

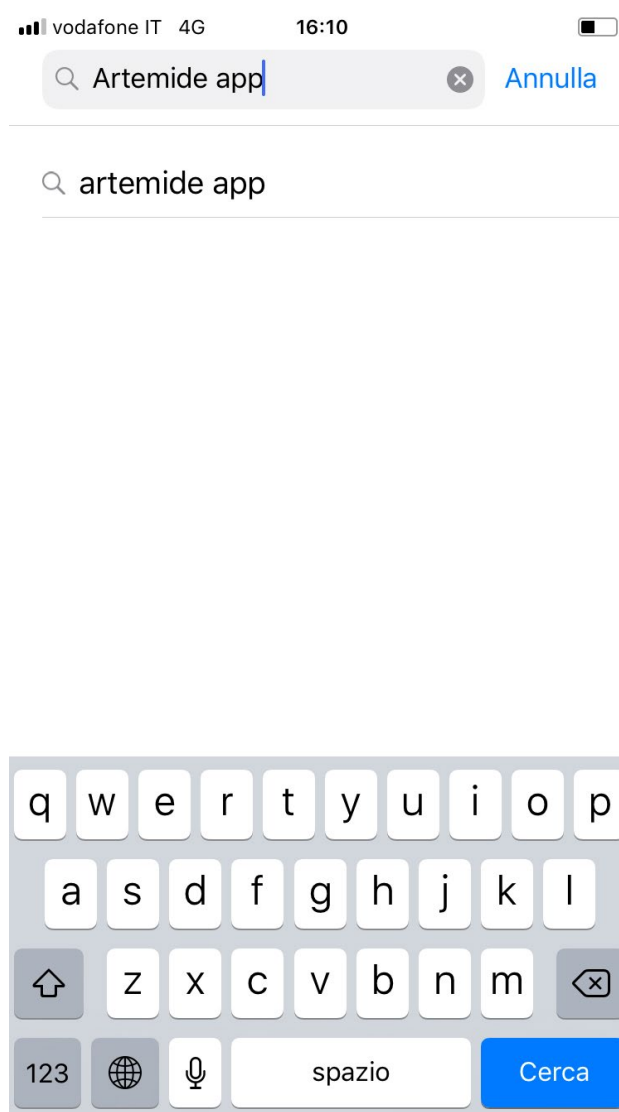
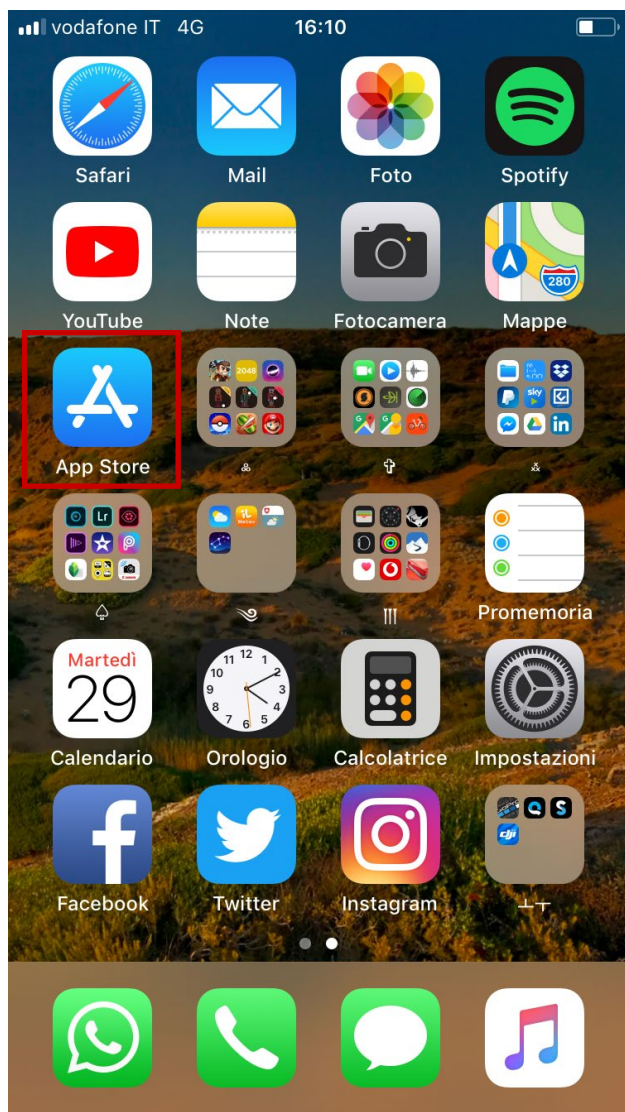


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1. App installation

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This section describes the step-by-step installation process of the Artemide App.

Important premise:

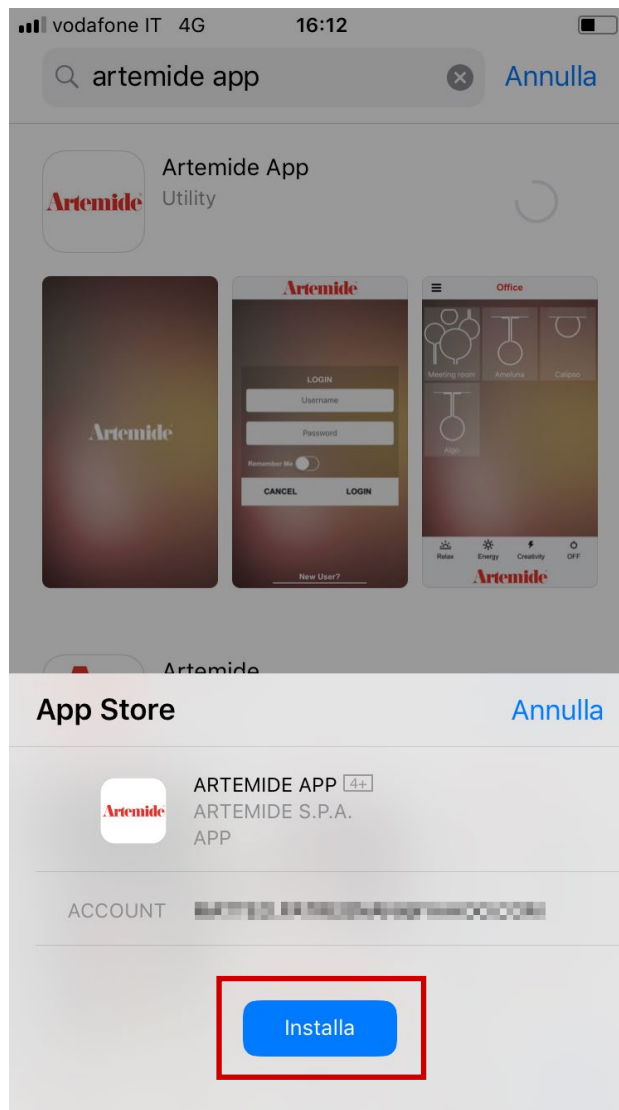
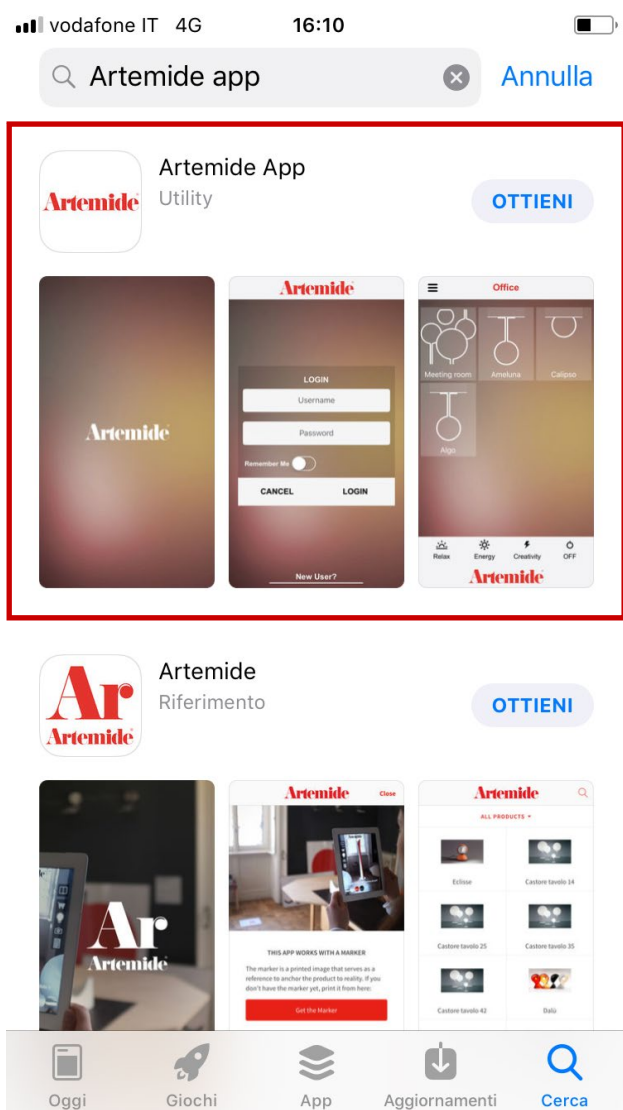
Internet connection is essential for Artemide App installation and use, so -before starting the installation- make sure that your device is connected.

Open the App Store, iOS version (Play Store, Android) on your device and type “Artemide App” in the search bar.

Minimum operating system requirements for Artemide App:

- Android > minimum version Android 5.0 (API level 21 – Lollipop)
- Apple > minimum version iOS 11.0

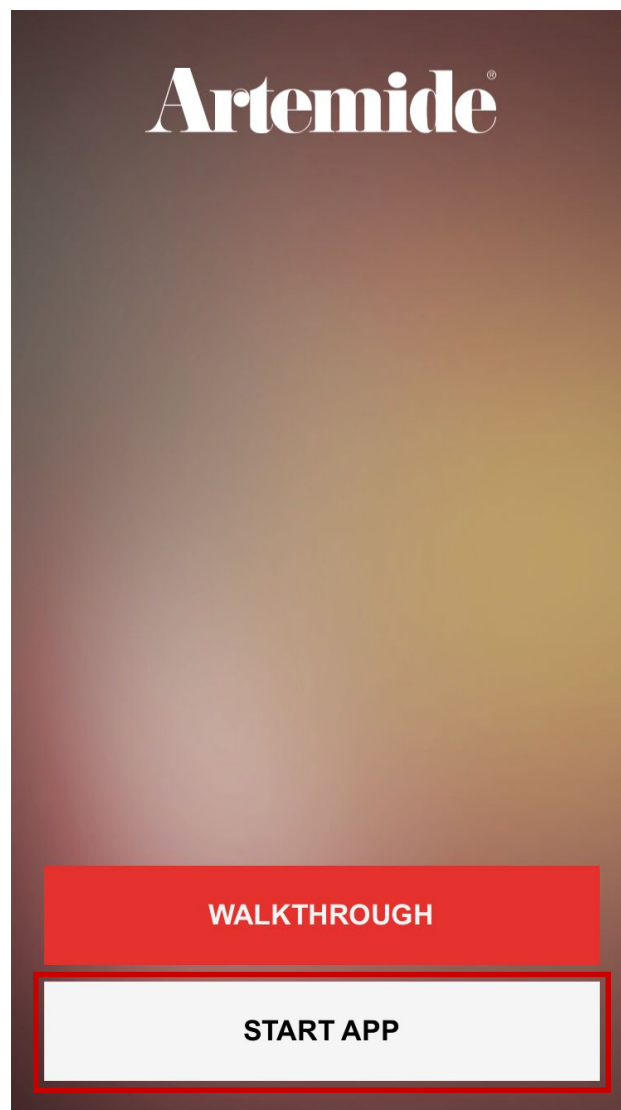
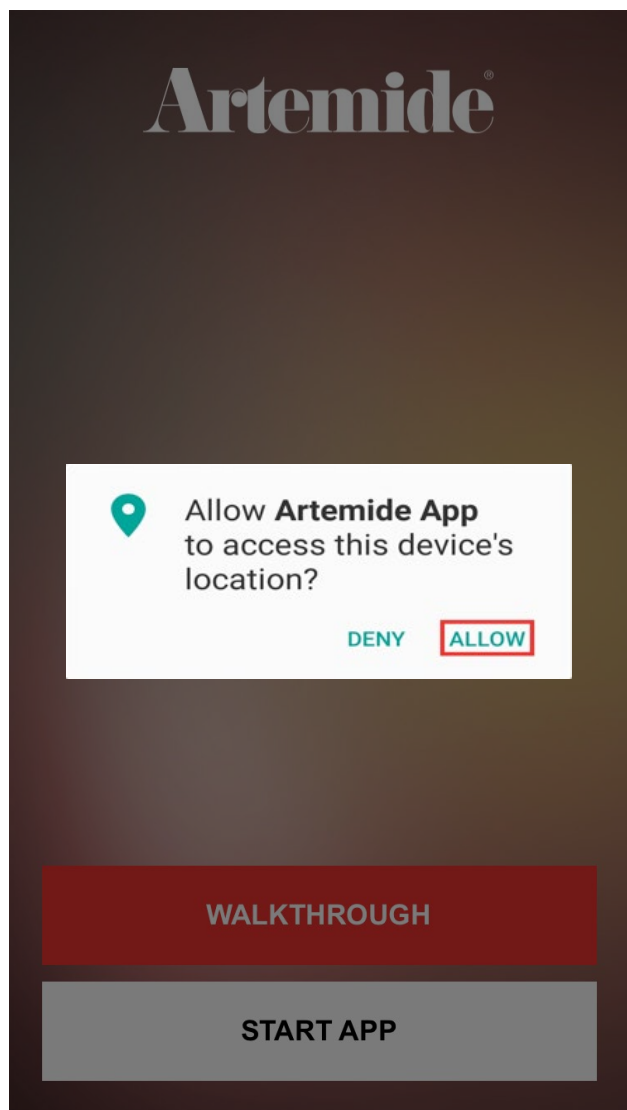
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Select **Artemide App** application and press the “Install” button.

2. Authentication

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The first screen that appears when you start the application asks you to allow Artemide App to access your device's location.

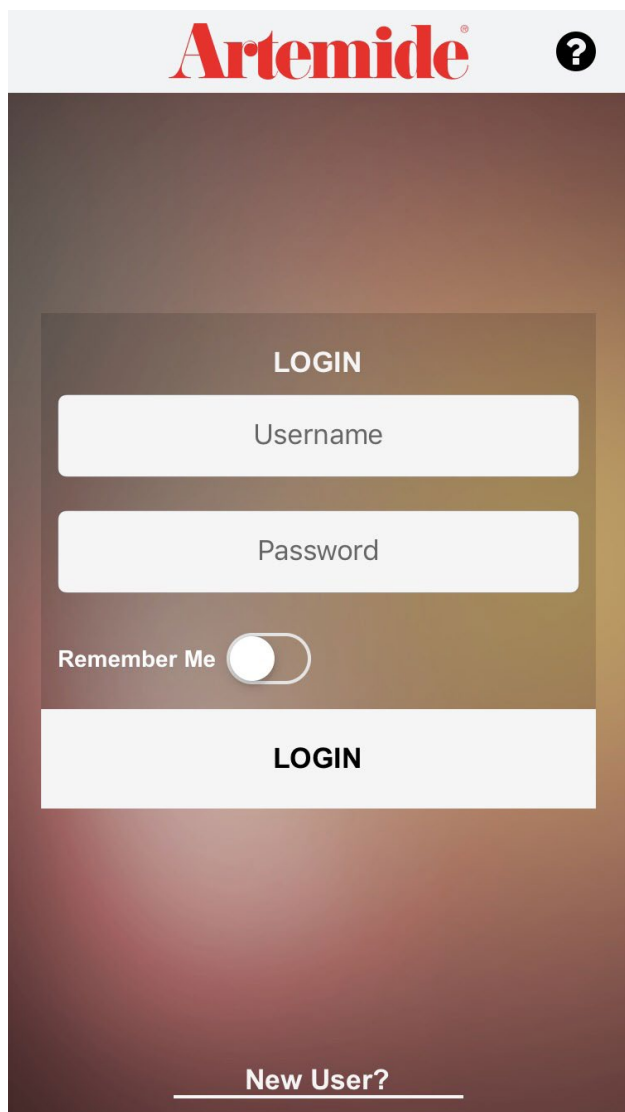
Press the **“ALLOW”** button in order to give the App access permission to the device's location (image on the left).

N.B. This permission must be given, since the BLL connection wouldn't work correctly without it.

This page is shown only at the first launch of the application, it won't appear again.

Press the **“START APP”** button (image on the right) to launch the application.

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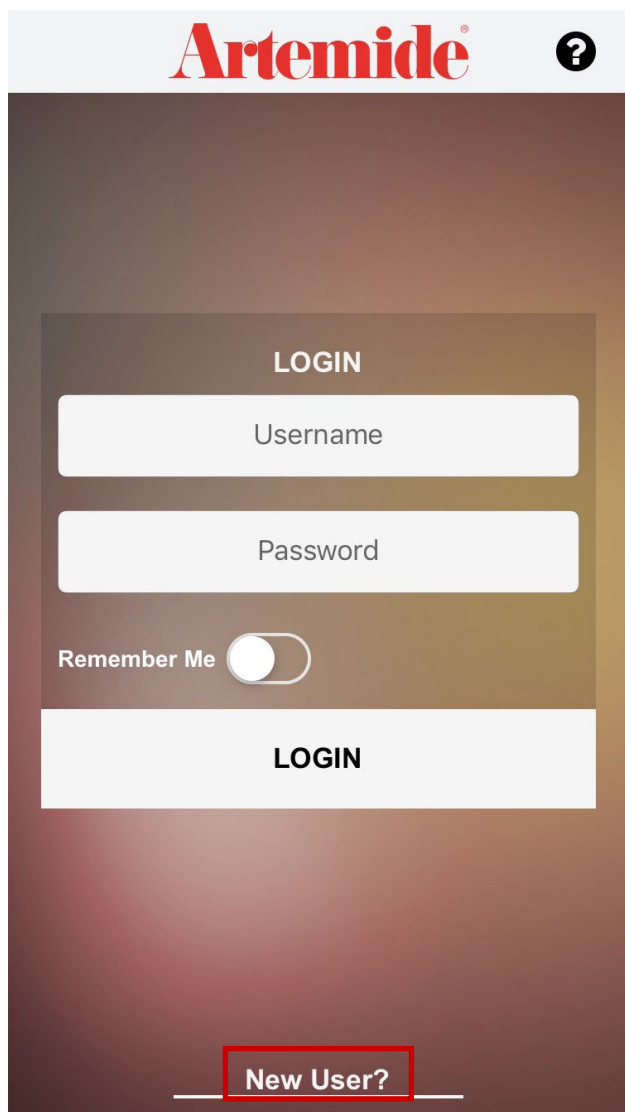
The image shows a mobile application login screen for Artemide. At the top, the Artemide logo is displayed in red, followed by a question mark icon in a black circle. The main content area is a dark brown gradient. It features a white box with the word "LOGIN" in bold. Below this are two white input fields for "Username" and "Password". A "Remember Me" toggle switch is positioned below the password field. At the bottom of the white box is a white button labeled "LOGIN". Below the white box, the text "New User?" is underlined.

Once you pressed the “START APP” button, this LOGIN page will appear.

The application allows access through the insertion of personal credentials (**username and password**).

2.1 Cloud login

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The image shows a mobile application login screen for Artemide. At the top, the Artemide logo is displayed in red, followed by a help icon (a question mark in a circle). Below this is a dark brown background with a central white box containing the login form. The form is titled "LOGIN" and includes a "Username" input field, a "Password" input field, and a "Remember Me" toggle switch. Below the form is a white "LOGIN" button. At the bottom of the screen, a "New User?" link is highlighted with a red rectangular box.

On first login, you need to select the button **“New user?”** at the bottom of the LOGIN page.

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← Account ?

Register Now

🌐 @artemide.com

••••

••••

STATE / COUNTRY

1 CHINA

2 Rest of the World

3 **CREATE AN ACCOUNT**

4 Clicking on 'Create Account' you accept
PRIVACY POLICY

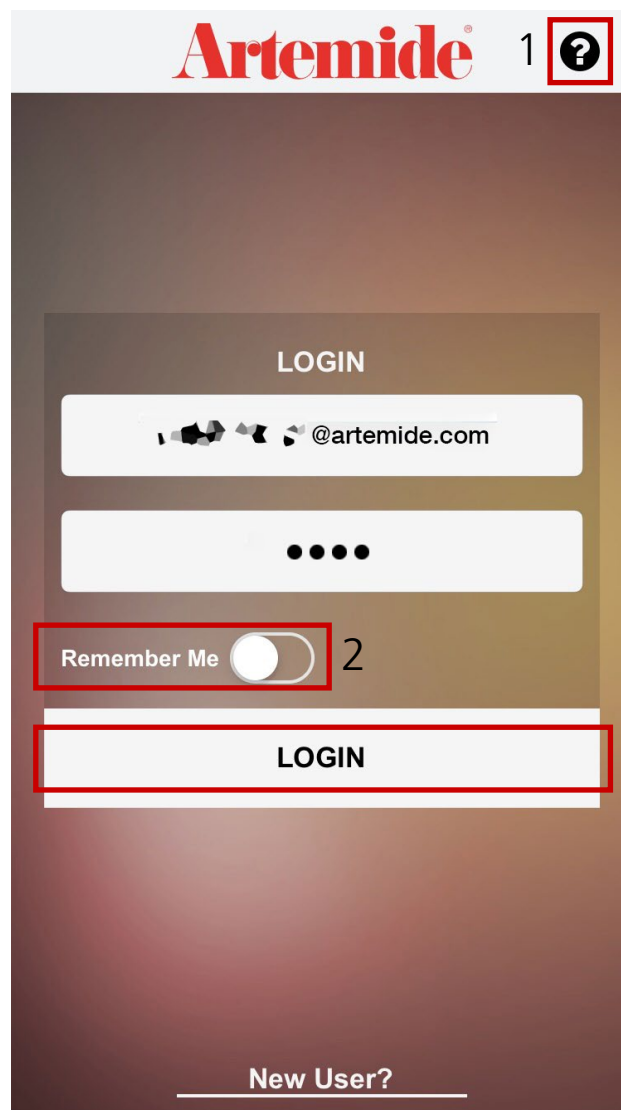
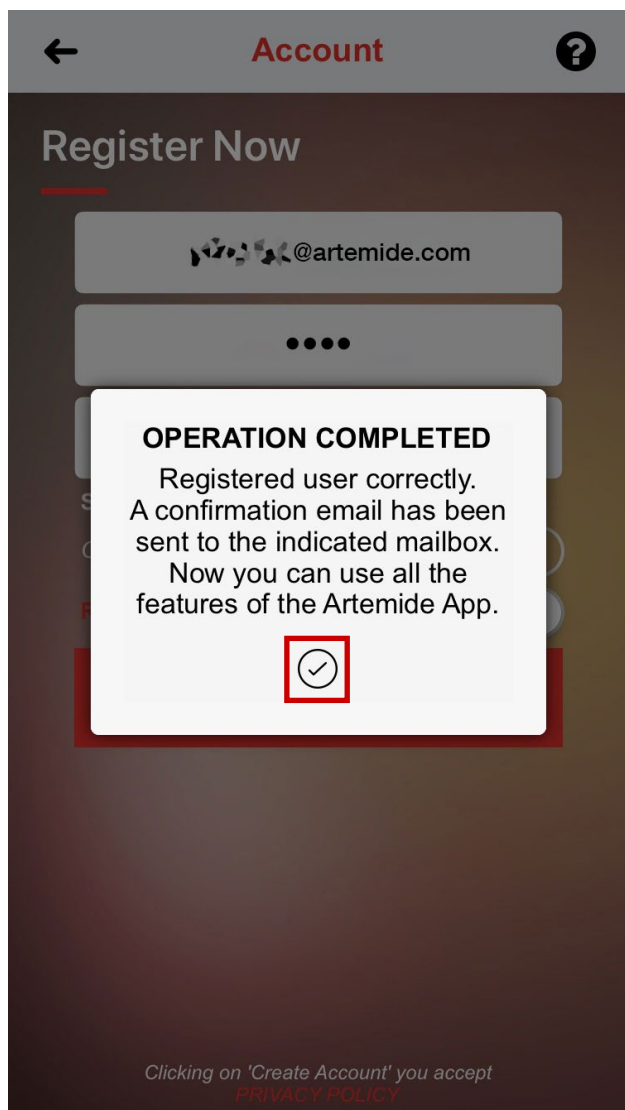
The application now shows the **REGISTRATION** page.

Please enter a valid **email** (that will be your username) and a **password** (you'll be asked to insert it twice). You must also select your country (red box 1 or 2, see image).

Press on the "PRIVACY POLICY" (red box 4, see image) if you wish to read it before register (registration means you automatically accept privacy policy terms and conditions).

Otherwise, press "**CREATE AN ACCOUNT**" in order to confirm the entered data and register (red box 3, see image).

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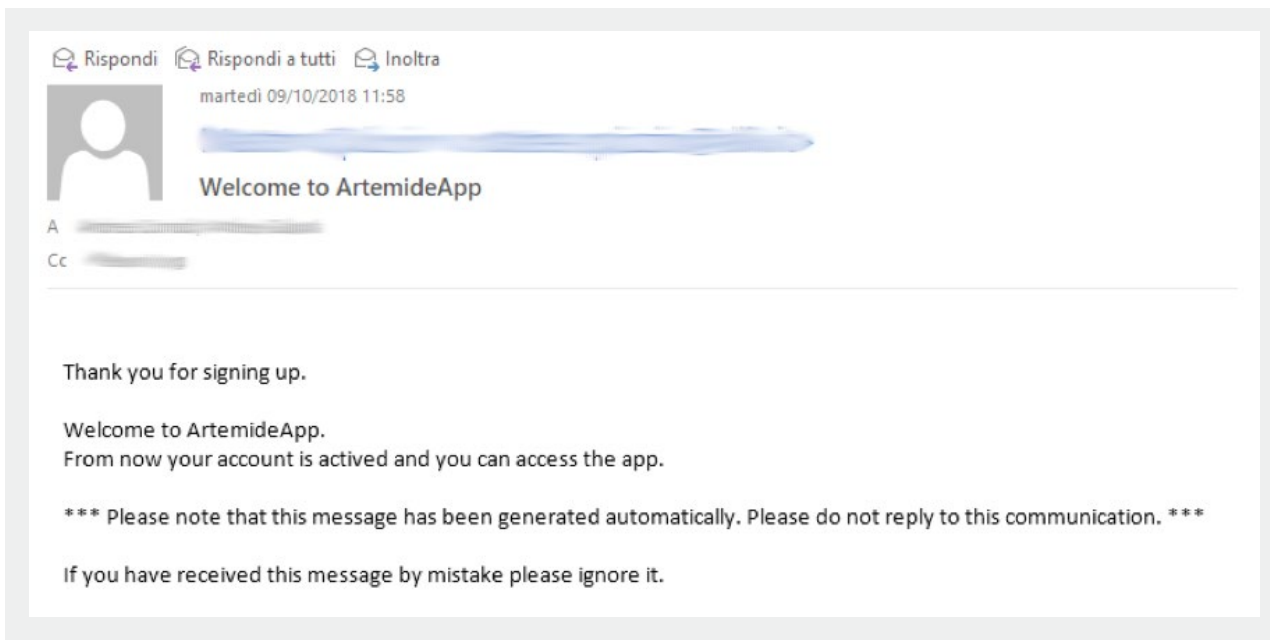


A popup will appear on your screen (image on the left).

Hit the “✓” button; you’ll be redirected to the previous LOGIN screen (image on the right). Enter the registered credentials to log into your personal account.

Enable the “**Remember Me**” option (red box 2, image on the right) in order to save credentials, then press “**LOGIN**” to access the application.

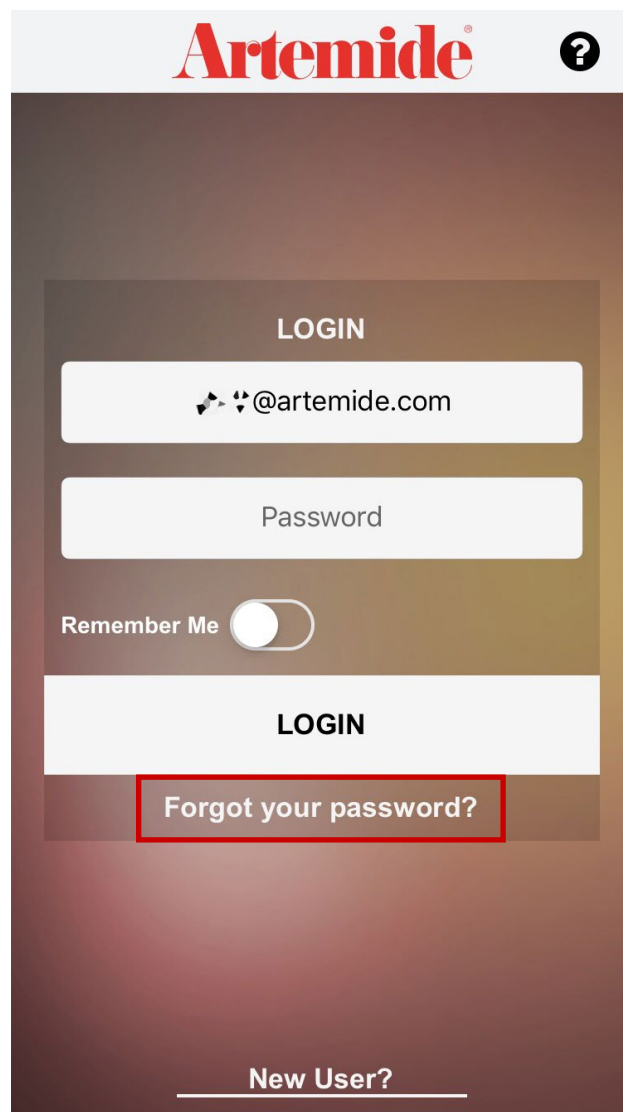
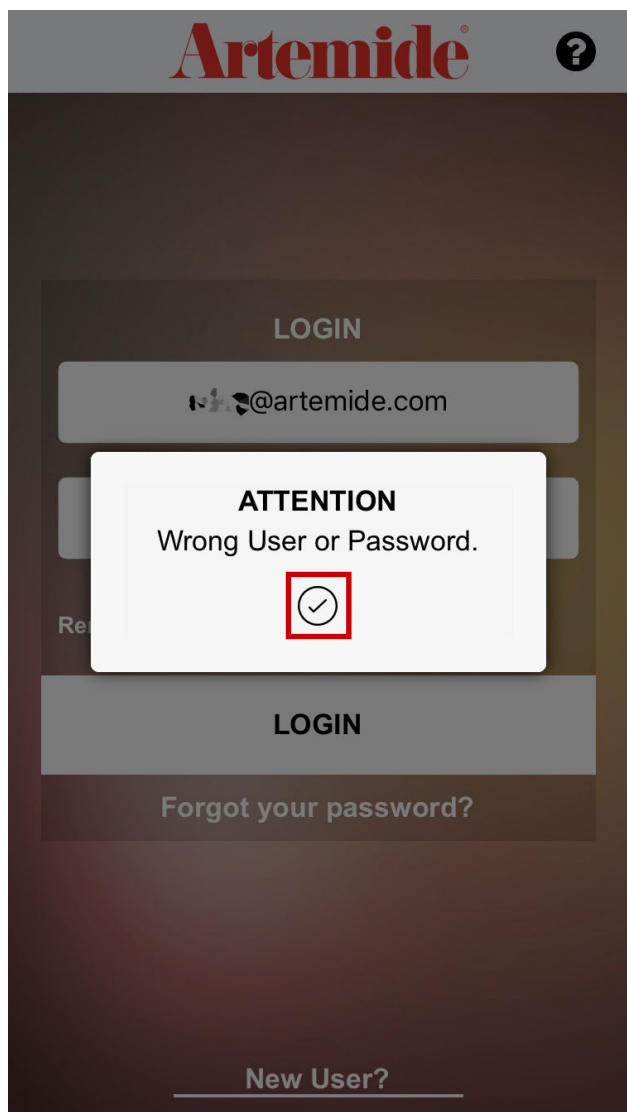
If you have problems during the registration/login phase, press on the “?” button at the top right of the screen (red box 1, see image) to view information about the Help Desk service.



Please Note:

When the App shows the popup “OPERATION COMPLETED” (see previous page, image on the left), you receive a welcome email in your mailbox, just to let you know the registration process is successfully done (see image).

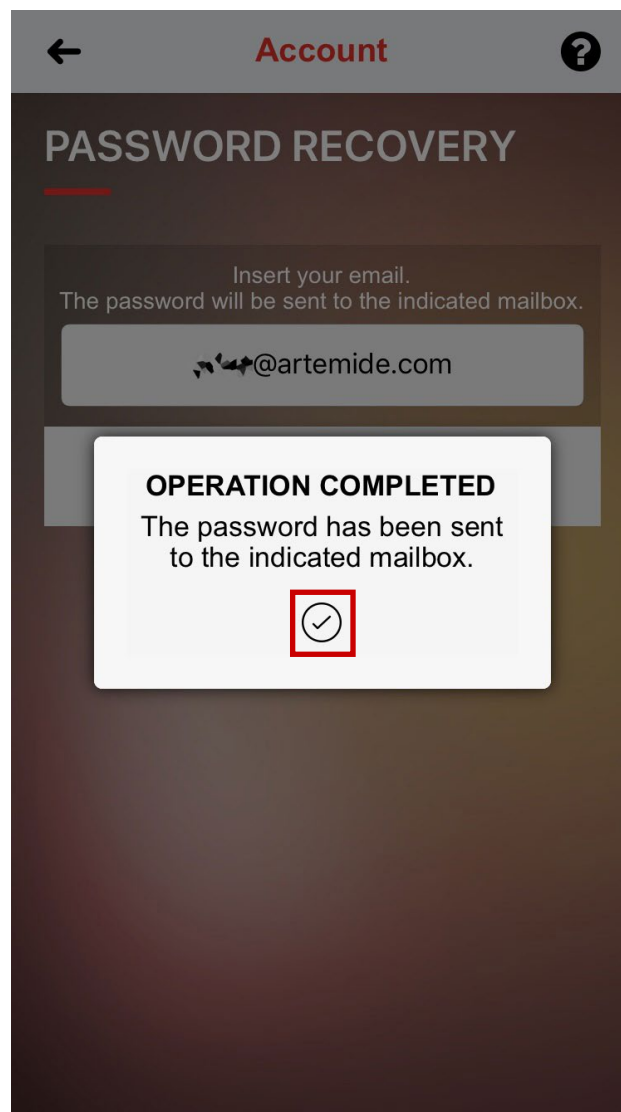
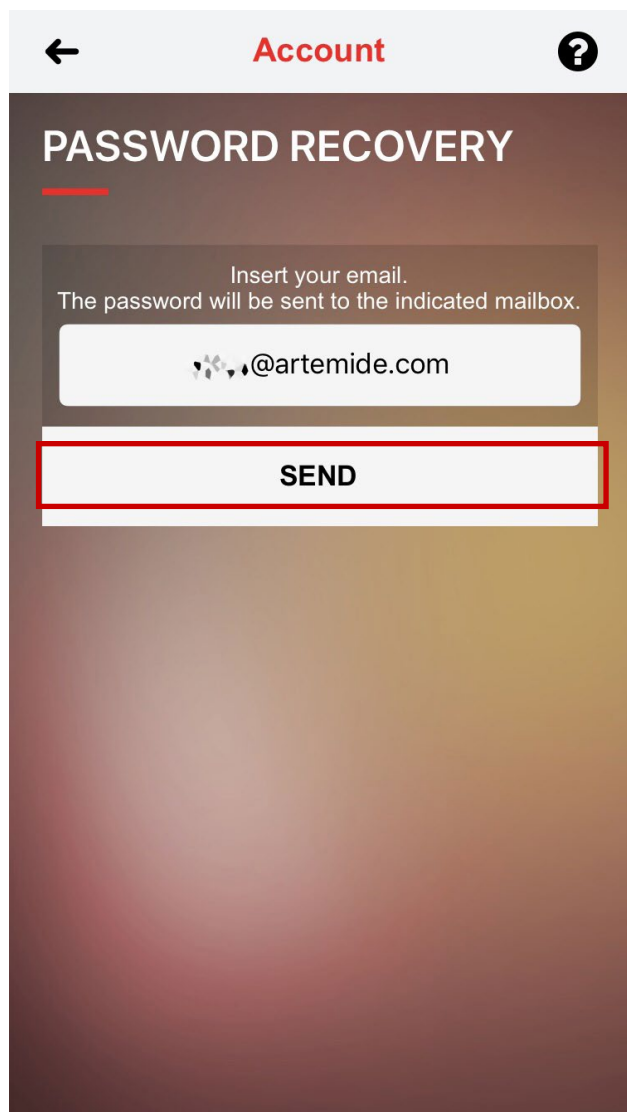
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Please Note - Password Recovery:
 During the login operation, any time you enter a wrong credential and hit "LOGIN", Artemide App will show an error message (see image on the left).

Press "Forgot your password?" button to start the recovery process.

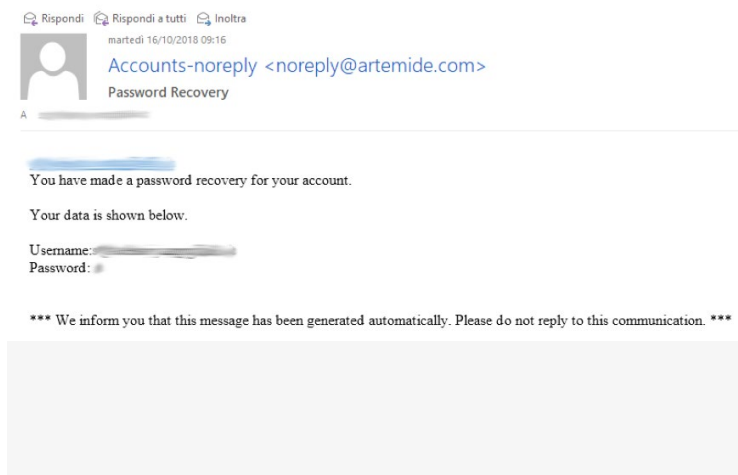
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You'll see a screen similar to the one on the left. Enter in the text box the email address where you want to have the password sent. Press the **"SEND"** button.

Once you pressed **"SEND"**, a popup will appear (see image on the right) and you can go back to the LOGIN screen.

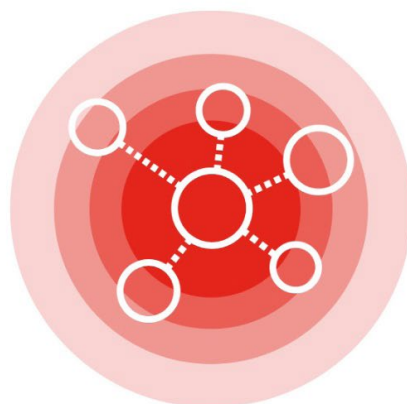
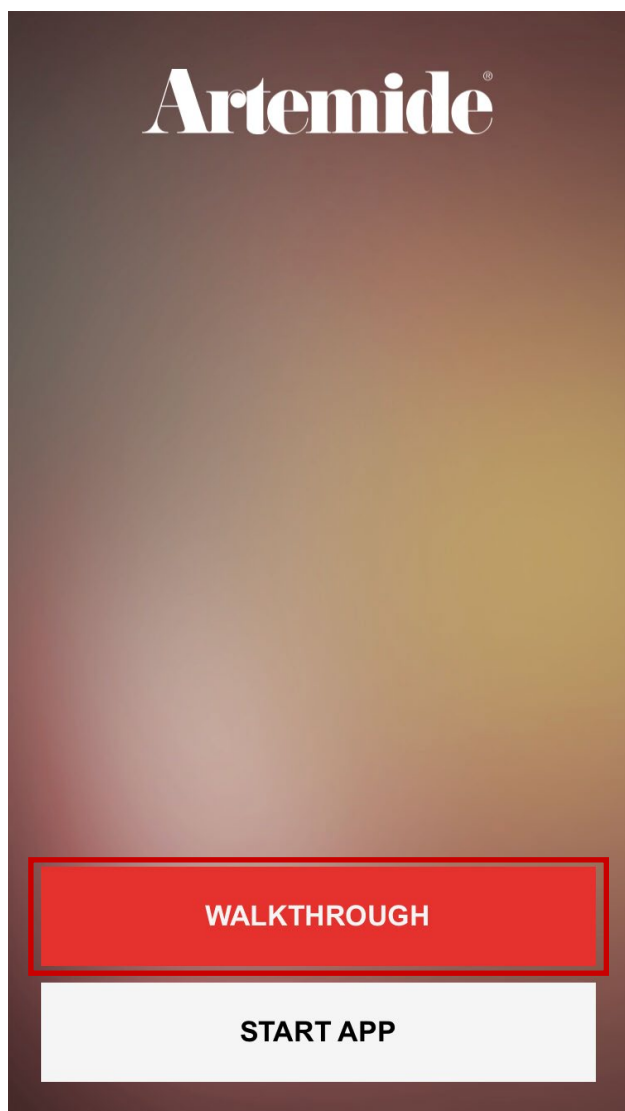
The email containing your access credentials will be similar to the following:



2.2

Walkthrough

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**EXTENDED NETWORK**

Managing up to 500 Artemide lamps.

SKIP



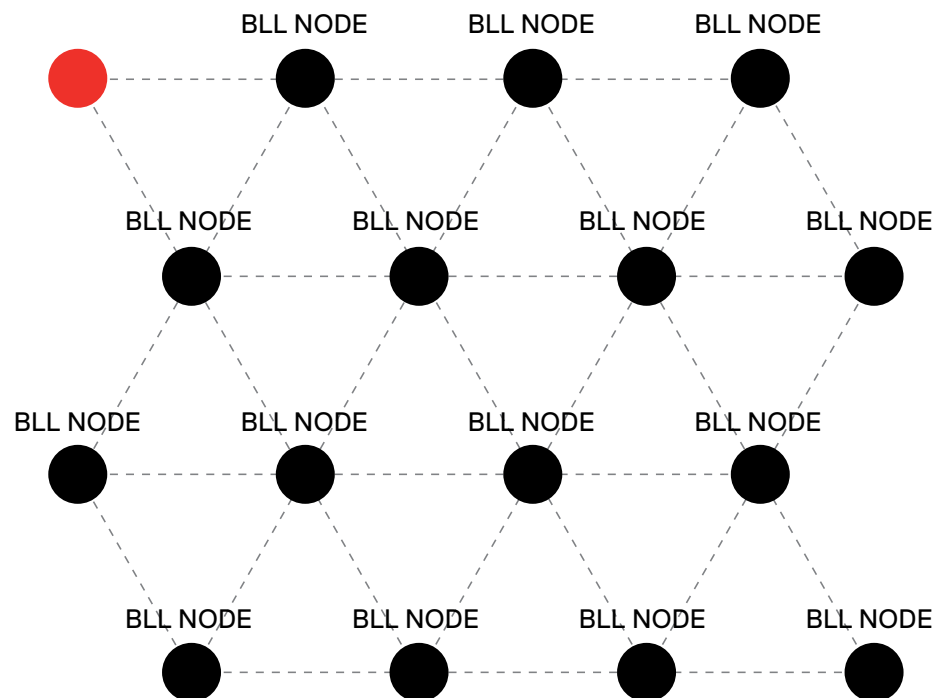
The “**WALKTHROUGH**” lets you explore all new features through a slideshow. Browse the pages to get a quick preview of what you can do with Artemide App.

This overview on Artemide App features can be found at any time in the main menu to the item “Walkthrough”.

Please note:

BLL connection is essential for a correct use of Artemide App. The working distance of BLL connection in free air is approximately 15m. From now on, when talking about “distances between devices”, are intended to be “distances in free-air”.

3. First Network creation

**CONCERNED
NODE****IN THIS NETWORK**

- ♦ **each node is a lamp**
- ♦ **distance between user and concerned node > 15m**

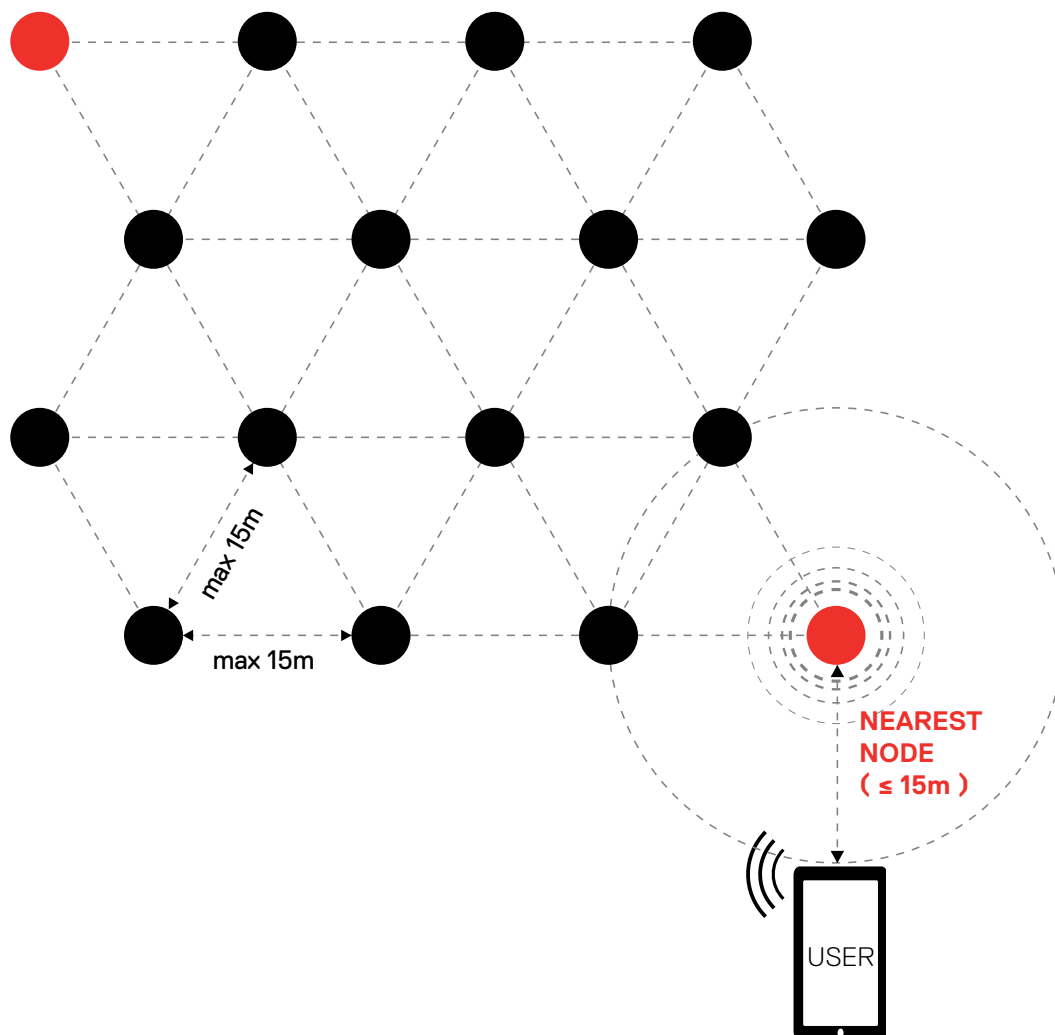


This section shows how to create the first Network.

A Network is, ideally, the environment where one or more of your App-connected lamps are placed: it can have any name you want (i.e. *Home, Office, Restaurant* or -more specifically- *Kitchen, Bathroom, Living-Room, Meeting-Room, Entrance, Hall* etc...).

Organizing devices gathering them in **Networks** allows you to simplify light management of any environment, even considering the working distance of the BLL signal in free air: to control the whole Network, user should be at a distance < 15m from any lamps included in the Network, thanks to the use of **BLL MESH TECHNOLOGY**.

**CONCERNED
NODE**

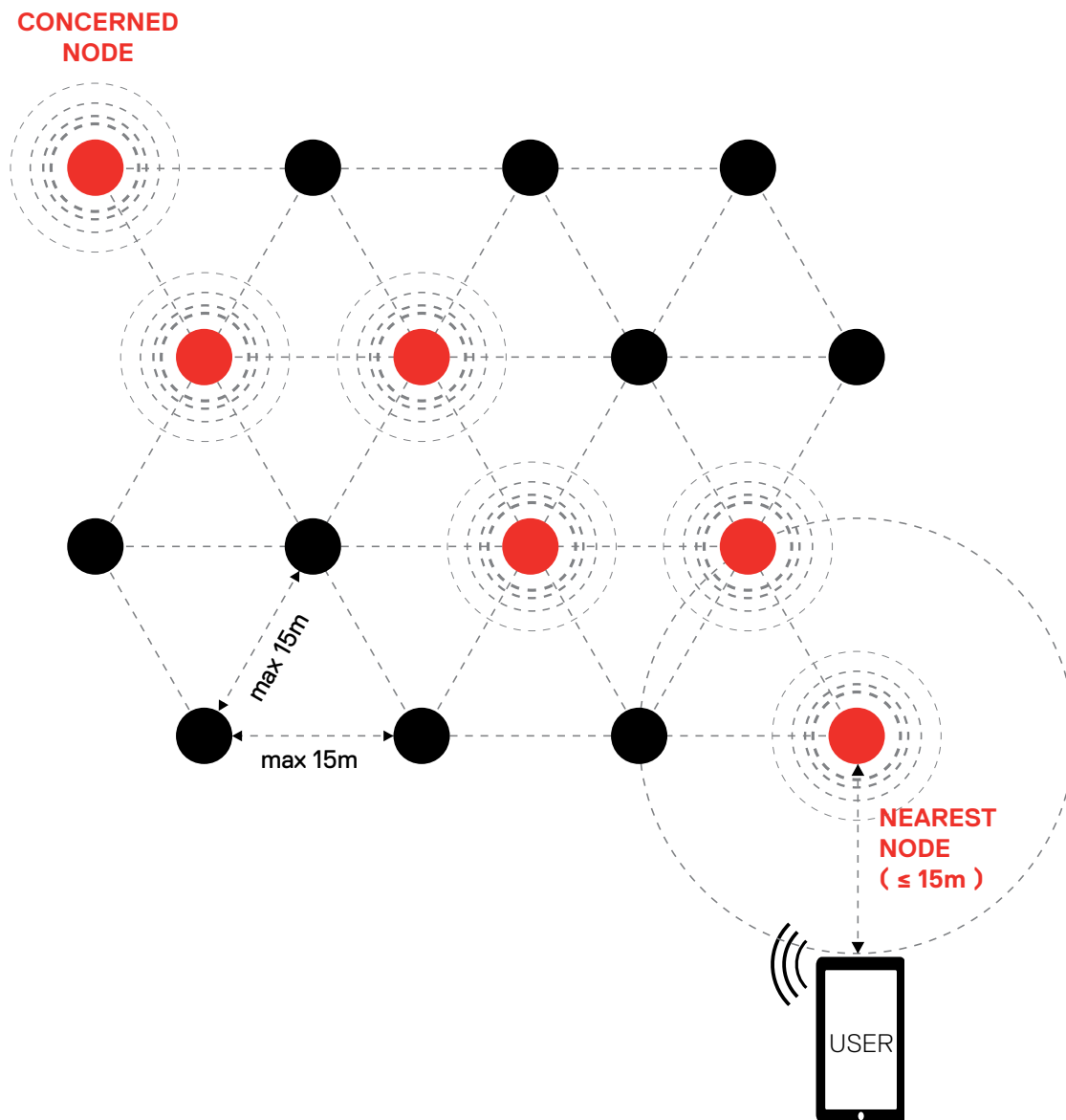


BLL MESH TECHNOLOGY

Within any Network, each node (=lamp) plays an “equal” role, distributing data (they all receive and transmit commands).

This means:

- a balanced distribution of the data flow (no main element to connect to in order to control the entire Network, since all lamps act as “receivers” and “transmitters” of commands).
- possibility of creating even very extensive Networks, bypassing BLL signal reception range (15m); in this way, the user can control a node more than 15m away from his device (e.g. the furthest node within the Network) thanks to the presence of other nodes in intermediate position that, in turn, send the command to the node concerned.



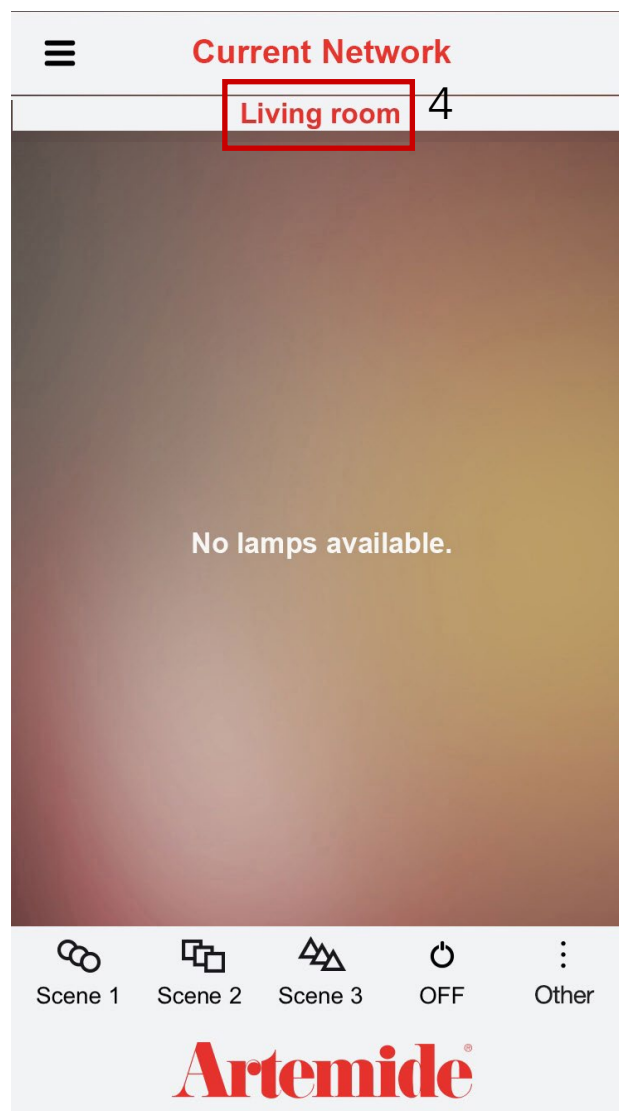
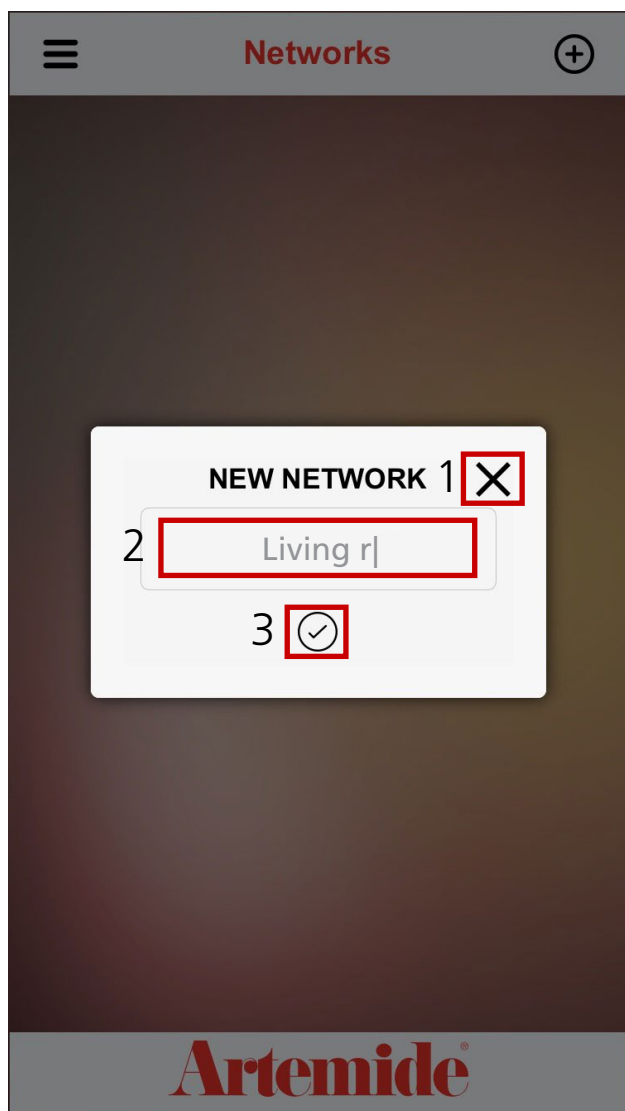
Two conditions are essential for the control command to be actuated:

- each node (=lamp) in the Network must not be more than 15m away from the surrounding nodes.
- user must be at a maximum distance of 15m from the node of the nearest Network, so that it can (via intermediate nodes) transmit the command to the node concerned.

Please note:

each Network of Artemide App can include up to 500 lamps.

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If no Network is available (as in the case of first login), the application redirects you to the page on the left.

Enter **Network's name** in the red box 2, (i.e. *Home / Office / Living Room...*).

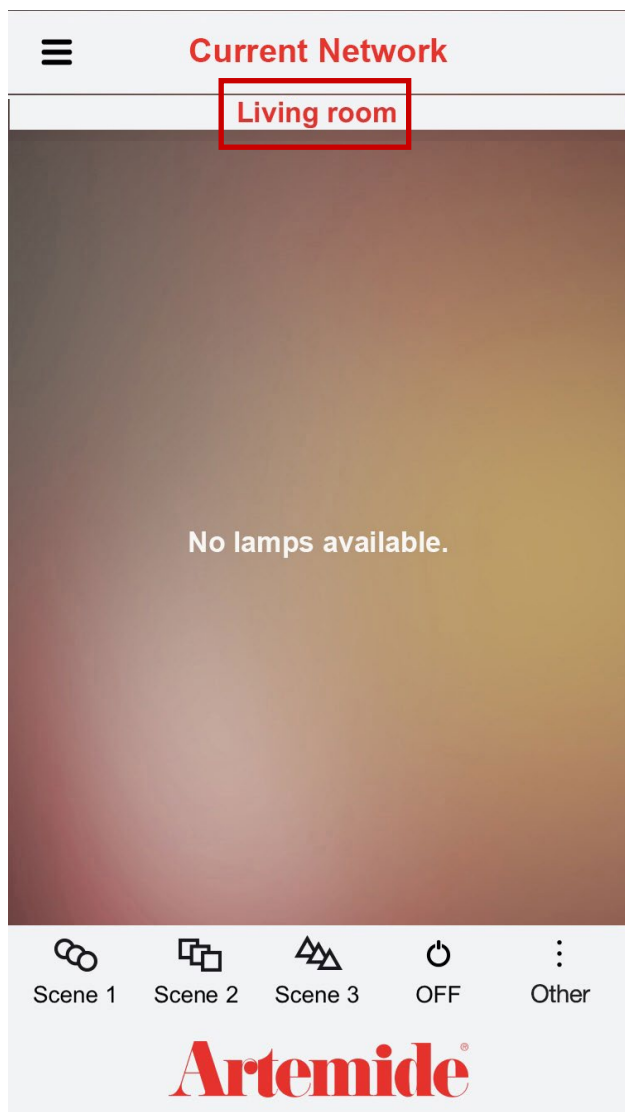
Then press the “✓” button (red box 3) to confirm Network's name and create it or the “X” button (red box 1) to cancel the operation.

Now you can see the name of your new Network on the top of the page (see red box 4, image on the right): you've been redirected to the newly-created Network page.

Please note:

An essential element for future operations is the BLL connection, so before doing anything else, enable the BLL connection on your device.

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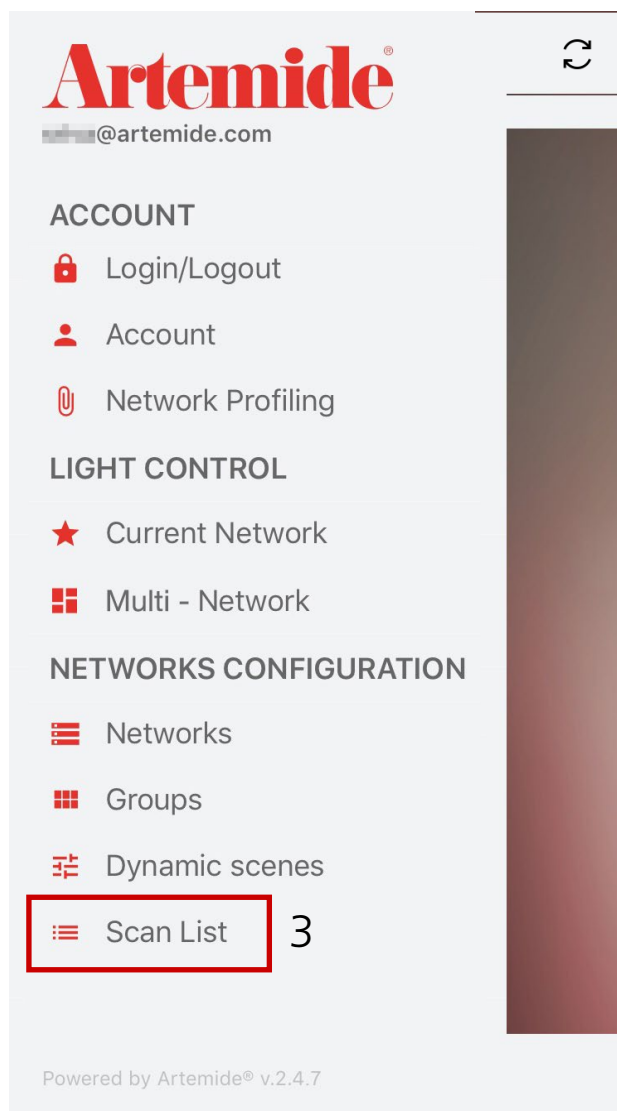
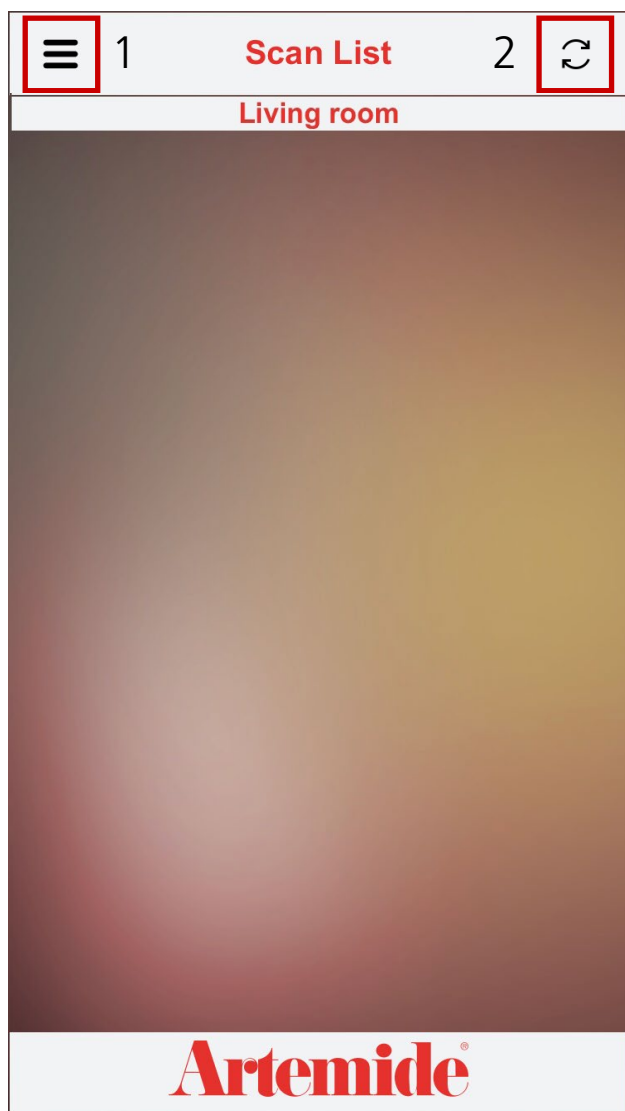


In case of accesses subsequent to the first one, (even if you access your profile from a different device, thanks to Cloud data saving), you'll find your own Networks / lamps.

Accessing a profile where a Network already exist, application will show this screen, with the Current Network's name on the head of the page (red box).

4. Scan list

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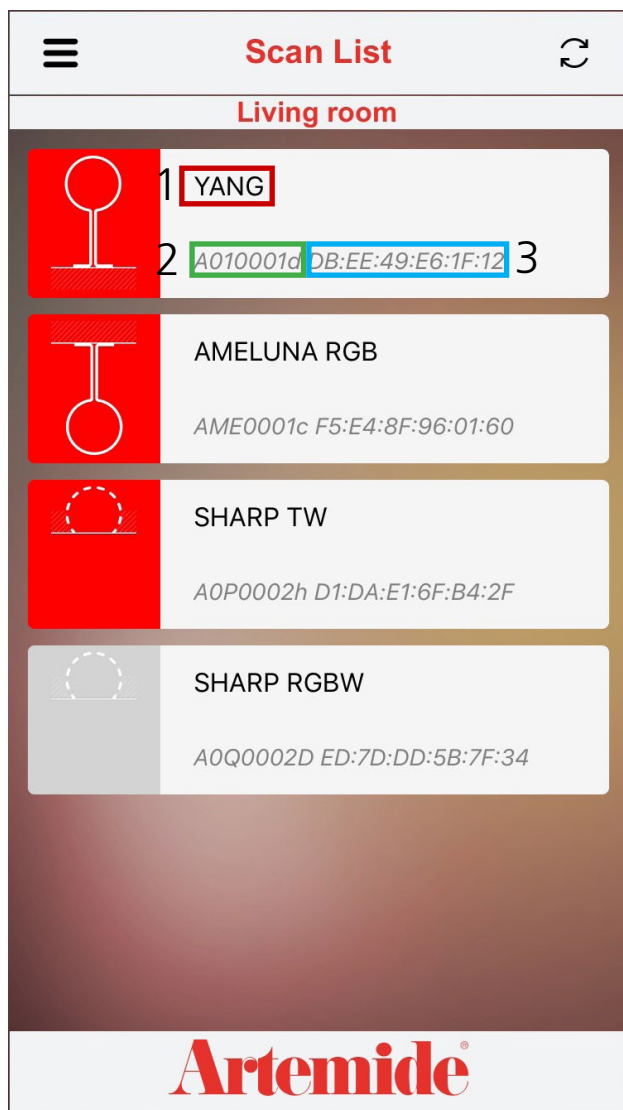
Scan List allows you to scan surroundings and have an overview of active devices in the environment; this chapter shows you how to associate them to your newly-created Network.

Please Note:

- You need to be sure that lamps are correctly powered in order to proceed.
- If the Scan List page is empty (image on the left), you have to disable and enable again the BLL connection and then press the refresh button at the top right (red box 2, image on the left).

You can access the Scan List page anytime, through the side menu (red box 1 > red box 3).

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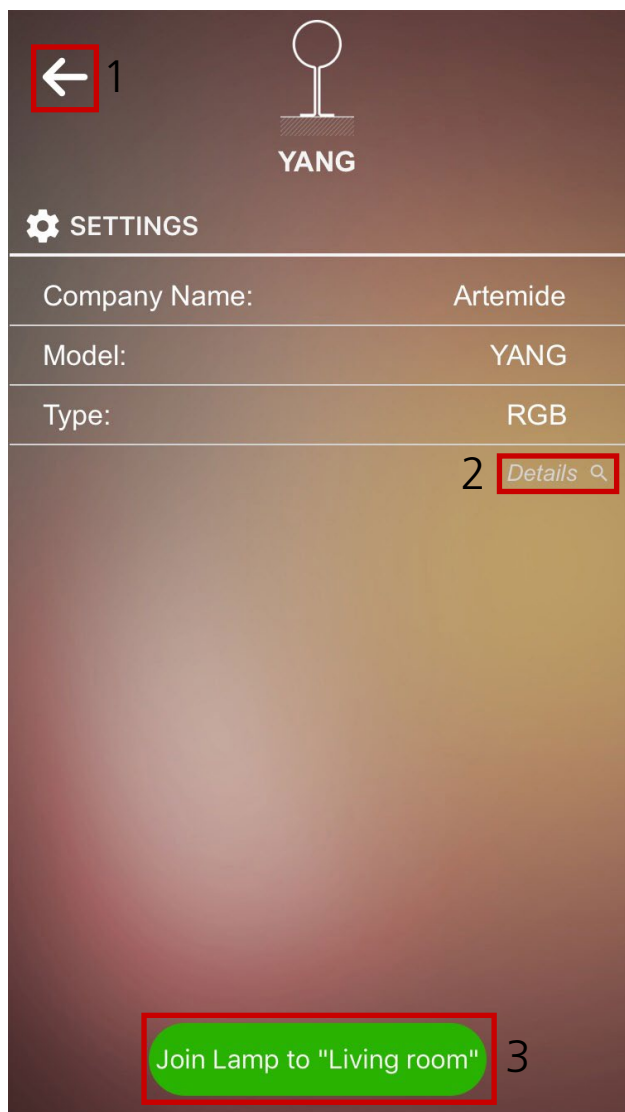


The application locates all the nearby devices with a BLL connection and shows them in the “Scan List” page.

Once the environment is scanned and lamps have been identified, the application will show them in this way (see image).

Lamp’s model is indicated in red box 1. Green and blue boxes (2-3) show specific company information.

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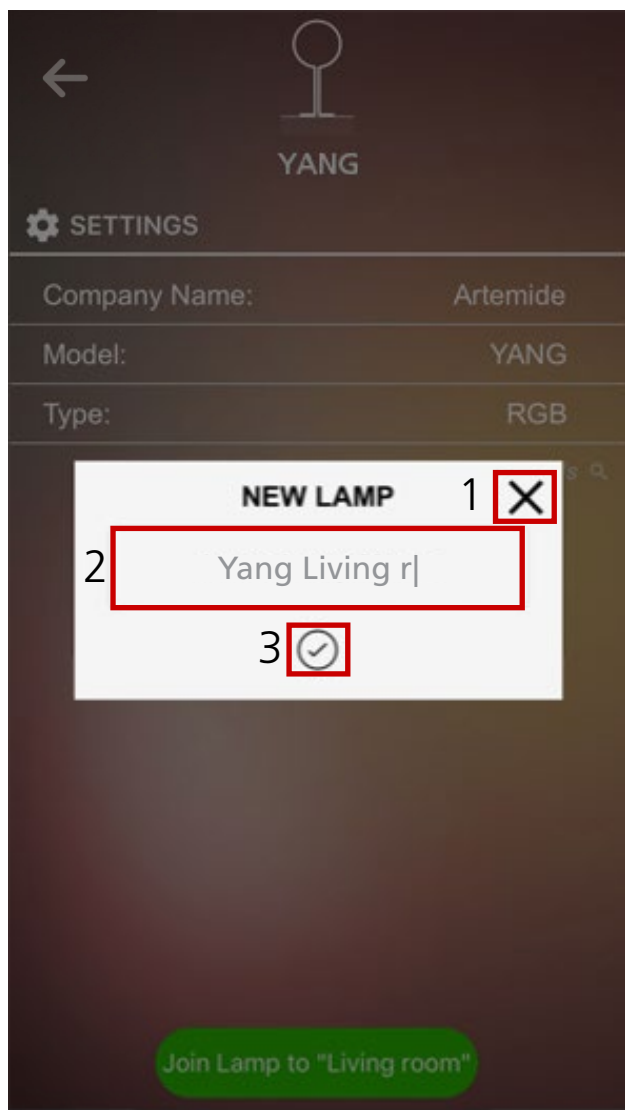
If you press on any lamp's icon, the application will show a data summary of the lamp itself.

To add a lamp to your own Network, press the green button (“**Join Lamp to...**”) at the bottom of the screen (red box 3, see the image)

Clicking on “**Details**” (red box 2) you can access technical information about the lamp.

Otherwise, if you want to return to the Scan List page, press on the “Back” icon in the red box 1.

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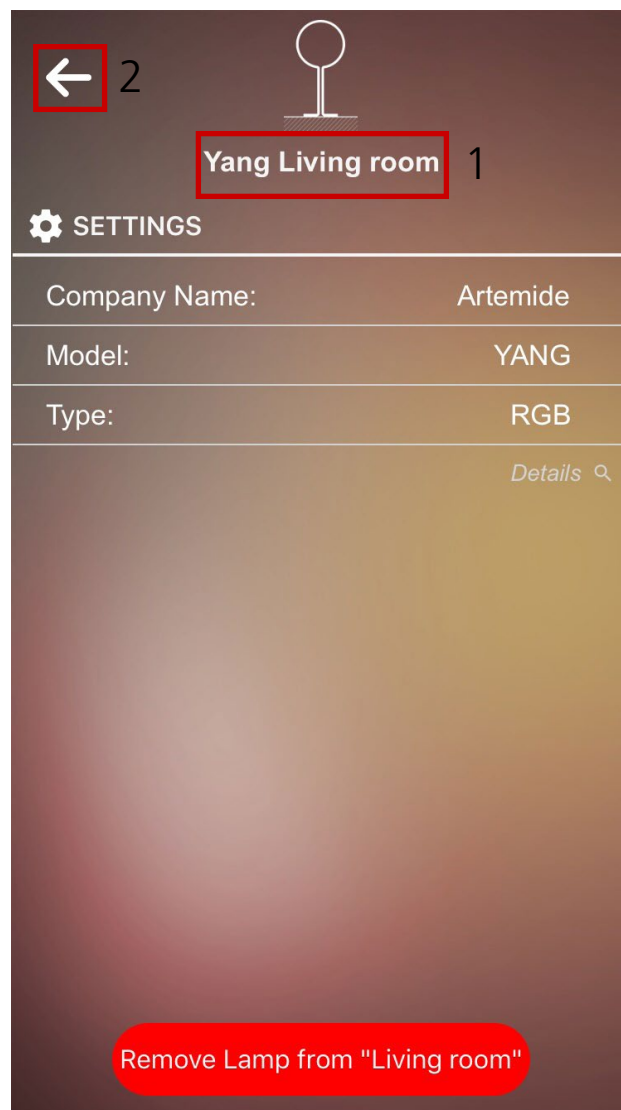
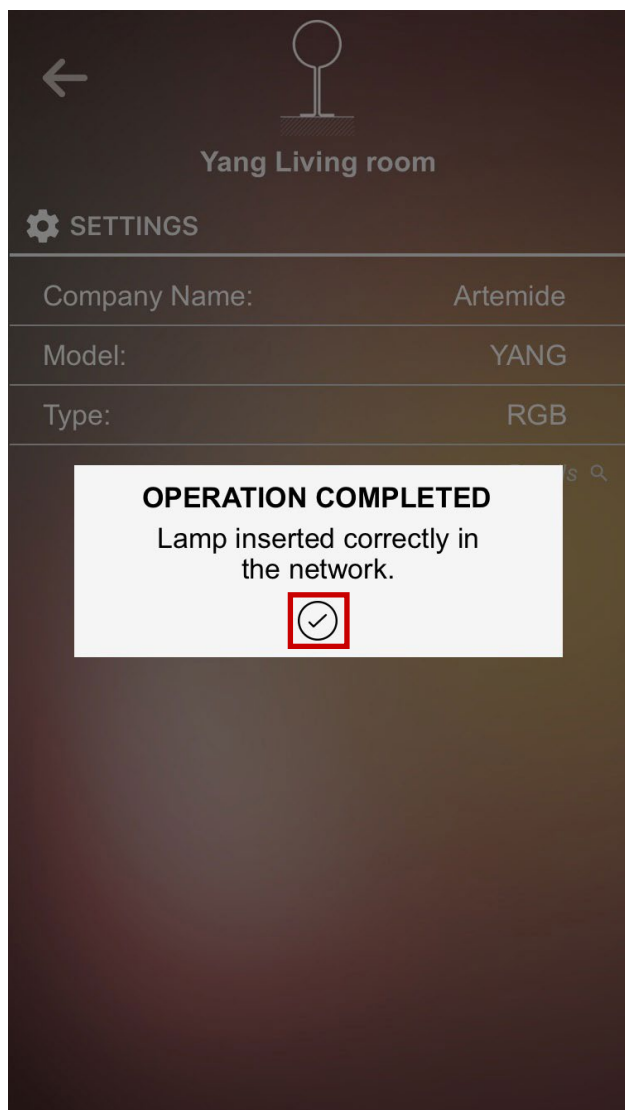


After pressing the green button, a little pop up will appear (see image).

Now you can enter a **new name** for the lamp in the red box 2.

To confirm, press the “✓” button (red box 3); to cancel, the “X” (red box 1).

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Once the name has been confirmed, the application will notify the successful operation with a confirmation window.

Lamp's name is changed (red box 1), the App now shows the name chosen by the user.

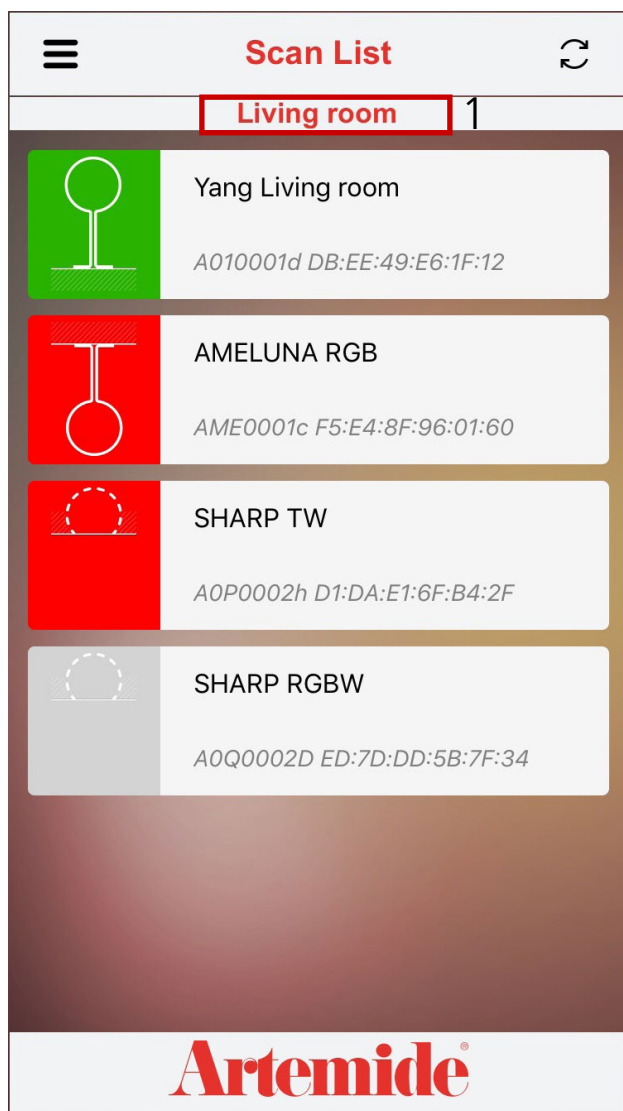
If you want **to remove a lamp** from your own Network, you have to press on the red button (“**Remove Lamp from...**”) at the bottom of the page.

Please Note:

the removal of all lamps contained in a Network is an essential condition for the cancellation of the Network itself.

If you want to return to the scan list page, you have to press on the “Back” icon (red box 2).

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**Important note:**

Returning to the Scan List page, you'll notice that the lamp just added to the Network is now marked in green colour (see image).

GREEN LAMPS: are associated with your own Network.

RED LAMPS: aren't associated with any Network, so available to be enlisted.

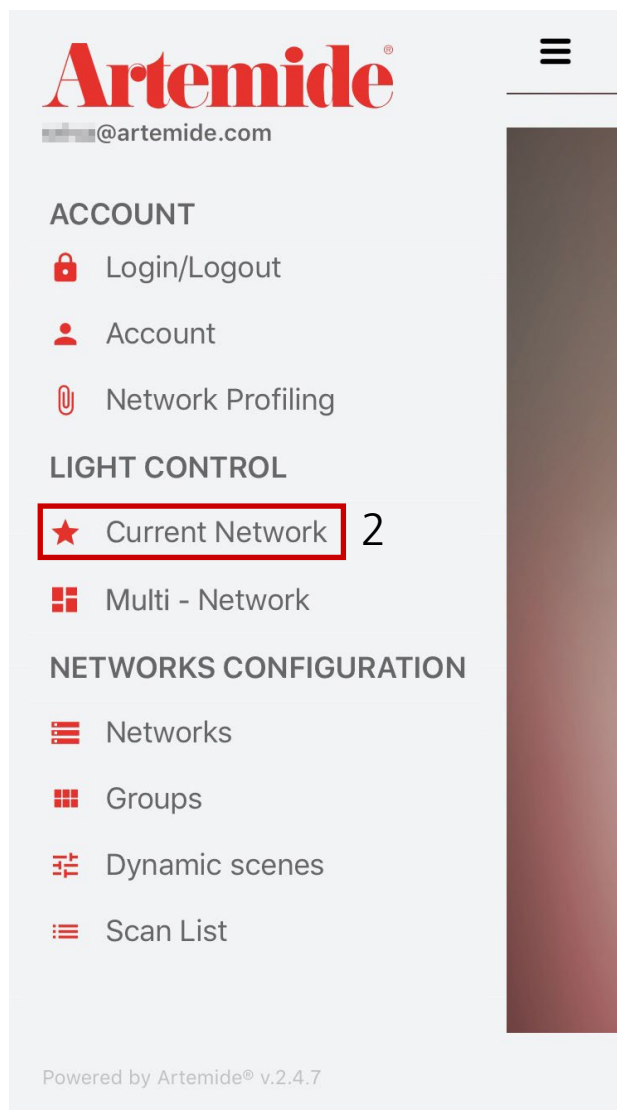
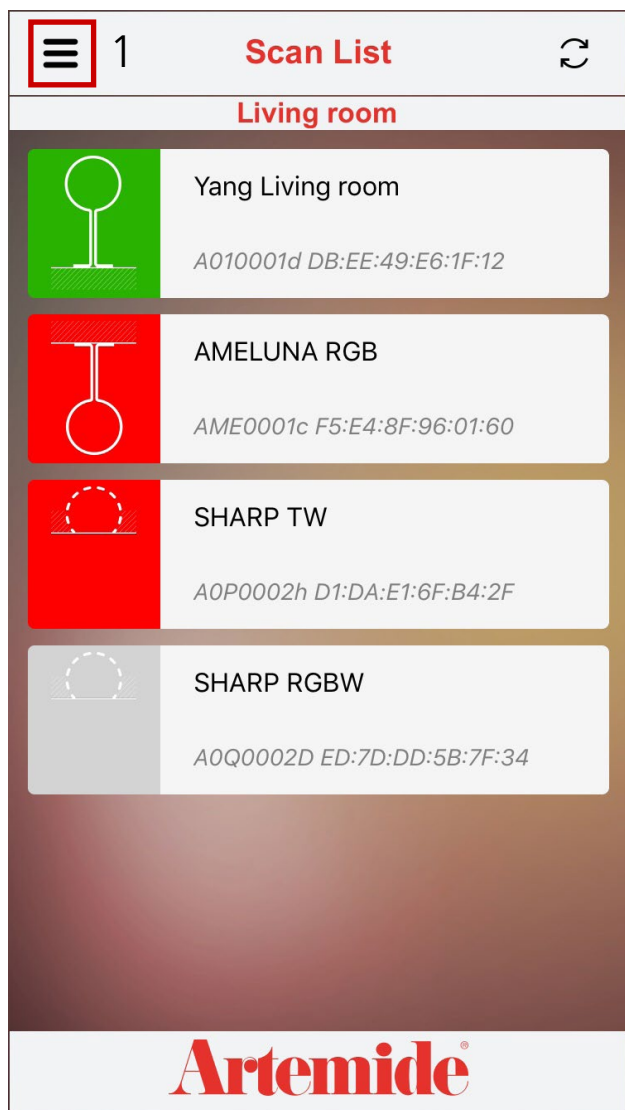
GREY LAMPS: are associated with non-proprietary Network (impossible to associate them with yours).

If you want to add more lamps to your own Network, just repeat the operations shown in this chapter.

At the top of the Scan List page, you'll always know which Network you're connected to (red box 1).

5. Current Network

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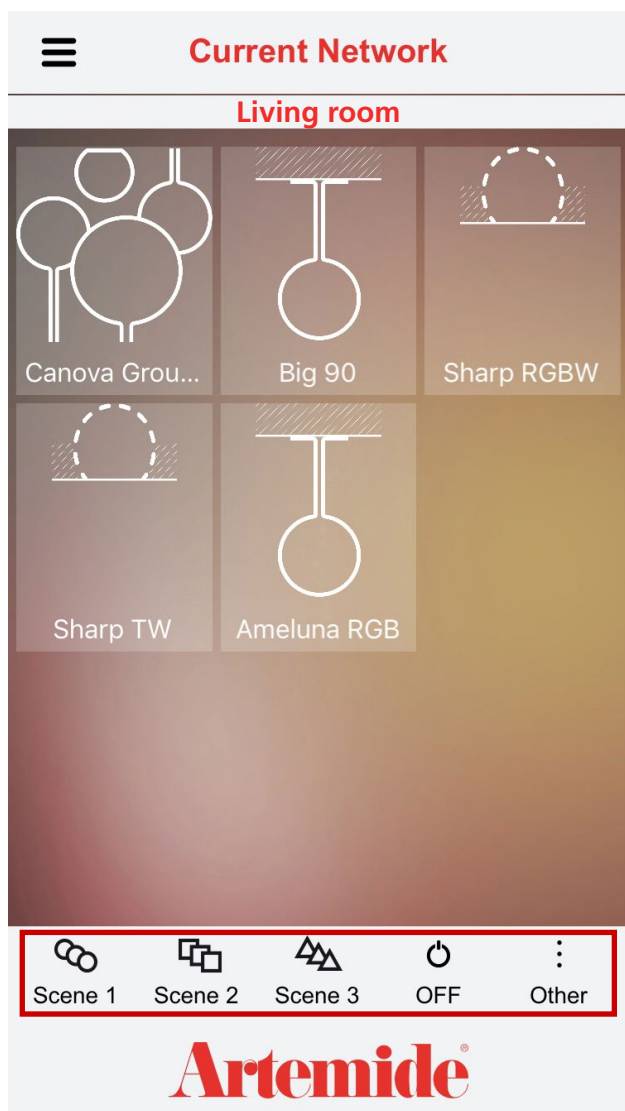


This section shows how to manage all the lamps associated with your own Network.

If you press on the **Menu** button (red box 1), you'll open the side menu (image to the right).

Under "LIGHT CONTROL" section, select the voice "**CURRENT NETWORK**" (red box 2): the application will open a summary page of your own Network (see next page).

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The **Current Network** page shows all lamps/groups associated with your own Network.

From here, you can manage lamps one by one or - using pre-set scenes (red box at the bottom of the page) - all together; in fact, if you press one of the below buttons, command will be sent to all lamps in the Network.

Depending on lamps typologies (white / RGB / Tunable White emission), the pre-set scenes will apply their settings.

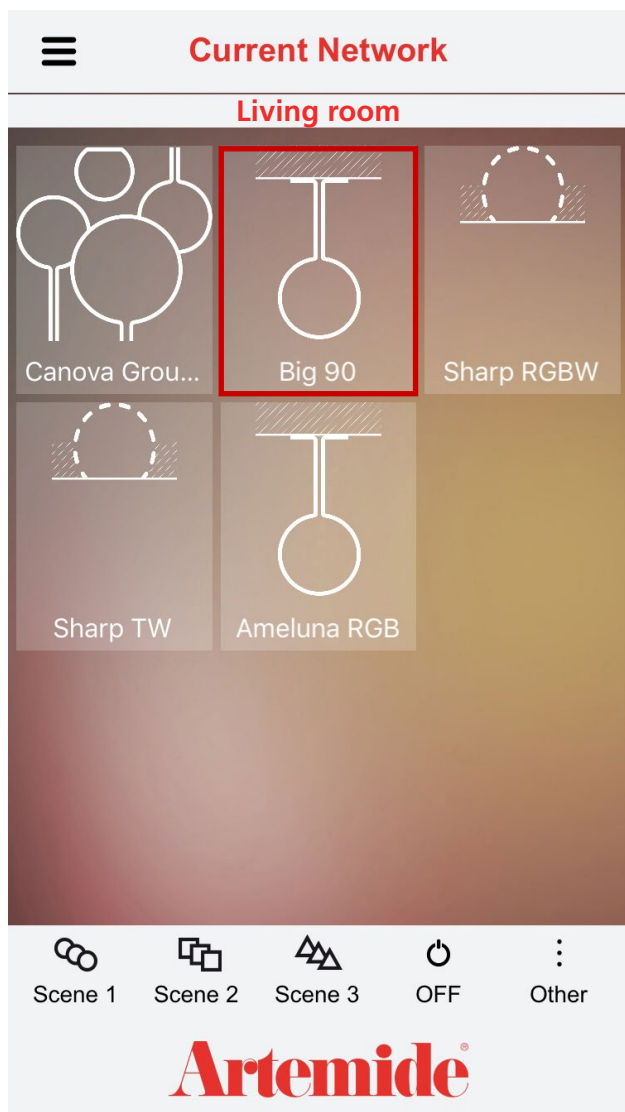
In case of lamps with only white emission:

- **“Scene 1”** sets lights intensity to 10%.
- **“Scene 2”** sets lights intensity to 50%.
- **“Scene 3”** sets lights intensity to 100%.

For the “RGB” or “TW” lamps, “Scene 1”, “Scene 2” and “Scene 3” launch default scenes associated with them.

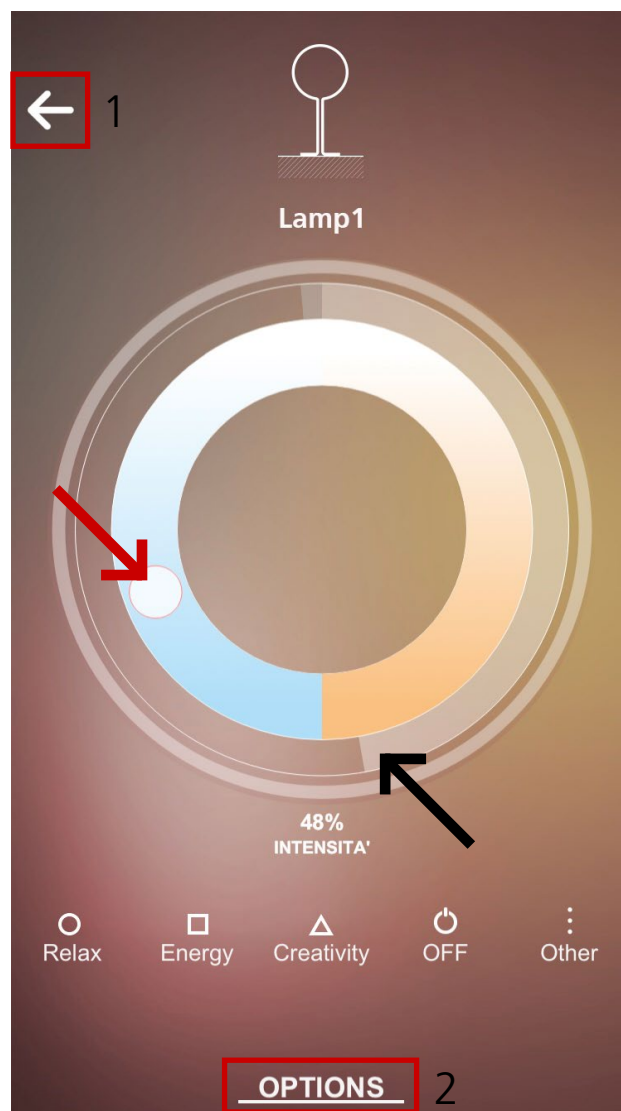
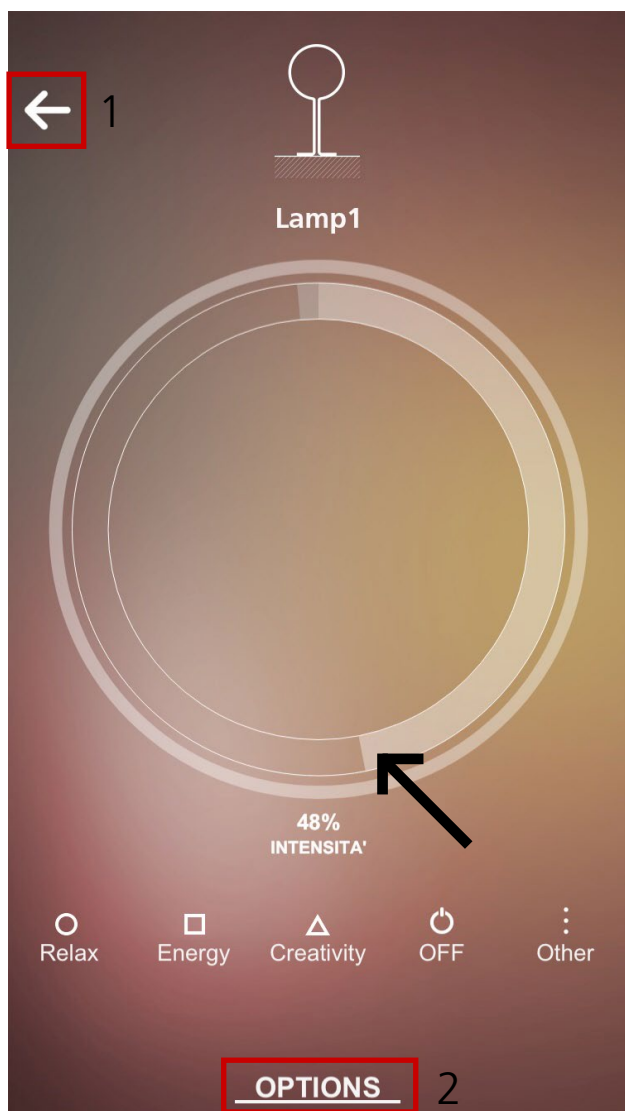
- **“OFF”** button turn off all the lights.
- **“Other”** button allows to select an alternative scene.

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If you want to manage a single light, press directly on the icon of the light that you want to manage (red box, see image).

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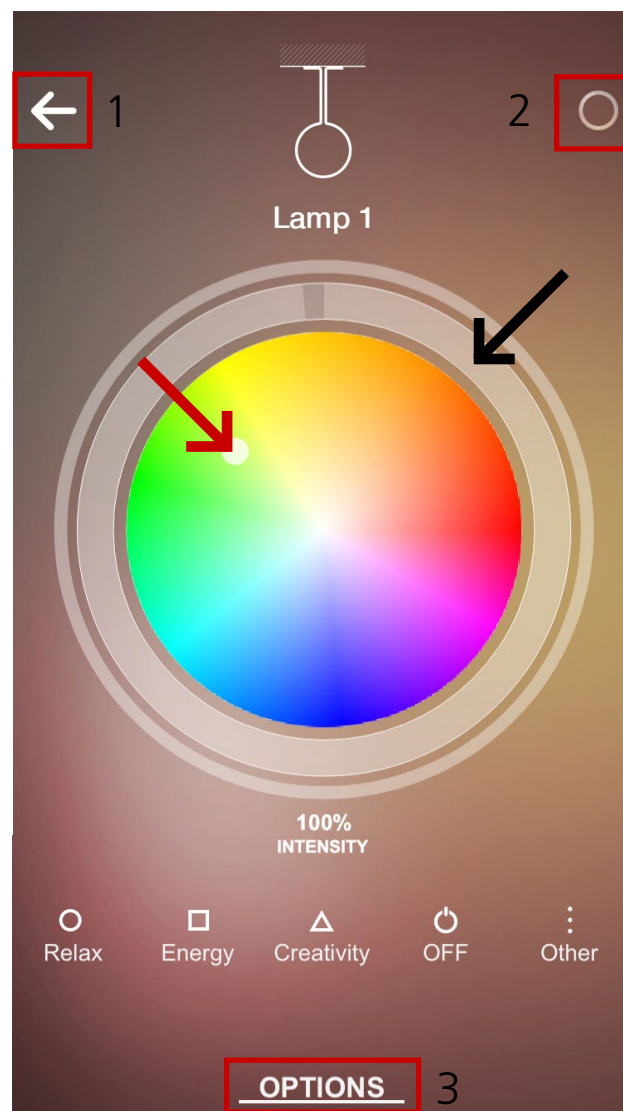
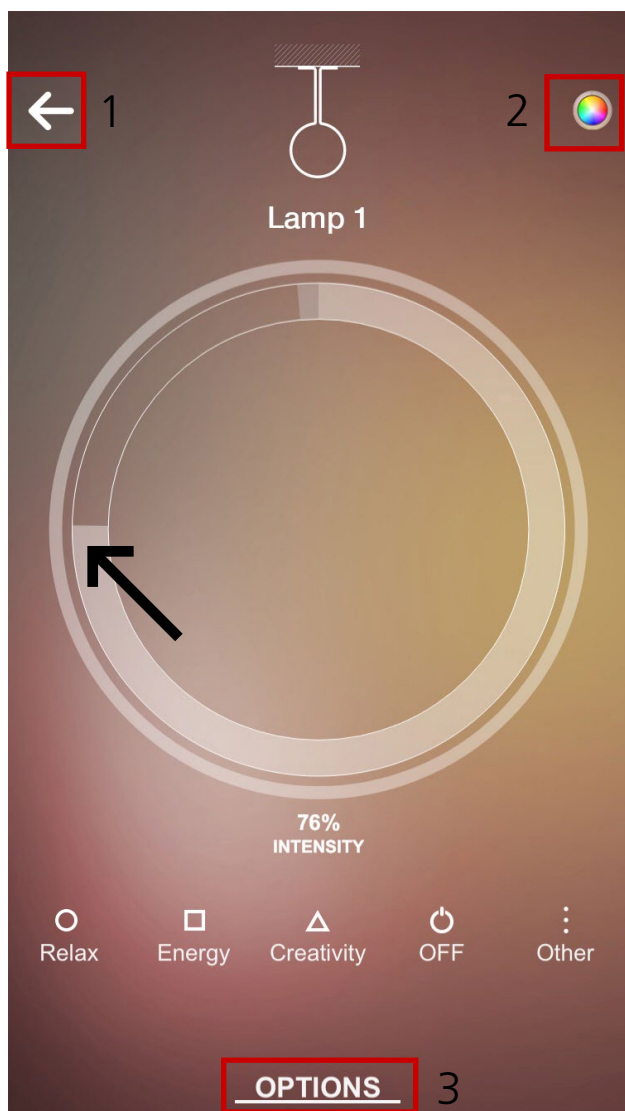
This is the light control screen (for the selected device).

The page on the left opens when the lamp is a “White emission” type. For this kind of lamps, only light intensity can be managed.

The page on the right opens when the lamp is a “Tunable White emission” type (TW). For this kind of lamps, in addition to the intensity, you can also change white colour temperature (CCT), to have it colder or warmer.

- **Drag the grey bar** indicated by black arrows (see images) to change light intensity.
- **Move the circle** indicated by the red arrow (see image) to change white colour temperature (CCT).
- Press on the button in the red box 1 to go back to the previous page.
- Press “**OPTIONS**” to access the options menu of the single lamp (red box 2).

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If the lamp is a “RGB+White emission” type (a lamp that both gives white and coloured light), these pages will appear.

Press on the red box 2 to switch from White controller to RGB controller and viceversa.

For this kind of lamps, in addition to intensity, you can also set emission’s colour

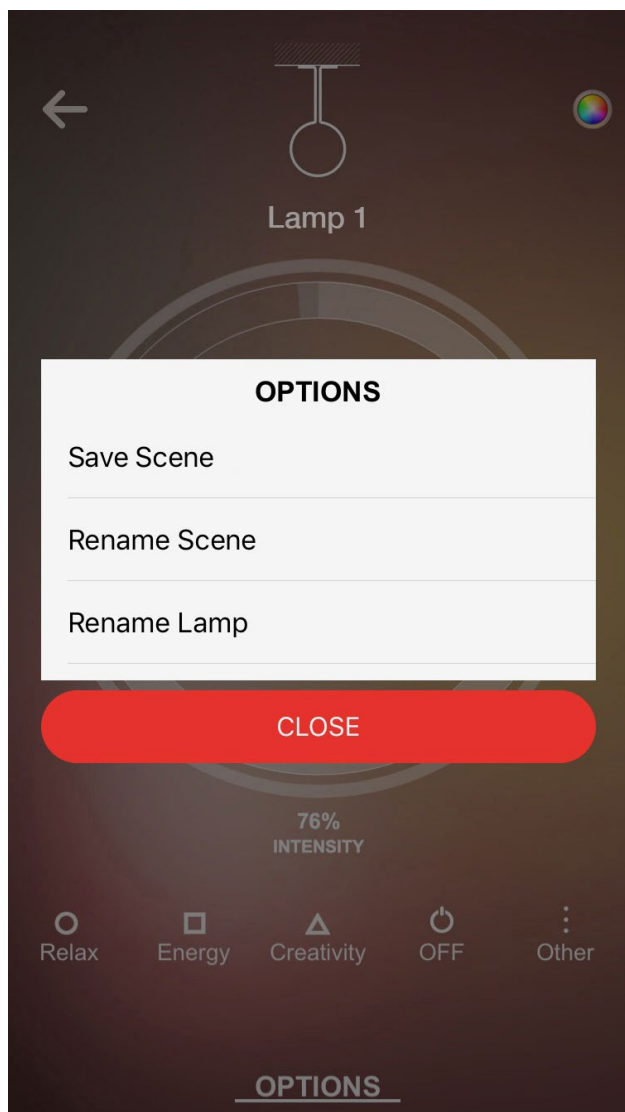
- **Drag the grey bar** indicated by the black arrows to set the intensity of the light.

- **Move the little circle** indicated by the red arrow (image on the right) to set the colour.

- Press on the button in the red box 1 to return back to the previous page.

- Press **“OPTIONS”** to access the options menu of the single lamp (red box 3).

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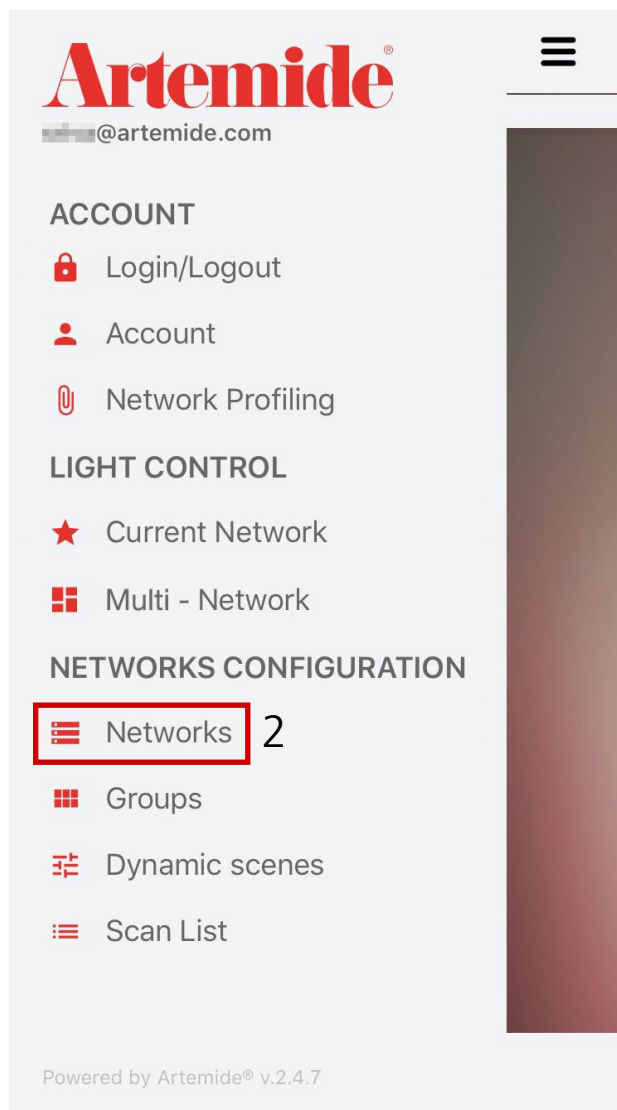
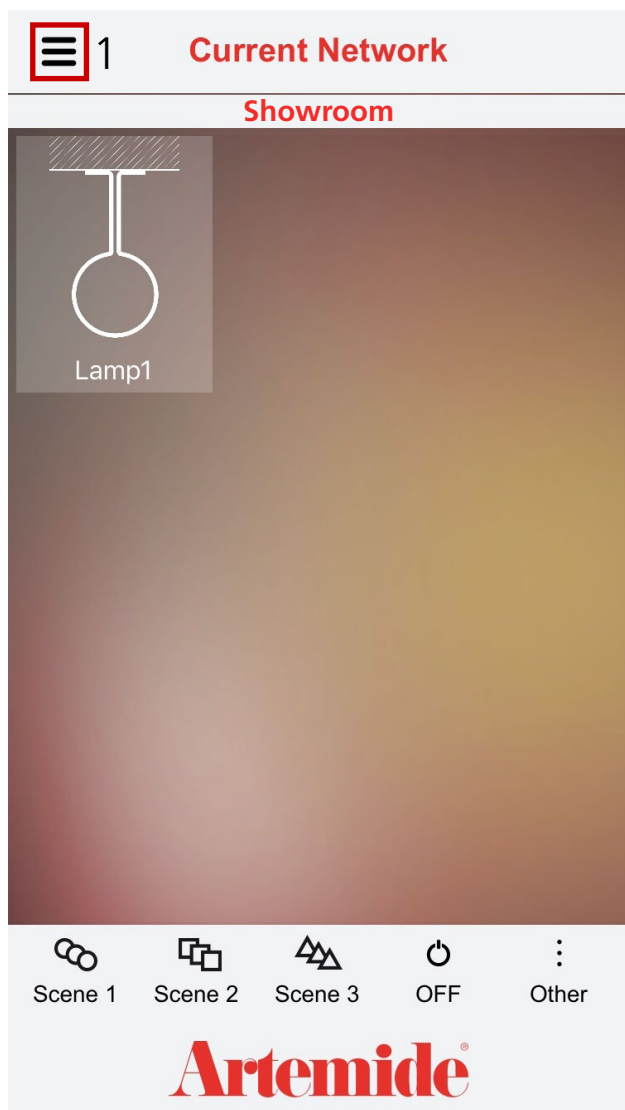


The beside image shows the “**OPTIONS**” menu.

- “**Save Scene**”: please see chapter 8.“Scenes”.
- Press on “**Rename Scene**” in order to give a new name to a scene (see chapter 8.“Scenes”).
- Press on “**Rename Lamp**” in order to give a new name to the lamp.

6. Networks

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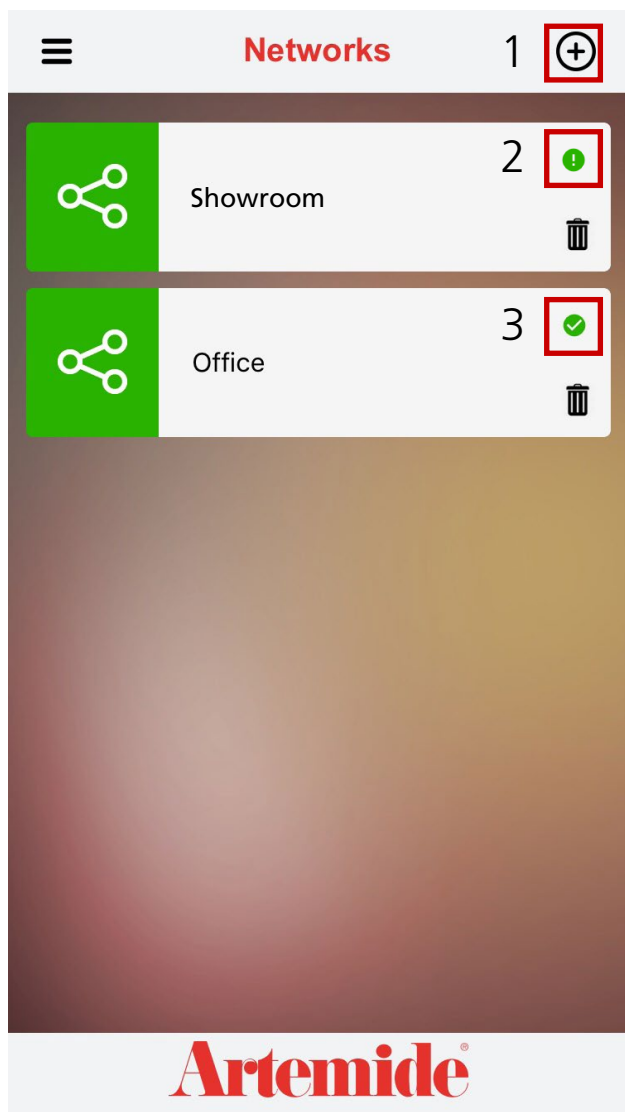


This section shows how to create a new Network after the first one.

The application gives in fact the chance to create many Networks.

If you want to do that, return to the application **Menu** (red box 1) and then press **“Networks”** (red box 2).

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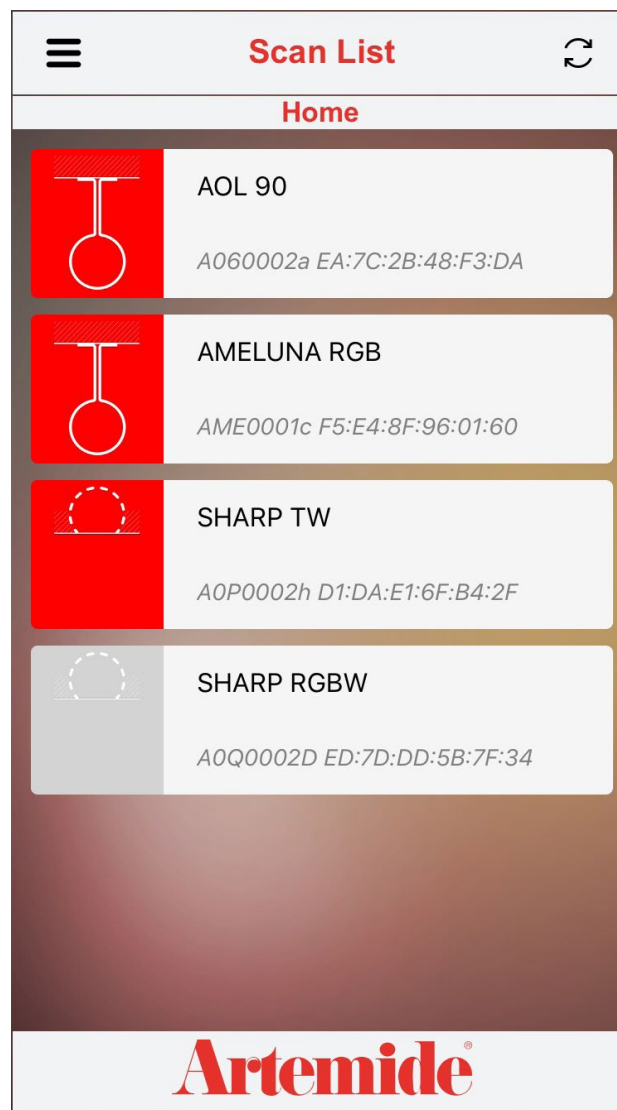
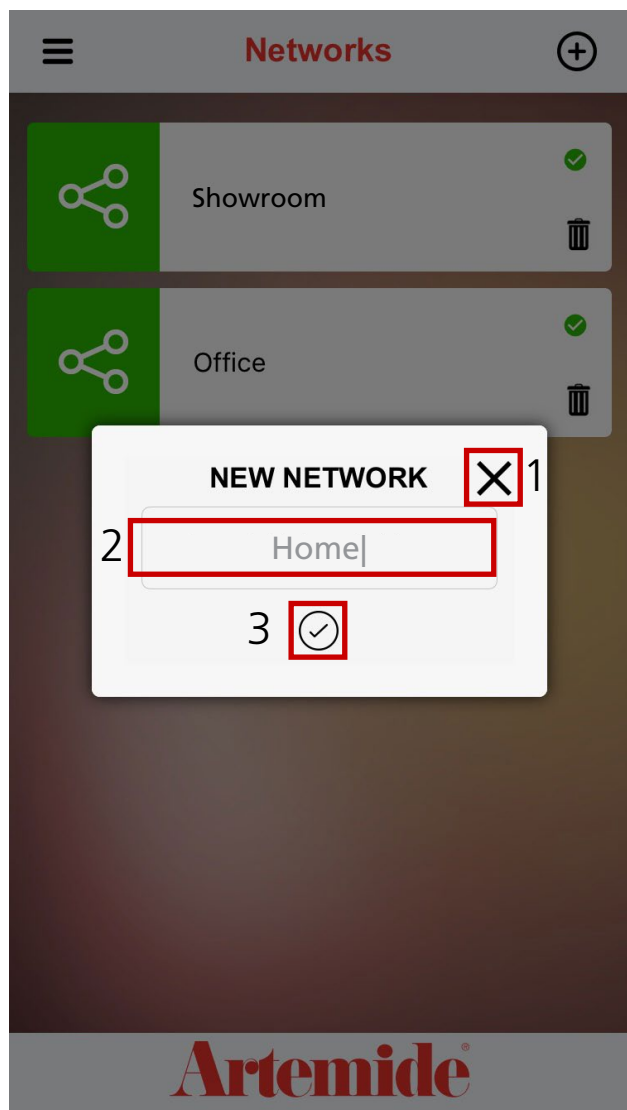
After pressing “**Networks**”, the application will open this page, showing all Networks created with the current account.

Next to every Network there is an icon (red box 2/3, see image) that indicates whether the Network is synchronized or not with the Cloud.

The tick mark “✓” (red box 3) indicates that the Network is synchronized with the Cloud. Otherwise you’ll find an exclamation mark “!” (red box 2).

If you want to add a new Network, you have to press on the “+” button (red box 1, see image).

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After pressing the “+” button, a popup will appear. Enter the **Network name** in the red box 2 (see image on the left).

If you want to close the window, press “X” (red box 1, see image on the left).

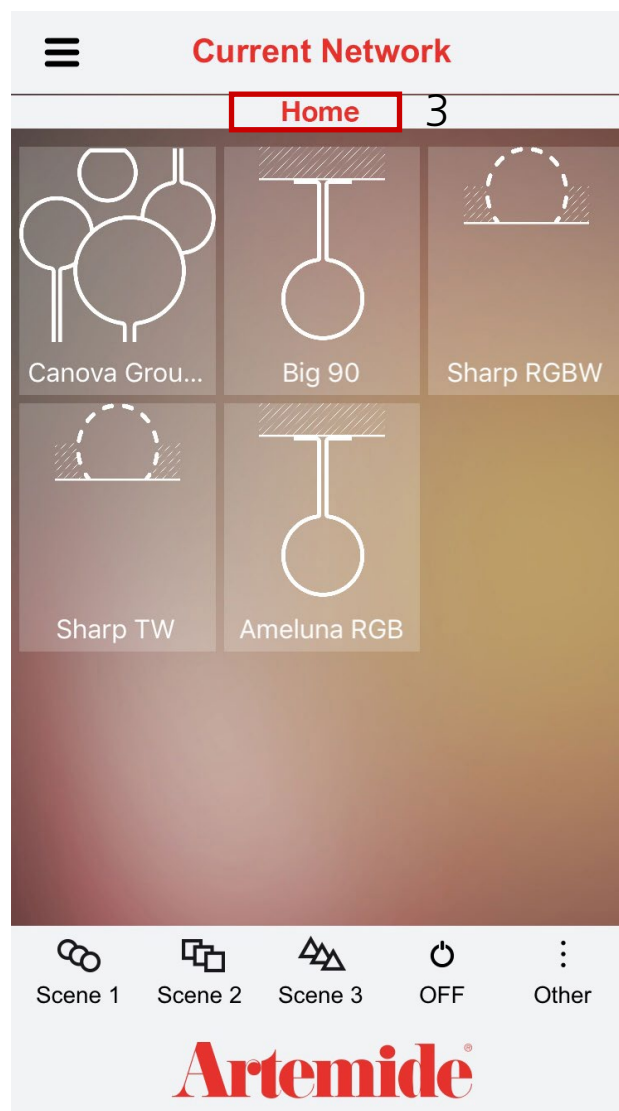
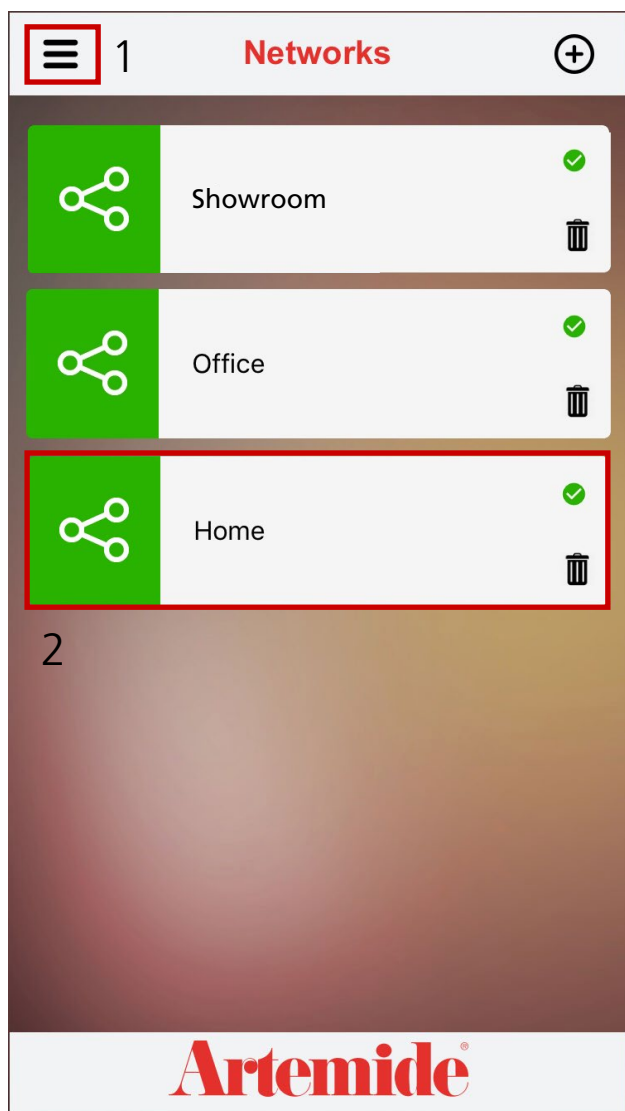
Once you entered the name, press the “✓” in the red box 3 (see image on the left) to confirm and create the new Network.

After confirmation, the application will automatically redirect the user to the scan list page of the newly-created Network.

Now you can add any available lamp to the new Network just created.

Previously explained features are valid for all new Networks.

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**Please note:**

A lamp can be associated with only one Network at a time.

If you want to go and manage a different Network, press the **Menu** icon (red box 1) and choose “**Networks**” from the side menu.

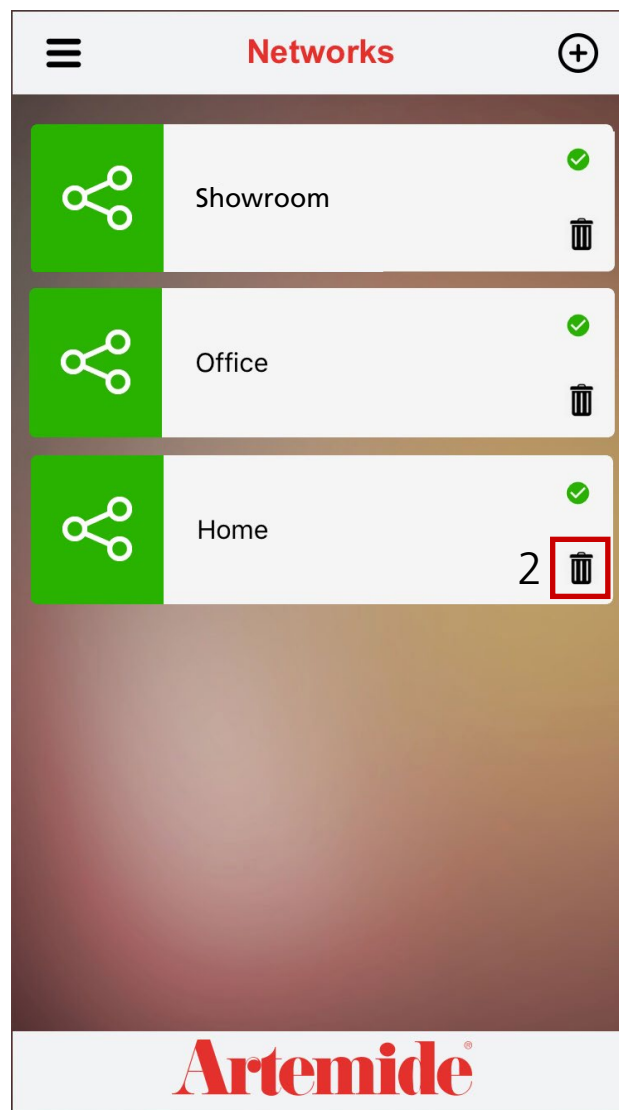
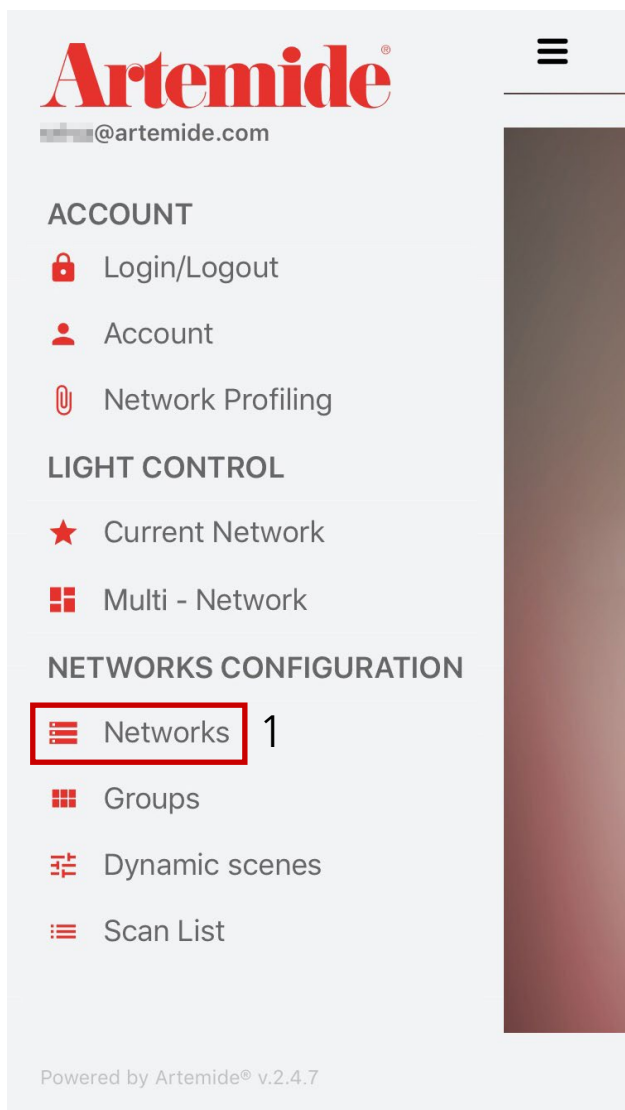
Then select the desired Network (i.e. *Home*, red box 2).

The application will automatically redirect you to the “Current Network” page, from where you can see which appliances are part of the Network and manage them.

All the features previously explained are valid for all new Networks created.

At the top of this page, you’ll always know which Network you’re connected to (red box 3).

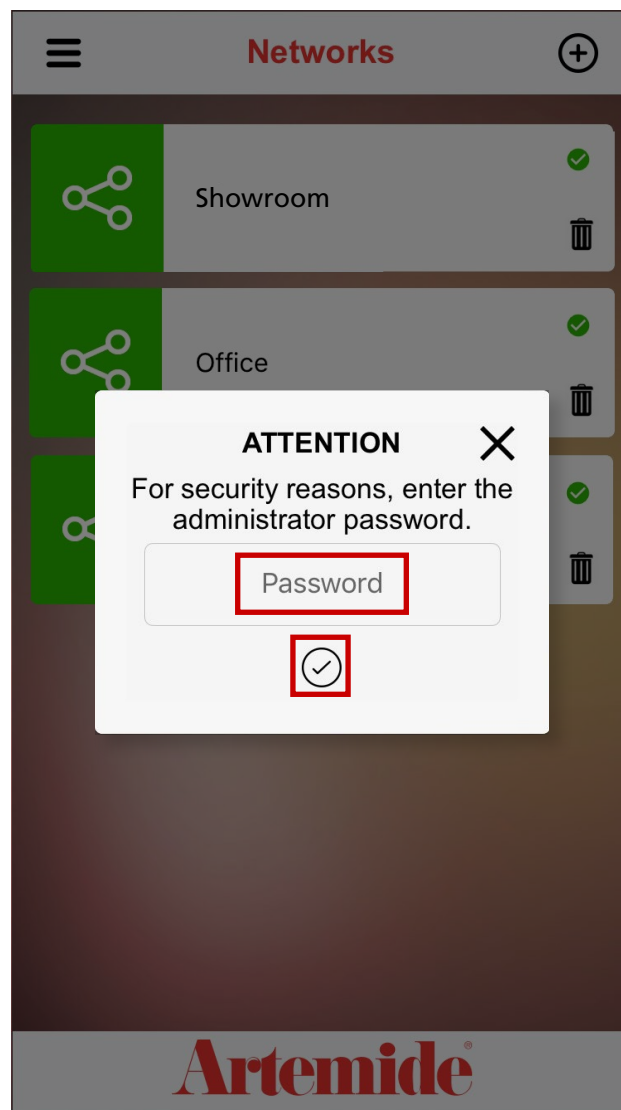
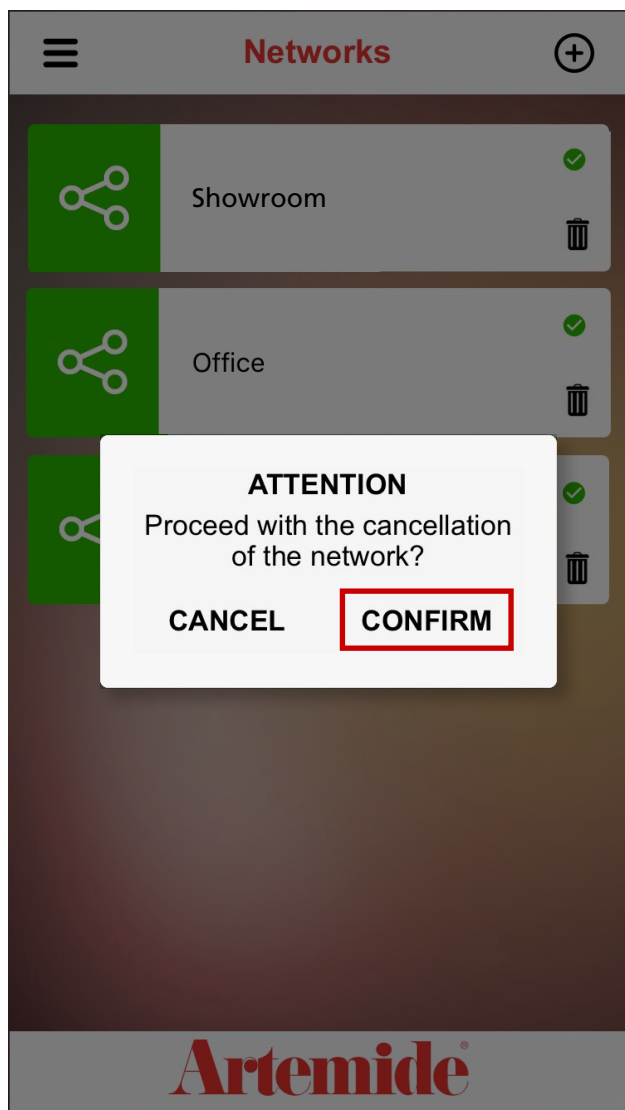
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**Please note:**

If you want to delete a Network (i.e. “Home”), you have to previously remove all the lamps associated with it, as shown in chapter 4. “Scan List”.

- Open the side menu and press on “Networks” item (red box 1); you’ll enter the page on the right. Choose the Network to be removed and press on the corresponding “Recycle bin” button (red boxes 2, see image on the right)

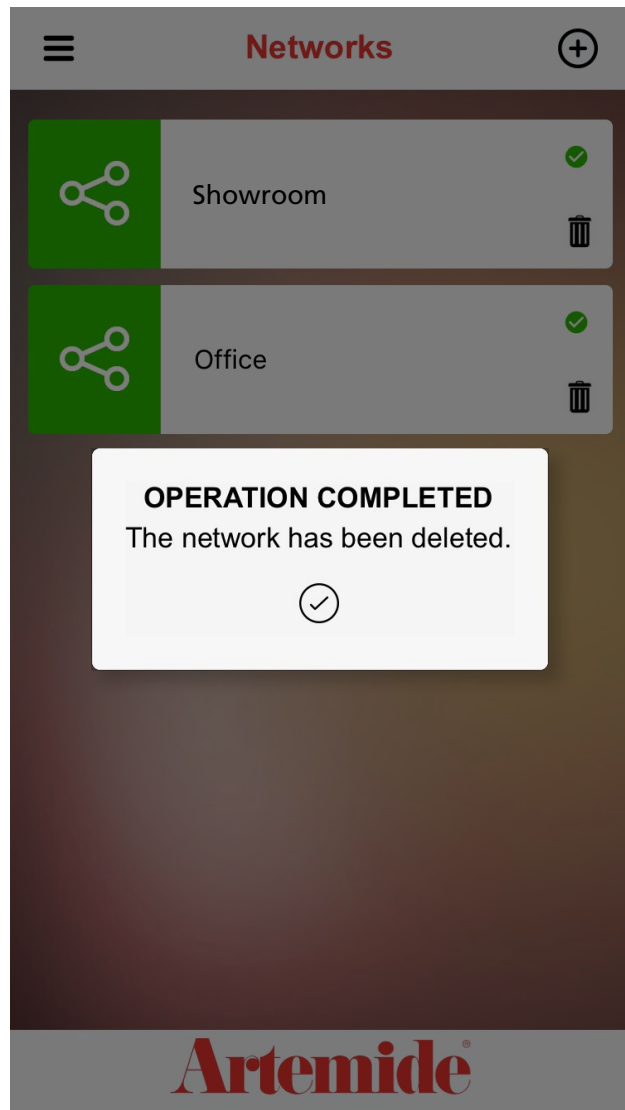
Index



After removing all lamps from the Network:

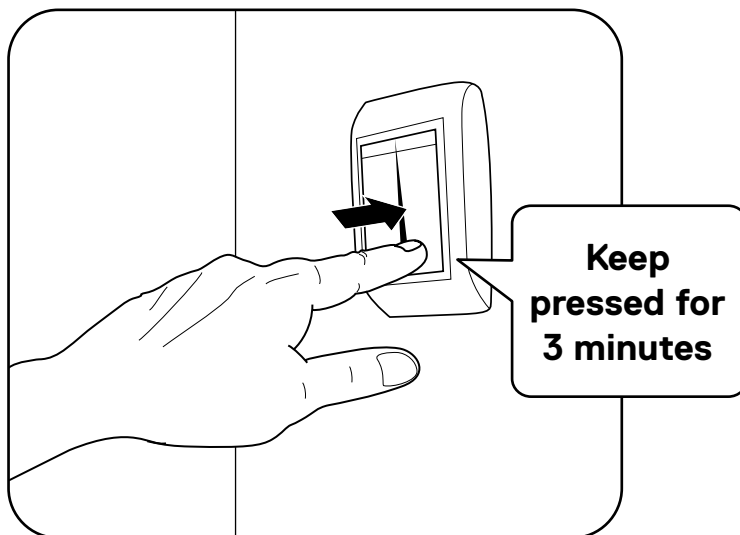
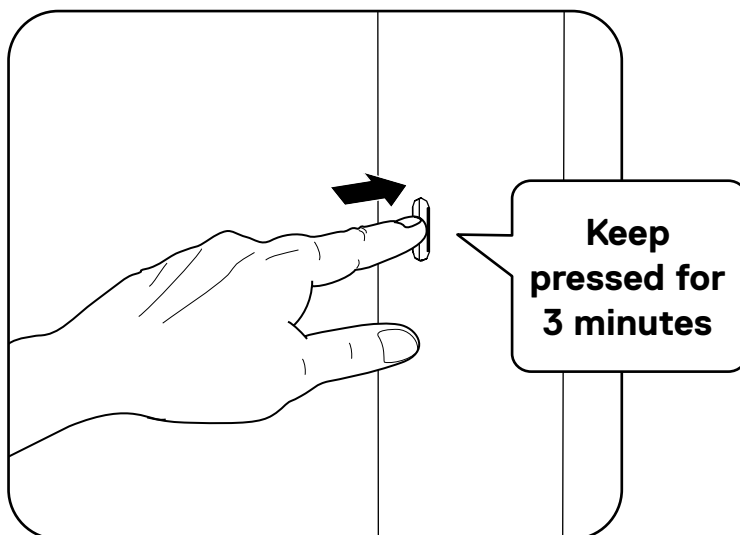
- Press on "Confirm" in the first pop up in order to proceed; then enter the account's password where required and press "✓".

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Once the Network has been deleted, the App will confirm the operation through this popup.

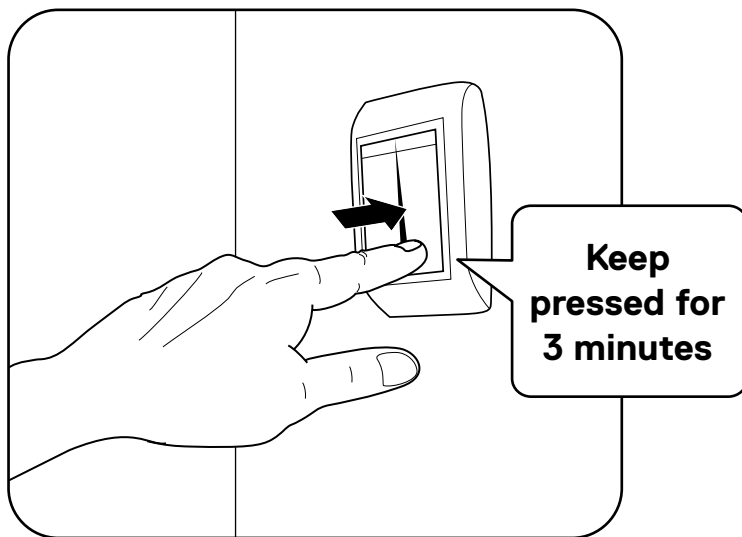
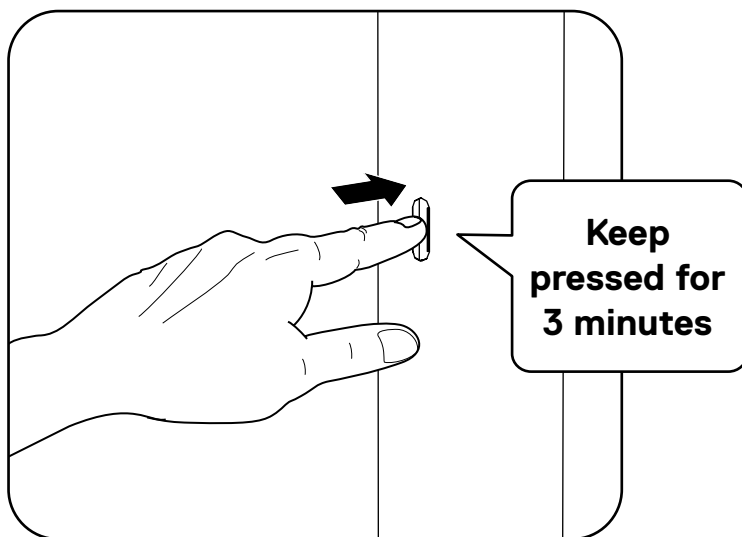
7. Forced Reset



In the event of incorrect Network deletion without previous removal of all associated lamps or in case a lamp is no longer responding to commands for any other reason, it will be necessary to follow the forced reset procedure to restore the lamp to its initial condition and to be able to re-associate it in any Network.

Please note:

This procedure is only valid for lamps or complex systems with an accessible switch (integrated switch or wall push-switch). For all other cases, forced reset must be carried out by contacting the Help Desk (see chapter 14. Help Desk).

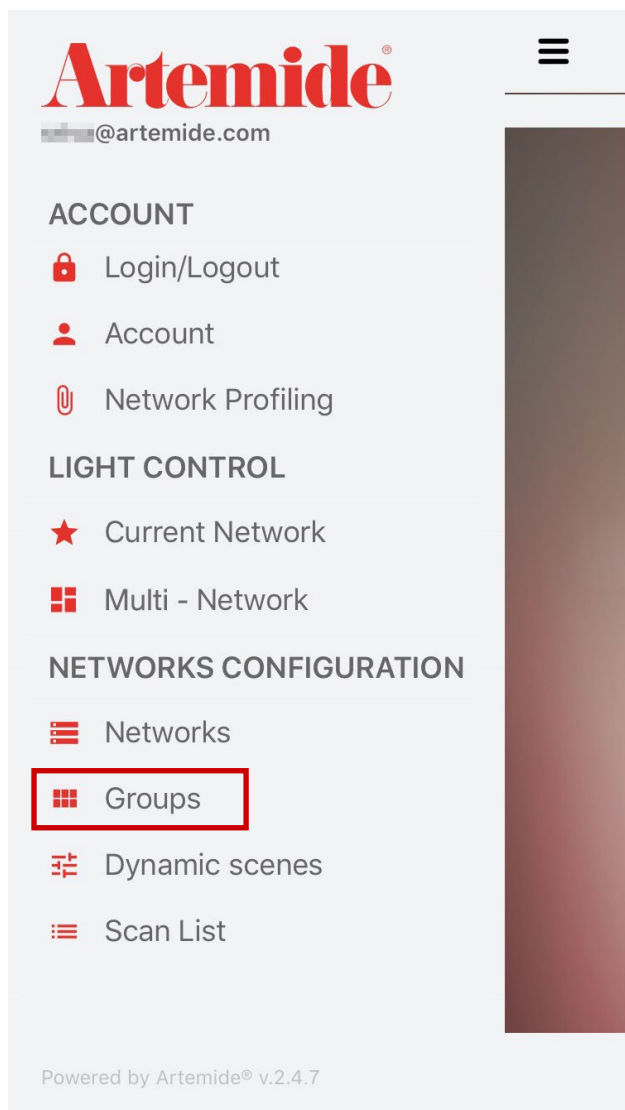


The forced reset procedure requires to hold the switch of the lamp that no longer responds to commands continuously pressed for 3 minutes.

After 3 minutes, the lamp will flash several times to indicate that the reset has been carried out and will switch off, returning to its original condition. From that moment on it will be again available for association to any Network.

8. Groups creation

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Artemide App gives the chance to create groups of lamps inside your own Networks and to manage them.

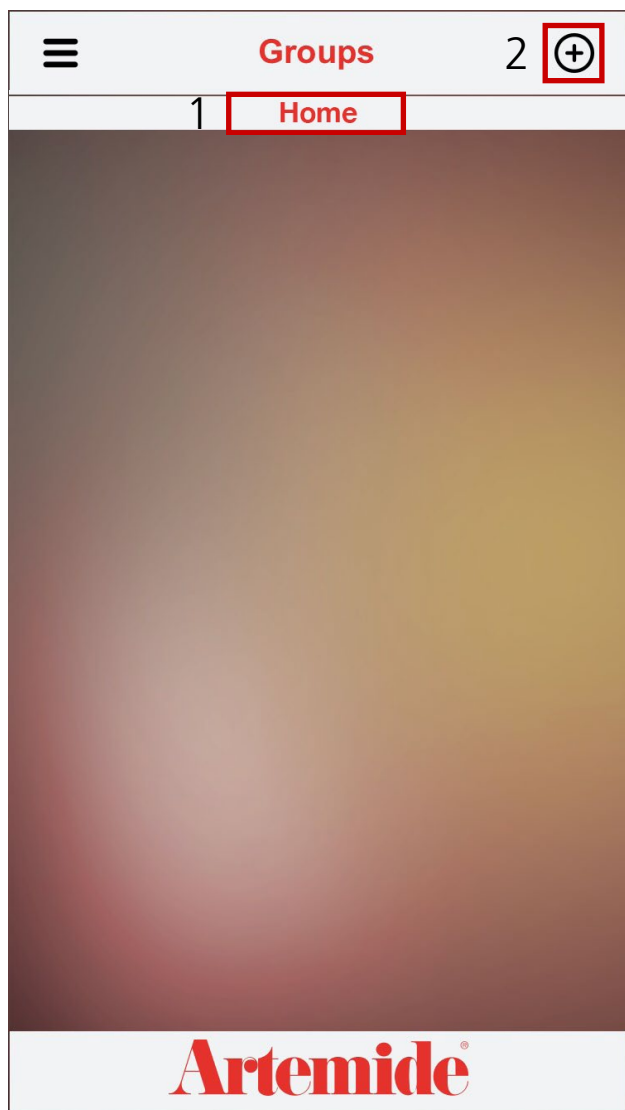
This chapter shows how to create and manage a group of lamps.

Open application side menu and press “**Groups**” (see image).

Please Note:

Artemide App can manage up to **maximum 14 groups per Network**, without limits to the lamps number per group.

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**Please note:**

Before creating a group, check if you are in the right Network, to avoid creating a group in the wrong one by mistake.

If you want to check in which Network you are, view the status bar under the page header (red box 1).

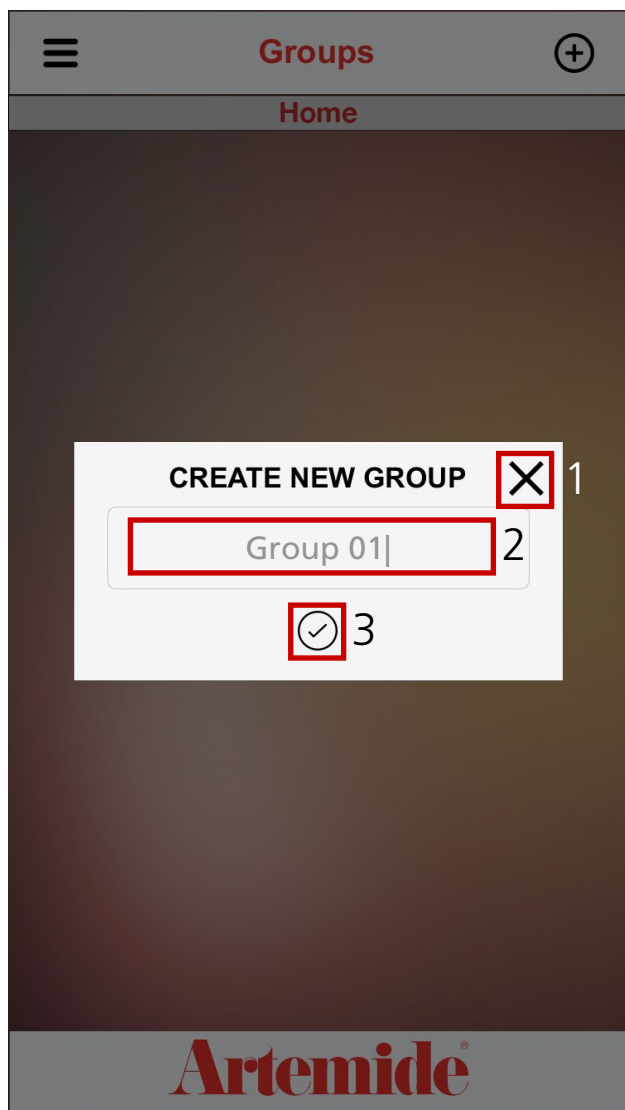
After pressing on “**Groups**”, this page will appear.

If you want to add a new group, you have to press on the “+” button (red box 2).

Please note:

You can create up to 14 groups in a single Network.

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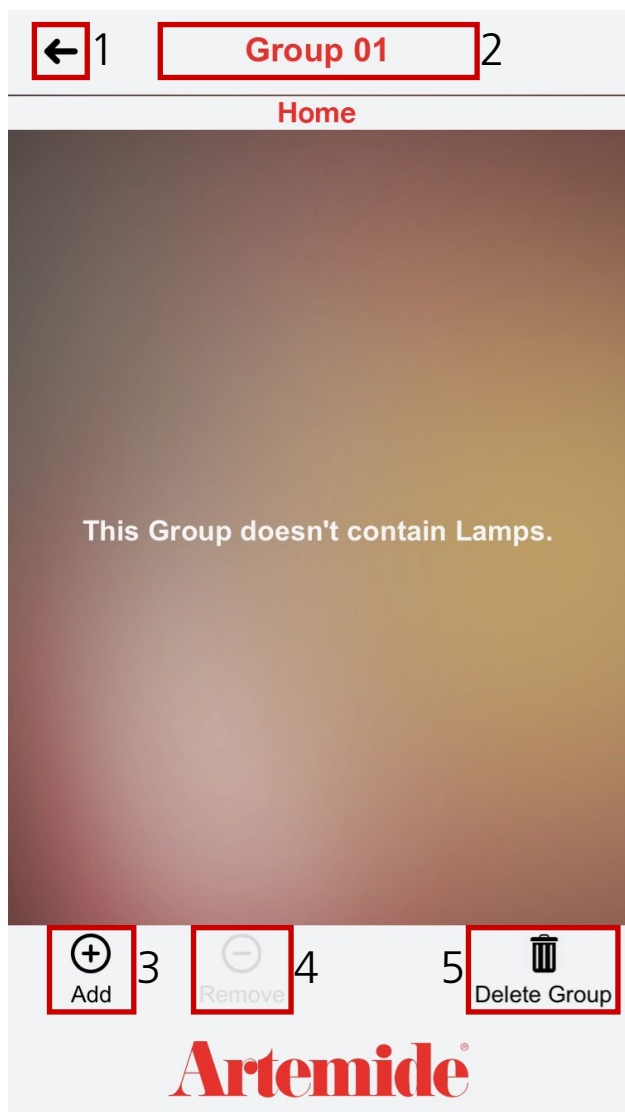


Once you hit the “+” button, this pop-up will appear.

Enter the **group name** in the red box 2.
If you want to go back, you have to press on the “X” in the red box 1 (see image).

Otherwise, if you want to confirm and create the group, press on the “✓” button in the red box 3.

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After pressing the “✓” button, this page will appear.

If you want to go back, press the button in the red box 1.

The red box 2 shows the group's name.

The button in the red box 3 is used to add lamps to the group.

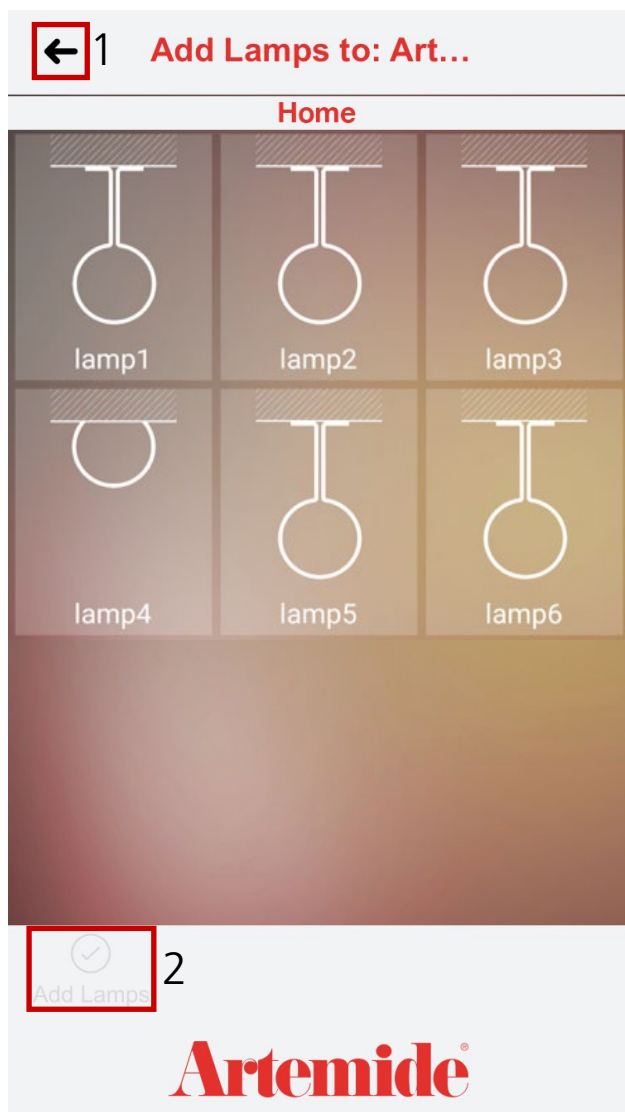
The button in the red box 4 starts disabled since it removes lamps from the group.

The button in the red box 5 deletes the group.

Please note:

Only lamps associated with your own Network can be added to the group.

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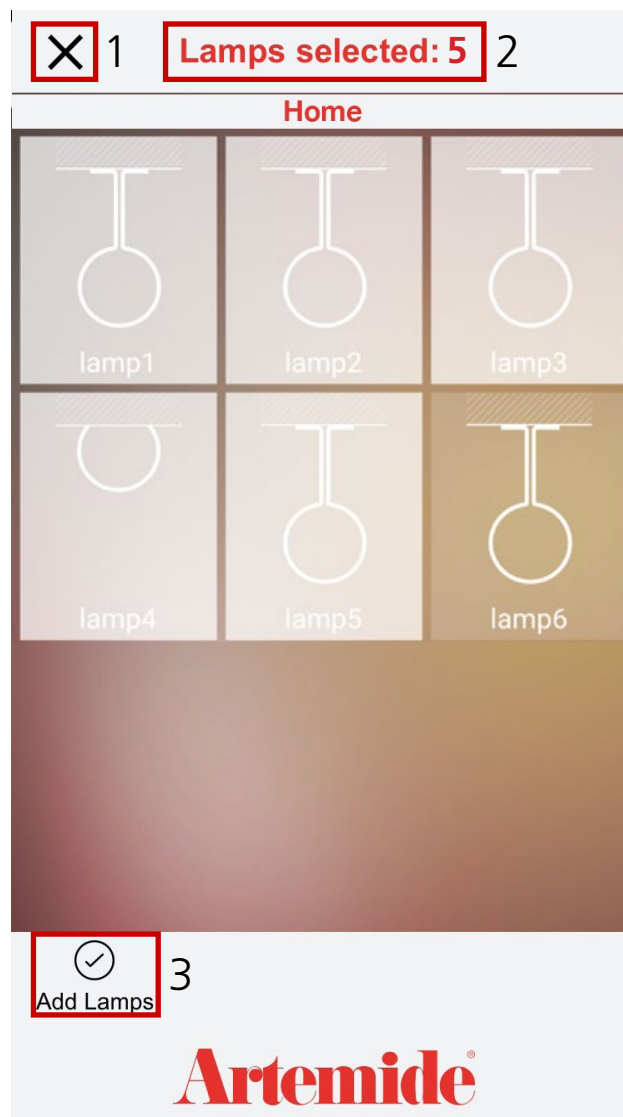
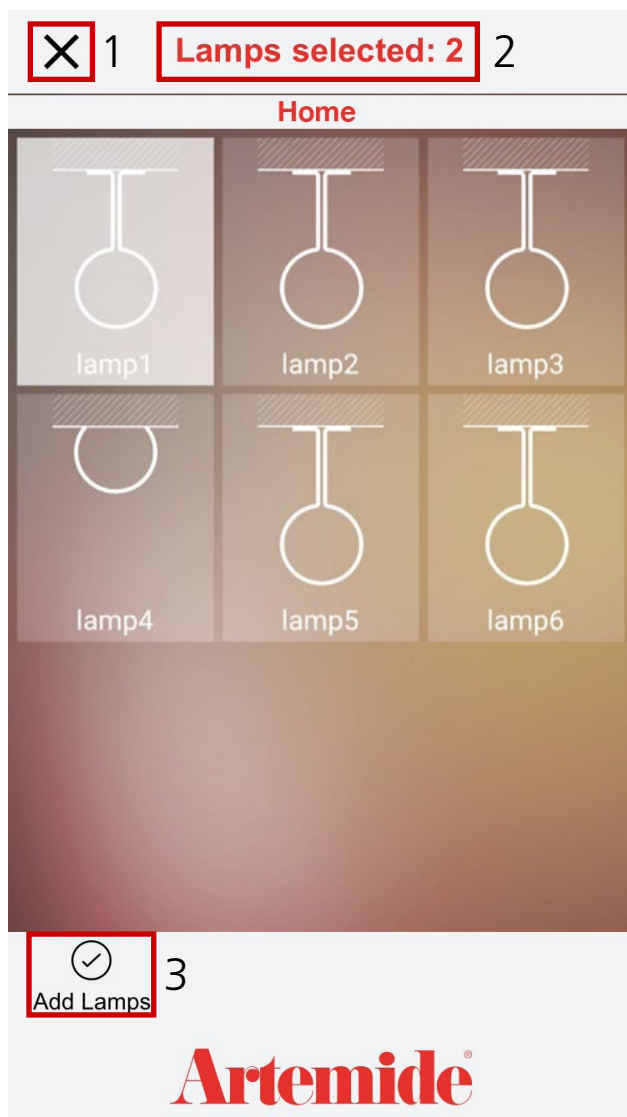
If you press on the “+” button, this page will appear.

If you want to go back, press on the button in the red box 1.

If you want to add one or more lamps, you have to select them by pressing on them, and then press on the “Add Lamp” button (red box 2).

The “Add Lamp” button will be disabled until you select at least one lamp.

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The button in the red box 1 (see image) deselect all the currently-selected elements.

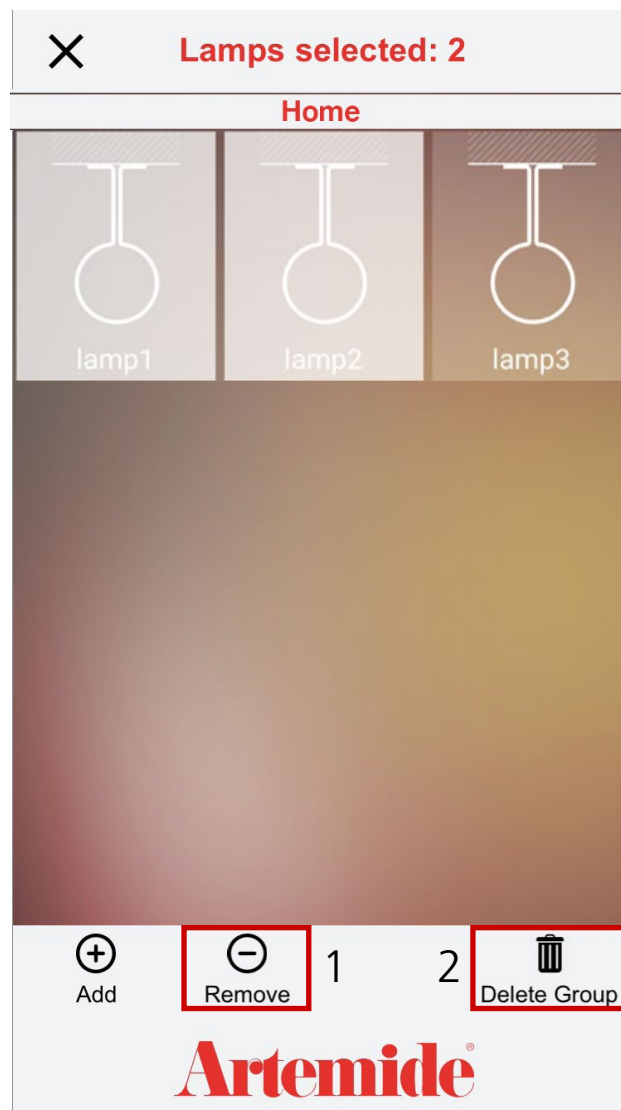
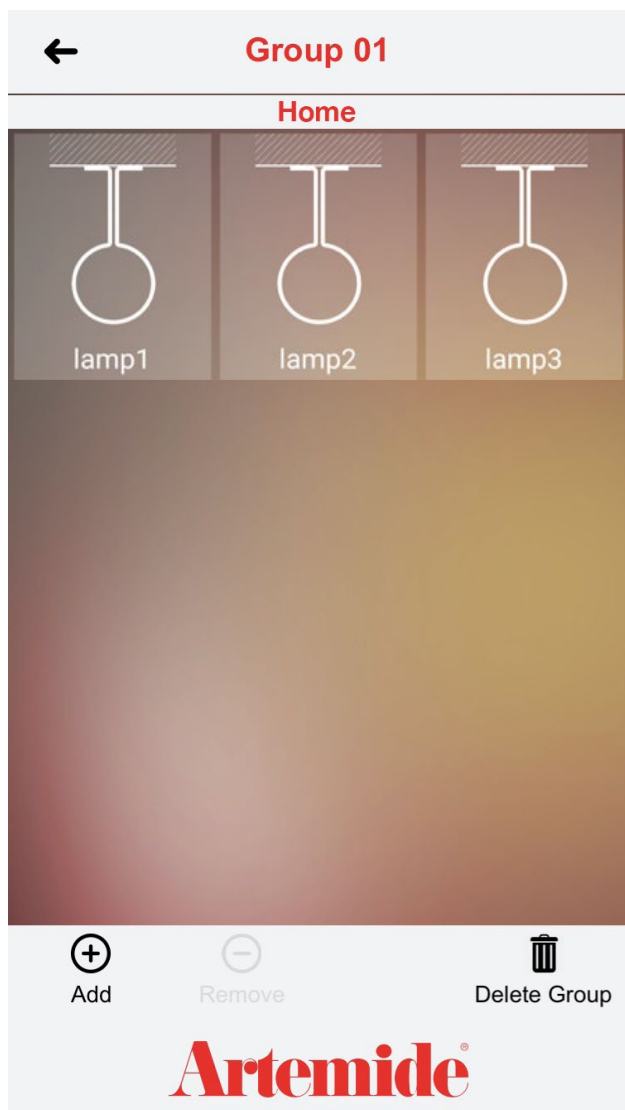
The application counts all the selected lamps and shows the number in the red box 2 (see image).

If you press on **“Add Lamps”** button (red box 3, see image), all the selected lamps will be added to the group and you will return to the previous page.

Please note:

a single lamp can be added to a maximum of 4 groups.

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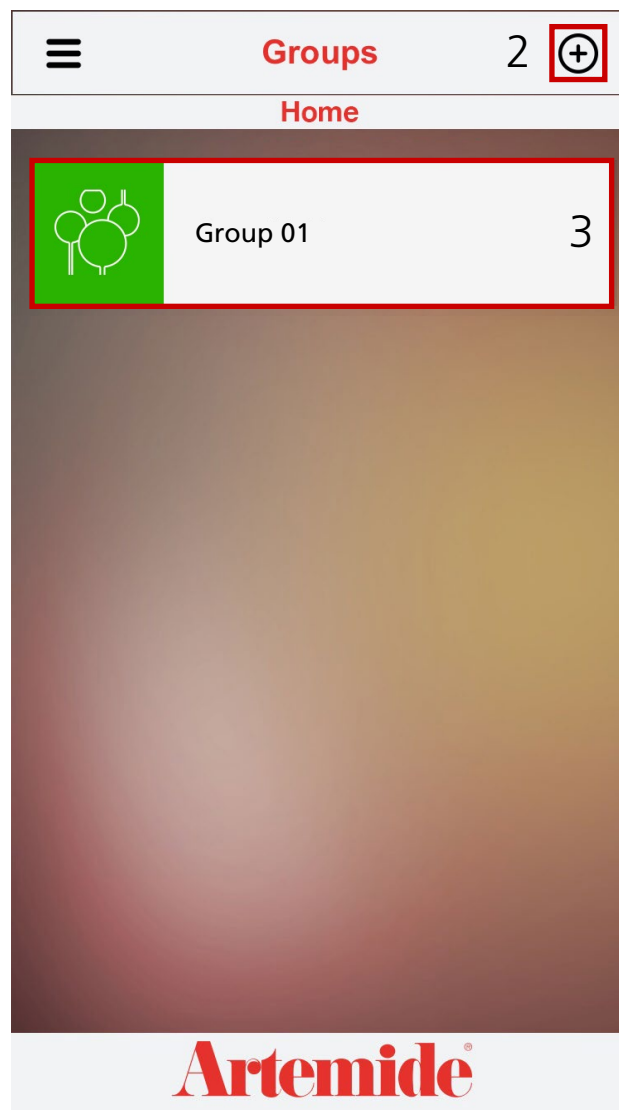
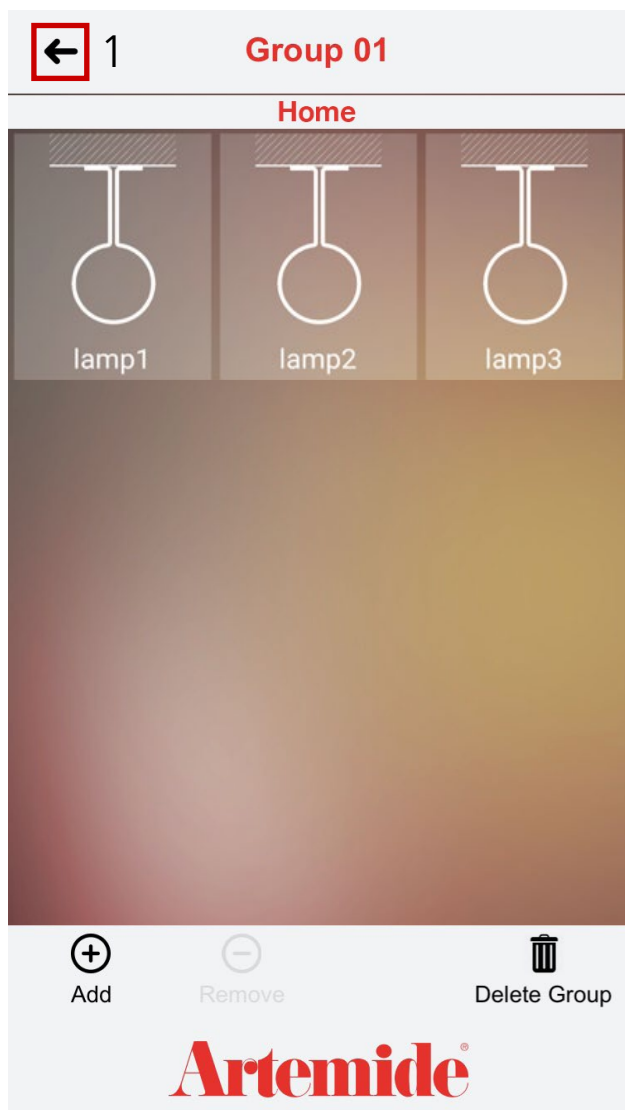


Now, “lamp1”, “lamp2”, “lamp3” (all those you selected) are in the “Group 01” (see image at left).

If you want to remove one or more lamps from the group, you have to select them and then press on the **“Remove”** button (red box 1, see image on the right).

If you want to delete the group, you have to press on the **“Delete Group”** button (red box 2, see image on the right).

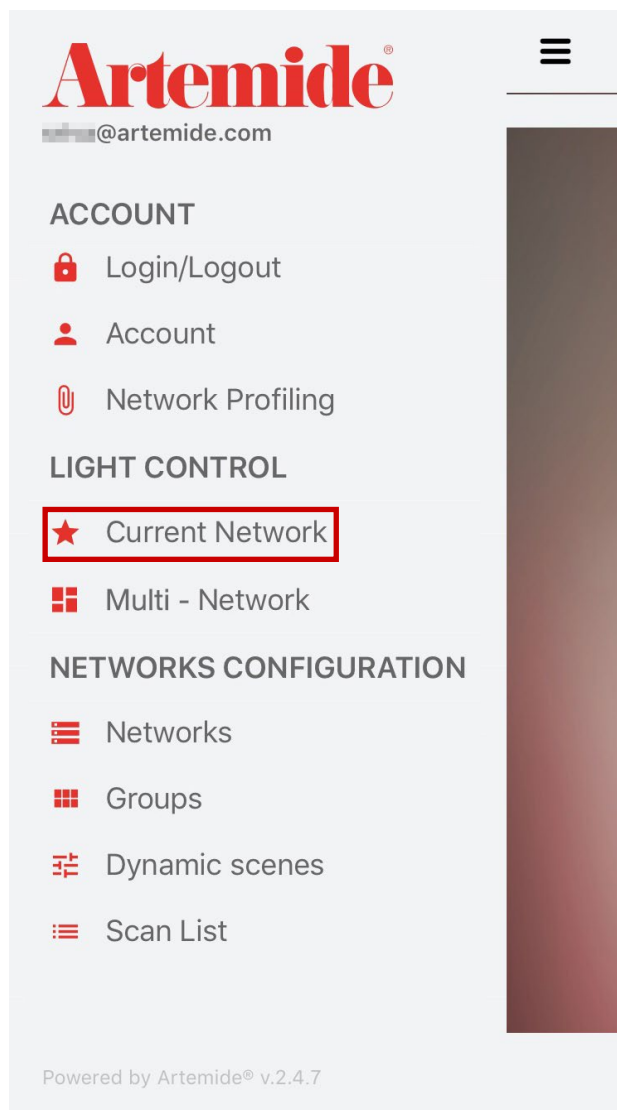
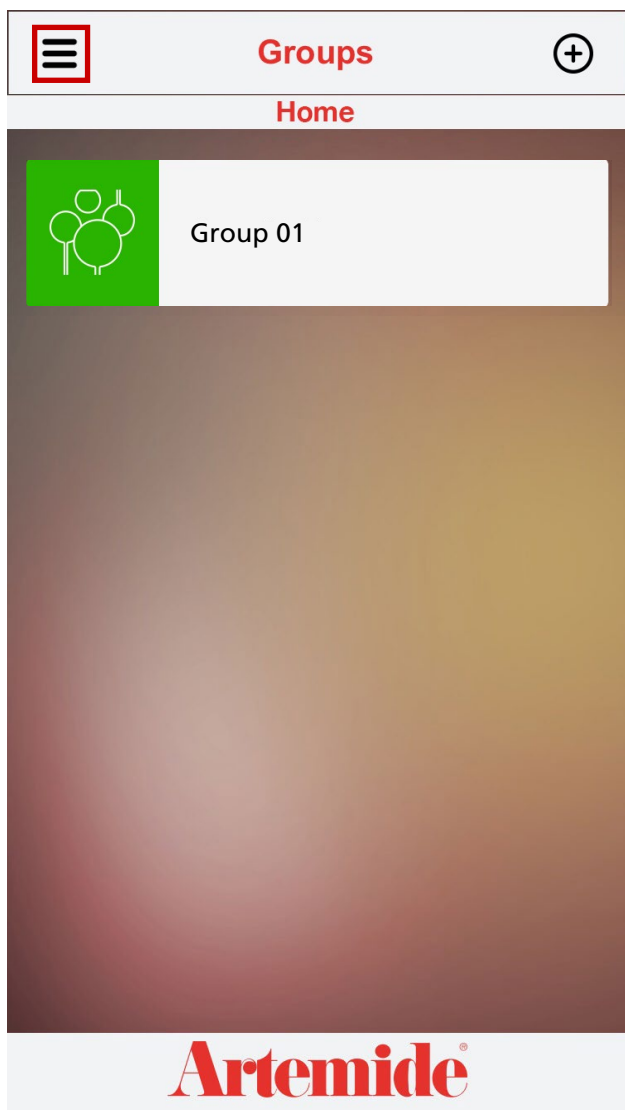
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If you go back to the “Groups” page (red box 1, see image at the left), you’ll be able to see the group that has just been created (red box 3, see image on the right).

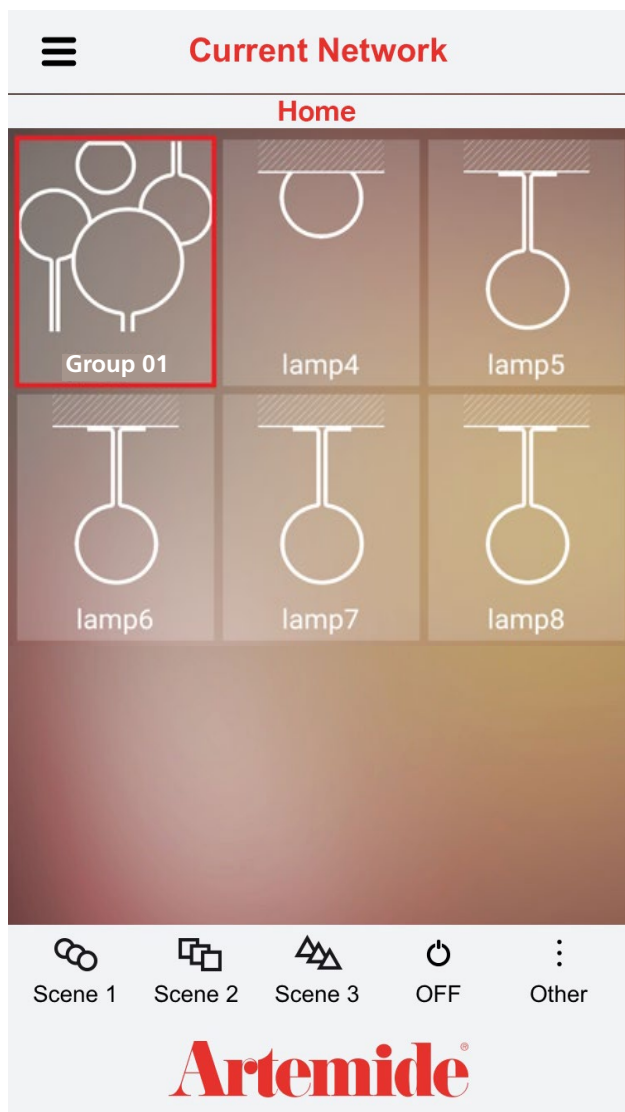
If you want **to create more groups**, you have to press on the “+” button (red box 2, see image on the right) and repeat all the operations shown in this section.

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If you open “Current Network” page from the application menu (see images)...

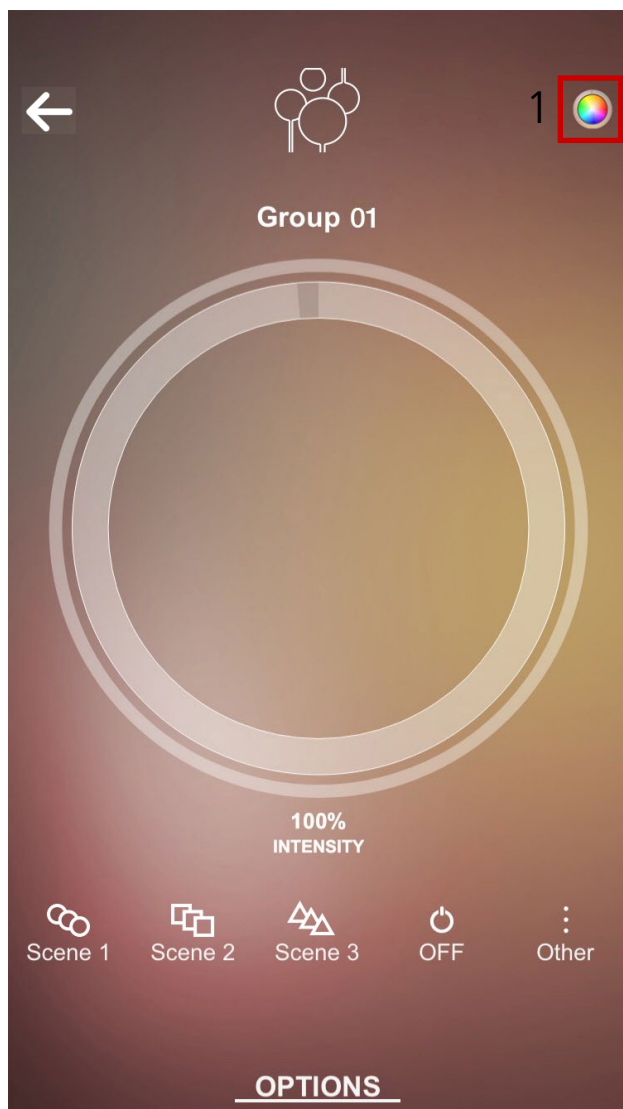
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...You will be able to see the group that has just been created (red box, see image).

If you press on the group, you will access to the group management page.

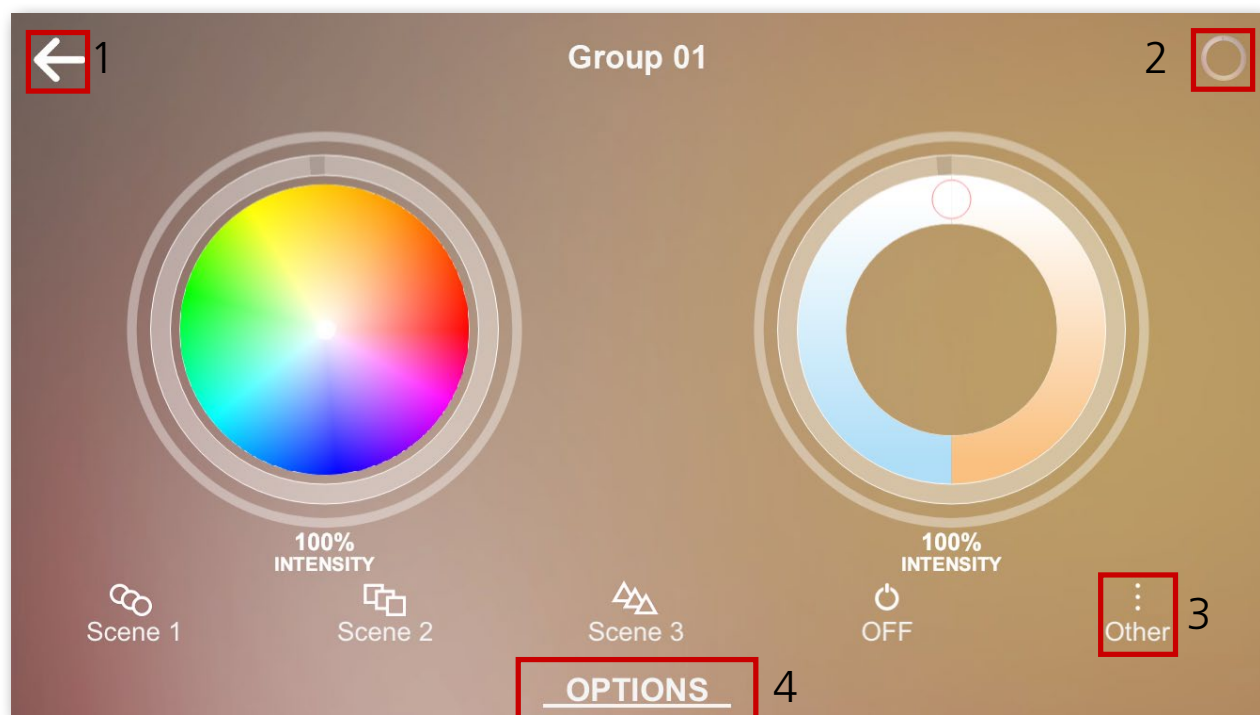
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Through this page you can set intensity, shade or emission colour of the lamps that are part of this group, by using a single command.

The control in the red box 1 (see image) changes according to the type of lamps in the group; by tapping on it, you can switch to all different controller types (according to the different emissions existing in the group).

It works exactly like the single lamp controller, explained in chapter 5. "Current Network".



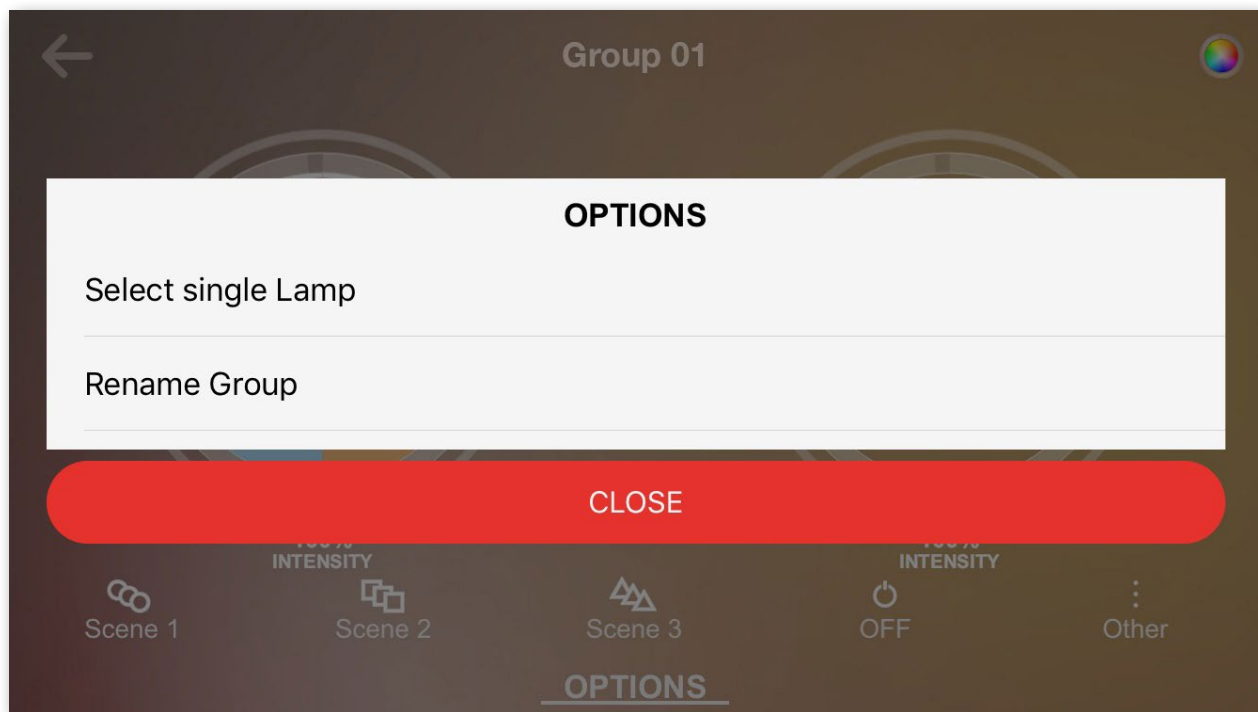
If you rotate your device horizontally, you will see this page (see image), where controller for all different emissions included in the group are viewed two at a time.

In this sample case, in our group are included “RGB+white”, “Tunable White” and “White” emission lamps. You can switch from one controller to another (one for each kind of emission) using the icon on the right corner (red box 2).

If you want to go back, press the button in red box 1.

Clicking on the icons at the bottom of the screen you can set one of the three predefined scenes or set a custom one by clicking on the button “Other” (red box 3).

If you hit “OPTIONS” (red box 4), you’ll access to the group’s menu.

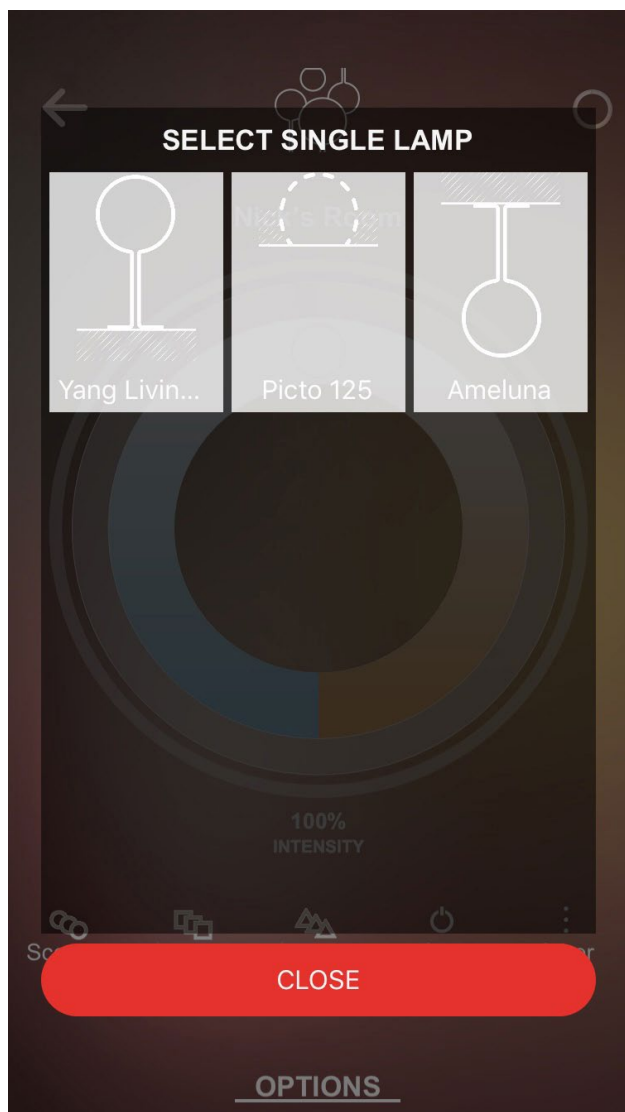


This is the **OPTIONS** menu.

Press **“Rename Group”** in order to give a new name to the group.

Press **“Select single Lamp”** instead...

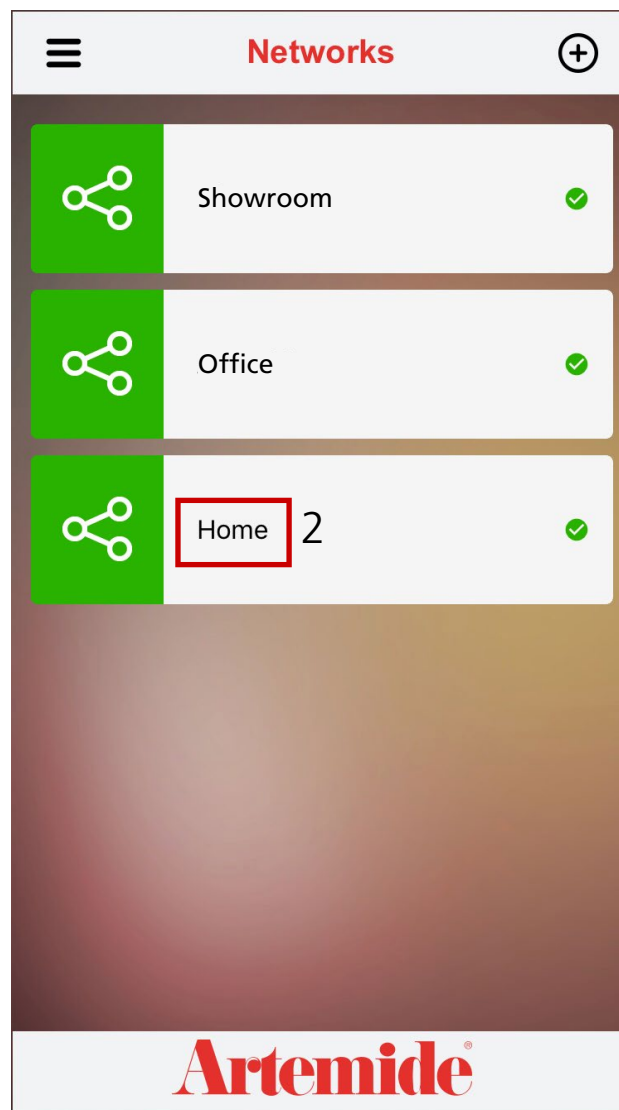
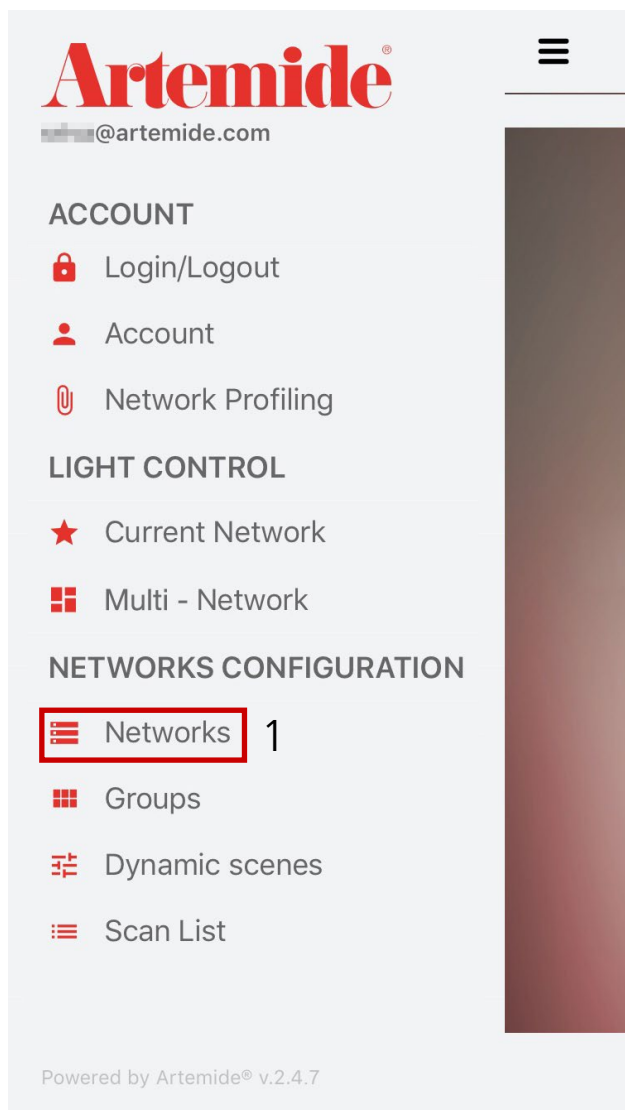
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...to select and manage a single lamp belonging to the group (see image).

9. Scenes

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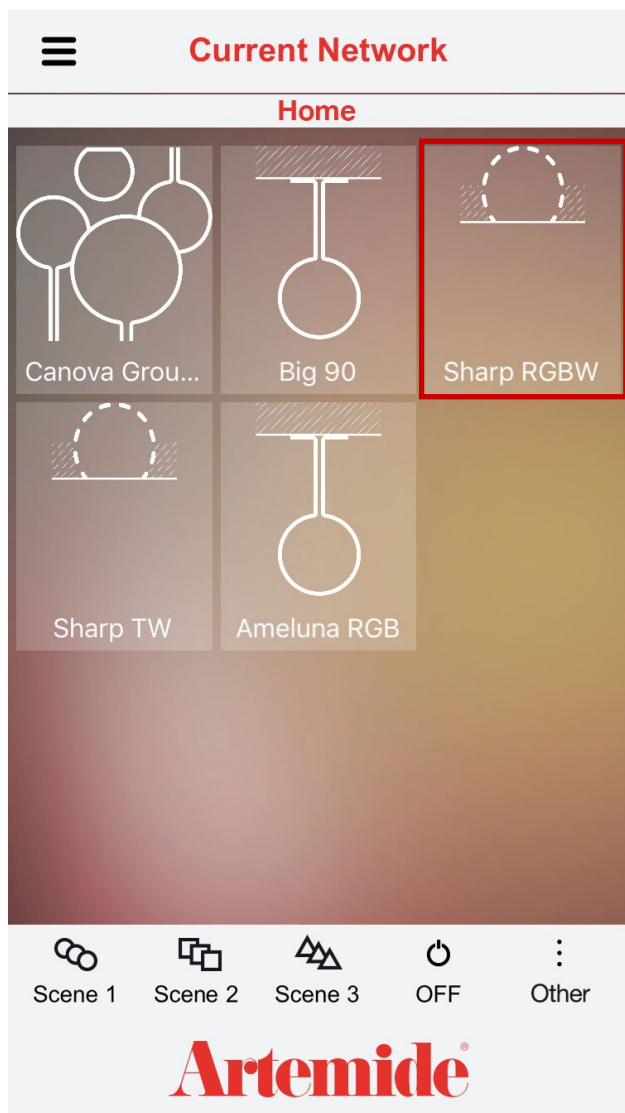
This chapter shows how to create and apply a new scene.

- Open the side menu
- Press on the “Networks” item (red box 1)
- Select the Network in which you want to create and apply a new scene (red box 2).

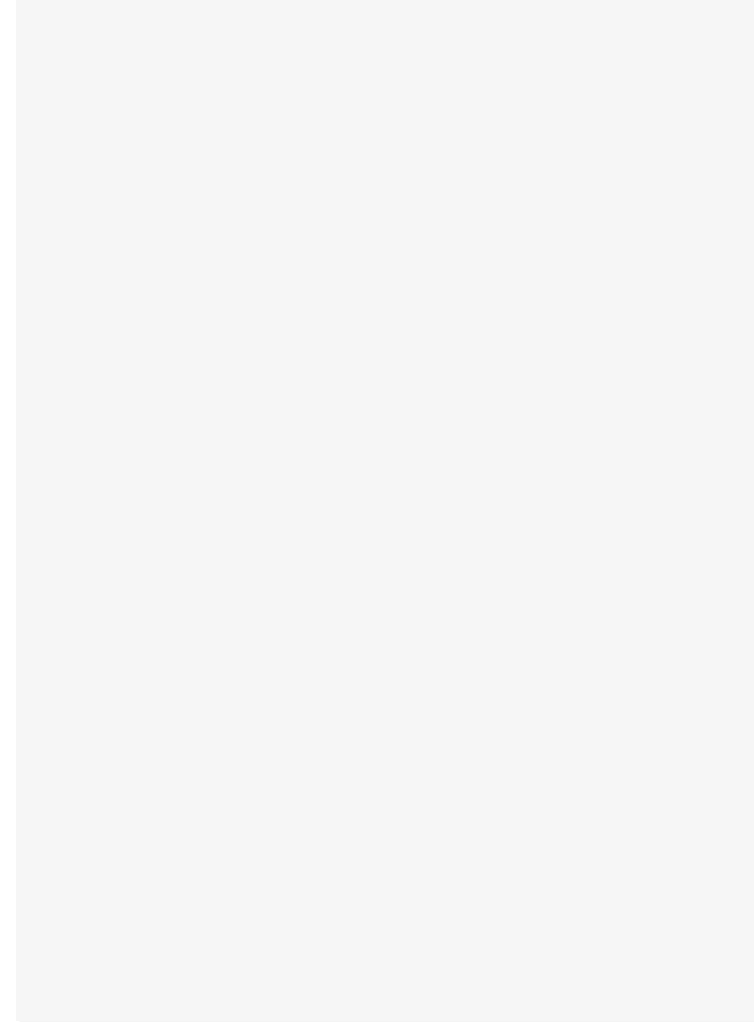
Please note:

you can use 3 preconfigured scenes (editable in any case) or create up to 7 new ones.

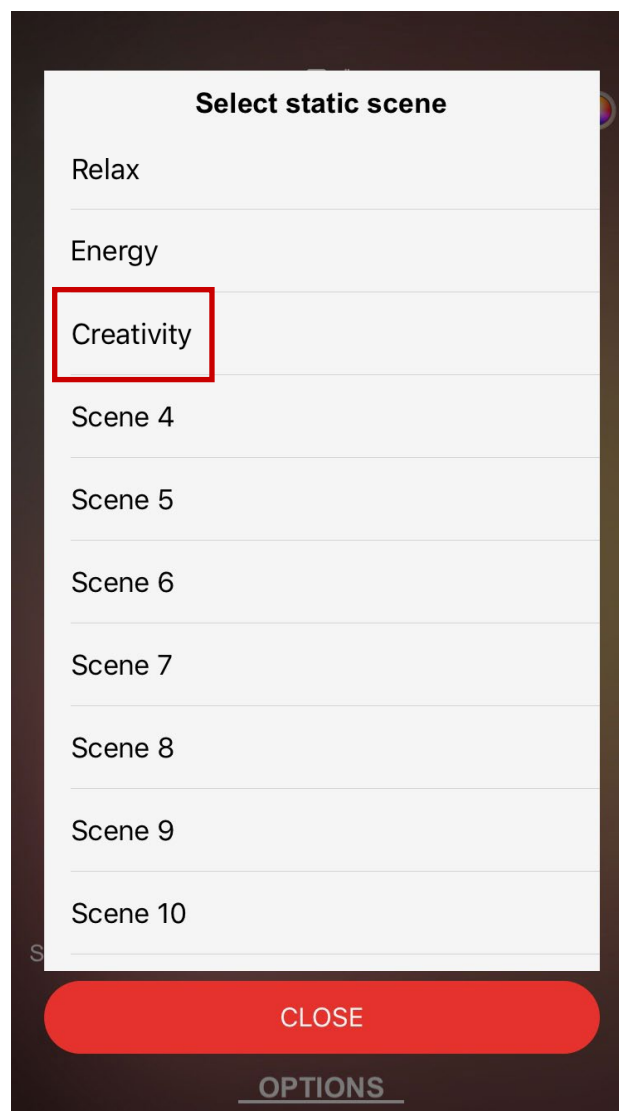
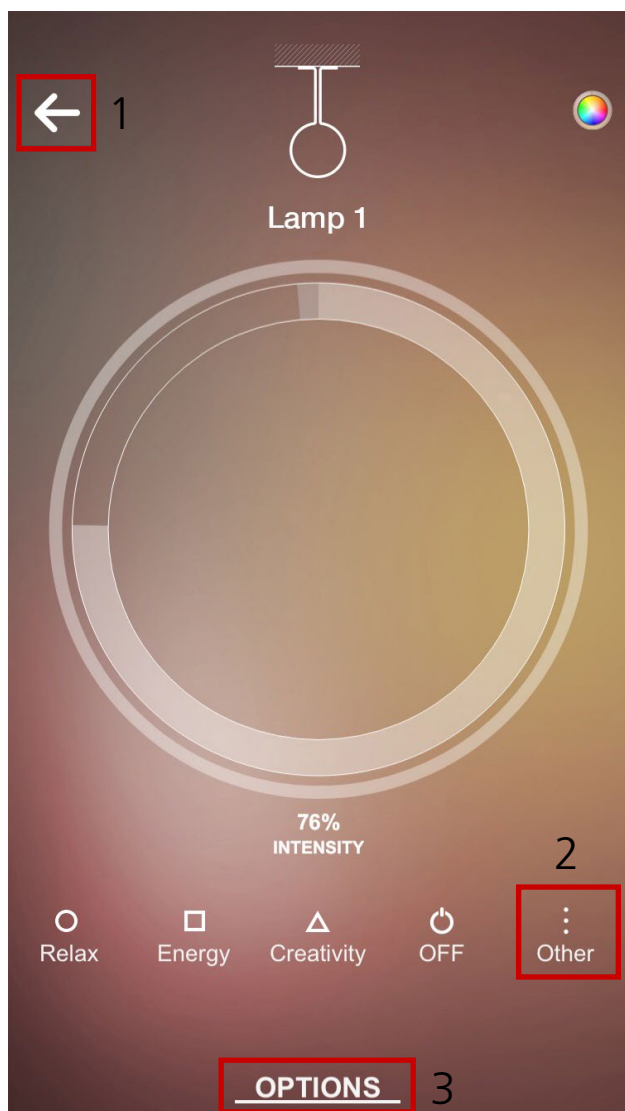
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Now, from the “Current Network” page, choose a lamp to which you want to apply a new scene.



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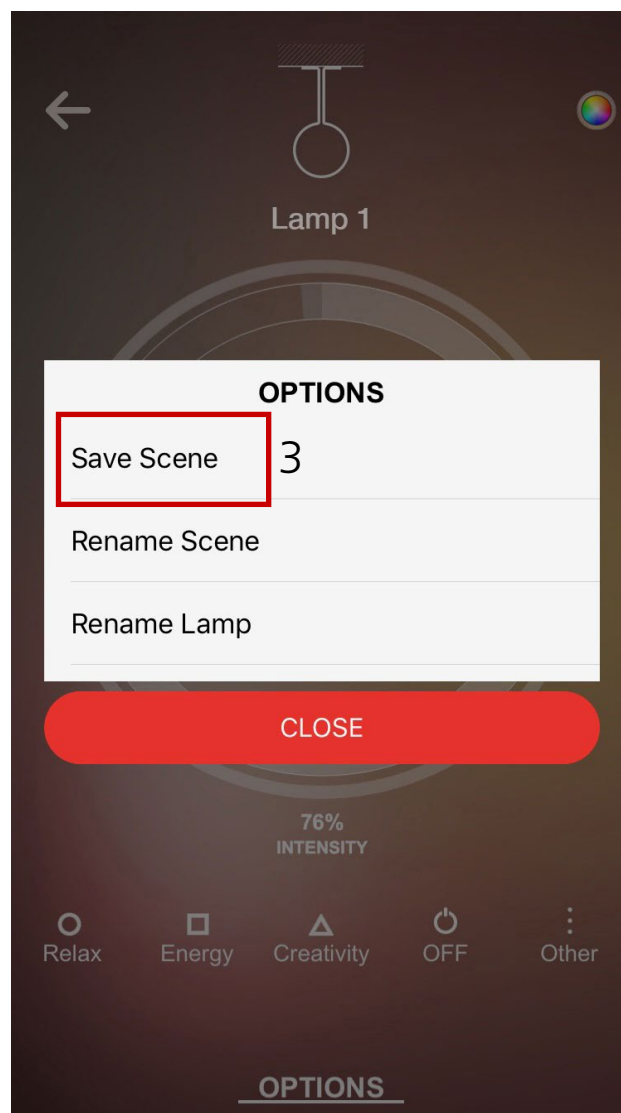
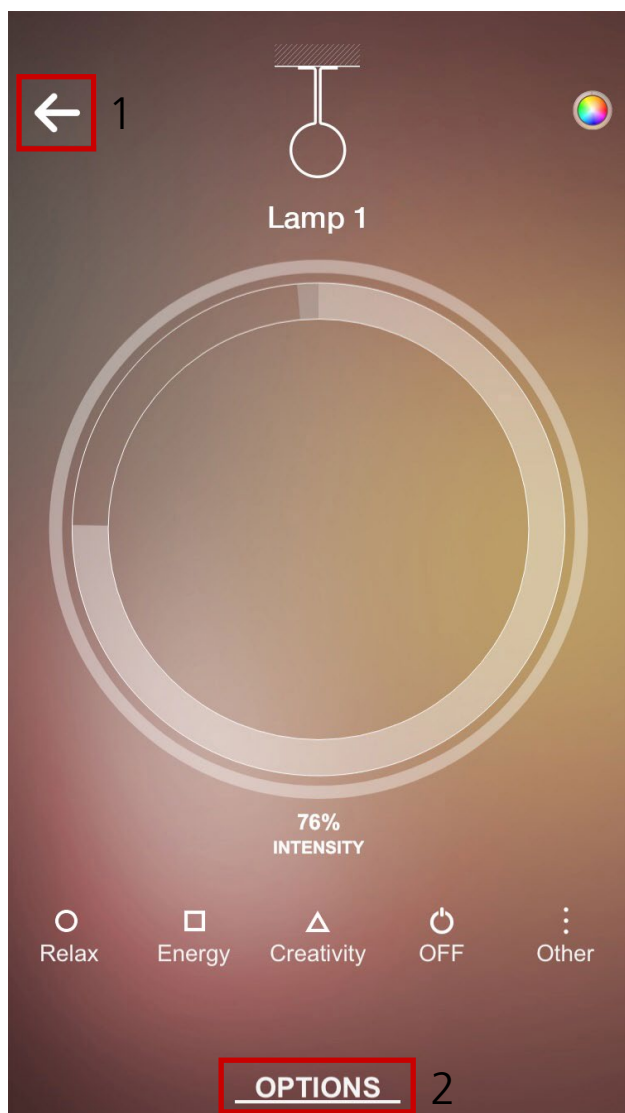
A page similar to the left image will open (depending on chosen lamp's kind of emission/s).

- Press on **“Other”** to view all the possible default scenes (red box 2 > see image on the right)
- Press on **“Options”** (red box 3) to view the option menu
- Press the button in the red box 1 to go back.

If you want to apply a default scenes, you can choose among the 3 default scene proposed:

- Press on **“Other”** (red box 2) and choose a default scene (**“Relax”**, **“Energy”** or **“Creativity”**), also present in the main page.

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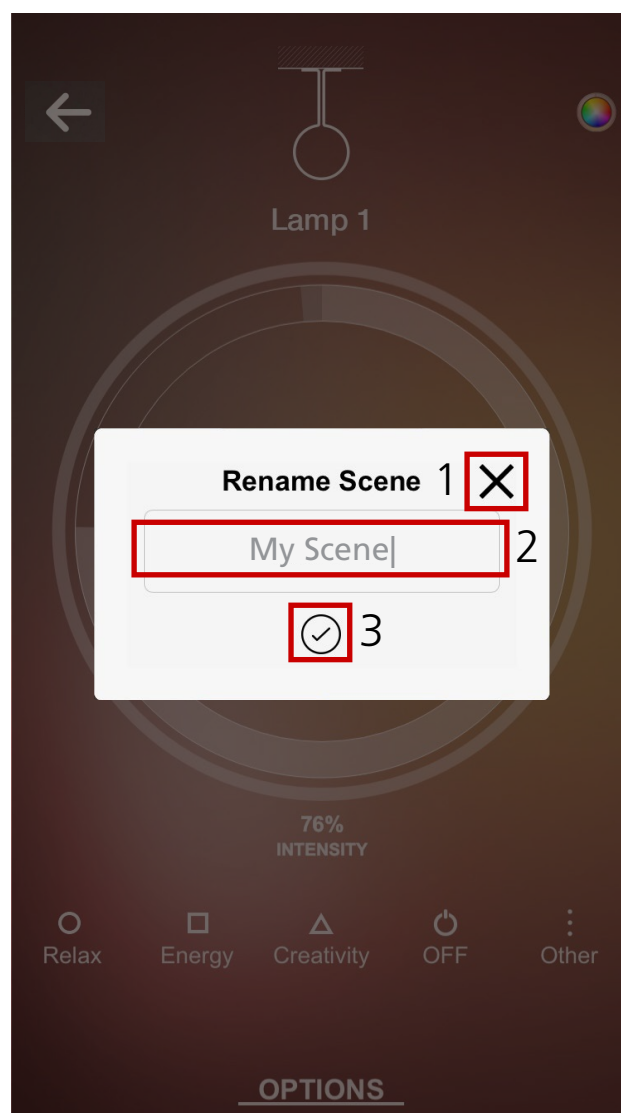
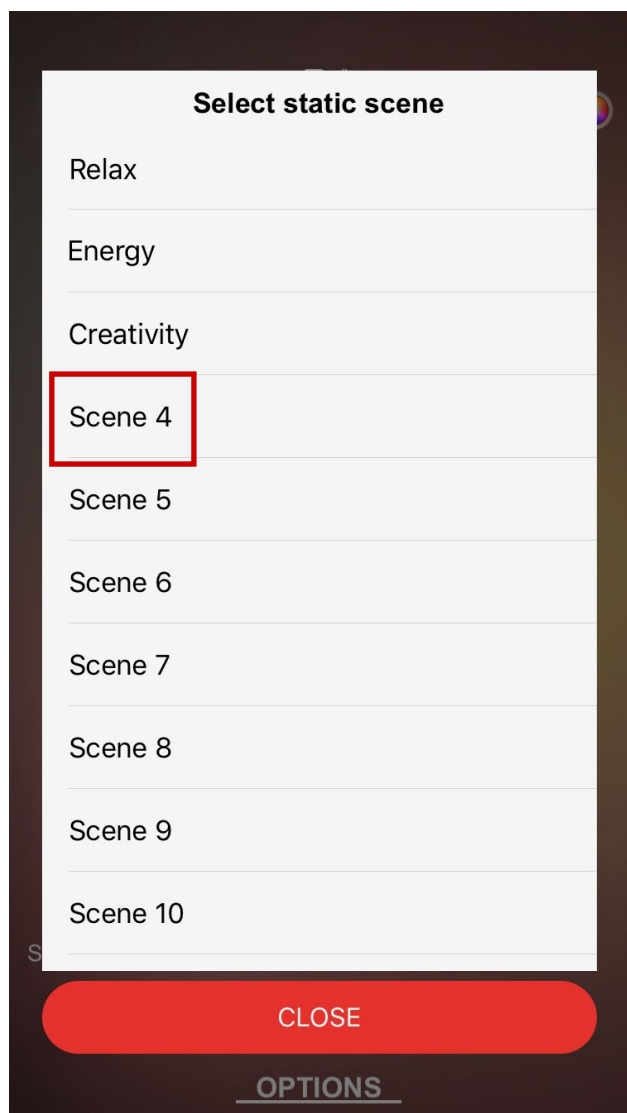


If you want to create a **new scene**:

- Set the intensity of light (for W – TW – RGB+W type), the shade of white (for TW type) and the emission colour (for RGB type)
- Press on “Options” (red box 2)
- Select “Save Scene” from the window just opened in order to save the scene (red box 3)

(You can, in any moment, return to “Current Network” page with the “Back” button - red box 1)

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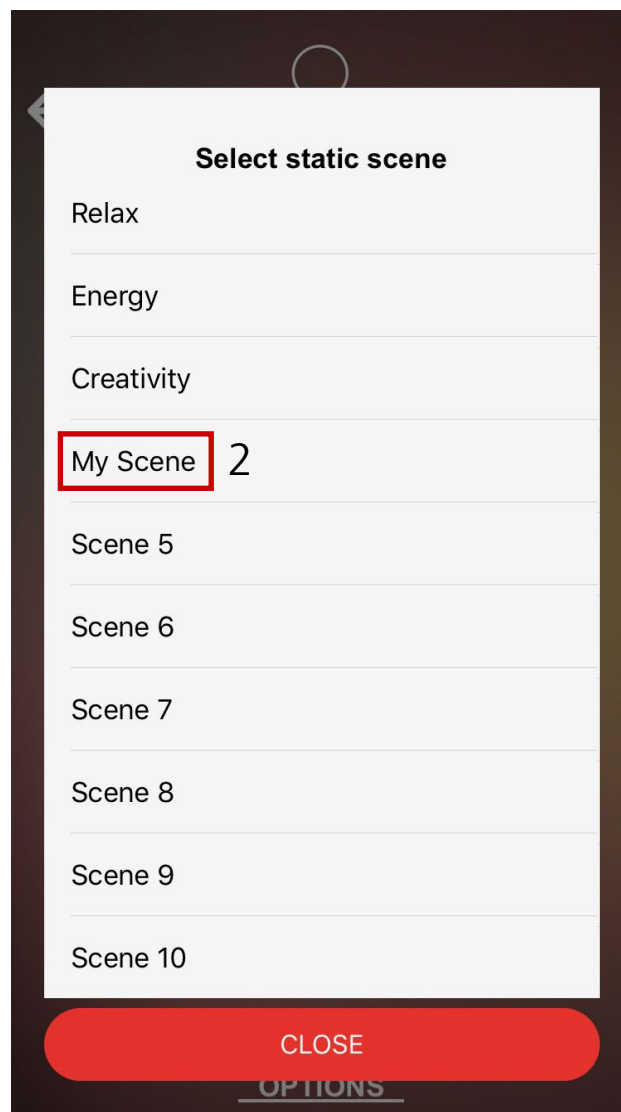
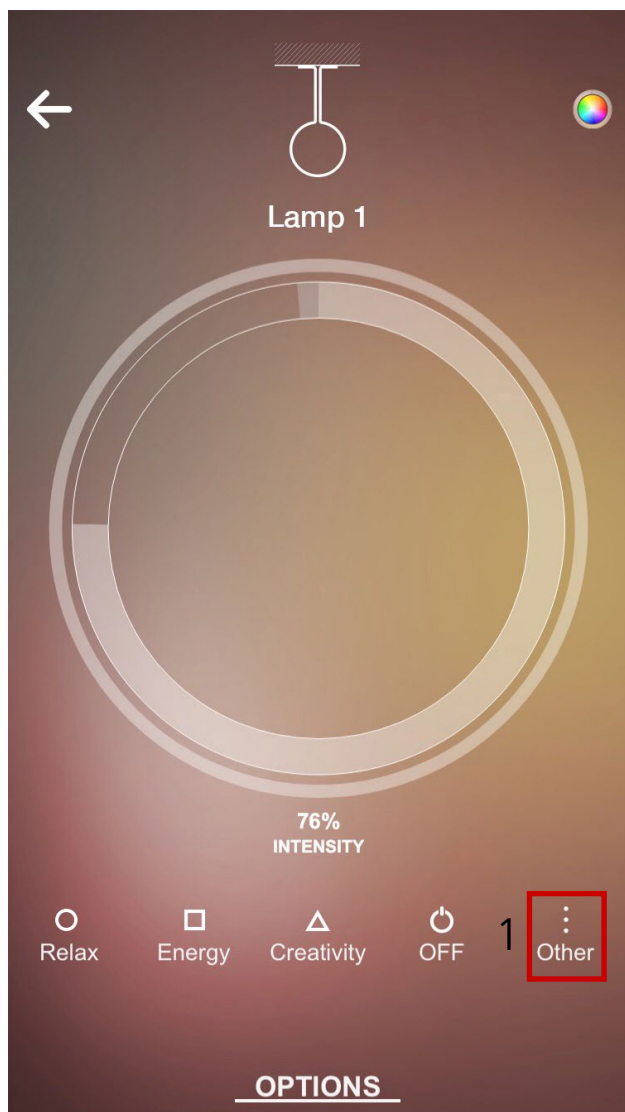


· Once you hit **“Save Scene”** button, select a “blank” scene on which overwrite the new scene (in our case, we will choose randomly “Scene 4”)

After pressing on a scene, the application will open a new pop up:

- Enter the new name for the scene in the red box 2
- Press “X” in order to undo the operation (red box 1)
- Press “✓” in order to confirm and save the name (red box 3) and overwrite the new scene setting

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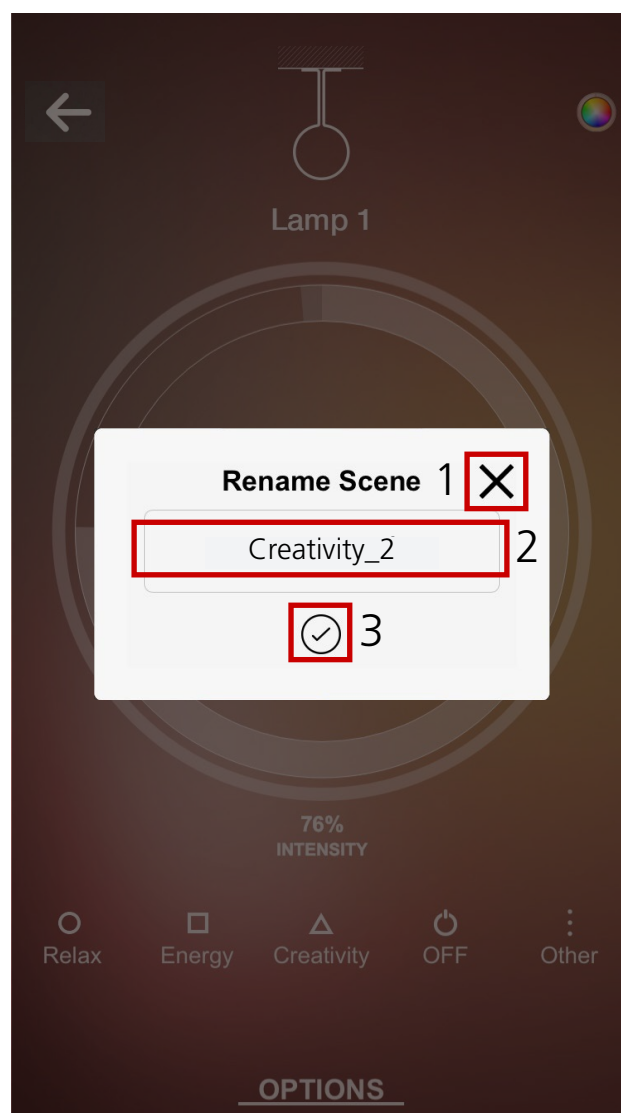
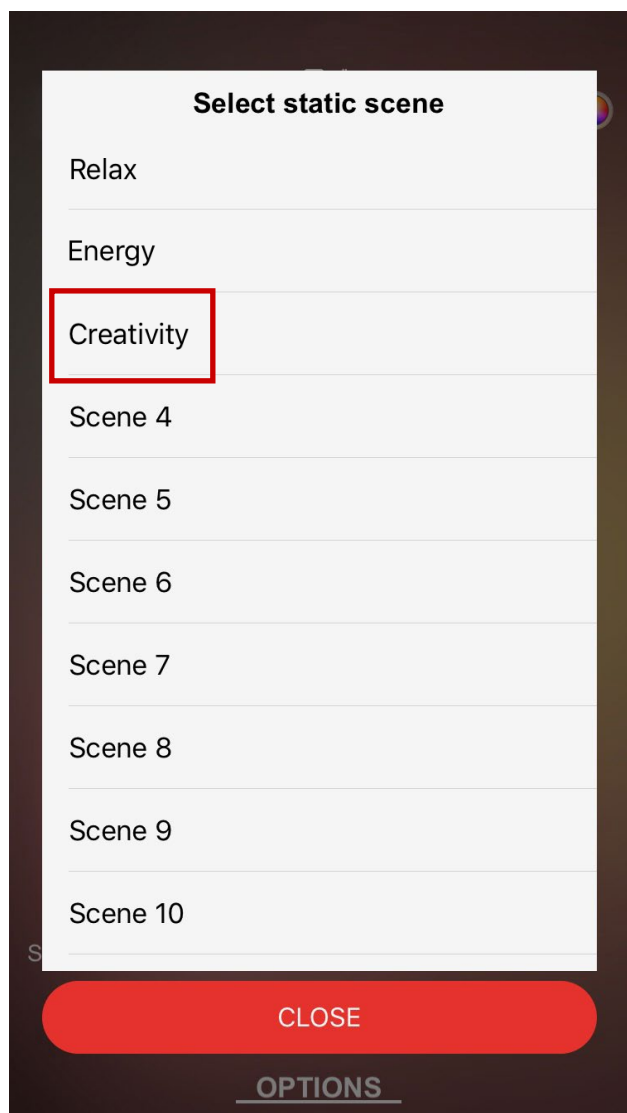


After confirming the **new name**:

- Press on “Other” from the lamp’s management page (red box 1)
- Select the newly-created scene (red box 2)

At this point, the application will apply “My Scene” to the lamp “Lamp 1”.

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**Please note:**

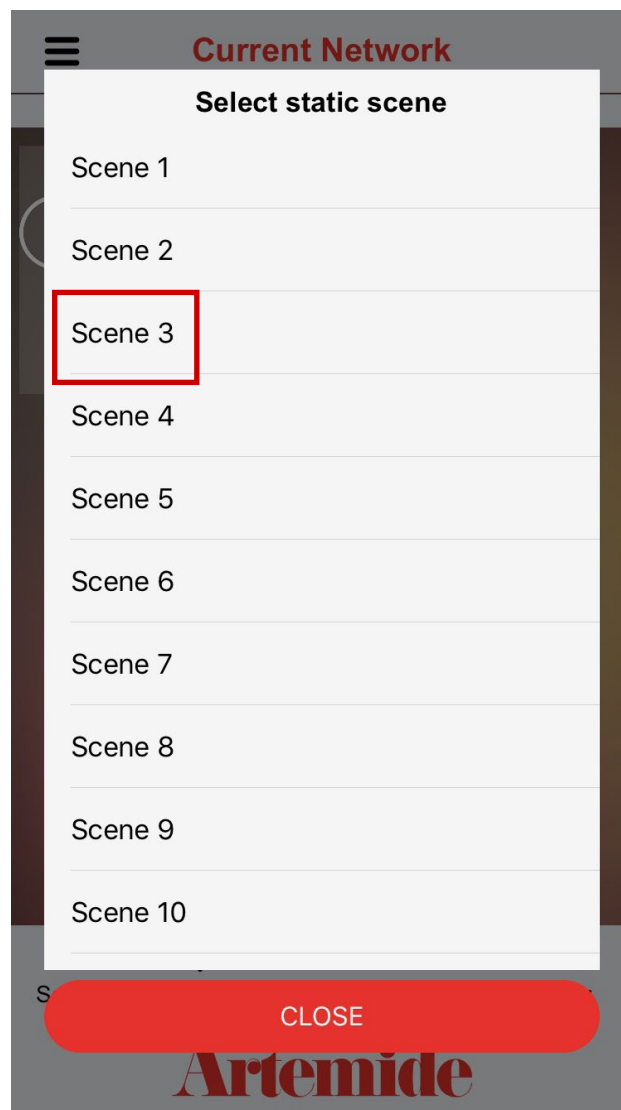
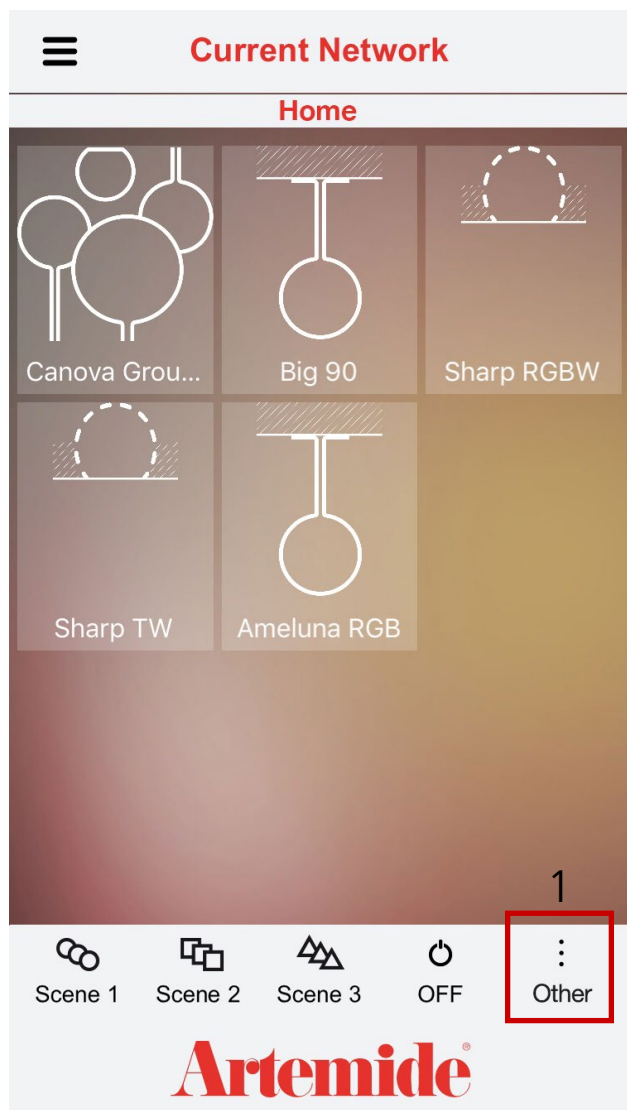
You can also edit one of the three preset scenes. Initially you'll have to repeat steps shown on page 65:

- Set the light intensity / white hue / emitting color, then click on "Options".
- Select "Save Scene".

Then:

- Select a default scene (i.e. "Creativity") on which to overwrite the new scene you have just set
- Enter the new scene name in red box 2
- Press "X" if you want to cancel the operation (red box 1).
- Press "✓" to confirm and save the name (red box 3) and overwrite the new scene setting.

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If you want to apply a scene to the whole Network:

- Click on “Other” from the “Current Network” page (red box 1, image on the left).
- Select a scene from the pop-up window.

Please note:

“Scene 1” (in the Network list) = “Relax” (in the single lamp list)

“Scene 2” = “Energy”

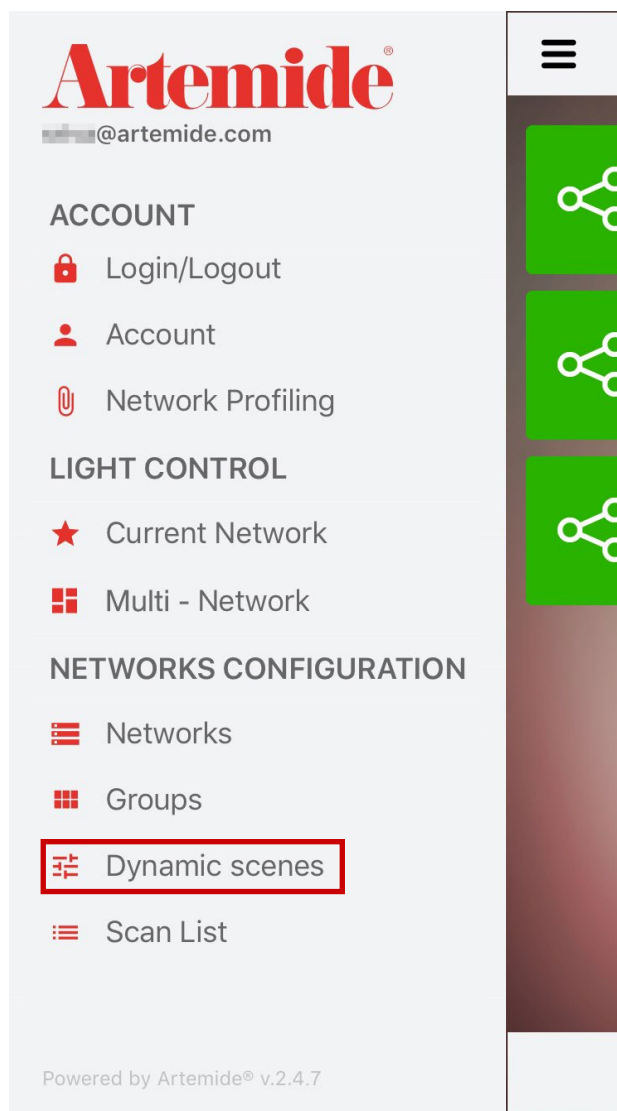
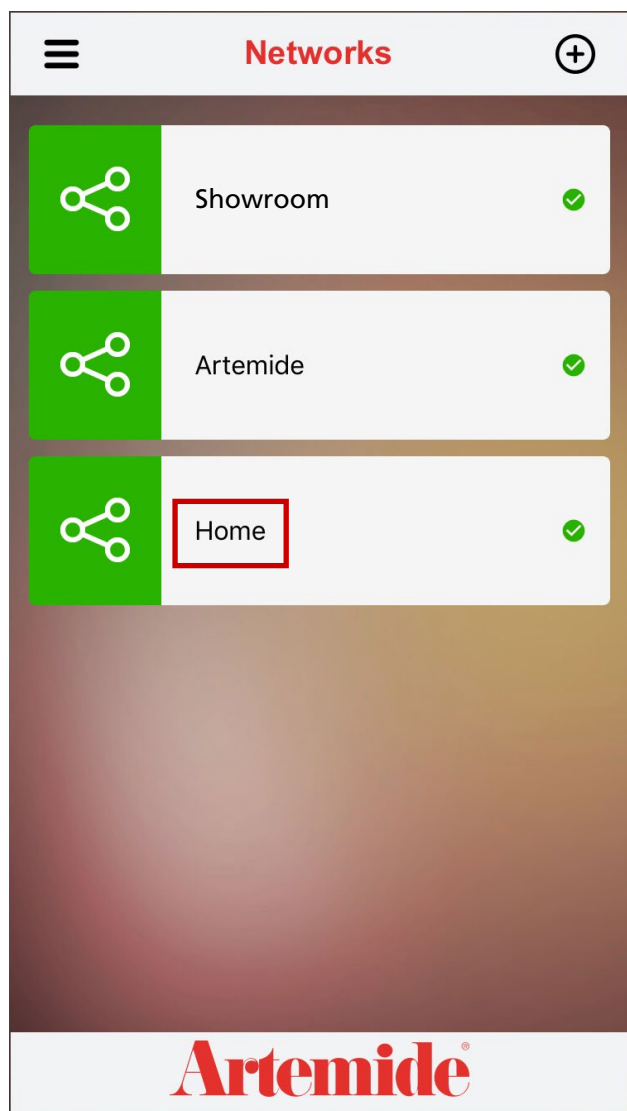
“Scene 3” = “Creativity”

If the selected scene is, for example, “Scene 3”, Artemide App will apply “Scene 3” (corresponding to the “Creativity” scene for the single lamp) to all lamps in the Network, except for those in which “Creativity” scene has been customized in “Creativity_2” by modifying and overwriting the default settings (see page 71).

For those lamps, the associated custom scene “Creativity_2” will be applied.

10. Dynamic scenes

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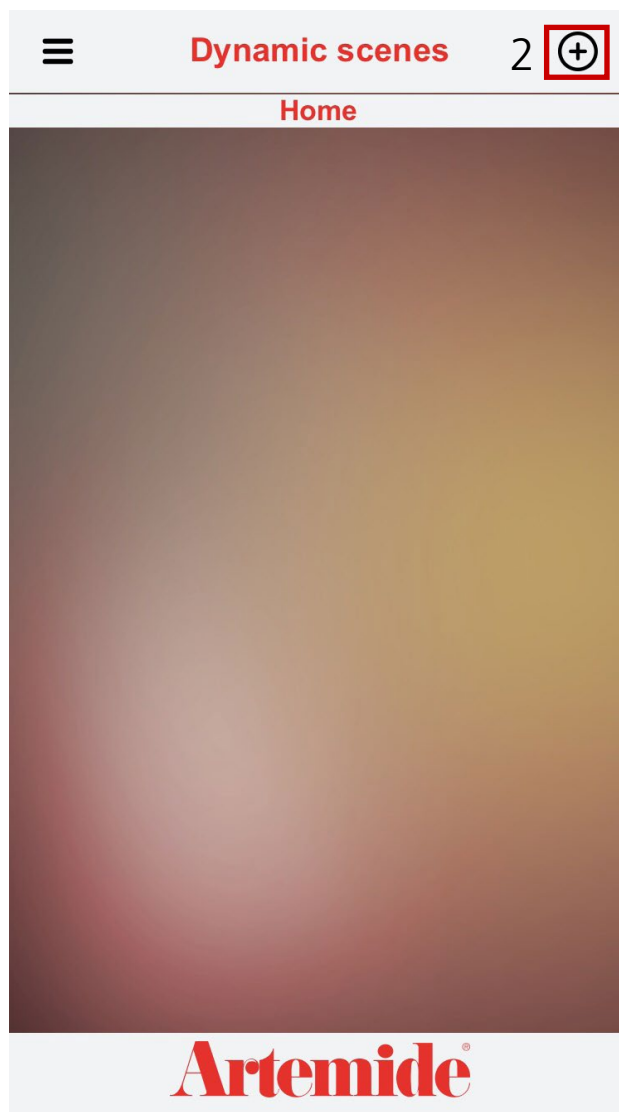
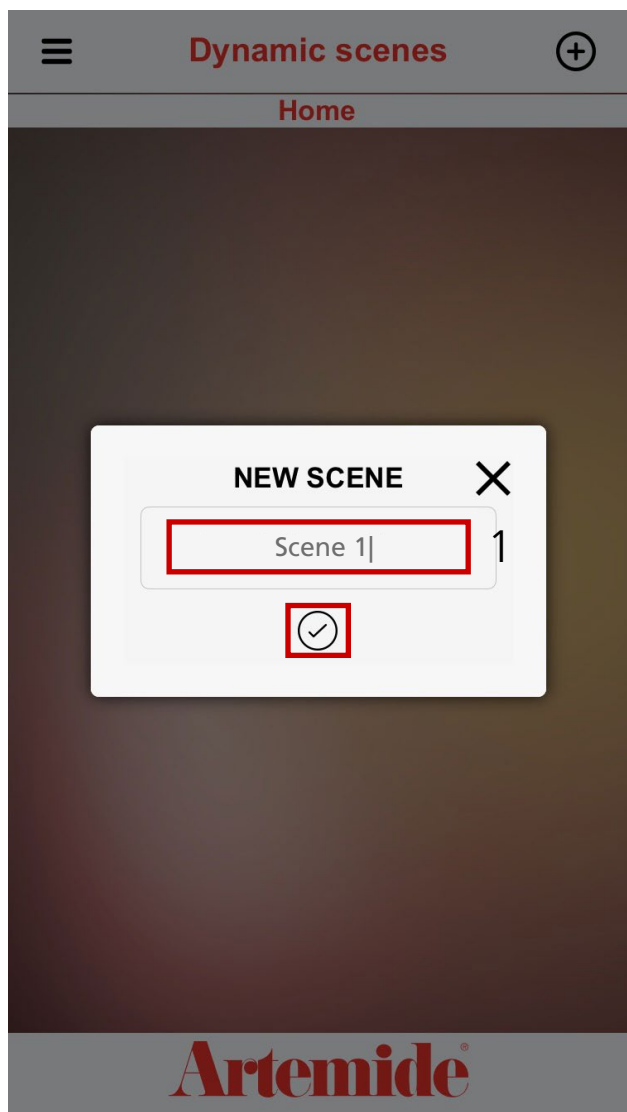
This chapter shows how to create and apply a dynamic scene to the lamps

- Select a Network from the “Networks” page. The selected Network must contain some devices or groups in order to create a dynamic scene.
- Select “Dynamic scenes” item from the side menu

Please note:

it's possible to create 1 Dynamic Scene per Group, so you can create a maximum of 14 Dynamic Scenes per Network.

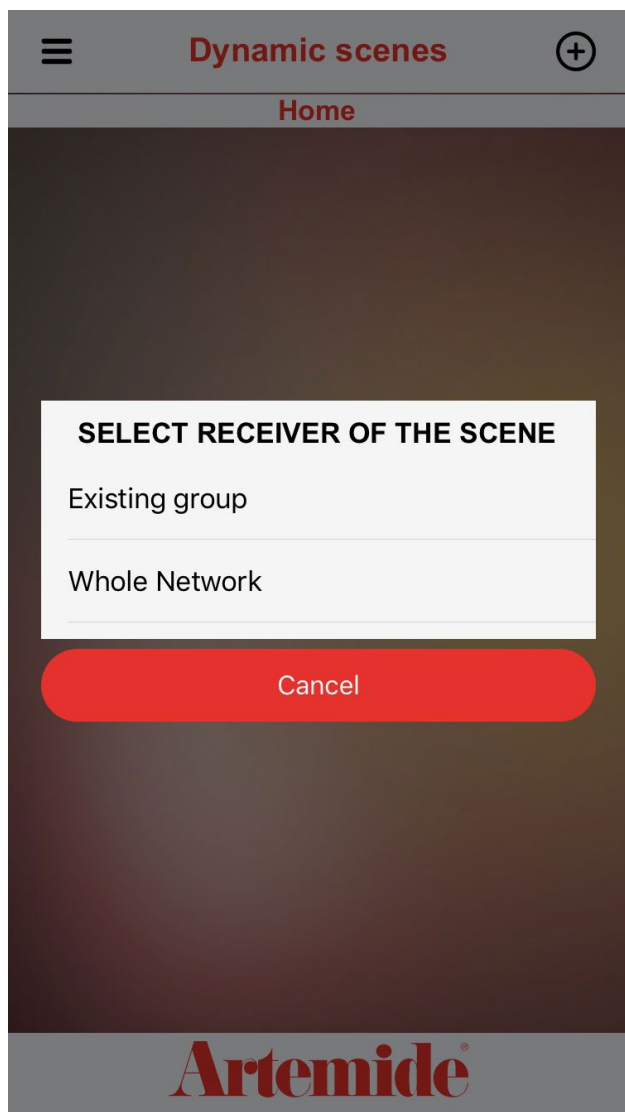
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If there's no dynamic scenes, the application will automatically show the pop up requiring new dynamic scene's name (red box 1 and "✓" button for confirmation).

Otherwise, press on the button in the red box 2 in order to create a new dynamic scene.

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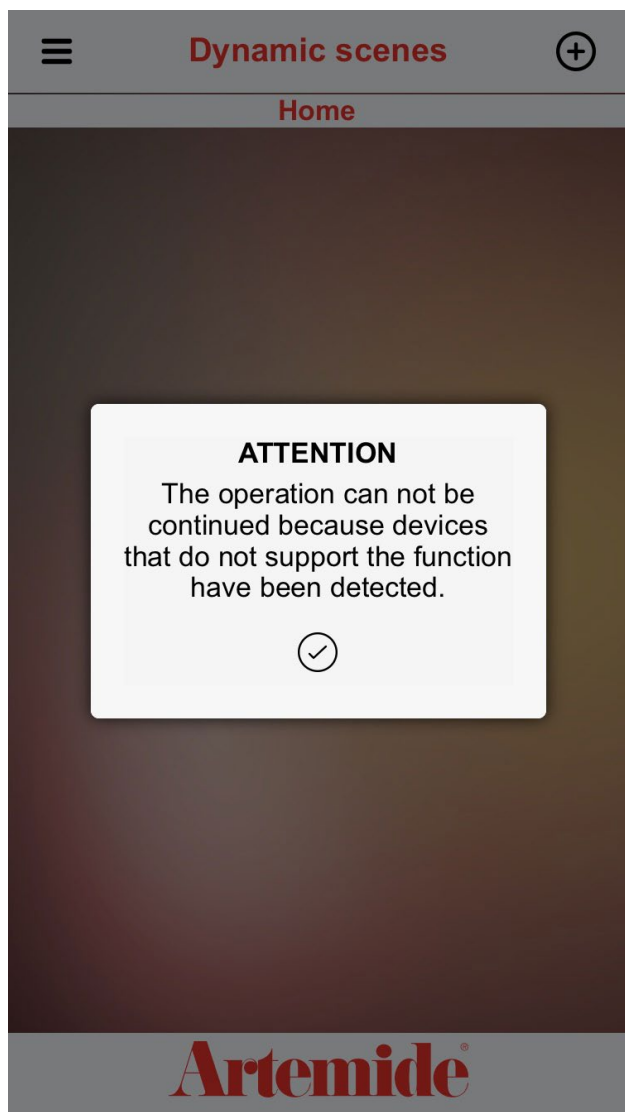


After confirming the dynamic scene's name, select the receiver of the scene.

Dynamic scenes can only be applied to an existing group or to the whole Network.

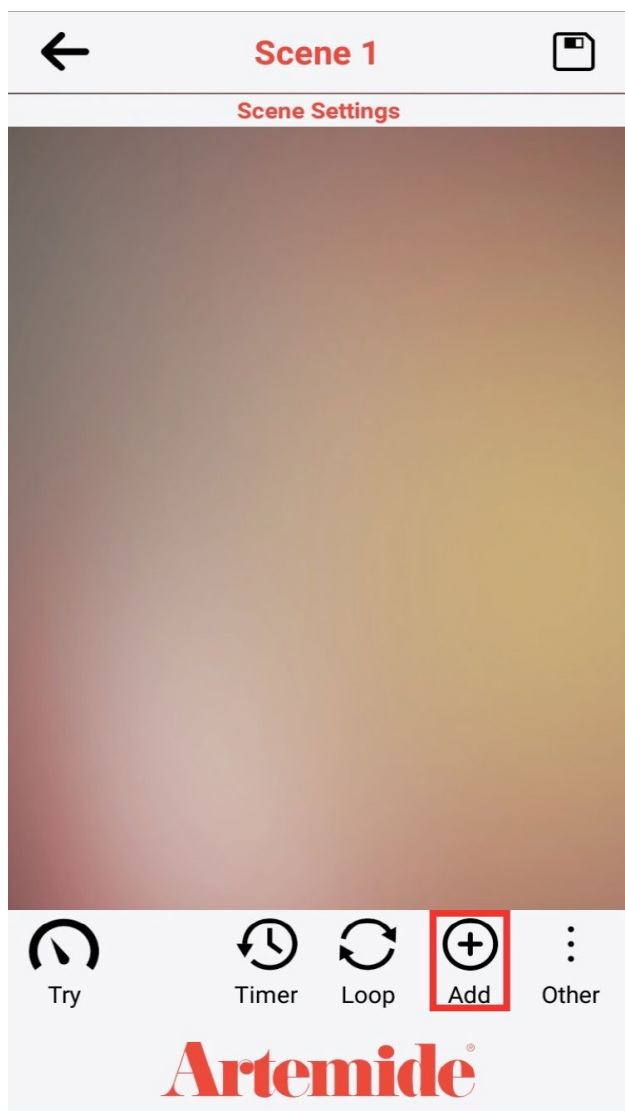
They cannot be applied to single lamps and to devices that have an old firmware's version (1.0). However, if the lamp with the old version of firmware were part of a Network or a group containing a lamp with the latest version 1.1, the application of the scene would not create problems.

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If you select the option “Existing group” or “Whole Network” and there are no lamps or there are only lamps with the 1.0 firmware version, the application will show the beside pop up.

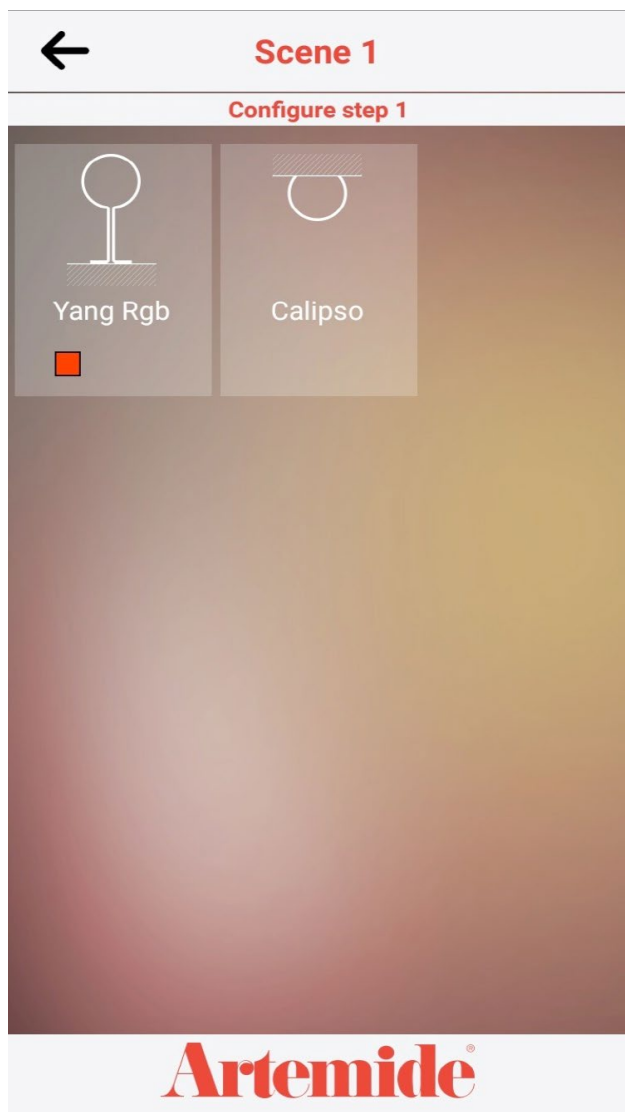
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If you select the option **“Existing group”** or **“Whole Network”** and in the Network are present at least two lamps or at least one of the involved devices has at least 1.1 firmware version, then the application will redirect the user to this page.

- Press the button in the red box (see image) in order to add and set a **“step”**. **“Steps”** are the different statuses that the group of lamps (or the whole Network) takes on during the execution of the dynamic scene.

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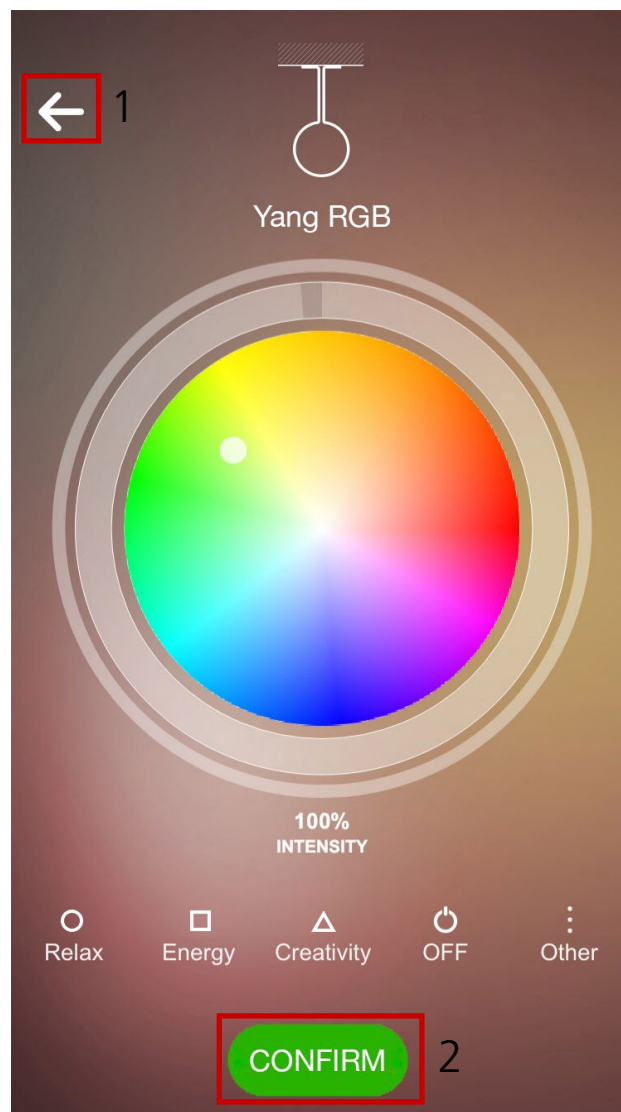
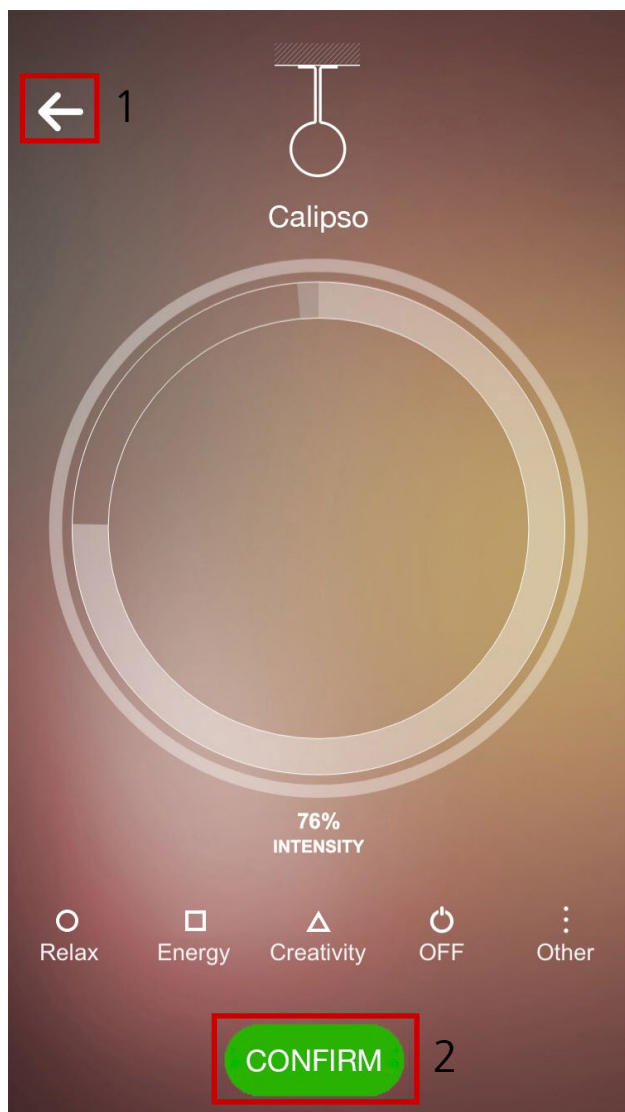


A page similar to this one will appear: it shows lamps belonging to the group or to the Network involved in the dynamic scene, depending on the option previously selected.

This page can be used to define the various configurations that the lamps will assume during the first step.

- Press on a lamp.

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The App will display the appropriate controller, depending on the lamp type:

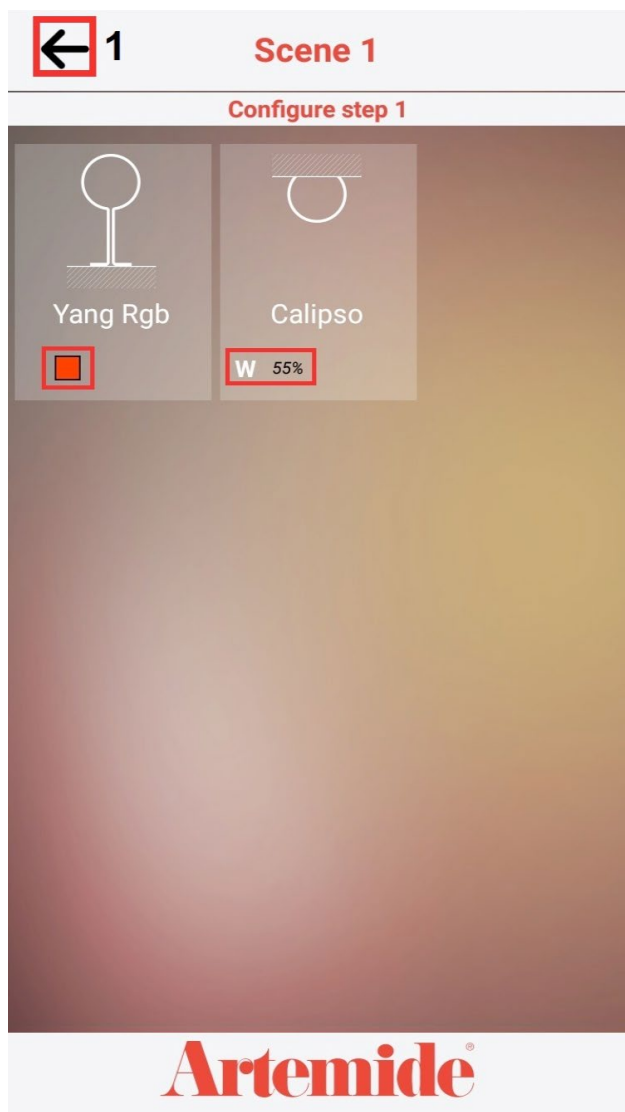
Once the desired configuration has been set:

- Press on the “**CONFIRM**” button (red box 2, see images) .

Or

- Press on the button in the red box 1 to go back.

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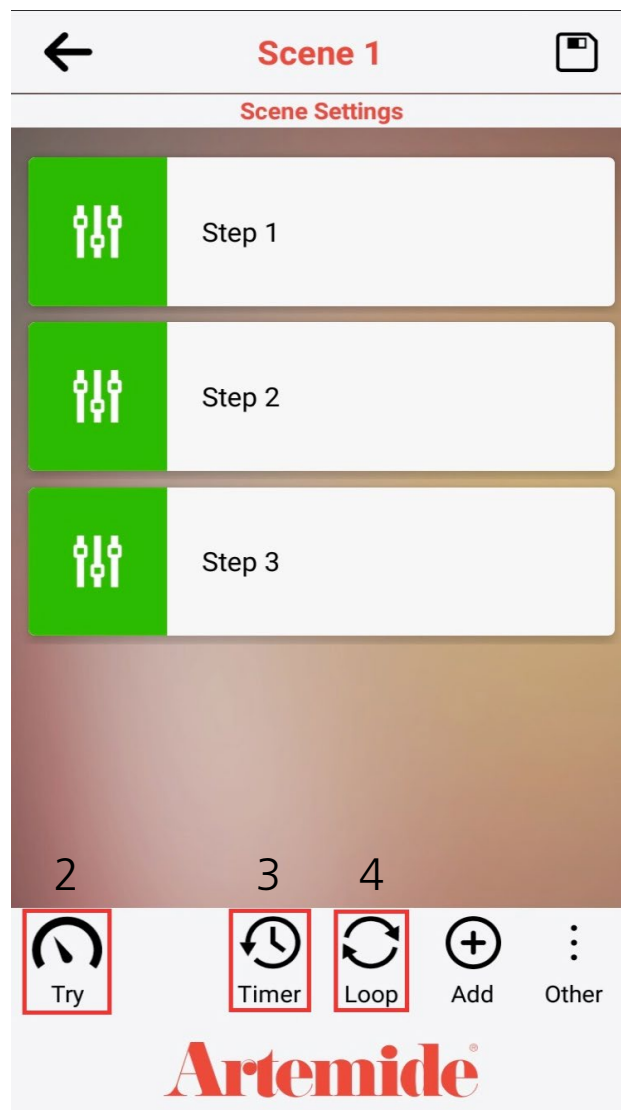
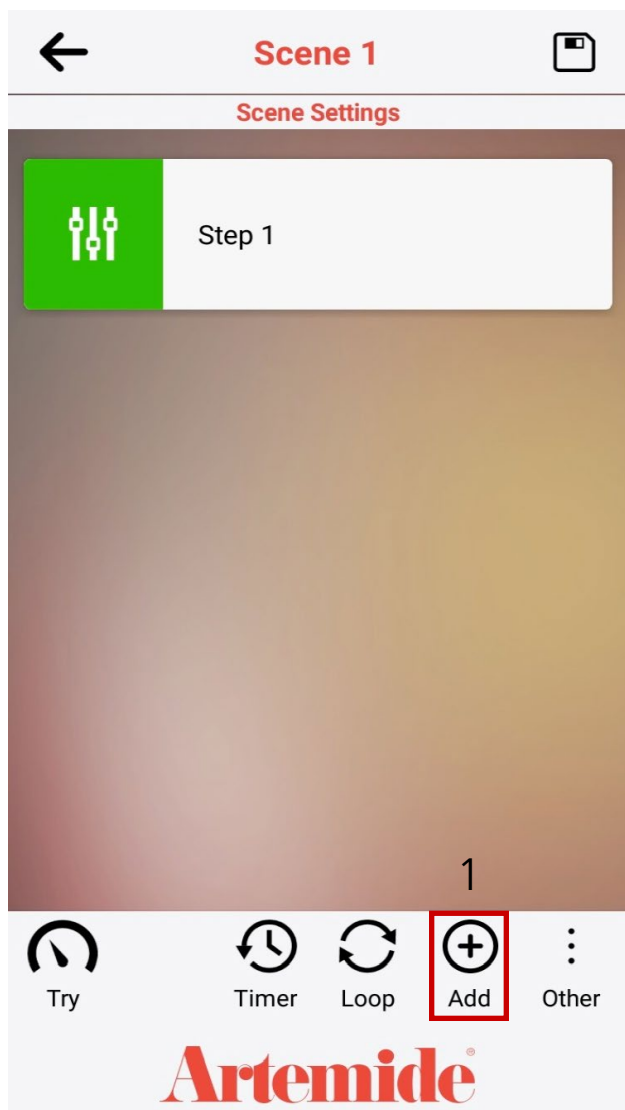


After confirming the configuration the App will show a screen similar to the one here beside.

The application gives the possibility to have a preview of the selected value for the configuration (red boxes, see image).

- Press on the button in the red box 1 to go back to **the steps list**.

Index



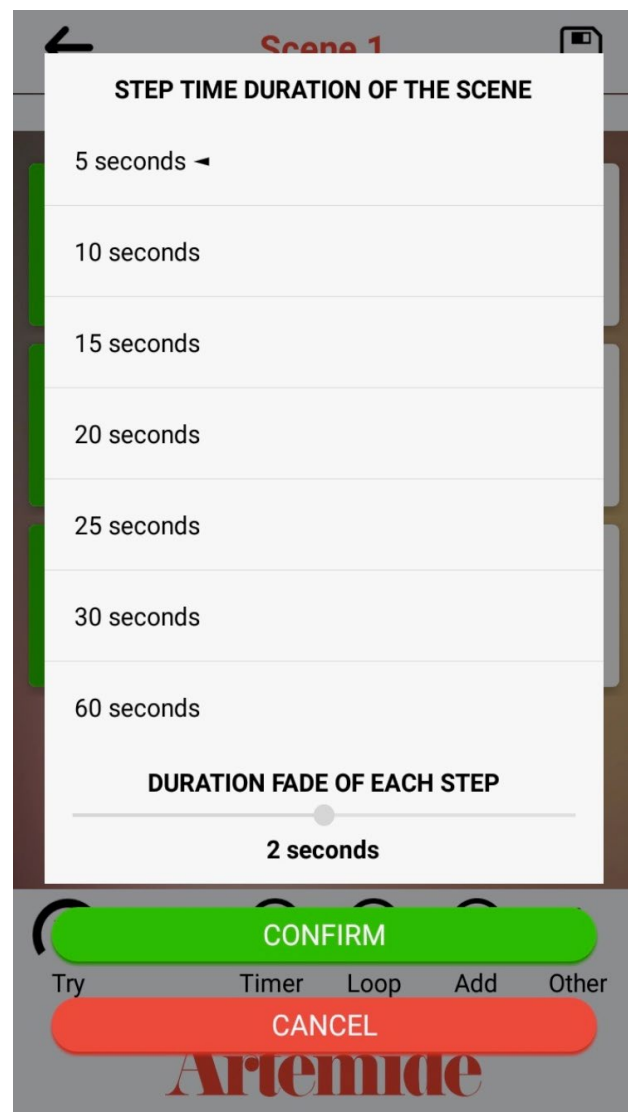
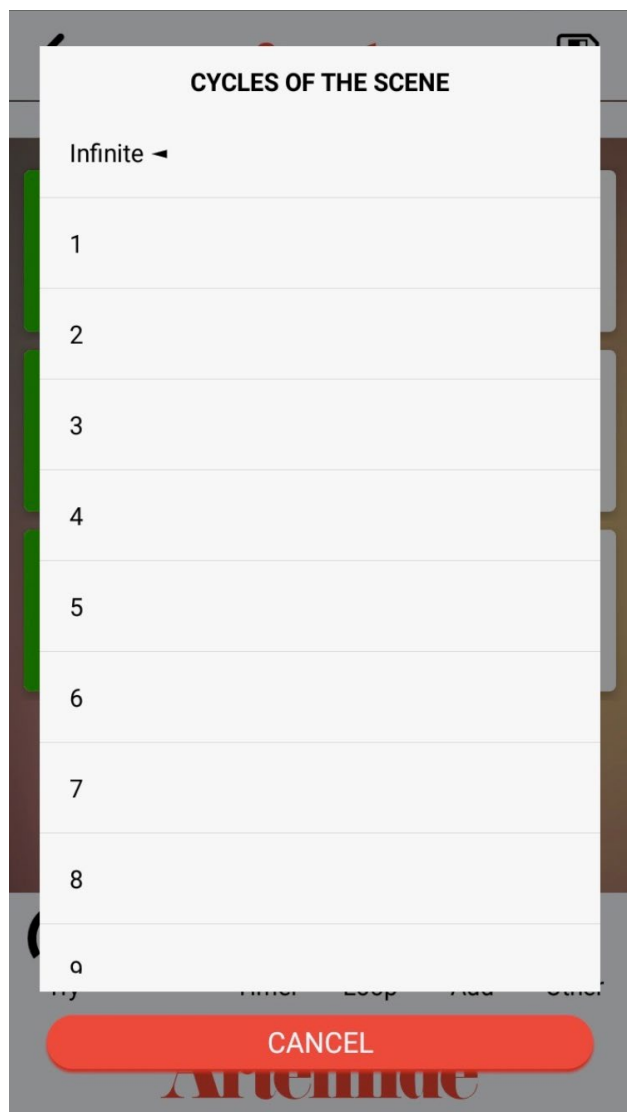
· Press on **“Add”** button (red box 1) to add a new step (you can create a maximum of 10 steps).

· Press on **“Try”** button (red box 2) in order to try all the steps.

· Press the **“Timer”** button (red box 3) to set the duration time of each step and the duration time of the fade effect.

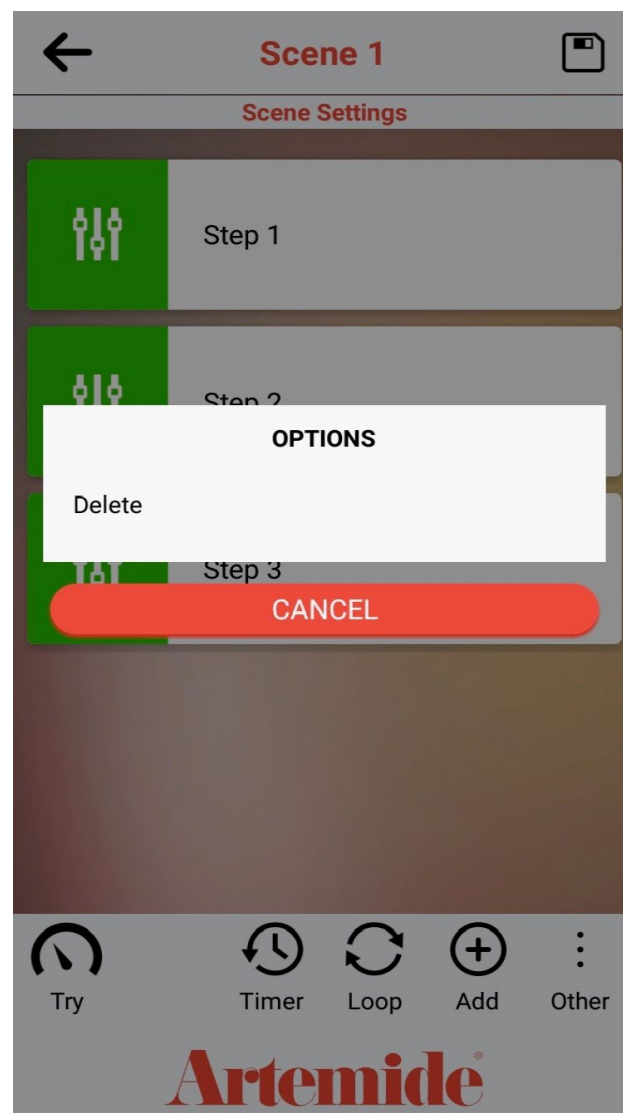
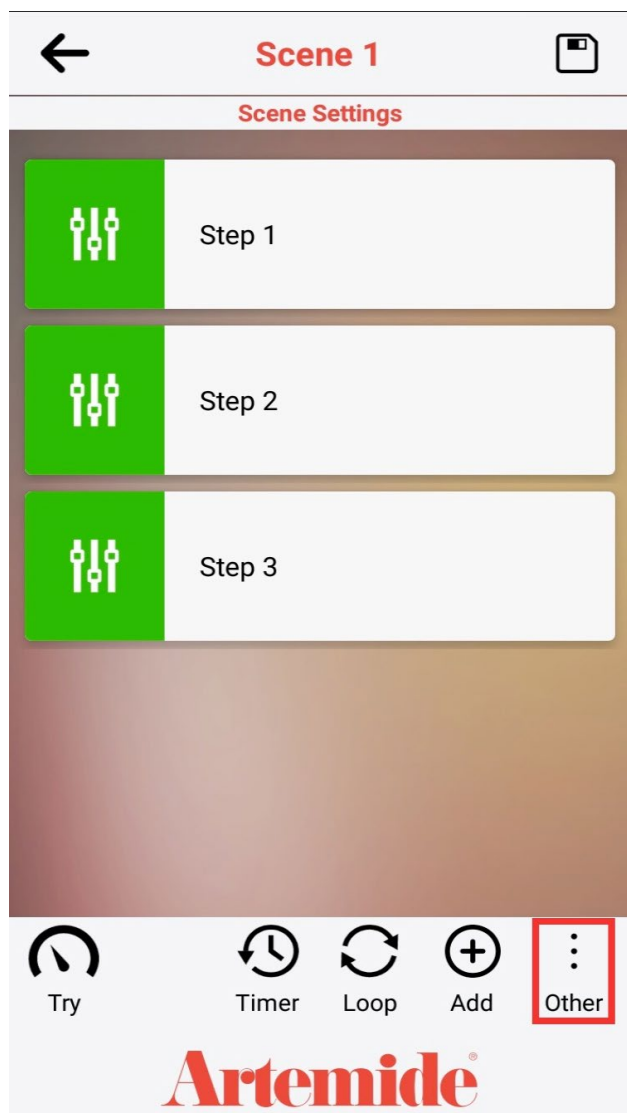
· Press the **“Loop”** button (red box 4) to set the number of loop that you wish the dynamic scene to play.

Index



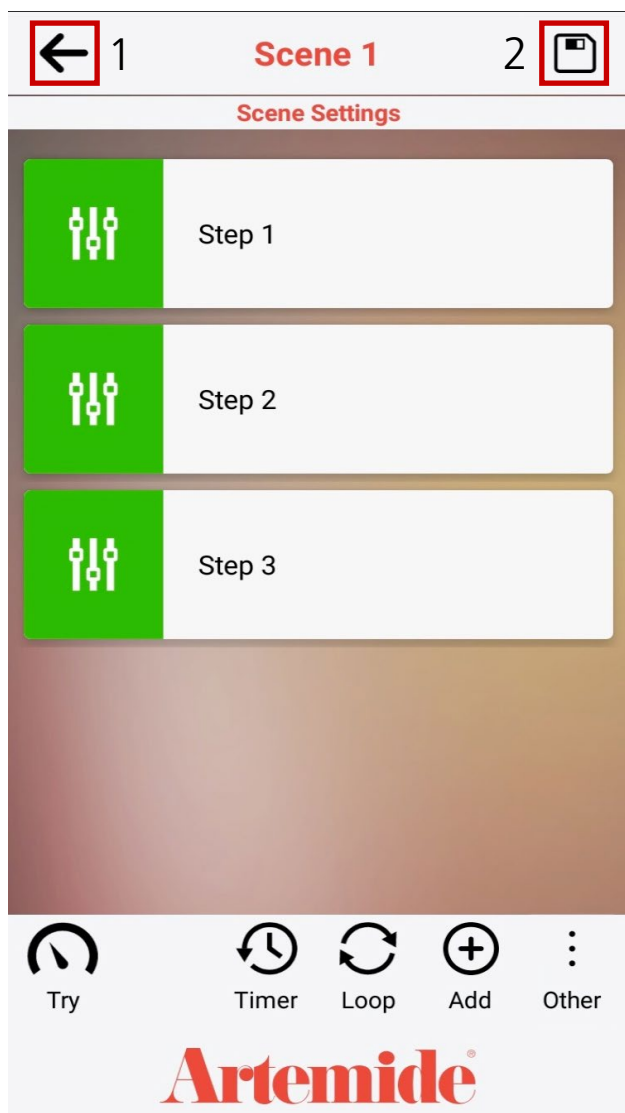
Here shown the settings you can manage with the "Loop" and "Timer" button.

Index



• Press “**Other**” and select “**Delete**” if you wish to delete the entire dynamic scene.

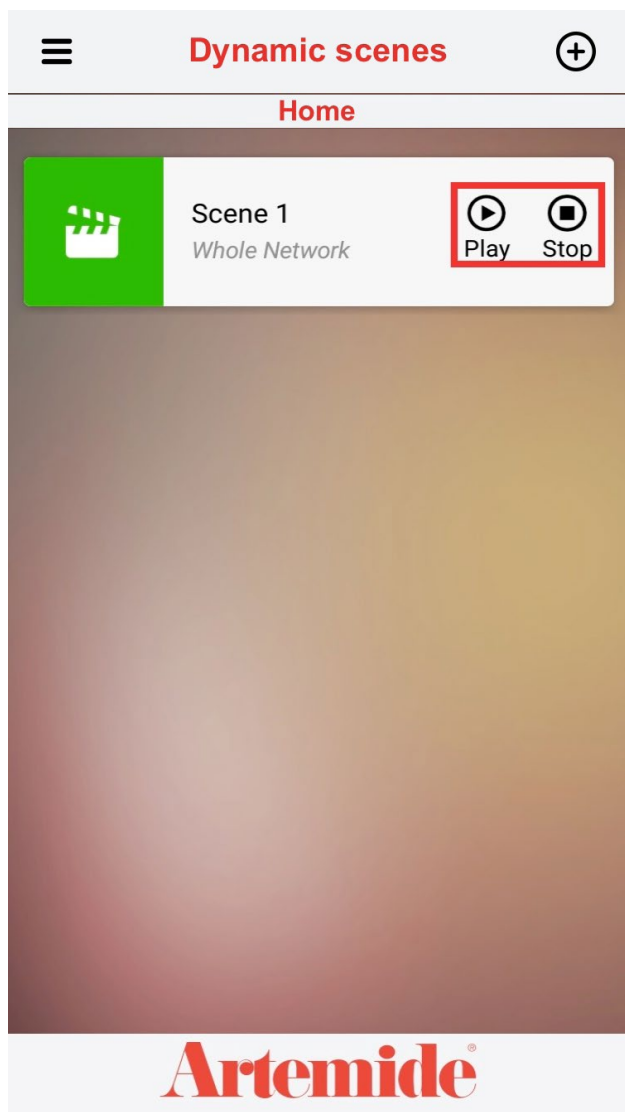
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After finishing the configuration of each step and all various parameters:

- Press **“Save”** button (box 2) to save the dynamic scene.
- Press the button in box 1 to go back to the dynamic scenes list.

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- Press “Play” to play the scene.

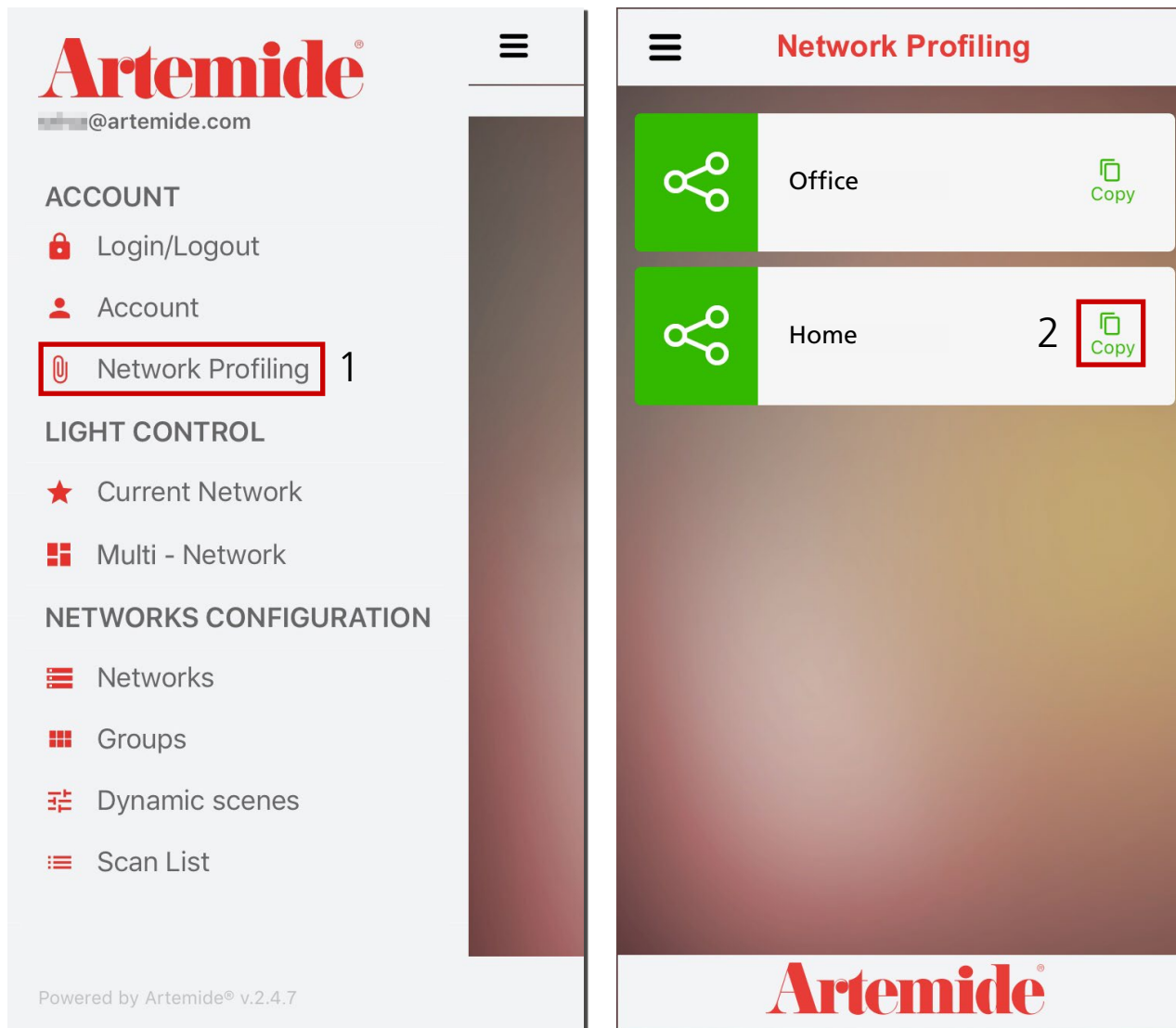
- Press “Stop” to stop it.

Please note:

any single lamp can perform only one dynamic scene at a time; once you associate a dynamic scene with a lamp, it is not possible to create and apply another scene on the same device.

11. Network profiling

Index



This chapter describes how to create **custom Networks** (with a different selection of lamps) **for guest users.**

The feature **“Network Profiling”** will display all Networks for which the user is enabled as an administrator.

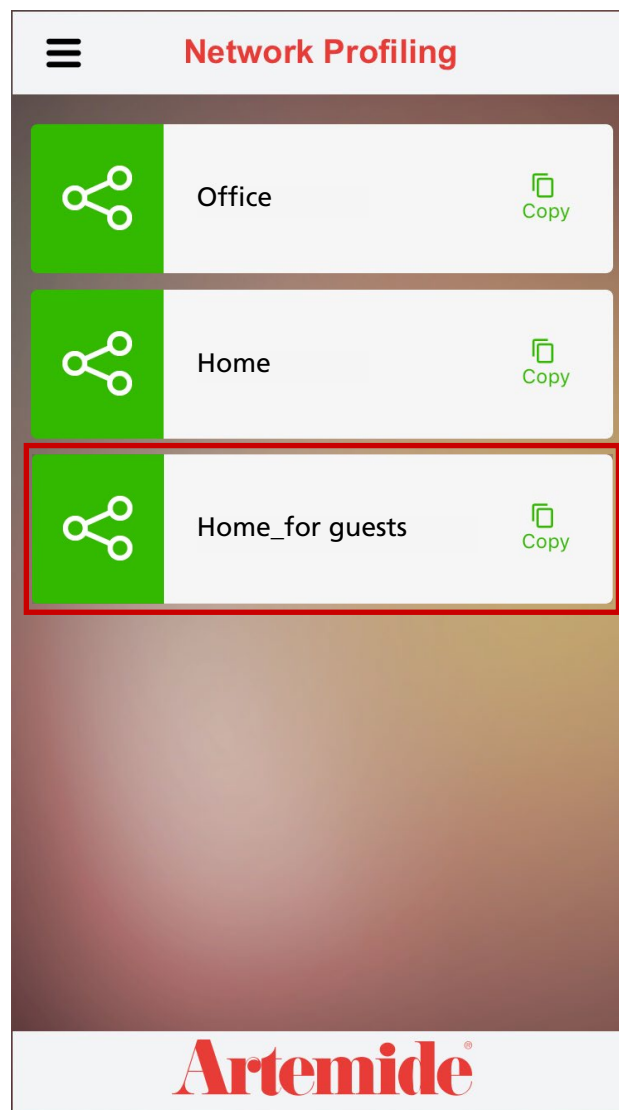
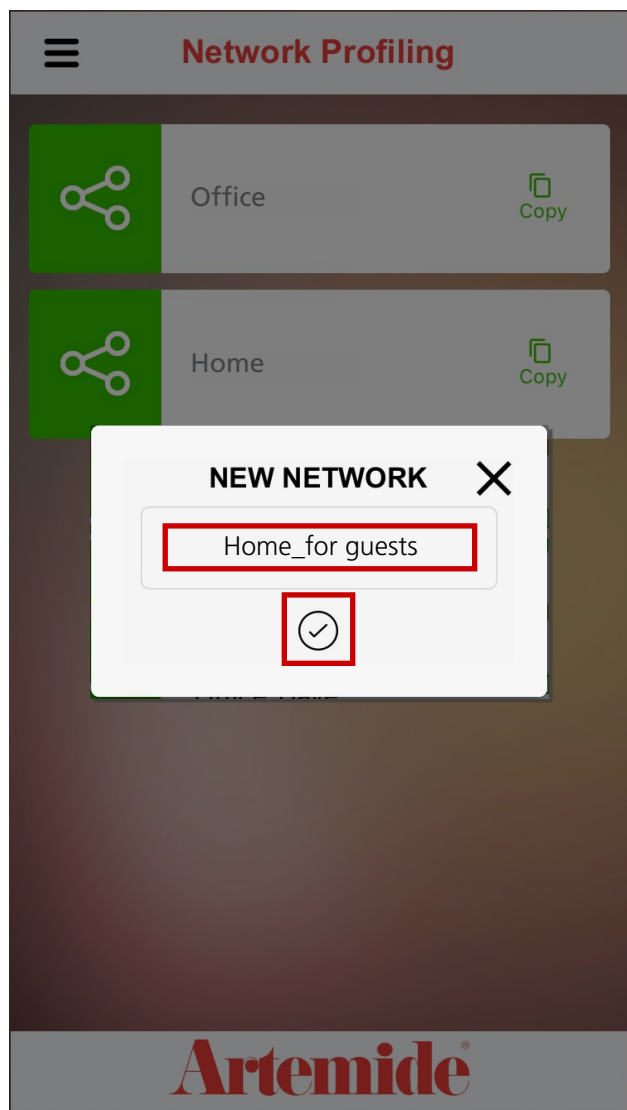
Please note:

each Network can have only one administrator who can create, discard Networks, groups of lighting fixtures. He can allow any guest to only control any Network (not doing any change to the Network configurations nor groups)

To assign a custom Network to another user, the administrator must follow these steps:

- Access the “Networks Profiling” page through the specific voice in the main menu (red box 1).
- Select the Network you want to configure and then tap the icon (red box 2) to create a copy of the Network.

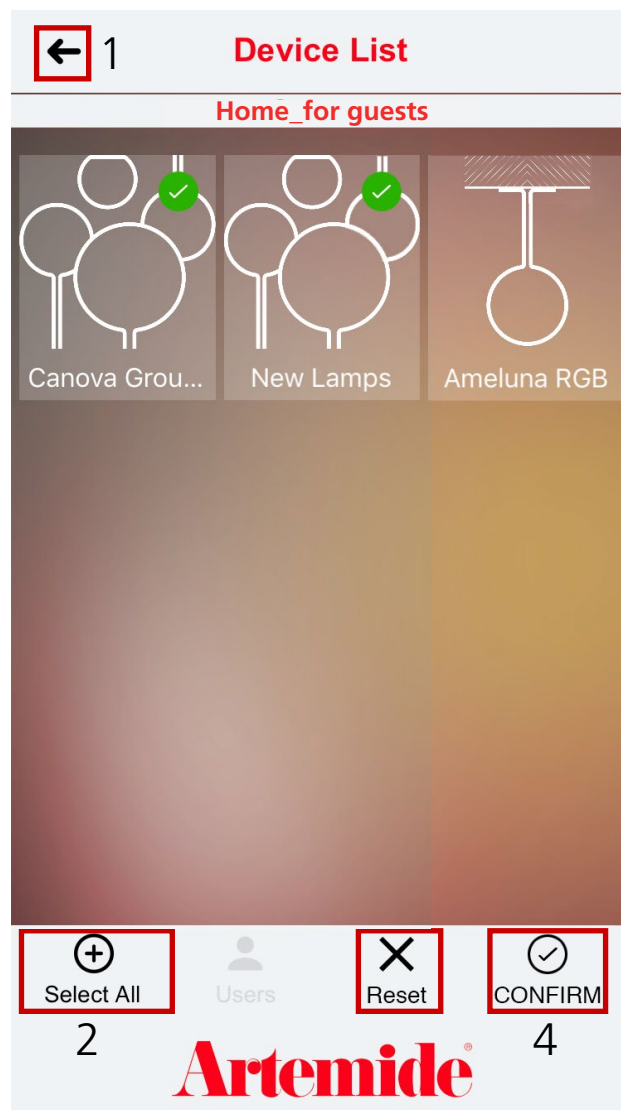
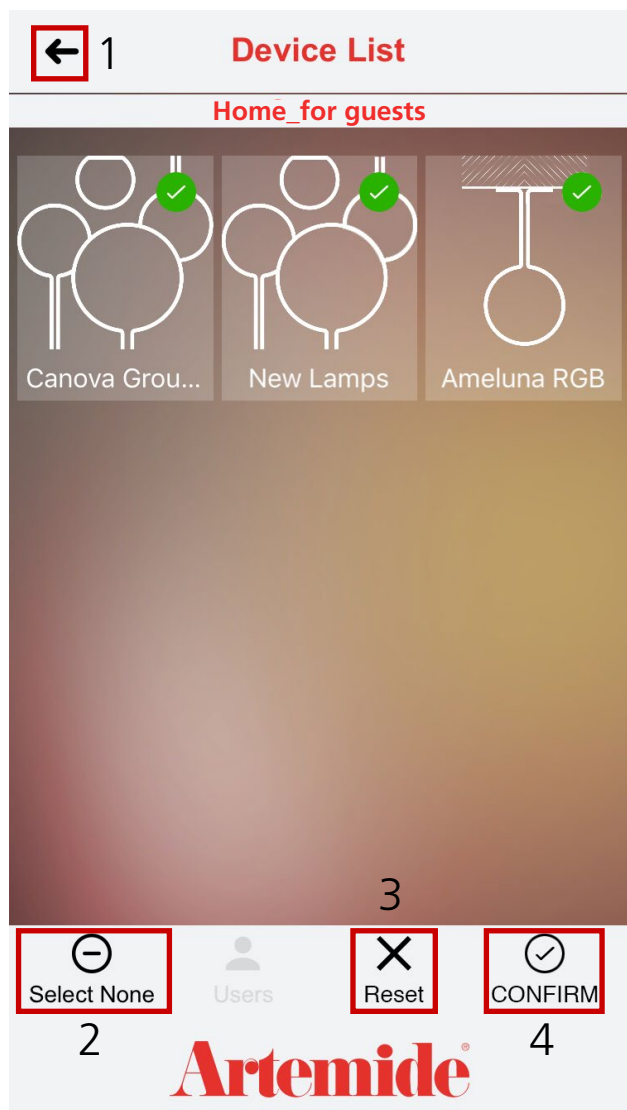
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You will be prompted to enter a name for this new Network.

Then, by tapping on the copy, you (as admin user) will access the next screen, where you can configure the Network, choosing which lamps can be managed by the guest user.

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Here are listed the lamps included in the Network you just duplicated: those with the green checkmark are lamps that the new user, who will be given permission, can manage and control.

- Press on the button in the red box 1 to go back to the previous page (red box 1).

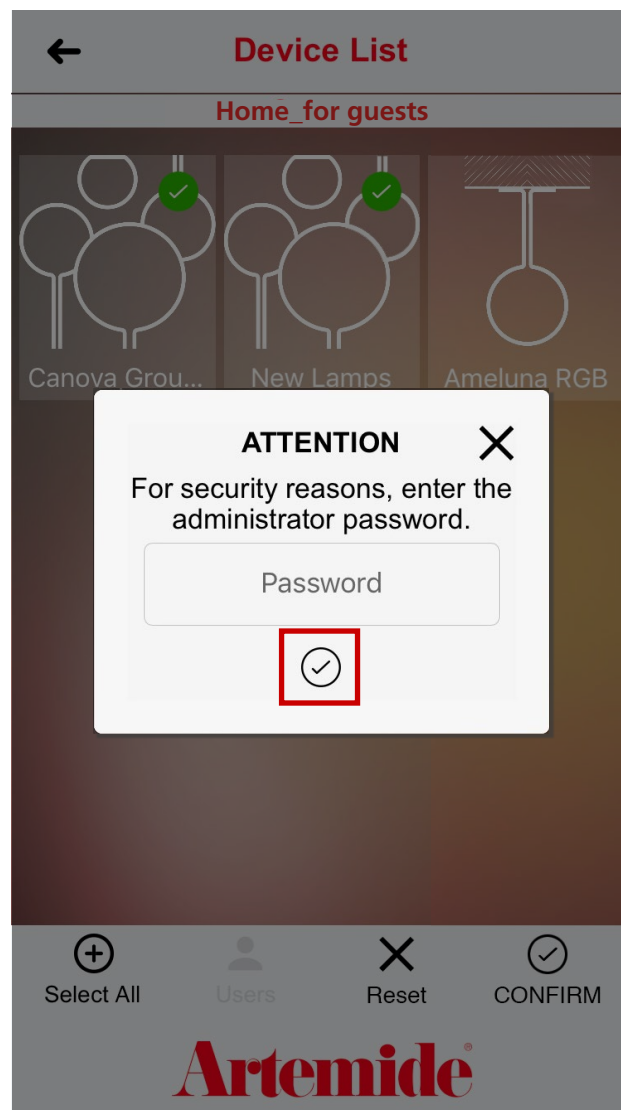
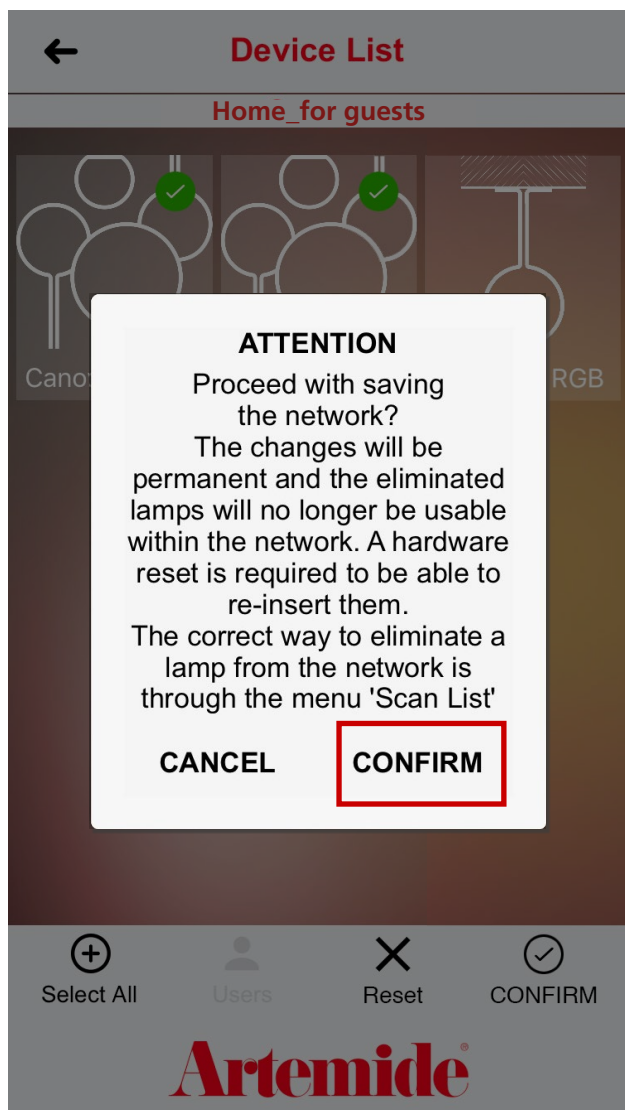
- Press on the **“Select None”/“Select All”** button (red box 2) or press on single lamps boxes to deselect those for which you don't want to give permission (see images); the application will remove lamps without green check mark from the Network.

- Press **“CONFIRM”** (red box 4) to confirm the operation or **“Cancel”** (red box 3) to undo the operation.

Please note:

In this section you will also see the groups you have previously added to your Network, but you won't be able to modify them or create new ones.

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Application will now show a pop up (left image) to warn you that the removed lamps will no longer be usable within this Network.

Once the first pop up has been confirmed, a second one will appear:

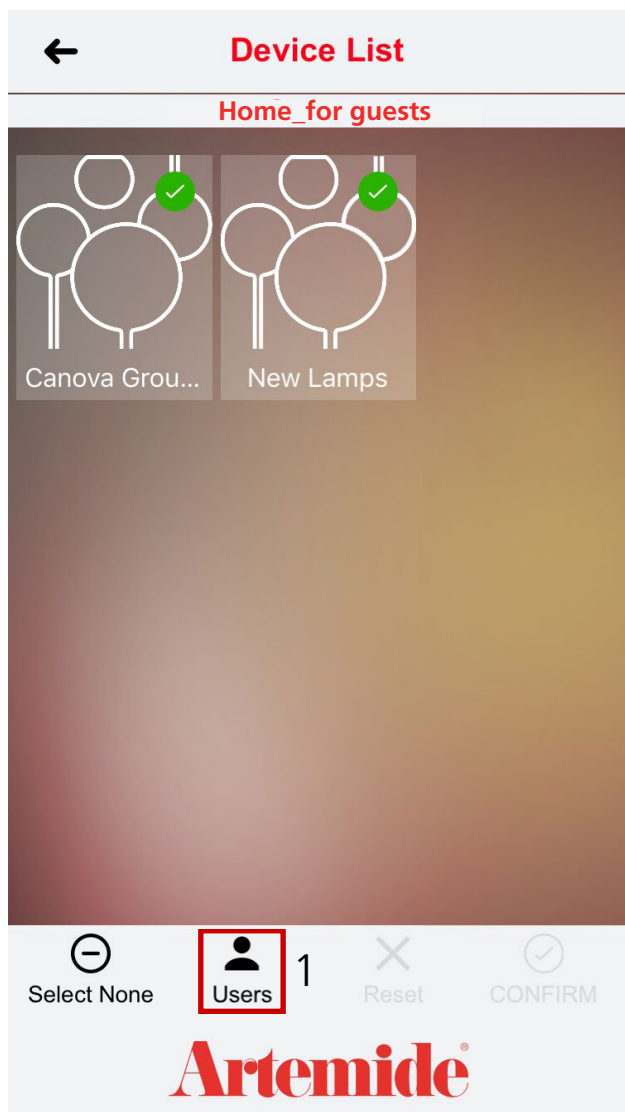
- Enter the password of the Network's admin account.
- Press "✓" to confirm the password.

Please note:

these changes (ie the selection of lamps that our user "guest" will be authorized to manage) should be made **ONLY** in the duplicate Network, the one here called "guest_home".

Be careful **NOT** to delete lamps / groups from the original Network (here called "Home").

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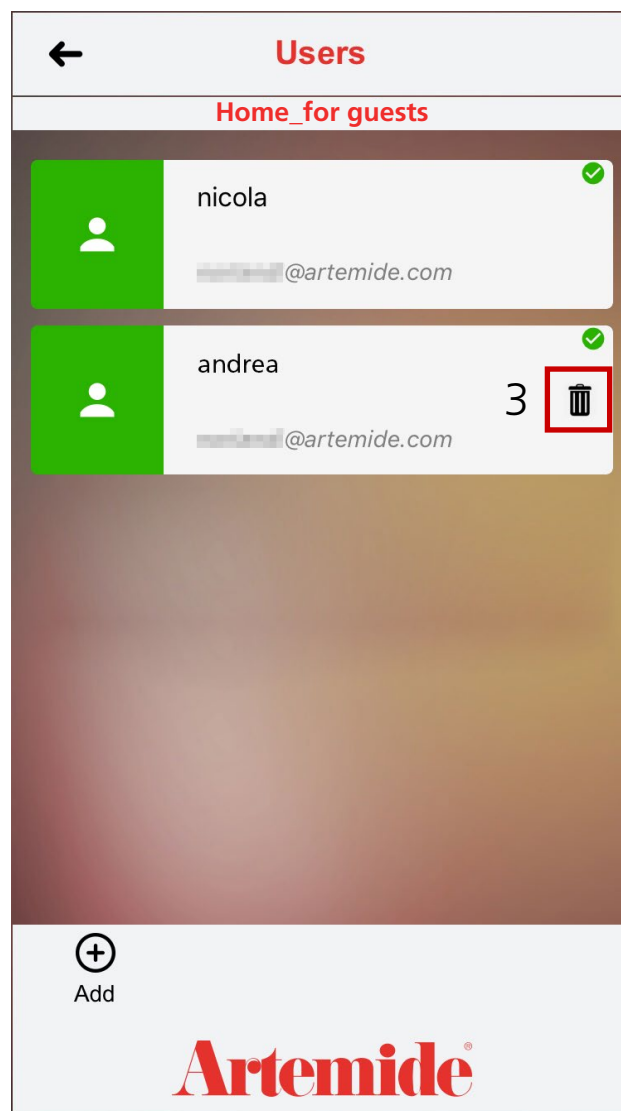
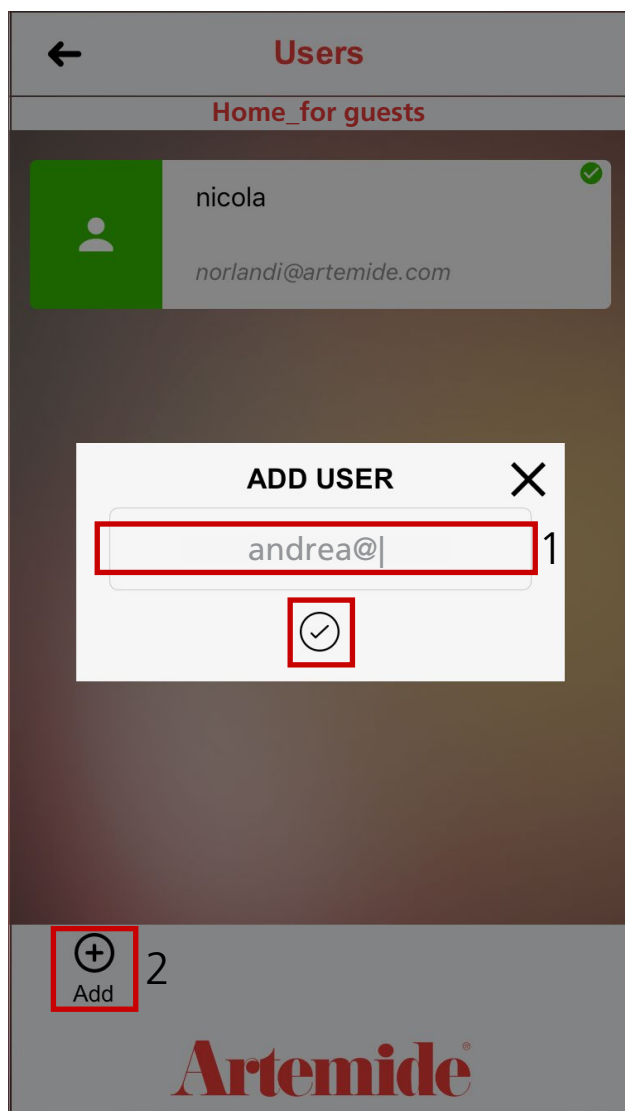
Now press on “Users” button (red box 1) in order to create a new permission: here you can view any paired users and associate new ones.

Please Note:

each guest must have downloaded and be previously logged in the Artemide App.

For now, devices can be managed by a single user at a time (administrator or guest): when a device is already connected to a user, it's not available for other devices in that moment.

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From “Users” page you can view the list of users that have already been associated with the selected Network (if already present).

By tapping on “ADD” (box 2) it will be possible to insert a new user, entering his email address (if this user is already registered to the Artemide App, the email to be inserted is the same one used for the registration, box 1) and pressing “✓”. The just-added user will be shown as in the right image.

Press the button in the red box 3 to delete the permission and remove new user.

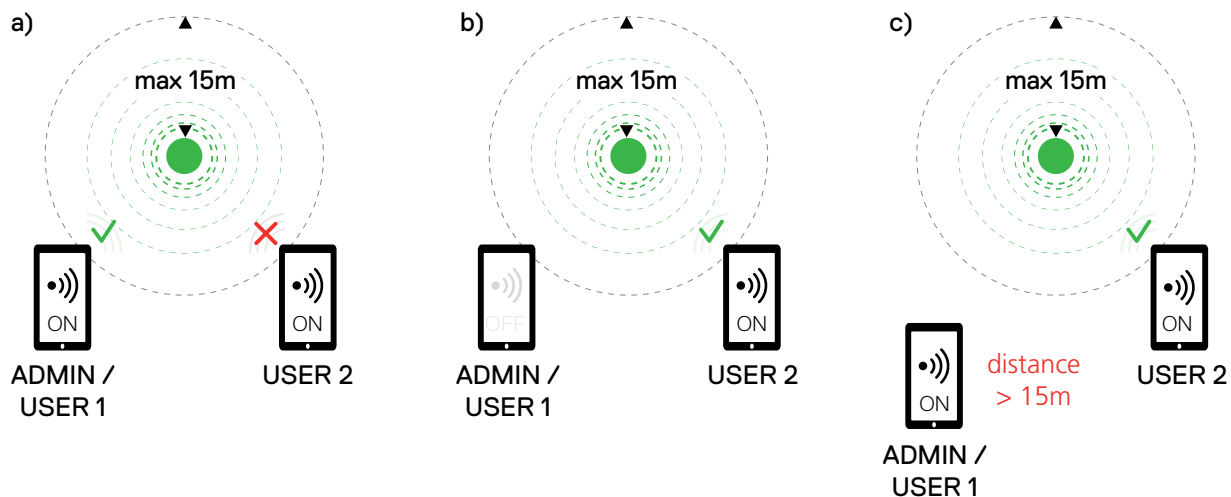
At this point it will be possible for the just-added user to view and manage the Network owned by admin user.

Please note:

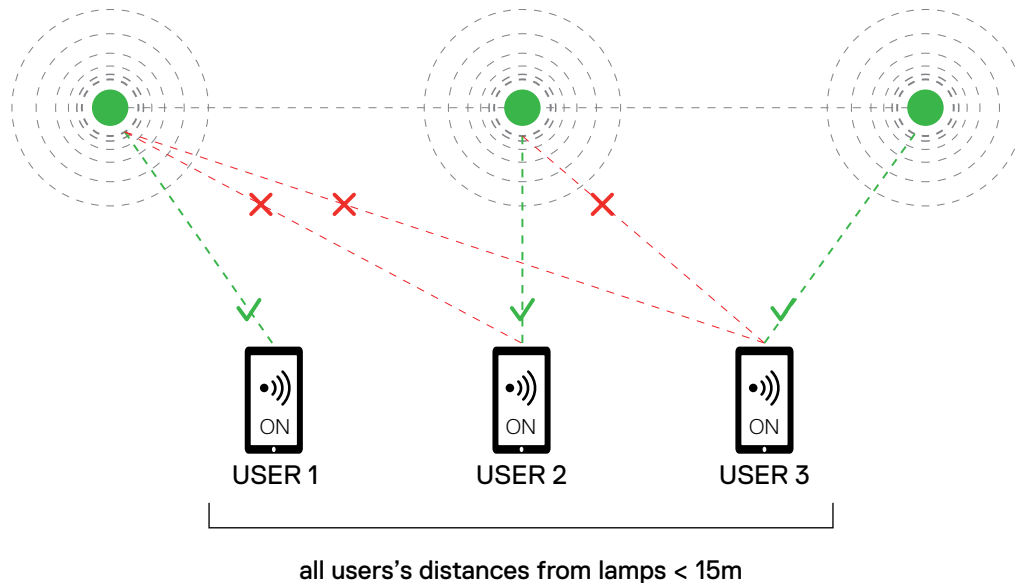
If the user doesn't exist, a user will automatically be created on the server (limited type).

If the user already exists, he will be assigned the Network configuration string.

SINGLE LAMP NETWORK MANAGEMENT



MULTIPLE LAMPS NETWORK MANAGEMENT



In case of single-lamp Networks, the permission management granted by the administrator to a guest user starts working only when the admin disconnects the BLL connection or exits the working distance of the lamp's BLL connection (15m).

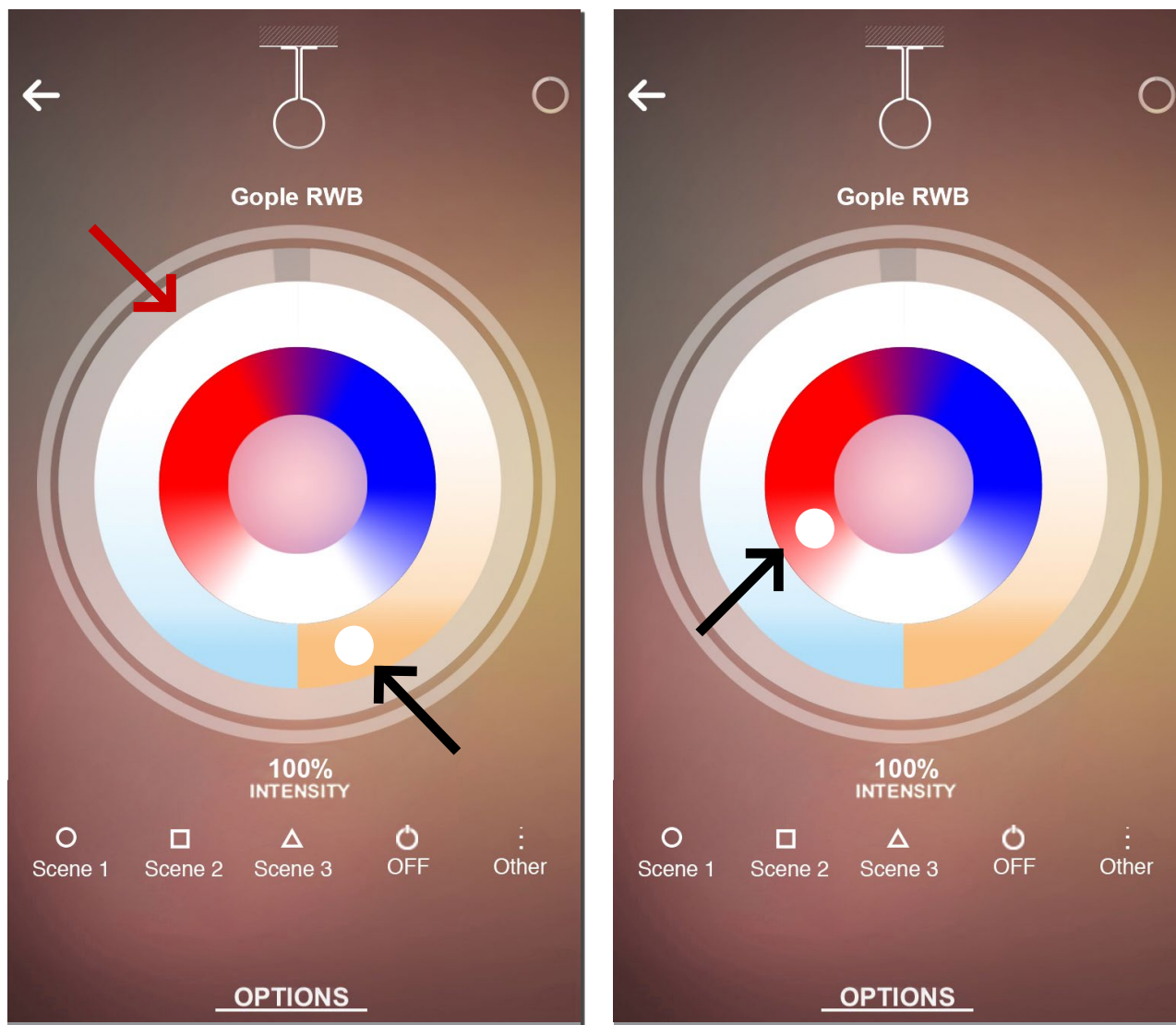
The same happens between two simple users (see a/b/c samples).

In case of multiple-lamps Networks, the guest user connects to the Network through the nearest free lamp; the signal will be automatically transported to the others thanks to the BLL Mesh technology, presented earlier.

To control the Network, the user must be at a distance of less than 15m (this being the maximum working distance of the BLL signal in free air) from any device in the Network.

12. RWB Management

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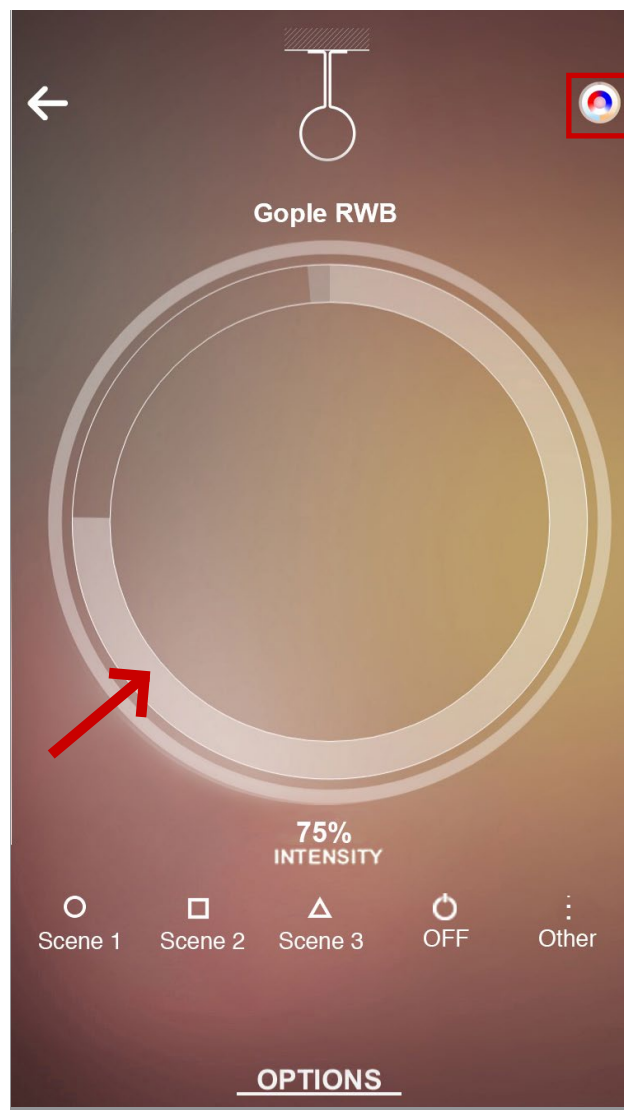
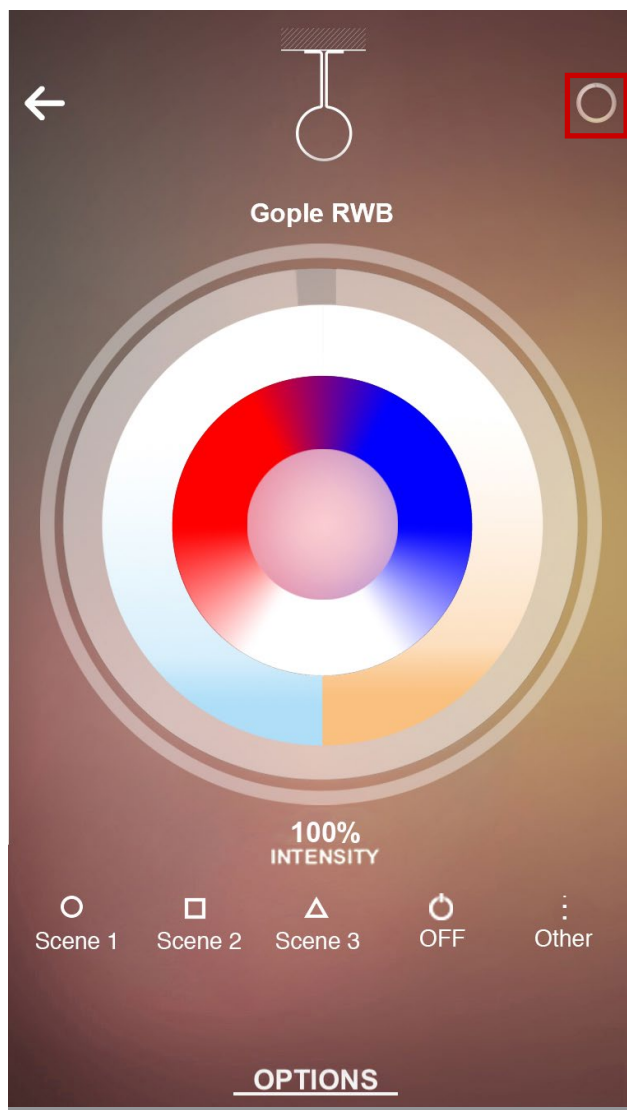
Another type of lighting fixtures that can be managed through the Artemide App are **RWB and RWB+W lighting fixtures**.

A specific controller has been added for these lighting fixtures, through which you can manage the **intensity** of the light emitted, the **colour temperature** (cold - warm), and the **colour point** (red-white-blue and the several shades).

The intensity of the emitted light can be changed by moving the external controller, indicated by the red arrow in the image on the left.

By moving the small circle indicated by the black arrow, you can change the colour temperature (in the image on the right, for example, warm white) or the colour point (in the image on the right, for example, red).

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For RWB+W lighting fixtures by clicking on the symbol outlined in red, you can also control the indirect light (see screenshot on the left).

Click again on the symbol outlined in red to return to the other controller.

Pre-set scenes:

Scene 1: 100% intensity, red color (for RWB+W -> W at 10%);

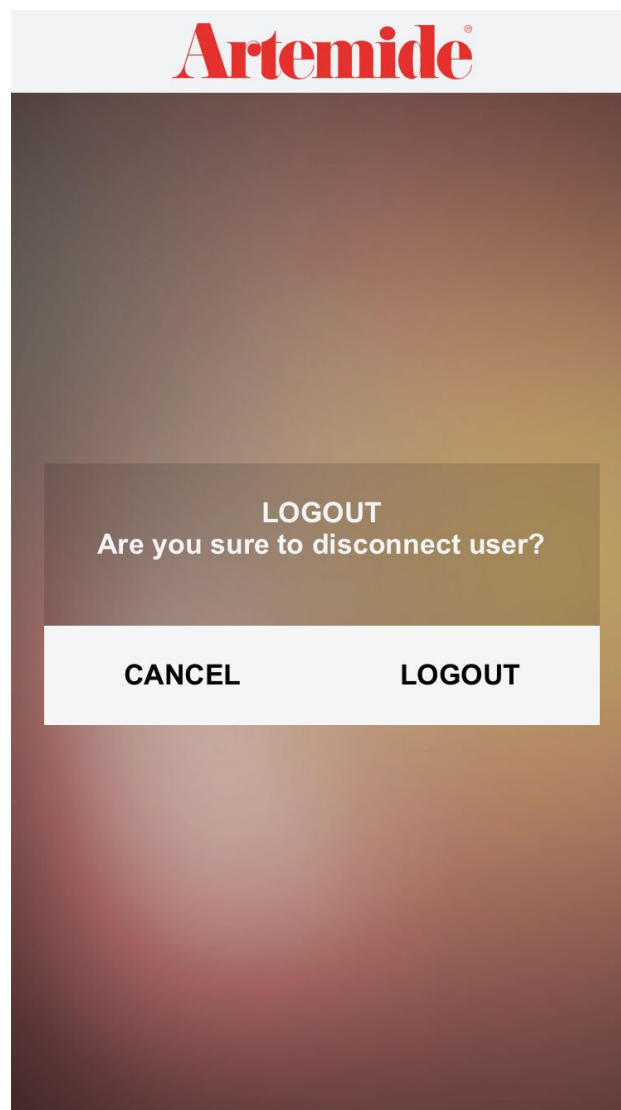
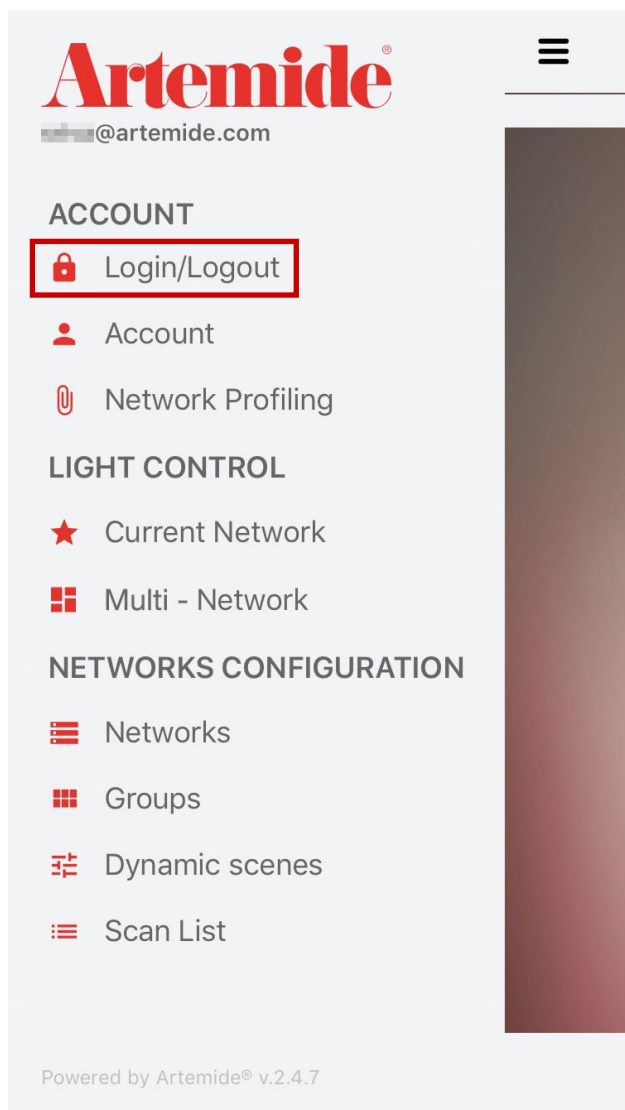
Scene 2: 100% intensity, white color (for RWB+W -> W at 50%);

Scene 3: 100% intensity, blue color (for RWB+W -> W at 100%).

13.

Login/Logout

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This section shows how to disconnect from an account.

If you want to disconnect from an account, you have to open the side menu and then press **“Login/Logout”**. (Red box, see image on the left).

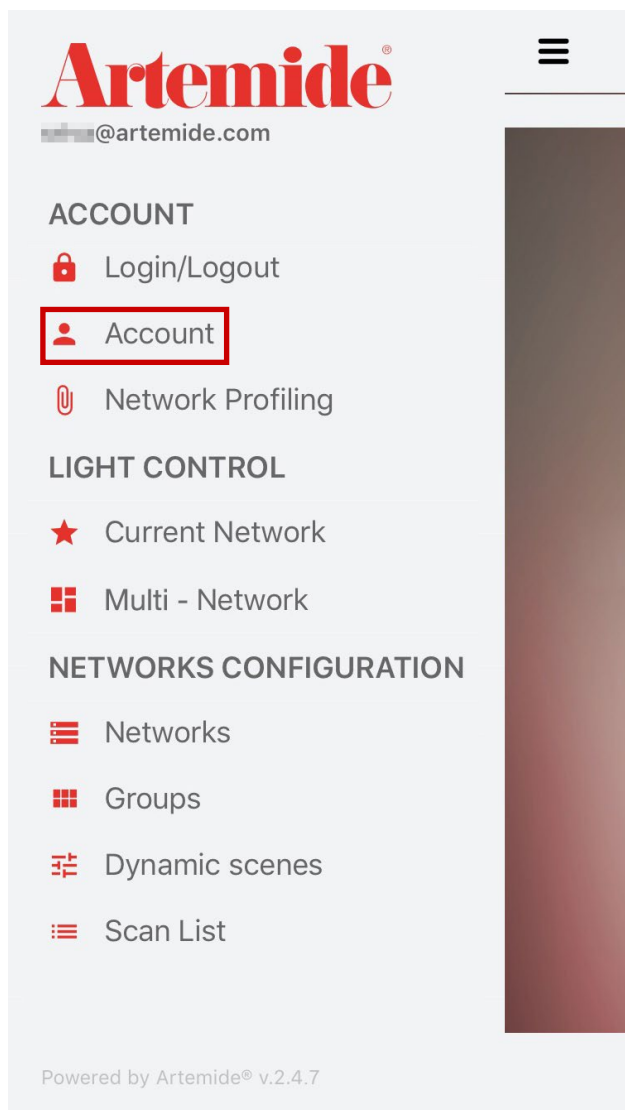
If you want to undo the operations, press on the **“CANCEL”** button.

Otherwise, if you want to disconnect, press on the **“LOGOUT”** button (see image on the right).

Once you logged out, on the next access you'll be asked to enter your credentials again.

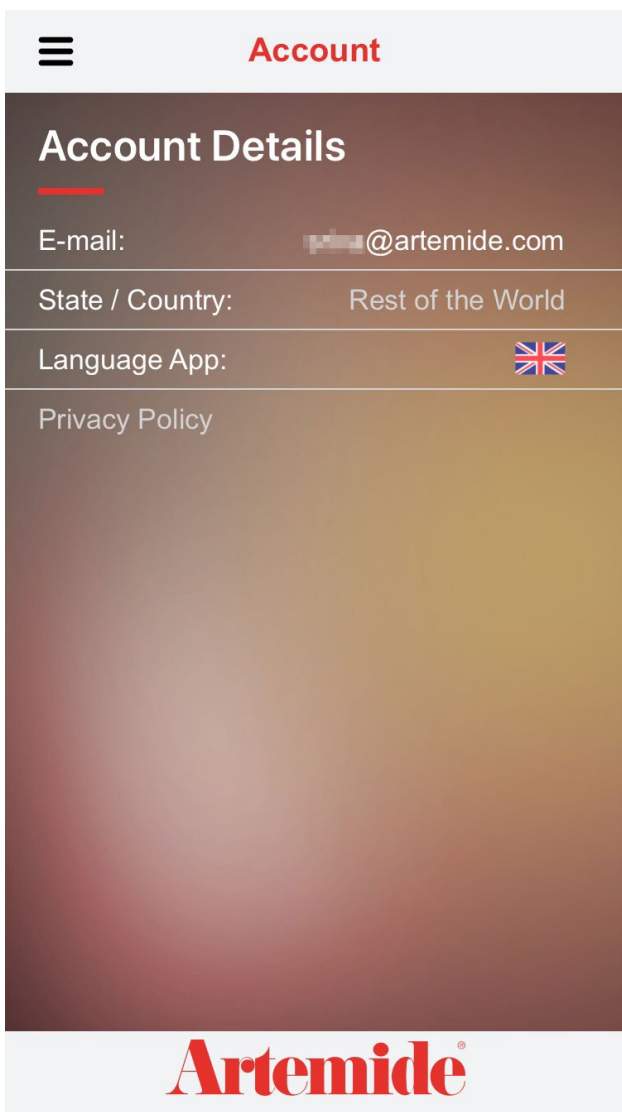
14. Account

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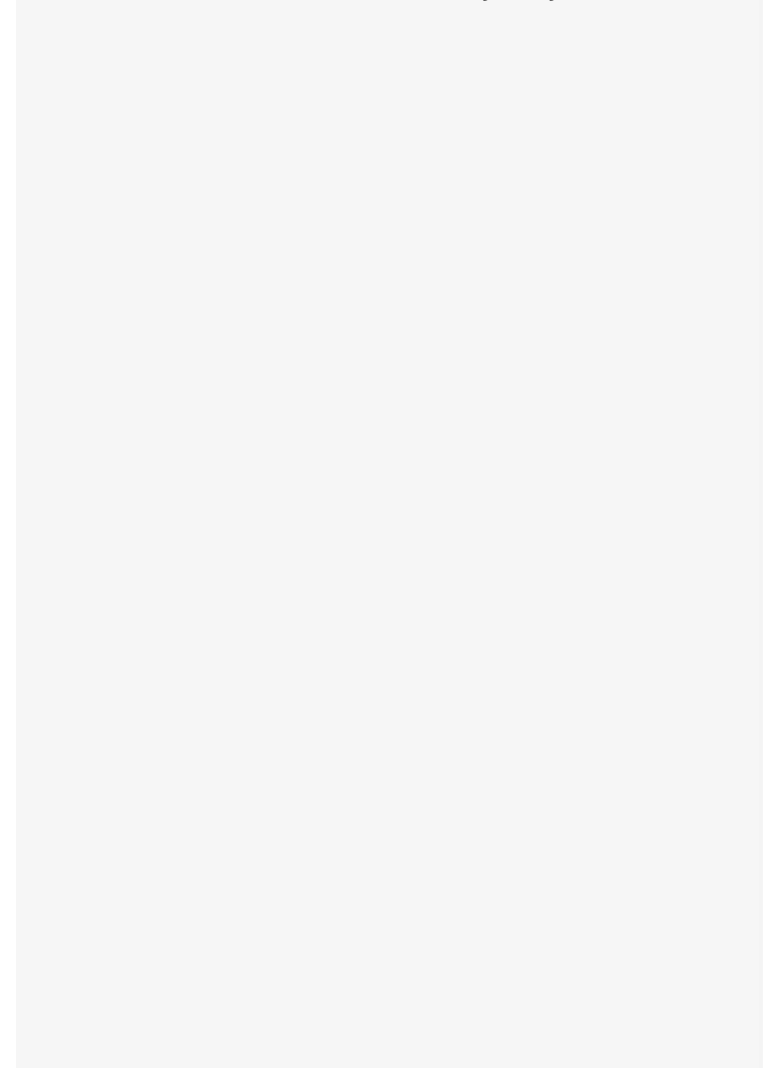


If you open the application menu and go to the account page (red box, see image)...

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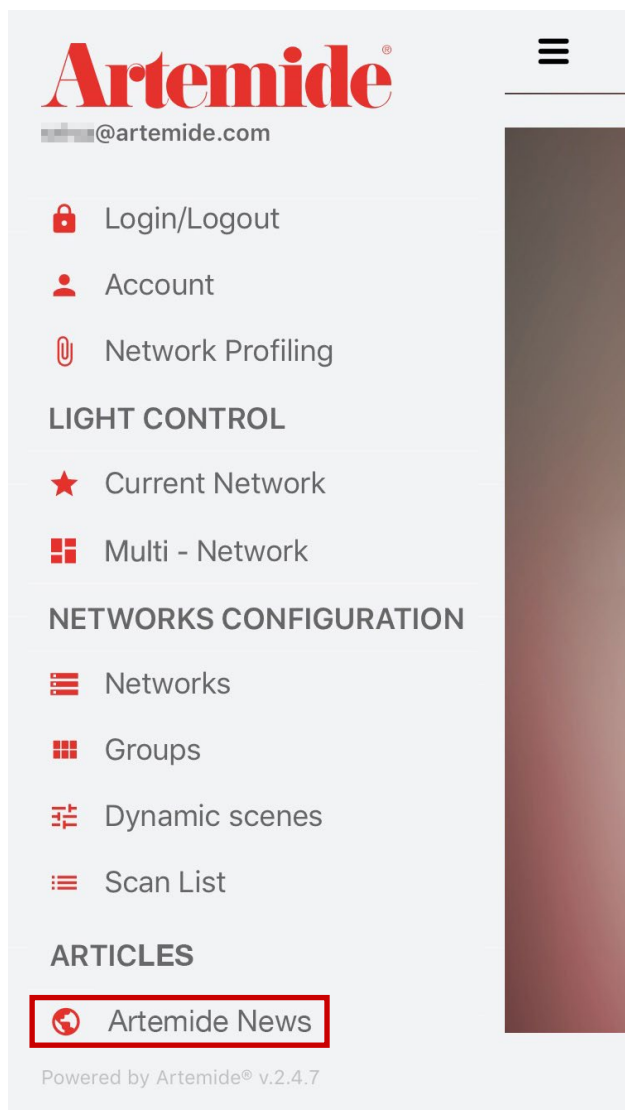


...You will see a details summary of your account.



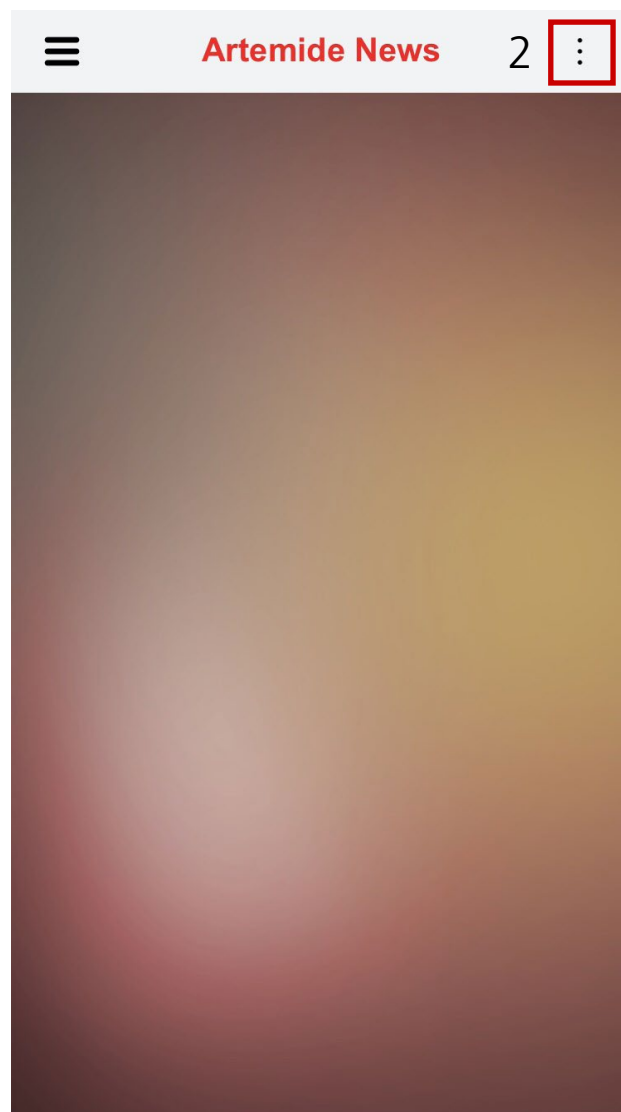
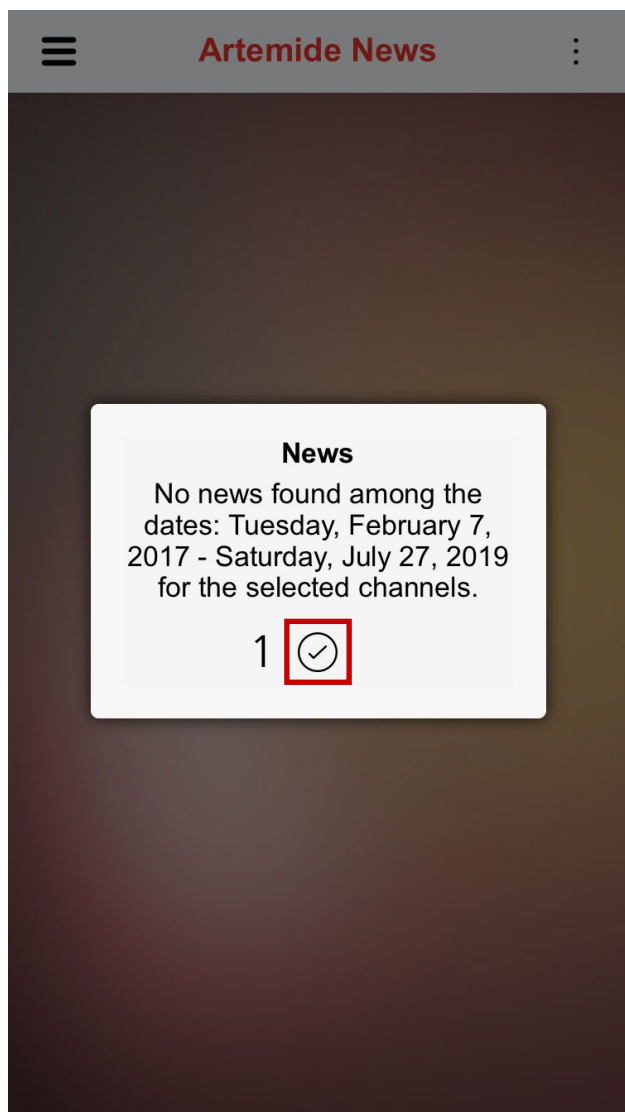
15. Artemide News

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With the Artemide News section (that you can find in the main menu, under the ARTICLES section) you can stay updated on the latest news from the Artemide universe. New products, events, international trade fairs will now be just a click away directly on your smartphone.

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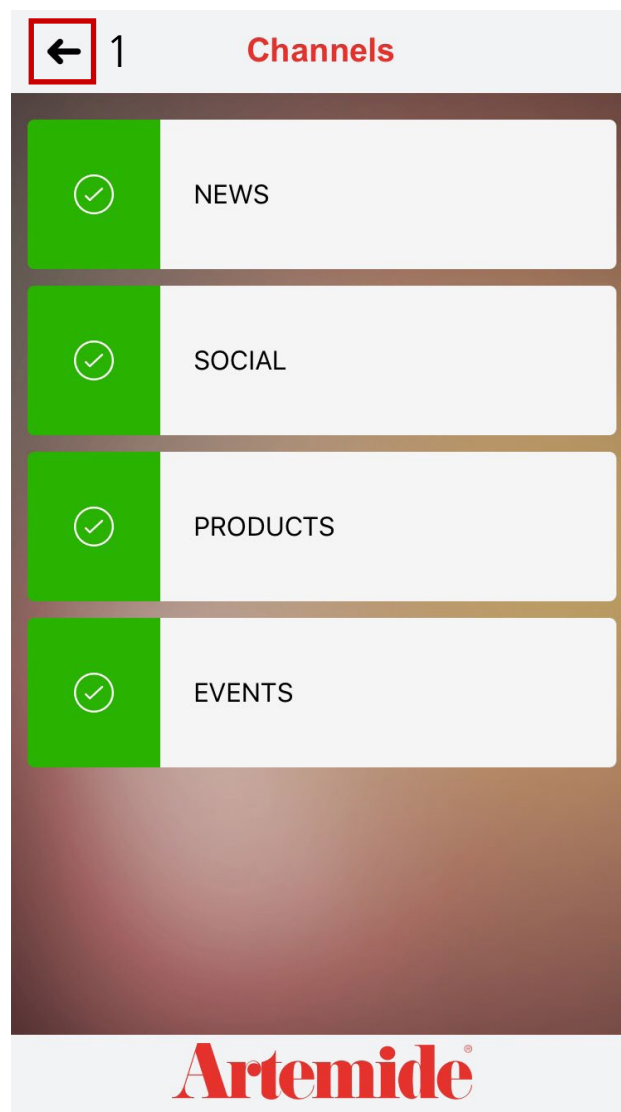
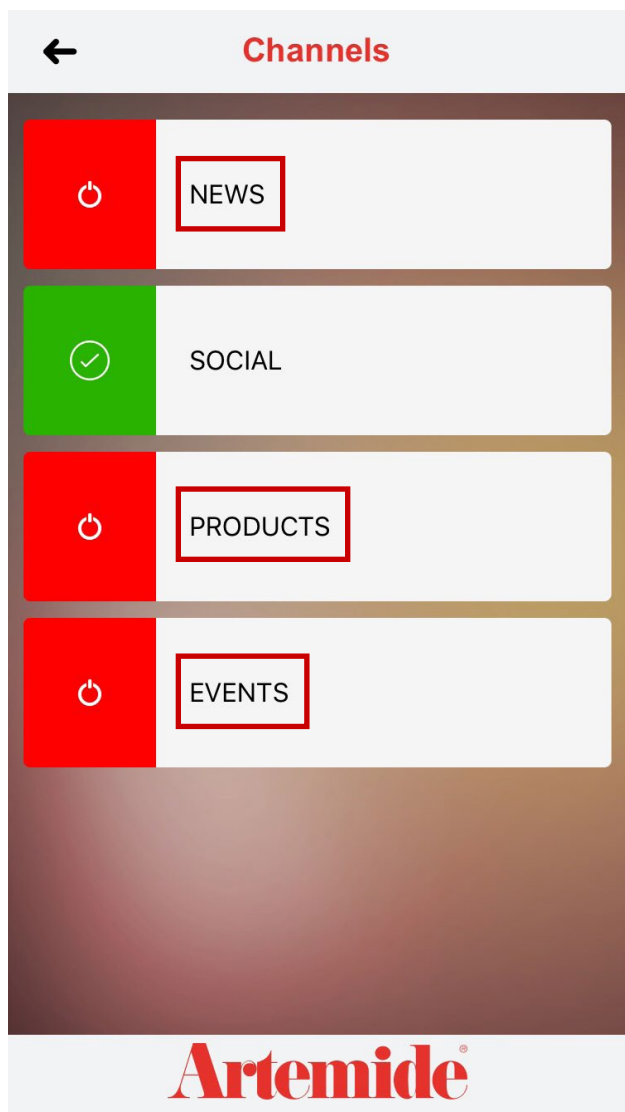
**Please note:**

On first access to this section the two possible screens that will appear are shown here beside.

In the first case (image on the left), press the “✓” button to continue (red box 1). You’ll land anyway on the page shown in the image on the right.

Now, in this second case, press the button at the top right (red box 2) of the page.

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The page now shows all the channels in the news section. Each channel contains a specific type of news.

Select the desired channels by tapping on them; once you selected the desired channels (now indicated in green colour), press the button in the red box 1 to return to the previous page.

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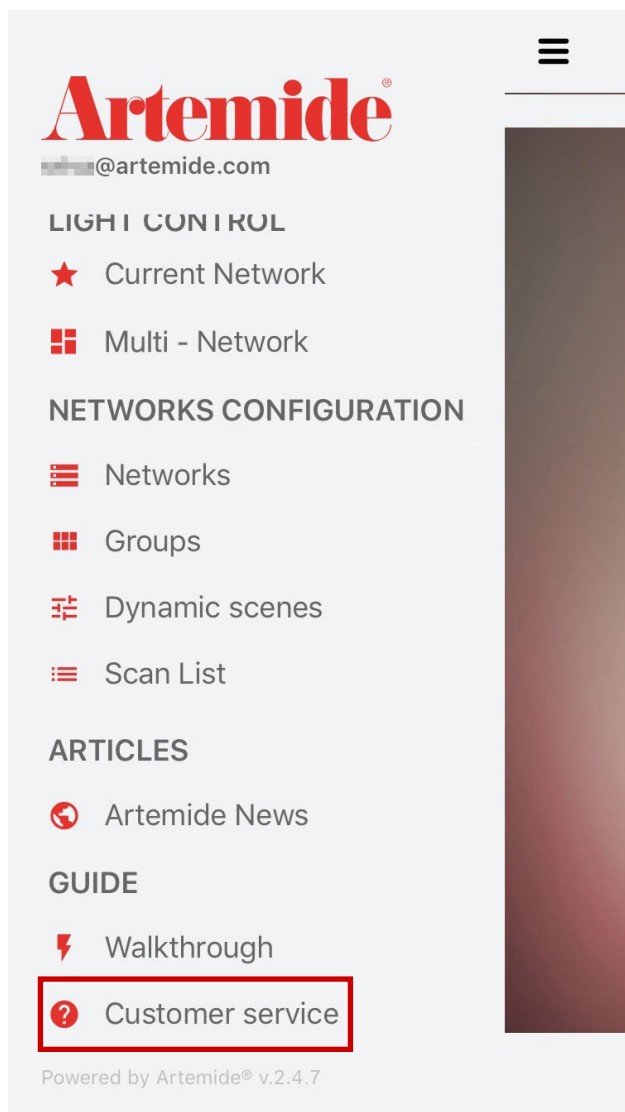


The news will be shown as in the image.

Press on a news to view the text.

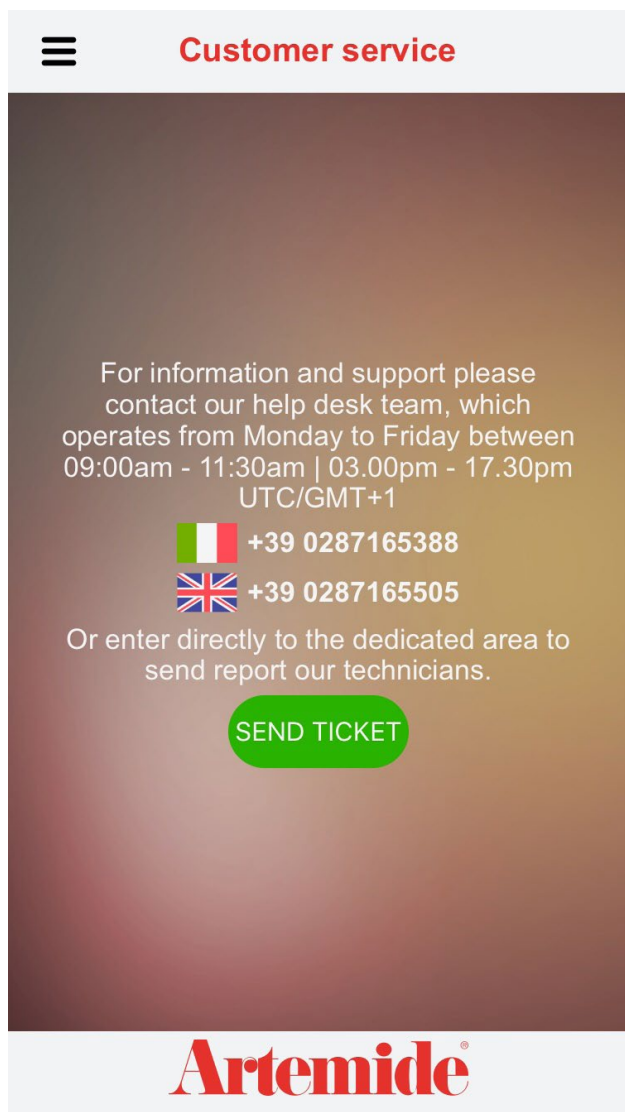
16. Help Desk Service

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Open the left side menu and press the **“Customer service”** item under the **“GUIDE”** section.

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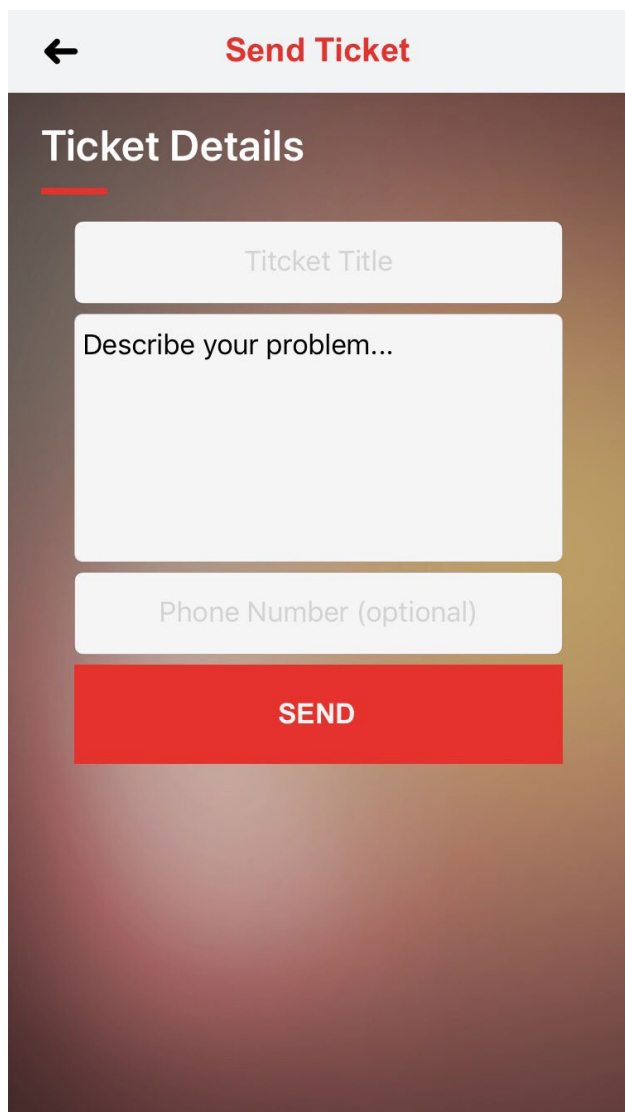
You'll see this page (see image).

It contains all useful references and contacts to access Help Desk service.

In order to report a problem you can:

- **Call the numbers** shown to talk directly with a technician (during indicated times) or ...
- Press the **“SEND TICKET”** button in order to create a ticket on the customer portal.

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The screenshot shows a mobile application interface for sending a ticket. At the top, there is a navigation bar with a back arrow on the left and the title "Send Ticket" in red. Below the navigation bar, the main content area has a dark brown background. The title "Ticket Details" is displayed in white, followed by a red underline. There are three input fields: "Ticket Title", "Describe your problem...", and "Phone Number (optional)". At the bottom, there is a prominent red button labeled "SEND".

Once you hit the “SEND TICKET” button, the beside page will open.




- Fill the required fields.
- Press “**SEND**” to send the ticket.

At this point, the newly created ticket will be sent and registered to the customer portal

Enter the following link in the browser’s search bar in order to access to the customer portal:

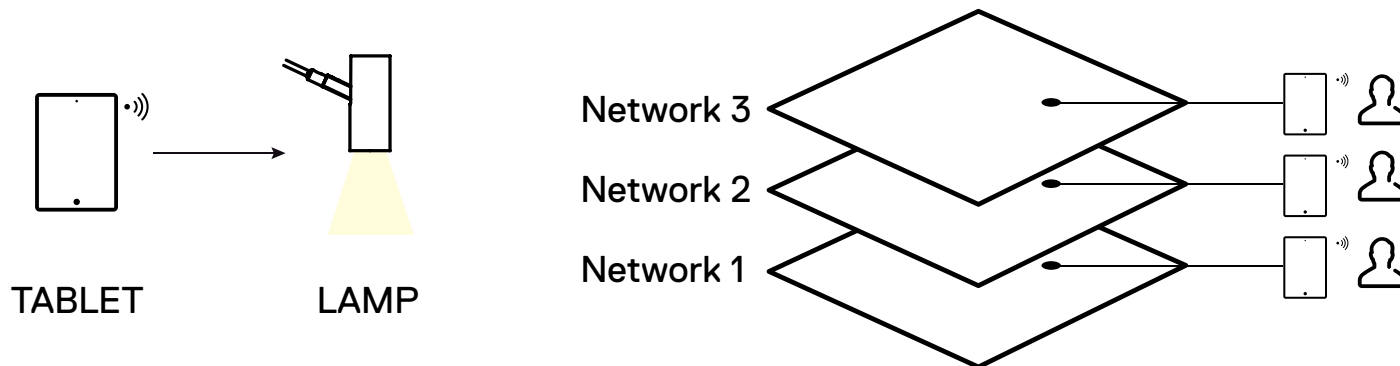
- <http://www.artemide.cloud/ticket/>

Our HelpDesk service can also be reached by:

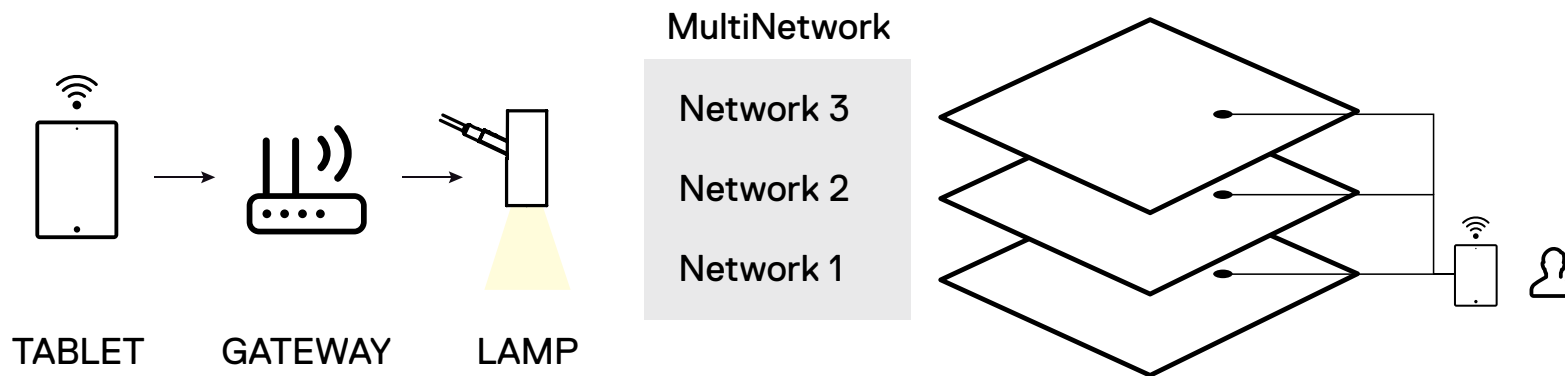
- ♦  **E-mail: artemideappsupport@artemide.com**
- ♦  **Skype: ARTEMIDE APP SUPPORT**
- ♦  **WhatsApp: +39 349 41 00 332**

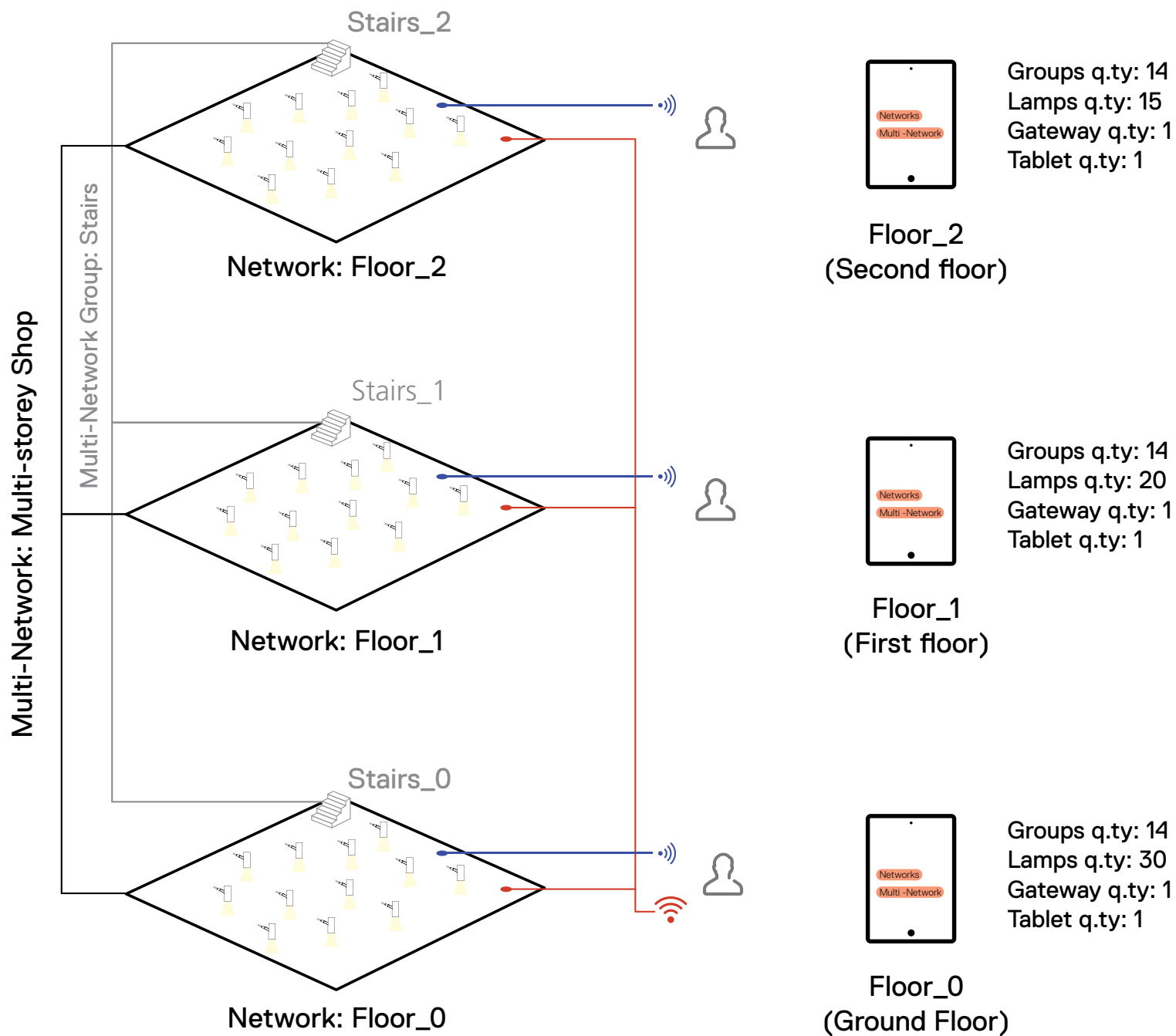
17. Multi-Network

•))) Tap on "Networks", Smart Devices will automatically connect via BLL connection

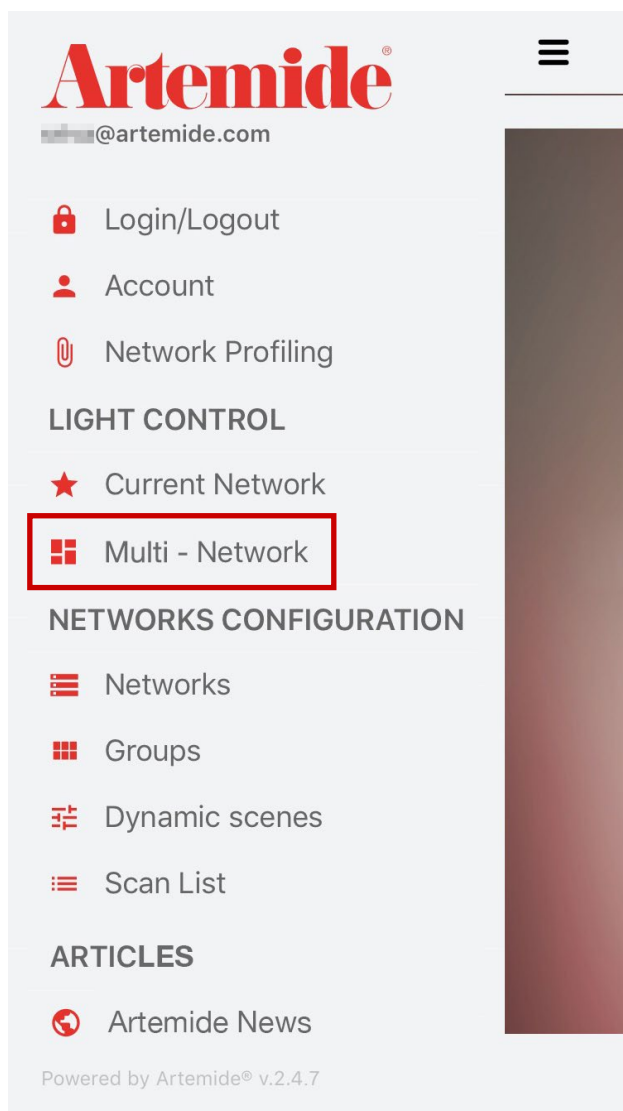


•))) Tap on "Multi-Networks", Smart Devices will automatically connect via WI-FI connection





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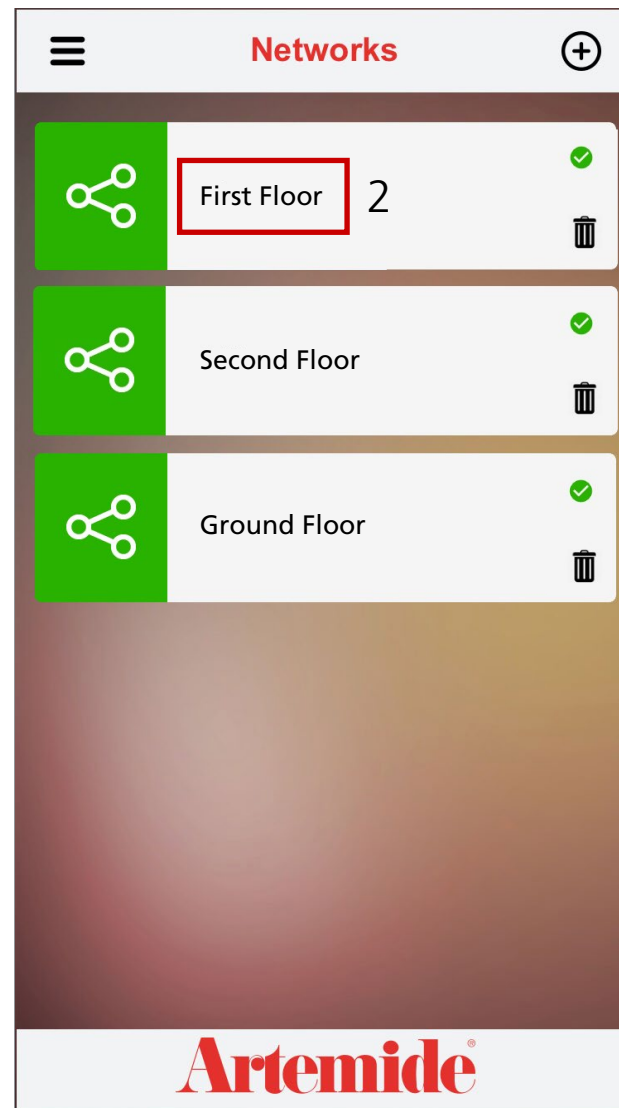
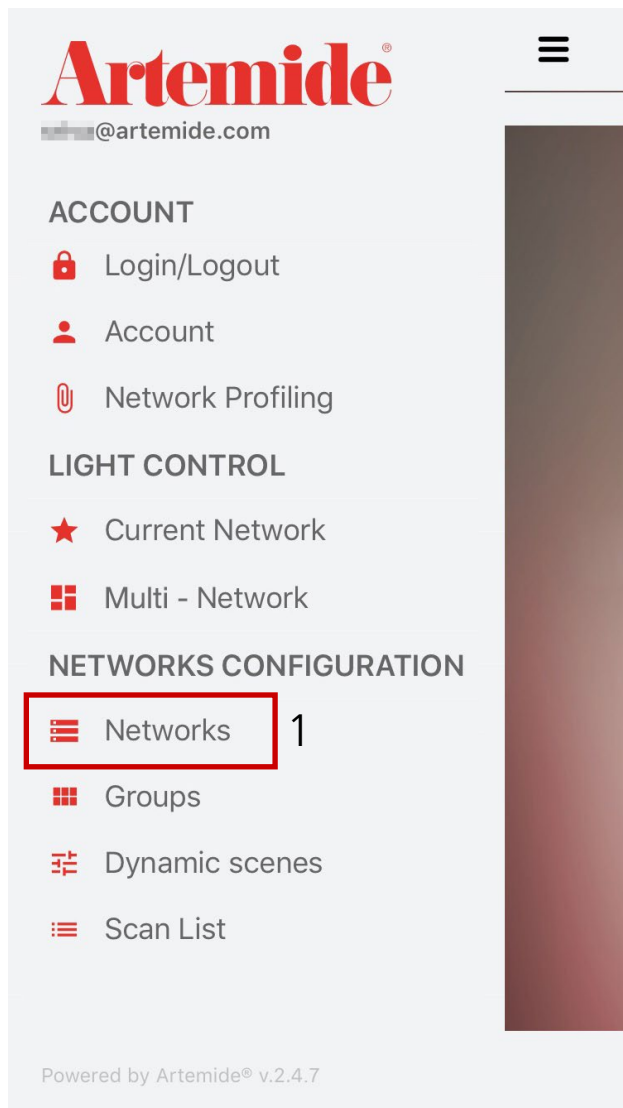
Multi-Network function has been created to give users the chance to interact with several Networks at the same time.

To use this feature, you need to have, within each Network, a device called Artemide Gateway.

Artemide Gateway is able to group multiple Networks of a user into a single Multi-Network and gives the possibility to manage them all together.

With Artemide App you can connect to the Gateway of each Network, locally (via Wi-Fi or Intranet) or remotely (via VPN), and control the entire Multi-Network in a few simple steps.

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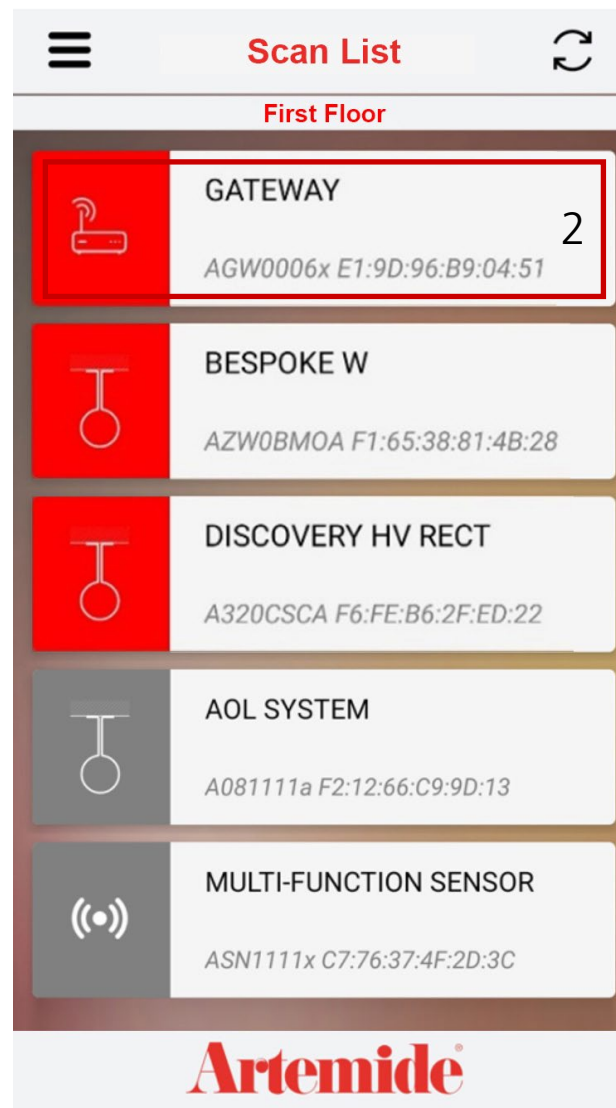
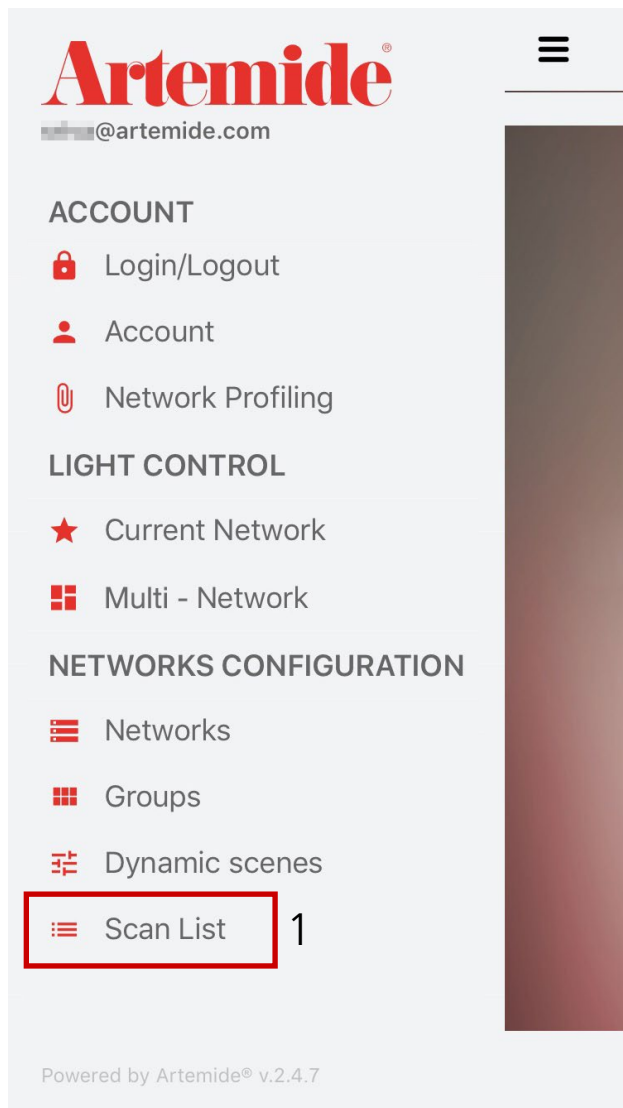


The first step to use **Multi-Network** feature is to add the **Artemide Gateways** within the Networks that will be part of our multi-Network.

The procedure for adding an Artemide Gateway to a Network is identical to the procedure for adding a lamp to the Network.

- Open the Network where you want to add an Artemide Gateway, then open the side menu and click **“Networks”**. A screen with all the user-created Networks will open (box 1).
- Then click on the Network in which you want to add the Artemide Gateway (box 2).

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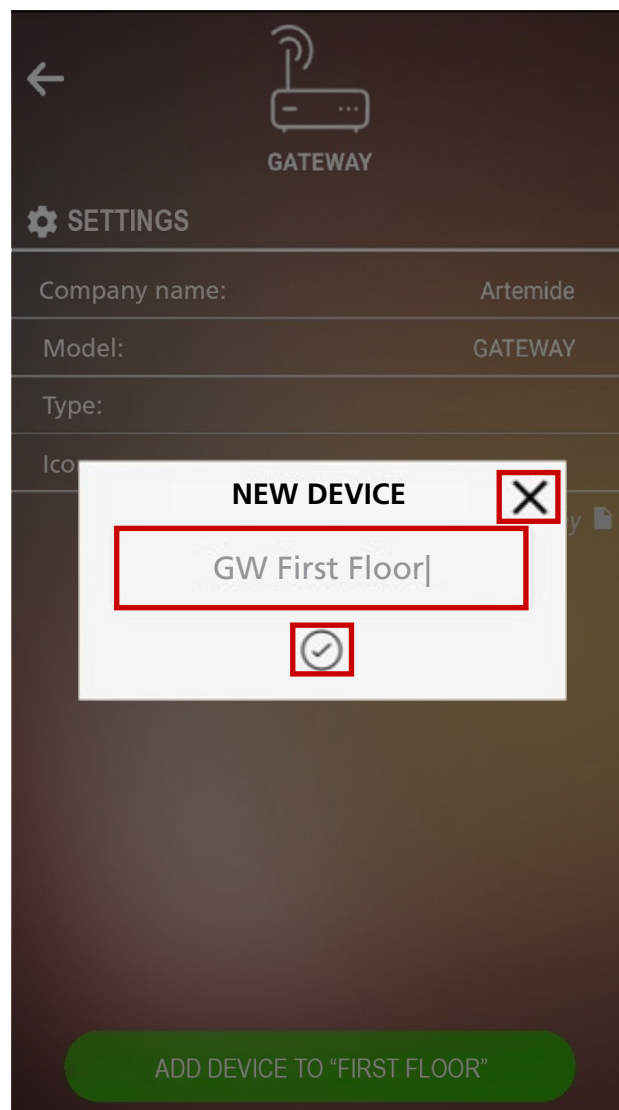
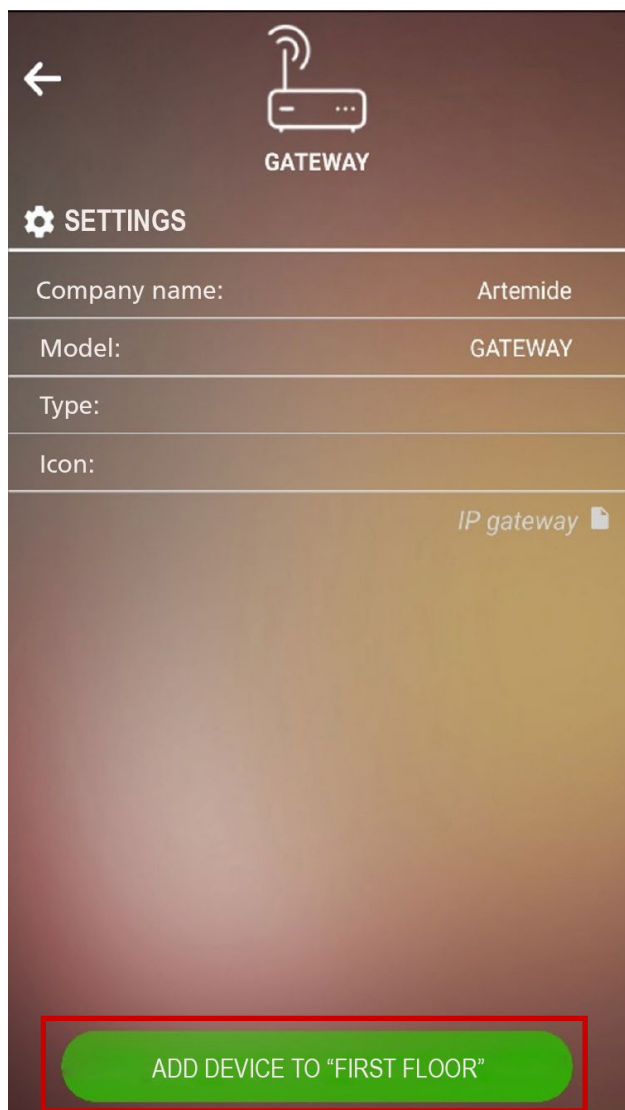


- Open again the menu and go to “Scan List” (box 1).

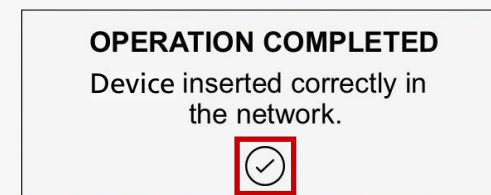
The **Artemide Gateway** will appear with a red icon in the device list (box 2: red colour indicates that the device does not yet belong to any Network).

- By clicking the Artemide Gateway icon, you will see the “adding” option and it will be possible to add the Gateway in the previously selected Network.

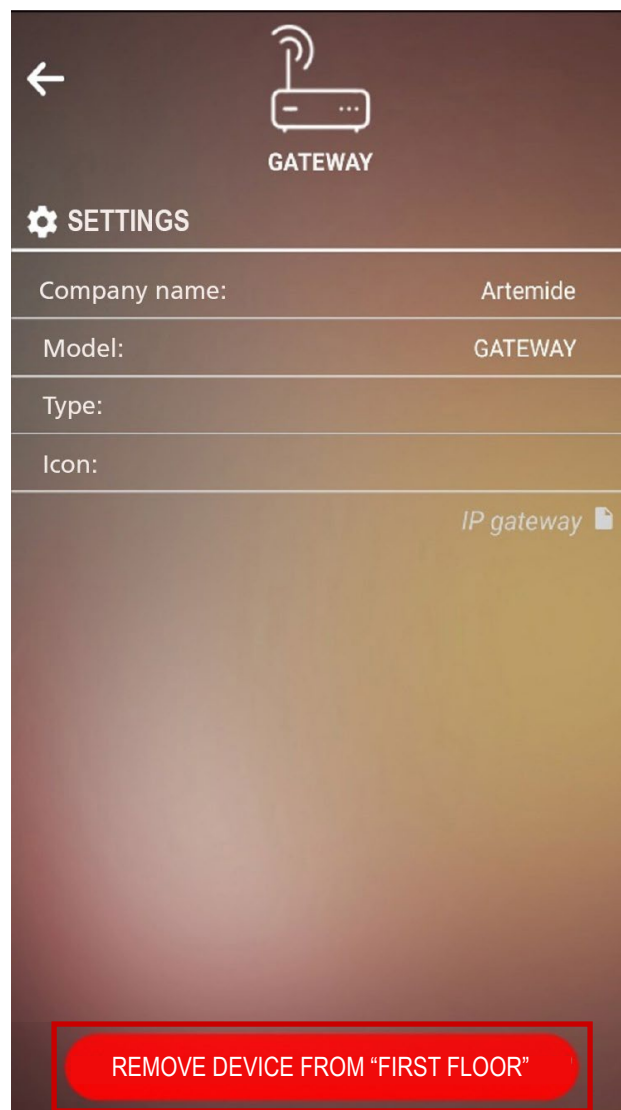
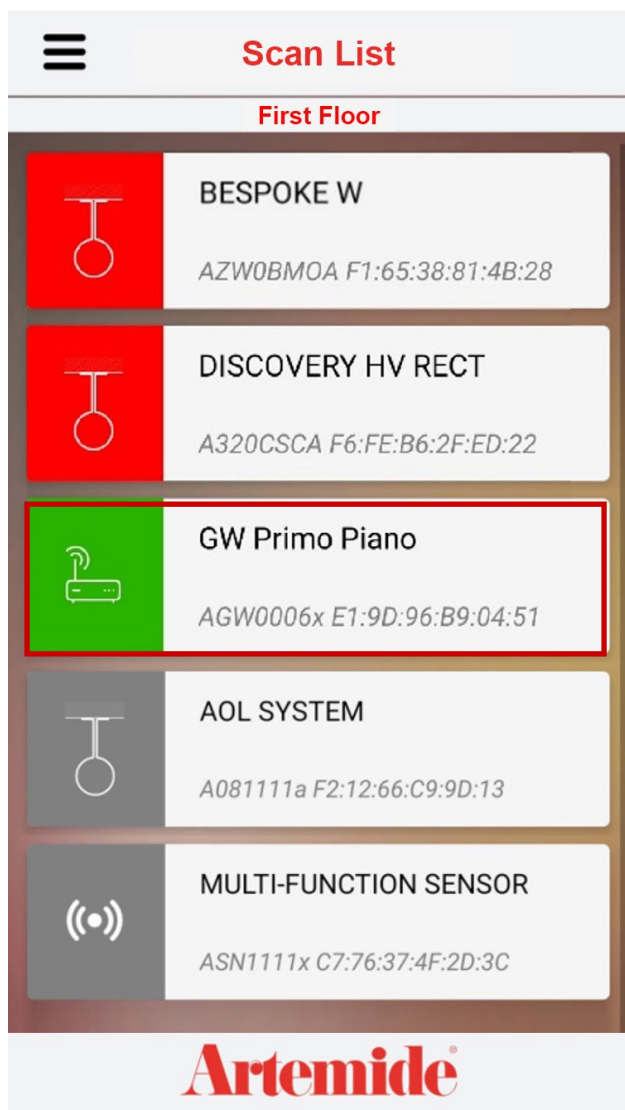
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• Click on “ADD DEVICE TO...”, confirm the operation and wait for the message confirming the correct Artemide Gateway configuration in the Network.



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Returning to “**Scan List**” page, Artemide Gateway icon will now be green (the green colour indicates that the device belongs to one of our Network).

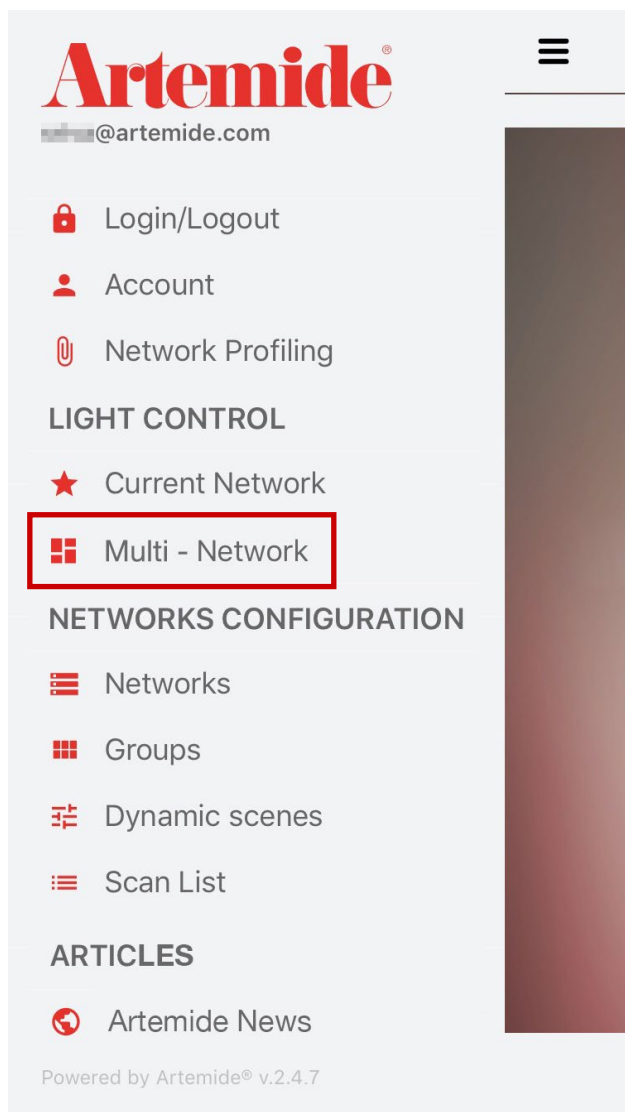
Please note:

To remove the Artemide Gateway from your Network the procedure is very similar:

- Click on Artemide Gateway icon from the “**Scan List**” page. On the screen that will now appear, you will find the removal option instead of the add-on one.
- Click “**REMOVE DEVICE FROM...**”, confirm the operation, and wait for the message that the Artemide Gateway has been correctly removed from the Network.

Once you have associated an Artemide Gateway in each Network with this procedure, you can proceed to the Multi-Network feature.

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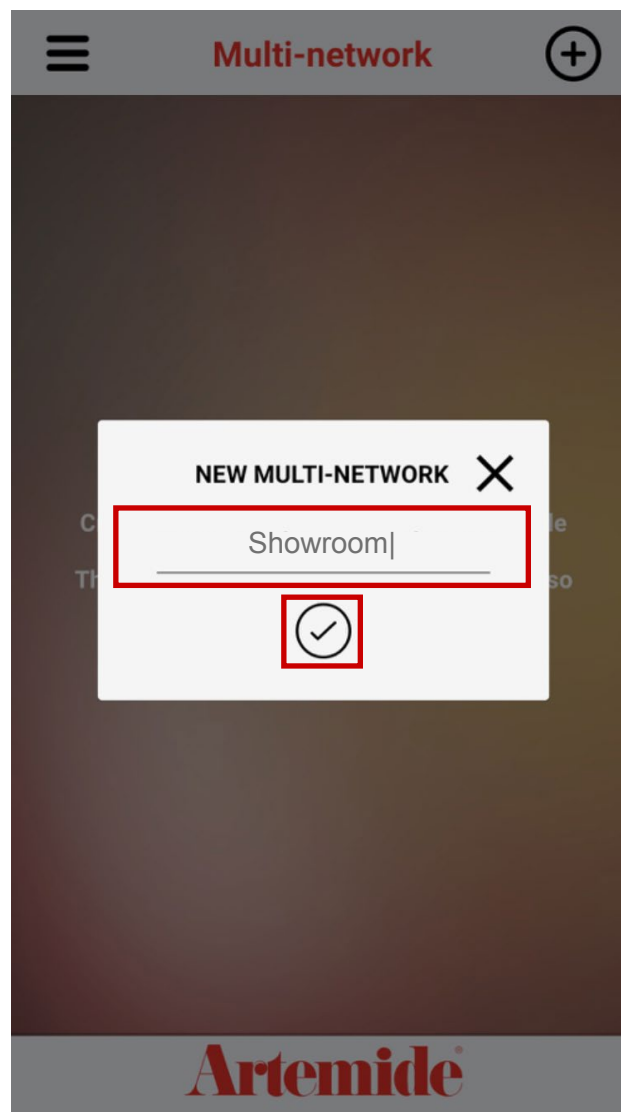
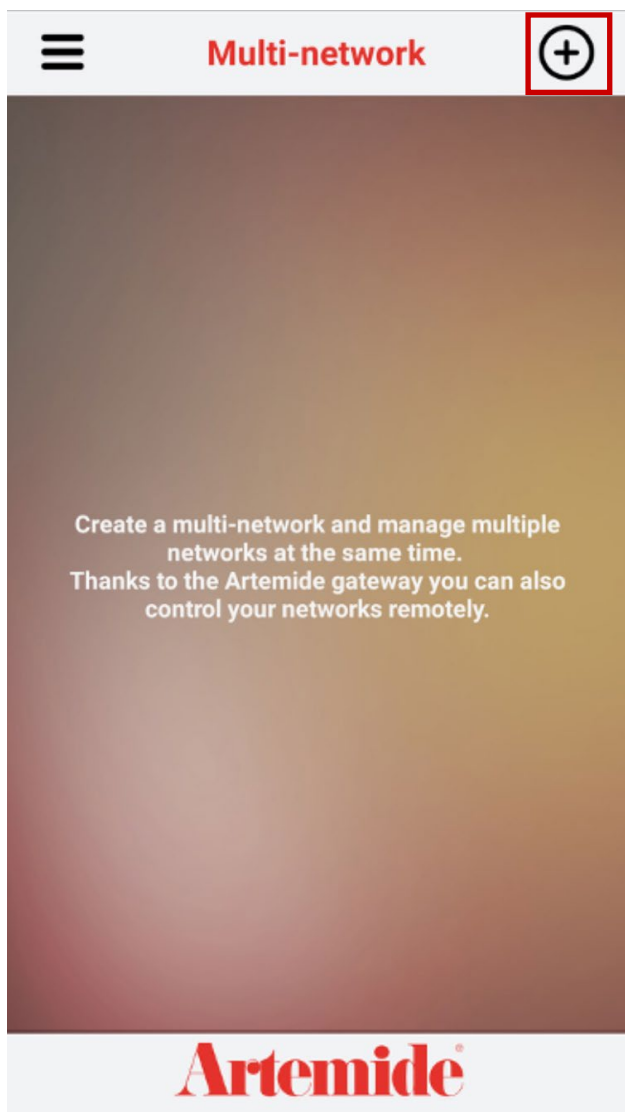


To start, open the left side menu and click on “Multi-Network” under “LIGHT CONTROL”.

17.1

Multi-Network creation

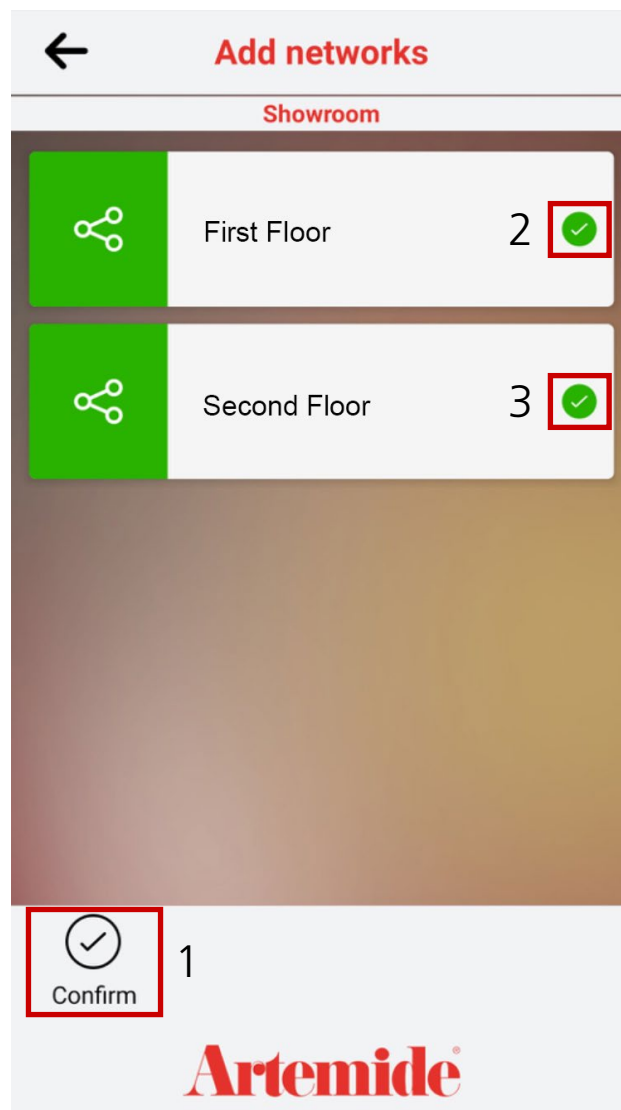
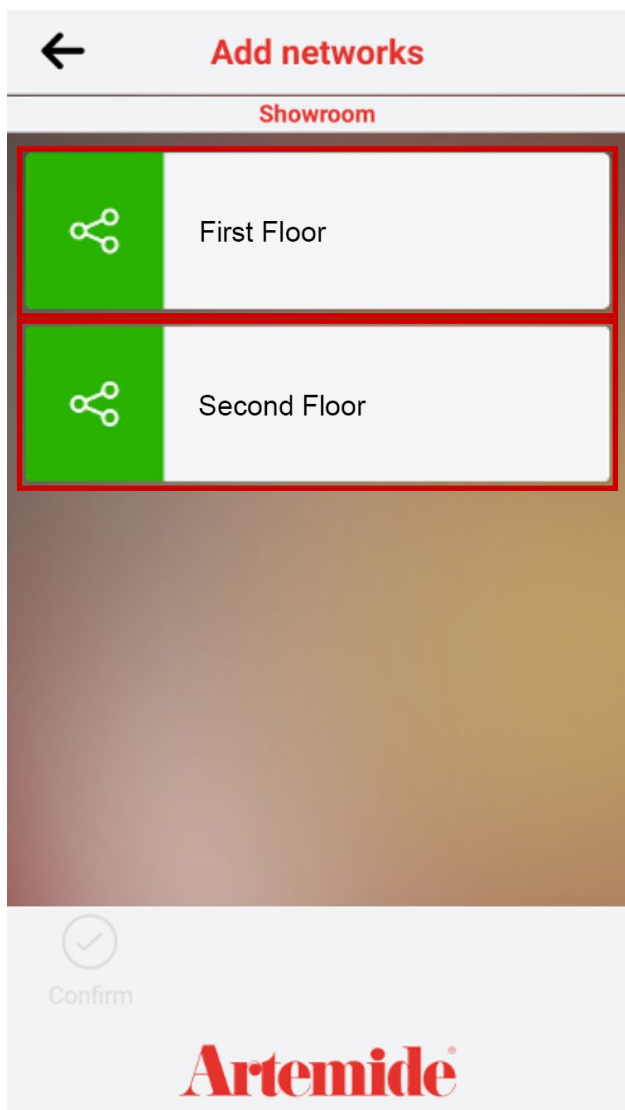
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Click on the “+” button to start creating a new Multi-Network (image on the left).

Enter the Multi-Network name in the pop-up window that appears and click on “✓” (image on the right).

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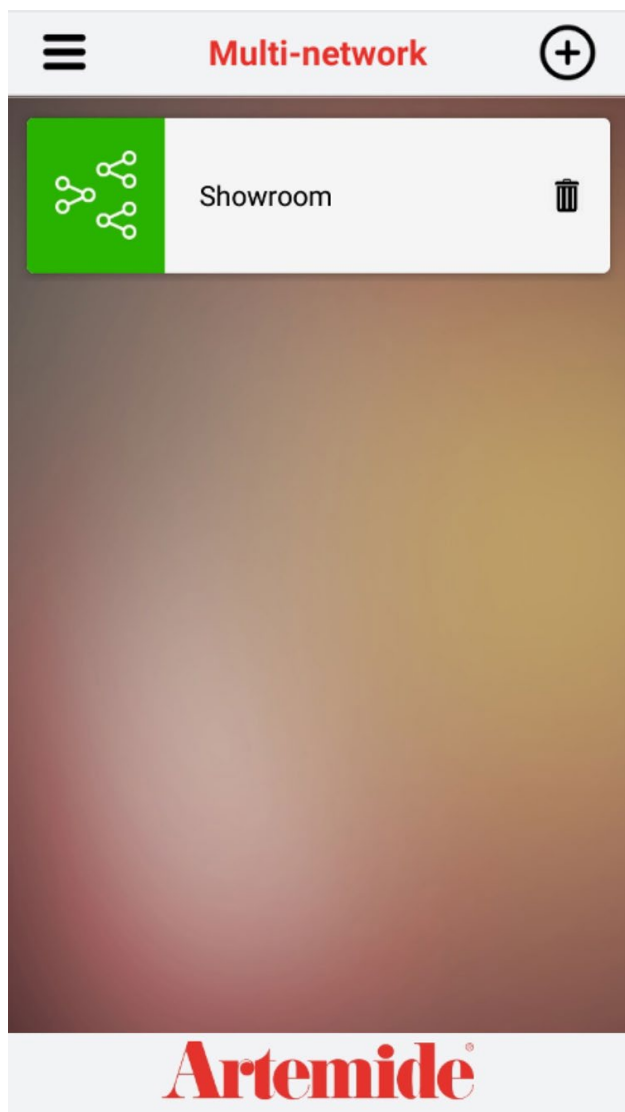
You will get to a page from which you can select the Networks you want to add to the **Multi-Network**.

You will be able to see and select only those Networks which can support the Multi-Network function, those that have the Artemide Gateway inside.

Tap on desired Networks and then press **“CONFIRM”** (box 1).

The green check mark (box 2 and 3), when present, indicates that the Network has been selected to be added to the Multi-Network.

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The newly created item will now appear on the main page of the **Multi-Network Menu**.

When you select a Multi-Network, you will open the “**Multi-Network Management**” page.

Please note:

In order to manage the **Multi-Network**, you need to connect the device from which you are using Artemide App to one or more Artemide Gateways in your Networks.

You can do this in several ways:

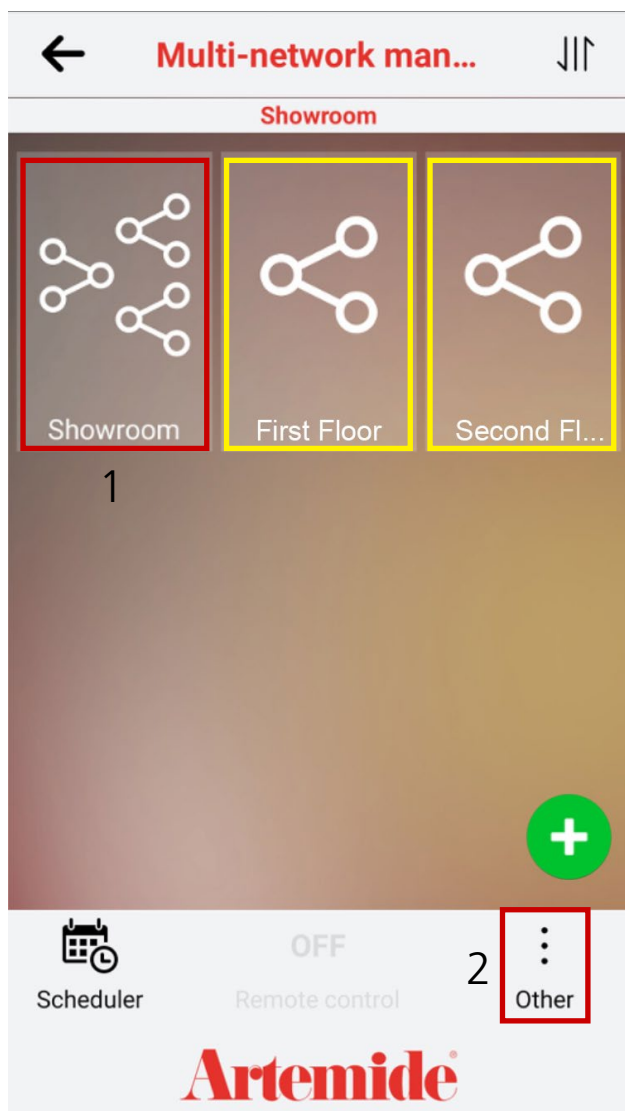
- Connect the device directly to a gateway WI-FI.
- Connect the device to the WI-FI of the local Network (Intranet), to which the installed gateways are connected.
- Use a VPN*, through which you can reach the gateways remotely.

*VPN: contact development company for more information.

17.2

Multi-Network management

Index

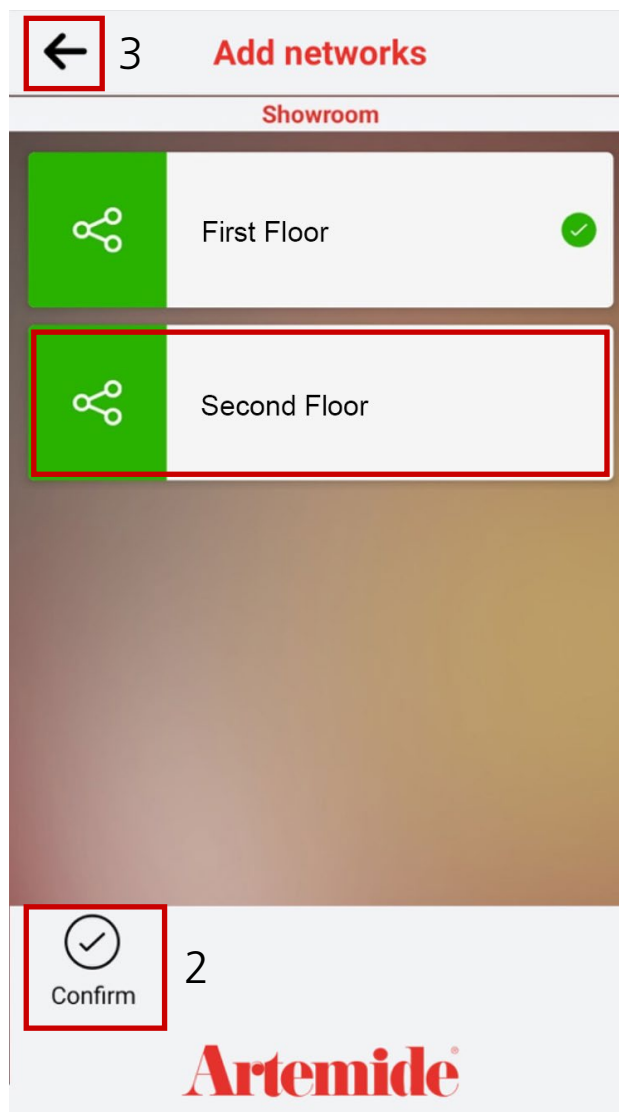
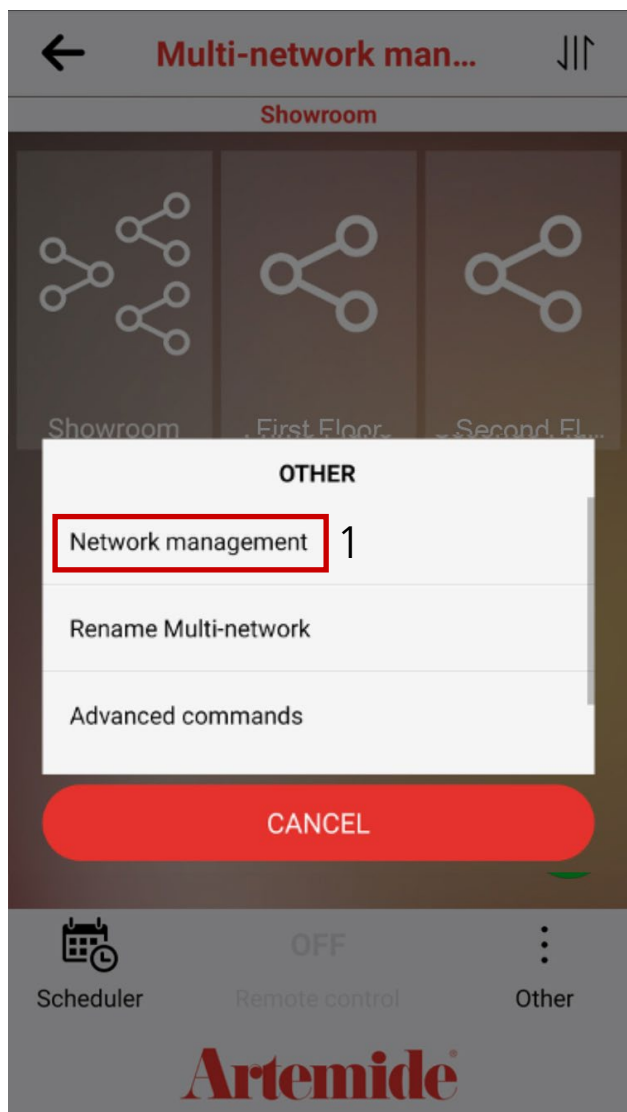


Once you tap on the **Multi-Network**, you will see a screen similar to the beside one.

You will see the newly-created Multi-Network (box 1), and the Networks that are part of it (yellow boxes).

To modify Multi-Network, tap on “**OTHER**” (box 2).

Index

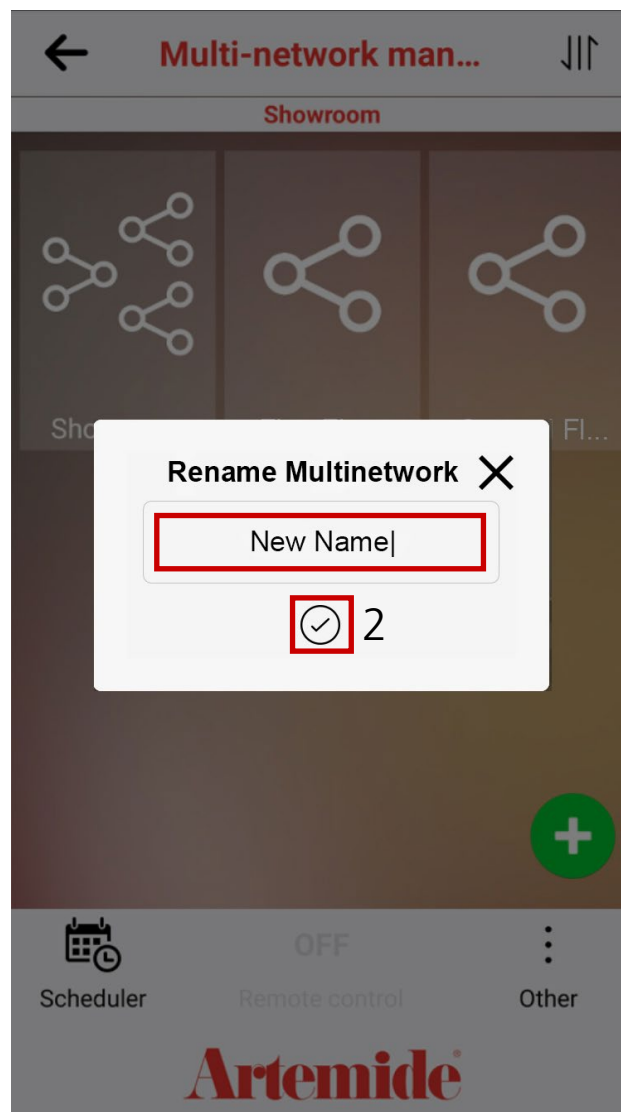
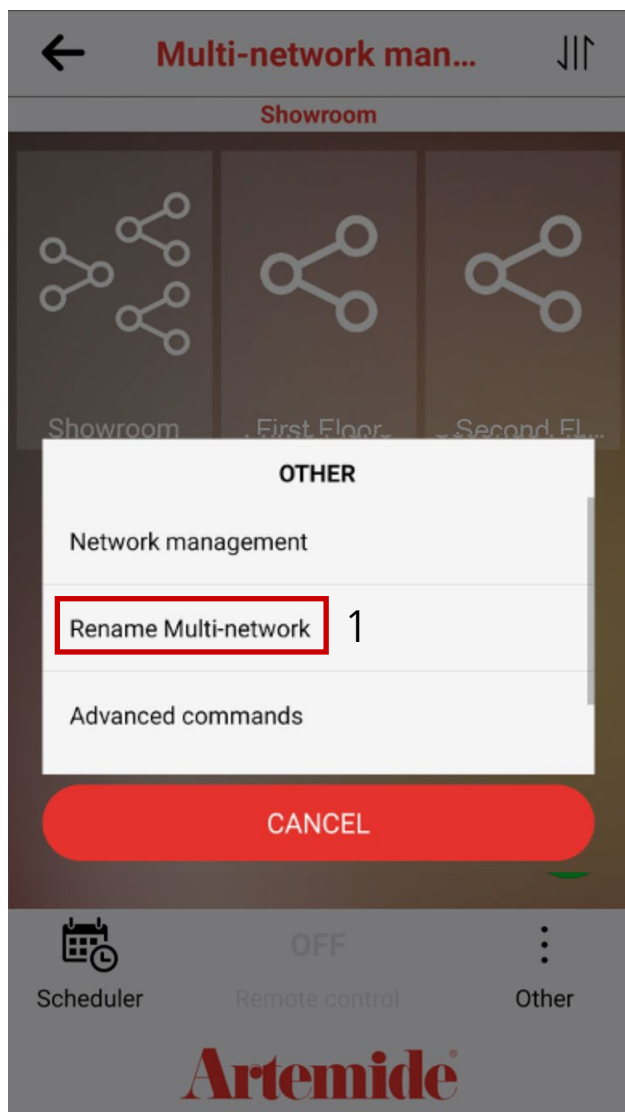


By clicking on “**Network MANAGEMENT**” (box 1) it’s possible to add or remove Networks from the Multi-Network.

- Tap on Networks to select / deselect them
- Click on “**CONFIRM**” to apply the changes (box 2)

To go back to the previous page, click on “**BACK**” button on the top left of the page (box 3)

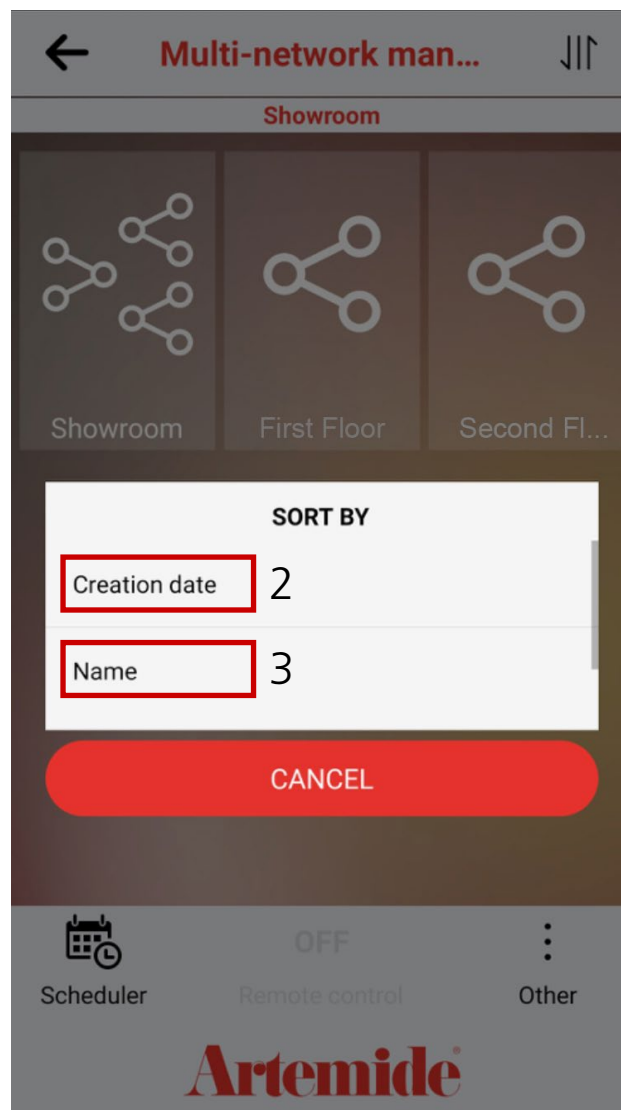
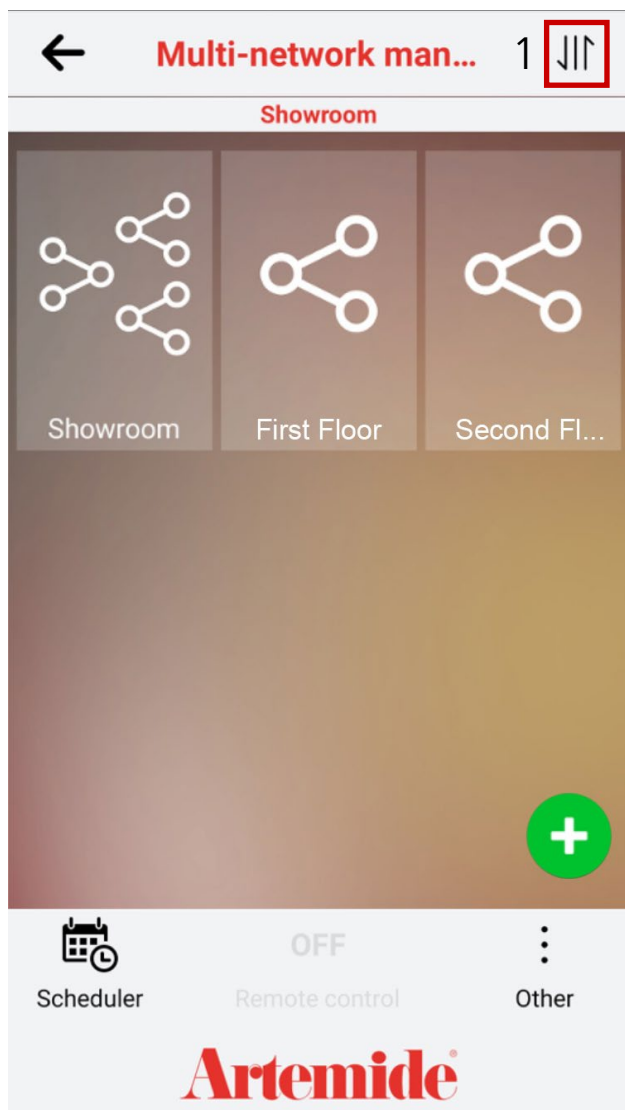
Index



By selecting “RENAME MULTI-NETWORK” (box 1) it’s possible to change Multi-Network name.

- Enter the desired **name**.
- Click on “✓” (box 2).

Index



From the “**MULTI-NETWORK MANAGEMENT**” page, by tapping on the symbol at the top right of the page (box 1), you can change the display order of Multi-Networks and the Networks that are part of them.

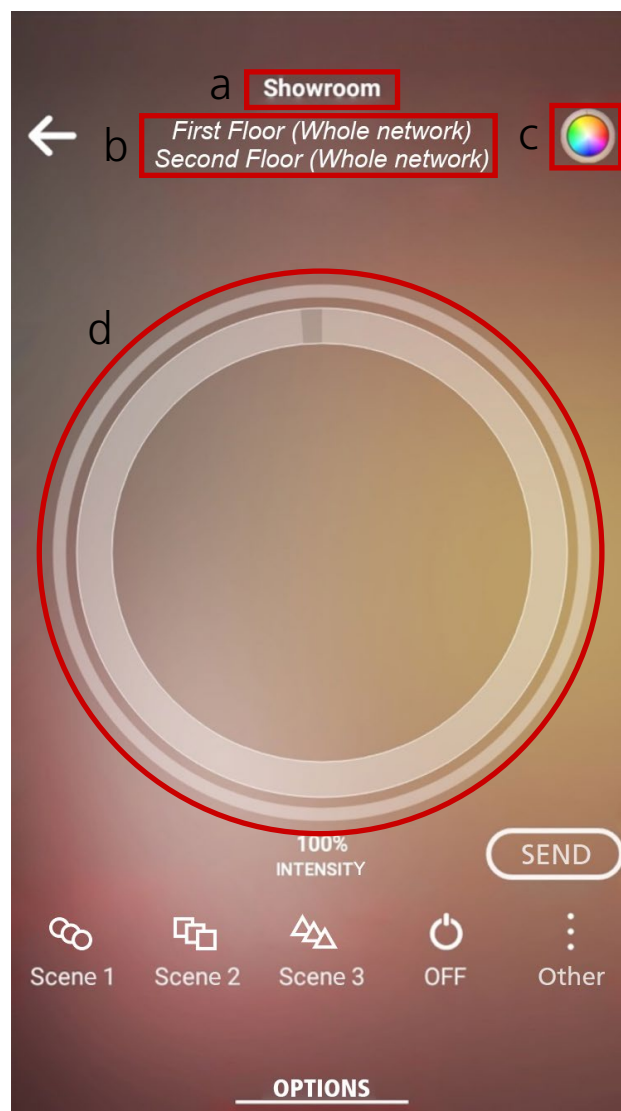
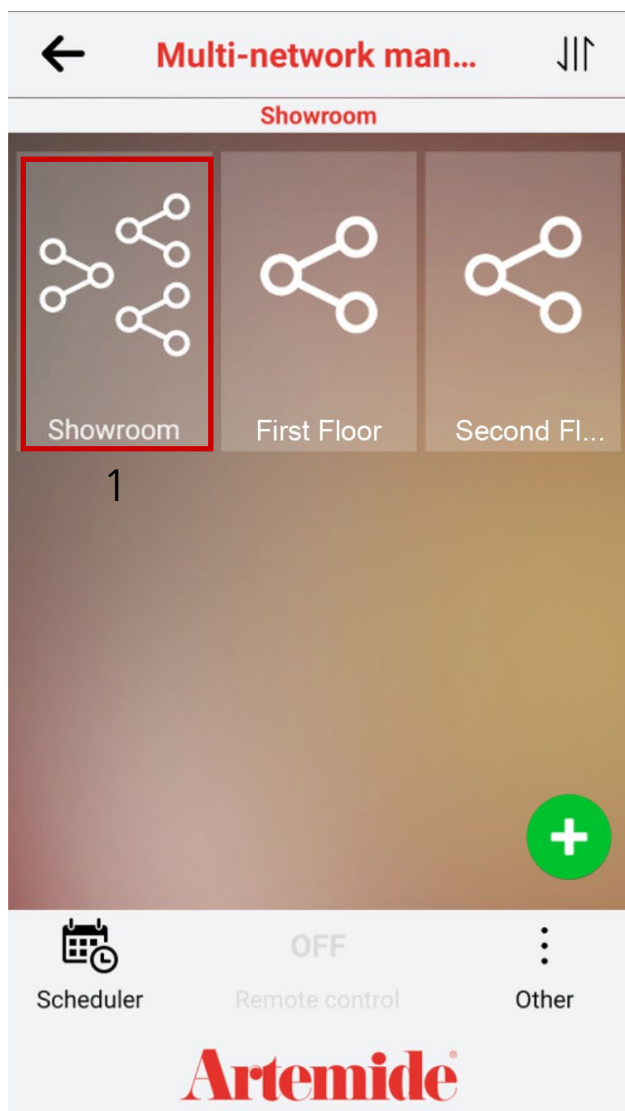
Through the pop-up window that opens (see image on the right), select the desired view order: you can sort the Networks by date of creation (2), or by name (3).

Press “**CANCEL**” to go back to the previous page without making any changes.

17.3

Multi-Network's Lights Management

Index

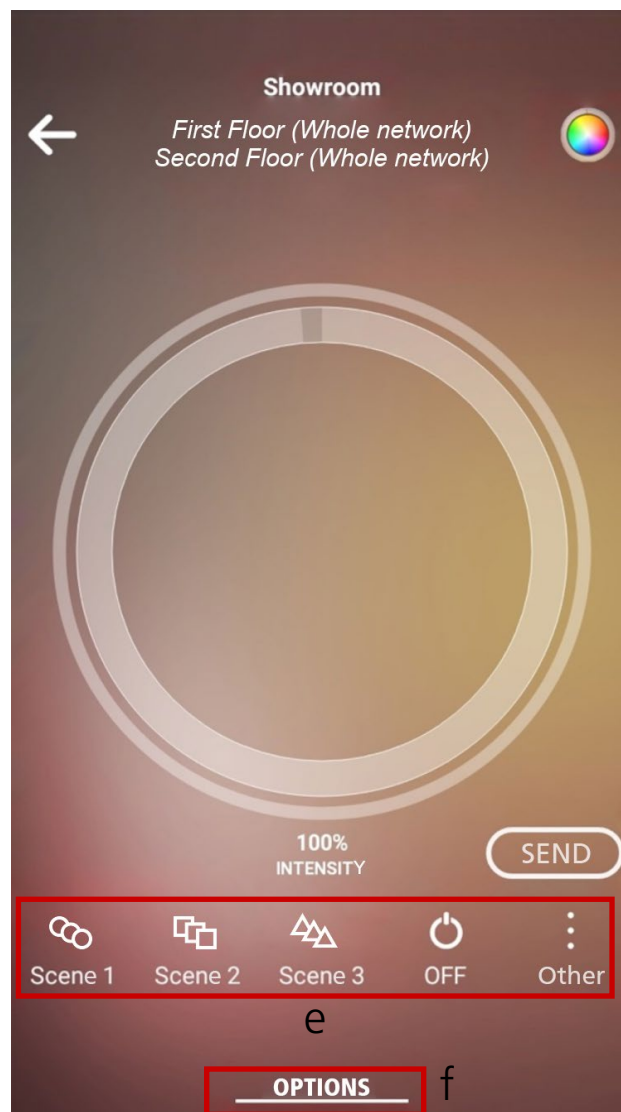
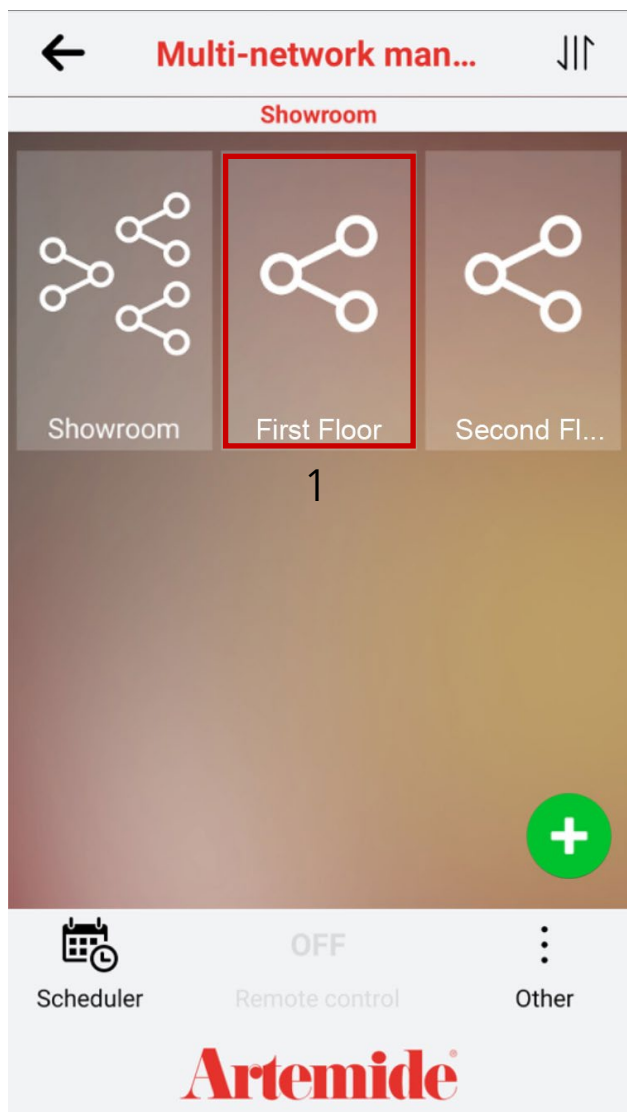


In this section, tapping on the **Multi-Network** (box 1) you can control at once all the lamps that are part of it.

From the screen on the right we can see:

- a) Name of the Multi-Network;
- b) Multi-Network's Networks: list of the Networks that are part of the Multi-Network and the filter on the kind of commands you want to apply on them. By default, commands are set to "Whole Network", but you can change the filter to send commands to a single Network's group;
- c) Control selection: you can choose lamp control's type to be used in case included lamps are of different types (W, TW, RGB, ...);
- d) Multi-Network controller: usual Artemide App controller, for managing light intensity of the Multi-Network lamps. Light commands are not sent in real time when the dimmer bar is moved, but are applied only when you press "SEND" button;

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e) Scene: see chapter 8.“Scenes”, commands are sent to the whole Multi-Network;

f) Options: menu from which you can rename the Multi-Network

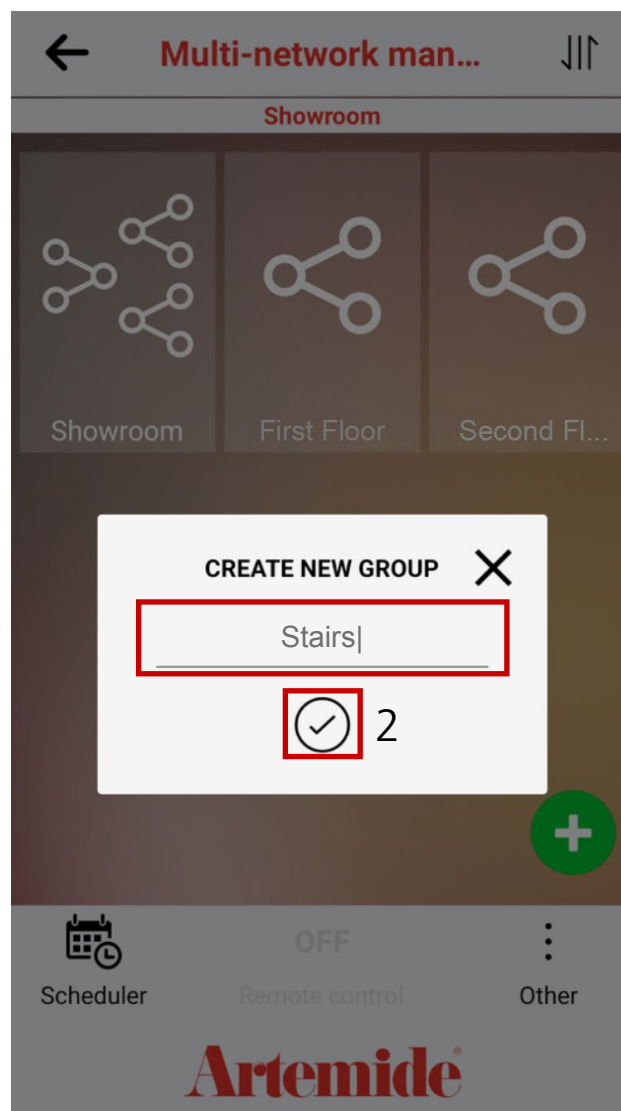
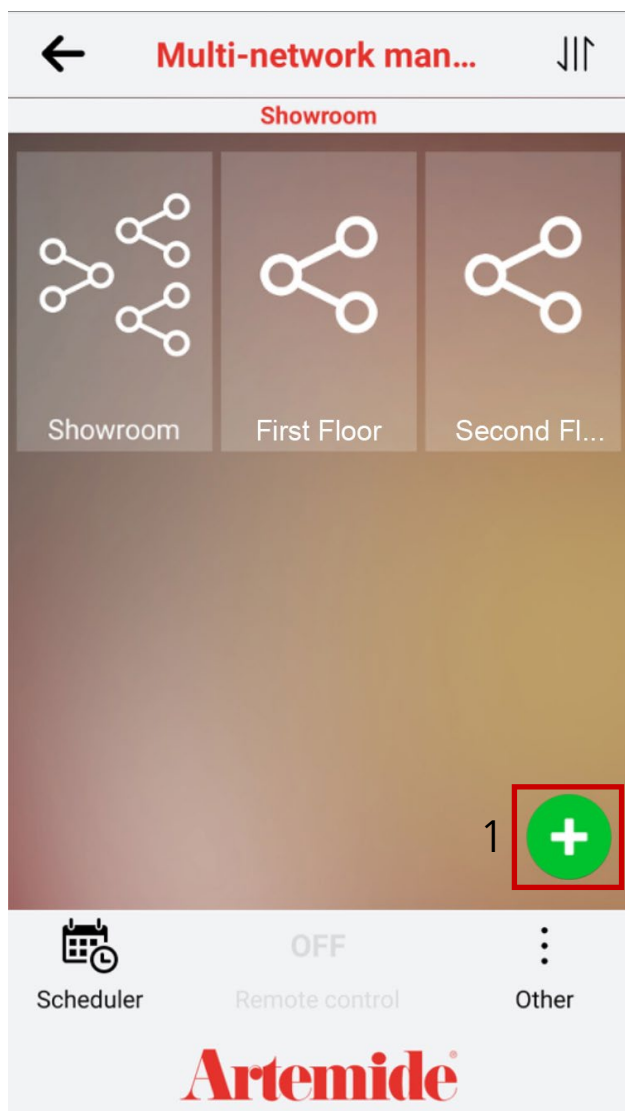
From “Multi-Network Management” page you can also control Networks one by one.

Clicking on the desired Network, you will open a control page similar to the one seen before (box 1).

17.4

Multi-Network Groups

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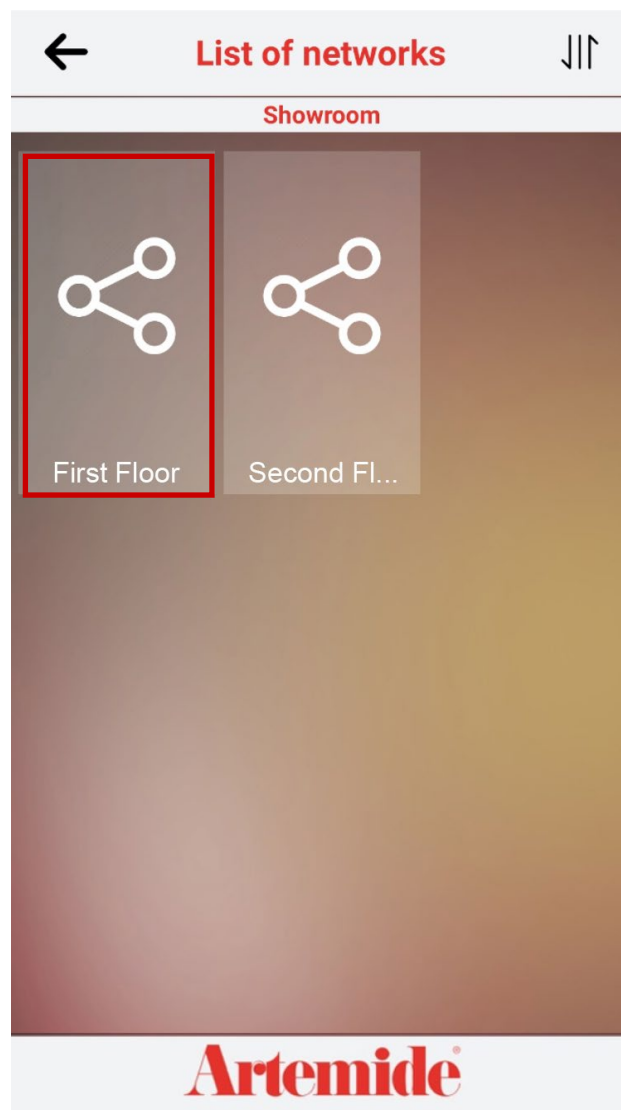
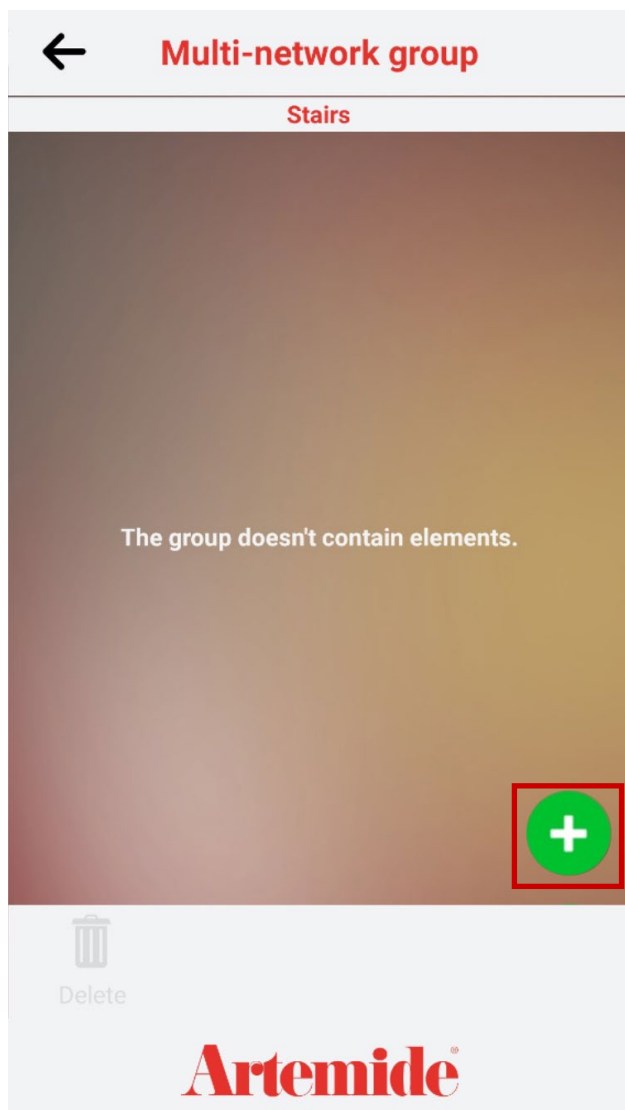


From the “Multi-Network Management” page you can create groups within the Multi-Network.

This function is useful when you need to send same commands at the same time to lamp's group belonging to different Networks (i.e., if you want to apply the same light intensity/color to the lamps on the stairs of each floor).

- Press on the “+” symbol (box 1).
- Enter group name in the pop-up and then press on “✓” (box 2).

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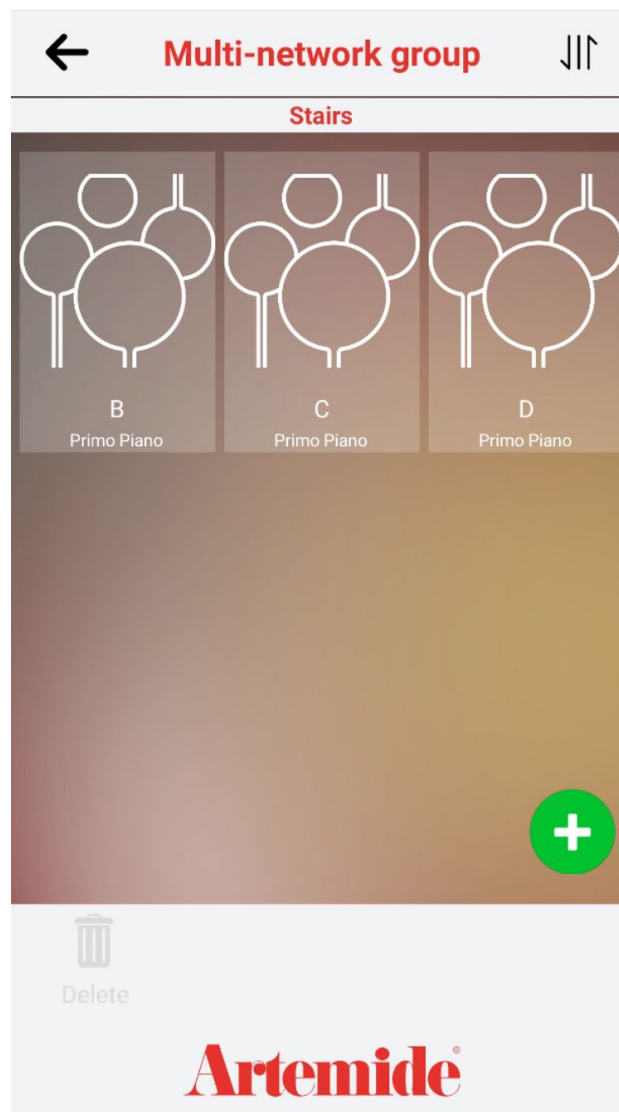
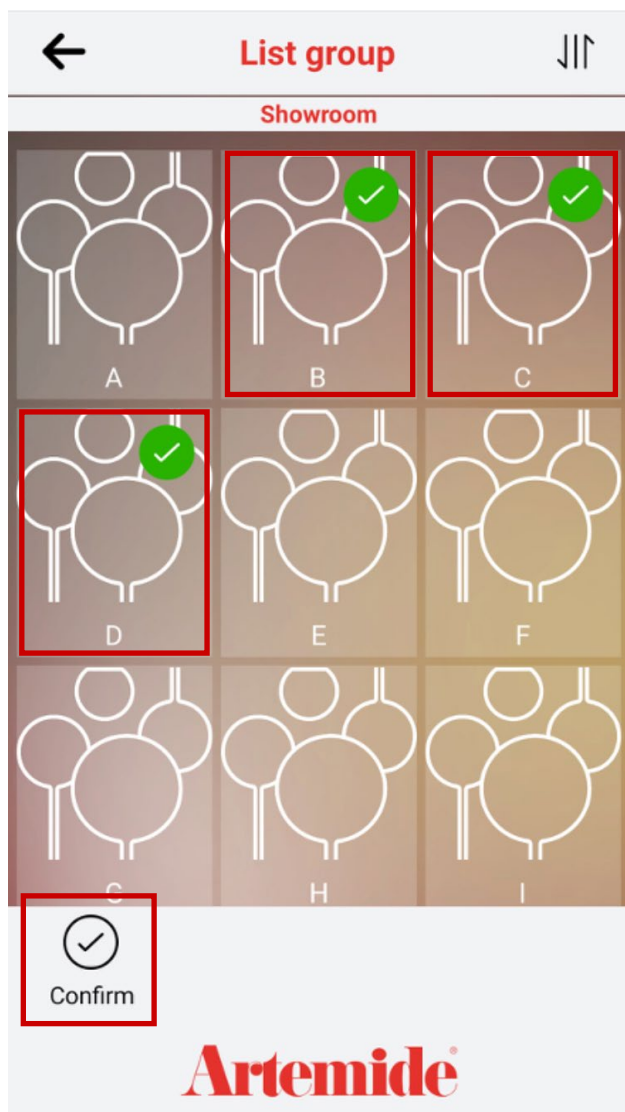
You will see the screen on the left.

- Click on the “+” symbol to add items to the group.

A screen similar to the one shown on the right will open, where you can see the Networks belonging to the Multi-Network.

- Click on a Network to view the groups of lamps within the Network.

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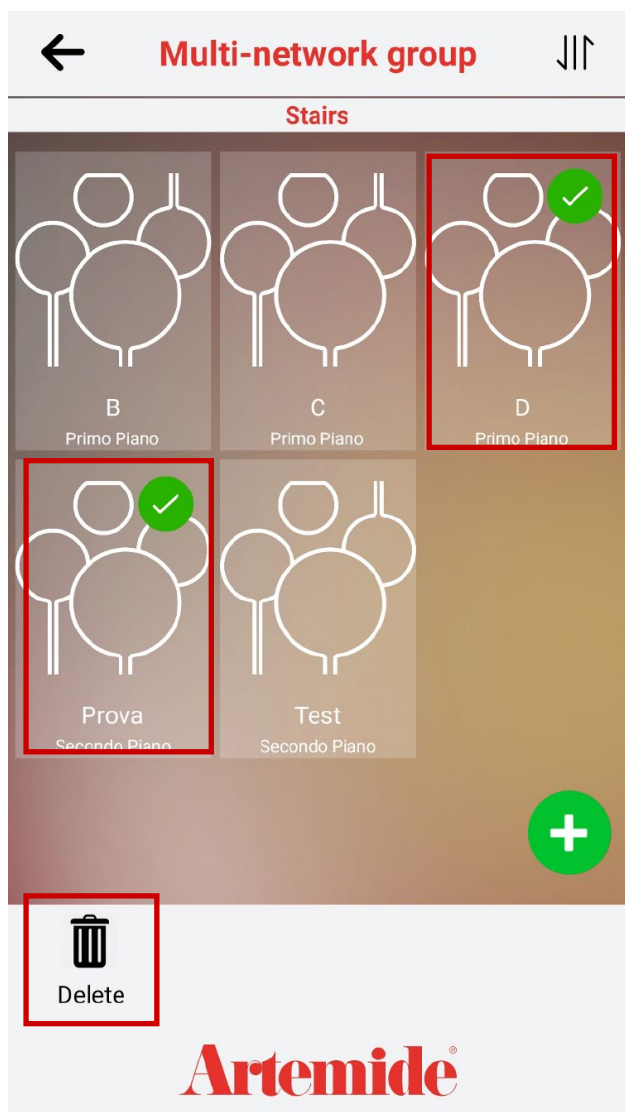
Once you are in the desired Network (in our case “First Floor”, within the Multi-Network “Showroom”), select the groups of lamps you want to add to the Multi-Network group by clicking on them, and then press **“CONFIRM”**.

In case of error, click on the group of lamps again to deselect it.

Once you click on “CONFIRM”, Multi-Network group page will be updated automatically, showing the new items (image on the right).

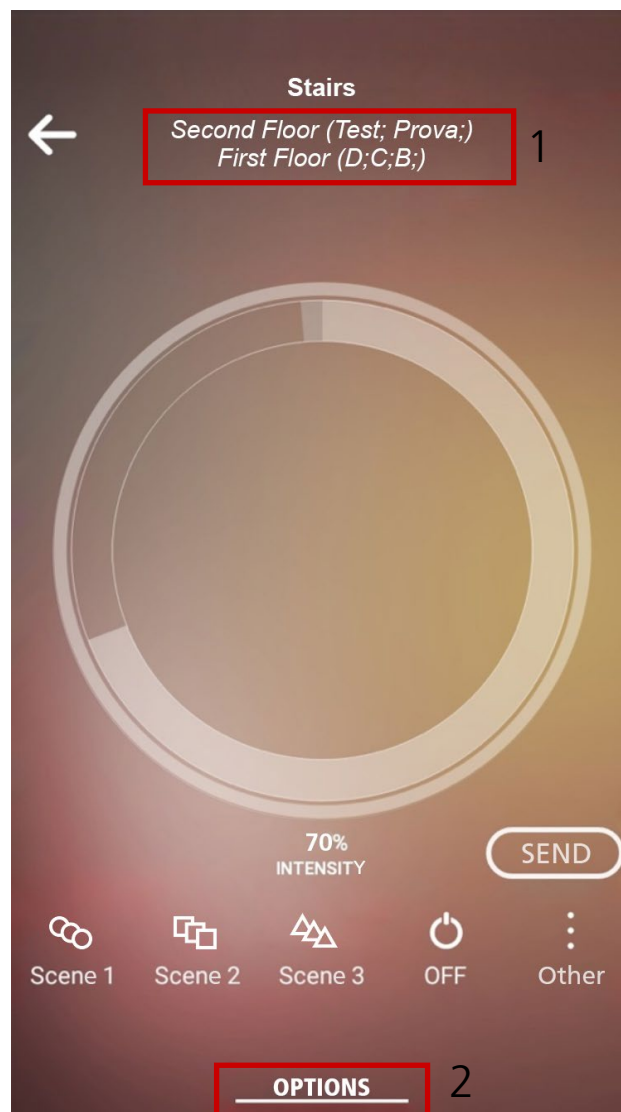
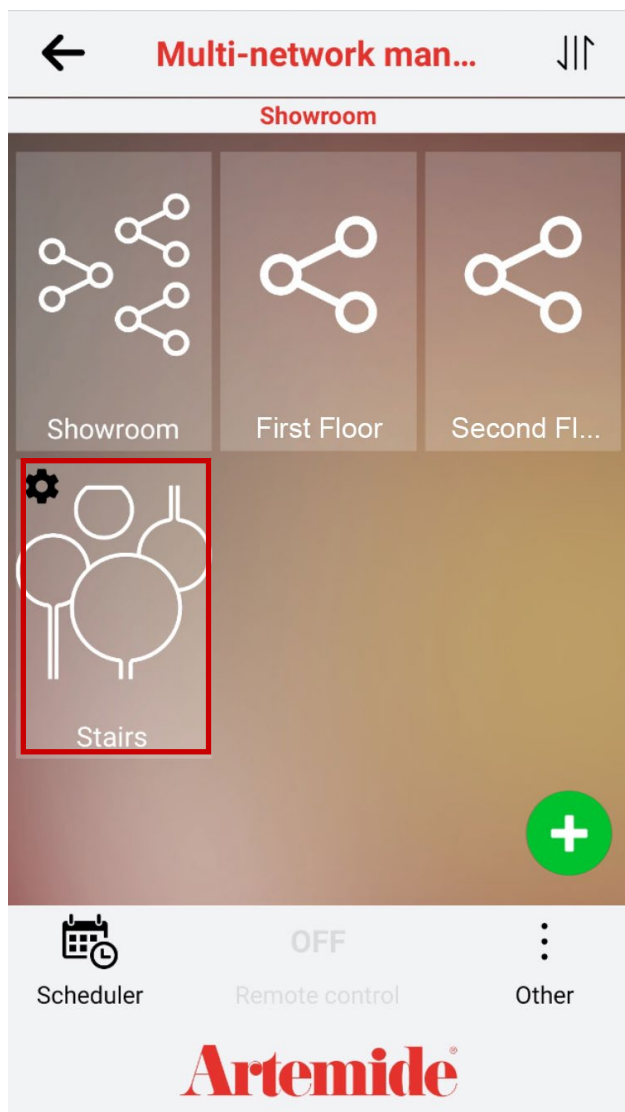
Repeat the operation to add to the Multi-Network group other lamps’ group belonging to another Network.

Index



To remove some items from the group, tap on them and then press “DELETE”.

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Once the group is created, you can view it from the “**Multi-Network Management**” page.

By clicking on the group icon, lights management page will open.

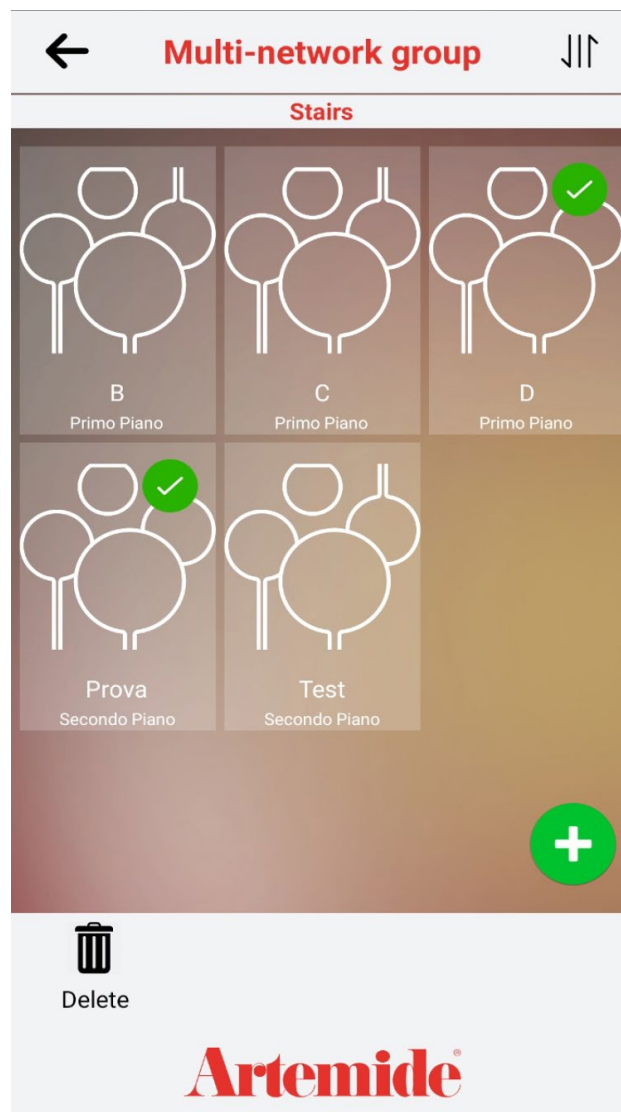
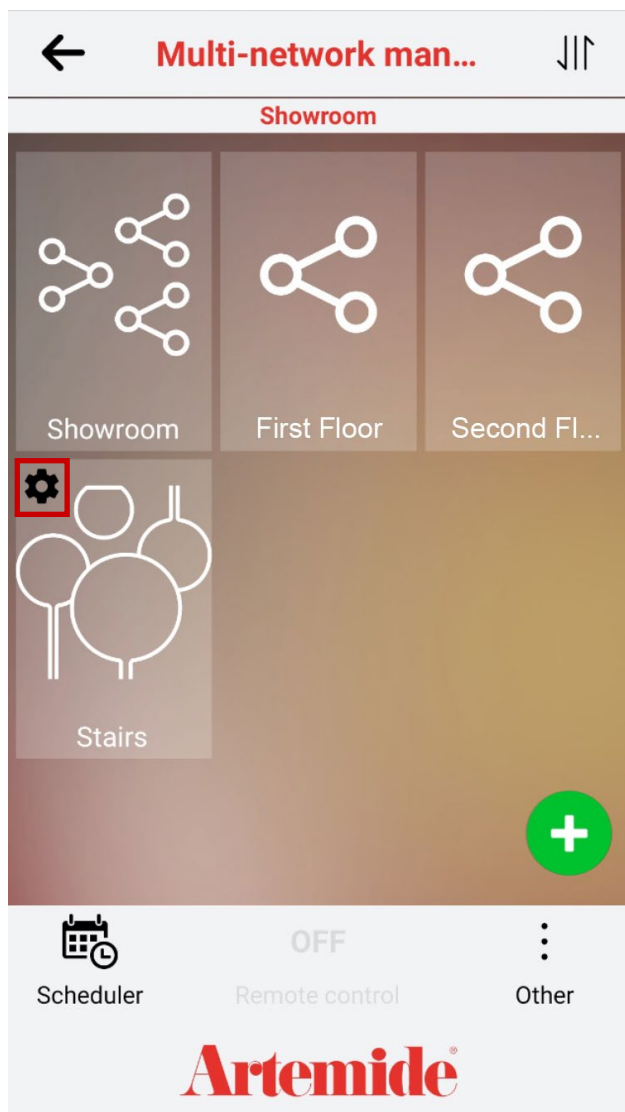
The same features presented above for the lighting management of the Multi-Network, should be applied to groups.

In box 1 you can see the Networks that are part of the group and their selected lamps.

By clicking on “**OPTIONS**” (box 2) you can:

- Rename the group.
- Delete the group.

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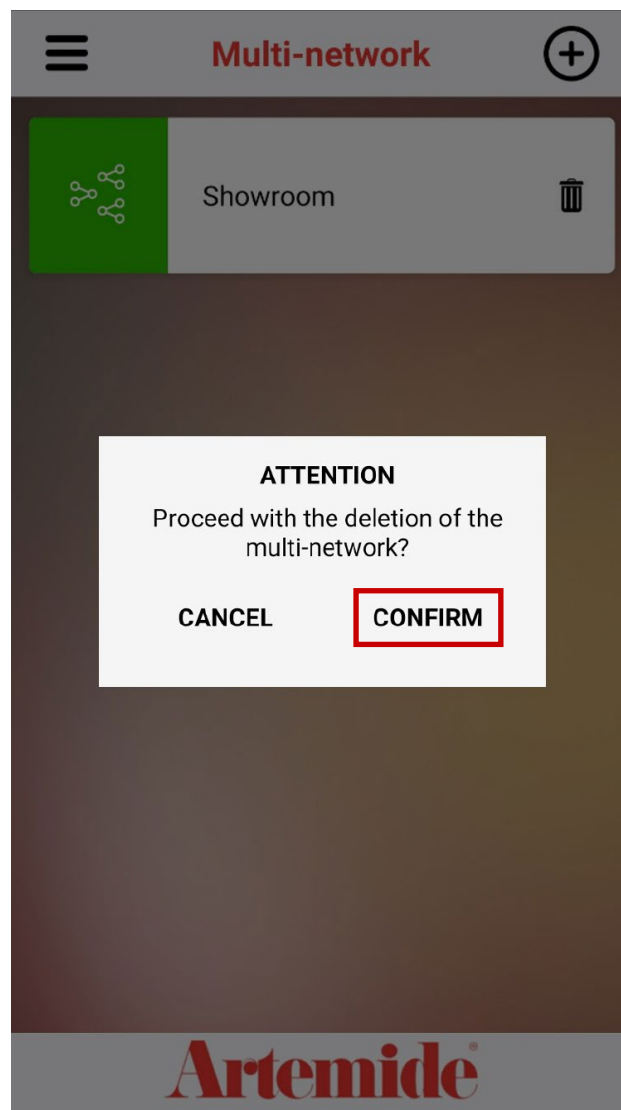
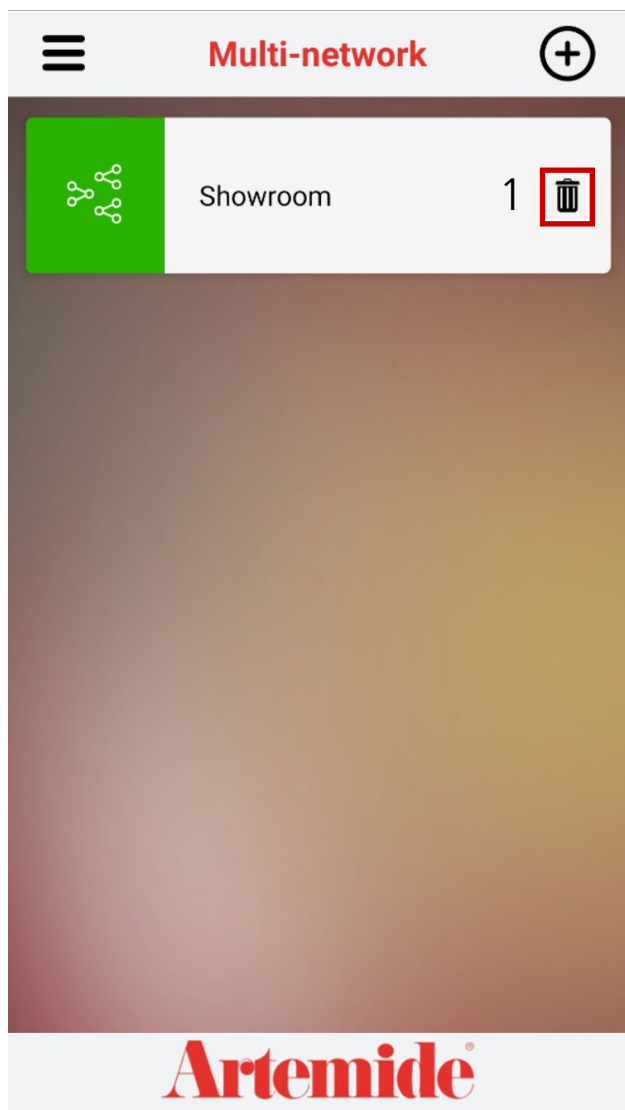


Click on the symbol in the red box (see image on the left) to access the page from which you can delete or add items to the group.

17.5

Multi-Network deletion

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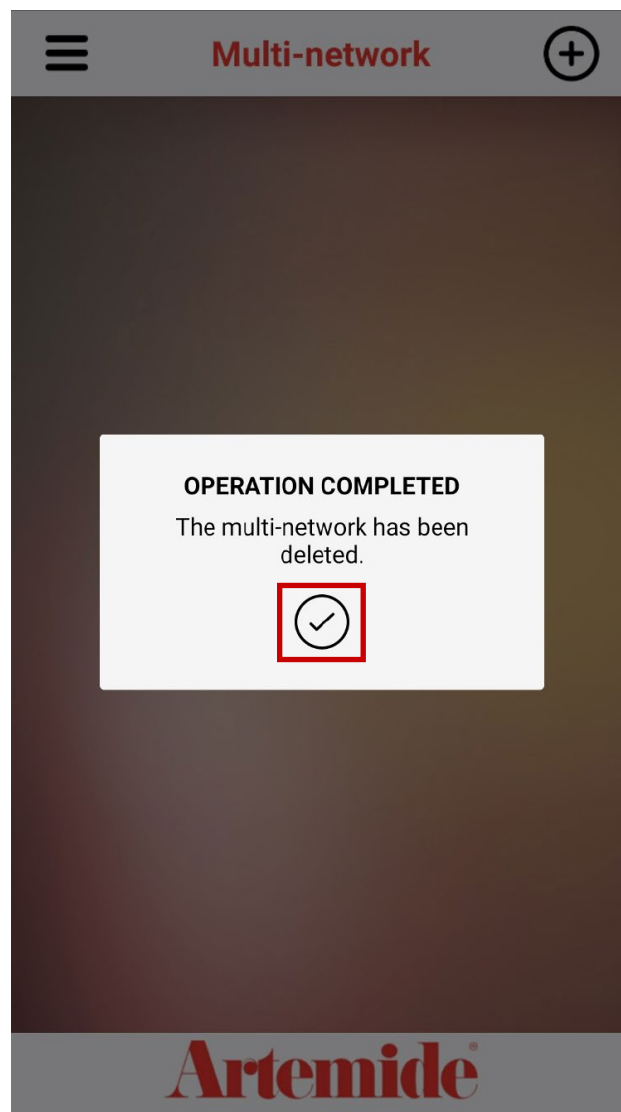
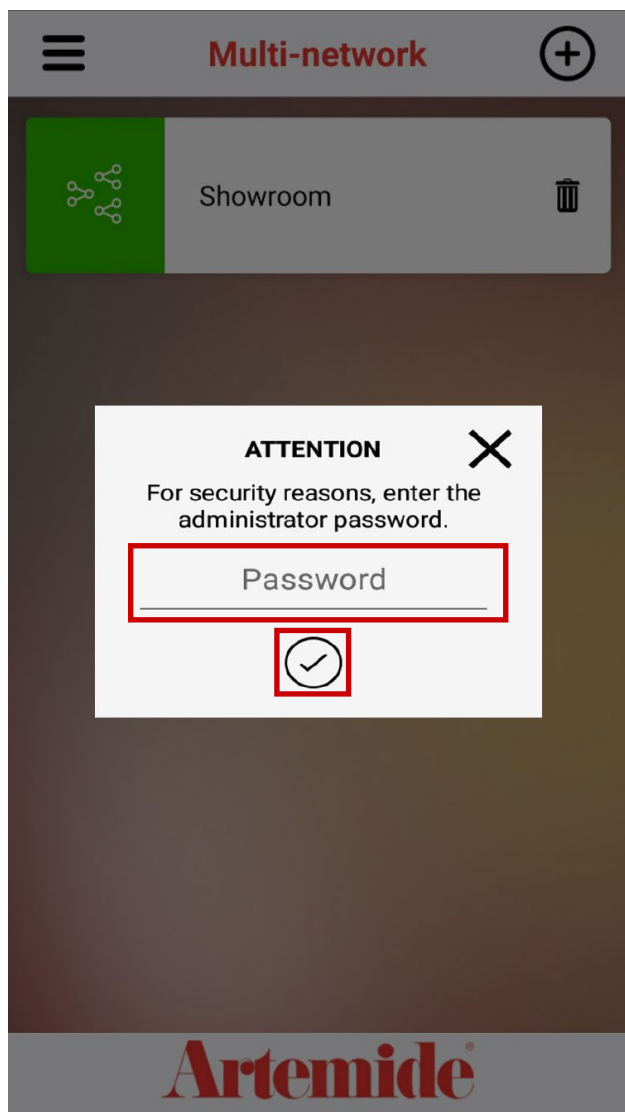


To delete a Multi-Network you need to go to the main menu, where all the Multi-Networks created are present.

- Click on the “**RECYCLE BIN**” symbol (box 1) corresponding to the item you want to delete.

- Press “**CONFIRM**” to proceed with the operation.

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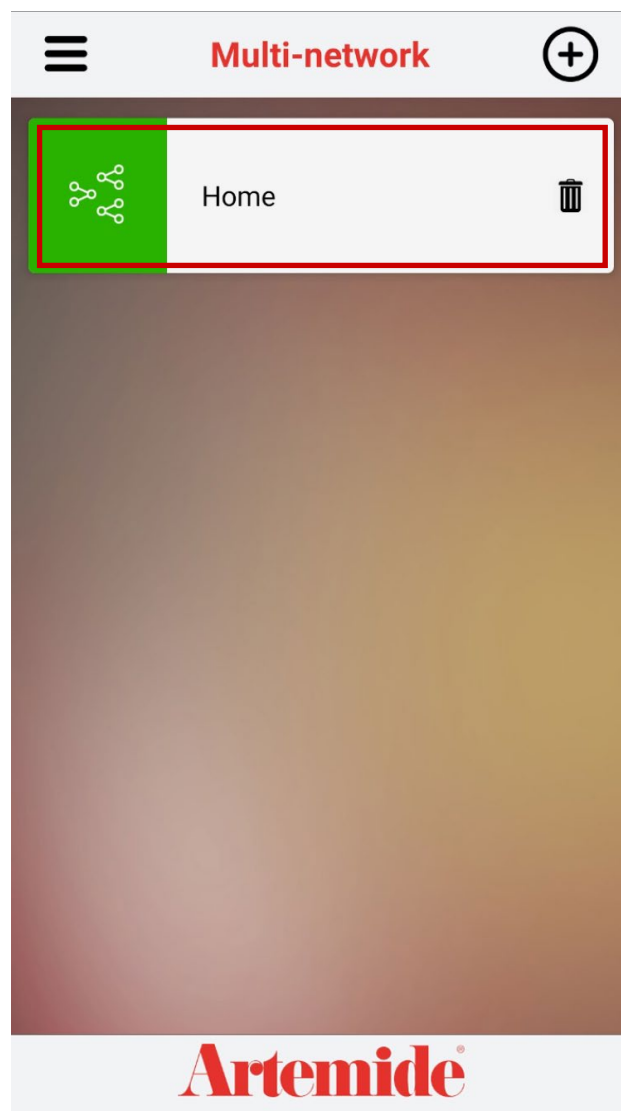
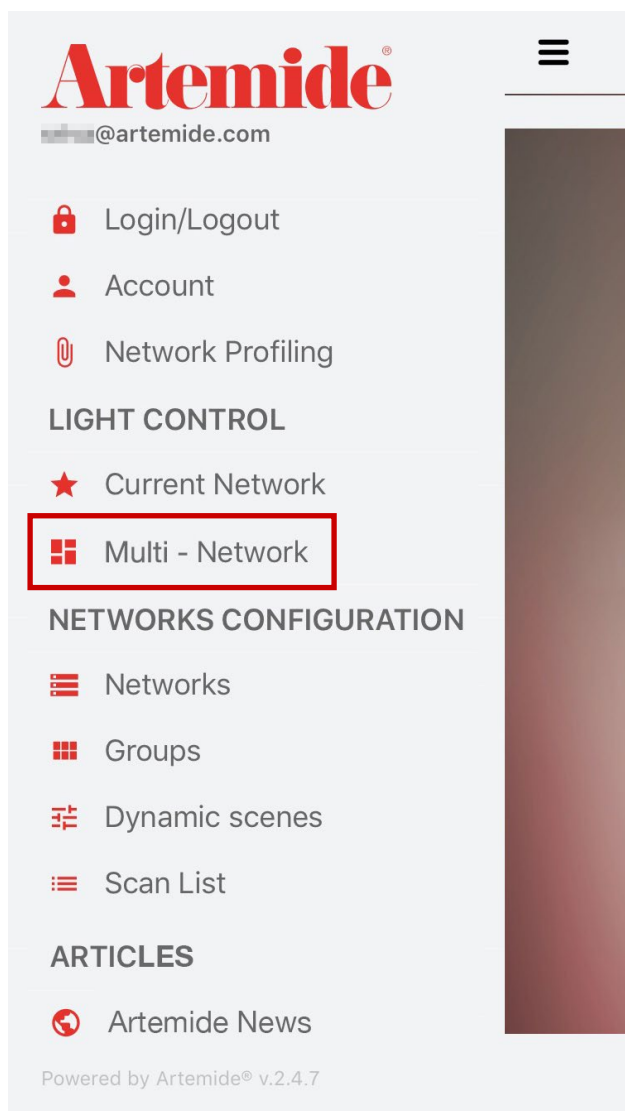


• Enter the password of the account with which you are connected for definitive confirmation of the deletion of the Multi-Network, then press “✓”.

Once the deletion is complete, Artemide App will alert you of the successful operation.

17.6 Scheduler

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An additional functionality regarding the Multi-Network is the possibility to program the management of lamps belonging to the same Network or Multi-Network.

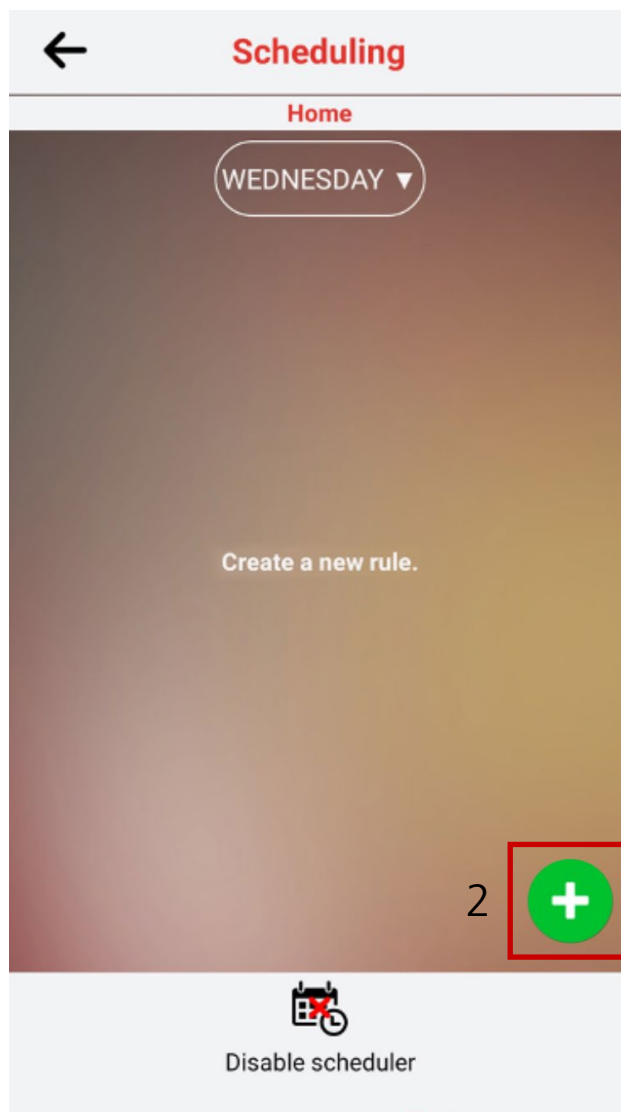
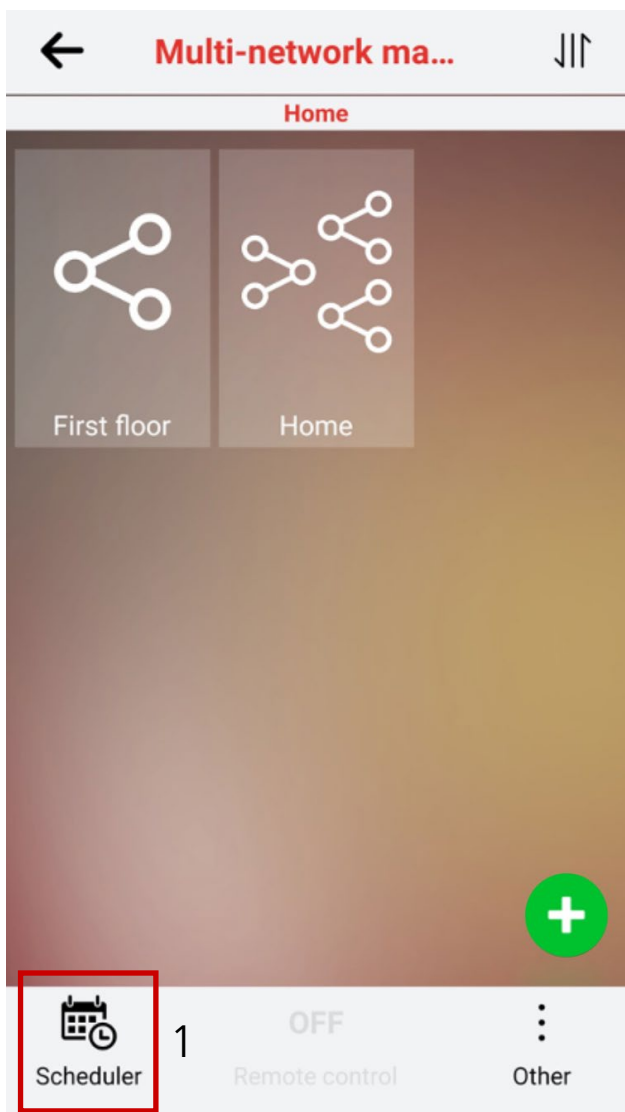
Please note:

To use this feature, you need to have, within each Network, the Artemide Gateway, and you also need to be connected to it via Wi-Fi during scheduling programming.

To access this function:

- Open the menu and click on Multi-Network (see image on the left).
- Click on the Multi-Network (see image on the right)

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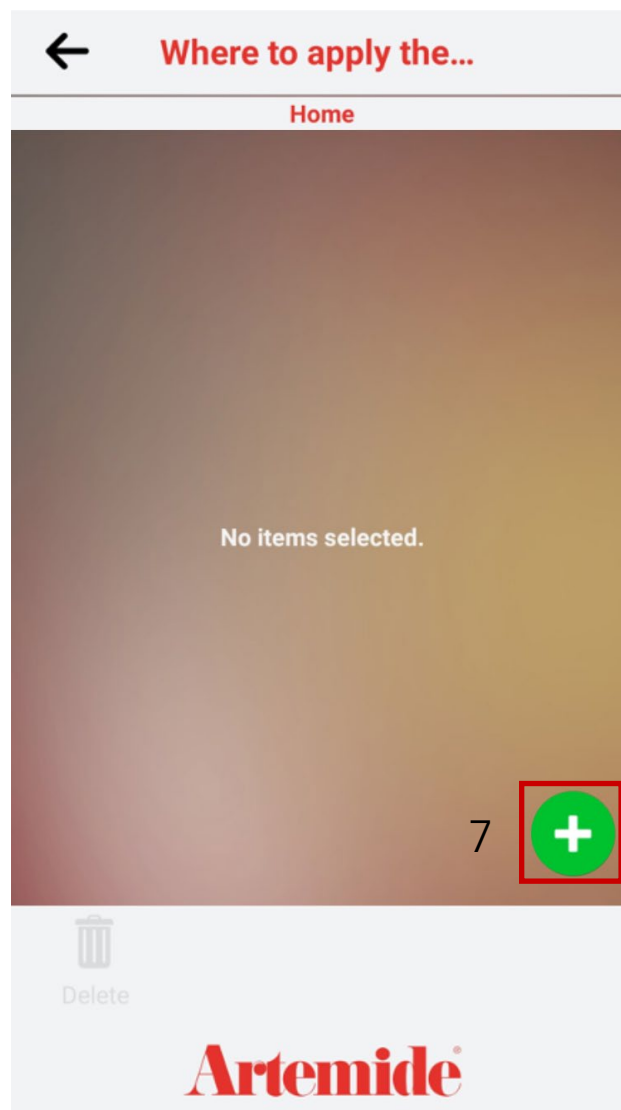
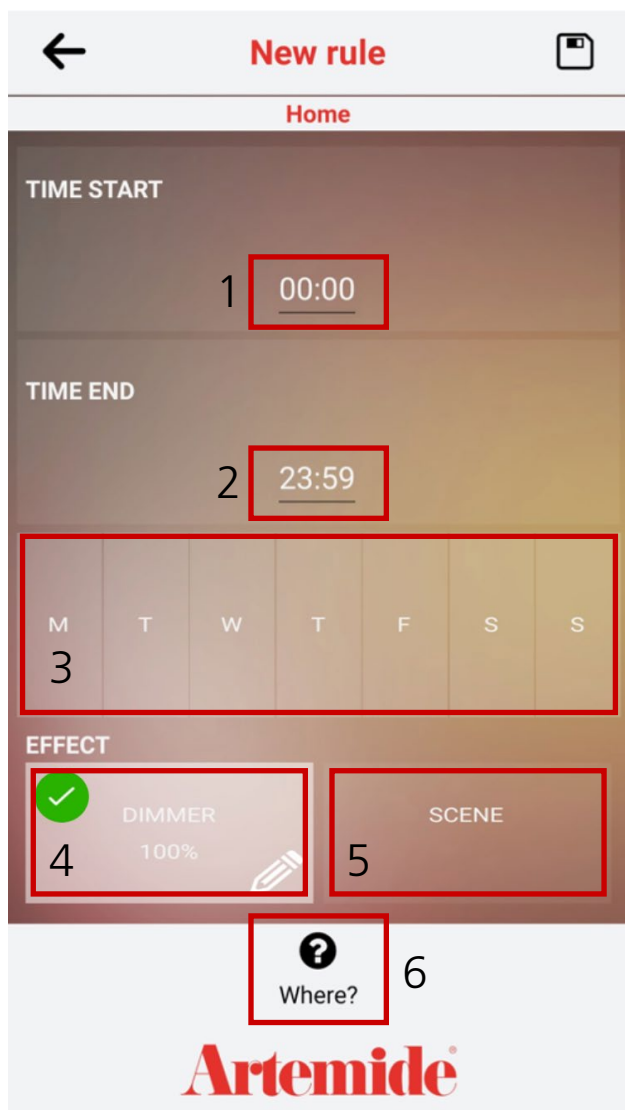
A screen similar to the one on the left will open, displaying the Multi-Network and the Networks that are part of it.

- Click on **“SCHEDULER”** (box 1).

Screen on the right will open.

- Click on **“+”** symbol (box 2) to add a new schedule.

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Screen on the left will open.

1. Select the schedule **START TIME**.
2. Select the schedule **END TIME**.
3. Select the **DAYS OF THE WEEK** when you want to apply the schedule.

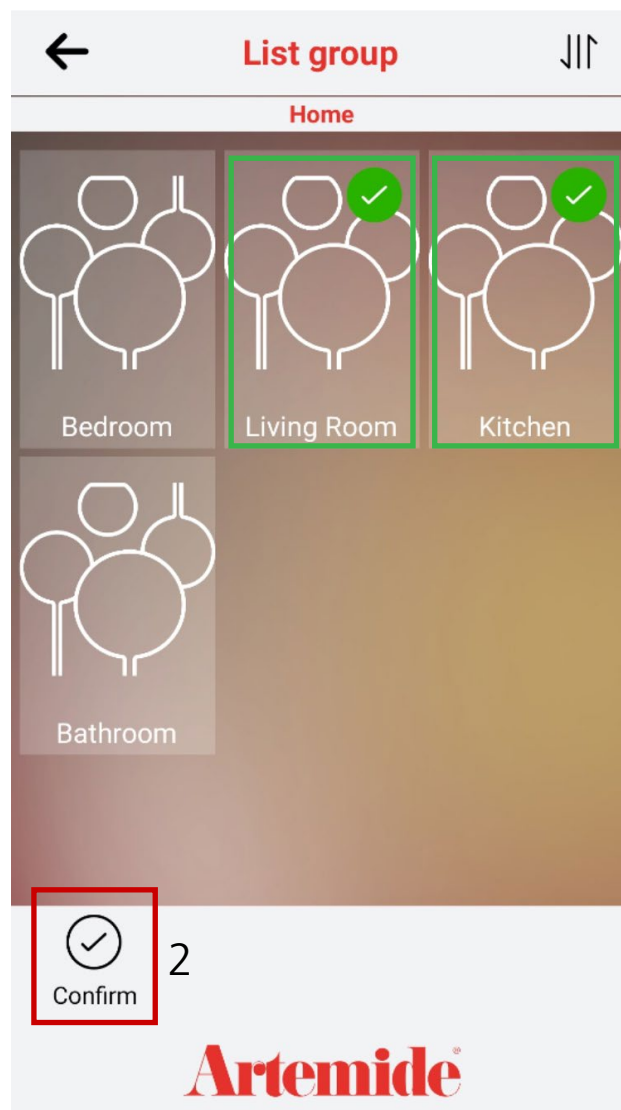
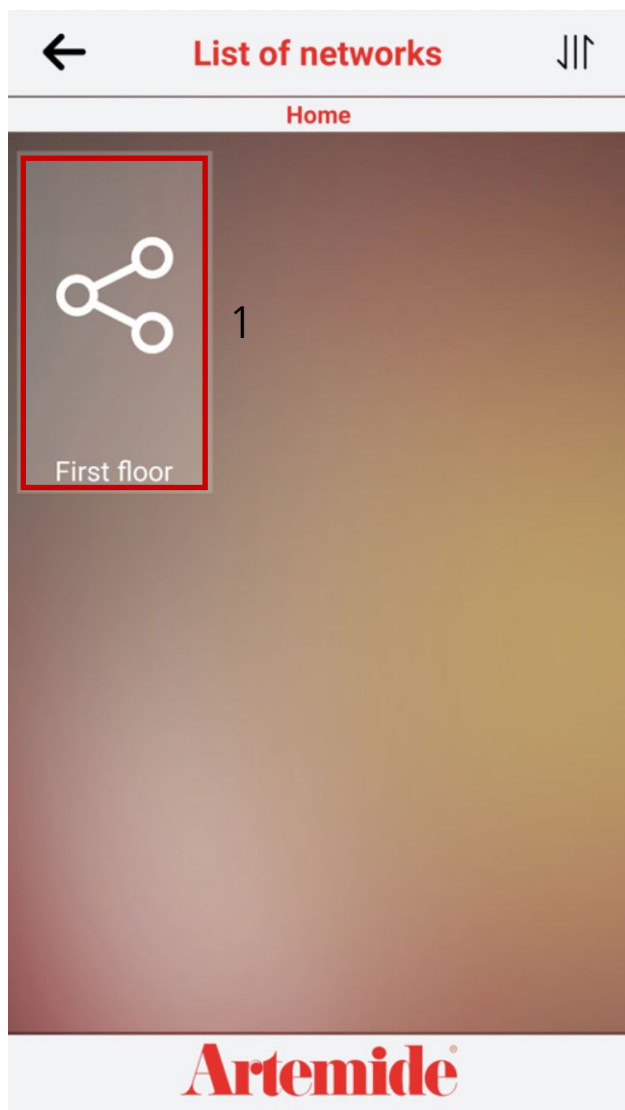
You can also select a certain dimming percentage to apply:

4. Click on **“Dimmer”** and select the desired percentage.
5. You can also select a specific scene to apply, by clicking on **“Scene”** and selecting the desired scene.

- Click on **“WHERE”** (box 6) to choose the receivers of the schedule: a screen similar to the one on the right will open.

- Click on the **“+”** symbol (box 7).

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The list of Networks belonging to the Multi-Network will appear.

- Click on a Network (box 1).

The list of groups belonging to the selected Network will appear.

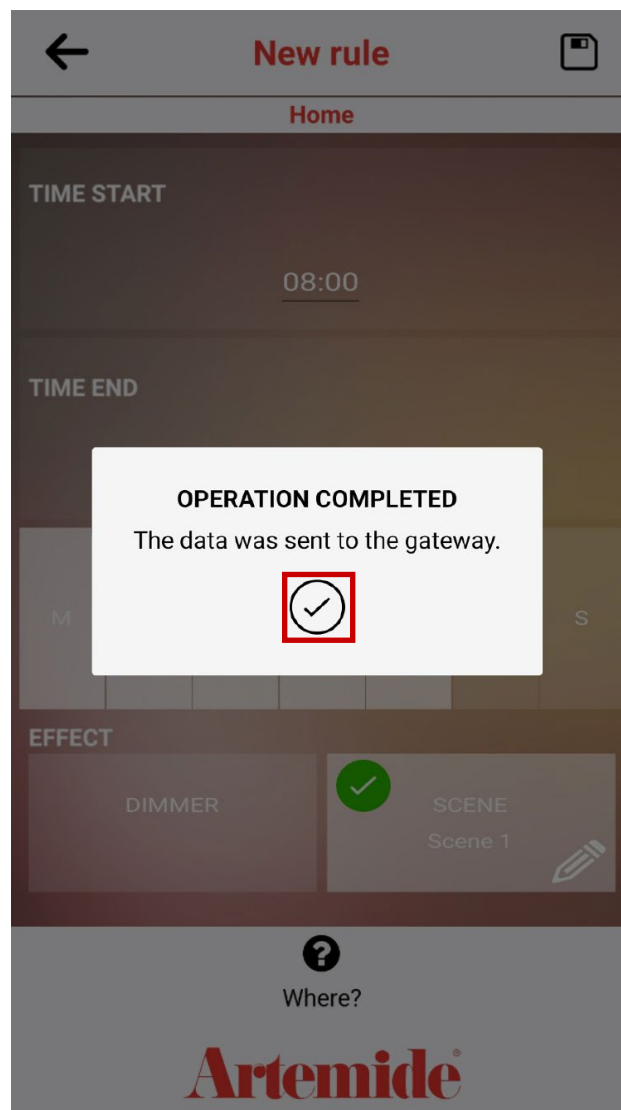
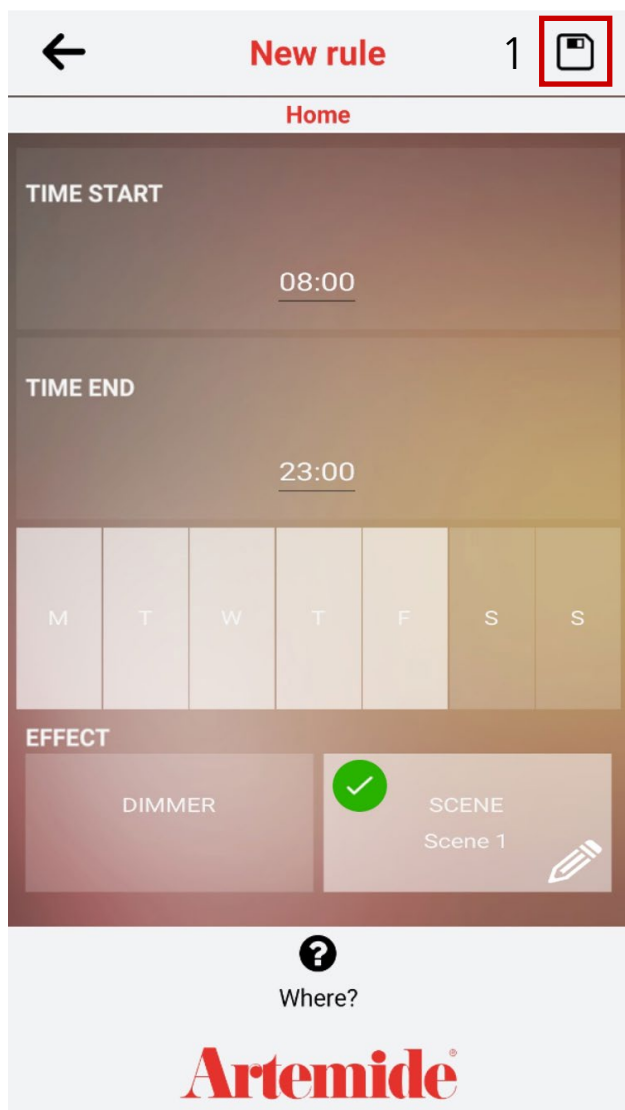
- Click on the groups you want to apply the scheduling to (a tick mark will appear on the icons of the selected groups, see green boxes in the image on the right).

- Click on **“CONFIRM”** to proceed (box 2).

Please note:

in this example we present scheduling applied to a single Network (“First Floor”) present in our Multi-Network (“Home”), but it is possible to program and apply the scheduling to several Networks/groups present in the Multi-Network at the same time. Repeat operations shown in the previous paragraphs with the different Networks and groups to which you want to apply the same scheduling.

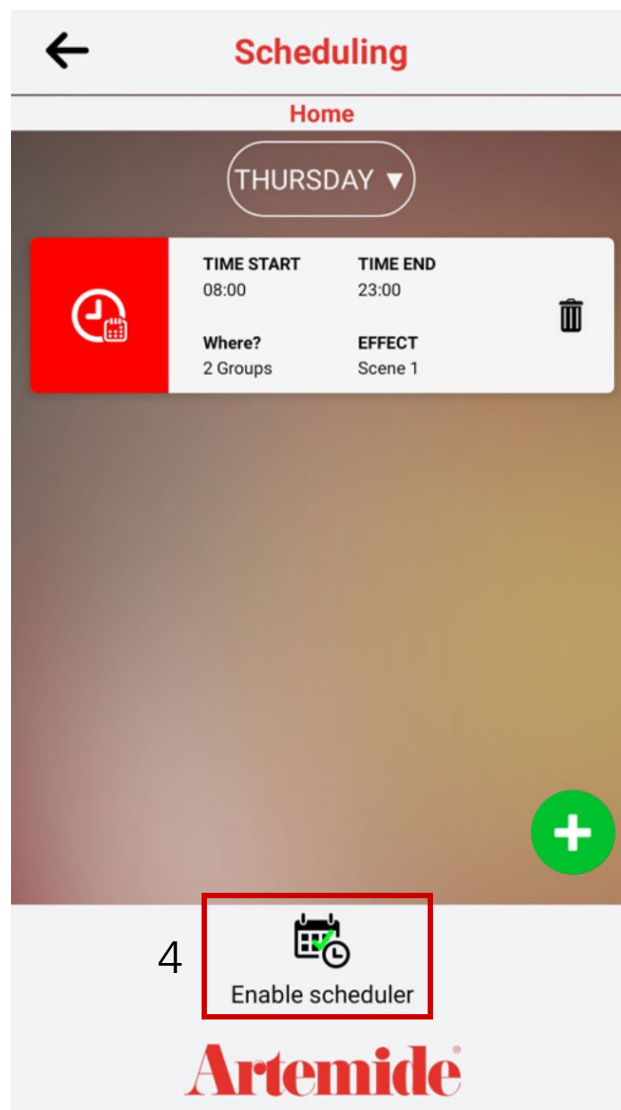
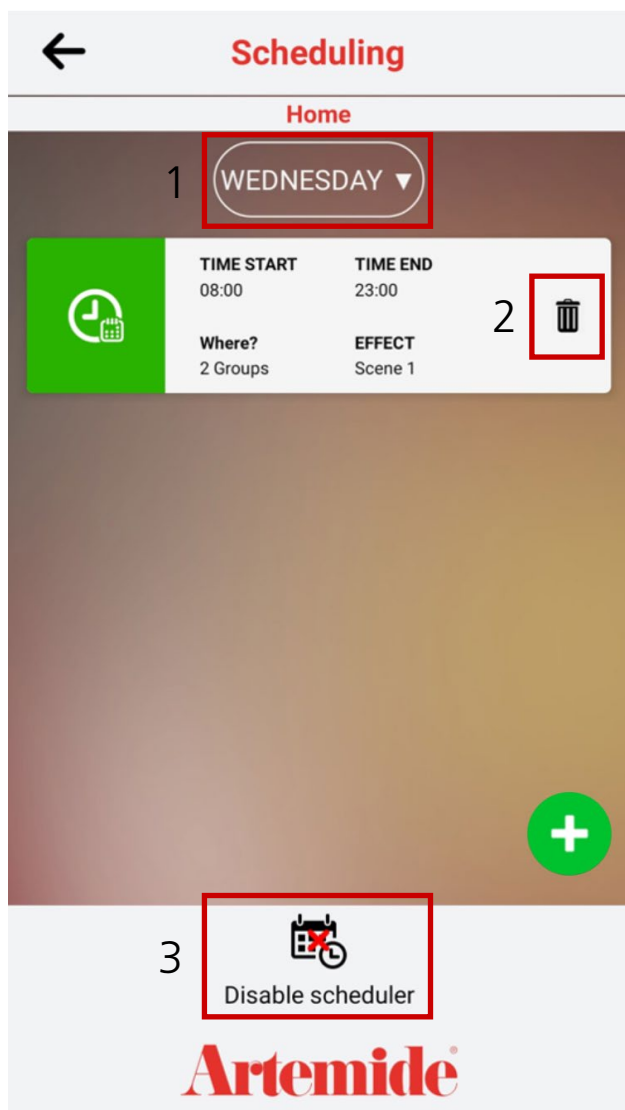
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Once you set all the parameters and selected the receivers, click on **“SAVE”** (box 1) to save the settings.

Once the operation is complete, a confirmation pop-up message will appear.

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On the main page you will now be able to see a summary of the schedule.

- By clicking on the **DAY** (box 1) you can select another day of the week and view its programmed schedule, if already present.
- By clicking on the **“RECYCLE BIN”** symbol (box 2) you can delete the schedule.
- By clicking on **“DISABLE SCHEDULER”** (box 3) you can temporarily deactivate the programmed schedule.

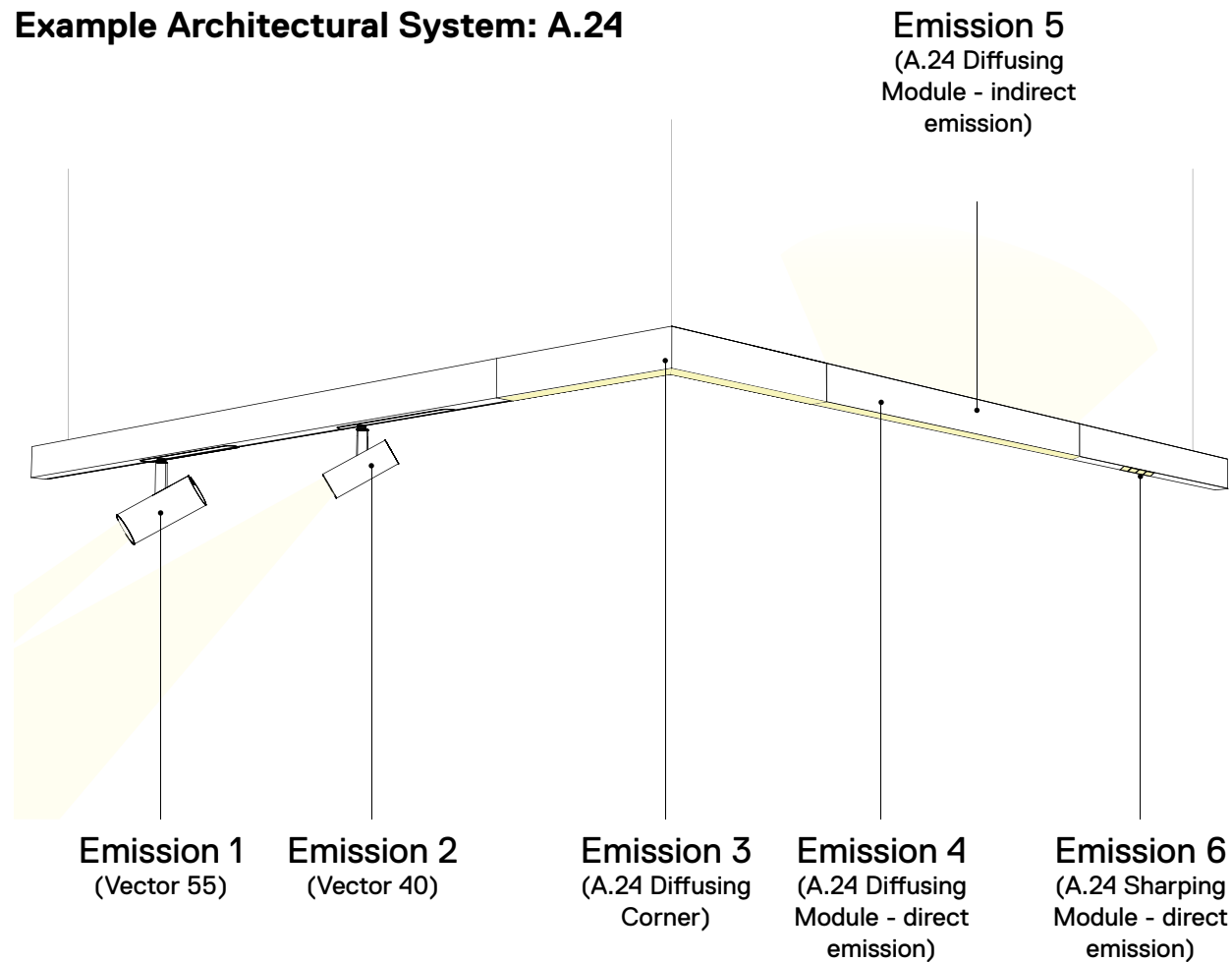
Once you confirm the deactivation of the scheduler, the scheduler will be shown with a red icon. To reactivate the scheduling, click on **“ENABLE SCHEDULER”** (box 4).

18.

Architectural Systems Management

DALI BLL
Interface

Example Architectural System: A.24

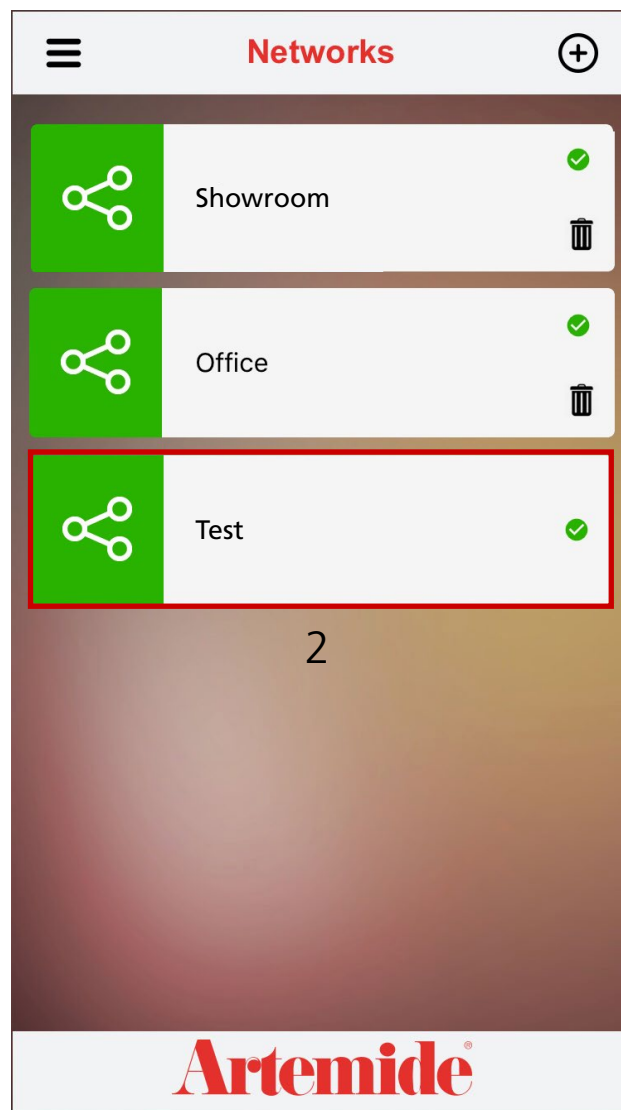
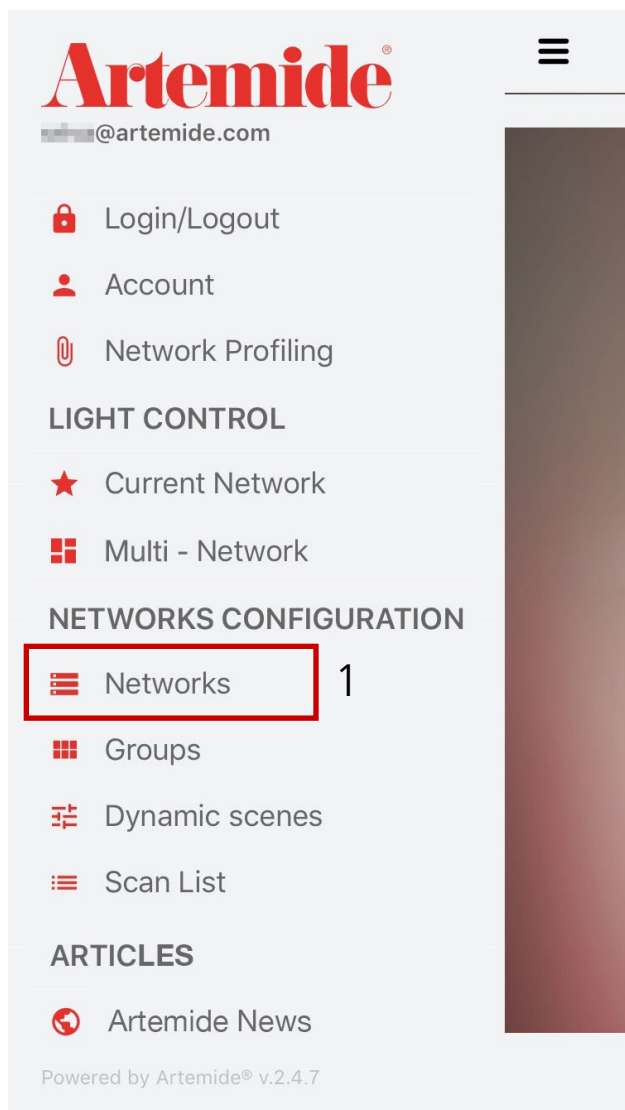


The association and management of complex architectural systems differs in some aspects from the association and management of stand-alone lamps (whose procedures have been explained in chapters 3 to 11).

In order to manage an architectural system through Artemide App (by its nature configurable in different ways), first of all you have to associate to the Network an electronic device, the **DALI-BLL interface**, which acts as a bridge between the lighting system and the Artemide App, identifying all emissions present in the system and allowing their management (punctual or overall) through your smart-device.

Lighting system will be named “**DALI**”, while each light emission belonging to this system will be identified by Artemide App as “**DALI Driver**”.

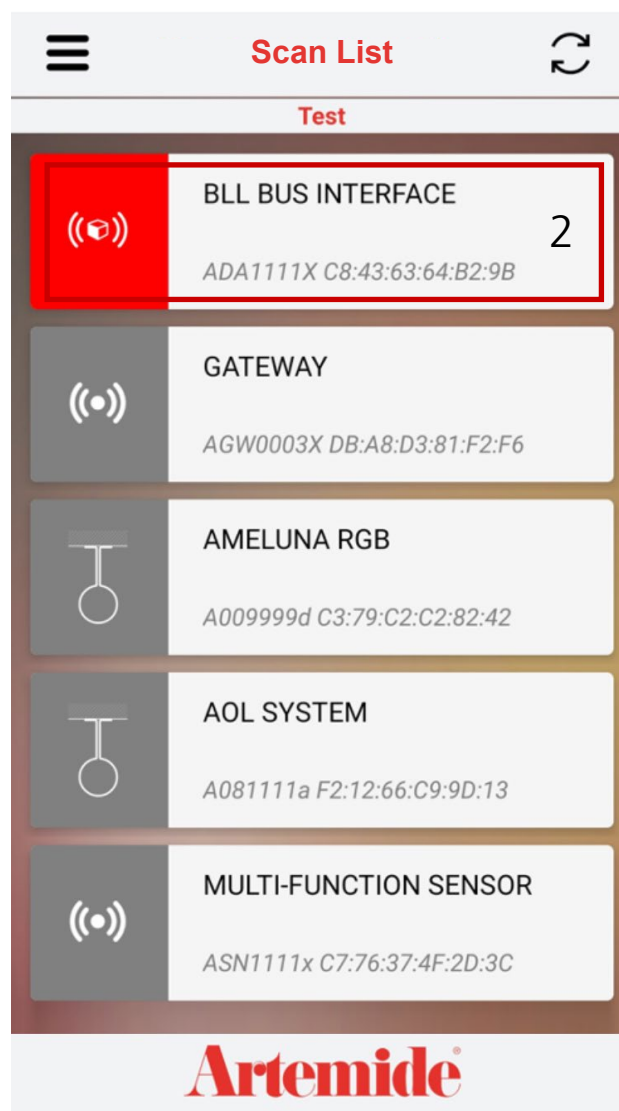
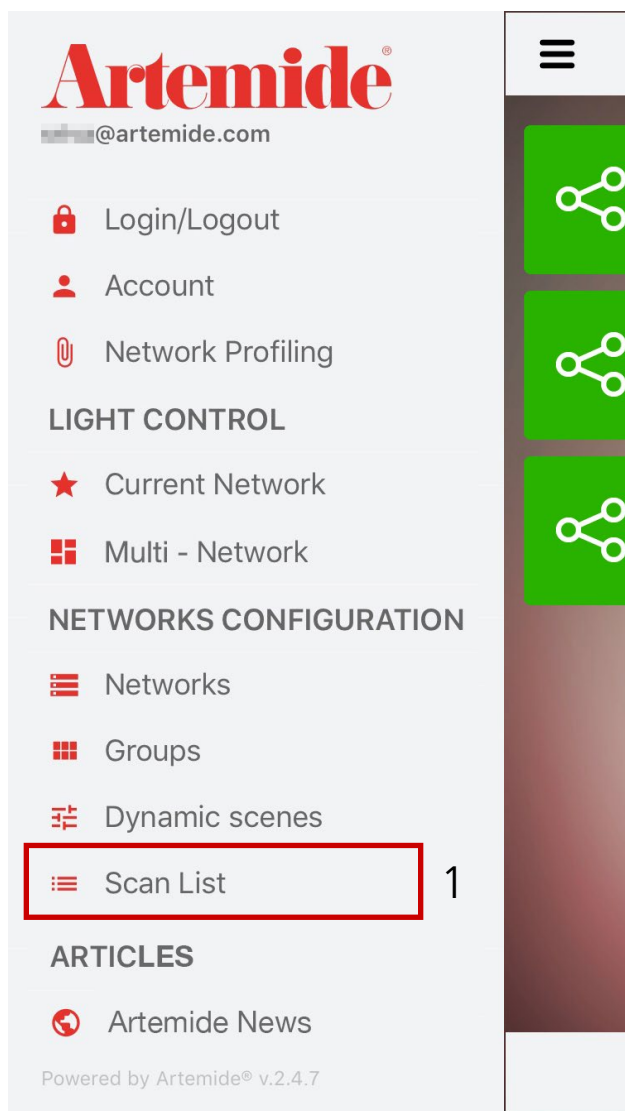
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This section of the manual is dedicated to DALI-BLL Interface configuration.

Go to the Menu and click on “**NETWORKS**” (box 1). Then select the Network in which to add DALI-BLL Interface (box 2).

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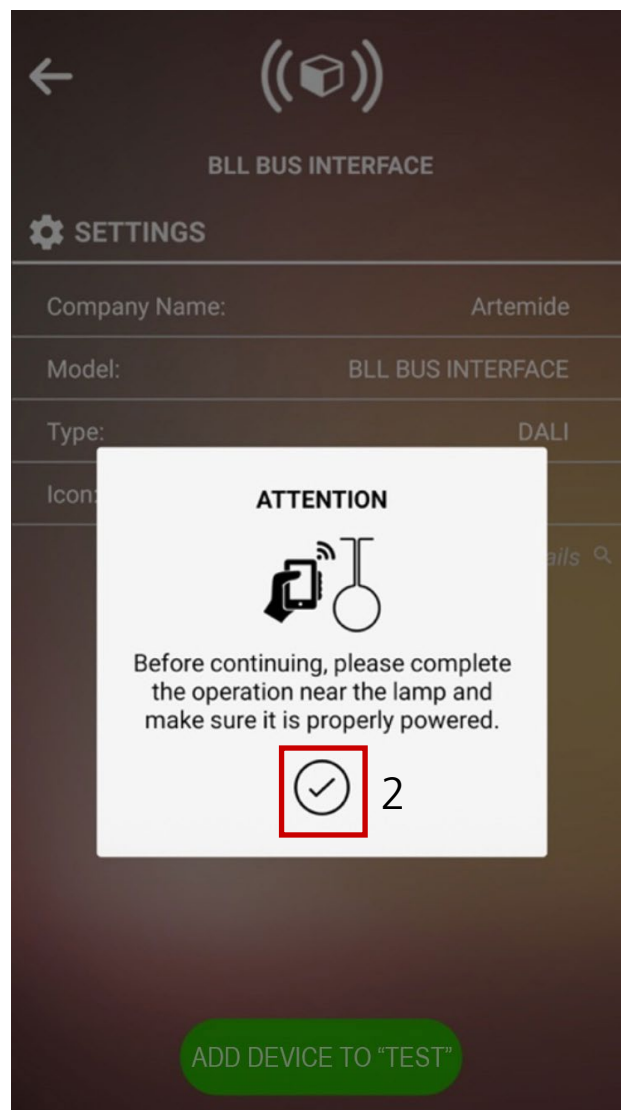
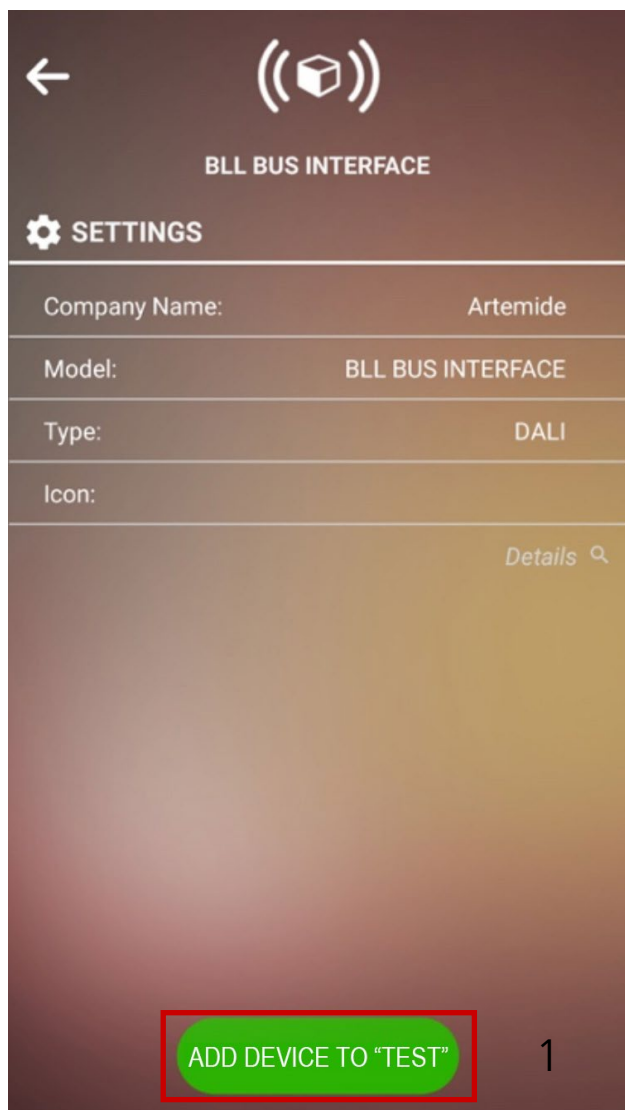


Open the side menu again and click now on “SCAN LIST” (box 1).

A screen similar to the one on the right will open.

Click on the icon for the **DALI BLL Interface** (box 2).

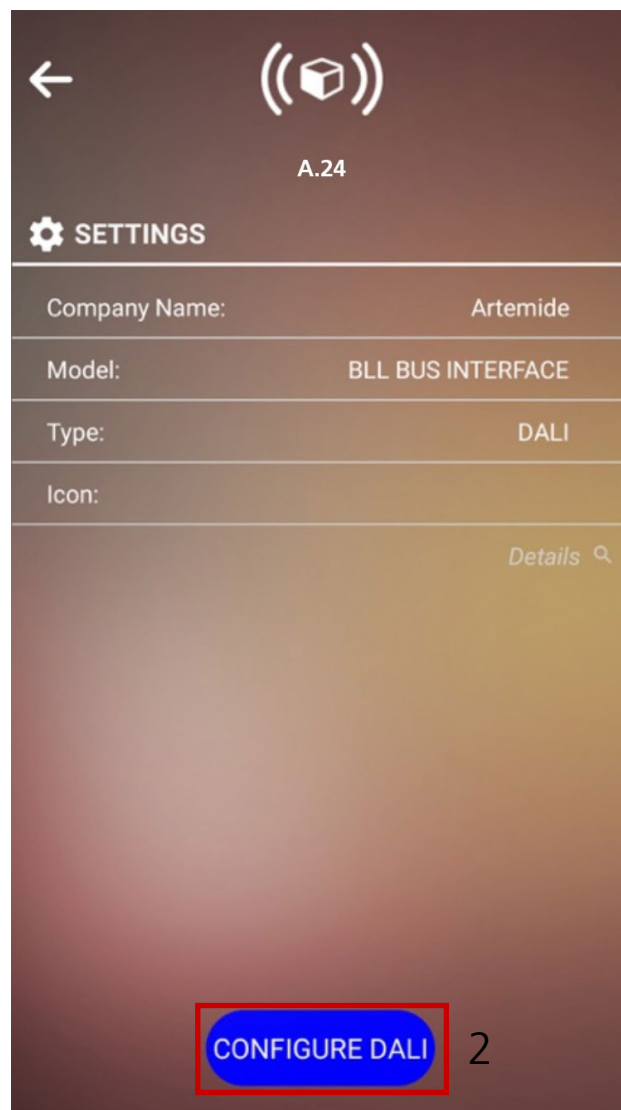
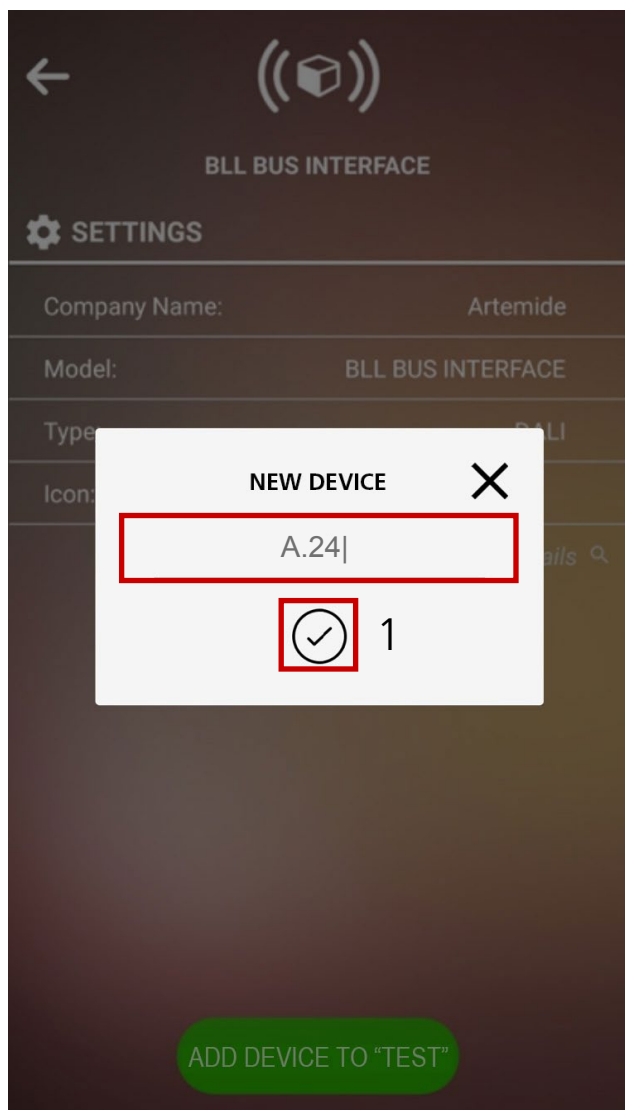
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A screen similar to the one on the left will open.

- Click on **“ADD DEVICE TO...”** (box 1) to add the DALI BLL interface to your Network.
- Click on **“✓”**(box 2) to proceed.

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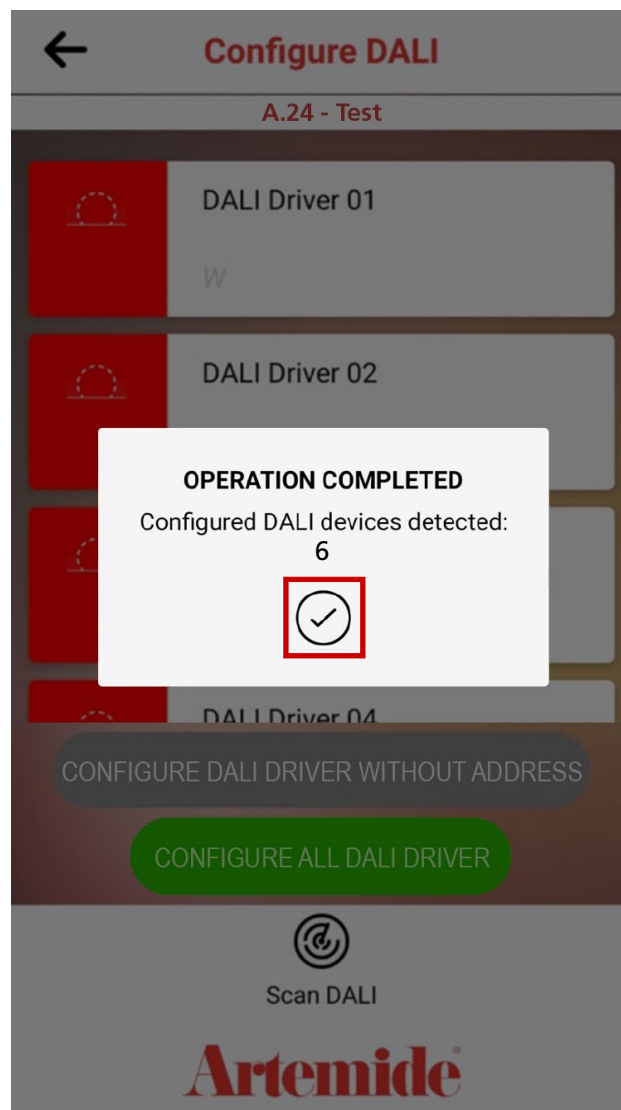
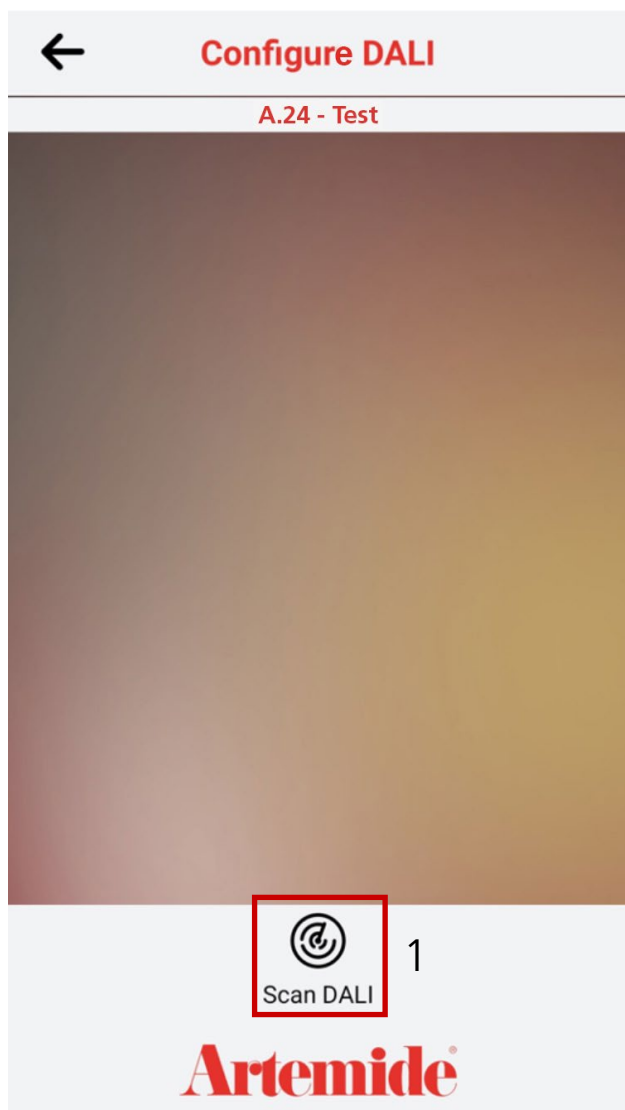


Enter the name you want to give the entire DALI system in the pop-up that appears and then press "✓" (box 1).

A screen similar to the one on the right will open.

- Click on "CONFIGURE DALI" (box 2) to start the procedure for associate emissions belonging to our DALI system (just renamed, in our example, "A.24").

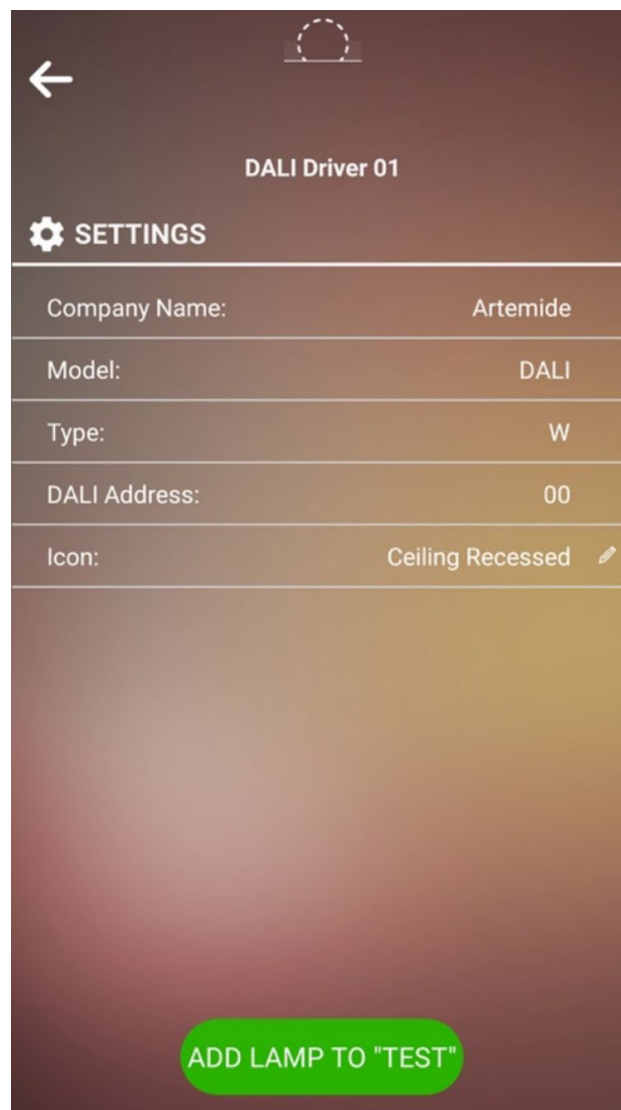
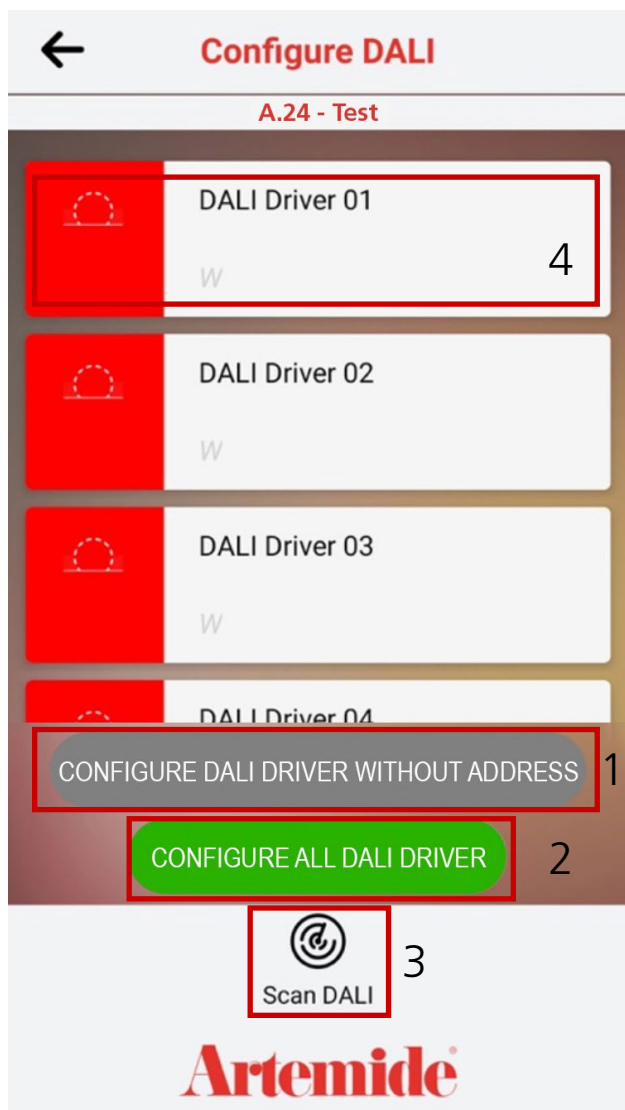
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You will now see the screen on the right.

- Click on “**SCAN DALI**” (box 1) to scan all DALI drivers in the system. Once the search is over, a pop-up will appear showing the number of DALI drivers detected (i.e. the number of emissions belonging to our A.24 system).

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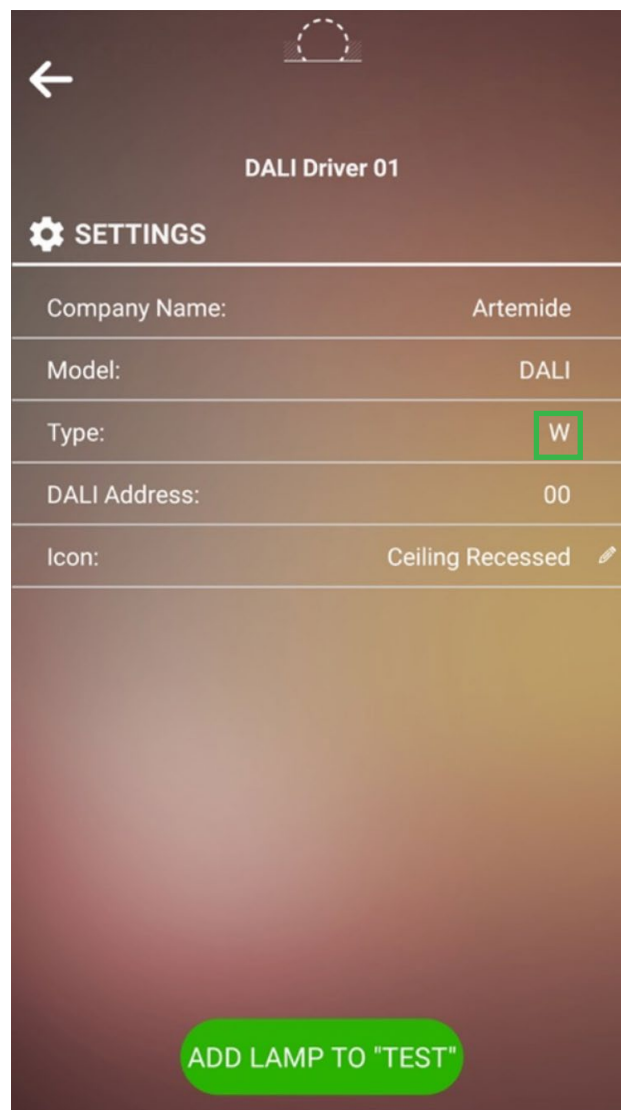
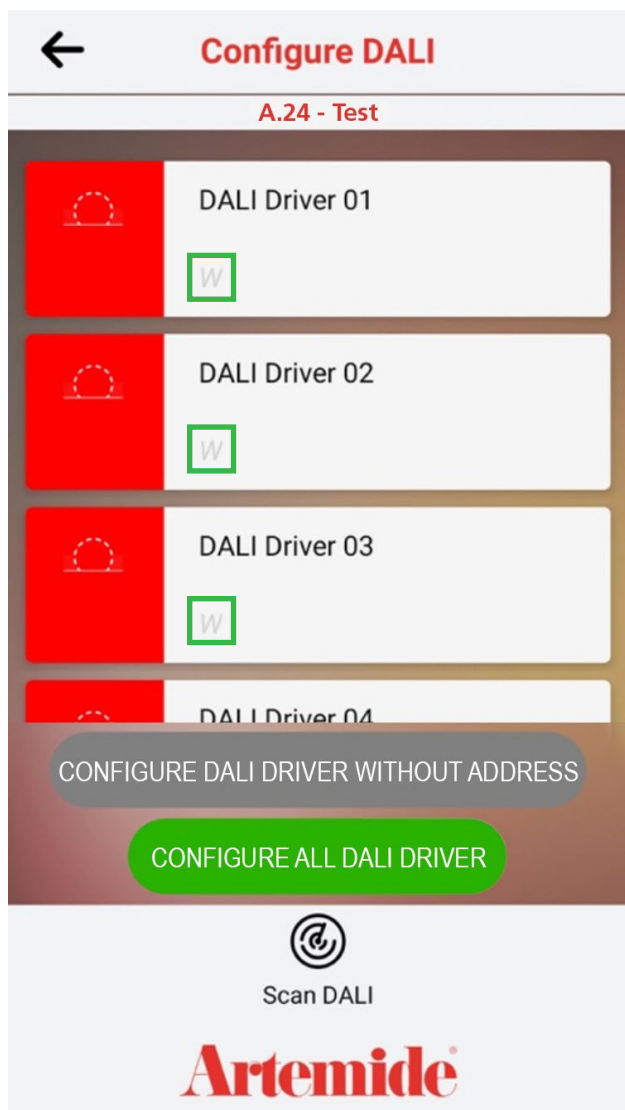
Once you clicked on “✓”, you will get a screen similar to the left one.

From this page you can:

- Configure **DALI Driver** without address (box 1): you can proceed with the configuration of DALI drivers not yet configured. DALI drivers that already have a configuration won't be changed.
- Configure all DALI Drivers (box 2): you can proceed with the configuration of all DALI drivers. Devices already configured will be reset.
- Repeat DALI drivers scan. It is possible that during the first scan some devices were not detected. To repeat the search, click on “Scan DALI” (box 3).

From this page you can also add each DALI driver to your Network. If you press on the DALI Driver you want to add (box 4), a screen similar to the one on the right will open.

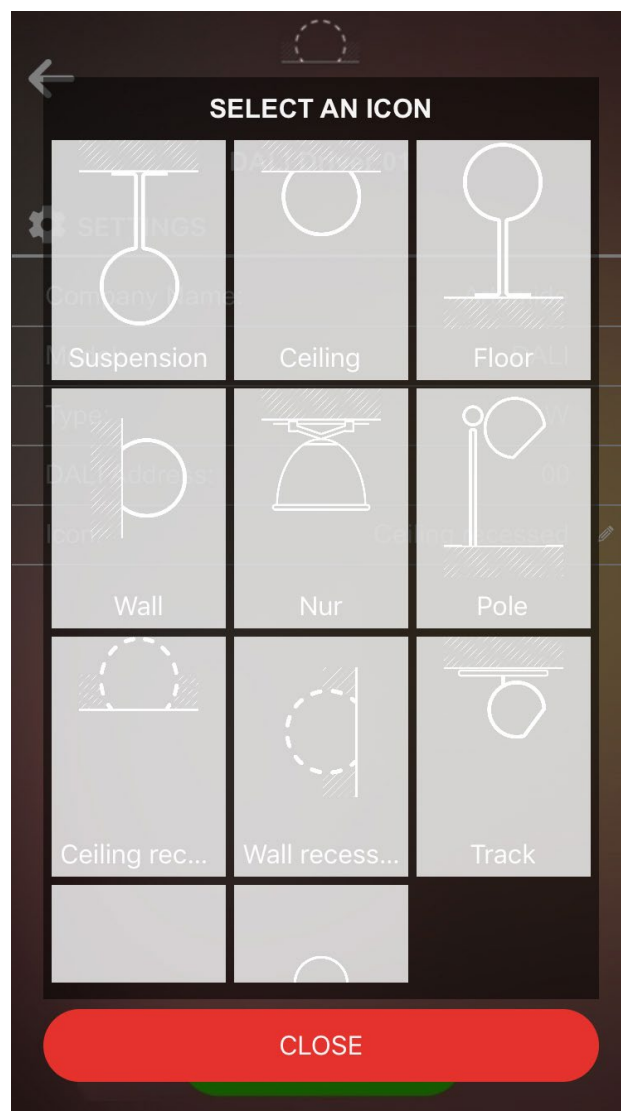
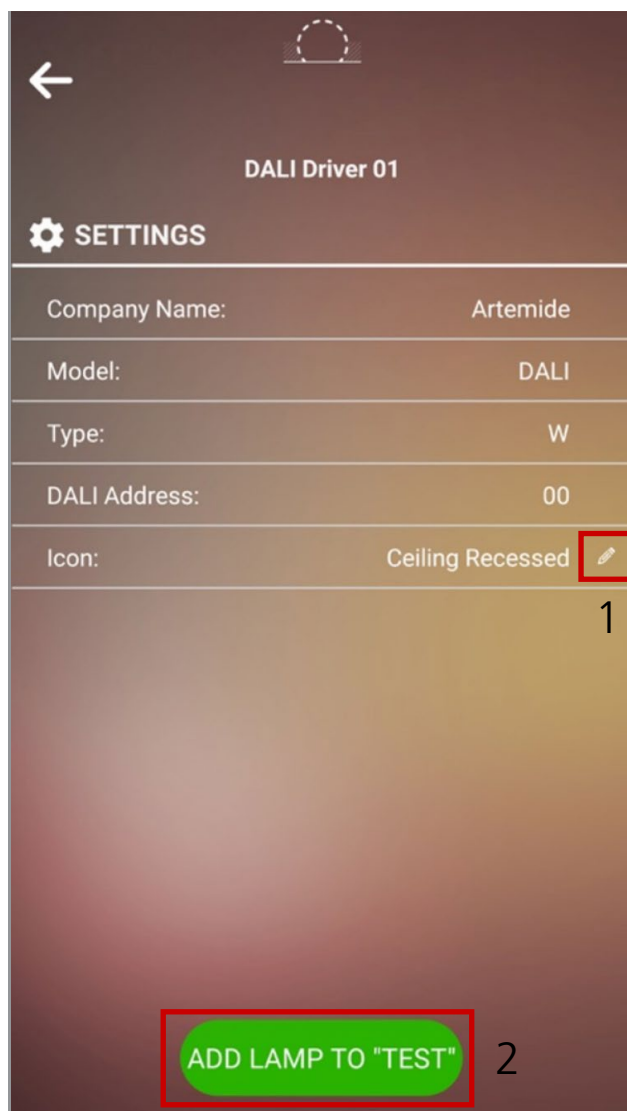
Index



Please note:

in both these screens you can see the emission type of each lamp (see green boxes): for now, available lamp types for the DALI system are White (W) or Tunable White (TW).

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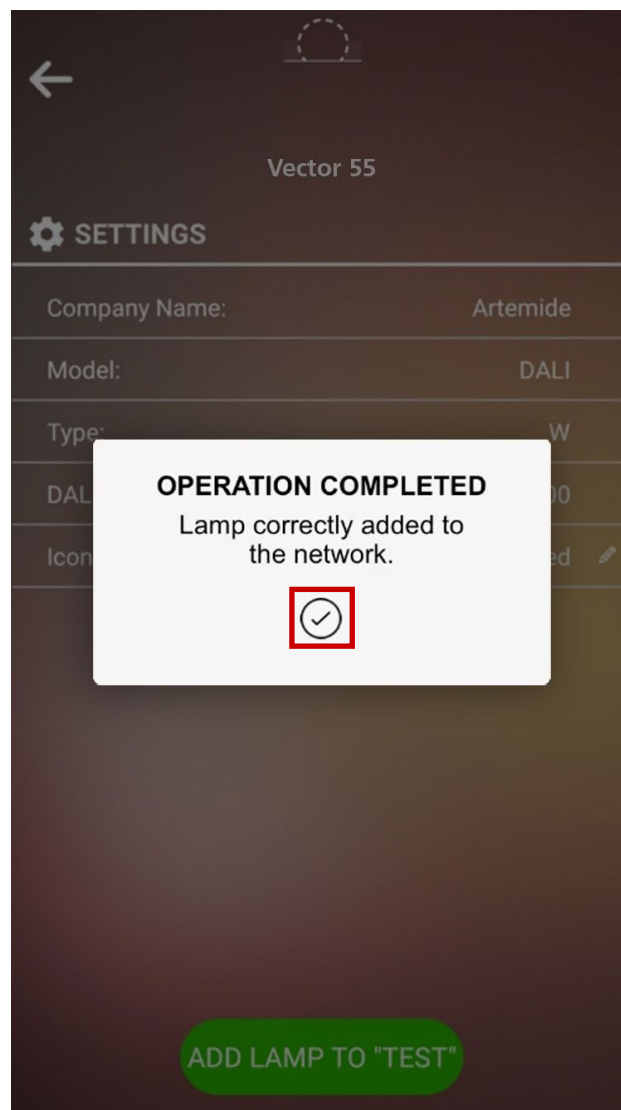
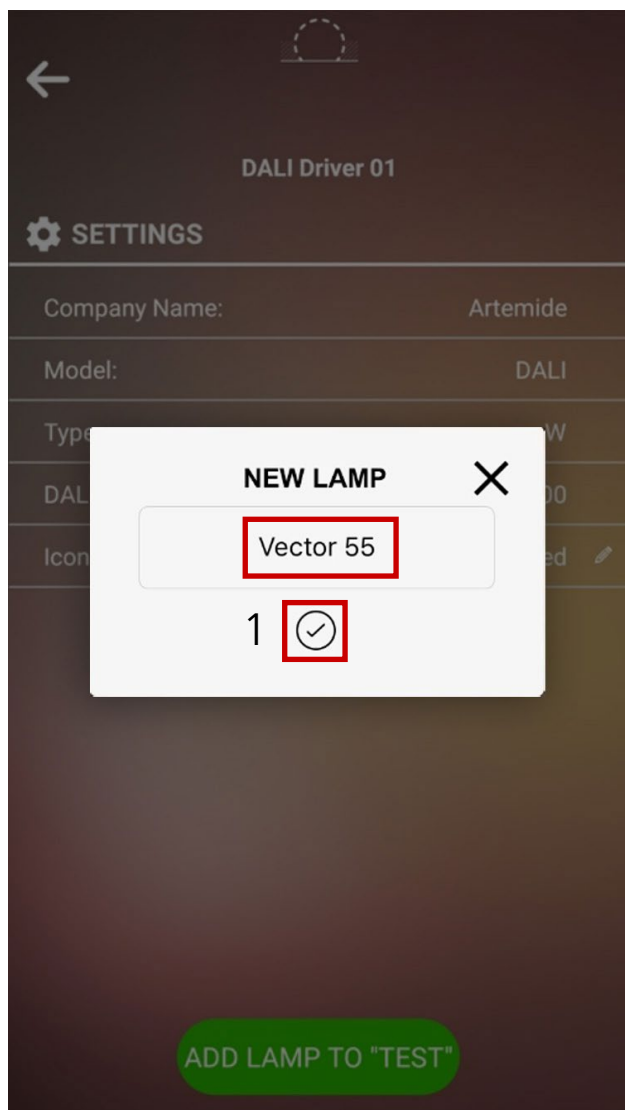


At this point, the selected DALI Driver, corresponding to an emission from our system, will be easily detected as it will start flashing.

By clicking on the symbol shown in box 1, screen on the right will appear. From here it will be possible to match the selected emission with the type of lamp (and the corresponding icon accordingly), to facilitate its recognition and subsequent management.

By clicking on **“ADD LAMP TO...”** (box 2) you will associate the lamp in your own Network (see following pages).

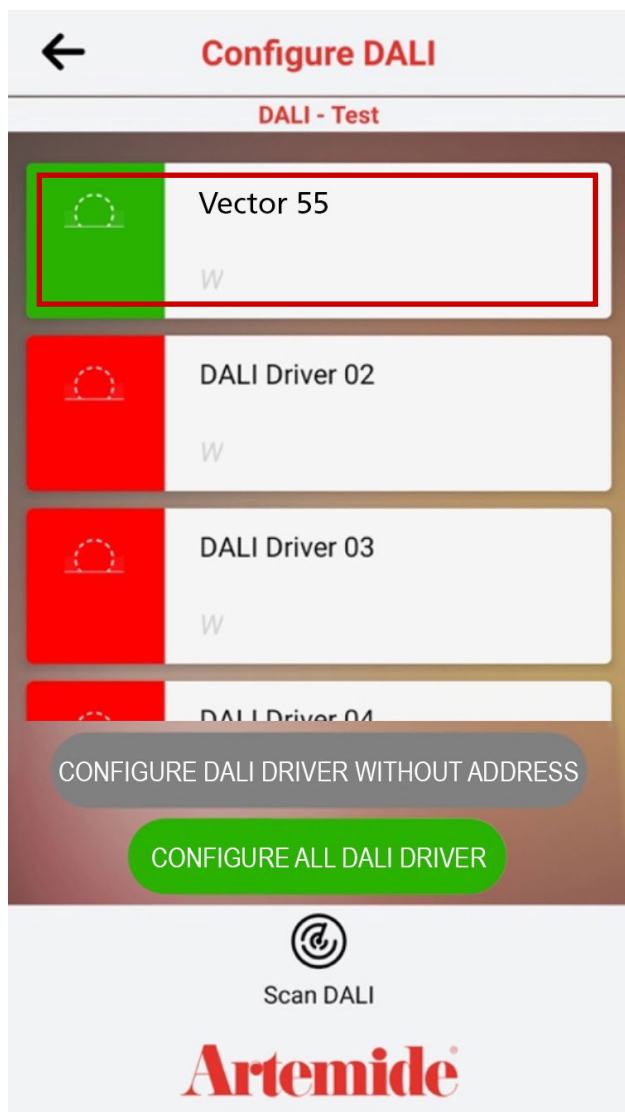
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Enter the name you wish to give the lamp, then click on “✓” (box 1).

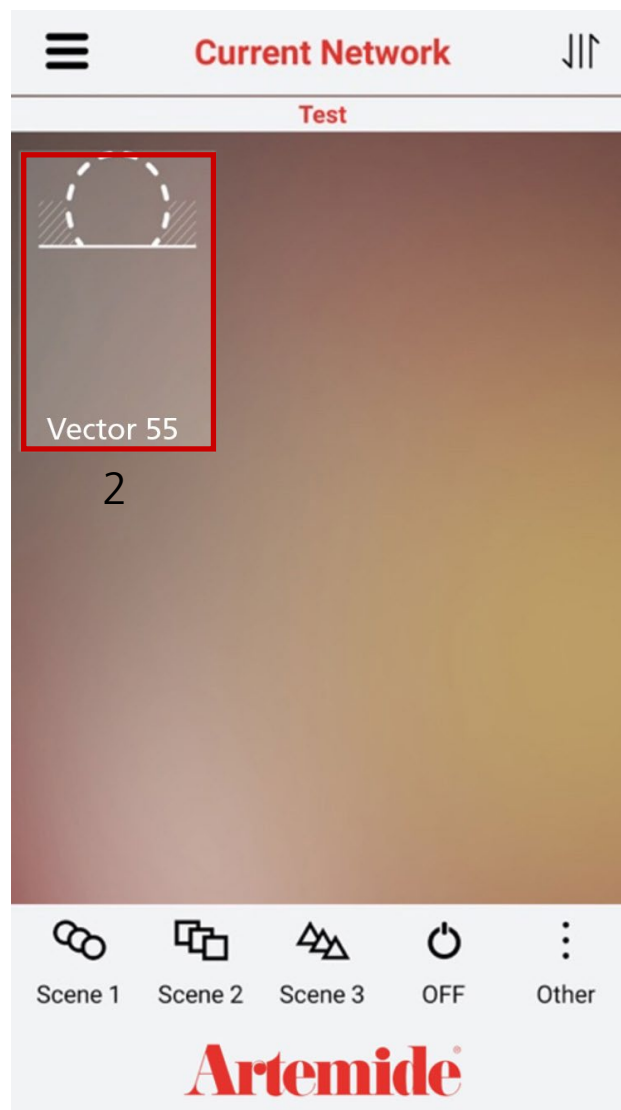
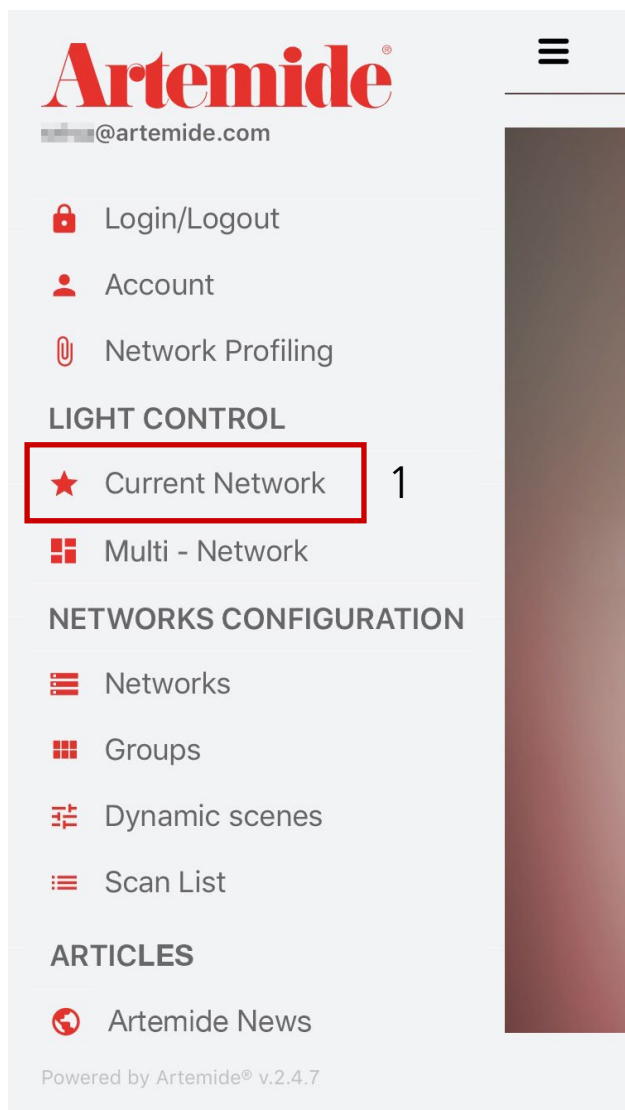
A message will appear, confirming the operation: the lamp has been correctly associated to the Network.

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Returning to the previous screen, you will now see the DALI driver that was added in green. Repeat this operation for all the DALI drivers you wish to add to the Network.

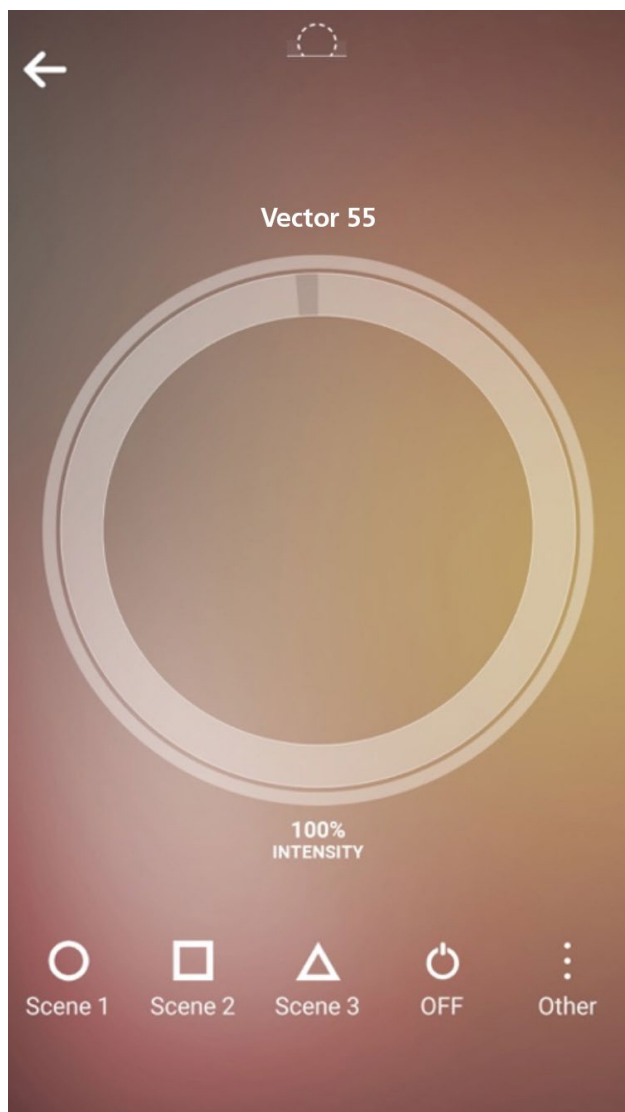
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To control the DALI system, open the side menu and click on “CURRENT NETWORK” (box 1).

You will see DALI Drivers added to your Network. Click on the driver icon (box 2).

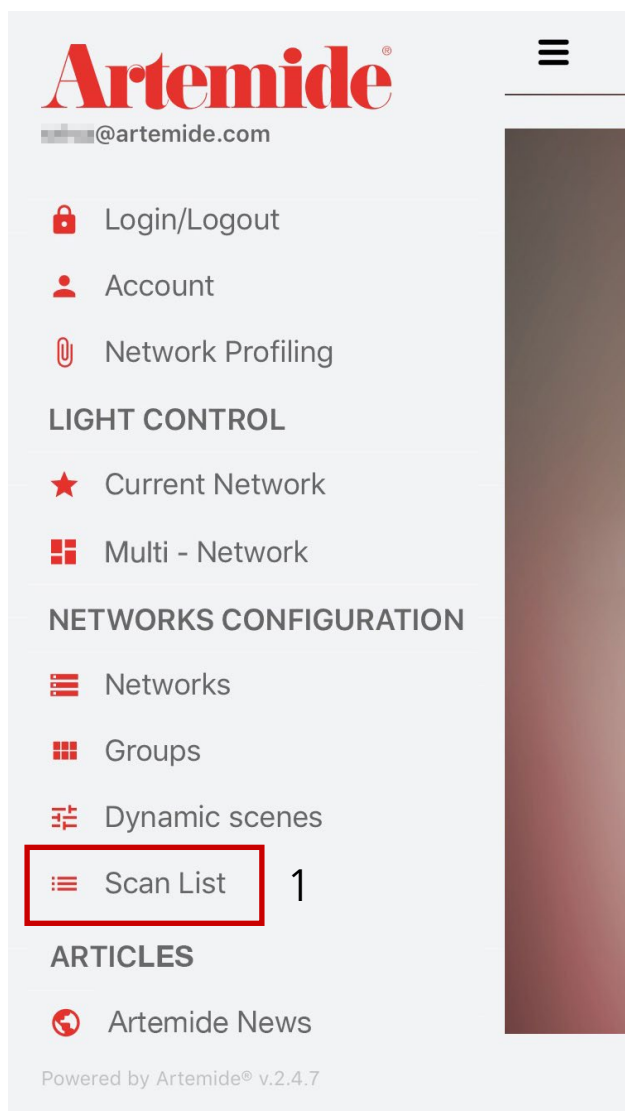
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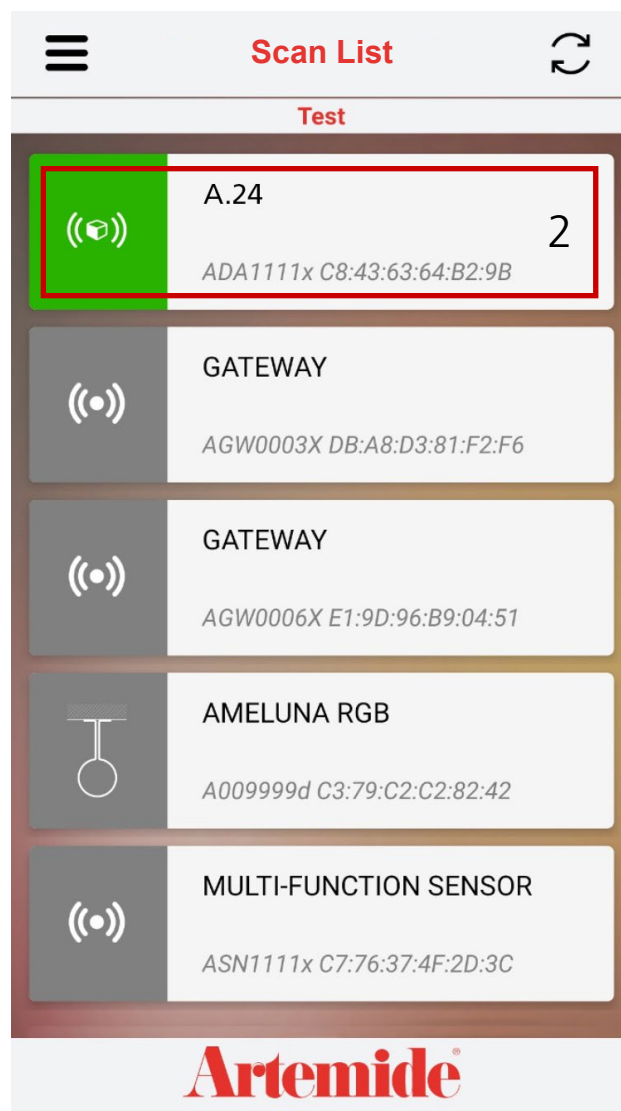
A screen similar to the one here beside will appear.

From this page you can manage DALI drivers (change intensity, set default or custom scenes, etc.). The functioning is the same as previously described for the lamps, please refer to previous chapters of this manual (5. Current Network and following chapters).






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The image shows the Artemide mobile app home screen. The top left features the Artemide logo and the email address @artemide.com. Below this are navigation options: Login/Logout, Account, and Network Profiling. The main menu is divided into sections: LIGHT CONTROL (Current Network, Multi - Network), NETWORKS CONFIGURATION (Networks, Groups, Dynamic scenes, Scan List), and ARTICLES (Artemide News). The 'Scan List' option is highlighted with a red box and a '1' next to it. At the bottom, it says 'Powered by Artemide® v.2.4.7'.



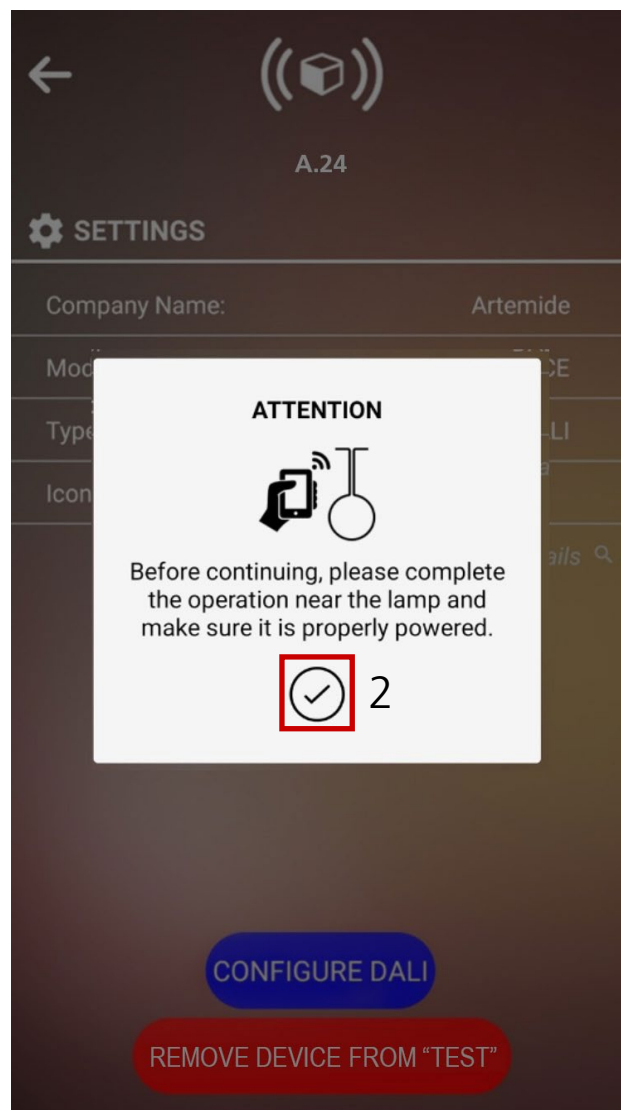
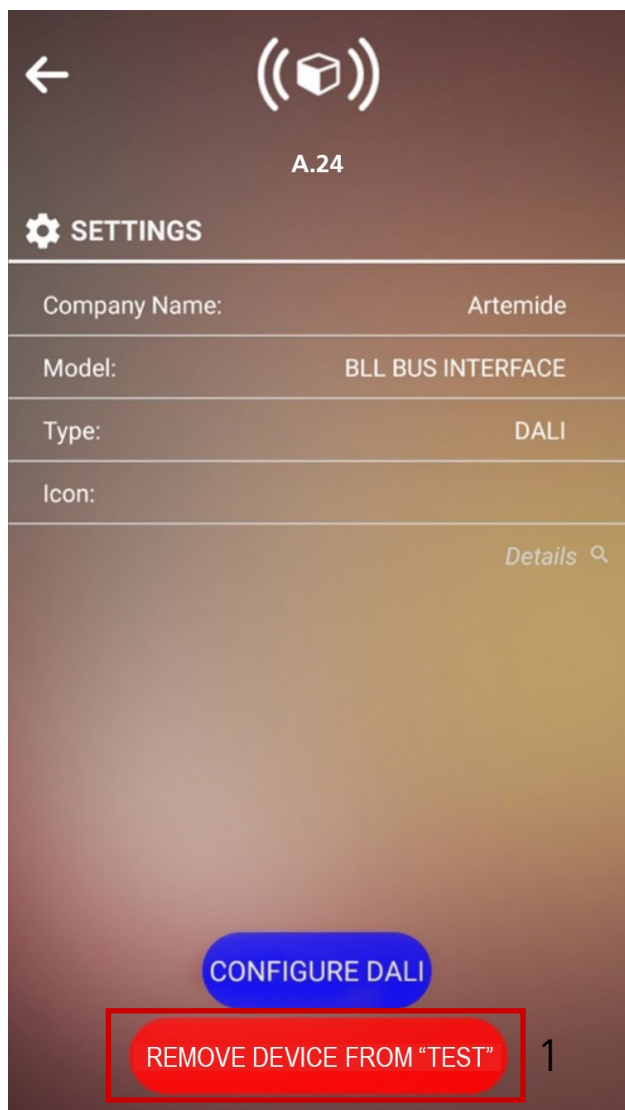
The image shows the 'Scan List' screen in the Artemide mobile app. The title is 'Scan List' with a refresh icon. Below the title is a 'Test' button. The list contains five items, each with an icon, a name, and a MAC address. The first item, 'A.24', is highlighted with a green box and a red border, and has a '2' next to it. The other items are 'GATEWAY', 'GATEWAY', 'AMELUNA RGB', and 'MULTI-FUNCTION SENSOR'. The Artemide logo is at the bottom.

Icon	Name	MAC Address	Count
	A.24	ADA1111x C8:43:63:64:B2:9B	2
	GATEWAY	AGW0003X DB:A8:D3:81:F2:F6	
	GATEWAY	AGW0006X E1:9D:96:B9:04:51	
	AMELUNA RGB	A009999d C3:79:C2:C2:82:42	
	MULTI-FUNCTION SENSOR	ASN1111x C7:76:37:4F:2D:3C	

To remove the entire DALI system or individual drivers from your Network:

- Open the menu and click on “SCAN LIST” (box 1).
- Click on the DALI system you want to remove.

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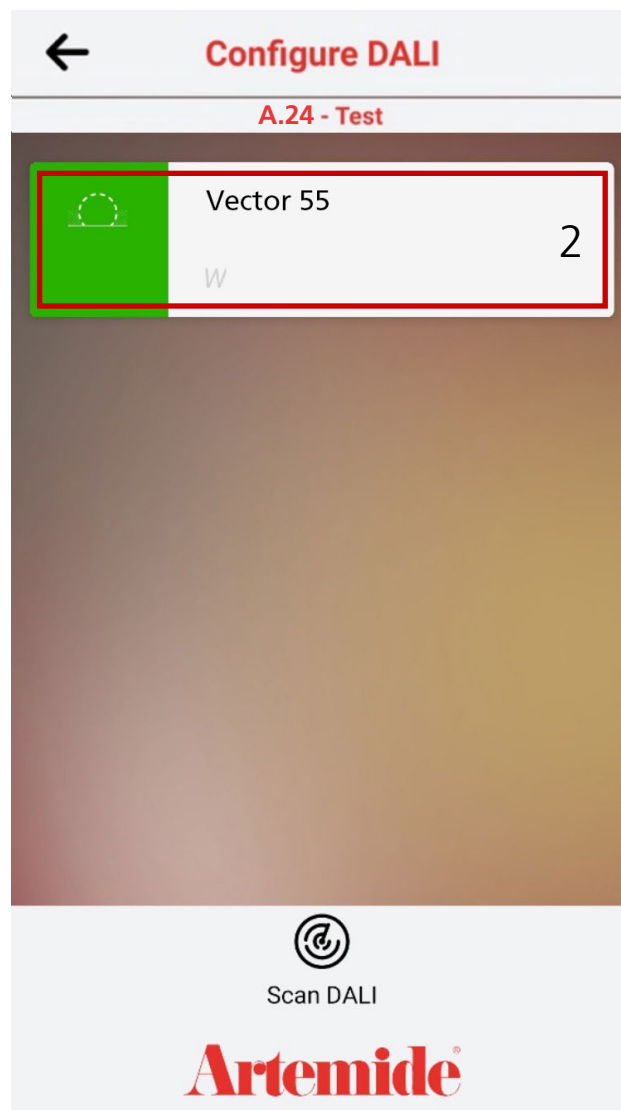
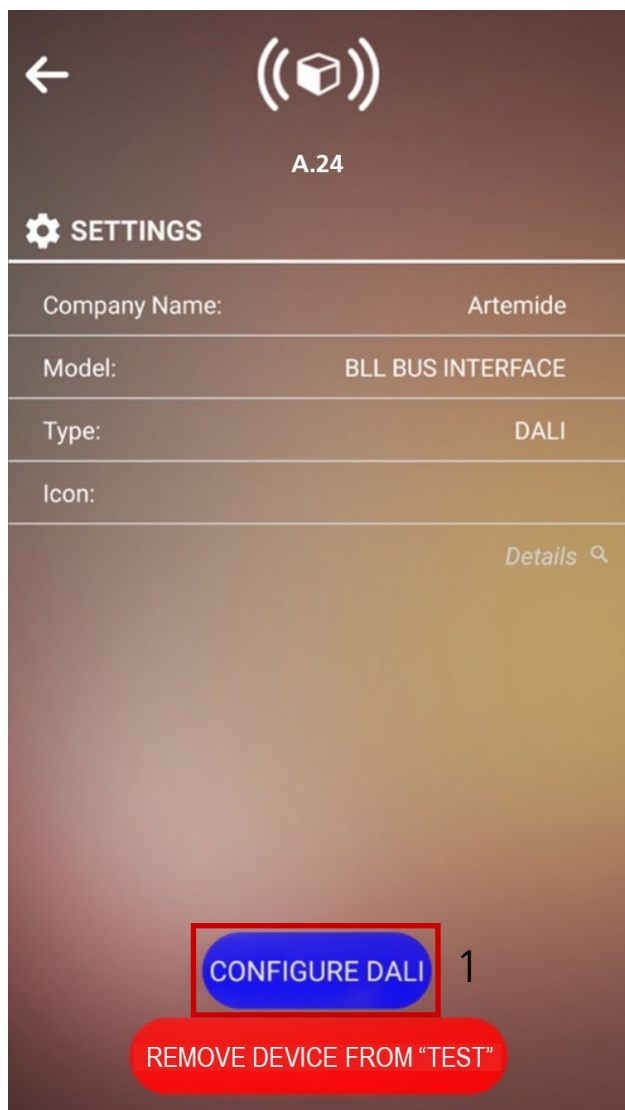
To remove the entire system from your Network:

- Click on **“REMOVE DEVICE FROM...”** (box 1) on the left screen.
- Click on **“✓”** and **“CONFIRM”** in the two pop-ups that will appear (2 and 3) to proceed with the removal.



Once the operation is complete, the app will display a confirmation message.

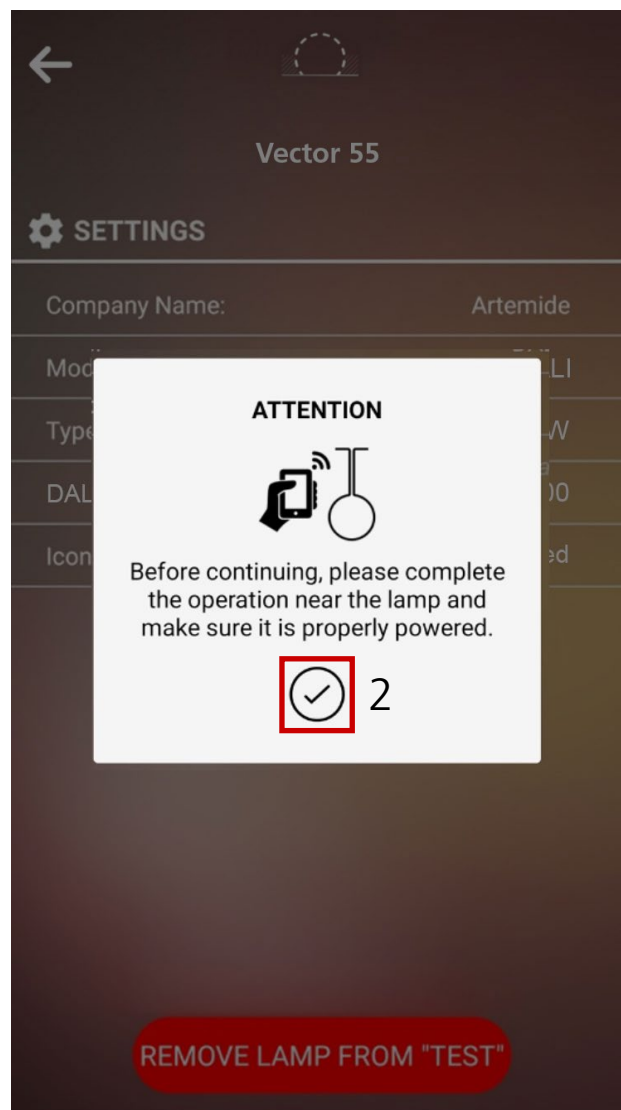
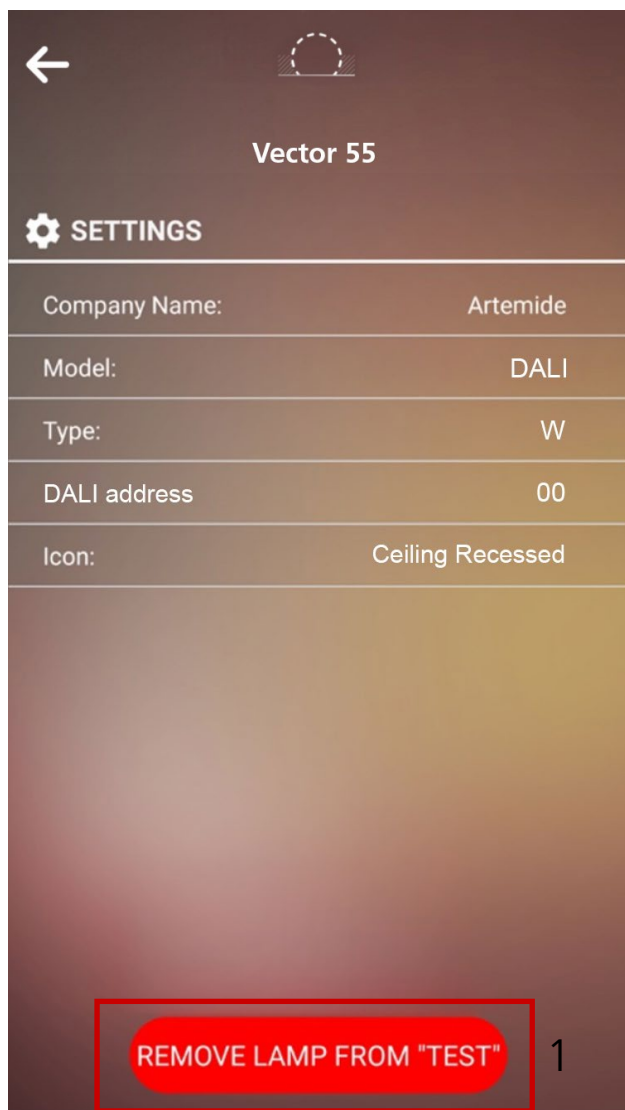
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To remove the drivers individually:

- Click on **"CONFIGURE DALI"** (box 1).
- Click on the driver you want to remove (box 2).

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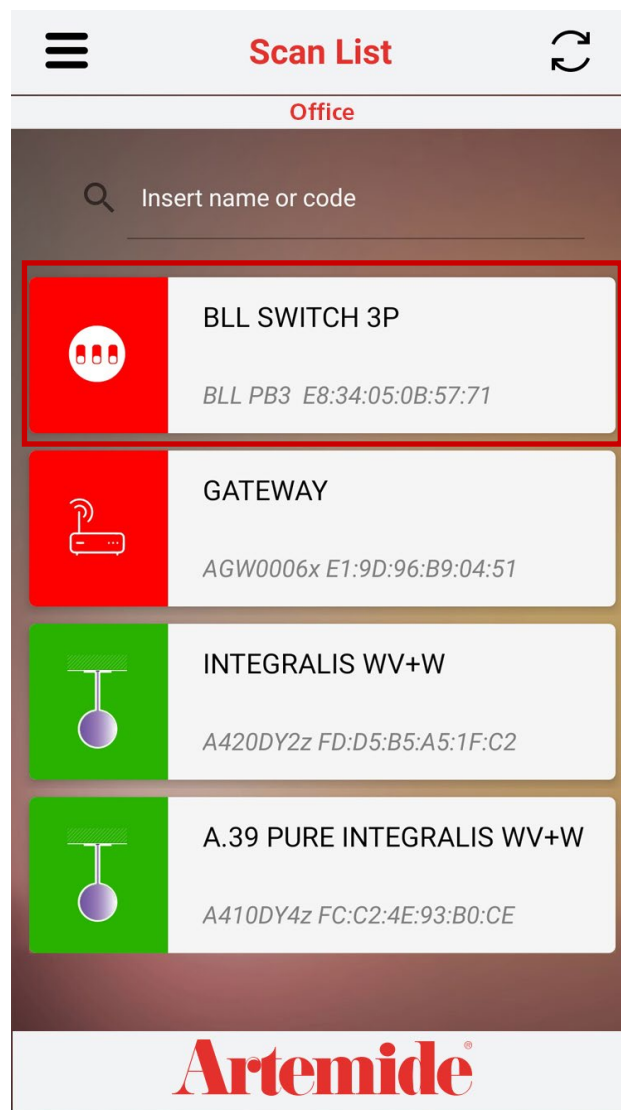
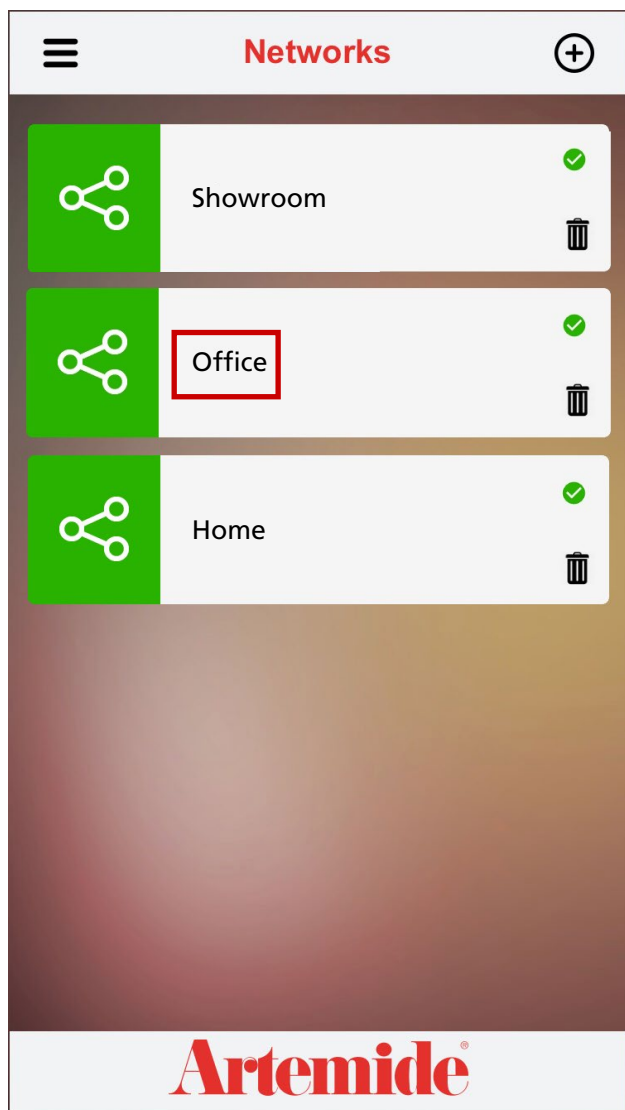
· Click on “REMOVE LAMP FROM...” (box 1) to remove the lamp from the Network.

In this case too, you need to press “✓” and “CONFIRM” in the two pop-ups shown by the app (2 and 3).



19. Switch BLL Management

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The process of adding the **BLL SWITCH** to a Network is similar to adding lamps.

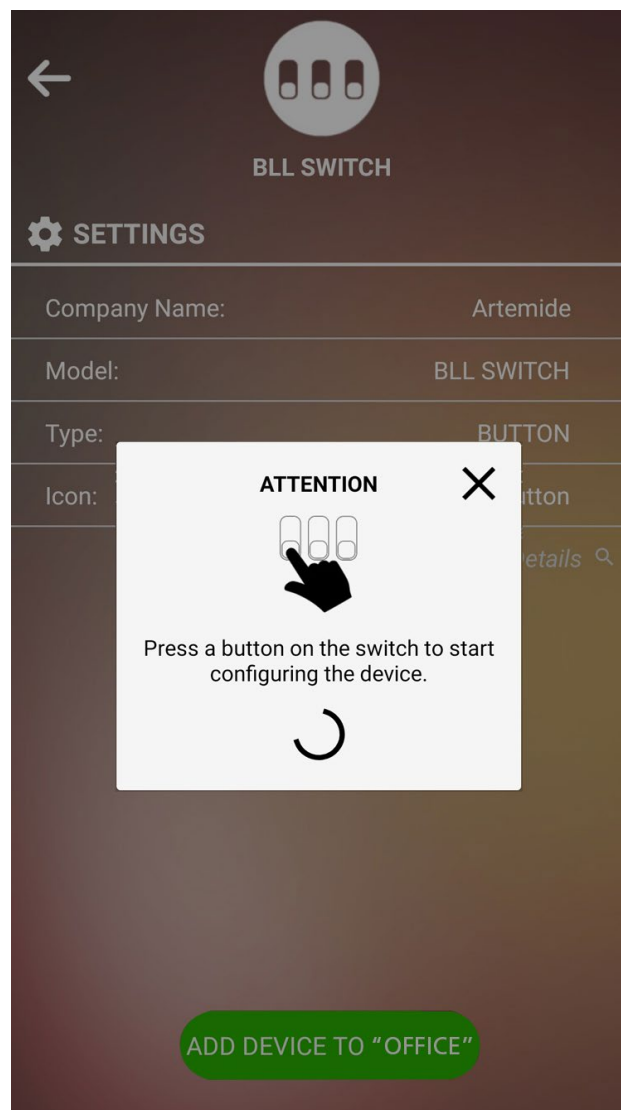
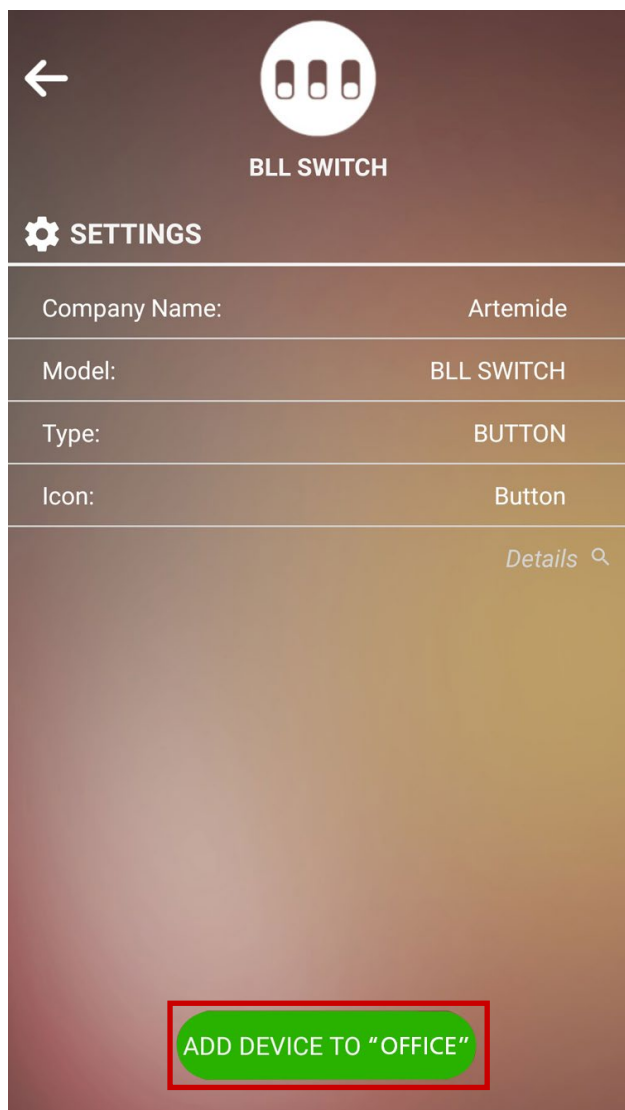
From the menu, first access the “**Networks**” section and select the Network you want to associate the device to by clicking on the corresponding icon.

We will add the switch to the Network named “**Office**”:

Once you are in the correct Network, open the menu and click on “**Scan List**” (see screenshot on the right).

Click on the icon corresponding to the **BLL SWITCH**.

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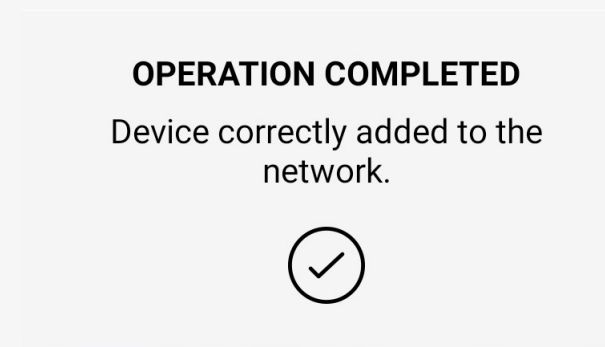


The screen shown below on the left will open.

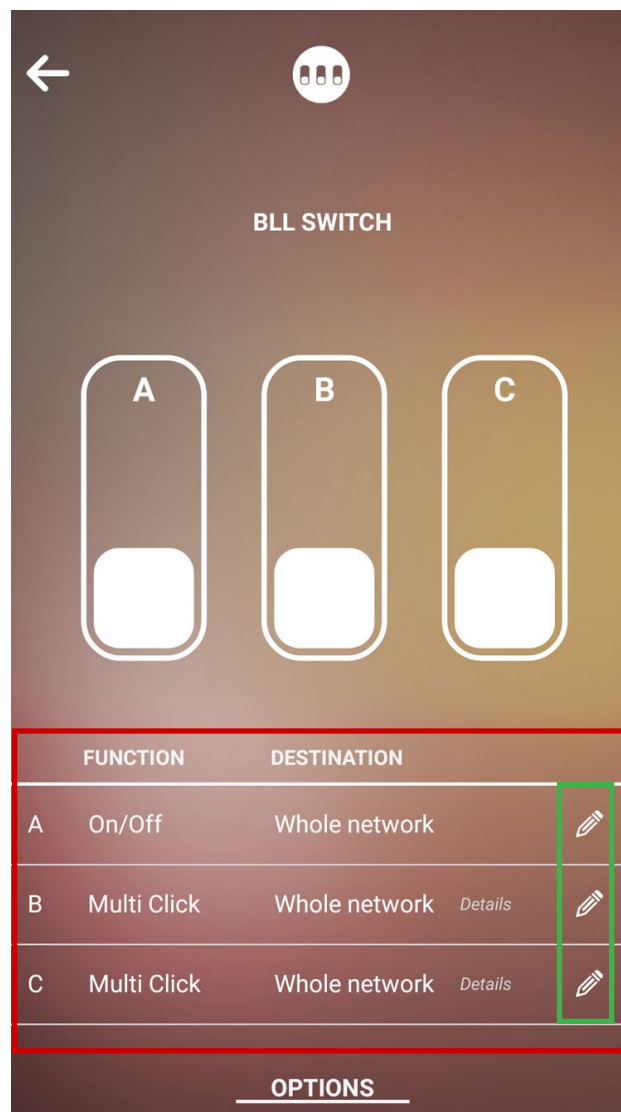
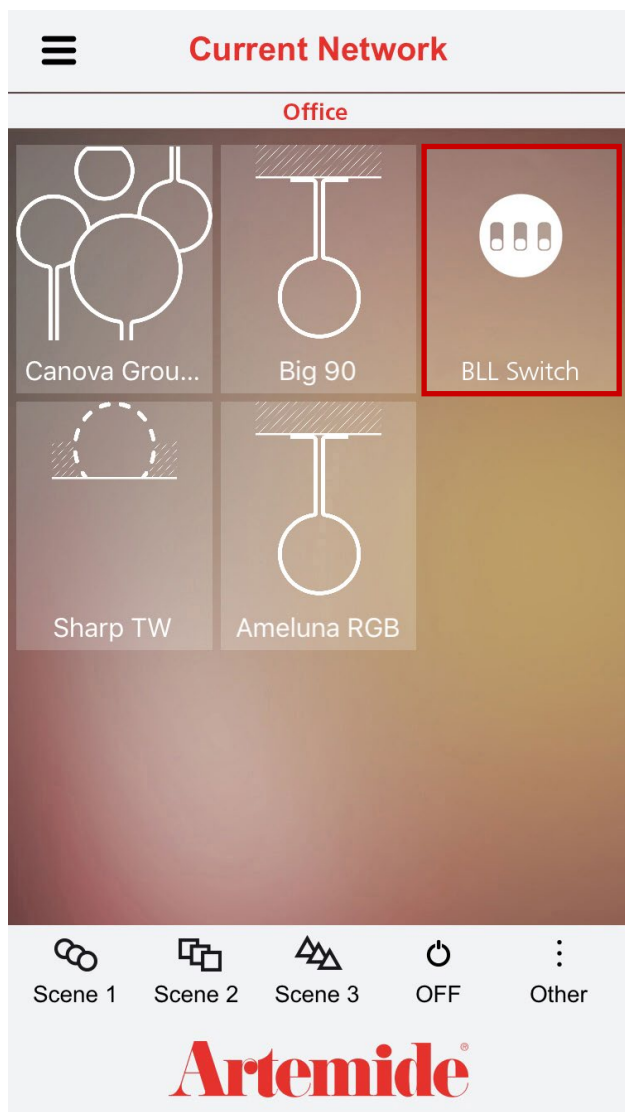
Click on “ADD DEVICE TO...”.

As shown in the screenshot on the right, you must press a button on the switch to start configuring the device.

Once you have **physically pressed** the button, wait for the confirmation message:



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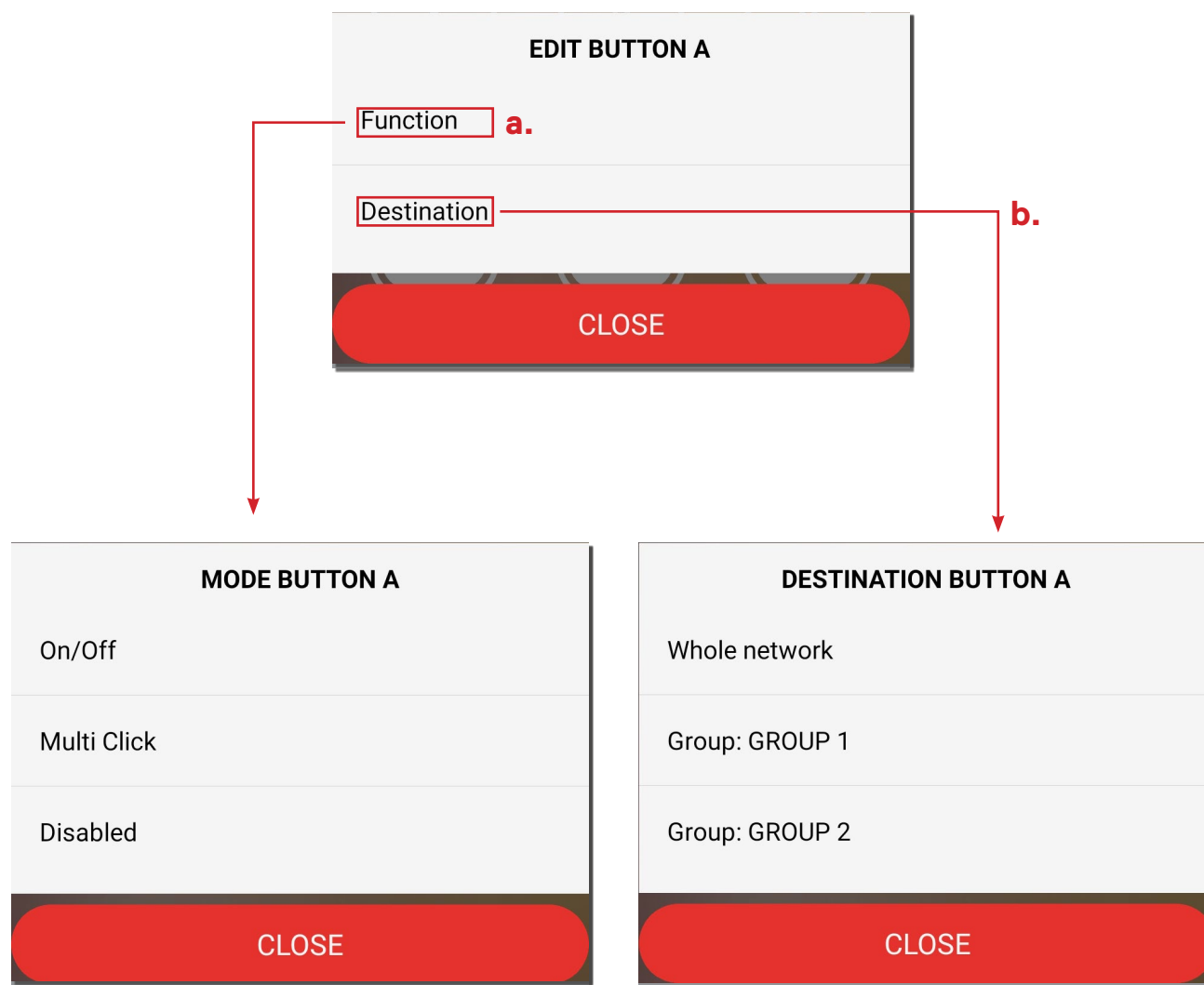
To view and modify the settings associated with the switch, go to the “**Current Network**” page.

Click on the icon corresponding to the **BLL SWITCH** (see screenshot on the left) and a screen similar to the one shown on the right will open:

In the lower part of the screen (outlined in red) are the current configurations of the function and destination set for the three buttons.

By clicking on the pencil symbol at the end of each line (outlined in green in the image on the right) the settings of a button can be changed.

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By clicking on the symbol the following pop-up will appear:

a. If you click on “**Function**”, the pop-up on the left will appear:

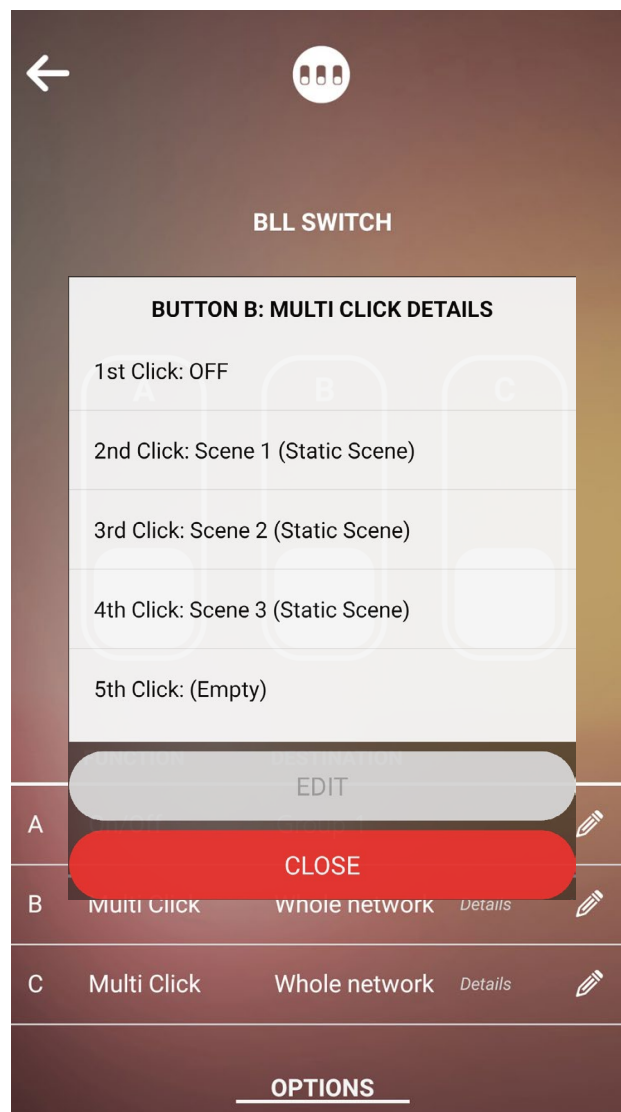
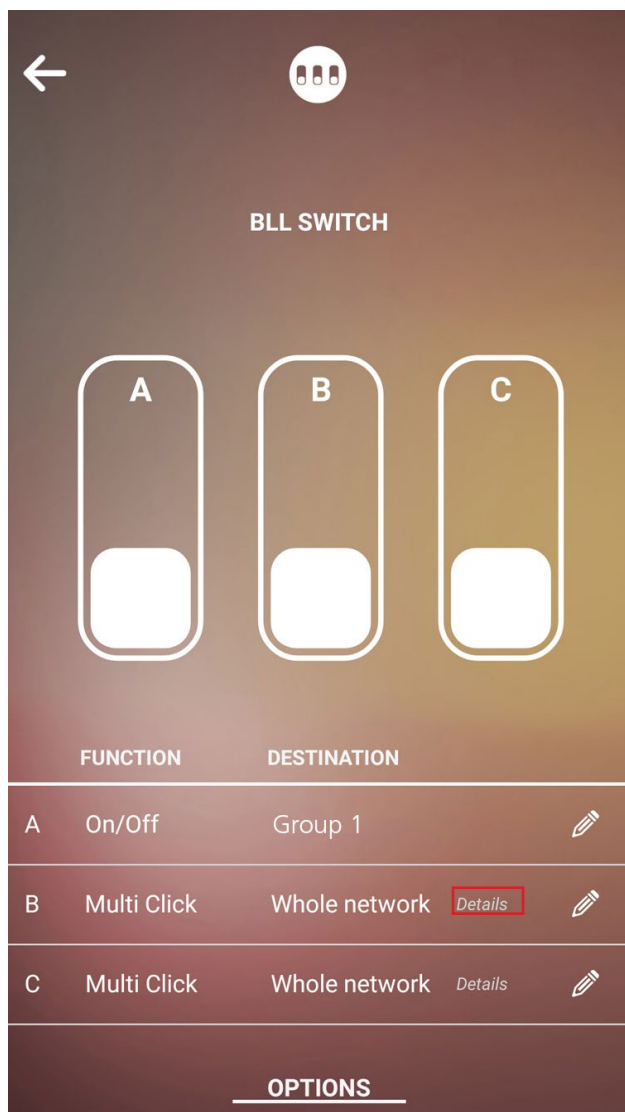
There are **three functions** that can be associated with each button:

1. **ON/OFF** (by pressing the switch, the lamps selected in “Destination” turn off or on);
2. **Multi-Click** (see following pages for more details);
3. **Disabled** (no function is associated with the button).

b. By clicking on “**Destination**”, you can change the recipient of the command:

You can select the whole Network or specific groups, if present (in our case, within this Network, there is 1 selectable group).

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The main screen will update with the newly selected settings:

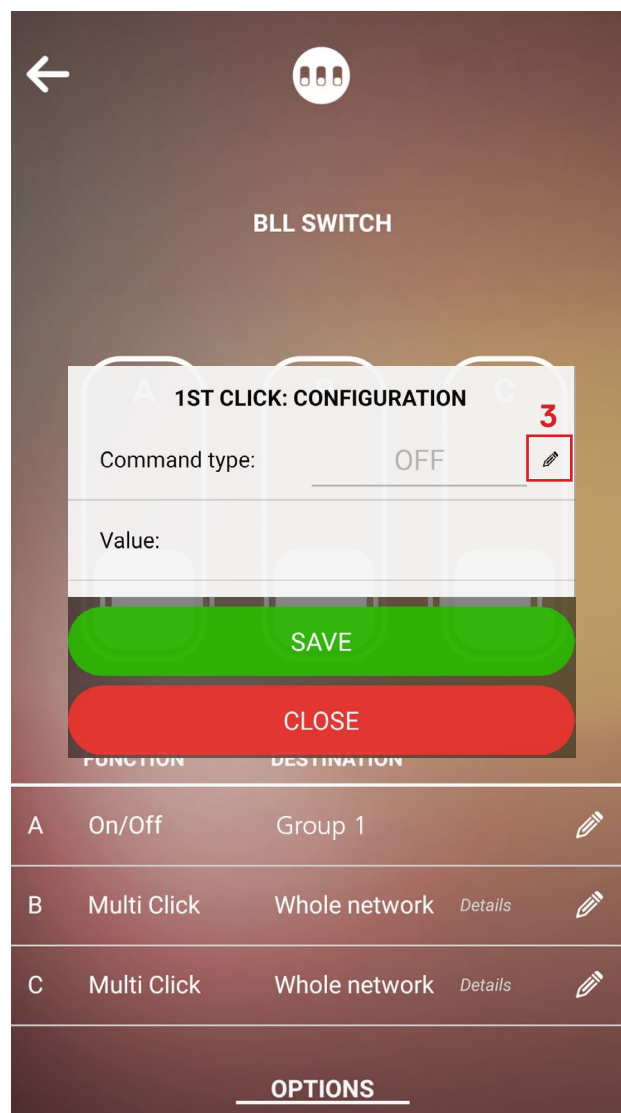
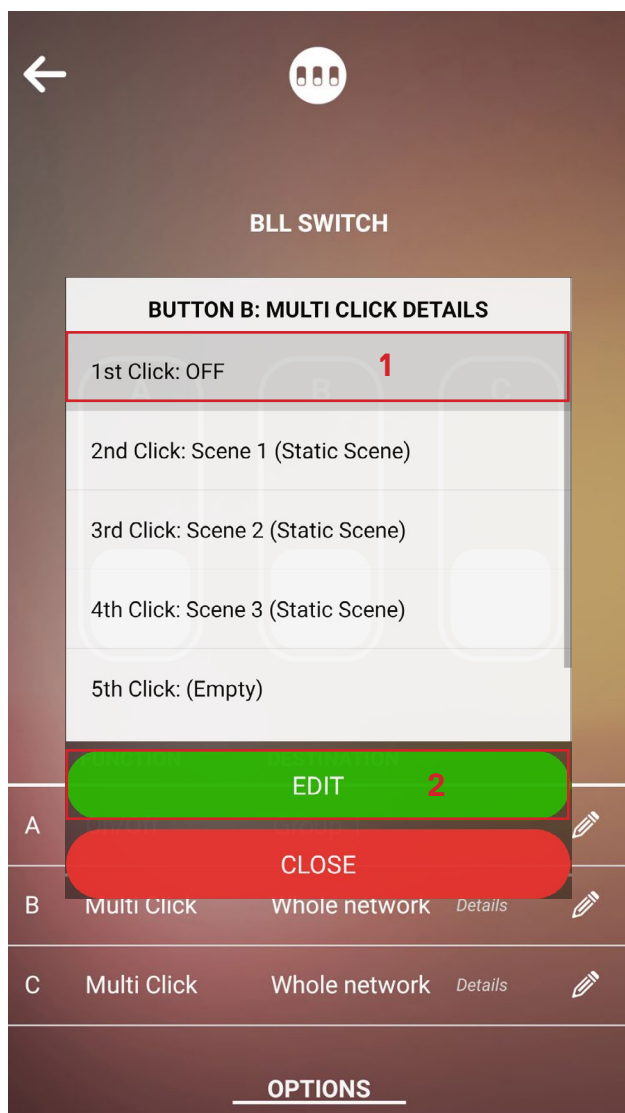
If the selected function is **Multi-Click**, on the row corresponding to the button you will see **“Details”** (see red box in the image on the left).

By clicking on it, it is possible to view and modify the settings associated with **each Click** (for a maximum of 5 Clicks).

The image on the right shows the basic settings associated with **Button B**.

So, in this case, at the 1st Click the OFF command will be sent to the target lighting fixtures, at the 2nd Click the Static Scene 1, at the 3rd Click the Static Scene 2, and so on.

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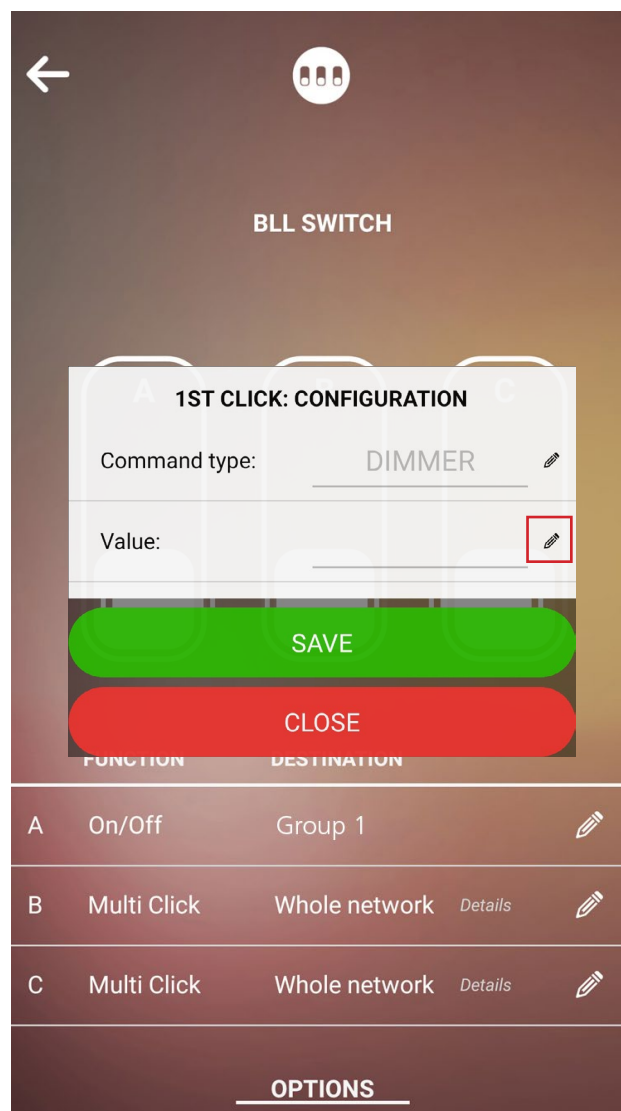
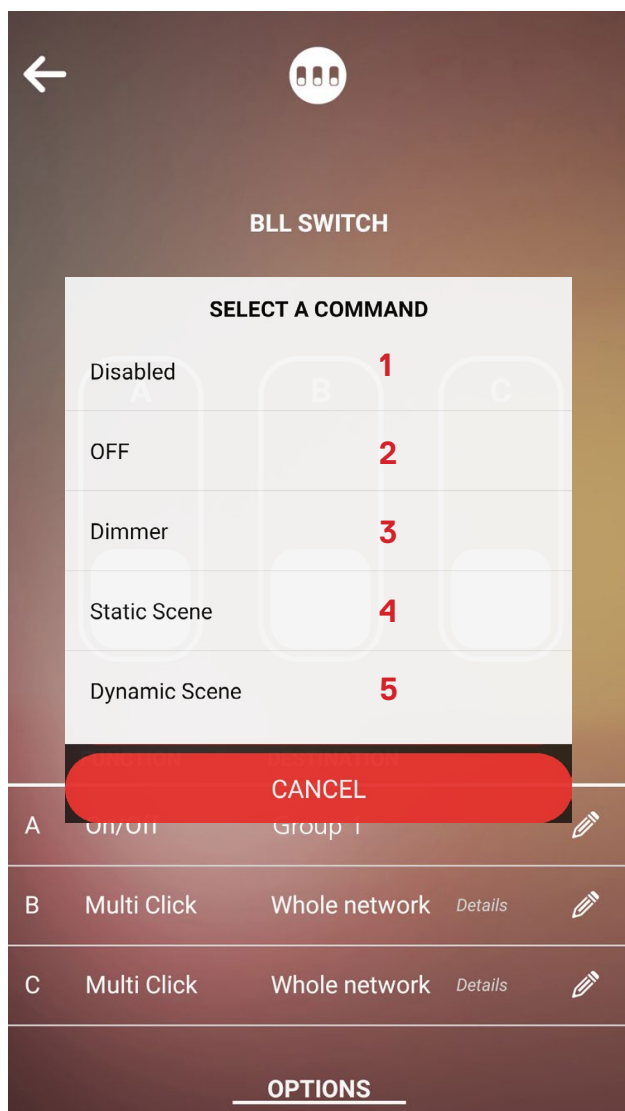


To change a setting, you have to click on it.

The “EDIT” button will become selectable.

When you click on “EDIT”, the pop-up on the right will open, by pressing on the pencil symbol (red box in the image on the right), you can **change the type of command** associated with the selected click.

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You can choose 5 different commands:

1. Disabled: the selected click is disabled;

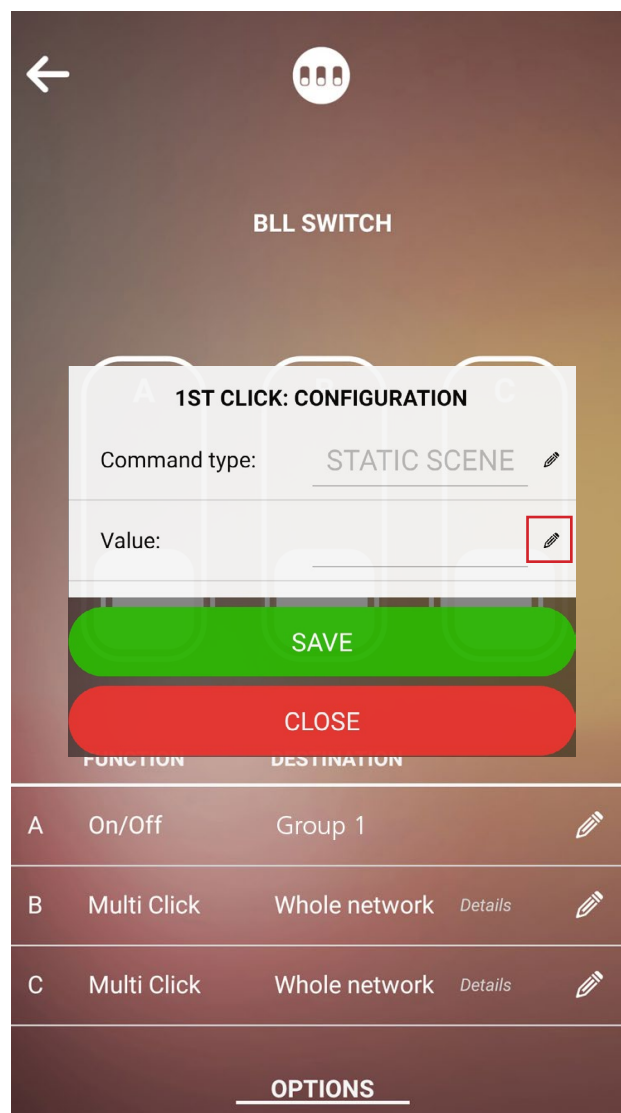
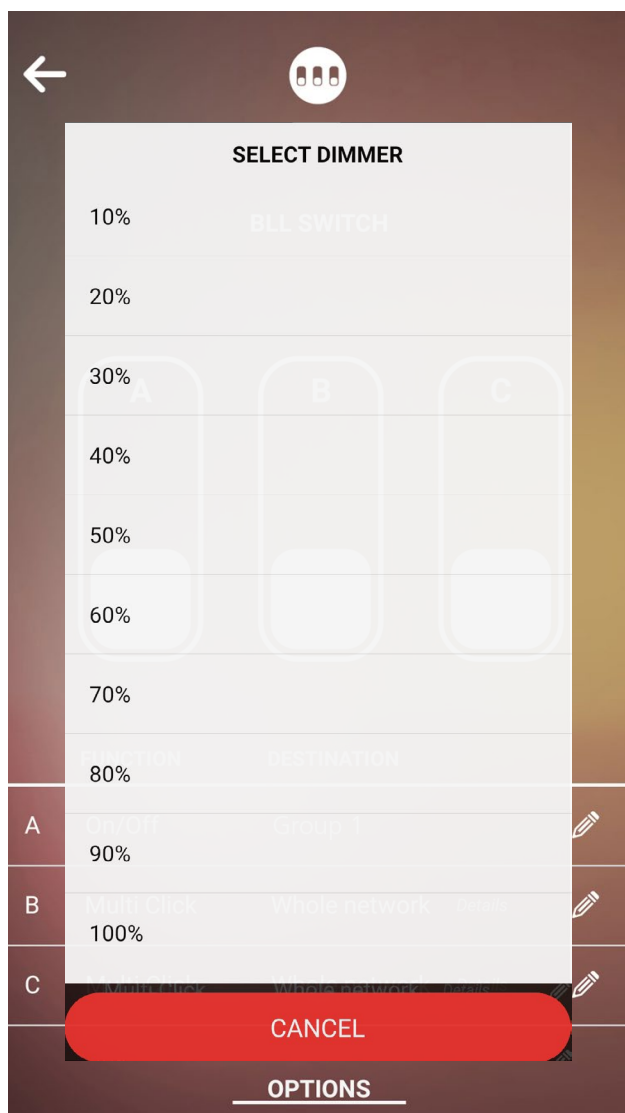
NOTE: if a click is disabled, all subsequent clicks will consequently be disabled (if, for example, the 3rd click is disabled, the 4th and 5th clicks will not be enabled even if associated with a command).

2. OFF: the power off command is sent;

3. Dimmer: you can associate a specific intensity to be set.

In the configuration pop-up, it will be possible to select a value by clicking on the pencil symbol (outlined in red in the image on the right).

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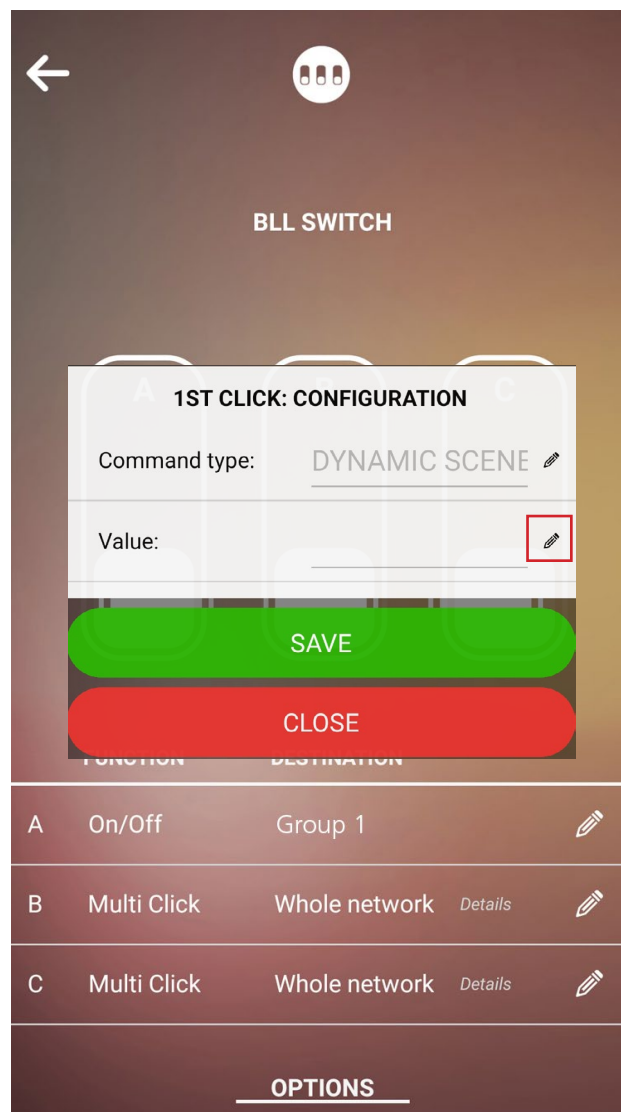
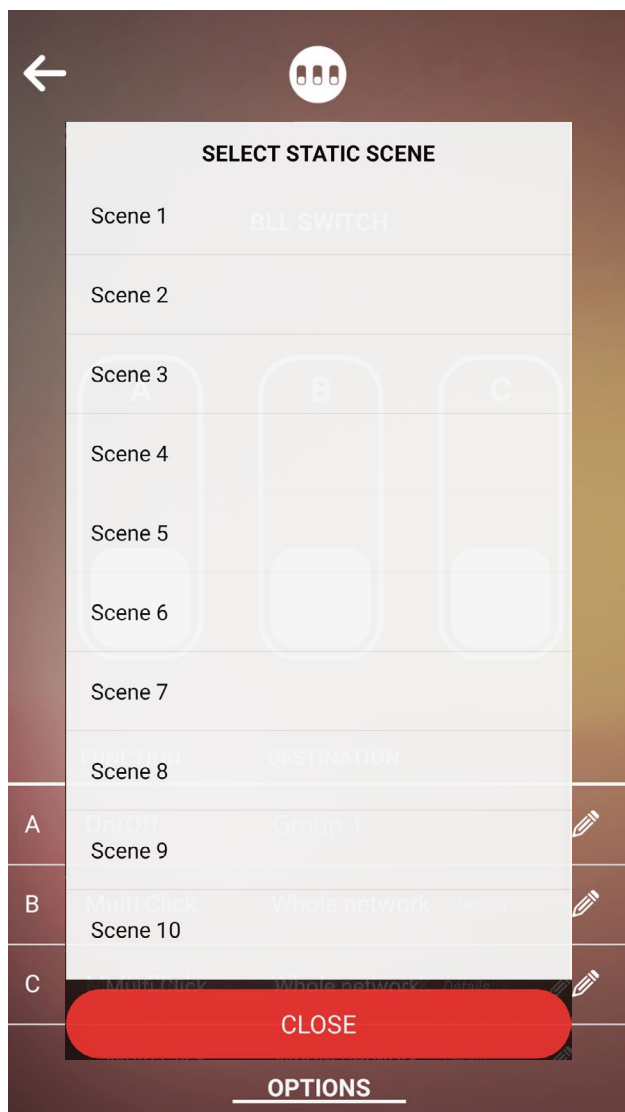


The screen on the left will open where you can select the intensity value you want.

4. Static Scene: you can associate a specific scene to be set.

In the configuration pop-up, it will be possible to select the scene to associate by clicking on the pencil symbol (framed in red in the image on the left):

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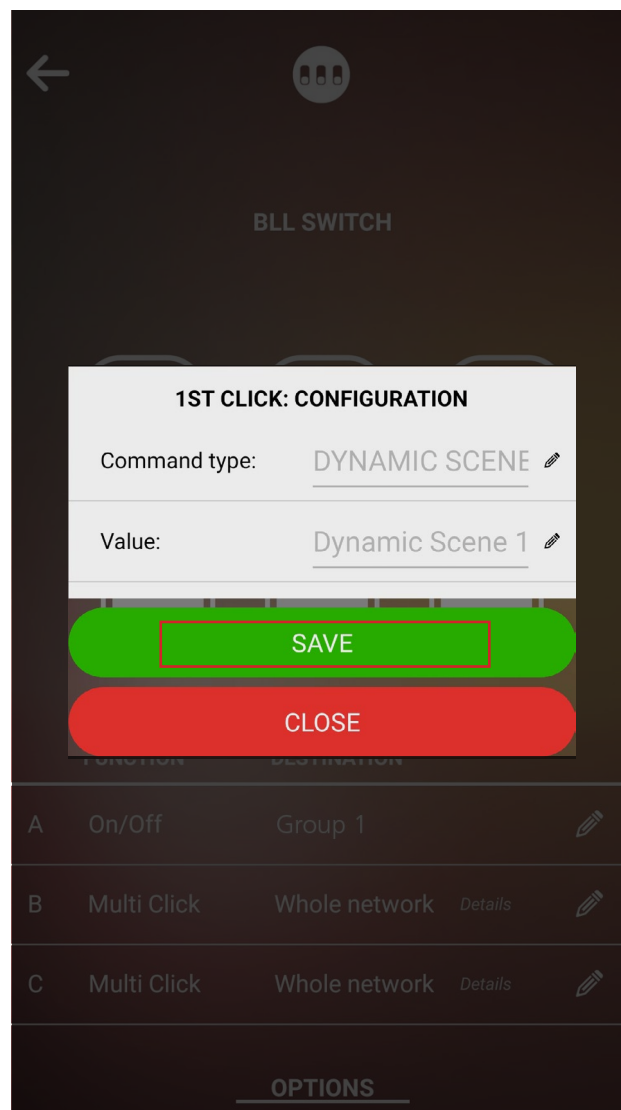
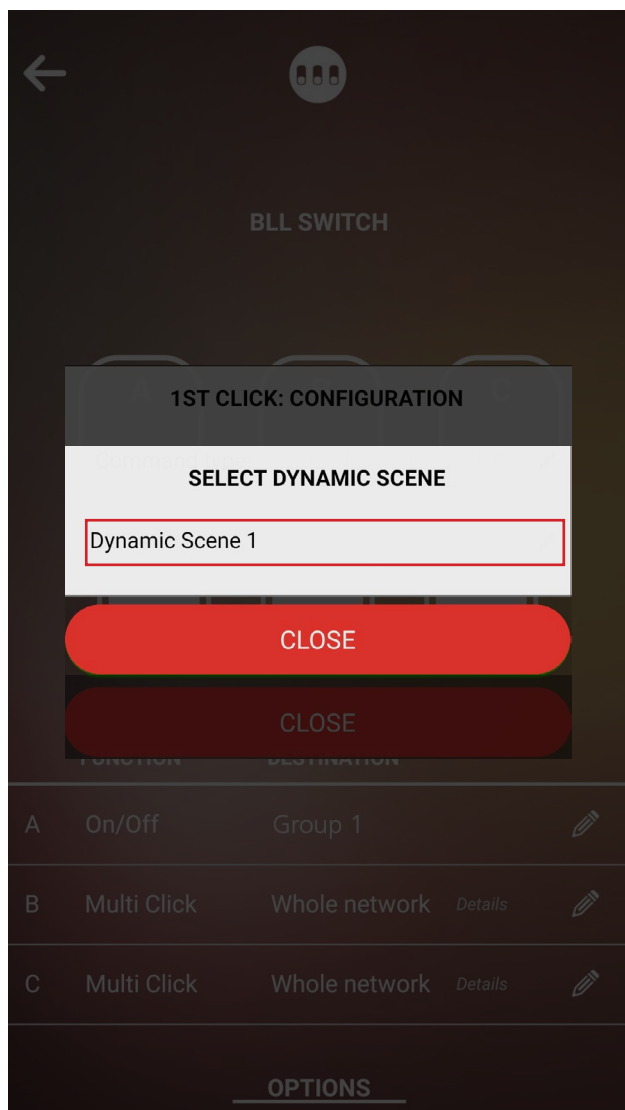


The screen on the left will open where you can select the desired static scene.

5. Dynamic Scene: you can associate a specific dynamic scene, if present.

In the configuration pop-up it will be possible to select the scene to be associated by clicking on the pencil symbol (outlined in red in the image on the right).

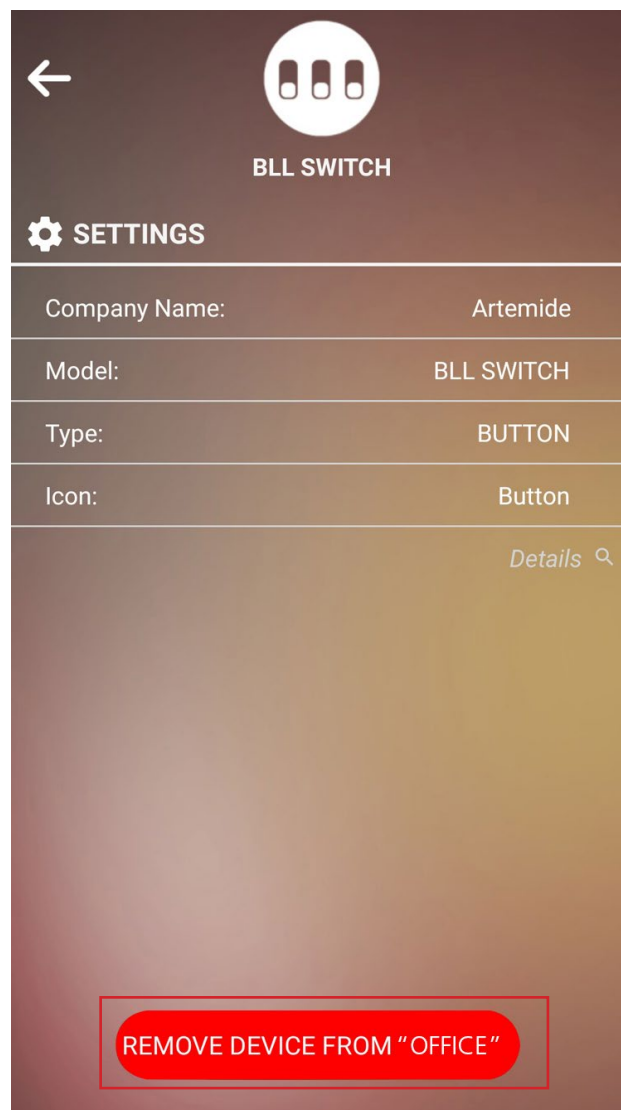
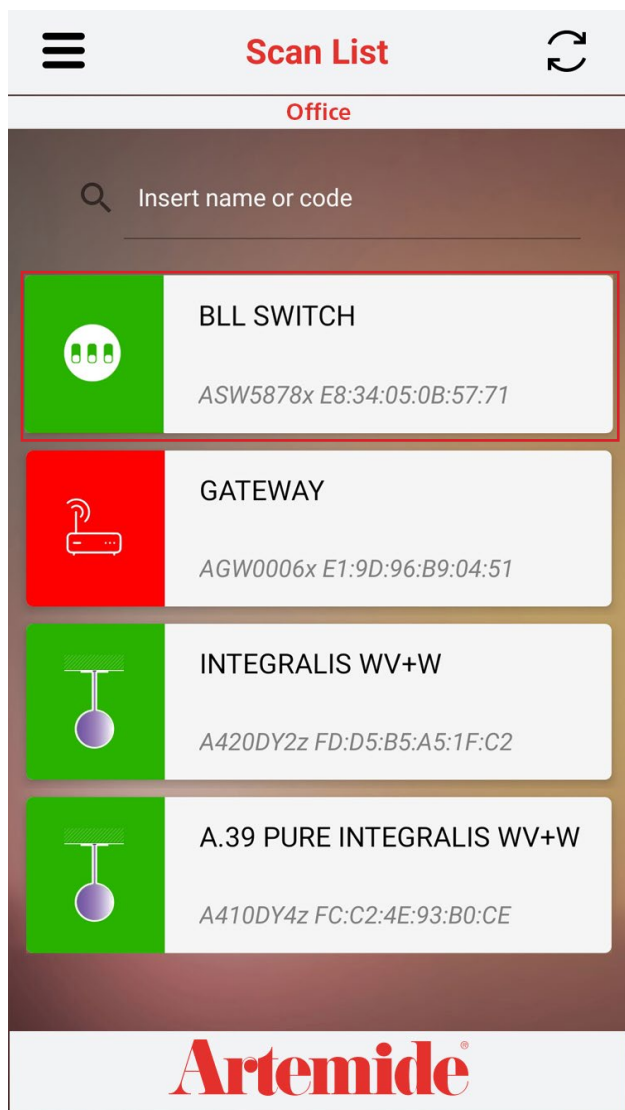
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In our case, only one dynamic scene has been created in this Network, so only one dynamic scene is selectable.

Remember to click on **“SAVE”** to save the configurations you have set.

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To remove the BLL SWITCH from the Network:

- Click on the "Scan List" page;

- Click on the Switch icon and then on

"REMOVE DEVICE FROM...".

- Click on "Confirm" in the pop-ups that the app shows and wait for the confirmation message.



v.2.5.3