

ProtoPixel Project Tool

User Manual

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ProtoPixel Project Tool is a software tool designed to plan and set up lighting projects. It takes into account the physical space and Project Tools different technologies, while remaining technology

01 Setup

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01

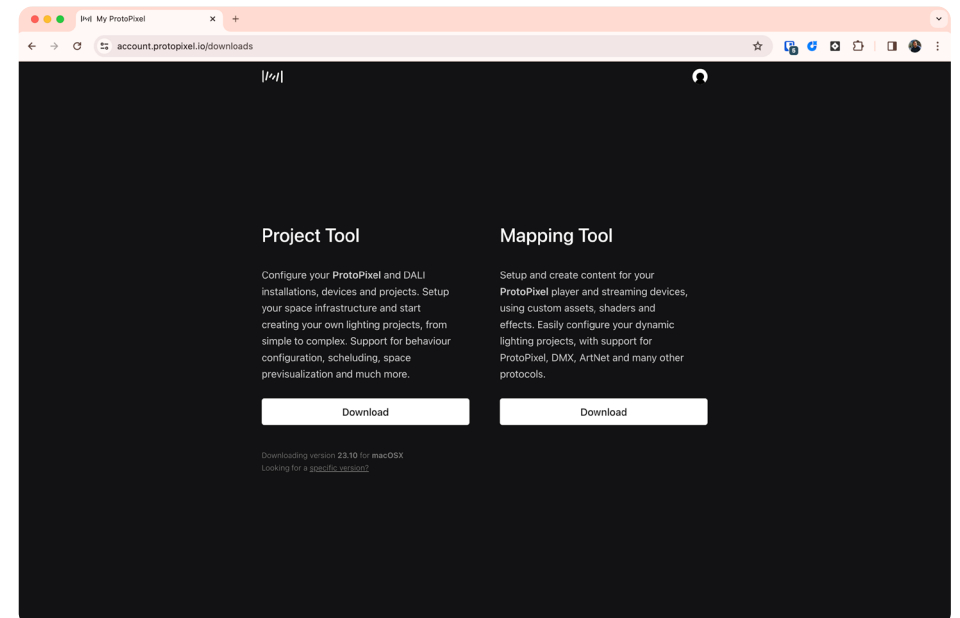
Setup

System Requirements

ProtoPixel Project Tool is compatible with Windows 8 or superior, Mac OS 12 or superior, and Ubuntu. You will need at least one ProtoPixel Brain with 22.11 software version or greater, and one ProtoPixel ProtoPixel Gate DALI Wired. Finally, luminaires, sensors and switches compliant with DALI2 protocol.

Downloading Project Tool

In order to download Project Tool, you'll need to register and [log in to MyProtoPixel](#). Then, head to the Downloads tab and download the latest version of Project Tool for the operating system you use (Windows, macOS, or Linux). You'll always see the last version of Project Tool at the top of the page. Make sure you download the right version.



02 Getting Started

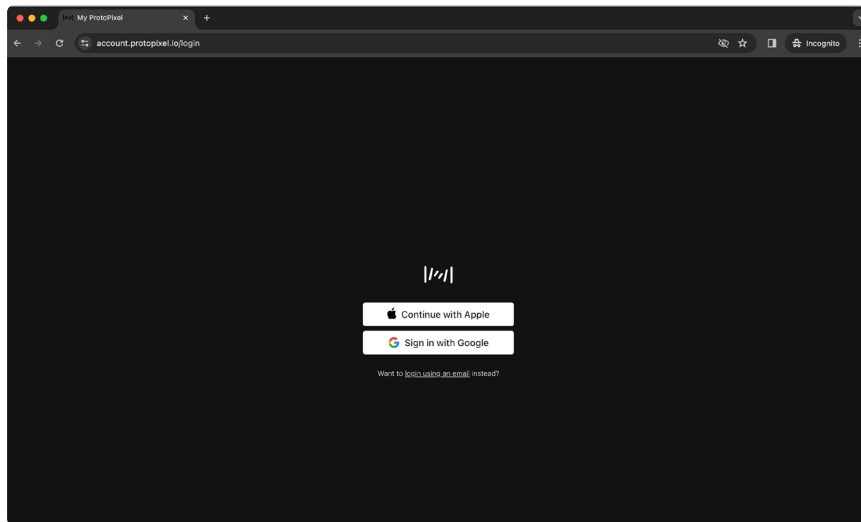
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02

Getting Started

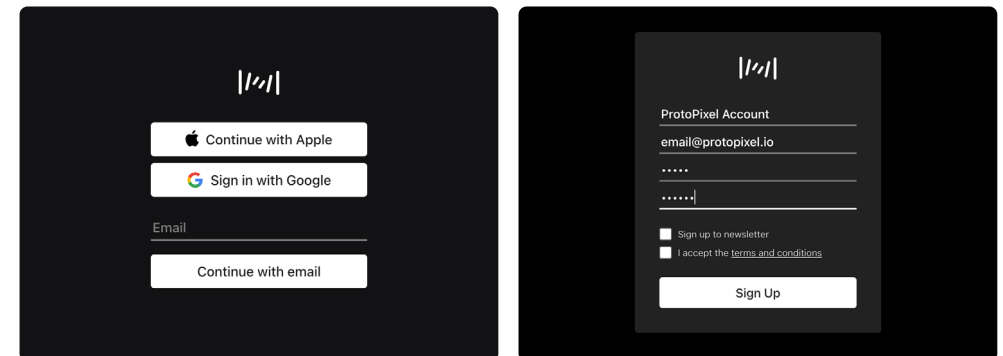
Create an account on My ProtoPixel

To get started, you have two options: create an account and login using your Google account credentials, or create an account using your email address and set a password. Click on “Use email and password” to create an account using your own credentials.



Log-in using a My ProtoPixel Account

Click on “Sign me Up” to create your account. Enter your email address and click on “Sign Up”. Next, create your password, which should include 8 characters, with at least 1 number and 1 capital letter for security reasons. Finally, you will need to agree to the Privacy Policy and Terms of Use. You can also choose whether you would like ProtoPixel to send you emails with news about future launches and all of our activities. Then click “Sign Up”. In order your account to be confirmed, you’ll need to go to your inbox and confirm your address with an email that we’ll send you.

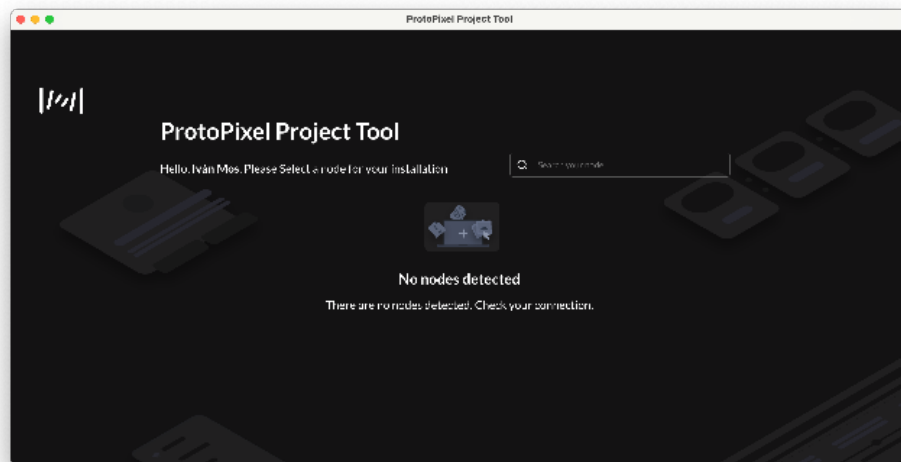


02

Connect to ProtoPixel Brain

Access a ProtoPixel Brain

Once you have logged in using your MyProtoPixel account, you will land in the welcome view of Project Tool. In this view, you will be able to see all the ProtoPixel Brains that are connected to the network you are in. To access the installation running on a ProtoPixel Brain or create a new one click on the ProtoPixel Brain you want to access from the list. Make sure you are on the same network as the ProtoPixel Brain you are trying to reach.



Disconnect from a ProtoPixel Brain

If, for some reason, a ProtoPixel Brain that you had previously accessed is no longer reachable, you'll see an alert icon next to it. You should check your laptop and/or ProtoPixel Brain connection.

In order to disconnect from a ProtoPixel Brain, you need to go to **"File"** and then **"Disconnect from ProtoPixel Brain"**. You will be headed back to the ProtoPixel Brains list. You can learn more about ProtoPixel Brain configuration [here](#).

02

ProtoPixel Gate DALI Wired

Configuring ProtoPixel Brain

The ProtoPixel Gate DALI Wired needs to be manually set up and connected to a ProtoPixel Brain. To do so, first assign a static IP of 192.168.11.254 to the ProtoPixel Brain using the ProtoPixel Brain web application.

Setting up the ProtoPixel

To set up the device, use two rotating switches to assign a static IP address within the range of 192.168.11.1-192.168.11.79. The first rotating switch sets the last digit of the IP address and can be configured between 1-79. Note that a value of 0 is not supported, as it sets the Gateway to DHCP configuration.

Connecting to Project Tool

Open the ProtoPixel Project Tool and click on "Discover Gateways". This will display all the ProtoPixel Gate DALI Wired devices found on the network.

Important

For the ProtoPixel Gate DALI Wired to communicate with the ProtoPixel Brain, the ProtoPixel Brain's IP address must be set to 192.168.11.254.

dhcp_enabled	<input checked="" type="checkbox"/>
static_enabled	<input checked="" type="checkbox"/>
fixed_ip	192.168.11.254
fixed_mask	255.255.255.0
fixed_gateway	0.0.0.0
wifi_AP_enabled	<input checked="" type="checkbox"/>
wifi_ssid	ppxnode-35C3E04
wifi_password	••••••••

Change

ProtoPixel Brain Network
Configuration UI

02

ProtoPixel Gate DALI Wired

Changing the IP

To change the IP of the ProtoPixel Gate DALI Wired, follow these steps:

1. Connect your laptop directly to the gateway using an Ethernet cable.
2. Make sure that the IP address of your laptop matches the IP address of the ProtoPixel Gate DALI Wired.
3. Perform this process outside of the Project Tool. Open the terminal on your laptop.
4. Copy and paste the following text into the terminal, replacing the placeholder values with your own values:

GREEN: Here, you need to put the desired IP address that you want to replace the current one with.

PURPLE: This should be the IP address of your router.

BLUE: This should be the IP address of the ProtoPixel Brain.

BROWN: We recommend putting “static” here to have a static IP.

OLIVE: This is the current IP of the gateway.

After copying and pasting the code and replacing the values in the terminal, press Enter. If everything goes as expected, you will receive a “status 200” and the ID of the ProtoPixel Brain.

```
curl -X POST -H "Content-Type: application/json" -d "{ \"child\": 0, \"data\": { \"deviceIp\" :  
  \"192.168.11.12\", \"deviceMask\" : \"255.255.255.0\", \"deviceGw\" : \"192.168.11.1\", \"brokerUrl\" :  
  \"192.168.11.254\", \"brokerPort\" : 1883, \"brokerTls\" : false, \"brokerMdns\" : \"none\", \"ethMode\"  
  : \"static\", \"resetDefault\" : false } }" http://192.168.11.23:8000/config
```

02

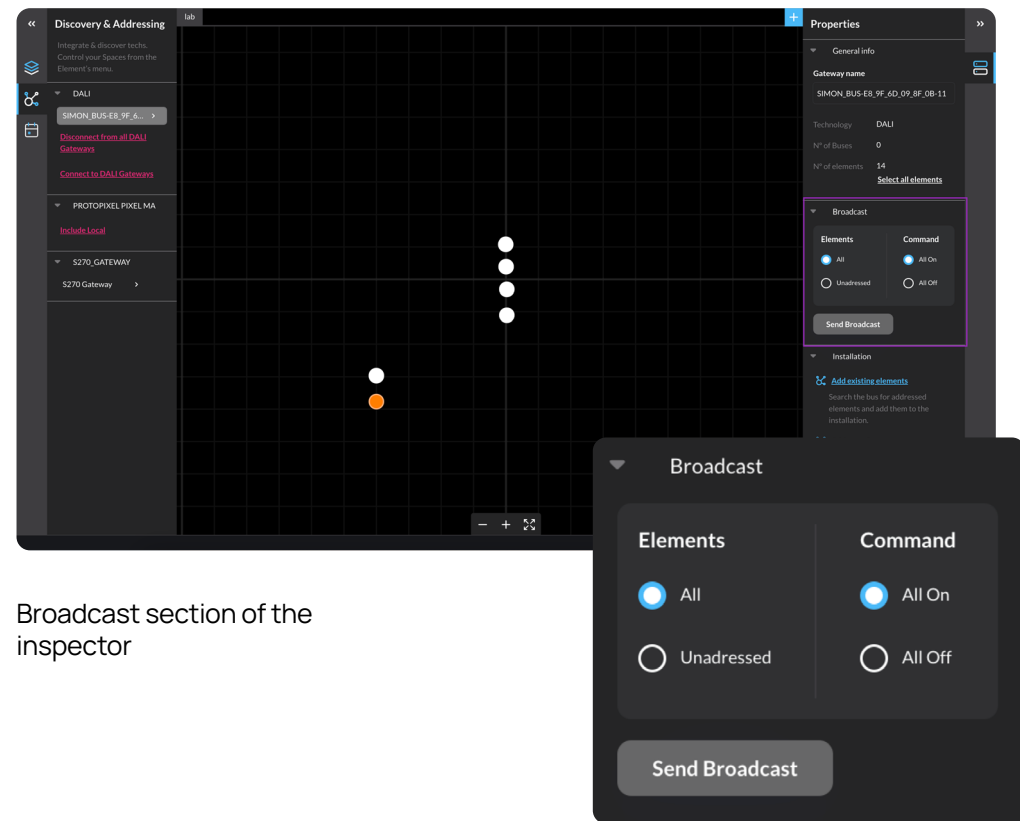
Broadcast to a ProtoPixel Gate DALI Wired

Sending Broadcast Commands to a ProtoPixel Gate DALI Wired

To ensure proper connection of all luminaires, you can use the “Broadcast gateway DALI” feature to check the installation. To send a broadcast to all the luminaires of a ProtoPixel Gate DALI Wired, follow these steps:

1. Go to the “Discovery” section.
2. Click on the desired gateway.
3. Find the “Broadcast” option on the inspector panel.

Here, you have different options. You can send the “All on” or “All off” command to all the elements or only to the unaddressed ones. To send the order and activate or deactivate the selected elements, click on “Send broadcast” after choosing the desired elements and command.



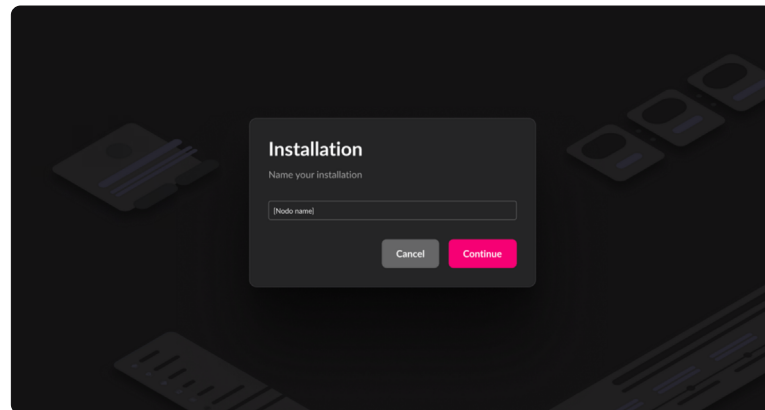
Broadcast section of the inspector

02

Create an Installation

Create a New Installation

When you select a ProtoPixel Brain and there is no installation running on it, you'll need to create a new installation. As soon as you enter the ProtoPixel Brain you'll be asked to name your new installation. Once you enter the name, click "**Continue**". Next, you will be asked to upload a dxf file to work as your floorplan or continue with an Empty canvas.



Without a Floorplan

After logging in and selecting a ProtoPixel Brain, you can either select an existing project or start a new one. To start a new project, provide a name for it and confirm by clicking on **Continue**. A new window will appear, where you can either upload a DXF file or select to start with an empty space by choosing **Empty view**. Continue without a DXF file.

Using a Floorplan

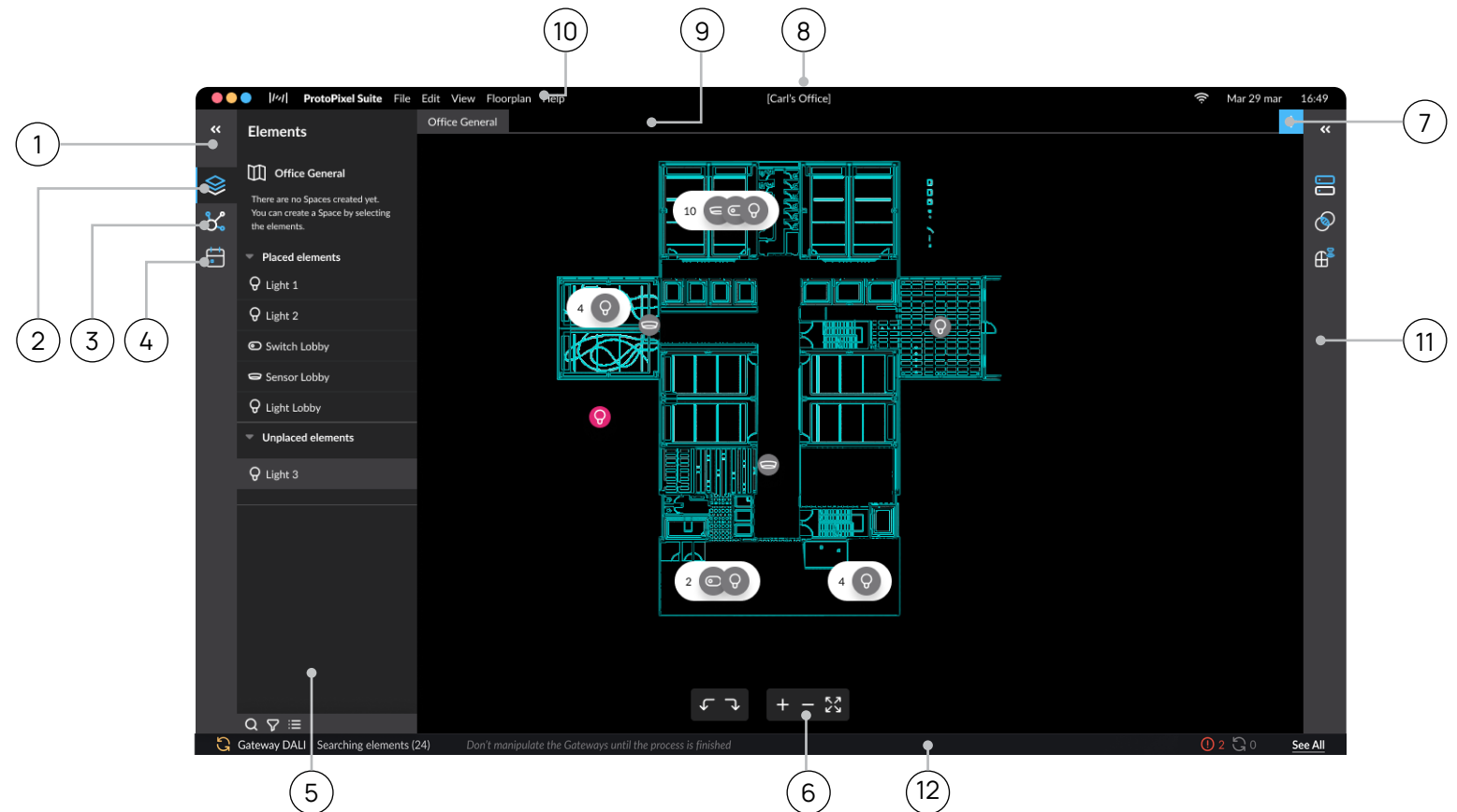
Refer to **Setting up your floorplan** (page 15).

02

Getting to know Project Tool's UI

Project Tool's UI is composed of 11 main items:

Item	Part
1	Left SideBar
2	Elements & Spaces
3	Gateways & Integrations
4	Scheduler
5	Canvas
6	Tools: Zoom in, Zoom out, Expand All
7	Floorplan Tapbar
8	Installation Name
9	Floorplans Navigation
10	Top Menu Items
11	Right SideBar
12	Status Bar



02

Canvas

Every tab is a different floor plan. And the elements included on the elements' list are placed on the Floor plan the user has selected. You can add all the floor plans you need. Floorplans can't share elements. All the canvas configuration is on the Top Menu.

Left Sidebar

As you use the software, you will see two sidebars: one on the right and one on the left. The left sidebar is always visible and displays the following Features:

a. Elements

Here you can see the list of elements you have on your installation, divided by Spaces and by placed and unplaced elements. You can also view all the spaces you have created. Spaces group elements and allow you to send context control commands, such as moods and CLC. On element's list, you'll be able to see if any of the Spaces have an enabled CLC.

b. Discovery

On the discovery menu you will be able to discover all the ProtoPixel Gate DALI Wired and elements included in your installation.

c. Scheduler

Here's the menu item to access to the Scheduler. You can see all the information of this feature on the Scheduler Section.

Status Bar

The status bar is the part that displays ongoing background processes. It provides information about processes that may take a few moments to complete. The status bar keeps you informed about tasks such as saving moods, starting scheduler events, and addressing connectivity issues.

Right Sidebar

Sidebar right will appear when a selected item has properties to show, such as moods (A Space Property). Right sidebar can display following Features:

d. Properties

All element, gateway or Space will show a summary of it's capabilities or

e. Moods

You can see all the information of this feature on the Moods section. Moods feature will be visible when you are on a Space context (you'll be on the Space context if you selected a Space on the Element's list or one of it's elements on the list, not on the floorplan).

f. CLC – Constant Light Control

You can see all the information of this feature on the CLC section. CLC feature will be visible when you are on a Space context (you'll be on the Space context if you selected a Space on the Element's list or one of it's elements on the list, not on the floorplan).

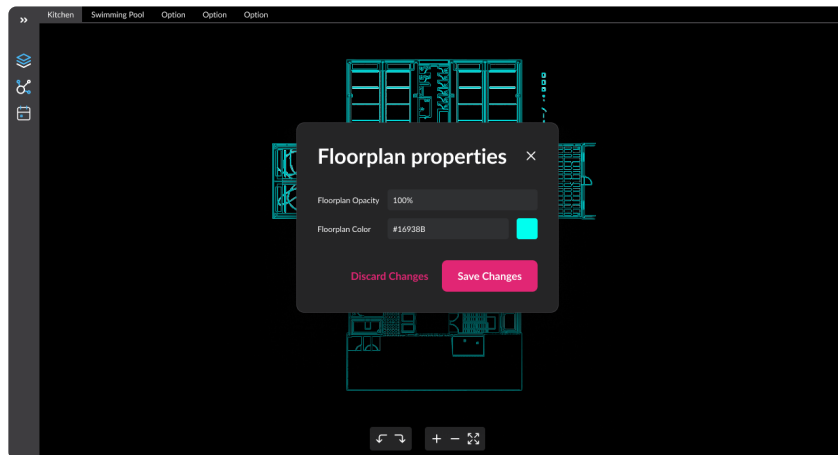
02

Working with a Floorplan

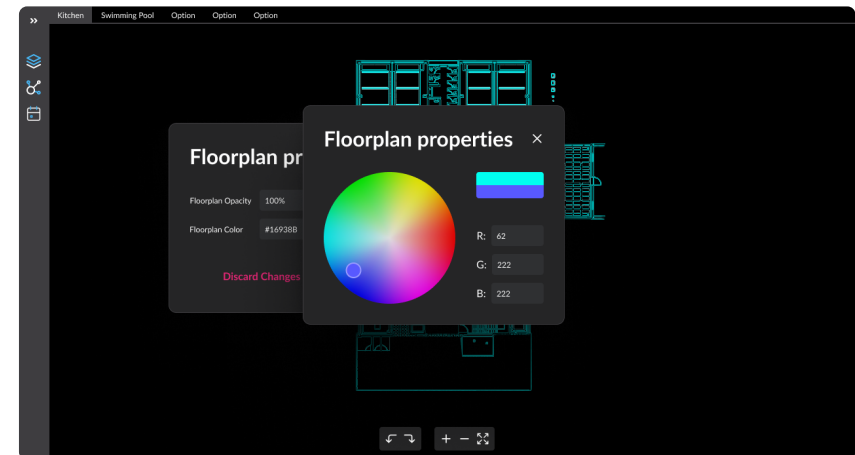
Floorplan Properties

1. Click on Edit - Floorplan, then the floorplan properties screen will pop up.
2. If you want to change the Floorplan / stencil color, click on the Color selector.
3. (Color Square) and the Color selector will be opened.
4. You can also change the opacity of the .dxf file on the canvas.

Floorplan Properties Modal



Floorplan Color Selector



02

View / Hide Floorplan layers

To view or hide the floor plan layers, click on “View” in the top menu and select “View Floor plan Layers.” A floating panel will be displayed with the floor plan layers, which you can hide or show as needed

Floorplan Layers modal



Add new Floorplan

You can have as many Floor plans as you need. You can add it by click on **Top menu / Edit / Add Floorplan** or with the **plus (+) button** at the top right corner.

Delete Floorplan

This action **can't be undone**. All elements placed on this Floor plan will go to the Unplaced elements folder . All Spaces and moods configured here will be deleted.

You can delete the floorplan if you:

1. Are at the floor plan you want to delete
2. Click on top menu / Edit / Delete Floorplan
3. Click on Button Delete Floorplan

Canvas

Every tab is a different floor plan. And the elements included on the elements' list are placed on the Floor plan the user has selected. You can add all the floor plans you need. Floor plans can't share elements. All the canvas configuration is on the Top Menu.

03 Using the Floorplan

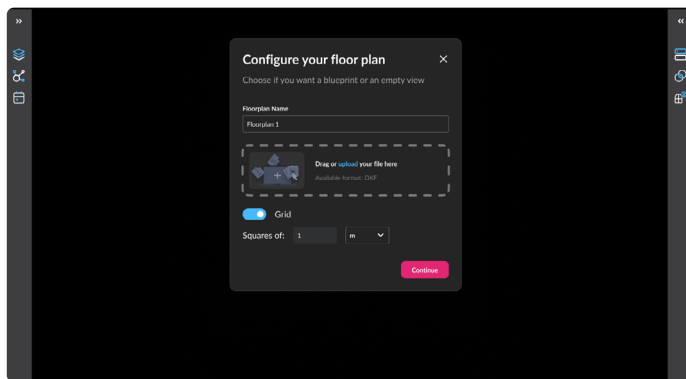
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Setting up your Floorplan

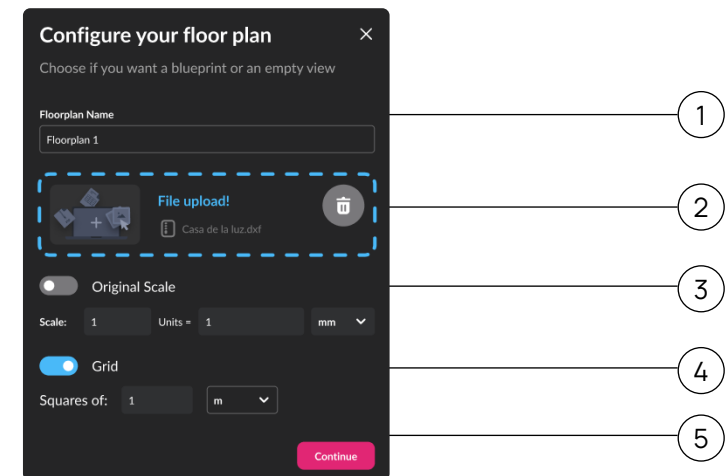
Using a .DXF file

When starting a new project or opening a new, secondary, floor plan, you have the option to either utilize a DXF file or have no stencil on your canvas. Upload a DXF file by clicking on “upload” or drag your file into the square dashed pattern. Next, you will have the option to select the desired scale. If you do not make any changes, the document’s original scale will be used by default. If you wish to adjust the scale, you can turn off the “Original Scale” switch. Doing so will provide you with options to configure the units per measurement unit. You have the flexibility to decide whether to display a grid on your canvas and customize the measurement of the grid squares and the unit used. If you want to hide the grid on your canvas, simply turn off the Grid Switch.



Configuring your Floor Plan

1. Modify Floorplan Name
2. Upload file: Drag and drop, or Upload from Files
3. Select Scale and Units (If Needed)
4. Activate Grid
5. Choose Grid Size and Units (If Needed)

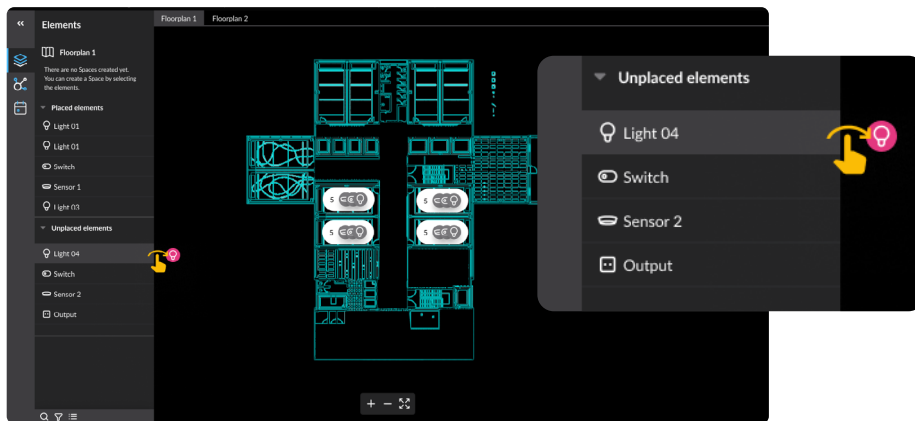


03

Navigating your Floorplan

Place elements on the floor plan

To place elements onto your floor plan, you can simply drag and drop an element from the Elements list to the desired location on your canvas.



Canvas Panning

To navigate through your canvas, you can press the spacebar on your keyboard. As you do so, your cursor will change to a hand icon, allowing you to drag the canvas and move around freely.

Unplace elements

You have the option to remove elements from the floor plan that you have already added. To do so, follow these steps: locate the element on the floor plan, right-click on it, and choose the “Remove from floor plan” option. This will move the element back to the list of unplaced elements. You can place it back on the floor plan whenever you need it. Keep in mind that if you remove an element that is part of a Space, it will also be removed from the Space.

Zoom In - Zoom Out

To zoom in or out on your canvas, you have access to two floating buttons located at the bottom of the screen. Clicking the “+” button allows you to zoom in, while clicking the “-” button enables you to zoom out. Alternatively, you can also use your trackpad or mouse to zoom in or out by scrolling. When you zoom out, you’ll notice that elements close to each other will group together in visual clusters. It’s important to note that these clusters are purely visual elements designed to enhance the organization of your floor plan and do not represent functional groups or spaces.

Zoom In - Zoom Out

To quickly visualize your entire floor plan, you can click on the “Zoom to Fit” button. This action will zoom out the canvas to ensure that the entire floor plan fits within the screen.

Control

You have complete control over all your elements directly from the Project Tool feature. When you select an element from either the Elements list or the floor plan, you will immediately see its corresponding control options displayed on the Inspector panel.

04 Gateways and Integrations

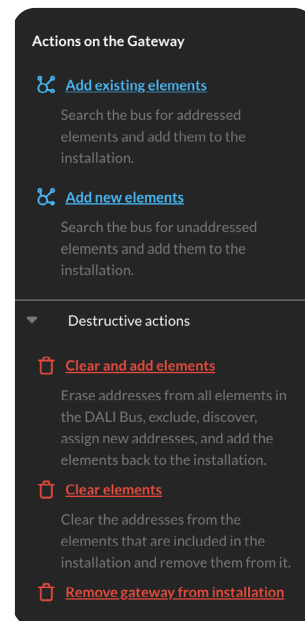
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04

Connecting to ProtoPixel Gate DALI Wired

Connect to a ProtoPixel Gate DALI Wired

To connect to the different buses in your installation, navigate to the “Discovery & Addressing” panel and click on the “Connect to ProtoPixel Gate DALI Wired” option. Immediately after clicking on “Connect to ProtoPixel Gate DALI Wired,” the connection process will initiate. You have the option to Stop it at any time.



Discover and Include Elements in your Network

Discover all the elements on your installation

Once you have your buses visible on the Discovery & Addressing panel, you can click on the “Include all devices” option to initiate the discovery process. As it progresses, you will observe the number of devices being discovered. Once the process is complete, the “Continue” button will become active. Upon clicking it, you will be able to see the list of all the elements in your installation.

On only one bus

If you wish to discover only the elements of a specific bus, you need to click on that particular bus on the Discovery & Addressing panel. Then, you'll have different options to add and address elements:

- 1. Search for new elements**
Add new elements that have not yet been addressed.
- 2. Readdress elements**
Remove all elements from the Gateway, delete their addresses, and start a new addressing process.
- 3. Search addressed elements**
Search and include already addressed elements.
- 4. Delete all elements**
Delete all elements addresses and remove them from the Gateway.

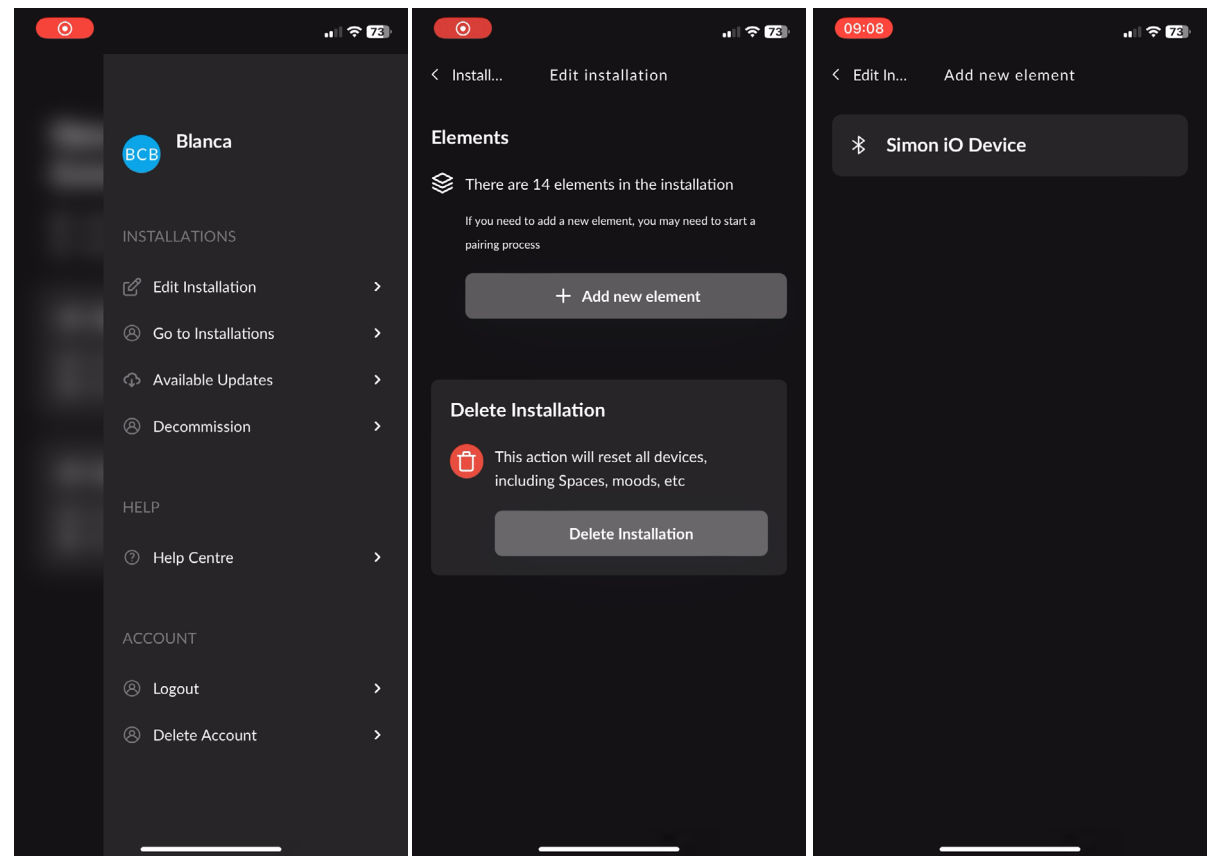
04

Managing Simon iO 270 buttons in an installation

Include Simon iO 270 buttons to an installation

You can now include Simon iO 270 button boxes in your ProtoPixel Project Tool installation. To do this, you will need to have the ProtoPixel App. You can download it [here](#).

First, open the ProtoPixel App and access the installation where you want to include your iO 270 button box. Then, open the menu and navigate to "Edit installation". From there, click on the "Add new element" button.



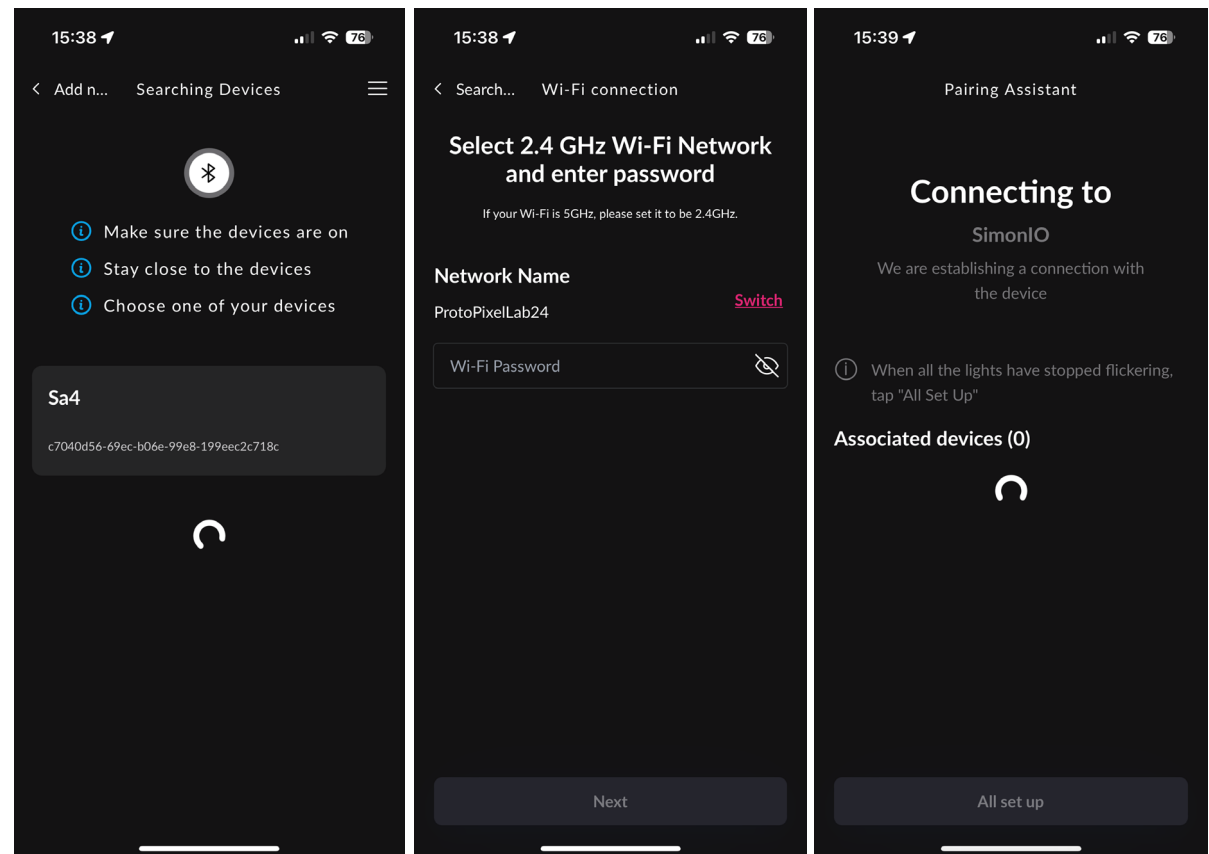
04

Pair with Simon iO 270

To make your Simon iO 270 device discoverable, press one of the buttons until the LED indicator starts blinking rapidly. Then, click on "Simon iO Device". The search process will begin. Ensure that your phone's Bluetooth is turned on and that the Simon iO Device is nearby and turned on.

Once added, you will be redirected to the main installation screen. You will then see the new elements listed in both the ProtoPixel Project Tool and ProtoPixel App.

Now, you can start adding Behaviours to the new element.



04

Remove Simon iO 270 from an installation

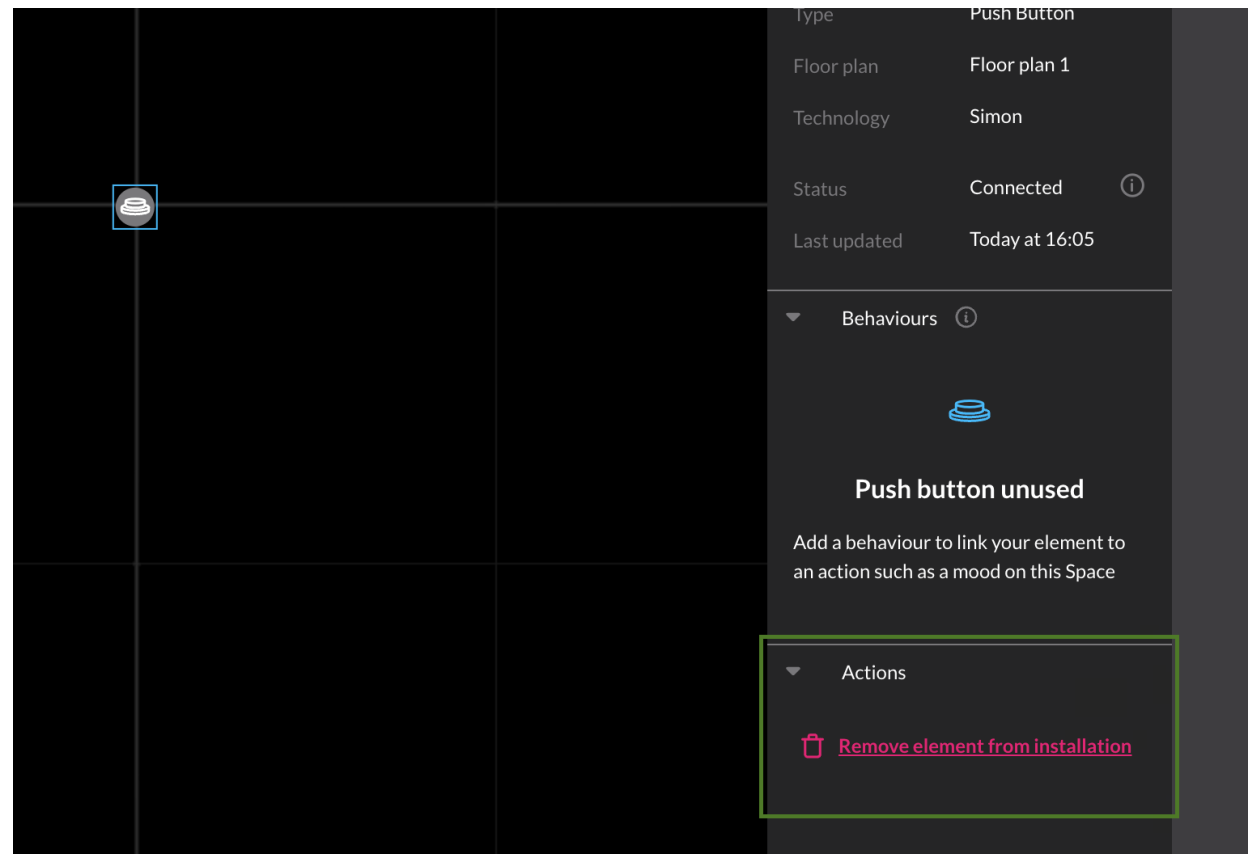
To remove a Simon iO270 button from an installation, follow these steps:

1. Open the ProtoPixel Project Tool.
2. Click on the button you want to remove.
3. In the inspector panel, locate the "Actions" section.
4. Look for the option "Remove element from installation" and click on it.

Then confirm that you want to delete that element from your installation.

Once deleted, you should see a confirmation message that lets you know the element is no longer part of the installation.

[More info about Simon iO 270 devices.](#)



04

Project Tool with ProtoPixel Mapping Tool

Import ProtoPixel Mapping Tool's Projects

Having the opportunity of importing ProtoPixel Mapping Tool projects is key in order to interact and control SPI, DMX and other types of technologies. You can check-out ProtoPixel Mapping Tool's user guide [here](#).

Discover ProtoPixel Mapping Tool Files

Once you have Project Tool'd your ProtoPixel Mapping Tool project into the ProtoPixel Brain, navigate to the Discovery and Addressing section. Under ProtoPixel Mapping Tool, you will find the content that you designed using

Save your ProtoPixel Mapping Tool's project into the ProtoPixel Brain

You'll need to upload your ProtoPixel Mapping Tool project to the ProtoPixel Brain.

Interact with Fixtures from ProtoPixel Mapping Tool

Once you have your ProtoPixel Mapping Tool content visible and included, clicking on it will display all the available control options on the right panel. This includes the contents you have created and defined for the fixtures.

05 Elements Management

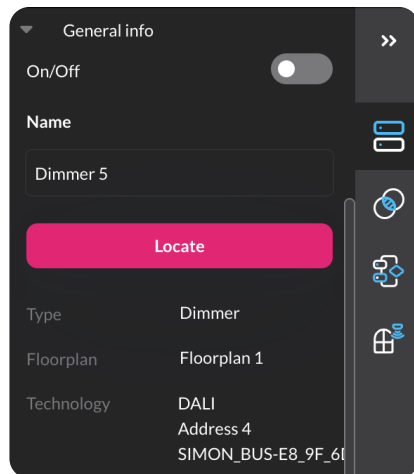
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05

Elements Management

Locate Elements

To locate an element in your physical installation, select the element you want to find. The right sidebar will automatically open. In the right sidebar, you will find the “Locate” button. Click on it, and your luminaire will start blinking.

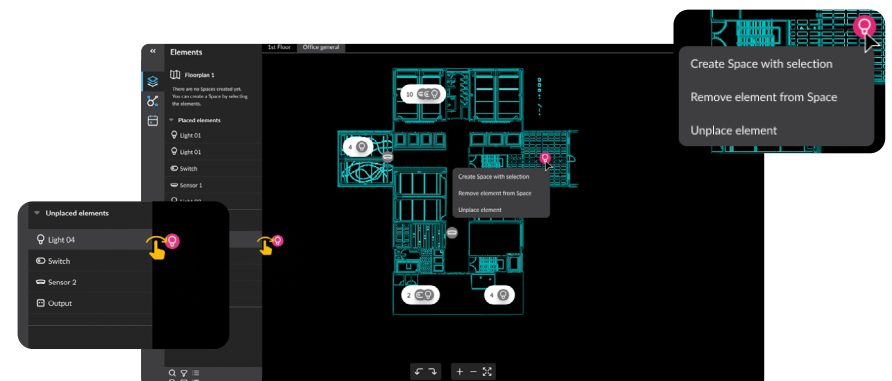


Place Elements on the Floorplan

To place elements onto your floor plan, you can simply drag and drop an element from the Elements list to the desired location on your canvas.

Unplace Element

You have the ability to remove elements from the floor plan that you have previously added. First, locate the element on the floor plan. Right-click on the element. Select “Remove from floor plan” from the menu. The element will be returned to the list of unplaced elements and you can place it back on the floor plan whenever you need to. Please note that if you remove an element that is part of a Space, it will also be removed from that Space.



05

Control your Luminaires

General Info

To control a luminaire, you need to select it either from the floor plan or the Element's list. This action will automatically open the properties panel. In the properties panel, you will find the selected luminaire's capabilities and general information displayed. The following is the general information about the element displayed on the properties panel:

- Floorplan where it is placed
- Element type
- Status (Connected, Unreachable, Synchronizing)
 - Last Updated
 - Replace element action: more information in the **Replace Element Section**
- Technology information
 - Example: DALI, Dynamic Lighting (ProtoPixel Mapping Tool), etc.
 - Gateway
 - Bus name
 - Address (if DALI)

Actions

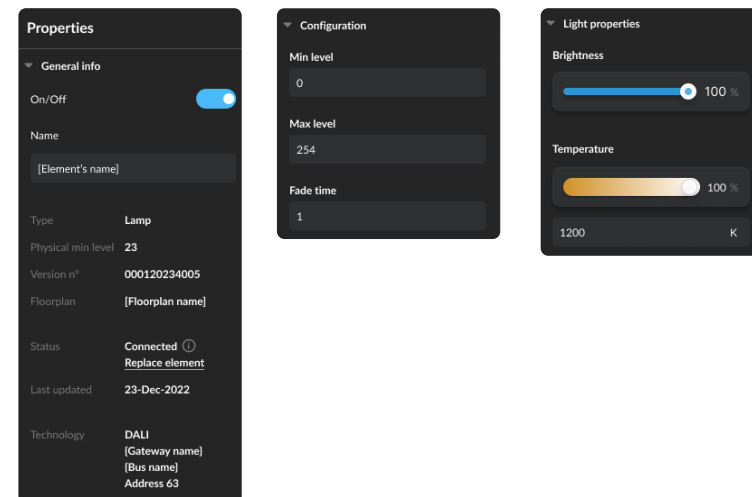
Options to delete, reset, or localize the element.

Capabilities Control

You will only see the selected luminaire's capabilities, which may include: Brightness, Color Temperature, OnOff.

Available Configurations

Minimum Level, Maximum Level, Fade Time.

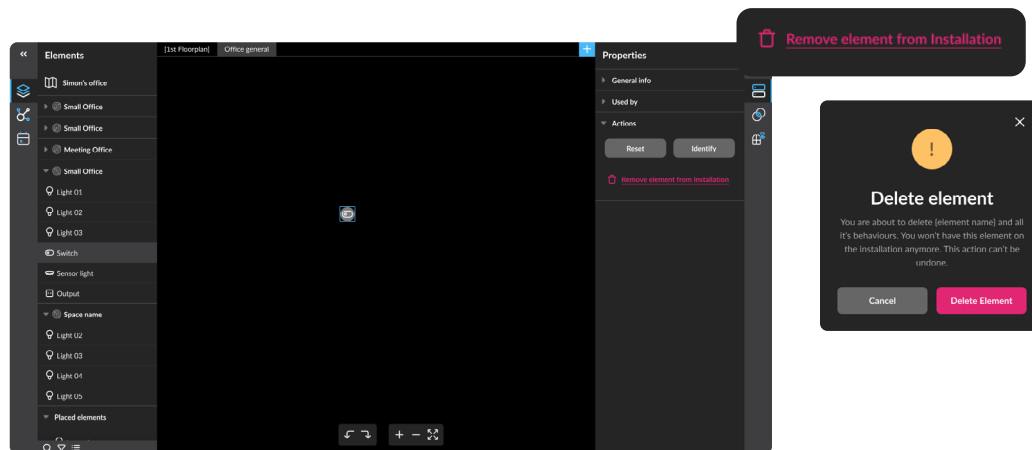


05

Removing Elements

How to delete an element

To delete an element from your installation, you need to click on it either in the elements list or on your canvas/floorplan. Next, click on the “Remove element from installation” option. A confirmation modal will appear where you will need to confirm the action by clicking on “Delete element”. Once you confirm, the element will be removed from your installation, including all the spaces and moods where it was previously added. Additionally, any behaviors created for that element will also be deleted.



06 Managing Spaces

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06

Managing Spaces

Create a Space

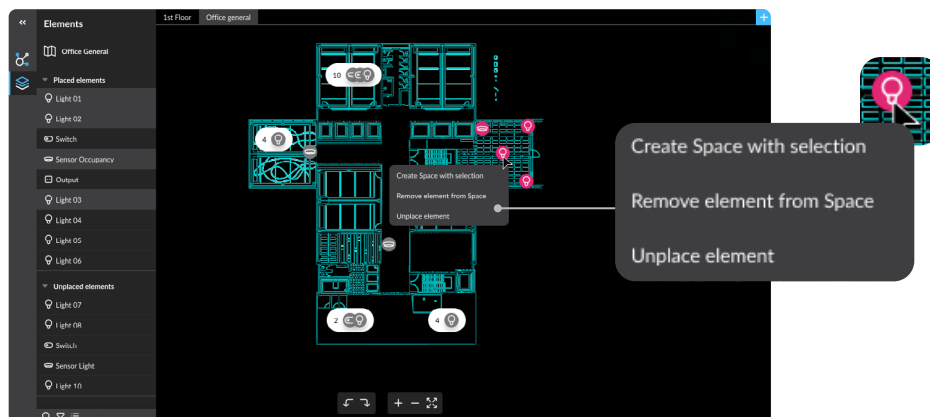
With ProtoPixel Project Tool, you can create Spaces to organize your luminaires into groups of elements and control them collectively. To perform this action, you can select the elements directly from the floor plan or from the list of elements on the left. Hold down CMD/Ctrl and click on the item or group to select more than one. You can also drag on the floor plan to select elements placed within it. Once the selection is made, right-clicking will display the option to Create Space with the selection. A Space will be created, and you can double-click on the newly created space to change its name. To create a Space, all Space elements must be placed. Spaces can be accessed from the element's List menu in the Left Bar.

Add Elements

To add an element to a Space, simply drag and drop it from the Elements list onto the desired Space.

Remove elements from a Space

When you right-click on an element from the floor plan, you will see the options to edit the element, including the option to **Remove Element from the Space**. Alternatively, you can edit the elements of a Space by accessing the list of elements located on the left. Right-click on the name of the element, and you will see the option to **Remove Element from Space**. When you remove an element from a Space, that element will not be involved in any group action or mood that is executed, created, or edited within that space.



07 Moods

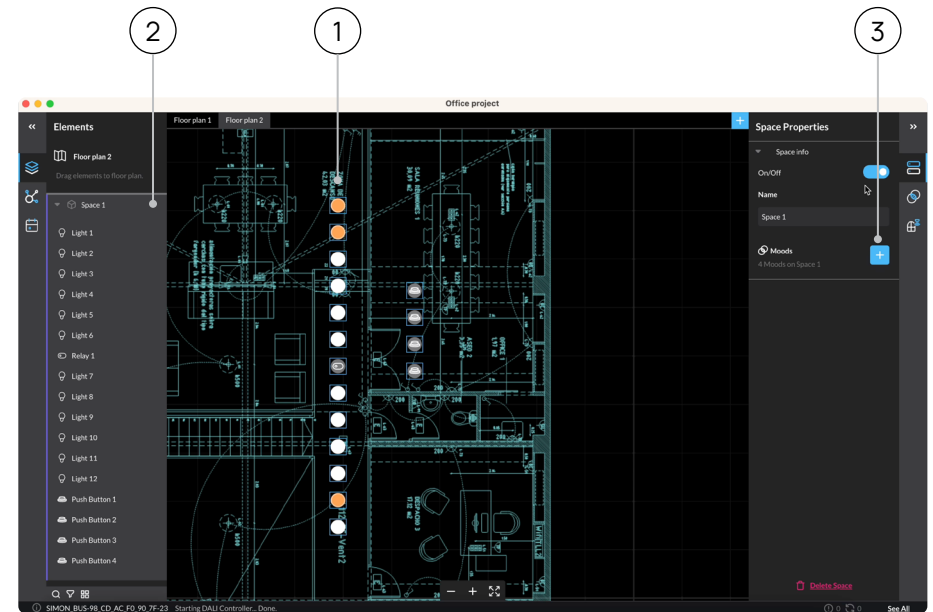
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07

Create a Mood

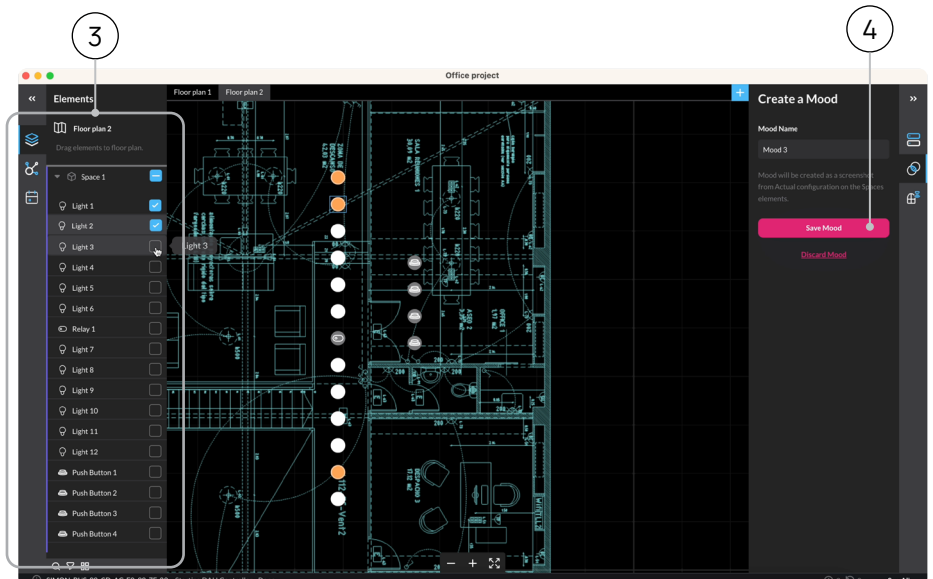
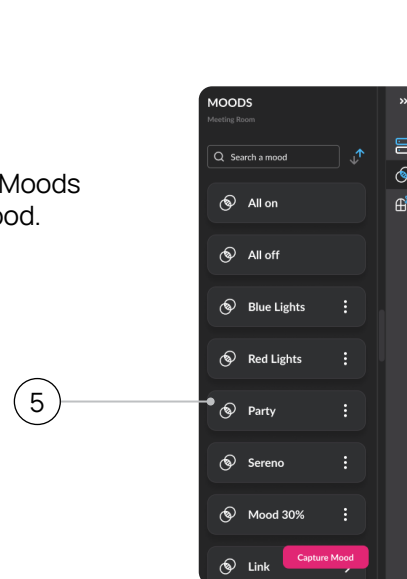
A Mood is a screenshot of the element's capabilities.

1. First, you need to configure all the brightness, color, and temperature, on all the elements of the Space you are creating the mood in.
2. Then, select the Space on the element's list menu: the Space properties menu will be displayed to your right. Select the Mood menu on the right. To select the Mood menu, navigate to the right side of the screen.
3. To create a new Mood, click on the "+" button next to "Moods". Then you'll be able to choose which elements of the Space will be part of the mood you are creating.
4. Put a name to the new mood and click on the "Save mood" button. This will take a screenshot of the current state of the luminaires you have selected.



Applying a Mood

5. To apply a mood, navigate to the Moods menu and select the card of the desired mood.



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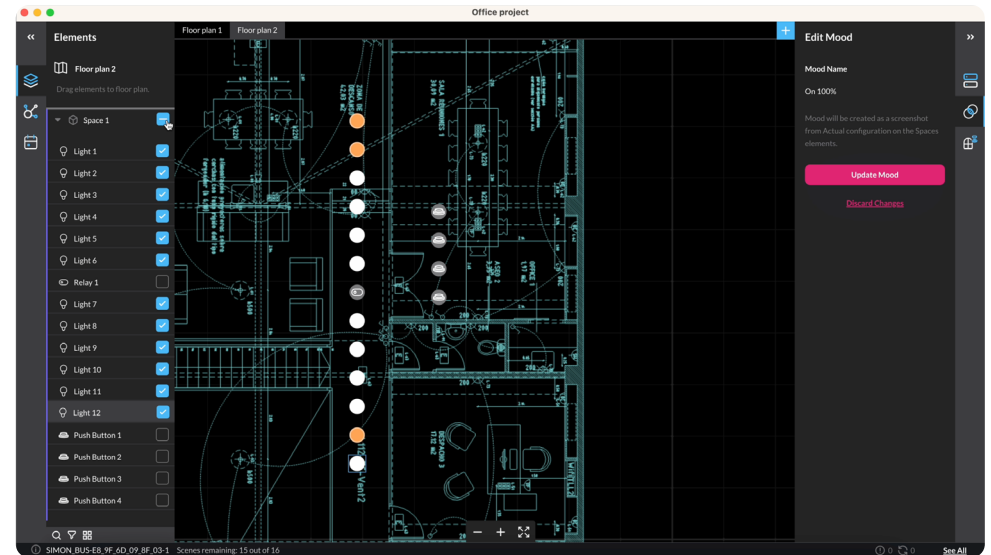
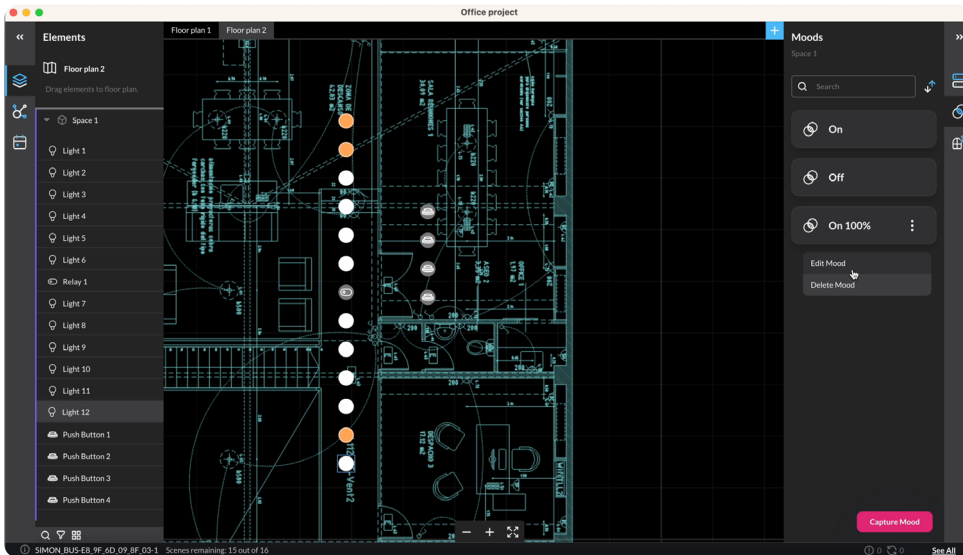
Edit or Delete a Mood

To edit or delete a mood, navigate to the Moods list. To access the Moods menu, select the Space where the mood is configured. Click on the Options icon (⋮) on the mood card. The options will be displayed.

Edit

Editing refers to updating the Mood configuration. When you click “Edit mood” you’ll be able to change the moods name. For editing how the mood is and adding / removing luminaires you need to click on the Edit button. When clicking on the Edit button, you’ll be able to select which elements are part of that mood.

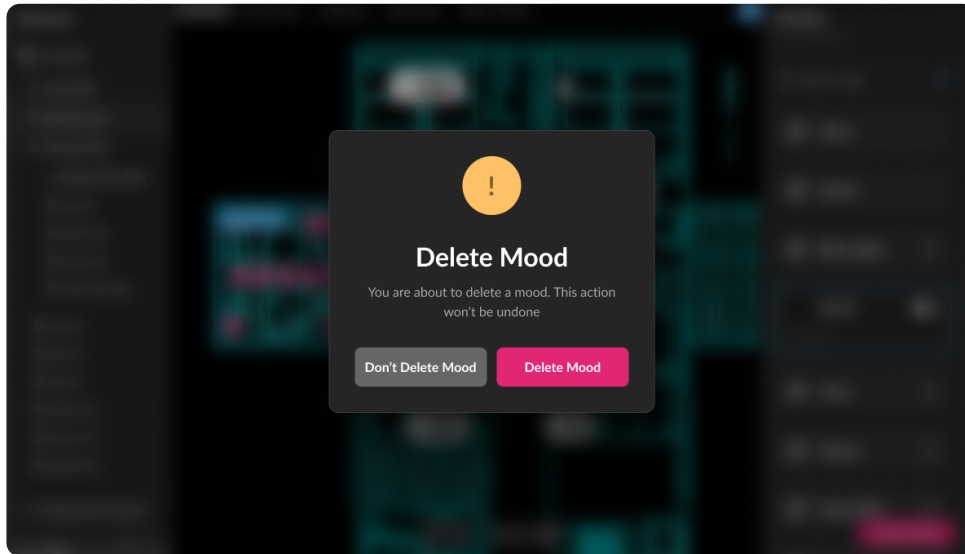
Once you have all the elements as you need them, you can click on the “Update mood” button. That will replace the current status of the elements to create the new mood.



07

Delete

To delete a mood, click on “Delete” in the options panel. A modal will appear, asking you to confirm the deletion action.



08 Behaviours

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08

Behaviours

Create a Behaviour for a Button

Select a Push button from the elements list or the floor plan. Have in mind that it needs to be on a Space. Click on “Add behaviour” on the options panel. The “Create a Behaviour” panel will open, here you can see Logic conditional boxes that are connected. You can configure an “action” to be activated thanks to a trigger (“when”).

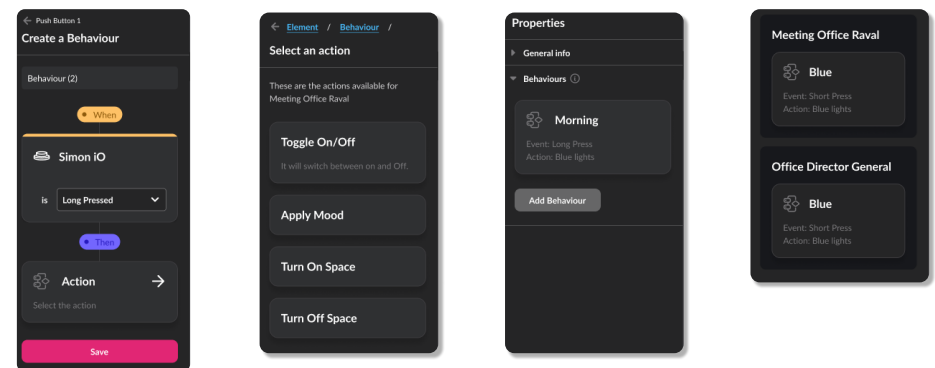
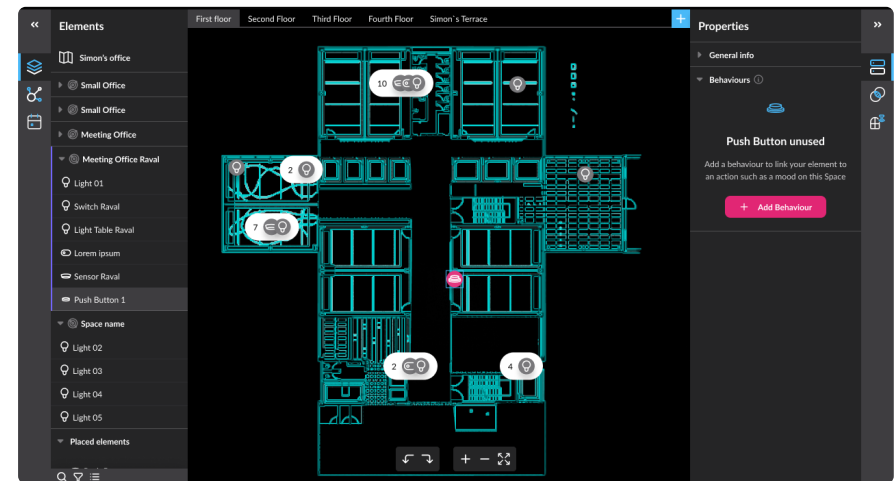
Selecting Actions

Select the event on the first card and the action you want to be triggered on the second card. Once you have selected the action you can save the behaviour and it will be showed on the Behaviours section of the Options panel. You will be able to see all the behaviours on the Push button Properties panel. To edit any Behaviour, click on the Behaviour card (they appear on the Push Button Properties Panel). You can't have more than one action per event type. For buttons, depending on the element you have, you can choose between:

- Short press: a quick press on the button
- Long press: holding the button down for a few seconds
- Release: when the button is released

Once you have selected the action you can save the behaviour and it will be showed on the Behaviours section of the Options panel. You will be able to see all the behaviours on the Push button Properties panel. To edit any Behaviour, click on the Behaviour card (they appear on the Push Button Properties Panel). You can't have more than one action per type of event.

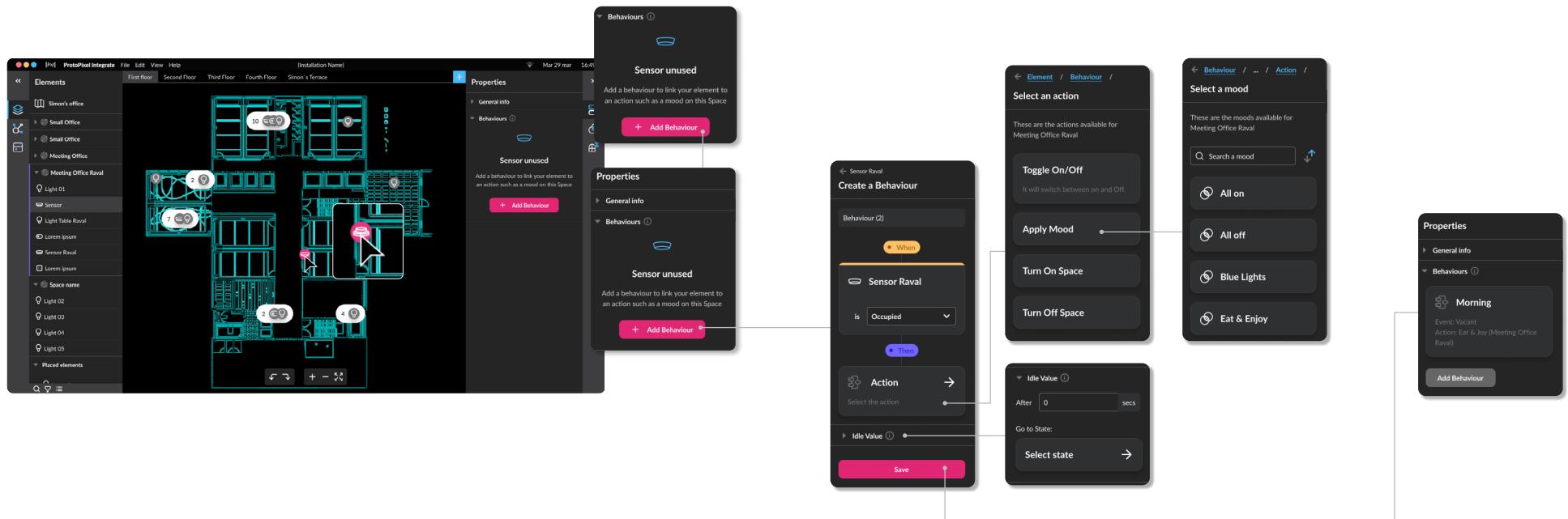
A behaviour is the action that an element, such as a sensor or a button, triggers when it receives a command.



Create a Behaviour for an Occupancy Sensor

To create a behavior for an occupancy sensor, you need to select it either from the elements list or from the floorplan. Please keep in mind that the sensor needs to be included in at least one space. Next, click on the 'Add behavior' button. You have to select whether the behavior you are defining will occur when the room is occupied or vacant.

Then, choose the action that will be triggered, which can involve turning the space on or off, or applying a mood. If you choose a mood, you will need to select one from the moods you have created for that space. You can also define the idle value, which represents the state the space will assume after a certain period of no movement detection. Once you have defined all aspects of the behavior, click on Save. You should have now a fully configured behaviour.



09 CLC

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CLC

Activate CLC on a Space

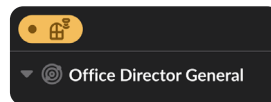
Our Constant Lighting Control (CLC) feature enables automatic control of lighting in your spaces. When CLC is activated in a space, the luminaires in that space will automatically adjust their brightness based on the natural light entering from outside, as measured by the sensors.

To activate CLC, follow these steps:

1. Make sure you have selected the desired space in the elements list.
2. Locate and click on the CLC icon in the inspector panel.

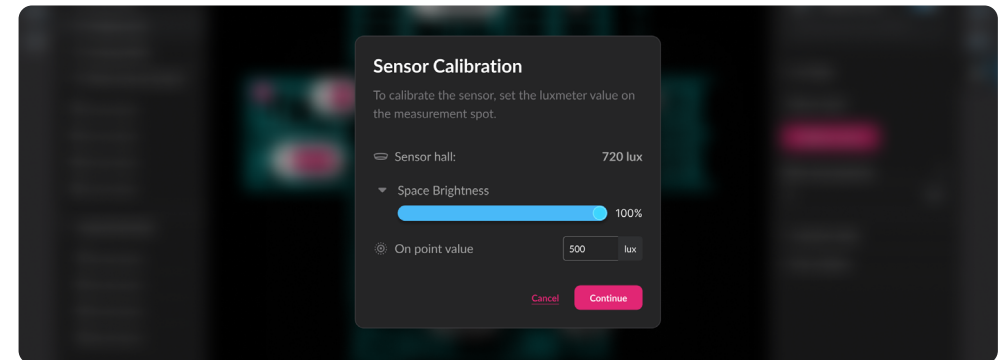
Note: in order to use the CLC, you need to have a luminosity sensor installed in the same space. When the CLC is active on a space, you will see an icon displayed over the space in the elements list.

3. To deactivate the CLC, simply turn it off in the inspector panel.



Calibrate the sensor for the first CLC use

When you first turn on the CLC in a space, you need to calibrate the sensor to align its measurements with the values obtained from a luxmeter used to measure the space.



The first value you see is the real-time measurement of the sensor. You can manually adjust the brightness of the space to achieve a specific value and observe how it affects the luminaires. Next, enter the value displayed on the luxmeter at the desired location in the "On point value" input field. With this, you will link the sensor value with the "On point value" so that it changes accordingly and the CLC reaches the target value you set later. To repeat this action, click on the "Re-calibrate sensor" option in the inspector panel.

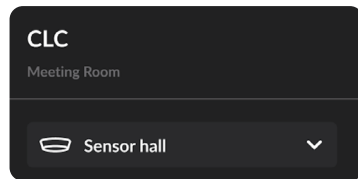
Re-Calibrate Sensor

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Configure your CLC

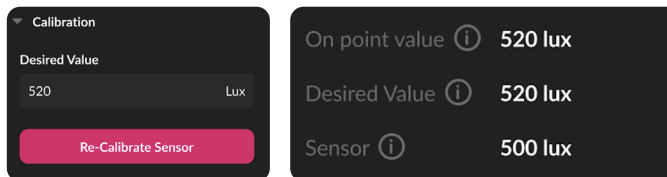
Sensor selection

In your Space, you may have different sensors. To read the luminosity of the space, you need to select the sensor you want from the dropdown menu at the top of the inspector panel.



Set the target value

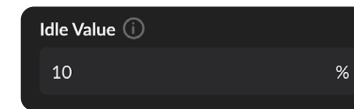
Once you have calibrated your sensor, you need to define the desired value for your space. This is the target value that the CLC's Project Tool will continuously try to reach. To define this value, enter the lux value in the "Desired value" input field in the inspector panel.



To ensure that the desired value is reached, you need to check that the "On point value" matches the "Desired value." Please keep in mind that sometimes the number of luminaires may not be sufficient to achieve high values.

Behaviour configuration

In this section in the inspector panel, you can deeply configure how your CLC must behave. In the "Idle value" section, you can specify the minimum percentage of brightness that the luminaires can have. This is important, for example, if you want to ensure that the luminaires are never completely turned off.



You can adjust the percentage of brightness variation for the luminaires to change at specific intervals, which allows for a smoother or faster experience. For instance, if you prefer smoother transitions, increase the amount of time and decrease the maximum variation. Conversely, if you need changes to be reflected quickly, opt for a larger variation every few minutes.



10 Scheduler

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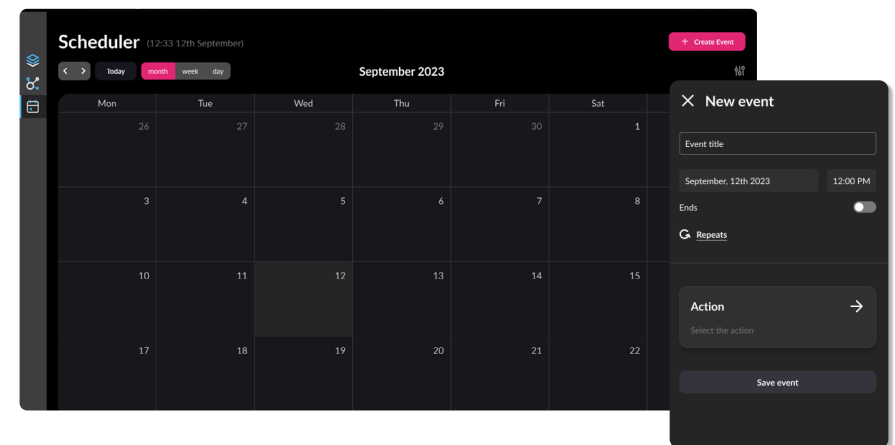
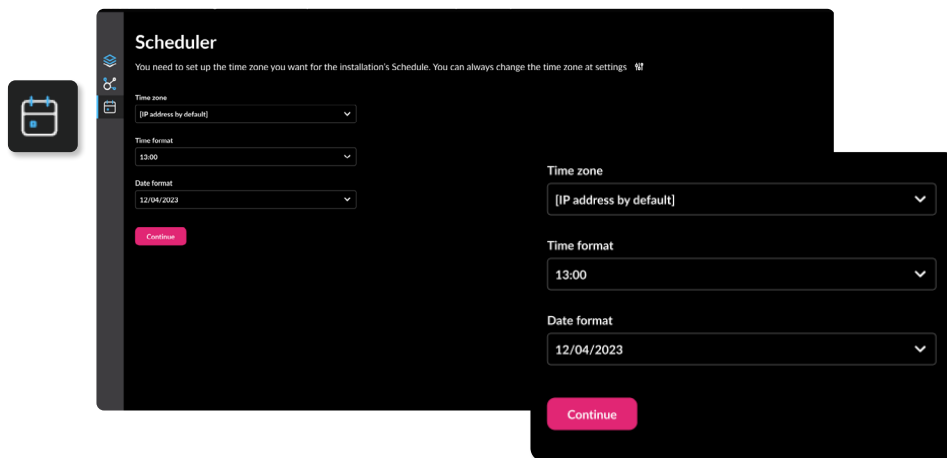
10

Configure your scheduler

When you first access the scheduler, you will be prompted to configure certain aspects in order to use it. The following items need to be defined:

- Time zone: This will ensure that Project Tool accurately manages your events by taking into account the appropriate time zone.
- Time and date format: Depending on your installation's region, you may prefer to display the date and time in a specific format.

Fill all data and click continue. This will automatically open the calendar view. To create an event on the scheduler, click on the “Create Event” button located at the top right corner of the screen. After clicking on the “Create Event” button, the Event Sidebar will appear. Write a name for your event in the designated field. Next, choose the date for your event by selecting the desired date from the date picker. Select the time for your event by choosing the appropriate hour and minute from the time picker.



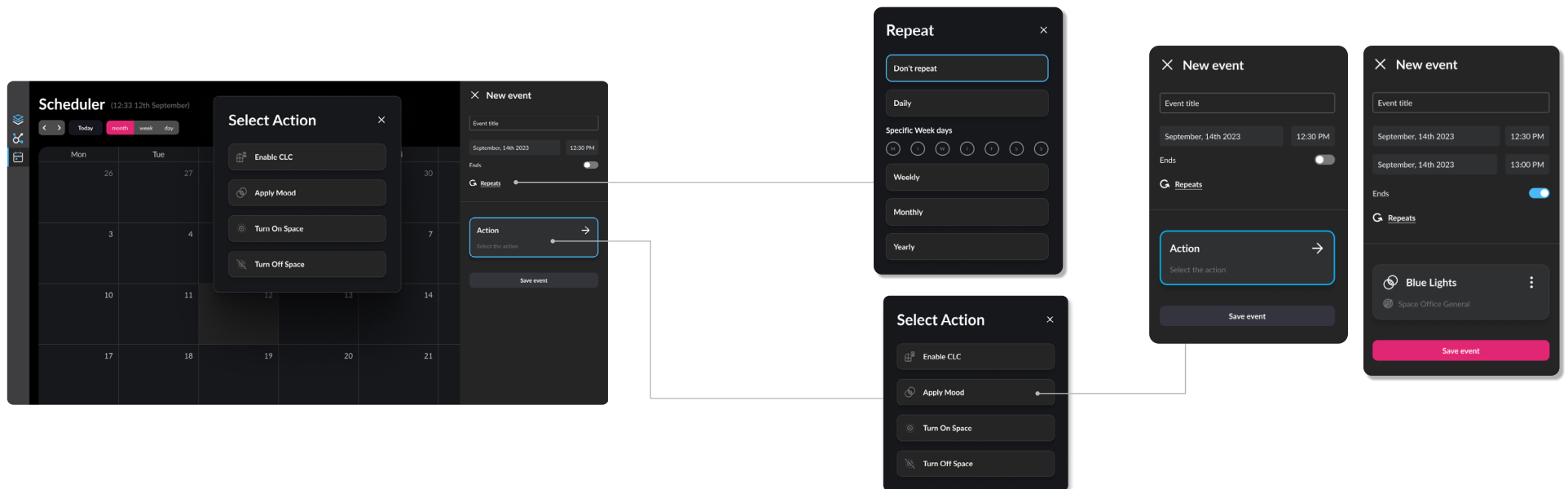
10

Configure your scheduler

You can set an end time for your event. If you don't choose any end time, the event will last until the next command or action is triggered. In order to set a end time, just turn on the "Ends" toggle and set the end time. If you need an event to be recurrent, you can click on Repeats link when editing it. A modal with the recurrence options will display.

Choose Action

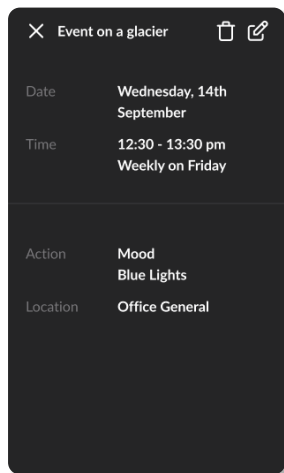
In the Event Sidebar, click on the "Action" button. A window with all the available actions will pop-up, which includes: Apply Mood, Turn on Space, Turn off Space, and Enable CLC. Once you selected the desired action, click on "Save event".



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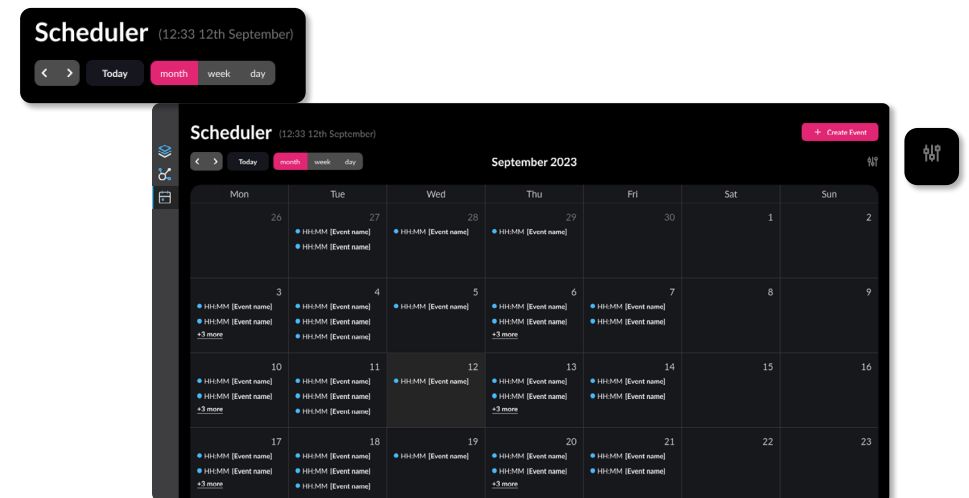
Edit or Delete Events

To edit or delete an event, locate the event on the scheduler view. Once you have identified the event, click on it to select it. A sidebar will appear on the right side of the screen, displaying event details and options. In the top right corner of the sidebar, you will see two icons. Delete event: Click on this icon to delete the selected event. Edit Event: Click on this icon to make changes to the selected event, such as modifying the name, date, time, or action associated with it.



Scheduler Viewing Options: Month View

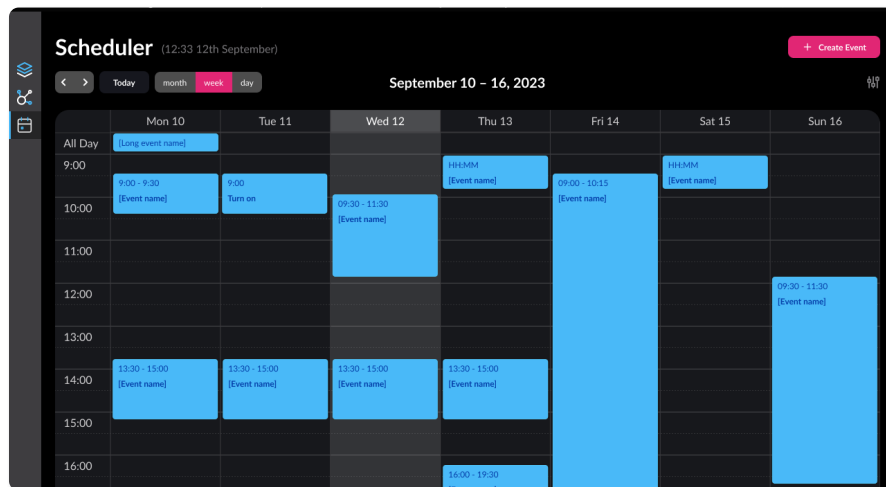
Month view displays all the events for the current month. You can navigate through months by using the arrows located at the top left. To configure the timezone: If you need to change the timezone after creating events, you can do so by clicking on the Filters icon in the timezone section.



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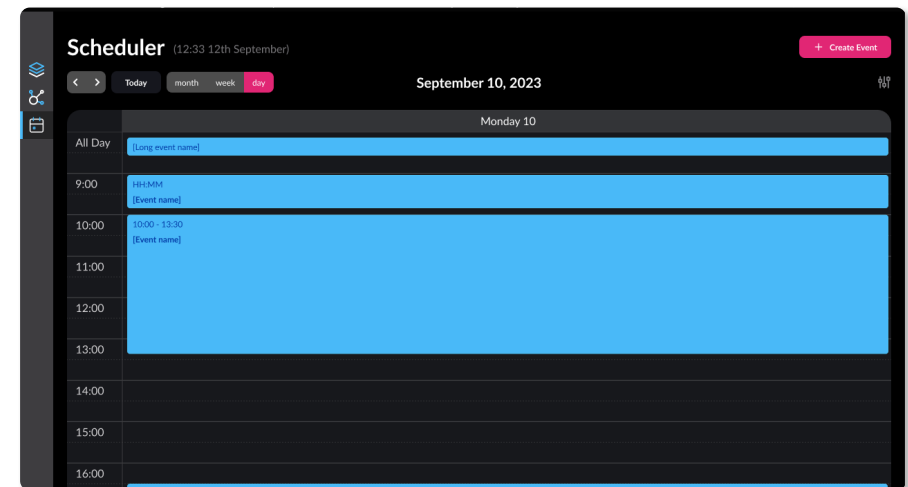
Week View

You can obtain a more detailed view of the scheduled events for the week by using the week view. You can navigate to different weeks by using the arrows.



Day View

If you require a more comprehensive overview of the day, click on the day view. It will display the current day, and you can navigate through days by clicking on the arrows located at the top left. To configure the timezone: If you need to change the timezone after creating events, you can do so by clicking on the Filters icon in the timezone section.



For more information
and inquiries, contact
us at protopixel.io