

# ZUMTOBEL AGILIO iQ Platform

Product Documentation: ZUMTOBEL App Instruction

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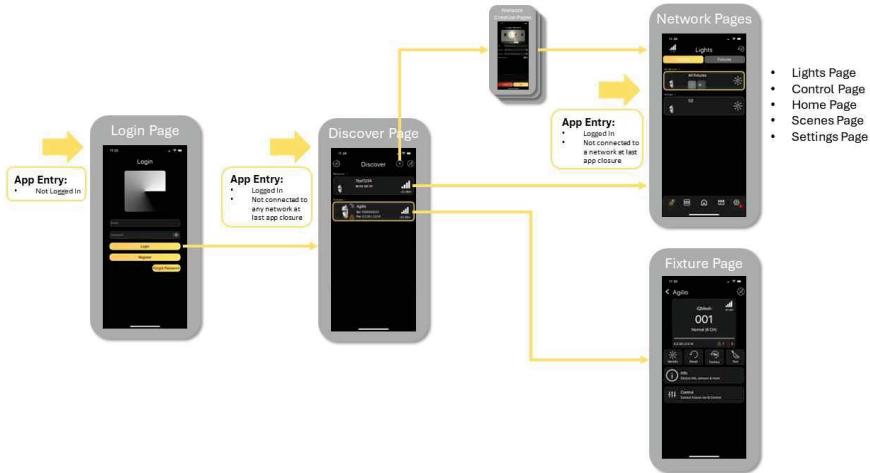


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Specifications are subject to change without notice!

## 1 App Structure

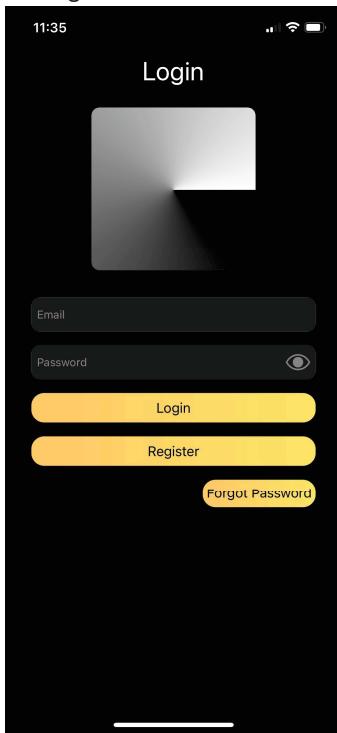


### Desktop / Mobile Layout

- Mobile Layout:
- Phones
- Desktop Layout
- Tablets
- PC
-

## 2 Login/Register Page

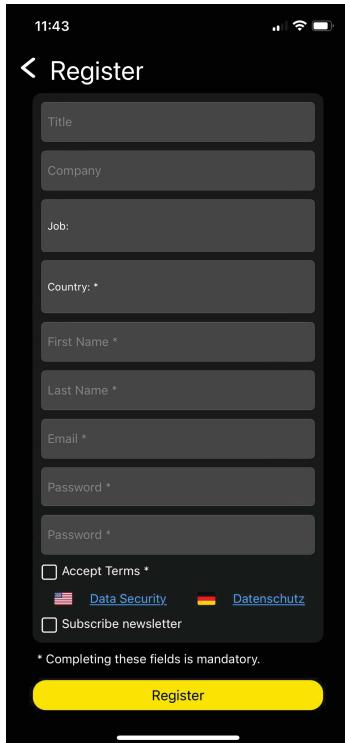
### 2.1 Login Process



Open the app to access the Login screen.

- If you already have an account:  
→ Enter your credentials, including your email address and password.
- If you forgot your password:  
→ Click on the "Forgot password" button.  
→ Enter your registered email address.  
→ Check your email for a password reset link.  
→ Follow the instructions in the email to reset your password.
- If you don't have an account:  
→ Click on the "Register" button.

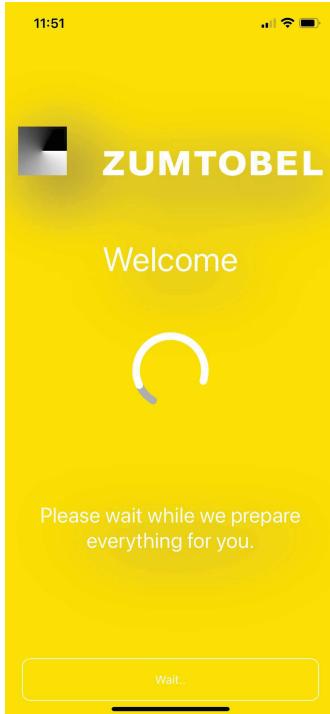
## 2.2 Registration



The screenshot shows the registration screen of the Zumtobel App. At the top, there is a back arrow and the text "Register". The form consists of several input fields: "Title", "Company", "Job", "Country: \*", "First Name \*", "Last Name \*", "Email \*", "Password \*", and "Password \*". Below these fields are two checkboxes: "Accept Terms \*" (with links to "Data Security" and "Datenschutz") and "Subscribe newsletter". A note at the bottom states: "\* Completing these fields is mandatory." A large yellow "Register" button is at the bottom.

1. Fill out all the required fields on the registration page.
2. Click on the "Register" button to submit your information
3. Check your email for a confirmation message.
4. Click on the confirmation link provided in the email. After clicking the confirmation link, a success message will be displayed on the website. If you click the link a second time, an error message may appear; you can safely ignore it, as the confirmation was successful the first time.
5. Return to the Zumtobel App and use your registered email and password to log in.

## 2.3 Prepare App and Grant Permissions



The app is undergoing preparation, and this process may take some time.

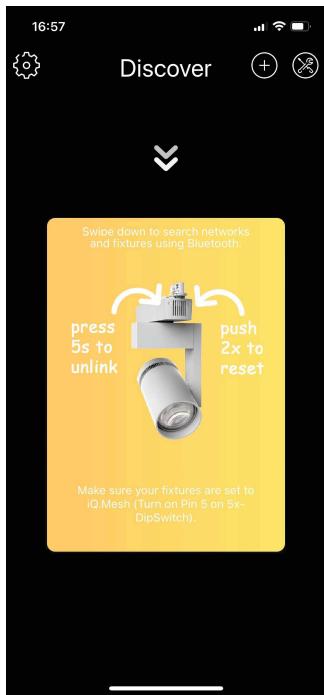
**i** If there is no internet connection at this stage, the app will not launch, as it requires library information that is not available without internet access.

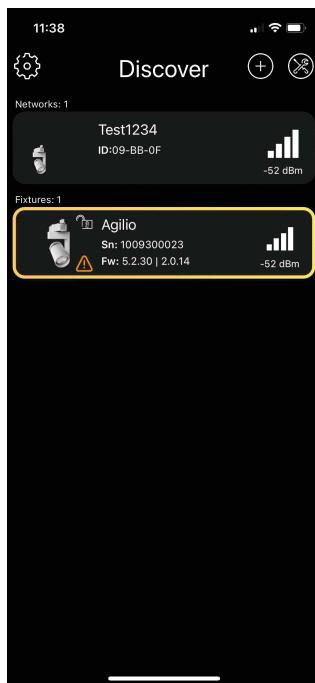
1. Click "Next" to proceed.
2. Grant permission for Bluetooth by clicking "Request."
3. A popup will open; click "Ok."
4. Finally, click "Start."

**Note:**

 For security reasons, it is recommended to keep your login credentials confidential.

### 3 Discover Page

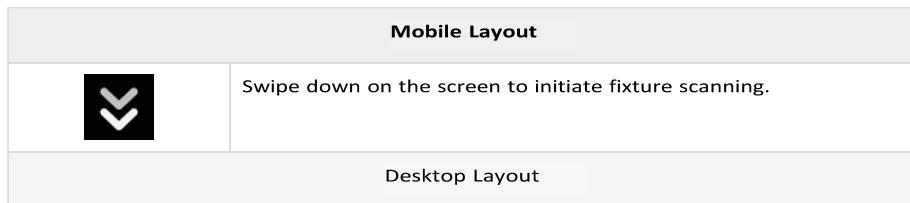




### 3.1 General information

#### 3.1.1 Scan

A scan is discovering Bluetooth fixtures in proximity that are both powered on and configured with iQ.Mesh.



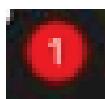
### Mobile Layout



Press the "Refresh" button with the two arrows located at the top to scan for fixtures.

**i** Scanned fixtures will appear incrementally in a fly-in fashion. Please be patient from clicking on them until the scan is fully completed.

#### 3.1.2 Red Badge

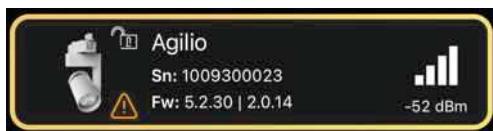


- A red badge with a white number signifies required or highly recommended actions.
- Click on the corresponding icon or frame near the badge to proceed with recommended actions.
- This may involve navigating through multiple tabs or pages until you reach the execution of the action.
- Examples for a red badge are:
- iQ.Mesh firmware updates
- Main-Firmware Updates
- service counters exceeding 7,000 hours.

#### 3.1.3 Frames

The discovery page showcases various frames after completing a scan. The subsequent frames will be explained in detail:

##### Fixture Frame



##### Selection

- Click on the fixture image to select or deselect it; a yellow frame indicates selection.
- Only selected fixtures are relevant for functions in the Tools Icon.

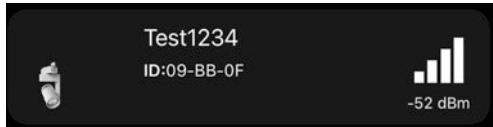
##### Bluetooth Connection

- Click on the fixture frame (except the image) to connect with the fixture via Bluetooth.

**Icons and Text in Fixture Frame**

Icon	Description	Significance	Action
Red Cross in Fixture Icon	The fixture has one or more errors.	An error indicates a serious issue with the device.	Click on the fixture frame to view and address the error details.
Orange Exclamation Mark in Fixture Icon	The fixture has one or more warnings.	Warnings suggest issues with the fixture, though not as critical as errors.	Click on the fixture frame to view and address the warning details.
Closed Lock in Fixture Icon	The fixture is linked to a network, and the correct password has not been entered.	Authentication is required for network access.	Enter the correct password to unlock the fixture.
Open Lock in Fixture Icon	The fixture is linked to a network, and the correct password has been entered.	Authentication successful, and the fixture is connected to the network.	Clicking on the fixture frame automatically establishes a connection to the fixture; no additional steps are required.
Sn (Serial Number)	"Sn" stands for the Serial Number of a fixture.	Unique identifier for the fixture.	Used for reference or identification purposes.
Fw (Firmware)	"Fw" stands for the Firmware of a fixture.	First version indicates iQ.Mesh Firmware and second version indicates Fixture's Main-Firmware versions.	A red firmware indicates a newer version is available. Consider updating for optimal performance.

### Network Frame



- Click on the network frame to access the network.
- Icons and Text in Network Frame is similar to the Fixture Frame.
- ID (Identification Number) - Description: "ID" represents the identification number, a unique alphanumeric value used to distinguish between different networks.

### 3.1.4 Tools Icon



- The Tools Icon (wrench and spanner) opens a popup for iQ.Mesh Updates, Fixture Updates, and RDM Manager.
- Functions in the popup affect only selected fixtures.

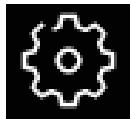
 If both iQ.Mesh firmware and fixture Main-Firmware updates are required, perform the iQ.Mesh update first, then the fixture Main-Firmware update.

### 3.1.5 Plus Icon



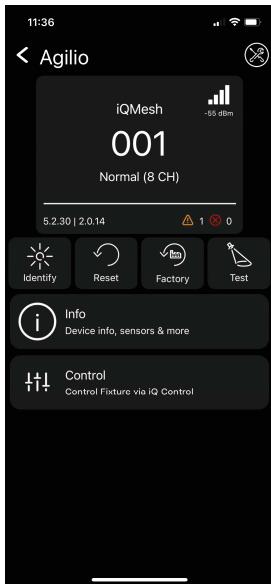
- Click the plus Icon to create a new network. Refer to “Network Creation” chapter for more detailed information.
- The plus icon pulsates when no network is detected, indicating that it is recommended to take action and create a network.

### 3.1.6 Settings Icon



- The Settings Icon (gear) opens the settings page.
- In the discover page, settings are reduced compared to the network settings.
- For detailed information see “Network Shell” -“Settings” Chapter

## 4 Fixture Page



### 4.1 General Information

The Fixture Page presents various frames and icons to display information or prompt actions. Click on the icons or frames below to perform the described actions.

#### 4.1.1 Tools Icon



The Tools Icon (wrench and spanner) at the top opens a popup for iQ.Mesh Updates and Fixture Updates.

All functions in the popup exclusively affect the fixture to which you are connected via Bluetooth.

#### 4.1.2 Info-Panel



The Info-Panel displays:

- Input Source: iQ.Mesh
- DMX Address
- DMX Mode (not clickable)
- Signal strength in the top right (not clickable)
- iQ.Mesh firmware and fixture Main-firmware in the bottom left (not clickable)
- Warnings and errors in the bottom right (not clickable)

#### 4.1.3 Identify



Use this function to highlight your fixture for identification purposes.

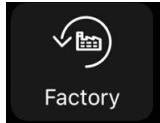
#### 4.1.4 Reset



You can reset your fixture in two ways:

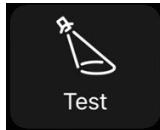
- Warm Reset:
- Involves restarting the fixture without cutting power to the entire device.
- A controlled reset to reinitialize internal settings without disrupting the DMX network.
- Cold Reset:
- Involves completely cutting power to the device and restoring power.
- More drastic; suitable when a device is unresponsive or encounters a serious error.
- Disruptive to the DMX network during the power-off period.

#### 4.1.5 Factory Default



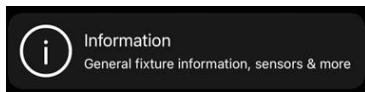
Use Factory Default to instruct the device to revert to its original manufacturer-determined settings.

#### 4.1.6 Test

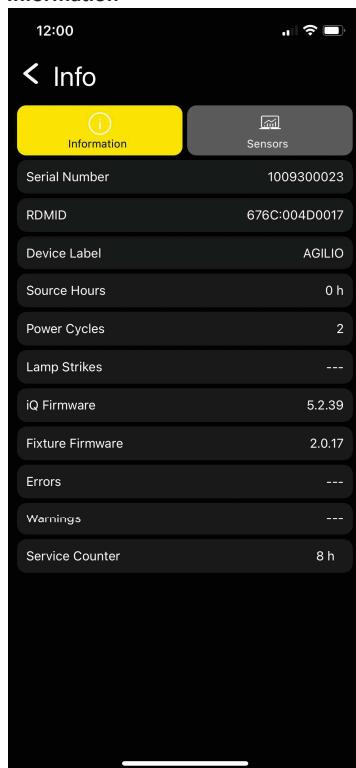


Activate different test modes, including Pan Tilt Test Mode, Lamp Zoom Test Mode, and All Test Modes.

#### 4.1.7 Information

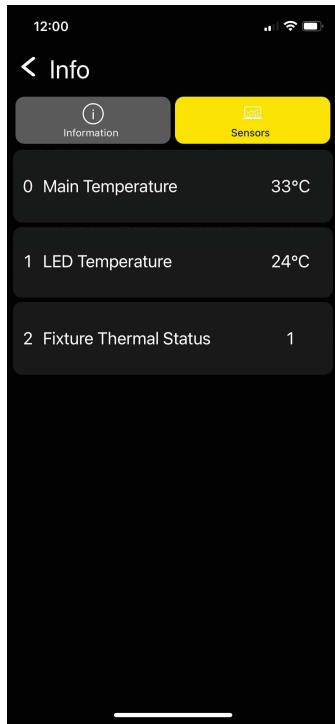


## Information



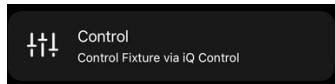
- View various fixture information and detailed error/warning messages.
- Check and reset the service counter, marked with a red badge if the fixture exceeds 7,000 hours.

## Sensors



Access information about the sensors.

## Control





In this section, control the individual fixture.

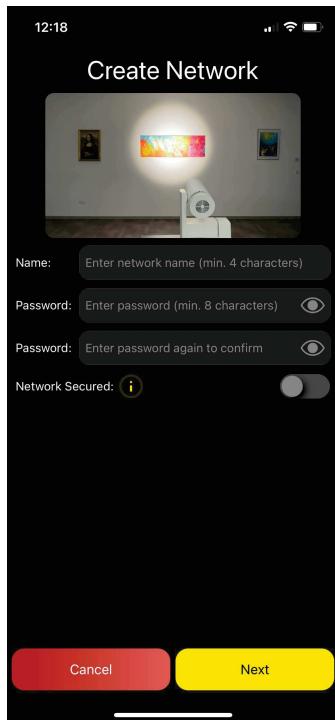
Detailed information on how control works can be found in the “Network Shell - Control” chapter.

## 5 Network Creation

### 5.1 General Information

To control one or multiple fixtures it is necessary to setup a control network first and link all fixtures into this network. To setup a network a setup wizard is available which guides you through all steps.

The wizard consists of a series of pages that guide you step by step through the process of creating a network.



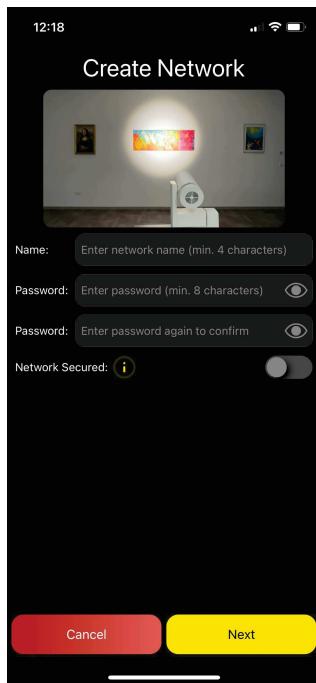
## 5.2 Initiate Network Creation Wizard

### 5.2.1 1. Create Network Page



1. Click the plus icon in Discover Page located in the top to start the network creation wizard.

→ The “**Create Network Page**” will open as follow:



Throughout the application, informative yellow animations, such as the one near the "Secured Network" label, provide additional details. Click on these animations for relevant information.

1. Enter a network name and password.
2. Toggle the visibility of the password by clicking the eye icon if necessary.
3. Activate the secured network with the On/Off Switch; by default, it is deactivated.  
 In a secured network, only the Account which created the network has administrative rights to adjust settings.
4. Click "Next" to proceed.  
 The network creation process can be canceled at any time by clicking the red "Cancel" button.

### 5.2.2 2. Link Fixtures Page



The left tab displays “**Unlinked Fixtures**” and the right tab shows “**Linked Fixtures**”. “**Unlinked Fixtures**”

1. In the unlinked fixtures tab, scan for available fixtures by swiping down in Mobile Layout or pressing the “Scan” button in Desktop Layout.
2. Highlight a fixture by clicking the sun icon for easy identification.

This process can take some time because it must first establish a Bluetooth connection.

3. Select fixtures for linking, → then click “Link fixtures.” A popup shows the linking process.

4. At the end a popup shows the results for each fixture.

To obtain more information, click on the frame.

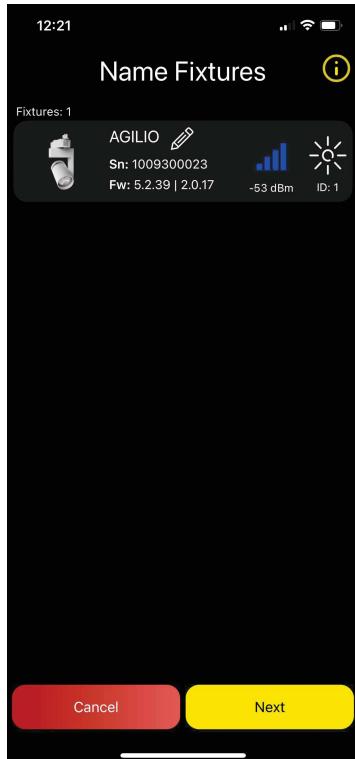
This is especially beneficial in situations where the linking process might not have been successful.

5. After clicking “Close,” an automatic scan will initiate, allowing the addition of further fixtures to the network.  
**“Linked Fixtures”**

1. In the Linked fixtures tab, successful linked fixtures are displayed.  
To remove fixtures, select them and use the remove button at the bottom.

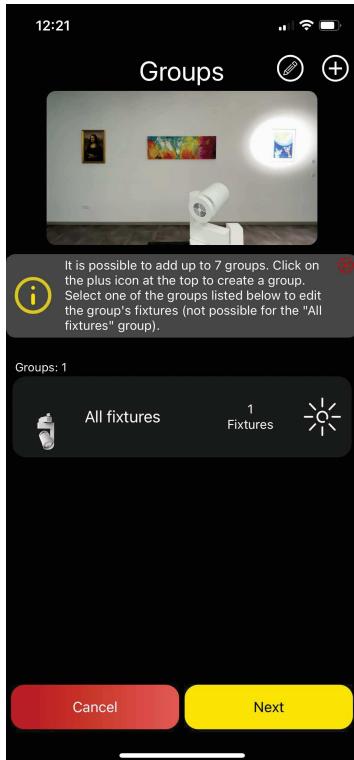
2. Proceed by clicking “Next” and then “Connect” to establish a connection to the mesh network
3. If issues arise, click “Try again” until it succeeds.

### 5.2.3 3. Name Fixtures Page



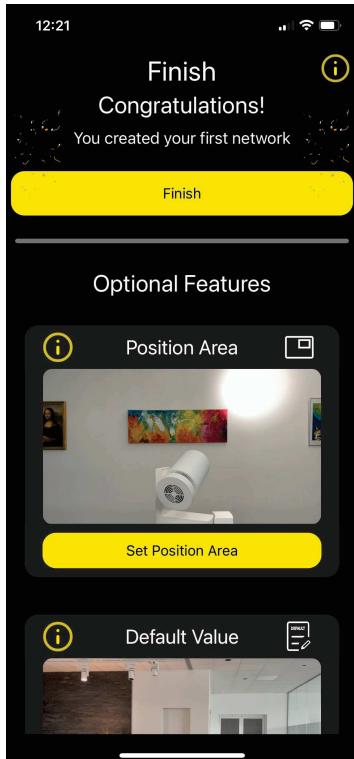
1. Rescan fixtures in the network by swiping down in Mobile Layout or pressing the "Refresh" button with the two arrows located at the top in Desktop Layout.
2. Change a fixture's name by clicking on it or the edit pencil.  
Renaming fixtures is a beneficial feature if you wish to view them in a specific order, as they will be presented alphabetically on the Light Page.
3. One fixture serves as the master which is indicated by a blue signal strength icon. This fixture establishes a connection through Bluetooth, while all other fixtures act as slaves and connect via iQ.Mesh.
4. Click "Next" to continue.

#### 5.2.4 4. Groups Page:



- The "All fixtures" group is auto-created for easy control and cannot be edited or deleted.
- Add a new group by clicking the plus icon in the top.
- Enter a name, select fixtures, and create the group by pressing "Add."
- Create up to 7 groups.
- Click on a group frame (except "All fixtures") to add or remove fixtures.
- Click the edit pencil at the top to enable the edit mode. Utilize the rubbish bin icon to delete a group, or click the edit pencil next to the group name to rename it. • Proceed by clicking "Next."

## 5.2.5 5. Finish Page:



- Click "Finish" to conclude the network creation process.
- Optional features such as "Position Area" and "Default Value" are accessible below; detailed explanations can be found in the "Settings - Network - Fixture Default Input & Range" chapter.

## 6 Network Shell

- General Information
- Lights Page
- Control Page
- Home Page
- Scenes Page
- Settings Page
- 

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## 6.1 GENERAL INFORMATION

### 6.1.1 Tutorial:



Upon creating your first network, a brief tutorial will appear, providing explanations for the shell pages. Read through it and click "Next" to proceed. You will then enter the network shell, the primary area where you will spend most of your time.

### 6.1.2 Wording Lexicon:

The parameters Pan, Tilt, Zoom, and Light Intensity will be referred to as components in the following context. Pan and Tilt collectively will be referred to as Movement.

### 6.1.3 Signal Strength:



At the top, an icon displays the signal strength to the network, indicating a connection.

**i** If no signal strength icon is present, one of the following options will be displayed:

Green loading circle	Indicates you are not connected, but the network has been found, and you are in the process of connecting.
Orange loading circle	Indicates you are not connected but actively searching for the network.
Red cross	Indicates no connection, the automatic search did not find the network. Click on the icon to search for the network again.

#### 6.1.4 Reset:

To reset all components (Pan, Tilt, Zoom, and Light Intensity) there are two options:

	A reset icon with 3 light bulbs resets all components for all groups and fixtures.
	A reset icon with 1 light bulb resets all components only for selected groups and fixtures.

#### 6.1.5 Highlight:

	Click the sun to illuminate the corresponding fixture or group.
	As long as the highlight is active the sun will be displayed in yellow. Click once more to deactivate the highlight.

**F** Exercise caution: If a fixture or group is highlighted and you adjust their light intensity output on the Control Page, it may appear that the fixtures are unresponsive.

However, the highlight remains active and overrides the light intensity. To address this problem, deactivate the highlight first, then adjust the light intensity output to see changes.

### 6.1.6 Fader:

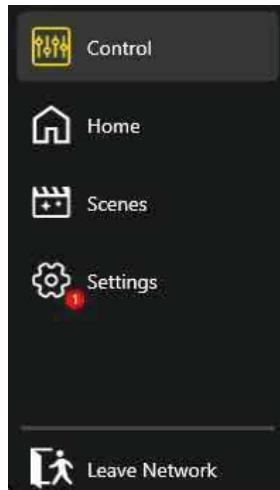


Faders are designed to scroll more sensitively based on the touch point's distance to the fader.

### 6.1.7 Shell (Page Navigation):

Click either the Shell Icon or the associated name to access this page.

#### DESKTOP LAYOUT



At the Desktop Layout The shell is on the left side of the page, featuring:

- Control
- Home
- Scenes
- Settings
- Leave Network

The "Control" page in the Desktop Layout combines the Light page and Control page of the mobile layout.

To exit the network and return to the discover shell, click "Leave Network."

#### Mobile Layout



In the Mobile Layout the shell is at the bottom of the page, containing:

- Lights
- Control
- Home
- Scenes
- Settings



This is the “Lights” Icon of the Shell.

The names of the other Shell Icons can be seen in the Desktop Layout above

## 6.2 Lights Page

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### 6.2.1 General Information

Mobile Layout



Desktop Layout



In the Desktop Layout, the Light Page doesn't exist as a standalone page. Instead, it forms the left side of the "Control" page.

## 6.2.2 Groups

Groups   Fixtures

In the "Groups" tab view, all groups are displayed.

Click on the groups frame to either select or deselect them.

## 6.2.3 Highlight



Select the sun icon to highlight a fixture, causing it to illuminate until the sun icon is clicked again to deactivate the highlighting.

While the fixture is highlighted, the color of the sun icon turns yellow.

It is important to note that the Light Intensity of a physically highlighted fixture is not visible (It is always 100% due to the highlight). Therefore, if there is confusion regarding a discrepancy between the set light intensity value (e.g., 10%) and the observed 100% intensity, it may be attributed to the continued activation of the highlight feature. To solve this issue simply deactivate the highlighting feature.

## 6.2.4 Fixtures

### Fixtures

Navigate to the "Fixtures" tab view to see fixtures within the selected groups. If no group is selected, all fixtures in the network will be displayed.

Within the "Fixtures" tab view, you have the ability to individually select fixtures. All fixtures belonging to the chosen groups in the "Groups" tab view will be visible in this selection. When you opt to select individual fixtures, only those specific fixtures are chosen, excluding any groups selected in the "Groups" tab view.

To illustrate:

For instance, Group 1 comprises Fixture 1 and Fixture 2.

- Choose Group 1 in the "Groups" tab view.
- Navigate to the "Control" page and set the Light Intensity to 100.  
→ Consequently, all fixtures within Group 1, namely Fixture 1 and Fixture 2, will illuminate.
- Press the reset icon located at the top to reset all components.  
The icon consists of three light bulbs and a reset arrow.

- Access the "Fixtures" tab view, where Fixture 1 and Fixture 2 are displayed since they belong to Group 1.
- Select only Fixture 2.
- Proceed to the "Control" page and set the Light Intensity to 100. → This action will result in only Fixture 2 being illuminated.

In summary, when the "Groups" tab view is active, the selected groups dictate control. Conversely, when the "Fixtures" tab view is active, control is directed towards the individually selected fixtures.

- The selected groups or fixtures will be controlled on the "Control" page.
- If a component is set for a group or fixture, small icons, referred to as bubbles, appear in the frames. Click on the bubbles to delete them.

 Upon connecting to an existing network, all network details, including component values such as Pan, Tilt, Zoom, and Light Intensity, will be loaded and displayed as bubbles within the group or fixture frames.

## 6.3 Control Page

### 6.3.1 General Information



Click on the top tab view, either on Position, Light, or Zoom, to access the corresponding views.

From there, you can adjust the values using faders, a joystick, or a 2D Plane.

These values apply to all selected groups and fixtures.

A grey fader cursor indicates a default value, while a yellow cursor indicates a set value.

If fixtures or groups with different values are selected, the control page displays a cursor in a different color for each group or fixture. Upon setting a new value, each selected group or fixture adopts this value, turning the fader yellow.

## MOBILE LAYOUT



## 1 Mobile Layout

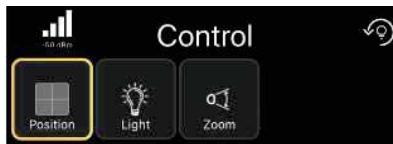
### Desktop Layout



## 2 Desktop Layout

In the Desktop Layout, the Control page combines the Light page on the left and the Control page on the right. In the Mobile Layout, the Lights and Control pages are separate due to the limited screen size on a phone.

### 6.3.2 Position Control Position:



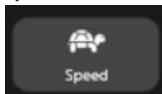
There are two options how to control movement or position.

The **Joystick (tab view)** let you set the position by using a virtual joystick or by faders.



The **2D Plane (tab view)** let you set the position in a 2D plane by clicking on the point.

#### Speed



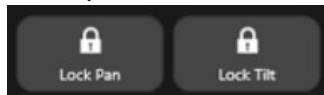
The speed button enables or disables a more sensitive change of the position within the joystick.

### Mirror



The Mirror Button will mirror/invert the Pan and Tilt values.

### Lock Pan/Tilt



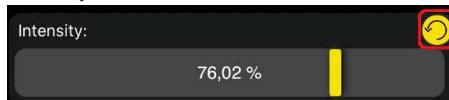
The Lock Pan (button) locks the Pan value, allowing control only over the Tilt value.

The Lock Tilt (button) locks the Tilt value, allowing control only over the Pan value.

### 6.3.3 Light Control

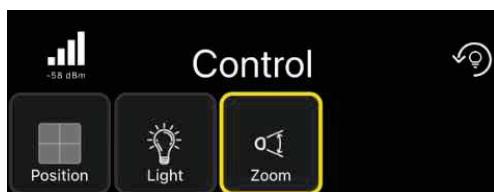


#### Intensity

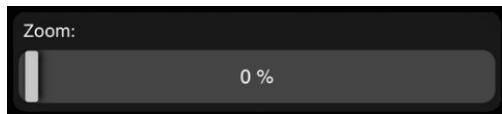


Control the light output intensity with the fader.

### 6.3.4 Zoom Control



Control the zoom of the fixture with the fader.



### 6.3.5 Reset Specific Component

When a component is set, small yellow circles with a reset icon appear.

For example, if you set the Dimmer value in Light, a reset button appears:

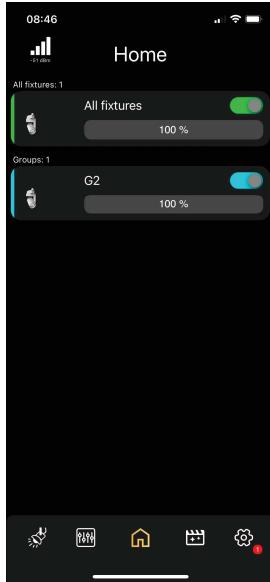


- On the right side on top of the fader
- In the top right corner of the Light Bulb in the tab view.

Click this yellow reset circle to reset only this component (Light intensity) for all selected groups and fixtures. This is equivalent to the other components.

 Upon connecting to an existing network, all network details, including component values such as Pan, Tilt, Zoom, and Light Intensity, will be loaded. These values will be displayed within the faders. The only requirement is that you have selected the groups or fixtures for which you wish to view their values on the Light Page.

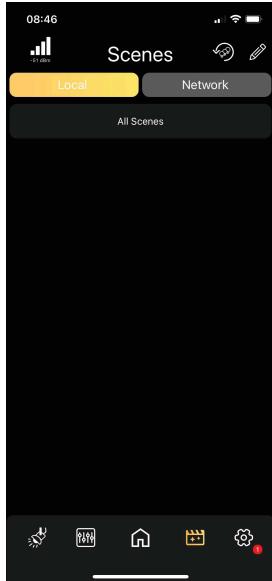
## 6.4 Home Page



- In this page, each group is displayed.
- Utilize the On/Off switch to deactivate the light output for the desired group.
- Utilize the fader to dim the desired group.
- It's essential to note that this dimming fader is distinct from the Light-Intensity Fader found on the Control page; it is like a layer on top of the regular Light Intensity component. This feature proves advantageous when you have created scenes, and they appear slightly too bright, eliminating the need to adjust each scene individually. With this fader, you can easily dim down the overall brightness.

 Please be advised that if a group is deactivated, regardless of the light intensity value applied on the control page, the fixtures within that group will not illuminate. Therefore, it is important to verify whether the group has been deactivated and to check the home page if your fixture does not light up.

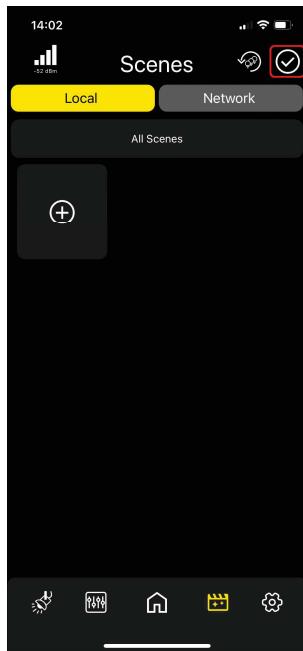
## 6.5 Scenes Page



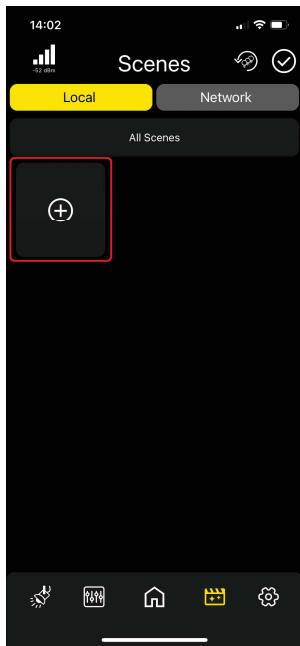
- **Page Division:**
  - The Scene page is categorized into "Local" and "Network."
  - "Local" denotes storage on your local device, such as a phone or tablet.
  - "Network" denotes storage in the cloud related to the current network, requiring an internet connection. This allows seamless transition between devices and enhances collaboration, as another user can connect to the network and access all Scenes & Sequences.
  - Creating, editing, or deleting Scenes & Sequences functions identically in both Local and Network modes.
- **Edit Mode:**
  - Access edit mode by clicking the edit pencil located at the top of the page.



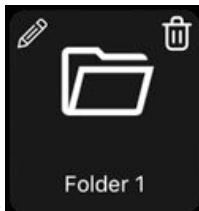
- Deactivate edit mode by clicking the checkmark at the top.



- The edit mode will enable features for the folder, scene and sequence items, which will be explained in detail below. Moreover, it allows the creation of new scenes, sequences, or folders by clicking the Plus Icon.



- **Folder Item**

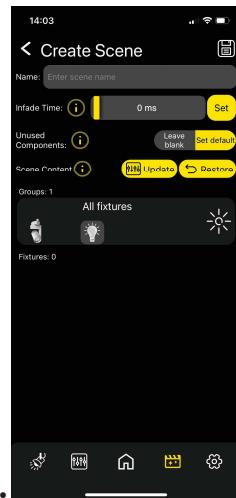


- To view the contents of a folder, click on the folder itself.
- While in edit mode, you'll find a trash bin icon at the top right of the folder item, allowing you to delete the folder. Note that all items within the folder must be deleted first.
- While in edit mode, you'll find a edit pencil icon at the top left of the folder, enabling you to rename the folder.
- While in edit mode, you'll find a rubbish bin icon at the top right of the folder, enabling you to delete the folder.
- Within a folder, additional Scenes, Sequences, or Subfolders can be organized.

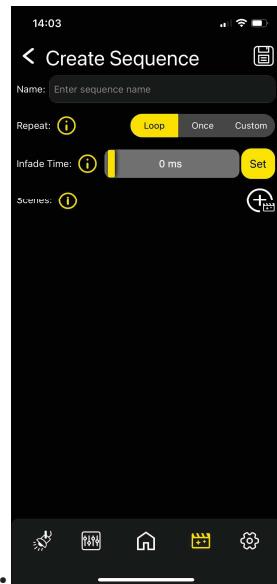
- **Scene and Sequence Item:**



- Click on a Scene Item or Sequence Item to activate it. Click again to deactivate it.
- While in edit mode, clicking on a scene or sequence item allows you to access more detailed information and make changes to them.
- Consists of the name of the sequence or scene.
- In the center of the scene or sequence item, there are bubbles representing components of a scene or sequence. The same bubble may appear multiple times if there are several fixtures or groups with this component in the scene or sequence.
- Scenes and sequences can have a "Blank" icon in the bottom left, indicating that the option to "leave blank" for unused components was selected in this scene or sequence. Further explanation regarding unused components can be found in the "Create Scenes" section.
- A sequence item can be distinguished from a scene item by the presence of a play icon in the bottom right corner.
- While in edit mode, you'll find a rubbish bin icon at the top right of the item, enabling you to delete the scene or sequence.
- **Full Reset Option:**
  - Perform a comprehensive reset of all groups and fixtures to their default settings using the reset icon featuring 3 light bulbs at the top of the page.
- **Create Scene**
  - Begin by navigating to the light page (mobile layout) or control page (Desktop Layout) and selecting the groups or fixtures that should be part of the scene.
  - Move to the control page and set the desired Position, Zoom, and Light Intensity for the selected groups or fixtures.
  - Afterward, click the edit pencil to activate the edit mode. Then click on the plus icon and choose "Scene."



- The groups and fixtures, along with their respective components, will appear at the bottom of the page in frames. If you click on the small components Icons (Bubbles) within a frame, you can delete them. If a group or fixture has no more components, it will be removed.
- In case you accidentally remove a component, fixture, or group altogether, you can click the "Restore" button to set the components back to their initial state.
- If you want to make further adjustments to the components or the chosen groups and fixtures, return to the control page, modify the values as needed, and then go back to the scene page. Click the "Update" button to load the updated status of the control page into the scene.
- Add a name for the scene.
- Set an In fade time using the fader or click the "Set" button to enter the in fade time in seconds.
- Decide what happens with unused components:
  - "Set default": Saves the default values of unused components in the scene.
  - "Leave blank": Does not save unused components in the scene.
- Example 1: Save a scene with Pan and Tilt movement, selecting "Set default." Reset all groups and fixtures, set the intensity dimmer to 100%, then trigger the scene with Pan and Tilt movement. The fixtures will stop emitting light and perform the pan-tilt movement because the light intensity is saved as the default value in the scene, which is 0.
- Example 2: Save a scene with Pan and Tilt movement, choosing "Leave blank." Reset all groups and fixtures, set the intensity dimmer to 100%, then trigger the scene with Pan and Tilt movement. The fixtures will still emit light and perform the pan-tilt movement. The Intensity component is not saved within the scene, and therefore, it remains unchanged.
- Finally, click the save icon at the top to complete the process.
- **Create Sequence:**



- Provide a name for the sequence.
- Determine the frequency of repetition for the sequence.
- Specify an overall in fade time for the initial triggering of the sequence.
- Decide the handling of unused components (similar to unused components in scenes).
- Click the plus scene icon to add a scene. The Scene page will open, allowing you to select the desired scene. Repeat this process to add more scenes, with a maximum limit of six scenes in a sequence.
- Click on each scene within the sequence to adjust the infade and stay time. Note that the infade time is separate from the stay time. For example, with a 2-second infade and a 5-second stay time, the scene will fade in over 2 seconds and then stay for 5 seconds. Click "Save" at the top to confirm and save your changes. You can also navigate back using the arrow on the top left, but this won't save your changes.
- Use the rubbish bin icon to delete a scene from the sequence.
- Utilize the arrows on the right to change the order of the scenes within the sequence.
- Click "Save" to store the sequence.
- It's important to note that scenes within a sequence are linked to the original scenes. Consequently, any modifications or deletions to the original scene will reflect in the linked scene within the sequence. A warning popup will appear if you attempt to delete a scene linked in a sequence.

 Please be aware that, changing the save location of a scene or sequence is not possible yet. Therefore, if it is a Local scene or sequence, transferring it to network scenes or inside a folder is not supported. However, you can still replicate a scene by resetting all groups and fixtures, activating the scene you wish to copy, and then proceeding to the desired location to create a new scene. This way, all components of the old scene are retained, requiring you only to input a name, in fade time, and decide how unused components should be handled.

- **Scene and Sequence Activation:**
- Click on a Scene Item or Sequence Item to activate it.

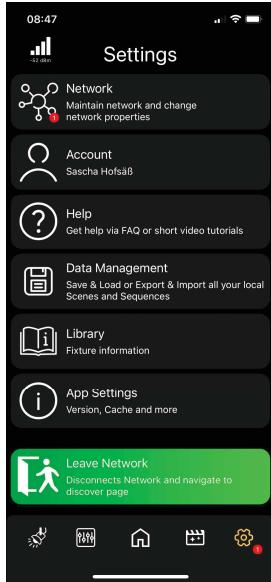
- An active Scene or Sequence is indicated by a yellow border.



- Clicking again deactivates the Scene or Sequence.
- If there are similar scenes and sequences than it can occur that several scenes and sequences have a yellow border.
- An example of the activation and deactivation logic when the setting for unused components is set to "set default" in a scene is:
- Scene 1 is configured with a dimmer value of 100, while the other components are set to "set default".
- Scene 2 is configured with a pan value of 100, while the other components are set to "set default".
- Activate Scene 1 by clicking on it, and the fixture will illuminate at maximum brightness. Additionally, Scene 1 will be highlighted with a yellow border.
- Activate Scene 2 by clicking on it to initiate the pan position. The fixture will stop illuminating and will move to its designated pan-tilt position. Only Scene 2 will be active and highlighted with a yellow border.
- Click on Scene 2 to deactivate it the fixture will return to its default pan position and none of the scenes will be active.
- An example of the activation and deactivation logic when the setting for unused components is set to "leave blank" in a scene is:
- Scene 1 is configured with a dimmer value of 100, while the other components are set to "leave blank".
- Scene 2 is configured with a pan value of 100, while the other components are set to "leave blank".
- Activate Scene 1 by clicking on it, and the fixture will illuminate at maximum brightness. Additionally, Scene 1 will be highlighted with a yellow border.
- Activate Scene 2 by clicking on it to initiate the pan-tilt position. The fixture will still illuminating at maximum brightness and will move to its designated pan-tilt position. Scene 1 and Scene 2 will be active and highlighted with a yellow border.
- Click on Scene 2 to deactivate it the fixture will return to its default pan position. But the fixture will still illuminate because the dimmer component is not reset, Scene 1 will continue to be highlighted with a yellow border.
- Click on Scene 1 to deactivate it. The fixture will stop illuminating, and none of the scenes will be active.
- When you activate a sequence and navigate to the lights page, you will notice that the bubbles below the corresponding groups or fixtures display a yellow play symbol at the bottom right. This symbol indicates that a sequence is currently active. The bubble icon itself represents the last scene of the sequence.



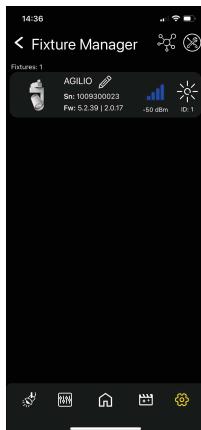
## 6.6 Settings Page



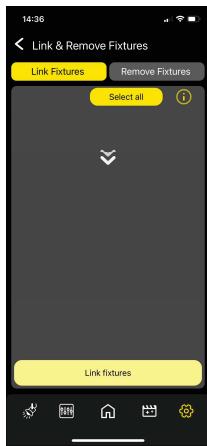
### Network:



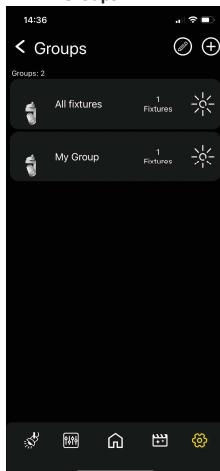
- **Fixture Manager:**



- Access the Fixture Manager to view all network fixtures.
- A red-bordered Fixture Frame indicates a non-responsive fixture. Possible reasons could be:
  - Fixture is turned off.
  - Fixture is too far away.
  - Fixture was unlinked.
- In Mobile Layout, swipe down to initiate fixture rescanning and in Desktop Layout, press the Refresh button (with two arrows) at the top.
- The Tools Icon (wrench and spanner) opens a popup for Fixture Updates and RDM Manager. The functions in the popup apply to all fixtures in the network. iQ.Mesh Update is not possible here due to fixtures being interconnected via iQ.Mesh. Execute iQ.Mesh updates on the discover page using the Tools Icon. In the discover page the fixture is connected via Bluetooth. Therefore, you have to leave the network.
- The network Icons (circles which are connected) at the open will restructure the network. Exercise caution, as this is an advanced feature. Please review the information below before proceeding with the restructuring. This process will modify the network's structure and will eliminate fixtures that are currently unavailable. Fixtures linked to this network, but currently not available, will no longer function within the network. If you initiate the restructuring and these fixtures become available again, they have the potential to cause problems. This is due to the existence of two networks – the "main" network with fixtures that were available and a "separate" network with fixtures that were not available during the restructuring. Here are two options to resolve this issue:
  - If you wish to reintegrate these fixtures into your "main" network, perform a new restructure. The network will be effectively "healed," and these fixtures will be added back into the network.
  - If you prefer not to include these fixtures in your "main" network and want to ensure they don't cause any issues, either physically unlink them from the fixtures themselves or delete their "separate" network."
- Click on a Fixture Frame for a detailed page similar to clicking on a fixture in the Discover Page.
- Click the name or the edit pencil to rename a fixture. Renaming fixtures is a beneficial feature if you wish to view them in a specific order, as they will be presented alphabetically on the Light Page.
- Use the Sun Icon to highlight or stop highlighting a fixture.
- **Link & Remove Fixtures:**



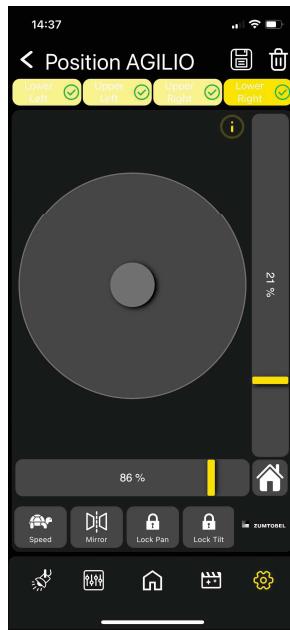
- The left tab displays unlinked fixtures, and the right tab shows linked fixtures.
- In the unlinked fixtures tab, scan for available fixtures by swiping down in Mobile Layout or pressing the "Scan" button in Desktop Layout.
- Highlight a fixture by clicking the sun icon for easy identification.
- Select fixtures for linking, then click "Link fixtures." A popup shows the linking process.
- At the end a popup shows the results for each fixture. To obtain more information, click on the fixture. This is especially beneficial in situations where the linking process might not have been successful.
- After clicking "Close," an automatic scan will initiate, allowing the addition of further fixtures to the network.
- In the Linked fixtures tab, already linked fixtures are displayed. To remove fixtures, select them and use the remove button at the bottom.
- To remove a fixture, an active connection to the fixture is required.



- The "All fixtures" group is auto-created for easy control and cannot be edited or deleted.
- Add a new group by clicking the plus icon in the top.
- Enter a name, select fixtures, and create the group by pressing "Add."
- Create up to 7 groups.
- Click on a group frame (except "All fixtures") to add or remove fixtures.
- Click the edit pencil at the top to enable the edit mode. Utilize the rubbish bin icon to delete a group, or click the edit pencil next to the group name to rename it.
- **Fixture Default Input & Range**
- **Position Area:**
- Utilize the position area feature to define the movement range of your fixture.
- Initiate by selecting the fixture for which you intend to set a Position Area. If a fixture has an already defined Position Area, a Position Bubble will be shown below the fixture's name.



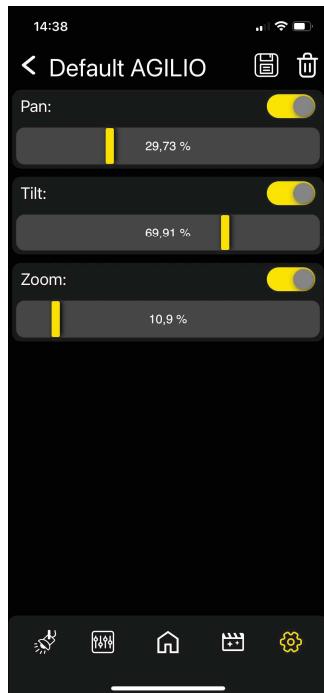
- Define the position area by setting four points; click on each tab view to set the points.



- The active point is highlighted with a brighter tab view and receives a green checkmark.
- Save the position area configuration using the save icon at the top.
- To remove the position area, click the rubbish bin icon at the top.
- **Default Input:**
- Employ the Default Input feature to establish a preset value to which the fixture will automatically move.
- Start by clicking on the fixture for which you wish to set a Default Input. If a fixture has an already defined default input value it will be shown below the fixture's name.:.
- A Pan input value will display a Position Bubble with a horizontal line
- A Tilt input value will display a Position Bubble with a vertical line
- A Zoom input value will display a Zoom Bubble



- Specify the Pan, Tilt, and Zoom values accordingly.



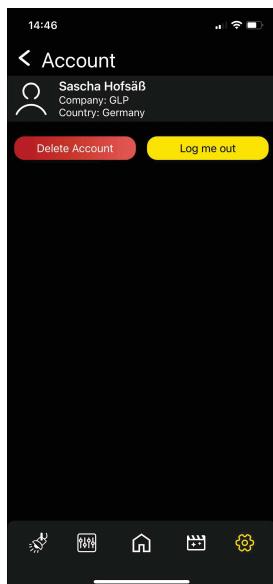
- Activate the feature using the On/Off switch and adjust the values using the fader.
- Save the default input configuration using the save icon at the top.
- To delete the default input, click the rubbish bin icon at the top.
- Attention: When configuring both the Position Area and Default Input (Pan or Tilt) for a fixture, it is important to set the Position Area before defining the Default Input. This sequencing is crucial as the Default Input is relative to the available area for the fixture. If the Default Input is set before the Position Area, the Default Input may change after configuring the Position Area.

- **Delete Network**



This action deletes the network and removes all fixtures associated with it.

**Account:**

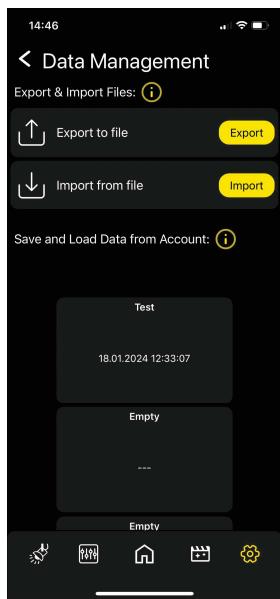


- Access the account section to view essential account details.
- Perform account-related actions such as logging out or initiating account deletion.

**Help:**

- This section is designated for future inclusion of help videos.
- Please note that the help videos are currently under development and will be added later.

**Data Management**



- **Export to File:**
  - Click on "Export."
  - Ensure that the checkmark for scenes and sequences is selected.
  - Click "Export" to generate a file containing the scenes and sequences.
- **Import from File:**
  - Click on "Import."
  - Choose the desired file for import.
  - Scenes and sequences from the selected file will be imported.

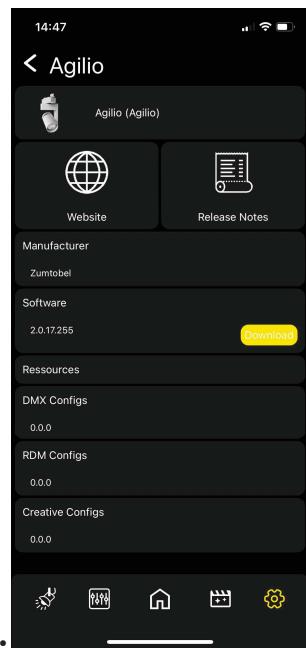


- "Add": Integrates scenes and sequences from the stack in addition to the existing scenes and sequences on the Scene Page.
- "Replace": Substitutes the current scenes and sequences on the Scene Page with those from the stack.
- "Ignore": Excludes scenes and sequences from the stack, retaining only the existing scenes and sequences on the Scene Page (Note: Relevant in the iQ.Control App where more than scenes and sequences can be saved.)
- **Saving and Loading Scenes & Sequences with your Account (Cloud):**
- To save scenes and sequences within your account, click on one of the ten empty stacks at the bottom of the page.
- Click "Upload" and assign a name to the stack.
- The green checkmark on the stack signifies similarity to your current scenes & sequences.
- To modify the saved data, select the stack and click "Override Saved Data." This action will update the stack with your current scenes and sequences, replacing the previous data.
- To load the data from this stack to the Scene Page click "Load saved data".
- "Add": Integrates scenes and sequences from the stack in addition to the existing scenes and sequences on the Scene Page.
- "Replace": Substitutes the current scenes and sequences on the Scene Page with those from the stack.
- "Ignore": Excludes scenes and sequences from the stack, retaining only the existing scenes and sequences on the Scene Page (Note: Relevant in the iQ.Control App where more than scenes and sequences can be saved.)
- Green checkmark indicates similarity, while an orange warning signifies a divergence.

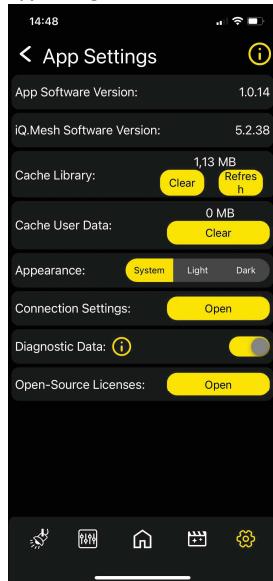
**Library:**



- Access the library showcasing all supported fixtures.
- Click on a fixture to obtain more detailed information.



- Click "Website" to be directed to the website.
- Click "Release Notes" to download a document containing release notes.

**App Settings:**

- View the current App Software Version.
- Check the iQ.Mesh Software Version available for this app.
- Activate Developer Mode by double-clicking on the version number, confirming with "Ok" in the popup, and entering the code 7248. This mode is intended for developers or specific test cases—avoid casual usage.
- Access information about Library Data, which can be cleaned and refreshed.
- Modify the Appearance (App Theme Mode) to light mode, dark mode, or system mode (synced with your system's mode).
- Open Connection Settings to adjust MTU Size and Ble Scan Time by clicking on the frame.
- Attention: Changing Connection Settings is for advanced users; exercise caution when making changes.
- Toggle the option to enable or disable diagnostic data for developers. We strongly advise enabling this setting as it provides us with more detailed information in the event of app crashes and troubleshooting.
- There is a summary of open-source licenses utilized in the application. Click open to see more detailed information.

**Leave Network:**

- Click to exit the network and return to the Discover Page. Then the network becomes accessible to other users as well.