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General information

Warnings and recommendations

It is important to read this manual carefully before proceeding with the installation.

The warranty becomes automatically void in case of negligence, improper use, tampering by unauthorised personnel.

The device must only be installed indoors; it must not be exposed to water drops or splashes; it must be used only on BTicino 2 WIRES digital systems.

Note: *this device includes the Open Source software. For license and software information, connect your Windows/Linux PC to the device through the mini-USB port.*

The device must be connected to a LAN network or to a LAN Wi-Fi network with the following features:

- IEEE 802.11 b/g/n (2,4 GHz) 13 channels
- Encrypting and authentication methods supported:
- OPEN WPA-PSK networks
- TKIP WPA2-PSK included
- Included AES WEP 64 bits (ASCII 5 figure or hexadecimal 10 figure codes)
- WEP 128 bits (ASCII 13 figure or hexadecimal 26 figure codes)
- Minimum connection speed of 512 Kbps (0.51 Mbps) for streaming music and other content through Alexa

Note: *a home network with internet access is needed for the connection between the device and the smartphone.*

To use the service offered the End customer must install Home+Control and Home+Security apps and acquire the technical equipment which allows access to the Internet, on the basis of an agreement made by the Customer himself with an ISP (Internet Service Provider). BTicino plays no part in this.

The Customer must install the Home + Security App on his smartphone so that he can use some services which BTicino supplies as extras to the normal basic functions of the device.

The services offered by means of the App require being able to interact with the device remotely and through the Internet.

In these cases the integration and good working between Classe 300EOS and the apps may depend on:

- a) quality of data network;
- b) type of access contract to the home internet;
- c) type of data contract on the smartphone.

When one of these 3 elements does not conform with the specifications required for product operation, BTicino accepts no responsibility for any faults.

The Home + Security App operation with screen off (background) may be compromised by the applications installed on the smartphone that:

- optimise the use of the battery and the energy saving;
- protect the device (antivirus or similar programs).

The product in fact supports a VoIP streaming system. You must therefore check with your smartphone data network contract that it does not block it.

We would like to inform you that the service provided by BTicino by means of remote use via the apps involves the use of data. The cost linked to data usage depends on the type of contract which the customer has with his ISP (Internet Service Provider) and is solely the customer's responsibility.

CAUTION: *The images of this manual are only indicative, and therefore may not exactly represent the characteristics of the product.*

Function limits

30	Maximum number of configurable rooms
50	Maximum number of graphic objects in a room
50	Maximum number of commands which can be associated to an actuator
50	Maximum number of scenarios
100	Maximum number of actions in the scenario
50	Maximum number of start conditions for each scenario
15	Maximum number of installer account
1	Maximum number of simultaneously connected installer users
30	Max. number of zones for each room

Light and Automation Devices compatible with and that can be configured using Classe 300EOS

Description	Legrand Code	From production batch:	Bticino Code	From production batch:
Scenario command	LG-573902	08W51	BT-L4680	09W08
	LG-573903	08W51	BT-N4680	09W08
	LG-574503	all	BT-NT4680	09W08
	LG-574504	all	BT-HC4680	09W08
	LG-067217	all	BT-HD4680	09W08
	LG-067218	all	BT-HS4680	09W08
	LG-078478	all		
SCS/SCS interface	LG-003562	12W20	BT-F422	12W20
Multifunction touch command	LG-067243	13W05		
	LG-067244	13W05		
	LG-067245	13W05		
BUS 8-key command	LG-067592	all	BT-LN4652	all
			BT-H4652	all
2 m basic command	LG-067552	all	AR-64360	09W40
			BT-H4652/2	09W40
			BT-L4652/2	09W40
			BT-AM5832/22	09W40
3 m basic command	LG-067554	all	BT-L4652/3	09W40
			BT-H4652/3	09W40
			BT-AM5832/3	09W40
Light actuator			BT-K8002L	all
BUS shutter actuator	LG-067557	all	BT-LN4661M2	all
			BT-H4661M2	all
			BT-AM5861M2	all
			BT-K8002S	all
BUS shutter command	LG-067558	all	BT-LN4660M2	all
			BT-H4660M2	all
			BT-AM5860M2	all
Special command	LG-067553	all	AR-64362	all
			BT-L4651M2	08W41
			BT-H4651M2	08W41
			BT-AM5831M2	08W41
1-relay DIN actuator 16A 100/240V	LG-003847	all	BT-F411U1	all
2-relay DIN actuator 16A 100/240V	LG-003848	all	BT-F411U2	all
1-relay DIN actuator 16A 100/240V	LG-003841	10W17	BT-F411/1N	09W13
2-relay DIN actuator 16A	LG-003842	10W18**	BT-F411/2	09W04**
2-relay DIN actuator 16A 100/240V	LG-002601	all	BT-BMSW1002	all
4-relay DIN actuator 16A 100/240V	LG-002602	all	BT-BMSW1003	all
4-relay DIN actuator 6A	LG-003844	10W22*	BT-F411/4	09W04*
4-relay DIN actuator 16A 100/240V	LG-002604	all	BT-BMSW1005	all
4 output DIN actuator for 0-10V ballast	LG-002612	all	BT-BMDI1002	all
DIN actuator for 0-10V ballast	LG-003656	10W05	BT-F413N	09W14
Basic contact interface	LG-573996	10W04	BT-3477	10W04
DIN contact interface	LG-003553	10W13	BT-F428	09W50

* If the device is installed on the output of the F422 interface, the minimum batch is 15W25

** If the device is installed on the output of the F422 interface, it is not possible to associate it using the APP. It is recommended to replace it with the code F411U2

Description	Legrand Code	From production batch:	Bticino Code	From production batch:
1000 VA DIN dimmer	LG-002621	all	BT-F416U1	all
DIN dimmer 1000 W	LG-003652	09W50	BT-F414	09W29
400 VA DIN dimmer	LG-003653	10W07	BT-F415	09W22
2 x 400 VA DIN dimmer	LG-002622	all	BT-F417U2	all
300 VA DIN dimmer	LG-003665	all	BT-F418	all
2 x 300 VA DIN dimmer	LG-003651	all	BT-F418U2	all
3 m touch command	LG-573912	11W27	BT-HC4657M3	11W09
	LG-573913	11W09	BT-HD4657M3	11W12
			BT-HS4657M3	11W12
4 m touch command			BT-HC4657M4	11W12
			BT-HD4657M4	11W12
			BT-HS4657M4	11W14
SCS/DALI interface	LG-002631	10W13	BT-F429	10W20
Basic actuator			BT-3475	12W31
BUS shutter DIN actuator	LG-003666	all	BT-F401	all
Command actuator	LG-067561	all	BT-AM5852M2	all
	AR-64195	all	BT-H4672M2	all
	AR-64196	all	BT-LN4672M2	all
	AR-64393	all		
Basic command actuator			BT-3476	12W39
Command actuator	LG-067556	all	BT-LN4671M2	all
DIN dimmer for ballast 0-10 V	LG-002611	all	BT-BMDI1001	all
BUS Dual Tech Green Switch	LG-067226	all	BT-L4658N	all
	LG-078486	all	BT-N4658N	all
	LG-574048	all	BT-NT4658N	all
	LG-574098	all	BT-HC4658	all
			BT-HD4658	all
BT-HS4658	all			
PIR BUS automatic switch	LG-067225	all	BT-L4659N	all
	LG-078485	all	BT-N4659N	all
	LG-574046	all	BT-NT4659N	all
	LG-574096	all	BT-HC4659	all
			BT-HD4659	all
BT-HS4659	all			
PIR ceiling mounted sensor	LG-048820	all	BT-BMSE3001	all
PIR+US double technology ceiling mounted sensor	LG-048822	all	BT-BMSE3003	all
IP55 PIR wall mounted sensor	LG-048834	all		
Memory module			BT-F425	10W01
Command			BT-K4652M2	all
			BT-K4652M3	all
Command actuator			BT-K4672M2S	all
			BT-K4672M2L	all

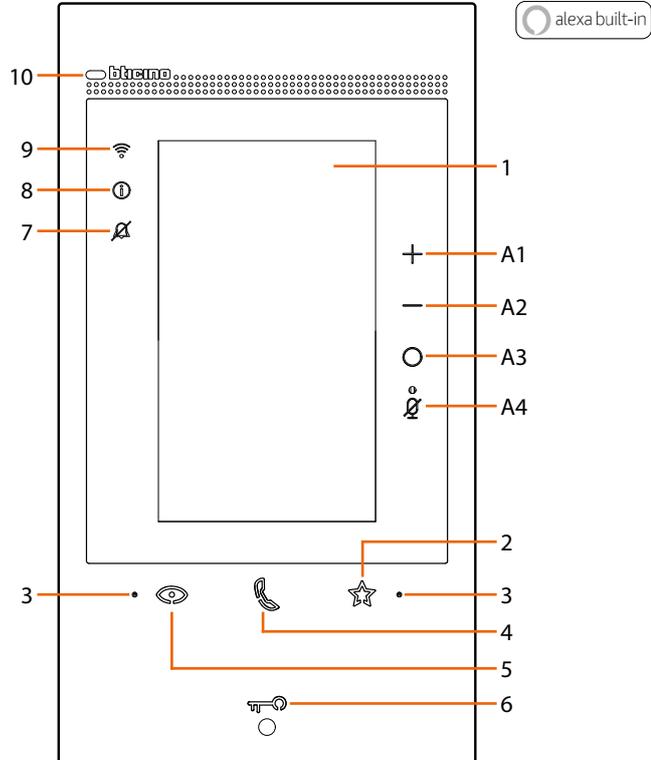
Temperature control devices compatible with and that can be configured using Classe 300EOS

Description	Legrand Code	From production batch:	Bticino Code	From production batch:
Thermostat with Display	LG-067459	all	BT-LN4691	all
	LG-064170	all	BT-H4691	all
	LG-752131	all		
	LG-752731	all		
Temperature control probe			BT-KM4691	all
			BT-KG4691	all
			BT-KW4691	all
Probe without regulation	LG-067458	13W36	BT-L4693	13W36
	LG-573924	13W36	BT-N4693	13W36
	LG-573925	13W36	BT-NT4693	13W36
			BT-HC4693	13W36
			BT-HS4693	13W36
			BT-HD4693	13W36
DIN actuator with 2 independent relays	LG-003579	13W06	BT-F430/2	13W06
DIN actuator with 4 independent relays	LG-003580	13W06	BT-F430/4	13W06
DIN actuator with 8 independent relays	LG-003517	all	BT-F430R8	all
DIN actuator with 2 outputs 0-10 V	LG-003518	all	BT-F430V10	all
DIN actuator with 3 independent relays and 2 outputs 0-10 V	LG-003519	all	BT-F430R3V10	all

Installation

Front view

LEDs and pushbuttons

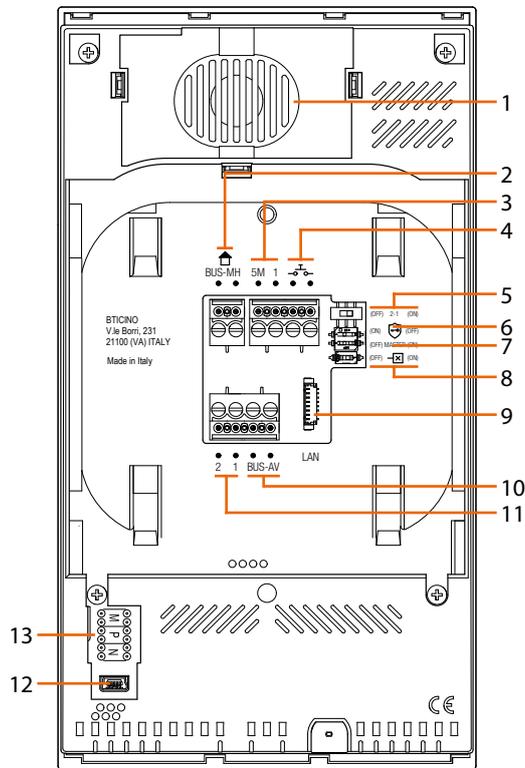


- 1 5" vertical touch screen display.
 - 2 ☆ "Favourites" touch key
 - 3 • Microphone.
 - 4 📞 Touch key for answer
– flashing = incoming call.
– steady: communication in progress.
 - 5 👁 Entrance panel / scrolling activation touch key
 - 6 🗝 Door release key
– flashing for 2 seconds: active "Safe Door Lock" function, deactivated key.
– flashing (sequence of 2 short flashing): Door open (*) or Professional Studio active.
– steady: communication in progress.
– steady for 2 seconds: door opening.
 - 7 🔔 Bell exclusion notification LED
flashing: ringtone excluded.
 - 8 ⓘ Notification LED
– yellow steady: notifications from Alexa®.
– white steady: answering machine messages.
 - 9 📶 Wi-Fi signal notification LED
– steady: forwarding of call , automatic switching on or "Call home" function in progress from Home + Security App.
– OFF: WI-FI disabled or working correctly.
– flashing: WI-FI on but not connected to the network.
 - 10 ◻ 1. Proximity sensor for future application
- 👁 📞 ☆ flashing at the same time: firmware update in progress.
- Alexa® control keys**
- A1 + Key used to increase the volume.
 - A2 - Key used to decrease the volume.
 - A3 O Alexa® enabling key.
 - A4 🔇 "Mute" key, to disable both Alexa® and device microphone.

* Only available with actuator 346260

Note: once powered, the device takes up to 2 minutes to be available for use.

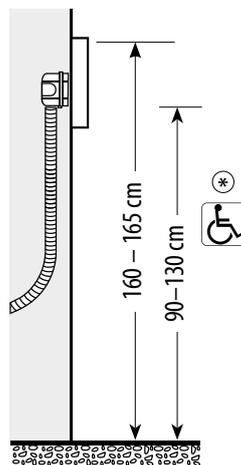
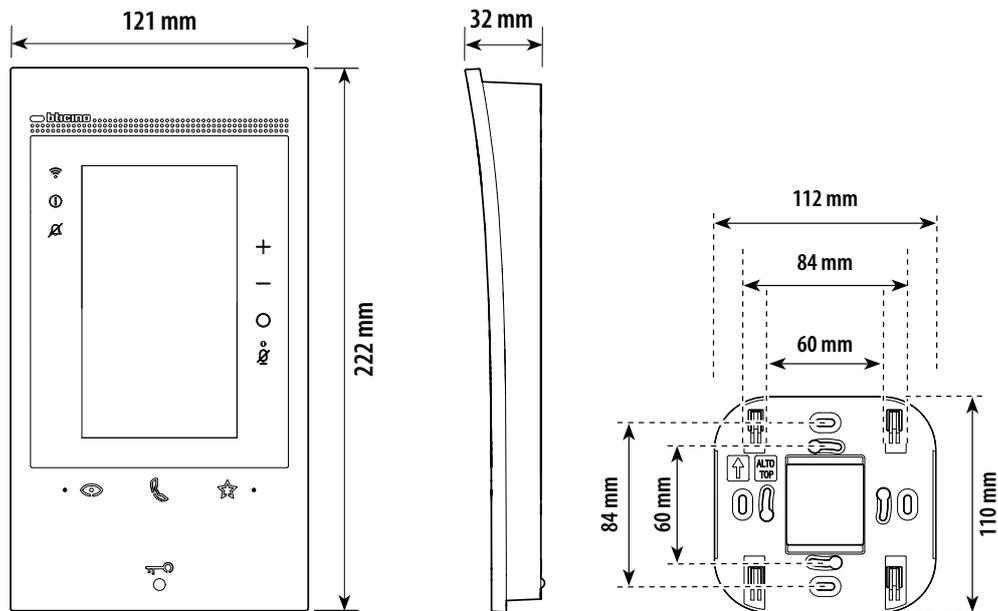
Rear view



1. Speaker
2. Clamps for connection to the BUS MH (MyHOME) (future application)
3. Additional bell connection clamps (5M – 1).
The connection must be point - point on the clamps of the additional bells
4. Clamps $\text{---}\text{---}$ for the connection of an external call to the floor pushbutton
5. Micro-switch to enable the additional power supply *
6. Micro-switch for "Safe door lock" function *
7. Micro-switch for "Master" function *
8. Line termination micro-switch *
9. LAN connector
For connection using RJ45 cable, use accessory 344844 (not supplied)
10. Clamps for connection to the AV BUS (audio video)
11. Additional power supply clamps (2– 1)
12. Service USB interface
13. Configurator socket
*ON = enabled
OFF = disabled
To activate the function with device not powered

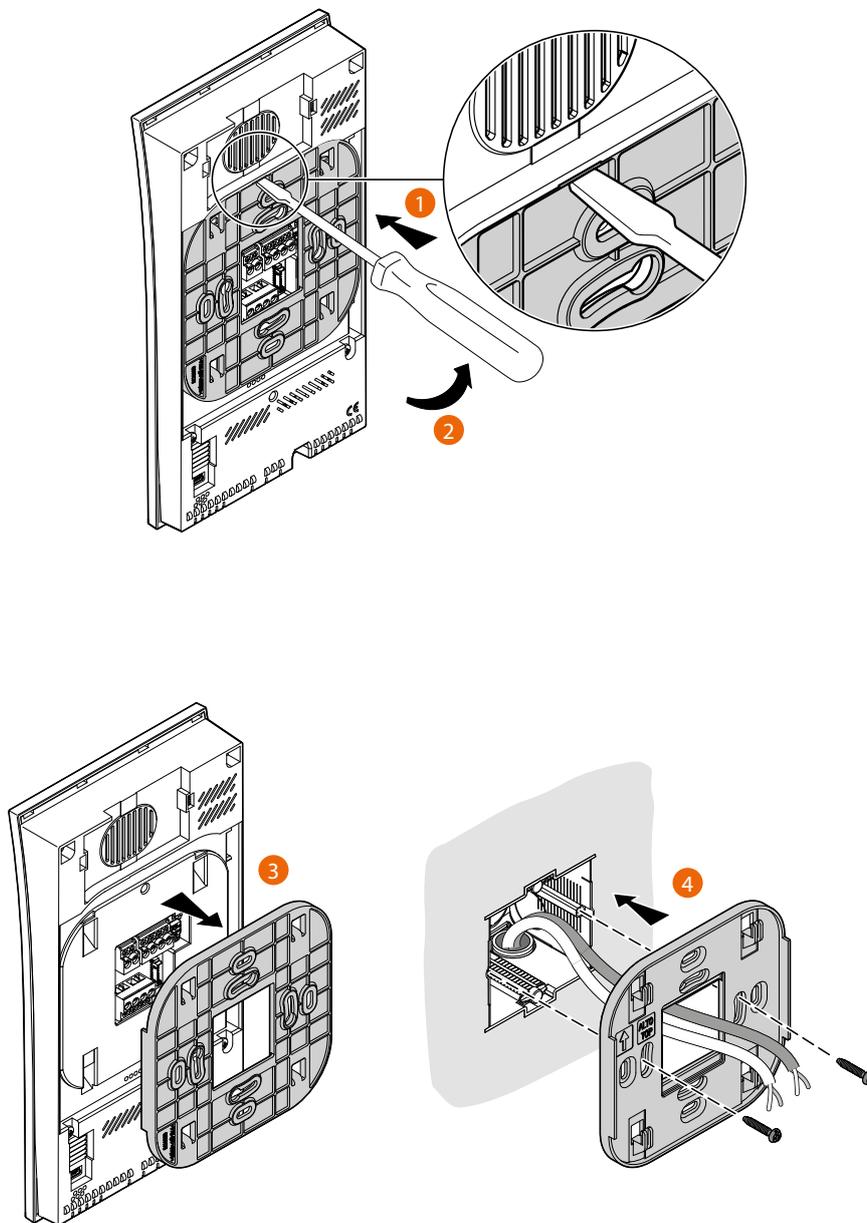
Dimensional data and installation heights

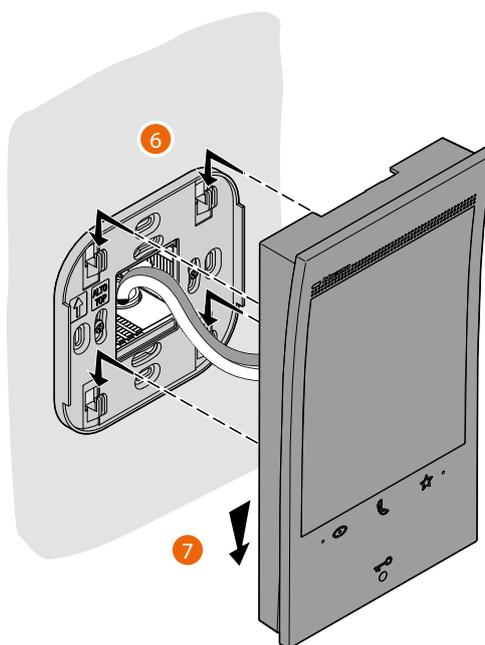
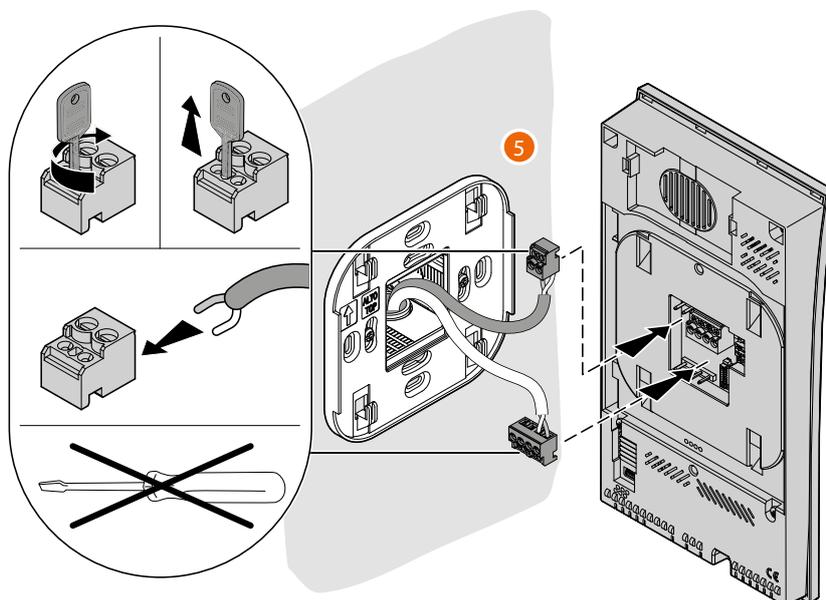
Caution: installation, configuration, starting-up and maintenance must be performed by qualified personnel.



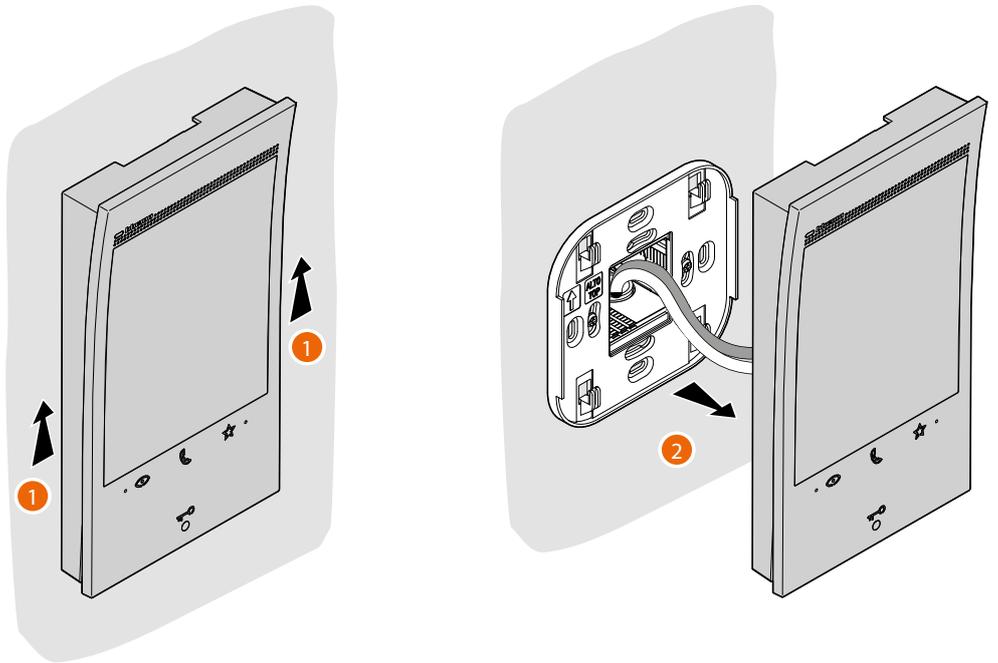
* Recommended height, unless different regulations are specified.

Mounting





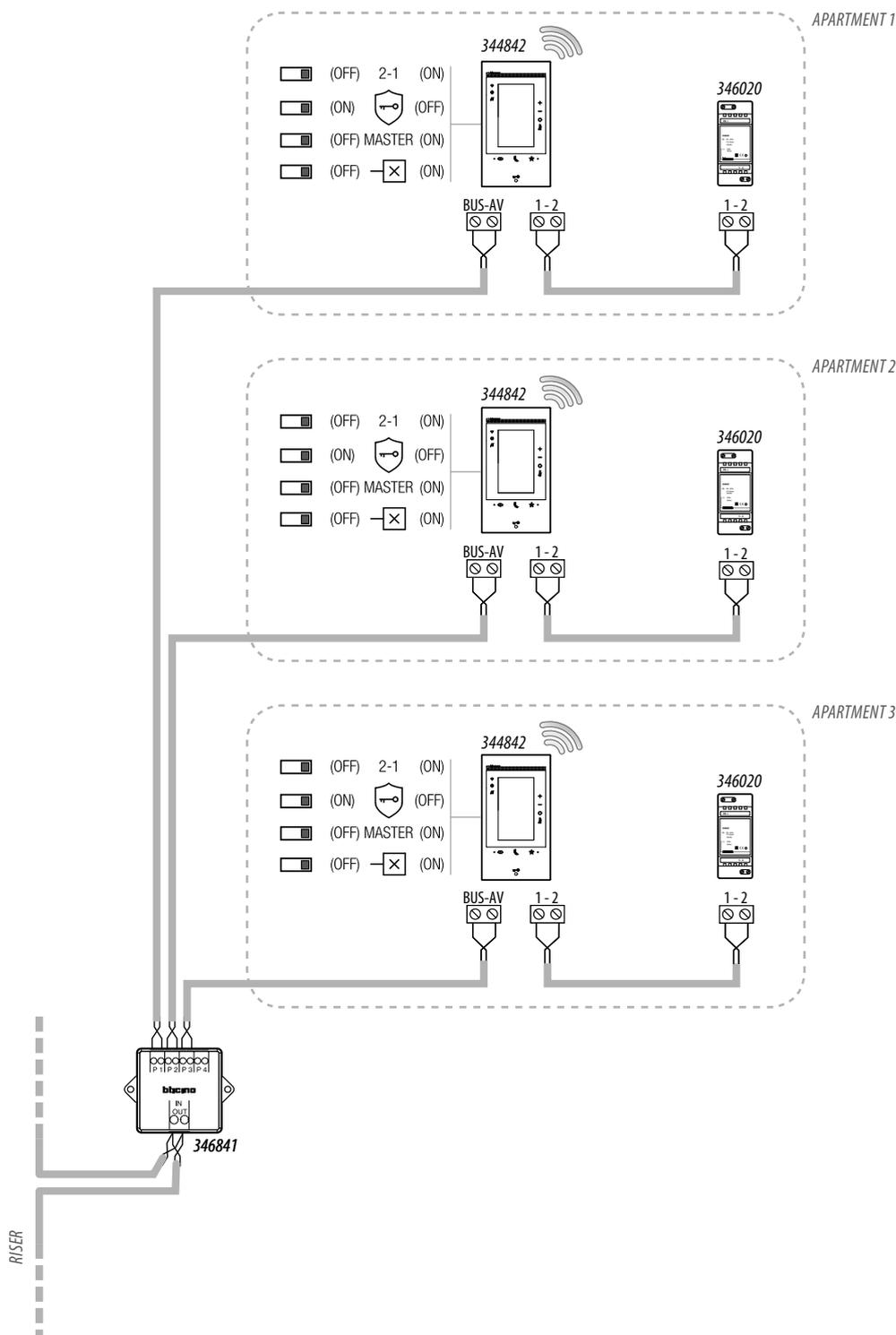
Disassembling



Wiring diagrams

Below are some examples of connection of the Classe 300EOS with Netatmo 344842 video handset in single family and multi-family 2 wire video door entry systems.

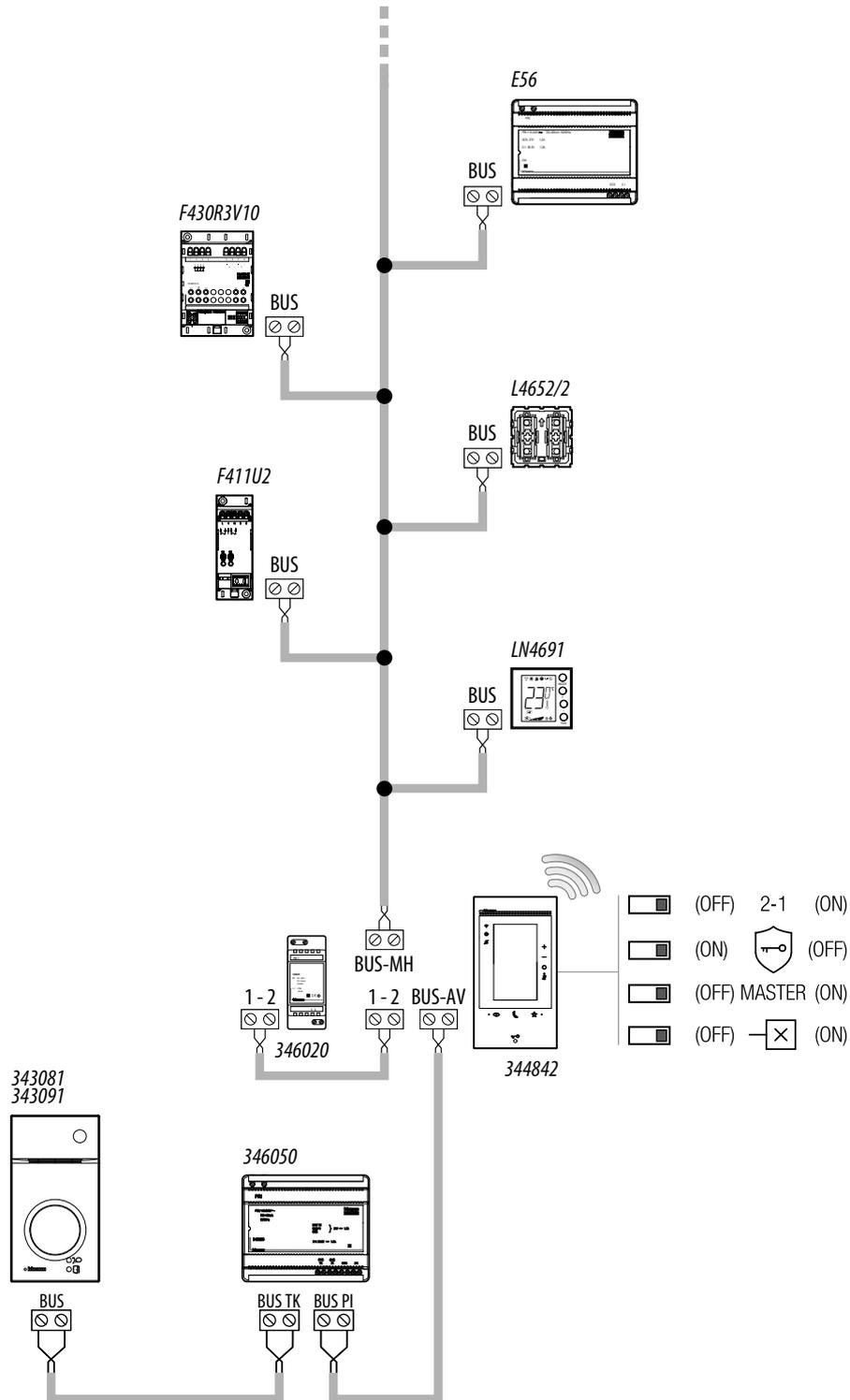
DIAGRAM 1 - EXAMPLE OF MULTI-FAMILY SYSTEM



NOTE:

- The additional power supply is mandatory
- Classe 300EOS with Netatmo has to be installed only in installation totally 2wire technology
- For other system particularities, refer to the technical guide

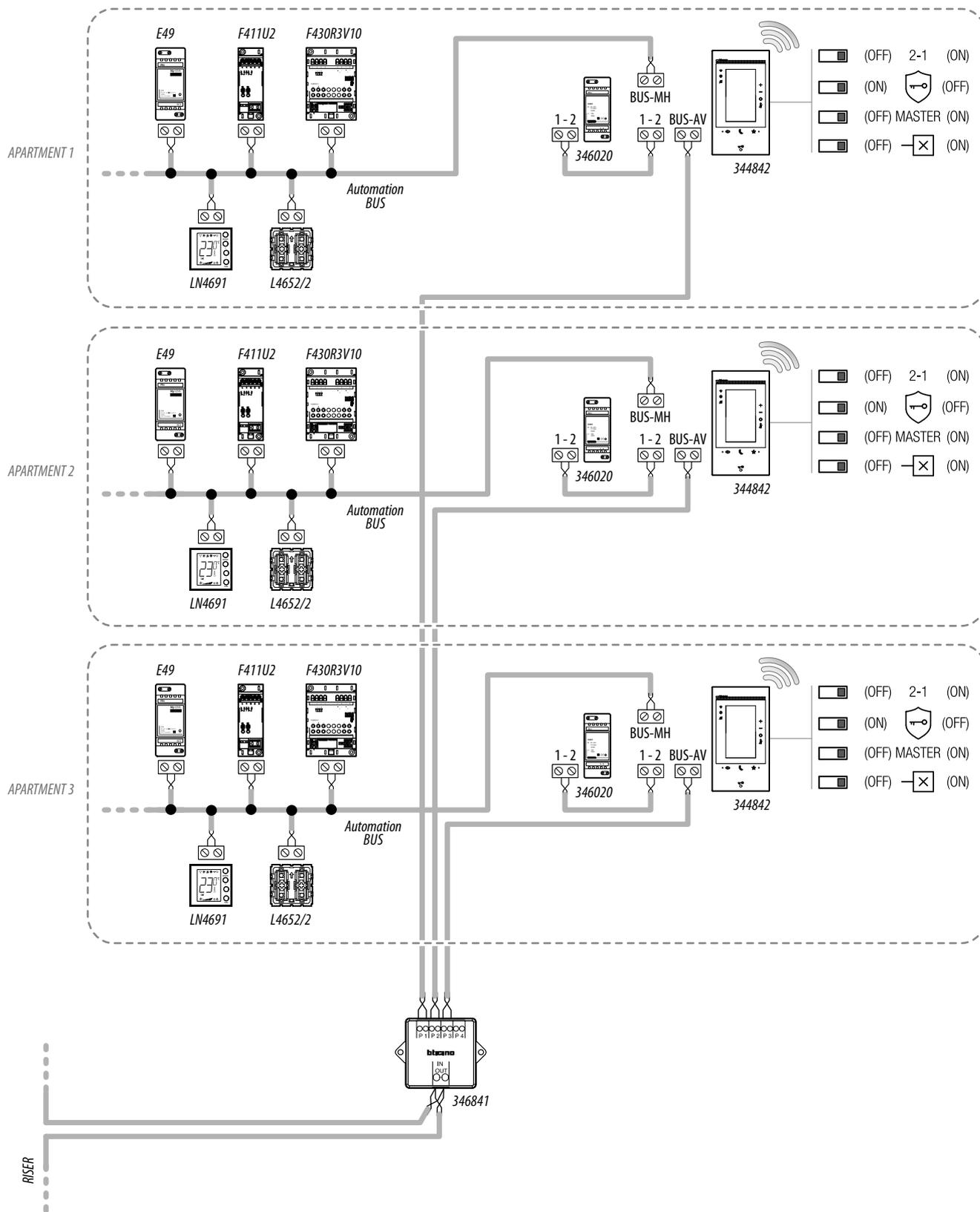
DIAGRAM 2 - EXAMPLE OF ONE-FAMILY SYSTEM WITH POWER SUPPLY AND WITH AUTOMATION BUS



NOTE:

- The additional power supply is mandatory
- Classe 300EOS with Netatmo has to be installed only in installation totally 2wire technology
- For other system particularities, refer to the technical guide

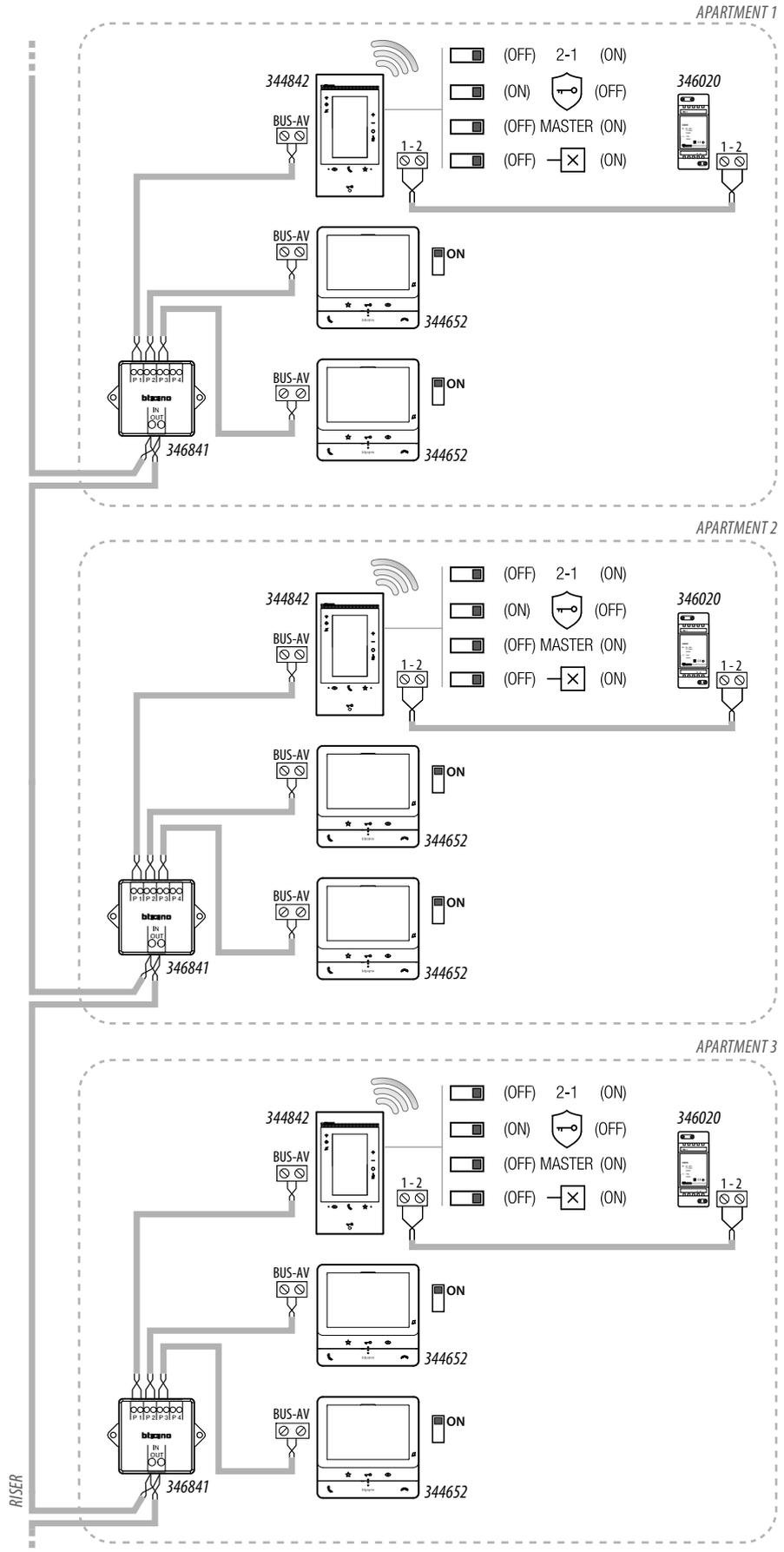
DIAGRAM 3 - EXAMPLE OF MULTI-FAMILY SYSTEM WITH POWER SUPPLY AND WITH AUTOMATION BUS



NOTE:

- The additional power supply is mandatory
- Classe 300EOS with Netatmo has to be installed only in installation totally 2wire technology
- For other system particularities, refer to the technical guide

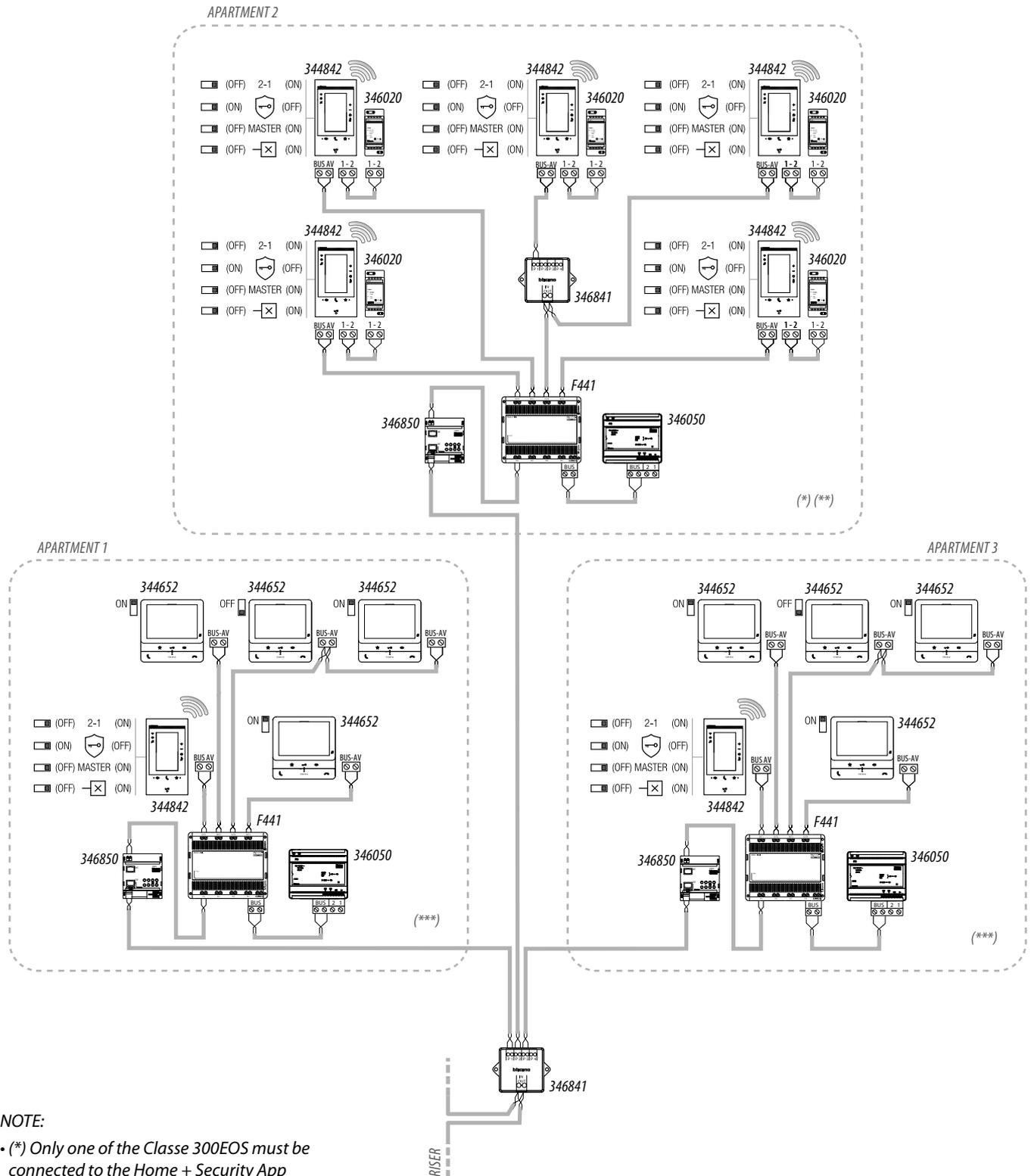
DIAGRAM 4 - EXAMPLE OF MULTI-FAMILY SYSTEM WITH ADDITIONAL INTERNAL UNITS



NOTE:

- The additional power supply is mandatory
- Max 3 internal units for apartment
- Classe 300EOS with Netatmo has to be installed only in installation totally 2wire technology
- For other system particularities, refer to the technical guide

DIAGRAM 5 - EXAMPLE OF MULTI-FAMILY SYSTEM WITH APARTMENT INTERFACE 346850



NOTE:

- (*) Only one of the Classe 300EOS must be connected to the Home + Security App
- (***) The additional power supply is mandatory
- (***) The use of an additional power supply is recommended to obtain the maximum performance of the device with Alexa®, but in this diagram it is not necessary for normal video door entry operation
- Max 5 internal units for apartment
- Classe 300EOS with Netatmo has to be installed only in installation totally 2wire technology
- For other system particularities, refer to the technical guide

DIAGRAM 6 - EXAMPLE OF SINGLE-FAMILY DIAGRAM

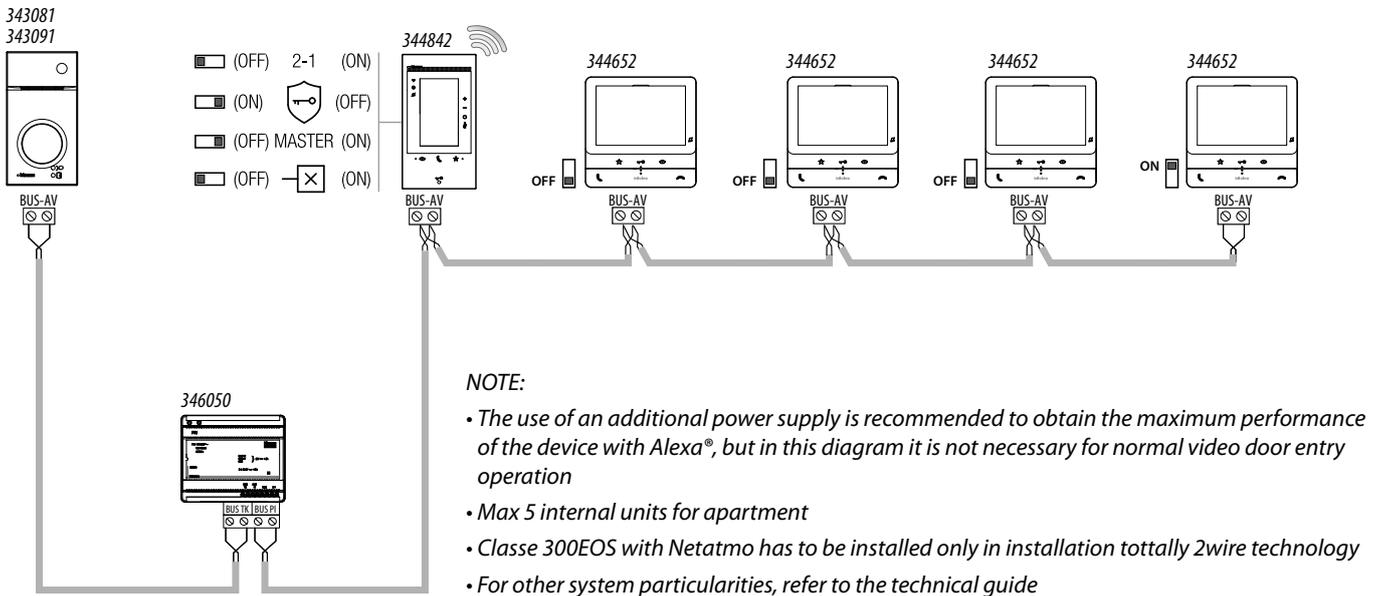


DIAGRAM 7 - EXAMPLE OF SINGLE-FAMILY DIAGRAM WITH 5 CLASSE 300EOS WITH NETATMO

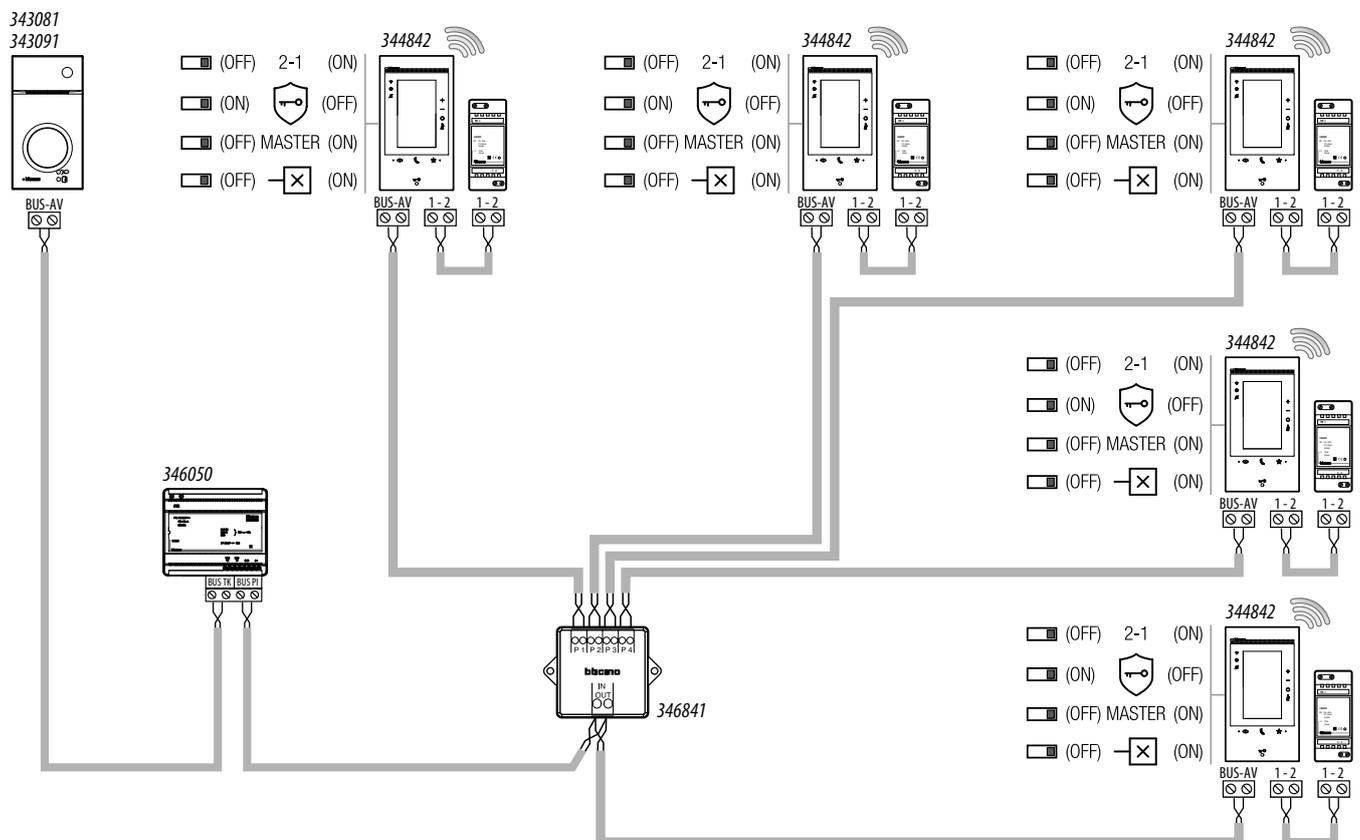
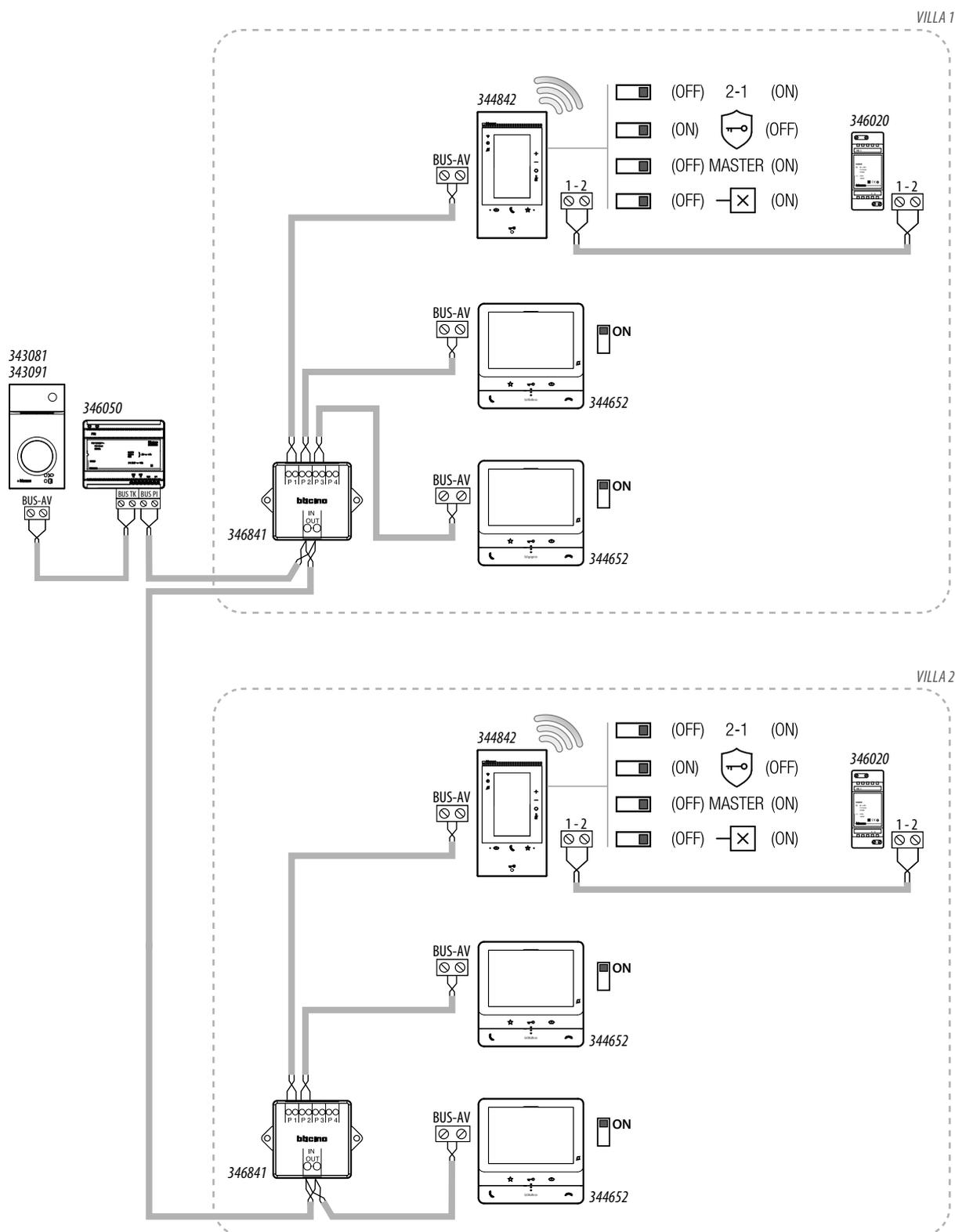


DIAGRAM 8 - EXAMPLE OF TWO-FAMILY DIAGRAM



NOTE:

- Max 3 internal units for apartment
- Classe 300EOS with Netatmo has to be installed only in installation totally 2wire technology
- For other system particularities, refer to the technical guide

Fundamental concepts

NOTE: Update the device before starting configuration

Classe 300EOS features video door entry, burglar alarm and MyHOME functions.

It also has built-in Alexa®.

The use of the Alexa® functions by the user does not require configuration by the installer (see user manual).

However, in order to use the video door entry system and the MyHOME functions, configuration is required, using both the device and the apps.

To create and manage the plants of the users, you need to register using the Registration on the installer cloud function. This can be done using the Home+Project app, and will create an account on the installer cloud.

Video door entry system

Video door entry system functions (intercom, cameras, activations, etc.) may be configured, either, **directly from the device** the [first time it is switched on](#), or at a later stage in the [Advanced Settings](#), menu.

After the configuration, the user will have the created objects available and will be able to move them to the Favourites section for use (see the user manual for details).

MyHOME

To configure the MyHOME functions (lights, shutters, thermostats, etc.) it will be necessary to

1. [Connect to Classe 300EOS](#) a smartphone with the Home+Project app installed
2. [Create the plant of the customer](#) using the Home+Project app.

After the configuration, the user will have available some control panels in the Home Page and objects to be moved to the Favourites section for use (see the user manual for details).

Burglar alarm system

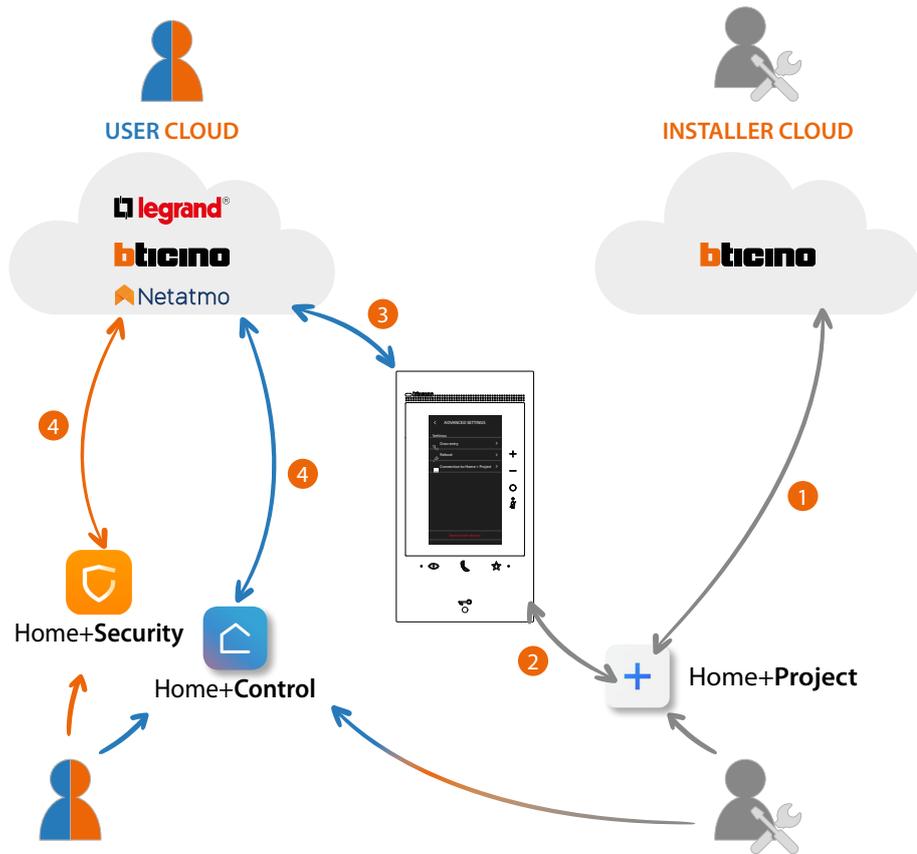
To enable the user to control the burglar alarm system through the Home+Security app, you must:

1. [Connect to Classe 300EOS](#) a smartphone with the Home+Project app installed
2. [Create the plant of the customer](#) using the Home+Project app.
3. [Associate a burglar alarm Control unit.](#)

After the configuration, the user will have available some control panels in the Home Page

If you need to use the plant command functions to check its operation, or for something else:

- Download the Home+Control and Home+Security apps
- Create an account on the user cloud
- Complete the association with the Classe 300EOS and use the MyHOME command functions (Home+Control) and/or use the functions of the Burglar Alarm System and/or the video door entry functions (Home+Security)



1. To create a plant on the cloud, your smartphone must be connected to the data network
2. To configure the plant, a smartphone (with Home + Project installed) must be connected to Classe 300EOS. This connection can take place either when **a LAN network is present**, or when the **LAN network is not available**.
3. Once Classe 300EOS is correctly and definitively connected to the data network, the Cloud, the Smartphone and Classe 300EOS will share information with each other, keeping the plant constantly updated.
4. The user app always requires an internet connection

The functions available for configuration using the Home+Project app are:

- control the lights;
- control the shutters;
- adjust the temperature;
- manage amplifiers to play music using customised scenarios;
- control the controlled socket;
- display the instantaneous consumptions of the loads (washing machine, cooker, etc.);
- control devices of other brands*;
- open the locks;
- create and manage scenarios.
- create general commands and group commands.
- associate a burglar alarm Control unit

***NOTE:** The device may not be compatible with some models or their firmware versions. BTicino is not responsible for any present and future malfunctionings or incompatibilities which can be attributed to third-party devices.

First switch-on and configuration of the video door entry system functions

After connecting and switching on the device, (see [Diagrams](#)), it will be possible to:

- [Configure and customise from the menu](#)

Or

- [Physically configure and customise from the menu](#)

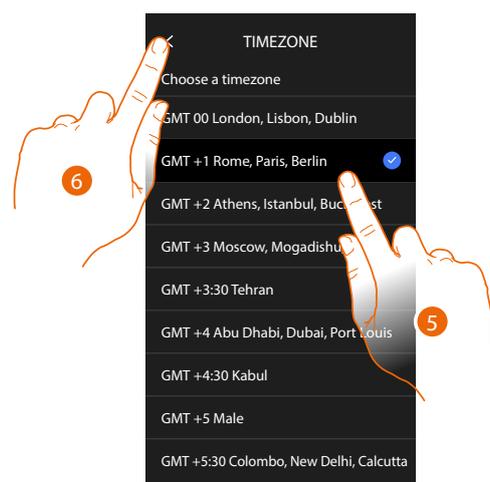
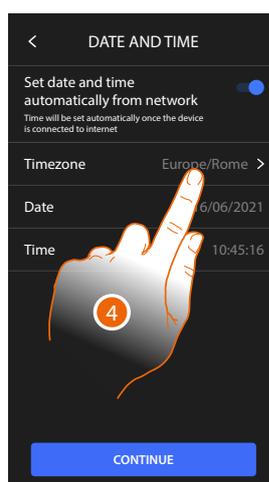
Wait for the LEDs to stop flashing and then touch the display to switch it on.

Configure and customise from the menu

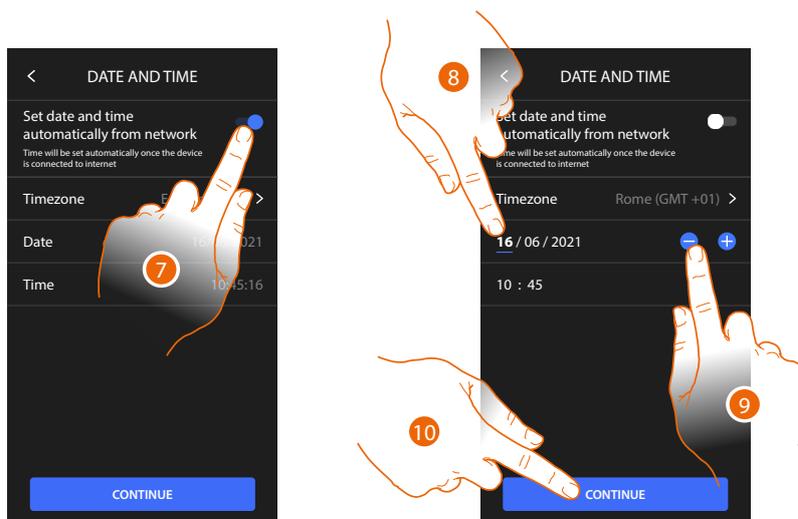
*Note: If the device has already been physically configured, after extracting the configurators, it is necessary to **reset**.*



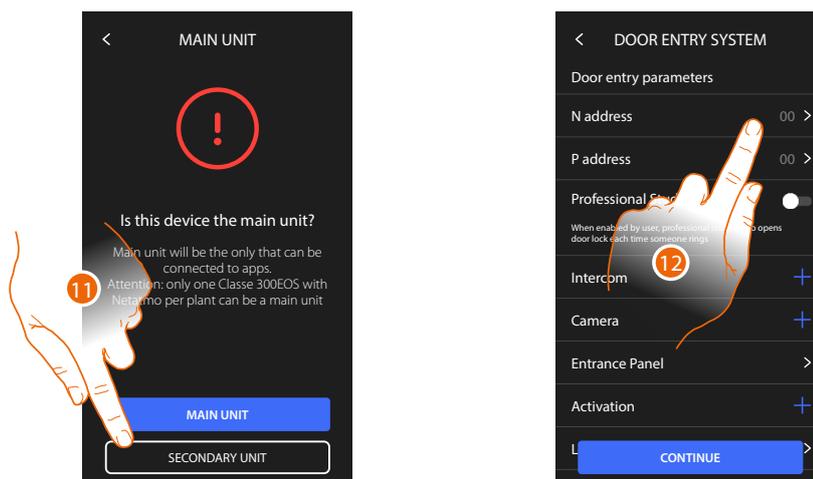
1. Touch to start the customisation.
2. Select the interface language.
3. Touch to continue.



4. Touch to set your time zone.
5. Select your time zone.
6. Touch to continue.



7. Touch if you want to disable the function and to manually set date and time.
8. Select the data to modify (day/month/year and hours/minutes)
9. Touch to increase or decrease the value.
10. Touch to continue.

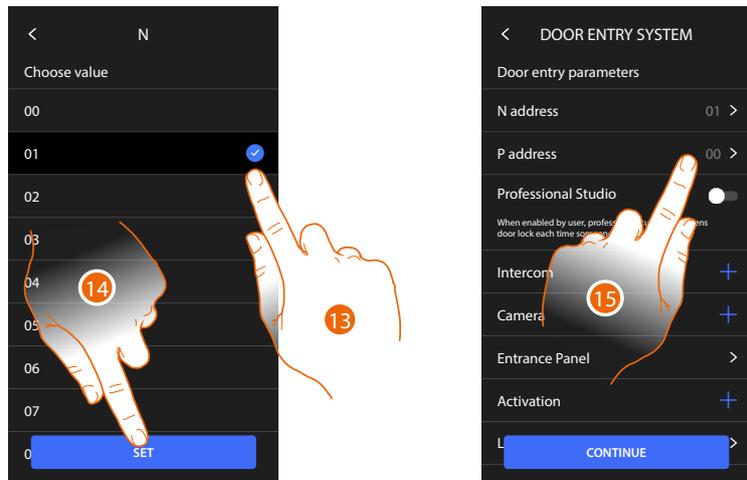


11. Touch to select if the device is the main or secondary one (when there are several devices in the same apartment).
The main device is the only one that can be associated with the App.

Differences between Main and Secondary device		
FUNCTION	MAIN	SECONDARY
Video door entry functions with voice control (Classe300EOS skill)	YES	aNO
(*) Video door entry Staircase Lights/Door locks with voice control (Legrand Netatmo BTicino skill)	YES	YES
Association with Home+Security app	YES	NO
Display of the Netatmo cameras	YES	NO

(*) **Note:** the staircase lights/door locks must be configured on the main device in order to be voice controlled.

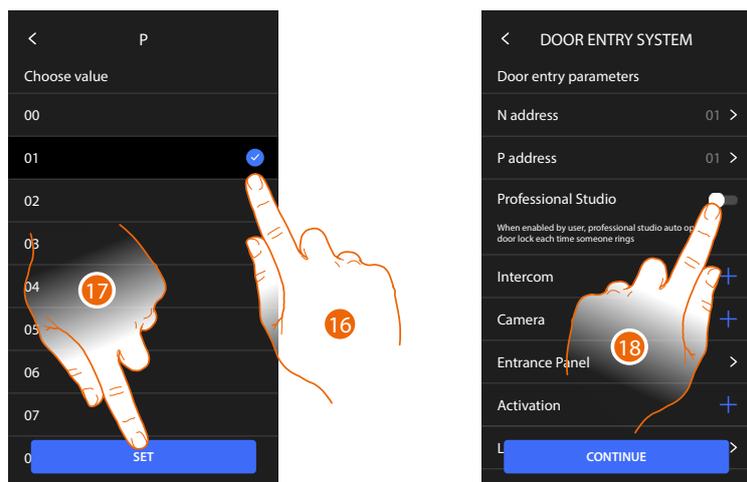
12. Touch to set the device address.



13. Select the N configurator value.

14. Touch to save it.

15. Touch to set the address of the EP for which to open the door lock with the IU idle, and to which to send the auto-on command.



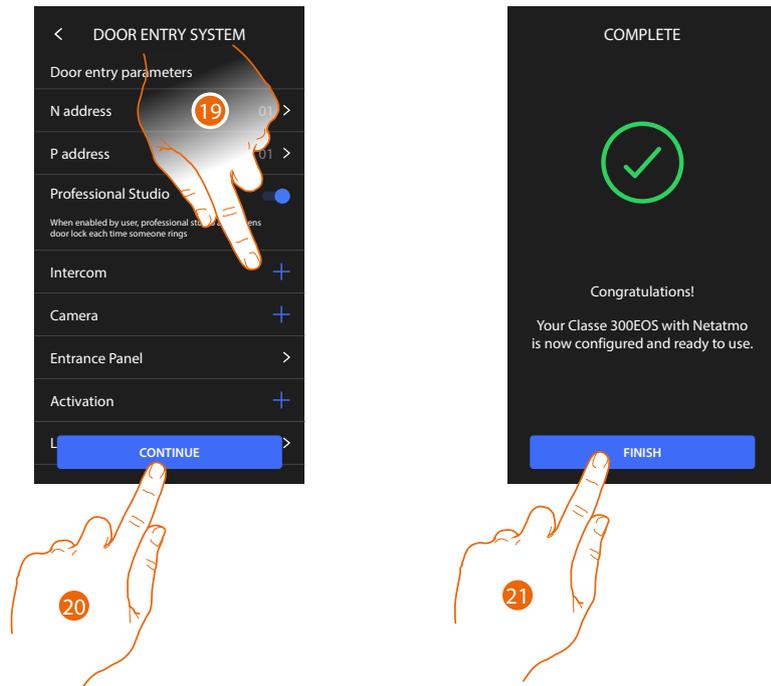
16. Select the P configurator value.

17. Touch to save it.

When configuring the address of the main Entrance Panel (P), the following objects are entered automatically:

- Entrance Panel;
- Door lock;
- Staircase lights.

18. Touch to enable the professional studio function.



19. Touch to enter Intercom, Cameras and Activations for managing the video door entry system functions. For the configuration details, see the [Advanced video door entry system parameters](#).

It is possible to perform these configurations immediately or at a later time.

20. Touch to continue.

21. Touch to end the customisation procedure.

Physically configure and customise from the menu

The following procedure will show as an example how to physically configure the device with:

M=30 P=00 N=01 =  This will activate the following functions:

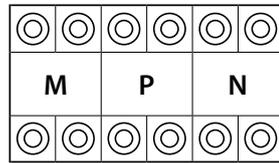
- Staircase light control
- Internal intercom
- Intercom inside the apartment
- Automatic switching on of the entrance panel
- Door lock

Then it will be possible to customise these functions from the device.

Note: no configurator inserted is equivalent to inserting configurator 0 (zero).

Physically configure

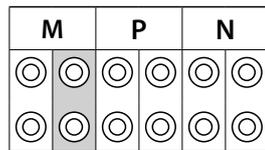
To physically configure the device, use physical configurators as shown below.



MM = Mode of operation according to the tables on the following pages.

PP = Address of the EP of which you can open the Door Lock with IU idle, and to which you can send the auto-on command.

NN = Device address.



The functions that can be attributed to the Favourites key (🌟) using the physical procedure, by means of the configurator inserted in the MM-(units) socket, are the following:

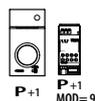
- | | | | |
|------|---|--|--|
| MM = |  | Staircase Light Control | |
| MM = |  | Direct control of P+1 P+1 Door lock | 
 |
| MM = |  | Direct control of P+2 Door lock | 
 |
| MM = |  | Direct control of P+3 Door lock | 
 |
| MM = |  | P+1 direct auto-switching on | 
 |
| MM = |  | P+2 direct auto-switching on | 
 |
| MM = |  | P+3 direct auto-switching on | 
 |
| MM = |  | Paging |  |
| MM = |  | Internal intercom |  |
| MM = |  | Enabling/disabling Professional Studio (Office) function |  |

M		P		N	

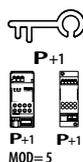
The MM (tens) physical configurator defines which 4 actions can be activated from the Edit Favourites menu.

The possible configurations are shown in the following table.

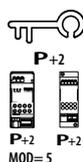
Legend



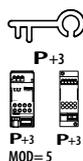
Activation of the EP (configured with P+1) directly without call or activation of actuator 346200 (configured with P+1 and MOD=9).



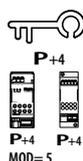
EP door lock release (configured with P+1), directly without call, or activation of the actuator 346210 (configured with P+1 and MOD=5), or activation of door lock actuator 346230 (configured with P+1).



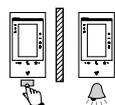
EP door lock release (configured with P+2), directly without call, or activation of the actuator 346210 (configured with P+2 and MOD=5), or activation of door lock actuator 346230 (configured with P+2).



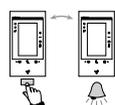
EP door lock release (configured with P+3), directly without call, or activation of the actuator 346210 (configured with P+3 and MOD=5), or activation of door lock actuator 346230 (configured with P+3).



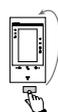
EP door lock release (configured with P+4), directly without call, or activation of the actuator 346210 (configured with P+4 and MOD=5), or activation of door lock actuator 346230 (configured with P+4).



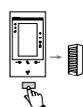
Intercom among apartments in systems with apartment interface 346850.



Intercom inside the apartment, in systems with apartment interface 346850, or intercom among apartments in systems without apartment interface.



Internal intercom.



Paging, makes a general intercom. It sends the call to all the handsets of the system.

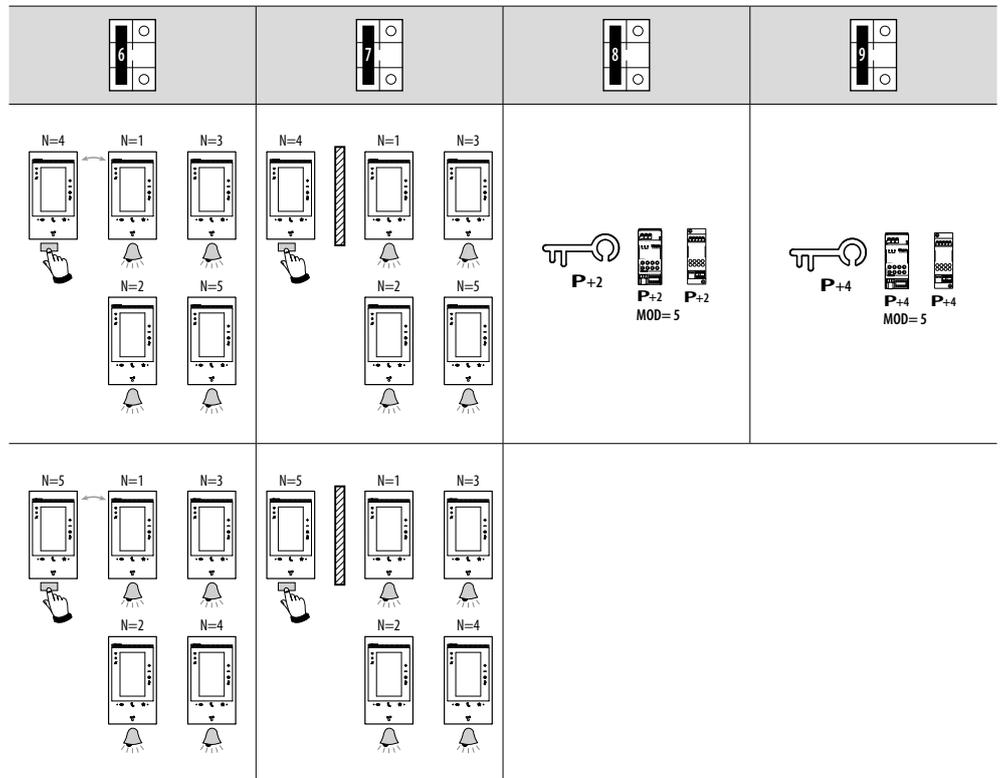
MOD = MM

1	2	3	4	5

Warning: in case of device reconfiguration, wait one minute before reconnecting it to the system.

MOD = MM

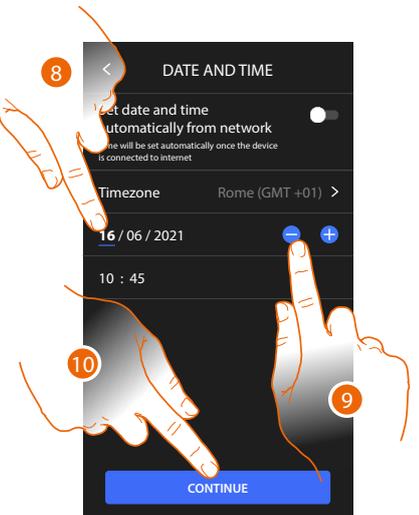
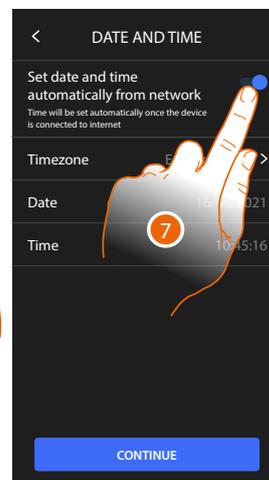
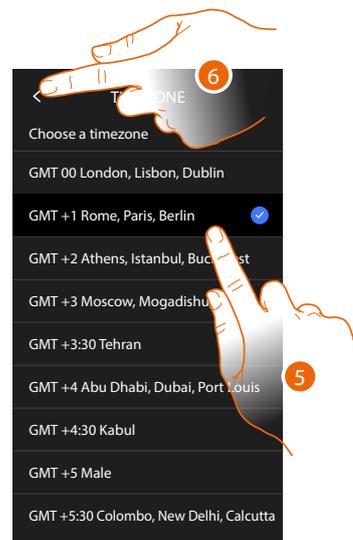
MOD = MM



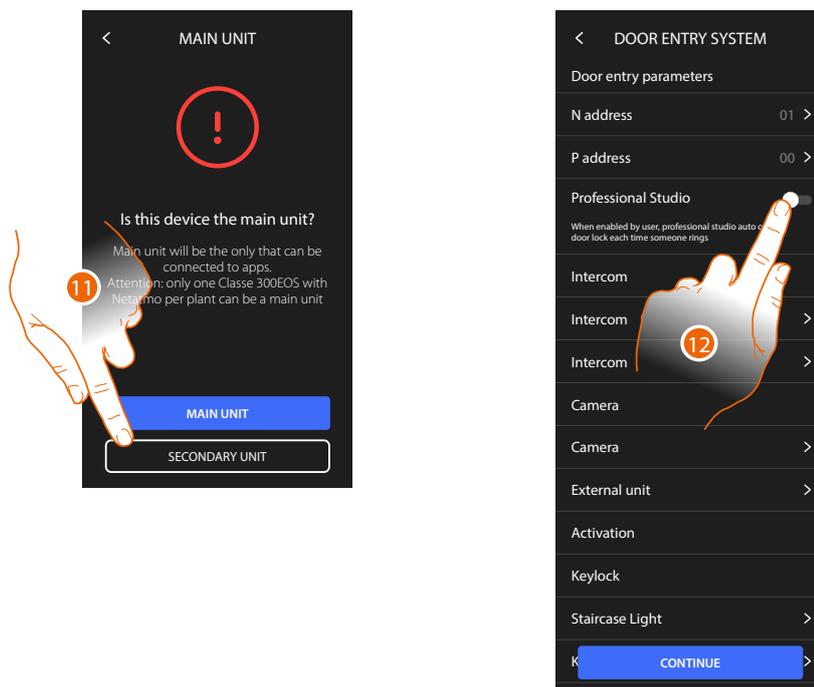
Customise from the menu



1. Touch to start the customisation.
2. Select the interface language.
3. Touch to continue.
4. Touch to set your time zone.



5. Select your time zone.
6. Touch to continue.
7. Touch if you want to disable the function and to manually set date and time.
8. Select the data to modify (day/month/year and hours/minutes)
9. Touch to increase or decrease the value.
10. Touch to continue.

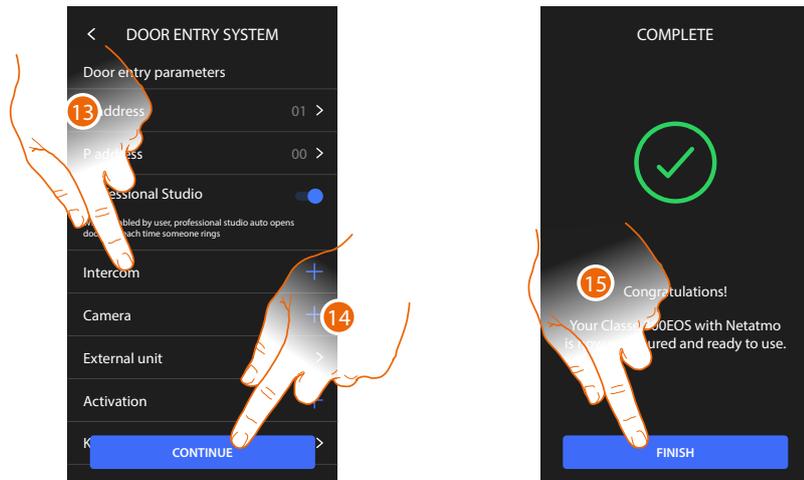


11. Touch to select if the device is the main or secondary one (when there are several devices in the same apartment).
 The main device is the only one that can be associated with the App.

Differences between Main and Secondary device		
FUNCTION	MAIN	SECONDARY
Video door entry functions with voice control (Classe300EOS skill)	YES	aNO
(*) Video door entry Staircase Lights/Door locks with voice control (Legrand Netatmo BTicino skill)	YES	YES
Association with Home+Security app	YES	NO
Display of the Netatmo cameras	YES	NO

(*) **Note:** the staircase lights/door locks must be configured on the main device in order to be voice controlled.

12. Touch to enable the professional studio function.



The video door entry system objects are created through the physical configuration of the device. The configuration cannot be changed, only their names.

13 Touch to customise the names of the objects. For the details, see [Advanced video door entry system parameters](#).

It is possible to perform these customisations immediately or at a later time.

14. Touch to continue.

15. Touch to end the customisation procedure.

Configuration of functions using Home+project

After connecting and installing Classe 300EOS, this must be configured by creating a system.
To do this:

- Download the Home+Project App
- Register an account
- Complete the authentication in the App home page

Download the Home+Project App

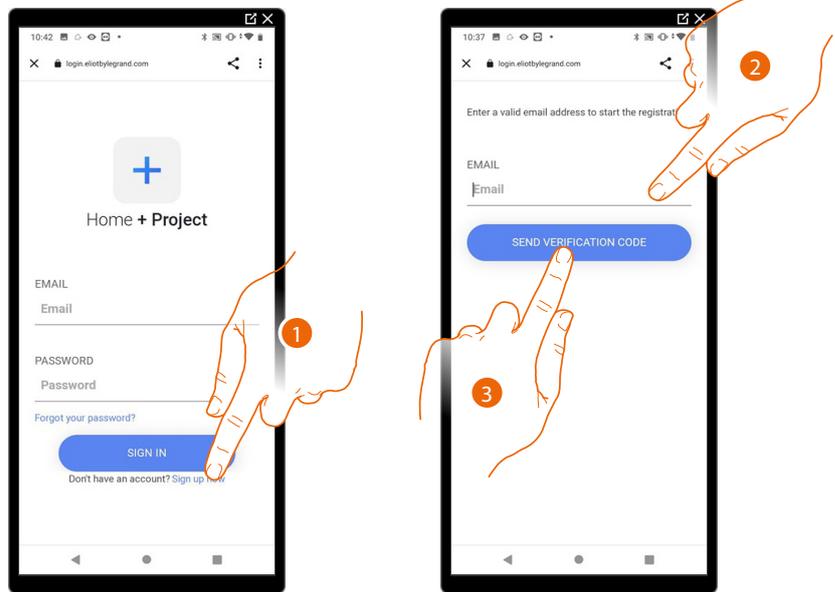
To be able to configure the plant so that the user can use all the functions that the system puts at your disposal, first of all download the app from the Stores (for iOS® devices from app Store, for Android® devices from Play Store)



1. On your Smartphone run the App to read the QR codes and then frame the QR Code, or search for the Home+Project App in the stores.

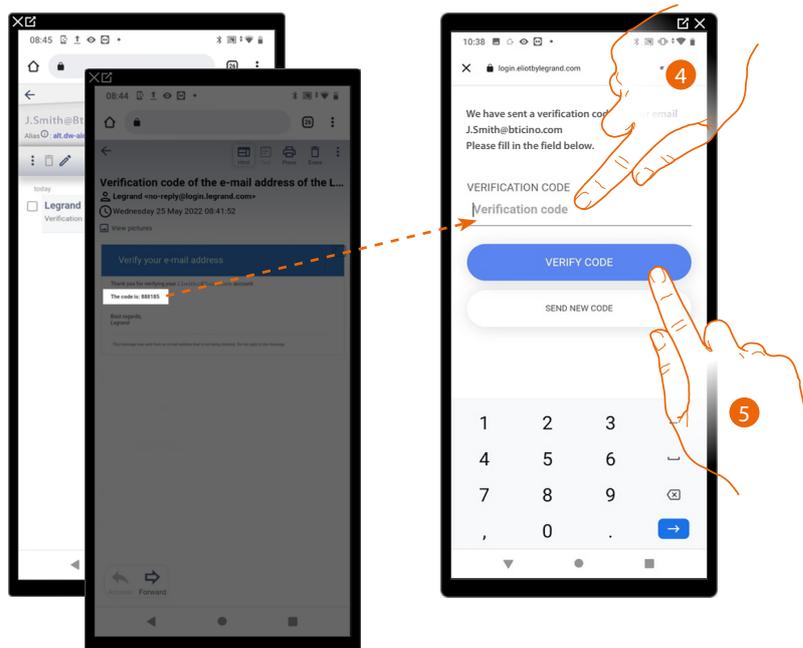
Account registration on the installer cloud

You must first register to be able to use the Home+Project App.
After opening the App follow the registration instructions:

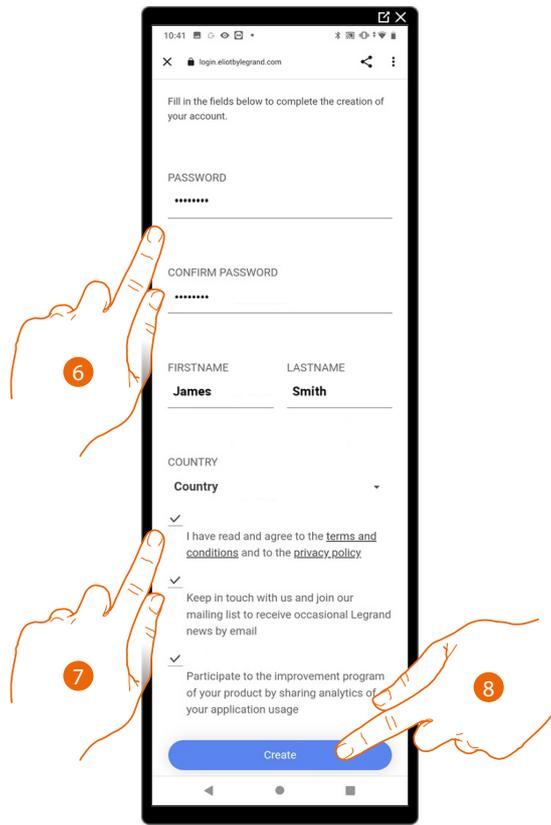


1. Touch to register and create an account
2. Enter the email address where the system can send a verification code
3. Touch to confirm the forwarding of the verification code

After confirming, the system will send the data (verification code) to the email address indicated by you in the registration phase for the first access.

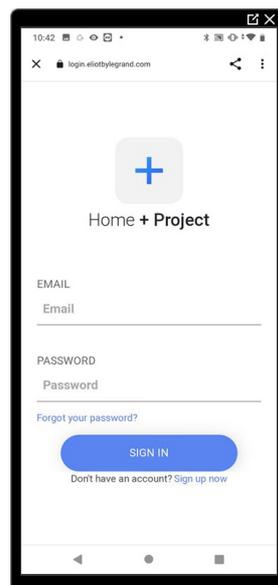


4. Enter the verification code received by e-mail
5. Touch to confirm



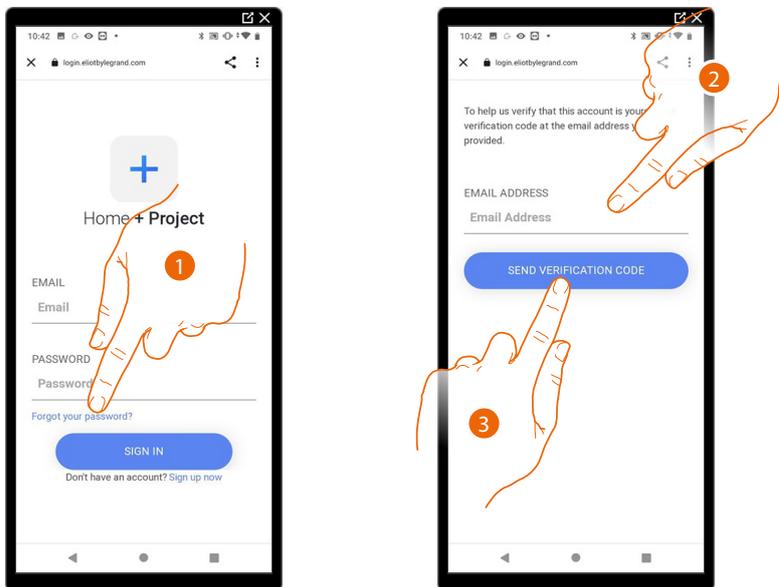
6. Enter a password and fill the fields with your details.
7. Tick to accept the terms and conditions of use laid down in the associated text (obligatory).
8. Touch to continue.

The account has been created successfully. Authentication is now **possible**

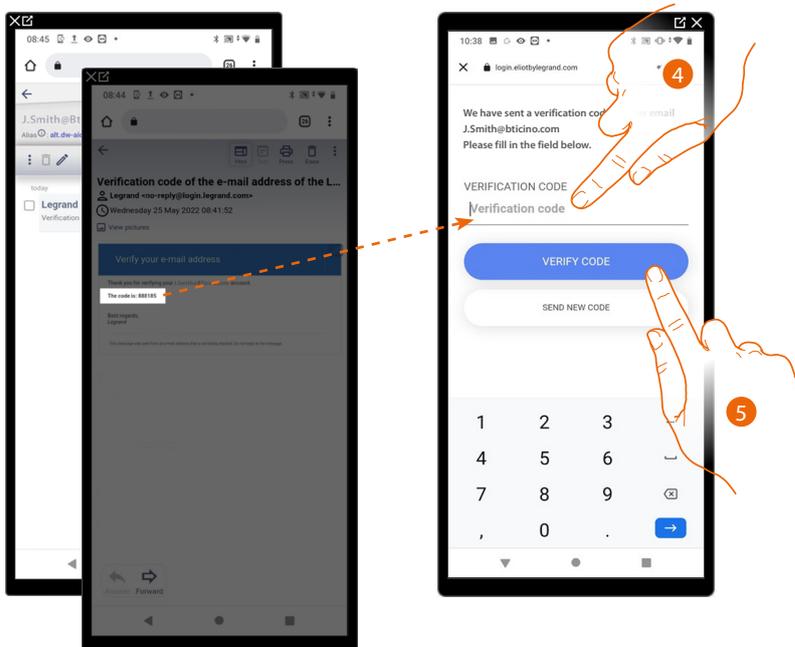


Forgotten password

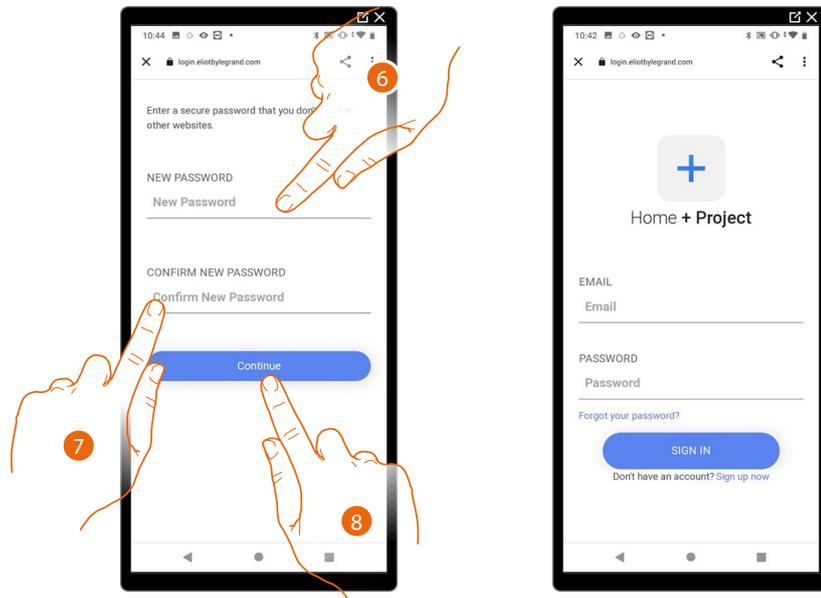
When you have forgotten the password:



1. Touch to activate the password recovery procedure.
2. Enter the email address where the system can send a verification code.
3. Touch to confirm the forwarding of the verification code.



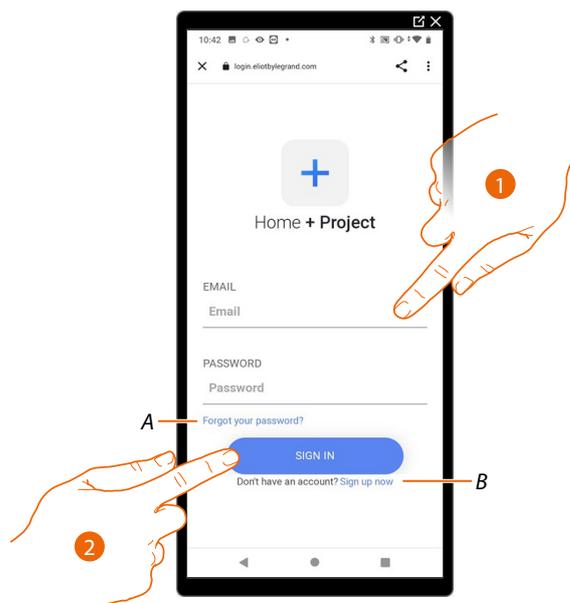
4. Enter the verification code received by e-mail.
5. Touch to verify the code.



6. Enter the new password.
For security reasons enter a new password with these features:
 - minimum length 8 characters;
 - must contain at least one letter and one number;
 - it must be different from the last 5 passwords used.
7. Enter the password again.
8. Touch to confirm. The Home Page will be displayed so that the authentication procedure can be completed.

Authentication

After registering with the portal, you can authenticate by entering email and password.

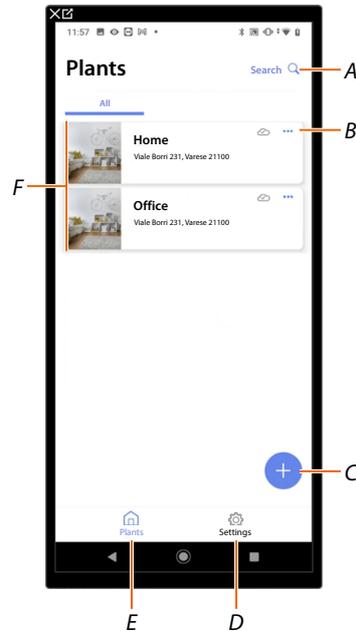


- A Touch to start the **password recovery** procedure
- B Touch to **create a new account**
1. Enter email and password.
 2. Touch to access, the **App Home Page** appears

App Home page

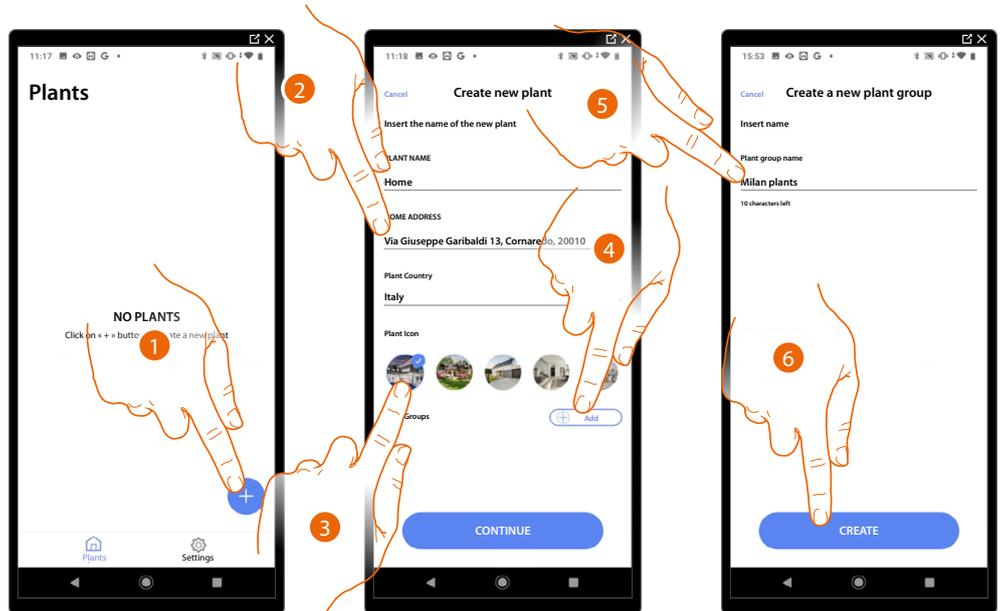
In this page, it is possible to search, view and manage all the available systems, as well as create new ones.

You can also access some settings related to the Home+Project app and update the firmware of Classe 300EOS devices.



- A Opens the page that allows to search for systems by name
- B Opens the [system management page](#) (management of guests and users, system duplication and deletion)
- C Starts the procedure for [the creation of a new system](#)
- D Opens the [App settings](#)
- E Opens the [App Home Page](#)
- F Managed systems. Touch the system to open the [system configuration page](#)

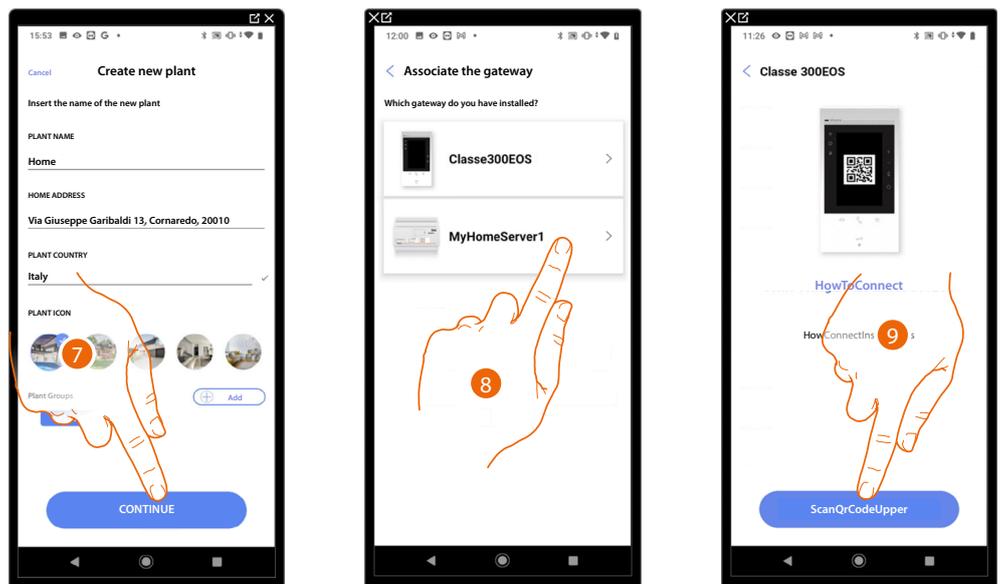
System creation and first configuration



1. Touch to add and create a system configuration*
2. Enter the system details
3. Select an icon for the system
4. Touch to assign to a system group or create a new one
5. Enter a name for the system group
6. Touch to create the group

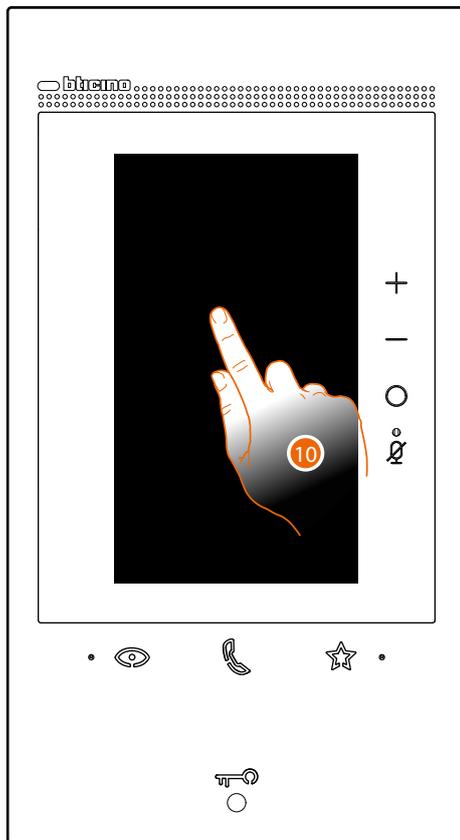
***NOTE:** In order to create the plant, the Smartphone must be connected to the Internet.

If Classe 300EOS is not connected to the internet, you can perform the configuration **by connecting locally**.

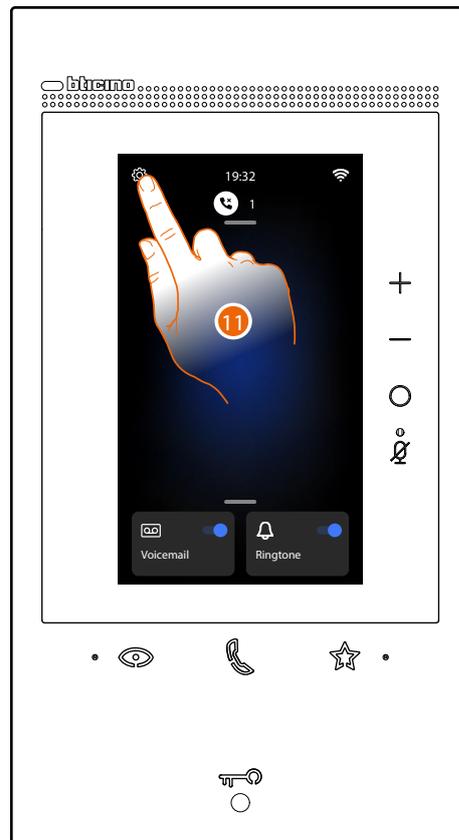


7. Touch to continue.
8. Select the gateway on the system
9. Touch to connect to the Classe 300EOS in the system by scanning the QR Code

The QR Code is available in the following menu: Settings/Advanced Settings/Connection to Home+Project



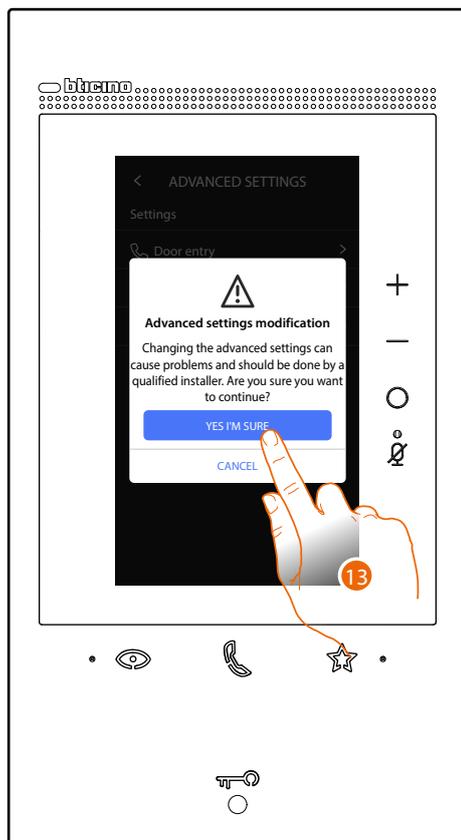
10. Touch the screen of the Classe 300EOS



11. Touch to open the Settings section



12. Touch to open the Advanced settings



13. Touch to confirm

Warning: access to the Advanced Settings should only be attempted by experienced people, as wrong actions could compromise the operation of the device

14. Touch to display the QR Code that must be scanned using your smartphone in order to connect to the Home+Project App



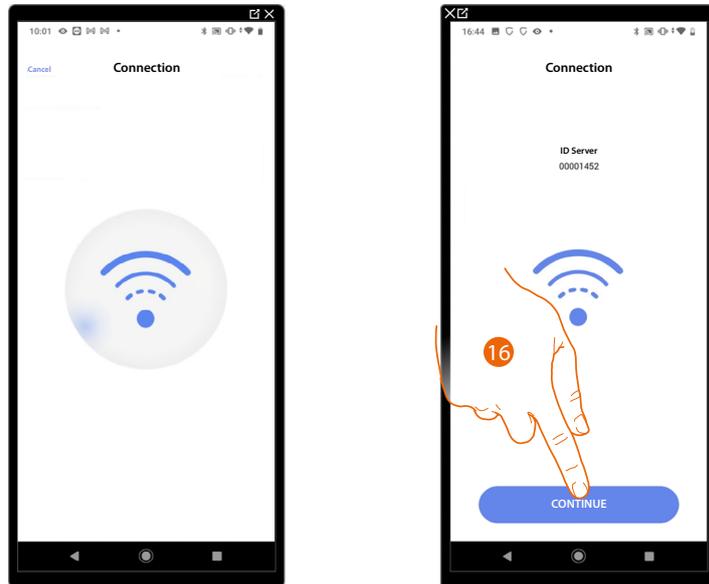


15. Using the smartphone, scan the QR Code

Two situations may arise at this point, based on the type of Classe 300EOS connection:

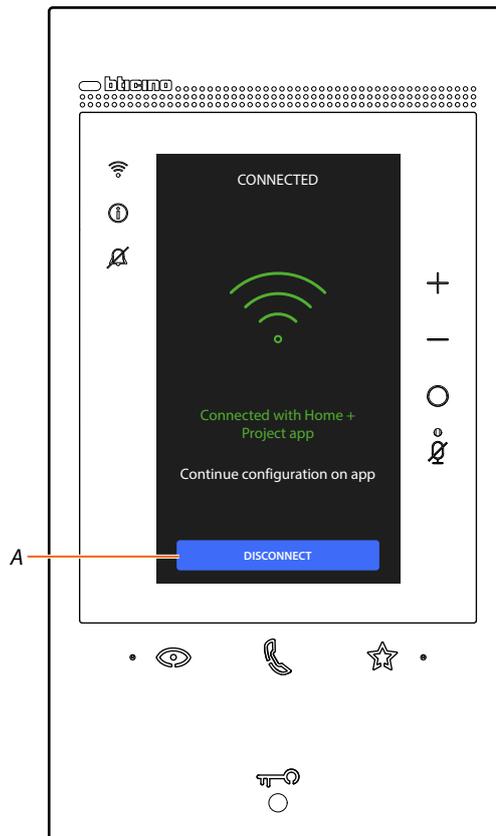
- [Connection to a LAN network](#)
- [Connection without a LAN network](#)

Connection to a LAN network



16. The system has connected to the server; touch to continue

The following screen appears on the Classe 300EOS:

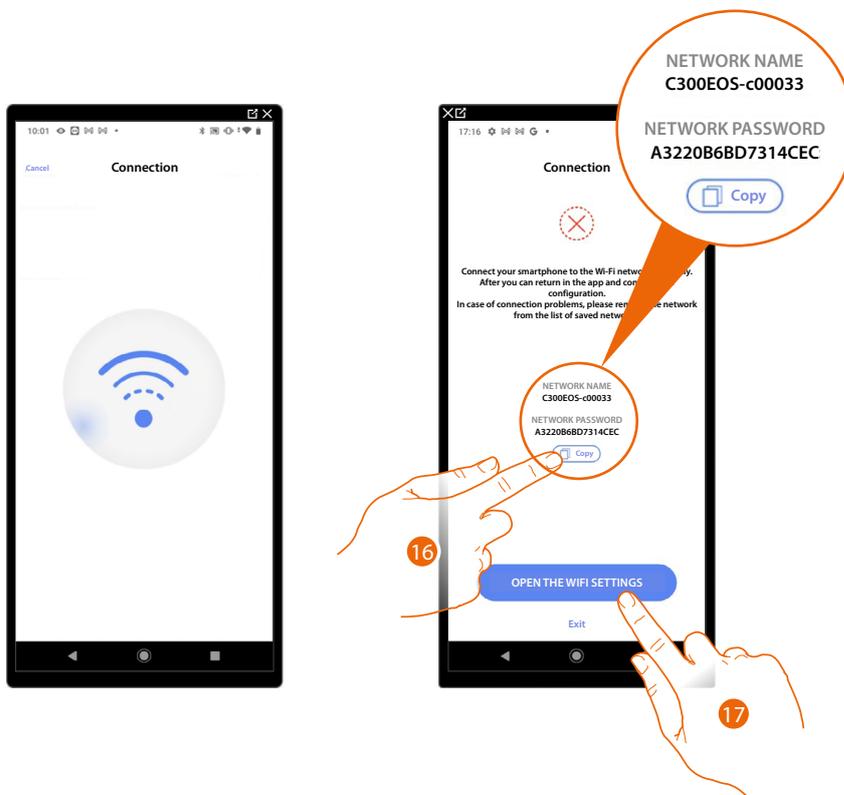


A *Disconnect Classe 300EOS from the Home+Project app*

Now that the Classe 300EOS is connected to your smartphone, you can proceed with its configuration, [creating MyHOME objects](#) (lights, shutters, etc.) and [associating a burglar alarm Control unit](#).

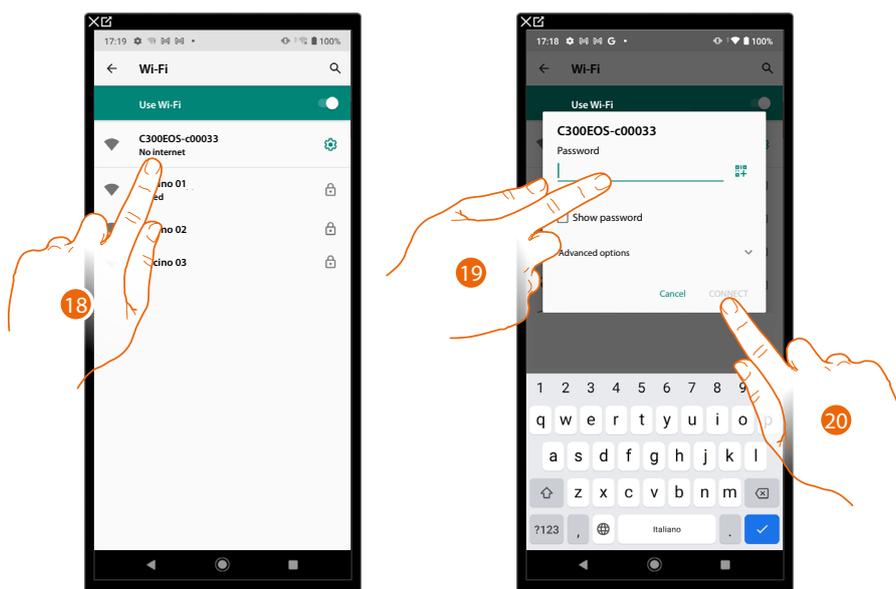
Once the configuration is complete, the MyHOME and Burglar Alarm System objects will be available for use by the user.

Connection without a LAN network



16. Save the name of the network temporarily created by Classe 300EOS (e.g. C300EOS-c00033) and touch the “Copy” button to copy the password for accessing the created network to the clipboard of your smartphone

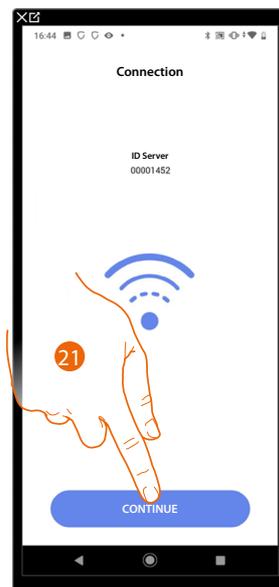
17. Touch to access your smartphone network settings



18. Touch on the network temporarily created by Classe 300EOS (e.g. C300EOS-c00033)

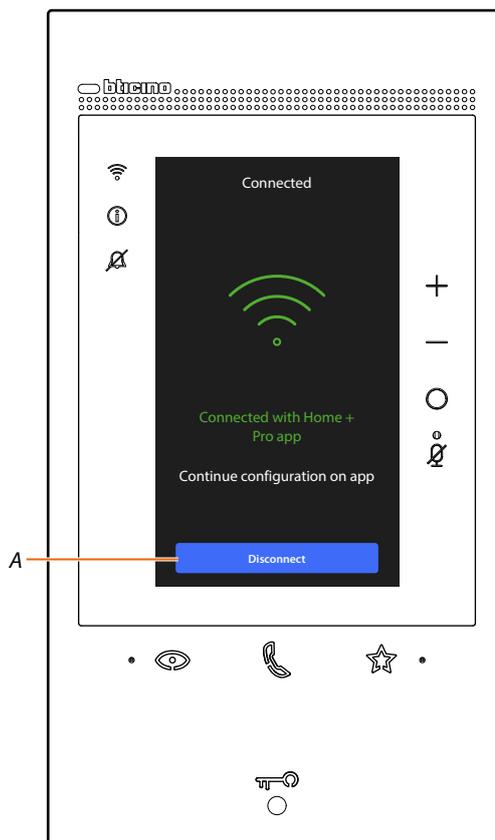
19. Touch and paste the password to access the created network

20. Touch to connect to the created network and then reopen the Home + Project app



21. The system has connected to the server; touch to continue

The following screen appears on the Classe 300EOS:

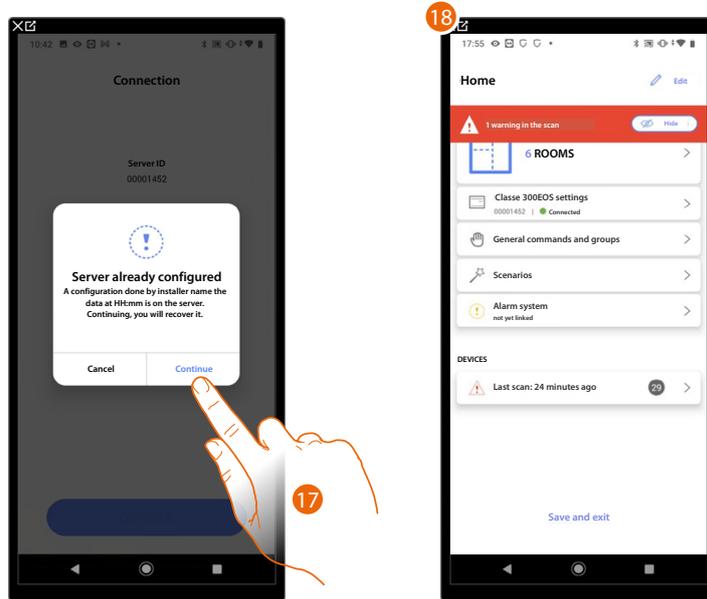


A Disconnect Classe 300EOS from the Home+Project app

Now that the Classe 300EOS is connected to your smartphone, you can proceed with its configuration, [creating MyHOME objects](#) (lights, shutters, etc.) and [associating a burglar alarm Control unit](#).

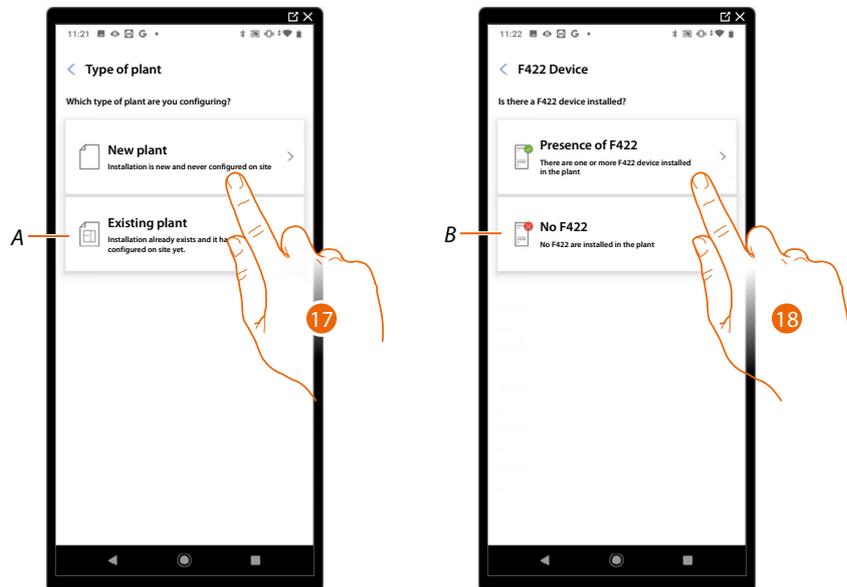
Once the configuration is complete, the MyHOME and Burglar Alarm System objects will be available for use by the user.

If the system had already been configured, the information contained therein (excluding icon and tags) will be available again.
 The following screen appears:

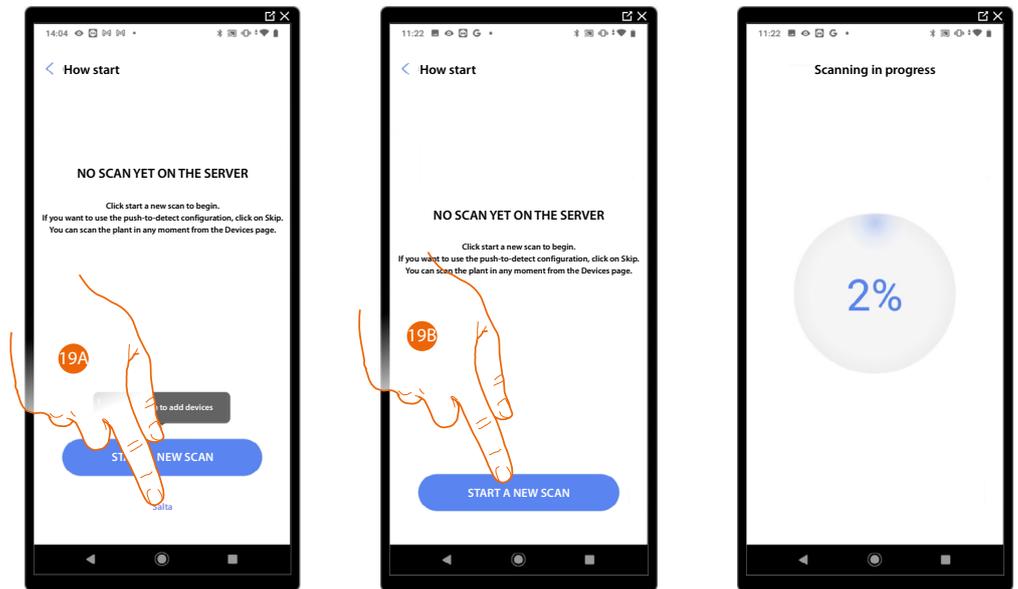


- 17. Touch to configure the system
- 18. The system has been successfully reset, the **system configuration** page appears

Otherwise



- 17. Touch if you need to configure a new system, no object has been configured yet
 - A Select if you need to edit an existing system (e.g. configured using MyHOME_Suite or physical configurators)
- NOTE:** If you do not know in what condition you are, always select 'existing plant'.
- 18. Touch if your system has an F422 interface
 - B Select if your system has no F422 interface
- NOTE:** Following the selections made, the App will suggest to scan the system or to skip the scanning process.



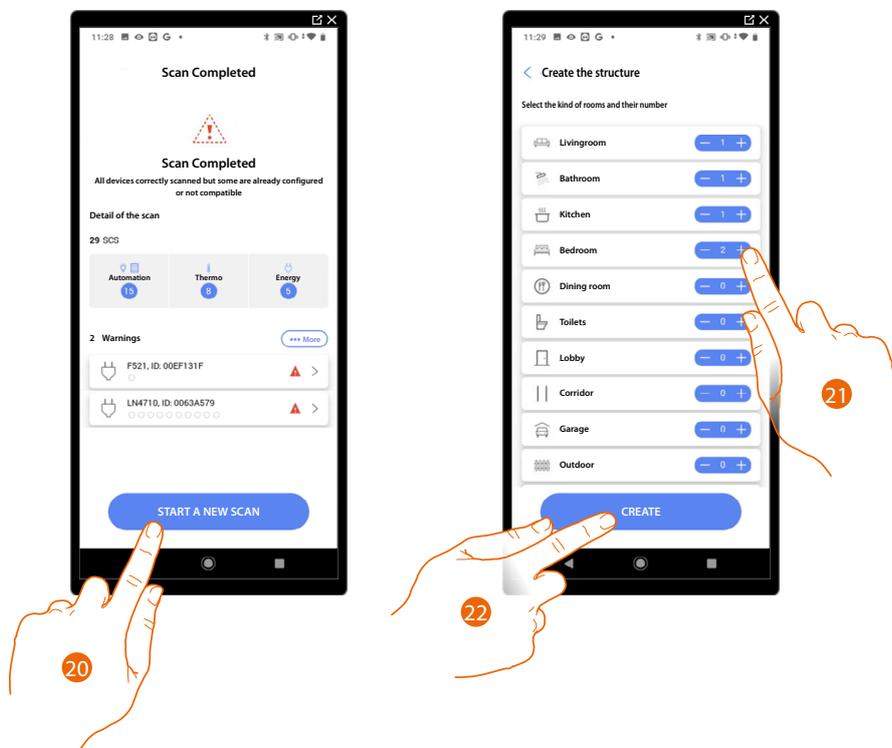
19A. Touch to skip the scan and go to step 14

Or

19B. Touch to start a new scan to detect the devices connected to the system.

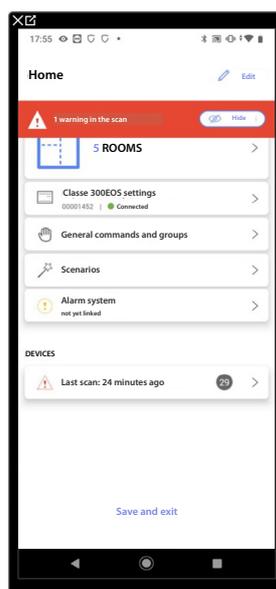
NOTE: The maximum number of addresses for each system is 175. If this limit is exceeded, Home+Project will issue a warning.

Once the scan is complete, the detail page is displayed: any warnings can be resolved now or later, see [Device management](#).



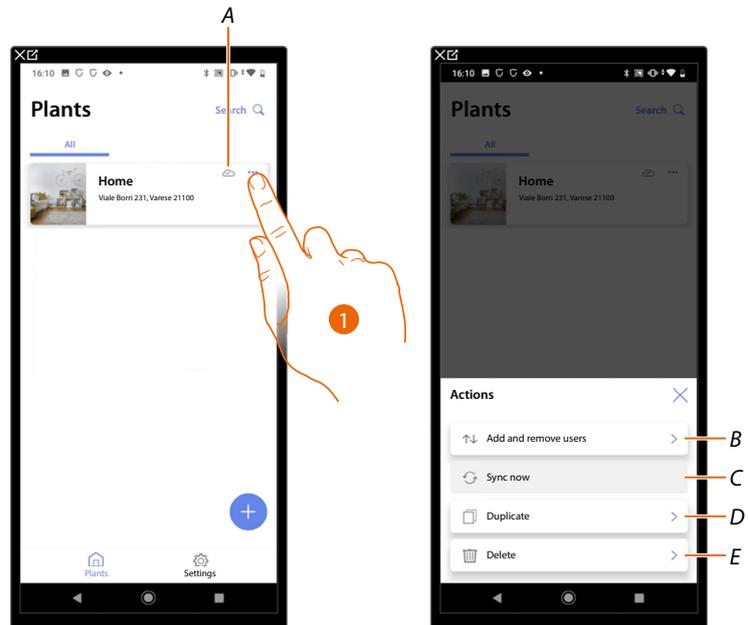
- 20. Touch to start the configuration of your home
- 21. The system automatically adds some rooms. If necessary, touch to edit the configuration.
- 22. Touch to create the structure of the home.

At the end of the procedure the [system configuration](#) page appears.



System management

This menu allows to manage your system and its connected users.



A Indicates if the system is synchronised with the cloud

1. Touch to open the system management menu

B Opens the page for managing the users with whom you have shared the management of the system

C Performs the synchronisation with the cloud

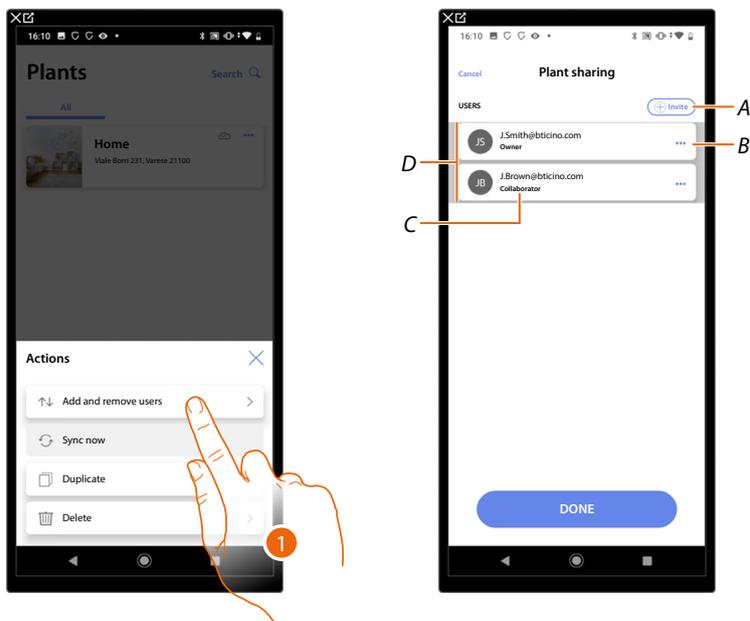
D Duplicate the system

E Delete the system

System sharing

In this page, it is possible to display and manage certain settings relating to the users with whom you have shared the management of the system.

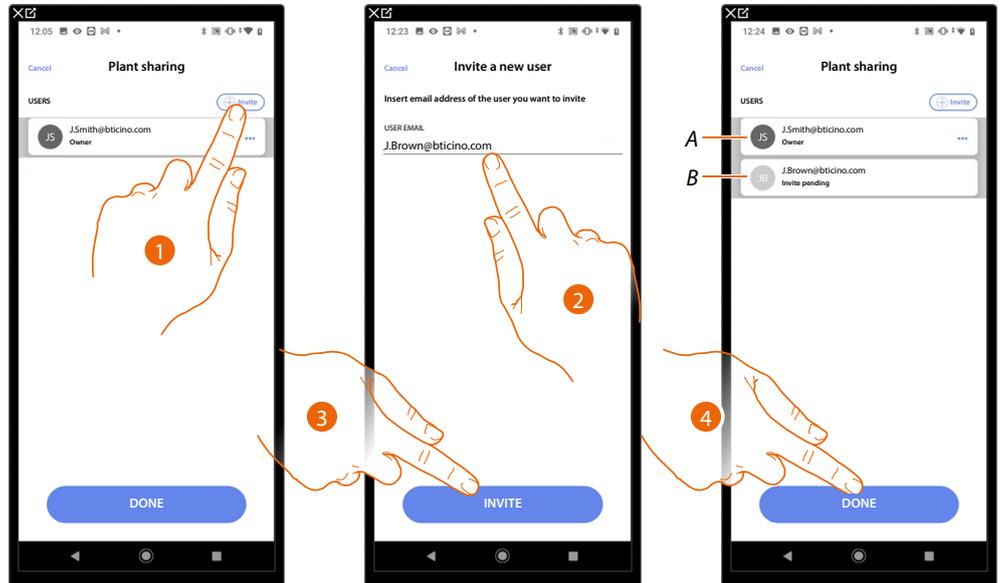
It is also possible to invite more users or delete them (this will not delete the users themselves, but their possibility to manage the system).



1. Touch to enter the page
 - A Activates the procedure for **inviting another user** to allow them to manage and configure your system
 - B Opens the page where it is possible to **edit the role of the user** (primary or secondary). It is also possible to **disassociate the account**.
 - C User role
 - D Users who can manage the system

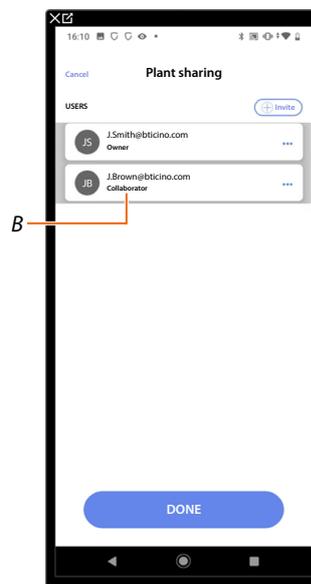
Invite another user

With this procedure, you can allow other users to manage the system.



1. Touch to invite another user.
2. Enter the user email
3. Touch to confirm the invitation.
 - A. The dark grey icon indicates that the user has logged in after receiving the invitation.
 - B. The light grey icon indicates that the user has never logged in after receiving the invitation.
4. Invite sent; touch to close.

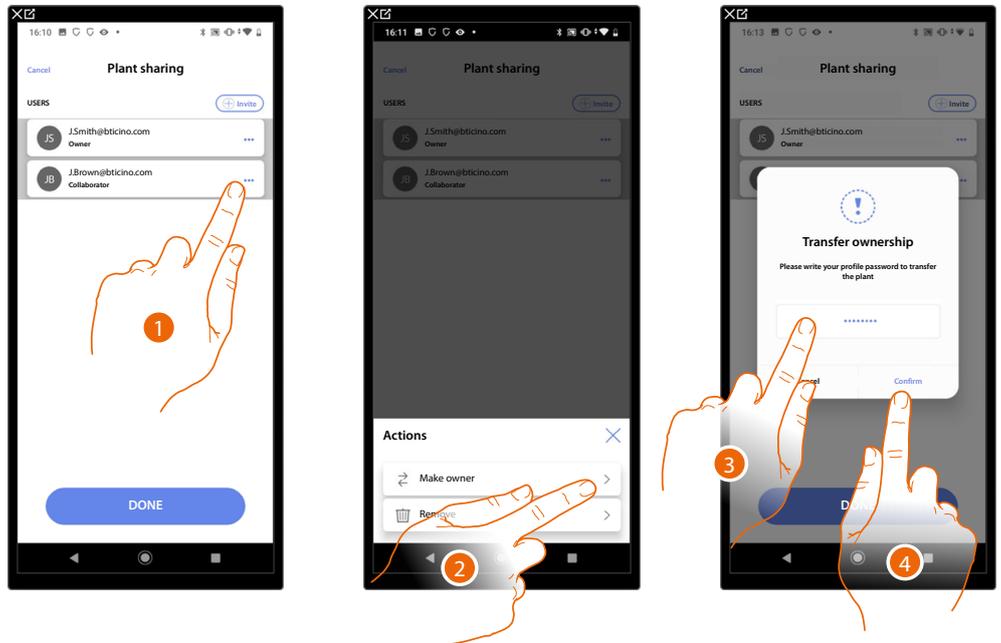
The invited user will receive an e-mail with the invitation to check the system. Invited users who already have a BTicino installer account will automatically be authorised to access the system after completing the authentication process. Those who don't already have a BTicino installer account must create an account and will be added automatically after completing the authentication process.



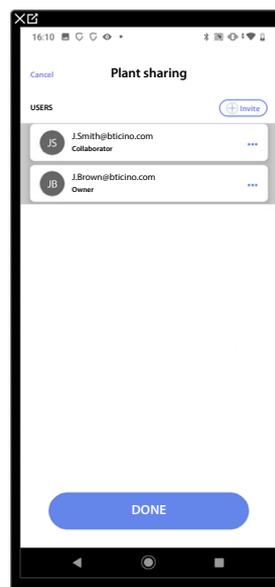
After completing the registration and the authentication process, the user will be associated with the system and will appear in the list as a secondary user (B).

Edit the owner user role

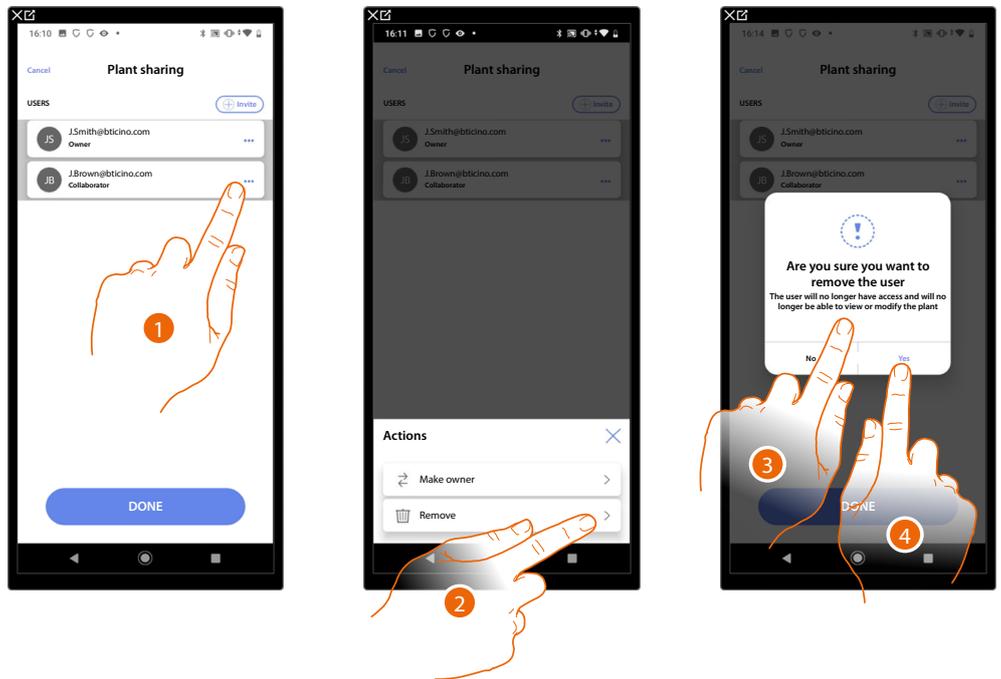
The owner user is the controller of sensitive data (privacy).
For this reason, when it leaves the system, control must be transferred to another user.



1. Touch to manage the user
2. Touch to edit the role
3. Enter the password of your account.
4. Touch to confirm



Dissociate the User



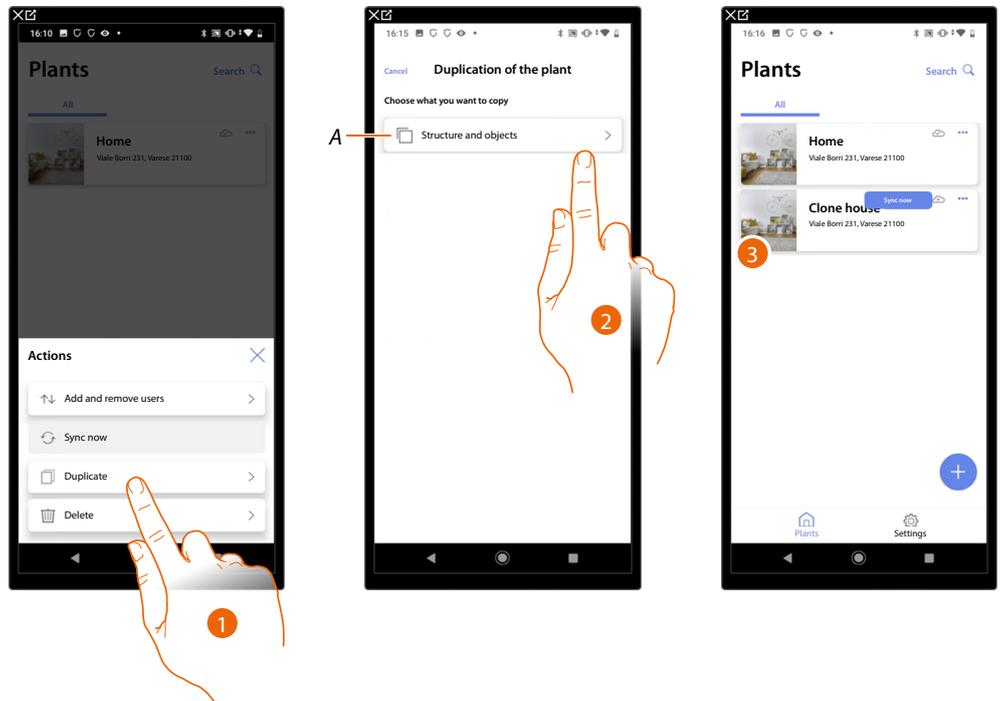
1. Touch to manage an user
 2. Touch to dissociate it
- NOTE:** It is not possible to disassociate a main user
3. Enter the password of your account.
 4. Touch to confirm



Now the user no longer appears in the list. **To allow them to manage the system again, they must be invited** back by the main user.

Duplicate the system

With this procedure, you can duplicate an existing system, copying its structure and objects.

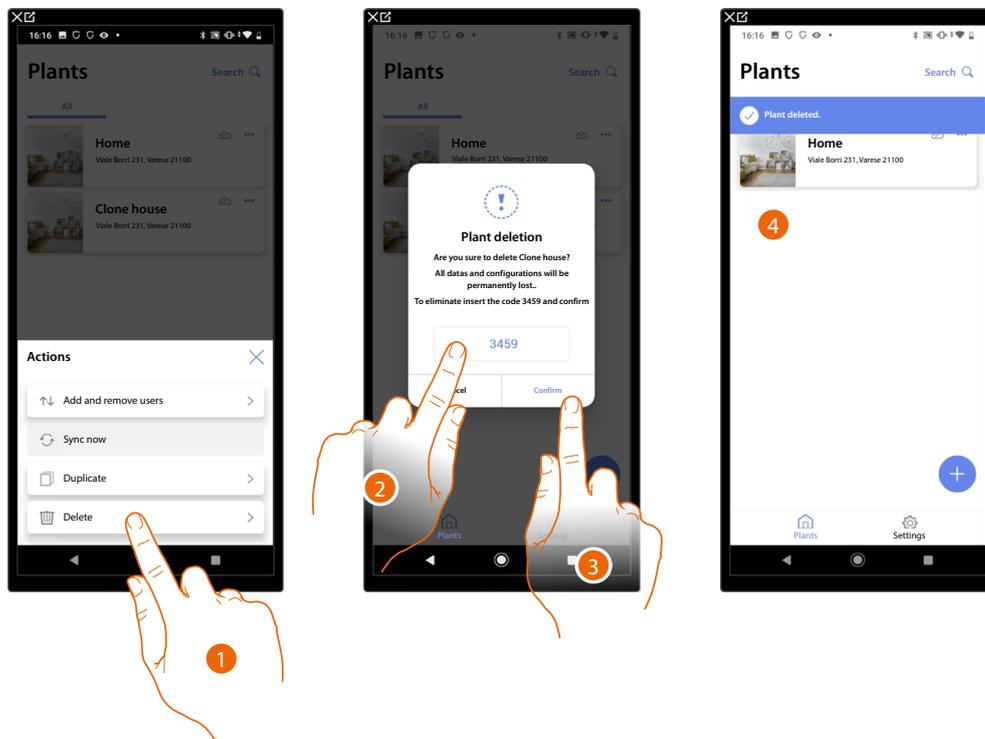


1. Touch to enter the page
- A *Duplicates the structure and the objects of the system*
2. Touch to duplicate the system
3. The structure and the objects of the system have been duplicated

NOTE: To complete the putting into operation of a duplicated system, the devices must be associated with the objects in the project (see [Associate objects with devices](#))

Delete the system

With this procedure, you can delete an existing system.



1. Touch to delete the system
2. Enter the confirmation code that appears on the screen
3. Touch to confirm

CAUTION: When the operation is confirmed, all system data and configurations will be lost

4. The system has been deleted

NOTE: the deleted system disappears from the owner's Home+Project App and from the Home+Project App of collaborators (if any).

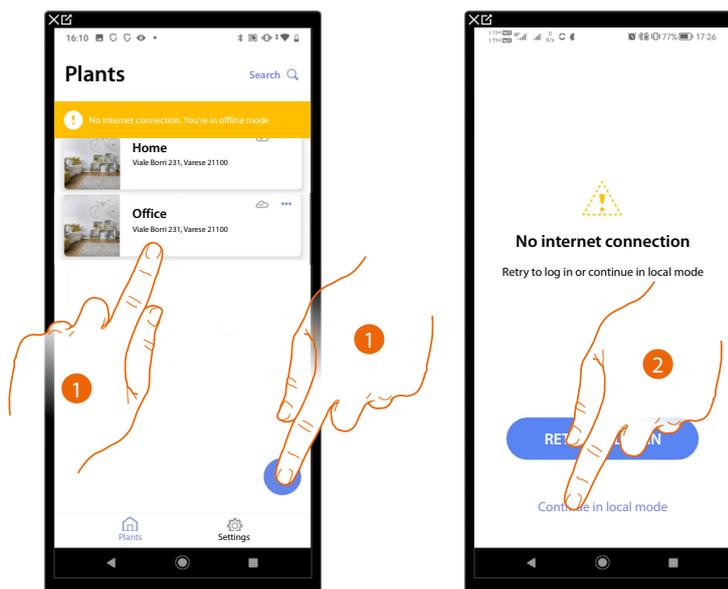
The system information will be available again if a new system is created using the same installer code, (the previous icon and tags are permanently deleted and will no longer be available)

Creation and management of a plant by local connection

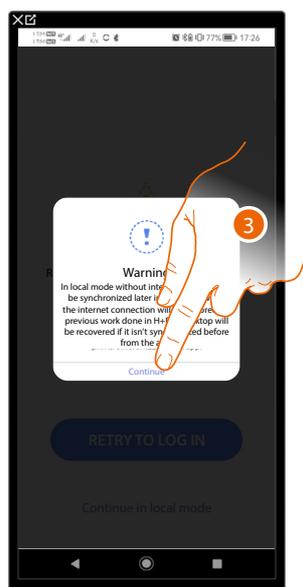
If the app is connected to the device but there is no internet connection, the plant can still be configured.

The data will be saved temporarily on the device and later saved on the Cloud, when the internet connection is restored.

If there is no internet connection, a warning is displayed



1. Touch to create a new plant or to manage an existing one
2. Touch to connect in local mode

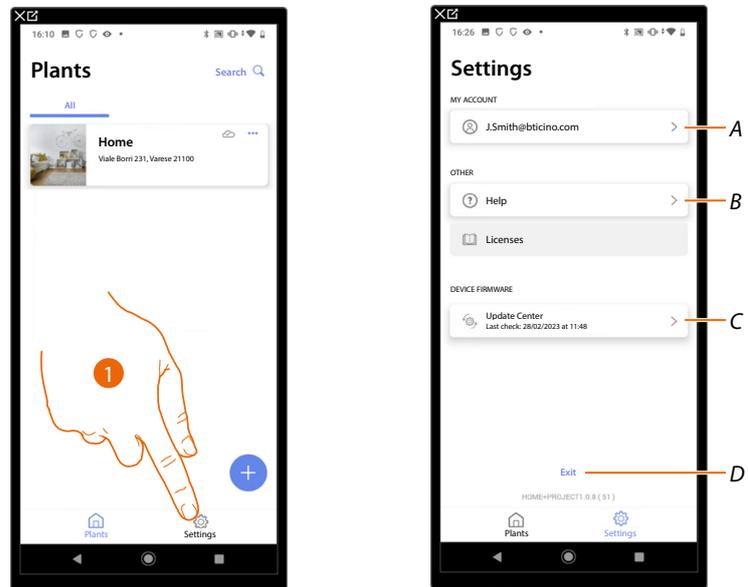


3. Touch to continue and configure the plant in local mode. After the configuration, save the plant. The data will be saved locally and synchronised on the Cloud when the internet connection is restored.

App settings

In this page, it is possible to access some settings of your account and update the Classe 300EOS firmware.

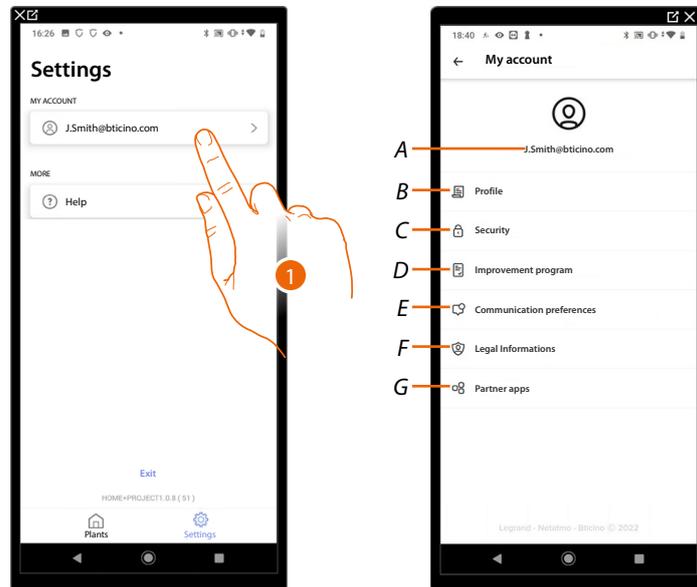
It is also possible to log out from the Home+Project App.



1. Touch to enter the page
- A Opens the [account management](#) page
- B Opens the [Help](#) page
- C Opens the page with the Classe 300EOS [updates](#)
- D Log out

Account management

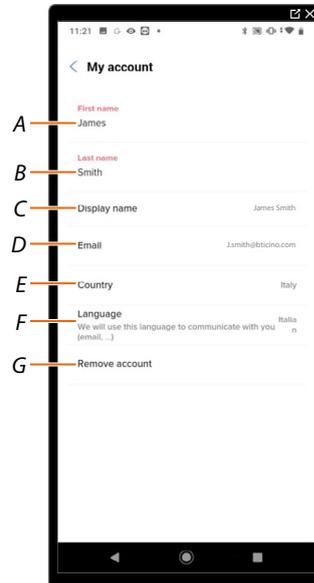
In this page it is possible to view and display some functions regarding your account.



1. Touch to enter the page
- A Account Login/Email address
- B Display/edit your Legrand account **registration details**
- C Edit some **parameters related to your** account security, such as password and logging out of all BTicino devices using the same account.
- D Authorise the sharing of data to help improve the product.
- E Manage your communication **authorisations** and other aspects of your personal details
- F View **the terms and conditions of contracts** relating to the Legrand Apps that you are using
- G Manage the **Partner Apps** to which your account is linked (e.g. Google Home etc.)

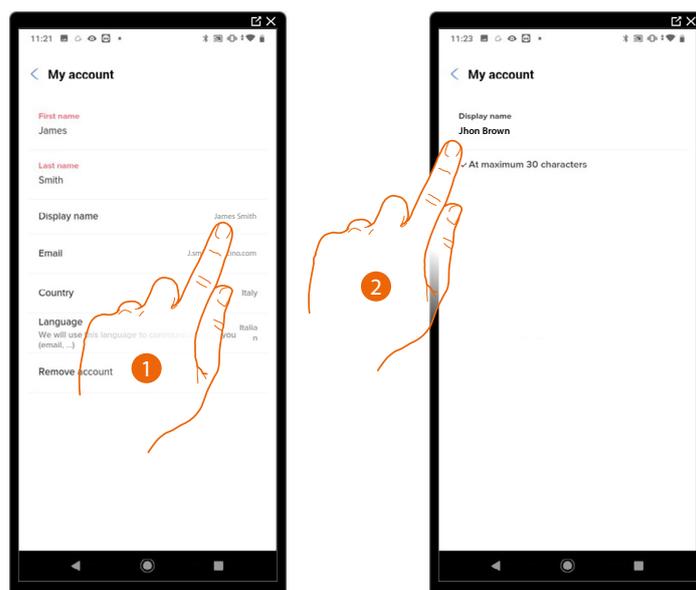
Profile

In this page it is possible to edit some data of the account currently managing the device, or to replace it with another registered Legrand account.



- A View/edit the name used for the account
- B View/edit the surname used for the account
- C View/edit the name used for the account
- D View/edit the device management email/account
- E Display the country
- F Display/select the language in which to receive communications
- G Delete the account

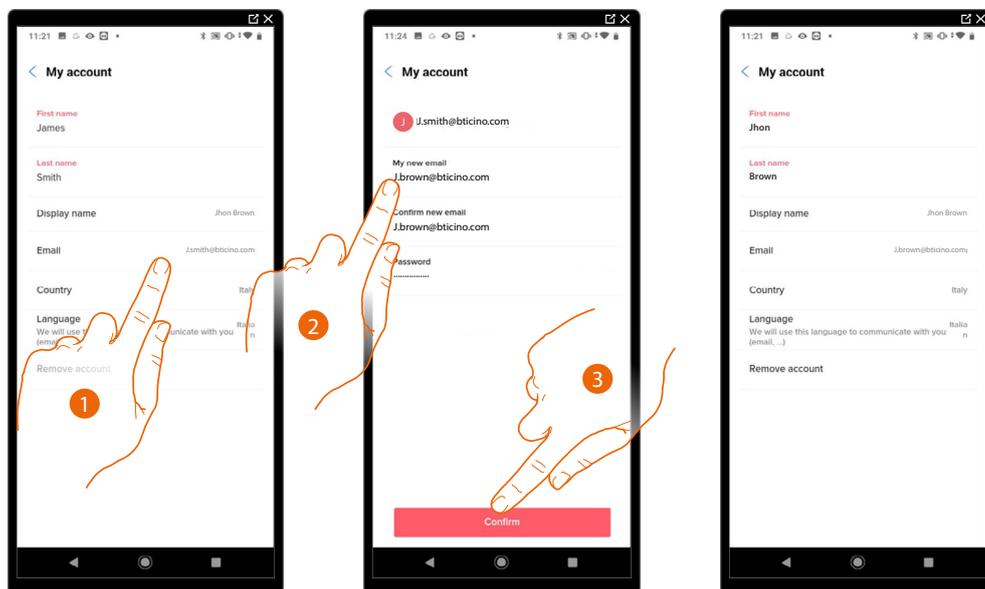
Show name (edit name)



1. Touch to edit the name
2. Enter the name that will be used in the system e-mail communications.

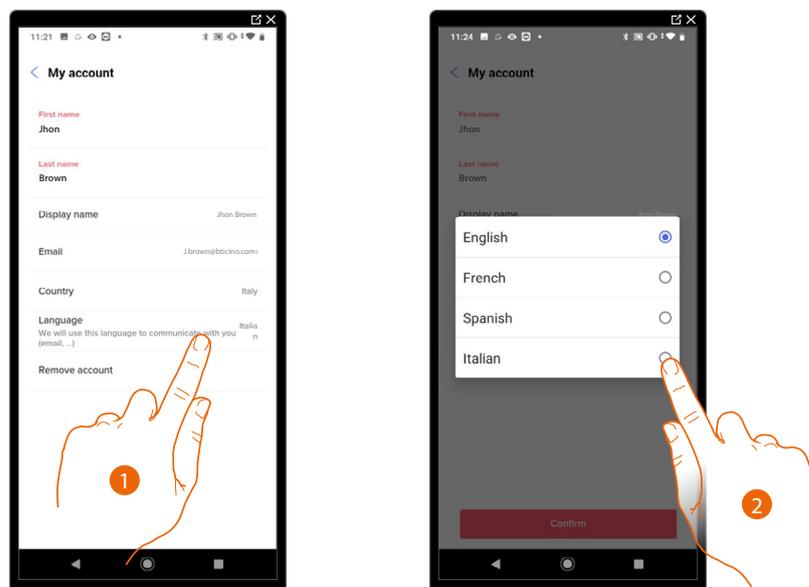
Email/account (change of the device management email/account)

To change the access email address:



1. Touch to edit the email address
2. Enter the login details (email and password) of the new registered Legrand account to be used to manage the device
3. Touch to confirm

Language

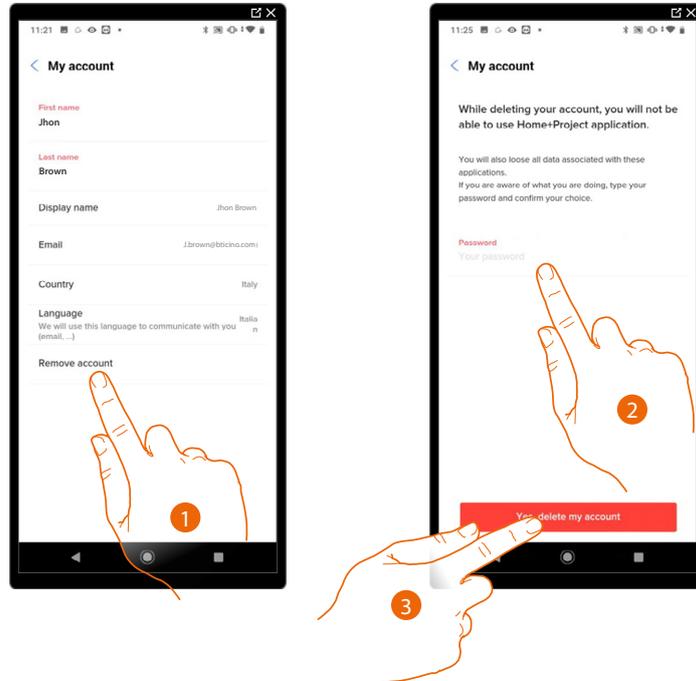


1. Touch to edit the language in which to receive communications
2. Select the language

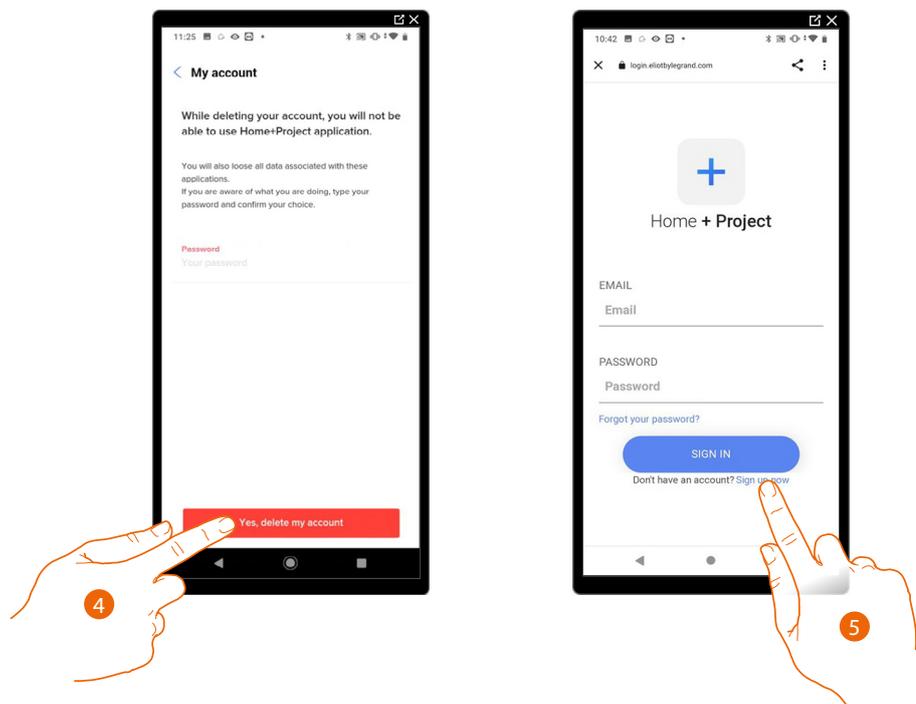
Delete the account

In this page it is possible to permanently delete your Legrand account, which can therefore no longer be used for the Applications to which it was associated.

NOTE: When deleting the account, all the data associated with the Applications will also be lost



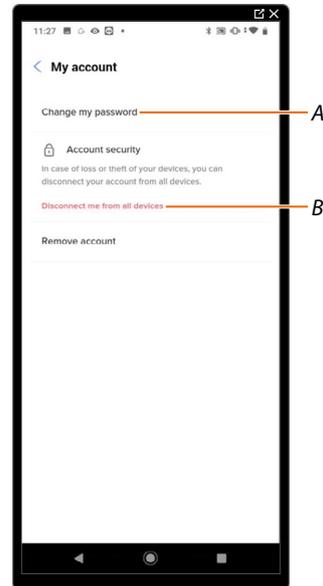
1. Touch to delete your Legrand account definitively
2. Enter the password
3. Touch to delete the account



4. Touch to confirm
5. At the end of the procedure, the authentication page will allow you to complete a **new registration**.

Safety

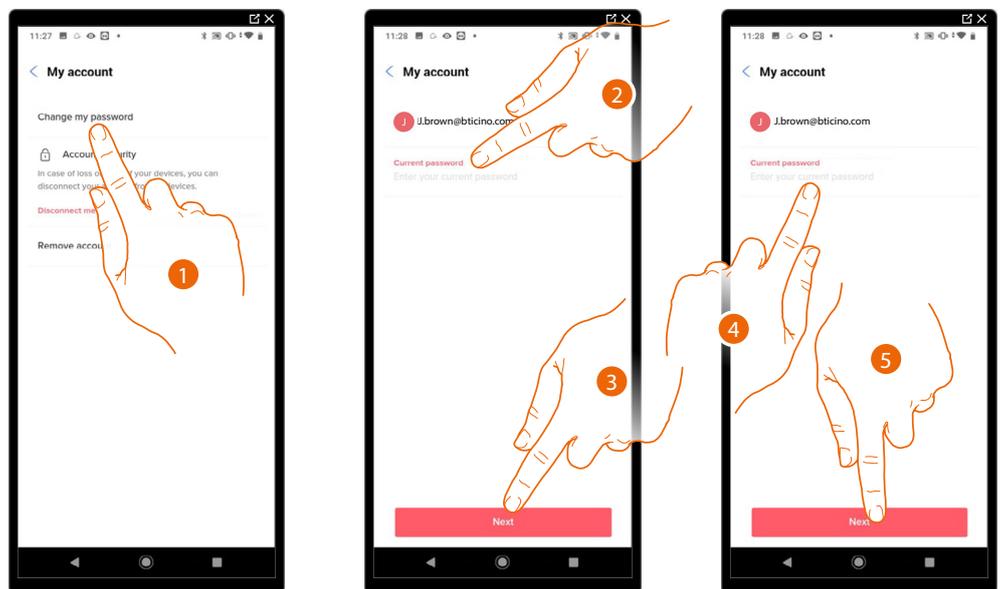
In this page it is possible to edit the password of your account and to disconnect it from all devices. The disconnection of your account from all devices is useful in case one of your devices is lost or stolen.



A Completes the password edit procedure

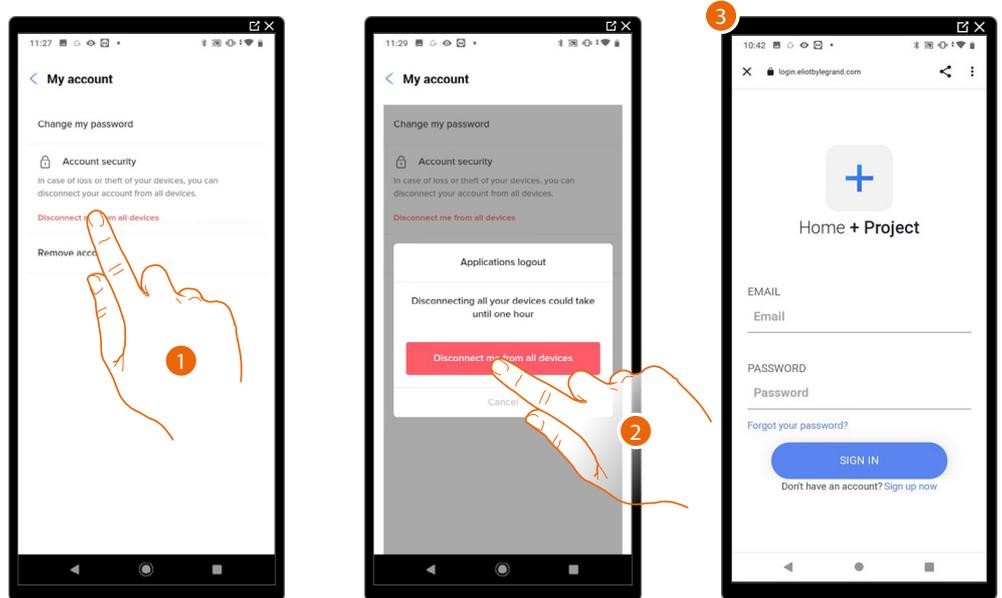
B Disconnects from all devices

Edit password



1. Touch to edit the password
2. Enter the current password
3. Touch to continue.
4. Enter the new password, which must meet the following requirements:
 - at least 8 characters;
 - at least one lower case letter (e.g. a);
 - at least one upper case letter (e.g. A);
 - at least one number (e.g. 1);
 - at least one special character (e.g. \$);
5. Touch to confirm

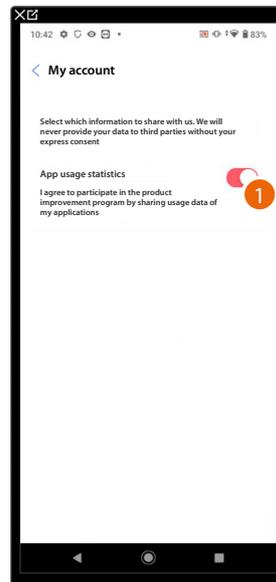
Disconnect from all devices



1. Touch to activate the procedure
2. Touch to disconnect your account from all the devices and all the third-party applications.
3. The system automatically logs out from the application and the Home Page appears.

Improvement program

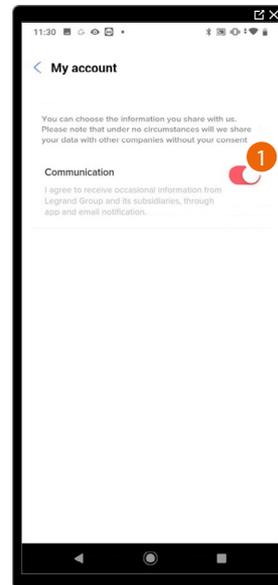
This section can be used to enable the sharing of the app usage data



1. Touch to enable the sharing of the app usage data.

Communication preferences

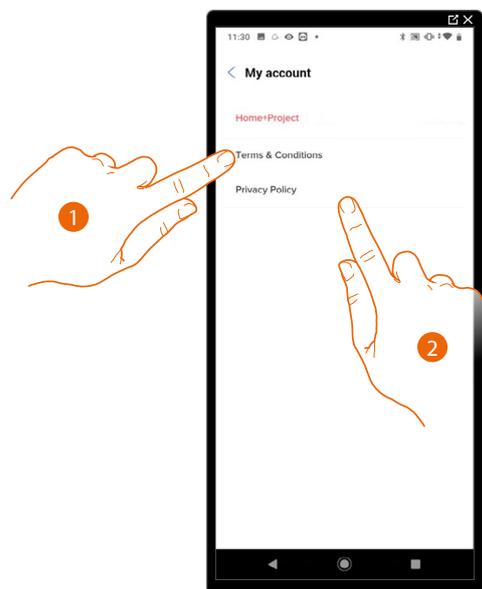
In this page it is possible to enable the reception of communications from Legrand and the sharing of the App usage data.



1. Touch to accept communications from Netatmo/Legrand/BTicino

Legal information

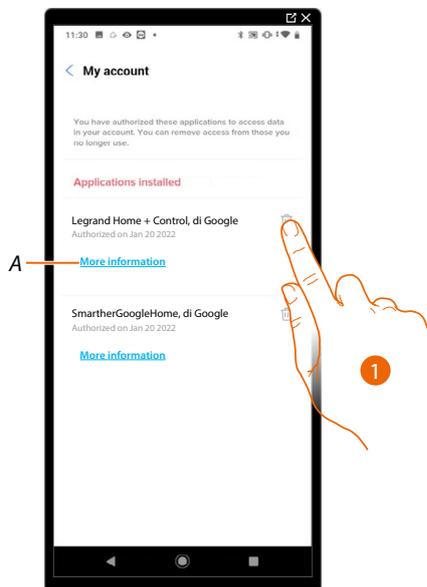
In this page it is possible to view terms and conditions of use and privacy information for each App to which your Legrand account is associated.



1. Touch to display Terms and Conditions
2. Touch to view Privacy information

Partner apps

In this page it is possible to display all the third parties to whom you granted rights to operate on your connected devices. (e.g. Google home, etc.)

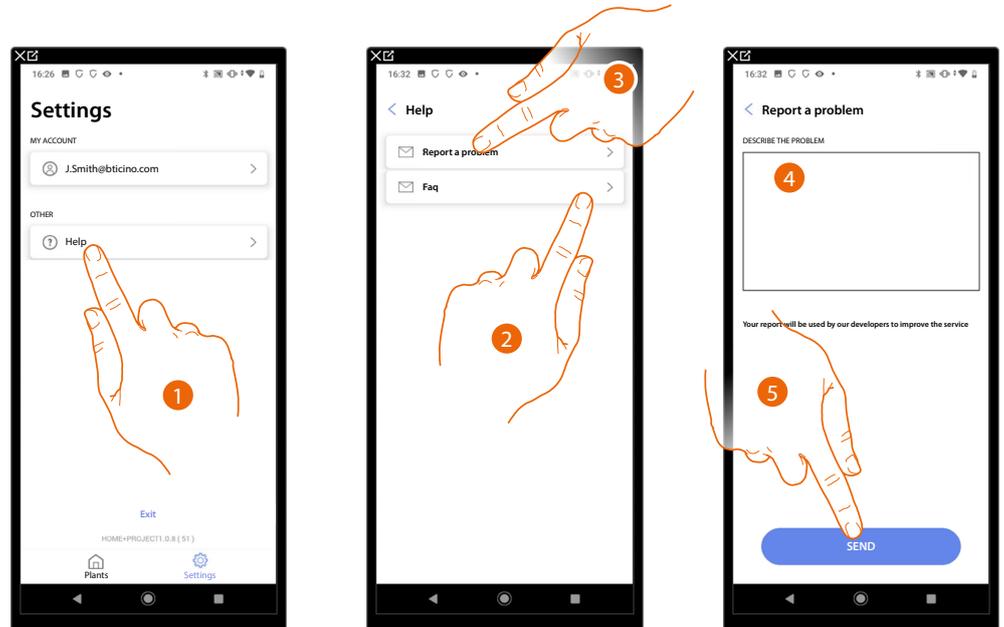


1. Touch to remove the access of sites or Apps to some of your account data
- A Displays more information regarding the access to your system by partner Apps.

Help

In this page, it is possible to view and search for answers to frequently asked questions (FAQs) on the use of the Home+Project App, as well as submit a notification for a problem encountered

NOTE: You will not receive a direct answer, but your signal will be used by developers to improve the service.



1. Touch to enter the Help page
2. Touch to enter FAQ section and select the topic on which you require clarifications
or
3. Touch to enter the page to point out a problem
4. Describe the problem you want to point out in the correct field.
5. Touch to send the message to the after-sales service*.

***NOTE:** Your notifications will be used by the developers to improve the products. You will not receive an answer

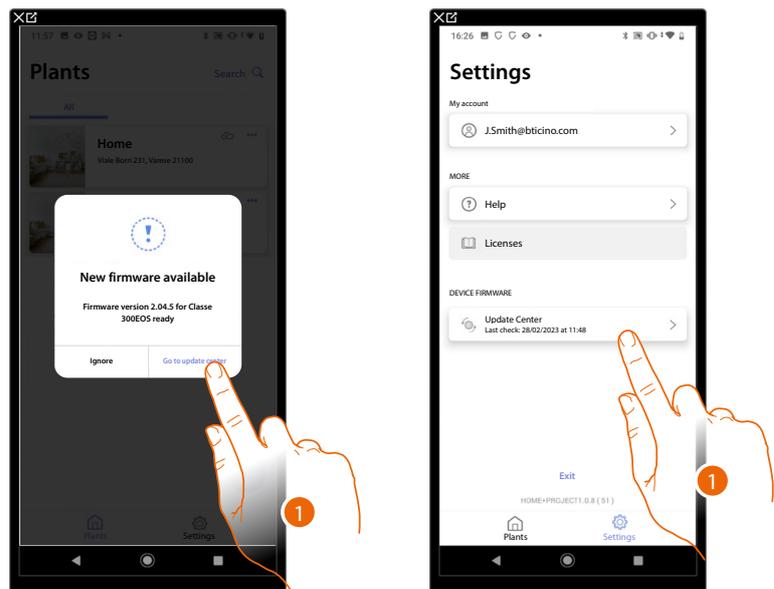
Update Center

In this page it is possible to manage Classe 300EOS updates.
 The update includes 2 steps.

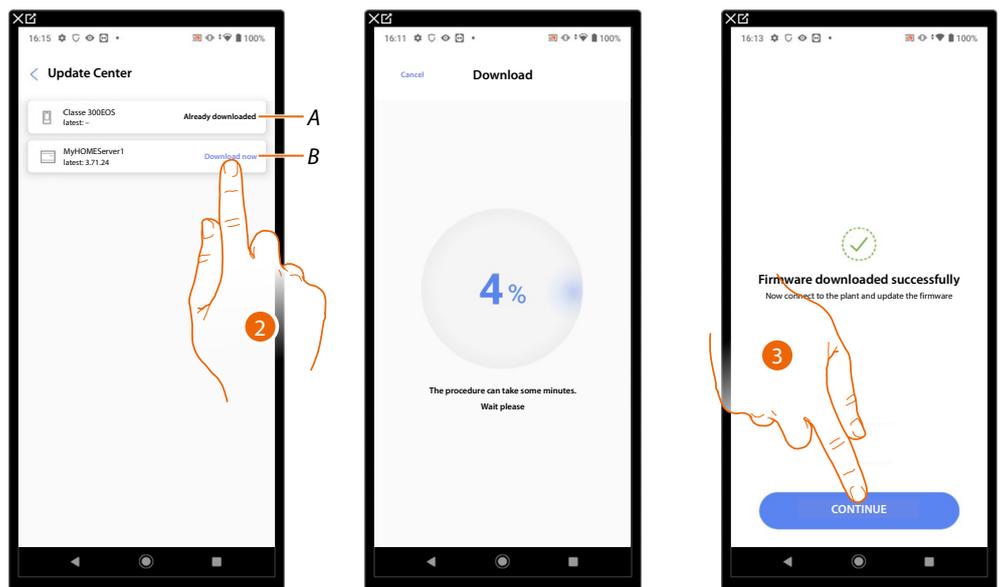
In the first step, following a warning, it will be necessary to download the proposed update. This step requires internet connection on the smartphone.

In the second step, it will be necessary to install the update package. This does not require an internet connection but rather only access to the plant.

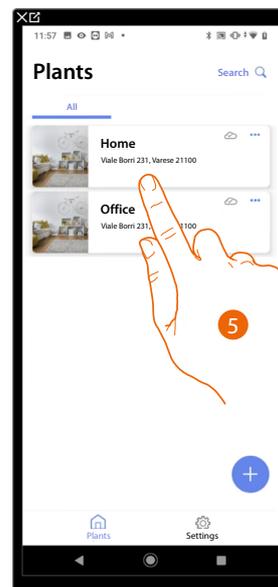
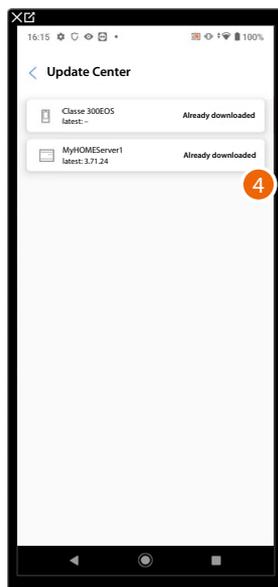
NOTE: for native Classe 300EOS installations prior to version 3.71.11, the first update must be performed using the MyHOMESuite software



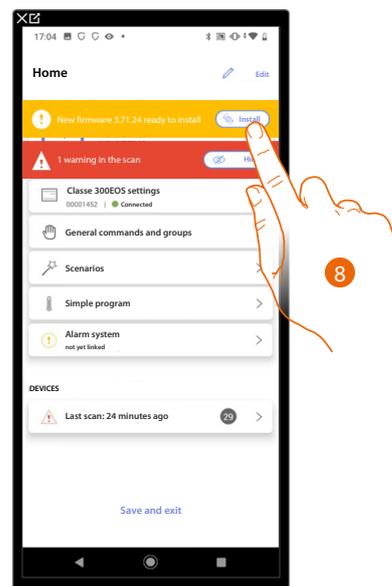
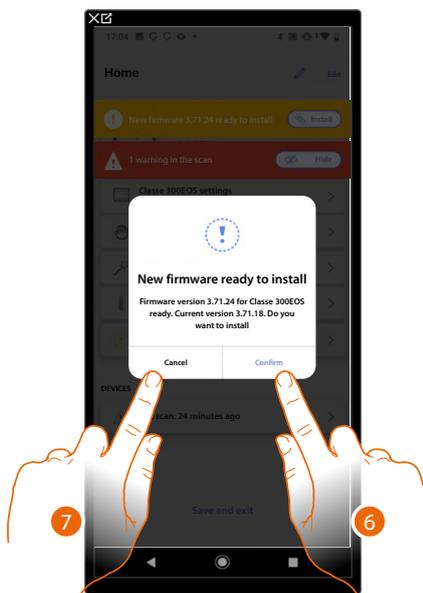
1. When new firmware is present, a notification appears on the plant management Home Page. Alternatively, you can open the update center and check for new firmware.



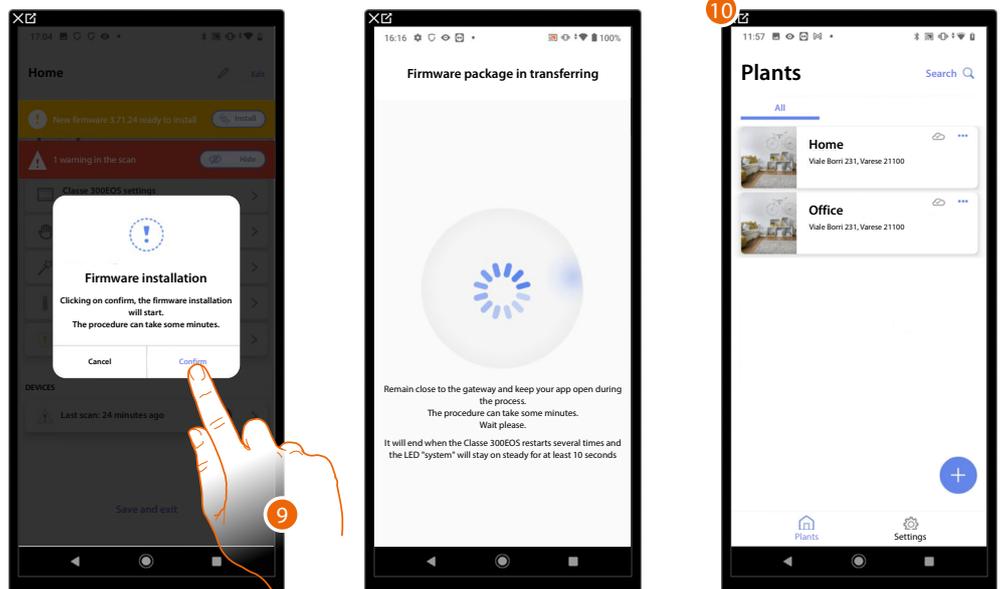
- A Update downloaded
 - B Update available for download
2. Touch to download the update
 3. Touch to continue



4. The update has now been downloaded
5. The next time that you connect to a plant, Home+Project will automatically check the update status and, if necessary, propose the installation of the new firmware. Touch to access.



6. A message appears indicating that the update needs to be installed: touch to install it or
7. Touch to delay the procedure
8. In the second case, an indication appears on the Home Page inviting to complete the installation: touch to proceed



9. Touch to confirm

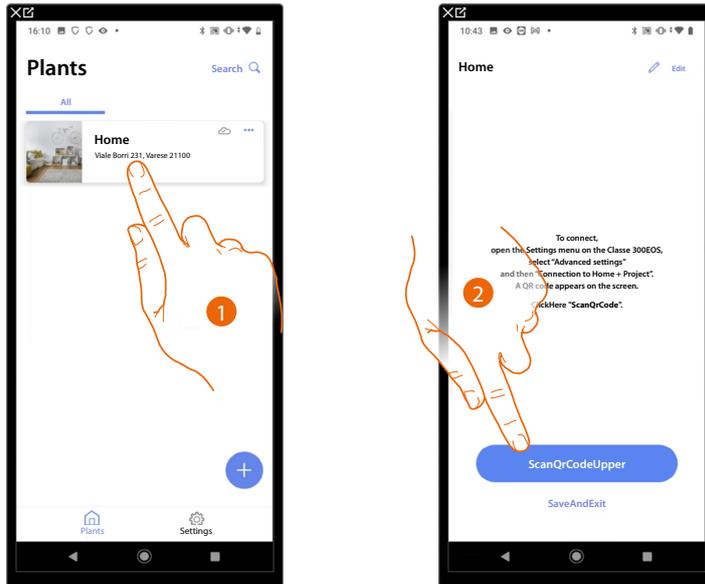
10. After a few minutes, the update is completed and the plant management Home Page appears.

System Configuration

After creating the plant, you must now configure it by connecting to the server and, through the plant home page, perform various configurations, such as associating devices with objects and associating with a burglar alarm Control unit. You can also manage the structure of the house and create general, group and scenario commands.

NOTE: To configure the plant using the Home+Project app, you must be connected to the same LAN network as Classe 300EOS.

NOTA: Before configuring the plant, it is recommended to complete [the firmware update](#) of the device.

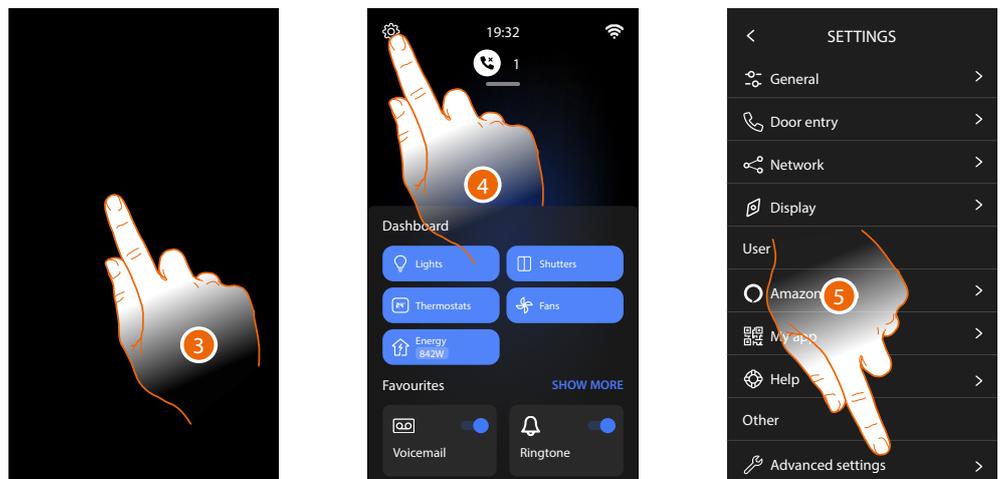


1. Touch to enter the system home page and manage its components

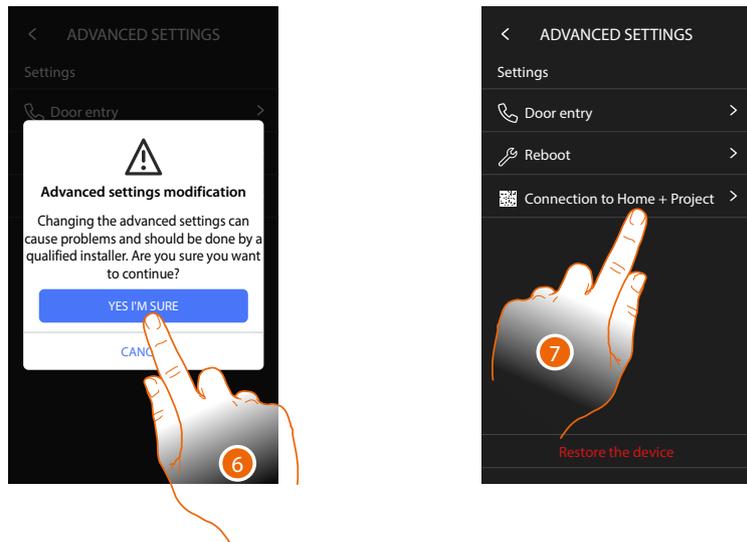
***NOTE:** In order to create the plant, the Smartphone must be connected to the Internet. If Classe 300EOS is not connected to the internet, you can perform the configuration [by connecting locally](#).

2. Touch to connect to the Classe 300EOS in the system by scanning the QR Code

The QR Code is available in the following menu: Settings/Advanced Settings/Connection to Home+Project



3. Touch the screen of the Classe 300EOS
4. Touch to open the Settings section
5. Touch to open the Advanced settings



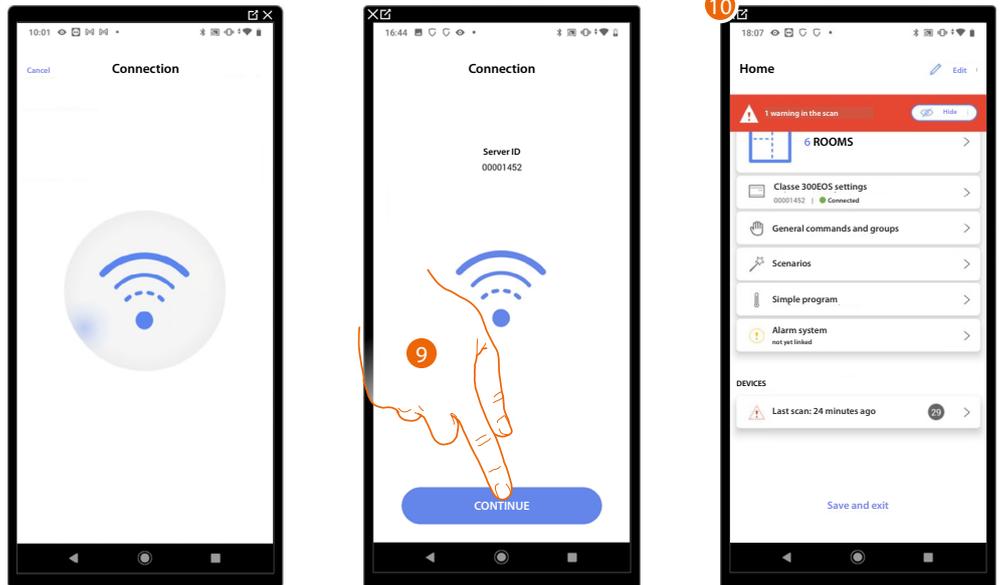
6. Touch to confirm

Warning: access to the Advanced Settings should only be attempted by experienced people, as wrong actions could compromise the operation of the device

7. Touch to display the QR Code that must be scanned using your smartphone in order to connect to the Home+Project App



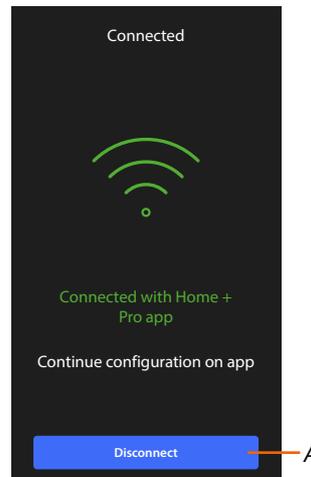
8. Using the smartphone, scan the QR Code to connect to the Home+Project App



9. The system has connected to the server; tap to continue

10. The **System Home Page** appears

The following screen appears on the Classe 300EOS:



A *Disconnect Classe 300EOS from the Home+Project App*

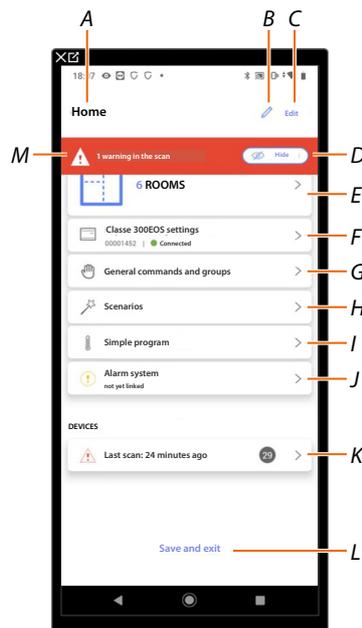
Now that the Classe 300EOS is connected to your smartphone, you can proceed with its configuration, **creating MyHOME objects** (lights, shutters, etc.) and **associating a burglar alarm Control unit**.

Once the configuration is complete, the MyHOME and Burglar Alarm System objects will be available for use by the user.

System Home Page

In this page are all the functions for managing the system.
You can manage the entire structure and:

- add or remove rooms and objects
- create general commands and groups
- create scenarios
- set temperature setpoints for day and night
- associate a burglar alarm Control unit
- manage all plant devices and the settings of Classe 300EOS



- A System name
- B Edit the system name
- C Opens the system information management page (name, address, icon and group)
- D Hides device warning notifications
- E Opens the page for the [management of the structure](#) and the [objects](#)
- F Opens the [system settings](#)
- G Opens the page for the [management of general commands](#) and [groups](#)
- H Opens the [scenario management](#) page
- I Opens the page for [simple programme management](#)

NOTE: This item only appears if a thermostat object has been inserted

- J Opens the [burglar alarm system association and management](#) page

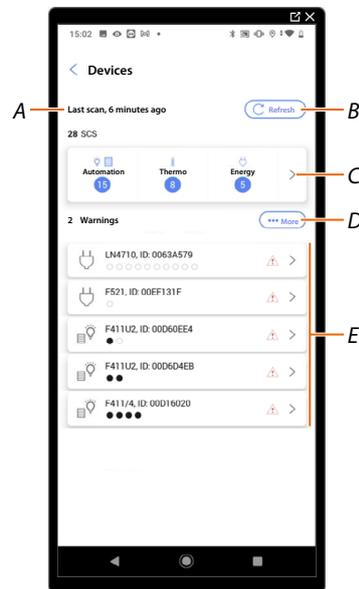
NOTA: This item only appears if a burglar alarm Control unit is connected to the same LAN as Classe 300EOS.

In case it is not connected to the same LAN network, see [Plant Settings/Burglar alarm system](#)

- K Opens the page for the [management of system devices](#)
- L Saves the system to the cloud and [disconnects from Classe 300EOS](#)
- M Displays a notification that warnings have been detected for some system devices

Device management

In this page, it is possible to scan or update the devices on your system and then view and manage their configuration and any warnings.



A Last system scan date

B Performs/updates **the system scan**

 **Scan** This button indicates that a full system scan has never been performed

 **Update** This button indicates that a scan has already been performed, touch to update the scan, for example when a new device is added to the system

C Opens the page where **it is possible to view and manage scanned SCS devices**

D It simultaneously manages all the devices with **warnings**

E It individually manages devices with **warnings**

Scan system

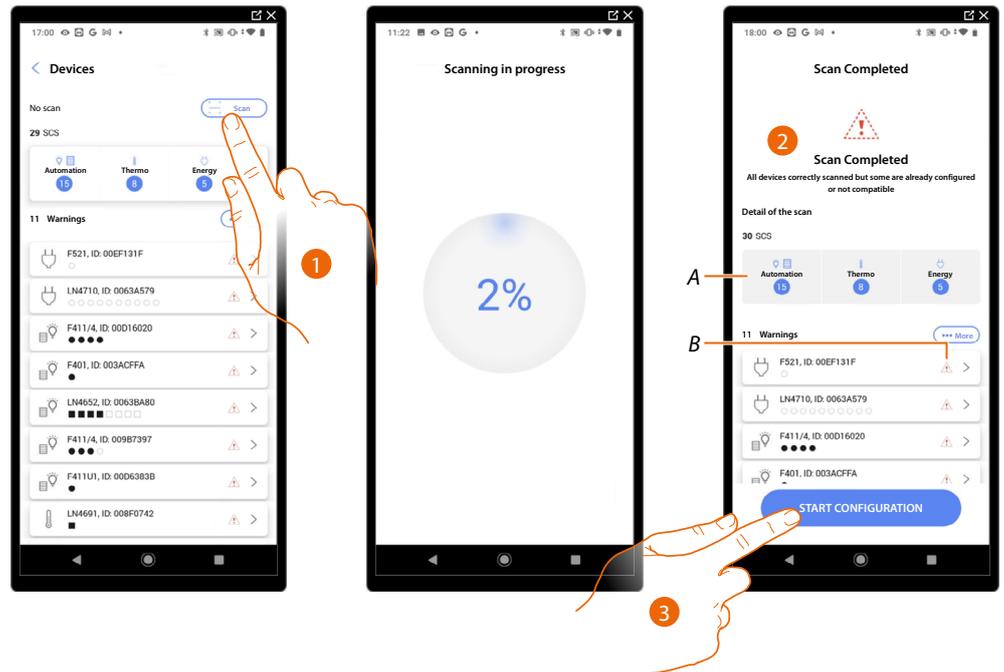
This function automatically scans and detects connected devices.

To check the number of engaged addresses (max. 175), refer to the compatibility table.

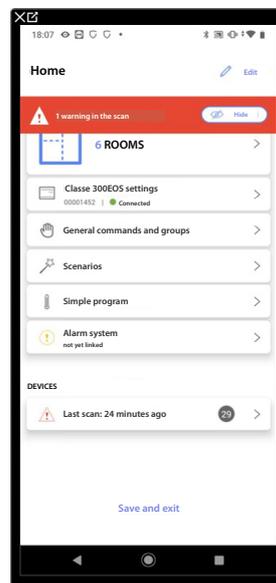
NOTE: It is not possible to have more than 175 addresses per system. If this limit is exceeded, Home+Control will ask to remove any excess devices from the system.

Scanning is required when there is an F422 device in the system (the App will indicate scanning the system as a necessary step).

Whereas, if the installation is new and there is no F422 device, scanning is optional.

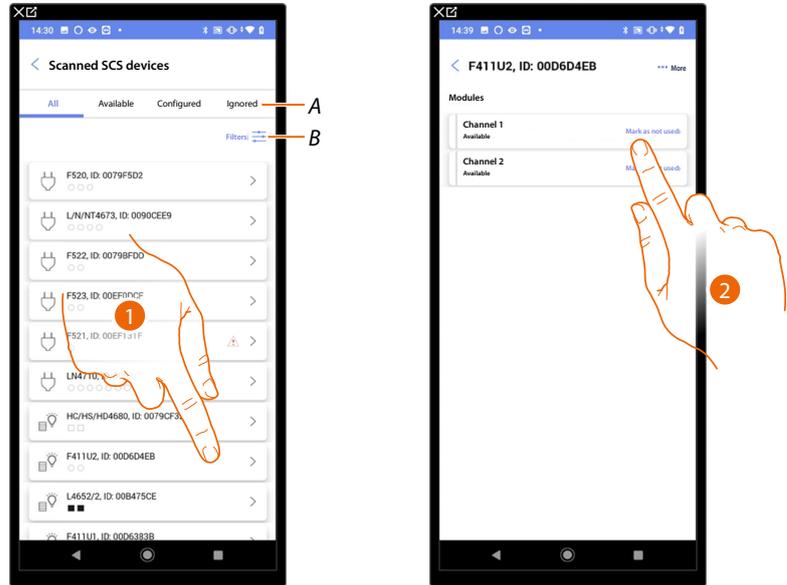


1. Touch to start a new scan
2. A message indicates that the scan has been performed.
The devices detected can be viewed split by system (A), and a filter is also available for those with issues (B).
3. Touch to open the Device Home Page and start the configuration



Display and manage the devices

In these pages, you can view the scanned devices split by status and manage them.



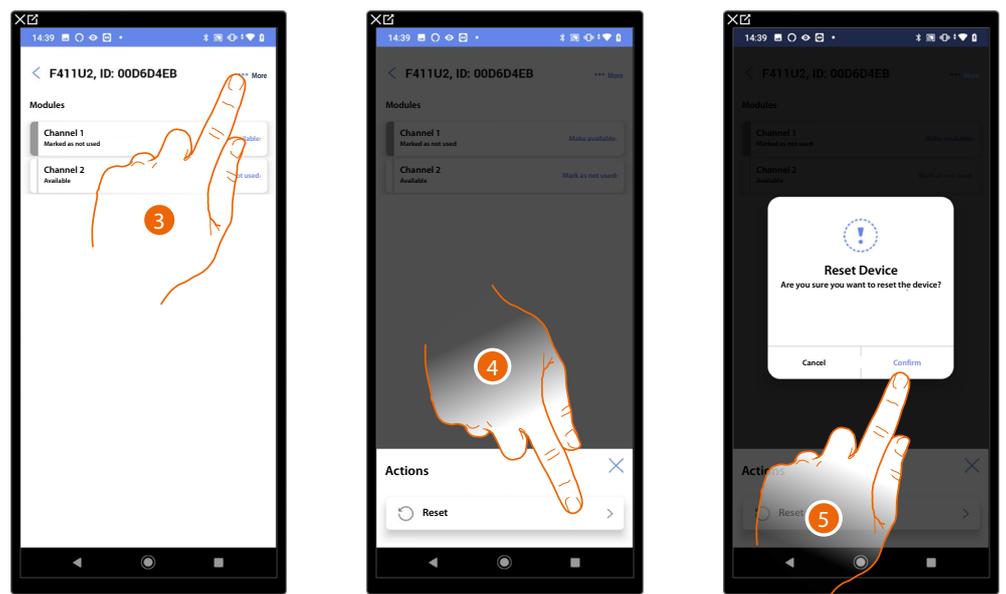
A Device Status Filter

- Available: devices with all the addresses free
- Configured: devices with at least one configured channel (see [Associate objects with devices](#))
- Ignored: devices with warnings and subsequently ignored with [appropriate command](#)

B System, function and component type filter

1. Touch to manage the device
2. Touch if necessary to mark the address as unused, in which case the address will not be available during the configuration

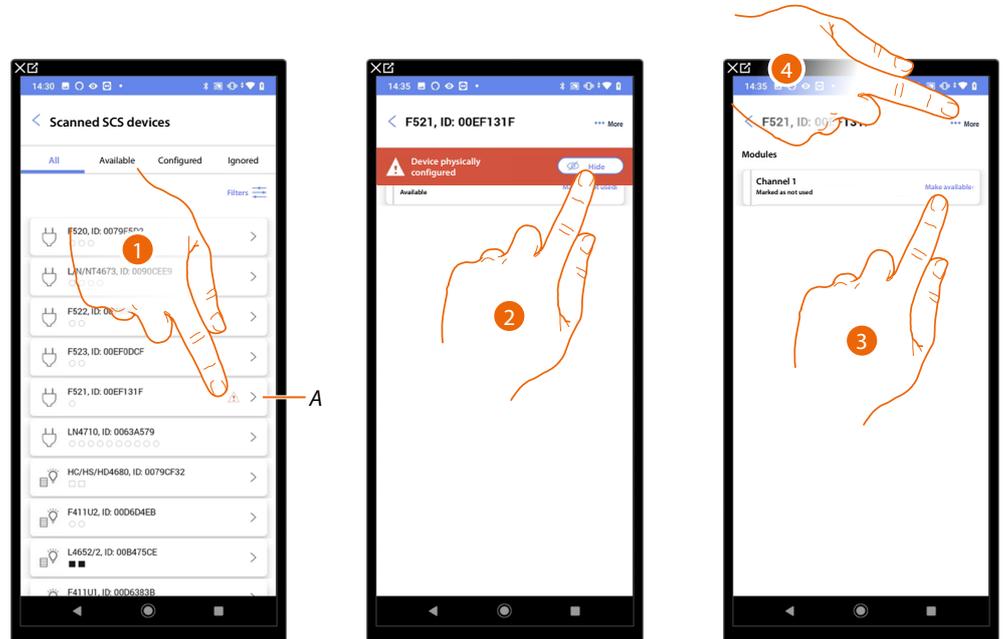
Reset the devices



3. Touch to open the device actions page
4. Touch to reset the device
5. Touch to confirm, all the configurations will be lost

Devices with warnings

Any device warnings detected by the scan are notified by means of specific icons



A Indication that there is a device warning:

 The red warnings indicate that these devices cannot be used as objects.

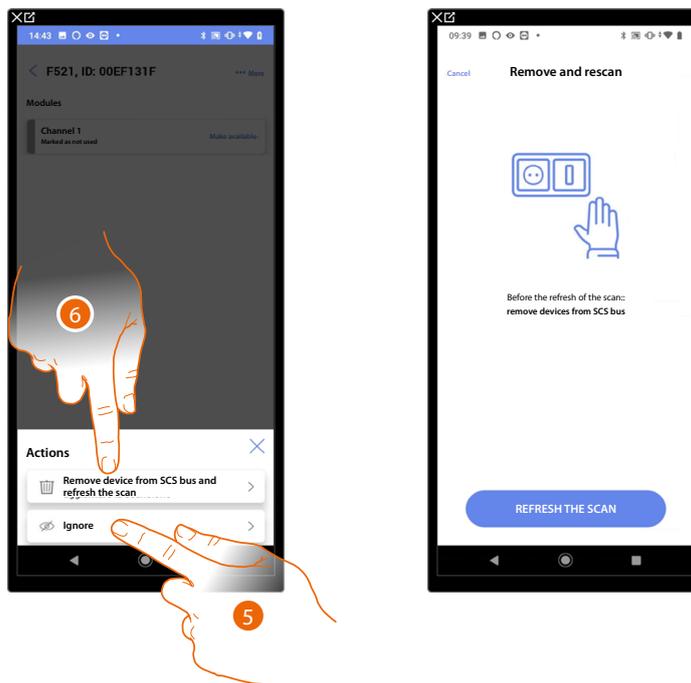
Possible causes are:

- Device initially scanned but at present not connected or not working
- Device physically configured
- Not compatible device

1. Touch to manage the device with warning
2. A message indicates the type of warning; touch to hide it
3. Touch if necessary to mark the address as unused, in which case the address will not be available during the configuration

Or

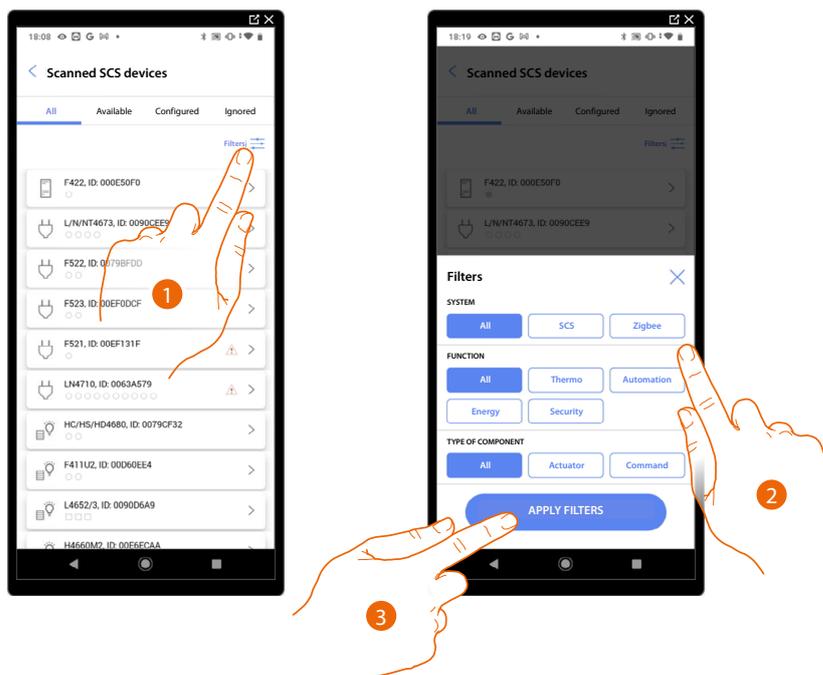
4. Touch to remove the device from the system or ignore it



5. Touch to ignore the device.
 The device will be moved to the 'ignored' page and will not be considered for configuration.
6. Touch to remove the device from the system; for example, if it needs to be replaced.
 You will then have to update the scan.

Filters

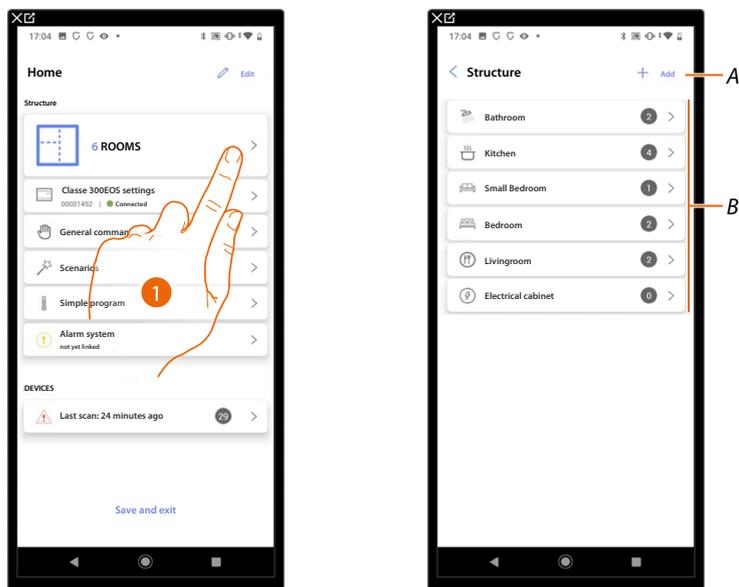
With this function, you can perform a search using the system/function/component type filters



1. Touch to open the filter panel.
2. Select the desired filter.
3. Touch to put on the filter

Room management

You can edit the structure of the system by intervening on its rooms **adding**, **editing** or **deleting** them.



1. Touch to display and manage the rooms

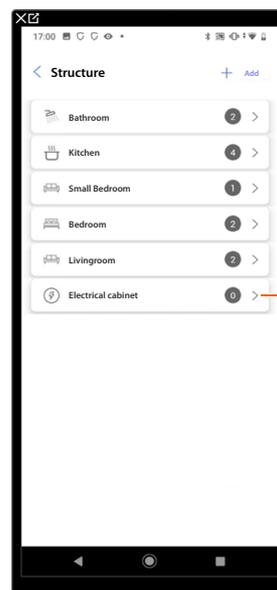
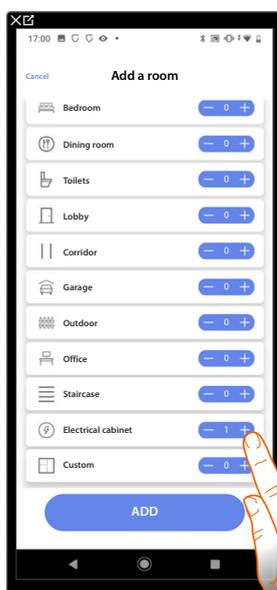
A Adds a new room

B Enter a room to view its objects or to add new ones, or to edit it

Add a new room



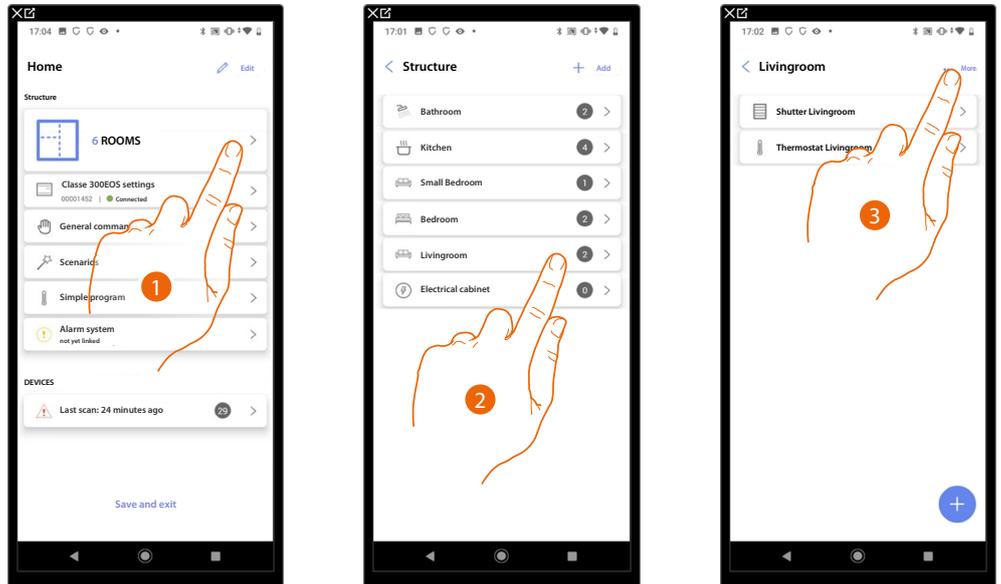
1. Touch to display and manage the rooms.
2. Touch to add a new room.



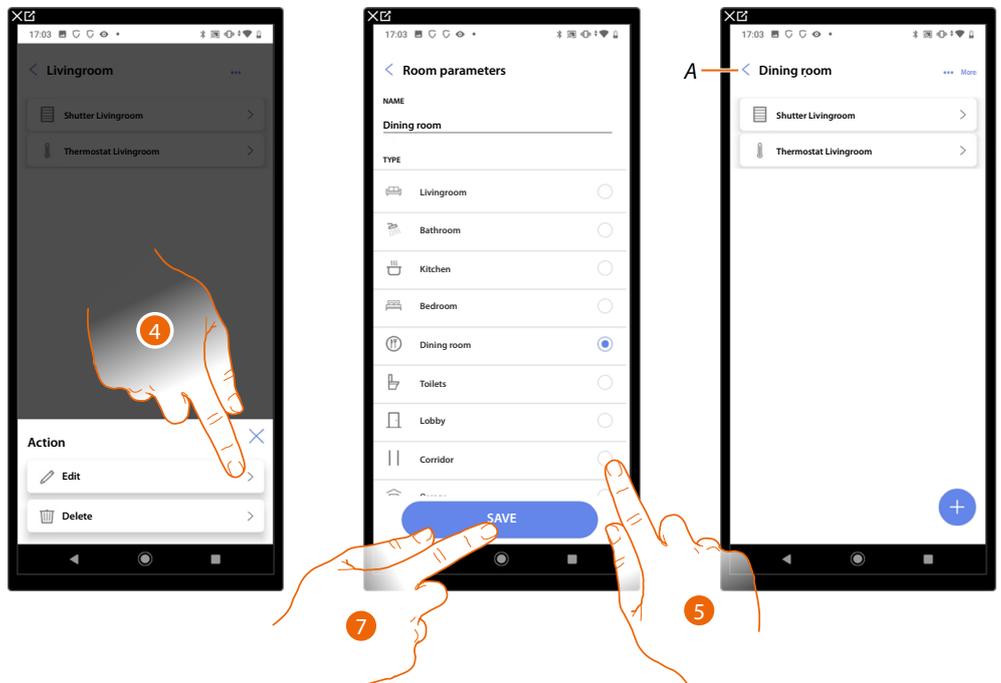
3. Select the room and the quantity.
A It is possible to display the added room.

Edit a room

In this page it is possible to edit the room type and name



1. Touch to display and manage the rooms.
2. Touch to select the room to edit
3. Touch to open the edit panel.



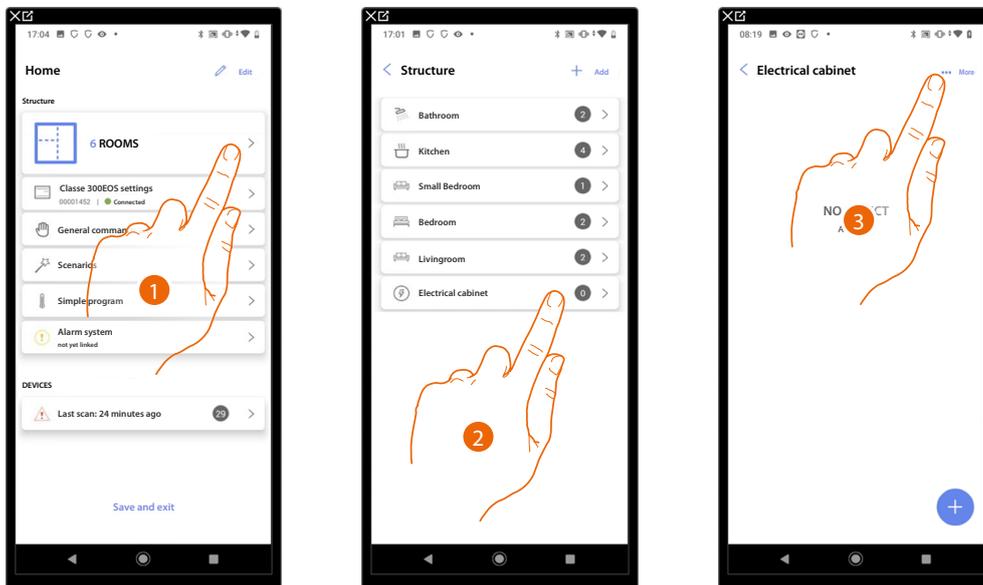
4. Touch to edit the room.
5. Select another room.
6. If necessary, edit the room name.
7. Touch to save the room edit.

A The room has been edited successfully

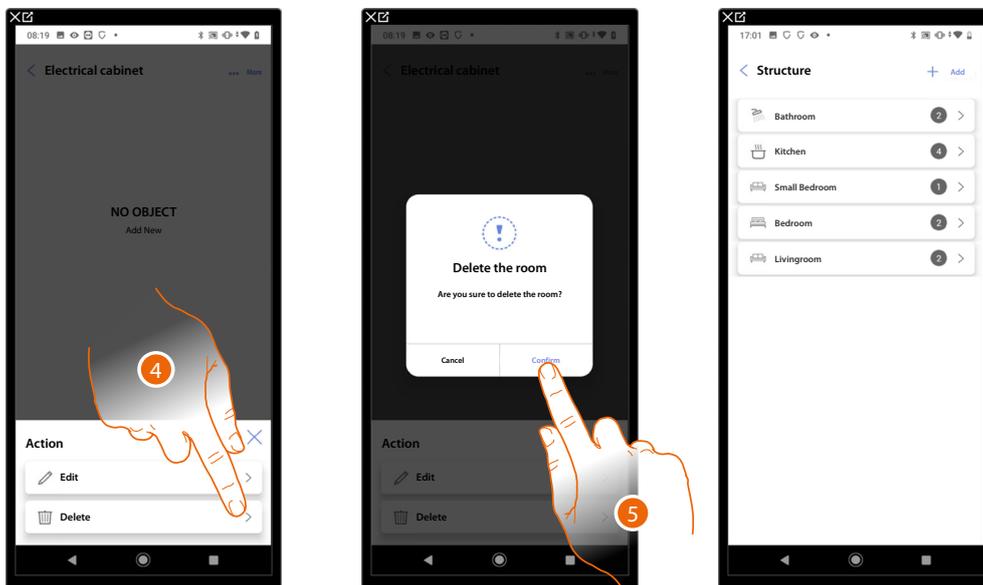
Delete the room

In this page, it is possible to delete a room definitively

NOTE: Only rooms without objects may be deleted



1. Touch to display and manage the rooms.
2. Touch to select the room to delete
3. Touch to open the edit panel.



4. Touch to delete the room.
5. Touch to confirm the room deletion.

Associate the objects to the devices

How to associate the graphic objects to the actuators and the physical commands on the system is shown below.

In this mode the user can control his home:

- from physical controls
- from the device
- from the Home+Control App

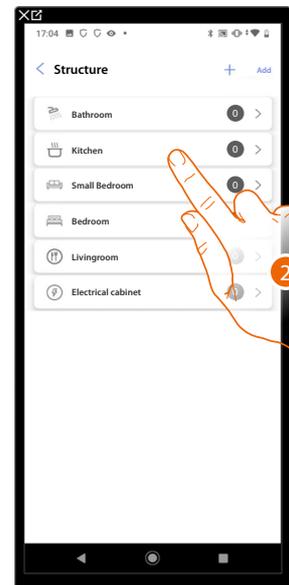
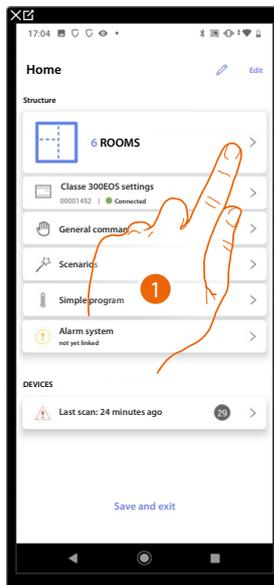


	<p>Dimmer dmx</p> <p>On configuring the devices on the plant and associating them to the light object, the user can switch a dmx dimmer light on/off and adjust it.</p>
	<p>Fancoil</p> <p>By configuring the devices on the system and associating them to the Fancoil object, the user can switch them on or off directly or through a program, and adjust their speed (proportional Fancoil only).</p>
	<p>Light</p> <p>On configuring the devices on the system and associating them to the light object, the user can switch a light on/off and adjust it. In the case of the colored light object you can manage Philips Hue, Lifx and Enttec ODE colored LED lamps.</p>
	<p>Colored light</p> <p>On configuring the devices on the system and associating them to the light object, the user can switch a light on/off and adjust it. In the case of the colored light object you can manage Philips Hue, Lifx and Enttec ODE colored LED lamps.</p>
	<p>Energy</p> <p>On configuring the devices on the system (F520 or F521 meter) and associating them to the Energy object, the user can display the instantaneous power consumption of a load.</p>
	<p>Blind</p> <p>On configuring the devices on the system and associating them to the blind object, the user can adjust the opening and closing of the blinds.</p>
	<p>Player</p> <p>On associating a NuVo or Sonos* music reader to the player object, the user can play music or listen to radio stations.</p>
	<p>Socket</p> <p>On configuring the devices on the system and associating them to the Controlled socket object, the user can control the load connected to a socket (e.g. washing machine socket in the bathroom).</p>
	<p>Towel warmer</p> <p>By configuring the system devices and associating them to the Towel Warmer object, the user can switch them on or off directly or through a program, without the need for using a setpoint.</p>
	<p>Lock</p> <p>On configuring the devices on the system and associating them to the Lock object, the user can control a system lock.</p>
	<p>Shutter</p> <p>On configuring the devices on the system and associating them to the shutter object, the user can adjust the opening and closing of shutters, blinds and garage. On enabling the function you can allow the user to adjust the opening level (only shutters with preset function).</p>
	<p>Thermostat</p> <p>On configuring the devices on the system and associating them to the thermostat object, the user can adjust the home temperature</p>
	<p>Burglar alarm System zone</p> <p>By associating a burglar alarm Control unit through the appropriate procedure, the user will be able to rename and move burglar alarm system zone objects as well as include the burglar alarm system in the default scenarios.</p>

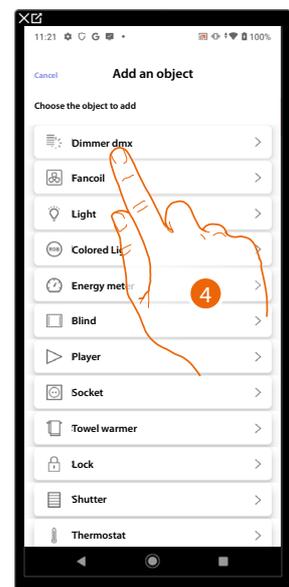
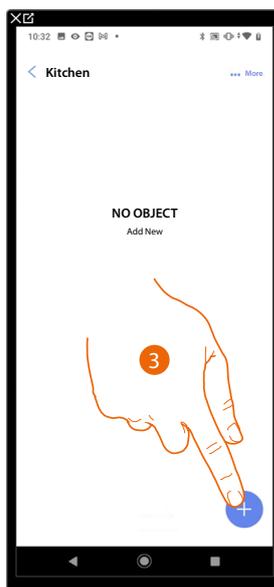
***NOTE:** The device may not be compatible with some models or their firmware versions. BTicino is not responsible for any present and future malfunctionings or incompatibilities which can be attributed to third-party devices



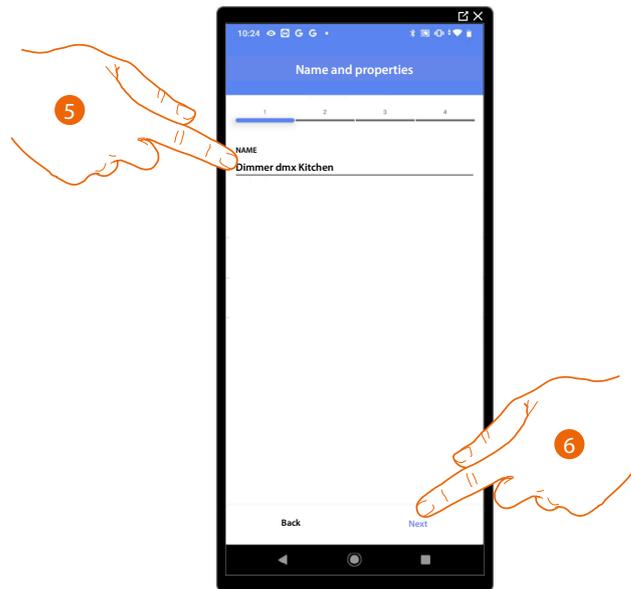
Dmx dimmer object



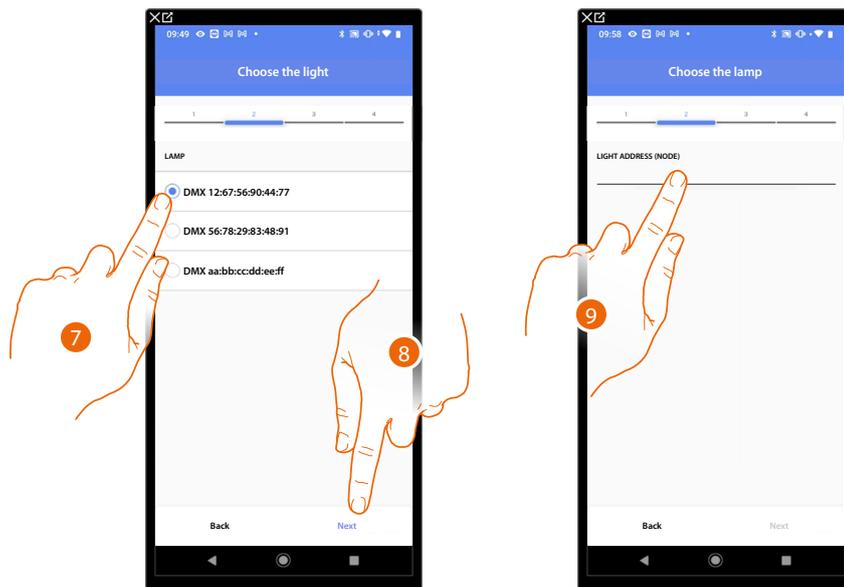
1. Touch to select the room where you want to add a dmx dimmer object
2. Touch to enter the room where you want to add a dmx dimmer object



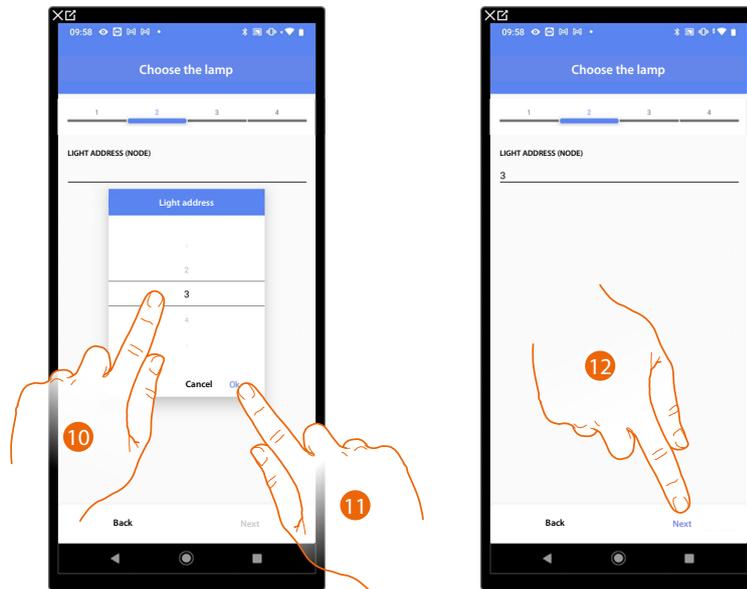
3. Touch to add an object to the kitchen
4. Touch to select the dmx dimmer object



- 5. Touch to modify the object name.
- 6. Touch to confirm



- 7. Touch to select the lamp among the ones suggested
- 8. Touch to confirm
- 9. Touch to set the node



10. Select the node to define the RGB colour of the device.
When one node is selected, a single colour is also selected.

NOTE: The colour/node association is defined in the programming of the Enttec ODE device.

11. Touch to confirm
12. Touch to confirm



The dmx dimmer object association is complete

A Select when you don't want to make the object available to the user in the Home + Control app.
The object is configured and working, but the user is unable to view it.

13. Touch to save the object

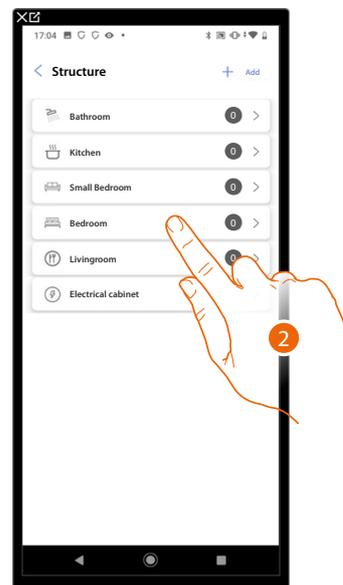
The user can now control a DMX Dimmer light object in the kitchen via the physical command or via the Home+Control app graphic object.

NOTE: To test the created object, operate on the physical object or download the Home + Control app

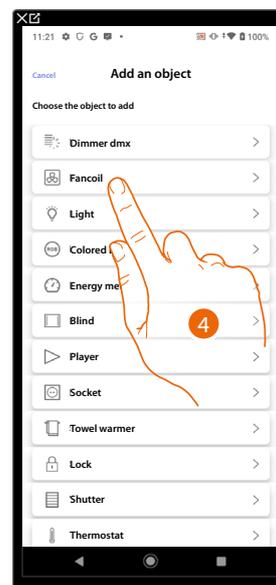
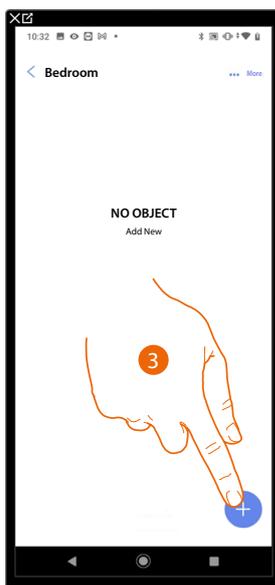
NOTE: To test the object created with the Home + Control app you have to save and close the Home + Project app



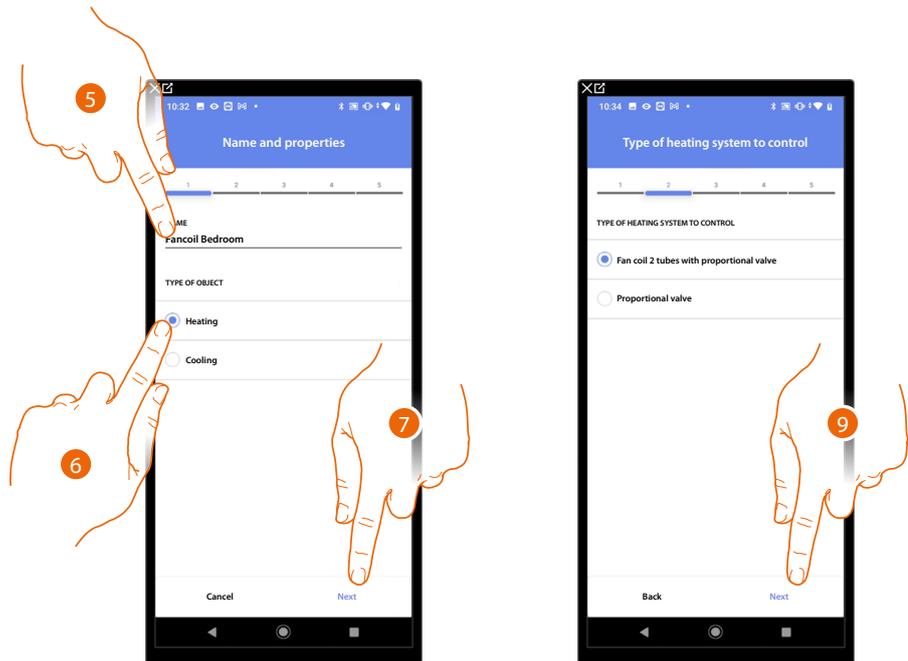
Fancoil object



1. Touch to select the room where you want to add a fancoil object
2. Touch to enter the room where you want to add a fancoil object

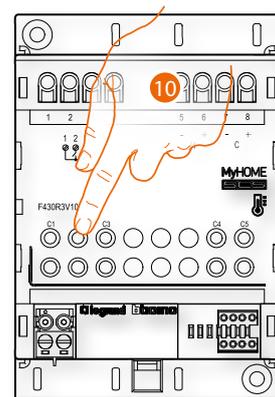


3. Touch to add an object to the bedroom
4. Touch to select the fancoil object



5. Touch to edit the object name.
6. Select the type of system among those suggested
7. Touch to confirm
8. Touch to select the type of system
9. Touch to associate an actuator to the object. Two situations may occur:

Accessible actuator (e.g. wired in the electrical panel)



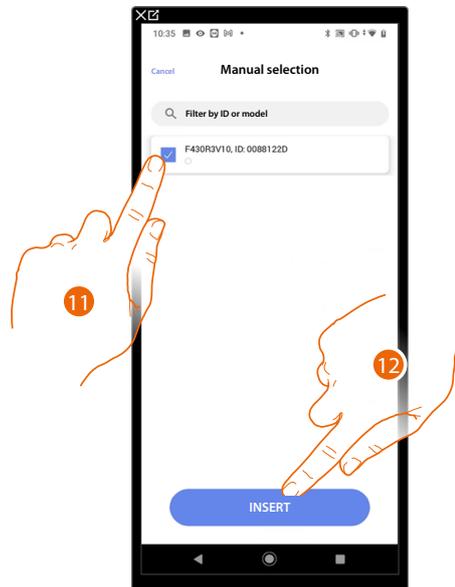
10. Touch any one of the buttons on the actuator on the system

Not accessible actuator (e.g. wired in the false ceiling)



10. Touch if you cannot access the device

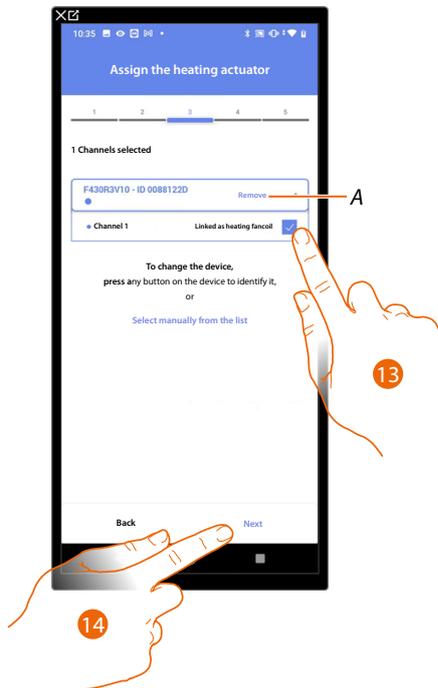
You will be proposed the list of actuators which you can associate to the object. You can identify the actuator by its ID number.



11. Touch to select the device

12. Touch to add the selected device

In both cases, after identifying the actuator you must select the address to use from those available



A Delete association

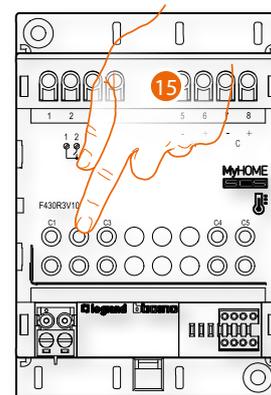
13. Select the address

When the addresses are all engaged, see [Device reset](#) to make them available again.

14. Touch to confirm

After associating the Towel warmer object and the actuator to the object, you can associate a pump.

Accessible pump (e.g. wired in the electrical panel)



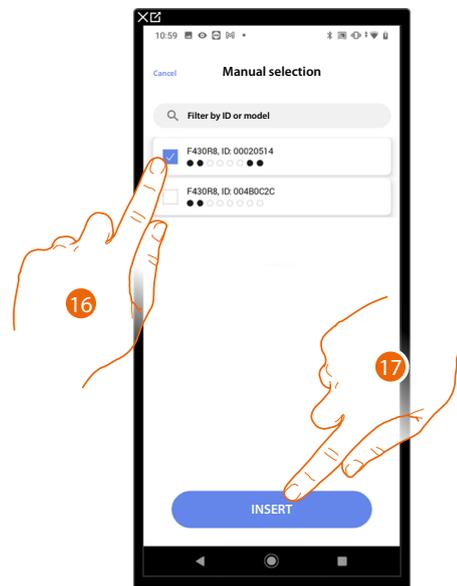
15. Touch any one of the buttons on the pump on the system

Not accessible pump (e.g. wired in the false ceiling)



15. Touch if you cannot access the device

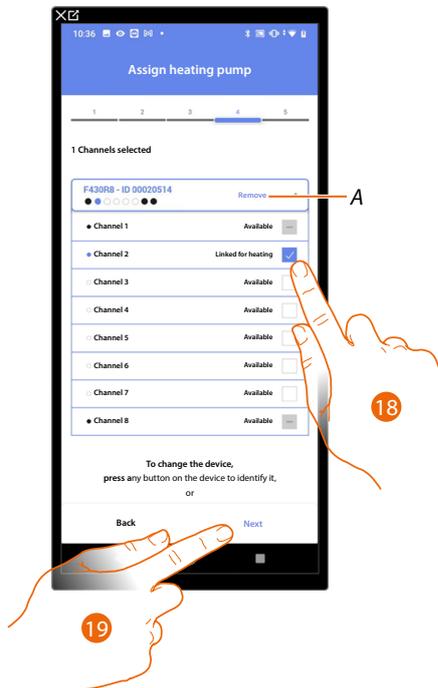
You will be proposed the list of actuators compatible with the pumps which you can associate to the object. You can identify the actuator/pump by its ID number.



16. Touch to select the actuator/pump

17. Touch to add the selected device

Whether the actuator is accessible or not, you must select the address to use from those available

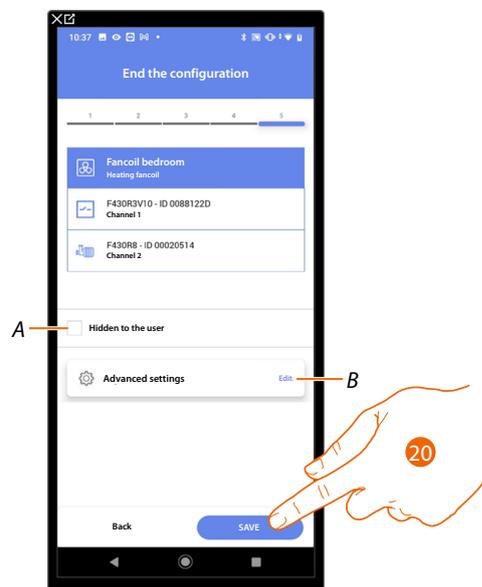


A Delete association

18. Select the address

When the addresses are all engaged, see [Device reset](#) to make them available again.

19. Touch to confirm



The fancoil object association is complete

A Select when you don't want to make the object available to the user in the Home + Control App.
The object is configured and working, but the user is unable to view it.

B Edit the settings

20. Touch to save the object

The user can now control a fancoil in the bedroom via the physical command or via the Home+Control App graphic object.

NOTE: To test the created object, operate on the physical object or download the Home + Control App

NOTE: To test the object created with the Home + Control App you have to save and close the Home + Project App

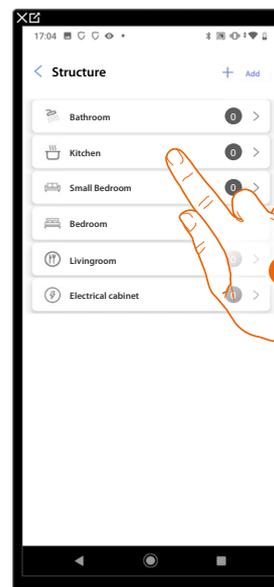
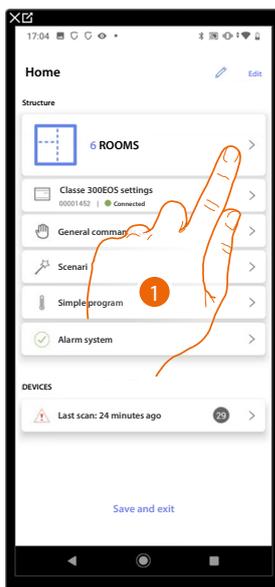


Light object

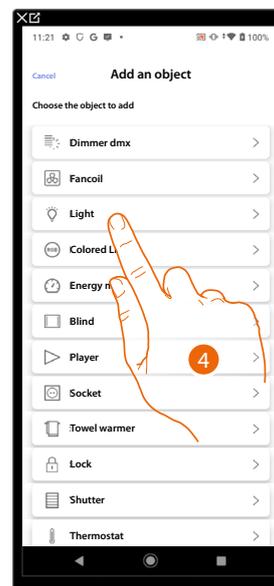
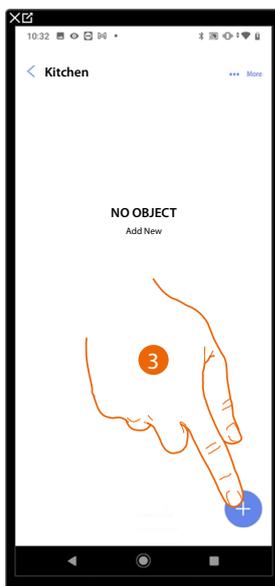
On configuring the devices on the system and associating them to the light object, the user can switch a light on/off and adjust it.

In the case of the colored light object you can manage Philips Hue, Lixf and Enttec ODE colored LED lamps.

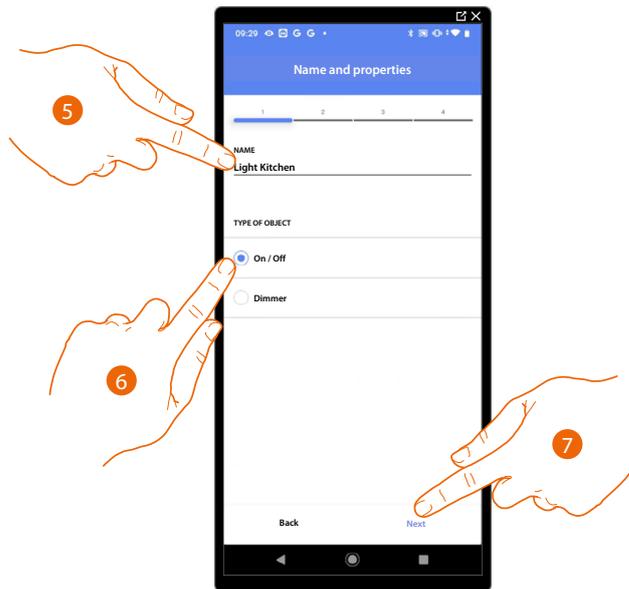
On/Off Light



1. Touch to select the room where you want to add an On/Off light object
2. Touch to enter the room settings where you want to add an On/Off light object

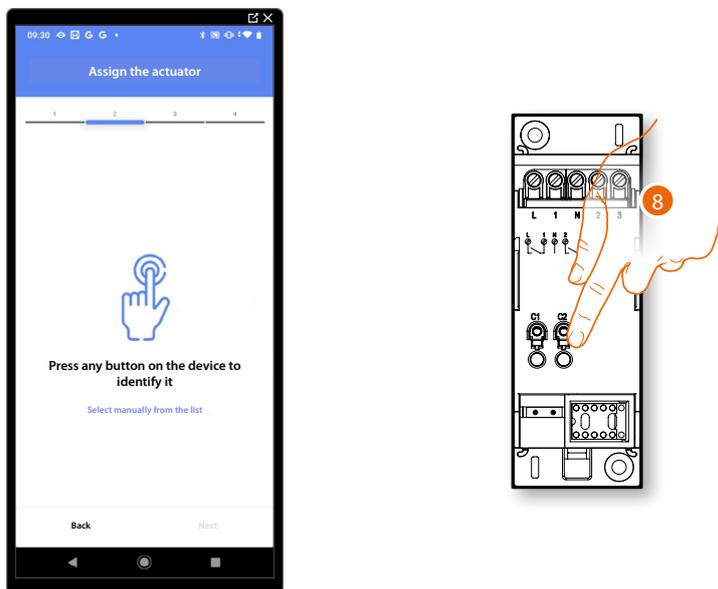


3. Touch to add an object to the kitchen
4. Touch to select the On/Off light object



5. Touch to edit the object name
6. Touch to select the type of On/Off light
7. Touch to associate an actuator to the object. Two situations may occur:

Accessible actuator (e.g. wired in the electrical panel)



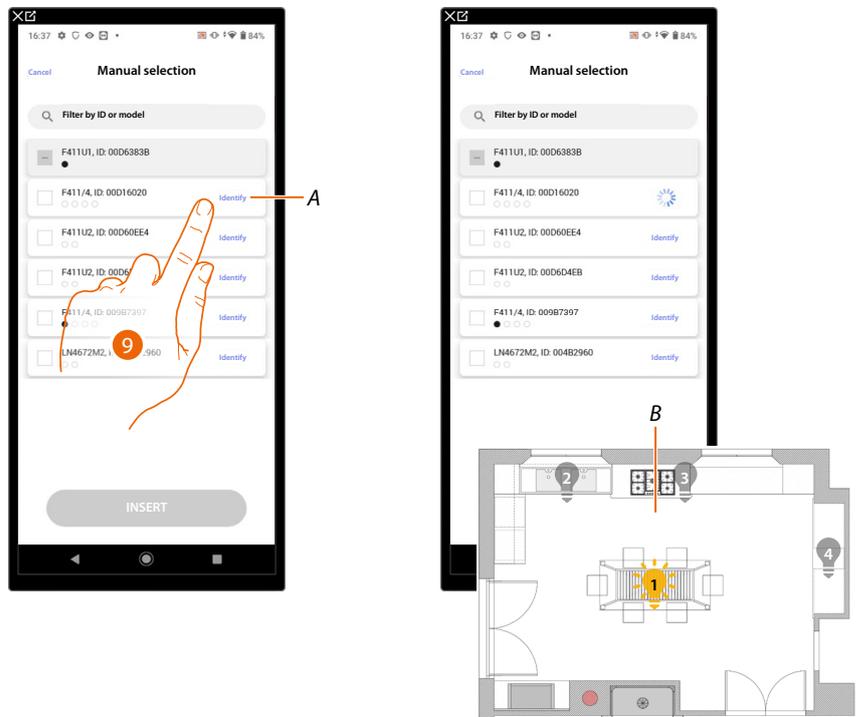
8. Touch any one of the buttons on the actuator on the system

Not accessible actuator (e.g. wired in the false ceiling)



8. Touch if you cannot access the device

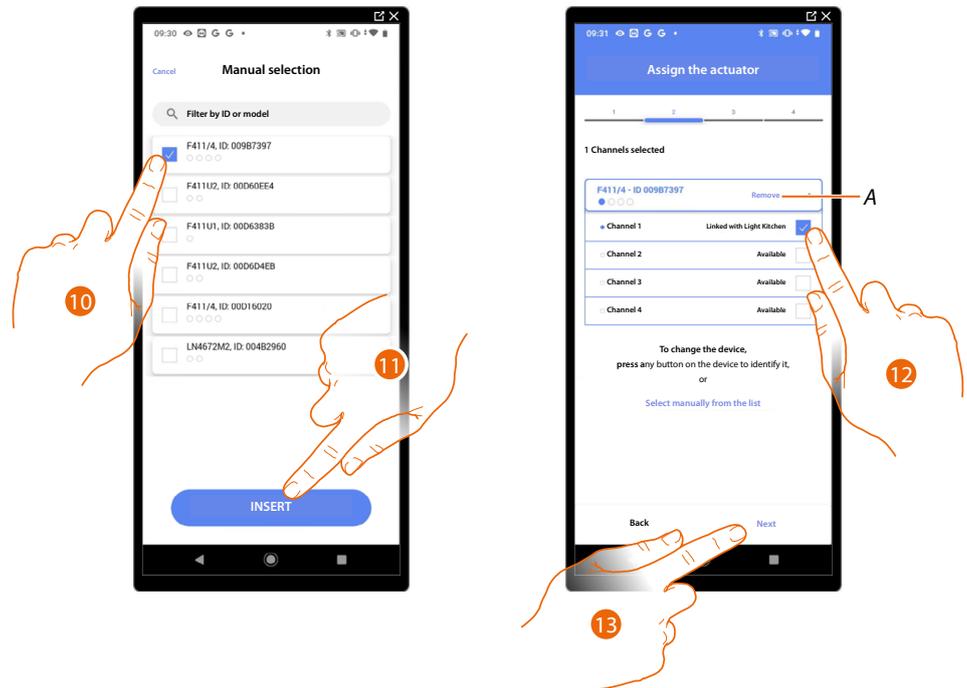
You will be proposed the list of actuators which you can associate to the object. You can identify the actuator by its ID number. If you do not know it, you can perform a test which activates the loads connected to the actuator itself in sequence.



A Identify the load connected to the actuator

9. Touch to start the test

B In the plant the loads connected to the actuator are activated in sequence for one second. This allows you to visually identify the load to be associated to the graphic object and the channel number.



10. Touch to select the device

11. Touch to add the selected device

In both cases, after identifying the actuator you must select the address to use from those available

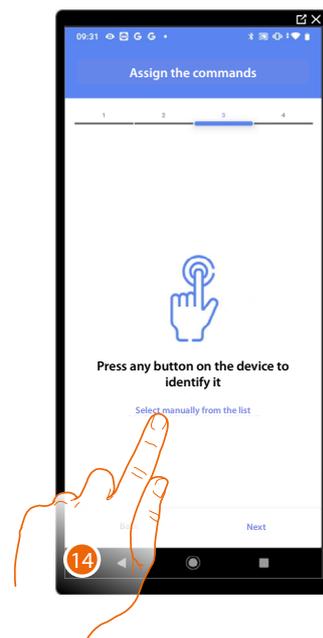
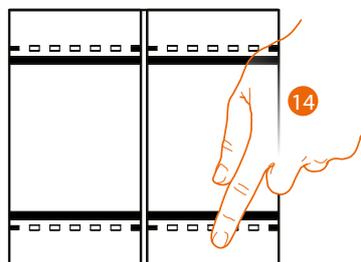
A *Delete association*

12. Select the address

When the addresses are all engaged, see [Device reset](#) to make them available again.

13. Touch to confirm

After the actuator connected to the load is associated you must associate the command which actuates it.

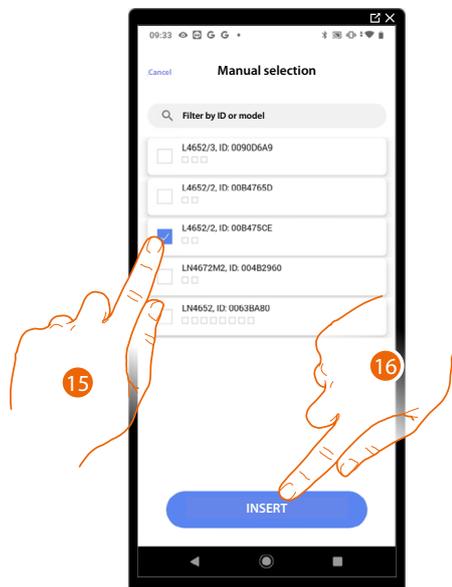


14. Press any one of the buttons on the command on the system

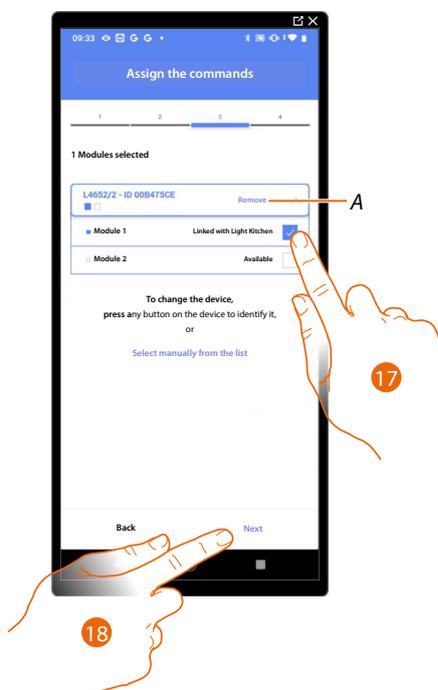
OR

14. Touch "Select manually from the list" when you cannot access the device.
 You will be shown a list of the commands on the system

You will be proposed the list of the commands that you can associate.
You can identify the command by its ID number.

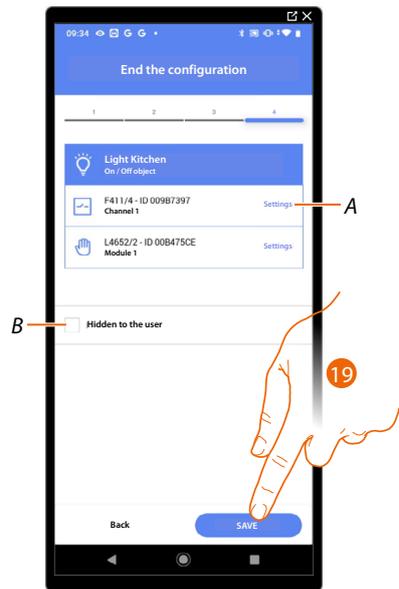


- 15. Touch to select the device
- 16. Touch to add the selected command



A *Delete association*

- 17. Select the command module among those available
When the modules are all engaged, see [Device reset](#) to make them available again.
- 18. Touch to confirm



The On/Off light object association is complete

A Edit the settings

B Select when you don't want to make the object available to the user in the Home + Control App.
The object is configured and working, but the user is unable to view it.

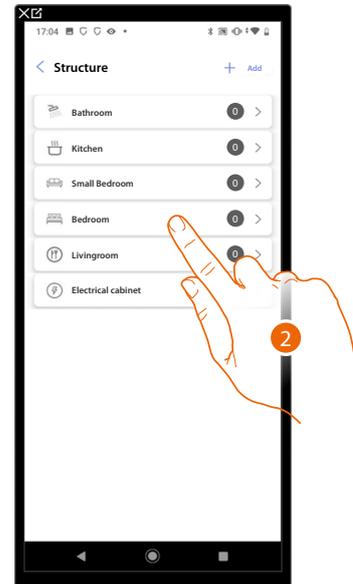
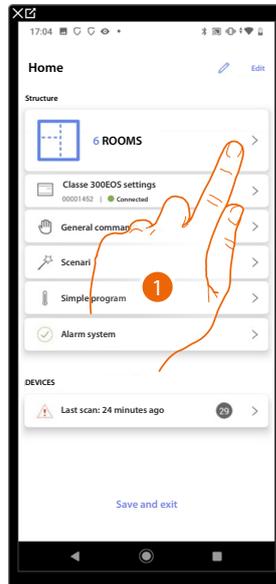
19. Touch to save the object

The user can now control an On/Off light object in the kitchen via the physical command or via the Home+Control App graphic object

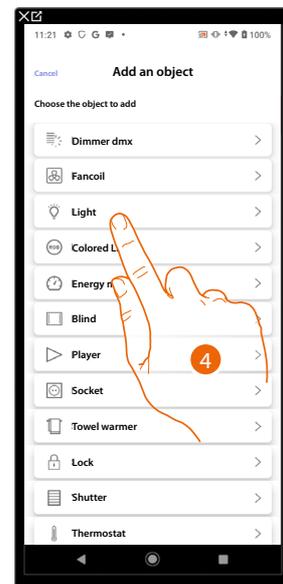
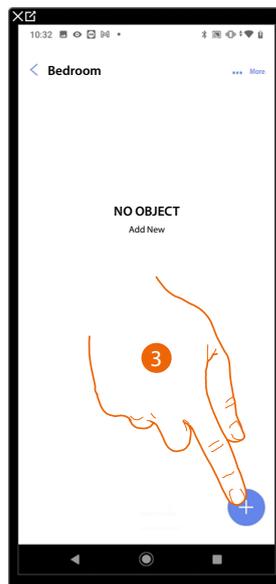
NOTE: To test the created object, operate on the physical object or download the Home + Control App

NOTE: To test the object created with the Home + Control App you have to save and close the Home + Project App

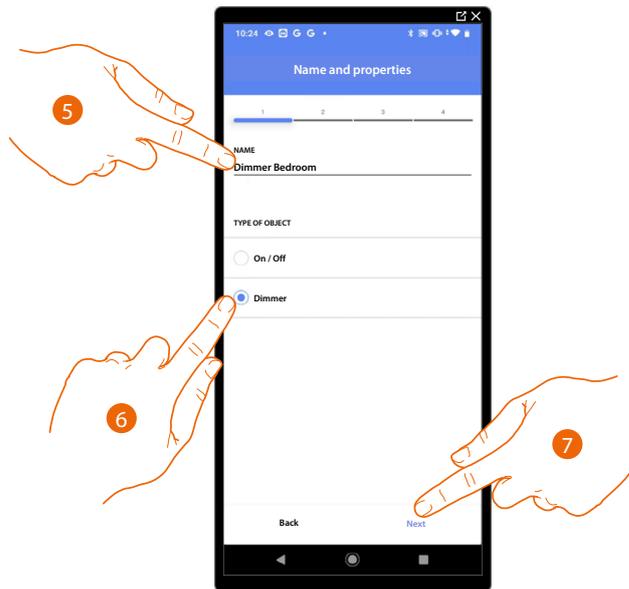
Dimmer Light



1. Touch to select the room where you want to add a dimmer light object
2. Touch to enter the room where you want to add a dimmer light object

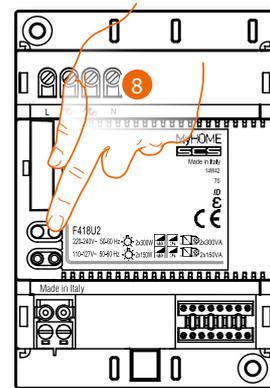


3. Touch to add an object to the bedroom
4. Touch to select the dimmer light object



5. Touch to edit the object name
6. Touch to select the type of dimmer light
7. Touch to associate an actuator to the object. Two situations may occur:

Accessible actuator (e.g. wired in the electrical panel)



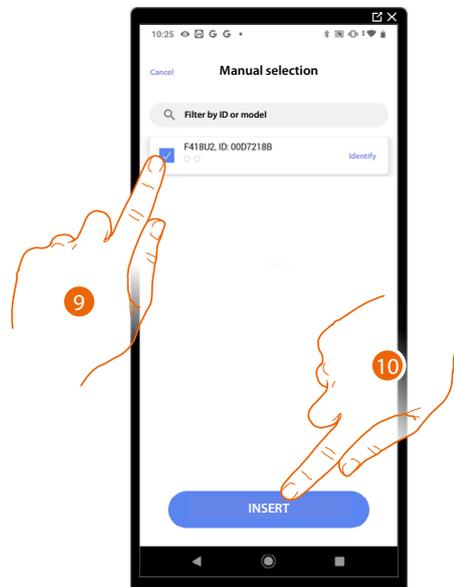
8. Touch any one of the buttons on the actuator on the system

Not accessible actuator (e.g. wired in the false ceiling)



8. Touch if you cannot access the device

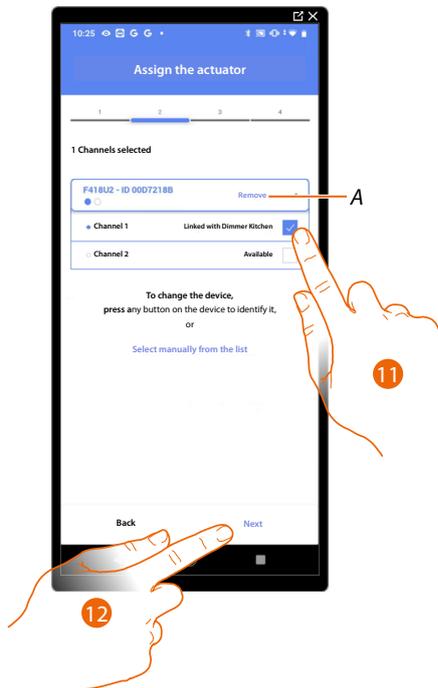
You will be proposed the list of actuators which you can associate to the object. You can identify the actuator by its ID number. If you do not know it, you can **perform a test** which activates the loads connected to the actuator itself in sequence.



9. Touch to select the device

10. Touch to add the selected device

In both cases, after identifying the actuator you must select the address to use from those available



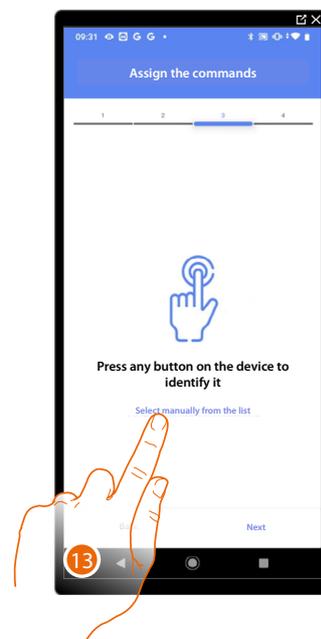
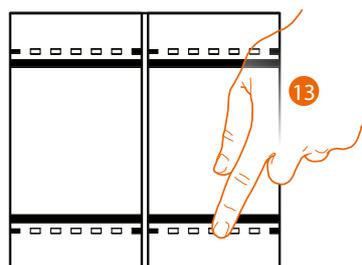
A Delete association

11. Select the address

When the addresses are all engaged, see **Device reset** to make them available again.

12. Touch to confirm

After the actuator connected to the load is associated you must associate the command which actuates it.

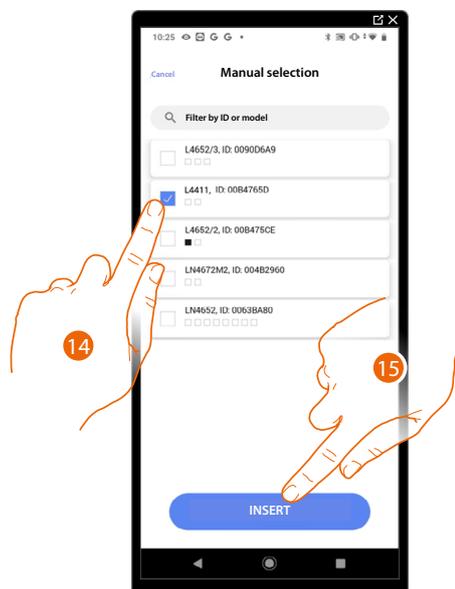


13. Press any one of the buttons on the command on the system

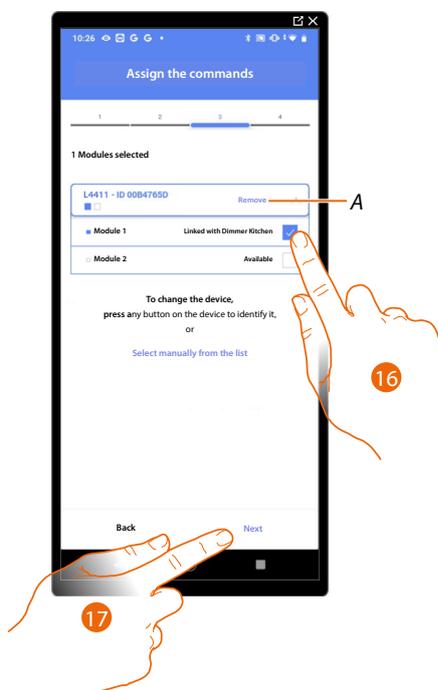
OR

13. Touch "Select manually from the list" when you cannot access the device.
 You will be shown a list of the commands on the system

You will be proposed the list of the commands that you can associate.
You can identify the command by its ID number.

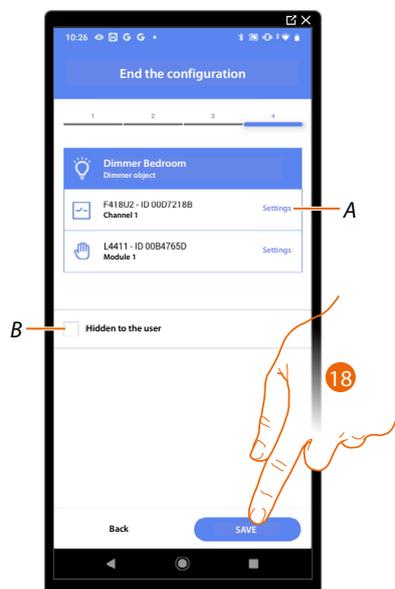


- 14. Touch to select the device
- 15. Touch to add the selected command



A *Delete association*

- 16. Select the command module among those available
When the modules are all engaged, see [Device reset](#) to make them available again.
- 17. Touch to confirm



The dimmer light object association is complete

A Edit the settings

B Select when you don't want to make the object available to the user in the Home + Control App.
The object is configured and working, but the user is unable to view it.

18. Touch to save the object

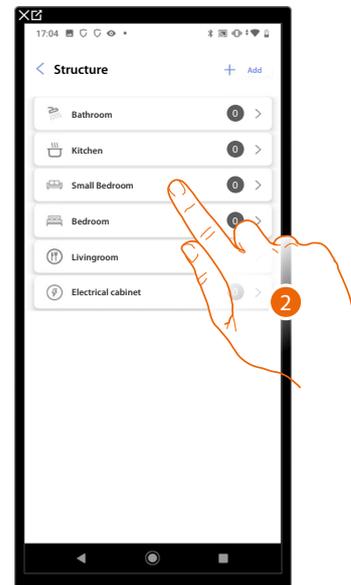
The user can now control a dimmer light object in the bedroom via the physical command or via the Home+Control App graphic object.

NOTE: To test the created object, operate on the physical object or download the Home + Control App

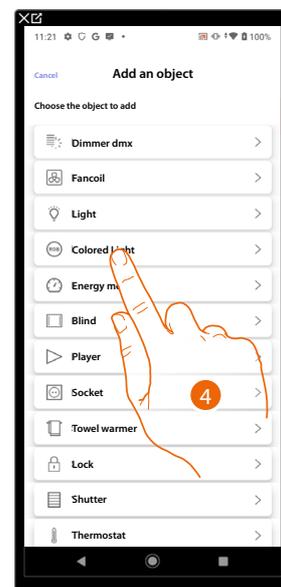
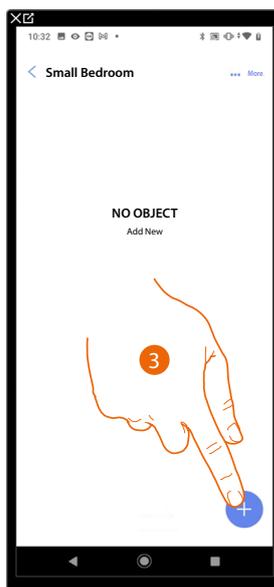
NOTE: To test the object created with the Home + Control App you have to save and close the Home + Project App



Colored Light Object

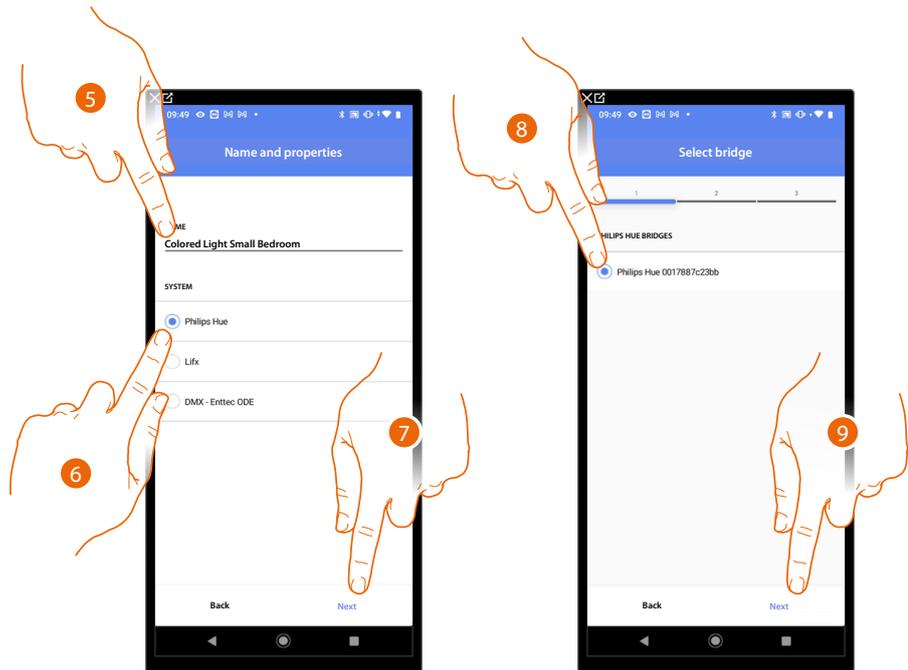


1. Touch to select the room where you want to add a colored light object
2. Touch to enter the room where you want to add a colored light object

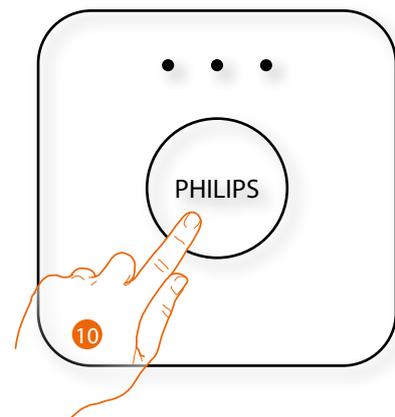


3. Touch to add an object to the small bedroom
4. Touch to select the colored light object

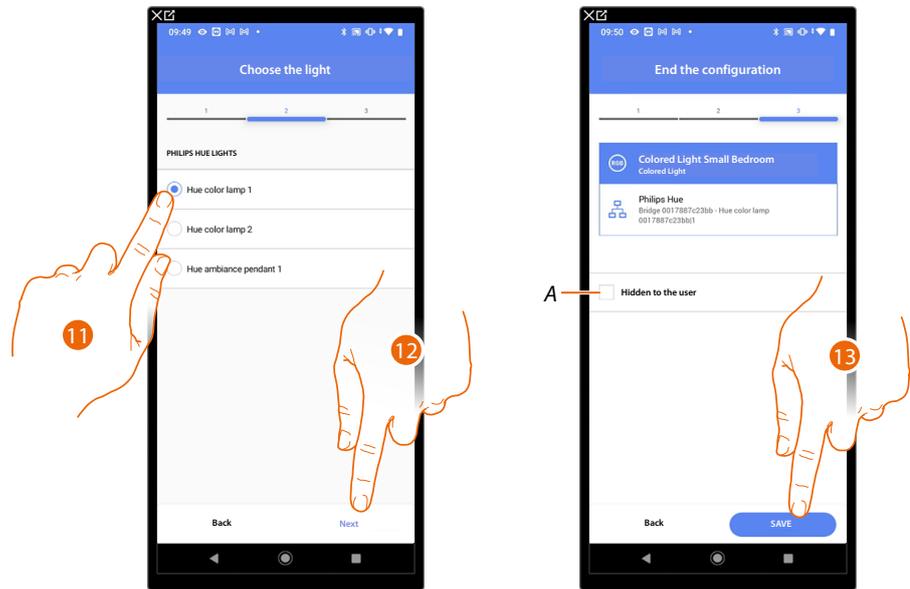
Philips Hue



5. Touch to edit the object name.
6. Touch to select Philips Hue
7. Touch to confirm
8. Touch to select the Philips Hue Bridge
9. Touch to confirm



10. Touch the button on the Philips Hue Bridge



11. Touch to select the lamp among the ones suggested

12. Touch to confirm

The association of the Philips Hue colored light object is complete

A Select when you don't want to make the object available to the user in the Home + Control App. The object is configured and working, but the user is unable to view it.

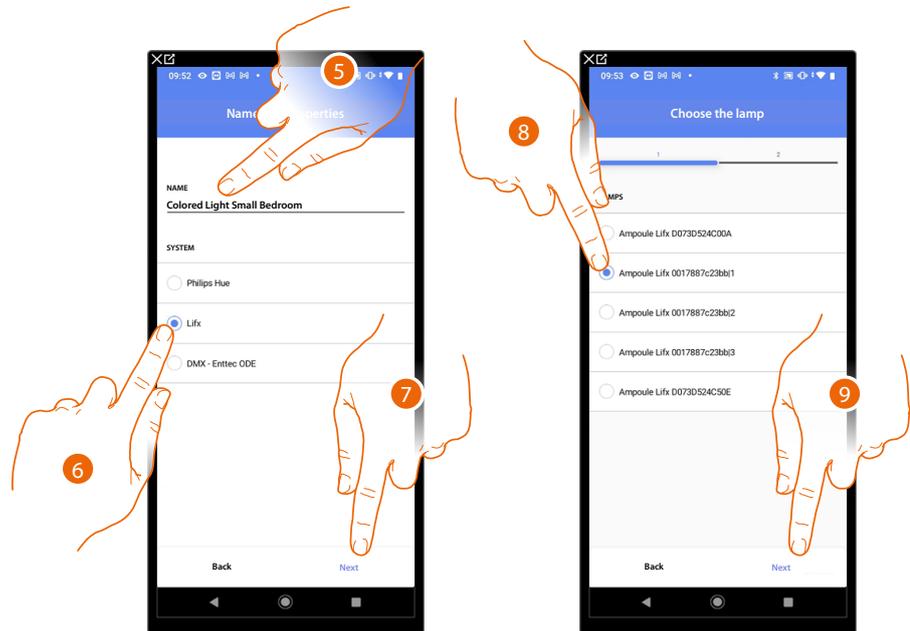
13. Touch to save the object

The user can now control a Philips Hue colored light in the small bedroom via the physical command or via the Home+Control App graphic object.

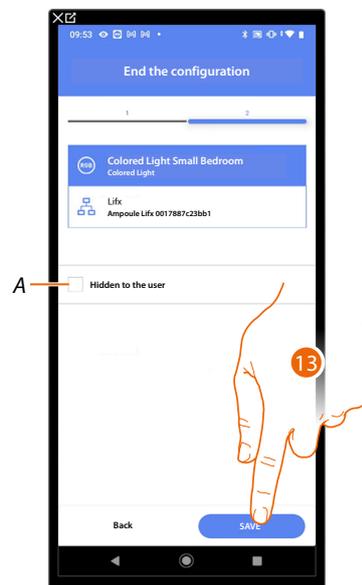
NOTE: To test the created object, operate on the physical object or download the Home + Control App

NOTE: To test the object created with the Home + Control App you have to save and close the Home + Project App

Lifx



5. Touch to edit the object name.
6. Touch to select Lifx
7. Touch to confirm
8. Touch to select the lamp among the ones suggested
9. Touch to confirm



The association of the Lifx colored light object is complete

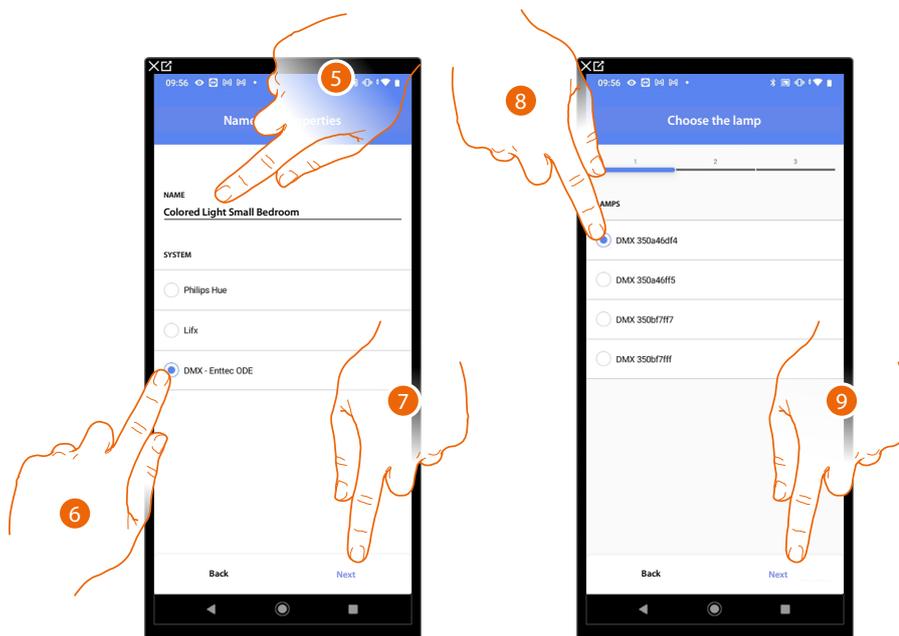
A Select when you don't want to make the object available to the user in the Home + Control App. The object is configured and working, but the user is unable to view it.

13. Touch to save the object

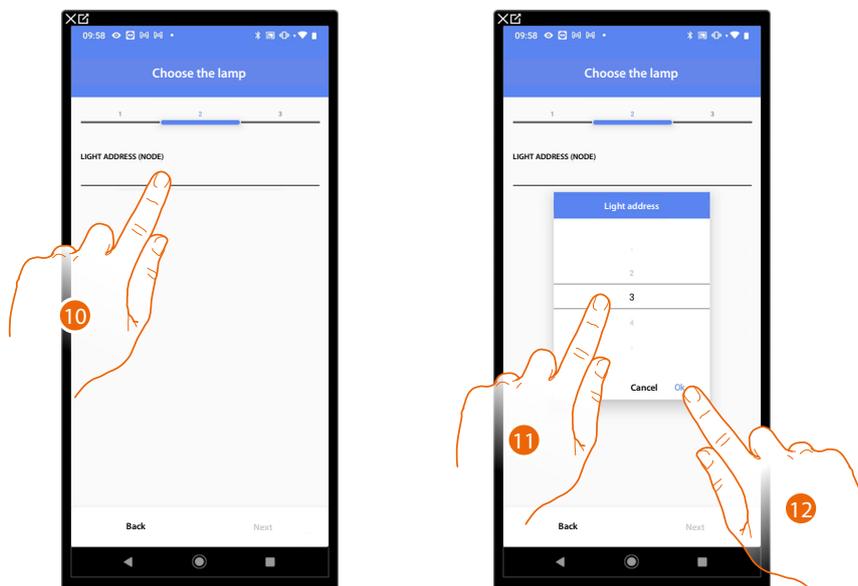
The user can now control a Lifx colored light in the small bedroom via the physical command or via the Home+Control App graphic object.

NOTE: To test the created object, operate on the physical object or download the Home + Control App
NOTE: To test the object created with the Home + Control App you have to save and close the Home + Project App

DMX - Enttec ODE



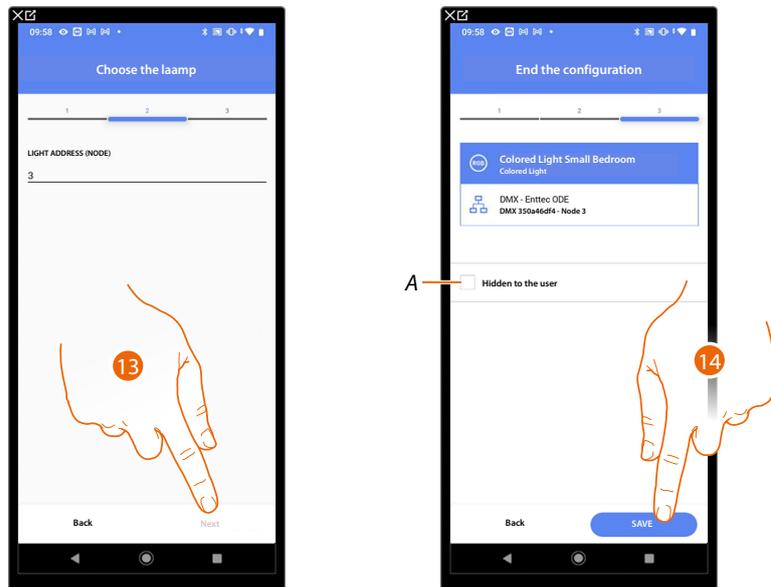
5. Touch to edit the object name.
6. Touch to select DMX - Enttec ODE
7. Touch to confirm
8. Touch to select the lamp among the ones suggested
9. Touch to confirm



10. Touch to set the node
11. Select the node to define the RGB color of the device.
 When one node is selected, a single color is also selected.

NOTE: The color/node association is defined in the programming of the Enttec ODE device.

12. Touch to confirm



13. Touch to confirm

The association of the DMX - Enttec ODE colored light object is complete

*A Select when you don't want to make the object available to the user in the Home + Control App.
The object is configured and working, but the user is unable to view it.*

14. Touch to save the object

The user can now control a DMX - Enttec ODE colored light in the small bedroom via the physical command or via the Home+Control App graphic object.

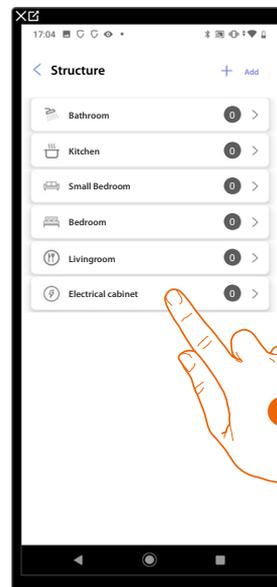
NOTE: To test the created object, operate on the physical object or download the Home + Control App

NOTE: To test the object created with the Home + Control App you have to save and close the Home + Project App

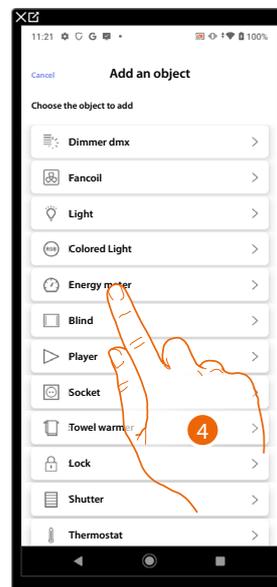
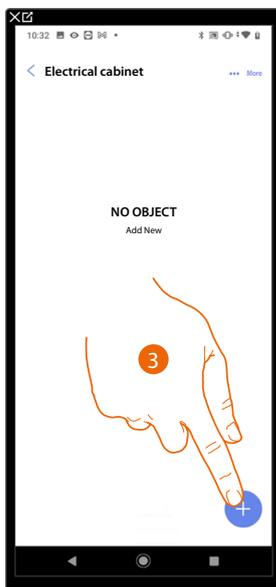


Energy meter object

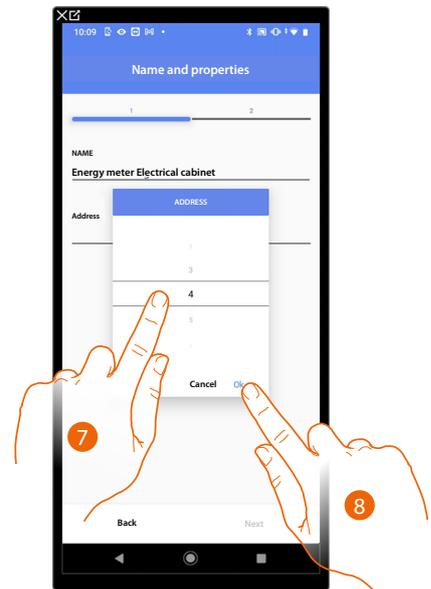
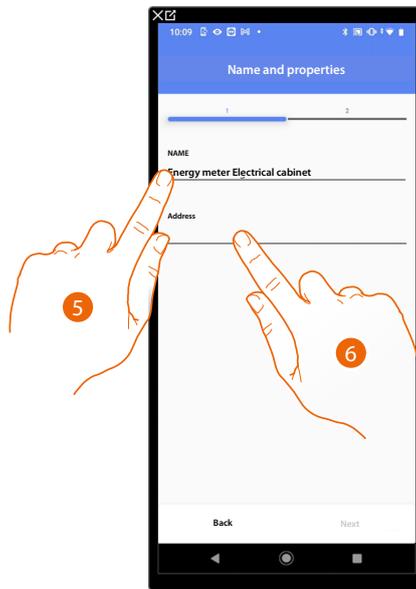
On configuring the devices on the system (F520 or F521 meter) and associating them to the energy meter object, the user can display the energy consumptions.



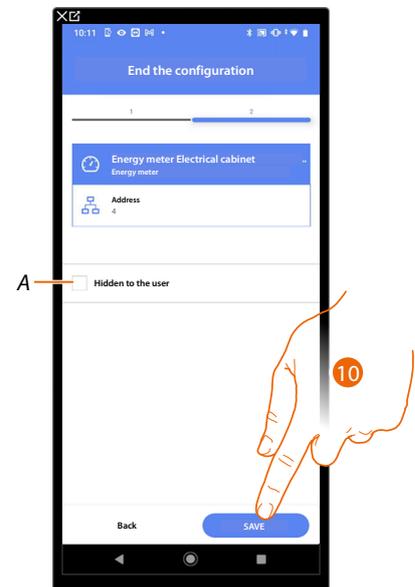
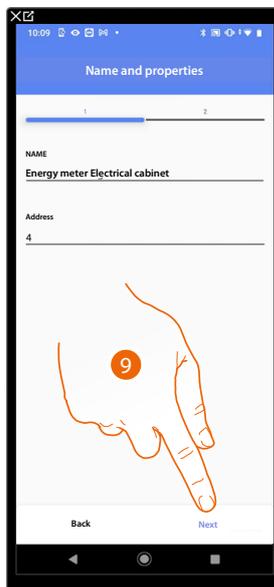
1. Touch to select the room where you want to add an energy meter object
2. Touch to enter the room where you want to add an energy meter object



3. Touch to add an object to the electrical cabinet room
4. Touch to select the energy meter object



5. Touch to edit the object name.
6. Touch to set the address of the energy meter
7. Select the address 1 to 254
8. Touch to confirm



9. Touch to confirm

The energy meter object association is complete

A Select when you don't want to make the object available to the user in the Home + Control App. The object is configured and working, but the user is unable to view it.

10. Touch to save the object

The user can now view energy consumption levels using the Home+Control App.

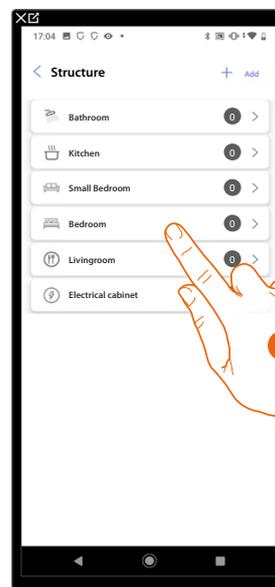
NOTE: To test the created object, operate on the physical object or download the Home + Control App

NOTE: To test the object created with the Home + Control App you have to save and close the Home + Project App

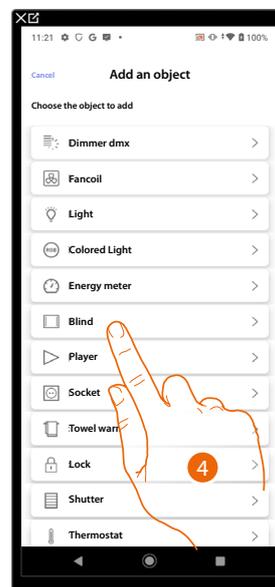
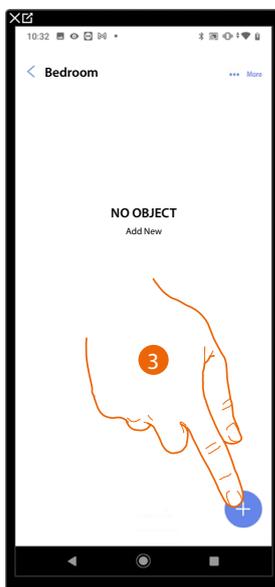


Blind object

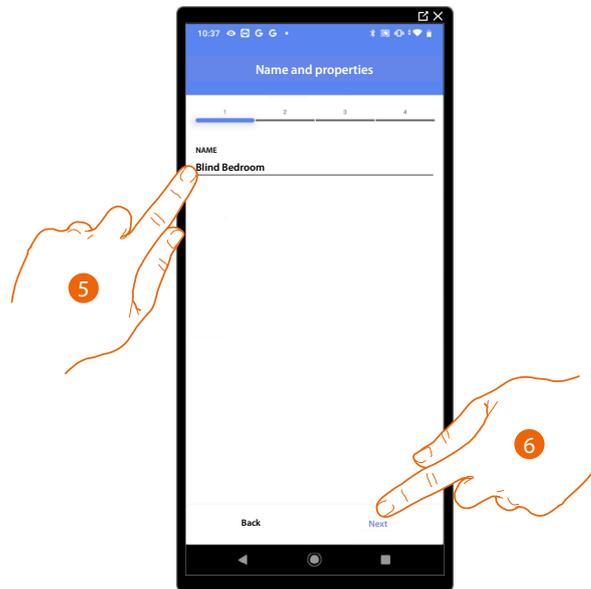
On configuring the devices on the system and associating them to the blind object, the user can adjust the opening and closing of blinds.



1. Touch to select the room where you want to add a blind object
2. Touch to enter the room where you want to add a blind object

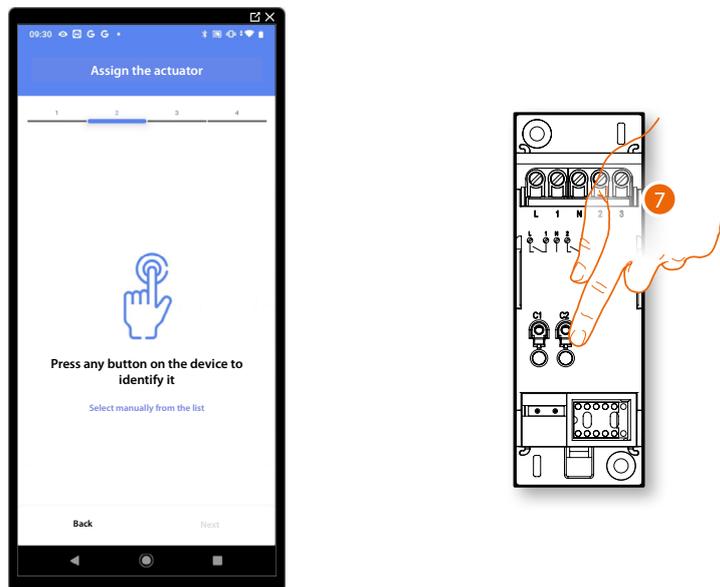


3. Touch to add an object to the bedroom
4. Touch to select the blind object



5. Touch to edit the object name.
6. Touch to associate an actuator to the object. Two situations may occur:

Accessible actuator (e.g. wired in the electrical panel)



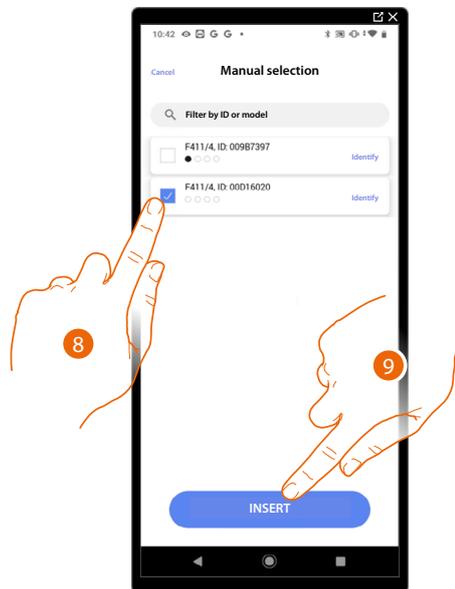
7. Touch any one of the buttons on the actuator on the system

Not accessible actuator (e.g. wired in the false ceiling)



7. Touch if you cannot access the device

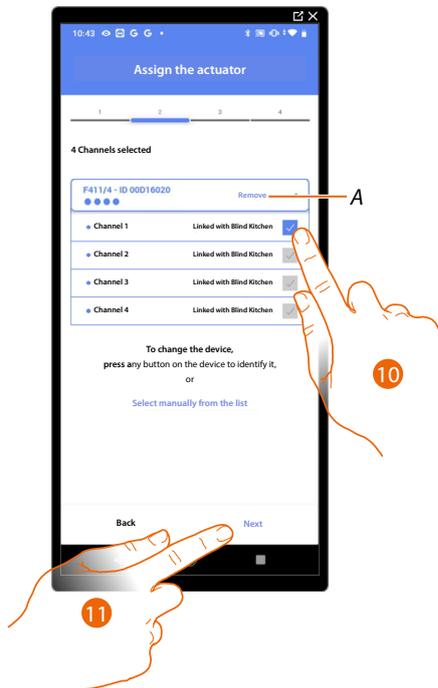
You will be proposed the list of actuators which you can associate to the object. You can identify the actuator by its ID number. If you do not know it, you can **perform a test** which activates the loads connected to the actuator itself in sequence.



8. Touch to select the device

9. Touch to add the selected device

In both cases, after identifying the actuator you must select the address to use from those available

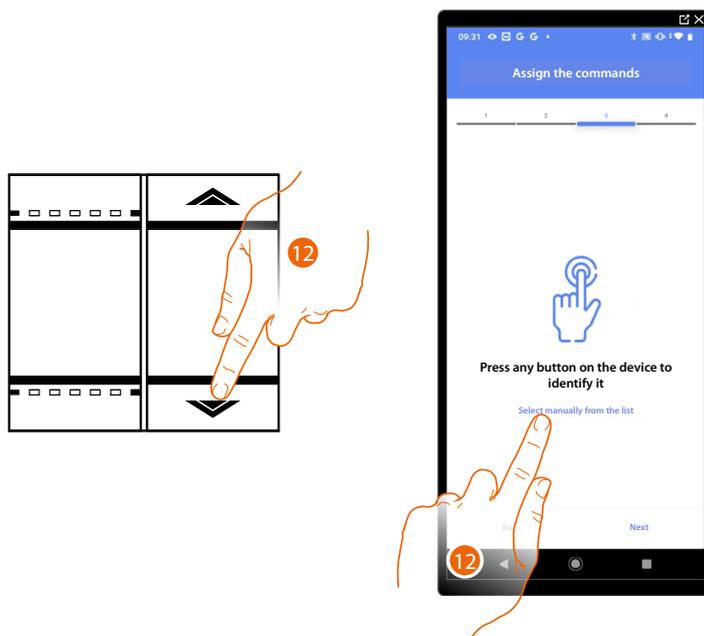


A Delete association

10. Select the address. For the blind function, the system will use four contiguous addresses of the same actuator (open/close left sash / open/close right sash)
 When the addresses are all engaged, see [Device reset](#) to make them available again.

11. Touch to confirm

After the actuator connected to the load is associated you must associate the command which actuates it.

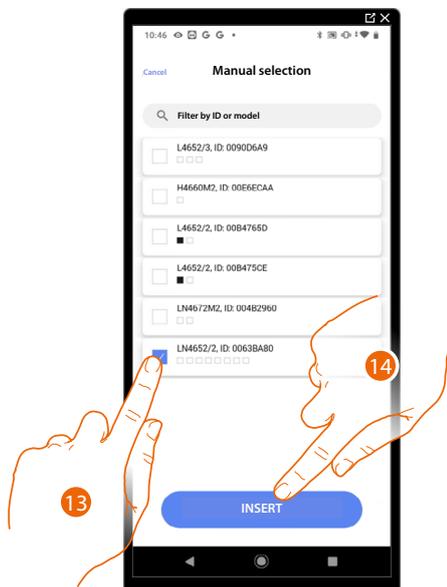


12. Press any one of the buttons on the command on the system

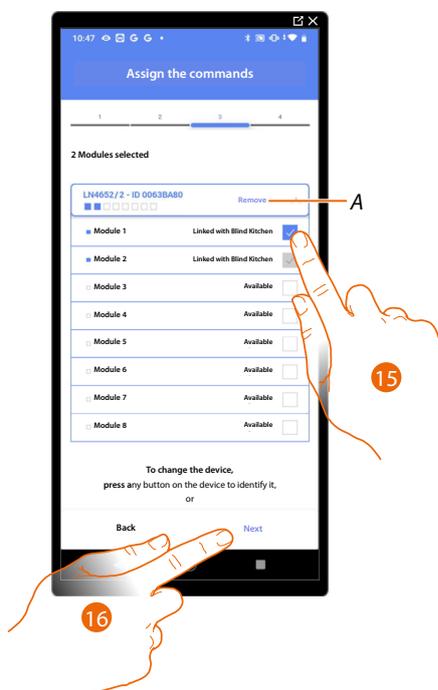
OR

12. Touch "Select manually from the list" when you cannot access the device.
 You will be shown a list of the commands on the system

You will be proposed the list of the commands that you can associate.
You can identify the command by its ID number.

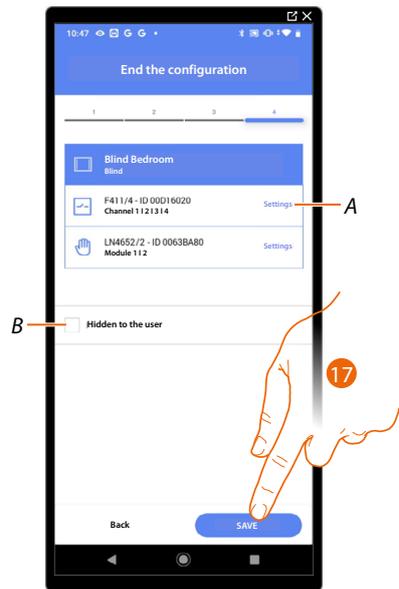


- 13. Touch to select the device
- 14. Touch to add the selected command



A *Delete association*

- 15. Select the command module among those available
When the modules are all engaged, see [Device reset](#) to make them available again.
- 16. Touch to confirm



The blind object association is complete

A Edit the settings

B Select when you don't want to make the object available to the user in the Home + Control App.
The object is configured and working, but the user is unable to view it.

17. Touch to save the object

The user can now control a blind in the bedroom via the physical command or via the Home+Control App graphic object.

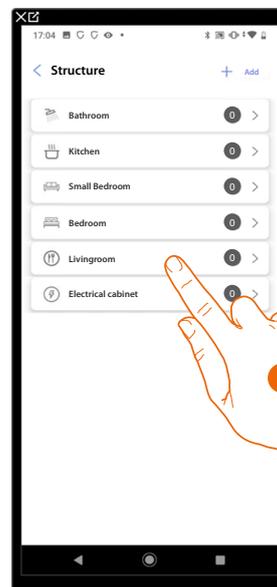
NOTE: To test the created object, operate on the physical object or download the Home + Control App

NOTE: To test the object created with the Home + Control App you have to save and close the Home + Project App

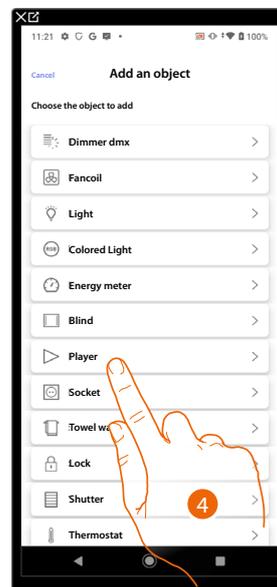
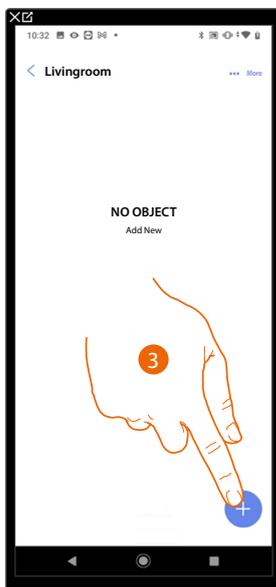


Player object

On associating a NuVo or Sonos* music reader to the player object, the user can play music or listen to radio stations.

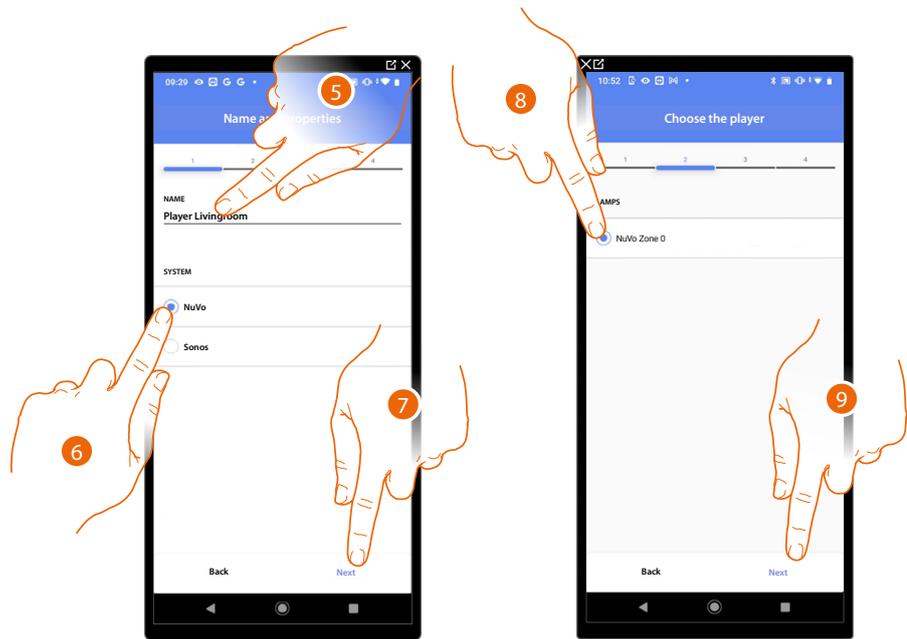


1. Touch to select the room where you want to add a player object
2. Touch to enter the room where you want to add a player object



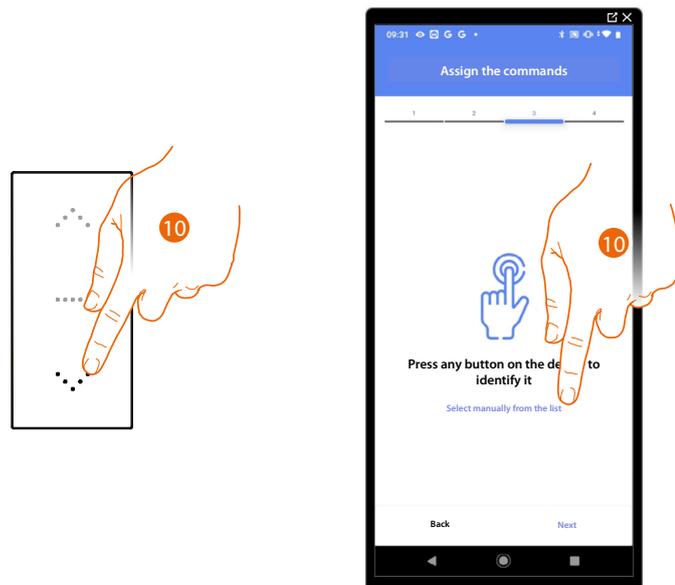
3. Touch to add an object to the living room
4. Touch to select the player object

NuVo



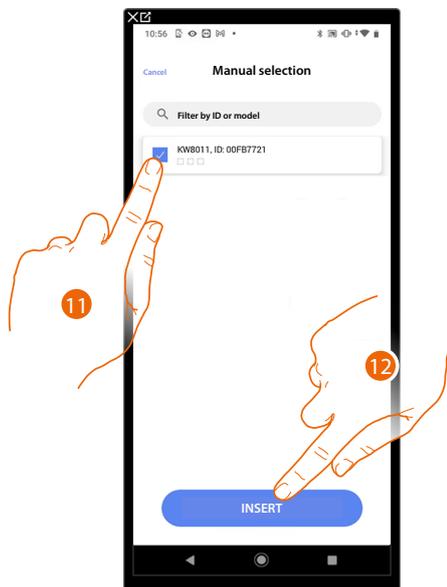
5. Touch to edit the object name.
6. Touch to select the system
7. Touch to confirm
8. Touch to select the NuVo player from those identified
9. Touch to confirm

If installed in the system, it is possible to control the NuVo player both from the Home+Control App and using a Full Touch KW8011 command. Otherwise, touch 'next' and go to step 15

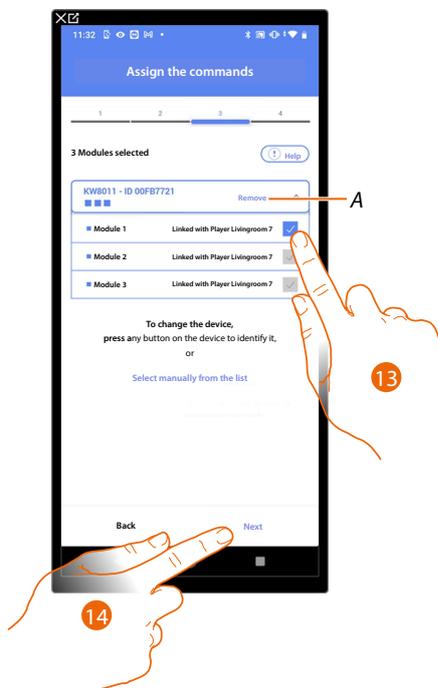


10. Press any one of the buttons on the command on the system
- OR
10. Touch "Select manually from the list" when you cannot access the device.
You will be shown a list of the commands on the system

You will be proposed the list of the commands that you can associate.
You can identify the command by its ID number.



11. Touch to select the device
12. Touch to add the selected command

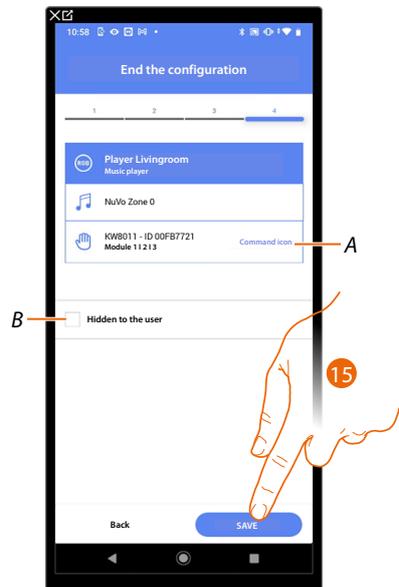


A Delete association

13. Select the command module among those available

When the modules are all engaged, see [Device reset](#) to make them available again.

14. Touch to confirm



The socket object association is complete

A Select the icon displayed on the command

B Select when you don't want to make the object available to the user in the Home + Control App.
The object is configured and working, but the user is unable to view it.

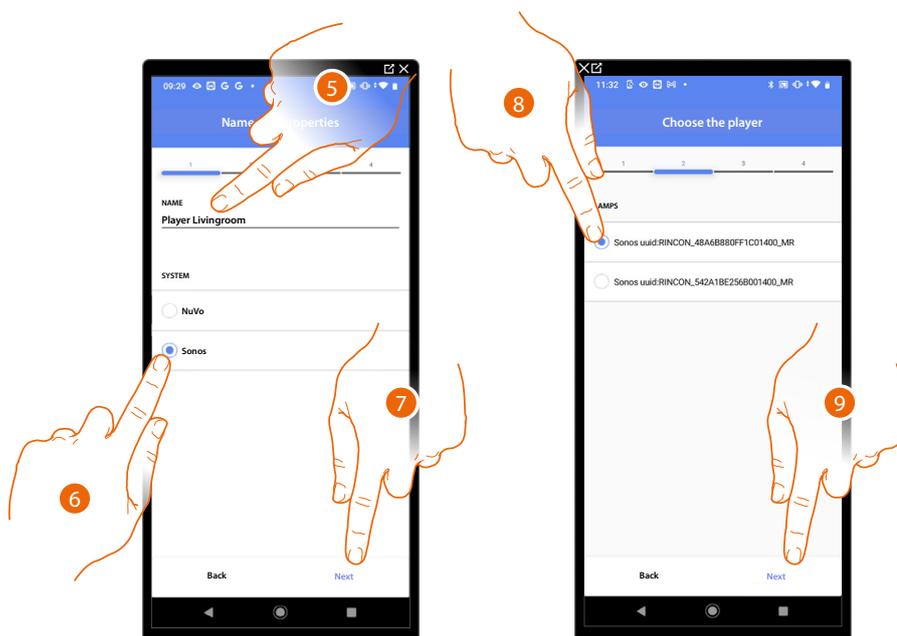
15. Touch to save the object

The user can now control the NuVo player in the living room via the physical command and the scenarios available in Home+Control

NOTE: To test the created object, operate on the physical object or download the Home + Control App

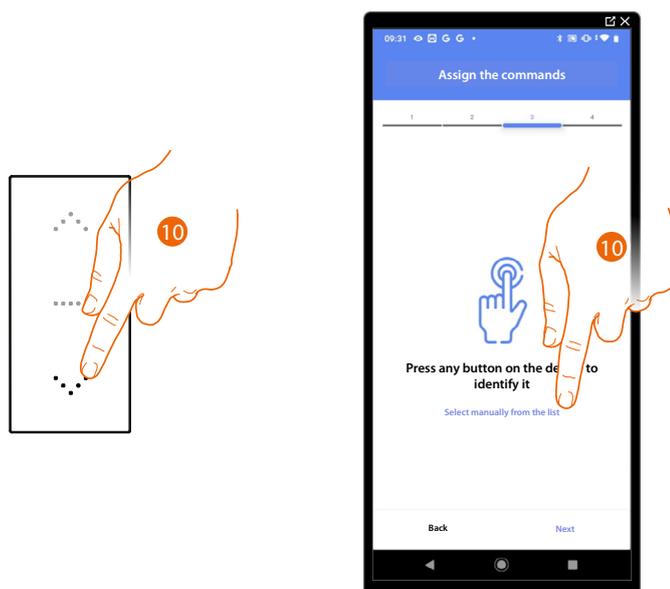
NOTE: To test the object created with the Home + Control App you have to save and close the Home + Project App

Sonos



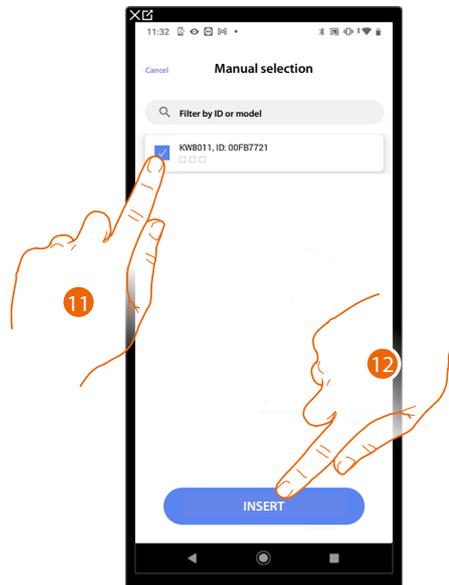
5. Touch to edit the object name.
6. Touch to select the system
7. Touch to confirm
8. Touch to select the Sonos player from those identified
9. Touch to confirm

If installed in the system, it is possible to control the Sonos player both from the Home+Control App and using a Full Touch KW8011 command. Otherwise, touch 'next' and go to step 15

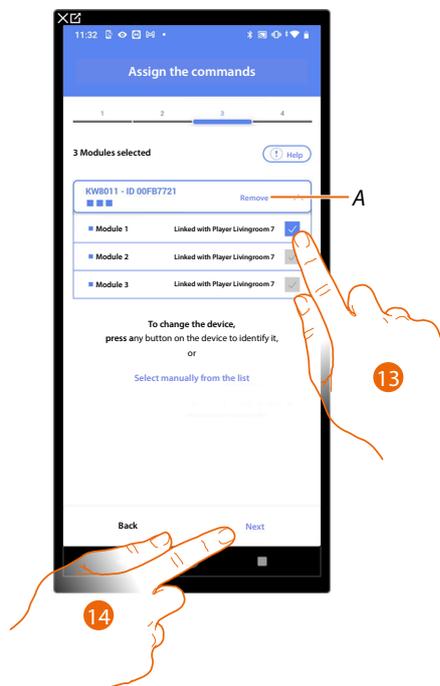


10. Press any one of the buttons on the command on the system
- OR
10. Touch "Select manually from the list" when you cannot access the device.
You will be shown a list of the commands on the system

You will be proposed the list of the commands that you can associate.
You can identify the command by its ID number.



11. Touch to select the device
12. Touch to add the selected command

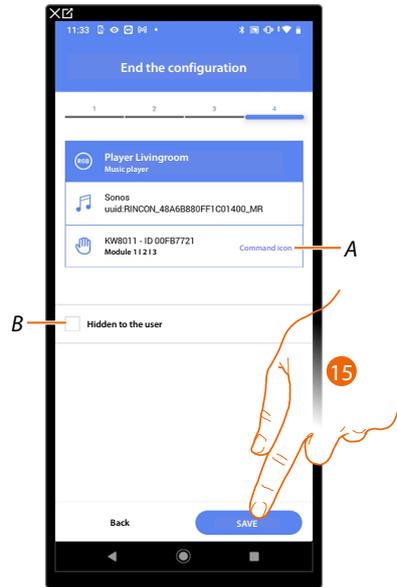


A Delete association

13. Select the command module among those available

When the modules are all engaged, see [Device reset](#) to make them available again.

14. Touch to confirm



The player object association is complete

A Select the icon displayed on the command

B Select when you don't want to make the object available to the user in the Home + Control App.
The object is configured and working, but the user is unable to view it.

15. Touch to save the object

The user can now control the Sonos player in the living room via the physical command and the scenarios available in Home+Control

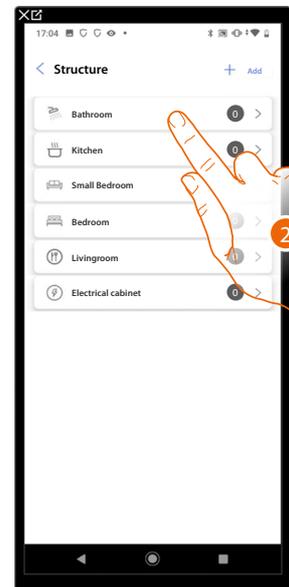
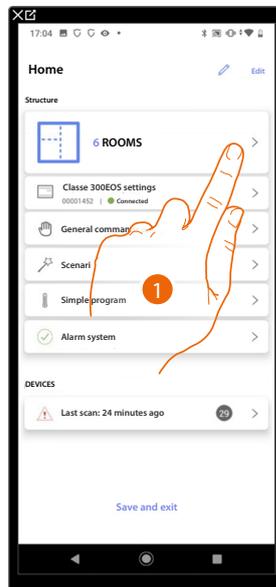
NOTE: To test the created object, operate on the physical object or download the Home + Control App

NOTE: To test the object created with the Home + Control App you have to save and close the Home + Project App

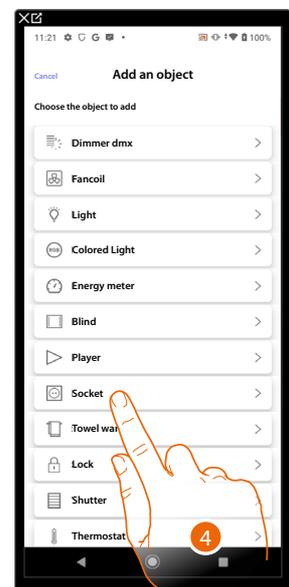
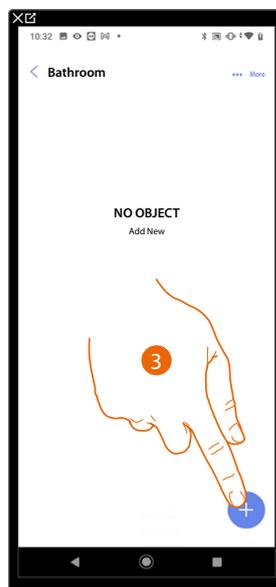


Socket object

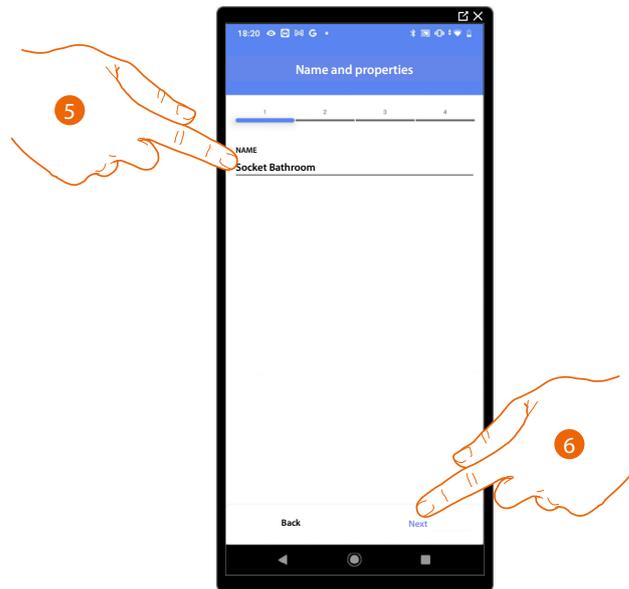
On configuring the devices on the system and associating them to the Socket object, the user can control the load connected to a socket (e.g. washing machine socket in the bathroom).



1. Touch to select the room where you want to add a socket object
2. Touch to enter the room where you want to add a socket object

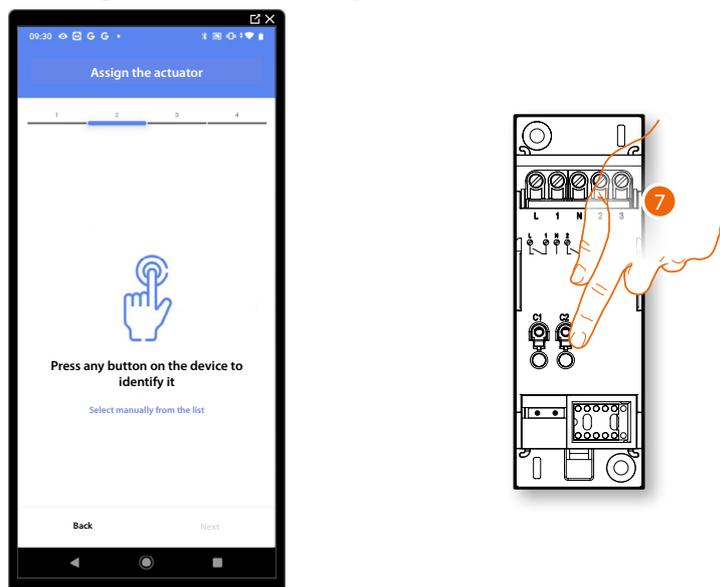


3. Touch to add an object to the bathroom
4. Touch to select the socket object



5. Touch to edit the object name.
6. Touch to associate an actuator to the object.
Two situations may occur:

Accessible actuator (e.g. wired in the electrical panel)



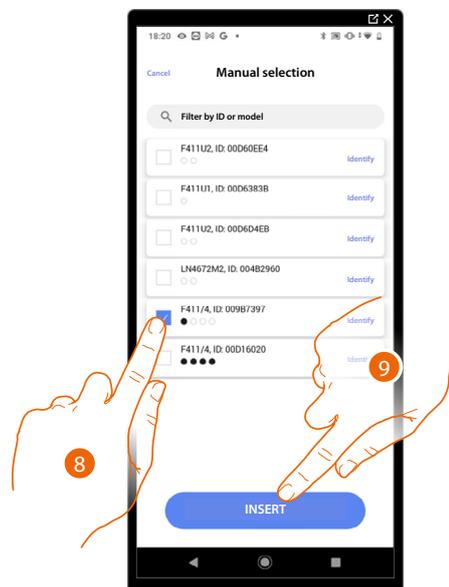
7. Touch any one of the buttons on the actuator on the system

Not accessible actuator (e.g. wired in the false ceiling)



7. Touch if you cannot access the device

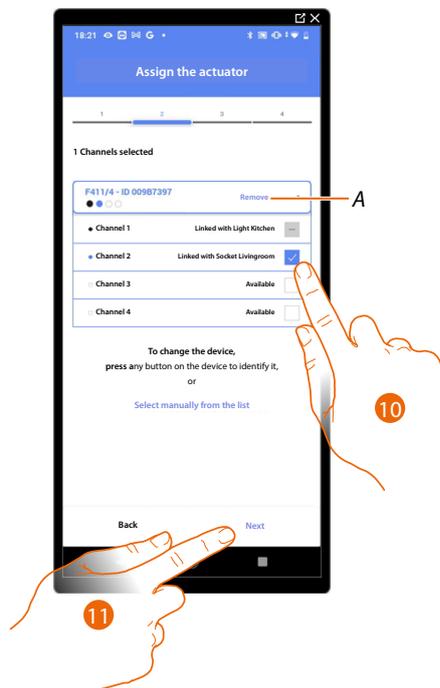
You will be proposed the list of actuators which you can associate to the object. You can identify the actuator by its ID number. If you do not know it, you can **perform a test** which activates the loads connected to the actuator itself in sequence.



8. Touch to select the device

9. Touch to add the selected device

In both cases, after identifying the actuator you must select the address to use from those available



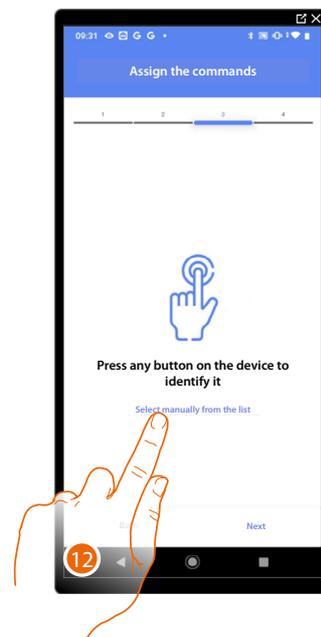
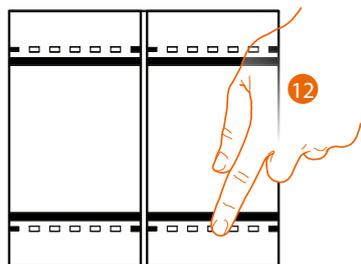
A Delete association

10. Select the address

When the addresses are all engaged, see **Device reset** to make them available again.

11. Touch to confirm

After the actuator connected to the socket is associated you must associate the command which actuates it.

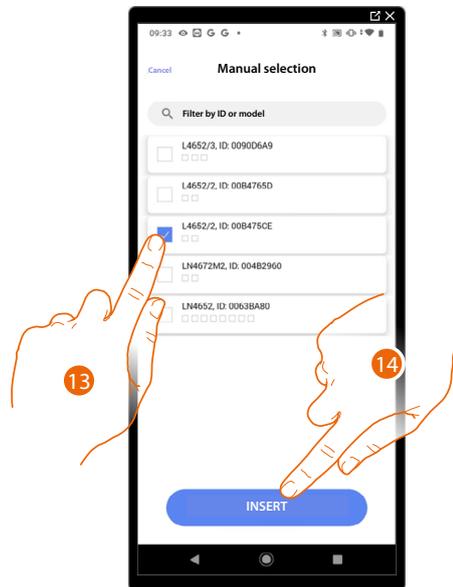


13. Press any one of the buttons on the command on the system

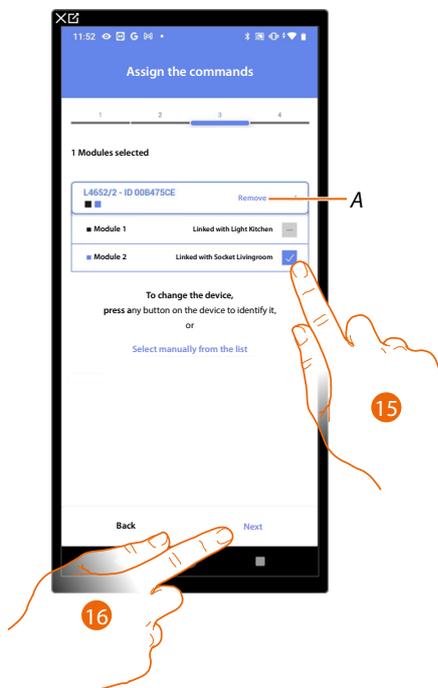
OR

13. Touch "Select manually from the list" when you cannot access the device.
 You will be shown a list of the commands on the system

You will be proposed the list of the commands that you can associate.
You can identify the command by its ID number.



- 13. Touch to select the device
- 14. Touch to add the selected command

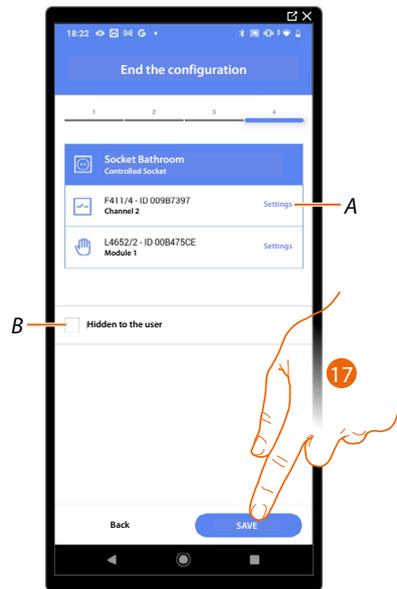


A *Delete association*

- 15. Select the command module among those available

When the modules are all engaged, see [Device reset](#) to make them available again.

- 16. Touch to confirm



The socket object association is complete

A Edit the settings

B Select when you don't want to make the object available to the user in the Home + Control App.
The object is configured and working, but the user is unable to view it.

17. Touch to save the object

The user can now control a socket in the bathroom via the physical command or via the Home+Control App graphic object.

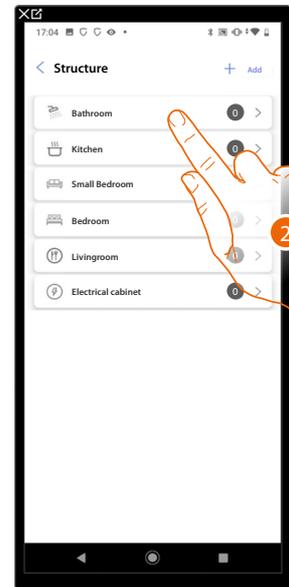
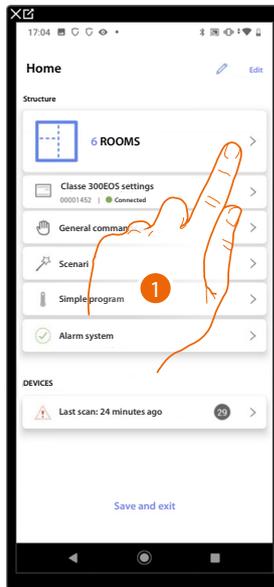
NOTE: To test the created object, operate on the physical object or download the Home + Control App

NOTE: To test the object created with the Home + Control App you have to save and close the Home + Project App

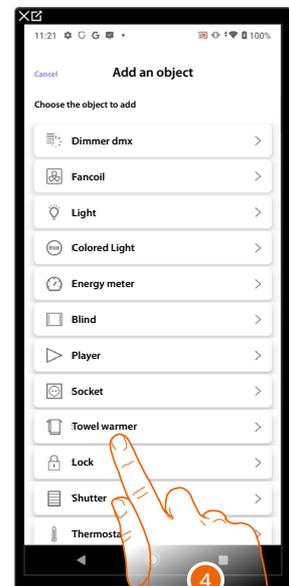
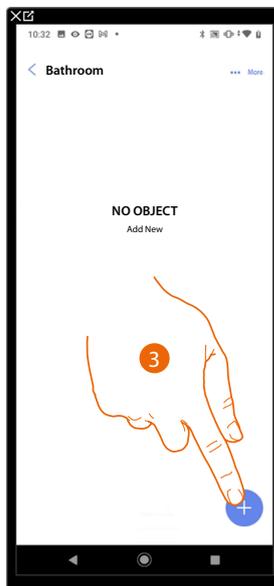


Towel Warmer object

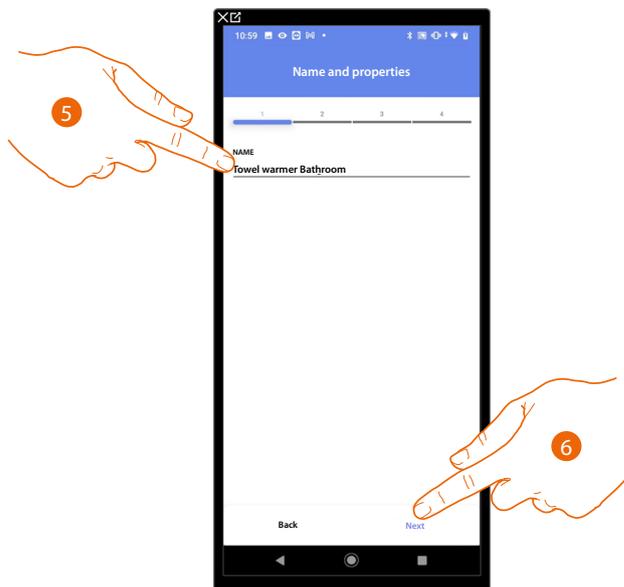
By configuring the system devices and associating them to the Towel Warmer object, the user can switch them on or off directly or through a program, without the need for using a setpoint.



1. Touch to select the room where you want to add a towel warmer object
2. Touch to enter the room where you want to add a towel warmer object

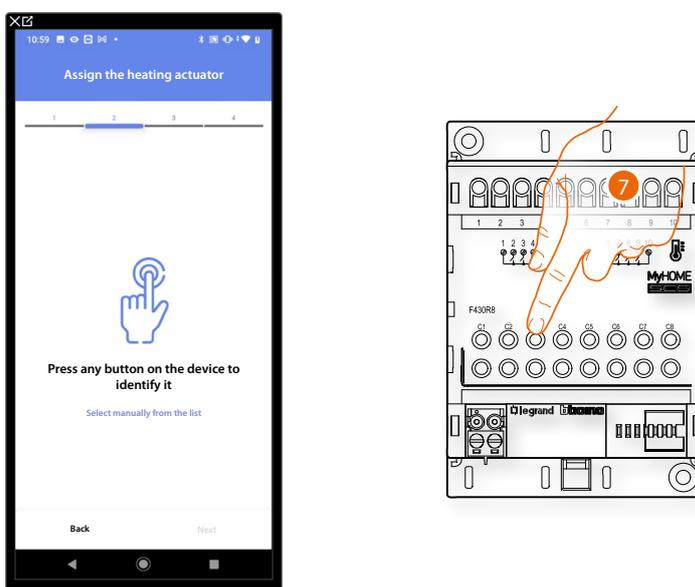


3. Touch to add an object to the bathroom
4. Touch to select the towel warmer object



5. Touch to edit the object name.
6. Touch to associate an actuator to the object. Two situations may occur:

Accessible actuator (e.g. wired in the electrical panel)



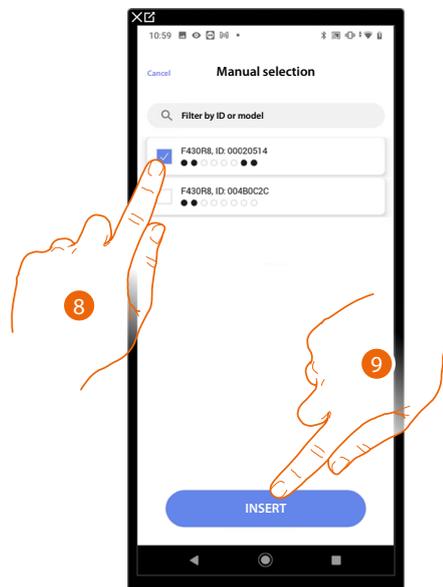
7. Touch any one of the buttons on the actuator on the system

Not accessible actuator (e.g. wired in the false ceiling)



7. Touch if you cannot access the device

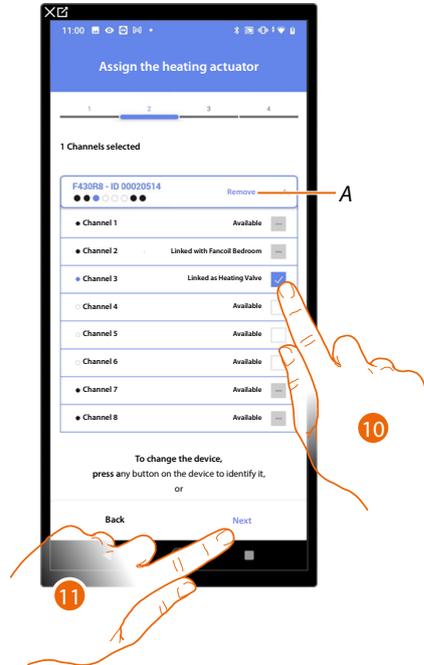
You will be proposed the list of compatible actuators which you can associate to the object.
You can identify the actuator by its ID number:



8. Touch to select the device
9. Touch to add the selected device

When the probe is already configured, see [Device reset](#) to make it available again.

In both cases, after identifying the actuator you must select the address to use from those available



A Delete association

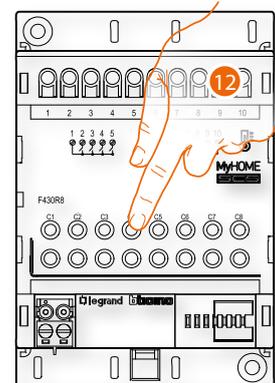
10. Select the address

When the addresses are all engaged, see [Device reset](#) to make them available again.

11. Touch to confirm

After associating the actuator to the object, you can associate a pump.

Accessible pump



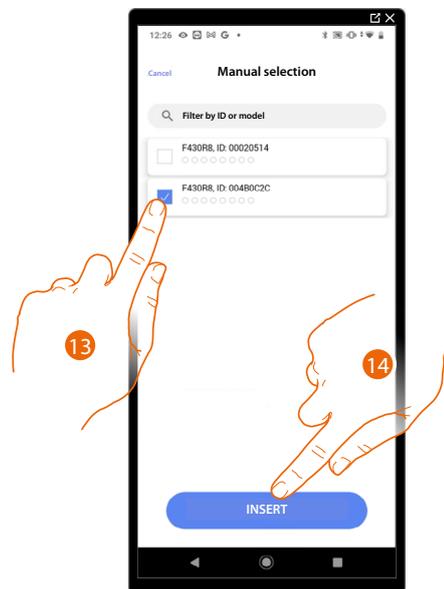
12. Touch any one of the buttons on the pump on the system

Not accessible pump



12. Touch if you cannot access the device

You will be proposed the list of actuators compatible with the pumps which you can associate to the object. You can identify the actuator/pump by its ID number.

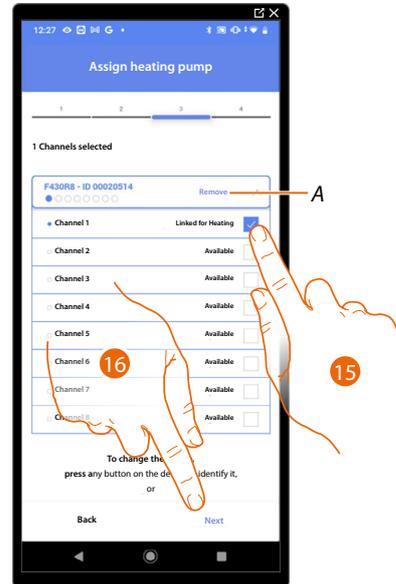


13. Touch to select the device

14. Touch to add the selected device

When the actuator/pump are already configured, see [Device reset](#) to make them available again.

In both cases, after identifying the actuator/pump you must select the address to use from those available

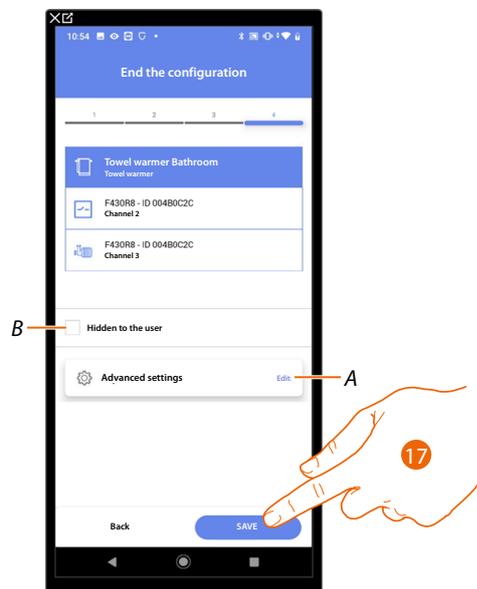


A Delete association

15. Select the address

When the addresses are all engaged, see [Device reset](#) to make them available again.

16. Touch to confirm



The Towel Warmer object association is complete

A Edit the settings

B Select when you don't want to make the object available to the user in the Home + Control App. The object is configured and working, but the user is unable to view it.

17. Touch to save the object

The user can now control a Towel Warmer in the bathroom via the physical command or via the Home+Control App graphic object.

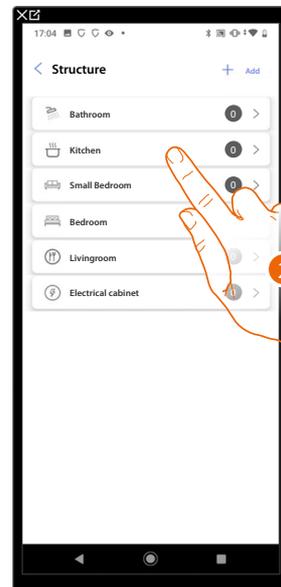
NOTE: To test the created object, operate on the physical object or download the Home + Control App

NOTE: To test the object created with the Home + Control App you have to save and close the Home + Project App

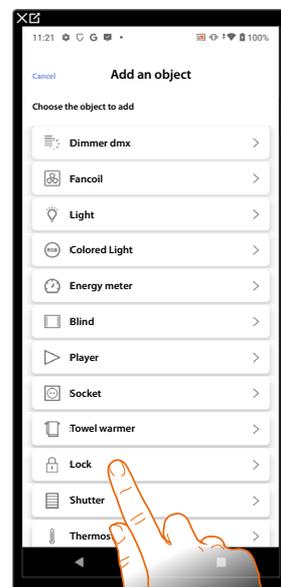
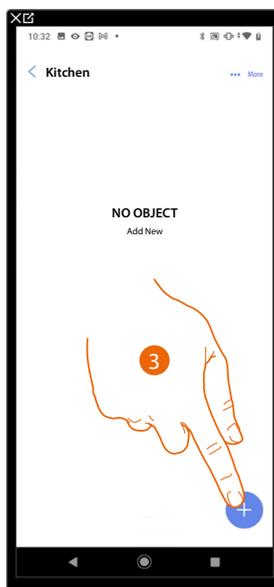


Lock object

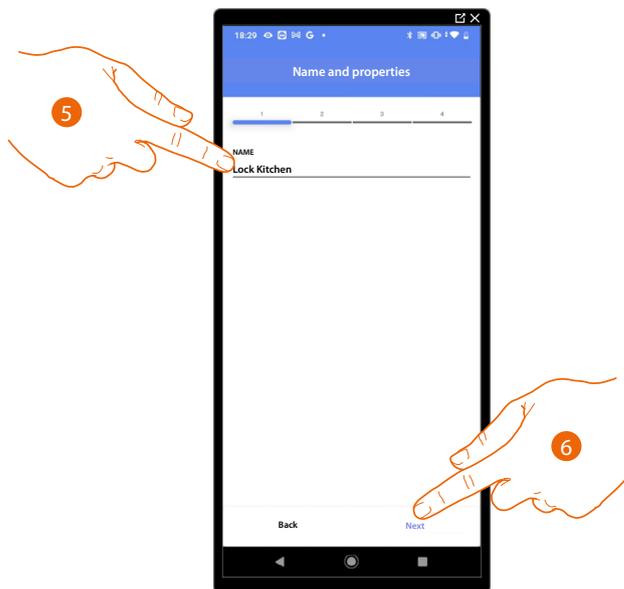
On configuring the devices on the system and associating them to the Lock object, the user can control a system lock.



1. Touch to select the room where you want to add a lock object
2. Touch to enter the room where you want to add a lock object

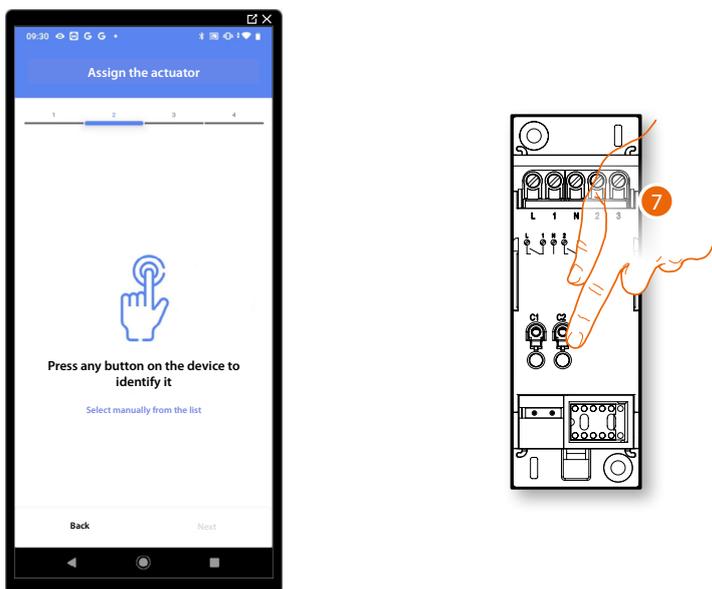


3. Touch to add an object to the kitchen
4. Touch to select the lock object



5. Touch to edit the object name.
6. Touch to associate an actuator to the object. Two situations may occur:

Accessible actuator (e.g. wired in the electrical panel)



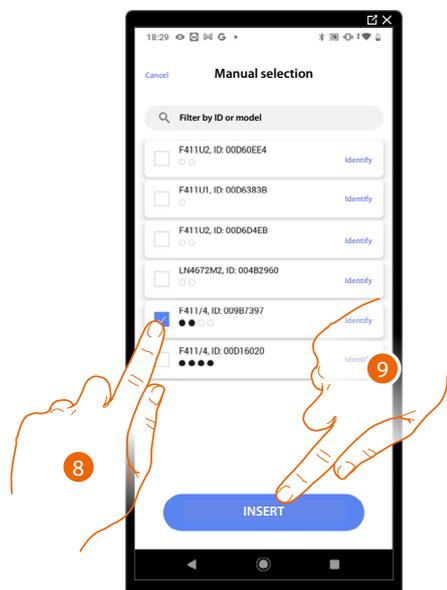
7. Touch any one of the buttons on the actuator on the system

Not accessible actuator (e.g. wired in the false ceiling)



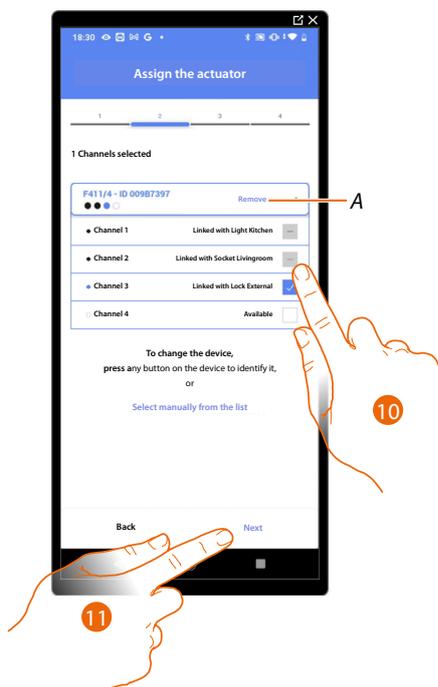
7. Touch if you cannot access the device

You will be proposed the list of actuators which you can associate to the object. You can identify the actuator by its ID number. If you do not know it, you can **perform a test** which activates the loads connected to the actuator itself in sequence.



8. Touch to select the device
9. Touch to add the selected device

In both cases, after identifying the actuator you must select the address to use from those available



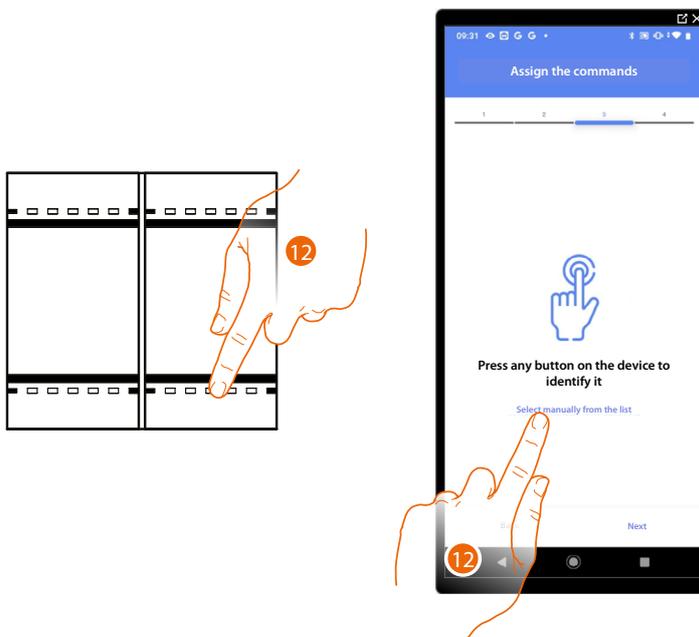
A Delete association

10. Select the address

When the addresses are all engaged, see [Device reset](#) to make them available again.

11. Touch to confirm

After the actuator connected to the lock is associated you must associate the command which actuates it.

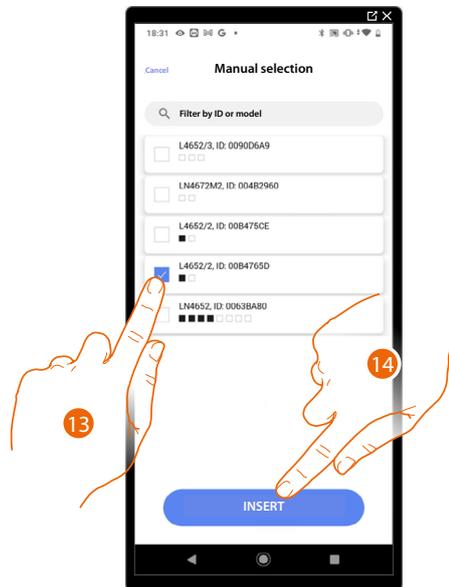


12. Press any one of the buttons on the command on the system

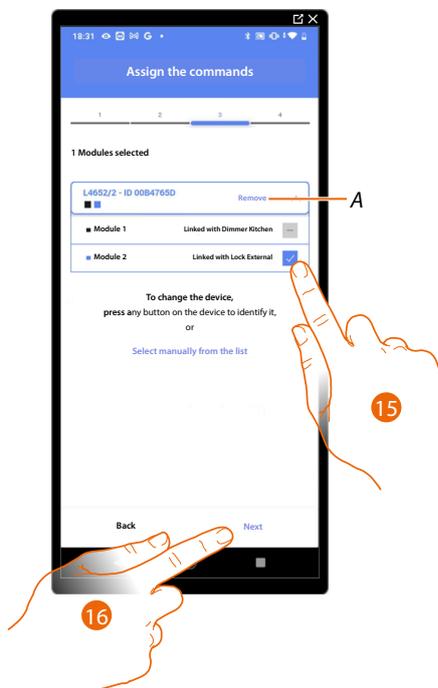
OR

12. Touch "Select manually from the list" when you cannot access the device.
You will be shown a list of the commands on the system

You will be proposed the list of the commands that you can associate.
You can identify the command by its ID number.



- 13. Touch to select the device
- 14. Touch to add the selected command

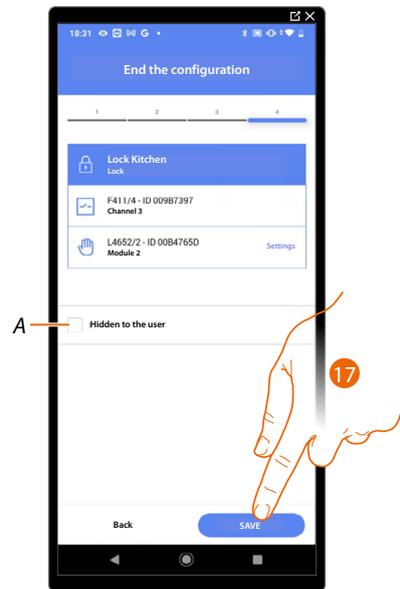


A *Delete association*

- 15. Select the command module among those available

When the modules are all engaged, see [Device reset](#) to make them available again.

- 16. Touch to confirm



The lock object association is complete

A Select when you don't want to make the object available to the user in the Home + Control App. The object is configured and working, but the user is unable to view it.

20. Touch to save the object

The user can now control a lock in the kitchen via the physical command or via the Home+Control App graphic object.

NOTE: To test the created object, operate on the physical object or download the Home + Control App

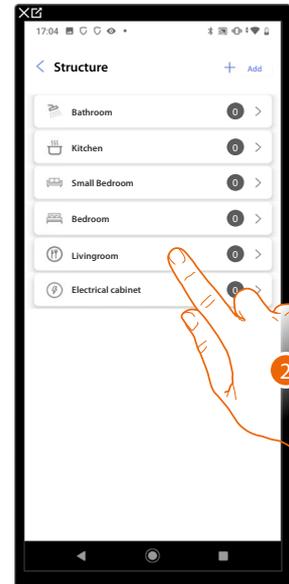
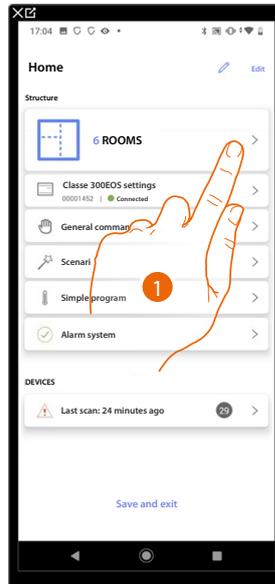
NOTE: To test the object created with the Home + Control App you have to save and close the Home + Project App



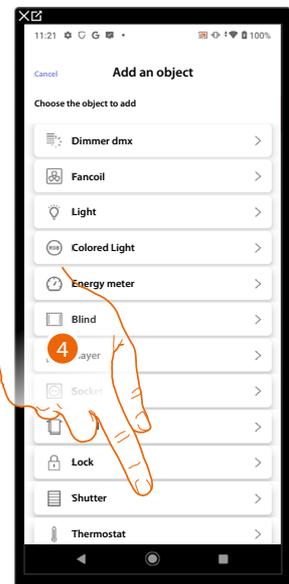
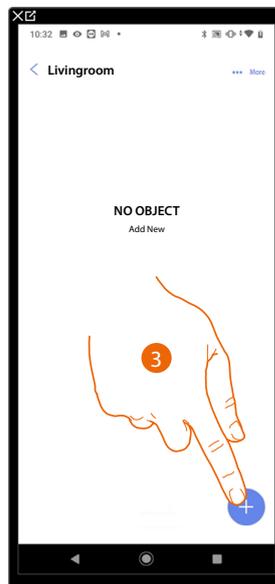
Shutter object

On configuring the devices on the system and associating them to the shutter object, the user can adjust the opening and closing of shutters, blinds and garage.

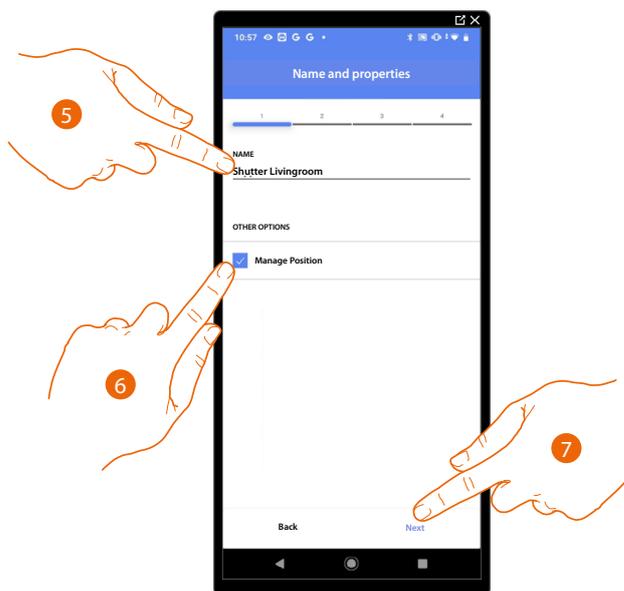
On enabling the function you can allow the user to adjust the opening level (only shutters with preset function).



1. Touch to select the room where you want to add a shutter object
2. Touch to enter the room where you want to add a shutter object

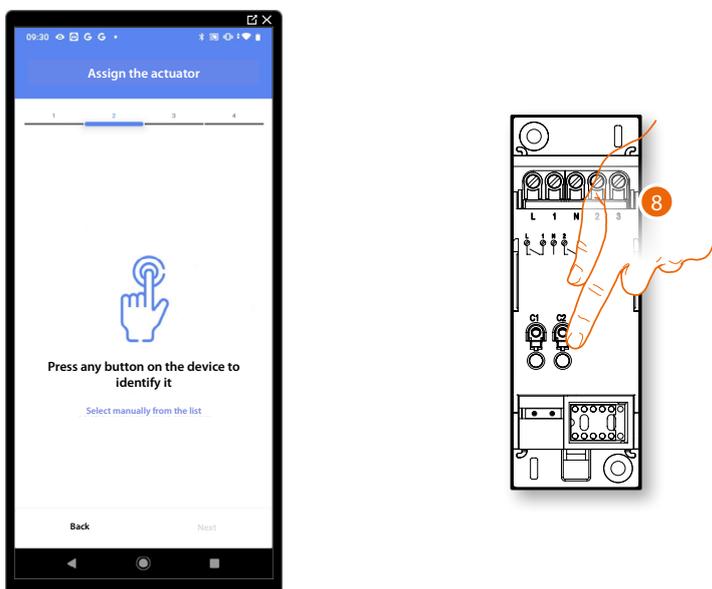


3. Touch to add an object to the living room
4. Touch to select the shutter object



5. Touch to edit the object name.
6. Touch to enable the regulation of the opening level (only shutters with preset function) on the object
7. Touch to associate an actuator to the object. Two situations may occur:

Accessible actuator (e.g. wired in the electrical panel)



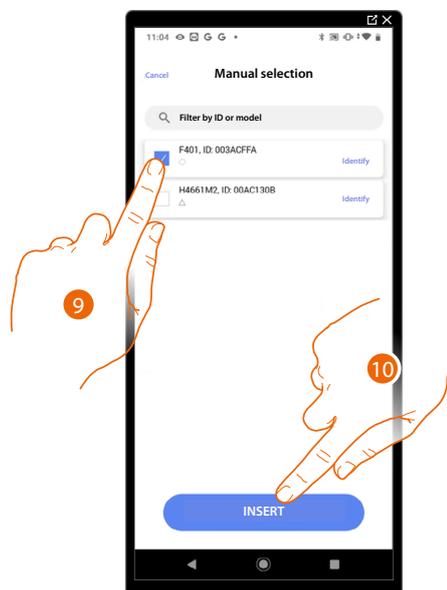
8. Touch any one of the buttons on the actuator on the system

Not accessible actuator (e.g. wired in the false ceiling)



8. Touch if you cannot access the device

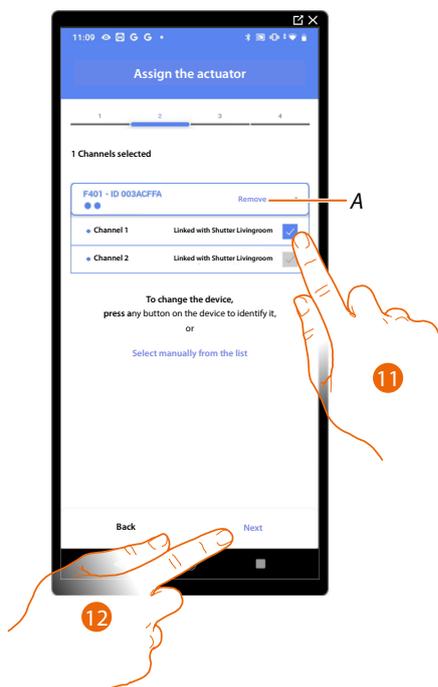
You will be proposed the list of actuators which you can associate to the object. You can identify the actuator by its ID number. If you do not know it, you can **perform a test** which activates the loads connected to the actuator itself in sequence.



9. Touch to select the device

10. Touch to add the selected device

In both cases, after identifying the actuator you must select the address to use from those available



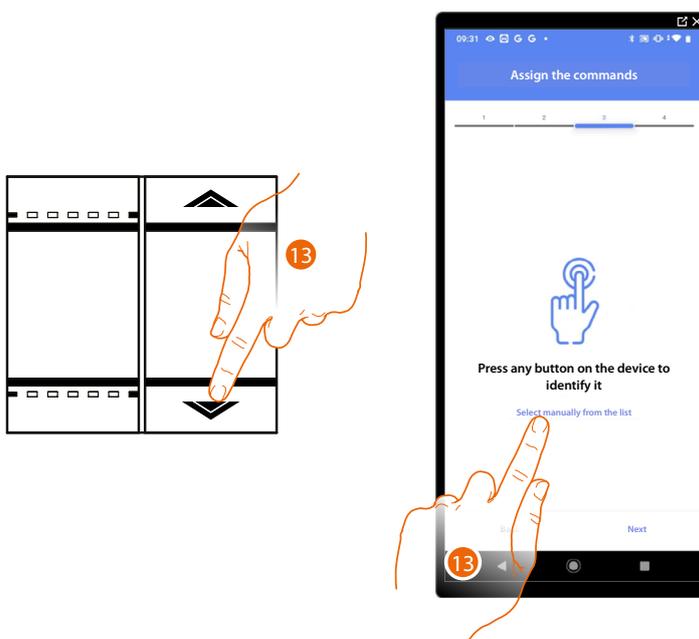
A Delete association

11. Select the address. For the shutter function, the system will use four contiguous addresses of the same actuator (up/down)

When the addresses are all engaged, see [Device reset](#) to make them available again.

12. Touch to confirm

After the actuator connected to the load is associated you must associate the command which actuates it.

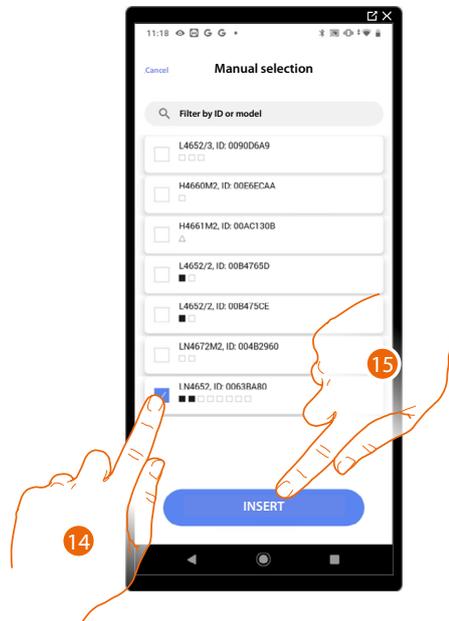


13. Press any one of the buttons on the command on the system

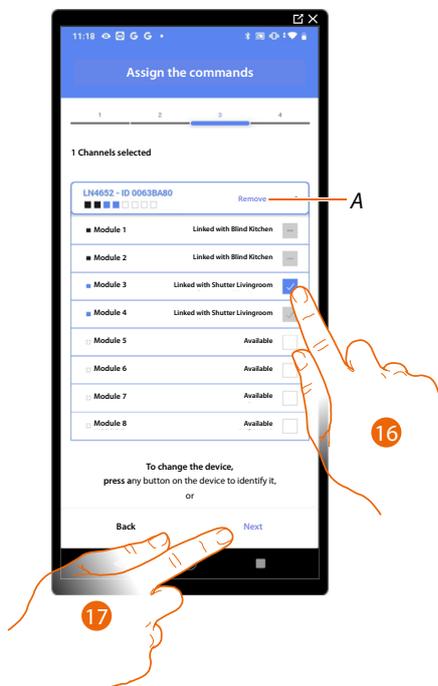
OR

13. Touch "Select manually from the list" when you cannot access the device.
 You will be shown a list of the commands on the system

You will be proposed the list of the commands that you can associate.
You can identify the command by its ID number.



- 14. Touch to select the device
- 15. Touch to add the selected command



A Delete association

- 16. Select the command module among those available

When the modules are all engaged, see [Device reset](#) to make them available again.

- 17. Touch to confirm



The shutter object association is complete

A Edit the settings

B Select when you don't want to make the object available to the user in the Home + Control App.
The object is configured and working, but the user is unable to view it.

18. Touch to save the object

The user can now control a shutter in the living room via the physical command or via the Home+Control App graphic object.

NOTE: To test the created object, operate on the physical object or download the Home + Control App

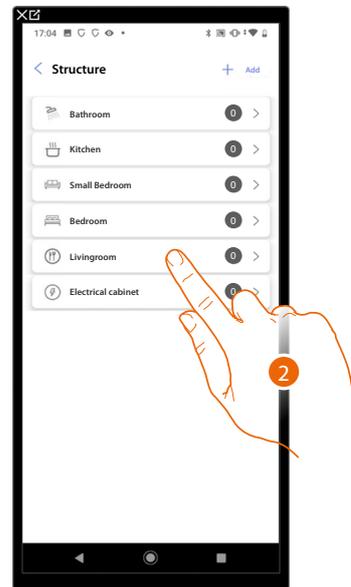
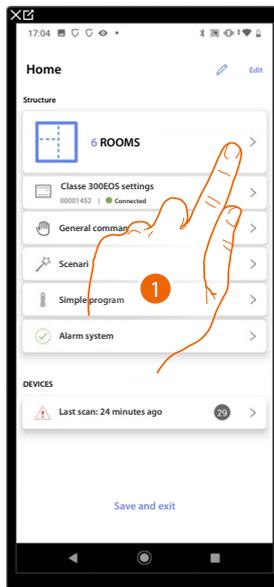
NOTE: To test the object created with the Home + Control App you have to save and close the Home + Project App



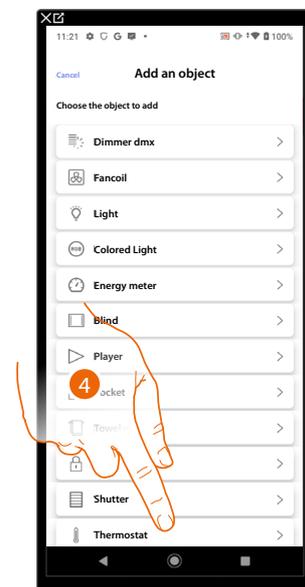
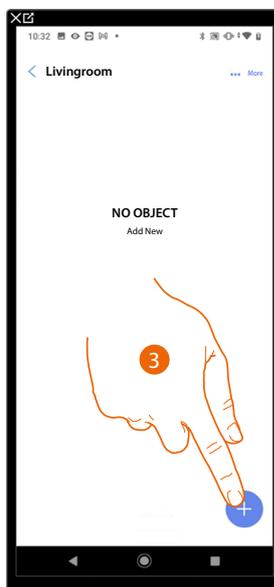
Thermostat object

On configuring the devices on the system and associating them to the thermostat object, the user can adjust the home temperature.

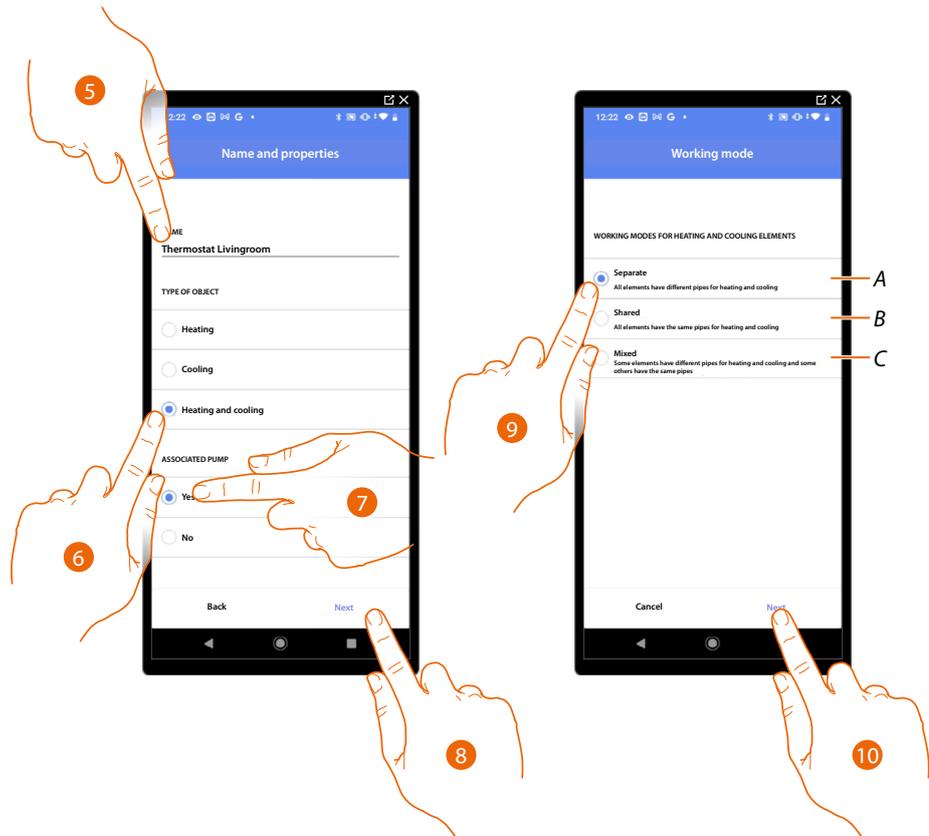
NOTE: Only one thermostat object per room can be inserted.



1. Touch to select the room where you want to add a thermostat object
2. Touch to enter the room where you want to add a thermostat object

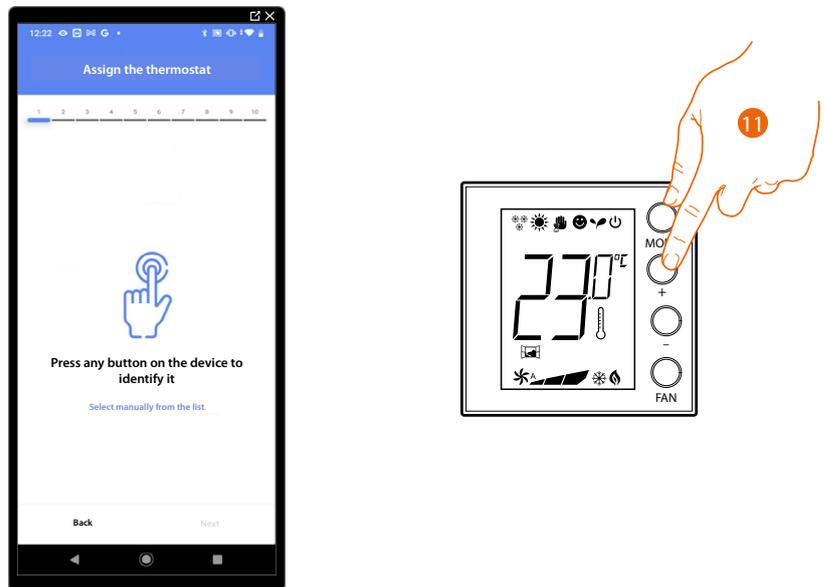


3. Touch to add an object to the living room
4. Touch to select the thermostat object



5. Touch to edit the object name.
6. Select the type of system among those suggested
7. Select if you have an associated pump
8. Touch to confirm
9. Select the type of heating and/or cooling element for your system
 - A **Separate**
all the elements have different pipes for heating and cooling
 - B **Shared**
all the elements have the same pipes for heating and cooling
 - C **Mixed**
some elements have different pipes for heating and cooling and others have the same pipes
10. Touch to associate a thermostat to the object. Two situations may occur:

Accessible thermostat



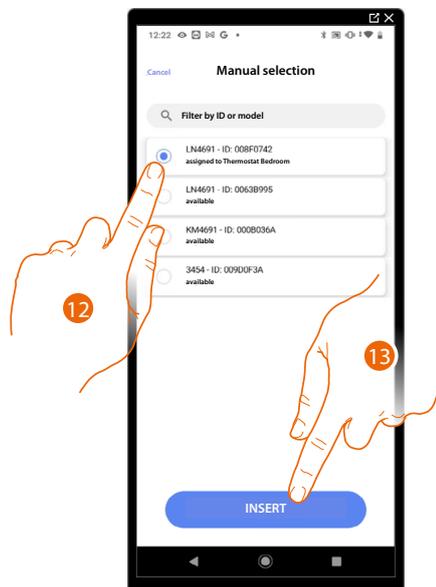
11. Touch any one of the buttons on the thermostat on the system

Not accessible thermostat



11. Touch if you cannot access the device

You will be proposed the list the thermostats which you can associate to the object. You can identify the thermostat by its ID number.



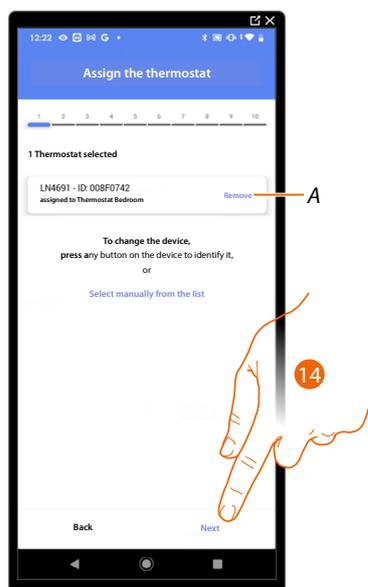
12. Touch to select the thermostat

13. Touch to add the selected device

When the thermostat is already configured, see [Device reset](#) to make it available again.

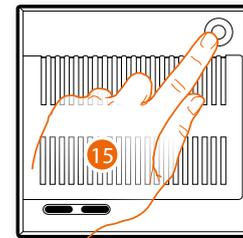
After associating the thermostat to the object, you can associate one or more 4693 temperature probes.

On associating several probes to a thermostat you can for example obtain the average temperature of a large room.



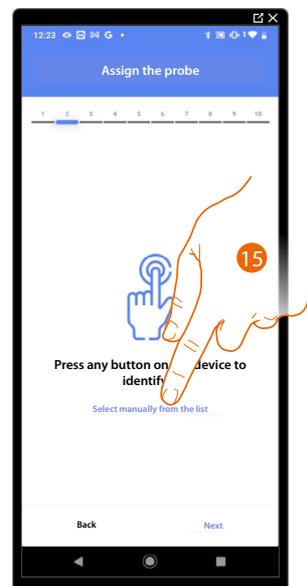
14. Touch to associate a probe

Accessible probe



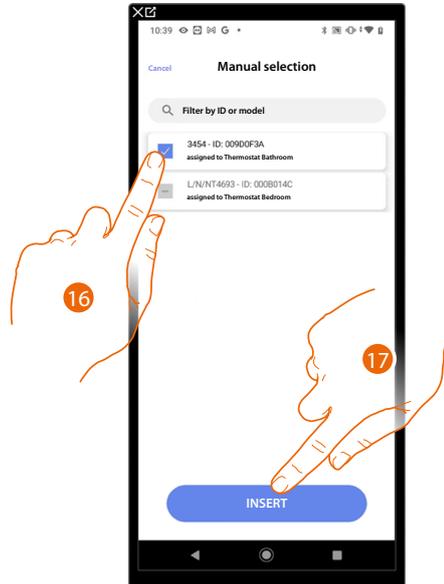
15. Touch any one of the buttons on the probe on the system

Not accessible probe



15. Touch if you cannot access the device

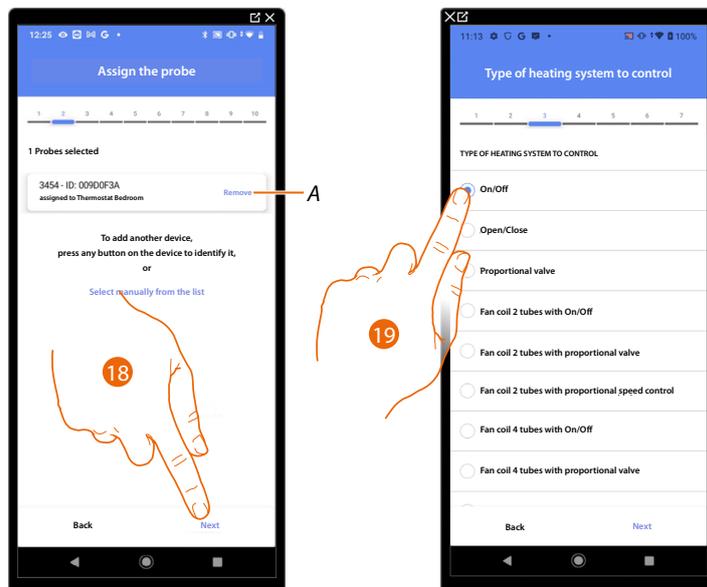
You will be proposed the list of compatible probes which you can associate to the object.
You can identify the probe by its ID number.



- 16. Touch to select the device
- 17. Touch to add the selected device

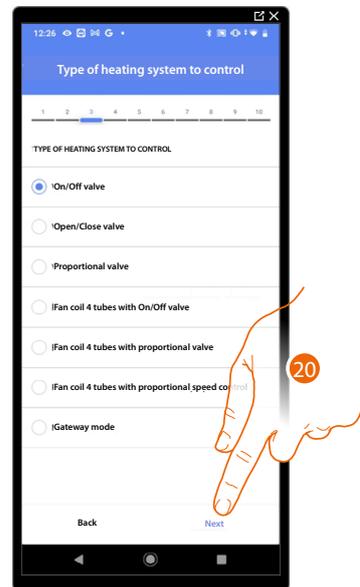
When the probe is already configured, see [Device reset](#) to make it available again.

After associating the thermostat and the probes to the object, select the type of heating system load to be controlled



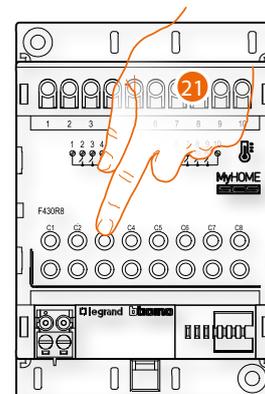
- A Delete association
- 18. Touch to select the type of load
- 19. Select the type among those available

After selecting the type of load you can associate a heating system actuator



20. Touch to associate an actuator

Accessible actuator (e.g. wired in the electrical panel)



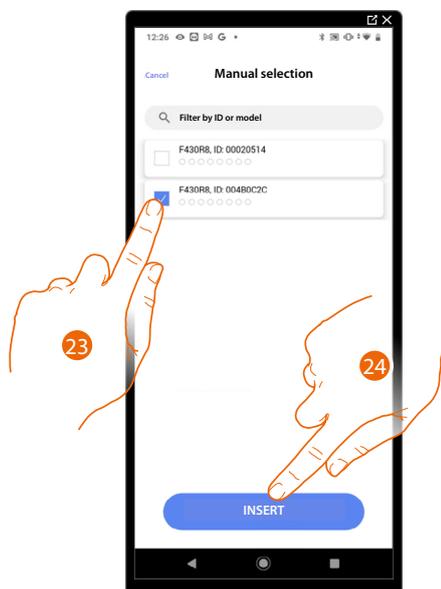
21. Touch any one of the buttons on the actuator on the system

Not accessible actuator (e.g. wired in the false ceiling)



22. Touch if you cannot access the device

You will be proposed the list of compatible actuators which you can associate to the object. You can identify the actuator by its ID number:

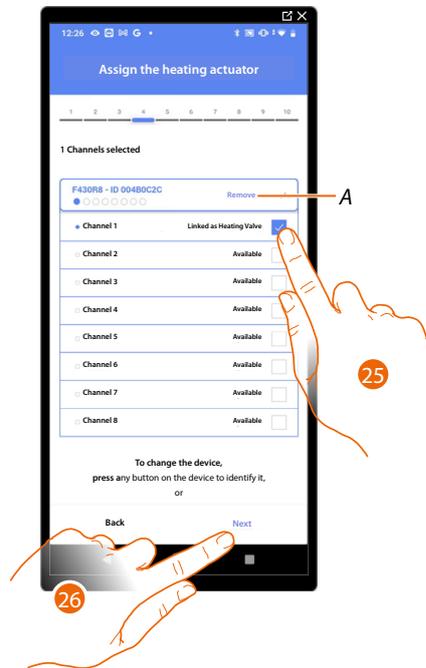


23. Touch to select the device

24. Touch to add the selected device

When the probe is already configured, see [Device reset](#) to make it available again.

In both cases, after identifying the actuator you must select the address to use from those available



A Delete association

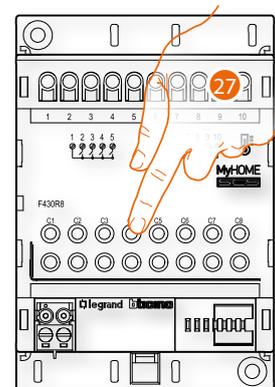
25. Select the address

When the addresses are all engaged, see [Device reset](#) to make them available again.

26. Touch to confirm

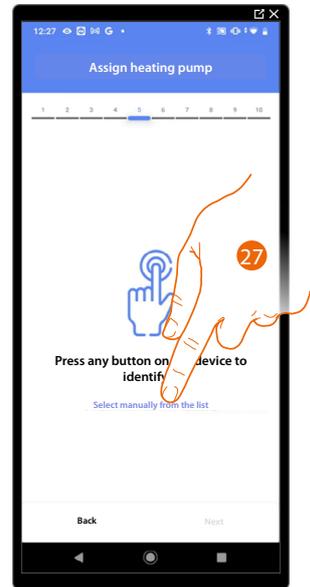
After associating the thermostat, probes and actuator to the object, you can associate a pump.

Accessible pump



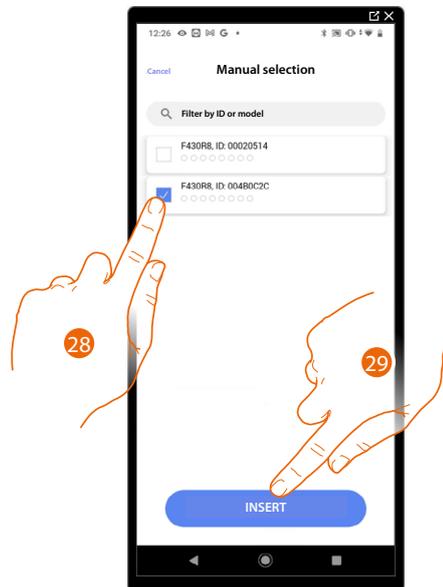
27. Touch any one of the buttons on the pump on the system

Not accessible pump



27. Touch if you cannot access the device

You will be proposed the list of actuators compatible with the pumps which you can associate to the object. You can identify the actuator/pump by its ID number.

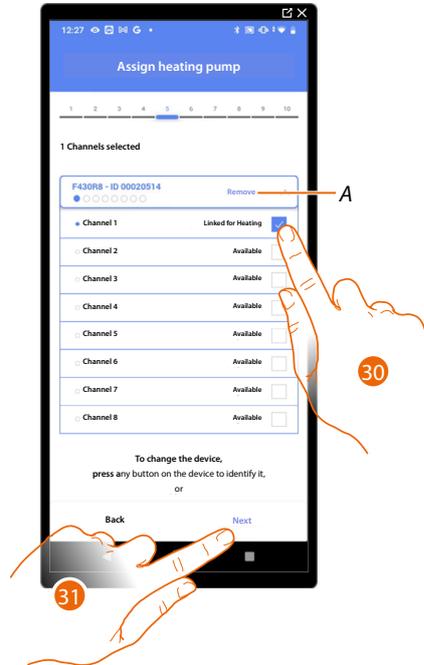


28. Touch to select the device

29. Touch to add the selected device

When the actuator/pump are already configured, see [Device reset](#) to make them available again.

In both cases, after identifying the actuator/pump you must select the address to use from those available



A Delete association

30. Select the address

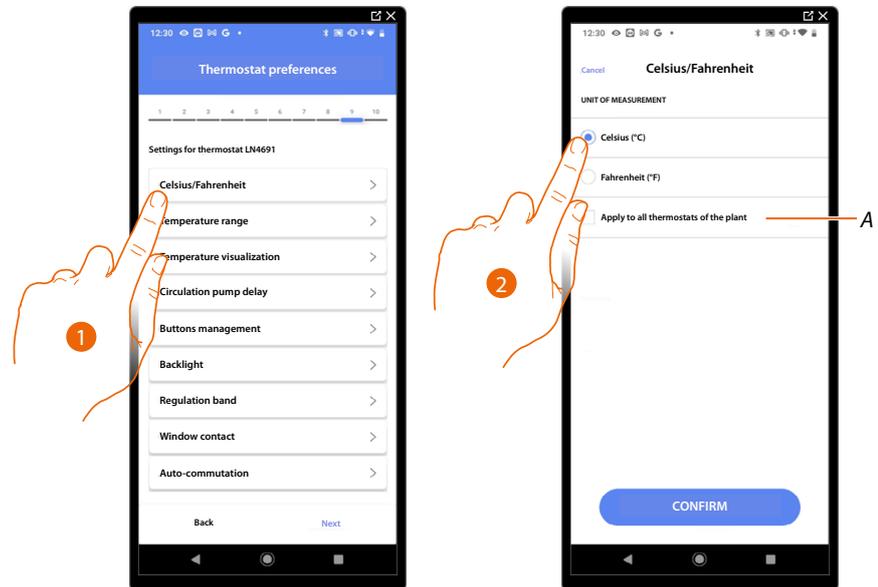
When the addresses are all engaged, see [Device reset](#) to make them available again.

31. Touch to confirm

Once you have completed the heating system procedure, you must proceed in the same way for the cooling system procedure

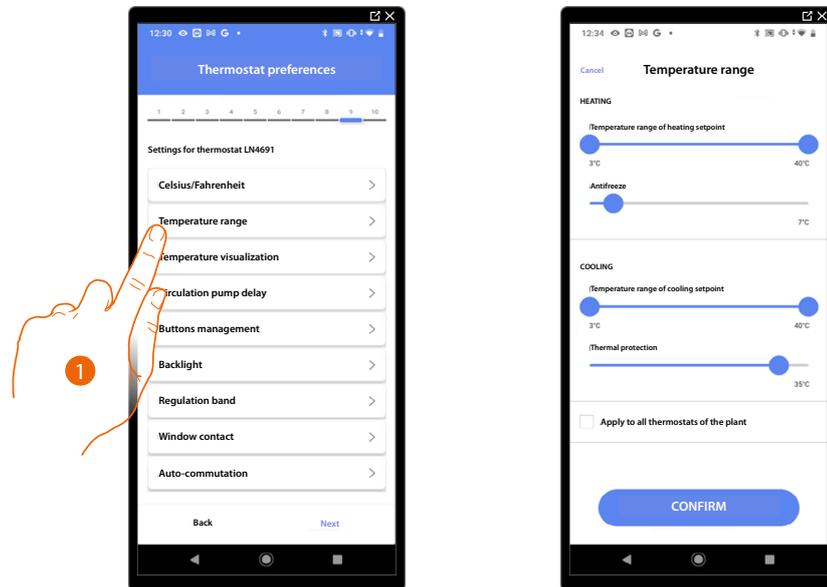
Thermostat preferences

Celsius/Fahrenheit



1. Touch to select the thermostat preference
- A *Applies the setting to all the system thermostats*
2. Touch to select the format of the displayed temperature between Celsius and Fahrenheit degrees

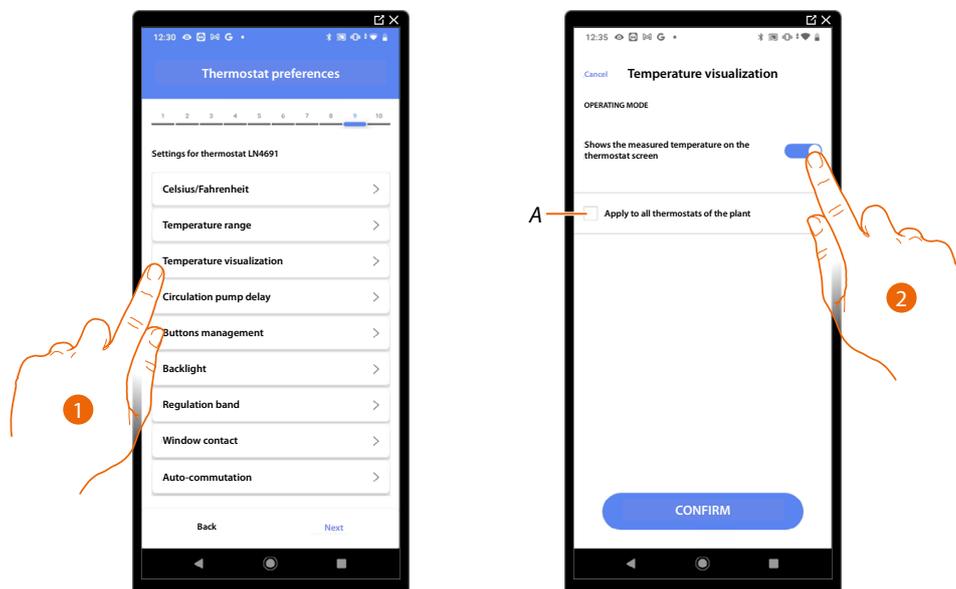
Temperature range



1. Touch to select the thermostat preference
A Applies the setting to all the system thermostats
2. Touch to set the minimum and maximum temperature levels which the user can select. E.g. if a minimum limit of 15°C is set, the user cannot set lower temperatures (e.g. 10°C).
3. Select the temperature for the antifreeze/thermal protection function

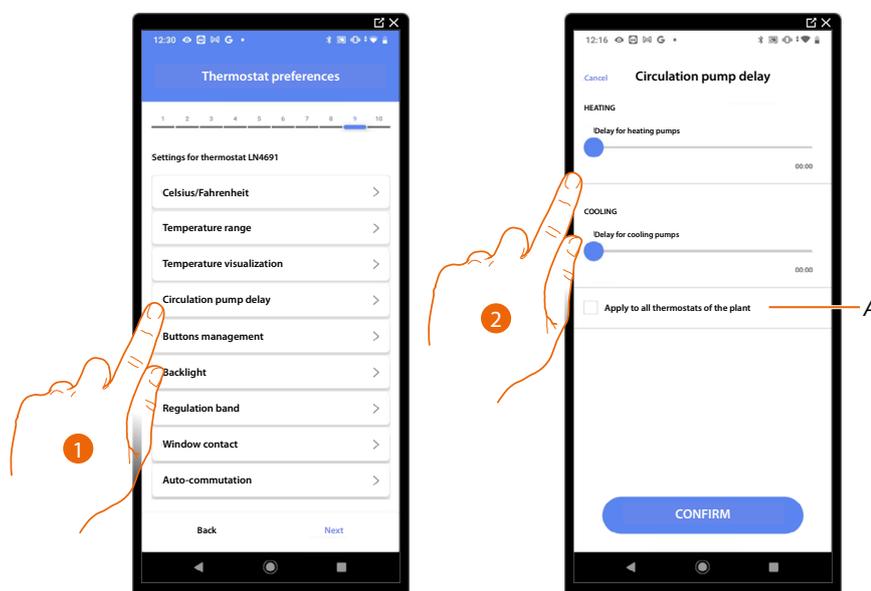
NOTE: When the Home+Control App or the dedicated button on the thermostat sends the switch-off command it sets the minimum (antifrost) or maximum (thermal protection) temperature

Temperature display



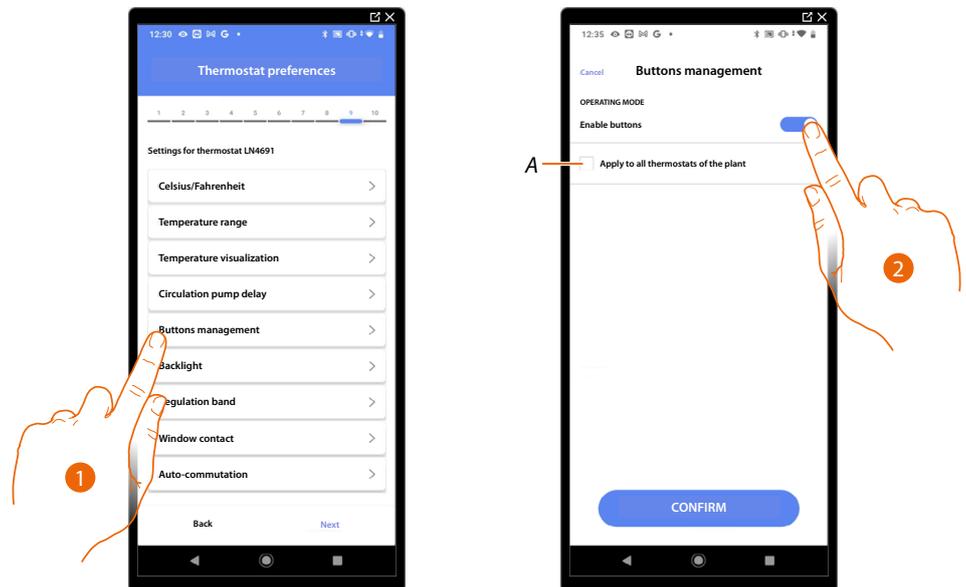
1. Touch to select the thermostat preference
- A Applies the setting to all the system thermostats
2. Enables/disables the display of the temperature measured on the thermostat display.
3. Select the temperature for the antifreeze/thermal protection function

Circulation pump delay



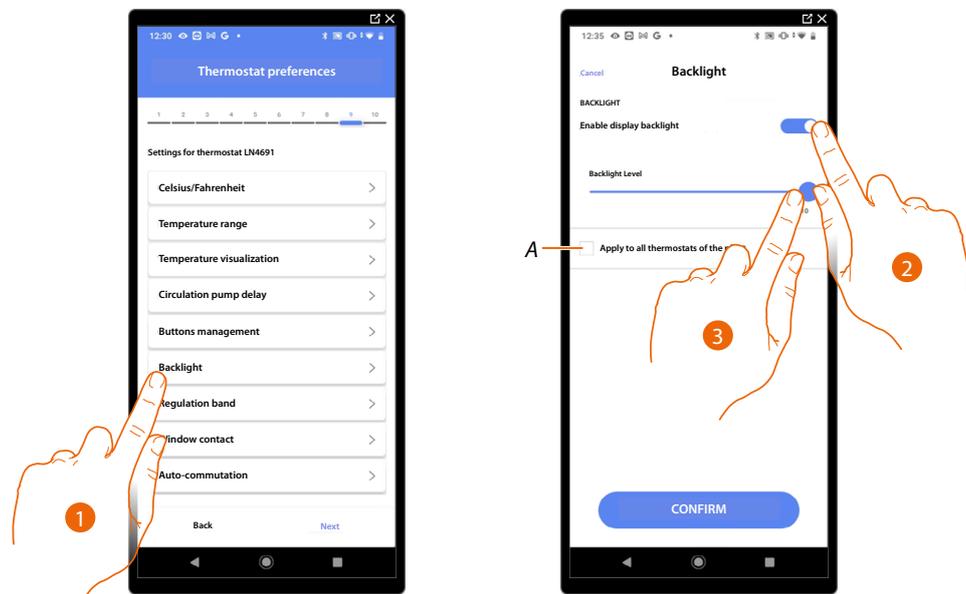
1. Touch to select the thermostat preference
- A Applies the setting to all the system thermostats
2. Touch to set a delay time for the activation of the pumps thus avoiding them starting before the zone valves have opened, both for heating and cooling.

Buttons management



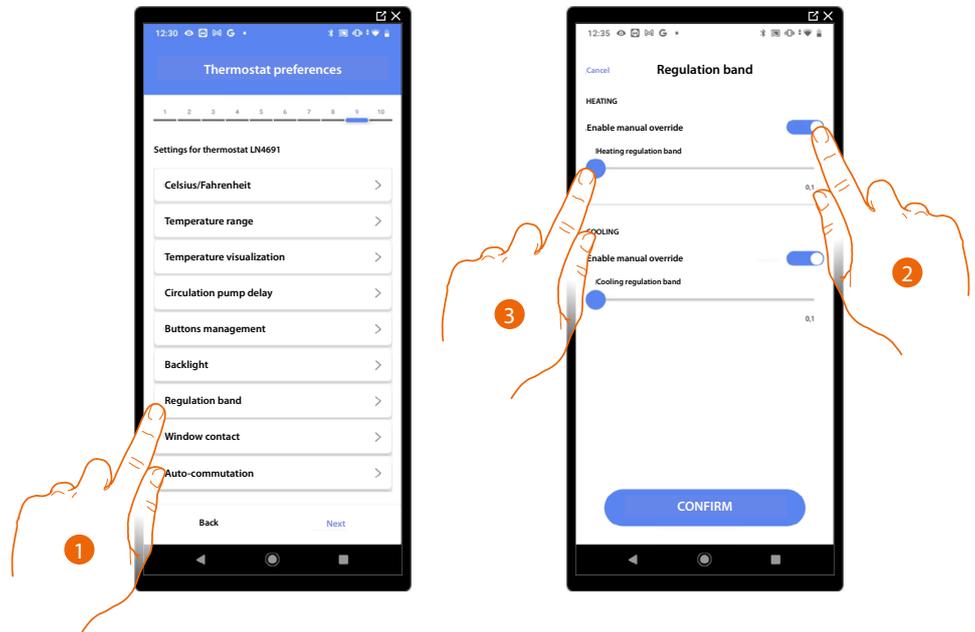
1. Touch to select the thermostat preference
- A *Applies the setting to all the system thermostats*
2. Touch to enable/disable the thermostat physical keys. If the function is disabled, it will no longer be possible to interact with it but only to display the information. This function can be useful if you don't want the settings to be modified from the thermostat, but only from the App (e.g. children's bedroom or public establishment).

Backlighting



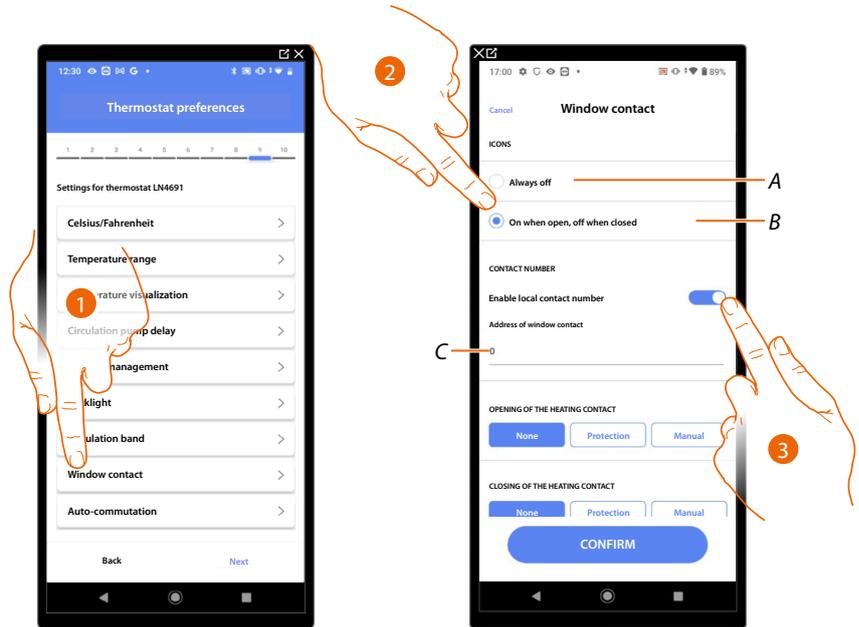
1. Touch to select the thermostat preference
- A *Applies the setting to all the system thermostats*
2. Activates/deactivates the display backlighting
3. Scroll to adjust the backlighting intensity precisely

Regulation range

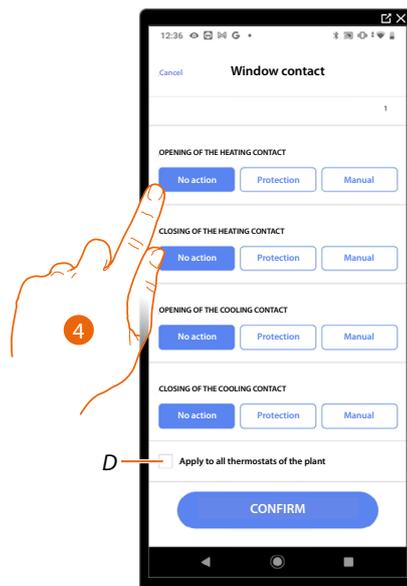


1. Touch to select the thermostat preference
2. Enables/disables the regulation
3. Scroll to adjust the intervention threshold in relation to the set point; for example, with a set point of 20.0 °C for heating, and a threshold of 0.1 °C, the system will switch off when 20.1 °C is exceeded and switch on at 19.9 °C.
For fancoil systems the threshold can have values from 0,1 to 1°C. Other types of system have threshold values from 0,1 to 0,5°C.

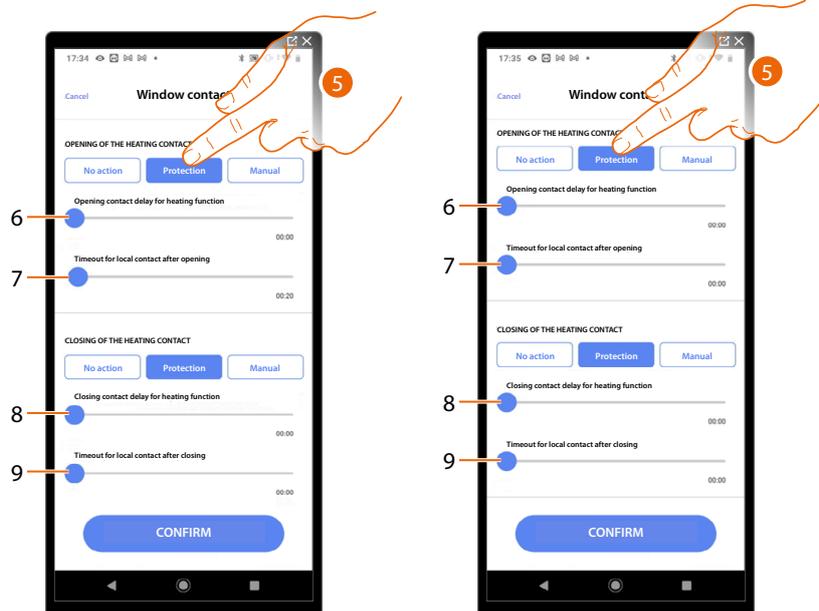
Window contact function



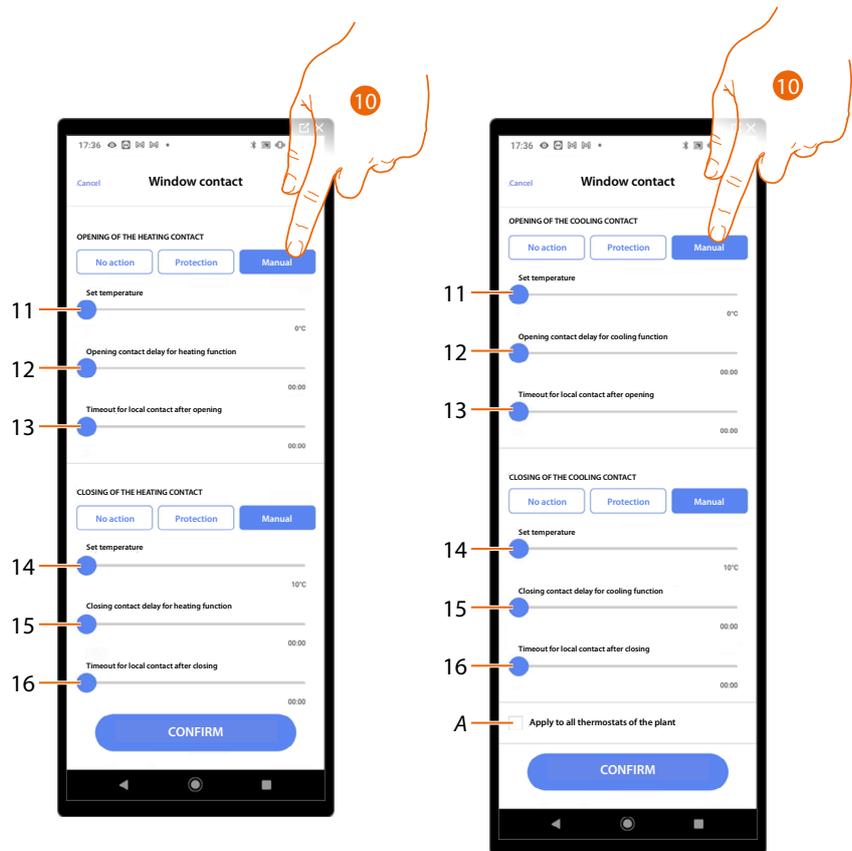
1. Touch to select the thermostat preference
2. Touch to display the window icon for the contact status on the LN4691 thermostat:
 - A *Window icon not displayed*
 - B *Displayed window icon = open contact, window icon not displayed = closed contact*
3. It enables the contact function which allows you to run a scenario saved in the MH202 scenario programmer when the contact opens
- C *Select the number of the window contact to associate*



4. Touch to avoid a heating or cooling system action when the window contact opens/closes
- D *Applies the setting to all the system thermostats*

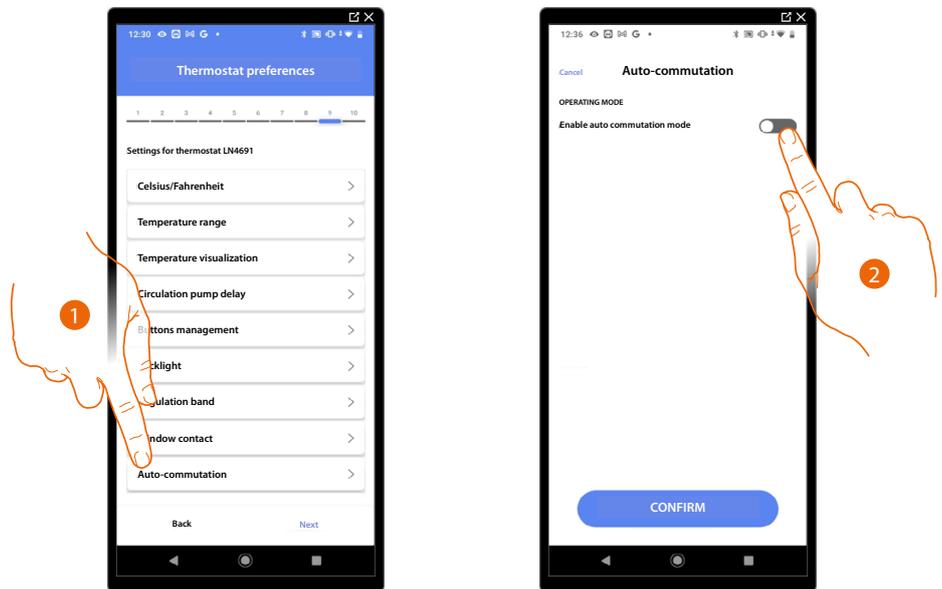


5. Touch to set the system to thermal or antifreeze protection mode when the contact is opened/ closed.
6. Set a delay between the opening of the contact and the activation of the system to thermal or anti-freeze protection
7. Set a maximum time during which the system will be in thermal or anti-freeze protection
8. Sets a delay between closing the contact and the setting of the system in its previous state
9. Set a delay between the closing of the contact and the activation of the system to thermal or anti-freeze protection

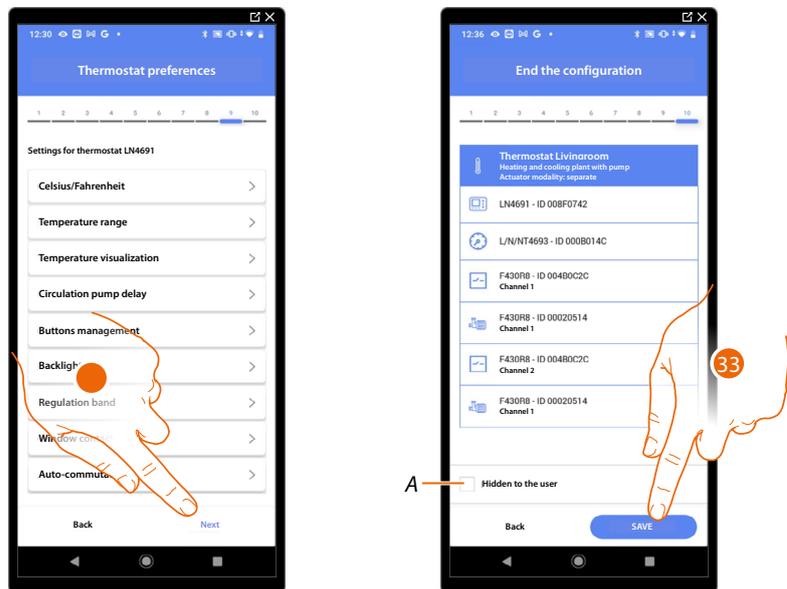


- 10. Touch to set the system to a certain temperature when the contact is opened/closed.
- 11. Set the temperature
- 12. Set a delay between the opening of the contact and the activation of the heating/cooling setting at the Setpoint of item 9
- 13. Set a maximum time during which the system will be at the temperature indicated at item 9
- 14. Set the temperature
- 15. Set a delay between the closing of the contact and the activation of the heating/cooling setting at the Setpoint of item 9
- 16. Set a maximum time during which the system will be at the temperature indicated at item 9
- A Applies the setting to all the system thermostats

Auto-commutation (between heating and cooling)



1. Touch to select the thermostat preference
2. In systems with 4-pipe fancoils enabled for both heating and cooling or in systems where the water circulation systems for heating and cooling are completely independent, you can enable this function to manage the commutation between heating and cooling automatically.



32. Touch to save the preferences
The thermostat object association is complete
A Select when you don't want to make the object available to the user in the Home + Control App. The object is configured and working, but the user is unable to view it.

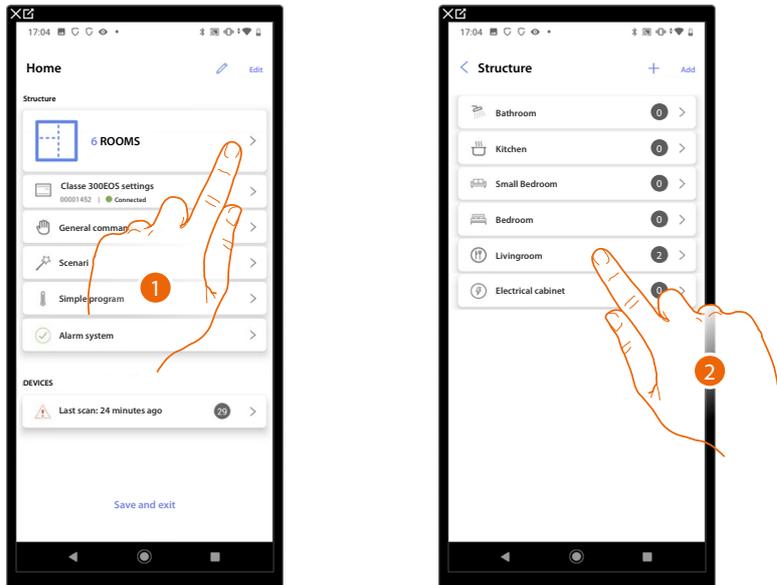
33. Touch to save the object
The user can now control a thermostat in the living room via the physical command or via the Home+Control App graphic object.
NOTE: To test the created object, operate on the physical object or download the Home + Control App
NOTE: To test the object created with the Home + Control App you have to save and close the Home + Project App



Burglar alarm System zone object

After associating a burglar alarm Control unit using **the appropriate procedure**, the user will be able to move the burglar alarm system zone objects within the various available rooms and rename them.

NOTE: The modifications made using the Home + Project app (modification of zone names and/or moving them to other rooms) are not acknowledged by Pro Alarm.

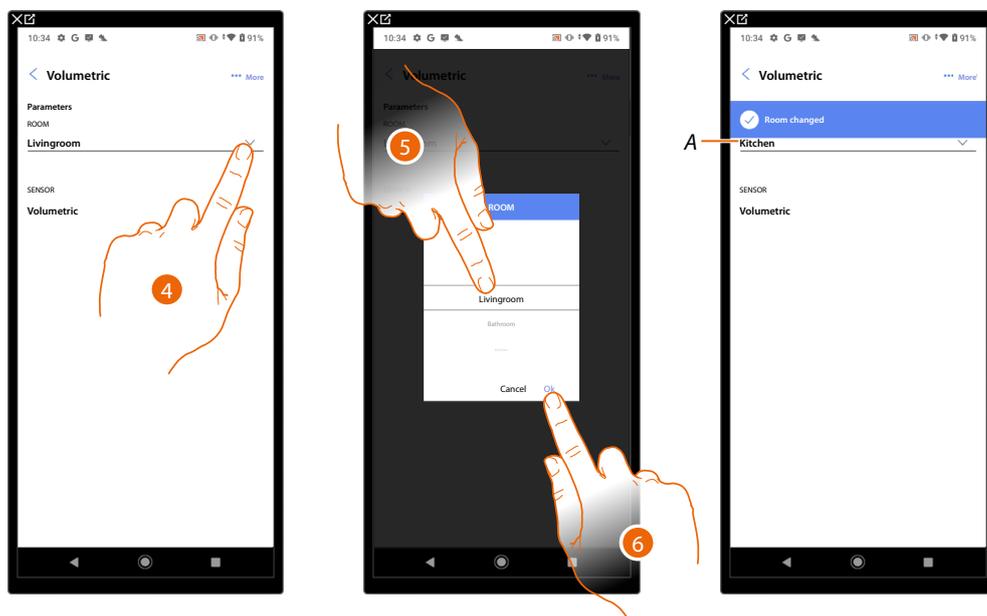


1. Touch to select the room containing the Burglar alarm System zone object
2. Touch to enter the room containing the Burglar alarm System zone object



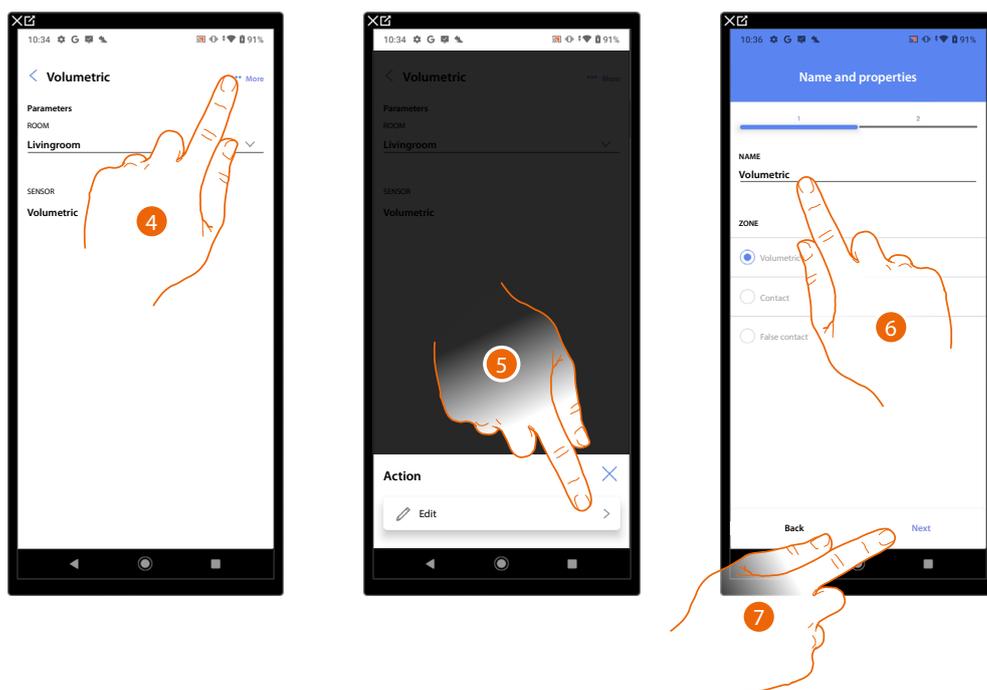
3. Touch to manage the Burglar alarm System zone object

Move the Burglar alarm System zone object in another room

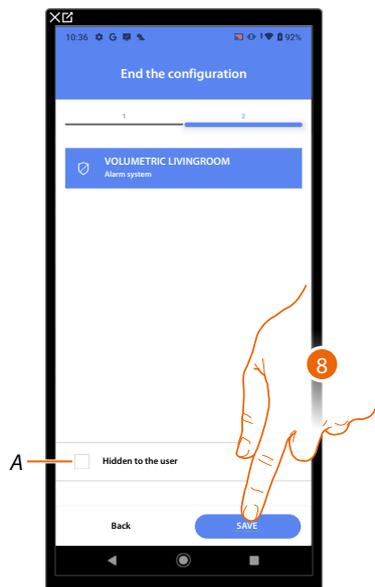


4. Touch to select the room where you want to move the object.
5. Select the room where you want to move object.
6. Touch to save it.
- A The object has been correctly moved in the new room

Rename the Burglar alarm System zone object



4. Touch to open the panel with the actions available for the selected object
5. Touch to modify the object
6. Touch to modify the object name.
7. Touch to confirm



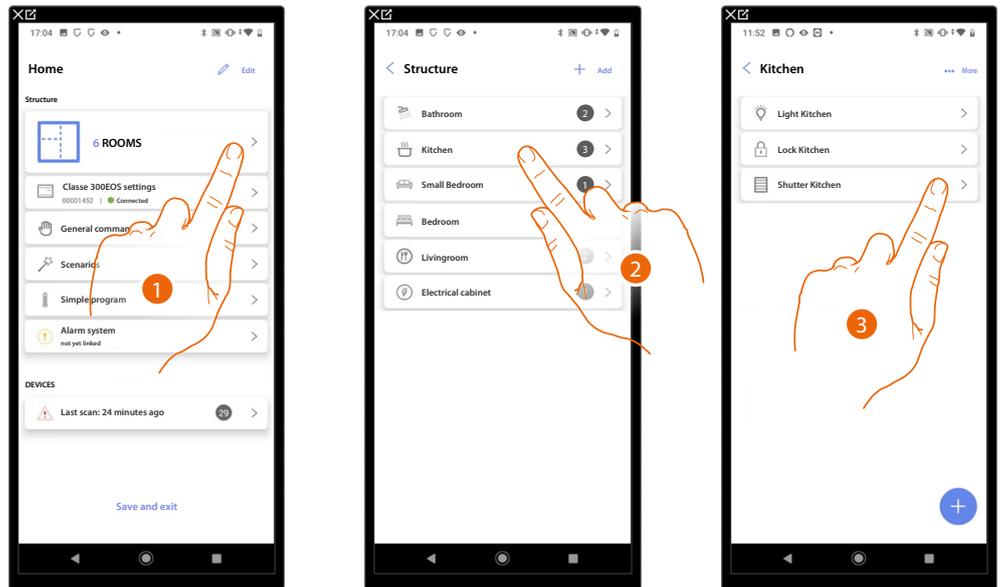
- A Select when you don't want to make the object available to the user in the Home + Control app. The object is configured and working, but the user is unable to view it.
- 8. Touch to save the object

Object management

Once you have created rooms, added objects to them and associated objects with devices, it will then be possible to intervene on the objects and edit them.

In particular, you can:

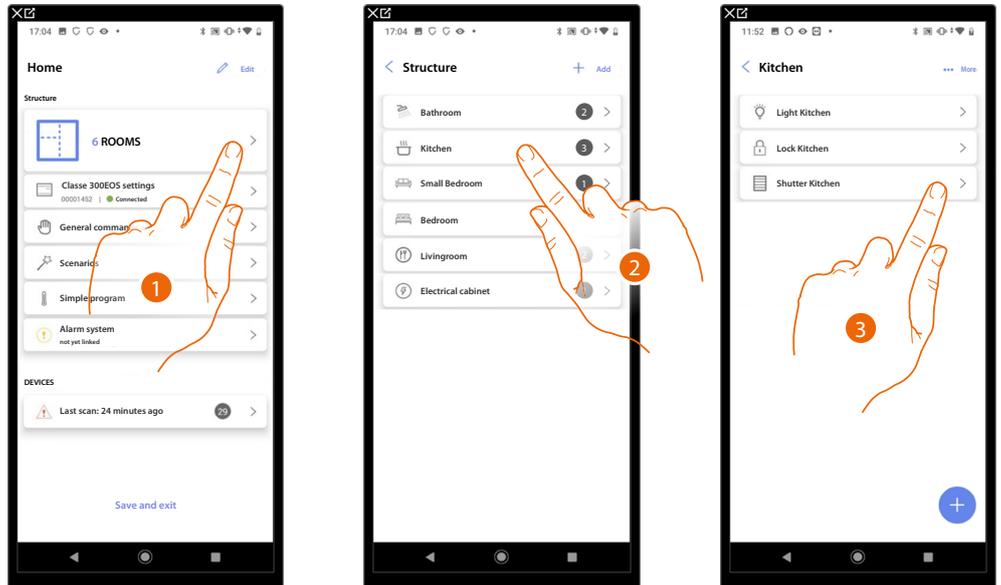
- [move an object from one room to another](#)
- [perform actions on the object](#)
- [complete the configuration of an object](#)



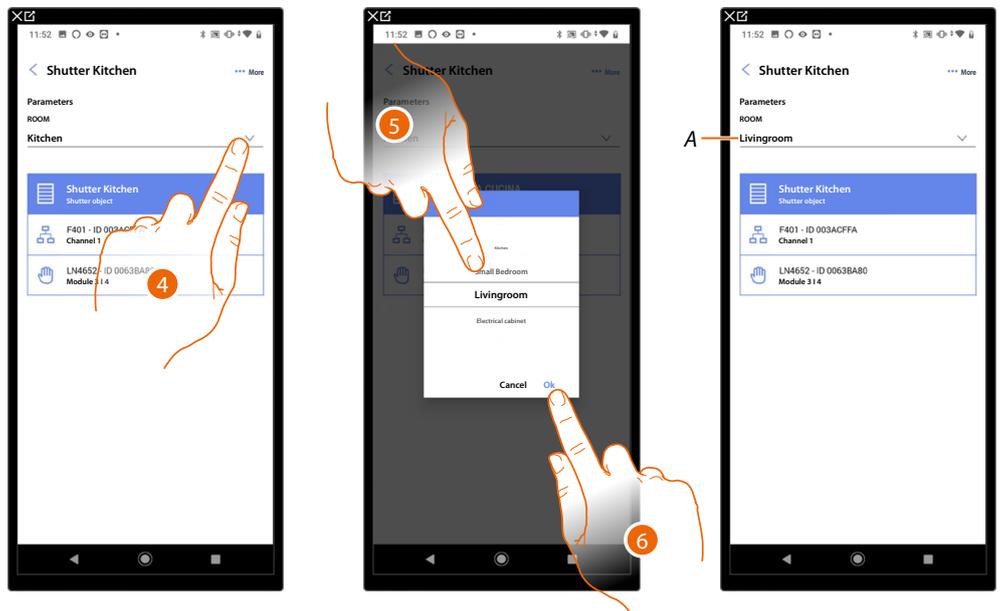
1. Touch to display and manage the rooms and the objects
2. Touch to enter the room where there is the object to be managed
3. Touch to manage the object

Move the object in another room

In this page it is possible to move an object in a previously created room

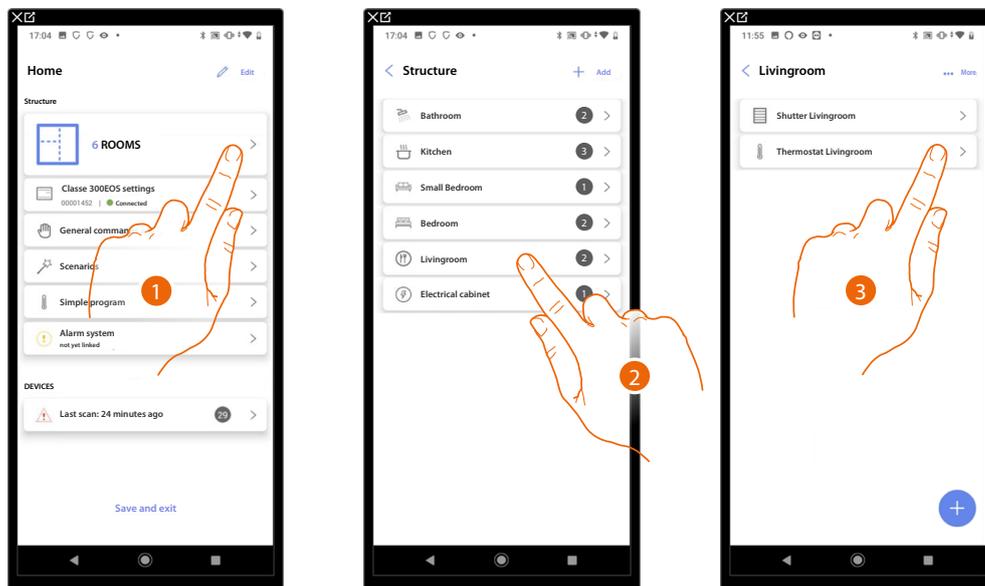


1. Touch to display and manage the rooms and the objects
2. Touch to enter the room where there is the object you want to move
3. Touch to manage the object

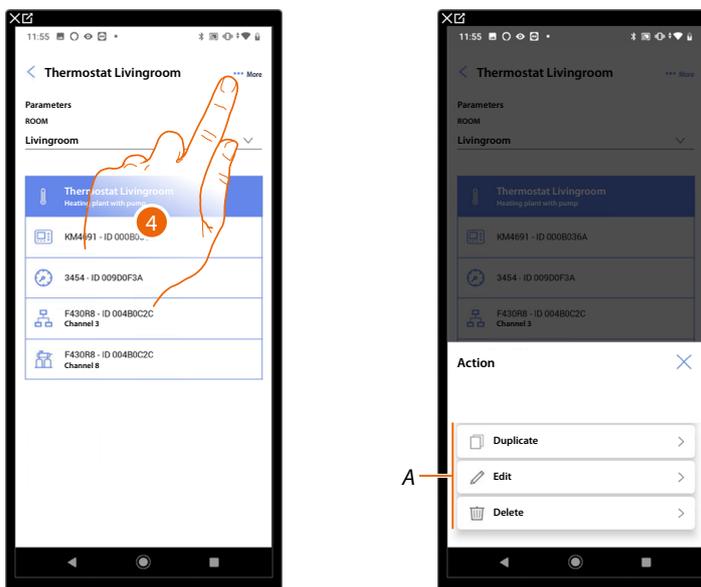


4. Touch to select the room where you want to move the object.
 5. Select the room where you want to move object.
 6. Touch to save it.
- A *The object has been correctly moved in the new room*

Object actions

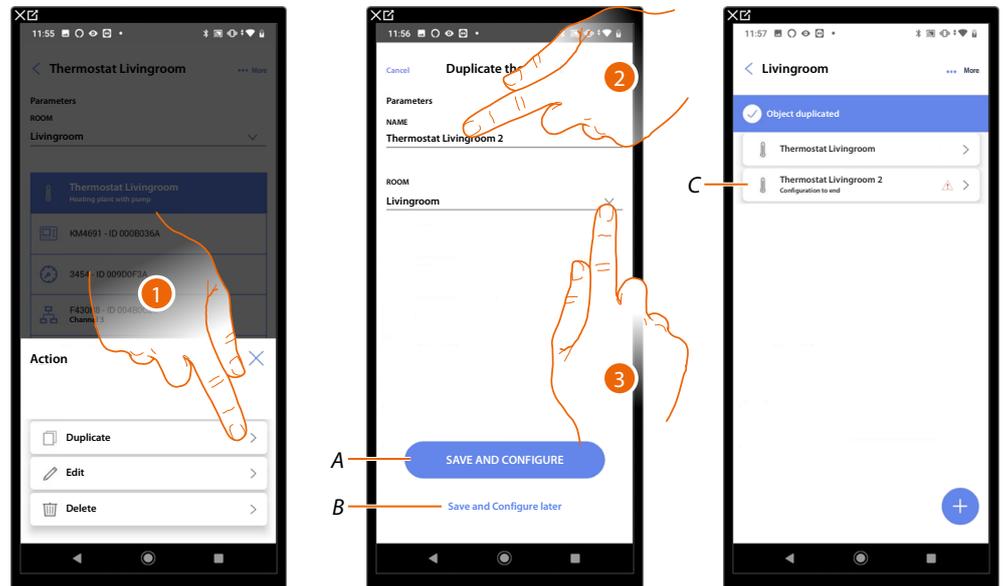


1. Touch to display and manage the rooms and the objects
2. Touch to enter the room where there is the object you want to manage
3. Touch the the object you want to manage



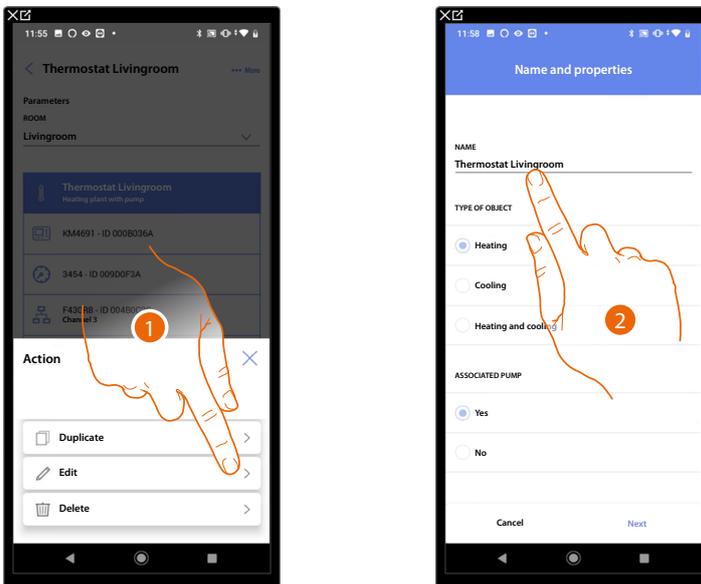
4. Touch to open the panel with the actions available for the selected object
- A You can **duplicate**, **edit** and **delete** an object.

Duplicate the object



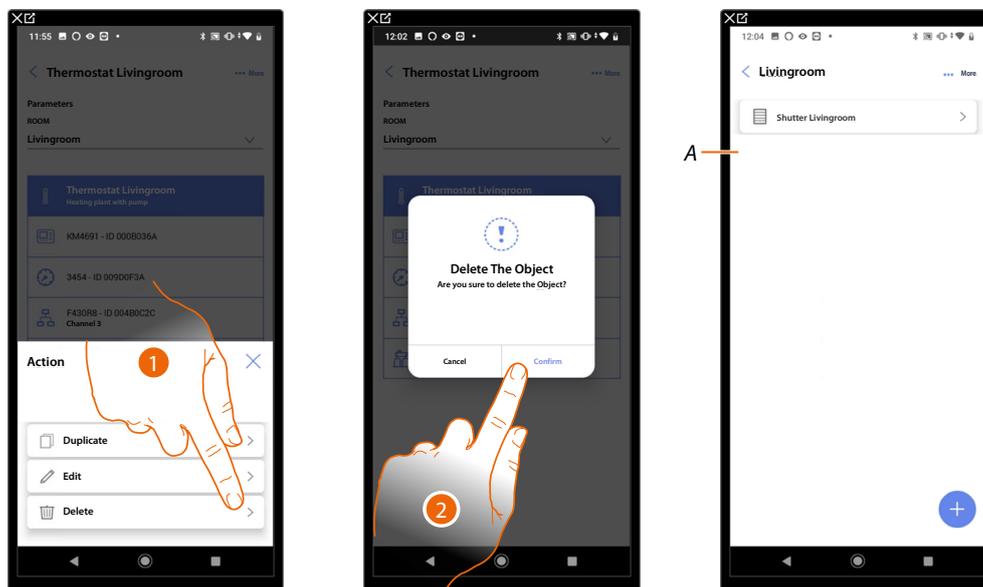
1. Touch to duplicate the object
 2. Customise the name of the duplicated object
 3. Select the room where to insert the duplicate object
- A Save the object and configure it, see [Associate objects with devices](#)
- B Save the object and configure it later
- C The object was successfully duplicated, the icon  indicates that the object still needs to be configured, see [Associate objects with devices](#).

Edit the object



1. Touch to edit the object
2. To edit the object see [associate the objects to the devices](#)

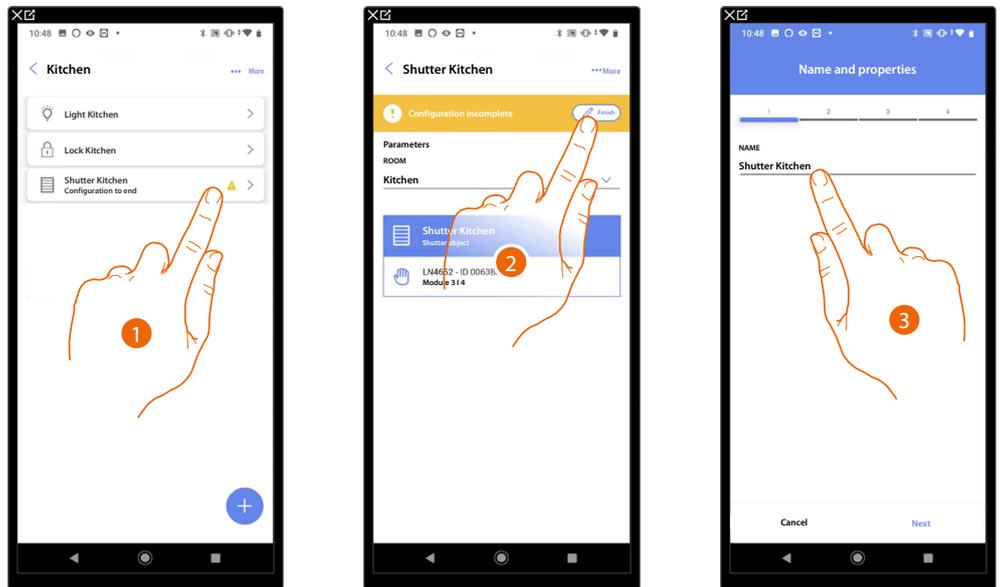
Delete the object



1. Touch to delete the object
2. Touch to confirm the object deletion
- A The object has been correctly deleted

Complete the configuration of an object

This function allows to complete the configuration of an object.
The configuration is lost if the devices with which the object was associated are reset.

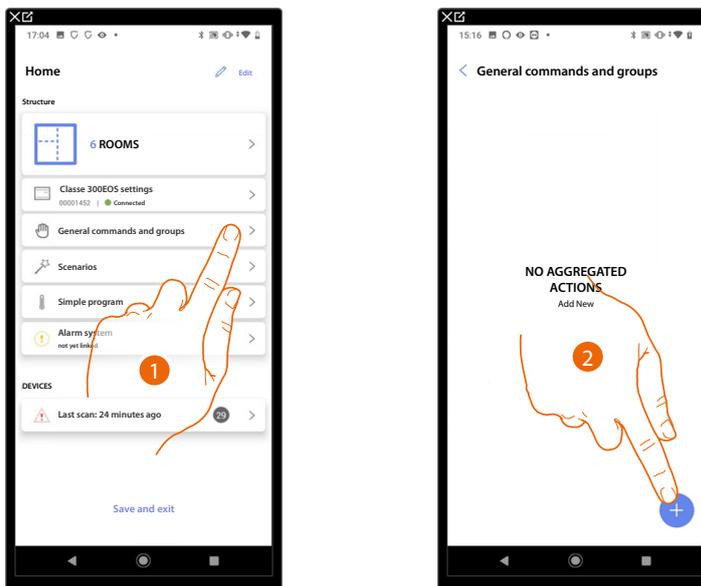


1. Touch to complete the object configuration
2. Touch to start the configuration
3. Touch to insert the lost configuration part, see [Associate objects with devices](#)

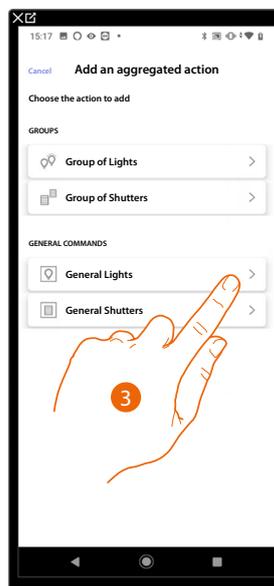
General commands

In this page it is possible to associate one or more physical buttons to the main lights or shutter command.

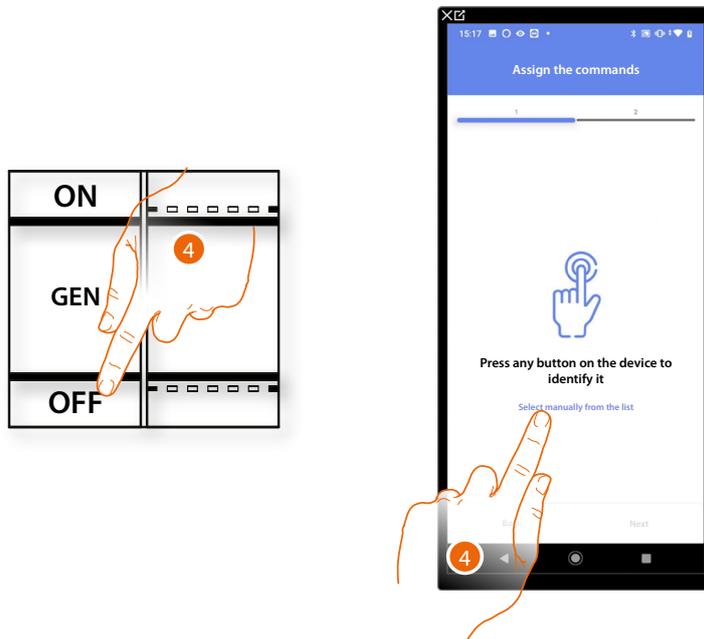
As well as from the physical button you can perform the function from the graphic object entered in the favourites page.



1. Touch to enter the page General commands and groups
2. Touch to create a general command

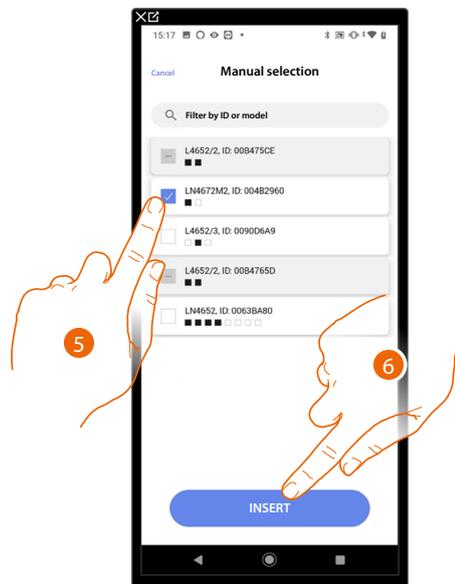


3. Touch to create a light general command



4. Press any one of the buttons on the command on the system
OR
4. Touch "Select manually from the list" when you cannot access the device.
You will be shown a list of the commands on the system

You will be proposed the list of the commands that you can associate.
You can identify the command by its ID number.



5. Touch to select the device
6. Touch to add the selected command

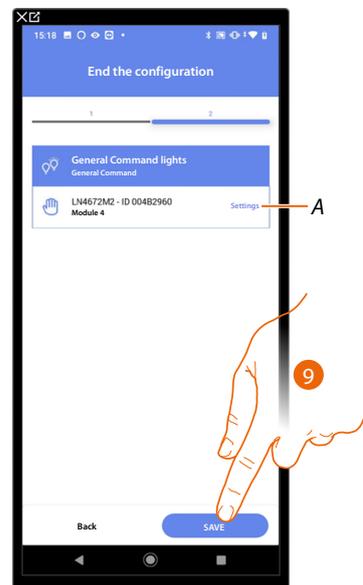


A Delete association

7. Select the command module among those available

When the modules are all engaged, see [Device reset](#) to make them available again.

8. Touch to confirm



The association of the general lighting command is complete

A Edit the settings

9. Touch to save the object

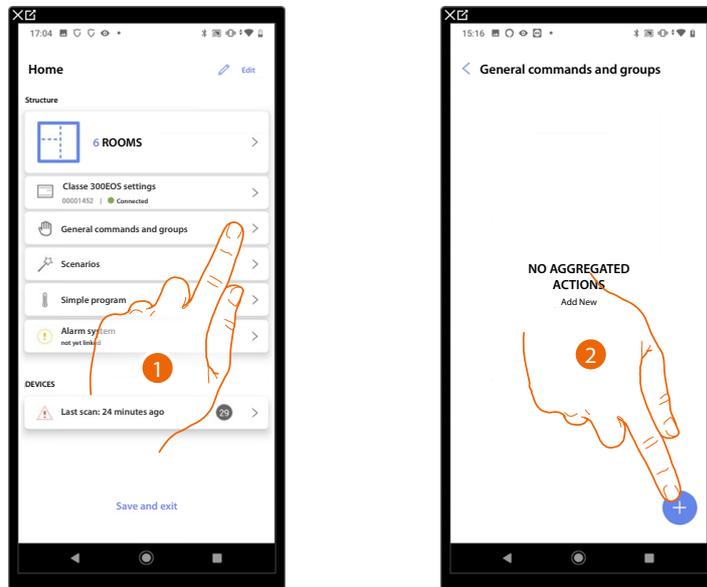
The user can now perform a general light command via the physical command or via the Home+Control App graphic object

NOTE: To test the created object, operate on the physical object or download the Home + Control App

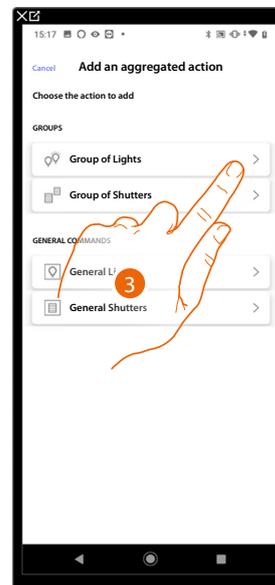
NOTE: To test the object created with the Home + Control App you have to save and close the Home + Project App

Groups

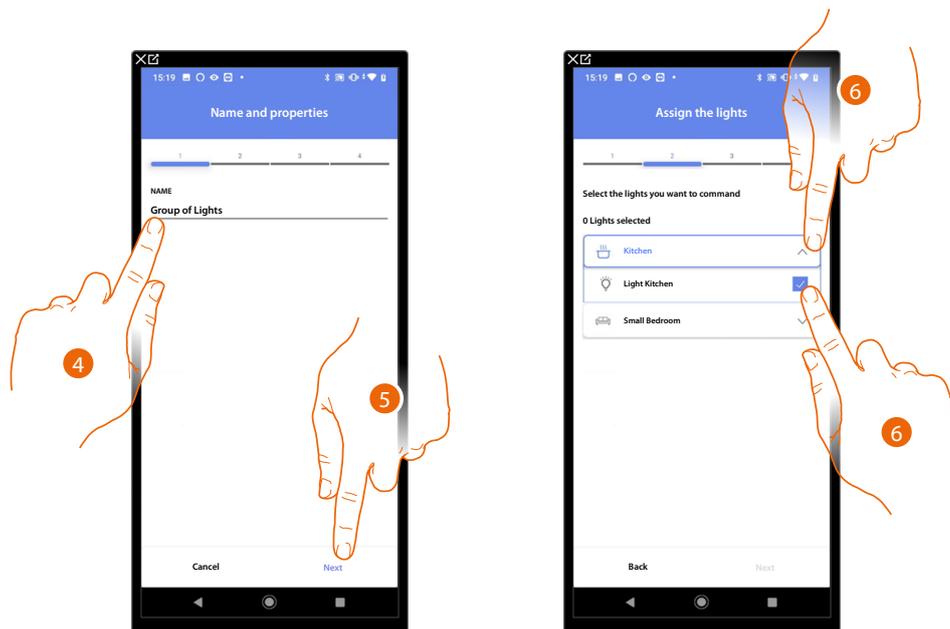
In this page it is possible to associate one or more physical buttons to a group of lights or shutter.



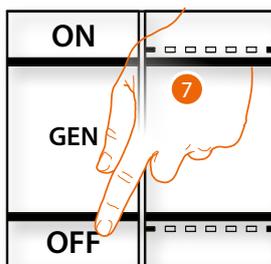
1. Touch to enter the page General commands and groups
2. Touch to create a group



3. Touch to create a group of lights

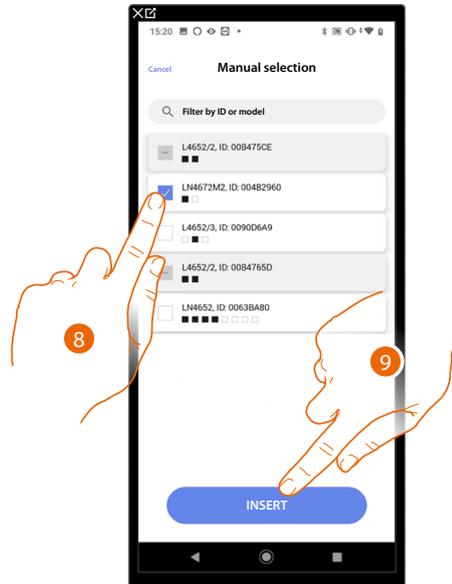


4. Touch to edit the name of the group of lights
5. Touch to continue.
6. Touch to select the room and the lights that you want to add to the group



7. Press any one of the buttons on the command on the system
OR
7. Touch "Select manually from the list" when you cannot access the device.
You will be shown a list of the commands on the system

You will be proposed the list of the commands that you can associate.
You can identify the command by its ID number.



8. Touch to select the device
9. Touch to add the selected command

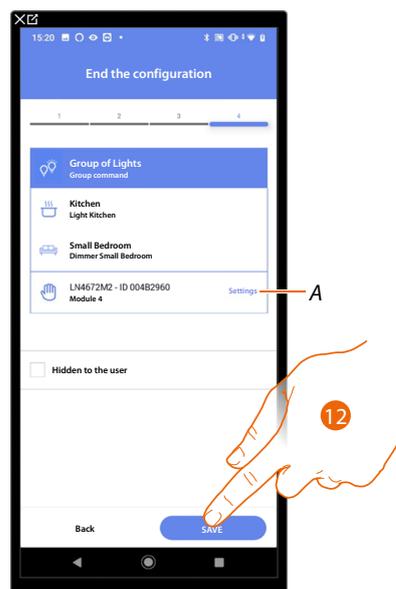


A *Delete association*

10. Select the command module among those available

When the modules are all engaged, see [Device reset](#) to make them available again.

11. Touch to confirm



The On/Off light object association is complete

A *Edit the settings*

12. Touch to save the object

The user can now control an On/Off light object in the kitchen via the physical command or via the Home+Control App graphic object

NOTE: To test the created object, operate on the physical object or download the Home + Control App

NOTE: To test the object created with the Home + Control App you have to save and close the Home + Project App

Scenarios

In this page it is possible to create and manage 2 types of scenarios: [Default scenarios](#) and [Customised scenarios](#)



- A Scenario display filter
- B Opens the scenario page
- C Adds a new customised scenario
- D [Customised scenarios](#)
- E [Default scenarios](#)

Default scenarios

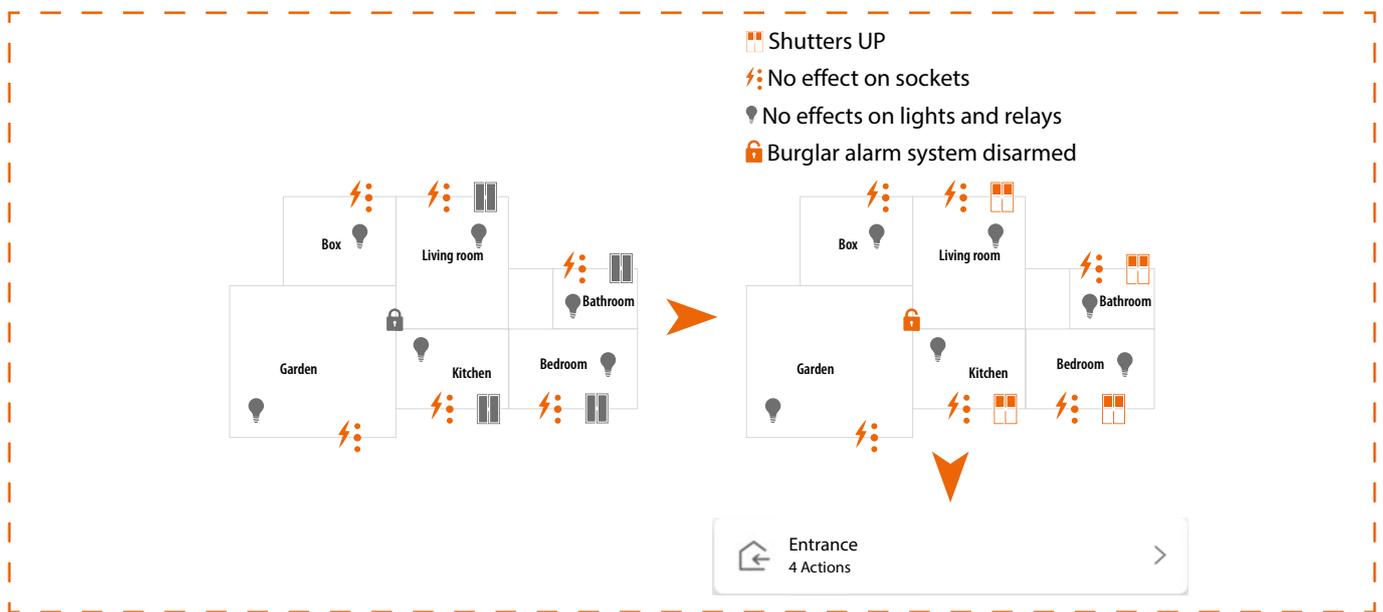
These types of scenarios allow the user to simultaneously control several devices in the plant using a single command directly from the app or from a plant command.

You can control the functionality of the scenario using the 'Play' button.

There are 4 default and pre-named scenarios (Day, Night, Input, Output), which are however not configured.

Using the Home+Control app, the user can modify, schedule or create new scenarios of this type.

Example of default Input scenario



Customised scenario

These types of scenarios can be performed by the user using a point command or may be performed automatically, when certain specific conditions set by the user are met (following the “perform an action/start when/only if” logic). Using the Home+Control app, the user cannot modify, schedule or create new scenarios of this type.

PERFORM ACTIONS	WHEN	IF
Object	Touch a button on the system	An object is in a certain status (e.g. the shutter is up)
Burglar alarm system	An object is in a certain status (e.g. the shutter is up)	<i>A certain time range is active from Monday to Friday (e.g. Monday to Friday from 15:00 to 18:00)</i>
SPECIAL ACTIONS		
Waiting time	A certain time range is active from Monday to Friday (e.g. Monday to Friday from 15:00 to 18:00)	A Burglar Alarm System partition is active or a certain activation scenario is switched on
Email	A zone or partition of the burglar alarm system is armed, or a certain arming scenario is active	The weather conditions set occur
Push notification		



Return in the evening (disabled)
4 Actions 1 Triggers 1 Conditions

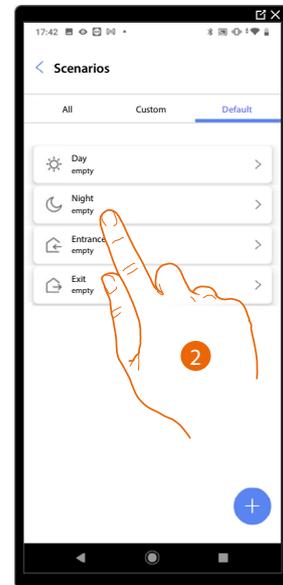
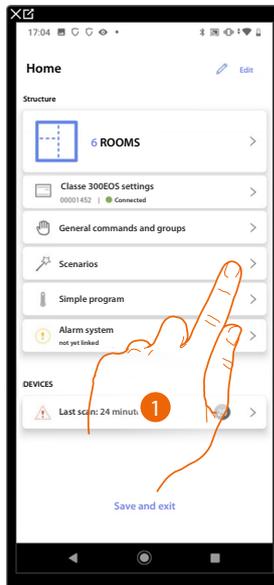
The 'start trigger' and 'conditions' configurations are optional. Depending on their configuration, it is in fact possible to create scenarios of different types:

EXAMPLE OF SCENARIOS			
Action	Start triggers	Conditions	Description
			Start only scenario from object on the Home+Control app
	/		Scenario start using a physical button (or using the Home+Control App) or when it's sunny
	/		Scenario start using a physical button (or using the Home+Control app) or when it's sunny, only between 03:00 p.m. and 06:00 p.m. on weekdays.

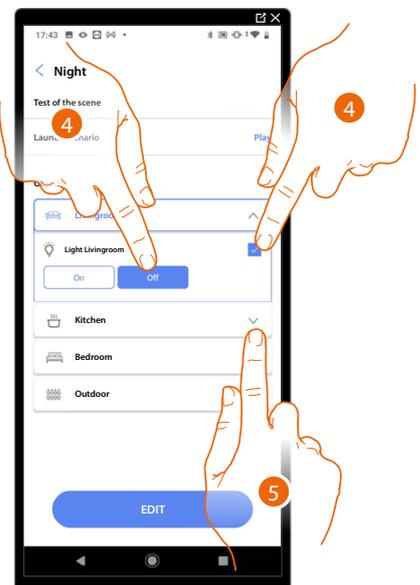
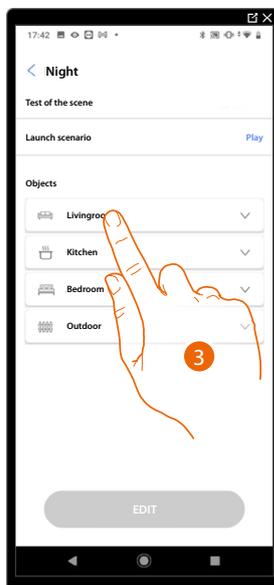
It is possible to check the effective performance of the scenario by setting warning messages (email or push notifications on your smartphone) which the user will receive only if the scenario has started. The user can activate/deactivate the scenario, but not edit it.

Configure default scenario

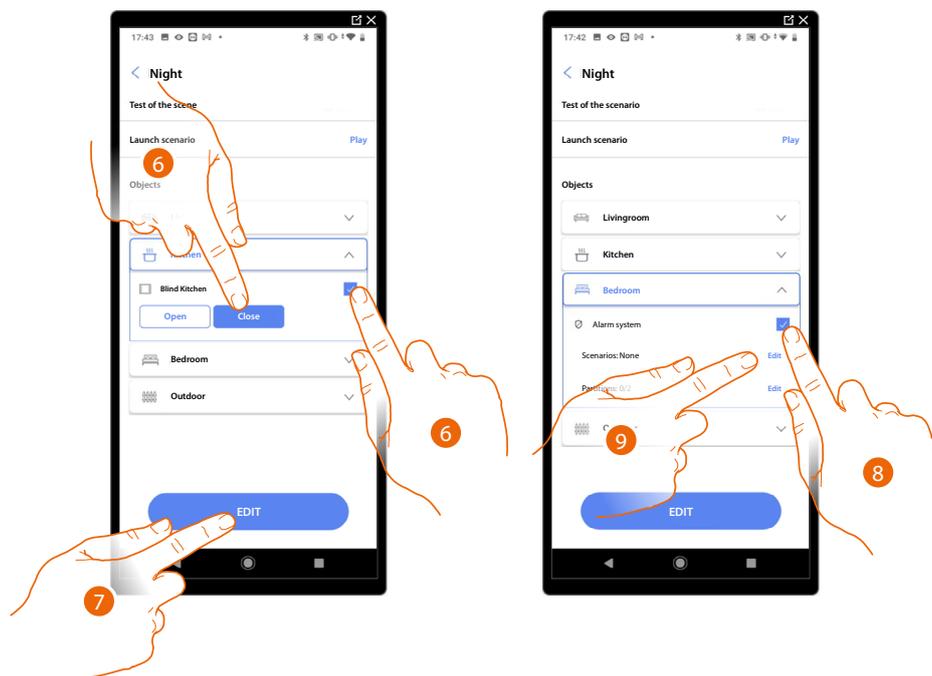
In this example, a scenario will be configured that switches off the living room light and closes the kitchen blind and activates the "partial" arming scenario.



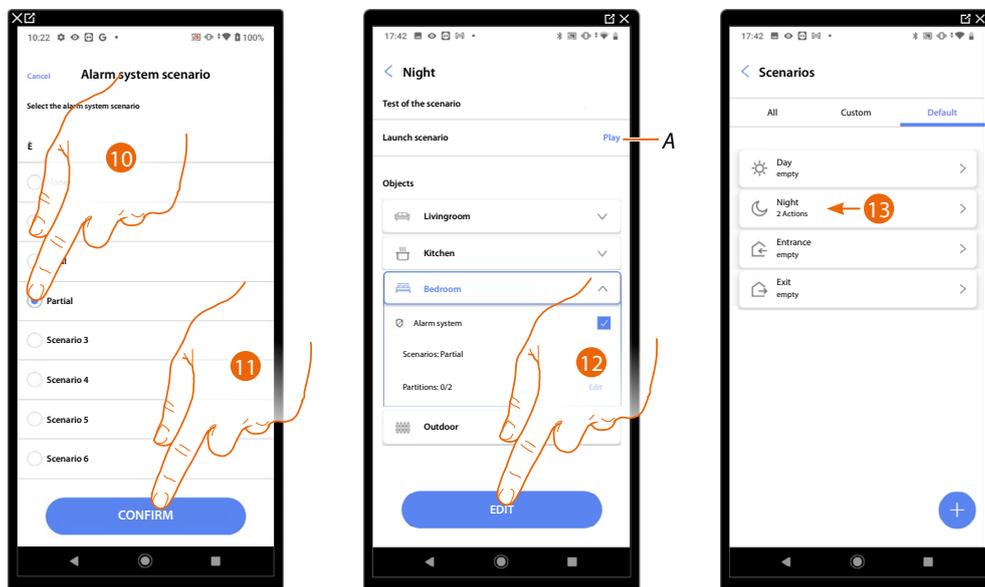
1. Touch to enter the scenario page
2. Touch to configure a default scenario



3. Touch to select the room containing the object you want to activate in the scenario
4. Select the object and the action that it must perform
5. Touch to select another object



6. Select the object and the action that it must perform
7. Touch to select another object
8. Select the object
9. Select to modify the action that it must perform



10. Select the desired Burglar Alarm System scenario
11. Touch to confirm
12. Touch to end
- A Launch the scenario to check it
13. The scenario has been configured

Create a customised scenario

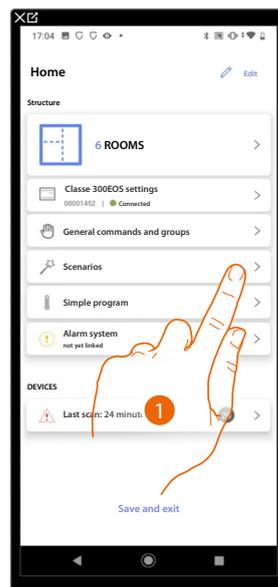
In this example, we will configure a scenario that at 17:15 on weekdays turns on the outside light and after 1 minute and 30 seconds also the hall light.

But only if a twilight sensor indicates that it is dark outside.

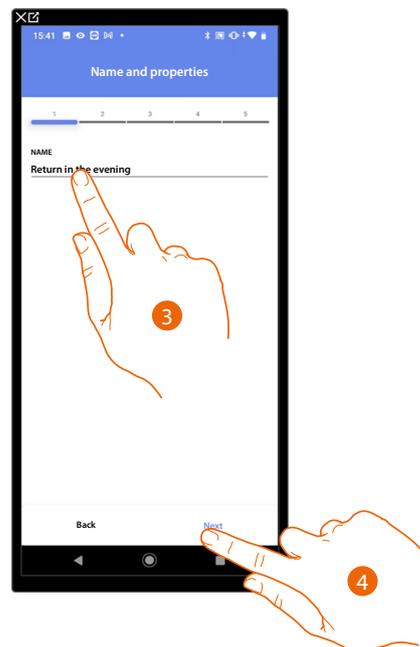
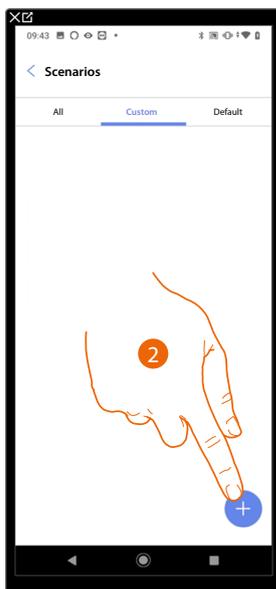
A push notification will be sent once the scenario has been executed.

To create a scenario:

- 1 Assign a representative name
- 2 Enter one or more actions which the objects in the room will perform when the scenario starts (e.g. switching the External Light on)
- 3 Enter the conditions that will trigger the scenario (start trigger).
- 4 If necessary, enter a further condition (only if)
- 5 Save the created scenario

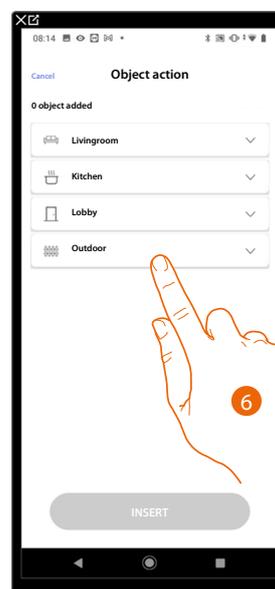


1. Touch to enter the scenario page

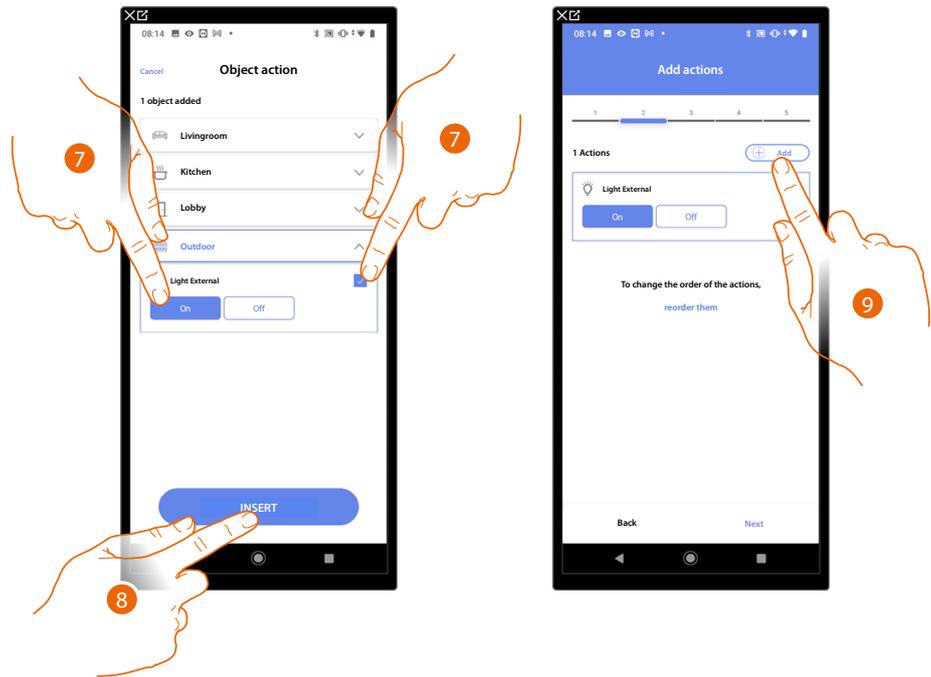


2. Touch to add a scenario
3. Touch to customise the scenario name
4. Touch to continue.

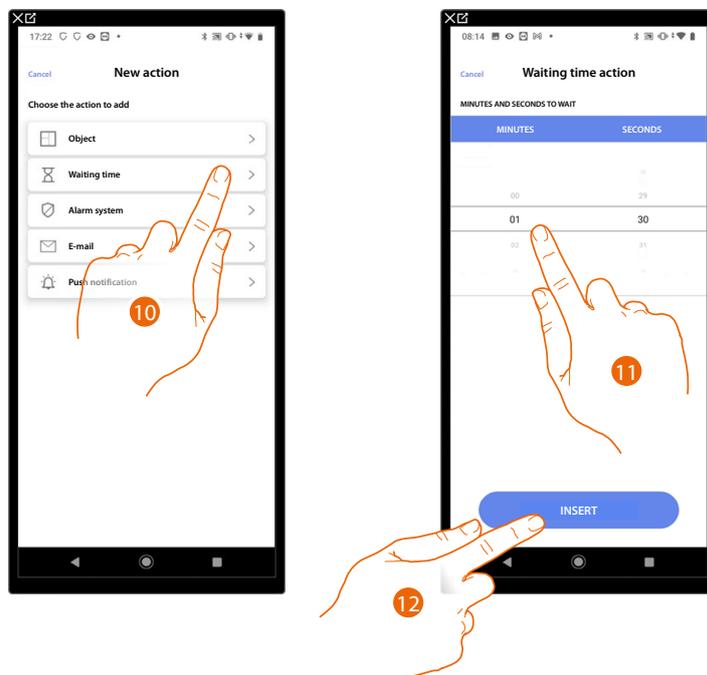
Now enter the actions which the objects in the various rooms will perform when the scenario starts.



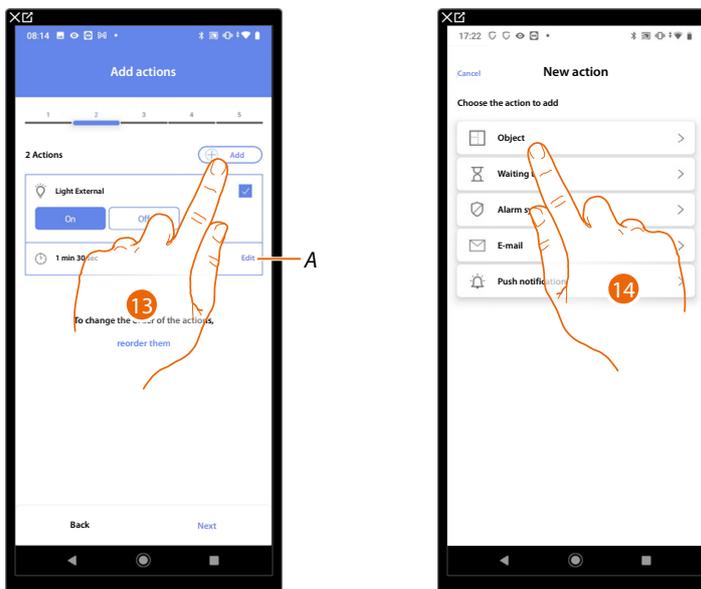
5. Touch to select the object
6. Touch to select the room containing the object



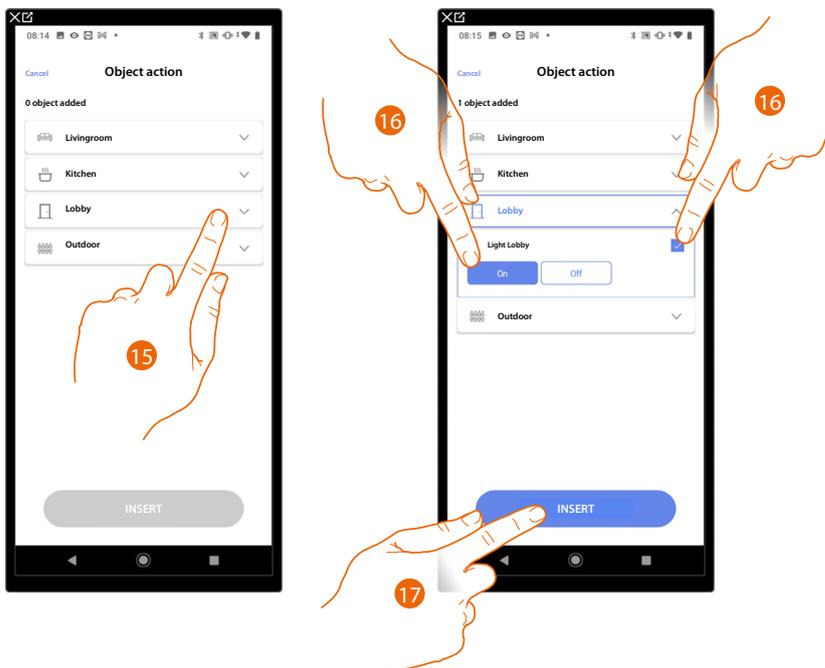
7. Select the object and the action that it must perform
8. Touch to enter the selected object
9. Touch to enter another action



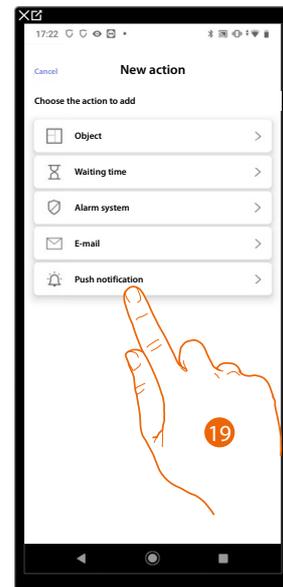
10. Touch to select the waiting time
11. Select the delay in minutes and seconds before the execution of subsequent commands
12. Touch to enter the selected waiting time



- A Edit action
- 13. Touch to enter another action
- 14. Touch to select the object

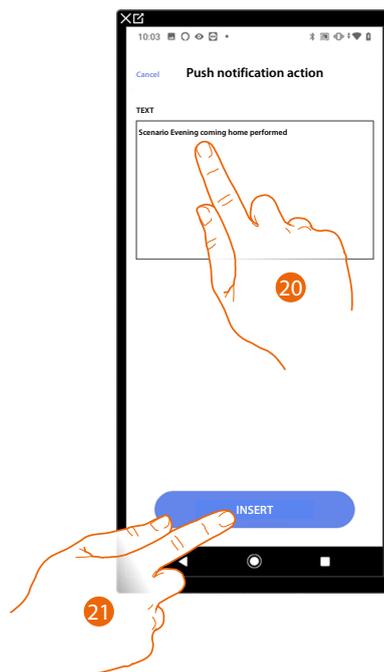


- 15. Touch to select the room containing the object
- 16. Select the object and the action that it must perform
- 17. Touch to enter the selected object



18. Touch to enter another action

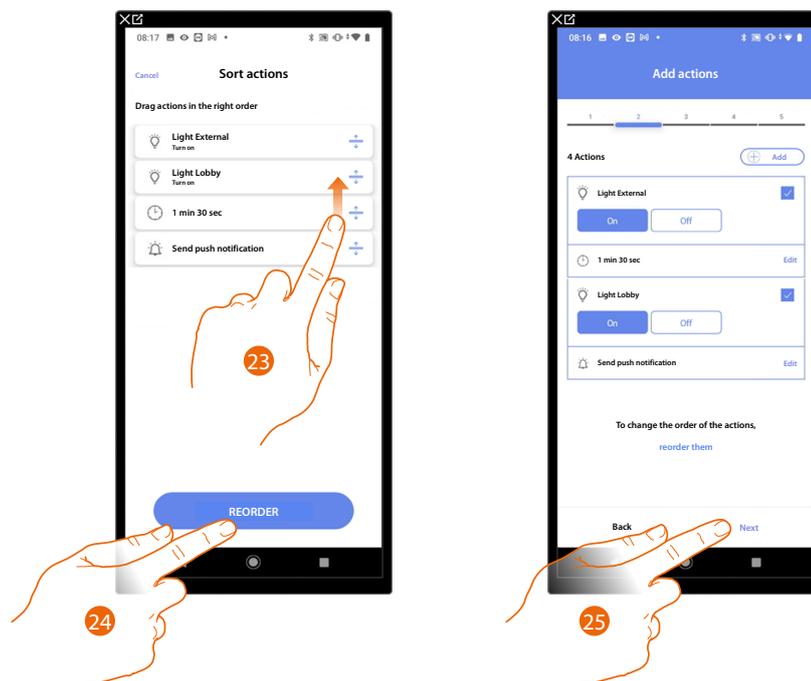
19. Touch to select the push notification



20. Enter the text of the push notification (e.g. Evening coming home scenario performed)

21. Touch to enter an alert using a push notification

22. Touch to reorder the entered actions



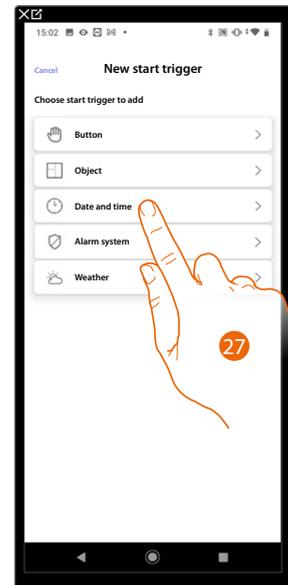
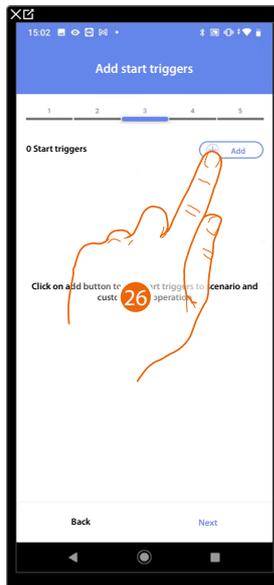
23. Scroll to move the actions

24. Touch to confirm

25. Touch to continue.

NOTE: You can view the available actions in the [Actions](#) section

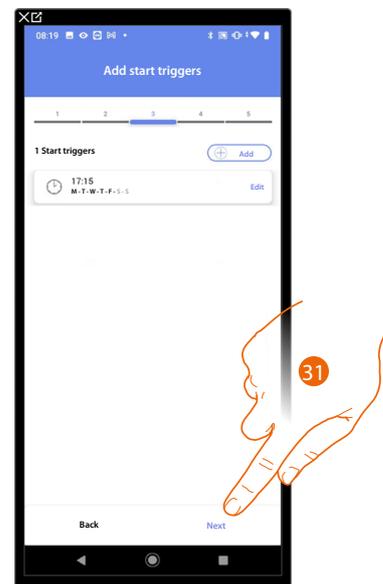
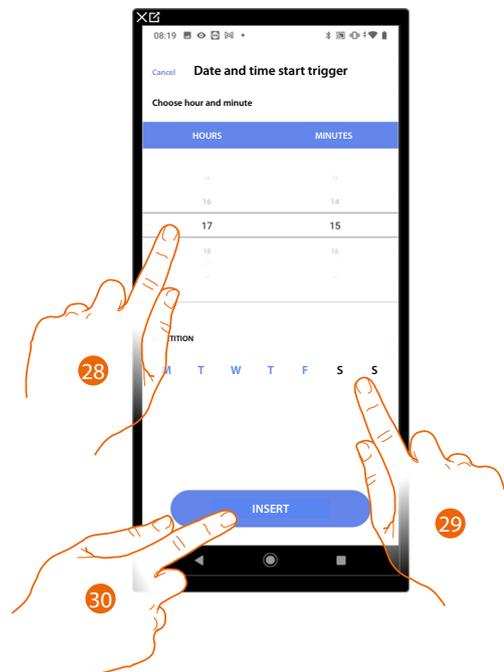
Now enter the condition that will trigger the scenario (start trigger).



26. Touch to add a condition

27. Touch to select the condition which will start the scenario

NOTE: Several conditions for starting the scenario can be entered. Only one of these needs to occur and the scenario starts



28. Touch to set the hour and minutes when the scenario will elapse if activated

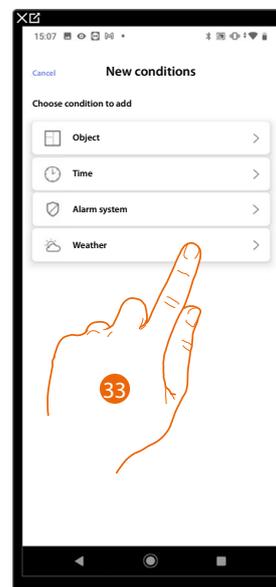
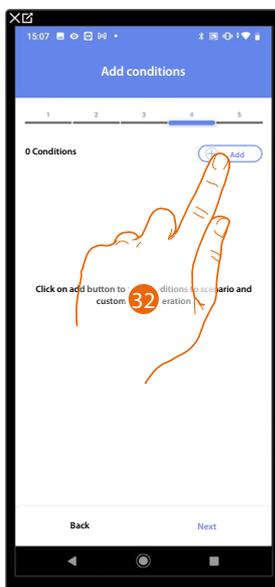
29. Select the days of the week when the scenario will activate at the time already set

30. Touch to enter the created trigger

31. Touch to continue.

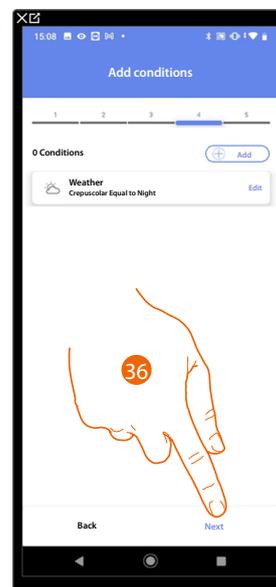
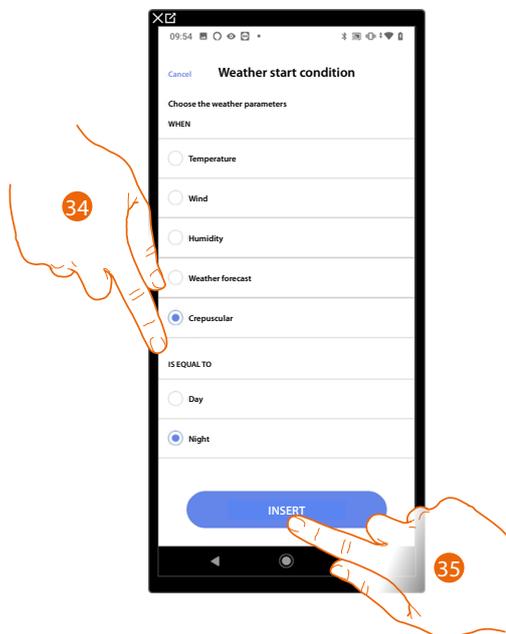
NOTE: You can view the available conditions that will trigger the scenario in the [Execution start conditions \(start-up trigger\)](#) section

You may also enter a further condition (only if) in addition to the one just entered. This condition ensures that the scenario is only started if the condition itself is met. The available conditions are: **objects**, **Time**, **Burglar Alarm System** and **weather** and the functions are those described in the **Execution start conditions (start-up trigger)** section



32. Touch to add a condition

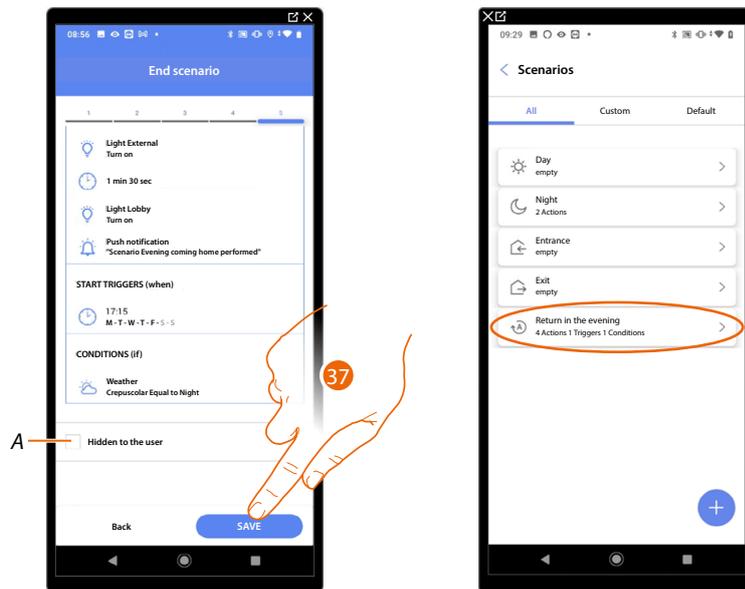
33. Touch to select the condition which will start the scenario



34. Touch to select when the scenario must activate

35. Touch to enter the selected condition

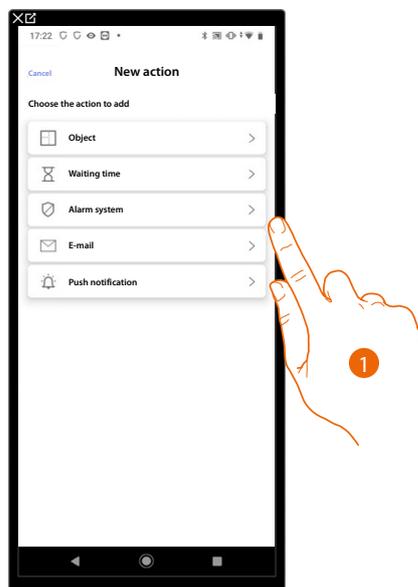
36. Touch to continue.



A Select when you don't want to make the object available to the user in the Home + Control App. The object is configured and working, but the user is unable to view it.

37. Touch to save the created scenario

Actions

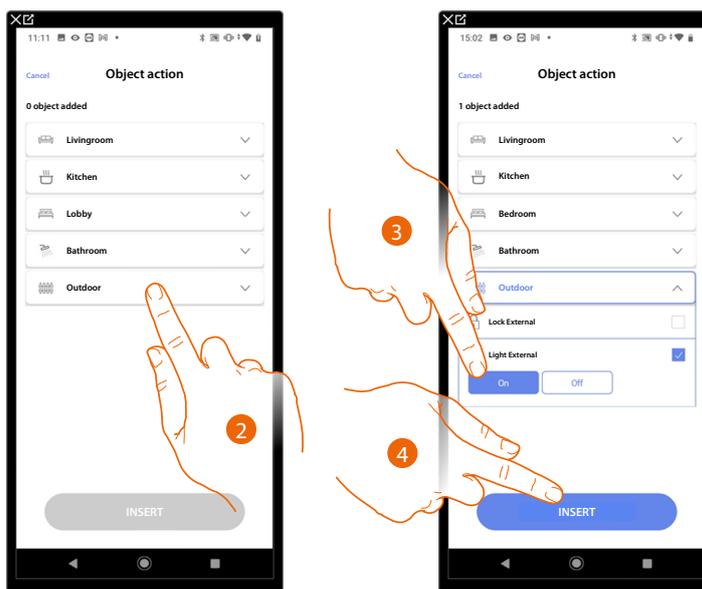


1. Touch to select one of the actions that make up the scenario, either:

- **Object;**
- **Waiting time;**
- **Burglar Alarm System;**
- **Email;**
- **Push notification.**

Object

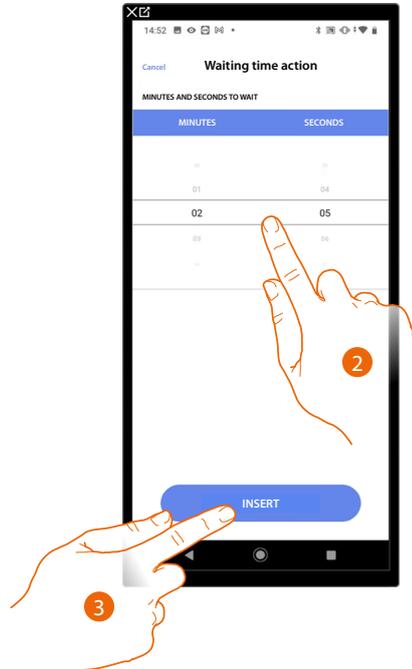
This action allows to define the command that one of the objects in the various rooms will perform when the scenario is executed.



2. Touch to select the room containing the object
3. Select the object and the action that it must perform
4. Touch to enter the selected object

Waiting time

This action allows you to enter a specified time delay before the execution of subsequent commands

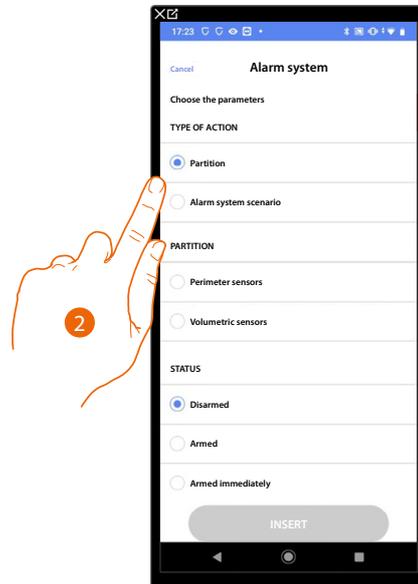


2. Select the delay in minutes and seconds before the execution of subsequent commands
3. Touch to enter the selected waiting time

Burglar alarm system

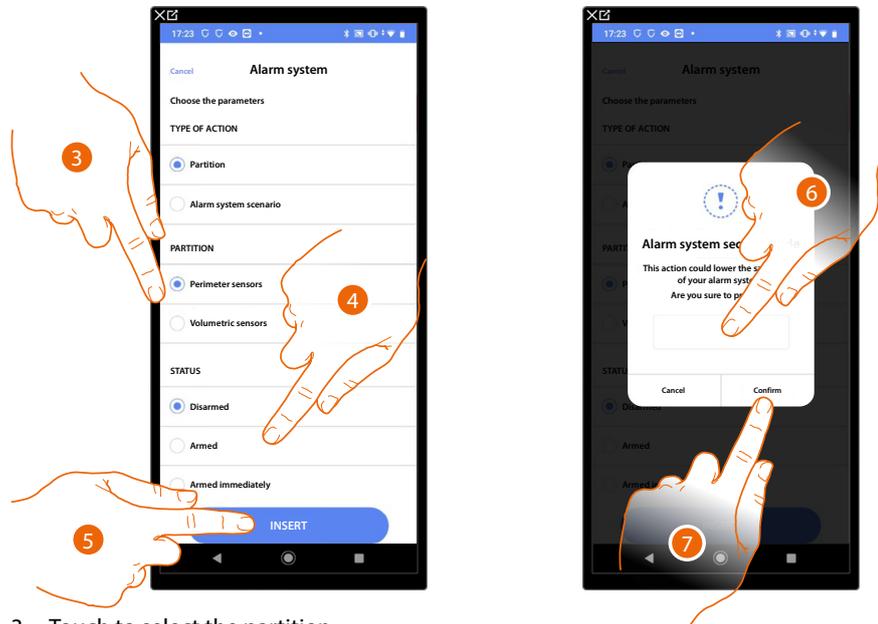
In this page, select the action that a component of the burglar alarm system will perform when the scenario is executed.

E.g. arming of a partition or activation of an arming scenario.



2. Touch to select the action between partitions or insertion scenarios

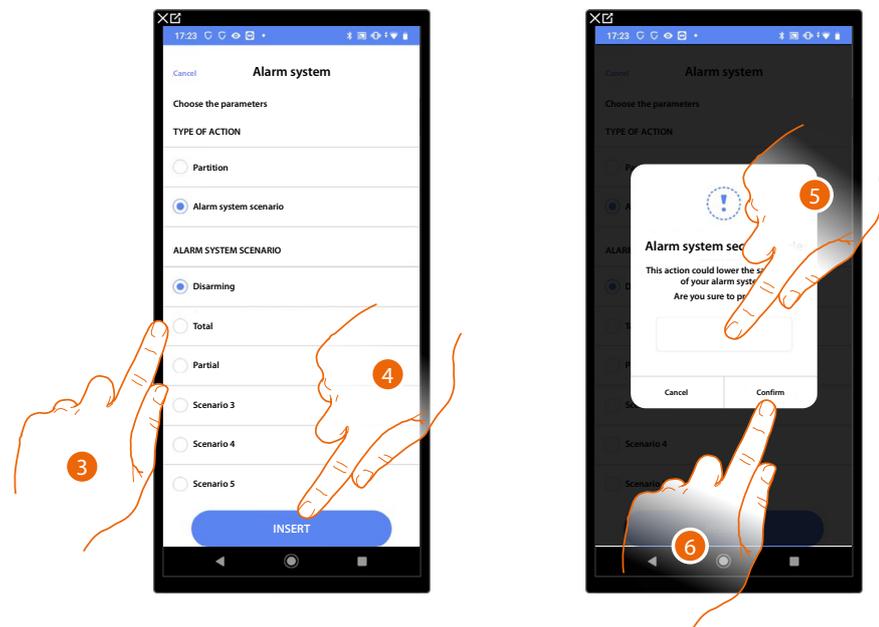
Partitions



3. Touch to select the partition
4. Touch to select if (on activating the scenario) the partition will be:
 - disarmed
 - armed (if it is with delay, at the end of all the delays)
 - armed immediately (if it is with delay, disable all the delays)
5. Touch to confirm
6. Enter the user code
7. Touch to end

CAUTION: On confirming the operation the user code is saved in the scenario. In this way, anyone who has access to your smartphone and the app can activate the burglar alarm System without knowing the user code. The user code will always be modifiable through the appropriate procedure on Home+Security.

Arming scenarios

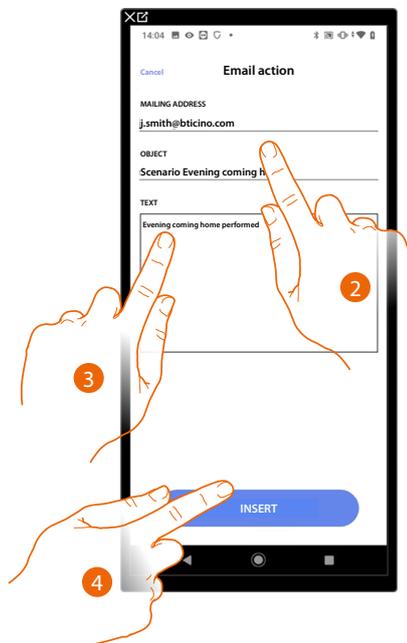


3. Touch to select the insertion scenario which will activate when the scenario starts
4. Touch to confirm
5. Enter the user code
6. Touch to end

CAUTION: On confirming the operation the user code is saved in the scenario. In this way, anyone who has access to your smartphone and the app can activate the burglar alarm System without knowing the user code. The user code will always be modifiable through the appropriate procedure on Home+Security.

Email

This action allows you to set an email address to which an alert is automatically sent after the execution of the scenario

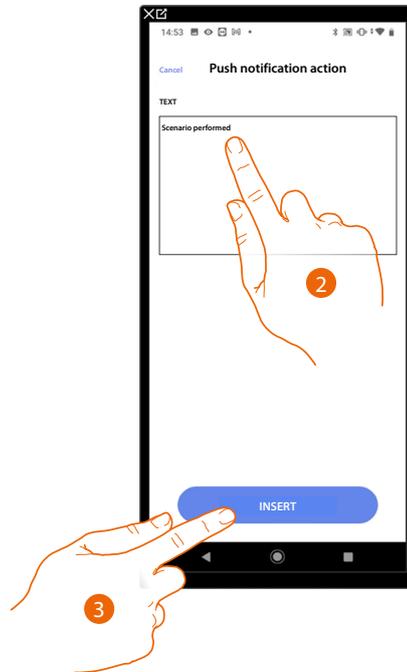


2. Enter the email address where the message alert should be sent and the message subject
3. Enter the message text (e.g. Evening coming home performed)
4. Touch to enter the alert using the email

Push notification

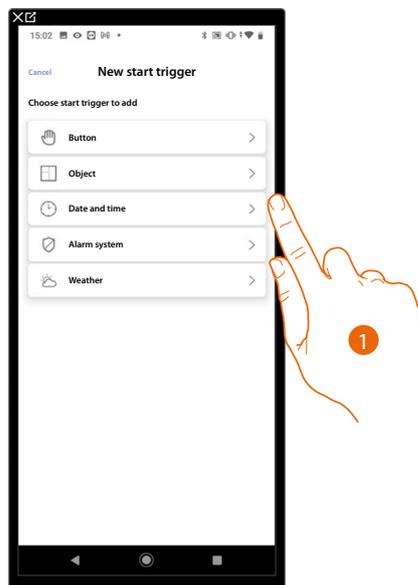
With this action it is possible to automatically send a push notification to the smartphones after the actions or entire scenario are performed.

NOTE: In case of iOS operating system, push notifications will not be delivered when the App is displayed in the foreground.



2. Enter the text of the push notification (e.g. scenario performed)
3. Touch to enter an alert using a push notification

Execution start conditions (start-up trigger)

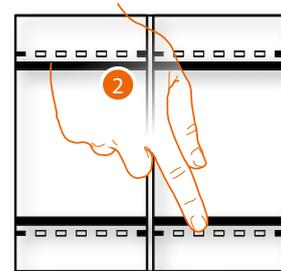


1. Touch to select a scenario start condition (start trigger) among:

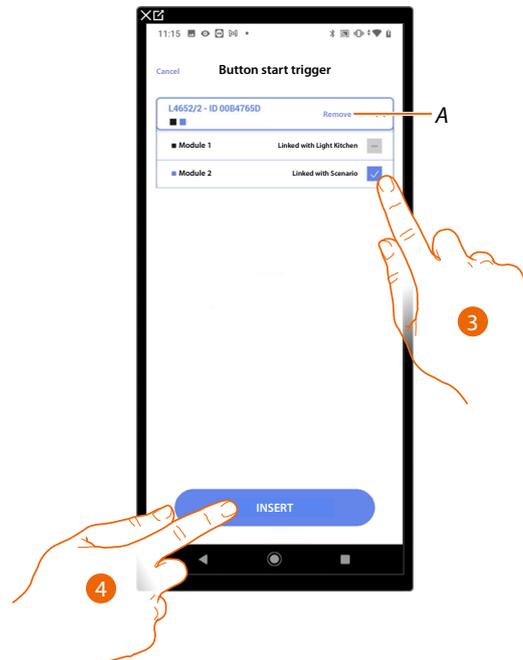
- Button;
- Objects;
- Date and time;
- Burglar Alarm System;
- Weather.

Button

On setting this trigger you can start a scenario by pressing a button on the system



2. Press to identify the physical device on the system



A Delete association

3. Select the command module among those available

When the modules are all engaged, see [Device reset](#) to make them available again.

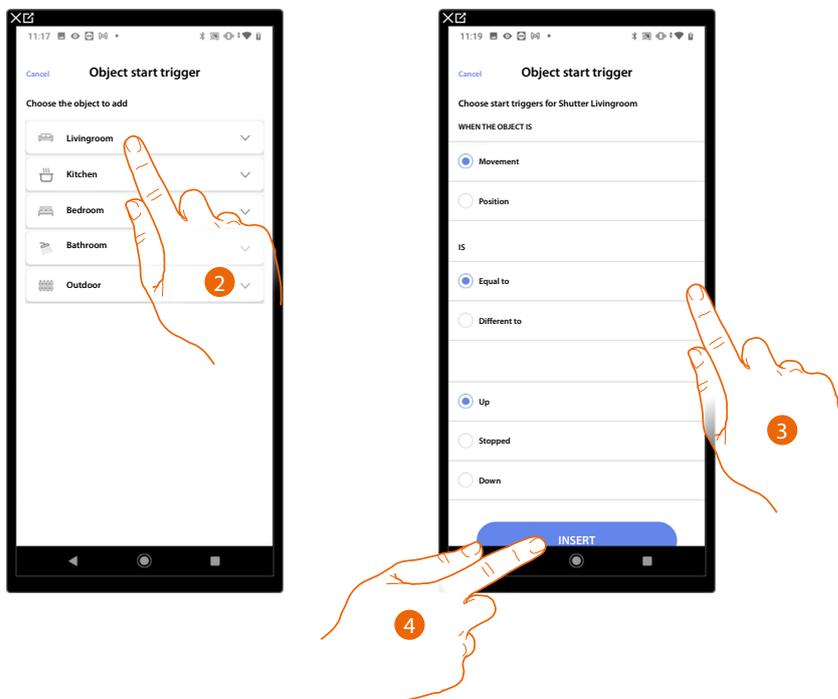
NOTE: The button must not already be associated to another function

4. Touch to enter the trigger

Objects

On setting this trigger you can start a scenario when an object, selected from those in the various rooms, is in a particular status defined by you.

You can use the characteristic statuses whose implementation activates the scenario for any type of object.



2. Touch to select the room containing the object
3. Touch to set the status whose implementation will start the scenario
4. Touch to enter the trigger

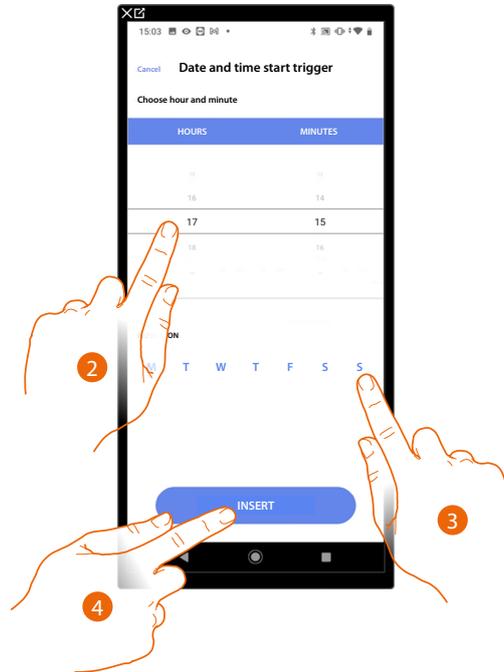
For each object a series of parameters whose combination determines the status which will implement the scenario is at your disposal.

OBJECT	CONDITION		LO SCENARIO PARTE SE...	
ON/OFF LIGHT	equal	ON	The light is switched ON	
		OFF	The light is switched OFF	
	different	ON	The light is switched OFF	
		OFF	The light is switched ON	
DIMMER 1	command	equal	ON The variable light is switched ON	
		equal	OFF The variable light is switched OFF	
		different	ON The variable light is switched OFF	
		different	OFF The variable light is switched ON	
	dimmer	equal	from: 00 to 100	the brightness is e.g.: at 10%
		different		the brightness is e.g.: different from 10%
		more		the brightness is e.g.: more than 10%
		lower		the brightness is e.g.: lower than 10%
COLORED LIGHT 1	command	equal	ON The colored light is switched ON	
		equal	OFF The colored light is switched OFF	
		different	ON The colored light is switched OFF	
		different	OFF The colored light is switched ON	
	color	equal	blue sky	the light color is blue sky
			blue	the light color is blue
			light violet	the light color is light violet
			color x	the light color is color x
		different	blue sky	the light color is not blue sky
			blue	the light color is not blue
			light violet	the light color is not light violet
			etc. . . .	the light color is not color x
SHUTTER 1	move	equal	Up the shutter is moving upwards	
		equal	Stop the shutter is still	
		equal	Down the shutter is moving downwards	
		different	Up the shutter is moving downwards or is still	
		different	Stop the shutter is moving upwards or downwards	
		different	Down the shutter is moving upwards or is still	
	position	equal	from: 00 to 99	the shutter is open e.g.: at 50%
		different		the shutter is open e.g.: value different from 50%
		more		the shutter is open e.g.: value more than 50%
		lower		the shutter is open e.g.: value lower than 50%
BURGLAR ALARM SYSTEM ZONE	equal	alarm	there is an alarm on the zone	
		idle	there is no alarm on the zone	

OBJECT	CONDITION		THE SCENARIO STARTS IF...	
THERMOSTAT 2	mode	equal	off	the thermostat is OFF
			hot	the thermostat is in heating mode
			cold	the thermostat is in cooling mode
			auto	the thermostat is in automatic mode
		different	off	the thermostat is ON
			hot	the thermostat is OFF or in cooling/auto mode
			cold	the thermostat is OFF or in heating/auto mode
			auto	the thermostat is OFF or in cooling/heating mode
	temperature	equal	from: 10 to 34	the temperature is e.g.: 30°
		different		the temperature is e.g.: different from 30°
		more		the temperature is e.g.: more than 30°
		lower		the temperature is e.g.: lower than 30°
	Desired T	equal	from: 10 to 34	the set temperature is e.g.: equal to 11
		different		the set temperature is e.g.: different from 12
		more		the set temperature is e.g.: more than 13
		lower		the set temperature is e.g.: lower than 14
Actuator status	equal	Off	the actuator is OFF	
		On	the actuator is ON	
	different	Off	the actuator is OFF	
		On	the actuator is ON	
PLAYER 1	command	equal	ON	the audio is ON
		OFF	the audio is OFF	
	different	ON	the audio is OFF	
		OFF	the audio is ON	
ENERGY	equal	from 0:to 50 (step 0,5)	the instantaneous consumption is e.g.: 2,5 Kw	
	different	from 0:to 50 (step 0,5)	the instantaneous consumption is e.g.: different from 2.5 Kw	
	more	from 0:to 50 (step 0,5)	the instantaneous consumption is e.g.: more than 2.5 Kw	
	lower	from 0:to 50 (step 0,5)	the instantaneous consumption is e.g.: lower than 2.5 Kw	

Date and time

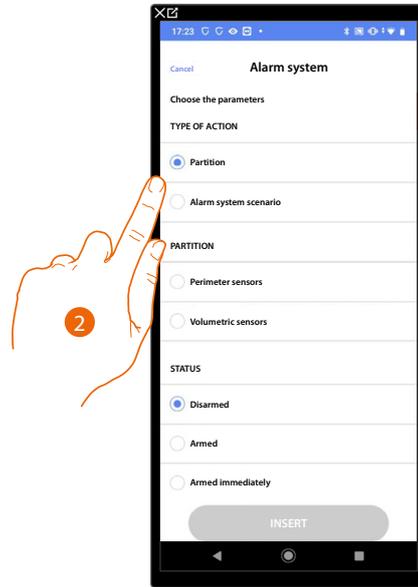
On setting this trigger you can start a scenario at a set time and day.



2. Touch to set the hour and minutes when the scenario will elapse if activated
3. Select the days of the week when the scenario will activate at the time already set
4. Touch to enter the trigger

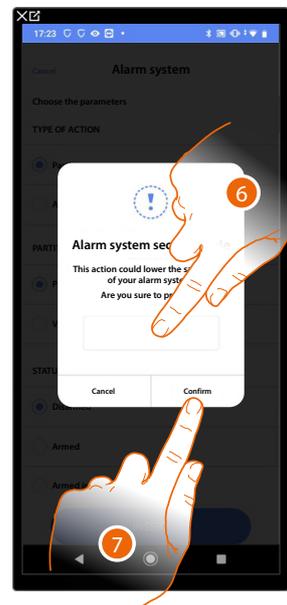
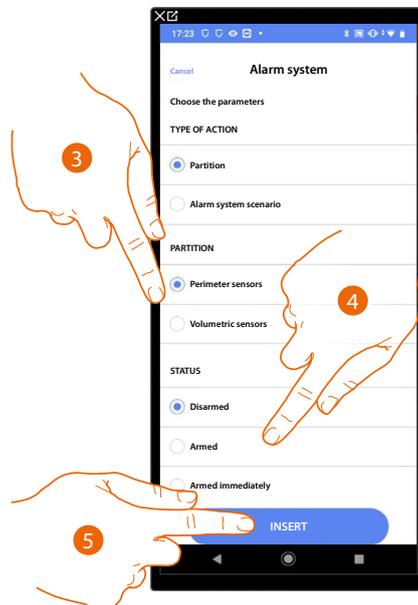
Burglar alarm system

On setting this condition you can start an action when particular events of the burglar alarm System occur. In particular you can set as starting event, an event which will occur in the partition (e.g. switching on the “Day volumetric” partition) or running an insertion scenario (e.g. switching the Burglar Alarm System on when the “total switching-on” insertion scenario is inserted).



2. Touch to select the action between partitions or insertion scenarios.

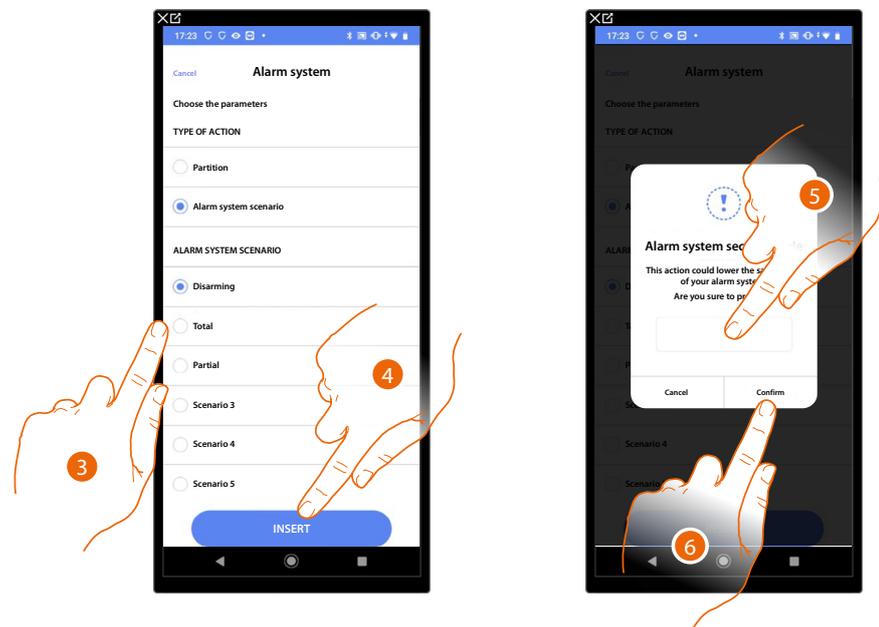
Partitions



3. Touch to select the partition
4. Touch to select if (on activating the scenario) the partition will be:
 - disarmed
 - armed (if it is with delay, at the end of all the delays)
 - armed immediately (if it is with delay, disable all the delays)
5. Touch to confirm
6. Enter the user code
7. Touch to end

CAUTION: On confirming the operation the user code is saved in the scenario. In this way, anyone who has access to your smartphone and the app can activate the burglar alarm System without knowing the user code. The user code will always be modifiable through the appropriate procedure on Home+Security.

Arming scenarios

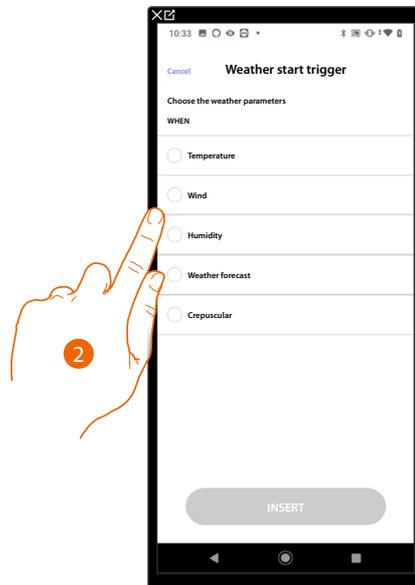


3. Touch to select the insertion scenario which will activate when the scenario starts
4. Touch to confirm
5. Enter the user code
6. Touch to end

CAUTION: On confirming the operation the user code is saved in the scenario. In this way, anyone who has access to your smartphone and the app can activate the burglar alarm System without knowing the user code. The user code will always be modifiable through the appropriate procedure on Home+Security.

Weather

On setting this trigger you can start a scenario when some weather conditions supplied by the online weather service occur.

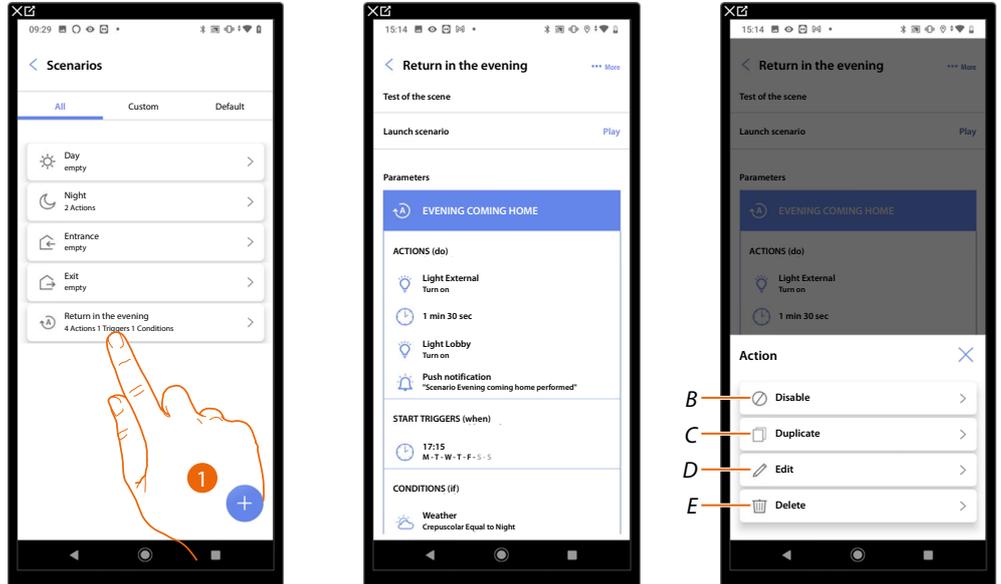


2. Touch to set the weather datum. This will start the scenario. The weather parameters you can set are:

Equal Different More Lower	<input type="radio"/> Temperatura	From 00 °C to 40 °C From -1 °C to -30 °C
	<input type="radio"/> Vento	From 00 Km/h to 99 Km/h
	<input type="radio"/> Umidità	From 00% to 99%
Equal Different	<input type="radio"/> Previsioni meteo	Clear Rain Storm Cloudy Snow Mist
	<input type="radio"/> Crepuscolare	Day Night

Manage a customised scenario

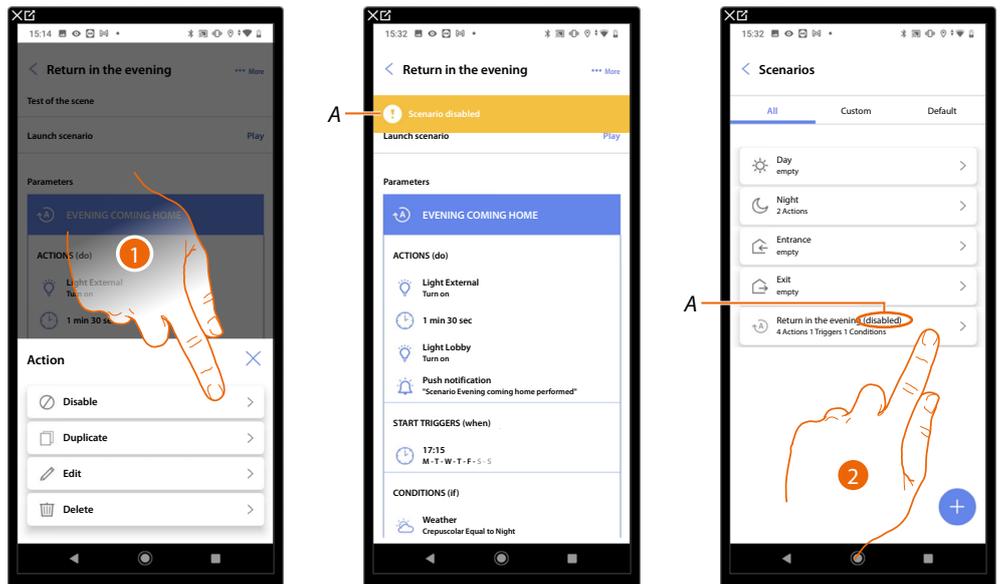
After creating a customised scenario using the appropriate panel, the scenario can be **disabled/enabled, duplicated, edited** ed **deleted**



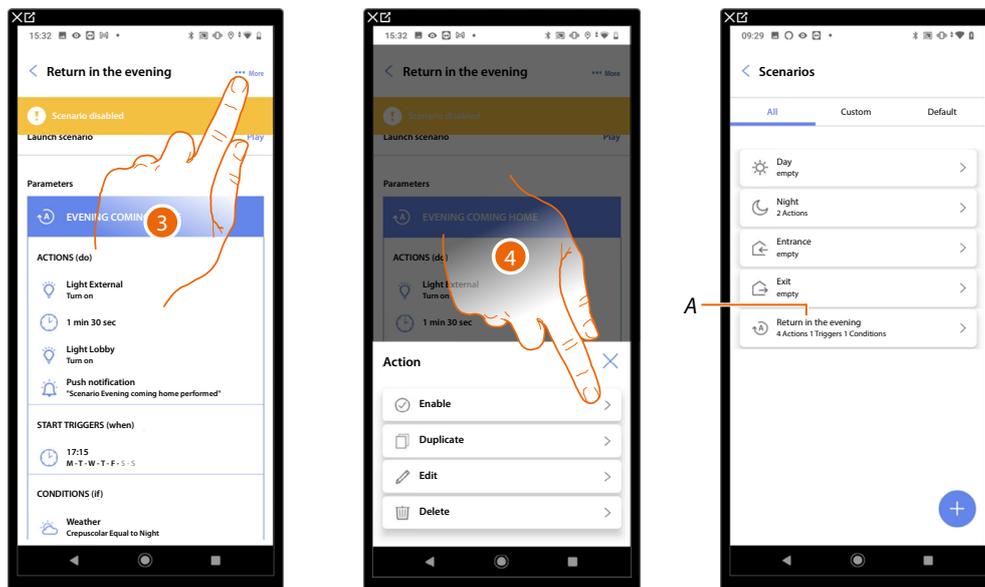
1. Touch to enter the scenario you want to manage
2. Touch to open the Scenario management panel
- A Launch the scenario to check it
- B **Disable/Enable a scenario**
- C **Duplicate a scenario**
- D **Edit a scenario**
- E **Delete a scenario**

Disable/Enable a scenario

You can disable a created scenario. In this way, it will be saved with the other scenarios, but the user will not be able to use it



1. Touch to disable the selected scenario
- A Displays the indication that the scenario is disabled
2. Touch to enable the scenario again

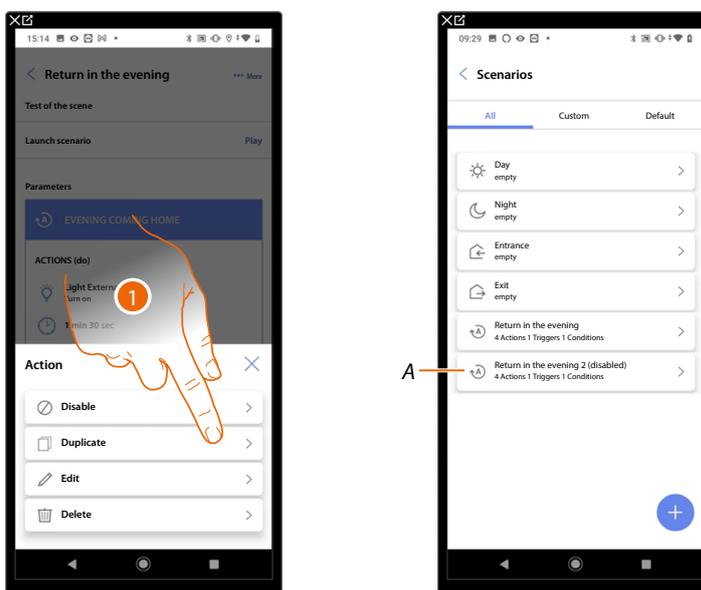


3. Touch to open the Scenario management panel

4. Touch to enable the selected scenario

A The scenario has been enabled

Duplicate a scenario

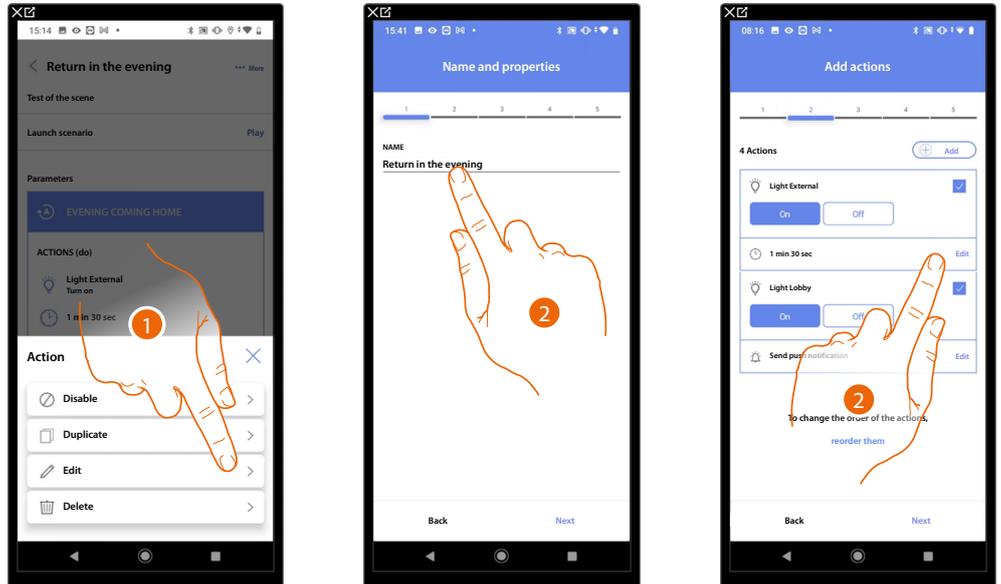


1. Touch to duplicate the selected scenario

A Display the duplicated scenario

NOTE: The duplicated default scenario is disabled. To enable it, see [Disable/Enable a scenario](#).

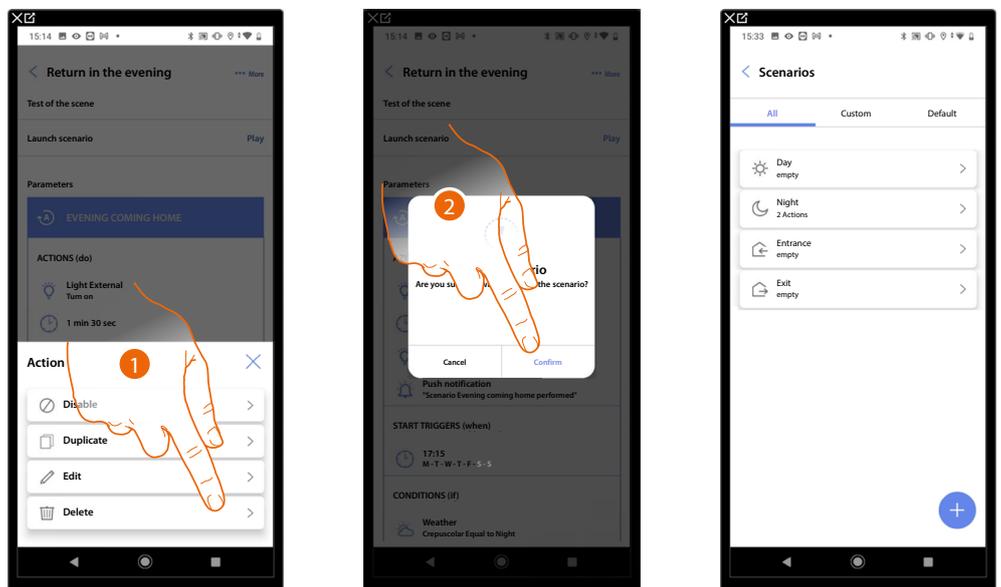
Edit a scenario



1. Touch to edit the selected scenario
2. You are presented with the same pages used to create the scenario. To edit the details, repeat the same actions, or for some objects use the "edit" button.

For further information, please refer to the procedure used for the [creation of the scenario](#)

Delete a scenario

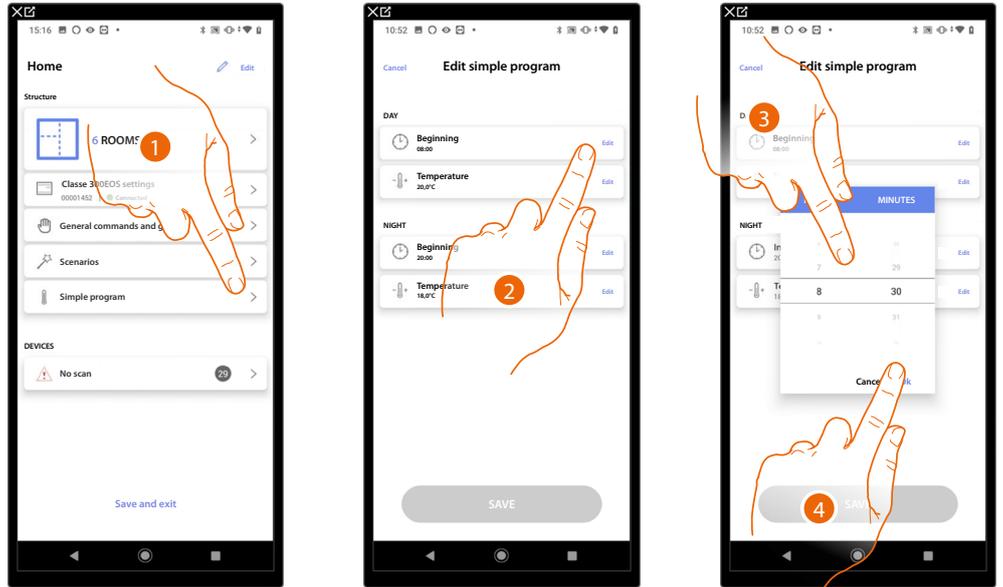


1. Touch to delete the selected scenario
2. Touch to confirm the scenario deletion

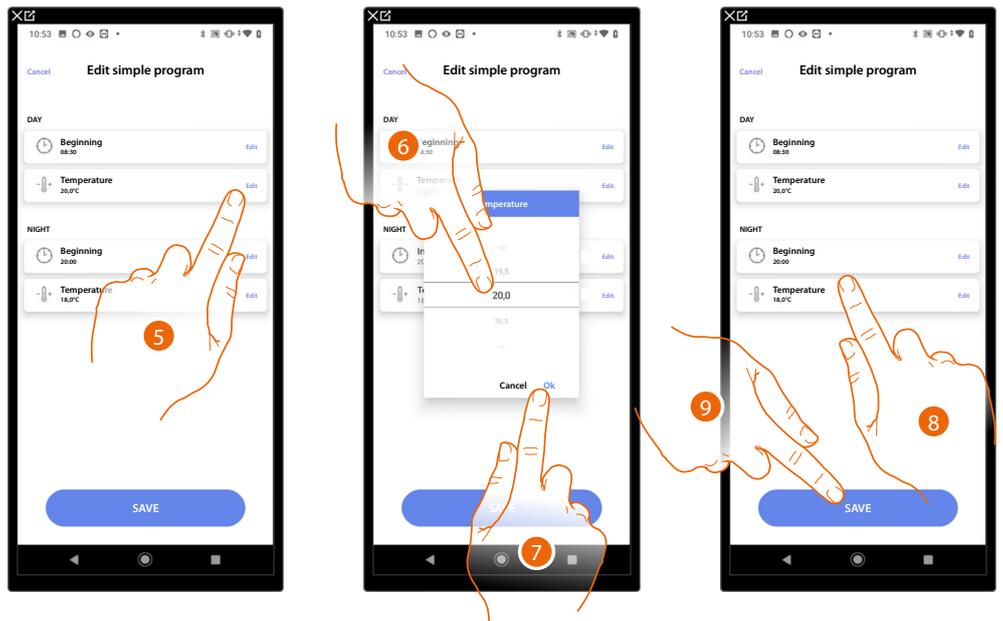
Simple program

NOTE: This function is only available when a **Thermostat object** has been inserted

With this programming procedure it is possible to set a setpoint for the day and one for the night. In this way, it is possible to adjust the temperature of your home automatically during the 24 hours. In the example below a day temperature of 20 degrees and a night temperature of 18 degrees are being set.



1. Touch to enter the Simple program page
2. Touch to enter the start time of the day time slot
3. Scroll to enter the time
4. Touch to confirm



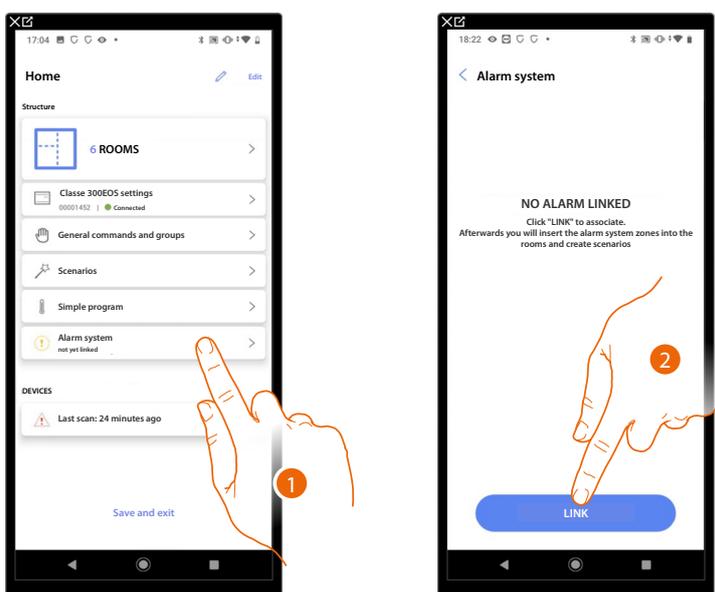
5. Touch to set the temperature of the Day time slot
6. Scroll to select the temperature
7. Touch to confirm
8. Repeat the operation for the Night time slot
9. Touch to save the program

Burglar alarm system

In this page it is possible to associate a burglar alarm Control unit so that the user can control the burglar alarm system using the Home+Security app.

NOTE: This item only appears if a burglar alarm Control unit is connected to the same LAN network as Classe 300EOS.

In case it is not connected to the same LAN network, see [Plant Settings/Burglar alarm system](#)



1. Touch to associate the burglar alarm System
2. Touch to continue.

Control units 4200, 4201, 4203



3. Select the type of control unit installed in the plant
4. Enter the username and password for accessing the burglar alarm system (default Admin - 123456).

NOTE: The credentials are those entered in the TiAlarm burglar alarm system configuration software on the "Ethernet options/app credentials" page.

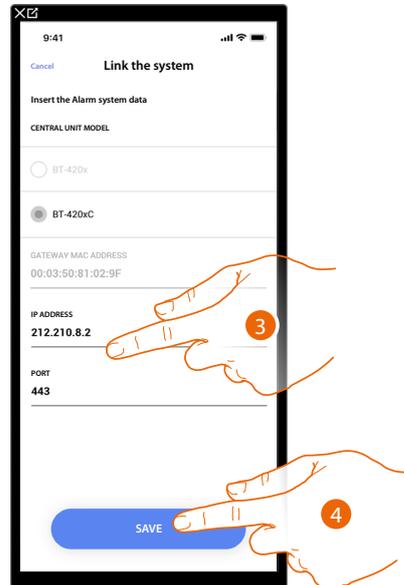
5. Enter the IP address and the port to which the burglar alarm Control unit is connected
6. Touch to select the room containing the burglar alarm Control unit

NOTE: You can see the network address of the Control unit on the "Ethernet options" page in the TiAlarm burglar alarm system configuration software.

7. Touch to save the settings

Control units 4200C, 4201C 4203C

NOTE: The gateway must be configured on the "Gateway My Home" page of Pro Alarm



3. If necessary, modify the IP address and the port to which the burglar alarm Control unit is connected

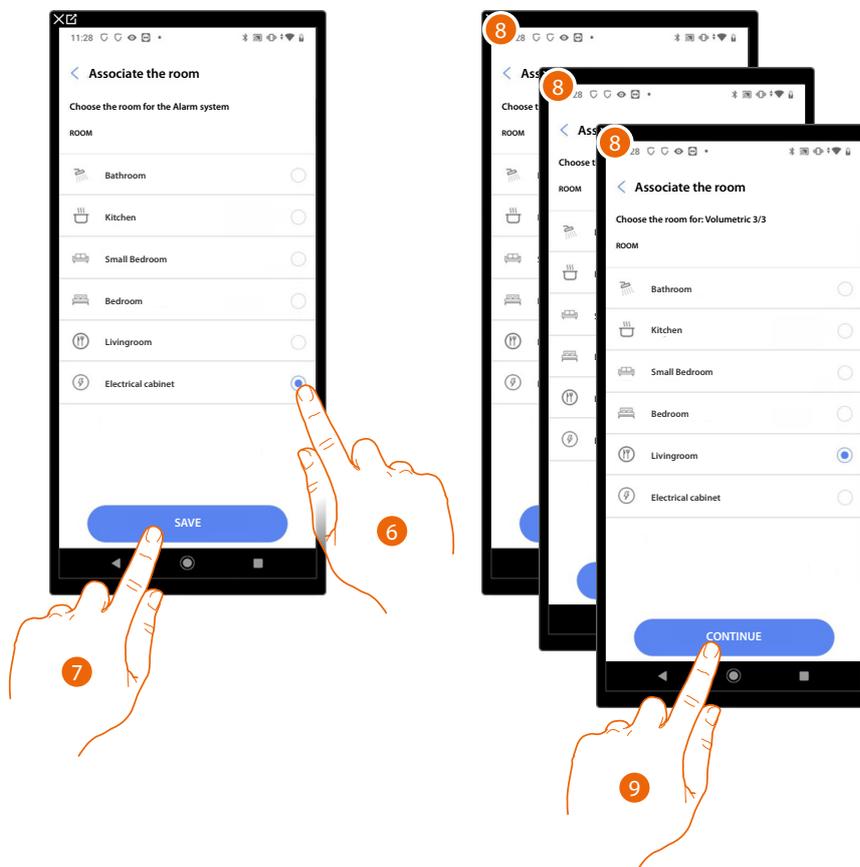
NOTE: You can see the network address of the Control unit on the "options/network" page in Pro Alarm.

4. Touch to save the settings

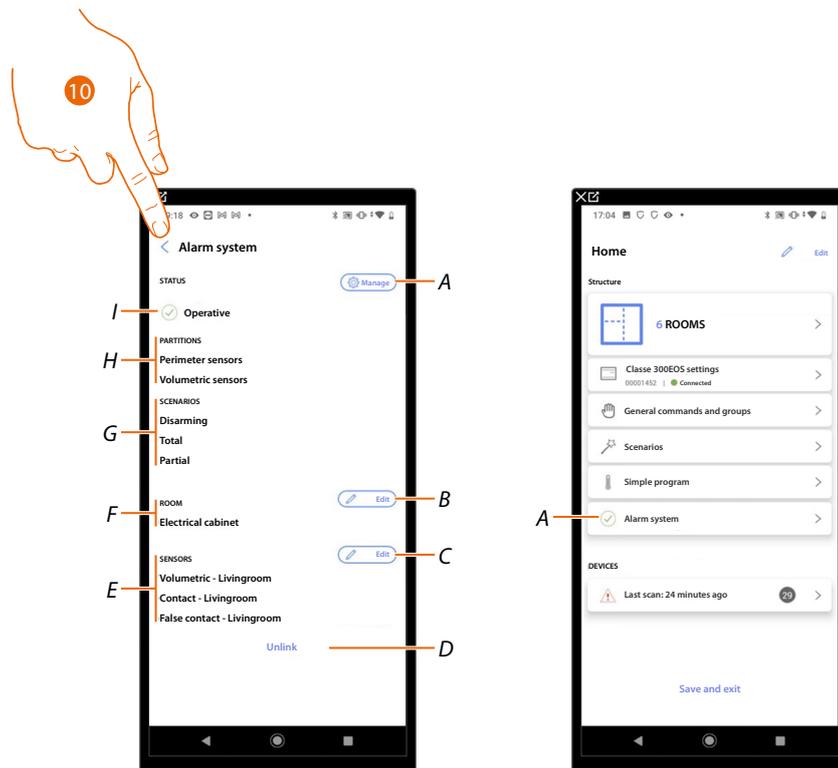


5. The burglar alarm system is now linked; touch to continue

Select the room for the burglar alarm system components



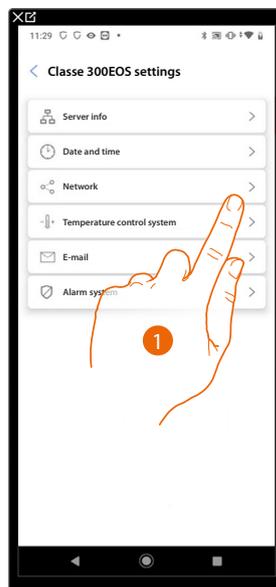
6. Select the room where the burglar alarm Control unit is located
7. Touch to continue.
8. Select the room to associate for each zone in the plant.
9. Touch to continue.



- A **Modify the parameters set** during the association
 - B **Modify the room where the burglar alarm Control unit is located**
 - C **Modify the rooms associated to the zones** of the burglar alarm system
 - D Disconnect the Control unit from Home+Project
 - E Display the association between zones and rooms
 - F Display the room where the presence of the burglar alarm Control unit has been configured
 - G Display the arming scenarios present
 - H Display the partitions present
 - I Display the system status
10. Touch to return to the home page
- The burglar alarm system is now associated (A)

System settings

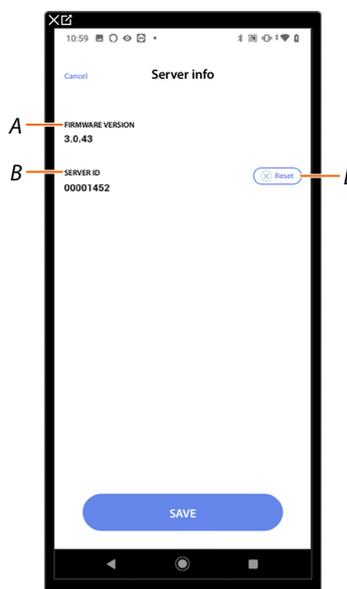
In this page there is a series of functions for more complete management of the system.



1. Touch a function to display or edit a setting

Server Info

You can view some information about the Classe 300EOS, reset it to the factory settings and synchronise it with the cloud.



- A Shows the Classe 300EOS firmware version
- B Displays the Server ID
- C Resets Classe 300EOS to the factory settings

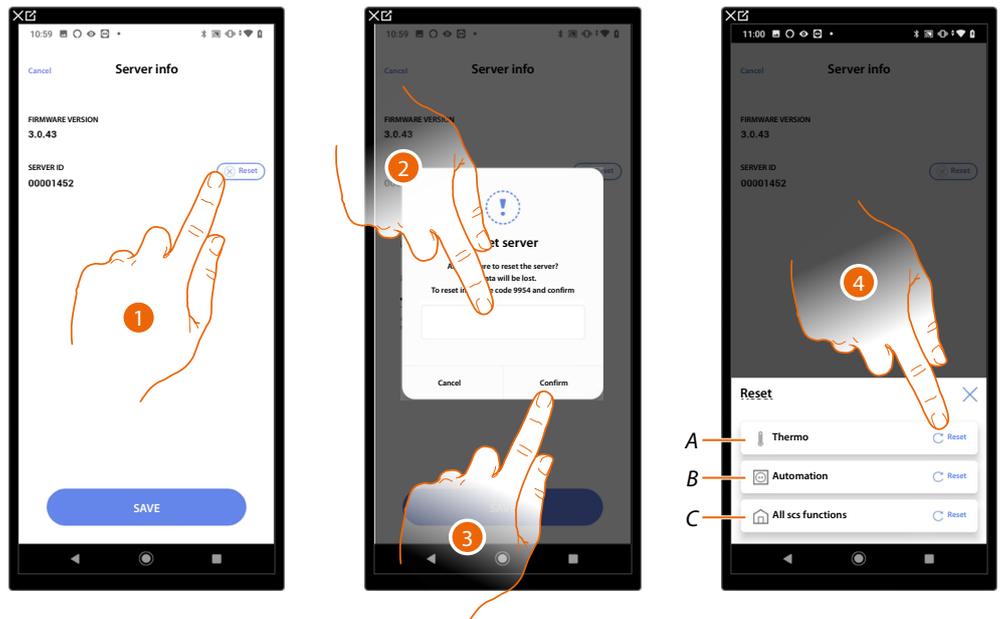
Reset

In this page it is possible to restore Classe 300EOS and/or BTicino devices connected to the plant to their factory settings.

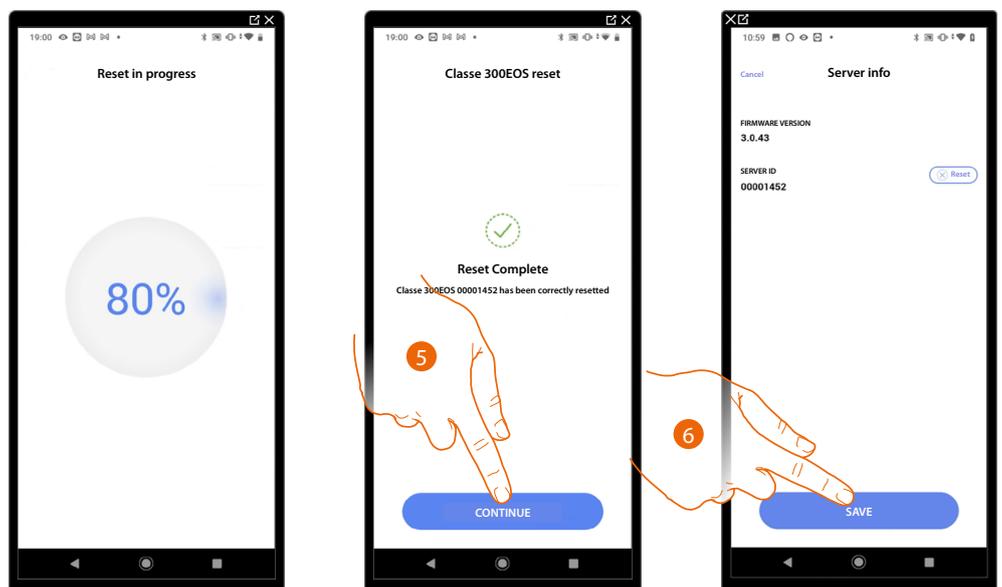
CAUTION: This procedure is not applicable to physically configured devices.

To perform the reset, all configurators must be removed from the devices.

NOTE: Load control system devices can neither be reset nor configured with Home+Project. Check the configuration mode on the data sheet available at www.homesystems-legrandgroup.com



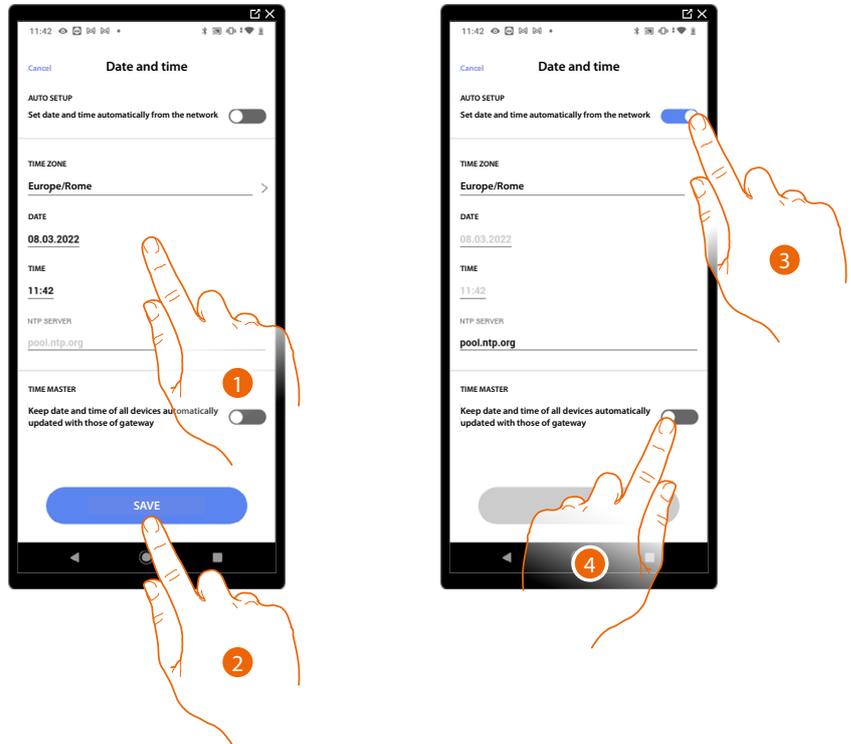
1. Tap to reset Classe 300EOS to the factory settings (with the exception of physically configured devices and energy devices)
 2. Enter the code
 3. Touch to confirm
 4. Touch to reset all the objects in the temperature control system
- A Resets all the objects related to the Temperature control system
 B Resets all the objects related to the Automation system
 C Resets all the objects of all the systems present



5. Touch to continue
6. Touch to save

Date and time

In this page it is possible to display and set the date and time



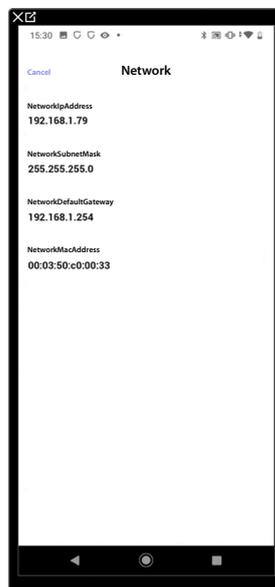
1. Enter the date, time and useful zone to identify the correct time zone manually
2. Touch to save the setting
3. Touch to set the automatic date and time
4. Touch to set the parameters entered in the point (1), as reference for all the devices

On enabling the Master function, Classe 300EOS will automatically update all the devices on the plant.

You can also set the date and time updated automatically by an NTP server. The Network Time Protocol (NTP) is a protocol to synchronise the system watches automatically, taking the correct data from the Internet

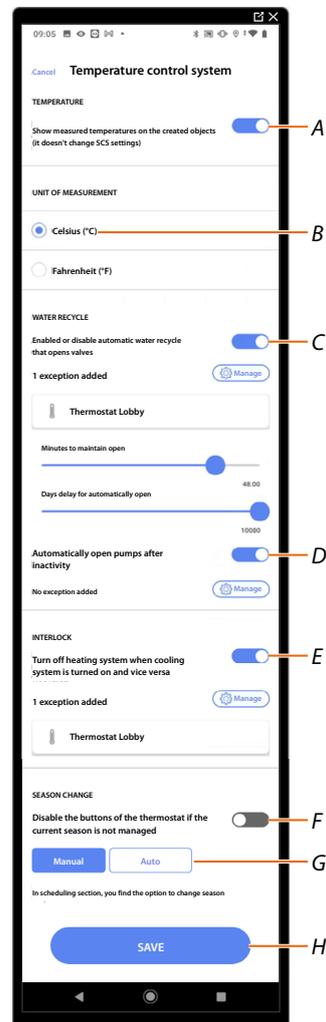
Network

In this page it is possible to display the network connection parameters.



Temperature control system

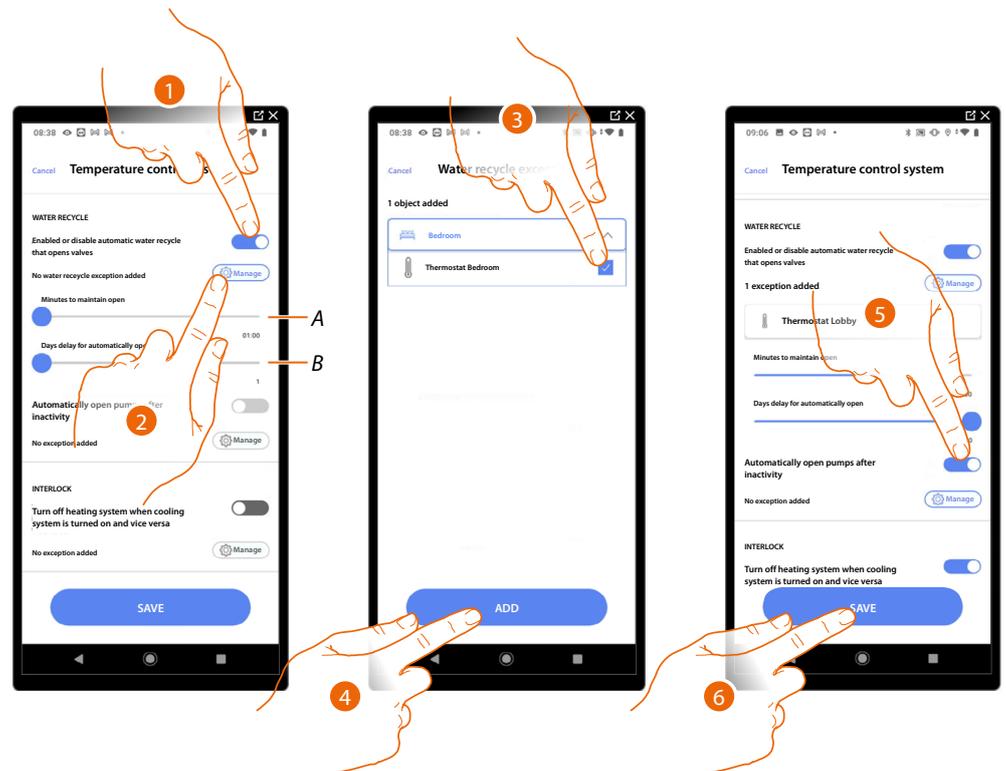
In this page it is possible to set some temperature control system parameters such as [Water recirculation](#), [Interlock](#) and [Season change](#).



- A Enable/disable the temperature display on objects; this setting does not affect physical devices
- B Select the temperature measurement unit
- C Enable/disable the water Recirculation function for the plant valves
- D Enable/disable the water Recirculation function for the plant pumps
- E Enable/disable the Interlock function
- F Disable the thermostat buttons if the weather season conflicts with the season with which the thermostat was programmed to operate.
Example with active option on thermostat set to "Winter": the thermostat buttons cannot be used in summer.
- G Set the Season change function
- H Save the settings

Water recycle

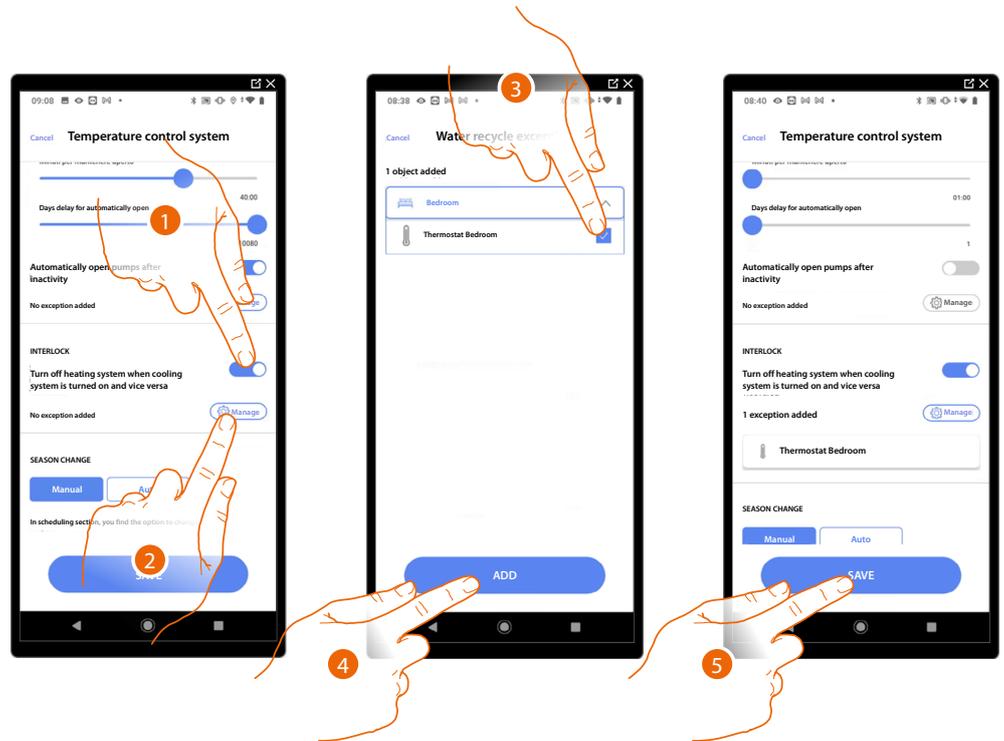
This function allows, after a certain period of inactivity, to open the valves and/or pumps of the system for a certain period of time each day, to prevent water stagnation.



- A Set the time in minutes during which the valves stay open
- B Set the days after which recycle is carried out
- 1. Touch to enable the function for all the valves
- 2. Touch to exclude certain valves
- 3. Select the device whose valves will not be opened
- 4. Touch to confirm
- 5. Repeat the same procedure for the pumps, if applicable
- 6. Touch to save

Interlock

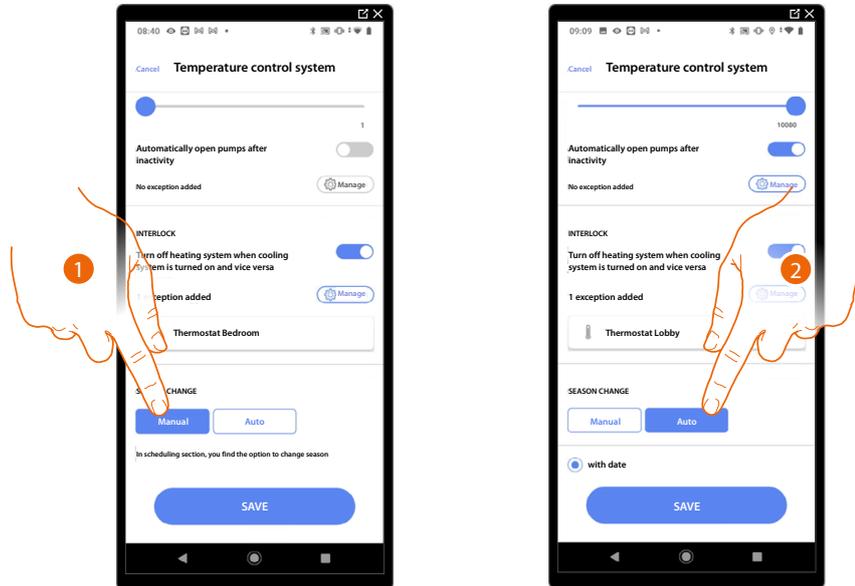
This function allows you to set the heating system to switch off when the cooling system is on and vice versa.



1. Touch to enable the function for all the devices
2. Touch to exclude some zones from the Interlock logic in the room
The interlock function provides that it is not possible to have a fancoil operating in heating and a thermostat in cooling at the same time, and vice versa.
As a result, if one of the two is operating in heating mode, when the other one is switched on in cooling mode the first one will switch off.
3. Select the device
4. Touch to confirm
5. Touch to save

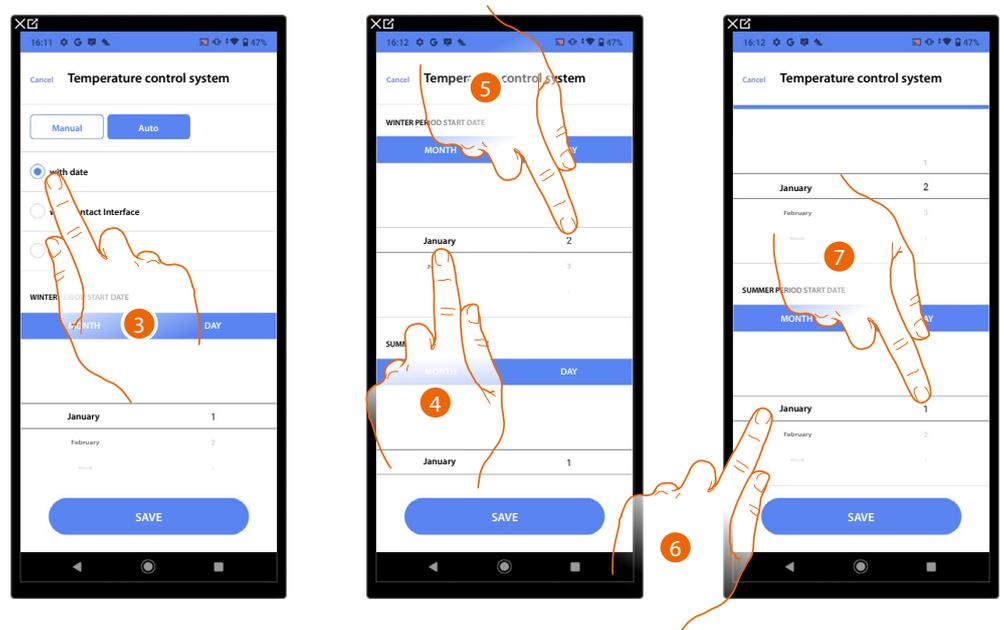
Season change

This function allows you to set whether the season change is to be selected manually by the user, or if it must be automatic.



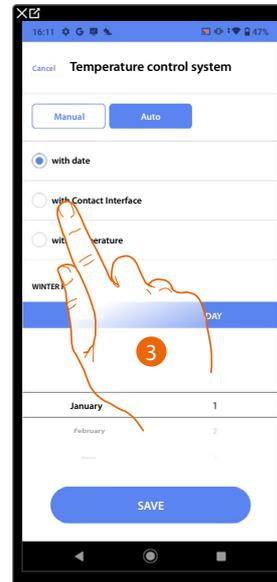
1. Touch to set the season change manually, in which case the user can define the season change date on the Planning page in the Home+Control App.
2. Touch to set the automatic season change with the **date**, with **Contact Interface**, with **temperature**

Date



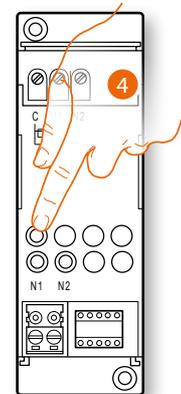
3. Touch to set the automatic season change with the date
4. Touch to select the month that determines the start of the winter period
5. Touch to select the day that determines the start of the winter period
6. Touch to select the month that determines the start of the summer period
7. Touch to select the day that determines the start of the summer period

Contact interface



3. Touch to set the automatic season change with the Contact Interface

Accessible Contact Interface (e.g. wired in the electrical panel)



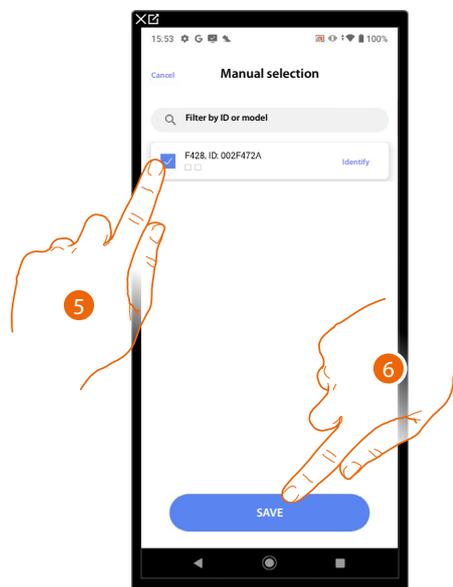
4. Touch any one of the buttons on the contact interface on the plant

Not accessible Contact Interface (e.g. wired in the false ceiling)



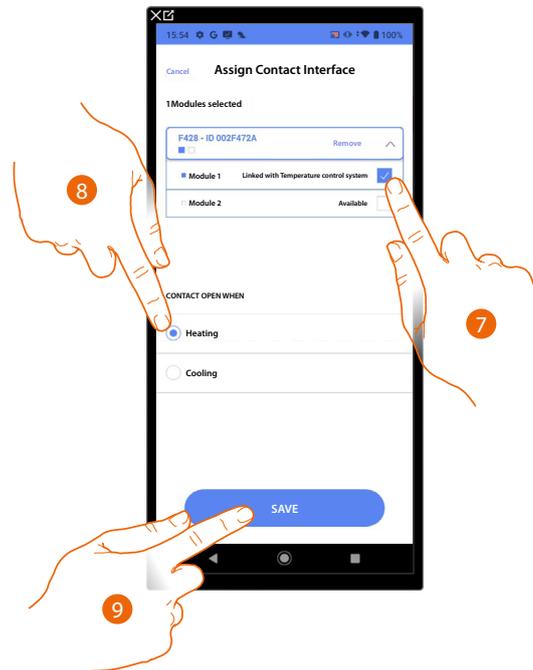
4. Touch if you cannot access the device

You will be proposed the list of available interfaces. You can identify the interface by its ID number. If you do not know it, you can **perform a test** which activates the loads connected to the actuator itself in sequence.



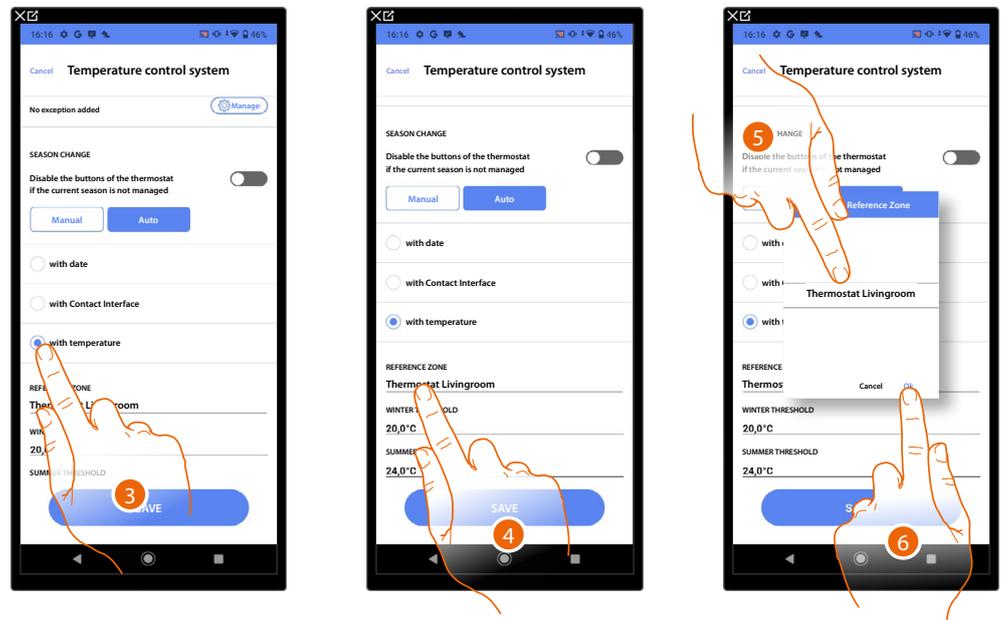
5. Touch to select the contact interface
6. Touch to add the selected device

Whether the contact interface is accessible or not, you must select the module to use from those available

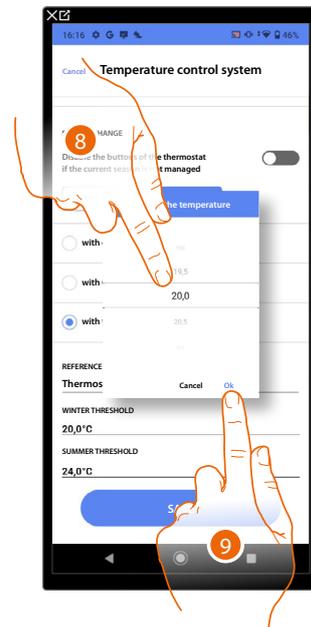
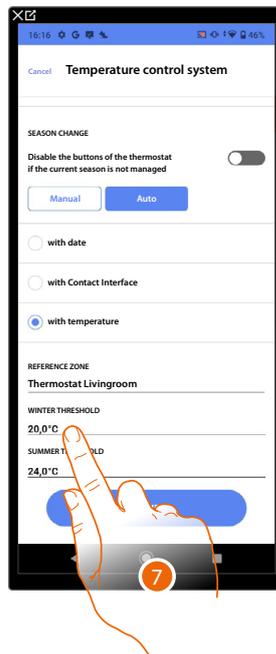


7. Select the contact interface module among those available
 When the modules are all engaged, see [Device reset](#) to make them available again.
8. Touch to set the season change (heating/cooling) when the contact is open
9. Touch to confirm

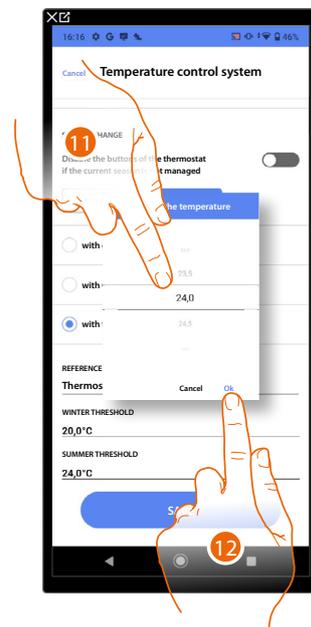
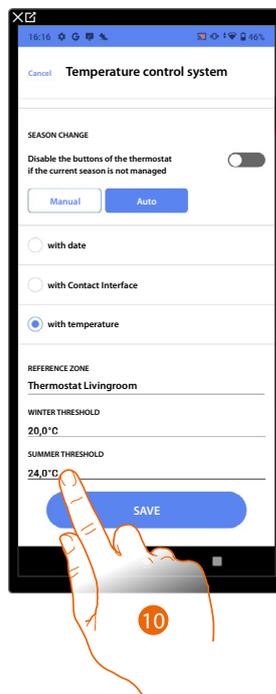
Temperature



3. Touch to set the automatic season change with temperature
4. Touch to select the zone from those available, the temperature of which will be the reference temperature for season change
5. Select the zone
6. Touch to confirm



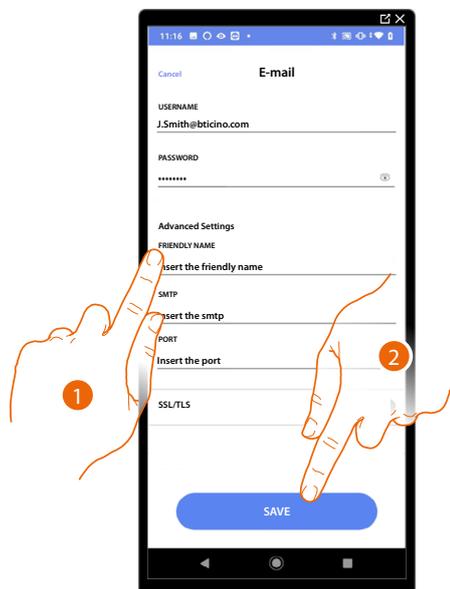
7. Touch to set the winter temperature threshold that will determine the season change
8. Select the temperature
9. Touch to confirm



10. Touch to set the summer temperature threshold that will determine the season change
11. Select the temperature
12. Touch to confirm

Email

In this page it is possible to set the parameters for the configuration of the e-mail account from which notification e-mails will be sent when a scenario is executed.

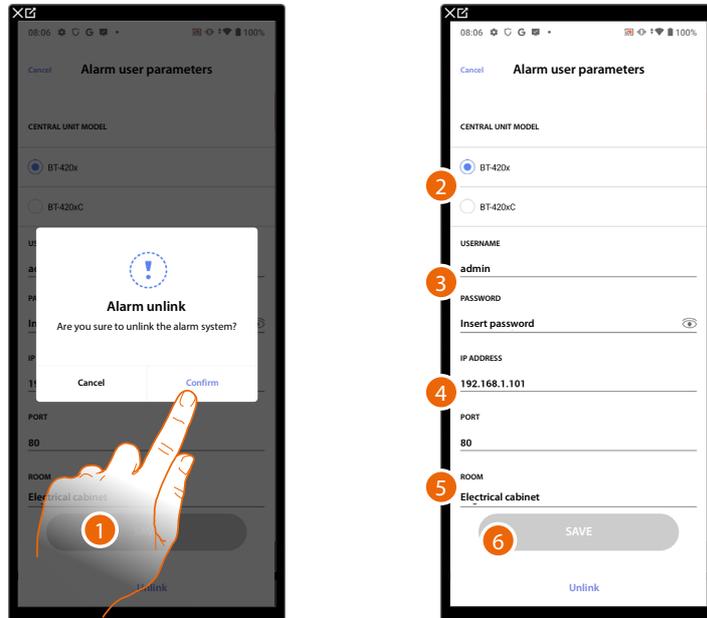


1. Enter the electronic post account parameters to be used to send emails
2. Touch to save the configuration

Burglar alarm system

If the burglar alarm Control unit is not connected through the same LAN, you will be directed to this page, where you can connect to the burglar alarm Control unit.

Control units 4200, 4201, 4203



1. Touch to connect to the burglar alarm Control unit
2. Select the type of control unit installed in the plant
3. Enter the username and password for accessing the burglar alarm system (default Admin - 123456).

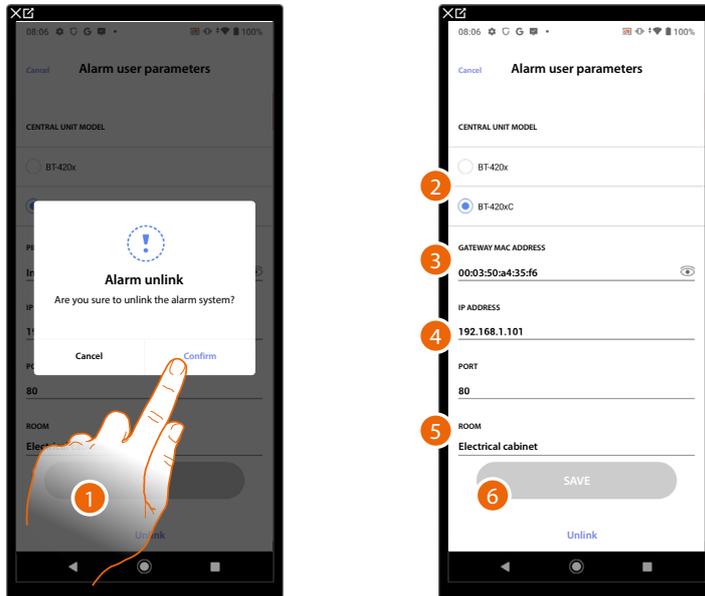
NOTE: The credentials are those entered in the TiAlarm burglar alarm system configuration software on the "Ethernet options/app credentials" page.

4. Enter the IP address and the port to which the burglar alarm Control unit is connected

NOTE: You can see the network address of the Control unit on the "Ethernet options" page in the TiAlarm burglar alarm system configuration software.

5. Touch to select the room containing the burglar alarm Control unit
6. Touch to save the settings

Control units 4200C, 4201C 4203C



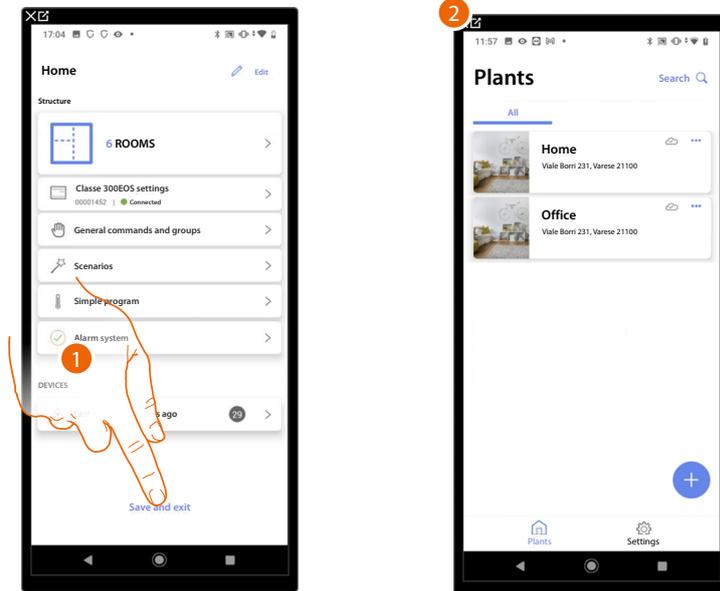
1. Touch to connect to the burglar alarm Control unit
2. Select the type of control unit installed in the plant
3. Enter the MAC ADDRESS of the burglar alarm Control unit.
4. Enter the IP address and the port to which the burglar alarm Control unit is connected

NOTE: You can see the network address of the Control unit on the "options/network" page in Pro Alarm (<https://proalarm.bticino.com/>)

5. Touch to select the room containing the burglar alarm Control unit
6. Touch to save the settings

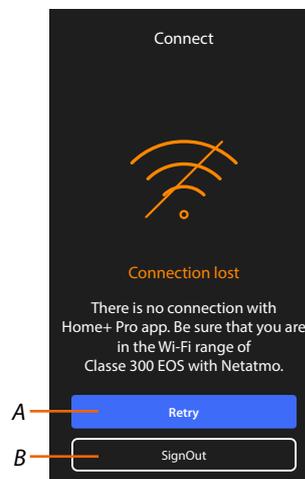
Disconnect from Classe 300EOS

This function updates the configuration on the cloud and disconnects from Classe 300EOS.



1. Touch to update the configuration on the cloud and disconnect from Classe 300EOS
2. The **App Home Page** appears

The following screen appears on the Classe 300EOS:

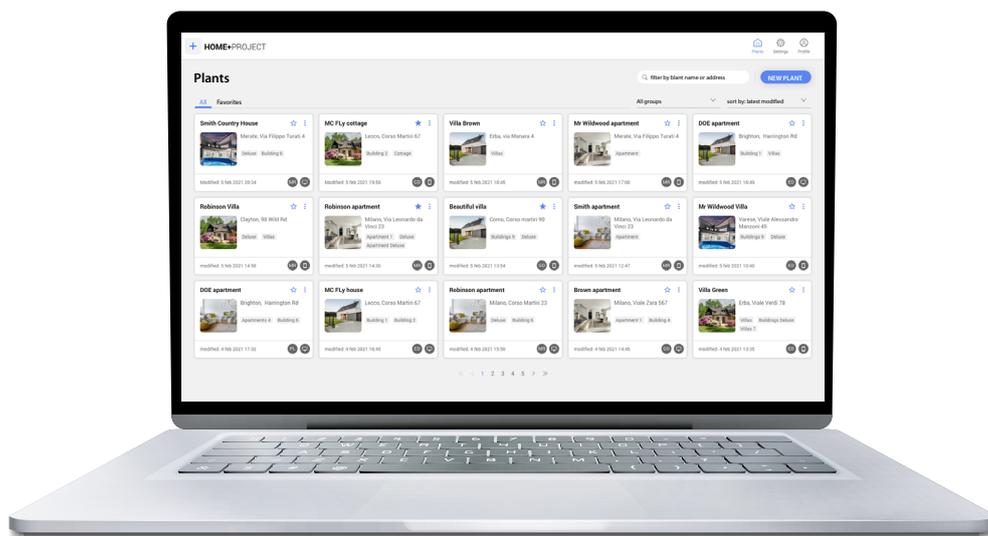


- A Allows to reconnect to Classe 300EOS using the Home+Project App
- B Returns to the Classe 300EOS home page

Configuration of the MyHOME functions using the web pages

The web pages can help to get the system ready in less time. For example, you can create the system while at your office, including rooms and objects, which you can then configure on site using the Home+Project App.

NOTE: not all the functions available on the Home+Project App are also available on the web pages.



Connect to the **WEB** pages



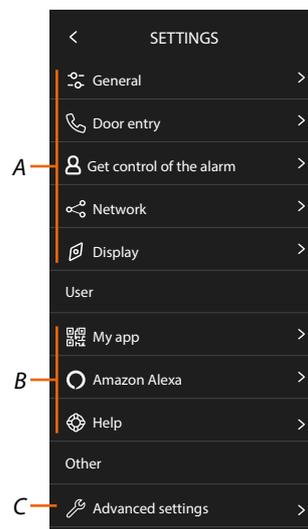
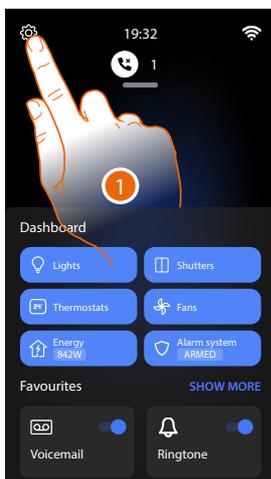
Watch the tutorial 



Settings

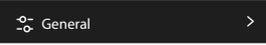
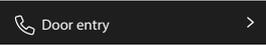
Basic setup

After installing and connecting your device, it will be necessary to complete the basic setup before being able to use the device.



1. Touch to open the Settings section.

A General settings

GLOBAL		Set the general parameters such as: Date and time/ Language/Information.
		Set the answering machine parameters and video door entry basic functions such as ringtones.
		Allows the user to invite another account to manage the burglar alarm system; see user manual for details. NOTE: This menu item only appears after the burglar alarm Control unit has been connected.
		It displays/sets the mean of connection of your device to the home network (Wi-Fi, Ethernet) and modifies its parameters.
		Adjust the display brightness.

B User settings

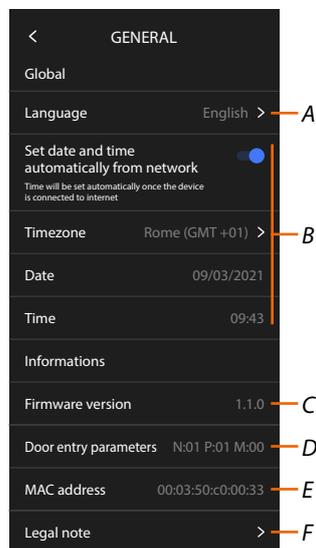
NOTE: These settings are reserved for the installer. For more details, see the user manual.

C Advanced settings

ADVANCED		Sets advanced video door entry functions such as Intercom, Cameras and Activations. It also connects to the Home+Project App and resets the device
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General

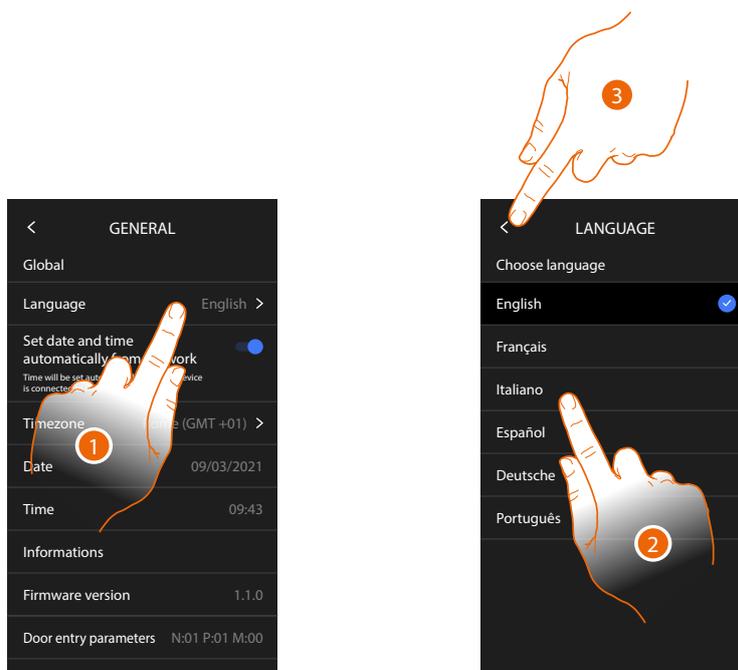
This section contains the general settings and device information.



- A Selects the device language.
- B Sets date and time.
- C Displays the firmware version.
- D Displays the current configuration of the **door entry parameters**.
- E Display the MAC address
- F Display the terms and conditions of use and privacy information.

Language

Set the device language.

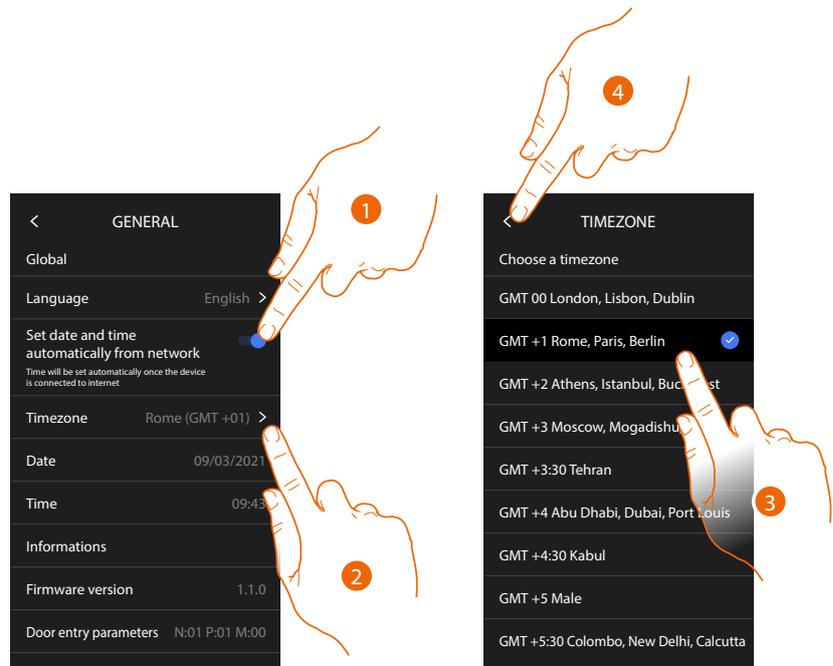


1. Touch to change the device language.
2. Select the language.
3. Touch to confirm.

Date and time

Set the current date and time.

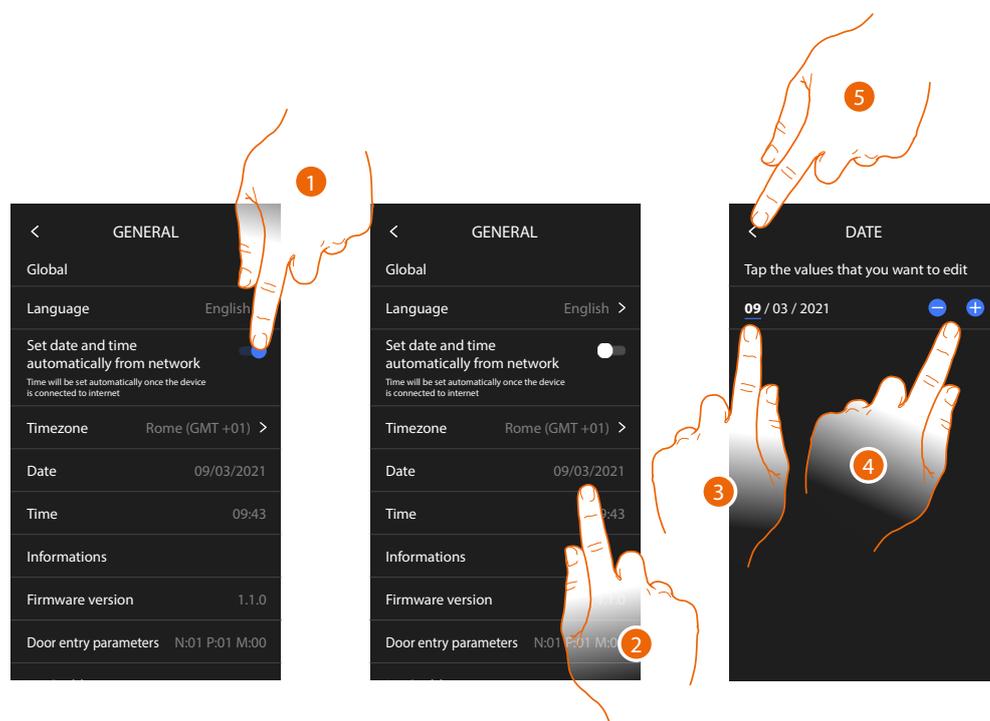
Set the automatic date and time.



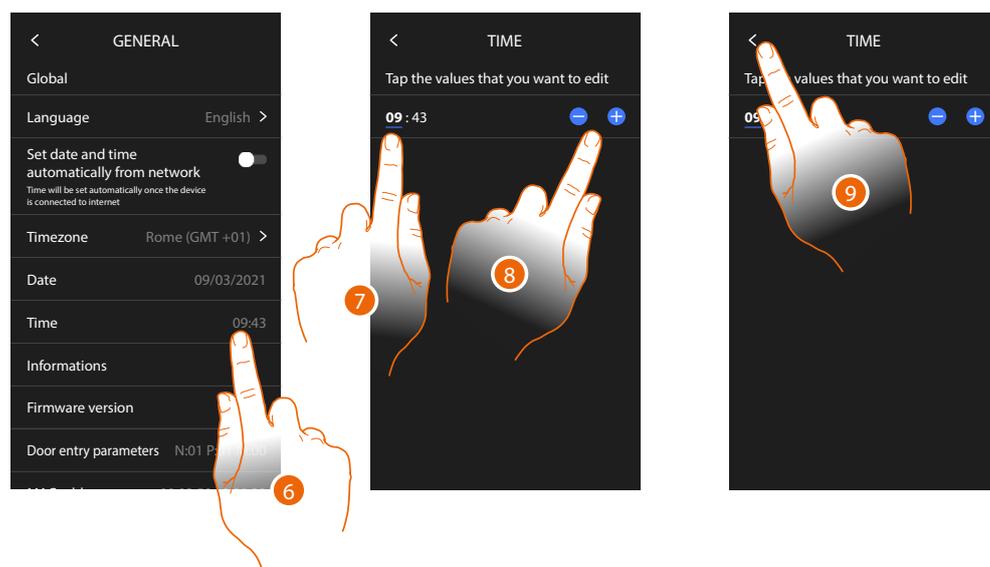
By default, time and date are automatically updated by an NTP server. The Network Time Protocol (NTP) is a protocol to synchronise the system watches automatically, taking the correct data from the Internet.

1. Touch to select the automatic mode.
2. Touch to change the current time zone.
3. Select your time zone.
4. Touch to continue.

Set the date and time manually



1. Touch to set the date and time manually.
2. Touch to manually change the date.
3. Select the data to change.
4. Touch to increase or decrease the value.
5. Touch to confirm.

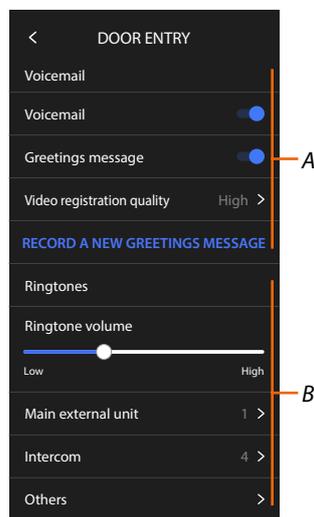


6. Touch to manually change the time.
7. Select the data to change.
8. Touch to increase or decrease the value.
9. Touch to confirm.

Video internal unit

In this section it is possible to set some video door entry basic parameters such as the [Video door entry answering machine](#) and the [ringtones](#).

To modify some video door entry system advanced parameters such as addresses, Intercom, Cameras and Activation, see the [Advanced video door entry system parameters](#)



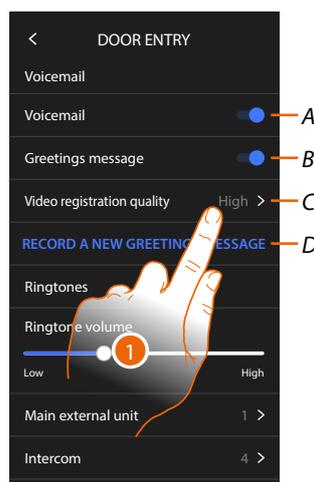
A Answering machine functions.

B Ringtones.

Answering machine functions

This section can be used:

- to enable the answering machine;
- set the quality of the video being recorded;
- record and enable the welcome message.



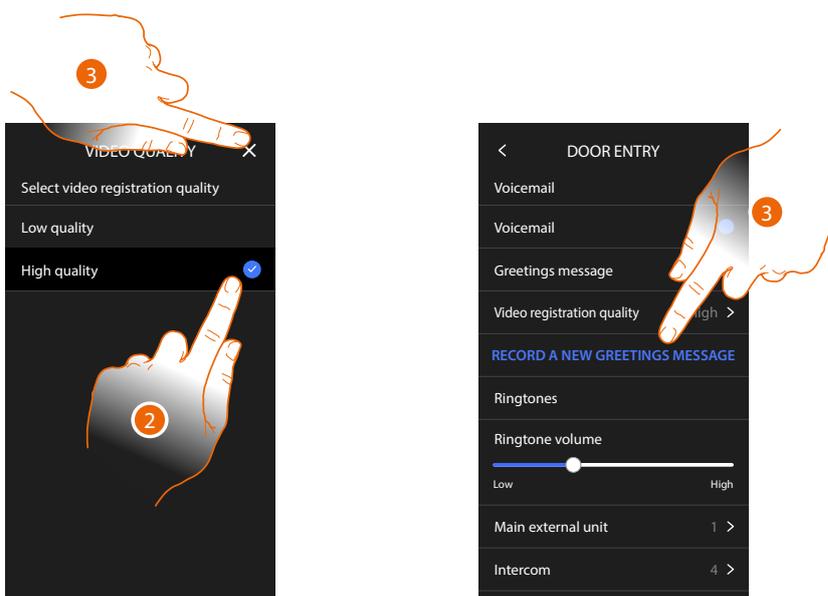
A Activates the answering machine.

B Enables the welcome message.

C Sets the recording quality of the messages in the answering machine.

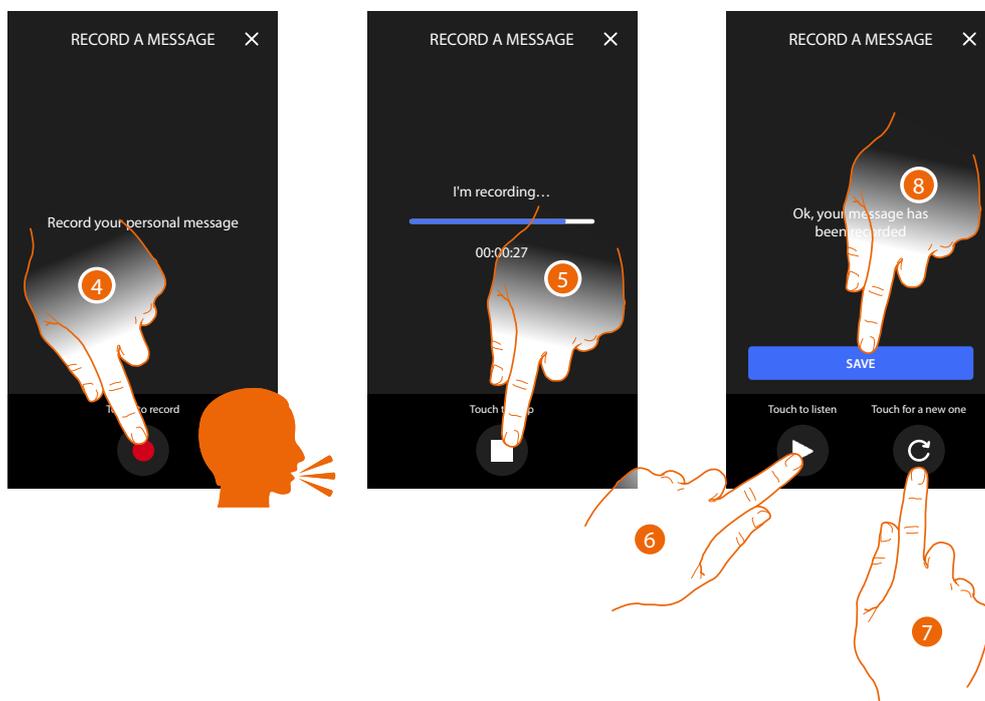
D Records a welcome message.

1. Touch to modify the recording quality.



2. Set if video messages must be recorded in high resolution (maximum 25 x 15 sec. messages), or in low resolution (maximum 150 x 15 sec. messages).
3. Touch to record a new welcome message.

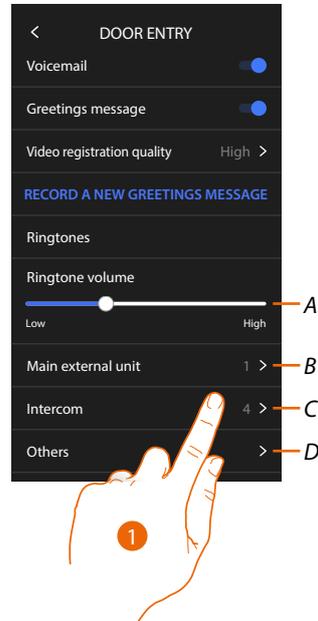
Note: message recording is only possible when the answering machine is on.



4. Touch to start recording, and then record the message.
5. Touch to end the recording.
6. Touch to play the message back.
7. Touch to record the message again (the previously recorded message will be overwritten).
8. Touch to save it.

Ringtones

This section can be used to modify the ringtone volume and associate a specific melody to some events (call).



- A. Adjusts the ringtone volume.
- B. Sets the melody for the call from the main Entrance panel.
- C. Sets the melody for the call from another Internal unit.
- D. Adjusts the melody for other ringtones.

1. Touch to set the melody; the procedure is the same for all types of calls.

Main entrance panel: call from the main entrance panel configuration of entrance panel/panels S=0.

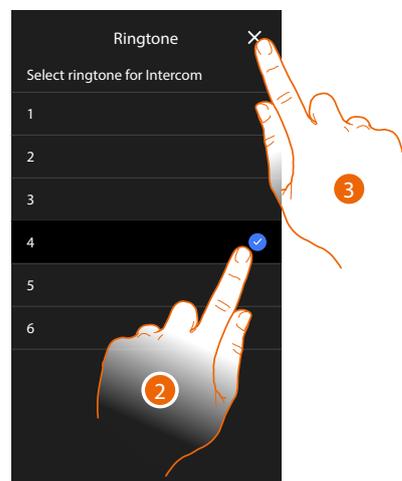
Internal intercom: call from an intercom in your apartment.

Other ringtones...

S1, 2, 3 entrance panel: all from call from the secondary entrance panel (configuration of entrance panel/panels S=1; S=2; S=3).

External intercom: call from an intercom of another apartment.

Call to the floor: call from the pushbutton outside your entrance door.



- 2. Select one of the available ringtones (6); they will be played back as you scroll through them.
- 3. Touch to confirm.

Network

In this section, it is possible to select the type of connection and configure the relevant network parameters.

To use the service, the Customer must acquire the technical equipment which allows access to the Internet, on the basis of an agreement made by the Customer himself with an ISP (Internet Service Provider). BTicino plays no part in this.

The Customer must install the App on his smartphone so that he can use some services which BTicino supplies as extras to the normal basic functions of the device. The services offered by means of the App require being able to interact with the device remotely and through the Internet.

In these cases the integration and good working between the device and App may depend on:

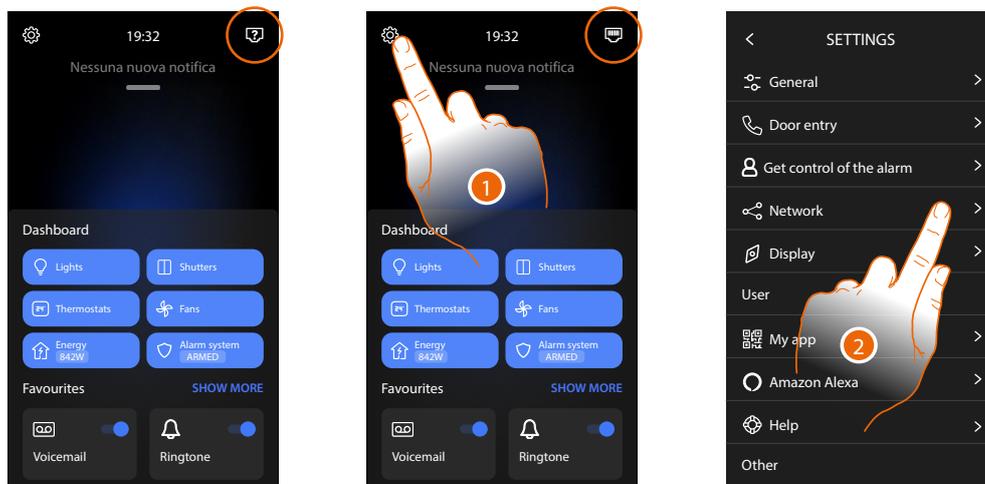
- a) *quality of data network;*
- b) *type of access contract to the home internet;*
- c) *type of data contract on the smartphone.*

When one of these three elements does not conform with the specifications required for product operation, BTicino accepts no responsibility for any faults.

The product in fact supports a VoIP streaming system. You must therefore check with your smartphone data network contract that it does not block it.

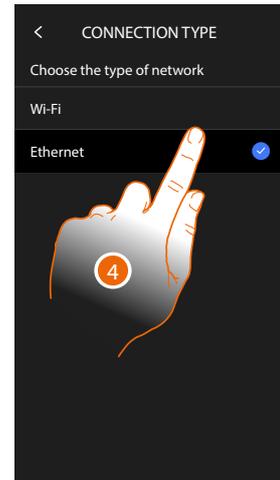
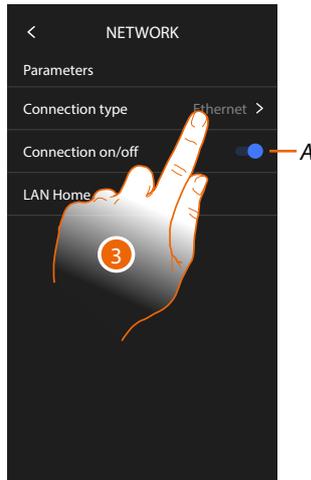
We would like to inform you that the service provided by BTicino by means of remote use via the App involves the use of data. The cost linked to data usage depends on the type of contract which the customer has with his ISP (Internet Service Provider) and is solely the customer's responsibility.

The connection using Ethernet cable is selected by default.



Connect the device to the router (use the network cable RJ45 with accessory 344844 not supplied).

1. Touch to open the Settings section.
2. Touch to set the network parameters.



A Enable/disable the network connection

3 Touch to select which type of network connection your device will use to connect to your home router.

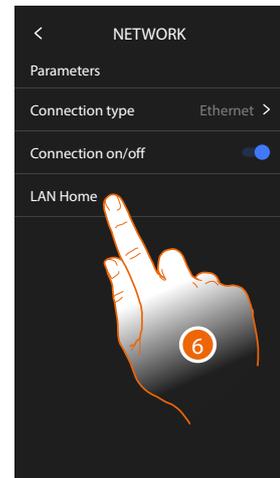
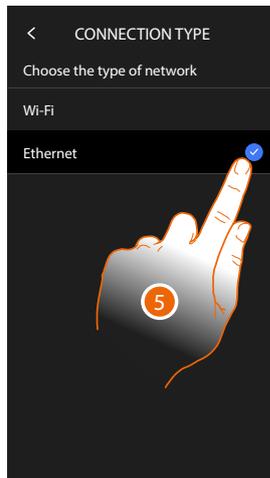
4 Select Wi-Fi for wireless connection or Ethernet for wired connection.

Please note: changes to the network parameters will result in disconnection from Amazon Alexa®, particularly in the following cases:

- changing the connection type from Wi-Fi to Ethernet and vice versa
- selection of another Wi-Fi network or changing the password of the active Wi-Fi network
- router replacement.

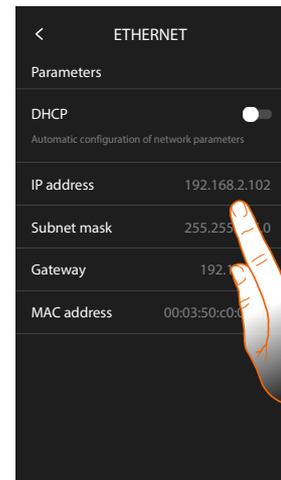
In these cases, the association procedure with Amazon Alexa® will have to be repeated.

Connection to the network using Ethernet technology



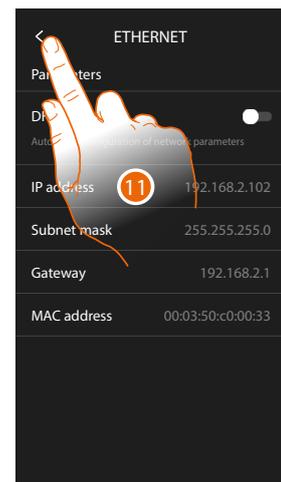
5. Touch to select the Ethernet technology.

6. Touch to configure the Ethernet connection.



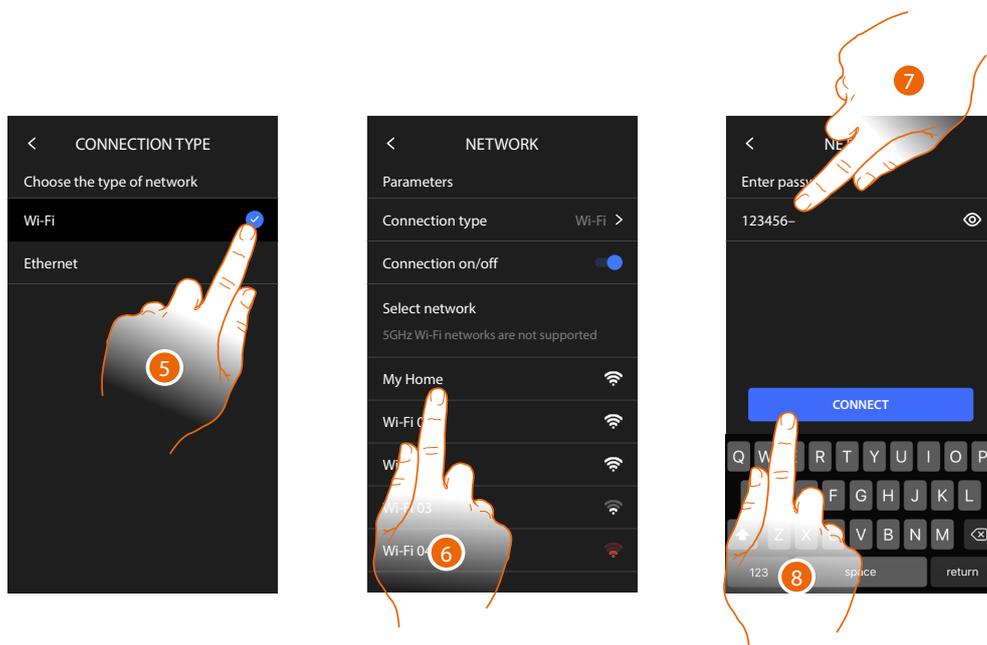
7. Touch to select the addressing mode
DHCP enabled: automatic addressing
DHCP disabled: manual entering of the parameters.
8. Touch to manually modify the network parameters:
IP address and network mask: typical parameters of TCP/IP protocol networks, necessary for the identification of the device within the local network.
Gateway: IP address of the router/access point.

***Note:** before changing the default values, contact the network administrator. In addition to disabling the active service, wrong values can cause malfunctioning during the communication of other network devices.*



9. Touch to modify the address.
10. Touch to save it.
 The parameters are entered in the three fields in the same way.
11. Touch to end.

Connection to the network using Wi-Fi technology



5. Touch to select the Wi-Fi technology

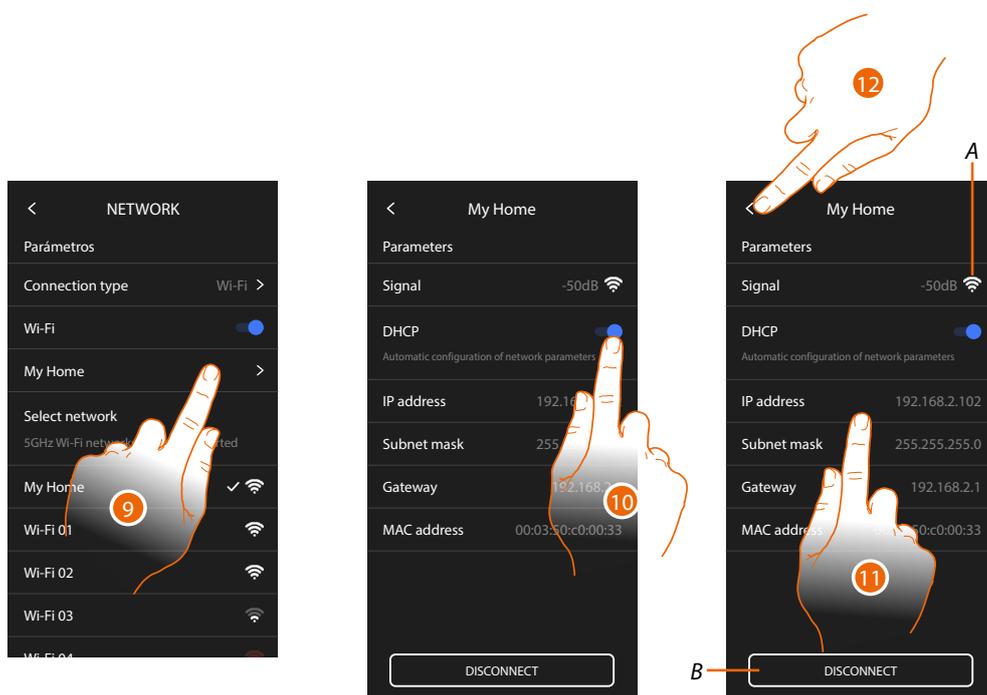
6. Select your home network.

Nota: your domestic network must have the following features

- IEEE 802.11 b/g/n (2.4 GHz) 13 channels
- Encrypting and authentication methods supported:
 - OPEN WPA-PSK networks
 - TKIP WPA2-PSK included
 - Included AES WEP 64 bits (ASCII 5 figure or hexadecimal 10 figure codes)
 - WEP 128 bits (ASCII 13 figure or hexadecimal 26 figure codes)
 - WPS authentication (supported for WPA2-PSK)

7. Enter the network password.

8. Touch to save it.



9. Touch to configure the Wi-Fi connection.

10. Touch to select the addressing mode.

DHCP enabled: automatic addressing

DHCP disabled: manual entering of the parameters.

A *Displays the signal quality.*

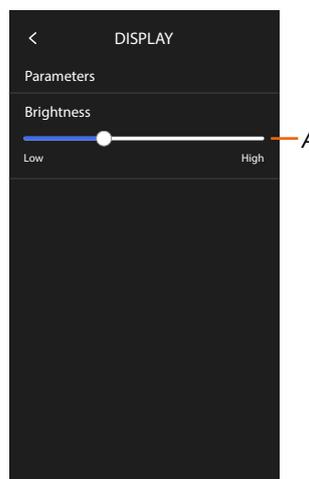
B *Disconnects the network.*

11. Touch to change the network parameters in the same way as described for the Ethernet connection.

12. Touch to end.

Display

In this section you can modify the screen brightness.



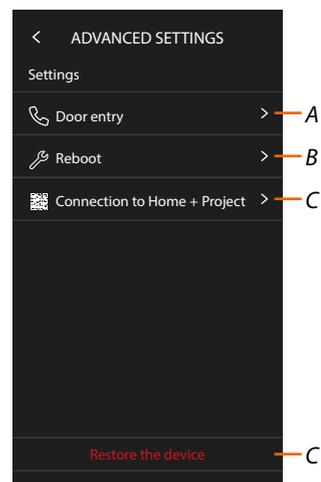
A *Adjusts the screen brightness.*

Advanced settings

In this section it is possible to set some **video door entry advanced parameters** such as Intercom, Cameras and Activations.

It is also possible to:

- **connect to the Home+Project App**
- **restart** and **reset** the device.

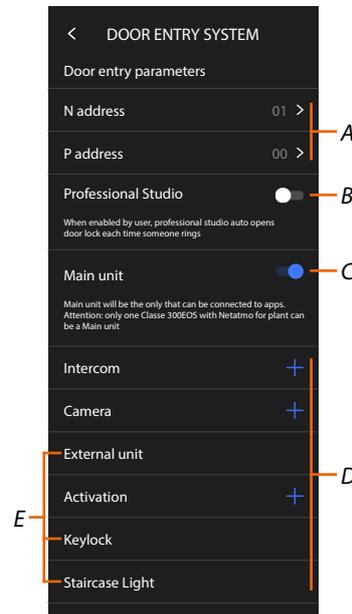


1. Touch to confirm.

Warning: access to the Advanced Settings should only be attempted by experienced people, as wrong actions could compromise the operation of the device.

- A Sets Intercom, Cameras and Activations
- B Reboots the device.
- C Connects to the Home+Project App
- D Restores the factory values of the device.

Video door entry advanced parameters (Video internal unit)

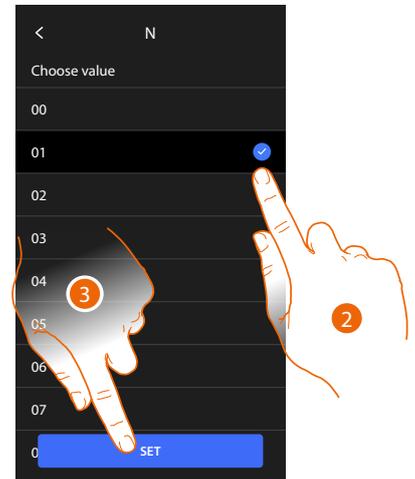


- A Sets:
Configurator N – device address.
Configurator P – Address of the EP of which you can open the Door Lock with IU idle, and to which you can send the auto-on command.
 - B Activates the Professional Studio (Office) function.
 - C Sets the device as the primary one (in case of several devices in the same house).
The main device is the one that can be associated with the App.
This setting cannot be changed if the device is associated to the App.
 - D Creates the Intercom, Door Lock and Activation objects.
- When configuring the address of the main Entrance Panel (P), the Camera, Door Lock and Staircase Lights (E) objects of the Entrance Panel itself are entered automatically.

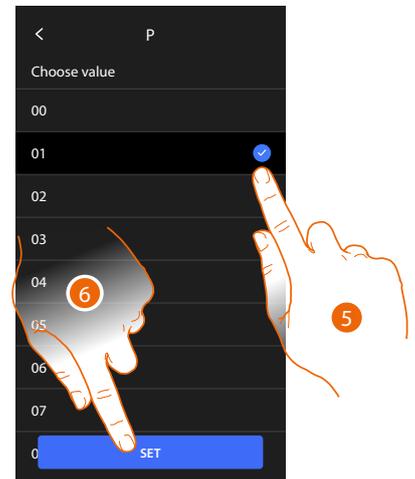
Configuration of (N) and (P) address of the device

N Device address.

P Address of the EP of which you can open the Door Lock with IU idle, and to which you can send the auto-on command.



1. Touch to set the device address.
2. Select the N configurator value.
3. Touch to save it.



4. Touch to set the address of the EP for which to open the door lock with the IU idle, and to which to send the auto-on command.
5. Select the P configurator value.
6. Touch to save it.

Intercom, Camera and Activation objects

To use the video door entry objects in the Favourites page, first of all it is necessary to create them in this section. The available video door entry objects are:

Intercom 

This object allows various types of communication, as shown in the table:

Types of Intercom objects	
Internal	Makes a call among rooms of the same apartment (or among devices of different apartments but only if there are no apartment interfaces).
External	Makes a call among rooms of different apartments (if there are apartment interfaces).
Paging	Starts a communication with the sound system.
General	Calls all the internal units at the same time.

Camera 

This object allows to display various types of Cameras, as shown in the table:

Types of Camera objects	
Public	Displays the images from a Camera/entrance panel installed in a common area, visible to all residents (if an apartment interface has been installed)
Private	Displays the images from a Camera/entrance panel installed in the own apartment (if an apartment interface has been installed) Note: for apartment blocks without apartment interface and in single-family homes, Cameras must be considered as PRIVATE.
CCTV	Displays the images from a Camera of a video surveillance system integrated with the video door entry SCS system. The image is displayed for three minutes and the Camera cycling is not possible. For the Camera cycling or multi-vision functions, connect interface 347400 to a device output (e.g. Digital Video Recorder) performing these functions. Note: to realize this integration, refer to the guides or the diagrams of the SCS/coaxial interface 347400.

Activations 

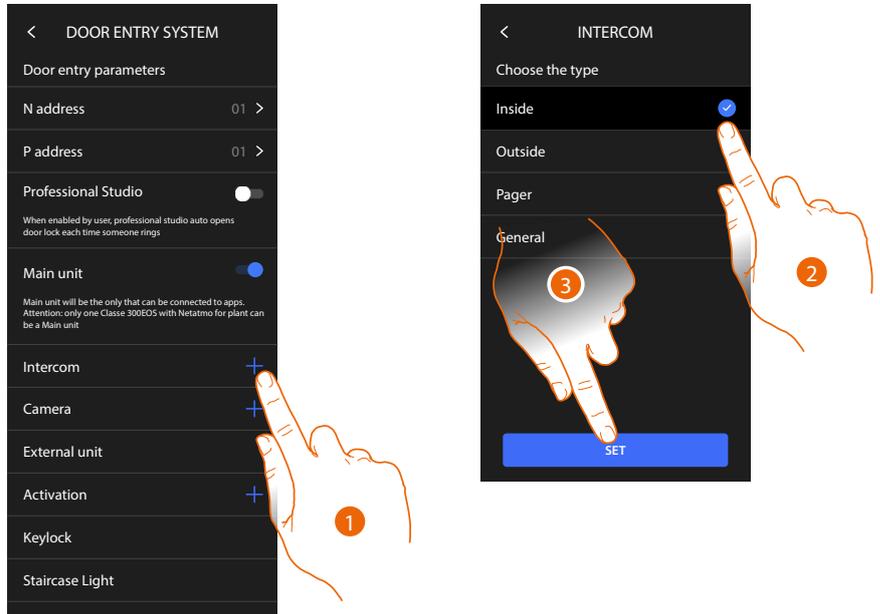
This object allows to activate various types of actuators installed in the system, as shown in the table:

Types of Door Lock objects.	
Door lock	Activates a door lock actuator.
Generic	Activates a generic actuator (e.g.: garden light, door lock, etc.).

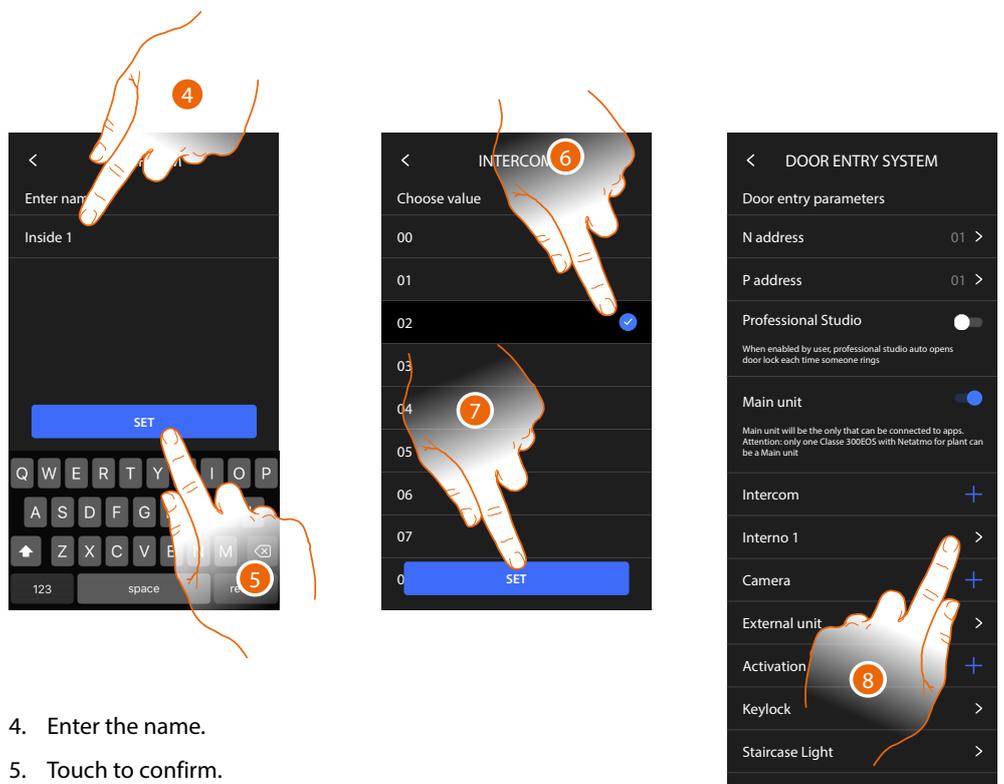
Note: the function configurations or modification on the device will be automatically reported also in the Home + Security App after the first association to a smartphone and for any subsequent modification.

Create a video door entry object

The methods for creating video door entry system objects are similar, except for Paging and General, which do not require addressing.



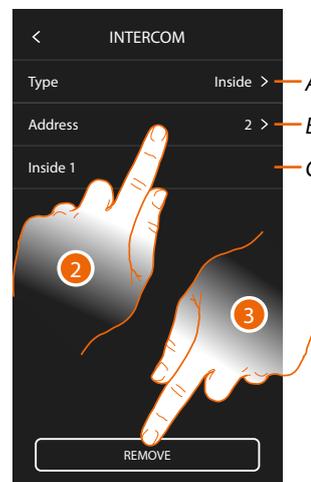
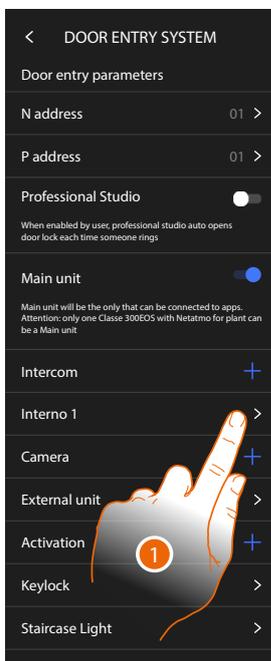
1. Touch to add a video door entry object to the bathroom (e.g.: Intercom).
2. Select the type (e.g.: Internal).
3. Touch to continue.



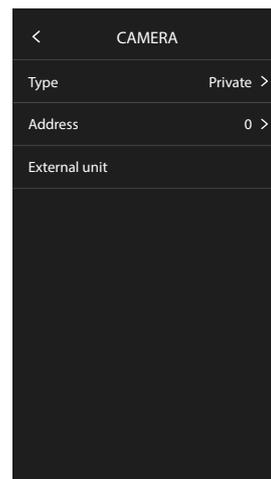
4. Enter the name.
 5. Touch to confirm.
 6. Enter the address.
 7. Touch to confirm.
- The object has been created.
8. If necessary touch modify or delete it.

Modify/delete a video door entry object

The methods for creating video door entry system objects are similar, except for Paging and General, which do not require addressing.



1. Touch to manage the object.
 2. Touch to modify.
- A *Type of object*
 B *Address*
 C *Name*
3. Touch to delete the object.

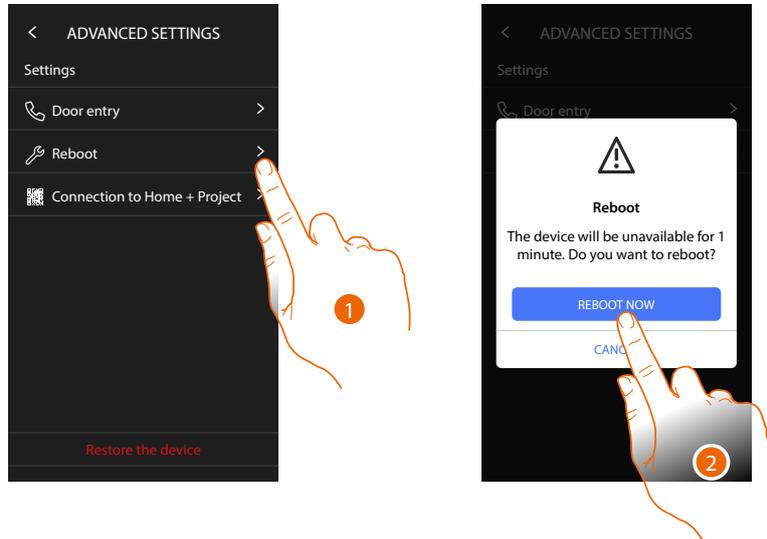


Objects inserted automatically (as a result of configuring the P address) cannot be deleted. Only their names can be changed.

4. Touch to display the configuration and modify the name.

Device reboot

This function restarts the device without losing the configurations.

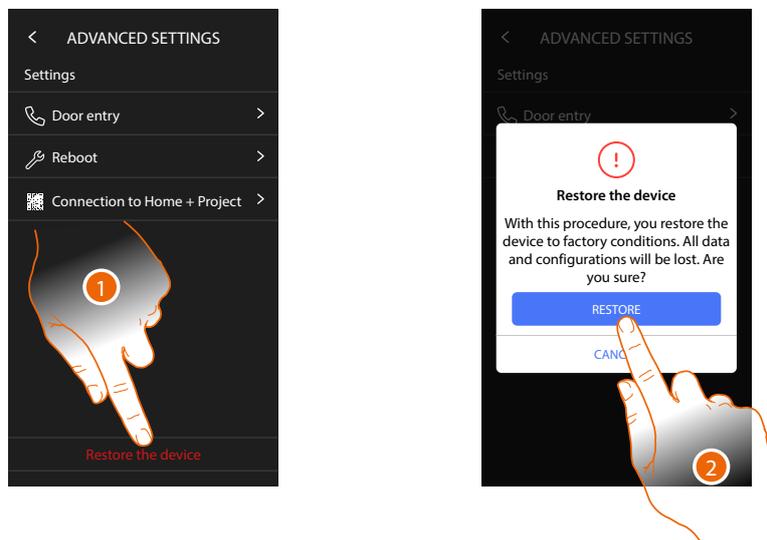


1. Touch to reboot the device.
2. Touch to confirm. The device will be available for a period of time.

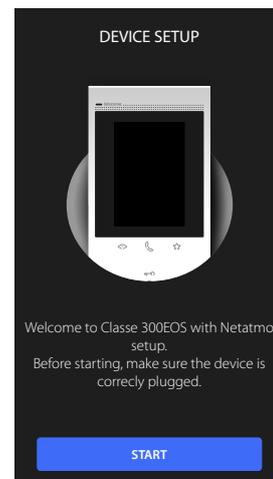
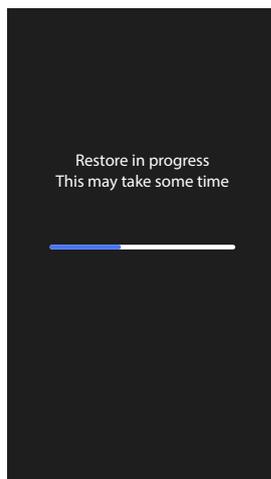
Note: when the device restarts, the Amazon Alexa® function will be available about 1 minute after connecting to the Wi-Fi network.

Reset the device

This function restores the factory values of the device.



1. Touch to start the procedure.
2. Touch to confirm: the device will return to the factory settings and all data will be deleted.



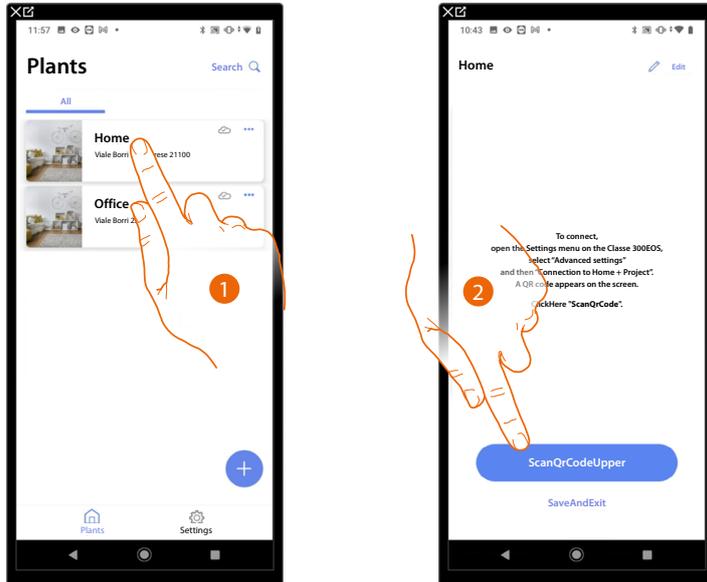
After a certain period of time the device will restart, displaying the first configuration screen. To complete the disconnection process, follow the "remove this device" instructions in the Alexa® App.

Connection to Home+Project

To enable Classe 300EOS for the MyHOME functions, it is necessary to connect the smartphone with the Home+Project App to Classe 300EOS.

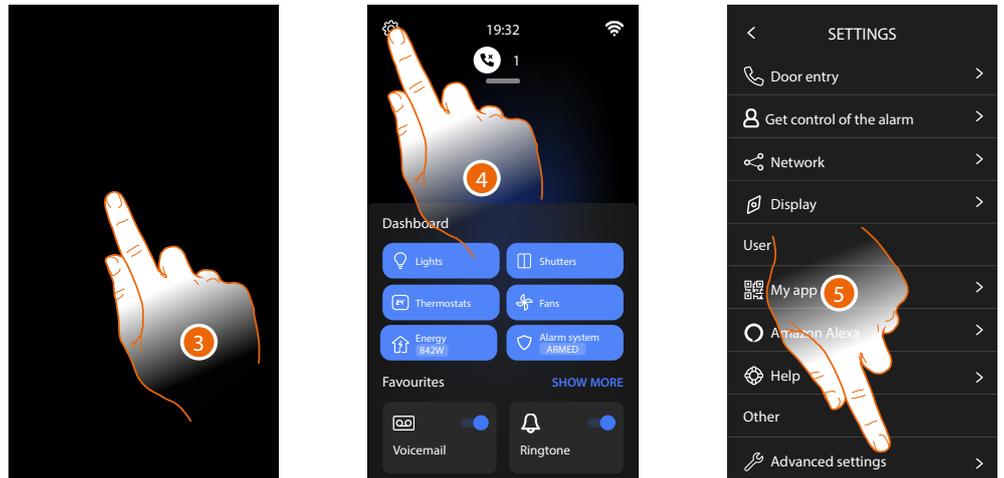
This is necessary both when creating a system or when making changes.

Once the connection has been established, any configurations made on the App are sent to the device in real time.

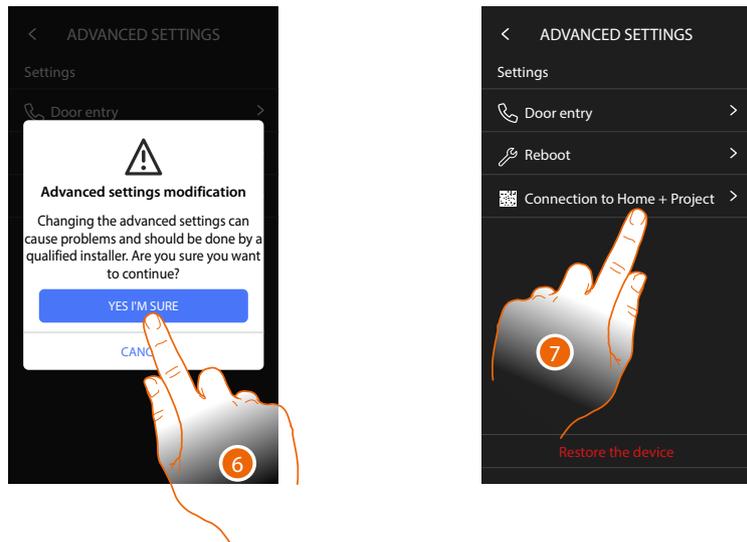


1. Touch the system to which you want to connect
2. Touch to connect to the Classe 300EOS in the system by scanning the QR Code

The QR Code is available in the following menu: Settings/Advanced Settings/Connection to Home+Project



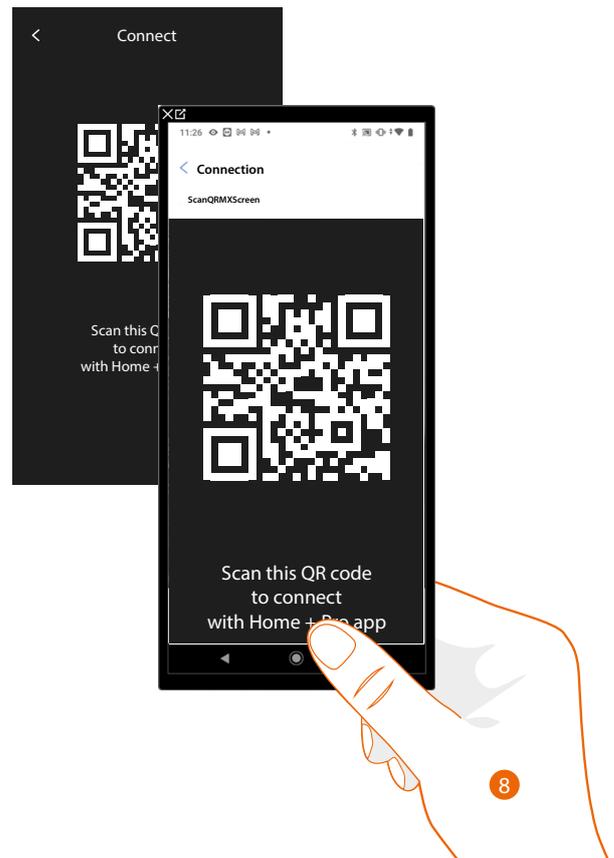
3. Touch the screen of the Classe 300EOS
4. Touch to open the Settings section
5. Touch to open the Advanced settings



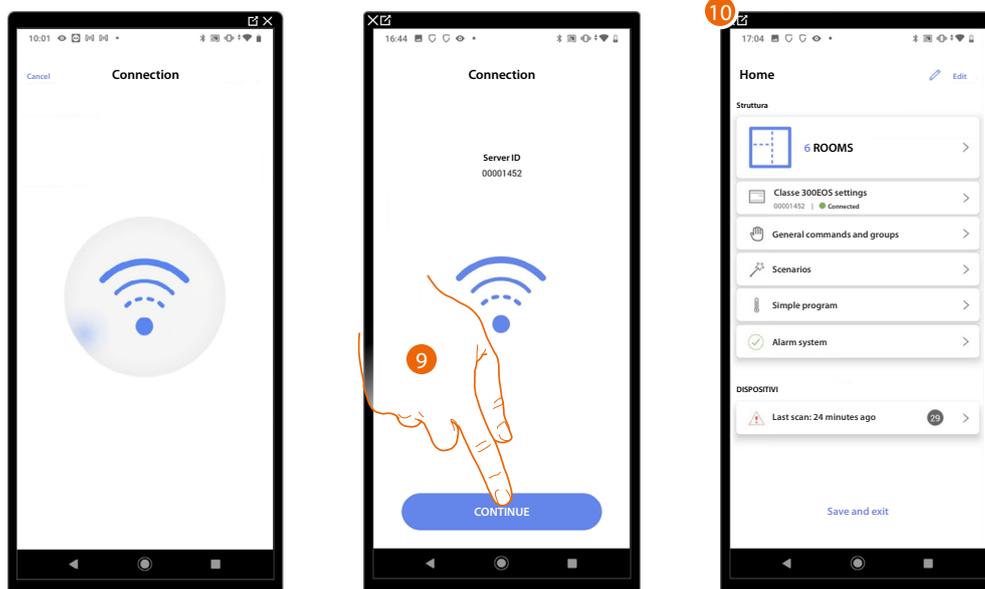
6. Touch to confirm

Warning: access to the Advanced Settings should only be attempted by experienced people, as wrong actions could compromise the operation of the device

7. Touch to display the QR Code that must be scanned using your smartphone in order to connect to the Home+Project App



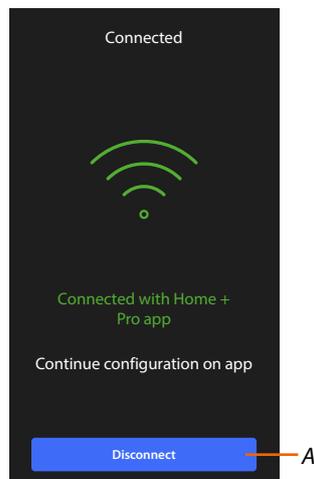
8. Using the smartphone, scan the QR Code



9. The system has connected to the server; tap to continue

10. The **System Home Page** appears

The following screen appears on the Classe 300EOS:



A Disconnect Classe 300EOS from the Home+Project App

Now that the Classe 300EOS is connected to your smartphone, you can proceed with its configuration, **creating MyHOME objects** (lights, shutters, etc.). Once the configuration is complete, the objects will be available for use by the user.

