



Nicolaudio **Cloud Control**

User manual



<https://help.nicolaudio.com>

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1. Introduction

Nicolaudie Architectural's cloud-based platform, **Cloud Control**, offers an innovative and advanced lighting control solution for architectural lighting applications. With Cloud Control, you can manage and control your Nicolaudie's controllers from anywhere in the world.

Cloud Control allows you to group controllers from the same place or project into sites, which are the main locations to manage permissions and licenses. Each Site has an annual digital purchase, which gives you access to our cloud service.

With Cloud Control, you can create, delete, and play virtual scenes, which are captures of the current state of your program. You can also manage controller storage, programs, settings, and upgrade controller firmware. Accessing logs is also possible with this service.

One of the significant features of Cloud Control is the ability to trigger scenes and modifiers. You can also schedule actions on one or more controllers on the same Site using Cloud Automation.

Cloud Control's program, or show, is created with our ESA Pro 2 software, which allows you to control your lights. It contains zones, scenes, TCAs, and all the information related to your installation.

In summary, **Nicolaudie Cloud Control** is a cloud-based service that allows you to manage and control Nicolaudie controllers from anywhere in the world.

2. Glossary

“**Cloud Control**” or “**Nicolaudie Cloud**” is the cloud-based platform which allows you to manage and control your Nicolaudie’s controller from anywhere in the world.

A “**Site**” represents an installation site. It allows you to group controllers from the same place or project. The site is the main resource to manage permissions and licenses.

A “**controller**”, or “**device**”, is a DMX interface from Nicolaudie, like a DINA-DR1, DINA-DR2 or DINA-SR1.

A “**license**” refers to an annual digital purchase which gives you access to our cloud service.

A “**permission**” is an access right given to a specific user.

A “**program**”, or “**show**”, is the file created with our ESA Pro 2 software that allows you to control your lights.

A program contains *zones*, *scenes*, *TCAs* and all the information related to your installation.

A “**zone**” is a grouping of fixtures in a program. A zone contains *scenes*.

A “**scene**” contains a sequence of commands controlling your lights. A scene can be static or dynamic.

A “**modifier**” is the possible settings that can override a scene or zone. This can be dimmer, speed, or color.

A “**TCA**”, or “**Trigger**” are conditions and triggers that can be set in a program.

A “**virtual scene**” is a capture of the current state of your program. It allows you to save the scenes being played as well as the scene modifiers (color, dimmer, speed...) and to play them again later.

An “**Automation**”, or “**Cloud Automation**”, allows you to schedule actions on one or more controllers on the same site.

“**XSA**” is a specific program format compatible with the cloud. XSA file can be generated by ESA Pro 2.

3. Features

The list of features may change regularly.

We advise you refer to our website or to Nicolaudie Cloud.

<https://www.nicolaudie.com/fr/cloud>

- ☒ Triggering
 - ☒ Start/Stop scenes
 - ☒ Edit modifier (color, dimmer, speed)
 - ☒ Manage virtual scenes
 - ☐ *Overwrite DMX channels*
- ☒ Settings
 - ☒ Manage controller storage
 - ☒ Manage programs
 - ☒ Manage controller settings
 - ☒ Manage controller firmware
 - ☐ *Edit TCA*
 - ☐ *Other protocols (RDM / DALI)*
- ☒ Read cloud logs
 - ☐ *Read controllers logs*
 - ☐ *Manage Cloud Automation*

4. Subscriptions

Nicolaudie Cloud is a license based SaaS (Software as a Service) which means a license (or subscription) is required to use it.

Licenses are billed annually.

<https://www.nicolaudie.com/fr/cloud>

5. Devices compatibility

Only the following devices are **Nicolaudie Cloud** compatible:

- ☒ DINA-DR1
- ☒ DINA-DR1-Lite*

- ☒ DINA-DR2
- ☒ DINA-DR2-Lite*

- ☒ DINA-SR1

**Additional SUT license is required*

6. Controller requirements

6.1. Firmware

To fully use Nicolaudie Cloud with your device you might need to update it to the latest stable version.

To update your device, you need to download **Hardware Manager** at the link below.

<https://www.nicolaudie.com/download.htm>

Minimum firmware version:

- DINA-DR1 / DINA-SR1 : 3.04
- DINA-DR2 : 3.04

Recommended firmware version:

- **DINA-DR1 / DINA-SR1 : 3.07 or higher**
- **DINA-DR2 : 3.06 or higher**

6.2. Password

We need to set a password to secure the connection with our cloud system.

We recommend using a complex password or generating it randomly from the **Hardware Manager**.

You can configure the password in the “Cloud” section in **Hardware Manager**.

The software password is the main password. (Also use in ESA Pro 2)

The remote password is dedicated to the remote control part (triggering scenes/zones...) (Used in Arcolis mobile apps)

Wait a few seconds until all the modifications are applied and the cloud status refreshes.

6.3. Check configuration

Still in the “Cloud” section in **Hardware Manager**, check that everything is green and that no error message is displayed.

If an error message appears, try to solve the issue before continuing.

The controller should automatically connect to our cloud service.

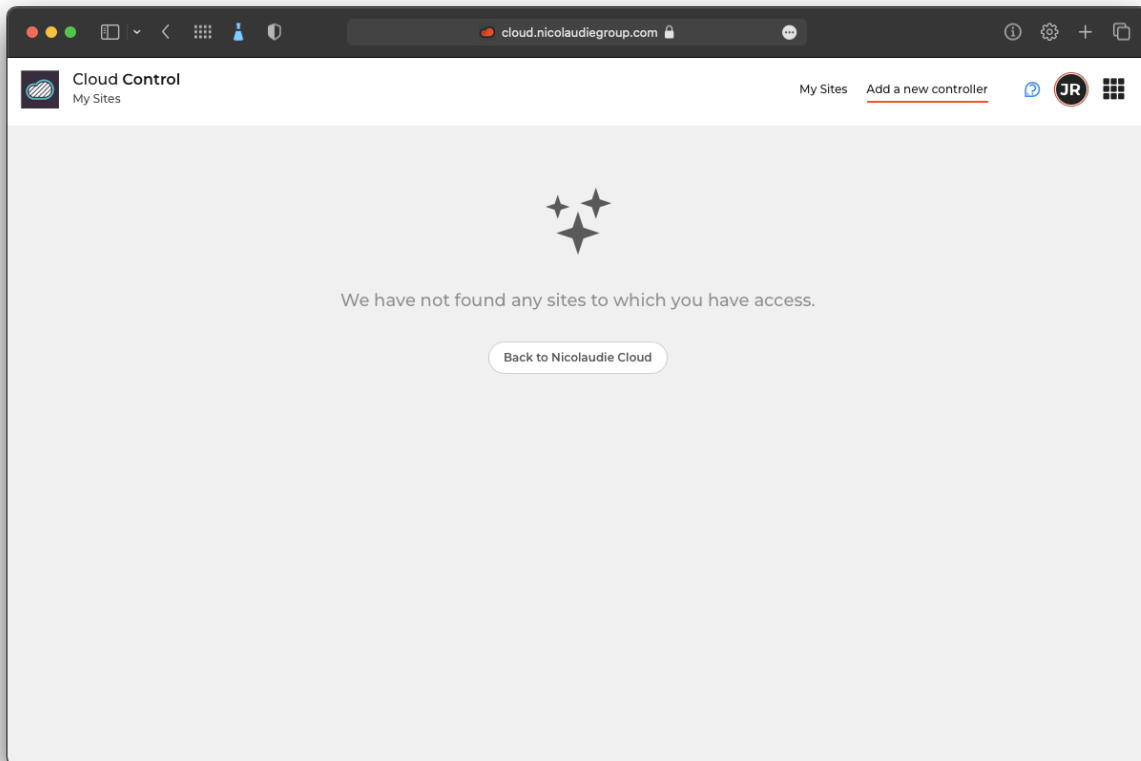
7. Associate a controller

<https://cloud.nicolaudiegroupp.com>

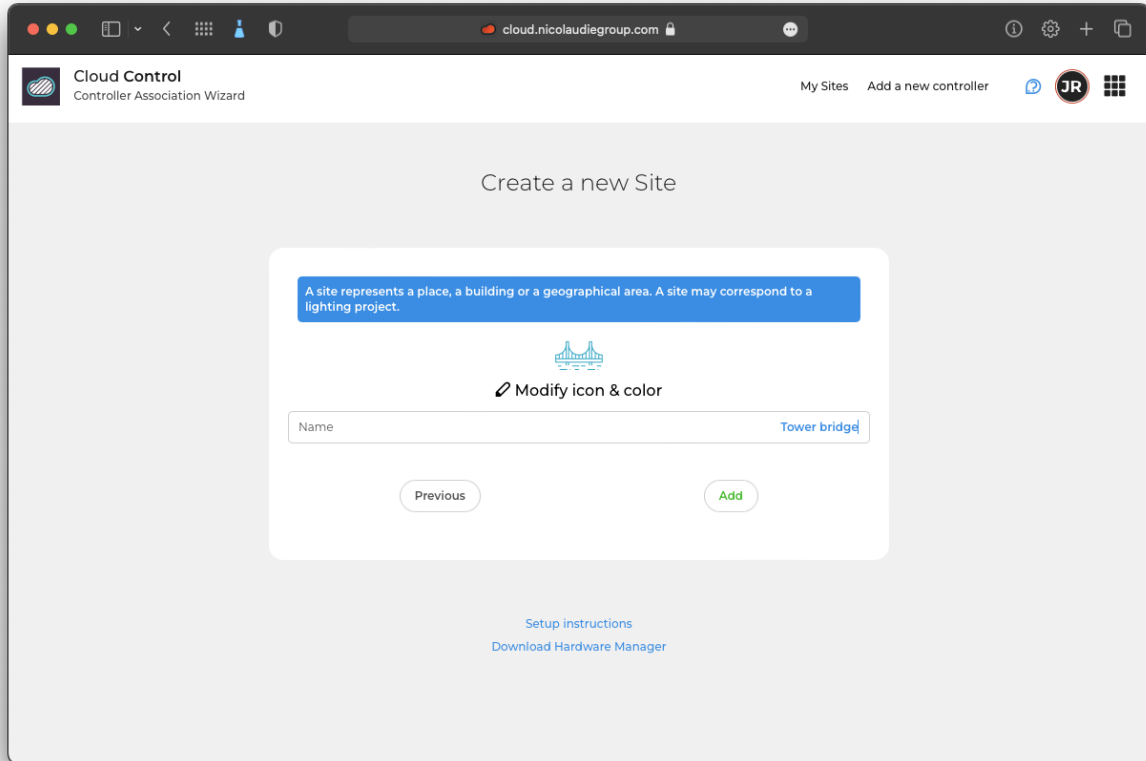
Open Nicolaudie Cloud portal (create an account if you don't already have one).
Navigate to the "Cloud Control" page.

Note that the interface of the Nicolaudie Cloud portal may change from the screenshot embedded in this document.

Click on "Add a new controller" on the top right menu:



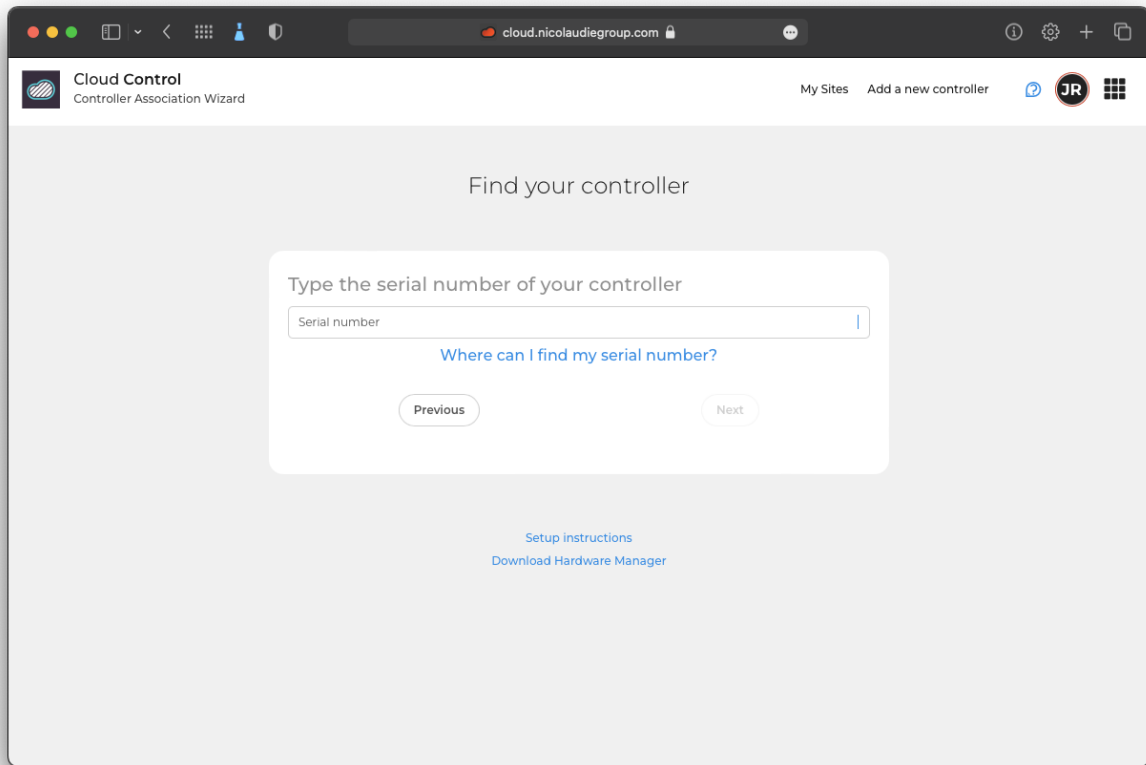
To associate a controller with your account you need to select or create a new **“Site”**. To create a new site, click on “Create a new site”.



The screenshot shows a web browser window with the URL `cloud.nicolaudiegroupp.com`. The page title is "Cloud Control" and the subtitle is "Controller Association Wizard". The main heading is "Create a new Site". Below this, there is a blue box with the text: "A site represents a place, a building or a geographical area. A site may correspond to a lighting project." Below the box is a building icon and a link "Modify icon & color". There is a text input field labeled "Name" with the value "Tower bridge". At the bottom of the form are two buttons: "Previous" and "Add". Below the form are two links: "Setup instructions" and "Download Hardware Manager".

At this step you can customize your site icon, color and name. Set a name and click “Add”.

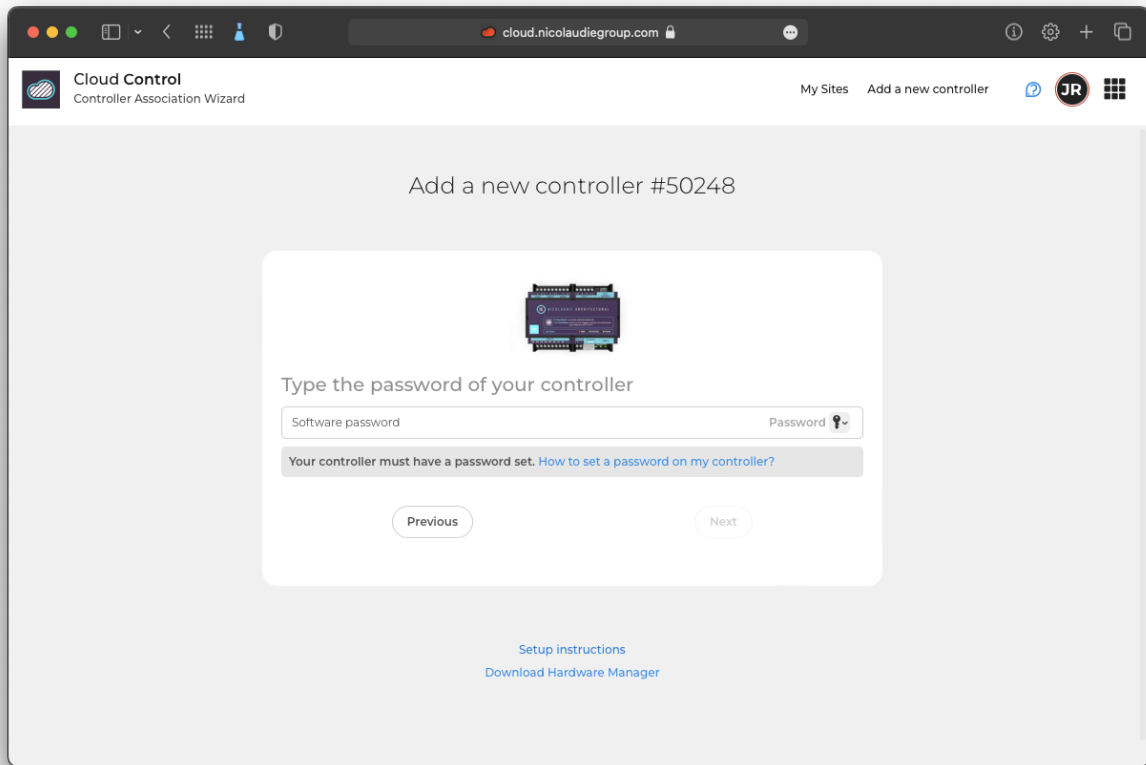
The next step is to locate your controller. To do so, you need to know the serial number and the password you have set in the previous steps.



The screenshot shows a web browser window with the URL `cloud.nicolaudiegrou.com`. The page title is "Cloud Control" and the subtitle is "Controller Association Wizard". In the top right corner, there are links for "My Sites" and "Add a new controller", along with a user profile icon labeled "JR". The main heading is "Find your controller". Below this, a white box contains the instruction "Type the serial number of your controller" and a text input field labeled "Serial number". A blue link "Where can I find my serial number?" is positioned below the input field. At the bottom of the white box are two buttons: "Previous" and "Next". Below the white box, there are two blue links: "Setup Instructions" and "Download Hardware Manager".

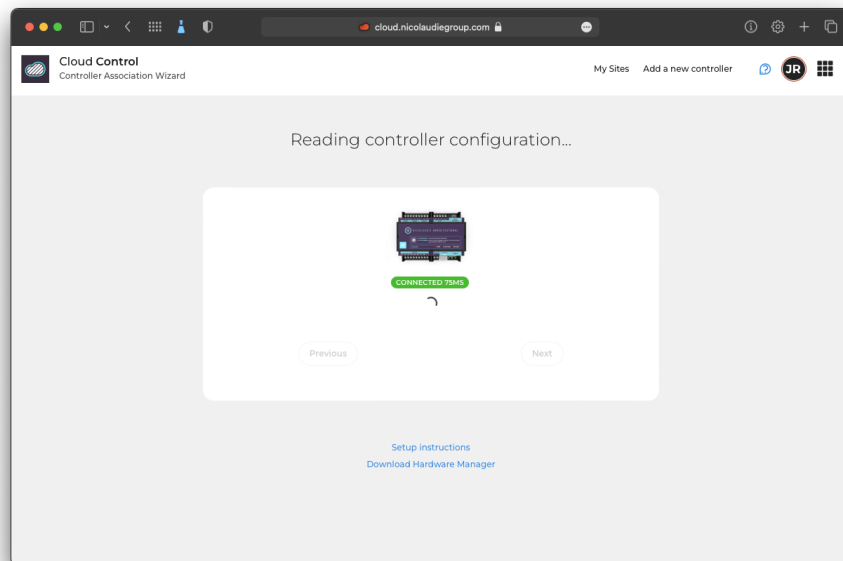
Type the serial number of your controller and click on “Next”.

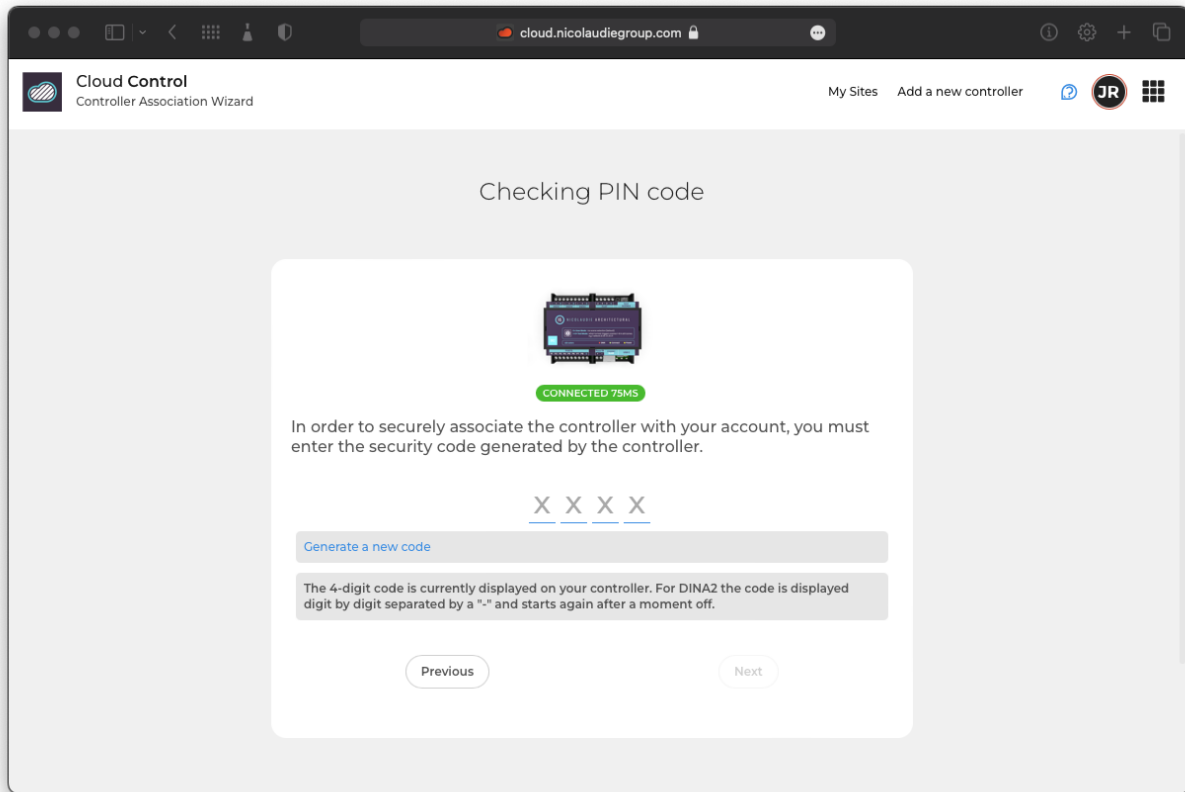
Nicolaudie Cloud Control



Type the controller password (software password) you have configured previously and click on “Next”.

At this point we are trying to establish a connection with your controller.

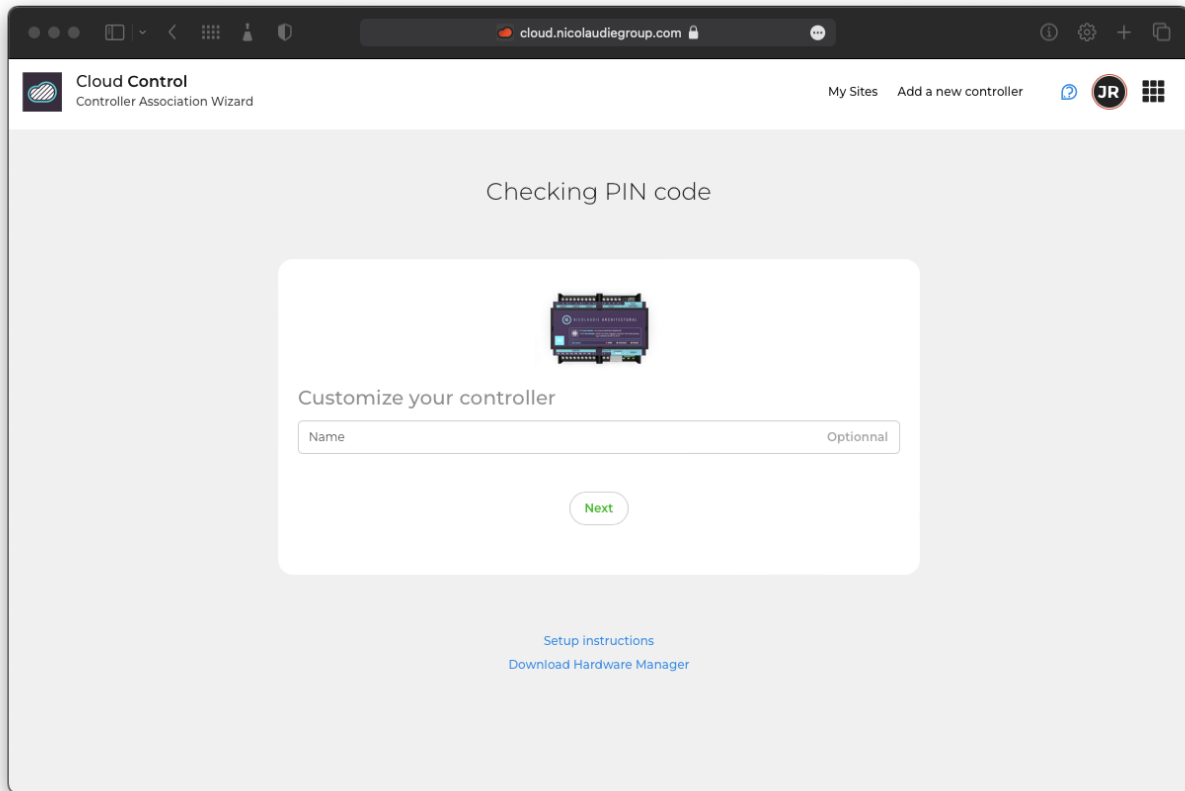




After establishing the connection with your controller. You need to enter the 4 digits code displayed on the controller.

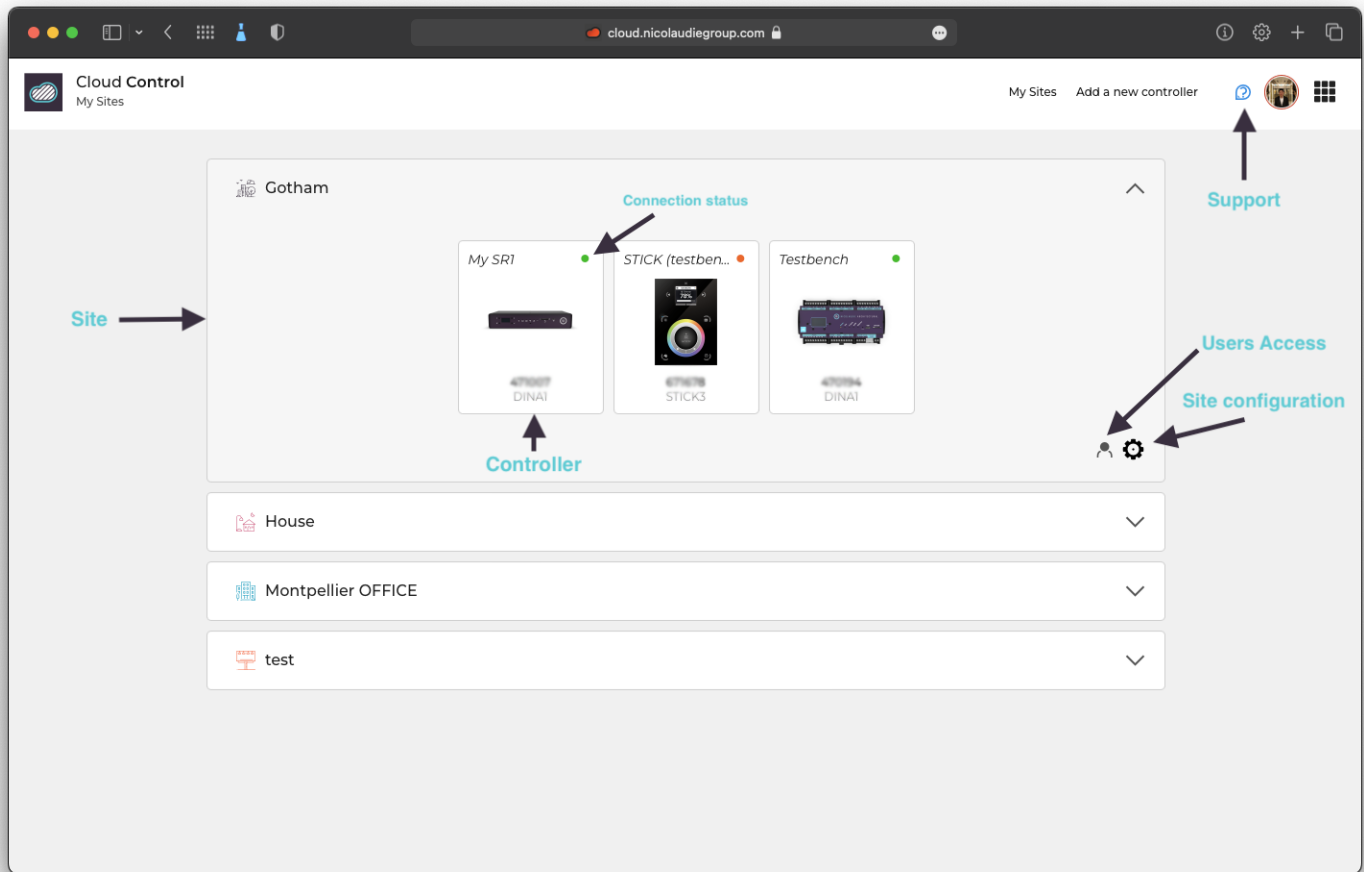
For DINA-DR2 the code is displayed digit by digit on the segmented display, separated by a "-" and starts again after a moment off. (eg. 1-2-3-4-BLACK)

The last step is to customise your controller.



Congratulations, your controller is now ready to be controlled !

8. Dashboard



Dashboard screenshot

The dashboard displays all the sites you have access to. When you select a site, it will show you all the controllers assigned to that site. From this view you can access a controller, configure the site or get support information.

9. Site Configuration

9.1. Information

The screenshot shows the 'Site customization' interface in the Cloud Control application. The page title is 'Gotham - Configure the site'. The interface includes a 'Name' field with the value 'Gotham' and a 'Description' field with the value 'Nicolaudie swiss office'. Below these is an 'Address' section with a search bar and several input fields: 'Street' (Rue Mouffetard), 'City' (Paris), 'Zip code' (75005), 'Province' (IDF), and 'Country' (France). At the bottom of the address section are four buttons: 'Save' (green), 'Modify icon & color', 'Transfert ownership', and 'Remove this site' (red). Below the address section are two expandable sections: 'License' and 'Permissions', each with a dropdown arrow.

Site configuration

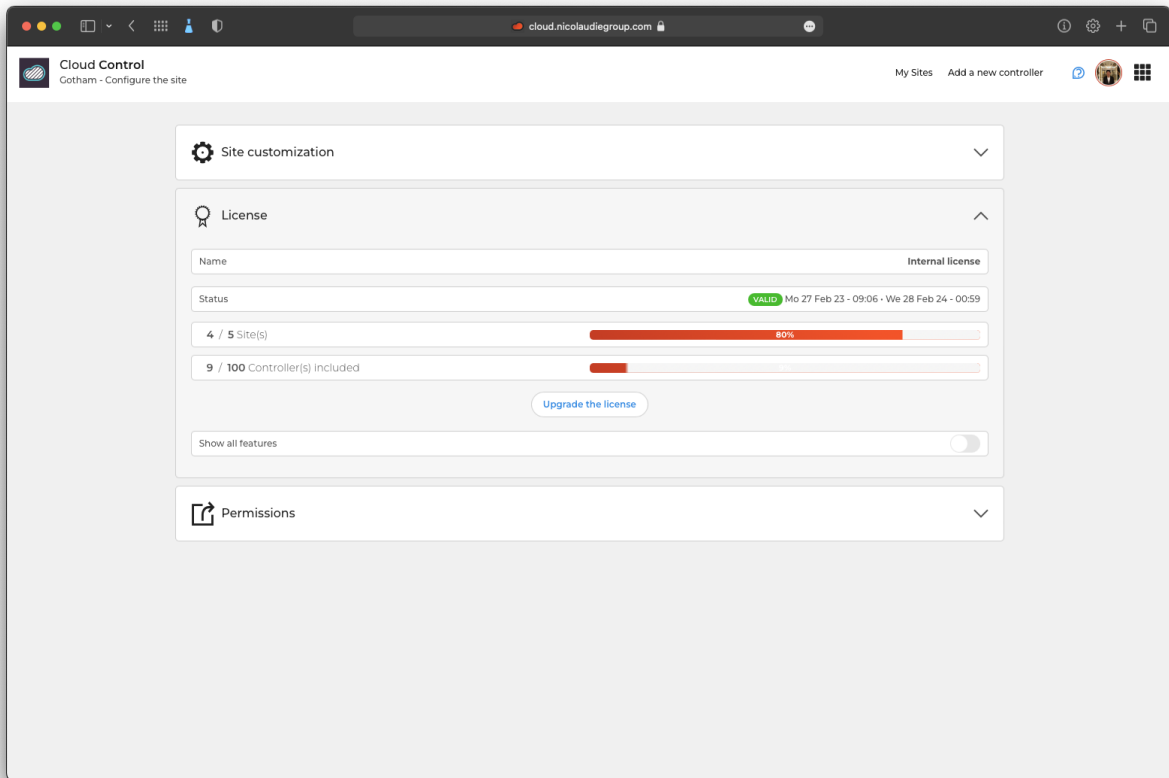
In this view you can **update** the site configuration. You can define the name, description and the address of your installation.

If you want to edit **the icon or the color** of your site you can click “Modify icon & color”, select what you want and click “save”.

You can also **transfer the site property** to another user. Be careful, once you have transferred the ownership you will no longer have access to the site. (Unless you added a share permission with your email).

You can also **remove the site** in that section. Note that you can only remove a site which doesn't have a controller assigned to it.

9.2. License



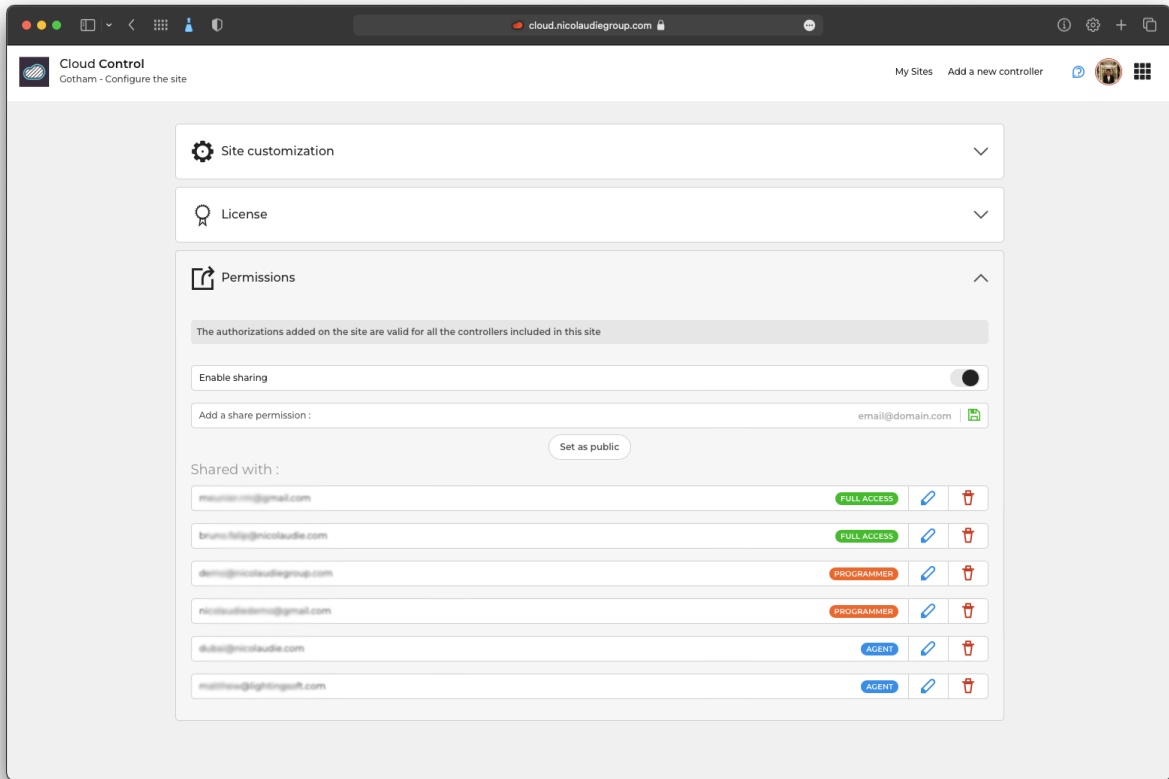
Site license

In the next section, you will find all the information about the current **cloud license** attached to your site.

You can check the **status** of your license and the current **period**.

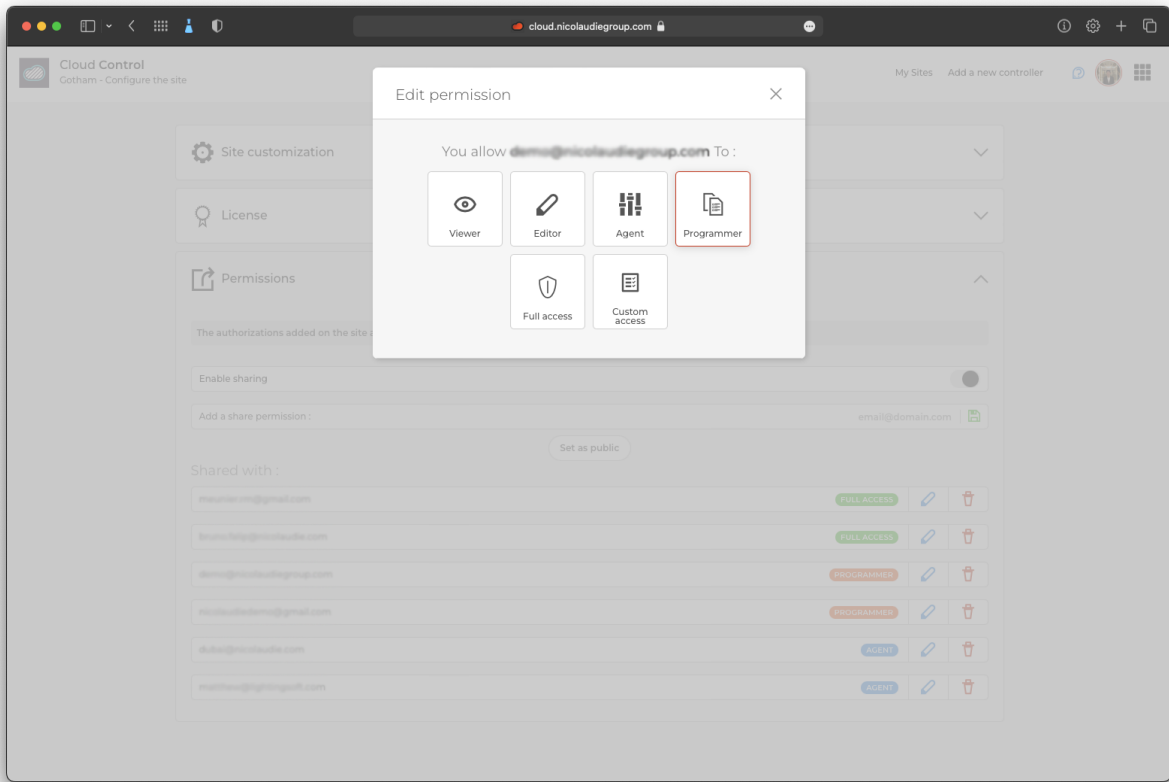
You also have a summary of the **quotas** applied.

9.3. Permissions



Site permissions

The “**permissions**” section groups all settings regarding sharing and user access. The sharing permissions are applied to the site and all its controllers. Here you can **enable/disable** the sharing, **add**, **edit** and **remove** permissions.



Permission edition

Permissions consist of giving rights to a user via their email address. You can select predefined roles or set custom rights on each permission.

- **Viewer:** **read-only** access site and controllers.
- **Editor:** Allow the user to **view** and **edit** site configuration.
- **Agent:** Allow the user to **trigger** scenes, apply **modifiers** and play **Virtual Scenes**.
- **Programmer:** Allow user to **trigger** scenes, **modifiers**, manage **virtual scenes** and manage **program** (backup, write, remove)
- **Full Access:** Give full access to the site and controllers

10. Controller control

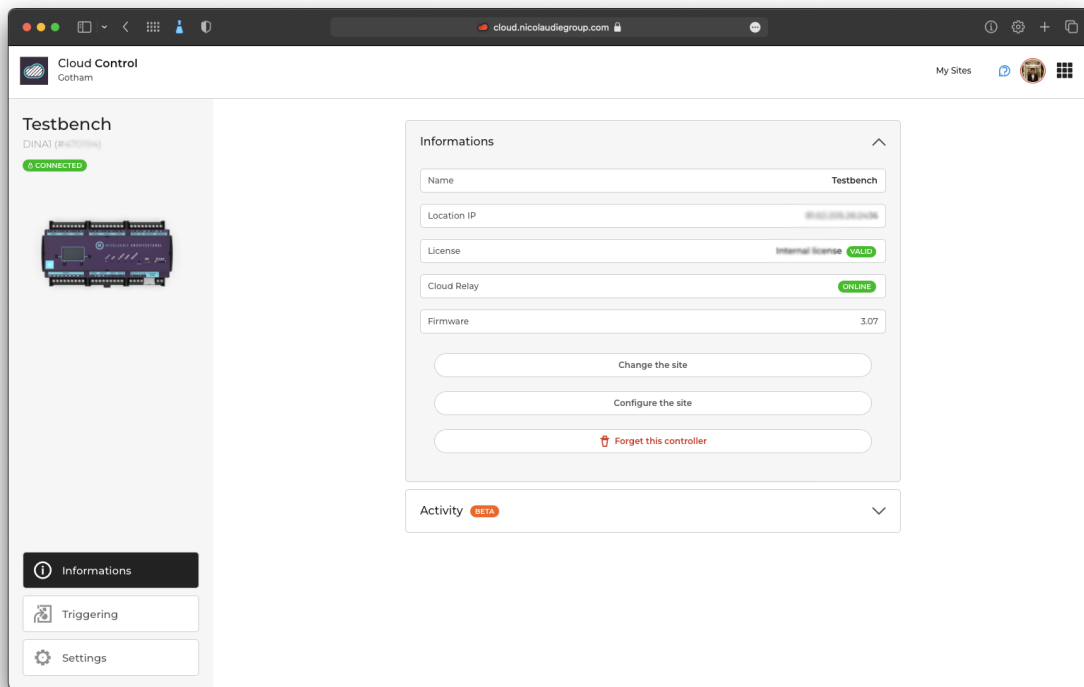
When selecting a controller to manage, you will navigate to the “**Controller Control**” page.

On this part of the platform, you can manage and access your controller.

10.1. Information

In the “**information**” section, you can edit the controller’s **name** and see other information related to the controller.

You can also **change the controller site** (with one of yours) and also **remove the controller** from the site (and your account).

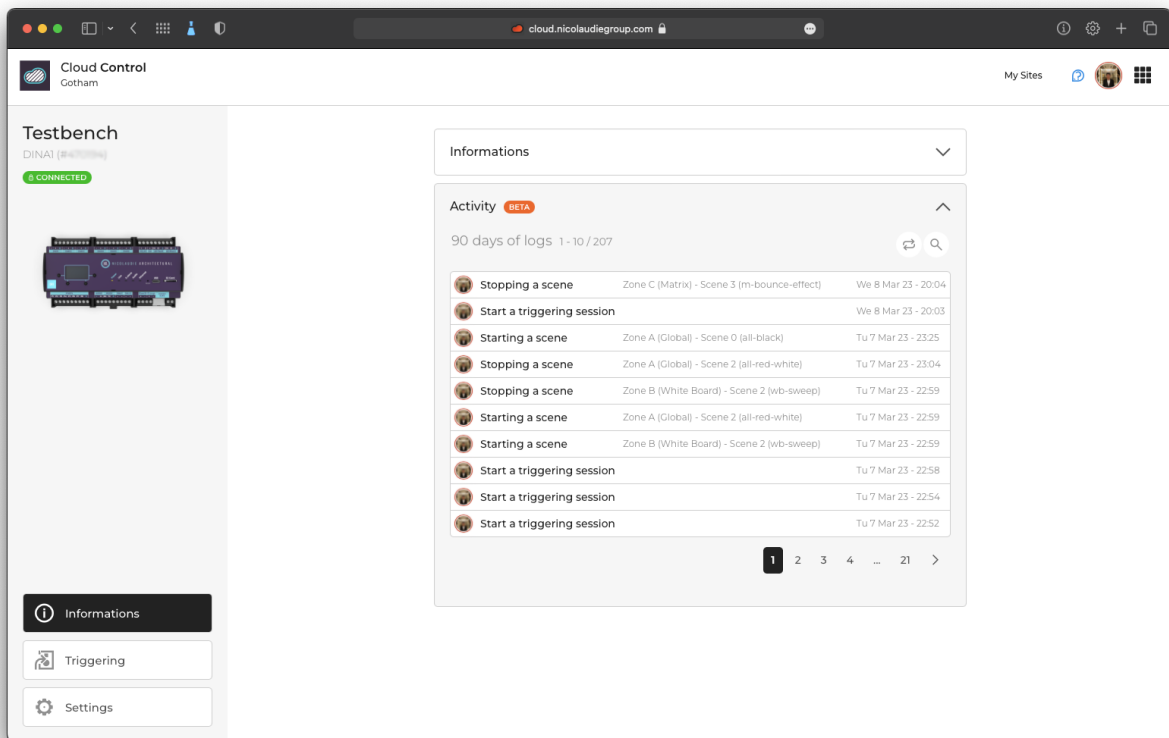


Controller's information

In this section, you will also find “**Activities**” or “**Logs**” linked to the controller. You can check what happened in the past and who did what, when ?

You can find activities produced by:

- ☒ The cloud platform
- ☐ The controller itself (instead of SD card) (*coming soon*)

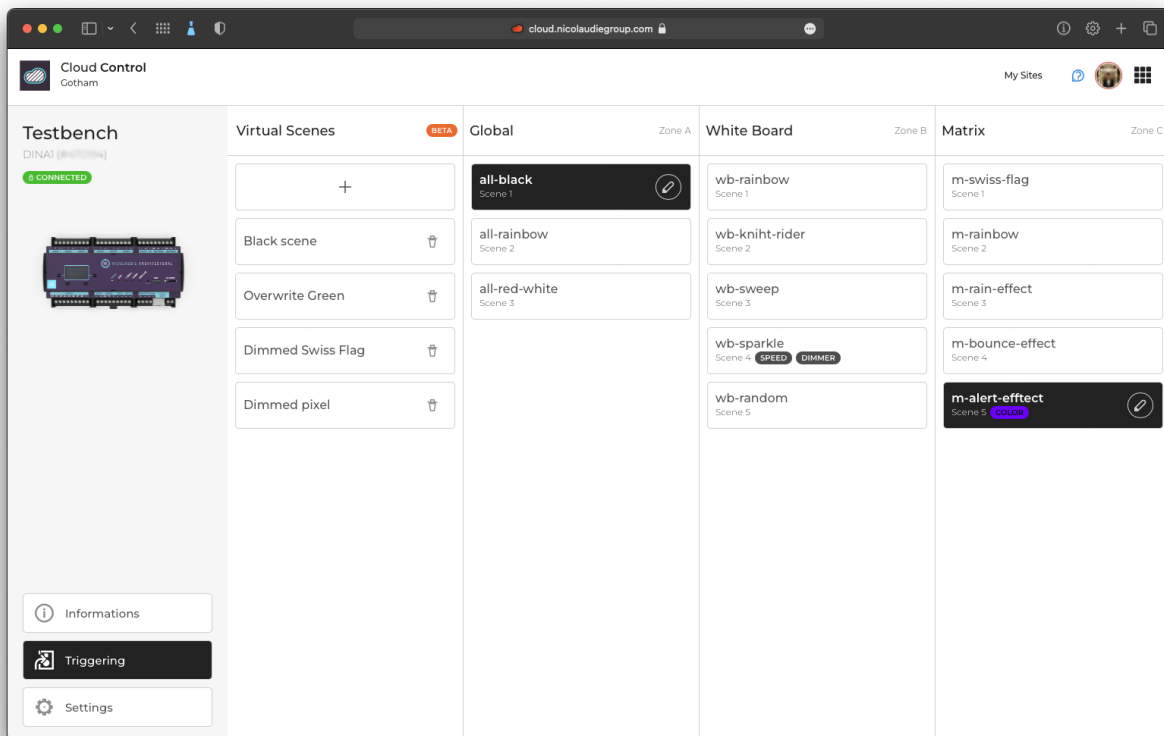


Controller's activities

10.2. Triggering

10.2.1. Trigger scenes & modifiers

The “**Triggering**” section is the main part of the cloud control platform. From this page you can **start**, **stop** and **edit** any scene programmed in your controller. You can also manage **Virtual Scenes** from this section.



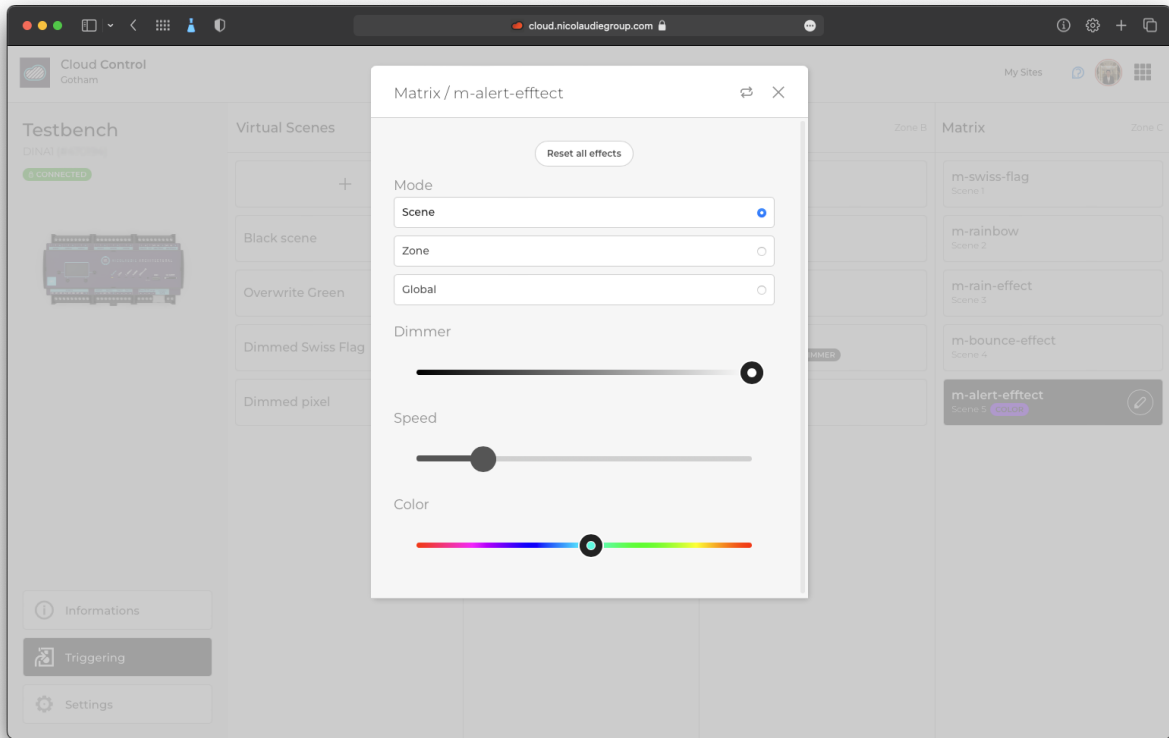
Triggering View

Each *zone* in your program is represented by a column (eg. “Global”, “White board”, “Matrix”). In each zone you can find assigned scenes with their names.

When a scene is **black**, that means the controller is currently **playing** that scene. You can start and stop a scene by simply clicking on it.

When some **modifiers** (Dimmer, Speed, Color) are applied on a scene, labels are displayed next to the scene index.

You can edit the modifier by clicking the “pencil” button on the right side of a scene.



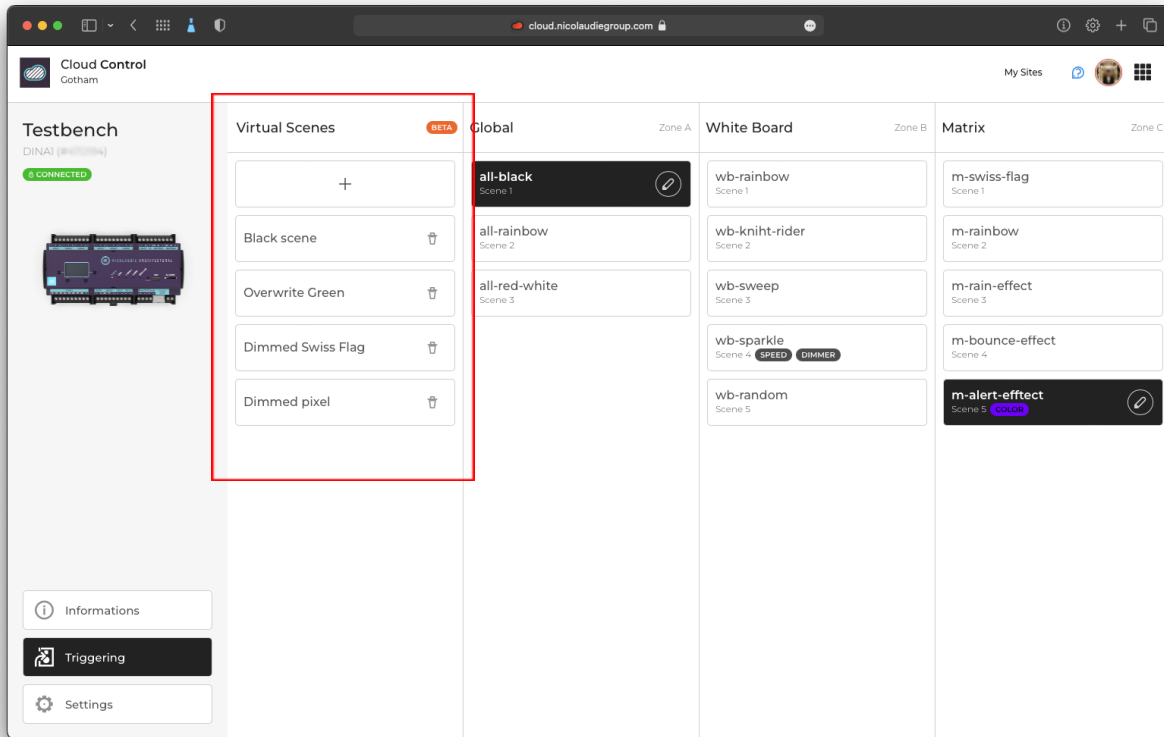
Modifiers dialog

In the modifier dialog, you can reset all current modifiers or apply new ones. A **modifier can be applied** to a **scene**, a **zone** or **globally** to the program.

Use the sliders to edit the dimmer, the speed or the color.

10.2.2. Virtual Scenes

The first column in the “Triggering” view is dedicated to “**Virtual Scenes**”.



Triggering view

In this section you can **add**, **delete** and **play** a virtual scene. A virtual scene cannot be edited (right now).

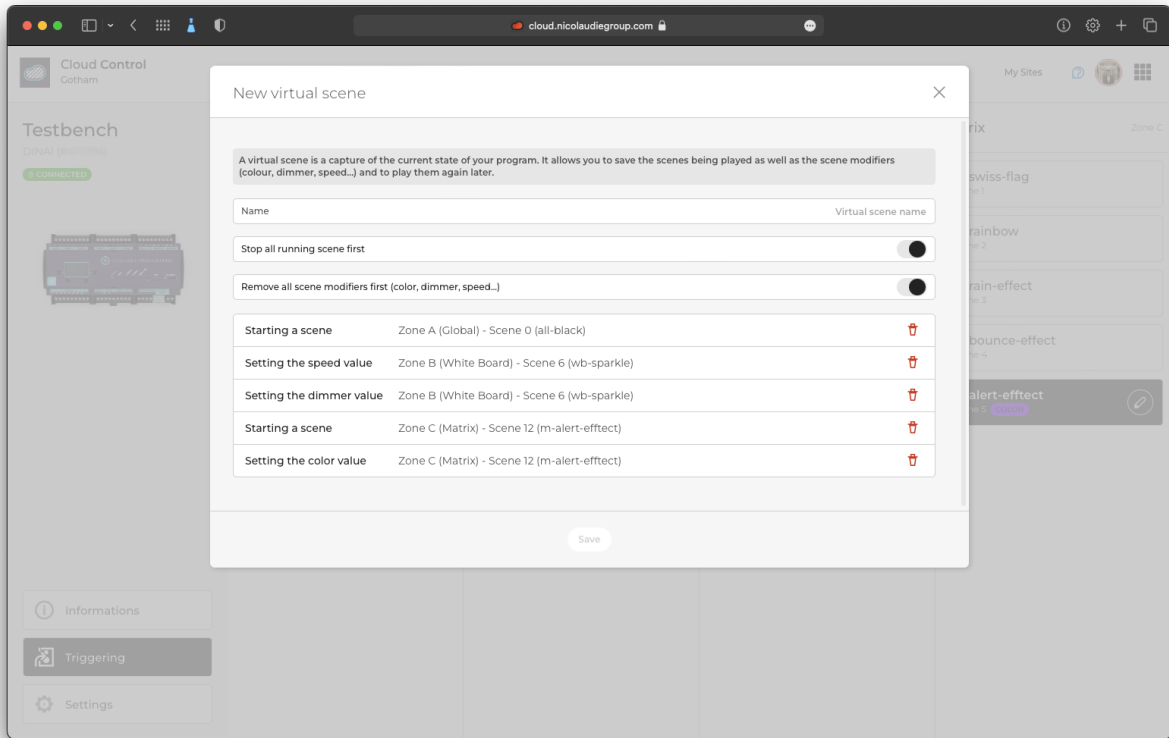
When you want to **create a new virtual scene**, make all modifications you want in the triggering view (start scenes, apply modifiers ..) Then click on the “+” button, a dialog will popup.

In this dialog, you will need to name your virtual scene and customize it (if you want to).

By default, we will **stop all running scenes** and **reset all modifiers** when playing a virtual scene, you can **overwrite** this behavior with the 2 switches.

You'll also find the list of all the actions that will be stored in the virtual scene. You can **remove** a specific action if you want to.

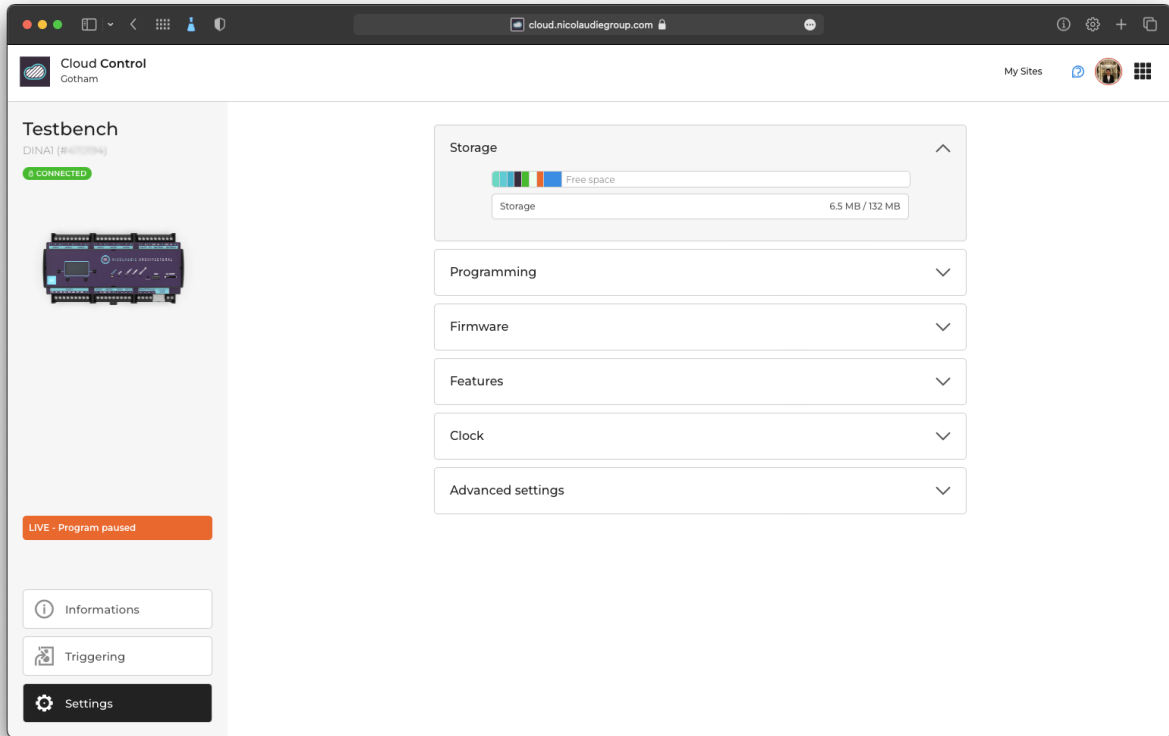
Then click on **"Save"**.



Virtual Scene creation dialog

10.3. Settings

10.3.1. Storage



Controller's storage summary

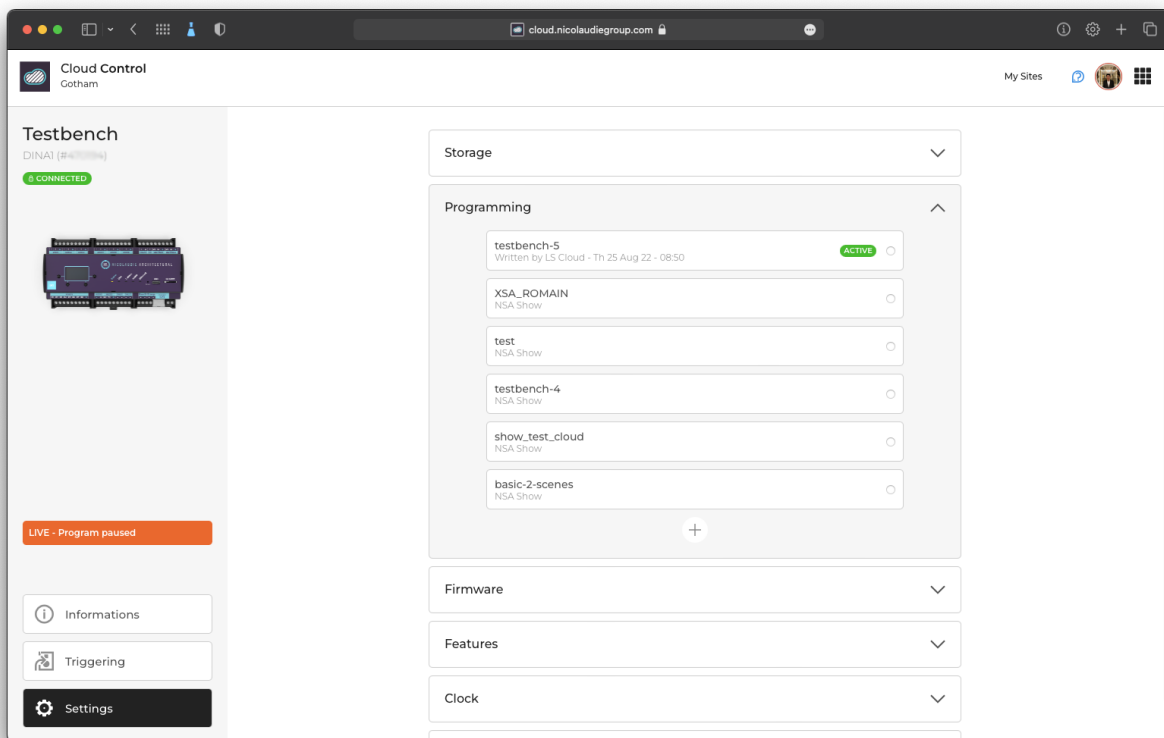
The “**Storage**” section shows a summary of the current controller memory (Internal or SD card)

Each color can represent a program or a folder.

10.3.2. Programming

The **“Programming”** section refers to managing the controller’s **program** or “Show”.

A controller can store multiple programs but only one can be **“Active”**.
You can easily swap the current active program with one already stores in the memory.



Controller’s programs

By selecting a program different actions can be done:

10.3.2.1. Backup

You can **backup** any program from your controller to the cloud. When creating a backup of a program we will download the **compiled show** as well as the **ESA Pro 2** file if present in the folder.

The files will be saved on your account.

You can manage your files on the Nicolaudie Cloud Portal:

<https://cloud.nicolaudiegroupp.com/#/files>

10.3.2.2. Add / upload

If you want to **upload** a new program to the controller, you can select an existing program in your **cloud files** or upload a new program **from your computer**.

When uploading a program from your computer, it will also be saved on your cloud account.

To upload a program from your computer you need a specific file format called '.xsa'. This file is a compiled show that can be understood by our controllers. You can export this file from **ESA Pro 2** in the standalone tab, select your controller and click on **"Write for cloud"** (previously called: "Write XSA")

By default, every time you upload a new program it will be stored in a new folder without removing the current running program.

After uploading a program, you need to set it as "Active" if you want to replace the current running program.

10.3.2.3. Remove

You can **remove** any program (not active) from the controller. Be aware that this action **cannot be reversed**.

To remove a program, simply select it and click on "Remove".

10.3.3. Firmware

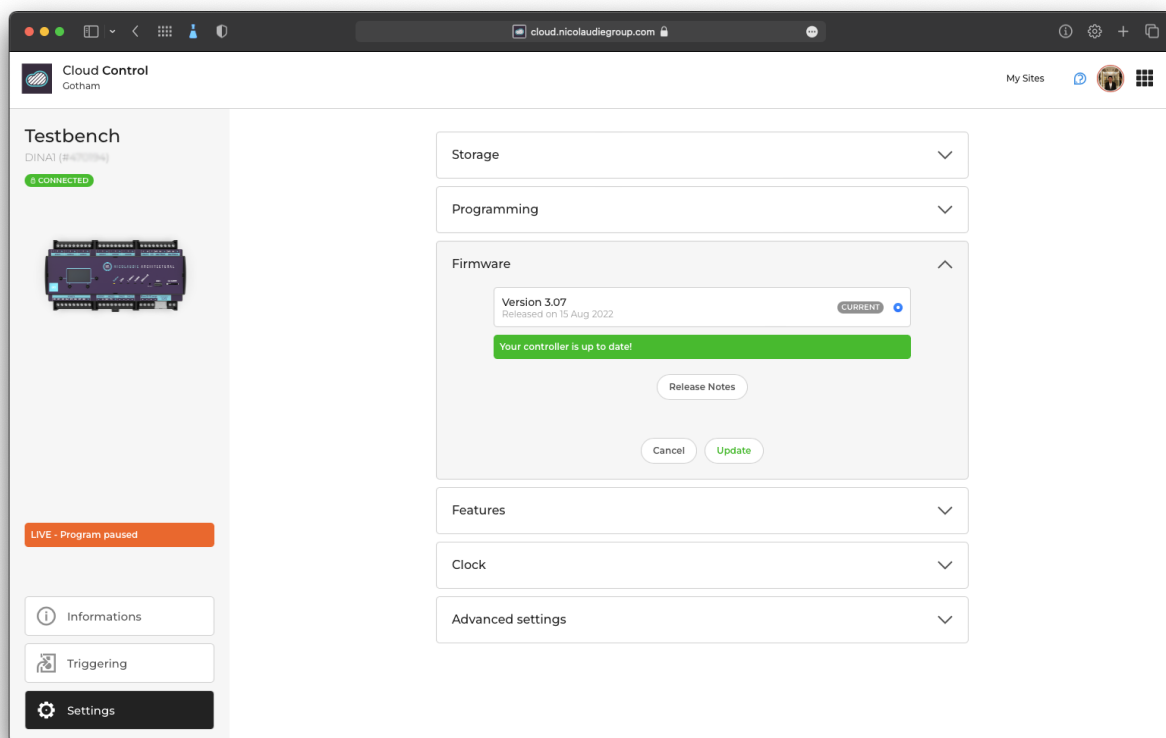
You can manage the controller firmware from the cloud. The firmware is the internal software running inside the controller.

It's important to have the latest version of the firmware to have the latest features and bug fixes.

If any update is available, you will see it in the list of firmware.

To upgrade your controller select the desired version and click on **“update”**.

We don't recommend downgrading the firmware from the cloud to avoid backwards compatibility issues.

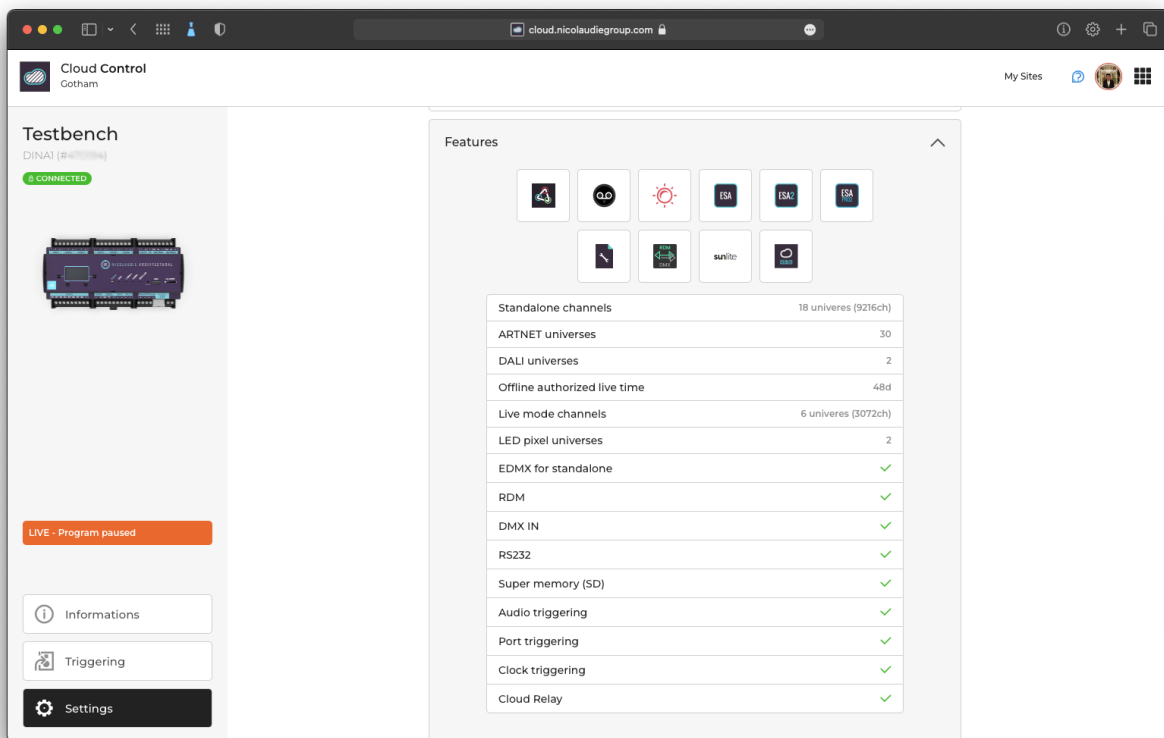


Controller's firmware

10.3.4. Features

The **“Feature”** section simply lists all the current capabilities of the controller, such as how many DMX universes you have access to, software compatibility etc.

In case of recently bought add-ons, you can refresh the controller feature with the **“update”** button.



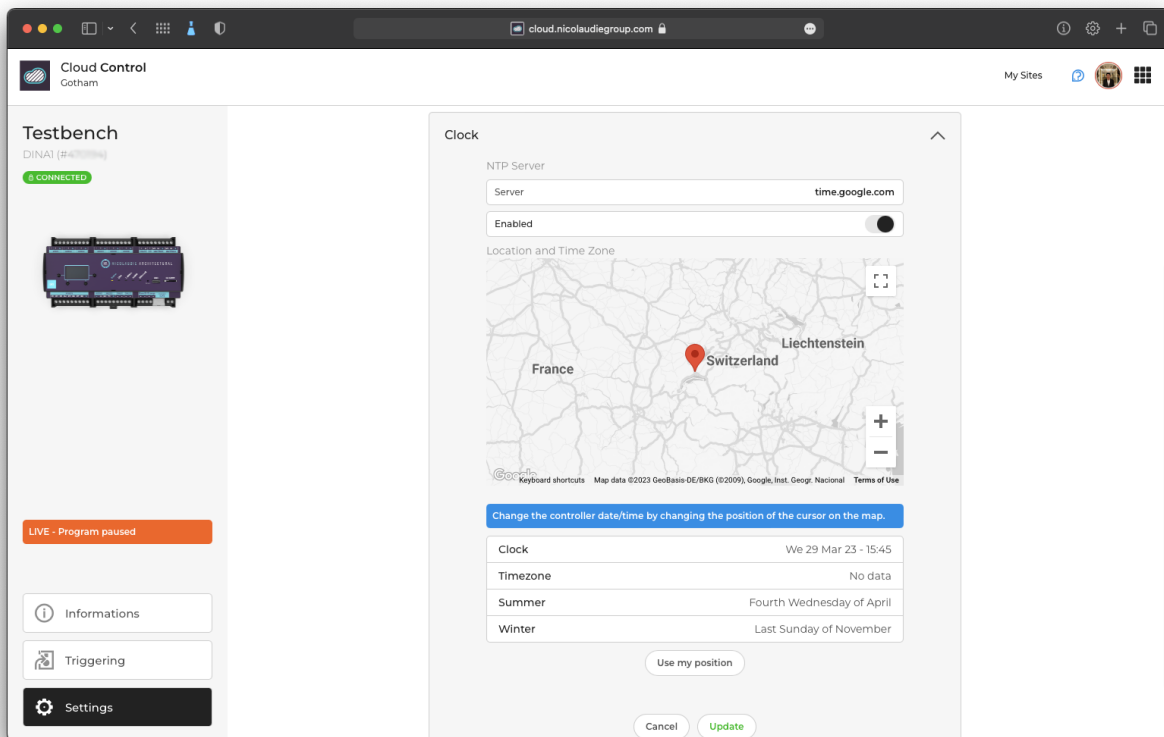
Controller features list

10.3.5. Clock

Setting up the right time and timezone is very important for your program to run correctly especially if you have TCA time triggers in it.

In the “**Clock**” section, you can set the [NTP \(Network Time Protocol\)](#) for automatic time update but you can also set the timezone and the [DST \(Daylight Saving Time\)](#) of your controller.

You can edit the **timezone** and the **DST** by moving the **cursor on the map** or clicking on “**use my position**” to use your current location (computer)



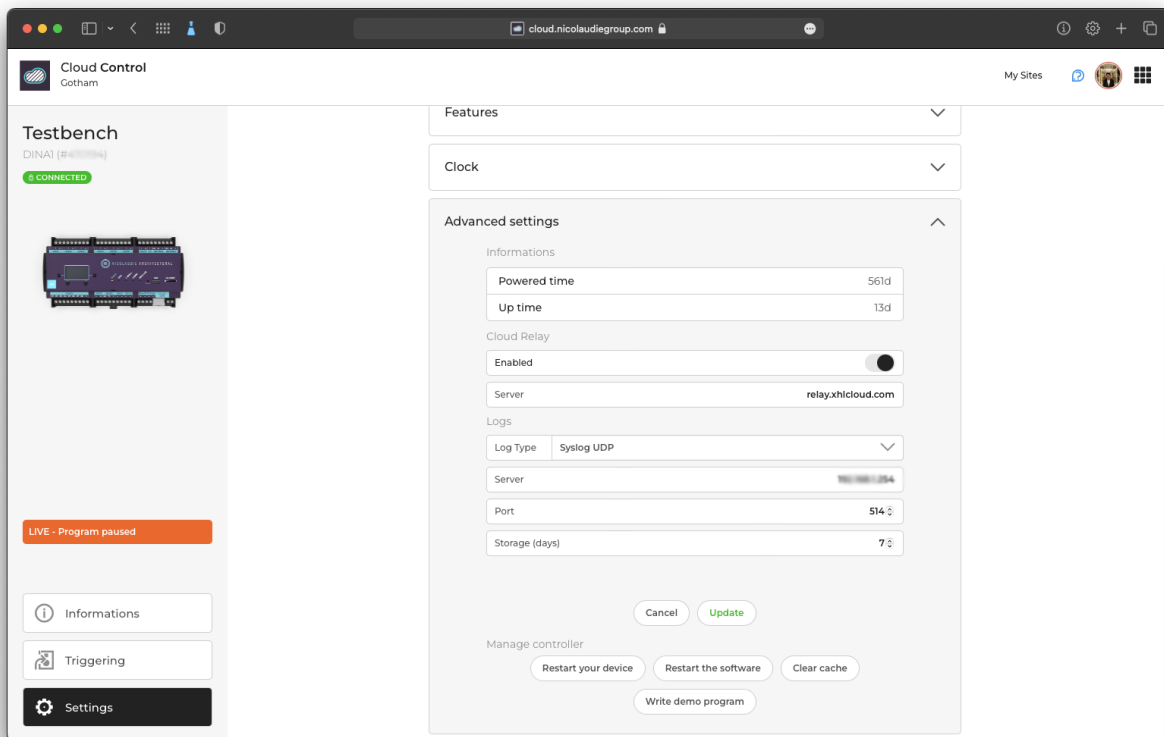
Controller's clock setting

10.3.6. Advanced

The “**Advanced**” section contains various information about your controller and some extra settings you can edit.

In case of issues you can:

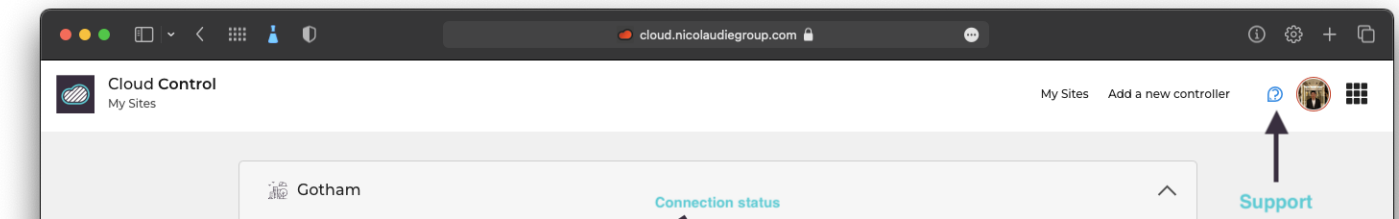
- **Restart your controller:** power cycle your controller
- **Restart the software:** Restart the software instance connected to your controller
- **Clear the cache:** Clear all caches related to your controller (Program, memory summary, settings...)



11. Support

Depending on your license, we can provide different levels of support; medium and priority.

You can find all the information about contacting us by clicking the **“Support”** button available in the top right corner of the platform (“?” icon).



When opening the support dialog you can find a **“support code”** which you will give us during the discussion. This code will help us to automatically get the information about your site and/or the controller you are having issues with.

It's important to generate a code where you are having an issue (same page / URL)

Just select the medium you want to use to contact us:

Nicolaudie Cloud Control

supportcloud@nicolaudiegroun.com