

# SALIOT Application User's Manual (iOS)

For SALIOT pico, refer to the instruction manual that comes with the product.

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# Introduction

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## Compatible OS

iOS10 or later

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## Items Applicable to This Manual

The content of this manual is subject to change without notice.

The images and descriptions given in this manual may be different from those in the manual used by the user as a result of improvements made to functions or functions

added on to this app or the iOS and iOS terminal.

This manual has been prepared based on the displays and UI of the iOS13.2 iPod touch 7th generation. Size, layout and other information in the manual may also be different for other terminals.

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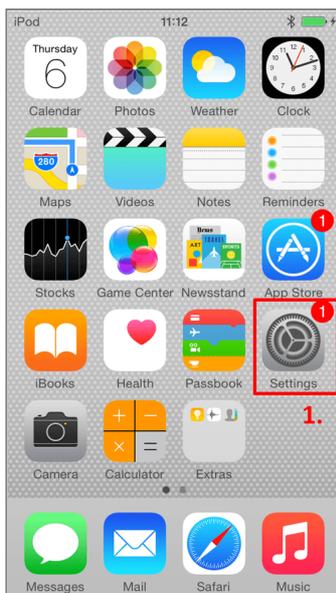
## Initial Settings

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You must set up the terminal and the app before operating your fixture.

### Enabling Bluetooth®

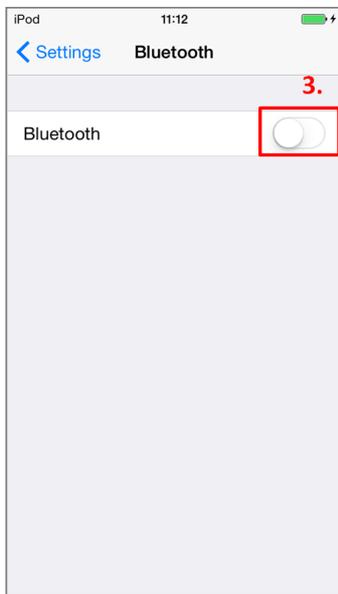
This app uses **Bluetooth®** for communication. Perform the following to enable **Bluetooth®**.



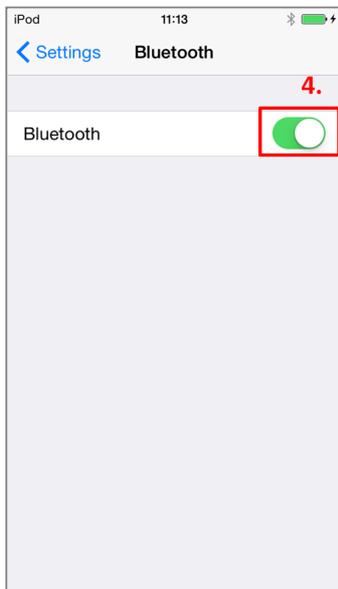
1. Tap the “Settings” icon on your iOS terminal.



2. Tap "Bluetooth".



3. Tap the switch to enable **Bluetooth**<sup>®</sup>.



4. The switch changes color to green when **Bluetooth®** is enabled.

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## Creating a Network or Login

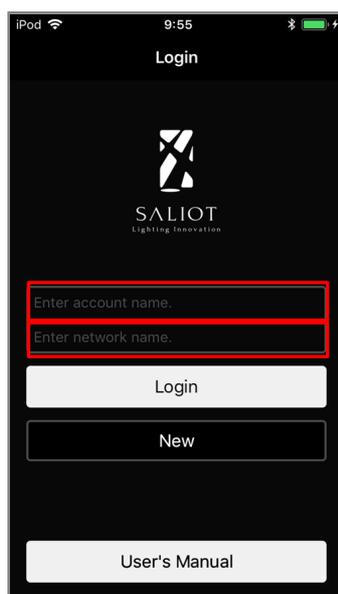
Construct a small-scale network of fixtures so that you can communicate amongst each other. You will require an account name and network name to identify that network.

Tapping the entry area makes a keyboard appear on screen. To create a new network, enter the desired account name and network name using 6 to 32 characters, and then tap "New". To use an existing network, enter the names of a previously made account and network, and tap the "Login" button.

### Note:

You must be connected to the Internet to create a new network or log in to an existing network.

And when you log in to create a network for the first time from an other terminal, you must be connected to the Internet.



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## Operating Fixtures

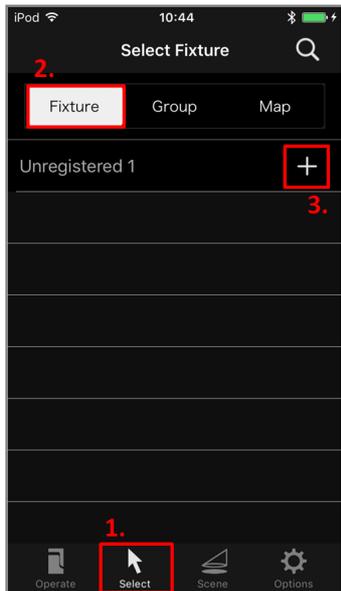
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This chapter describes the procedure up to operation of fixtures and other methods of use.

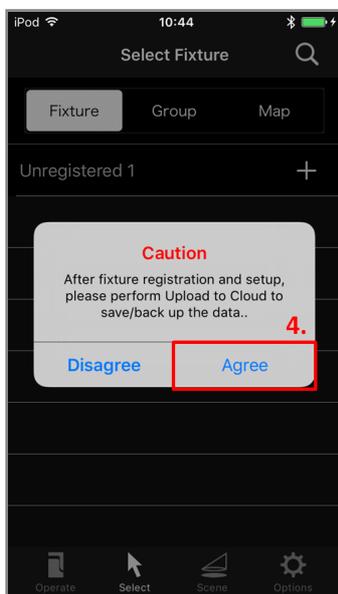
### Registering Fixtures

Fixtures must be registered to a network in order to operate them. Perform the following to register fixtures to a network. Up to 100 fixtures can be registered to a network.

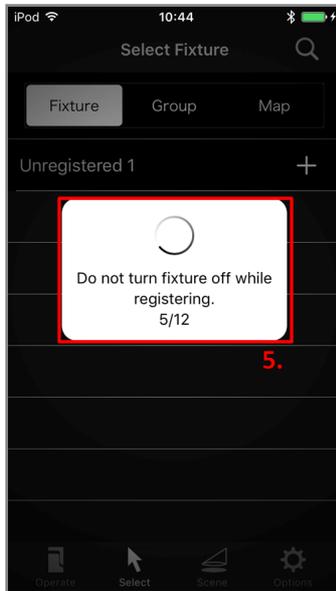
**Note:** Do not turn off fixtures while they are being registered to a network.



1. Tap "Select" on the bottom row of tabs.
2. Tap "Fixture" on the top row of tabs.
3. Tap the "+" button at the right of the item on the list that is displayed as "Unregisterd".



4. Confirm the messages and tap "Agree".



5. Registration is started. A progress dialog is displayed.



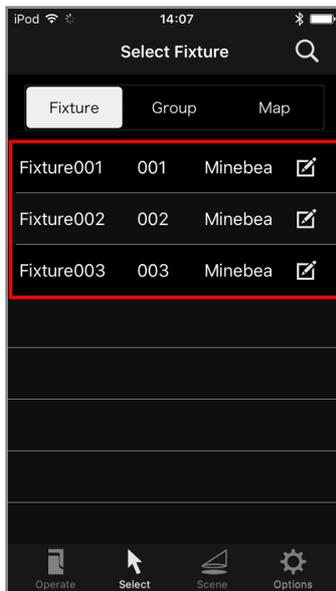
6. Using the keyboard, enter the fixture name and fixture number.

7. When input is completed, tap "Done" button.

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## Selecting the Fixture to Operate

In the Select Fixture screen, tap the fixture you want to operate. Unregistered fixtures cannot be selected. When you select a fixture, the screen automatically changes to the Fixture Operation screen.

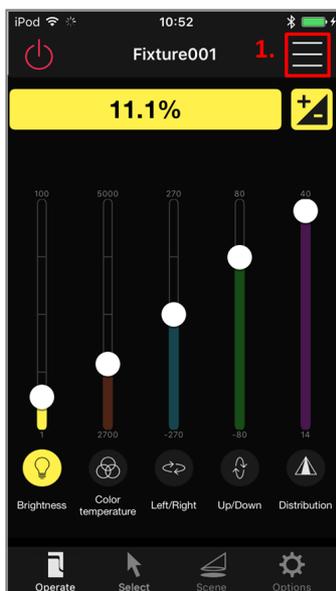


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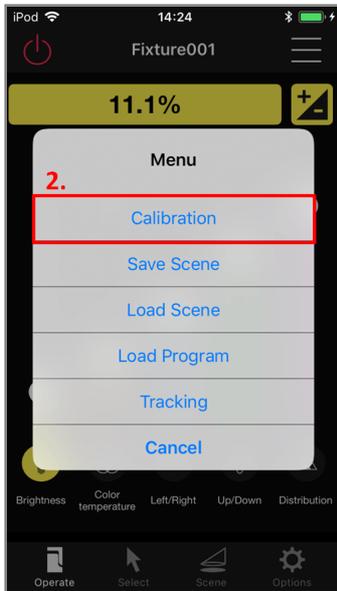
## Calibrating a Fixture

After fixtures have been installed, be sure to calibrate them. Fixtures recognize left/right, up/down and light distribution\* as a result of calibration. The movable range of fixtures is sometimes limited if they are operated without calibration.

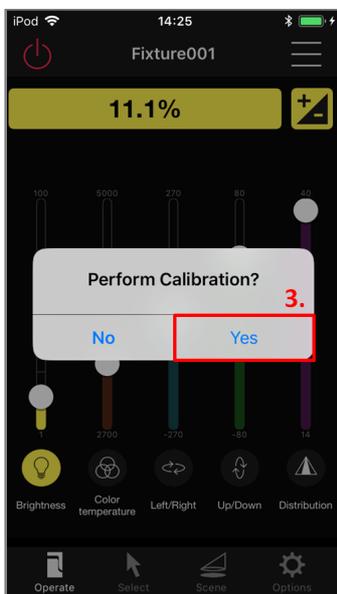
\*The function varies according to the fixture which you use.



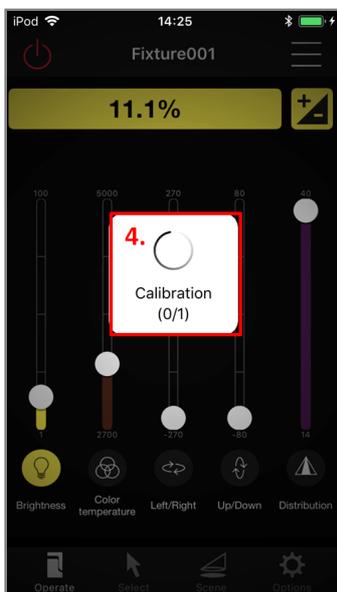
1. Tap the "Menu" button at the top right of the screen.



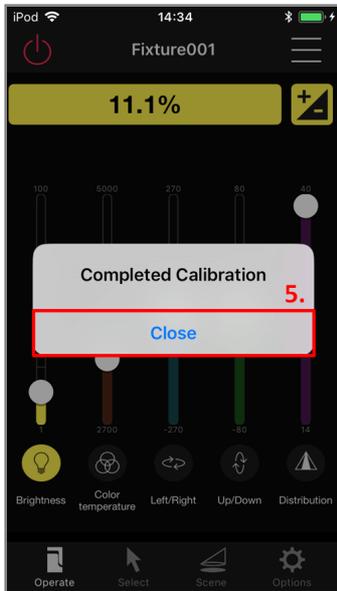
2. In the list dialog box that is displayed, tap “Calibration”.



3. Tap “Yes” in the confirmation dialog box to start the calibration.



4. A dialog box indicating that the calibration is in progress is displayed.



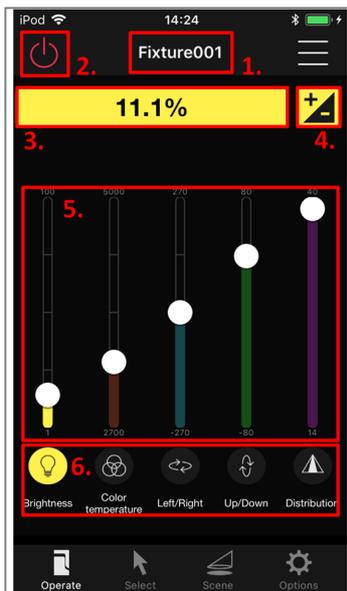
- When calibration is completed, a confirmation dialog box is displayed. Tap "Close" to close the dialog box.

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## Operating Fixtures

The operation is possible from two screens.

### ① Full operation



#### 1. Fixture name, group name

The name of the fixture to be operated or the group name is displayed.

#### 2. Power button

This turns the power supply on and off.

When the power is off, only turning the power on can be performed.

### 3. Current value

This displays the current value of the currently selected operation.  
You can enter number values directly by tapping this area.

### 4. Detailed operation screen transition button

Tap to change to [the detailed operation screen](#) of the selected operation item.

### 5. Operation slider

The current values for brightness, color temperature, left/right, up/down, and light distribution are displayed graphically\*.

Each of these items corresponds to the color of the operation selection button, You can roughly adjust the selected operation.

Brightness, color temperature, left/right, up/down, and light distribution are indicated from the left\*.

Each of these items displays maximum and minimum values at the top and bottom.

### 6. Operation select button

This selects brightness, color temperature, left/right, up/down, and light distribution operations\*.

Fixture operation can also be stopped by tapping the currently selected operation button.

\*The layout varies according to the fixture which you use.

## ② Detailed operation



#### 1. Item name

The item name being operated is displayed.

#### 2. Current value

The current value of the item being operated is displayed.  
Tapping on the area you can directly enter a value.

### 3. Adjustment button

Adjust the operation target.

### 4. Operation granularity adjustment button

Change the operation granularity.

It is displayed only when left/right, up/down, and light distributionlight is selected.

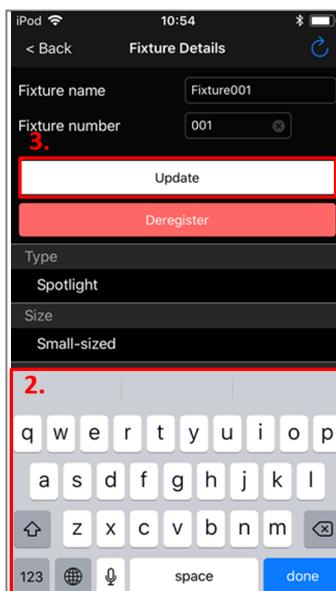
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## Renaming Fixtures and Change Number

You can rename registered fixtures and Change Number as desired.



1. Tap the "Edit" button at the right of the item you want to rename in the Select Fixture screen.



2. Using the keyboard, enter the fixture name or fixture number.

3. When entry is completed, tap the “Update” button.

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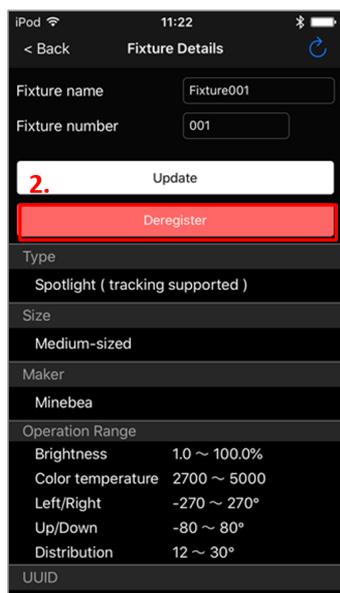
## Deregistering Fixtures

You can deregister fixtures that are registered to a network.

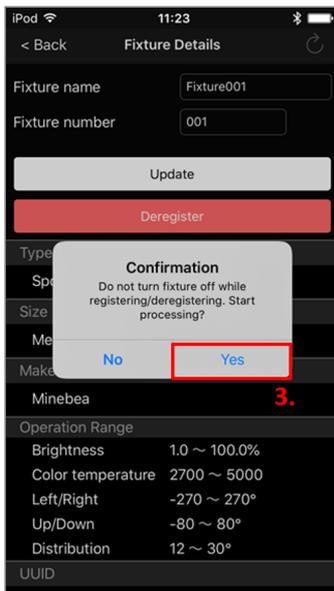
**Note:** Do not turn off your fixture while it is being deregistered from a network.



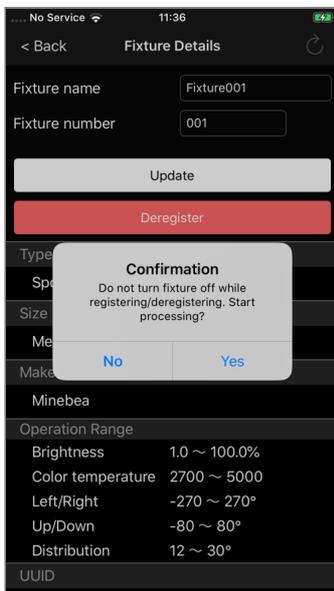
1. Tap the “Edit” button at the right of the item you want to deregister in the Select Fixture screen.



2. Tap “Deregister”.



3. Make sure that the fixture is turned on, and tap "Yes".



For example, when you could not deregistered the fixtures without their power turned on, dialog box which confirms whether you delete registration information is displayed. If you delete it, tap "Yes". When you delete it by mistake, See "[Restoring the Registration of Fixtures](#)".

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## Searching for Fixture Name

You can search the fixture which registered in the network from the fixture name.



1. Tap the "Search" button at the top right corner of the Select Fixture screen.



2. The name is put automatically in the order in the list.

Using a displayed keyboard , input the search name that you want.

3. The name including the character string that you input is searched and is displayed.

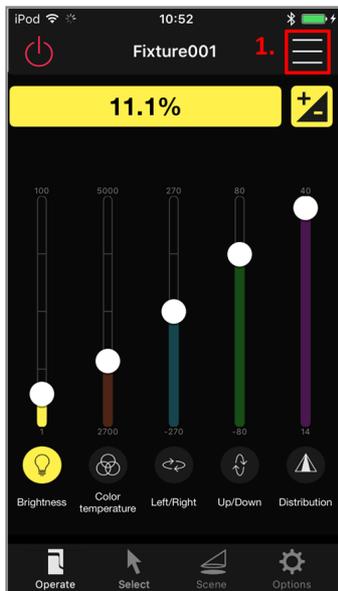
You can search even the group and map in the same procedure.

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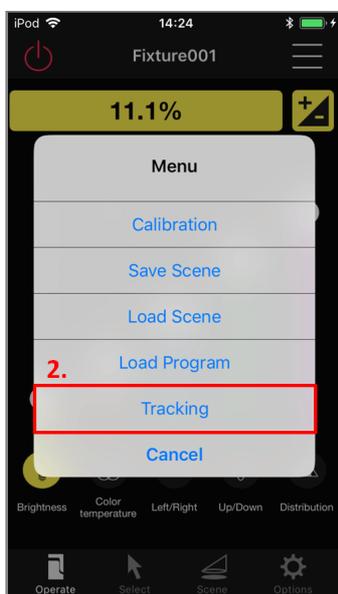
## Setting Fixtures to Tracking Mode

You can set the tracking mode of the fixture<sup>\*</sup>, the fixture automatically illuminates the dedicated marker.

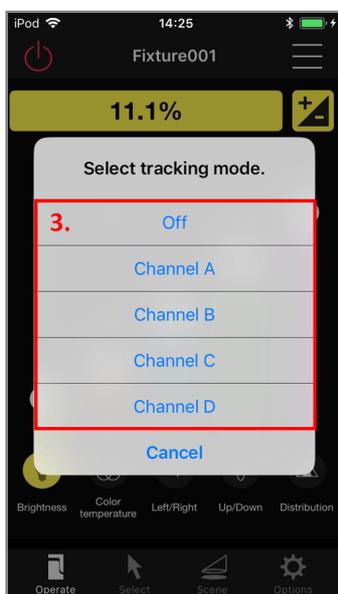
<sup>\*</sup>If the fixture is incompatible, Tracking mode can not be set.



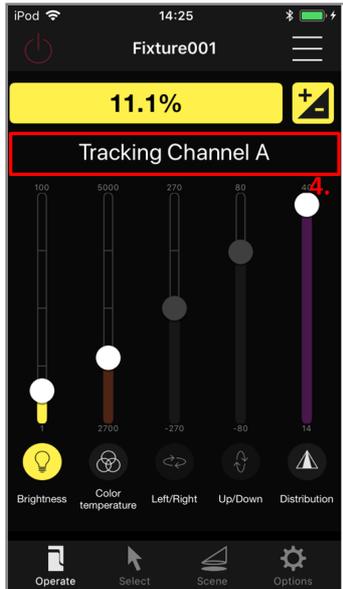
1. Tap the "Menu" button in the upper right.



2. Tap "Tracking" from the displayed list dialog.



3. In the list dialog box that is displayed, Tap "Channel" to start tracking mode.  
Tap "Off" to stop tracking mode.



4. The "Tracking mode selection" button changes for each the mode.  
You can operate only brightness, color temperature, and light distribution from the app while tracking mode.
5. "Tracking Channel" is displayed at the top of the screen during tracking mode.  
Also, during tracking mode, only brightness, coloring, and light distribution can be operated from the application.

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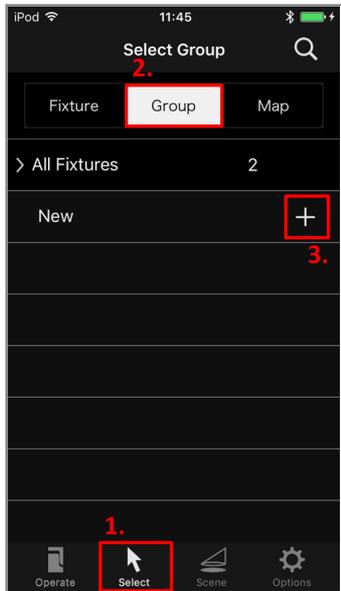
## Operating Multiple Fixtures at the Same Time

Power on/off, brightness, color temperature, left/right, up/down, and light distribution\* operations can be performed in a single operation on multiple fixtures if multiple fixtures are registered as a group in advance.

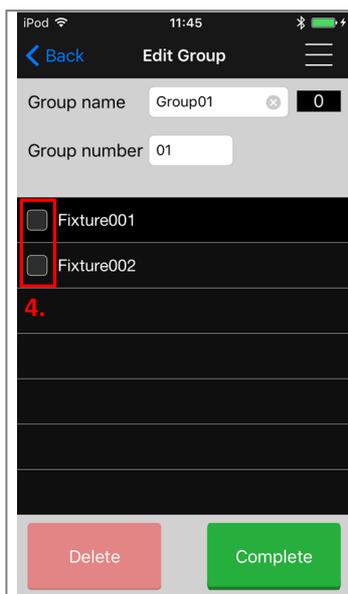
At least one fixture must be registered when making a group. Also, the menu item "All Fixtures" that allows you to perform operations on all fixtures is provided.

\*The function varies according to the fixture which you use.

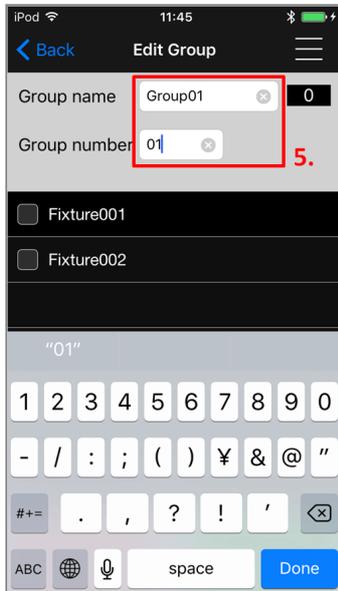
## Creating a Group



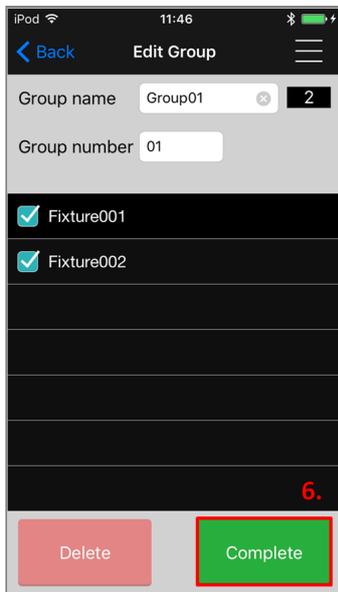
1. Tap "Select" on the bottom row of tabs.
2. Tap "Group" on the top row of tabs.
3. Tap the item that is displayed as "New" on the list.



4. In the list of fixtures that is displayed, tap the fixtures to register to the group. Fixtures to register are prefixed with a tick mark.



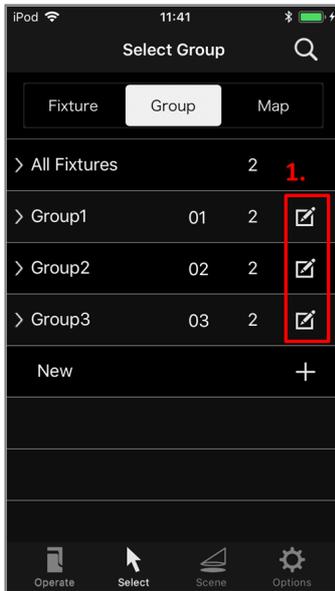
5. Tap the area of a group name. A keyboard appears on screen and you can rename the group and change group number as desired.



6. To apply the new name, tap the "Complete" button.

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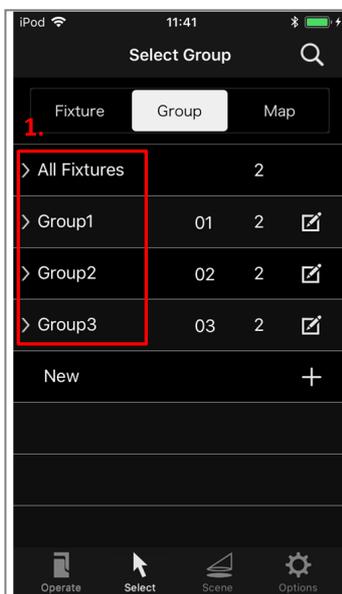
## Editing a Group



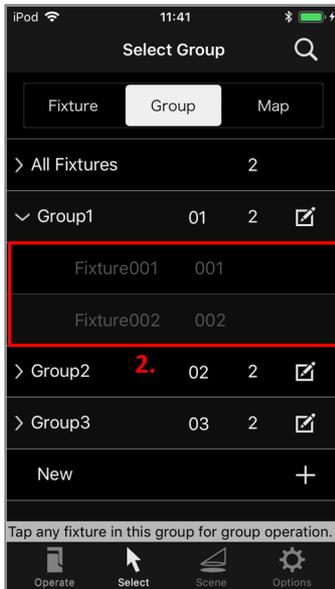
1. Tap the “Edit” button at the right of the group item you want to edit. You cannot edit “All Fixtures”.
2. Group editing is possible in the same way as in 4. or later of “[Creating a Group.](#)”.

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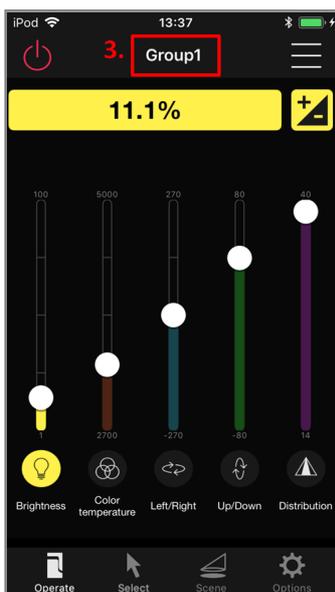
## Selecting and Operating a Group



1. In the Select Group screen, tap the group you want to operate.



2. When you select a group, fixtures registered in the group is displayed. When you select a fixture, the screen automatically changes to the Operation screen. In this screen, the same operations as on an individual fixture are possible. See [“Operating Fixtures.”](#)



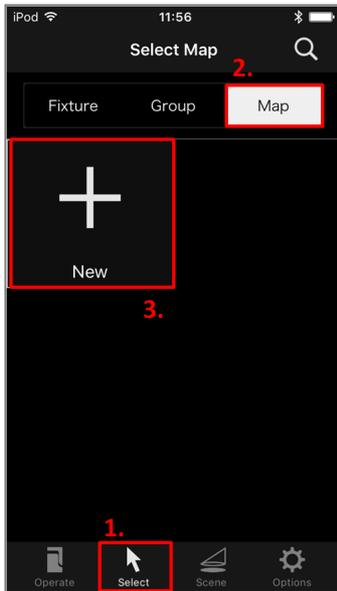
3. The name of the operation target group is displayed.

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## Locating Fixtures to the Map

When you create a map and you locate the fixture which you registered it, you can confirm the setting situation of the fixture from a map.

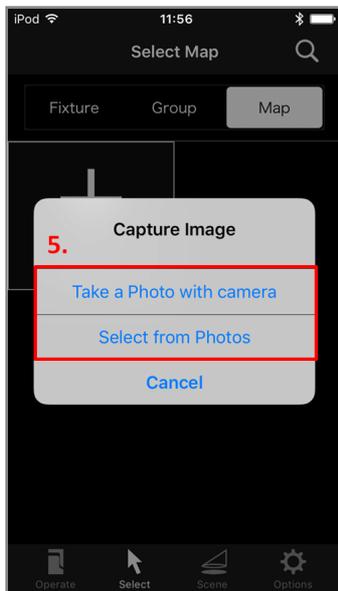
## Creating a Map



1. Tap "Select" on the bottom row of tabs.
2. Tap "Map" on the top row of tabs.
3. Tap the item that is displayed as "New" on the list .



4. A dialogue to confirm new creating is displayed. Tap "Yes", and Create New Map.

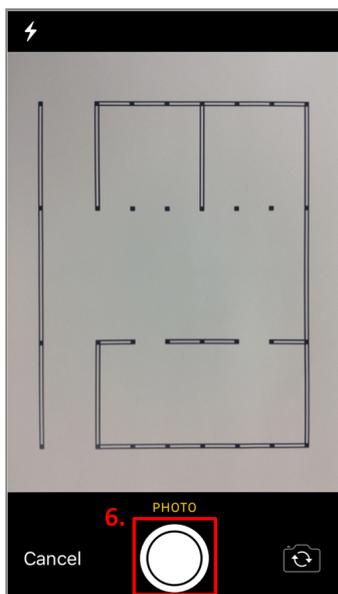


5. Select the capture method of the map image.

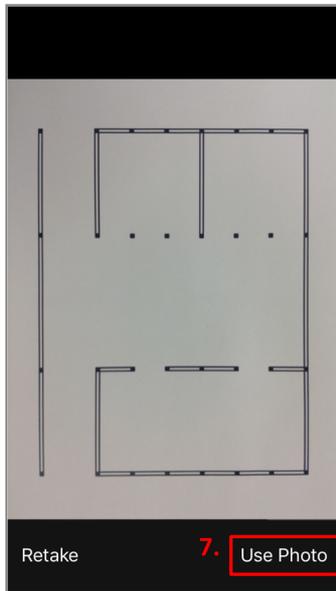
In the case of "Take a photo with camera", Take a photo with the camera of the terminal and use it for Map image.

In the case of "Select from Photos", Use the photo in the terminal.

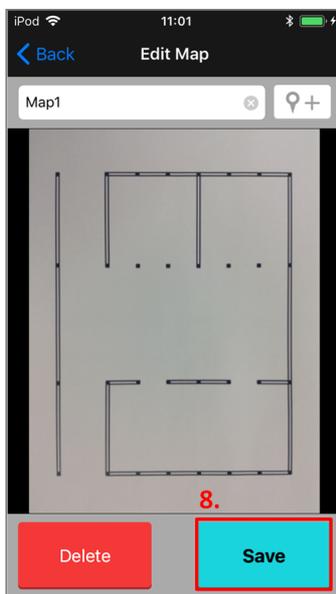
The explanation here is the procedure that takes a photo with a camera and uses for a map image.



6. Take the photo such as the drawings which you want to use for a map image.



7. Tap "Use Photo".



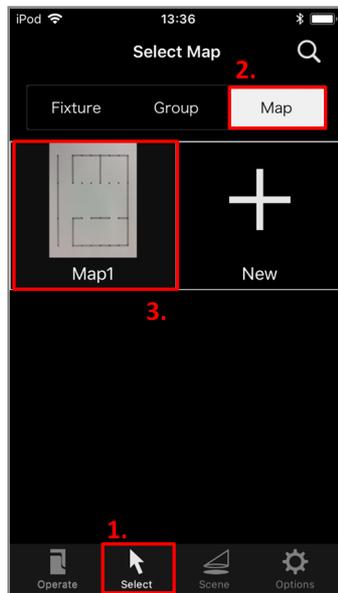
8. Tap "Update" button, and new Map is updated.

And you can edit the map.

About the editing of the map, See from "[Setting Fixtures to the Map](#)" to "[Editing Pin on Map](#)".

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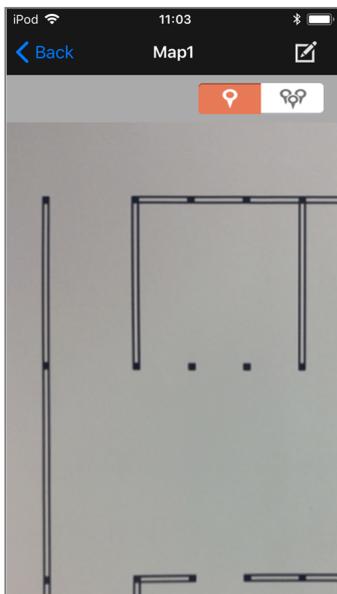
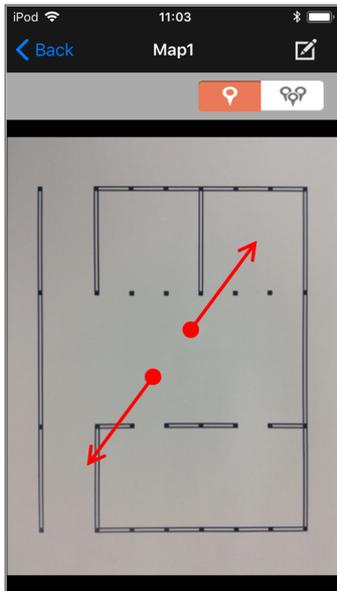
## Selecting a Map



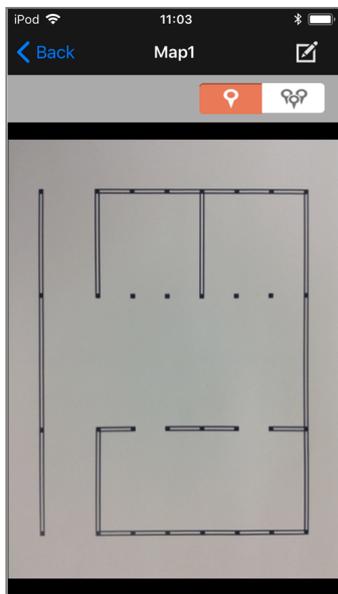
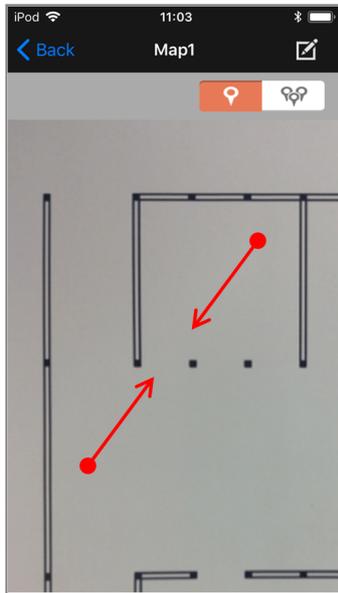
1. Tap "Select" on the bottom row of tabs.
2. Tap "Map" on the top row of tabs.
3. Select the map which you want to confirm from a displayed list.

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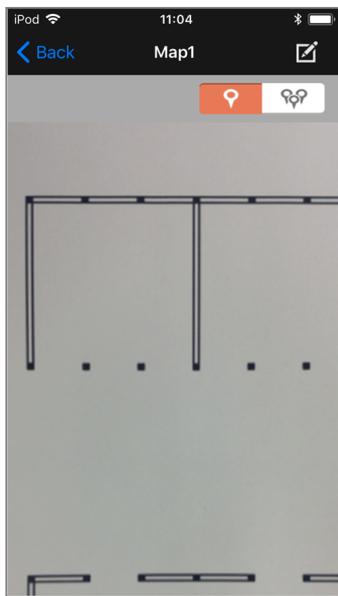
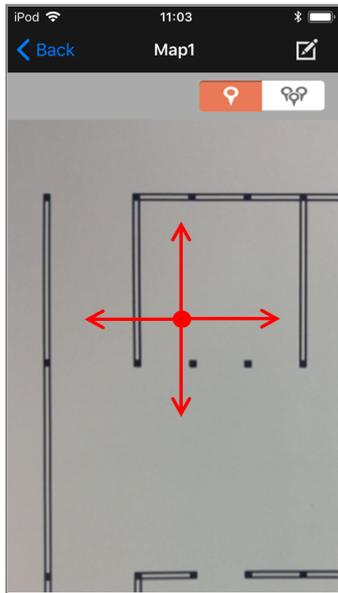
## Operating a Map



You can zoom in the Map image by moving it to open the screen with two fingers(called pinch out).



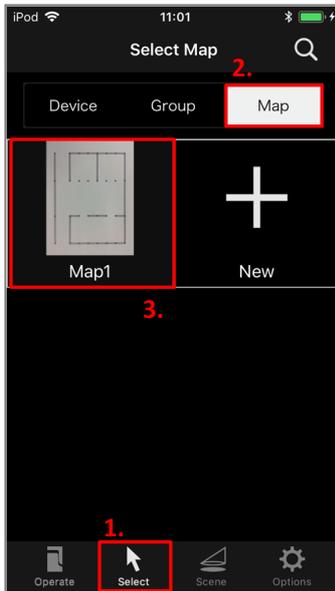
On the other hand, You can zoom out the Map image by moving it to pinch the screen with two fingers(called pinch in).



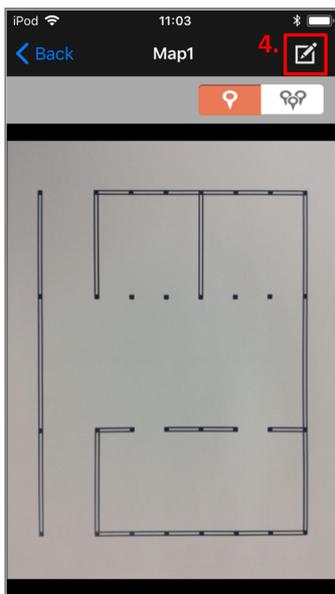
You can move image by touching and moving Map image with 1 finger.

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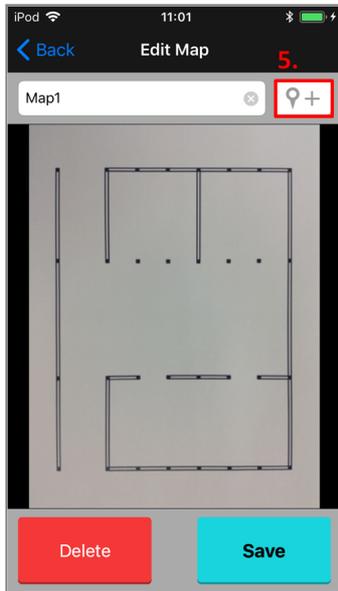
## Setting Fixtures to Map



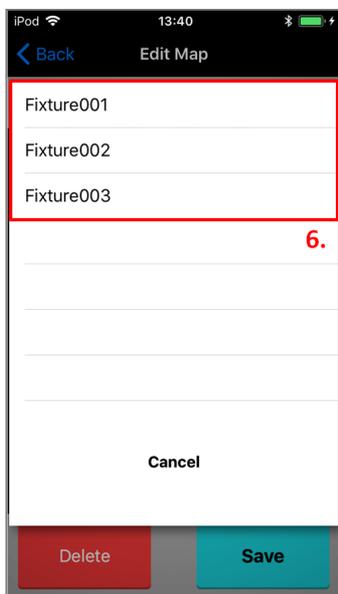
1. Tap "Select" on the bottom row of tabs.
2. Tap "Map" on the second row of tabs.
3. Tap the Map of setting fixture from a displayed list.



4. Tap the "Edit" button at the top right of the screen.



5. Tap the "Add Pin" button at the top right of the screen.

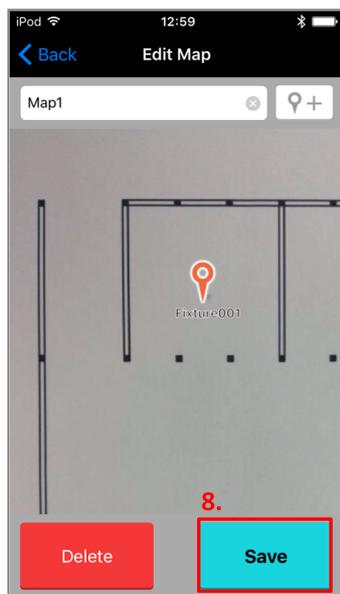


6. The fixture name which is not set to this map is displayed in list. Select the fixture to set.



7. Move the pin located in the center of the screen to any position with touching and moving it.

About the operation method of the Map, See "[Operating a Map](#)".



8. Tap the "Update" button and, save editing.

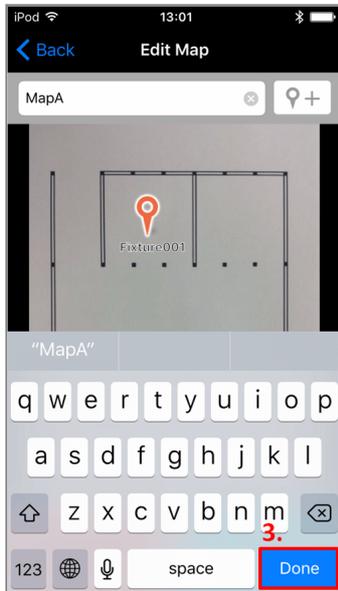
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## Renaming a Map

1. The screen changes to Edit Map screen according from 1 to 4 of "[Setting Fixtures to Map](#)".



2. Tap the place where the map name is displayed.



3. Using a displayed keyboard , enter the map name and tap "Done".

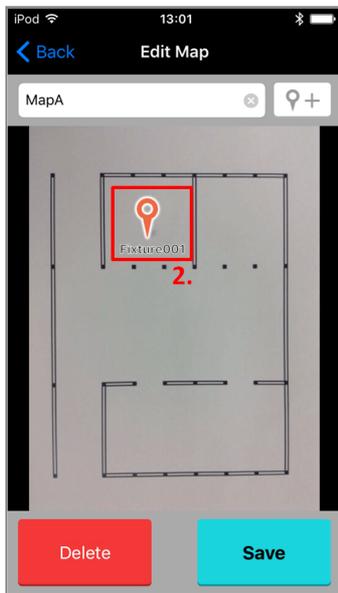


4. Tap the "Update" button and, save editing.

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## Editing Pin on Map

1. The screen changes to a map editing screen according from 1 to 4 of "[Setting Fixtures to Map](#)".



2. Tap the pin of the fixture which you want to edit.

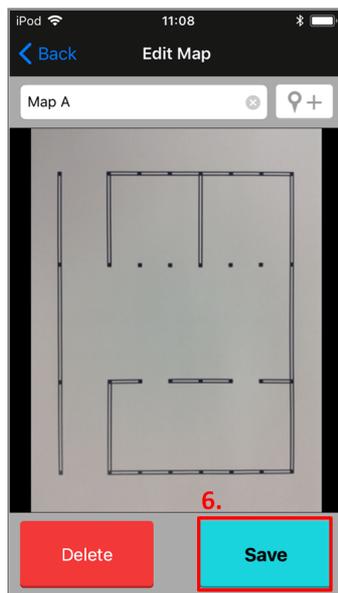


3. Tapping on any pin you can change it to that color.

4. If you want to remove a pin from the map, tap "Delete pin".



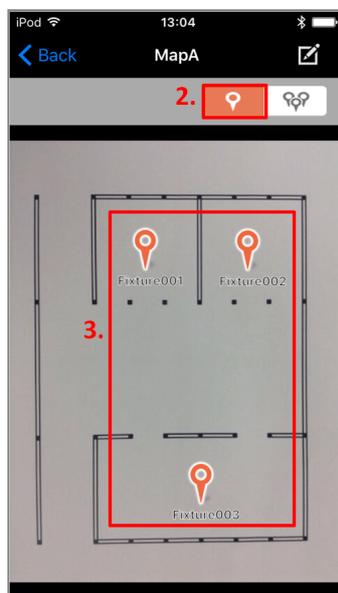
5. Tap "Yes" when there is no problem.



6. Tap the "Update" button and, save changes.

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## Select the Fixture from Map



1. The screen changes to a map screen according to "[Selecting a Map](#)".

2. Tap the fixture mode button at the top right.

3. When you tap the pin of any fixture in the Map, the screen automatically changes to the operation screen.

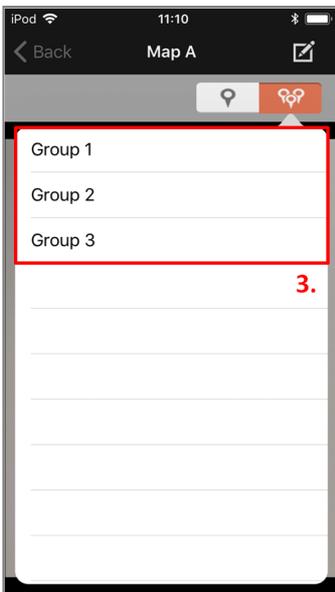
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## Select the Group from Map

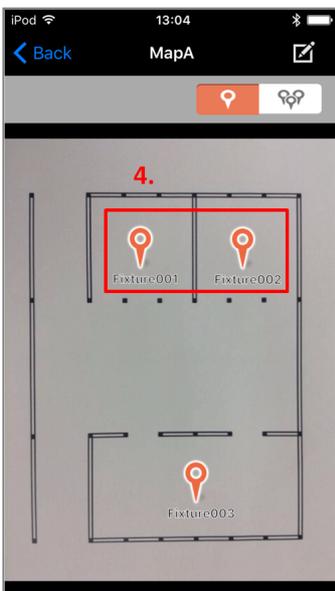
1. The screen changes to a map screen according to "Selecting a Map"



2. Tap the group mode button at the top right.



3. Select any group that is displayed.



4. The pin of the fixture which is not included in the group which you selected becomes translucent.

When you tap the pin, the screen automatically changes to the operation screen of the group that you selected.

You can select the other groups by following steps 2 and 3.

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## Save the Current State as Scene, Play Scene

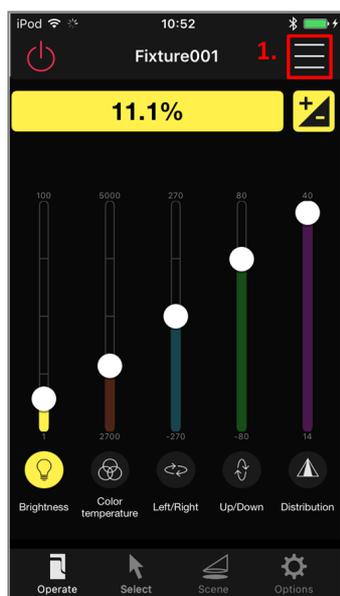
You can store current states to memory and call them from memory whenever you want to.

### Save the Current State as a Scene

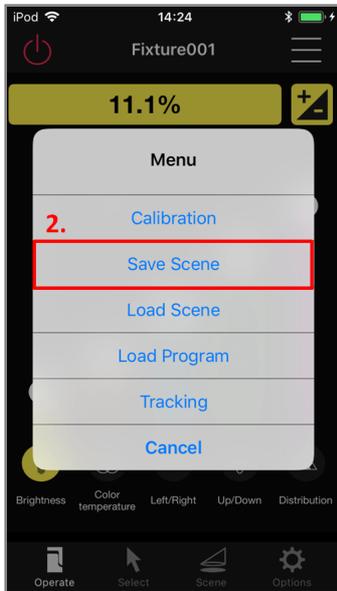
You can operate a fixture, set the desired brightness and orientation, and store the current state of that fixture to memory. When you store current state, the store destination will be overwritten with new state.

\* The number of scenes that can be stored depends on your fixture.

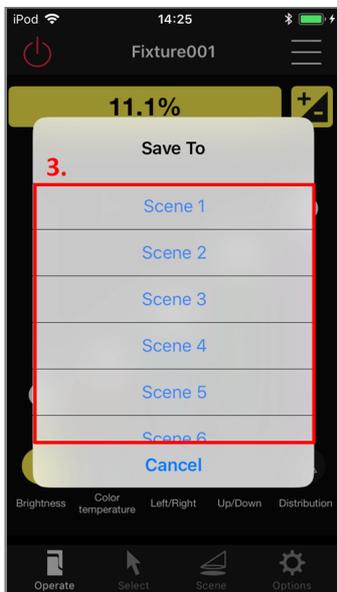
\* When grouping fixtures with different number of scenes, the number of storable scenes is the smallest.



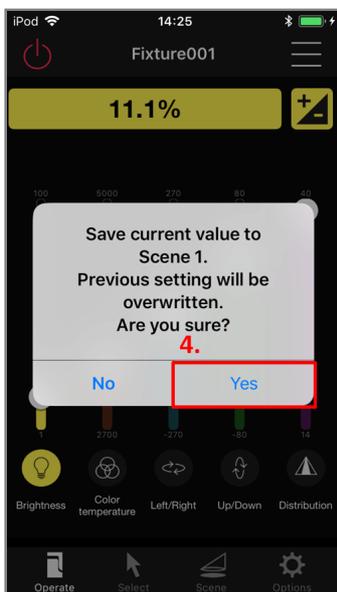
1. Tap the "Menu" button at the top right of the screen.



2. In the list dialog box that is displayed, tap “Save Scene”.



3. Tap one of the displayed scenes.

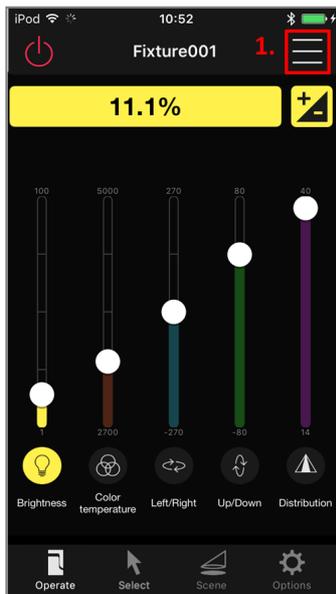


4. Check the scene to where the current state is to be saved, and tap “Yes”.

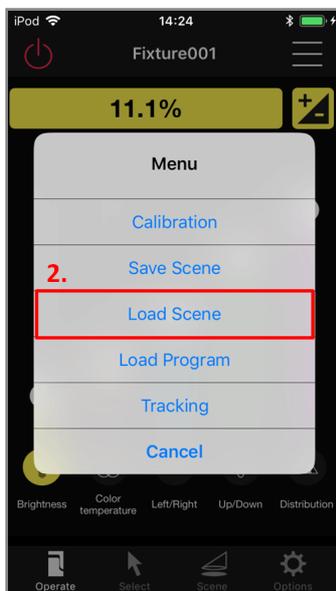
## Play Saved Scenes

You can load a desired state from states already stored to memory.

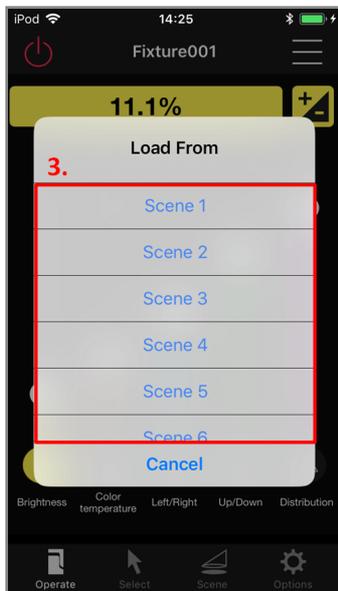
\* The number of scenes that can be played is the same as the number of scenes that can be saved.



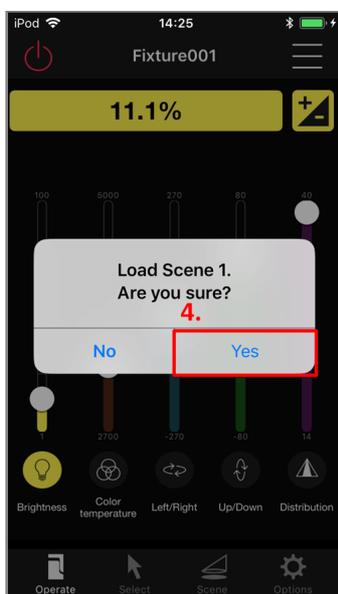
1. Tap the "Menu" button at the top right of the screen.



2. In the list dialog box that is displayed, tap "Load Scene".



3. Tap one of the displayed scenes.



4. Check the scene to be replayed , and tap "Yes".

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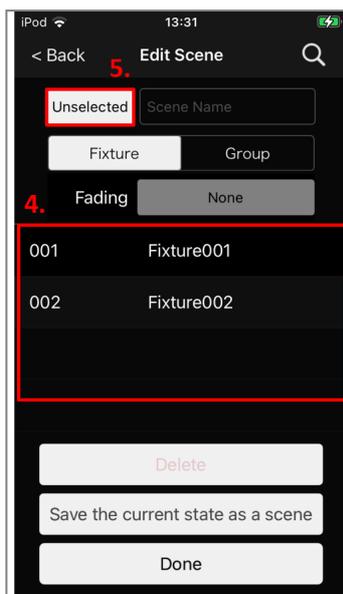
## Setting Scenes Name

You can name your favorite scenes.

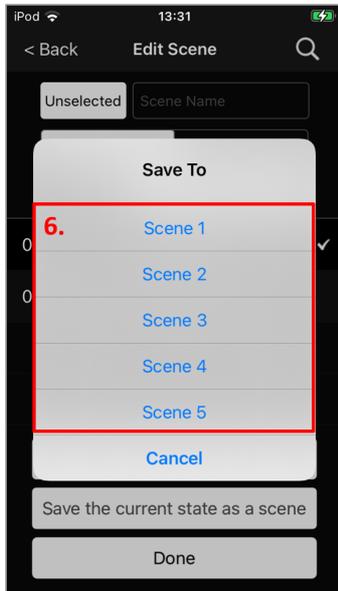
The changed scene name is reflected on the operation screen and the program play screen.



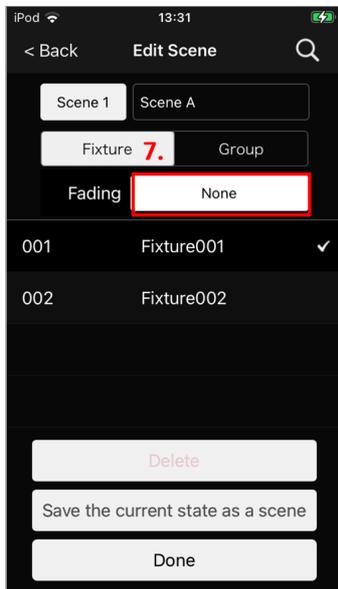
1. Tap "Scene" from the bottom tab.
2. From the tab at the top, tap "Scene".
3. Tap the "+" button at the top right of the screen.



4. From the list, select the fixture whose scene name you want to change.
5. Tap "Unselected" at the top left.

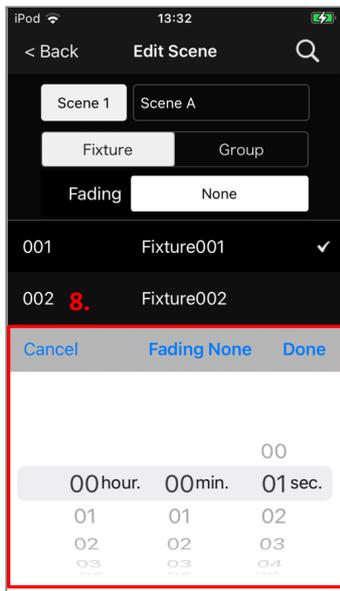


6. Select the scene whose name you want to change.

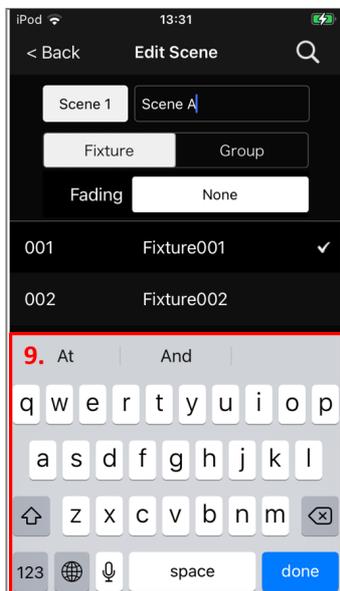


7. Tap "None" for the fade time.

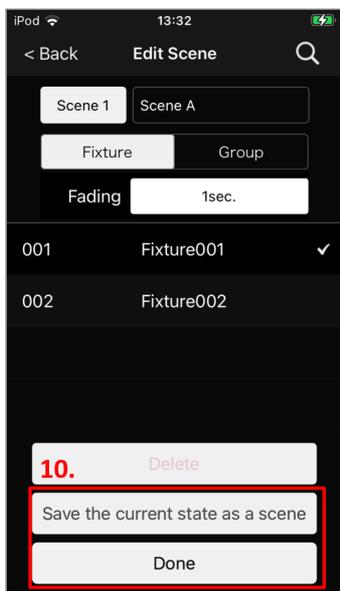
Note: Cannot be specified when a device that cannot be set for automatic dimming is selected.



8. Set the automatic dimming time.



9. Using the keyboard, enter the scene name.



10. Save the scene name.

To change the state according to the scene name: Tap "Save current state as a scene".

To change only the scene name: Tap "Done"



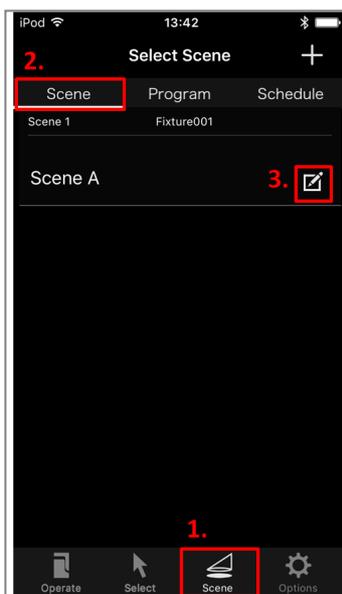
11. It is added to the list of scene selections.

Tapping the scene name in the list, you can play that scene.

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## Editing Scenes Name

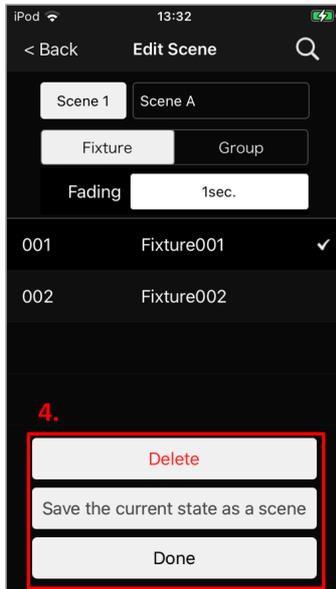
You can edit the saved scene name.



1. From the bottom tab, tap "Scene".

2. From the top tab, tap "Scene".

3. Tap "Edit" button to the right of the scene name you want to edit.



4. Edit the settings in the same way as in 4 to 9 of "[Setting scenes name](#)". To cancel the scene name setting, tap "Delete".

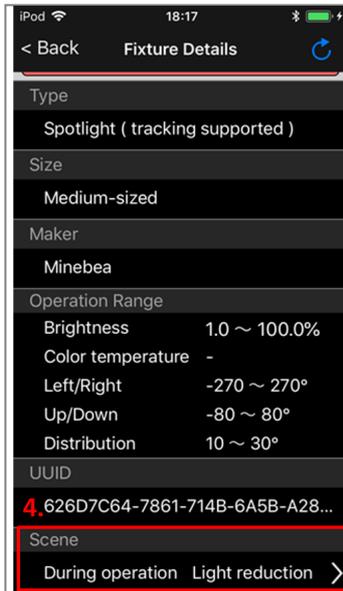
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## Setting the Brightness during Scene Playback

You can set whether the brightness is the minimum during scene playback. This setting also applies to "[Load program](#)".



1. Tap "Select" on the bottom row of tabs.
2. Tap "Fixture" on the top row of tabs.
3. Tap the "Edit" button at the right of the item you want to rename in the Select Fixture screen.



4. Tap "During operation" in "Scene" and select either of the following.  
Light reduction: The brightness during scene playback is the minimum.  
No light reduction: The Brightness during scene playback remains the same as before.

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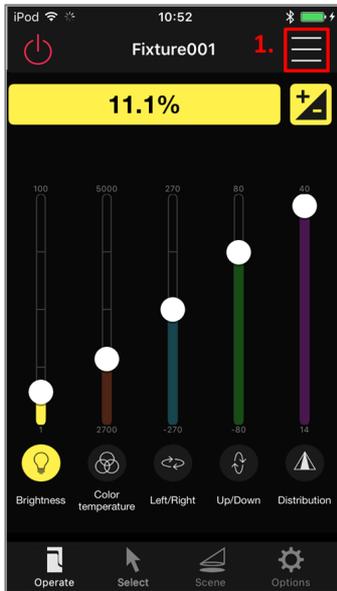
## Play Scenes at Specified Time Intervals as Program

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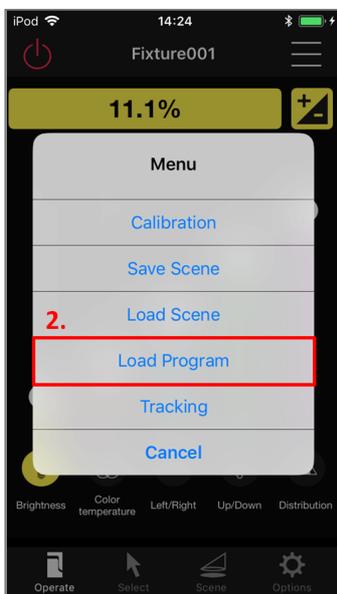
### Load Program

You can play saved scenes as a program at specified time intervals.

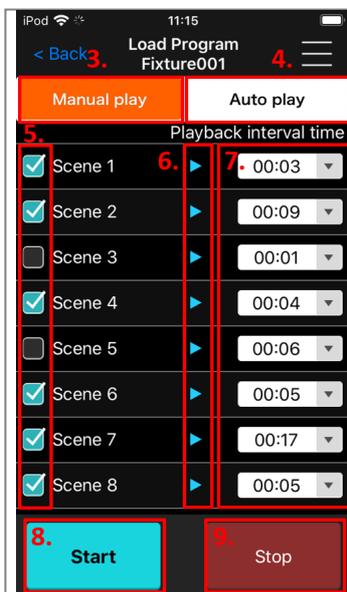
- \* When you load programs on multiple terminals, which terminal's operation will be effective depends on the operation content.
- \* The number of programs that can be played is the same as the number of scenes that can be saved.



1. Tap the "Menu" button at the top right of the screen.



2. In the list dialog box that is displayed, tap "Load Program".



3. Manual play

Set the Playback interval time for each program and load the selected programs in order. Playback interval time is the time from when the program starts loading to the next program starts loading.

Do not put the app in the background and place the terminal near fixtures while Manual play is running. In particular, pay attention to the following.

- Do not lock the screen by leaving the terminal for a long time.
- Do not start other applications from notification center.

#### **4. Auto play**

Set the common Rest time and load the selected programs in order. Rest time is the time from when the program finishes loading to the next program starts loading.

Auto play continues until you press the Stop button. You do not have to place the terminal near fixtures while Auto play is running.

#### **5. Select check box**

Select the program which you want to load.

From the menu button on the upper right you can select all and unselect all.

#### **6. Play button**

You can load the program you want to load only once.

#### **7. Setting time button**

Set the Playback interval time for Manual play or the Rest time for Auto play.

#### **8. Start button**

Start Manual play or Auto play.

#### **9. Stop button**

Stop Manual play or Auto play.

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## **Setting Programs Name**

You can name your favorite programs.

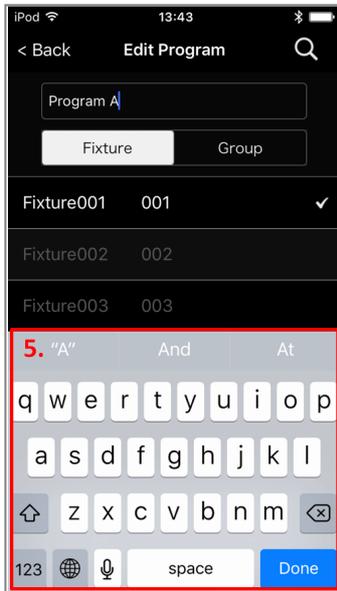
The changed program name will be reflected on the program play screen.



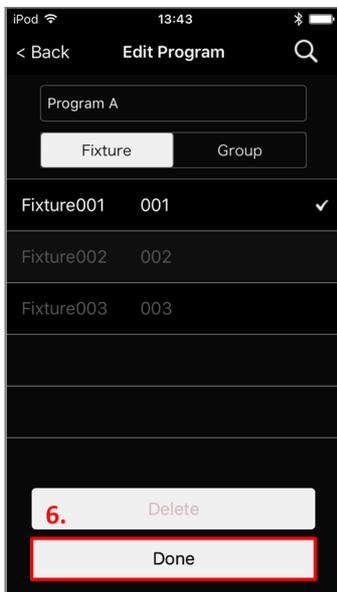
1. Tap "Scene" from the bottom tab.
2. From the tab at the top, tap "Program".
3. Tap the "+" button at the top right of the screen.



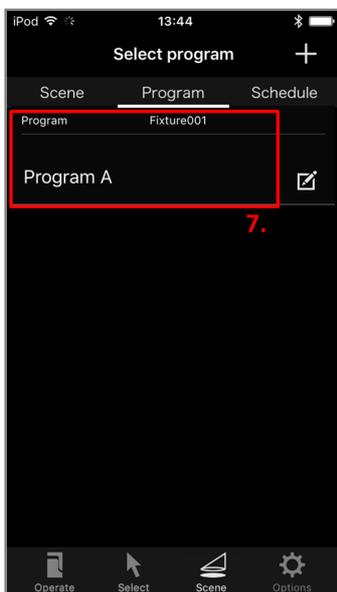
4. Select the fixture whose program name you want to change from the list.



5. Using the keyboard, enter the program name.



6. Tap "Done" to save the program name.

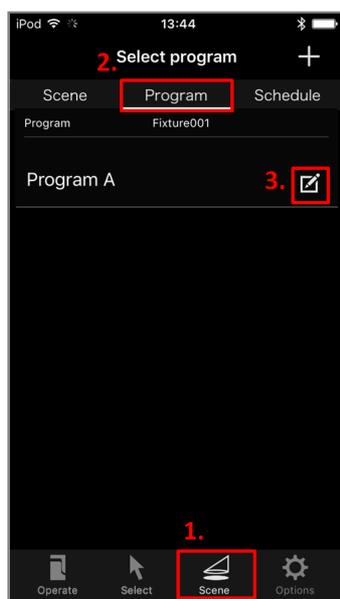


- It is added to the list of program selections.  
Tap the program name in the list to go to the program play screen.

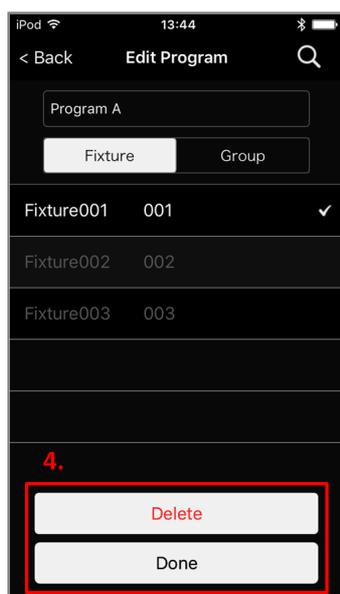
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## Editing Programs Name

You can edit the saved program name.



- Tap "Scene" from the bottom tab.
- From the tab at the top, tap "Program".
- Tap the "Edit" button on the right side of the program you want to edit.



- Edit the settings in the same way as in 4 to 6 of "[Setting Programs Name](#)".  
Tap "Delete" to cancel setting of program name.

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# Register a schedule.(Setting the timer bridge)

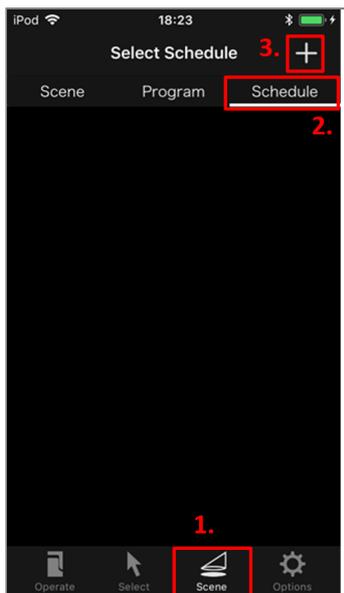
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- ※ Schedule setting can be used only when the optional "Timer Repeater" (sold separately) is registered.
- ※ Operate the schedule setting in a place where you can see the timer repeater; if there is a distance where **Bluetooth**<sup>®</sup> cannot reach, or if there is an obstruction, the connection may not be successful.
- ※ Schedule settings are for the day and time only.

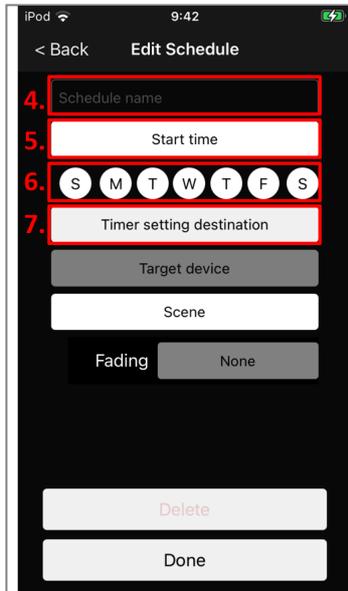
## Setting Schedule

You can register saved scenes as a schedule and play them back at a specified time.

- ※ Before registering a schedule, register the optional "Timer Bridge" (sold separately) and [adjust the time](#) of the appliance while the power is on.



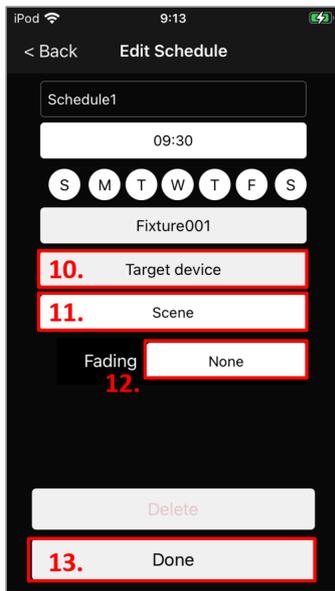
1. Tap "Scene" from the bottom tab.
2. From the tab at the top, tap "Schedule".
3. Tap the "+" button at the top right of the screen.



4. Tap the "Schedule name" field, and enter a schedule name.
5. Tap "Start time" to set the time to play the scene.
6. Select the days of the week on which you want the schedule to be active.
7. Tap "Timer setting destination" from the bottom tab.



8. Select a registered timer bridge.
9. Tap "Done" from the bottom tab.



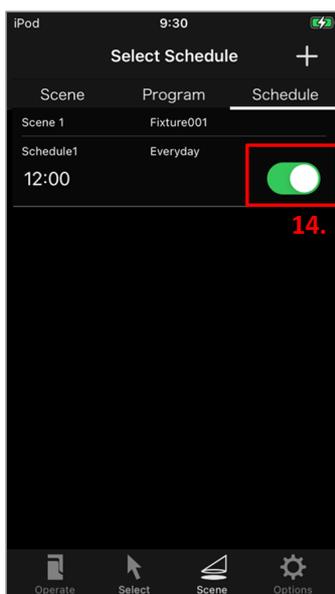
10. Select the appliance or group to which you want to apply the schedule.
11. Tap "Scene" and select the scene you want to play.
12. Select the fixture whose program name you want to change from the list.

Note: The fade function is a function that gradually changes the brightness and hue within a specified time.

Note: Cannot be specified when a device that cannot be set for automatic dimming is selected.

Note: Fade is only reflected in brightness and color temperature (color control models only).

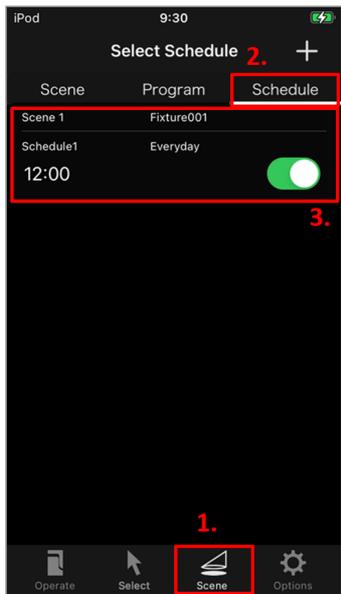
13. Tap "Done" to save the schedule name.



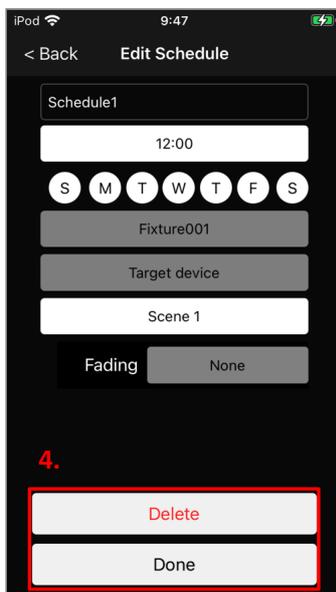
14. Tap the switch to toggle the schedule on and off.

# Editing Schedule

You can edit the saved schedule.



1. Tap "Scene" from the bottom tab.
2. From the tab at the top, tap "Schedule".
3. Tap the name of the schedule you want to edit.



4. Edit the settings in the same way as in 4 to 12 of "[Setting Schedule](#)". Tap "Delete" to cancel setting of program name.

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# Setting of DMX

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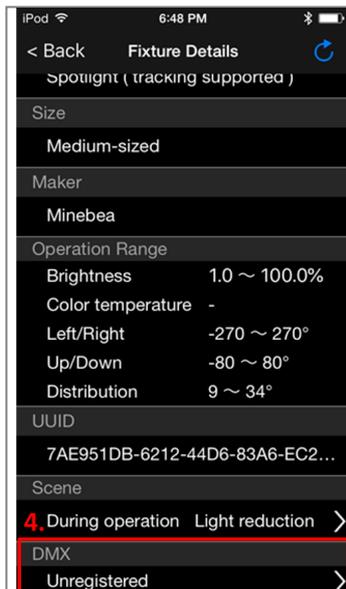
# Set DMX Address and Corresponding Function

When using the DMX controller, set the start address and the function assigned to each channel.

Note: You can set DMX to only compatible fixtures.



1. Tap "Select" on the bottom row of tabs.
2. Tap "Fixture" on the top row of tabs.
3. Tap the "Edit" button at the right of the item you want to rename in the Select Fixture screen.



4. Tap "DMX".



5. Set the start address.

The address set from the application is used when the address of the fixture is set 000.

6. Tap each channel and set the function to assign.

7. Tap "Done".

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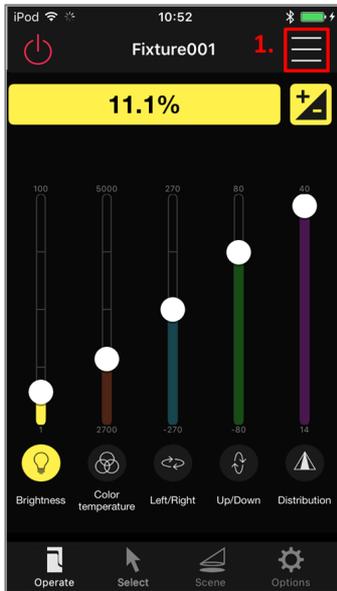
# Changing Light Source Color of Fixtures

---

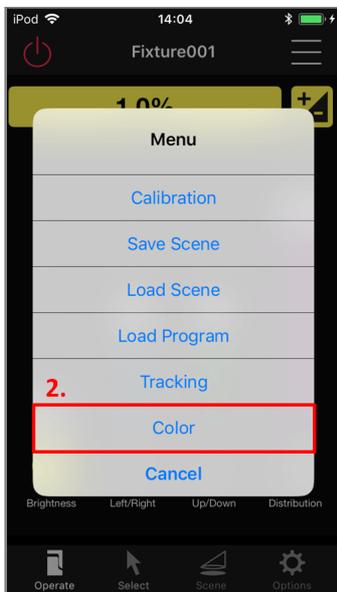
## Setting Light Source Color of Fixtures

You can change the color of the light source of the fixture as you like.

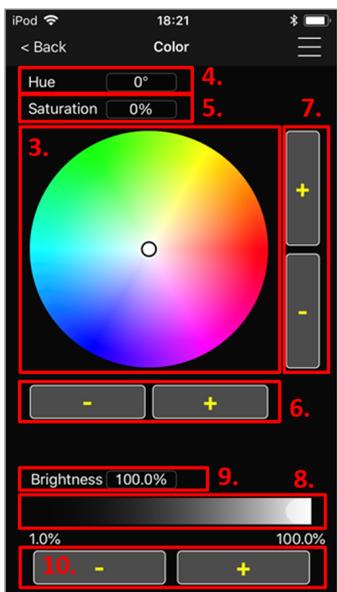
**Note:** For instruments not compatible, source color can not be set.



1. Tap the "Menu" button in the upper right.



2. Tap "Color" from the displayed list dialog.



3. Color Map

Change the light source color of the fixture to the color of the position where you tapped. When moving with tapping, the light source color of the fixture changes continuously.

#### 4. Hue

It represents the color value.

#### 5. Saturation

Represents the saturation value.

#### 6. Color fine adjustment button

You can fine tune the color one degree at a time.

#### 7. Saturation fine adjustment button

You can fine tune the saturation one degree at a time.

#### 8. Brightness slider

Brightness can be roughly changed from 1% to 100%.

#### 9. Brightness

It represents the brightness value.

#### 10. Brightness fine adjustment button

You can fine tune the brightness.

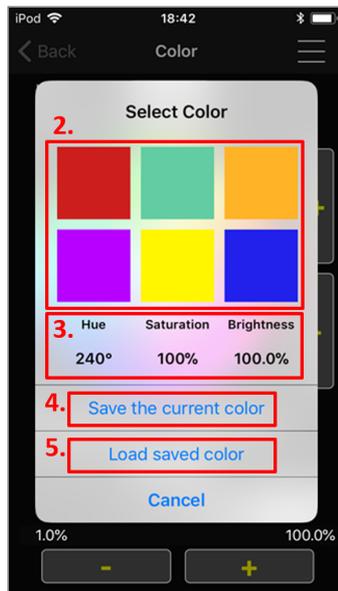
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## Save and Load Light Source Color

Up to six light source colors of your choice can be memorized in the application and can be loaded.



1. Tap the "Menu" button in the upper right.



## 2. Color cell

Save the color or tap the cell you want to load and select it.

## 3. Current value

The color, saturation, and luminance values of the tapped cell are displayed.

## 4. Save the current color

Save the current color to the tapped color. If you tap a cell that already contains a color, the previous color will be overwritten.

## 5. Load registered colors

Load the color stored in the tapped cell.

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# Sharing Data with Other Terminals

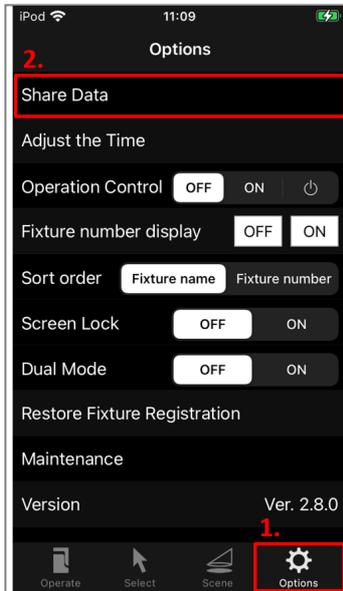
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Normally, you cannot register currently registered fixtures from other terminals. However, the information of terminals can be copied by each individual network by saving data such as fixture registration data to the cloud and then downloading that data in the cloud to other terminals. This function can also be used to back up data and change the terminal model.

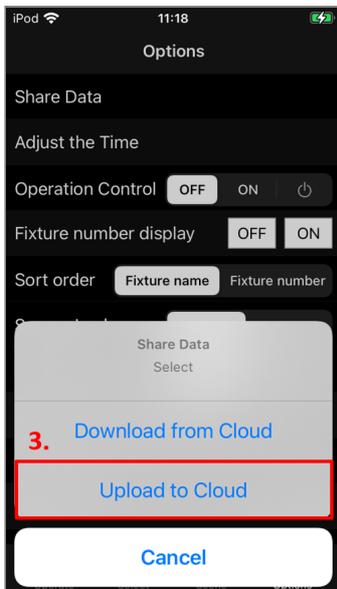
**Note:** You must be connected to the Internet to use this function.

## Uploading Data to the Cloud

You can upload registration information and other data to the cloud. The data will be uploaded to the network you are currently logged into.



1. Select "Options" on the bottom row of tabs.
2. In the list that is displayed, tap "Share Data".



3. In the list dialog box that is displayed, tap "Upload to Cloud".

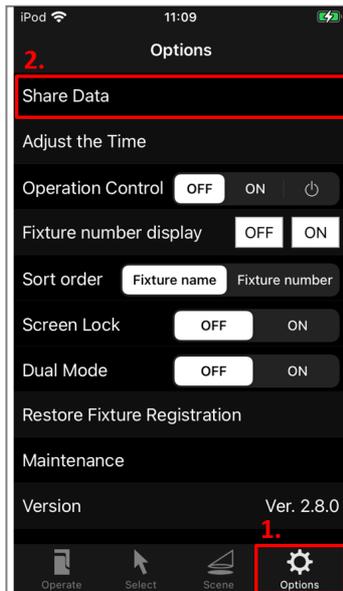


4. A dialogue to confirm updating cloud data is displayed.  
Tap "Yes", and upload data to the cloud.

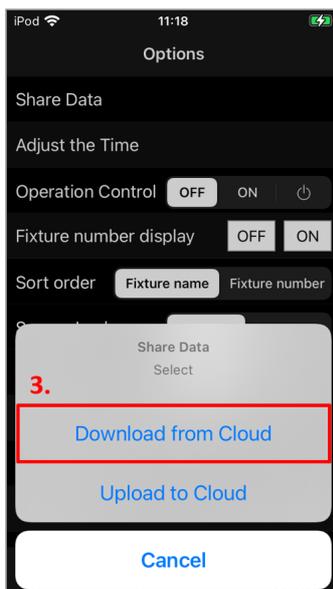
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## Downloading Data from the Cloud

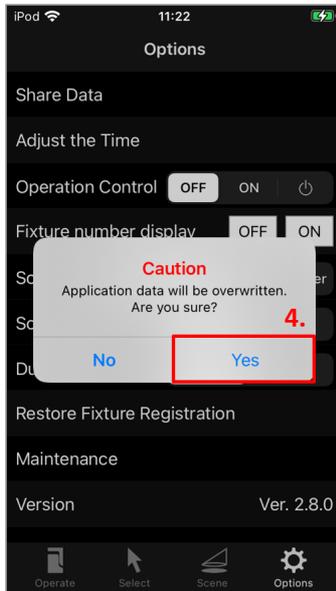
Download the data on your terminal from the cloud. First, you must log into on the network (account name, network name) whose data was previously saved in the cloud.



1. Select "Options" on the bottom row of tabs.
2. In the list that is displayed, tap "Share Data".



3. In the list dialog box that is displayed, tap "Download from Cloud".



4. A dialogue to confirm overwriting data is displayed. Tap "Yes", and download data from the cloud.

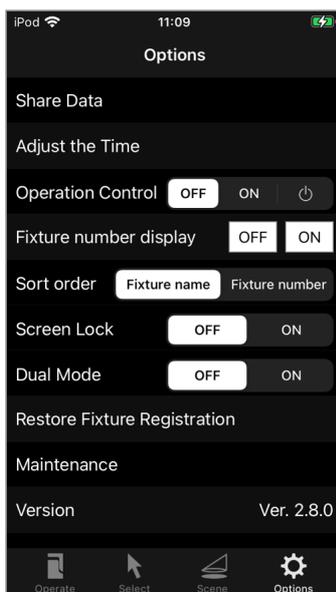
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## Other Functions

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### About Option

Below is the explanation of option menu.



#### 1. Adjust the Time

Synchronize the time on the smartphone with the time on the fixture body. For details on how to set the time, refer to "[Setting the Time](#)".

#### 2. OperationControl

Select operation control level.

For details, refer to "[Operation Controlled Items](#)".

OFF : All operations are available.

ON : Functions to save data, such as updating to cloud or saving scene, are limited.

Power Icon : In addition to "ON", device operations other than power on/off are limited.

### **3. Fixture number display**

Turn on or off fixture number on the fixture body.

Note: You can turn on or off fixture number on only compatible fixtures.

### **4. Sort order**

Change the order on the Select Fixture screen and Select Group screen.

### **5. Screen Lock**

Select whether or not to lock the operation screen to prevent erroneous operation.

### **6. Dual Mode**

When operating fixtures with an external controller via a Bridge Box, select whether or not you can also operate from the app.

### **7. Restore Fixture Registration**

If you unregistered the fixture which is not supplied power, you will be able to recover the registration with this.

For details, refer to "[Restoring the Registration of Fixtures](#)".

### **8. Maintenance**

Calibrate fixtures which have not been operated for a month or longer.

### **9. Forced Deregistration**

Unregister the fixture that can not be operated from the terminal.

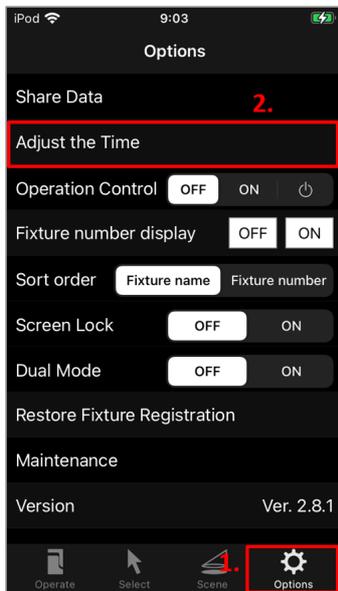
For details, refer to "[Performing Forced Deregistration of Fixtures](#)".

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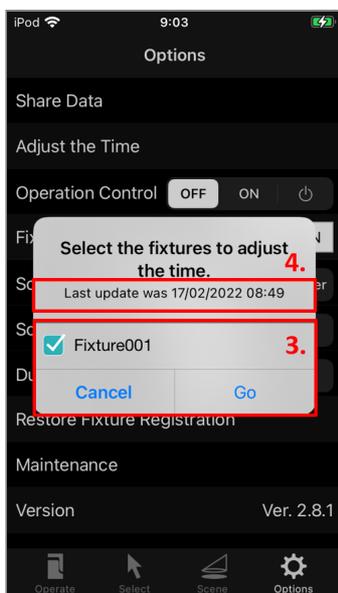
## **About adjust the time**

If you are using the schedule function of the timer bridge, you will need to set the time again when the power of the device is turned off.

When the internal clock is reset, no schedule operation will be performed until the time is set.



1. Tap "Options" on the bottom row of tabs.
2. In the list that is displayed, tap "Adjust the Time".



3. Select device and tap Go.
4. Displays the last time the time was "Ajust the time".

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## Operation Controlled Items

Following functions are limited in each operation control setting.

### OperationControl:ON

The following functions are disabled, when operation control is set to ON.

- Registering fixtures
- Renaming fixtures and change number

- Deregistering fixtures
- Creating a group
- Editing a group
- Creating a map
- Editing a map
- Saving scenes
- Setting and editing scenes name
- Setting the brightness during scene
- Setting and editing programs name
- Setting DMX
- Saving light source color
- Uploading to cloud
- Logout
- Forced deregistration

### **OperationControl : Power Icon**

The following functions are disabled in addition to the ON setting, when operation control is set to "Power Icon".

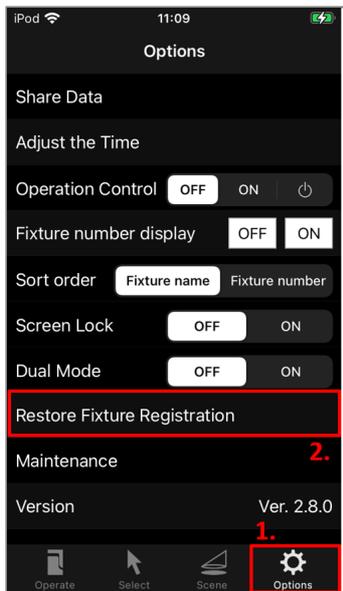
- Calibrating a fixture
- Operating fixtures other than power ON/OFF
- Tracking mode
- Playing scenes
- Playing programs
- Changing light source color of fixtures

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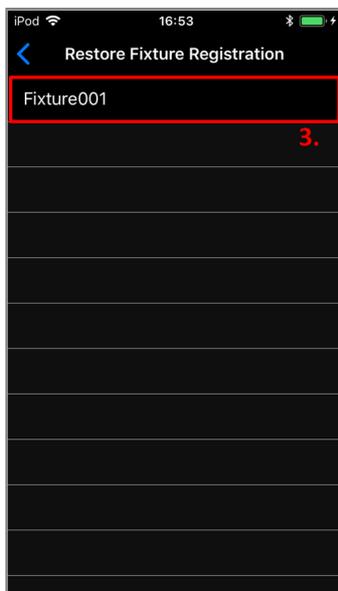
## **Restoring the Registration of Fixtures**

Even if fixtures are registered or unregistered in the Select Fixture screen, the registered state of fixtures that are no longer displayed can be restored. This happens, for example, when the fixtures are deregistered without their power turned on and their information has been deleted by mistake.

Fixtures that can be restored are limited to those that could not be successfully deregistered.



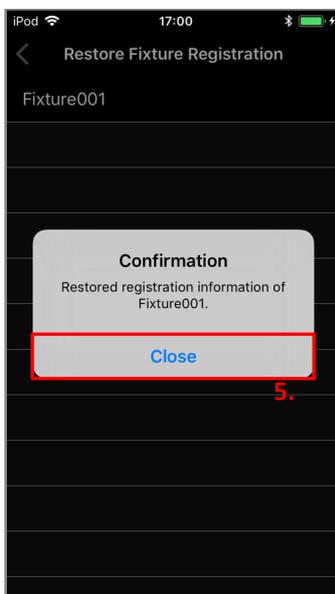
1. Tap "Options" on the bottom row of tabs.
2. In the list that is displayed, tap "Restore Fixture Registration".



3. A list of fixtures that have been registered and fixtures that are not currently registered is displayed.  
Select and tap the fixtures to be restored.



4. Make sure that the fixture is turned on, and tap “Yes”.



5. A confirmation dialog box is displayed.  
Tap “Close” to close the dialog box.

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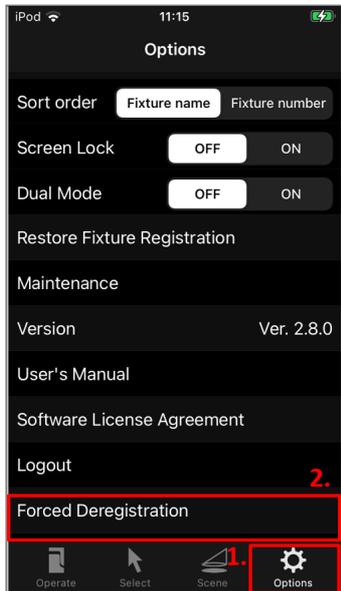
## Performing Forced Deregistration of Fixtures

If a terminal fixture that was being used for registration fails or is lost while fixture registration information or other data has not been stored on the cloud, another terminal can be used to perform a forced deregistration of the fixture. This function can also be used to deregister a fixture if operation from an application becomes impossible with registration information remaining in the fixture.

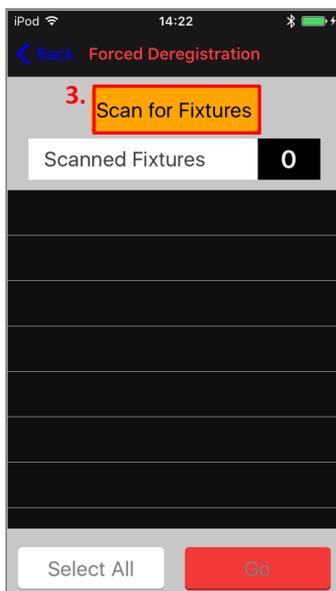
**Note:** Use of this function will require logging into a network on which the applicable fixture has been registered.

Note: When a forced deregistration is performed, the registration information of the terminal that had originally been registered will remain, so that the registration information should be deleted from the terminal.

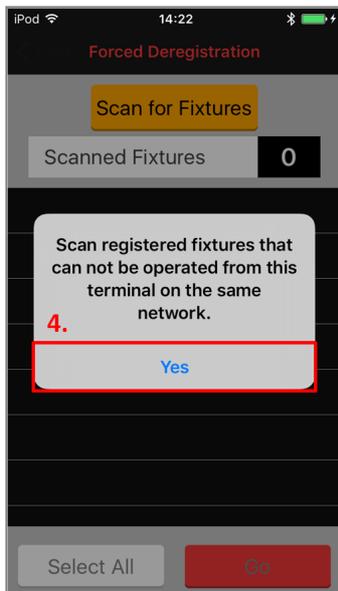
Note: Perform the following procedure with the power of any fixtures to be deregistered turned on.



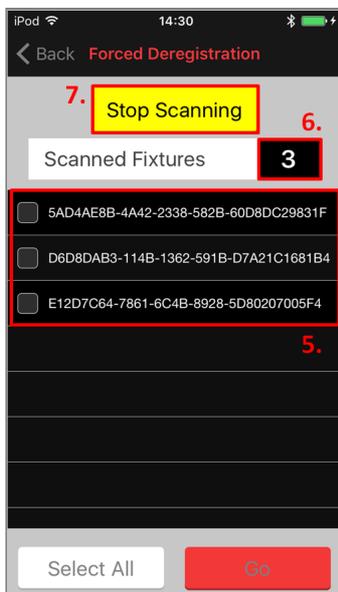
1. Select "Options" from the tabs at the bottom of the screen.
2. From the list that is displayed, tap "Forced Deregistration."



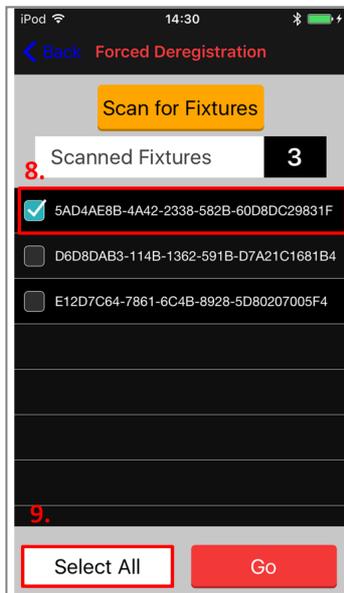
3. Tap the "Scan for Fixture" button.



4. A confirmation dialog box will appear.  
If there are no problems, tap "Yes" to proceed. The fixture scan will begin.

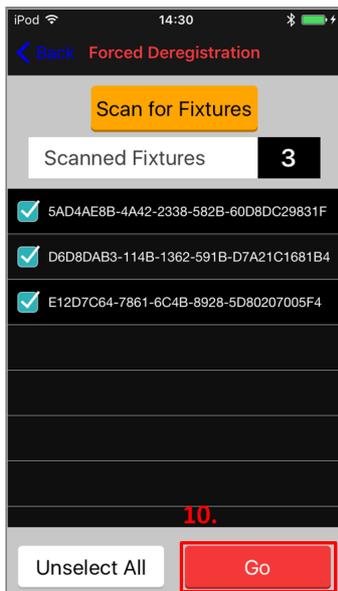


5. The unique IDs of the scanned fixtures will be displayed.  
Fixtures registered on the network currently logged into will be shown.
6. The number of scanned fixtures will be displayed.  
Check whether this number matches the number of fixtures for forced deregistration.
7. No other operation will be possible during the scan. To perform other tasks, first stop the scan by pressing the "Stop Scanning" button.

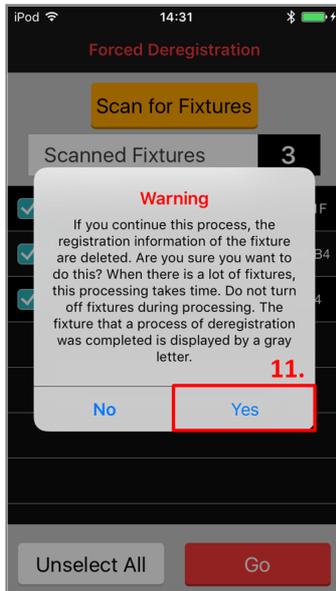


8. To select the fixtures to be deregistered individually, tap their corresponding displayed fixture IDs.

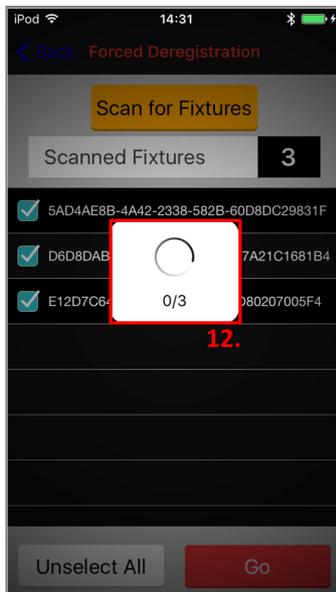
9. The “Select All” button can be used to select all displayed fixtures at once.



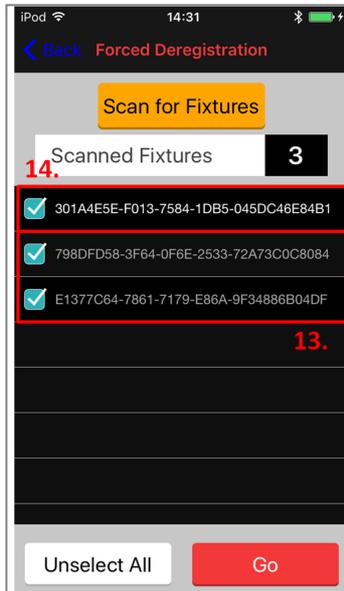
10. Tap the “Go” button.



11. A confirmation dialog box will appear. If there are no problems, tap “Yes” to proceed.



12. The deregistration process will begin. A dialog box showing the status of its progress will be displayed.



13. Fixtures that have been successfully deregistered will be displayed in grey text.
14. Fixtures that have not been successfully deregistered will be displayed in white text. To attempt deregistration of these fixtures again, perform the procedure once more starting from the fixture scan.

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## Cautions Upon Use

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1. Communication fees incurred in downloading this app, logging in, saving data to the cloud, and other communications shall be borne by the user.
2. It is the responsibility of the user to save and manage account names and network names.  
Malfunction of fixtures due to the loss of account names and network names will be repaired outside the scope of the warranty.
3. Do not leave unregistered fixtures with their power still turned on. Not only will the load placed on communication on the network increase and cause fixtures to become inoperable but also third parties who own this app will be able to register fixtures and the user will no longer be able to operate fixtures.
4. Before registering fixtures in parallel on multiple terminals, be sure to connect the terminals to the Internet. Also, when registration is finished, save and synchronize data on all of the terminals that were used for registration with the cloud.

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