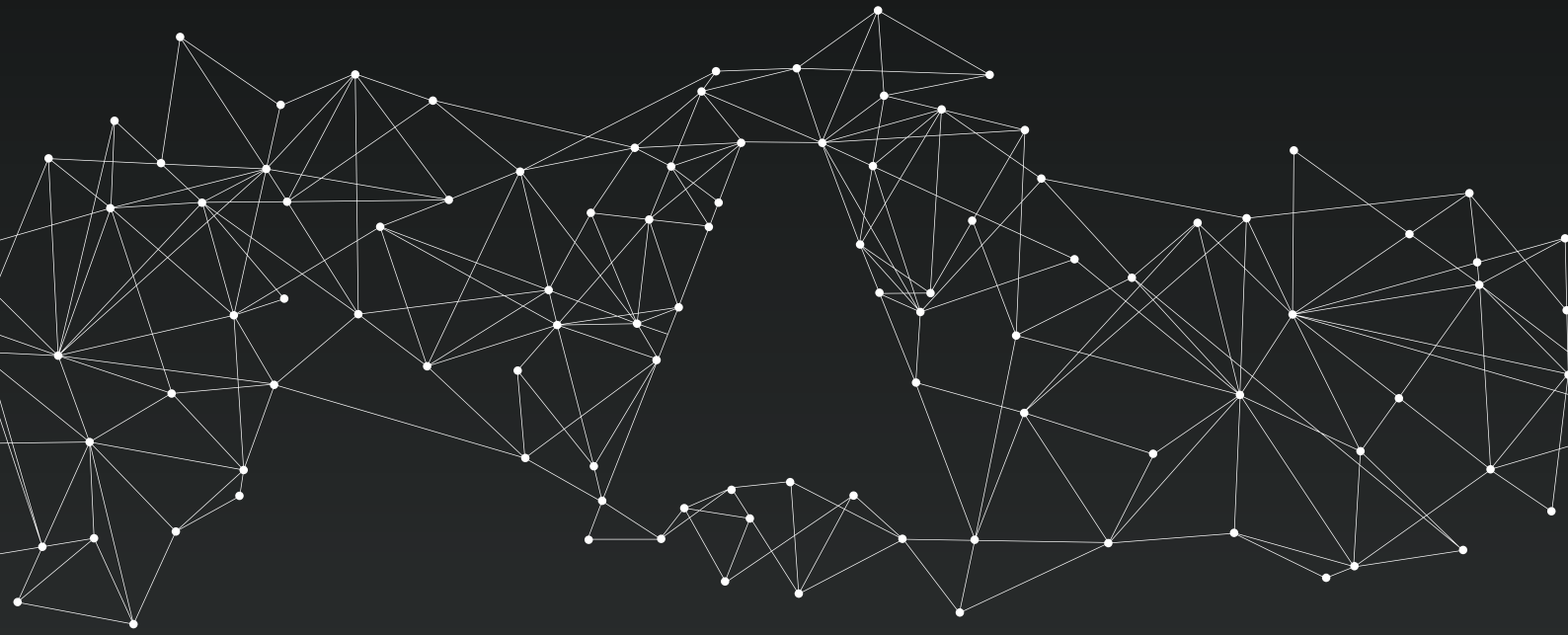


BETA

Pro

CASAMBI



# CASAMBI PRO GETTING STARTED GUIDE

BETA PREVIEW

## Introduction

Casambi Pro Beta Preview is the public test version of the Casambi Pro for Windows and Casambi Pro for iPad. The Beta version with limited functionality is provided to the Casambi community as a preview so anyone interested can test it and provide their feelings and feedback to us.

Any feedback is greatly appreciated, so please do not hesitate to give comments to the development team. There is a built-in Feedback feature in both Windows and iPad versions of the application.

For testing the Casambi Pro, you will need a Windows PC running either Windows 10 or Windows 11, and an Apple iPad. Casambi Pro does not run on an iPhone, Android or on a MacOS computer.

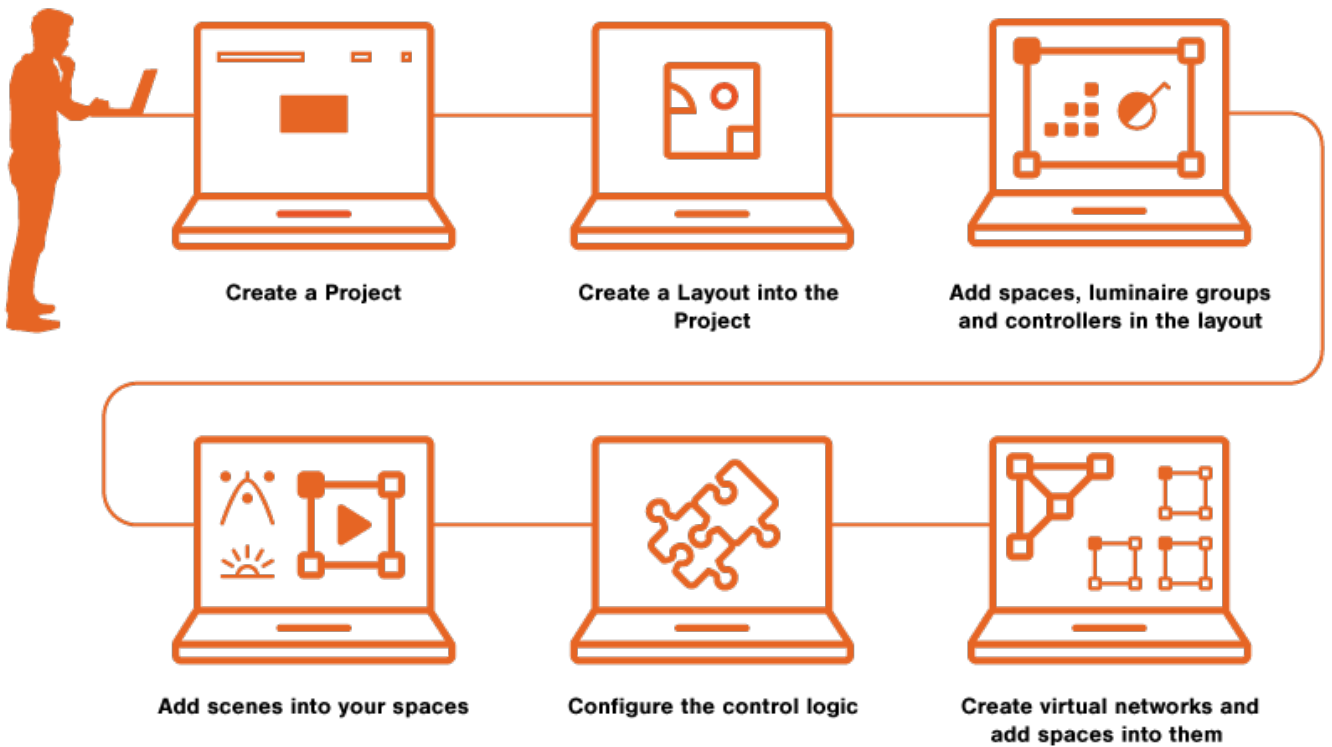
**This version should never be used for real projects due to the fact that there may be fundamental changes made to the application during the BETA preview period.**

Please note that:

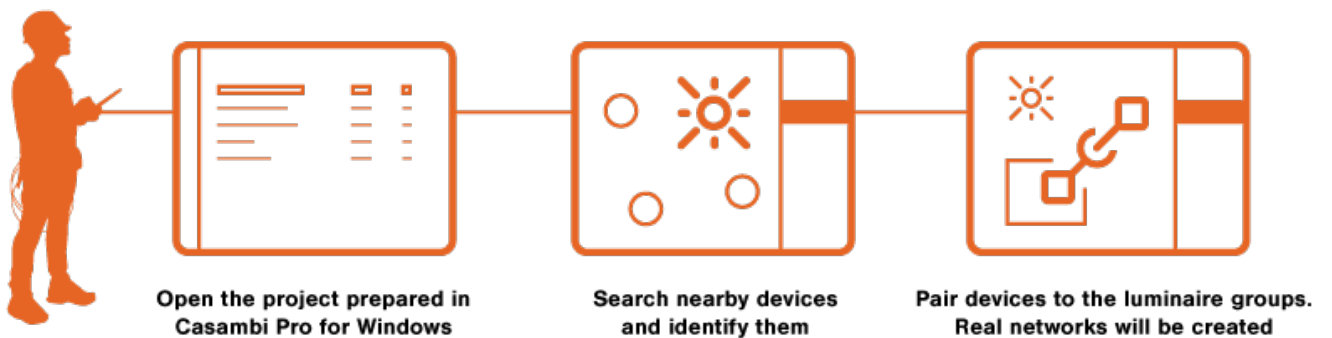
- During the Beta preview period, there is a risk that all data can disappear at any point without prior warning. Should this happen, the devices used for testing Casambi Pro can be recovered by using the Casambi App or Casambi Utility app.
- The first Public Beta preview version was published in December 2022, and regular updates will become available thereafter.

## Overview to the Casambi Pro Workflow

### CASAMBI PRO FOR WINDOWS



### CASAMBI PRO FOR IPAD

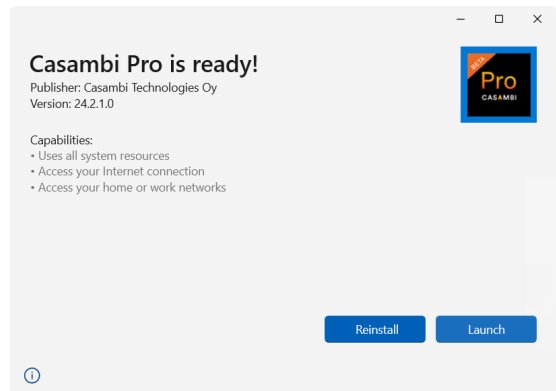
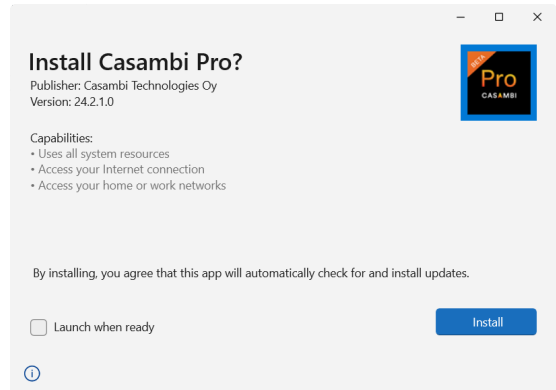


**CASAMBI PRO FOR WINDOWS****Installation**

Follow these steps to install Casambi Pro (Alpha version) on your Windows 10 or 11 device:

1. Download the Casambi Pro setup file from the Casambi Pro web page.
2. In Windows, Double-click on the Casambi Pro setup file → The setup wizard opens.
3. Click "Install" to continue. Installation starts and its progress is indicated on the screen.
4. When the installation is finished, you can click on "Launch" to open the Casambi Pro application.
5. When Casambi Pro is opened for the first time, you will need to tap the Sign In button to start the sign-up process.

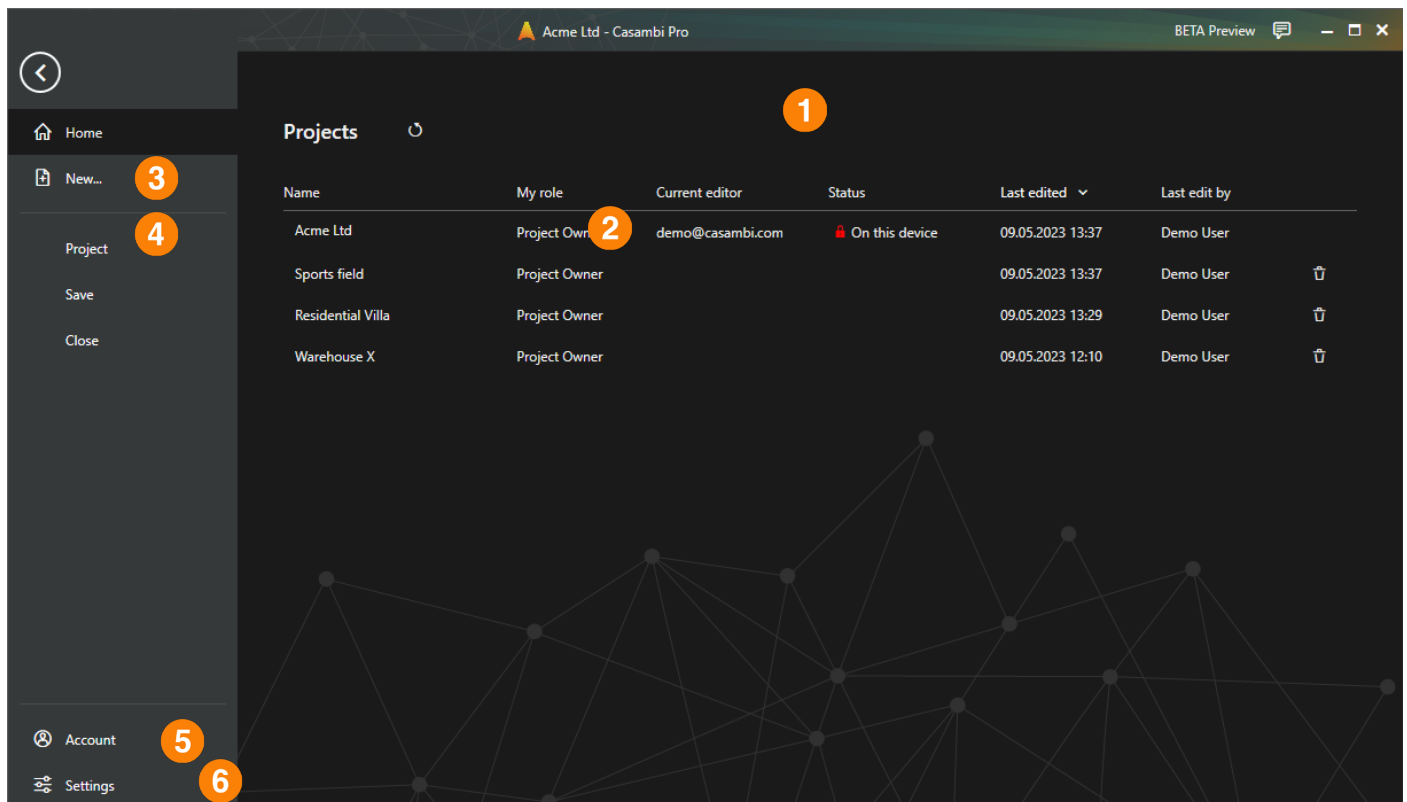
If you already have a Casambi Pro account, you can use your existing credentials to sign in.



## CASAMBI PRO FOR WINDOWS

## Overview to the Backstage

In Casambi Pro, the projects, application settings and user accounts are managed in the Backstage view. You will see this view when the application is started.



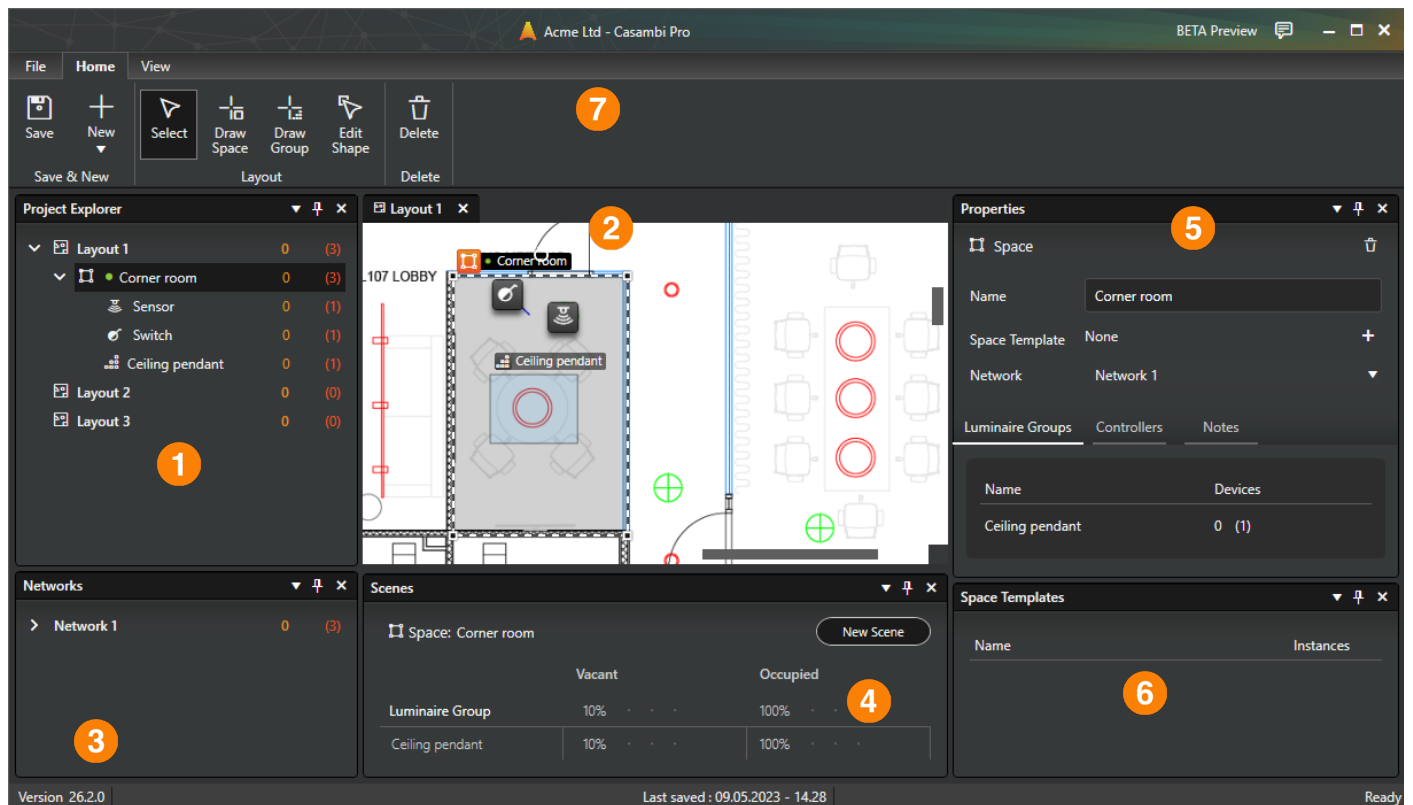
1. Project list. All projects accessible by current user are listed here.
2. A project can be opened on one device at a time. When a project is open in current device, it is shown as locked in the list.
3. A new project can be created with the "New..." option.
4. Project details for the currently open project can be found under the Project tab. The "Project", "Save" and "Close" options are visible only when a project is open.
5. User can sign in and sign out in the Account tab.
6. Application-level settings are found in the Settings view.

## CASAMBI PRO FOR WINDOWS

**Overview to the Main Workspace**

Projects are opened and edited in the Main Workspace. Only one project can be open at a time.

Please note, that all panes are freely movable and resizable.



1. All the project's elements are listed in the Project Explorer pane (this includes layouts, spaces, luminaire groups, controllers and luminaires).
2. Layouts (floorplans) are shown in the middle of the screen. If many layouts are open, they are displayed as tabs at the top of the layout area.
3. Networks and their contents are shown in the Networks pane.
4. The Scenes pane lists scenes for the selected space. The luminaire groups in the selected space are listed in the scene table. Each value can be selected from the table and edited in the Properties pane.
5. The properties pane shows the selected object's properties and settings.
6. If space templates are used, they are listed in their own pane.
7. The top ribbon contains tools for managing the project, drawing and editing objects to the layouts and handling the different views in the tool.

## CASAMBI PRO FOR WINDOWS

## Saving a project

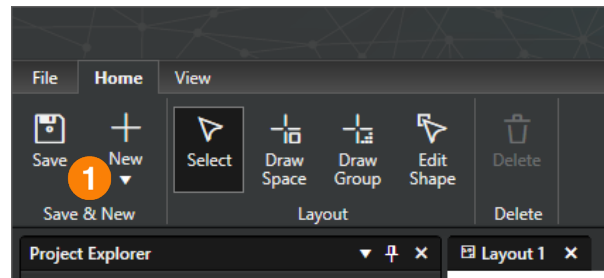
When a project is opened, it will be locked to the current device. Saving the project can be done both manually and automatically.

### Manual save

To save a project in Casambi Pro:

1. Click on the "Save" icon in the top left corner of the ribbon → all the changes that you made in the project since saving it the last time, will be saved.

Other important features related to project saving are Auto-saving and Auto-close.



### Auto-save

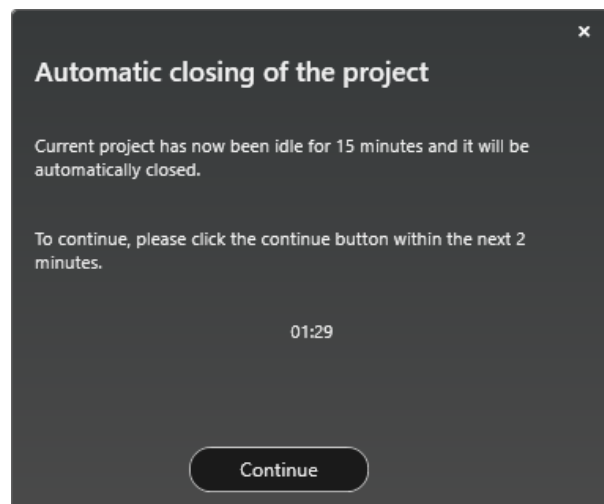
If you are making changes to a project and do not manually save these changes by clicking on the "Save" button in the ribbon, Casambi Pro Beta will save the project including all changes made every 1 minute. You can change the default save interval in the application settings.

### Auto-close

If you don't work on a project for 15 minutes (= there are no changes made to the project), the project will automatically be closed.

After 15 minutes of idle time, the "Automatic closing of the project" dialog will pop up and display a message about the auto-close.

To continue working on the project, you need to click the "Continue" button within two minutes. If the button is not clicked, the project will be closed and unlocked.



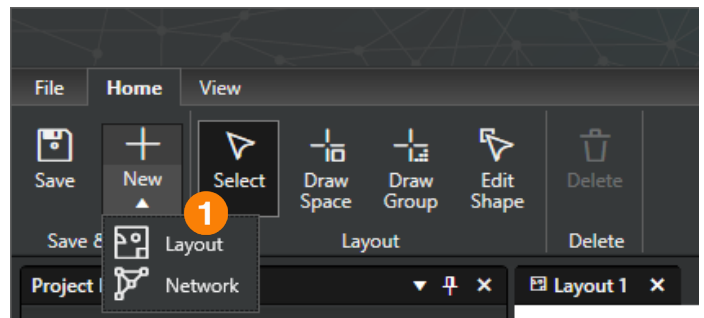
CASAMBI PRO FOR WINDOWS

Create a layout

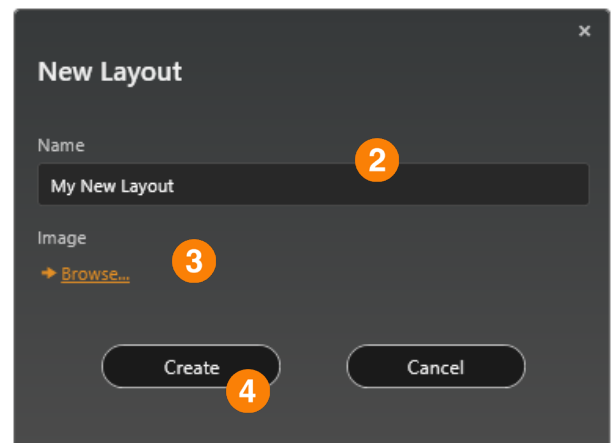
After creating a new project, you will need to create a layout. Layouts contain spaces, luminaire groups and controllers. In a project, there can be as many layouts as needed.

1. To create a layout, click on the "New" icon in the top left corner of the ribbon → A dropdown menu opens with the Layout option.

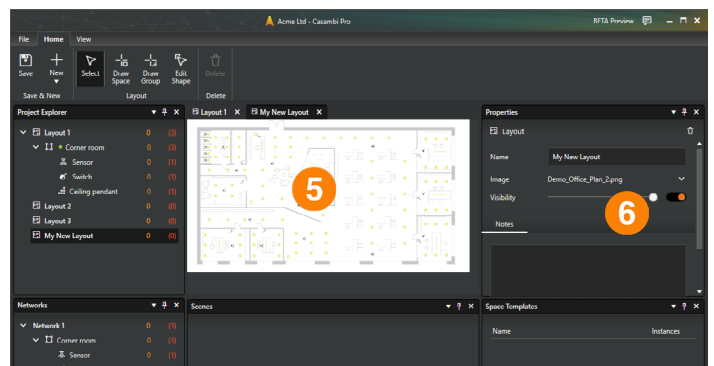
Optionally, you can right click on the Project Explorer and select the "New Layout" command from the context menu.



2. In the New Layout dialog, enter a name for your layout (mandatory).
3. Use the Browse... link to select the background image for the new layout. Casambi Pro supports PNG and JPG file formats. Please note that a layout can also be created without a background image.
4. Finally, click on the "Create" button



5. The new layout will be created in the layout viewport and its properties appear in the Properties pane.
6. When the layout is selected, its properties can be managed in the Properties pane.





CASAMBI PRO FOR WINDOWS

**Create a space**

In Casambi Pro, a space is a room-like container for luminaire groups. The user can freely create spaces on top of the layout, marking the different rooms or areas within it. Each space must be joined into a network before devices can be paired to it or into luminaire groups within it.

There are two ways to create spaces in Casambi Pro:

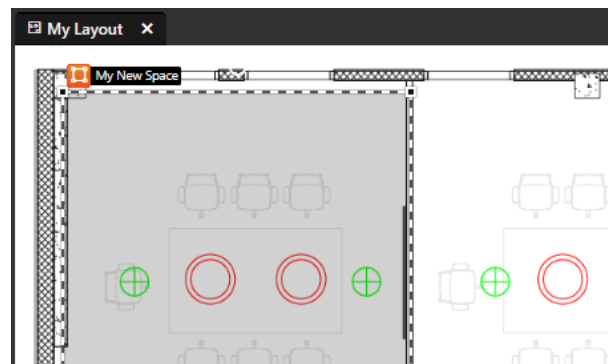
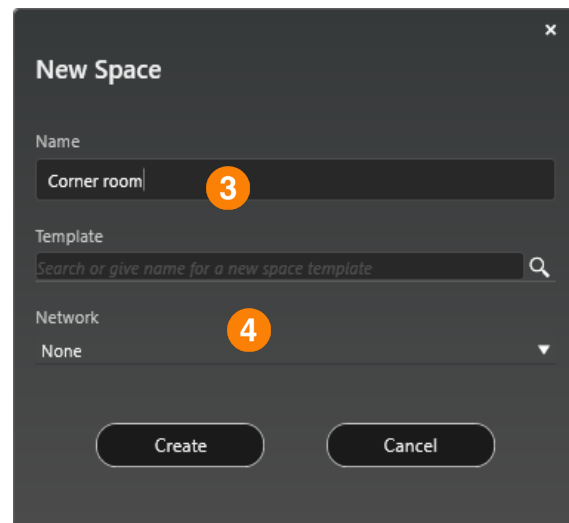
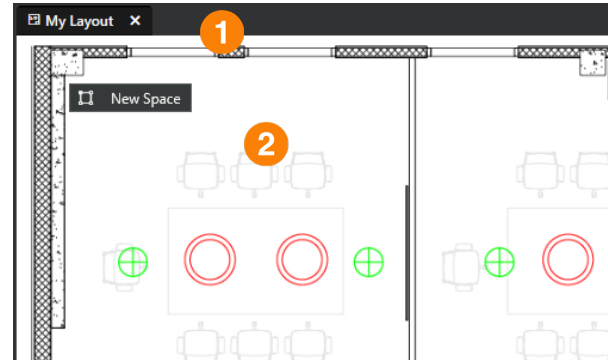
- A. Via the context menu in the layouts.
- B. With the drawing tool in the ribbon.

**TIP:** If you want to create a space that isn't rectangular, use the drawing tool.

Follow these steps to create a space via the context menu:

1. Select the layout you want to add the space to.
2. Right-click on the top of the layout window → A context menu opens. Select "New Space" from the context menu → The New Space dialog opens.
3. Enter a name for your new space into the "Name" field (mandatory). If the project already contains space templates or networks, you can also create the new space using a template and attach it to a network.
4. Click on the "Create" button → The space will be created, and its properties will appear in the Properties pane.

**TIP:** The shape of the space can be edited by using the "Edit Shape" tool in the ribbon toolbar.



CASAMBI PRO FOR WINDOWS

**Create a luminaire group**

In Casambi Pro, luminaires are always placed into luminaire groups which are created inside spaces. A luminaire group can contain 1 - n luminaires. Luminaire groups will belong to the same network where their parent space is.

There are two ways to create luminaire groups in Casambi Pro:

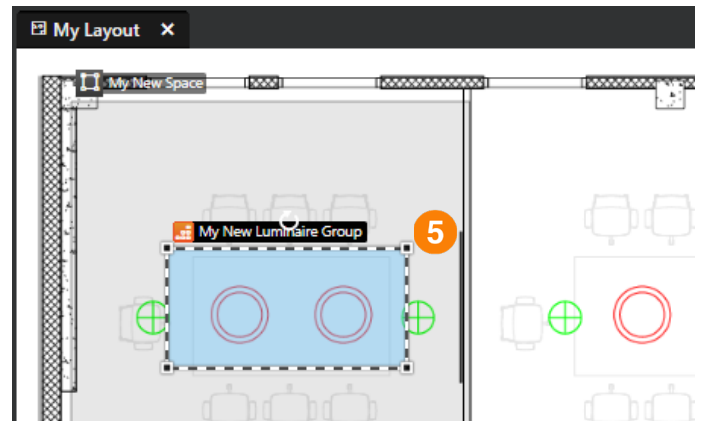
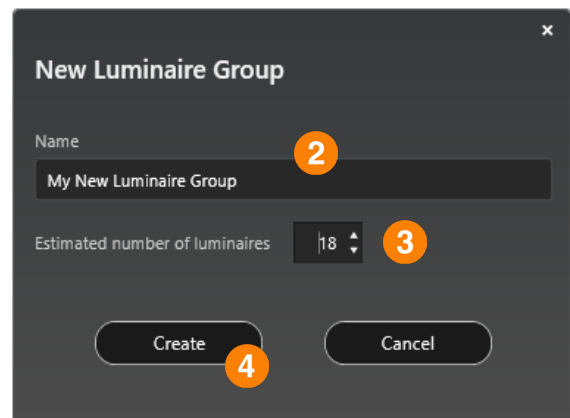
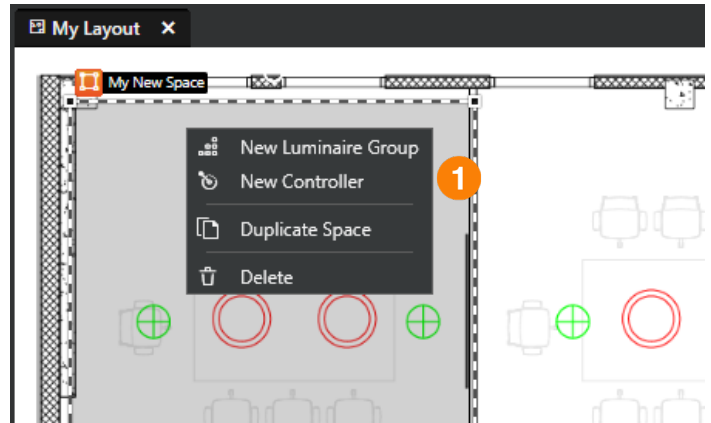
- A. Via the context menu in the layouts
- B. With the drawing tool in the ribbon

**TIP:** If you want to create a luminaire group that isn't rectangular, use the drawing tool.

Follow these steps to create a space via the context menu:

1. Right-click on top of a space in the layout window → A context menu opens. Select "New Luminaire Group" from the context menu → The New Luminaire Group dialog opens.
2. In the dialog, enter a name for your new luminaire group into the "Name" field (mandatory).
3. Enter the estimated number of luminaires in the luminaire group (default value is 1). This value helps in estimating the number of devices in the project and in creating the networks.
4. Click on the "Create" button → The luminaire group will be created, and its properties are displayed in the Properties pane.
5. Finally, move the luminaire group into the correct position in the layout. The group can also be resized and rotated.

**TIP:** The shape of the group can be edited by using the Edit Shape tool in the ribbon toolbar.



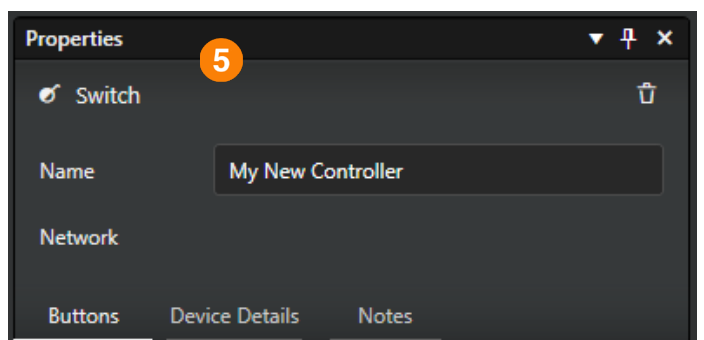
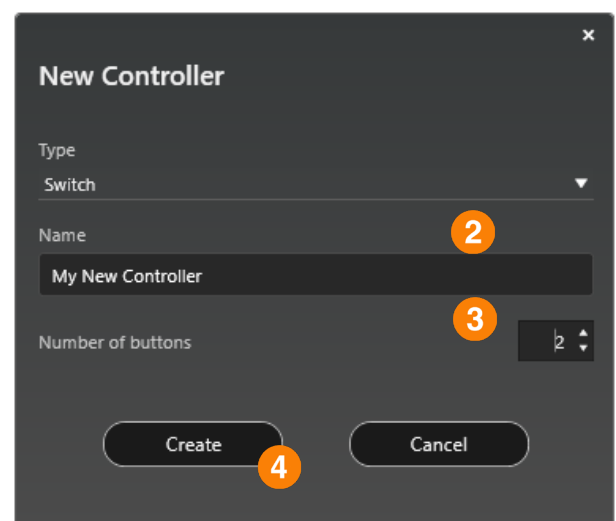
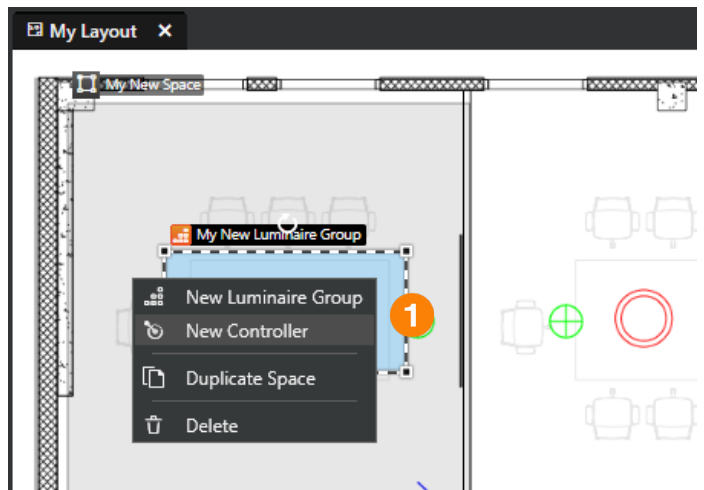
CASAMBI PRO FOR WINDOWS

**Create a controller**

In Casambi Pro, there are three controller types: switches, sensors and schedules. In Beta, the controllers are created inside spaces.

Follow these steps to add a controller in Casambi Pro:

1. Right-click on top of a space → Select "New Controller" from the context menu → The New Controller dialog opens.
2. Select the type for your new controller from the list in the dropdown menu in the "Type" field (mandatory). The default type is a switch, but you can change the type to sensor or schedule from the menu.
3. Enter a name for your new controller into the "Name" field (mandatory).
4. Click on the "Create" button → The controller will be created, and it appears in the layout.
5. The selected controller's properties will appear in the Properties pane, and it can be programmed here.



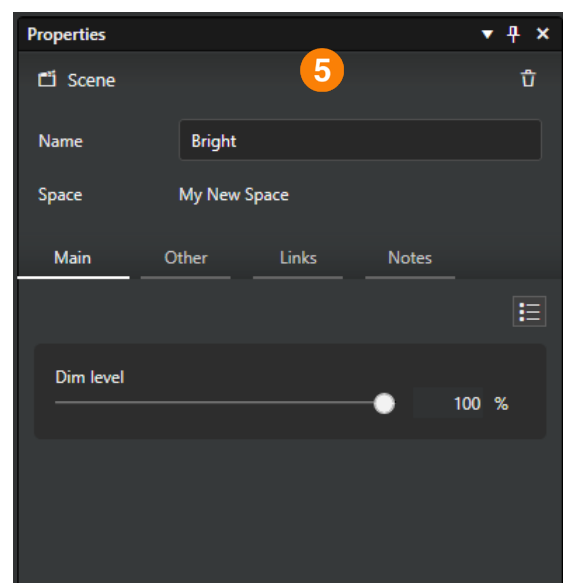
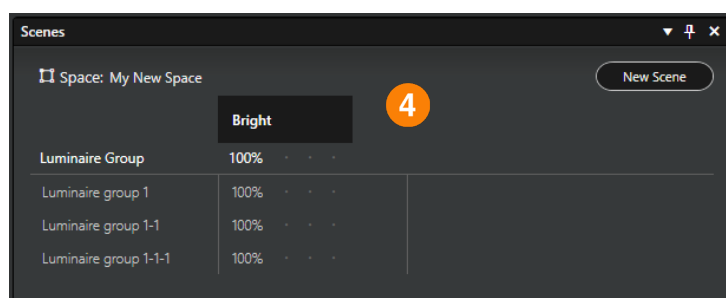
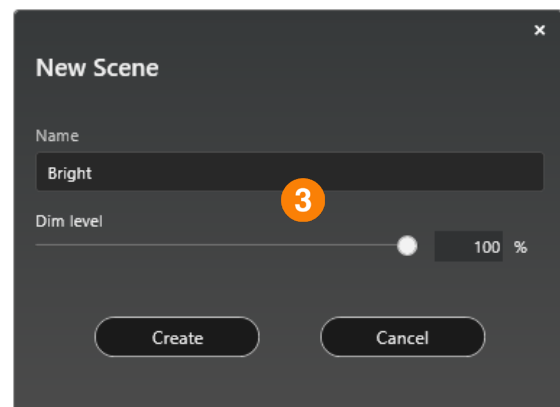
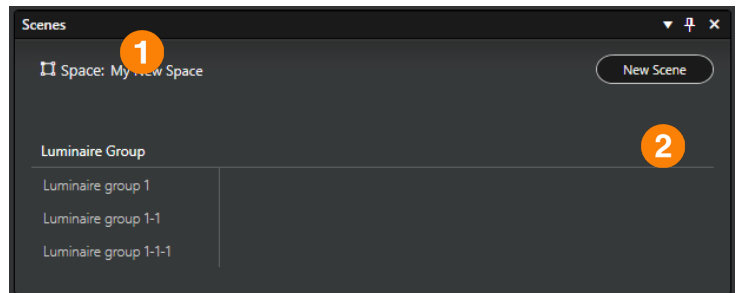
CASAMBI PRO FOR WINDOWS

**Add scenes to spaces**

In Casambi Pro BETA preview, scenes are created separately for each space. The scene table will list all luminaire groups in the space as rows and show the scenes as columns.

Follow these steps to create a scene in Casambi Pro:

1. Select a space by clicking one in the layout or in the Project Explorer pane → The scenes for the selected space appear in the Scenes pane. Initially, the scenes table is empty and it has no scenes (columns).
2. To create a scene, click on the “New Scene” button → The New Scene Dialog opens.
3. Enter a name for your new scene and click “Create”. You can also set the default dimming level for the scene.
4. The new scene will be created, and it appears as a new column in the Scenes table.
5. After a new scene is created, the scene will be highlighted and its properties can be adjusted in the Properties pane. Scenes can be selected by tapping on their names in the scene pane.
6. By default, a scene has only the dimming level set. The feature selection button can be used to add more parameters to the scene.



CASAMBI PRO FOR WINDOWS

**Create networks**

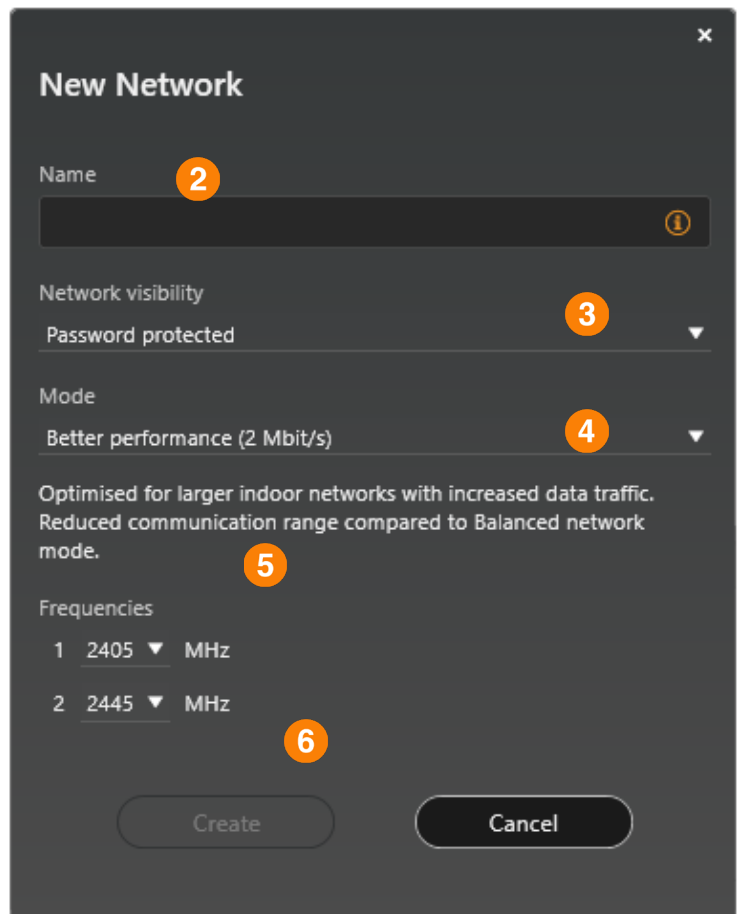
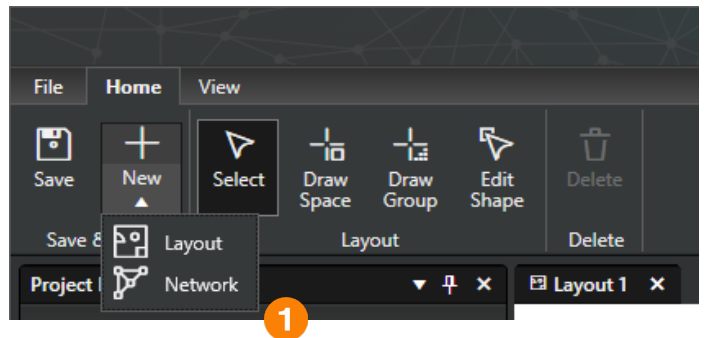
In Casambi Pro, networks can already be created as placeholders during the project design phase. When real devices are later added to them, the placeholder networks are changed to real ones. In order to pair devices to spaces and luminaire groups, they must belong to a network. Please note that in Beta, the network placeholders and space assignments to them must be done in Casambi Pro for Windows. This feature will become available later in the iPad version.

Follow these steps to create a network in Casambi Pro:

1. Click on "Network" in the New dropdown menu in the ribbon toolbar. Optionally, you can right-click in the Networks pane and select "New Network" in the context menu.
2. In the New Network dialog, first enter a name for your new network.
3. Secondly, select the preferred network visibility option from: "Password protected" or "Open"
4. Next, select the Network Mode. The options are: "Better performance", "Balanced", "Long range (Optimum) BETA", or "Long range (Max.) BETA"
5. Next, set the Frequencies if needed.
6. Finally, click on the "Create" button → The new network will be created, and it appears in the Networks pane.

When a network is selected, its properties are shown in the Properties pane.

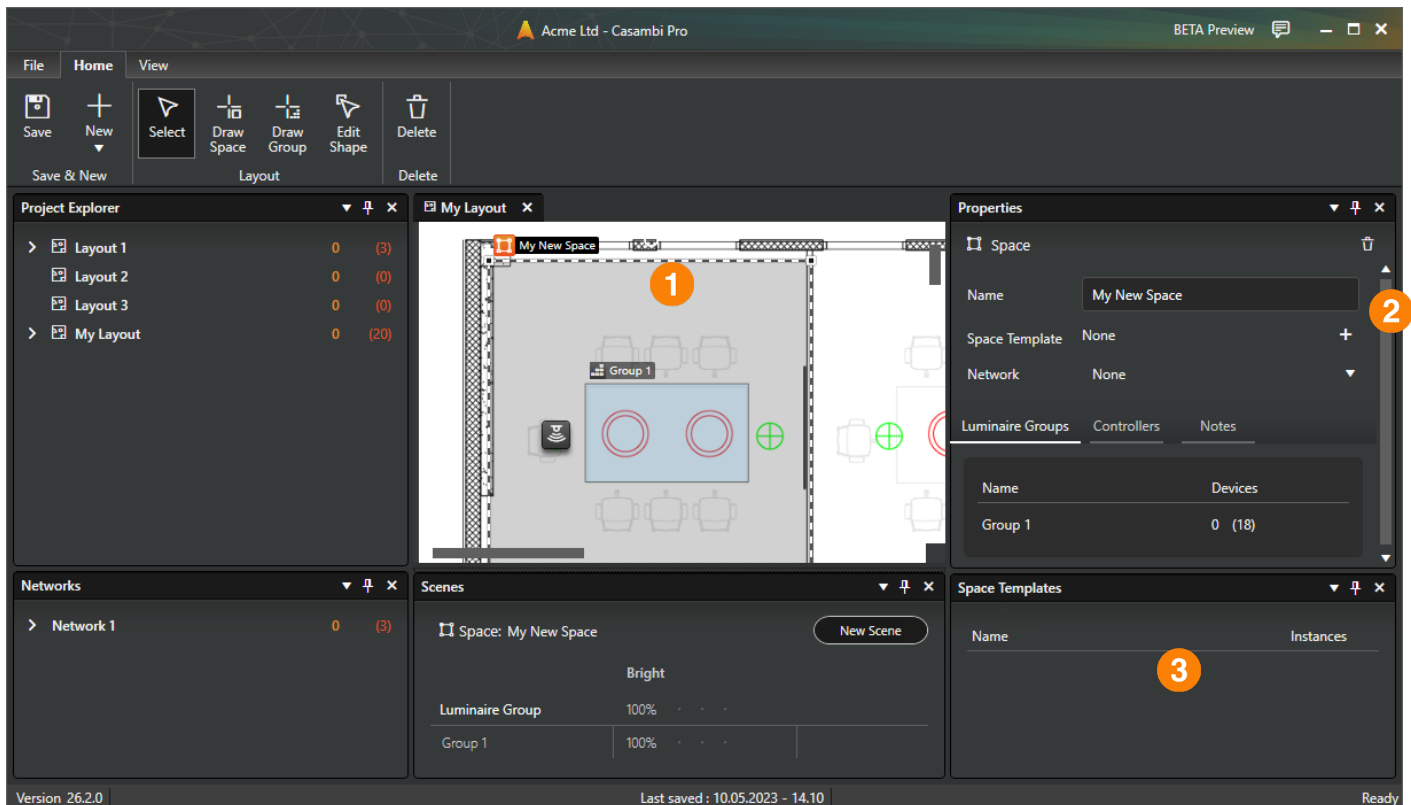
PLEASE NOTE: A network is empty until spaces are assigned to it. After spaces are assigned to it, all groups and controllers in those spaces are included in the network.



## CASAMBI PRO FOR WINDOWS

## Creating space templates

Space templates can be used for creating and managing similar spaces with same kind of group and control structures. For example, if a building has many repetitive spaces like meeting rooms, classes or storage rooms, they could be created using a space template. Spaces created with a template will be updated if their master template is edited.



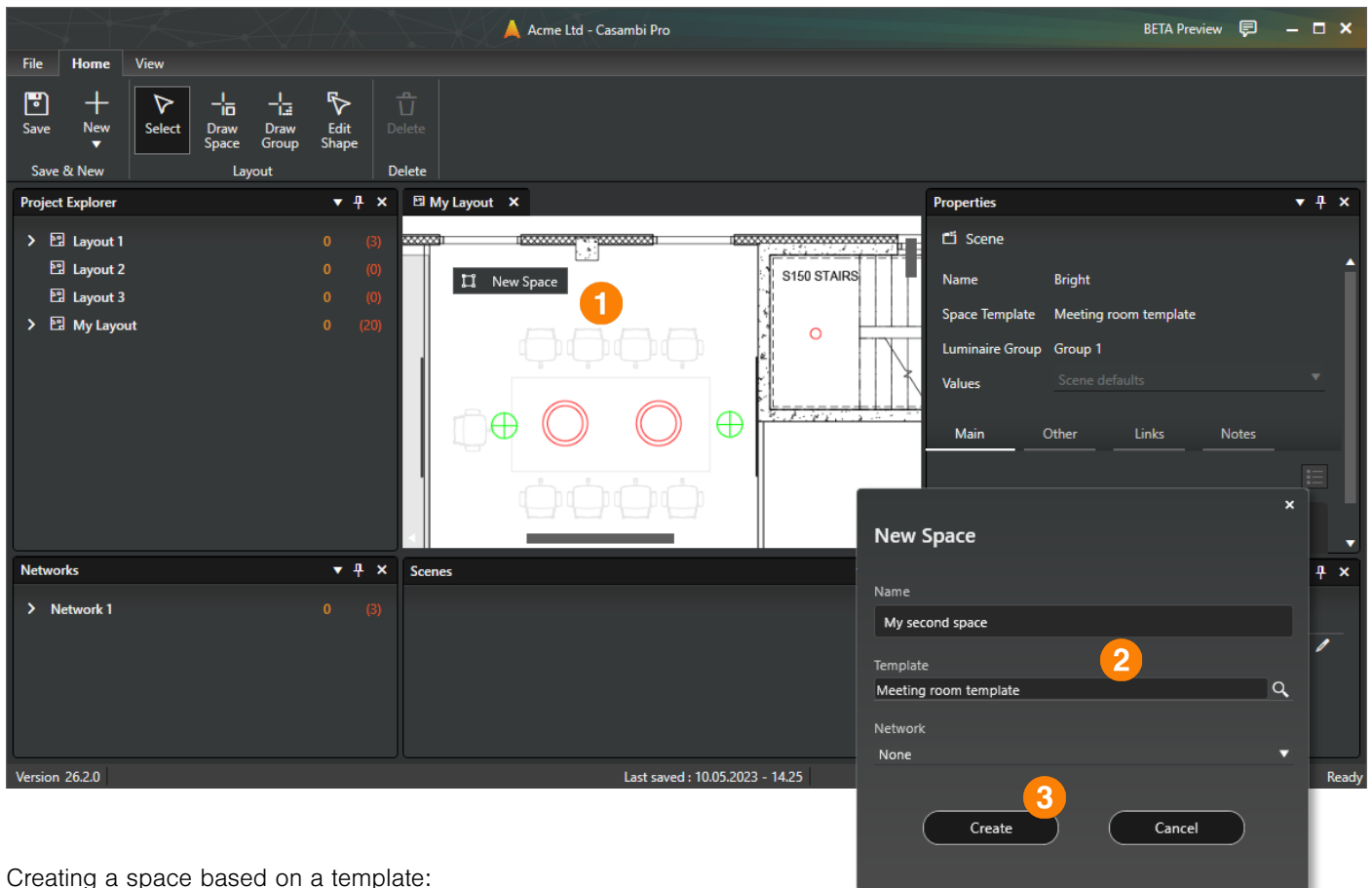
Creating a space template:

1. Create a space and add needed groups, controllers and scenes to it. Configure the controllers.
2. Save the space as a new template by clicking the plus (+) button in the space property pane.
3. The space template will appear in the Space templates pane, and it can be used when creating new spaces.

## CASAMBI PRO FOR WINDOWS

## Using space templates

When a space is created using a space template, it will inherit its composition and control logic from the template used. The positioning of elements and shapes of the space and its group areas are fully editable, but the control logic is still following the setup in the template.



Creating a space based on a template:

1. Create a space by using the context menu command or by drawing the space shape.
2. In the New Space dialog, you can select a template you want to use for the new space.
3. After clicking the Create button, the new space is created based on the selected template. It will appear on the layout following the size, shape and contents of the template.

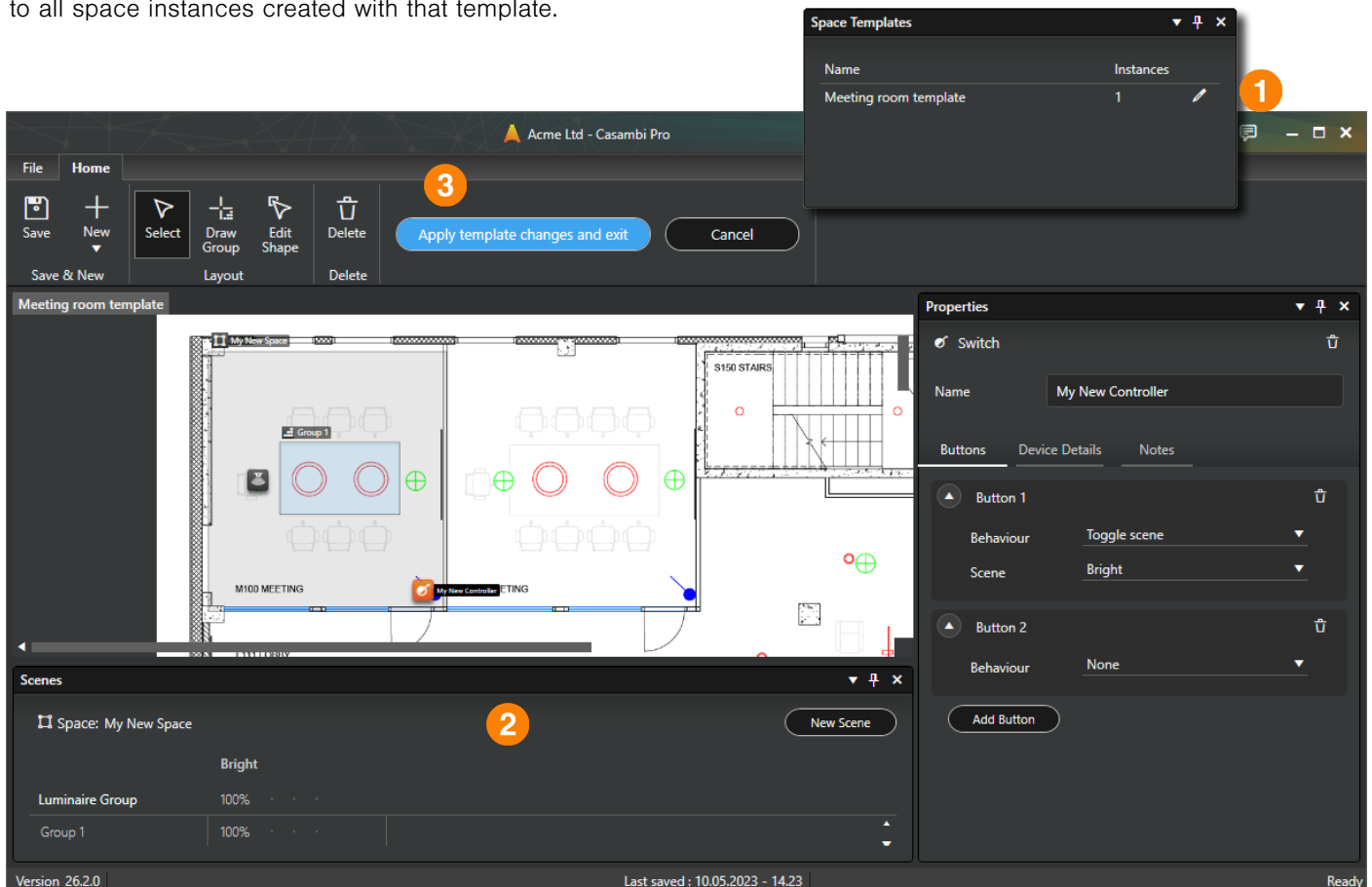
After the space was created, it is possible to move or resize it and edit its elements' positioning.

In case you want to change the element structure or control logic of a space which is linked to a template, you need to edit the logic of the template, in template editor (see next page in this guide). It is also possible to detach a space from its template, by using the "Unlink" button in the space properties.

## CASAMBI PRO FOR WINDOWS

## Editing space templates

If there is a need to edit the control logic or add or remove elements in spaces created by using a space template, it needs to be done by editing the template itself. When a template is modified and saved, the changes are applied to all space instances created with that template.



Editing a space template:

1. Enter the space template editor by clicking the pen icon at the space template list in the main workspace
2. In the space editor view, the original space is shown with its content. Luminaire groups, controllers and scenes can now be added, removed or edited.
3. Modified template can be saved and applied to all space instances by clicking the “Apply template changes and exit” button. When this is done, the template editor is closed and space instances in the project are updated.

Please note, that

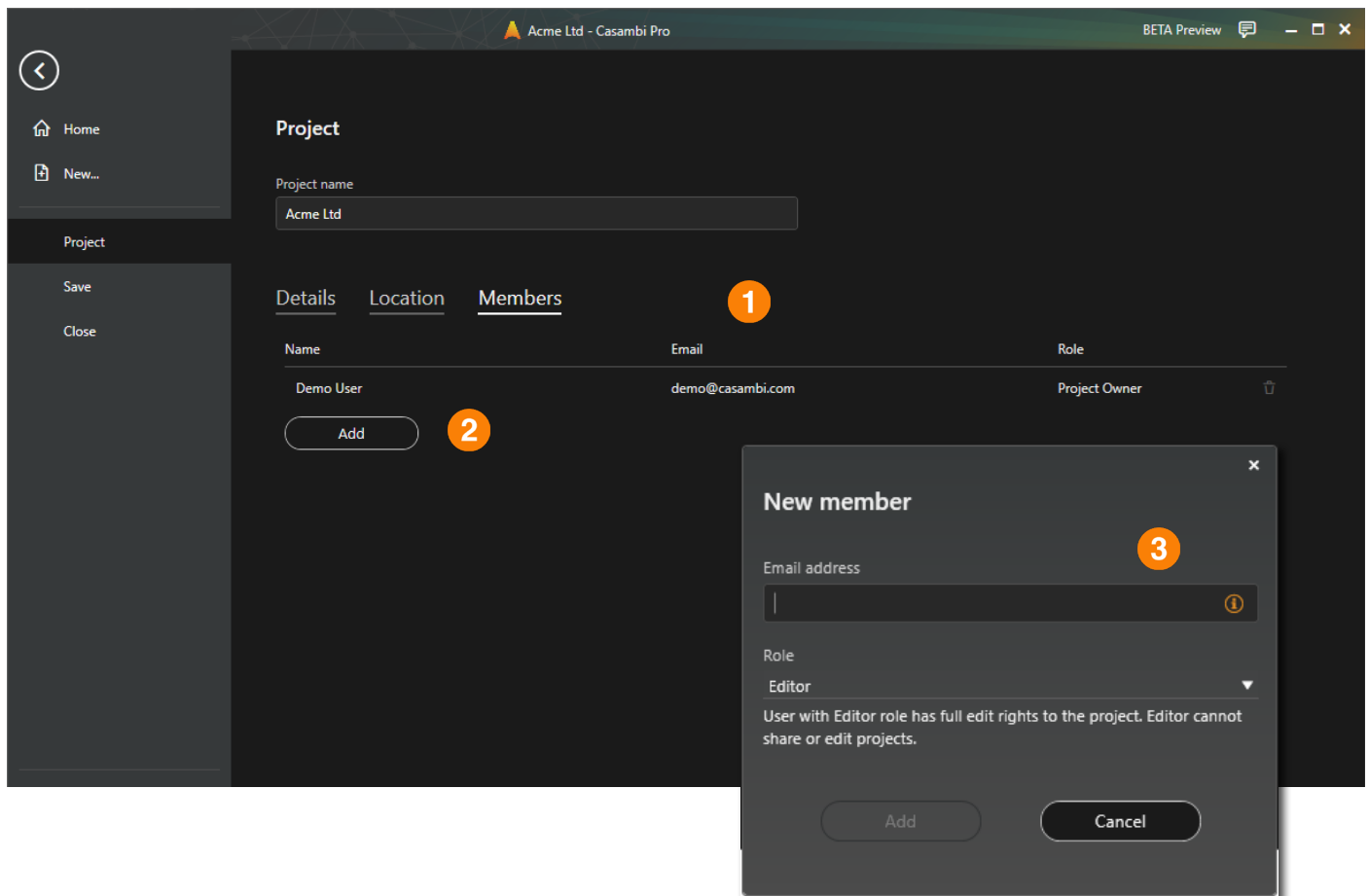
- Luminaire groups or controllers cannot be removed from the template if there are real luminaires added to spaces created with the template.
- Editing the geometry or positioning of the elements in the template do not affect the appearance of the already existing space instances created with the template.



## CASAMBI PRO FOR WINDOWS

## Sharing a project

A Casambi Pro project can be shared between different Casambi Pro users. This is done in the Project information view, in the Members tab.



1. List of members in the current project. A project has always at least one Project Owner who has rights to add or remove members in the project.
2. To add a new member to a project, click the Add button.
3. In the add member dialog, enter the email address of the Casambi Pro account you want to add. Only users with a Casambi Pro account can be added as a project member.

## CASAMBI PRO FOR IPAD

## Introduction to Casambi Pro Beta Preview for iPad

The beta versions of Casambi Pro for iPad will offer a limited set of features compared to the Windows version. More features will be added in future versions.

The core capabilities for the beta versions are:

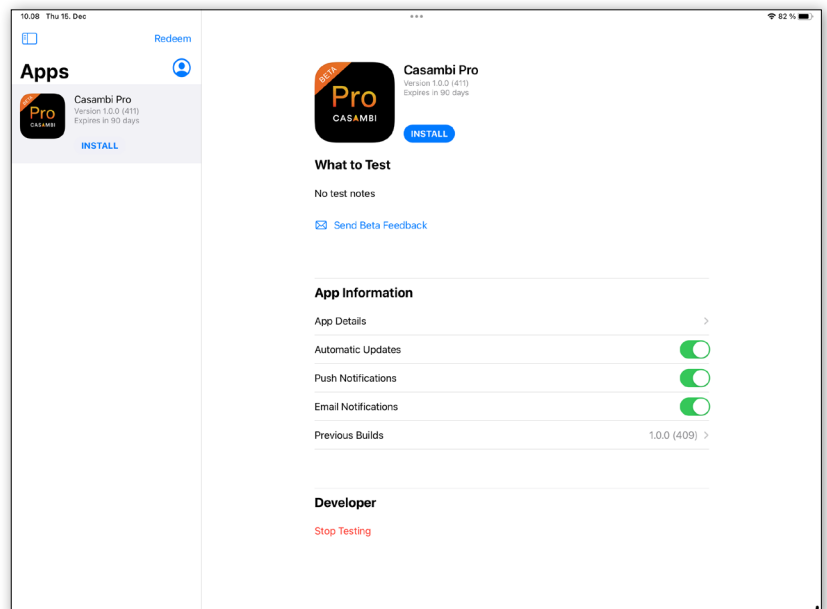
1. Sign in/out and sign up, open projects and browse their contents and objects' details.
2. View and browse nearby Casambi-enabled devices and see their device details.
3. Pair and unpair devices to/from networks.
4. Change the location of luminaires and controllers in layouts.
5. Test scenes by activating them from the iPad.
6. Limited capability of editing control logic parameters

## Installation

PLEASE NOTE: Before starting the installation of Casambi Pro, make sure your iPad's operating system version is 16.0 or higher. If not, please update the OS version first.

1. On your iPad, go to the Apple App Store and install the TestFlight app.
2. Once the TestFlight is installed, navigate to the Casambi Pro Internal Beta web site on your iPad to find the link to the installation file (<https://casambi.com/try-casambi-pro/>).
3. Click the installation link on the web page to start the installation process.
4. The TestFlight application will open and guide you through the installation process.
5. After Casambi Pro has been installed and opened for the first time, you will need to tap the "Sign In" button to start the sign up process.

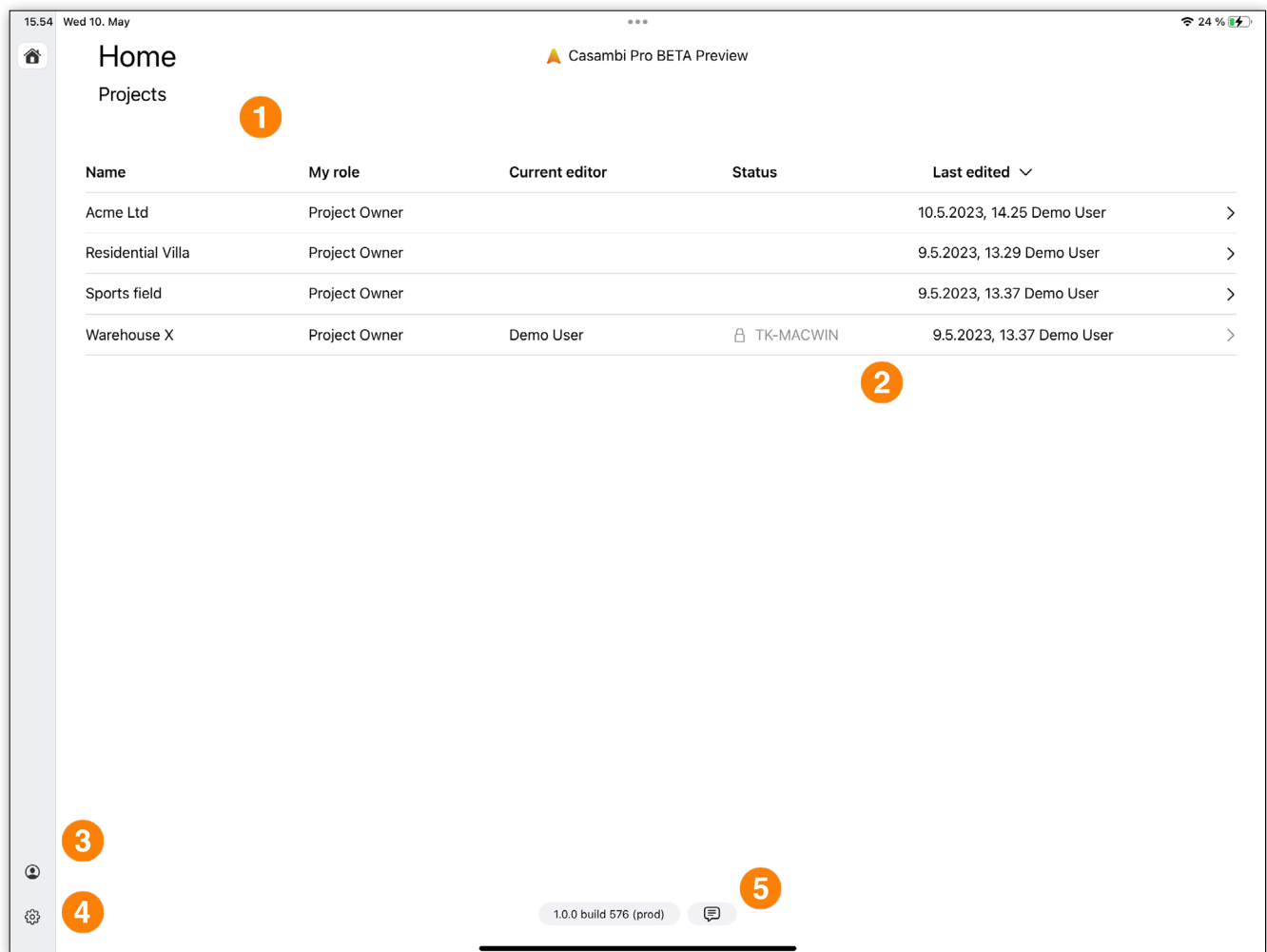
If you already have a Casambi Pro account, you can use your existing credentials to sign in.



## CASAMBI PRO FOR IPAD

**Backstage Overview**

In Casambi Pro, the projects, application settings and user accounts are managed in the Backstage view. You will see this view when the application is started.

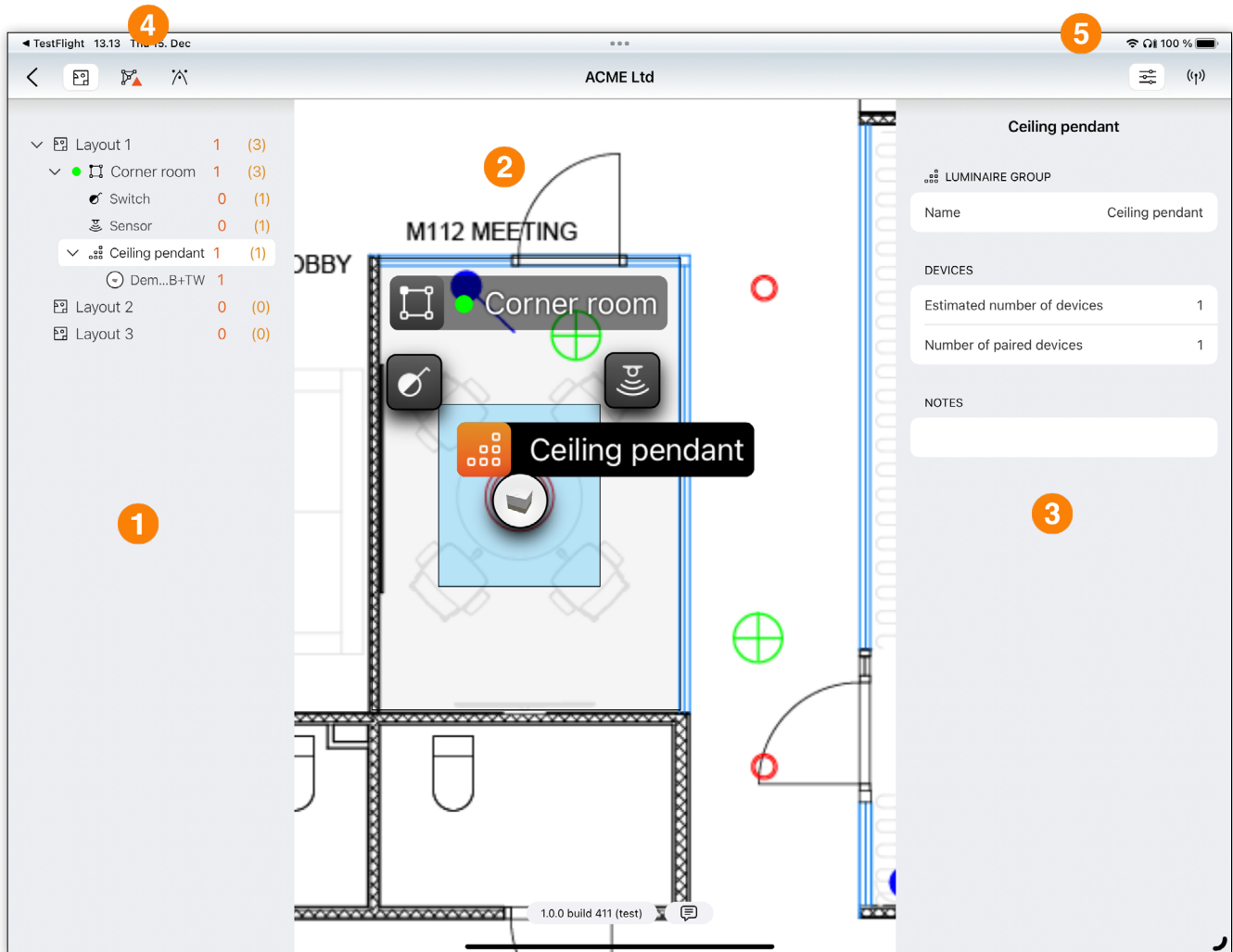


1. Project list. All projects accessible by current user are listed here. The list can be refreshed by dragging it downwards with finger.
2. A project can only be opened on one device at a time. When a project is open on another device, it is shown as locked in the list.
3. Account view where you can sign in/out.
4. Settings view for application-level settings.
5. Feedback buttons for providing comments and feedback to the Casambi Pro development team. There is also a button indicating the application version. It can be used to provide Casambi log files in case there should be any problems with application stability.

CASAMBI PRO FOR IPAD

## Overview of the Main Workspace

Projects are displayed and edited in the Main Workspace. Only one project can be open at a time. Please note that the Casambi Pro Beta Preview versions for the iPad have only limited editing capabilities.



1. All project elements are listed in the Project Explorer pane (layouts, spaces, luminaire groups, controllers and luminaires). Optionally, the network list can be displayed in the left pane.
2. Layout view.
3. Properties pane, where the selected object's details are shown and can be edited. Optionally, the Nearby Device list can be displayed in the right pane.
4. Buttons for toggling the visibility of Project Explorer, Network list and the Scene table.
5. Buttons for toggling the visibility of the Property pane and Nearby Devices list.

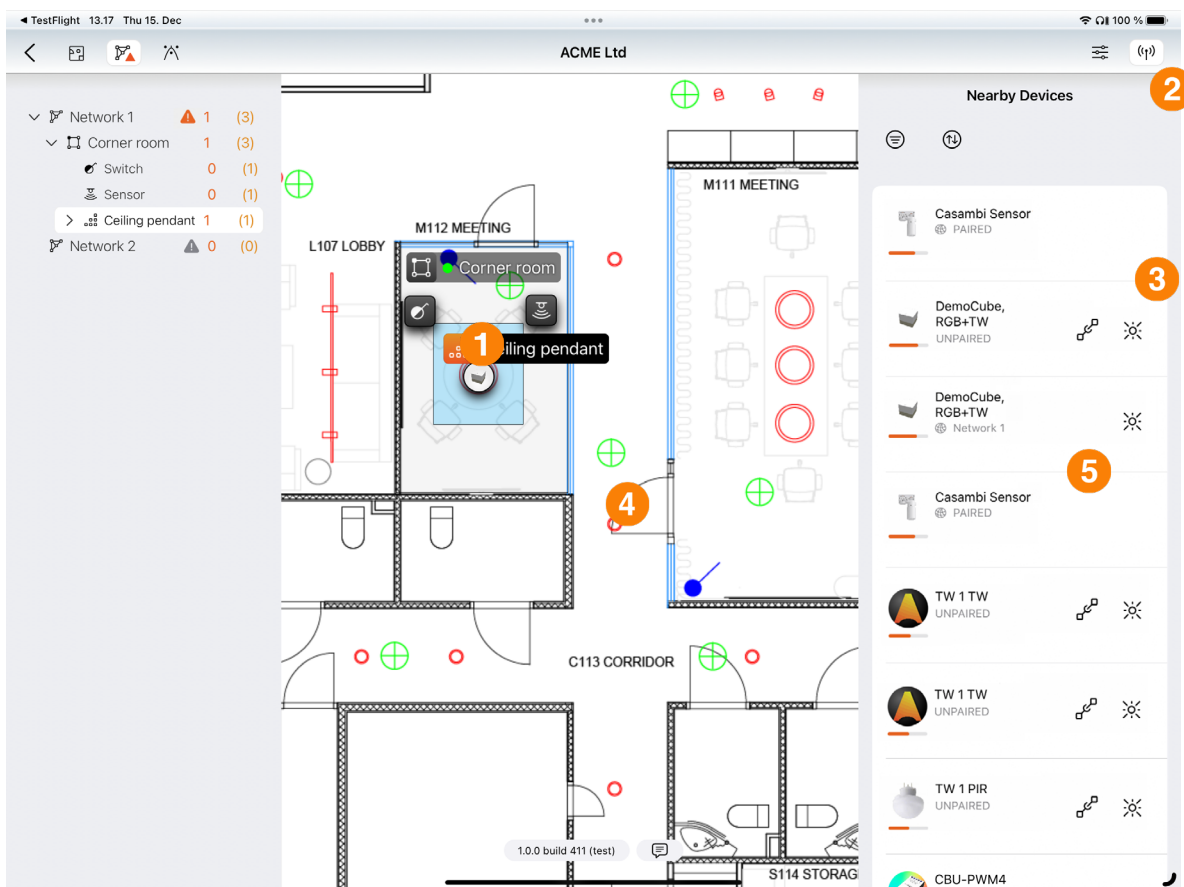
## CASAMBI PRO FOR IPAD

**Pairing devices to networks**

NOTE: In the Casambi Pro Beta Preview phase, the network placeholders (virtual networks) must be created with Casambi Pro for Windows. Pairing devices to the placeholder networks in iPad will change them to real networks.

Project prerequisites for pairing devices:

1. The project must have at least one layout with one space and one luminaire group
2. There must be a placeholder network (created in Casambi Pro for Windows) or an existing Pro network
3. The space to which you want to pair the device must be linked to a placeholder or real network.
4. Controllers are paired to spaces, and luminaires are paired to luminaire groups in spaces.



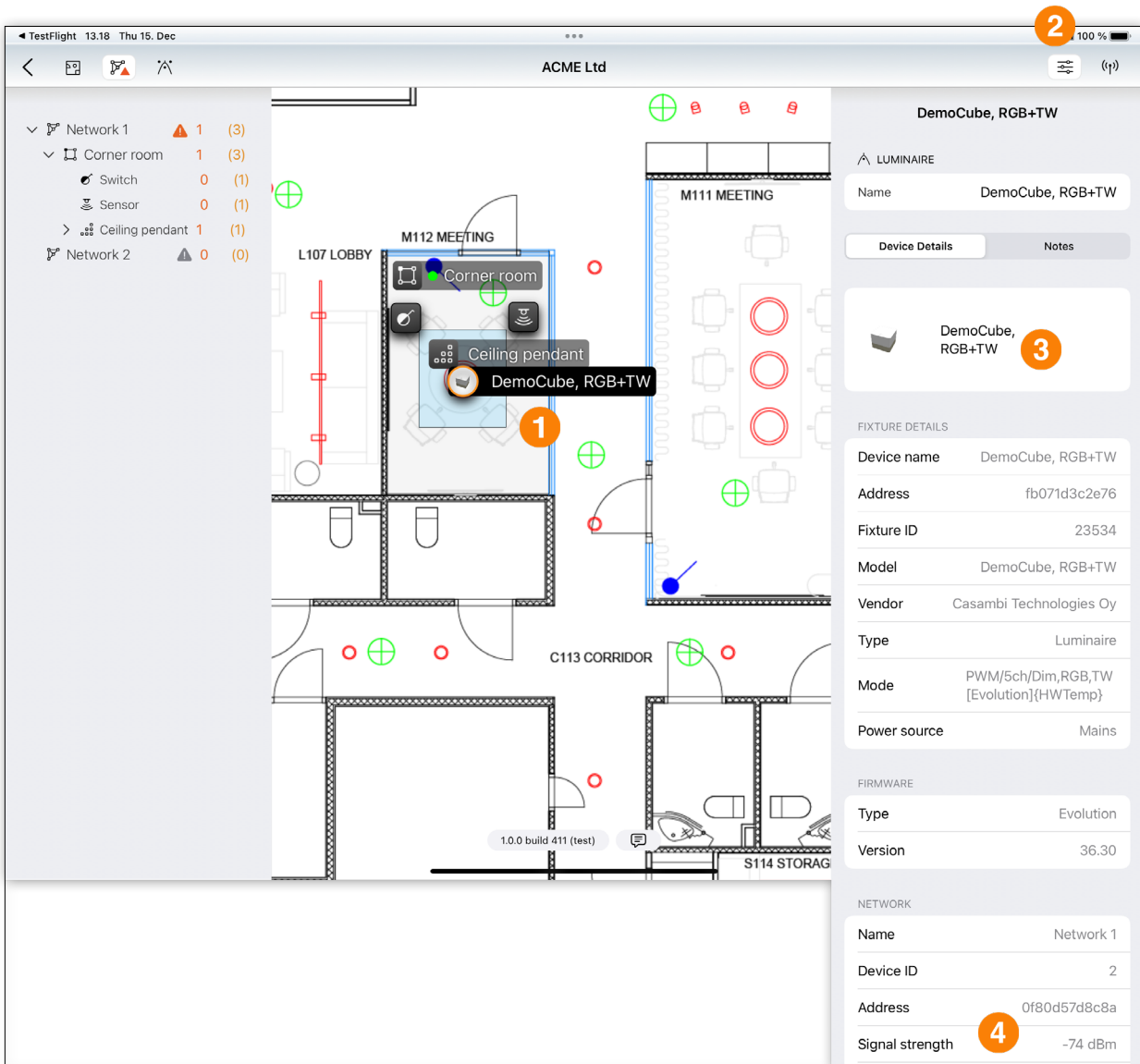
To pair a luminaire or switch:

1. Select a group into which you want to pair a luminaire (in the case of switches or sensors, select the target space).
2. Open the Nearby Devices list and find the unpaired device you want to pair. Please note that the list can be filtered by selecting filter criteria behind the filter button at the top of the device list.
3. Unpaired devices have Pair and Identify buttons. Luminaires can be blinked by pressing the Identify button.
4. Pair the device either by tapping the Pair button or by dragging the luminaire from the list to the group in the layout.
5. After successful pairing, the device appears in the layout and the network name is shown next to its name in the device list.

CASAMBI PRO FOR IPAD

## Unpairing a device

It is possible to unpair devices by accessing the device's properties.



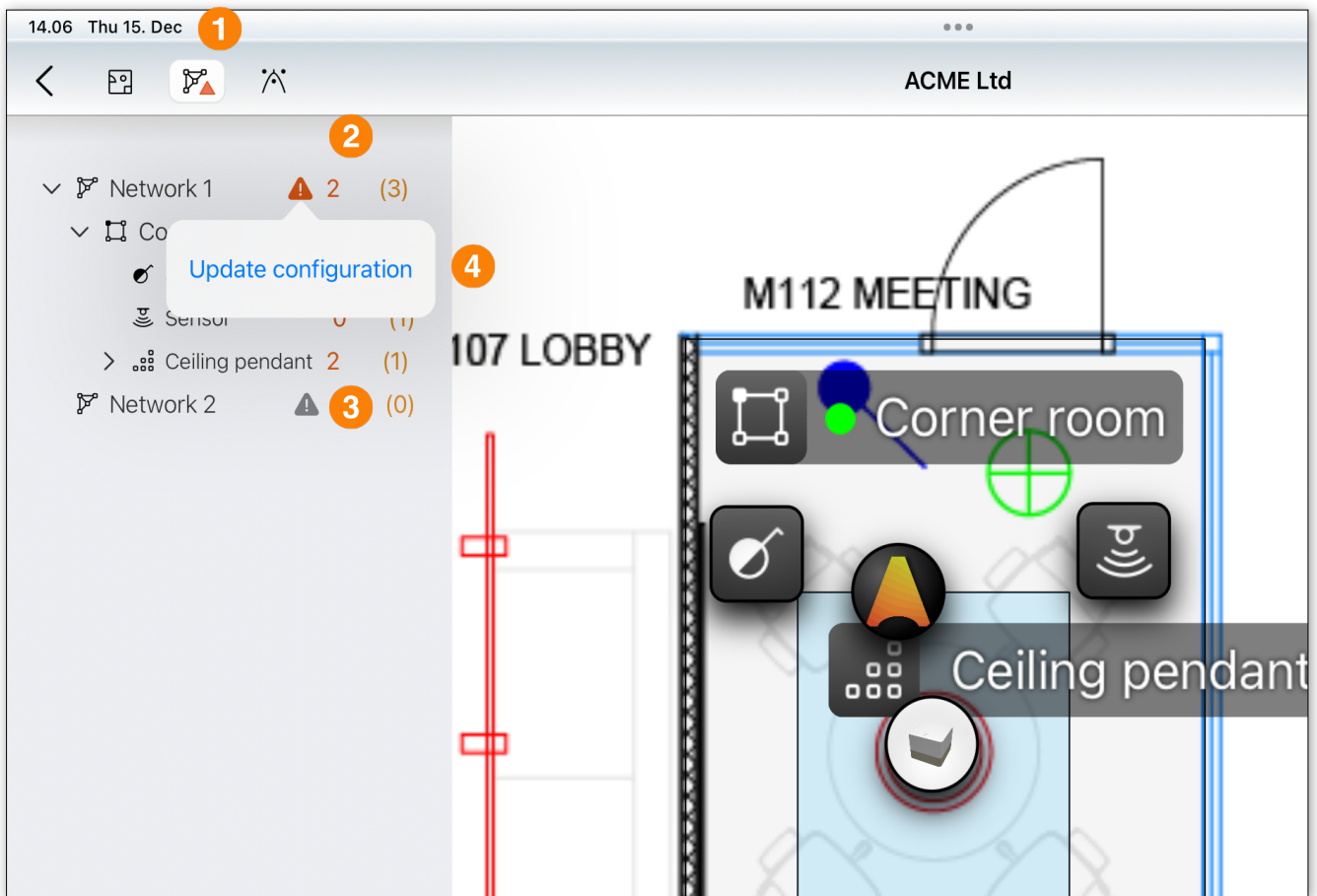
To unpair a luminaire or switch:

1. Select the device you want to unpair either from the layout or from the Project Explorer.
2. Open the Properties Pane.
3. Make sure that you are within Bluetooth range of the device, or that a battery-powered device (e.g. a switch) is activated.
4. Scroll to the bottom of the properties list to find the Unpair Device button. Click the button to unpair the selected device.

CASAMBI PRO FOR IPAD

## Uploading a new configuration to a network

If new configuration changes have been made in a Casambi Pro project, they need to be uploaded to the network(s) using the iPad. Please note that the configuration changes can be done both with the Windows and the iPad versions of Casambi Pro. However, only the iPad version can be used for uploading the new configurations to the networks.



New configurations which are not yet uploaded to networks are indicated in the UI by red and gray triangular icons:

1. The Networks toggle button in the top toolbar shows an animated triangle if there have been any new configuration changes made, which have not yet been uploaded to the networks in this project.
2. In the Network list, there is a red or gray triangular icon next to the network name if there are some pending changes that have not yet been uploaded to this network.
3. If the triangular icon is gray, there are configuration changes pending for upload, but the network cannot be reached at that moment.
4. When you are within Bluetooth range of a network and want to upload new configurations to it, tap the red triangle next to the network name and select the “Update configuration” command.