

End User Manual

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Table of Content

- [1. Introduction](#)
- [2. General Layout](#)
 - [2.1. Project Interface](#)
 - [2.2. Settings Interface](#)
 - [2.2.1. Add a Project](#)
 - [2.2.2. Authenticate Clients](#)
 - [2.2.3. Delete a Project](#)
 - [2.2.4. General Settings](#)
- 3. [3. General Functions](#)
 - [3.1. Lighting](#)
 - [3.1.1. Switch](#)
 - [3.1.2. Dimmer](#)
 - [3.1.3. RGB](#)
 - 2. [3.2. Motorization](#)
 - [3.2.1. Shutter](#)
 - [3.2.2. Blind](#)
 - 3. [3.3. Climate](#)
 - [3.3.1. HVAC](#)
 - [3.3.2. Thermo Comfort](#)
 - 4. [3.4. Scene](#)
 - 5. [3.5. Scheduler Manager](#)
 - 6. [3.6. Intercom](#)
 - 7. [3.7. Security](#)
 - 8. [3.8. Irrigation Panel](#)



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.

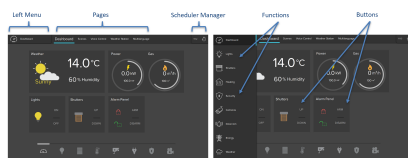


Figure 2: Project Interface

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 project lists located to the left, and the settings tab located to the right.

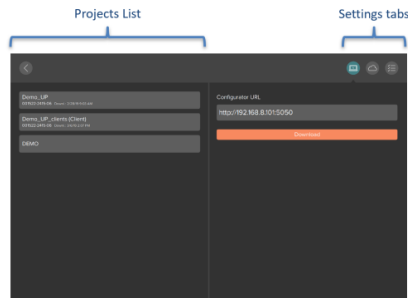


Figure 4: Settings Interface

There are three tabs in the settings toolbar as seen in the picture below:

- **Tab 1** is used by the integrator to deploy the project on the local network.
- **Tab 2** is used to download the project from Thinknx Cloud.
- **Tab 3** gives access to the general settings of the project, appearance, audio, and firmware update.



Figure 5: Settings Toolbar

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. The installer will access **Tab 1** and enter a URL to download the project using the same network as the Thinknx server.

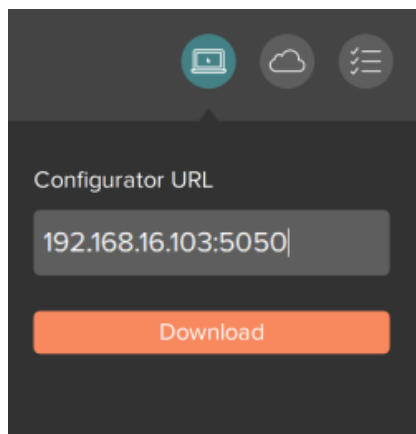


Figure 6: Download project locally

▪ **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 for the client. The client can access **Tab 2**, 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

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.

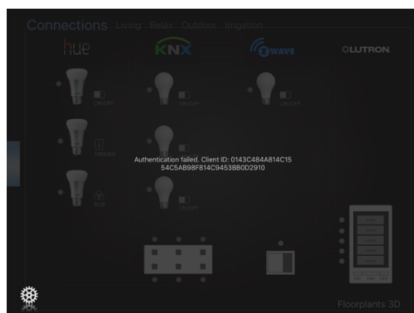


Figure 8: Client Authentication
1

- **Using Thinknx Cloud** If the project has been downloaded from Thinknx cloud by the client, he will be prompted for a username and password the very first time he tries to open the project. Both username and password shall be provided by the installer, though his presence is not necessary on site.

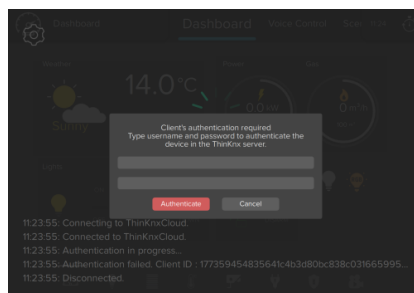


Figure 9: Client Authentication
2

2.2.3. Delete a Project

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

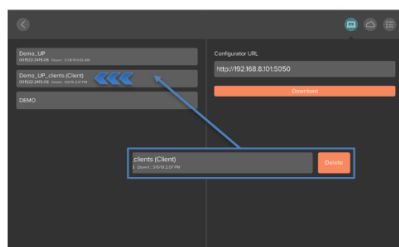


Figure 10:
Settings Interface

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.
- **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.

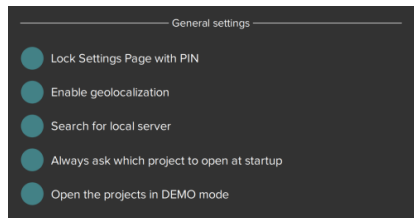


Figure 11: General
Settings

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.

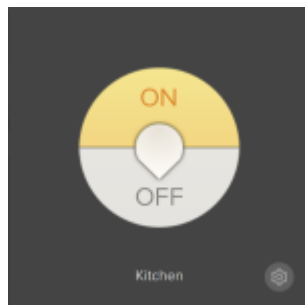


Figure 12: Switch

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 13: 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 14: 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 15:
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 16: 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

between the colors during the sequence.



Figure 17: 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.

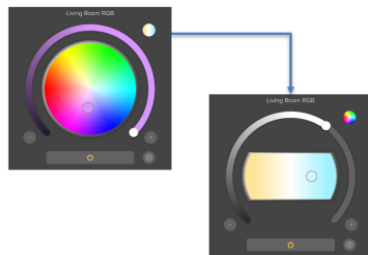


Figure 18: White Temperature

▪ 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.

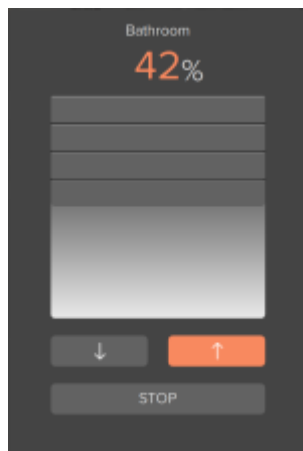


Figure 19: Shutter

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 20: 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.

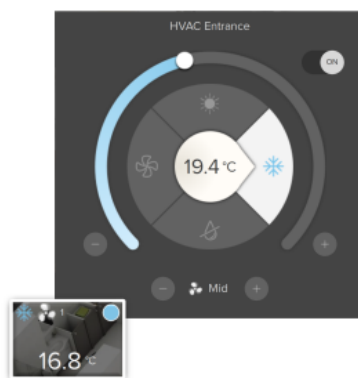


Figure 21: HVAC

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
22:
Thermo
Comfort
Type 1



Figure
23:
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 24:
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 25:
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.

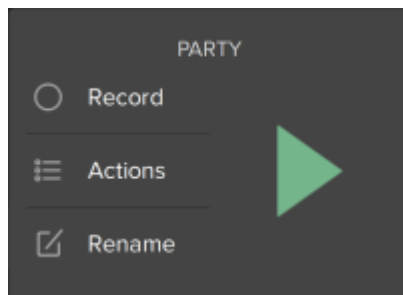


Figure 26: Scene

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 27: 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.

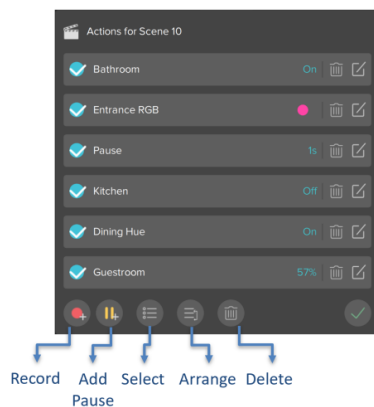


Figure 28: Scene Actions

▪ 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](#).

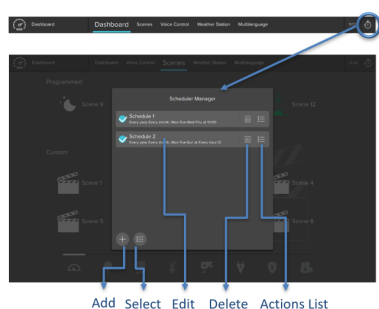


Figure 29:
Scheduler
Manager

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.

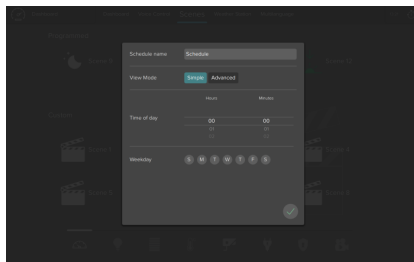


Figure 30: Adding a Schedule

▪ 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.

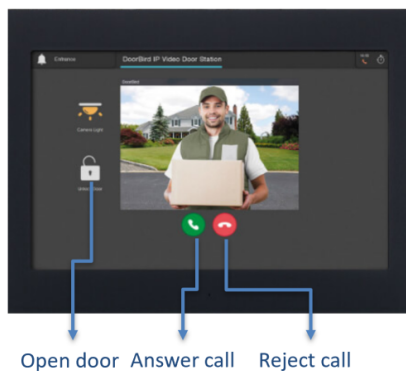


Figure 31:
Intercom

When accessing the Settings page, it is possible to:

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

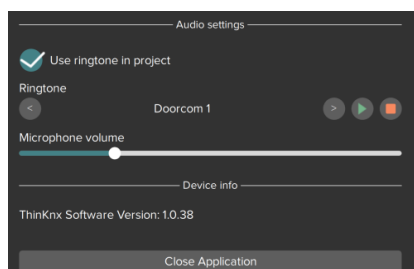


Figure 32:
Intercom Settings

▪ 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.

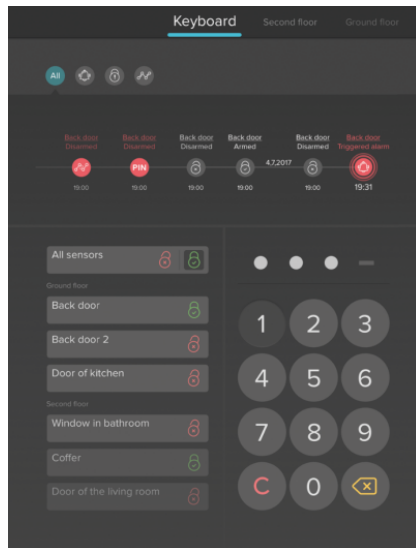


Figure 33:
Security Panel

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

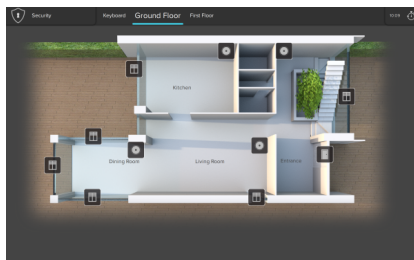


Figure 34:
Security Sensors

▪ 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.

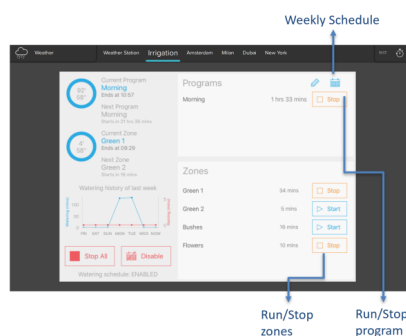


Figure 35:
Irrigation Panel

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.

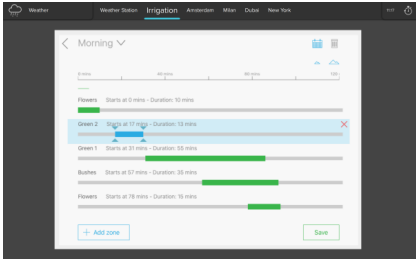


Figure 36:
Irrigation Program

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.

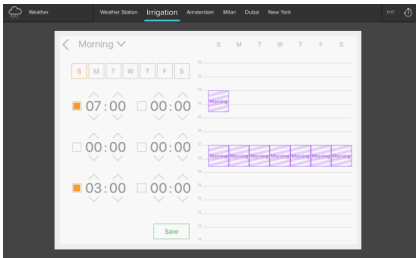


Figure 37:
Irrigation
Schedule

