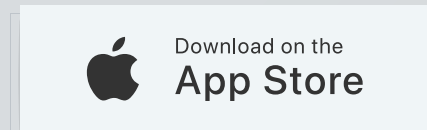


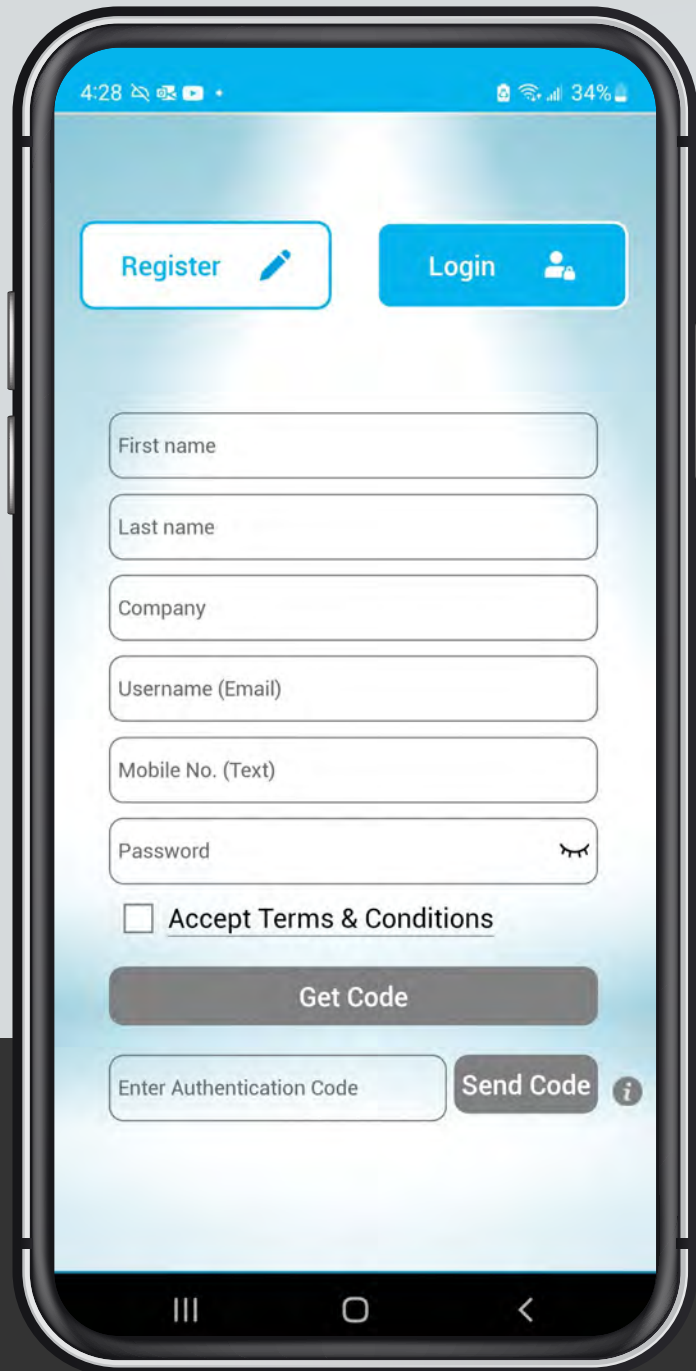


You have installed and energized LED lights that contain BLU Ecosystem™ wireless light controls.

The next step is to download the SMART BLU™ CLOUD app Android version from Google Play or the iOS version from the App Store:



Download the SMART BLU™ CLOUD app to your Android or Apple Phone.



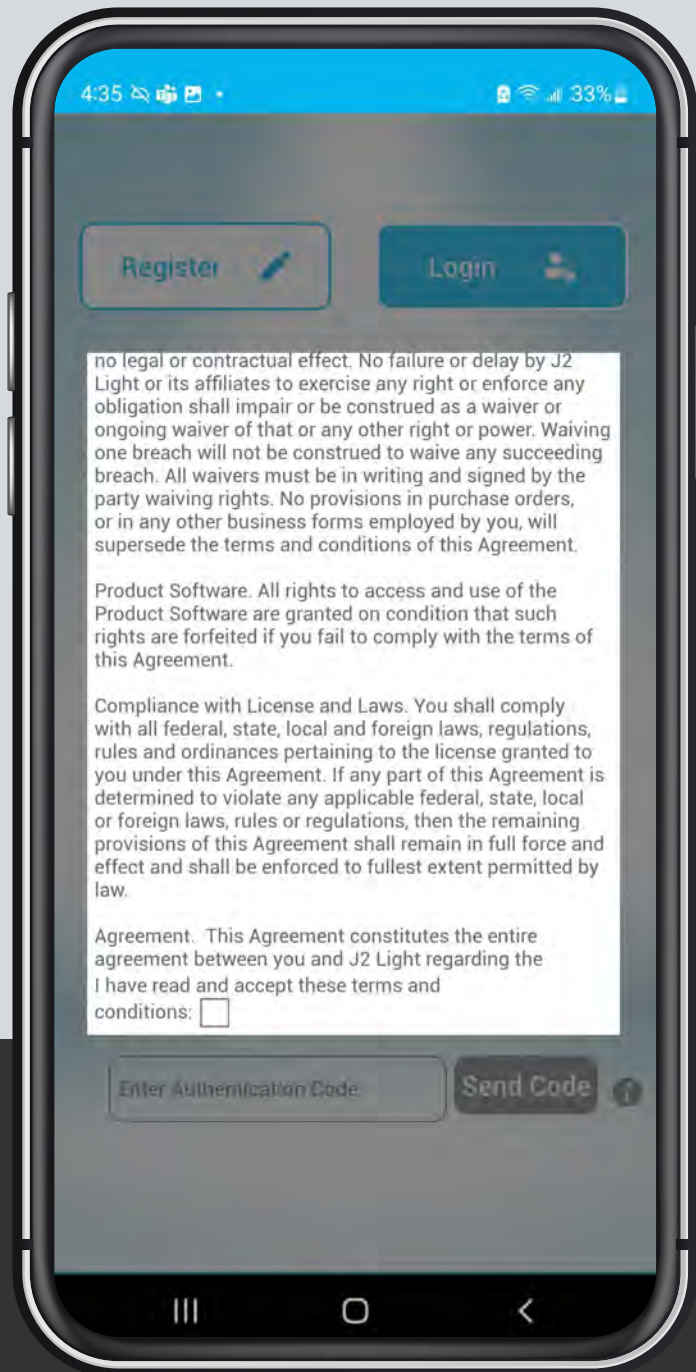
After downloading the SMART BLU™ CLOUD app to your phone you must “**Register**” an account by completing the form as noted to the left.

To “**Login**” to your account on another device will require your “**Email**” and “**Password**” entered here.

Your mobile number (____ - ____ - _____) will be used to send you an “**Authentication Code**”.

Password must include at least 8 digits including a lowercase and an uppercase letter as well as a number and a symbol.

Register your SMART BLU™ CLOUD app



You will be required to accept the terms and conditions by scrolling to the bottom of the contract and touching the check box.

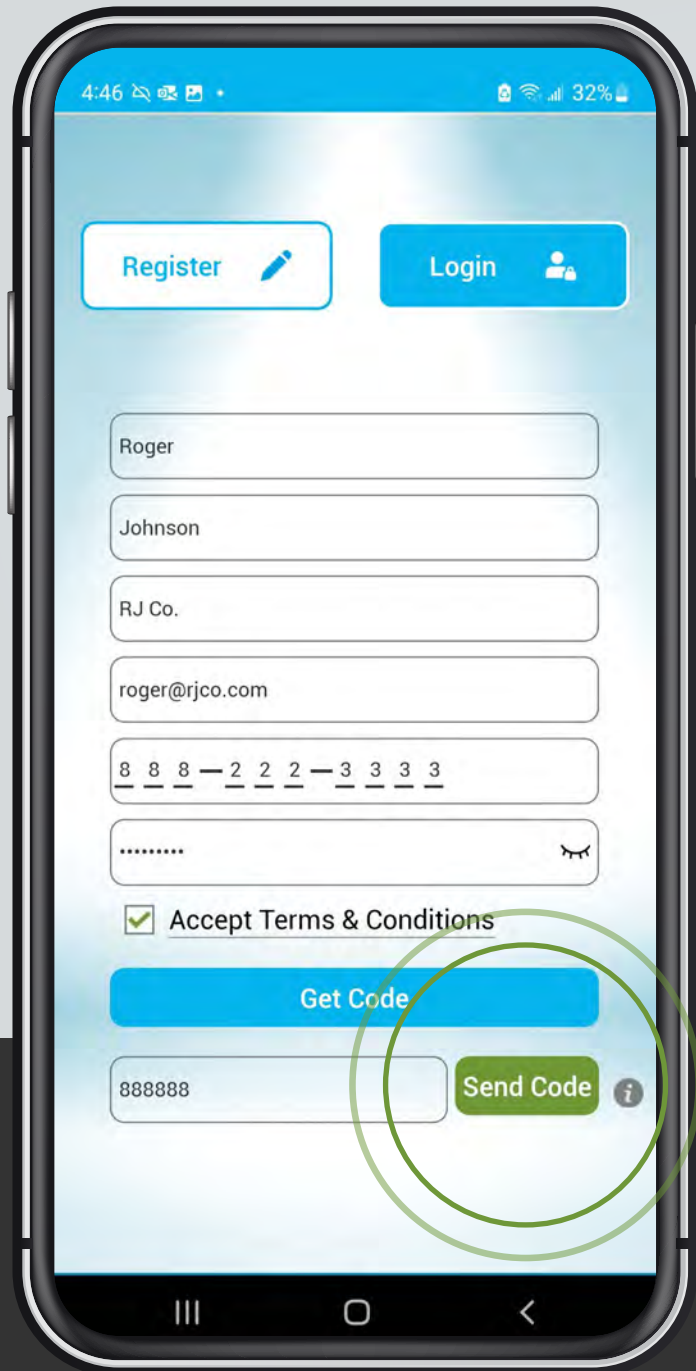
Register your SMART BLU™ CLOUD app



After accepting the “Terms and Conditions” the “Get Code” button will be highlighted.

Touch the “Get Code” button to be sent an “Authentication Code” via text to your phone.

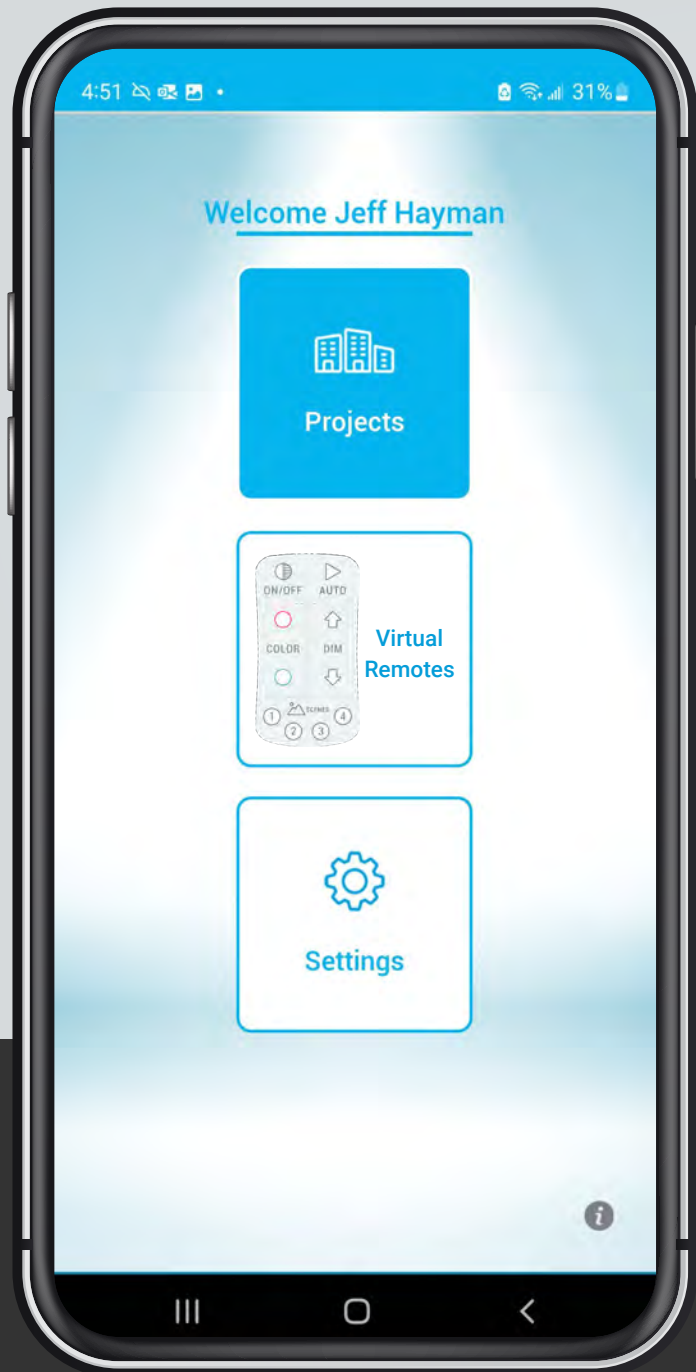
Register your SMART BLU™ CLOUD app



After receiving your “**Authentication Code**”, type it into the bottom field and touch the green “**Send Code**” button.

If your code is accepted you will be taken automatically to the next screen.

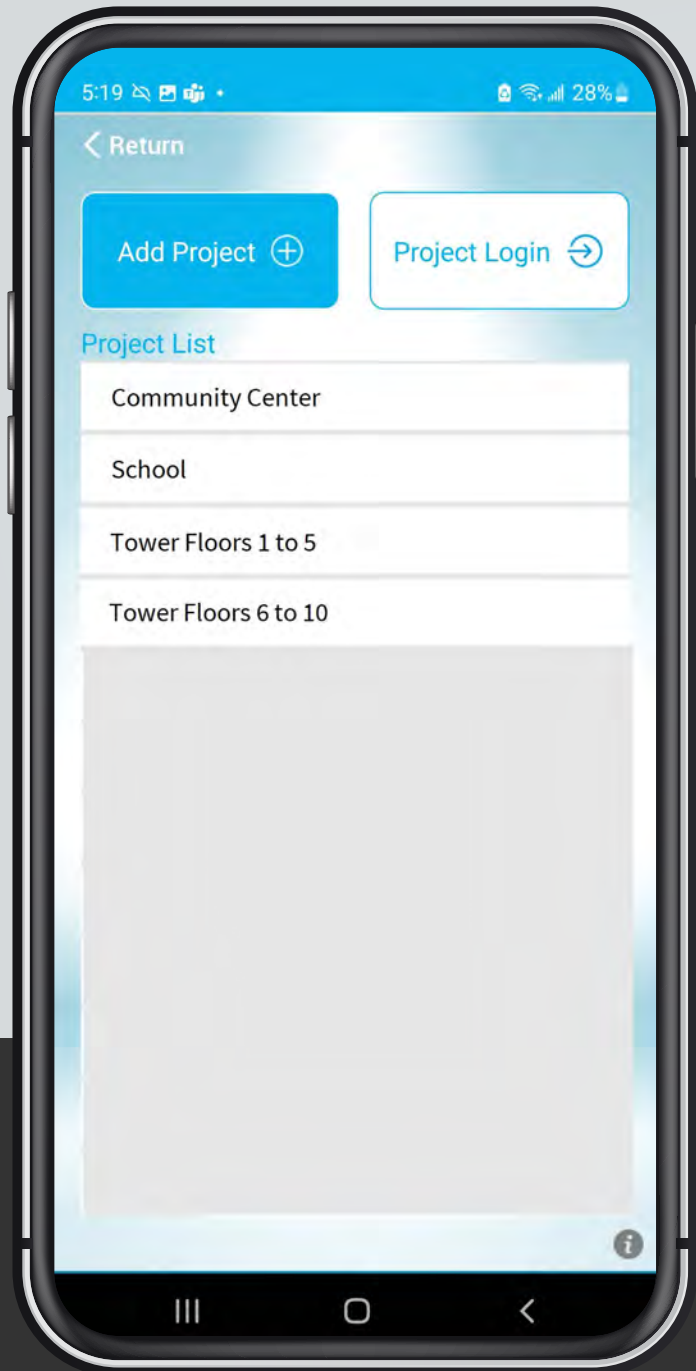
Register your SMART BLU™ CLOUD app



After successfully setting up an account with SMART BLU™ CLOUD you will be introduced to the “**Welcome**” screen where you may begin creating a “**Project**” to program your lights.

Note that you may also choose “**Virtual Remotes**” or “**Settings**” which is discussed in another tutorial.

Touch “Projects” to create or login to a project that someone else has programmed and has shared with you.



On the “**Project List**” page you will have the option of “**Add Project**” to create a new project, “**Project Login**” to login to a project that someone else may have given you or you may choose a project from the “**Project List**” if you had already created projects previously.

Note that a "**Project**" can be a single building like a "**Community Center**" or "**School**". If the building is large enough, you may wish to break into smaller more easily navigated projects like "**Tower Floors 1 to 5**" and "**Tower Floors 6 to 10**".

Create a new project, login to a project shared with you by someone else, or choose a project from the list.

5:26 26%

< Return

Add Project

Project Name

Address

City

State/Prov

Country

Zip/Postal

Sub-Admin Password

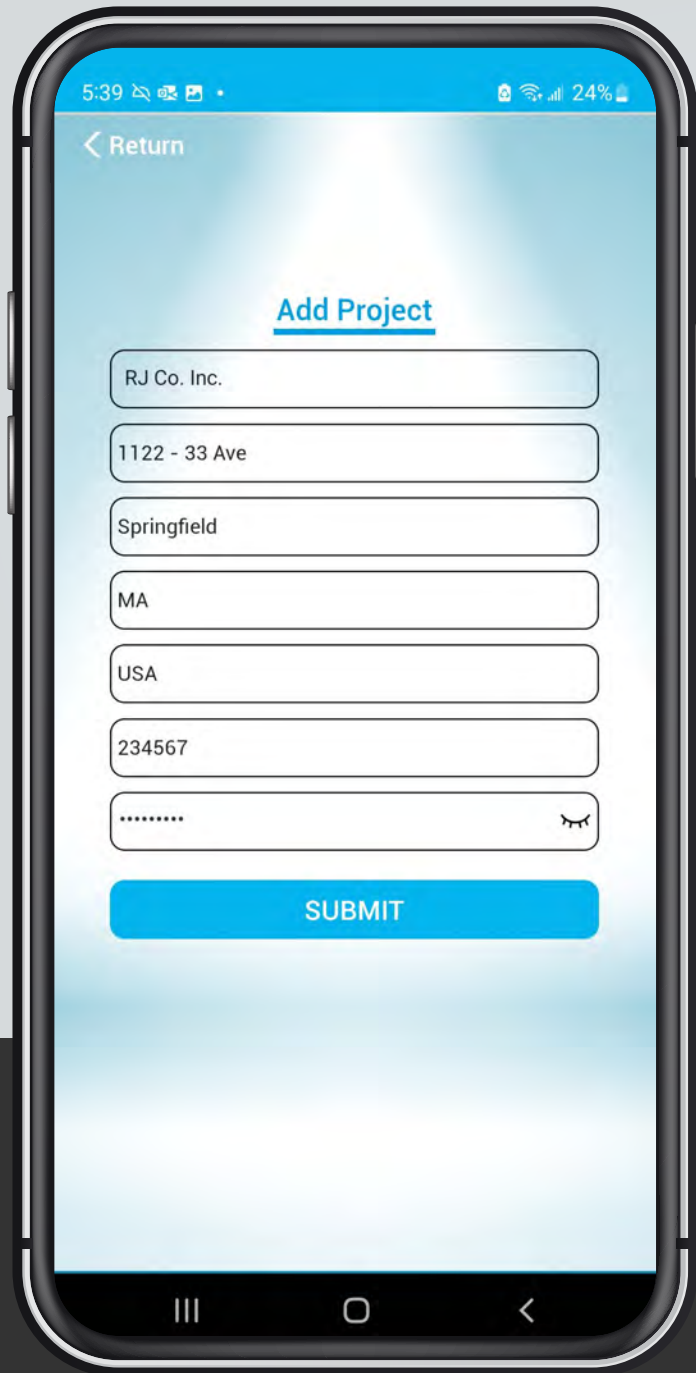
SUBMIT

To create a new project you will be required to fill out the project details in the form fields noted to the left.

To share the project with someone else you will have to provide them with the **“Project Name”** and the **“Sub-Admin Password”** that you create here.

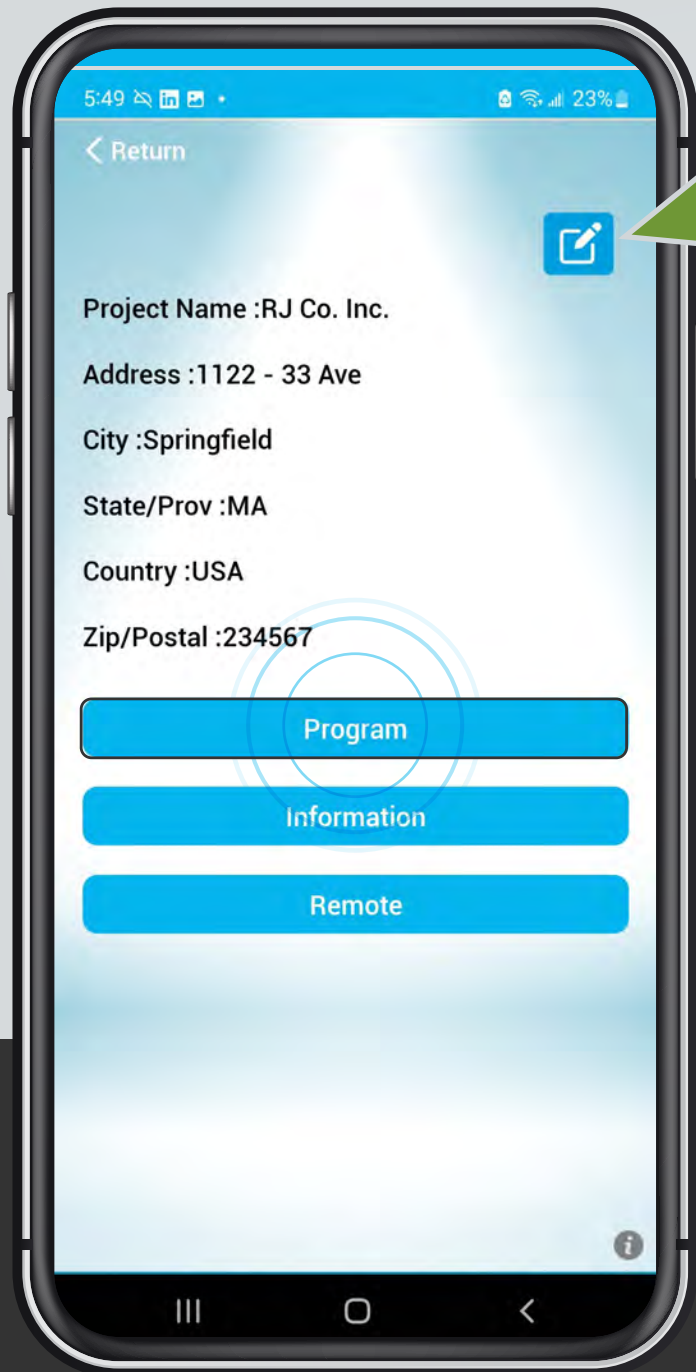
Password must include at least 8 digits including a lowercase and an uppercase letter as well as a number and a symbol.

Adding a new project



After filling out the form, touch the “**Submit**” button and you will be taken to the new project page.

Adding a new project



On the new project page you have the following options:

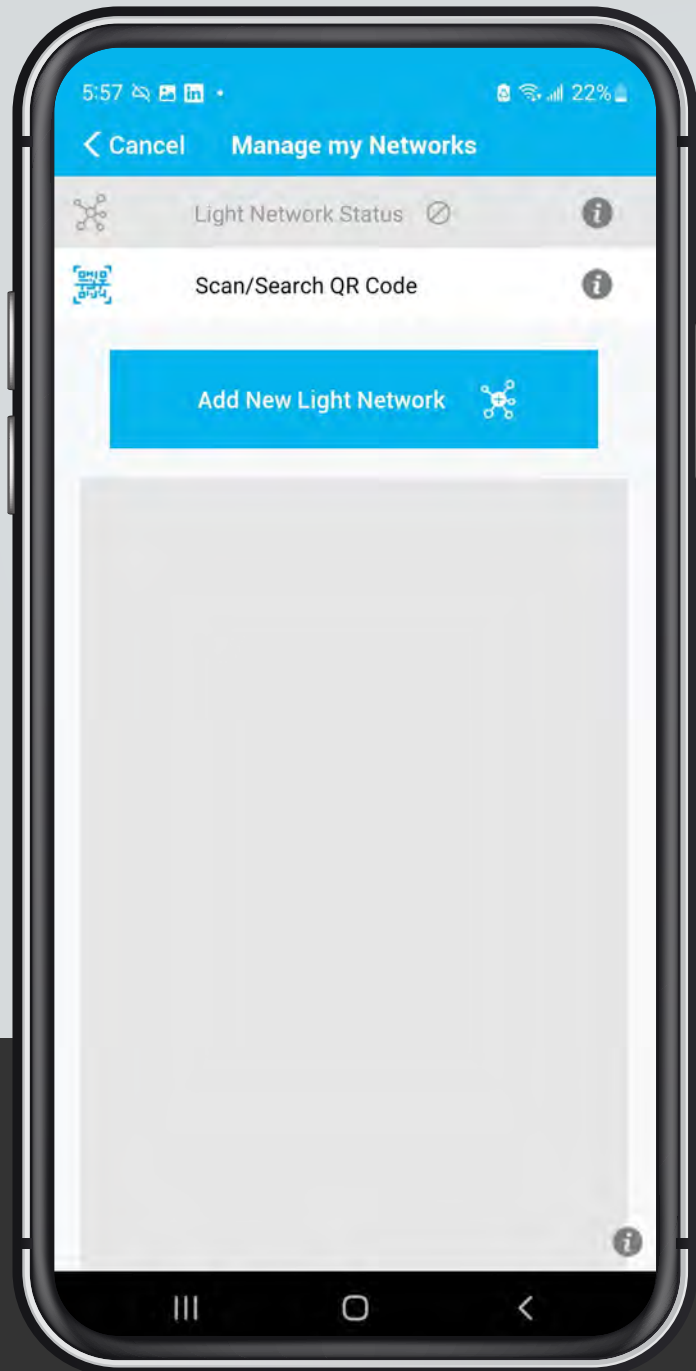
Edit – you may edit the project details by touching the edit button at top right.

Program – This button will take you to the “**Manage my Networks**” page to begin programming the lights in your new project.

Information – Touching this button will provide you with an Excel spreadsheet download that lists all of the programming details for the project. This is a compact inventory of all your lights and devices and the settings you programmed them to express.

Remote – Is currently unused. In the future this may be used to login to a project from a remote location.

Project options: Edit details, Program, Information, and Remote.



To begin programming your lights you will land on the “**Manage my Networks**” screen. On this screen you are given the option to “**Scan/Search QR Code**” from the previous version called SMART BLU™ 2.0. After scanning the old QR Code or selecting it from your picture gallery, the old “**Light Network**” will show up in a Light Network list below the blue button.

Touch “**Add New Light Network**” to begin the process of programming your lights.

If this is your first time programming it is highly recommended that you review the “**What is a Light Network**” overview document.

Manage my Networks