End User Manual

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Figure 1:
Thinknx
Products

1. Introduction

This user manual is intended for end users who have Thinknx server installed at their home, office or other type of building.

It is only a guide on how to operate Thinknx UP Client application available on iOS, Android, Windows and Mac. Each supervision project is unique in terms of graphics and functionality, however, this guide offers an overview of the most common and used features allowing the user to easily navigate through the interface.

It is assumed that the Thinknx server installed is configured by an installer, system integrator or other professional figure and that the project is already deployed on the client device (for more information on the creation of a supervision project, please refer to this page).

For more enquiries regarding the use of Thinknx products, our support team is available to answer tickets on www.thinknx.com/support.

○ **2. General Layout**

2.1. Project Interface

The project interface consists of a left menu holding the main functions created by the integrator. Each function contains a large number of pages which can be changed by swiping left/right or clicking on the title at the upper bar. The Scheduler Manager can be accessed by clicking on the clock icon at the top right corner of the project.
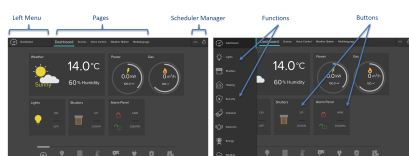

Figure 2: Project
Interface

2.2. Settings Interface

To access the Settings page, open the left menu and scroll up to reach the "Settings" item.

Figure 3: Access
to Settings

The settings page consists of

the projects list located to the left, and the general settings of the project located to the right. These settings will allow the user to modify the appearance, change volumes, language and even update firmware if applicable. At the bottom of the page, multiple buttons are available to download a new project onto the client device using different methods (locally, through serial number and Cloud password, or using a QR code, if applicable).
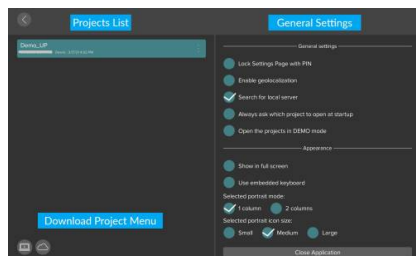

Figure 4: Settings Interface

2.2.1. Add a Project

Adding a project can be done via two methods:

- **Using the local network** This can only be done in the presence of the installer or any person who is able to open the project file with the Thinknx Configurator. The URL provided by this person can be entered inside the corresponding field after clicking on the "PC" icon in the client application followed by port 5050. The project will then be downloaded using the same network as the Thinknx server.
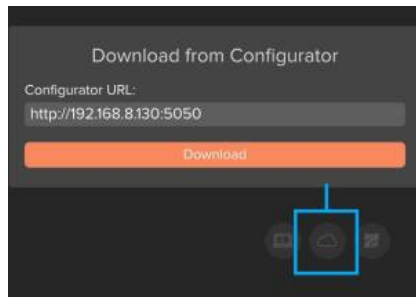
Figure 6: Download project
locally

- **Using Thinknx Cloud**
  This can be done by the
  client without the
  presence of the installer.
  However, the installer
  will have to provide the
  client with the correct
  serial number and
  password. The client can
  click on the "Cloud"
  icon, enter the serial
  number and password,
  and click on Download.
  Once the download is
  completed, the project
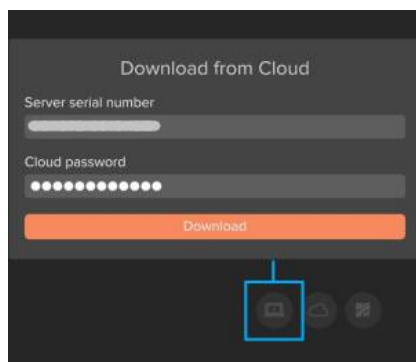 will show in the list to
  the left.

Figure 7: Downloading project
from Cloud

- **using a QR Code** The
  client can easily
  download the project by
  clicking on the "QR
  Code" icon and scanning
  a QR code shared by the
  installed by email/pdf. A
  permission should be

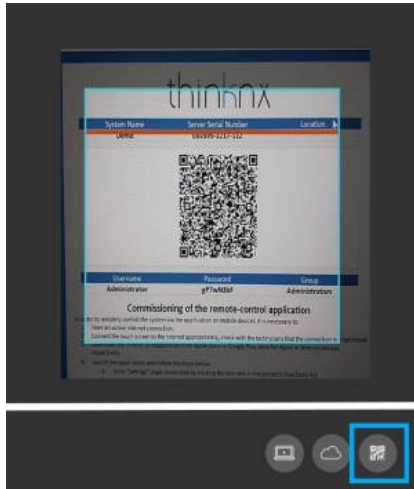granted to the Thinknx application to access the device's camera.

Figure 8: Downloading project by QR code

2.2.2. Authenticate Clients

When opening a recently added project for the very first time, an authentication process takes place between the client's device and the Thinknx server. Authentication can be done in two ways:

- **Using the local network** If the project has been added locally by the installer, the client will get a notification when opening the project stating that the "authentication failed". The installer in that case must add the device ID of the client to the authenticated clients list inside the server.
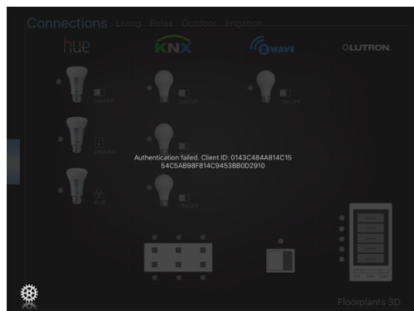
Figure 9: Client Authentication
1

- **Using Thinknx Cloud**
  When the project has
  been downloaded from
  Thinknx cloud by the
  client, they will be
  prompted for a
  username and password
  the very first time they
  attempt to open the
  project. Both username
  and password shall be
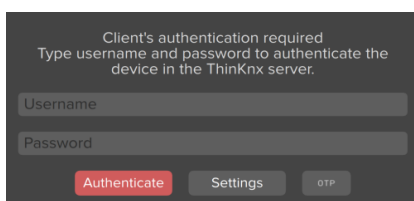 provided by the installer.

Figure 10: Client
Authentication 2

- **Using OTP** Another way
  to authenticate when
  the project has been
  downloaded from the
  Cloud is by entering a
  one-time password
  (OTP) generated by the
  admin user. The popup
  window can be toggled
  to enter the OTP, which
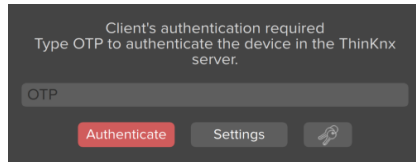 is valid to be used for 2
  hours only.

Figure 11: Client
Authentication 3

2.2.3. Delete a Project

To delete a project, slide
project name to the left and
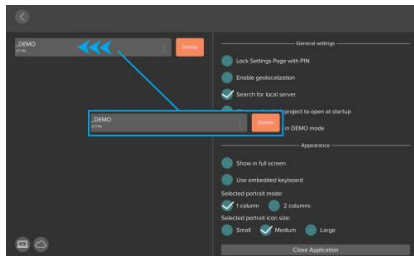click on "Delete".

Figure 12:
Settings Interface

2.2.4. General Settings

Under General Settings, it is
possible to enable the below
options:

- **Lock Settings page
  with PIN** The settings
  page can be locked with
  a pin code, allowing the
  users with access to the
  pin code to open the
  page from inside the
  project.
- **Enable
  geolocalization** If the
  user is managing more
  than one project
  (multiple houses), it is
  possible to automatically
  switch from one project
  to another by enabling
  the geolocalization. The

nearest project is suggested based on the current location of the user.

- **Search for local server** When enabled, Thinknx will try to connect to the local IP address of the server before it attempts to connect through the Internet. It is useful when the client is inside the house and not accessing the project remotely.

> By leaving "Search for local server" unchecked, the app will always be able to automatically detect if the client is connecting locally or remotely. It is only used in some cases where local connection is not established, but might cause delays when attempting to connect remotely without removing the option.

- **Always ask which project to open at startup** in case multiple projects are managed by the user.
- **Open the projects in DEMO mode** When enabled, the client will not establish a connection with the
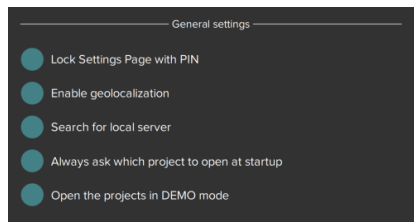
server and the project will open as DEMO.

Figure 13: General Settings

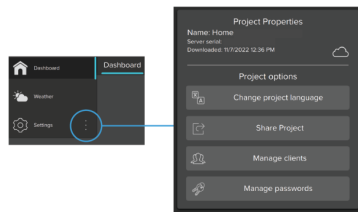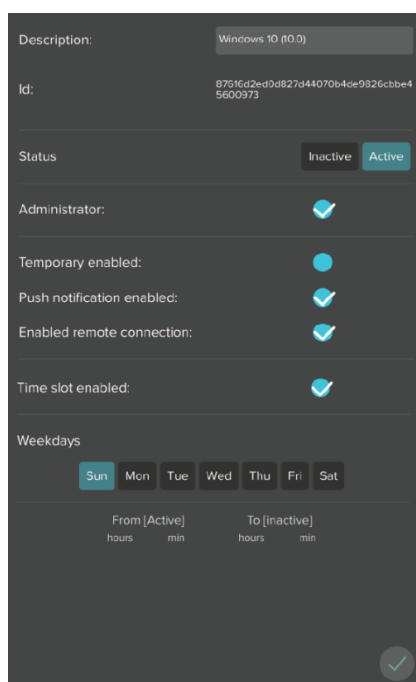## 2.2.5. Advanced User Settings

Figure 14: Advanced Settings

When the client using the Thinknx UP application is configured to be Admin by the integrator, additional functions can be unlocked by accessing the Advanced Settings window:

- **Change project language**: permits to change the project into another language, as configured inside the Configurator. The change applies on the local device only.
- **Share project**: permits to generate a QR code to share with other users wanting to download the project.
- **Manage Clients**:

permits to view and manage all the clients already authenticated with the server. The administrator can delete, add, and edit the users. Users can also be temporarily deactivated, or only allowed to access the application within a pre-defined time slot.

Figure 15: Manage Clients

- **Manage Passwords**: permits to change the different passwords used inside the project, for example, the password for cameras, intercom, etc. The new passwords set will be used instead of the ones configured inside the configurator and uploaded to the server and clients. The new passwords will not be replaced on each upload.

▪ 3. General Functions

3.1. Lighting

3.1.1. Switch

To control a simple ON/OFF light, a click on the corresponding icon will either send the toggled command instantly, or open a popup window to choose the command to be sent.
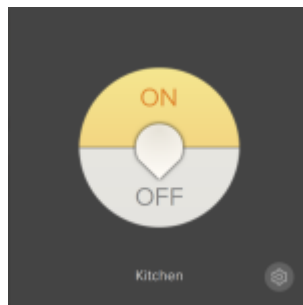

Figure 13: Switch

it is possible for the programmer to enable a chrono-switch, allowing the user to configure a weekly schedule for the light. The user can also copy the schedule and paste it to another one.

Figure 14: Switch
Schedule

3.1.2. Dimmer

To control a dimmer, a click on
the corresponding icon will
open a popup allowing the
user to send an ON/OFF
command or choose the
dimming value by moving the
slider around the buttons.

Figure 15:
Dimmer

it is possible for the
programmer to enable a
chrono-switch, allowing the
user to configure a weekly
schedule for the light. The
user can also copy the
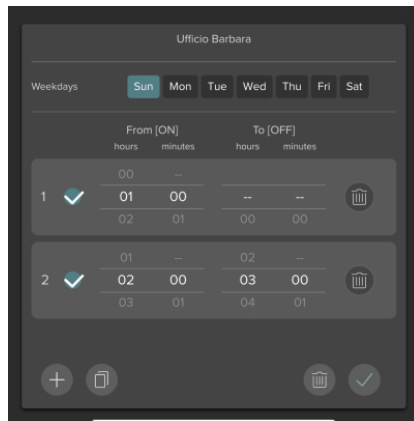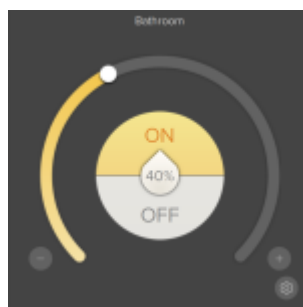schedule and paste it to
another one.

Figure 16:
Dimmer Schedule

3.1.3. RGB

To control an RGB light, a click
on the corresponding icon will
open a popup allowing the
user to select the color from
the color wheel and control
the brightness by using the
slider.

Figure 17: RGB

When using the RGB button,
clicking on the settings icon at
the bottom right corner of the
popup will open an additional
window. The user can save
their favorite colors by clicking
the "+" button. The start
button will play a sequence of
the saved colors. It is possible
to select between
random/ordered playing mode,
and change the time interval

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between the colors during the sequence.

To delete the preset colors, simply long press on any of the presets. An X icon will show on all presets allowing the user to select the colors to be deleted.

Figure 18: RGB
Settings

If supported, it is also possible to control the temperature of the white channel and change its brightness. To access this window, click on the top right icon in the color wheel window.
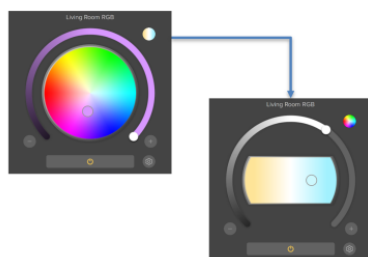

Figure 19: White
Temperature

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- **3.2. Motorization**

3.2.1. Shutter

A shutter icon consists of a
vertical slider allowing the
user to change the shutter
height value. The user can
also click on the Up/Down
buttons under the slider and
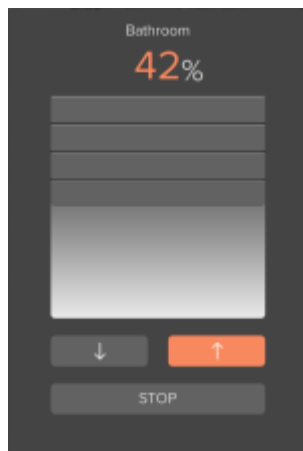the Stop button when needed.

Figure 20: Shutter

3.2.2. Blind

For blinds, the icon will have
extra buttons to control the
rotation of the louvres to allow
more or less light into the
room. The user can either
operate the louvres using the
slider or the buttons
underneath.

Figure 21: Blind

- ## 3.3. Climate

3.3.1. HVAC

An HVAC icon, when clicked, holds the below functions:

- An On/Off button at the top right corner to control the machine.
- A slider to change the setpoint of the room.
- An indicator of the setpoint value at the center.
- Four buttons around the indicator to change the modality between Heat, Cool, Dry, Fan.
- Two buttons at the bottom of the icon to change the fan speed.

When the popup window is closed, the icon will indicate the status of the machine, the mode selected, setpoint, and fan speed.
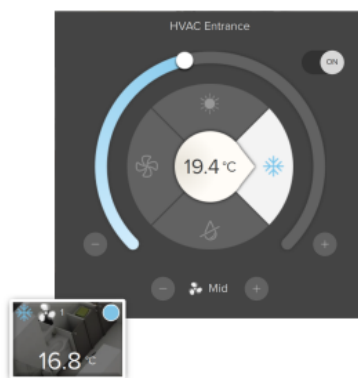
Figure 22: HVAC

3.3.2. Thermo Comfort

A Thermo Comfort icon can be one of two types:

- **Type 1** Control of the setpoint is done manually using the slider or the chrono thermostat schedule.
- **Type 2** Control of the setpoint is done by selecting between Comfort, Standby, Night and Frost protection mode, or the chrono thermostat schedule.

Figure 23: Thermo Comfort Type 1

Figure 24: Thermo Comfort Type 2

Type 1

- Read the actual room temperature on the top left corner of the popup.
- Change the setpoint by selecting the manual mode (hand icon) and using the slider.
- If chrono-thermostat is enabled, click on settings to program the daily temperature settings per hour.

Figure 25: Chronothermostat

Type 2

- Read the actual room temperature on the top left corner of the popup.
- Change the setpoint by selecting the desired mode (Comfort, Standby, Night, Frost Protection) or using the slider.
- If chrono-thermostat is enabled, click on settings to program the daily mode settings per hour.

Figure 26:
Chronothermostat
2

▪ 3.4. Scene

When accessing the Scene icon, the user is able to:

- Record actions in the scene.
- Access the actions list recorded.
- Rename the scene.
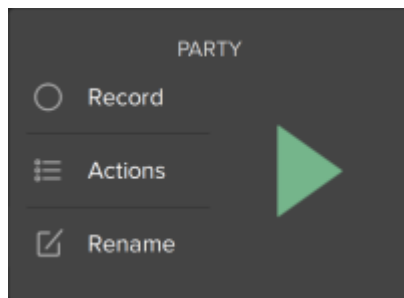- Launch recorded scene.

Figure 27: Scene

When recording a scene, a red frame will appear around the interface allowing the user to browse through the pages and click on the buttons to be included in the scene.
If the users do not wish to send the commands to the bus while recording, they can click on the bottom right corner icon to enable/disable this feature.
Clicking on the bottom left corner of the screen will save and exit the recording mode.

Figure 28: Scene

Recording

When clicking the Actions button, it is possible to:

- Record additional actions in the scene.
- Add a pause in between actions.
- Select multiple actions.
- Re-arrange the order of the actions.
- Delete one or more actions.

When recording additional actions, the red frame will appear again around the interface to allow the user to browse through the pages and click on the buttons to be included in the scene. Once finished, the user should click on the bottom left button (red circle) to save the changes.
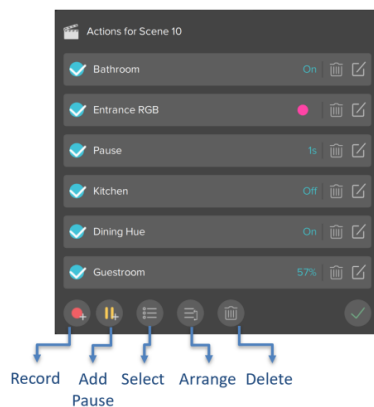

Figure 29: Scene Actions

- ## 3.5. Scheduler Manager

Clicking on the Scheduler Manager icon at the top right corner of the application will open up a window to view/edit/create time schedules.

For each schedule it is possible to:

- Edit the schedule by clicking on the schedule name.
- Delete the schedule by clicking on the bin icon to the left side of the schedule.
- Access the actions list by clicking on the list icon next to the Delete button.

For more information regarding the actions list, refer to section 3.6. Scene.
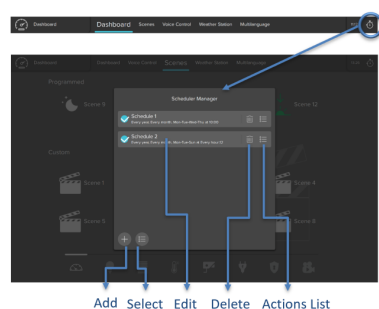

Figure 30: Scheduler Manager

When adding a new schedule, the below functions are available to edit:

- Change schedule name.
- Switch between Simple

and Advanced view
mode.

If Simple mode is selected, the
user will be able to:

- Define the time of day to
  launch the schedule.
- Select the days of the
  week to launch the
  schedule.

If Advanced mode is selected,
the user will be able to:

- Define the date to
  launch the schedule.
- Trigger the schedule by
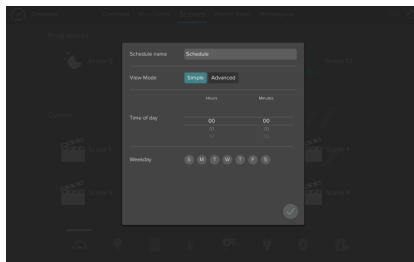 time or sun event.
- Configure the Repeat
  function.

Figure 31: Adding
a Schedule

- ## **3.6. Intercom**

When using the intercom, regardless of the door unit installed, the user is able to:

- Receive a call on Thinknx Envision or Thinknx application whenever the door rings.
- Answer/Reject call.
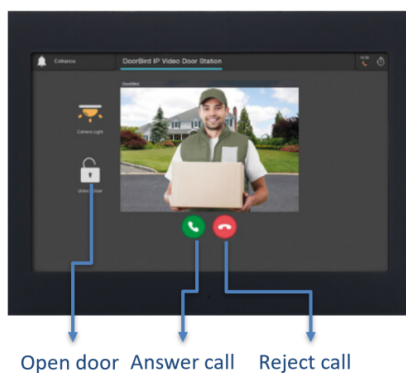- View the camera if available.
- Open door.

Figure 32:
Intercom

When accessing the Settings page, it is possible to:

- Choose a ringtone.
- Change microphone volume.
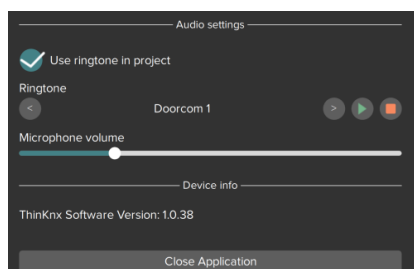- Enable/disable the use of ringtone in project.

Figure 33:
Intercom Settings

- **3.7. Security**

When a security system is
integrated with Thinknx, the
user has access to the system
keypad and can use the
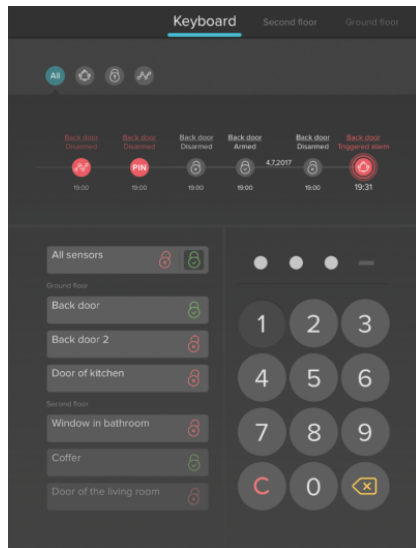security code to Arm/Disarm
the system.

Figure 34:
Security Panel

It is also possible to view the
status of all the sensors
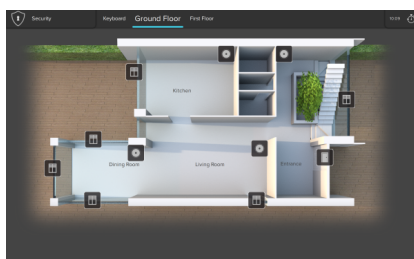installed and get notification
when they are in an Alarm
state.

Figure 35:
Security Sensors

▪ 3.8. Irrigation Panel

With the irrigation function, it is possible for the user to:

- Run/Stop different irrigation zones independently.
- Create a program to automatically control the irrigation zones.
- Create a weekly time schedule for the program.
- Start/Stop the irrigation program.
- Enable/Disable the weekly schedule.
- Monitor the current and next program running as well as the zone being watered.
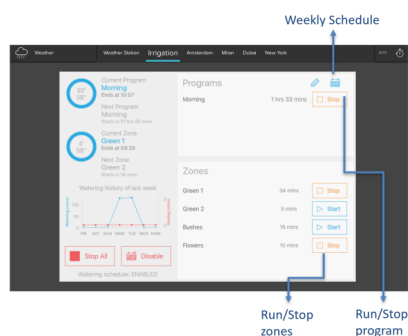

Figure 36:
Irrigation Panel

When creating an irrigation program, such as the Morning program, the user can add the zones and easily input the start and finish time of the irrigation for each zone.
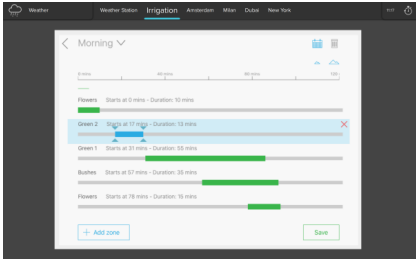
Figure 37:
Irrigation Program

Once the program is created,
it can be added to a weekly
schedule by selecting the days
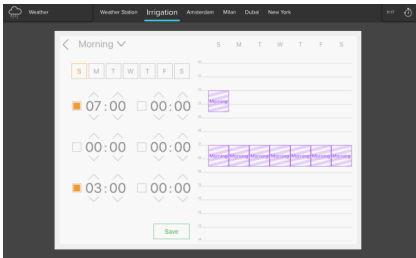of the week and configuring
the timing per day.

Figure 38:
Irrigation
Schedule