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Другие языки:

English • [русский](#) • □□□□□□

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Installing and setting i3 lite app

Installation and registration

To create and set a project [download](#) and install the client app available for the following platforms: iPad/iPhone/iPod touch with iOS 7 and later; Android 4.4 and later; [Windows 7/8/10](#) (Из [itunes](#), [google play](#) or [our company's web-site](#))

To use the product,
please, register

Sam

example@mail.ru

☒ By clicking the «Registration» button I accept the [«Terms of Use»](#) and allow to process my personal data on conditions and for purposes defined by the [«Privacy policy»](#)

SIGN UP NOW

How do you plan to use
our products?

DIY

You are making Smart home for yourself

INSTALLER

You give professional services on creating and setting Smart homes

Invitation code is an identification code given by [iRidium Authorized partner](#). If you enter an invitation code, when registering, you get:

- individual tech support from the indicated Authorized partner
- silver dealer status instead of bronze. It gives better conditions of purchasing and working with iRidium products.

Create an account as installer

Russia	✓
--	✓
Iridium	
+65861461482	
http://www.iridiummobile.net	
Invite (optional)	
SEND REQUEST	

[Back](#)

Select equipment you plan to work with.

Select the equipment and automation systems you use

- | | |
|--|--|
| <input type="checkbox"/> AMX | <input checked="" type="checkbox"/> HDL wireless |
| <input type="checkbox"/> BACnet | <input type="checkbox"/> Helvar |
| <input type="checkbox"/> Beckhoff ADS | <input checked="" type="checkbox"/> KNX |
| <input type="checkbox"/> Clipsal | <input type="checkbox"/> Kramer |
| <input type="checkbox"/> Crestron | <input type="checkbox"/> Lutron |
| <input type="checkbox"/> Domintell | <input type="checkbox"/> Modbus |
| <input type="checkbox"/> EPSNET | <input type="checkbox"/> MyHome |
| <input type="checkbox"/> Global Cache` | <input type="checkbox"/> ZigBee |
| <input checked="" type="checkbox"/> HDL buspro | <input type="checkbox"/> Z-Wave |
| <input type="checkbox"/> Duotecno | <input type="checkbox"/> Other |

Other

REGISTRATION

[Back](#)

A letter is sent to your e-mail with a request to verify your account. Check, whether the email is in

the junk folder of your email account, since confirmation mails with backlinks are sometimes classified as spam.



Dear Sam

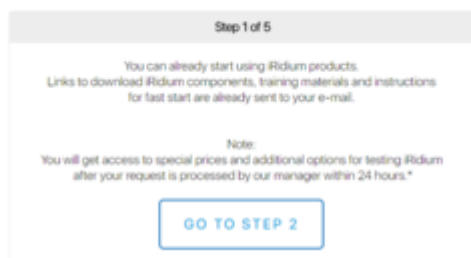
Your email address was used on new user registration at My Account section
www.irdiummobile.net.

To confirm your account, go to the following link:

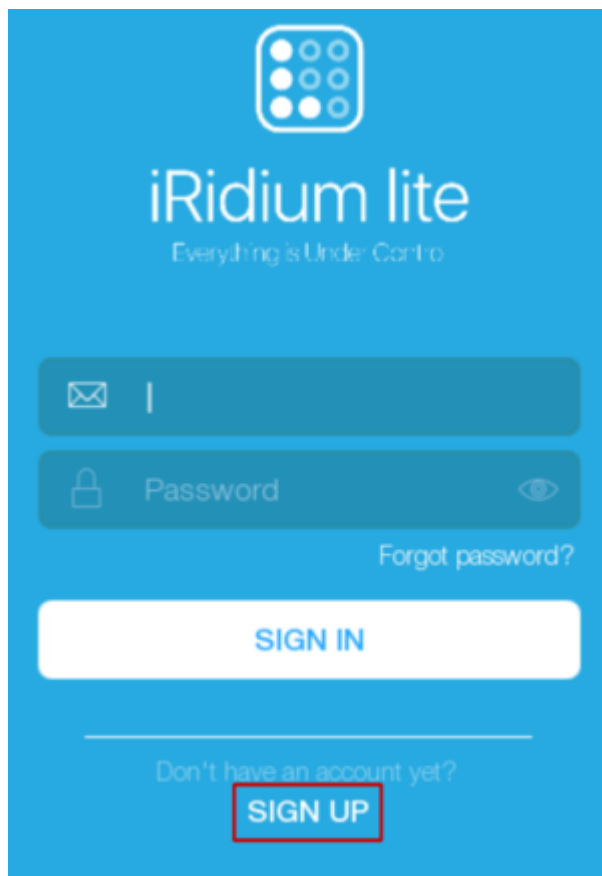
Verify

Follow the link and you get into an account for iRidium lite.

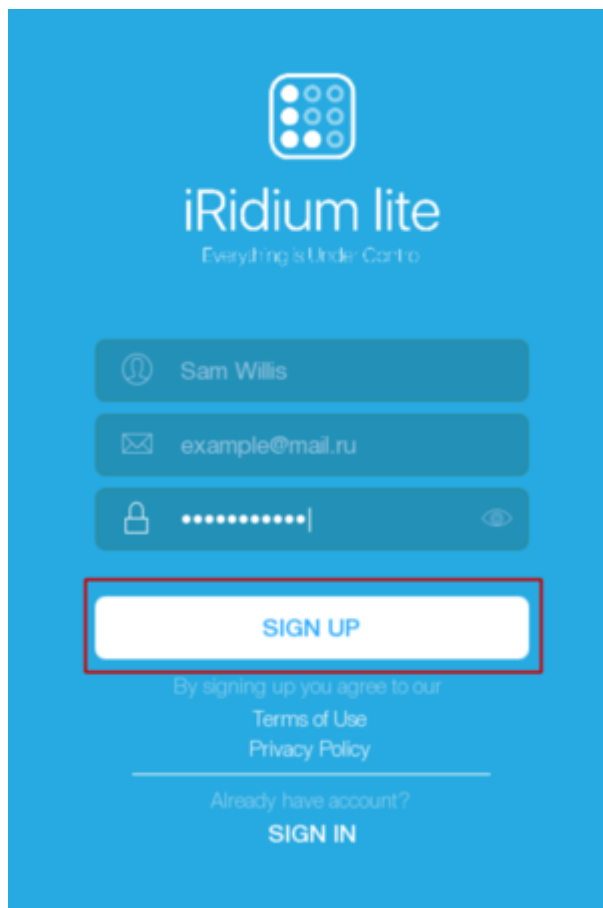
Your account is successfully created!



Fill in additional information about your company. You can also register in the app. Select "Sign up", when you launch the app for the first time.

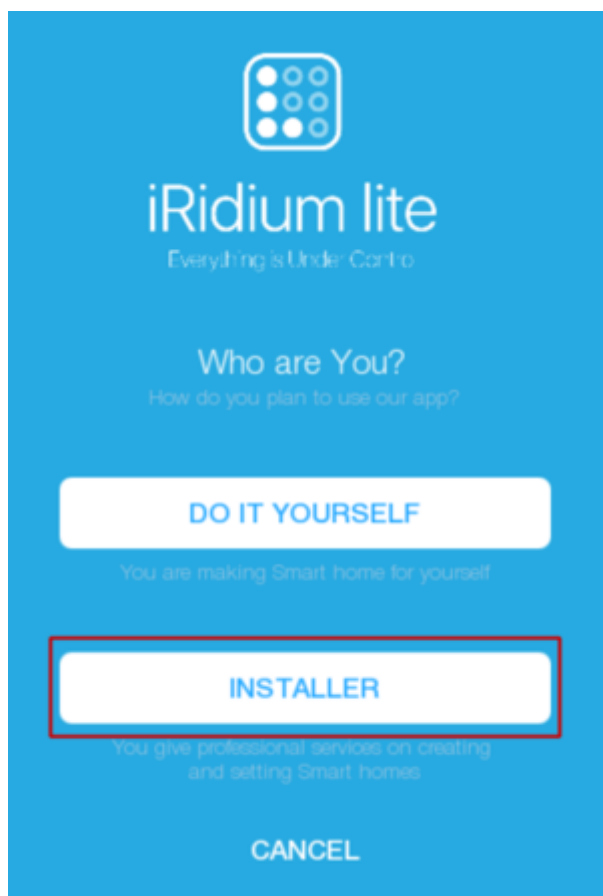


Fill in the following fields: "User name", "e-mail", "password". Press "Sign up".




The image shows the sign-up screen for the iRidium lite application. At the top is the iRidium lite logo, which consists of a square containing a 3x3 grid of circles. Below the logo is the text "iRidium lite" and the tagline "Everything is Under Control". The screen features three input fields: a username field with the text "Sam Willis", an email field with "example@mail.ru", and a password field with masked characters ".....". To the right of the password field is an eye icon for toggling visibility. Below these fields is a prominent white "SIGN UP" button, which is highlighted with a red rectangular border. Underneath the button, there is a line of text: "By signing up you agree to our Terms of Use Privacy Policy". At the bottom, there is a link "Already have account?" followed by a "SIGN IN" button.

Installer account is required.



The image shows the account selection screen for the iRidium lite application. It features the same iRidium lite logo and tagline as the previous screen. Below the logo, the text "Who are You?" is displayed, followed by the question "How do you plan to use our app?". There are three buttons: "DO IT YOURSELF", "INSTALLER", and "CANCEL". The "INSTALLER" button is highlighted with a red rectangular border. Below the "DO IT YOURSELF" button, there is a line of text: "You are making Smart home for yourself". Below the "INSTALLER" button, there is a line of text: "You give professional services on creating and setting Smart homes".

Fill in data about yourself: country, company's web-site, phone number. Invitation code is entered if you have it. Then press "Continue".



iRidium lite
Everything is Under Control

Installer registration
Become a specialist and work on your own

Russia >

Region >

<http://www.irdiummobile.net/>

+4654611665

CONTINUE

BACK

Select equipment you plan to work with.



iRidium lite
Everything is Under Control

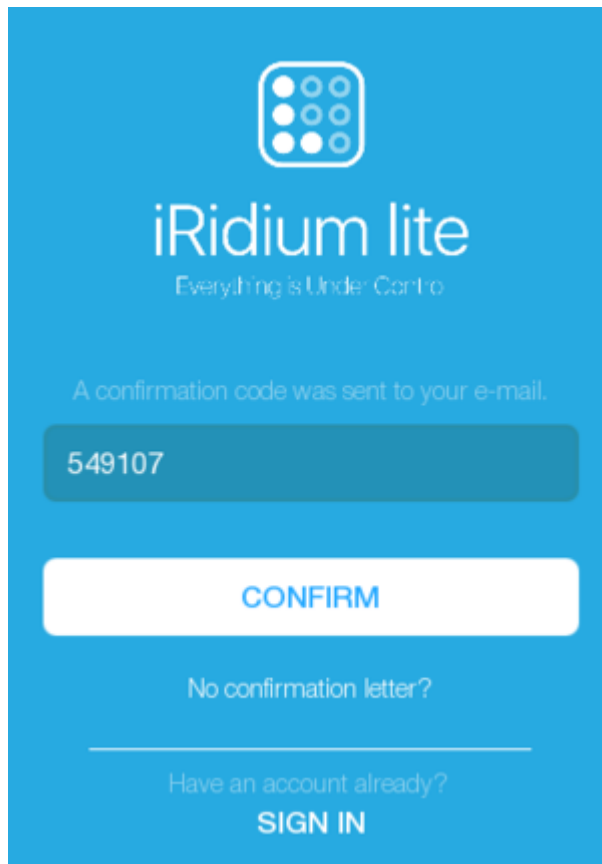
Select equipment and automation systems you use

<input type="radio"/> AMX	<input type="radio"/> BACnet	<input type="radio"/> Beckhoff ADS	<input type="radio"/> Clipseal
<input type="radio"/> Crestron	<input type="radio"/> Domintell	<input type="radio"/> EPSNET	<input type="radio"/> Global Cache
<input checked="" type="radio"/> HDL buspro	<input type="radio"/> Ductechno	<input type="radio"/> HDL wireless	<input type="radio"/> Helvar
<input checked="" type="radio"/> KNX	<input type="radio"/> Kramer	<input type="radio"/> Lutron	<input type="radio"/> Modbus
<input type="radio"/> MyHome	<input type="radio"/> ZigBee	<input type="radio"/> Z-Wave	<input type="radio"/> Other

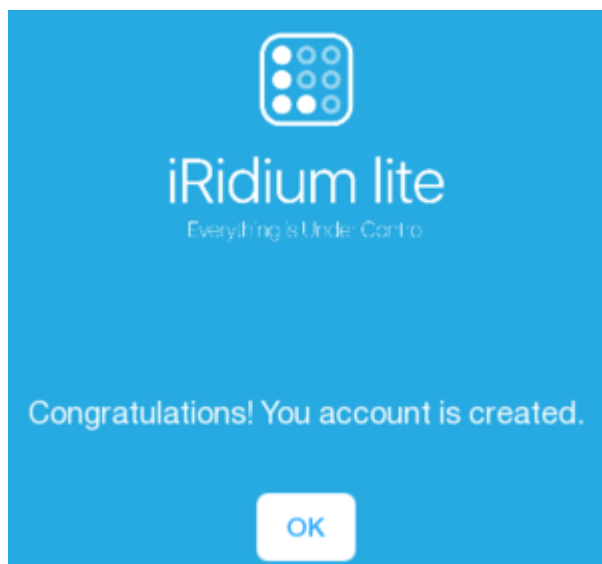
SIGN UP

BACK

A confirmation code is sent to your e-mail, check your e-mail, enter the code and press "Confirm". If you can't find a letter with a confirmation code in your e-mail, check the spam folder. If some time later, still no letter comes, select "No confirmation letter?", and a code will be sent to your e-mail one more time.



A message appears on the screen that your account is successfully created



Information pages can be looked through or skipped.



But to use all features of an integrator’s account, please wait for approval of your account from iRidium mobile team and only after it you can start using the app.

Entering the App

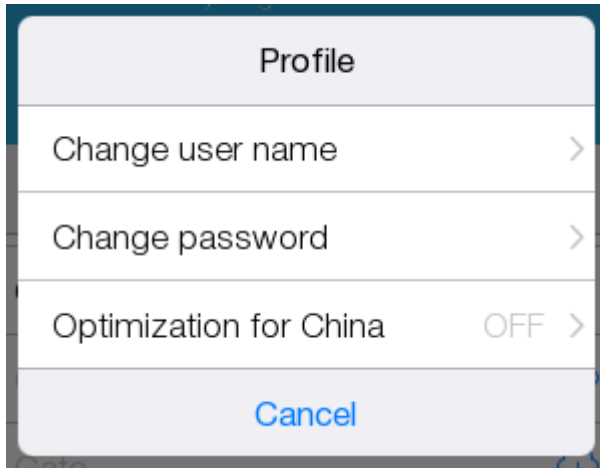
If you registered in the app, you get at once to the authorization page. If you got registered on the web-site, launch the i3 lite app. On the Welcome page enter your e-mail and password that you used at registration. Press “Sign in” .



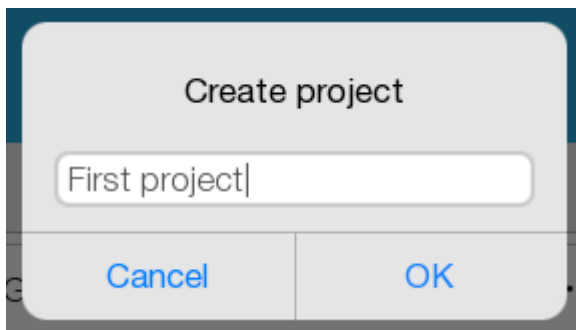
The next window shows created projects



You can change user settings by pressing the user name in the top left corner.



Press "New project" and enter project name.



Select "Project without server"

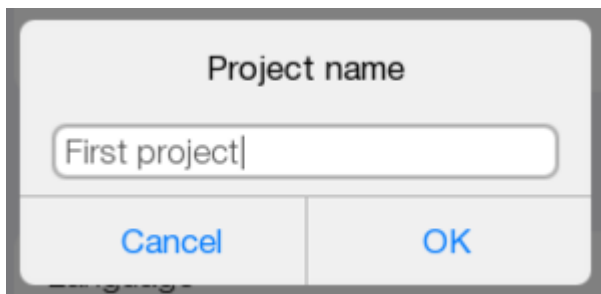


Config

The window where an installer gets first of all is called "Config".



The “General” tab contains information about the project, the app version and allows to change language, style and project display.
Renaming a project:



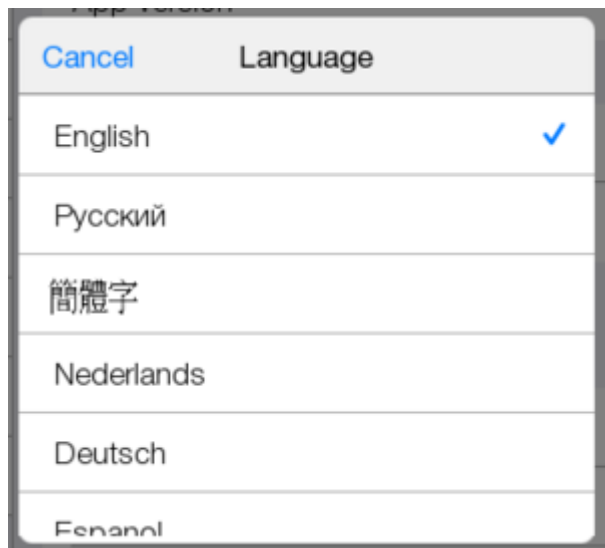
Changing the style



Selecting project display (allows to adapt the interface for different panels)

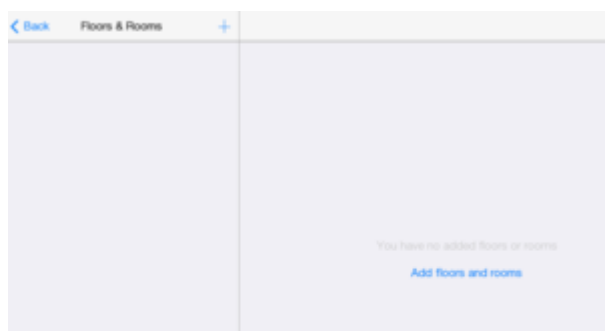


Changing the language.



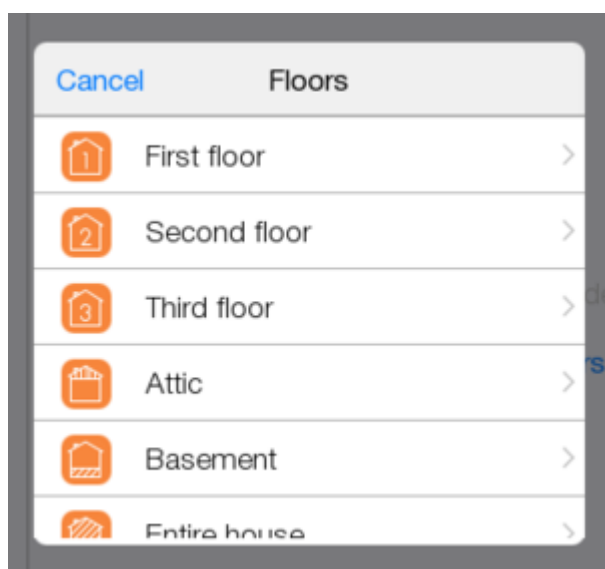
Creating rooms

To begin with we create a floor and add 2 rooms to it. It is done with the help of “Add floors and rooms” or with the help of the plus button in the top right corner

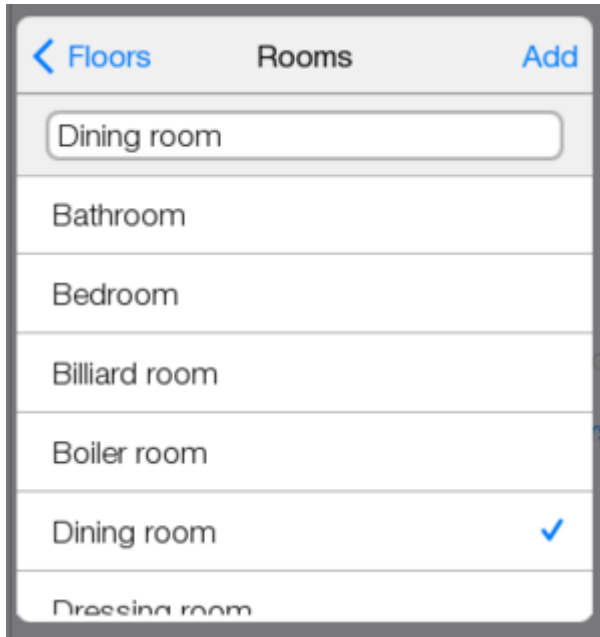


Press 

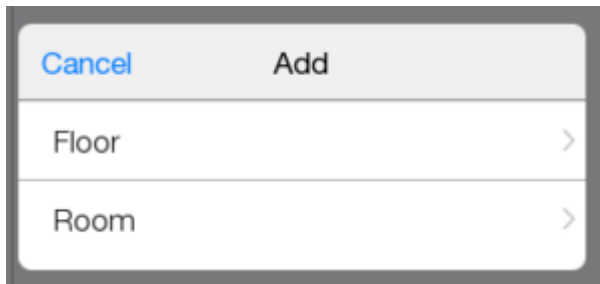
Select “First floor”.



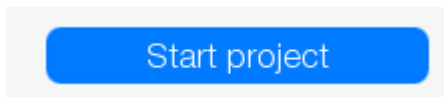
To add a room, select it from the list or enter its name in the line.



Now we have one floor with one room. You can create more floors and rooms later on.

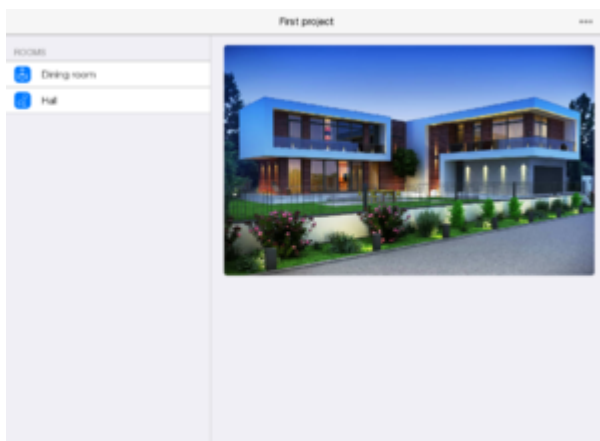


Add another room. Go back and start the project.




Template

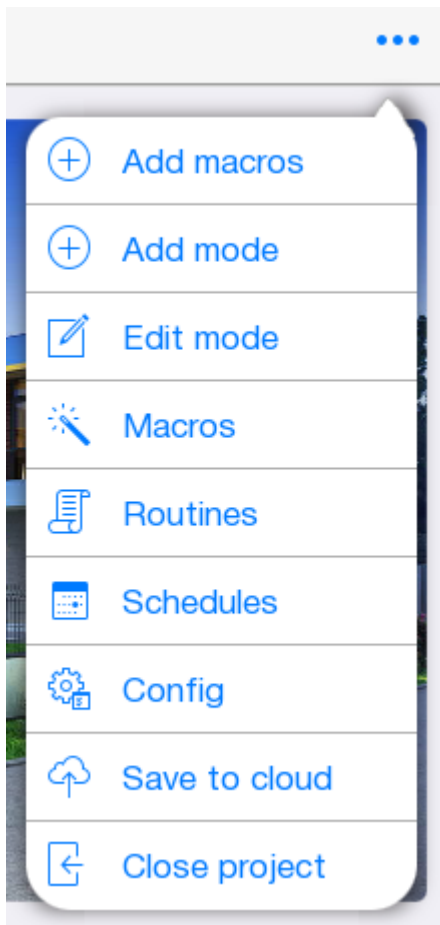
This window is called "Template", an end-user uses this window. It shows a list of rooms, macros and modes.





Device widgets, macros, modes, photos, headings are displayed in a room.







They can be edited by pressing  in the top right corner. Control buttons are located there.



For the main page:  - "Add macros" and "Add mode" add created macros and modes to the main page.

 - "Edit mode" edits (moves and deletes) macros and modes of the main page.

 - "Macros",  - "Routines",  - "Schedule" go to the config and create new macros, modes, schedules.

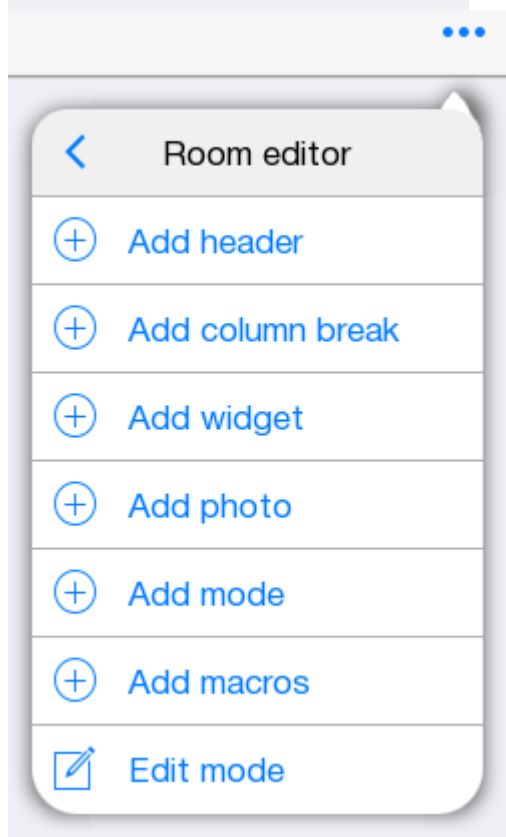
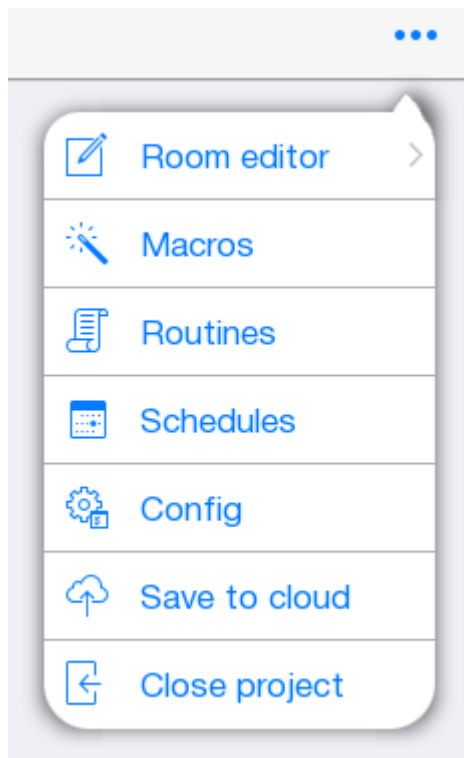
 - "Config" goes to "Config".

 - "Save to cloud" saves a project.



- "Close project" asks about saving a project to the cloud, closes the project and goes to "Welcome" page.







Save the project in the cloud not to lose it.



"Macros", "Routines", "Schedule", "Config", "Save to cloud", "Close project" in the room do the same.

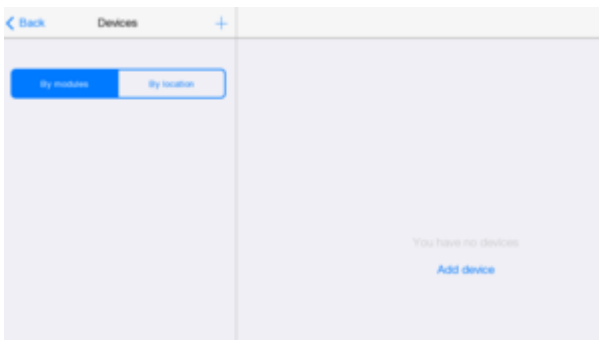



- "Room editor" goes to the room settings.

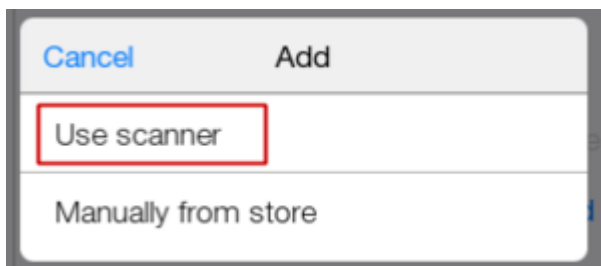
-  - "Add header" adds a heading.
-  - "Add column break" adds column break.
-  - "Add widget" allows to add all device widgets existing in a project.
-  - "Add photo" adds an image to a room.
-  - "Add macros" and "Add mode" add macros and modes that already exist to a room.
-  - "Edit mode" allows to edit (move, delete) all items added to a room.

Adding Devices

Come back to the "Config" and go to "Devices" tab.



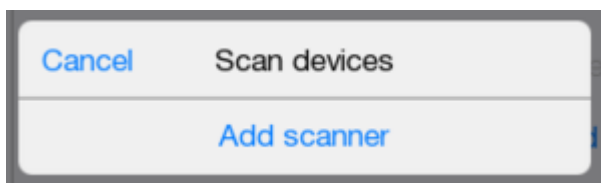
A device can be added with the help of "Add device" or  in the top of the screen. Select "Use scanner" or "Manually from store".



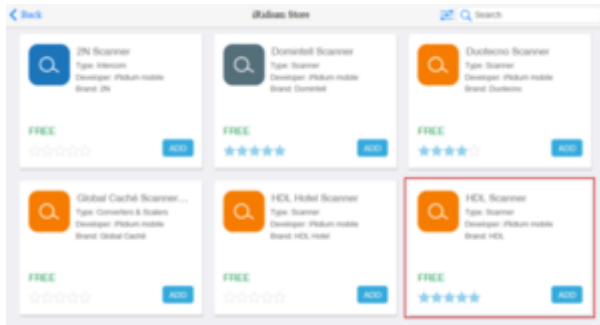
In both cases you get to "iRidium store".

It's easier and faster to use a scanner. It allows to add all devices simultaneously. No need to enter network settings (host, port, id, etc.).

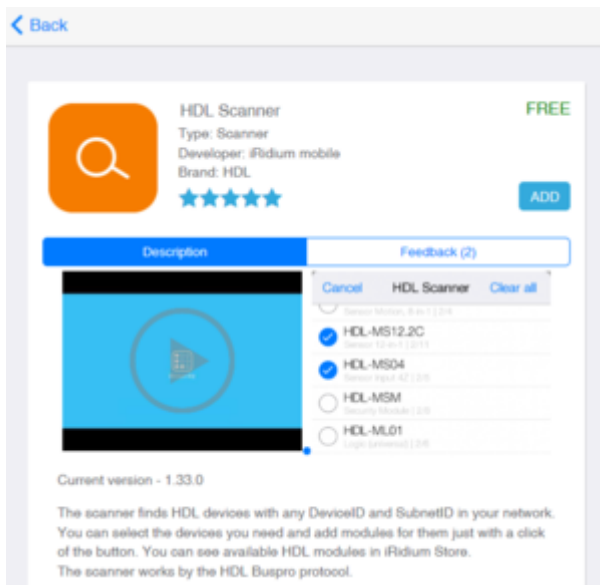
Select "Use scanner", "Add scanner" and you get to "iRidium store".



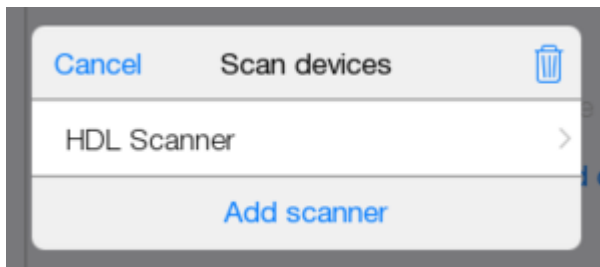
You need "HDL Scanner".



Press on “HDL Scanner” and get information about it. Add the scanner to the project.



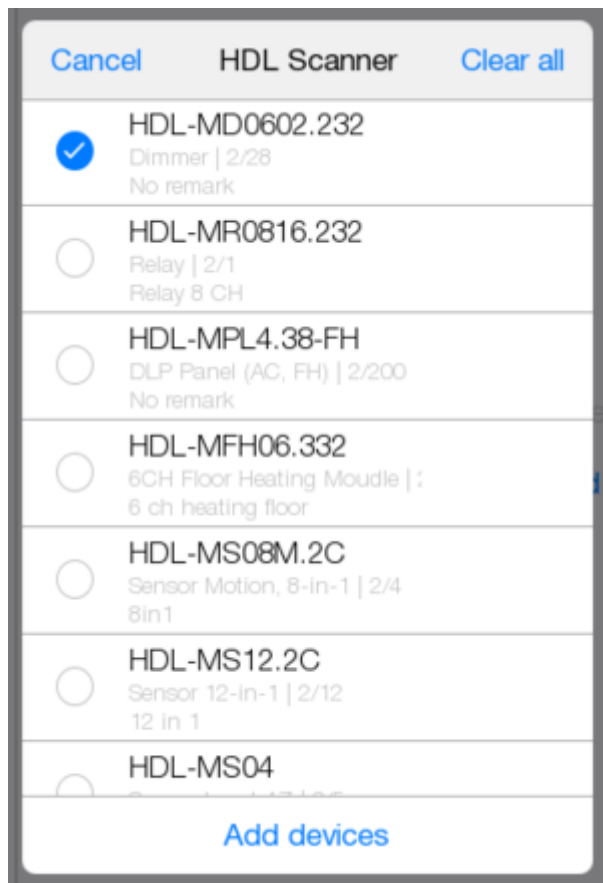
Now “HDL Scanner” is in the list of devices .



Launch it.

All available devices will be displayed in the window.

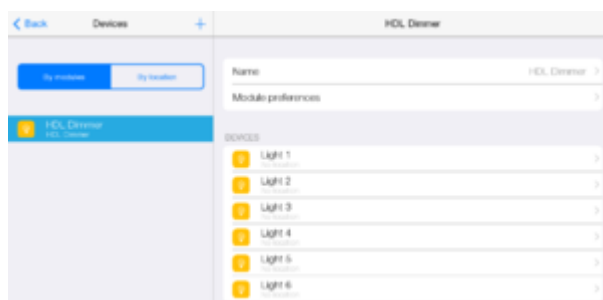
Select a dimmer and add it to a project.



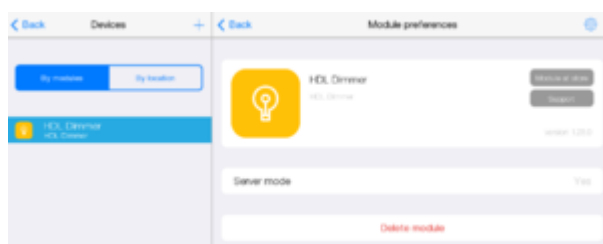
The window shows a device and all subdevices that make it up. Subdevice is a functional object of iRidium lite.


For example, 1 subdevice is a lamp or 1 channel of KNX relay or 1 channel of HDL dimmer.

Sensors are not subdevices and they are controlled for free. For more convenient calculation when choosing a license, subdevices are united into packages by 20 subdevices.



In "Module preferences" you can delete a module and go to "Support" page.



By pressing on  you can go to "Setup". Parameters of access to a device are set here.

Cancel Setup Add

HDL-BUS PRO NETWORK (UDP)

Host 255.255.255.255

Port 6000

MODULE

Channel count 6

SubnetID 2

DeviceID 28

Refresh rate 3 sec >

By pressing on subdevice, go to settings.

< Back Devices + < HDL-Dimmer Light 1

By network By location

HDL-Dimmer 100.100.100.100

Active ☒

Name Light 1 >

Type Through-Dimmer >

Location Select >

Description Add description >

WIDGET 1

Name Light 1 >

DEVICE WIDGET

Light 1 ☒

100

Available: subdevice activation/deactivation; changing subdevice name; changing the type; selecting location; adding a description; widget; changing widget name.

Location, it turns out to be the real location of a device in a room если добавлять. If you want to place only a widget to control a device from the "Template", do it with a simple widget to control a device.

All devices are located in rooms.

To add physical location of devices use "Location".

When you select location of a device, its widgets are automatically placed in a room.

Later on you can delete or add device widgets from another room, but the location of a device won't change.

Place a device in the created room.

Cancel Select location Done

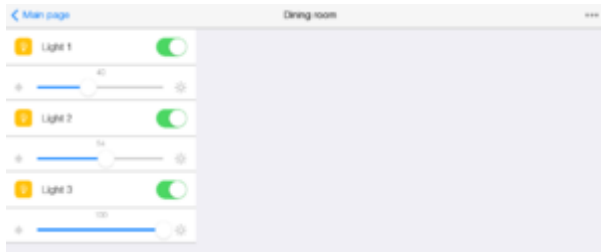
Dining room ✓

Hall

Add location to dimmers 2 and 3.

Start the project.

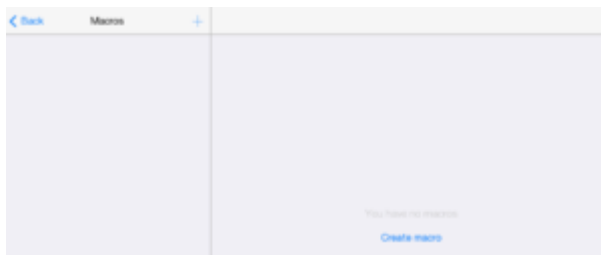
Go to the room.




Macros

Macro is a sequence of control commands that is activated by pressing a button. It contains Action and Condition.

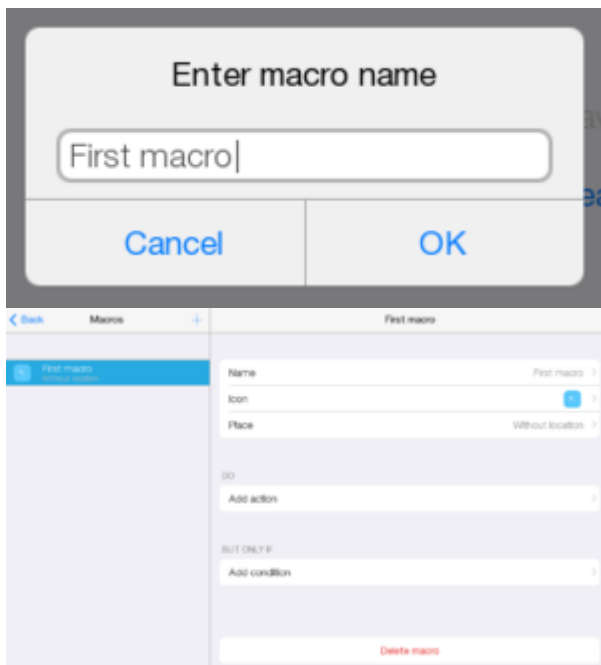
Let's make a macro to turn on several dimmers at the same time. Go to "Config".
Go to "Macros".



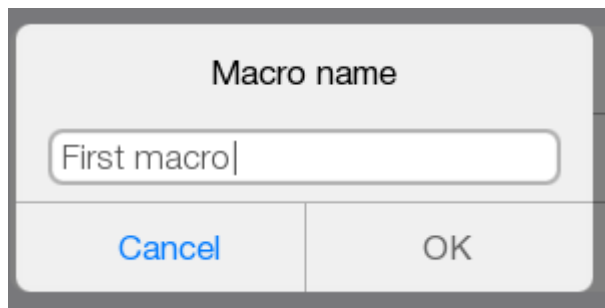
You can create a macros with the help of  or "Create macro".

Enter macro name.

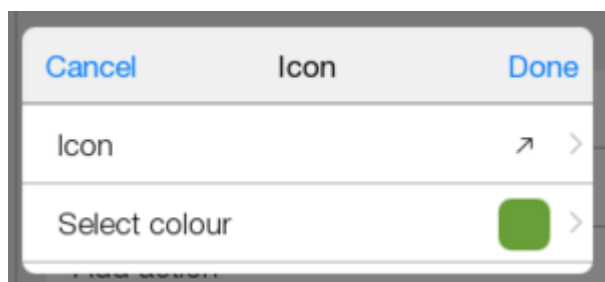
Save it.



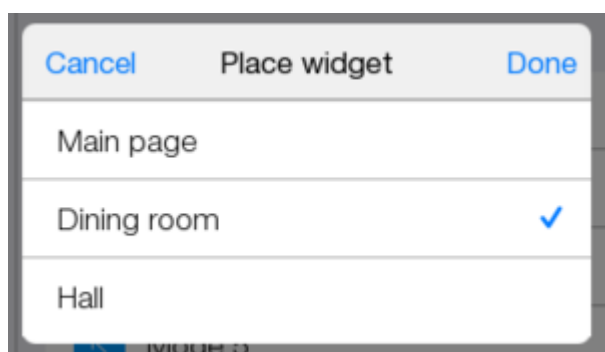
A macro can be set.
Renamed.



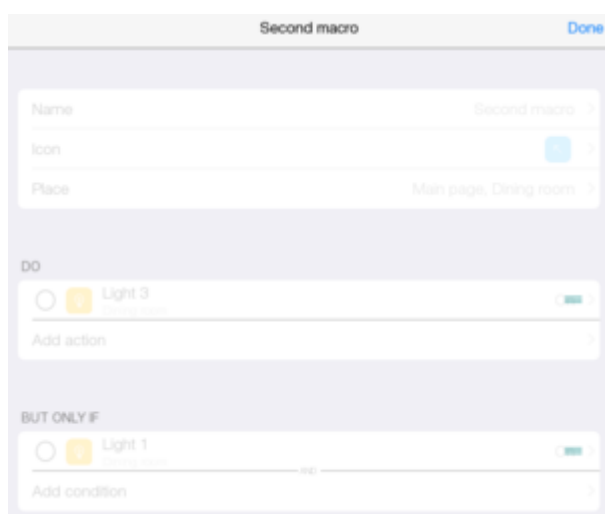
A macro icon can be changed.



Macro location can be set.



Macro structure can be edited [Edit](#) .



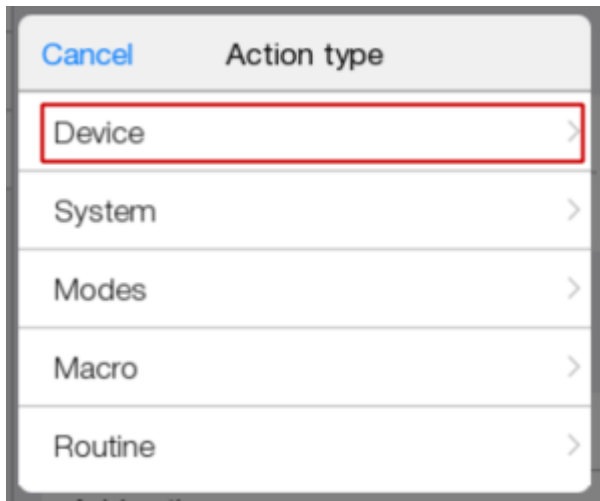
Delete macro

A macro can be deleted.

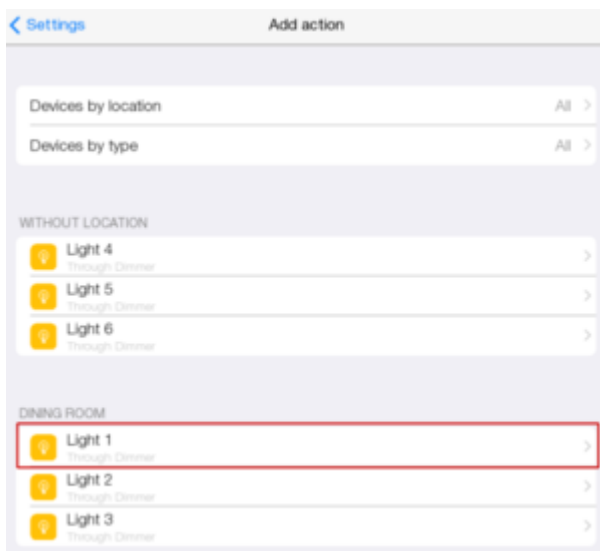
Let's create two macros. Select location for the two macros in the room, where dimmers are located.

Macro 1.

In “Add action” select “Device”.



Select Light 1.

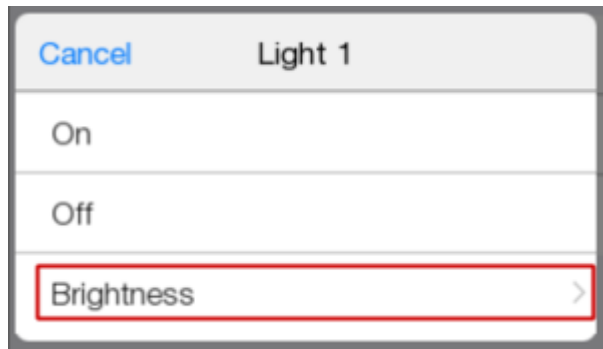


Press “On”.

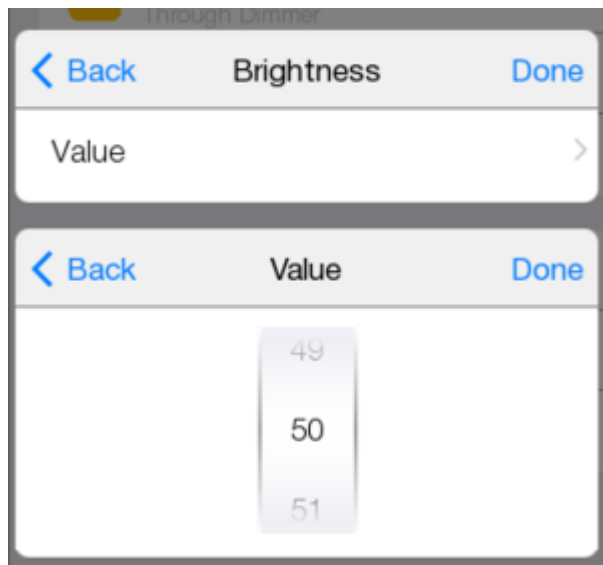


Add Light 2.

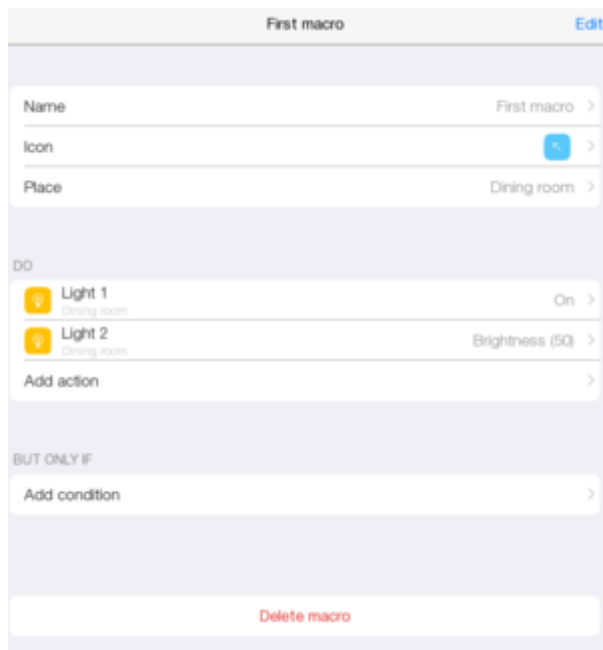
Select “Brightness”.



Set "Value" at 50.



When the macro is pressed it turns on dimmers.



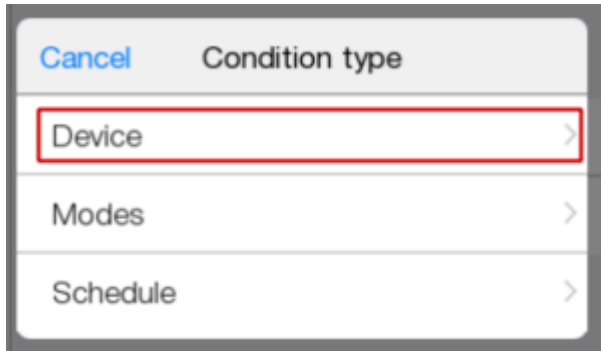
Macro 2.

Create Second macro.

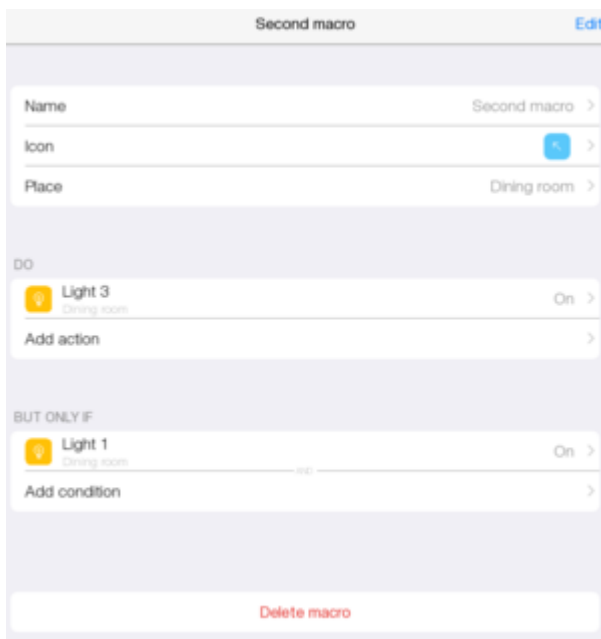
In "Add action" select Light 3.

Press "On".

Set a condition for this macro by pressing “Add condition”.



Select “Device” and Light 1, with “On” value.
Dimmer 3 turns on only if dimmer 1 is turned on.



Start the project.
To check macros work, turn off dimmers.




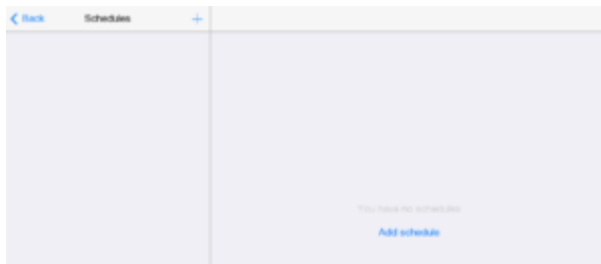
When “First macro” is pressed, dimmers 1 and 2 are turned on. And dimmer 2 has a value that was set.

When “Second macro” is pressed, dimmer 3 is turned on, as dimmer 1 is turned on too. If you turn off dimmers 1 and 3, and press “Second macro” again, dimmer 3 won’t be turned on.

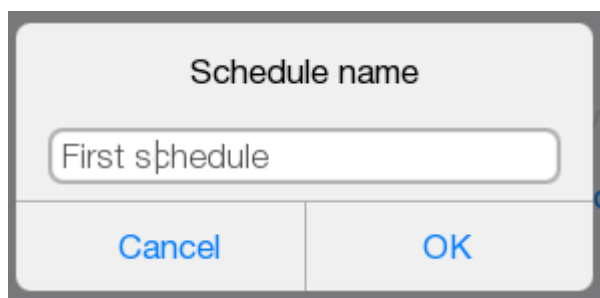
Schedule

If you want lamps to turn on and off at a definite time, create a schedule and a routine.

Schedules are created with the help of  or “Add schedule”.

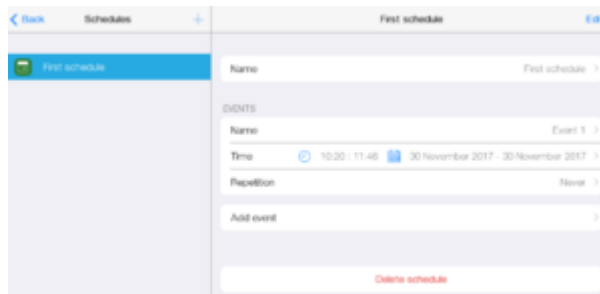


Enter schedule name.



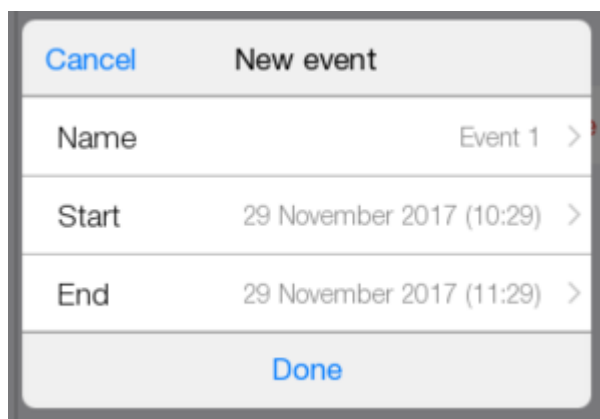
A window with a created schedule appears.

Here you can rename a schedule, add an event, delete a schedule.



Create an event.

Press “Add event”



Enter a name, the beginning and the end of the event

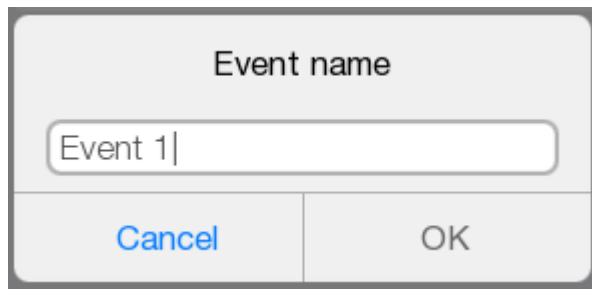
The end of the event is not used. Leave as it is.

Here is the created event

The event can be activated/deactivated

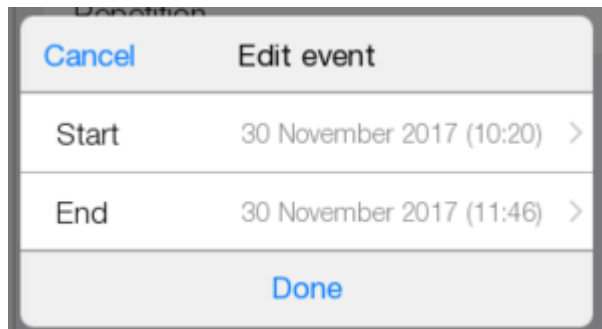


It can be renamed;



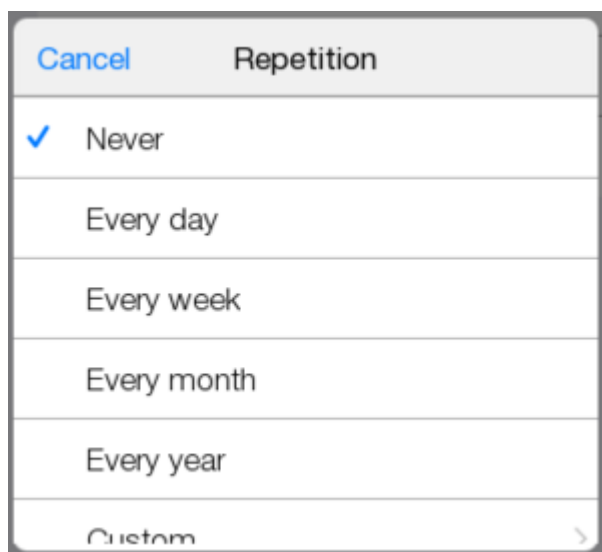
A screenshot of a dialog box titled "Event name". It features a text input field containing "Event 1|". Below the input field are two buttons: "Cancel" on the left and "OK" on the right.

Date and time can be changed;



A screenshot of a dialog box titled "Edit event". It has a "Cancel" button on the top left. The main area contains two rows: "Start" with the value "30 November 2017 (10:20)" and a right arrow, and "End" with the value "30 November 2017 (11:46)" and a right arrow. A "Done" button is at the bottom.

Set repetition.



A screenshot of a dialog box titled "Repetition". It has a "Cancel" button on the top left. The main area is a list of repetition options: "Never" (selected with a blue checkmark), "Every day", "Every week", "Every month", "Every year", and "Custom" (with a right arrow). The "Custom" option is partially visible at the bottom.

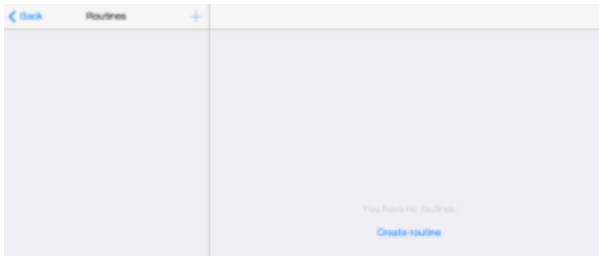
Routines

Routines are a logical component of project that keeps track of changes in equipment states and reacts to the change as set in the logics. A routine can be server and panel. A panel routine works on panels as long as iRidium lite app is launched. A server routine works on the server, even if the app is off.

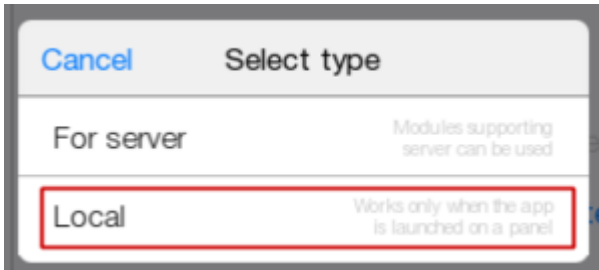
Let's create 2 panel routines.

Go to "Routines" and create a new routine.

Press  .



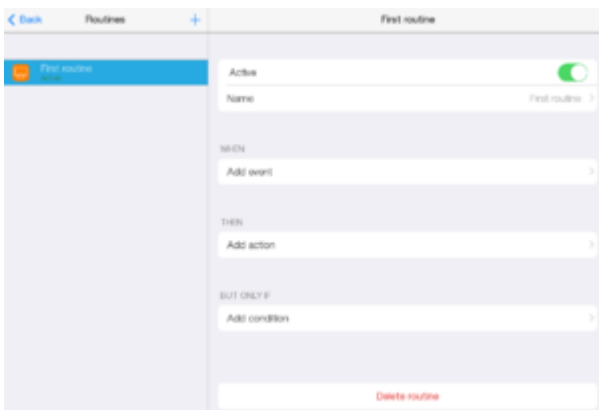
Select “Local”, as the server is not used in the project yet.



Enter a name



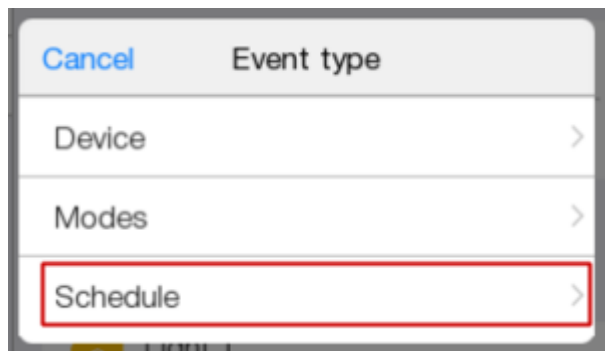
Here is a window with a created routine.



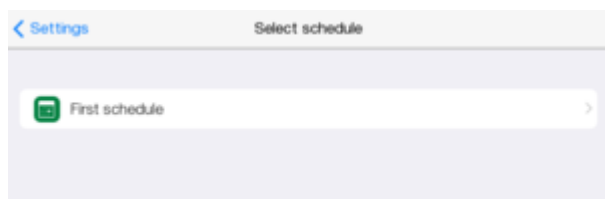
Let's set the created routine.

Rule 1.

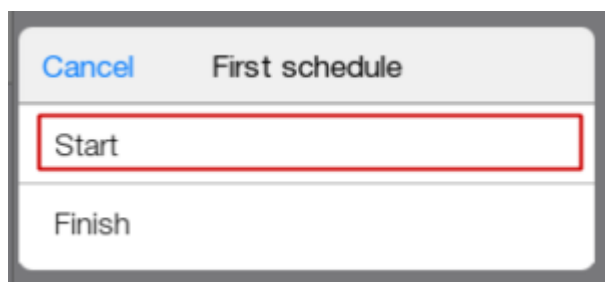
In “Add event” add “Schedule” event.



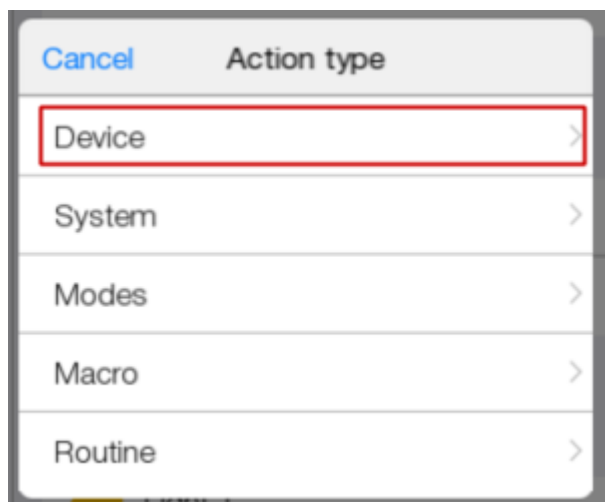
Select the required one in the list.



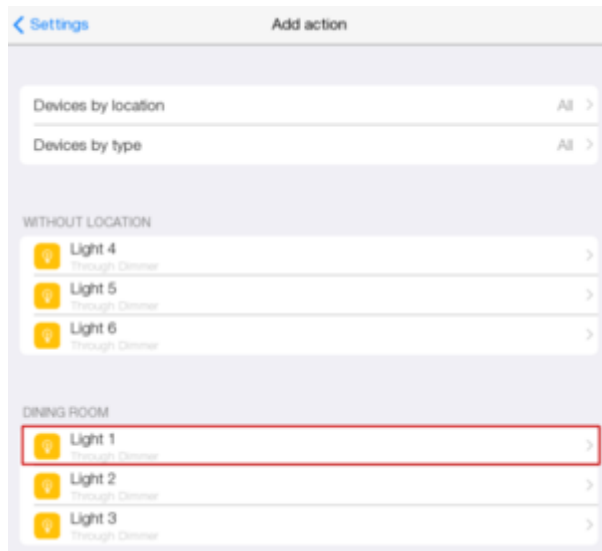
Press "Start".



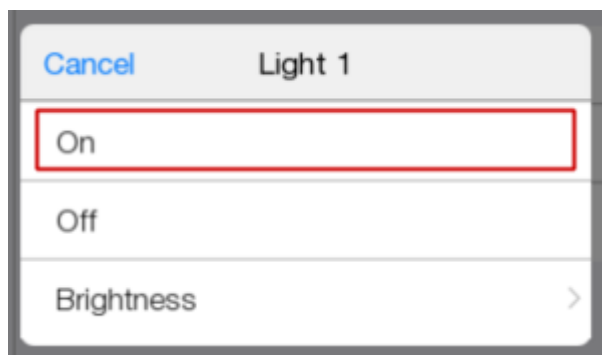
In "Add action" select "Device".



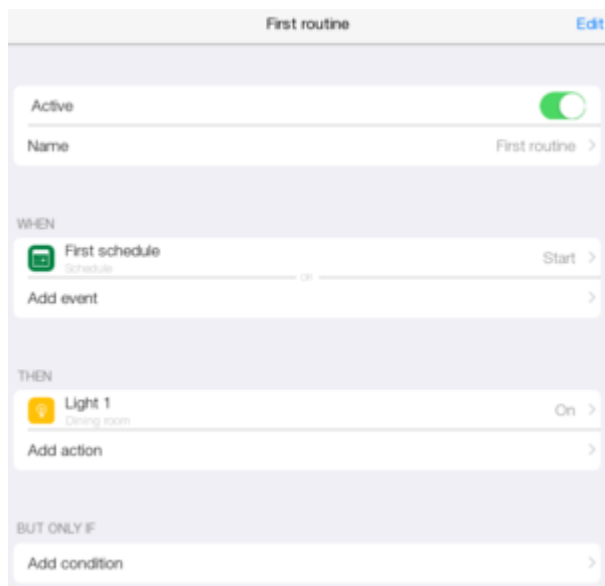
Select dimmer 1.



Press “On”.




Ready schedule.

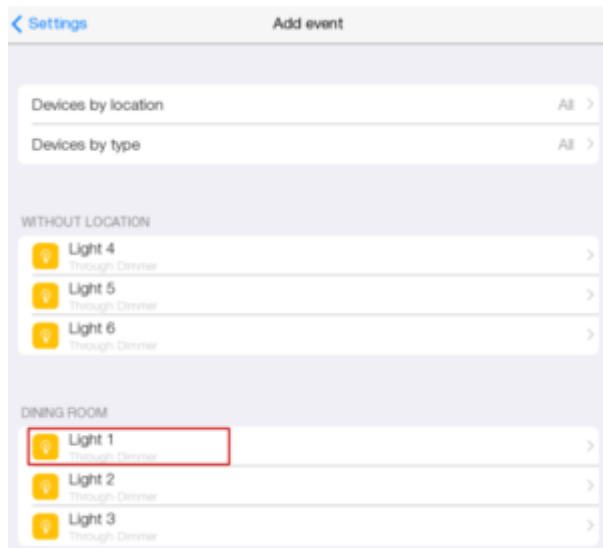


When an event starts, lamp 1 is turned on.

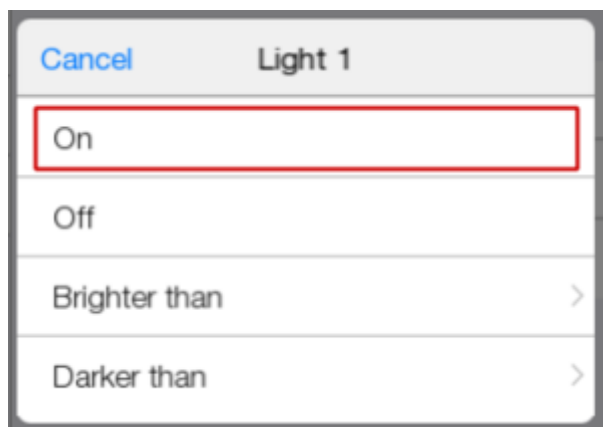
Routine 2.

Press .

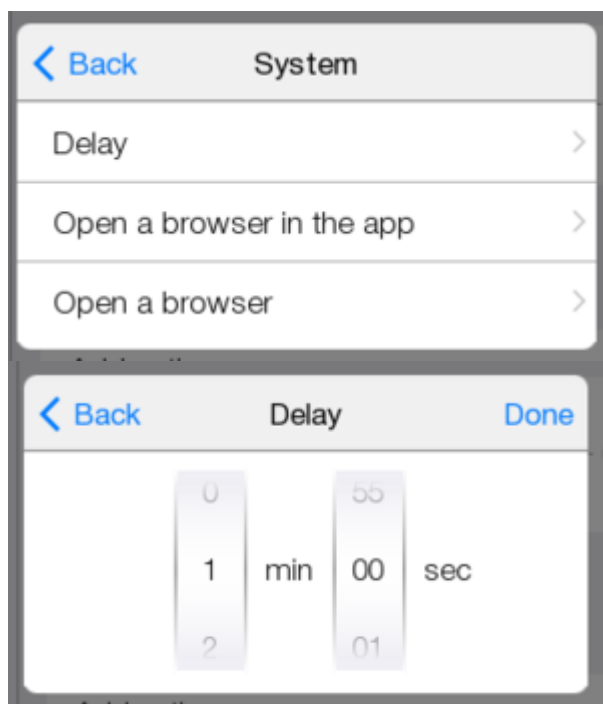
In “Add event” add a condition that dimmer 1 is turned on.



Press “On”.

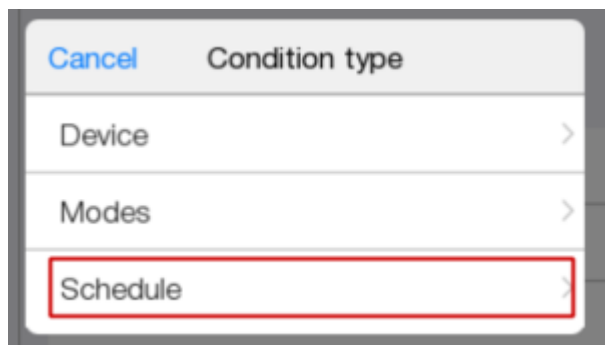


Press “Add action”, select “System”.
Select “Delay” with 1 minute value.

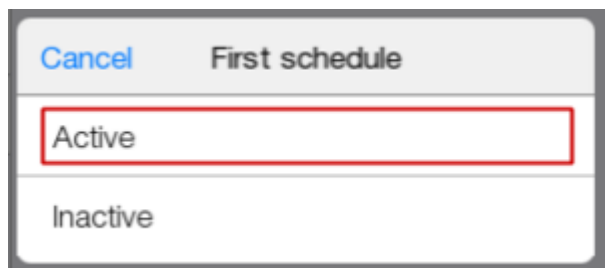


Add dimmer 2 to “On”.

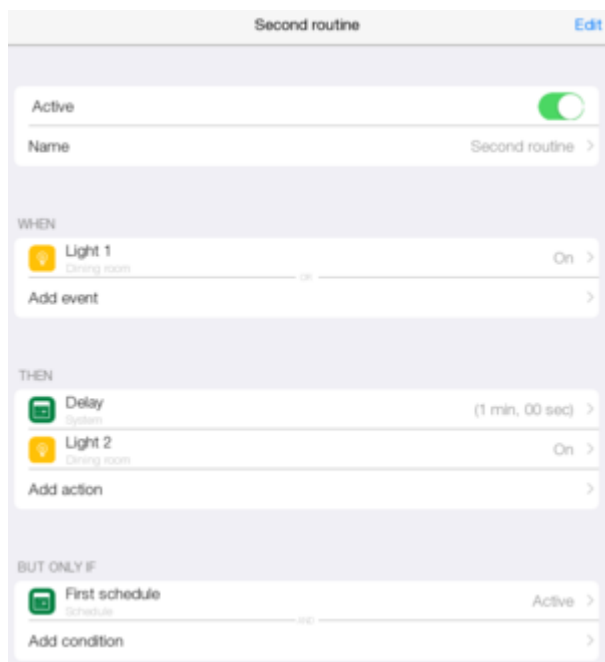
Now add a condition in “Add condition”



Select “Schedule”. Press “Active”



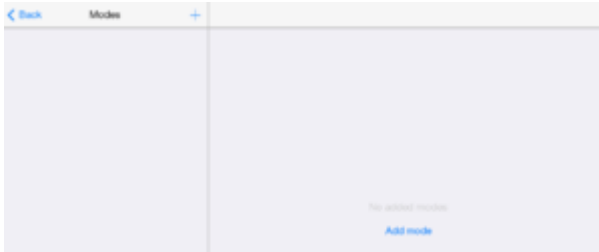
The schedule is ready.




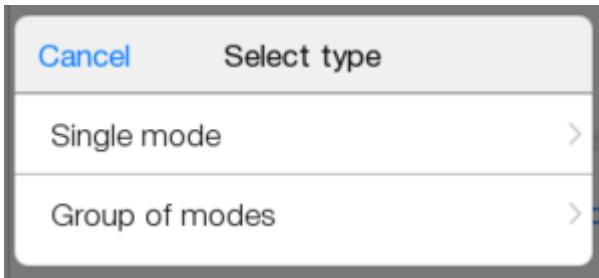
If lamp 1 is turned on and the event is active, dimmer 2 is turned on with a delay of 1 minute. Go to “Template” and enter the room to check the routine work.

Modes

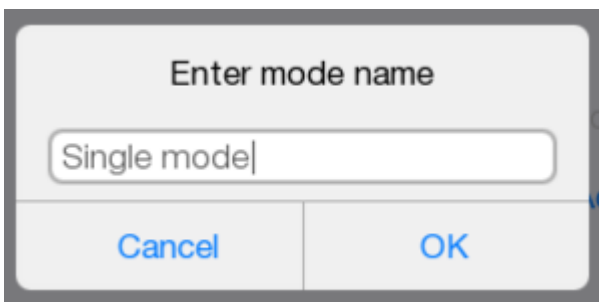
Routines can be launched with the help of modes - a sort of triggers. Go to the Modes tab.



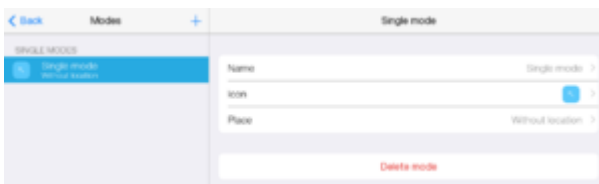
Create a mode with the help of  or “Add mode”.
Modes can be single and group.
Let’s create both types of modes.



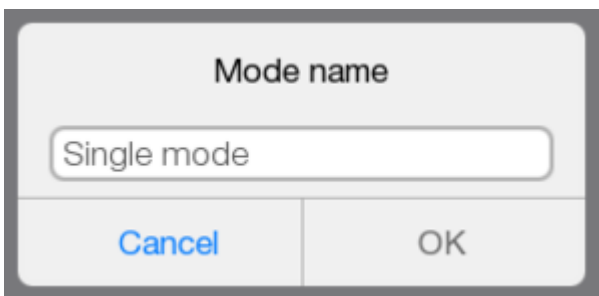
Single mode



Here is a window of a single mode.



The name of a mode can be changed.



An icon can be changed.

Location can be changed.

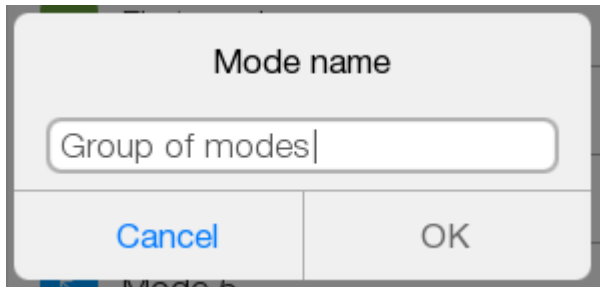
Locate the mode in the required room.
Press "Place".

Group of modes. Press  .

Here is a window of a group of modes.

The following can be set:

Name;



A modal dialog box titled "Mode name". It contains a text input field with the placeholder text "Group of modes". Below the input field are two buttons: "Cancel" on the left and "OK" on the right.

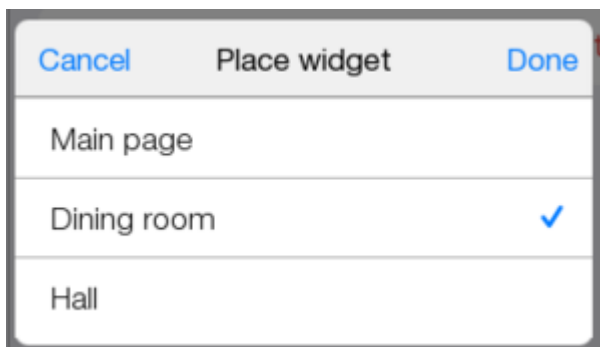
Icon;



A modal dialog box titled "Icon". It has a header bar with "Cancel" on the left, "Icon" in the center, and "Done" on the right. Below the header, there are two rows. The first row has the text "Icon" on the left and a left arrow and a right arrow on the right. The second row has the text "Select colour" on the left, a red square icon in the center, and a right arrow on the right.

Location;

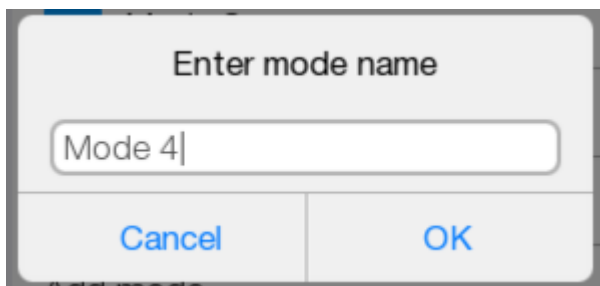
Let's place the mode in the room with dimmers.



A modal dialog box titled "Place widget". It has a header bar with "Cancel" on the left, "Place widget" in the center, and "Done" on the right. Below the header, there is a list of three items: "Main page", "Dining room", and "Hall". The "Dining room" item is selected, indicated by a blue checkmark on the right.

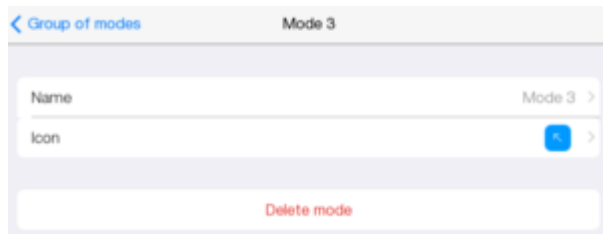
Add two more modes to the group.

Press "Add mode".

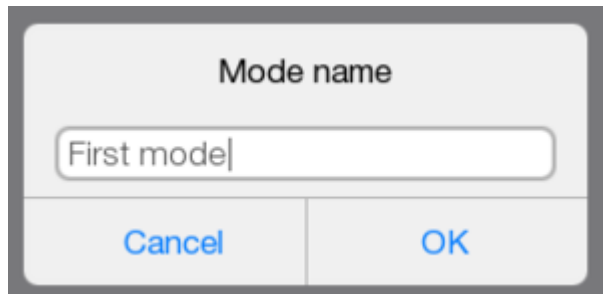


A modal dialog box titled "Enter mode name". It contains a text input field with the text "Mode 4". Below the input field are two buttons: "Cancel" on the left and "OK" on the right.

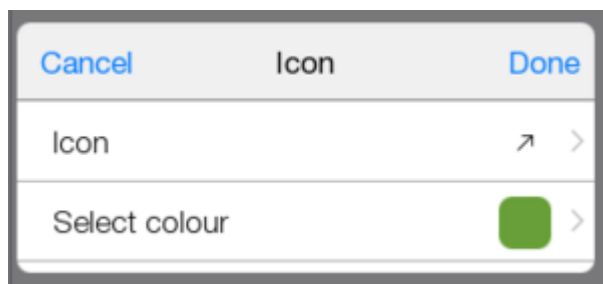
By pressing in each mode you can:
delete it ("Delete mode");



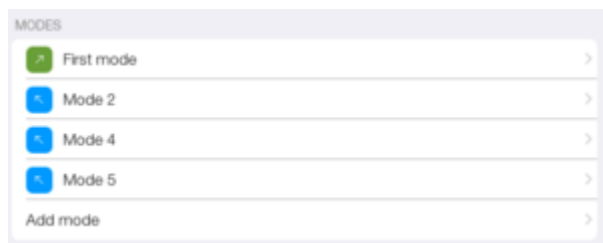
change the name;



change the icon;



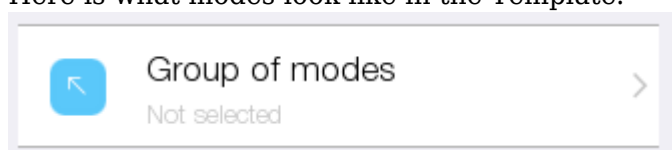
The changed mode.



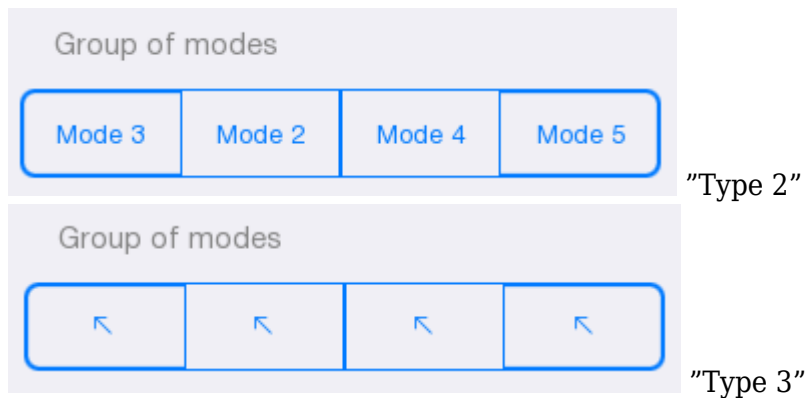
The type of a group of modes can be changed.
Select "Type 2".



Here is what modes look like in the Template.



"Type 1"




Editing Rooms

Start a project.

Go to a room.

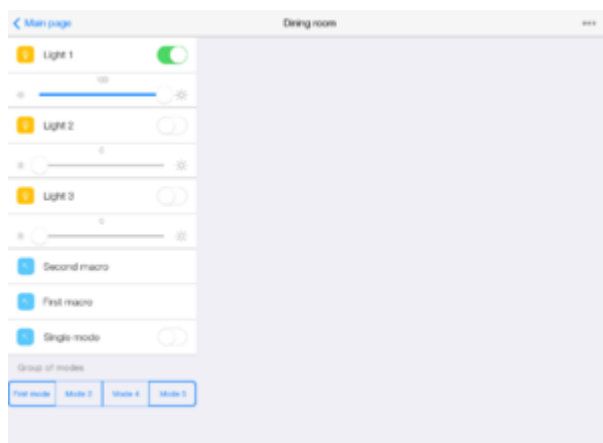
Let's try to move items.

Press .

Select "Room editor".

Press "Add column break".

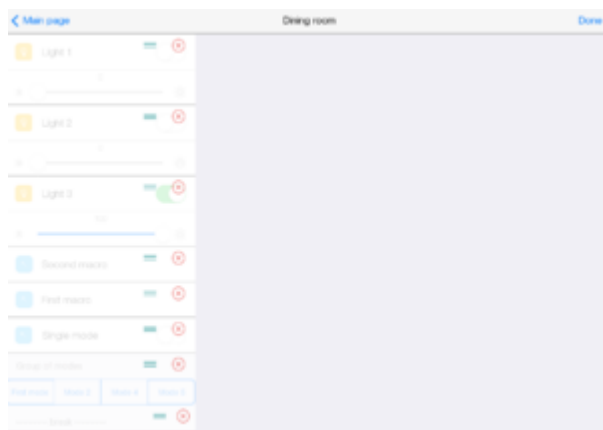
Column break is added to the room.



Press .


Select "Room editor".

Press "Edit mode".



Let's create two columns.

One column will have widgets. The other column will have macros and modes.

Holding  move macros and items below
Change places of “First macro” and “Second macro”.
Press “Done”.
Here is what a room looks like.



Go to “Config”.
Let’s create 3 new routines with modes.
Go to “Routines”.

Routine 3 to check deactivation.

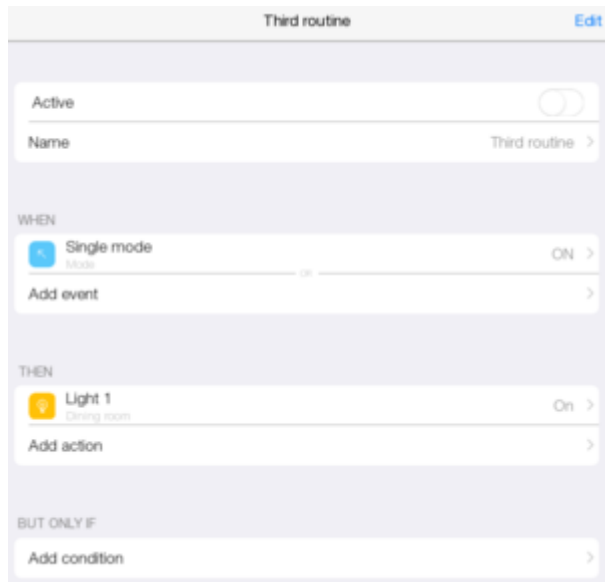
Create a routine “Third routine”.
In “Add event” select “Modes”
Select single mode.



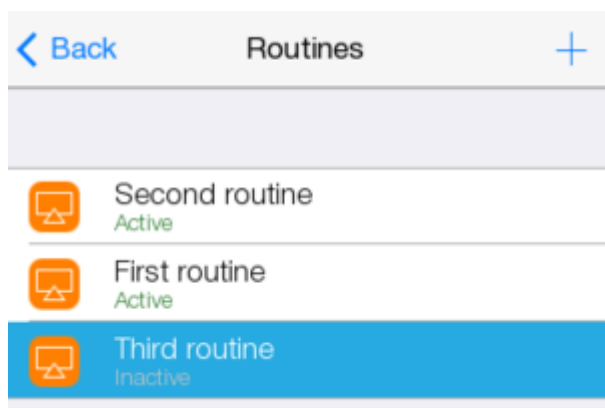
In “On” status



In “Add action” turn on dimmer 1 and deactivate routine.

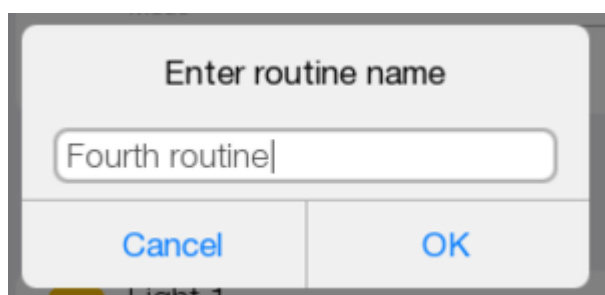


The routine becomes the last one in the left column



When a mode is pressed the lamp is not turned on.

Routine 4

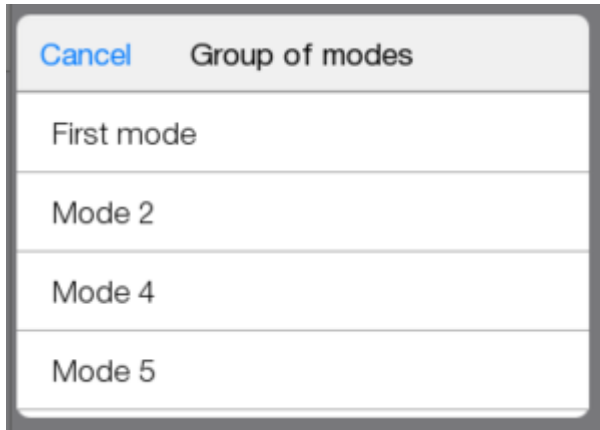


Routine 4 will turn on dimmer 1.

Press "Event".

Select "Modes".

Press "Group of modes". Press one of the created modes.



In "add action" set simple dimmer turning on.
Device -> dimmer 1
Press "On".
Here is what the routine looks like.



Let's create routine 5 to turn off a dimmer.
Press "Event".
Select "Group of modes".
Press any mode rather than mode 1 ("Mode 2").
In "Add action", set dimmer turning off.

Fifth routine

Edit

Active

Name

Fifth routine

WHEN

Group of modes

Group of modes

on

Mode 2

Add event

THEN

Light 1

Dining room

Off

Add action

BUT ONLY IF

Add condition

Start a project.

Go to a room.

Turn off all dimmers via widgets.

Press all modes.

Check routine work.

Main page

Dining room

Light 1

100

Light 2

0

Light 3

0

First macro

Second macro

Single mode

Group of modes

First mode

Mode 2

Mode 4

Mode 5

Main page

Dining room

Light 1

0

Light 2

0

Light 3

0

First macro

Second macro

Single mode

Group of modes

First mode

Mode 2

Mode 4

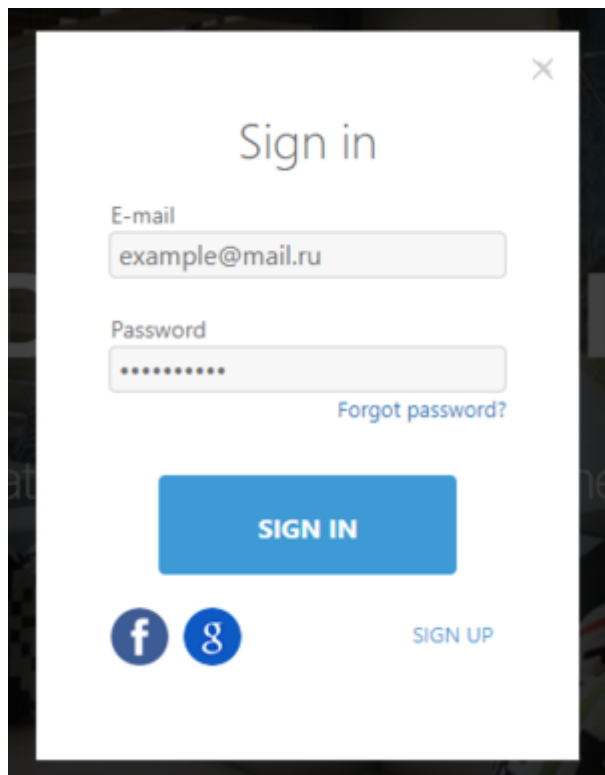
Mode 5

Licensing

To add an end-user, a project must be licensed.

It can be done on the [web-site](#) .

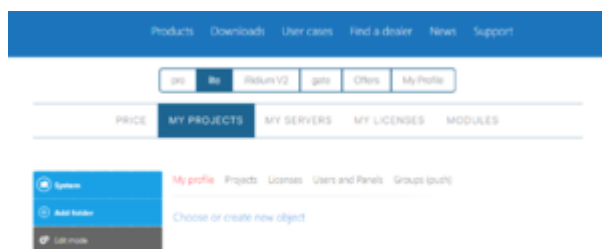
Sign in using your login and password.



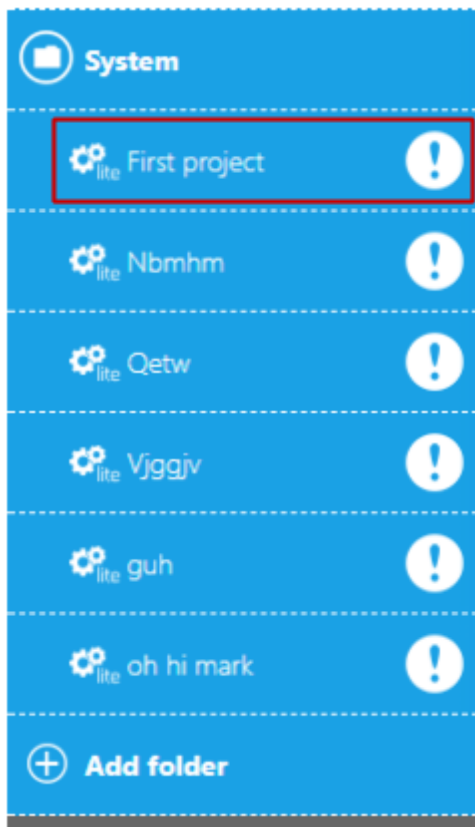
Go to the page with lite projects.



Created projects are displayed here.
By clicking "System" a full list of projects can be seen.



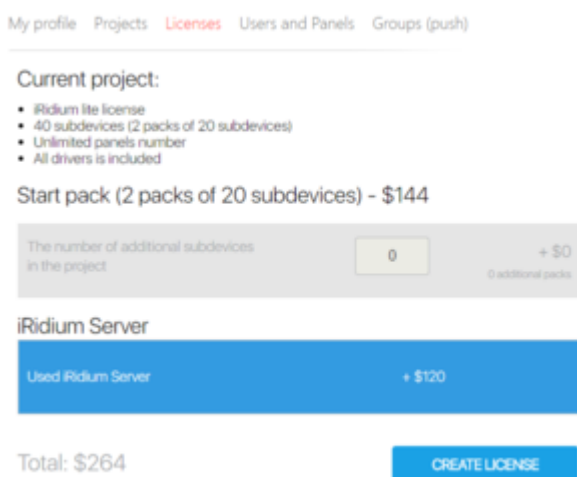
Select "First project".



Go to “Licenses”.
Select “Create license”.



Add “iRidium server”.
Click “Create license”.



A license for 40 subdevices is added, now it has to be bought.

My profile Projects **Licenses** Users and Panels Groups (push)

- Iridium lite license
- Unlimited panels number
- All drivers is included
- Number of subdevices: 40
- Included modules: none
- Included addons: Iridium Server

Status: **Waiting for payment**

[Go to payment](#)

[Cancel created license](#)

Click “Go to payment”. A payment page is opened.
Fill in information. Click “Continue”

You get a confirmation.
Go back to the web-site by the link.

Your purchased products

1 x Iridium lite

Total price: 15,404.35 pyb

We have just sent you an order confirmation email at they_all_dle@mail.ru
Please check your mailbox (spam/junk folder included).

As soon as your order is approved, you will receive by email the subscription code/download link for the software you have ordered.

[Back to the Iridium Mobile site](#)

About 20 minutes later you will get a letter in the e-mail with the key.
A message about a project license appears in My account on the web-site.

Adding Users

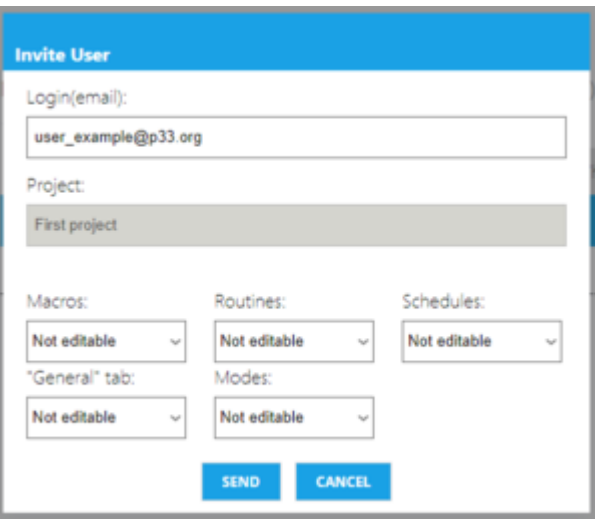
After a project is licensed a user can be added.
It can be done from the web-site or in the app.
On the web-site.
Go to “Users and Panels” tab. Click “Share”.




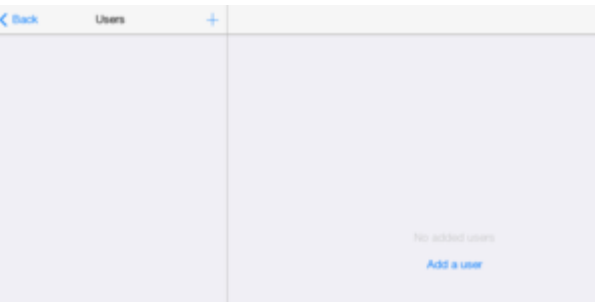
Select “End user”.



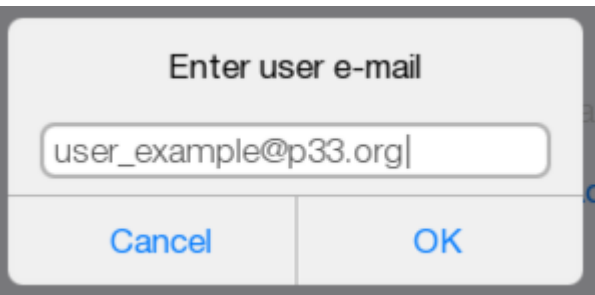
Enter a user’s e-mail in the field.
 Set access project macros, schedules and routines (no access, viewing, full access).
 Select “Send”.



Go to “Users” tab in the app.
 Press  or “Add a user”.



Enter a user’s e-mail in the window that appears.



If a user exists, he will get a message that he has access to a new project.



Dear user!

You got this letter, because Sam invites you to use **First project** visualization project.

If you are already using i3 lite, open the Project menu and select "Close project", which would withdraw from the project and be on welcome page. There you will see an updated list of projects.

To use the visualization project:

1. Install i3 lite app on a smart phone or tablet:

- i3 lite for iOS in AppStore
- i3 lite for Adndroid in GooglePlay

2. Authorize in i3 lite

- login: user_example@p33.org

3. Press "DOWNLOAD PROJECT" and download the visualization project.

* All of your projects are available in i3 lite (after the login page with the list of projects will be launched in the app)

* If you open the letter on a smart phone or tablet based on iOS or Android, the project is available at this link: [project_First project](#)

If you have questions, please, get in touch with:

Sam
they_all_die@mail.ru
+65861461482

If it is new user.

1. An end-user can be invited on the web-site. And he/she'll get a letter inviting him to register.
2. You can create an account for your customer. If it is done in the app, the customer gets an invitation e-mail.

A screenshot of the "Invite User" form. It has a blue header with the title "Invite User". Below the header, there are input fields for "Login(email):" (containing "example@p33.org") and "Project:" (containing "First project"). Below these are three columns of dropdown menus: "Macros:" (Not editable), "Routines:" (Not editable), and "Schedules:" (Not editable). Below these are two more dropdown menus: "General tab:" (Not editable) and "Modes:" (Not editable). At the bottom, there is a red error message: "The user is not found! You can send the user an invitation by email (the user will choose a password and confirm the registration himself) or you can register the user's account yourself". At the very bottom, there are three buttons: "INVITE BY EMAIL" (blue), "CREATE AN ACCOUNT" (orange), and "CANCEL" (blue).

Fill in all fields.

If you create an account for an end-user, fill in all fields. After it a user gets a notification about registration.

Register and invite User

Login(email):
bdkk@p33.org

First Name:
James

Last Name:
Barnes

Password:

Password confirmation:

Project:
First project

[CREATE AN ACCOUNT](#) [CANCEL](#)

When you select “Invite by email” or in the app, a user gets a letter confirming registration and he does not have to register himself or herself.



Dear user!

You got this letter, because **Sam** invites you to use visualization project in **i3 lite (iRidium mobile)**.

Confirm registration to download projects:

[Confirm registration in i3 lite](#)

(the link is active for 7 days)

After confirmation you'll get instructions how to install i3 lite and launch visualization.

If you know nothing about Sam , you must have got this letter by mistake. Please, ignore it.

He also need to fill information about himself.

To continue, enter your personal info:

First Name: James	Password: ***** <small>must be more than 6 characters</small>
Last Name: Barnes	Password confirmation: *****

[Continue](#) ➔

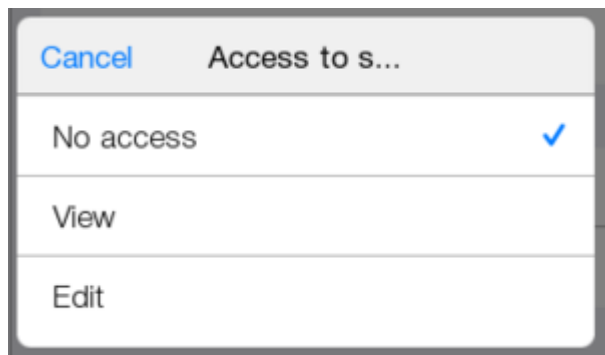


Congratulations on Successful Registration!

Use your login in mail and password to sign in in the app.

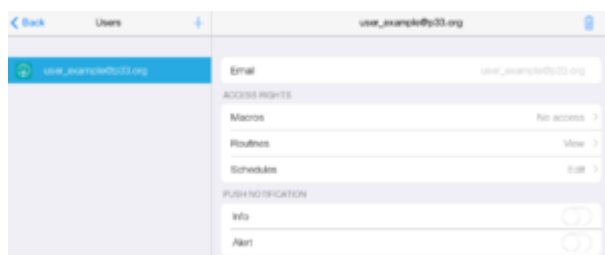
You'll get a manual on using i3 lite app and a copy of your personal data in the confirmation letter.

In the app you can set access to project macros, schedules, routines (no access, viewing, full access).



Let's set access for an end-user.

Create macros with no access, routines with viewing and schedules with editing.



If any server routine is logged, log viewing can be set.

If Push is on, a user will get Push-notifications.

Otherwise messages are displayed only in the app.

For example, let's turn on push for "Alert".




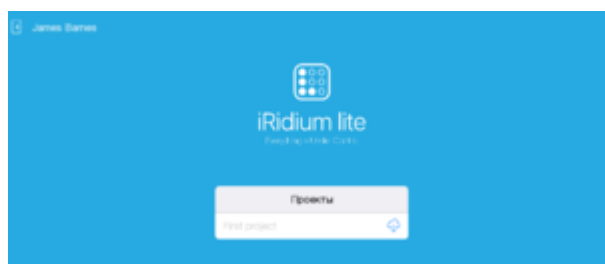
Log out of the app.

Enter as an end-user.

Check the created project.

Log out of the app. Enter as an end-user. Check the created project.

An end-user sees a project created by you. It must be downloaded from the cloud by pressing ).
Open the project.

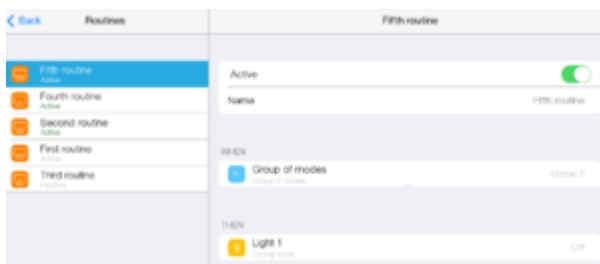


Here is what a project looks like for an end-user.

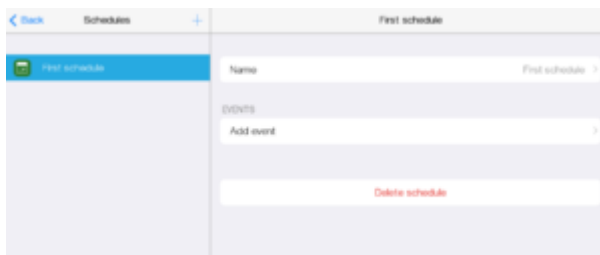


Access to “Macros” is limited, they are not displayed in the list.

If a user goes to “Routines”, he sees a list of routines and its conditions, but he can’t add anything new.




When a user goes to “Schedules”, he can edit them and delete.

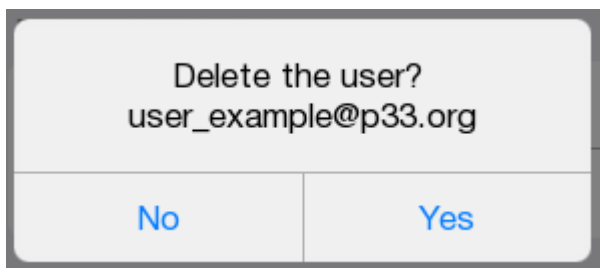


Log out from a user’s account.

Log in to your account.

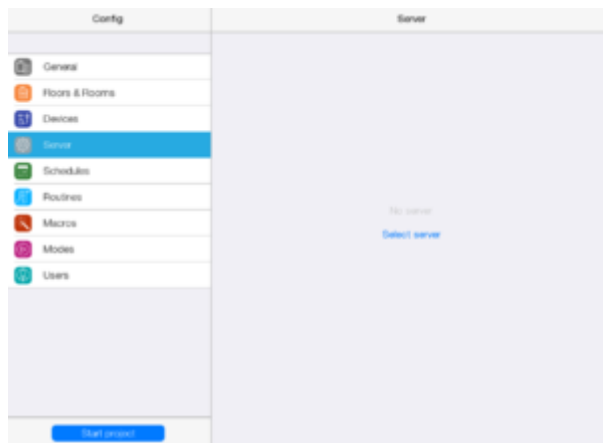
For an end-user not to be able to use this project, a user must be deleted.

Press on the basket icon in the top  .

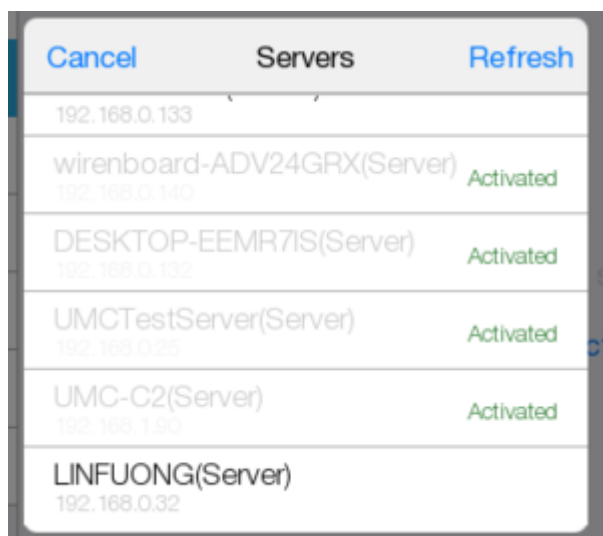


Connecting a server

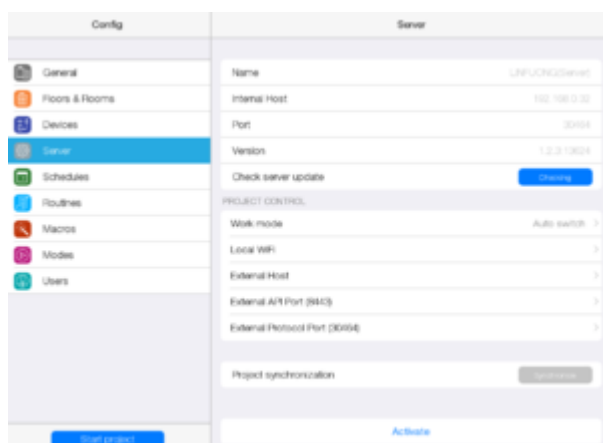
Go to “Server” tab.



Press “Select server”. Select an available one.



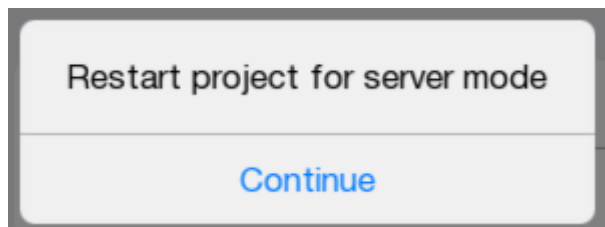
Here is what a page to control project server looks like.



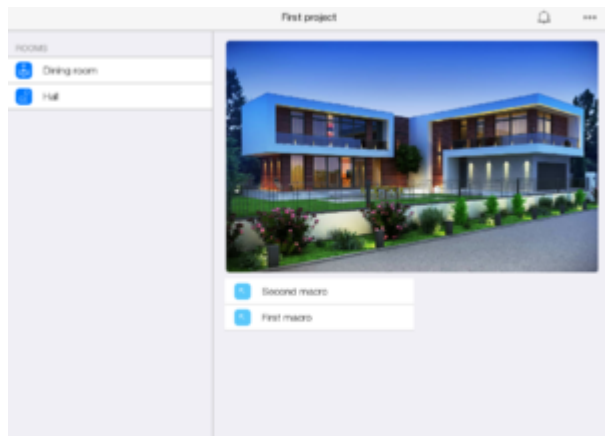
Activate a server


by pressing “Activate”.

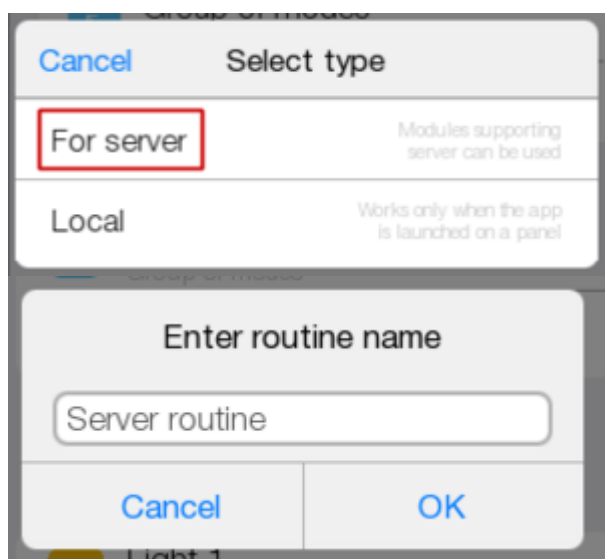
Restart the project.



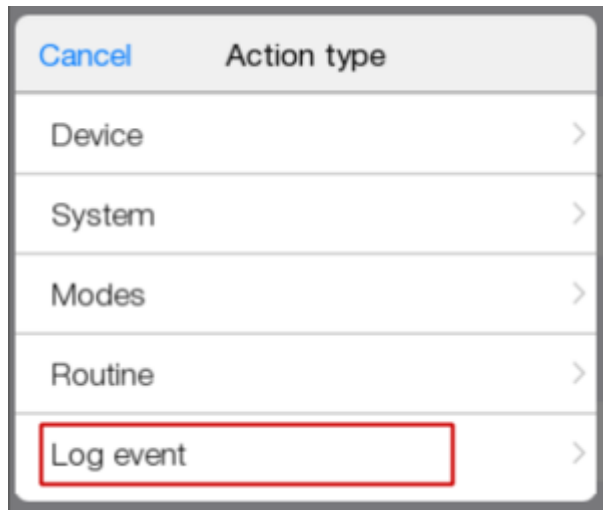
After activation the project turns out to be in the server mode.



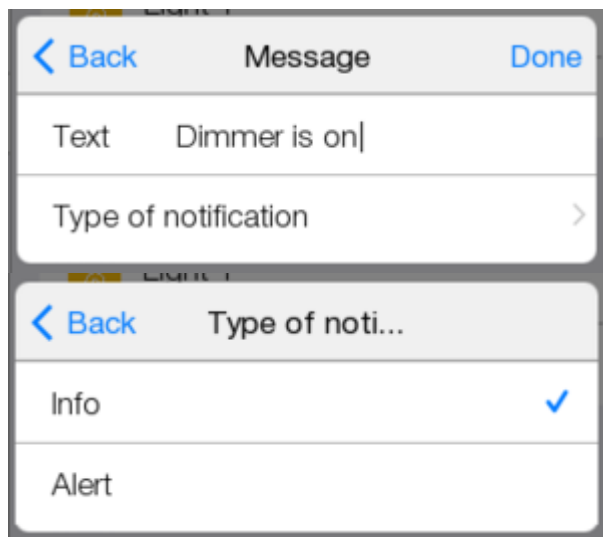
The new symbol that appeared  shows notifications in the project. To check the server work, create a simple routine. Go back to routines in the Config and create a server routine.



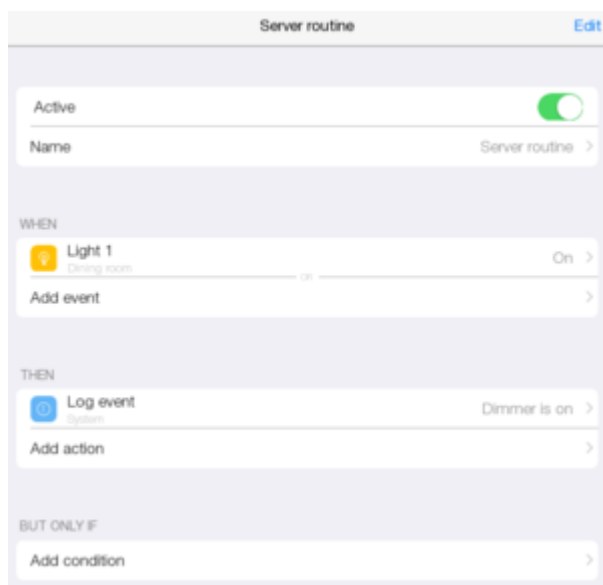
In "Add event" select turning on dimmer 1. Press "Add action" select "Log event" .



“Text” field enter “Dimmer is on”.
Select “Info” in type of notification.



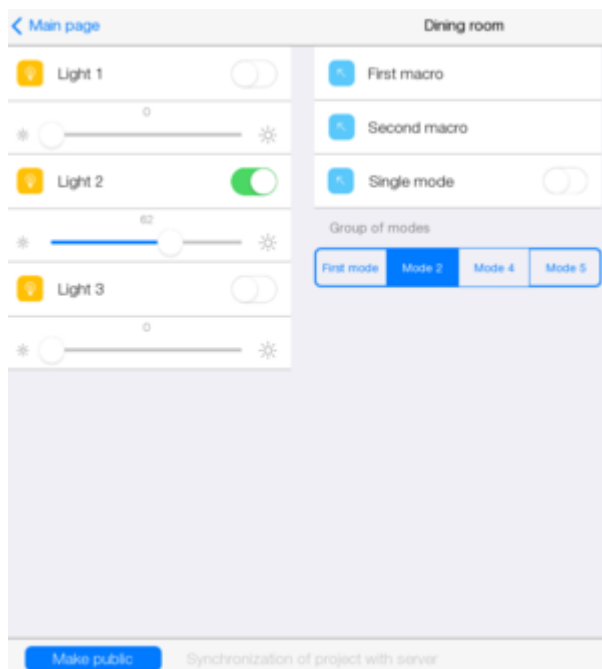
This routine will display a notification if a dimmer is on.




Start a project.

Make public

A new button appeared in the Template and in the rooms- , it sends the project to the server and to the cloud. To check it, let's turn off dimmer 1.



Press "Make public".

After publication, go to the room and turn on dimmer 1, the notification icon  gets changed. When it is pressed, a text message appears and it can be read. Earlier messages will be displayed below in pailer color.

