



Casambi Pro

Public beta quick start guide



CASAMBI

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Terms & Definitions

- **Project:**
One entire design scheme (e.g., A complete building)
- **Templates:**
Sets of parameters defined as models for repeated use
- **Groups:**
Areas where all lights should always react in the same way
- **Layout:**
The visual representation of your project or area
- **Presets:**
Fixed scenarios comprising of a combination of a dimmed level, colour temperature setting or up/down ratio
- **Scenes:**
Scenarios created by simultaneously activating Presets
- **Functions:**
Actions performed when triggered by a Controller
- **Controllers:**
Hardware (switches/sensors) & Schedules that trigger Presets
- **Schedules:**
Presets based on a set time, date, sunrise or sunset parameters
- **Properties:**
Individual parameters that can be separately configure

Please note: The Public Beta Casambi Pro app is still being fine-tuned. Changes may be implemented without notice and this guide may not be fully up-to-date in some places.

General overview

Casambi Pro is an iOS (primarily iPad) compatible programming tool for lighting professionals.

It is only intended for programming large installations that use white or tuneable white luminaires, have a lot of repeated, automatic functionality, and which require minimal, or no, physical user interaction.

- Casambi Pro cannot recognise or control older Casambi networks
- The original Casambi app cannot control Casambi Pro networks
- Casambi Pro is only compatible with devices using Evolution firmware
- The capabilities of Casambi Pro & the original Casambi app are different



Casambi Pro



Casambi

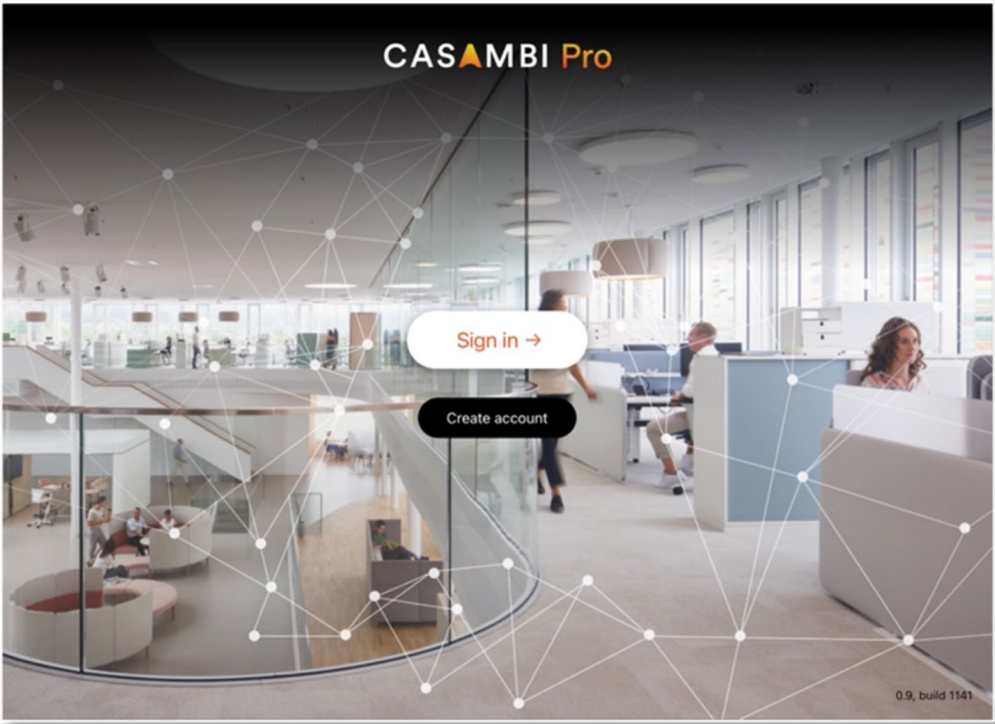
Installation size	Multi-network	✓	(✓)
	Large single network	✓	(✓)
	Small single network	✗	✓
Illumination	Single colour illumination	✓	✓
	Tuneable white illumination	✓	✓
	RGB colour illumination	✗*	✓
Controls	Manual control	✓	✓
	Automatic control	✓	✓
	End user app	✗**	✓
Offline programming		✓	✗

✓ = OK (✓) = Not optimum ✗ = Not suitable (yet)

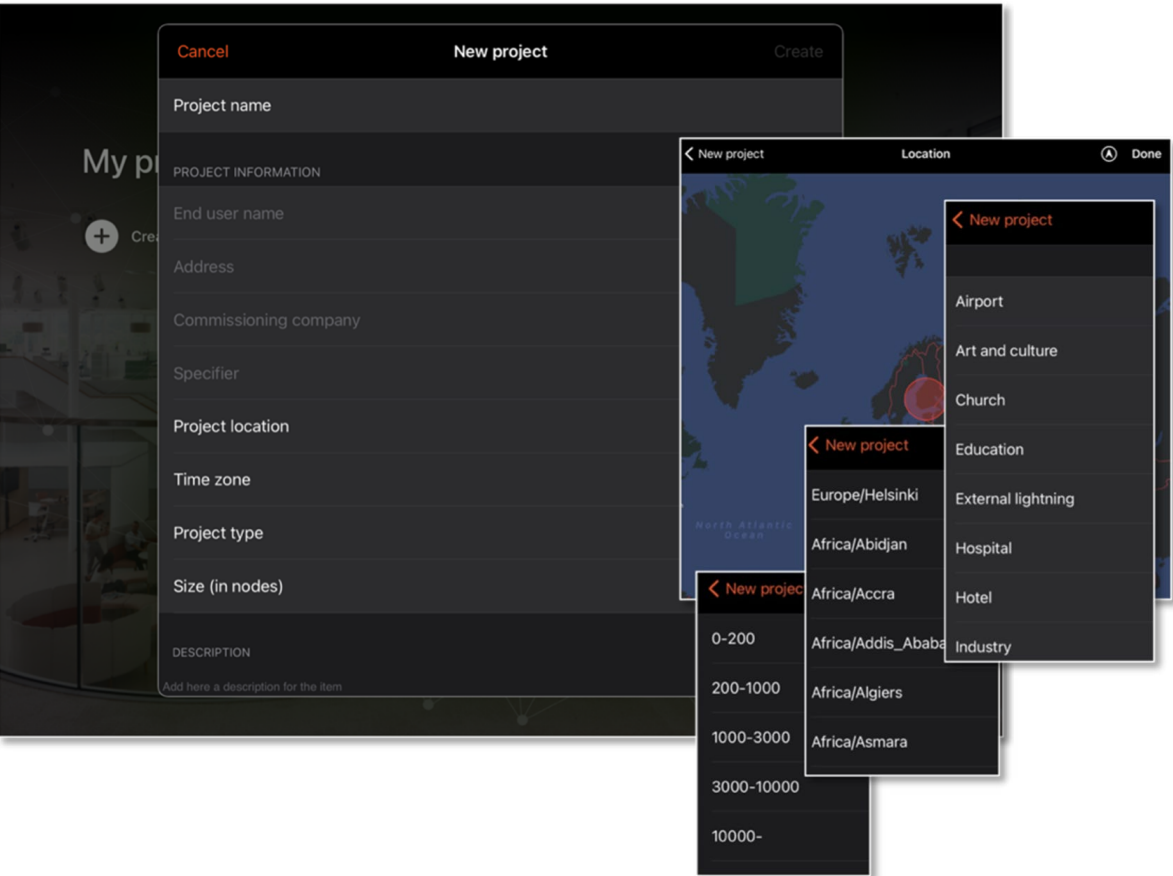
*Coming in later releases. **Will be available later.

Getting started

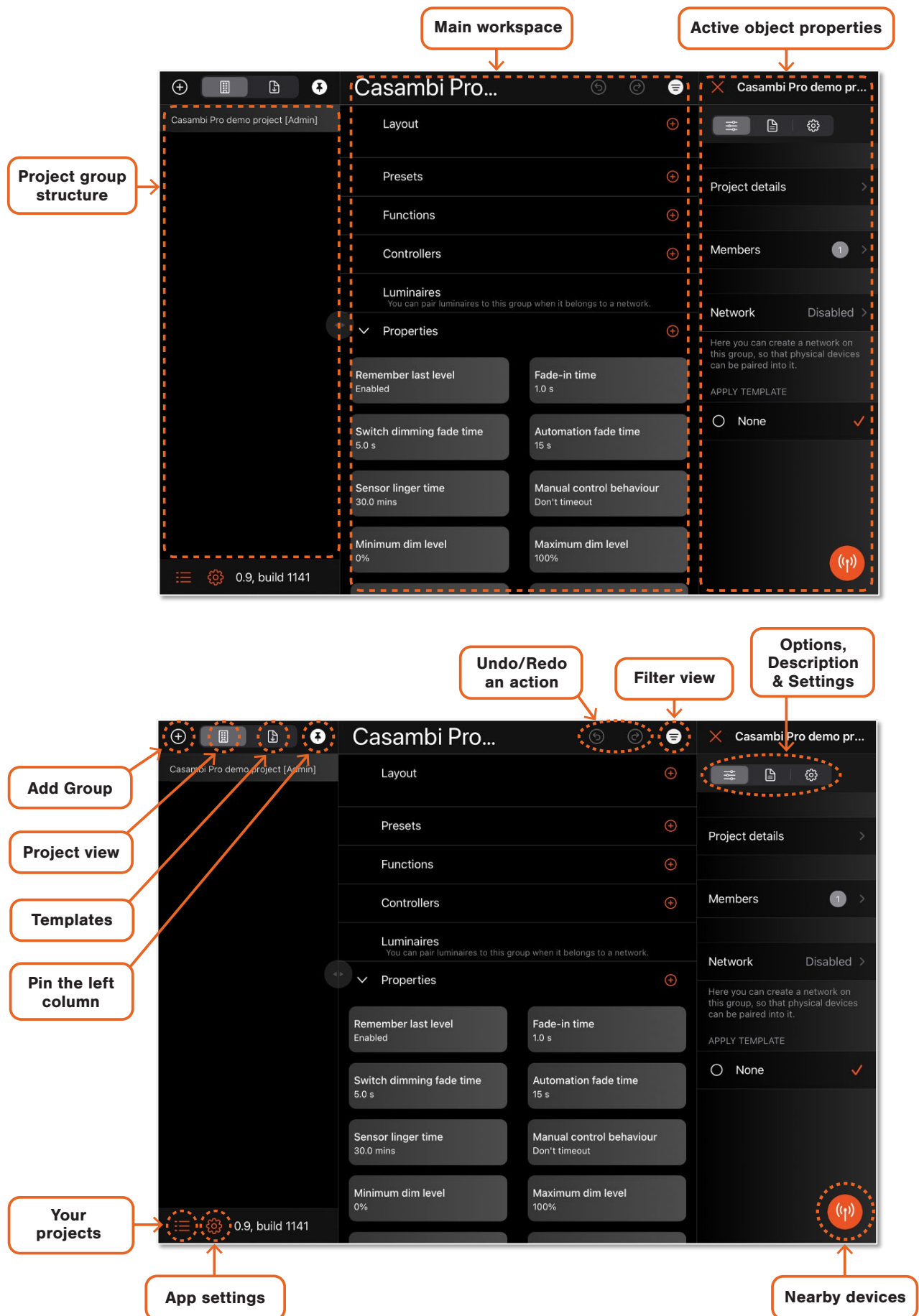
Install the app and create an account. An internet connection is required.

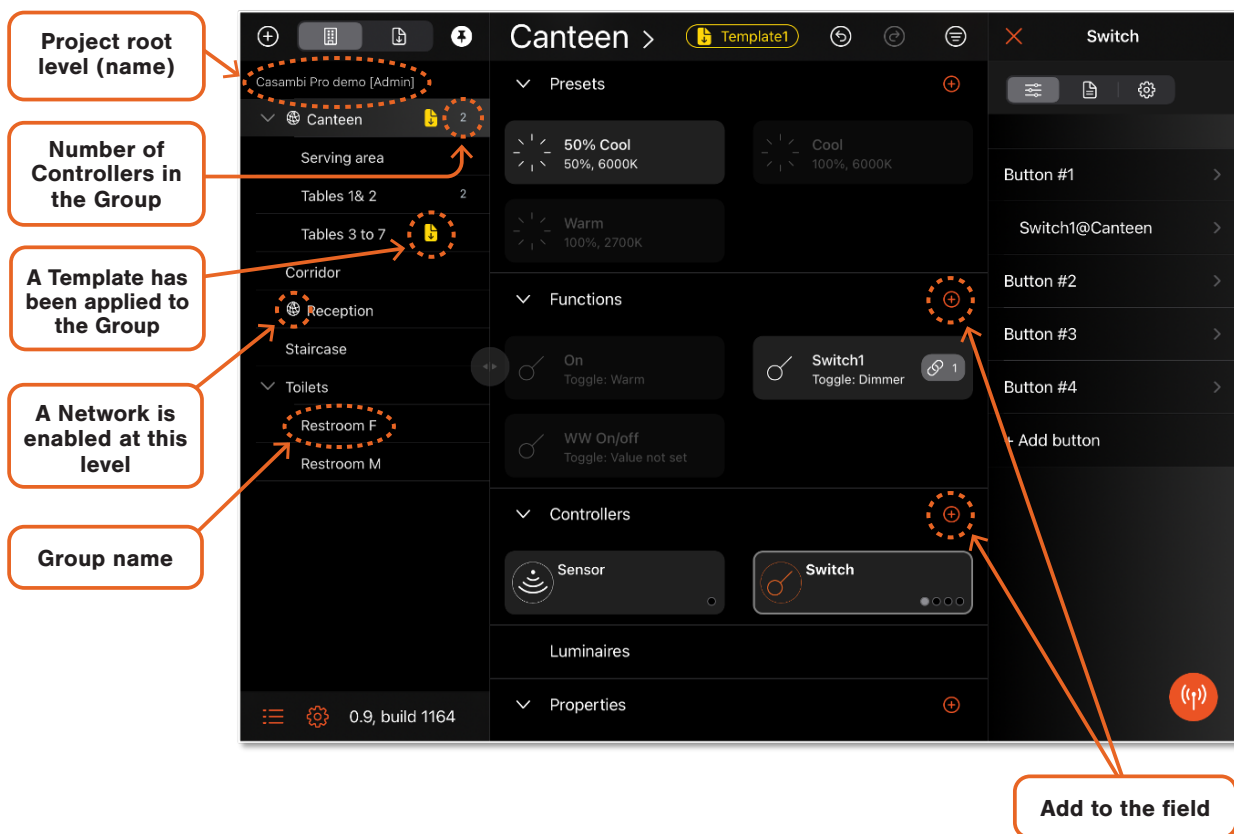
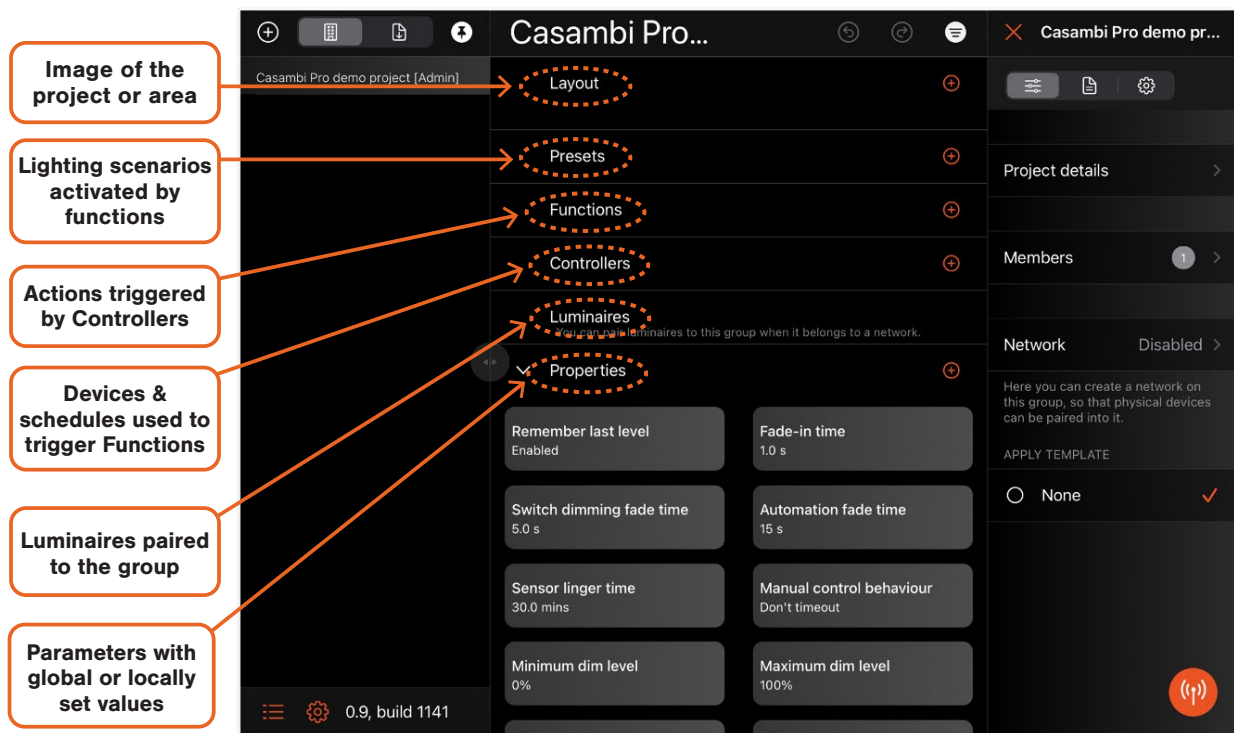


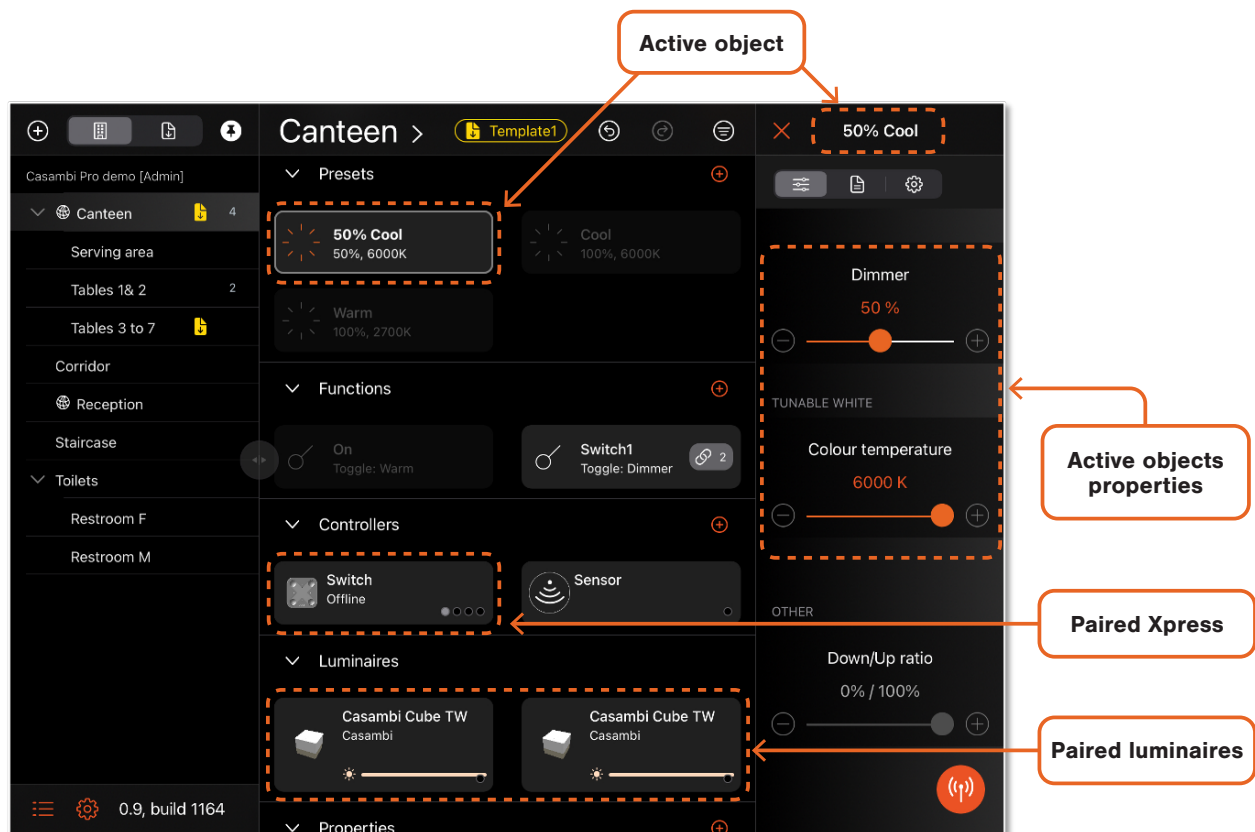
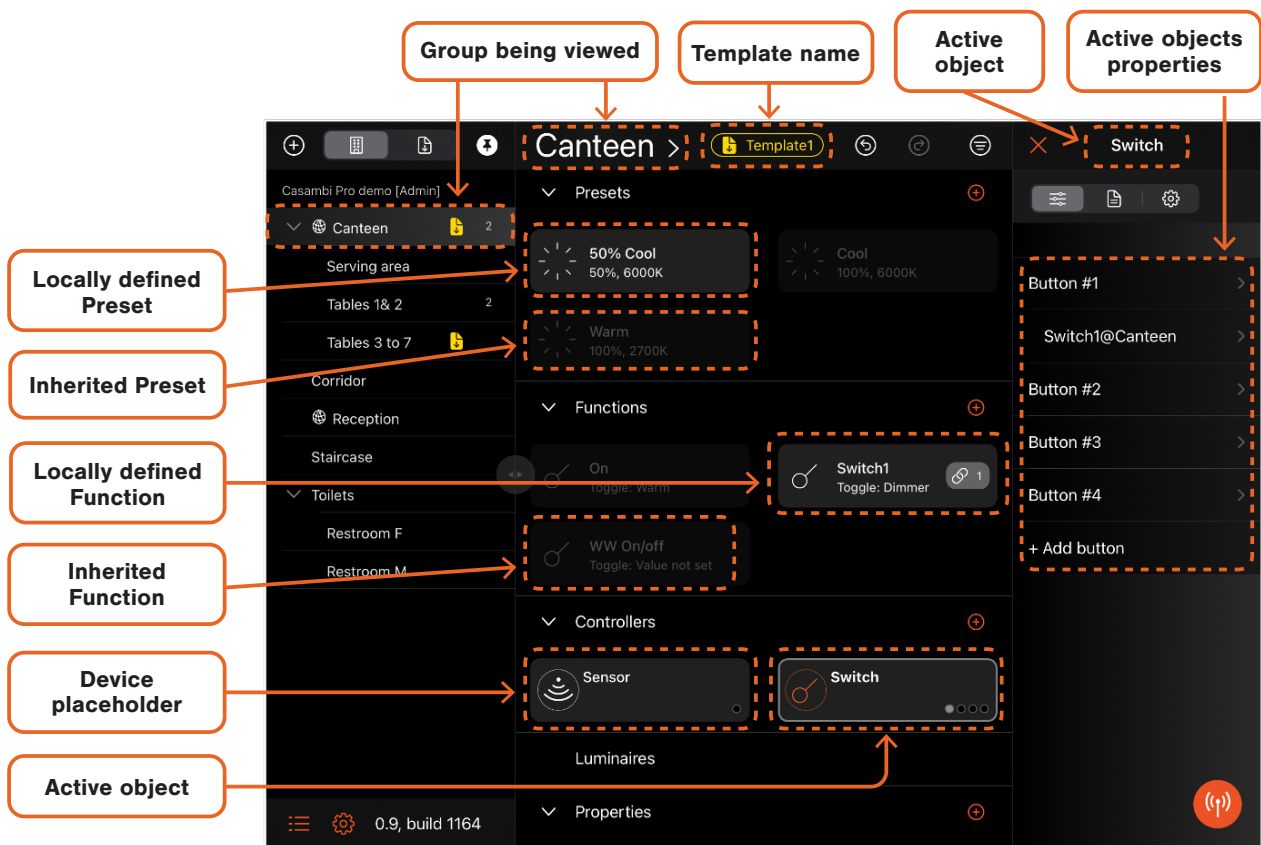
Sign in. Create a new project by clicking the “+” and completing the information.



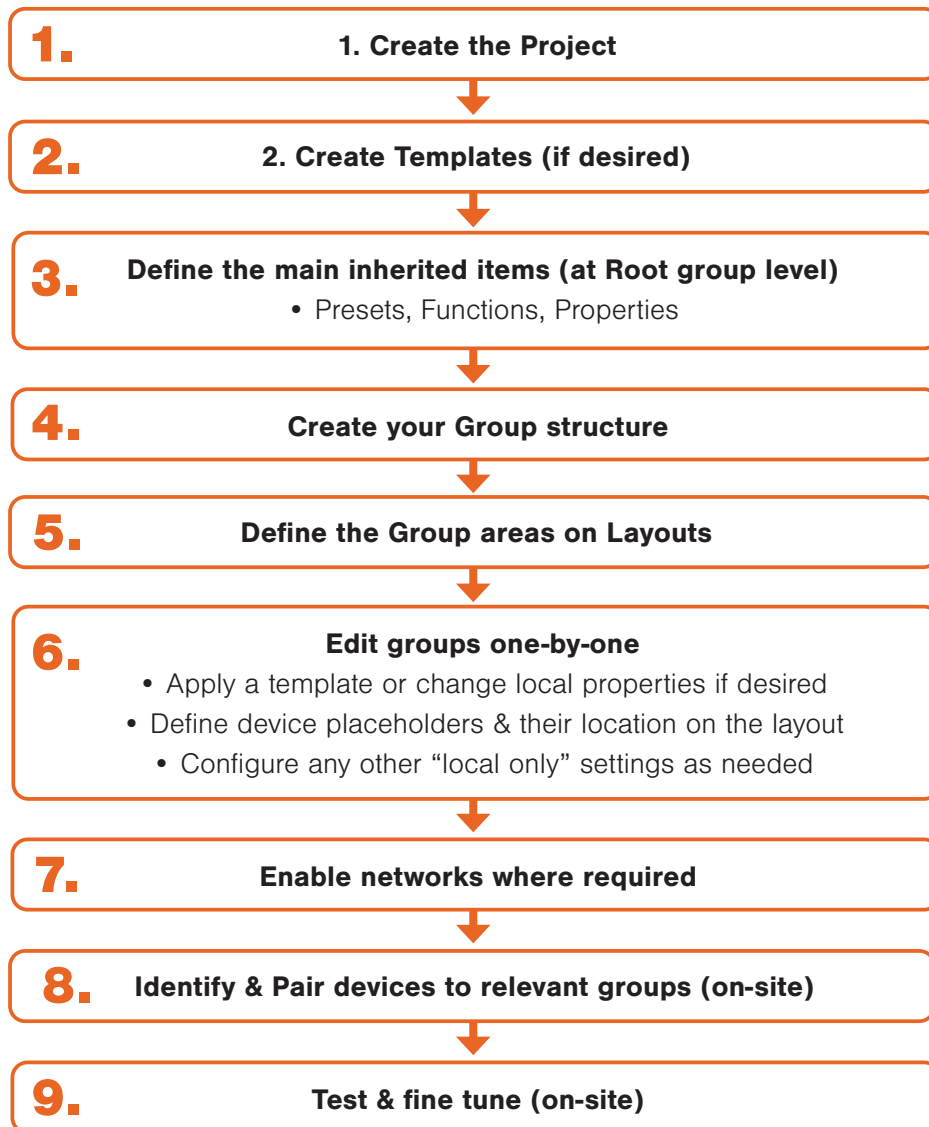
Main app workspace overview







Suggested configuration process

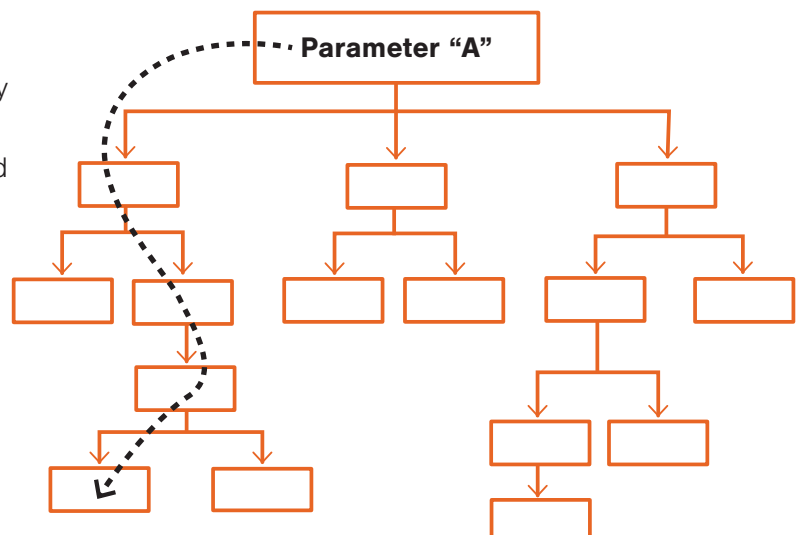


Inheritance

Inherited settings mean that commonly used configurations only need to be set once and are automatically applied throughout the entire project for use where required, greatly reducing configuration time.

What can be inherited?

- Layouts
- Presets
- Functions
- Properties

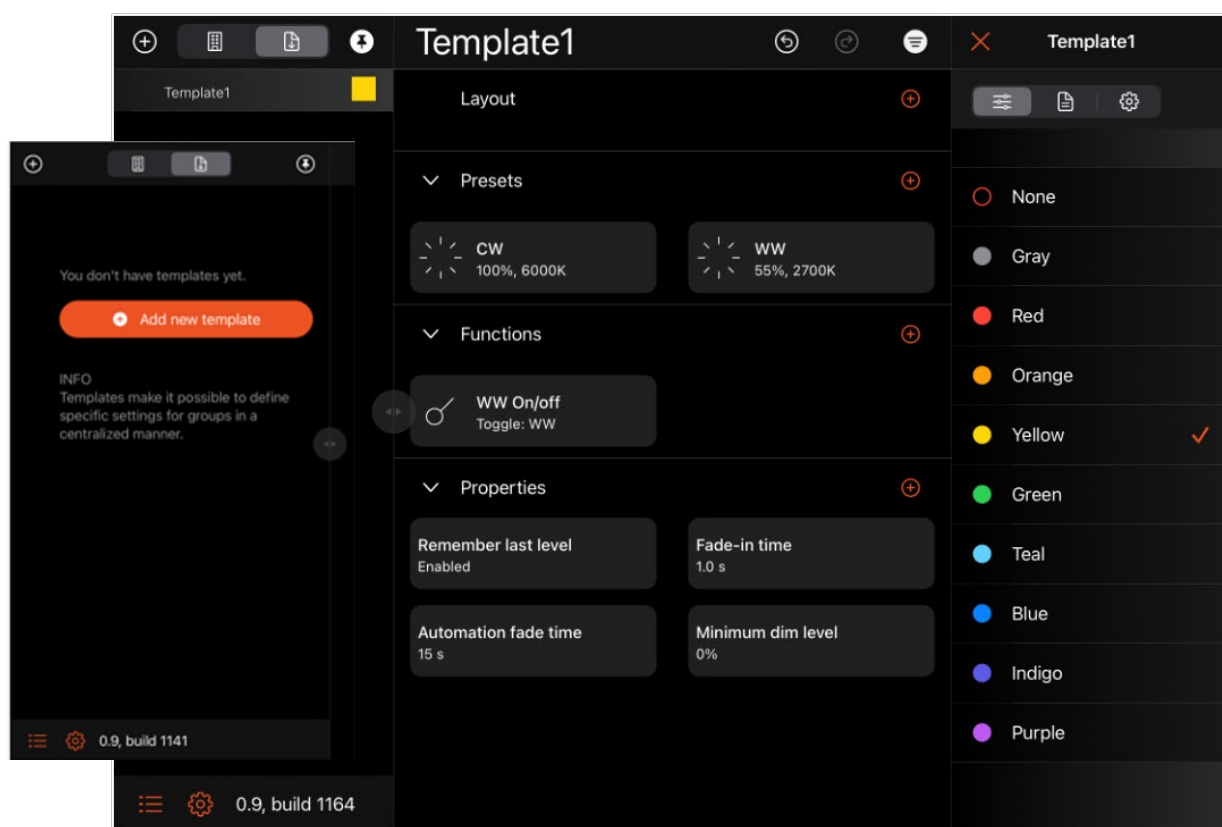


Templates

Templates can be created for commonly used configurations and then applied to any group needing that configuration. Only one template can be applied to one group.

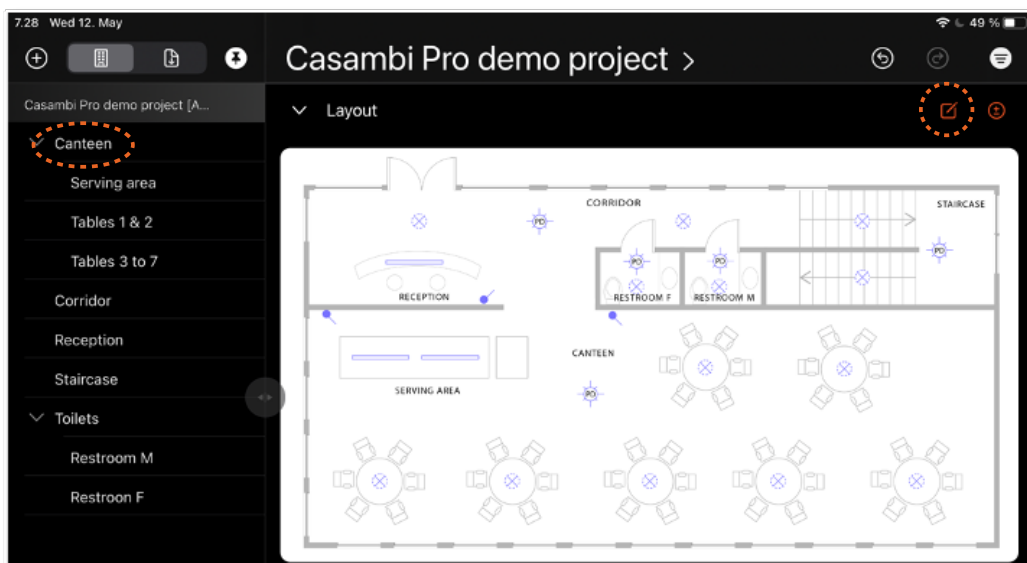
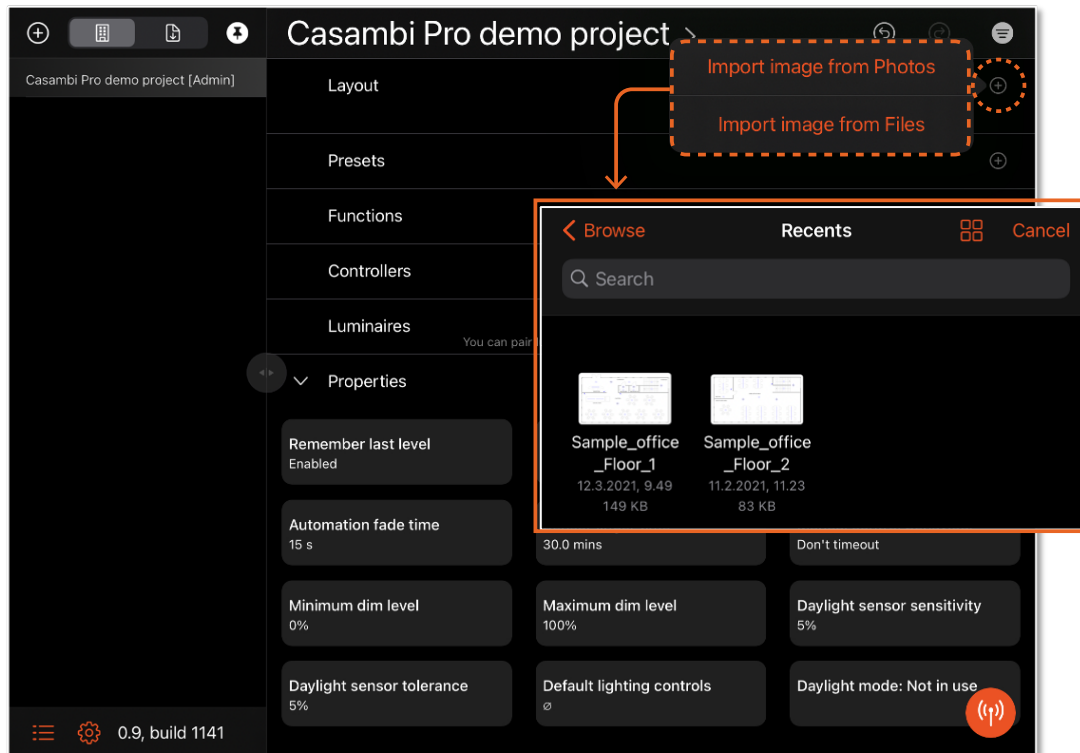
Templates can cascade; thus, if you apply a template to a “parent” group and another to this parent's “child”, the result is that the child inherits settings from its template and any “missing” properties from its parent(s).

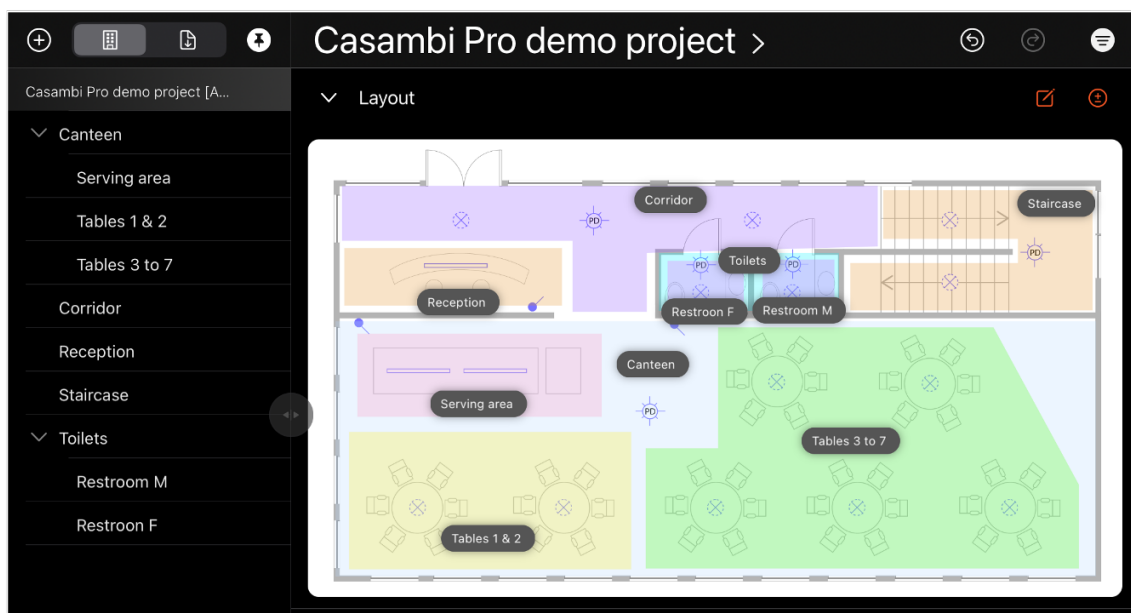
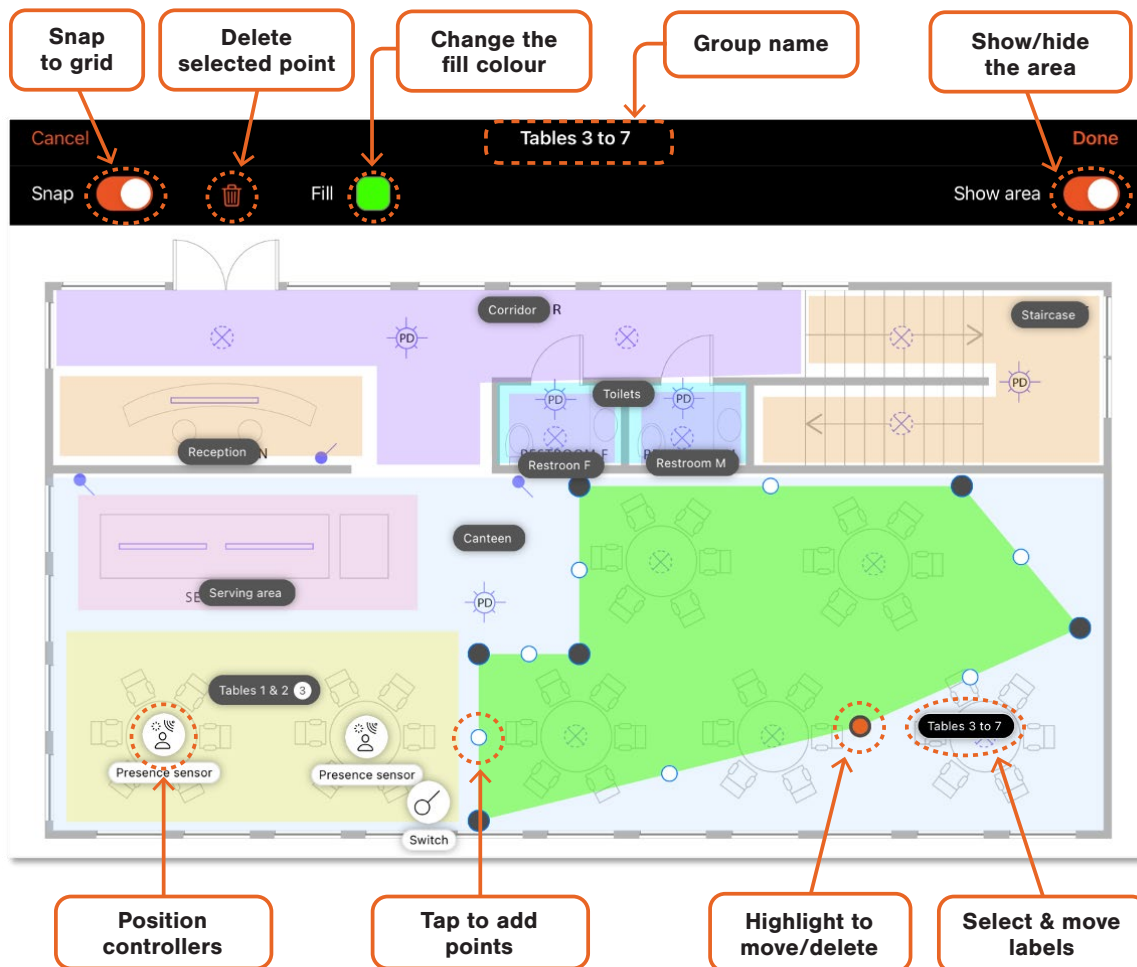
Locally made settings override everything, including template-inherited settings.



Layout

Images (JPG, PNG or BMP format) can be imported & have areas defined according to your project group structure. After your groups have been created (see Groups section) you can define areas on the Layout. Layouts are Inherited throughout the project, but different Layouts can be uploaded to different Groups if desired.

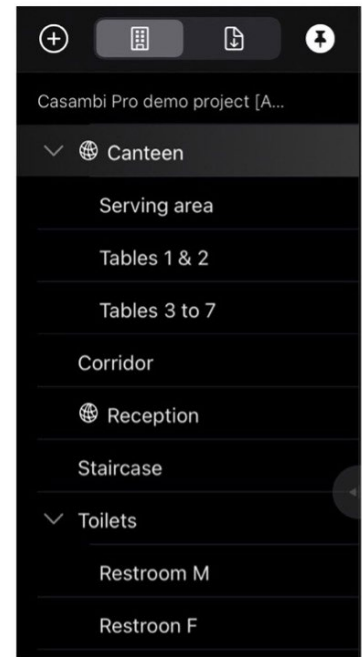




Groups

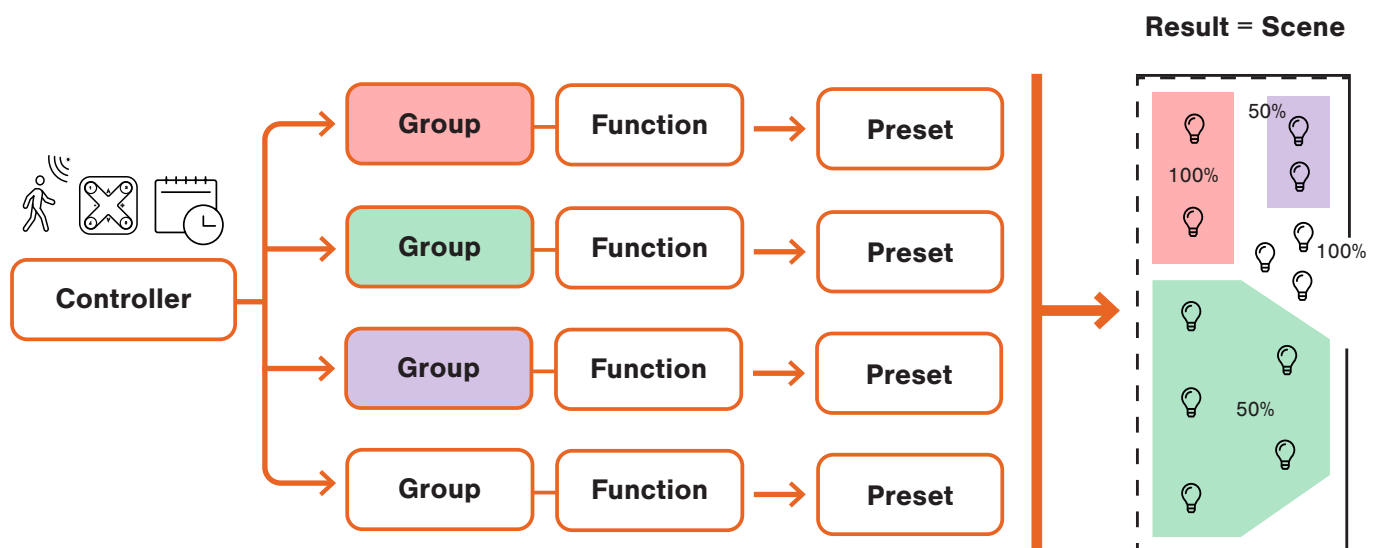
Groups are the different physical areas of the Project. Any luminaire in a Group will always react in the same way as any other luminaire in the same group.

- To create Groups, select “+”, enter a name for the group & select Add a group.
- Add more groups or sub-groups as desired.
- Selecting an existing group before pushing “+” will place the new group as a sub-group.
- Rearrange the groups if necessary by dragging & dropping.
- Long push on the group name to select it.
- Delete a Group by swiping left on the group name.

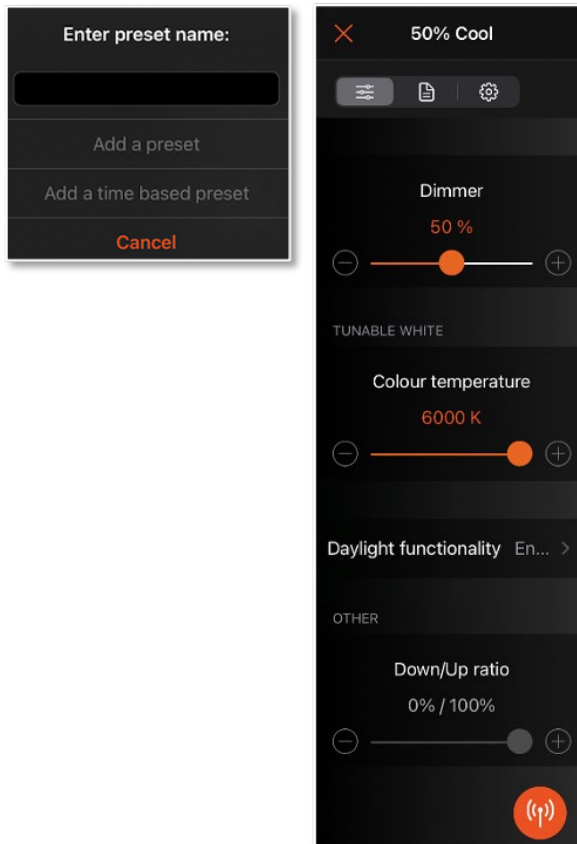


Creating “Scenes”

In Casambi Pro, a lighting “scene” is created by triggering a Preset or combinations of Presets simultaneously. A Controller can affect a Group (or Groups) & a Function for the group. That combination then triggers a Preset. This process is the basis of the system flexibility provided by Inheritance of different aspects throughout your project.



Presets

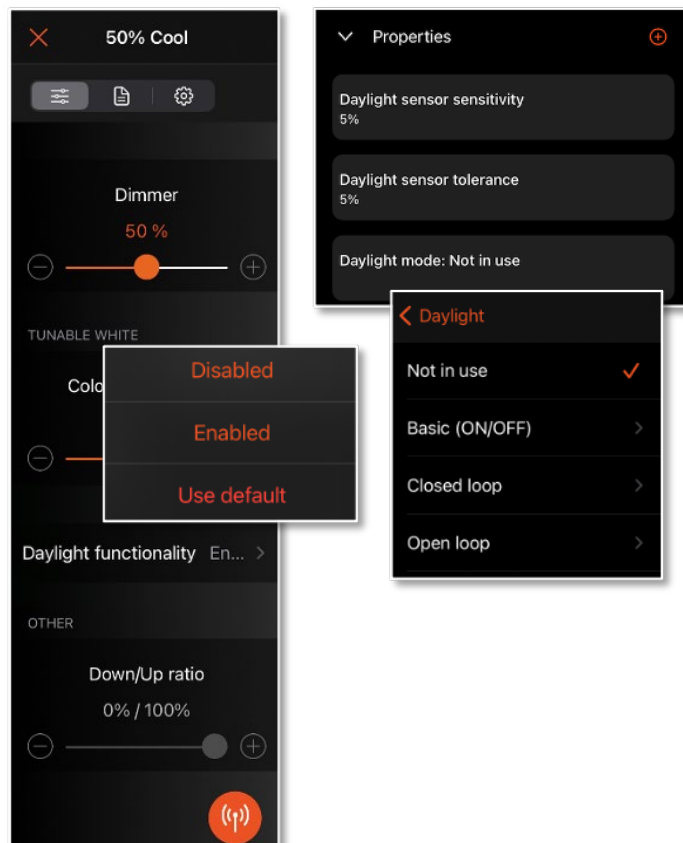


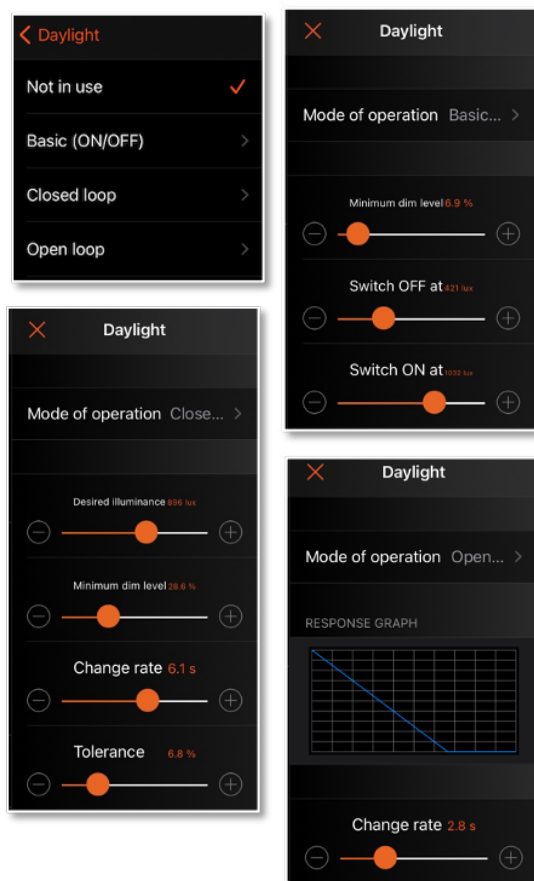
Creating a Preset

- A Preset is combination of dimmed level, colour temperature, or up/down ratio.
- In the Main workspace Preset section, push + to start adding a preset.
- Give the preset a meaningful name to enable easy identification later
- Set dimming level, colour temperature & up/down ratio as desired
- Enable Daylight functionality if desired
- Push X when done

Daylight configuration

- Daylight control is enabled in a Preset
- Inherited (or locally set) Daylight Properties then define how the luminaires in a group will react
- The lux sensor Sensitivity & Tolerance are set according to the Properties affecting the Group where the sensor Controller has been defined (Inherited or local setting)



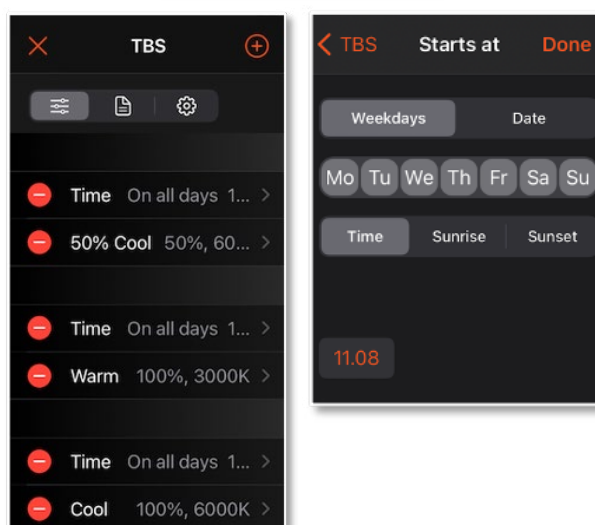
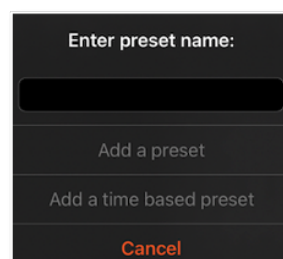


Daylight modes

- **Basic ON/OFF:**
Turns the Group luminaires On/Off based on defined lux values
- **Open loop:**
Group luminaire intensity is set by comparing the sensor reading to a dimming response graph
- **Closed loop:**
“Constant light” function where the sensor tries to maintain a fixed lux level by adjusting the intensity of the Group luminaires
- Sensor should really be in the same Group for this to function correctly

Time based preset

- In the Main workspace Preset section, push + to add a new preset
- Name it & select Add a time based preset
- Push + (top right) to add a new condition
- Set the start time for the condition
- Select a Preset, or define local settings
- Local settings are not available for use anywhere else in the Project
- Add more conditions by pushing +
- Remove a condition by pushing the Time “-” icon & selecting Remove
- Push X when done

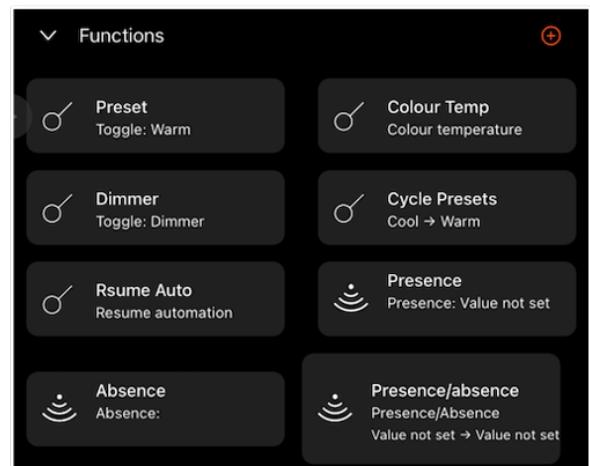


Functions

A Function is the action performed when triggered by a Controller. A Function is triggered by “binding” to it from a Controller.

Switch functions

- Dimmer: Adjusts the illumination intensity up & down
- Colour temperature: Adjusts between Warm & Cool White
- Preset: Affects a chosen Preset
- Cycle Presets: Enables selection of multiple Presets activated one-by-one with each button push
- Resume automation: Disables any active manual control



Button behaviours (only for Dimmer & Preset options)

- Toggle (ON, OFF, ON, OFF...)
- Activate (Turn ON only)
- Deactivate (Turn OFF only)

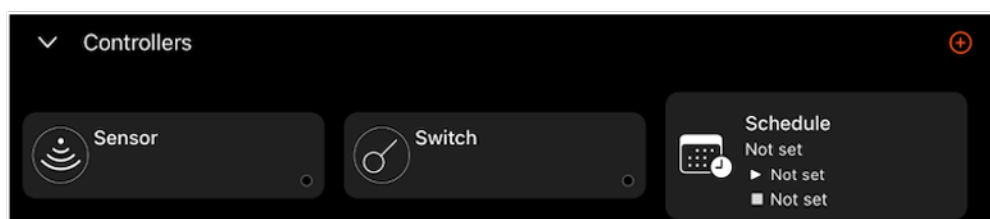
Sensor functions

- Presence: Activates a Preset when triggered & fades off after movement stops being detected
- Presence/Absence: Movement activates a Preset. Another preset is activated when movement stops.
- Absence: Fades off a Preset if no movement is detected if the preset was already active.

Controllers

Sensor & switch placeholders can be added & configured. Physical devices can be paired to the network later. Schedules (timers) can also be defined. Controllers need “binding” to Functions. Bindings “tell” a Controller what action to perform.

Tap on “+” in the Controller section to select the type of controller to configure & to open its configurable settings.



Properties

To change a Property, select it in the Properties section.

Properties changed in a group will be Inherited by the lower Groups

- Remember last level: Lights will return to the previous dimmed level when manually toggled off/on
- Fade-in time: Basic fade time when activating a scenario
- Switch dimming fade time: Time to dim from min to max (& visa-versa) if dimming using a Casambi enabled switch
- Automation fade time: Fade from one control method to another (i.e., From manual to Presence)
- Manual control behaviour: What happens when Manual Control Time Out expires
- Sensor linger time: Period of “no movement” before sensor times out
- Minimum dimmed level: Lowest dimmed level for lights
- Maximum dimmed level: Highest dimmed level for lights 100%
- Daylight sensor sensitivity: Defines how quickly the sensor reacts to changes in illumination
- Daylight sensor tolerance: How big the lux change needs to be before a sensor reacts
- Default lighting controls: The setting luminaires go to when power is applied. It is also the initial setting for a new Preset
- Daylight mode: Basic ON/OFF, Open loop, Closed loop

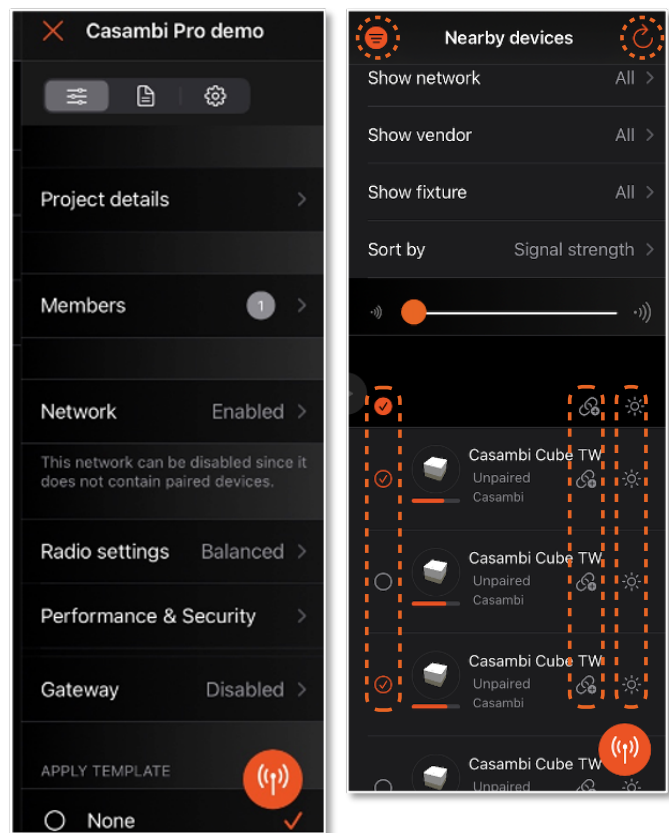
On Site

Networks & Settings

- To pair & control devices Networks must be enabled
- Multiple networks can be enabled in a Project
- Networks cannot be disabled if devices are paired to it
- Select a Groups' setting to access the Network options

Pairing devices

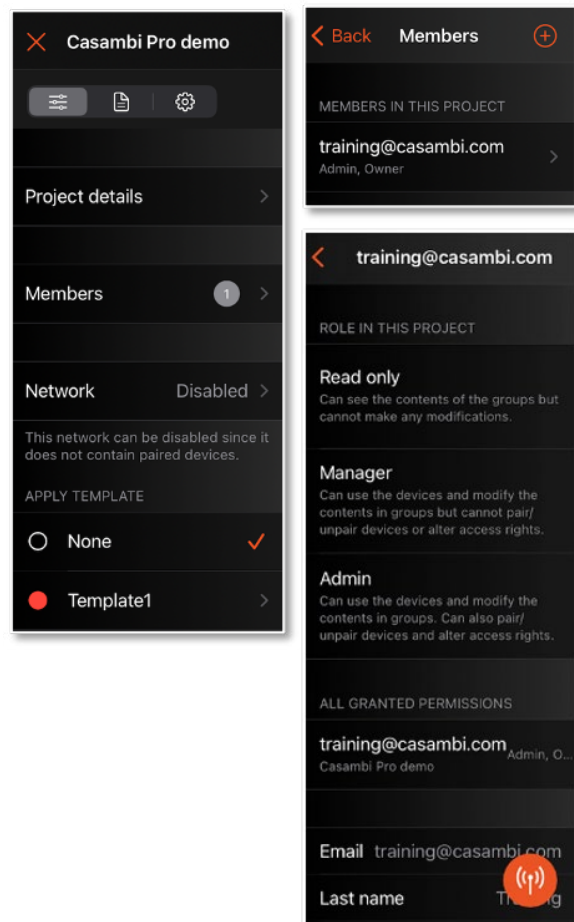
- Ensure a network is enabled that includes the group for the device/s to be paired
- Open the nearby devices view (Push the orange beacon icon)
- Filter the list of devices if desired (Push the 3 bars icon to view options)
- Select multiple items by pushing the tick & selecting the circle to the left of a device
- Identify (flash) luminaires by pushing the “sun” icon (Pushing the icon at the top of the list will flash all selected luminaires)
- Ensure a group in an enabled network is selected & then pair a device by pushing the link icon or drag & drop
- Refresh the list from the spiral arrow icon



Sharing a Project

A Casambi Pro project can be simultaneously edited by multiple people if desired. Access is granted by the Project Administrator. The iPad must be connected to the Internet. Individuals should ensure they DO NOT edit the same areas of a Project as another person. Individuals can undo/redo their own actions only.

- Selecting the main project root group
- Select the main heading in the main workspace
- Select Members & choose or add (+) members: New members must have a valid Casambi Pro account
- Assign Project roles (user rights)



Miscellaneous

Creating notes for future reference

- Select an item to open the properties
- Select the Notes icon & tap the Description area to add notes

Removing items

- Groups: Swipe left on the Group name in the left column
- Function & Controller bindings: Select the icon to open its properties & swipe left on the relevant binding
- Controller placeholders or Schedules: In the Controller properties, select the cog & then Remove

Renaming of objects

- Long press an icon in the main section, or...
- Open the properties panel (right), select the cog icon, then select the name

Checking a paired luminaire or group of luminaires

- Tap the main Group name or the specific luminaire icon to open the right-hand side properties panel
- Test by switching the luminaire group/individual luminaire ON/OFF from the top right switch

