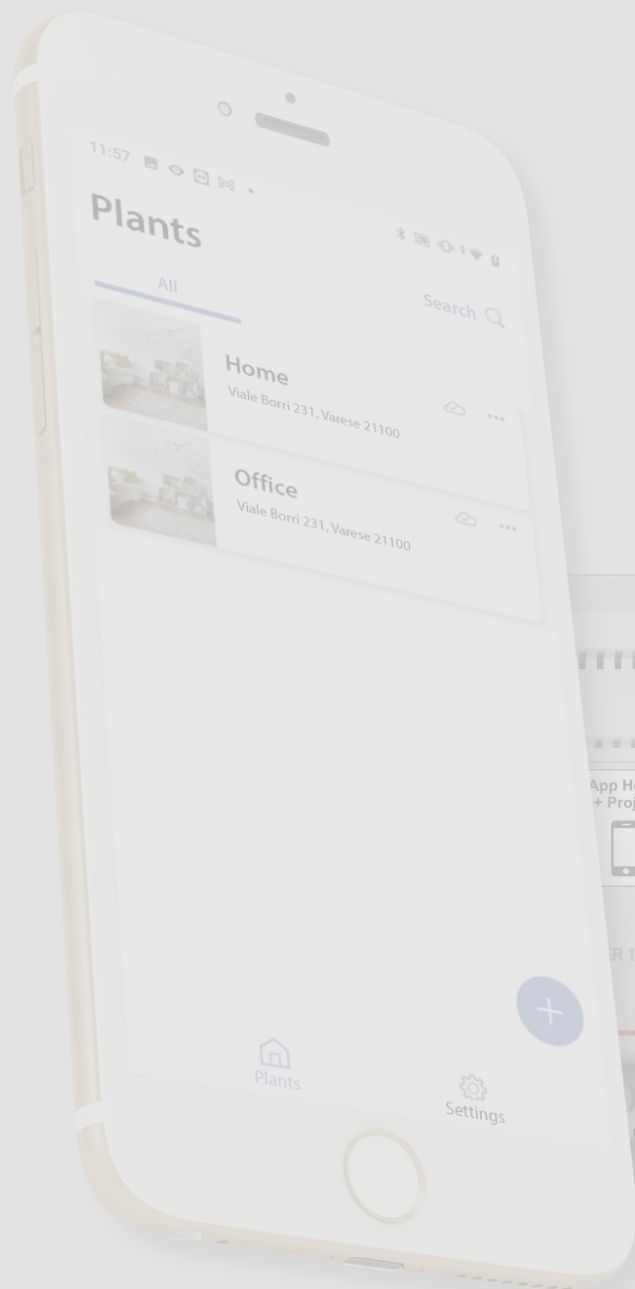


Home + Project



MyHOMEServer1

Installation and configuration manual



Home + Project



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General information

Warnings and recommendations

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

NOTE: A home Wi-Fi network with internet access is needed for the connection between the device and the smartphone and, also, the smartphone and the MyHOMEServer1 must be connected to the same LAN network.

To configure the MyHOMEServer1 and the MyHOME system, the installer must install Home+Project on his smartphone.

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

In these cases the integration and good working between MyHOMEServer1 and APP may depend on:

- a) quality of the Wi-Fi signal;
- b) type of access contract to the home internet;
- c) type of data contract on the smartphone.

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

We would like to inform you that the service provided by BTicino by means of remote use via the APP involves the use of data. The cost linked to data usage depends on the type of contract which the customer has with his ISP (Internet Service Provider) and is solely the customer's responsibility.

Although the system manages devices from third parties, the home-automation system must be BTicino.

CAUTION: Not all the functions shown in this manual are available for all countries. Check with your retailer which functions are available for your market.

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

Function limits

30	Maximum number of configurable rooms
50	Maximum number of graphic objects in a room
50	Maximum number of commands which can be associated to an actuator
50	Maximum number of scenarios
100	Maximum number of actions in the scenario
50	Maximum number of start conditions for each scenario
15	Maximum number of installer account
1	Maximum number of simultaneously connected installer users

MyHOMEServer1 connections

Services	Addresses	Port	Protocols
<i>Cloud Services</i>			
Main Server	nv2-bncx.netatmo.net	25050	tcp
<i>NTP Service</i>	pool.ntp.org (by default, to be edited by the user)	123	ntp
<i>Log Service</i>	log.bs.iotleg.com	5001	syslog
<i>Update service</i>			
Download Server	n3tfw.blob.core.windows.net	443	https
<i>Email service</i>	Depending on the user configuration		

Light and Automation Devices that can be directly associated via MyHOMEServer1

Description	Legrand Code	From production batch:	Bticino Code	From production batch:
Scenario command	LG-573902	08W51	BT-L4680	09W08
	LG-573903	08W51	BT-N4680	09W08
	LG-574503	all	BT-NT4680	09W08
	LG-574504	all	BT-HC4680	09W08
	LG-067217	all	BT-HD4680	09W08
	LG-067218	all	BT-HS4680	09W08
	LG-078478	all		
SCS/SCS interface	LG-003562	12W20	BT-F422	12W20
Multifunction touch command	LG-067243	13W05		
	LG-067244	13W05		
	LG-067245	13W05		
BUS 8-key command	LG-067592	all	BT-LN4652	all
			BT-H4652	all
2 m basic command	LG-067552	all	AR-64360	09W40
			BT-H4652/2	09W40
			BT-L4652/2	09W40
			BT-AM5832/22	09W40
3 m basic command	LG-067554	all	BT-L4652/3	09W40
			BT-H4652/3	09W40
			BT-AM5832/3	09W40
Light actuator			BT-K8002L	all
BUS shutter actuator	LG-067557	all	BT-LN4661M2	all
			BT-H4661M2	all
			BT-AM5861M2	all
			BT-K8002S	all
BUS shutter command	LG-067558	all	BT-LN4660M2	all
			BT-H4660M2	all
			BT-AM5860M2	all
Special command	LG-067553	all	AR-64362	all
			BT-L4651M2	08W41
			BT-H4651M2	08W41
			BT-AM5831M2	08W41
1-relay DIN actuator 16A 100/240V	LG-003847	all	BT-F411U1	all
2-relay DIN actuator 16A 100/240V	LG-003848	all	BT-F411U2	all
1-relay DIN actuator 16A 100/240V	LG-003841	10W17	BT-F411/1N	09W13
2-relay DIN actuator 16A	LG-003842	10W18**	BT-F411/2	09W04**
2-relay DIN actuator 16A 100/240V	LG-002601	all	BT-BMSW1002	all
4-relay DIN actuator 16A 100/240V	LG-002602	all	BT-BMSW1003	all
4-relay DIN actuator 6A	LG-003844	10W22*	BT-F411/4	09W04*
4-relay DIN actuator 16A 100/240V	LG-002604	all	BT-BMSW1005	all
4 output DIN actuator for 0-10V ballast	LG-002612	all	BT-BMDI1002	all
DIN actuator for 0-10V ballast	LG-003656	10W05	BT-F413N	09W14
Basic contact interface	LG-573996	10W04	BT-3477	10W04
DIN contact interface	LG-003553	10W13	BT-F428	09W50

* If the device is installed on the output of the F422 interface, the minimum batch is 15W25

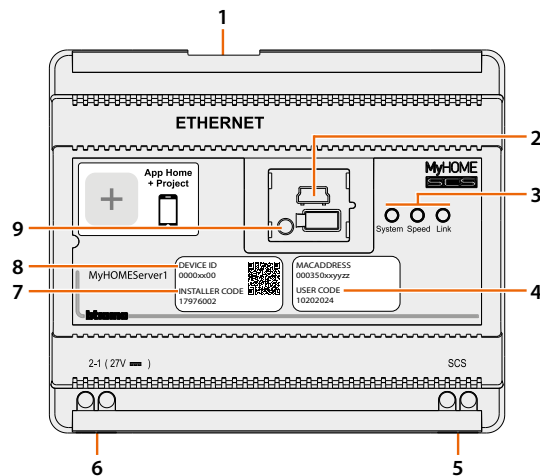
** If the device is installed on the output of the F422 interface, it is not possible to associate it using the APP. It is recommended to replace it with the code F411U2

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

Temperature Control Devices that can be directly associated via MyHOMEServer1

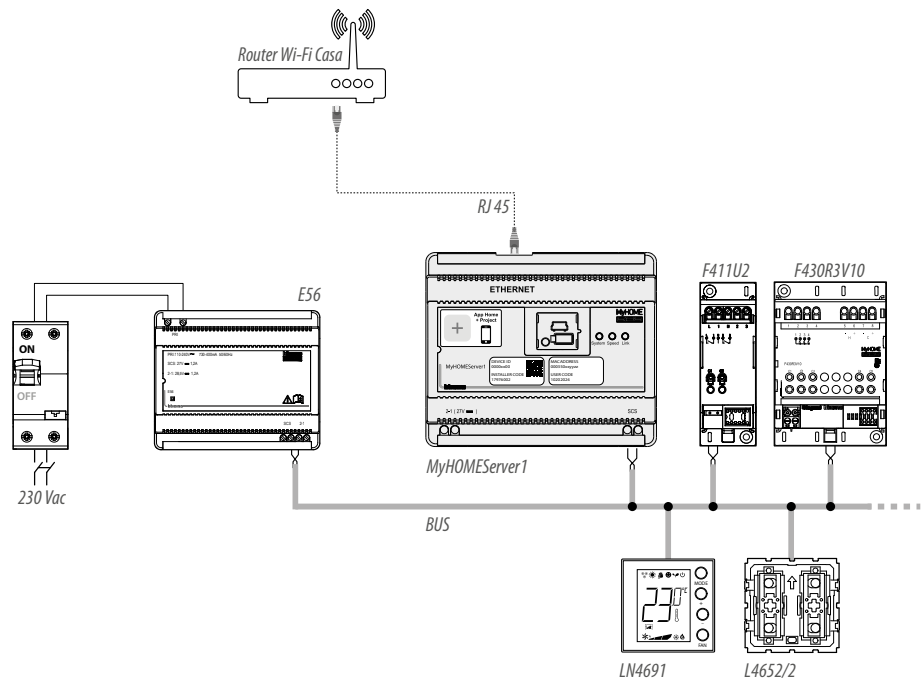
Description	Legrand Code	From production batch:	Bticino Code	From production batch:
Thermostat with Display	LG-067459	all	BT-LN4691	all
	LG-064170	all	BT-H4691	all
	LG-752131	all		
	LG-752731	all		
Temperature control probe			BT-KM4691	all
			BT-KG4691	all
			BT-KW4691	all
Probe without regulation	LG-067458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

Description



1. RJ 45 for LAN Ethernet 10/100 Mbit.
2. USB port for firmware update using MyHOME_Suite.
3. User interface LEDs:
 - **System:** On connecting the power supply it switches on and off and the next time it switches on it indicates that the Web Server is operative.
 - **Speed:** Connection speed: ON = 100 Mbit; OFF = 10 Mbit.
 - **Link:** When on, it indicates that the Ethernet network has been found.
4. **USER CODE:** user code which allows the creation of a connection with the Home+Control APP.
5. 2 WIRES BUS for automation connection.
6. Additional power supply.
7. **INSTALLER CODE:** installer code which allows the creation of a connection to the system and configuring it with Home+Project APP.
8. **DEVICE ID:** device identification unique code.
9. Restart button:
 - short pressure (1") = device restart;
 - long pressure (10") = Dynamic IP Setting (DHCP).After the long pressure of the reset button, the system LED will flash twice slowly and twice quickly for about 10".

Wiring diagrams



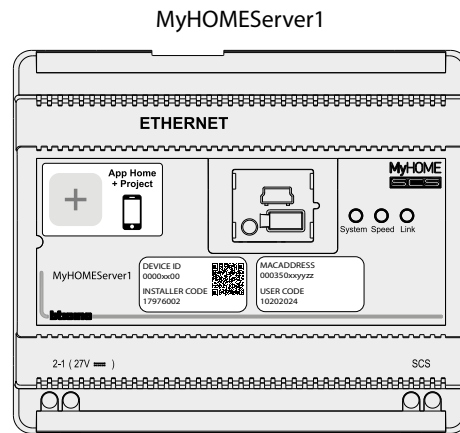
NOTE: The MyHOMEServer1 must be connected to the internet network

NOTE: The maximum number of manageable addresses is 175 (see [table](#))

Connections

For correct operation it is fundamental that the connection is made on the automation BUS (see MyHOME Automation Guide), it is not possible to install MyHOMEServer1 on systems with logic expansion.

Fundamental concepts

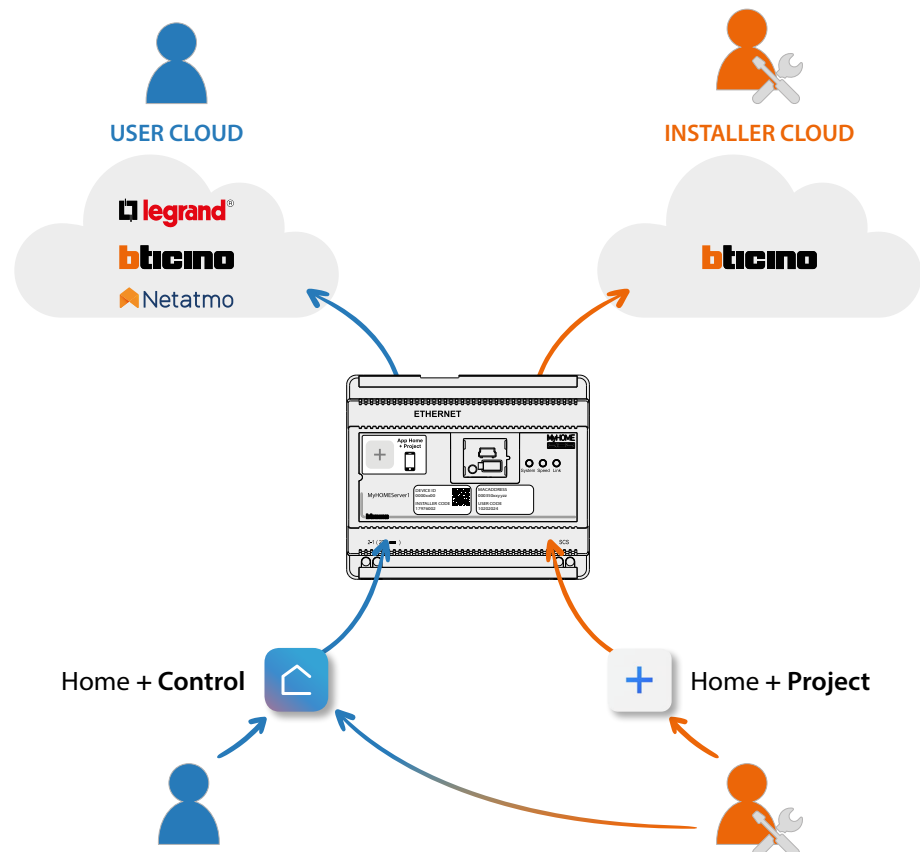


Once MyHOMEServer1 has been installed and configured, with the Home+Project App it is possible to create the system of the user. The Home+Project App allows to configure the home automation system, so that the user can use all its functions through the Home+Control App.

To **create and manage the systems** of the users, you need to register on the installer cloud using the account [Account registration on the installer cloud](#). This can be done using the Home+Project App, and will create an account on the installer cloud.

If you need to **use the system command functions** to check its operation, or for something else:

- Download the Home+Control App
- Create an account on the user cloud
- Complete the association with the MyHOMEServer1 and use the command functions



The functions available for configuration using the Home+Project App are:

- control the lights;
- control the shutters;
- adjust the temperature;
- play music and manage amplifiers through customised scenarios;
- control the controlled socket;
- display the instantaneous consumptions of the loads (washing machine, cooker etc.);
- control devices of other brands*;
- open the locks;
- create and manage scenarios.
- create general commands and group commands.

**NOTE: The device may not be compatible with some models or their firmware versions.*

BTicino is not responsible for any present and future malfunctionings or incompatibilities which can be attributed to third-party devices.

First access

After connecting and installing MyHOMEServer1, this must be configured by creating a system. To do this:

- Download the Home+Project App
- Register an account
- Complete the authentication in the App home page

Download the Home+Project App

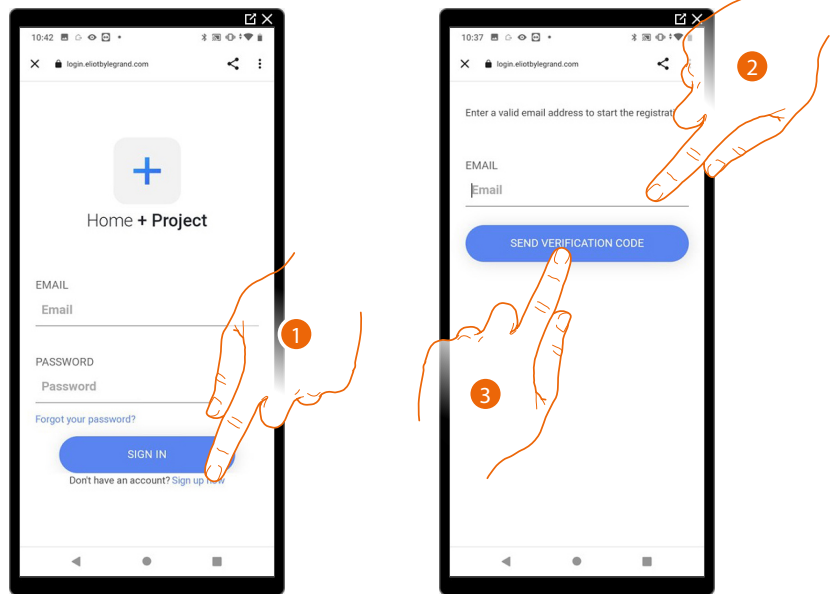
To be able to configure the system so that the user can use all the functions that the MyHOME system puts at your disposal, first of all download the App from the Stores. (for iOS® devices from App Store, for Android® devices from Play Store)



1. On your Smartphone run the App to read the QR codes and then frame the QR Code, or search for the Home+Project App in the stores.

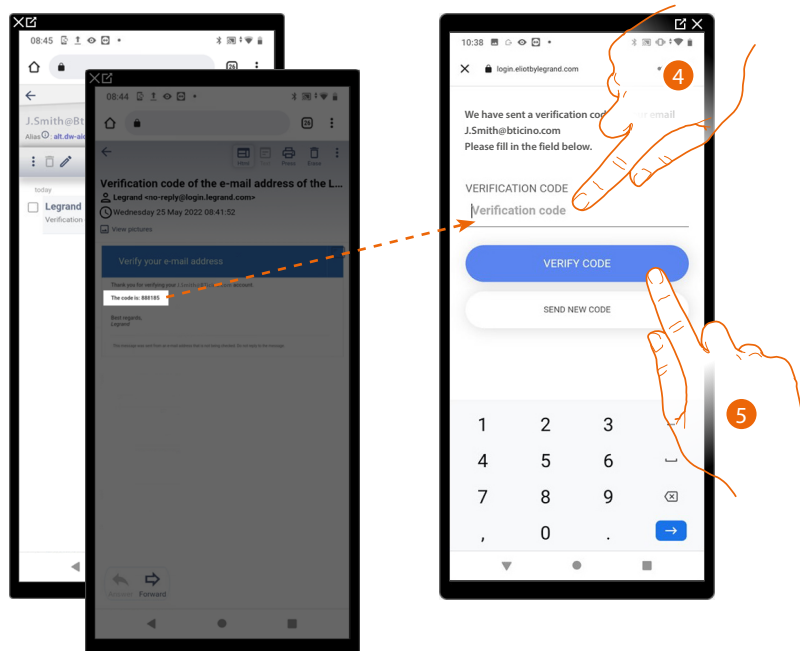
Account registration on the installer cloud

You must first register to be able to use the Home+Project App.
After opening the App follow the registration instructions:

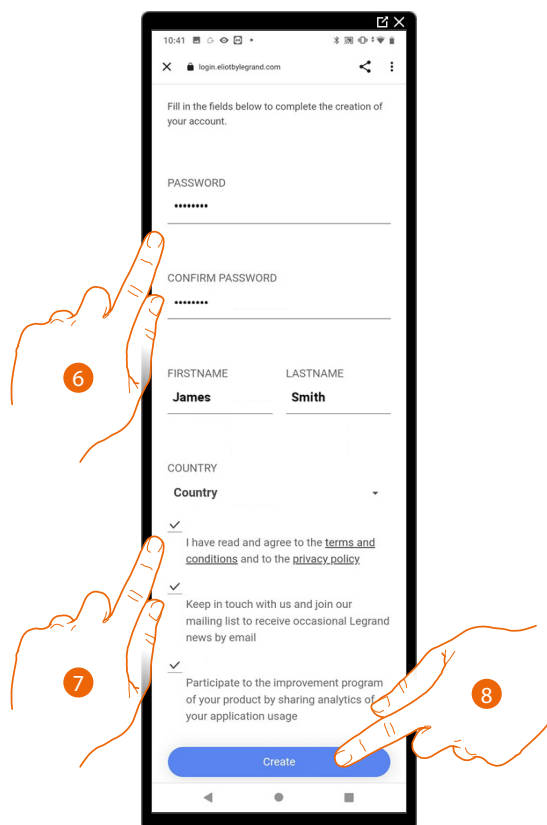


1. Touch to register and create an account
2. Enter the email address where the system can send a verification code
3. Touch to confirm the forwarding of the verification code

After confirming, the system will send the data (verification code) to the email address indicated by you in the registration phase for the first access.

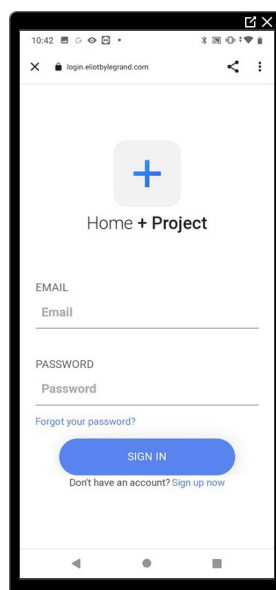


4. Enter the verification code received by e-mail
5. Touch to confirm



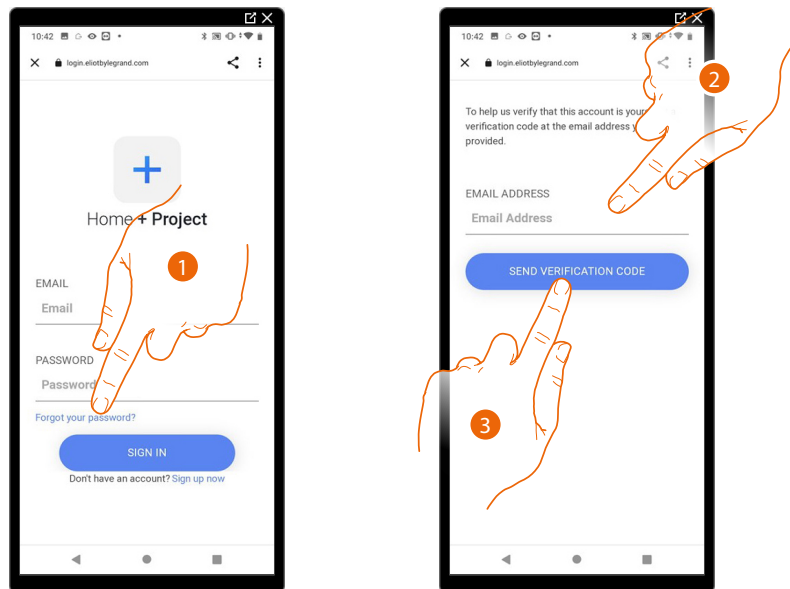
6. Enter a password and fill the fields with your details.
7. Tick to accept the terms and conditions of use laid down in the associated text (obligatory).
8. Touch to continue.

The account has been created successfully. Authentication is now **possible**

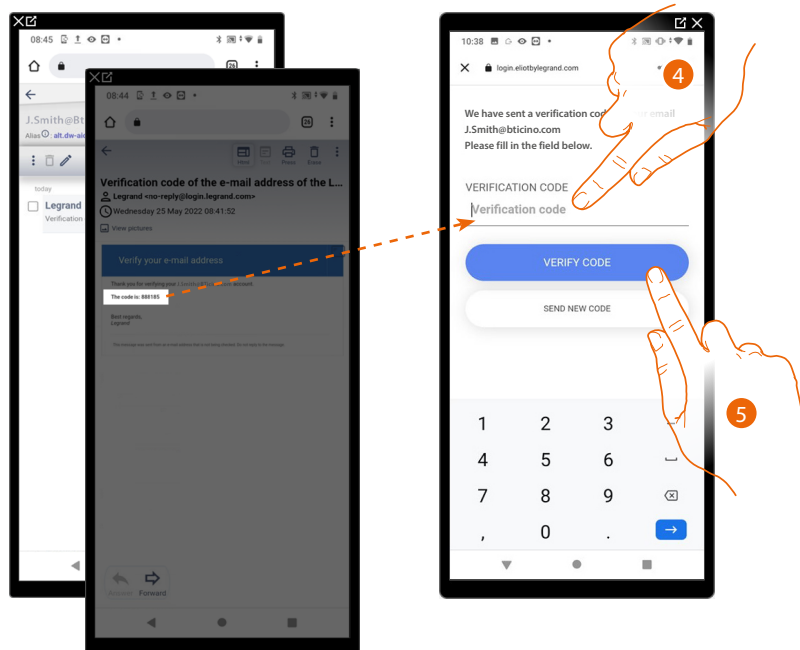


Forgotten password

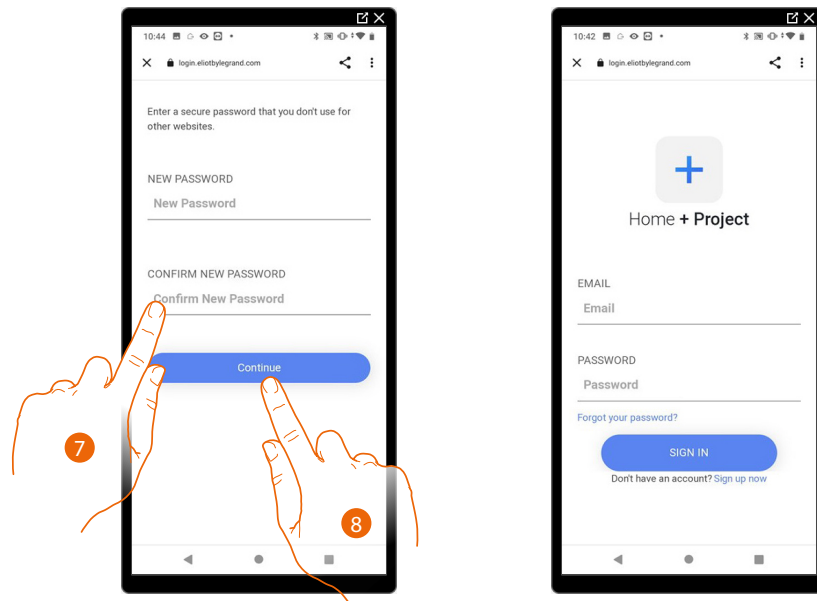
When you have forgotten the password:



1. Touch to activate the password recovery procedure.
2. Enter the email address where the system can send a verification code.
3. Touch to confirm the forwarding of the verification code.



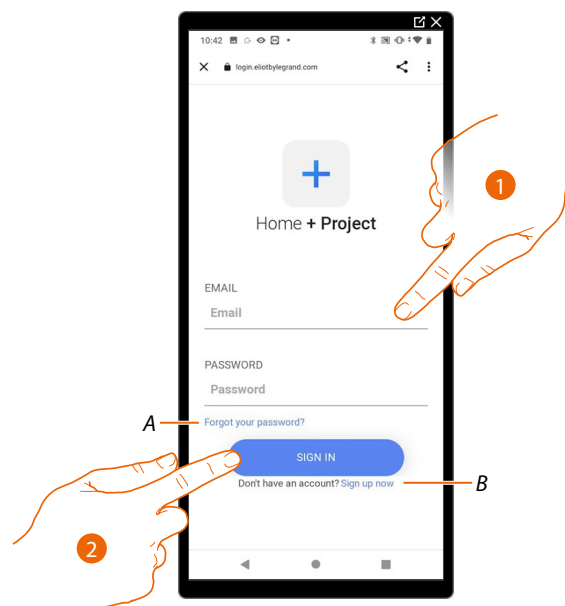
4. Enter the verification code received by e-mail.
5. Touch to verify the code.



6. Enter the new password.
For security reasons enter a new password with these features:
 - minimum length 8 characters;
 - must contain at least one letter and one number;
 - it must be different from the last 5 passwords used.
7. Enter the password again.
8. Touch to confirm. The Home Page will be displayed so that the authentication procedure can be completed.

Authentication

After registering with the portal, you can authenticate by entering email and password.

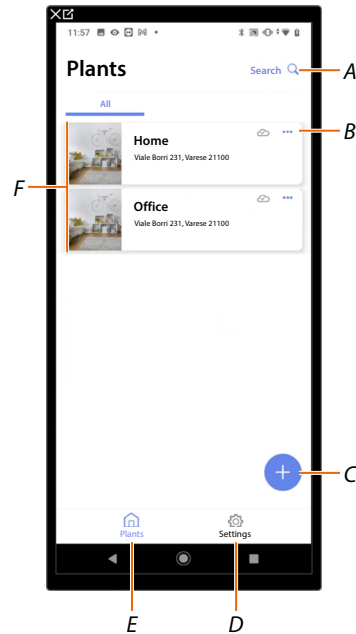


- A Touch to start the **password recovery** procedure
 - B Touch to **create a new account**
1. Enter email and password.
 2. Touch to access, the **App Home Page** appears

App Home page

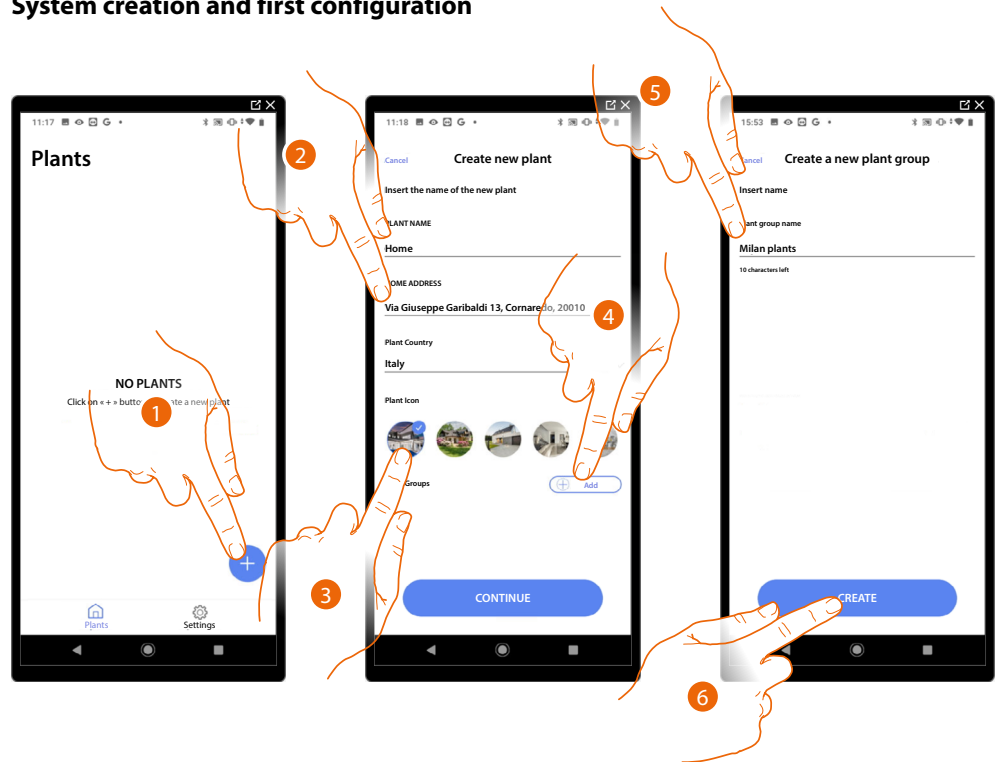
In this page, it is possible to search, view and manage all the available systems, as well as create new ones.

It is also possible to display all the notifications and access some settings relating to the Home+Project App

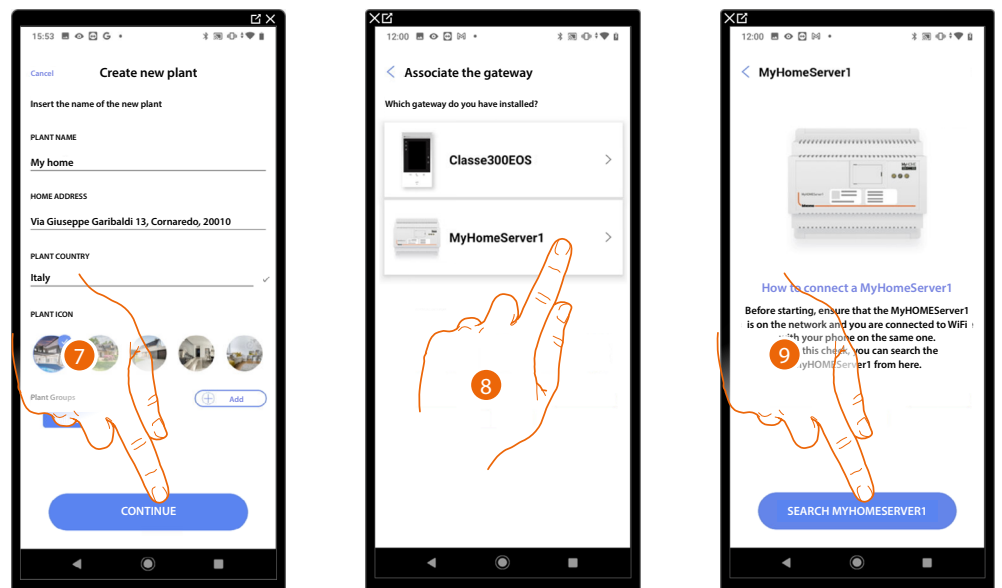


- A Opens the page that allows to search for systems by name
- B Opens the [system management page](#) (management of guests and users, system duplication and deletion)
- C Starts the procedure for [the creation of a new system](#)
- D Opens the [App settings](#)
- E Opens the [App Home Page](#)
- F Managed systems. Touch the system to open the [system configuration page](#)

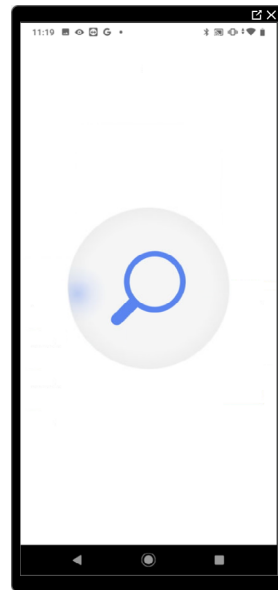
System creation and first configuration



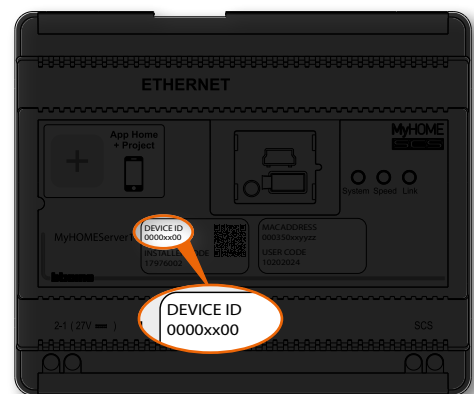
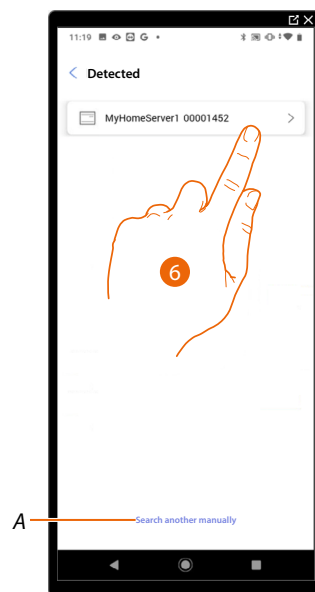
1. Touch to add and create a system configuration
2. Enter the system details
3. Select an icon for the system
4. Touch to assign to a system group or create a new one
5. Enter a name for the system group
6. Touch to create the group



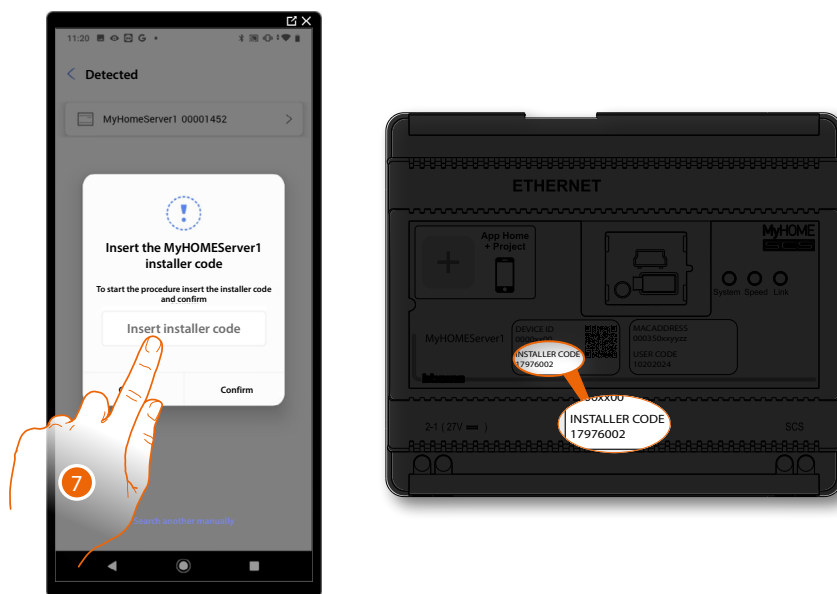
7. Touch to continue.
8. Select the gateway on the system
9. Touch to connect to your MyHOMEServer1. If this is not found, see [Enter the IP address manually](#).



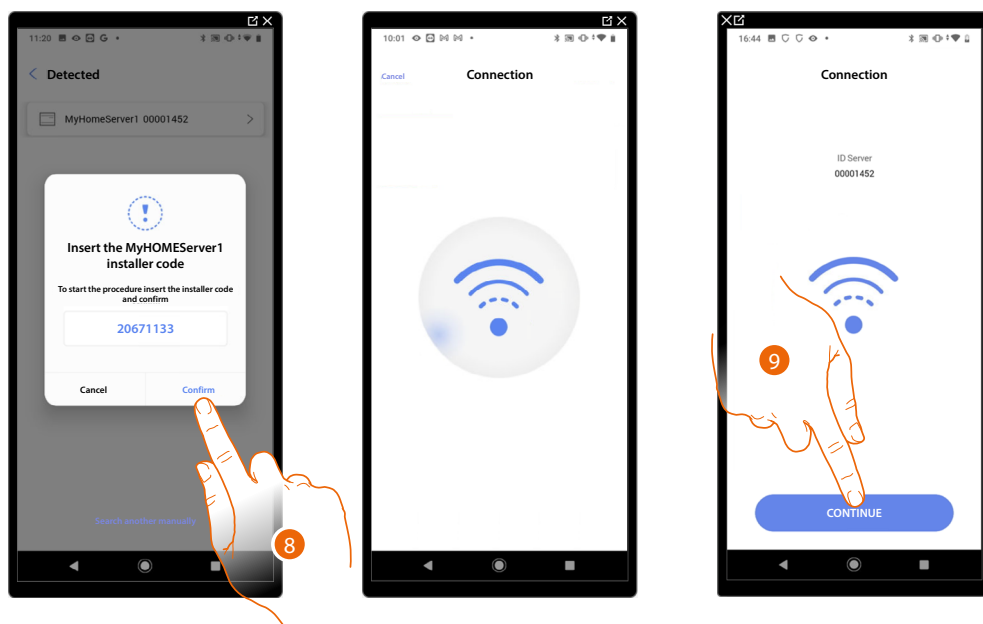
The list of detected MyHOMEServer1 appears. If not found, enter the address manually *A*



6. Select your MyHOMEServer1 identifying it by means of the ID DEVICE on the front of the device
- A* To enter the IP address manually see [Enter the IP address manually](#)



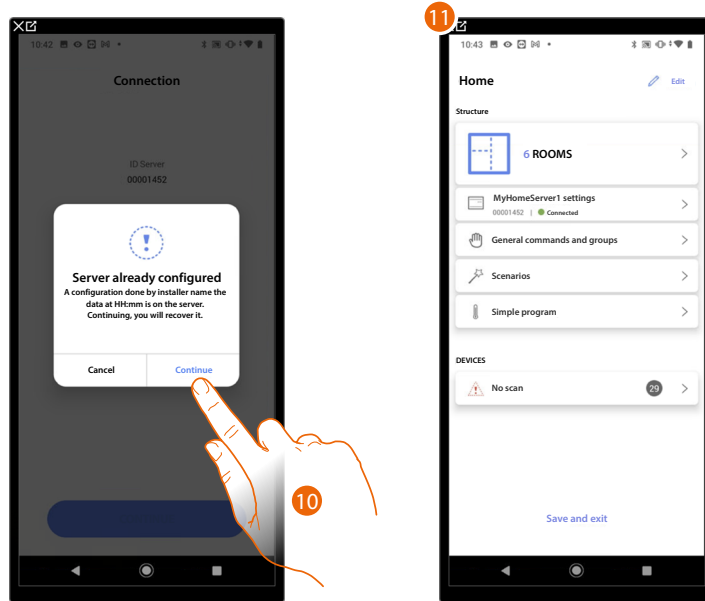
7. Enter the INSTALLER CODE found on the front side of the device



- 8. Touch to confirm
- 9. The system is now connected, touch to continue.

If the system had already been configured, the information contained therein (excluding icon and tags) will be available again.

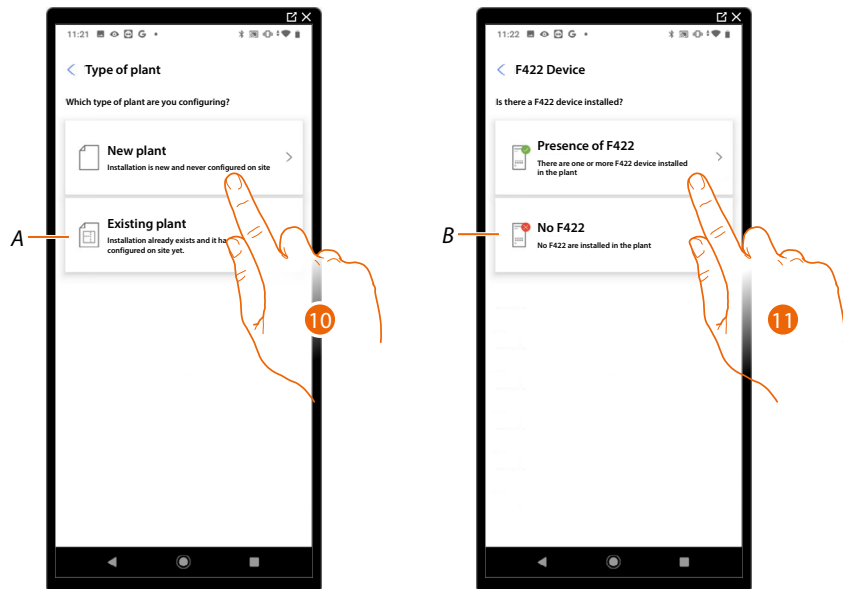
The following screen appears:



10. Touch to configure the system

11. The system has been successfully reset, the **system configuration** page appears

Otherwise



10. Touch if you need to configure a new system, no object has been configured yet

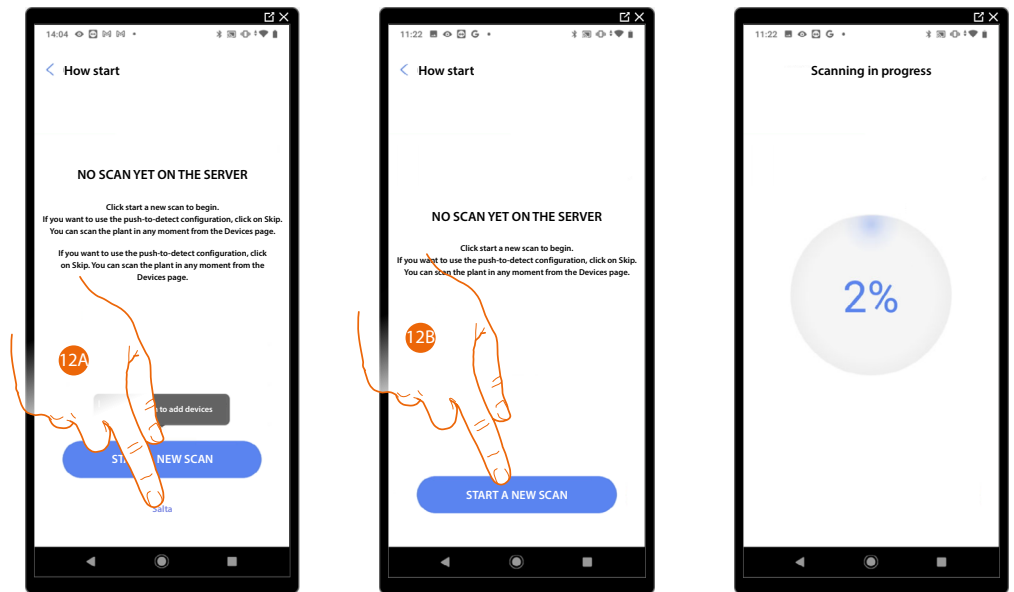
A Select if you need to edit an existing system (e.g. configured using MyHOME_Suite or physical configurators)

NOTE: If you do not know in what condition you are, always select 'existing plant'.

11. Touch if your system has an F422 interface

B Select if your system has no F422 interface

NOTE: Following the selections made, the App will suggest to scan the system or to skip the scanning process.



12A. Touch to skip the scan and go to step 14

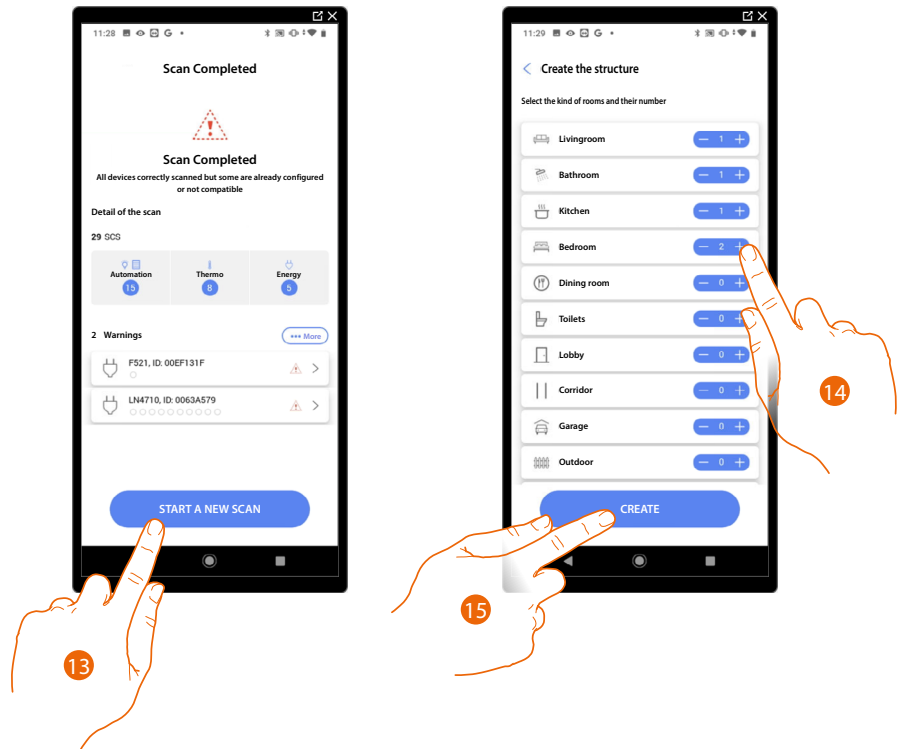
Or

12B. Touch to start a new scan to detect the devices connected to the system.

To check the number of engaged addresses (max. 175), refer to the compatibility table.

NOTE: The maximum number of addresses for each system is 175. If this limit is exceeded, Home+Project will issue a warning.

Once the scan is complete, the detail page is displayed: any warnings can be resolved now or later, see [Device management](#).

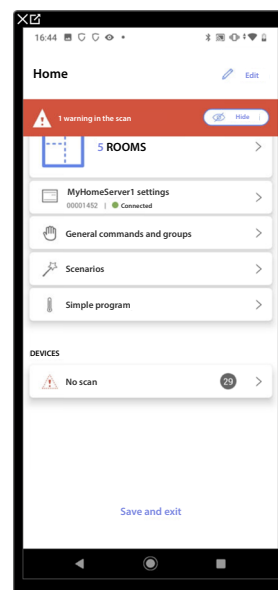


13. Touch to start the configuration of your home

14. The system automatically adds some rooms. If necessary, touch to edit the configuration.

15. Touch to create the structure of the home.

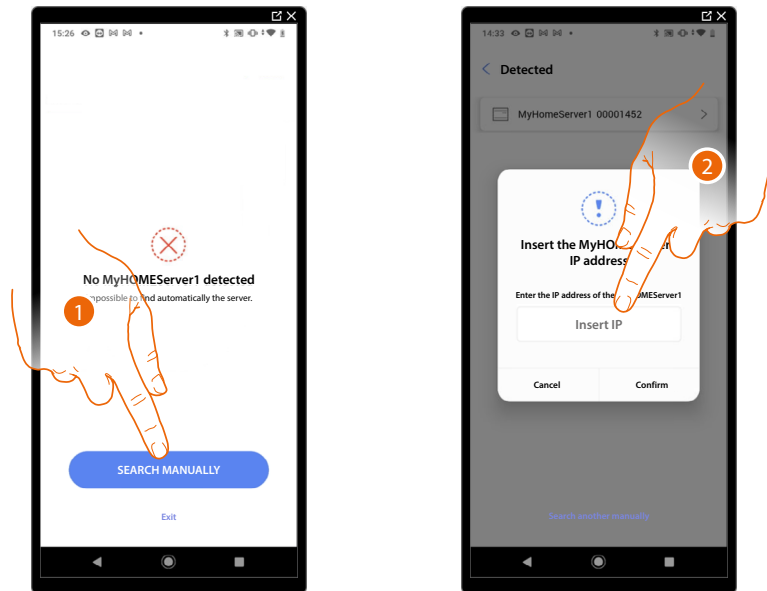
At the end of the procedure the [system configuration](#) page appears.



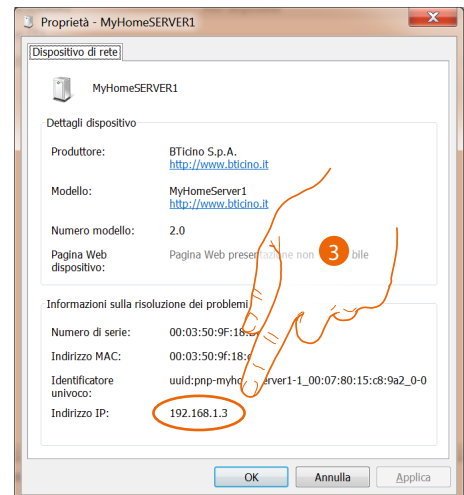
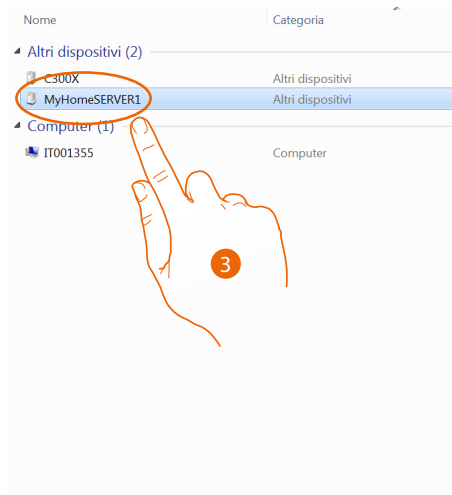
Enter IP address manually

When, while creating a system, your MyHOMEserver1 is not found automatically, you must enter the address manually

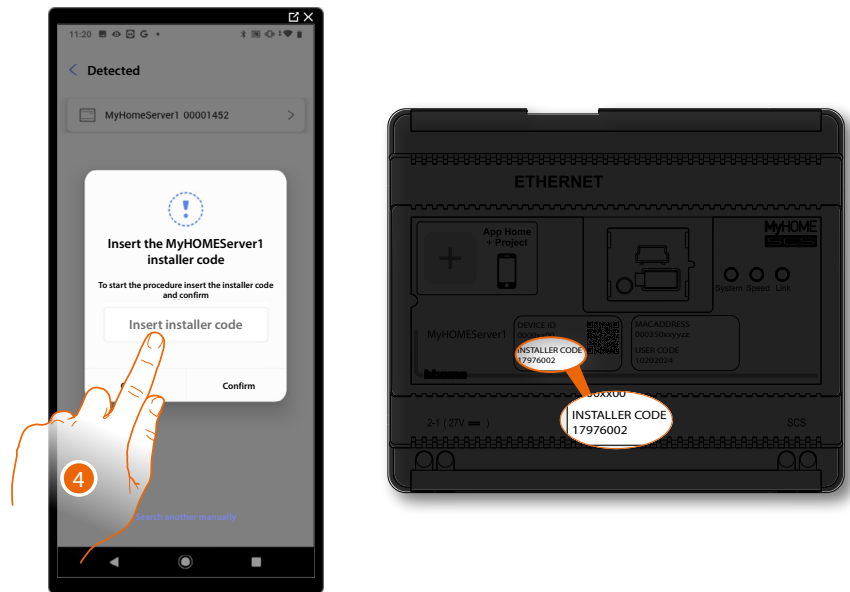
NOTE: Check the connections and/or the Wi-Fi connection. The smartphone and the MyHOMEserver1 must be connected to the same LAN network.



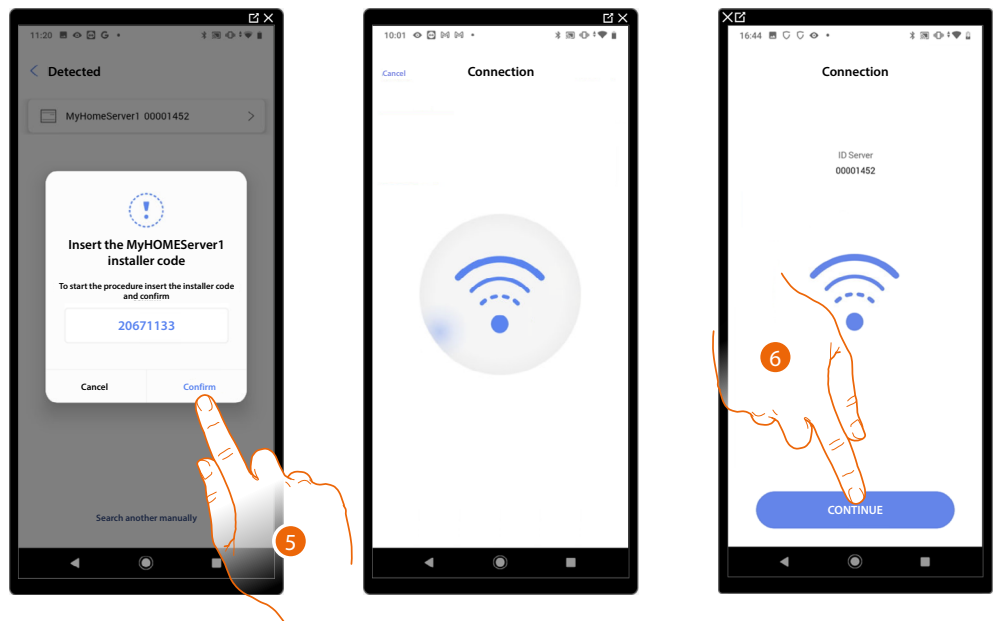
1. Touch to enter the IP address manually
2. Enter the IP address of your MyHOMEserver1



3. If you do not know it, connect the PC to the same network as the MyHOMEserver1, look for it in the network connections centre and open the properties mask.
If it does not appear in the network connections centre, you can press the MyHOMEserver1 reset button for 10 seconds and set it in DHCP



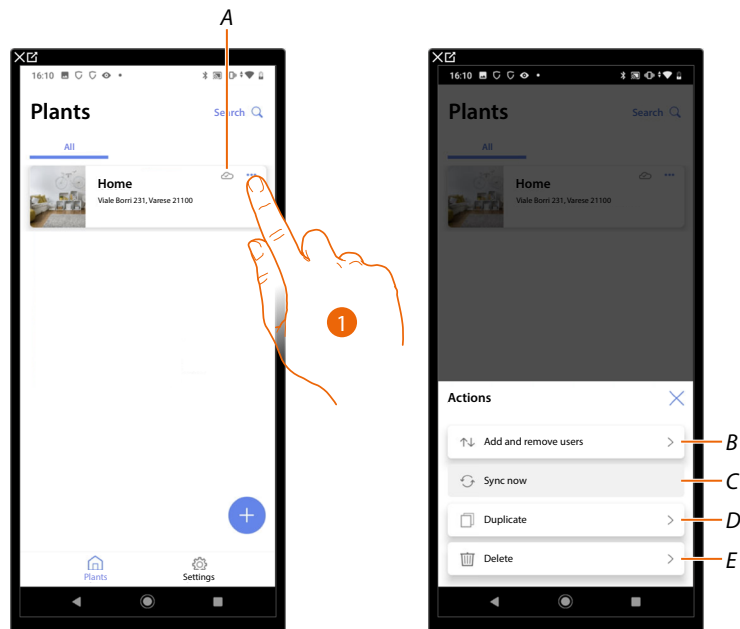
4. Enter the INSTALLER CODE found on the front side of the device



5. Touch to confirm
6. The system is now connected, touch to continue.

System management

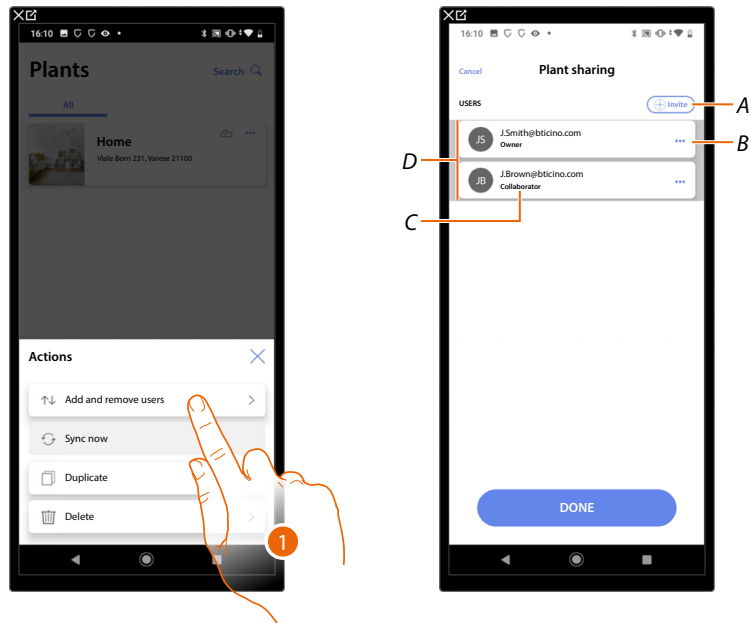
This menu allows to manage your system and its connected users.



- A* Indicates if the system is synchronised with the cloud
- 1. Touch to open the system management menu
- B* Opens the page for managing the users with whom you have shared the management of the system
- C* Performs the synchronisation with the cloud
- D* Duplicate the system
- E* Delete the system

System sharing

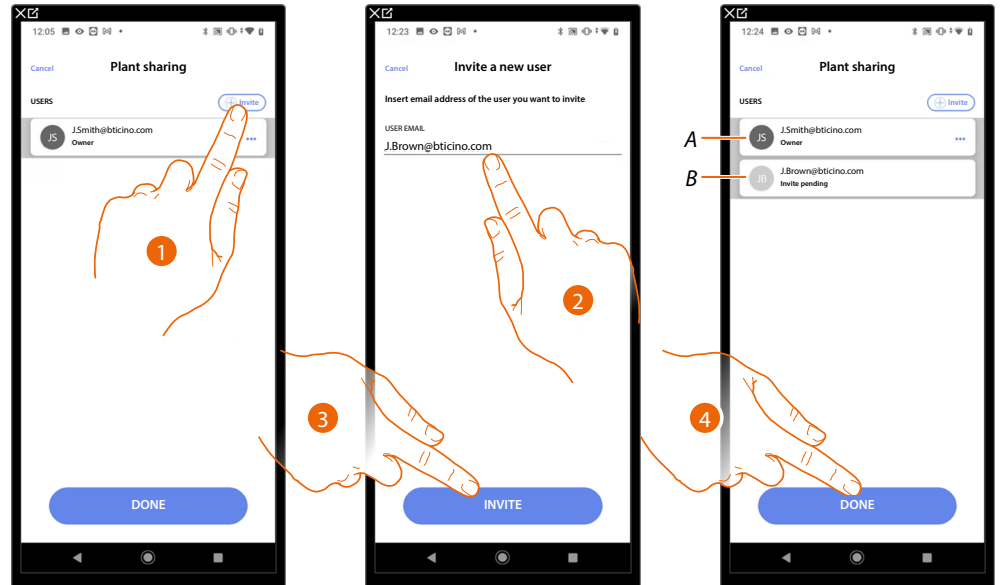
In this page, it is possible to display and manage certain settings relating to the users with whom you have shared the management of the system.
It is also possible to invite more users or delete them (this will not delete the users themselves, but their possibility to manage the system).



1. Touch to enter the page
 - A Activates the procedure for **inviting another user** to allow them to manage and configure your system
 - B Opens the page where it is possible to **edit the role of the user** (primary or secondary). It is also possible to **disassociate the account**.
 - C User role
 - D Users who can manage the system

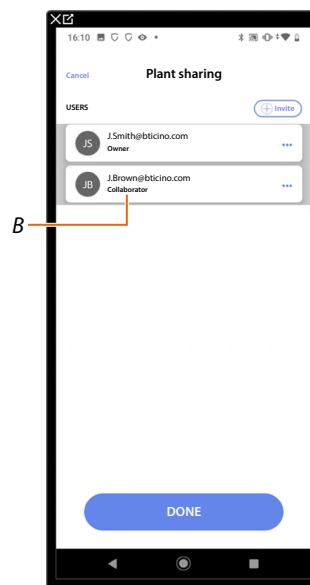
Invite another user

With this procedure, you can allow other users to manage the system.



1. Touch to invite another user.
2. Enter the user email
3. Touch to confirm the invitation.
 - A. The dark grey icon indicates that the user has logged in after receiving the invitation.
 - B. The light grey icon indicates that the user has never logged in after receiving the invitation.
4. Invite sent; touch to close.

The invited user will receive an e-mail with the invitation to check the system. Invited users who already have a BTicino installer account will automatically be authorised to access the system after completing the authentication process. Those who don't already have a BTicino installer account must create an account and will be added automatically after completing the authentication process.

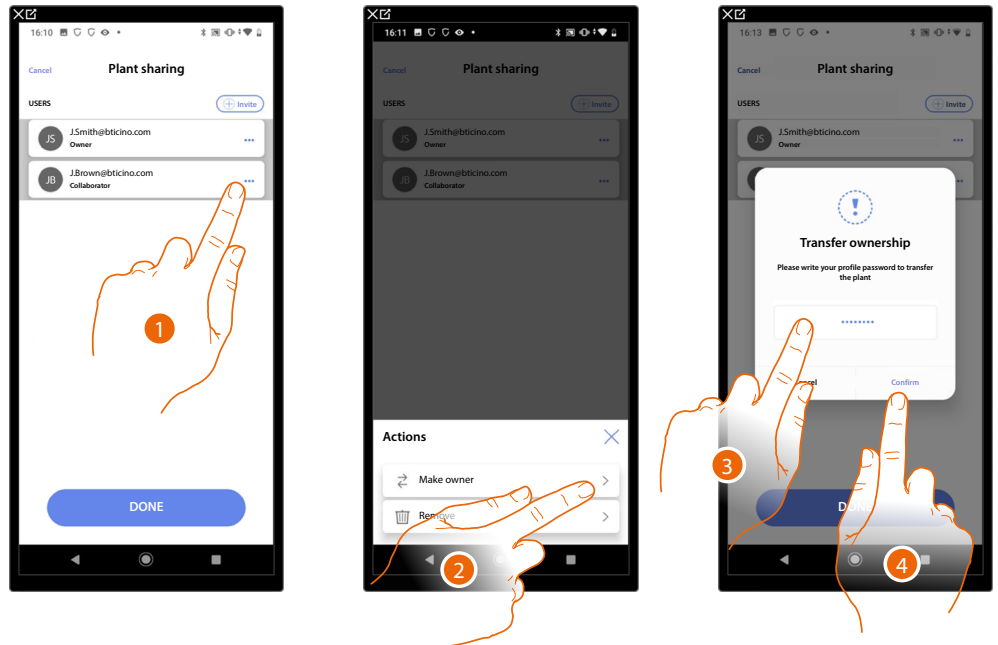


After completing the registration and the authentication process, the user will be associated with the system and will appear in the list as a secondary user (B).

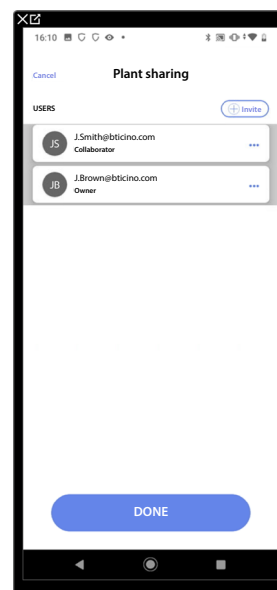
Edit the owner user role

The owner user is the controller of sensitive data (privacy).

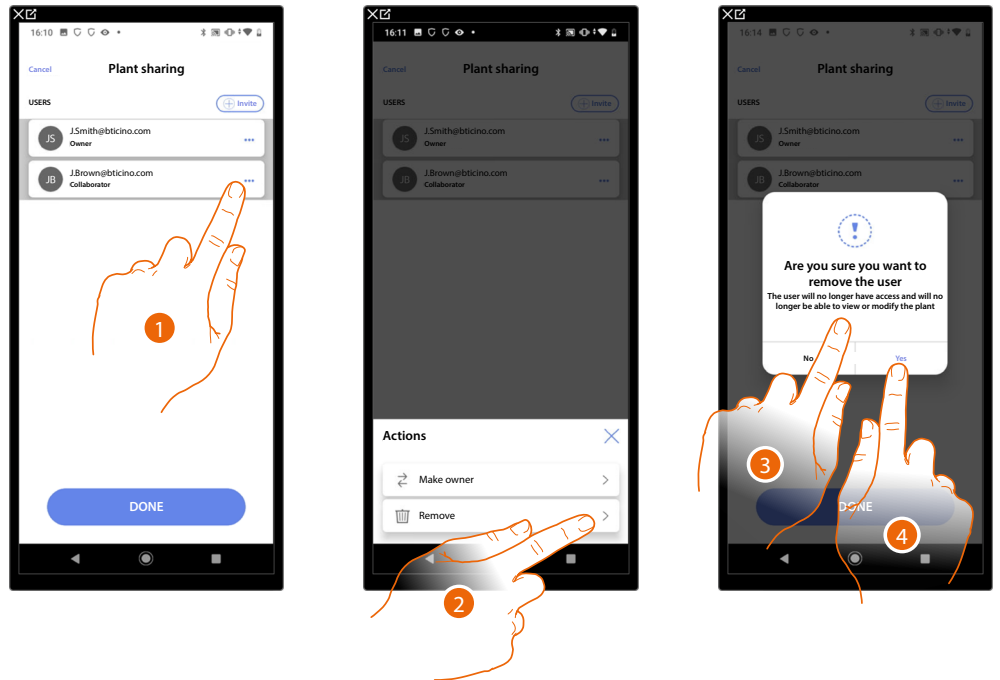
For this reason, when it leaves the system, control must be transferred to another user.



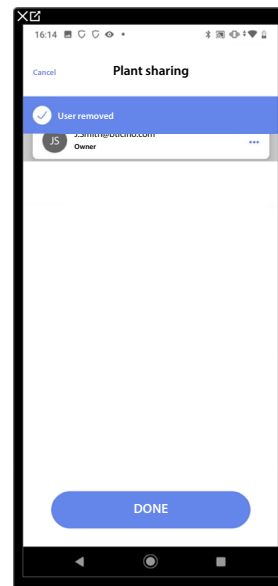
1. Touch to manage the user
2. Touch to edit the role
3. Enter the password of your account.
4. Touch to confirm



Dissociate the User



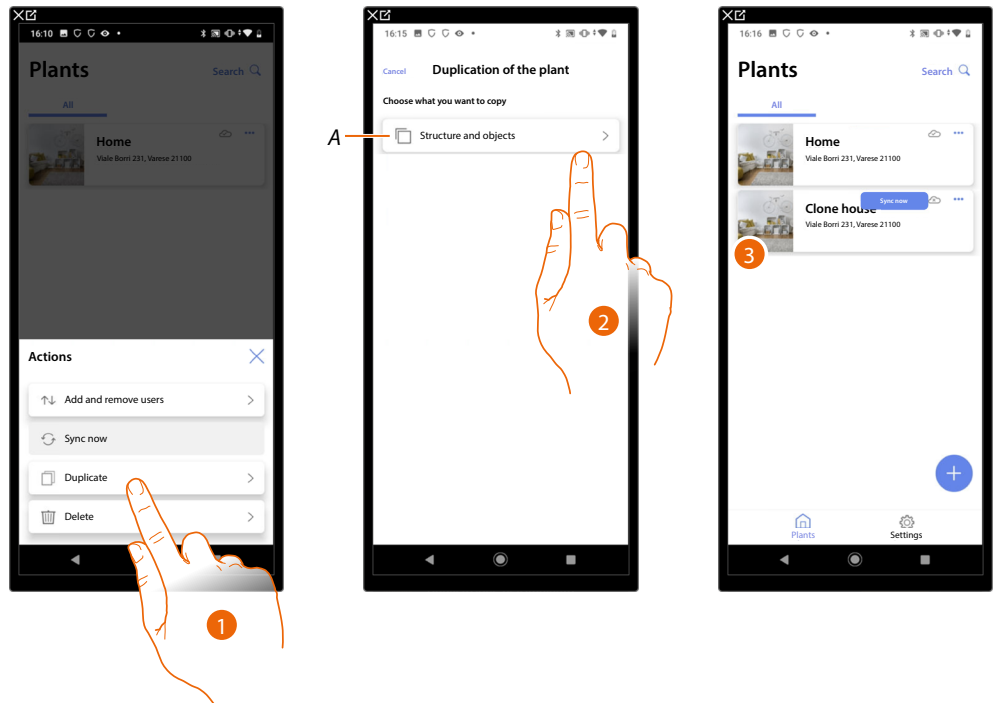
1. Touch to manage an user
 2. Touch to dissociate it
- NOTE:** It is not possible to disassociate a main user
3. Enter the password of your account.
 4. Touch to confirm



Now the user no longer appears in the list. **To allow them to manage the system again, they must be invited** back by the main user.

Duplicate the system

With this procedure, you can duplicate an existing system, copying its structure and objects.

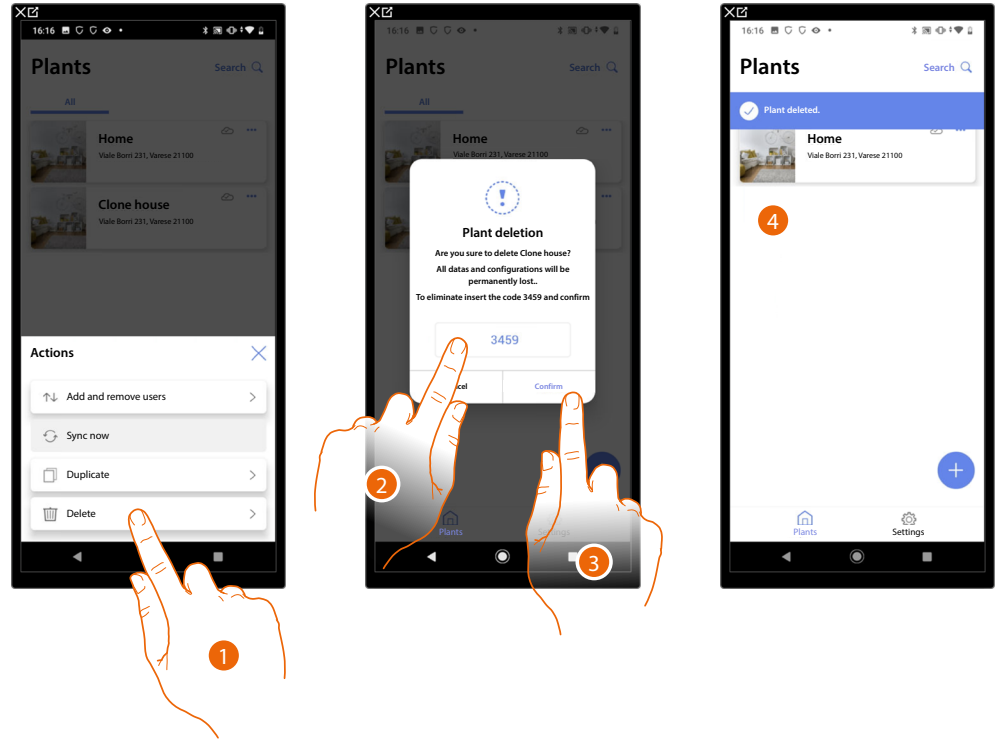


1. Touch to enter the page
- A *Duplicates the structure and the objects of the system*
2. Touch to duplicate the system
3. The system is duplicated

NOTE: To complete the putting into operation of a duplicated system, the devices must be associated with the objects in the project (see [Associate objects with devices](#))

Delete the system

With this procedure, you can delete an existing system.



1. Touch to delete the system
2. Enter the confirmation code that appears on the screen
3. Touch to confirm

CAUTION: When the operation is confirmed, all system data and configurations will be lost

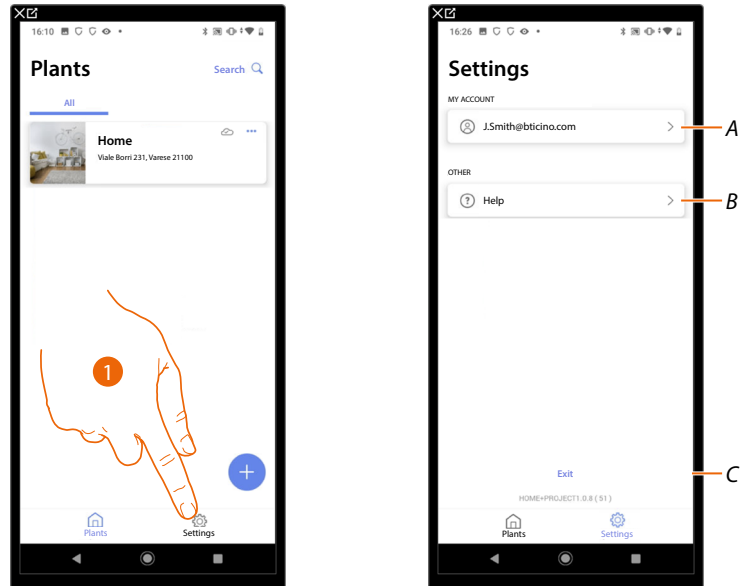
4. The system has been deleted

NOTE: the deleted system disappears from the owner's Home+Project App and from the Home+Project App of collaborators (if any).

The system information will be available again if a new system is created using the same installer code, (the previous icon and tags are permanently deleted and will no longer be available)

App settings

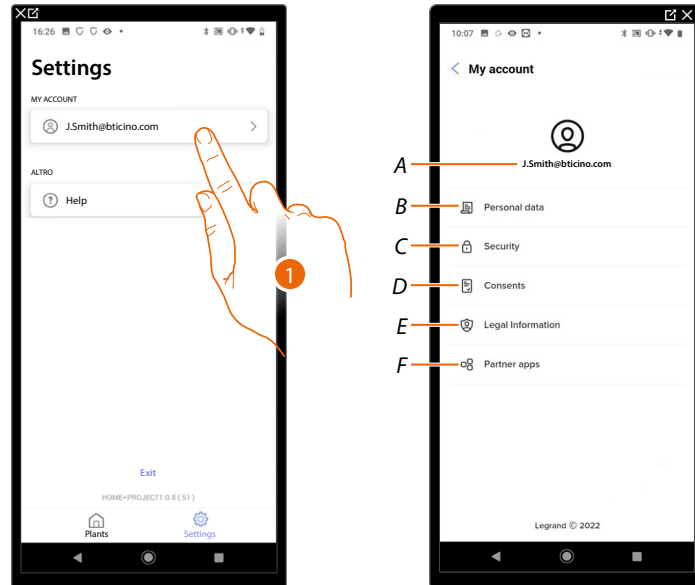
In this page, it is possible to access some settings of your account and for the use of the App. It is also possible to log out from the Home+Project App.



1. Touch to enter the page
- A Opens the [account management](#) page
 - B Opens the [Help](#) page
 - C Log out

Account management

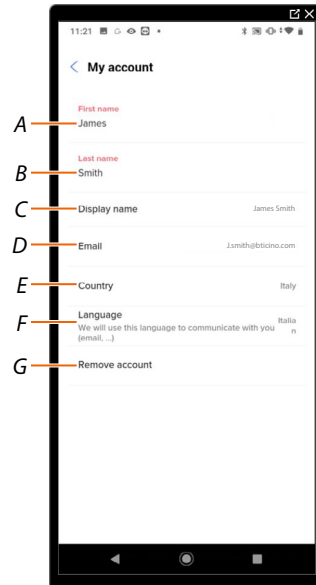
In this page it is possible to view and display some functions regarding your account.



1. Touch to enter the page
- A Account Login/Email address
- B Display/edit your Legrand account **registration details**
- C Edit some **parameters related to your** account security, such as password and logging out of all BTicino devices using the same account.
- D Manage your communication **authorisations** and other aspects of your personal details
- E View **the terms and conditions of contracts** relating to the Legrand Apps that you are using
- F Manage the **Partner Apps** to which your account is linked (e.g. Google Home etc.)

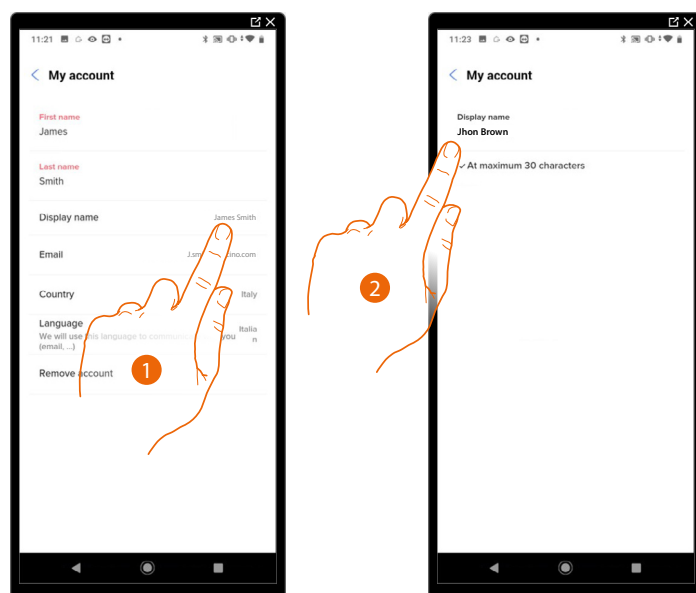
Personal data

In this page it is possible to edit some data of the account currently managing the device, or to replace it with another registered Legrand account.



- A View/edit the name used for the account
- B View/edit the surname used for the account
- C View/edit the name used for the account
- D View/edit the device management email/account
- E Display the country
- F Display/select the language in which to receive communications
- G Delete the account

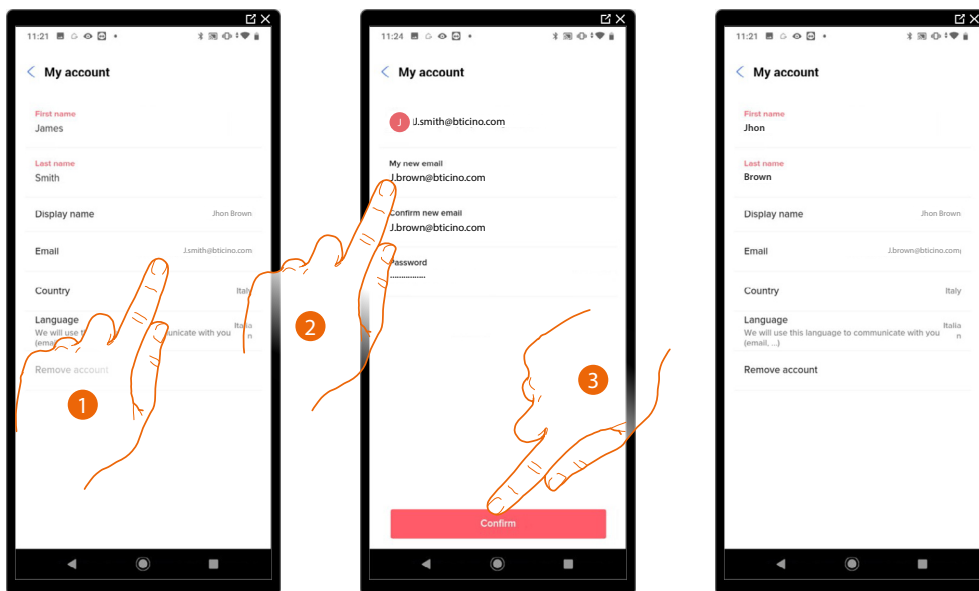
Show name (edit name)



1. Touch to edit the name
2. Enter the name that will be used in the system e-mail communications.

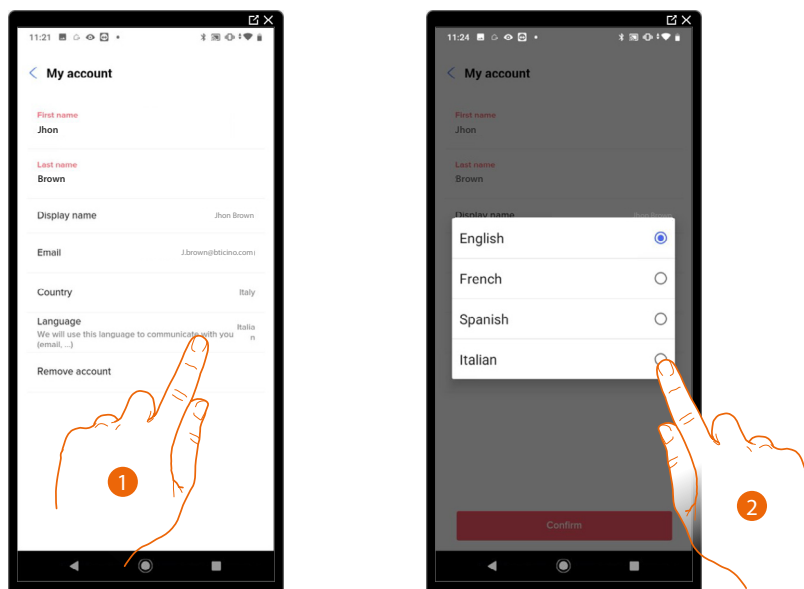
Email/account (change of the device management email/account)

To change the access email address:



1. Touch to edit the email address
2. Enter the login details (email and password) of the new registered Legrand account to be used to manage the device
3. Touch to confirm

Language

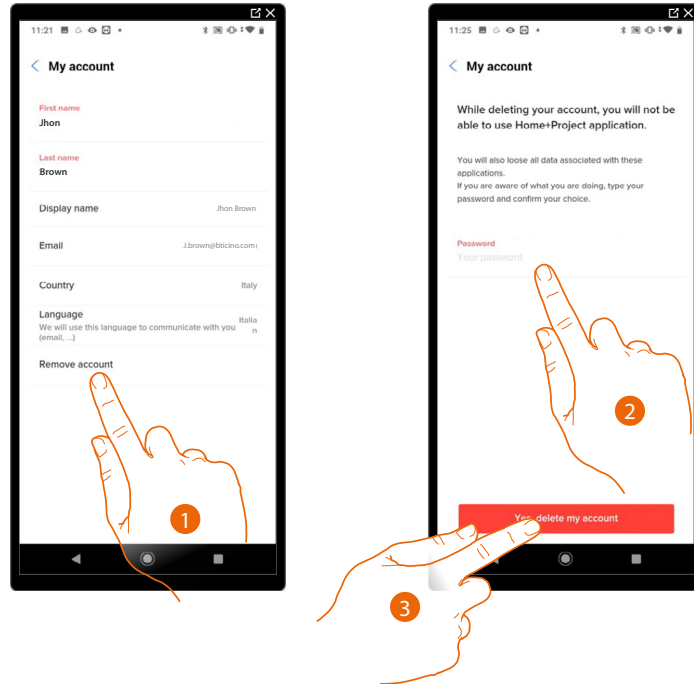


1. Touch to edit the language in which to receive communications
2. Select the language

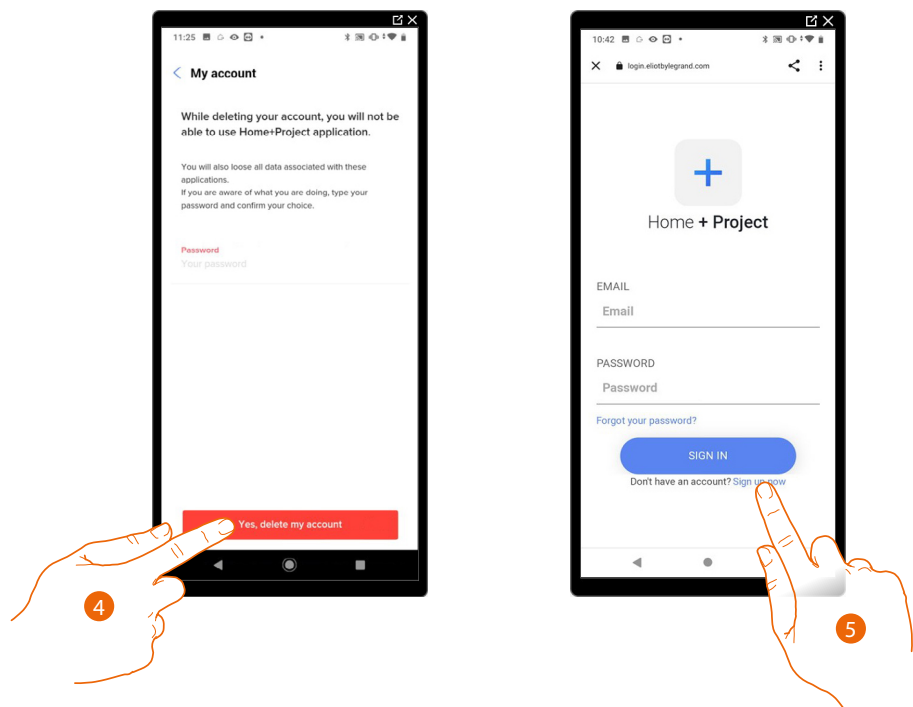
Delete the account

In this page it is possible to permanently delete your Legrand account, which can therefore no longer be used for the Applications to which it was associated.

NOTE: When deleting the account, all the data associated with the Applications will also be lost



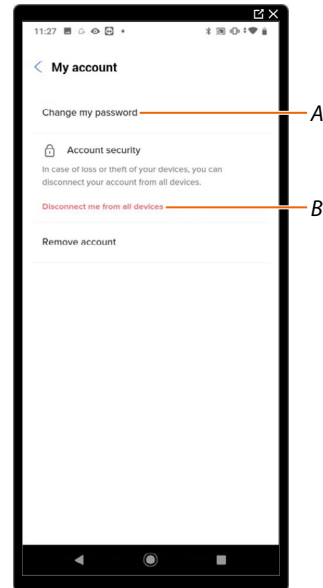
1. Touch to delete your Legrand account definitively
2. Enter the password
3. Touch to delete the account



4. Touch to confirm
5. At the end of the procedure, the authentication page will allow you to complete a **new registration**.

Safety

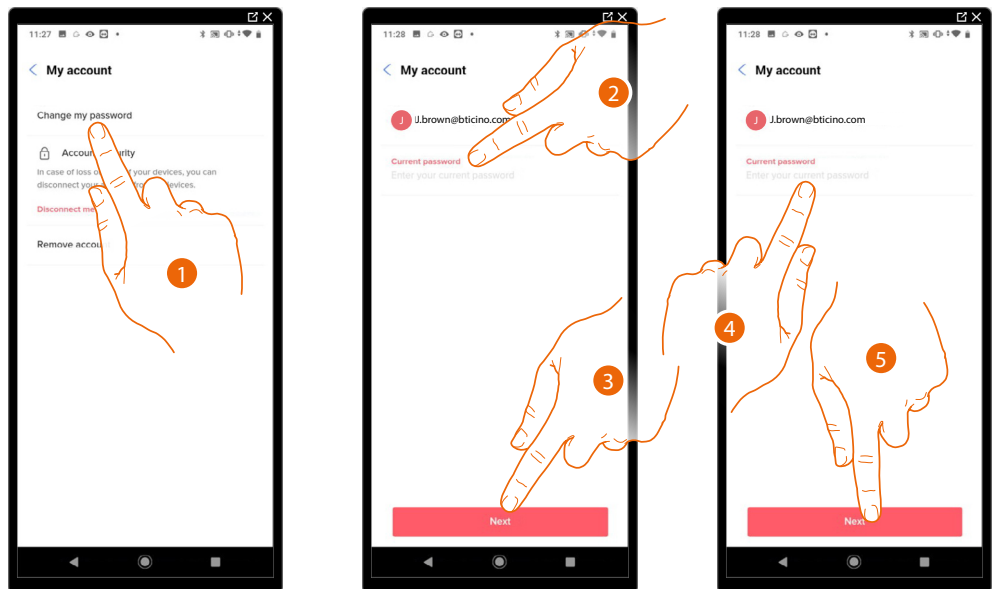
In this page it is possible to edit the password of your account and to disconnect it from all devices. The disconnection of your account from all devices is useful in case one of your devices is lost or stolen.



A Completes the password edit procedure

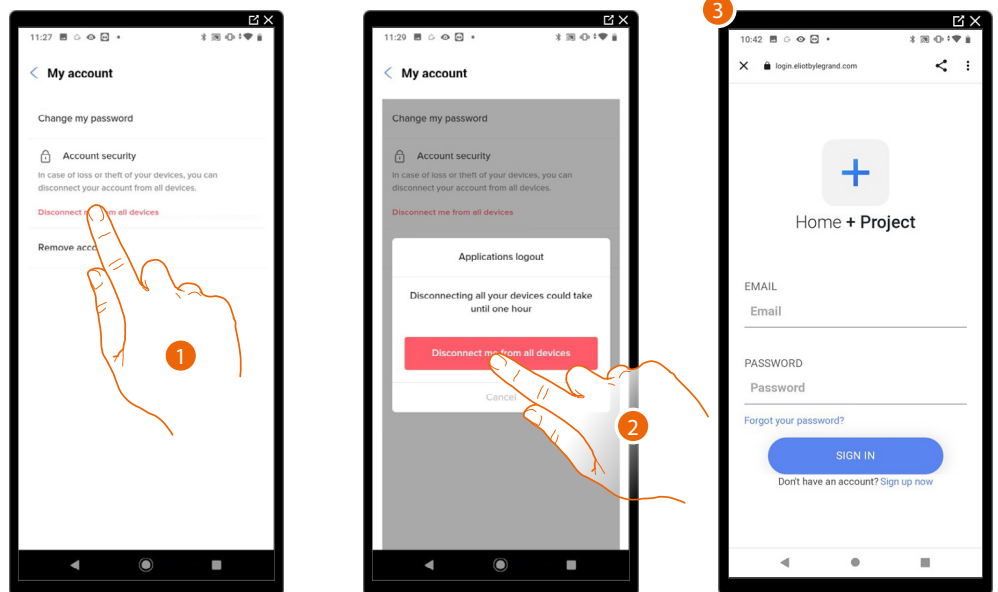
B Disconnects from all devices

Edit password



1. Touch to edit the password
2. Enter the current password
3. Touch to continue.
4. Enter the new password, which must meet the following requirements:
 - at least 8 characters;
 - at least one lower case letter (e.g. a);
 - at least one upper case letter (e.g. A);
 - at least one number (e.g. 1);
 - at least one special character (e.g. \$);
5. Touch to confirm

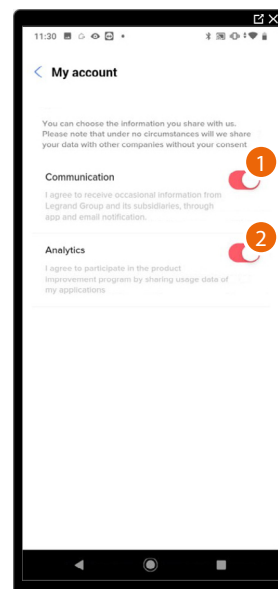
Disconnect from all devices



1. Touch to activate the procedure
2. Touch to disconnect your account from all the devices and all the third-party applications.
3. The system automatically logs out from the application and the Home Page appears.

Authorisation

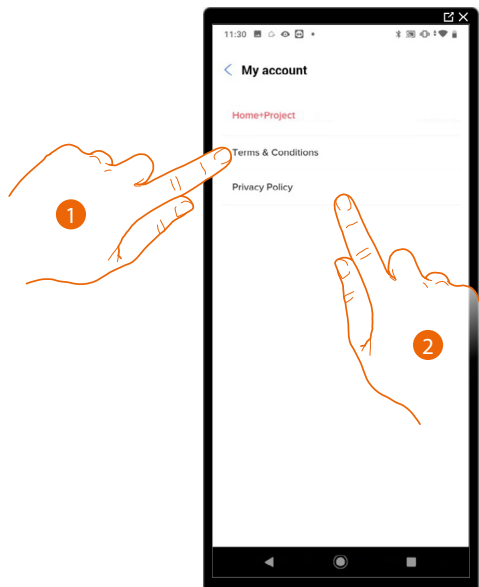
In this page it is possible to enable the reception of communications from Legrand and the sharing of the App usage data.



1. Touch to accept communications from Netatmo/Legrand/BTicino
2. Touch to enable data sharing.

Legal information

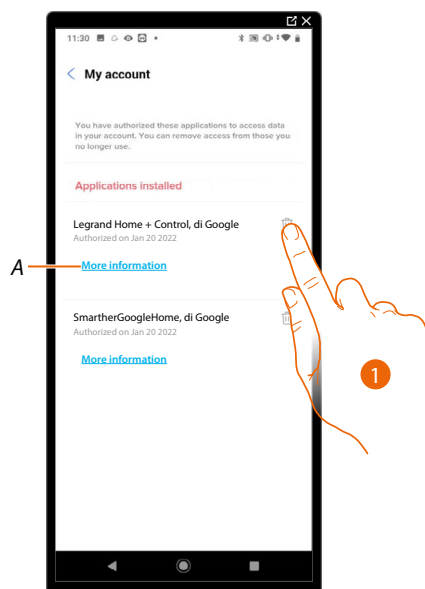
In this page it is possible to view terms and conditions of use and privacy information for each App to which your Legrand account is associated.



1. Touch to display Terms and Conditions
2. Touch to view Privacy information

Partner apps

In this page it is possible to display all the third parties to whom you granted rights to operate on your connected devices. (E.g. HOMEKIT, Google home etc.)

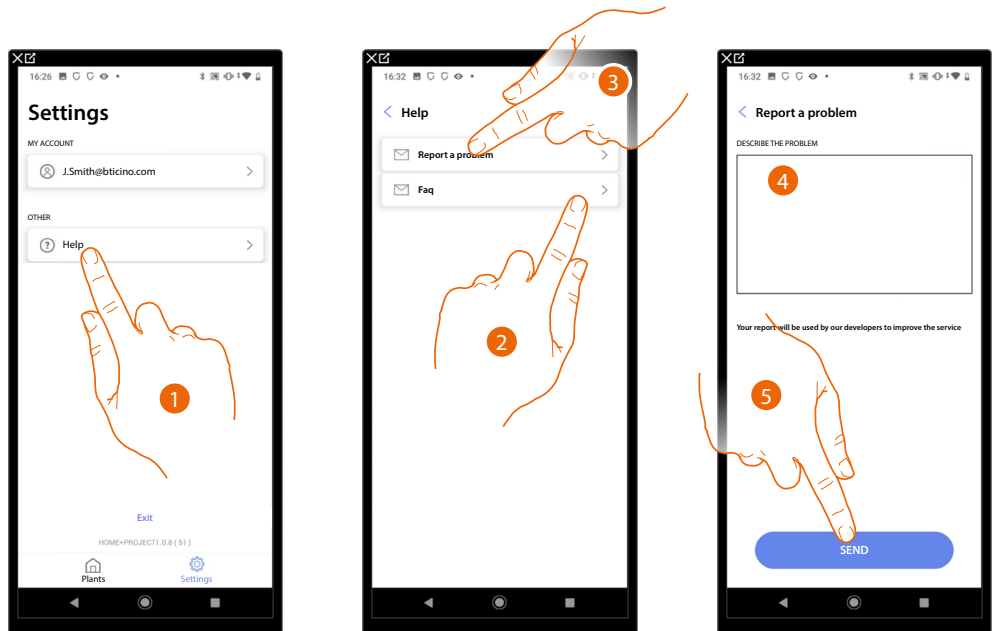


1. Touch to remove the access of sites or Apps to some of your account data
- A Displays more information regarding the access to your system by partner Apps.

Help

In this page, it is possible to view and search for answers to frequently asked questions (FAQs) on the use of the Home+Project App, as well as submit a notification for a problem encountered

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

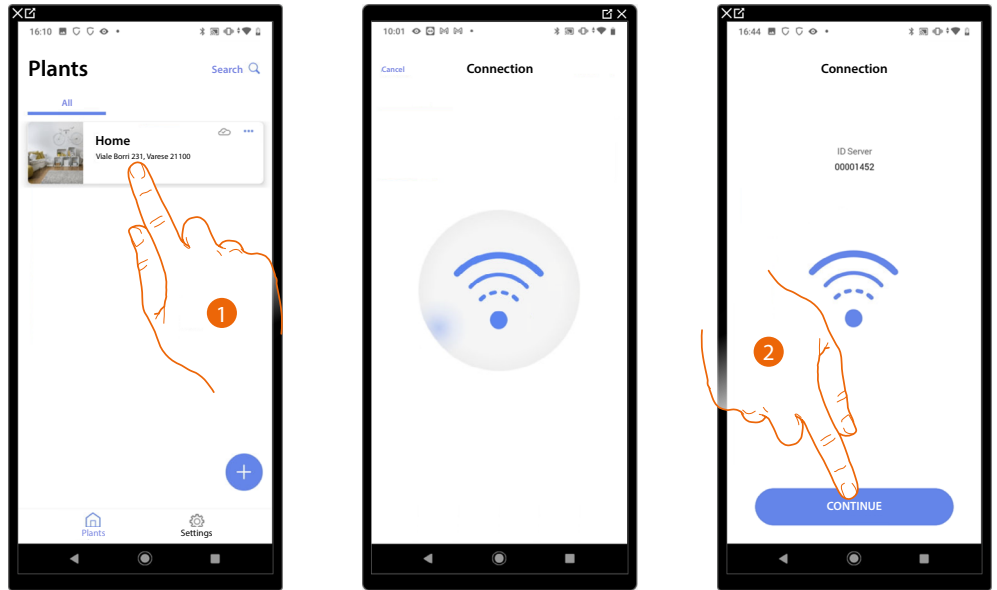


1. Touch to enter the Help page
 2. Touch to select the product for which you need help
- or
3. Touch to enter the page to point out a problem
 4. Describe the problem you want to point out in the correct field.
 5. Touch to send the message to the after-sales service.

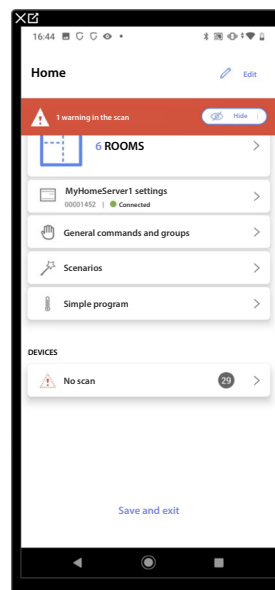
System Configuration

After creating the system, you must now configure it by connecting to the server and, through the system home page, perform various configurations, such as associating devices with objects. You can also manage the structure of the house and create general, group and scenario commands.

NOTE: To configure the system using the Home+Project App, you must be connected to the same network as MyHOMEServer1.



1. Touch to enter the system home page and manage its components
2. The system has connected to the server; touch to continue

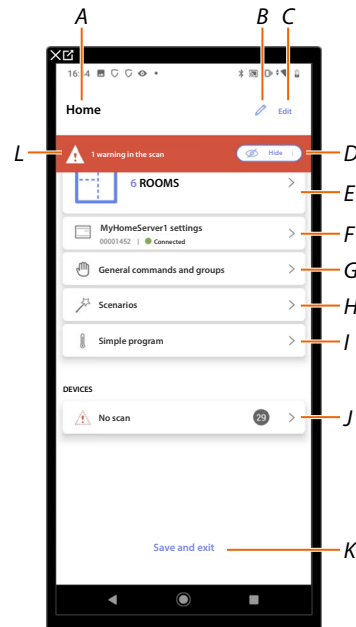


The [system Home Page](#) appears

System Home Page

In this page are all the functions for managing the system.

You can manage the entire structure and add or remove objects, as well as create general commands and groups, create scenarios, set daytime and night-time setpoints, manage all the devices in the system and the MyHOMEserver1 settings

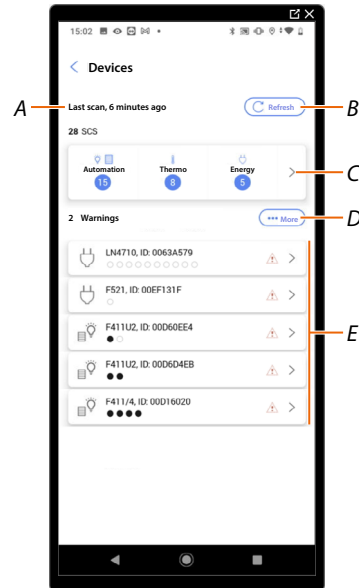


- A System name
- B Edit the system name
- C Opens the system information management page (name, address, icon and group)
- D Hides device warning notifications
- E Opens the page for the [management of the structure](#) and the [objects](#)
- F Opens the [system settings](#)
- G Opens the page for the [management of general commands](#) and [groups](#)
- H Opens the [scenario management](#) page
- I Opens the page for [simple programme management](#)
- J Opens the page for the [management of system devices](#)
- K Saves the system and returns to the [App Home Page](#)
- L Displays a notification that warnings have been detected for some system devices

NOTE: It will be necessary to save and exit before closing the APP, otherwise all settings and changes will be lost.


Device management


In this page, it is possible to scan or update the devices on your system and then view and manage their configuration and any warnings.



A Last system scan date

B Performs/updates **the system scan**

 This button indicates that a full system scan has never been performed

 This button indicates that a scan has already been performed, touch to update the scan, for example when a new device is added to the system

C Opens the page where **it is possible to view and manage scanned SCS devices**

D It simultaneously manages all the devices with **warnings**

E It individually manages devices with **warnings**

Scan system

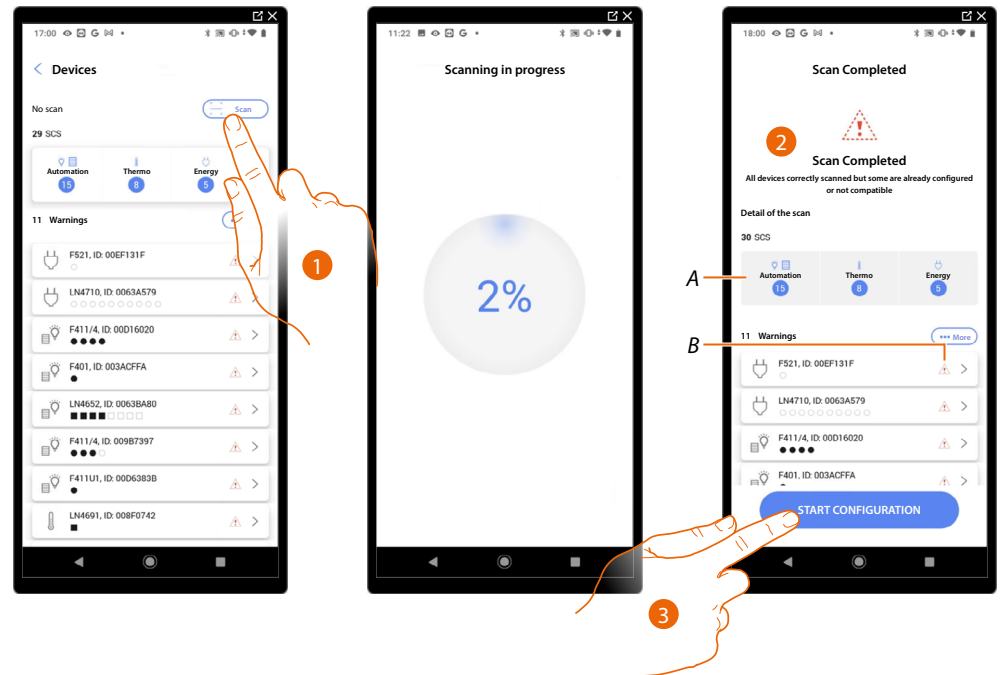
This function automatically scans and detects connected devices.

To check the number of engaged addresses (max. 175), refer to the compatibility table.

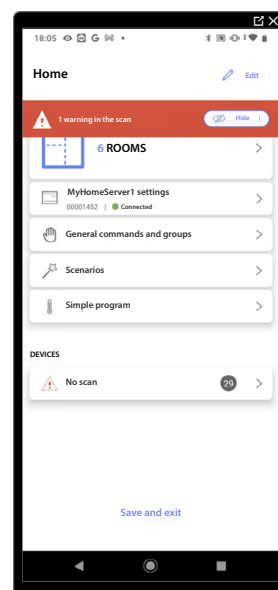
NOTE: It is not possible to have more than 175 addresses per system. If this limit is exceeded, Home+Control will ask to remove any excess devices from the system.

Scanning is required when there is an F422 device in the system (the App will indicate scanning the system as a necessary step).

Whereas, if the installation is new and there is no F422 device, scanning is optional.

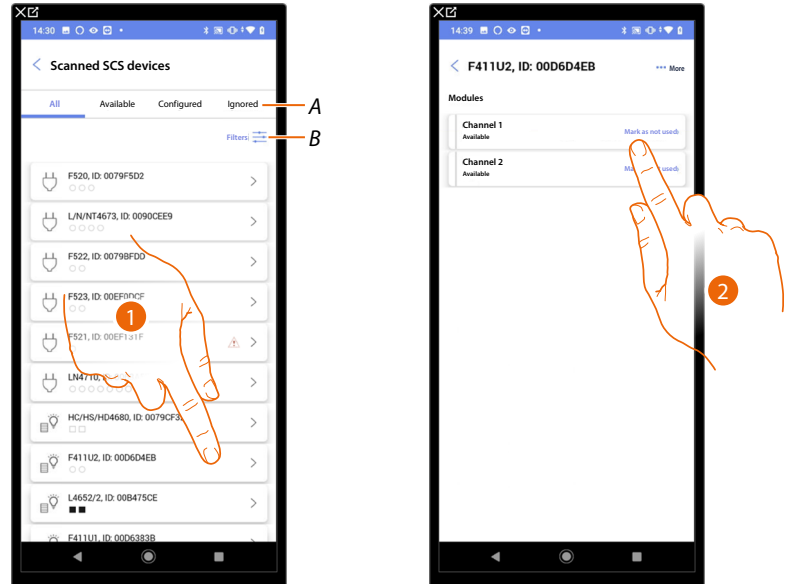


1. Touch to start a new scan
2. A message indicates that the scan has been performed. The devices detected can be viewed split by system (A), and a filter is also available for those with issues (B).
3. Touch to open the Device Home Page and start the configuration



Display and manage the devices

In these pages, you can view the scanned devices split by status and manage them.



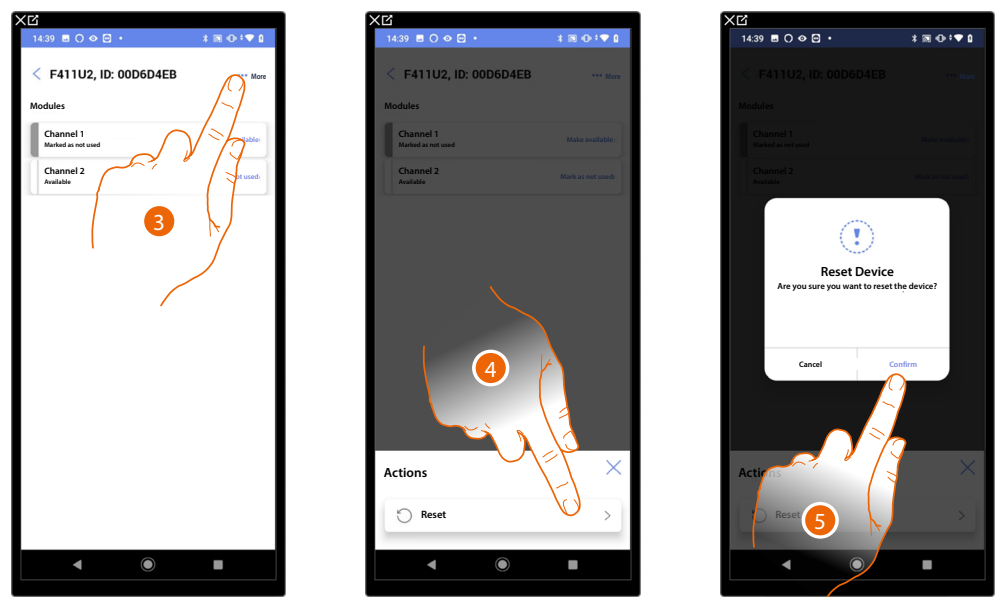
A Device Status Filter

- Available: devices with all the addresses free
- Configured: devices with at least one configured channel (see [Associate objects with devices](#))
- Ignored: devices with warnings and subsequently ignored with [appropriate command](#)

B [System, function and component type filter](#)

1. Touch to manage the device
2. Touch if necessary to mark the address as unused, in which case the address will not be available during the configuration

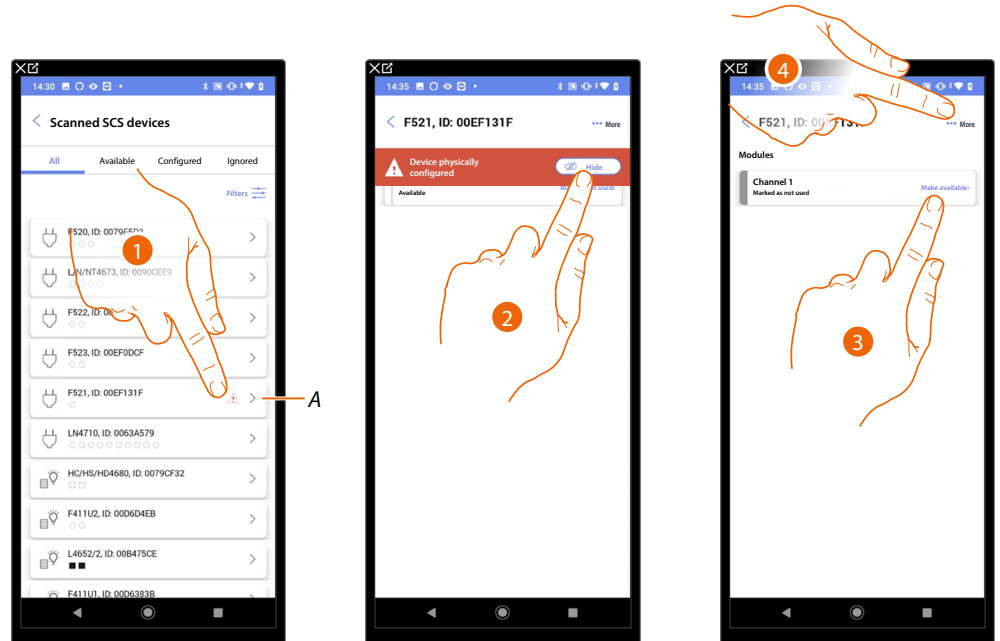
Reset the devices




3. Touch to open the device actions page
4. Touch to reset the device
5. Touch to confirm, all the configurations will be lost

Devices with warnings

Any device warnings detected by the scan are notified by means of specific icons



A Indication that there is a device warning:

 The red warnings indicate that these devices cannot be used as objects.

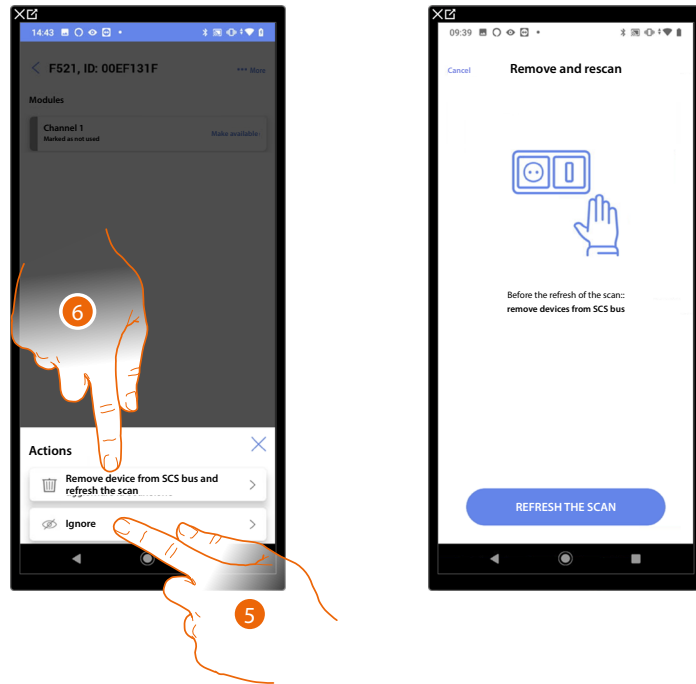
Possible causes are:

- Device initially scanned but at present not connected or not working
- Device physically configured
- Not compatible device

1. Touch to manage the device with warning
2. A message indicates the type of warning; touch to hide it
3. Touch if necessary to mark the address as unused, in which case the address will not be available during the configuration

Or

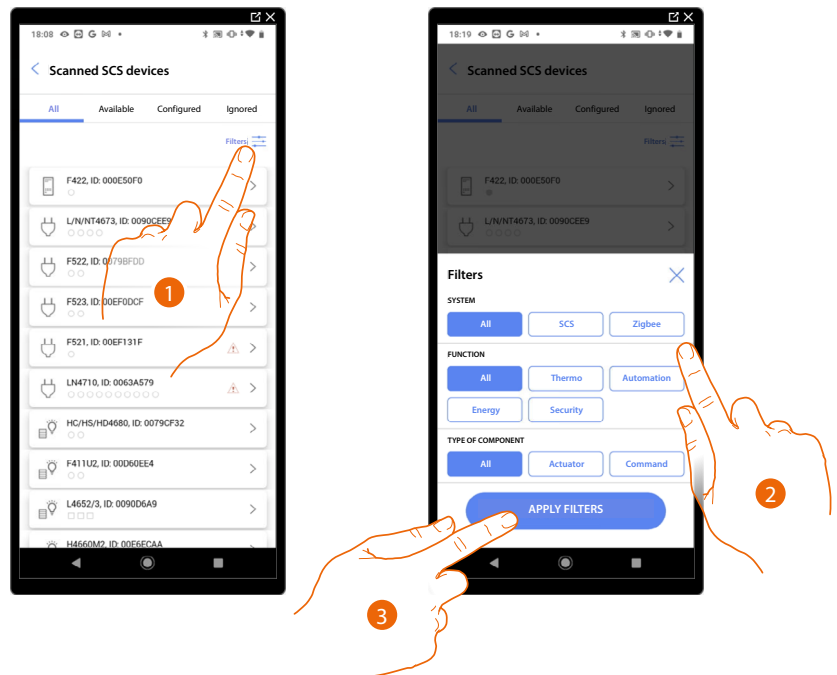
4. Touch to remove the device from the system or ignore it



5. Touch to ignore the device.
The device will be moved to the 'ignored' page and will not be considered for configuration.
6. Touch to remove the device from the system; for example, if it needs to be replaced.
You will then have to update the scan.

Filters

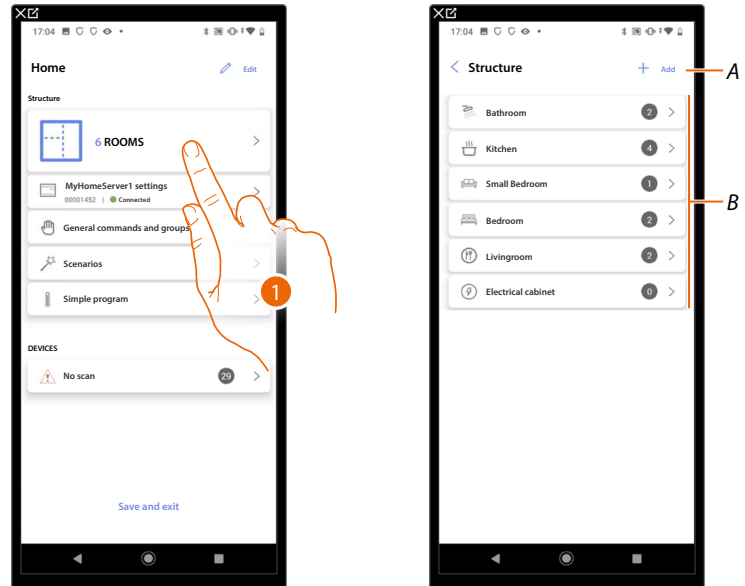
With this function, you can perform a search using the system/function/component type filters



1. Touch to open the filter panel.
2. Select the desired filter.
3. Touch to put on the filter

Room management

You can edit the structure of the system by intervening on its rooms **adding, editing** or **deleting** them.

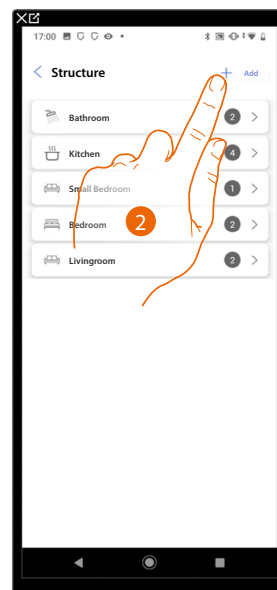
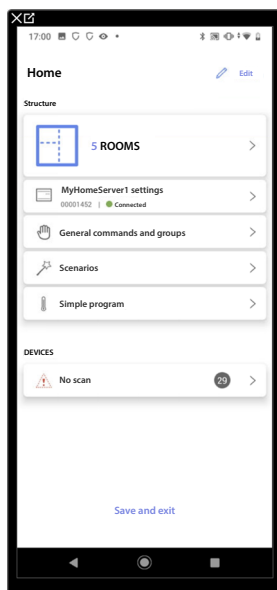


1. Touch to display and manage the rooms

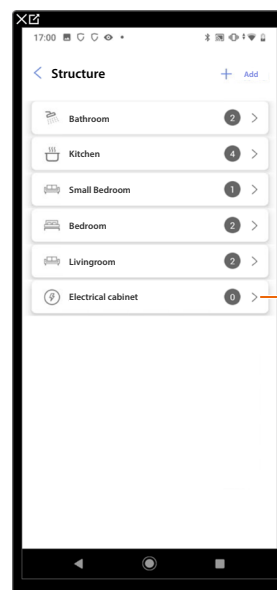
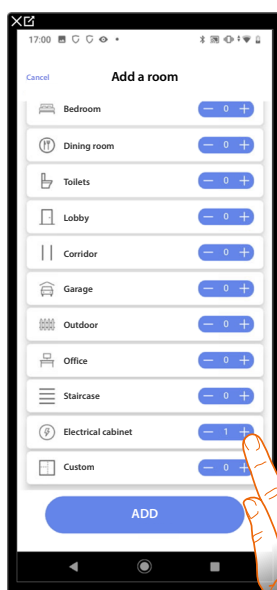
A Adds a new room

B Enter a room to view its objects or to add new ones, or to edit it

Add a new room



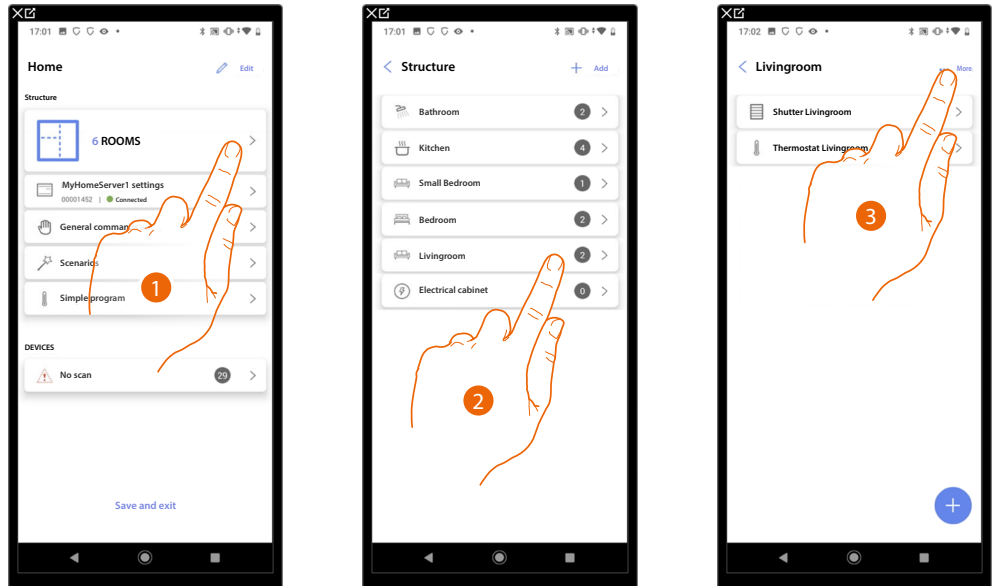
1. Touch to display and manage the rooms.
2. Touch to add a new room.



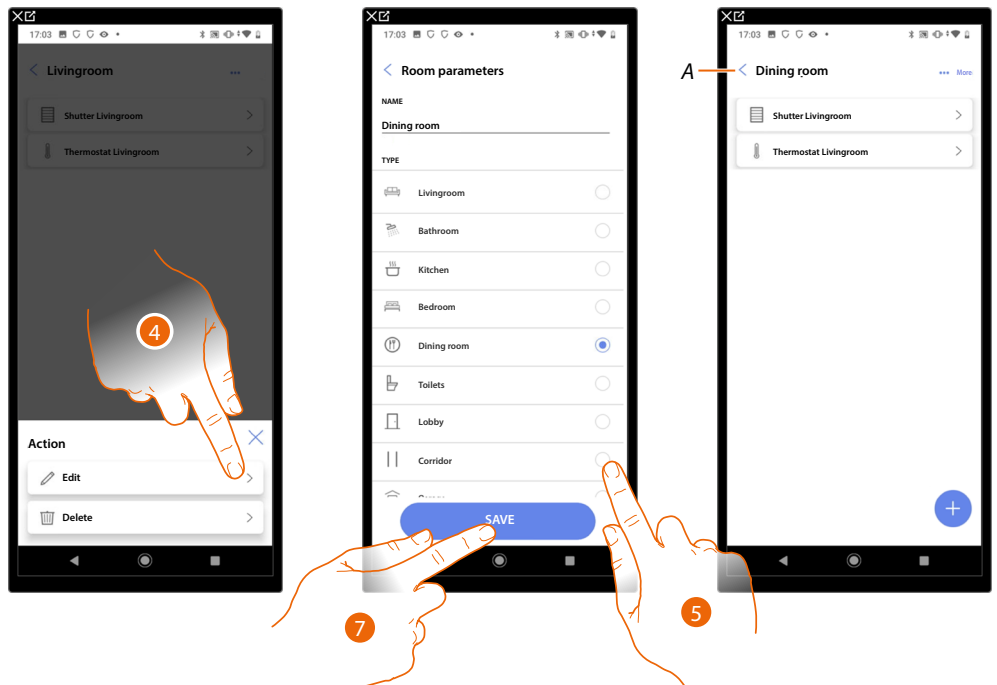
3. Select the room and the quantity.
A It is possible to display the added room.

Edit a room

In this page it is possible to edit the room type and name



1. Touch to display and manage the rooms.
2. Touch to select the room to edit
3. Touch to open the edit panel.

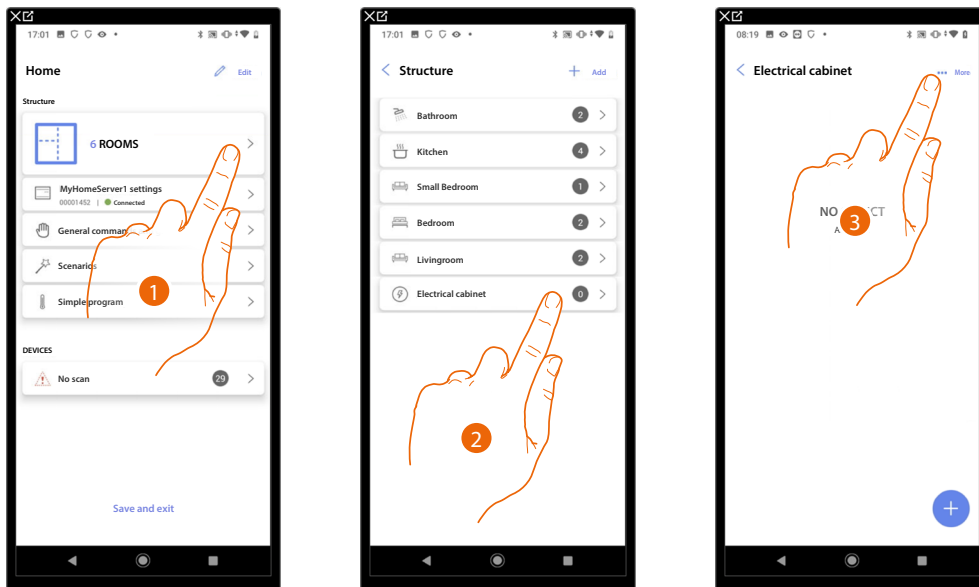


4. Touch to edit the room.
 5. Select another room.
 6. If necessary, edit the room name.
 7. Touch to save the room edit.
- A The room has been edited successfully

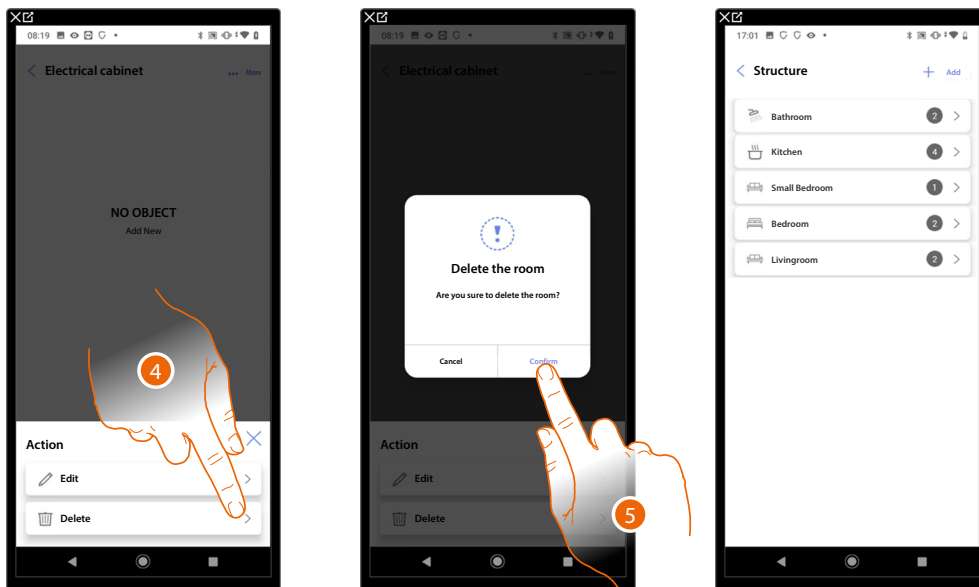
Delete the room

In this page, it is possible to delete a room definitively

NOTE: Only rooms without objects may be deleted



1. Touch to display and manage the rooms.
2. Touch to select the room to delete
3. Touch to open the edit panel.

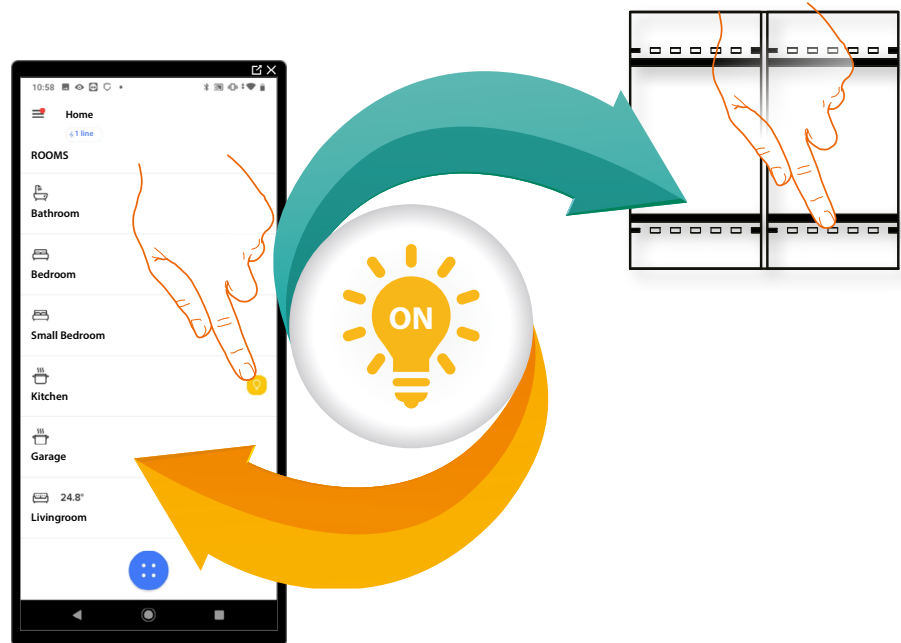


4. Touch to delete the room.
5. Touch to confirm the room deletion.

Associate the objects to the devices

How to associate the graphic objects to the actuators and the physical commands on the system is shown below.

In this mode the user can control his home from both the physical commands and the Home+Control App





Fancoil

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



Light

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



Colored light

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



Energy

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



Blind

On configuring the devices on the system and associating them to the blind object, the user can adjust the opening and closing of the blinds.



Player

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



Socket

On configuring the devices on the system and associating them to the Controlled socket object, the user can control the load connected to a socket (e.g. washing machine socket in the bathroom).



Towel warmer

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



Lock

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



Shutter

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



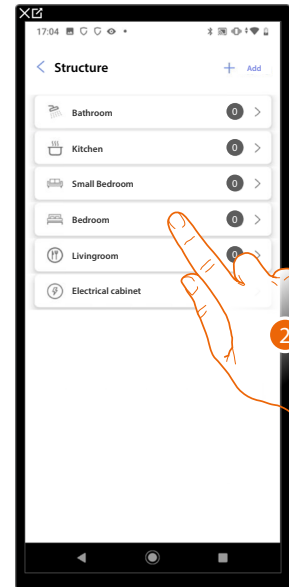
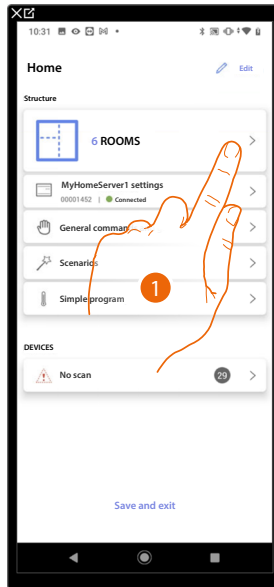
Thermostat

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

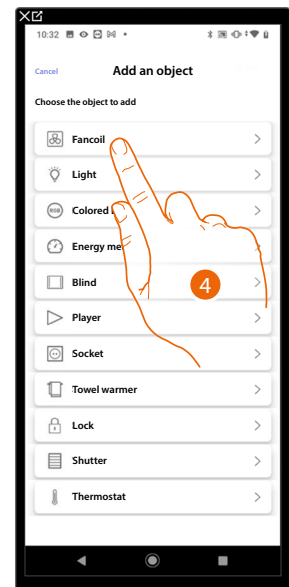
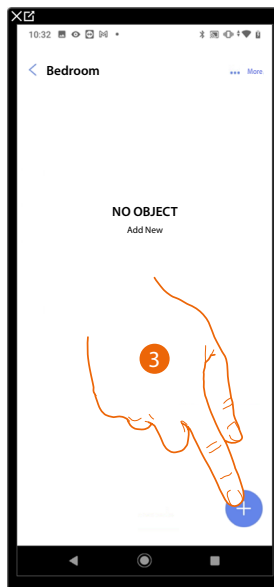
***NOTE:** The device may not be compatible with some models or their firmware versions. BTicino is not responsible for any present and future malfunctionings or incompatibilities which can be attributed to third-party devices



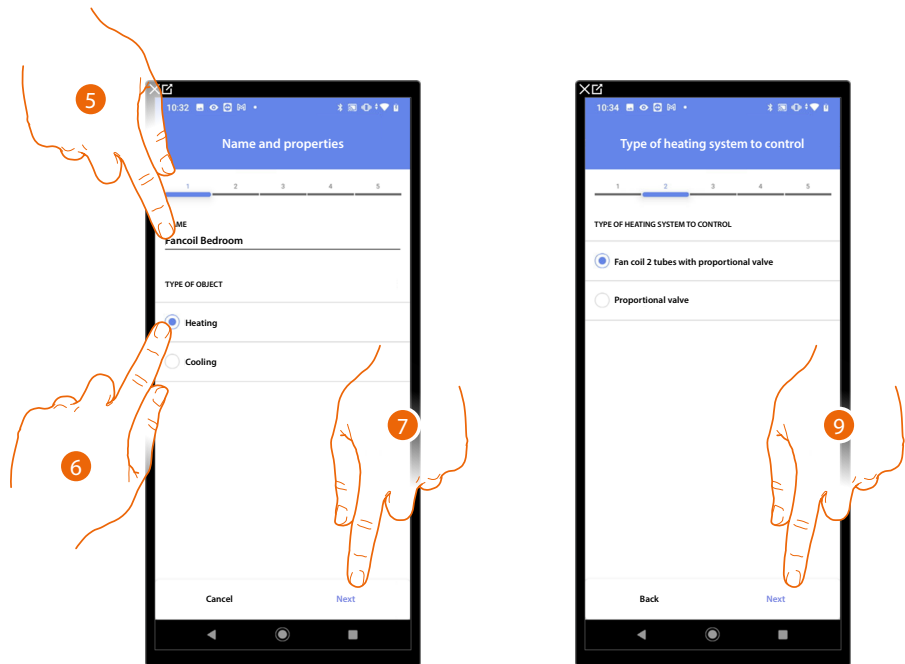
Fancoil object



1. Touch to select the room where you want to add a fancoil object
2. Touch to enter the room where you want to add a fancoil object

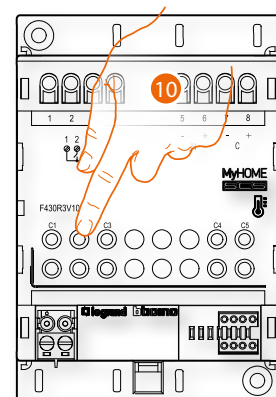
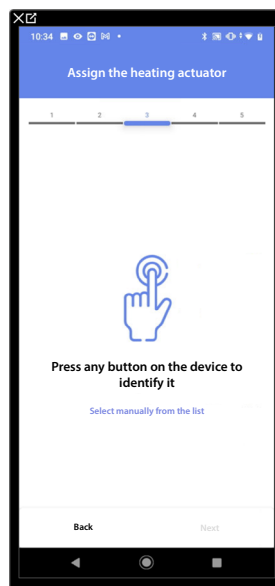


3. Touch to add an object to the bedroom
4. Touch to select the fancoil object



5. Touch to edit the object name.
6. Select the type of system among those suggested
7. Touch to confirm
8. Touch to select the type of system
9. Touch to associate an actuator to the object. Two situations may occur:

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



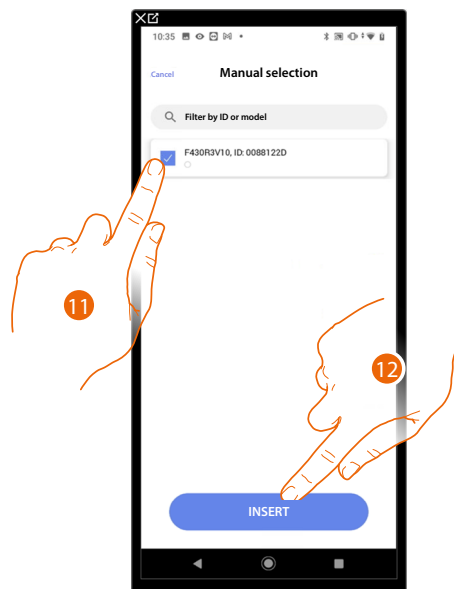
10. Touch any one of the buttons on the actuator on the system

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



10. Touch if you cannot access the device

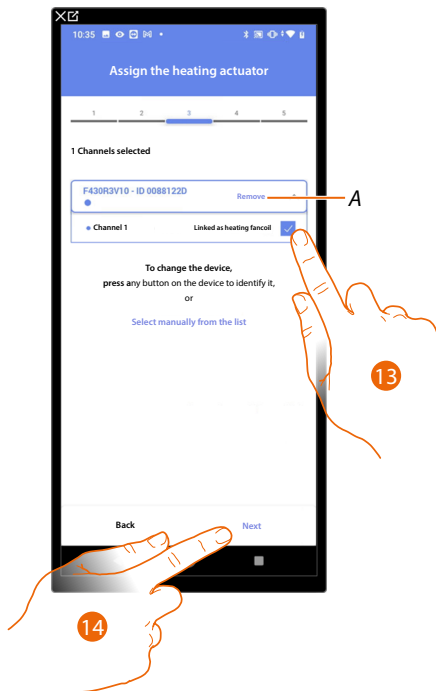
You will be proposed the list of actuators which you can associate to the object. You can identify the actuator by its ID number.



11. Touch to select the device

12. Touch to add the selected device

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



A Delete association

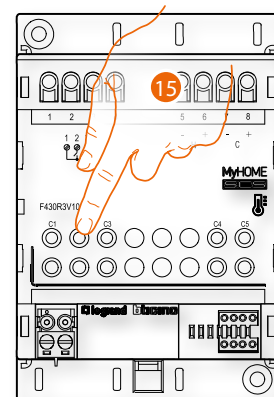
13. Select the address

When the addresses are all engaged, see [Device reset](#) to make them available again.

14. Touch to confirm

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

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



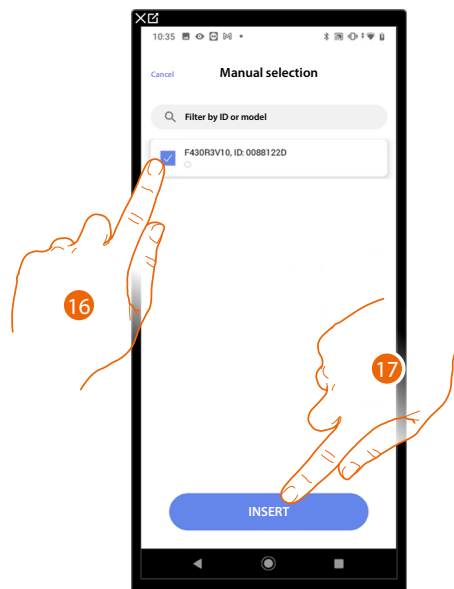
15. Touch any one of the buttons on the pump on the system

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



15. Touch if you cannot access the device

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



16. Touch to select the actuator/pump

17. Touch to add the selected device

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

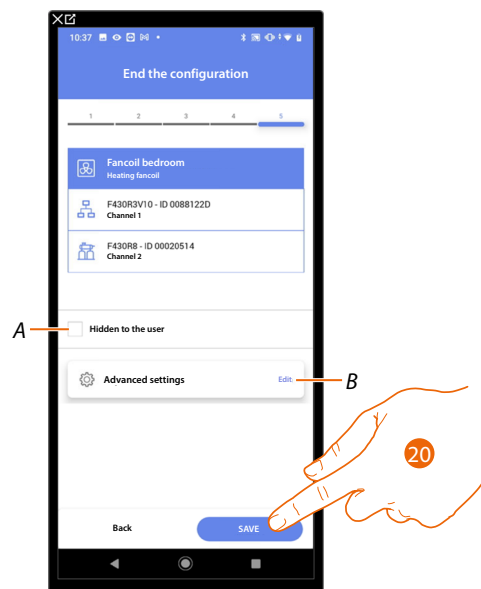


A Delete association

18. Select the address

When the addresses are all engaged, see [Device reset](#) to make them available again.

19. Touch to confirm



The fancoil object association is complete

A Select when you don't want to make the object available to the user in the Home + Control App. The object is configured and working, but the user is unable to view it.

B Edit the settings

20. Touch to save the object

The user can now control a fancoil in the bedroom via the physical command or via the Home+Control App graphic object.

NOTE: To test the created object, operate on the physical object or download the Home + Control App

NOTE: To test the object created with the Home + Control App you have to save and close the Home + Project App

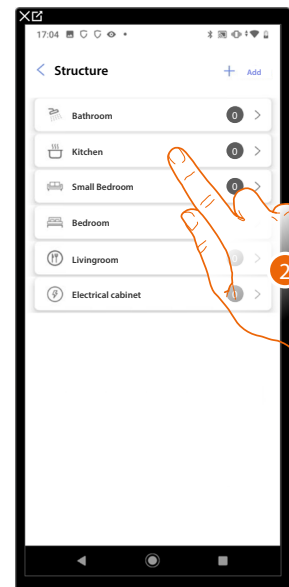
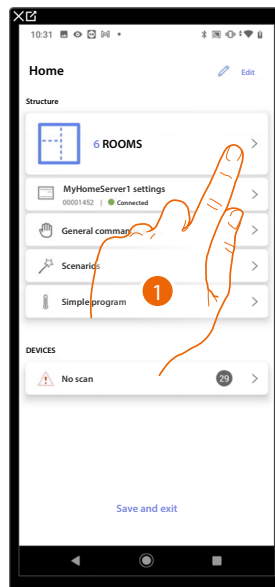


Light object

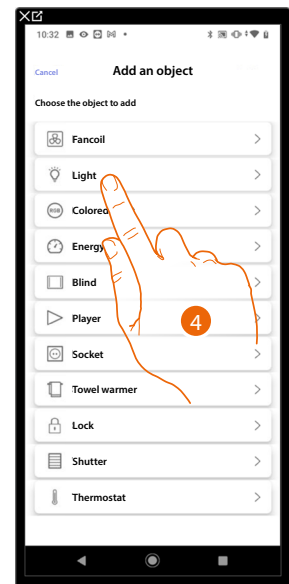
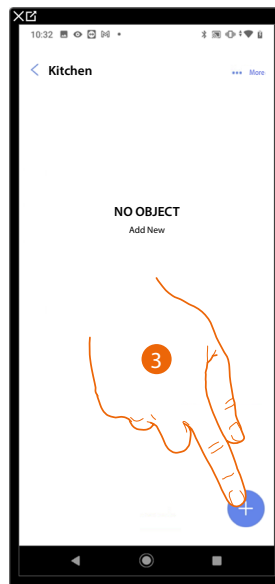
On configuring the devices on the system and associating them to the light object, the user can switch a light on/off and adjust it.

In the case of the colored light object you can manage Philips Hue, Lixf and Enttec ODE colored LED lamps.

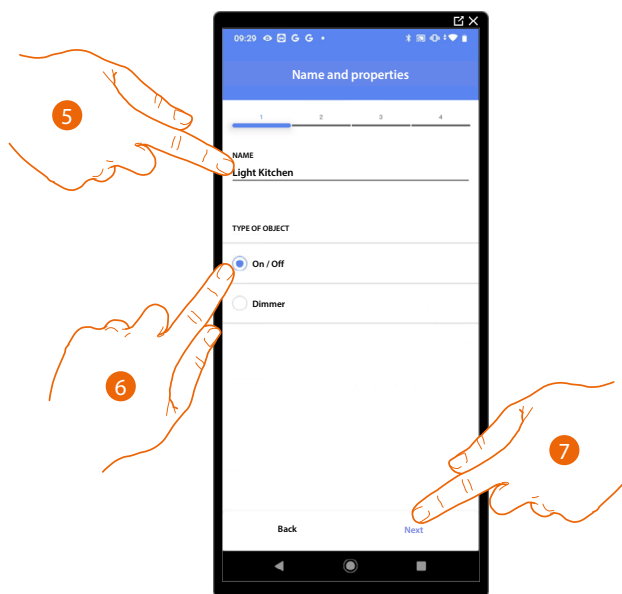
On/Off Light



1. Touch to select the room where you want to add an On/Off light object
2. Touch to enter the room where you want to add an On/Off light object

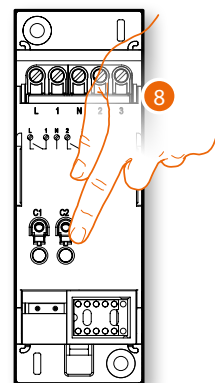
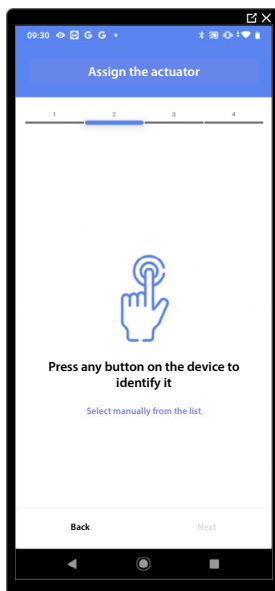


3. Touch to add an object to the kitchen
4. Touch to select the On/Off light object



5. Touch to edit the object name
6. Touch to select the type of On/Off light
7. Touch to associate an actuator to the object. Two situations may occur:

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



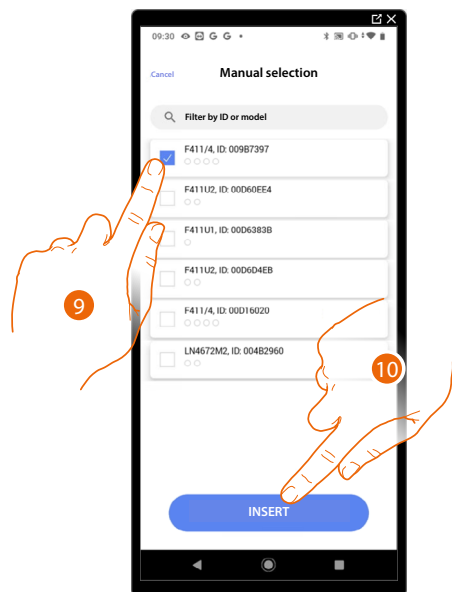
8. Touch any one of the buttons on the actuator on the system

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



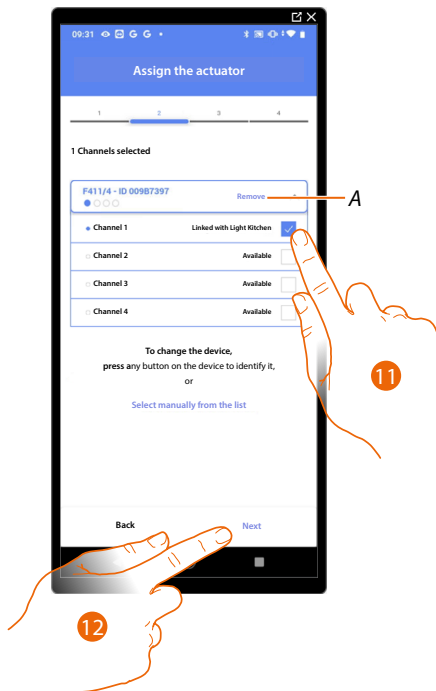
8. Touch if you cannot access the device

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



9. Touch to select the device
10. Touch to add the selected device

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



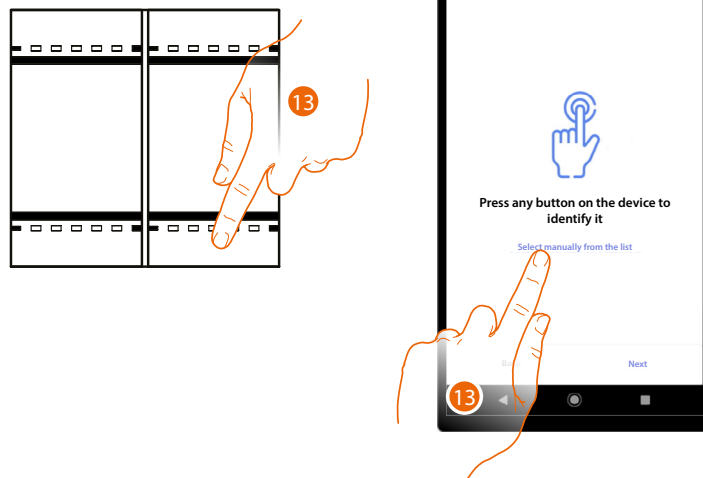
A Delete association

11. Select the address

When the addresses are all engaged, see [Device reset](#) to make them available again.

12. Touch to confirm

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

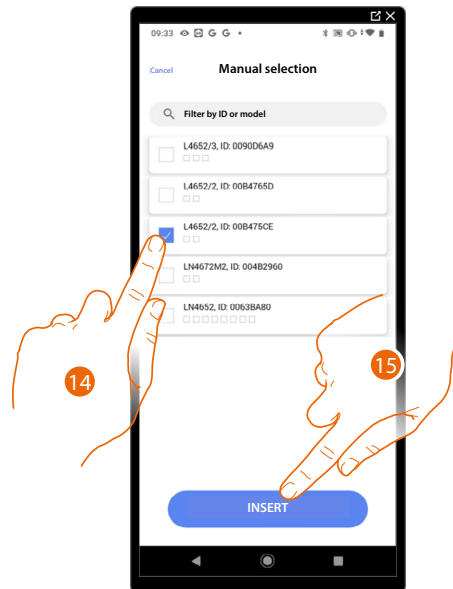


13. Press any one of the buttons on the command on the system

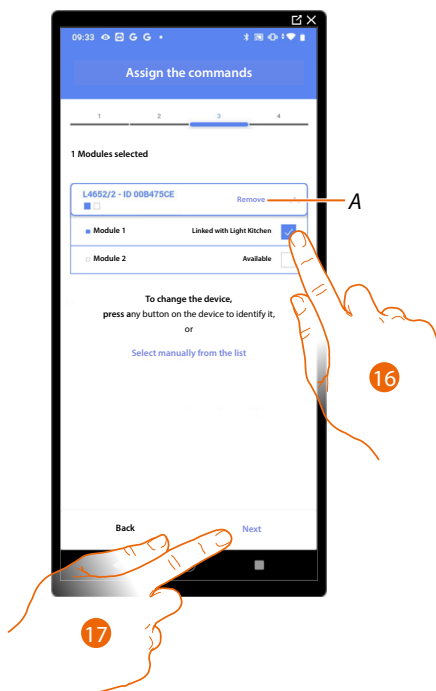
OR

13. Touch "Select manually from the list" when you cannot access the device.
You will be shown a list of the commands on the system

You will be proposed the list of the commands that you can associate.
You can identify the command by its ID number.

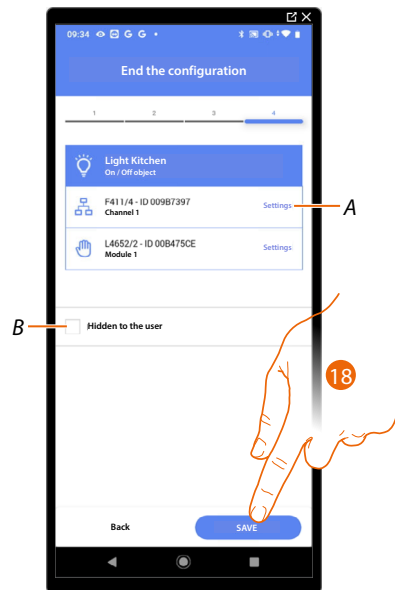


14. Touch to select the device
15. Touch to add the selected command



A *Delete association*

16. Select the command module among those available
When the modules are all engaged, see [Device reset](#) to make them available again.
17. Touch to confirm



The On/Off light object association is complete

A Edit the settings

B Select when you don't want to make the object available to the user in the Home + Control App.
The object is configured and working, but the user is unable to view it.

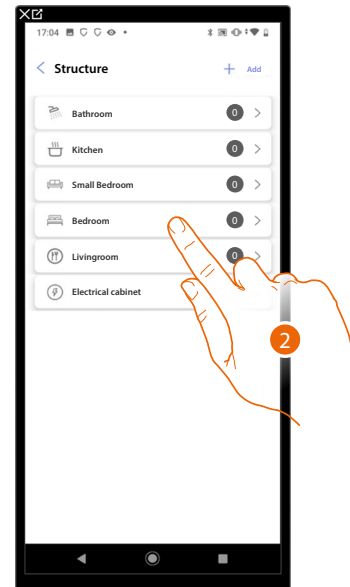
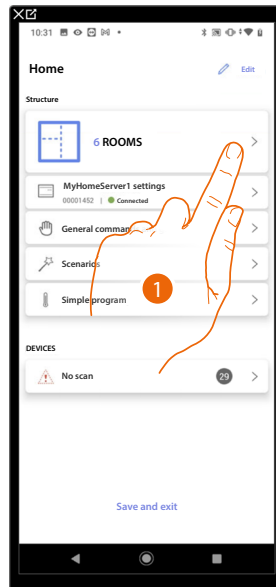
18. Touch to save the object

The user can now control an On/Off light object in the kitchen via the physical command or via the Home+Control App graphic object

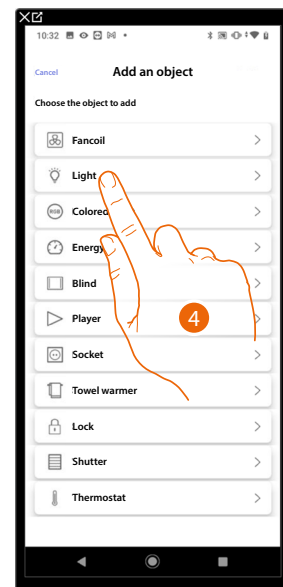
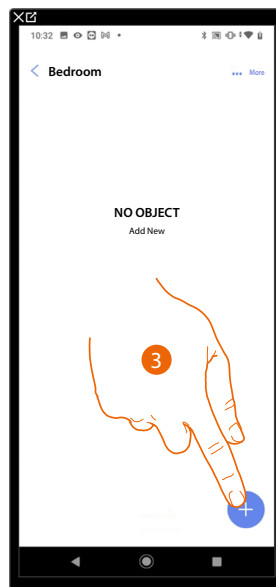
NOTE: To test the created object, operate on the physical object or download the Home + Control App

NOTE: To test the object created with the Home + Control App you have to save and close the Home + Project App

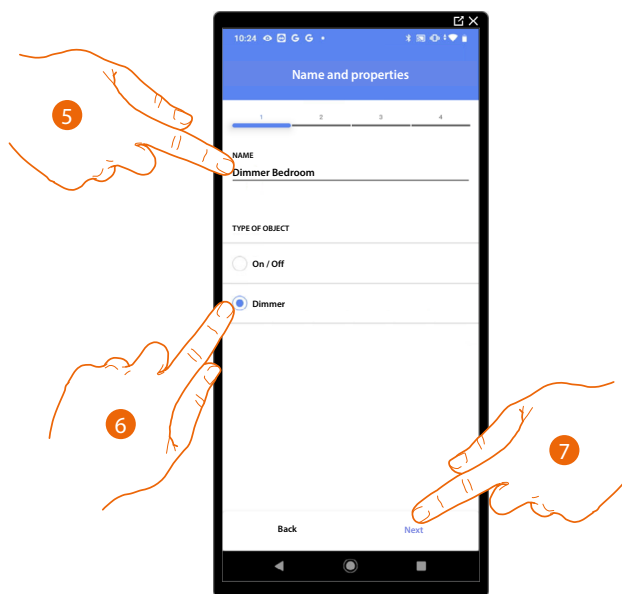
Dimmer Light



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

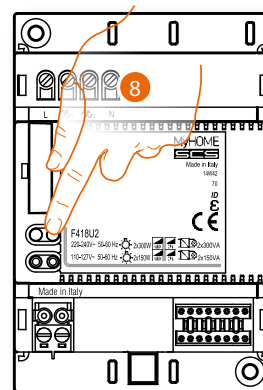
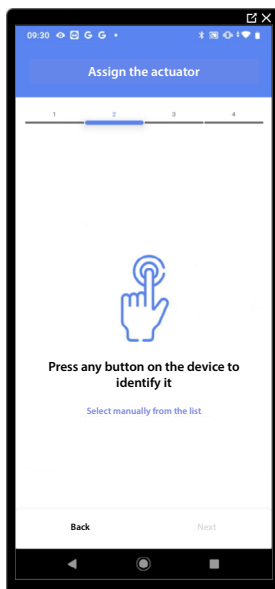


3. Touch to add an object to the bedroom
4. Touch to select the dimmer light object



5. Touch to edit the object name
6. Touch to select the type of dimmer light
7. Touch to associate an actuator to the object. Two situations may occur:

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



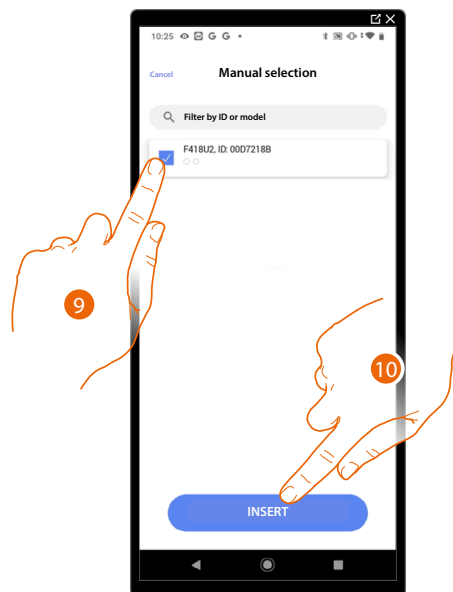
8. Touch any one of the buttons on the actuator on the system

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



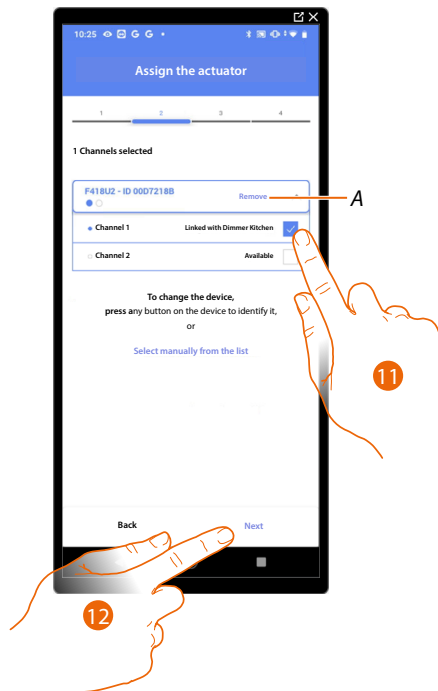
8. Touch if you cannot access the device

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



9. Touch to select the device
10. Touch to add the selected device

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



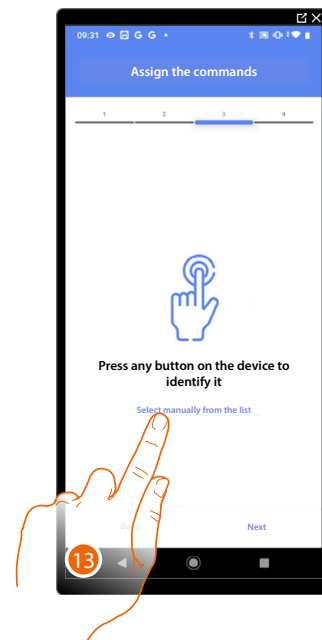
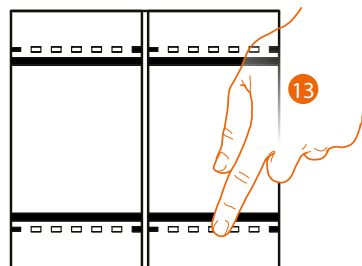
A Delete association

11. Select the address

When the addresses are all engaged, see **Device reset** to make them available again.

12. Touch to confirm

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

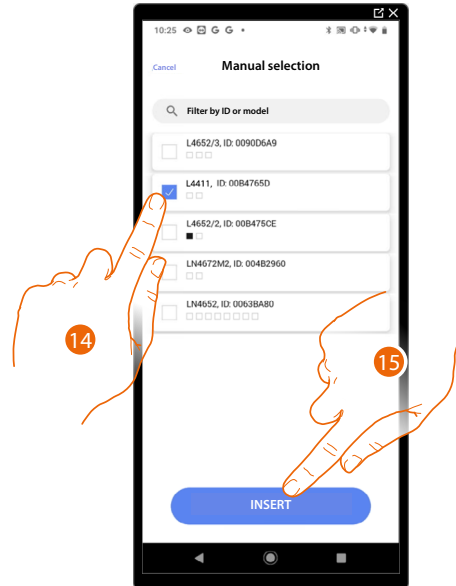


13. Press any one of the buttons on the command on the system

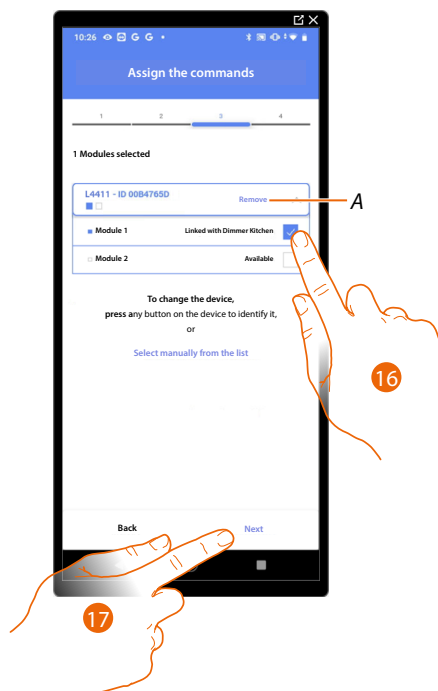
OR

13. Touch "Select manually from the list" when you cannot access the device.
You will be shown a list of the commands on the system

You will be proposed the list of the commands that you can associate.
You can identify the command by its ID number.

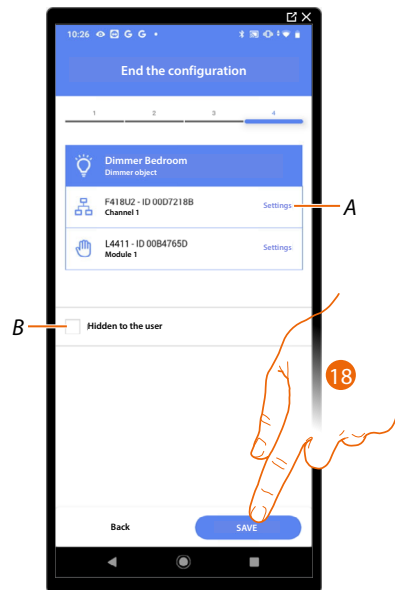


14. Touch to select the device
15. Touch to add the selected command



A *Delete association*

16. Select the command module among those available
When the modules are all engaged, see [Device reset](#) to make them available again.
17. Touch to confirm



The dimmer light object association is complete

A Edit the settings

B Select when you don't want to make the object available to the user in the Home + Control App.
The object is configured and working, but the user is unable to view it.

18. Touch to save the object

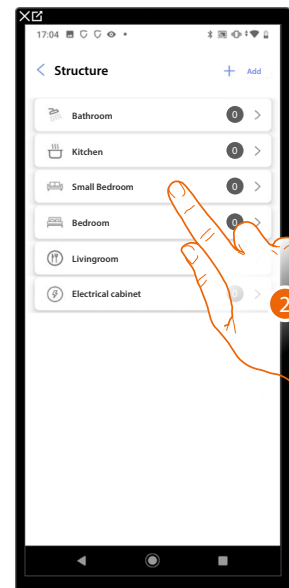
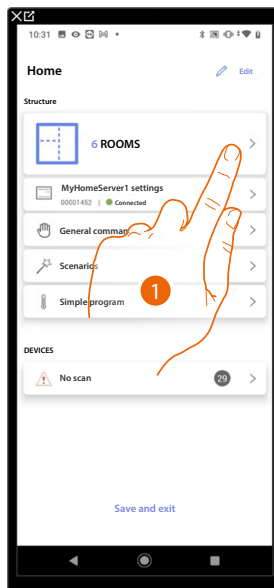
The user can now control a dimmer light object in the bedroom via the physical command or via the Home+Control App graphic object.

NOTE: To test the created object, operate on the physical object or download the Home + Control App

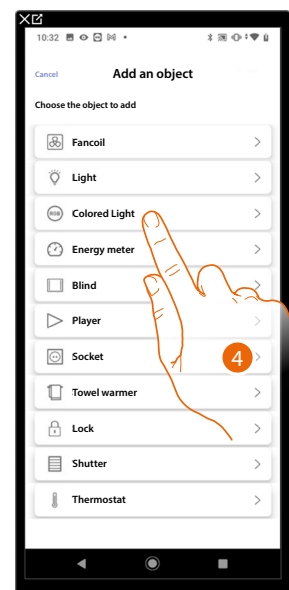
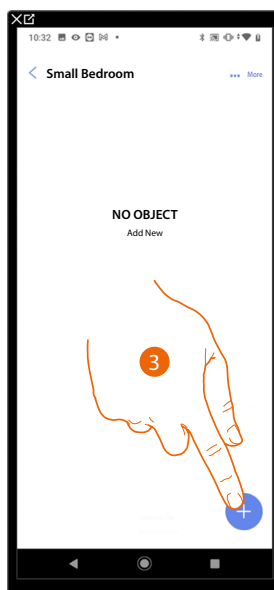
NOTE: To test the object created with the Home + Control App you have to save and close the Home + Project App



Colored Light Object

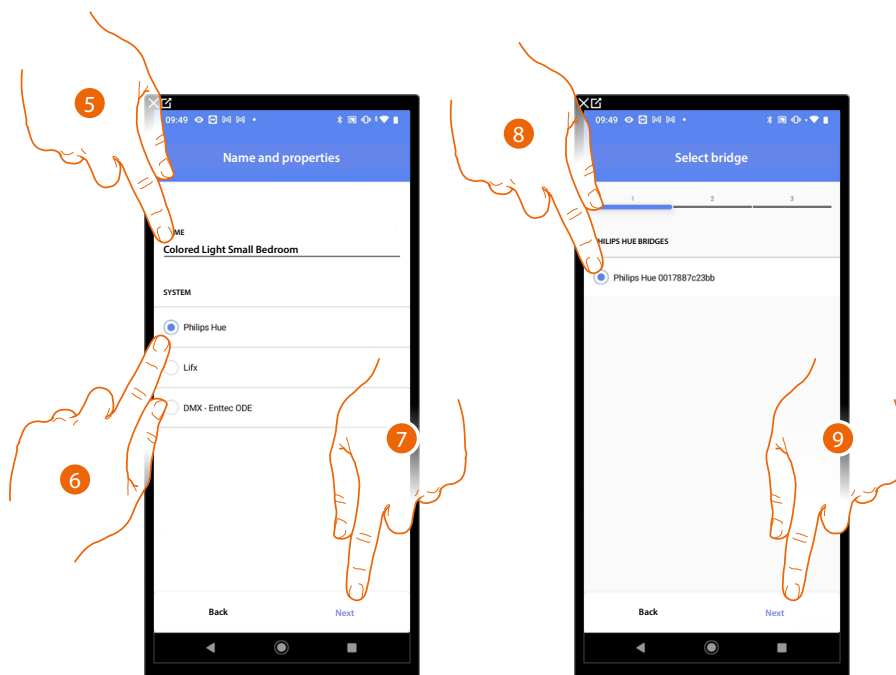


1. Touch to select the room where you want to add a colored light object
2. Touch to enter the room where you want to add a colored light object

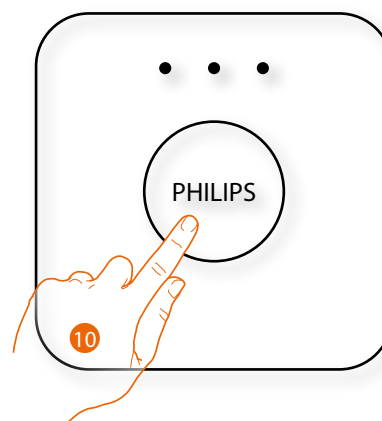
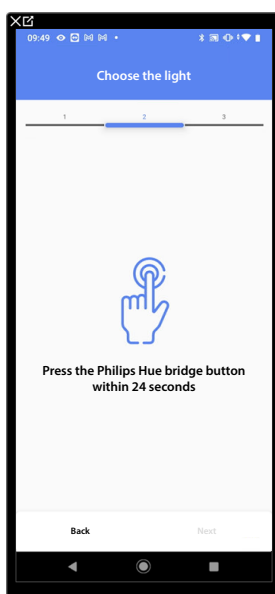


3. Touch to add an object to the small bedroom
4. Touch to select the colored light object

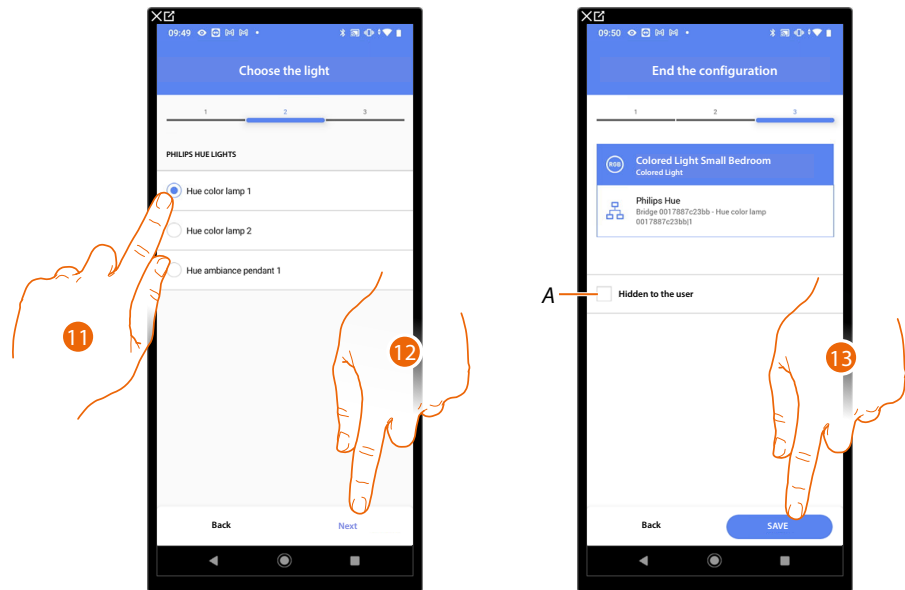
Philips Hue



5. Touch to edit the object name.
6. Touch to select Philips Hue
7. Touch to confirm
8. Touch to select the Philips Hue Bridge
9. Touch to confirm



10. Touch the button on the Philips Hue Bridge



11. Touch to select the lamp among the ones suggested

12. Touch to confirm

The association of the Philips Hue colored light object is complete

A Select when you don't want to make the object available to the user in the Home + Control App. The object is configured and working, but the user is unable to view it.

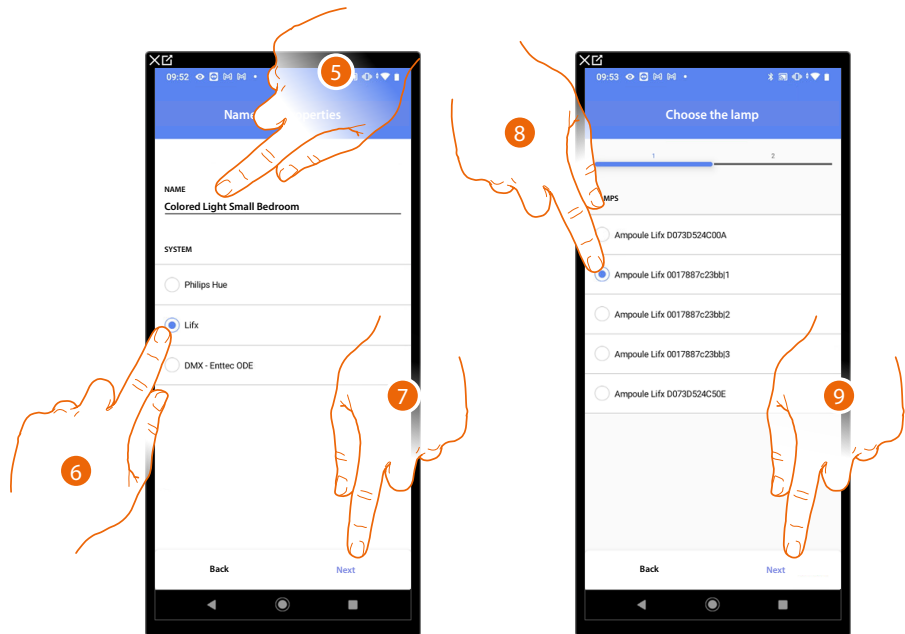
13. Touch to save the object

The user can now control a Philips Hue colored light in the small bedroom via the physical command or via the Home+Control App graphic object.

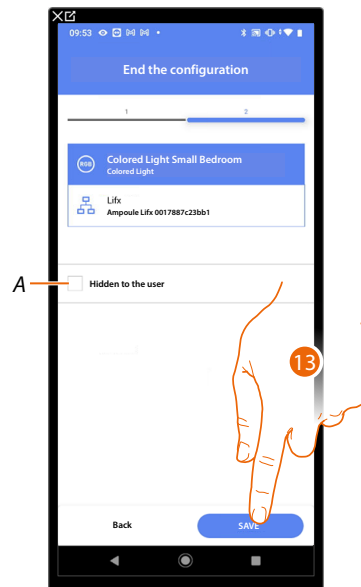
NOTE: To test the created object, operate on the physical object or download the Home + Control App

NOTE: To test the object created with the Home + Control App you have to save and close the Home + Project App

Lifx



5. Touch to edit the object name.
6. Touch to select Lifx
7. Touch to confirm
8. Touch to select the lamp among the ones suggested
9. Touch to confirm



The association of the Lifx colored light object is complete

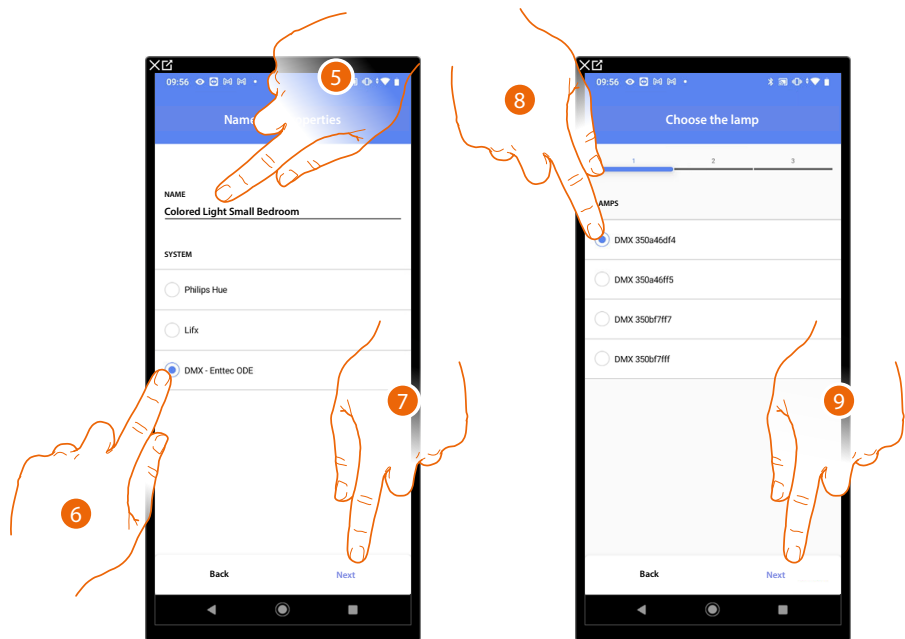
A Select when you don't want to make the object available to the user in the Home + Control App. The object is configured and working, but the user is unable to view it.

13. Touch to save the object

The user can now control a Lifx colored light in the small bedroom via the physical command or via the Home+Control App graphic object.

NOTE: To test the created object, operate on the physical object or download the Home + Control App
NOTE: To test the object created with the Home + Control App you have to save and close the Home + Project App

DMX - Enttec ODE



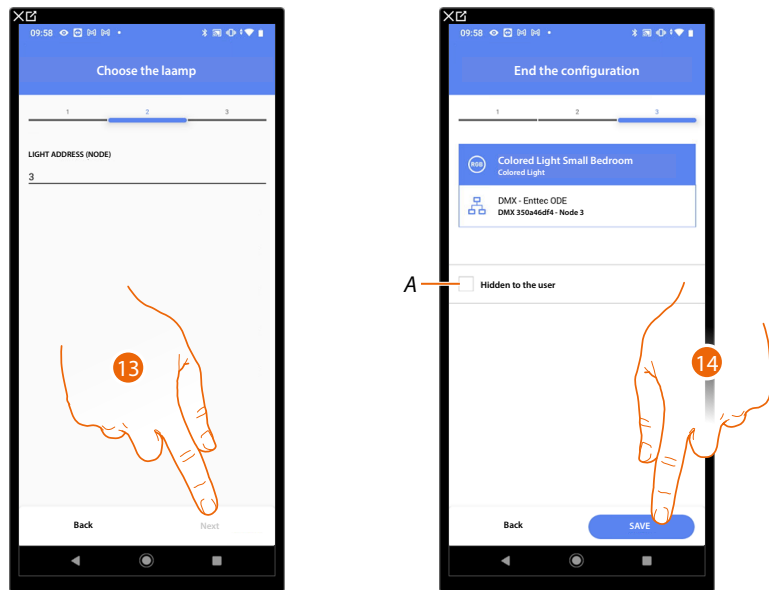
5. Touch to edit the object name.
6. Touch to select DMX - Enttec ODE
7. Touch to confirm
8. Touch to select the lamp among the ones suggested
9. Touch to confirm



10. Touch to set the node
11. Select the node to define the RGB color of the device.
When one node is selected, a single color is also selected.

NOTE: The color/node association is defined in the programming of the Enttec ODE device.

12. Touch to confirm



13. Touch to confirm

The association of the DMX - Enttec ODE colored light object is complete

*A Select when you don't want to make the object available to the user in the Home + Control App.
The object is configured and working, but the user is unable to view it.*

14. Touch to save the object

The user can now control a DMX - Enttec ODE colored light in the small bedroom via the physical command or via the Home+Control App graphic object.

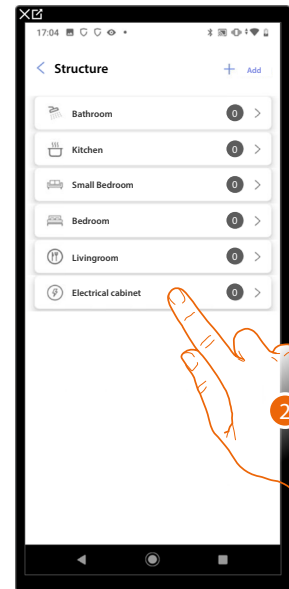
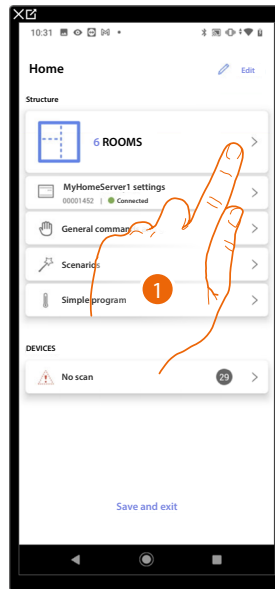
NOTE: To test the created object, operate on the physical object or download the Home + Control App

NOTE: To test the object created with the Home + Control App you have to save and close the Home + Project App

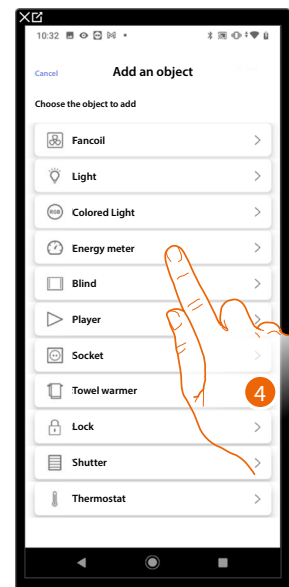
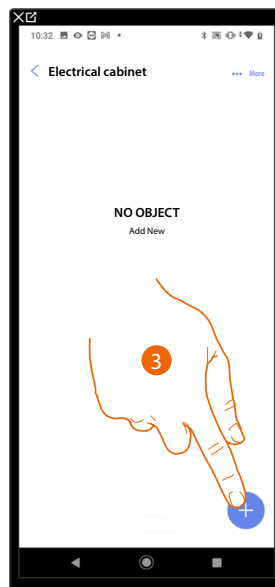


Energy object

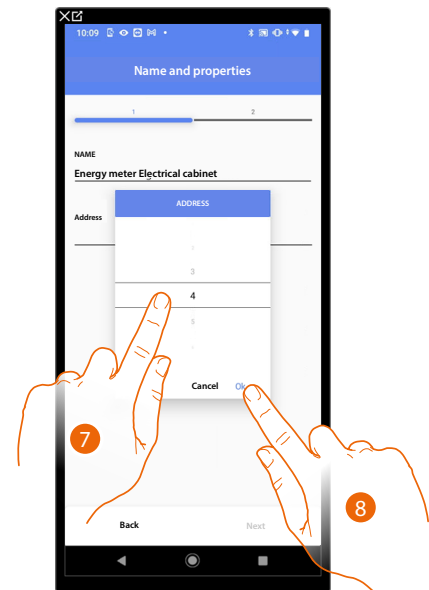
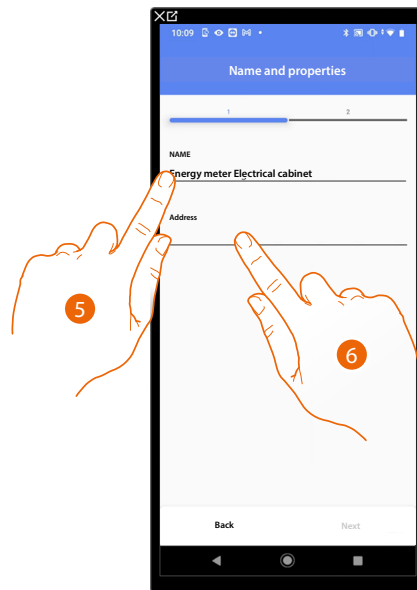
On configuring the devices on the system (F520 or F521 meter) and associating them to the energy meter object, the user can display the energy consumptions.



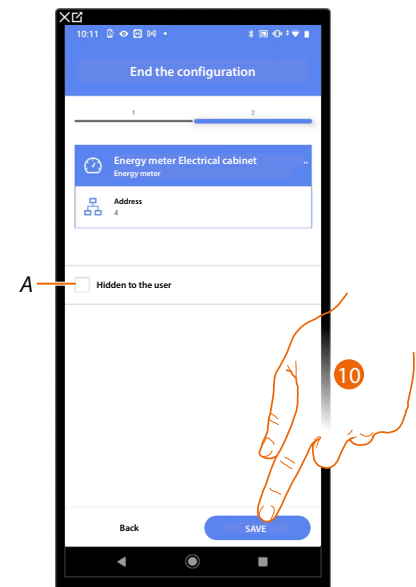
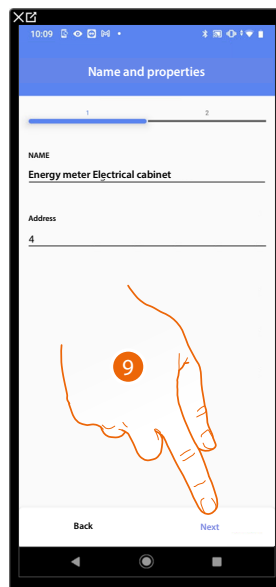
1. Touch to select the room where you want to add an energy meter object
2. Touch to enter the room where you want to add an energy meter object



3. Touch to add an object to the electrical cabinet room
4. Touch to select the energy meter object



5. Touch to edit the object name.
6. Touch to set the address of the energy meter
7. Select the address 1 to 254
8. Touch to confirm



9. Touch to confirm

The energy meter object association is complete

A Select when you don't want to make the object available to the user in the Home + Control App. The object is configured and working, but the user is unable to view it.

10. Touch to save the object

The user can now view energy consumption levels using the Home+Control App.

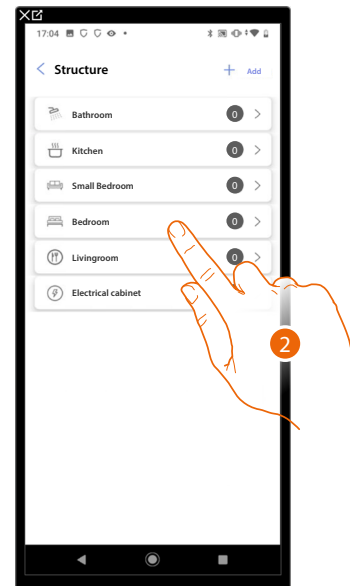
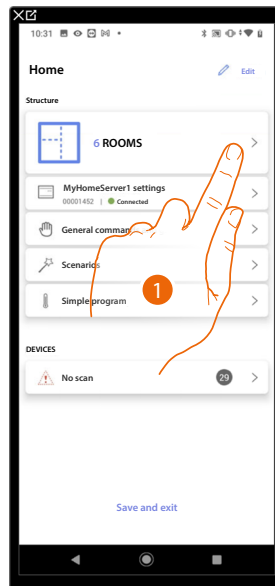
NOTE: To test the created object, operate on the physical object or download the Home + Control App

NOTE: To test the object created with the Home + Control App you have to save and close the Home + Project App

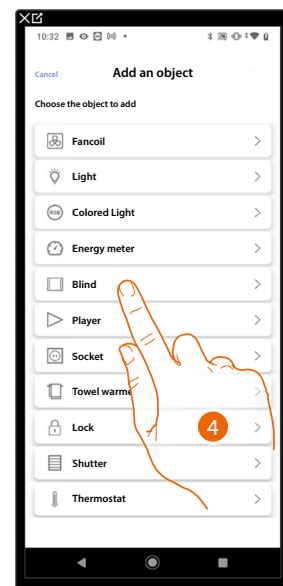
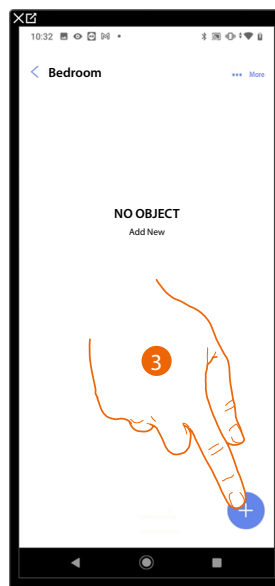


Blind object

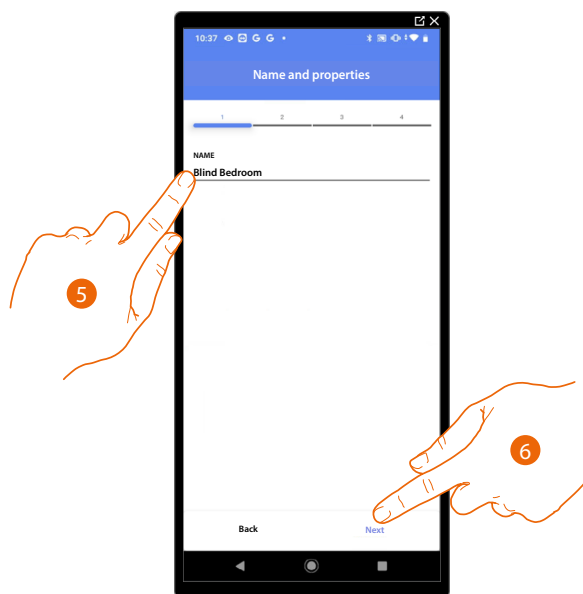
On configuring the devices on the system and associating them to the blind object, the user can adjust the opening and closing of blinds.



1. Touch to select the room where you want to add a blind object
2. Touch to enter the room where you want to add a blind object

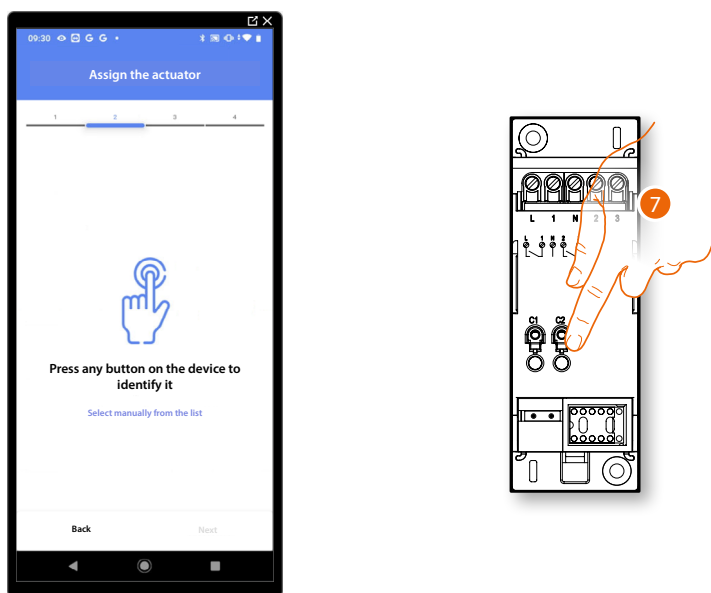


3. Touch to add an object to the bedroom
4. Touch to select the blind object



5. Touch to edit the object name.
6. Touch to associate an actuator to the object. Two situations may occur:

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



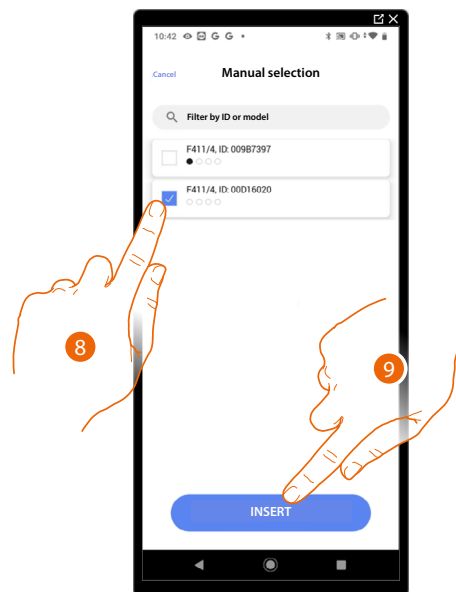
7. Touch any one of the buttons on the actuator on the system

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



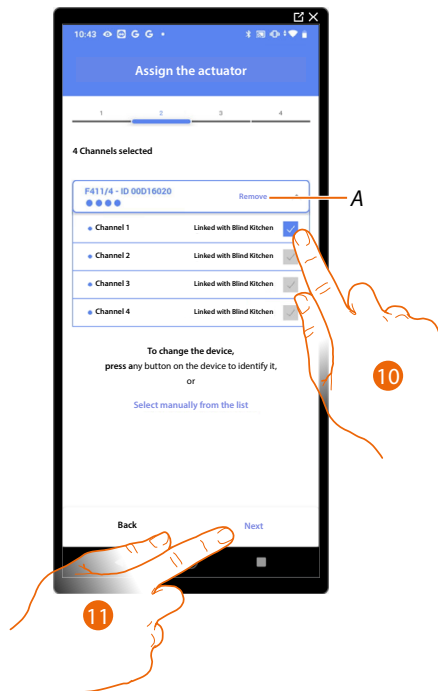
7. Touch if you cannot access the device

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



8. Touch to select the device
9. Touch to add the selected device

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

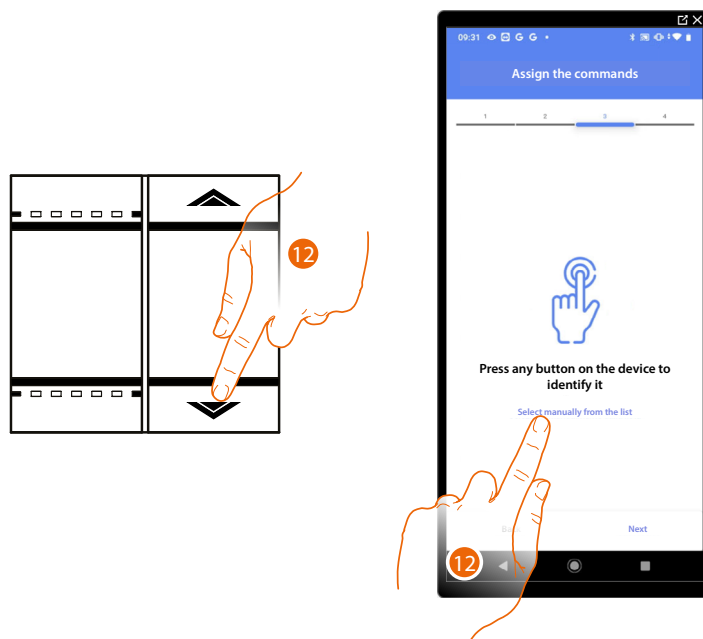


A Delete association

10. Select the address. For the blind function, the system will use four contiguous addresses of the same actuator (open/close left sash / open/close right sash)
When the addresses are all engaged, see [Device reset](#) to make them available again.

11. Touch to confirm

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

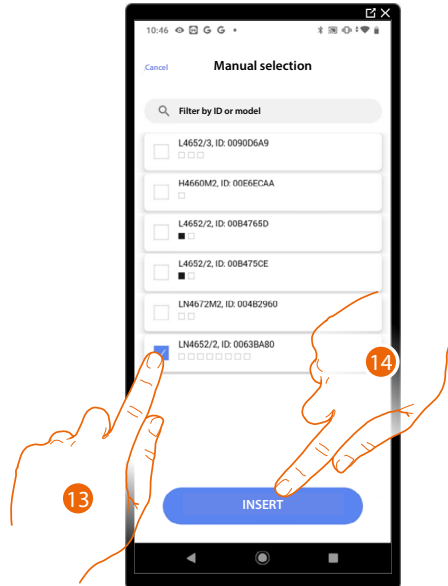


12. Press any one of the buttons on the command on the system

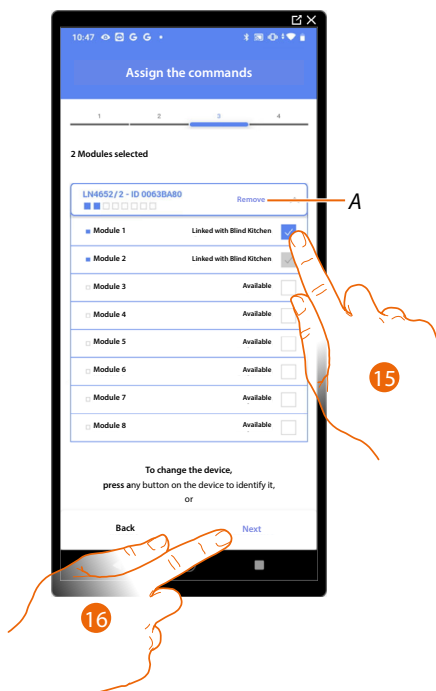
OR

12. Touch "Select manually from the list" when you cannot access the device.
You will be shown a list of the commands on the system

You will be proposed the list of the commands that you can associate.
You can identify the command by its ID number.

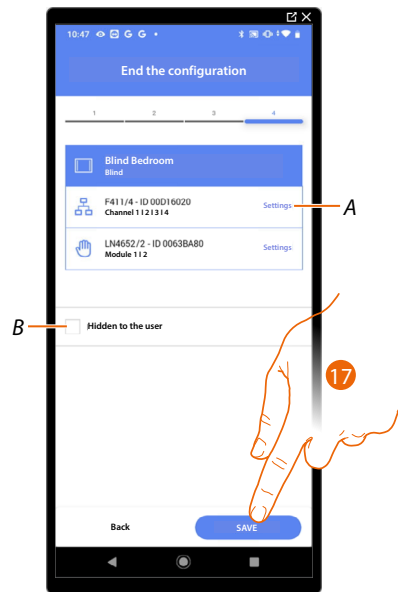


- 13. Touch to select the device
- 14. Touch to add the selected command



A *Delete association*

- 15. Select the command module among those available
When the modules are all engaged, see [Device reset](#) to make them available again.
- 16. Touch to confirm



The blind object association is complete

A Edit the settings

B Select when you don't want to make the object available to the user in the Home + Control App.
The object is configured and working, but the user is unable to view it.

17. Touch to save the object

The user can now control a blind in the bedroom via the physical command or via the Home+Control App graphic object.

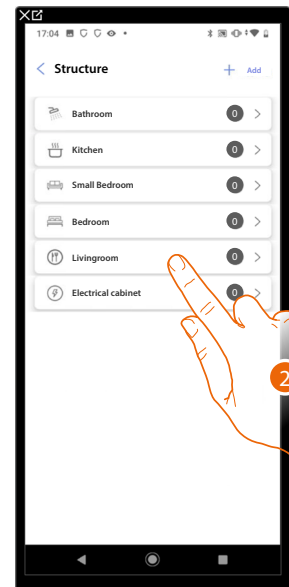
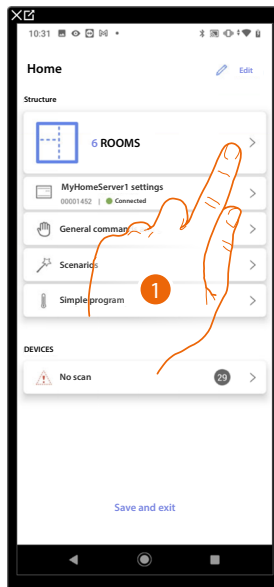
NOTE: To test the created object, operate on the physical object or download the Home + Control App

NOTE: To test the object created with the Home + Control App you have to save and close the Home + Project App

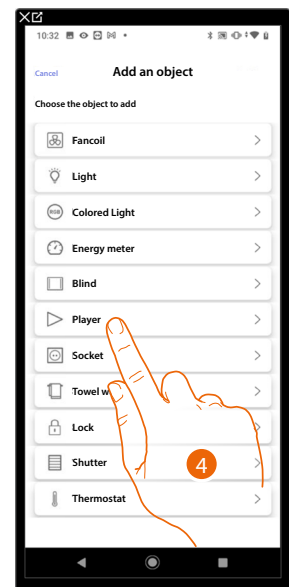
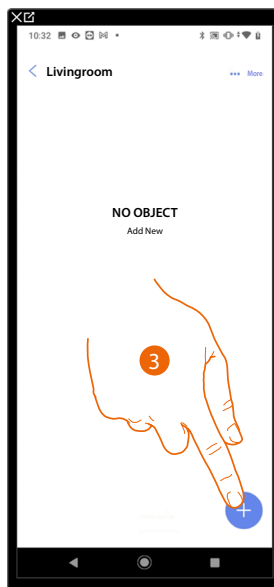


Player object

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

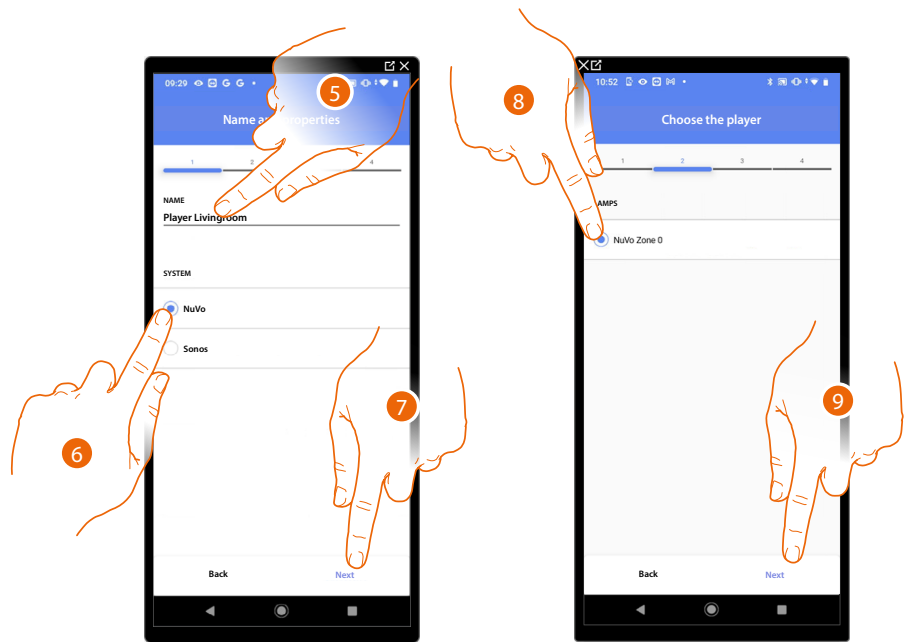


1. Touch to select the room where you want to add a player object
2. Touch to enter the room where you want to add a player object



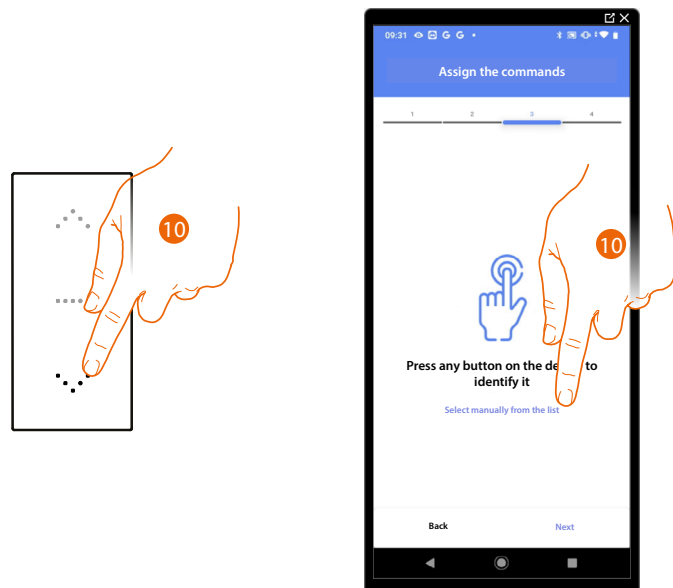
3. Touch to add an object to the living room
4. Touch to select the player object

NuVo



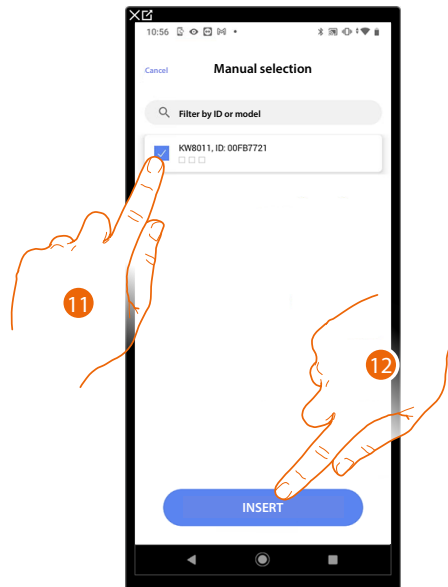
5. Touch to edit the object name.
6. Touch to select the system
7. Touch to confirm
8. Touch to select the NuVo player from those identified
9. Touch to confirm

If installed in the system, it is possible to control the NuVo player both from the Home+Control App and using a Full Touch KW8011 command. Otherwise, touch 'next' and go to step 15

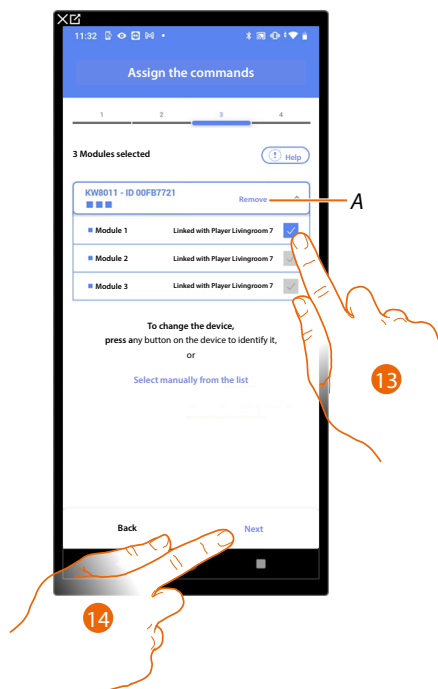


10. Press any one of the buttons on the command on the system
- OR
10. Touch "Select manually from the list" when you cannot access the device. You will be shown a list of the commands on the system

You will be proposed the list of the commands that you can associate.
You can identify the command by its ID number.



11. Touch to select the device
12. Touch to add the selected command

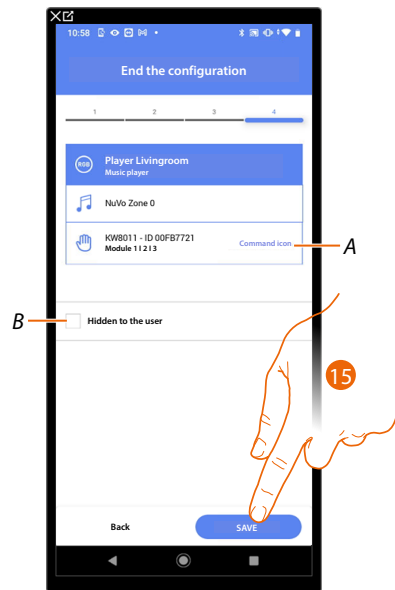


A *Delete association*

13. Select the command module among those available

When the modules are all engaged, see [Device reset](#) to make them available again.

14. Touch to confirm



The socket object association is complete

A Select the icon displayed on the command

*B Select when you don't want to make the object available to the user in the Home + Control App.
The object is configured and working, but the user is unable to view it.*

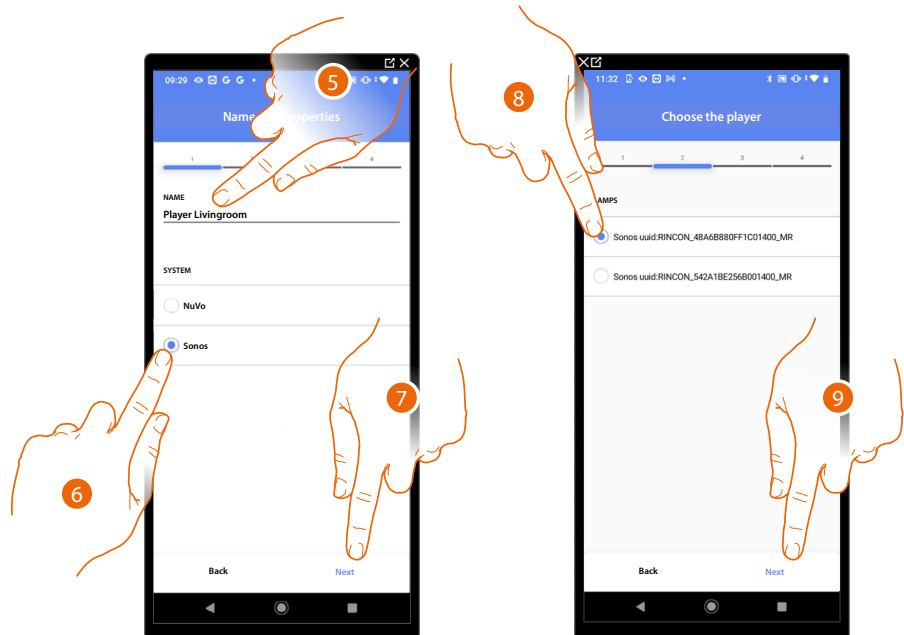
15. Touch to save the object

The user can now control the NuVo player in the living room via the physical command or via the Home+Control App graphic object.

NOTE: To test the created object, operate on the physical object or download the Home + Control App

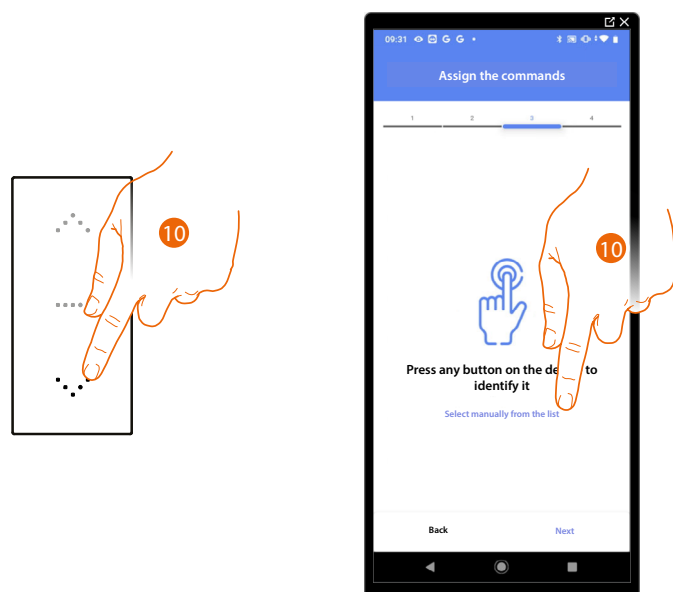
NOTE: To test the object created with the Home + Control App you have to save and close the Home + Project App

Sonos



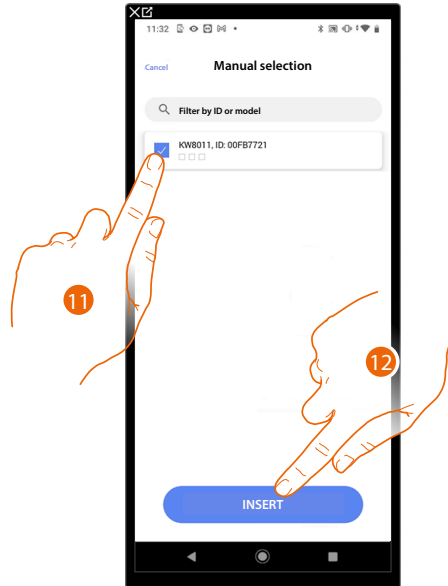
5. Touch to edit the object name.
6. Touch to select the system
7. Touch to confirm
8. Touch to select the Sonos player from those identified
9. Touch to confirm

If installed in the system, it is possible to control the Sonos player both from the Home+Control App and using a Full Touch KW8011 command. Otherwise, touch 'next' and go to step 15

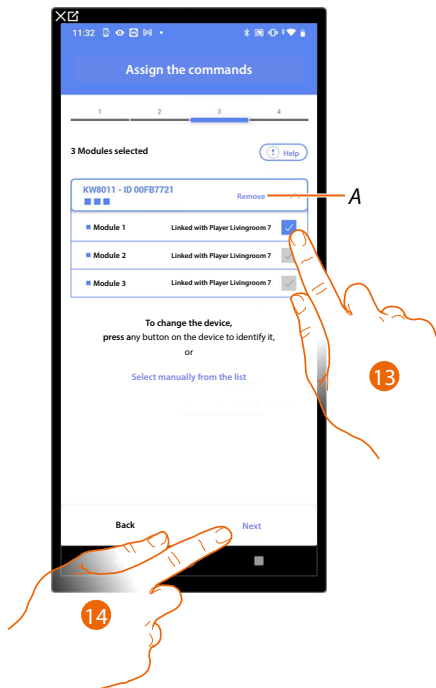


10. Press any one of the buttons on the command on the system
- OR
10. Touch "Select manually from the list" when you cannot access the device.
You will be shown a list of the commands on the system

You will be proposed the list of the commands that you can associate.
You can identify the command by its ID number.



- 11. Touch to select the device
- 12. Touch to add the selected command

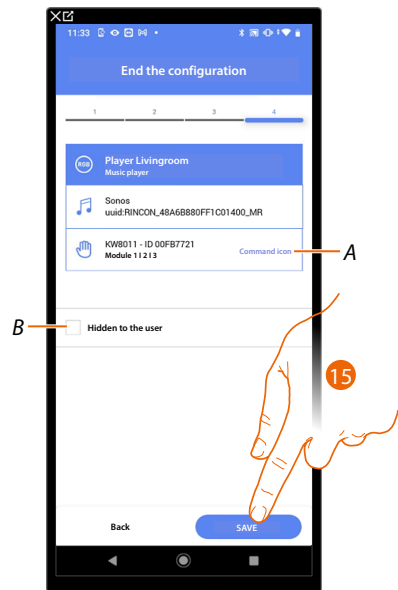


A *Delete association*

- 13. Select the command module among those available

When the modules are all engaged, see [Device reset](#) to make them available again.

- 14. Touch to confirm



The player object association is complete

A Select the icon displayed on the command

B Select when you don't want to make the object available to the user in the Home + Control App.
The object is configured and working, but the user is unable to view it.

15. Touch to save the object

The user can now control the Sonos player in the living room via the physical command or via the Home+Control App graphic object.

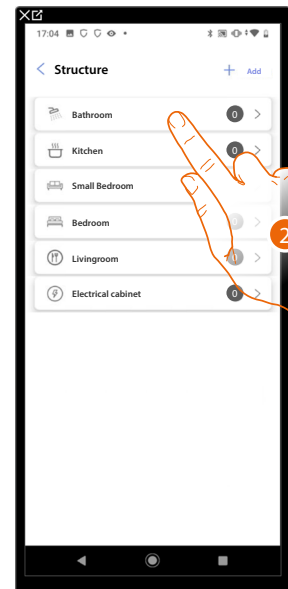
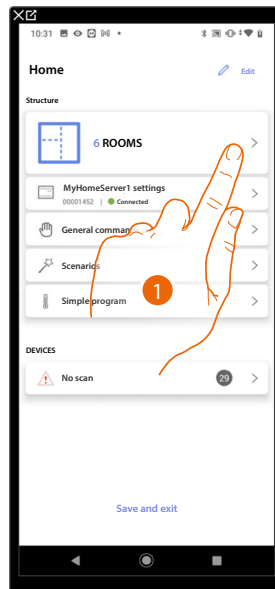
NOTE: To test the created object, operate on the physical object or download the Home + Control App

NOTE: To test the object created with the Home + Control App you have to save and close the Home + Project App

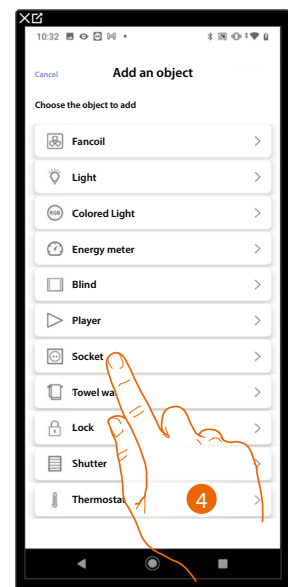
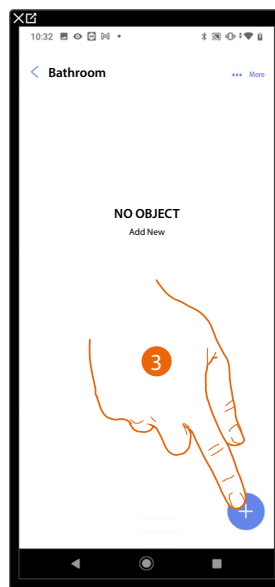


Socket object

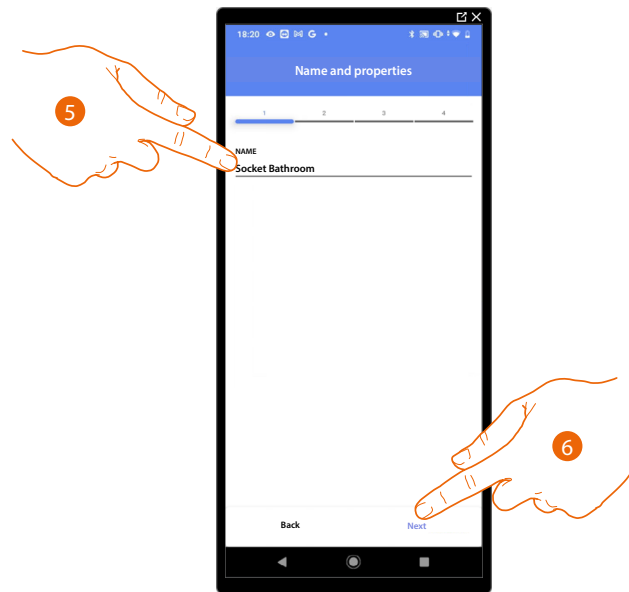
On configuring the devices on the system and associating them to the Socket object, the user can control the load connected to a socket (e.g. washing machine socket in the bathroom).



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

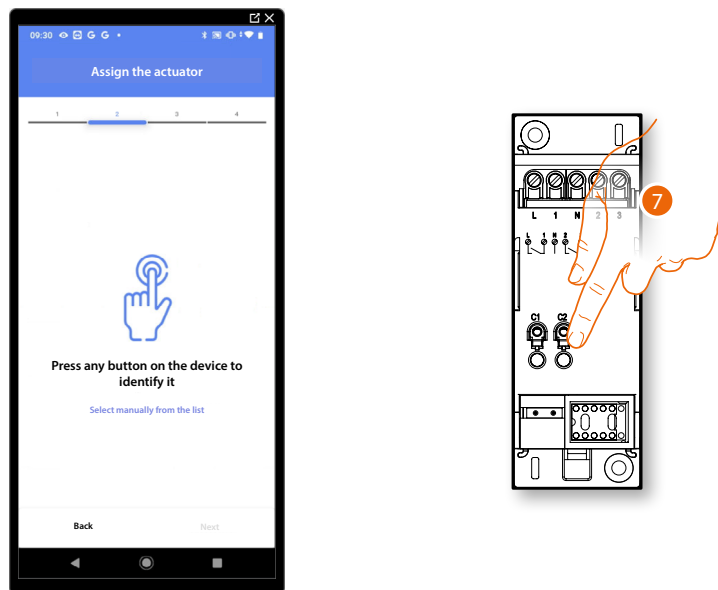


3. Touch to add an object to the bathroom
4. Touch to select the socket object



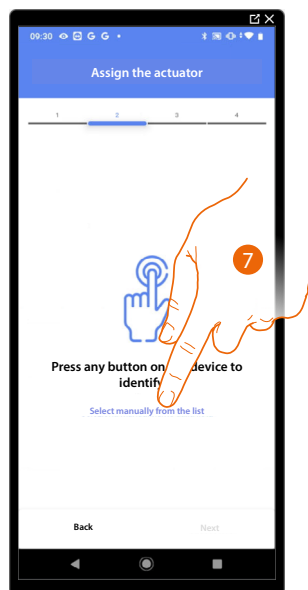
5. Touch to edit the object name.
6. Touch to associate an actuator to the object.
Two situations may occur:

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



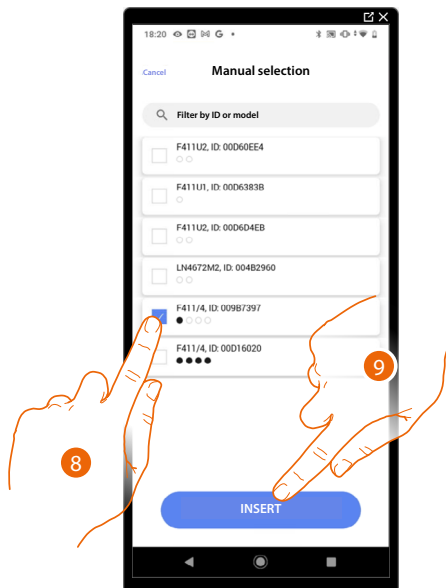
7. Touch any one of the buttons on the actuator on the system

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



7. Touch if you cannot access the device

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



8. Touch to select the device

9. Touch to add the selected device

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



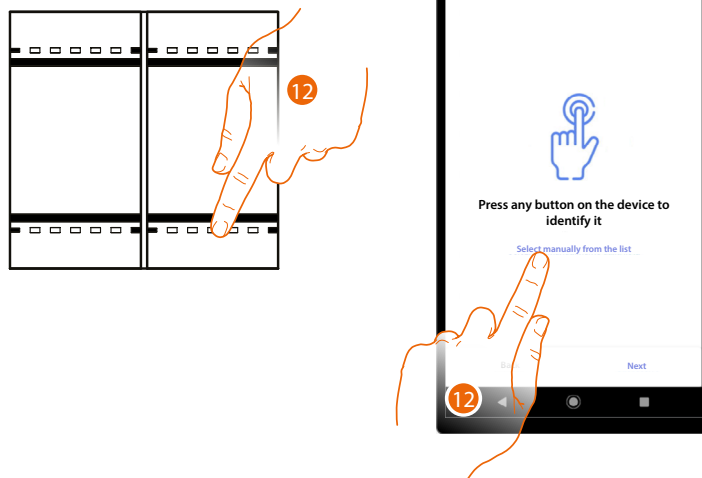
A Delete association

10. Select the address

When the addresses are all engaged, see [Device reset](#) to make them available again.

11. Touch to confirm

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

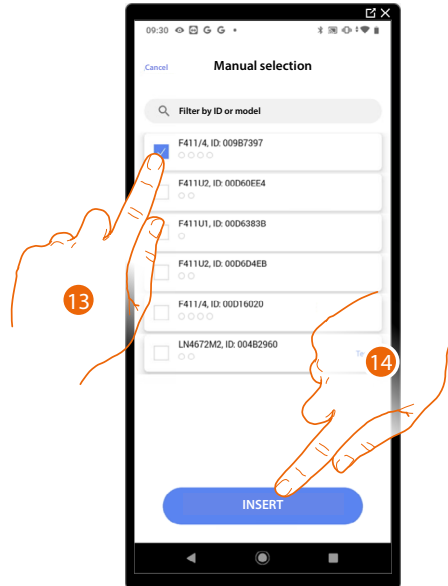


13. Press any one of the buttons on the command on the system

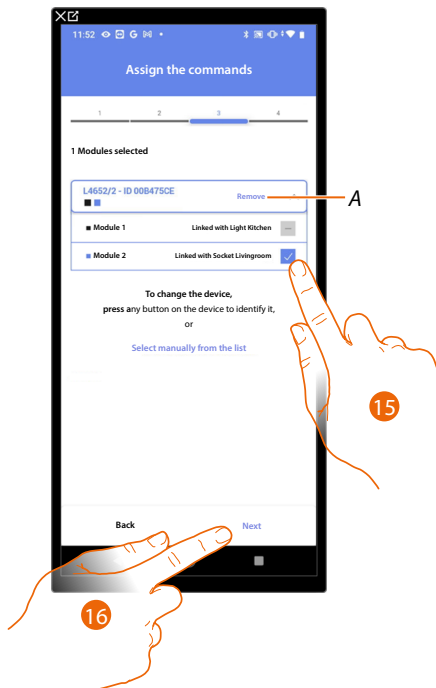
OR

13. Touch "Select manually from the list" when you cannot access the device.
You will be shown a list of the commands on the system

You will be proposed the list of the commands that you can associate.
You can identify the command by its ID number.

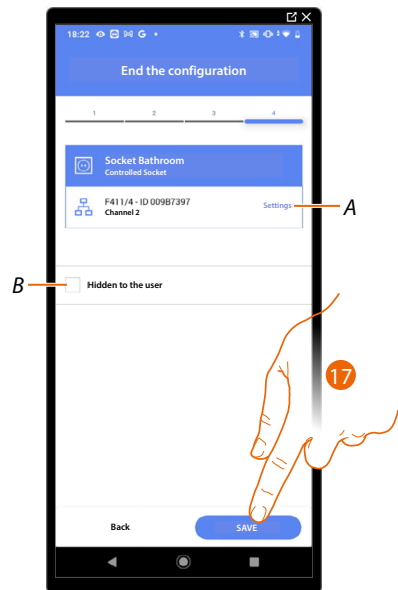


- 13. Touch to select the device
- 14. Touch to add the selected command



A *Delete association*

- 15. Select the command module among those available
When the modules are all engaged, see [Device reset](#) to make them available again.
- 16. Touch to confirm



The socket object association is complete

A Edit the settings

B Select when you don't want to make the object available to the user in the Home + Control App.
The object is configured and working, but the user is unable to view it.

17. Touch to save the object

The user can now control a socket in the bathroom via the physical command or via the Home+Control App graphic object.

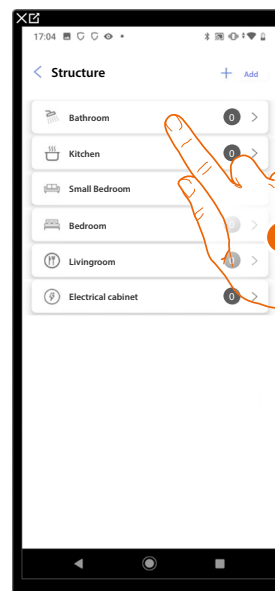
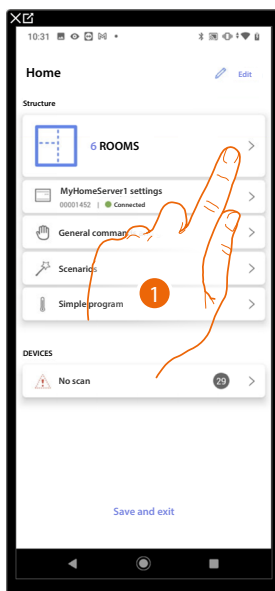
NOTE: To test the created object, operate on the physical object or download the Home + Control App

NOTE: To test the object created with the Home + Control App you have to save and close the Home + Project App

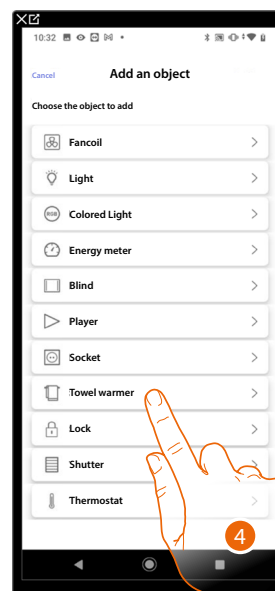
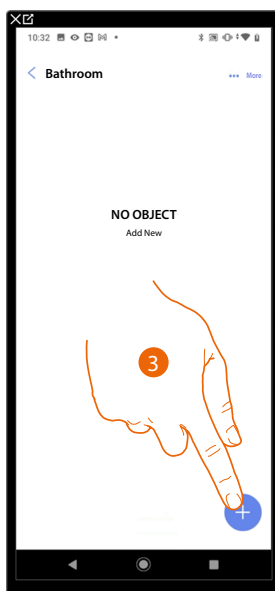


Towel Warmer object

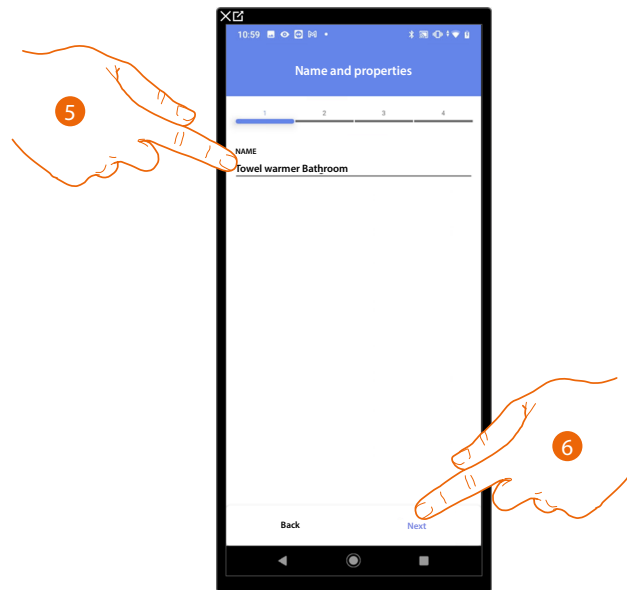
By configuring the system devices and associating them to the Towel Warmer object, the user can switch them on or off directly or through a program, without the need for using a setpoint.



1. Touch to select the room where you want to add a towel warmer object
2. Touch to enter the room where you want to add a towel warmer object

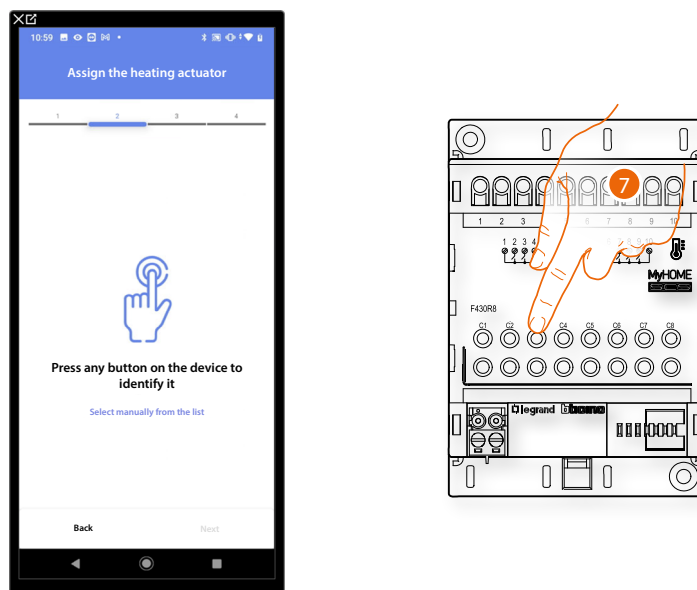


3. Touch to add an object to the bathroom
4. Touch to select the towel warmer object



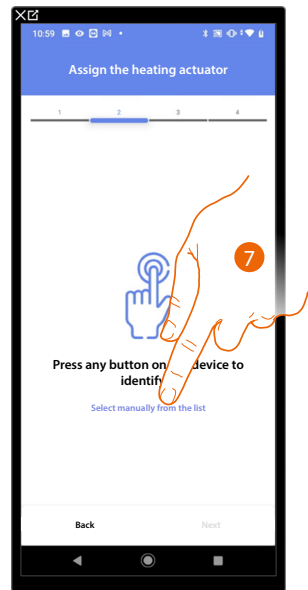
5. Touch to edit the object name.
6. Touch to associate an actuator to the object. Two situations may occur:

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



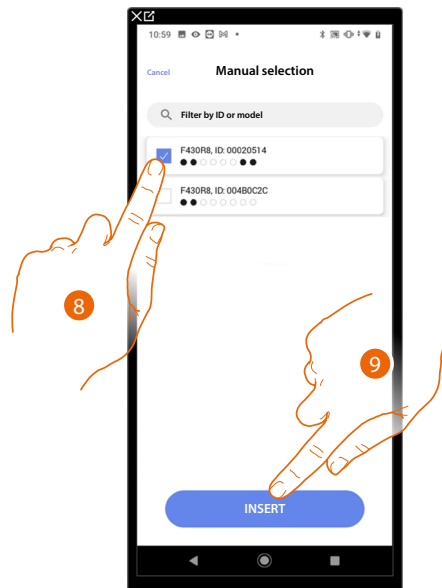
7. Touch any one of the buttons on the actuator on the system

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



7. Touch if you cannot access the device

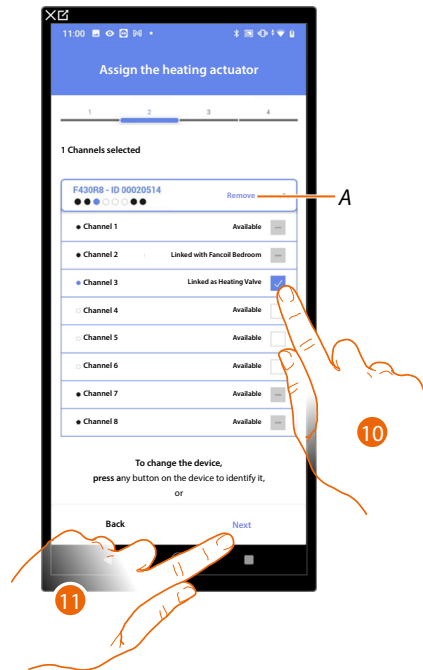
You will be proposed the list of compatible actuators which you can associate to the object. You can identify the actuator by its ID number:



8. Touch to select the device
9. Touch to add the selected device

When the probe is already configured, see [Device reset](#) to make it available again.

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



A Delete association

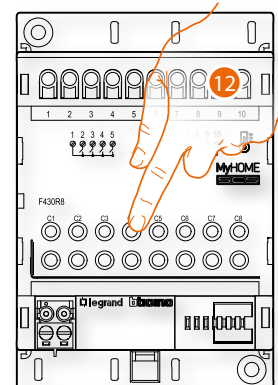
10. Select the address

When the addresses are all engaged, see [Device reset](#) to make them available again.

11. Touch to confirm

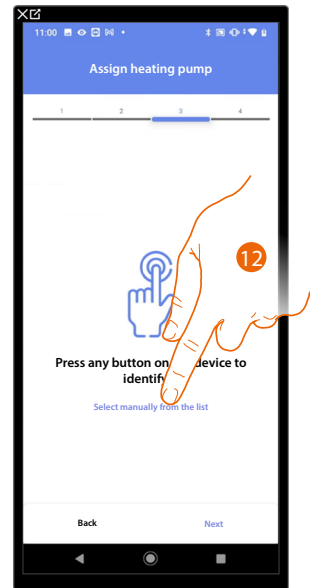
After associating the actuator to the object, you can associate a pump.

Accessible pump



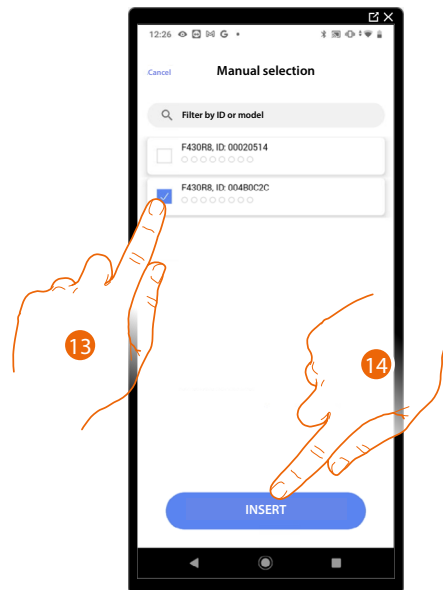
12. Touch any one of the buttons on the pump on the system

Not accessible pump



12. Touch if you cannot access the device

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



13. Touch to select the device

14. Touch to add the selected device

When the actuator/pump are already configured, see [Device reset](#) to make them available again.

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

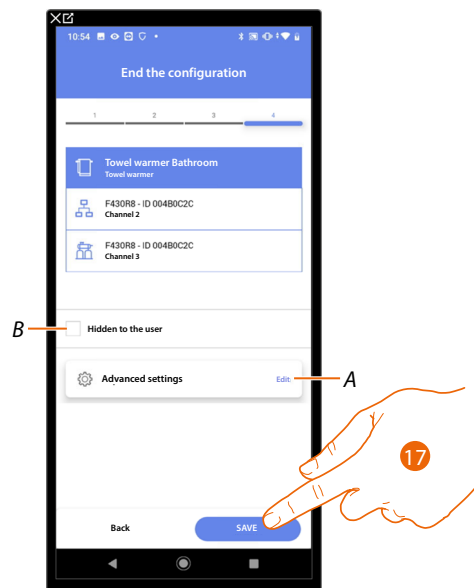


A Delete association

15. Select the address

When the addresses are all engaged, see [Device reset](#) to make them available again.

16. Touch to confirm



The Towel Warmer object association is complete

A Edit the settings

B Select when you don't want to make the object available to the user in the Home + Control App. The object is configured and working, but the user is unable to view it.

17. Touch to save the object

The user can now control a Towel Warmer in the bathroom via the physical command or via the Home+Control App graphic object.

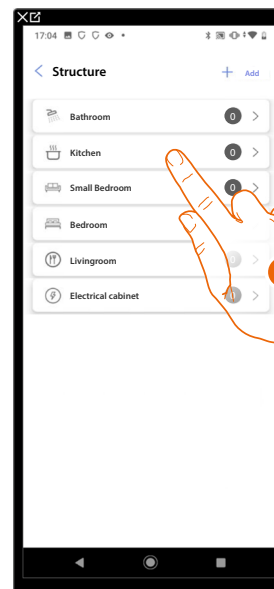
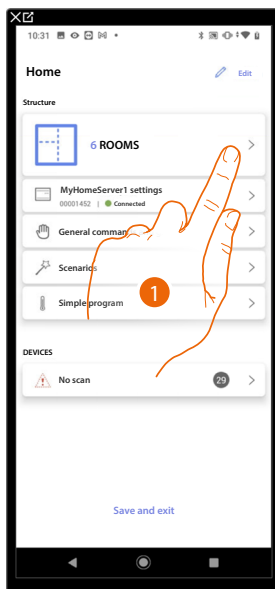
NOTE: To test the created object, operate on the physical object or download the Home + Control App

NOTE: To test the object created with the Home + Control App you have to save and close the Home + Project App

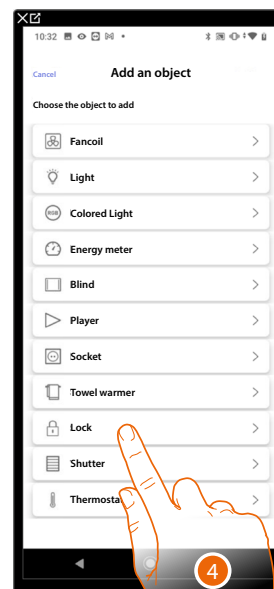
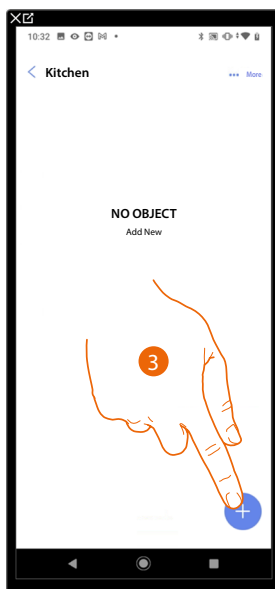


Lock object

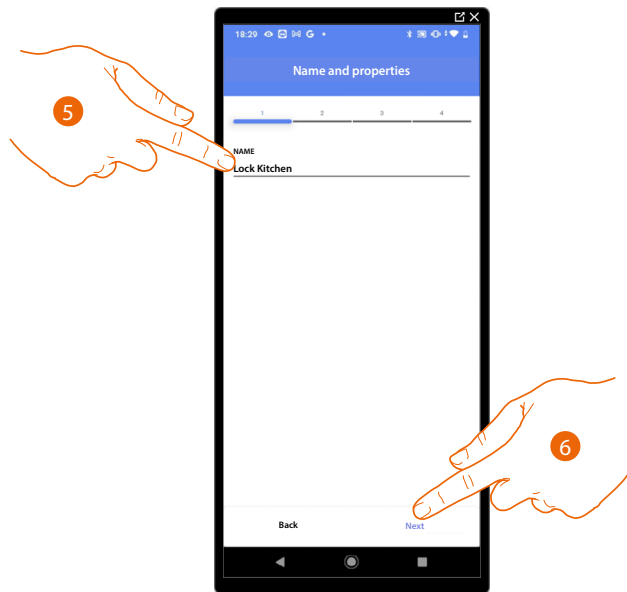
On configuring the devices on the system and associating them to the Lock object, the user can control a system lock.



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

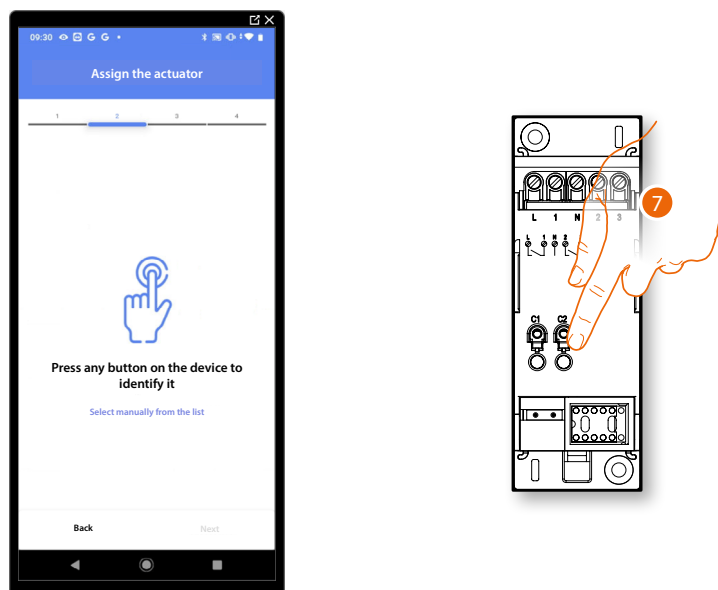


3. Touch to add an object to the kitchen
4. Touch to select the lock object



5. Touch to edit the object name.
6. Touch to associate an actuator to the object. Two situations may occur:

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



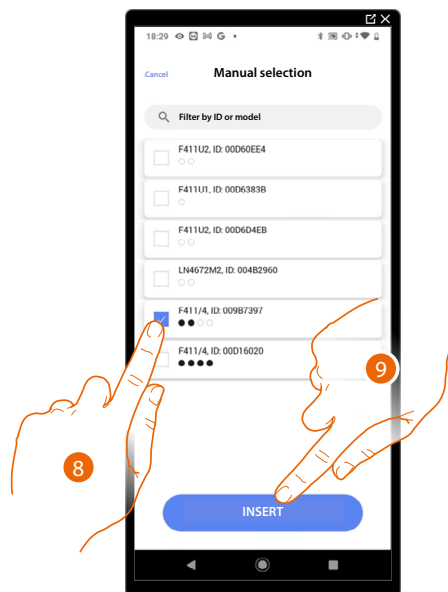
7. Touch any one of the buttons on the actuator on the system

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



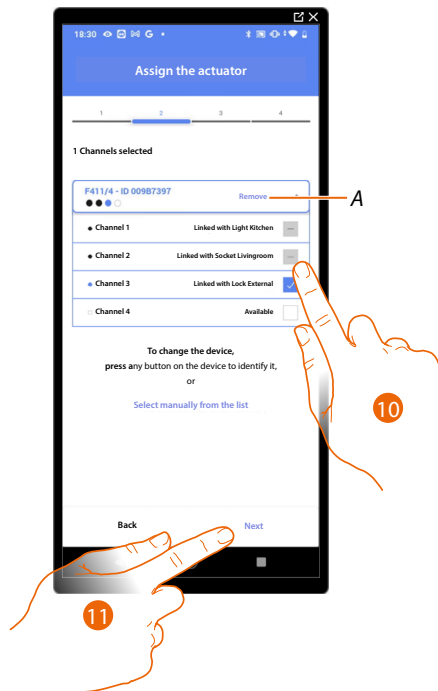
7. Touch if you cannot access the device

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



8. Touch to select the device
9. Touch to add the selected device

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



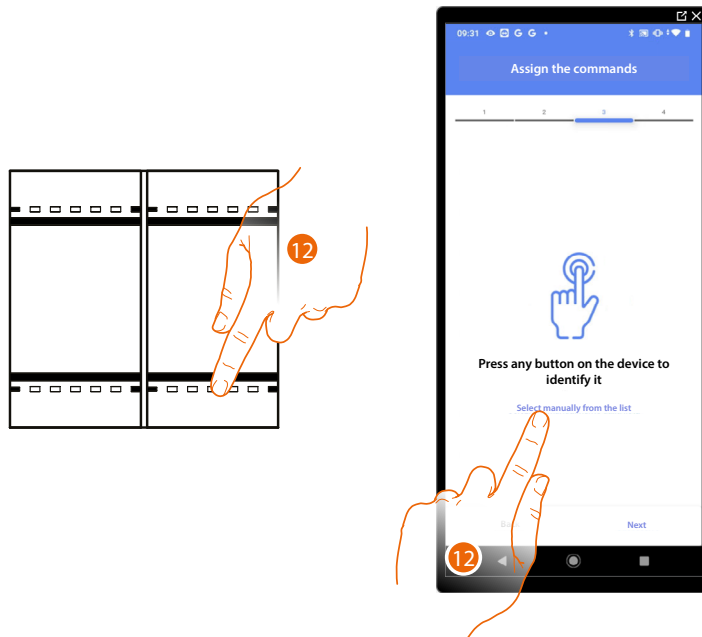
A Delete association

10. Select the address

When the addresses are all engaged, see [Device reset](#) to make them available again.

11. Touch to confirm

After the actuator connected to the lock is associated you must associate the command which actuates it.

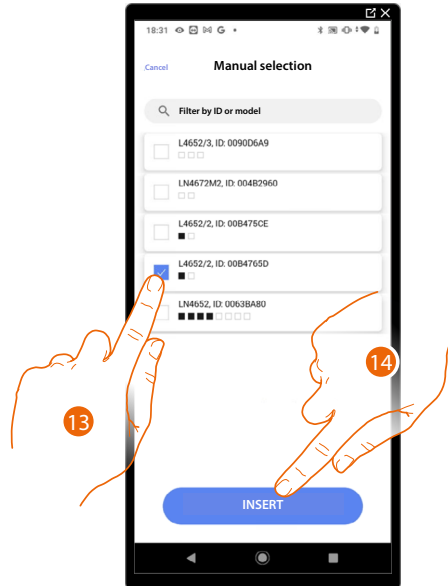


12. Press any one of the buttons on the command on the system

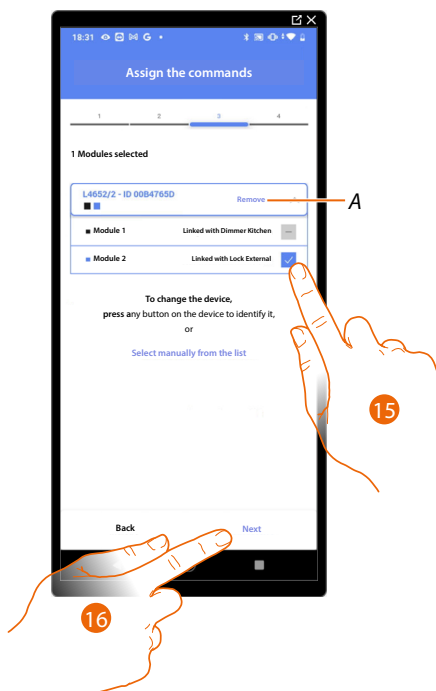
OR

12. Touch "Select manually from the list" when you cannot access the device.
You will be shown a list of the commands on the system

You will be proposed the list of the commands that you can associate.
You can identify the command by its ID number.



- 13. Touch to select the device
- 14. Touch to add the selected command

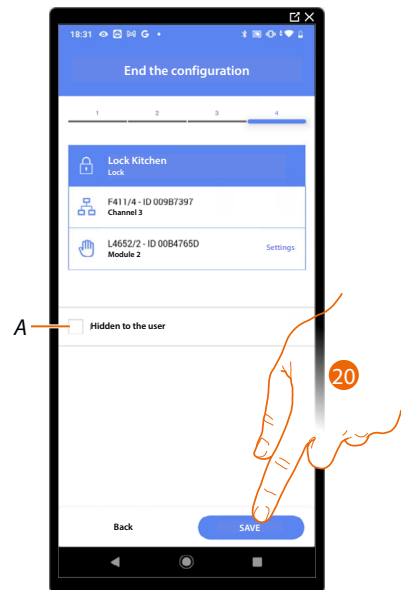


A *Delete association*

- 15. Select the command module among those available

When the modules are all engaged, see [Device reset](#) to make them available again.

- 16. Touch to confirm



The lock object association is complete

A Select when you don't want to make the object available to the user in the Home + Control App. The object is configured and working, but the user is unable to view it.

20. Touch to save the object

The user can now control a lock in the kitchen via the physical command or via the Home+Control App graphic object.

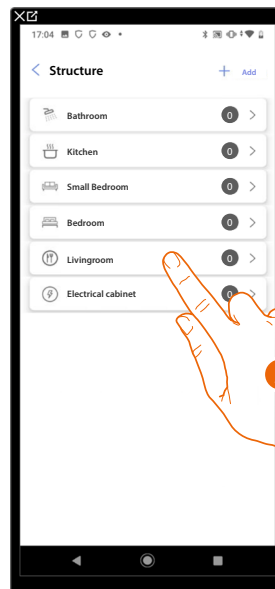
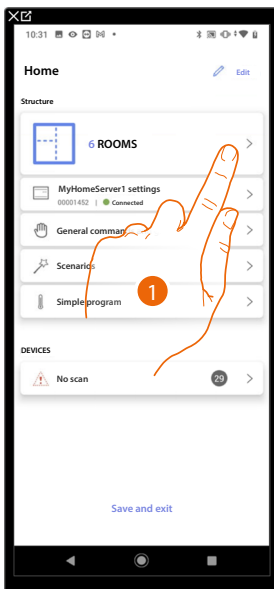
NOTE: To test the created object, operate on the physical object or download the Home + Control App

NOTE: To test the object created with the Home + Control App you have to save and close the Home + Project App

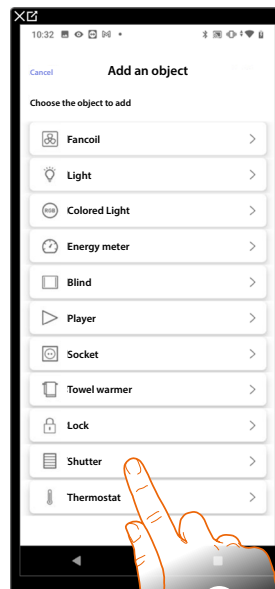


Shutter object

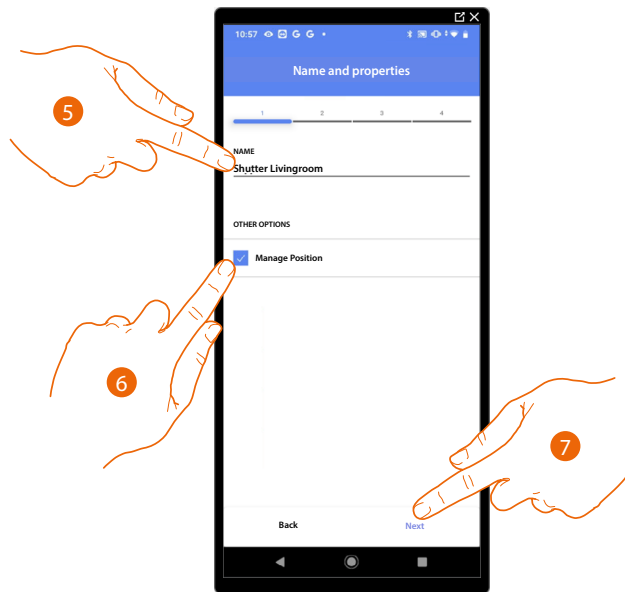
On configuring the devices on the system and associating them to the shutter object, the user can adjust the opening and closing of shutters, blinds and garage.
On enabling the function you can allow the user to adjust the opening level (only shutters with preset function).



1. Touch to select the room where you want to add a shutter object
2. Touch to enter the room where you want to add a shutter object

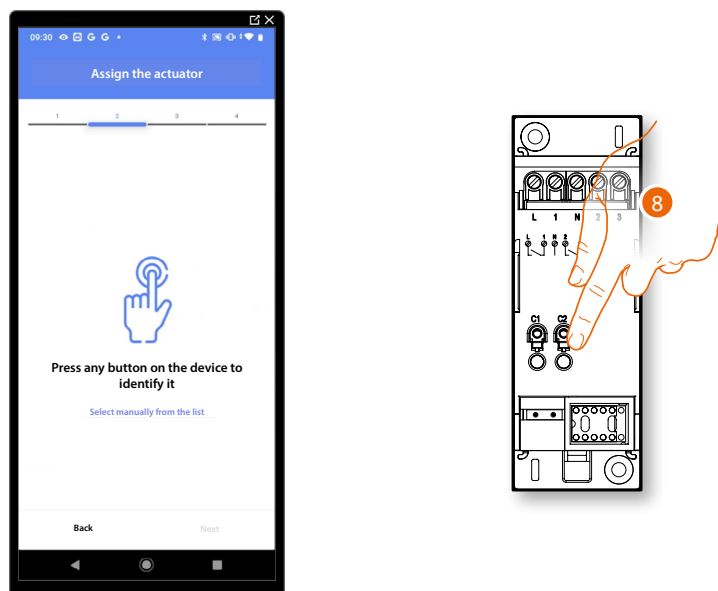


3. Touch to add an object to the living room
4. Touch to select the shutter object



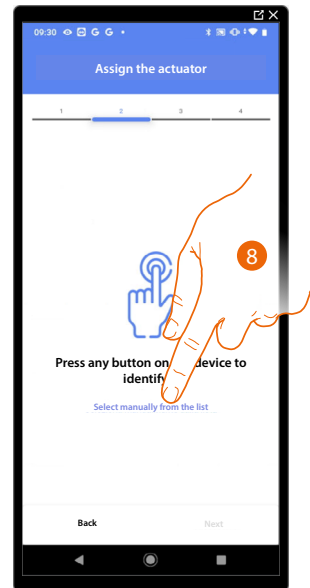
5. Touch to edit the object name.
6. Touch to enable the regulation of the opening level (only shutters with preset function) on the object
7. Touch to associate an actuator to the object. Two situations may occur:

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



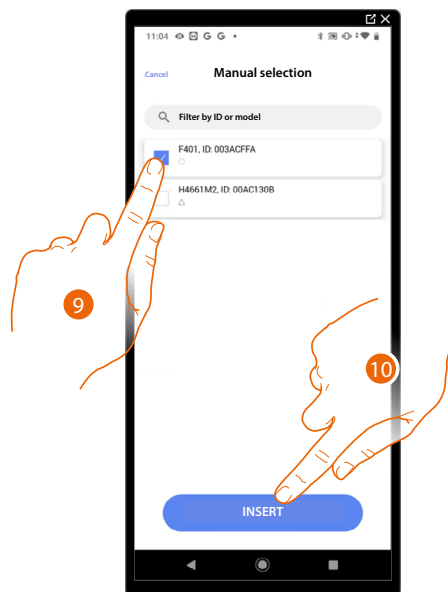
8. Touch any one of the buttons on the actuator on the system

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



8. Touch if you cannot access the device

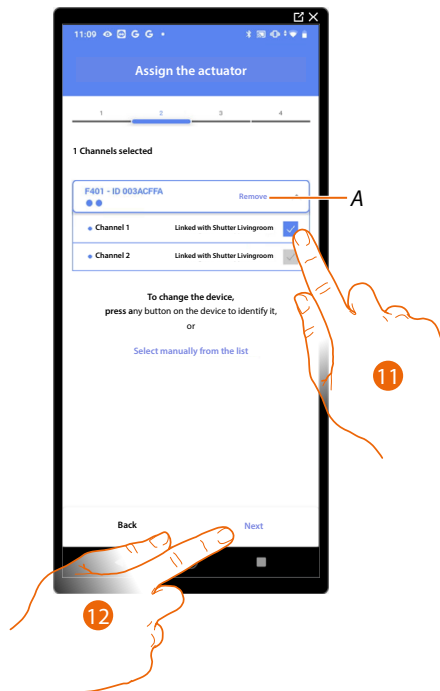
You will be proposed the list of actuators which you can associate to the object. You can identify the actuator by its ID number.



9. Touch to select the device

10. Touch to add the selected device

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



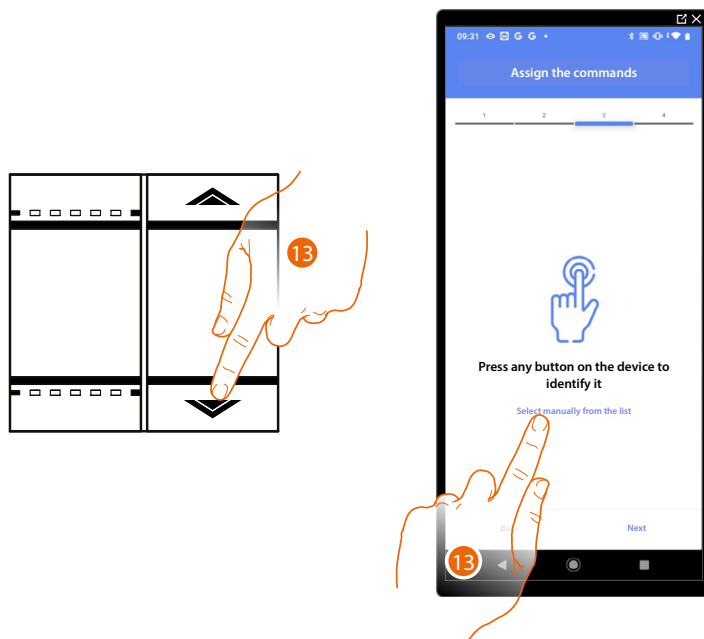
A Delete association

11. Select the address. For the shutter function, the system will use four contiguous addresses of the same actuator (up/down)

When the addresses are all engaged, see [Device reset](#) to make them available again.

12. Touch to confirm

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

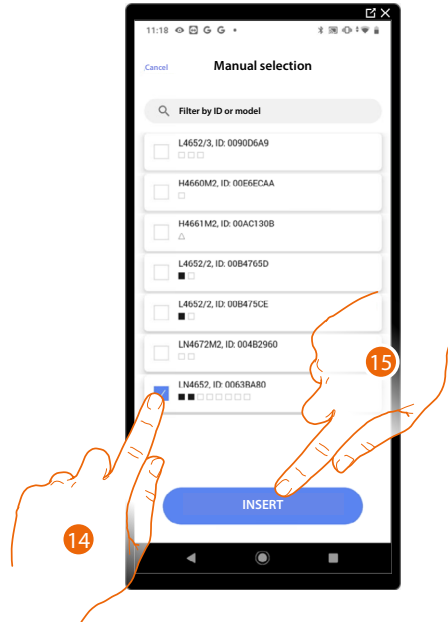


13. Press any one of the buttons on the command on the system

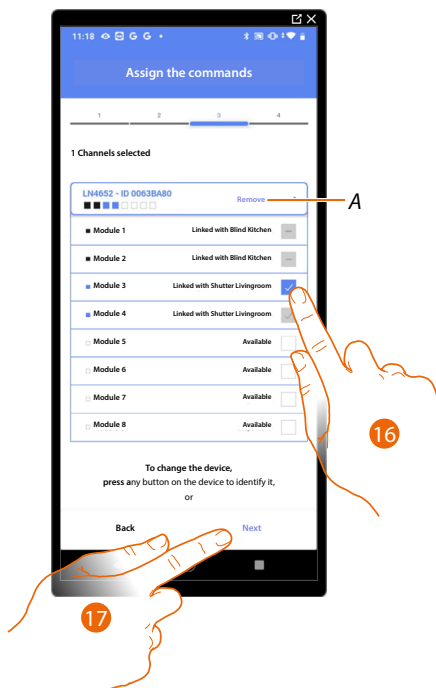
OR

13. Touch "Select manually from the list" when you cannot access the device.
You will be shown a list of the commands on the system

You will be proposed the list of the commands that you can associate.
You can identify the command by its ID number.

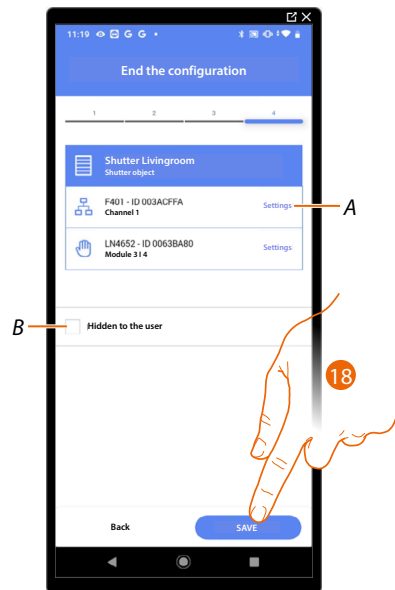


- 14. Touch to select the device
- 15. Touch to add the selected command



A Delete association

- 16. Select the command module among those available
- When the modules are all engaged, see [Device reset](#) to make them available again.
- 17. Touch to confirm



The shutter object association is complete

A Edit the settings

B Select when you don't want to make the object available to the user in the Home + Control App.
The object is configured and working, but the user is unable to view it.

18. Touch to save the object

The user can now control a shutter in the living room via the physical command or via the Home+Control App graphic object.

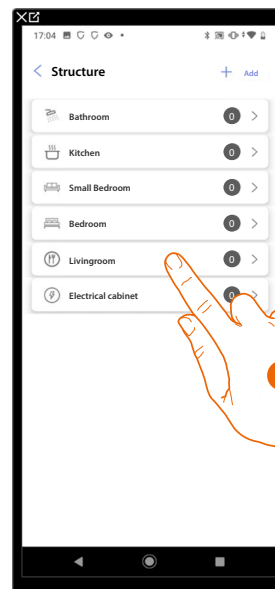
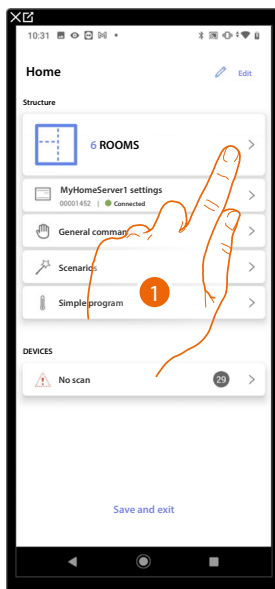
NOTE: To test the created object, operate on the physical object or download the Home + Control App

NOTE: To test the object created with the Home + Control App you have to save and close the Home + Project App

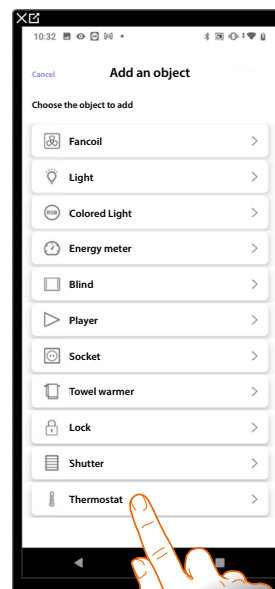
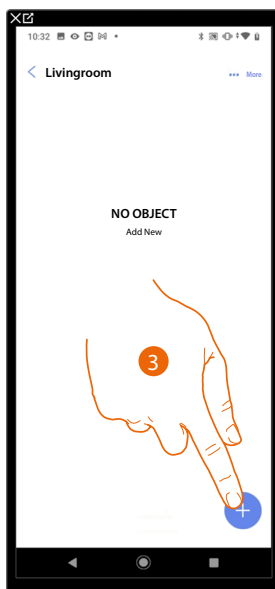


Thermostat object

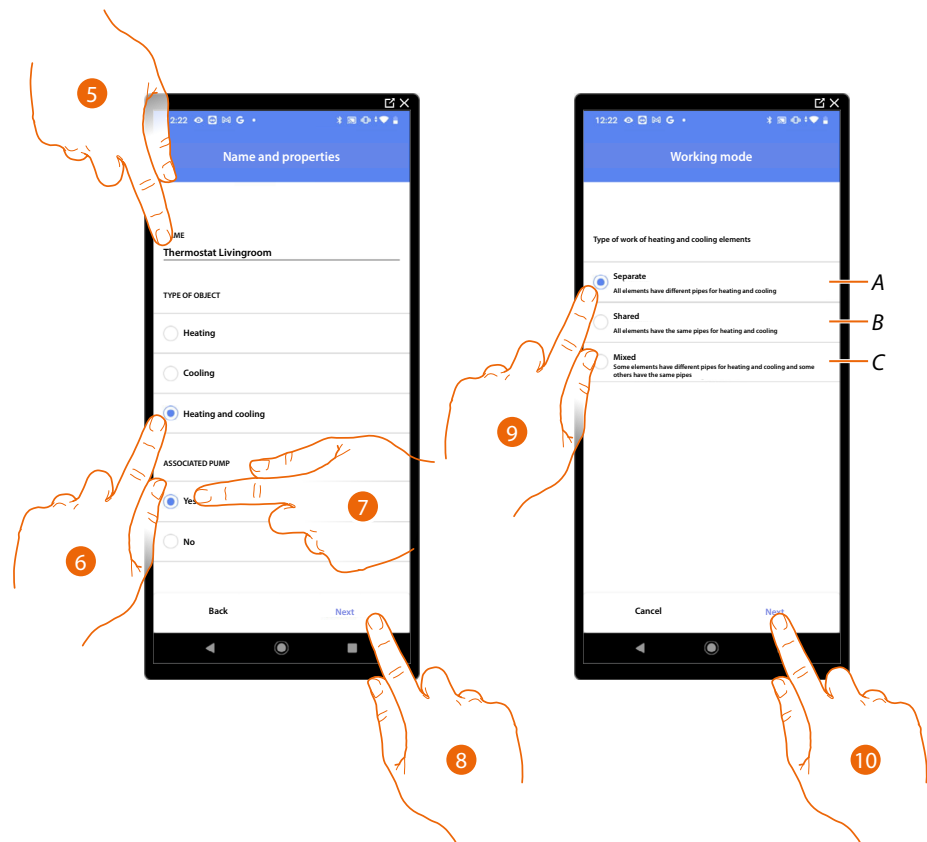
On configuring the devices on the system and associating them to the thermostat object, the user can adjust the home temperature.



1. Touch to select the room where you want to add a thermostat object
2. Touch to enter the room where you want to add a thermostat object

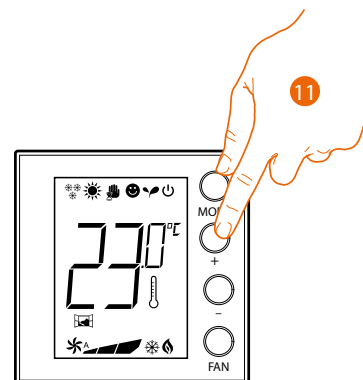


3. Touch to add an object to the living room
4. Touch to select the thermostat object



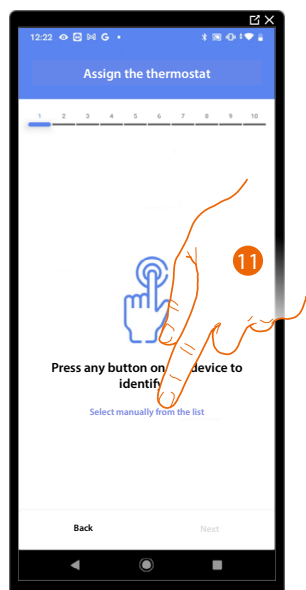
5. Touch to edit the object name.
6. Select the type of system among those suggested
7. Select if you have an associated pump
8. Touch to confirm
9. Select the type of heating and/or cooling element for your system
 - A **Separate**
all the elements have different pipes for heating and cooling
 - B **Shared**
all the elements have the same pipes for heating and cooling
 - C **Mixed**
some elements have different pipes for heating and cooling and others have the same pipes
10. Touch to associate a thermostat to the object. Two situations may occur:

Accessible thermostat



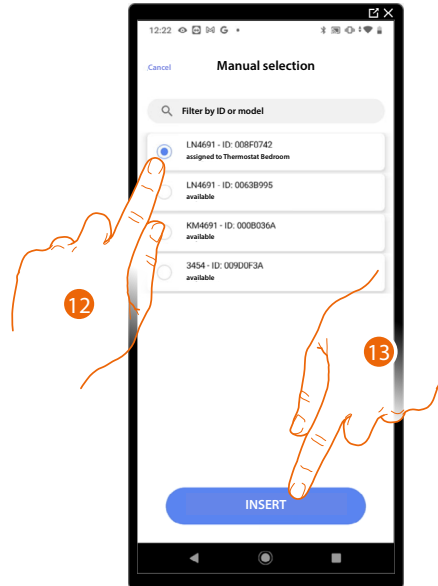
11. Touch any one of the buttons on the thermostat on the system

Not accessible thermostat



11. Touch if you cannot access the device

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



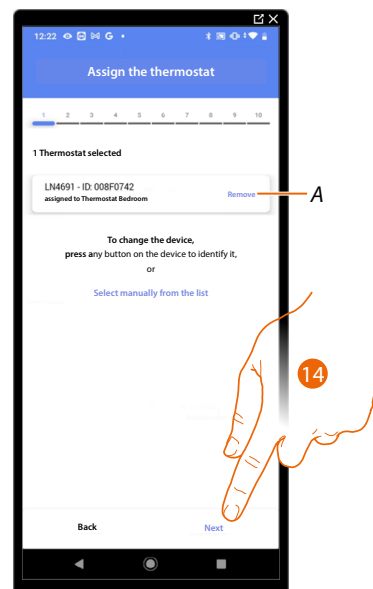
12. Touch to select the thermostat

13. Touch to add the selected device

When the thermostat is already configured, see [Device reset](#) to make it available again.

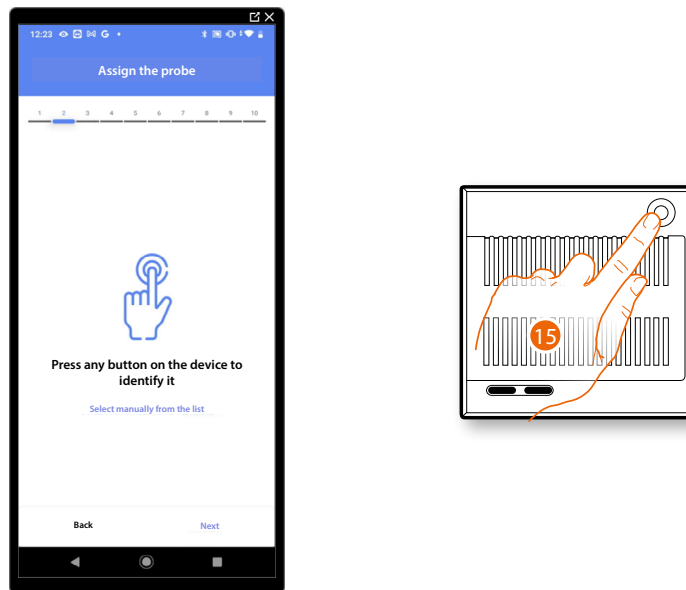
After associating the thermostat to the object, you can associate one or more 4693 temperature probes.

On associating several probes to a thermostat you can for example obtain the average temperature of a large room.



14. Touch to associate a probe

Accessible probe



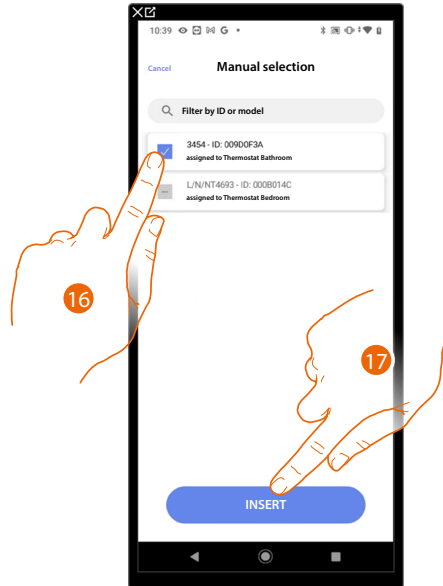
15. Touch any one of the buttons on the probe on the system

Not accessible probe



15. Touch if you cannot access the device

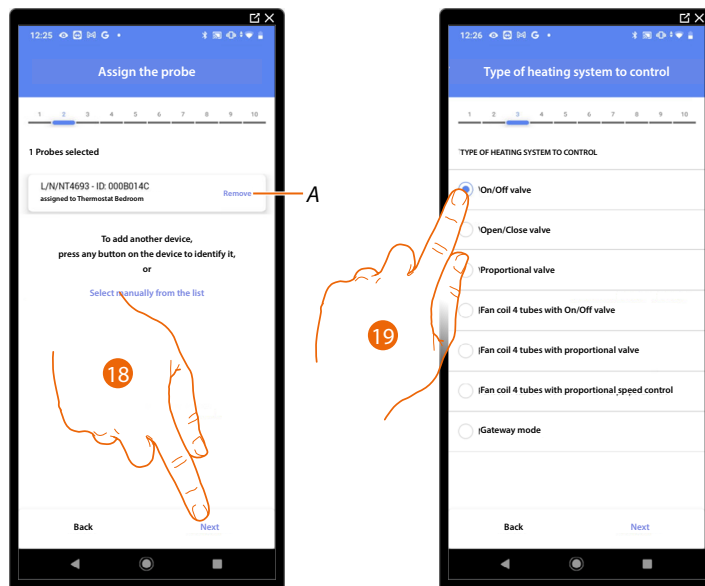
You will be proposed the list of compatible probes which you can associate to the object.
You can identify the probe by its ID number.



- 16. Touch to select the device
- 17. Touch to add the selected device

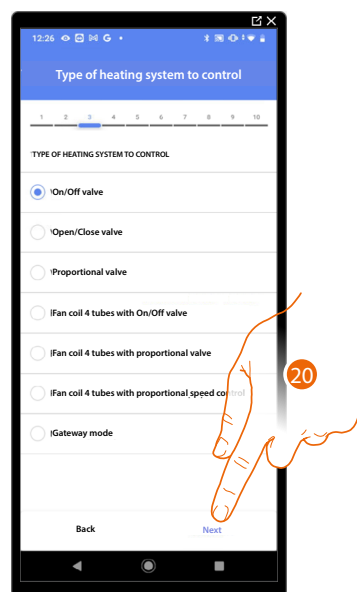
When the probe is already configured, see [Device reset](#) to make it available again.

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



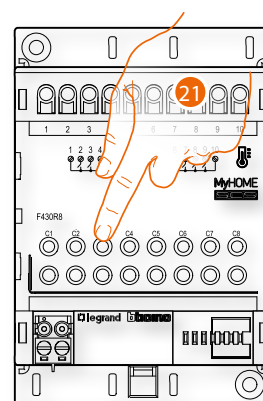
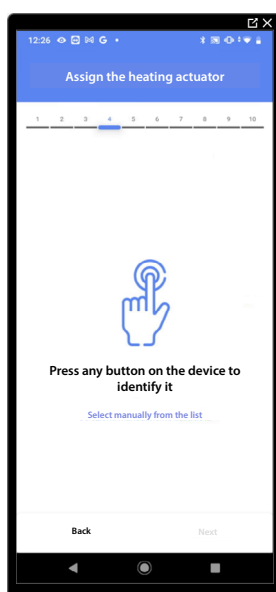
- A Delete association
- 18. Touch to select the type of load
- 19. Select the type among those available

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



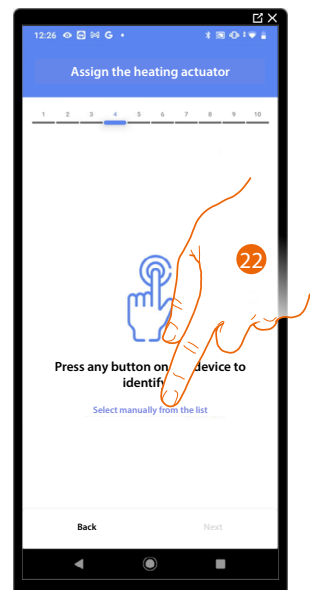
20. Touch to associate an actuator

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



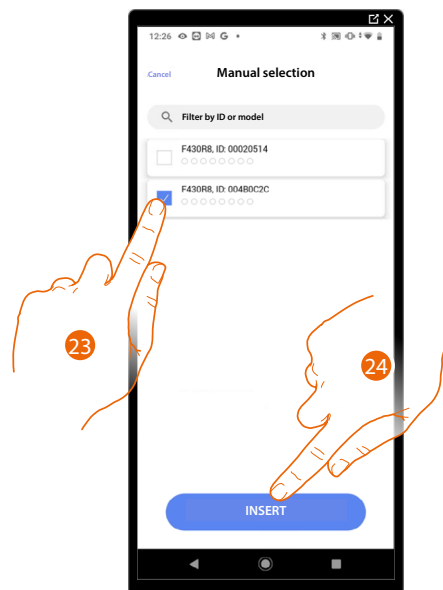
21. Touch any one of the buttons on the actuator on the system

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



22. Touch if you cannot access the device

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

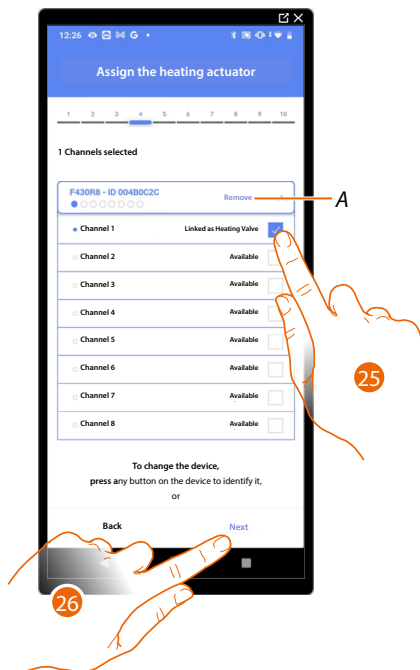


23. Touch to select the device

24. Touch to add the selected device

When the probe is already configured, see [Device reset](#) to make it available again.

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



A Delete association

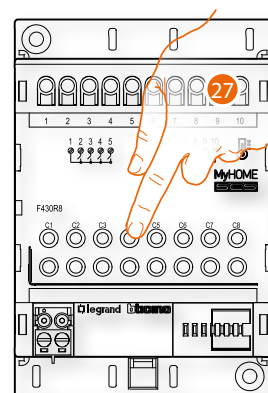
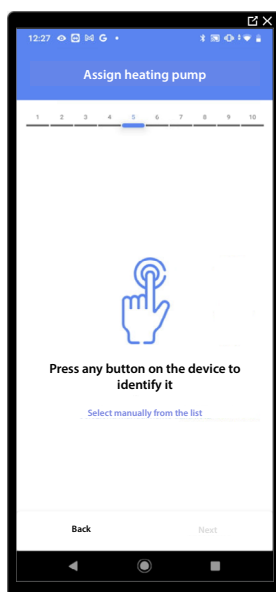
25. Select the address

When the addresses are all engaged, see [Device reset](#) to make them available again.

26. Touch to confirm

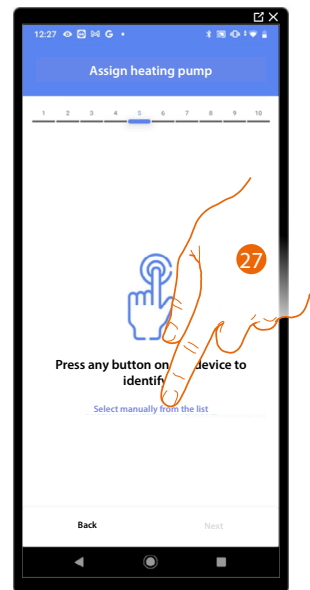
After associating the thermostat, probes and actuator to the object, you can associate a pump.

Accessible pump



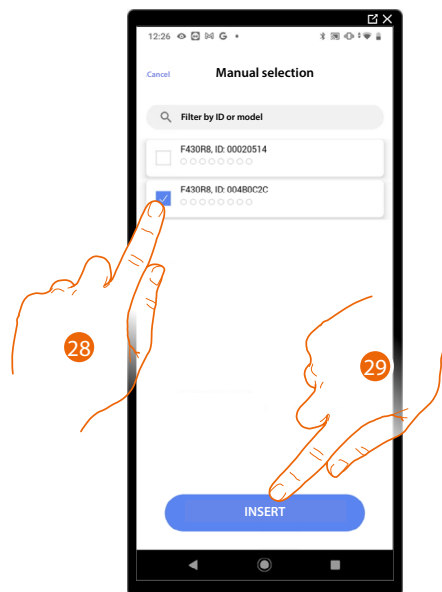
27. Touch any one of the buttons on the pump on the system

Not accessible pump



27. Touch if you cannot access the device

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

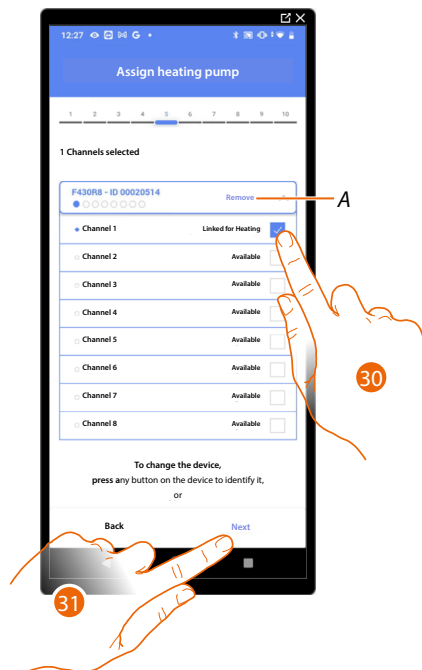


28. Touch to select the device

29. Touch to add the selected device

When the actuator/pump are already configured, see [Device reset](#) to make them available again.

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



A Delete association

30. Select the address

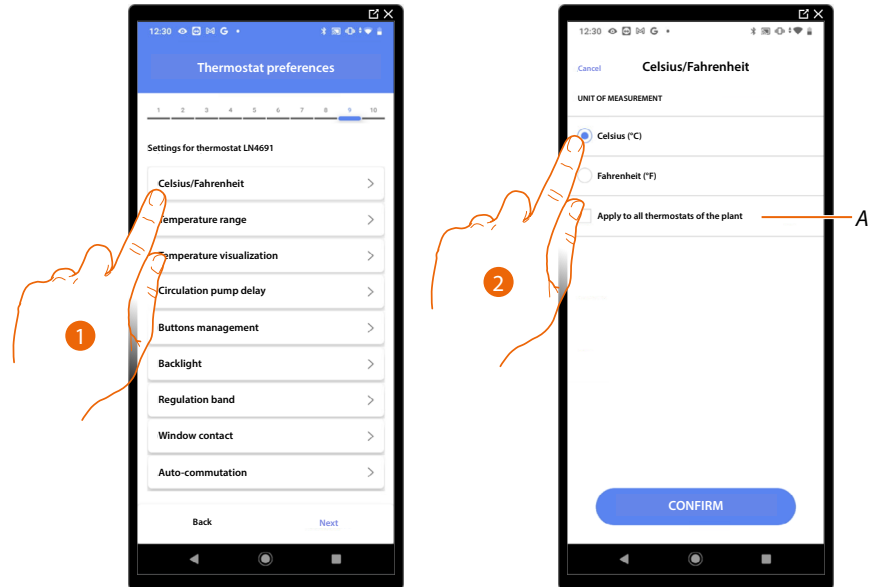
When the addresses are all engaged, see [Device reset](#) to make them available again.

31. Touch to confirm

Once you have completed the heating system procedure, you must proceed in the same way for the cooling system procedure

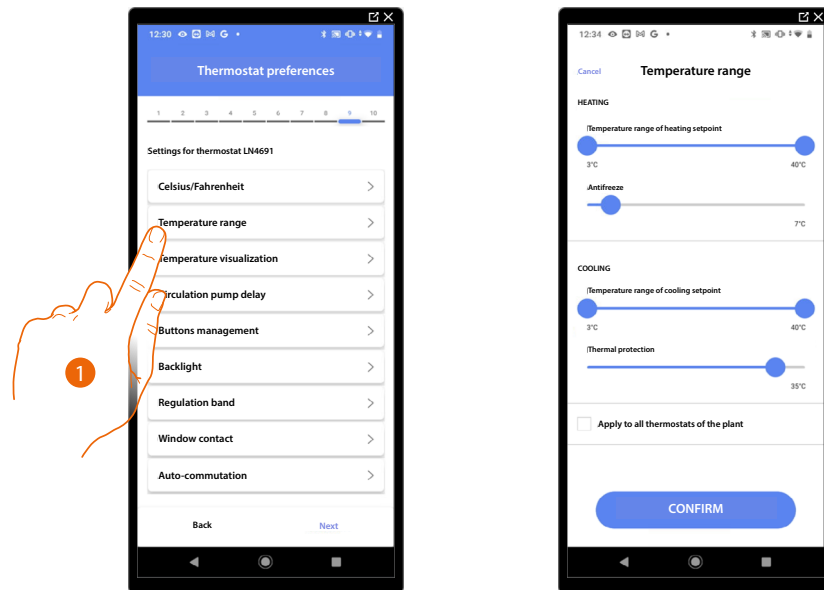
Thermostat preferences

Celsius/Fahrenheit



1. Touch to select the thermostat preference
- A *Applies the setting to all the system thermostats*
2. Touch to select the format of the displayed temperature between Celsius and Fahrenheit degrees

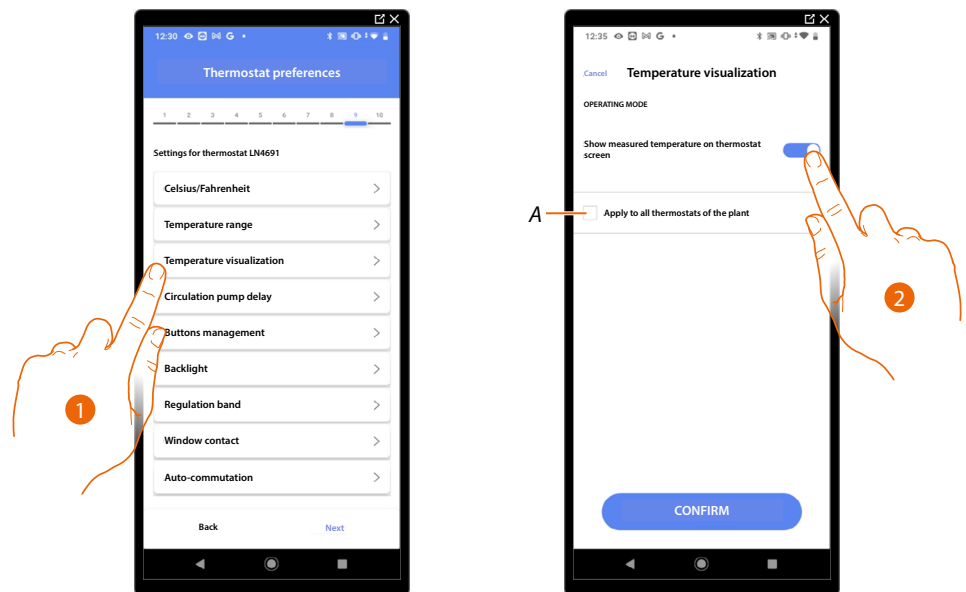
Temperature range



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

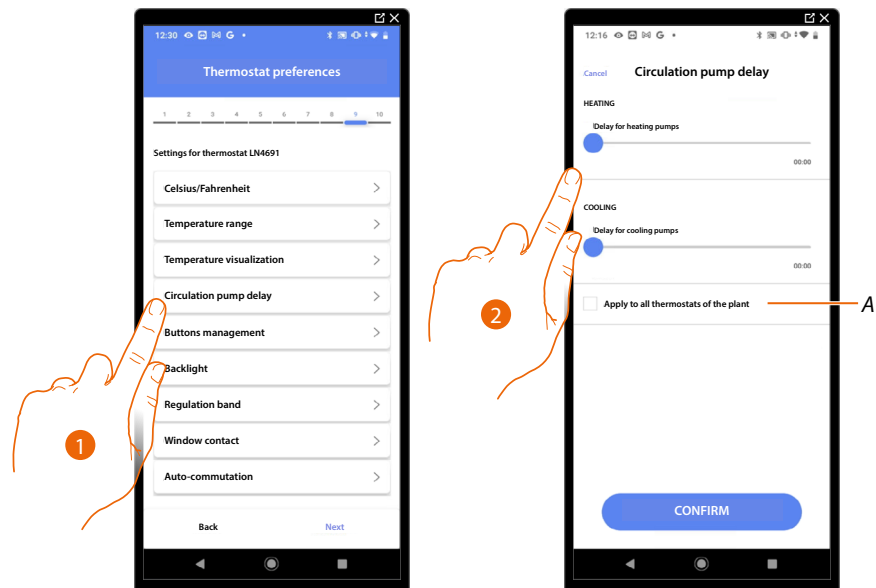
NOTE: When the Home+Control App or the dedicated button on the thermostat sends the switch-off command it sets the minimum (antifrost) or maximum (thermal protection) temperature

Temperature display



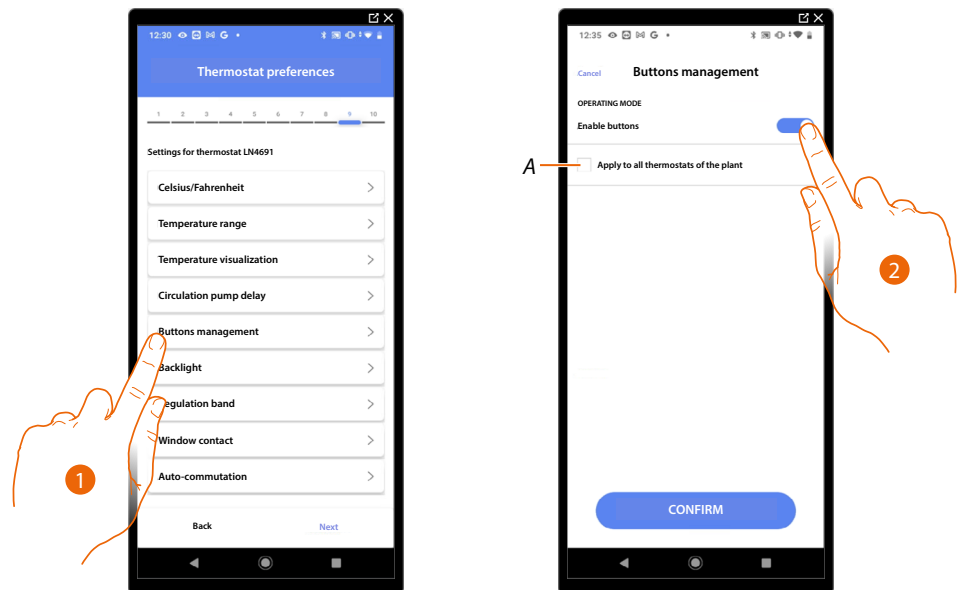
1. Touch to select the thermostat preference
- A Applies the setting to all the system thermostats
2. Enables/disables the display of the temperature measured on the thermostat display.
 3. Select the temperature for the antifreeze/thermal protection function

Circulation pump delay



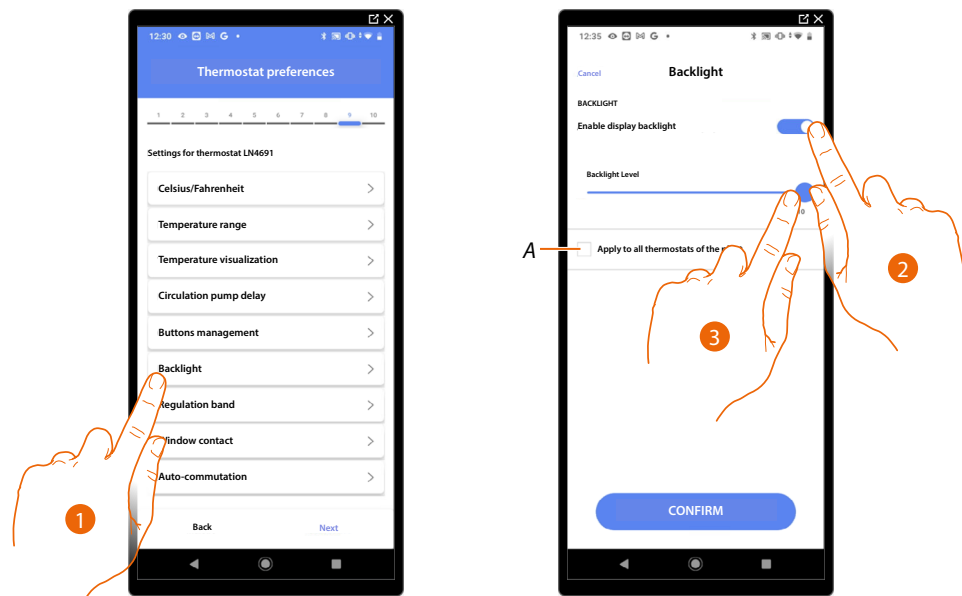
1. Touch to select the thermostat preference
- A Applies the setting to all the system thermostats
2. Touch to set a delay time for the activation of the pumps thus avoiding them starting before the zone valves have opened, both for heating and cooling.

Buttons management



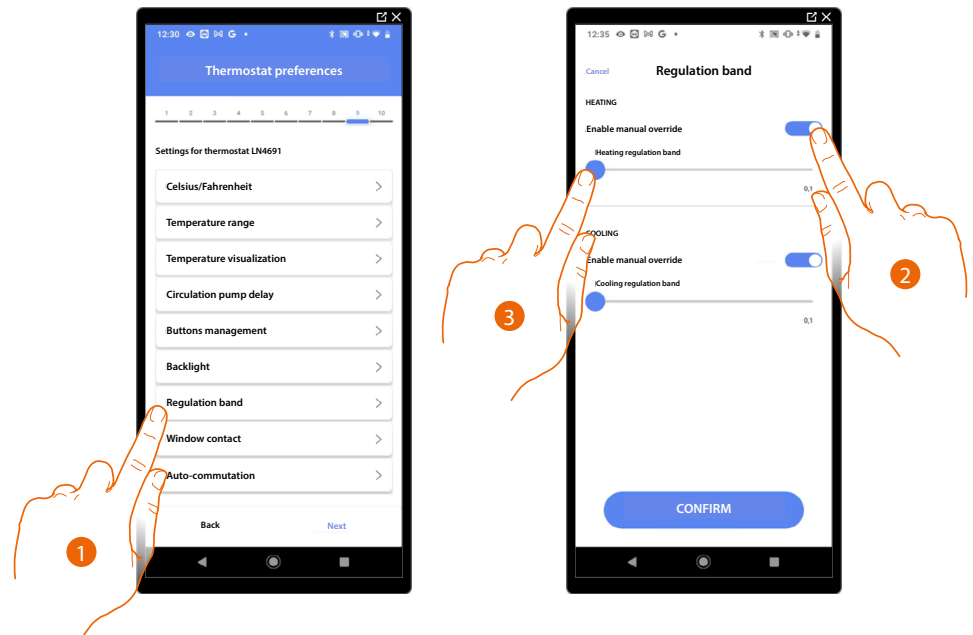
1. Touch to select the thermostat preference
- A *Applies the setting to all the system thermostats*
2. Touch to enable/disable the thermostat physical keys. If the function is disabled, it will no longer be possible to interact with it but only to display the information. This function can be useful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

Backlighting



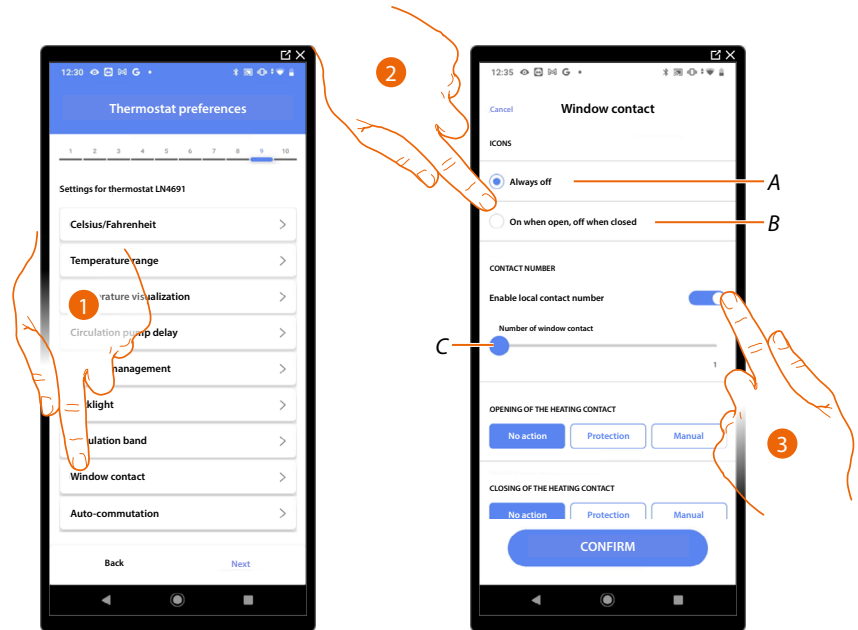
1. Touch to select the thermostat preference
- A *Applies the setting to all the system thermostats*
2. Activates/deactivates the display backlighting
3. Scroll to adjust the backlighting intensity precisely

Regulation range

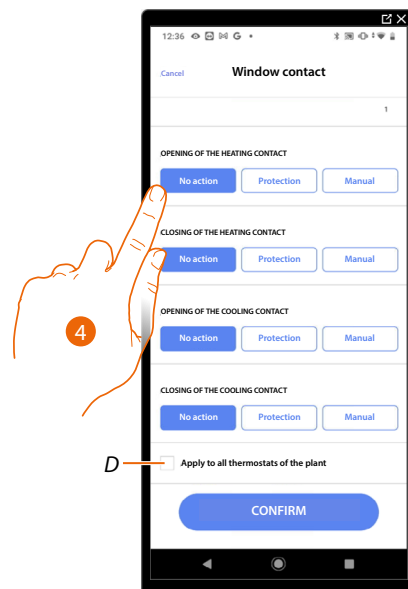


1. Touch to select the thermostat preference
2. Enables/disables the regulation
3. Scroll to adjust the intervention threshold in relation to the set point; for example, with a set point of 20.0 °C for heating, and a threshold of 0.1 °C, the system will switch off when 20.1 °C is exceeded and switch on at 19.9 °C.
For fancoil systems the threshold can have values from 0,1 to 1°C. Other types of system have threshold values from 0,1 to 0,5°C.

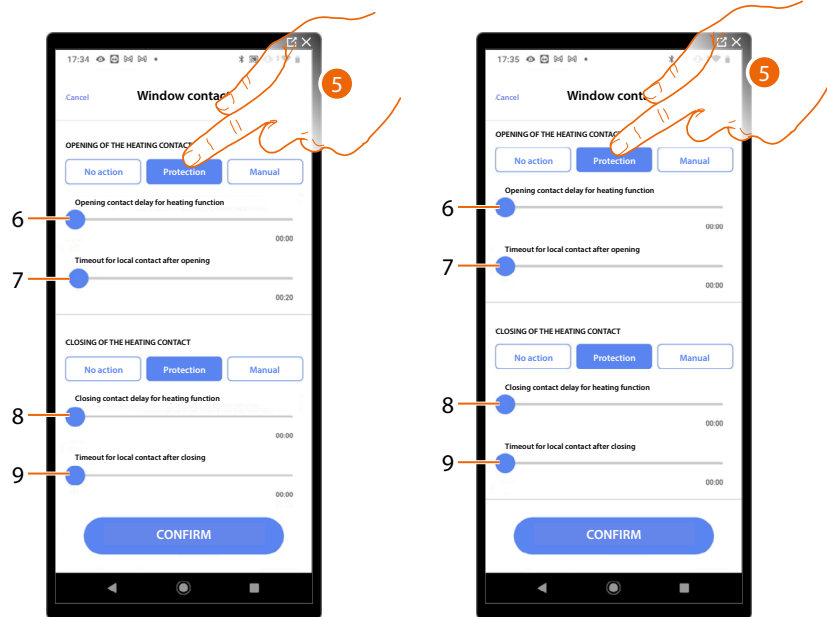
Window contact function



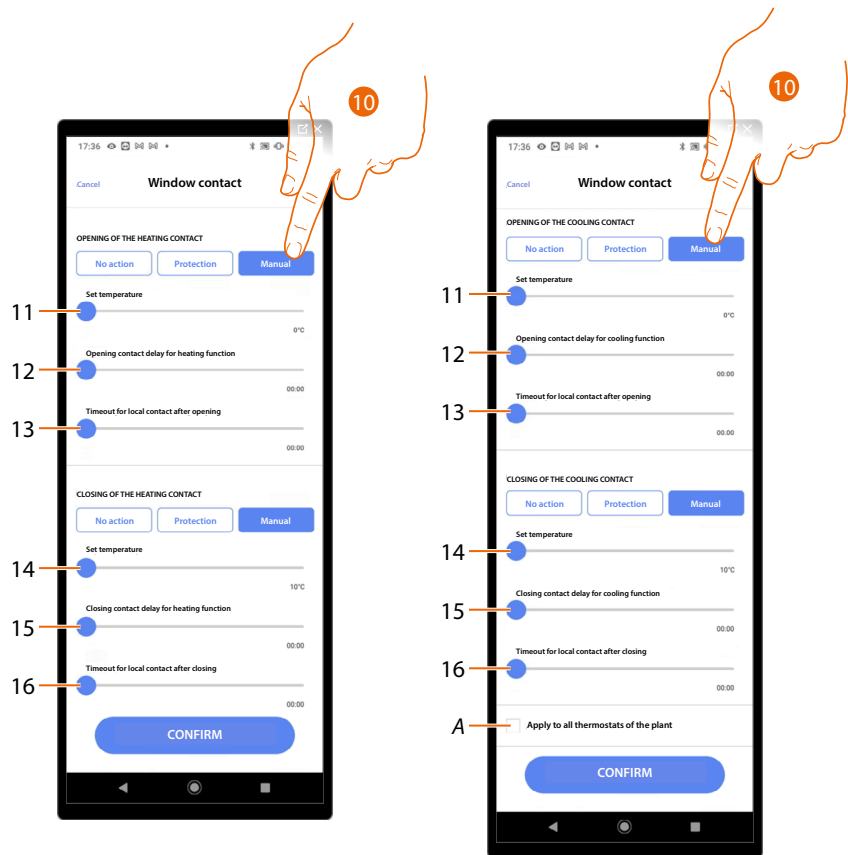
1. Touch to select the thermostat preference
2. Touch to display the window icon for the contact status on the LN4691 thermostat:
 - A Window icon not displayed
 - B Displayed window icon = open contact, window icon not displayed = closed contact
3. It enables the contact function which allows you to run a scenario saved in the MH202 scenario programmer when the contact opens
- C Select the number of the window contact to associate



4. Touch to avoid a heating or cooling system action when the window contact opens/closes
- D Applies the setting to all the system thermostats

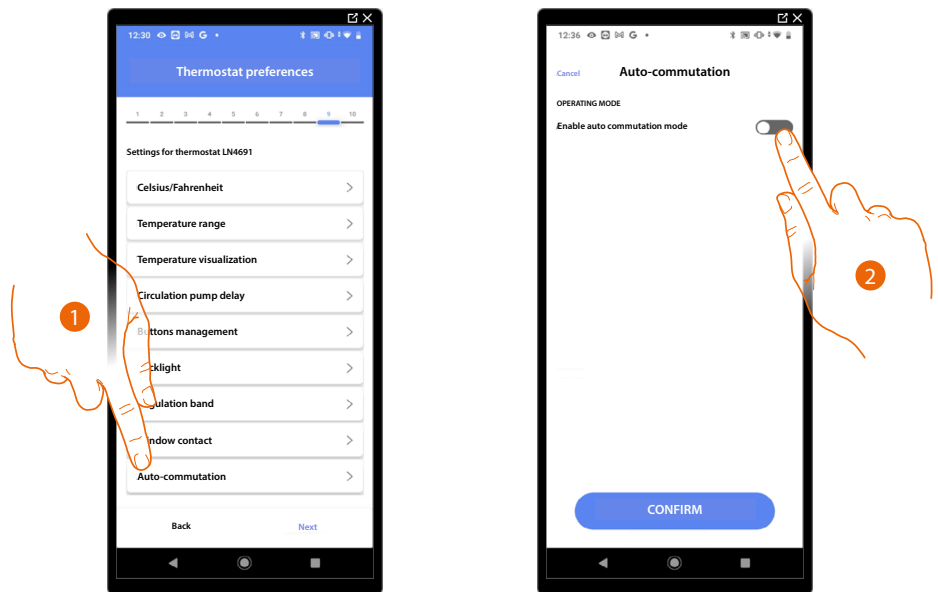


5. Touch to set the system to thermal or antifreeze protection mode when the contact is opened/ closed.
6. Set a delay between the opening of the contact and the activation of the system to thermal or anti-freeze protection
7. Set a maximum time during which the system will be in thermal or anti-freeze protection
8. Sets a delay between closing the contact and the setting of the system in its previous state
9. Set a delay between the closing of the contact and the activation of the system to thermal or anti-freeze protection

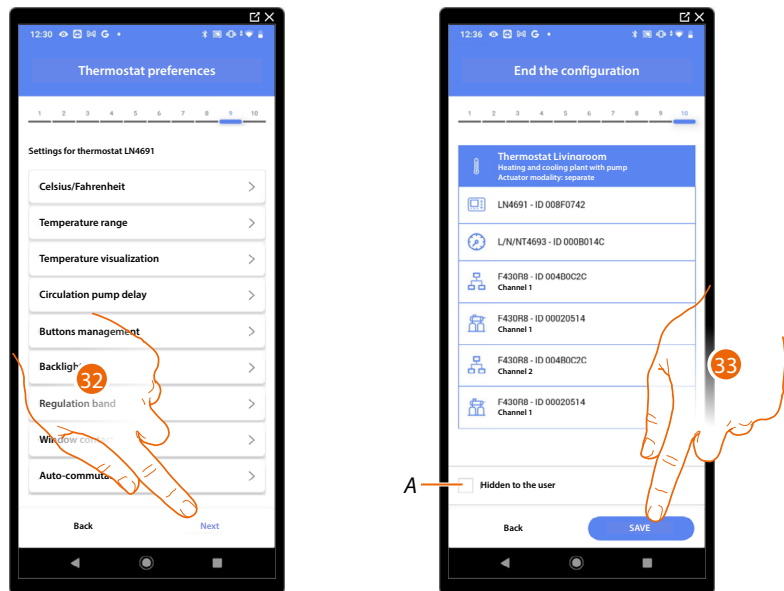


- 10. Touch to set the system to a certain temperature when the contact is opened/closed.
- 11. Set the temperature
- 12. Set a delay between the opening of the contact and the activation of the heating/cooling setting at the Setpoint of item 9
- 13. Set a maximum time during which the system will be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

Auto-commutation (between heating and cooling)



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



32. Touch to save the preferences

The thermostat object association is complete

A Select when you don't want to make the object available to the user in the Home + Control App. The object is configured and working, but the user is unable to view it.

33. Touch to save the object

The user can now control a thermostat in the living room via the physical command or via the Home+Control App graphic object.

NOTE: To test the created object, operate on the physical object or download the Home + Control App

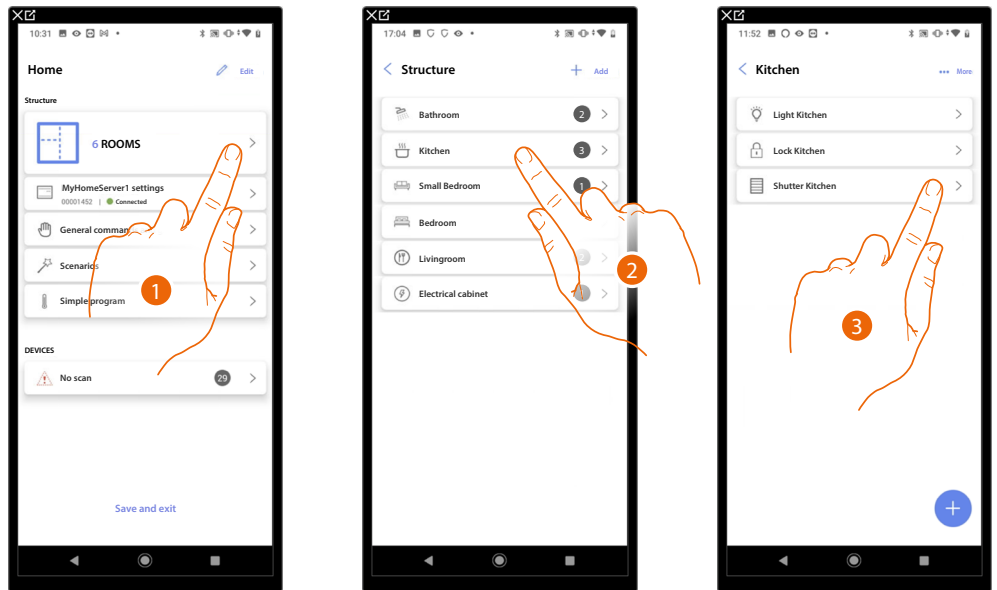
NOTE: To test the object created with the Home + Control App you have to save and close the Home + Project App

Object management

Once you have created rooms, added objects to them and associated objects with devices, it will then be possible to intervene on the objects and edit them.

In particular, you can:

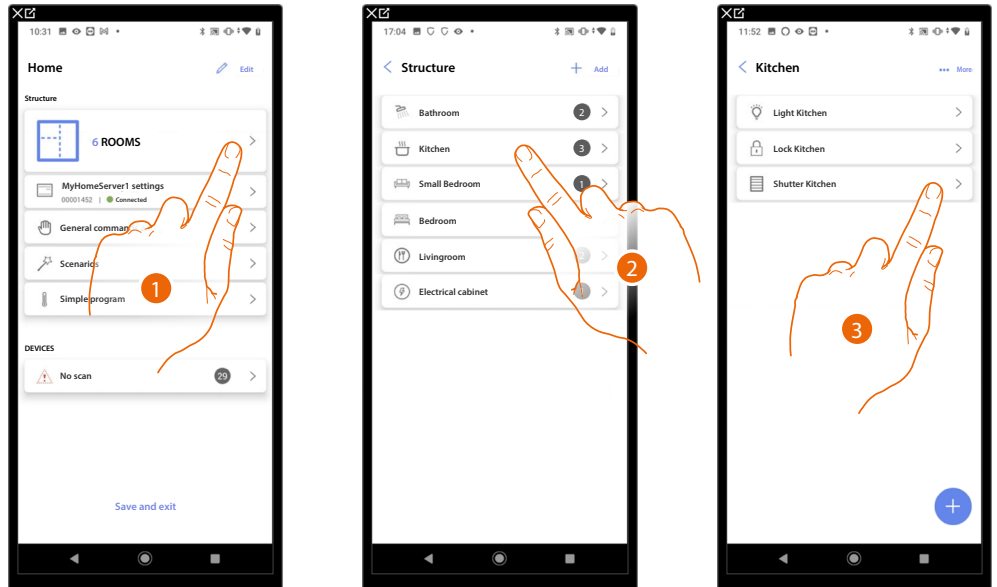
- [move an object from one room to another](#)
- [perform actions on the object](#)
- [complete the configuration of an object](#)



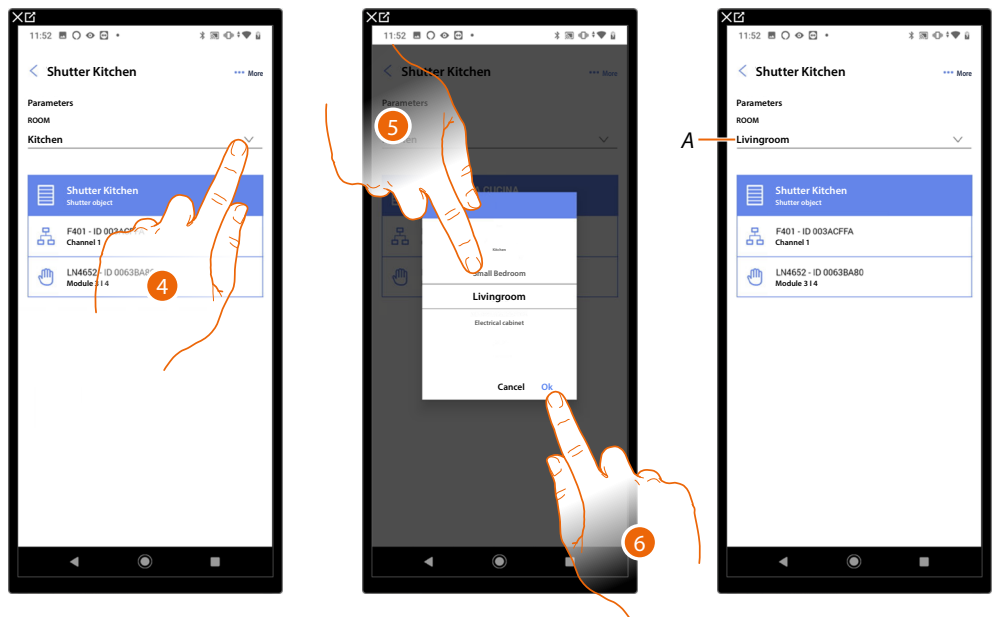
1. Touch to display and manage the rooms and the objects
2. Touch to enter the room where there is the object to be managed
3. Touch to manage the object

Move the object in another room

In this page it is possible to move an object in a previously created room

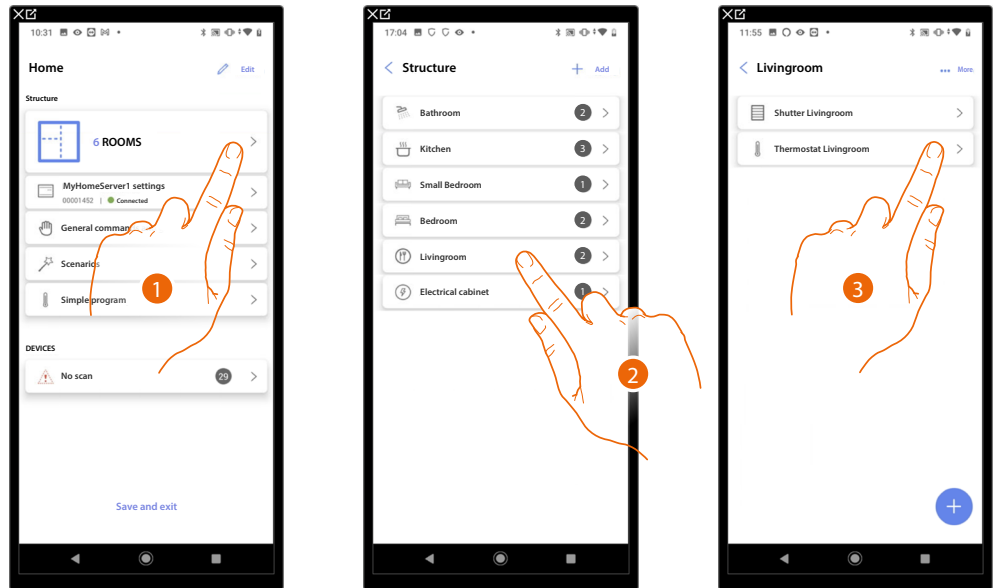


1. Touch to display and manage the rooms and the objects
2. Touch to enter the room where there is the object you want to move
3. Touch to manage the object

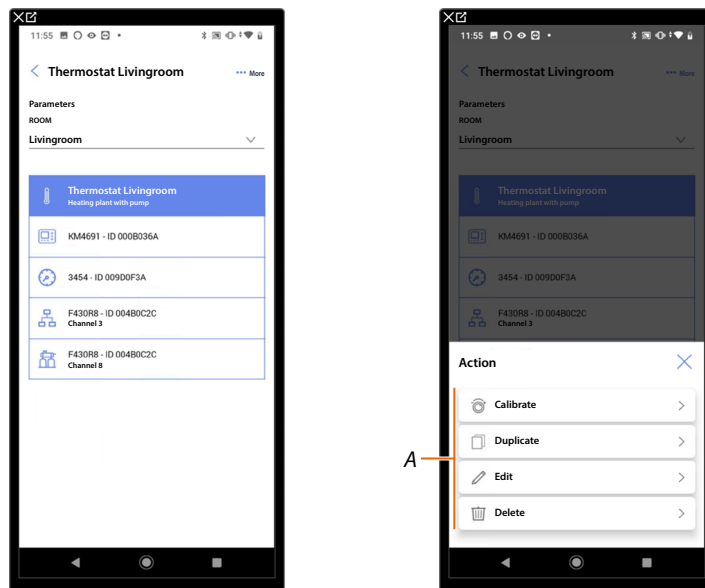


4. Touch to select the room where you want to move the object.
 5. Select the room where you want to move object.
 6. Touch to save it.
- A The object has been correctly moved in the new room

Object actions



1. Touch to display and manage the rooms and the objects
2. Touch to enter the room where there is the object you want to manage
3. Touch the the object you want to manage



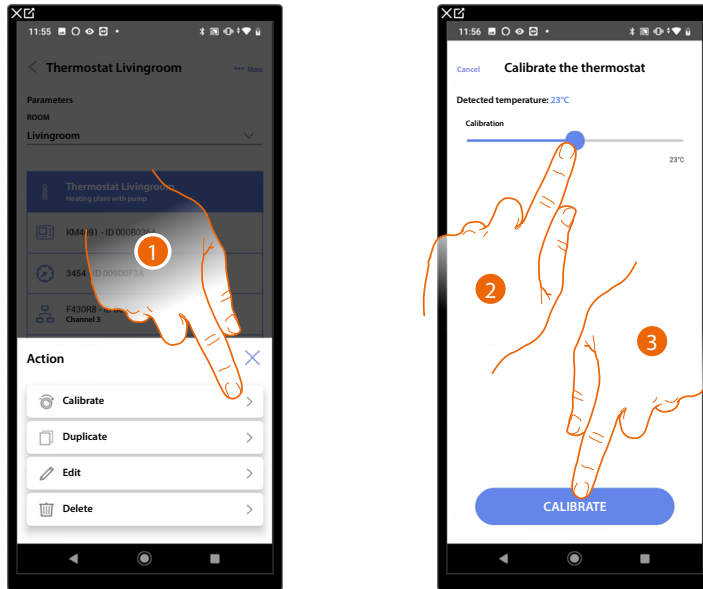
4. Touch to open the panel with the actions available for the selected object

A You can **duplicate**, **edit** and **delete** an object, as well as **calibrate it**.

NOTE: The calibration function is available only for the thermostat object

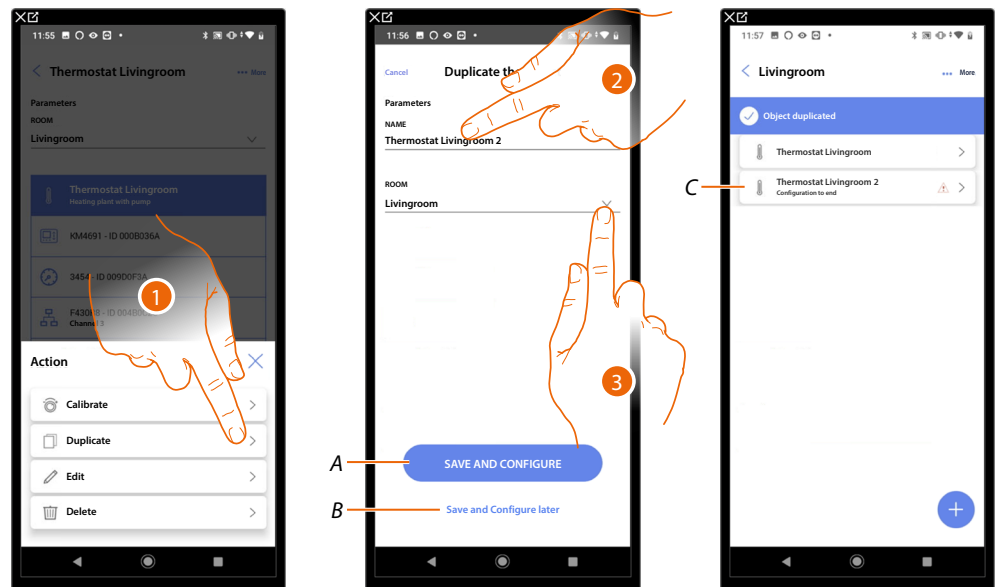
Calibrate


This function allows to calibrate the temperature measured by the thermostat.



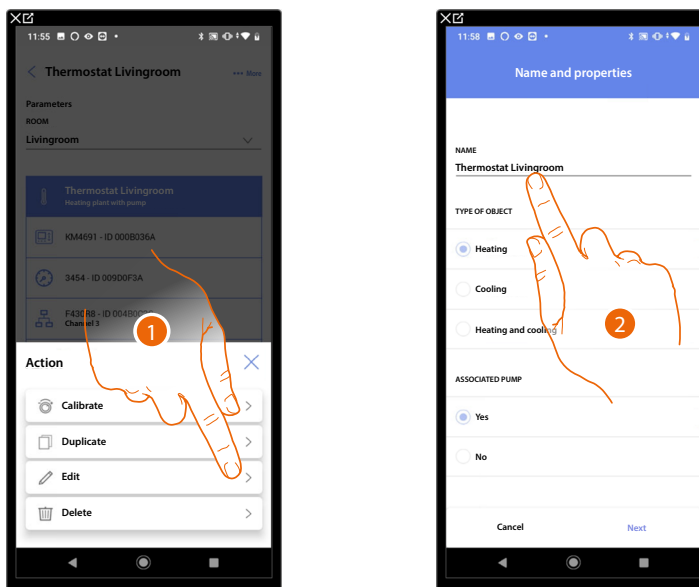
1. Touch to calibrate
2. Touch to set of how many degrees to increase or decrease the temperature in relation to the temperature detected by Smarther
3. Touch to confirm

Duplicate the object



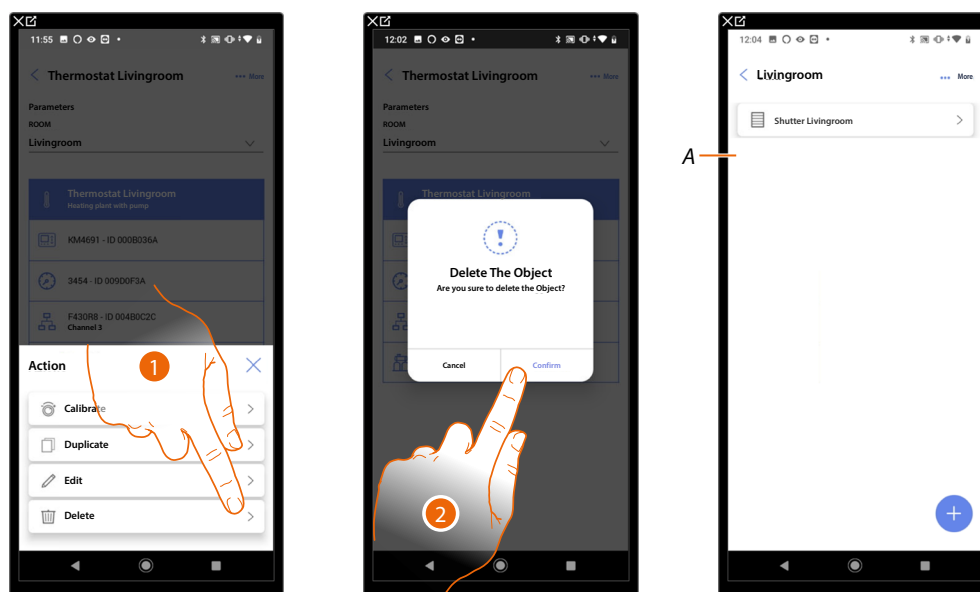
1. Touch to duplicate the object
 2. Customise the name of the duplicated object
 3. Select the room where to insert the duplicate object
- A Save the object and configure it, see [Associate objects with devices](#)
- B Save the object and configure it later
- C The object was successfully duplicated, the icon  indicates that the object still needs to be configured, see [Associate objects with devices](#).

Edit the object



1. Touch to edit the object
2. To edit the object see [associate the objects to the devices](#)

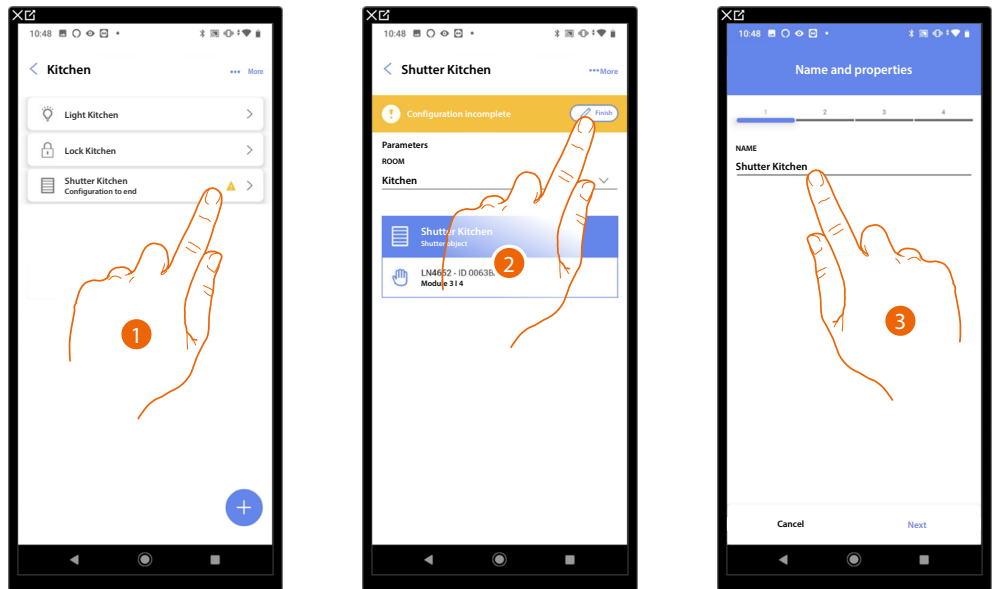
Delete the object



1. Touch to delete the object
2. Touch to confirm the object deletion
- A The object has been correctly deleted

Complete the configuration of an object

This function allows to complete the configuration of an object.
The configuration is lost if the devices with which the object was associated are reset.

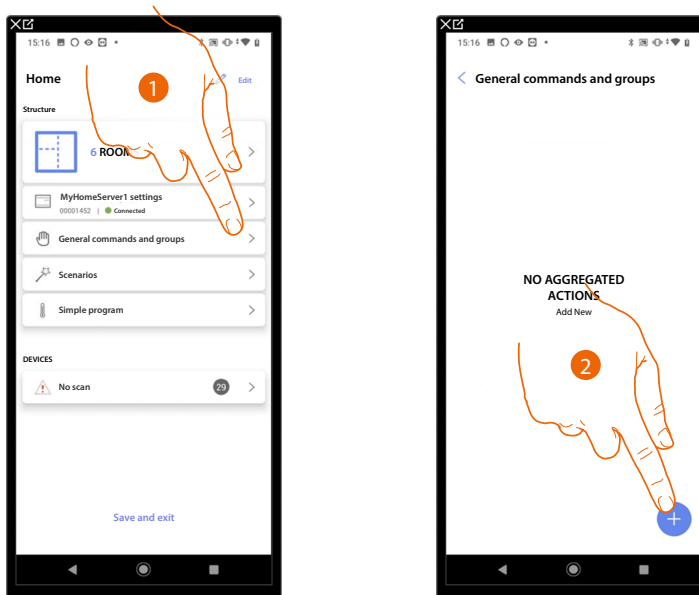


1. Touch to complete the object configuration
2. Touch to start the configuration
3. Touch to insert the lost configuration part, see [Associate objects with devices](#)

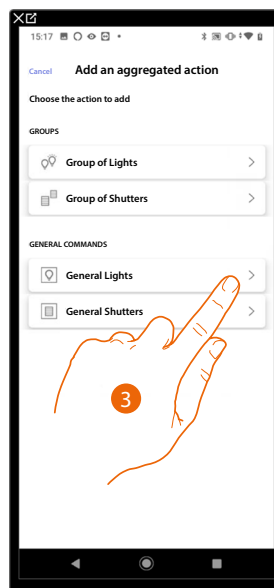
General commands

In this page it is possible to associate one or more physical buttons to the main lights or shutter command.

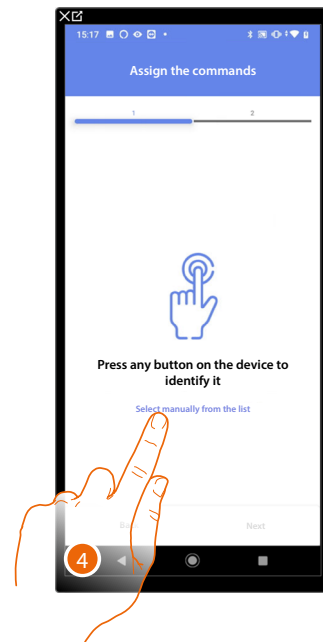
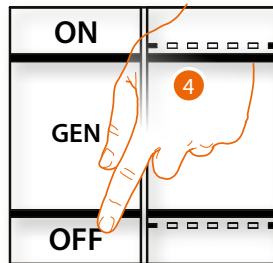
As well as from the physical button you can perform the function from the graphic object entered in the favourites page.



1. Touch to enter the page General commands and groups
2. Touch to create a general command

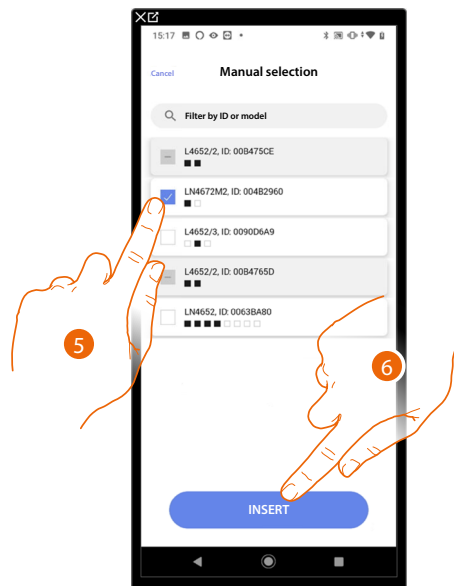


3. Touch to create a light general command

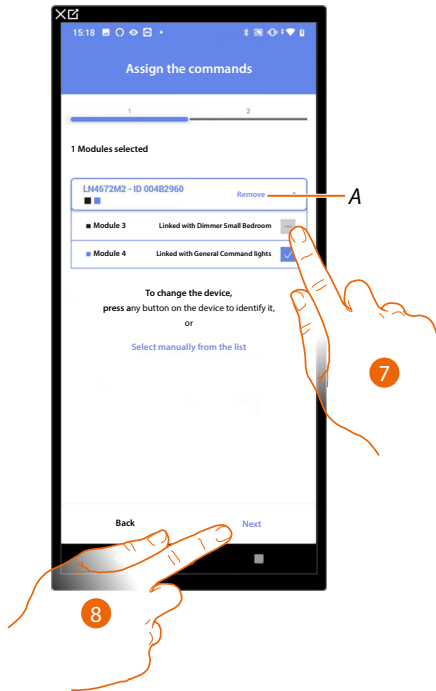


4. Press any one of the buttons on the command on the system
OR
4. Touch "Select manually from the list" when you cannot access the device.
You will be shown a list of the commands on the system

You will be proposed the list of the commands that you can associate.
You can identify the command by its ID number.



5. Touch to select the device
6. Touch to add the selected command

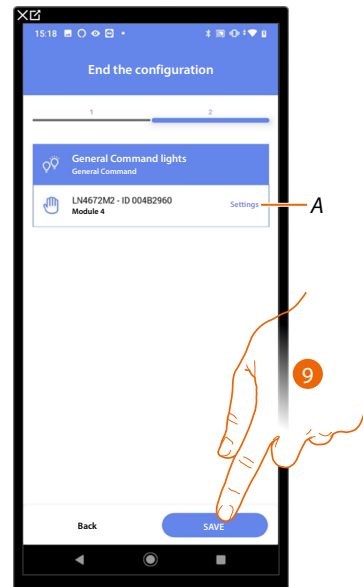


A Delete association

7. Select the command module among those available

When the modules are all engaged, see [Device reset](#) to make them available again.

8. Touch to confirm



The association of the general lighting command is complete

A Edit the settings

9. Touch to save the object

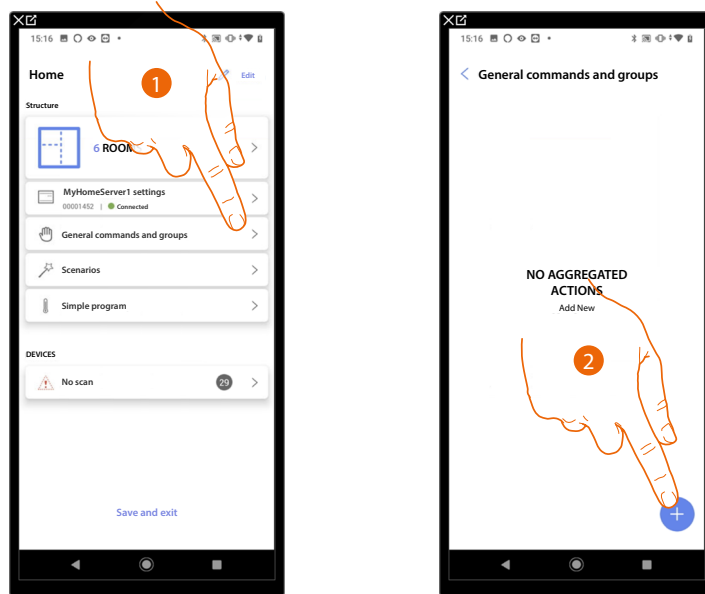
The user can now perform a general light command via the physical command or via the Home+Control App graphic object

NOTE: To test the created object, operate on the physical object or download the Home + Control App

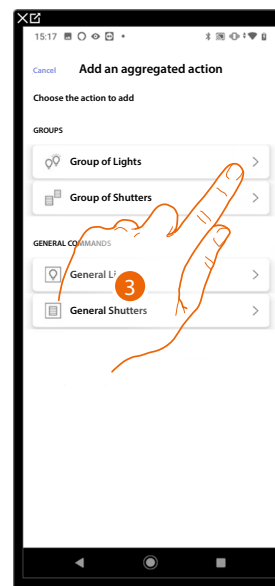
NOTE: To test the object created with the Home + Control App you have to save and close the Home + Project App

Groups

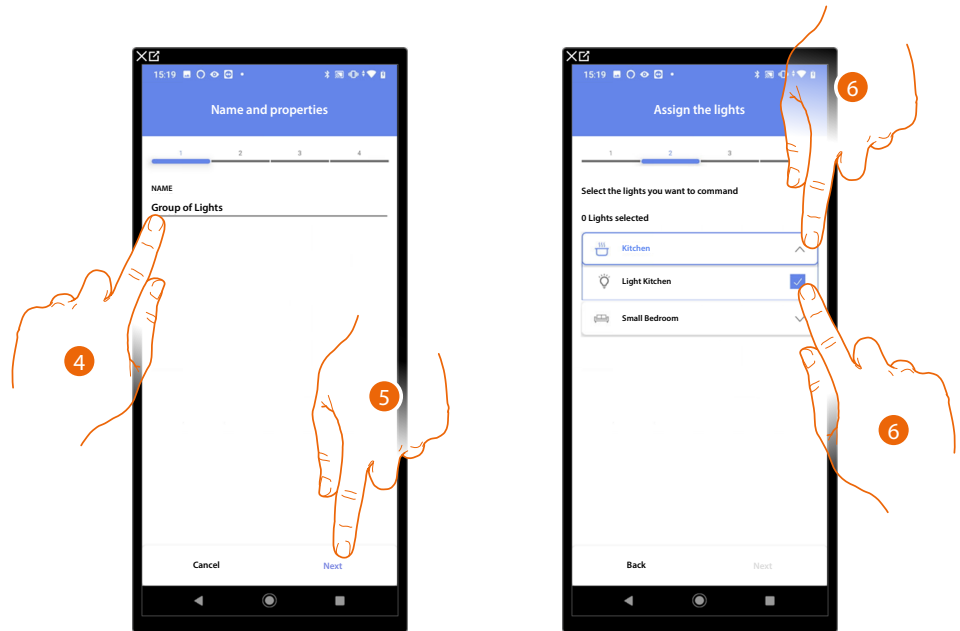
In this page it is possible to associate one or more physical buttons to a group of lights or shutter.



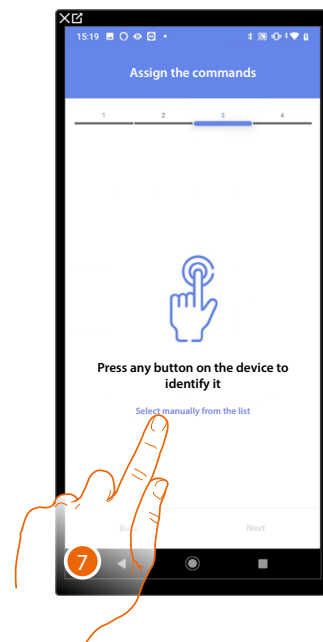
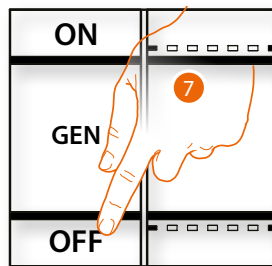
1. Touch to enter the page General commands and groups
2. Touch to create a group



3. Touch to create a group of lights

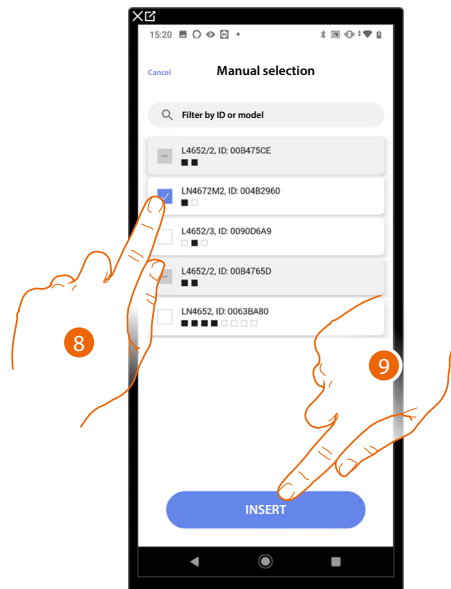


4. Touch to edit the name of the group of lights
5. Touch to continue.
6. Touch to select the room and the lights that you want to add to the group



7. Press any one of the buttons on the command on the system
- OR
7. Touch "Select manually from the list" when you cannot access the device.
You will be shown a list of the commands on the system

You will be proposed the list of the commands that you can associate.
You can identify the command by its ID number.



8. Touch to select the device
9. Touch to add the selected command

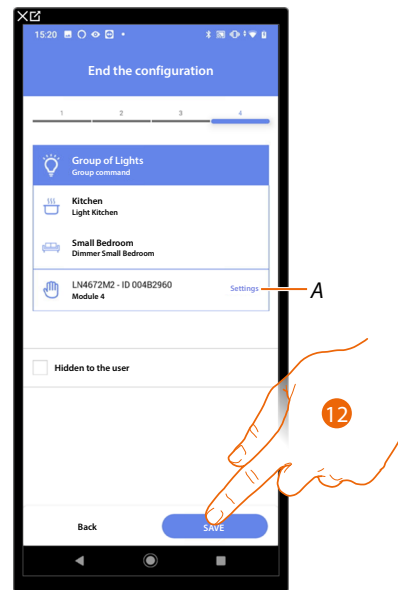


A *Delete association*

10. Select the command module among those available

When the modules are all engaged, see [Device reset](#) to make them available again.

11. Touch to confirm



The On/Off light object association is complete

A *Edit the settings*

12. Touch to save the object

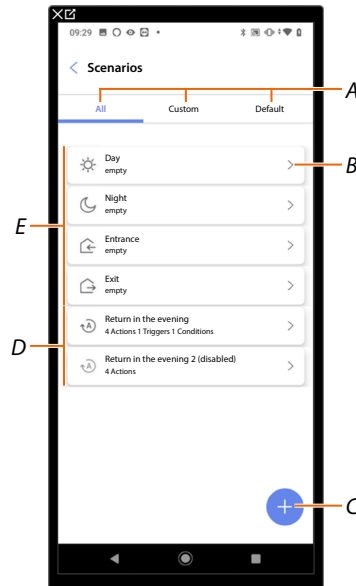
The user can now control an On/Off light object in the kitchen via the physical command or via the Home+Control App graphic object

NOTE: To test the created object, operate on the physical object or download the Home + Control App

NOTE: To test the object created with the Home + Control App you have to save and close the Home + Project App

Scenarios

In this page it is possible to create and manage 2 types of scenarios: [Default scenarios](#) and [Customised scenarios](#)



- A Scenario display filter
- B Opens the scenario page
- C Adds a new customised scenario
- D [Customised scenarios](#)
- E [Default scenarios](#)

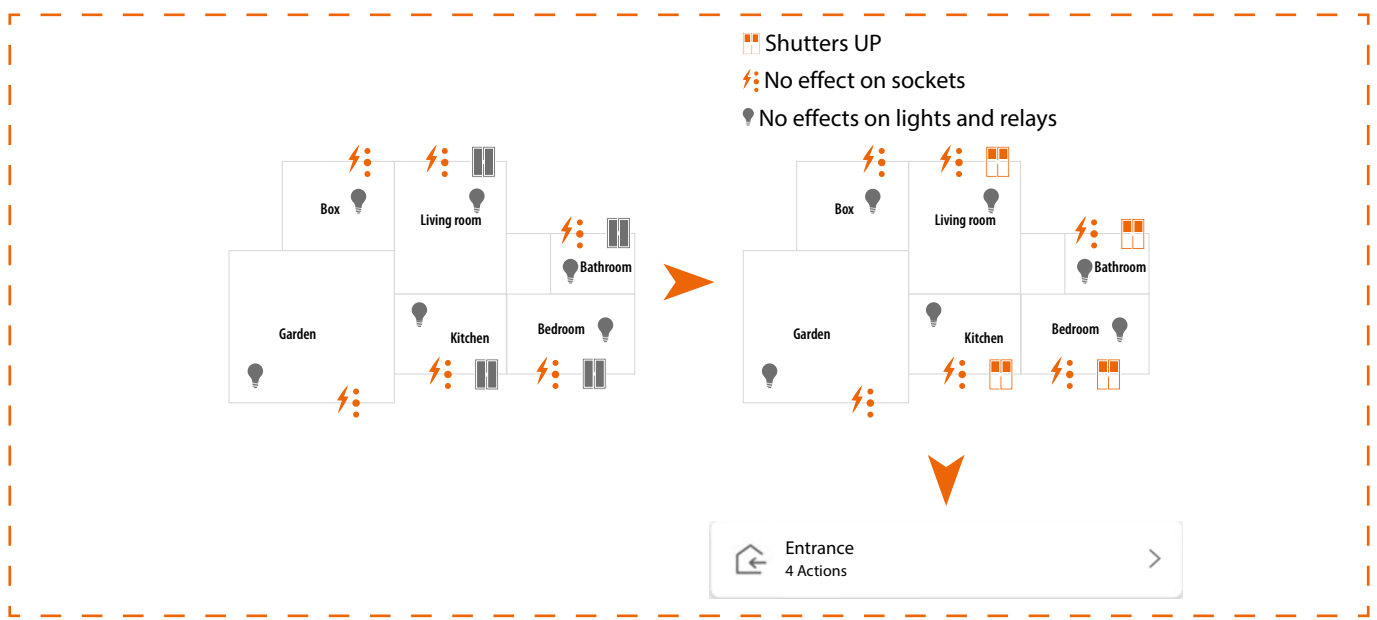
Default scenarios

These types of scenarios allow the user to simultaneously control several devices in the system using a single command directly from the App.

You can control the functionality of the scenario using the 'Play' button.

By default, there are 4 pre-named scenarios (Day, Night, Input, Output), which are however not configured. Using the Home+Control App, the user can edit or create new scenarios of the same type.

Example of Entrance default scenario



Customised scenario

These types of scenarios can be performed by the user using a point command or may be performed automatically, when certain specific conditions set by the user are met (following the “perform an action/start when/only if” logic).

PERFORM ACTIONS	WHEN	IF
Object SPECIAL ACTIONS	Touch a button on the system	An object is in a certain status (e.g. the shutter is up)
Waiting time	A certain time range is active from Monday to Friday (e.g. Monday to Friday from 15:00 to 18:00)	A certain time range is active from Monday to Friday (e.g. Monday to Friday from 15:00 to 18:00)
Email	The weather conditions set occur	
Push notification		

Return in the evening (disabled)
 4 Actions 1 Triggers 1 Conditions >

The 'start trigger' and 'conditions' configurations are optional. Depending on their configuration, it is in fact possible to create scenarios of different types:

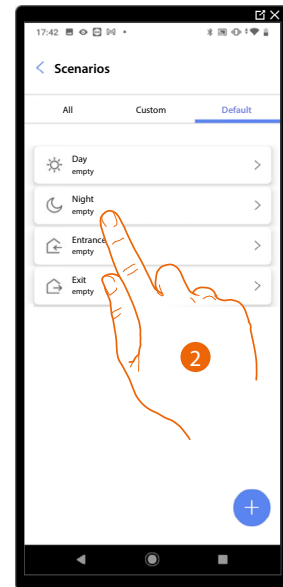
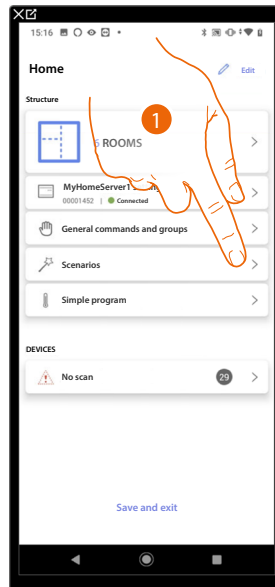
Action	Start triggers	Conditions	Scenario example
✓			Scenario start from object on the Home+Control App
✓	✓		Scenario start using a physical button (or using the Home+Control App), or when it's sunny
✓	✓	✓	Scenario start using a physical button (or using the Home+Control App) only when it's sunny

It is possible to check the effective performance of the scenario by setting warning messages (email or push notifications on your smartphone) which the user will receive only if the scenario has started.

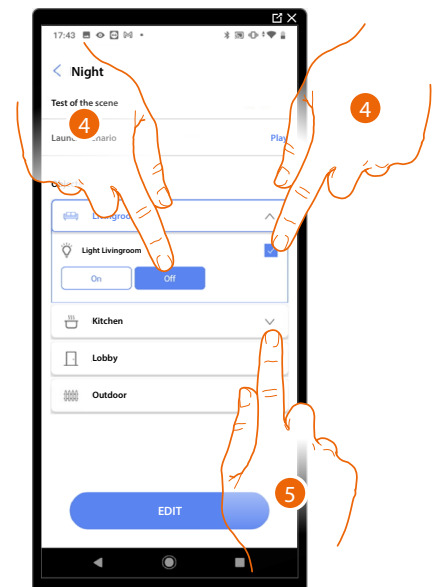
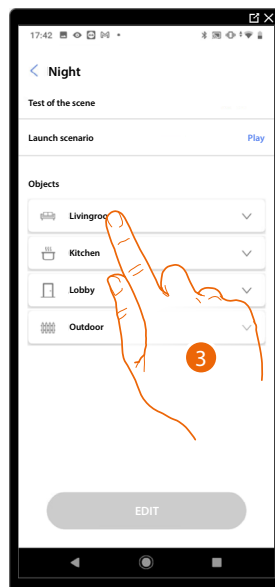
The user can activate/deactivate the scenario, but not edit it.

Configure a default scenario

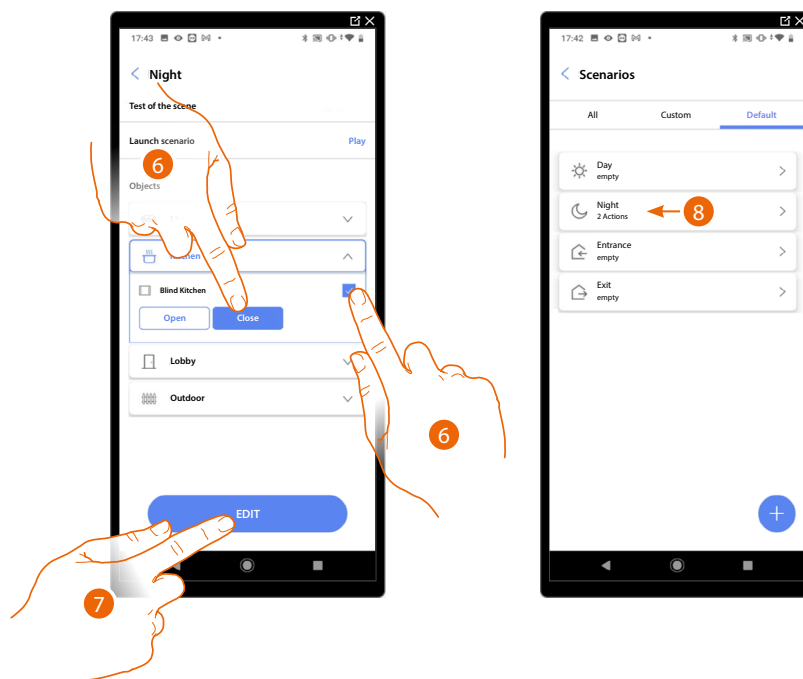
In this example, a scenario will be configured that switches off the living room light and closes the kitchen blind.



1. Touch to enter the scenario page
2. Touch to configure a default scenario



3. Touch to select the room containing the object you want to activate in the scenario
4. Select the object and the action that it must perform
5. Touch to select another object



6. Select the object and the action that it must perform
7. Touch to confirm
- A *Launch the scenario to check it*
8. The scenario has been configured

Create a customised scenario

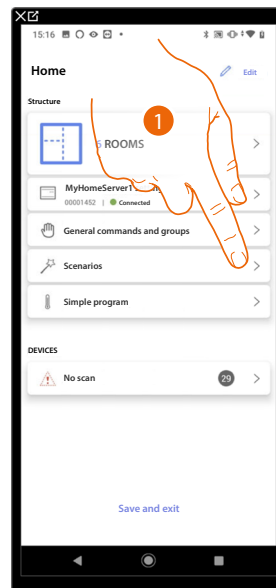
In this example, we will configure a scenario that at 17:15 on weekdays turns on the outside light and after 1 minute and 30 seconds also the hall light.

But only if a twilight sensor indicates that it is dark outside.

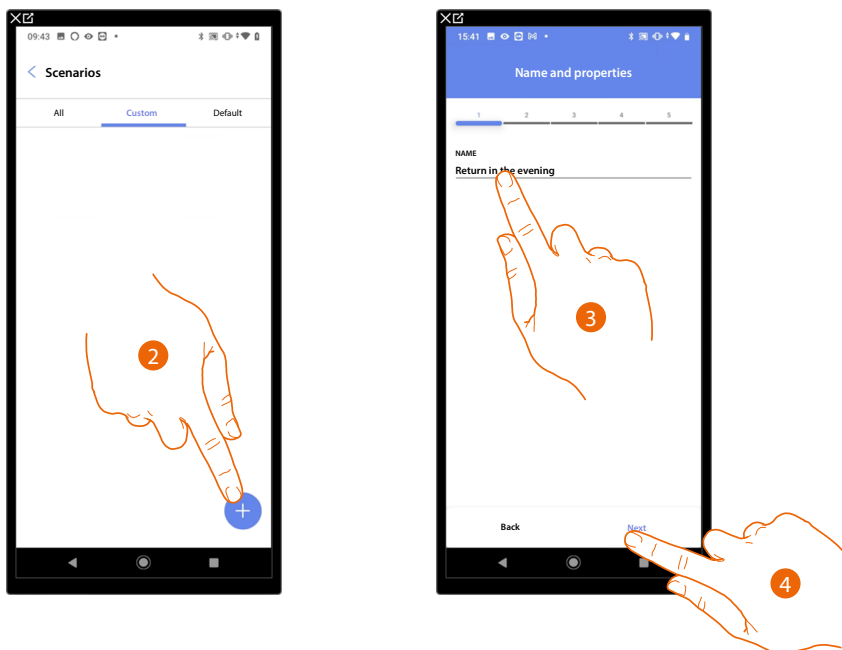
A push notification will be sent once the scenario has been executed.

To create a scenario:

- 1 Assign a representative name
- 2 Enter one or more actions which the objects in the room will perform when the scenario starts (e.g. switching the External Light on)
- 3 Enter the conditions that will trigger the scenario (start trigger).
- 4 If necessary, enter a further condition (only if)
- 5 Save the created scenario

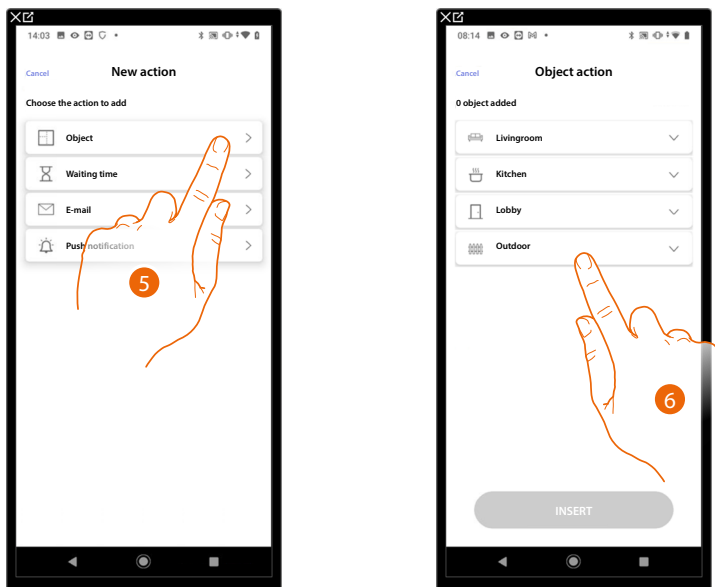


1. Touch to enter the scenario page

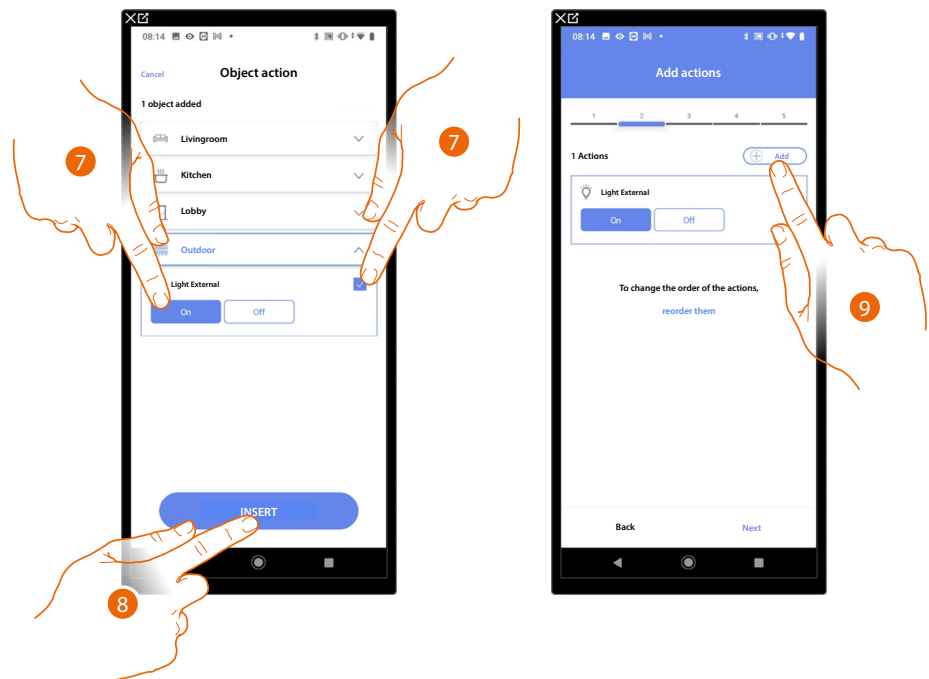


2. Touch to add a scenario
3. Touch to customise the scenario name
4. Touch to continue.

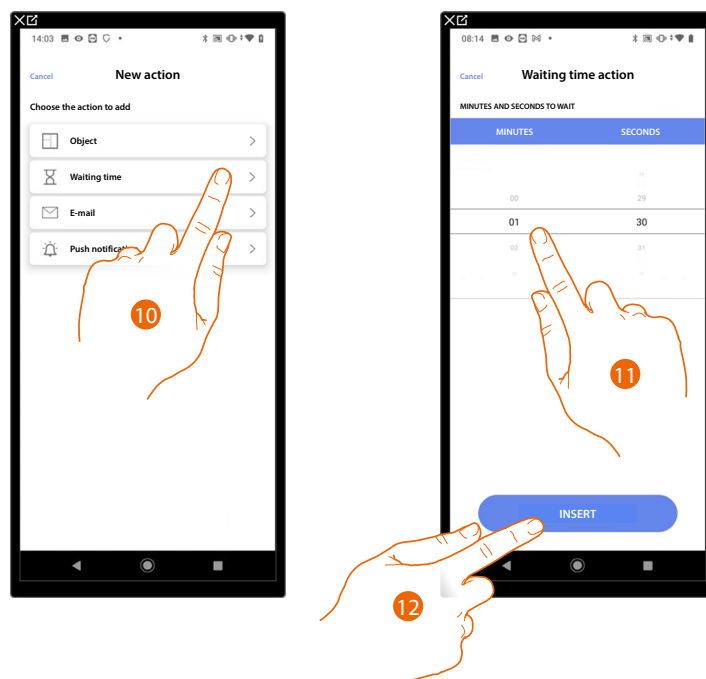
Now enter the actions which the objects in the various rooms will perform when the scenario starts.



5. Touch to select the object
6. Touch to select the room containing the object



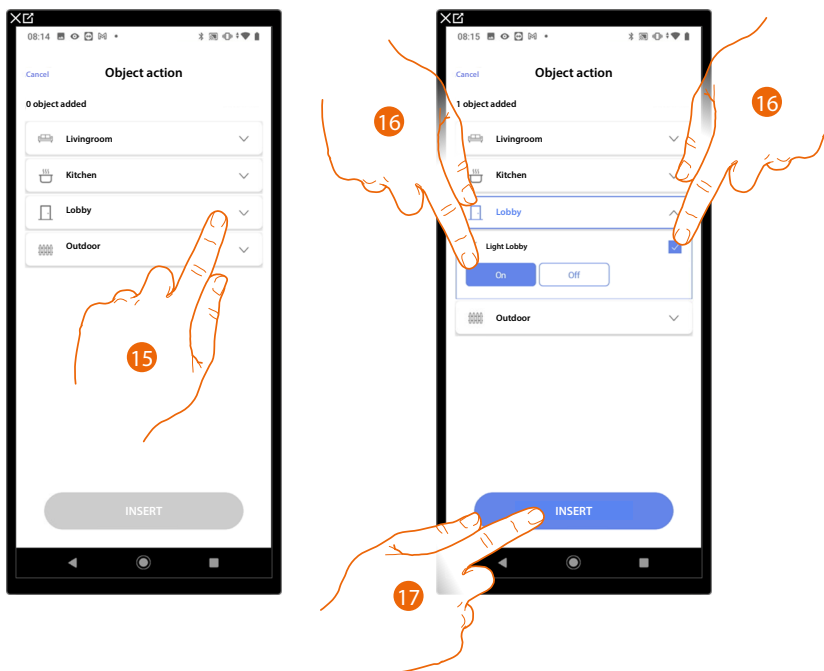
7. Select the object and the action that it must perform
8. Touch to enter the selected object
9. Touch to enter another action



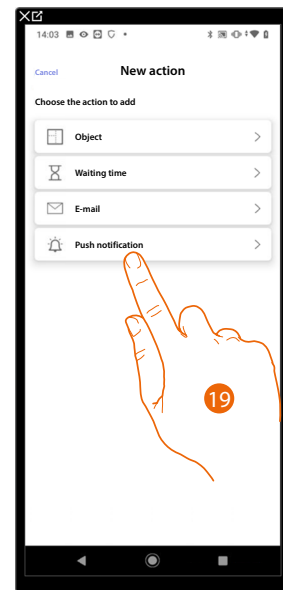
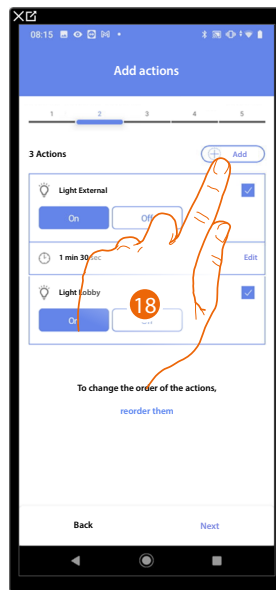
10. Touch to select the waiting time
11. Select the delay in minutes and seconds before the execution of subsequent commands
12. Touch to enter the selected waiting time



- A Edit action
- 13. Touch to enter another action
- 14. Touch to select the object

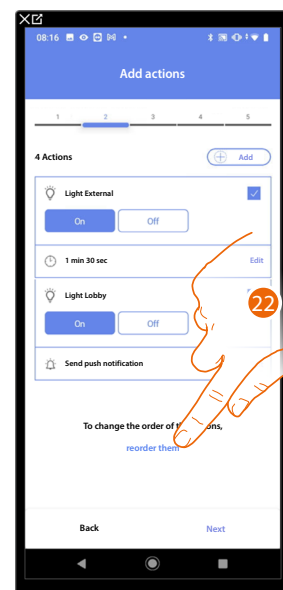
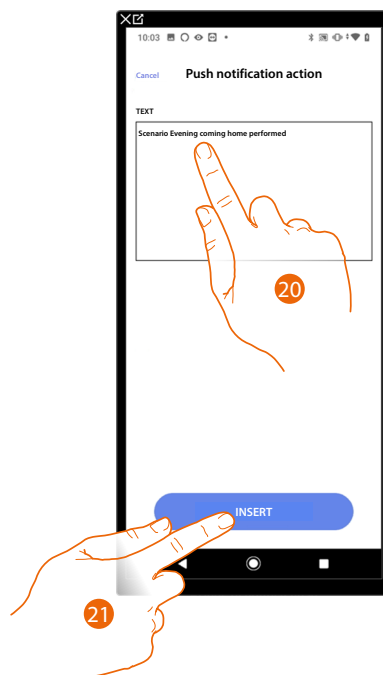


- 15. Touch to select the room containing the object
- 16. Select the object and the action that it must perform
- 17. Touch to enter the selected object



18. Touch to enter another action

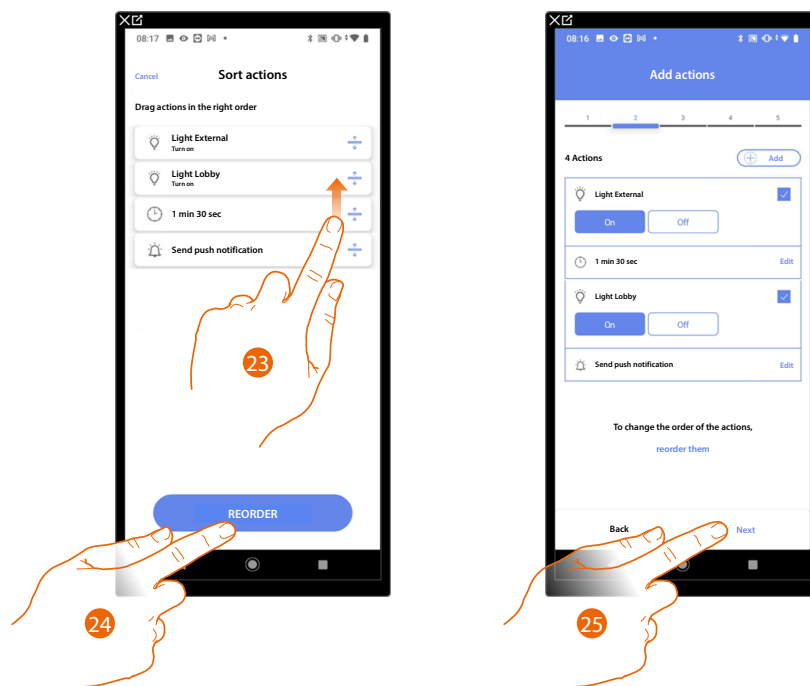
19. Touch to select the push notification



20. Enter the text of the push notification (e.g. Evening coming home scenario performed)

21. Touch to enter an alert using a push notification

22. Touch to reorder the entered actions



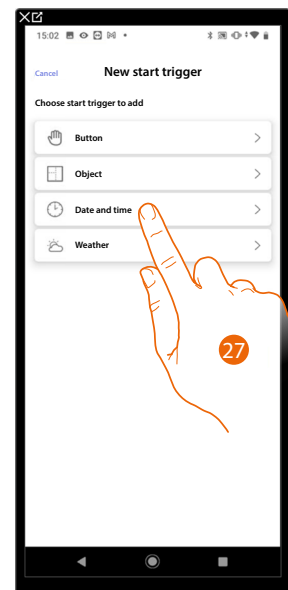
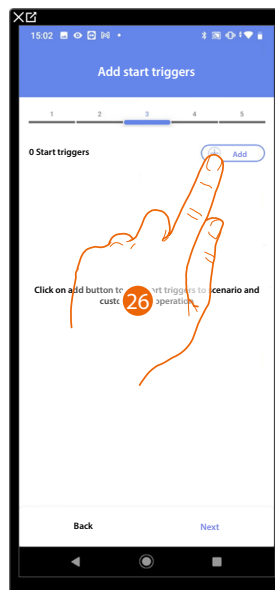
23. Scroll to move the actions

24. Touch to confirm

25. Touch to continue.

NOTE: You can view the available actions in the [Actions](#) section

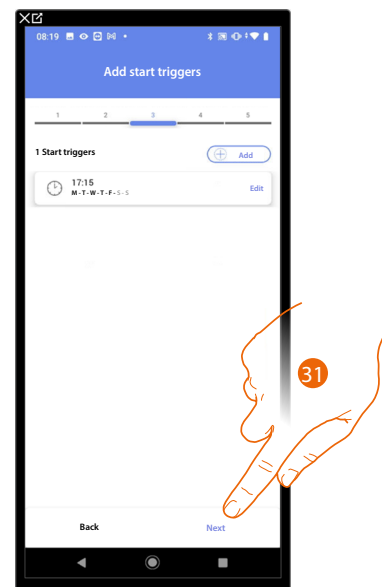
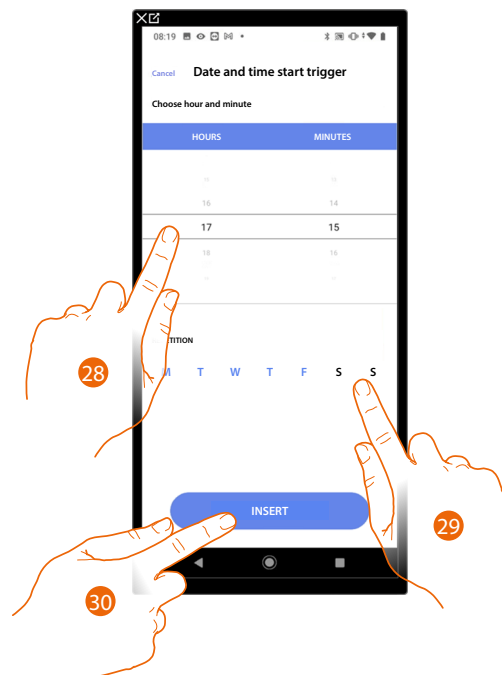
Now enter the condition that will trigger the scenario (start trigger).



26. Touch to add a condition

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

NOTE: Several conditions for starting the scenario can be entered. Only one of these needs to occur and the scenario starts



28. Touch to set the hour and minutes when the scenario will elapse if activated

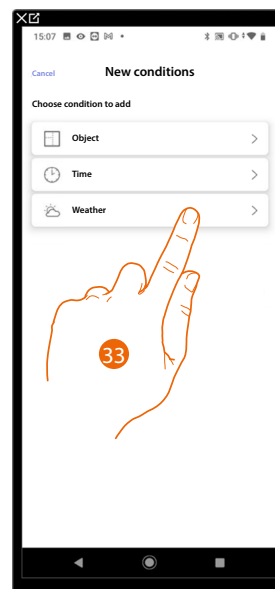
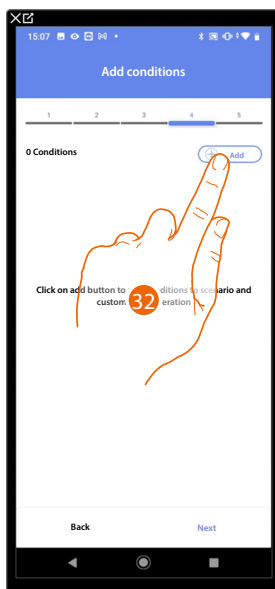
29. Select the days of the week when the scenario will activate at the time already set

30. Touch to enter the created trigger

31. Touch to continue.

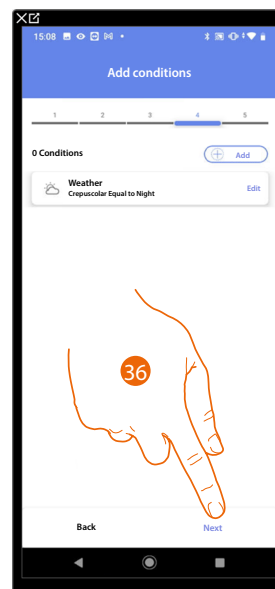
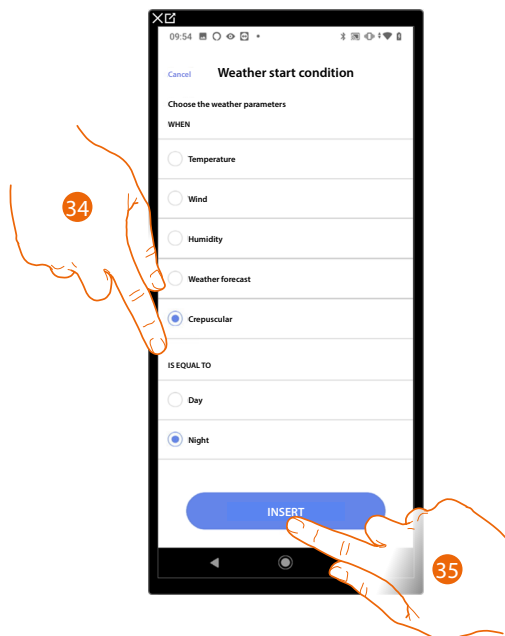
NOTE: You can view the available conditions that will trigger the scenario in the [Execution start conditions \(start-up trigger\)](#) section

You may also enter a further condition (only if) in addition to the one just entered. This condition ensures that the scenario is only started if the condition itself is met. The available conditions are: **objects**, **date and time** and **weather** and the functionalities are those described in the **Execution start conditions (start-up trigger)** section.



32. Touch to add a condition

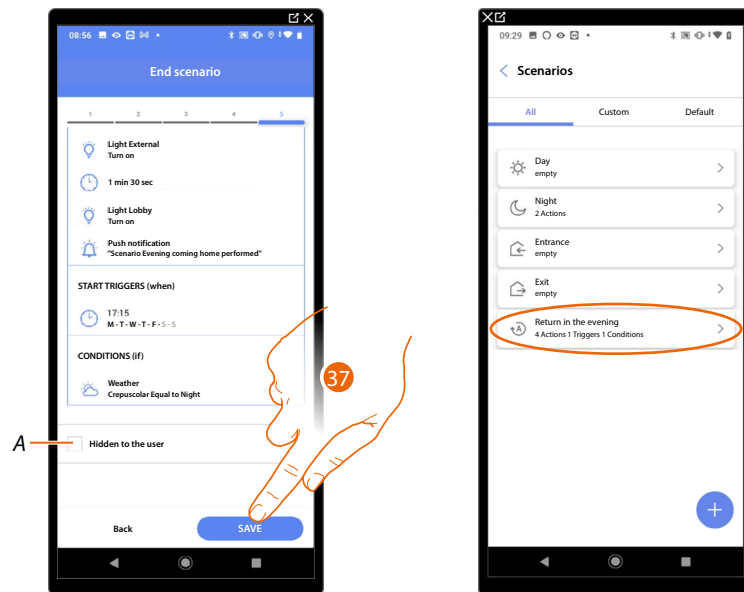
33. Touch to select the condition which will start the scenario



34. Touch to select when the scenario must activate

35. Touch to enter the selected condition

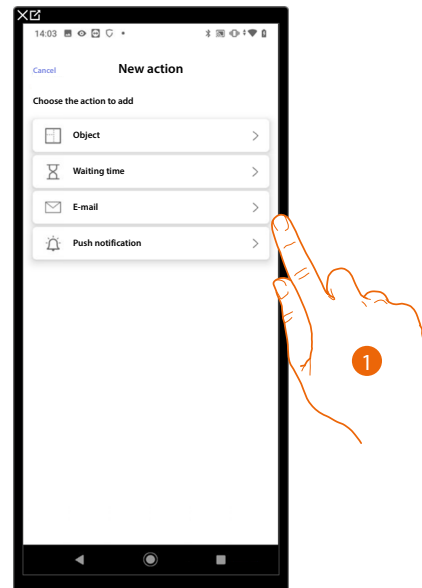
36. Touch to continue.



A Select when you don't want to make the object available to the user in the Home + Control App. The object is configured and working, but the user is unable to view it.

37. Touch to save the created scenario

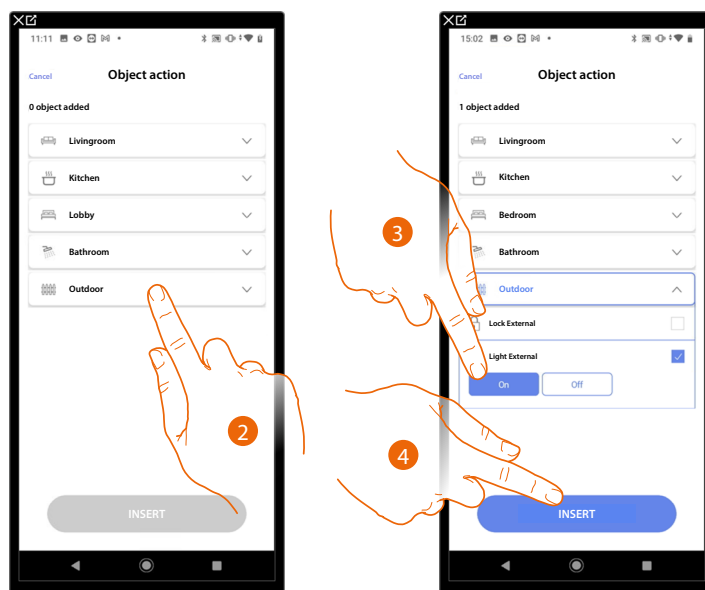
Actions



1. Touch to select one of the actions that make up the scenario, either:
 - **Object;**
 - **Waiting time;**
 - **Email;**
 - **Push notification.**

Object

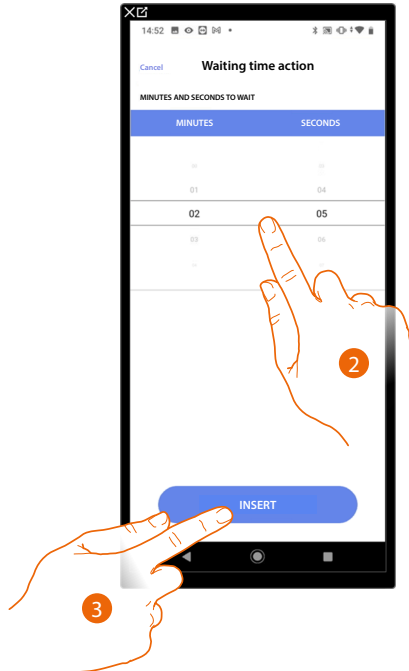
On setting this condition you can start a scenario when an object, selected from those in the various rooms, is in a particular status defined by you.
You can use the characteristic statuses whose implementation activates the scenario for any type of object.



2. Touch to select the room containing the object
3. Select the object and the action that it must perform
4. Touch to enter the selected object

Waiting time

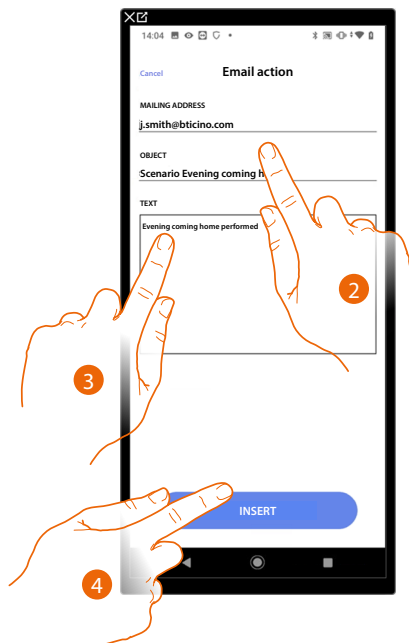
This condition allows you to enter a specified time delay before the execution of subsequent commands



2. Select the delay in minutes and seconds before the execution of subsequent commands
3. Touch to enter the selected waiting time

Email

This condition allows you to set an email address to which an alert is automatically sent after the execution of the scenario

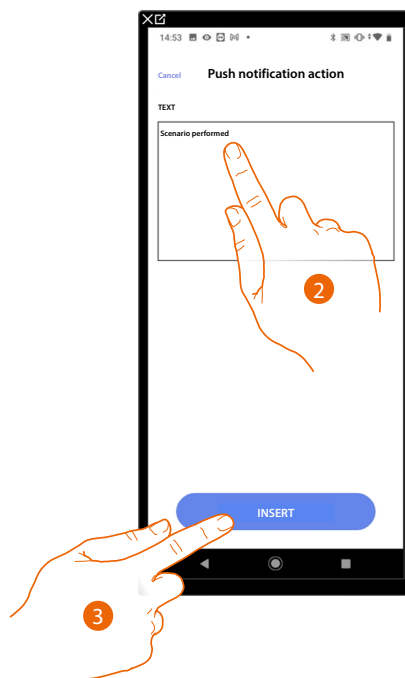


2. Enter the email address where the message alert should be sent and the message subject
3. Enter the message text (e.g. Evening coming home performed)
4. Touch to enter the alert using the email

Push notification

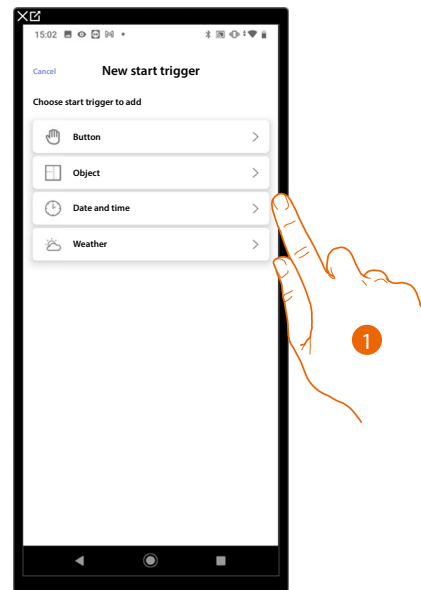
With this condition it is possible to automatically send a push notification to the smartphones after the actions or entire scenario are performed.

NOTE: In case of iOS operating system, push notifications will not be delivered when the App is displayed in the foreground.



2. Enter the text of the push notification (e.g. scenario performed)
3. Touch to enter an alert using a push notification

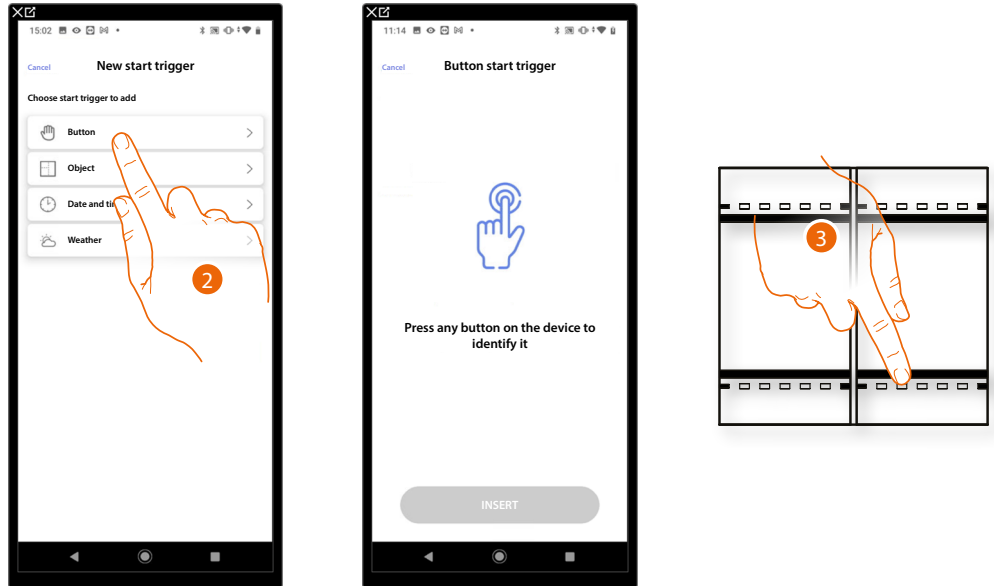
Execution start conditions (start-up trigger)



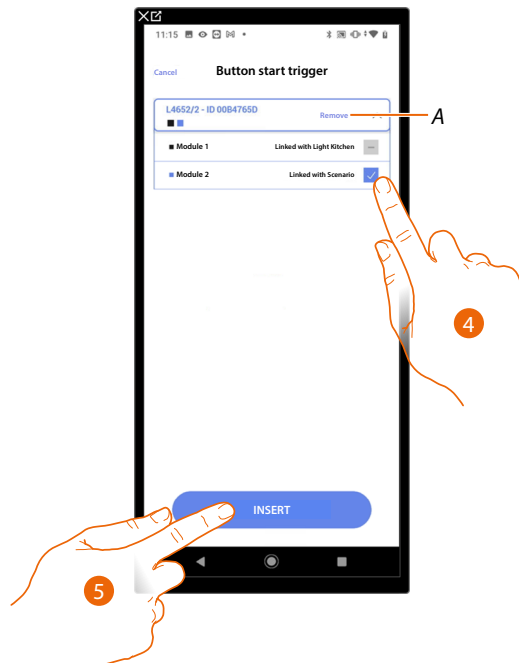
1. Touch to select a scenario execution start condition (start trigger), either:
 - Button;
 - Objects;
 - Date and time;
 - Weather.

Button

On setting this trigger you can start a scenario by pressing a button on the system



2. Touch to select the button trigger
3. Press to identify the physical device on the system



A Delete association

4. Select the command module among those available

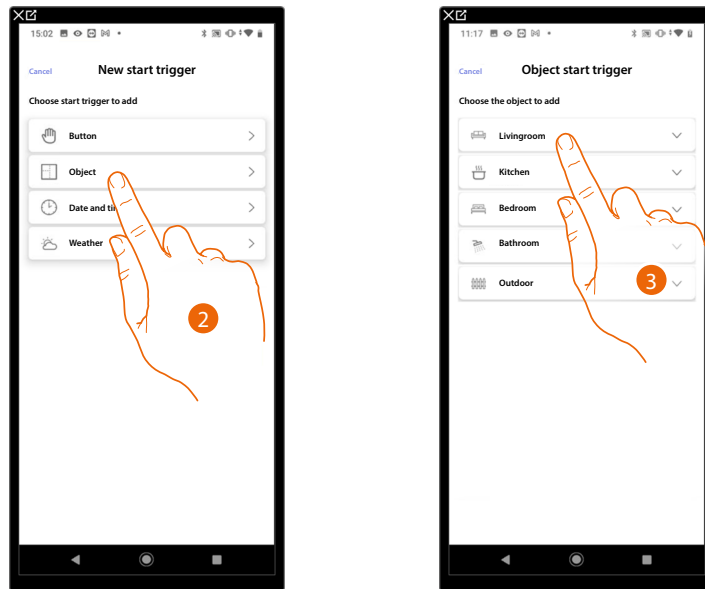
When the modules are all engaged, see [Device reset](#) to make them available again.

NOTE: The button must not already be associated to another function

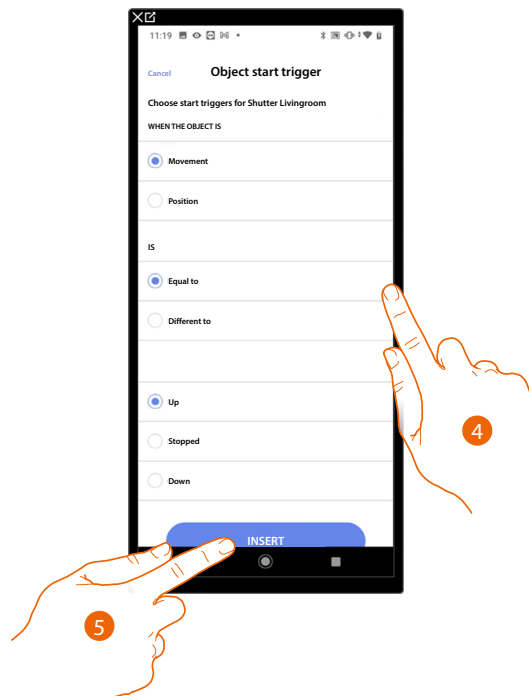
5. Touch to enter the trigger

Objects

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



2. Touch to select the object trigger
3. Touch to select the room containing the object



4. Touch to set the status whose implementation will start the scenario
5. Touch to enter the trigger

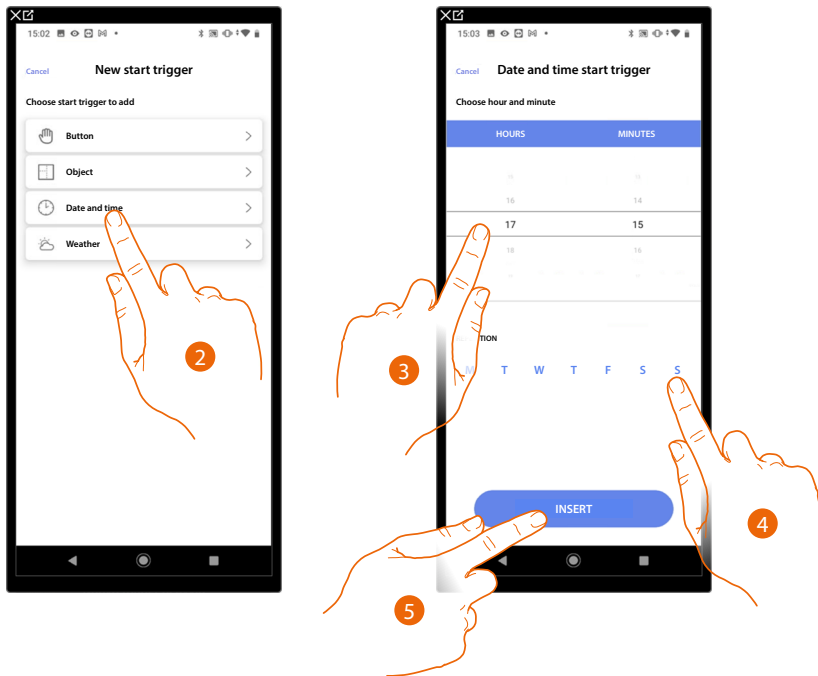
For each object a series of parameters whose combination determines the status which will implement the scenario is at your disposal.

OBJECT	CONDITION		LO SCENARIO PARTE SE...		
ON/OFF LIGHT	equal	ON	The light is switched ON		
		OFF	The light is switched OFF		
	different	ON	The light is switched OFF		
		OFF	The light is switched ON		
DIMMER 1	command	equal	ON	The variable light is switched ON	
		equal	OFF	The variable light is switched OFF	
		different	ON	The variable light is switched OFF	
		different	OFF	The variable light is switched ON	
	dimmer	equal		the brightness is e.g.: at 10%	
		different	from: 00 to 100	the brightness is e.g.: different from 10%	
		more		the brightness is e.g.: more than 10%	
		lower		the brightness is e.g.: lower than 10%	
COLORED LIGHT 1	command	equal	ON	The colored light is switched ON	
		equal	OFF	The colored light is switched OFF	
		different	ON	The colored light is switched OFF	
		different	OFF	The colored light is switched ON	
	color	equal	blue sky		the light color is blue sky
			blue		the light color is blue
			light violet		the light color is light violet
			color x		the light color is color x
		different	blue sky		the light color is not blue sky
			blue		the light color is not blue
			light violet		the light color is not light violet
			etc. . . .		the light color is not color x
SHUTTER 1	move	equal	Up	the shutter is moving upwards	
			Stop	the shutter is still	
		different	Down	the shutter is moving downwards	
			Up	the shutter is moving downwards or is still	
			Stop	the shutter is moving upwards or downwards	
	position	from: 00 to 99	Down	the shutter is moving upwards or is still	
			equal	the shutter is open e.g.: at 50%	
			different	the shutter is open e.g.: value different from 50%	
			more	the shutter is open e.g.: value more than 50%	
			lower	the shutter is open e.g.: value lower than 50%	

OBJECT	CONDITION		THE SCENARIO STARTS IF...	
THERMOSTAT 2	mode	equal	off	the thermostat is OFF
			hot	the thermostat is in heating mode
			cold	the thermostat is in cooling mode
			auto	the thermostat is in automatic mode
		different	off	the thermostat is ON
			hot	the thermostat is OFF or in cooling/auto mode
			cold	the thermostat is OFF or in heating/auto mode
			auto	the thermostat is OFF or in cooling/heating mode
	temperature	equal	from: 10 to 34	the temperature is e.g.: 30°
		different		the temperature is e.g.: different from 30°
		more		the temperature is e.g.: more than 30°
		lower		the temperature is e.g.: lower than 30°
	Desired T	equal	from: 10 to 34	the set temperature is e.g.: equal to 11
		different		the set temperature is e.g.: different from 12
		more		the set temperature is e.g.: more than 13
		lower		the set temperature is e.g.: lower than 14
Actuator status	equal	Off	the actuator is OFF	
		On	the actuator is ON	
	different	Off	the actuator is OFF	
		On	the actuator is ON	
PLAYER 1	command	equal	ON	the audio is ON
		OFF	the audio is OFF	
	different	ON	the audio is OFF	
		OFF	the audio is ON	
ENERGY	equal	from 0:to 50 (step 0,5)	the instantaneous consumption is e.g.: 2,5 Kw	
	different	from 0:to 50 (step 0,5)	the instantaneous consumption is e.g.: different from 2.5 Kw	
	more	from 0:to 50 (step 0,5)	the instantaneous consumption is e.g.: more than 2.5 Kw	
	lower	from 0:to 50 (step 0,5)	the instantaneous consumption is e.g.: lower than 2.5 Kw	

Date and time

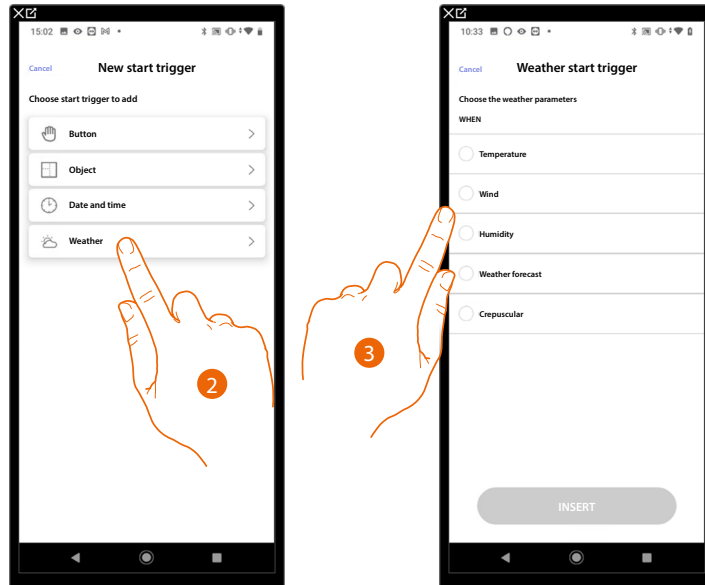
On setting this trigger you can start a scenario at a set time and day.



2. Touch to select the Date and time trigger
3. Touch to set the hour and minutes when the scenario will elapse if activated
4. Select the days of the week when the scenario will activate at the time already set
5. Touch to enter the trigger

Weather

On setting this trigger you can start a scenario when some weather conditions supplied by the online weather service occur.

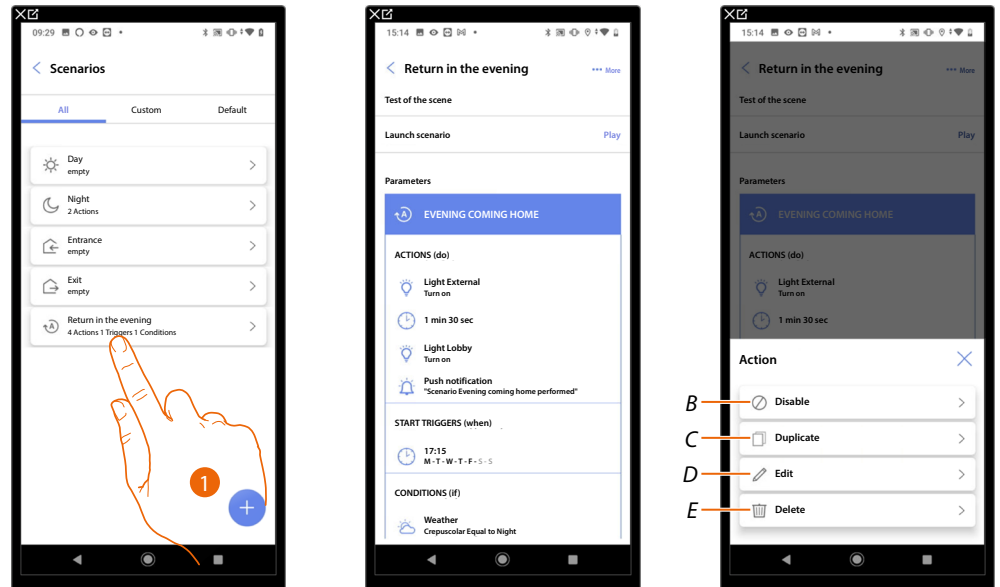


2. Touch to select the weather trigger
3. Touch to set the weather datum. This will start the scenario. The weather parameters you can set are:

	<input type="radio"/> Temperatura	From 00 °C to 40 °C From -1 °C to -30 °C
Equal Different More Lower	<input type="radio"/> Vento	From 00 Km/h to 99 Km/h
	<input type="radio"/> Umidità	From 00% to 99%
Equal Different	<input type="radio"/> Previsioni meteo	Clear Rain Storm Cloudy Snow Mist
	<input type="radio"/> Crepuscolare	Day Night

Manage a customised scenario

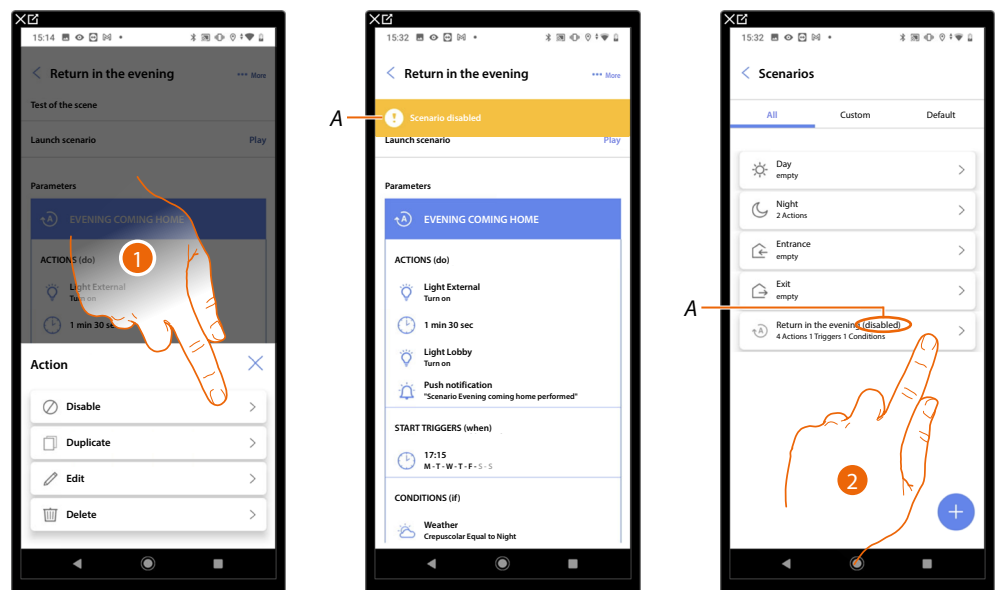
After creating a customised scenario using the appropriate panel, the scenario can be **disabled/enabled**, **duplicated**, **edited** ed **deleted**



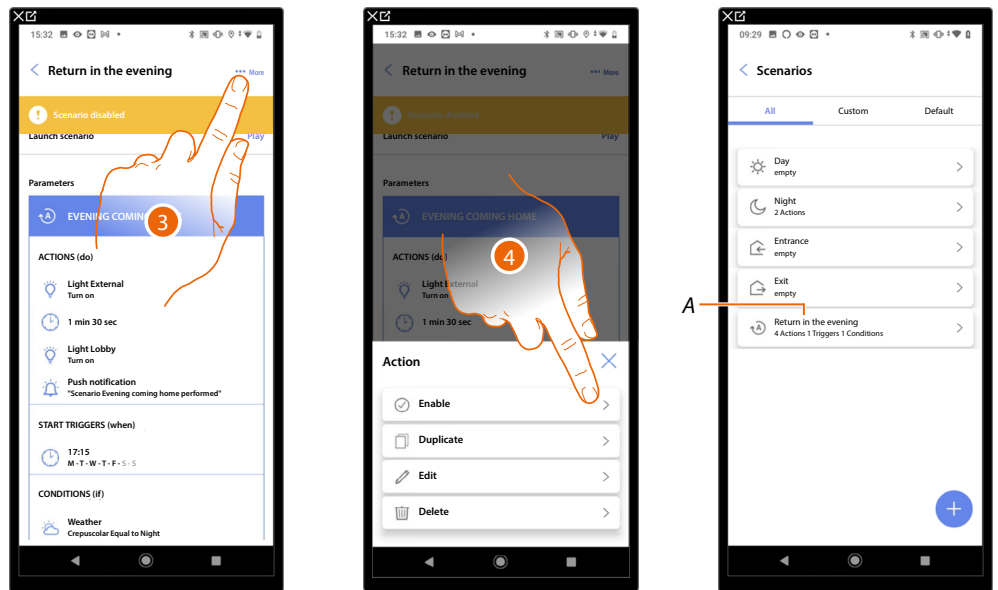
1. Touch to enter the scenario you want to manage
2. Touch to open the Scenario management panel
- A *Launch the scenario to check it*
- B ***Disable/Enable a scenario***
- C ***Duplicate a scenario***
- D ***Edit a scenario***
- E ***Delete a scenario***

Disable/Enable a scenario

You can disable a created scenario. In this way, it will be saved with the other scenarios, but the user will not be able to use it



1. Touch to disable the selected scenario
- A *Displays the indication that the scenario is disabled*
2. Touch to enable the scenario again

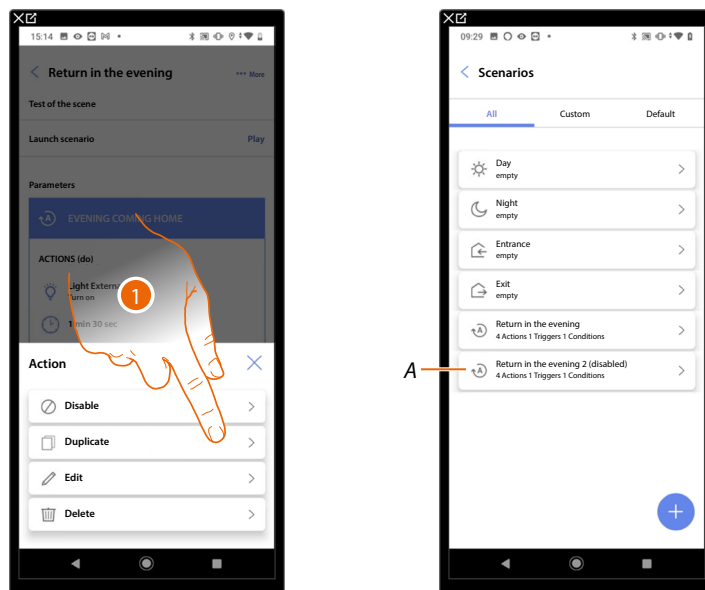


3. Touch to open the Scenario management panel

4. Touch to enable the selected scenario

A *The scenario has been enabled*

Duplicate a scenario

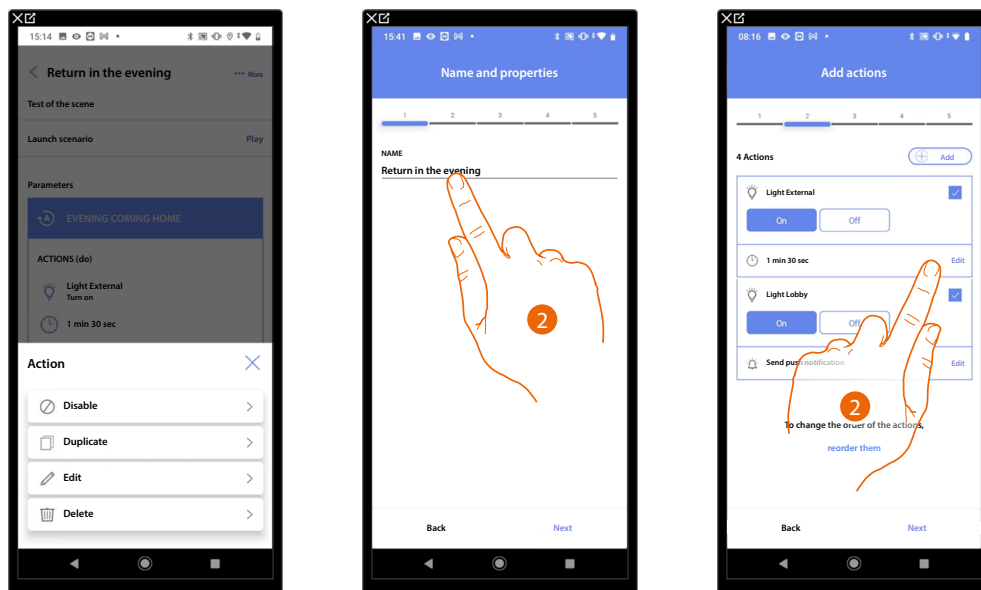


1. Touch to duplicate the selected scenario

A *Display the duplicated scenario*

NOTE: The duplicated scenario is disabled by default. To enable it, see [Disable/Enable a scenario](#).

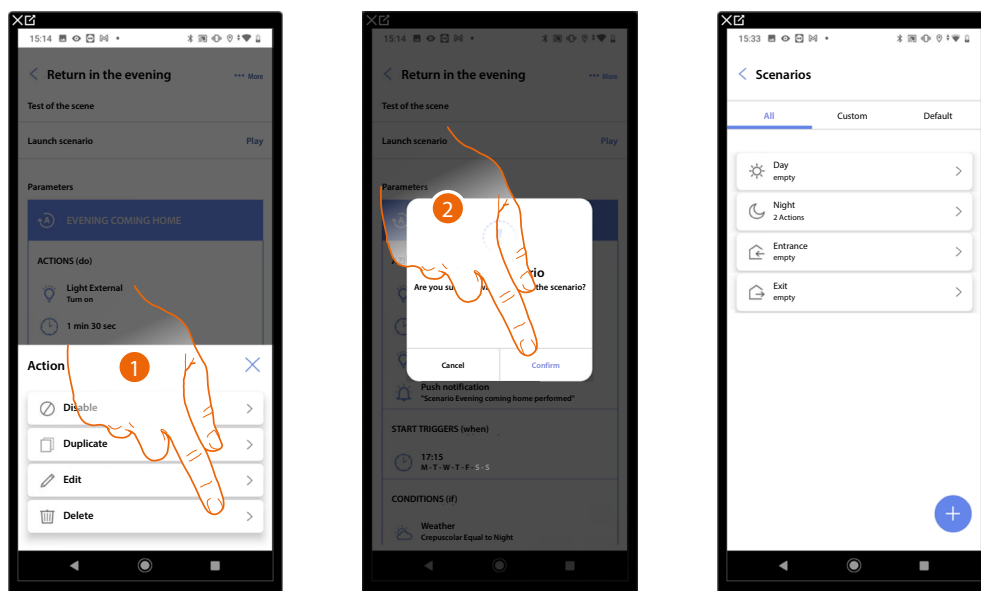
Edit a scenario



1. Touch to edit the selected scenario
2. You are presented with the same pages used to create the scenario. To edit the details, repeat the same actions, or for some objects use the "edit" button.

For further information, please refer to the procedure used for the [creation of the scenario](#)

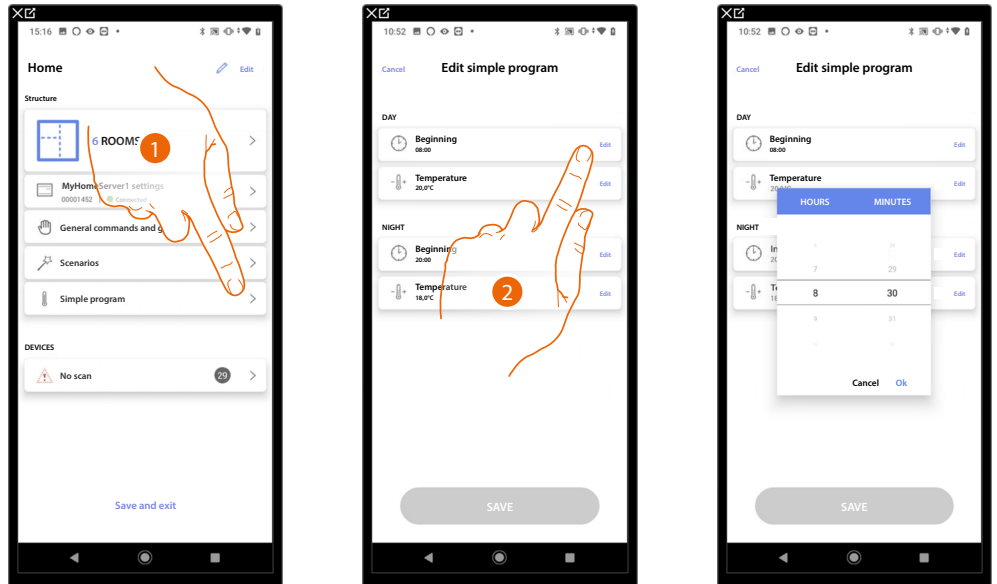
Delete a scenario



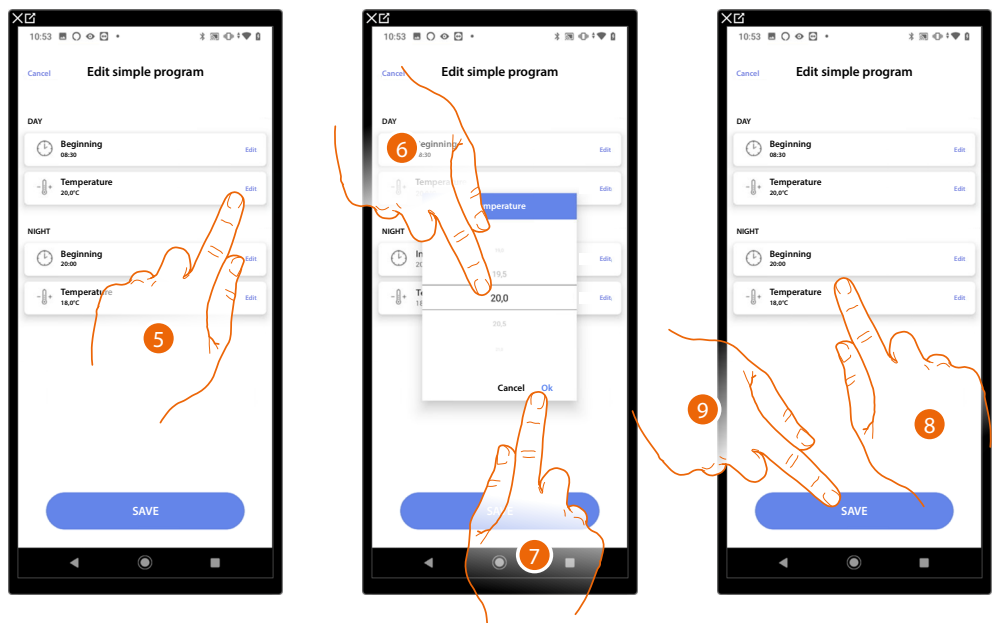
1. Touch to delete the selected scenario
2. Touch to confirm the scenario deletion

Simple program

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



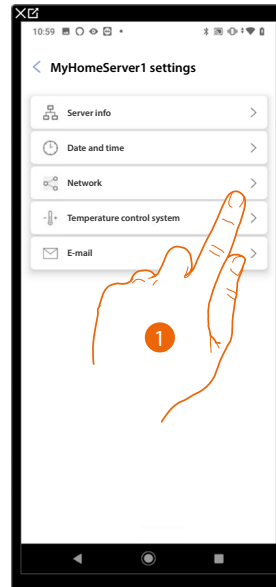
1. Touch to enter the Simple program page
2. Touch to enter the start time of the day time slot
3. Scroll to enter the time
4. Touch to confirm



5. Touch to set the temperature of the Day time slot
6. Scroll to select the temperature
7. Touch to confirm
8. Repeat the operation for the Night time slot
9. Touch to save the program

System settings

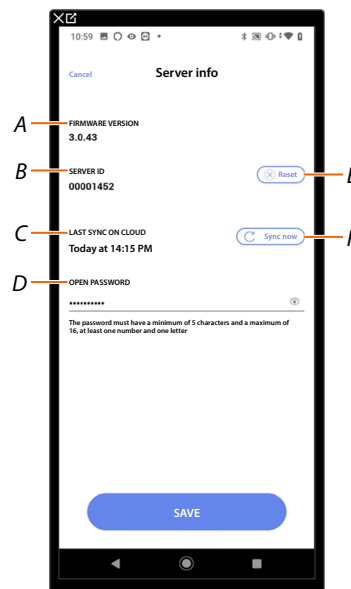
In this page there is a series of functions for more complete management of the system.



1. Touch a function to display or edit a setting

Server Info

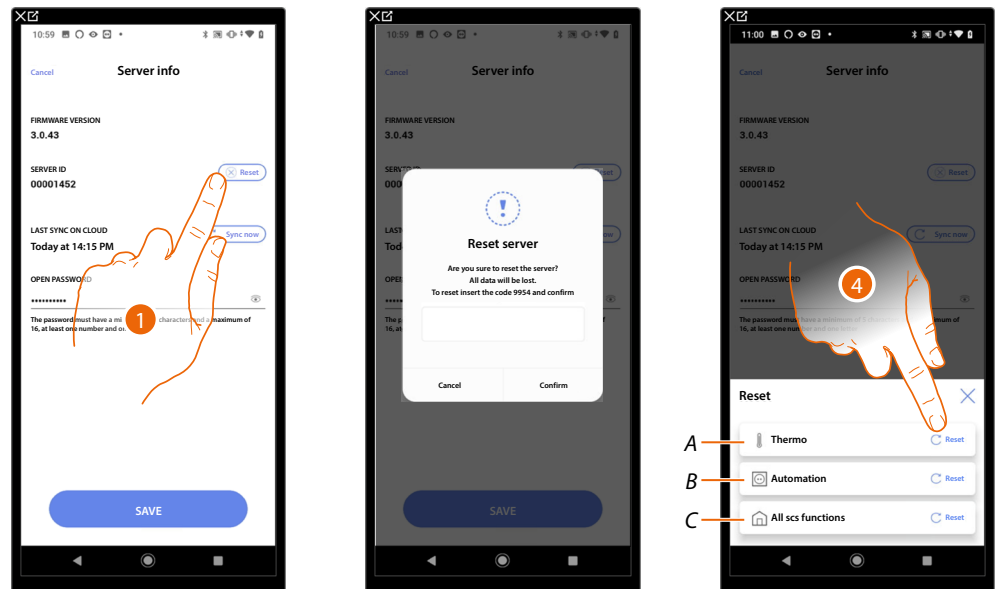
You can view some information about the MyHOMEserver1, reset it to the factory settings and synchronise it with the cloud.



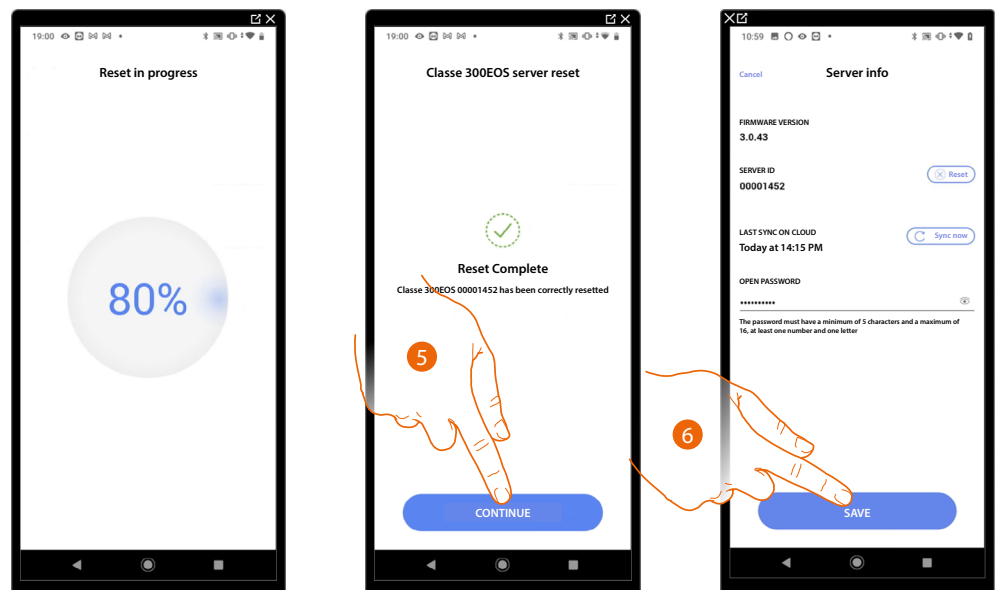
- A Displays the firmware version of MyHOMEserver1
- B Displays the Server ID
- C Displays the date and time of the last system synchronisation performed
- D Sets the Open password, allowing you to connect with MyHOME_Suite
- E **Resets MyHOMEserver1 to the factory settings**
- F Synchronises the data with the cloud

Reset

In this page it is possible to reset the factory settings of the MyHOMEServer1 and/or BTicino devices connected to the system



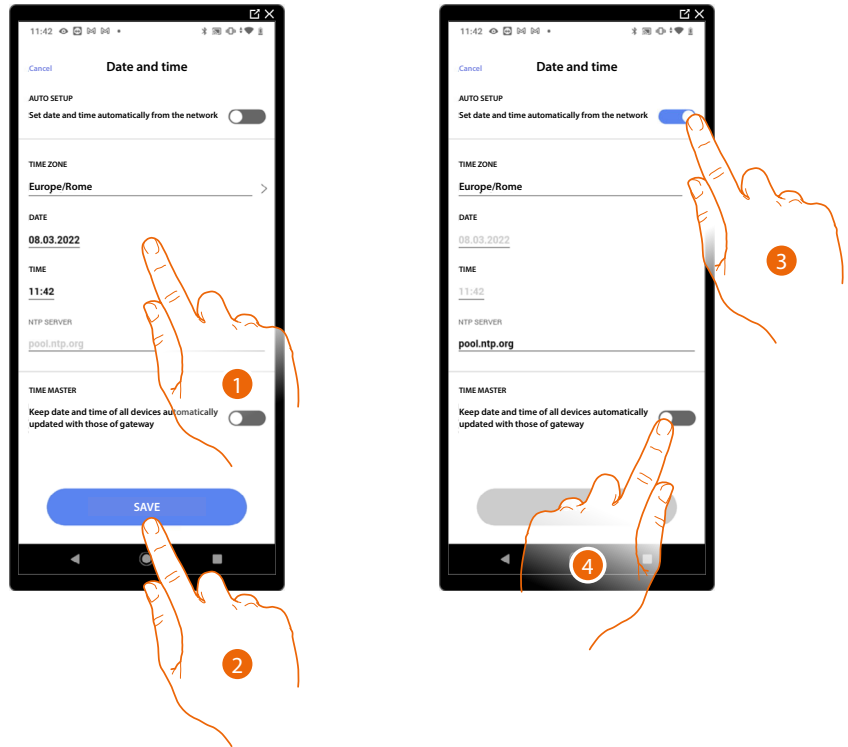
1. Touch to reset MyHOMEServer1 to the factory settings
 2. Enter the code
 3. Touch to confirm
 4. Touch to reset all the objects in the temperature control system
- A Resets all the objects related to the Temperature control system
 B Resets all the objects related to the Automation system
 C Resets all the objects of all the systems present



5. Touch to continue
6. Touch to save

Date and time

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



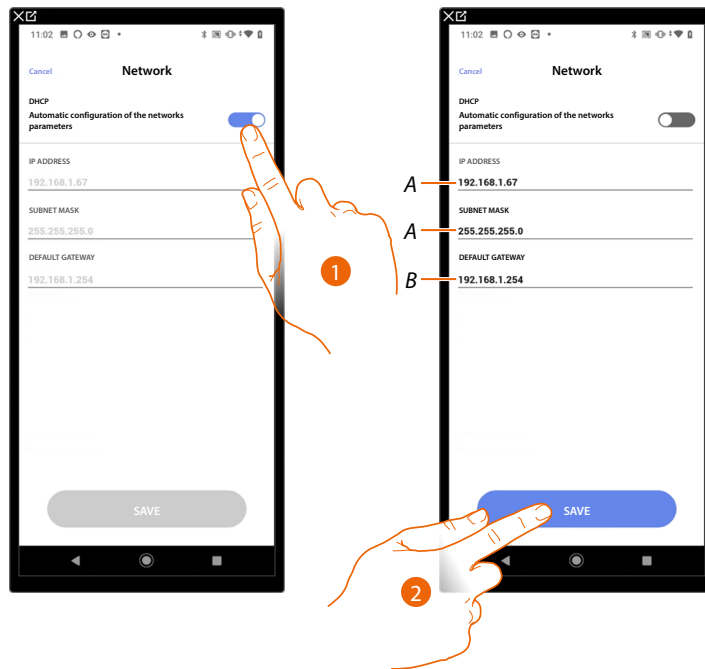
1. Enter the date, time and useful zone to identify the correct time zone manually
2. Touch to save the setting
3. Touch to set the automatic date and time
4. Touch to set the parameters entered in the point (1), as reference for all the devices

On enabling the Master function, the MyHOMEServer1 will automatically update all the devices on the system.

You can also set the date and time updated automatically by an NTP server. The Network Time Protocol (NTP) is a protocol to synchronise the system watches automatically, taking the correct data from the Internet

Network

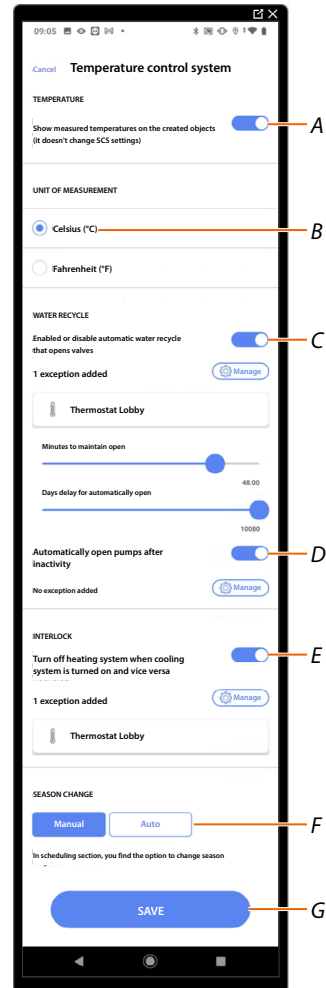
In this page it is possible to display/set the network connection parameters.



1. Touch to disable the DHCP mode and to manually edit the parameters
 - A Enter the IP address and Submask of the MyHOMEServer1
 - B Enter the IP address of the router/access point
2. Touch to save the parameters

Temperature control system

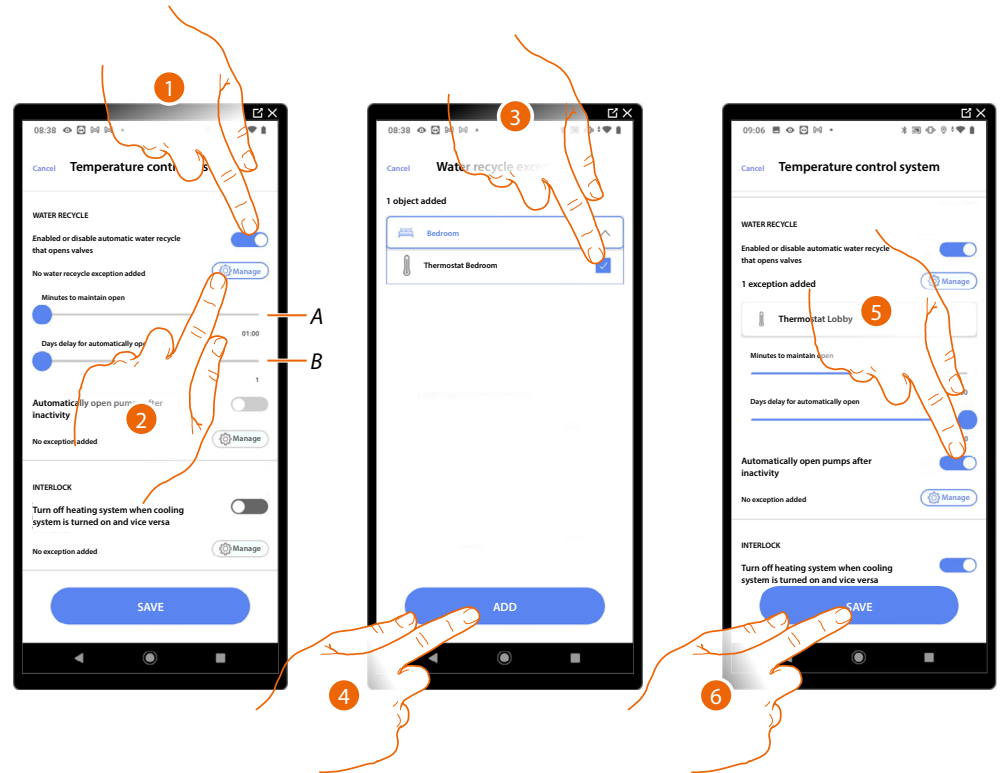
In this page it is possible to set some temperature control system parameters such as [Water recirculation](#), [Interlock](#) and [Season change](#).



- A Enable temperature display on objects; this setting does not affect physical devices
- B select the temperature measurement unit
- C. Enable the Recirculate water function for system valves
- D Enable the Recirculate water function for system pumps
- E Enable the Interlock function
- F Set the Season change function G Save the settings

Water recycle

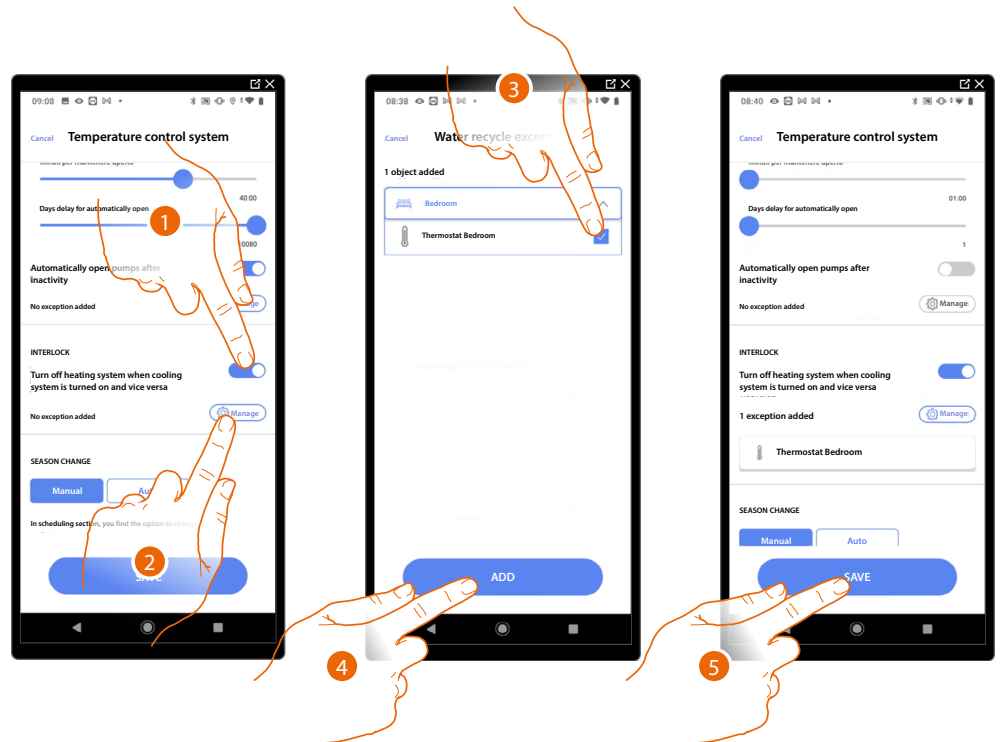
This function allows, after a certain period of inactivity, to open the valves and/or pumps of the system for a certain period of time each day, to prevent water stagnation.



- A Set the time in minutes during which the valves stay open
- B Set the days after which recycle is carried out
- 1. Touch to enable the function for all the valves
- 2. Touch to exclude certain valves
- 3. Select the device whose valves will not be opened
- 4. Touch to confirm
- 5. Repeat the same procedure for the pumps, if applicable
- 6. Touch to save

Interlock

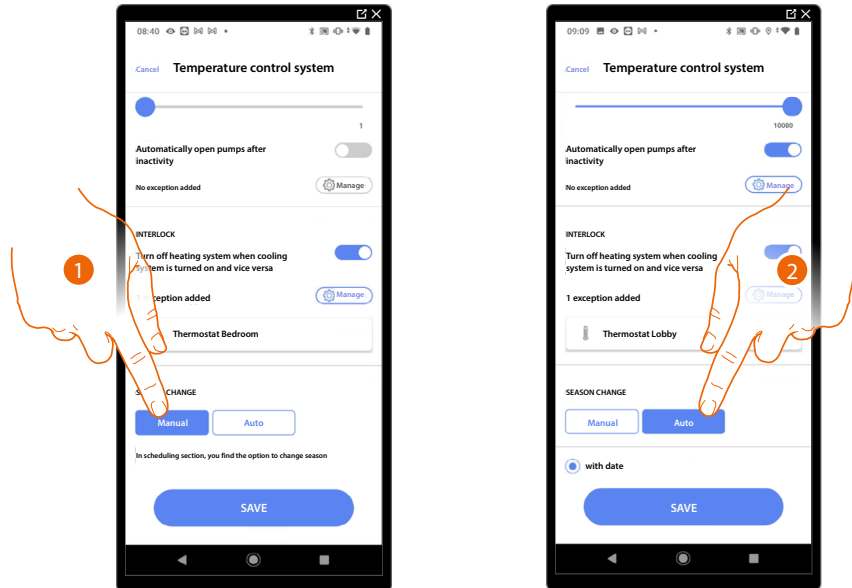
This function allows you to set the heating system to switch off when the cooling system is on and vice versa.



1. Touch to enable the function for all the devices
2. Touch to exclude some zones from the Interlock logic in the room
For example, with the Interlock function if there are in the same room 2 heating zones and one cooling zone, and the 2 heating zones are on, when the cooling zone is switched on the heating zones switch off.
3. Select the device
4. Touch to confirm
5. Touch to save

Season change

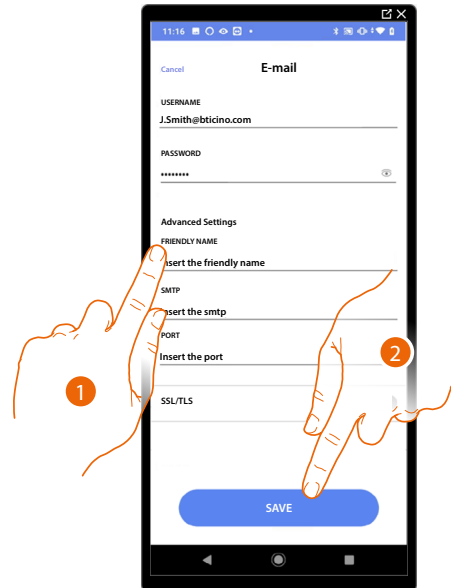
This function allows you to set whether the season change is to be selected manually by the user, or if it must be automatic.



1. Touch to set the season change manually, in which case the user can define the season change date on the Planning page in the Home+Control App.
2. Touch to set the automatic season change to a certain date
3. Touch to save

Email

This function allows you to set the parameters for the configuration of the e-mail account from which notification e-mails will be sent when a scenario is executed.

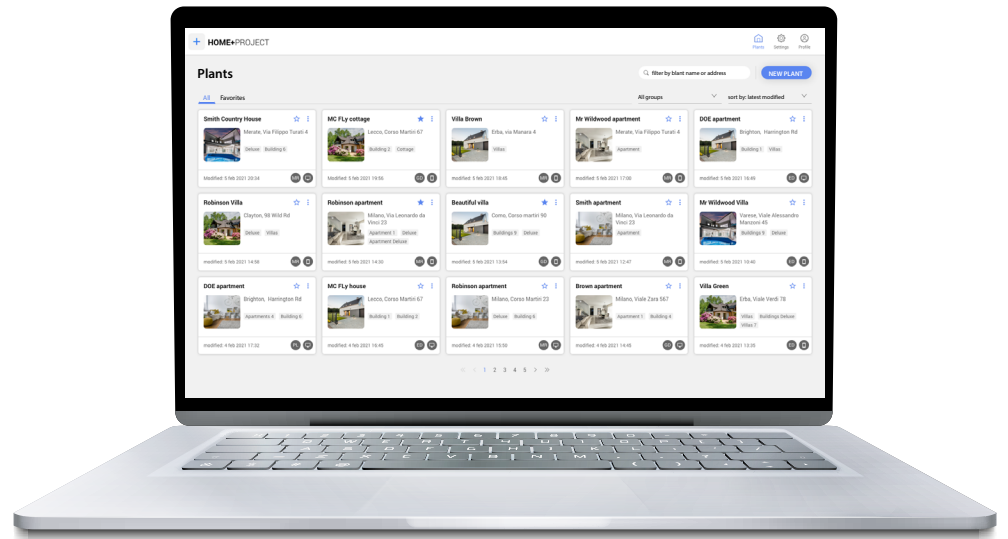


1. Enter the electronic post account parameters to be used to send emails
2. Touch to save the configuration

Web pages

The web pages can help to get the system ready in less time. For example, you can create the system while at your office, including rooms and objects, which you can then configure on site using the Home+Project App.

NOTE: not all the functions available on the Home+Project App are also available on the web pages.



Connect to the **WEB** pages



Watch the tutorial 



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