

SylSmart Standalone

User Manual

Date: 6th June 2022	Rev. 3.9
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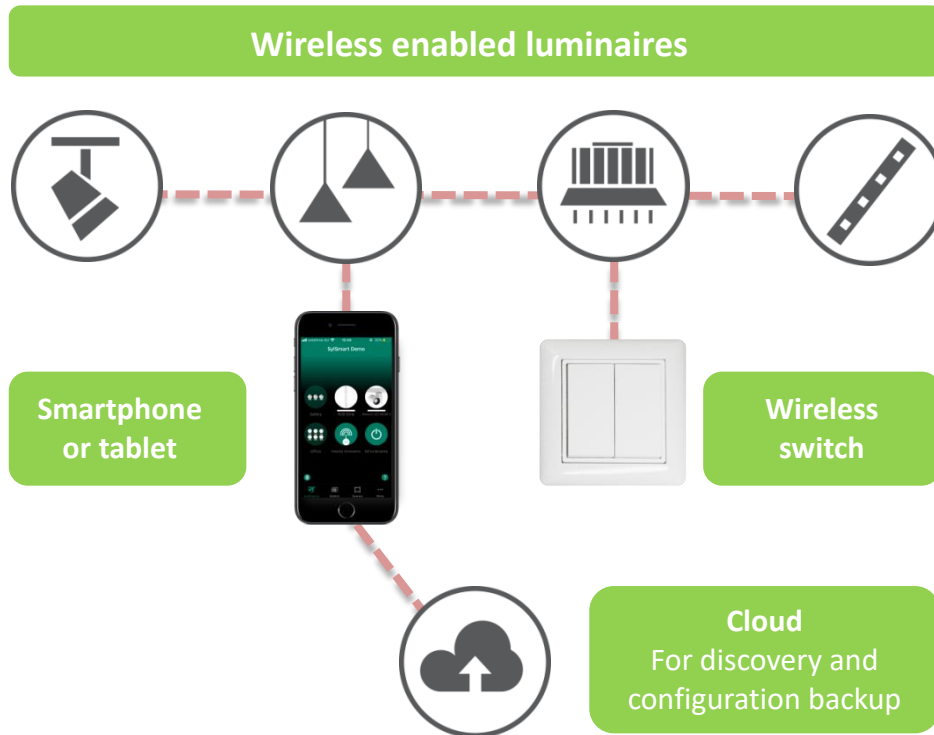
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System overview



SylSmart Standalone is an advanced lighting control solution based on Bluetooth Low Energy (BLE). Bluetooth Low Energy is the only low power wireless technology in all modern smartphones, tablets, and even smart watches, making it the only mainstream and future proof low power radio technology in the world.

SylSmart Standalone technology can be integrated into fixtures, LED-drivers, switches, sensors, creating an optimal solution in terms of easy installation and functionality with minimal additional hardware and minimal disruption.

SylSmart Standalone provides a mesh network where all the intelligence of the system is replicated in every node, so that it creates a system with no single points of failure.

The SylSmart Standalone app works as one of the user interfaces in a SylSmart Standalone lighting control solution: as the commissioning tool as well as a remote gateway. The SylSmart Standalone app works with iOS as well as Android devices, like smartphones, tablets, and smartwatches. The SylSmart Standalone app is free to download from Google Play and Apple App Store.



First time use of SylSmart Standalone


When first taking devices into use they need to first be added to a network. All luminaires in the same network can be easily controlled from the *Luminaires tab*. Other devices appear in the relevant section of the *More tab*. One device can only be part of one network at a time. When a device is part of a network it is in a 'paired' state and cannot be added to any other network unless it is first 'unpaired'. i.e., removed from the network. All SylSmart Standalone devices are normally supplied in an unpaired state. If a brand-new device is already paired, please contact your supplier or look for advice in the FAQ section of our website knowledge base (<https://support.SylSmart Standalone.com/support/home>).

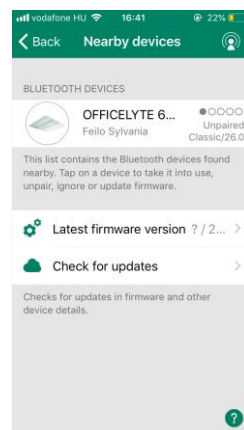
Download the SylSmart Standalone app from Apple App Store or Google Play Store and allow notifications if prompted.

1. Switch on your SylSmart Standalone-enabled devices and open the SylSmart Standalone app.
2. The app will search for all powered SylSmart Standalone-enabled devices within Bluetooth range of your mobile device. These will then be displayed in a list with the options Take into use or Add individually to...
 - a. Take into use will prompt you to create a new network (or add to an existing one). The network should be a Classic or Evolution type. Only SylSmart Standalone devices with the same firmware type as the network can be added (See Create a network section of this user guide for more information). Once the network is created all devices will automatically be added (paired) to it.
 - b. Add individually to... will prompt you to create a new network (or add to an existing one). The network should be a Classic or Evolution type. Only SylSmart Standalone devices with the same firmware type as the network can be added (See Create a network section of this user guide for more information). Once a network is created, each luminaire will identify (flash) one by one and can be added to the network. (See Add devices section of this guide for more information). During this process you can also decide to rename and group luminaires if desired.
3. When devices have been added to a network you can control and program them from the app.
4. It is recommended that a new network is shared using the Administrator only setting. See Create new network section for further details on network creation.

It is recommended that a new network is shared using the *Administrator only* setting. See Create new network section for further details on network creation.

The app has four tabs: *Luminaires*, *Gallery*, *Scenes* and *More*. All of these will be covered in this user guide.

The app displays help texts below the most configurable options to provide clarification of the purpose of each setting. There is also an additional *Help* option in the *More* tab. A general help button  can be found in the bottom right of many screens. This can be disabled in the App settings.



Luminaires tab

Luminaires that are paired to your network will be displayed in the *Luminaires* tab. Each will have an icon picture and a name. Luminaires that are online (i.e., powered) will also show a bar indicating the current brightness level and light colour.

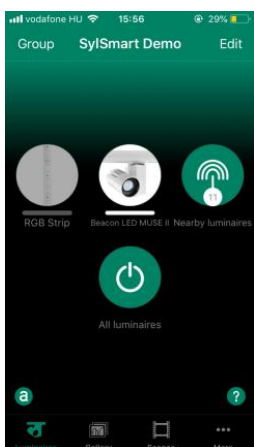
Luminaire or Group icons shown in the *Luminaires* tab can be rearranged by tapping Edit selecting and holding the icon and then dragging it to a different position. Release the icon when it is in its new position. Tap on Done when finished.

Basic Gestures

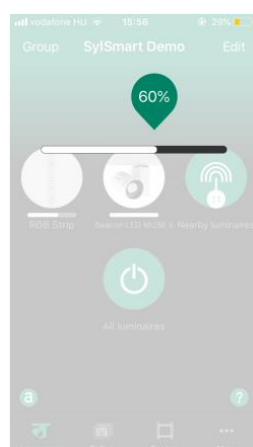
The basic gestures used to control the luminaires are:

- Tap the luminaire icon to turn the luminaire on or off.
- Pan left or right on the luminaire icon to adjust the luminaire light level. The app remembers the set level so, if you turn the luminaire on, off and on again using the tap gesture, it will return to that level.
- Pan up or down on the luminaire icon to adjust the colour temperature of a tuneable white luminaire.
- Push and hold the luminaire icon to open the main adjustable parameters.
- For colour changing luminaires, you can set the desired colour. It is possible to save your favourite colours to the palette. Set the colour and then select and hold an empty palette space to save it. The colour palette cannot be reset but saved colours can be overridden with new colours.
- If your luminaire supports more than one channel, you can adjust the channels separately.

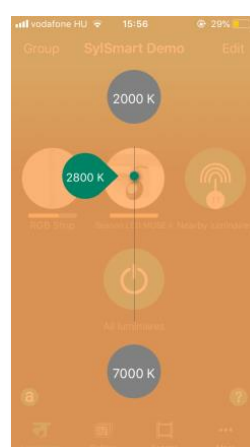
Tip: Use the same gestures on the *All luminaires* icon to control all your luminaires simultaneously or use the *Nearby luminaires* icon to only control those devices within range of your mobile device.



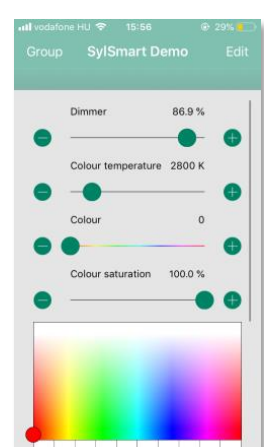
Tap on/off



Swipe left/right



Swipe up/down



Press and hold


Grouping

Grouping is a method of organizing luminaire icons in the *Luminaires* tab. This can make it easier to find the correct luminaires later (especially if you have a large network). Groups can be considered physical collections of luminaires in an area (e.g., all luminaires in a row or in one room). One luminaire can only be part of one group. You can name groups and set common dim levels, colour, or colour temperature for all luminaires in a group.

Groups are predominantly intended for manual control, whereas scenes are designed primarily for automation. See the Scenes section for more information.

Creating and editing a group

There are two ways to create a group:

1. Select Group (top left of the screen). Select the luminaires for the group by tapping on them. The + / - icons (top right) can be used to select or deselect all luminaires that are not already in another group. Create the group by tapping on the folder icon . Name the group. Tap Add a new group. Tap Done to save the changes.
2. Select Edit at the top of the screen. Drag luminaire icons on top of each other to create a group. Double tap on the group to open it. Tap on the Group name to rename it. Tap Done to save the changes.

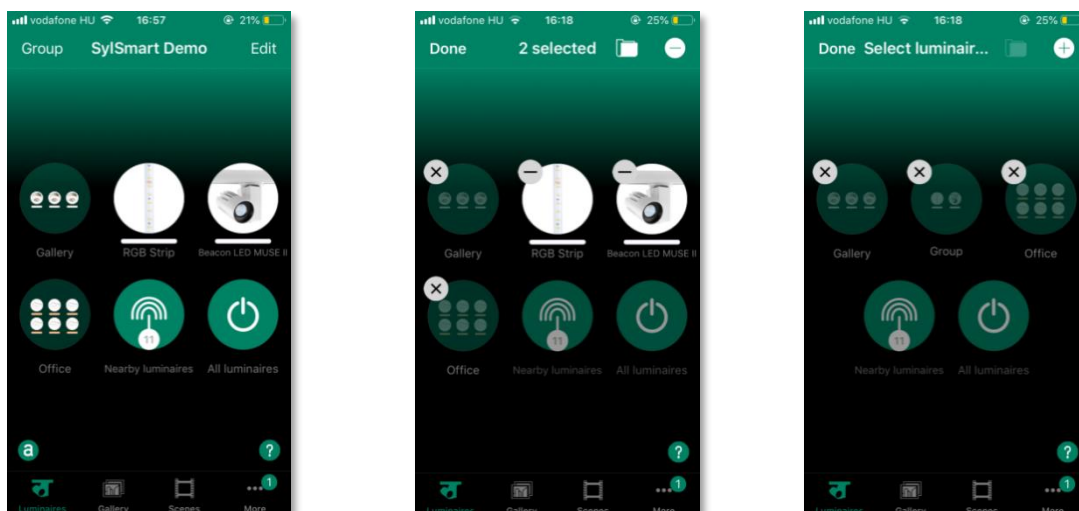
To add more luminaires to a group, select Edit and then drag and drop luminaire icons into the relevant group.

If you want to edit a group, select Edit and then the group to open it for editing. You can rename the group or remove luminaires by dragging and dropping them outside the group area. When you have finished editing the group, select Done and Close.

If you want to remove a group, select Edit or Group and then select the “X” in the corner of the group icon. This will remove the group and the luminaires will appear again as individual devices in the *Luminaires* tab.

Using a group

You can control all luminaires in a group simultaneously by using the same basic app gestures on the relevant group icon. You can also still control individual luminaires separately, even if they are part of a group. Double tap on the group to open it. You can then use the basic gestures on individual luminaires.



Resume automation (for all luminaires or a Group of luminaires)

The @ symbol that appears in the bottom left of the luminaires tab when Control hierarchy is active, allows automatic control to be resumed for luminaires that have been under manual control. i.e. If you have used a switch to manually activate a scene, the Resume automation option will disable that scene and allow the luminaires to be controlled by sensors or timers; in other words the “automatic” functionality of the system will be restored.

Pressing @ will open a popup window asking you to confirm that you wish to Resume automation. Pressing @ when a luminaire Group is open will only resume automation for luminaires in that group only. In other cases it will apply to all luminaires in the network

Editing luminaire control properties

To edit individual luminaire control properties, double tap on the luminaire icon you want to edit or tap Edit at the top of the screen and select the luminaire to edit. A separate window then shows the configurable properties. Note that the available options list may vary depending on the used SylSmart Standalone-enabled device.

Information

Within this section you can change the luminaire’s name and create a new icon which replaces the luminaire’s default image. The icon can be an existing picture from your device’s photo gallery, or you can take a new photo. The *Details* section also displays further technical information about the luminaire.

State

Here you can open the luminaire main adjustable parameters view.

Modes

Modes can be used to store different dim levels, colours or colour temperatures that can be recalled using *Switches* or the *Smart Switching* option. To edit a mode, select and hold the Default or the Mode ‘X’ (1-3) text and *Edit/Cancel* options will appear. Select Edit and adjust the luminaire settings as needed. The mode is automatically saved after exiting the view (tap outside the window to close it). Default can be used to set the desired luminaire start up state after a power cut. If you wish to clear a set mode, select and hold the desired Mode ‘X’ and *Edit/Clear/Cancel* options will appear. Select Clear to deactivate the mode. Note that the Default mode cannot be cleared.

Smart Switch

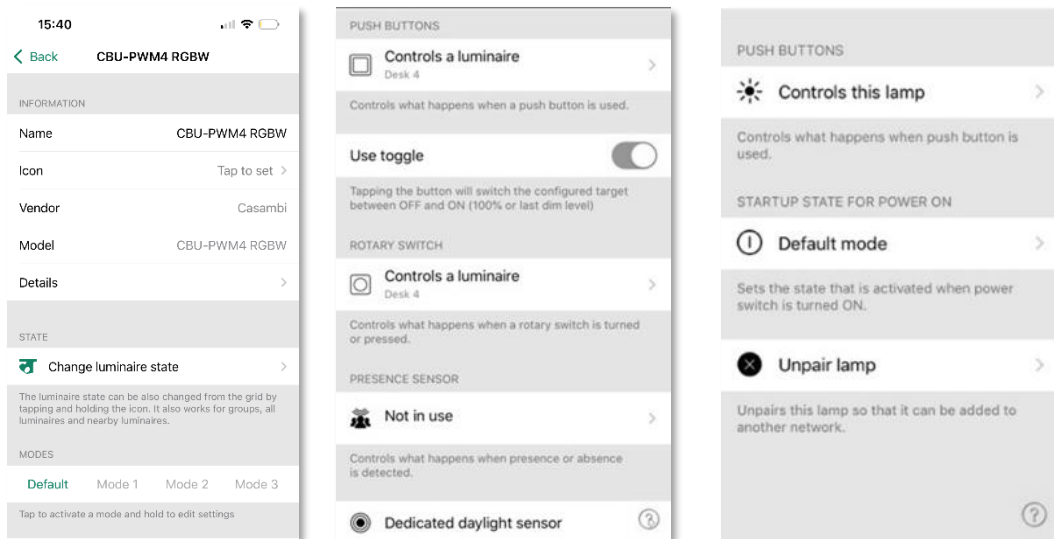
Allows you to define the functionality that occurs when the luminaire’s power is turned off/on. It is a method of achieving simple lighting control. Note that the smart switch option is only available on certain SylSmart Standalone-enabled devices. For detailed information about smart switching please see the Smart Switching section in the Appendix.

Push Buttons and Rotary Switch

Allow you to select the function of a luminaire’s inbuilt switch (if fitted), depending on the type of SylSmart Standalone device which is being used. For detailed information about push buttons please see the Push Buttons section in the Appendix.

Use toggle

This option is only displayed if the luminaire has a push button. It allows the button to toggle the commands “on” and “off” each time the button is pressed. If disabled, the push button will only activate the assigned push button function.



Presence Sensor

Allows you to select the function of a luminaire’s built-in sensor (if fitted).

Dedicated daylight sensor

This option allows you to select a daylight sensor which can affect the luminaire. You can also adjust the Daylight gain for this luminaire using the slider.

Start up state for power on

Allows you to set the luminaire to use either the Default mode (default light level) or *Last state* mode, when switching the luminaire on. The Last state option will cause a luminaire to go to the same dim level and colour which were previously in use before the luminaire was switched off. Note that if the *Last state* option is selected and the luminaire was OFF when power was switched off, then the luminaire will stay off when power is reapplied. If you wish to prevent this, you can set a minimum dim level for the last state so that the luminaire will always illuminate at that minimum level even if its last state was actually OFF.

Minimum dim level and Maximum dim level

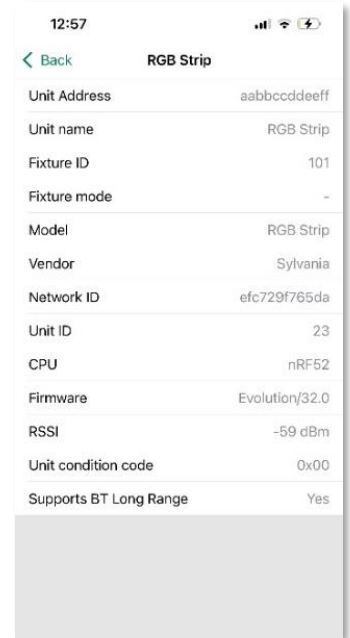
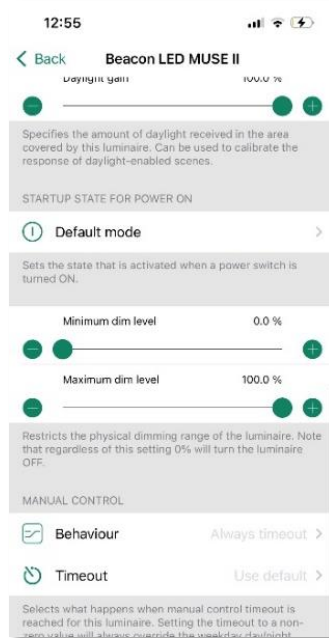
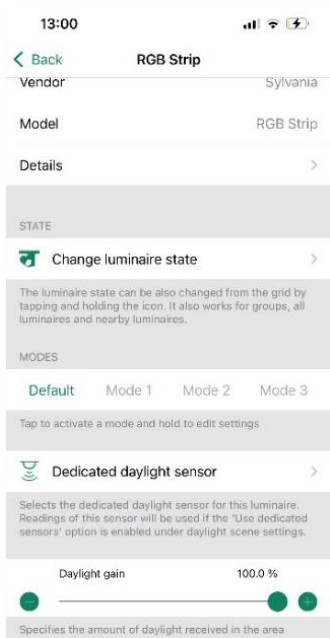
You can also configure minimum and maximum dim levels for the luminaire. The luminaire will always operate within these restrictions, although dim to 0% will always turn the luminaire off.

Manual Control

The *Behaviour* and *Timeout* options allow you to override the network’s default manual control settings and create individual options for an individual luminaire. Select *Behaviour* to change how manual control should work for the luminaire and select *Timeout* to over-ride the default timeout value. Note that the *Manual Control* option will only appear if *Use control hierarchy* has been enabled in the *Control options* section of the *Network settings*.

Unpair device / Replace device

Use the *Unpair device* option to remove a luminaire from a network. If a luminaire has become damaged and is powered off, the *Replace device* option can then be used to replace the luminaire. When using the *Replace device* option, an identical luminaire device must be used. This allows you to transfer all the previous settings from the old luminaire to the new luminaire device.



Gallery tab

The Gallery in the SylSmart Standalone app is an intuitive way of controlling your luminaires. Place luminaire control icons (circles from which you can control a luminaire) in a picture to enable simple visual control of the luminaires in the image.

To add a picture, select the black and white image (for adding the first picture only) or select Edit and then +. Then choose if you want to Take photo or Choose existing picture from your device's gallery. After you have taken a photo or selected a photograph, it is added to the SylSmart Standalone Gallery.

Next, add luminaire control icons to the picture by tapping the + sign to open the selection screen containing your luminaires.

Select a luminaire that is in the picture and confirm your selection by tapping on Done. If the required luminaire is in a group, first double tap on the group and you can then select the required luminaire.

A luminaire control circle will then be shown in the centre of the picture. Drag the control circle to where you wish it to be in the picture (this is usually over the actual luminaire to be controlled, or over whatever the luminaire is highlighting). You can resize the circle by using a two-finger pinching action.

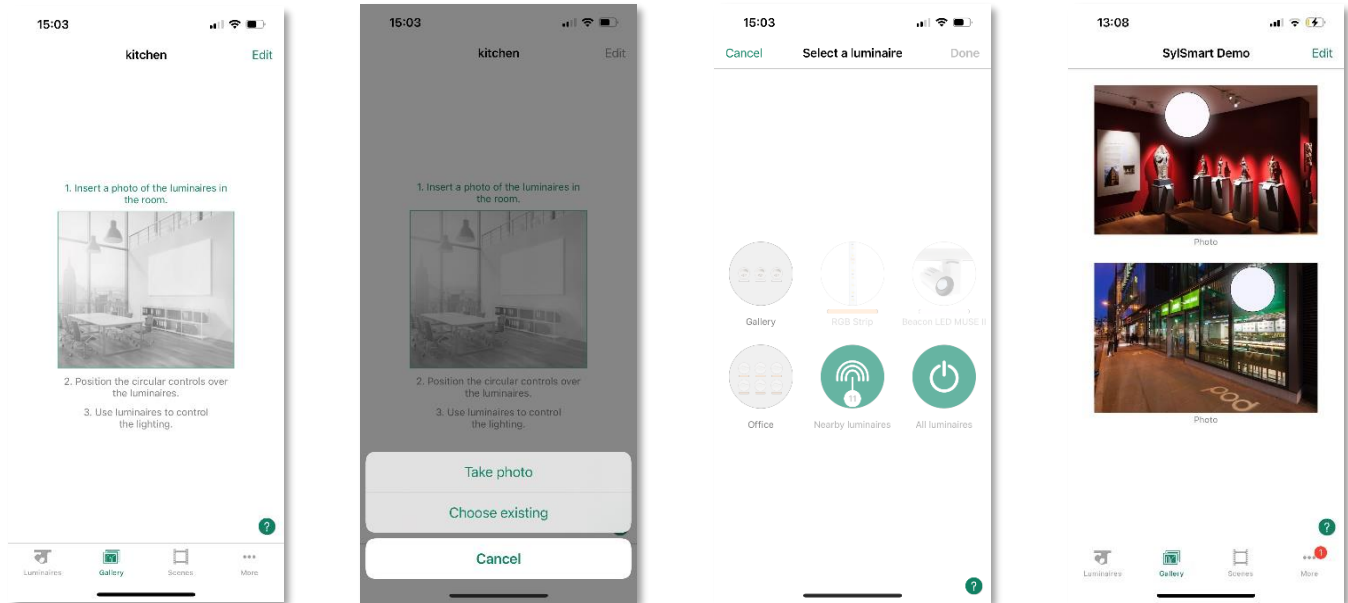
To add more luminaire controls to the picture tap on the + sign and select another luminaire.

You can rename the picture by selecting the picture and tapping on the picture title at the top of the screen. The text can then be edited.

When you have added all desired luminaire controls to the picture, tap on Done. Note: Any scenes or groups associated with luminaires in the picture will be displayed under the picture.

To return to the Gallery and add more photographs, tap on Close.

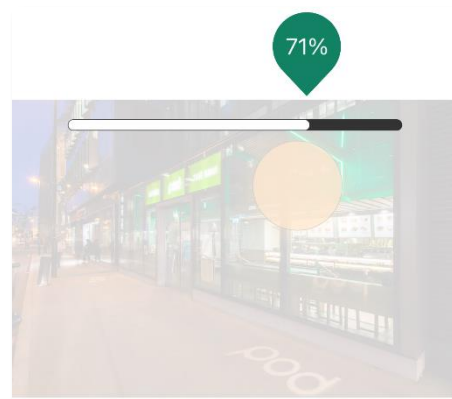
Tip: Use a panoramic picture to capture more luminaires in one photo. Alternatively, use a graphical floor plan and add luminaire control icons based on the luminaire locations.



Controlling luminaires

After adding at least one picture you can open it in the Gallery and control the luminaires in it. Tap on a picture to open it in full screen. Note: Scenes or groups associated with luminaires in the picture will be displayed under the picture. The scene icon is shown even if only one luminaire in the picture is part of the scene.

Use the normal gestures to control the luminaires in the picture. If the gestures are used over individual luminaire icons, then only that luminaire will be controlled. If you use gestures over an area in the picture that does not have icons, then you will control all luminaires in the picture that have icons associated with them.



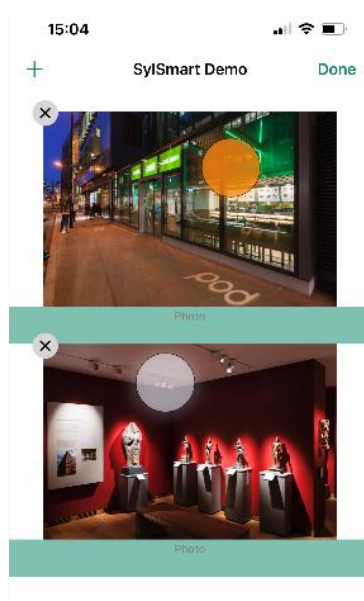
Arranging gallery pictures

You can change the order and size of pictures in the Gallery.

Select Edit at the top of the screen and then drag and drop pictures to arrange them.

If you want to resize pictures, move the thick bar between the pictures up and down. Note that this feature is only available for Apple iOS.

Confirm the changes by tapping on Done.



Scenes tab

Scenes allow you to create and recall lighting situations. A scene can control any variation of luminaires in the network. Luminaires can be used in multiple scenes.

Up to 255 scenes can be created.

Scenes never activate by themselves. They must always have something activate them

- Manually: For example, by pushing a SylSmart Standalone-enabled button/switch, or by physically selecting the scene icon in the app.
- Sensor: For example, configuring a sensor to activate a scene when movement is detected.
- Timer: For example, setting a timer to switch lights on at a certain time of day.

Timers, switches or sensors cannot be programmed to activate a scene without a scene being configured first.

A scene is active when its icon is highlighted.

Types of scenes

There are three types of “scenes” that can be created in the SylSmart Standalone app. Which to use will depend on what you are trying to achieve.

Note: Basic scenes must be created first before animations or time-based scenes can be used properly.

Basic Scene This is a single lighting scenario (usually containing several luminaires adjusted to different dim levels and/or colours) that you wish to be able to recall. Basic scenes can also be configured as Circadian scenes (so that tuneable white luminaires will automatically adjust according to a defined profile graph for as long as the scene is active), or a Daylight scene (which adjusts the luminaires in the scene according to the amount of light measured by a lux sensor).

Animation scene Consists of at least one basic scene. When the Animation scene is active, the basic scenes are automatically stepped through one after the other to create a sequence of lighting changes (for example a red, green, blue colour changing sequence, or one scene that is set to dim to diverse levels).

Time-based scene Consists of at least two “conditions” with different scenes or different dim levels for each scene. Depending on when the Time-based scene is activated, the relevant lighting scene condition for that time will be actioned.

Please see the following sections for more details about all the scene types.

Creating a basic scene

Select Edit and + then enter a name for the scene and select Add a scene. The *Scene edit view* will open where you can select and adjust the luminaires to be included in the scene.

Select luminaires individually, or use None, Invert or All to remove all luminaires from the scene, change any active luminaires to inactive & visa-versa, or add all network luminaires to the scene. Use + or - to add or remove all individually visible luminaires, but not luminaires within groups.

To add group luminaires to a scene, double tap on the group and select the luminaires. Add or remove all group luminaires by tapping + or -. Adjust selected group luminaires using basic gestures anywhere in the group area.

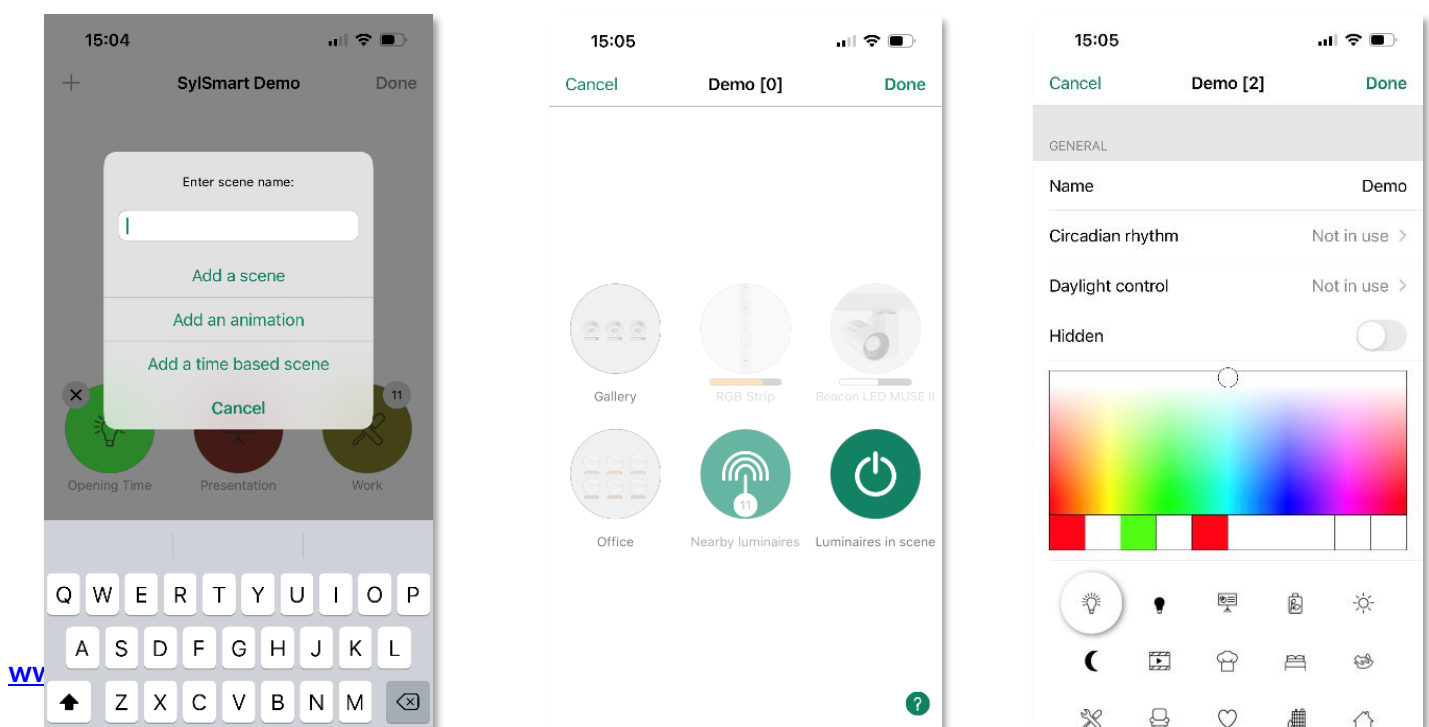
Luminaires can also be added to a scene from a gallery image. Select the *Gallery* tab, open the respective gallery image and select the desired luminaire(s).

You can adjust the luminaires separately using the basic gestures, or you can use the Luminaires in scene control icon to adjust all luminaires in the scene.

Push Continue (top of screen) or Settings (bottom of the screen) to navigate to the scenes additional properties where you can change the name, image, and colour for the scene. You can then rename the scene, use the colour palette to define a colour for the scene icon or choose a new icon for the scene. A scene can be hidden from the user view by selecting Hidden. To save the settings and return to the Scenes tab, select Done

Add more scenes by using the + at the top of the *Scenes* tab. Copy scenes by pushing and holding an existing scene. A copy is created in edit mode with an additional number added to the original scene name. You can rename this scene in the *Scene Settings*.

Tip: Remember to include luminaires which must remain off in a scene and adjust them to 0 % dimmed level.



Circadian scenes

A circadian rhythm allows automatic colour temperature management for basic scenes by using a response graph that displays the hours of the day and the colour temperature. When a circadian scene is active, it will set the colour temperature based on the response graph. It will adjust the colour temperature for as long as the scene is active. Note: If desired, a circadian profile can also be used in the same scene as daylight control.

A circadian profile can be added to a scene that you are editing. To add a circadian rhythm to a scene, select the *Settings* icon in the bottom right corner and then choose *Circadian rhythm*. Select *Add a new profile*, give it a name, and tap on *OK* or choose an existing profile. Graphs from other networks created on the same mobile device can also be imported. To import a graph from another network, simply select the *Import* option and you will then be presented with a list of circadian rhythms from the other networks on your device.

Select the desired profile name and tap on the response graph. You can then adjust the points on the response graph to your requirements. The slider on the time of day bar can also be moved to the left or right to help you select when your circadian rhythm should start and finish. When moving the slider, the time and colour temperature will be shown in the top left.

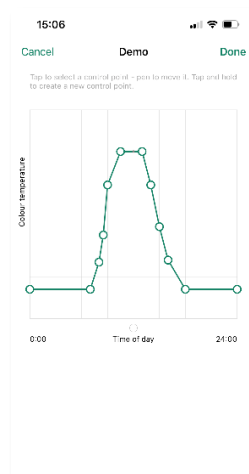
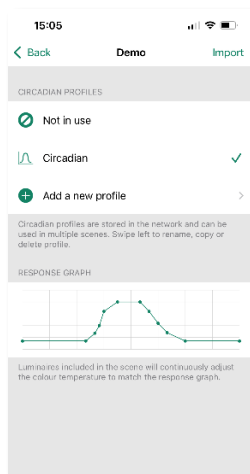
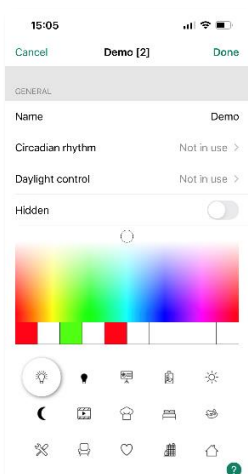
You can add or remove points on the graph. Push and hold on an area on the graph to create a new marker point. Select an existing point to highlight it and then the bin icon in the bottom left to delete the highlighted marker point.

Use the *Switch Form* option to change the response graph form from a smooth graph to a stepped graph.

Select *Done* when your circadian rhythm is complete.

Notes:

- Only tuneable white luminaires can follow a circadian profile.
- Multiple circadian rhythms can be created, but only one profile can be used per scene.
- If you need to have a different circadian graph defined for another scene, then you need to create a new graph. If you select and edit a graph that has been used in a previous scene, the change will also affect the original scene.
- Scenes containing a circadian graph will display a small graph in the scene icon image.



Daylight scenes

Daylight scenes utilise information provided by lux sensors to automatically adjust the scene lighting level based on the amount of light available. Daylight control can be configured when editing a basic scene by selecting *Daylight control* from the scene *Settings*. Available settings are described below:

Basic (ON/OFF) Luminaires in an active scene will fade ON or OFF (or fade to the Minimum dim level defined in the Basic ON/OFF settings) based on two configurable Lux threshold levels.

- If the measured lux is below the “Switch ON at” setting, the lights will be ON.
- If the measured lux is above the “Switch OFF at” setting, the lights will be OFF (or at the Minimum dim level setting, if this is not 0%).

Configure lux threshold values to be far enough from each other to avoid repeated or unwanted on/off operation.

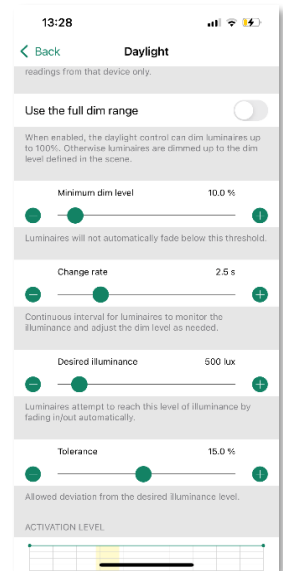
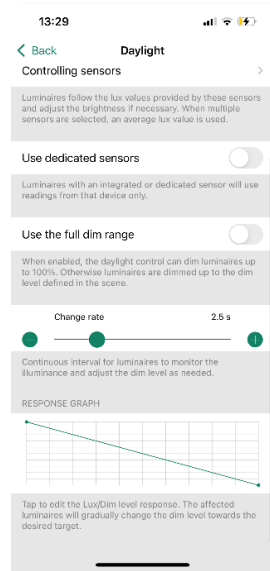
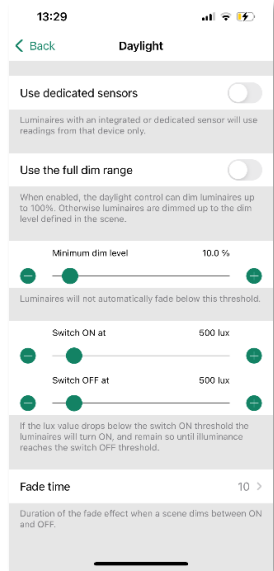
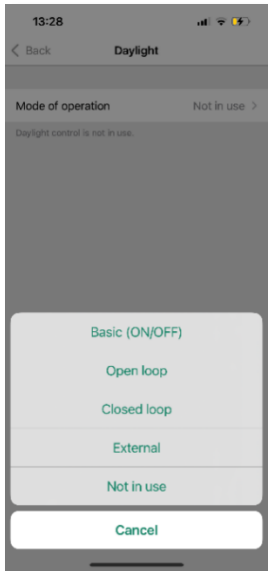
The Minimum dim level is relative to the scene dim level (i.e. if Minimum dim level is 10% and the scene is at 70% then the minimum dim level will be 7%).

Open loop Luminaires in an active scene will have their output level (0-100%) adjusted by comparing the sensor's lux reading against a response graph. Sensors should not be affected by any light from the luminaires in the network. Examples: Luminaires controlled by a sensor installed in a separate location to the luminaires (e.g., outdoors) or controlled by a sensor that is facing towards a window away from the luminaires.

Closed loop A target lux level is specified. The sensor actively adjusts the luminaires in the active scene to try to reach and maintain that lux level via a feedback loop (by observing the results of its own changes). Sensors are affected by light from the luminaires in the scene. Example: Luminaires controlled by a daylight sensor that is in the same area as the luminaires.

External This is like the *Open loop* option, but it is based on a 0-100% dimming signal being sent from the sensor rather than a lux level. This option is designed to be used to combine a SylSmart Standalone unit with a sensor which is not SylSmart Standalone-activated. Examples include a CBU-ASD connected to a non-SylSmart Standalone sensor, or when dimming is performed by an external DALI controller or DALI 2 sensor. SylSmart Standalone-ready sensors created by our partners already contain the SylSmart Standalone firmware, so there is no need to use the *External* option.

When the desired Mode of operation has been selected, you will then need to select the controlling sensors and set some other parameters. The parameters to be configured will vary depending on the selected Mode of operation. Explanations of each function are included below each option field in the app. For *Open loop* or *External* modes, you can configure the response graph in a similar way to a Circadian profile response graph.



Animation scenes

Animations consist of multiple existing basic scenes that are activated in a defined sequence. Animation scenes can be activated in the same way as basic scenes.

Select Edit and then the + in the top right corner. Name the scene and select Add an animation.

Note: At least one basic scene must already exist in order to create an animation.

Add the animation steps. Steps consist of scenes and wait times. You can add a maximum of about 80 steps (the exact amount will vary depending on what timing settings are used for each animation step). The scenes and wait times can be added in any order. The order can be rearranged by pushing the 3 lines on the right of each animation step and dragging it to a new location in the step list. When the animation scene is activated, the steps will follow the listed order (from top to bottom).

Each scene used in an animation can have a fade in time and a dim level set for it. The fade time is how long it will take for the scene to reach its dim level set in the animation. The dim level is the dimming percentage relative to the set dim level of the basic scene.

Examples:

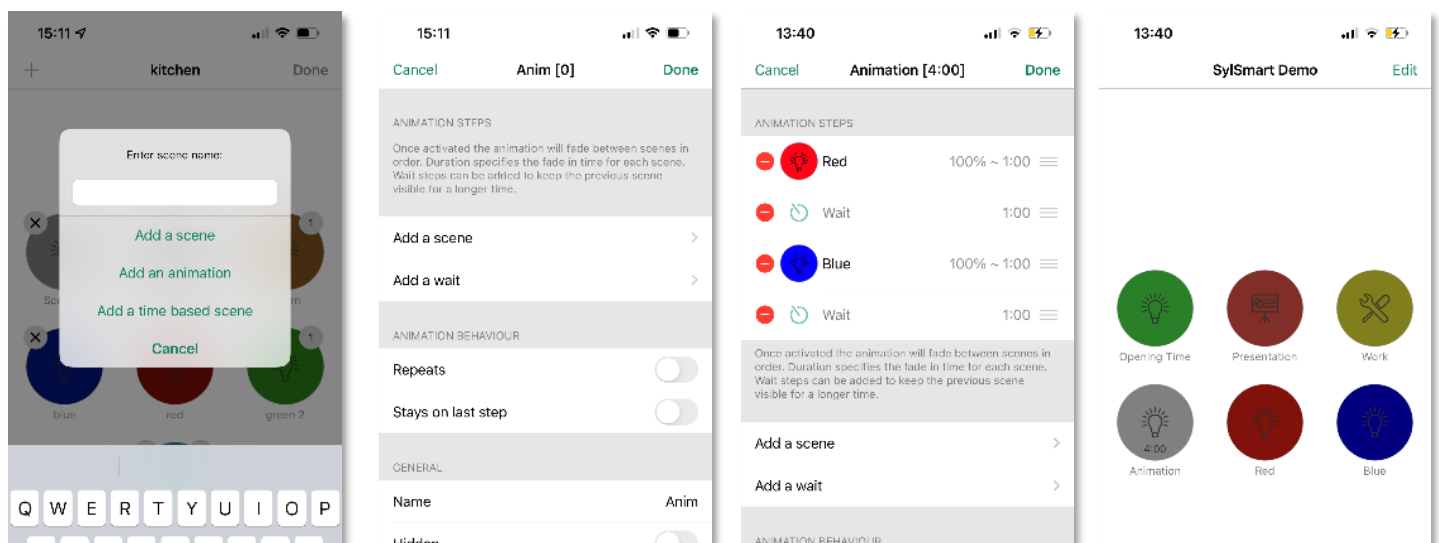
- The basic scene had all luminaires set to 100%. Its dim level in the animation scene is set to 50%. When the animation is active the basic scene only come on at 50%.
- The basic scene had all luminaires set to 50%. Its dim level in the animation scene is set to 50%. When the animation is active the basic scene only come on at 25%.

An animation can be set to fade off (default), stay on the last step or repeat after the last animation step.

The scene name, icon colour and icon can be set. The animation scene can also be hidden from the Scenes tab user view if needed. It will reappear when tapping on Edit.

When you have finished editing the animation, tap on Done to save

The animation scene icon will display the total duration of the animation. If the animation has been set to repeat, an infinity symbol will also be displayed.



Example animations

Example 1:

- Add Scene Red, fade time 10 sec
- Add wait 3 min
- Add Scene Blue, fade time 10 sec
- Add wait 5 min
- Add Scene All Off, fade time 10 sec

When activated, the animation scene above will fade into scene Red in 10 seconds. Red will be active for 3 minutes. Then the scene will fade to the scene Blue in 10 seconds. Blue will be active for 5 minutes and then fade out in 10 seconds.

Example 2:

- Add Scene SHOWROOM1, 100% fade time 1 sec
- Add wait 15 sec
- Add Scene SHOWROOM1, 0% fade time 1 sec
- Add Scene SHOWROOM2, 100% fade time 1 sec
- Add wait 15 sec
- Add Scene SHOWROOM2, 0% fade time 1 sec
- Add Scene SHOWROOM3, 100% fade time 1 sec
- Add wait 15 sec
- Add Scene SHOWROOM3, 0% fade time 1 sec
- Repeat ON

When activated, the animation scene above will fade into scene SHOWROOM1 in 1 second and be active for 15 seconds before fading off (to 0%) within 1 second. Then the scene SHOWROOM2 will fade on in 1 second and remain active for 15 seconds before fading off (to 0%) within 1 second. Then the scene SHOWROOM3 will fade on in 1 second and remain active for 15 seconds before fading off (to 0%) within 1 second. The whole animation will then repeat itself.

Time-based scenes

A time-based scene can be used to achieve a different dim level of a scene or activate different lighting scenarios depending on when the time-based scene is activated. A time-based scene has the advantage over a Timer that it can be triggered at random times, therefore only activating scenes when needed. Time-based scenes are primarily designed to be used in conjunction with presence sensors.

A minimum of two conditions are required for a time-based scene to function. A condition is a scenario to be reproduced only if the time-based scene is activated during the active period defined for that condition.

To create a time-based scene select Edit and then the + in the top right corner. Name the scene and select Add a time-based scene. Note: At least one basic scene must already exist in order to create a time-based scene.

Select On all days and set when the first conditions' active period should start. You can configure from days of the week, time or select based on sunrise or sunset (if you have enabled location). When set, tap on Done.

Set the Fade time for the scene you wish to activate. This will determine how long it takes for the scene to fade in whenever the time-based scene is activated during the active period of that condition.

Select Add a scene to choose the scene to activate. You can also tap on the scene and alter its dim level if desired. Remember that the dim level will be relative to the dim level of the original scene.

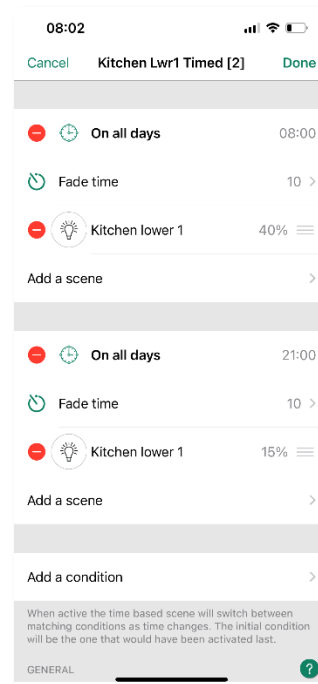
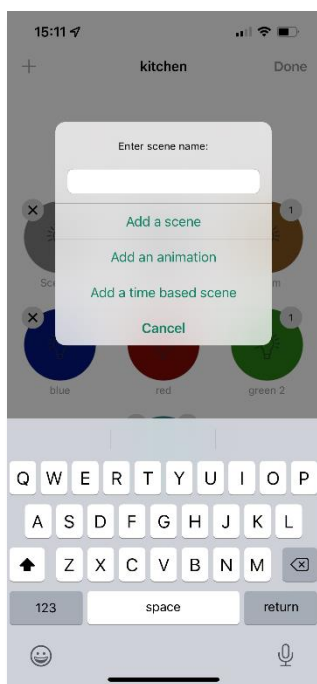
Carry out the same process for the second condition. If you wish to add more conditions, select Add a condition.

The scene name, icon colour and icon can be set, and the time-based scene can also be hidden from the Scenes tab user view if needed. It will reappear if Edit has been selected.

When you have finished editing the Time-based scene, select Done.

Notes:

- Multiple scenes can be part of a single condition. All scenes contained in one condition must have mutually exclusive luminaires (i.e., every scene that is part of a single time-based scene condition must have different luminaires from every other scene used in the same condition. If they don't then operation may not be as expected, because luminaires may receive multiple conflicting commands simultaneously).
- Non-repeating animations cannot be used within time-based scenes.
- If a time-based scene is active during the period of time when conditions change, the next condition will be set automatically.

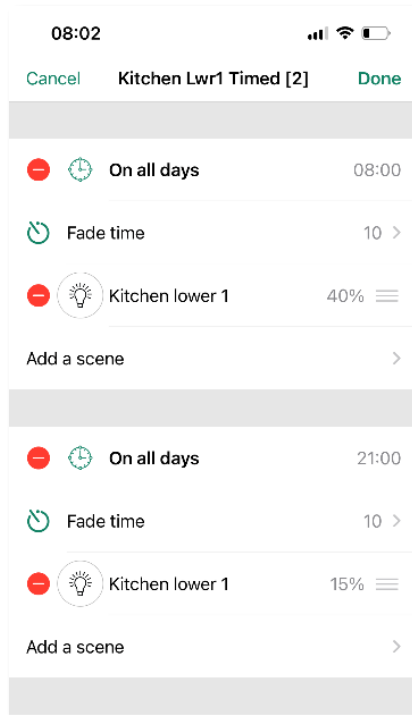


Example of a Time-based Scene

A time-based scene (“Kitchen lwr1 timed”) is created to set scene “Kitchen lower 1” dim level at 40% between 8.00 and 21.00. This is the first condition of the time- based scene.

Between 21.00 and 8.00, the dim level of the same “Kitchen lower 1” scene will be set to 15% (so as not to be too bright if the scene is activated during the night). This is the second condition of the time-based scene.

The scene is not active 24 hours per day. Instead, a presence sensor is set to trigger the time-based scene “Kitchen lwr1 timed” only when presence is detected. Depending on when the time-based scene is triggered, it then sets the dim level of scene Kitchen lower 1 appropriately.



More tab

Timers

The timer function is used to create one or more timers that can be configured to turn scenes on and off based on the time or date or sunrise/sunset times. For example, you can set meeting room luminaires to activate during office hours or set corridor lights to dim to a lower level during the night.

To set a timer, go to the *More* tab and select *Timers*.

Create a new timer by selecting Edit in the top right corner and then + in the top left corner.

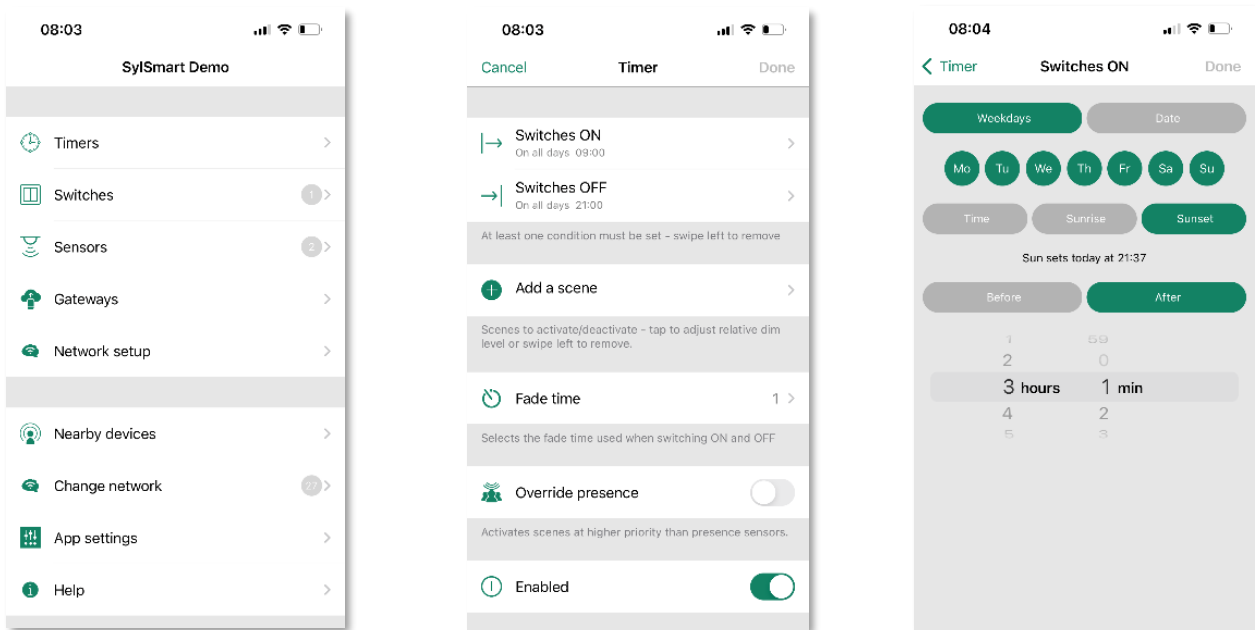
Select the Switches ON button and set when the scene should activate. You can set the timer to operate on weekdays or a specific date. The time can be set for a specific time of day or can use local

sunrise and sunset times to turn the scene on. To use sunrise/sunset the network location needs to be enabled. See the Network setup settings section for detailed instructions. Tap on Done to confirm the changes.

Select the Switches OFF option and set the time when the scene should turn off. The options available are the same as those available for the Switches ON time. You can also select After and set the length of time the scene should remain on for. Tap on Done to confirm the changes.

Select the scene or scenes that you want to control with this timer in the Add a scene option. Note that if multiple scenes are to be activated from the same timer, then they must contain mutually exclusive luminaires (i.e., all scenes that are part of the same timer must have different luminaires. Otherwise, the operation may not be as expected, because the luminaires will receive multiple conflicting commands simultaneously).

Set the Fade time for the scene. This is the time it will take for the luminaires in the scene to reach their defined light level when the timer is activated. Fading will start when the timer is activated. This means that if you set the scene to come on at 14:05 and you set a fader for 30 seconds then the scene is at full brightness at 14:05:30. The scene also fades to off with the same time, so if the scene goes off at 15:00 the light will be fully off at 15:00:30.



If an application also uses presence detectors and requires that a timer operates regardless of any movement being detected (i.e., at a higher priority in the SylSmart Standalone Control Hierarchy), *Override presence* should be enabled for the timer. Note that a timer using *Override presence* must always have its own Switches ON and Switches OFF times set, because it will operate on a higher level within the SylSmart Standalone Control Hierarchy. See the Appendix for an explanation of the Control Hierarchy.

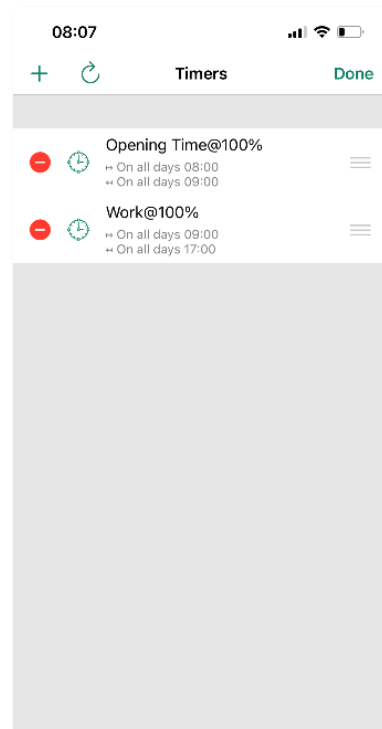
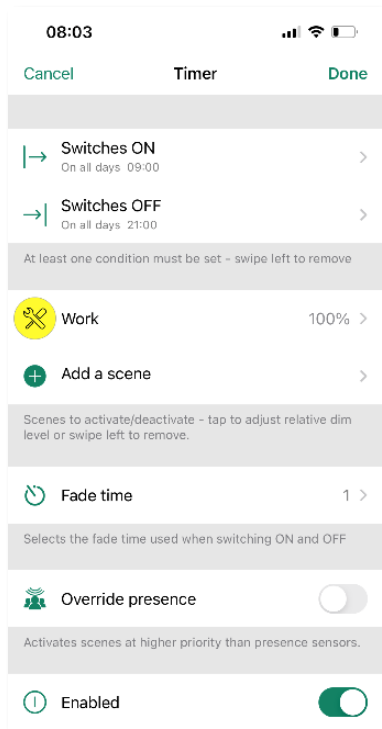
It is also possible to Enable/Disable a timer by using the Enabled button. Confirm your settings by tapping on Done. After saving a timer it is possible to copy that timer. Open the timer again, scroll to the bottom of the settings and select Save as copy.

Timers only send commands to the network at the specific set times. If you configure a timer to activate at a time that is earlier than the current time, it will not activate until it reaches the Switches ON time the next time (e.g., the next day). If you wish a timer to refresh to a state that would currently be active, select Edit and then select the Refresh button (spiral arrow) in the top left of the *Timers* screen, next to the +.

Notes:

- Timers do not always require a configured Switch ON or Switch OFF time. For example, multiple timers could be configured to trigger the same scene to different dim levels throughout a 24-hour period. Therefore, only start times would be necessary for each timer because one timer automatically overrides the previous timer. To disable an ON or OFF time, swipe left (iOS) or push and hold (Android) on the Switches ON or Switches OFF option. A Delete option will then appear. Select this to disable the ON or OFF option for that timer. The text *Not set* will then be shown under the Switches ON or Switches OFF option. Note: If using the *Override presence* option, the timer must have both Switches ON and Switches OFF times set.
- SylSmart Standalone units will keep track of time, if at least one unit in the network remains powered. In a situation where all units have lost power, the network time needs to be re-synchronised to the units again. In this situation, please open the SylSmart Standalone app and connect to the network to set the time again. For a Not shared network this must be done on the same mobile device that was originally used to configure the network.

Timers can occupy different priority levels in the SylSmart Standalone Control Hierarchy depending on what timer features have been used (e.g., a Weekday timer has a lower priority than a Date timer). Please see the Control Hierarchy section in the Appendix for more details.



Control Hierarchy section

Switches

Within the *Switches* section, SylSmart Standalone-enabled switches can be configured. All SylSmart Standalone-enabled switches, push buttons or rotary controls that are paired to the network will be shown in the *Switches* view (even if they are integral to a luminaire).

To use switches that only switch the mains power on and off with SylSmart Standalone, see the Smart Switching section in the Appendix.

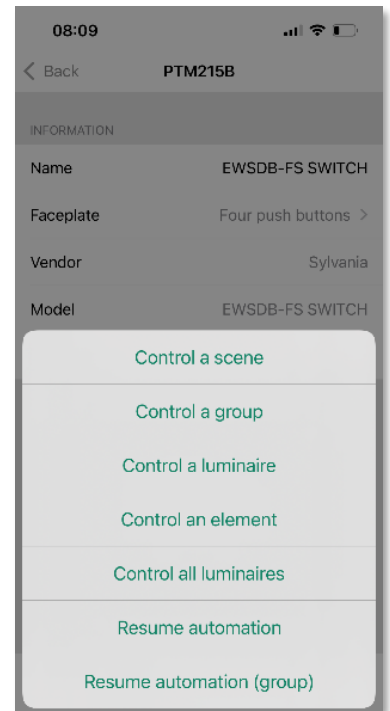
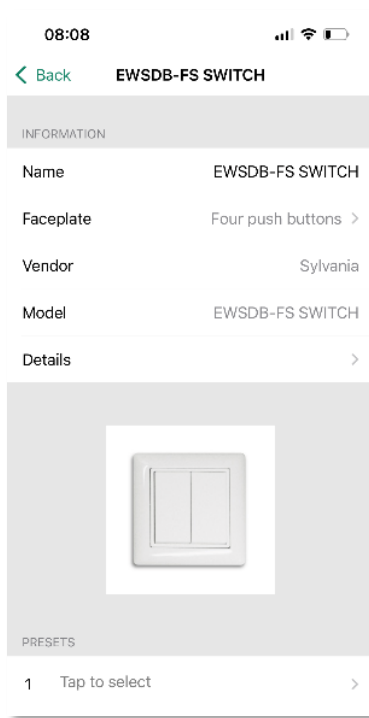
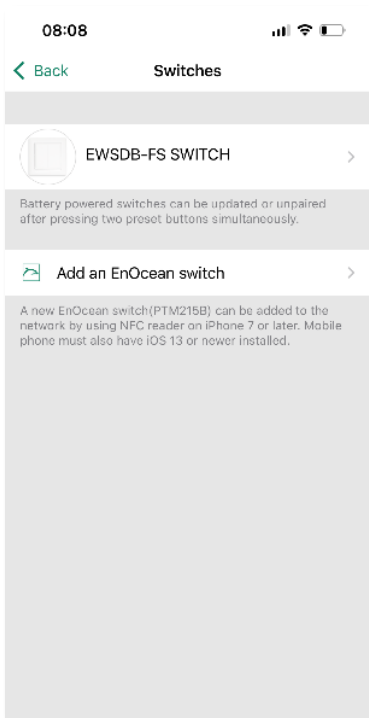
To configure a switch, tap on the desired switch that you wish to configure.

You will be presented with various options depending on the type of SylSmart Standalone-enabled switch (e.g., the amount of push buttons available to configure, or configuration options for a rotary control).

Select the push button or rotary control to configure. Initially, *Not in use* will be displayed. Select this to open a list of available options. The available options shown will depend on the profile that the SylSmart Standalone-enabled switch was previously configured with. Some SylSmart Standalone-enabled switches have more options available than others. Possible options may be:

- Controls a luminaire
- Controls an element
- Controls a group
- Control scene
- Controls all luminaires
- Adjust the temperature of a luminaire
- Adjust the temperature of a group
- Adjust the temperature of all luminaires
- Cycle scenes
- Active/Standby
- Presence
- Presence/Absence
- Absence
- Resume automation (group)
- Resume automation

Select the desired option and review the list of further options then presented that may also need to be configured (e.g., you may need to select the luminaire, group or scene to be controlled). Various other options may be available depending on the profile configuration of devices available in your network.



Note: Elements are single dim channels. If the profile of a unit is for example 4ch/dim,dim,dim,dim, each of the channels can be controlled from four Xpress buttons separately. This could be useful in RGBW applications where SylSmart Standalone app may not really be convenient to use.

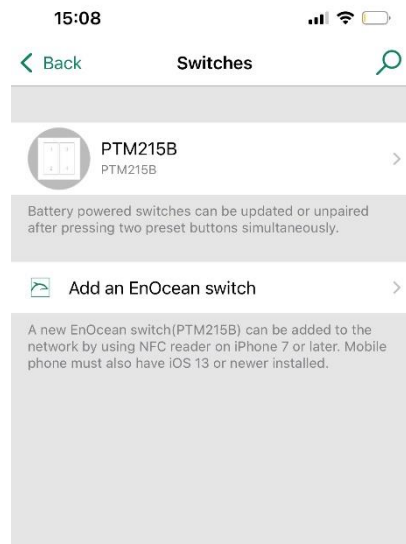
When all settings have been configured, tap on Done and then on Done again.

The Use toggle option can be enabled or disabled. If enabled, one push of a switch will activate the set function (e.g., select a scene). A second push will deactivate it. Disabling the Use toggle function means that pushing a switch will only activate the selected function.

To rename a switch, scroll to the bottom of the screen and tap on Name.

When finished, tap on Back to return to the main *Switches* view.

Tip: If you are within Bluetooth range of the switch you wish to configure, easily identify it by selecting *Switches* from the *More* tab. You will then see a magnifying glass in the top right of the screen. Tap on the magnifying glass and you will be prompted to Push a button within 10 seconds. Push the switch you desire to configure and the configuration options for that switch will automatically open. You can then configure and rename that specific switch as desired. If you are not within Bluetooth range of any switches, the magnifying glass icon will not appear.



Sensors

Paired sensors will appear on the *Sensors* page in the *More* tab. Presence sensors, Daylight sensors, and combined Presence/Daylight sensors will be shown.

Presence sensors

To configure a presence sensor, the *Use Control Hierarchy* option must first be enabled (see section on Network setup/Control options). There are different configuration options for each sensor:

- Presence
- Presence/Absence
- Absence
- Resume automation (group)
- Resume automation

Presence can activate up to two mutually exclusive scenes when the sensor is triggered.

Presence/Absence activates up to two mutually exclusive scenes when the sensor is triggered, and then activates up to two mutually exclusive scenes when absence has been detected (i.e., when there is no movement and the linger time has expired – see below). Note: presence and absence scene(s) must contain the same luminaire(s). An absence scene cannot control different luminaires than those configured in the presence scene(s). You also need to set a timeout for the Absence scene. This timeout will define how long the Absence scene will remain active.

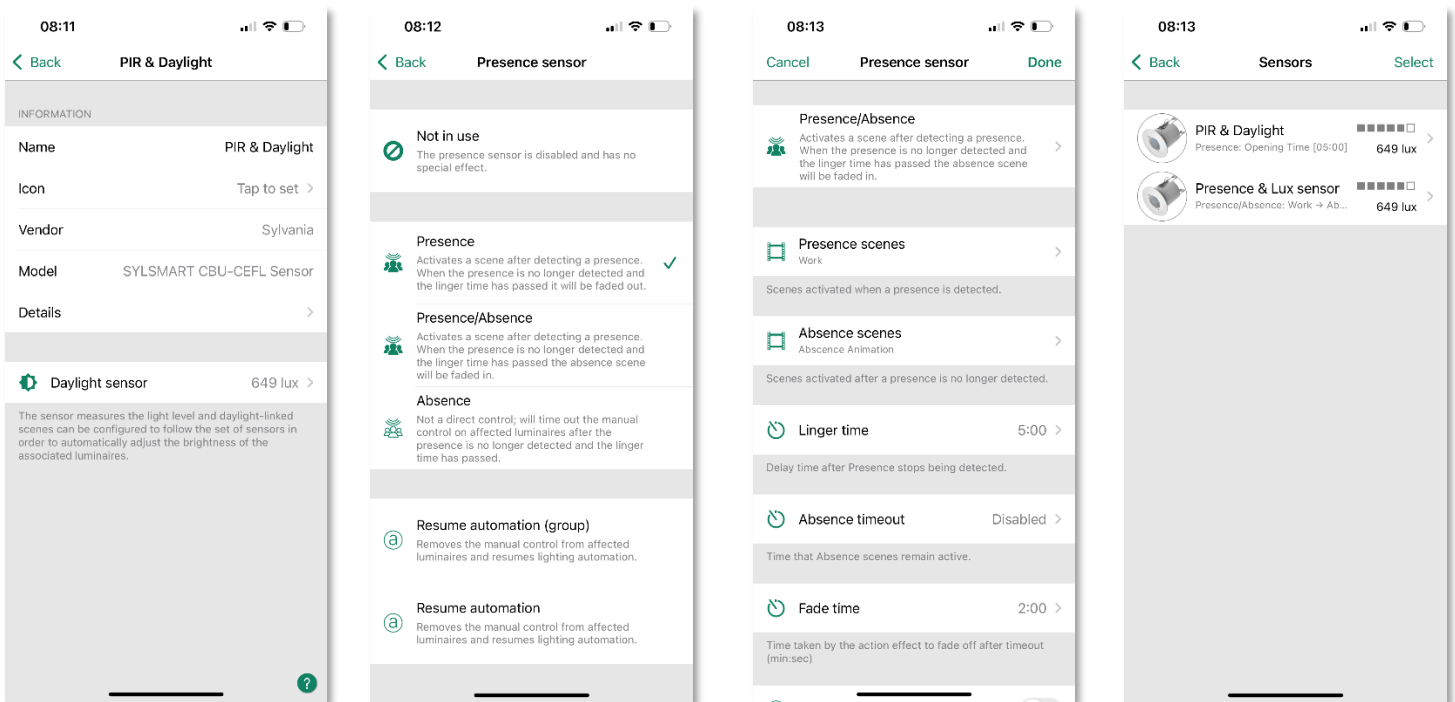
Absence removes manual control from selected scene(s) when presence is no longer detected and the linger time has expired (see below). E.g., the scene(s) are activated manually (e.g., by a switch) but automatically deactivated.

Linger time is the delay between presence no longer being detected and the controlled scene(s) expiring. It is possible to select a timeout parameter for the linger time to make it time out the same way as a Presence scene.

Fade time is the time it takes the scene(s) to dim to off (0%) or to fade into the Absence scene once presence is no longer detected and the linger time has expired.

Removes manual control allows any previous manual control of a scene to be removed once presence is no longer detected and the linger time has expired.

The two **Resume automation** options can be used to remove manual control from a specific group of luminaires or from all luminaires in your network.



A paired presence sensor will display a 'walking person' icon in the top right of the main sensor icon image when presence is detected.

Note: 230VAC-switching PIR sensors can also be used with the CBU-ASD or CBU-TED to act as a SylSmart Standalone-enabled sensor. The profile of the CBU device may first need to be changed to enable this (See Changing a device profile in the Appendix).

Up to 20 sensors (for Evolution networks) or 10 sensors (for Classic networks) can be configured to control the same luminaire.

Daylight sensors

You can configure the sensitivity and tolerance of a daylight sensor in the Sensors list in the *More* tab. Tap on the *Daylight sensor* option to open the settings.

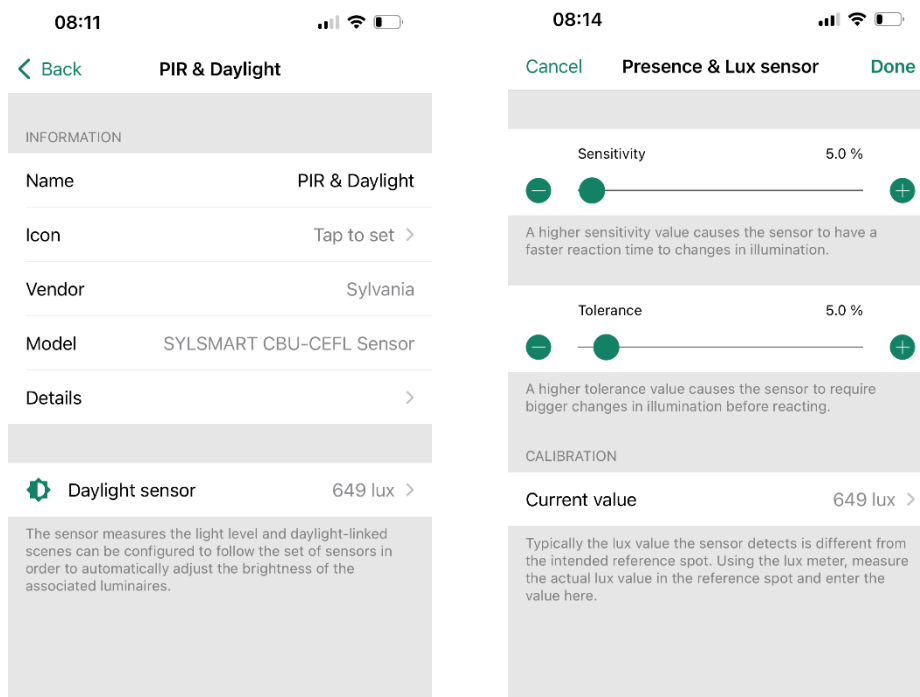
The Sensitivity, which you can set, determines the sensor's response time when changes in the detected lighting occur.

The **Tolerance** determines how large the change in illumination must be before the sensor reacts.

Typically, the sensitivity and tolerance settings are low for testing purposes, but in normal everyday use the settings are usually higher to ensure that rapid changes in the measured illumination do not result in rapid changes in the artificial lighting (e.g., when you don't want the lighting to react, when a cloud temporarily blocks the sun).

The daylight sensor can also be calibrated. This **CALIBRATION** may be needed, because the lux value received by the sensor is often not the same as the actual lux received on the surface below it. (A downward-facing ceiling-mounted sensor receives reflected light whereas the surface under the sensor typically receives direct light). To enter a calibration value, tap on the *Current value* and then enter the actual lux value measured on the surface in question (e.g., a sensor positioned above a desk may be measuring 400 lux, but the actual lux value measured by a lux sensor placed on the desk surface may be 500 lux. When configuring a Closed loop daylight scene (to maintain a constant light level), you can then set your target lux value to the lux value you want to achieve on the desk surface.

You can choose *Closed loop* and other configuration options and settings for daylight sensors, when



creating a daylight scene (see Daylight Scenes section).

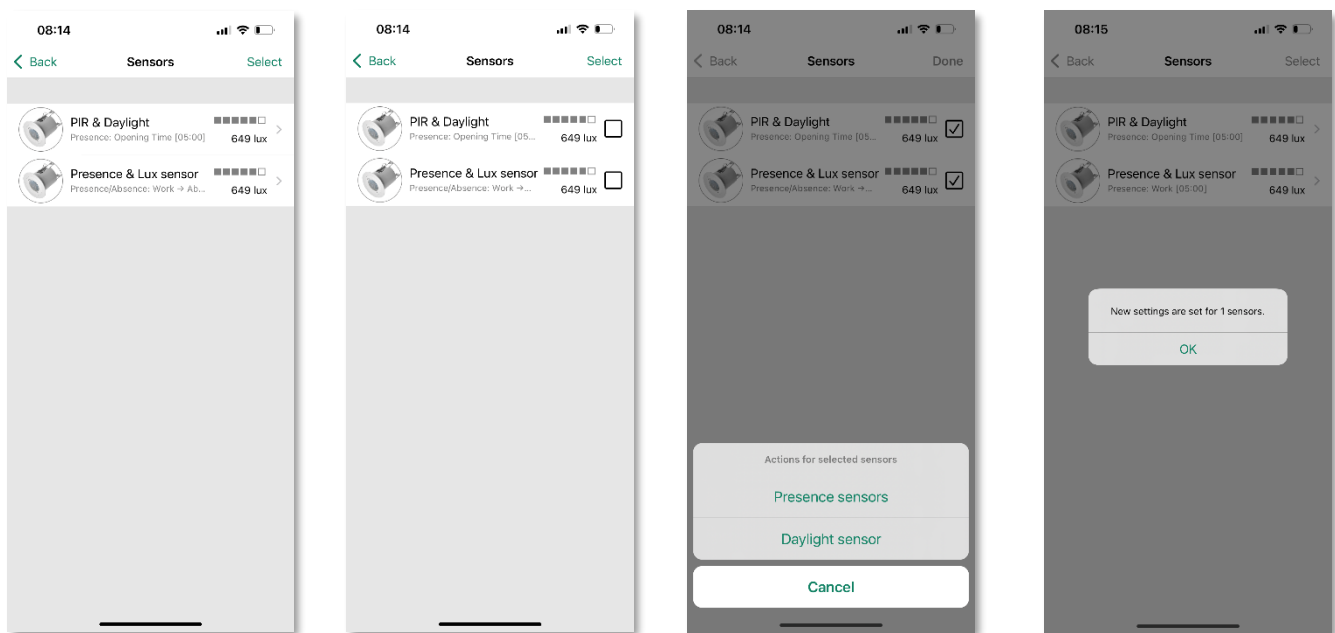
Note: If multiple lux sensors control the same luminaire, the average value of all lux readings will be used.

Configuring settings for multiple sensors simultaneously

To configure the settings for multiple sensors (maximum 20) simultaneously, tap on **Select** in the *Sensors* view and choose all required sensor (tick box). Tap on **Done**, when all required sensors are selected. Then select whether to configure presence sensor settings or daylight sensor settings.

- For presence sensors you can set the sensor operational Mode and the scenes to activate.
- For daylight sensors you can adjust the *Sensitivity* and *Tolerance* settings (simultaneous calibration of multiple sensors is not possible).

Depending on your selection, you will be taken to the corresponding configuration view. Set the parameters as desired. Tap on **Done** when finished and you will see a confirmation message of how many sensors have been configured. Tap on **OK** to continue.



Note:

- Always, Restart the network (More, Network setup, Configure all luminaires, Restart Network) if you make changes to scene configuration after it has already been assigned to a sensor. This ensures that the sensor receives the new scene configuration.

Network setup

All luminaires in the same network can be easily controlled in the *Luminaires* tab. Other devices appear in the relevant section of the *More* tab. One device can only be part of one network at a time. When a device is part of a network it is in a 'paired' state and cannot be added to any other network unless it is first unpaired

Network settings

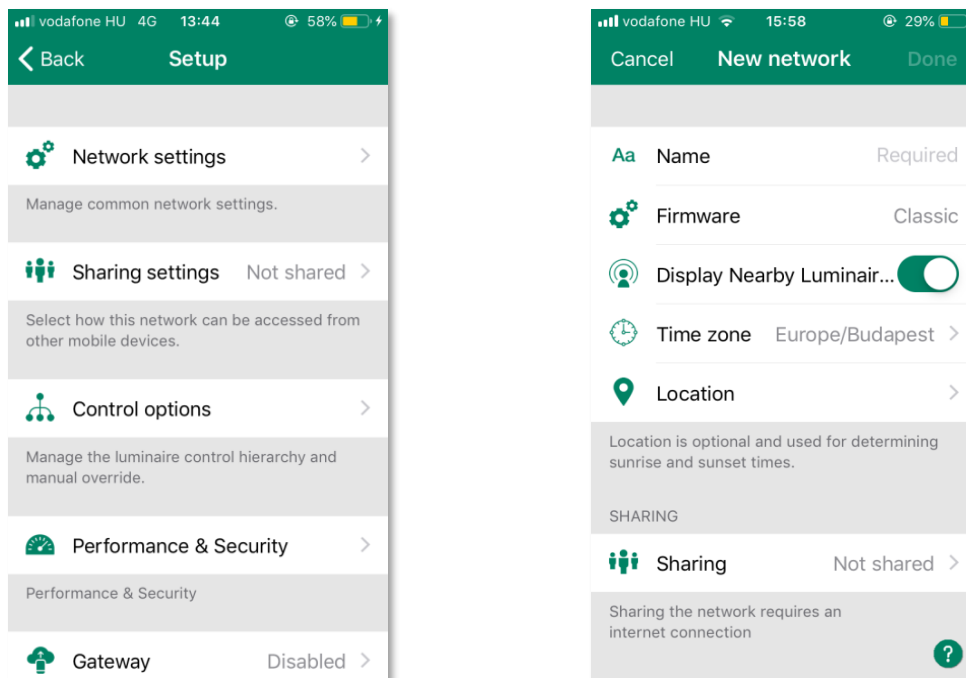
To change the network settings, select the *More* page > *Network Setup* > *Network Settings*. There you can change the network name, set the time zone and the network's location. The location needs to be set if you wish to create timers using local sunrise or sunset as a trigger.

You can also select if you would like the Nearby luminaires control icon to be visible in the app's *Luminaires* tab. Disabling the *Display Nearby Luminaires* option will hide the Nearby luminaires control icon for all users in the network.

The network mode and network frequencies can only be configured when creating a network for the first time and cannot be changed after a network has been taken into use. The default mode is *Balanced* and should be suitable for most networks. If your network contains a very large number of luminaires (100+) and they are placed physically near to each other, then the *Better Performance* option can be used, regardless of the network type (Classic or Evolution). See the *Change network* section for instructions on creating a new network.

Network frequencies are always chosen in pairs. Communication is always made on both frequencies for redundancy in the event of interference in the mesh network caused by an external source.

Once your network set-up is complete, tap on *Done* to finish.



Sharing settings

To control luminaires also with other devices, the sharing settings need to be set. To be able to share a network, the mobile device must have a good Bluetooth connection to the network and a reliable Internet connection.

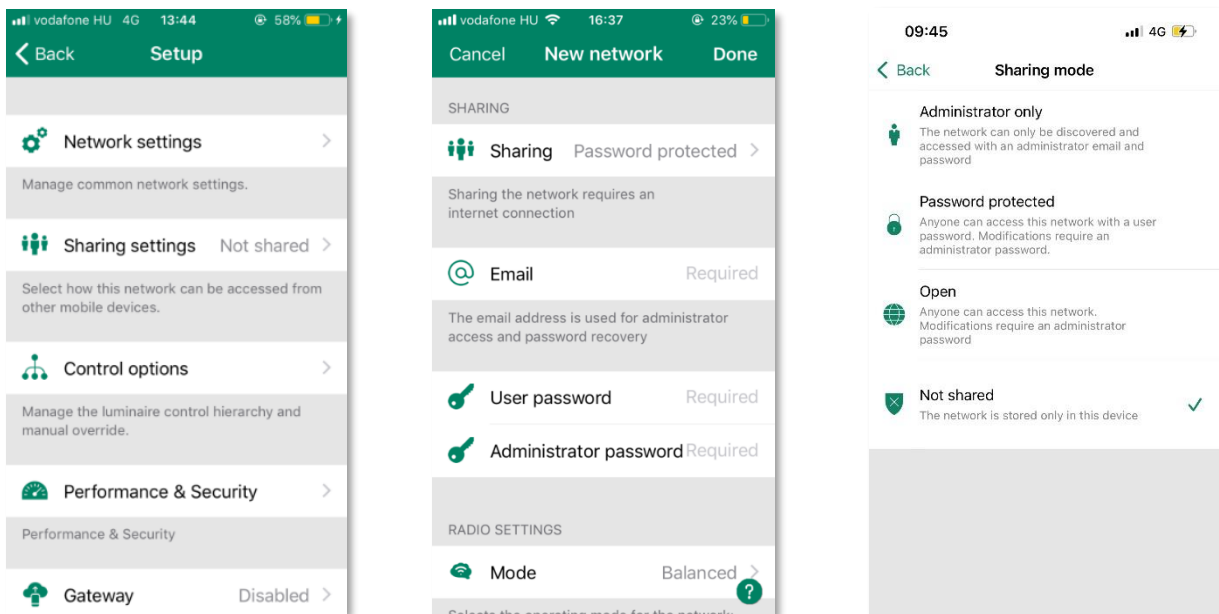
To share a network, tap on *Sharing settings* and then *Sharing*. There are four different options available:

Administrator only The network is not automatically discoverable to any devices, but it is possible to log in from the networks screen if you know the admin email and password. Anyone who logs in with the admin email and password is also able to modify the network programming. The Networks screen can be accessed from More > Change network or from the app’s start page by selecting My Networks.

Password protected The network is discoverable by other devices, but users (visitors) need to know and enter a password to access and control luminaires. They cannot make network programming changes. If network programming modification is needed (e.g., to add more luminaires, or create scenes), then the network needs to be logged in to using the admin email and password. This network type therefore has two access levels: visitor and administrator.

Open The network is discoverable by other devices and there is no password required for visitor access. Anyone with the SylSmart Standalone app can access this type of network and control the lights. They cannot make any programming changes. If a change to the network programming is required (e.g., to add more luminaires or create scenes), it is necessary to log in with the administrator email and password. This network type therefore has two access levels: visitor and administrator.

Not shared Access to the network is only possible using the device with which it was originally created, and the network data is not uploaded to the cloud service. Note: It is not recommended to



use this option. If selected, the network configuration is only stored on the device used to create it, and only that specific device can control the luminaires. If you reset, delete, or reinstall the SylSmart Standalone app, or damage or lose the mobile device, you will no longer be able to access the network. If you wish to ensure possibilities for future access to the network or wish to use multiple mobile devices to control the network, SylSmart Standalone recommends that you share the network.

Note: Lost passwords can only be recovered with a valid administrator email address.

When setting the network sharing mode, the administrator email and password need to be set for the network. A password protected network also requires a visitor password to allow other devices to access the network.

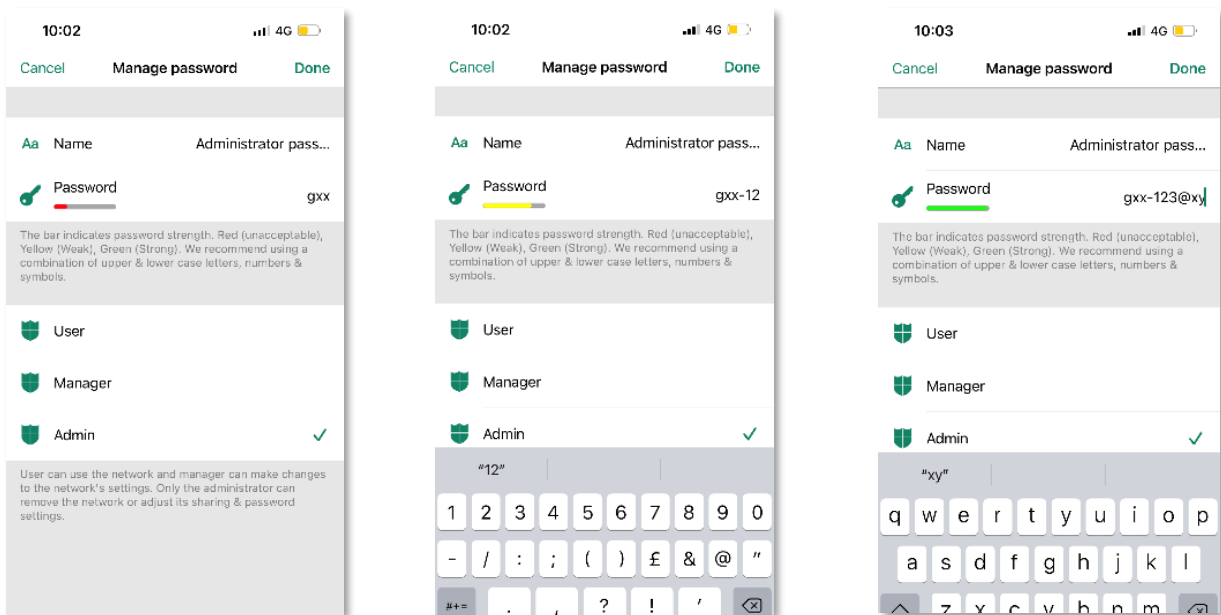
Evolution Networks provide the additional security option of defining three levels of access for each sharing setting type: User, Manager, and Admin (Administrator).

Admin Has full control of all network aspects.

Manager Can configure the network (i.e., change programming), but not create new user accounts.

User Can only use the network but cannot make any programming changes.

When creating the password for new account, a password strength check will be performed, guiding the user to create a strong enough password.



To save the new settings select Done. If the sharing setting is something other than *Not Shared* all the changes are uploaded to SylSmart Standalone cloud service and the network can be accessed from other devices.

See the Change network section of this guide for more information about removing and deleting networks.

Changing or deleting email addresses associated with a network can be done in multiple ways.

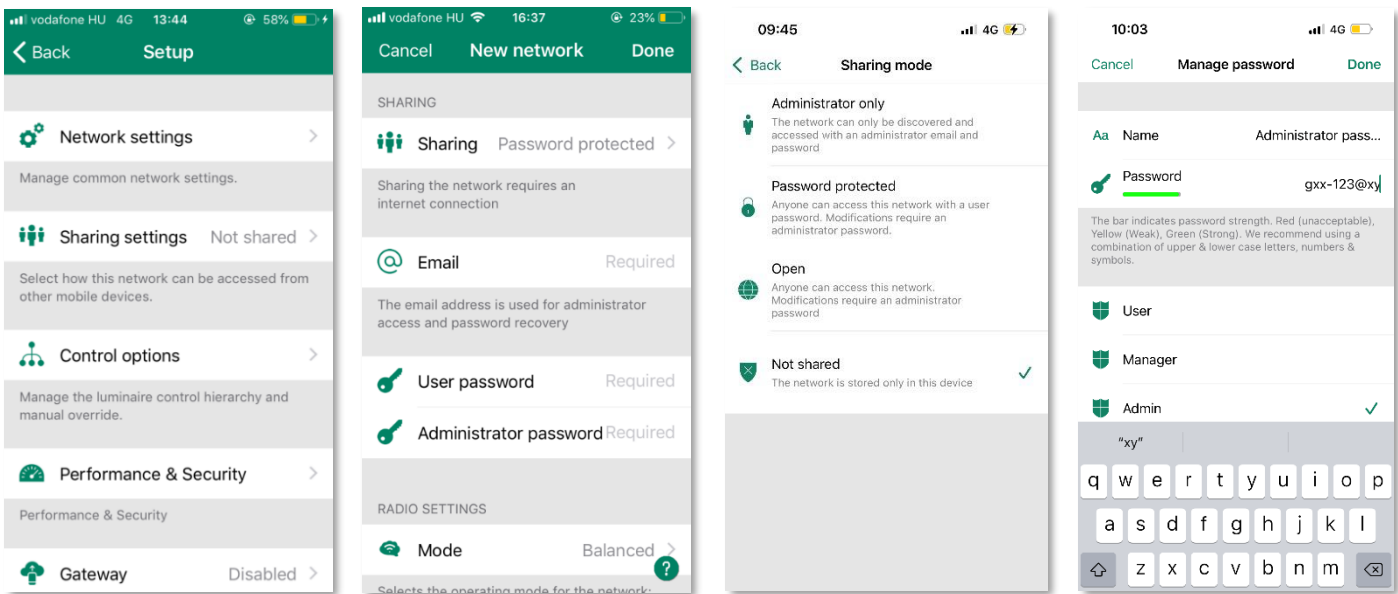
Email addresses can be associated with Admin, Manager or User sharing settings. Someone with Admin rights has the possibility to change or delete other email addressed that may be associated with other access rights.

In the Sharing settings section any visible email address can be selected and changed to a new email address. This may be desired if the commissioning engineer has used their own email address when creating a network and then wishes to hand-over the network to the true owner. The Admin email

can be updated to the owners email address and the owner can also be asked to enter their own unique password.

A person with Admin rights can delete Manager or User emails that may have been associated with the network.

If an email needs to be changed or deleted and you do not have access to do this, then please contact support.sylsmart@sylvania-lighting.com. To prevent undesired changes, Sylvania may first require you to prove that you are the network “owner” (Administrator) or have the network owner’s permission to make the change.



Control options

The Control options page allows you to define the basic and automation controls (Control Hierarchy) of a SylSmart Standalone network.

Fade time options allow you to alter the Fade time:

For powering up a SylSmart Standalone luminaire (i.e., when switching the mains supply on)

For toggling ON or OFF (i.e., using the SylSmart Standalone app, Xpress switch or SylSmart Standalone Enabled switch)

For switch dimming (i.e., when dimming using the Xpress + or – buttons or a SylSmart Standalone enabled switch)

You can also select one of the following options:

Remember last state Activating this option will allow luminaires to return to their previous state when toggled on from the app or a SylSmart Standalone-enabled switch. Note that this is not the same as a luminaire’s STARTUP STATE FOR POWER ON, which is the startup condition when a luminaire is powered on.

Activate timers on startup When a luminaire is powered on and has received the network time, any timers associated with it will then activate.

Use control hierarchy For a detailed explanation of the Control hierarchy, its priorities and its use with sensors and timers, please select the *More information* option, which can be found directly below the *User control hierarchy* option. The same information can be found in the Appendix of this guide.

When the Control hierarchy is activated, several options become available and a @ button appears in the lower left of the *Luminaires* tab screen to allow the end-user to manually resume network automation if needed.

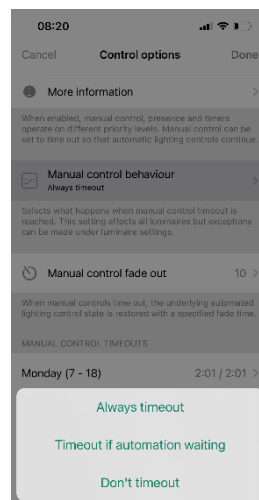
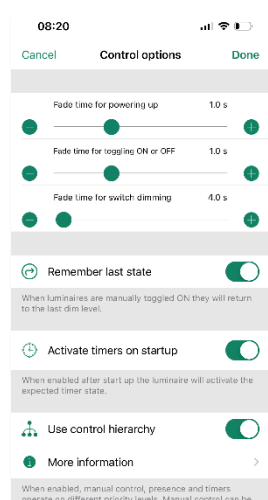
The Control hierarchy options are:

Manual control behaviour This option allows you to select how luminaires should react to manual control and if/when network automation should resume.

- Always timeout will always cause manual control of a luminaire to expire (based on the timeout period).
- Timeout if automation waiting will cause manual control of a luminaire to expire only if it is being controlled by the control hierarchy. For example, a presence sensor or a timer.
- Don’t timeout will prevent any network automation from affecting any manually controlled luminaires.

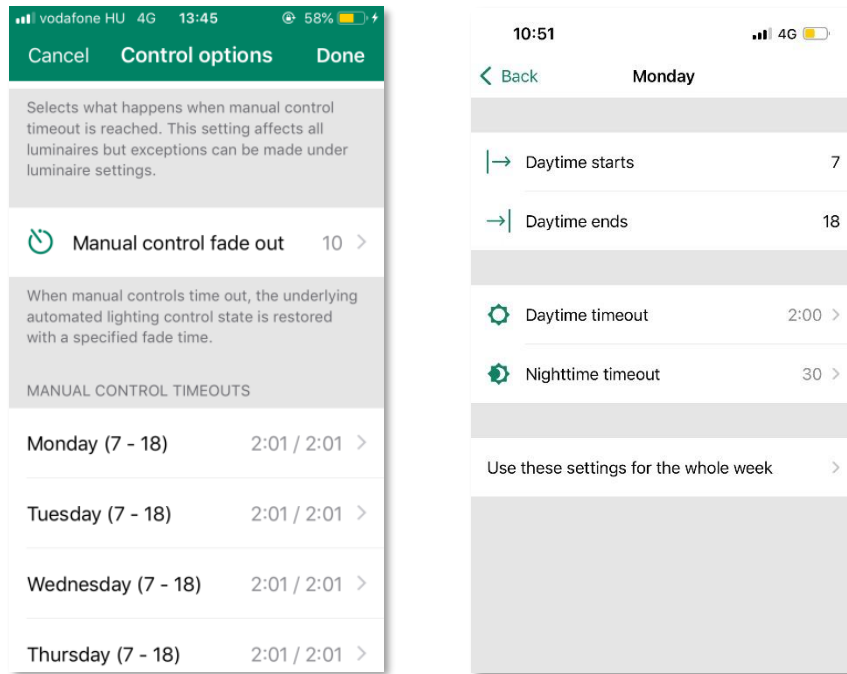
Manual control fade out This option sets the time within which a luminaire fades out once manual control has expired.

Manual control timeout The timeout value is the length of time a luminaire can remain under manually control before network automation resumes.



A separate timeout value can be set for each individual weekday, its evening and night. The default values are 2 hours in the day and 30 minutes in the evening, but these can be changed to suit your installation.

The *Use these settings for the whole week* option allows you to set the same day and night values for the entire week, instead of having to manually edit the values for each weekday.



Performance & Security

This option is only visible in the app for an Evolution network.

- **Allow unpair** Allows devices to be unpaired from a network using the *Unpair device* option within a device’s own settings.
- **Allow flick unpair** Allows devices to be unpaired by using the power cycling process (usually by flicking a wall switch off and on) to unpair a device. This process is used when you need to unpair a device belonging to a network to which you do not have access.
- **Allow Utility unpair** This option is reserved for SylSmart Standalone partners only.

Note: Do not disable all unpair options. If all unpair options are disabled and for some reason you cannot access the network a device is paired to, you will be unable to unpair the device in any way and it will become unusable.

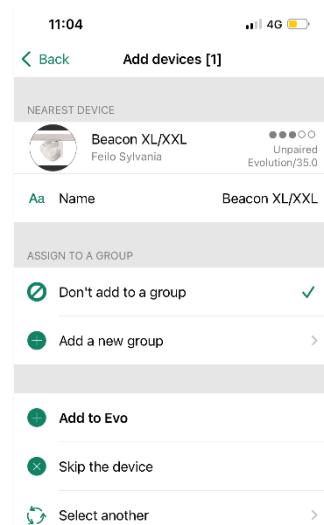
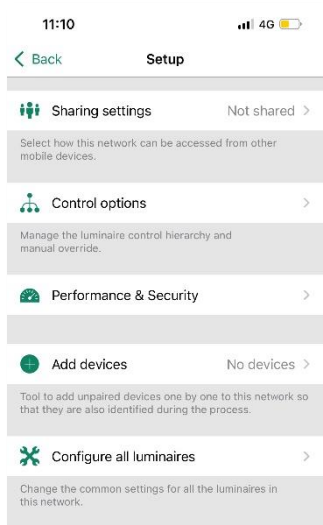
- **Radio Transmission Power** Allows the radio transmission power to be boosted to the maximum capable for the device. Generally, there should be no need to change this from the default setting.
- **Allow firmware updates** Allows or prevents firmware updates, even if a new firmware version is available. Disabling this will also prevent pop-ups being shown when a new firmware update is available. If disabled, the responsibility of checking for firmware updates lies with the system admin/user.
- **Devices always visible** Hides or displays devices within the *Nearby Devices* list. When the option is disabled, it is possible to choose an initial amount of time for which the devices will remain visible when power is applied. The minimum amount of time is one minute. After this time the devices will disappear

from the list. This visibility delay time is to enable the possibility to still unpair devices from the Nearby Devices list if needed.

Add devices

The Add devices option can be used as a commissioning tool to add devices to a network and identify them at the same time. When adding each device, you can:

- Select a network
- Select a group to which it will belong
- Create a new group and add the device to it
- Change the device profile
- Rename the device
- Skip the device (and not add it to your network)



Configure all luminaires

It is possible to simultaneously configure certain settings for all luminaires in a network. This feature is useful if you want to configure settings for all or most luminaires in the network.

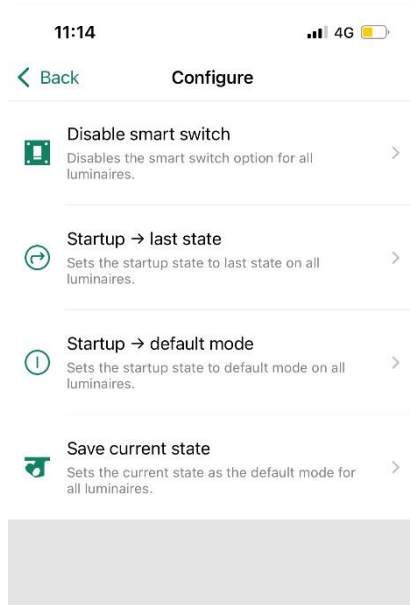
Select the *Configure all luminaires* option under *Network Setup*.

There are five settings that can be configured for all luminaires:

- **Disable smart switch** Disables the *Smart Switch* option for all luminaires.
- **Startup -> last state** Sets the startup state to last state on all luminaires.
- **Startup -> default mode** Sets the startup state to default mode on all luminaires.
- **Save current state** Sets the current state as the default mode for all luminaires.
- **Restart network** Can be used to restart the control hierarchy and mesh network. This can be useful if you wish to restart devices in order to test the most recent program setting (i.e., test if a recently programmed sensor triggers correctly) or if you delete a timer that was already running before deleting.

If you subsequently want to change any individual luminaire back to its original setting, then this can be done by accessing the properties of each individual luminaire in the *Luminaires* tab and changing the parameter.

Note: The commands are sent to the luminaires immediately when the option is selected. Be particularly careful not to select *Disable smart switch* unless you are sure you want the command applied to most luminaires, as there is not an option to reenable smart switching for all luminaires simultaneously (it must be done individually by opening and changing each luminaires' properties in the *Luminaires* tab).



Network history

Network history allows two recovery options: BACKUPS and SNAPSHOTS. Both options are stored copies of the network program. The difference between the two is that *Snapshots* are saved automatically, whereas *Backups* are created and stored manually.

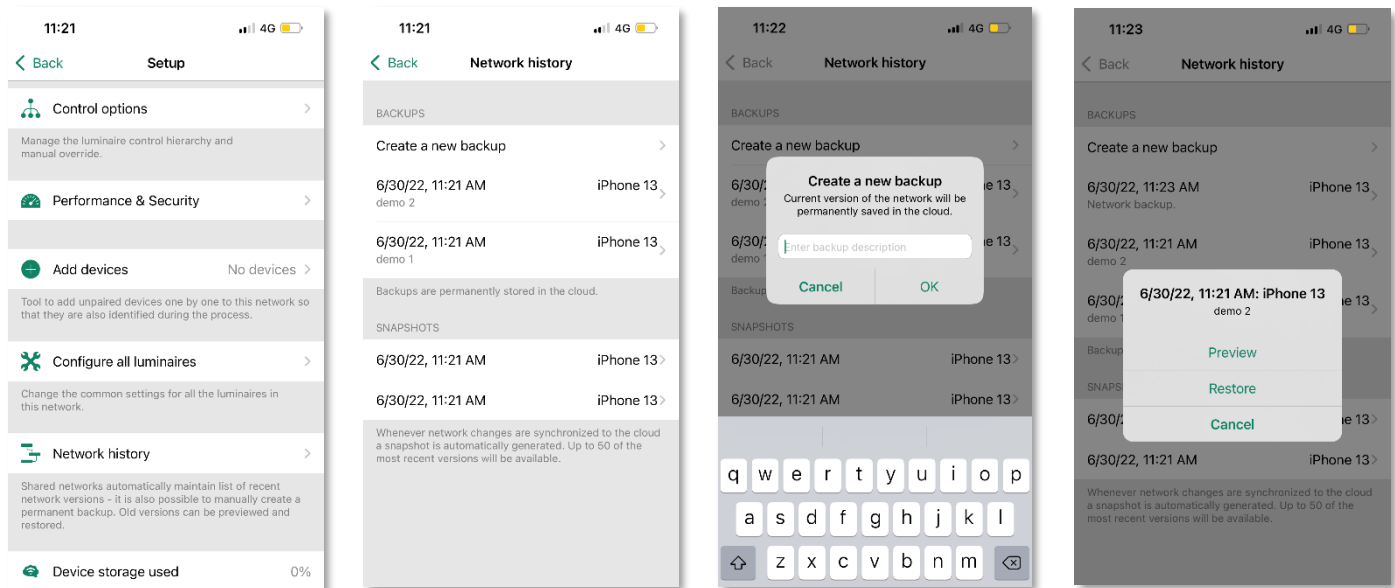
A total of fifty snapshots will be stored automatically. If more than 50 are saved, the oldest will be removed to make room for the new ones. A new network snapshot is created whenever the network configuration is changed. Snapshots only have a date and time stamp and cannot be renamed. They are intended to allow you to quickly return to a previous network configuration if you make a mistake while programming (a bit like the "undo" function available on PCs).

You need an internet connection to create a permanent backup. Select *Create a new backup* and then enter a description (name) for the backup. The backup is automatically date and time stamped. The device on which the backup/snapshot was created is also displayed. Backups are stored on the cloud server and cannot be removed.

To recover a backup or a snapshot, first select the backup or snapshot from the list of available backups/snapshots. Then a menu will appear with the options Preview, Restore and Cancel.

Selecting Preview gives you a visual example of what the configuration will look like in the app when you decide to restore that particular backup or snapshot. Select Leave in the top right of the screen to leave the preview image. You can then decide to Restore the backup/snapshot or Cancel.

Upgrade to Evolution firmware



Upgrading an existing network from Classic to Evolution is quite a time-consuming process, has many steps, and may require various manual steps in addition to the steps carried out by the SylSmart Standalone app (for example, battery powered devices must be updated individually).

It is advised only to update an existing fully functioning Classic network to Evolution if:

1. You already have 127 devices in your Classic network, and you wish to add more.
2. You really have to use a feature or function only offered with Evolution.

See the Change network section for more information on the benefits of using an Evolution network.

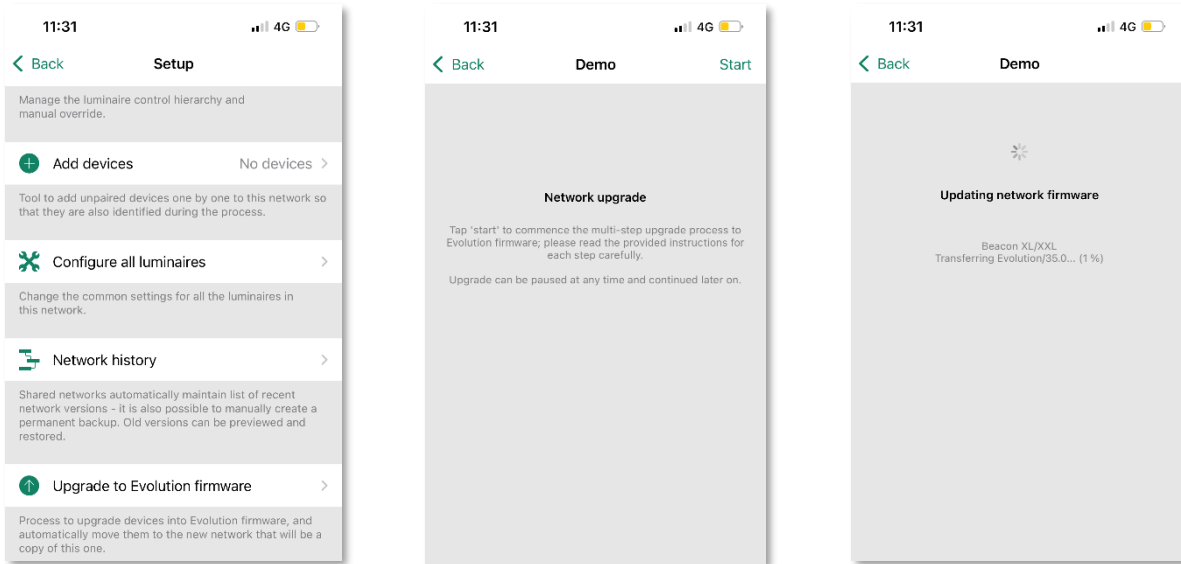
Before updating to an Evolution network, please ensure that:

1. All devices in your Classic network are Evolution-compatible. You can check this by viewing them in your *Nearby Devices* list. The devices in your network must all display a small 'Classic' text close to the firmware version and network name. If you cannot see the Classic text, then your device is not compatible with Evolution networks.
2. You check and note the Classic networks' *Radio Mode* setting (*Balanced/Better Performance*).
3. You have a Bluetooth connection to the network.

To start the upgrade process, select the *Upgrade to Evolution firmware* option.

A new Network upgrade window will open, where you will have the option to Start or to go Back. Select the Start option to continue, and your network's devices will be checked for Evolution compatibility. Following this compatibility check, you will be presented with a list of the names of any non-compatible devices. You would then need to physically replace them with new Evolution-compatible devices if you wish to proceed with the firmware upgrade.

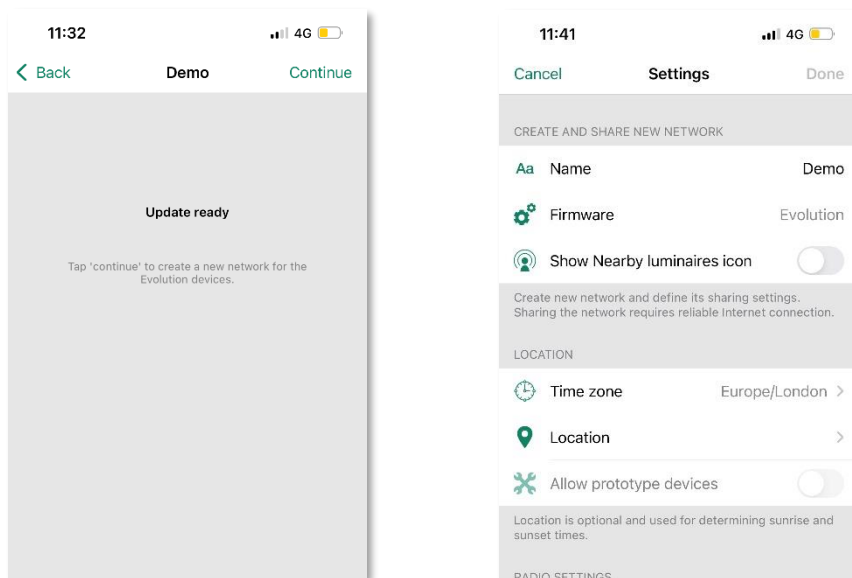
If all the devices are compatible, the firmware of each device will then be updated. This process may take some time if you have many devices in your network and you may see a *Waiting for devices 1/x* message.



At this point it is still possible to select Cancel the upgrade or Back (in the top left corner). You can also see the update progress (1 - 100%) of the SylSmart Standalone devices in the *Luminaires* tab. Navigate back to *Upgrade to Evolution firmware* to continue with the upgrade.

Once all devices have been upgraded, an *Update ready* message is displayed. At this point you still have the option to Cancel the upgrade.

If you wish to continue, select Continue (in the top right corner) to check and configure the new network's details and select Done once complete. Note that the same Radio Mode settings (Balanced/Better Performance) previously used for the Classic network must also be used for your new Evolution network.



Select **Continue** again to continue with the network upgrade. The SylSmart Standalone app will display a warning that you cannot return to Classic after this step. An Evolution network cannot be reverted to a Classic network. If you need to revert it, there is no other option than to unpair each

device individually, change each device's firmware back to Classic individually, and create and program a new Classic network from scratch.

At this prompt you must select **OK** to continue.

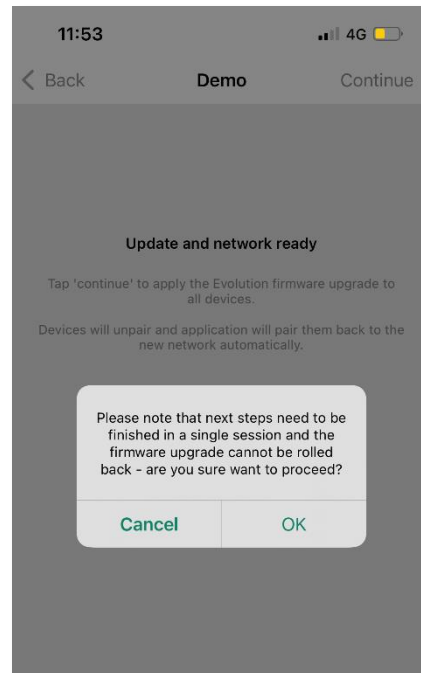
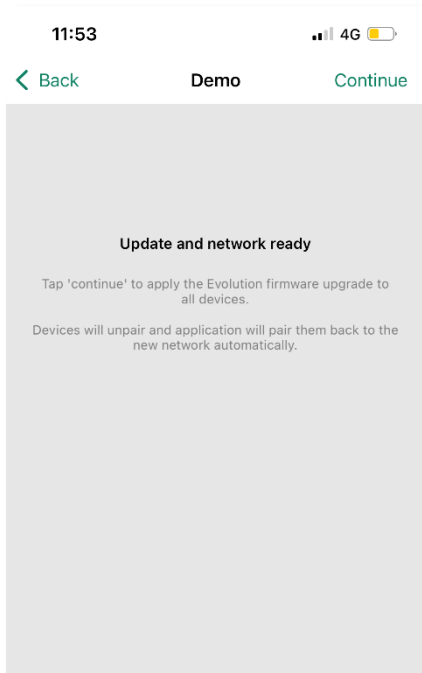
The upgrade process will now unpair all devices from the Classic network and pair the devices to the new Evolution network.

If your network contains many devices, it is advised to physically move around in the installation area to help the SylSmart Standalone app to find all the devices in the network.

When the upgrade process is complete, *Upgrade complete* is displayed. Now you can close the upgrade process by selecting Done.

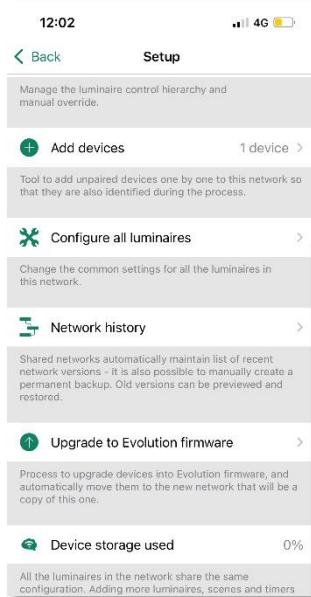
If you had any battery powered devices in the Classic network, then these will be shown as offline in the new Evolution network. In order to use these devices, you have to manually upgrade them and add them to the new network by using the *Replace device* option.

The entry for the old Classic network will still appear in the *Change network* screen. It will also still show that there are devices in the network. After verifying that the new Evolution network is working correctly, you can delete the old Classic network.



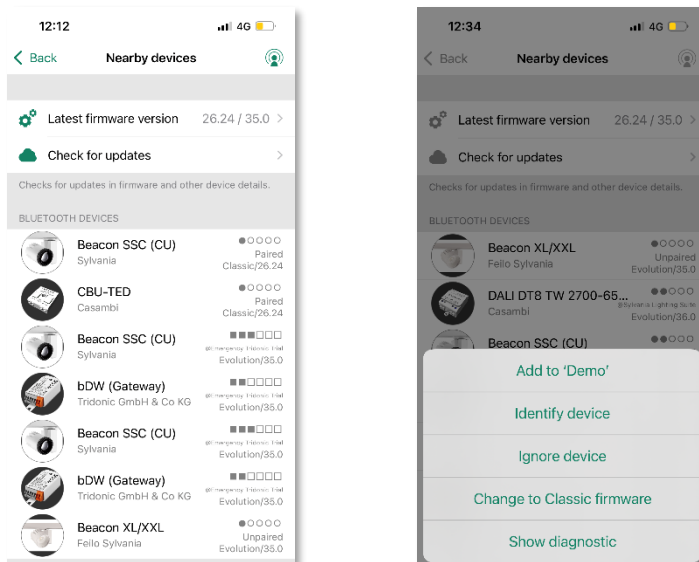
Device storage used

This is not an option but instead displays the amount of memory storage space (in %) used on each SylSmart Standalone device to store the network configuration. There is only one number displayed since the entire network configuration is stored identically on every SylSmart Standalone device in the network.



Nearby devices

The Nearby devices page displays a list of all SylSmart Standalone-enabled devices that are nearby.



In the list you can see the device's icon image, name, vendor, network type, firmware version, signal strength and pairing state or network name. The network name always starts with the @ symbol. If you have access to the network the device is paired to, the network name will be displayed. Otherwise, *Paired* or *Unpaired* will be displayed.

The list is initially sorted so that unpaired devices appear first at the top of the list (if they are within range of the mobile device). The remaining devices are then displayed in order of the network names.

The list can be sorted in two ways, alphabetically by network name, or by signal strength. The icon in the top right corner of the screen will change to show the options that can be selected. Pushing **Aa** (if displayed) will organise the list alphabetically by network name. Alternatively, selecting the antenna icon (if displayed in the top right corner) will then display all devices based on their signal strength: the strongest at the top, the weakest at the bottom, regardless of whether the devices are paired or not. Note

that the signal strength does not necessarily indicate the proximity of devices since a devices' signal strength can be affected by the material surrounding it, or by the materials/obstructions close to the device. For example, a luminaire with a metal casing may have a weaker signal strength compared to an identical design made of plastic.

Devices suitable for the use in long range networks can be identified via their signal strength icon. Long range compatible devices are indicated by 6 square icons rather than 5 round ones

When you select a device from the list, you can see the options that are available for it, such as: **Add to a network, Unpair, Identify device, Change profile, Update firmware or Update to Classic/Evolution firmware** etc. Different options may be available for different types of devices or depending on if they are part of a network to which you have, or do not have, access. The displayed list will only show the options available for you.






In the Nearby devices screen you can also check if there are any updates available for your SylSmart Standalone enabled devices. Any available updates will be displayed on top of the view. If you have internet access the SylSmart Standalone app will connect to the cloud service and check for updates. If there is an update available, you will see an arrow above the icon of the devices that can be updated. Depending on your app settings, this update arrow may appear automatically when an update is available.

The latest firmware version can also be seen at the top of the screen. Tapping on Latest firmware version, you can see a list of release notes for each software version. Tapping a particular version will display the details of that version.

Change network

You can see the networks stored on your mobile device on the Change network page. The Change network page can be accessed by selecting **More > Change Network**, or from the start page by selecting **My Networks**. Choose a network by selecting the network name.

All networks that have nearby devices that are powered-on, i.e., online networks, are displayed in the list with a black icon next to the network name. All offline or out of range networks display a greyed-out icon.

-  Accessible shared online network. Login may be required depending on the network sharing settings.
-  Inaccessible shared online network.
-  Offline accessible shared network.
-  Offline inaccessible shared network.
-  Accessible network with a gateway enabled. Login to gain remote access.

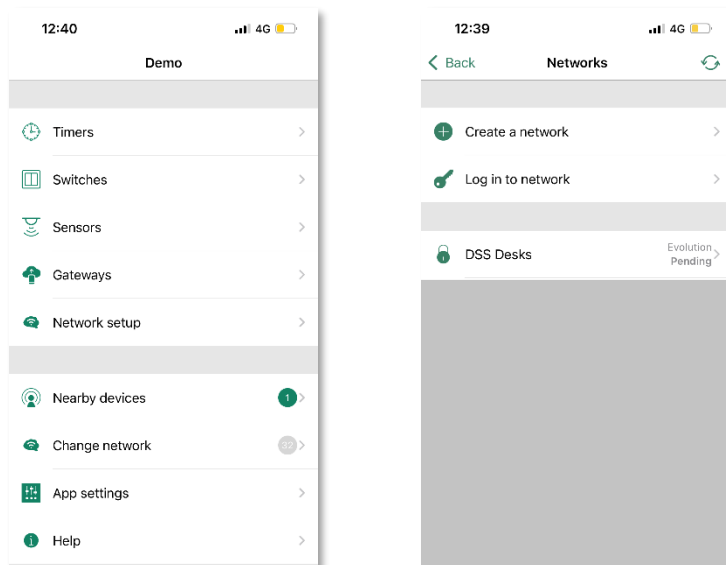
From this screen it is also possible to Create a network and Log in to an existing network if you know the login credentials for it. The options "Create a network" and "Log in to network" are shown at the top of the screen. You can also access a Demo network for demonstration purposes if needed.

If the network you wish to access is not shown on the list, select **Log in to network** and enter the administrator email and password. You can access a network with the administrator email and password, even if you are not in the range of the luminaires in that network. If you are not in range of the network, you will only be able to control the devices in the network, if it has an active gateway.

There are three options to remove a network from your network list:

1. You can '**forget** a network from the list. This option will not delete the network from the cloud server. To forget a network, swipe to the left (in iOS) or tap and hold (in Android) on top of the network name and the Forget Network option will appear.
2. **Reset application** Go to *More > App settings* and scroll to the bottom of the options list to find the **Reset application** option. Note: **Reset application** will reset all app settings and data and remove the list of any networks that you have visited from the device. Use this option with caution.
3. You can delete the network completely. This option deletes the network from both your SylSmart Standalone app and the cloud server, which will then stop any devices from being able to use the network. To delete a network from the list, swipe to the left (in iOS) or tap and hold (in Android) on top of the network name and the Delete option will appear. Do not select this option if you or someone else needs to access the network later!

Tip: To use a network as a user after previously accessing a network as an administrator, use the forget the option and then log back into the network using user access.



Create a network

To create a new network, select *Create new network*. You are then prompted to create either a Classic or Evolution network. Descriptions of the Evolution and Classic networks can be found in the appendix of this user guide.

After selecting the network type, the *New Network* page is displayed. In the *New network* view, you can assign a network name, time zone, and location, and select sharing settings, network mode and network frequencies.

The Time Zone is based on the time zone of the mobile device that you are using to create the network. If you wish to set an alternative time zone then you must change the setting of your mobile device to the correct time zone.

Location must be set for sunset and sunrise times to work correctly

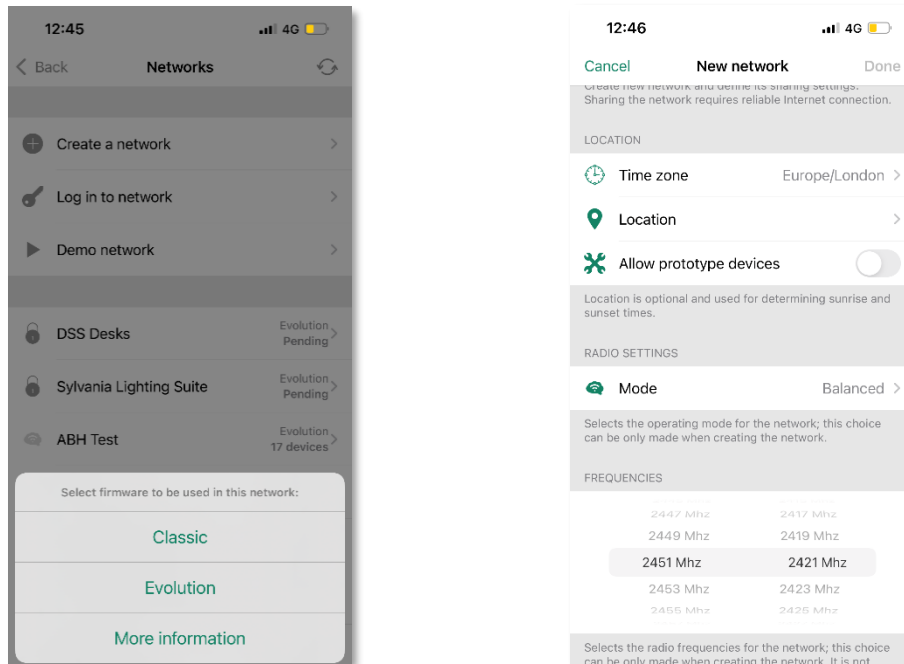
You can share your network if needed. **Sharing** a network can also be done at a later stage (see the Sharing settings section of this guide). If you would like other devices to be able to access your network, select *Sharing* and then one of the following options: *Administrator only*, *Password protected* or *Open*. Add a valid Administrator email and a password for administrator access and password recovery.

Administrator only The network is hidden from the network list unless the end-user has access.

Password protected Allows users and the administrator access.

Open Allows anyone with the SylSmart Standalone app to control the network, but they cannot make configuration changes

Note that Evolution networks offer three levels of user access: **User**, **Manager** and **Administrator**. Managers can configure the network, but they cannot create new user accounts. Only an administrator account can create new accounts.



The network Radio settings have four Mode options. These determine the communication speed and potential communication range for devices in the network.

- **Better performance (2 Mbit/s)**: Optimised for larger indoor networks with increased data traffic. Reduced communication range compared to Balanced network mode. This is the default Mode for a Classic or Evolution network.
- **Balanced (1 Mbit/s)**: Optimised for small to mid-size indoor networks (recommended 125 nodes max.) with moderate data traffic.
- **Long Range (0.5 Mbit/s) BETA**: Optimised for small to mid-size outdoor networks (recommended 60 nodes max.) with low data traffic. Increased communication range compared to Balanced network mode. Compatible devices only. This mode is suitable ONLY for SylSmart Standalone devices using our latest CBM-003 that has Bluetooth 5.0 Long Range capabilities
- **Long Range Max (0.125 Mbit/s) BETA**: Optimised for small to mid-size outdoor networks (recommended 75 nodes max.) with no data requirements. Best communication range. Compatible devices only. This mode is suitable ONLY for SylSmart Standalone devices using our latest CBM-003 that has Bluetooth 5.0 Long Range capabilities

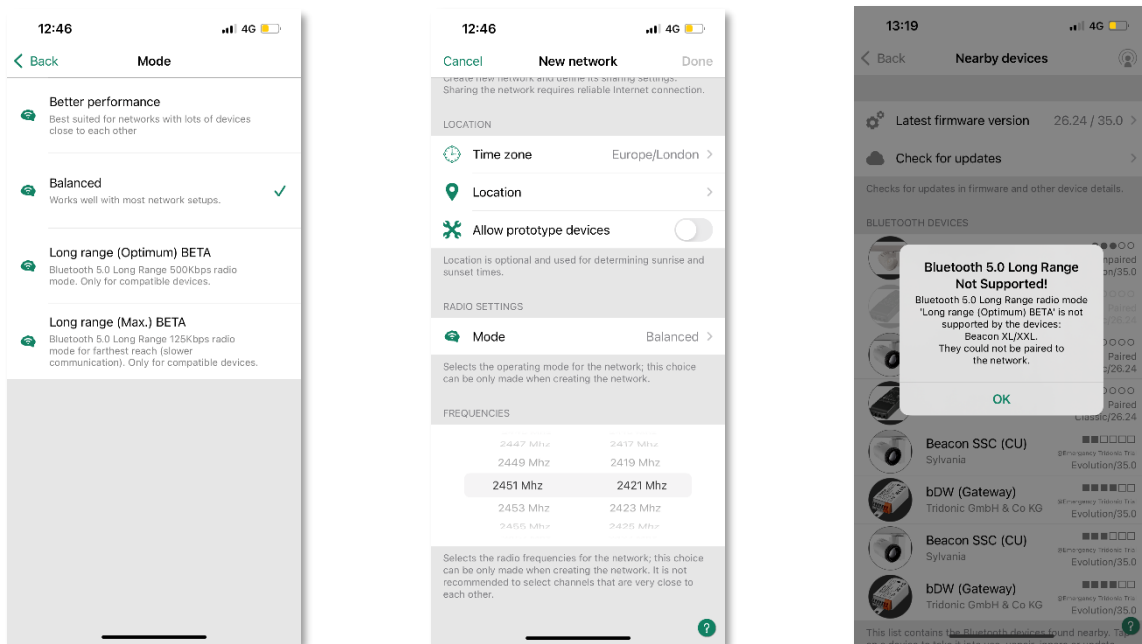
Long range modes are only available for Evolution networks. These options will not be displayed when creating a Classic network.

Devices suitable for use in Long range networks can be identified in the **Nearby devices** view. The signal strength indication for Long range compatible devices is indicated by 6 square icons rather than 5 round ones next to corresponding devices in the list.

The SylSmart Standalone app will inform you, if you try to create a Long range mode network, but do not have compatible devices that are suitable for the network.

Two communication **Frequencies** are automatically set when creating the network, but you can manually change these to other frequencies (if you know that there are specific frequencies that you want to avoid).

Note that changing the network mode or frequencies is not possible after the network has been created!



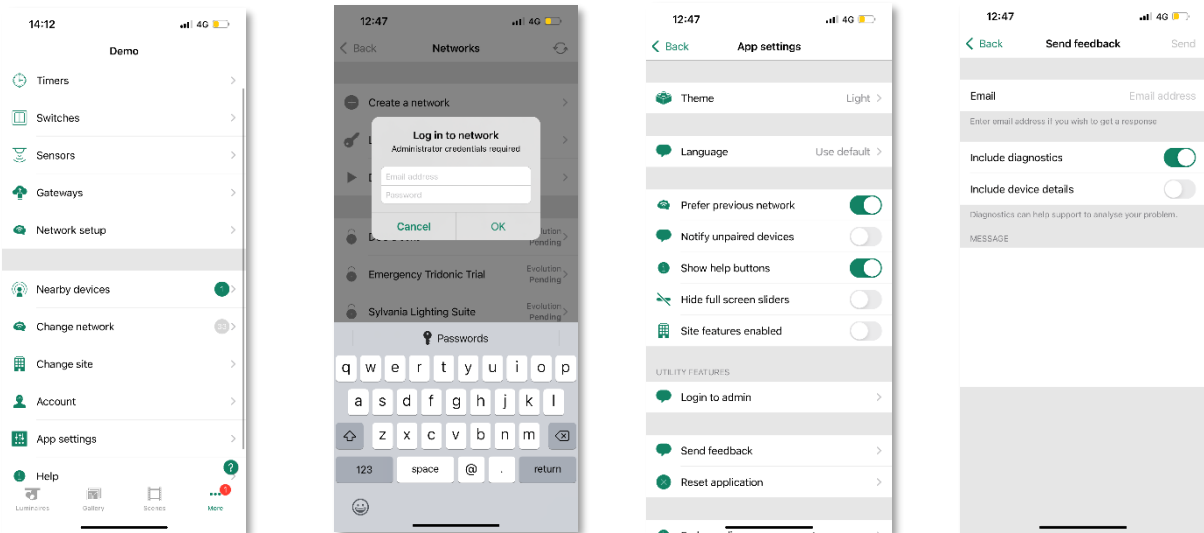
Resetting a network password

If you forget your network password it can be reset, if you entered a valid administrator email address when sharing your network. First try to enter a password. Entering an incorrect password will give you a Reset password option. Selecting this option will send a reset password link to the administrator email address that you originally entered when sharing the network. Check your email for the reset link, which is valid for 15 minutes.

App Settings

The App settings page offers the following options:

- Change the SylSmart Standalone app's language
- Automatically select the previous network you used
- Enable/disable unpaired device notification
- Enable/disable Bluetooth luminaires
- Enable/disable a Philips Hue bridge
 - Note: Philips Hue lights are limited to manual-only control via WiFi connection using the SylSmart Standalone app. Control via Bluetooth is not possible, therefore, SylSmart Standalone enabled switches, sensors or timers cannot be used to control the lights
- Enable/disable help buttons
- Hide full screen sliders
 - Disables the full screen slider overlays that appear when swiping to dim a luminaire/scene or change a luminaire's colour temperature
- Enable/disable the Site feature
- Send feedback (to SylSmart Standalone Technical Support)
 - Enable *Include diagnostics* to send a copy of your current network settings for analysis (note that you must be within Bluetooth range of the network and have internet access for this to work)
- Reset application.
 - This option resets the app to its default settings (as if it had just been installed) and removes all data of networks you have visited from the mobile device. You can then set app settings to your preferences again, and log back into any networks individually. Use this option with caution, if you have not shared your network because after resetting the application you will not be able to access it at all!



Help

This section shows a list of Frequently asked questions (FAQ) and release notes for SylSmart Standalone software versions.

Site

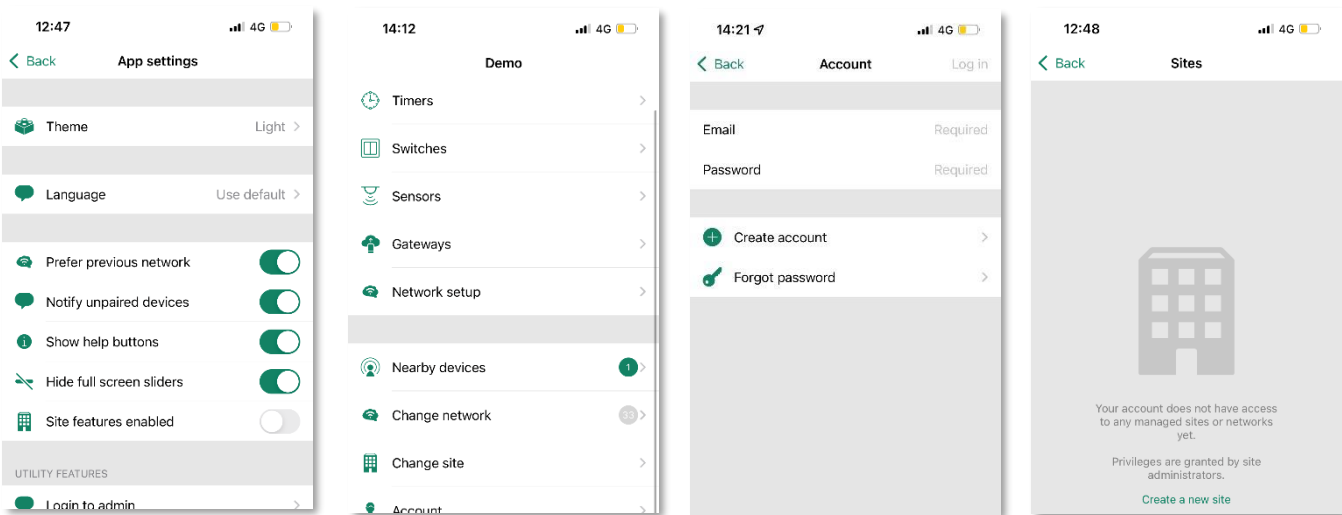
The Site feature allows you to control multiple networks simultaneously, create site-wide scenes and site-wide timers. For example, a building with three floors could have a separate network for each floor and a site could then be used to connect the three floors and to control them simultaneously.

To use this feature, the feature must first be enabled in the *App settings* section. Each network in the site must be shared and have a gateway enabled. It is recommended not to make any changes to a network once it has been added to a site.

Creating a Site

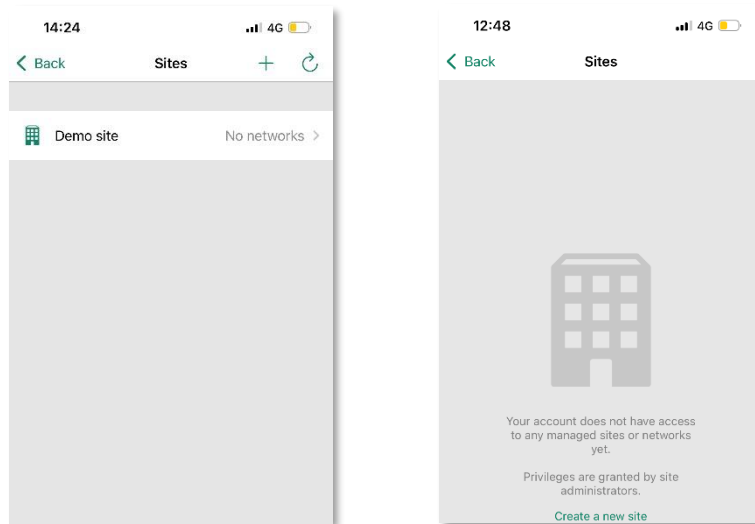
- Enable the *Site* feature by selecting *More > App Settings > Site features enabled*
- Create a Site account: *More > Account > Create account* and enter the required details
- Navigate to *More > Change site* (or select Sites from the app's start page)
- Select Create a new site or push the + in the top right corner

The new site will now appear in the *Change site* list.



Select the site you require and add networks to the site:

- Select **Add a network to site** and then select a network from the displayed networks list. More networks can be added by tapping on the **+** icon
- Tap on **Done** when you have added your networks to your site

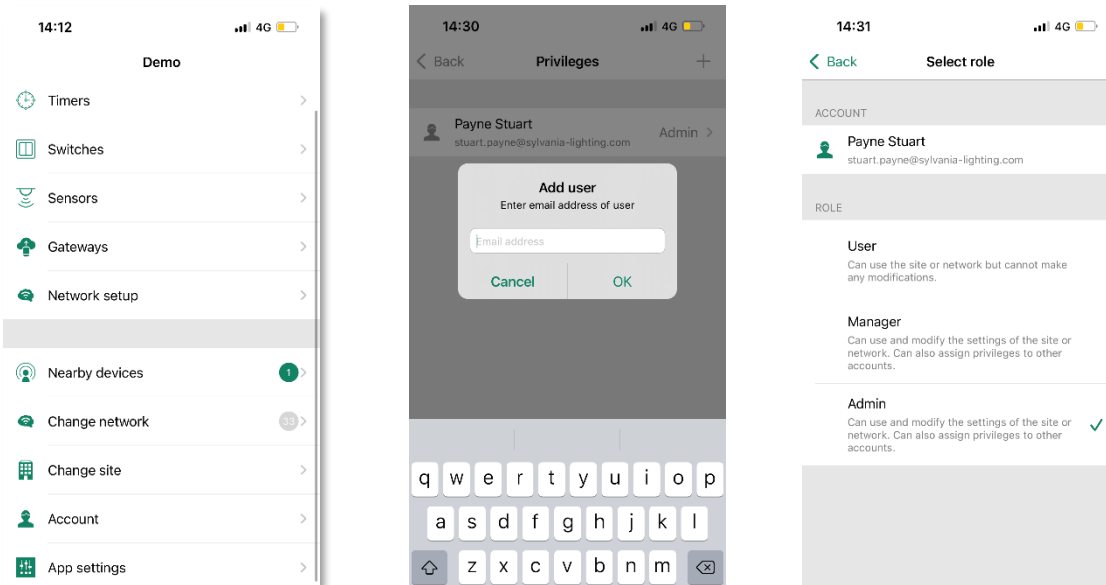


Privileges

After creating a site, more users can be added to it. New users also need to have their own valid Site Account.

To add more users, select **More > Privileges** and tap on the **+** sign. Enter the user's email address. Then select their level of access. There are three different levels of site privileges that can be configured:

- User (default) Can use the Site or network, but cannot make any modifications
- Manager Can use the Site or network and can modify settings, but cannot assign privileges to other accounts
- Admin Can modify all the settings and can also assign privileges to other accounts



Network only Privileges

Access privileges only to a network that is part of that Site can be granted (i.e. No access to the Site itself, only access to a network that is part of the Site).

Select the specific Site and then select (tap) the network to which access is to be granted. This will open the network view. Then navigate to More > Privileges and tap +. Enter a valid Site account email address for the person you wish to grant access to. Then select their level of access. There are three different levels of site privileges that can be configured:

- User (default) Can use the Network but cannot make any modifications.
- Manager Can use the Network and modify settings but cannot give privileges to other accounts.
- Admin Can modify all the Network settings and can also assign privileges for that Network to others with a Site account (An additional Privileges option will be visible under the Network settings when viewing the Network).

To gain access to networks to which you have been assigned Privileges, log in to your Site account and then go to Change networks and refresh the list to see Networks you have access to. You will not be able to see or use the Site itself.

If you log out from your Site account you will not lose access to the network, but you will not have any manager or Admin rights to the network (if those had been granted). Log back into your Site account to regain the full assigned privileges to the network.

If you have network privileges granted to you Site account, there is no need to “Log in to network” in the Change network view. In fact, unless you know the specific network login credentials, login via the Log in to network option will not be possible.

Summary:

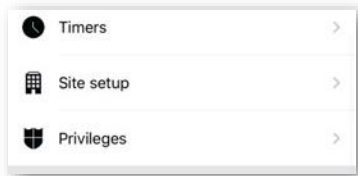
- Site accounts granted Site Privileges have access to all networks that are part of the Site.

- Site accounts only granted Network Privileges have access to the Networks only and cannot see the Site.

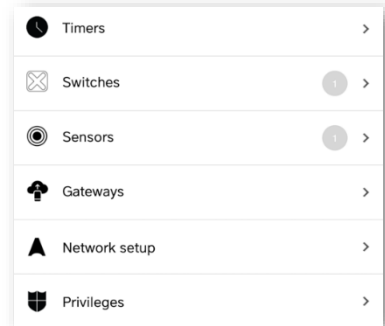
Note:

Do not add Privileges for a Site account at both Site and Network level, especially if the assigned privileges are different. The highest access privilege will take priority in such case, regardless of if it is assigned at Site or Network level. i.e. Someone with a “User” Site privilege and “Admin” Network Privilege will actually have Admin Site privilege.

Comparison views of where to set the different privileges:



SITE privileges



Network privileges

Controlling a network

In the **Networks tab** (bottom left of the screen) it is possible to control an entire network in the same way as an individual luminaire, using the same gestures. . When tapping on the network icon, the Luminaires tab view for that network will be opened. You can then use the normal gestures to control the luminaires in that network.

Double tapping on a network will open it and from within that view it is then possible to control the individual luminaires in the network.

Site Scenes

In the **Scenes tab** it is possible to create site-level scenes and animations. Site-level scenes can include luminaires from different networks. A whole network can be added to a scene. Individual luminaires can be selected by opening a network by double tapping on the network icon. Creating and editing site-level scenes is done in the same way as network-level scenes.

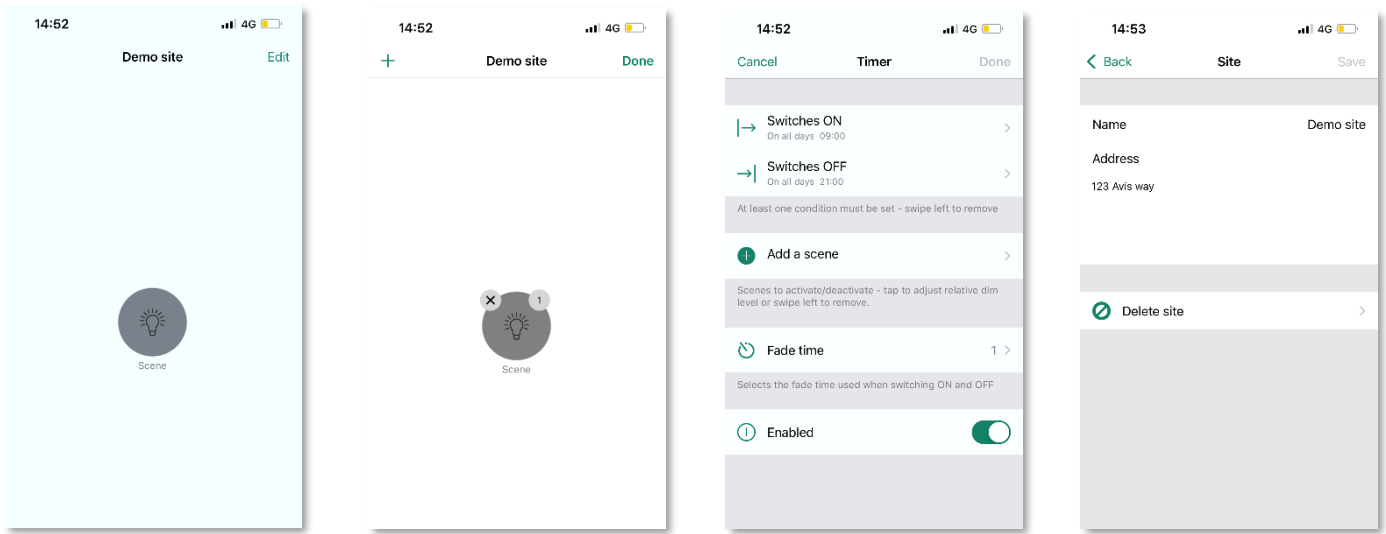
Site Timers

It is possible to create site-level timers that control site-level scenes. Site-level timers can be configured in the **Sites > More > Timers** page. Site-level timers are configured in the same way as network-level timers.

Deleting a Site

- Select the site name from the *Change Site* screen
- Navigate to *More > Site setup > Delete site*

- Enter your site account password and tap on OK



Appendix

Definitions of terminology

Here you can find definitions of some of the key terms used throughout this user guide. It is for guidance only and by no means comprehensive.

- Absence
 - The state of being away, or not present.
- Animation
 - A sequence of scenes activated automatically in a predetermined order.
- Automation
 - Control by anything that does not involve human interaction (i.e., by timers or sensors).
- Circadian rhythm/profile
 - The change of luminaire colour temperature (cool/warm white) over time to promote human well-being.
- Closed loop
 - A method of daylight control to achieve constant light levels in an area.
- Daylight control
 - Automatic control of the artificial lighting based on levels of natural light measured by one or more sensors.
- Daylight gain

- An estimate of the amount of available natural light in an area directly below a luminaire. Daylight gain can be used to ensure that luminaires that are located near a window are kept dimmer than luminaires that are located farther into the room to achieve the effect of having the same level of illumination throughout the room.
- External
 - A daylight sensor mode similar to *Open loop*, but intended for use when the sensor provides DALI dimming commands instead of lux levels.
- Fade time/fade out
 - The speed at which lights will dim or an underlying command will take control.
- Flick unpair
 - The method of unpairing a device from a network by rapid power disconnection/reconnection.
- Group
 - A collection of luminaires in the same physical area (e.g., all luminaires in a row or in one room).
- Hierarchy
 - Software functionality that defines which type of commands take priority over others when multiple types of command are being actioned simultaneously.

Linger time

- The set period of time before presence sensor deactivates a Presence scene after it stopped detecting movement.
- Manual control
 - Control by physical interaction (e.g., by pushing a button or switch or by selecting a control or scene icon within the app).
- Manual control time out
 - The period of time that manual control remains active (i.e., if a scene is selected from a push button, automation commands will not affect luminaires in that scene until the timeout expires).
- Open loop
 - Daylight control where the measuring sensor is not receiving any light from the luminaires it is controlling (i.e., the sensor could be outdoors and luminaires indoors).
- Override presence
 - The method to raise the importance (priority) of a day or date timer in the control hierarchy, so that it becomes more important than a presence command.
- Presence
 - The state of being in an area.
- Resume automation
 - Disable manual control commands that may be active at a higher level in the control hierarchy to allow the automatic control to take over (e.g., from sensors or timers).
- Scene
 - A lighting scenario usually comprised of multiple luminaires set to a desired configuration (e.g., brightness levels and colours).

- Smart-Switching
 - Options to provide simple lighting control depending on how a luminaire’s power switch is turned off and on.
- Timeout
 - The length of time that a command remains active.
- Toggle
 - Switching a luminaire on/off via a SylSmart Standalone enabled device (i.e., device power remains on).

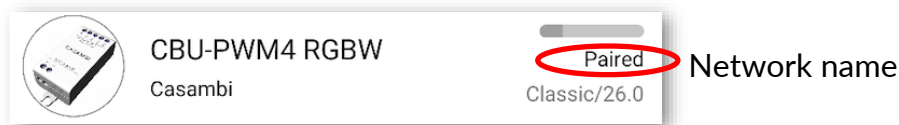
Troubleshooting

If you should have an issue with a SylSmart Standalone network, please check the following before requesting support.

Below are the two most reported issues and also details of the correct way to send feedback to SylSmart Support should you require further assistance.

The most common problem (a “Paired” device)

The **first thing to do should you have a problem** is to go to the Nearby devices view, find the device causing an issue and check its Network name.



Users often report this issue in several ways. For example:

- I cannot control a device.
- I cannot add a device to my network.
- I can no longer control a device.
- I’ve bought a new phone and cannot now control my devices.
- I unpaired a device and now I can’t control it.
- I can see the device but cannot use it.

If “Paired” the possible reasons why this occurred are:

- You created a "Not shared" network, paired devices, then "Reset application" from the App settings. This reset the app to its default setting (i.e. as it was when first installed) where no networks had been created or devices paired. In turn, this resulted in you not being able to control the devices because it is now part of a non-existing network.
- You created a Not shared network and paired the device, then deleted and reinstalled the SylSmart Standalone app.
- You created a Not shared network and paired the device, then later bought a new phone without first sharing the network from your old phone.
- You deleted an unpowered device from your network.

- The network to which the device was paired has been deleted.
- The device is part of a network to which you do not have access rights or know the login credentials.

Resolution: The device must be unpaired and then paired to a network again.

To unpair:

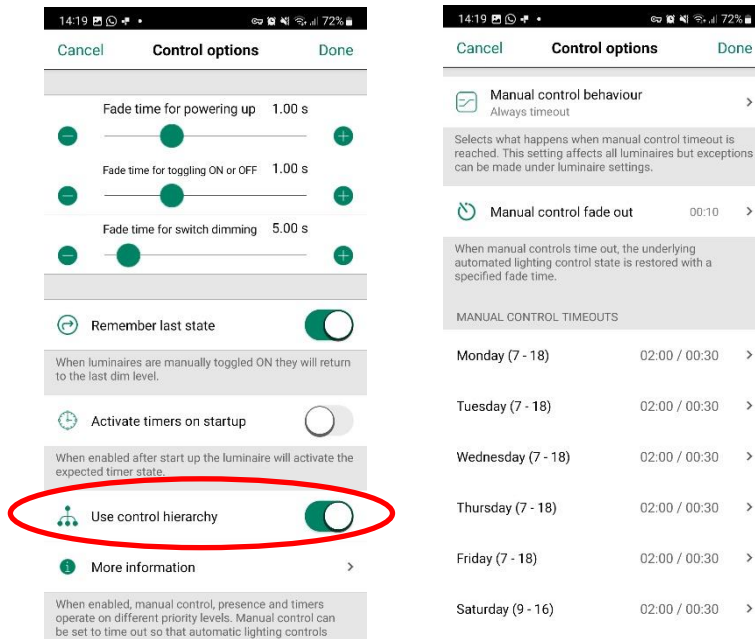
- Tap on the "Paired" device you wish to unpair and select 'Unpair device'.
- The app will open the 'Unpair' screen.
- Tap on the 'Start' button and an orange "Time bar" will appear and start to move across the screen.
 - During the time it takes the bar to move across the screen, flick the power switch off and back on again. This should unpair the device.
 - If unpairing succeeds then there is a message that luminaire has been unpaired.
 - If it does not succeed then try again but switch the power off and on again more slowly (This may be needed for devices that use an additional power supply; such as a CBU-PWM4).
- If unpairing continues to be unsuccessful then it is probably the case that the power switch is not correct for the device you are trying to unpair.

Lights go off by themselves

- Lights are controlled from the app or with switches only:

If you control your lights from a SylSmart Standalone switch and the lights automatically turn off after about 2 hours (during the day) or 30 minutes (during the evening/night) then the reason is that Control hierarchy has been enabled and the Manual Control Timeout values are being applied to automatically deactivate the manual control (i.e. the command from the switch).

Cure: Go to the network setup, Control options screen and disable Control hierarchy



- Lights are controlled from sensors:

Sensors have a linger time, which is how long the sensor waits after it stops detecting movement before it deactivates the scene it is controlling. The linger time starts as soon as the sensor stops detecting movement. If you sit still for a long time, or if your sensor is not particularly sensitive to motion, you may find the lights switch off.

Cure: Extend the linger time of the sensor.

Sending Feedback to SylSmart Standalone support

The SylSmart Standalone app has the capability to send a diagnostic report of your network so we can try and help troubleshoot an issue.

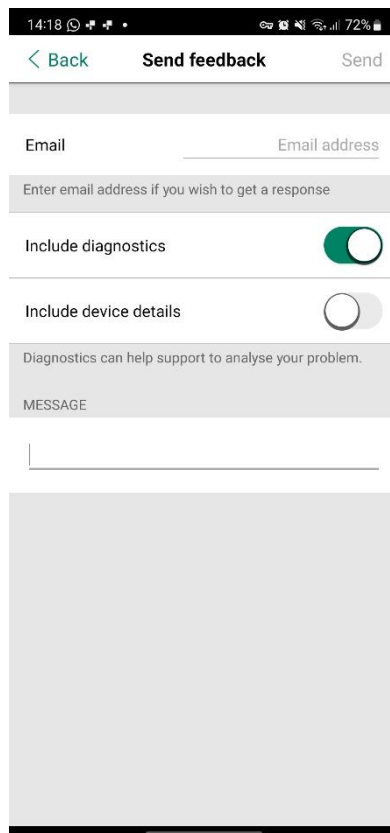
For this feature to be of use you must:

1. Physically be within Bluetooth communication range of some devices in the problem network
2. You must have an internet connection

Process:

- In the SylSmart Standalone app, go to: App Settings, Send Feedback
- Enter your email address where we can contact you
 - This may be pre-filled if you are the network administrator
- Ensure Include diagnostics is enabled (Include device details should be disabled unless Sylvania have specifically asked you to enable it)
- In the Message field, tell us:
 - Name of the network
 - Describe the issue you are experiencing as clearly as possible
- Press 'Send'
-

Depending on the system size, the system may take a few minutes to upload the diagnostics file.



Sending diagnostics assists our technical support specialists in diagnosing:

- Devices online/offline
- Devices with low/dead batteries
- Potentially faulty devices
- Signal strength issues within your network
- Potential programming errors
- ...

Device icon banner explanations

Possible icon banners that may appear over the luminaire icon in the Luminaires tab:

Text	Notes
Updating xx%	Firmware update progress percentage
Update required	Newer firmware version is available
Configuration failure	Hardware configuration error, IO failure, Incompatible hardware, Missing driver
Driver failure	DALI specific driver failure
Luminaire overheated	Device has exceeded its thermal specification
Luminaire failure	Device profile is not correct for the connected load (e.g. a PWM4 set to 4 channel mode but only having 3 channels of LED strip physically connected)
Short circuit	Short circuit detected
Overloaded	Device is overloaded. May also be caused by excessive inrush current
Open circuit	Device has detected that no load is connected
Upgrade ready	Firmware ready to be upgraded from Classic to Evolution

Possible icon banners that may appear over the device icon in the nearby devices view:

Text	Notes
Address match	Indicates a device previously “paired” to a network that may have been unpaired incorrectly. This banner can appear when using the “Replace device” option.
Prototype	Devices without a correct master-key. Do not use for real installations
Untrusted	Verification failed during device authentication. Reasons could be due to: <ul style="list-style-type: none"> • App cannot find the public key for the device • Mismatch in device date versus App expectation

Smart switch

With the Smart switch feature, ordinary mains wall switches can be used as dimmers or can be configured to control luminaires or scenes. This feature is only available for SylSmart Standalone devices that receive a direct mains input. Products that use an additional power supply (e.g., CBU-PWM-4) do not have Smart switch capability.

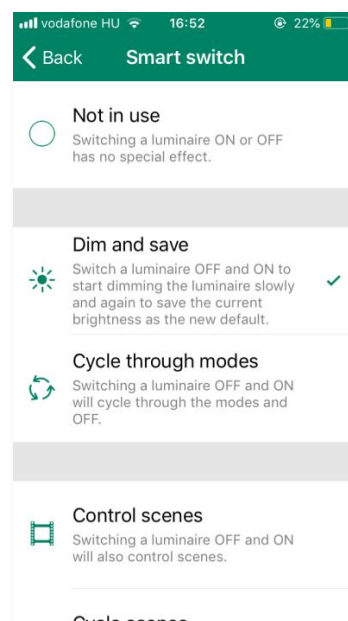
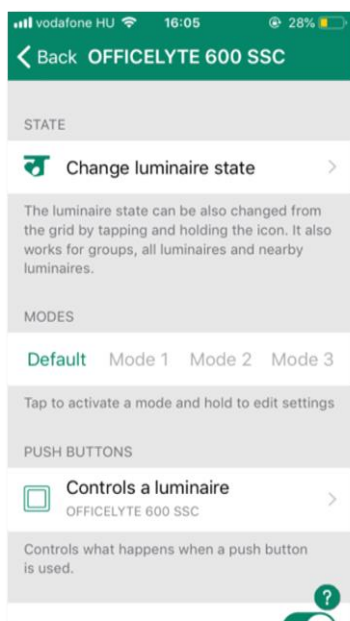
The Smart switch mode can be configured in the SylSmart Standalone app. It is possible to assign a different Smart switch mode to each SylSmart Standalone-enabled luminaire. For example, you can use a Smart Switch to turn on a scene when you get home or switch the lighting to suit a dinner party or a movie night.

Go to the **Luminaires** tab and double tap the luminaire icon that you want to assign a Smart switch mode to.

Go to the **Smart switch** section and select the current mode to open the **Smart switch selection**.

The possible Smart switch modes are:

- Not in use
- Dim and save (Controls one luminaire)
- Cycle through modes (Controls one luminaire)
- Control scenes (Controls one or multiple luminaires)
- Cycle scenes (Controls one or multiple luminaires)
- Active / Standby (Controls one or multiple luminaires)
- Emergency activates a scene which cannot be manually over-ridden until the controlling device is powered off (for Evolution networks only)
- Presence (Replicates a presence sensor)
- Presence/Absence (Replicates a presence/absence sensor)
- Absence (Replicates an absence sensor)
- Resume automation (group) (Resumes automation for a single group)
- Resume automation (Resumes automation for the whole network)



Dim and save

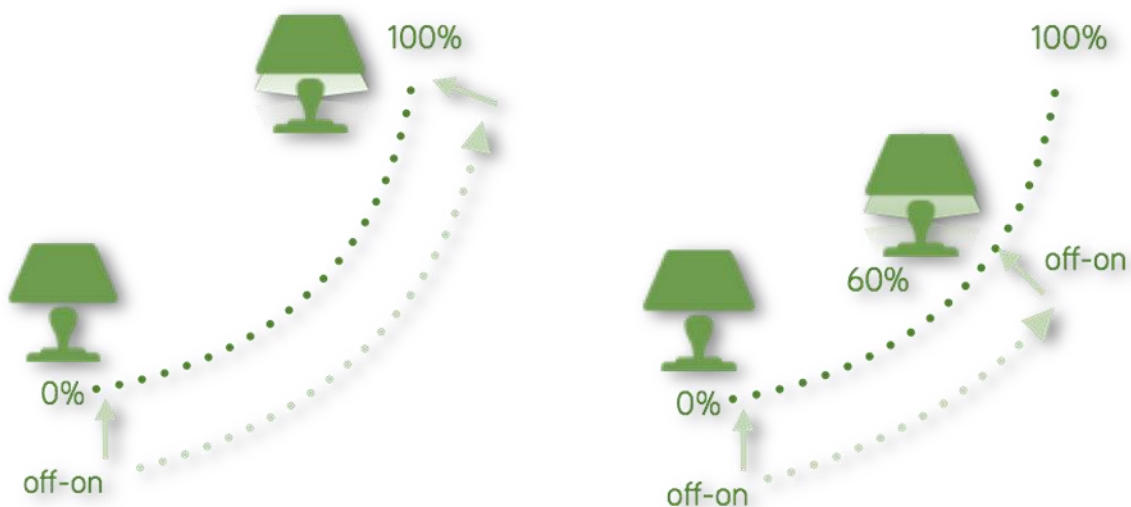
By default, SylSmart Standalone-enabled luminaires are set to use the *Dim and save* Smart switch mode. This means you can use the luminaires' power switch for dimming and setting the default light level.

To start the dimming process, quickly switch OFF and ON the light fixture with the power switch. After flicking the switch, the dimming process will start. Note that the speed at which the luminaire will dim from minimum to maximum level will be determined by the Fade time for the switch's dimming parameter set in the *More* tab, *Network setup* > *Control options*.

Once the light has reached the desired brightness, flick the power or wall switch quickly OFF and ON again to save the current level as the new default brightness for the luminaire. You can then switch your luminaire off and on as normal and the default brightness level will be recalled each time you switch it on.

It is possible to change the default brightness by starting the dimming process again by switching OFF and ON quickly.

To set the default brightness level back to maximum, just flick the power switch OFF and ON and allow the luminaire to dim up to maximum level. When the maximum level is reached it is automatically stored as the new default for the light fixture.



Cycle through modes

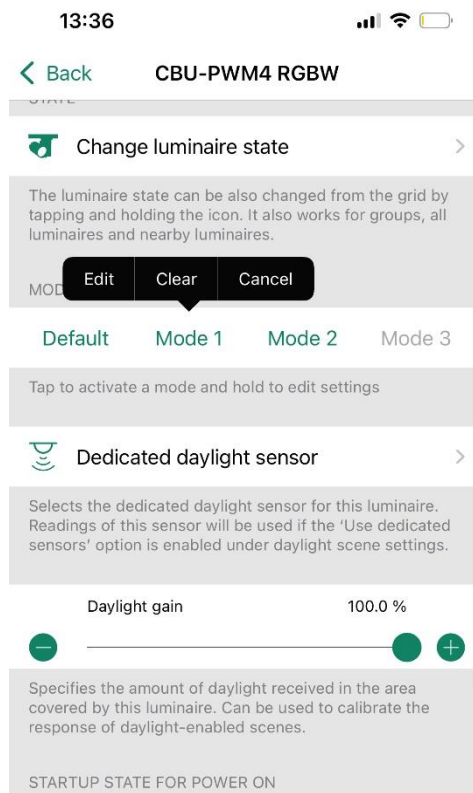
If you have set different modes for the luminaires with the SylSmart Standalone app, you can assign the power switch to control these modes. Modes can be different dim levels, colours or colour temperatures. Flicking the power switch quickly OFF and ON will cycle between each configured mode and off (e.g., Default, Mode1, Mode2, Mode3, Off).

To set a mode, first hold down the mode number you want to configure. The option to **Edit** is then shown. Select **Edit** and adjust the light level, colour temperature or colour of a luminaire to its desired level (available options will depend on the type of luminaire). Tap outside the adjustment area to close the window. Repeat the steps to set more Modes.

After you have set all the desired modes, tap the **Smart switch** mode and select **Cycle through modes** from the list. It is possible to disable the **Off** step by disabling the option **Include OFF in the cycle**.

Note that you do not have to set all modes. Only modes that have been configured will be included in the sequence.

Tip: Create a simple “step dimmer” by storing Mode 1 = 75%, Mode 2 = 50% and Mode 3 = 25%.



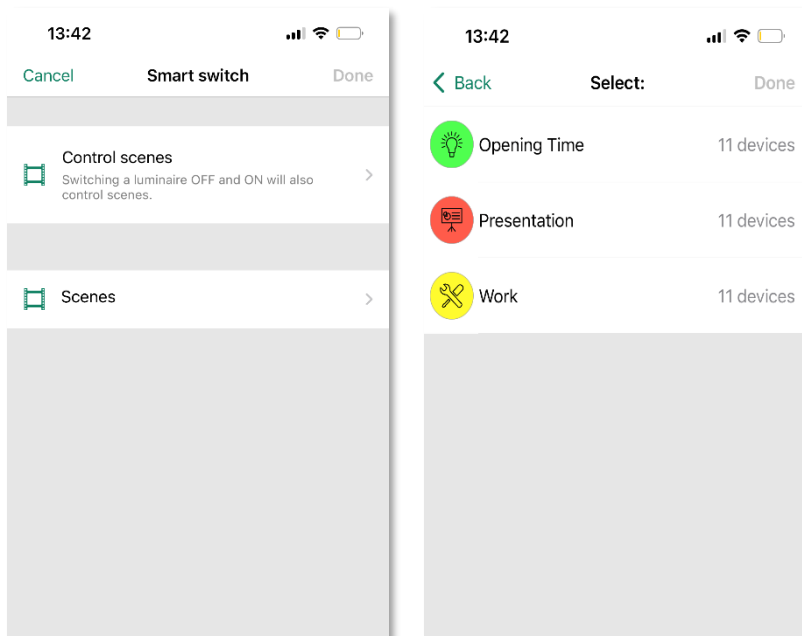
Control scenes

If you have created different scenes with the SylSmart Standalone app, you can control them with a single power switch.

Turning on the luminaire that has this option configured will activate the specified scene and the luminaires in that scene will go into their defined scenario. Note that all luminaires in the scene must already be powered on (The *Control scenes* option does not turn on any devices).

Turning off the Control scenes enabled luminaire will turn off the scene, and the luminaires that are currently controlled by that scene will fade off.

To enable this Smart switch option, select the *Control scenes* option from *Smart switch* and tap on the desired scene to select it. Confirm changes by tapping on *Done*.



Cycle scenes

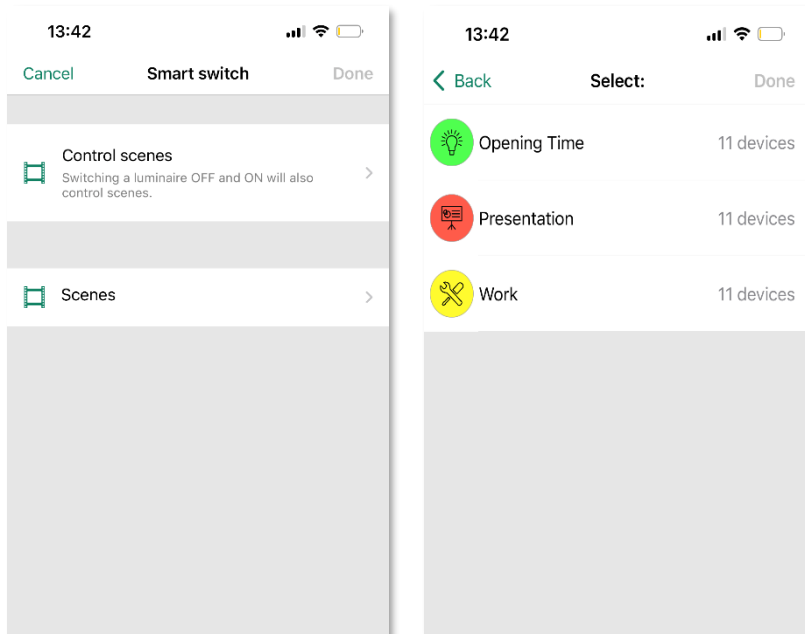
If you have created different scenes with the SylSmart Standalone app, you can cycle through them and OFF with one power switch. Select the scenes you would like to cycle through and flick the power switch off and on to cycle through the selected scenes and OFF. It is possible to disable the Off step by disabling the option *Include OFF in the cycle*.

Select the *Cycle scenes* option from *Smart switch* and tap on the desired scene or scenes to select them. It is also possible to change the order of the scenes by dragging and dropping the scenes around in the list by using the three parallel horizontal lines on the right of the screen next to the scene name. Confirm changes by tapping on *Done*.

Scenes will then be activated in the listed order (top to bottom).

Example: Selected scenes are Movie and Dinner. *Include OFF in the cycle* is active:

1. Flick off/on: Movie scene activates
2. Flick off/on: Movie scene deactivates, and Dinner scene activates
3. Flick off/on: Dinner scene deactivates, and lights fade Off
4. Flick off/on: Movie scene activates again



Push buttons

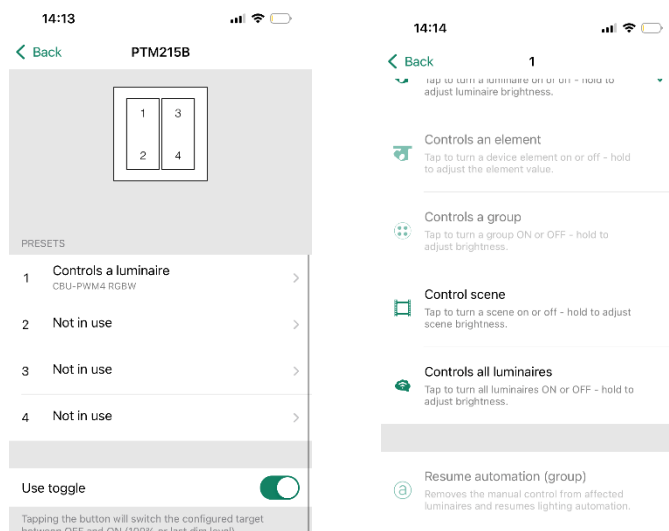
If your SylSmart Standalone-enabled luminaire is equipped with a push button, you can select the configuration for the push button in the SylSmart Standalone app. You can use it to dim the luminaire or control several luminaires with one push button. It is possible to assign different modes to each SylSmart Standalone-enabled luminaire's push button. For example, you can use the Push button to switch on several luminaires, when you come home or to change the lighting to be suitable for a dinner party or for watching a movie.

Navigate to the **Luminaire** tab and double tap the luminaire control for which you want to change the push button configuration. You can also find the same options to configure the push button in the **More > Switches** section.

Tap on the current mode under **Push buttons** to open the **Push buttons** selection. The default mode is **Controls a luminaire**.

The available Push buttons modes will depend on the capabilities of the luminaires in your network. Available modes are:

- Not in use
- Controls a luminaire
- Controls an element
- Controls a group
- Controls scene
- Controls all luminaires
- Adjust the temperature of a luminaire
- Adjust the temperature of a group
- Adjust the temperature of all the luminaires
- Cycle scenes
- Active/Standby (Controls one or multiple luminaires)
- Presence
- Presence/Absence
- Absence
- Resume automation (group)
- Resume automation
- Cycle through modes

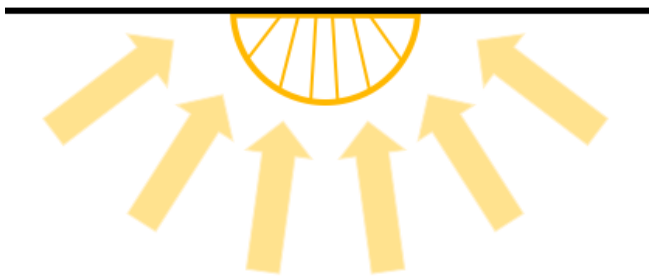


Daylight sensor calibration and set up

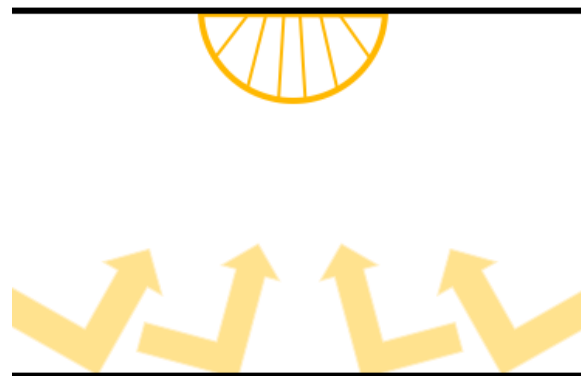
In most cases, the calibration of a daylight sensor will not be required as the sensor technology is most likely accurate enough. However, if calibration is required, it must first be determined whether the sensor should be calibrated to measure incidental or reflected light.

Site specific variations due to differences in sensor specifications, locations, orientation, and the available natural and artificial lighting in an area, mean that calibrating a SylSmart Standalone-enabled sensor ensures the lux value measured by the sensor is interpreted by the SylSmart Standalone system into a corrected lux value for the application.

Incidental (direct) light



Reflected light



Calibrating a sensor for incidental (direct) light

Incidental light is the total amount of light being received by the sensor. i.e., the light that falls on the surface of the sensor lens, that is gathered from the entire area where the sensor is located.

This is the default measurement and the lux reading that a sensor will display in the SylSmart Standalone app.

Usually this will not require recalibration. However, sensor limitations may result in its inability to measure the full range of lux it is exposed to. This may occur for example if a sensor is mounted in direct sunlight.

If calibration is required, follow the steps below to calibrate the sensor reading in the SylSmart Standalone app.

- Place a lux meter as close as possible to the lens of the SylSmart Standalone-enabled sensor, ensuring that the lux meter's lens is pointing exactly in the same direction as the lens of the SylSmart Standalone sensor.
- Measure the amount of light received by the lux meter.
- Open your network in the SylSmart Standalone app and navigate to **More > Sensors**.
- Select the desired sensor.
- Select *Daylight sensor*.
- Select Current value and enter the value of lux measured by your lux meter.
- Tap on **OK** and then on **Done** to complete the calibration.
- Tap on **Back** to return to the sensors view.

When using the sensor in any of the daylight scene modes (Mode of operation) that are configurable in the SylSmart Standalone app, the lux value used for any adjustments will be the corrected value of lux being received by the sensor itself. So, if the sensor is calibrated for direct light, using the Closed loop mode for constant light control will try to maintain an overall total amount of light for the entire area the sensor is in.

Calibrating a sensor for reflected light

Reflected light is light that is being received on the surface of an object, or objects placed directly opposite the lens of the SylSmart Standalone-enabled sensor. For example, the amount of light falling on the surface of a desk in an office.

If you would like to try to maintain a specific amount of light on that object or surface, you will need to calibrate the sensor lux value shown in the SylSmart Standalone app. It should also be noted that using a SylSmart Standalone-enabled sensor in this way reduces the accuracy of the lux measurement, as the accuracy decreases the further the measurement point is from the surface of the sensor lens.

To calibrate for this type of use:

- Place a lux meter on the surface of the desired object with the lens of the lux meter directed straight at the lens of the SylSmart Standalone-enabled sensor.
- Measure the amount of light received by the lux meter (this value is likely to differ significantly from the lux value received by the SylSmart Standalone-enabled sensor displayed in the app).
- Open your network in the SylSmart Standalone app and navigate to *More > Sensors*.
- Select the desired sensor.
- Select *Daylight sensor*.
- Select *Current value* and enter the value of lux measured by your lux meter.
- Tap on OK and then on Done to complete the calibration.
- Tap on *Back* to return to the *Sensors view*.

If you are now using the *Closed loop* daylight mode in a scene, the SylSmart Standalone-enabled sensor will attempt to maintain a constant amount of light on the surface of the object, for example the surface of a desk that is directly below the sensor.

Calibrating the sensor for reflected light has been shown to produce less optimal results in Closed loop mode. It is better to set the target value in a closed loop scene to be the lux value actually measured by the sensor.

i.e., If you want to configure a closed loop scene to achieve 500lx on a surface:

1. Place a lux meter on the surface below the sensor
2. Dim the lighting to achieve the desired lux on the surface (500lx)
3. In the SylSmart Standalone app, read the lux value being measured by the sensor (this may be, for example, 400lx)
4. Use the sensor lux value (400lx) as the Target lux value in the Closed loop daylight scene

When calibrating a sensor to control the amount of artificial light in an area, it is important to remember to exclude as much natural light from the area as possible during the calibration. Ideally there should be no natural light. It would be best to try to finish the installation as much as possible

before measuring, so that all carpets, desks and other items are in their final place. This enables the most accurate calibration and the best dimming range for the controlled luminaires in the widest possible variety of situations.

Regardless of the calibration method chosen, it is necessary to consider if one or multiple sensors distributed through an area would be required to archive the best possible lighting control solution. Each individual sensor may need calibration for the lighting conditions applicable to their specific area of installation.

Also note that when multiple daylight sensors are configured to control the same luminaires in an area, the lux values used by the SylSmart Standalone app will be the average of all sensor measured lux values.

Sensitivity and Tolerance

Within the Daylight sensor settings, you will see options for adjusting the sensor **Sensitivity** and **Tolerance**.

The **Sensitivity** defines how quickly the sensor will react to changes in illumination. The higher the sensitivity, the faster the reaction time. Lower sensitivities are usually chosen to avoid possibly annoying situations of luminaires dimming up and down every time a cloud happens to cover the sun for a few seconds.

The **Tolerance** defines how large the changes in measured lux value need to be before the sensor will react and adjust the lighting. A larger value requires larger measured lux changes.

Daylight gain

When configuring daylight control for an area, it is important to consider whether luminaires may need to be configured with a daylight gain offset to optimize the achieved dimming conditions. Daylight gain is mainly used, for example, if there are multiple luminaires in an area being controlled by a single daylight sensor.

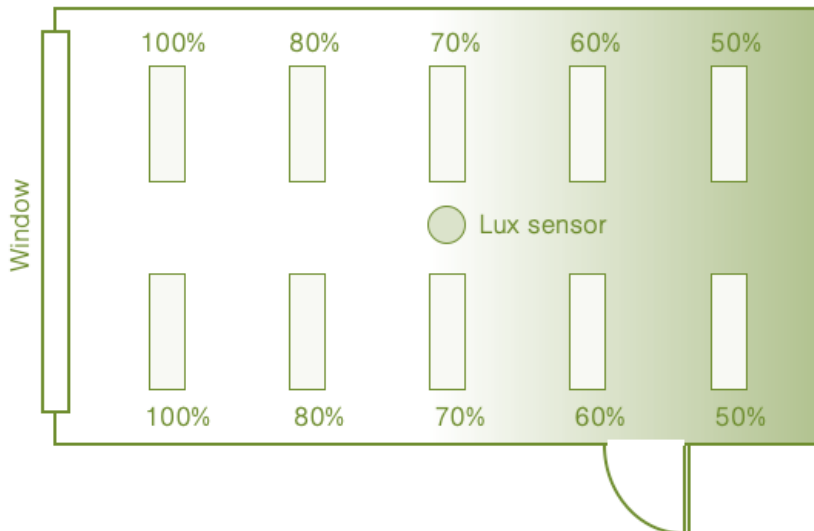
Daylight gain is an estimate of the amount of available natural light that can be present in the same area that is illuminated by a single luminaire. For example, a luminaire installed next to a window may be in a position where the most natural light is available, and therefore achieve a daylight gain of 100%. A luminaire that is further from the window will not receive as much natural light that can affect the area being illuminated and will therefore have less daylight gain.

Configuring different daylight gains for the luminaires in an area would have the effect of providing a more consistent illumination throughout a room, if controlled by a single lux sensor. Luminaires installed near a window will dim to a lower level than luminaires situated further inside the room, but users of the area will perceive that there is a similar amount of total light available throughout all areas across the entire room.

A recommended method to determine the estimate of daylight gain for different areas would be to use a lux meter and take readings at different points without any artificial illumination being active

(i.e., only natural light is available). The highest lux value can then be taken as 100% daylight gain and lower daylight gain percentages can be calculated on that basis.

Example of Daylight gain setting (Most natural light is near the window)



If you wish, you can define a separate daylight gain for each luminaire in a SylSmart Standalone network. By default, the daylight gain for luminaires is set to 100%.

To set the daylight gain for a luminaire, navigate to the **Luminaires** tab, push **Edit** and then select the luminaire you wish to set the daylight gain for. Scroll to the Daylight gain slider and adjust this to reflect the approximate amount of natural light that you consider is present in the same areas that the luminaire illuminates. Tap on **Back** when finished and on **Done** to return to the **Luminaires** tab view.

Dedicated daylight sensor

If a luminaire has a built-in daylight sensor, you may wish that luminaire to only respond to values from that sensor. Alternatively, you may have a situation where you are using multiple daylight sensors, but you only wish to have one specific sensor affecting a particular luminaire. In such cases you can configure individual luminaires to react only to a specific sensor.

From the **Luminaires** tab select **Edit** and then select the luminaire you wish to configure. Scroll to **Dedicated daylight sensor**, tap and choose the correct controlling sensor from the displayed list. Tap on **Done**, then on **Back**, then on **Done**, again to return to the **Luminaires** tab view.

When configuring the Daylight control, Mode of operation as part of a scene, you will see an option to **Use dedicated sensors**. If this is enabled, a luminaire that has had a dedicated sensor assigned to it will only respond to values from that sensor. Luminaires that have not had any dedicated sensor assigned will be controlled by multiple sensors, if used. For example, if you have multiple lux sensors controlling the lighting in a room, luminaires without dedicated sensors assigned will respond to the average lux value from all sensors. Luminaires that have a dedicated sensor assigned will only respond to the lux value from the specific dedicated sensor.

Sensor placement considerations

To achieve the best performance from a daylight harvesting installation, it is important to carefully consider the locations of the lux sensors. The performance of the lighting control will depend totally

on what the sensors "see". This is particularly important if you have lighting applications relying on side-lighting, reflected light, diffused daylight or where direct sunlight can influence the sensor performance. It is possible that a minor change in the sensor position or orientation can affect the overall system performance.

Ideally sensors should be positioned and orientated in a way that they are shielded from any direct glare. Indoor sensors should not normally be placed next to a window. It is best to position sensors in a way that they are only indirectly illuminated by daylight. Exterior sensors should be shielded from direct sunlight.

The lux sensor should be placed in a way that it receives a representative sample of the available daylight in the respective area. Having a too wide a field of view may result in detecting direct sunlight or illumination from light sources outside of the controlled zone. A too narrow field of view can make the sensor too sensitive to local changes in brightness.

Before placing the sensor, it is a good idea to use a separate lux meter to measure light levels in potential locations before choosing the final position for the daylight sensor.

A sensor that is used in *Closed loop* mode (i.e., intended for maintaining a constant illumination level in an area or on a surface) is usually mounted on the ceiling to enable it to view a representative area that includes the illuminated area it is controlling. It should not be placed in direct view of a window or, for example, a pendant luminaire.

In an ideal situation, closed loop systems should be configured when there is an absence of all light that is not being controlled by the sensor (i.e., at night without any daylight, and without any other lighting being active that is not being controlled by the sensor). In addition, it would be best to try to finish the installation as much as possible before measuring, so that all carpets, desks and other items are in their final place. This is because every object that is later brought into the measuring range of the sensor changes the amount of reflected light received by the sensor and thus also influences the constant light performance.

Open loop sensors are typically ceiling mounted and orientated towards a window or skylight to view incoming daylight but not any of the illuminated area that they are supposed to control. Alternatively, open loop sensors can be mounted far away from the area to be illuminated, for example outdoors. . Open loop systems are easier to configure, since they only require a dimming response graph to be defined that tells the SylSmart Standalone system what dim level to target for a measured lux value. This means that the configuration can be done at any time of day.

Regardless of the sensor chosen or intended mode of operation, the sensor manufacturer's specifications and installation and placement instructions should be followed.

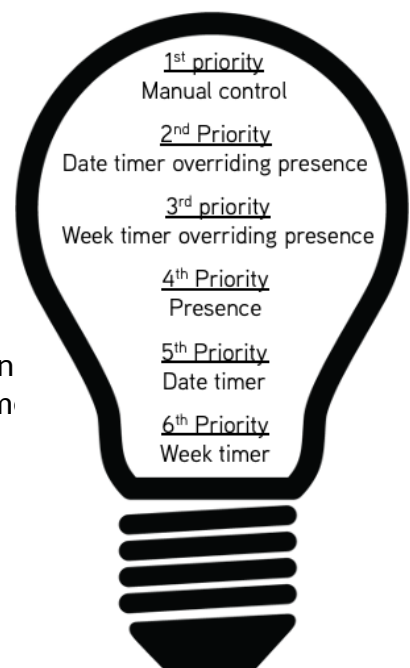
Control Hierarchy

The control hierarchy allows manual lighting control and automatic lighting control to work together. Manual control is any physical action, like selecting a scene by tapping on the scene icon in the app, pushing a switch, push button, or rotary control. Automated control is, for example, commands generated by presence sensors and timers. Each control action has a specific priority and if multiple controls are simultaneously active on the same luminaire it will adhere to the highest priority.

When the highest priority control is removed, the luminaires will fade into next highest priority. If the hierarchy is empty, the luminaire will fade to OFF.

Priority levels

- Manual control (App, switches, push buttons, rotary control)
- Date timer (with sensor override)
- Week timer (with sensor override)
- Presence sensors
- Date timer
- Week timer



Commands with the higher priority in the hierarchy are actioned, even lower priority commands are still active due to sensor linger times, tim

A higher priority command with a lower dim level will still override a lower priority command that has a higher dim level.

Commands with the same priority level are actioned in “latest takes precedence” order.

Manual control

Manual lighting control has the highest priority and will always override the automated control. It can be set to timeout or stay on luminaires indefinitely. There are configurable timeouts for manual control assigned for day and night periods of each weekday.

When the timeout is reached, the manual control will be removed and the luminaire fades to the next highest priority control. Setting the timeout value to zero will disable timeout, but in this case manual control is always overriding any presence sensors and timers. Timeout options are:

- Always timeout will always cause manual control of a luminaire to expire (based on the timeout period).
- Timeout if automation waiting will cause manual control of a luminaire to expire only if it is being controlled by the control hierarchy. For example, a presence sensor or a timer.
- Don't timeout will prevent any network automation from affecting any manually controlled luminaires.

When luminaires display the @ icon, it indicates that it is under automated lighting control (presence sensors or timers). Tapping the @ button will remove the manual control from all luminaires or opened group of luminaires.

Presence sensors

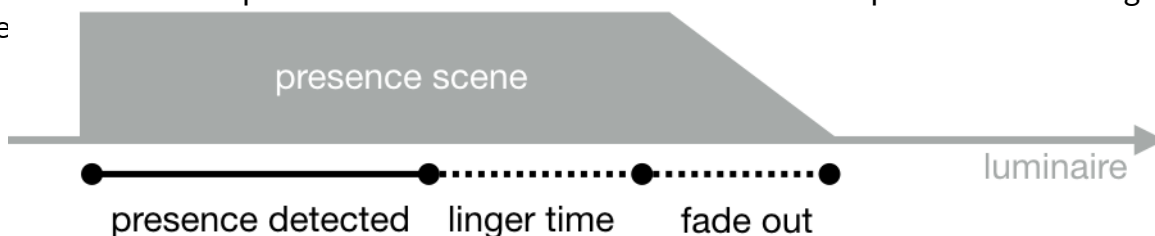
Presence sensors operate on second highest priority (unless a timer has been set to *Override presence*) and use scenes to control the luminaires. Up to 20 sensors (for an Evolution network, 10 for a Classic network) can simultaneously control an individual luminaire. When multiple sensors are affecting the same luminaire, it will be following the presence scene with the highest dim level.

Each presence sensor has a setting for linger time which dictates how long the scenes will stay on after presence is no longer detected. After the linger time passes, the associated luminaires will be faded over the configured duration.

Presence control functionality can be assigned to *smart switching*, *push button* or *dedicated presence sensors*. Each sensor can trigger up to two scenes. A typical use case is to use one scene for the actual controlled area and another scene for associated emergency route luminaires. Note, that if multiple scenes are used, there should not be an overlap between affected luminaires (i.e., no luminaire can be used in both scenes).

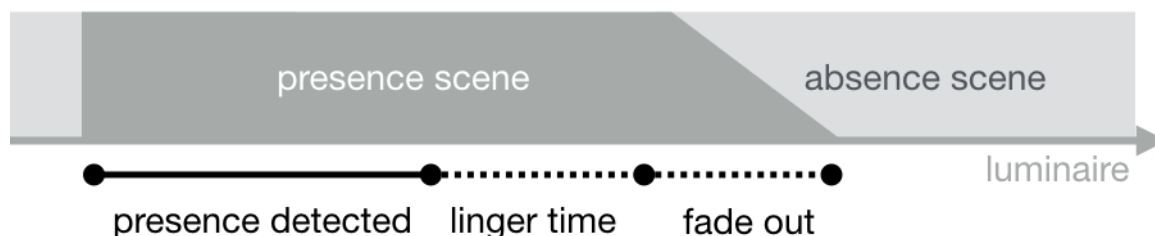
Presence control

Activates a scene when presence is detected and deactivates it after presence is no longer detected and the



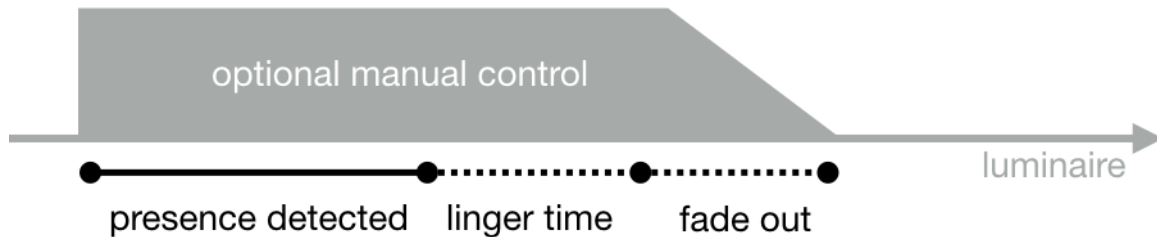
Presence/Absence control

Activates a scene when presence is detected and changes to the absence scene after presence is no longer detected and the linger time has expired. Note that absence scenes will only affect luminaires that were affected by presence scenes.



Absence control

Absence control allows luminaires to be manually controlled and when presence is no longer detected and the linger time has expired. It will remove the manual control (if any.) Scenes are only used to select the affected luminaires.



Timers

There are two categories of Timers: date based (meaning start / end times are based on specific date) and other timers. Date based timers have a higher priority than the other timers, so they will override weekday-based timers. Thus, it is possible to use them to implement, for example, holiday season override.

Timers can also be set to override presence sensors. This could be used, for instance, to prevent sensors from activating luminaires at a certain time of day.

It is also possible to configure the timers to automatically activate when luminaires are powered on (Activate timers on startup). After receiving network time, the luminaire will determine the expected timer state and activate them. Note that after switching the power ON, there will be a small delay before this happens.

Tip: To allow easier testing during commissioning, the luminaire control hierarchies can be reset by selecting *More* > *Network Setup* > *Configure all luminaires* > *Reset Network*.

Evolution and Classic networks

To take advantage of an Evolution network, your SylSmart Standalone-enabled devices must be compatible with the Evolution firmware. Evolution compatible devices display the text *Evolution* or *Classic* next to the firmware version number when viewed in the *Nearby Devices* list. If only the firmware number is displayed, then the device is only suitable for use in a Classic network.

Devices suitable for both network types (i.e., the ones that display text AND the firmware number) can be changed from Classic to Evolution firmware and vice-versa.

In addition to all features of Classic networks, the features below are available only with Evolution networks:

- The maximum amount of SylSmart Standalone devices in an Evolution network is 250 (127 with Classic networks).
- Additional features are visible through remote connection, making the commissioning and technical support phase easier than ever. The unit's conditions (e.g., Overheated, Configuration failure, Missing driver etc.) as well as the unit's priority level in the control hierarchy are now transported over the mesh network.
- Support for additional products:
 - Various DALI and DALI2 push button devices
 - SylSmart Standalone-ready battery powered presence sensors and lux sensors
 - EnOcean's wireless presence/daylight sensor
 - D4i support (Availability of data is under continuous development)
- Support for XY and XY, TW colour control for DALI8-based fixtures.
- The sharing settings include more options. Additional options for users in Evolution are:
 - USER
 - MANAGER
 - ADMINISTRATOR
- A *Performance & Security* tab has been added. For more information, see the Performance & Security section of this user guide.
- Emergency mode for Smart switching. For more information, see the Smart switching section of this user guide.

Continuous development means that additional "Evolution only" features and functionality will be added over time.

Classic firmware is only in "maintenance mode" and will only receive bug fixes. No new features or functions will be developed for Classic.

Changing device firmware (Evolution - Classic)

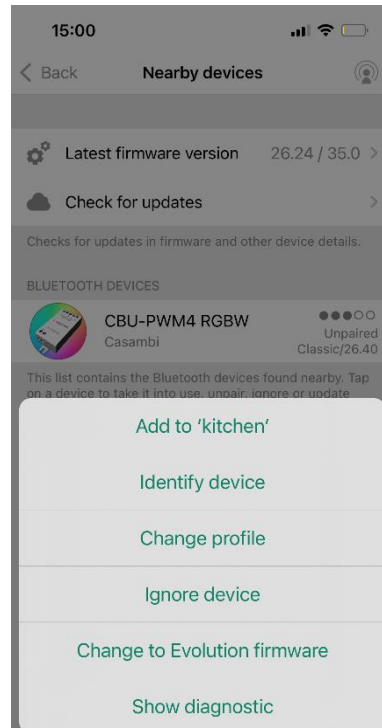
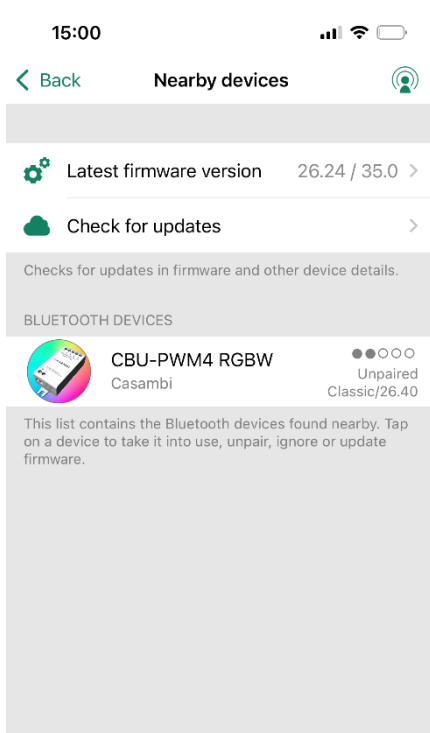
A device must display the text *Classic* or *Evolution* next to its firmware version number, when viewed in the *Nearby Devices* list. If only the firmware number is displayed, then the device is only capable to be used in use in a Classic network.

To upgrade a Classic device to Evolution firmware:

1. Ensure that the device is unpaired.
2. Select the device within the *Nearby Devices* list and then choose *Change to Evolution firmware* from the menu.
3. Select *START* when prompted.
4. The updated device can now be paired with an Evolution network.

To change an Evolution device to Classic firmware:

1. Ensure that the device is unpaired.
2. Select the device within the *Nearby Devices* list and then choose *Change to Classic firmware* from the menu.
3. Select *START* when prompted.
4. The updated device can now be paired with a Classic network.



It is recommended to update the firmware regularly to ensure that the SylSmart Standalone system will run flawlessly. You can check if new firmware updates are available by clicking on the menu item *Check for updates*. You find the *Check for updates* menu item on the top of the *Nearby Devices* page.

Changing a device's profile

One feature of many SylSmart Standalone devices is that the same physical hardware can be configured over-the-air to provide different functionalities depending on what it has been connected to. For example, a CBU-PWM4 can control up to 4 separate channels of an LED strip ("1ch dim", "2ch dim", "RGB", "TW" etc.).

Devices sourced directly from SylSmart Standalone or our Ecosystem product partners have the correct profiles preconfigured. If needed, standard profiles can be changed using the SylSmart Standalone app.

To change a device's profile:

1. Unpair the device from your network.
 - a. For Luminaires:
 - i. In the *Luminaires tab*, select *Edit* and then push the X in the top left corner of the luminaire icon you wish to unpair
 - ii. Alternatively, in the *Luminaires tab*, double tap the icon of the luminaire you wish to unpair to open its properties. Scroll to the bottom and select *Unpair device*
 - iii. Or identify and select the correct luminaire from the *Nearby devices* list and select *Unpair device*.
 - b. For Switches and Sensors go to the relevant section in the *More* tab. Select the device. Scroll to the bottom and select *Unpair device*. Or identify and select the correct device from the *Nearby devices* list and select *Unpair device*.
2. In the *More > Nearby Devices* list select the unpaired device, whose profile you wish to change.
3. Choose the *Change profile* option (if available) and select the correct profile from the displayed list.
4. Once the profile has been changed, add the device back to your network.

Note: If there is no option to *Change profile*, when tapping on the unpaired unit, it means that the manufacturer of the SylSmart Standalone-ready device has determined that the profile cannot be changed or no alternative profile is available. If you believe a profile change should be possible or if the desired profile is not listed, please contact the SylSmart Standalone Partner/Value Added Reseller, who supplied the SylSmart Standalone unit.

Example of some profiles available for the CBU-PWM4:



Error texts

You may see the network name displayed in red or purple text in the **Nearby devices** view, when a certain error occurs:

Red text

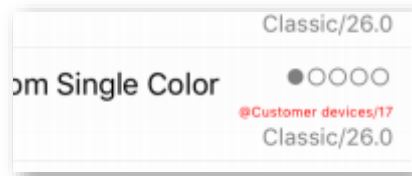
Meaning: A units configuration indicates that it is in a network, but the device is not recognised in the network configuration.

Fix: Unpair and re-pair to the network.

Purple text

Meaning: Duplicate unit ID. This may be caused, if multiple people are trying to pair devices to the same network simultaneously.

Fix: Unpair all devices showing purple text and re-pair to the network.



Time syncing

If the power is lost to all SylSmart Standalone units in a network, then the time information will be lost too. The app needs to be reconnected to the network to enable the time information to be “reseeded” to the devices in the network.

If just one SylSmart Standalone-enabled device remains powered, it will retain the time information and will automatically “reseed” it to other devices in the network, when power is restored to them.

If there is no app connected to the network, the time in individual units may drift slightly over longer periods of time due to normal electronic component tolerances. It is recommended to periodically (e.g., every 6 months) reconnect the app to the network in order to refresh the time to all devices.

Communication issues

Mobile devices from different manufacturers implement Bluetooth technology in different ways. This may lead to differences in mobile device performances and may occasionally lead to communication issues.

If SylSmart Standalone-enabled devices or the SylSmart Standalone app do not appear to be reacting as expected, try one (or more) of the following actions:

- Ensure Bluetooth is enabled on your mobile device
- Put your mobile device into Flight mode for 15 seconds
- Switch your mobile device Bluetooth off and on again
- Switch your mobile device WiFi off and on again
- Close and then re-open the SylSmart Standalone app
- Restart your mobile device

Contact Information

Support:

support.sylsmart@sylvania-lighting.com

For more information please visit:

<http://www.sylvania-lighting.com/connected-building>

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