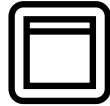


IR Sensor Switch



[image 4.3.19]



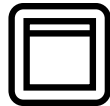
Sensor Type: Switch

Product number: 833.89.136  
You can toggle devices on and off by approaching the IR-sensor on the side.

IR Sensor Switch Modular



[image 4.3.20]



Sensor Type: Switch

Product number: 833.89.137  
You can toggle devices on and off by approaching the IR-sensor on the side.

IR-Dimmer Modular



[image 4.3.21]



Sensor Type: Dimmer

Product number: 833.89.129  
You can toggle devices on and off or dim lights by approaching the IR-sensor on the side and or holding.

Capacitive Switch



[image 4.3.22]



Sensor Type: Switch

Product number: 833.89.087  
You can toggle devices on and off by touching the enclosure.

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Capacitive Dimmable Switch



[image 4.3.23]



Sensor Type: Dimmer

Product number: 833.89.133  
You can toggle devices on and off or dim lights by touching the enclosure constantly.

Switch Door



[image 4.3.24]



Sensor Type: Switch

Product number: 833.89.059  
If the sensor is pressed, the signal turns off and otherwise on.

Switch Door Modular



[image 4.3.25]



Sensor Type: Switch

Product number: 833.89.143  
If the sensor is pressed, the signal turns off and otherwise on.

Switch Foot



[image 4.3.26]



Sensor Type: Switch

Product number: 833.89.046  
You can toggle devices on and off by pressing the physical button.

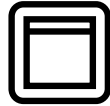
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Switch Rocker



[image 4.3.27]



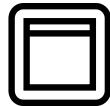
Sensor Type: Switch

Product number: 833.89.106  
 You can toggle devices on and off by changing the rockers state.

Switch Push



[image 4.3.28]



Sensor Type: Switch

Product number: 833.89.108  
 You can toggle devices on and off by pressing the button.

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### 4.3.3. Adding a Connect Mesh Wall Switch

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The Connect Mesh Wall-Switch consists of 4 buttons. These can individually be linked to available groups. Taping a button shortly will toggle all devices in the same group as the button. Holding the button will dim the devices in the same group up or down.

Adding to a Network



[image 4.3.30]



[image 4.3.31]



[image 4.3.32]

The Wall-Switch must be in provisioning mode (identified by a flashing LED on the back of the device). Go into the “Devices” section of the App and click the “+” symbol to add a new device. This will scan the environment and show all surrounding devices in provisioning mode. These can be added to the Mesh Network. To choose the Wall Switch, tap the discovered Wall Switch **1**, which will start the provisioning process.

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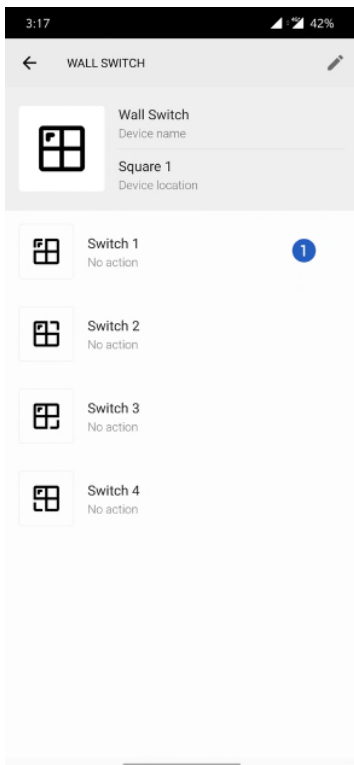
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### Adding the Wall-Switch to a Group

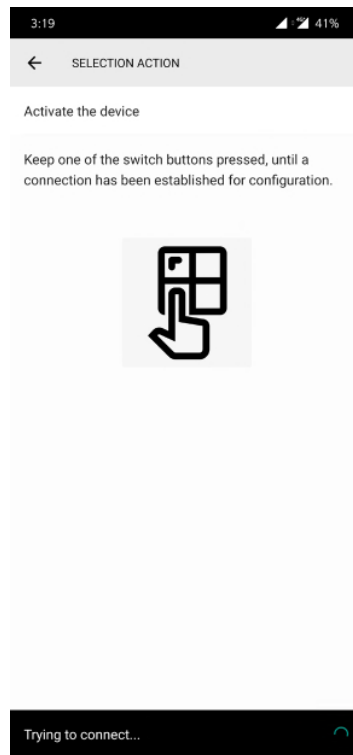
After adding a Wall Switch to the Mesh network, a Wall Switch device appears in your device list's sensor section. Tap on the device to configure the physical buttons. In this device settings page, you can choose the physical button you would like to control your group or trigger your scene **1**. There are small details in the button icons to help identifying the right one. After choosing a button, the app will ask you to connect to the button by holding one of the switch's buttons. This will wake up the button from the energy saving mode. After the connection has been established, the next screen asks you to select one of your groups or scenes to connect it with the button **2**. After a successful configuration, you will see a tick icon next to "Toggle group" option. To delete the connection, simply choose "Deactivate" in the actions list.

You can now toggle the devices in the group by pressing the physical button of your Wall Switch. A long press will dim the group up or down until you release it.

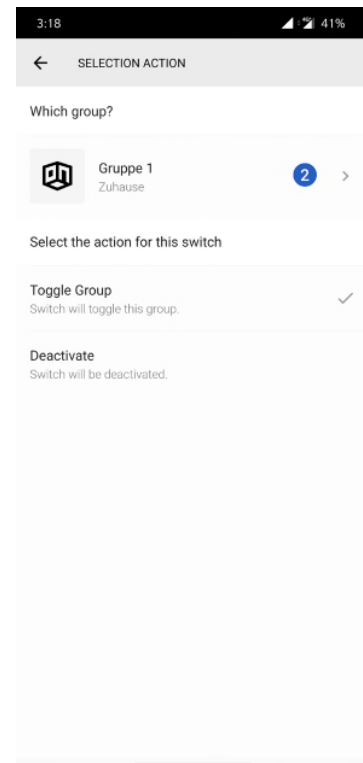
Each group can contain scenes, these scenes can be triggered by the wall-switch. Available scenes will be shown as listed in image 4.3.35. Selecting a scene will result in applying the scene whenever the corresponding button of the wall-switch is pressed.



[image 4.3.33]



[image 4.3.34]



[image 4.3.35]

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### 4.3.4. Adding a Connect Mesh Remote Control

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Adding to a Network



[image 4.3.36]



[image 4.3.37]

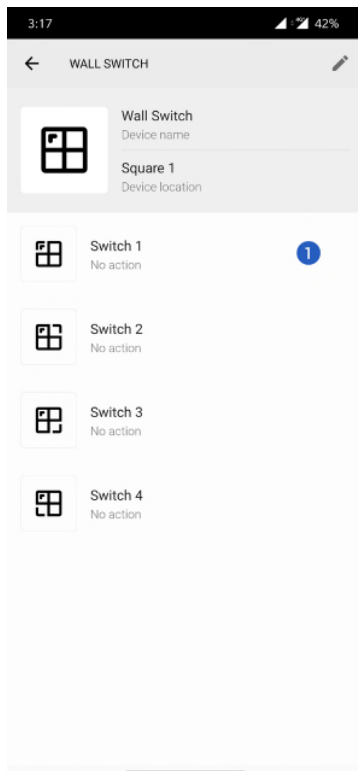
The Remote Control must be in provisioning mode (the LED of channel 1 is flashing). Go into the “Devices” section of the App and click the “+” symbol to add a new device. This will scan the environment and show devices in provisioning mode, which can be added to the Mesh Network. Tap the discovered Connect Mesh Remote Control  to start the provisioning process.

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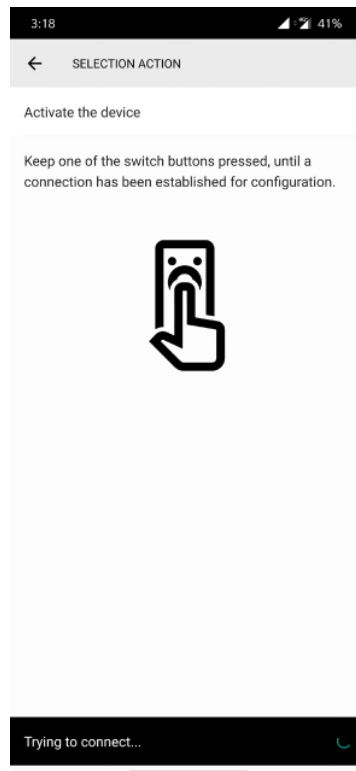
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### Adding the Remote Control to a Group

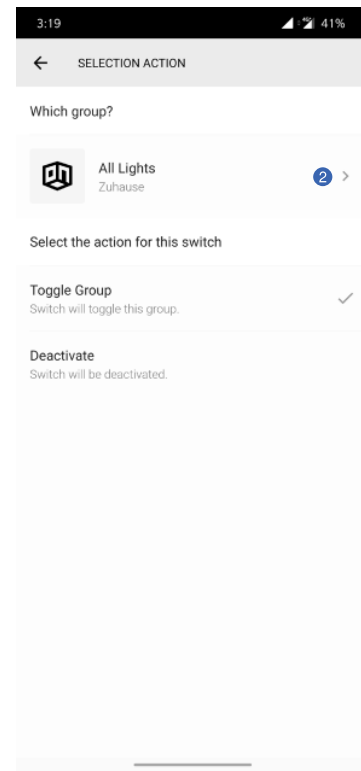
After adding a Remote Control to the Mesh network, a Remote Control device appears in your device list's sensor section. Tap on the device to start configuration of the six channels of your remote. In the device settings, you can choose the channel you would like to connect with your group ①. In the next step the app asks you to hold down the middle button of your remote to wake it up from energy saving mode. In case you were successful, the next screen asks you to select one of your groups to connect it with the remote channel ②. After connecting you can see a tick icon next to "Toggle group" option. To delete the connection, simply choose "Deactivate" in the actions list. Choose the same remote channel on your physical device (the respective number on the remote lights in red). You can now control the group with your Connect Mesh Remote Control (see the Documentation for Connect Mesh Remote Control for details on how to control various parameters such as brightness, saturation, color and temperature).



[image 4.3.39]



[image 4.3.40]



[image 4.3.41]

### Trigger Scenes by the Remote Control

The remote control can trigger three scenes. These are mapped to the buttons "A", "B" and "C" of the remote control. The mapping is pre-defined by the given group inside the app. For the selected group, the first scene is mapped on button "A", the second scene is mapped to button "B" and the third scene is mapped to button "C". Each of the 6 remote control channels can be mapped to one group. And for each group – "A", "B" and "C" will map to the first three scenes of these groups.

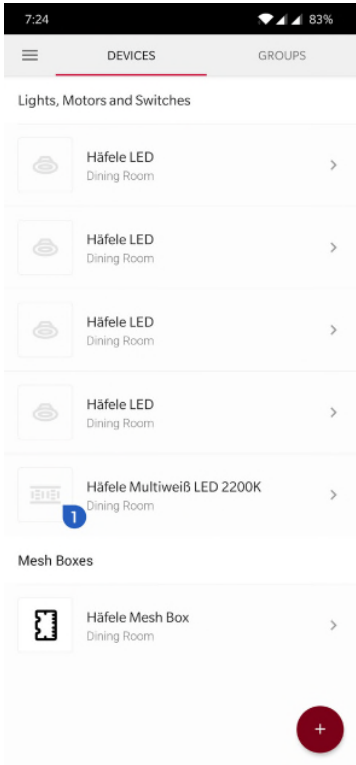
732.28.423

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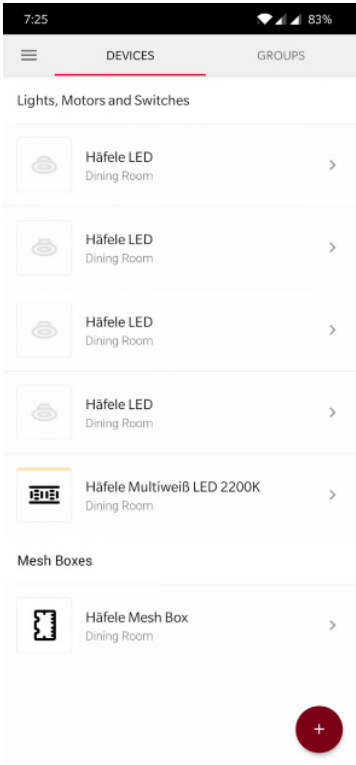
4.3.5. Controlling Devices

en

Quick Controls



[image 4.3.42]



[image 4.3.43]

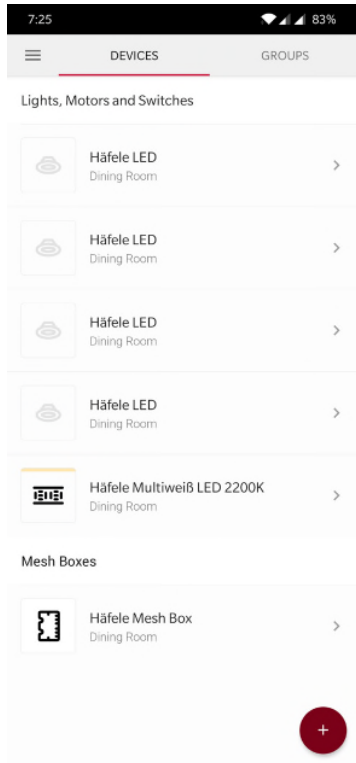
The device overview screen offers a fast and easy way to toggle your individual actuator device such as a light. Simply tap on the device icon 1 next to the device name to toggle on/off.

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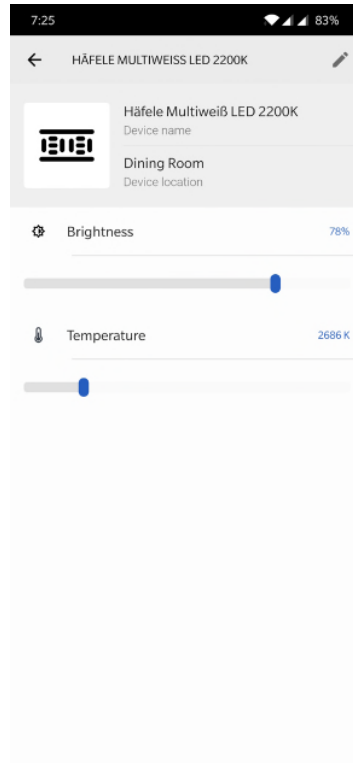
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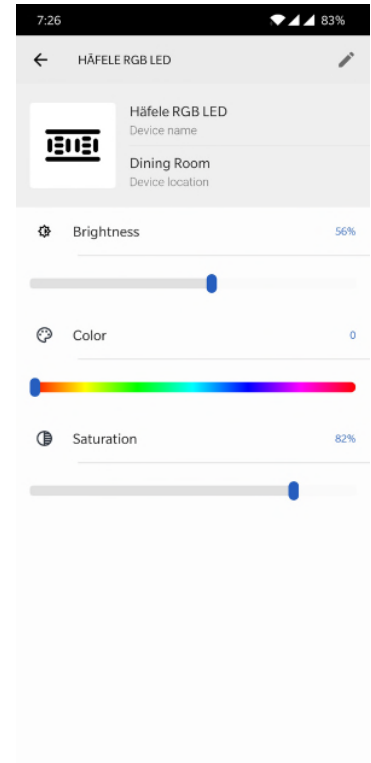
Device Settings



[image 4.3.44]



[image 4.3.45]



[image 4.3.46]

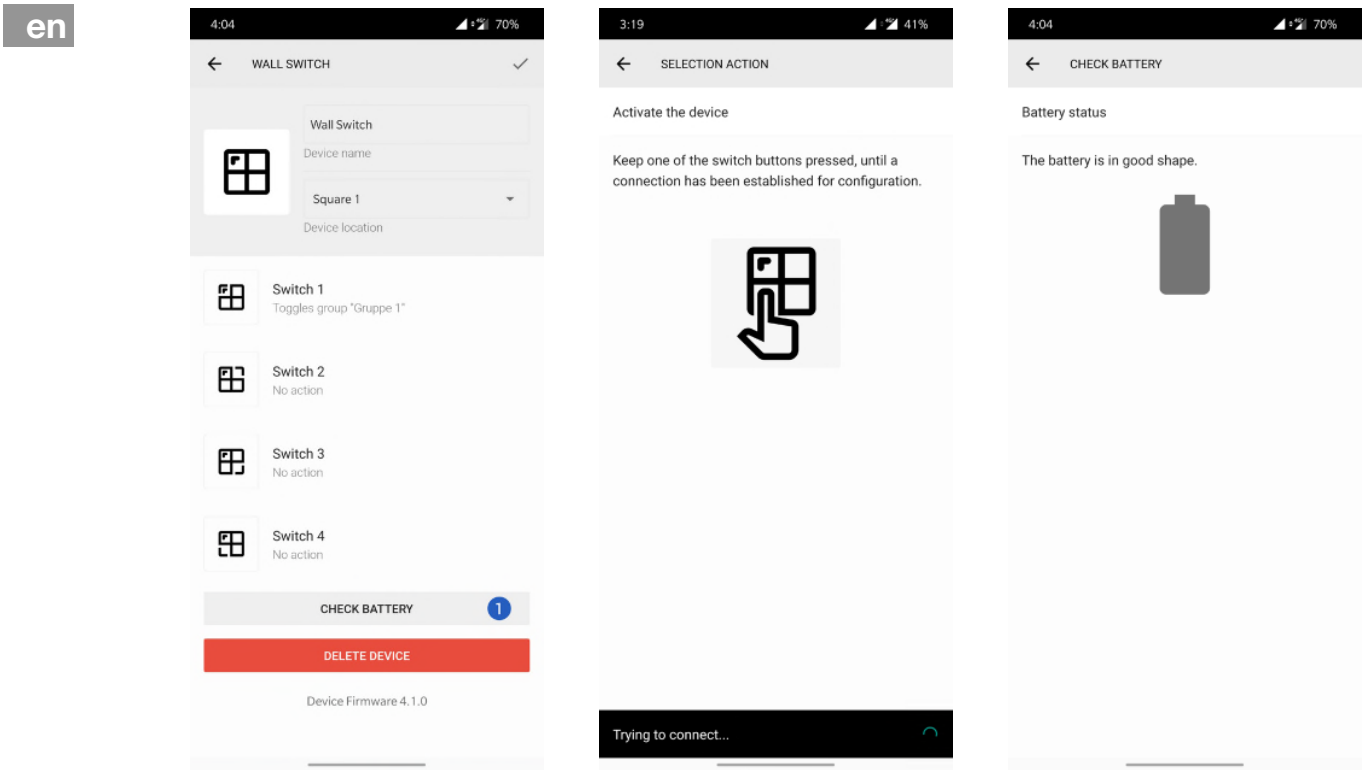
en

By selecting a device from the device overview list, you can access the device settings in which you expect extensive control options. Depending on the device, there are different control options. Multi-white (tunable white) LED strips, for example, offer the possibility of controlling brightness and temperature. RGB LED strips, on the other hand, offer options for controlling color and saturation in addition to brightness.

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4.3.6. Request Battery Status



[image 4.3.47]

[image 4.3.48]

[image 4.3.49]

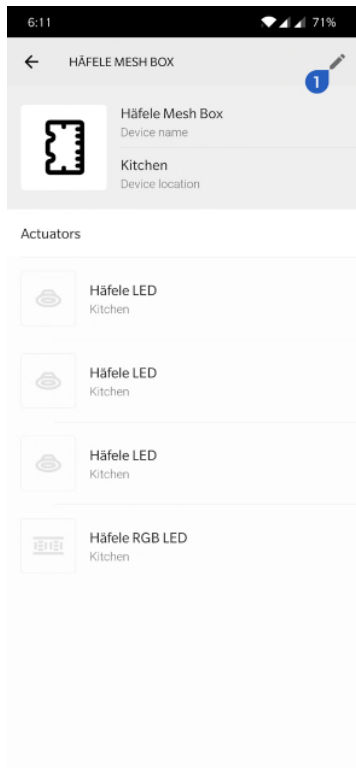
Remote devices offers the possibility to check their current battery status. To request a battery update, head to the edit device page of a remote device. At the bottom of this page, you will find the “Check Battery” button. Tap this button to request the battery status. The following screen asks to press one of the devices buttons. By this press on a button, the device awakes from energy saving mode. This enables the app to shows the current battery level – unless the remote device’s battery is completely empty.

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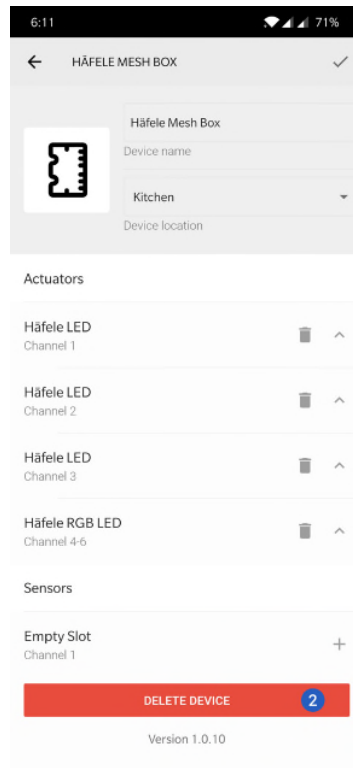
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### 4.3.7. Deleting Devices from a Mesh Network

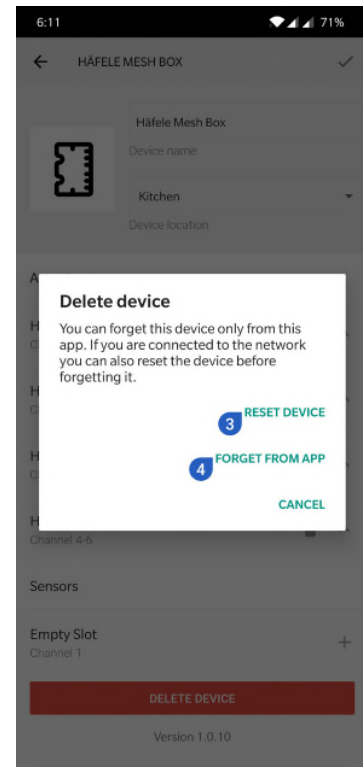
en



[image 4.3.50]



[image 4.3.51]



[image 4.3.52]

To delete a device, navigate to the detail screen of this device. In the upper right corner you can find an “edit” icon **1**, which leads to the device’s edit page. At the bottom of the screen you can find a red “Delete Device” button **2**. Press this button if you want to remove this device. The upcoming pop-up will highlight the possibilities to delete the device:

#### Reset Device:

This option processes a factory reset of the device. This requires a stable connection to the BLE Mesh Network.

#### Forget from app:

The device will be removed from the app irrevocable. The physical device will not be reset. This means the device will work as it worked before but will not be shown in the app anymore. To afterwards reset the device, please use one of the reset methods mentioned in the device documentations.

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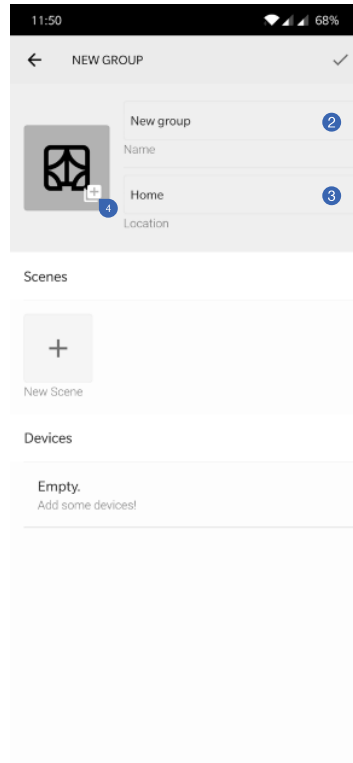
## 4.4. Groups

### 4.4.1. Creating a new Group

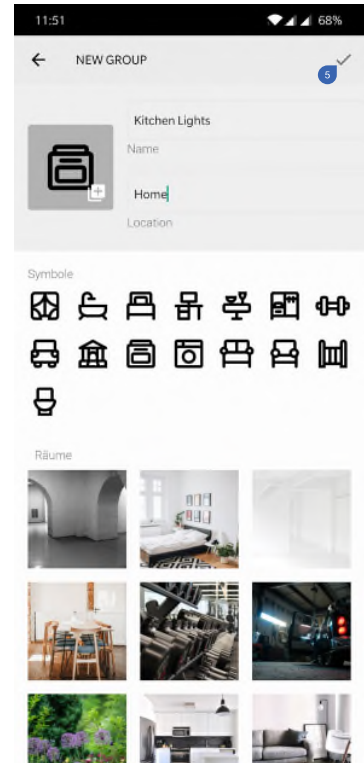
Groups are the most important mechanism in Mesh networks. They allow to group different actuators, sensors and controls. After a user has distributed all devices into groups it becomes very simple to control large numbers of devices in a comfortable way. For instance with a Wall-Switch, a Remote Control, a sensor or the App. A single device, sensor or actuator can be in many groups at the same time (e.g. four buttons of a Wall Switch: a button for the group “All lights”, a button for “Kitchen lights” and a button for “living room lights”).



[image 4.4.1]



[image 4.4.2]



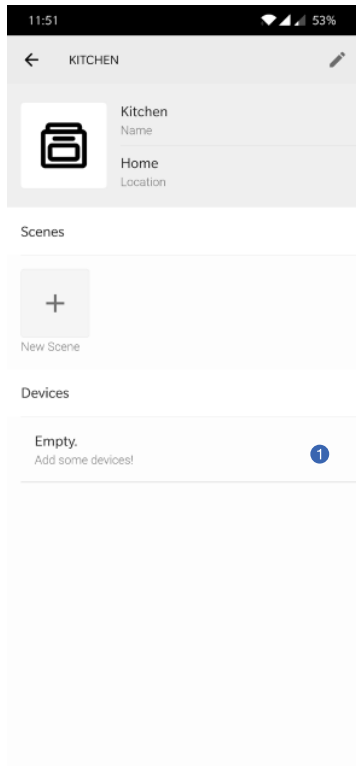
[image 4.4.3]

To add a new group, navigate to the groups overview screen. Use a tap on the red “+” button 1 to add a new group. Give the new group a name 2 and define a location 3. This can be a room, or a more extensive location. A tap on the group icon 4 allows you to choose from a variety of different icons and images. You can even make your own image or to load an image from your smartphones’ gallery. After you have filled in the basic information, you can confirm the new group by clicking on the check mark 5 in the upper right corner.

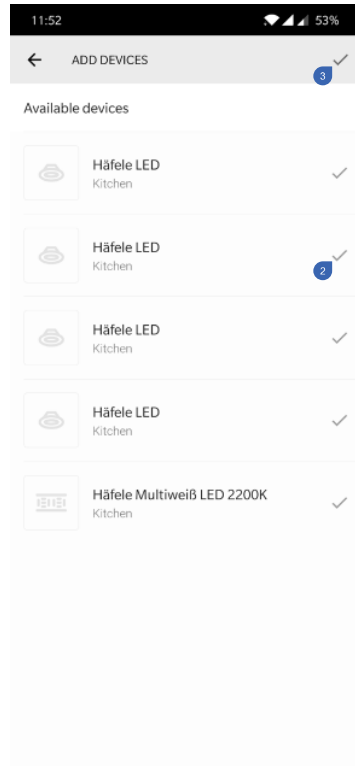
732.28.423

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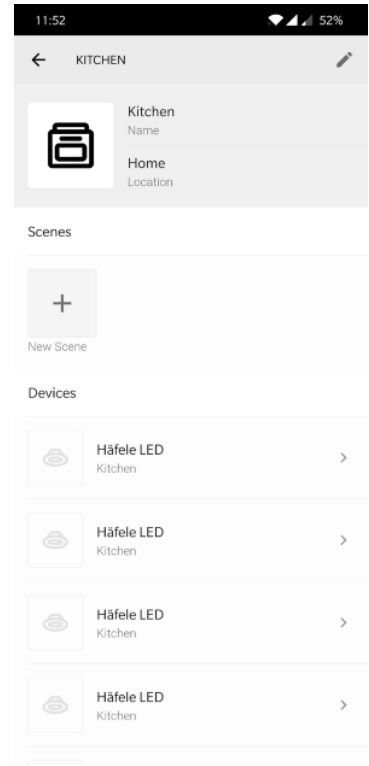
4.4.2. Adding Devices to a Group



[image 4.4.4]



[image 4.4.5]



[image 4.4.6]

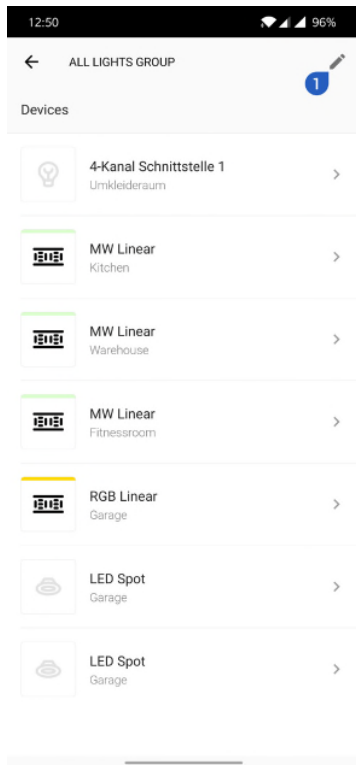
To add devices to an existing group, go to the group overview screen and select the group to which you would like to add devices. In the group detail view, press on the “Empty” text label ① to start the process of adding devices. The next screen will show a device list. There you can see all available devices. Press the “+” icon of the devices you would like to add to the group. Devices which are already selected are displayed with a tick icon ② on the right side. You can tap on it to remove the device from the group. After you have selected all devices which should be part of the group, press the “done” icon in the upper right corner ③ to save the group and group members. This will bring you back to the group page of this group. There you will see the progress which devices have already been added to this group. In case the process of adding a device to the group failed (e.g. because the device is turned off) it will show you the possibility to retry adding this device to the network. You can click on these devices to retry.

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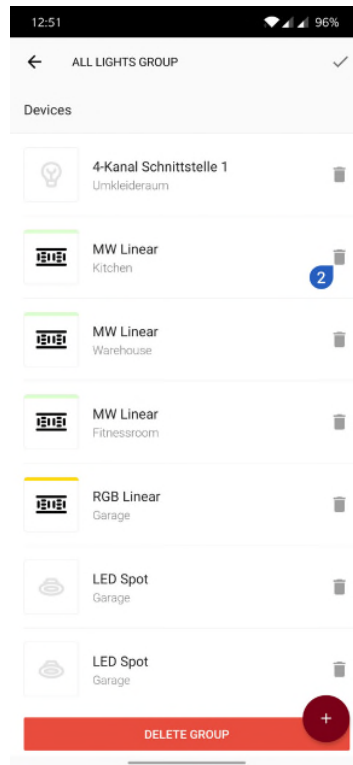
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4.4.3. Deleting Devices from a Group

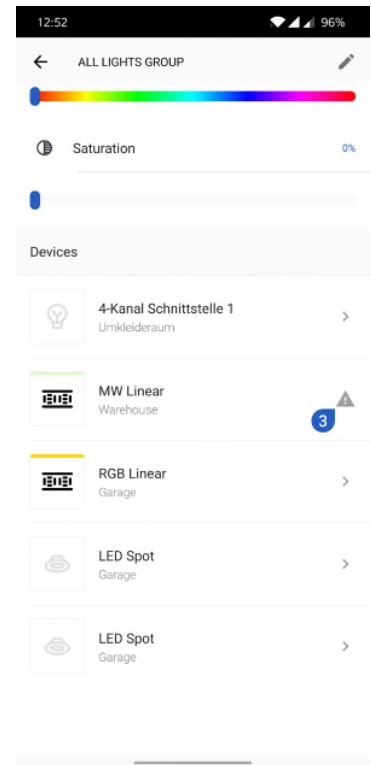
en



[image 4.4.7]



[image 4.4.8]



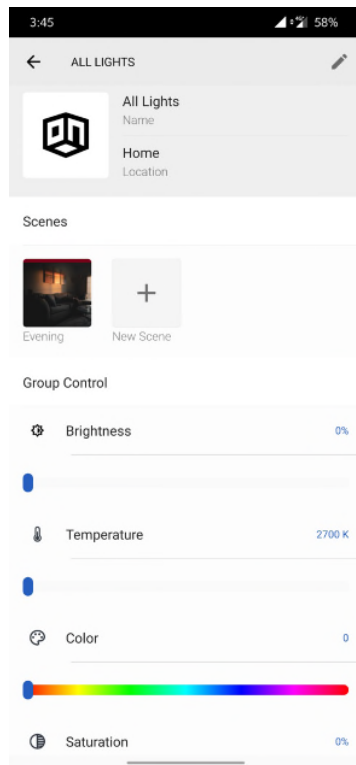
[image 4.4.9]

Head over to the group overview screen to select the group from which you would like to remove devices. Inside the group detail screen, press the “edit” button in the upper right corner 1. Inside the edit mode, the group controls will be hidden. Tap on the bin icon 2 next to the device you would like to delete from your group. You can see a spinning loading icon while the removing process is running. In case there was a problem while deleting the device you see a error symbol next to it 3. Press it to retry the process. After removing all unwanted devices from the list, accept the action by pressing the “done” icon in the upper right corner. The new configuration is saved and the devices are removed from the group.

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#### 4.4.4. Group Controls



[image 4.4.10]

You can find global group controls underneath your group's scenes. Use the sliders to control all the lights in your group at the same time. To change the settings of a single light instead, scroll down to the device list and choose the light individually.

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4.4.5. Scenes

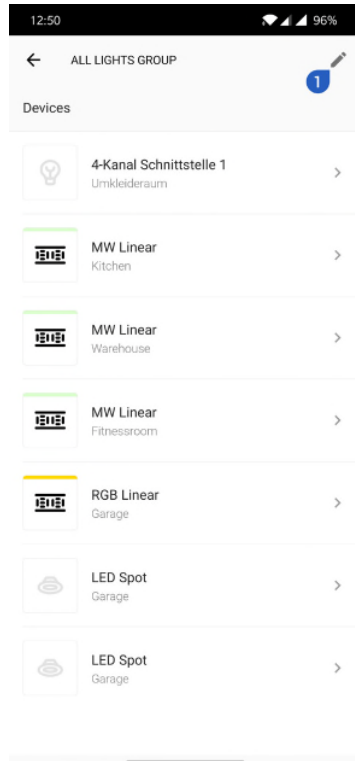
en

Scenes are pre-configured or saved device settings (e.g. on/off state, brightness, color, saturation, temperature) of a group. Saved scenes give access to a fast and easy quick control feature.

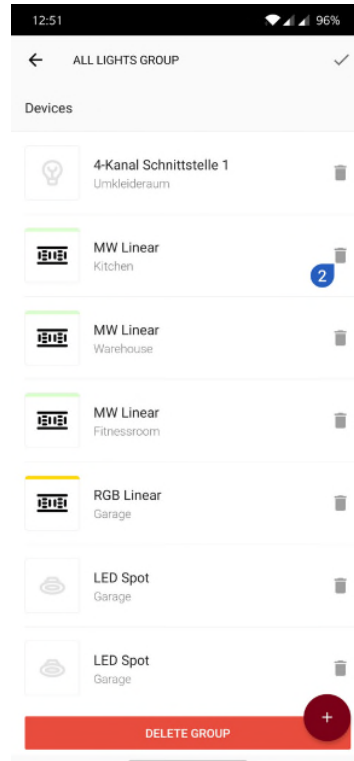


EXAMPLE

You created a group “Dining Room Lights” and added all light devices to this group which belong to the location “Dining Room”. While having dinner in the evening, you would like the lights to be bright and warm white. You can change the light settings of every device inside the group individually. When you are happy with your configured light settings, you can create a new scene “Dining”. After you are finished eating, you can dim the lights inside the group to match your imagination of what a cosy light environment should look and feel like. You can save this new light mood in a new scene “Cosy Ambient”.



[image 4.4.11]



[image 4.4.12]

The two scenes give you the possibility to change between the two light moods by simply tapping once without changing the settings of every light again individually.

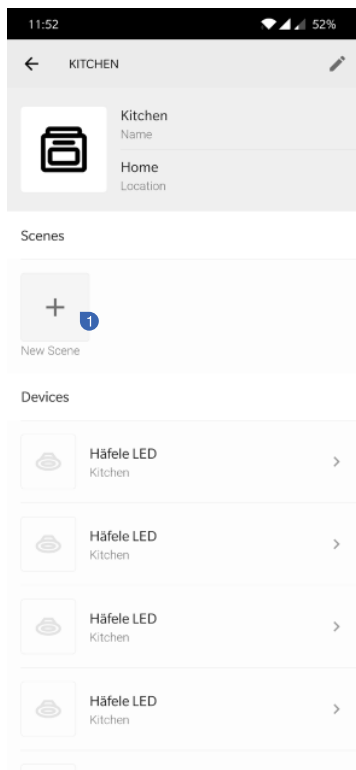
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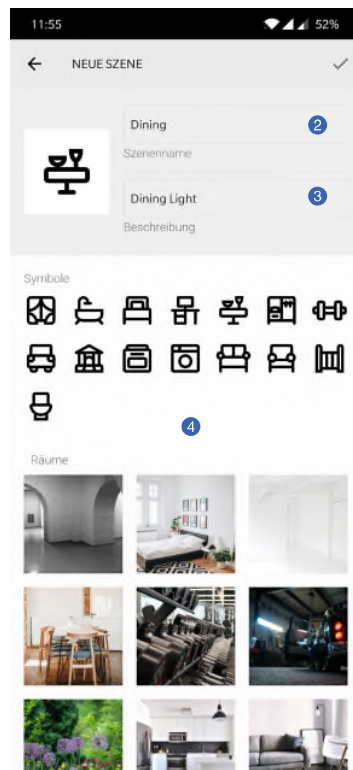


Creating a new Scene

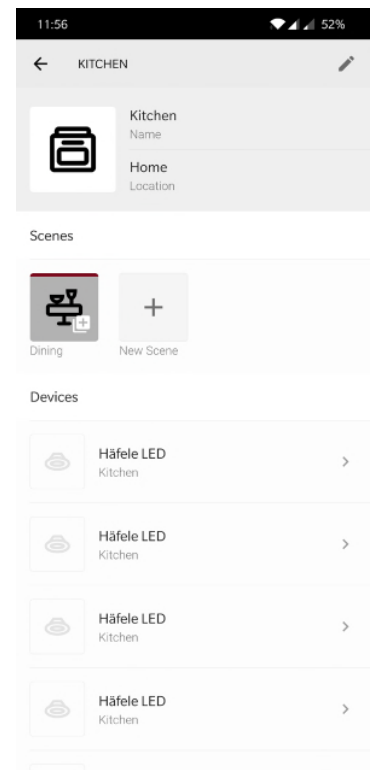
en



[image 4.4.13]



[image 4.4.14]



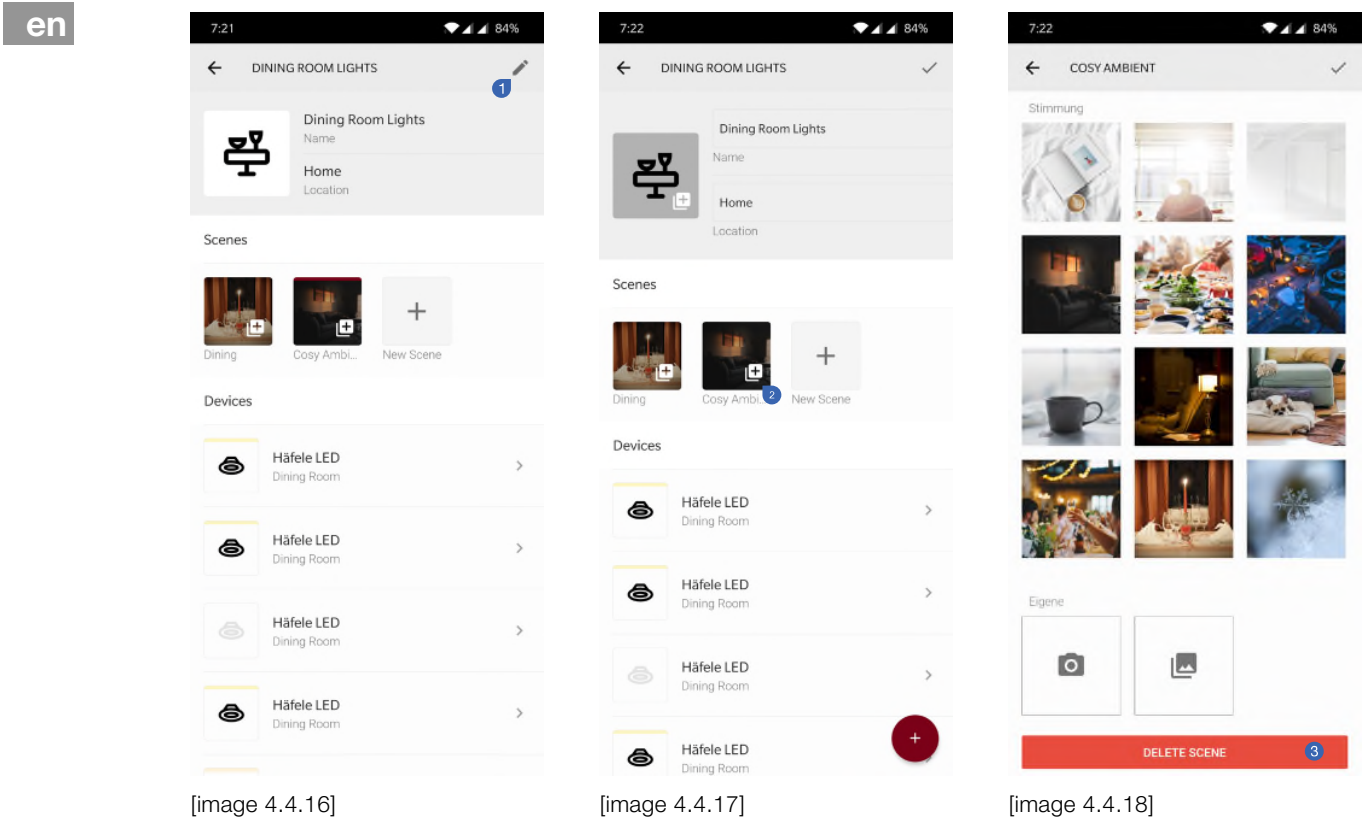
[image 4.4.15]

To create a new scene inside of your group, move to the group overview screen and select the group from the group list. Inside the group you can find the scene selector above the group's device list. Press on the "+" icon ① on the right of the scene list to add a new one. You can give it a name ② and description ③. In addition, you can also pick one of the preset icons and pictures ④ or use one from your own smartphone gallery.

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Deleting an existing Scene



To delete an existing scene, open the editing mode of the respective group by tapping the edit icon ❶ in the upper right corner of the screen. In edit mode, you can select the scene ❷ you want to delete. You will be taken to the scene detail view. If you scroll to the end of the scene settings, you will find a red button ❸ that you can use to delete the scene permanently. Then exit the editing mode of the group by touching the icon in the upper right corner of the view.

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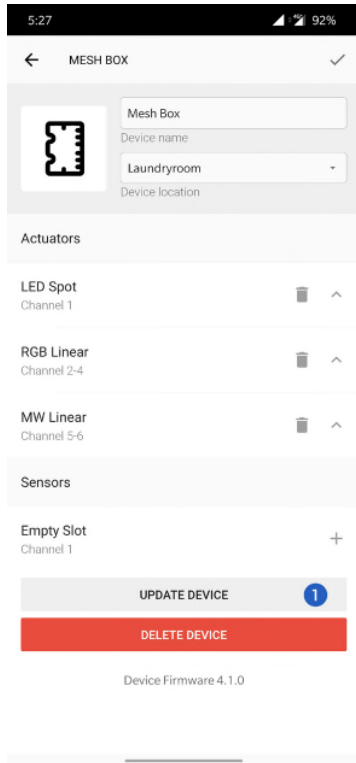
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### 4.5. Updating Mesh Devices

All Connect Mesh devices offer the possibility to receive new firmware updates. This allows to constantly improve the functionality of the devices as well as to add new features.

In App Update Available

In case the firmware of a device is outdated, this will be identified within the app, inside the device settings <sup>1</sup>.



[image 4.5.1]

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**Manually triggered Update**

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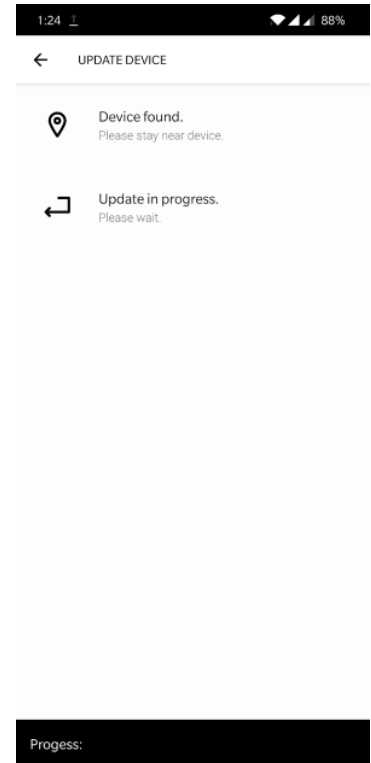
In order to trigger a firmware update of a mesh device explicitly, the App offers you the possibility of Over-The-Air (OTA) updates. To do this, the devices must be set to *update mode*. Depending on the device, there are different possibilities. Please read more about this in the respective technical documentation of the specific device. If the device is set to OTA mode, you can continue inside the Connect Mesh App.



[image 4.5.2]



[image 4.5.3]



[image 4.5.4]

Open the side menu and tap on the menu item “Settings” to open the app settings. Select the “Update Devices” button ① from the list of settings to start the update process. The app starts the search process and lists all devices in its environment that are in update mode. Select the device ② and follow the steps to update the device.

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5. Q&A

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Question	Answer
The Connect Mesh 6 way distributor's status-LED is Blinking	The device is in provisioning mode. It can now be added as new device to a Mesh network
How can I reset the Connect Mesh 6 way distributor to provisioning mode	<p>Reset the Connect Mesh 6 way distributor through the App by deleting the device.</p> <p>OR</p> <p>Keep the reset button on the Connect Mesh 6 way distributor pressed longer than 8 seconds.</p> <p>OR</p> <p>Turn the power of the Connect Mesh 6 way distributor on and off for 8 times. When the LED starts to blink, the box is reset.</p>
How to put the Connect Mesh 6 way distributor into OTA-Update mode?	<p>Use the App to put the device into OTA-Update Mode.</p> <p>OR</p> <p>Turn the Connect Mesh 6 way distributor on while keeping the reset button pressed. The box is now in OTA-Update mode for 60 seconds.</p>

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## 6. Glossary

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Term	Description
“connect” file	“connect” files are created during network export and can be selected in the app as a file base for importing networks.
App Store	Apple’s iOS App Store
BLE	Bluetooth Low Energy
BLE Mesh	Bluetooth Low Energy Mesh
Google Play Store	Google’s Android App Store
Provisioning	Adding a device to the BLE Mesh network
Provisioner	The mobile device, that is adding BLE Mesh devices to the network
OTA	Over The Air (Update) of the device Firmware
Mesh Network	A network between IoT devices, based on Bluetooth BLE Mesh technology.

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