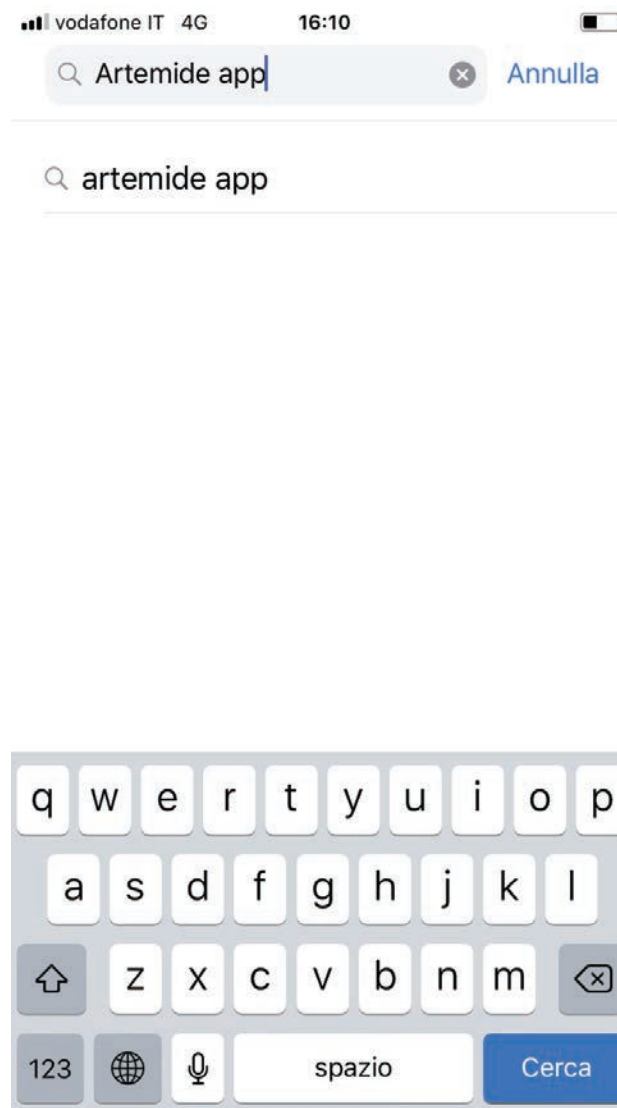
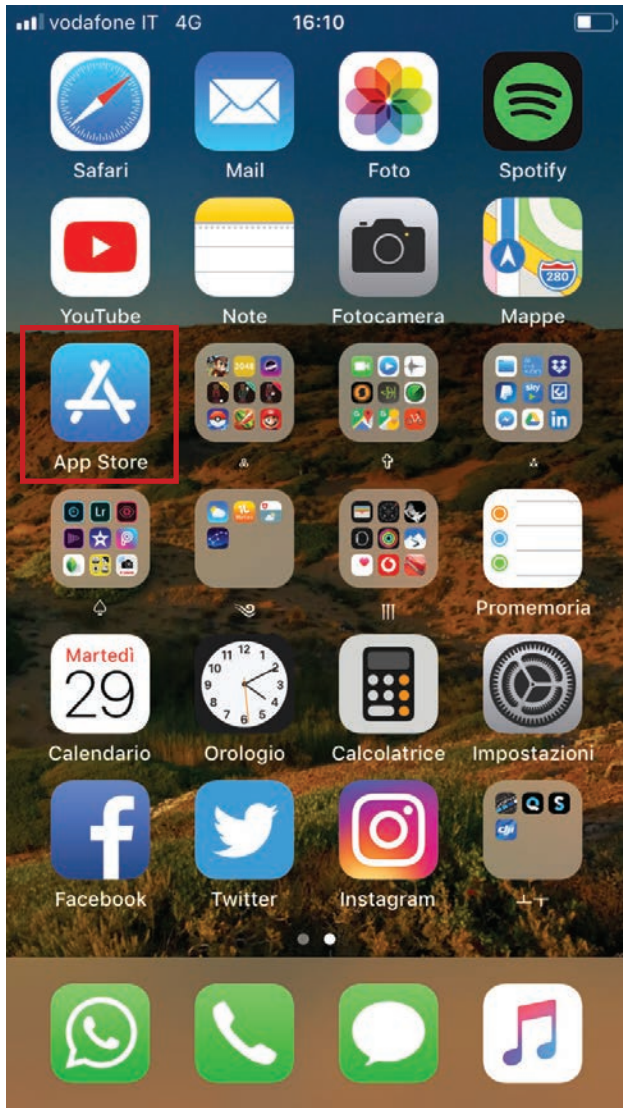




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1. App installation



This section describes the step-by-step installation process of the Artemide App.

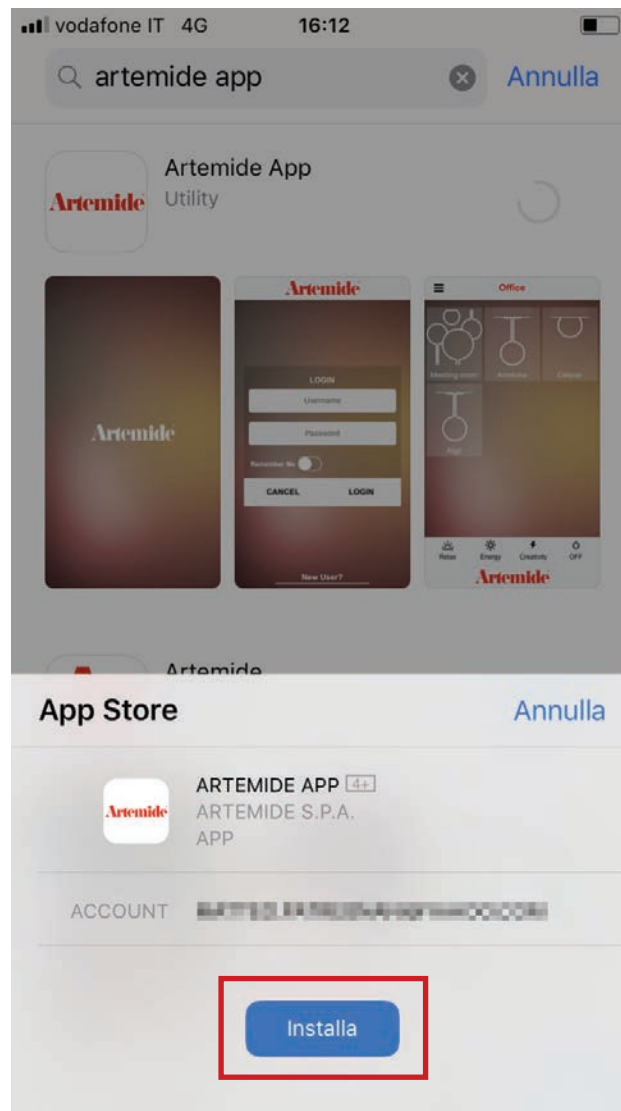
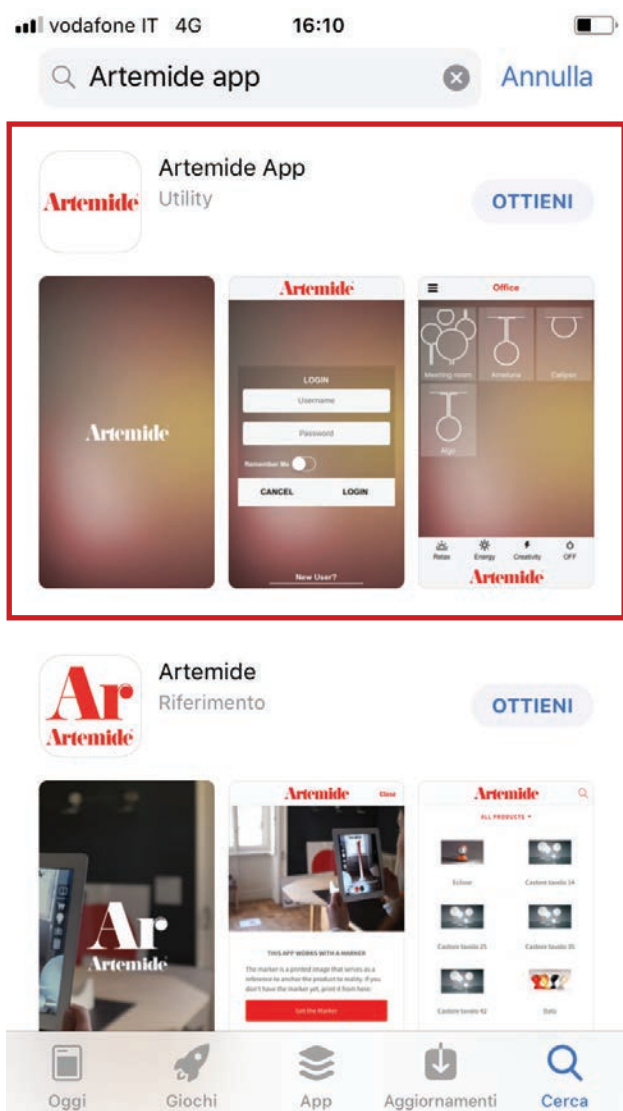
Important premise:

Internet connection is essential for Artemide App installation and use, so -before starting the installation- make sure that your device is connected.

Open the App Store, iOS version (Play Store, Android) on your device and type **"Artemide App"** in the search bar.

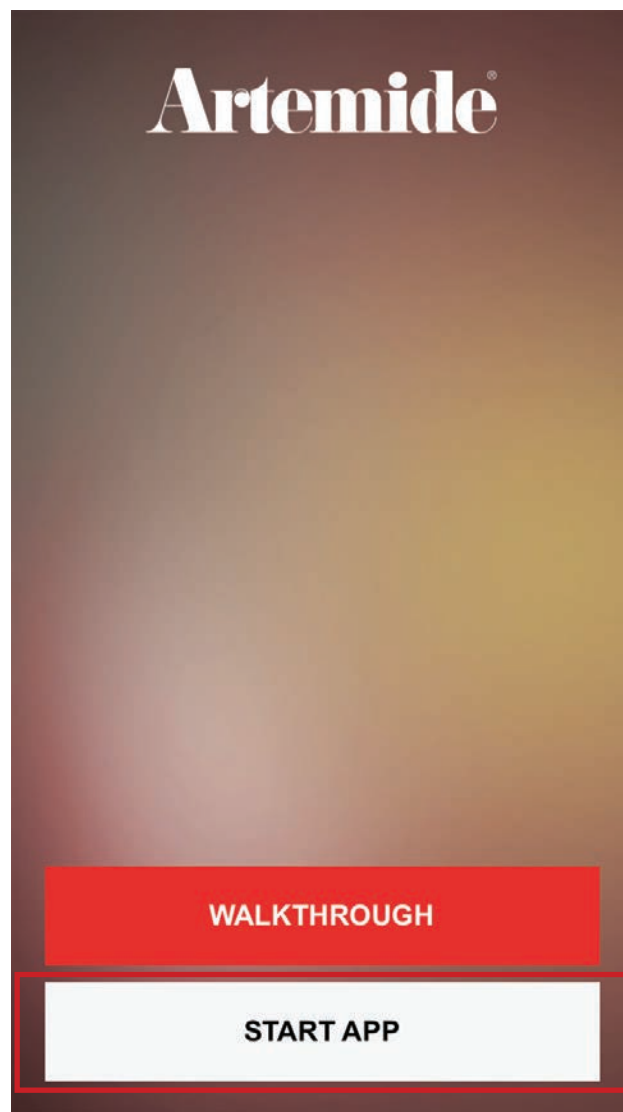
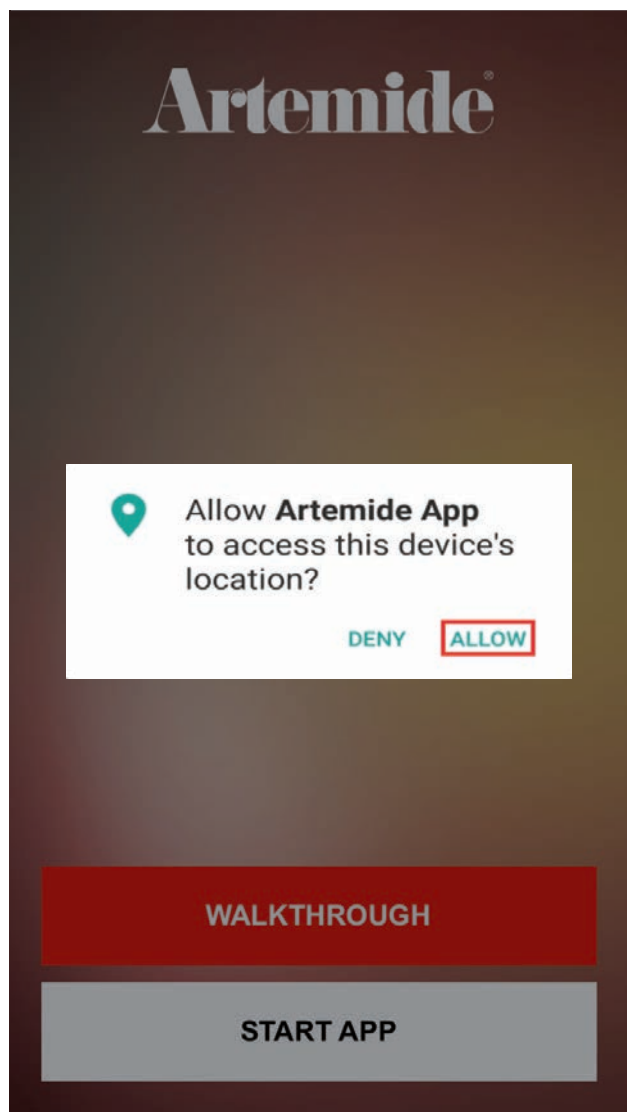
Minimum operating system requirements for Artemide App:

- Android > minimum version Android 5.0 (API level 21 – Lollipop)
- Apple > minimum version iOS 11.0



Select **Artemide App** application and press the "Install" button.

2. Authentication



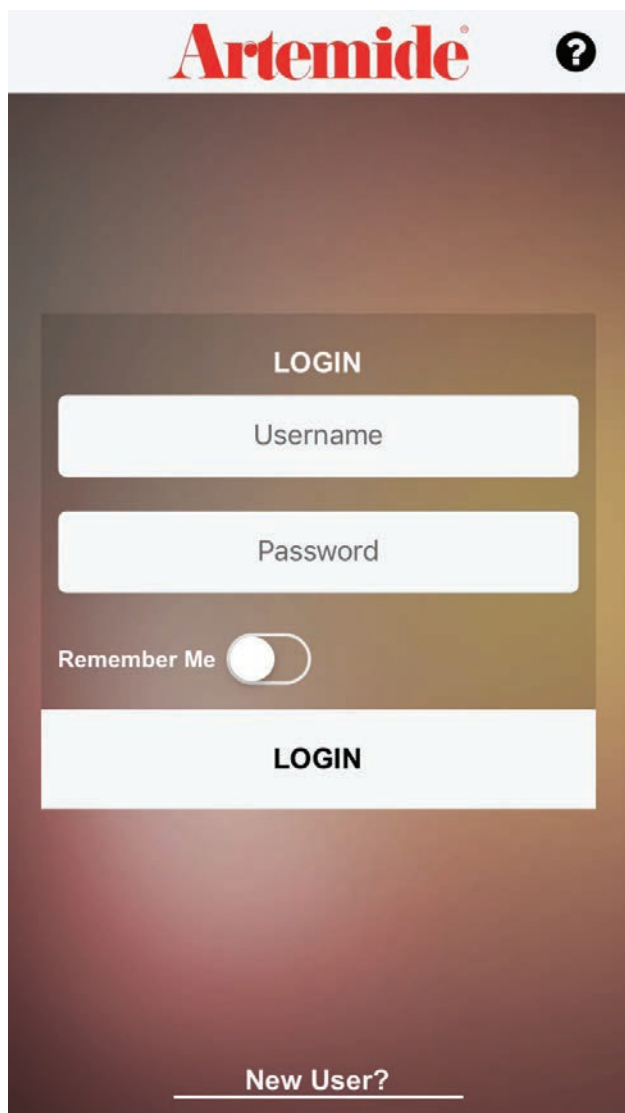
The first screen that appears when you start the application asks you to allow Artemide App to access your device's location.

Press the "**ALLOW**" button in order to give the app access permission to the device's location (image on the left).

N.B. This permission must be given, since the bluetooth system wouldn't work correctly without it.

This page is shown only at the first launch of the application, it won't appear again.

Press the "**START APP**" button (image on the right) to launch the application.

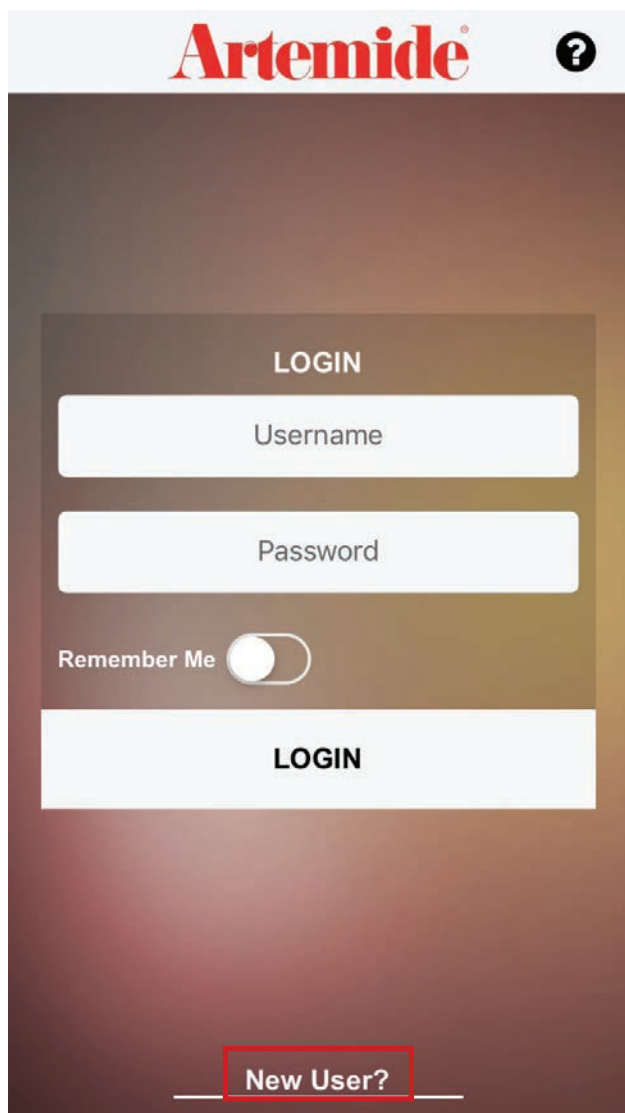


The image shows a mobile application login screen for Artemide. At the top, the Artemide logo is displayed in red, followed by a question mark icon in a black circle. The main content area is a dark brown gradient with a central white box containing the text "LOGIN". Below this are two white input fields labeled "Username" and "Password". A "Remember Me" toggle switch is positioned below the password field. At the bottom of the white box is a white button labeled "LOGIN". Below the white box, the text "New User?" is displayed with a horizontal line underneath it.

Once you pressed the “**START APP**” button, this LOGIN page will appear.

The application allows access through the insertion of personal credentials (username and password).

2.1 Cloud login



The image shows a mobile application login screen for Artemide. At the top, the Artemide logo is in red, and a help icon (question mark in a circle) is in the top right corner. The main content area has a dark brown background. In the center, there is a white rounded rectangle containing the text "LOGIN" at the top. Below this are two white input fields: "Username" and "Password". Under the password field is a "Remember Me" toggle switch, which is currently turned off. Below the input fields is a white button with the text "LOGIN". At the bottom of the screen, there is a white button with the text "New User?", which is highlighted with a red rectangular border.

On first login, you need to select the button **"New user?"** at the bottom of the LOGIN page.

← Account ?

Register Now

👤 @artemide.com

••••

••••

STATE / COUNTRY

1 CHINA

2 Rest of the World

3 **CREATE AN ACCOUNT**

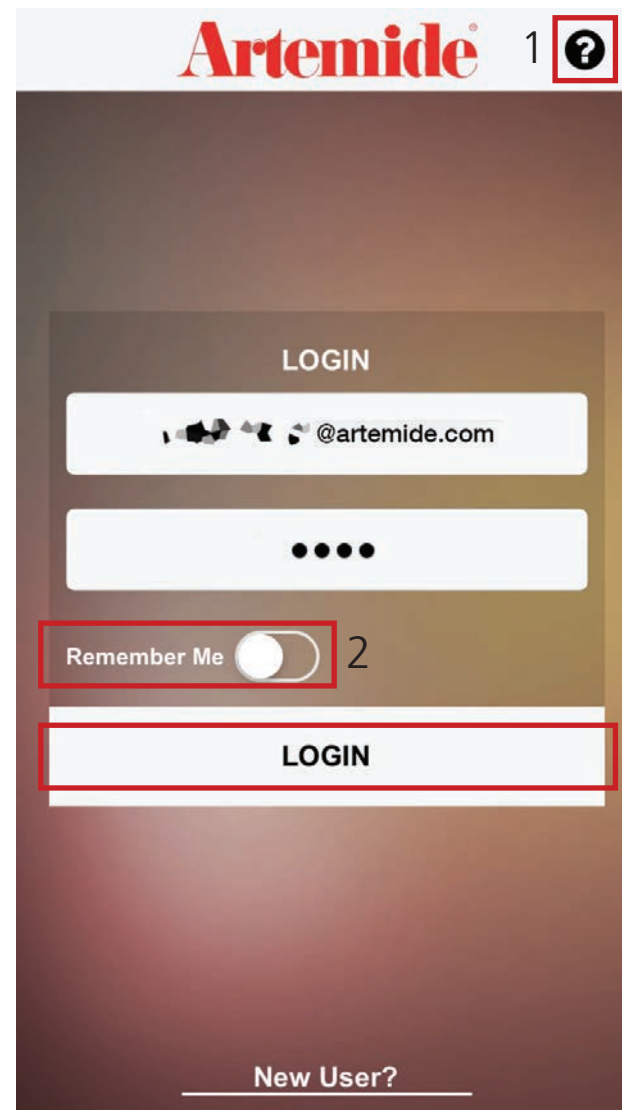
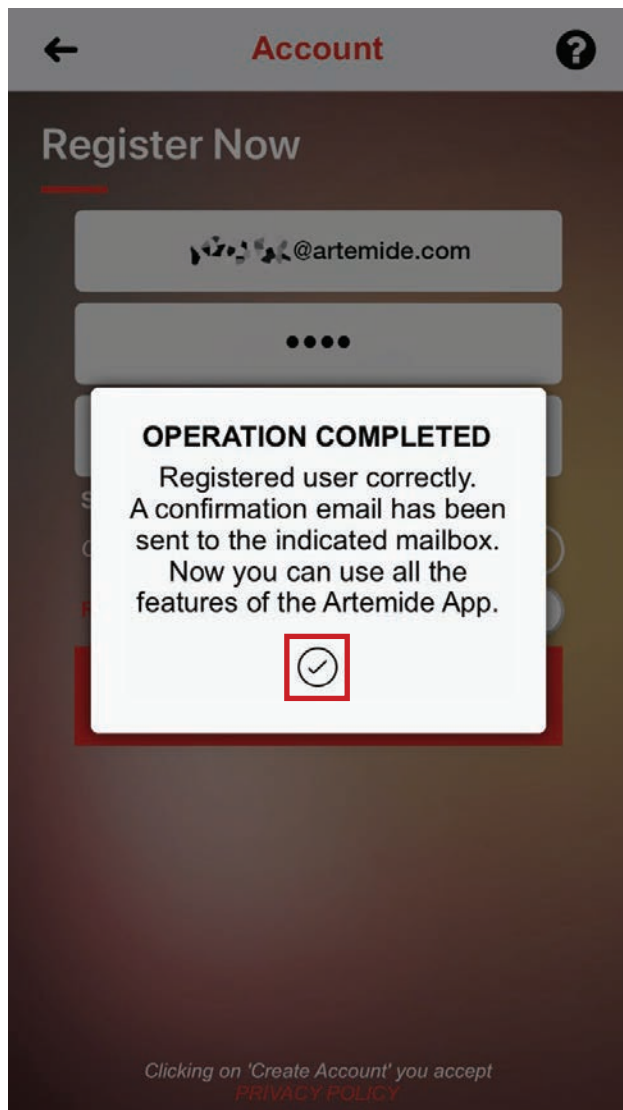
4 Clicking on 'Create Account' you accept
PRIVACY POLICY

The application now shows the REGISTRATION page.

Please enter a valid email (that will be your username) and a password (you'll be asked to insert it twice). You must also select your country (red box 1 or 2, see image).

Press on the "**PRIVACY POLICY**" (red box 4, see image) if you wish to read it before register (registration means you automatically accept privacy policy terms and conditions).

Otherwise, press "**CREATE AN ACCOUNT**" in order to confirm the entered data and register (red box 3, see image).

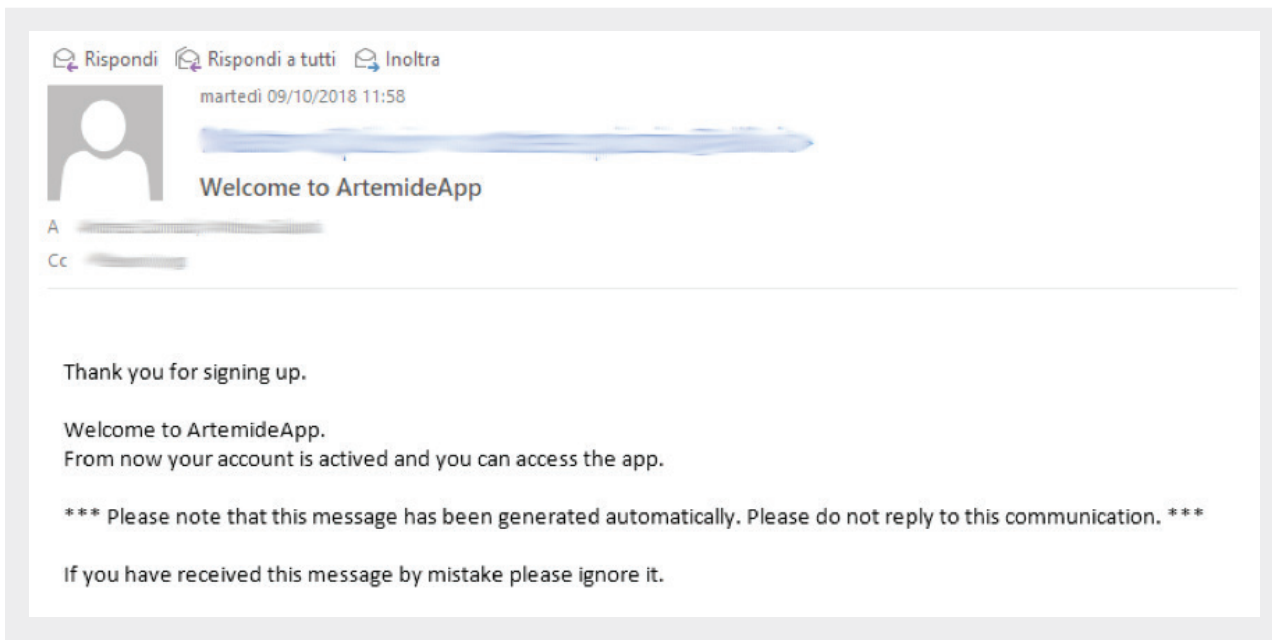


A popup will appear on your screen (image on the left).

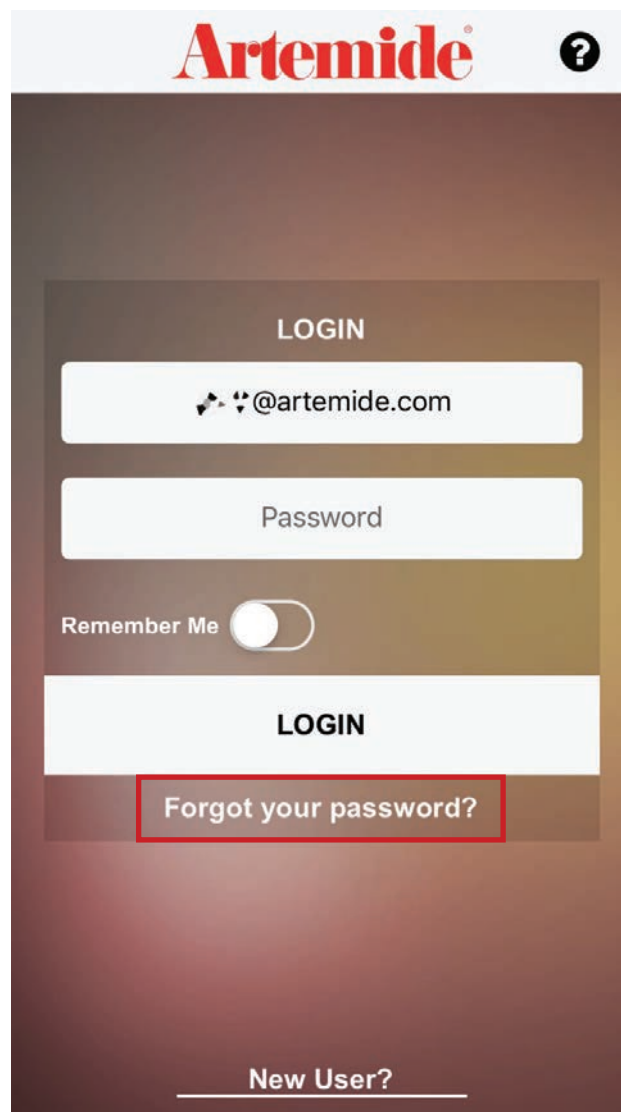
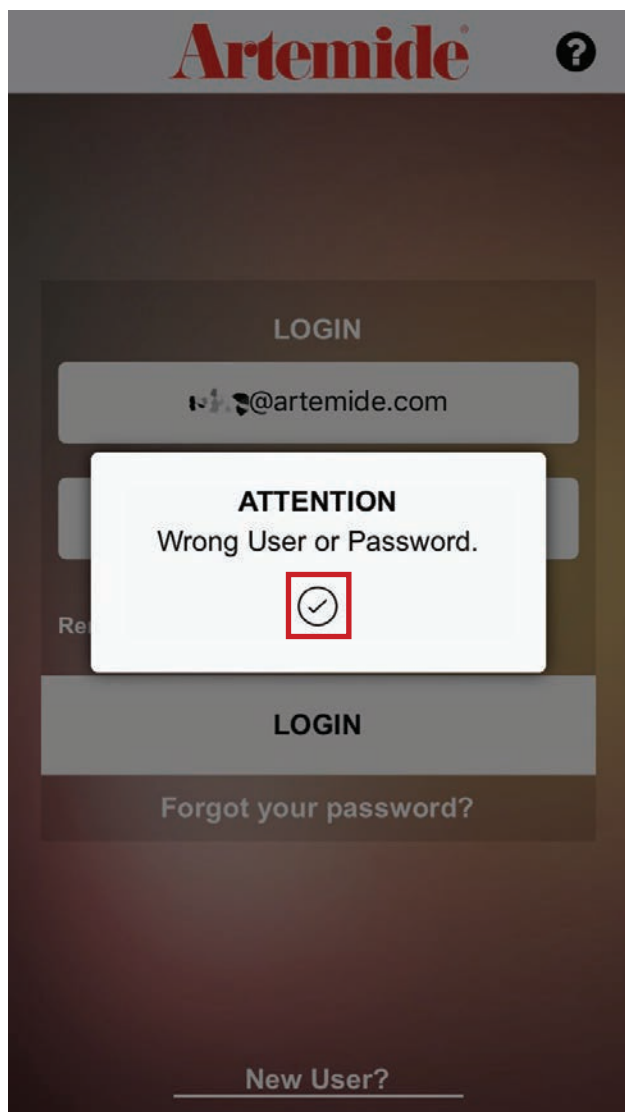
Hit the “✓” button; you’ll be redirected to the previous LOGIN screen (image on the right). Enter the registered credentials to log into your personal account.

Enable the “**Remember Me**” option (red box 2, image on the right) in order to save credentials, then press “**LOGIN**” to access the application.

If you have problems during the registration/login phase, press on the “?” button at the top right of the screen (red box 1, see image) to view information about the Help Desk service.

**Please Note:**

When the app shows the popup "OPERATION COMPLETED" (see previous page, image on the left), you receive a welcome email in your mailbox, just to let you know the registration process is successfully done (see image).

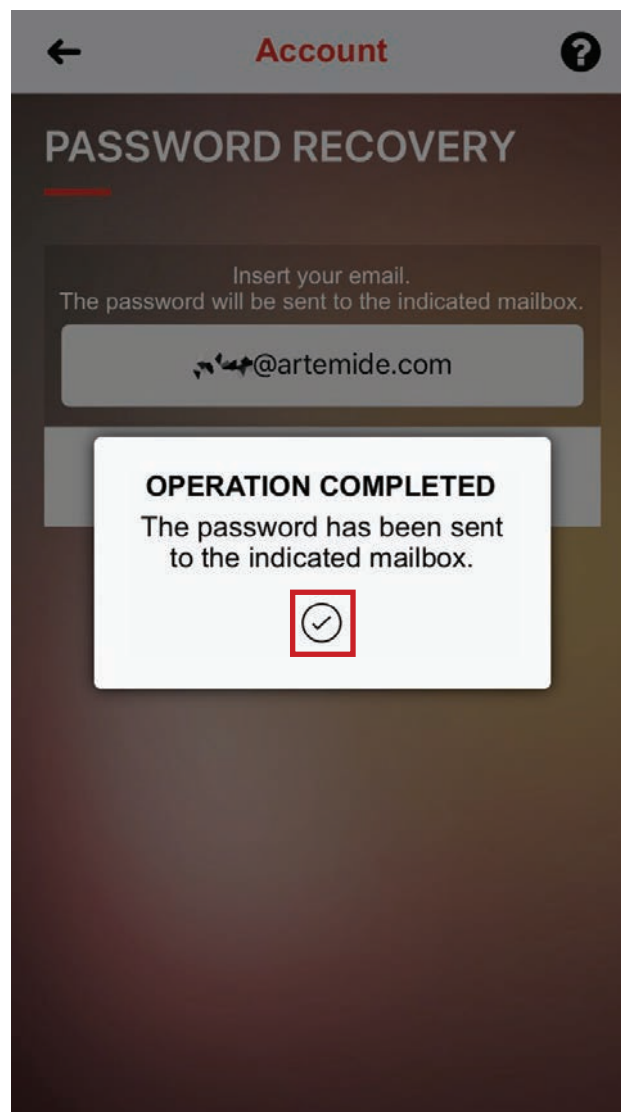
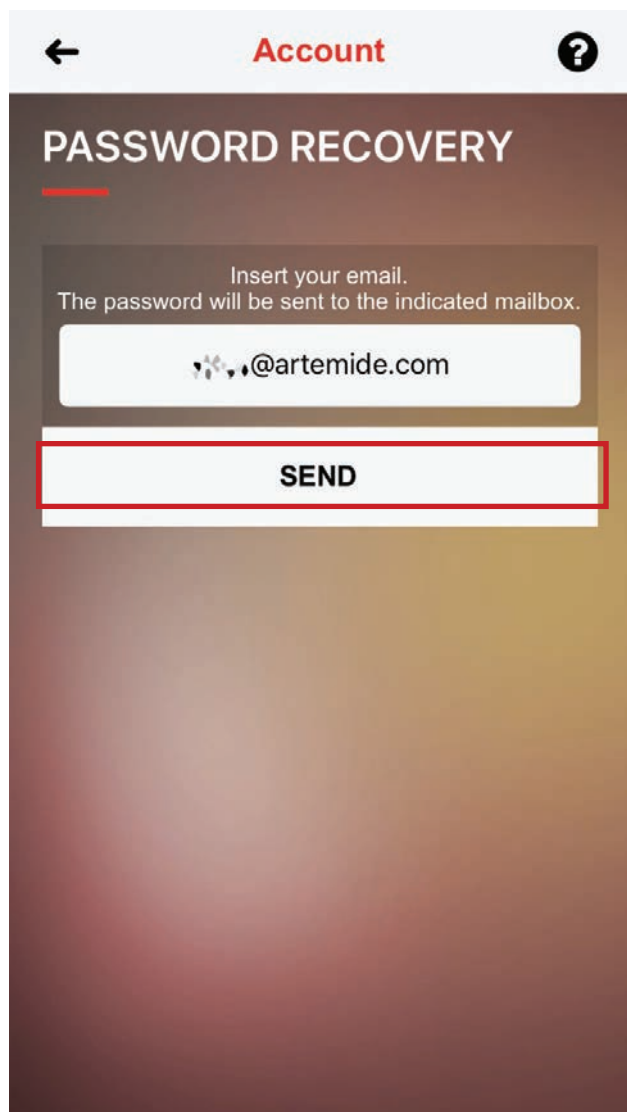


Please Note - Password Recovery:

During the login operation, any time you enter a wrong credential and hit "LOGIN", Artemide App will show an error message (see image on the left).

Only at this point the password recovery option is enabled and appears under the "LOGIN" button (red box, see image on the right).

Press "Forgot your password?" button to start the recovery process.

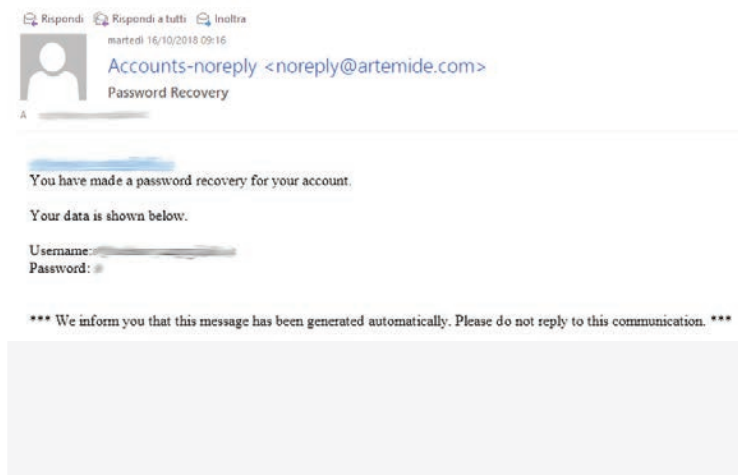


You'll see a screen similar to the one on the left.

Enter in the text box the email address where you want to have the password sent. Press the "**SEND**" button.

Once you pressed "**SEND**", a popup will appear (see image on the right) and you can go back to the LOGIN screen.

The email containing your access credentials will be similar to the following:



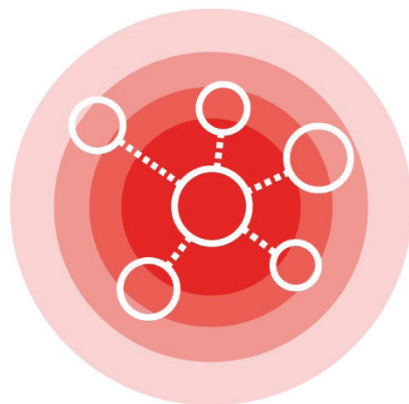
2.2

Walkthrough

Artemide®

WALKTHROUGH

START APP



EXTENDED NETWORK

Managing up to 500 Artemide lamps.

SKIP



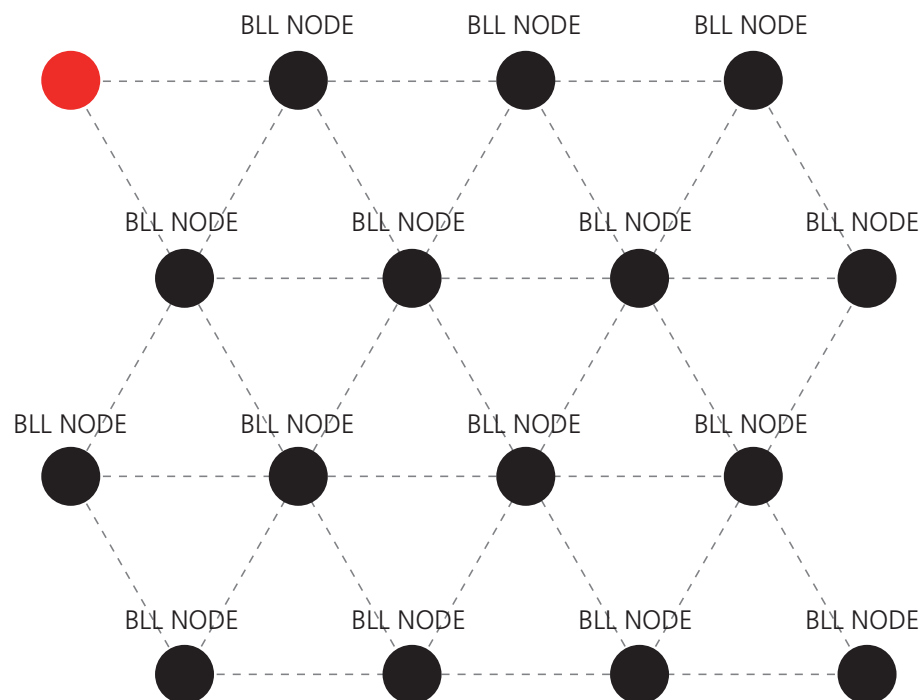
The “**WALKTHROUGH**” lets you explore all new features through a slideshow. Browse the pages to get a quick preview of what you can do with Artemide App.

Please note:

Bluetooth connection is essential for a correct use of Artemide App. The working distance of Bluetooth signal **in free air** is approximately **15m**. From now on, when talking about “distances between devices”, are intended to be “distances in free-air”.

3. First Networks creation

CONCERNED
NODE



IN THIS NETWORK

- each node is a lamp
- distance between user and concerned node > 15m

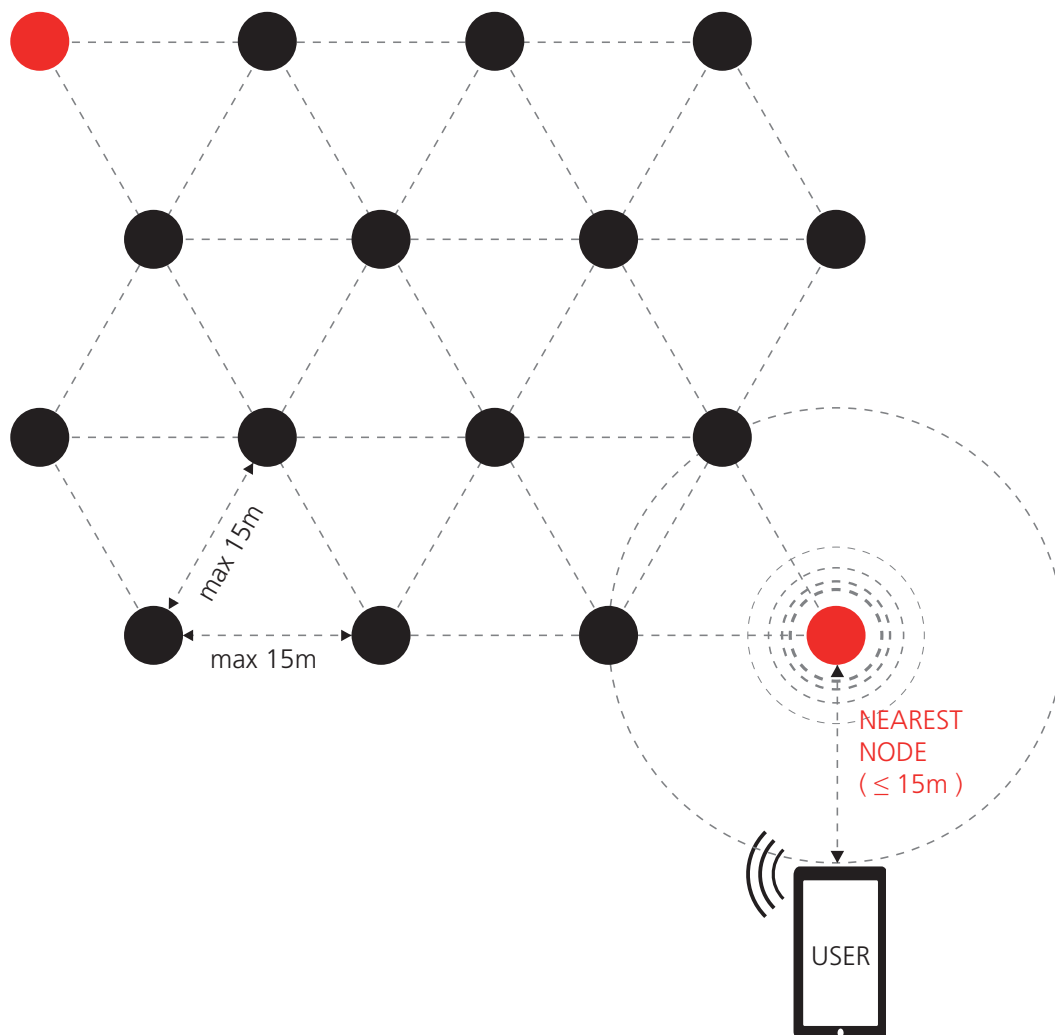


This section shows how to create the first Network.

A Network is, ideally, the environment where one or more of your App-connected lamps are placed: it can have any name you want (i.e. *Home, Office, Restaurant* or -more specifically- *Kitchen, Bathroom, Living-Room, Meeting-Room, Entrance, Hall* etc...).

Organizing devices gathering them in Networks allows you to simplify light management of any environment, even considering the working distance of the Bluetooth signal in free air: **to control the whole network, user should be at a distance < 15m from any lamps included in the network, thanks to the use of BLE MESH TECHNOLOGY.**

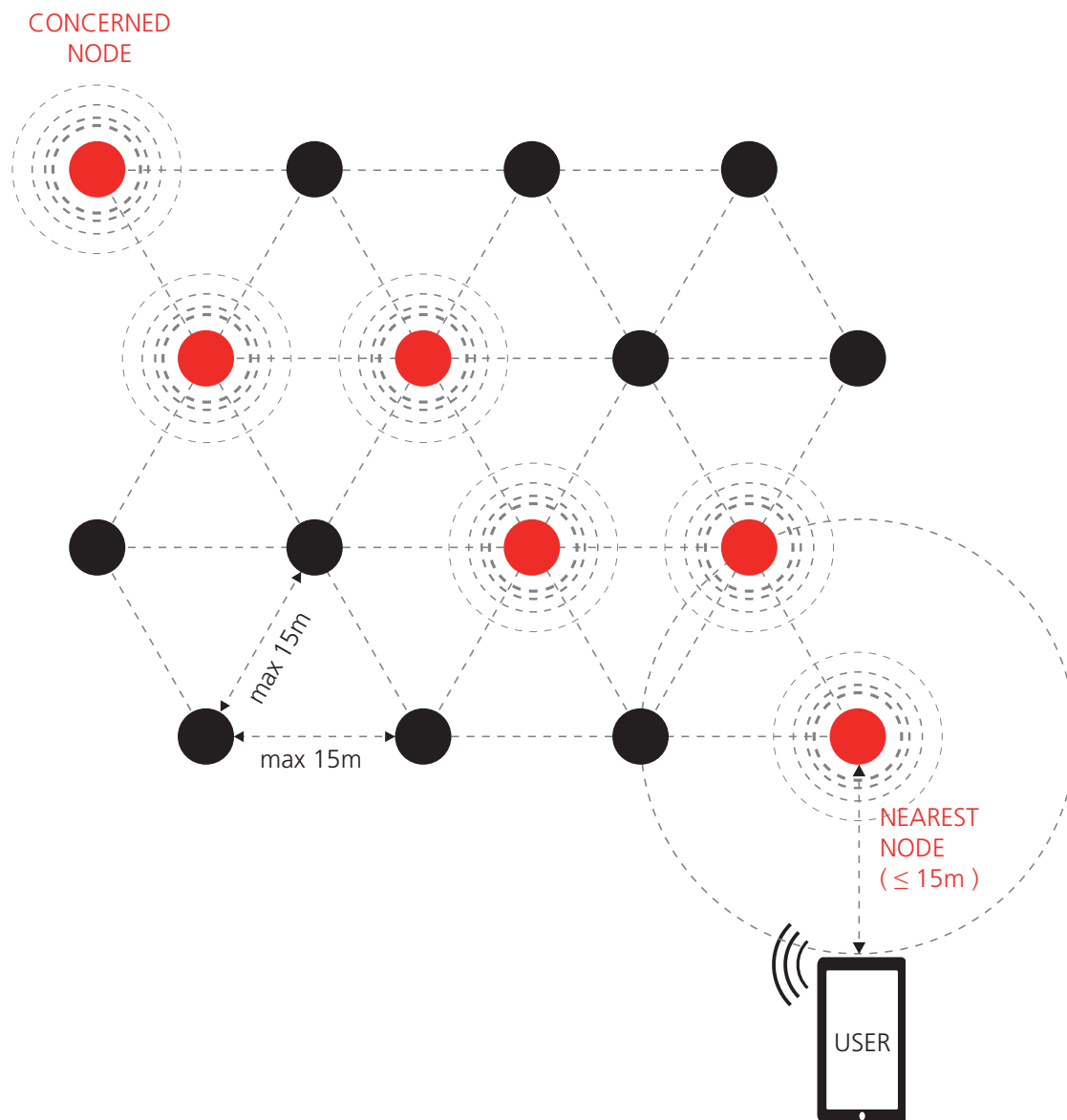
CONCERNED
NODE



BLE MESH TECHNOLOGY

Within any network, each node (=lamp) plays an "equal" role, distributing data (they all receive and transmit commands). This means:

- a balanced distribution of the data flow (no main element to connect to in order to control the entire network, since **all lamps act as "receivers" and "transmitters" of commands**).
- possibility of creating even very extensive networks, bypassing Bluetooth signal reception range (15m); in this way, **the user can control a node more than 15m away from his device (e.g. the furthest node within the network) thanks to the presence of other nodes in intermediate position that, in turn, send the command to the node concerned.**

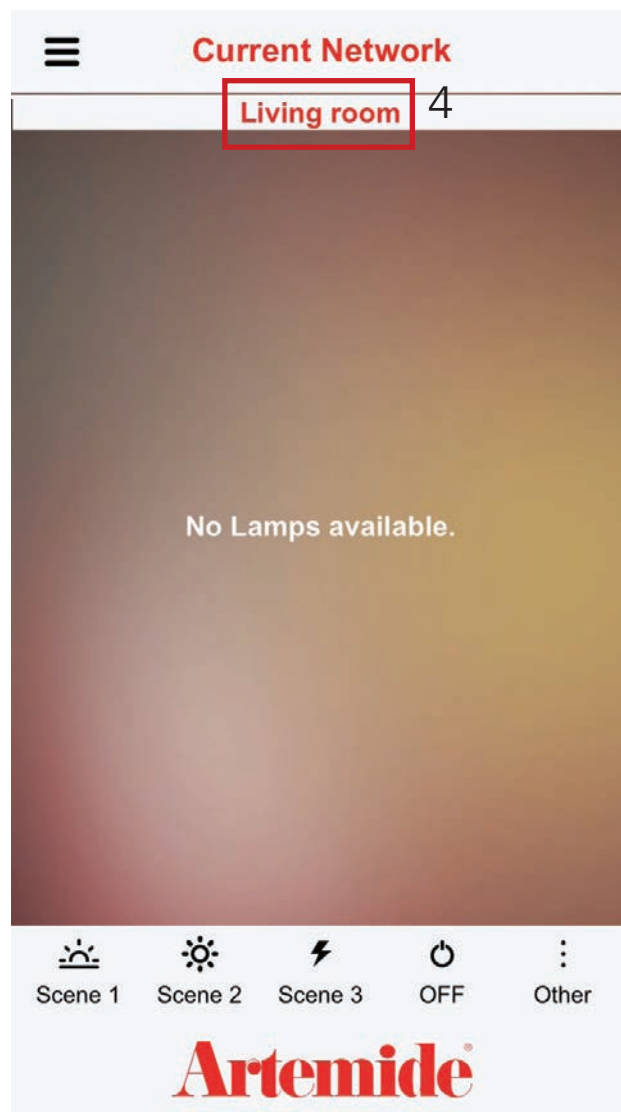
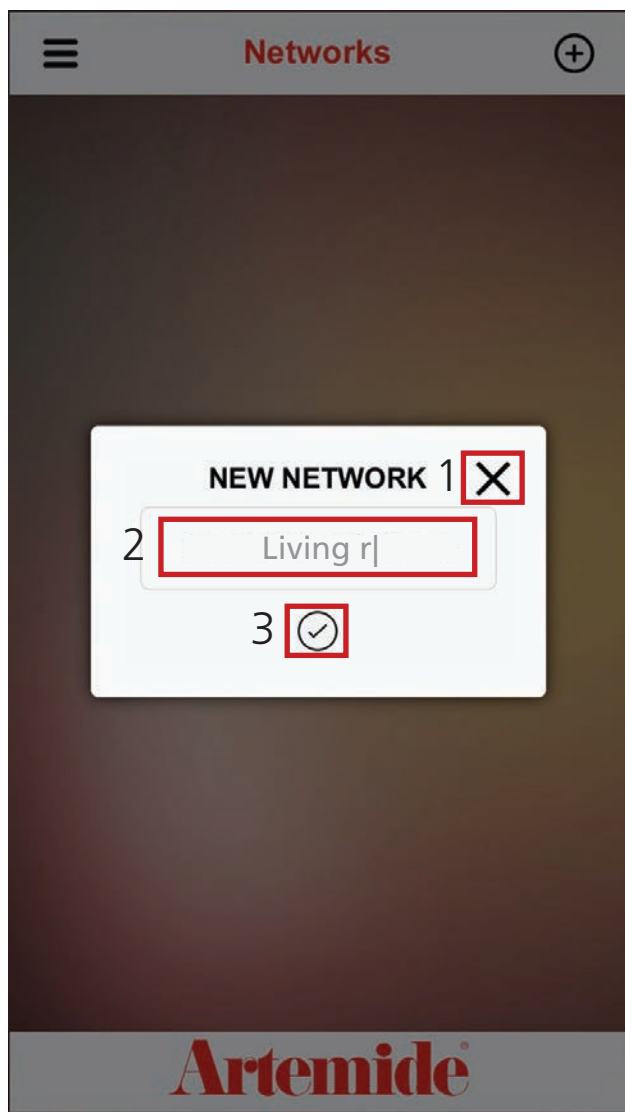


Two conditions are essential for the control command to be actuated:

- each node (=lamp) in the network must not be more than 15m away from the surrounding nodes.
- user must be at a maximum distance of 15m from the node of the nearest network, so that it can (via intermediate nodes) transmit the command to the node concerned.

Please note:

Artemide App can manage up to a maximum of 10 Networks at a time; each Network can include up to 500 lamps.



If no Network is available (as in the case of first login), the application redirects you to the page on the left.

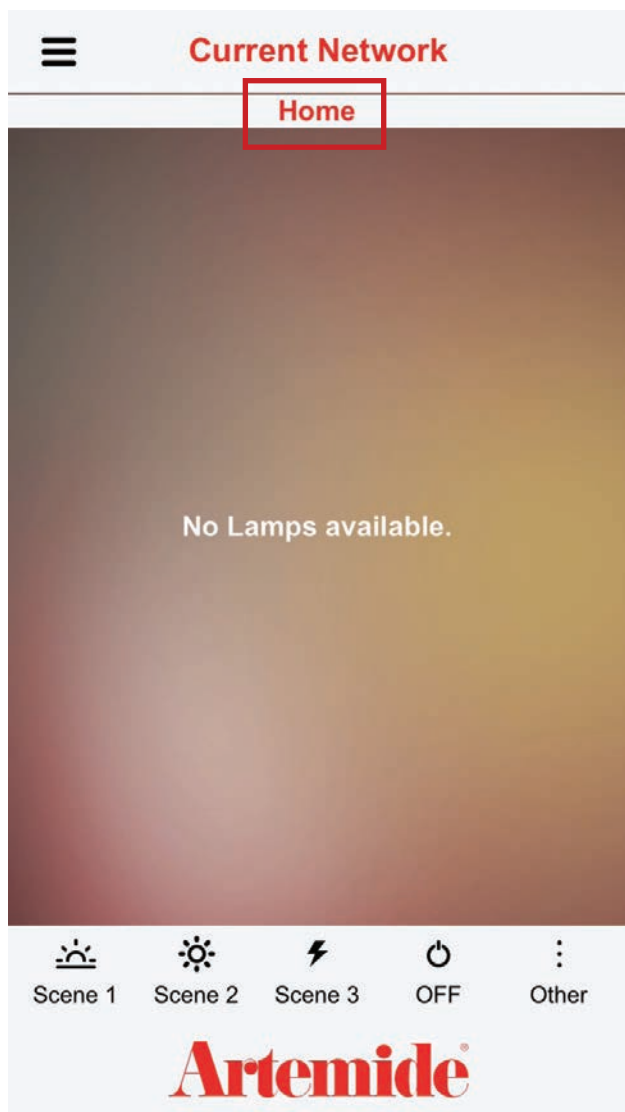
Enter Network's name in the red box 2, (i.e. *Home / Office / Living Room...*).

Then press the "✓" button (red box 3) to confirm Network's name and create it or the "X" button (red box 1) to cancel the operation.

Now you can see the name of your new Network on the top of the page (see red box 4, image on the right): you've been redirected to the newly-created network page.

Please note:

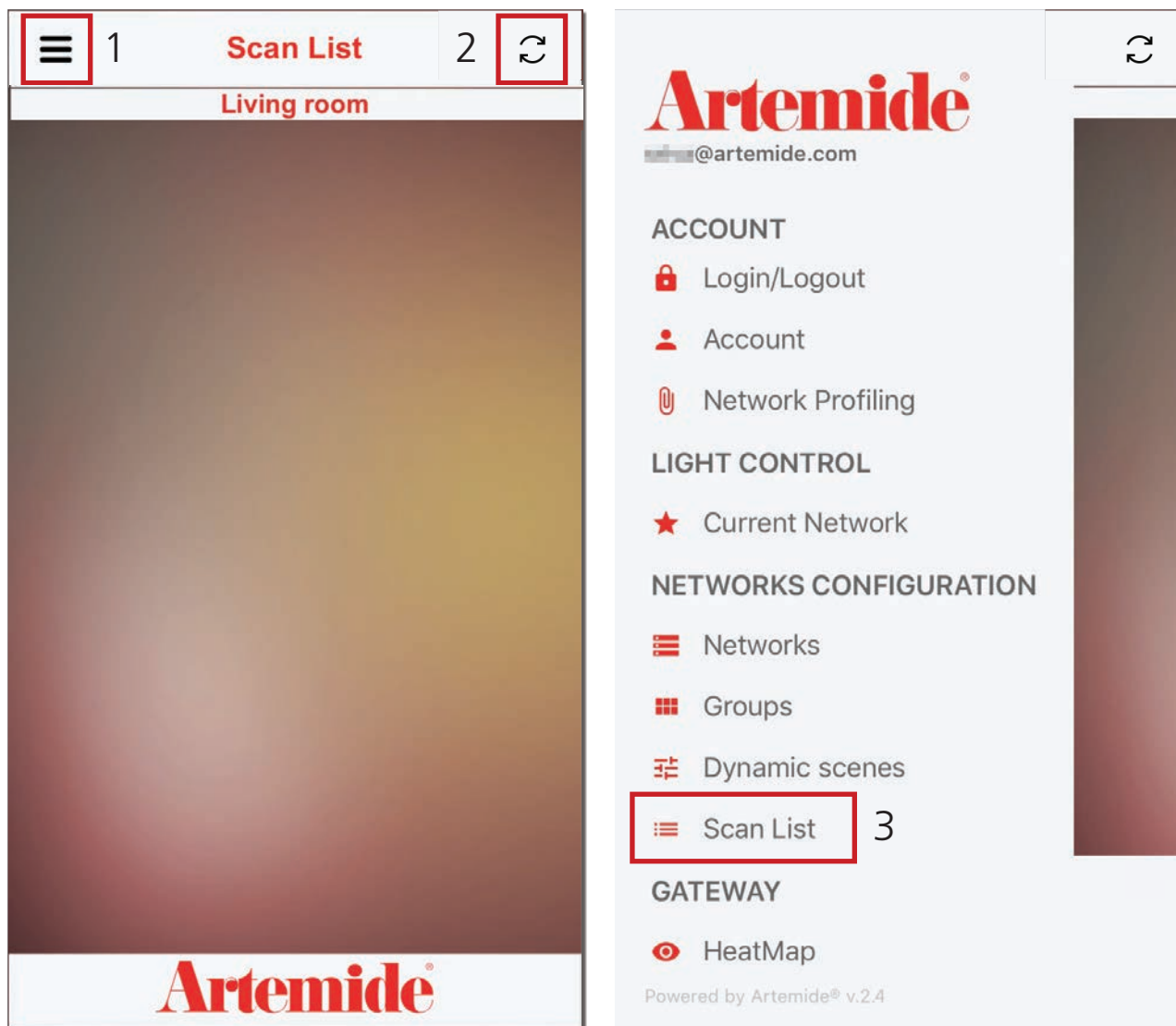
An essential element for future operations is the Bluetooth, so before doing anything else, enable the Bluetooth system on your device.



In case of accesses subsequent to the first one, (even if you access your profile from a different device, thanks to Cloud data saving), you'll find your own networks / lamps.

Accessing a profile where a network already exist, application will show this screen, **with the Current Network's name on the head of the page** (red box).

4. Scan list

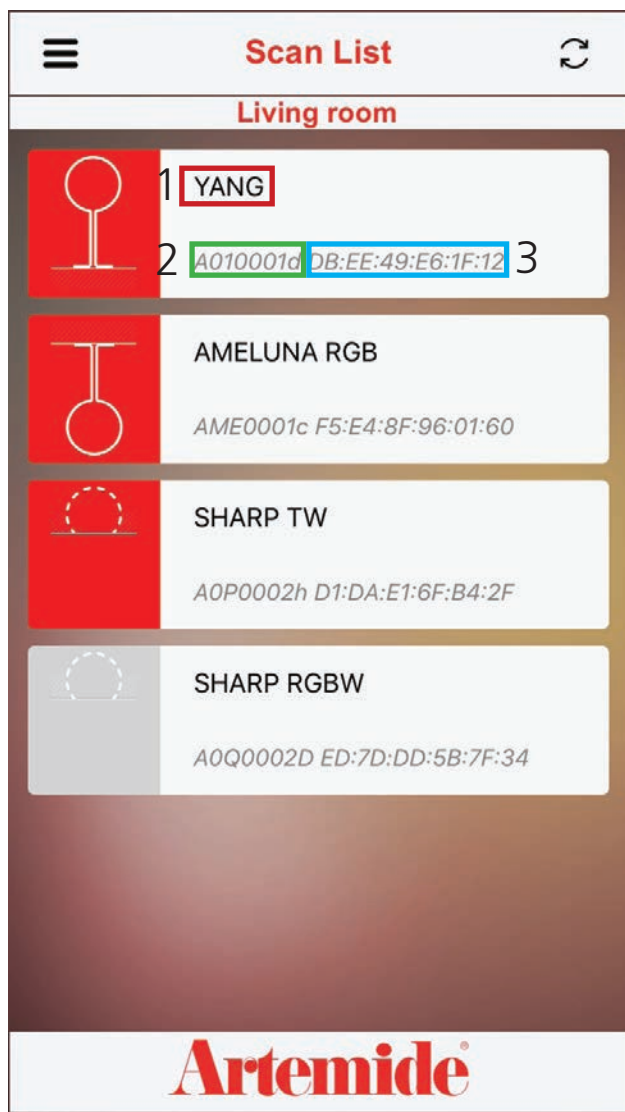


Scan list allows you to scan surroundings and have an overview of active devices in the environment; this chapter shows you how to associate them to your newly-created Network.

Please Note:

- You need to be sure that lamps are correctly powered in order to proceed.
- If the Scan List page is empty (image on the left), you have to disable and enable again Bluetooth system and then press the refresh button at the top right (red box 2, image on the left).

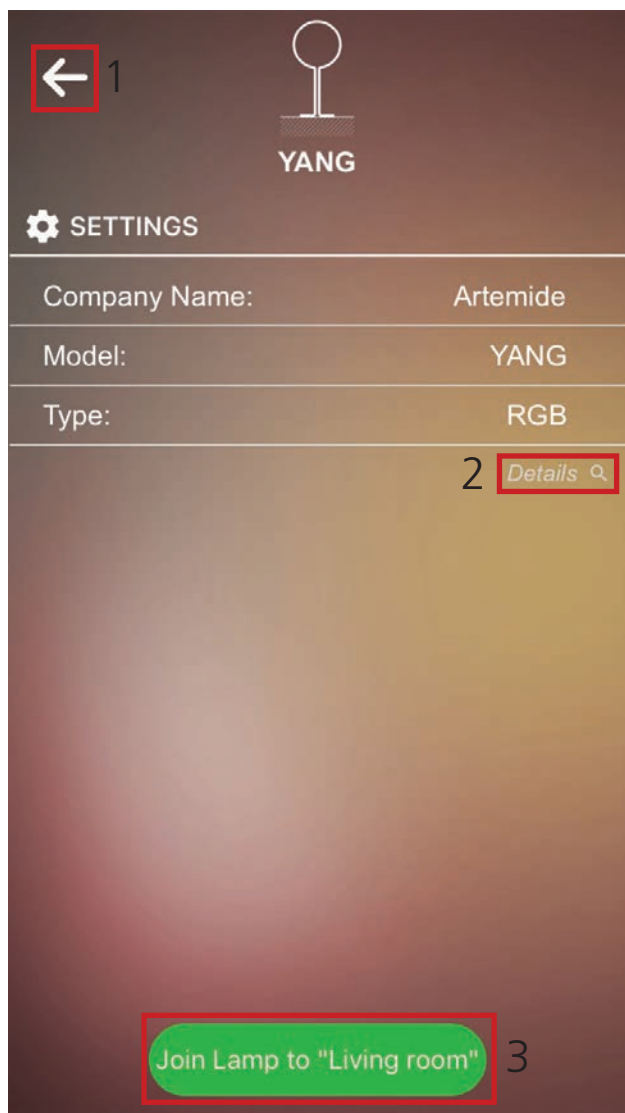
You can access the Scan List page anytime, through the side menu (red box 1 > red box 3).



The application locates all the nearby devices with a Bluetooth system and shows them in the "Scan list" page.

Once the environment is scanned and lamps have been identified, the application will show them in this way (see image).

Lamp's model is indicated in red box 1. Green and blue boxes (2-3) show specific company information.

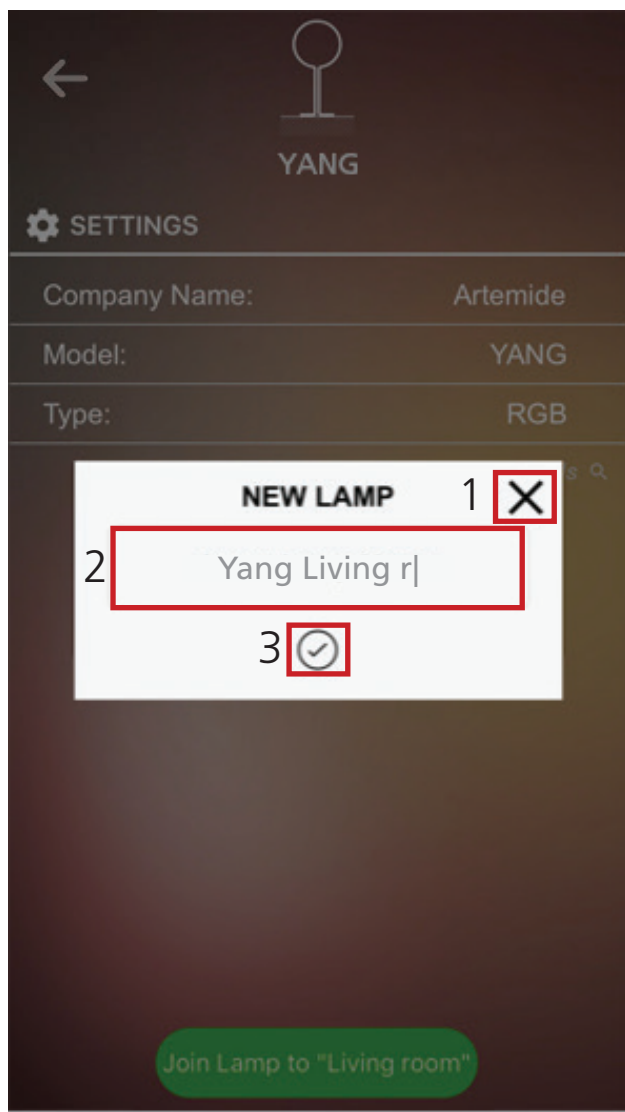


If you press on any lamp's icon, the application will show a data summary of the lamp itself.

To add a lamp to your own network, press the green button ("Join Lamp") at the bottom of the screen (red box 3, see the image)

Clicking on "Details" (red box 2) you can access technical information about the lamp.

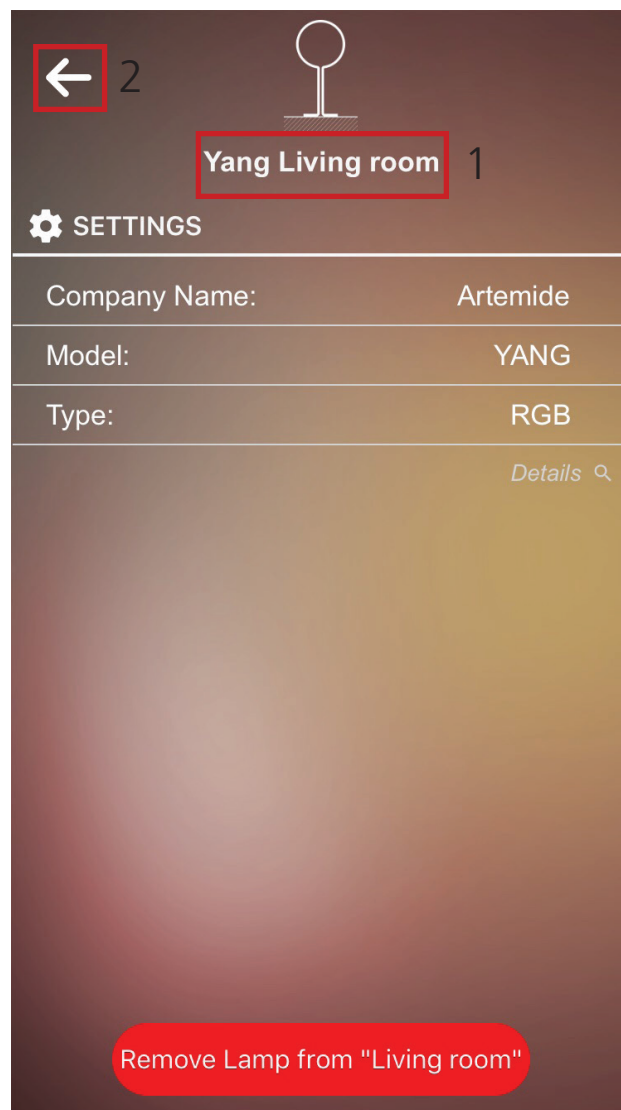
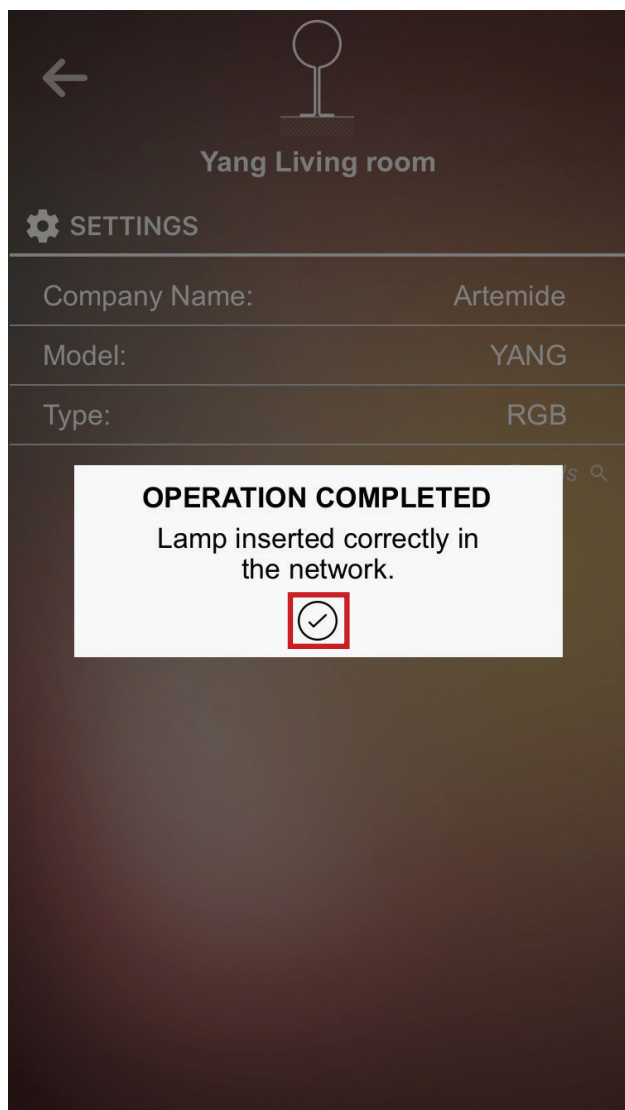
Otherwise, if you want to return to the Scan List page, press on the "Back" icon in the red box 1.



After pressing the green button, a little pop up will appear (see image).

Now you can enter a new name for the lamp in the red box 2.

To confirm, press the "✓" button (red box 3); to cancel, the "X" (red box 1).



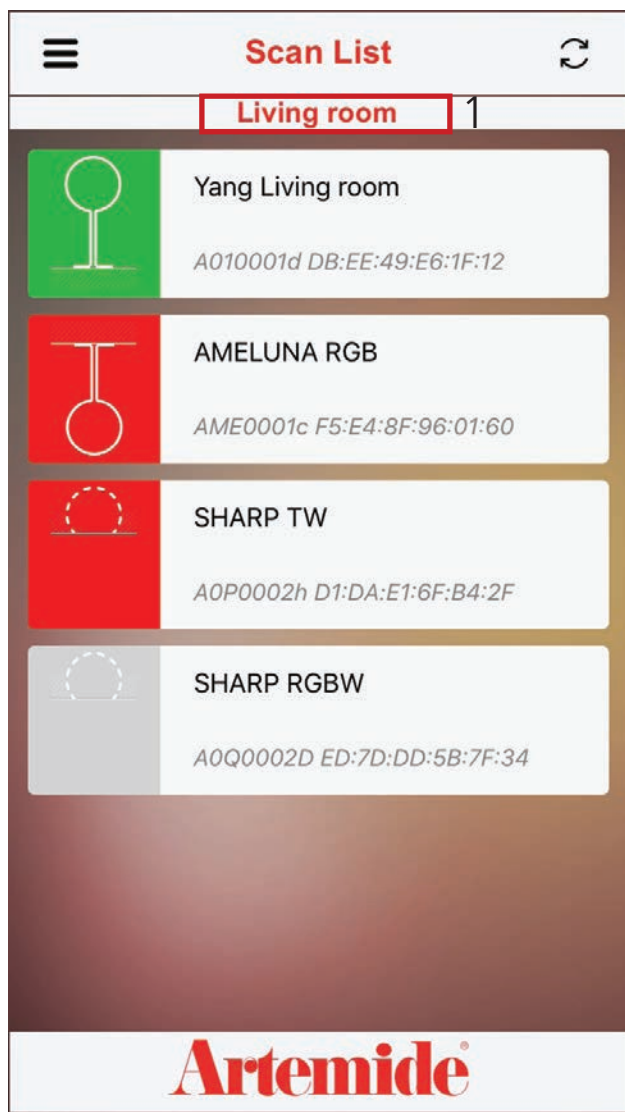
Once the name has been confirmed, the application will notify the successful operation with a confirmation window.

Lamp's name is changed (red box 1), the App now shows the name chosen by the user.

If you want to remove a lamp from your own network, you have to press on the red button ("Remove Lamp") at the bottom of the page.

Please Note:
the removal of all lamps contained in a network is an essential condition for the cancellation of the network itself.

If you want to return to the scan list page, you have to press on the "Back" icon (red box 2).

**Important note:**

Returning to the Scan List page, you'll notice that the lamp just added to the network is now marked in green colour (see image).

GREEN LAMPS: are associated with your own network

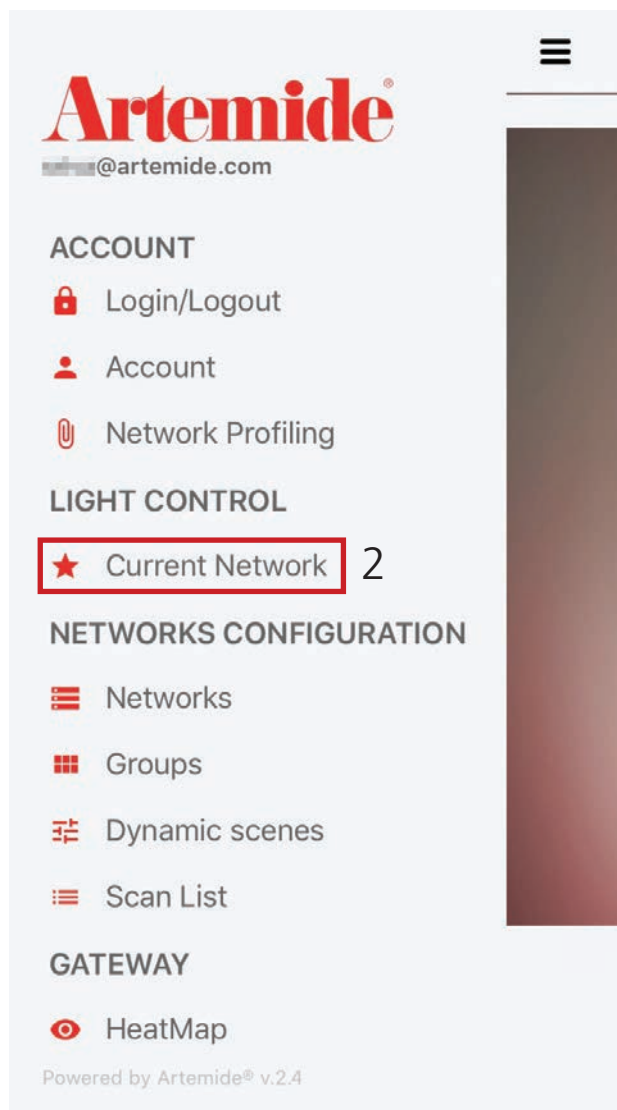
RED LAMPS: aren't associated with any network, so available to be enlisted

GREY LAMPS: are associated with non-proprietary network (**impossible to associate them with yours**)

If you want to add more lamps to your own network, just repeat the operations shown in this chapter.

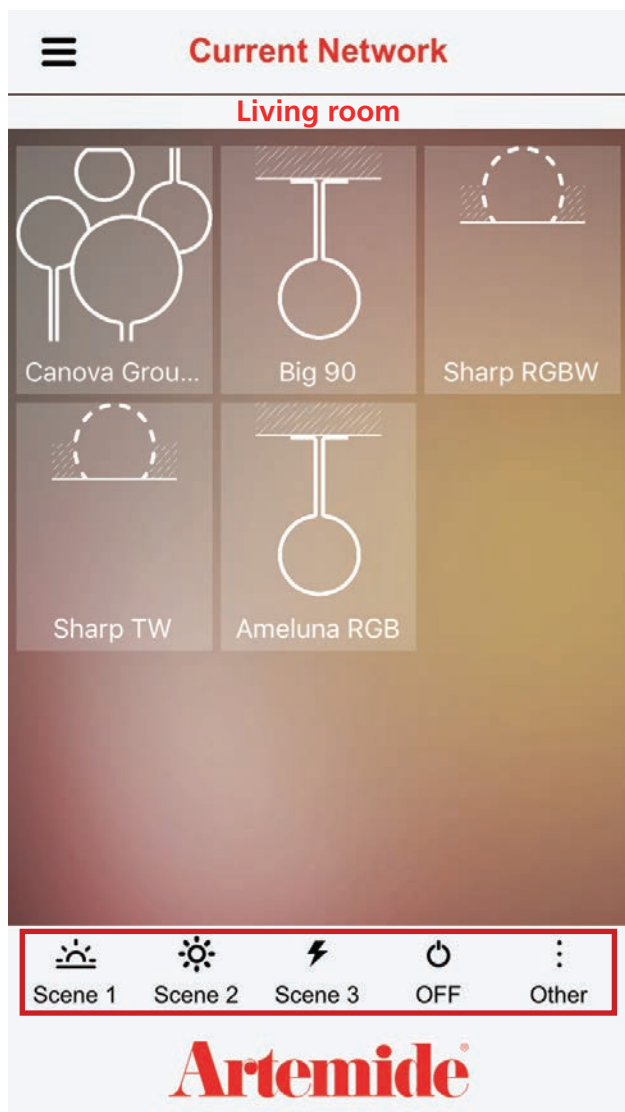
At the top of the Scan List page, you'll always know which network you're connected to (red box 1).

5. Current network



This section shows how to manage all the lamps associated with your own network. If you press on the menu button (red box 1), you'll open the side menu (image to the right).

Under "LIGHT CONTROL" section, select the voice "CURRENT NETWORK" (red box 2): the application will open a summary page of your own network (see next page).



The Current Network page shows all lamps/groups associated with your own network.

From here, you can manage lamps one by one or - using pre-set scenarios (red box at the bottom of the page) - all together; in fact, if you press one of the below buttons, command will be sent to all lamps in the network.

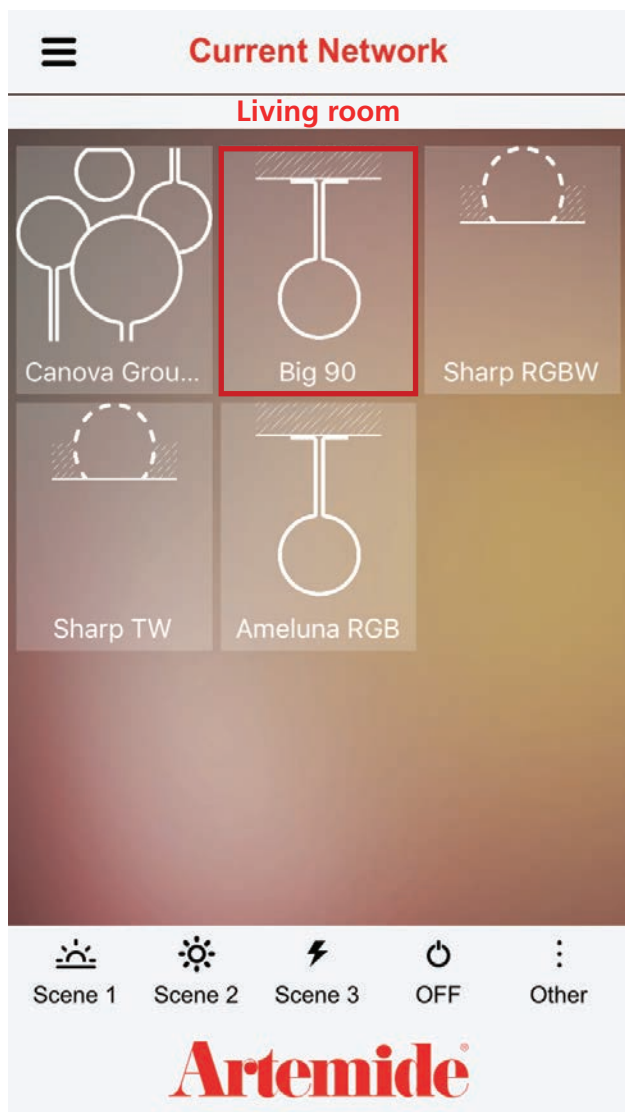
Depending on lamps typologies (white / RGB / Tunable White emission), the pre-set scenarios will apply their settings.

In case of lamps with only white emission:

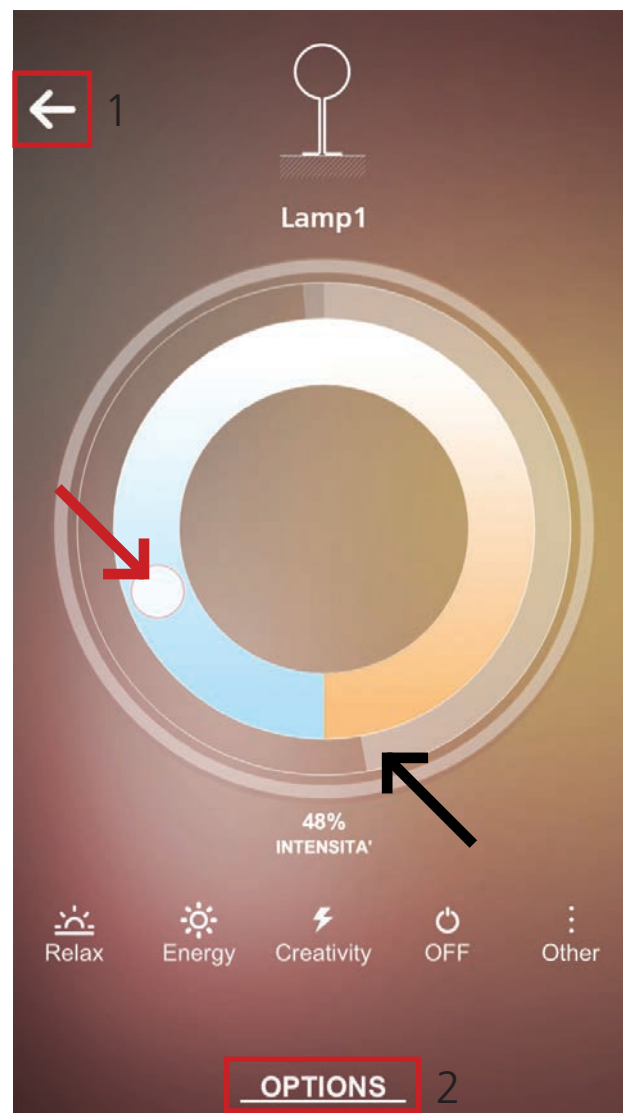
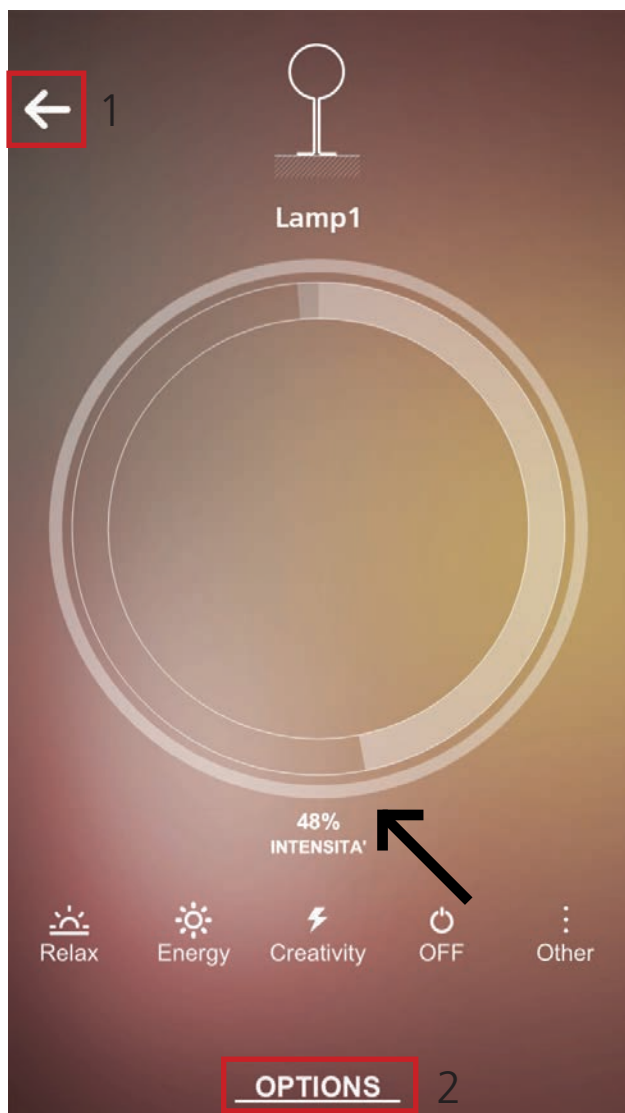
- "Scene 1" sets lights intensity to 10%.
- "Scene 2" sets lights intensity to 50%.
- "Scene 3" sets lights intensity to 100%.

For the "RGB" or "TW" lamps, "Scene 1", "Scene 2" and "Scene 3" launch default scenes associated with them.

- "OFF" button turn off all the lights.
- "Other" button allows to select an alternative scene.



If you want to manage a single light, press directly on the icon of the light that you want to manage (red box, see image).

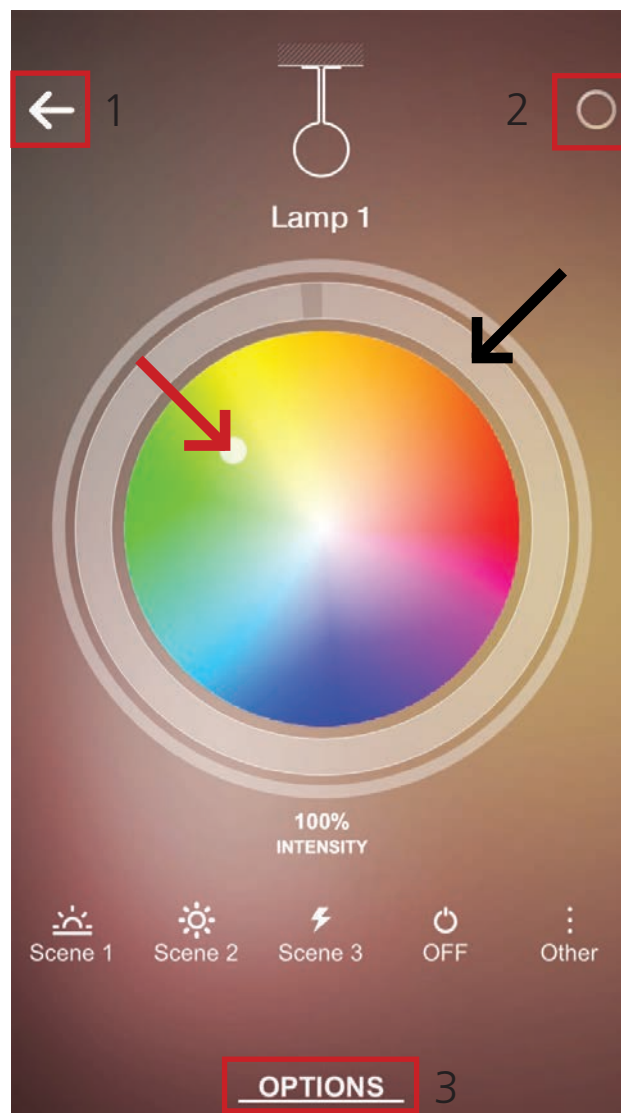
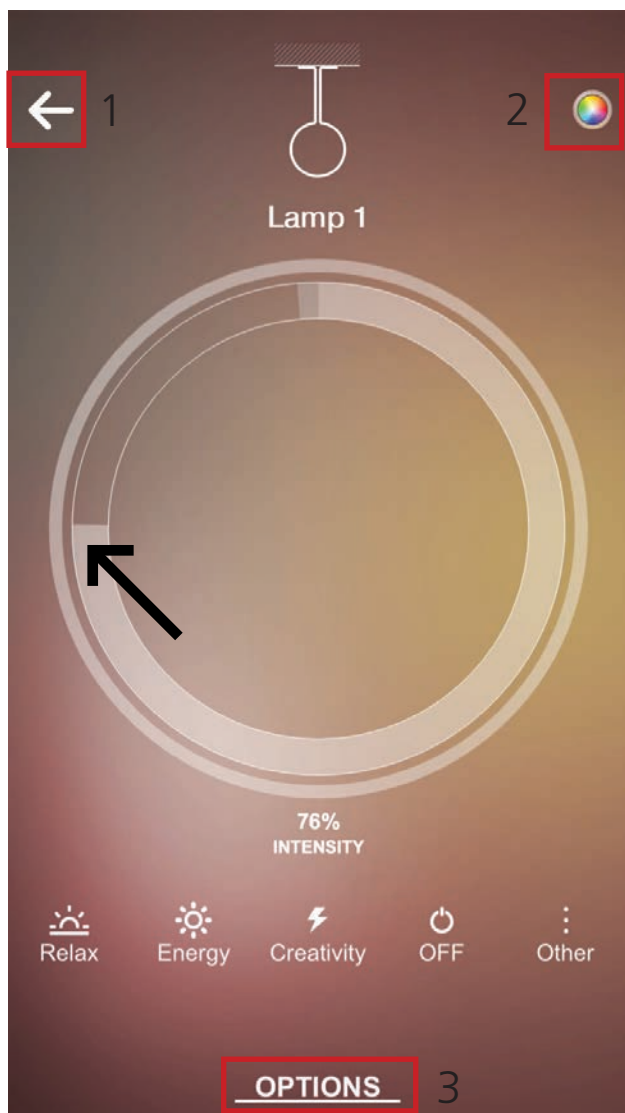


This is the light control screen (for the selected device).

The page on the left opens when the lamp is a "White emission" type. For this kind of lamps, only light intensity can be managed.

The page on the right opens when the lamp is a "Tunable White emission" type (TW). For this kind of lamps, in addition to the intensity, you can also change white colour temperature (CCT), to have it colder or warmer.

- Move the grey bar indicated by black arrows (see images) to change light intensity
- Move the circle indicated by the red arrow (see image) to change white colour temperature (CCT)
- Press on the button in the red box 1 to go back to the previous page.
- Press "OPTIONS" to access the options menu of the single lamp (red box 2)

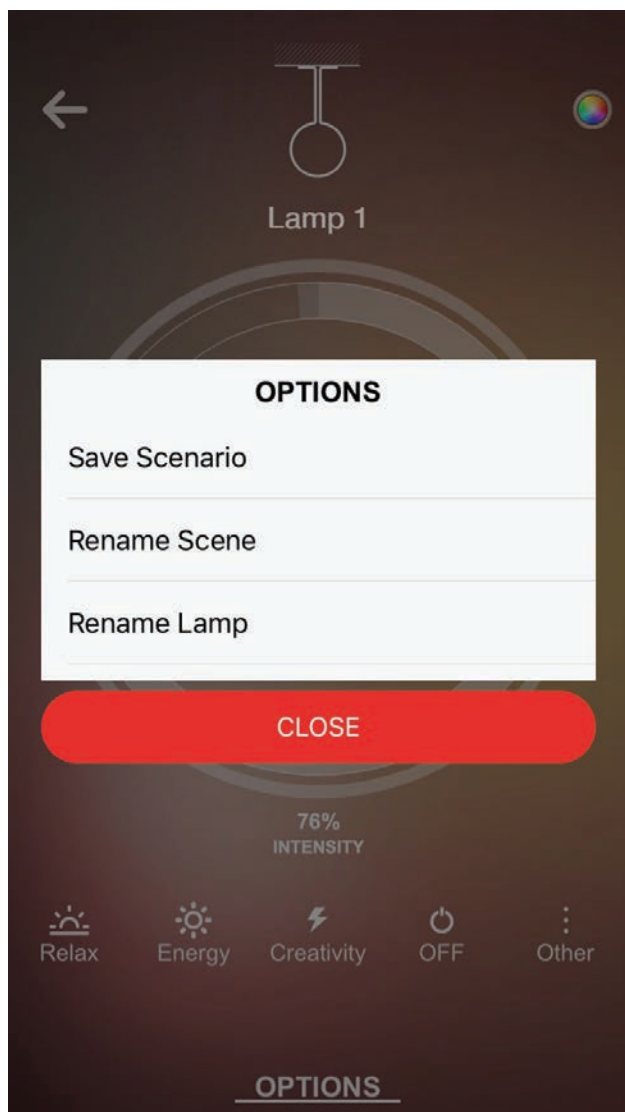


If the lamp is a “RGB+White emission” type (a lamp that both gives white and coloured light), these pages will appear.

Press on the red box 2 to switch from White controller to RGB controller and viceversa.

For this kind of lamps, in addition to intensity, you can also set emission’s colour

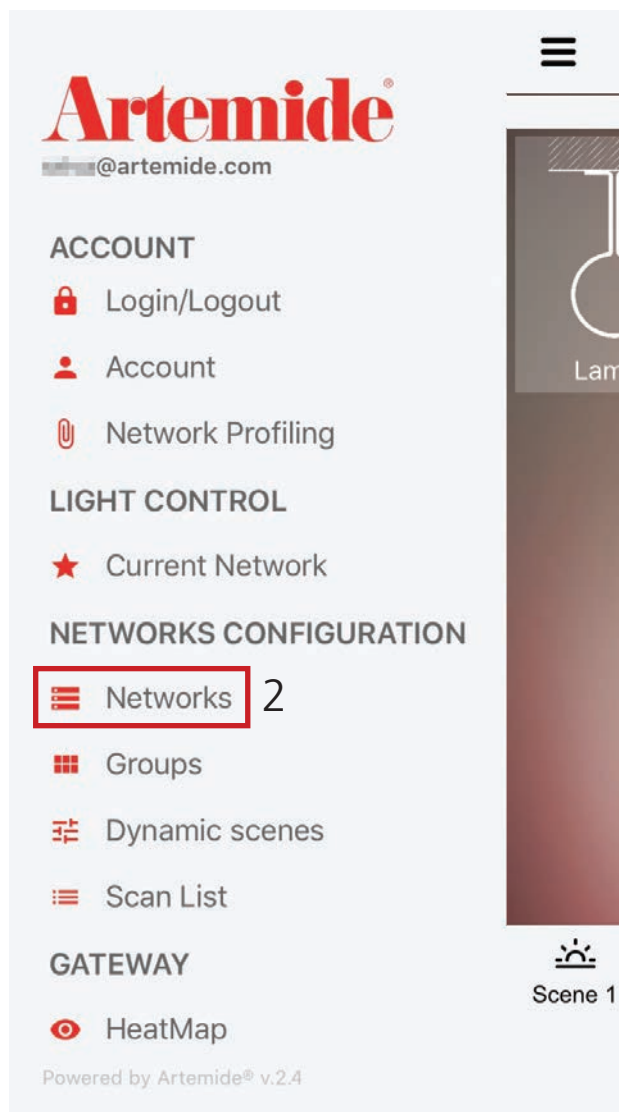
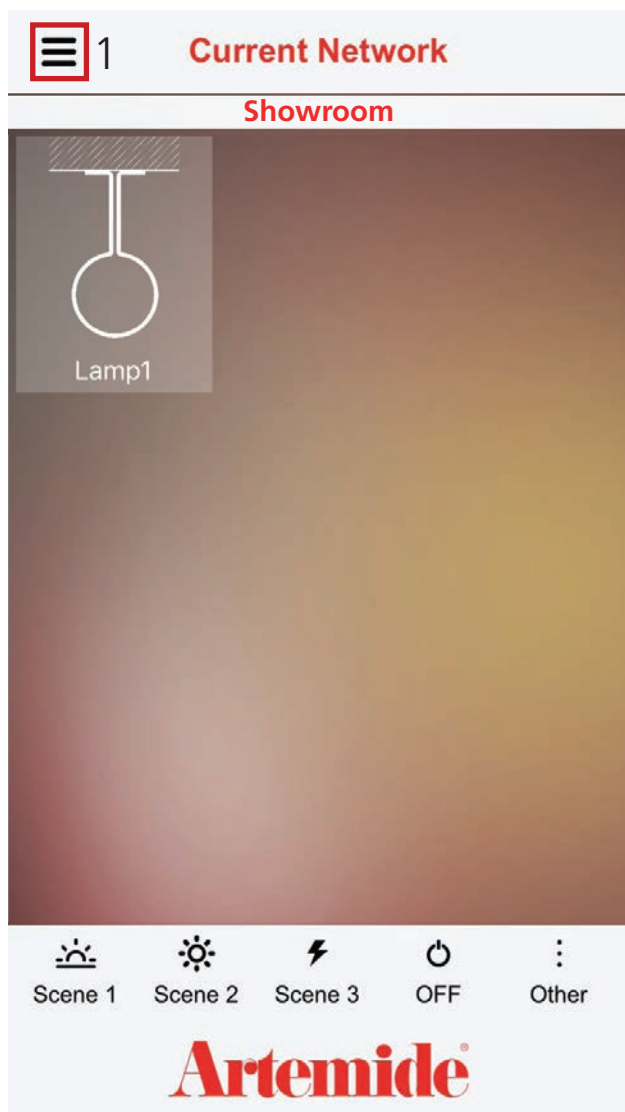
- Move the grey bar indicated by the black arrows to set the intensity of the light.
- Move the little circle indicated by the red arrow (image on the right) to set the colour
- Press on the button in the red box 1 to return back to the previous page
- Press “OPTIONS” to access the options menu of the single lamp (red box 3)



The beside image shows the "OPTIONS" menu.

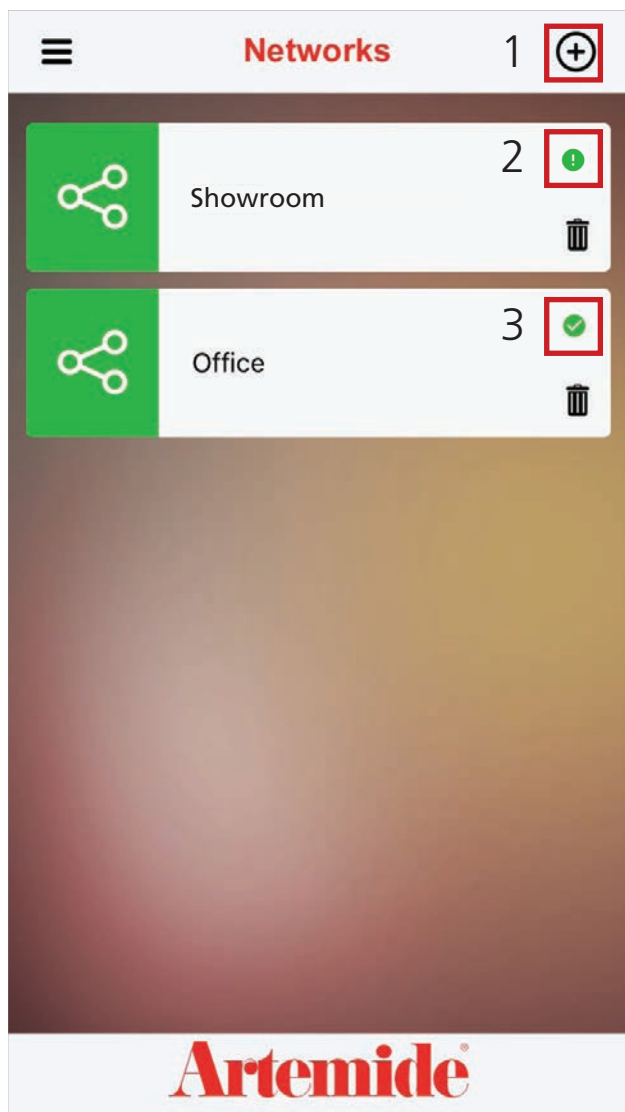
- "Save Scenario" item will be explained in the "Scenes and Scenarios" chapter
- Press on "Rename Scene" in order to give a new name to a scene (see "Scene and Scenarios" chapter)
- Press on "Rename Lamp" in order to give a new name to the lamp

6. Networks



This section shows how to create a new network after the first one.

The application gives in fact the chance to create many networks. If you want to do that, return to the application menu (red box 1) and then press "Networks" (red box 2).

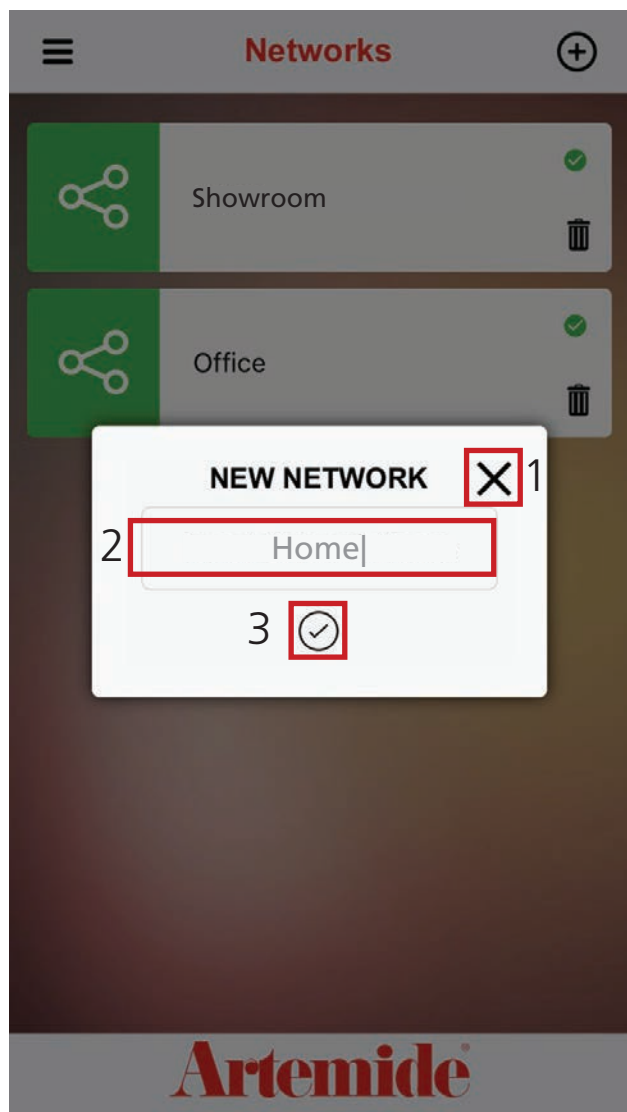


After pressing "Networks", the application will open this page, showing all networks created with the current account.

Next to every network there is an icon (red box 2/3, see image) that indicates whether the network is synchronized or not with the Cloud.

The tick mark "✓" (red box 3) indicates that the network is synchronized with the Cloud. Otherwise you'll find an exclamation mark "!" (red box 2).

If you want to add a new network, you have to press on the "+" button (red box 1, see image).



After pressing the “+” button, a popup will appear. Enter the network name in the red box 2 (see image on the left).

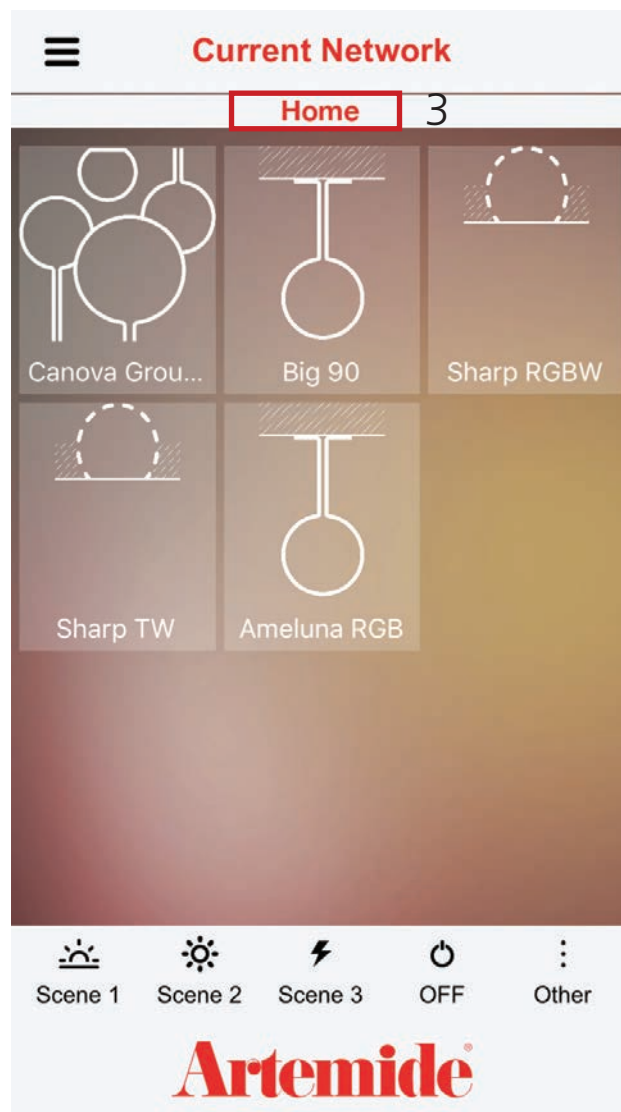
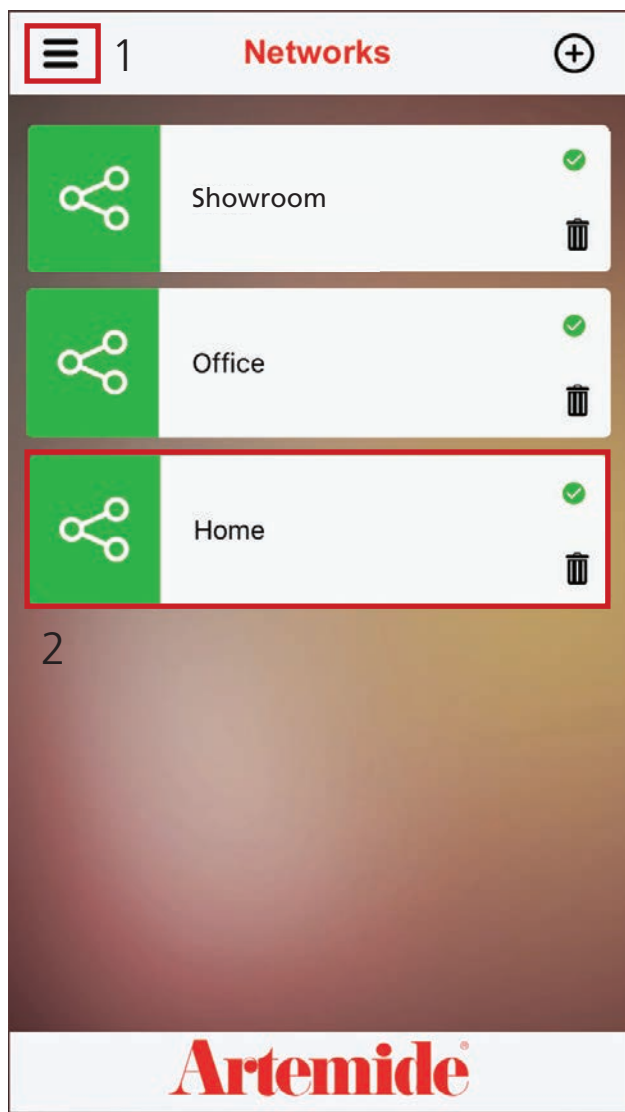
If you want to close the window, press “X” (red box 1, see image on the left).

Once you entered the name, press the “✓” in the red box 3 (see image on the left) to confirm and create the new network.

After confirmation, the application will automatically redirect the user to the scan list page of the newly-created network.

Now you can add any available lamp to the new network just created.

Previously explained features are valid for all new networks.



Please note:

A lamp can be associated with only one network at a time.

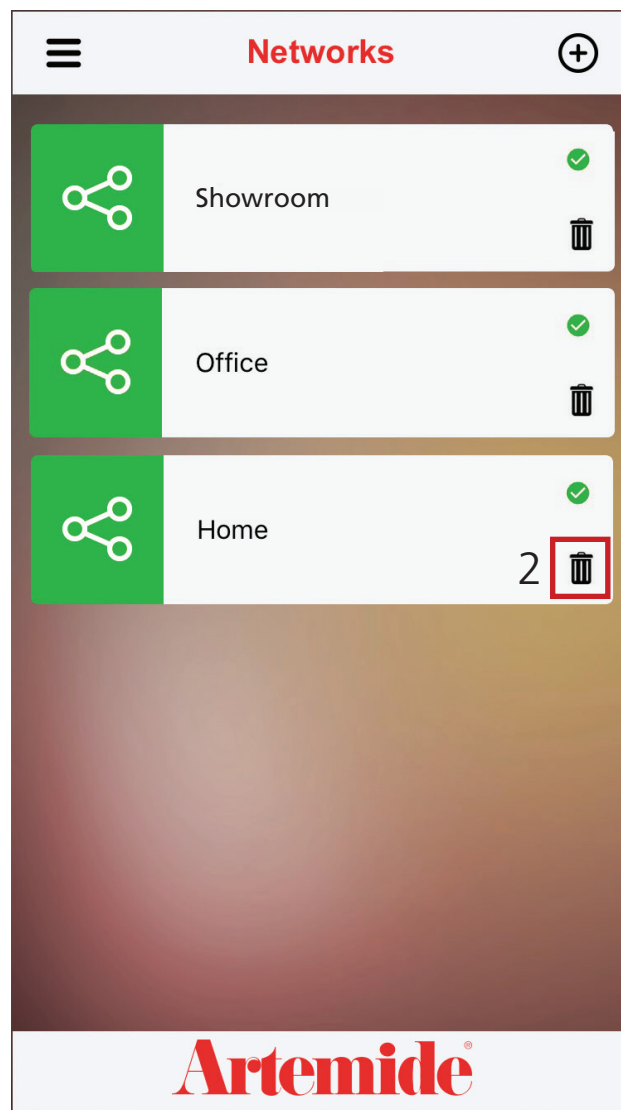
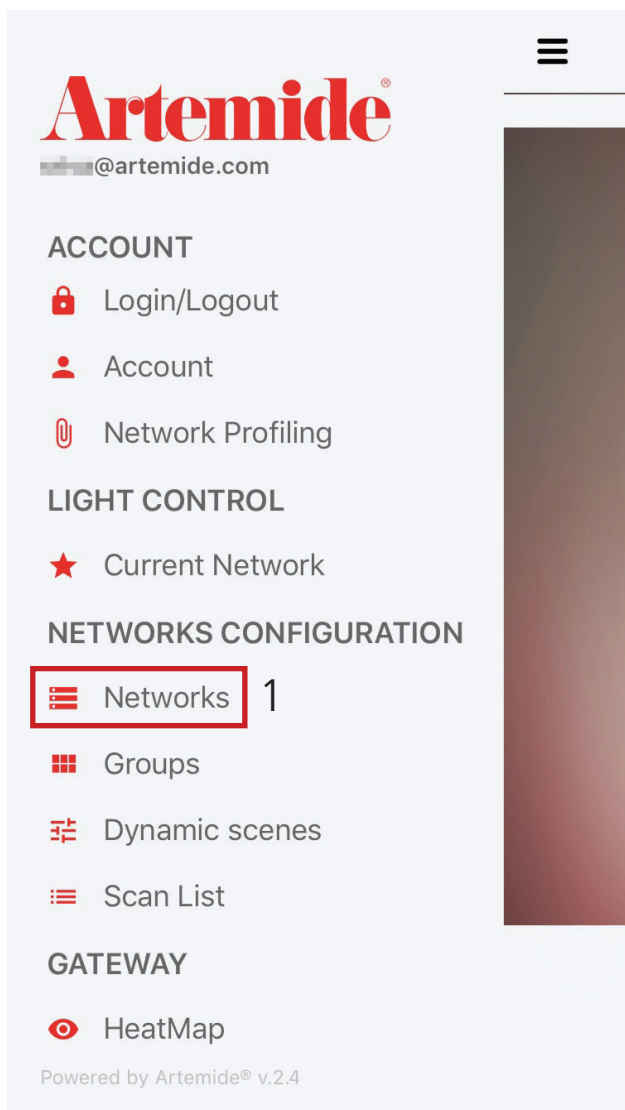
If you want to go and manage a different Network, press the menu icon (red box 1) and choose “**Networks**” from the side menu.

Then select the desired Network (i.e. *Home*, red box 2).

The application will automatically redirect you to the “Current Network” page, from where you can see which appliances are part of the network and manage them.

All the features previously explained are valid for all new networks created.

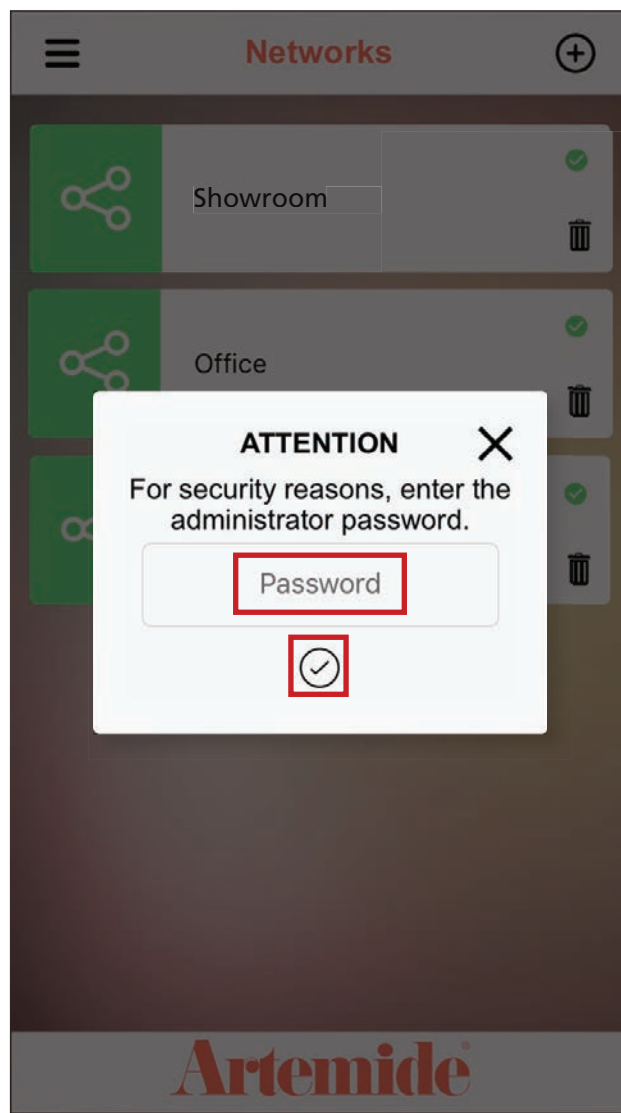
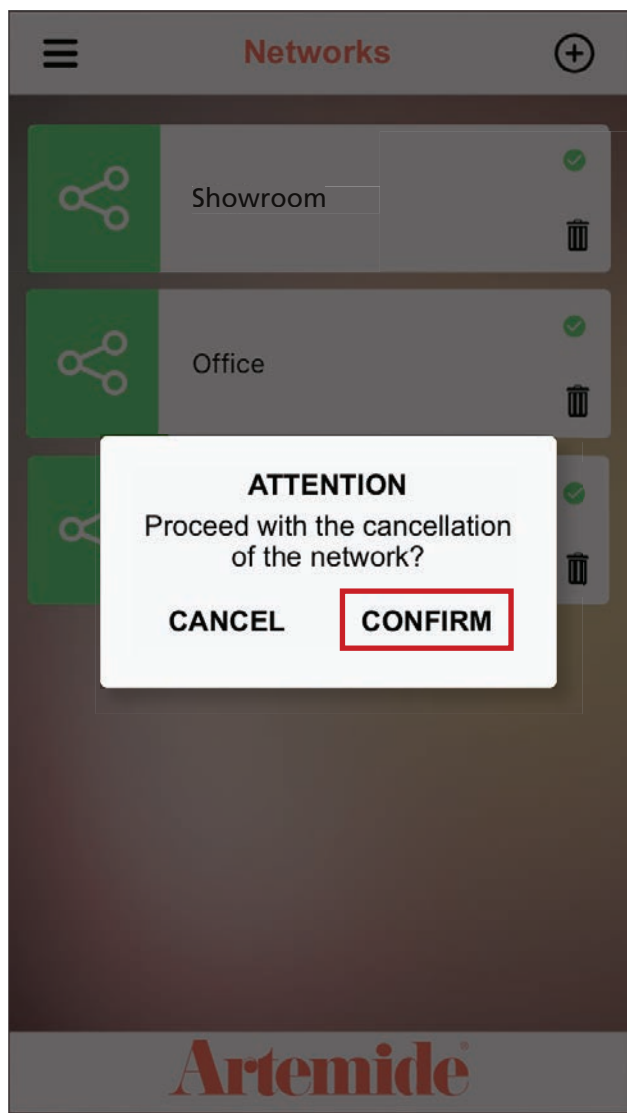
At the top of this page, you’ll always know which network you’re connected to (red box 3).



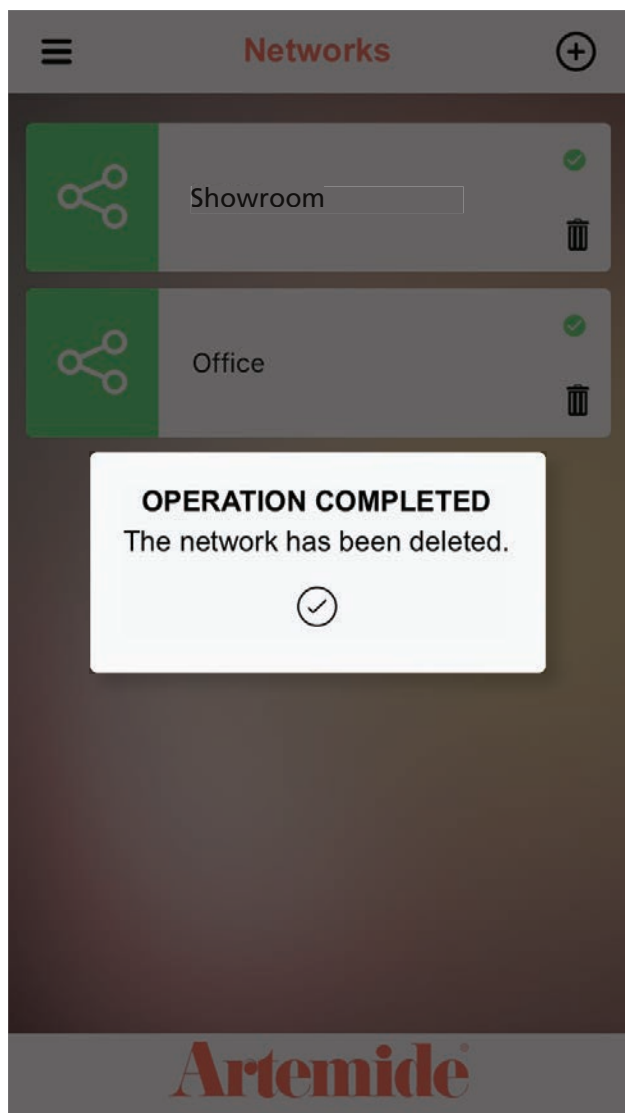
Please note:

If you want to delete a network (i.e. "Home"), you have to previously remove all the lamps associated with it, as shown in the "Scan List" section of the present guide.

- Open the side menu and press on "Networks" item (red box 1); you'll enter the page on the right. Choose the network to be removed and press on the corresponding "Recycle bin" button (red boxes 2, see image on the right)



- Press on "Confirm" in the first pop up in order to proceed; then enter the account's password where required.

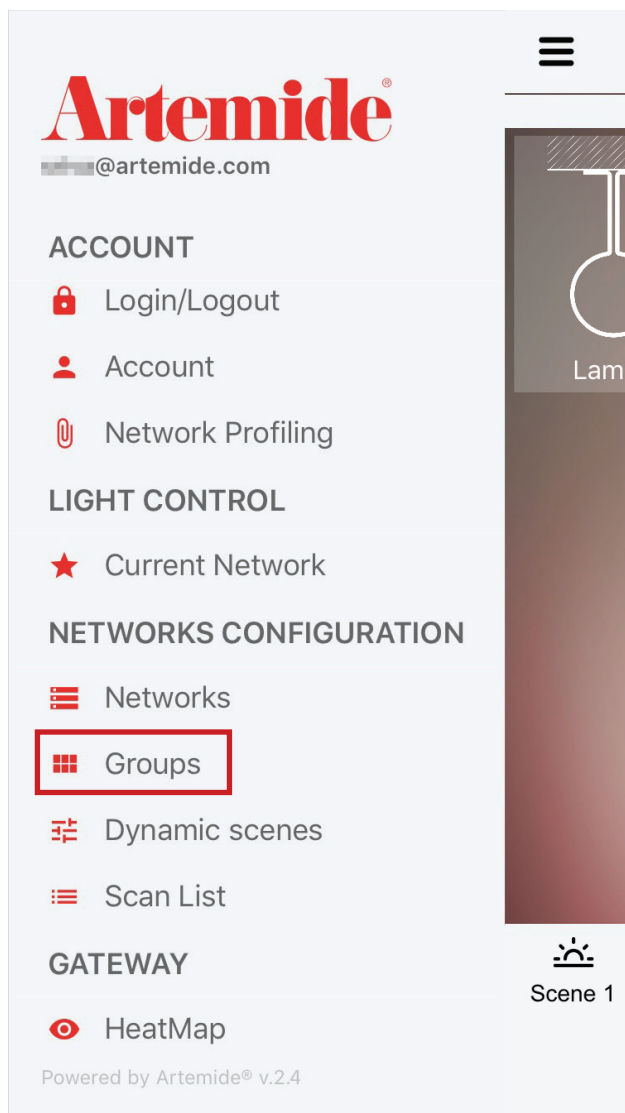


Once the network has been deleted, the app will confirm the operation through this popup.

Please note:

Artemide App will not allow the user to assign the same name of the deleted network to a new one.

7. Groups creation

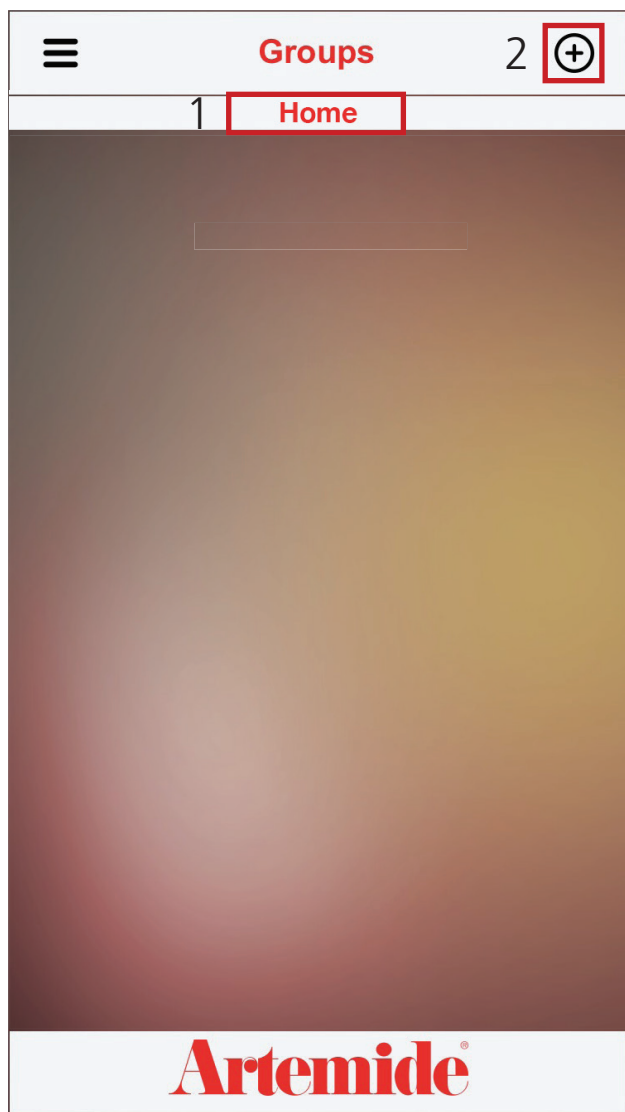


Artemide App gives the chance to create groups of lamps inside your own networks and to manage them.

This chapter shows how to create and manage a group of lamps.

Open application side menu and press “Groups” (see image).

Please Note:
Artemide App can manage up to maximum 15 groups, without limits to the lamps number per group

**Please note:**

Before creating a group, check if you are in the right Network, to avoid creating a group in the wrong one by mistake.

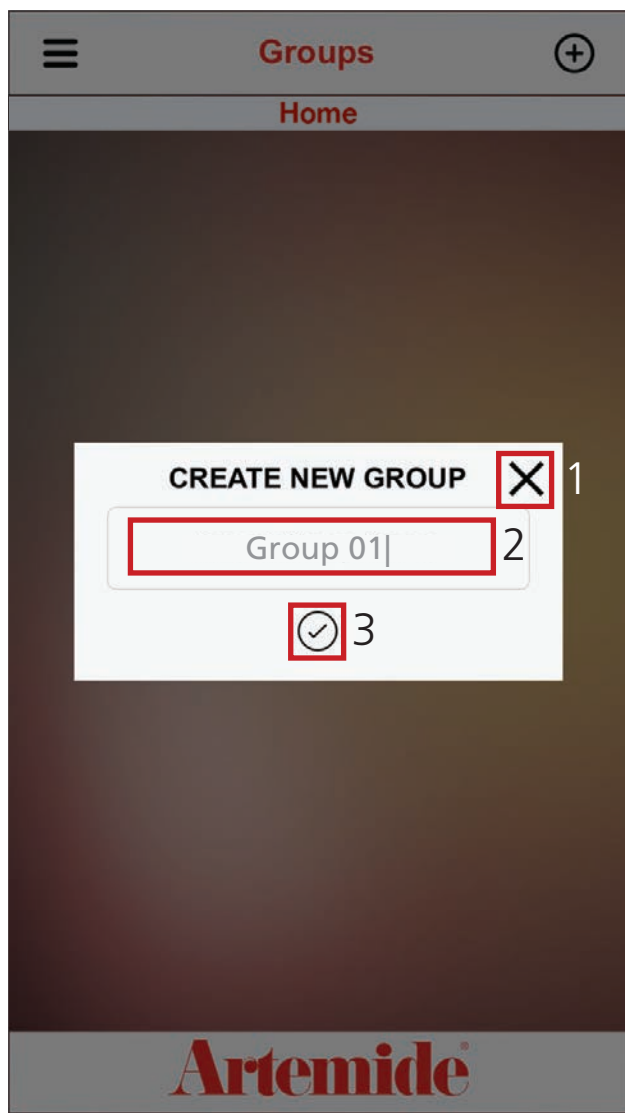
If you want to check in which network you are, view the status bar under the page header (red box 1).

After pressing on "Groups", this page will appear.

If you want to add a new group, you have to press on the "+" button (red box 2).

Please note:

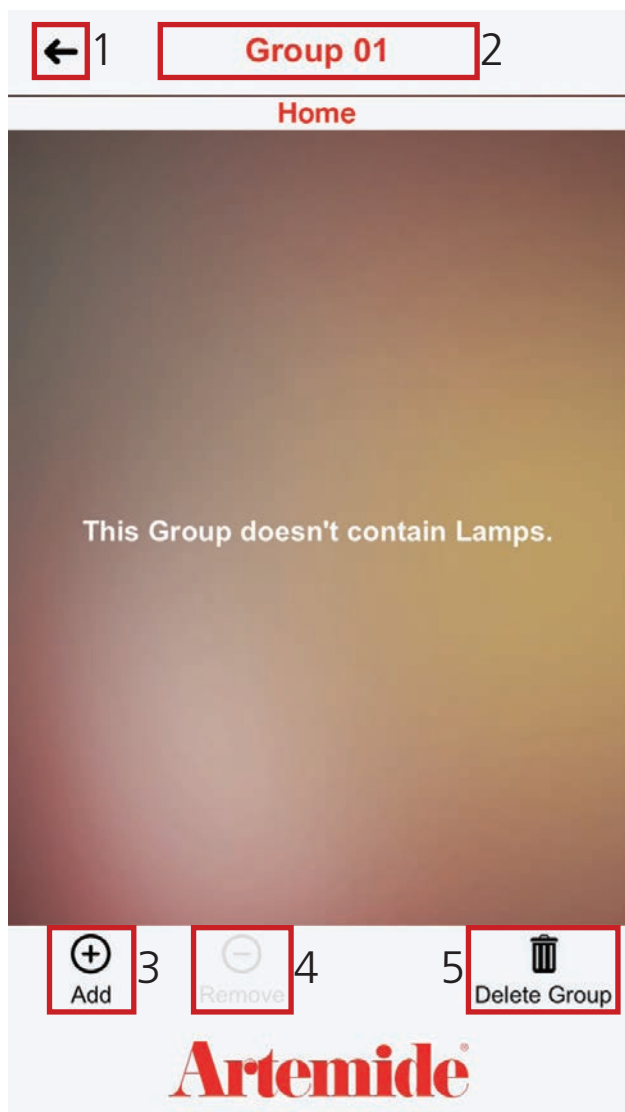
You can create up to 15 groups in a single network.



Once you hit the “+” button, this pop-up will appear.

Enter the group name in the red box 2.
If you want to go back, you have to press on the “X” in the red box 1 (see image).

Otherwise, if you want to confirm and create the group, press on the “✓” button in the red box 3.



After pressing the “✓” button, this page will appear.

If you want to go back, press the button in the red box 1.

The red box 2 shows the group’s name.

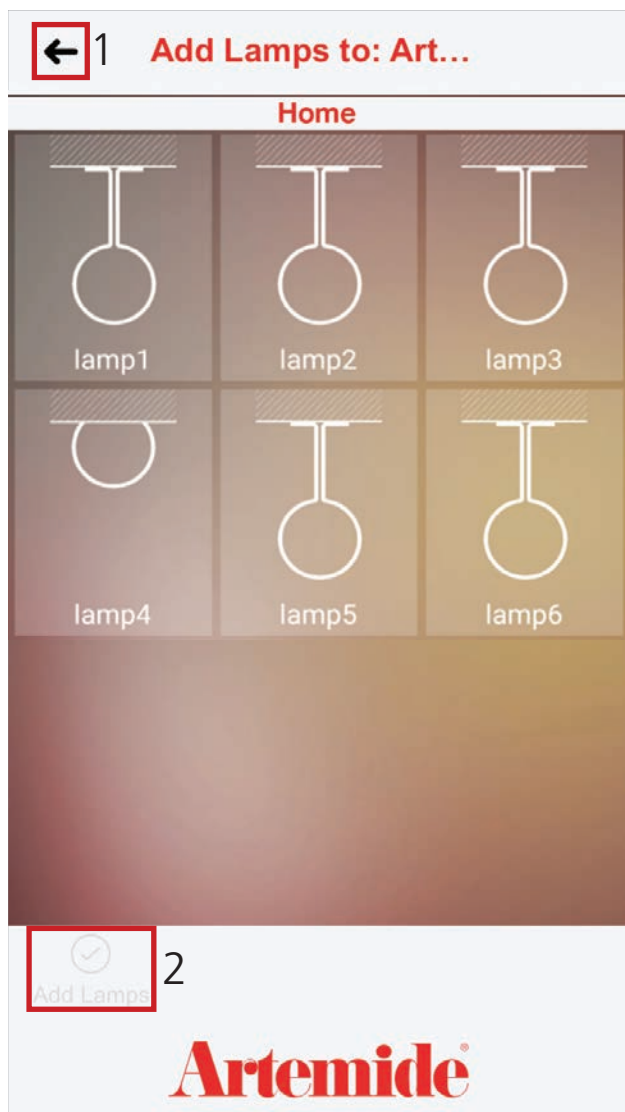
The button in the red box 3 is used to add lamps to the group.

The button in the red box 4 starts disabled since it removes lamps from the group.

The button in the red box 5 deletes the group.

Please note:

Only lamps associated with your own network can be added to the group.

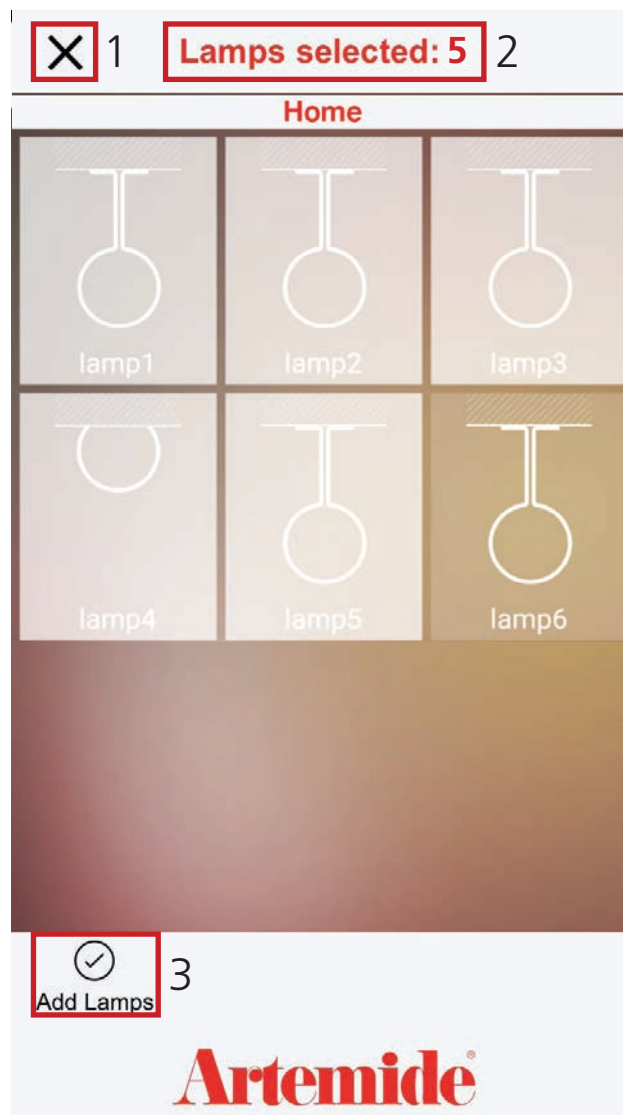
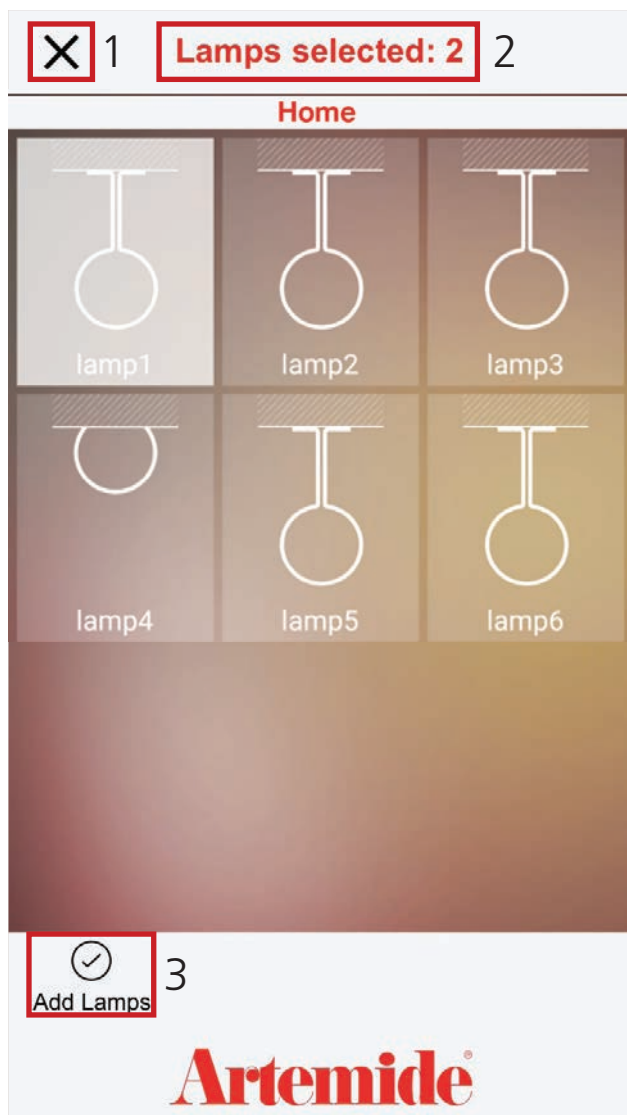


If you press on the "+" button, this page will appear.

If you want to go back, press on the button in the red box 1.

If you want to add one or more lamps, you have to select them by pressing on them, and then press on the "Add Lamp" button (red box 2).

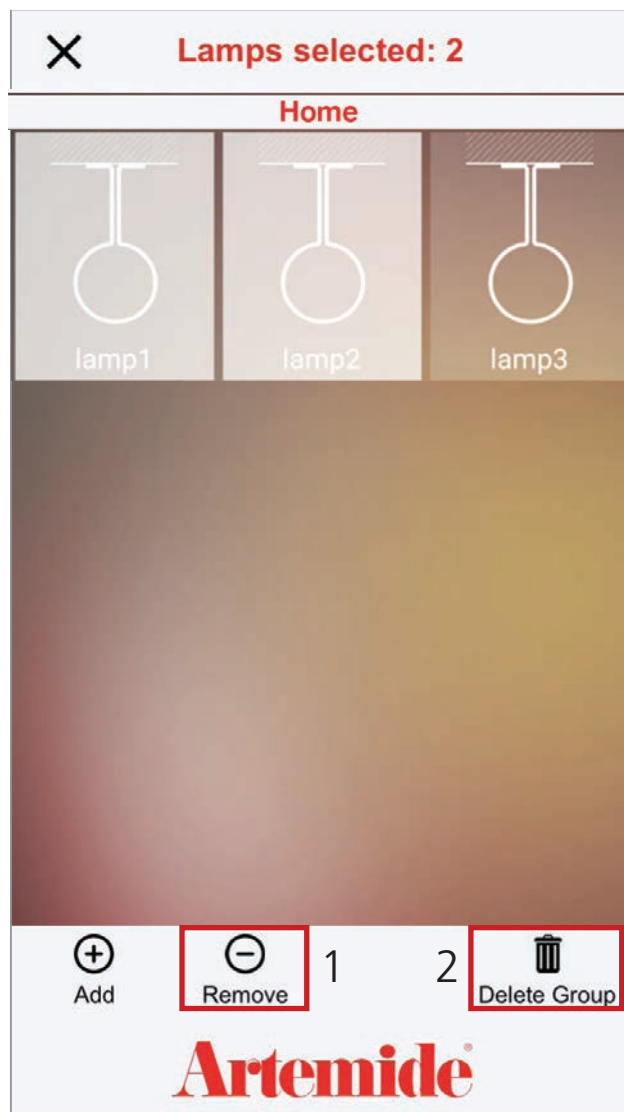
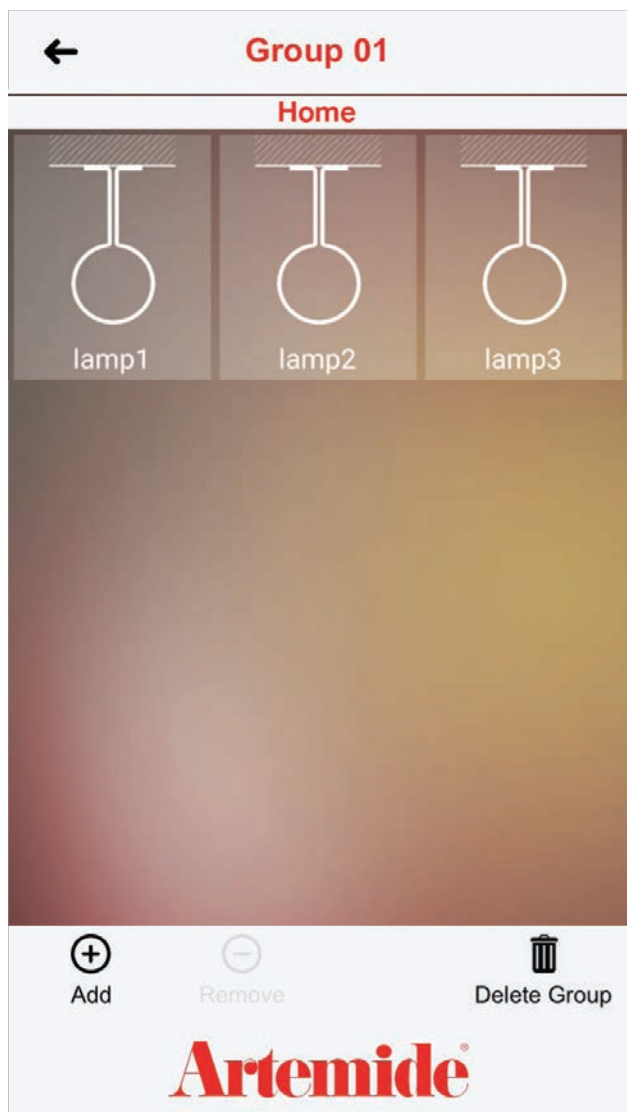
The "Add Lamp" button will be disabled until you select at least one lamp.



The button in the red box 1 (see image) deselect all the currently-selected elements. The application counts all the selected lamps and shows the number in the red box 2 (see image).

If you press on "Add Lamps" button (red box 3, see image), all the selected lamps will be added to the group and you will return to the previous page.

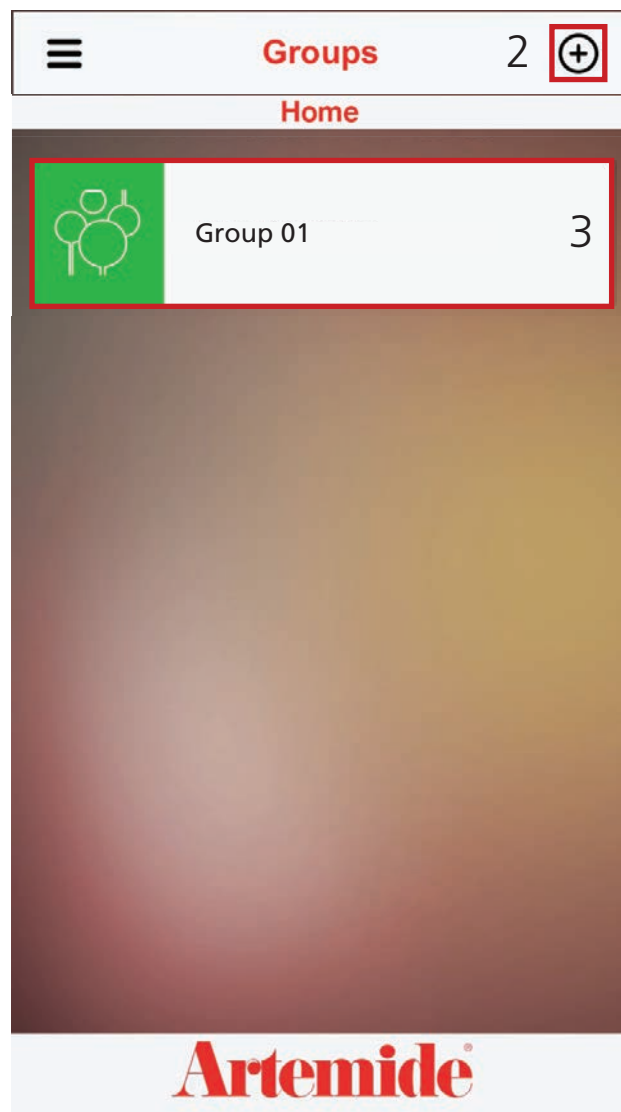
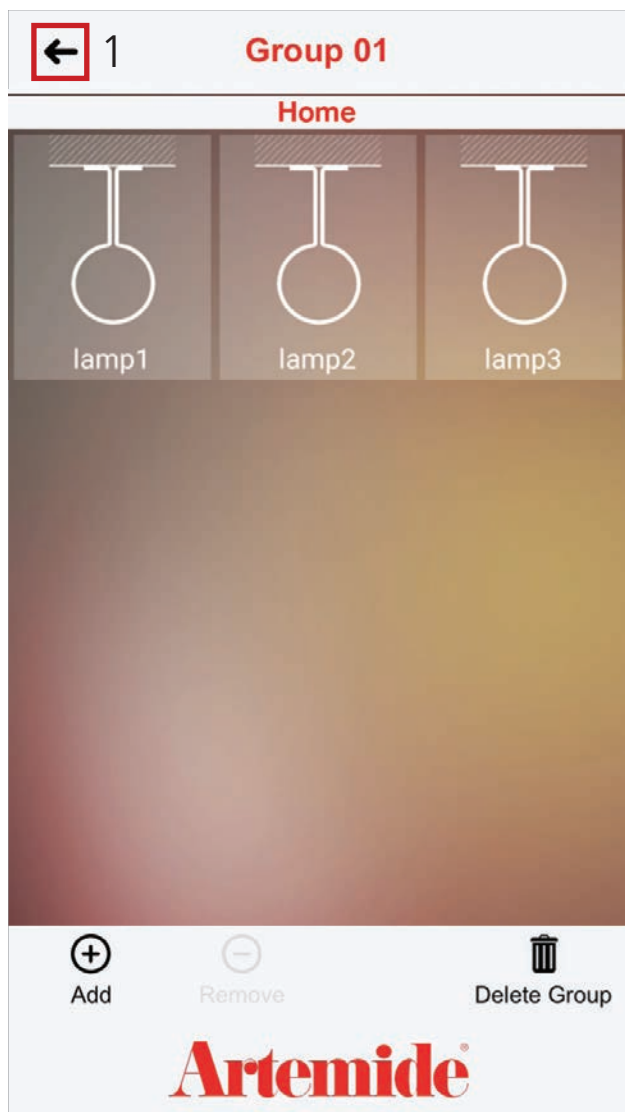
Please note:
a single lamp can be added to a maximum of 4 groups.



Now, "lamp1", "lamp2", "lamp3" (all those you selected) are in the "Group 01" (see image at left).

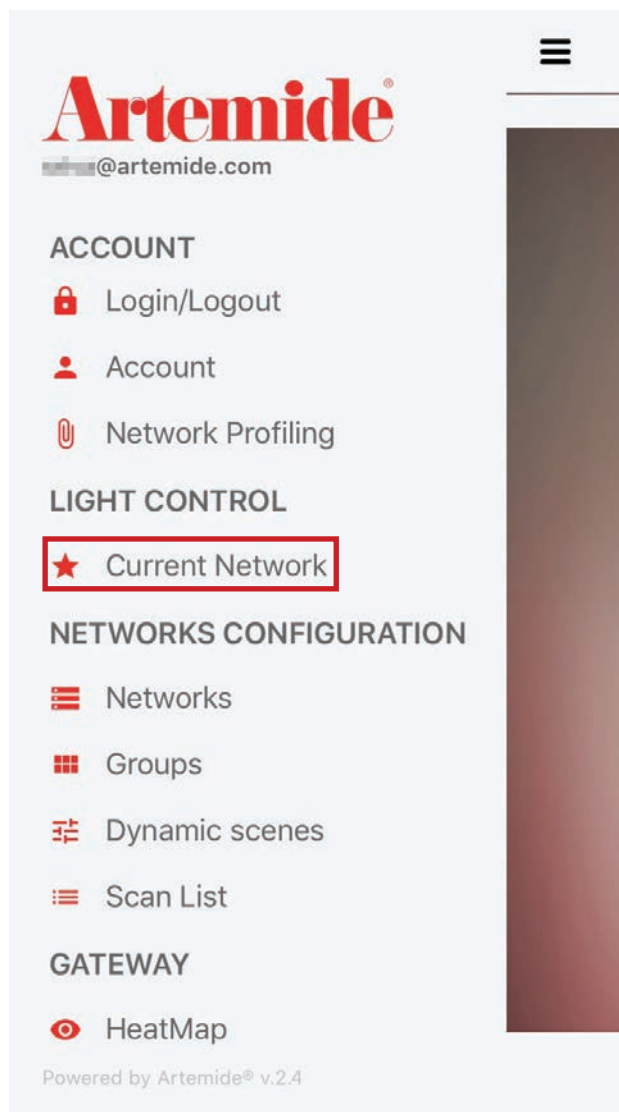
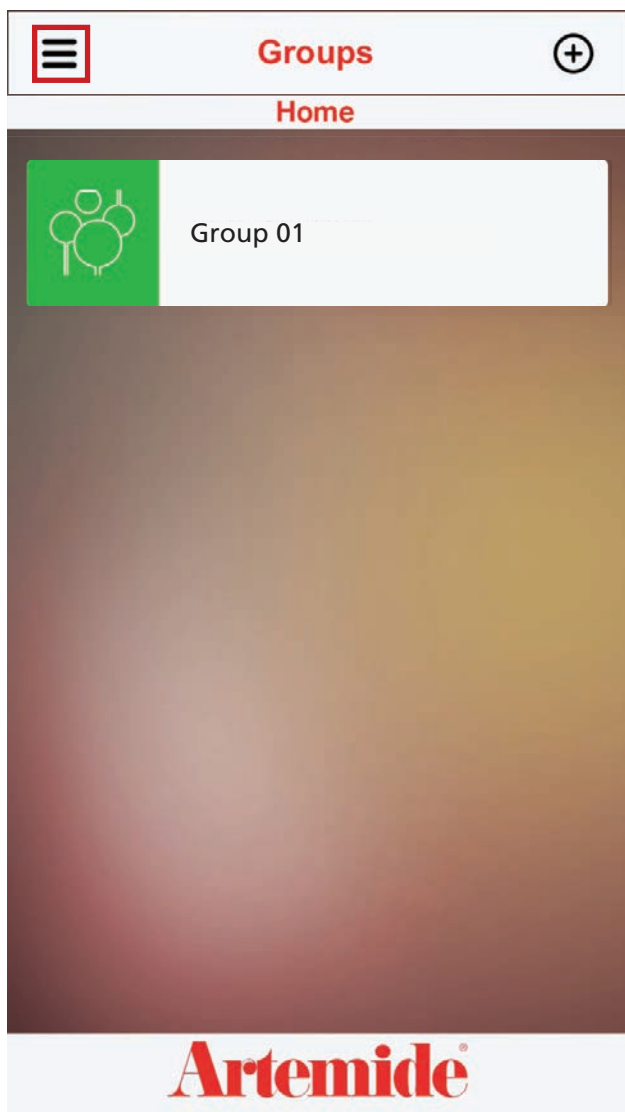
If you want to remove one or more lamps from the group, you have to select them and then press on the "Remove" button (red box 1, see image on the right).

If you want to delete the group, you have to press on the "Delete Group" button (red box 2, see image on the right).

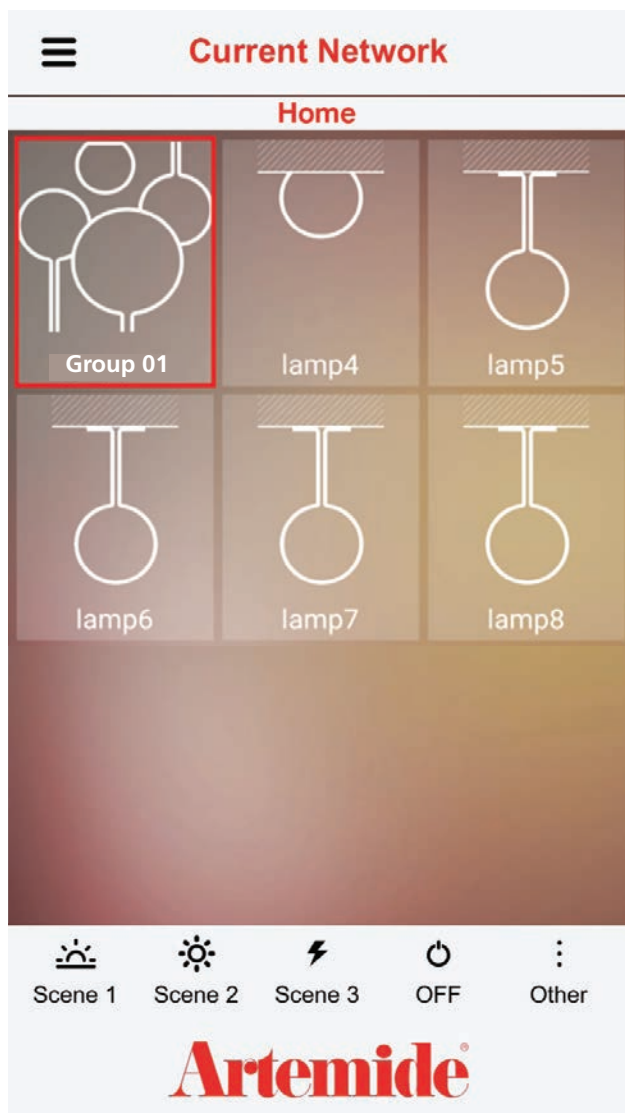


If you go back to the “Groups” page (red box 1, see image at the left), you’ll be able to see the group that has just been created (red box 3, see image on the right).

If you want to create more groups, you have to press on the “+” button (red box 2, see image on the right) and repeat all the operations shown in this section.

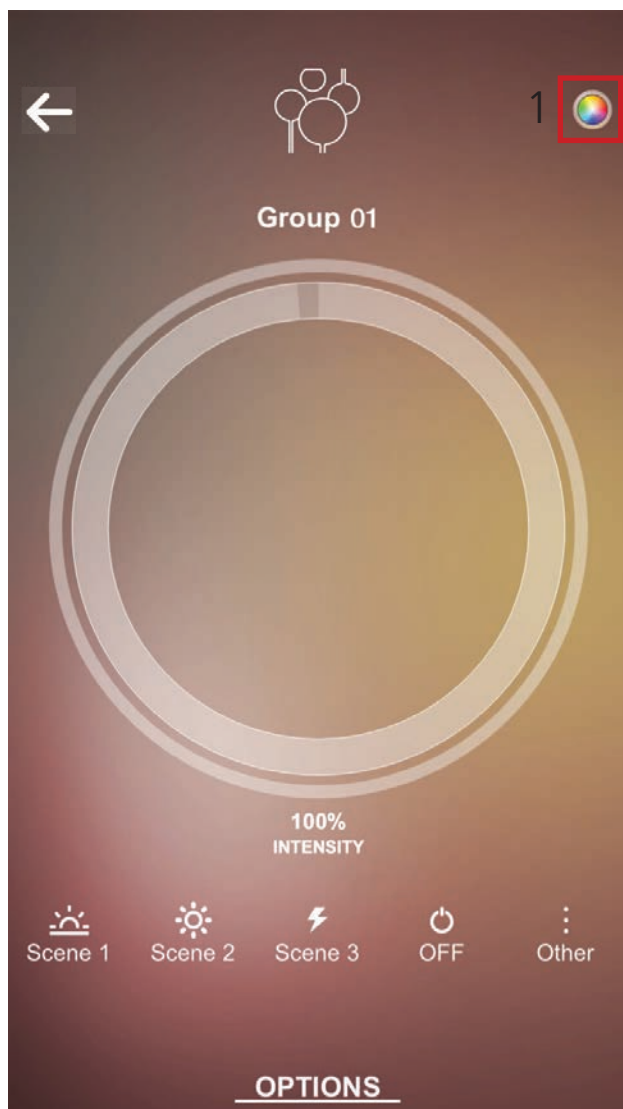


If you open "Current Network" page from the application menu (see images)...



...You will be able to see the group that has just been created (red box, see image).

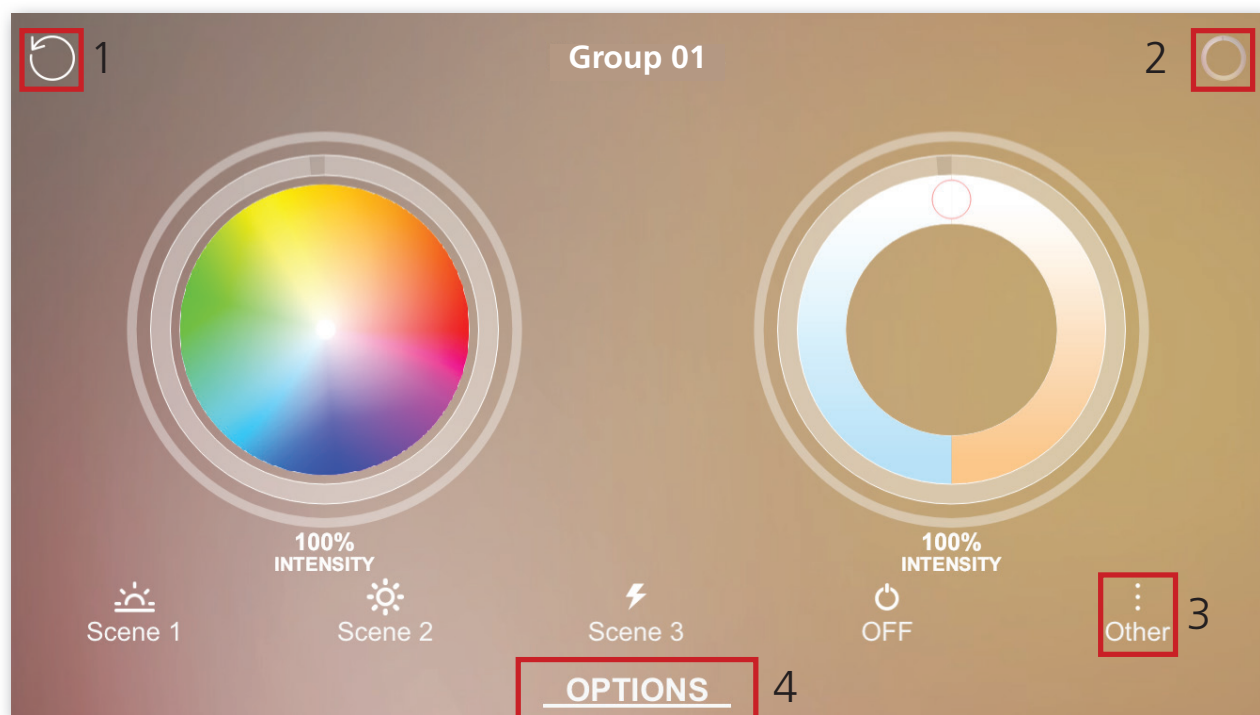
If you press on the group, you will access to the group management page.



Through this page you can set intensity, shade or emission colour of the lamps that are part of this group, by using a single command.

The control in the red box 1 (see image) changes according to the type of lamps in the group; by tapping on it, you can switch to all different controller types (according to the different emissions existing in the group).

It works exactly like the single lamp controller, explained in the "Current Network" chapter.



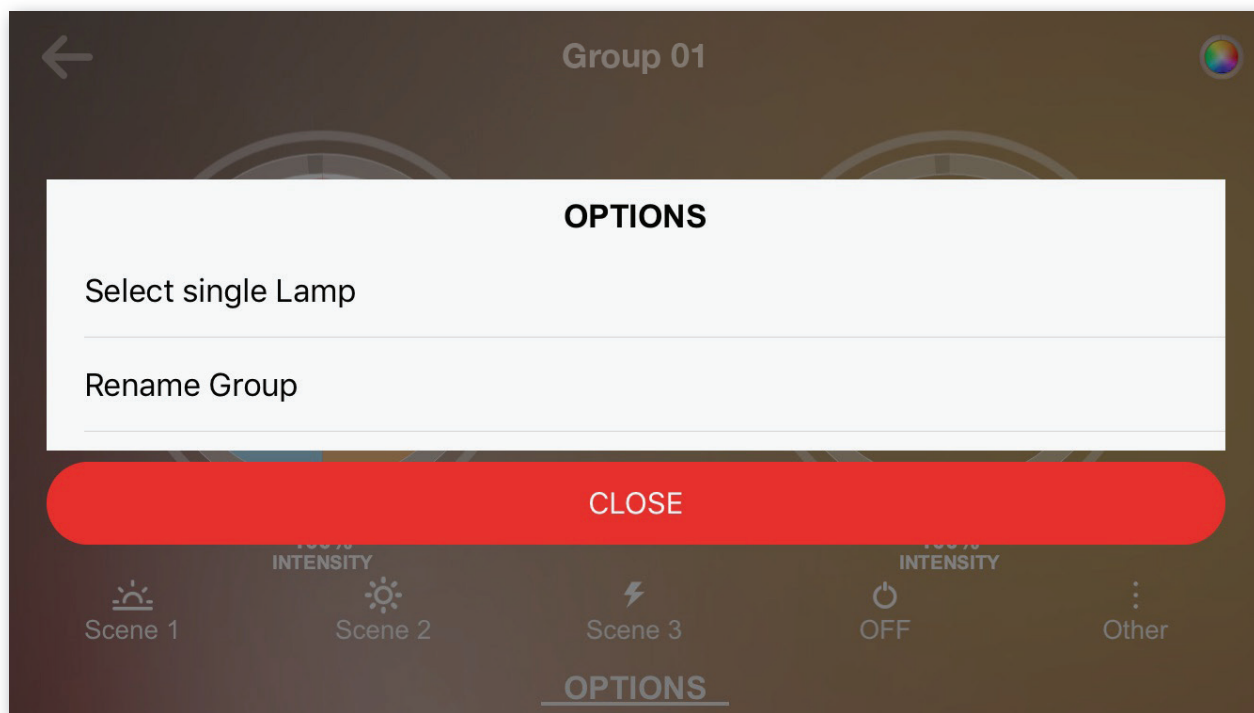
If you rotate your device horizontally, you will see this page (see image), where controller for all different emissions included in the group are viewed two at a time.

In this sample case, in our group are included "RGB+white", "Tunable White" and "White" emission lamps. You can switch from one controller to another (one for each kind of emission) using the icon on the right corner (red box 2).

If you want to go back, press the button in red box 1.

Clicking on the icons at the bottom of the screen you can set one of the three predefined scenarios or set a custom one by clicking on the button "Other" (red box 3).

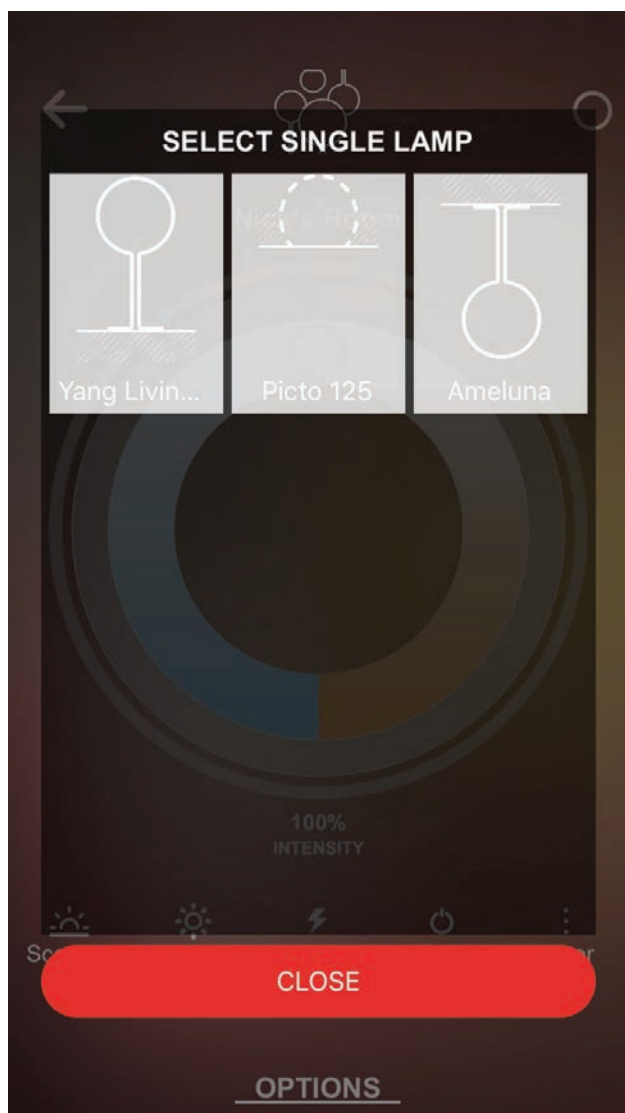
If you hit "OPTIONS" (red box 4), you'll access to the group's menu.



This is the OPTIONS menu.

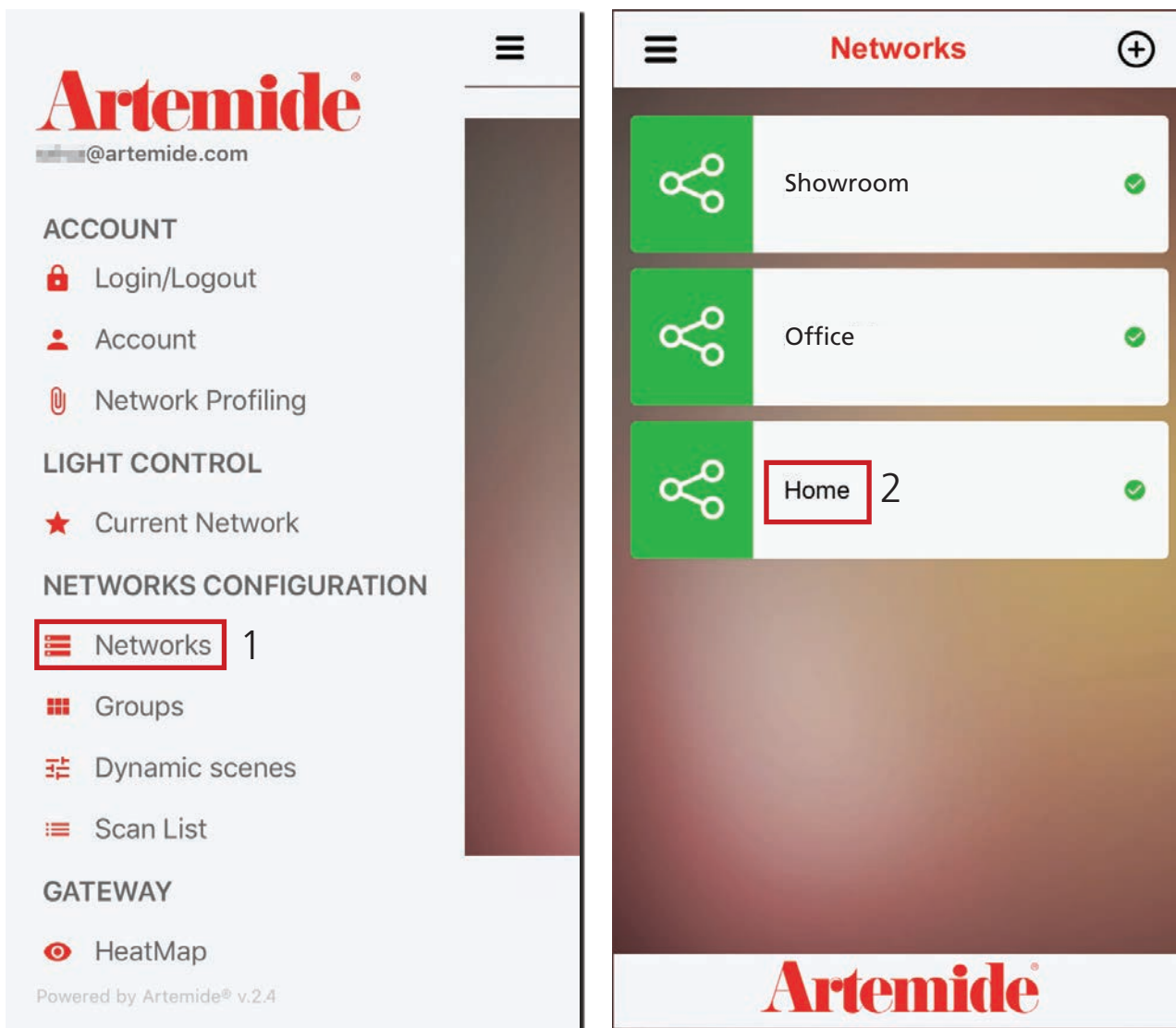
Press "Rename Group" in order to give a new name to the group.

Press "Select single Lamp" instead...



...to select and manage a single lamp belonging to the group (see image).

8. Scenes and Scenarios

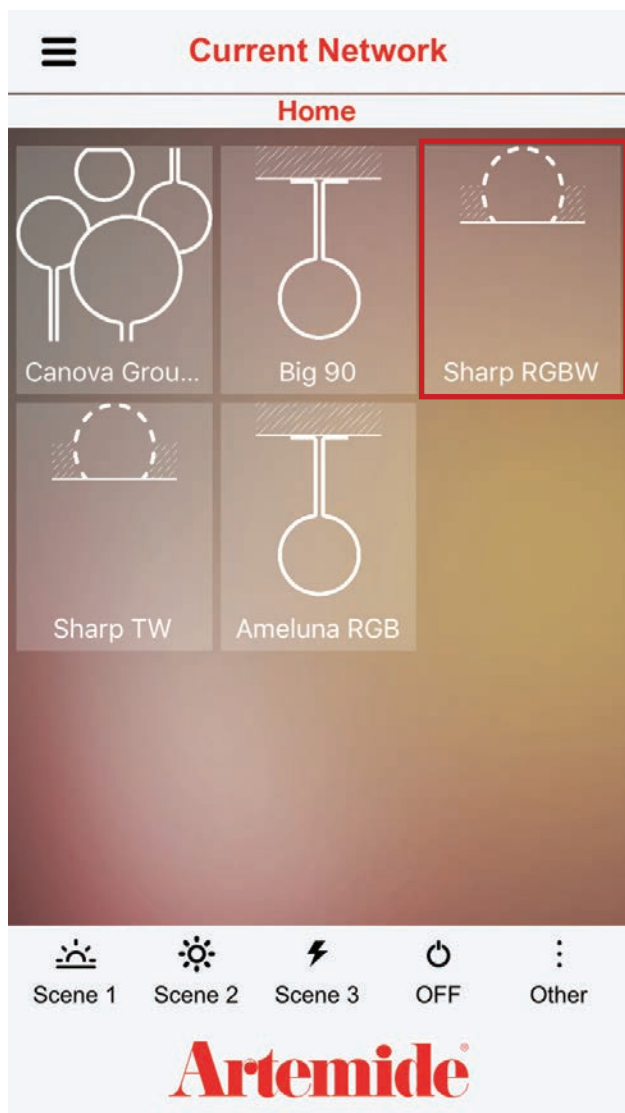


This chapter shows how to create and apply a new scene/scenario.

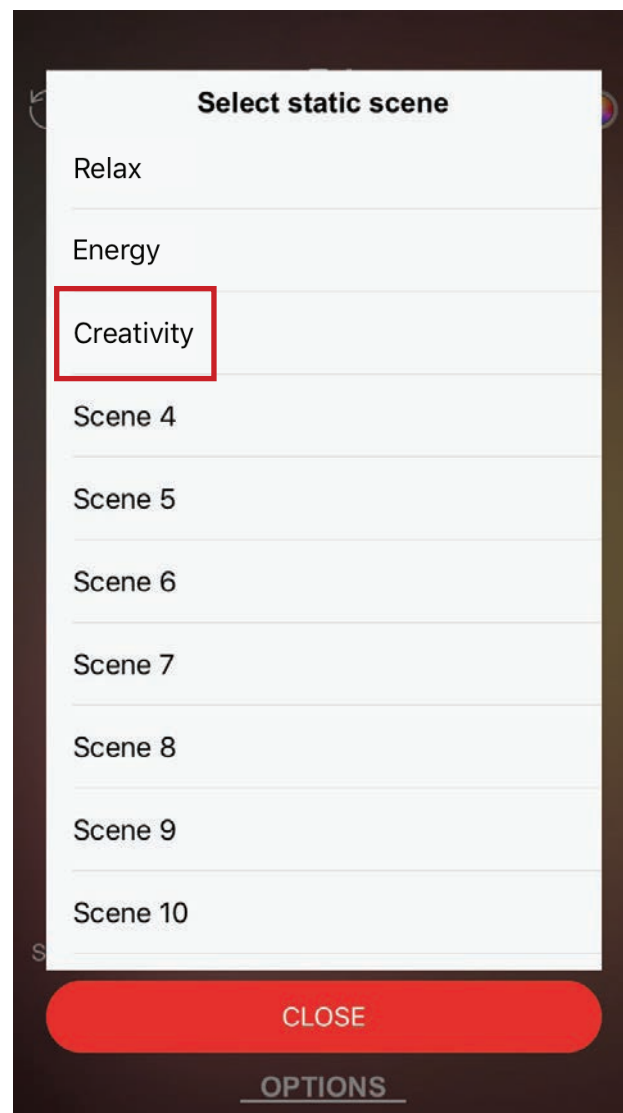
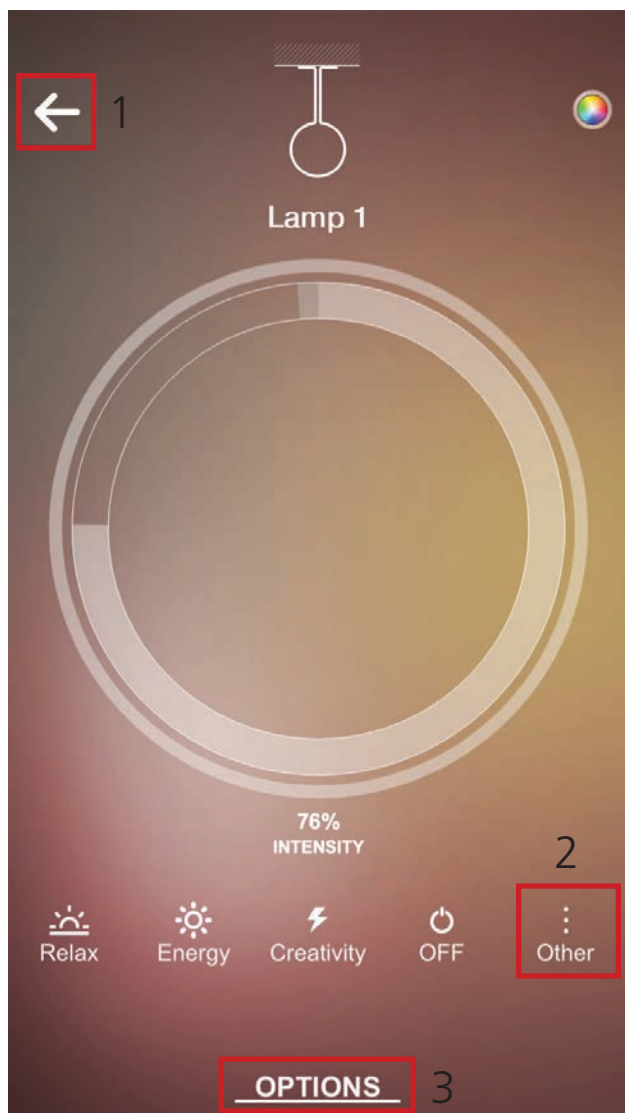
- Open the side menu
- Press on the “Networks” item (red box 1)
- Select the network in which you want to create and apply a new scenario (red box 2).

Please note:

you can use 3 preconfigured scenes (editable in any case) or create up to 7 new ones.



Now, from the "Current Network" page, choose a lamp to which you want to apply a new scenario.

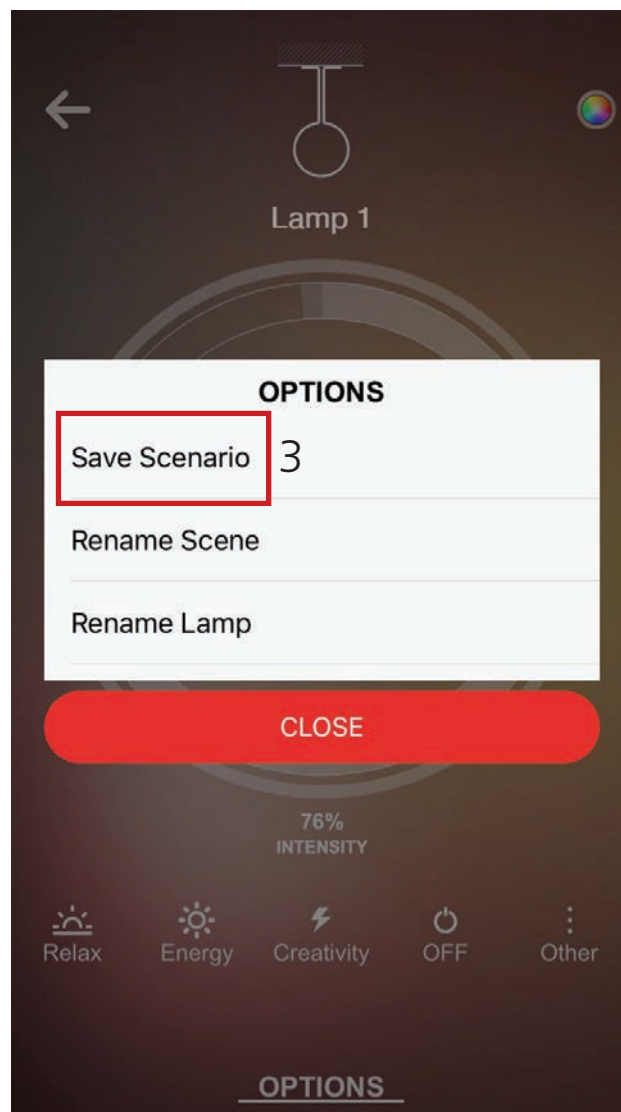
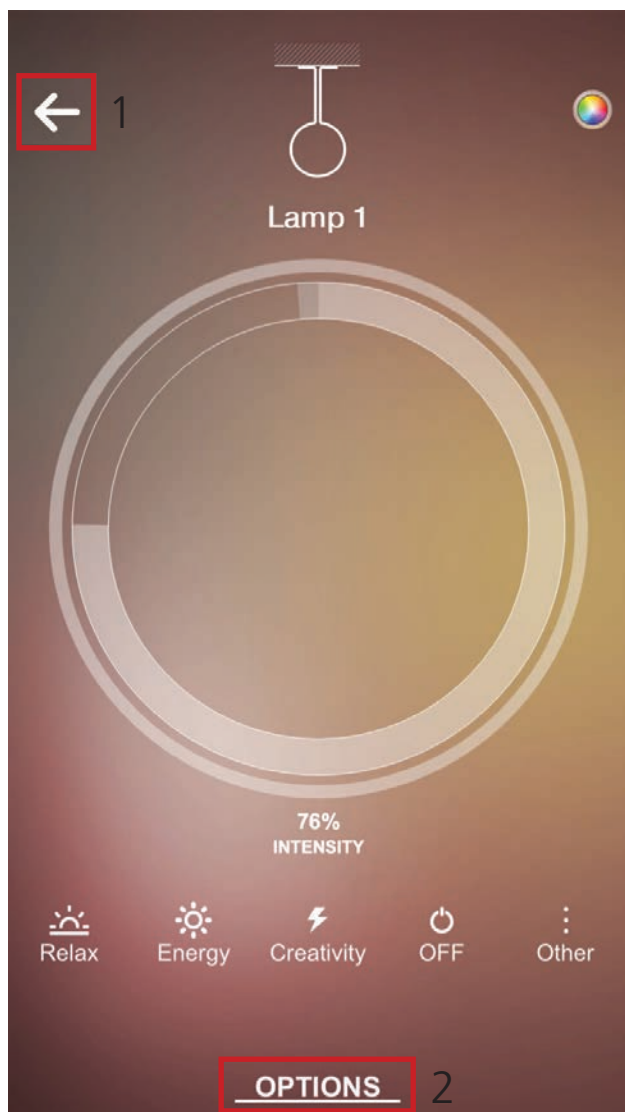


A page similar to the left image will open (depending on chosen lamp's kind of emission/s).

- Press on "Other" to view all the possible default scenarios (red box 2 > see image on the right)
- Press on "Options" (red box 3) to view the option menu
- Press the button in the red box 1 to go back.

If you want to apply a default scenario:

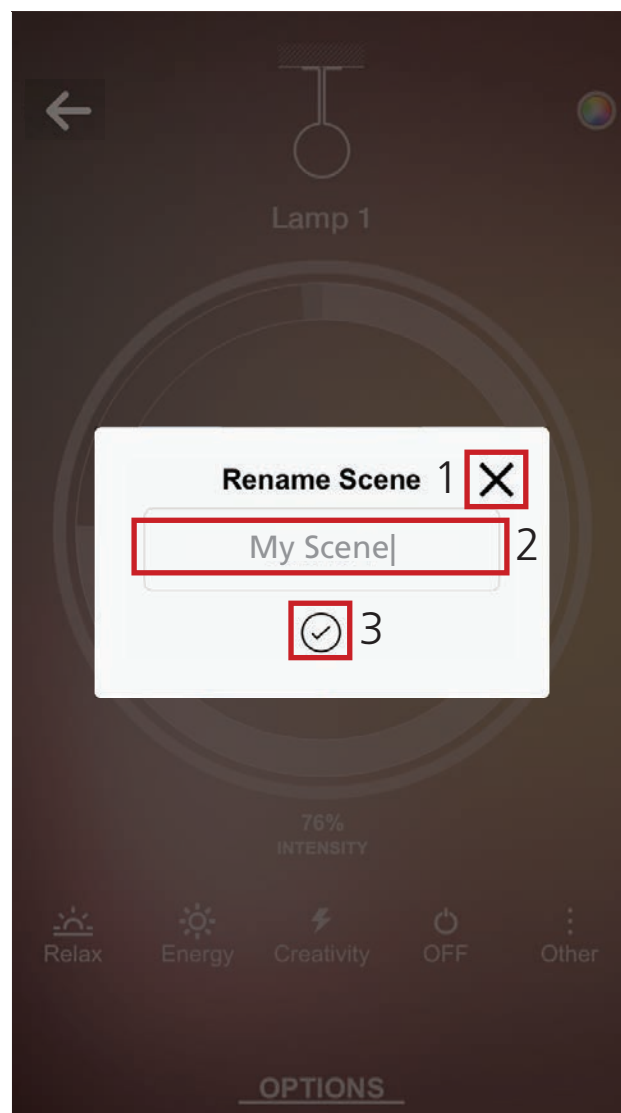
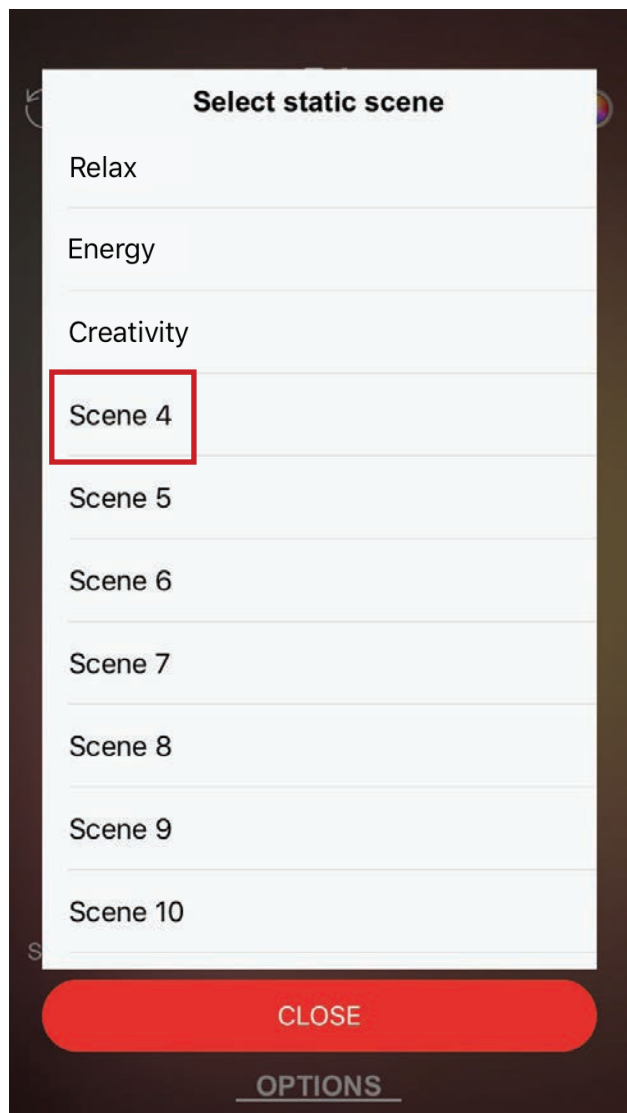
- Press on "Other" (red box 2) and choose a default scene (i.e. "Scene 3" ...)



If you want to create a new scene:

- Set the intensity of light (for W – TW – RGB+W type), the shade of white (for TW type) and the emission colour (for RGB type), then press on “Options” (red box 2)
- Select “Save Scenario” from the window just opened in order to save the scenario (red box 3)

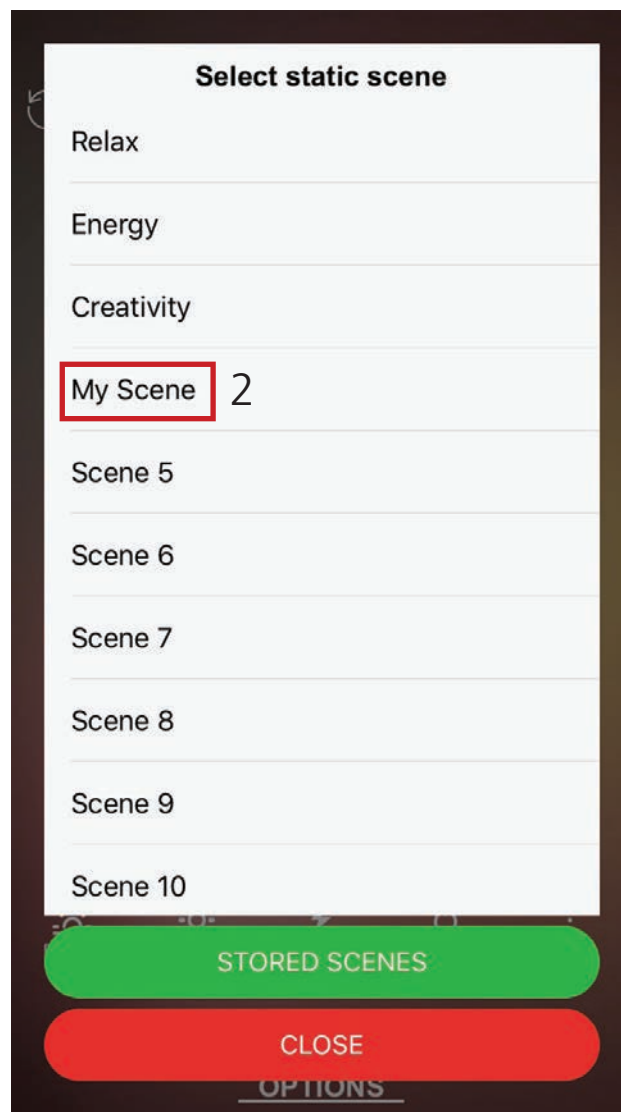
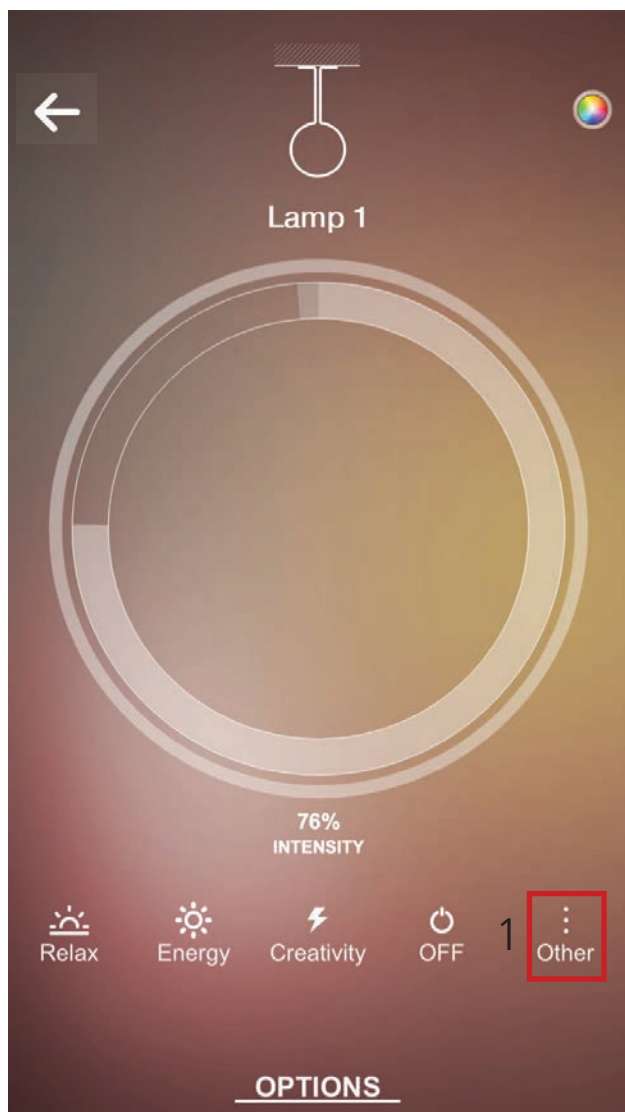
(You can, in any moment, return to “Current Network” page with the “Back” button - red box 1)



- Once you hit "Save Scenario" button, select a "blank" scene on which overwrite the new scene (in our case, we will choose randomly "Scene 4")

After pressing on a scene, the application will open a new pop up:

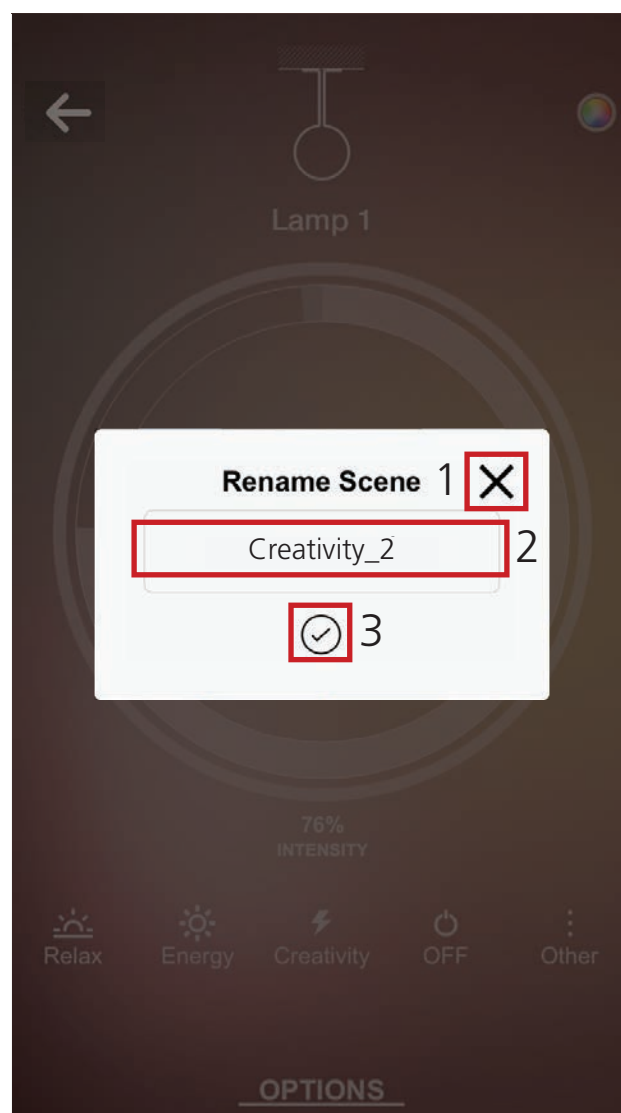
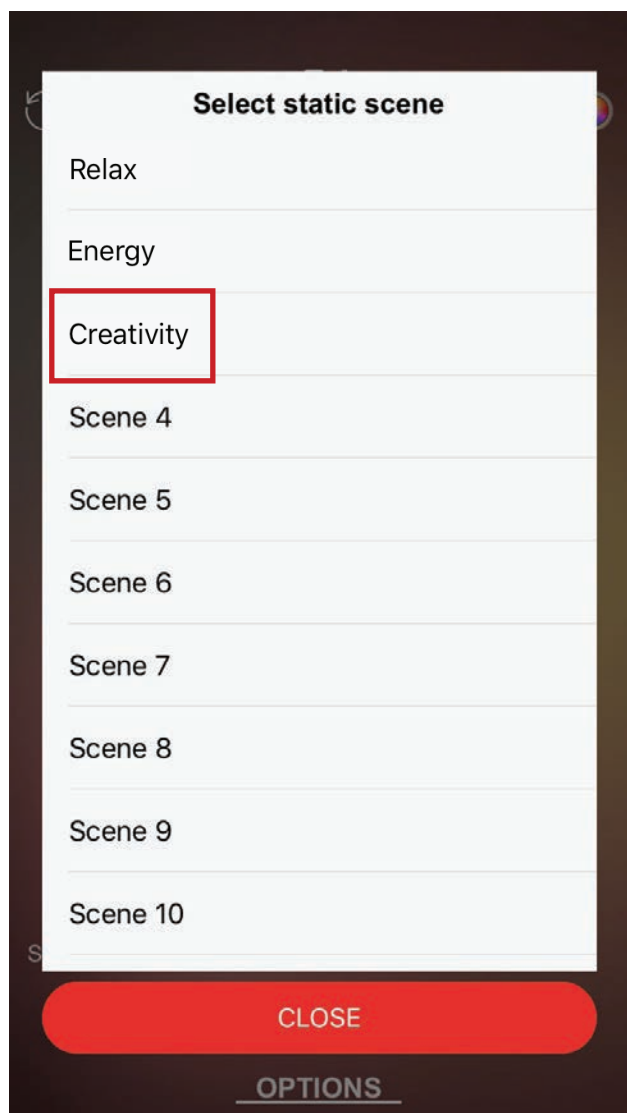
- Enter the new name for the scene in the red box 2
- Press "X" in order to undo the operation (red box 1)
- Press "✓" in order to confirm and save the name (red box 3) and overwrite the new scene setting



After confirming the new name:

- Press on "Other" from the lamp's management page (red box 1)
- Select the newly-created scene (red box 2)

At this point, the application will apply "My Scene" to the lamp "Lamp 1".

**Please note:**

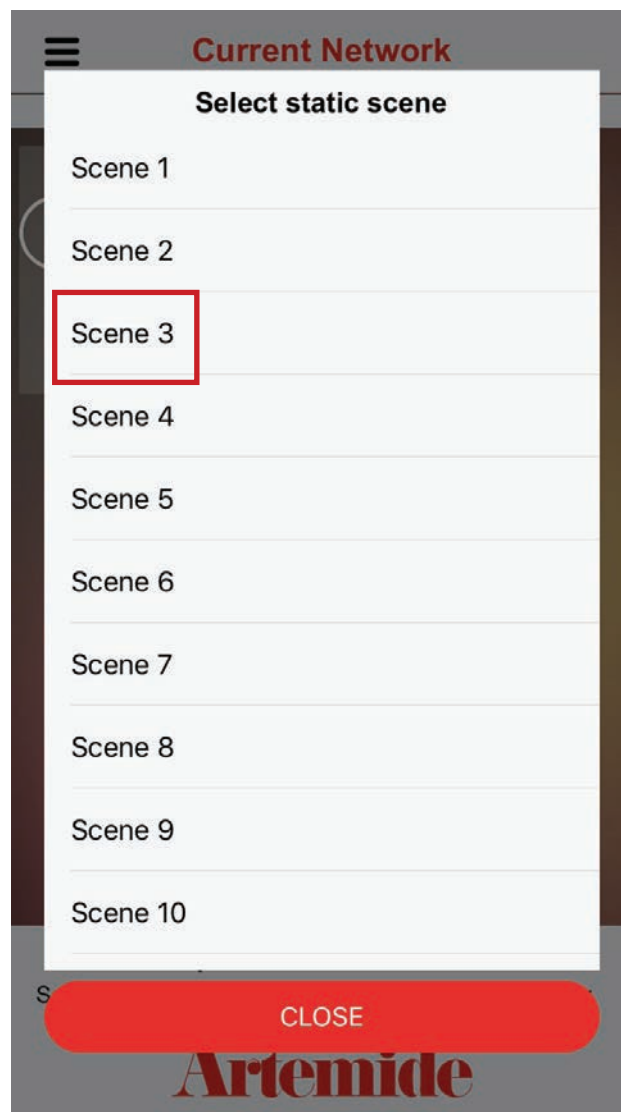
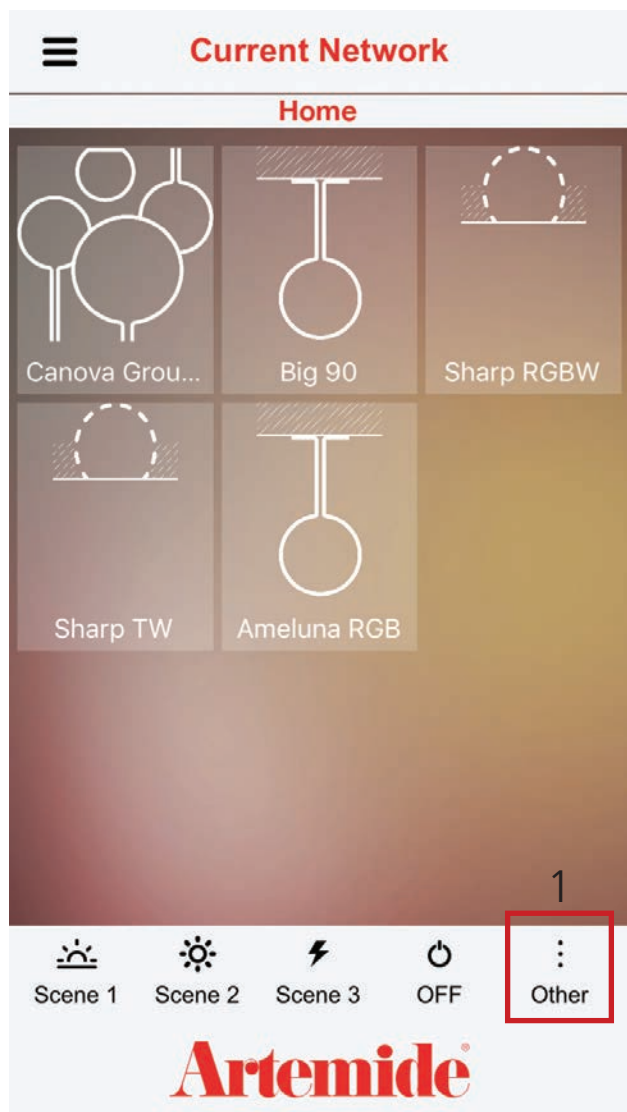
You can also edit one of the three preset scenes.

Initially you'll have to repeat steps shown on page 66:

- Set the light intensity / white hue / emitting color, then click on "Options".
- Select "Save Scenario".

Then:

- Select a default scene (i.e. "Creativity") on which to overwrite the new scene you have just set
- Enter the new scene name in red box 2
- Press "X" if you want to cancel the operation (red box 1).
- Press "✓" to confirm and save the name (red box 3) and overwrite the new scene setting.



If you want to apply a scene to the whole network:

- Click on "Other" from the "Current network" page (red box 1, image on the left).
- Select a scene from the pop-up window.

Please note:

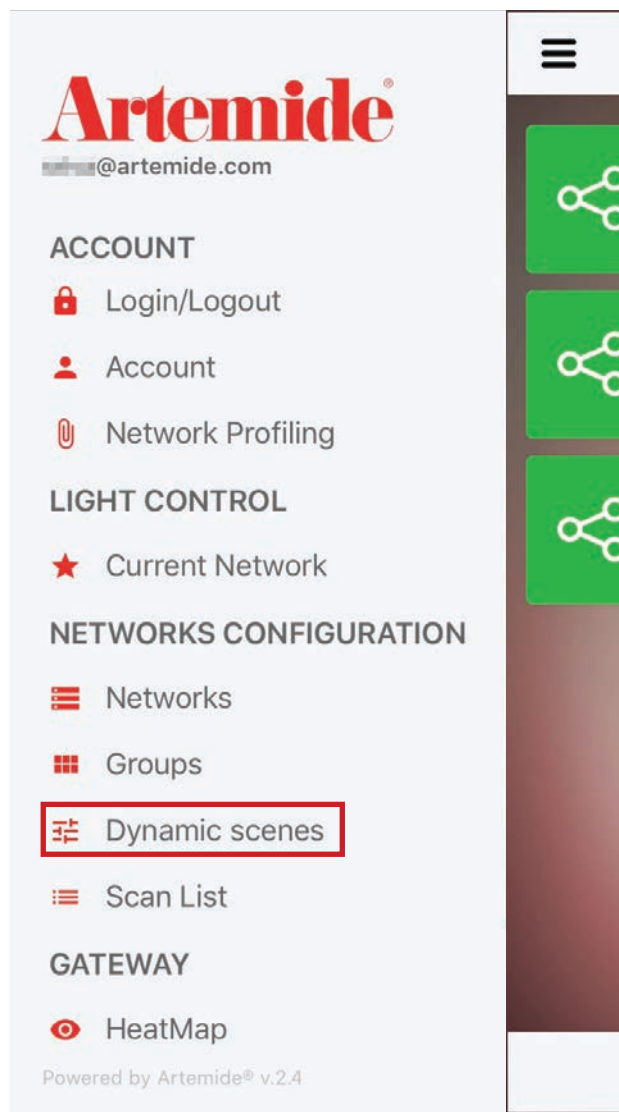
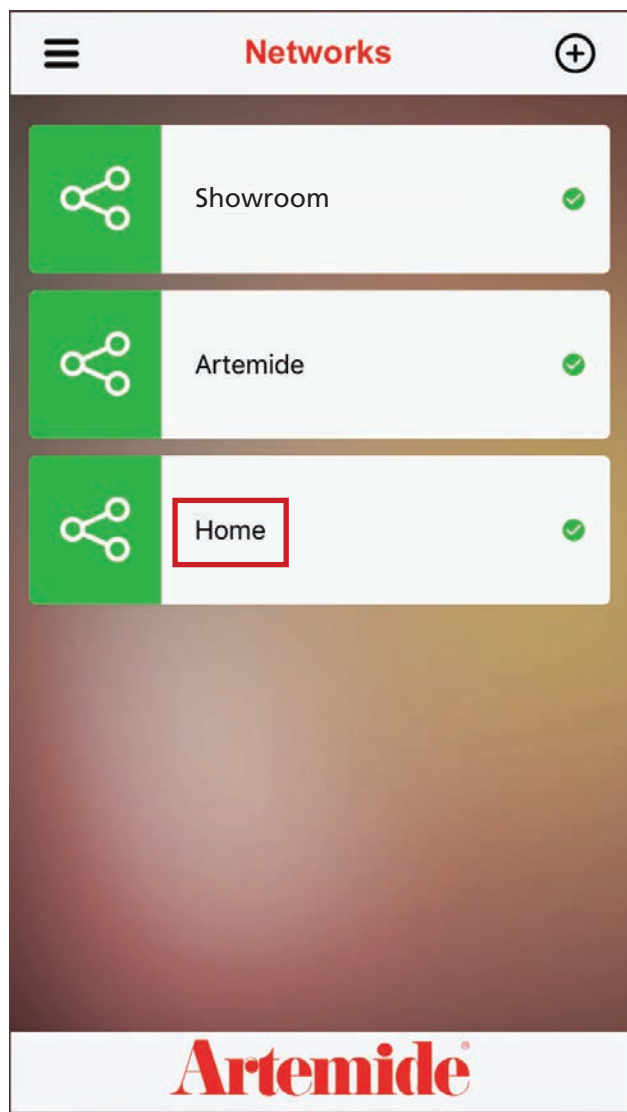
"Scene 1" (in the network list) = "Relax" (in the single lamp list)

"Scene 2" = "Energy"

"Scene 3" = "Creativity"

If the selected scene is, for example, "Scene 3", Artemide App will apply "Scene 3" (corresponding to the "Creativity" scene for the single lamp) to all lamps in the network, except for those in which "Creativity" scene has been customized in "Creativity_2" by modifying and overwriting the default settings (see page 69). For those lamps, the associated custom scene "Creativity_2" will be applied.

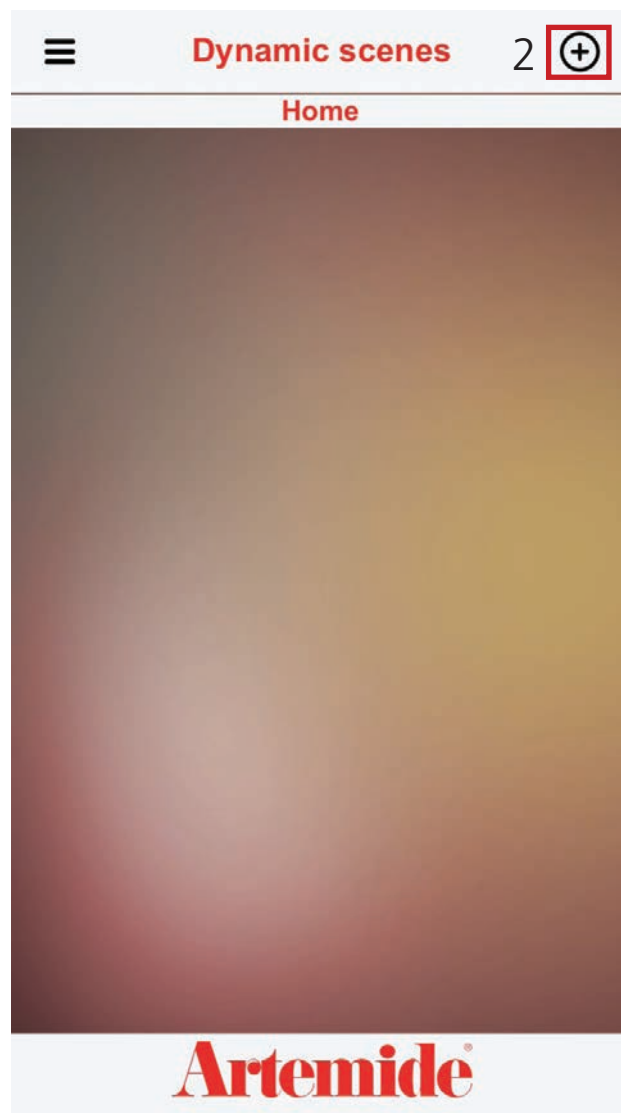
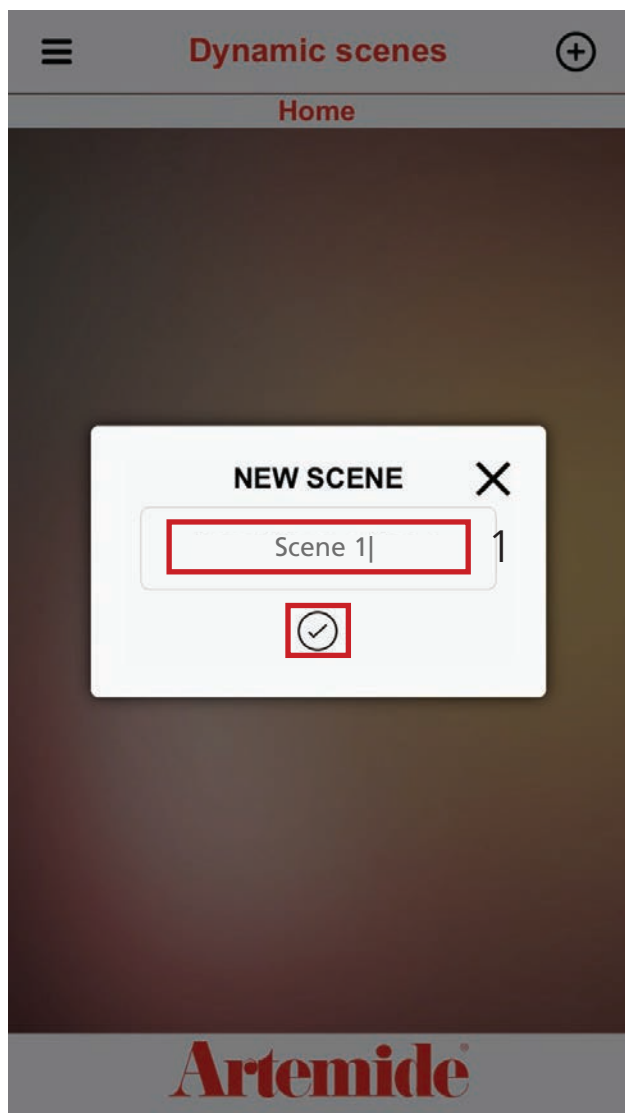
9. Dynamic scenes



This chapter shows how to create and apply a dynamic scene to the lamps

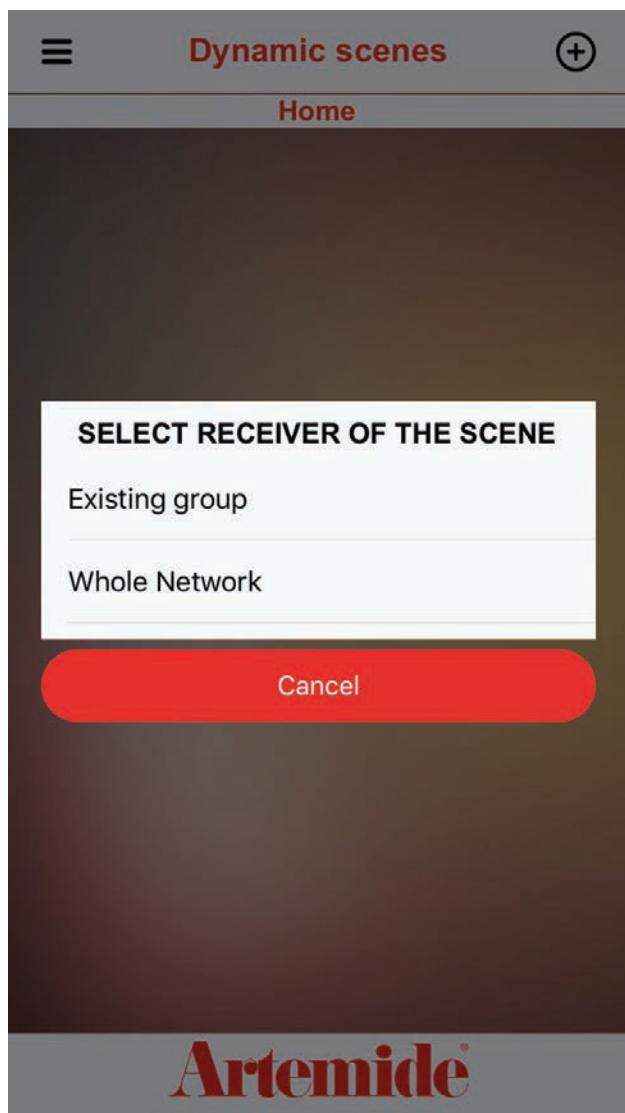
- Select a network from the “Networks” page. The selected network must contain some devices or groups in order to create a dynamic scene.
- Select “Dynamic scenes” item from the side menu

Please note:
it's possible to create 1 Dynamic Scene per Group, so you can create a maximum of 14 Dynamic Scenes.



If there's no dynamic scenes, the application will automatically show the pop up requiring new dynamic scene's name (red box 1 and "✓" button for confirmation).

Otherwise, press on the button in the red box 2 in order to create a new dynamic scene.

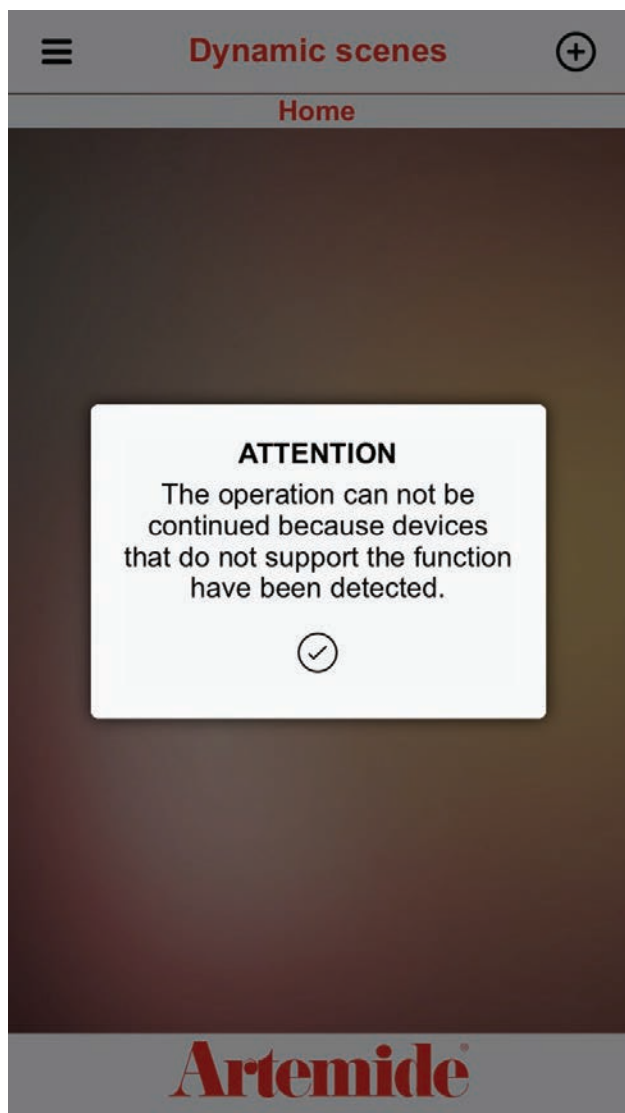


After confirming the dynamic scene's name, select the receiver of the scene.

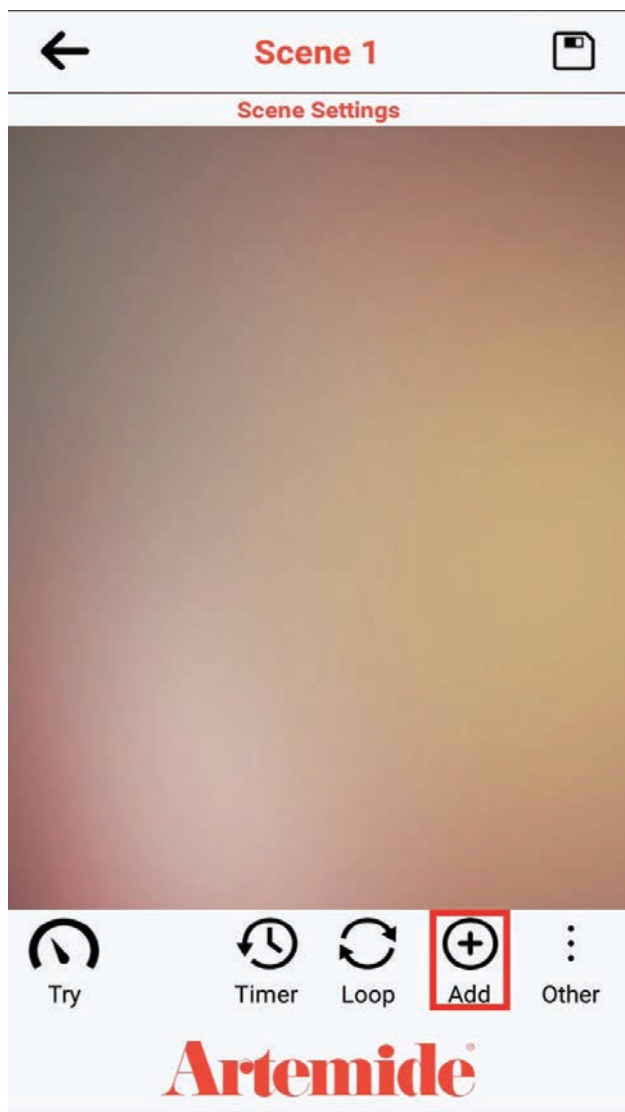
Dynamic scenes can only be applied to an existing group or to the whole network.

They cannot be applied to single lamps and to devices that have an old firmware's version (1.0).

However, if the lamp with the old version of firmware were part of a network or a group containing a lamp with the latest version 1.1, the application of the scene would not create problems.

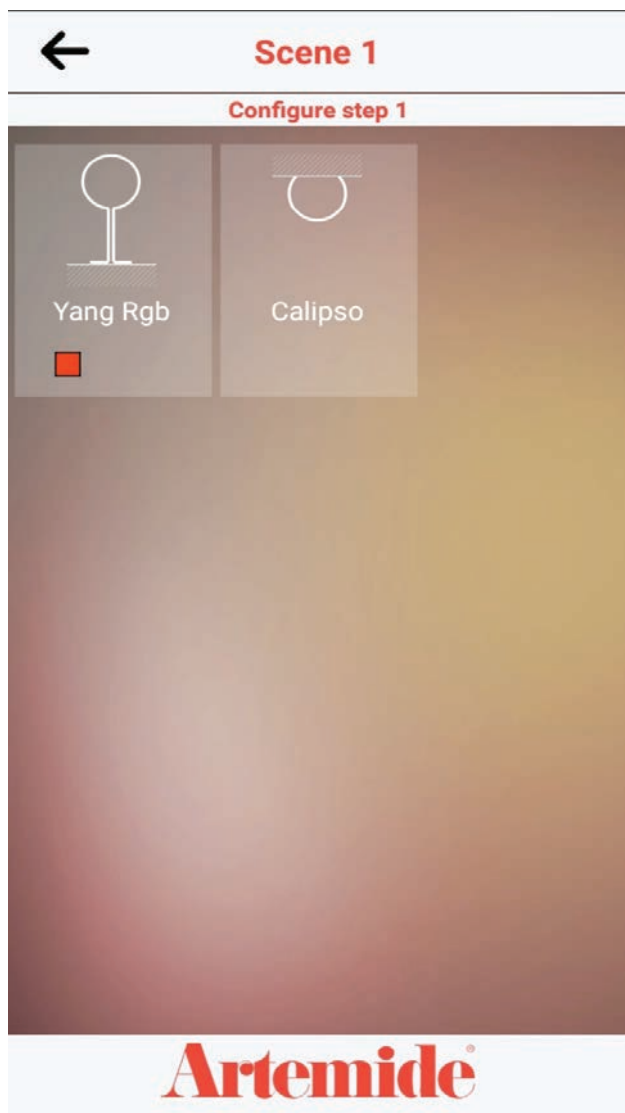


If you select the option "Existing group" or "Whole network" and **there are no lamps** or **there are only lamps with the 1.0 firmware version**, the application will show the beside pop up.



If you select the option “Existing group” or “Whole network” and in the network are present **at least two lamps** or **at least one of the involved devices has at least 1.1 firmware version**, then the application will redirect the user to this page.

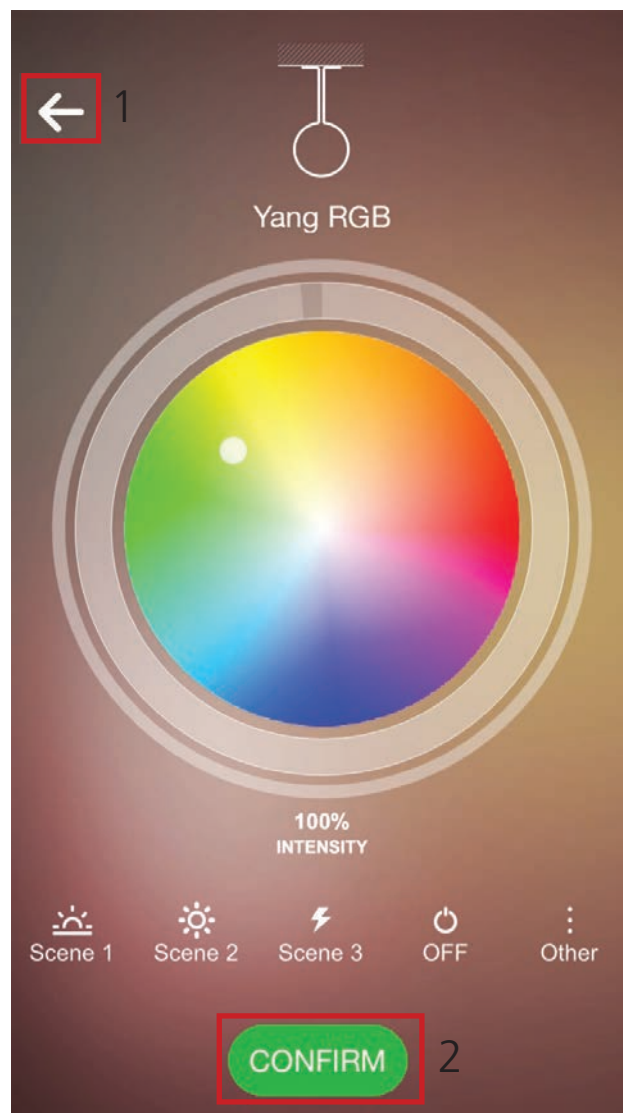
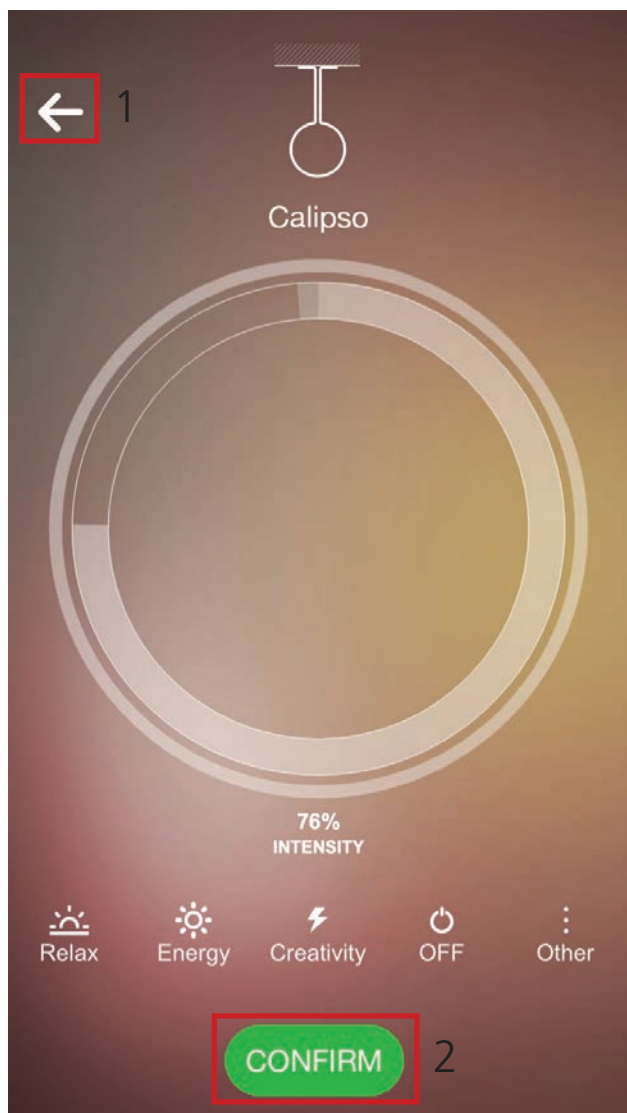
- Press the button in the red box (see image) in order to add and set a “step”. “Steps” are the different statuses that the group of lamps (or the whole network) takes on during the execution of the dynamic scene.



A page similar to this one will appear: it shows lamps belonging to the group or to the network involved in the dynamic scene, depending on the option previously selected.

This page can be used to define the various configurations that the lamps will assume during the first step.

- Press on a lamp.



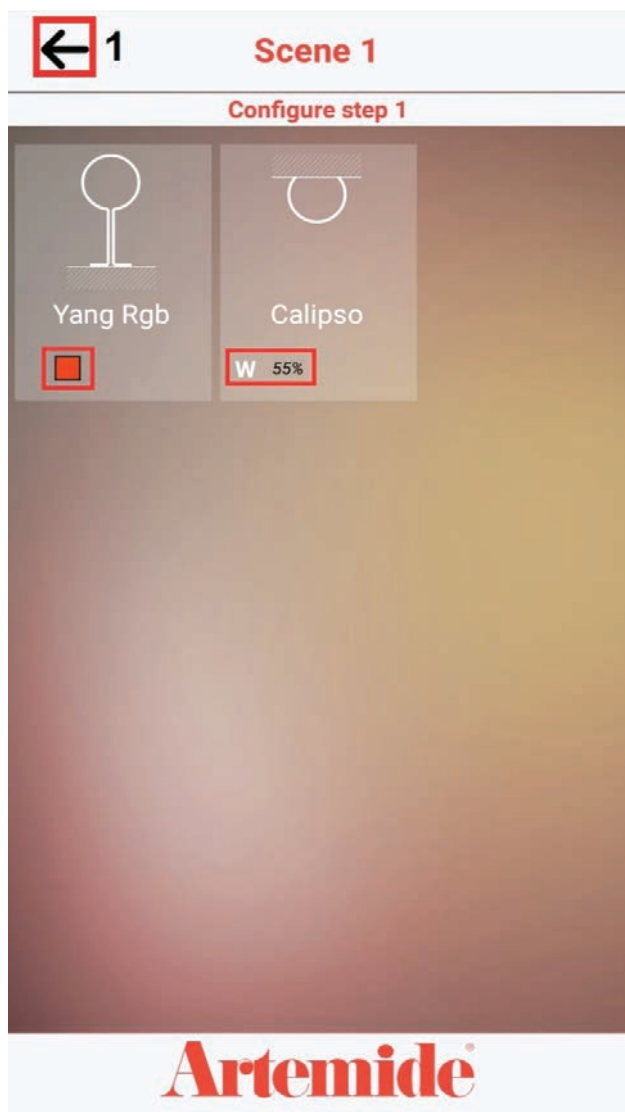
The app will display the appropriate controller, depending on the lamp type:

Once the desired configuration has been set:

- Press on the "CONFIRM" button (red box 2, see images)

Or

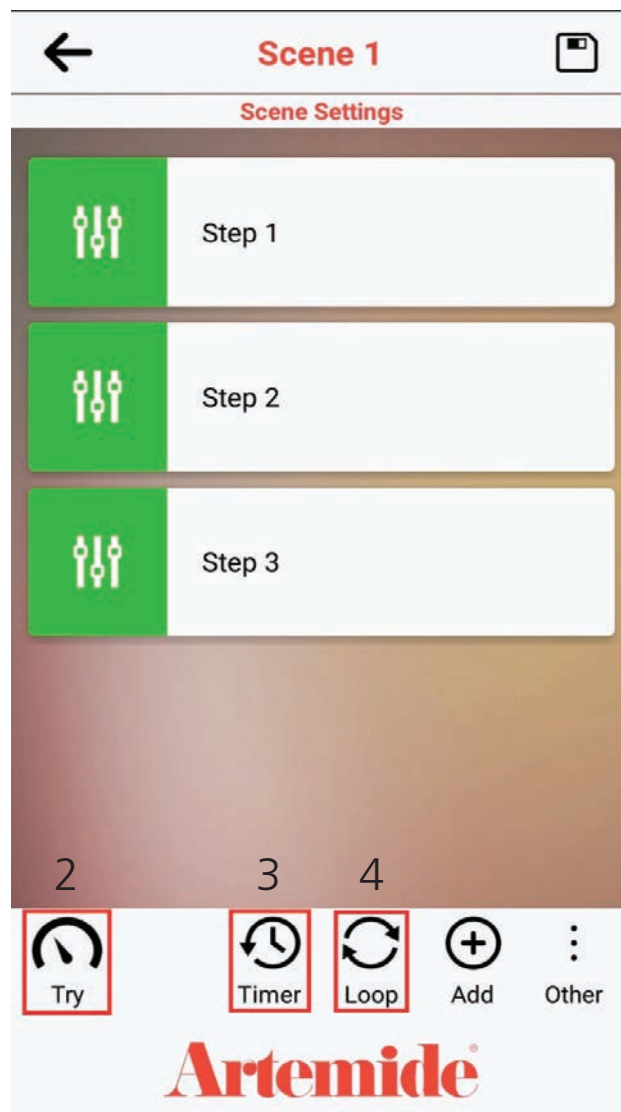
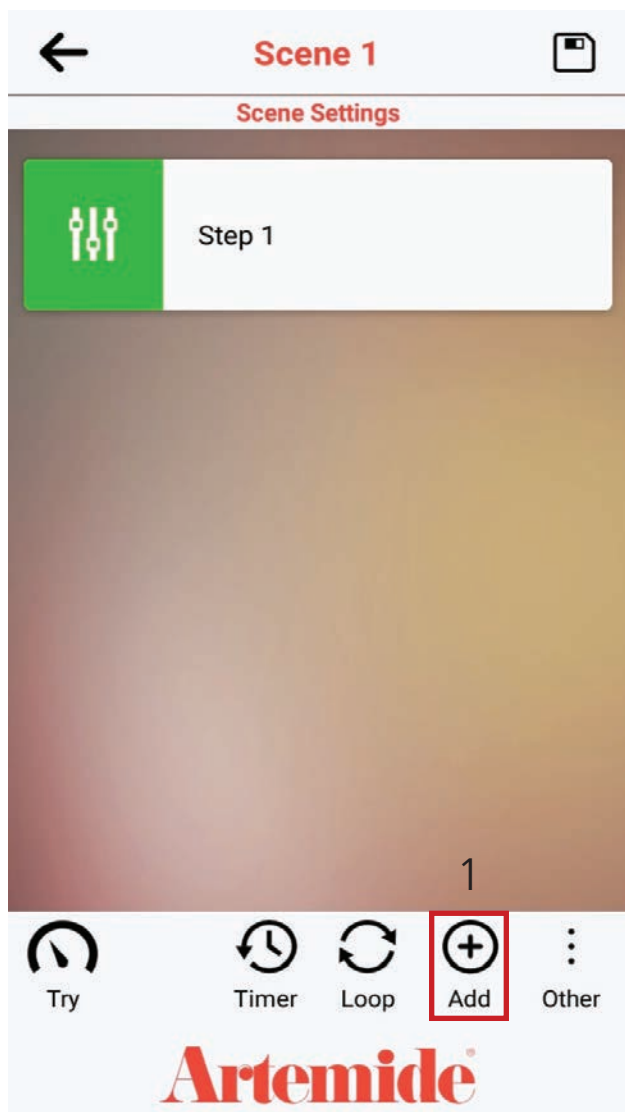
- Press on the button in the red box 1 to go back



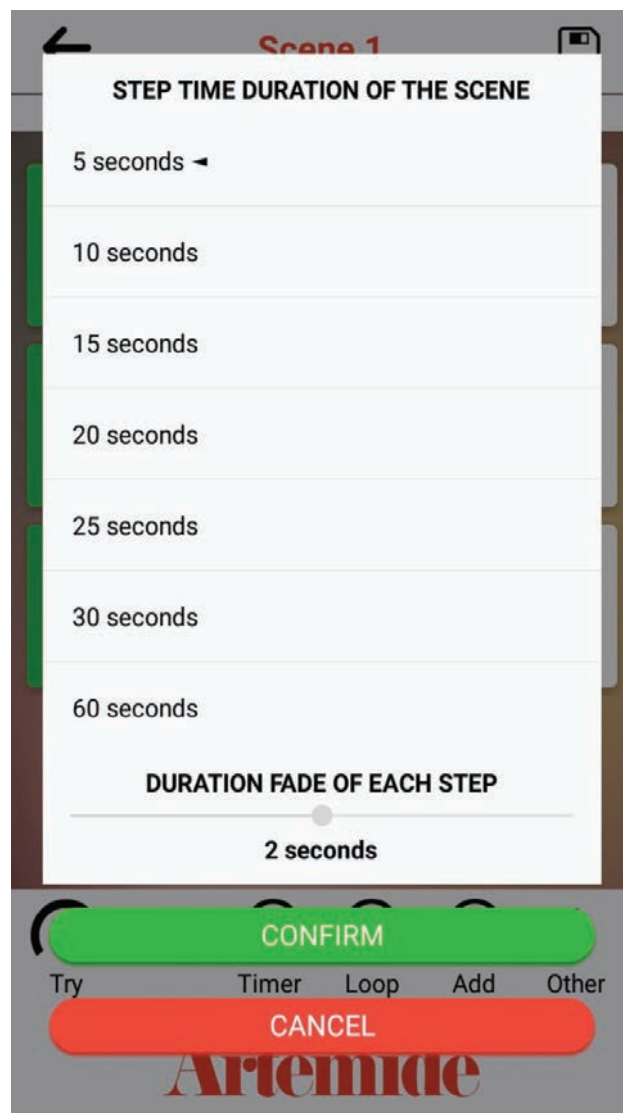
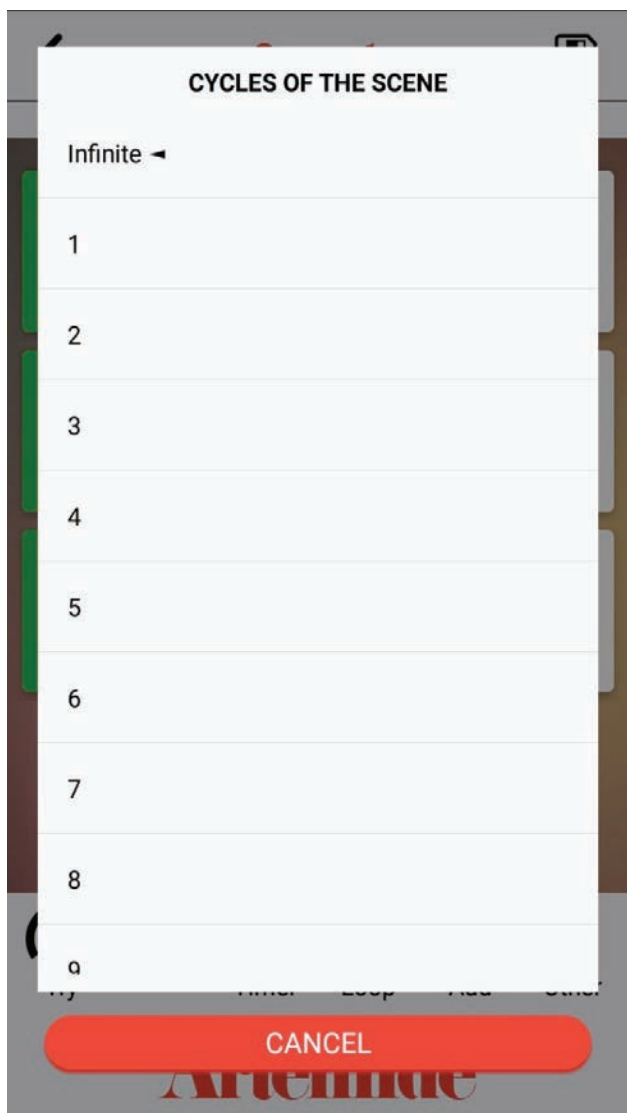
After confirming the configuration the app will show a screen similar to the one here beside.

The application gives the possibility to have a preview of the selected value for the configuration (red boxes, see image)

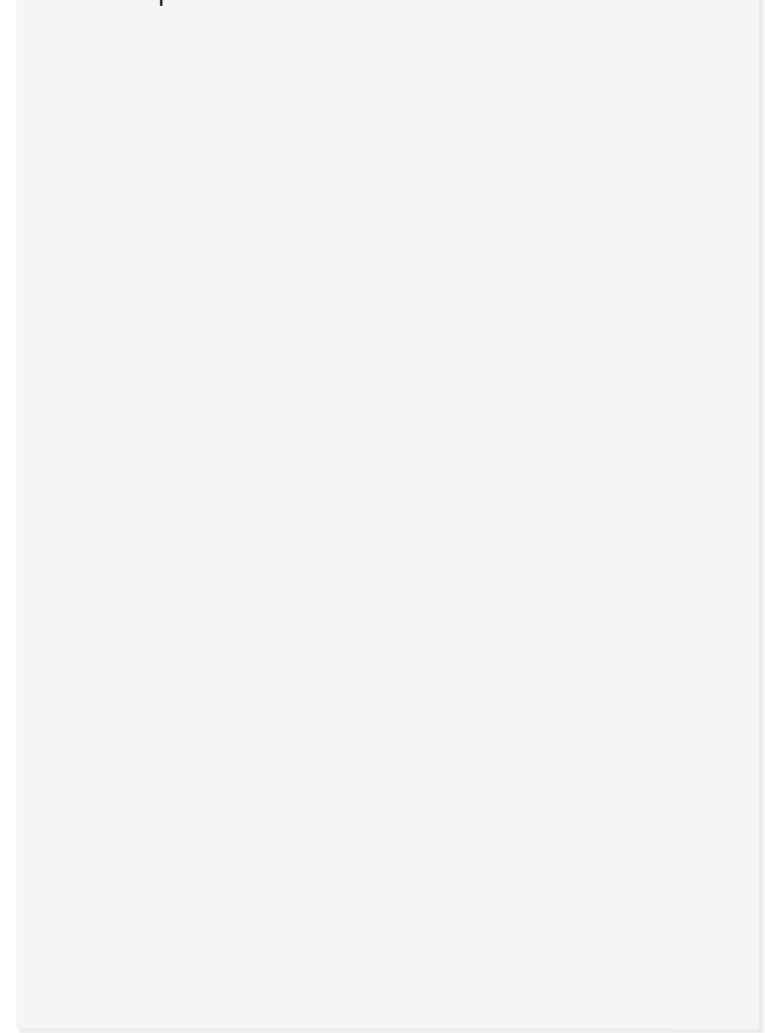
- Press on the button in the red box 1 to go back to the steps list

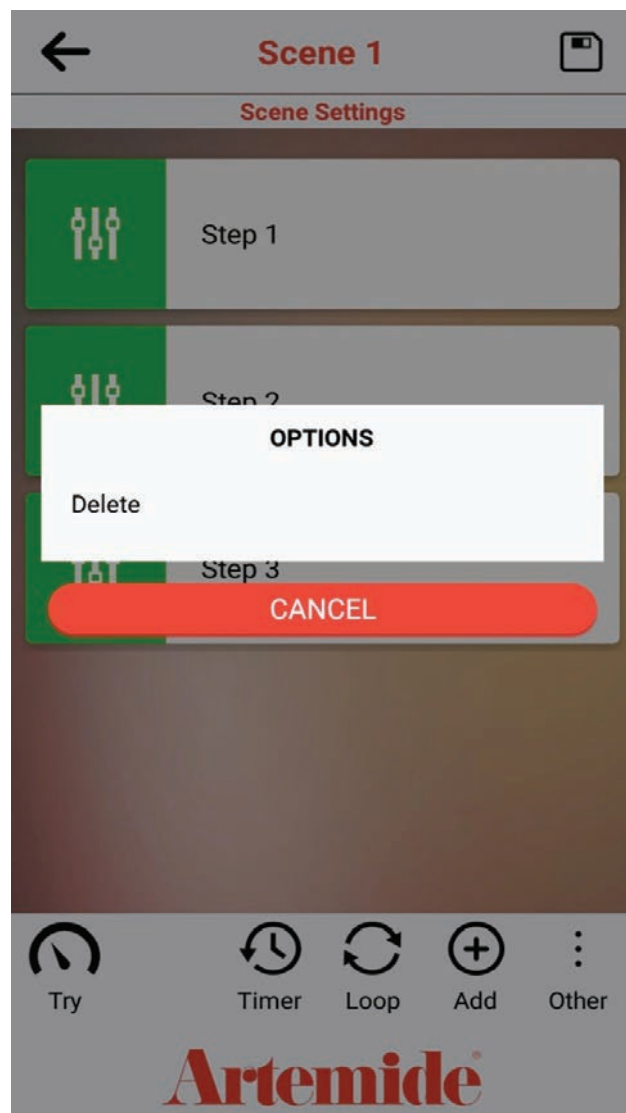
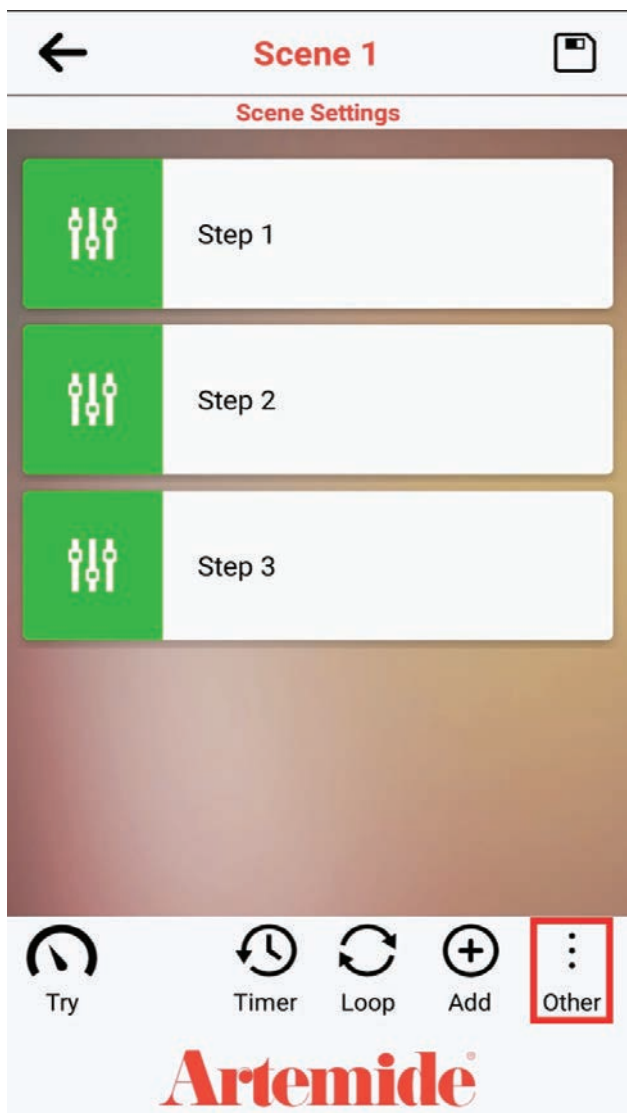


- Press on “Add” button (red box 1) to add a new step (you can create a maximum of 10 steps)
- Press on “Try” button (red box 2) in order to try all the steps
- Press the “Timer” button (red box 3) to set the duration time of each step and the duration time of the fade effect.
- Press the “Loop” button (red box 4) to set the number of loop that you wish the dynamic scene to play.

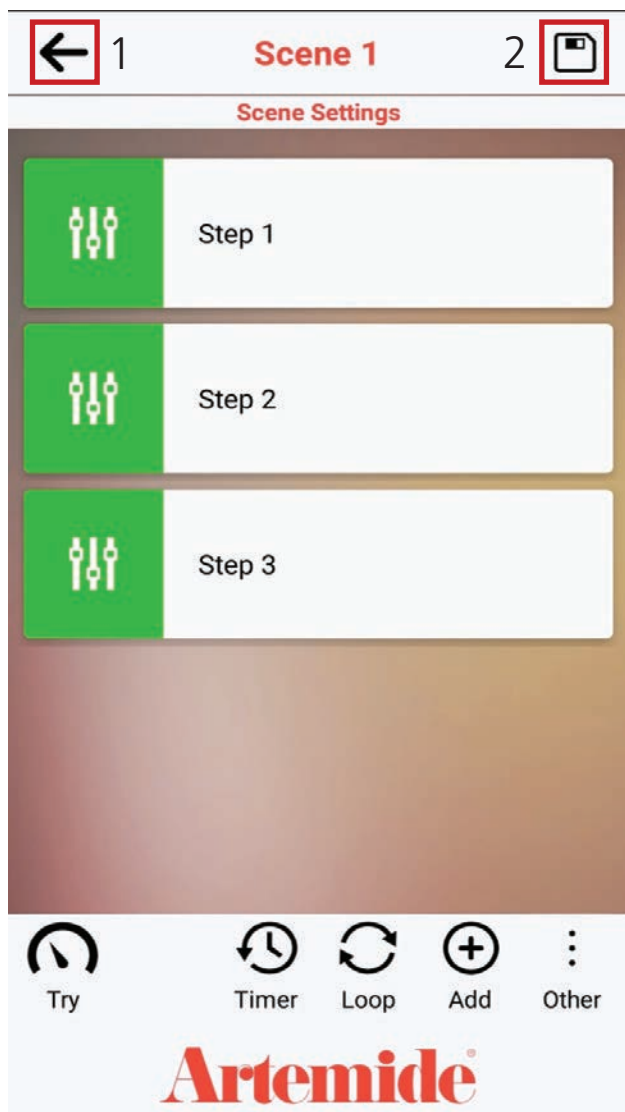


Here shown the settings you can manage with the "Loop" and "Timer" button



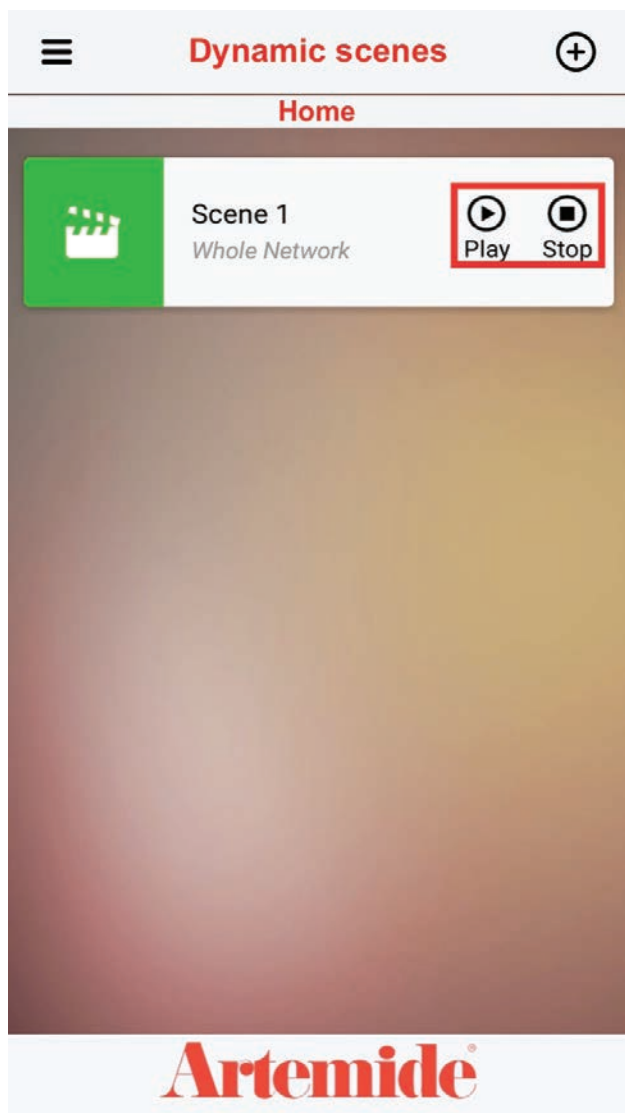


- Press "Other" and select "Delete" if you wish to delete the entire dynamic scene



After finishing the configuration of each step and all various parameters:

- Press "Save" button (red box 1) to save the dynamic scene
- Press the button in the red box 2 to go back to the dynamic scenes list

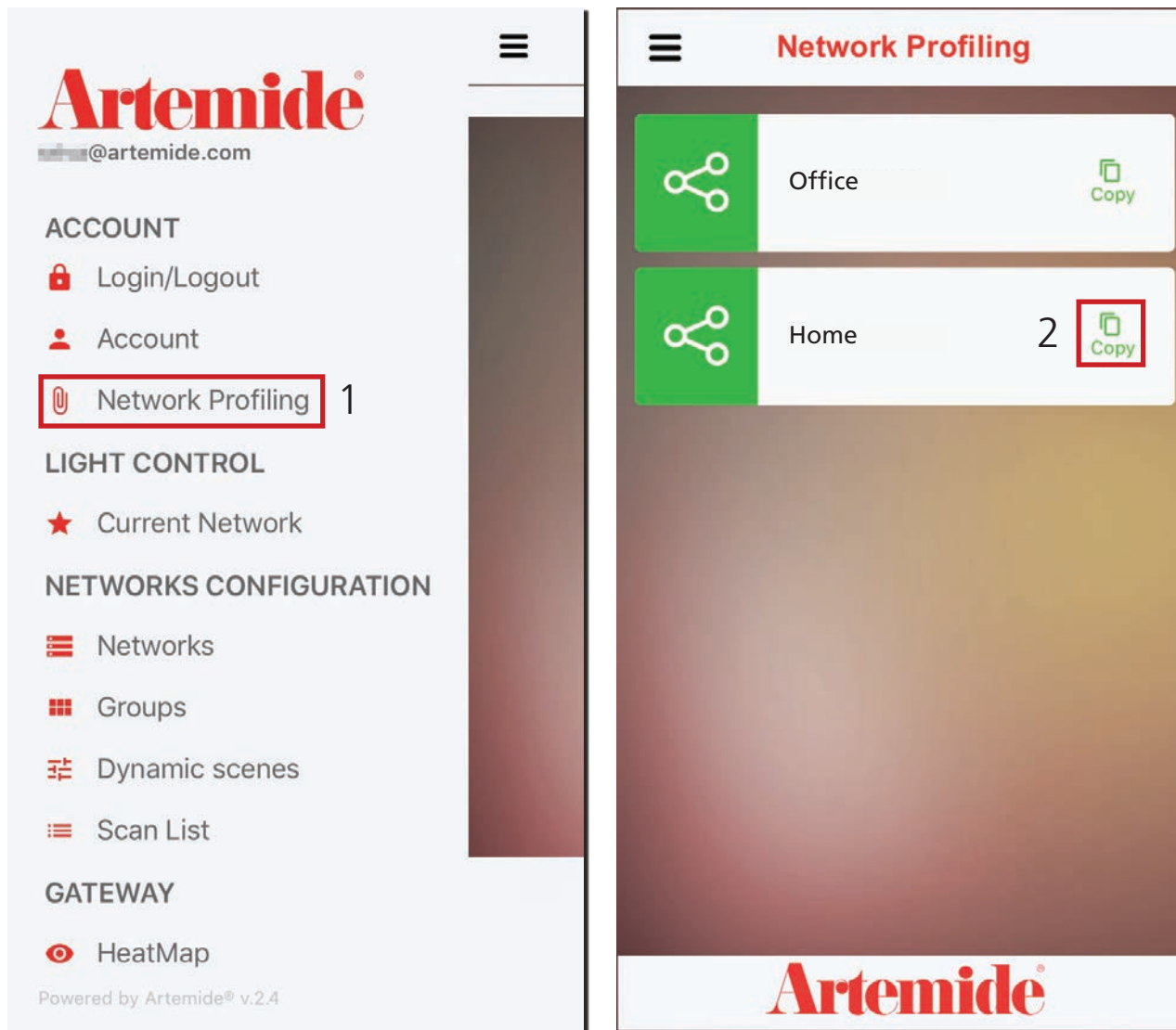


- Press "Play" to play the scene
- Press "Stop" to stop it

Please note:

any single lamp can perform only one dynamic scene at a time; once you associate a dynamic scene with a lamp, it is not possible to create and apply another scene on the same device.

10. Network profiling



This chapter describes how to create custom networks (with a different selection of lamps) for guest users.

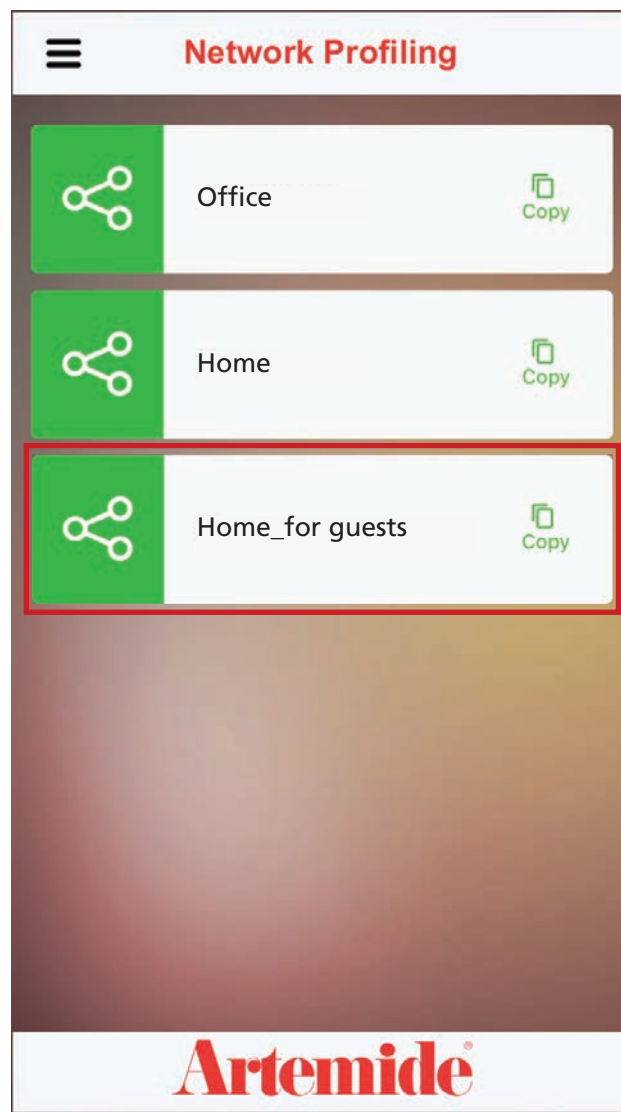
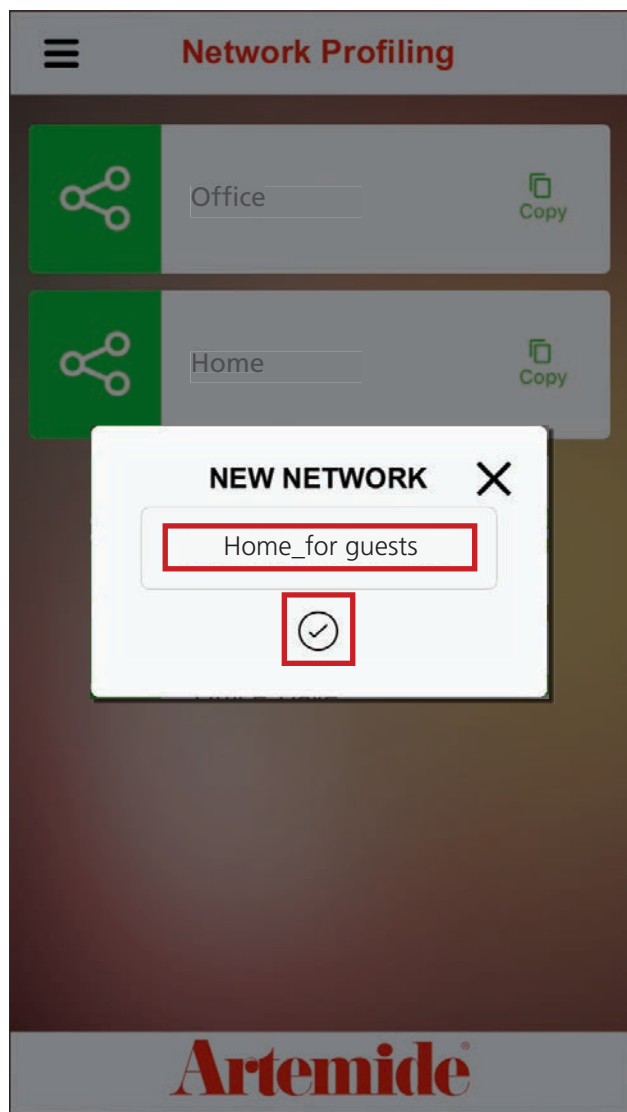
The feature “Network Profiling” will display all networks for which the user is enabled as an **administrator**.

Please note:

each network can have only one administrator who can create, discard networks, groups of lighting fixtures. He can allow any guest to only control any network (not doing any changement to the network configurations nor groups)

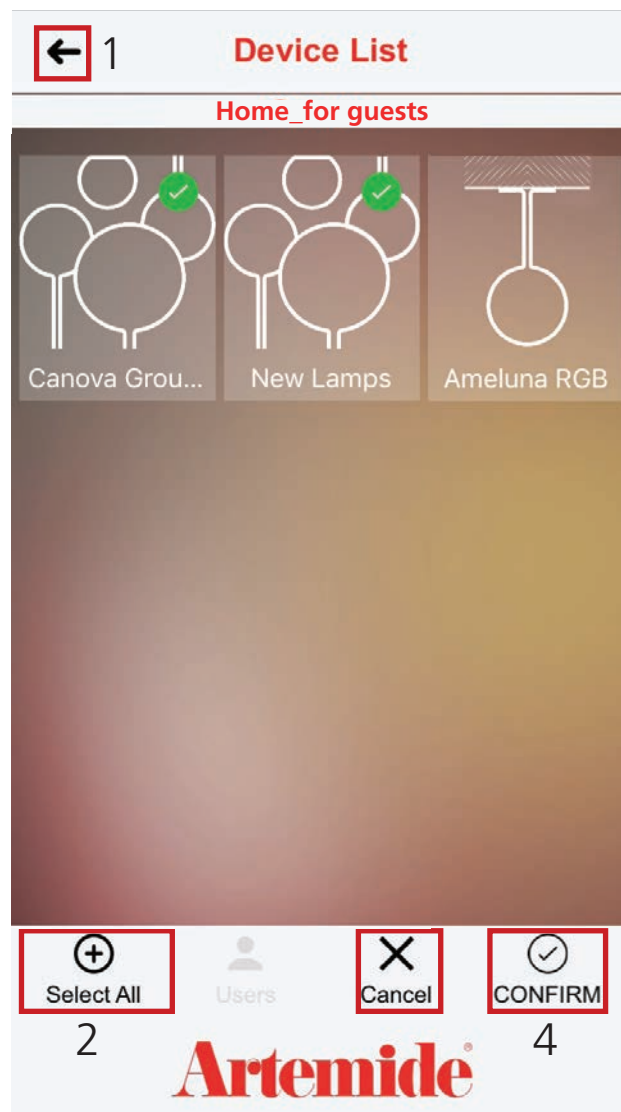
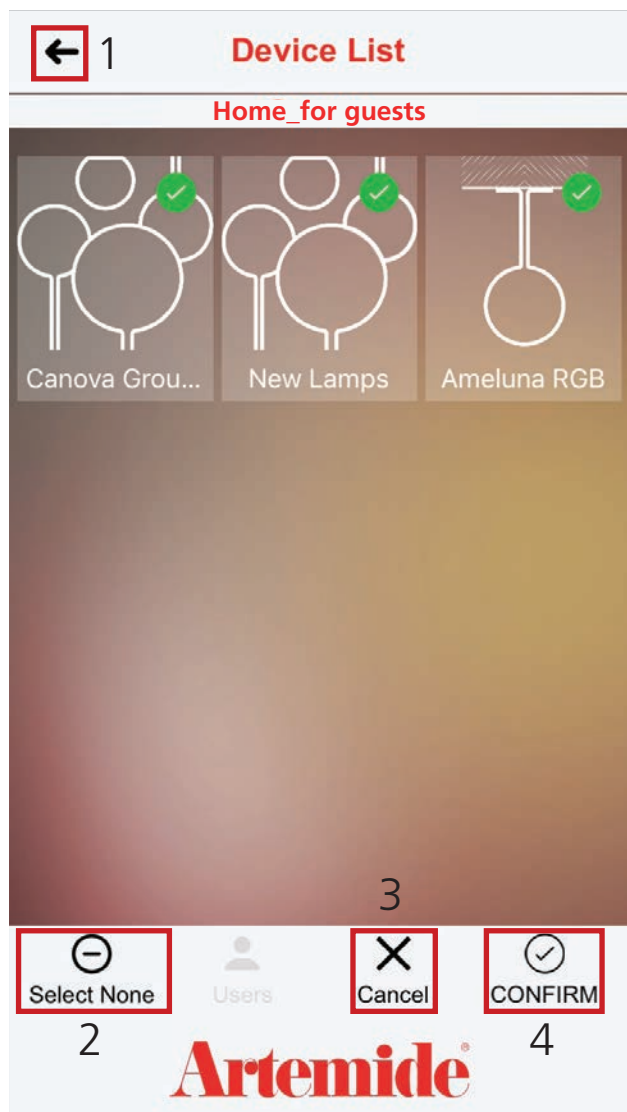
To assign a custom network to another user, the administrator must follow these steps:

- Access the “Networks Profiling” page through the specific voice in the main menu (red box 1).
- Select the network you want to configure and then tap the icon (red box 2) to create a **copy** of the network.



You will be prompted to enter a name for this new network.

Then, by tapping on the copy, you (as admin user) will access the next screen, where you can configure the network, choosing which lamps can be managed by the guest user.

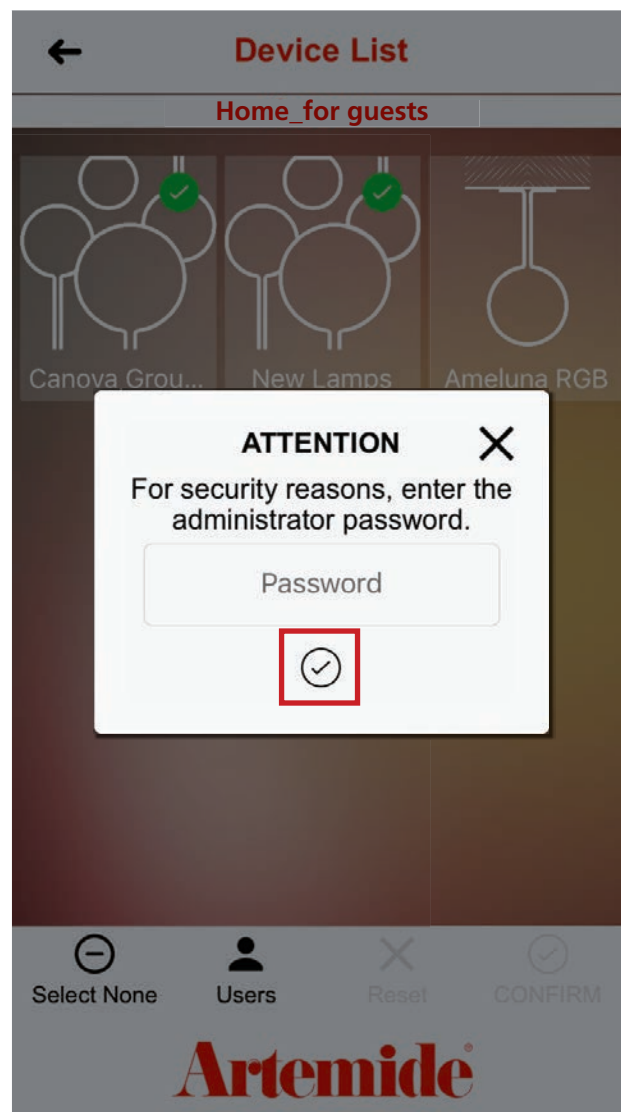
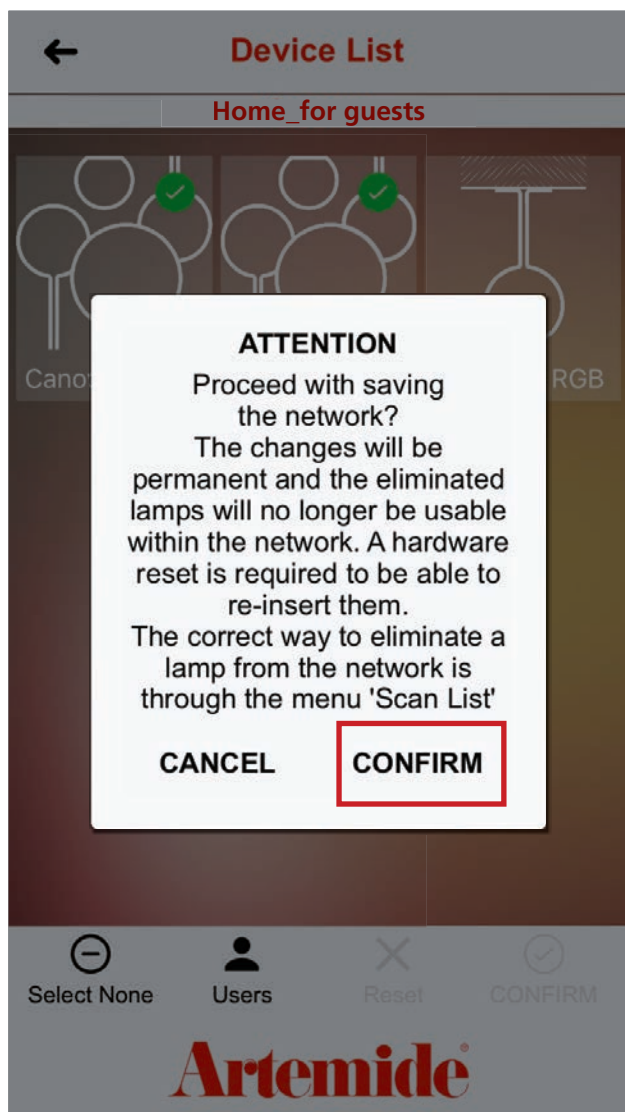


Here are listed the lamps included in the network you just duplicated: **those with the green check mark are lamps that the new user, who will be given permission, can manage and control.**

- Press on the button in the red box 1 to go back to the previous page (red box 1)
- Press on the "Select None"/"Select All" button (red box 2) or **press on single lamps boxes to deselect those for which you don't want to give permission (see images); the application will remove lamps without green check mark from the network.**
- Press "CONFIRM" (red box 4) to confirm the operation or "Cancel" (red box 3) to undo the operation

Please note:

In this section you will also see the groups you have previously added to your network, but you won't be able to modify them or create new ones.



Application will now show a pop up (left image) to warn you that the removed lamps will no longer be usable within this network.

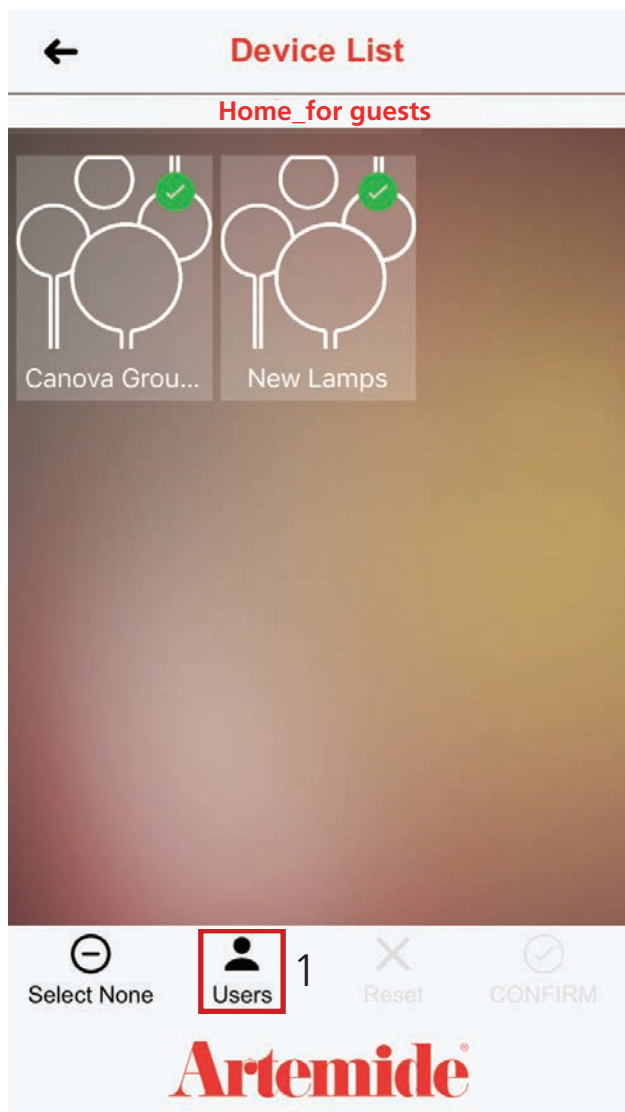
Once the first pop up has been confirmed, a second one will appear:

- Enter the password of the network's owner account
- Press "✓" to confirm the password

Please note:

these changes (ie the selection of lamps that our user "guest" will be authorized to manage) should be made ONLY in the duplicate network, the one here called "guest_home".

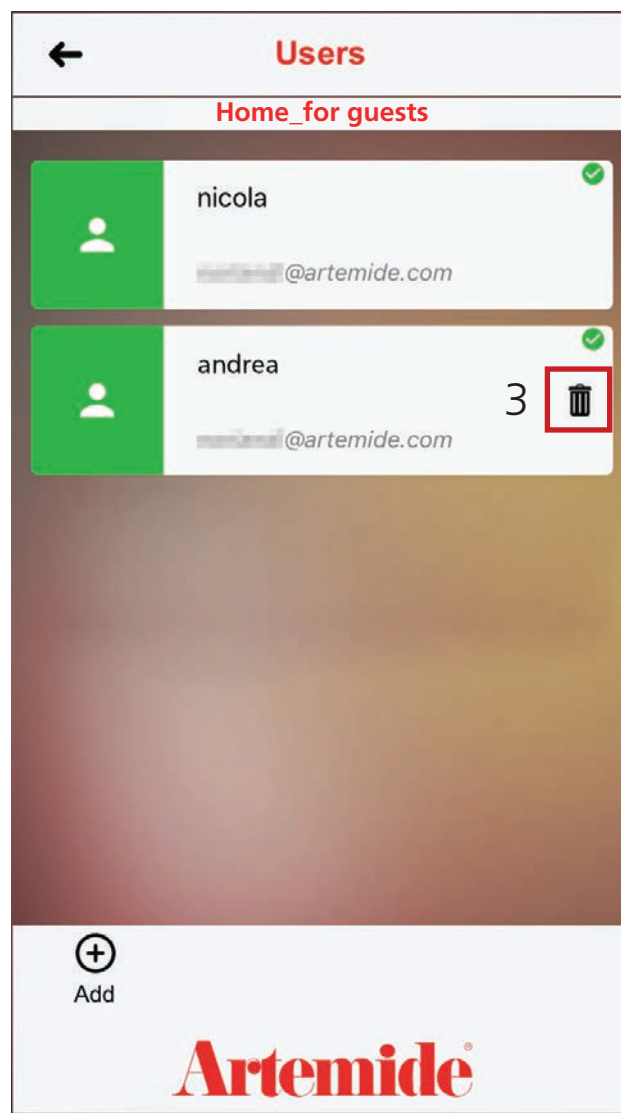
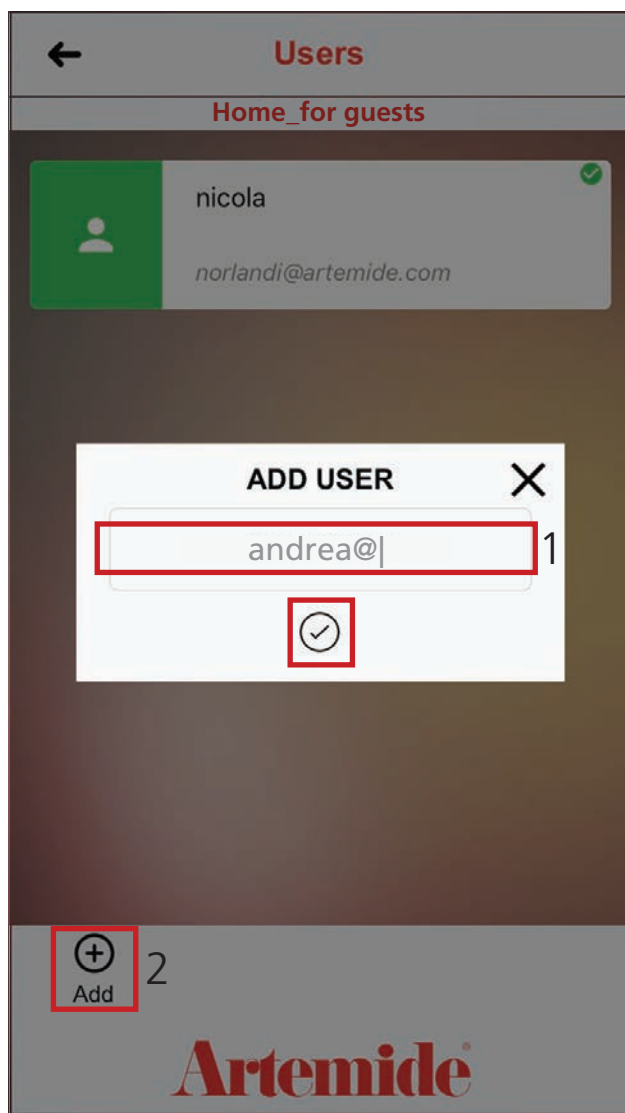
Be careful NOT to delete lamps / groups from the original network (here called "Home").



Now press on **“Users”** button (red box 1) in order to create a new permission: here you can view any paired users and associate new ones.

Please Note:
each guest must have downloaded and be previously logged in the Artemide App.

For now, devices can be managed by a single user at a time (administrator or guest): when a device is already connected to a user, it's not available for other devices in that moment.



From "Users" page you can view the list of users that have already been associated with the selected network (if already present).

By tapping on the "+" icon (red box 2) it will be possible to insert a new user, entering his email address (red box 1) and pressing "✓".

The just-added user will be shown as in the right image. Press the button in the red box 3 to delete the permission and remove new user.

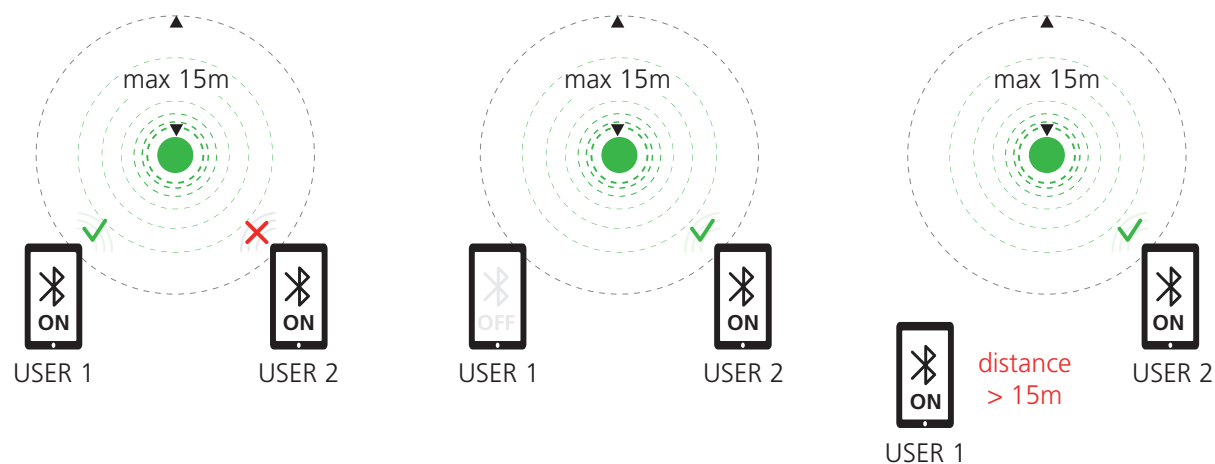
At this point it will be possible for the just-added user to view and manage the network owned by admin user.

Please note:

If the user doesn't exist, a user will automatically be created on the server (limited type).

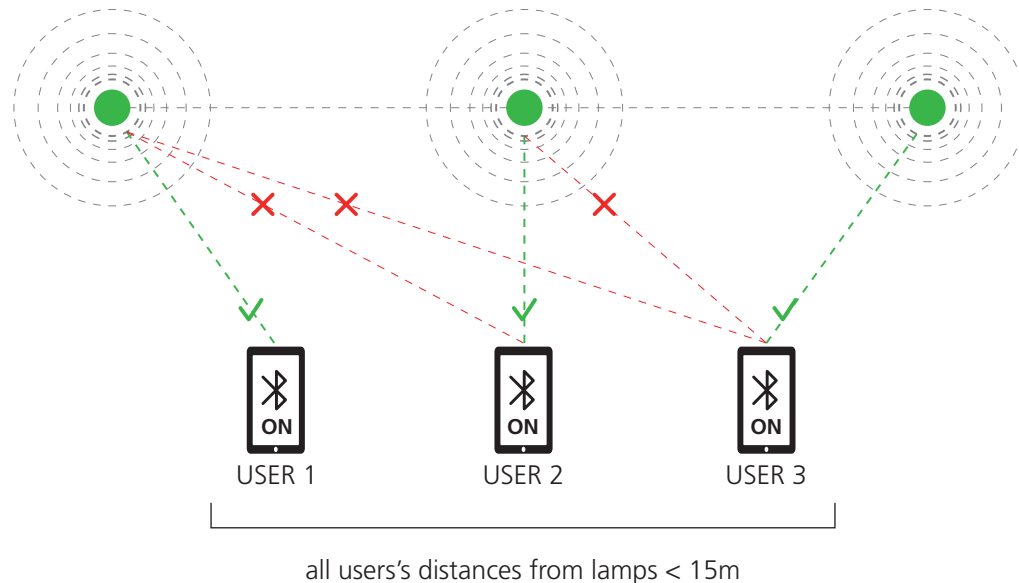
If the user already exists, he will be assigned the network configuration string.

SINGLE LAMP NETWORK MANAGEMENT



In case of single-lamp networks, the permission management granted by the administrator to a guest user starts working only when the administrator disconnects Bluetooth or exits the working distance of the lamp's Bluetooth (15m). The same happens between two simple users.

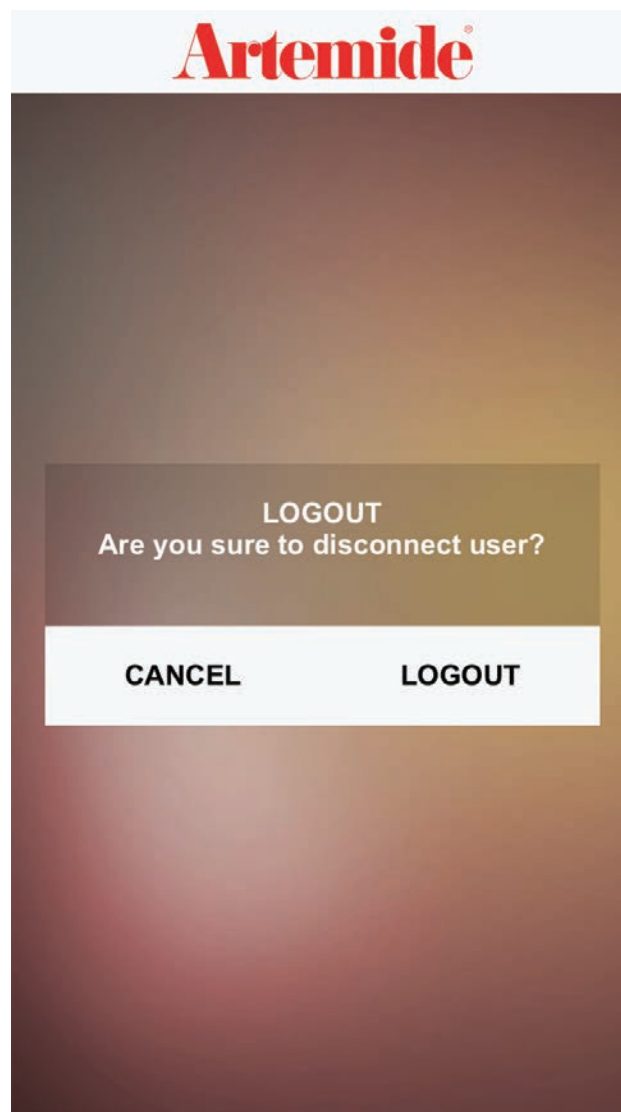
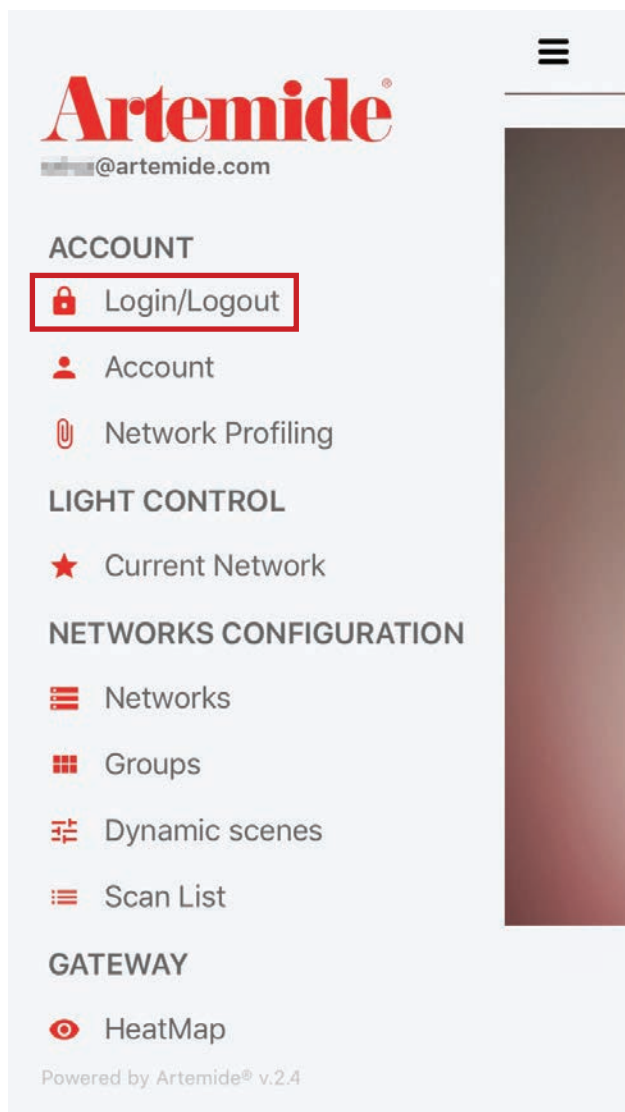
MULTIPLE LAMPS NETWORK MANAGEMENT



In case of multiple-lamps networks, the guest user connects to the network through the nearest free lamp; the signal will be automatically transported to the others thanks to the BLE Mesh technology, presented earlier.

To control the network, the user must be at a distance of less than 15m (this being the maximum working distance of the Bluetooth signal in free air) from any device in the network.

11. Login/Logout



This section shows how to disconnect from an account.

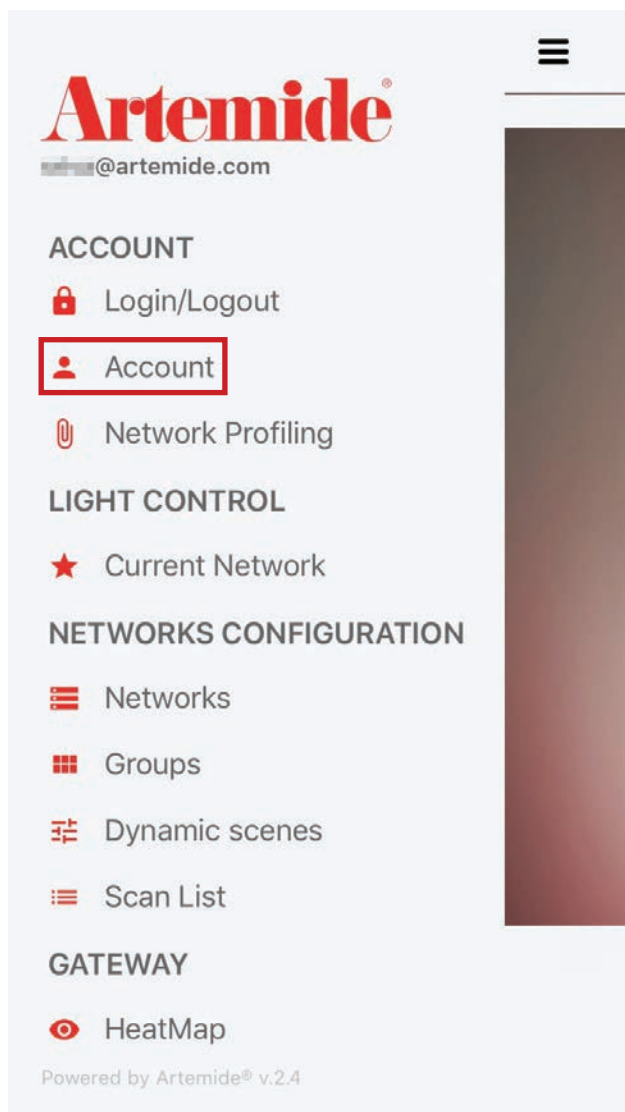
If you want to disconnect from an account, you have to open the application menu and then press "Login/Logout". (Red box, see image on the left).

If you want to undo the operations, press on the "CANCEL" button.

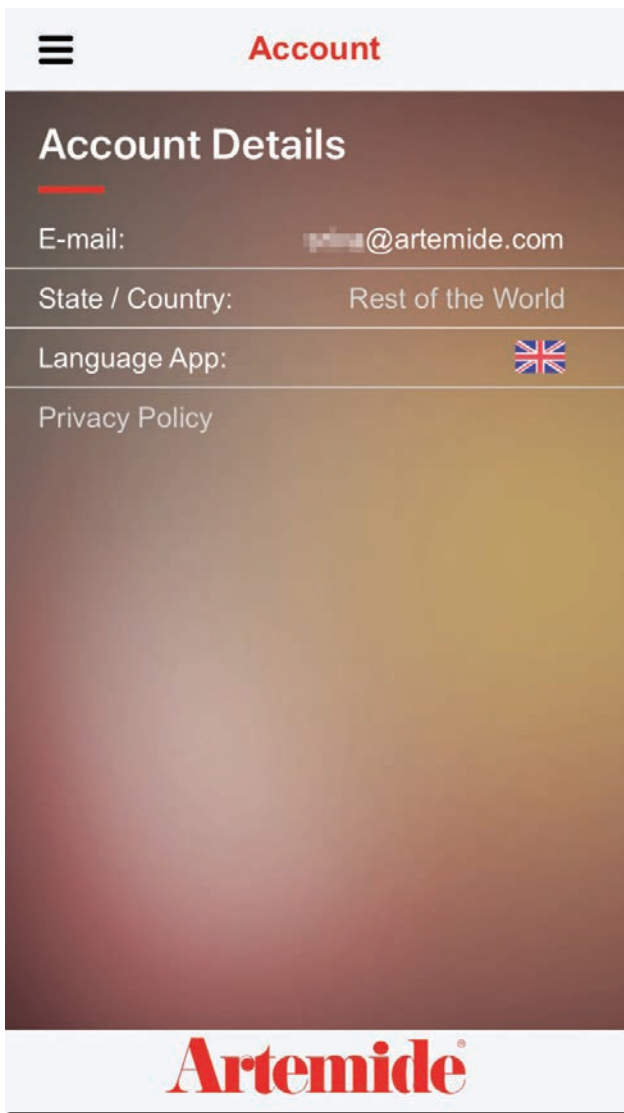
Otherwise, if you want to disconnect, press on the "LOGOUT" button (see image on the right).

Once you logged out, on the next access you'll be asked to enter your credentials again.

12. Account

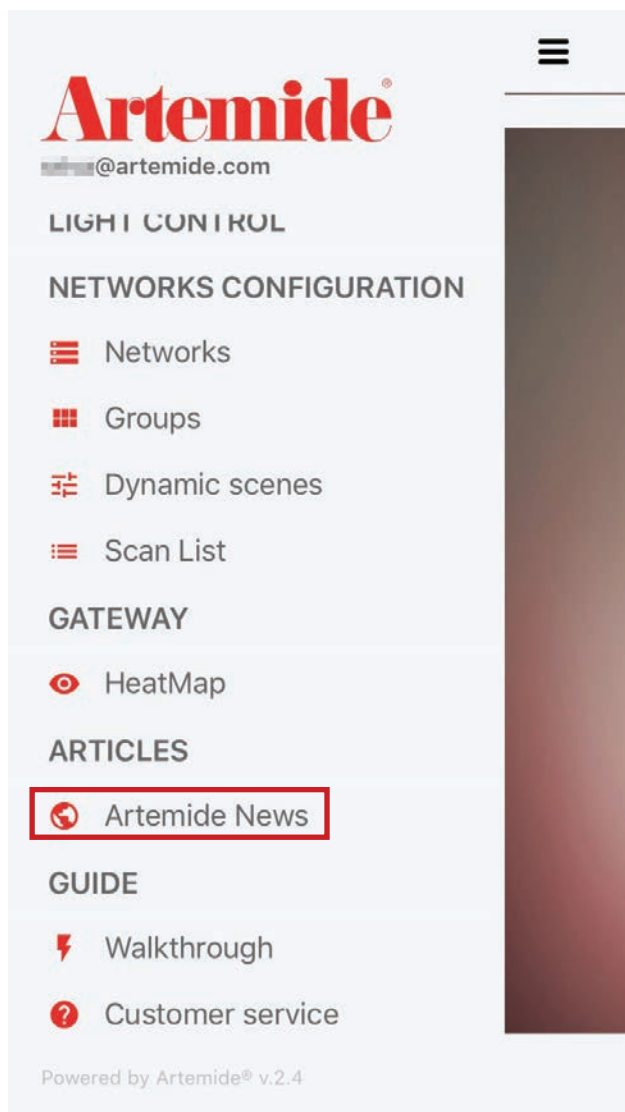


If you open the application menu and go to the account page (red box, see image)...

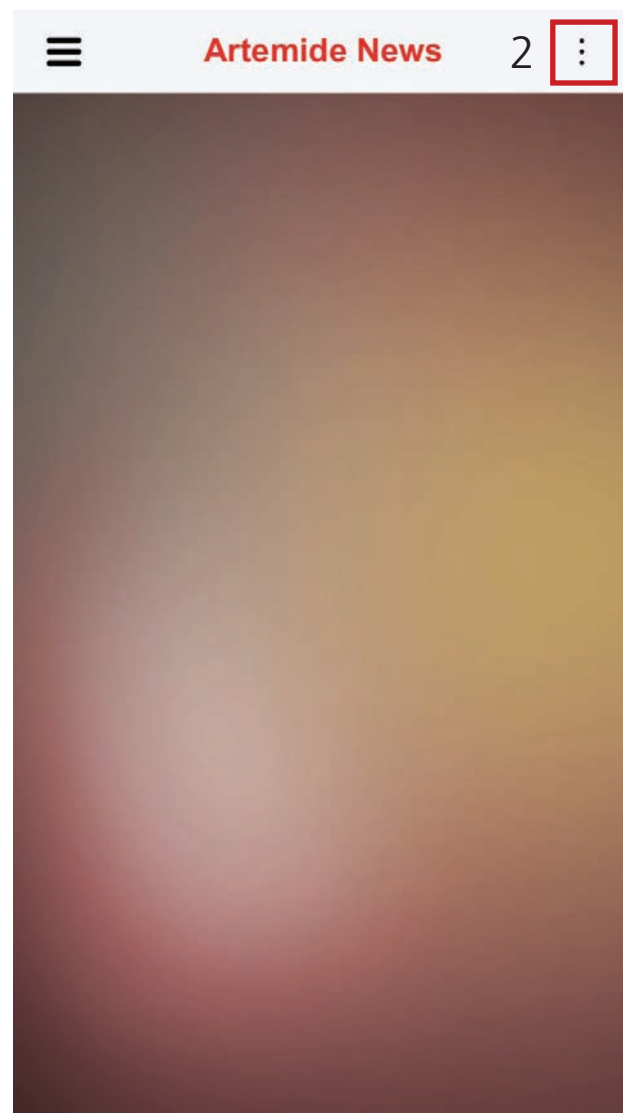
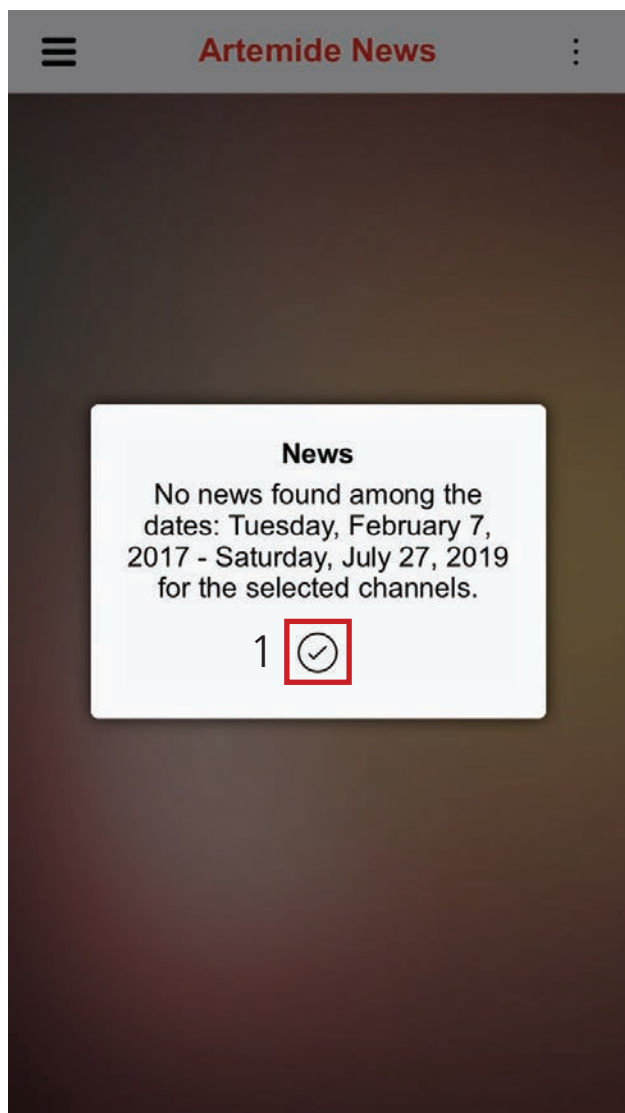


...You will see a details summary of your account.

13. Artemide news



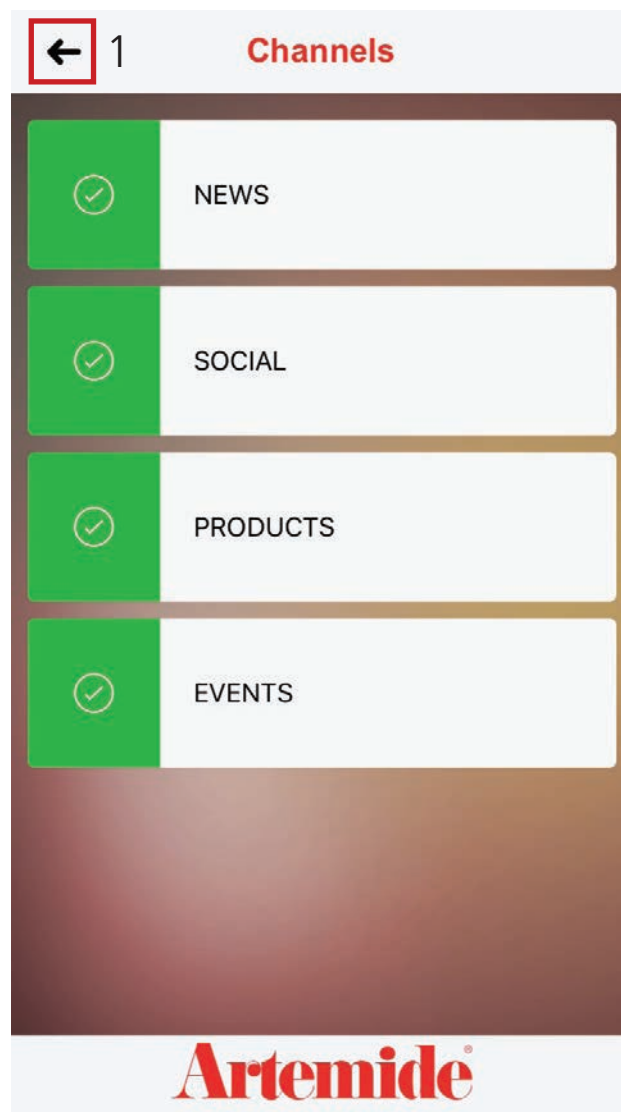
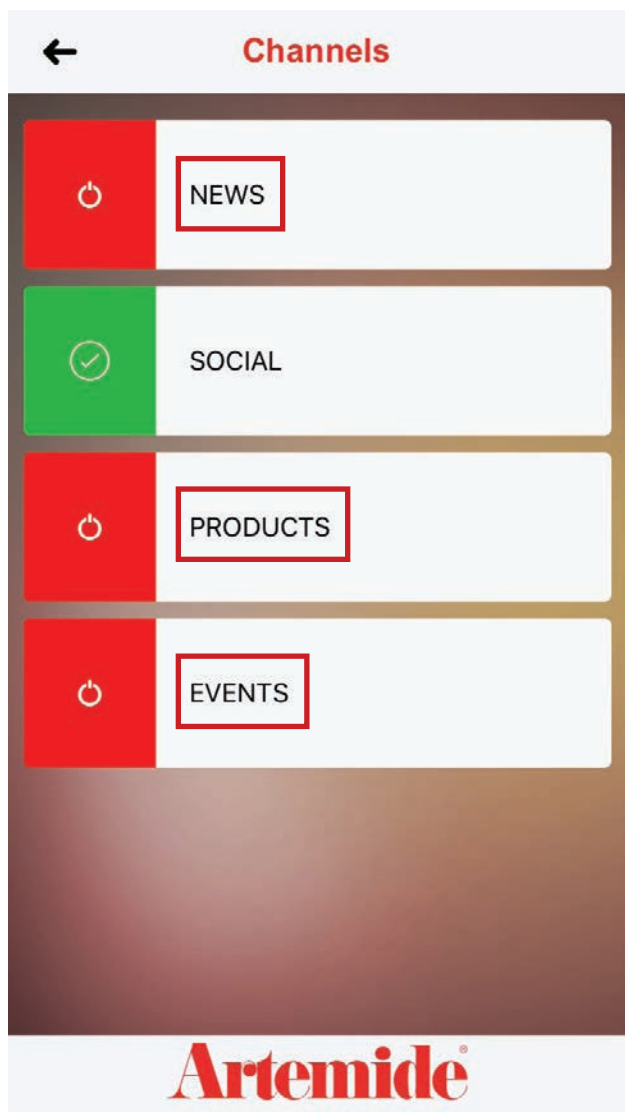
With the Artemide News section (that you can find in the main menu, under the ARTICLES section) you can stay updated on the latest news from the Artemide universe. New products, events, international trade fairs will now be just a click away directly on your smartphone.

**Please note:**

On first access to this section the two possible screens that will appear are shown here beside.

In the first case (image on the left), press the "✓" button to continue (red box 1). You'll land anyway on the page shown in the image on the right.

Now, in this second case, press the button at the top right (red box 2) of the page.



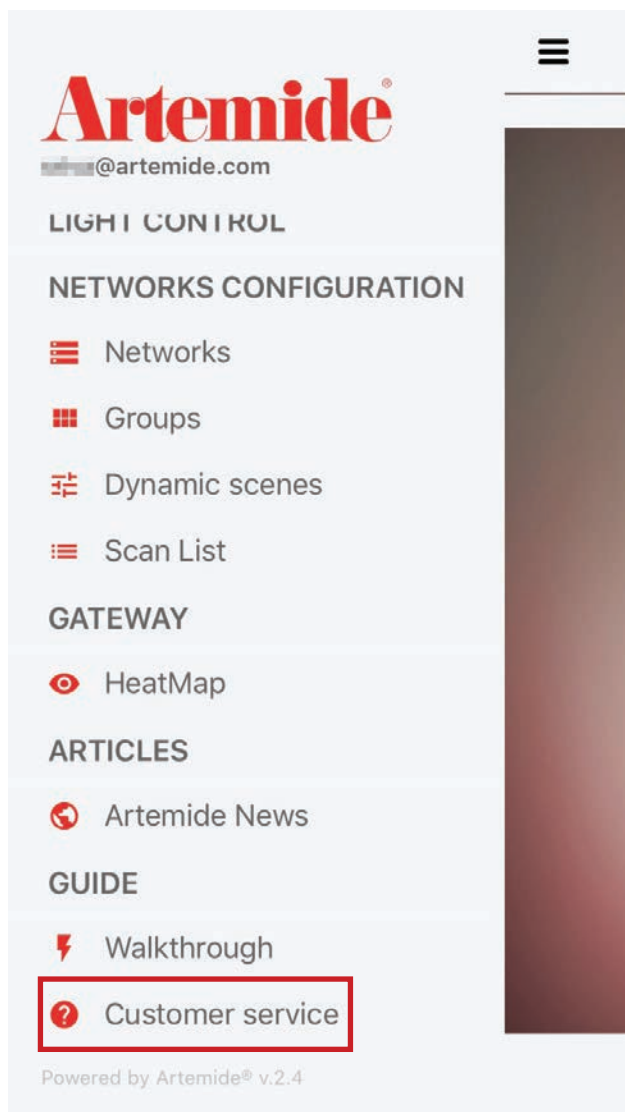
The page now shows all the channels in the news section. Each channel contains a specific type of news.

Select the desired channels by pressing on them; once you selected the desired channels (now indicated in green colour), press the button in the red box 1 to return to the previous page.

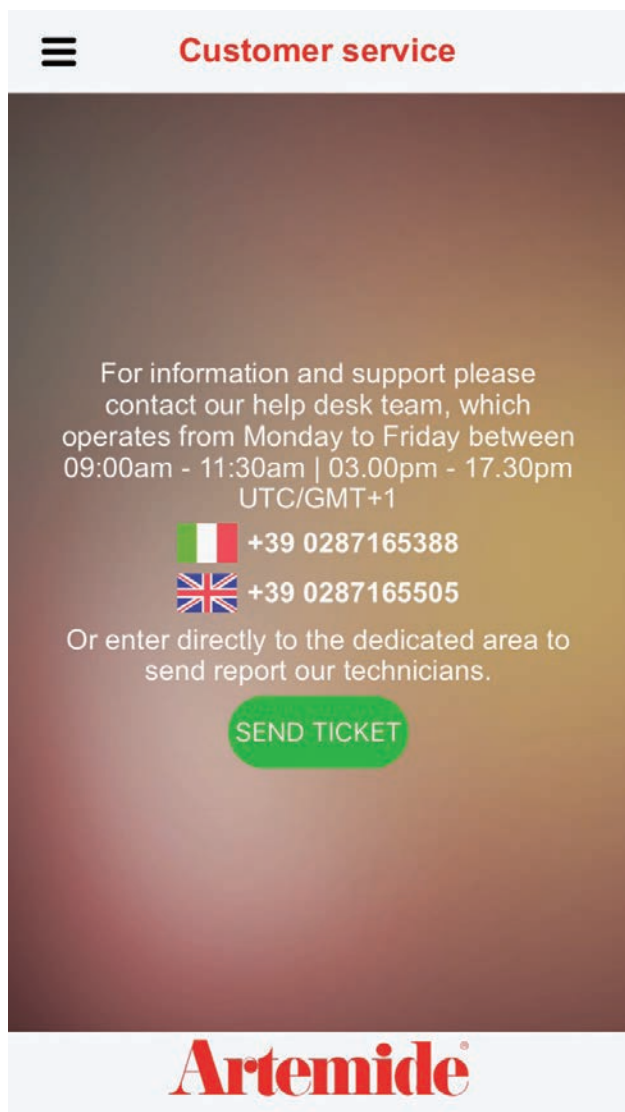


The news will be shown as in the image. Press on a news to view the text.

14. Help Desk Service



Open the left side menu and press the “Customer service” item under the “GUIDE” section.



You'll see this page (see image).

It contains all useful references and contacts to access the Help Desk service.

In order to report a problem you can:

- Call the numbers shown to talk directly with a technician or ...
- Press the "SEND TICKET" button in order to create a ticket on the customer portal.

The screenshot shows a mobile application interface for sending a ticket. At the top, there is a navigation bar with a back arrow on the left and the title 'Send Ticket' in red. Below the navigation bar is a section titled 'Ticket Details' with a red underline. The form contains three input fields: 'Ticket Title', 'Describe your problem...' (a larger text area), and 'Phone Number (optional)'. At the bottom of the form is a prominent red button labeled 'SEND'.

Once you hit the "SEND TICKET" button, the beside page will open.

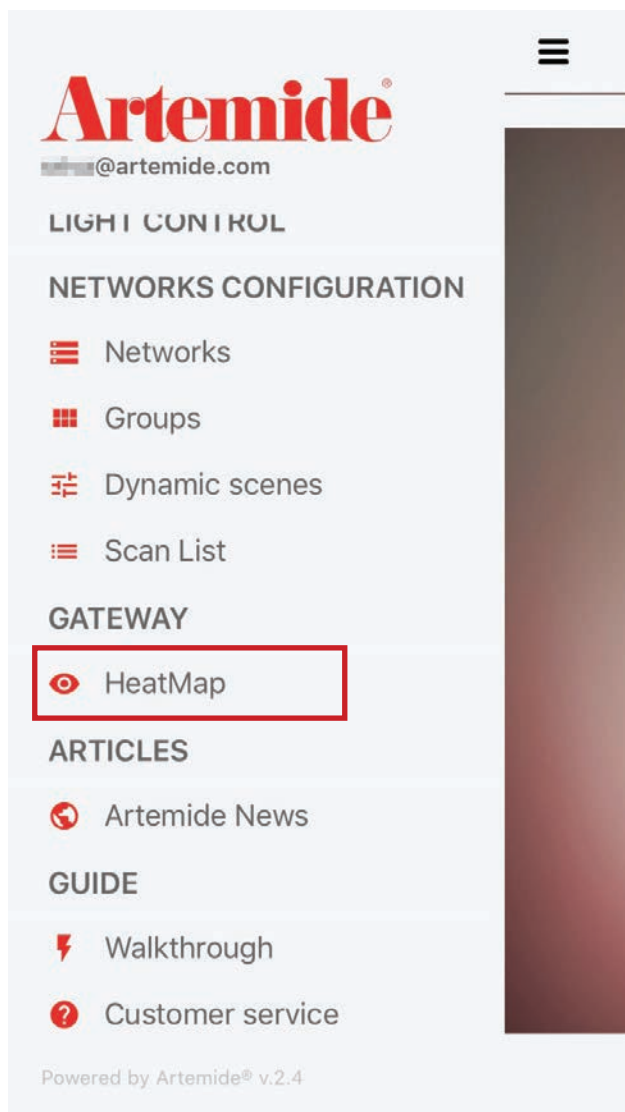
- Fill the required fields
- Press "SEND" to send the ticket

At this point, the newly created ticket will be sent and registered to the customer portal

Enter the following link in the browser's search bar in order to access to the customer portal:

- <http://www.artemide.cloud/ticket/>

15. Heatmap



“Heatmap” is a feature designed primarily for the professional/contract sector.

It allows the user, through lamps movement detector sensor, to count time occupancy of people and analyse data on people behaviours within the environment.

It will be fine-tuned in the next Artemide App release.



v.2.4