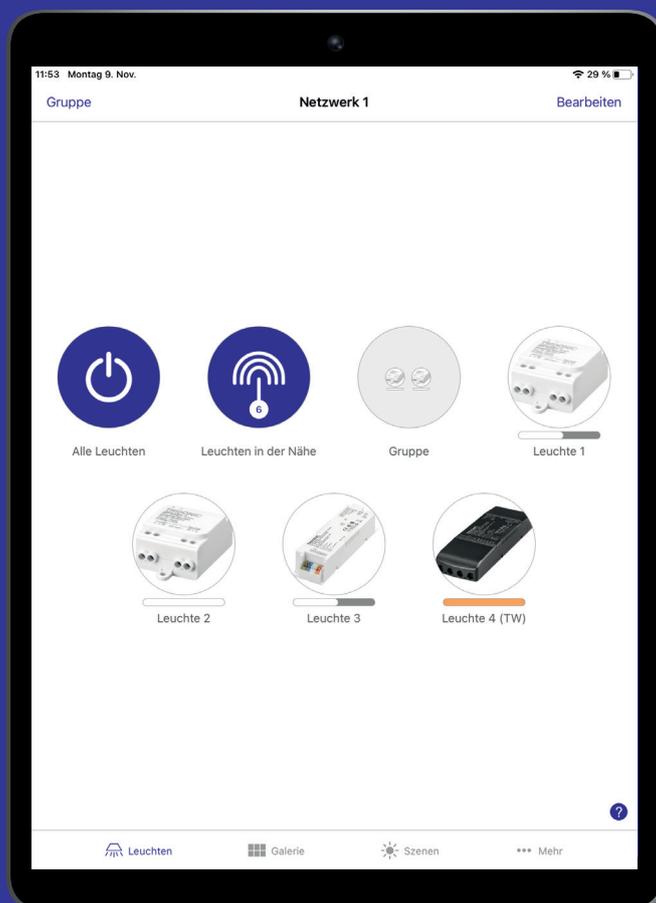


Lighting Controls

4remote BT App – Inside the network

Manual



TRIDONIC

Table of contents

Table of contents

1. Validity	6
1.1. Copyright	6
1.2. Imprint	6
2. Safety instructions	7
3. In the network	8
4. Navigation	9
4.1. Ribbon	9
5. Basic gestures	10
6. 'Luminaires' tab	13
6.1. Add luminaires	14
6.2. Control luminaires / groups	15
6.3. Arrange luminaires	16
6.4. Configure luminaire	16
6.4.1. Luminaire state	18
6.4.2. Modes	19
6.4.3. Smart switch	20
6.4.3.1. 'Scenes':	25
6.4.3.2. 'Scenes':	26
6.4.3.3. 'Active scene':	27
6.4.4. Dedicated daylight sensor	31
6.4.5. Daylight gain	32
6.4.6. Startup state for power on	33
6.4.7. Dimming range of luminaire	35
6.4.8. Manual control	35
6.4.9. Information	36
6.4.10. Unpair device	41
6.4.11. Replace device	41
6.5. Groups	42
6.5.1. Create a group	42
6.5.2. Edit group	43
6.6. Resume automation	46
6.7. Error banners	47

Table of contents

7. Gallery tab	48
7.1. Add photo	49
7.2. Remove photos	50
7.3. Edit photos	50
7.4. Arrange & resize photos	53
7.5. Control luminaires	53
8. Scenes tab	56
8.1. Add scenes	57
8.1.1. Copy scenes	58
8.2. Remove scenes	58
8.3. Edit scene	58
8.4. Types of scenes	59
8.4.1. Scene	59
8.4.1.1. Luminaires	60
8.4.1.2. Gallery	63
8.4.1.3. Settings	64
8.4.1.3.1. Circadian rhythm	65
8.4.1.3.2. Daylight control	69
8.4.1.3.3. Hidden	80
8.4.1.3.4. Scene icon	80
8.4.2. Animation	81
8.4.3. Time based scene	84
8.5. Scene icons	88
8.6. Customize icon	89
8.7. Hide scene	90
8.8. Control scenes	91
9. 'More' tab	92
9.1. Timer	93
9.1.1. Create a timer	93
9.1.2. Edit timer	94
9.1.3. Delete timer	98
9.1.4. Resume timer	99
9.2. Switch	100
9.2.1. basicDIM Wireless User Interface	101

Table of contents

9.2.2. basicDIM Wireless module	101
9.2.3. basicDIM Wireless Passive Module + DALI XC G3	102
9.2.4. basicDIM Wireless driver	104
9.2.5. Push-button functions	105
9.2.6. Identify buttons	107
9.3. Sensors	108
9.3.1. Presence sensor	108
9.3.2. Daylight sensor	117
9.4. Gateway	118
9.4.1. Internet gateway	119
9.4.2. DALI gateway	121
9.4.2.1. Wireless Emergency and DALI-Gateway	127
9.4.2.2. Notes on system limitations	128
9.4.2.2.1. Addressing of a small basicDIM Wireless network - max. 64 devices	130
9.4.2.2.2. Addressing of certain devices in the basicDIM Wireless network	132
9.4.2.2.3. Addressing of a large basicDIM Wireless network - more than 64 devices	134
9.5. Network setup	136
9.5.1. Network settings	137
9.5.2. Sharing settings	138
9.5.3. Control options	141
9.5.4. Performance & security	145
9.5.5. Add devices	146
9.5.6. Configure all luminaires	147
9.5.7. Network history	148
9.5.8. Upgrade to Evolution firmware	149
9.5.9. Device storage used	152
9.6. Nearby devices	153
9.7. Change network	153
9.8. App settings	153
9.9. Help	153
9.9.1. FAQs (Frequently Asked Questions)	154
9.9.2. Firmware release notes	154
10. Additional functions	155
10.1. iBeacon	155
10.1.1. Activate interface	155

Table of contents

10.1.2. Activate and configure iBeacon	155
10.1.2.1. Configure all luminaires	155
10.1.2.2. Configure individual luminaires	156
10.1.3. Common configuration options	156
11. Reference list	159
11.1. Additional information	159
11.2. Downloads	159
11.3. Technical data	159

Validity

1. Validity

This operating instruction is valid for the Control App of the basicDIM Wireless.

TRIDONIC GmbH & Co KG is constantly striving to develop all its products. This means that there may be changes in form, equipment and technology.

Claims cannot therefore be made on the basis of information, diagrams or descriptions in these instructions.

The latest version of these operating instructions is available on our home page.

1.1. Copyright

This documentation may not be changed, expanded, copied or passed to third parties without the prior written agreement of TRIDONIC GmbH & Co KG.

We are always open to comments, corrections and requests. Please send them to info@tridonic.com

1.2. Imprint

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Safety instructions

2. Safety instructions

 **DANGER!**

Danger of electrocution

Disconnect the power to the entire lighting system before working on the lighting system!

 **DANGER!**

Not to be used in corrosive or explosive environments.

 **NOTICE**

Using multiple smart devices (smartphone, tablet PC, etc.) simultaneously can result in data collision.

_ Use only one smart device when configuring the basicDIM Wireless!

In the network

3. In the network

In a basicDIM Wireless network, paired basicDIM Wireless devices are controlled and configured.

Navigation

4. Navigation

4.1. Ribbon

The menu ribbon is used to switch between the different areas of a network.

This includes the following tabs:



[_ Luminaires](#), p. 13

[_ Gallery](#), p. 48

[_ Scenes](#), p. 56

[_ More](#), p. 92

Basic gestures

5. Basic gestures

The following gestures are used to control luminaires, groups and scenes throughout the app:

Tap:

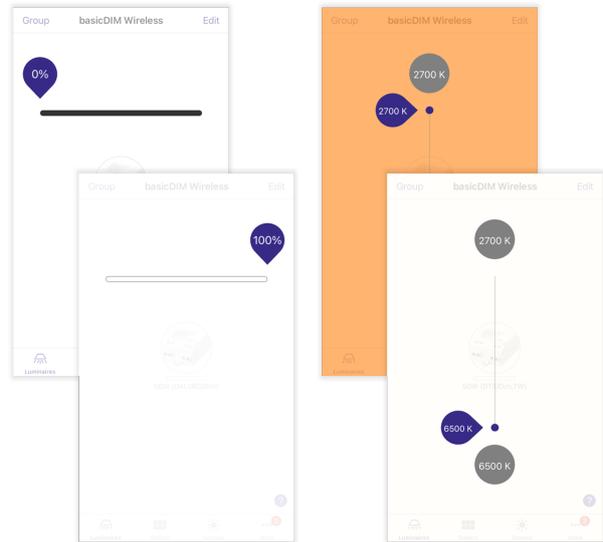
Switch luminaire on and off

Swipe left / right:

Decrease / increase the brightness of the luminaire

Swipe up / down:

Color temperature warmer / colder (only for Tunable White profiles)

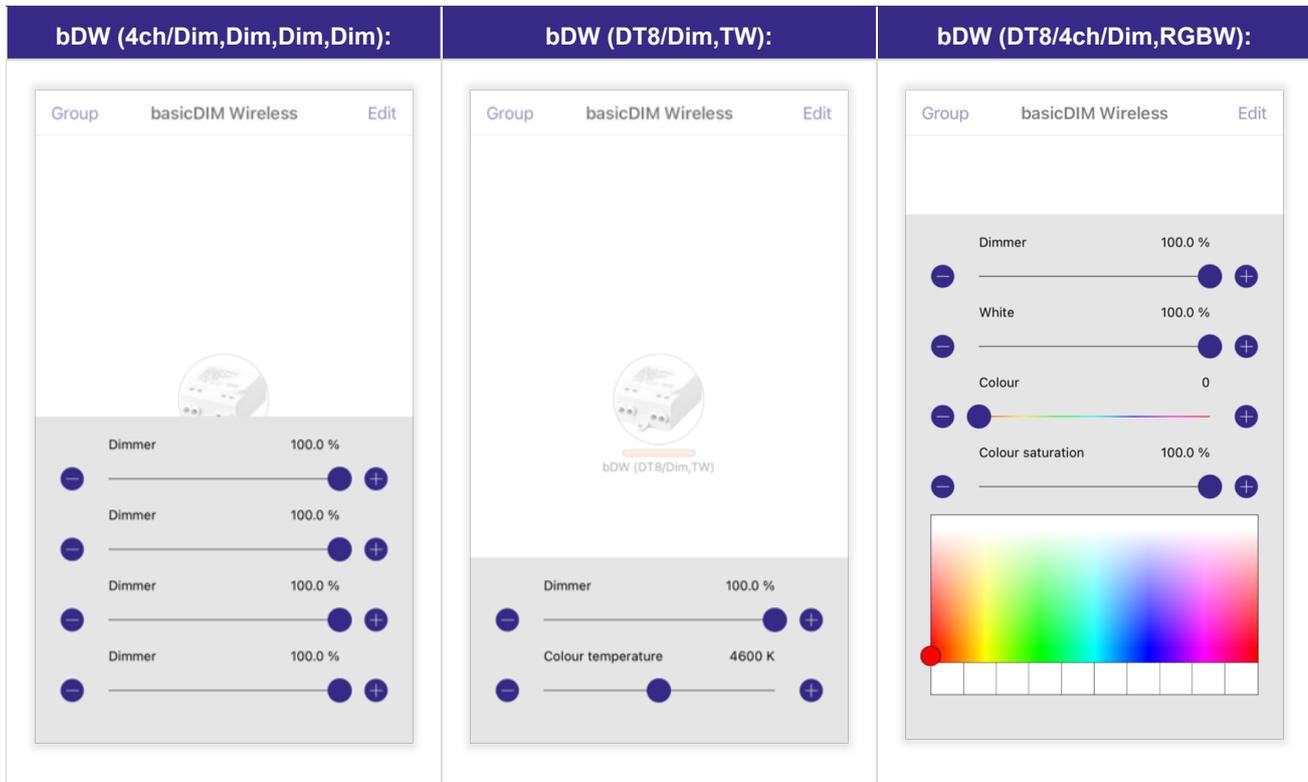


Basic gestures

Tap and hold:

This shows all control options for a luminaire. If a device profile is used that supports more than one channel (e.g. bDW (4ch /Dim, Dim, Dim, Dim)), the individual channels can be controlled individually from this view - with the above described gestures on the luminaire symbol all channels are otherwise controlled simultaneously.

If colors are supported by a device profile, these can also be set in this view.

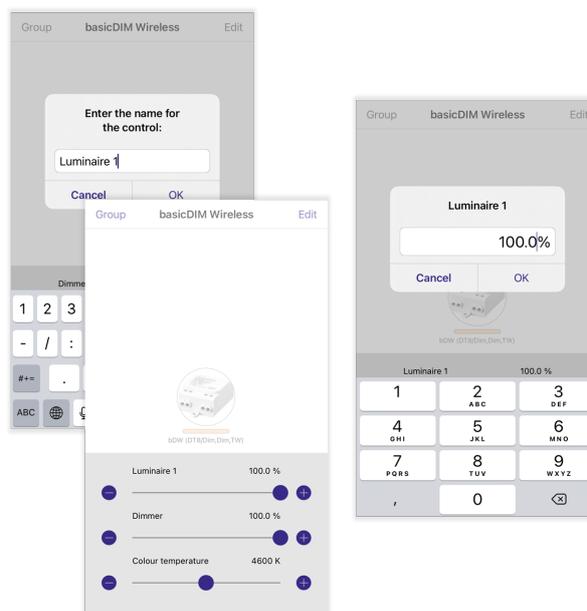


Basic gestures

The individual slide controls can be set by dragging to the left / right.

If you want to reach a certain slider value, this can also be entered manually. To do this, tap the value of the respective controller.

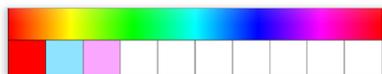
In the case of profiles that provide several dimmers, the name of the dimmer can also be changed. To do this, tap on the respective name.



NOTICE

With RGB / RGBW profiles it is possible to save your favorite colors in a color palette:

- _ Pick a color
- _ Tap and hold one of the 10 preset fields to save the selected color:



If all the default fields are already in use, they can be overwritten with the same procedure. It is not possible to reset the default colors. The saved colors are only visible on your device and are not shared with other smartphones / tablets in the network.

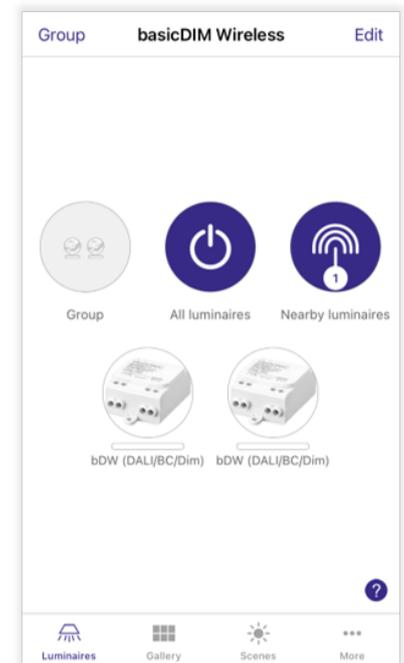
NOTICE

If the standard setting is used, it saves the last selected light intensity, color temperature and, if applicable, color settings. If a lamp is switched off and on again with the 'tap' gesture, the same value is called up that the luminaire had before it was switched off. This behavior can be adjusted in the [control options](#), p. 141.

'Luminaires' tab

6. 'Luminaires' tab

All luminaires connected to the network are displayed in 'Luminaires' and can be controlled, configured and grouped from here.

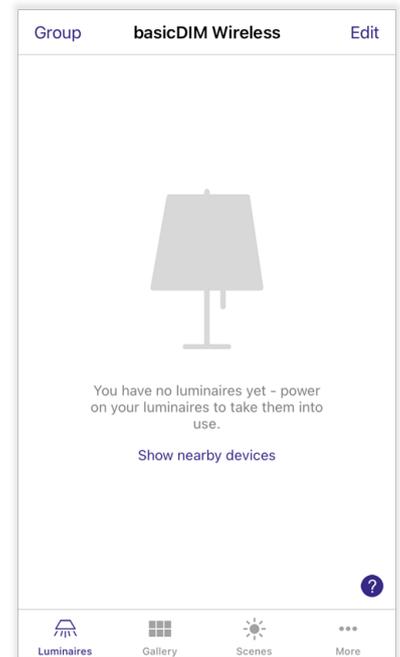


'Luminaires' tab

6.1. Add luminaires

If a network is created manually, you will be redirected to the 'Luminaires' tab. There are not yet any paired luminaires in this.

To view the device list, click on 'Show nearby devices' or the 'More' tab -> 'Nearby Devices'. In the list that appears, you can pair devices to the network. Information on the pairing process can be found in the chapter 'Pair devices' of the '4remote BT App Manual - Main menu' (see [Reference list](#), p. 159).

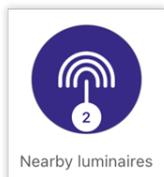


'Luminaires' tab

6.2. Control luminaires / groups



All luminaires



Nearby luminaires

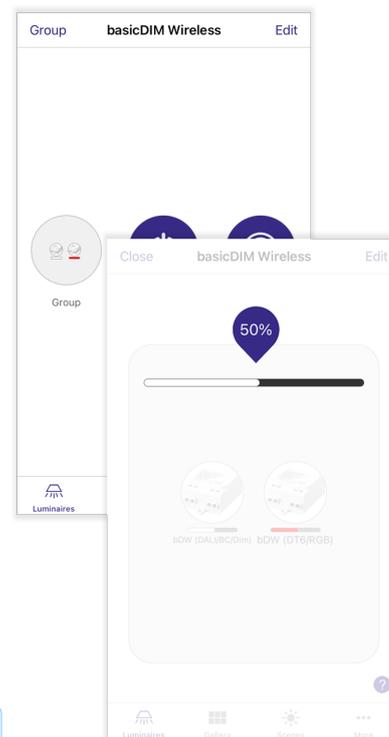
[Basic gestures](#), p. 10 are used to control paired luminaires or groups of luminaires in the 'Luminaires' tab. As soon as more than one luminaire is connected to the network, the following additional buttons appear:

'All luminaires':

This allows all luminaires in a network to be controlled at the same time. The setting options depend on the luminaires in the network.

'Nearby luminaires' :

With 'Nearby luminaires' you can control luminaires that are within the immediate range of the Bluetooth® signal from the smartphone / tablet.



NOTICE

If not required, this function can be deactivated at [network setup](#), p. 136.

As long as a paired luminaire is supplied with voltage, it can be controlled and this is indicated by a slider under the luminaire symbol. If the luminaire is disconnected from the supply, it is displayed with a grayed out symbol. However, the luminaire remains connected to the network.

Luminaires in groups:

All luminaires in a group can be controlled at the same time with the group symbol. In order to individually control luminaires within a group, it must be opened with a double click. Groups and the luminaires in the group can be controlled using basic control gestures.

- _ Controlling a **single luminaire from a group**: Basic control gestures on the luminaire in the opened group
- _ Control **all luminaires in a group**: Basic control gestures on a gray group background

To close the group, click 'Close' or double-click the white area outside the group.

'Luminaires' tab

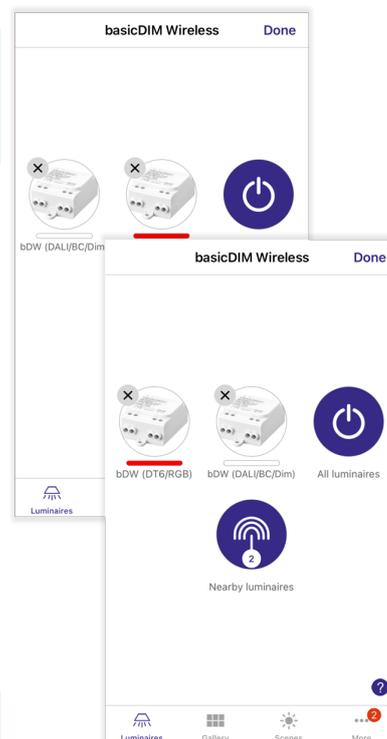
NOTICE

You can find more information on creating and editing groups in the chapter 'Groups', p. 42.

6.3. Arrange luminaires

As soon as you have paired several luminaires into the network, they can be arranged as desired.

- _ To arrange a luminaire, first click on 'Edit'.
- _ Tap and hold the light and drag it to the desired location.
- _ To get out of edit mode again, click on 'Done'.



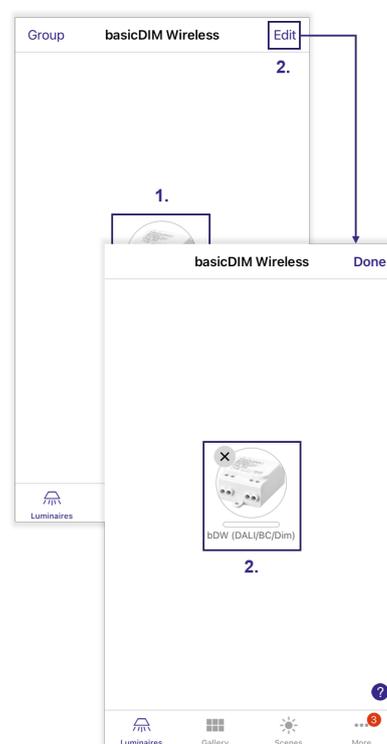
NOTICE

The luminaire can be unpaired by tapping on the 'X' symbol.

6.4. Configure luminaire

The properties of a luminaire can be called up in two different ways:

- _ **1. Double-click on luminaire**
This option only works as long as the basicDIM Wireless device is supplied with voltage.
- _ **2. Select 'Edit' -> tap on luminaire**



'Luminaires' tab

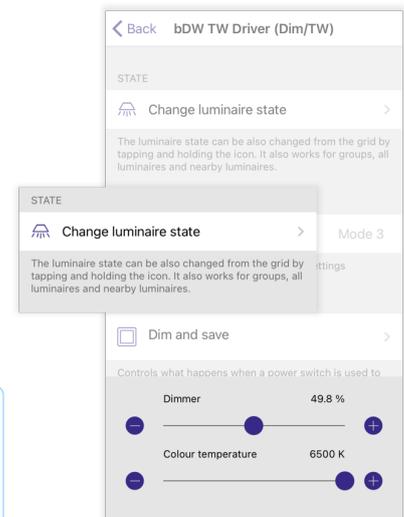
6.4.1. Luminaire state

Offers the possibility of changing the state of the luminaire.

- _ Tap on 'Change luminaire state'
 - > Sliders such as 'Dimmer', 'Color temperature', 'White', 'White / color', 'Color', 'Color saturation' appear (which options are available depends on the device profile)
- _ Move the slider left or right, or tap the '+' or '-' symbol to adjust the values

i NOTICE

The 'Change luminaire state' option is grayed out if the luminaire is not supplied with voltage.



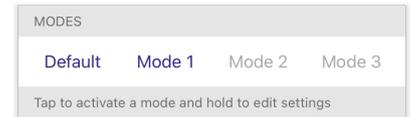
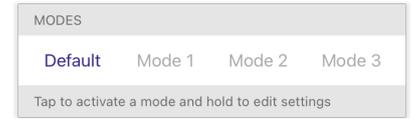
'Luminaires' tab

6.4.2. Modes

Up to 4 different modes ('Standard', 'Mode 1', 'Mode 2', 'Mode 3') can be configured in each luminaire - these can contain different dimming levels, colors or color temperatures.

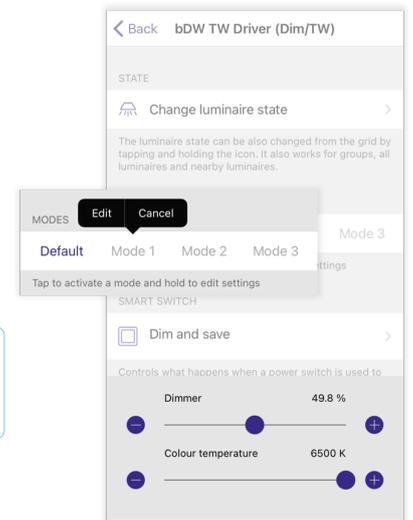
The 'Standard' mode always has the dimming value 100 % in the factory settings, but can be overwritten with any value afterwards. The modes are used by the functions 'Smart switch', p. 20 and 'Start status for light switch', p. 33 and can thus be controlled in combination with wall switches or push buttons.

A configured mode is shown in blue, a deactivated mode in gray.



6.4.2.1. Add modes

- _ Tap and hold a mode
- _ Click on 'Edit'
- > The available sliders for the respective luminaire are displayed
- _ As soon as you have set the desired value, tap on a point on the screen above the dimmer to complete the configuration



NOTICE

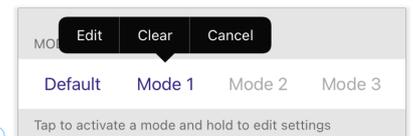
The same procedure as described above is used to edit a mode.

6.4.2.2. Delete modes

- _ Tap and hold the mode you want to delete
- _ Select the 'Delete' option in the selection field
- > By deleting, the respective mode is grayed out again

NOTICE

The 'Standard' mode cannot be deleted.



'Luminaires' tab

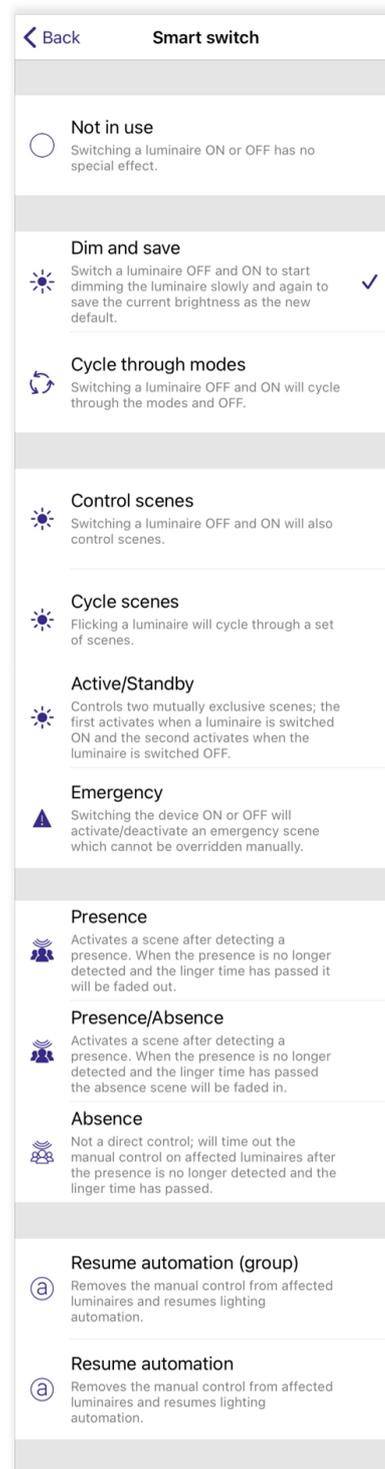
6.4.3. Smart switch

The smart switch is used in combination with standard wall switches. This switches the mains or supply input of the respective basicDIM wireless module.

As soon as mains voltage is applied to the device, scenes can be called up automatically, for example, or you can switch back and forth between [lighting modes](#), p. 19.

For example, the smart switch can be used to turn on multiple luminaires when you get home or to switch to lighting that is suitable for a dinner party or a movie.

Mode:	Description:
'Not in use'	'Smart Switch' disabled
'Dim and save' (default setting)	Controls a luminaire
'Cycle through modes'	Controls a luminaire
'Control scenes'	Controls one or more luminaires
'Cycle scenes'	Controls one or more luminaires
'Active / Standby'	Controls one or more luminaires
'Emergency' (Evolution only)	Controls one or more luminaires
'Presence'	Simulates a motion sensor
'Presence / Absence'	Simulates a motion / absence sensor
'Absence'	Simulates an absence sensor
'Resume automation (group)'	Takes on the automation of a luminaire group
'Resume automation'	Takes on the automation of the entire network



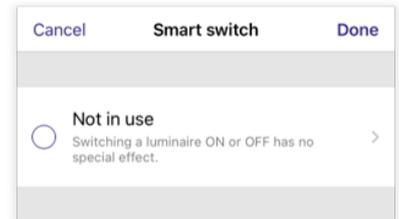
Luminaires tab - Smart Switch

i NOTICE

The basicDIM Wireless module (28002212), basicDIM Wireless 0-10V 2CH (28002576) and basicDIM Wireless drivers support this function.

6.4.3.1. 'Not in use' mode

The 'Not in use' option deactivates the smart switch. The module can be switched on / off by default via the mains input.



Luminaires tab - Smart Switch

6.4.3.2. 'Dim and save' mode

By default, luminaires are set to use the 'dim and save' mode. The standard brightness with which the luminaire is switched on on the mains side with a wall switch can be set / changed with this mode.



Set standard brightness:

- _ To start the dimming process, quickly switch the luminaire off and on again using the wall switch / mains switch.
-> After the switching process, the automatic dimming process starts.
- _ As soon as the luminaire has reached the desired brightness level, quickly turn the wall / power switch off and on again.
-> The current brightness level is set as the new standard brightness ('Standard' mode) of the luminaire.

NOTICE

To overwrite the standard brightness again, the procedure described above only has to be repeated.

Set standard brightness to maximum value:

- _ Quickly turn the luminaire's wall / power switch off and then on again.
-> After the switching process, the automatic dimming process starts.
- _ As soon as the brightness level reaches the maximum value, this is automatically saved as the new standard brightness ('Standard' mode) of the luminaire.

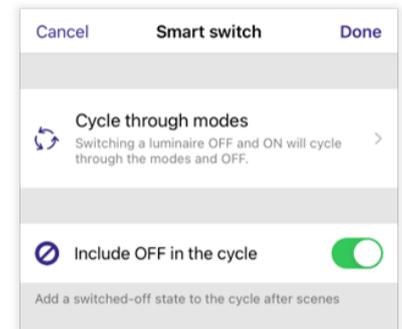
Luminaires tab - Smart Switch

6.4.3.3. 'Cycle through modes' mode

This makes it possible to call up the various luminaire modes from the 'Modes', p. 19 area when the luminaire is switched on from the mains. Only configured luminaire modes are called up.

'Include OFF in the cycle':

If 'Include OFF in the cycle' is activated, the lamp is switched off the next time it is switched on after the last mode has been called up. The cycle then starts all over again (see example below).



Luminaires tab - Smart Switch

Example:

Mode:	Value:
'Default'	100 %
'Mode 1'	70 %
'Mode 2'	30 %
'Mode 3'	Not configured

Description:

- 1.) Supply 'on' - light dims to 100 % -> supply 'off'
- 2.) Supply 'on' - light dims to 70 % -> supply 'off'
- 3.) Supply 'on' - light dims to 30 % -> supply 'off'
- 4 *.) Supply 'On' - 0 % -> Supply 'Off'
- 5.) Back to point 1

NOTICE

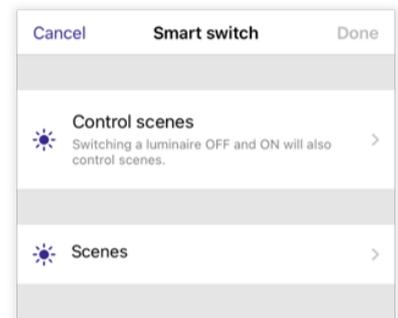
* Not applicable if 'Include OFF in the cycle' is deactivated.

Luminaires tab - Smart Switch

6.4.3.4. 'Control scenes' mode

This makes it possible to control scenes by switching the luminaire on / off from the mains . If a luminaire is switched on with the 'Control scenes' mode, the configured scene is called up at the same time. When the luminaire is switched off with the 'Control scenes' mode, the scene is deactivated again.

If a luminaire in the scene is dimmed manually, for example with the 4remote BT app, it is no longer part of the scene and is no longer controlled. The next time the scene is switched on, however, the previously manually dimmed luminaire reacts again.



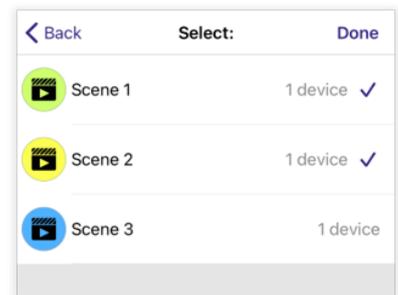
i NOTICE

To be able to use this mode, at least one scene must have been created in the 'Scenes' tab.

6.4.3.5. 'Scenes':

The affected scenes can be selected here. Several scenes can be selected.

- _ Click on the 'Scenes' tab.
- _ Tap the desired scenes to select them.
- _ To save the settings, click on 'Done'.



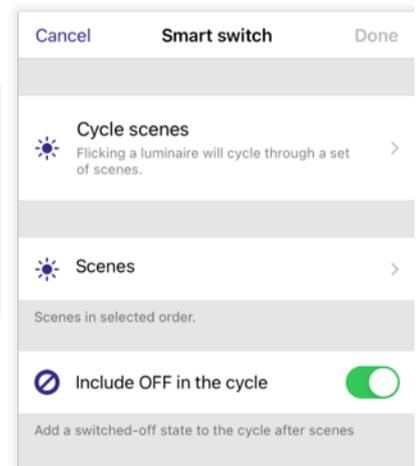
Luminaires tab - Smart Switch

6.4.3.6. 'Change scenes' mode

By switching the luminaire on / off on the mains side, you can switch between scenes.

NOTICE

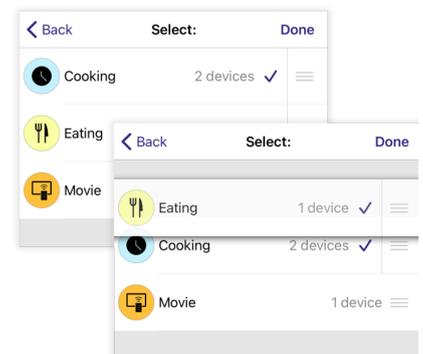
- _ If the luminaire is switched off and on again too slowly, it will start without the smart switch function.
- _ To use this mode, a scene must first be created in the 'Scenes' tab.



6.4.3.7. 'Scenes':

Several affected scenes can be selected.

- _ Click on the 'Scenes' tab.
- _ Tap the desired scenes to select them.
- _ To change the order of the recalled scenes, drag the scene to be rearranged up / down.
 - > The scenes are called from top to bottom.
- _ To save the settings, click on 'Done'.



'Include OFF in the cycle':

If the point 'Include OFF in the cycle' is activated, the scene last called is switched off the next time the luminaire is switched on. The cycle then starts all over again (see example below).

Example:

Description:

- 1.) Short 'Off - On': 'Cooking' scene on

Luminaires tab - Smart Switch

- 2.) Short 'Off - On': Scene 'Cooking' Off, 'Eating' On
- 3.) Short 'Off - On': 'Food' scene off, 'Film' scene on
- 4 *.) Short 'Off - On': Scene 'Film' Off
- 5.) Back to point 1

NOTICE

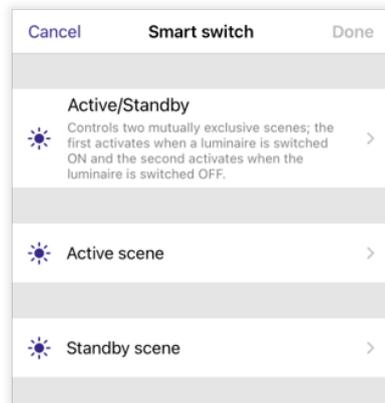
* Not applicable if 'Include OFF in the cycle' is deactivated.

6.4.3.8. 'Active / Standby' mode

With 'Active / Standby' two scenes can be controlled which contain the same luminaires. A scene can be defined for the switched on and switched off status of the luminaire.

NOTICE

Make sure you have previously created a scene in the 'Scenes' tab.



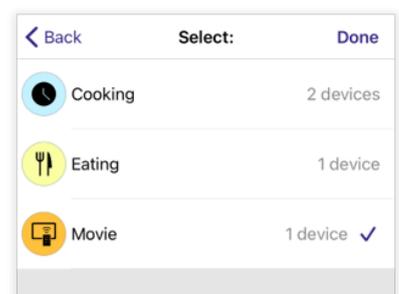
6.4.3.9. 'Active scene':

This scene is called up as soon as the luminaire is switched on. A maximum of one scene can be selected.

'Standby scene':

This scene is called up as soon as the light is switched off. A maximum of one scene can be selected.

- _ Click on the respective tab.
- _ Tap on the desired scene to select it.



Luminaires tab - Smart Switch

_ To save the settings, click on 'Done'.

NOTICE

This mode can be used, for example, with motion sensors from the smartSWITCH portfolio:

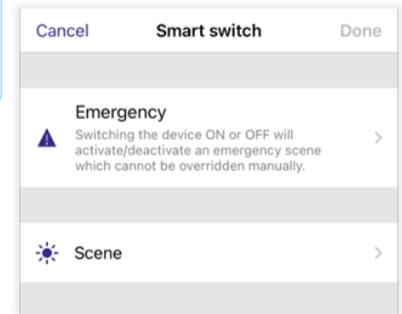
- _ If movement is detected, the luminaire is supplied with voltage and switched on - active scene is called up.
- _ If absence is detected, the luminaire is disconnected from the voltage and switched off - the standby scene is called up.

Luminaires tab - Smart Switch

6.4.3.10. 'Emergency' mode

NOTICE

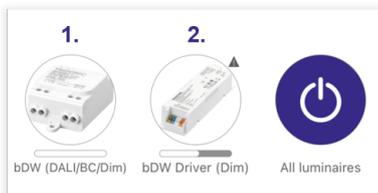
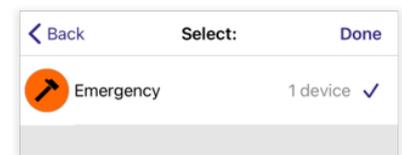
Evolution firmware is required to use this mode!



With this mode, all luminaires that are located in the recalled scene are put into emergency mode when a module is switched on. The mode 'Emergency' has the highest priority. This means that it is always called - regardless of scenes / timers / etc...

A device must be used that is specifically responsible for switching the emergency scene on / off. For example a basicDIM Wireless module that can be switched with a power switch. (= Emergency module) The input voltage of the remaining basicDIM Wireless devices must not be influenced by switching the emergency module on / off.

'Scene':



As soon as the emergency module is supplied with voltage, all affected luminaires dim to the value of the emergency scene called up.

In addition, a '!' symbol appears on the upper right side of the symbol of each affected luminaire as long as the emergency scene is active.

After setting the mode, the device only needs to be switched off and on again to activate the emergency function.

As long as the emergency mode is active, it is not possible to control the affected luminaires - the emergency module must be switched off for this.

If another scene was active before the emergency scene, it is automatically called up again after the emergency module is deactivated.

NOTICE

Make sure you have previously created a scene in the 'Scenes' tab. Otherwise 'Emergency' is grayed out and cannot be used.

Luminaires tab - Smart Switch



The affected scenes can be selected here. Only one scene can be selected.

- _ Click on the 'Scene' tab.
- _ Tap the desired scene to select it.

To save the configuration, tap on 'Done'.

6.4.3.11. 'Presence' mode

More information about this mode can be found in the chapter ['Presence sensor - Presence'](#), p. 110.

6.4.3.12. 'Presence / Absence' mode

More information about this mode can be found in the chapter ['Presence sensor - Presence / Absence'](#), p. 112.

6.4.3.13. 'Absence' mode

You can find more information about this mode in the chapter ['Presence sensor - Absence'](#), p. 115.

6.4.3.14. 'Resume automation - group' mode

More information on this mode can be found in the chapter ['Presence sensor - Resume automation - group'](#), p. 116.

6.4.3.15. 'Resume automation' mode

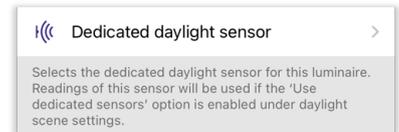
More information on this mode can be found in the chapter ['Presence sensor - Resume automation'](#), p. 116.

'Luminaires' tab

6.4.4. Dedicated daylight sensor

This function is used in conjunction with daylight control. A luminaire can be assigned to a scene that is controlled by 2 daylight sensors.

The 'Dedicated daylight sensor' function is used to assign a special sensor for daylight control to the luminaire. The luminaire then only reacts specifically to changes in daylight from this sensor. Only one sensor can be assigned per luminaire. However, a sensor can be assigned to several luminaires at the same time.



NOTICE

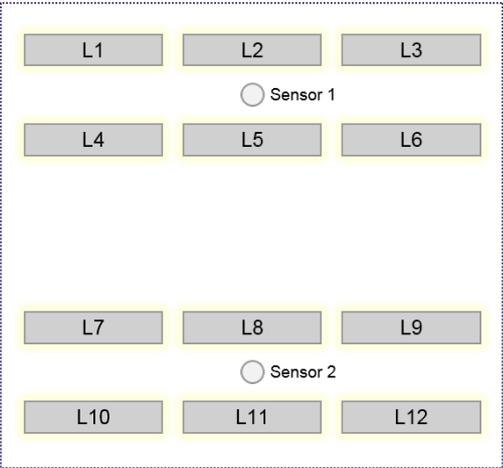
The option '[Use dedicated sensors](#)', p. 76 must be activated in the daylight control to be able to use this function.

'Luminaires' tab

Selecting a sensor:

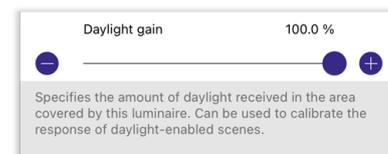
- _ Click on 'Dedicated daylight sensor'.
- _ Tap on the sensor from which the light should take the daylight values.
- _ To save the settings, click on 'Done'.

Example:

Diagram:	Description:
<p>Scene 'Daylight'</p> 	<p>A daylight scene is defined - one scene is to be used to control a total of 12 luminaires depending on the daylight.</p> <p>However, sensor 1 should be responsible for the upper and sensor 2 for the lower half of the room.</p> <p><u>The following configuration is required:</u></p> <p>L1 - L6 - Assigned daylight sensor: Sensor 1 L7 - L12 - Assigned daylight sensor: Sensor 2</p> <p>In scene -> Daylight control - 'Use dedicated sensors' active</p> <p>In scene -> Daylight control - 'Control sensors': Sensor 1 & Sensor 2</p> <p>If the 'Daylight' scene is called up, lights L1 - L6 are controlled by sensor 1, L7 - L12 by sensor 2.</p>

6.4.5. Daylight gain

With the daylight gain, a fixed 'offset' (difference in brightness) between luminaires can be created when the daylight mode 'open loop' is used in a scene.



Example 'classroom':

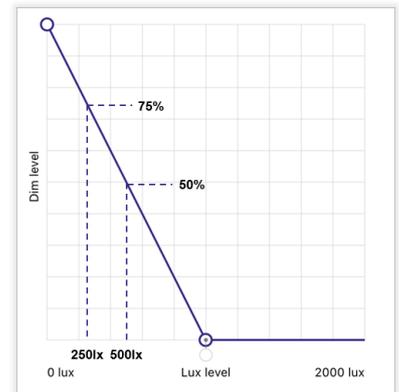
In a scene, two luminaires are controlled by a daylight sensor (open loop mode).

- _ Luminaire 1 (window row): Daylight intake 100 % - The luminaire has 100 % of the incident daylight.
- _ Luminaire 2 (wall row): Daylight intake 50 % - The luminaire only receives 50 % of the incident daylight.

'Luminaires' tab

Scene active - sensor measures 500 lx and dims luminaires to the set dimming value in the graph:

- _ According to the graph, luminaire 1 dims to 50 %, because it is in full daylight.
- _ According to the graph, luminaire 2 dims to 75 %, as this is only detected by 50 % (= 250 lx) daylight. (Less natural light available = more artificial light required)



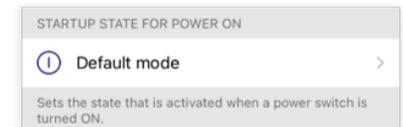
'Luminaires' tab

6.4.6. Startup state for power on

If the mains input of the luminaire is switched with a light switch, the switch-on behavior can be configured. To change the mode for the startup state, click on the currently set operating mode.

6.4.6.1. Standard mode

If the luminaire is switched on via the mains input, it always dims to the brightness and color temperature / color that is set in the 'Standard' mode. The 'Standard' mode can be set under '[Modes](#)', p. 19.



6.4.6.2. Previous state

When the luminaire is switched on via the mains input, it always dims to the brightness and color temperature / color with which it was switched off before.

A minimum switch-on level can also be set. For example, if the minimum level is 50 % and the luminaire was previously switched off at a light level of 30 %, it will start at the minimum level of 50 % after switching on.



'Luminaires' tab

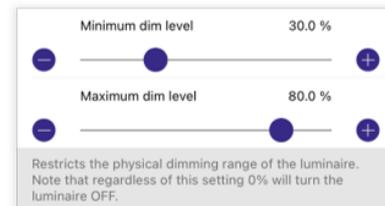
6.4.7. Dimming range of luminaire

6.4.7.1. Minimum dim level

The lowest dimming level to which the luminaire can be dimmed.

Example '30 %':

As long as the dimming control of the luminaire is set below 30 %, the dimming value of the luminaire is 30 %. The luminaire changes its intensity for all values above the minimum dimming level.



NOTICE

Regardless of the minimum dimming level, the luminaire switches off at a dimming control value of 0 %.

6.4.7.2. Maximum dim level

The highest dimming level to which the luminaire can be dimmed.

Example '80 %':

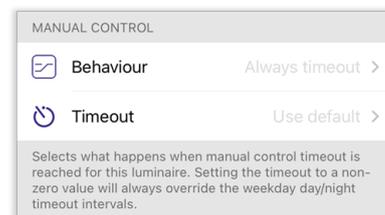
As long as the dimming control of the luminaire is set above 80 %, the dimming value of the luminaire is 80 %. The light changes its intensity for all values below the maximum dimming level.

6.4.8. Manual control

This allows the behaviour of the manual control of each luminaire to be set individually.

6.4.8.1. Behaviour

A description of the available options can be found in the chapter ['Control options'](#), p. 143. If no individual behaviour has been selected before, the selected behaviour is always used in the control options - recognizable by the grayed out text.



6.4.8.2. Timeout

The manual control timeout specifies the time after which manual control is deactivated / ended.

If this is set to 0 hours and 0 minutes, the timeout set in the control options applies - recognizable by the grayed-out text 'Use standard'.

NOTICE

The menu item 'Manual control' only appears if the control hierarchy has been activated in the control options.

'Luminaires' tab

6.4.9. Information

The specific information of a device can be viewed and changed under the 'Information' tab.

INFORMATION	
Name	bDW (DALI/BC/Di...
Icon	Tap to set >
Vendor	Tridonic GmbH & Co KG
Model	bDW (DALI/BC/Dim)
Details	>

6.4.9.1. Name

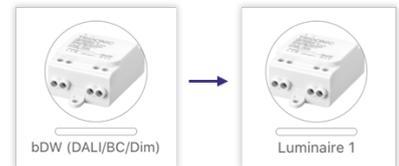
Displays the name of the device. As a factory setting, a device has the name of the selected profile. This can be changed by clicking.

i NOTICE

If the device is removed from the network, it takes on the name of the device profile again.

6.4.9.2. Icon

As a factory setting, a device always has a predefined symbol. This can be changed by clicking on 'Symbol'.



To delete the symbol you created, tap on 'Symbol' -> 'Delete symbol'.

i NOTICE

If the device is removed from the network, it adopts the predefined symbol image again.

6.4.9.3. Vendor

Shows the manufacturer of the device profile.

6.4.9.4. Model

Shows which device profile is used.



Luminaires tab - Details

6.4.9.5. Details

Additional information about the module can be displayed here. Amongst other things:

- _ Version of the built-in microcontroller (nRF51 or nRF52)
- _ Firmware
- _ Signal strength (RSSI)
- _ Module status (see table below)

← Back bDW (DALI/BC/Dim)	
Unit Address	b7709120e988
Unit name	bDW (DALI/BC/Dim)
Fixture ID	5297
Fixture mode	DALI/BC/Dim
Model	bDW (DALI/BC/Dim)
Vendor	Tridonic GmbH & Co KG
Network ID	1cd4e6805330
Unit ID	55
CPU	nRF52
Firmware	Evolution/32.10
RSSI	-63 dBm
Unit condition code	0x80

6.4.9.5.1. Module states

Code:	Description:
0x80	DALI luminaire OK
0x81	Luminaire overheated
0x82	'Luminaire failure' corresponds to the DALI 'lamp failure'. Can be the result of disconnected LED wires or an overloaded LED module
0x83	Driver failure
0x84	Configuration error, driver configuration failed (further attempts will be made)
0x85	Configuration error, (e.g. DALI mode requires DT8 driver, but the recognized device does not support DT8)
0x86	Configuration error, DALI driver not found or not responding (further initialization attempts are carried out)

Luminaires tab - Details

In addition, connected drivers can be searched for, read out and re-addressed if they were previously addressed by a device profile or a DALI commissioning tool (e.g. masterCONFIGURATOR).

NOTICE

With the profile 'bDW (DALI/BC/Dim)' or other broadcast profiles, DALI drivers can only be found to a limited extent, since the connected drivers are not addressed with this type of profile.

If unaddressed drivers are used, you must address them manually beforehand.

6.4.9.5.2. Search driver

To search for connected drivers, tap on the 'Unit Address' tab:

– 'Clear DALI details':

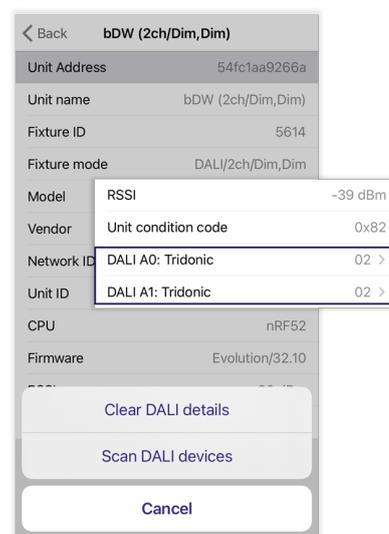
To delete drivers found in the detailed view, click on 'Clear DALI details'.

– 'Scan DALI devices':

To search for connected DALI drivers on the module, click on 'Search DALI devices'. To start the DALI scan, click on 'OK'.

The search for addressed DALI drivers starts - depending on the number of drivers, this may take some time.

After the driver search, the addresses of the drivers found appear under the 'Unit condition code' tab.



Luminaires tab - Details

6.4.9.5.3. Read out driver

To read out a found driver, click on the tab of a driver (e.g. DALI A1). You will be forwarded to the 'DALI details' view and the driver will be read out. A distinction is made between two types of drivers:

_ **D4i compatible:**

Numerous energy data and extended DALI data can be read from D4i compatible drivers.

_ **Non D4i compatible:**

Only certain data can be read out of the driver because this type of driver does not have an energy monitoring function.

D4i compatible driver:	Not D4i compatible driver:																																																																																																												
<div style="border: 1px solid #ccc; padding: 5px;"> <p style="text-align: center; margin: 0;">← Back DALI details</p> <table border="0" style="width: 100%; border-collapse: collapse;"> <tr><td style="width: 70%;">DALI address</td><td style="text-align: right;">A0</td></tr> <tr><td>DALI status</td><td style="text-align: right;">02, Lamp Failure ✓</td></tr> <tr><td>GTIN</td><td style="text-align: right;">9006210:696263</td></tr> <tr><td>Serial</td><td style="text-align: right;">6144950589610984704</td></tr> <tr><td>Device manufacturer</td><td style="text-align: right;">Tridonic</td></tr> <tr><td>Device model</td><td></td></tr> <tr><td>Device type</td><td style="text-align: right;">6:50:51:52</td></tr> <tr><td>FW Version</td><td style="text-align: right;">33.16</td></tr> <tr><td>HW Version</td><td style="text-align: right;">1.0</td></tr> <tr><td>Manufacture Time</td><td style="text-align: right;">-</td></tr> <tr><td>Last update (energy)</td><td style="text-align: right;">2020-11-18 15:4... ✓</td></tr> <tr><td>Energy Total</td><td style="text-align: right;">0.00 kWh ✓</td></tr> <tr><td>Active Power</td><td style="text-align: right;">1.1 W ✓</td></tr> <tr><td>System Starts</td><td style="text-align: right;">4 ✓</td></tr> <tr><td>Operating Time</td><td style="text-align: right;">0:06 hours ✓</td></tr> <tr><td>Lamp On Time</td><td style="text-align: right;">0:00 hours ✓</td></tr> <tr><td>Operating Temperature, C°</td><td style="text-align: right;">28 C° ✓</td></tr> <tr><td>Power Factor (%)</td><td style="text-align: right;">11.0% ✓</td></tr> <tr><td>Output Current (%)</td><td style="text-align: right;">58.0% ✓</td></tr> <tr><td>Output Current</td><td style="text-align: right;">0 mA ✓</td></tr> <tr><td>Output Voltage</td><td style="text-align: right;">0.0 V ✓</td></tr> <tr><td>Lamp Starts</td><td style="text-align: right;">4 ✓</td></tr> <tr><td>Gear Failure Counter</td><td style="text-align: right;">0 ✓</td></tr> <tr><td>Gear Status TS:TD:PL:OV:UV:GF</td><td style="text-align: right;">0000... ✓</td></tr> <tr><td>Lamp Failure Counter</td><td style="text-align: right;">8 ✓</td></tr> <tr><td>Lamp Status TS:TD:OC:SC:LF</td><td style="text-align: right;">00101 ✓</td></tr> <tr><td>Input Voltage</td><td style="text-align: right;">237.0 V ✓</td></tr> </table> </div>	DALI address	A0	DALI status	02, Lamp Failure ✓	GTIN	9006210:696263	Serial	6144950589610984704	Device manufacturer	Tridonic	Device model		Device type	6:50:51:52	FW Version	33.16	HW Version	1.0	Manufacture Time	-	Last update (energy)	2020-11-18 15:4... ✓	Energy Total	0.00 kWh ✓	Active Power	1.1 W ✓	System Starts	4 ✓	Operating Time	0:06 hours ✓	Lamp On Time	0:00 hours ✓	Operating Temperature, C°	28 C° ✓	Power Factor (%)	11.0% ✓	Output Current (%)	58.0% ✓	Output Current	0 mA ✓	Output Voltage	0.0 V ✓	Lamp Starts	4 ✓	Gear Failure Counter	0 ✓	Gear Status TS:TD:PL:OV:UV:GF	0000... ✓	Lamp Failure Counter	8 ✓	Lamp Status TS:TD:OC:SC:LF	00101 ✓	Input Voltage	237.0 V ✓	<div style="border: 1px solid #ccc; padding: 5px;"> <p style="text-align: center; margin: 0;">← Back DALI details</p> <table border="0" style="width: 100%; border-collapse: collapse;"> <tr><td style="width: 70%;">DALI address</td><td style="text-align: right;">A0</td></tr> <tr><td>DALI status</td><td style="text-align: right;">02, Lamp Failure ✓</td></tr> <tr><td>GTIN</td><td style="text-align: right;">9006210:523859</td></tr> <tr><td>Serial</td><td style="text-align: right;">447605690407649794</td></tr> <tr><td>Device manufacturer</td><td style="text-align: right;">Tridonic</td></tr> <tr><td>Device model</td><td style="text-align: right;">-</td></tr> <tr><td>Device type</td><td style="text-align: right;">6</td></tr> <tr><td>FW Version</td><td style="text-align: right;">73.103</td></tr> <tr><td>HW Version</td><td style="text-align: right;">1.0</td></tr> <tr><td>Manufacture Time</td><td style="text-align: right;">-</td></tr> <tr><td>Last update (energy)</td><td style="text-align: right;">-</td></tr> <tr><td>Energy Total</td><td style="text-align: right;">-</td></tr> <tr><td>Active Power</td><td style="text-align: right;">-</td></tr> <tr><td>System Starts</td><td style="text-align: right;">-</td></tr> <tr><td>Operating Time</td><td style="text-align: right;">-</td></tr> <tr><td>Lamp On Time</td><td style="text-align: right;">-</td></tr> <tr><td>Operating Temperature, C°</td><td style="text-align: right;">-</td></tr> <tr><td>Power Factor (%)</td><td style="text-align: right;">-</td></tr> <tr><td>Output Current (%)</td><td style="text-align: right;">-</td></tr> <tr><td>Output Current</td><td style="text-align: right;">-</td></tr> <tr><td>Output Voltage</td><td style="text-align: right;">-</td></tr> <tr><td>Lamp Starts</td><td style="text-align: right;">-</td></tr> <tr><td>Gear Failure Counter</td><td style="text-align: right;">-</td></tr> <tr><td>Gear Status TS:TD:PL:OV:UV:GF</td><td style="text-align: right;">-</td></tr> <tr><td>Lamp Failure Counter</td><td style="text-align: right;">-</td></tr> <tr><td>Lamp Status TS:TD:OC:SC:LF</td><td style="text-align: right;">-</td></tr> <tr><td>Input Voltage</td><td style="text-align: right;">-</td></tr> </table> </div>	DALI address	A0	DALI status	02, Lamp Failure ✓	GTIN	9006210:523859	Serial	447605690407649794	Device manufacturer	Tridonic	Device model	-	Device type	6	FW Version	73.103	HW Version	1.0	Manufacture Time	-	Last update (energy)	-	Energy Total	-	Active Power	-	System Starts	-	Operating Time	-	Lamp On Time	-	Operating Temperature, C°	-	Power Factor (%)	-	Output Current (%)	-	Output Current	-	Output Voltage	-	Lamp Starts	-	Gear Failure Counter	-	Gear Status TS:TD:PL:OV:UV:GF	-	Lamp Failure Counter	-	Lamp Status TS:TD:OC:SC:LF	-	Input Voltage	-
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If the driver has to be read out again, follow the steps below:

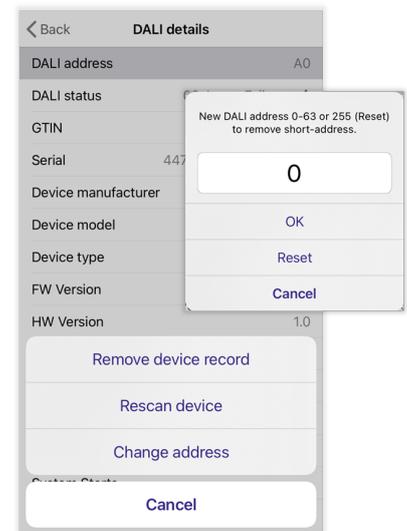
1. Tap on 'DALI address'
2. Click on 'Rescan device'

Luminaires tab - Details

6.4.9.5.4. Readdress driver

To assign a new DALI address to a driver, click on 'DALI address' in the 'DALI details' view:

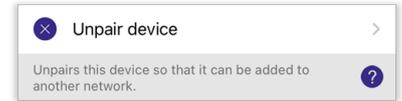
- _ Tap on 'Change address'
- _ Enter the address to be assigned to the driver (A0 - A63).
 - > To delete the individual address, type 255 into the field.
 - > The individual address can also be deleted by tapping on 'Reset'.
- _ Confirm your selection with 'OK'.



'Luminaires' tab

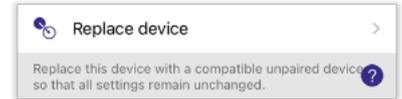
6.4.10. Unpair device

If the paired device is active (= switched on) in a network, it can be removed from the network by clicking on 'Unpair device'.



6.4.11. Replace device

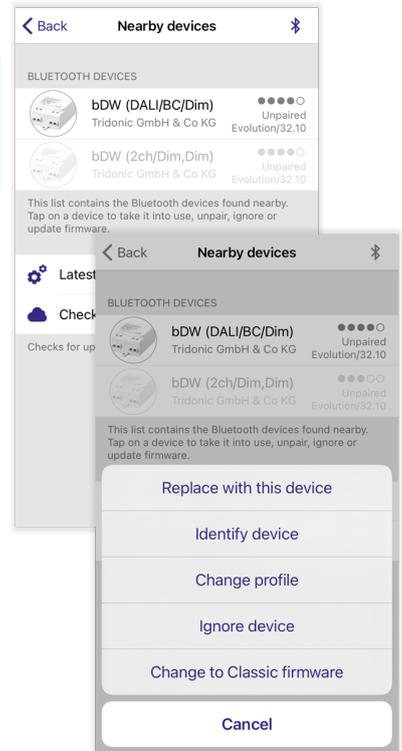
If a paired device is inactive (= switched off) in a network, it can be replaced. All settings and scenes of the replaced device are automatically adopted.



NOTICE

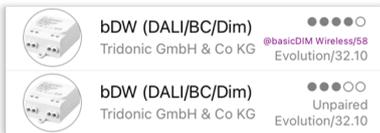
The device to be paired must have the same profile as the device to be replaced - otherwise a replacement is not possible.

- _ Click on 'Replace device'
- _ All devices that are compatible with the device to be replaced are not grayed out in the device list
- _ Tap on the desired device and select 'Replace with this device'



The replaced device is not automatically unpaired from the network. The next time it is switched on, it must be unpaired manually in the 'Devices nearby' tab. The network information of the replaced device is shown in purple.

More information on the unpairing process can be found in the chapter 'Unpair devices' of the '4remote BT App Manual - Main menu' (see [Reference list](#), p. 159).

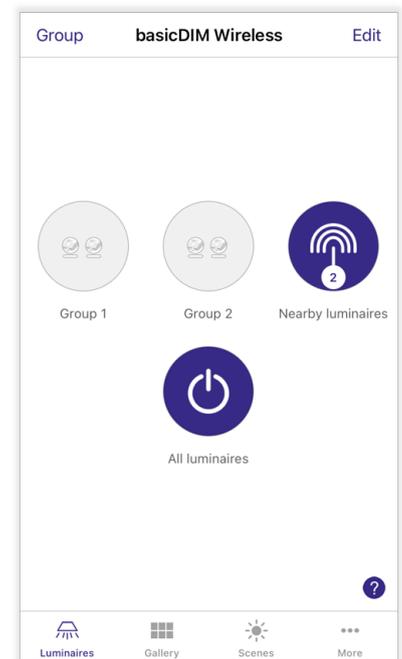


'Luminaires' tab

6.5. Groups

You can create groups and add luminaires to them. Luminaires can be controlled together through groups.

It is also possible to control individual luminaires in a group. You can find more information on this topic in the chapter '[Control luminaires / groups](#)', p. 15.



6.5.1. Create a group

Method 1 - 'Group':

- _ Tap on 'Group'.
-> Luminaires that have not yet been added to the group appear grayed out.
- _ To select a lamp, tap on it. The transparency of the luminaire symbol changes.
-> If no luminaire has yet been selected, all luminaires can be selected at the same time with the '+' symbol.
- _ To remove a luminaire, tap the '-' symbol on the respective luminaire. -> As soon as one or more luminaires have been selected, all luminaires can be removed at the same time with the '-' symbol.
- _ To group the luminaires, click on the 'Folder' icon.
- _ A pop-up appears in which the group name can be entered. Tap on 'Add New Group' .
- _ Tap on 'Done' to save the changes.

Method 2 - 'Edit' :

- _ Tap on 'Edit'.

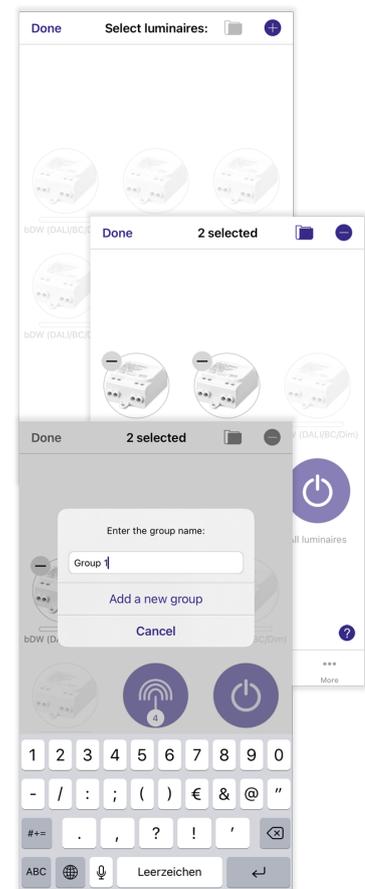
-

'Luminaires' tab

Drag the images of the luminaires onto each other to create a group.

-> After creating a group, any number of luminaires can be dragged into the group.

_ To save the configuration, click on 'Done'.



'Luminaires' tab

6.5.2. Edit group

6.5.2.1. Outside a group

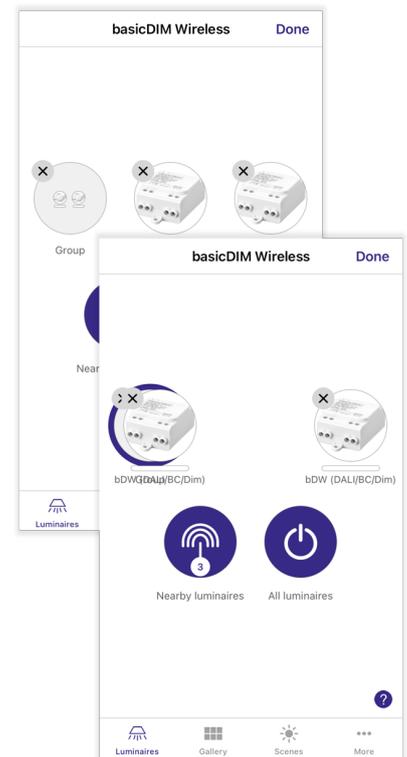
Add more luminaires to a group:

- _ Tap on the 'Edit' tab.
- _ Drag the luminaires to be grouped into the existing group.

Remove group:

- _ Tap on the 'Edit' or 'Group' tab.
- _ The group can be removed by clicking on the 'x' symbol on the group symbol.

To complete the configuration, click on 'Done'.



'Luminaires' tab

6.5.2.6. Within a group

There are 2 ways to get into the group editing mode:

1. Tap on 'Edit' and select a group to edit.
2. Double-click the group and tap 'Edit'.

Remove luminaire from a group:

- _ Drag the luminaire to an area outside the group.

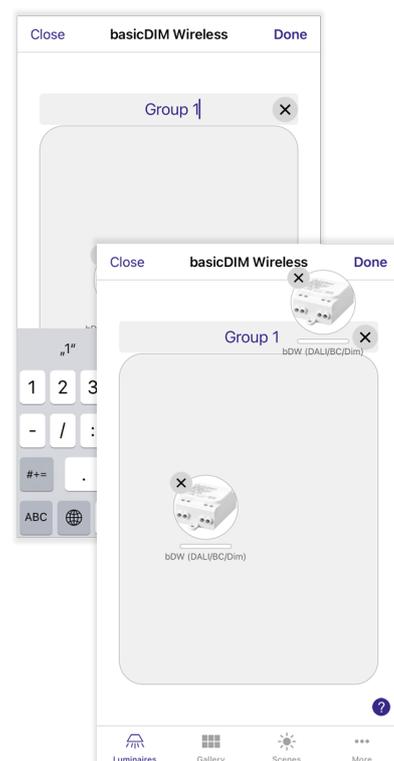
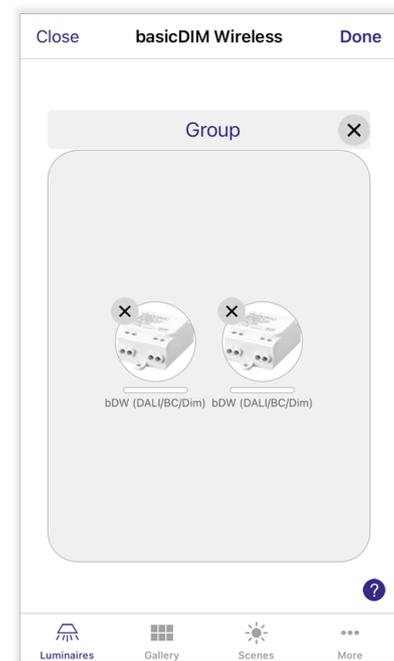
Rename group:

- _ Tap on the group name at the top of the group to change it.
-> To delete the group name completely, click on the 'x' symbol next to the group name.

Close group:

- _ Tap on 'Close'.
- _ Double click the screen.

To complete the configuration, click on 'Done'.



'Luminaires' tab

6.6. Resume automation

With this, the manual control of the affected luminaires can be switched off and the automation (motion sensors / timer) can be resumed.

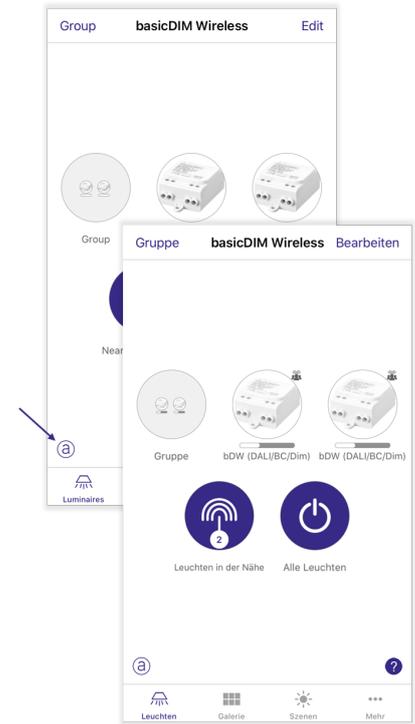
It is possible to resume automation for all luminaires in the network or luminaires from a single group.

Resume automation for all lights:

- _ Click on (a) in the standard luminaire view

Resume automation for a lighting group:

- _ Open the group with a double click
- _ Click on (a) in the group luminaire view



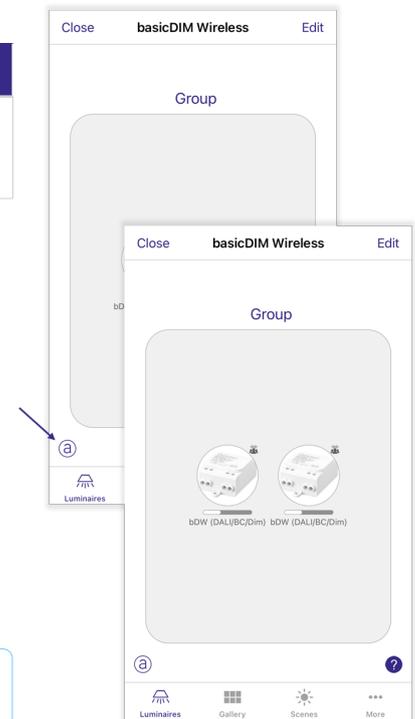
6.6.1. Automation symbols

As soon as the automation of a luminaire is resumed, different symbols appear at the top right edge of the luminaire symbol depending on the active motion sensors / timers.

Classic and Evolution networks differ here:

Classic networks:	
	Automation of the luminaire is active (movement or timer)

Evolution networks:	
	Smart switch mode 'Emergency' is active
	The light is controlled by a motion sensor
	Timer active / light is controlled by timer



NOTICE

- _ The button (a) appears in the lower left corner of the 'Luminaires' tab as soon as the control hierarchy of the network has been activated.
- _ If motion sensors and timers are used at the same time, the luminaire assumes the status of the control type with the highest priority.

'Luminaires' tab

For more information, see the chapter '[Control Options](#)', p. 142.

6.7. Error banners

If configuration or driver errors are detected by a basicDIM Wireless device, this is shown in the form of a banner in the luminaire symbol.

For all devices that have a DALI interface, additional information about the DALI status is made available in the app.

A table of the individual errors and the associated hex codes can be found in the '[Luminaire details](#)', p. 37 chapter.

i NOTICE

In Evolution networks, the driver status can also be read out directly (= more detailed error description).

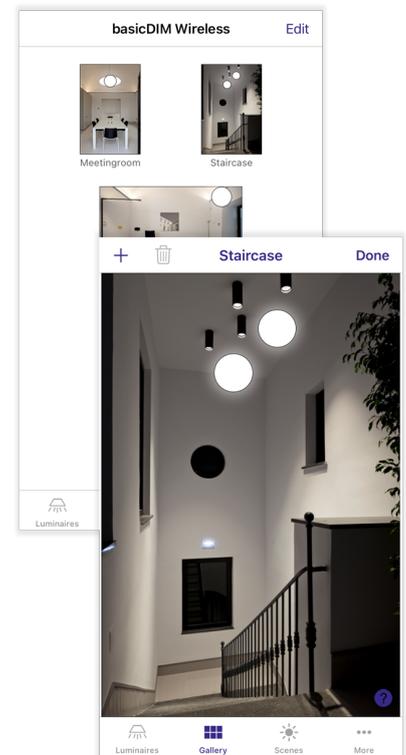


Gallery tab

7. Gallery tab

The gallery of the 4remote BT app is the most intuitive way to control luminaires from the network. Images can be recorded or existing images can be loaded into the app and provided with control circles.

If you use a basicDIM wireless network, for example over several rooms, the gallery can provide a better overview of all of your luminaires.



Gallery tab

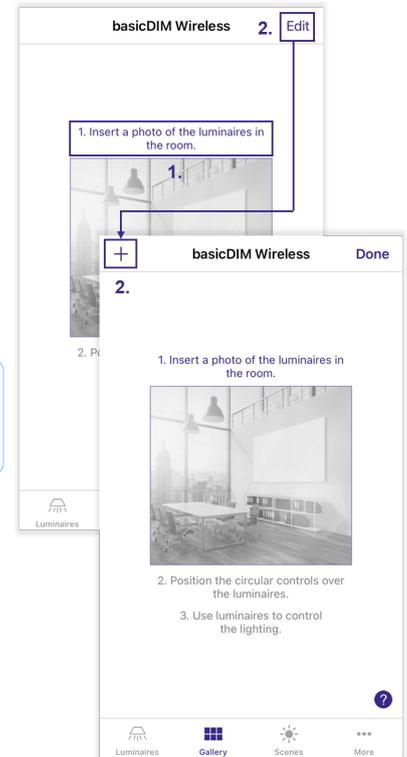
7.1. Add photo

Version 1:

- _ With a click on the text '1. Insert a photo of the luminaires in the room.'

Variant 2:

- _ Click on the 'Edit' button.
- _ Tap the '+' symbol.



NOTICE

Variant 1 is only available if there are no pictures in the gallery yet.

A pop-up appears:

_ Take photo:

A photo can be taken and used directly in the gallery. Once you've taken a photo, you can:

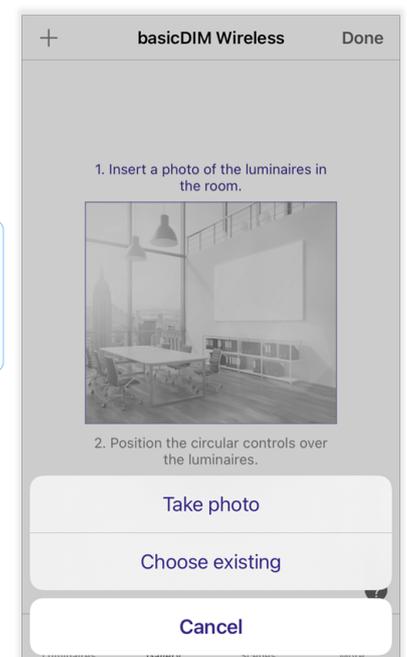
- _ take a new photo with 'Retake' - OR -
- _ use the photo with 'Use Photo'.

_ Choose existing:

Select a photo from your photo gallery.

NOTICE

Panorama images can also be added in order to be able to display a large number of luminaires in one image.



Gallery tab

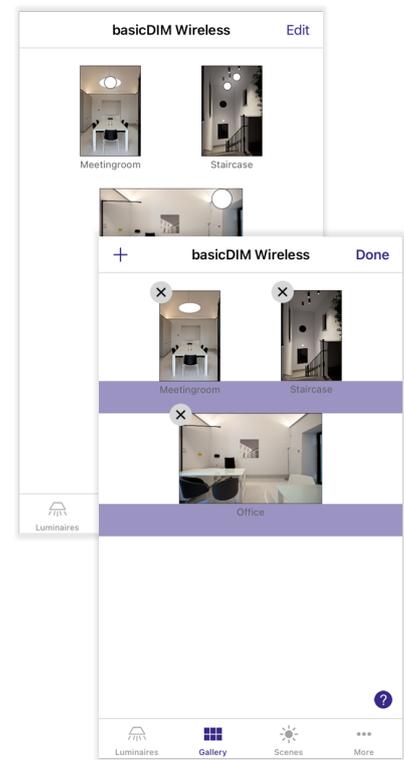
After you have selected an image, you will be taken to the edit mode of the captured image. The next steps are described in the chapter 'Editing pictures', p. 50.

7.2. Remove photos

- _ Click on 'Edit' in the photo overview.
- > An 'x' symbol appears on every photo.
- _ To remove a photo, click the 'x' icon.

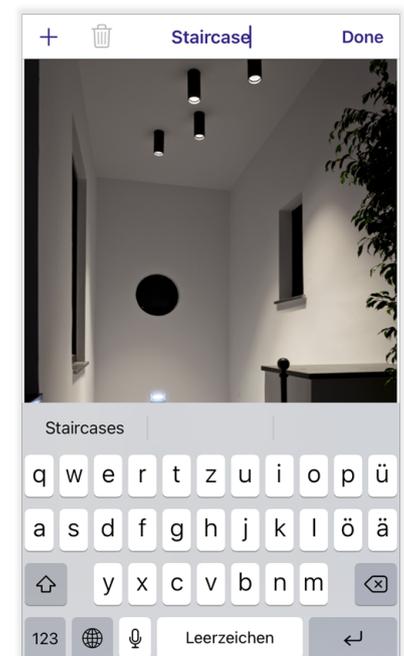
7.3. Edit photos

- _ Click on 'Edit' in the photo overview.
- _ Then tap the photo you want to edit.



7.3.1. Rename photo

Each photo has its own name, which is displayed in the overview or the control view of the respective image. The name can be changed by clicking on it at the top of the screen.



Gallery tab

7.3.2. Assign luminaires

- _ In edit mode, tap on the '+' sign to open the selection screen with all paired luminaires.
First of all, all luminaires are grayed out.
- _ Tap on the luminaire that you want to control later with the control circle - the transparency of the luminaire changes.
-> Only one luminaire can be selected per control circle.
-> To select a luminaire from a group, first double-click the group and then select the luminaire.
- _ As soon as you have selected a luminaire, confirm your selection with 'Done'. A control circle for lighting control appears in the center of the photo.

NOTICE

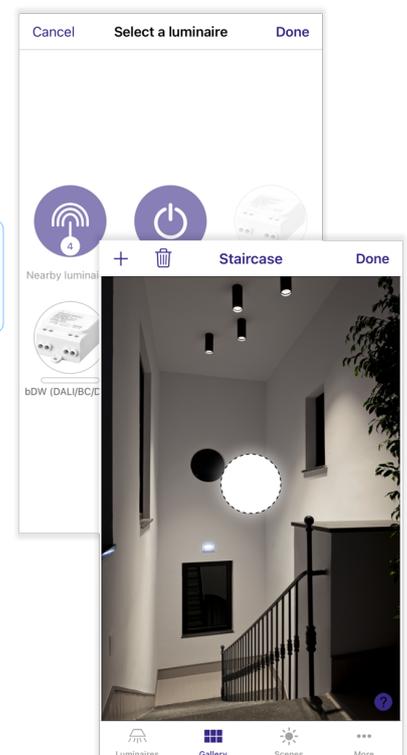
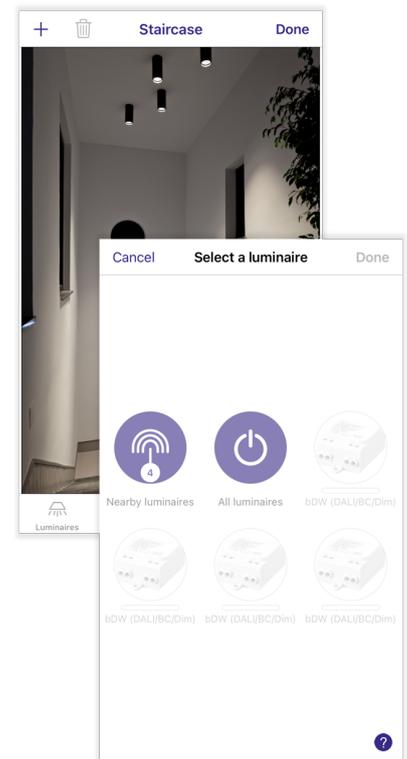
Information on the placement and resizing of control circles can be found in the chapter '[Move and resize luminaires](#)', p. 52.

- _ To add more luminaires, tap the '+' symbol again.
-> It is possible to create several control circles for one and the same luminaire.

Once you have placed all the controls you need in the photo, click 'Done'.

NOTICE

A luminaire can be assigned to several gallery images at the same time.



Gallery tab

7.3.3. Move and resize luminaires

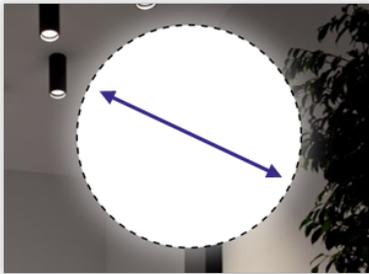
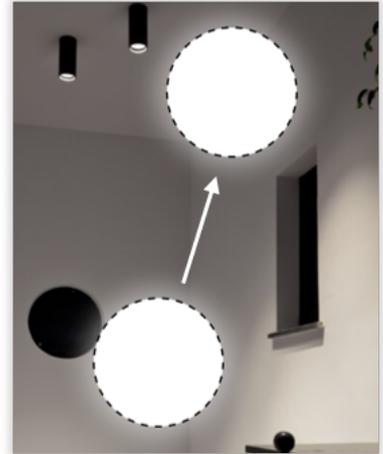
In edit mode, tap on the control circle to be edited - the control circle changes its continuous outline to a dashed outline.

- _ **Move:** Hold the control circle and pull through the photo.
- _ **Change size:** Contract / expand control circle.

i NOTICE

Control circles can only be edited if they have the dashed outline.

Click on 'Done' to save the settings.



7.3.4. Remove luminaires

- _ In edit mode, tap a control circle.
-> The control circles changes its continuous to a dashed outline.
- _ With the 'trash can' symbol you delete the control circle.

Click on 'Done' to save the settings.

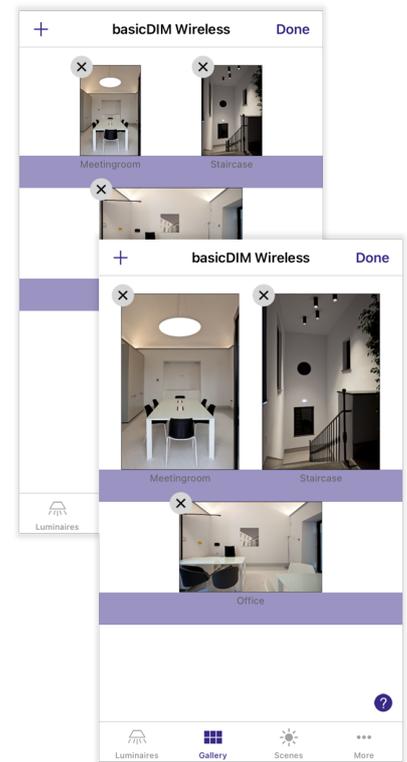
Gallery tab

7.4. Arrange & resize photos

You can change the order and size of the individual photos in the gallery - tap on 'Edit':

- _ To **rearrange** photos, tap and drag them on the screen.
- _ To **resize** the photos, move the purple bar between the photos up or down (only in the iOS app).
 - > Each purple bar is responsible for the photos above.

Tap 'Done' to confirm the changes.



Gallery tab

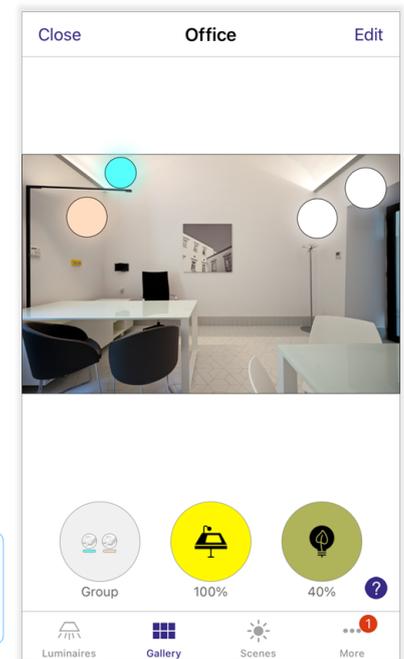
7.5. Control luminaires

To control the luminaires of a photo, first click on one of the photos in the overview.

Use the [basic gestures](#), p. 10 within a control circle to control a single luminaire. If the gestures are used outside of a control circle, all luminaires in the photo can be controlled simultaneously.

Depending on the type of luminaire assigned and the brightness, a control circle can assume different color tones.

As soon as luminaires that you have added to the gallery are also available in a luminaire group or scene, these are displayed in the lower part of the screen. By tapping on one of these symbols, scenes or groups can be switched on / off.

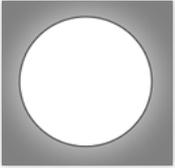
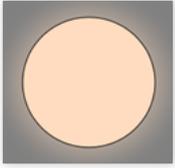
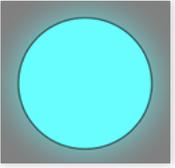
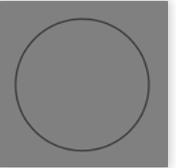


i NOTICE

Click on 'Close' to return to the overview.

Gallery tab

Control circles:

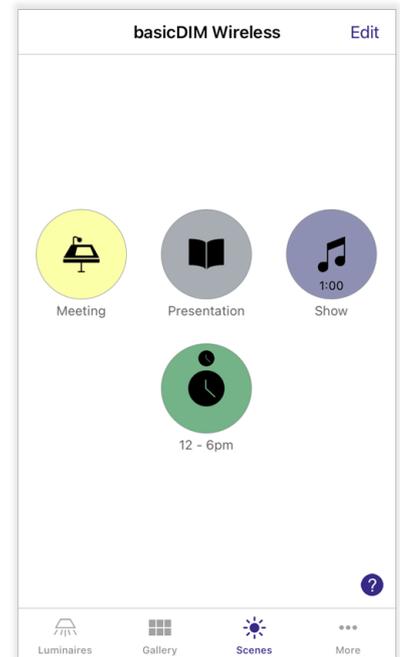
Default:	Tunable white:	RGB:	Off:
 A square button with a white circle in the center, set against a dark gray background.	 A square button with an orange circle in the center, set against a dark gray background.	 A square button with a cyan circle in the center, set against a dark gray background.	 A square button with a dark gray circle in the center, set against a dark gray background.
-	e.g. color temperature 'warm'	e.g. color 'turquoise'	-

Scenes tab

8. Scenes tab

Various types of scenes can be created and called up in the 'Scenes' tab.

As soon as a scene is activated, a specified color and brightness value of the selected luminaires is called up. You can adjust these values as you wish and thus create different lighting scenarios. It is also possible to assign a luminaire to several scenes.



Scenes tab

8.1. Add scenes

Version 1:

- _ Click on the 'Edit' button.
- _ Tap the '+' symbol at the top of the screen.

Variant 2:

- _ With a click on the text 'Add scene'.

NOTICE

This variant can only be used if no scenes are available yet.

After you have followed the steps of a variant described above, a pop-up appears. First enter the name of the scene to be created in the white field and click on one of the selection fields:

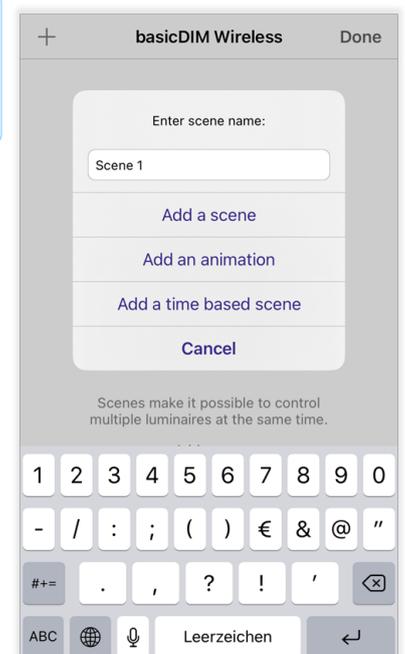
- _ Add a scene
- _ Add an animation
- _ Add a time based scene



NOTICE

If a scene is not assigned a name, it is automatically called a 'scene'. The name can be changed after creation.

After you have selected one of the three types of scenes, you will be automatically forwarded to the scene configuration. The next steps are described in the chapter '[Scene](#)', p. 59 / '[Animation](#)', p. 81 / '[Time based scene](#)', p. 84.



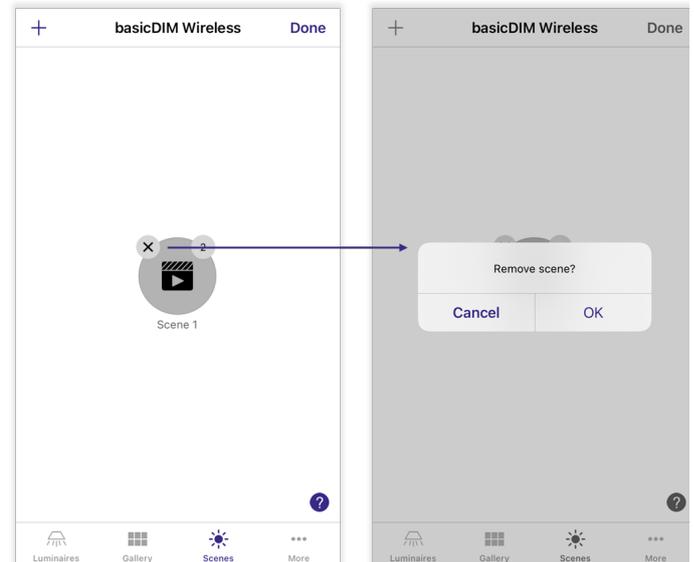
Scenes tab

8.1.1. Copy scenes

To copy an already created scene with all its settings, tap and hold the scene in the edit view. After the copying process, you will automatically be forwarded to the copied scene.

8.2. Remove scenes

To remove a scene, tap on the 'x' symbol of the scene to be deleted in the edit view.



8.3. Edit scene

To edit a scene, first click on the 'Edit' button and then tap on the icon of the scene to be edited. You will be automatically forwarded to the scene configuration.

Scenes tab

8.4. Types of scenes

Three different types of scenes can be created in the 4remote BT app:

	Description:	Additional functions:
Scene	Fixed brightness / color value	Daylight control , p. 69, Circadian rhythm , p. 65
Animation	Time-defined sequence of several scenes	-
Time based scene	Scenes are called up at specific times	-

8.4.1. Scene

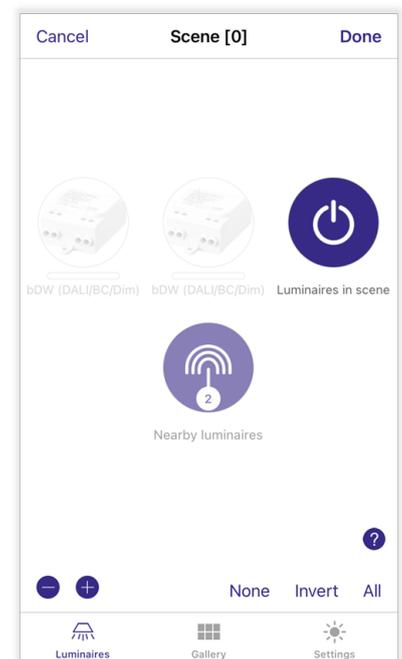
Fixed color and brightness values can be saved in scenes. This makes it possible later to dim the luminaires selected in the scene to a specific value or to change the light color with just one push of a button.

In addition, a daylight sensor can be assigned to a scene, which controls the selected luminaires depending on the room brightness. More information in the '[Daylight control](#)', p. 69 chapter.

If you use Tunable White luminaires in a scene, you can also use the '[Circadian rhythm](#)', p. 65 function to adjust the color temperature of the luminaires over the course of the day.

Each scene has the following tabs:

- _ [Luminaires](#), p. 60
- _ [Gallery](#), p. 63
- _ [Settings](#), p. 64



Scenes tab

NOTICE

Cancel Scene [2] Done

In each scene, the number of activated luminaires is displayed in brackets [] next to the scene name.

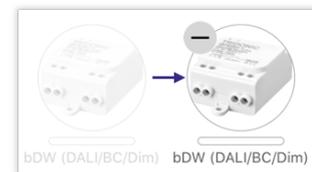
8.4.1.1. Luminaires

Once you've created a new scene, you will automatically be directed to the scene's 'Luminaires' tab.

Luminaires are assigned to the scene here. The brightness, color temperature or light color can be set individually for each selected luminaire.

8.4.1.1.1. Select luminaires

After a scene has been created, all available luminaires are grayed out.



Select luminaires outside a group:

- _ Tap on the luminaire to add it to the scene

Scenes tab

Select luminaires in groups:

- _ Double-click the group -> the group opens
- _ Luminaires from the group can now be added by tapping
- _ To close the group again, tap the 'Close' button or double-tap the screen area outside the group

i NOTICE

Luminaire groups cannot be added by tapping. All luminaires within the group must be assigned to the scene.

'+' Button:

When used outside of a group, all luminaires that are not in any group are activated.
When used within a luminaire group, only the luminaires in this group are activated.



'Invert' button:

Selected luminaires are removed and deactivated luminaires selected (inverted selection). Can be used outside as well as within luminaire groups.

	Luminaire 1:	Luminaire 2:	Luminaire 3:
Before clicking on 'Invert'	✔	-	-
After clicking on 'Invert'	-	✔	✔



'All' button:

Outside and within luminaire group: Activates all luminaires in the scene.

8.4.1.1.2. Remove luminaires

Outside a group:

- _ Tap on the '-' symbol of a luminaire to deactivate it in the scene

In a group:

- _ Double click the group
- _ To remove assigned luminaires from scenes, tap the '-' symbol on the respective luminaire symbol

'-' button:

If the button is pressed outside of a luminaire group, all luminaires that are not in any group are deactivated. When used within a luminaire group, only the luminaires in this

Scenes tab

group are deactivated.

'None' button:

Outside and within a lighting group: Deactivates all lights in the scene.



8.4.1.1.3. Adjust luminaires

The color and brightness value that is set for the assigned luminaires is called up later when the scene is activated. The luminaires can be customized using the [basic gestures](#), p. 10.

- _ **Set all luminaires at the same time** - To adjust all luminaires selected in the scene to the same value, use the 'Luminaires in the scene' button
- _ **Set all luminaires of the group at the same time** - Control gestures on the group symbol
- _ **Set luminaire outside of groups** - Control gestures on the luminaire symbol
- _ **Set luminaire within a group** - Double click on group -> Control gesture on luminaire symbol

Scenes tab

8.4.1.2. Gallery

If you have already placed your luminaires in a gallery picture, they can be assigned to a scene here. This assignment method provides a better overview if you have a network that covers several rooms, for example.

If only a special room is to be controlled with a scene, all existing luminaires can be added to the scene in one image without first having to locate the luminaires to be activated.

8.4.1.2.1. Add / remove luminaires of an image / across images of a scene

- _ **Single luminaire:** Tap on the control circle
- _ **Add all luminaires:** Tap on the '+' symbol
- _ **Remove all luminaires:** Tap on the '-' symbol
- _ **'Invert selection':** Luminaires assigned to the scene are removed and deactivated luminaires are added

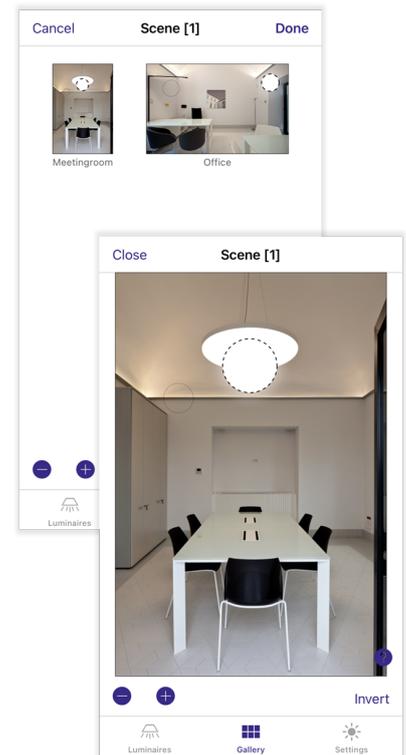
8.4.1.2.2. States of control circles

- _ **Dashed border:** Luminaire added to the scene
- _ **Continuous border and grayed out:** Luminaire removed from the scene

8.4.1.2.3. Adjust luminaires

[Basic gestures](#), p. 10 are used to set a luminaire to the desired color and brightness value.

- _ Use the gestures in a picture next to the control circles to adjust all the luminaires in the picture at the same time.
- _ Use the gestures on a control circle to adjust a single luminaire.

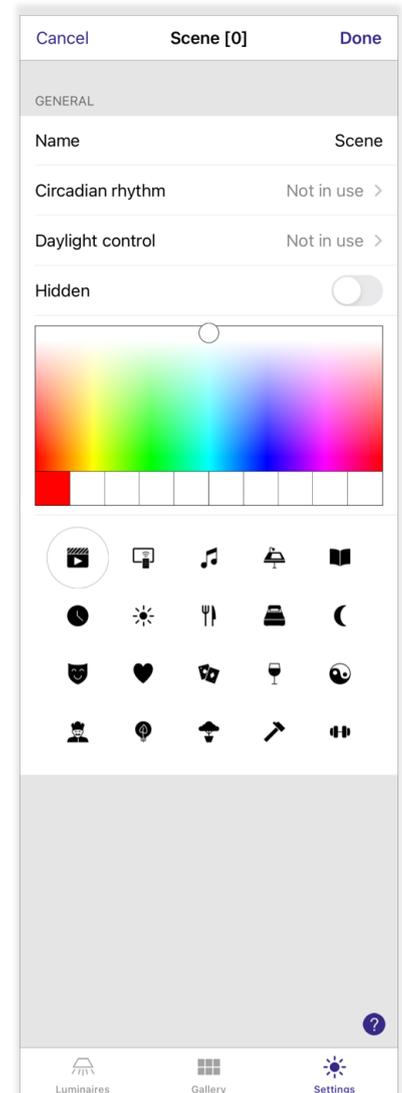


Scenes tab

8.4.1.3. Settings

The following configuration options are available in the scene settings:

- _ **'Name'**: With a click on the scene name it can be changed.
- _ **'Circadian rhythm' (deactivated as standard)**: This allows Tunable White luminaires in the scene to be controlled with a Circadian rhythm.
- _ **'Daylight control' (deactivated as standard)**: With this, all activated luminaires in the scene can be controlled by daylight sensors.
- _ **'Hidden'**: More information in the chapter ['Hide scene'](#), p. 90.
- _ **Scene icons**: For more information, see chapter ['Customize icon'](#), p. 89.



Scenes tab

8.4.1.3.1. Circadian rhythm

The Circadian rhythm can be used to determine what color temperature Tunable White luminaires have over the course of a day.

The Circadian rhythm is only used for the configured scene and is only active when this scene is switched on.

This function can be used with all basicDIM Wireless TW (Tunable White) profiles. The available profiles can be viewed in the document '[basicDIM Wireless - Profiles](#)' .

i NOTICE

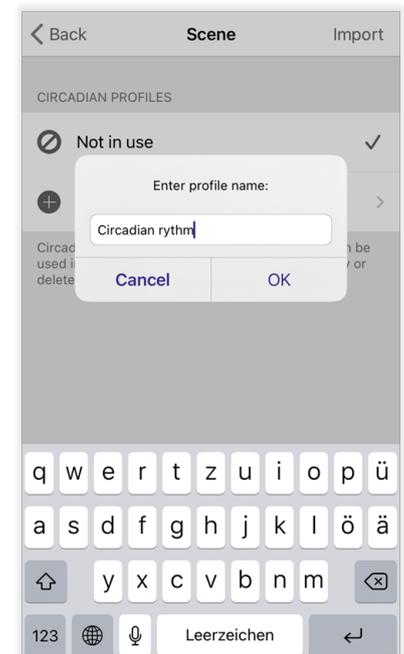
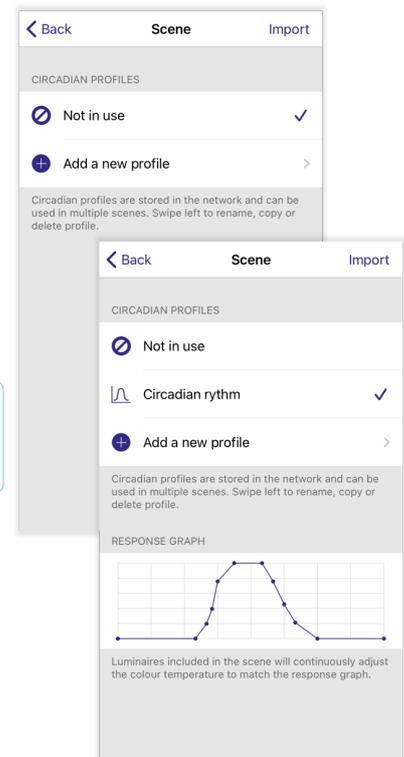
The Circadian rhythm can be used together with the daylight control.

Create new profile:

- _ Tap on 'Create new profile'
- _ Define the name of the profile - this can be changed afterwards
- _ Tap on 'OK'
- _ A new profile is added to the list

Edit profile:

- _ Tap on a profile - A feedback graph appears in the lower half of the screen
- > A standard feedback curve is always stored for a newly created profile
- _ Click on the graph to open it



Scenes tab

Feedback graph:

The feedback graph consists of individual control points that can be moved by tapping and dragging. To select a control point, tap it - the point will be filled in blue. If a point is tapped, the exact time of day and color temperature can also be viewed at this position.

_ Create a control point:

Tap and hold the screen where you want to create an additional control point.

_ Delete control point:

First touch the control point to be deleted. With a click on the 'trash can' symbol you delete the checkpoint.

-> The control points on the far left and the right side cannot be removed, as these points serve as the basis of the curve.

_ 'Switch form':

Use this button to change the shape of the graph from curved to stepped and vice versa.

_ Pointer needle:

With the pointer needle all points on the feedback curve can be followed. At the same time, the exact time of day and the color temperature of the position of the pointer are displayed on the upper left side of the screen.

To save the configuration, tap on 'Done'.

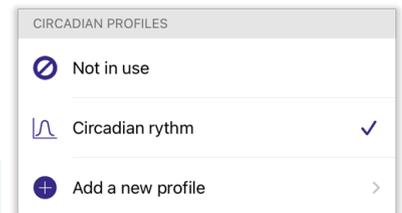
Switch from curved to stepped		Pointer needle

Scenes tab

Feedback curve:	Points:	Time:	Description:
	1 - 2	0 a.m. - 6 a.m.	Color temperature changes slowly from 2,700 to 4,000 K
	2 - 3	6 a.m. - 9 a.m.	Color temperature remains at 4,000 K
	3 - 4	9 a.m. - 12 p.m.	Color temperature changes slowly from 4,000 to 4,700 K
	4 - 5	12 p.m. - 6 p.m.	Color temperature remains at 4,700 K
	5 - 6	6 p.m. - 0 a.m.	Color temperature changes slowly from 4,700 to 2,700 K
	6 - 1	0 a.m.	Color temperature remains at 2,700 K

Select profile:

Tap on a profile to set it for the Circadian rhythm. The blue check mark next to the profile shows which one is currently active.



NOTICE

To deactivate the Circadian rhythm again, tap on the profile 'Not active'.



Copy, remove or rename profile:

_ Android:

Long click on profile - select one of the menu items

_ iOS:

Swipe network to the left - select one of the menu items



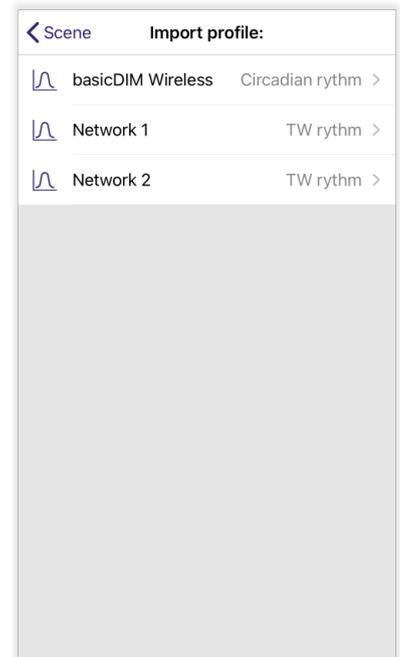
Import profile:

If you have or have access to several networks in which Circadian rhythms are programmed, you can import a profile from these.

Scenes tab

After tapping on 'Import profile' you will see a list of the profiles for Circadian rhythms available in networks. In addition to each profile name, the network in which the profile is saved is also mentioned.

Tap on a profile to import it.



Scenes tab

8.4.1.3.2. Daylight control

With daylight control, luminaires in a scene can be controlled by a daylight sensor.

5 different operating modes are available:

- _ **Basic (ON / OFF)** - Luminaires can be switched on / off as soon as the measured brightness falls below / exceeds a certain lux value
- _ **Open loop** - Depending on the measured light value, luminaires can be dimmed to a certain brightness
- _ **Closed loop** - Constant light control; Suitable for luminaires with an integrated sensor
- _ **External** - Required if DALI-MSensors (excluding DALI-2) are used
- _ **Not active** - Daylight control deactivated

If you are using an MSensor, make sure that the basicDIM Wireless module supports it and that the correct device profile has been selected. You can find an overview of all device profiles in the document '[basicDIM Wireless - Profiles](#)'.

In the table below you can see which operating mode is compatible with which sensor.

Operating mode:	Compatible sensors:
Basic (ON / OFF)	DALI-2: MSensor G3 SFI 30 5DPI WH / BK MSensor G3 SFI 30 PIR 10DPI WH MSensor G3 SFI 30 PIR 16DPI WH basicDIM Wireless Sensors: basicDIM Wireless Sensor 5DP 38rc basicDIM Wireless Sensor 5DP 38rc US
Open loop	
Closed loop	
External	DALI: DALI MSensor 02 DALI MSensor 5DPI 14
Not active	-



Scenes tab

Operating mode 'Basic (ON / OFF)':

With this operating mode, luminaires in the scene can be switched on and off when two lux values are exceeded or not reached.

A detailed description of the individual configuration points ('Controlling sensors', etc ...) can be found in the table '[Configuration options for operating modes](#)', p. 76.

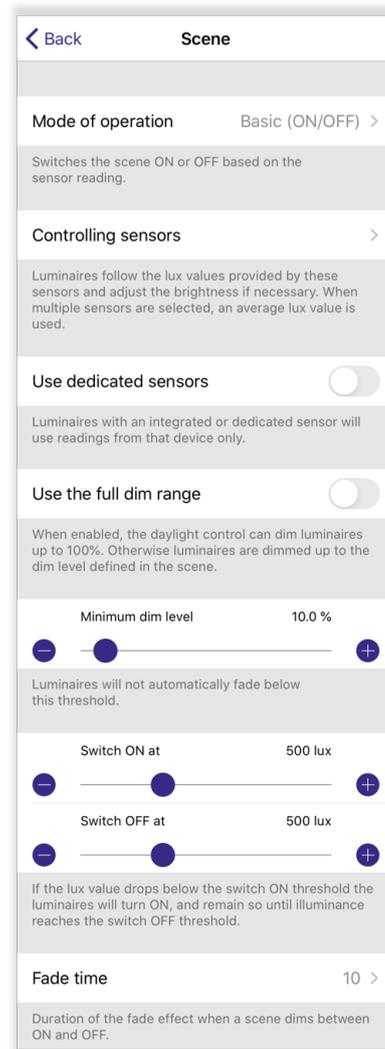


Diagram:	Description:
<p>The diagram illustrates the light switching logic. It features five vertical dashed lines representing lux levels: 300lx, 400lx, 500lx, 600lx, and 700lx. Two solid vertical lines represent the 'Switch ON at' threshold (400lx) and the 'Switch OFF at' threshold (600lx). Four numbered arrows indicate the following scenarios: 1. At 700lx, the light switches off because the 'Switch OFF at' value is exceeded. 2. At 500lx, the light remains off because the 'Switch ON at' value is not undershot. 3. At 300lx, the light switches on because the 'Switch ON at' value is undershot. 4. At 500lx, the light stays on because the 'Switch OFF at' value is not exceeded.</p>	<p>1 - 700 lx measured Light switches off because the 'Switch OFF at' value is exceeded.</p> <p>2 - 500 lx measured Light remains off because the 'Switch ON at' value is not undershot.</p> <p>3 - 300 lx measured Light switches on because the 'Switch ON at' value is undershot.</p> <p>4 - 500 lx measured Light stays on because the 'Switch OFF at' value is not exceeded.</p>

Scenes tab

Operating mode 'Open loop':

The 'Open loop' operating mode is used with standalone sensors that are not integrated into a luminaire. The sensor measures the daylight and dims the luminaires based on the curve set in the graph.

NOTICE

In this operating mode, sensors must not detect any direct or indirect light radiation from a luminaire.

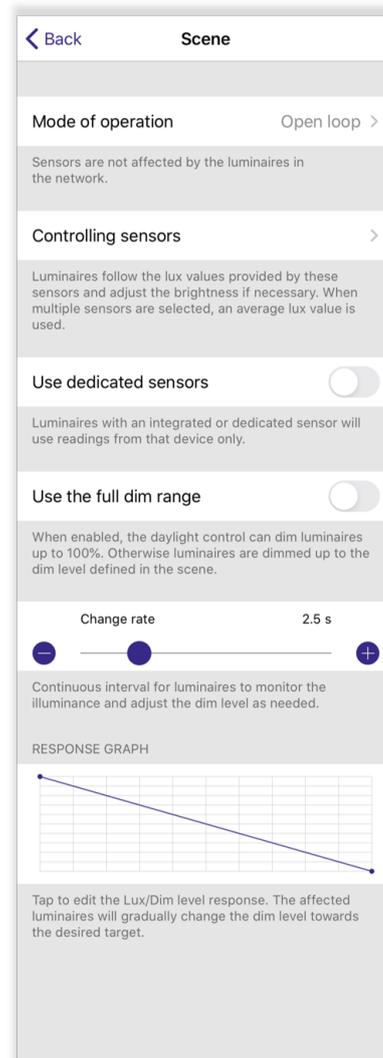
A detailed description of the individual configuration points ('Control sensors', etc ...) can be found in the table '[Configuration options for operating modes](#)', p. 76.

Response graph:

The response graph can be used to set the reaction to a received daylight value from sensors. To set the response curve, tap on the graph.

The response curve consists of individual control points that can be moved with tap and drag. To select a control point, tap it - the point will be filled in blue. If a point is tapped, the brightness of a luminaire can be viewed at a certain lux level (measured light value of the sensor).

- _ **Create control point** - Tap and hold the screen where you want to create additional point.
- _ **Delete control point** - Tap point and click on the 'trash can' symbol.
- _ **'Switch from'** - Change the shape of the response curve from curved to stepped and vice versa.
- _ **Pointer needle** - By default located above the text 'Lux level'. This means that all points of the response curve can be followed - the lux level and the dimming level of the luminaires are displayed on the top left of the screen.



Scenes tab

Operating mode 'Closed loop':

With the operating mode 'Closed loop' a constant light control can be generated - this ensures constant brightness in your room. For this it is necessary that the sensor is placed directly under the luminaire so that it can level off based on the set brightness.

If, for example, 500 lx is set, the brightness of the luminaire adapts to the room brightness until 500 lx is reached.

NOTICE

In this operating mode, sensors should detect indirect light radiation from the luminaire.

A detailed description of the individual configuration points ('Control sensors', etc ...) can be found in the table 'Configuration options for operating modes', p. 76.

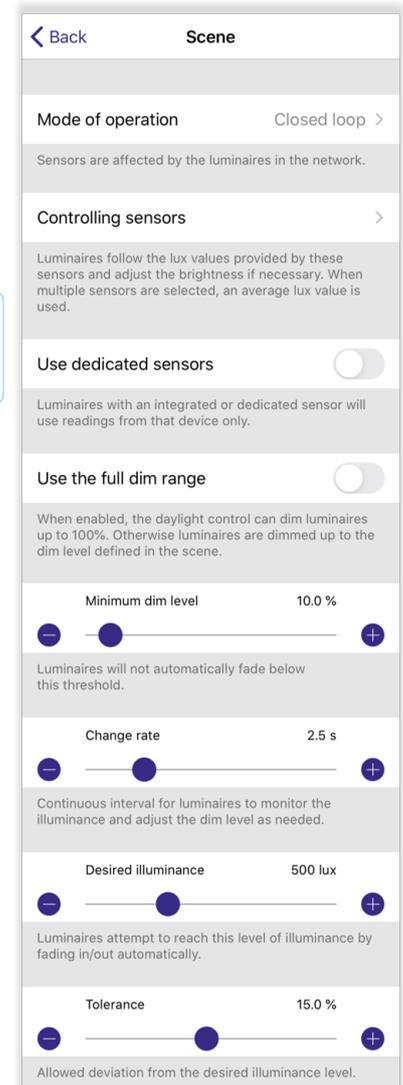


Diagram:	Description:
	<p>1 - Higher daylight exposure The measured lux value of the sensor increases</p>
	<p>2 - The luminaire dims down The luminaire dims down until the 'Desired illuminance' is reached again.</p>
	<p>3 - Lower daylight exposure The lux value measured by the sensor drops</p>
	<p>4 - Luminaire dims up Luminaire dims up until 'Desired illuminance' is reached again.</p>

Scenes tab

Operating mode 'External':

The external operating mode must be used when using DALI MSensors (see table, p. 69), as these do not send direct daylight values, but only, for example, DIM UP / DIM DOWN commands to the DALI bus.

These are converted into a daylight value by the basicDIM Wireless system.

The functionality of the external operating mode can be compared with the open loop.

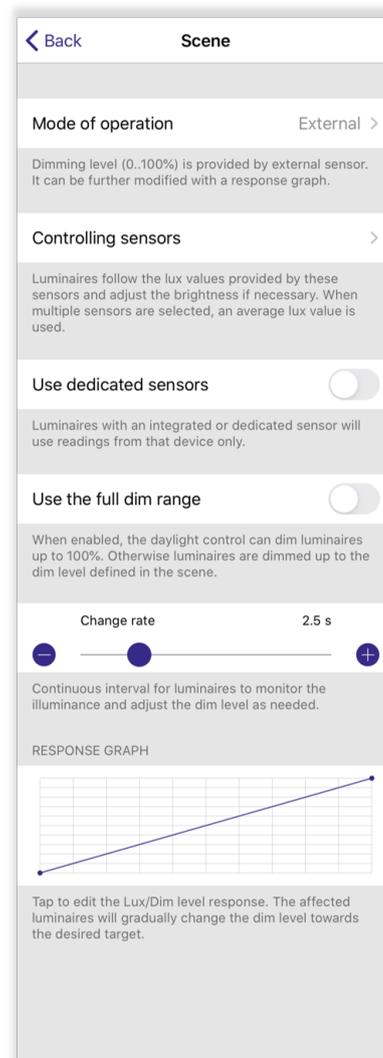
A detailed description of the individual configuration points ('Control sensors', etc ...) can be found under '[Configuration options for operating modes](#)', p. 76.

Response graph:

The reaction to the converted daylight value can be set with the response graph. To set the feedback curve, tap on the graph.

The response curve consists of individual control points that can be moved with tap and drag. To select a control point, tap it - the point will be filled in blue. If a point is tapped, the brightness of a luminaire can be viewed at a certain sensor output value.

- _ **Create control point** - Tap and hold the screen where you want to create additional point.
- _ **Delete control point** - Tap point and click on the 'trash can' symbol.
- _ **'Switch from'** - Change the shape of the graph from curved to stepped and vice versa.
- _ **Pointer needle** - Located by default above the text 'sensor output value'. This means that all points of the feedback curve can be followed. At the same time, the sensor output value and the dimming level of the luminaires are displayed on the top left of the screen.

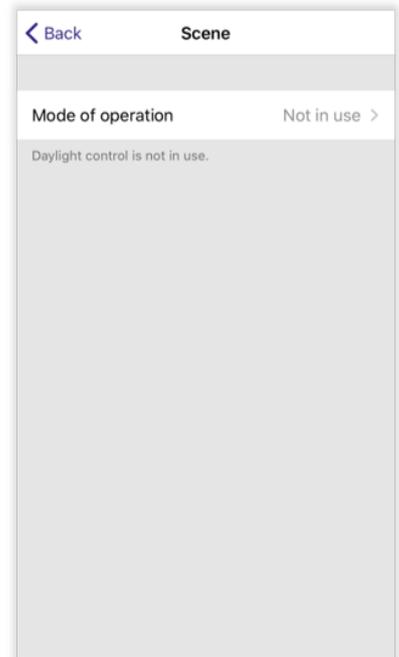


Scenes tab

Operating mode 'Not active': The 'Not active' operating mode can be used to deactivate daylight control for the scene.

NOTICE

The 'Not active' operating mode is used by default in a scene.



Scenes tab

Configuration options for operating modes:

Function:	Description:	Basic (ON / OFF):	Open loop:	Closed loop:	External:	Not active:
'Control sensors'	<p>Sensors that are used for daylight control. It is possible to use several sensors at the same time - in this case the average lux value of all measured brightness values is used.</p> <div style="border: 1px solid #0070C0; border-radius: 5px; padding: 5px; margin-top: 10px;"> <p>i NOTICE</p> <p>for example, Sensor 1: 600 lx, Sensor 2: 800 lx, Sensor 3: 200 lx</p> <p>Average lux value: $(600 \text{ lx} + 800 \text{ lx} + 200 \text{ lx}) / 3 = 533 \text{ lx}$</p> </div>	✓	✓	✓	✓	-
'Use dedicated sensors'	<p>Can be used if several sensors have been selected for daylight control, but only one special sensor is to control / dim a certain luminaire.</p> <p>One application is, for example, an office in which a sensor is built into each luminaire and this is only allowed to control its own luminaire and not the entire installation - however, the daylight control of all</p>	✓	✓	✓	✓	-

Scenes tab

	<p>luminaires should be activated with a scene .</p>					
'Use the full dim range'	<p>Allows daylight control to dim the luminaires up to 100 % regardless of the dimming value of the luminaires set in the scene. Otherwise, the dimming value set in the scene is the maximum dimming value to which the daylight control can dim the luminaires.</p>	✓	✓	✓	✓	-
'Change rate'	<p>Determines how quickly the luminaires dim to the new dimming value when there is a change in brightness. A change speed of 2.5 seconds means that every luminaire carries out dimming steps every 2.5 seconds.</p> <div data-bbox="409 1206 730 1452" style="border: 1px solid #0070C0; border-radius: 5px; padding: 5px; margin-top: 10px;"> <p>i NOTICE</p> <p>The lower the sensitivity of the daylight sensor, the slower the dimming behavior of the luminaires.</p> </div>	-	✓	✓	✓	-

Scenes tab

'Minimum dimming level'	If the value is set to 10 %, for example, the daylight control does not dim the luminaires below 10 %.	✓	-	✓	-	-
'Desired brightness'	If the value is set to 500 lux, for example, the affected luminaires are dimmed until the sensor measures 500 lux.	-	-	✓	-	-
'Tolerance'	<p>Permitted deviation from the desired brightness.</p> <p>Example: With a desired brightness of 500 lx and a tolerance of 30 %, no dimming process is started in the range of 350 lx - 650 lx. The luminaires are only dimmed as soon as the measured brightness of the sensor falls outside this range.</p>	-	-	✓	-	-
'Switch ON at'	If the measured brightness falls below this lux value, the daylight control switches the luminaires on.	✓	-	-	-	-

Scenes tab

'Switch OFF at'	If the measured brightness exceeds this lux value, the daylight control switches the luminaires off.	✓	-	-	-	-
'Fade time'	Time span in which the luminaires dim into the switched-off state. With a fade-out time of 20s, the dimming process to 0 % (OFF) takes 20 seconds.	✓	-	-	-	-
'Response graph'	Description in mode ' Open Loop ', p. 72 or ' External ', p. 74	-	✓	-	✓	-

Scenes tab

8.4.1.3.3. Hidden

You can find more information in the chapter '[Hide scene](#)', p. 90.

8.4.1.3.4. Scene icon

You can find more information in the chapter '[Scene icons](#)', p. 88.

Scenes tab

8.4.2. Animation

Animations are dynamic scenes and can call up scenes in an orderly sequence.

NOTICE

In order to be able to create a functional animation, at least one scene must first be created.

'Animation steps':

All added scenes and waiting times are located here. The entire duration of the animation is given next to the animation name in [hh: mm: ss].

_ Changing the order:

Tap and hold the 3 horizontal lines of the object to be moved and drag it up / down to the desired position.

_ Delete object:

If a scene or a wait time is no longer required, you can delete it in the following way:

_ Android: Long click on object -> tap on 'Delete'.

_ iOS: Tap on  -> a red 'Delete' button appears on the left side of the object - tap this.

_ Edit an object:

Tap an object to edit it.

'Add scene':

A scene can be added to the animation. By tapping on this option a list of all scenes in the network appears. Other animations or time based scenes are not shown in this list, as only scenes can be added to an animation. A scene can be selected by clicking on it - this is indicated by a blue tick.

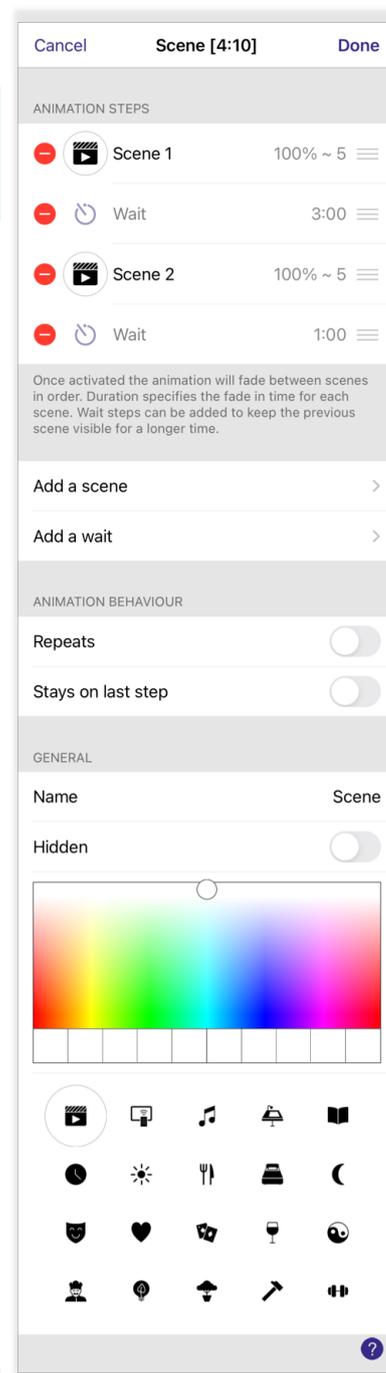
The selected scene is accepted with 'Done'.

NOTICE

If you want to add several scenes, the steps described above must be repeated.

'Add a wait':

A hold can be inserted before or after a scene. This means that the scene remains active for the set wait time. After the wait time has elapsed, the next scene is called up.



Scenes tab

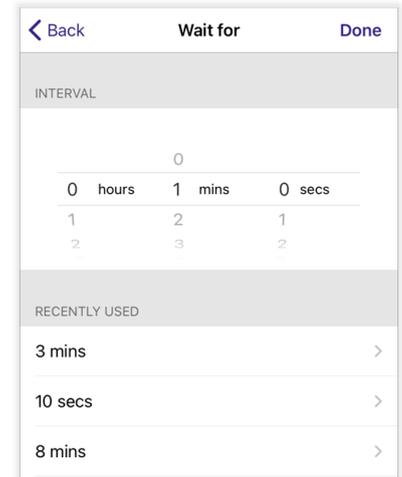
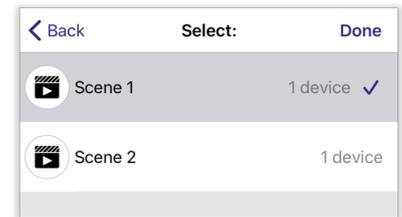
Under the 'Time interval' tab, the time (hours: minutes: seconds) can be set by dragging up / down.

Under 'Last used' your last used times from previous network settings are displayed - they can also be used by tapping.

To add the waiting time to the animation, tap on 'Done'.

'Repeats':

If 'Repeats' is activated, recognizable by the green bar, then the animation is started new after the call of the last scene.



Scenes tab

'Stays on last step':

- _ Activated - After calling up the last scene, the animation stays at the set light and color value for this scene. Animation remains activated.
- _ Deactivated - After calling up the last scene, the animation slowly dims and switches off the last called scene. In addition, the animation is automatically deactivated.

Change scene name:

Tap on the scene name to change it.

'Hidden':

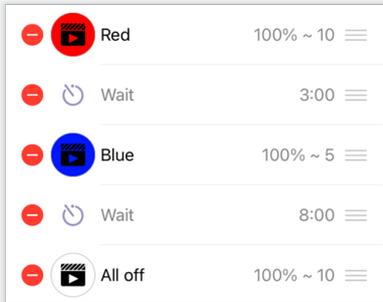
More information can be found in the chapter ['Hide scene'](#), p. 90.

Scene icon:

You can find more information in the chapter ['Scene icons'](#), p. 88.

To save the configuration of the animation, click on 'Done'.

Example:

Diagram:	Description:
	<p>Scene 'Red', fade time 10 seconds Start of animation - it takes 10 seconds to dim to scene 'Red'.</p>
	<p>3 minutes waiting time (Wait) Scene 'Red' is active for 3 minutes.</p>
	<p>Scene 'Blue', fade time 5 seconds It takes 5 seconds to fade from scene 'Red' to scene 'Blue'.</p>
	<p>8 minutes waiting time (Wait) The 'blue' scene is active for 8 minutes.</p>
	<p>Scene 'All off', fade time 10 seconds It takes 10 seconds to fade from scene 'Blue' to scene 'All off'.</p>

Scenes tab

8.4.3. Time based scene

With time based scenes, scenes or animations can be switched on at different times of the day.

Time based scenes work with conditions. These consist of the time at which the scene(s) are called up, the fade-out time and one or more scenes.

'Fade time':

Dimming duration that a scene needs to dim to 0 % (OFF) as soon as a new scene is to be called up at a certain time. At the same time, the next scene is switched on with the same dimming duration.

'Add a scene':

Used to add a scene to a condition. By tapping on this option all scenes available in the network appear.

To select a scene, tap on it - a blue checkmark indicates that this scene is selected for adding. The scene can be added to the condition by clicking on 'Done'.

NOTICE

- To add another scene to the condition, repeat the process described above.
- An animation only works in combination with a time based scene if the option 'Repeats' is activated in the animation.

Changing the arrangement of scenes:

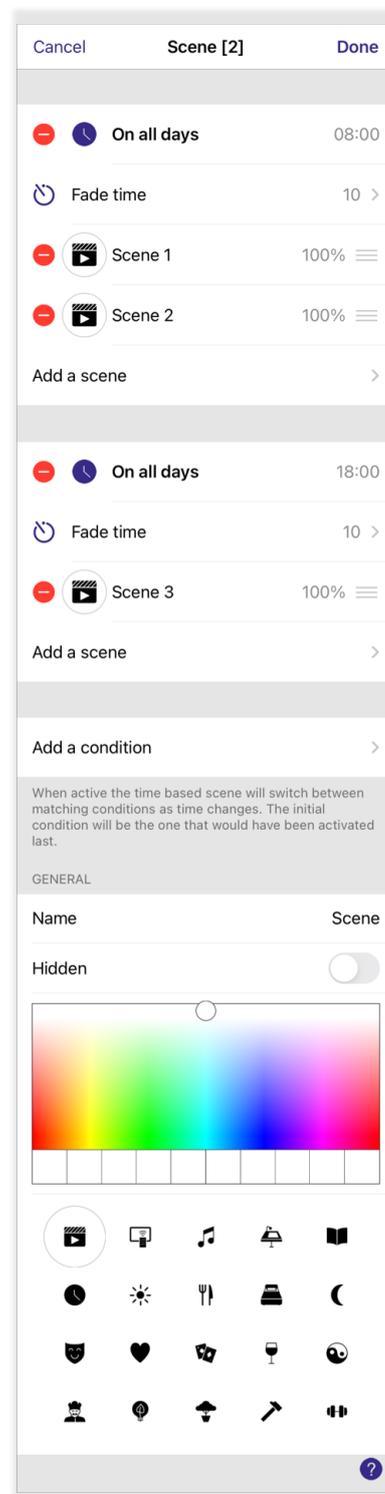
To change the arrangement of scenes within a condition, tap and hold the 3 horizontal lines of the scene to be moved and drag them up / down to the desired position. Scenes can not only be dragged within one condition, but also to another condition.

Remove scene / animation from condition:

-> Android: Long click on scene / animation -> tap on 'Delete'.

-> iOS: Tap  next to the scene / animation symbol -> a red 'Delete' button appears on the left side of the object - tap this.

Editing days of the week / time:



Scenes tab

To set the days and time on which the scenes / animations should be called up, tap on the button with the 'clock' symbol.

_ Days of the week:

Tap to select the days of the week on which the condition is activated.

-> Day of the week with a blue background: Scenes are switched on or off.

-> Day of the week with a gray background: Scenes are not controlled.

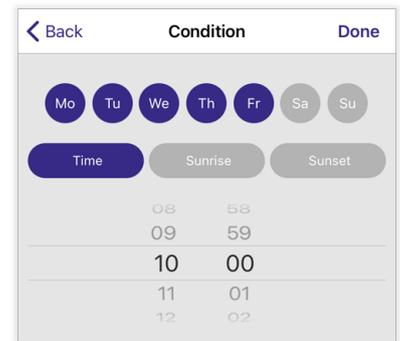
_ Time:

If a function is active, it is highlighted in blue.

-> 'Time' - A time can be set by swiping up / down.

-> 'Sunrise' - This activates the condition at the time of sunrise.

-> 'Sunset' - This activates the condition at the time of sunset.



Scenes tab

NOTICE

- For the functions 'Sunrise' & 'Sunset', the location functionality of the network must be activated. This can be done in the 'More' tab under 'Network setup' -> 'Network settings'.

You can also access this area by clicking on 'Network location not set - tap to set'.

- As soon as the GPS location of the network is known, the sunrise / sunset time is calculated using the GPS coordinates.

'Add a condition':

Here you create an additional condition.

Delete condition:

-> Android: Long click on the button with the 'clock' symbol -> tap on 'Delete'.

-> iOS: Tap  next to the 'clock' symbol -> a red 'delete' button appears on the left side of the object - tap this.

Change scene name:

Tap on the scene name to change it.

'Hidden':

More information can be found in the chapter '[Hide scene](#)', p. 90.

Scene icon:

You can find more information in the chapter '[Scene icons](#)', p. 88.

To save the configuration of the animation, click on 'Done'.

Example:

Case 1:

Scene 1 - luminaire 1: 100 %, luminaire 2: 0 %

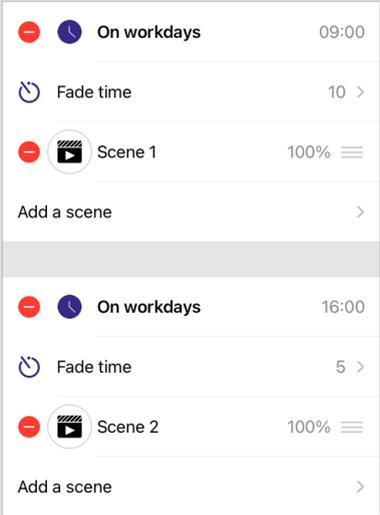
Scene 2 - luminaire 1: 0 %, luminaire 2: 100 %

Case 2:

Scene 1 - luminaire 1: 100 %, luminaire 2: inactive

Scene 2 - luminaire 1: inactive, luminaire 2: 100 %

Scenes tab

Diagram:	Description - case 1:	Description - case 2:
 <p>The screenshot shows the 'Scenes tab' in the 4remote BT App. It displays two scenes:</p> <ul style="list-style-type: none"> Scene 1: Active on workdays from 09:00. Fade time is 10 seconds. Dimming level is 100%. Scene 2: Active on workdays from 16:00. Fade time is 5 seconds. Dimming level is 100%. <p>Each scene entry includes a minus icon, a clock icon, the scene name, the time, and a plus icon for more options. There is also an 'Add a scene' button at the bottom of each section.</p>	<p>Luminaire 1 of scene 1 is dimmed to 100 % at 9 a.m., luminaire 2 to 0 %.</p> <p>These need 10 seconds to dim to the respective scene value.</p> <p>Luminaire 1 of scene 2 is dimmed to 0 % at 4 p.m., luminaire 2 to 100 %.</p> <p>These need 5 seconds to dim to the respective scene value.</p> <div data-bbox="576 891 1010 1043" style="border: 1px solid #0070C0; border-radius: 5px; padding: 5px; margin-top: 10px;"> <p>i 16 UHR</p> <p>Luminaire 1: 0 % Luminaire 2: 100 %</p> </div>	<p>Luminaire 1 of scene 1 is dimmed at 9 a.m. to 100 % within 10 seconds.</p> <p>Luminaire 2 is not affected by scene 1, so it does not react.</p> <p>Luminaire 2 of scene 2 is dimmed at 4 p.m. to 100 % within 5 seconds.</p> <p>Since luminaire 1 was dimmed to 100 % from the previous scene and was declared 'inactive' in scene 2, it does not react - therefore it remains at 100 % dimming level.</p> <div data-bbox="1037 1055 1471 1207" style="border: 1px solid #0070C0; border-radius: 5px; padding: 5px; margin-top: 10px;"> <p>i 16 UHR</p> <p>Luminaire 1: 100 % Luminaire 2: 100 %</p> </div>

Scenes tab

8.5. Scene icons

Scenes can have additional symbols in the icon:

Circadian rhythm and daylight control deactivated	Circadian rhythm activated	Daylight control activated	Circadian rhythm and daylight control activated
		 <p>500 lux</p>	 <p>500 lux</p>

Animation icons have a number under the animation symbol. This shows how long the animation takes. If the 'Repeats' function is also activated in the animation, an 'infinity' symbol in the icon indicates that the animation will be repeated after the last scene has ended.

Infinite loop deactivated	Infinite loop activated
	

A **time based scene** is marked by a clock symbol in the scene icon.

Temporal scene


Scenes tab

8.6. Customize icon

8.6.1. Colour

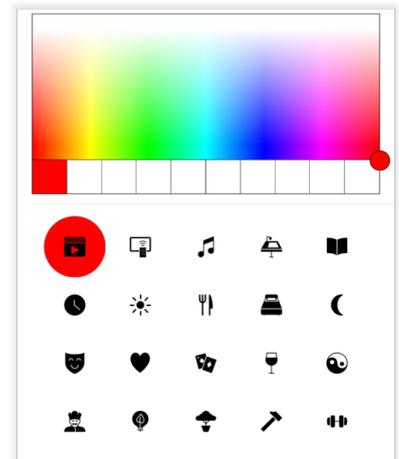
By default, a scene symbol has a gray background. You can configure the color of the icon individually for each scene.

To choose a color, tap and drag the 'selection circle' in the color palette. By tapping on a point on the color palette you can jump directly to the desired color.

It is possible to save your favorite colors in the color palette:

_ Pick a color

_ Tap and hold one of the preset fields to save the color you want



i NOTICE

If all the default fields are already in use, they can be overwritten with the same procedure. It is not possible to reset the default colors. The saved colors are only visible on your device and are not shared with other smartphones / tablets in the network.

8.6.2. Symbol

The symbol of the scene icon can be configured individually for each scene. It is possible to choose between 20 different symbols. To select one, tap on it. Depending on the color palette settings, the background color of the symbol takes on the selected color in the color palette.

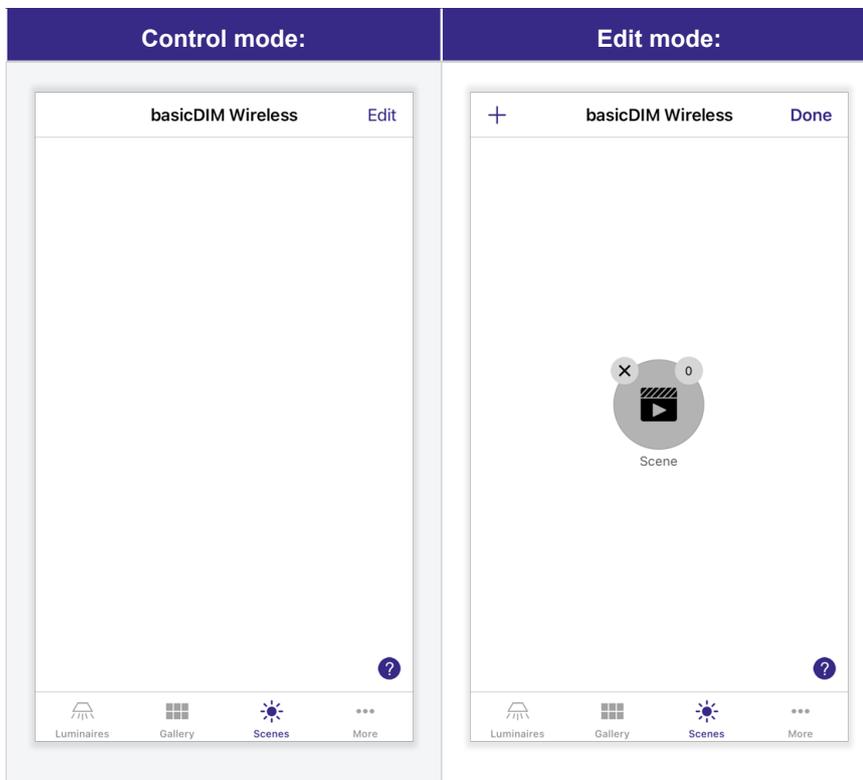
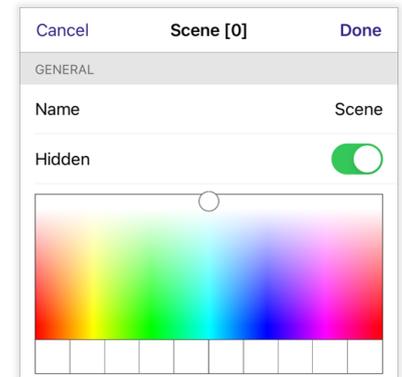
Scenes tab

8.7. Hide scene

For example, if a scene is only used in an animation and it should not be possible to activate / deactivate it manually, it can be hidden.

Here you have to activate the option 'Hidden' in the respective scene / animation / time based scene.

It is then no longer visible in the control view. If you switch to edit mode (click on 'Edit'), the scene becomes visible again and can be configured.



Scenes tab

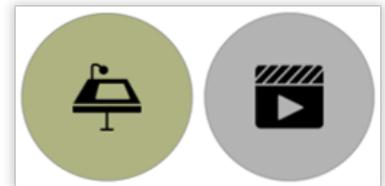
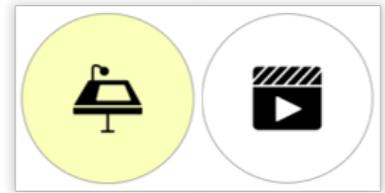
8.8. Control scenes

Tap on a scene to switch it on / off. If a scene only contains inactive (e.g. no mains supply) lights or no lights, it cannot be activated.

- _ **Scene switched on** - Icon has bright color tone
- _ **Scene switched off** - Icon has dark color tone

The temporary brightness of the scene can be changed by tapping on a scene and swiping left / right.

For example, if all lights in a scene are set to 50 % and the scene is subsequently dimmed to 50 %, all lights are set to a dimming level of 25 %. ($50 \% * 0.5 = 25 \%$)

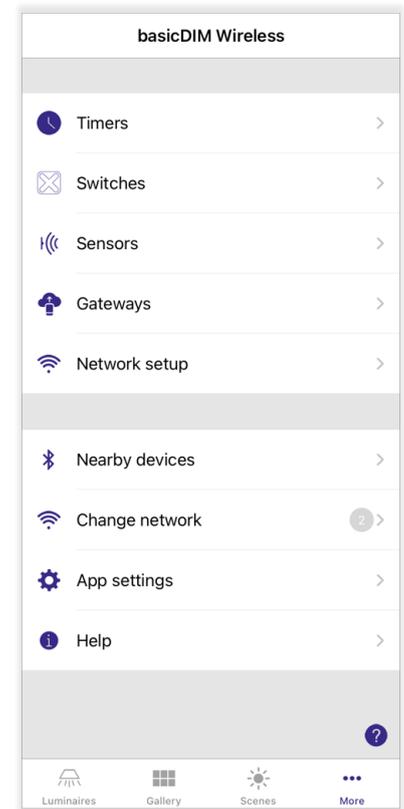


'More' tab

9. 'More' tab

In the 'More' tab you will find further settings for the app and your network.

- _ Timers:**
Scenes can be called up on certain days of the week and times of the day
- _ Switches:**
Overview and configuration of switches connected to the network
- _ Sensors:**
Overview and configuration of sensors connected to the network
- _ Gateways:**
Configuration of DALI or Internet gateway
- _ Network setup:**
Various network settings can be changed
- _ Nearby:**
Pairing / unpairing of devices, changing device profiles, etc...
- _ Change network:**
Join another network, create networks, etc ...
- _ App settings:**
Manage app-specific settings
- _ Help:**
Consult the FAQ and the firmware release notes



'More' tab

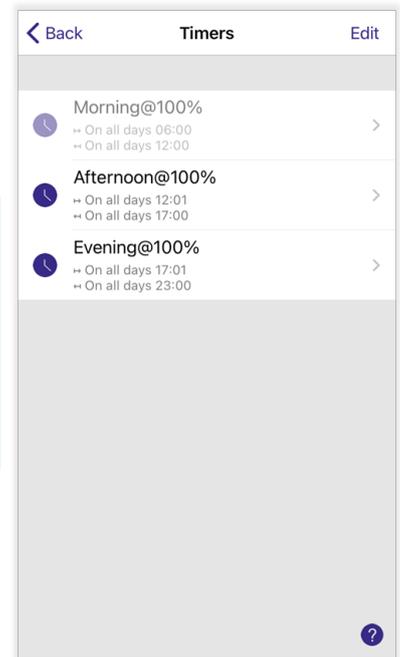
9.1. Timer

With timers it is possible to switch scenes / animations or time based scenes on and off on certain dates / days of the week at a certain time.

For example, lights in a corridor can be automatically dimmed to a lower light level in the evening.

NOTICE

- _ In order to be able to call up a scene with a timer, the automation must be active. You can find more information on activation in the chapter '[Resume automation](#)', p. 46.
- _ If there is a grayed-out timer in the timer overview, it is deactivated.



9.1.1. Create a timer

Version 1:

- _ With a click on the text 'Add timer'.

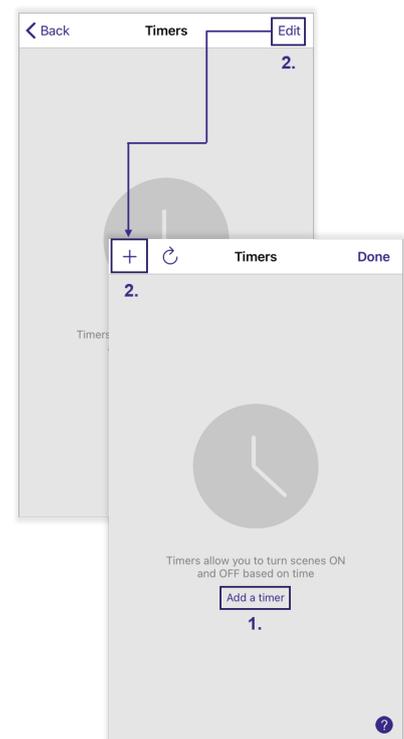
NOTICE

This variant can only be used if no timers are available yet.

Variant 2:

- _ Click the 'Edit' button.
- _ Tap the '+' icon at the top of the screen.

After you have followed the steps of a variant described above, you will be forwarded to the created timer.



'More' tab

9.1.2. Edit timer

Condition 'Switches ON':

Time at which the timer switches the affected scenes on.

Condition 'Switches OFF':

Time at which the timer switches off the affected scenes.

Add scene:

A timer can call up several scenes at the same time. These must be added individually:

- _ You can select the scene by tapping on it.
- _ Tap on 'Done' at the top of the screen to add this to the timer - to cancel on '< Timer'.

To add more scenes, repeat the steps above.

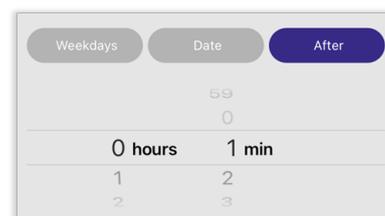
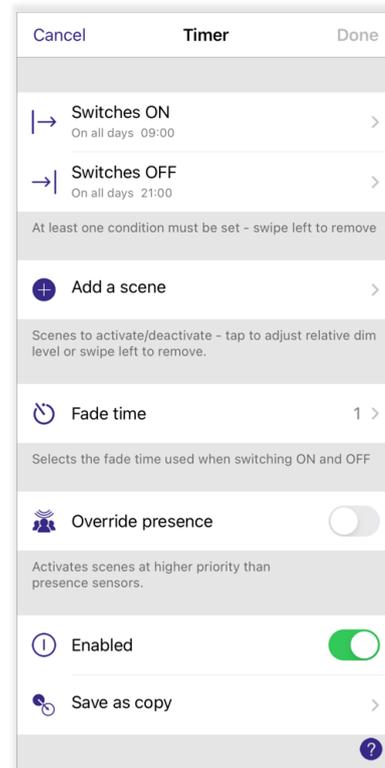
'Fade time' :

Is used by a timer to switch the affected scenes on and off. Dimming time that is required to dim a scene or to dim it.

- _ The duration can be set in the selection field by tapping and dragging.
-> Under 'Recently used' you can also select times with one click that you have used in other configuration steps.
- _ To save the configuration, tap on 'Done' - to cancel on '< Timer'.

'Override presence' :

Active - Timer calls up scenes with a higher priority than presence sensors. If scenes were previously called with the presence sensor, these will be overwritten by the timer.
Inactive - Timer has a lower priority than presence sensors. Scenes can be called up by the timer, but are overwritten by the presence sensor.



NOTICE

Is only displayed if the [control hierarchy](#), p. 142 of the network is activated.

'Enabled':

The timer can be activated / deactivated without having to delete it.

'Save as copy':

Tapping this button copies the timer with the current configuration. This option is only available after saving the timer for the first time.

'More' tab

Edit condition:

To edit one of the conditions, tap on 'Switches ON' or 'Switches OFF'. First of all, it must be specified on which days of the week or dates the timer switches the scenes concerned on / off.

_ 'Days of the week':

Select the days of the week by tapping on which the timer switches the scenes on / off.

-> Day of the week with a blue background: Scenes are switched on or off by the timer.

-> Day of the week with a gray background: Scenes are not controlled by the timer.

_ 'Date':

Select the date by dragging up / down to select the date on which the timer switches the scenes on / off.

-> With '****', scenes are controlled every year (not just for example in 2020).

_ 'After' (only available with 'Switches OFF'):

Select the time by dragging up / down how long the switched-on scenes remain active after switching on.

'More' tab

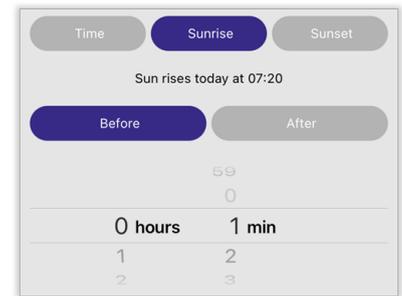
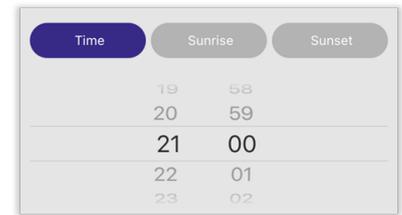
The time at which the timer will switch the affected scenes on / off must now be determined. One of the following options can be selected in parallel to the functions described above:

– **'Time':**

Time at which the timer calls up the scenes concerned.

– **'Sunrise' / 'Sunset':**

The timer can call up the affected scenes at sunrise or sunset. The time of sunrise and sunset is calculated based on the location.



i NOTICE

Make sure that the location of your network is activated. You can do this in the 'More' tab under 'Network setup' -> 'Network settings' -> 'Location' or by clicking on the text 'Network location not set - tap to set'.

'More' tab

Change dimming level of scene:

- _ Tap on a scene button - depending on the active luminaires in the scene, numerous sliders appear with which the scene brightness / color can be set.
 - > Tap on the percentage of a slider to enter a value manually.
- _ To complete the adjustment, tap an area on the screen above the sliders.

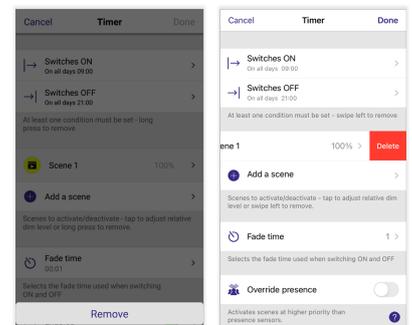
EXAMPLE

Scene 1: All luminaires at 100 %; Slider to 50 % = Luminaires of scene to 50 % dimming level

Scene 2: Luminaire 1 to 50 %, Luminaire 2 to 20 %; Slider to 50 % = Luminaire 1 to 25 %, Luminaire 2 to 10 % dimming level

Delete scenes & conditions:

- _ **Android:**
 - Long click on scene / condition - 'Delete'
- _ **iOS:**
 - Swipe scene / condition to the left - 'Delete'



To save the configuration of the timer, tap on 'Done'.

'More' tab

9.1.3. Delete timer

Variant 1:

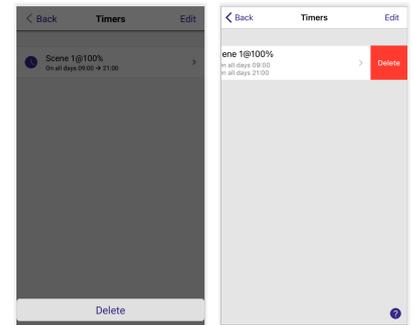
_ **Android:**

Long click on timer - 'Delete'

_ **iOS:**

Tap and drag the timer button to the left.

-> A field with a red background called 'Delete' appears on the right-hand side - tap on this.

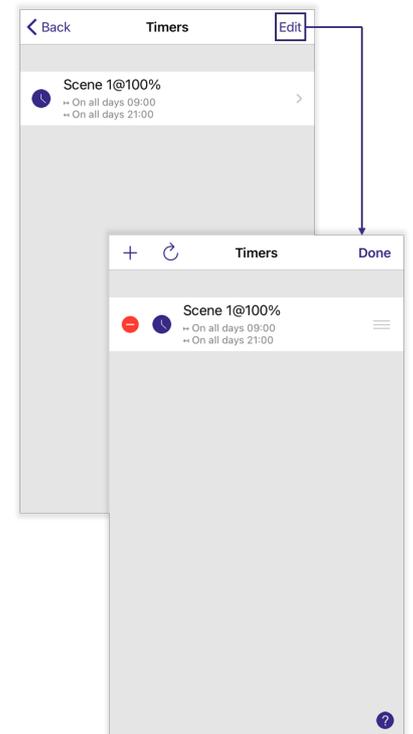


Variant 2:

Tap on 'Edit'.

_ **iOS:**

Tap on the minus symbol on the left edge of the timer.

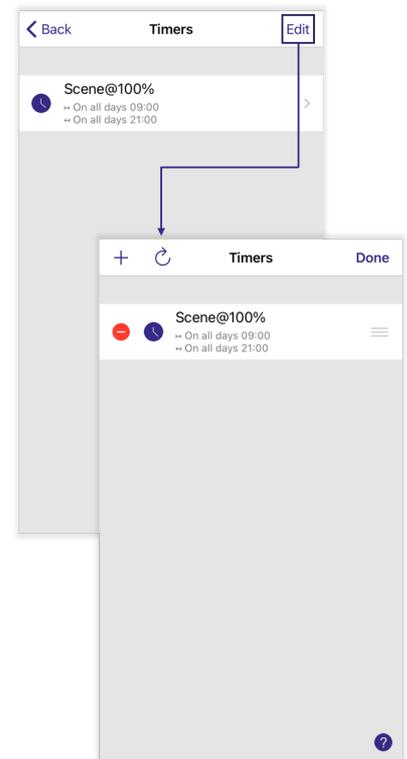


'More' tab

9.1.4. Resume timer

If a new timer has been created, deleted or edited, it should be transferred to the network with the 'Update' symbol - in some cases it may otherwise happen that the changes made previously in the 'Timer' area are not transferred to the network.

Tap on 'Edit' to access the 'Update' button.



'More' tab

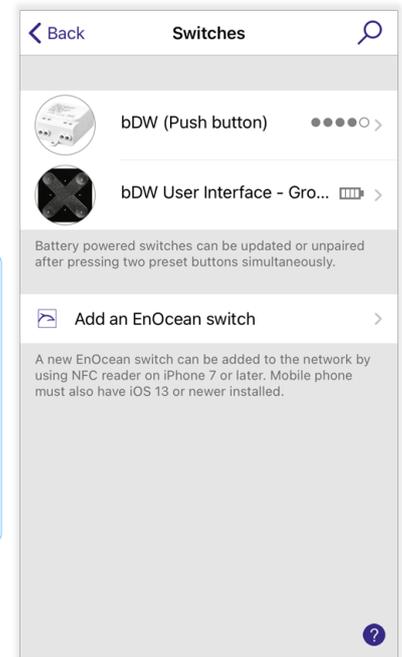
9.2. Switch

All basicDIM Wireless & CASAMBI ready buttons connected to the network can be viewed here. With these it is possible to control any luminaire in the network easily and wirelessly at the touch of a button.

Under 'Switch' the buttons are assigned the functions with which you can control the basicDIM Wireless network.

NOTICE

- _ It is also possible, to pair EnOcean switches to your basicDIM Wireless network. The compatibility has to be checked with the respective manufacturer beforehand.
- _ As EnOcean products are not included in the Tridonic portfolio, Tridonic will not give any support regarding these devices.



'More' tab

9.2.1. basicDIM Wireless User Interface

If a basicDIM Wireless User Interface (28002213 / 28002420) is paired to a basicDIM Wireless network, it appears in the 'Switches' category.

The basicDIM Wireless User Interface has a total of 8 buttons:

– **4 permanently assigned buttons:**

-> Dim up / down: + / -

-> Color temperature warmer / colder: arrow down / arrow up

– **4 freely configurable buttons:**

The functions of the buttons labeled 1 - 4 can be set using the app.

9.2.1.1. Configuration

– **'Presets':**

Each of the 4 fields represents a button of the user interface. Tap on a field to assign a function to the respective button.

– **'Use Toggle':**

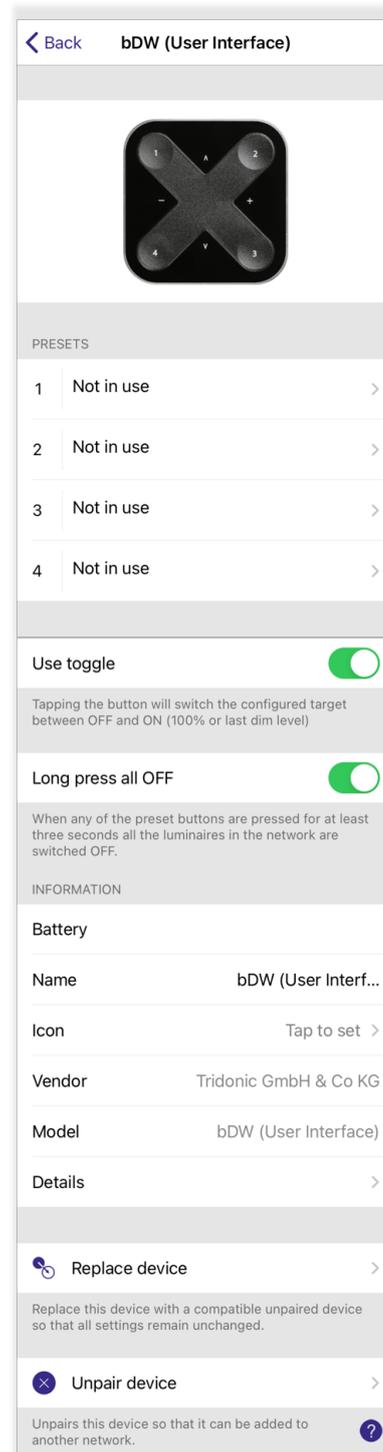
If activated, scenes / luminaires can be switched on and off with the button. If deactivated, scenes / luminaires can only be switched on.

– **'Long press all OFF':**

If activated, all luminaires in the network are switched off when one of the configurable buttons is held for 3 seconds.

– **'Information':**

See '[Configure luminaire - Information](#)', p. 36.



'More' tab

9.2.2. basicDIM Wireless module

If a basicDIM Wireless module (28002212) with the profile 'bDW (Push button)' or 'bDW (Presence)' is used, it appears in the category 'Switch' and can be used as a pure push button interface.

It is possible to connect a standard push-button to the DALI output of the module (for wiring diagram, see data sheet). A certain function can be called up by short-circuiting the DALI output with the push-button.

9.2.2.1. Configuration

To configure the device, tap on it in the 4remote BT app.

_ 'Push buttons':

Touch the field of the button to assign a function to it.

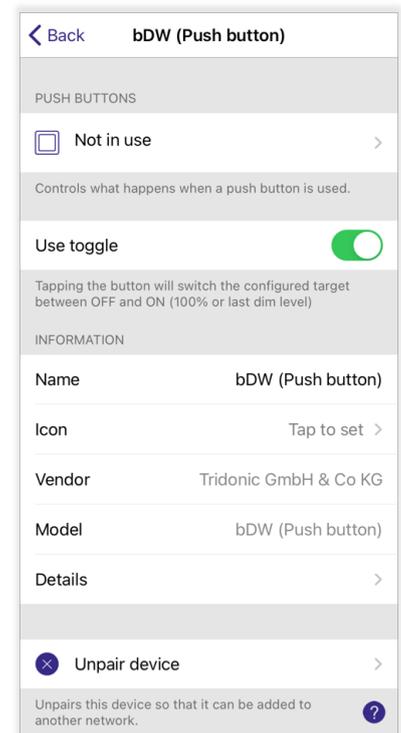
_ 'Use toggle':

If activated, scenes / luminaires can be switched on and off with the push-button.

If deactivated, scenes / luminaires can only be switched on.

_ 'Information':

See '[Configure luminaire - Information](#)', p. 36.



'More' tab

9.2.3. basicDIM Wireless Passive Module + DALI XC G3

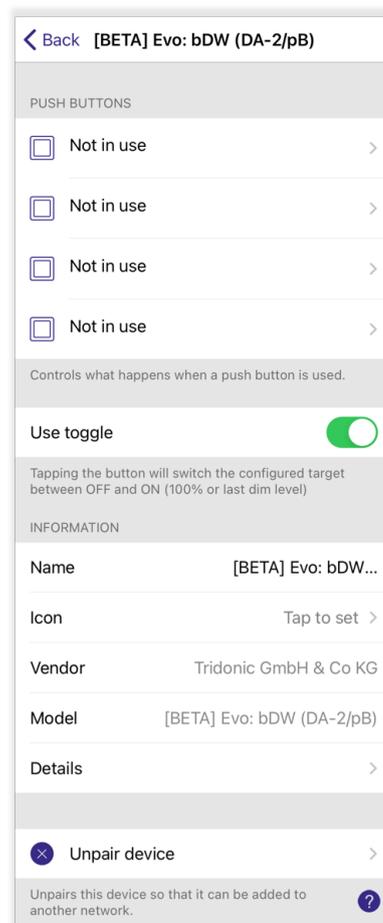
The basicDIM Wireless passive module can be used with the DALI-2 push button module 'DALI XC G3 CWM 30 DA2'. To use this combination:

- _ a suitable device profile with the description 'Evo:' - AND -
- _ the basicDIM Wireless passive module must be used in an Evolution network.

As a factory setting, the DALI XC G3 sends button commands of instance type 1 and instance number #0-3. The reaction to these 4 instance numbers can be set in the app.

NOTICE

- _ If you are using a non-Tridonic push button module, make sure that it sends the push button commands with the instance numbers #0-3, otherwise compatibility problems may arise.
- _ DALI-2 push button modules are only compatible with Evolution networks.



DALI XC G3:			4remote BT App:
Button:	DALI-2 Instance type:	DALI-2 Instance no.:	
T1	IT1	#0	<input type="checkbox"/> Not in use IT1 #0 >
T2	IT1	#1	<input type="checkbox"/> Not in use IT1 #1 >
T3	IT1	#2	<input type="checkbox"/> Not in use IT1 #2 >
T4	IT1	#3	<input type="checkbox"/> Not in use IT1 #3 >

9.2.3.1. Configuration

'Push buttons':

Touch a field to assign a function to the respective button.

'Use toggle':

If activated, scenes / luminaires can be switched on and off with the button. If deactivated, scenes / luminaires can only be switched on.

'More' tab

_ 'Information':

See ['Configure luminaire - Information'](#), p. 36.

9.2.4. basicDIM Wireless driver

basicDIM Wireless drivers have an interface with 1 or 2 push-button inputs. Commercially available buttons can be connected to these to control luminaires / scenes / etc ... in the network (for wiring diagram, see data sheets).

The correct device profile of the driver must be selected so that the push button inputs can be used. A list of the available basicDIM Wireless driver profiles can be found in the document ['basicDIM Wireless - Profiles'](#).

As soon as a basicDIM Wireless driver has been paired with a suitable profile, it becomes visible as a luminaire in the 'Luminaires' tab and under 'Switches'.

Drivers with push-button interface:		
		
PRE constant current	PRE 24 V constant voltage	PRE Tunable White

9.2.4.1. Configuration

To configure the push-button inputs of the driver, tap on it in the 4remote BT app.

_ 'Push buttons':

Touch the field of a button to assign a function to it.

_ 'Use toggle':

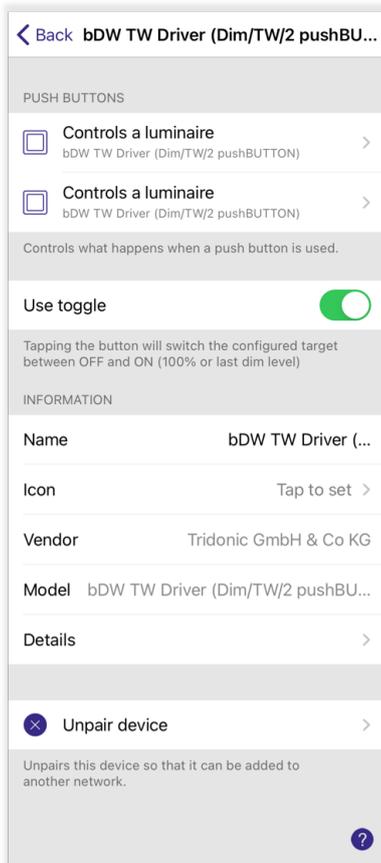
-> If activated, scenes / luminaires can be switched on and off with the button.

-> If deactivated, scenes / luminaires can only be switched on.

_ 'Information':

See ['Configure luminaire - Information'](#).

'More' tab

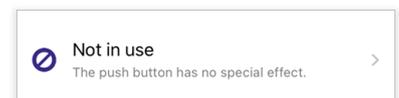


9.2.5. Push-button functions

9.2.5.1. Push-button deactivated

_ Not in use:

Button has no function.

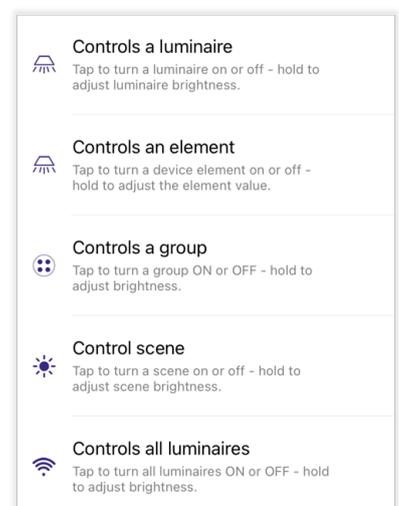


9.2.5.2. Control luminaires, elements, groups and scenes

_ Controls a luminaire:

-> Short button press - luminaire on / off

-> Long button press - adjust the brightness of the luminaire



_ Controls an element:

An element can be controlled by tapping the button (e.g. integrated relay from basicDIM wireless module; individual dimmer from module with multi-channel control - for example individual control of direct / indirect light portion)

_ Controls a group:

-> Short button press - group on / off

-> Long button press - adjust the brightness of the group

'More' tab

_ Control scene:

A scene can be controlled.

-> Short button press - scene on / off

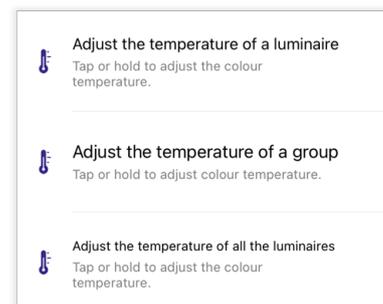
-> Long button press - adjust the brightness of the scene

_ Controls all luminaires:

All luminaires in the network can be controlled.

-> Short button press - all luminaires on / off

-> Long button press - adjust the brightness of all luminaires



9.2.5.3. Color temperature

_ Adjust the temperature of a luminaire:

The color temperature of a luminaire can be adjusted. Only tunable white luminaires can be selected.

_ Adjust the temperature of a group:

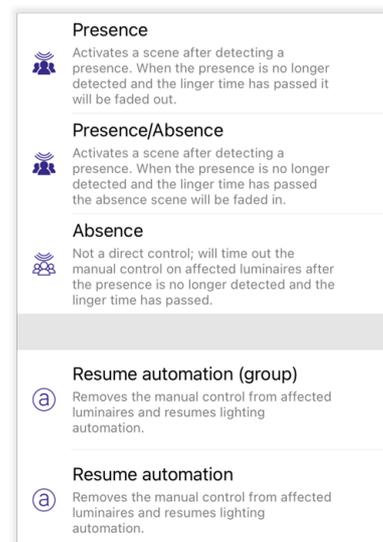
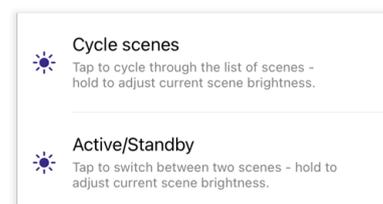
The color temperature of a luminaire group in which there is at least one tunable white luminaire can be adjusted.

_ Adjust the temperature of all the luminaires:

The color temperature of all tunable white luminaires can be adjusted.

-> Short button press - changes from color temperature MAX to color temperature MIN and vice versa

-> Long button press - change color temperature slowly



9.2.5.4. Scene functions

_ Cycle scenes:

You can switch between different scenes at the touch of a button. A recalled scene can be dimmed by long pressing the button - the maximum dimming value is also the set dimming value in the respective scene.

_ Active / Standby:

You can switch between 2 scenes (active scene & standby scene) by tapping.

9.2.5.5. Automation

i NOTICE

In order to be able to use these functions, the [control hierarchy](#), p. 142 must be activated.

_ Presence:

When a button is pressed, scenes are called up for a certain time, after this time

'More' tab

the scenes are switched off again. For configuration options see chapter '[Presence sensor - Presence](#)', p. 110.

_ **Presence / Absence:**

When a button is pressed, presence scenes are called up for a certain time, after this time the presence scenes are switched off and absence scenes are switched on for an unlimited time. For configuration options, see chapter '[Presence sensor - Presence](#)', p. 112.

_ **Absence:**

Switch-off delay: Switches affected scenes off after a certain time after pressing the button. However, the scene must first be started manually.

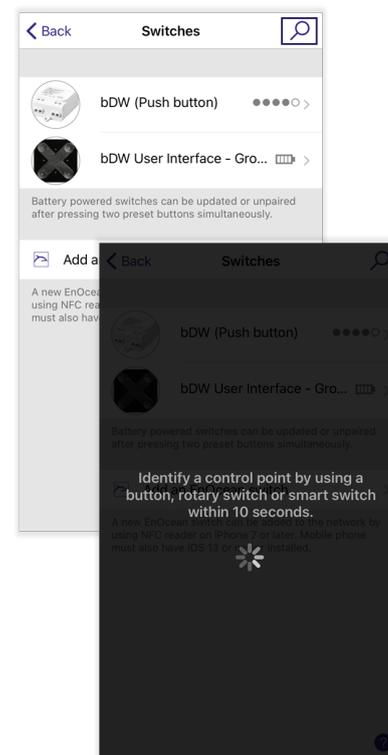
For configuration options, see the chapter '[Presence sensor - Absence](#)', p. 115.

_ **Resume automation (group):**

The automation of a luminaire group is activated by pressing a button.

_ **Resume automation:**

The automation of the entire network is activated by pressing a button.

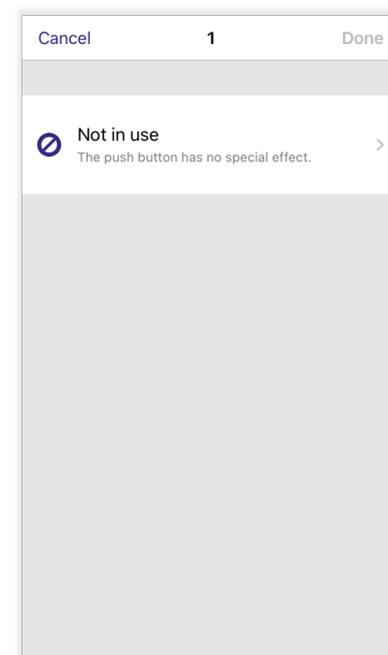


9.2.6. Identify buttons

In order to facilitate the configuration of the push-buttons, they can be identified.

Tap on the 'magnifying glass' symbol - you will be asked to press a button of the push-button to be identified within 10 seconds.

After the process you will be directed to the configuration of the pressed button / button module.



'More' tab

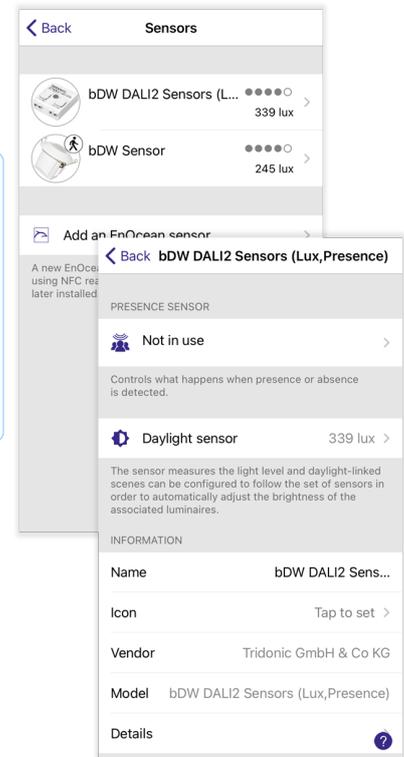
9.3. Sensors

All basicDIM Wireless / CASAMBI ready sensors connected to the network are displayed under 'Sensors'.

Click on the respective sensor to configure it.

NOTICE

- _ It is also possible, to pair EnOcean sensors to your basicDIM Wireless network. The compatibility has to be checked with the respective manufacturer beforehand.
- _ As EnOcean products are not included in the Tridonic portfolio, Tridonic will not give any support regarding these devices.



9.3.1. Presence sensor

NOTICE

In order to be able to configure the motion sensor, the [control hierarchy](#), p. 142 must first be activated.

With 'Presence sensor' the presence detector of a sensor can be activated or deactivated.

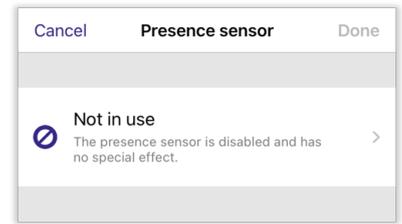
Different presence operating modes are available. These are controlled either via the presence sensor or via the smart switch.

- _ When controlling via the presence sensor, the detection of motion or absence automatically leads to certain settings (like calling a certain scene).
- _ When controlling via the smart switch, the corresponding settings are triggered by the user by switching the module on or off on the mains side.

'More' tab

9.3.1.1. 'Not in use' mode

The 'Not in use' option deactivates the presence sensor.



'More' tab

9.3.1.2. 'Presence' mode

NOTICE

To be able to use these modes, the [control hierarchy](#), p. 142 of the network must first be activated and at least one scene must be created.

If the sensor detects movement or if the module is switched on from the mains, the presence scenes are called up (up to two presence scenes can be defined and called up).

If the sensor no longer detects movement or if the module is switched off from the mains, the presence scenes are switched off again after a certain time (the defined 'linger time').

If a luminaire is controlled by sensor or smart switch, the luminaire signals this with a symbol at the top right of the luminaire symbol.

The symbols differ between Classic and Evolution networks:



Classic Evolution

'Presence scenes':

The presence scenes are called up as soon as the sensor detects movement or the module is switched on.

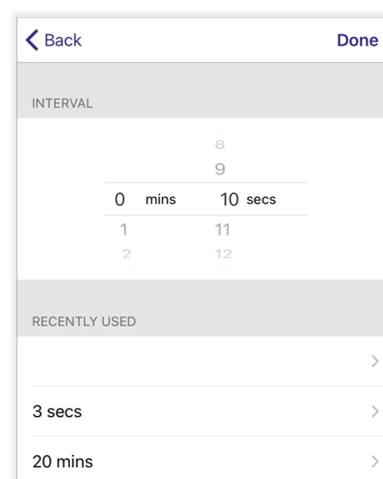
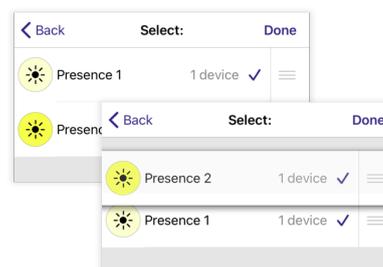
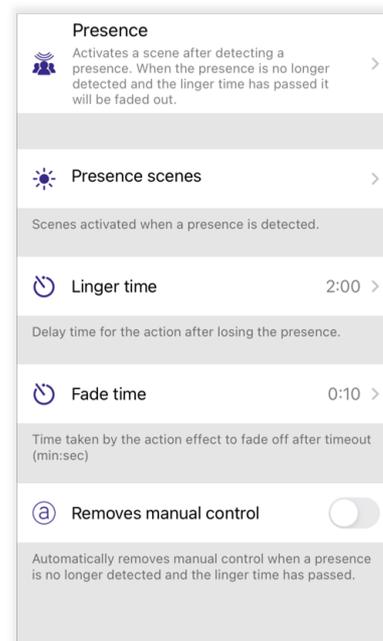
- _ Click on the 'Presence scenes' tab.
- _ Tap on the desired scenes to select them (max. 2).
 - > The priority of the scenes can be changed by holding and dragging. If 2 scenes control the same luminaire, the position in the list decides which scene is called up (top = highest priority).
- _ To save the settings, click on 'Done'.

'Linger time':

The linger time occurs as soon as no more movement is registered by the sensor or the module is switched off. For example, if the linger time is set to 10 seconds, the affected scenes will be switched off 10 seconds after the last detected movement or the module has been switched off. If movement is detected or the module is switched on during the linger time, the linger time is reset.

'Fade time':

The fade time can be adjusted to slowly switch off the luminaires in the presence scene.



'More' tab

- _ Click on the 'Fade time' tab .
- _ By swiping up / down, the minutes and seconds of the fade time can be set in the 'Time interval' option.
- _ To save the settings, click on 'Done'.

'Removes manual control'

If this option is activated, manual control of the luminaires concerned is automatically terminated as soon as the sensor no longer detects any movement and the linger time has passed or the module is switched off.

NOTICE

If this option is deactivated, the automation must first be continued by clicking on (a) in the 'Luminaires' tab in order to be able to control the luminaires with the sensor or module.

'More' tab

9.3.1.3. 'Presence / Absence' mode

NOTICE

To be able to use these modes, the [control hierarchy](#), p. 142 of the network must first be activated and at least one scene must be created.

If the sensor detects movement or if the module is switched on from the mains, the presence scenes are called up (up to two presence scenes can be defined and called up).

If the sensor no longer detects movement or if the module is switched off from the mains, the presence scenes are switched off again after a certain time (the defined 'linger time') and the absence scenes are called up (here, too, up to two absence scenes can be defined and be called).

If a luminaire is controlled by sensor or smart switch, the luminaire signals this with a symbol at the top right of the luminaire symbol.

The symbols differ between Classic and Evolution networks:



Classic Evolution

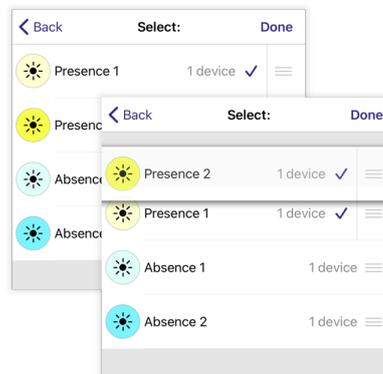
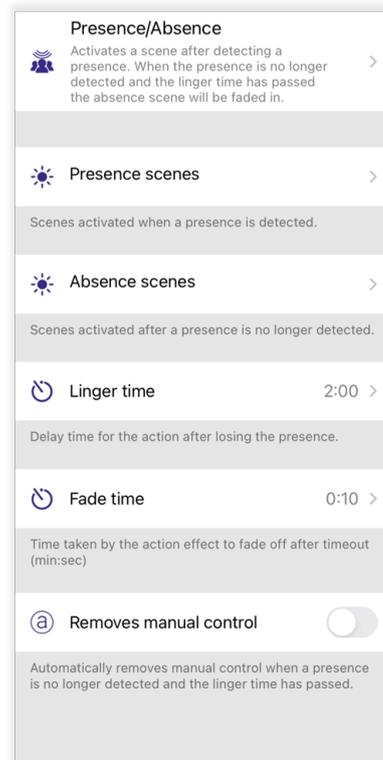
'Presence scenes':

The presence scenes are called up as soon as the sensor detects movement or the module is switched on.

'Absence scenes':

The absence scenes are called up as soon as the sensor no longer detects any movement and the linger time has expired or the module is switched off.

- _ Click on the 'Presence scenes' tab.
- _ Tap on the desired scenes to select them (max. 2).
 - > The priority of the scenes can be changed by holding and dragging. If 2 scenes control the same luminaires, the position in the list decides which scene is called up (top = highest priority).
- _ To save the settings, click on 'Done'.



'More' tab

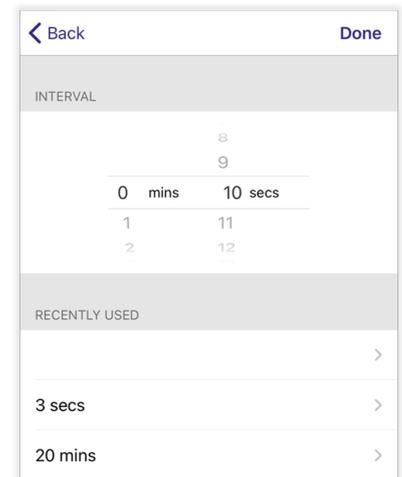
'Linger time':

The linger time occurs as soon as no more movement is registered by the sensor or the module is switched off. For example, if the linger time is set to 10 seconds, the affected scenes will be switched off 10 seconds after the last detected movement or the module has been switched off. If movement is detected or the module is switched on during the linger time, the linger time is reset.

'Fade time':

The fade time can be adjusted to slowly switch off the luminaires in the presence scene.

- _ Click on one of the two tabs.
- _ By swiping up / down, the minutes and seconds of the fade time can be set in the 'Time interval' option.
- _ To save the settings, click on 'Done'.



'More' tab

'Removes manual control':

If this option is activated, manual control of the luminaires concerned is automatically terminated as soon as the sensor no longer detects any movement and the linger time has passed or the module is switched off.

NOTICE

If the option is deactivated, the automation must first be continued by clicking on (a) in the 'Luminaires' tab in order to be able to control the luminaires with the sensor or the module.

'More' tab

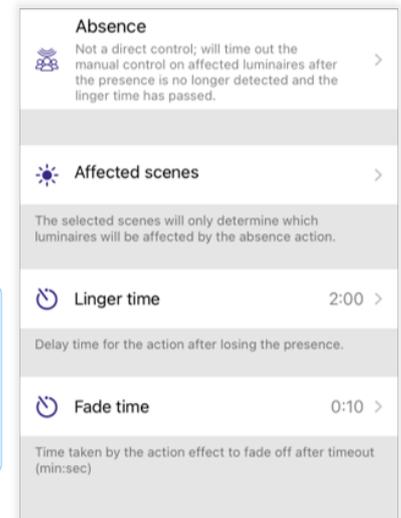
9.3.1.4. 'Absence' mode

With this mode, the affected scenes are only switched off. The scenes / luminaires must be switched on again manually or with another sensor. After no more movement is registered by the sensor or the module has been switched off with the 'Absence' mode, the linger time becomes active.

If this has expired, the affected scenes are switched off.

NOTICE

To be able to use these modes, the [control hierarchy](#), p. 142 of the network must first be activated and at least one scene must be created. Otherwise the mode is grayed out.

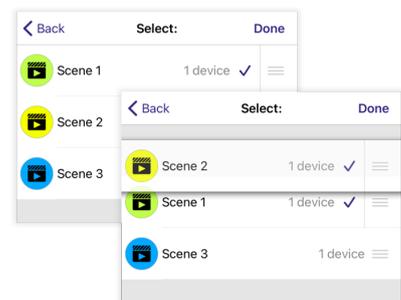


'Affected scenes':

In 'Affected scenes' you can specify which scenes are switched off as soon as the linger time has expired.

It is possible to select several scenes.

- _ Click on the 'Affected scenes' tab.
- _ Tap the desired scenes to select them.
- _ To save the settings, click on 'Done'.



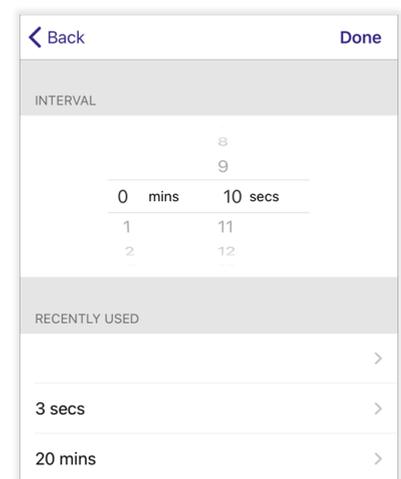
'Linger time':

The linger time occurs as soon as no more movement is registered by the sensor or the module is switched off. For example, if the linger time is set to 10 seconds, the affected scenes will be switched off 10 seconds after the last detected movement or the module has been switched off. If movement is detected or the module is switched on during the linger time, the linger time is reset.

'Fade time':

The fade time can be adjusted to slowly switch off the luminaires in the presence scene.

- _ Click on one of the two tabs.
- _ By swiping up / down, the minutes and seconds of the linger time can be set in the 'Time interval' option.
- _ To save the settings, click on 'Done'.



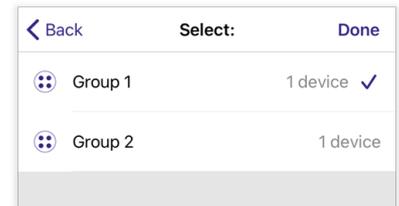
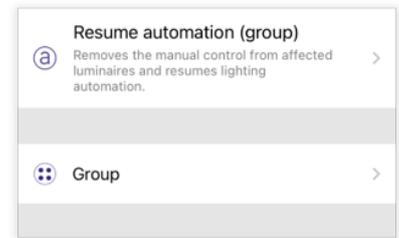
'More' tab

9.3.1.5. 'Resume automation - group' mode

With this mode, manual control is ended and automation (presence detectors / timers) of an individual luminaire group is resumed. The mode is not available as long as no luminaire groups have been created.

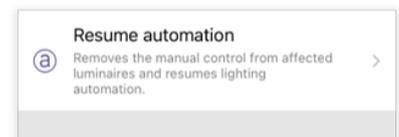
- _ Tap the 'Group' button .
- _ Press on a group to select it.
 - > Only one group can be selected.
- _ Tap on 'Done' to apply your selection.

Tap on 'Done' again to save the configuration of the presence sensor.



9.3.1.6. 'Resume automation' mode

With this mode manual control is ended and automation (presence detectors / timers) of the entire network is resumed.



'More' tab

9.3.2. Daylight sensor

9.3.2.1. Sensitivity

The higher the set sensitivity, the faster the sensor measures changes in light. (The measured lx value changes faster)

9.3.2.2. Tolerance

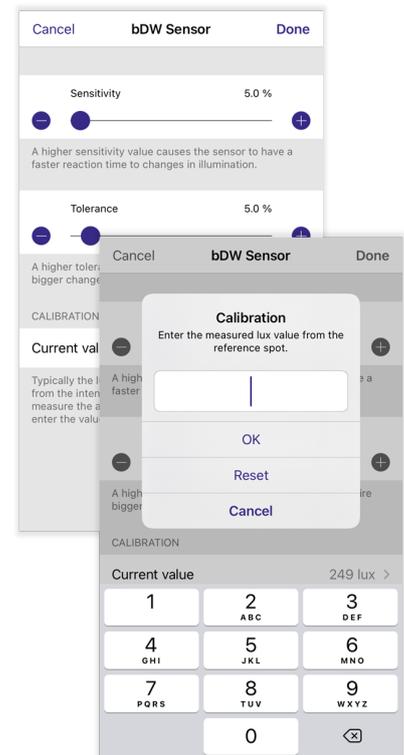
The higher the set tolerance, the greater the change in brightness measured by the sensor must be before it detects a change in light.

Example: Tolerance = 50 %, currently measured light value = 400 lx

Here, the sensor only notices a difference in brightness when the brightness rises / falls to over 600 lux or below 200 lux. ($400 * 0.5 = 200\text{lx}$; $400 * 1.5 = 600\text{ lx}$)

9.3.2.3. Calibration

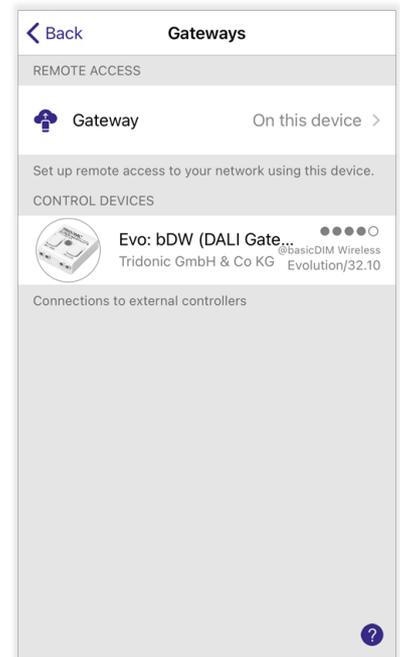
The daylight sensor can be calibrated because the sensor is mostly away from the reference location (table, etc ...) and does not measure the same light value. The brightness of the reference location can be measured with a lux meter and entered in the 4remote BT app.



'More' tab

9.4. Gateway

The internet and the DALI gateway can be configured under the 'Gateway' tab.



'More' tab

9.4.1. Internet gateway

With the internet gateway it is possible to control a basicDIM Wireless network via the internet without having a Bluetooth® connection to this network. The remote control can also be used to change network settings remotely.

Android or iOS smartphones / tablets can be used as a gateway device.

i NOTICE

In order to be able to use the Internet gateway, the network must first be shared in the [sharing options](#), p. 138.

If the gateway device is accessed with a smartphone / tablet, the basicDIM Wireless devices that are close to the gateway are not visible in 'Nearby devices'.

In this case, basicDIM Wireless devices that have not yet been paired must be paired into the network with the gateway or other smartphones / tablets within range.

'Gateway':

Tap the slider on this button to activate the Internet gateway. The iOS / Android device with which this option was activated is automatically configured as a gateway device.

'Status':

The name of the gateway device can be viewed here.

'More information':

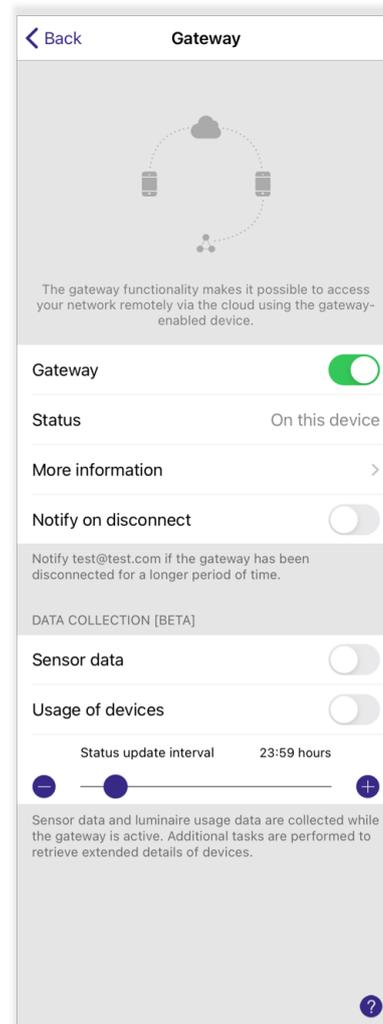
Instructions to ensure that the Internet gateway functions properly.

'Notify on disconnect':

If activated, you will be notified via the email stored in the sharing options as soon as a connection interruption with the gateway is detected.

'Sensor data' & 'Usage of devices':

As long as the gateway is active, sensor data and data on the use of luminaires are recorded. In addition, extensive details about the devices can be queried.



'More' tab

CAUTION!

The Internet Gateway relies on third party equipment and connections. For this reason, trouble-free operation cannot be guaranteed.

After activating the internet gateway, make sure that:

- _ the 4remote BT App is always open on the gateway device. The iOS app can run in the background, but it must be active. The Android version of the app must be operated in the foreground.
- _ the gateway device has a stable internet connection at all times.
- _ the gateway device has a stable Bluetooth® connection to at least one device in the basicDIM Wireless network.
- _ automatic updates are deactivated on the gateway device.
- _ the gateway device is always connected to a charging source.
- _ all energy saving options are disabled on the gateway device, as they can disable Bluetooth® or internet connections.

'More' tab

9.4.2. DALI gateway

basicDIM Wireless devices with selectable DALI gateway profile can be used as a gateway between a wired DALI line and a wireless basicDIM Wireless network.

Each basicDIM Wireless device that is within the scope of control of the DALI Gateway is shown with a DALI address on the wired DALI side, regardless of the number of devices connected to the basicDIM Wireless module.

This allows the whole installation to be controlled via a connected DALI controller. To minimize errors / problems, it is recommended to use the latest firmware version!

To use the DALI gateway functionality, the system must be set up in the following order:

⚠ CAUTION!

- _ It is always essential to check the compatibility between DALI gateway and DALI controller!
- _ Also note the different runtimes in the system between wireless and wired!
- _ The firmware used must be 33.00 or higher!

9.4.2.1. Step 1: 4remote BT app

Follow the steps below to use a basicDIM Wireless device as a DALI gateway in a network:

1. Unpair module, if paired.
2. Change the profile of the module to the DALI gateway profile.
3. Connect the gateway module to the DALI line of the DALI controller.
4. Pair the gateway module to the basicDIM Wireless network.

If the basicDIM Wireless device with the DALI gateway profile is connected to the network, this still has to be configured.

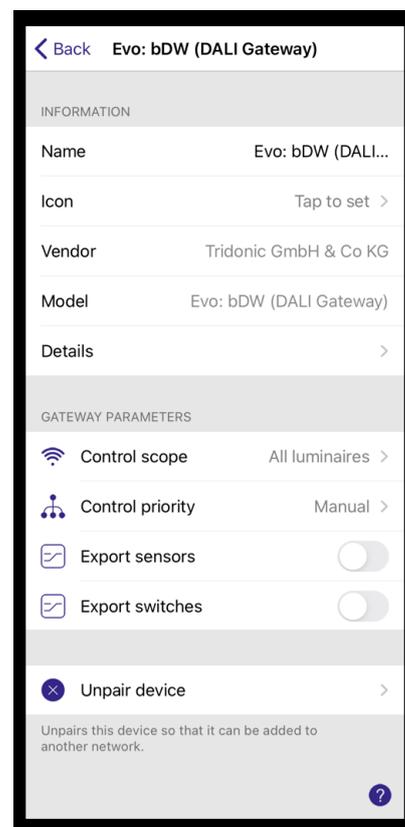
This is done under More > Gateway > DALI Gateway.

The following settings must be made:

'Control scope':

With a click on 'Control scope' you can set which basicDIM Wireless devices are addressed via the gateway.

- _ **All Luminaires** - By default, all devices in the network are addressed via the DALI gateway.
- _ **Scene** - A scene can also be selected in which you can define the devices that are addressed via the DALI gateway.



'More' tab

CAUTION!

It is possible to split a larger basicDIM Wireless network (> 64 luminaires) via scenes in smaller DALI controllable parts. It is recommended to use multiple small networks (< 64 devices) instead of one big one.

'Control Priority':

- _ **Higher than manual** - The affected basicDIM Wireless devices can only be controlled via the DALI gateway. No control with app, sensors, switches / buttons and timers possible.
- _ **Manual (standard)** - Control of the affected basicDIM Wireless devices via DALI gateway as well as the app, sensors, switches / buttons and timers possible.
- _ **Higher than automation** - Allows the DALI controller to control basicDIM Wireless devices that are located in the automation. Devices that are in manual control are not affected.
- _ **Lowest-priority Automation** - Allows the DALI controller to control the network with the lowest level of automation. Any lighting control in the 4remote BT app (manual, timer, sensor) overwrites the previously set value of the DALI controller.

'Export sensors':

If this option is activated, basicDIM Wireless sensors can be mapped as DALI-2 sensors in the DALI controller software.

'Export switches':

If this option is activated, basicDIM Wireless pushbuttons can be mapped as DALI-2 push-buttons in the DALI controller software.

'Export light control':

If this option is activated, control commands from the basicDIM Wireless network are sent to the DALI line.

NOTICE

Up to 64 devices can be addressed with one DALI gateway device. However, only 80 DALI-2 instances can be processed by the DALI gateway. This means that the number of possible input devices in the basicDIM Wireless network may be limited depending on how many instances the devices use.

To save the configuration for the DALI gateway, tap 'Back'. The settings are only accepted after exiting the menu!

CAUTION!

- _ [Notes on system limitations](#), p. 128 must be observed.

'More' tab

9.4.2.2. Step 2: Addressing in the DALI controller software

If addressing is started with the DALI controller software, each basicDIM Wireless device that is paired into the network of the gateway module and is included in the [Control scope](#), p. 121 is assigned with a DALI address.

basicDIM Wireless devices that can control multiple channels with their profile also appear in the software of the DALI controller as 1-channel drivers. Therefore, the individual channels can only be controlled with the 4remote BT app. With the DALI controller all connected luminaires are controlled together.

The uploaded profile determines which addresses are displayed in the DALI controller software.

Luminair profile examples:

	Profile (example):	DALI address:	DALI-2 instances:
Luminaire profile:	bDW (4ch/Dim,Dim,Dim,Dim)	1 (luminaire)	-
Luminaire profile + DALI-2 sensor:	bDW (DALI2/BC+Sensors)	1 (luminaire)	1 (sensor)
Luminaire profile + DALI-2 push-button:	Evo: bDW (DA-2/pB - BC/Dim)	1 (luminaire)	1 (push-button)
Sensor- / push-button profile:	Evo: bDW (DA-2/pB)	-	1 (sensor / push-button)

	Profile (example):	DALI-Address:	DALI-2 Address:	DALI-2 instances
Luminaire profile:	bDW (4ch/Dim,Dim,Dim,Dim)	1 (lamp)	-	
Luminaire profile G2 + DALI-2 sensor:	bDW (DALI2 /BC+Sensors)	1 (lamp)	1 (Sensor)	2 (movement / light)
Luminaire profile G2 with button:	bDW (1pB - 1ch/Dim)	1 (lamp)	1 (Taster)	1 (Taster)

Each device in the network with a luminaire profile occupies a DALI address - the gateway module, however, does not. The gateway module is not recognized by the DALI controller and is therefore transparent.

A maximum of 64 DALI addresses can be assigned via each DALI gateway (DALI limitation). If luminaires / devices are also connected in front of the DALI gateway on the wired DALI bus, these must be taken into account.

basicDIM Wireless devices that use a Tunable White, RGB or XY profile are represented as DALI DT8 (Tc / RGB / XY) devices.

If luminaires are not addressed, they can also be controlled with a broadcast command via the DALI gateway.

If the emergency functionality is used, a few things must also be taken into account (see ['Wireless Emergency and DALI Gateway](#), p. 127').

'More' tab

If the wired DALI bus + the basicDIM Wireless network have more devices than is the limit of the DALI addressing (> 64 DALI luminaire addresses), several DALI gateways can be used in a basicDIM Wireless network.

The basicDIM Wireless devices that are to be addressed via the DALI controller can then be assigned to each gateway (see '[Control scope](#)', p. 121). With this procedure it is possible to assign an address to each basicDIM Wireless device in a network of up to 250 devices (see '[Application examples](#)', p. 129).

⚠ CAUTION!

- _ [Notes on system limitations](#), p. 128 must be observed.

9.4.2.3. DALI Bus

Changes in a basicDIM Wireless network after addressing with a DALI controller can lead to malfunctions in the system. Below information explains what happens at the DALI bus if luminaires are removed, added or replaced.

A basicDIM Wireless luminaire is removed from mains but not unpaired:

- _ as long as the luminaire is not in the basicDIM Wireless network, the associated address also disappears from the DALI bus
- _ as soon as this luminaire is back on and is available in the basicDIM Wireless network, the associated DALI address is visible again
- _ the behaviour is comparable with a wired DALI luminaire

A basicDIM Wireless luminaire is unpaired from the network and paired again later:

- _ if a basicDIM Wireless luminaire is unpaired from the network, this address disappears from the DALI bus
- _ If the same luminaire is paired to the network again, the luminaire must be addressed so that the luminaire on the DALI bus receives an address again.
- _ as long as the luminaire is not addressed, this luminaire can only be reached via broadcast (if it is included in the Control scope)

A new basicDIM Wireless luminaire is paired with the network:

- _ if a new luminaire is paired to the network, the luminaire must be addressed so that the luminaire on the DALI bus receives a DALI Address
- _ as long as the luminaire is not addressed, this luminaire can only be reached via broadcast (if it is included in the Control scope)

A basicDIM Wireless luminaire is replaced:

- _ if a defective basicDIM Wireless luminaire is changed using the replace function, all parameters of the old luminaires are taken over and transferred to the new luminaire
- _ after replacement, this luminaire appears with the same address as the previous luminaire.

'More' tab

Resetting the DALI bus:

- _ To reset the DALI bus, the DALI gateway must be unpaired and then paired again to the network. When it is paired again, the DALI bus is reset.

9.4.2.4. Replacing DALI gateway

A defective DALI gateway or one that is no longer in the network can be replaced like luminaires or a sensor. To do this, simply select the greyed out DALI Gateway in the More tab under Gateways and click "Replace device". A selection of available devices appears. A DALI gateway can only be replaced with another DALI gateway which uses the same fixture ID and is not linked to a network!

If such a DALI gateway is available, select this gateway and replace it.

CAUTION!

- _ After the replacement, DALI bus must be re-addressed!

'More' tab

9.4.2.5. Wireless Emergency and DALI-Gateway

The DALI gateway functionality offers the possibility of integrating emergency luminaires into the wireless system and then monitoring and testing them with an emergency-capable DALI application controller.

The implementation of Emergency works in such a way that a DALI Emergency driver, which is connected to a basicDIM Wireless module, is recognized by this as a driver and then also displayed as a driver on the DALI side by the DALI Gateway!

In this case, the basicDIM Wireless system only transmits the emergency commands between the DALI emergency driver connected to the module and the DALI gateway. The system itself does not contain any functions to check or test the emergency drivers!

In order to be able to use the emergency functionality in basicDIM Wireless networks, certain points must be observed:

- _ In combination with emergency lights, a profile that addresses the connected devices must always be used on the basicDIM Wireless module in the emergency light. This is the only way to recognize an emergency lighting device. Profiles with broadcast addressing or group addressing do not work!
- _ A basicDIM Wireless module from Tridonic with a Tridonic DALI gateway profile must be used. Foreign profiles do not work.
- _ The firmware used must be version 35.00 or higher!
- _ The compatibility between Wireless Emergency and the DALI controller used must be ensured!
- _ Only the sceneCOM evo DA2 controller has been tested and approved by Tridonic.
- _ Before the DALI gateway can be put into operation, the basicDIM Wireless system must be working properly.

When commissioning a DALI gateway with emergency lights in the control scope, it should be noted that it takes a certain amount of time after configuration before all the data from the individual basicDIM Wireless modules is collected. Each basicDIM Wireless module is a "normal" lamp by default. Only when an emergency device is found on the module does it become a multi device type DT6 and DT1 on the DALI gateway. This means that if addressing is started too early, DT1 luminaires may be displayed as DT6. The time until all lights are displayed as emergency lights must be awaited before a controller is connected. The DALI line can be checked in advance with the masterCONFIGURATOR.

If lights are not displayed on the DALI gateway after a long time, this indicates a connection problem. In this case, it must be checked whether the signal quality of the lamp is sufficient. See the Wireless Design In guide for more information.

'More' tab

9.4.2.6. Notes on system limitations

- _ DALI limitation of 64 addresses per DALI bus
- _ 80 DA2 instances per network
- _ DALI addresses are emulated and sometimes combined from multiple devices. This has the result that:
 - _ Parameters that are read out do not always correspond to the actual value in the driver (e.g. Global Trade Identification number, GTIN)
 - _ DALI parameters, which are displayed by a 0-10V module, for example, are completely emulated
 - _ in the case of DALI 2 controls, not all instances are always emulated
- _ Each basicDIM Wireless module only ever receives one DALI address, regardless of the number of drivers actually connected
- _ User interface via DALI gateway has only 4 instances, so not all buttons can be used via DALI
- _ DA2 Event Longpress is currently not supported
- _ Signal propagation times in wireless systems can vary! This can lead to problems with the application controllers.
- _ Signal propagation times become longer, the worse the connection to the network is!
- _ Compatibility with the DALI controller used and the functions used must be ensured in advance!
- _ If the emergency functionality is used, it must be noted that the DT1 is only recognized after a certain time. As a result, a basicDIM Wireless device that is within the control range of the DALI Gateway is always a luminaire without DT1 at first. Once this is detected, it will be dynamically added.
For this reason, the system must be given sufficient time during commissioning until all emergency lights are properly recognized. If luminaires are not recognized as DT1 for a long time, this is a sign of insufficient signal quality from the luminaire concerned.
- _ It should be noted that when identifying an emergency light, the binary code of the DALI address used in the driver is output and not the address assigned by the DALI gateway!
- _ Changing network settings in the control area of the DALI Gateway (coupling / decoupling of devices, etc...) after the basicDIM Wireless devices have been addressed by the DALI Controller software via the DALI Gateway leads to changes on the DALI Side!
- _ Changes to lights in the control area of the DALI gateway can make re-addressing necessary.
- _ It is recommended to use several small basicDIM wireless networks (< 64 lights) and not one large subdivided network!

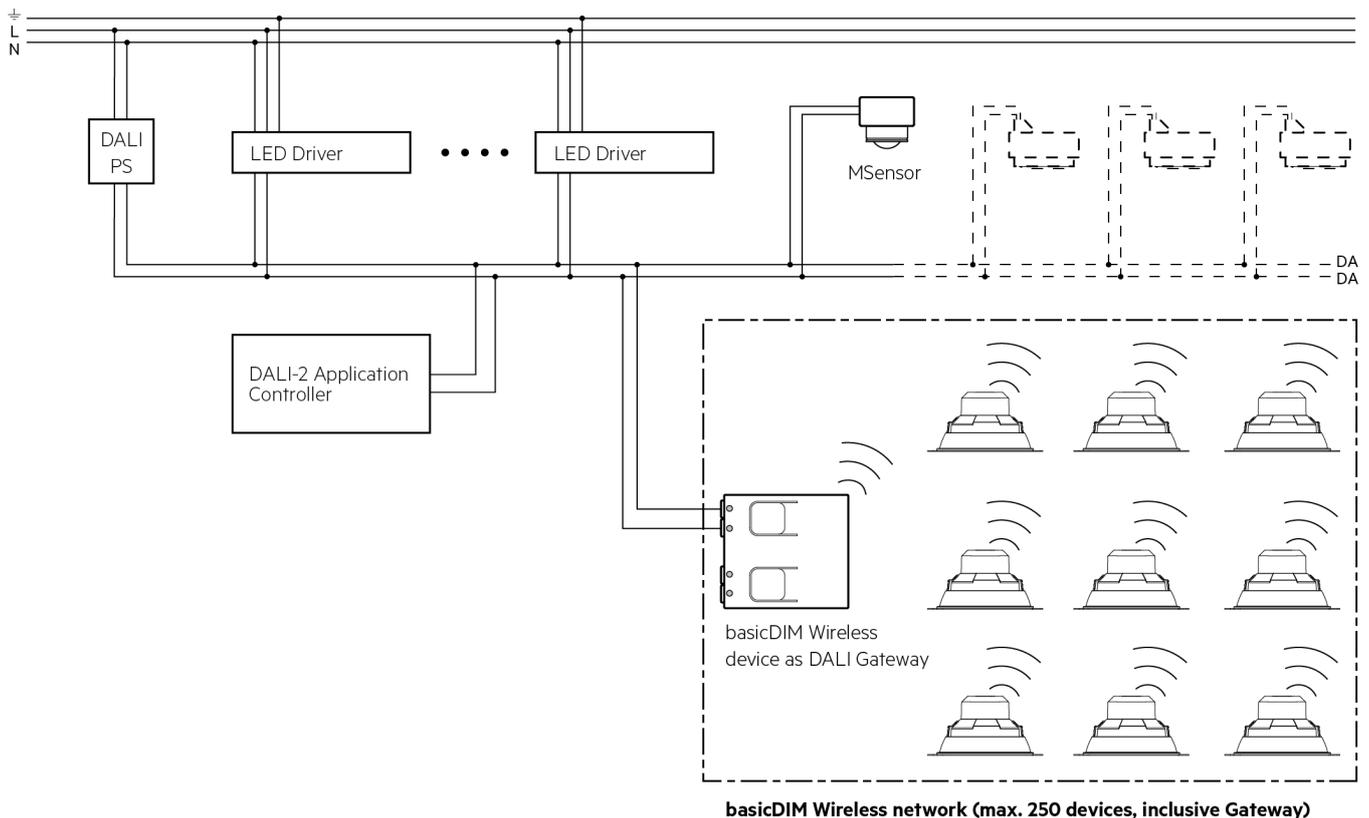
'More' tab

9.4.2.6.1. Conventional DALI controller and software

Depending on the DALI controller and the software used, each device in the basicDIM Wireless portfolio can be displayed and controlled as a DALI address.

9.4.2.7. Application examples

9.4.2.7.1. Broadcast control of basicDIM Wireless network



To control a basicDIM Wireless network via DALI broadcast, the option 'Control scope' must be set to 'All luminaires'. Broadcast commands which are present on the DALI bus are executed for all basicDIM Wireless devices! Addressing the basicDIM Wireless devices is not necessary here.

⚠ CAUTION!

- _ If addressing is used, please note that not more than 64 DALI addresses can be assigned!
- _ Addressing of basicDIM Wireless networks larger than 64 devices must be avoided!

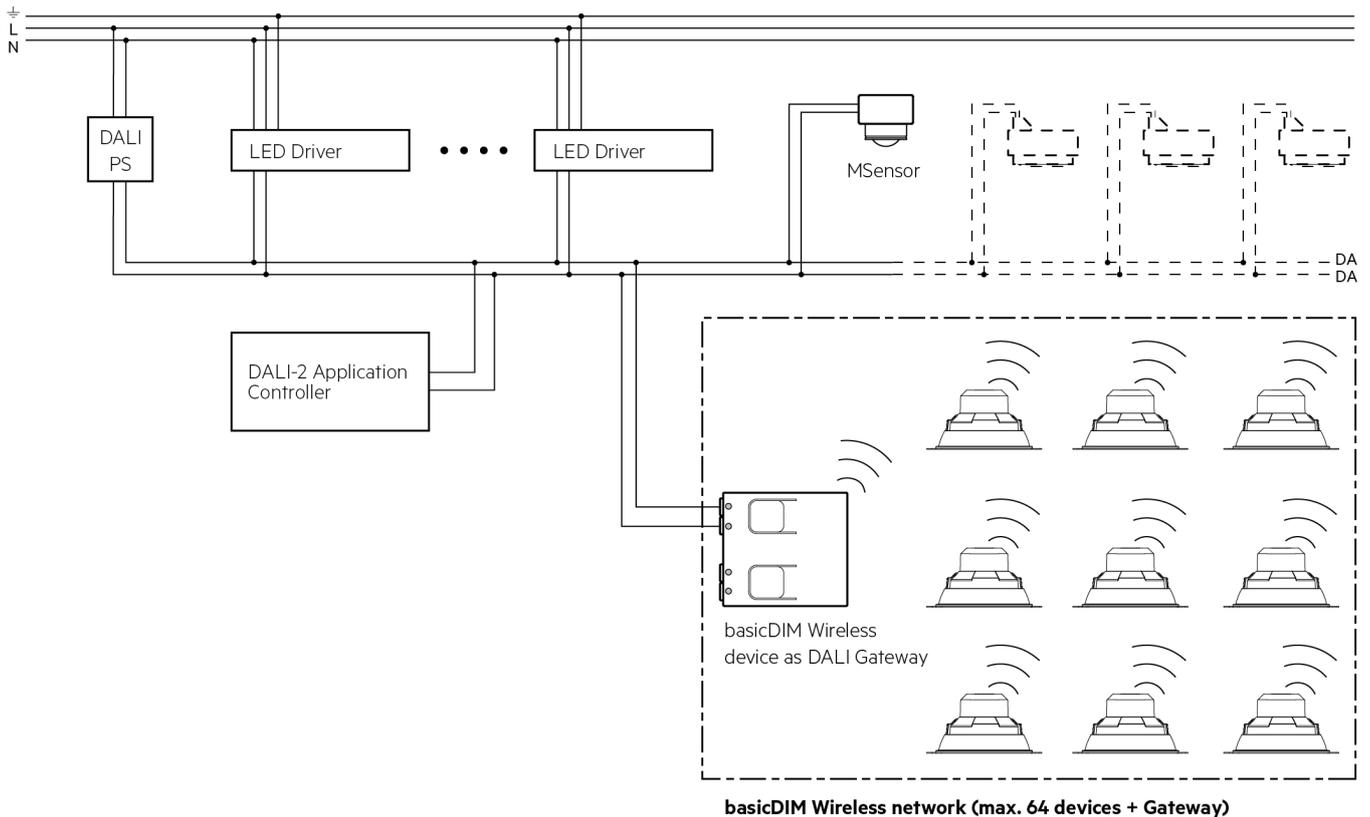
By using DALI broadcast commands, all luminaires that are connected to the DALI bus and coupled to the basicDIM Wireless network can now be controlled together.

'More' tab

NOTICE

_ max. 250 devices in the basicDIM Wireless Evolution network (including smartphone, etc...)

9.4.2.7.2. Addressing of a small basicDIM Wireless network - max. 64 devices



If there is a maximum of 64 basicDIM Wireless luminaires in a network, each of these devices can be addressed. The 'Control scope' option can be set to 'All luminaires'.

Addressing of basicDIM Wireless network and devices on the DALI bus

The total number of the basicDIM Wireless and the wired DALI devices must not exceed the maximum of 64 assignable addresses.

If this is exceeded, some drivers are no longer addressed and can ONLY be controlled with broadcast commands. To expand the number of addressable devices, another application controller must be used - see '[Addressing a large basicDIM Wireless network \(> 64 devices\)](#)', p. 134.

Example: basicDIM Wireless network with 40 luminaires + 24 luminaires on the wired DALI bus

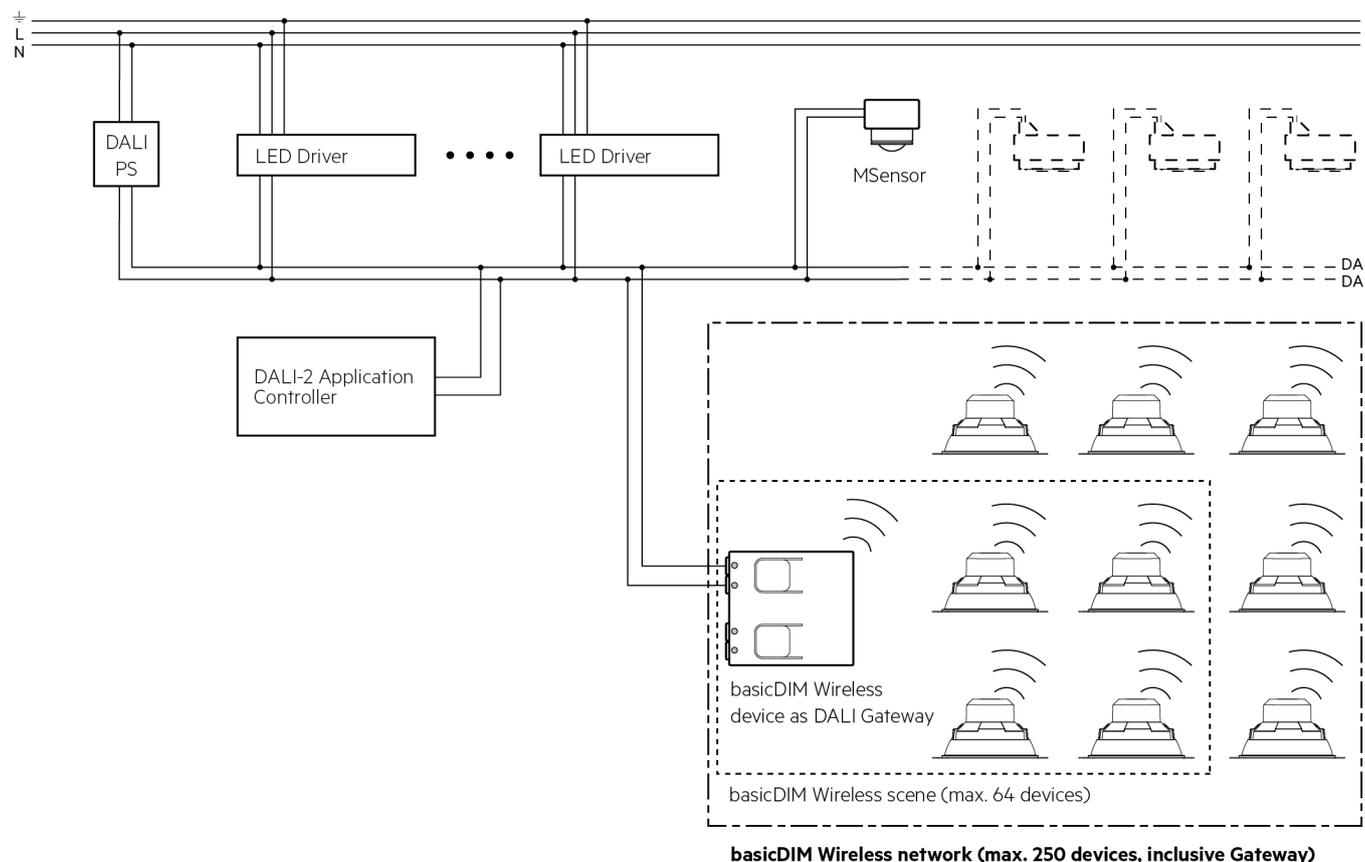
NOTICE

'More' tab

- _ max. 64 devices in the basicDIM Wireless Evolution network
- _ max. 64 luminaire addresses via application controller (wired + wireless)
- _ This is the recommended use case if addressing of the luminaires via DALI is needed!

'More' tab

9.4.2.7.3. Addressing of certain devices in the basicDIM Wireless network



If only certain devices of a basicDIM Wireless network are to be addressed, the Control scope must be set to a scene that contains those luminaires. To do this, create a scene and only activate the devices that are to be addressed by the DALI gateway. Then select this scene in the 'Control scope' option.

Make sure that you do not exceed the maximum number of 64 luminaires per gateway, otherwise not all of them can be addressed by the application controller.

Addressing of basicDIM Wireless network and devices on the DALI bus

The total number of the basicDIM Wireless and the wired DALI devices must not exceed the maximum of 64 assignable addresses.

NOTICE

- _ max. 64 devices via DALI gateway
- _ max. 64 luminaire addresses via application controller (wired + wireless)

CAUTION!

'More' tab

It is possible to address only a part of the basicDIM Wireless network, but this is NOT recommended!
Consider that in this case 2 control systems work in parallel!

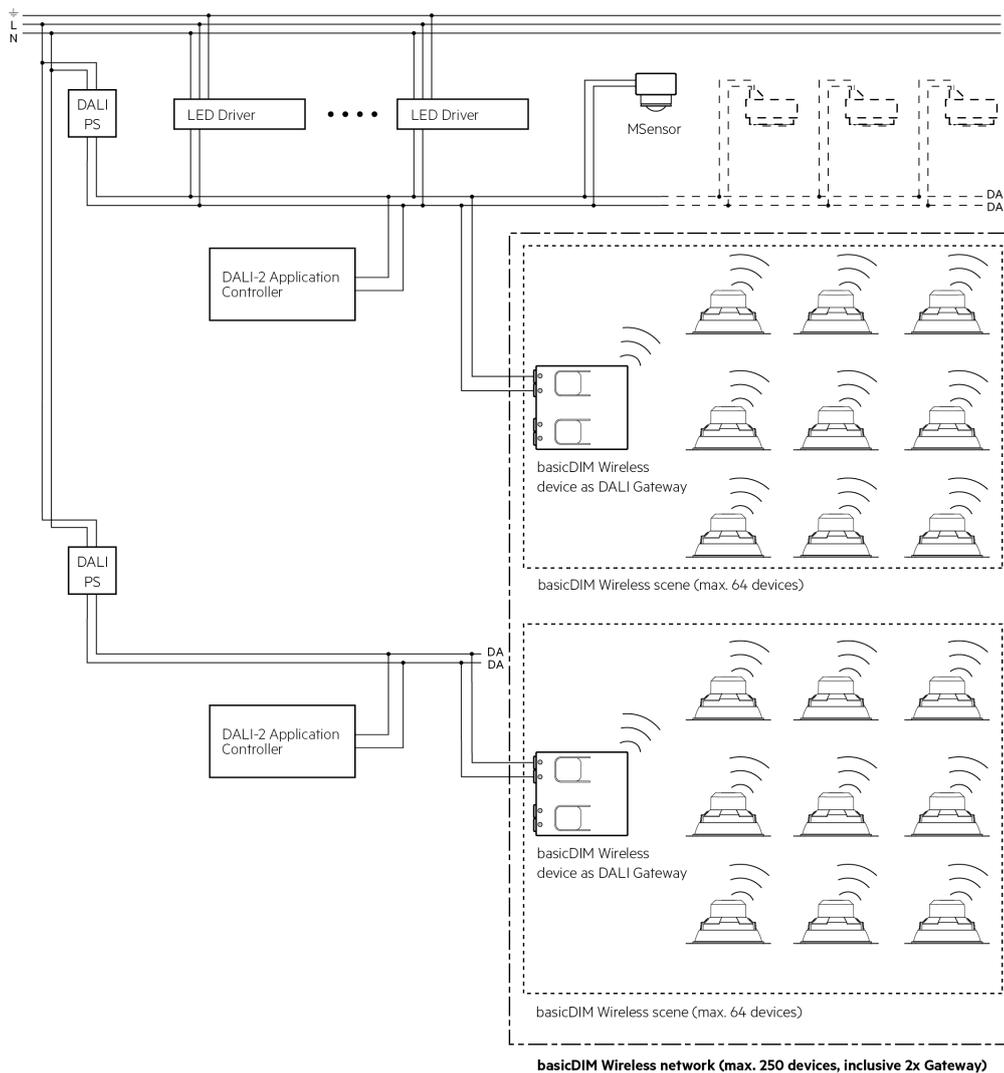
'More' tab

9.4.2.7.4. Addressing of a large basicDIM Wireless network - more than 64 devices

Several DALI gateways and application controllers are required to address every device in a basicDIM Wireless network with more than 64 luminaires. Each gateway is responsible for a maximum of 64 devices.

The Control scope of each gateway must be set to a specific scene. In this example, scene 1 (luminaires 1-64) is assigned to the upper basicDIM Wireless Gateway and scene 2 (luminaires 65-128) to the lower gateway.

If you use a basicDIM Wireless network with, for example, 240 luminaires, 4 gateways, each with an application controller, are required to address all basicDIM Wireless devices. In addition to scene 1 and 2, a third and fourth scene must be created.



Addressing of basicDIM Wireless network and devices on the DALI bus

The total number of the basicDIM Wireless and the wired DALI devices must not exceed the maximum of 64 assignable addresses.

NOTICE

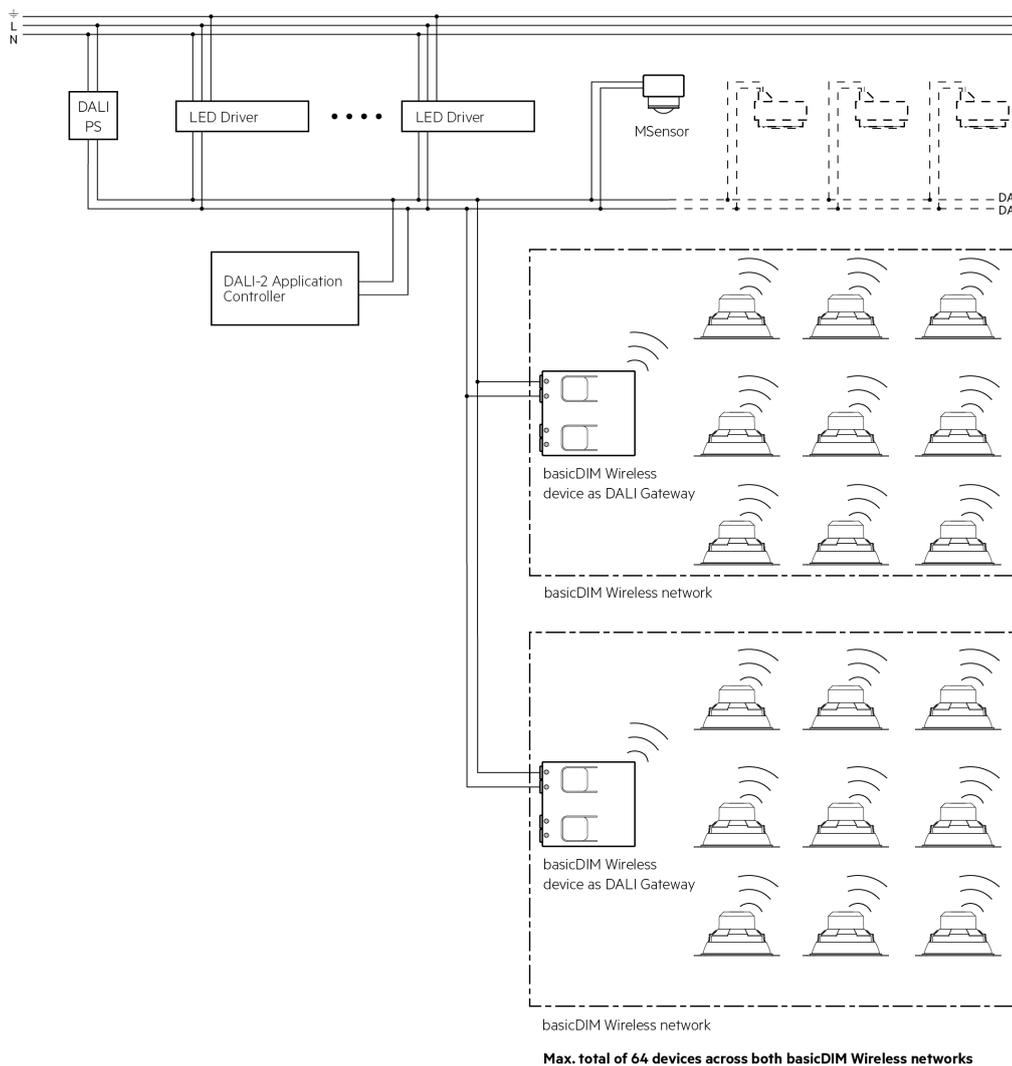
'More' tab

- _ max. 250 devices in the basicDIM Wireless Evolution network (including smartphone, etc ...)
- _ max. 64 luminaire addresses via application controller (wired + wireless)

9.4.2.7.5. Addressing of devices in different basicDIM Wireless networks

It is possible to address devices from different networks via the DALI gateway belonging to the network with an application controller. In this use case, all devices in both networks are addressed by the application controller.

In this application example, both DALI gateways address all luminaires in the respective network (Control scope = all luminaires).



Addressing of basicDIM Wireless network and devices on the DALI bus

The total number of the basicDIM Wireless and the wired DALI devices must not exceed the maximum of 64 assignable addresses.

i NOTICE

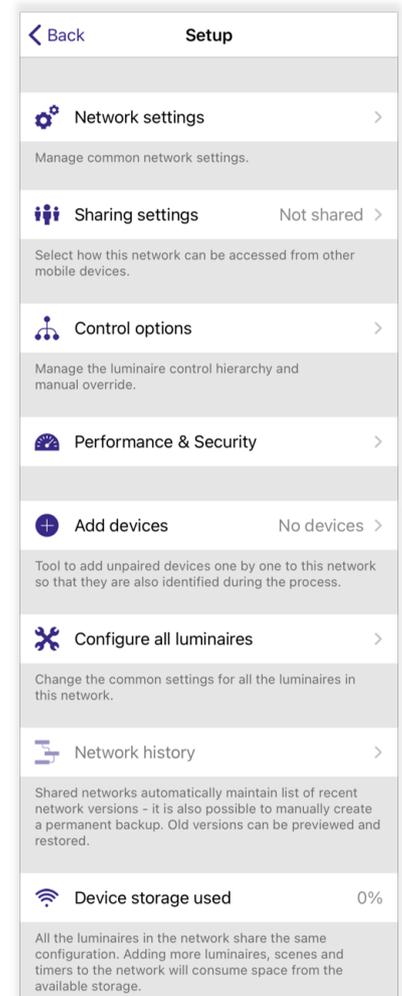
'More' tab

- _ max. 64 devices via DALI gateway
- _ max. 64 luminaire addresses via application controller (wired + wireless)

9.5. Network setup

Additional configurations for the behavior of the network can be made under this point:

- _ Network settings
- _ Sharing settings
- _ Control options
- _ Performance & Security (**Evolution only**)
- _ Add devices
- _ Configure all luminaires
- _ Network history (**Evolution only**)
- _ Upgrade to Evolution - Firmware (**Classic only**)
- _ Device storage used



'More' tab

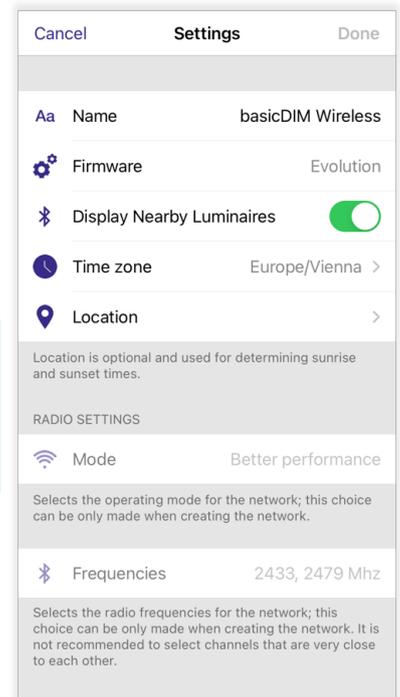
9.5.1. Network settings

The name, time zone and location of the network can be changed here. In addition, with the 'Display nearby luminaires' option, it is possible to enable / disable the 'Nearby luminaires' button in the 'Luminaires' tab.

In a network that has already been created, the radio settings are always grayed out because they can only be changed before a network is created.

i NOTICE

You will find an extended description of the individual option items in the chapter 'Create a network' of the '4remote BT App Manual - Main menu' (see [Reference list](#), p. 159).



'More' tab

9.5.2. Sharing settings

A network can be shared so that other users can also access the network.

9.5.2.1. 'Not shared'

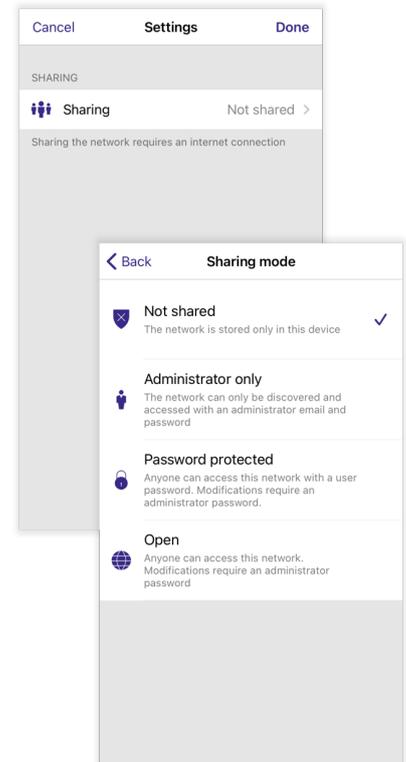
The network is only saved on the device on which it was created. Other devices cannot access this network because it is not uploaded to the cloud.

9.5.2.2. 'Administrator only'

The network is initially not visible to other devices in the network list. However, it is possible to log into the network with the administrator email and password - the network is automatically added to the network list and saved there. The network settings can be changed by anyone who has access to this.

9.5.2.3. 'Password protected'

The network is automatically visible in the network list for every device in the vicinity. You can log in with users who can have different rights in the network. In order to change all network settings, access to the network's admin account is required.



	Classic:	Evolution:	Rights:
Admin	✓	✓	Control network & change all network settings (including 'Sharing settings')
Manager	-	✓	Control network & change network settings (except 'Sharing settings')
User	✓	✓	Control network only

9.5.2.4. 'Open'

The network is automatically visible in the network list for every device in the vicinity. No password is required to access this network - however, only luminaires can be controlled. In order to adjust the network settings, you must be logged into this network with the administrator password.

'More' tab

9.5.2.5. Configuration

Sharing:

Tap on 'Sharing' to choose a different sharing option.

Email:

This e-mail is used to reset the password if a password has been forgotten by a user. Therefore, always enter a valid email address to which you have access. The e-mail is also required to log in to a network configured with the 'Administrator Only' sharing option.

Create / edit user:

_ Classic networks:

Offer the option of creating a maximum of one user and one administrator (depending on the sharing option). Tap on a user's 'Required' field to enter a password.

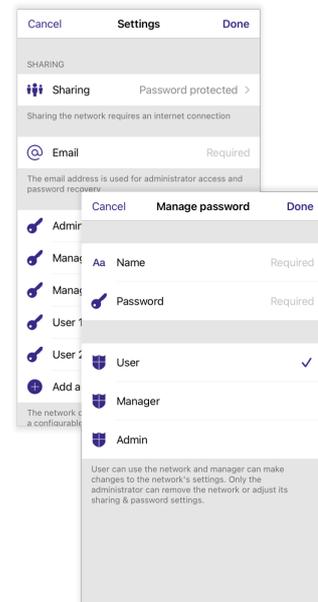
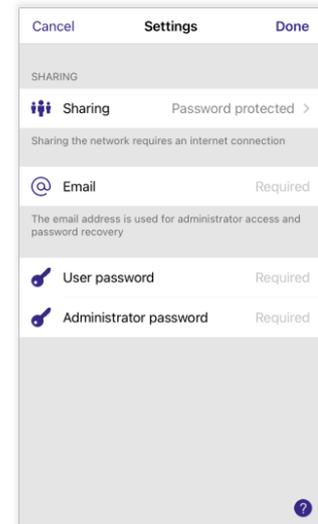
_ Evolution networks:

Offer the possibility to create and name up to 10 different accounts at the same time. (Example: 2x administrator, 2x manager, 6x user)

To create a new user, tap on 'Add new password'.

A new window opens: The name and password of the user can be set here. In addition, the user's rights can be set. These can be found in the table above. Tap on 'Cancel' to abort the configuration of the user or on 'Done' to create the user.

To edit a user, tap on them.



'More' tab

Delete user:

Classic networks:

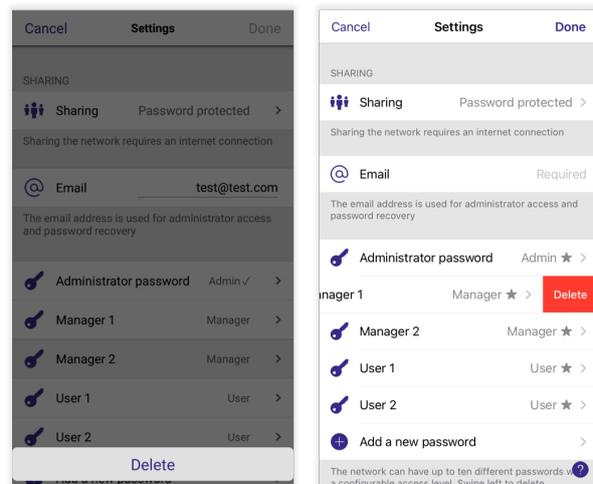
Not available

Evolution networks:

Android: Long click on User -> 'Delete'

iOS: Swipe user to the left -> 'Delete'

Once you have completed the configuration, click on 'Done'.



NOTICE

Accessing cloud service

You currently have no connection to the internet

Cancel

Retry

Make sure that your smartphone / tablet has a Bluetooth® connection to the basicDIM Wireless network and an internet connection, otherwise the network data cannot be shared with the cloud service.

'More' tab

9.5.3. Control options

9.5.3.1. Fade time for powering up

Determines how long a luminaire needs to reach the respective start value when it is switched on from the mains. Applies to all luminaires in the network.

9.5.3.2. Fade time for toggling ON or OFF

Determines how long a luminaire needs to reach a brightness value when manually switched on / off using a button or app. Applies to all luminaires in the network.

9.5.3.3. Fade time for switch dimming

Determines how long:

- _ the dimming process takes from 0 to 100 % and vice versa using push-buttons. For example, if dimming from 50 %, the dimming duration to 0 or 100 % is half of the set fade time.
- _ the change in color temperature by means of a push-button for Tunable White luminaires from 2,700 K to 6,500 K and vice versa lasts. For example, if the color temperature is set to 4,600 K and is changed to 6,500 K, the color temperature change requires half the set fade time.

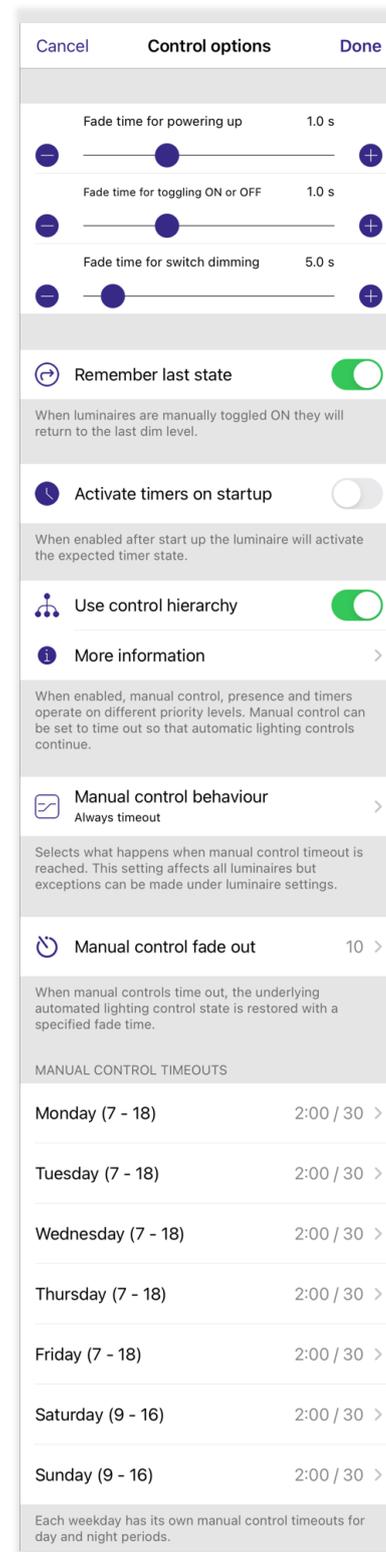
Applies to all luminaires in the network.

9.5.3.4. Remember last state

When activated and a luminaire is switched off and on again manually, it returns to the last value before it was switched off.

9.5.3.5. Activate timers on startup

If activated and the luminaire is switched on from the mains, the luminaire is dimmed directly to the status of the timer. Provided that a timer has been configured and the luminaire is affected by the timer scene.



'More' tab

9.5.3.6. Use control hierarchy

The control hierarchy enables interaction between manual lighting control (app, switch, push-button) and automated controls (presence sensor and timer). Must be activated if presence sensors or the smart switch functions 'Presence', 'Presence / Absence' or 'Absence' are used.

The control hierarchy determines which priority a control type has in the basicDIM Wireless network:

Priority levels of control types:		
Highest priority	1.	Smart switch function 'Emergency'
	2.	Manual control (app, switch, push-button)
	3.	Date timer ('Override presence' activated in timer)
	4.	Weekday timer ('Override presence' activated in timer)
	5.	Presence sensor
	6.	Date timer
Lowest priority	7.	Weekday timer

NOTICE

- _ basicDIM Wireless / CASAMBI ready devices can receive different control commands at the same time.
- _ If the control with the highest priority is removed, the luminaires are faded out to the next highest available priority. If there is no further control command, the luminaires are switched off.

Example:

A basicDIM Wireless / CASAMBI ready luminaire is available in a weekday timer. This commands the luminaire to dim to 80 % - priority 7. At the same time, a motion sensor detects movement and commands the luminaire to dim to 50 % - priority 5. You also want to dim the luminaire by pressing a button (manually) - priority 2. In this example the luminaire would follow the commands of the motion sensor, as this has a higher priority than the weekday timer. However, the luminaire can be dimmed at any time by manually pressing a button, as this in turn has a higher priority than the motion detector. Therefore:

- _ A control type with higher / same priority is always executed.
- _ A type of control with a lower priority than that which is currently active is ignored.

NOTICE

The following options are added to the menu when the control hierarchy is activated.

'More' tab

9.5.3.7. Manual control behaviour

Manual control has the second highest priority in a network and always overwrites automation (presence sensor / timer).

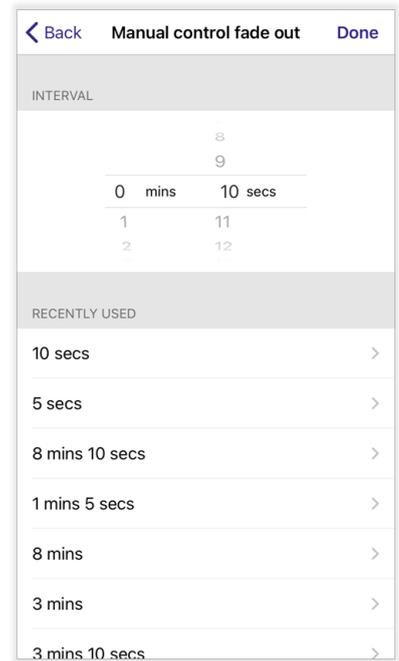
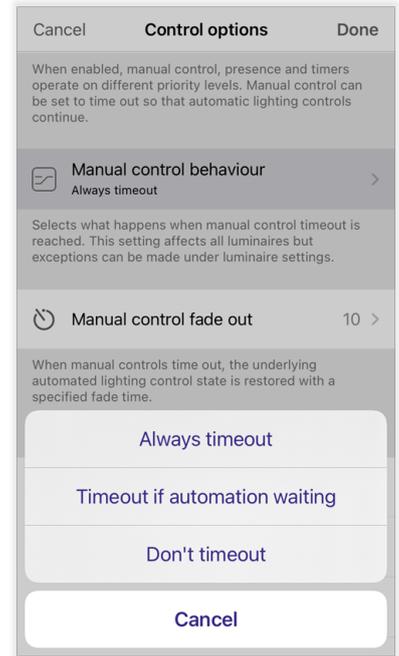
The manual control must first be deactivated so that the automation can be activated again. This option can be used to determine how the manual control reacts to the expiry of the manual control timeout. Touch the button to set the mode:

- _ **Always timeout** - manual control is always terminated after the manual control timeout has expired. If a control command from an automation is available, the luminaires respond to this. If no further control command is available, the luminaires are faded out.
- _ **Timeout if automation waiting** - manual control is only ended if a control command from an automation is available afterwards.
- _ **Don't timeout** - manual control always remains active. Automation will not continue automatically.

This option configures the behavior of all luminaires in the network at the same time. It is also possible to individually set the behavior in the respective luminaire according to manual control. Further information can be found in the chapter ['Manual control'](#), p. 35.

9.5.3.8. Manual control fade out

Time that the luminaires need if they are faded out after the manual control timeout has expired or are dimmed to the status of automation. Tap the button to set the fade time.



'More' tab

9.5.3.9. Manual control timeouts

The manual control timeout specifies the time after which manual control is deactivated. The manual control timeout can be set individually for each weekday. In addition, two different timeout times can be set for each day - a daytime timeout and a nighttime timeout.

Tap on the respective day of the week to configure it.

– 'Daytime starts' & 'Daytime ends'

Determines the period in which the daytime timeout is active. Outside of this period, the nighttime timeout is active.

– 'Daytime timeout'

Specifies the time after which the manual control is switched off during the day.

– 'Nighttime timeout'

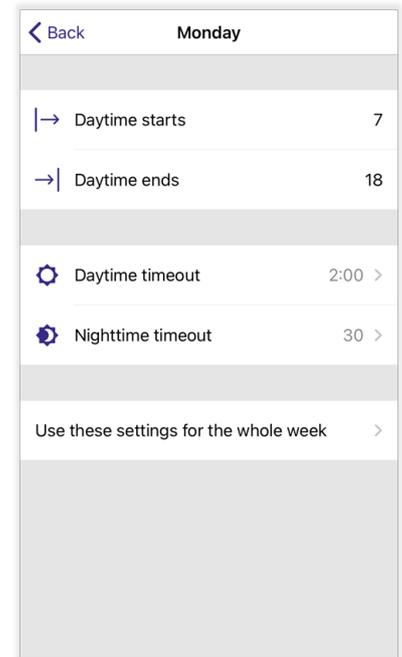
Specifies the time after which the manual control is switched off during the night.

i NOTICE

If one of the two timeouts is set to the value 0, manual control is not automatically deactivated. Visible by the infinity symbol in the control options.

– 'Use these settings for the whole week'

The previously entered values are used on every weekday.



Tap on 'Back' to save your configuration. If 'Use these settings for the whole week' is clicked beforehand, you will be automatically redirected back to the control options.

'More' tab

9.5.4. Performance & security

Here it is possible to set the various types of unpairing specifically for this network. In addition, you can determine whether the paired devices are allowed to carry out firmware updates and how the devices behave after switching on in 'Devices nearby'.

NOTICE

This feature is only available on Evolution networks.

9.5.4.1. Allow unpair

If activated, paired devices can be removed from the network using the 'Unpair device' option.

9.5.4.2. Allow flick unpair

If activated, paired devices can be unpaired via a network reset. This option must be used if the device is connected to a network to which you have no access.

9.5.4.3. Allow Utility unpair

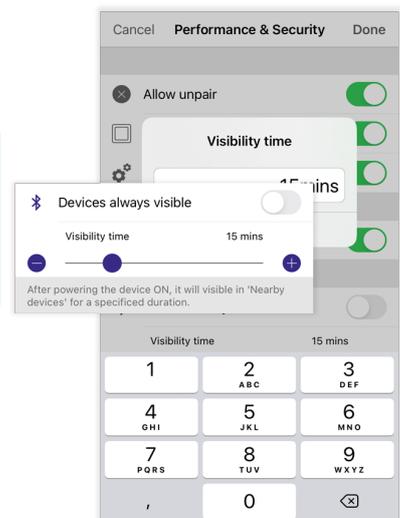
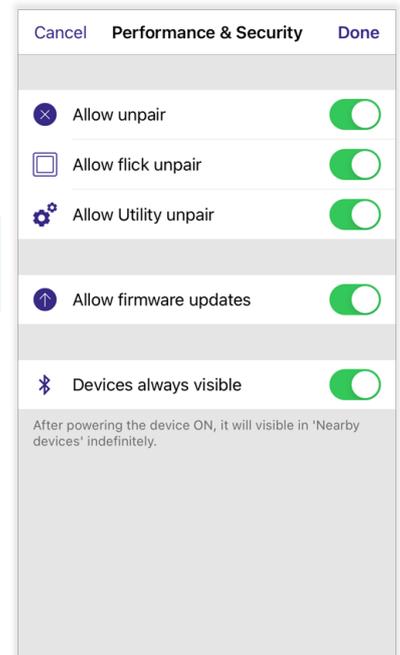
If activated, paired devices can be unpaired with the utility app. Only available for selected Tridonic or Casambi partners.

NOTICE

Make sure that at least one of the three unpairing types is activated. Otherwise it is no longer possible to unpair the devices from the network if you lose access to the network.

9.5.4.4. Allow firmware updates

If activated, paired devices are allowed to perform firmware updates, if any are available. If the option is deactivated, no firmware updates are carried out.



'More' tab

9.5.4.5. Devices always visible

Activated:

Devices connected to the network are permanently visible in 'Nearby devices'.

Deactivated:

An additional slider named 'Visibility time' appears. This determines how long the devices connected to the network are visible under 'Nearby devices' after switching on. For example, if a visibility duration of 15 minutes is set, the device will be invisible 15 minutes after switching on.

However, the device is visible and controllable in the paired network. The shortest visibility time is 1 minute. This ensures that the device can still be unpaired from the network if required.

The duration can be set as follows:

- _ Touch the '+' or '-' symbol to increase or decrease the visibility time by 1 minute.
- _ Tap and drag the slider.
- _ Tap on the value of the visibility duration to enter the value with the keypad. The set value can be accepted with 'OK'.

9.5.5. Add devices

Can be used as a picking tool to add devices to a basicDIM Wireless network and identify them at the same time. The device that is displayed under 'Nearest device' automatically starts to flash so that it can be identified more easily.

_ Change name of device:

Touch the field to the right of 'Name' to change the name.

_ Change profile of device:

Tap on 'Change profile' to access the list of available device profiles.

_ Add device to luminaire group:

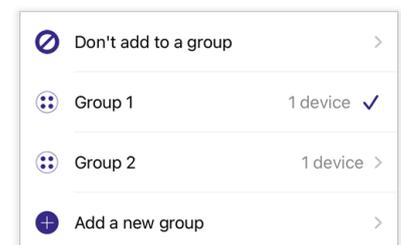
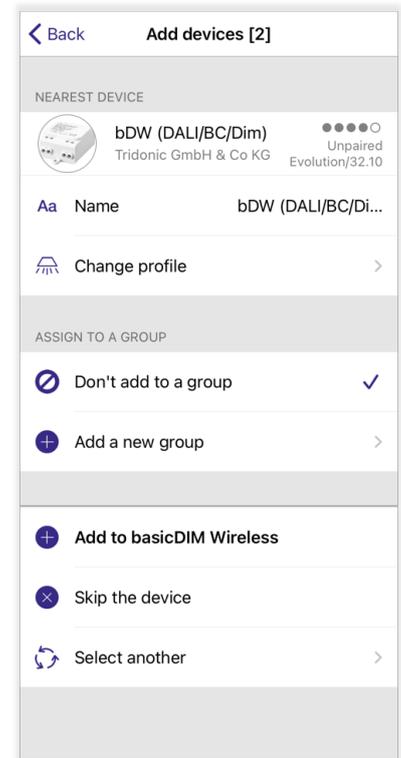
All luminaire groups that exist in the network are displayed under 'Assign to a group'. Tap on the group to which the device is to be added (max. 1 group can be selected).

i NOTICE

A luminaire is only added to a luminaire group after it has been paired.

_ Create new luminaire group:

To do this, tap on 'Add a new group'. You will be asked to enter a group name. To create a new group, tap 'OK'.



'More' tab

Add device to network:

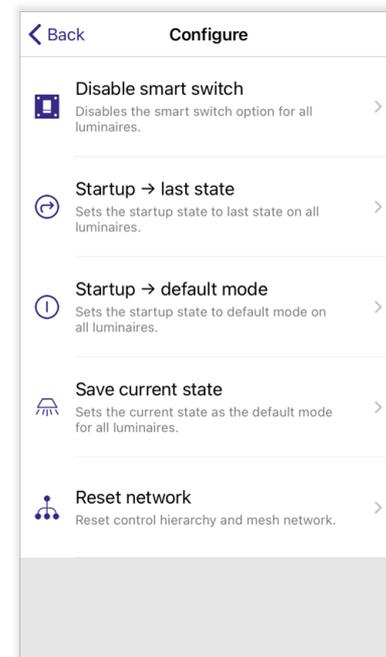
Tap on 'Add to {network name}' to add the device to the network and to assign it to a luminaire group (if selected).

– 'Skip the device':

Is used if a device is not to be paired to the network.

– 'Select another':

Any visible device can be selected from the list. Only those devices are available that match the firmware type of the network. For example, if the devices are to be paired into an 'Evolution' network, only devices that are programmed with the 'Evolution' firmware are visible in the list.



9.5.6. Configure all luminaires

9.5.6.1. Disable smart switch

Deactivates the smart switch of all luminaires.

9.5.6.2. Startup 'last state'

The startup state of all luminaires is set to 'last state'. When switched on from the mains, the luminaire returns to its last state before it was switched off.

9.5.6.3. Startup 'default mode'

The startup state of all luminaires is set to 'default mode'. When the luminaires are switched on from the mains, they call up the value of the default mode. You can find more information about the default mode in the chapter '[Modes](#)', p. 19.

9.5.6.4. Save current state

With this, the default mode of each luminaire can be overwritten with the current dimming value.

9.5.6.5. Reset network

Can be used to reset the control hierarchy and the mesh network (e.g. after deleting / editing a timer).

'More' tab

9.5.7. Network history

The 'Network history' can be used to create backups or snapshots. These can be used to access previous network setups. Backups are created manually and stored permanently in the cloud and cannot be removed from the cloud.

On the other hand, a snapshot is created automatically after every configuration change in the network. Up to 50 snapshots of a network can be saved in the cloud at the same time. As soon as the number of 50 snapshots is reached, the oldest is removed to make room for a new one.

NOTICE

In order to be able to use this feature, the network must first be shared via the sharing settings.

9.5.7.1. Create backup

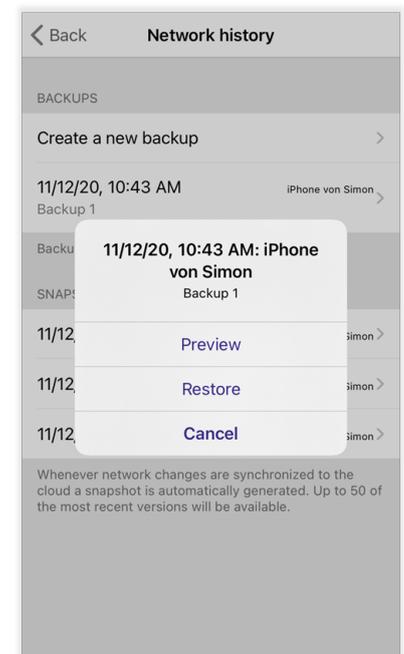
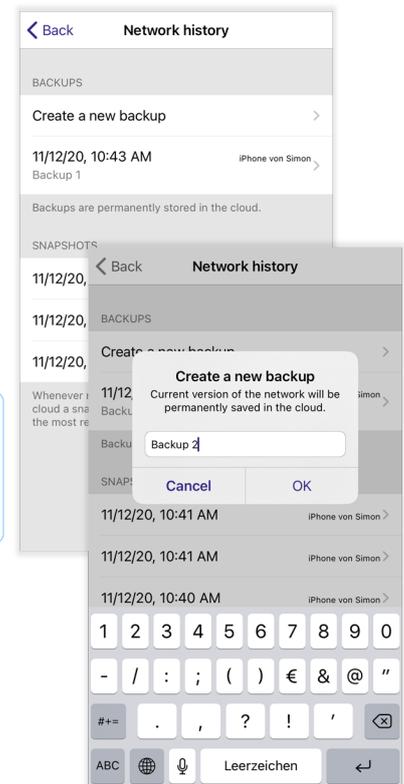
To create a permanent backup, tap on 'Create a new backup'. A pop-up appears in which the name of the backup can be defined. Tap on 'OK' to create the backup. The time and date of the backup created will be added automatically. The name of the device with which the backup was created is also mentioned.

9.5.7.2. Preview of backup / snapshot

Tap on the backup / snapshot of which you want to view the network settings. With the option 'Preview' you will be forwarded to the configuration of the backup / snapshot. To exit the preview, tap on 'Exit' .

9.5.7.3. Backup / restore snapshot

Tap the backup / snapshot that you want to restore. Tap on 'Restore': This transfers the network settings of the backup / snapshot to the network.



'More' tab

9.5.8. Upgrade to Evolution firmware

NOTICE

This feature is only available for Classic networks. An Evolution network cannot be upgraded back to Classic. The devices must first be unpaired from the Evolution network and the firmware of the devices must be changed manually.

Classic networks can be upgraded to Evolution with this feature without losing the network setup.

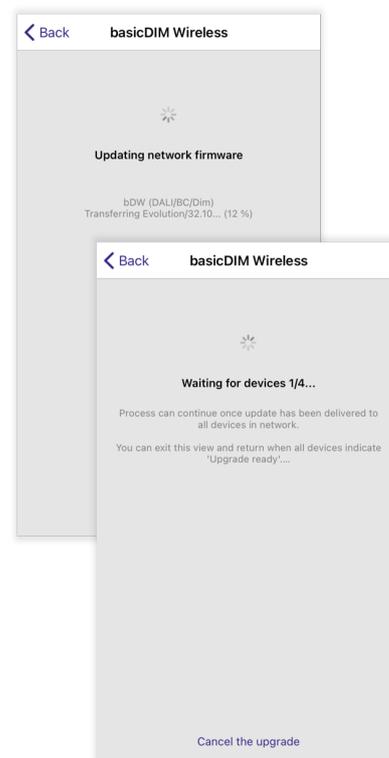
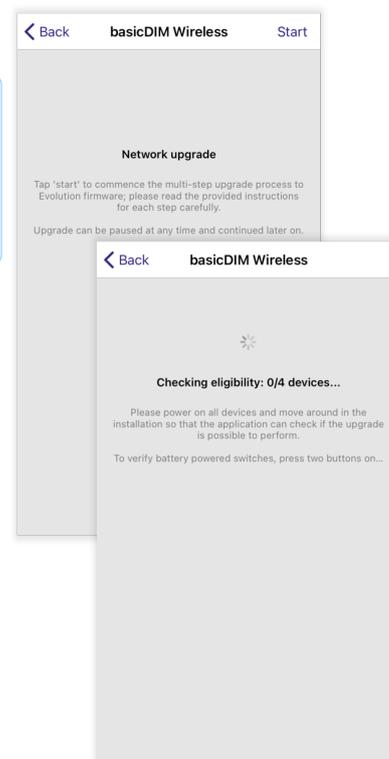
Before you update your Classic network, make sure that the devices on the Classic network are compatible with the Evolution firmware.

This can be determined from the firmware name in 'Nearby devices' or from the batch number of the device.

The data sheet of the respective basicDIM Wireless device describes from which batch number the device is compatible with Evolution networks.

9.5.8.1. Upgrade process

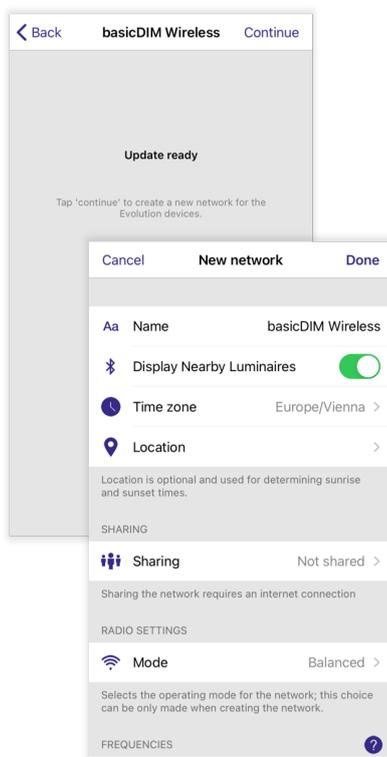
1. Press 'Start' to begin the upgrade process.
2. The devices are now checked for their Evolution compatibility. If devices are not compatible, the names of these will be displayed after the check.
3. If all devices are recognized as compatible, the firmware of one device is updated first. This module later distributes the new firmware to all other devices in the network.
4. If several devices are updated in the network at the same time, the text 'Waiting for devices 1/x' also appears. Depending on the number of devices in the network, the firmware update may take a while. During the update it is possible to cancel it with 'Cancel the upgrade'. The devices then remain on the Classic firmware and discard the Evolution update.
5. During the update, the 'Luminaires' tab shows how far each individual device is with the update process (1 - 100%).
6. As soon as each device has received the update, the symbol changes to 'Upgrade ready'.
7. Navigate to the 'More' tab under 'Network setup' -> 'Upgrade to Evolution Firmware' to return to the update screen.
As soon as all devices have been updated, the message 'Update ready' appears. With the 'Continue' button you will be taken to the details of the new network.
8. Tap on 'Done' to save the settings.
9. Click on 'Continue' again to continue with the network upgrade.
10. The 4remote BT app advises you that an Evolution network cannot be updated to Classic again. Instead, a new Classic network must be created. To continue the update, click on 'OK'.



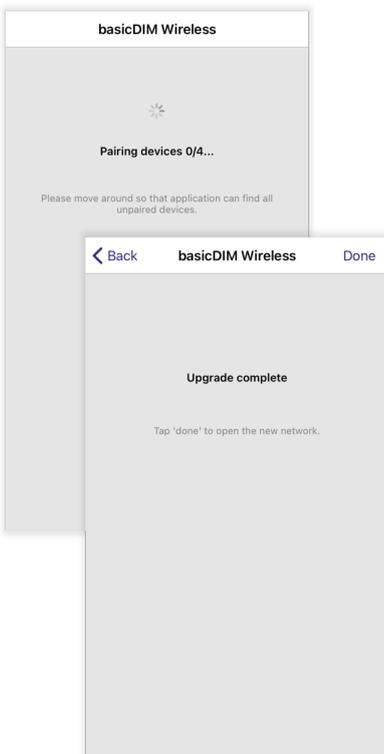
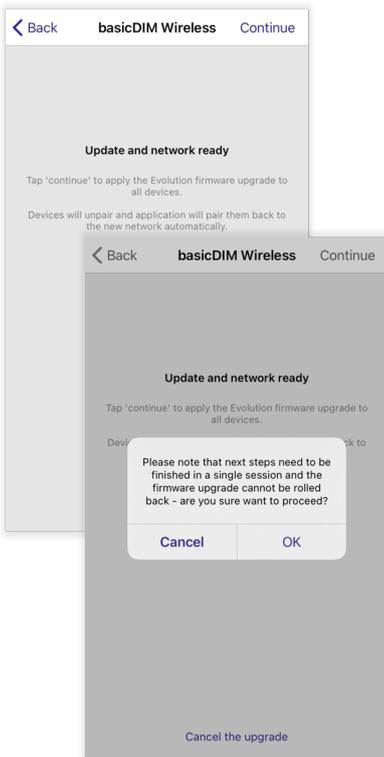
'More' tab

11. The upgrade process now unpairees all devices from the Classic and pairs them into the new Evolution network. If you have a network with many devices, it is advisable to physically move around the installation to help the 4remote BT app to find all basicDIM Wireless devices.

12. When the upgrade is successfully completed, the message 'Upgrade complete' will appear. The process can be closed with 'Done'.



'More' tab



'More' tab

9.5.9. Device storage used

Every device in a basicDIM Wireless network has the same network information and setups.

The more devices, scenes and timers you add to the network, the more memory the network configuration occupies.

'More' tab

9.6. Nearby devices

You can find more information in the chapter 'Main menu - Devices nearby' of the '4remote BT App Manual - Main menu' (see [Reference list](#), p. 159).

9.7. Change network

If you are in a network, you can switch to another with 'Change network'.

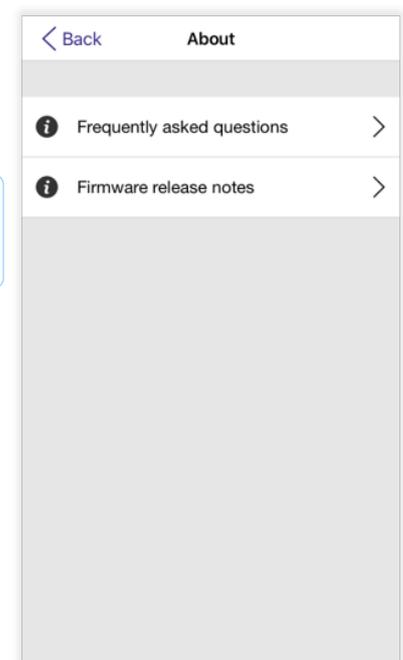
A description can be found under 'Main menu - My networks' of the '4remote BT App Manual - Main menu' (see [Reference list](#), p. 159).

9.8. App settings

You can find more information in the chapter 'Main menu - App settings' of the '4remote BT App Manual - Main menu' (see [Reference list](#), p. 159).

9.9. Help

Additional information, such as frequently asked questions or firmware version information, can be found here.



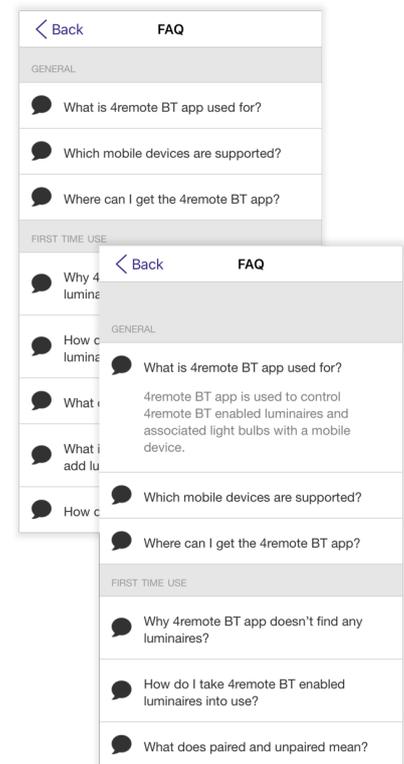
NOTICE

An internet connection is required to view this information.

Additional functions

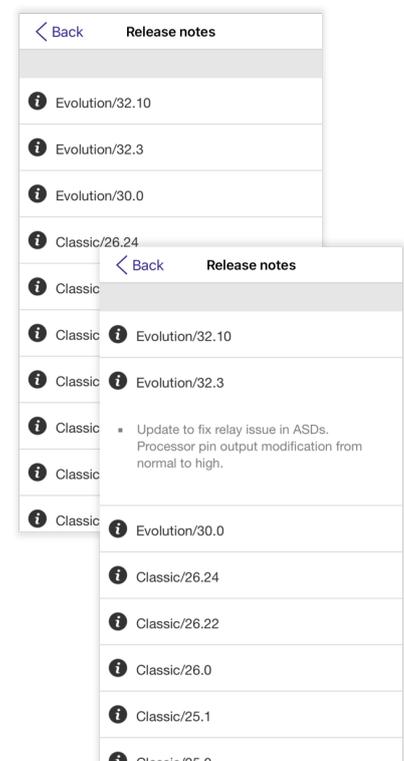
9.9.1. FAQs (Frequently Asked Questions)

Frequently asked questions about the 4remote BT app can be viewed here. Tap a question to see the answer.



9.9.2. Firmware release notes

The innovations that each firmware version brings with it can be viewed here. Tap on a firmware version for more information.



Additional functions

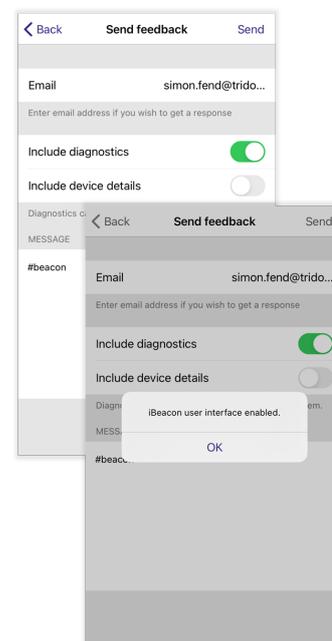
10. Additional functions

10.1. iBeacon

basicDIM Wireless devices can be configured as iBeacon transmitters. For example, if an iOS smartphone is within range of an iBeacon, scenes can be called up automatically.

10.1.1. Activate interface

The iBeacon functionality can be activated under 'More' -> 'App settings' -> 'Send feedback'. To do this, enter the string **#beacon** in the 'Message' field and tap on 'Send'. The message 'iBeacon user interface enabled' appears. The feature can be deactivated again with the repeated process.



10.1.2. Activate and configure iBeacon

Once the interface has been activated, a new tab appears in the 'More' tab. To activate the iBeacon functionality for the network, tap on 'iBeacon enabled'.

10.1.2.1. Configure all luminaires

Path: 'More' tab -> 'iBeacon'

– **'UUID':**

Universally Unique Identifier - this ID can be used to distinguish the iBeacons in the network from all other beacons outside the network.

– **'Major Code':**

Group membership of the beacons

– **'Minor Code':**

Number of the beacons within a group

– **'Enabled on luminaires':**

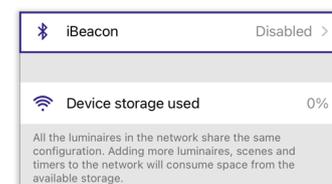
Indicates the number of devices in the network with activated iBeacon functionality

– **'Enable on all luminaires':**

Activates the iBeacon feature for all devices in the network

– **'Disable on all luminaires':**

Deactivates the iBeacon feature for all devices in the network



All settings made here apply to every iBeacon in the network. The remaining configuration options are described in the chapter '[Common configuration options](#)', p. 156.

Additional functions

10.1.2.2. Configure individual luminaires

Path: 'Luminaires' tab -> double click on luminaire -> 'iBeacon'

With the option 'iBeacon enabled' the function can be activated / deactivated individually for the respective device.

_ Calibrate measured power:

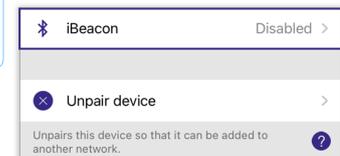
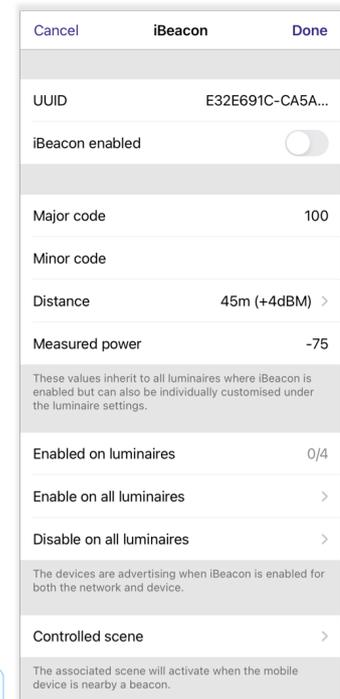
The measured power can be calibrated for iOS devices. iOS devices use this value to determine the proximity of the iBeacon device.

To calibrate the power, place the mobile device about 1 meter from the module that is sending the iBeacon signals.

Start the calibration by tapping on 'Calibrate measured power' and then selecting 'Start' (If a popup about Location Services appears, tap 'Allow'). Wait for the progress bar to end. After calibration, the power changes to 'Measured power'.

i NOTICE

If the calibration does not work, it is possible that the location services for the 4remote BT app were not allowed. These rights can be assigned under 'Settings' -> 'Data protection' -> 'Location services'.



10.1.3. Common configuration options

The following points can be configured in point 1 and point 2.

_ 'Distance':

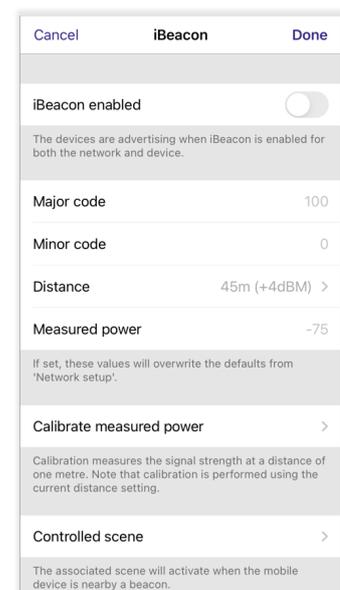
Defines the maximum range with which the iBeacon signals can be received by a mobile device. This selection affects the signal strength of the iBeacons.

_ 'Signal strength':

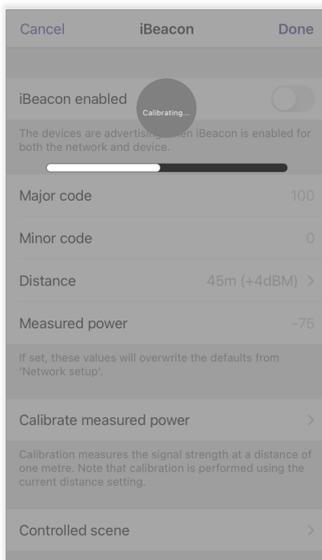
Estimated signal strength that an iOS smartphone has at a distance of 1 meter from the beacon.

_ 'Controlled scene':

If an iOS device is within range of an iBeacon, this scene is called up.



Additional functions



Reference list

11. Reference list

11.1. Additional information

- _ Webpage basicDIM Wireless: <http://www.tridonic.com/com/en/products/basicdim-wireless.asp>
- _ Webpage basicDIM Wireless User Interface: <http://www.tridonic.com/com/en/products/basicdim-wireless-user-interface.asp>
- _ Data sheets: Go to above web page link and click "Downloads" > "Data sheet"
- _ Accessories: Go to above web page link and click "Downloads" > "Accessories"
- _ 4remote BT App Manual - Main menu: www.tridonic.com/4remote-bt-app-main-menu
- _ basicDIM Wireless Profiles: https://www.tridonic.com/com/en/download/technical/basicDIM_Wireless_Profiles_en.pdf

11.2. Downloads

- _ Tridonic software: <http://www.tridonic.com/com/en/software.asp>
- _ Download masterCONFIGURATOR: <http://www.tridonic.com/com/de/software-masterconfigurator.asp>
- _ Download Tridonic 4remote BT:
 - _ Apple AppStore: goo.gl/mxvVng -or-
 - _ Google Play Store: goo.gl/Gmhb1N

11.3. Technical data

- _ Data sheets: <http://www.tridonic.com/com/en/data-sheets.asp>
- _ Company certificates: <http://www.tridonic.com/com/en/company-certificates.asp>
- _ Environmental declarations: <http://www.tridonic.com/com/en/environmental-declarations.asp>
- _ LED/lamp matrix: <http://www.tridonic.com/com/en/lamp-matrix.asp>
- _ Operating instructions: <http://www.tridonic.com/com/en/operating-instructions.asp>
- _ Other technical documents: <http://www.tridonic.com/com/en/technical-docs.asp>
- _ Tender text: <http://www.tridonic.com/com/en/tender.asp>
- _ Declarations of conformity: Available documents are found on each product page of our website in the "Certificates" tab for the specific product, www.tridonic.com/com/en/products.asp