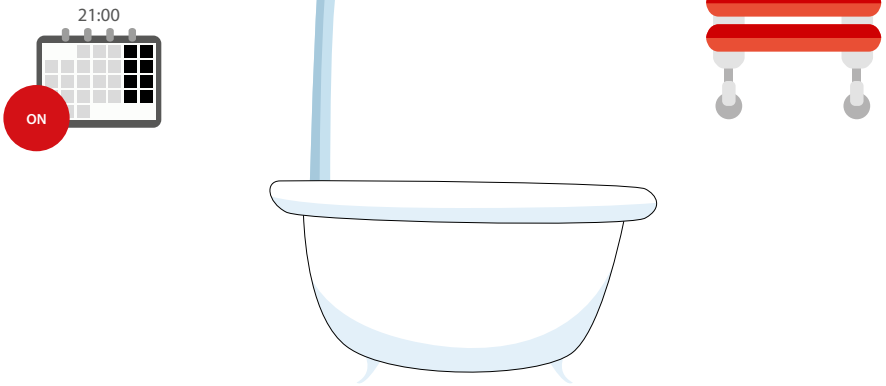
Weekly mode for Power control

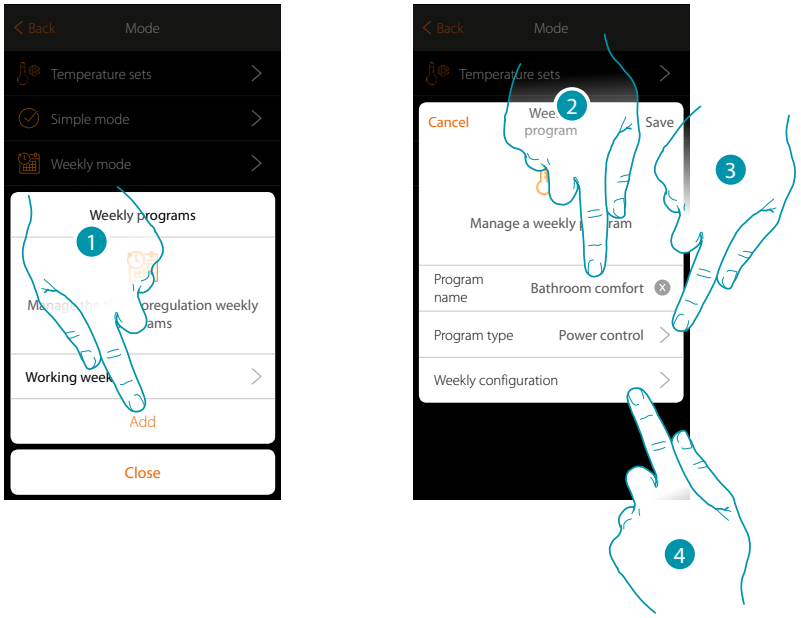
With this programming procedure it is possible to set the switching on of a Towel Warmer during a certain time slot.
In the example shown the following is being set:

During the week (from Monday to Friday)

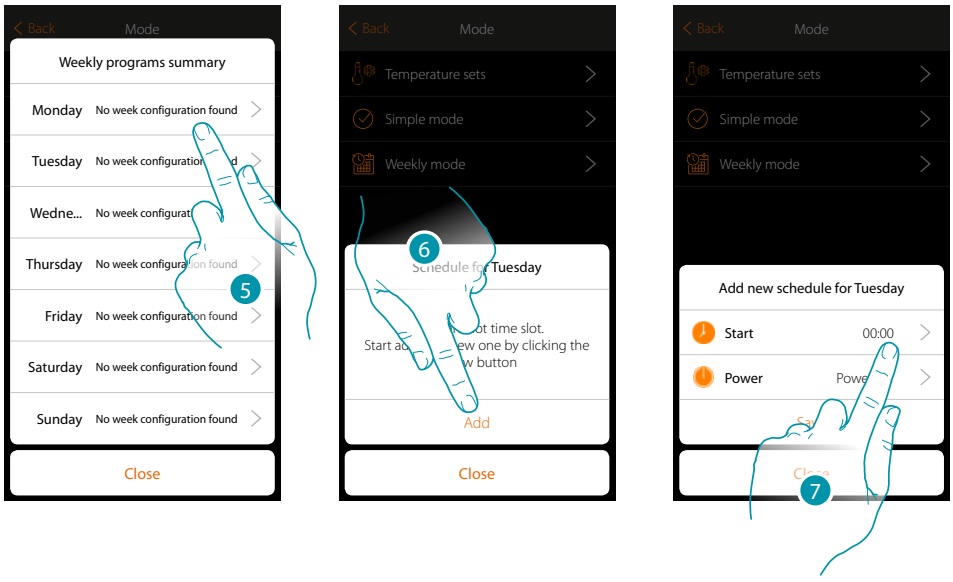


During the weekend (Saturday and Sunday)

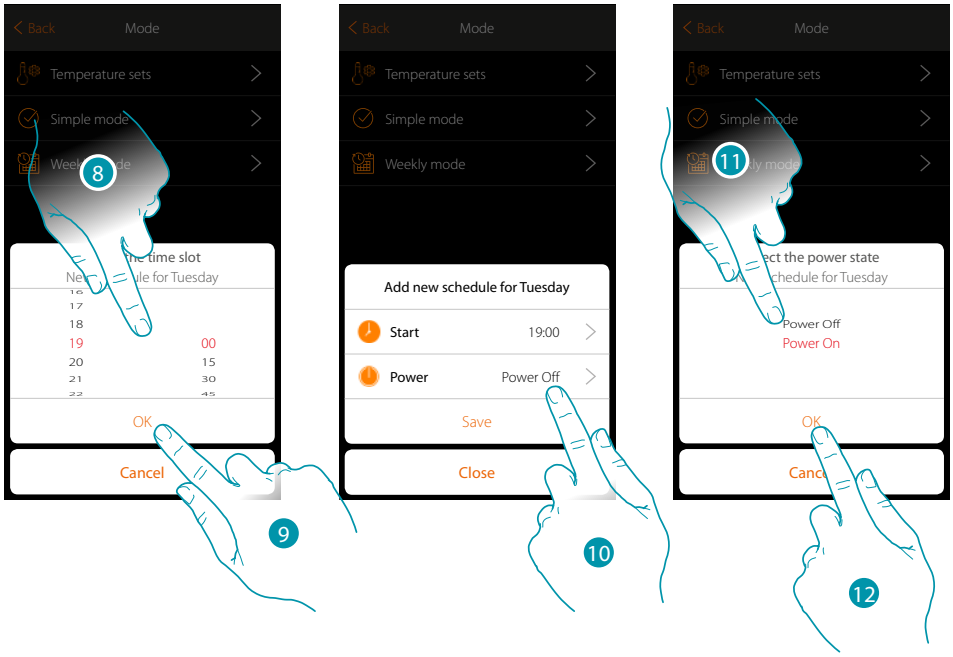




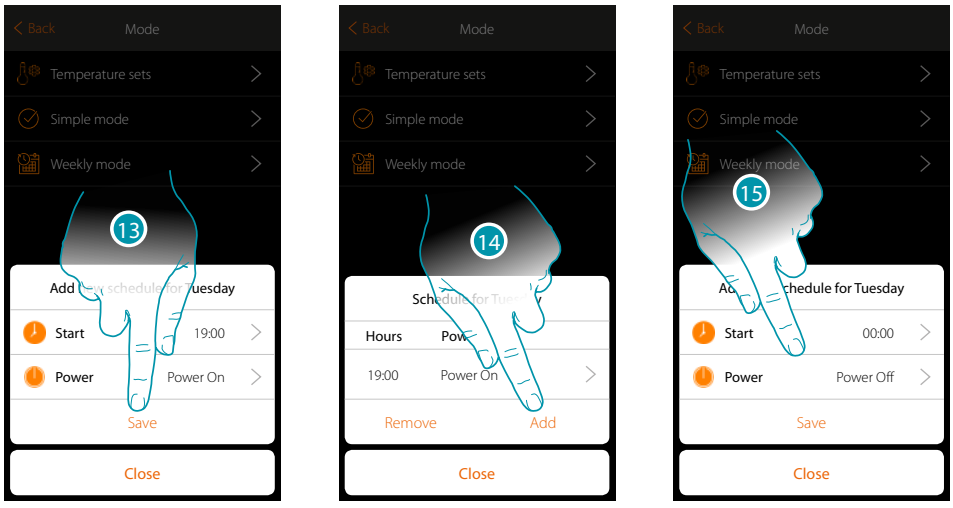
1. Touch to add a program
2. Enter a name for the program
3. Select Power control
4. Touch to start the weekly program



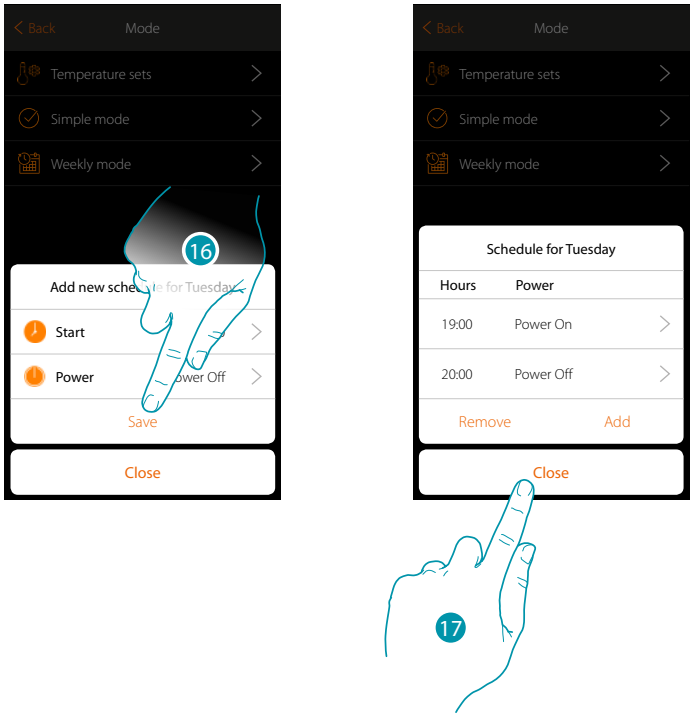
5. Select the first day of the week to program
6. Touch to enter the first time slot
7. Touch to enter the start time of the first slot



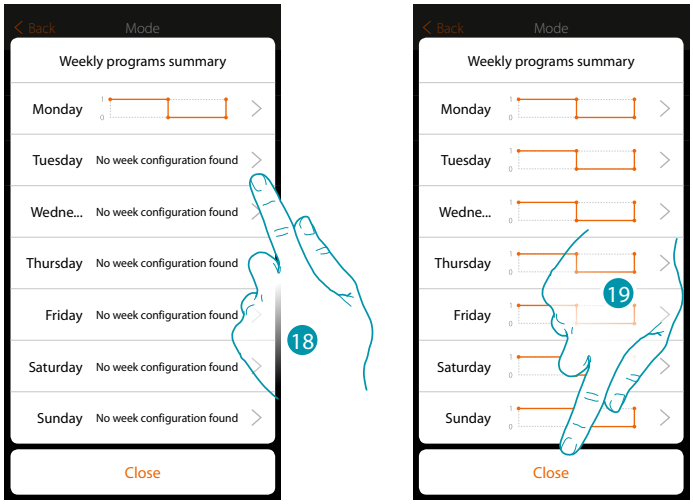
8. Scroll to enter the time
9. Touch to confirm
10. Touch to select the action
11. Select the action to be performed
12. Touch to confirm



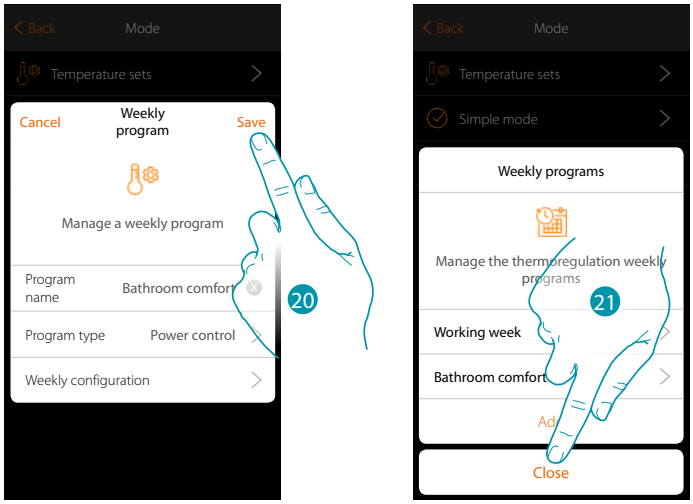
13. Touch to save
14. Touch to add the second time slot
15. Touch to enter the start time of the second slot and the action to execute



16. Touch to save
17. Touch to end the programming of the first day of the week



18. Repeat the procedure for all the days of the week, changing time and action for Saturday and Sunday.
19. Touch to end

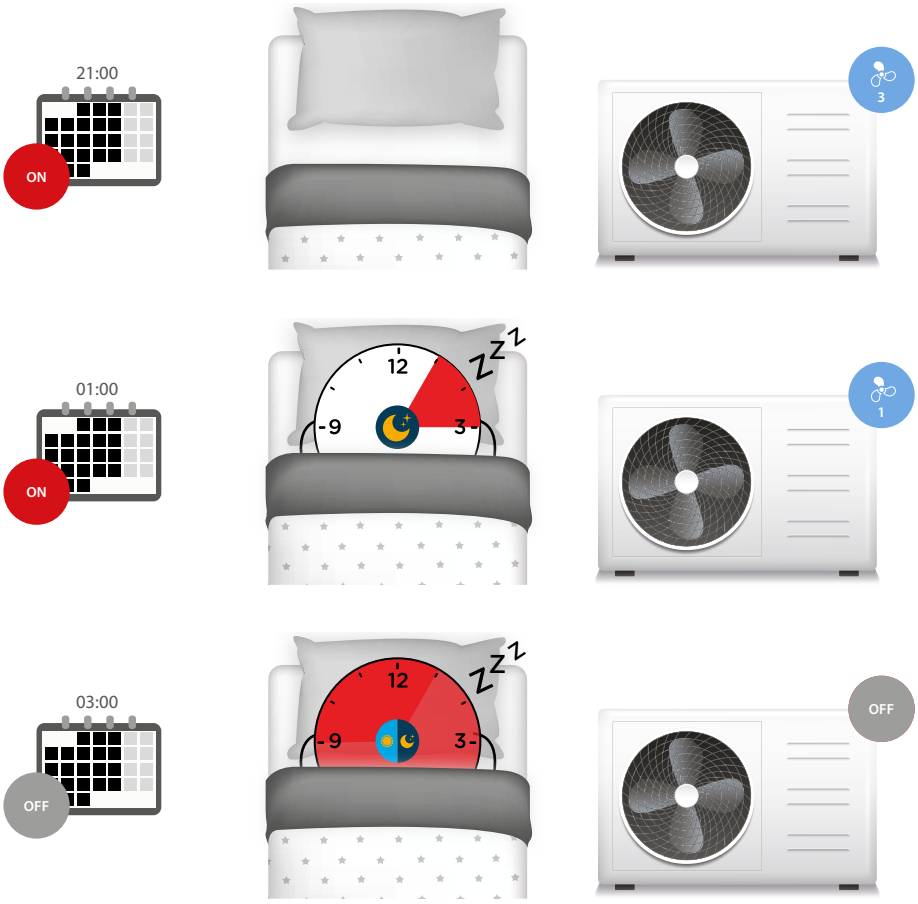


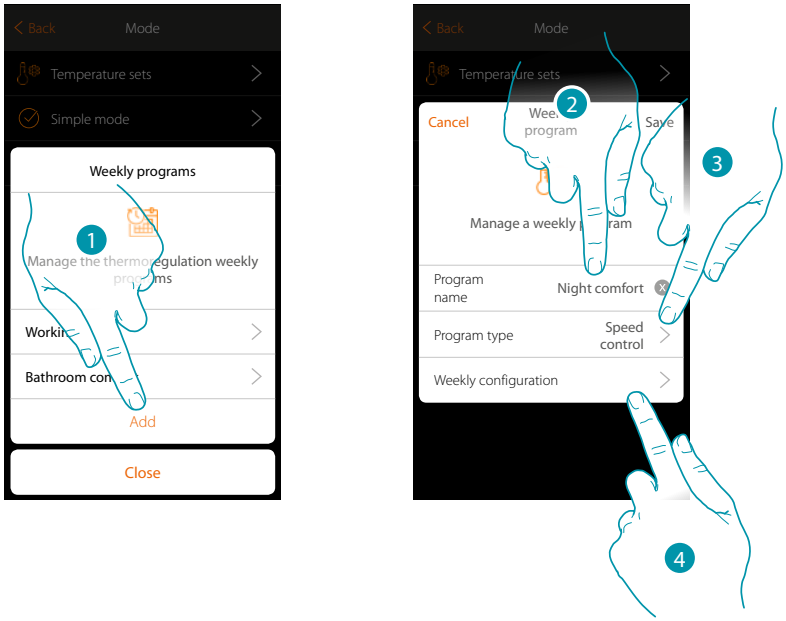
20. Touch to save the program
21. The program is now available and can be activated in the control panel of the thermostat object (see the user manual); touch to end

Weekly mode for Fan speed control

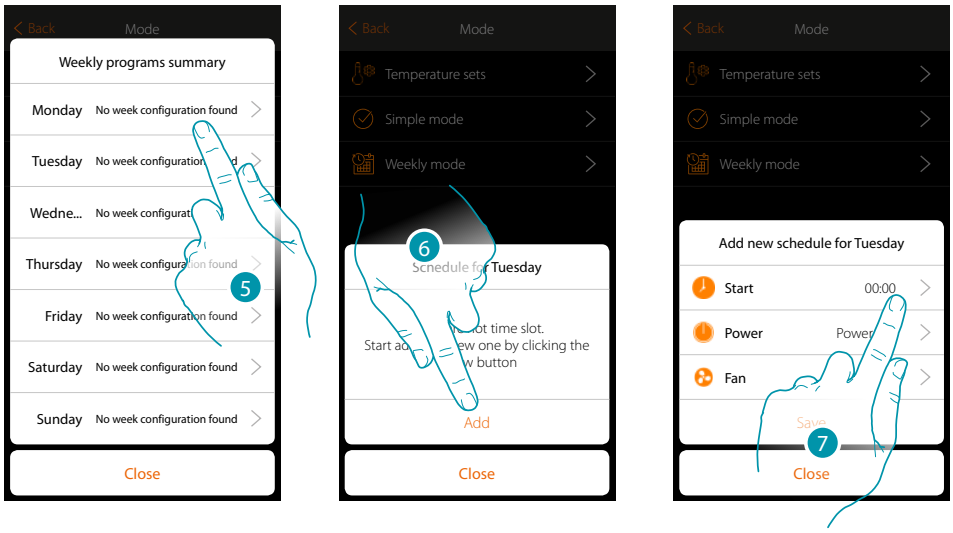
With this programming procedure it is possible to set the switching on of a Fan-coil during a certain time slot and adjust the fan speed.
In the example shown the following is being set:

Every day of the week

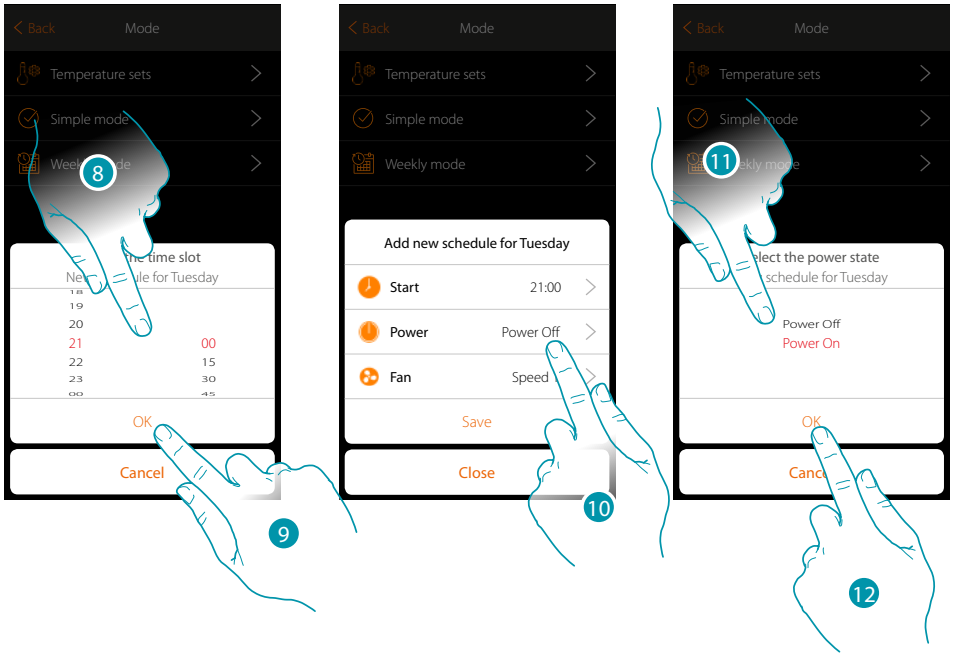




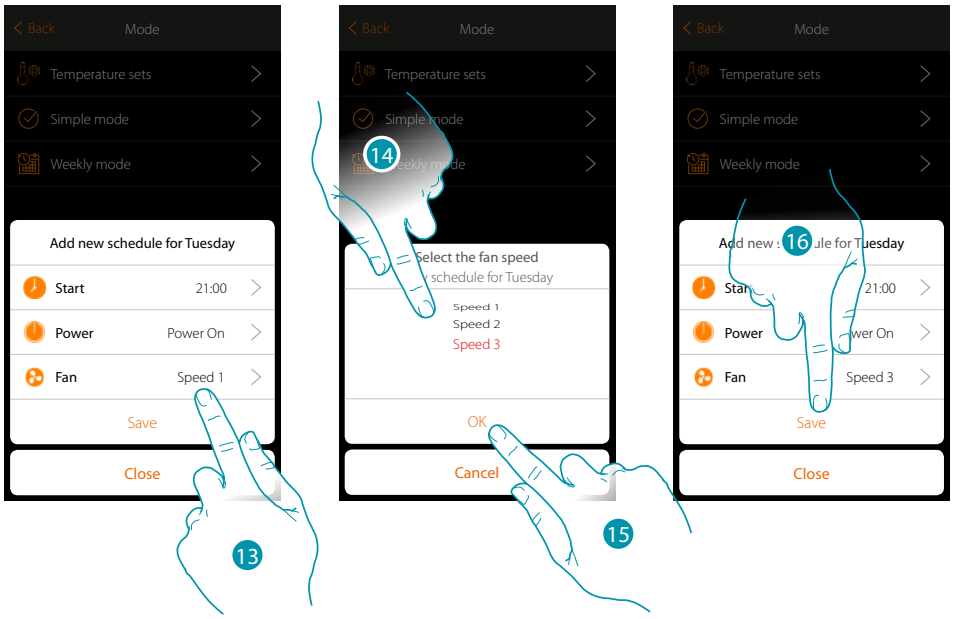
1. Touch to add a program
2. Enter a name for the program
3. Select Speed control
4. Touch to start the weekly program



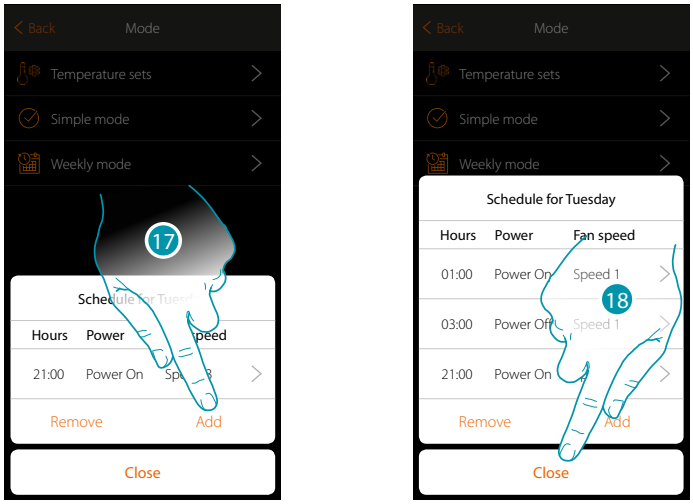
5. Select the first day of the week to program
6. Touch to enter the first time slot
7. Touch to enter the start time of the first slot



8. Scroll to enter the time
9. Touch to confirm
10. Touch to select the action
11. Select the action to be performed
12. Touch to confirm



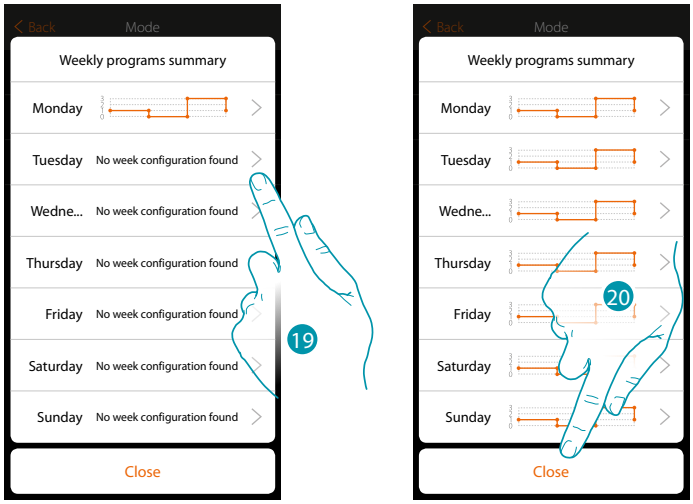
13. Touch to select the fan speed
14. Select the fan speed
15. Touch to confirm
15. Touch to save



17. Touch to add the second and third time slot

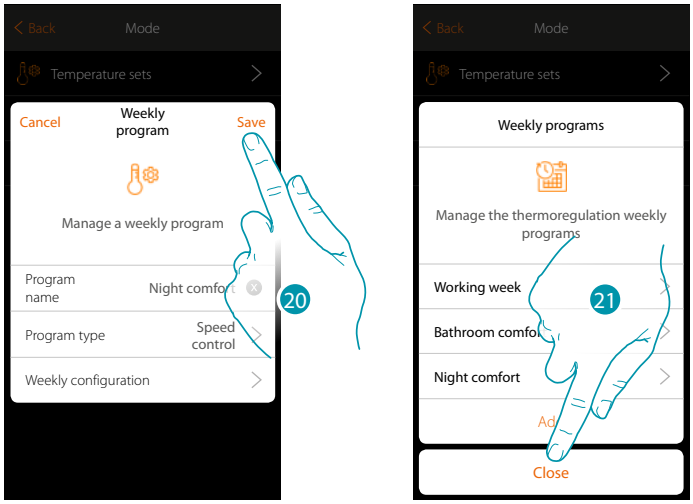
***Note**: in order to change the fan speed, in addition to entering the speed data it will also be necessary to enter the action (power field).*

18. Touch to end the programming of the first day of the week



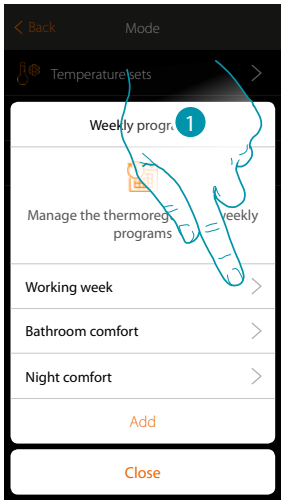
19. Repeat the procedure for all the days of the week

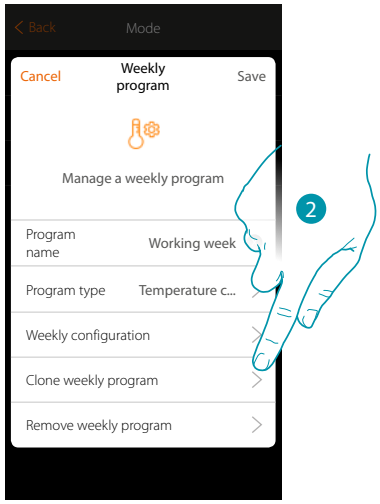
20. Touch to end



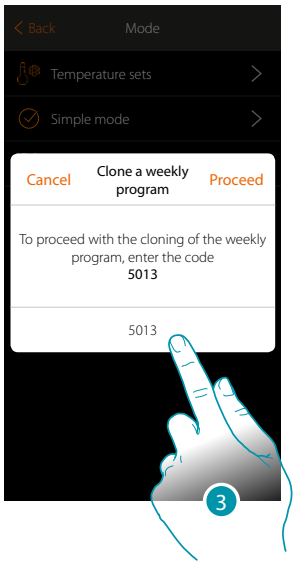
20. Touch to save the program
21. The program is now available and can be activated in the control panel of the thermostat object (see the user manual); Touch to end

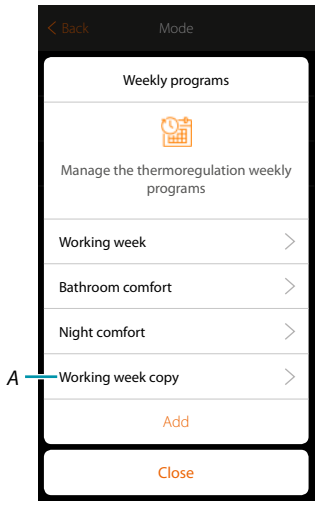
Clone a weekly program





1. Touch to open the program management panel
2. Touch to clone the program

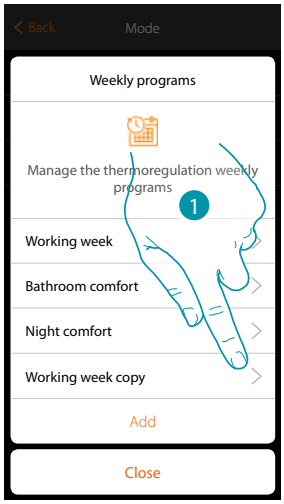


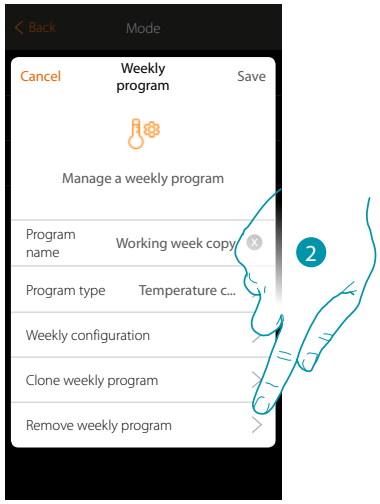


3. Enter the code to confirm

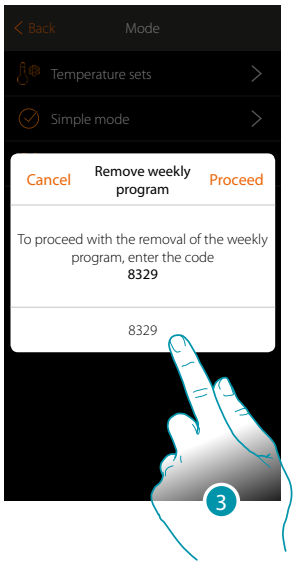
A. The cloned program is now available

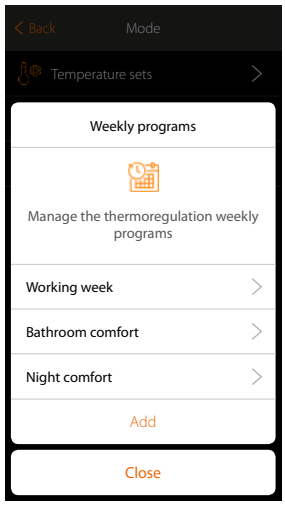
Remove a Weekly program





1. Touch to open the program management panel
2. Touch to remove the program

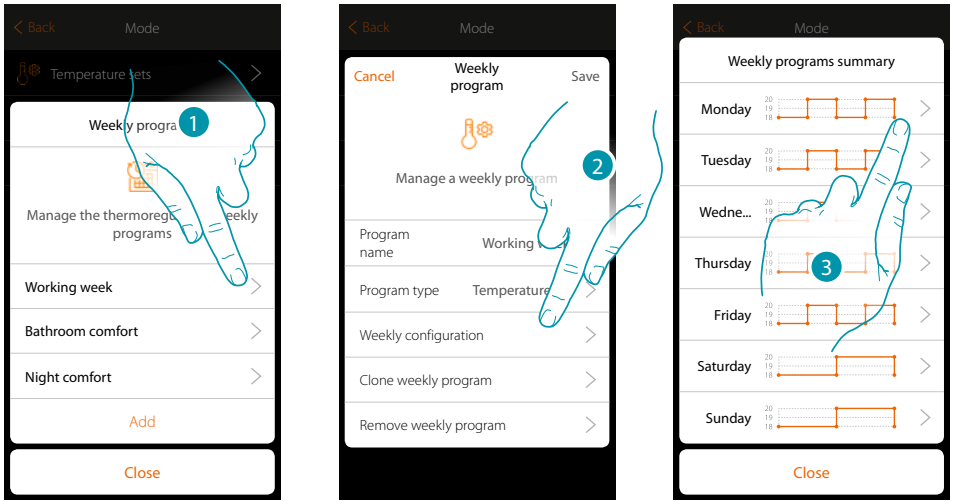




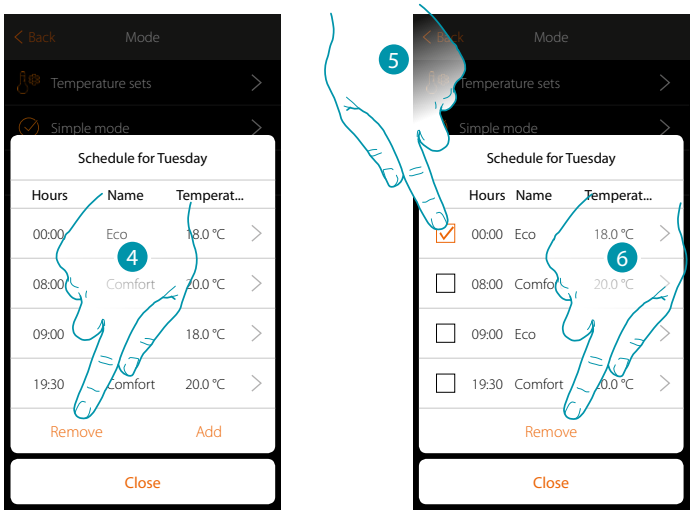
3. Enter the code to confirm

The program is no longer available

Remove a time slot



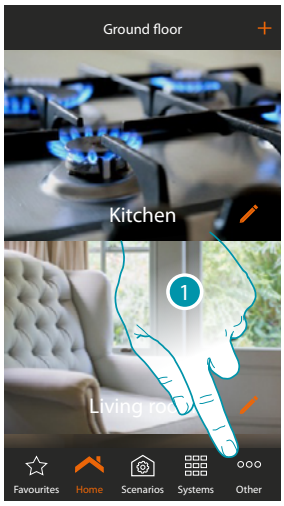
1. Touch the program of which you want to remove a time slot
2. Touch to display the configuration
3. Touch the day of which you want to remove a time slot



4. Touch to remove a time slot
5. Select the time slot to remove
6. Touch to confirm

Settings

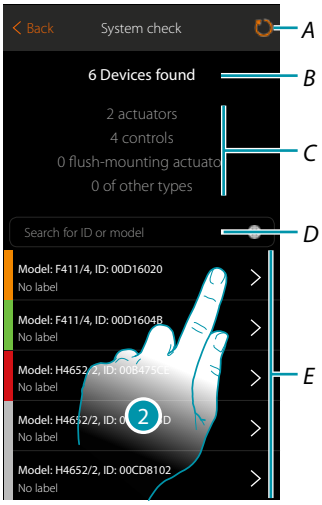
In this page there is a series of functions for more complete management of the system.



1. Touch to open the "Other" page and modify the settings
2. Touch a function to display or modify a setting

System check

In this section you can display the devices found on the system and the association status of the objects. You can also assign a label which identifies the position of the object on the system.



1. Touch to start the system check procedure

A. System reading

B. Total devices found

C. Type of devices

D. Filters the devices by ID or model

E. Object association status (see tables on the following page)

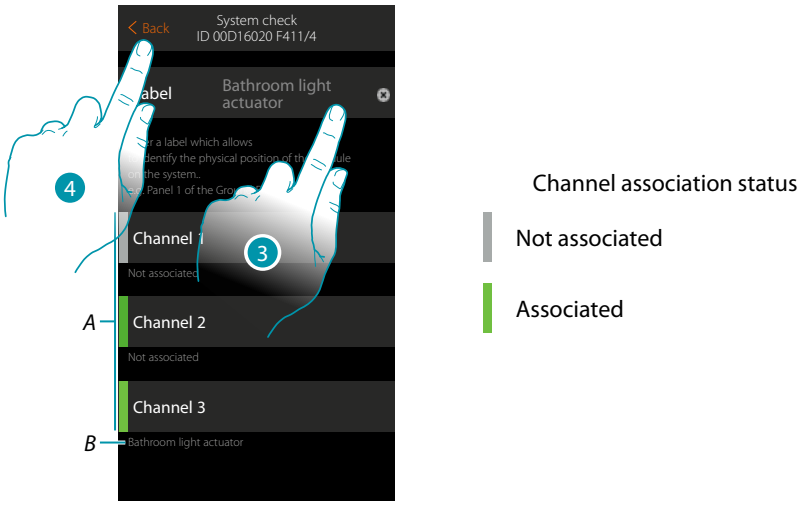
2. Touch to display the actuator channels

Object association status - System completely new			
Status	Actuator	Control	Flush mounted actuator
	All the channels automatically addressed and ready to be associated	No pushbutton used	Actuator channel addressed and physical pushbuttons that controls it, see also note (1)
	All the channels associated to a graphic object with control point on the App	All the pushbuttons associated to a function (Single control, general control, group control, scenario control)	All the channels associated to a graphic object with control point on the App and all the pushbuttons associated to a function (Single control, general control, group control, scenario control)
	Not all the channels have been addressed or not all the pushbuttons have been associated to a function	Not all the pushbuttons have been associated to a function	Not all the channels have been addressed or not all the pushbuttons have been associated to a function
	Initially scanned but at present not connected or not working		

Object association status - System existing and already configured			
Status	Actuator	Control	Flush mounted actuator
	This situation appears only when there is: – a device connected but never configured; – a new device added to the system later		
	All the channels associated to a graphic object with control point on the App	All the pushbuttons associated to a function (Single control, general control, group control, scenario control)	All the channels associated to a graphic object with control point on the App and all the pushbuttons associated to a function (Single control, general control, group control, scenario control)
	Not all the channels have been addressed or not all the pushbuttons have been associated to a function	Not all the pushbuttons have been associated to a function	Not all the channels have been addressed or not all the pushbuttons have been associated to a function
	Initially scanned but at present not connected or not working		

***Note 1**: in this condition the controls have the default associated function, it means that they control the channels on the actuator (only for flush mounted actuators).*

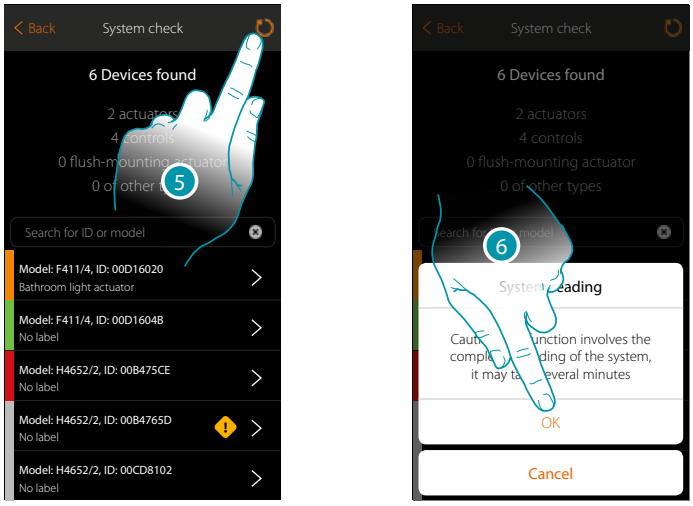
If this symbol appears during system check, the wired device on the OUT clamp of the F422 interface is not compatible with the system.
Disconnect the actuator and the appropriate control and wire them on the IN clamp of the F422 interface.



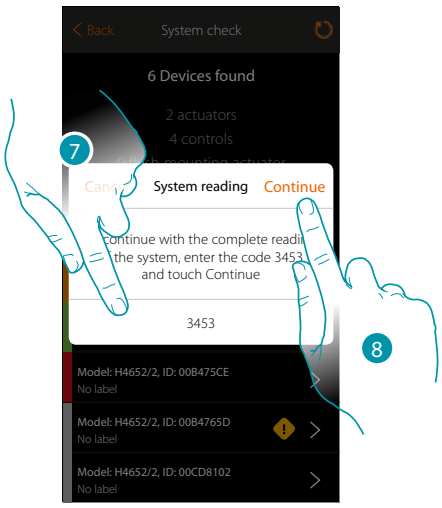
A. Object channels

B. Graphic object name

3. Touch to enter a label which identifies the position of the object on the system
4. Touch to return to the previous page



5. Touch to read the system. This operation may take a few minutes
6. Touch to continue



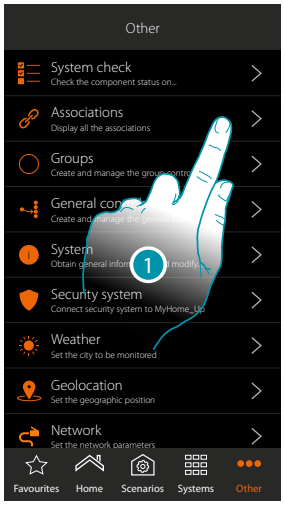
7. Enter the code which appears in the message
8. Touch to continue

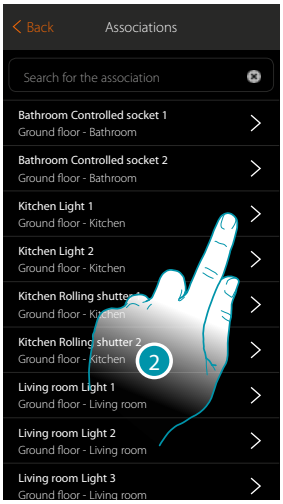
At the end of the procedure the updated list of devices appears.

***Note**: when a new device is added to the system switch the MyHOMEServer1 off and on again or repeat the rereading procedure, touching the key .*
The rereading process is more complete and will take longer because it will check the whole system. When the MyHOMEServer1 is switched on again, instead, only the new objects will be checked.

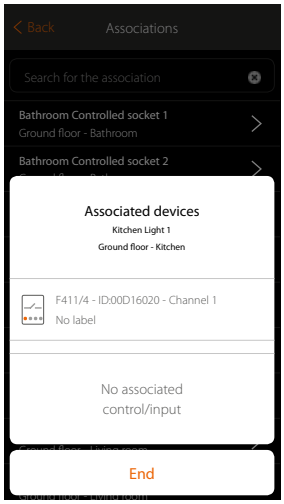
Associations

Can display the association between the graphic objects and the devices on the system.



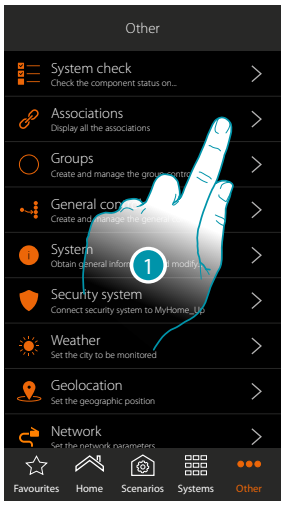


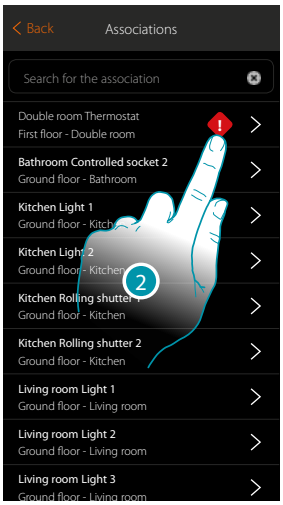
1. Touch to display all the associations on the system
2. Touch to display the association



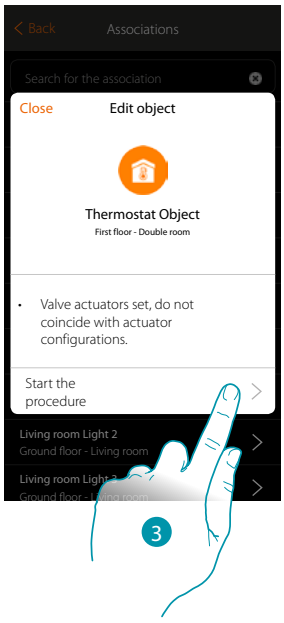
Association error correction

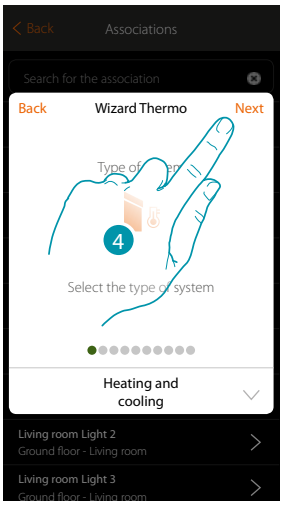
When there is an association error (e.g. two actuators use the same channel) an error icon is displayed. Through this function you will be guided by a tutorial to identify the error and correct it.





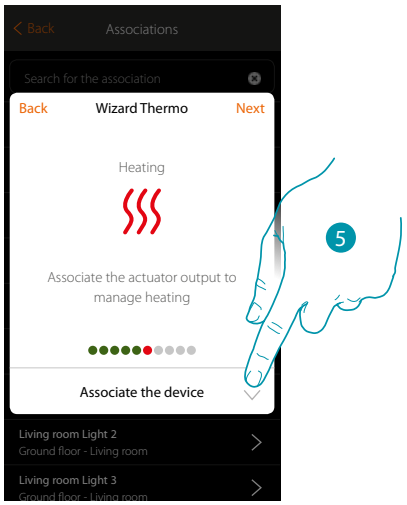
1. Touch to display all the associations on the system
2. Touch to display the association which shows an error





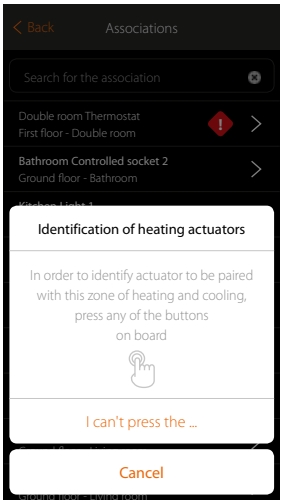
3. Touch to display all the associations on the system
4. Touch to display the association which shows an error

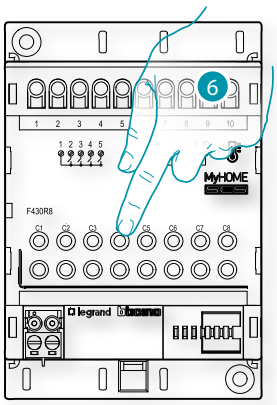
Repeat the procedure, entering the correct parameters to correct the error.
(In the example the error was made during the association of the heating actuator)



5. Touch to associate an actuator

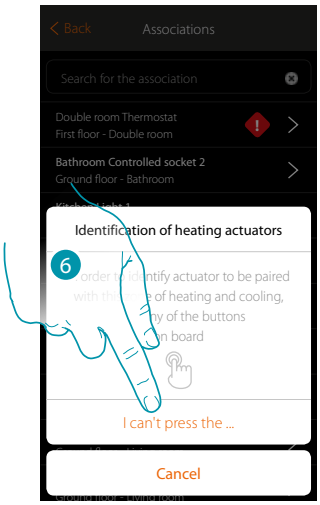
Accessible actuator





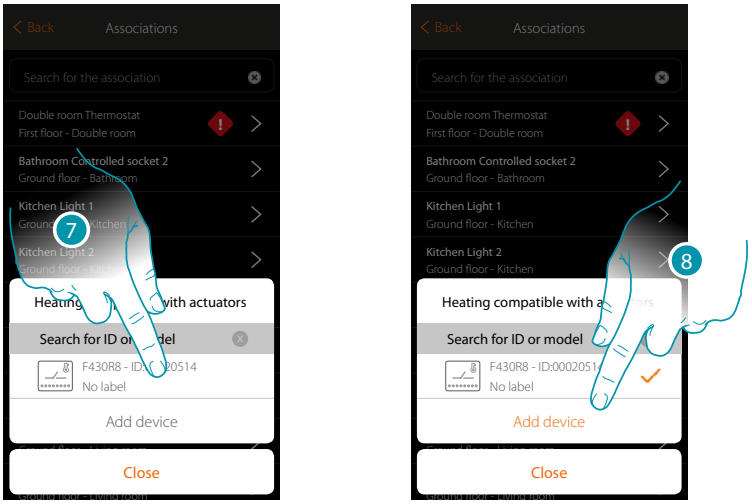
6. Touch any one of the pushbuttons on the actuator on the system

Not accessible actuator



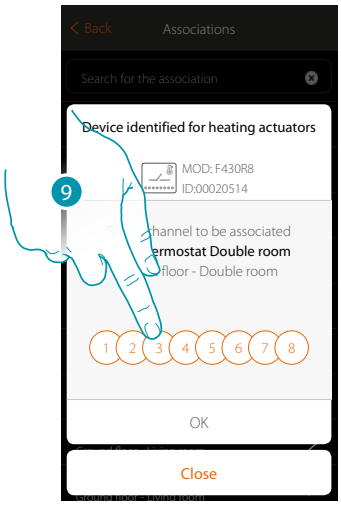
6. Touch if you cannot access the device

You will be proposed the list of compatible actuators which you can associate to the object.
You can identify the actuator by its ID number:



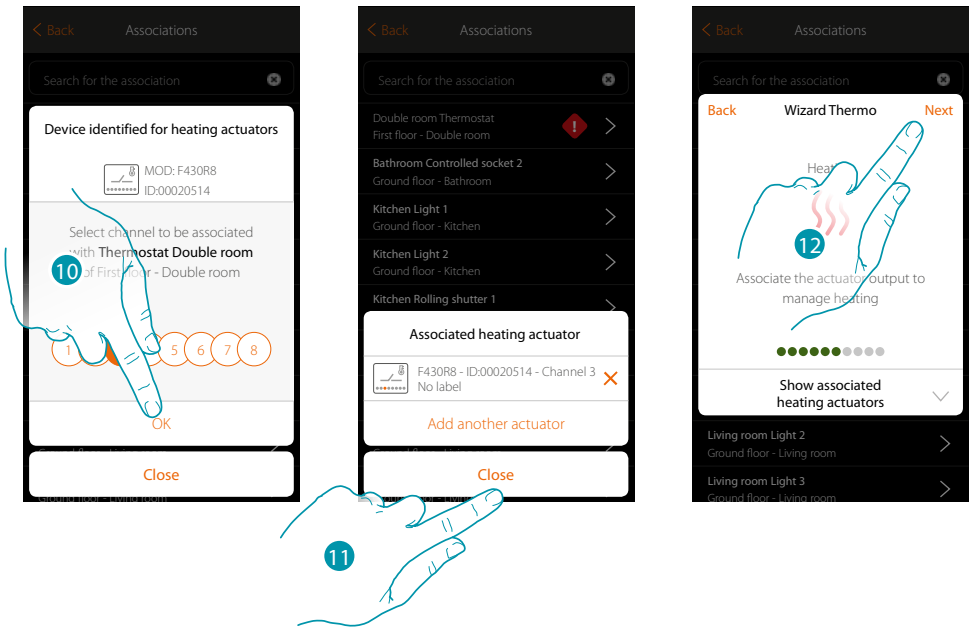
7. Touch to select the actuator
8. Touch to add the selected device

Whether the probe is accessible or not, you must select the channel to use from those available



9. Select the channel

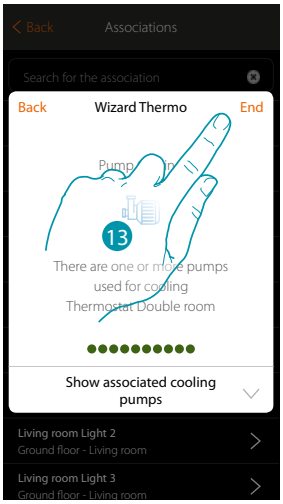
If the channel is busy, see chapter "What to do if".



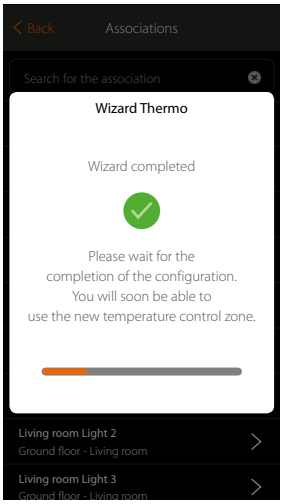
10. Touch to confirm
11. Touch to end

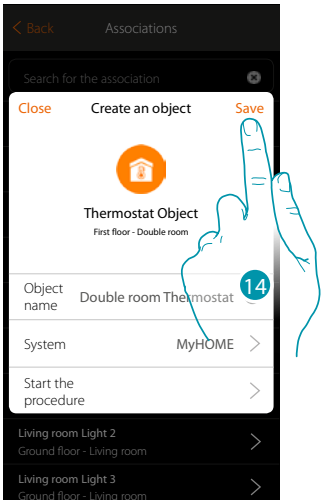
Green indicates that the association has been made correctly

12. Touch to continue until the object is saved



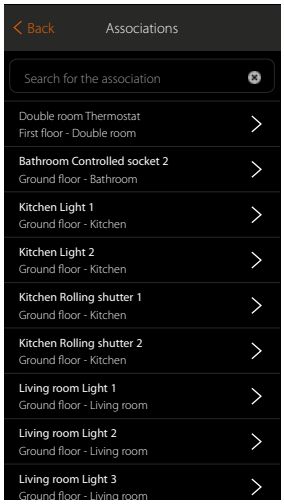
13. Touch to configure the objects





Wait for the end of the configuration of the temperature control objects

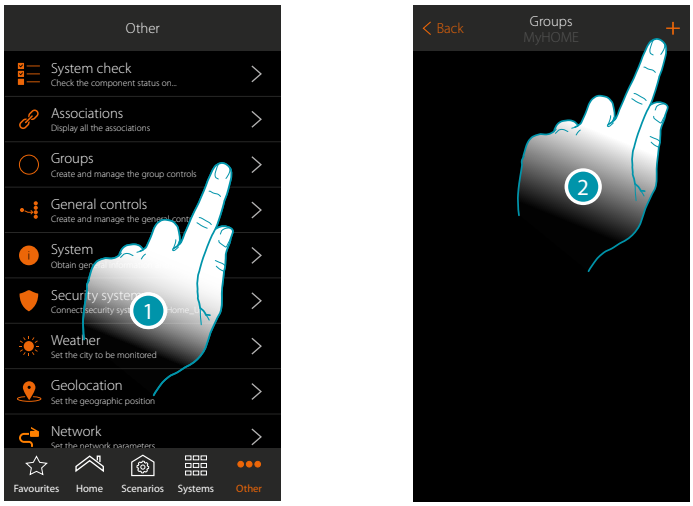
14. Touch to save



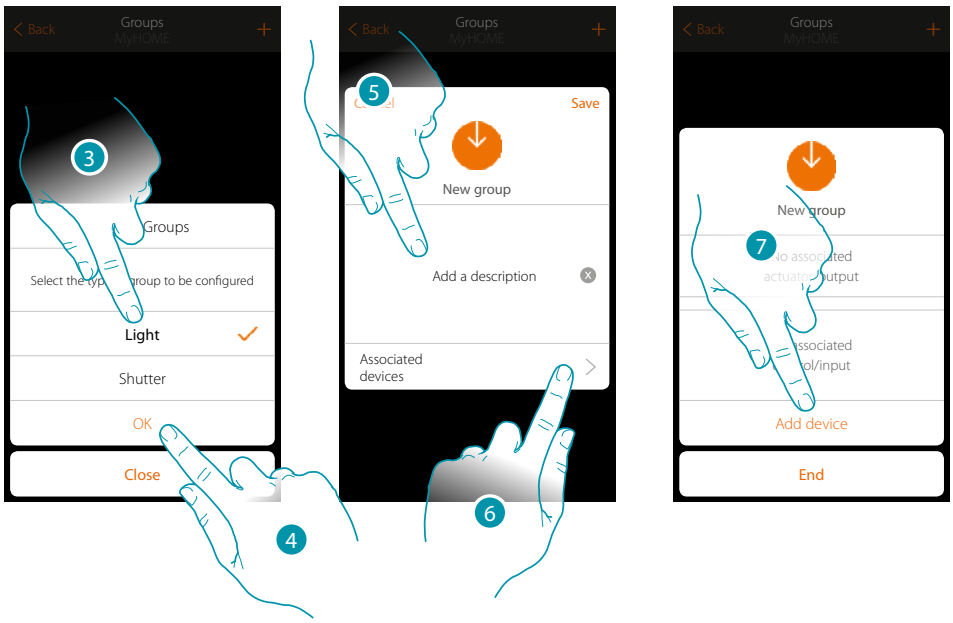
The error icon is no longer present

Groups

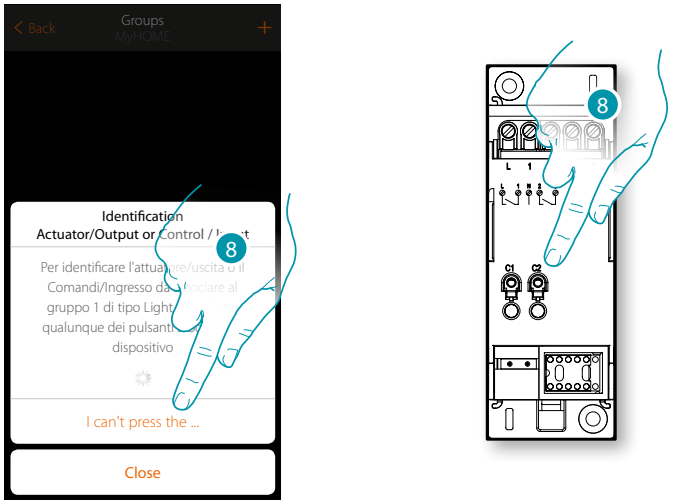
In this section you can create a group of actuators which you can control by means of the control
This control will be available on the system's physical controls but not on the App.
In the example shown, a group made up of 2 actuators and a control point is created.



1. Touch to enter the group section
2. Touch to create a group



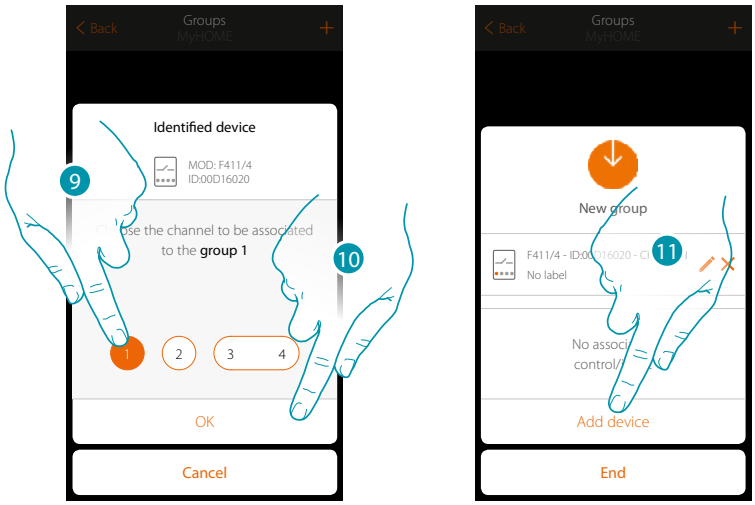
3. Touch to select the group type (default "Light")
4. Touch to confirm
5. Touch to enter a description for the group
6. Touch to add a device to the group
7. Add the first actuator



8. Touch any one of the pushbuttons on the actuator on the system

OR

8. Touch "I cannot press the pushbutton" when you cannot access the device. You will be shown a list of the devices on the busy system



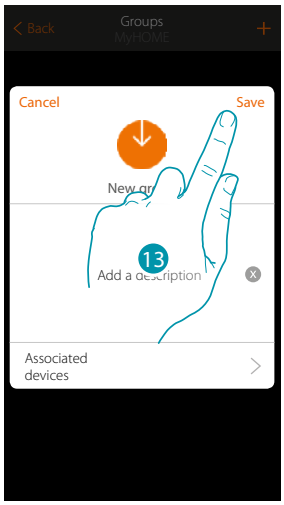
9. Touch to select the channel

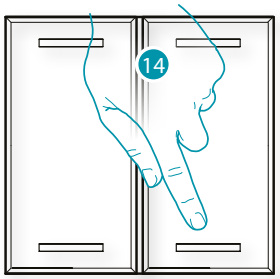
If the channel has not been associated, see chapter "What to do if".

10. Touch to confirm

11. Repeat the operation adding another actuator and a control (selecting a channel for the actuator and a pushbutton for the control)

At the end the following screen will be displayed:

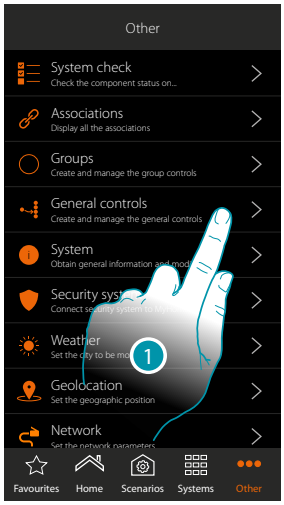


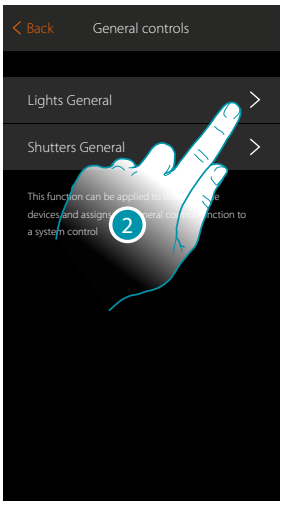


12. Touch to end the procedure
13. Touch to save the group
14. Press the physical control to switch the two actuators on/off at the same time

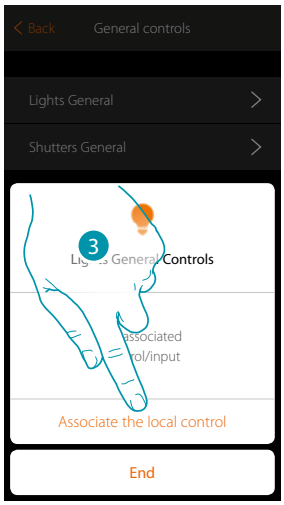
General controls

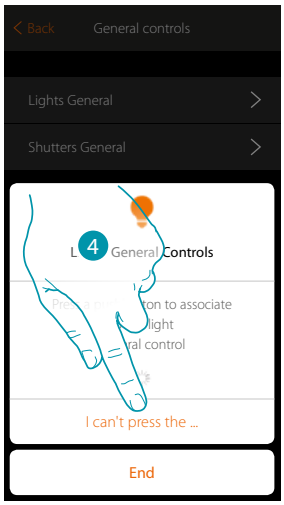
In this section you can associate one or more physical pushbuttons to the main lights or rolling shutter control. As well as from the physical pushbutton you can perform the function from the graphic object entered in the favourites page.

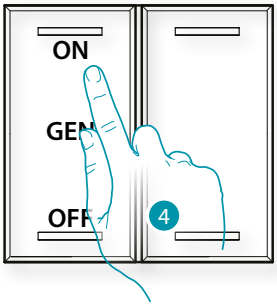




1. Touch to create a general command
2. Touch to create a Lights General command



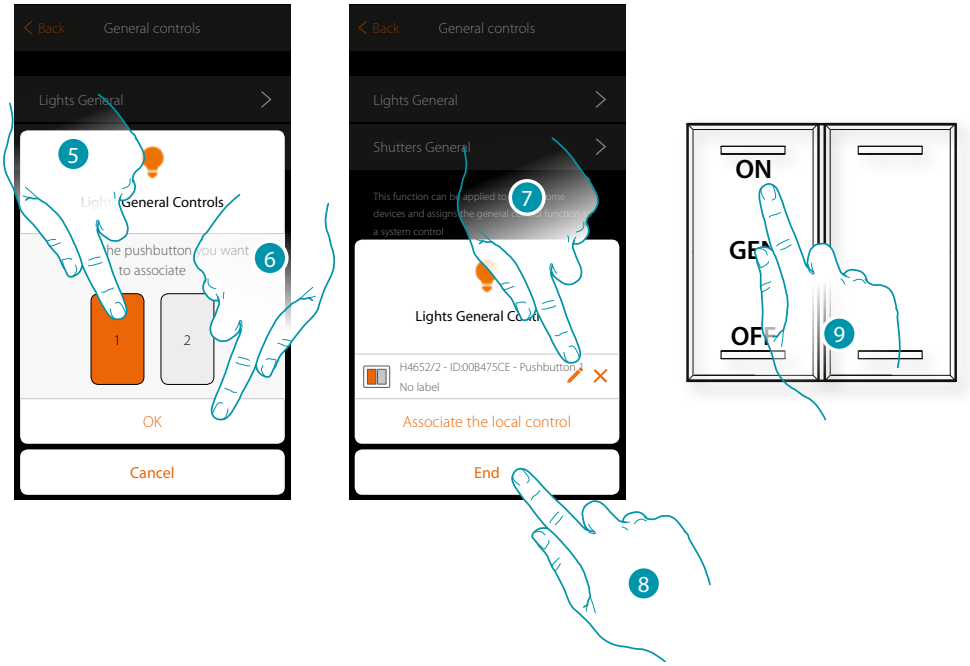




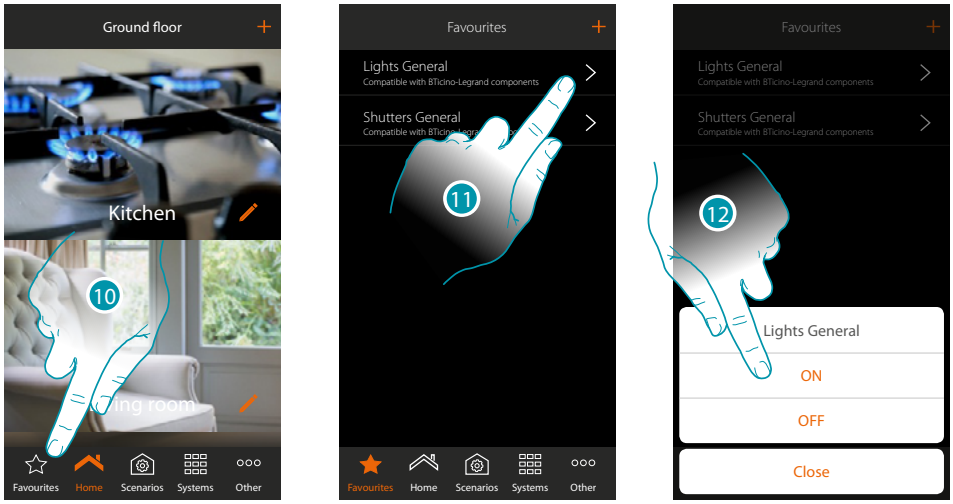
3. Touch to associate the control which will actuate the main lights
4. Press any one of the pushbuttons on the control on the system

OR

4. Touch "I cannot press the pushbutton" when you cannot access the device. You will be shown a list of the controls on the busy system



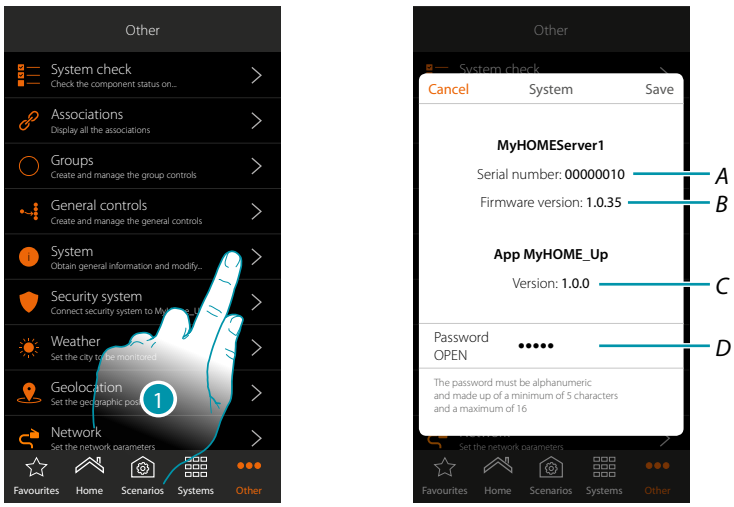
5. Select the command pushbutton among those available
6. Touch to confirm
7. If necessary touch to add another control
8. Touch to end the procedure
9. Press to switch all the lights on or:



10. Touch to open the Favorites screen.
11. Touch to access the virtual command (if previously included in the favourites page with the icon +)
12. Touch to switch all the lights on

System

In this page you can display some information on the MyHOMEServer1 and the App.



1. Touch to open the system panel

A. MyHOMEServer1 ID code

B. MyHOMEServer1 firmware version

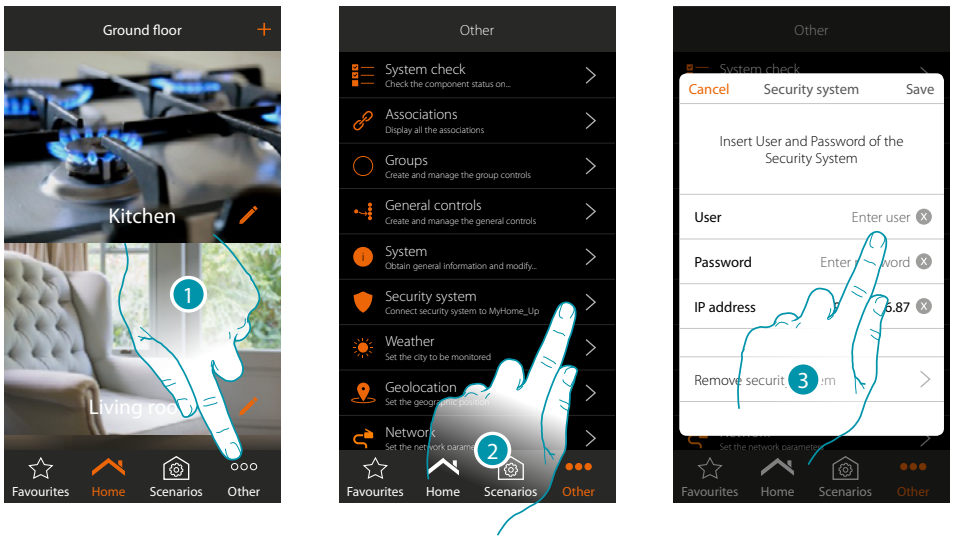
C. MyHOME_Up App version

D. OPEN password to access MyHOMEServer1 with MyHOME_Suite.
Touch to modify the OPEN password which must be made up of both numbers and letters and must be at least 5 characters and a maximum of 16.

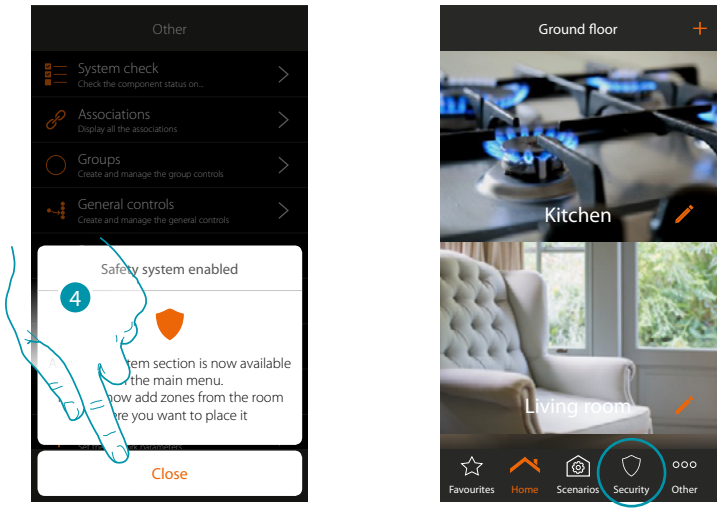
***Note**: at the first connection the system will automatically ask you to modify the OPEN password.*

Burglar-alarm system

In this page you can connect MyHOME_Up to the BTicino Burglar Alarm system



1. Touch to open the "Other" page
2. Touch to open the page where you will enter the connection with the Burglar Alarm system parameters
3. Enter user and password set via software in the "Ethernet options" page in the "App" field. (the IP address is detected automatically)

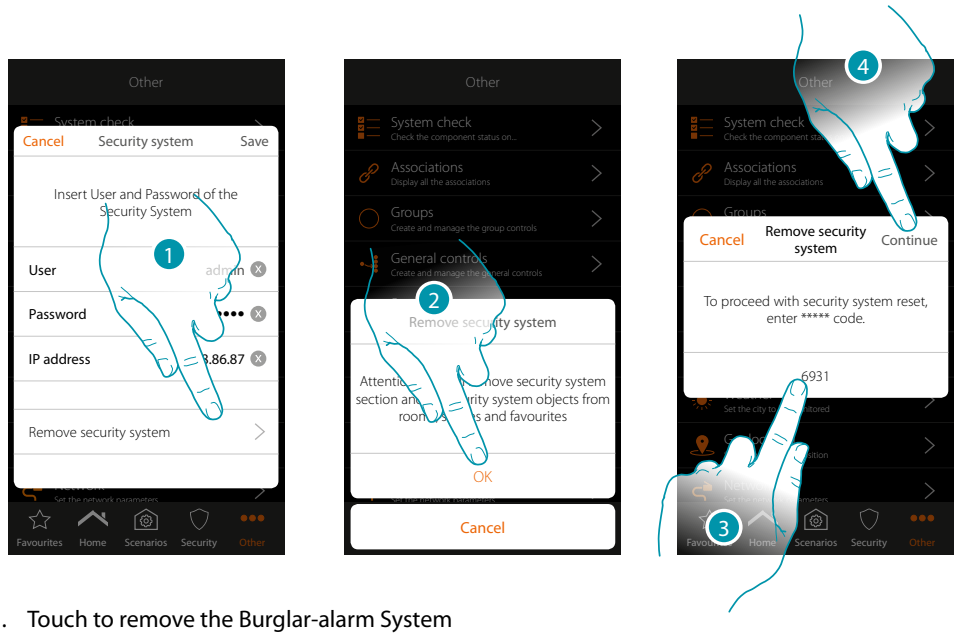


4. Touch to end

Now the Burglar Alarm system is connected to the MyHOME_Up system and new functions have been added:

- Burglar-alarm Section
- Burglar-alarm Zone Object
- New functions in the scenario section

Remove Burglar-alarm System

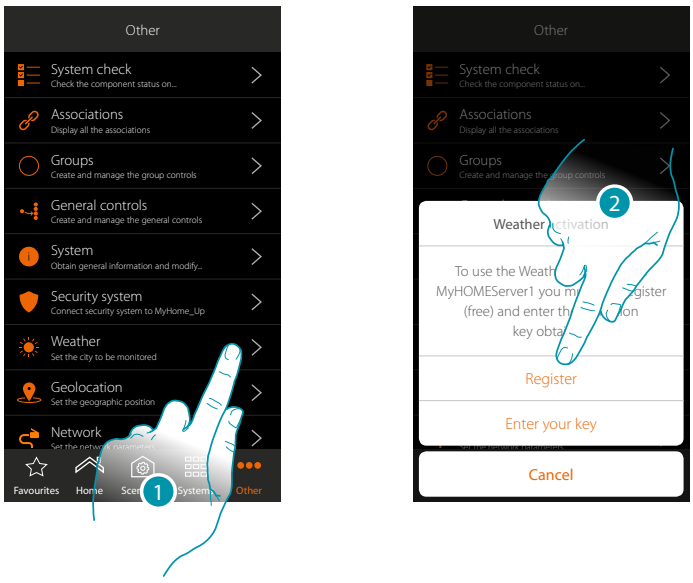


1. Touch to remove the Burglar-alarm System
2. Touch to confirm
3. Enter the reset code which you see on page
4. Touch to continue.

***Caution**: on using this function the Burglar Alarm section and the burglar alarm zone objects will be removed from rooms, scenarios and favourites.*

Weather

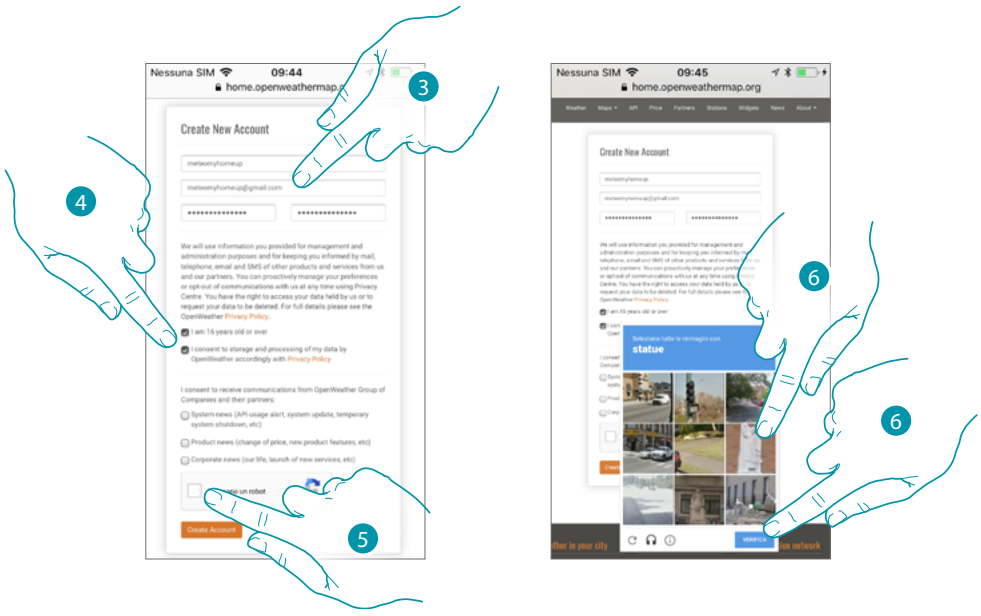
In this page you can display the weather data, activate the Online weather service and set the city to monitor



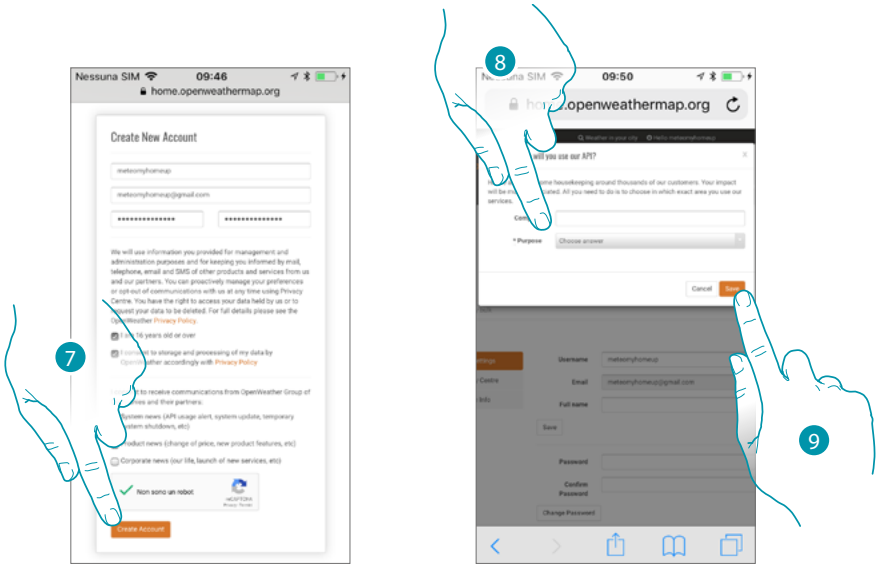
1. Touch to open the page

If you have not yet registered (free) with the weather services, a screen will appear which will let you connect to the weather service site so that you can register.
If you have already registered, go to point 12

2. Touch to register

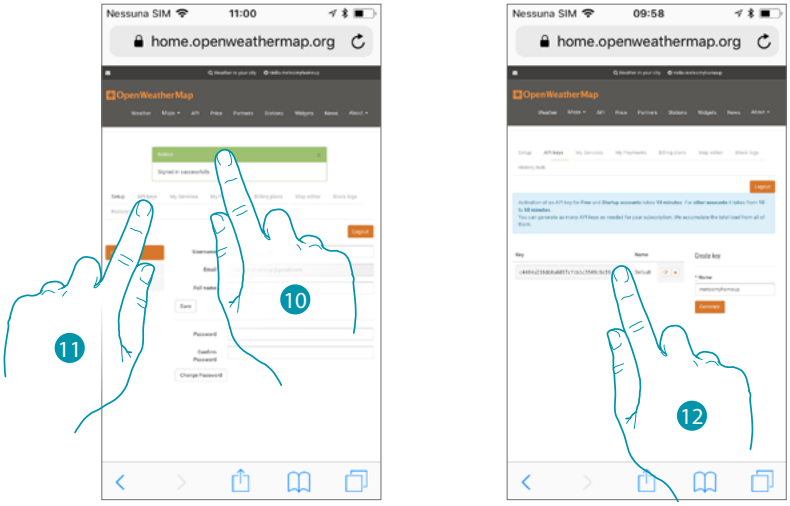


3. Enter a username, your email and a password in the registration page
4. Touch to:
   – declare that you are 16 or older;
   – accept the terms and conditions of use;
   – and if you want, enable the receiving of updates via email
5. Confirm that you are not a robot
6. The reCAPTCHA® system will ask you to solve something to demonstrate that you are not a robot. Touch to confirm and continue.

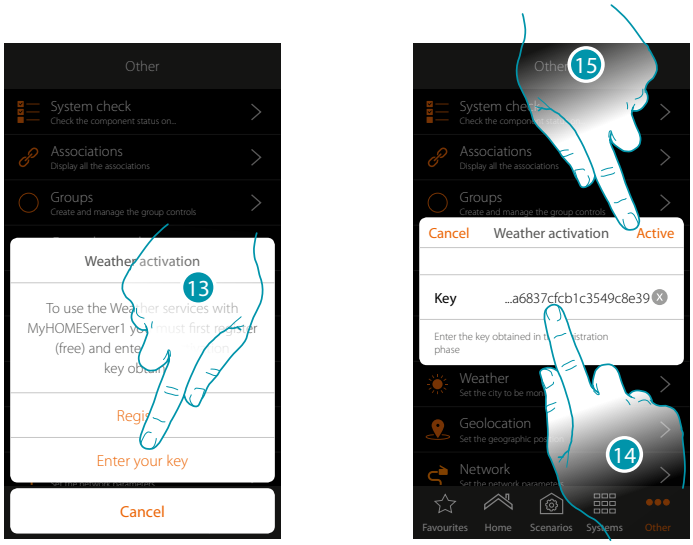


7. Touch to create an account
8. If you are using the service for commercial reasons, enter the name of the activity and select the type among the options shown in the pull-down menu.
9. Confirm to save.

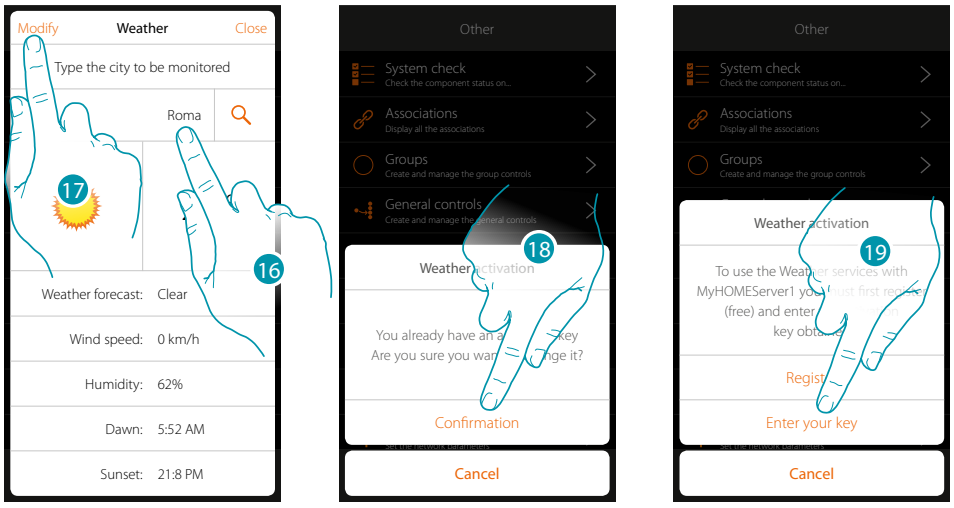
***Note**: the above operation is optional*



10. Enter a contact name, an email and a project name (MyHOME_Up)
11. Touch to ask the registration key to be used to activate the weather function
12. The registration key has been generated, make a note of it and keep it



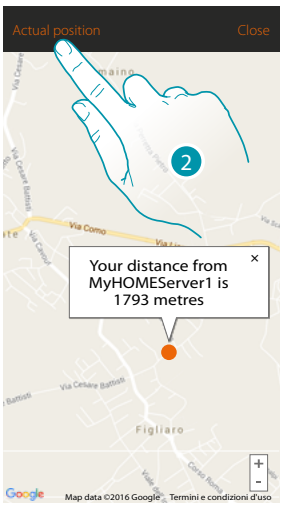
13. Touch to enter the obtained key
14. Enter the key
15. Touch to activate the service



16. Enter the city to be monitored
17. Touch when you want to change the activation key
18. Touch to confirm
19. Enter the new key

Geolocation

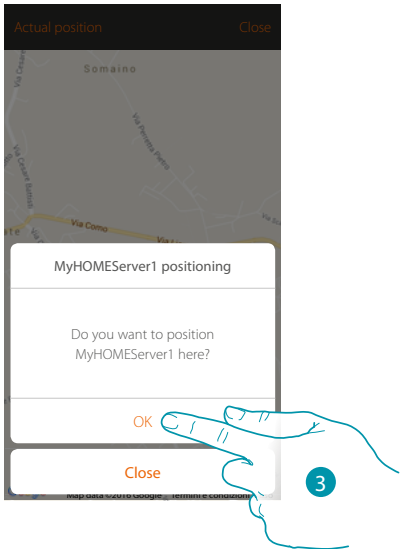
In this page you can set the geographical position of the MyHOMEServer1 and use it to activate a scenario depending on your **position** with respect to the MyHOMEServer1

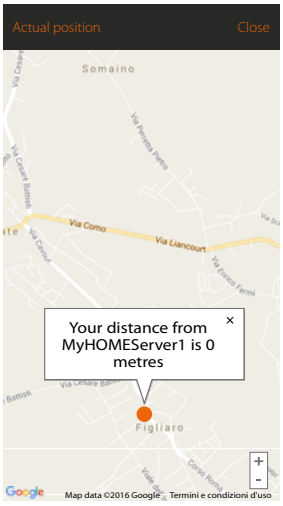


1. Touch to open the page

When the distance displayed does not correspond with the real position of the MyHOMEServer1, approach the server itself and:

2. Touch to start the procedure



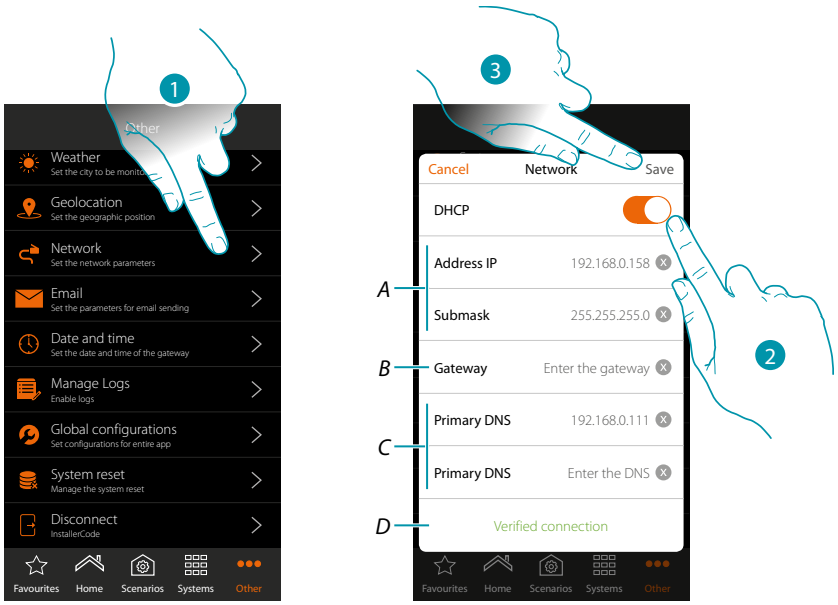


3. Touch to geolocate the Server here

***Caution**: only carry out the geolocation procedure when you are close to the MyHOMEServer1*

Network

In this page it is possible to display/set the network connection parameters.



1. Touch to open the page
2. Touch to disable the DHCP mode and to manually modify the parameters

A. Enter the IP address and Submask of the MyHOMEServer1

B. Enter the IP address of the router/access point

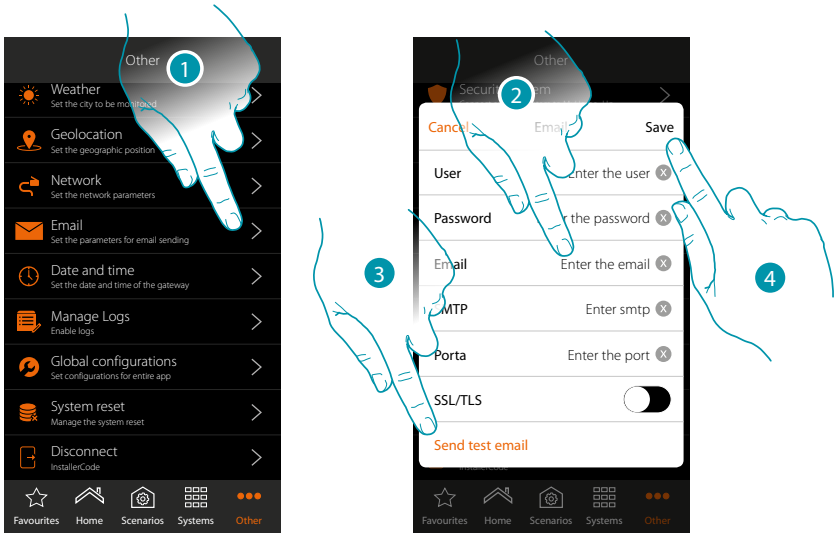
C. Enter the DNS Primary and Secondary addresses

D. Touch to verify that the parameters entered manually are correct

3. Touch to save the parameters

Email

In this page you can set the parameters for the configuration of the post account from where the emails notifying the performance of a scenario will be sent (see send email special object).

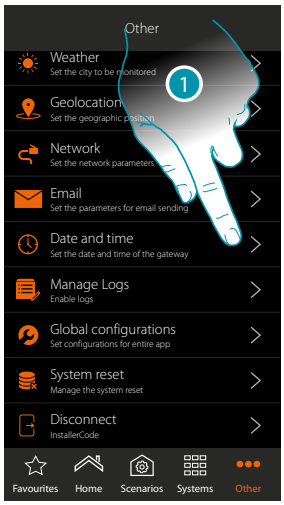


1. Touch to open the page
2. Enter the electronic post account parameters to be used to send emails
3. Touch to send a test email to verify that the data already entered are correct
4. Touch to save the configuration

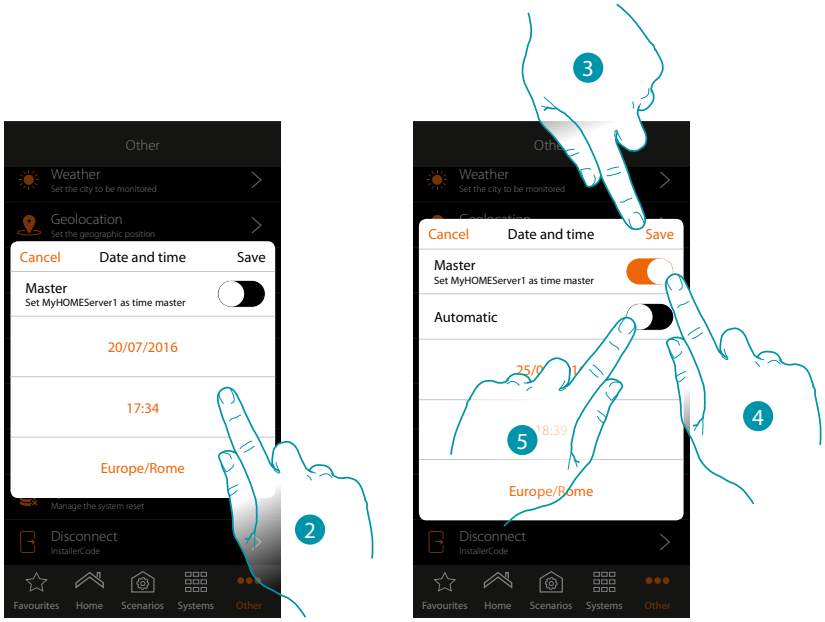
***Note**: create a specific account to be used for this function.*
In the access and security settings of your new account, remember to allow automatic email sending (For example in the Gmail post service, the setting is called "Allow less secure App: ON").

Date and time

In this page it is possible to display and set the date and time



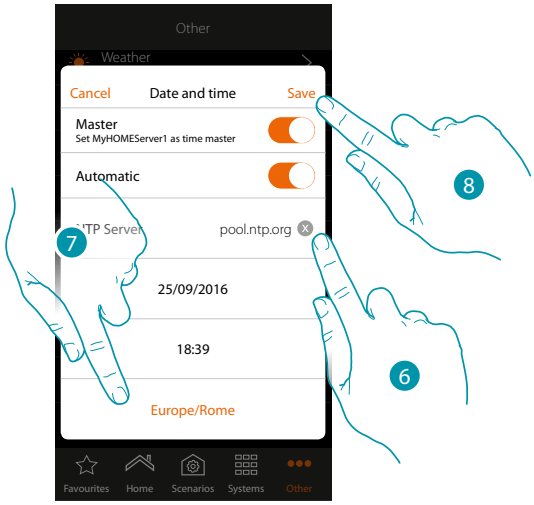
1. Touch to open the page



2. Enter the date, time and useful zone to identify the correct time zone manually
3. Touch to save the setting
4. Touch to set the parameters entered in the previous point, as reference for all the devices

On enabling the Master function, the MyHOMEServer1 will automatically update all the devices on the system.
You can also set the date and time updated automatically by an NTP server. The Network Time Protocol (NTP) is a protocol to synchronise the system watches automatically, taking the correct data from the Internet

5. Touch to set the automatic date and time



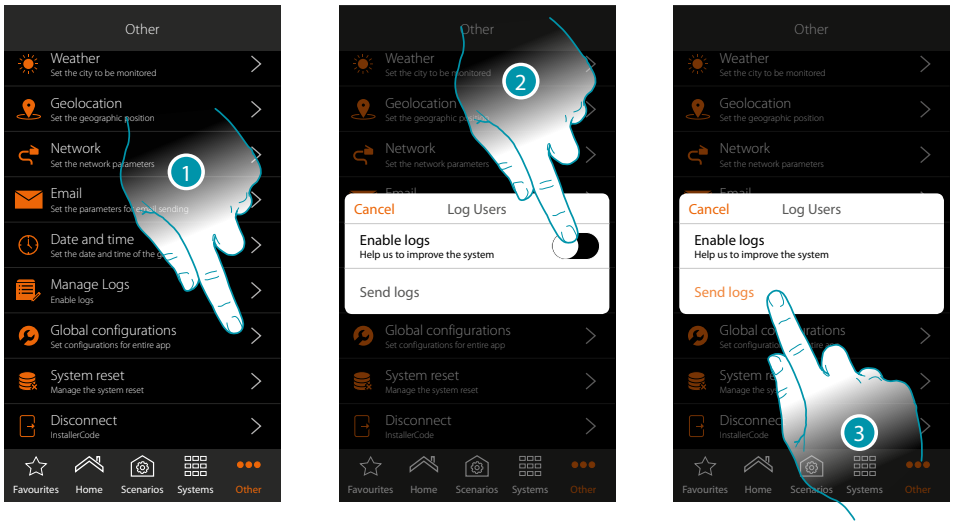
6. You can enter a different NTP server from the default server

***Note**: some ISP (Internet Service Provider) use different NTP from the default NTP.*

7. Select the right zone to identify the correct time zone
8. Touch to save the setting

Manage Log

This section can be used to notify any issues by sending a message to the after-sales service

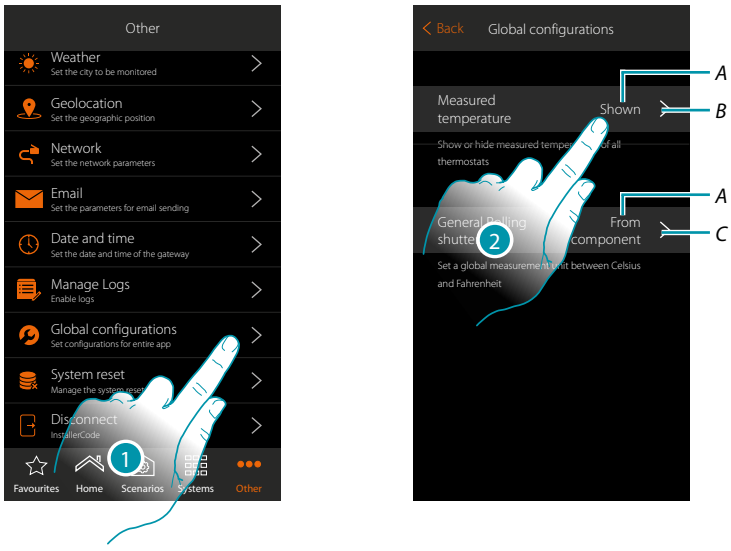


1. Touch to open the page
2. Enable/disable the possibility to send a message to the after-sales service
3. If enabled, touch to send the message to the after-sales service.

***Note**: you will not receive a direct answer, but your signal will be used by developers to improve the service.*

Global configurations

This page can be used to set if to display the temperatures measured by all thermostats and the unit of measure



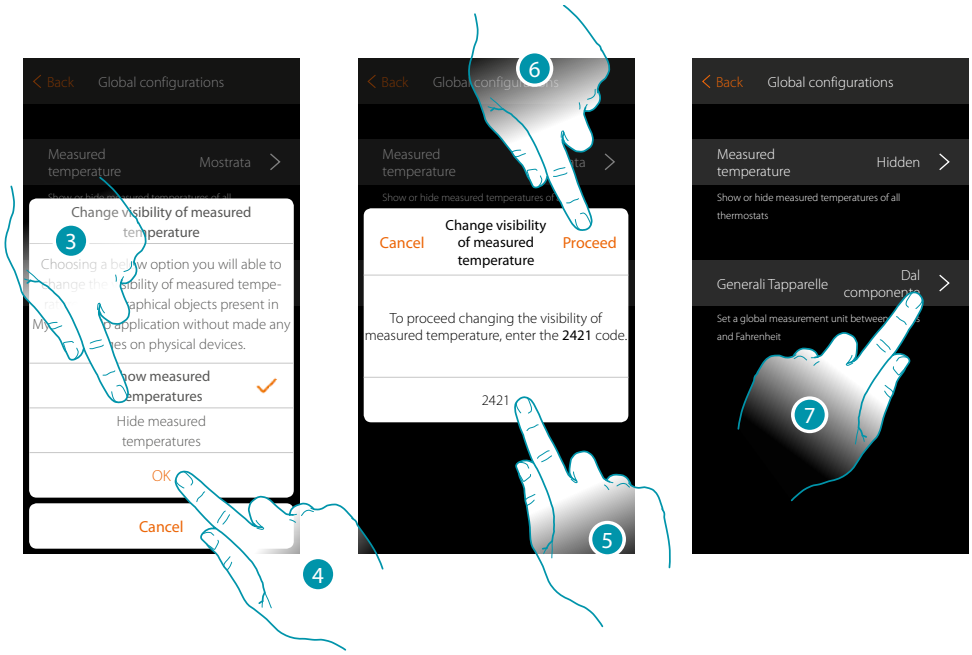
1. Touch to open the page

A. Current set

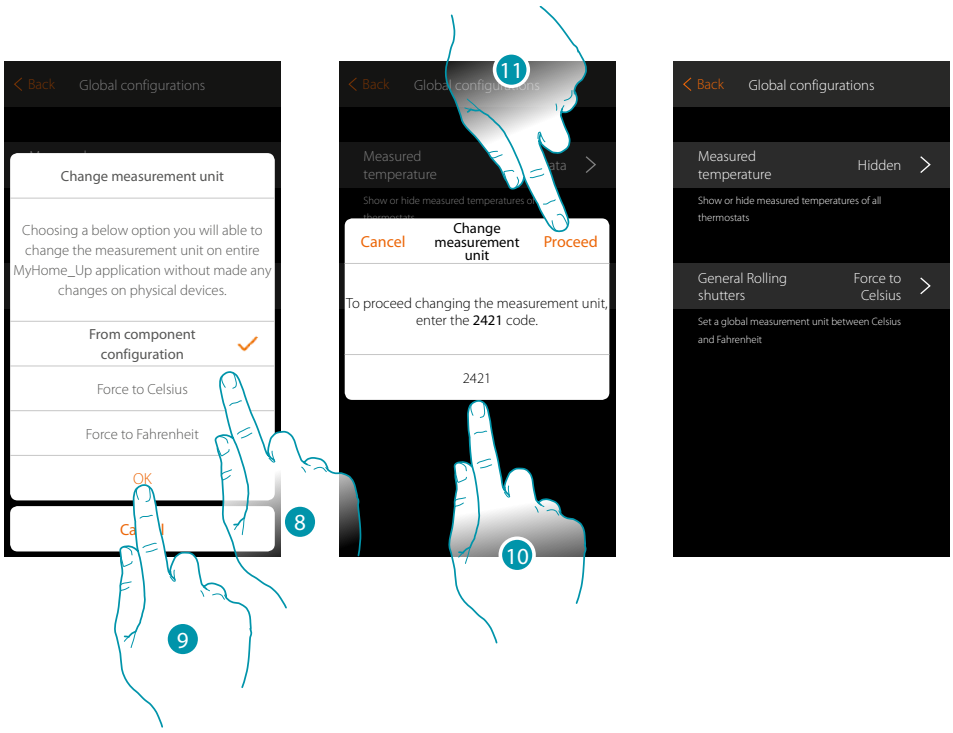
B. Show/hide the measured temperature

C. Set the temperature overall unit of measure

2. Touch to modify the parameter



3. For example, touch to hide the temperature measured on thermostat objects
   The temperature will no longer be displayed on the App page, or the page of any HOMETOUCH devices installed in the system.
4. Touch to confirm
5. Enter the code to confirm
6. Touch to proceed.
7. Touch to change the temperature overall unit of measure

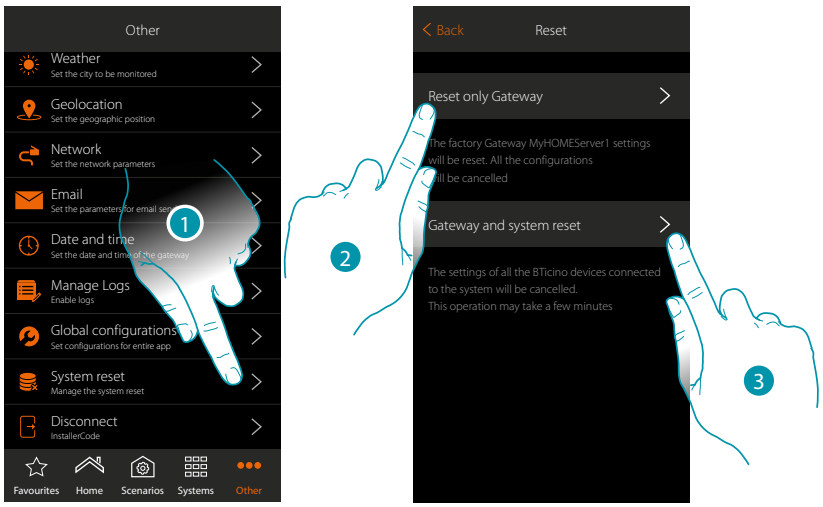


Celsius or Fahrenheit units of measure can be selected, or the temperature can be set to be displayed based on the own object settings.

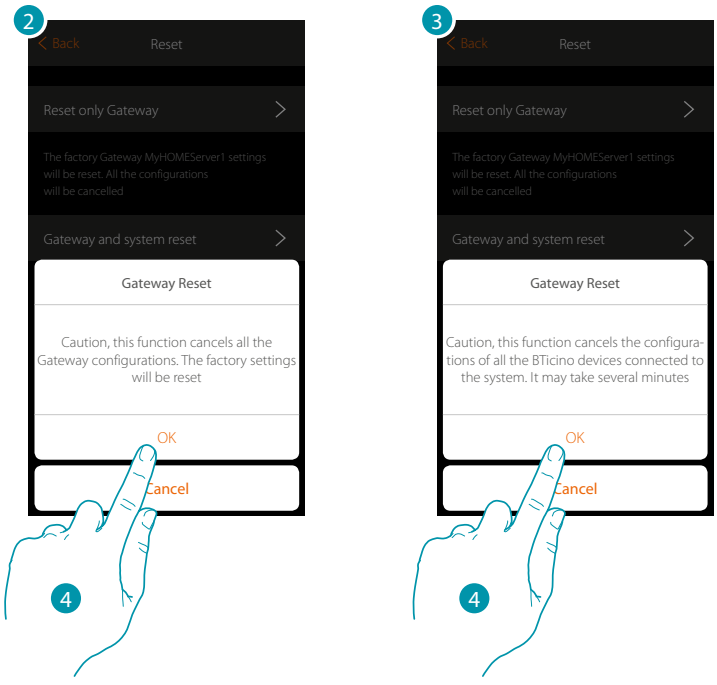
8. Touch to select
9. Touch to confirm
10. Enter the code to confirm
11. Touch to proceed.

System reset

In this page you can reset the factory settings of the MyHOMEServer1 and/or BTicino devices connected to the system



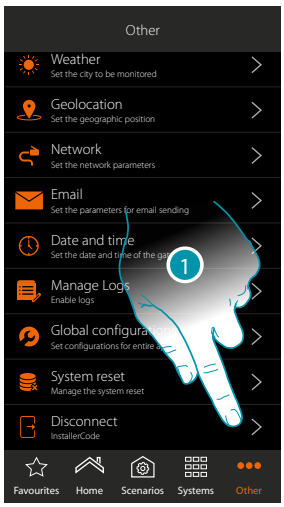
1. Touch to open the page
2. Touch to cancel all the graphic objects from the App
3. Touch to cancel all the graphic objects from the App and the associations on the system. The physical commands will stop working

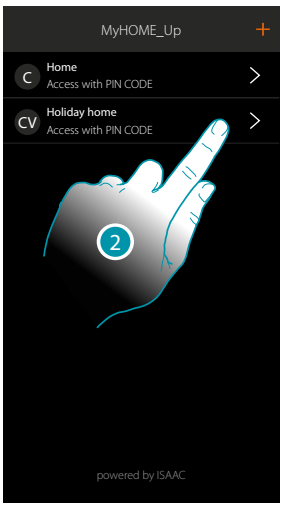


4. Touch to confirm the Reset

Disconnect

This function will disconnect you from your account.

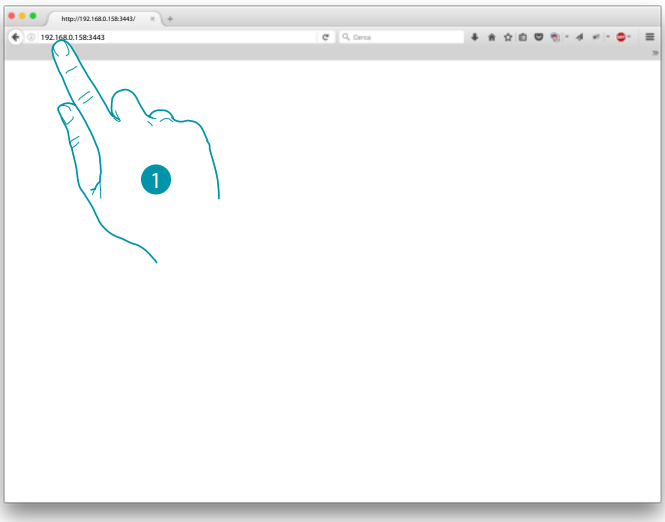




1. Touch to disconnect
2. You are now disconnected from the system, touch an account to reconnect

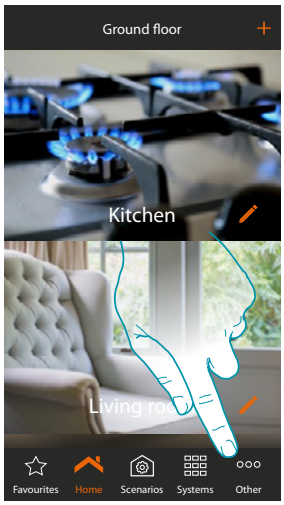
Maintenance

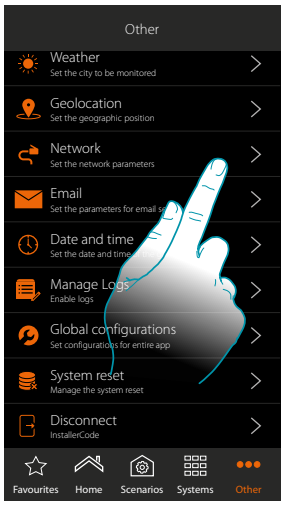
The information (configuration) in the MyHOMEServer1 can be backed up.
These operations are strongly recommended for carrying out future operations.

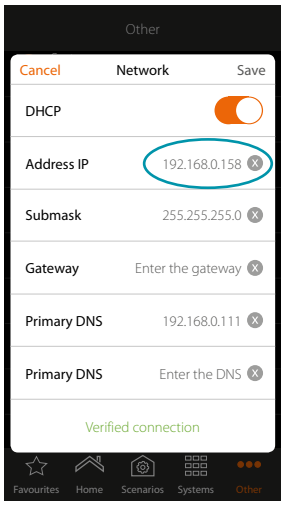


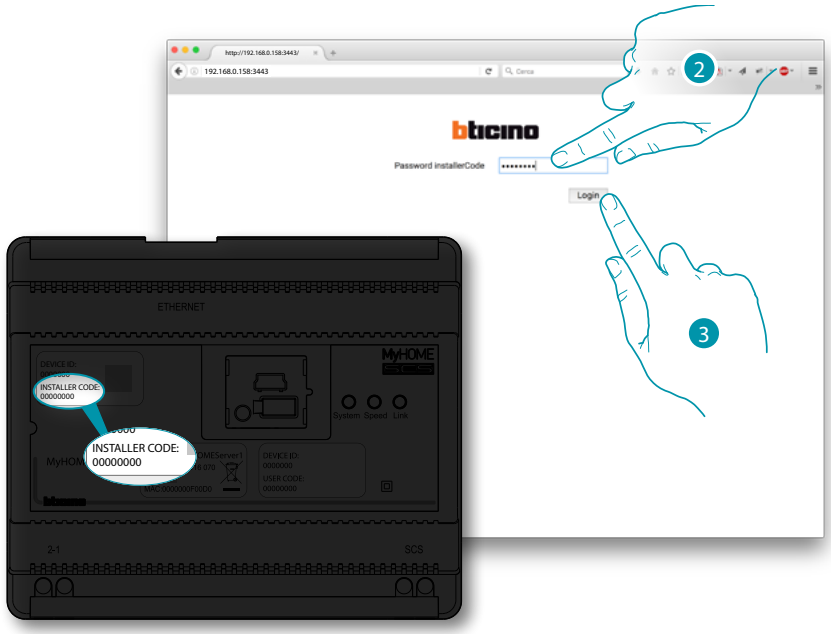
1. In a browser, type the MyHOMEServer1 IP address and indicate the 3443 connection port (e.g. 192.168.0.158:3443)

To display the IP address in MyHOME_Up, touch "Other/Network"



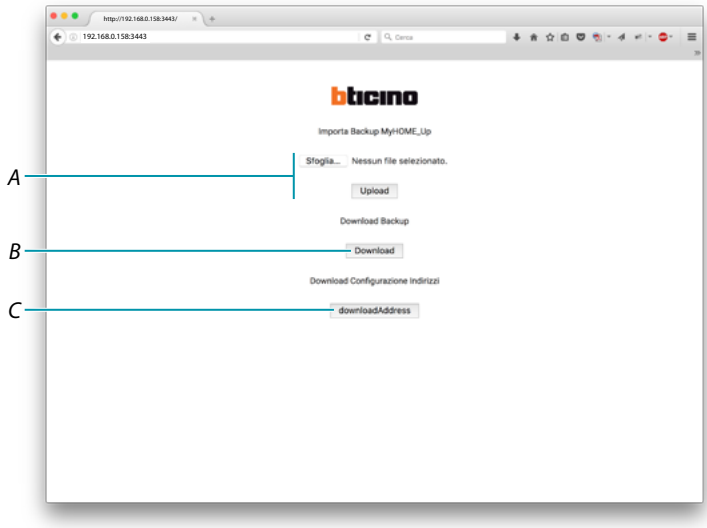






2. Enter the INSTALLER CODE found on the front side of the device
3. Press to confirm

A screen with 3 choices appears:



A. ***Upload backup***
allows you to select the file containing the data from your PC and download it in the MyHOMEServer1

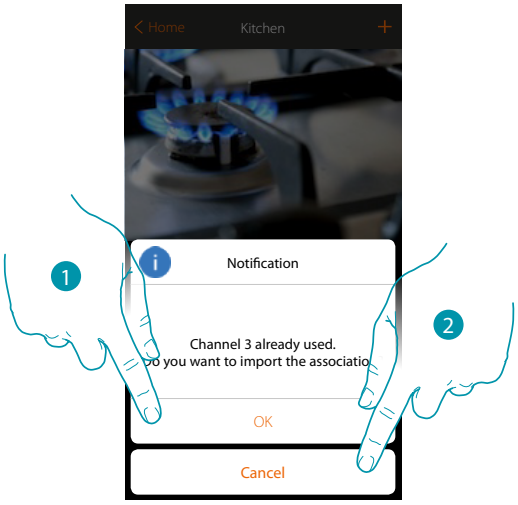
B. ***Download backup***
saves the data in the MyHOMEServer1 on your PC

C. ***Download address***
allows you to download a file (.html) with all the system configurations (e.g. A; PL) to give you a database from which you can recover the information to then configure the devices (e.g. Touch Screen)

What to do if

When I press the pushbutton on a device already configured with the same function as that to be set (e.g. Lights).

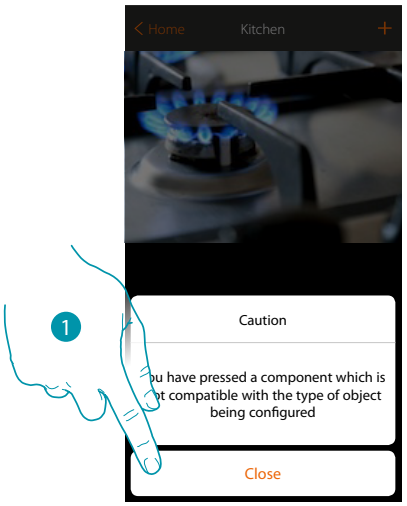
The following screen appears:



1. Touch to create a new object importing the existing configuration
2. Touch to cancel

When I press the pushbutton on a device already configured with the same function (Lights) as that to be set, but of a different type (e.g. Dimmer instead of On/Off).

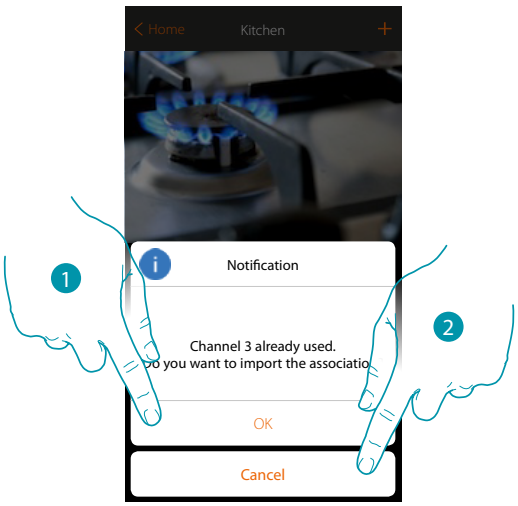
The following screen appears:



1. Touch to close the screen and select a device of the same type

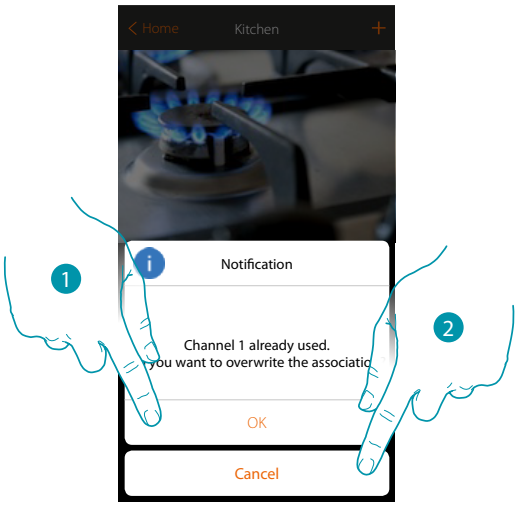
When I press the pushbutton on a device already configured with a different function from that to be set (e.g. Rolling shutter).

The following screen appears:
Device configured in physical mode



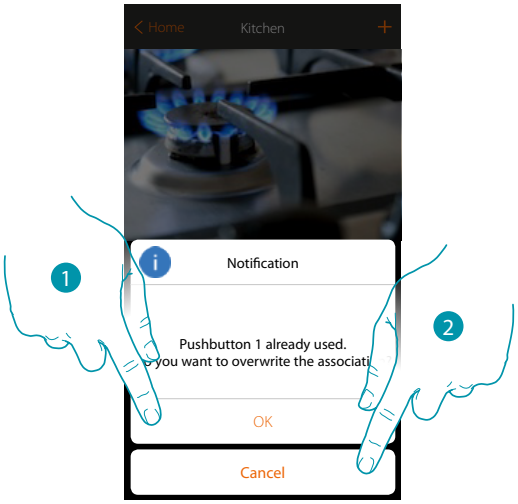
1. Touch to create a new object importing the existing configuration
2. Touch to cancel

When you are associating an actuator and select a channel which is already used, the following screen appears



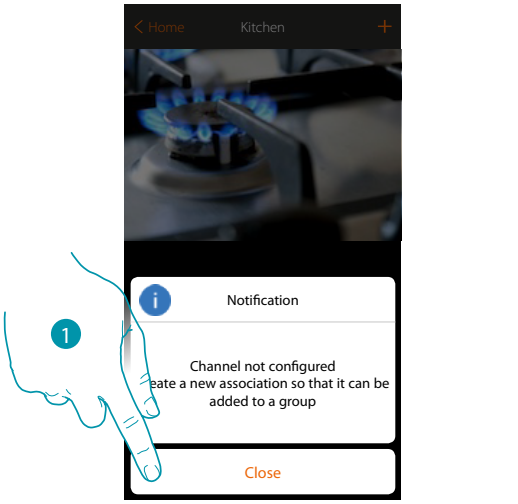
1. Touch to confirm the selection and overwrite the previous association
2. Touch to return to the previous screen

When you are associating an control and select a pushbutton which is already associated, the following screen appears



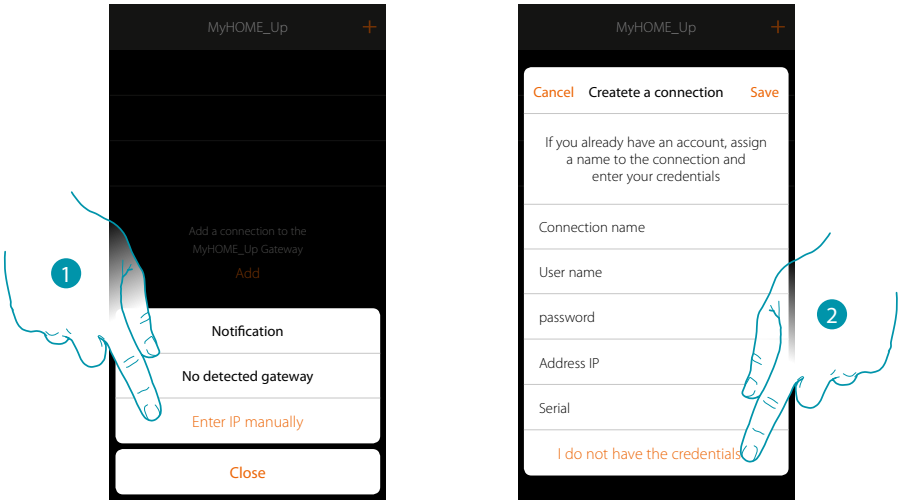
1. Touch to confirm the selection and overwrite the previous association
2. Touch to return to the main screen

When I want to add a channel which is not yet associated on the system, the following screen appears

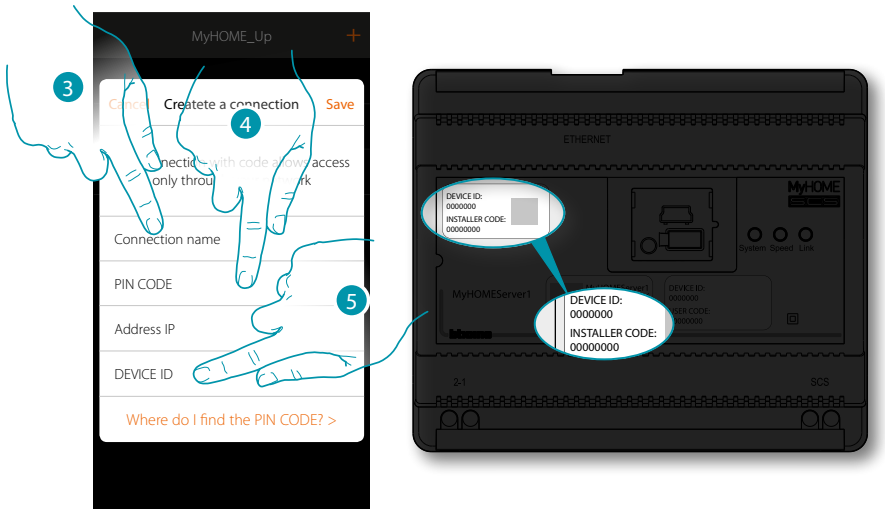


1. Touch to close and associate the device

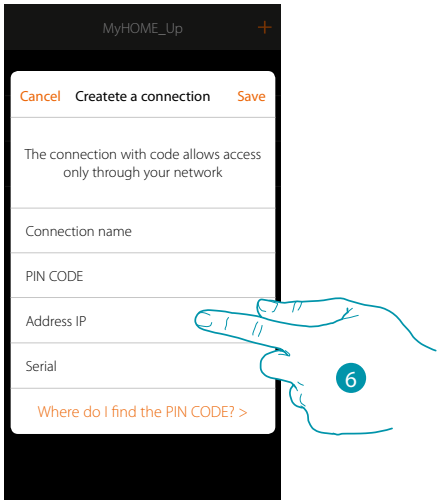
When, while creating a connection, your MyHOMEServer1 is not found automatically, you must enter the address manually



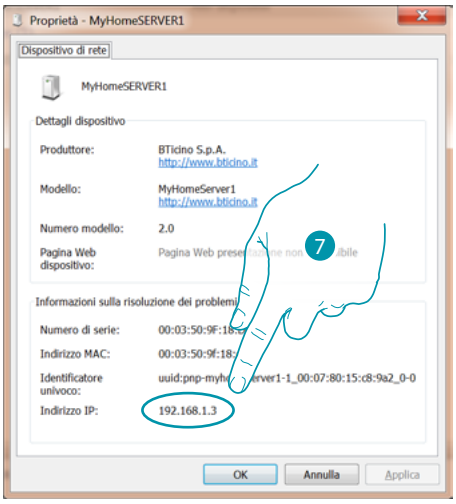
1. Touch to identify your MyHOMEServer1 manually in the network
2. Touch to create the connection and access via local network with the INSTALLER CODE



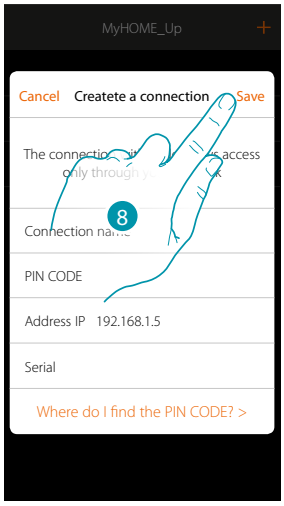
3. Enter a name to identify the new connection being created
4. Enter the INSTALLER CODE found on the front side of the device
5. Enter the ID DEVICE found on the front side of the device



6. Enter the IP address of your MyHOMEServer1

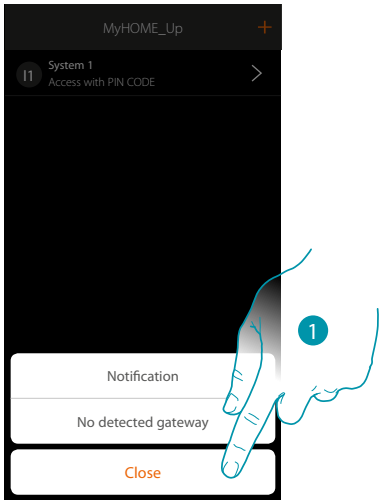


7. If you do not know it, connect the PC to the same network as the MyHOMEServer1, look for it in the network connections centre and open the properties mask.
If it does not appear in the network connections centre, you can press the MyHOMEServer1 reset pushbutton for 10 seconds and set it in DHCP



8. Touch to save the connection to the system

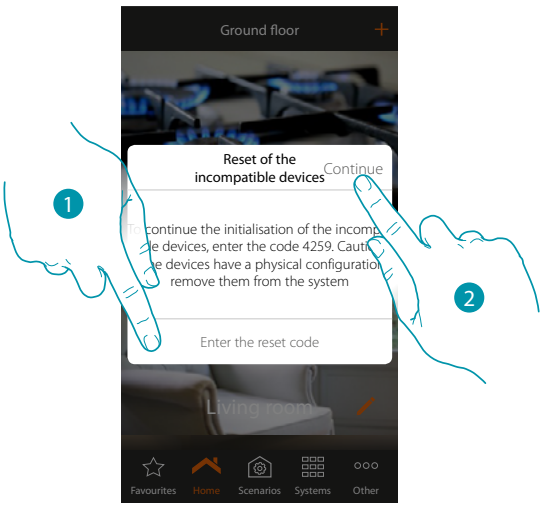
When your MyHOMEServer1 is not found in the connection phase, the following screen appears:



Check the connections and/or the Wi-Fi connection.
The smartphone and the MyHOMEServer1 must be connected to the same LAN network.

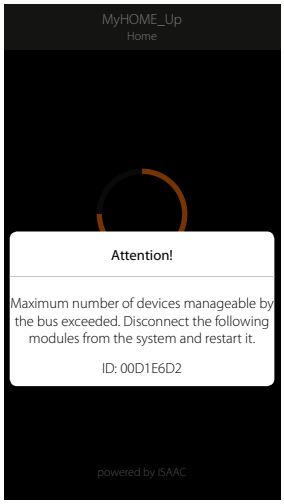
1. Touch to return to the previous screen

When there are two devices with the same configuration, the following screen appears:



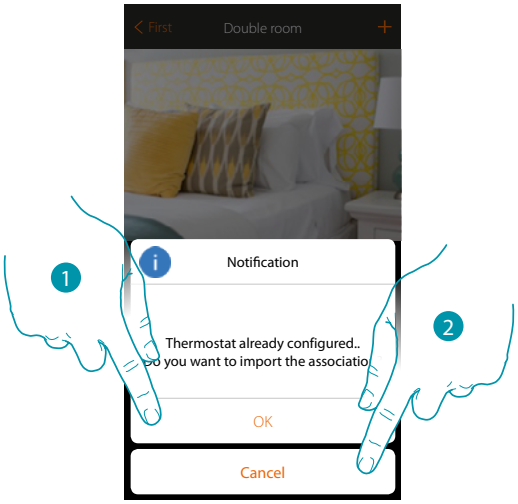
1. Enter the code to initialise all the incompatible devices
2. Touch to continue the initialisation

If scanning and the automatic detection of the connected devices shows a number of devices exceeding the maximum number that can be managed by the bus, the following message appears:



Disconnect the following modules and restart the system

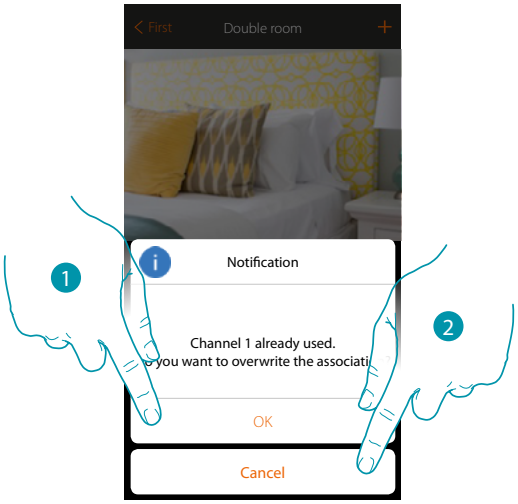
When you are associating an already configured thermostat, the following screen appears



1. Touch to confirm the selection and import the existing configuration*
2. Touch to return to the main screen

**Note: the configuration of the selected thermostat is converted for the new MyHome_Up system. The available functions are shown in the User Manual.*
When the thermostat is physically configured, the system obliges you to remove the configurators and make a new configuration.

When you are associating a probe which is already associated to another thermostat, the following screen appears



1. Touch to confirm the selection and overwrite the previous association
2. Touch to return to the main screen

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