

## Eleven steps to commission your building with the MyriaMesh Light Commissioning app for iPad

1. Open the Apple App Store.
  - a. Search for MyriaMesh Light Commissioning (MyriaMesh Commissioning is our old application which you will not need).
  - b. Select the app and click install.
  - c. Open the MyriaMesh Light Commissioning app.
  
2. In the top left of screen click on 'Register'.
  - a. A new window will appear with a unique UUID code (4 letters). You have to mail the UUID code to the email address show above the code. Email the code together with a logical name for the iPad (for example, 'iPad Hank' or 'iPad installation team Haarlem') and the email address of the owner within your organisation.
  - b. Once we have received your email, Chess Wise will connect the iPad to your organisation. After that you should be able to see any buildings you have access to on the starting screen.
  
3. Now click on the red circle in the bottom left of the screen and then click on 'BLE Status: Disconnected' in the new window that appeared. Here you can start connecting your Bluetooth (BLE) Gateway.
  - a. Turn your gateway on. It should now appear in the list with available gateways on the iPad.
    - i. If the app cannot find the gateway, press Refresh List.
  - b. Click your gateway to connect it to the application and wait for the status of the gateway to display "Connected".
  - c. Click the "Available Orders"-button in the top left to return to the starting screen.
  
4. You can now choose your installation assignment from the list. Once you click it a connection will be made with our server and the building will be opened. To connect to our server and to open a building, an internet connection is required. Once you have opened the building you can do the rest without internet.
  - a. Attention: When you turn off the BLE Gateway, the connection will be lost and you will have to redo step 2 to continue commissioning

or adjusting your light control system. This is done to ensure the safety of your system.

- b. In the left column you will now be able to see non-commissioned devices.
  - i. The switches and sensors are sleeping and cannot be seen in the list until woken up. You can read more about waking them up in step 9.
  - ii. There are a lot of different non-commissioned devices that you may be able to see on the left side of the screen. In appendix I you can see which icon represents which device.
5. Press "+" in the top right corner to create one or multiple new floors
  - a. Hold your finger on the new floor to change the name.
    - i. If there are already devices in the floor when adjusting the name, it will require you to save the new name with the "save"-button in the lower right of the screen. This is highlighted by a red exclamation mark.
  - b. Holding your finger on a floor also gives the option to delete that floor.
    - i. If there are already devices in the floor, they will – *after the next time you "Save"* - automatically be decommissioned and returned to the Devices-list on the left side of the screen. Only sleeping devices cannot be decommissioned automatically and must be turned on first. If this is the case, an error will be given while trying to delete the floor.
6. Select one of your floors and then use the "+"-button in the top right of the screen to add new rooms to the floors.
  - a. When pressing "+" to create a new room, a window will pop up where you can fill in a name for the new room. Fill in a name and select "create" to add a new room to a floor or press "cancel" to stop creating a new room.
  - b. When you hold your finger on the room a screen will appear where you can change the name or delete the room. The same exceptions apply here as when changing the name of a floor or deleting a floor (See step 5).
7. There are two ways to identify devices to make sure you are putting the right device in the right room.

- a. The first option, that only applies to lamps, is tapping on the lamp icon. The lamp you tapped will start flashing (this can be done with both lamps in the left column and lamps in the rooms on the right).
    - i. You can also hold your finger on a lamp until a new screen appears. Here you can select “identify this device”. After clicking identify the lamp will start flashing.
    - ii. There is another option when holding your finger on a device which is “Reset this device”. Selecting this will reset the device (comparable to taking out the plug and putting it back in).
  - b. The second option is to press the green radar button next to the word Devices in the top left. This will activate a ‘Received Signal Strength Indicator’. A green bar will show you how close your gateway is to the devices. The closer the gateway is to a device when you click the radar, the bigger the green bar below the device is. By holding the gateway next to a device (and then clicking the radar symbol), you can see which device it is by the full green bar.
    - i. This method can be useful to identify switches and sensors. Make sure the device is awake when you try to identify it (see step 9).
  - c. When you have successfully identified your device, you are ready to add it to a room.
8. To add a device to a room, first make sure you have selected the room you want to add the device to.
- a. When you have the right room selected you can hold your finger on a device and drag it into the room. You can also drag it back to the “Devices”-list if you want to remove it from the room.
    - i. When dragging a new device to a room a red exclamation mark will appear. This means your previous action must be saved with the “Save”-button in the lower right of the screen.
    - ii. Pressing the “Save”-button in the lower right of the screen will save all changes for you. You can also hold your finger on the device with the red exclamation mark and press “Save in network” to just save a single device instead of everything.
      1. This can be useful with sleeping switches and sensors. You can instruct the iPad to “Save” the device you just woke up.

9. To add sleeping devices like switches and sensors to a room, the devices must be woken up first.
  - a. For a switch you can press and hold both lower buttons at the same time until it makes a beeping sound. You can now find the switch in your "Devices"-list and add it to a room or floor.
    - i. Switches are the only devices that can also be added to floors and buildings besides rooms. You can read more about this in the settings instructions of the switches (see step 10).
  - b. With a sensor you can press and hold the button that is in the bottom right corner of the sensor. It will make a beeping sound when woken up. You will now be able to find the sensor in the "Devices"-list and add it to a room by dragging it in the room you want.
  
10. Now that all your devices have been commissioned, you can start adjusting the settings.
  - a. This is mostly done by room but when a switch is commissioned to a floor or building, the settings for that switch must be adjusted by holding your finger on the switch. This will open the Switch-screen where in the top right you can select "Switch Settings". Here you can choose the use of the Switch: Master, Overrule, Ready and Emergency.
    - i. Every switch on building or floor level is automatically put on the Master-mode. In the Master-mode you can use Overrule, Ready and Emergency with one switch. The big, round button in the middle will function as the Ready-button, the button in the bottom left will be the Overrule-button and the button in the bottom right the Emergency-button. If you set the switch to another function than Master, the two lower buttons won't do anything anymore and the big button in the middle function as what you put it as in the settings.
    - ii. With Overrule you can switch off all lighting in a building or an entire floor.
    - iii. With Ready you can put all lighting back into automatic or manual control.
    - iv. With Emergency the light level of all lighting goes to 100%.
  - b. For the remaining setting select the room you want to adjust. In the top left you can see a gear wheel, select this to open the settings of

the room. Here you can adjust the settings of the lamps, sensors and switches that are in the room.

- i. For the lamps you can adjust the Minimum dim level from 0-100%, the Startup level from 0-100% and the Fade time from 10ms-2m.
  - ii. For the switches you can choose the configuration you want to use which is either Dim or Scene.
  - iii. For the motion sensors you can adjust the hold time from 5-60min, the absence level from 0-100% and the presence level from 0-100%. Lastly you can turn Publish setpoints on or off.
  - iv. If you want to use the new daylight harvesting feature, then you have to hold your finger on the sensor you want to use it on. In the top right of the menu you can find "Multisensor settings". There you can turn daylight harvesting on or off. When you turn it on you can manually adjust the sensor from -10 to +10 or press "Recalibrate" to make the sensor recalibrate itself.
- c. When you are done adjusting your settings you can press "Save" in the lower right corner or you can press "Revert changes" to undo all the changes you made to the settings. When you have adjusted anything, you will have to press "Save" in the bottom right to save it to the network and make the red exclamation marks go away.

11. For the switches you were able to choose between Dim and Scene.

- a. When you picked Dim, you can use the lower buttons on the switch to dim your light. The left button to dim the light down and the right button to increase the light again. This will go in steps of 25%.
- b. If you picked Scene, then you can set four different scenes for every lamp in the room. To adjust the scenes of a lamp, hold your finger on the lamp until the menu pops up. In the top right you can then select "Scenes". This will show you Scene 1-4 and their Light levels ranging from 0-100%. You can adjust the Light levels the way you see fit and then press "Save" in the lower right. You will have to press "Save" again in the lower right to save the new settings to the network and make the red exclamation mark go away. You can now use the lower buttons of the Switch to switch between the four scenes.
- c. With the big button in the middle of the switch you can switch between automatic and manual control options. When a switch is

connected to a building or floor, you can use the button in the middle to send out your Override, Ready or Emergency settings. In that case the lower two buttons lose their function.

You have now successfully commissioned your entire building! For further questions you can get in contact with us.

## Appendix I

	General device (for example an ethernet gateway)
	Lamp / LED-driver
	BLC Multi-Sensor
	BLC Remote Switch
	Not (yet) identified device (for example a sleeping sensor)