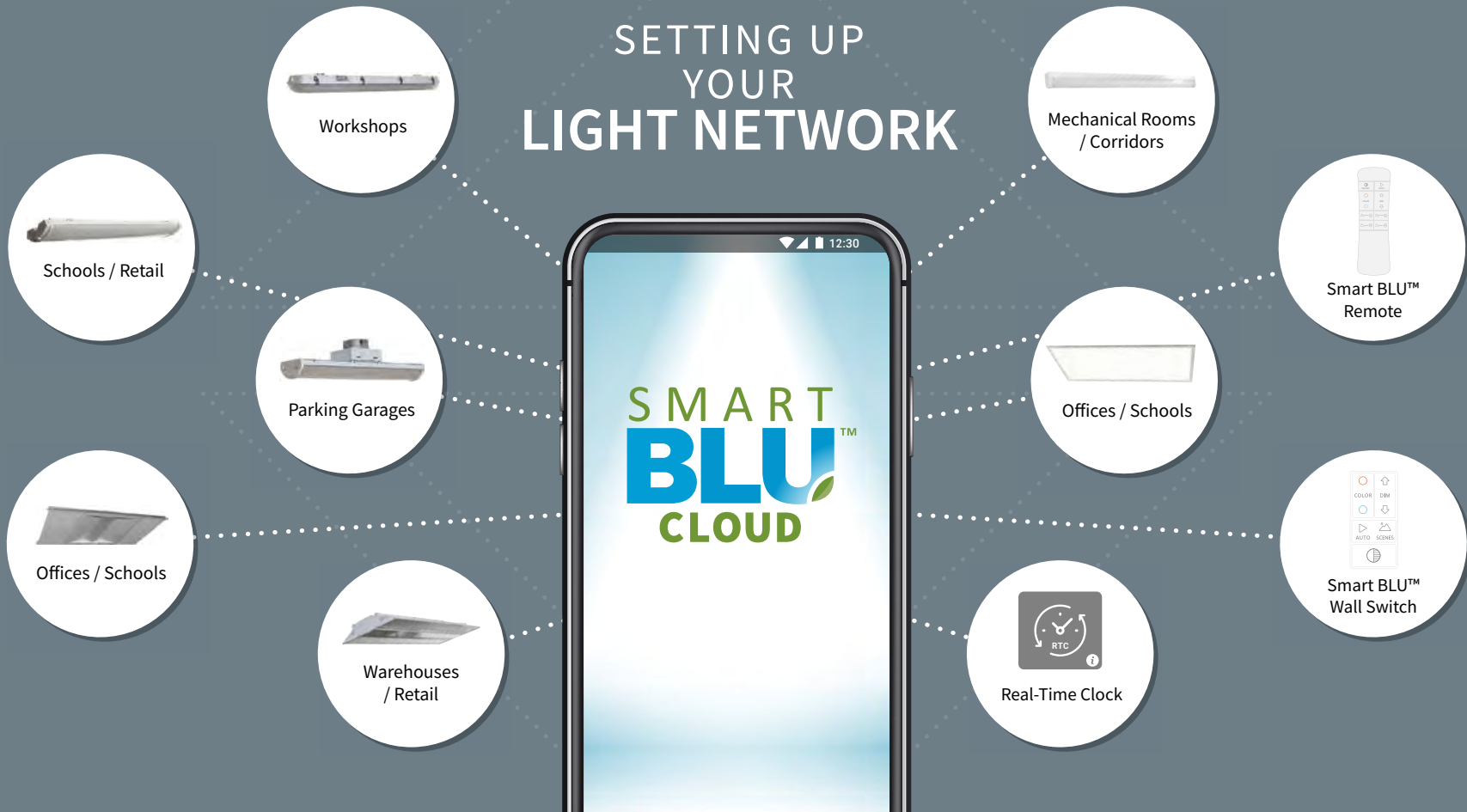
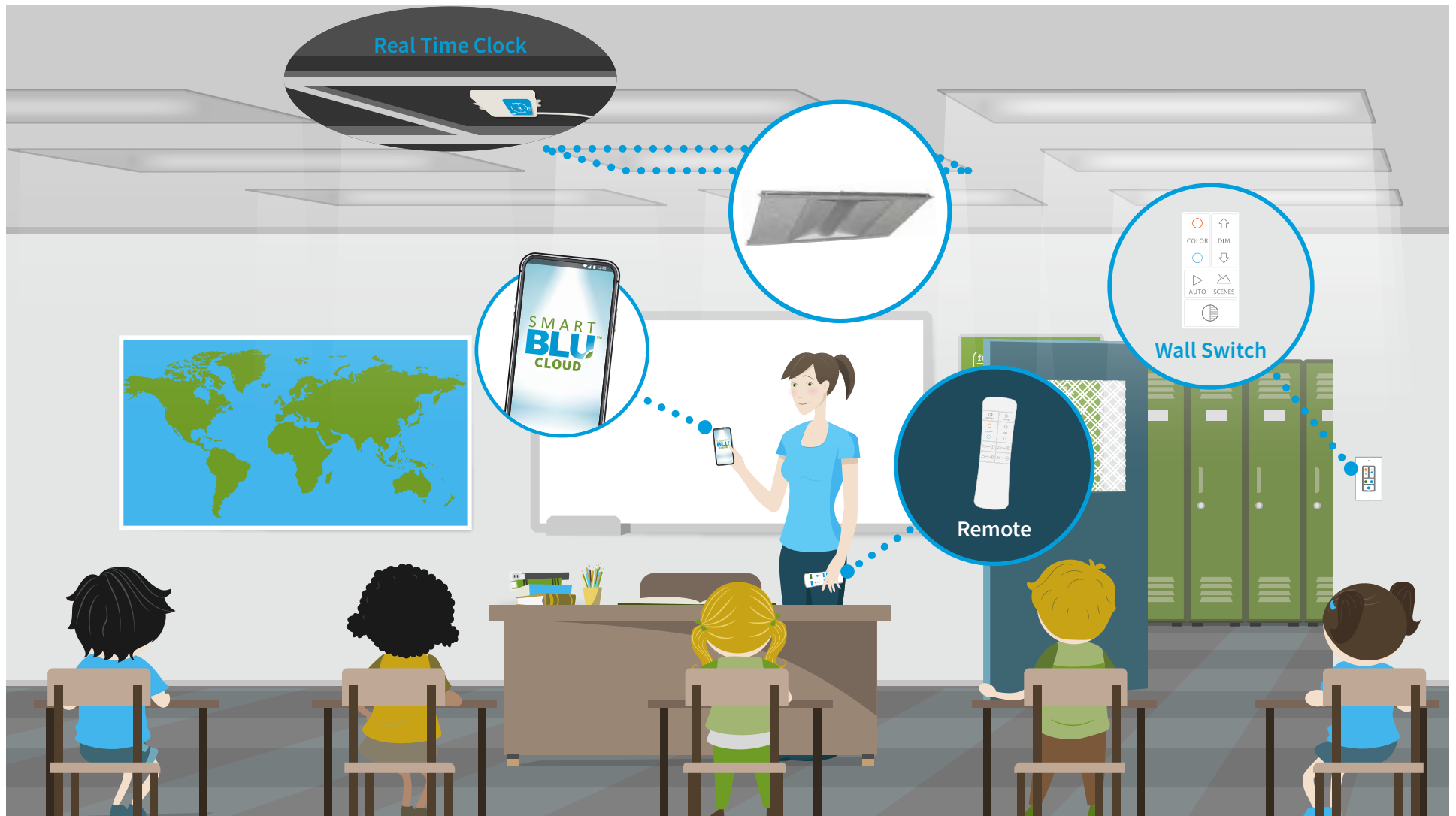


SETTING UP YOUR LIGHT NETWORK



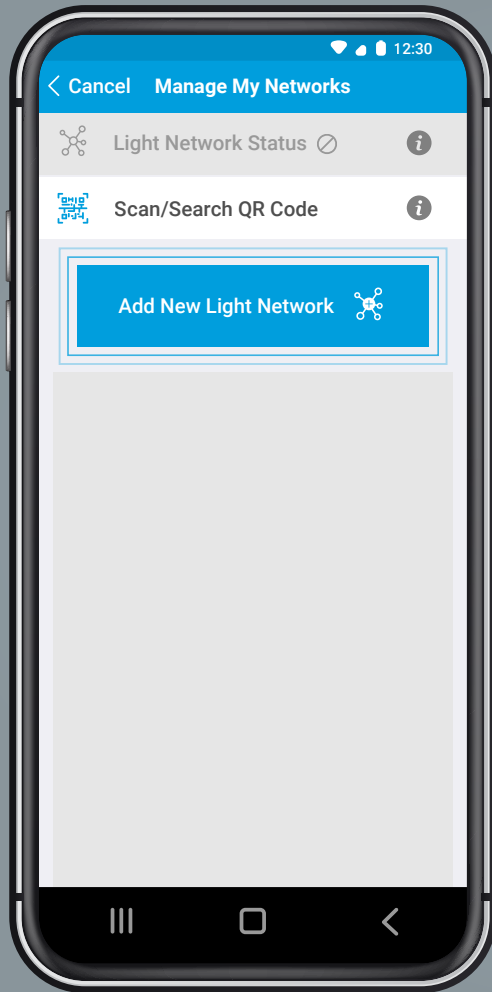
Controlling your lights is easy with SMART BLU™ CLOUD. Before you can begin programming, you first need to set up your light network.



A light network is a wireless association of light fixtures embedded with motion/photo sensors and control devices such as wall switches, remotes, and real time clocks. You can have up to 100 lights and devices on one light network but most often it will be much less.



We recommend creating a light network for each unique area of your building. This school as an example could have a light network for each classroom, office, gym, and hallway.

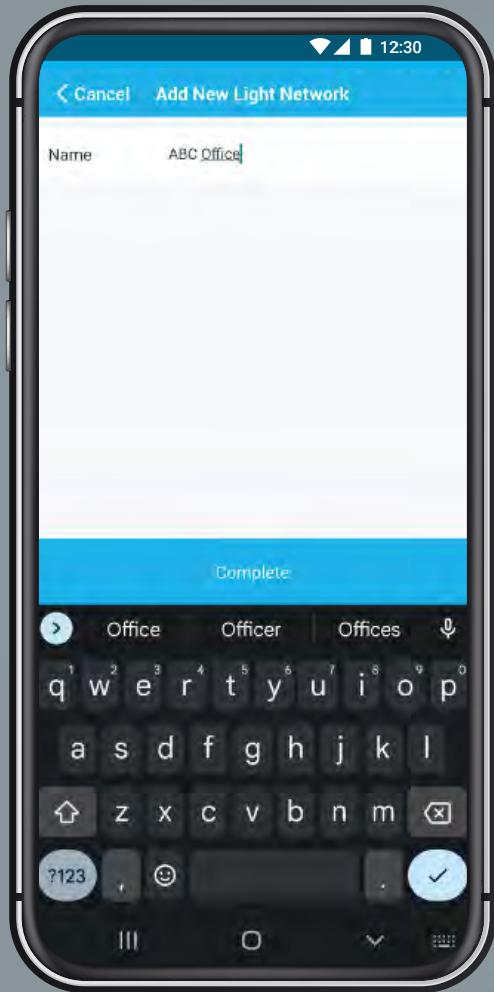


Step 1

- After creating a “Project you will land on “Manage my Networks”
- Touch “Add New Light Network”



After creating a new “Project” you will land on the “Manage my Networks” screen. To create your first “Light Network” touch the blue “Add New Light Network” button.

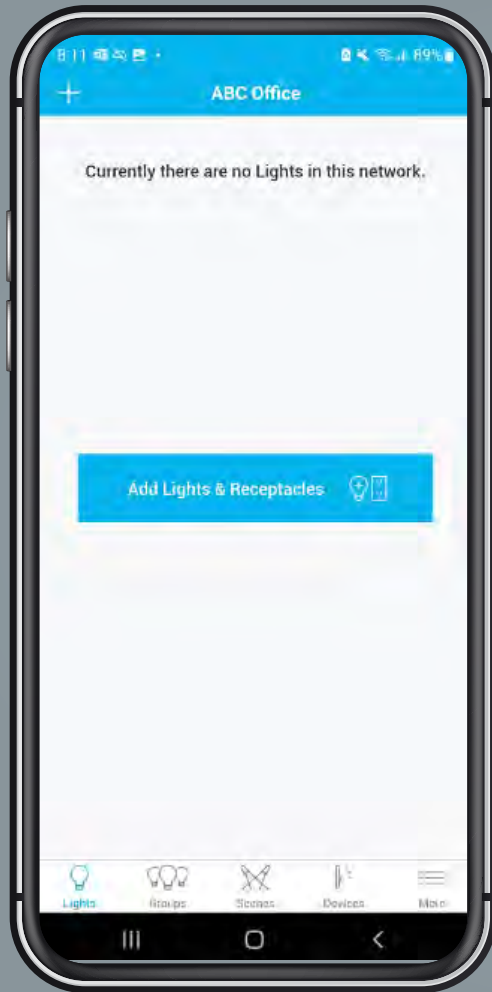


Tip

Create a Light Network for only the area within view



A best practice approach to creating a light network is to keep to the area within view as this makes programming clear and later access for revisions simple. Give your light network a descriptive name and touch "Complete".

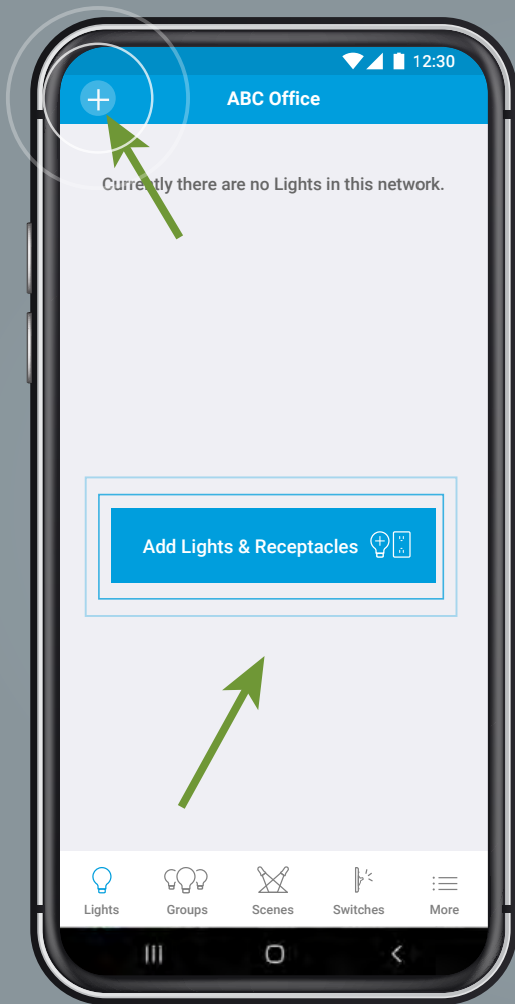


Tip

If possible, shut off lights in all adjoining areas for most efficient programming.

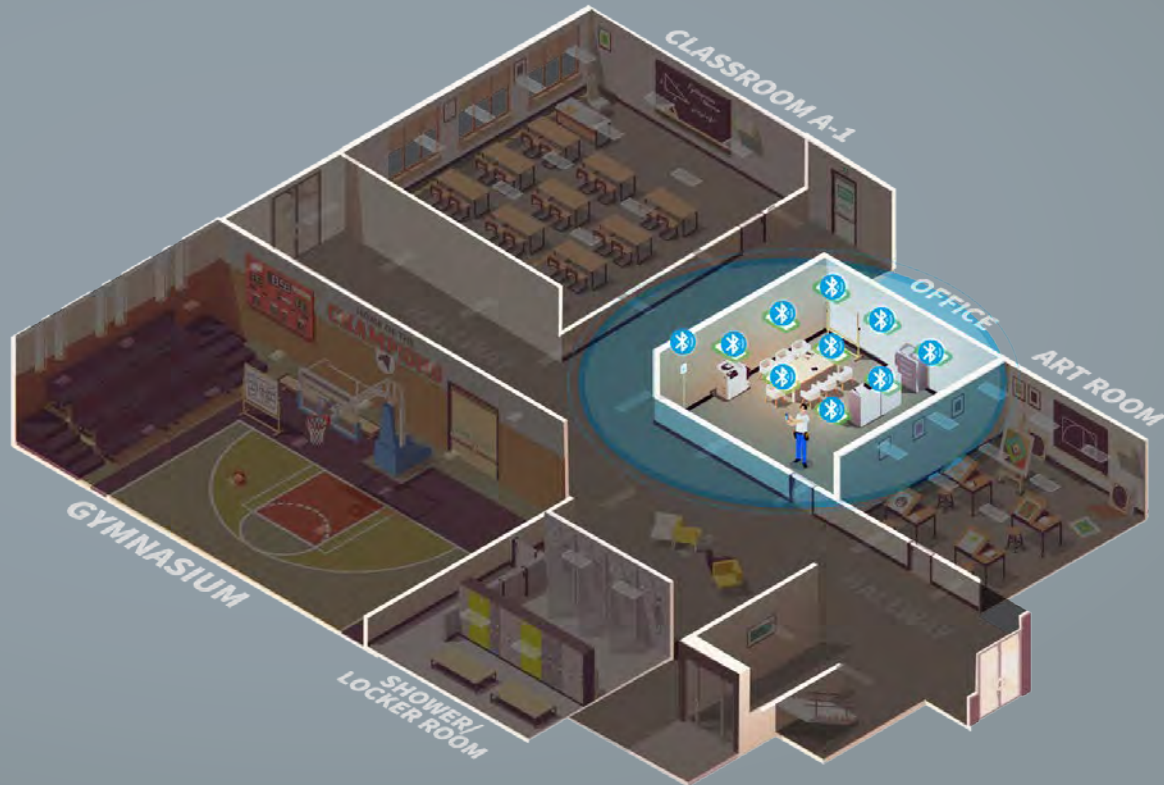


Lights that are powered off will not show up during the “Add Lights & Receptacles” scan. This will help to speed up the programming process.



Step 2 Unoccupied

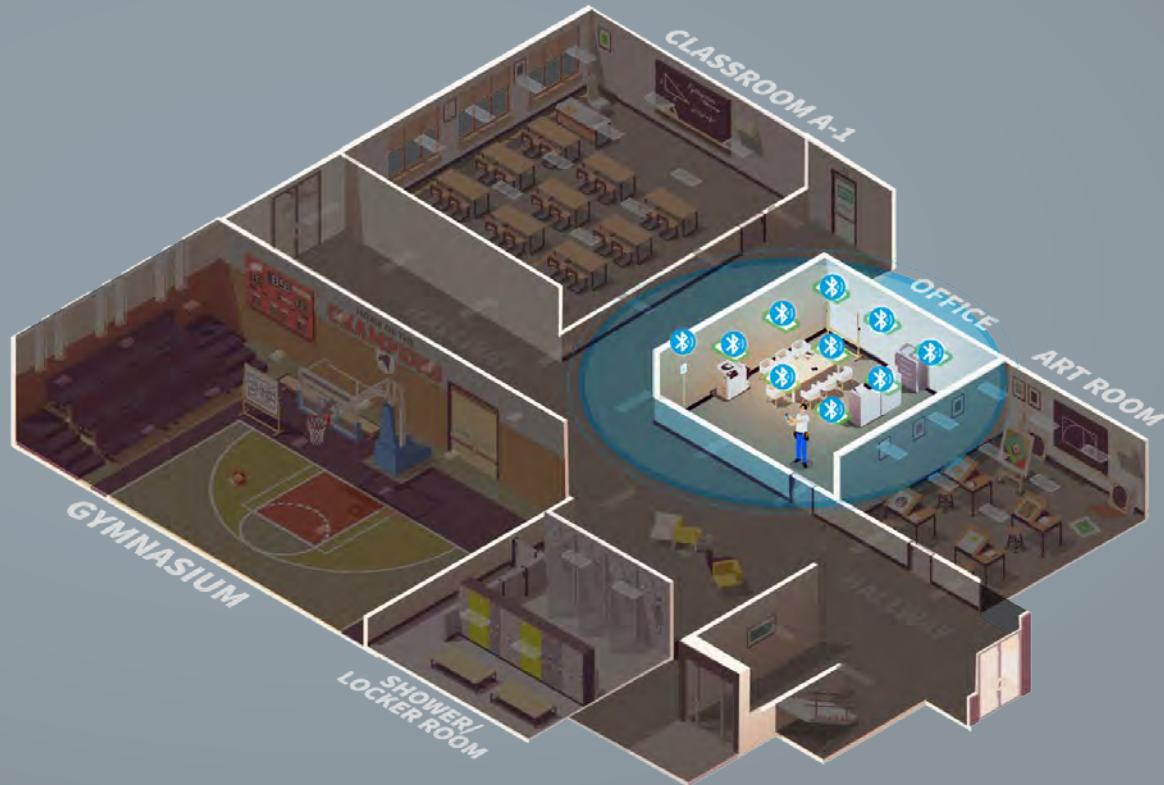
Touch the blue “Add Lights & Receptacles” button to scan for available lights and receptacles



The “Add Lights” section offers two ways to add lights. Touch the blue “Add Lights & Receptacles” button or the plus “+” symbol to scan for available lights within range.

Step 3 Unoccupied

Touch “Select All” and then touch “Save” to add lights to the Light Network.



In this example there are nine light icons that show up on the screen after scanning. Touch select all and all of the grey check marks turn blue. Touch “Save” to add to the app.



Step 2

Occupied

🌿 If you must program while the space is occupied and cannot shut lights off in adjoining spaces you will scan more lights than what is in your room.



Depending on the geometry of the space and building materials, Bluetooth range often extends beyond walls.



Tip

After waiting a few moments for the scan to complete, SMART BLU™ will populate your screen with all lights within range.



After scanning, SMART BLU™ will display a count of all lights that were reached on the bottom left corner of the screen. Compare this against the number of lights counted within your area. In this example, the app shows 17 lights whereas there are only 9 lights in the room.



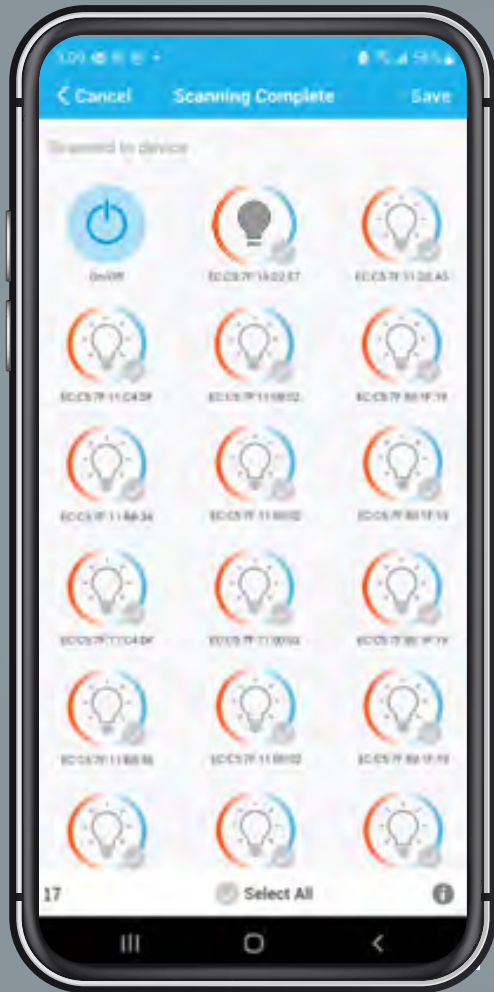
Tip

Using process of elimination to find lights for your network

- Turn OFF or ON to reveal which lights to add
- Checkmark the lights when you find them



Start with **ALL** lights **ON**, then touch the light icons **OFF** sequentially to reveal which lights you wish to add and touch **ON** for those you do not want. When you discover a light you want, touch the checkmark circle to add that light to your light network.

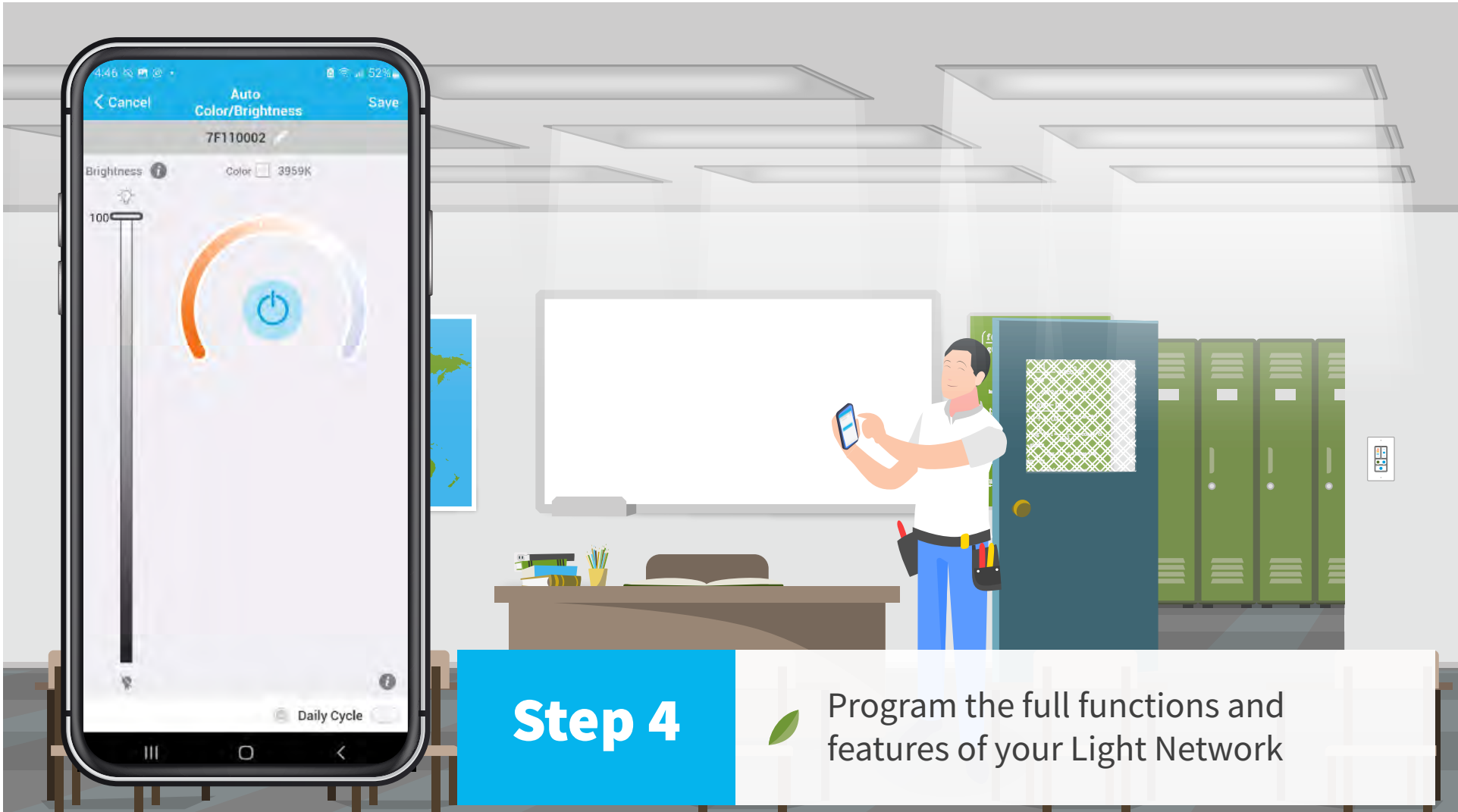


Step 3 Occupied

Touch the check mark of all lights you wish to choose and then touch “Save” to add lights to the Light Network.



Repeat this process until you have found all of the lights in your room and then touch “Save” and you are done.

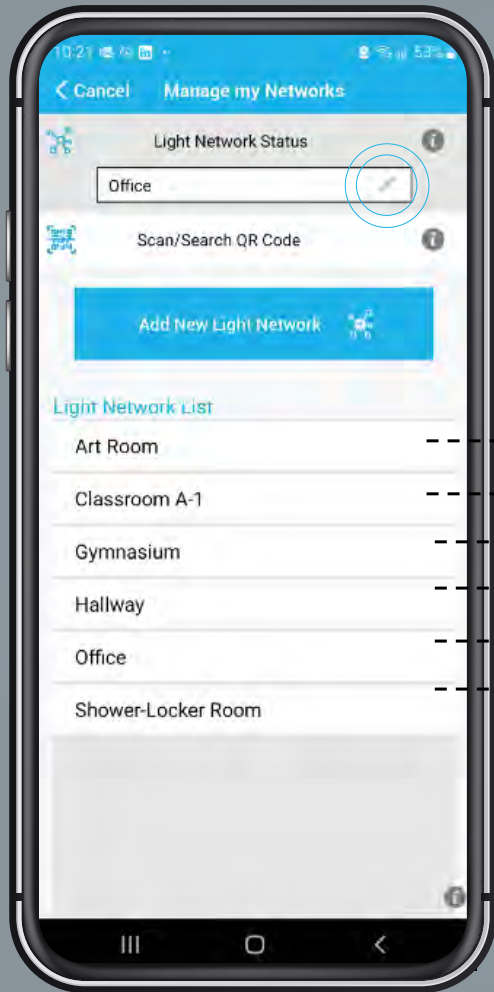


Step 4


Program the full functions and features of your Light Network

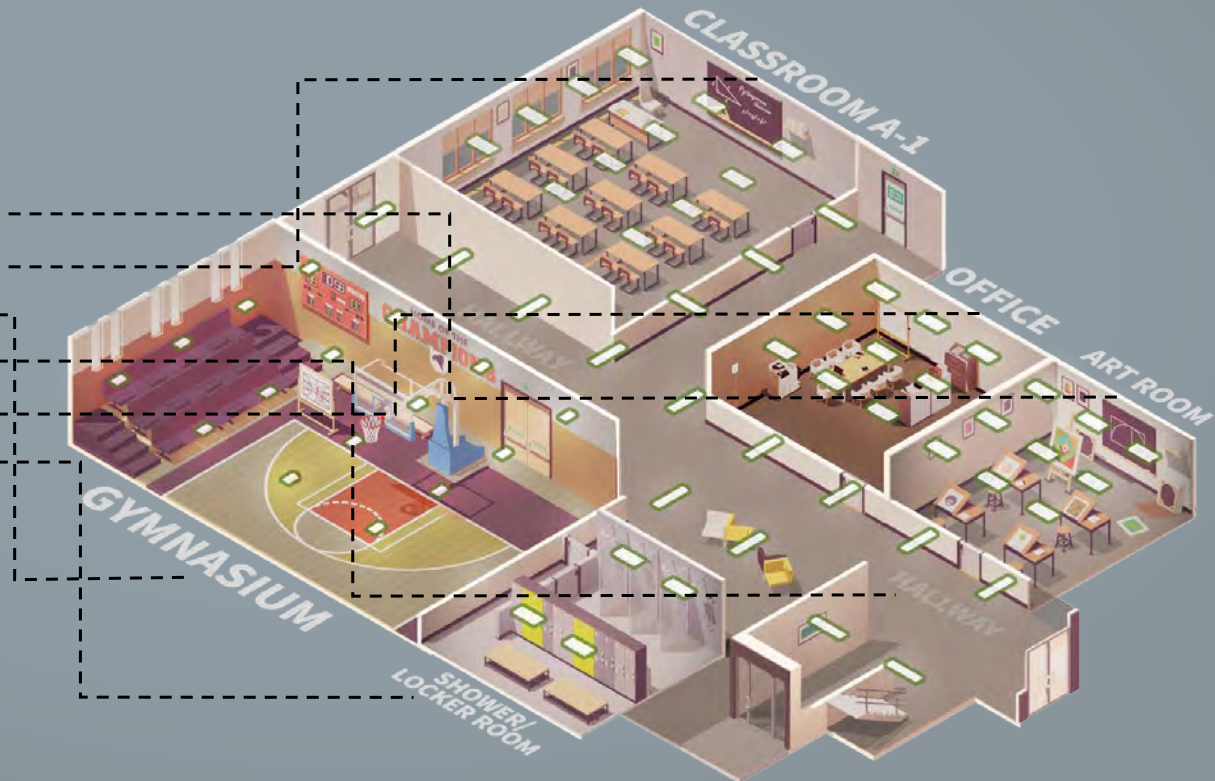
After adding lights to the Light Network, you may now program all of the features and functions to suit your needs or preferences. You can find short and simple video tutorials here:

[▶ Tutorials](#)

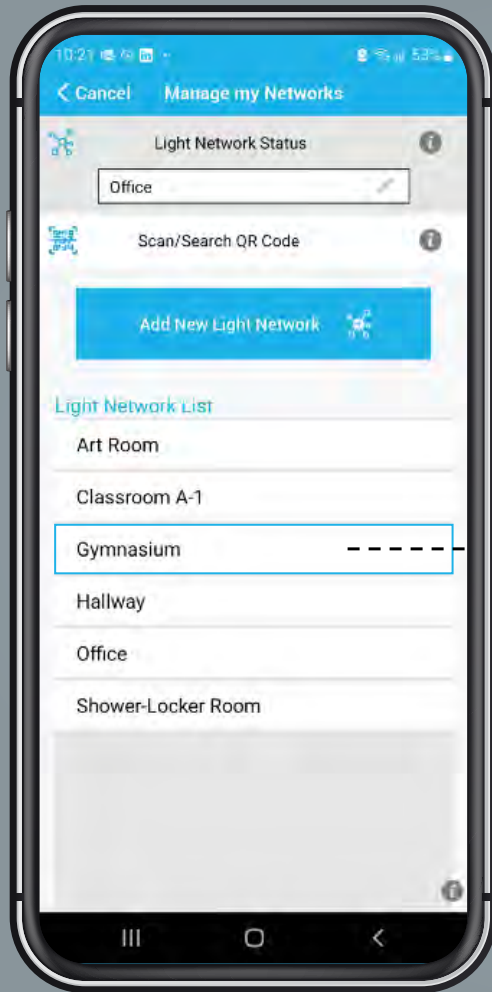


Tip

SMART BLU™ CLOUD will save all of your “Light Networks” in a “Light Network List”. Note that here you can edit the name by touching the pencil icon. 



Light Networks created are saved in an easy to navigate list found in the “Manage my Networks” section. Simply touch the name of the Light Network you wish to join and the app will automatically connect. Note that you must be in the space while connecting.



Tip

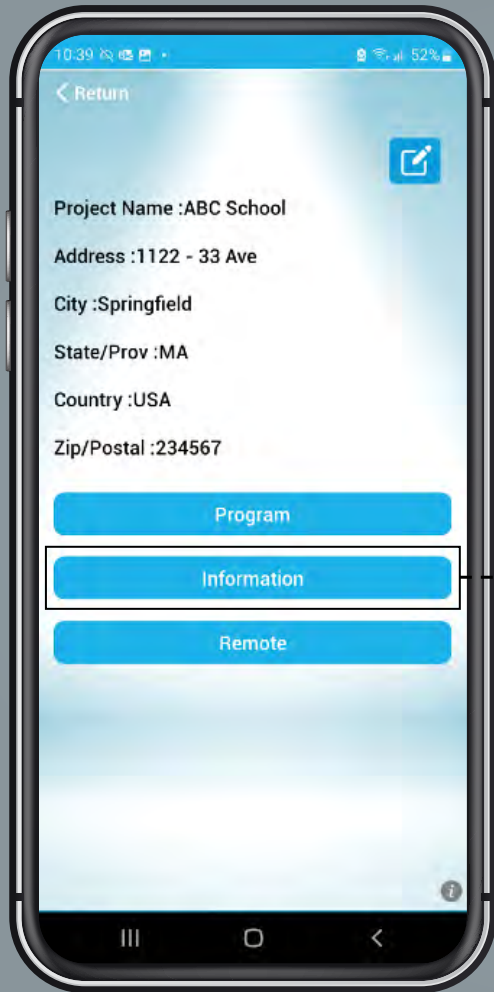
Simply choose the Light Network you wish to join while standing in the room.



Joining a Light Network is as easy as standing in a room and choosing the room name from a list.

Tip

SMART BLU™ CLOUD provides the opportunity to download all of your “Project” programming data in a downloadable spreadsheet. Touch the “Information” button located in the Project section.



PROJECTS INFORMATION

ABC School-Summary
Last Updated:2022-11-18 10:39:11
Light Networks:6
Lights Mono Color:0
Lights Two Color:0
Wall Switches:0
Gateways:0



[DOWNLOAD SPREADSHEET](#)

After commissioning is complete, you may download your data by touching the “Information” button found in the Project section.



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