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CASAMBI

Casambi Manual

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A) Introduction

Dear Customer,

By using the Casambi module with the associated app for the smartphone or tablet, you will get the best experience with your Vole Lights. It offers you the possibility to extend or retract your luminaires with a swipe, to set a timer and other possibilities of automation.

This guide will help you set up and configure the Casambi app in conjunction with your Vole Lights.

In this guide, we only go into the most necessary functions of the app. If you have any questions about other functions, please use the information in the app or the creator's website:
www.casambi.com

1) Install the Casambi app

The app is available free of charge for Android and iOS and is compatible with all current smartphones or tablets.



Scan the QR code or search for "Casambi" in their favorite app store.

After opening the app for the first time, you will be asked to agree to the terms of use. Follow the on-screen instructions.

Furthermore, you may be asked to switch on your Bluetooth function on your smartphone/tablet. This is necessary because the connection to the Casambi module is established via Bluetooth.

B) First set-up

Make sure the system is turned on and you are within range of the Casambi module.

After starting the app, you will be in the home screen (see Fig. 1). If this is not the case, you can reach it by pressing the back button.

1) Configuring the Casambi module

First of all, it is necessary that you set the correct operating state of the Casambi module. In the delivery state, the module is in so-called broadcast mode.

The following modes are to be used for use with the Vole Lights:

Broadcast Modus (CI4 DALI-broadcast)

In this mode, all luminaires are controlled simultaneously by the Casambi module. A distinction between different groups is not possible.

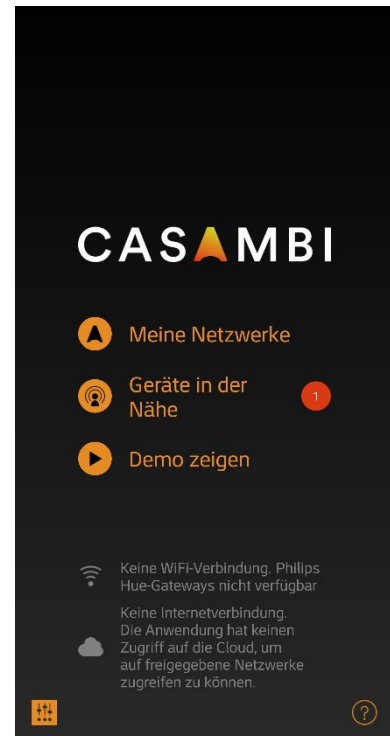


Abbildung 1

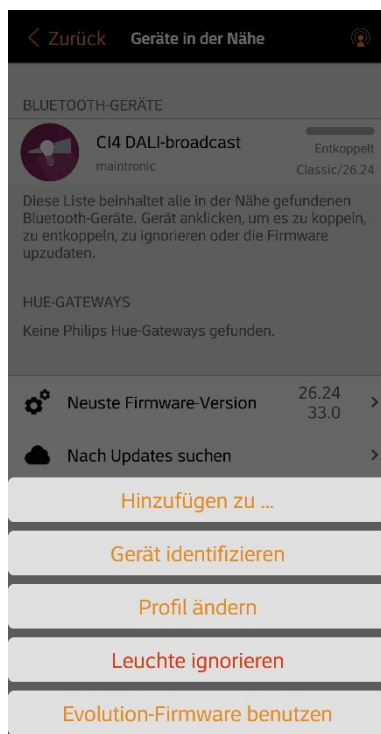


Illustration 2

Group Mode (CI4 DALI-group)

In this mode, it is possible to control up to four groups of luminaires separately. This allows for greater flexibility in operation.

The simultaneous control of all luminaires is also possible.

The operating mode cannot be changed if the module is already coupled to a network.

To change the mode, follow these steps:

1. Tap **Nearby Devices**.
2. Select the Casambi module.
(Default name: CI4 DALI-broadcast).
3. Under Change **profile, set** the desired mode (see Fig. 2).
Note: The currently set mode does not appear in the drop-down list (default: Broadcast)
4. Tap **Start Update** to apply the new mode.

2) Create a network

In order to control the lamps, you now have to create a so-called network and add the Casambi module to it.

To do this, proceed as follows:

1. Tap **Nearby Devices** (see Fig. 1).
2. Select the Casambi module.
3. Tap **Add to...** (See Fig. 2).
4. Set up a **new network** in **Classic** mode (this is not necessary if an existing Casambi network already exists).
5. Enter all required data in the setup mask (see Fig. 3).
 1. Name: freely assignable name of the network, here: Vole Lights
 2. Location: optional, but necessary for sunrise and sunset
 3. Sharing: Setting whether the network is visible and accessible to everyone
 4. E-mail and password: Login is done via this information
 5. No further settings required
6. Tapping Done completes the setup.

Abbildung 3

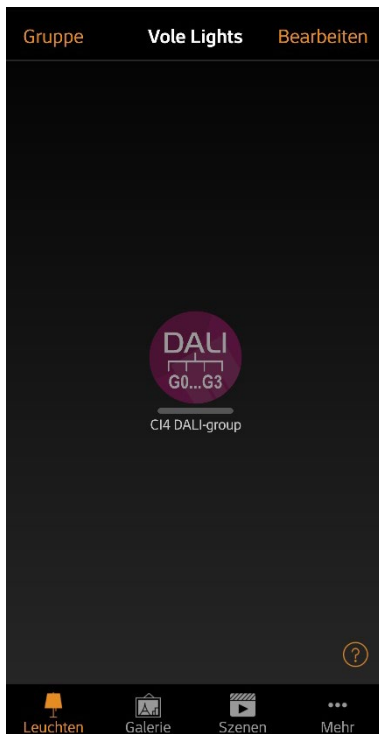


Illustration 4

After setting up the network, you will be automatically connected to it (see Fig. 4).

Not connected to the network?

Go back to the home screen (see Fig. 1) and select the one you just created under My Networks.

The Casambi module is not displayed?

Tap Show nearby devices, select the Casambi module, and then select Use in 'Your Network'.

If an update of the module is necessary, run it.

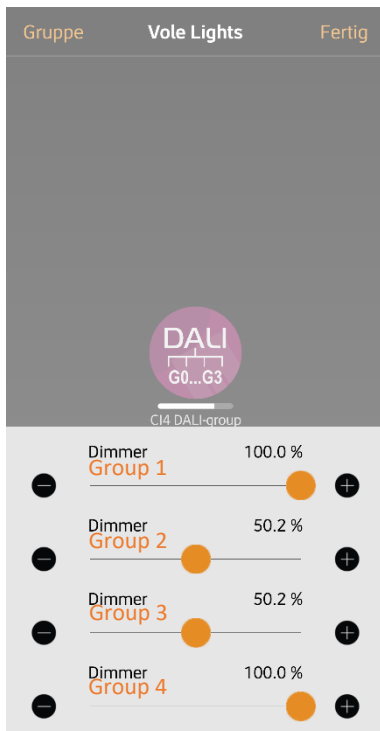


Illustration 5

3) Manual operation of the luminaires

If you are connected to the network, you can manually control your Vole Lights under the Lights tab (see Fig. 4).

For this purpose, the following 'gestures' are available:

1. Tap lights icon to turn them on or off
2. Swipe horizontally over the Glow icon to adjust the brightness
3. Hold down the lights icon to control individual groups (see Fig. 5, only in group mode)
4. Double tap the glow icon to change the setting of the Casambi module (e.g. name)

With these basic functions, you now have full control over your Vole Lights. All settings made are stored on the Casambi module or your smartphone/tablet and are therefore not lost.

C) Scenes and animations

Under the **Scenes** tab, you can create light scenes suitable for any occasion. A scene is the saved state of one or more lights. It is possible to control several luminaires with one click to create a perfect ambience.

Animations can dynamically connect scenes, e.g. to switch from one scene to another. They are a series of different scenes and possibly waiting times in between.

1) Create a scene

1. Tap Add **Scene**.
If a scene already exists, use **Edit** and **+** to add another scene.
2. Enter the name for the scene in the top bar, here: "All lamps on", and select **Add Scene** (s. Abb. 6).
3. Add it to the scene by tapping the Casambi module.
4. By tapping on the module again, the desired brightness of all lamps or the individual groups can be set (see Fig. 5). This value will be saved later.
5. Under the Settings tab, you can change the name of the scene and the icon, among other things.

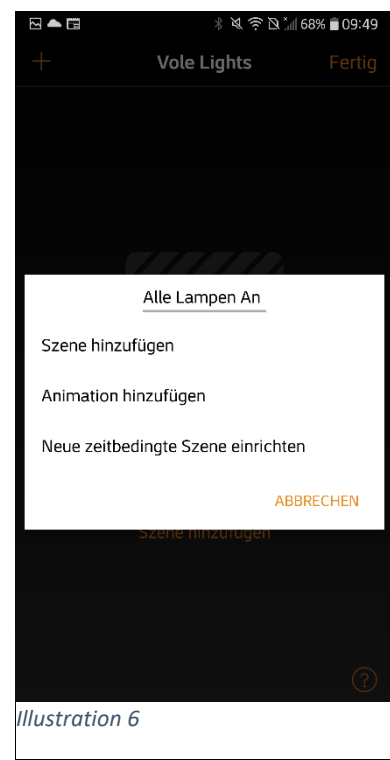
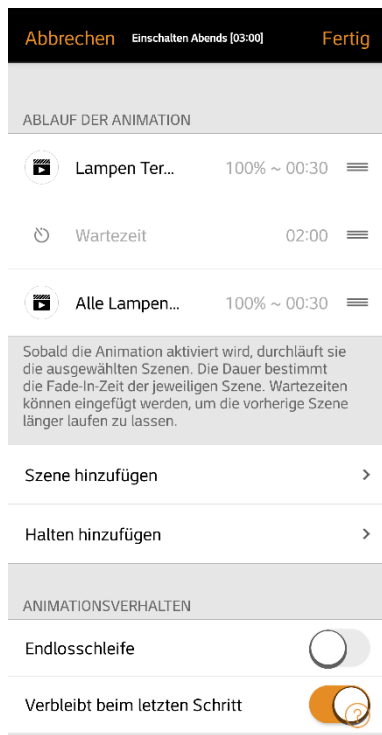


Illustration 6

2) Create an Animation

Für das Nutzen einer Animation ist es sinnvoll, mehrere Szenen gespeichert zu haben.

Hier: „Lampen Terrasse“ und „Alle Lampen An“



1. At the top, tap **Edit** and **+**.
2. Specify a name for the animation and choose **Add Animation** (see Fig. 6).
3. Insert the previously created scenes and waiting times one after the other (see Fig. 7). To change the order, drag the item up or down on the right edge.
4. By tapping a scene, you can change the fade to time (time that elapses until the scene is fully activated). The longer the time, the more smoothly the scenes merge into each other.
5. Set the animation behavior.
 1. Endless loop: When the last step of the animation is reached, it starts all over again.
 2. Remain in the last step: After reaching the last step, it remains activated until the animation is switched off.
6. Under General you can change the name and the icon of the animation.
7. Save the animation by tapping **Done**.

Illustration 7

The Turn on Evening animation shown in Figure 7 has the following function:

If the animation is activated, the lights on the terrace first turn off and dim to the preset value within 30 seconds. After a waiting time of 2 minutes, the remaining lamps turn off and also dim to the preset value within 30 seconds. The animation stops in the last step.

This animation works well for use with a timer.

3) Modify an existing scene or animation

To edit an existing scene or animation, tap **Edit** at the top and select the item you want to change. Alternatively, you can double-tap the desired scene/animation.

Then make the changes using C)-1) or C)-2).

D) Timer

The timer works basically like a conventional timer with an important additional function. It is possible to set a dynamic start and end time through the stored solar calendar. Thus, the timer automatically adapts to the sunrise and sunset of the respective day.

To use this function, you must have defined the location of your network, see Chapter B)-2). This setting can also be found under the **Tab More**, **Network Configuration** and **Network Settings**.

A timer always activates a scene or animation. If you have not yet created a scene or animation, please refer to Chapter C).

1) Create a timer

1. In the tab, select **More** the sub-item **Hours** and add a new timer.
2. Set the power on and off time. The following settings can be made (see Fig. 8):
 - Determination of the day:
 - Weekdays: Allows, for example, differentiation between during the week and the weekend.
 - Date: Activation only on a specific date (not useful).
 - Setting the time:
 - Time: Fixed switch-on or switch-off time.
 - Sunrise/sunset: Dynamic switching on or off, depending on the current state of the sun. The time can be adjusted manually via **Before** and **After**.

In the example, the timer is activated 5 minutes before sunset on all days.
3. Add the scene(s) or animation(s) that you want to activate.
4. The **Activated** button can be used to deactivate the timer if it is not needed at the moment.
5. Finish setting up the timer from **Done**.

The timer in Figure 8 has the following function:

The "Turn on Evening" animation is activated every day 5 minutes before sunset. The animation ends at 23:00 on all days.

