Ten easy steps to commission your building with the MyriaMesh Commissioning app for iPad

This guide is meant for older MyriaMesh Light Control Systems (version 2.6 and older). For systems of version 2.7 or later, please use the MyriaMesh Light Commissioning application and guide.

1. Open the App Store.
   a. Search for MyriaMesh Commissioning.
   b. Select the app and click install.
   c. Open the MyriaMesh Commissioning app.

2. Add a new building with the "+" button in the top right corner of the screen.
   a. Select "Empty building" for new buildings or "Read in from Network" for previously commissioned buildings.
   b. If you want to stop creating a new building, then press "Cancel"
   c. In this guide it is assumed you are creating a new building. Press "Empty Building", fill in a name for your new building and then select the building.
      i. You can also use the steps in this guide to recommission a building. In that case choose your existing building from the network.

3. Connect your gateway by pressing in the lower left of the screen where it says "Gateway not connected".
   a. Turn your gateway on. It should now appear in the list with available gateways on the iPad.
      i. If the app doesn't 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 "Back"-button in the top left. You will now start seeing non-commissioned devices (excluding sleeping devices like switches and sensors, you can read more about this in step 8).
      i. 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.

4. 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 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.

5. 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 point 4.a.i. and 4.b.i.).

6. There are two ways to identify devices to make sure you are putting the right device in the right room.
    a. The first option is to hold your finger on a device until a new screen appears. Here you can select "identify this device". This only works with lights and identifying them will make the selected light blink.
        i. There is another option when holding your finger on a device which is "Reset this device". Selecting this will make the device forget all of its previous settings.
    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, the

bigger the green bar on below the device is. This method is used to identify switches and sensors.

    c. When you have successfully identified your device, you are ready to add it to a room.

7. 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.

8. 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. 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 (9.a).

    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.

9. 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: Overrule, Ready and Emergency.

   i. With Overrule you can switch off all lighting in a building or an entire floor.

   ii. With Ready you can put all lighting back into automatic or manual control.

   iii. 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 Startup level from 0-100% and the Fade time from 10ms-2m.

   ii. 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.

   iii. For the switches you can choose the configuration you want to use on the switch which is either Dim or Scene.

 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 if to the network and make the red exclamation marks go away.

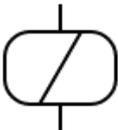10. For the switches you were able to choose between Dim and Scene.

 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
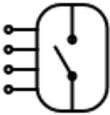
middle to send out your Overrule, Ready or Emergency settings. In that case the lower two buttons lose their function.

You have now successfully commissioned your entire building!

Appendix I

	General (unidentified device)
	Lamp
	Smart LED Driver
200	BLC200
DALI	Mini BLC-DALI
	Mini BLC-Relay

	Mini BLC-4DI
	Smart T8 LED Tube
	BLC Multi-Sensor
	BLC Remote Switch