

Equinox Lite Software User's Guide

The Equinox Lite Software™ is an interface industry revolutionizing approach to building control using in-wall touchscreens or your existing Android™ and/or Apple® iOS™ tablets and smart phones. The uniformed software design can be used in a cross-platform environment between each interface. Each widget's content has been carefully created to provide the most common interface controls. Widgets are self-discovering, thereby eliminating countless hours of tedious programming. Enjoy easy navigation and control, with real-time feedback of lighting and shades. Widgets may be further customized and additional controls accessed, directly from the touchscreen device. This guide is to assist in programming within Equinox after system infrastructure setup has been established within Design Center.

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OVERVIEW

FEATURES AND OPERATION OVERVIEW

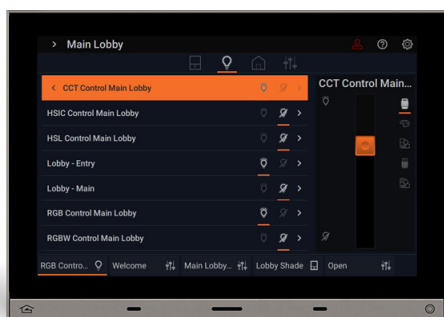
The Equinox Lite Software Guide is the final instruction manual in the setup of Equinox. At this phase in the project, the Equinox 73 or 41 should be trimmed out and installed; have Wi-Fi connection for apps, and be ready for programming with instructions from this manual. Also, a network for programming should be established and the minimum system requirements for software, firmware and apps (see next page). If the Equinox touchscreen has not been set up in this manner, please complete processes to this point. For reference, download the install guide links:

[Equinox 73 Installation Instructions](#) and [Equinox 41TB-TI Cutsheet](#)

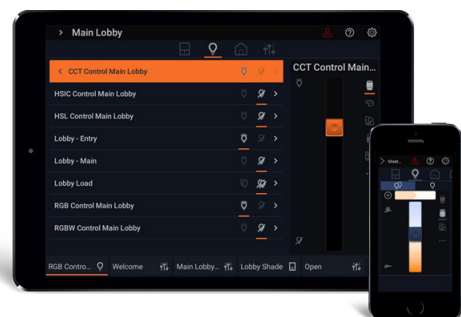
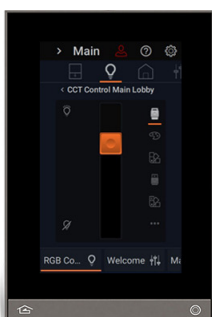
- Landscape orientation for Equinox 73 and compatible tablets, smart phones, iPods, etc.
- Portrait orientation for Equinox 41, smart phones, iPods, etc.
- Equinox widgets use proprietary, auto discovery technology for fast automatic screen design
- Equinox widgets use a consistent user experience, eliminating learning curves when switching between interface devices
- Equinox touchscreens, Android tablets and phones, and iPhone, iPod, and iPad Apps all use matching Equinox widgets
- User access levels simplify control and manage permissions
- Widgets are automatically created (some widgets are only created when the Design Center project file contains the appropriate driver and/or object)
- Main screen automatically displays widgets (order may be changed in user/settings directly from the app) including lighting, scenes, shading, and default
- Top of screen displays:
 - 👤 - Administrator/user details
 - ❓ - Access help topics
 - ⚙️ - Manage settings including appearance, user access/permissions, areas and rooms, devices, timers, groups, scenes, and systems
- Room button for easy single room control

DEVICE CONSISTENCY AND CONTROL

Equinox Widgets provide complete control wherever you are from in-wall devices to mobile devices. Equinox Lite Software and accompanying in-wall Equinox 41 and Equinox 73 touchscreens provide a simple interface for managing any commercial environment.



IN-WALL



APPLE® and ANDROID® MOBILE

OUT OF THE BOX

- No initial setup and programming required. Settings and initial programming will be acquired from the Design Center file.
- Loads and shades will be placed within their respective rooms according to the Design Center layout.

SETUP

MINIMUM SYSTEM REQUIREMENTS

Compatible with Design Center version 4.3.x software or higher. For new projects it is recommended that firmware and software be kept to the most current release. Before continuing on, please make sure the system is up to date with the following minimum software requirements:

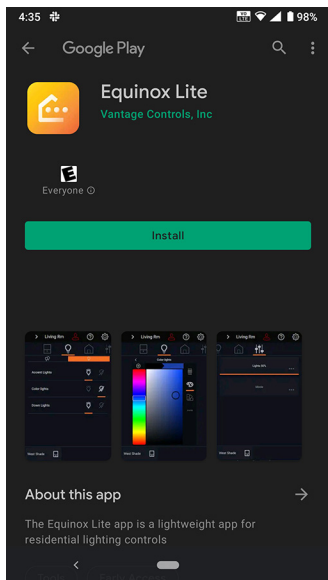
EQ LITE APPLICATION	MINIMUM FIRMWARE / OPERATING SYSTEM	
InFusion Design Center	Version 4.3.x or higher	
Controller Firmware	Version 4.3.0.3	
Equinox 73-II	Firmware Version 1.0.0	
Equinox 41	Firmware Version 1.0.0	
Equinox App	DESCRIPTION	COMPATIBILITY SPECIFICATION
	Android Tablets	Android 4.1 (Jellybean) or higher
	Android Phones	Android Ver. 4.0 or higher
	iPad	iOS 8.0 or higher (Recommended iOS 10 with 16GB RAM)
	iPod	iOS 8.0 or higher (Recommended iOS 8 with 16GB RAM)
	iPhone	iOS 8.0 or higher (Recommended iOS 8 with 16GB RAM)
	Available Free Storage** All Android devices and All Apple iOS devices	1-2 controller system (50MB free) 3 or more controller system (over 50MB free and up)
	InFusion Design Center	Version 4.3.x or higher

EULA

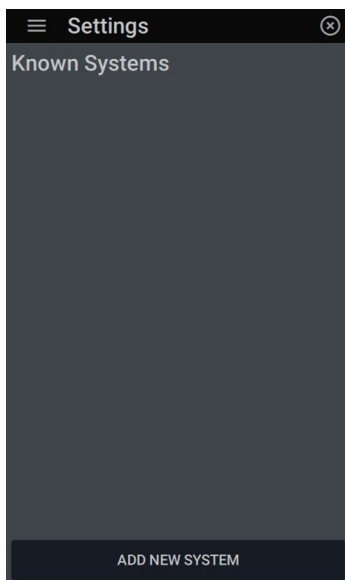
"In order to enhance the security of our products, Legrand ships its products with all insecure ports closed and insecure protocols disabled. You are free to configure your device as needed, but in doing so note that you may be decreasing the security of your device and any information contained in the device. As you modify the device's default settings, keep in mind how this may impact the security of the device and your network. In addition, you should use caution in connecting your device to the Internet, especially if you have a security, please contact the Legrand customer service team at 1-800-879-8585 / <https://www.legrand.us/support/wattstopper.aspx>"

QUICK START STEPS AND APP DOWNLOAD INSTRUCTIONS

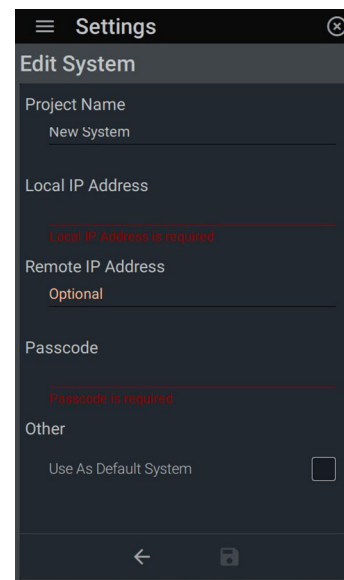
Available from Google Play or the Apple store, the Equinox Lite App allows for mobile use of system control. Follow these steps to set up the EQ Lite App onto your mobile devices. **NOTE: Steps 1-4 only needed for app/mobile installs, not in-wall stations.**



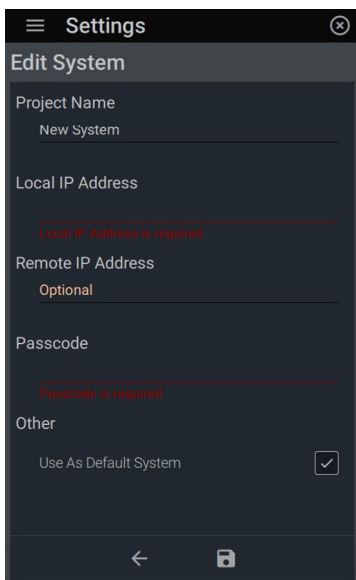
1. From Google Play or the Apple store, search for **Equinox Lite**. Download and install the App.



2. Launch the app. The app will automatically begin looking for a system. Go into **Settings** and click the sub menu **Systems**. Click **Add New System**.



3. Fill in the fields: **Project Name**, **Local IP Address**, **Remote IP Address**, and **Passcode**.



4. Under **Other**, check **Use As Default System** to automatically connect each time. Save by clicking the save icon. Exit out of the settings menu to enable the app to read in the system information. Load the app on each device.

DESIGN CENTER: ADDING A MOBILE PASSWORD

To be able to run the EQ Lite Software on mobile devices, it is vital to have an **Equinox Mobile Passcode** established. Follow these instructions to establish the mobile passcode.

Address:

Phone:

Fax:

Modem:

Controller IP Address:

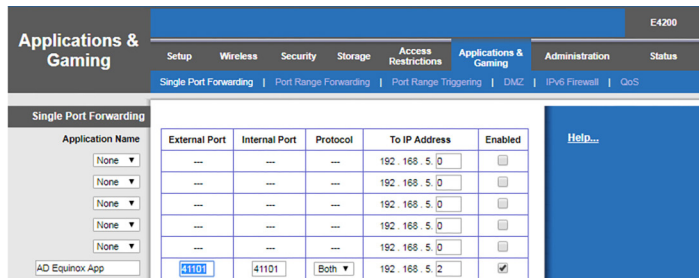
Port:

2001

Equinox Mobile Passcode:

EMP123

Equinox Admin PIN:



1. Make sure the Design Center project has been programmed with an **Equinox Mobile Passcode**. This can be set up through Design Center. The Equinox App will not be able to run without the **Equinox Mobile Passcode**. In Design Center, click on **Settings | Project Information | Owner** tab and fill in the **Equinox Mobile Passcode**. Passcodes are case-sensitive and may consist of letters and numbers. After the code is entered, press **OK**. The system must then be programmed or updated (F5).

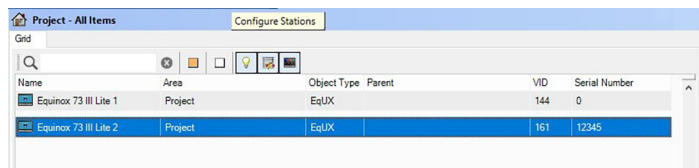
2. **IMPORTANT:** For remote connections to mobile devices, forward port 41101 to the InFusion controller's IP address. (example screen shown)

DESIGN CENTER: ADDING AN EQ LITE III TOUCHSCREEN

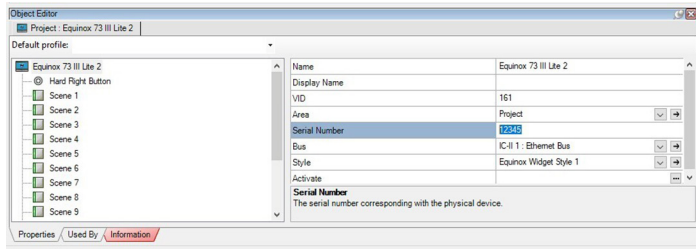
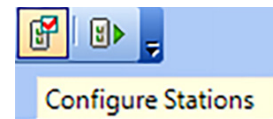
Before employing the Equinox touchscreen, it needs to be added in Design Center for programming and communication. These steps will successfully add the Equinox touchscreen to your project.



1. Add the Equinox 73 III Lite station to your project from the Vantage Objects folder **Vantage Objects: Touchscreens: Equinox 73 III Lite**. Program the controller (F5) before configuring stations.



2. Highlight station in **Area View**. Click **Configure Stations** up at the top. Enter the Controller password to configure.



3. The station may also be configured manually by typing the serial number in the project file. By using this method, the station will be configured when the system is programmed.

PROFILES

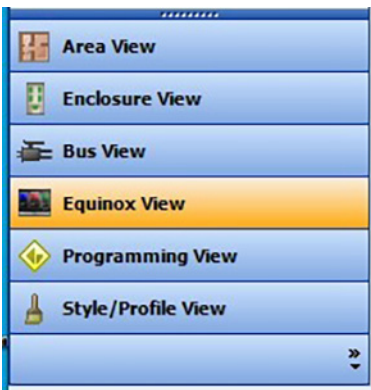
A profile is a customized set of user controls. You can assign a name and a set of permissions to each profile. Profiles determine who can change settings or who has access to certain rooms and their control. Since there is a Design Center file with area structure, now is the best time to establish these profiles. There are two ways to program and set up Equinox touchscreens: 1) through Design Center and 2) within the touchscreen user interface itself. For complex projects, it is recommended to use Design Center. Simple projects and quick startups will have an easier setup within the Equinox user interface.

ADMINISTRATOR: An **Admin** has access to all systems with the ability to create and edit infrastructure such as establish default room views and determine visibility. All settings are available to the Admin to set scenes, control areas and rooms, set viewing preferences, etc. The Admin has the ability to create, edit, or delete profiles.

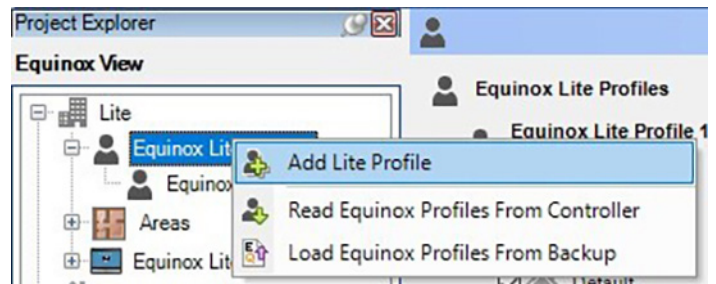
EDIT MODE: A non-admin profile with **Edit Mode** permissions has the same rights as an Admin except for creating, editing, or deleting profiles. Without **Edit Mode** permissions a profile is restricted to device control only.

OPTION 1: CREATING EQUINOX LITE PROFILES IN DESIGN CENTER

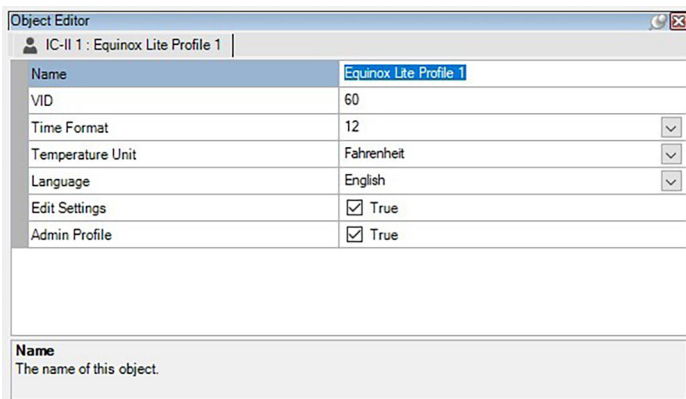
As mentioned above, the first way to program and set up an EQ Lite profile is through Design Center. Establish the first user, the *Admin*, through the following steps.



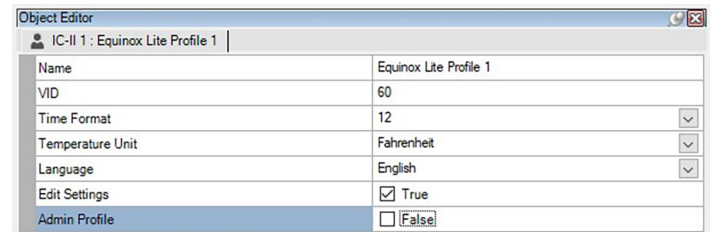
1. Select **Equinox View** in left, bottom view of Design Center.



2. Right-click on **Equinox Lite Profiles** and click **Add Lite Profile**. The default profile is the **Admin** profile.

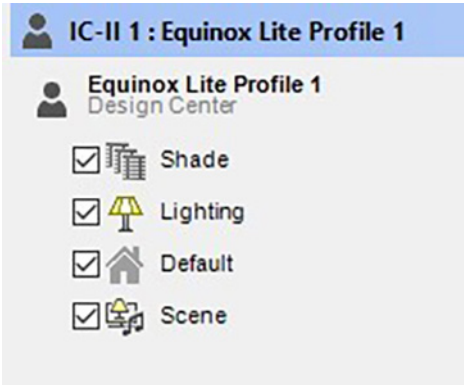


3. Name the profile. Enter a preferred name in **Display Name** in the **Object Editor** to display on the device, otherwise the display will default to the top **Name** field.



4. To create a non-admin profile, simply uncheck the **True** box next to **Admin Profile**. As **False** displays, the profile is no longer an Admin profile. Uncheck **Edit Settings** to restrict a profile from editing devices and scenes.

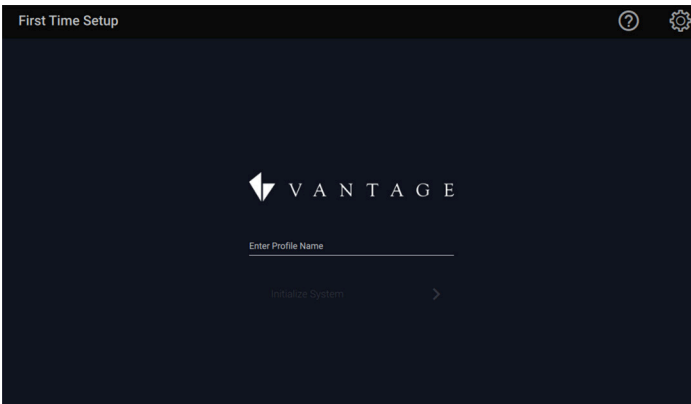
OPTION 1: CREATING EQUINOX LITE PROFILES IN DESIGN CENTER *(continued)*



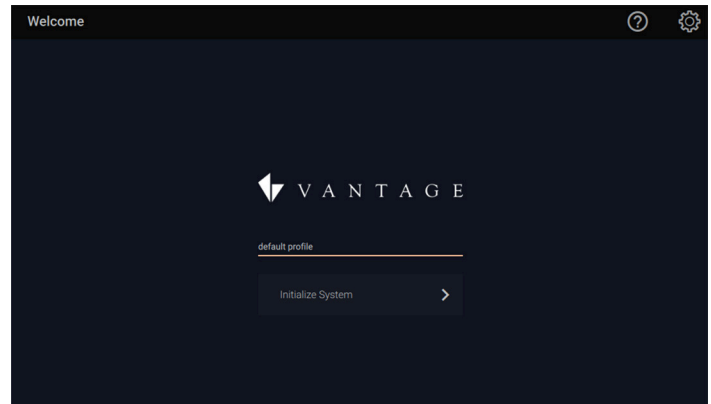
5. Both Admin and non-admin profiles will be able to view Shade, Lighting, Default, and Scenes widgets. Click a widget to undisplay within the UI. After setting the desired profiles, save the information to the controller by **Programming** (F5).

OPTION 2: CREATING EQUINOX LITE PROFILES IN EQUINOX

The second way to establish a profile is through the Equinox interface itself. This is also a good place to quickly edit user profiles. If an **Admin Password** has not already been established, complete these steps first, otherwise proceed to the steps on page 9.

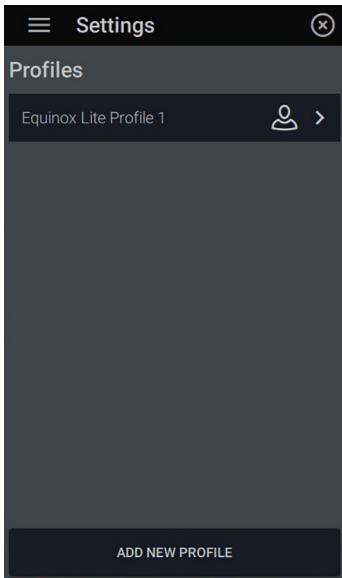




1. **First Time Setup:** Click on **Enter Profile Name** to set a profile name.

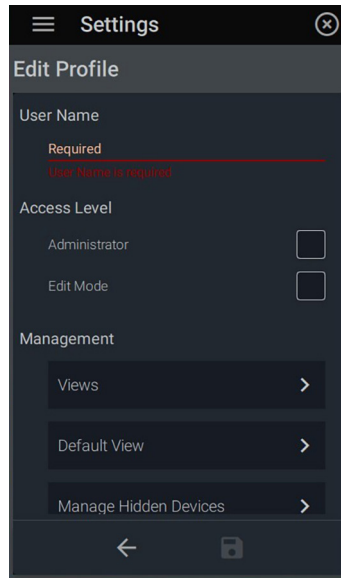


2. Once the **profile name** is established, press **Initialize System** to access the current default view with all on/all off control.

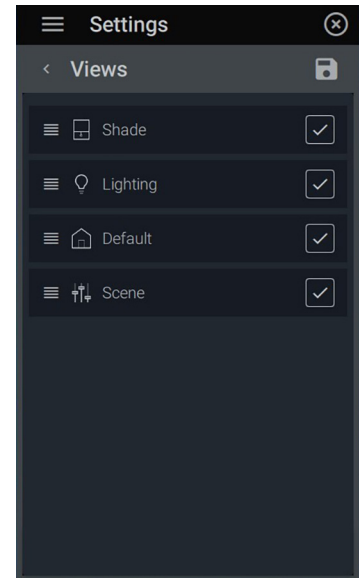
OPTION 2: CREATING EQUINOX LITE PROFILES IN EQUINOX *(continued)*




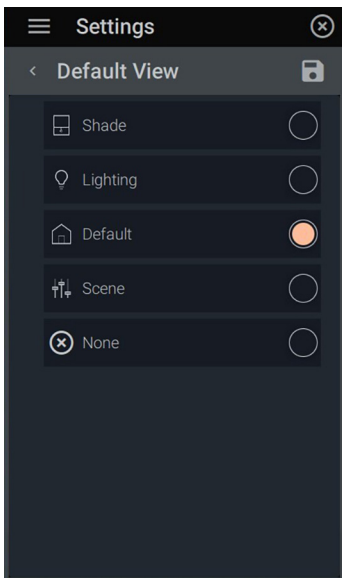
1. To set up a user profile within the UI, go to the settings menu, indicated by the gear icon in the top right.  Access the submenu  at the top left for options and select **Profiles**. Select **Add New Profile** at the bottom.




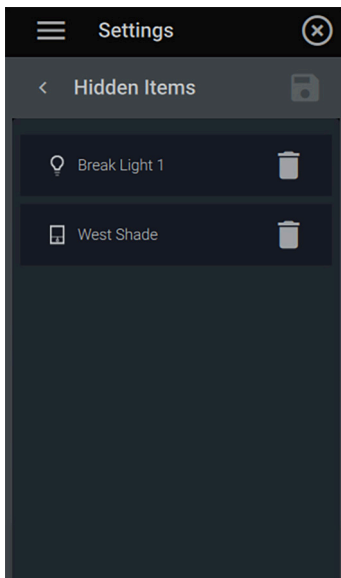
2. In the **Edit Profile** dialog box, click on **User Name** to create a required name. Click the type of **Access Level** to **Edit Mode** or **Administrator**.



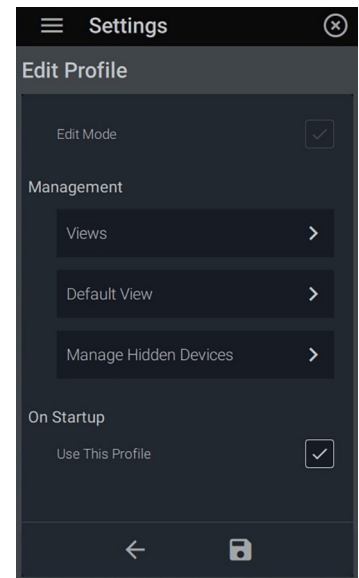
3. Under **Management: Views**, select the widgets to be visible. Click  to highlight the widget and drag the widget to change the order of appearance within the UI.





4. Under **Management: Default View** Select which **Default View** page the user sees first. When the screen times out, it will default to the view you have chosen. Click  to save changes.



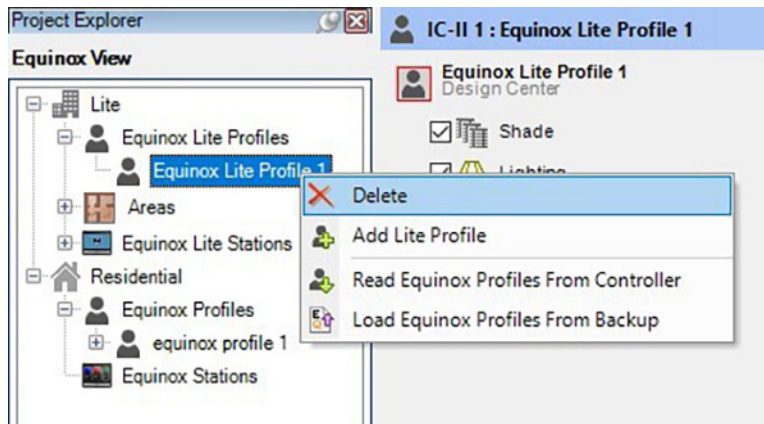
5. Within **Management: Manage Hidden Devices**, you can view a list of hidden devices for the selected profile with the option to remove devices from the list.



6. Under **On Startup**, check **Use this Profile** to allow the current profile to be the default on the Equinox interface. Click  to save changes or the back arrow  to return to the previous screen.

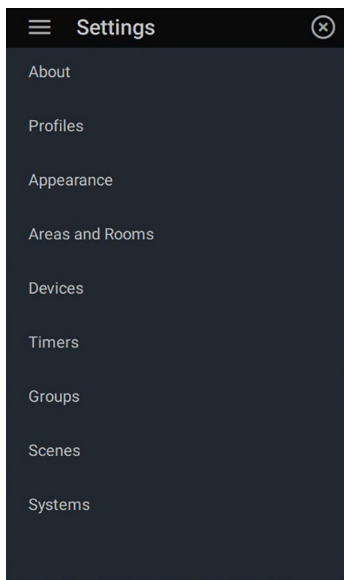
DELETING EQUINOX LITE PROFILES IN DESIGN CENTER

With changes in managers and guests, deleting profiles might become necessary. Follow these simple steps to clean up profiles.

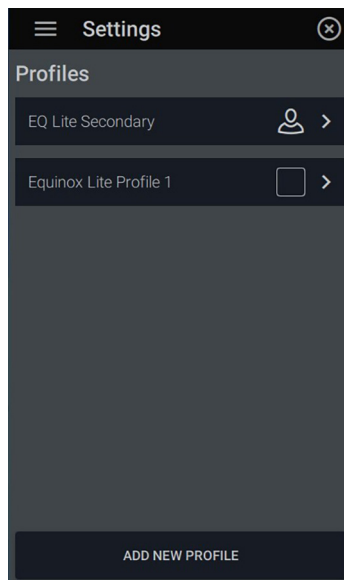


1. In Design Center's **Equinox View**, under the **Equinox Lite Profiles**, select the desired profile and right-click and choose Delete, or simply hit **Delete** on the keyboard.

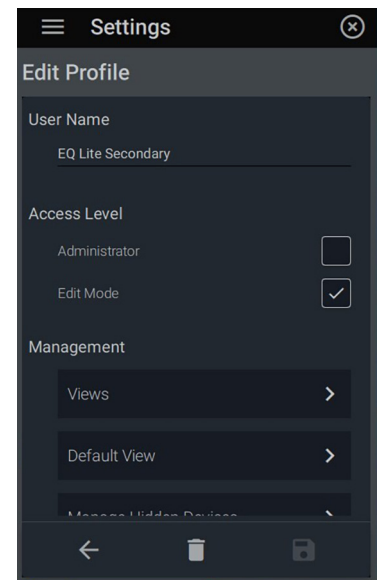
DELETING EQUINOX LITE PROFILES IN EQUINOX



1. To delete a profile within the UI, go to the settings menu, indicated by the gear icon in the top right. Access the submenu at the top left for options and select **Profiles**.



2. Click the box next to the desired profile. A user icon appears once chosen.

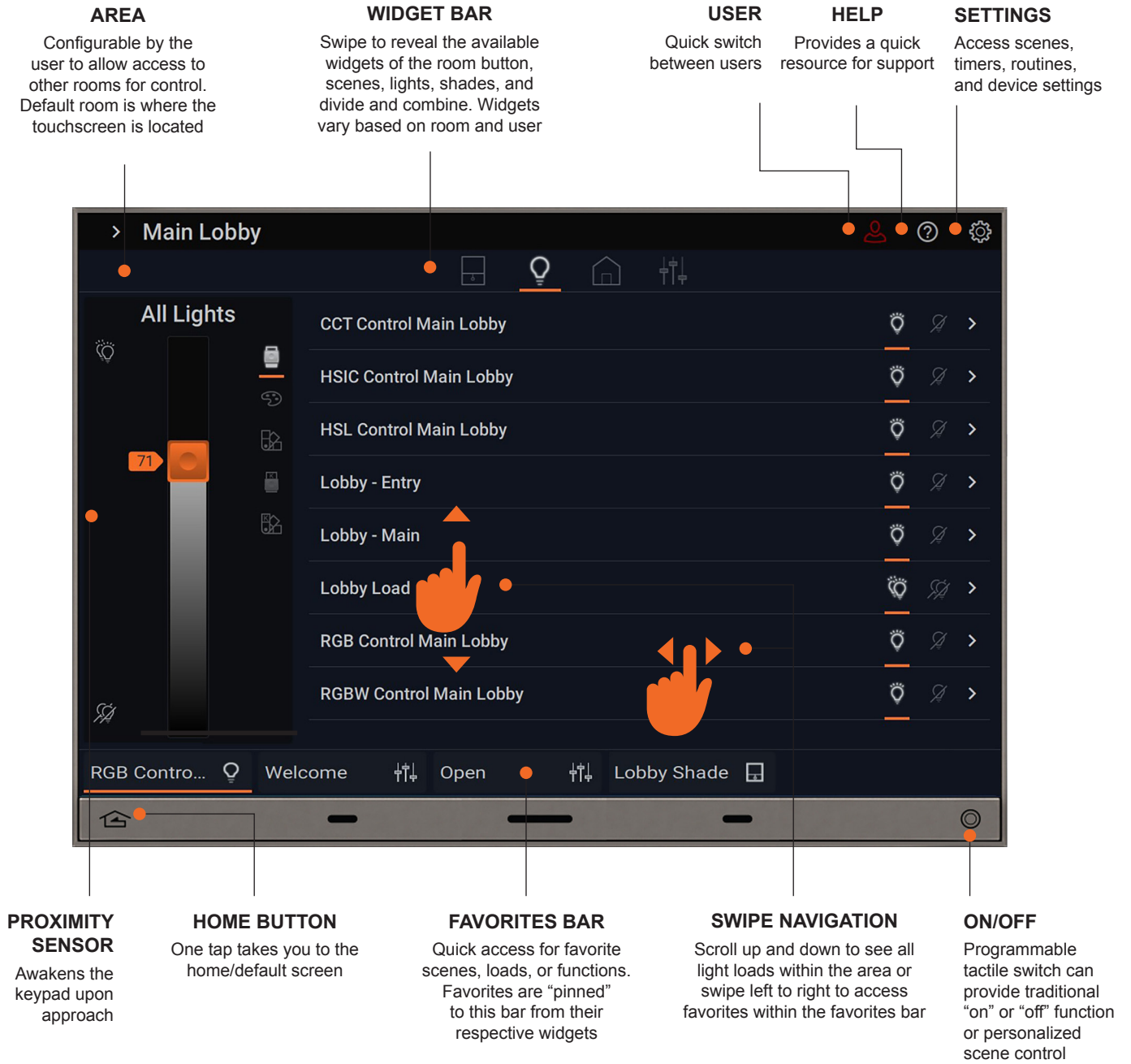


3. Within the **Edit Profile** settings, click the  icon to delete.

WIDGETS

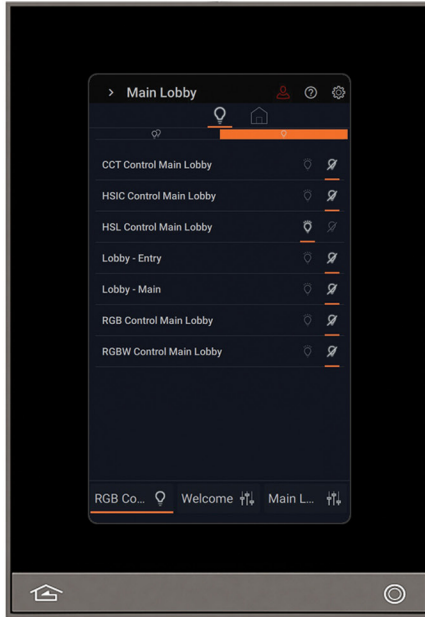
EQUINOX NAVIGATION: EQUINOX 73

The Equinox user interface features a powerful, intuitive, and simple architecture. These LCD touchscreens provide familiar navigation as simple as the swipe of a finger. An ambient light sensor optimizes screen brightness; motion sensing technology automatically awakens the screen from sleep or power save mode and can activate a predetermined scene. Designed with familiar graphics and color options, the navigation delivers a system that can grow with users as their needs change and stays consistent from on-wall Equinox devices to mobile apps.



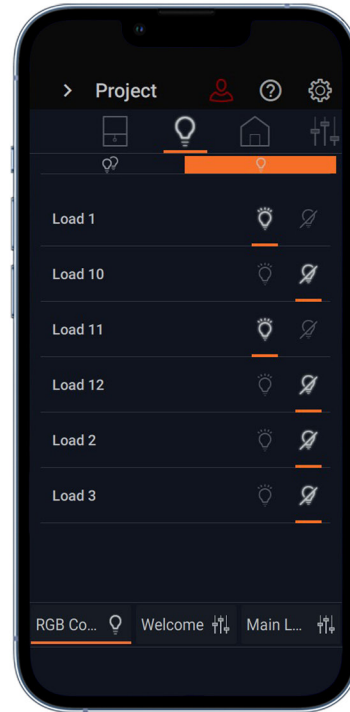
EQUINOX NAVIGATION ON EQUINOX 41, TABLETS AND MOBILE DEVICES

The setup for iPads, mobile devices and other compatible tablets and phones will be very similar to the Equinox 73 or the Equinox 41 with some exceptions. See the diagrams for comparisons.



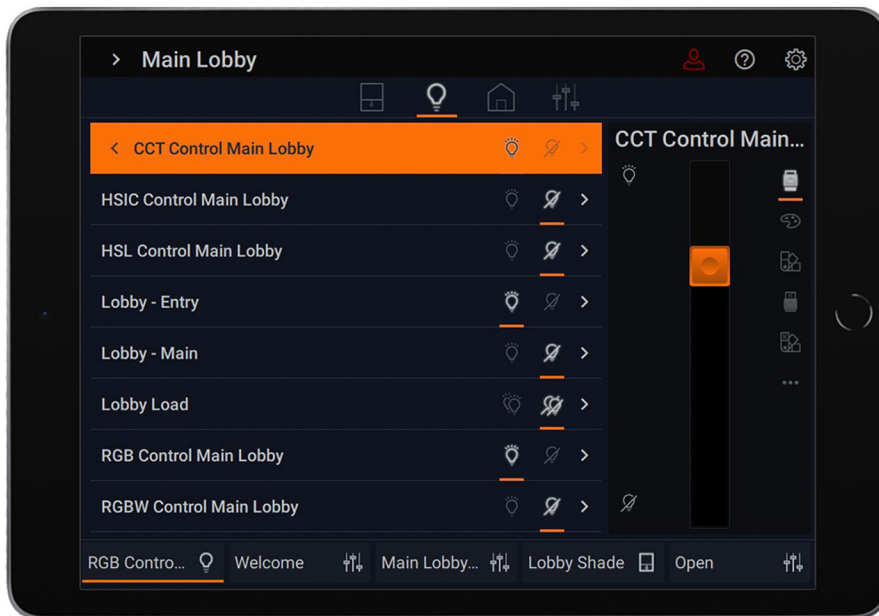
EQUINOX 41

Functions as the Equinox 73 with a condensed format and some limited widget availability.



MOBILE PHONES

Condensed format like the Equinox 41, excludes a home button, light sensor, or proximity sensor. Also excludes backlight settings feature.



TABLETS

Like the Equinox 73, excludes a home button and proximity sensor. The Divide and Combine widget is only available in Equinox 73, tablets and phones turned to landscape formatting.

EQUINOX ICONOGRAPHY

Part of the Equinox consistency is the way buttons function. Iconography and associated functionality will appear across all widgets and settings. Some of these including naming schemes, load options, sliders, adding swatches, etc. Review these attributes for understanding and reference.



1. **Return** to the previous menu



2. **Save** current settings and changes



3. **Confirm** and set changes



4. **Delete** and do not save



5. **Ramp Duration** and set timers



6. Click to access **Settings**



7. **Ramp** levels up (+) and down (-) in increments



8. Make a **Favorite** from the current settings and add to the Favorites Bar



7. The three dots give access to options and advanced controls (i.e. Schedules and Favorites)



10. Use the **Slider** to set load levels for lights, shades and color.



11. Access the **Color Palette** to choose a hue. Click the plus sign to add the hue to swatches



12. Access the **Color Swatch Palette** to choose a previously saved color swatch



13. Access the **Kelvin Color Slider** to choose a temperature. Click the plus sign to add the temperature swatch



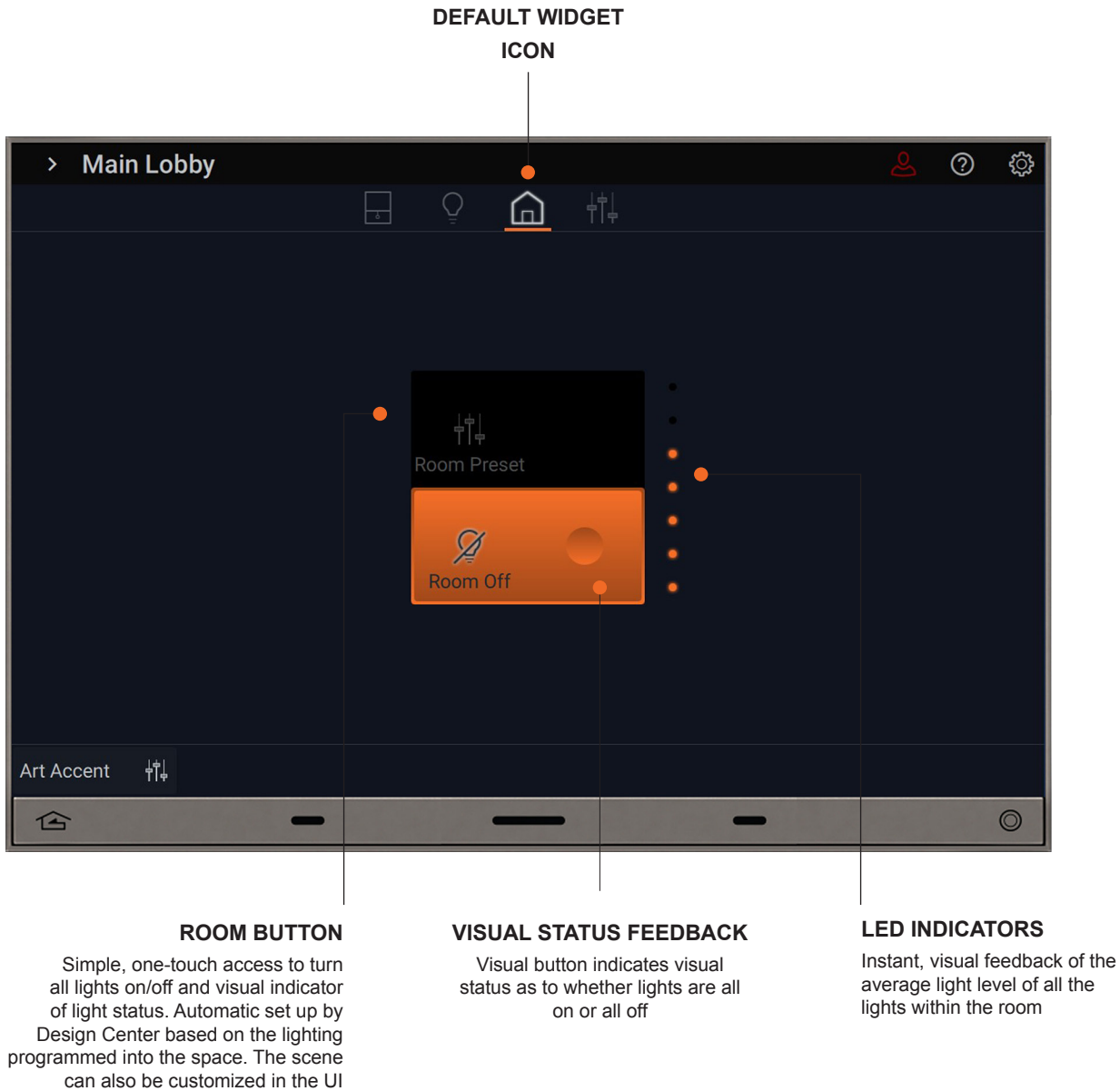
14. Access the **Kelvin Temperature Swatch Palette** to choose a previously saved temperature swatch

OVERVIEW: EQUINOX DEFAULT / ROOM BUTTON



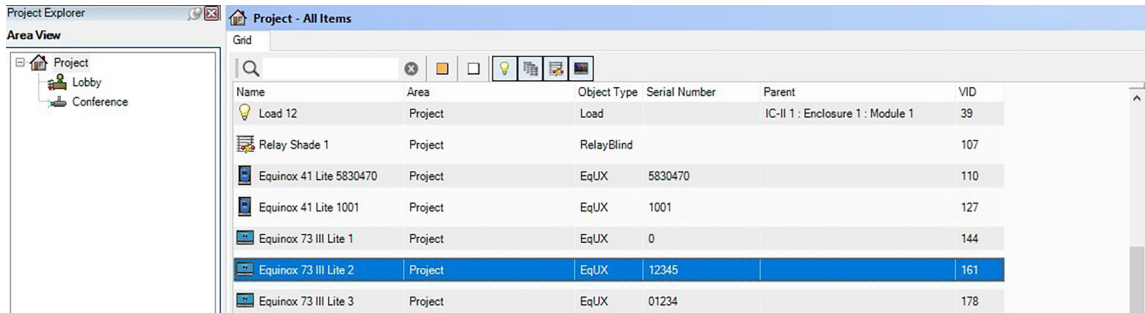
Default

The Equinox's default screen provides access to a simple room button which controls all the lights, shades, or combination light/shades within the room. The visual indicator line of LEDs show the average light status of all the lights in the room for convenience. The room the widget defaults to is the room the Equinox touchscreen is located in within Design Center. The room default can also be set within the interface.

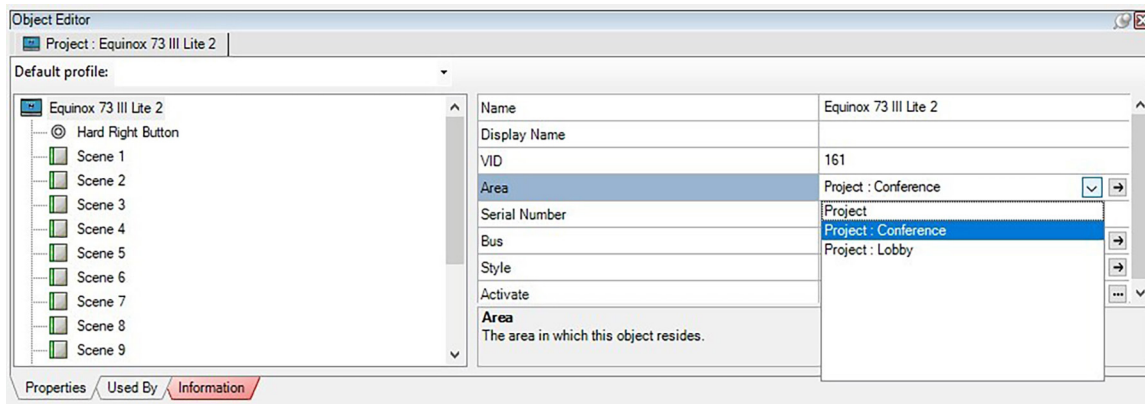


DESIGN CENTER: ESTABLISHING THE DEFAULT/ROOM WIDGET

By default, Equinox will display controls to the area/room it was placed in within Design Center. It will show lighting and/or shades if configured within Design Center. To change the room placement, go to **Area View** in Design Center, select the desired Equinox touchscreen and drag into the chosen room.

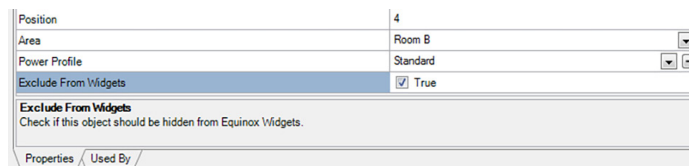


Select from available rooms within the **Object Editor**, and from the **Area** drop-down field, select the room to move it to. After reprogramming the controller (F5), the Equinox will display controls for the new room.



HIDING OBJECTS FROM EQUINOX

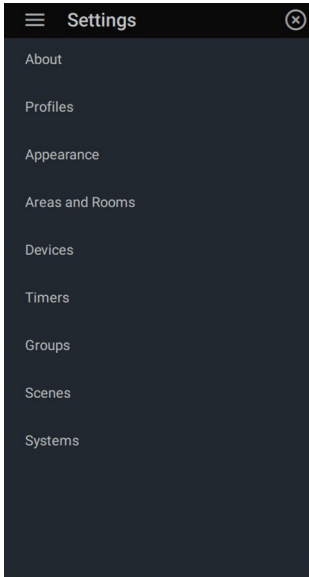
Even if objects, such as lighting loads, are programmed within Design Center, they can be hidden from the Equinox view. This would be important if you didn't want viewers to see or try to interact with specific objects.




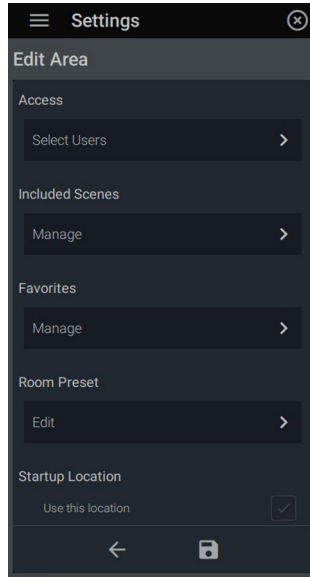
1. Use the new **Exclude From Widgets** feature to hide selected loads from Equinox. Set to **True** (box checked) = loads excluded or **False** (box not checked – default) = loads show in Equinox.


EQUINOX: ESTABLISHING THE DEFAULT/ROOM WIDGET

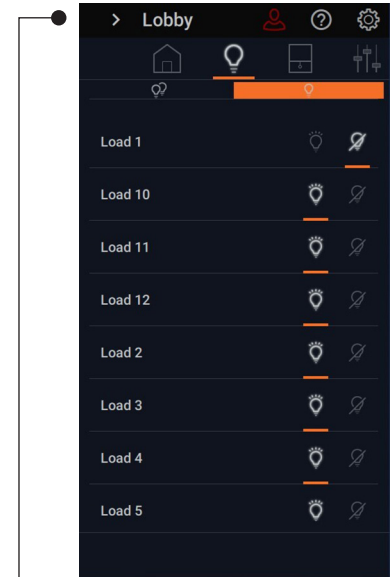
These steps will change the room in which the default room widget appears within Equinox.



1. Go to settings  and select **Areas and Rooms**. Select the room you would like to place the default/room widget in. Once you have selected your room, the screen will take you to the **Edit Area**.




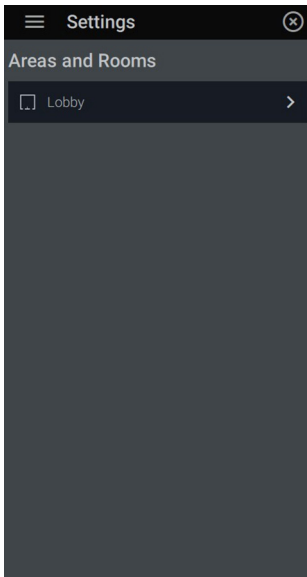
2. Scroll down to **Startup Location** and check the box next to **Use This Location**. Click  to save changes.




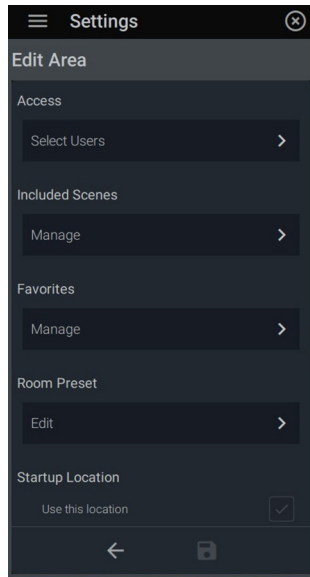
3. The **Area** detail on the default page and controls will now reflect the chosen room.

EQUINOX: CHANGING DEFAULT/ROOM BUTTON ASSIGNED LOADS AND VALUES

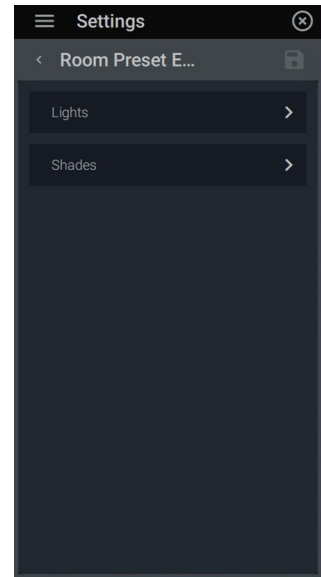
Changing the load values for the default screen is simple and convenient through the Equinox interface. Go to Settings  under **Areas and Rooms** to begin.



1. Select the room currently assigned to the default. To determine this, return to the  default screen. The room will be displayed at the top left arrow. Once you have selected your room, the screen will take you to the **Edit Area**.



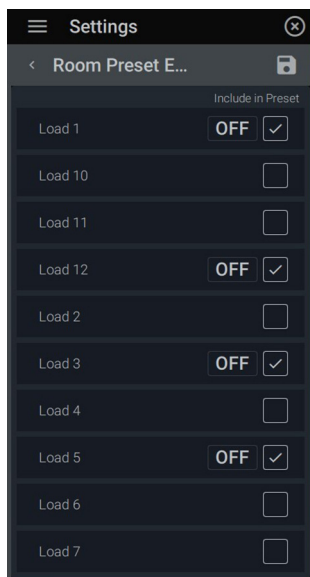
2. Scroll down to **Room Preset** and click **Edit**.



3. **Lights** and **Shades** loads (if shades are available), will appear and every load and shade in the room will automatically populate that has been created in Design Center. Select **Lights** to access individual light loads.




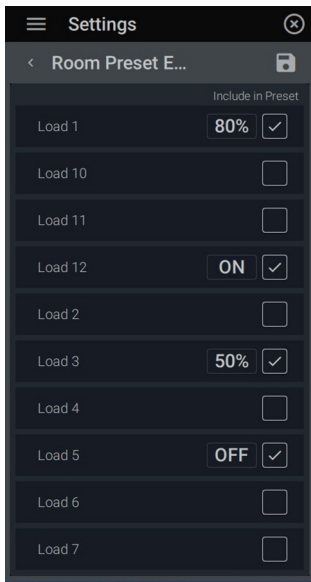
4. By design, all loads in the room are included and go to 100% on value.




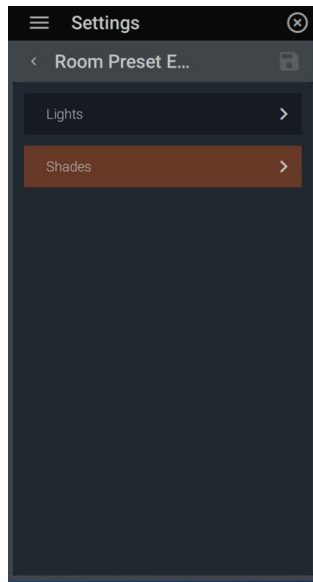
5. To select specific loads, simply check which loads you want included in the preset. They will automatically default to a 0% value. To adjust the load to a specific level, click the **OFF** box next to the check mark.



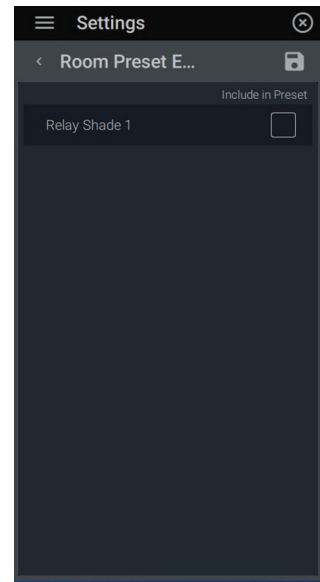
6. Using the slider, ramp the level to the desired percentage. To save, press the  confirm button.



7. Continue setting the other desired loads. If the value is set to 100%, the status will display as **ON**, otherwise, it will visually display the set percentage value. Once one load has been set, subsequent loads will default to the saved level for quick nesting until the next value is set. When finished, click  to save changes.




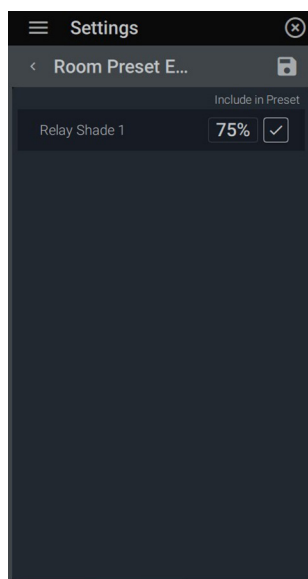
8. To change shade values, return to the **Room Preset Editor** and select **Shades**.




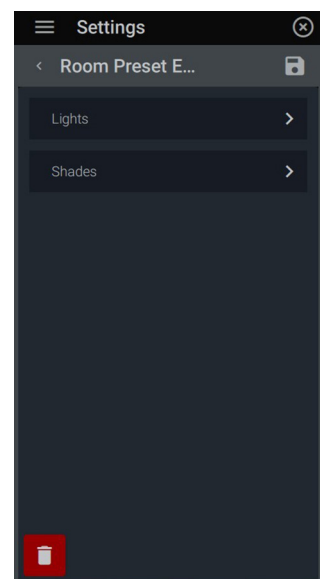
9. Available shades will appear. Select the shades to include in the preset. Repeat the light loads steps 4-6 for the shades.




10. Using the slider, set the position of the shade. Click the  confirm button to save and return.



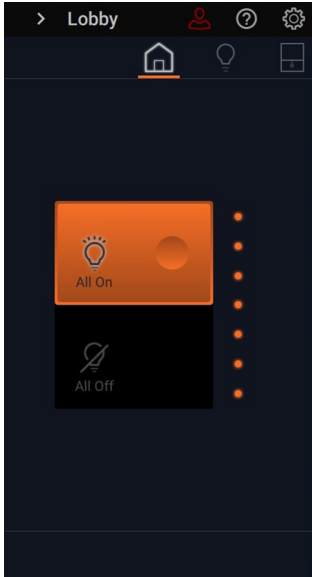
11. Repeat for all desired, available shades. When completed, click  to save changes.



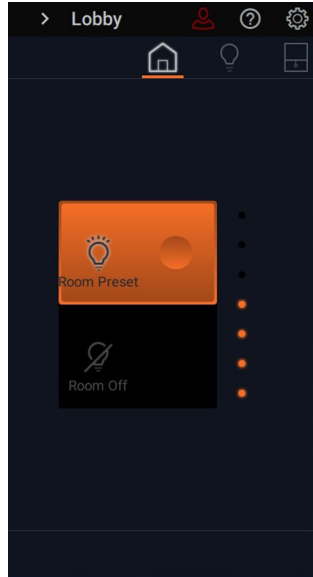
12. To delete presets, click  at the lights/shades level and confirm delete.

EQUINOX: DEFAULT/ROOM BUTTON VIEWS

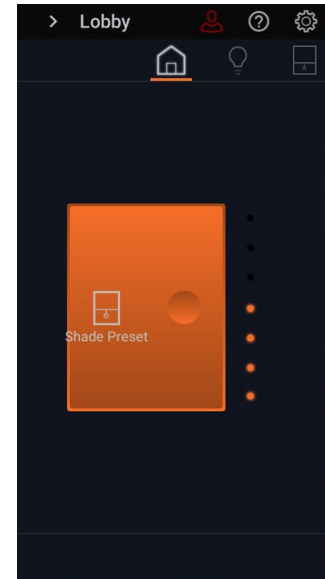
Upon return to the Default Widget after determining load values, the simple room button will display differently according to the parameters and loads set. See descriptions of what to expect to see on the default/room button widget once the room button is set.



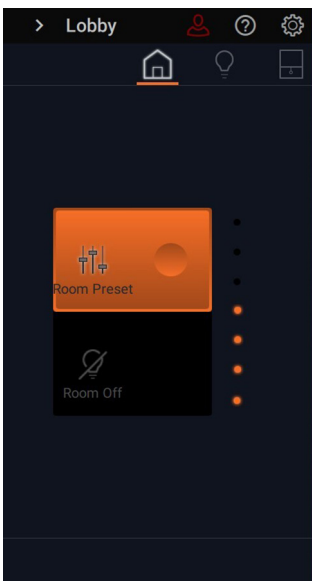
1. All light loads defaulted to 100/0 value or all on/all off. No shades included in the preset.



2. Shows lights preset at various levels. No shades included in the preset. Shows light average status with a visual indicator.



3. Shows preset values for shades only. No lights included in the preset.



4. Preset values that include both shades and lighting.

OVERVIEW: LIGHTING WIDGET



The lighting widget is automatically populated based on loads set up previously in Design Center and enables control of all the lighting loads within a space and project. Once the Equinox has been programmed, you will be able to view loads within a given area/room with access to individual load control as well.

BASIC ICONOGRAPHY

Slider control for dimming and access to schedules

LIGHTING WIDGET ICON

LOAD ON

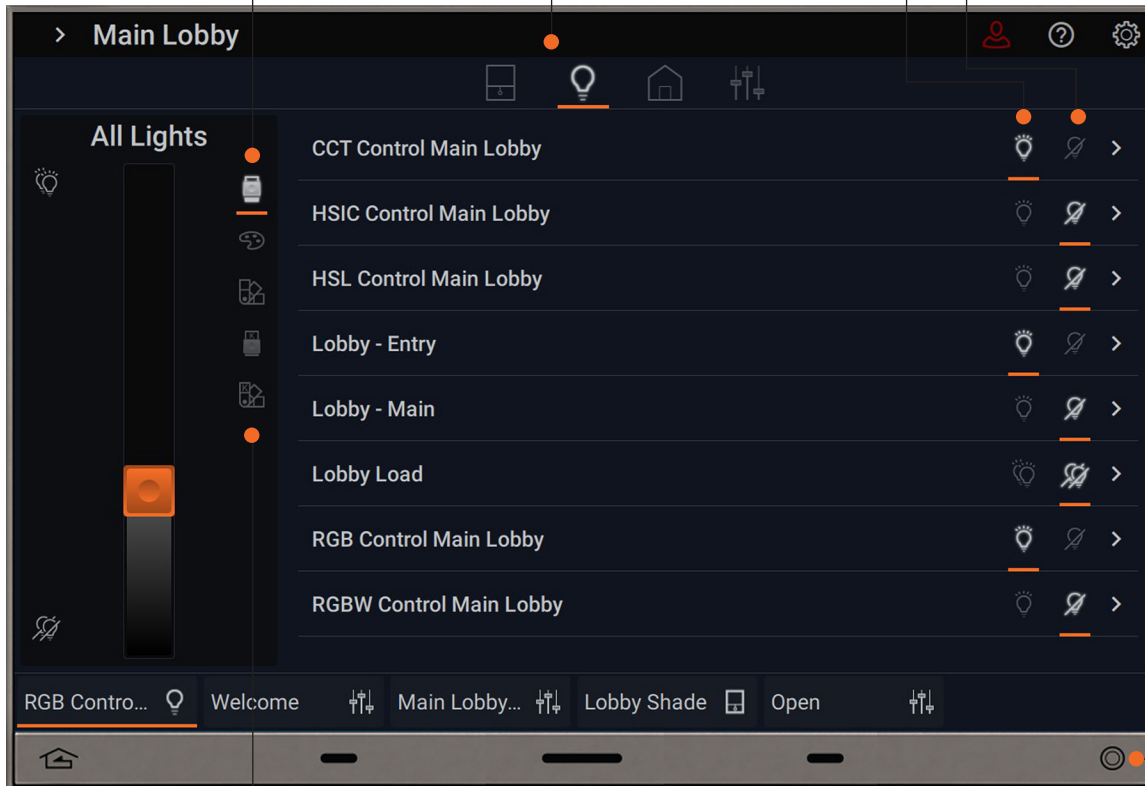
Click to bring the load to 100%

LOAD OFF

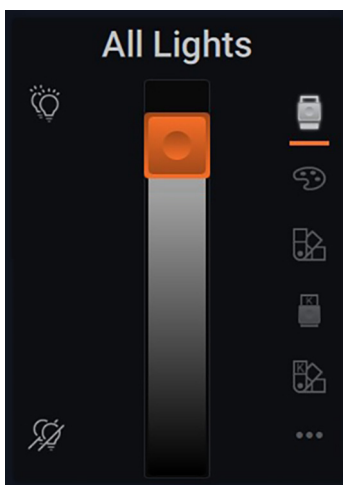
Click to bring the load to 0%

TOGGLE

If nothing is programmed, the on/off button acts as a toggle on/off button for all loads in the current room



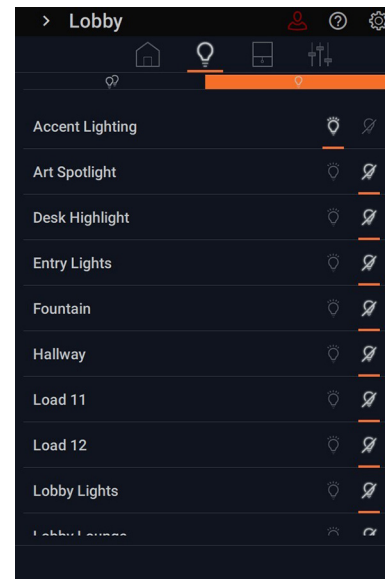
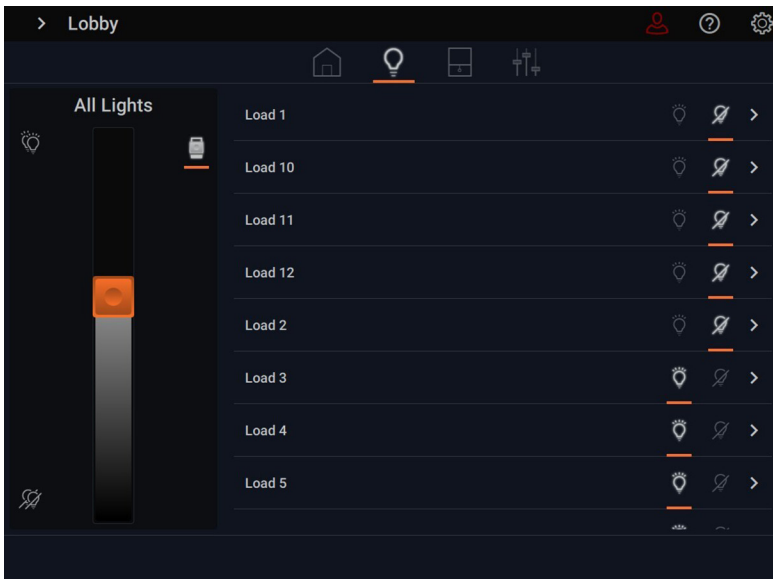
ENHANCED COLOR CONTROLS- When color loads are present, these color control icons appear in the options:







- **DIMMING SLIDER** - Slide to a desired light
- **COLOR PALETTE** - Choose color and saturation intensity, save to swatches
- **SWATCH LIBRARY** - Access previously saved swatches
- **COLOR TEMPERATURE SLIDER** - Slide to the desired kelvin rating
- **KELVIN SWATCH LIBRARY** - Access previously saved swatches
- **ADVANCED CONTROLS** - Select schedule with level, color, and color temperature


EQUINOX: BASIC LIGHTING WIDGET

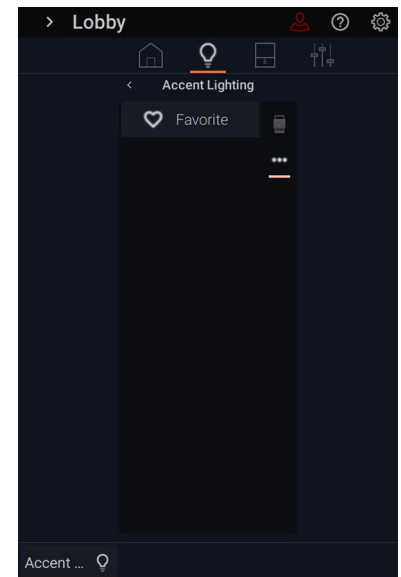
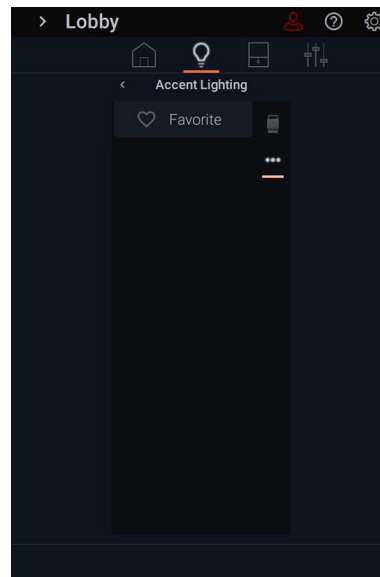
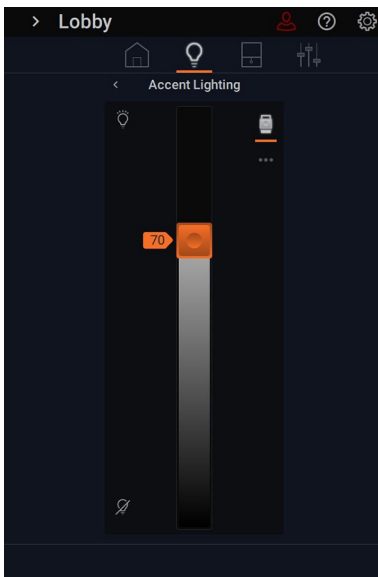
The lighting widget within Equinox is based upon loads set in Design Center. Within the user interface you can quickly adjust load levels, make favorites and add to schedules. This section will cover the basic lighting widget and how to edit and control loads within Equinox.






1. Lighting loads by area are accessible from the lighting widget. A slider controls all the lights in the given area (defined at the top left of the screen) and allows for precise percentage dimming. Click on the dual lights to turn all lights to 100%  on or all off .


2. For individual load control, select the desired load from the list on the right. At the main level you can simply toggle the load on  or off . Access further control by touching the load name.

NOTE: A load in the list with the dual icon  represents a load group.



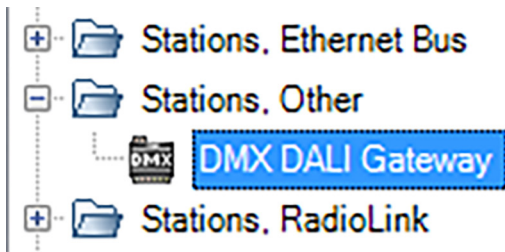
3. Like the main lighting widget, the slider bar gives concise dimming capabilities for the selected load and all on/off options with the icons. Click on the lightbulb to turn all lights to 100% on  or all off .

4. By clicking the three dots , you can add the selected load as a favorite.

5. Click the heart icon  to add the lighting load to the favorites bar. This will appear on the bottom left of the screen. To remove from the favorites bar, click the heart again to unhighlight and remove.

ADVANCED LIGHTING WIDGET: DESIGN CENTER: ADDING A COLOR LOAD (DMX) AND TYPE

In order to control color loads, the system requires a DMX DALI Gateway to coordinate the various color loads within Design Center. Follow these steps to add DMX DALI Gateway.



1. To enable and program color profiles in Design Center, you must add the DMX DALI Gateway to the system. Add through **Vantage Objects: Stations, Other: DMX DALI Gateway**. Double-click the **DMX DALI Gateway** to add.

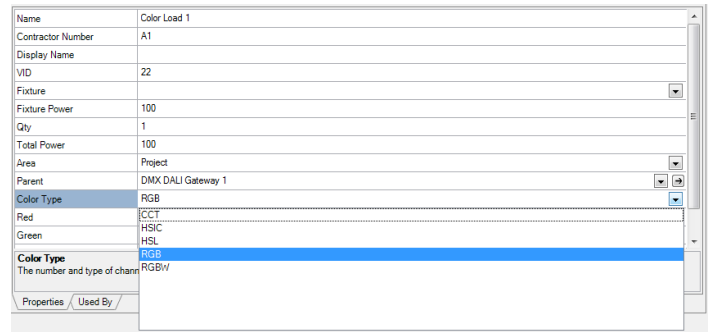


2. Once you've added it DMX into your project, note the default IP addresses shipped with the default DMX address: **192.168.1.225** for communication. For configuring another IP address please see the DMX-DALI-GW installation instructions.

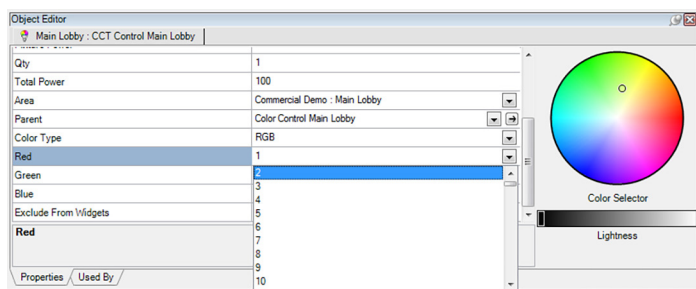
Click here for instructions: [DMX-DALI-GW Install.pdf](#)



3. Add a color load by selecting the  within the **Object Editor**.

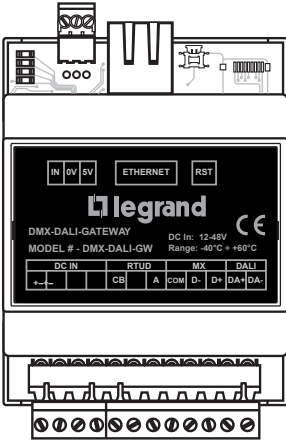


4. Name and choose the type of color load under **Color Type** in the **Object Editor**.



5. Assign DMX channels per installed load.

ADVANCED LIGHTING WIDGET: COLOR TYPE OVERVIEW



Note: The color type should model the fixture. This can be found in the manufacturing documentation for your fixture. You will also need to know what channel each attribute is assigned to for DMX.

ADVANCED LIGHTING WIDGET: COLOR TYPE: CORRELATED COLOR TEMPERATURE (CCT)

CCT: Correlated color temperature (CCT) is a specification of the color appearance of the light, from warm to cool tones. CCT is measured in degrees Kelvin. In order to differentiate the various hues of white, artificial light sources like LED light bulbs are labeled with a correlated color temperature, or CCT.

CCT model is not full-color capable. Intensity (dimming level) and temperature can be adjusted. There are two channels of control – **Intensity** and **CCT**. It is important to know also the full range of color temperature, so as to correctly model the range. There are fields within the model for Minimum and Maximum Temperature (scaled in degrees Kelvin). A fixture with separate temperature channels (such as 2700K, 4000K, and 6500K) that need to be mixed to achieve a specific temperature are not currently supported.

ADVANCED LIGHTING WIDGET: COLOR TYPE: FULL COLOR CAPABLE PROFILES

RGB: Direct control of three channels of primary colors - red, green and blue (RGB). Varying the value of the three channels will result in the full spectrum of hue and intensity, with some limited color saturation control.

RGBW: Adds a white channel to the RGB channels, which allows for the same control as RGB but with more full range of color saturation.

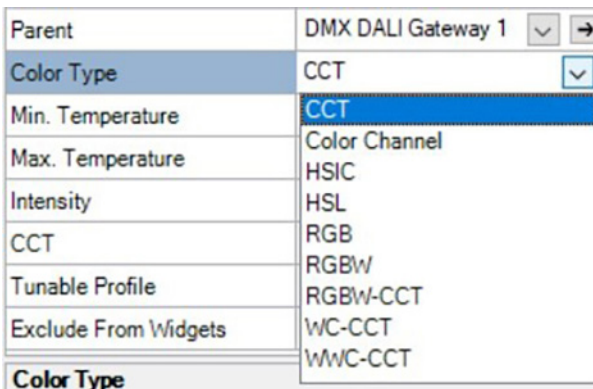
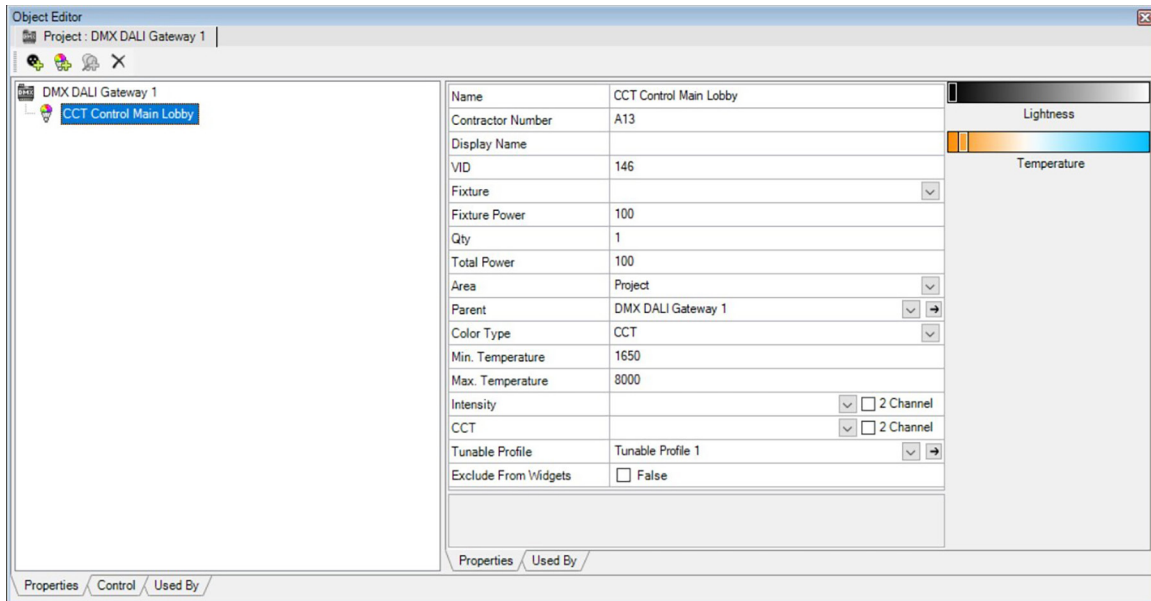
HSL (also known as HSI): Fixture driver mixes individual internal red, green, blue and white tracks and provides channels of direct control of hue, saturation and luminance (or intensity).

HSIC: In addition to the three channels of control provided by the HSL, this also provides a CCT channel. This is the only color load model currently that provides both full-color and CCT control capability.

ADVANCED LIGHTING WIDGET: COLOR TYPE: CCT

Control Color Coordinated Temperature (CCT) by setting the light to be warmer or cooler to create a perfect light for the surroundings. Live controls also allow for adjusting the intensity with the lightness bar.

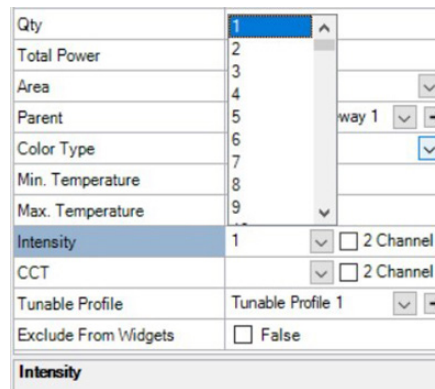
SETTING CCT WITHIN DESIGN CENTER



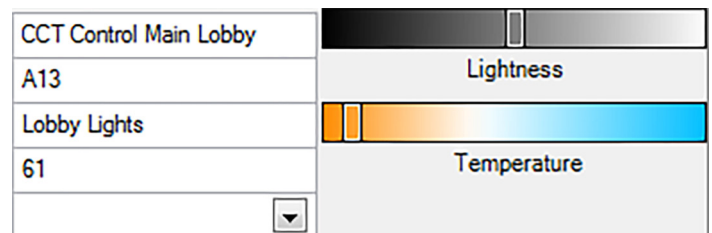
1. Select the **Color Type** (CCT).

Color Type	CCT
Min. Temperature	1650
Max. Temperature	8000

3. Set **Min. Temperature** and **Max. Temperature**. Design Center will automatically set the range to 1650 (min) and 8000 (max). The range is fixture specific and is defined by the fixture manufacturer. See fixture details.

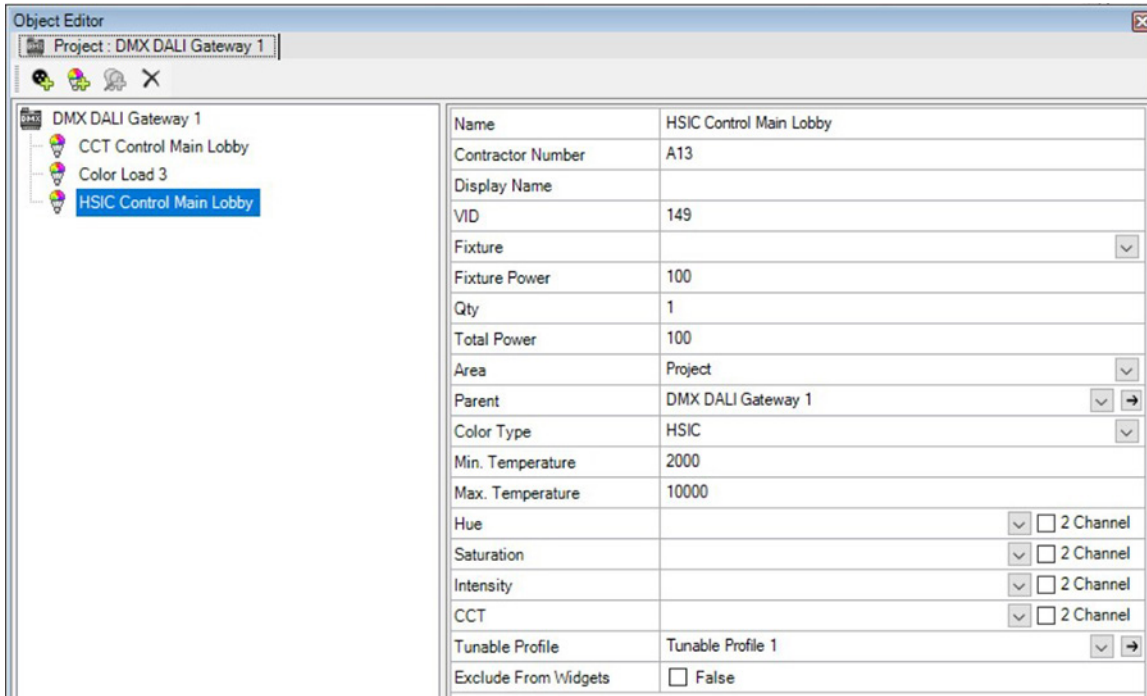


2. Set channels intensity, and CCT. **Program** (F5) the controller.



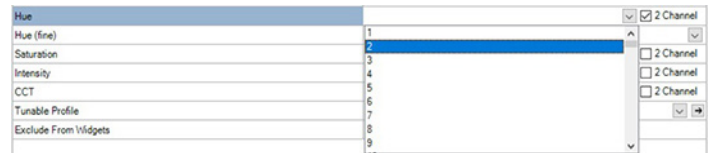
4. If connected with live connection, the screen will display a colored **Lightness and Temperature** slider in the **Object Editor**. Adjust the sliders live to see immediate feedback of the lightness and temperature values.

SETTING HSIC WITHIN DESIGN CENTER



Color Type	HSIC
Min. Temperature	CCT
Color Channel	
Max. Temperature	HSIC
Hue	HSL
Saturation	RGB
Intensity	RGBW
CCT	RGBW-CCT
Tunable Profile	WC-CCT
	WWC-CCT

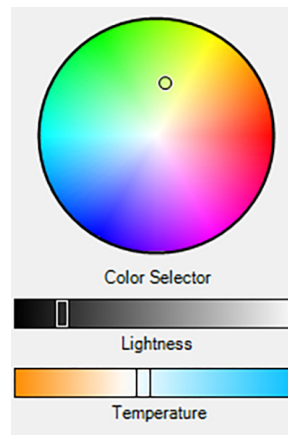
1. Select the **Color Type** (HSIC).



2. Set channels for hue, saturation, intensity, and CCT. **Program (F5)** the controller.

Color Type	HSIC
Min. Temperature	1650
Max. Temperature	8000

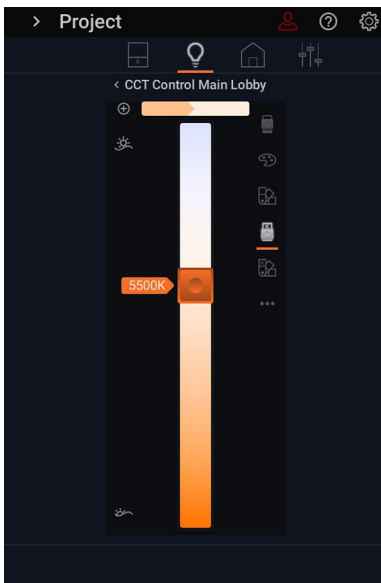
3. Set **Min. Temperature** and **Max. Temperature**. Design Center will automatically set the range to 1650 (min) and 8000 (max). The range is fixture specific and is defined by the fixture manufacturer. See fixture details.





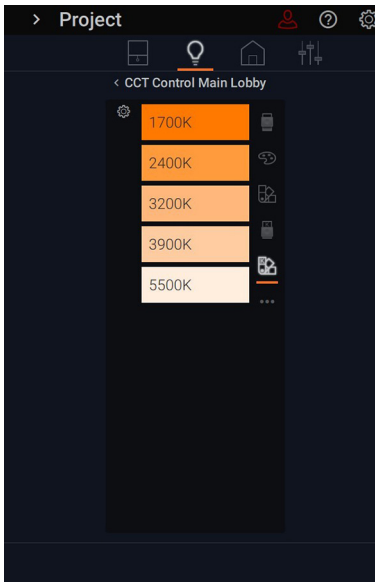
4. If there is a live connection, a **Color Selector** wheel will appear in the **Object Editor**. Drag the ball to achieve the desired hue. Use the **Lightness** slider to darken or lighten the hue and move the **Temperature** slider to adjust the temperature of the color. The sliders are live to allow immediate feedback.


ADVANCED LIGHTING WIDGET: EQUINOX: COLOR TEMPERATURE CONTROL (CCT, HSIC)

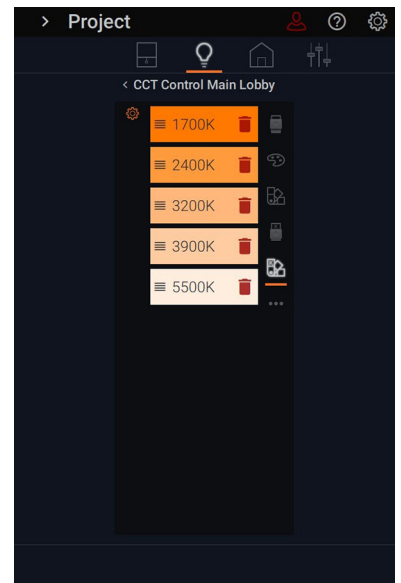
The CCT model is not full-color capable. Intensity (dimming level) and temperature can be adjusted. Those are in fact the two channels of control - named Intensity and CCT. It is important to know the full range of temperature so as to correctly model the range. There are fields within the model for **Minimum** and **Maximum Color Temperature** (scaled in degrees Kelvin). A fixture with separate color temperature channels (such as 2700K, 4000K, and 6500K) that need to be mixed to achieve a specific temperature, are not currently supported.




1. The temperature slider  allows for selecting warmer or cooler light for all the loads within the area. The slider places the temperature at specific kelvin points. Save the temperature by clicking  to add to the temperature swatches. This control only appears with CCT and HSIC color modes.

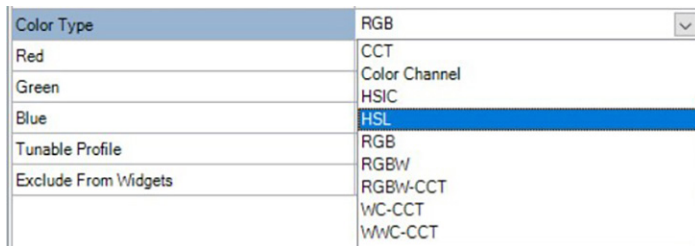
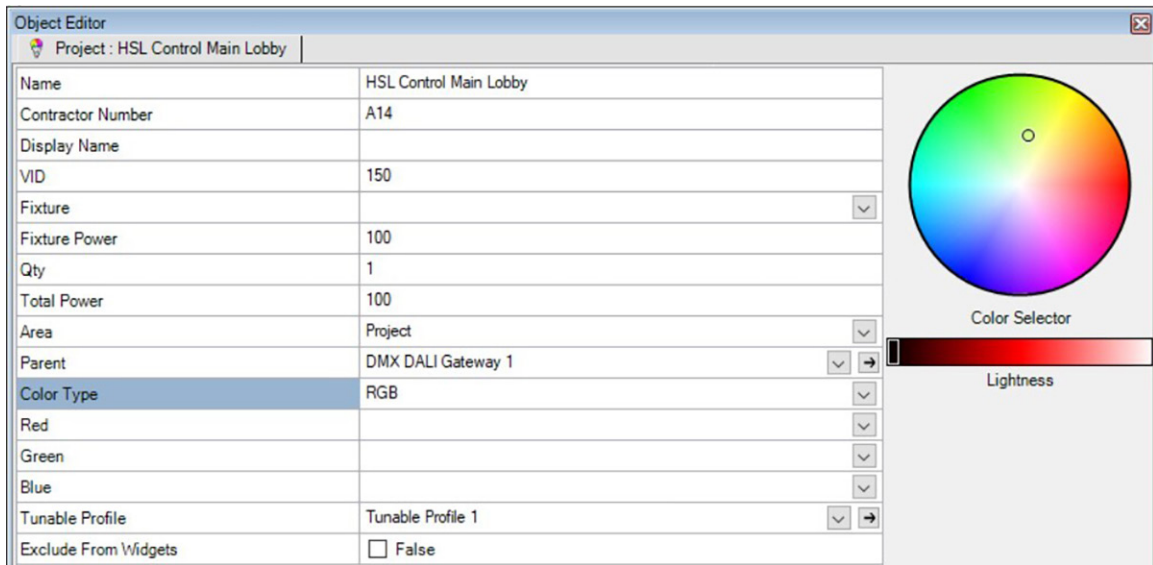


2. Access your saved temperature swatches  for quick use in multiple designs.

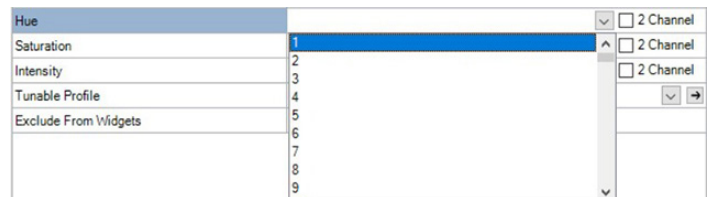


3. Delete a swatch by clicking on the gear icon  to the left of the swatches. Drag and drop to rearrange the order. Simply press the trash icon on the desired swatch to delete.

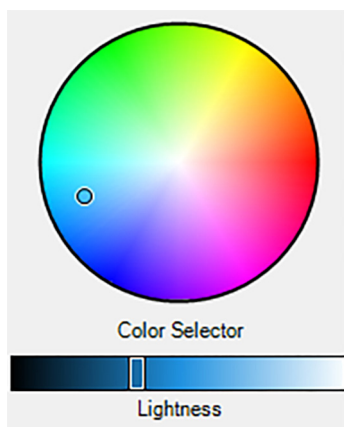
SETTING HSL WITHIN DESIGN CENTER



1. Select the **Color Type** (HSL).

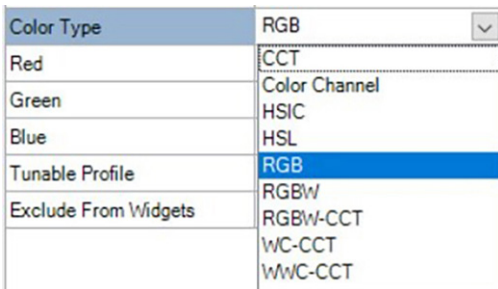
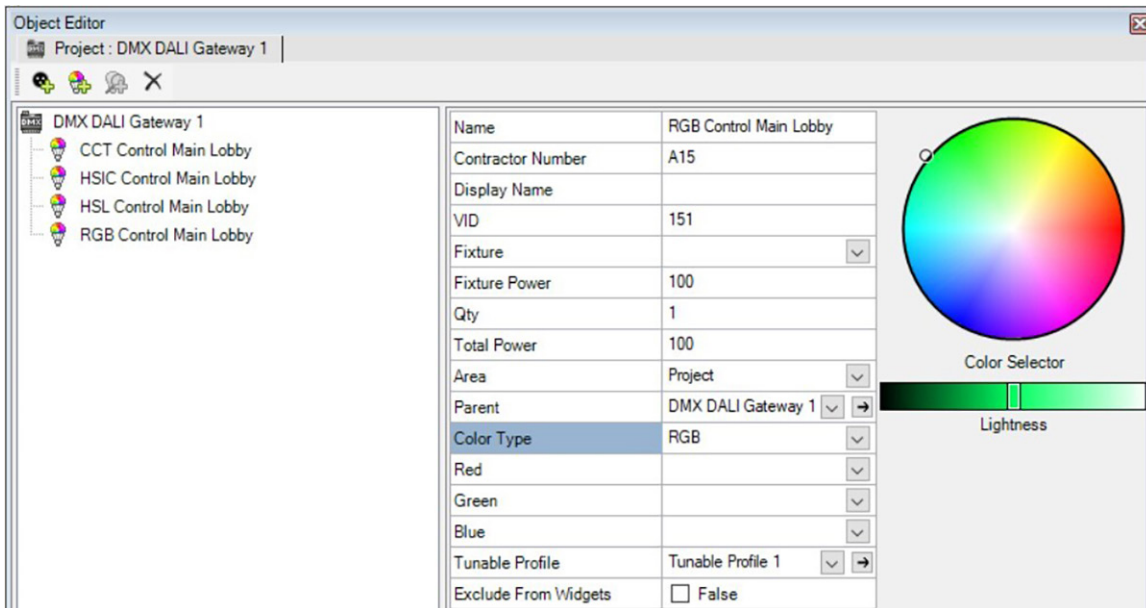


2. Set channels for hue, saturation, and intensity. **Program** (F5) the controller.

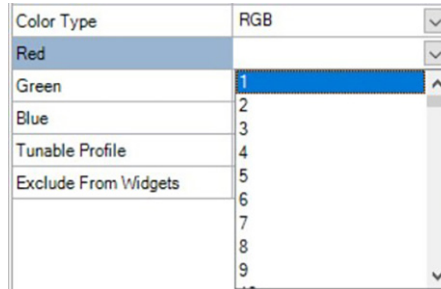


3. If there is a live connection, a **Color Selector** wheel will appear in the **Object Editor**. Drag the ball to achieve the desired hue. Use the **Lightness** slider to darken or lighten the hue. The sliders are live to allow for immediate feedback.

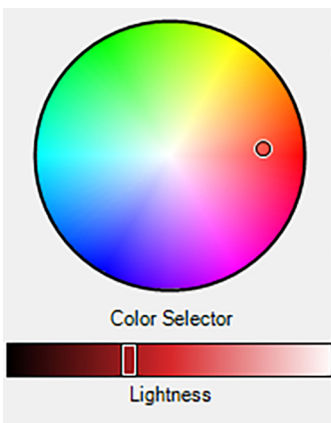
SETTING RGB WITHIN DESIGN CENTER



1. Select the **Color Type** (RGB).

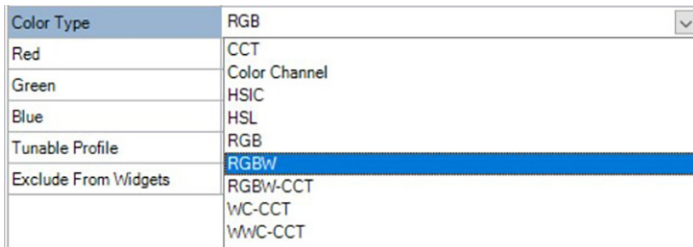
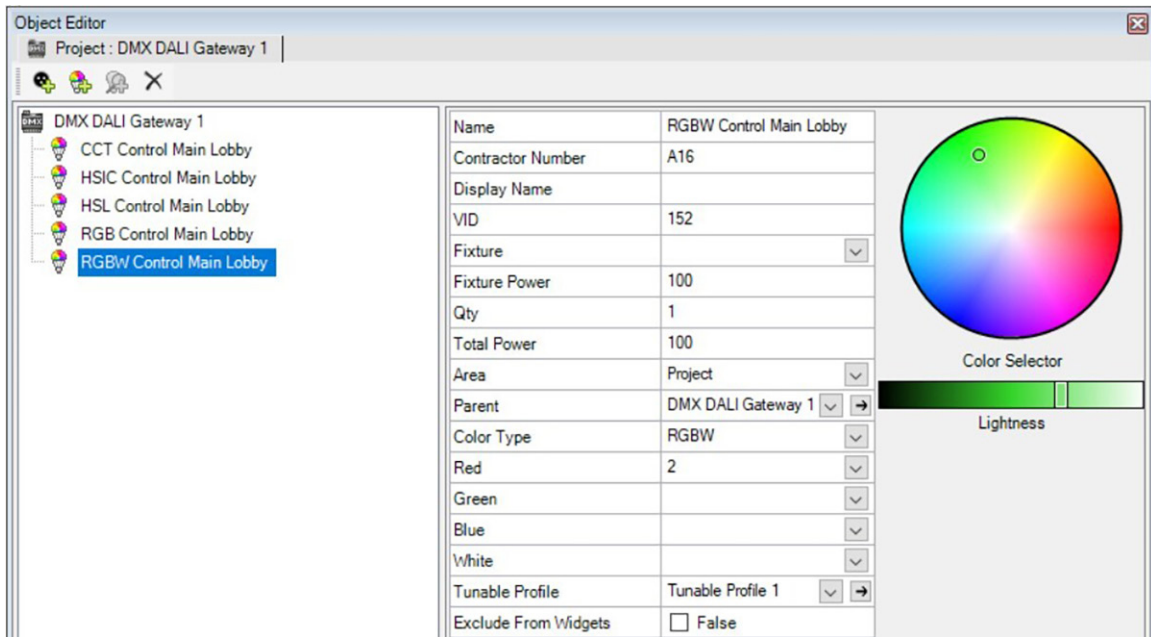


2. Set channels for red, green, and blue. **Program** (F5) the controller.



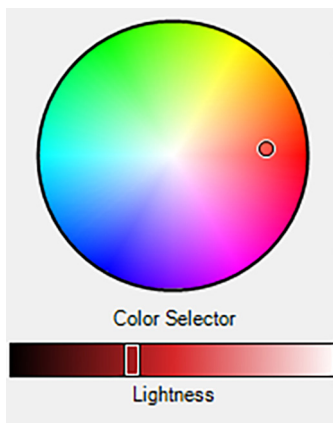
3. If there is a live connection, a **Color Selector** wheel will appear in the **Object Editor**. Drag the ball to achieve the desired hue. Use the **Lightness** slider to darken or lighten the hue. The sliders are live to allow for immediate feedback.

SETTING RGBW WITHIN DESIGN CENTER



1. Select the **Color Type** (RGB).

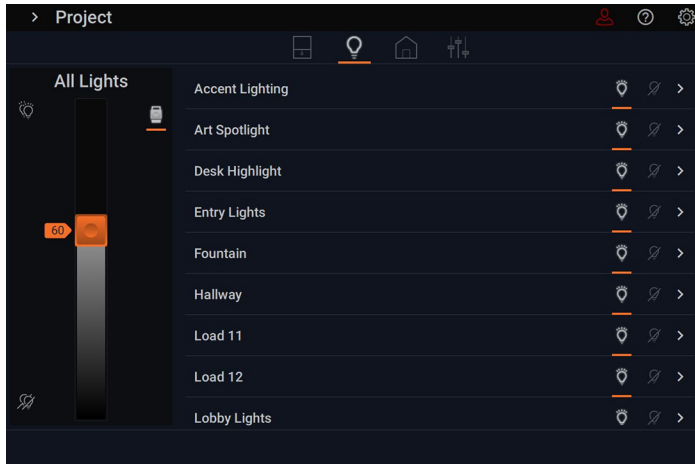
2. Set channels for red, green, blue, and white. **Program** (F5) the controller.




1. If there is a live connection, a **Color Selector** wheel will appear in the **Object Editor**. Drag the ball to achieve the desired hue. Use the **Lightness** slider to darken or lighten the hue. The sliders are live to allow immediate feedback.

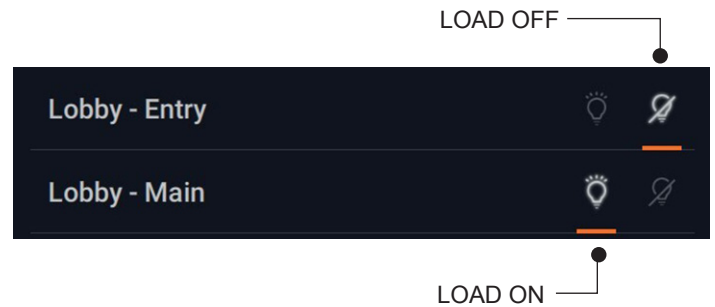
ADVANCED LIGHTING WIDGET: EQUINOX: COLOR LIGHTING CONTROL (HSL, RGB, RGBW)

AREA LIGHTING SLIDER

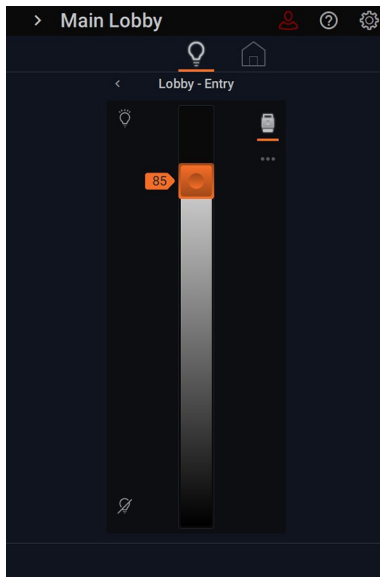



1. The lighting slider  allows for quick ramping of all the loads within the area by percentage or click on the All On/All Off icons to the left. If there are no dimmable loads, only a simple switch will appear.

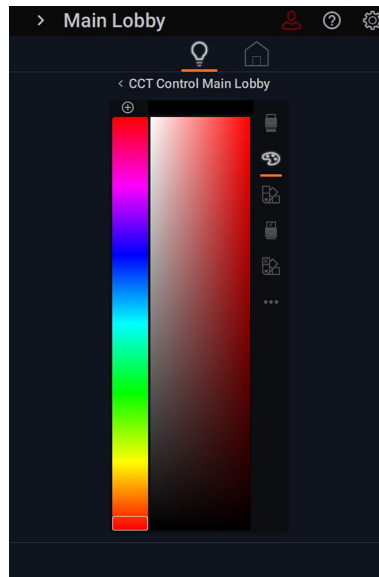
INDIVIDUAL COLOR LOAD CONTROL





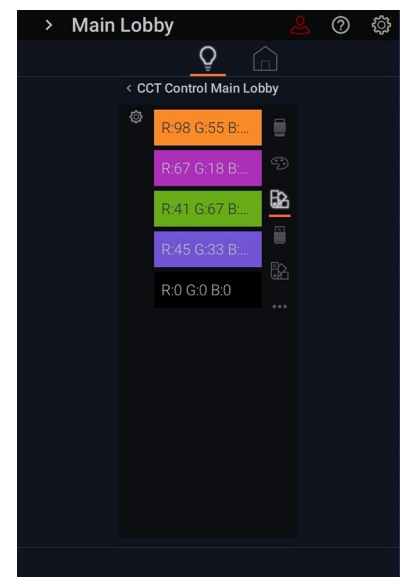
2. Access individual loads within the room. Quickly turn on/off with the light bulb icons. By clicking the arrow button next to the individual load, access individual control of the load.



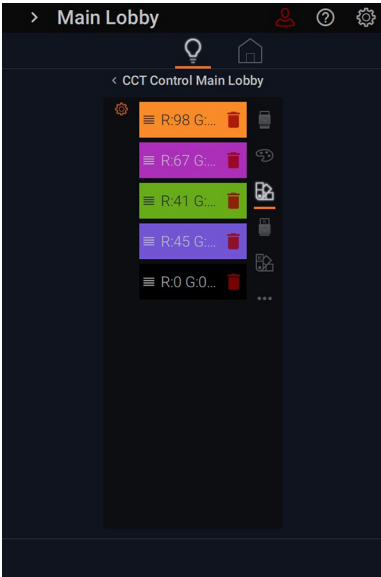
3. The individual lighting slider  allows for ramping of the individual light load. Set to the desired percentage.




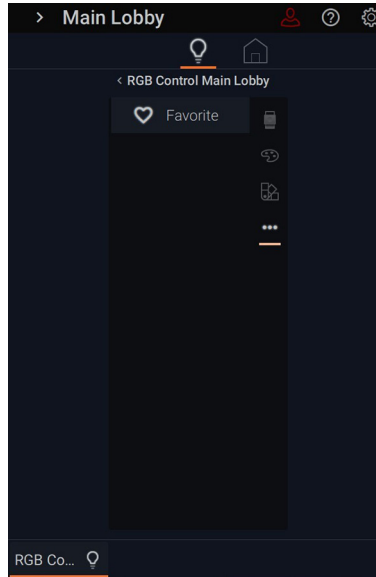
4. The color palette  allows for color selection. This icon will only appear if the load is a properly established color load. Drag the slider bar to adjust the hue and the circle within the plane to further adjust intensity and saturation of the chosen hue. The top bar will exhibit the current color and new color you are selecting. To save the color to swatches, click the plus  button.




5. The swatch library  lists previously saved swatch colors for quick use in multiple designs. Simply select the color you want to use.



6. Delete a switch by clicking on the gear icon  to the left of the swatches. Press the trash icon on the desired switch to delete. This option appears with HSIC, RGB, RGBW, and HSL color modes.



7. The three dots access **Favorite**. Click the heart icon  to add the lighting load to the favorites bar. This will appear on the bottom left of the screen. To remove from the favorites bar, click the heart again to unhighlight and remove.

OVERVIEW: SCENES WIDGET



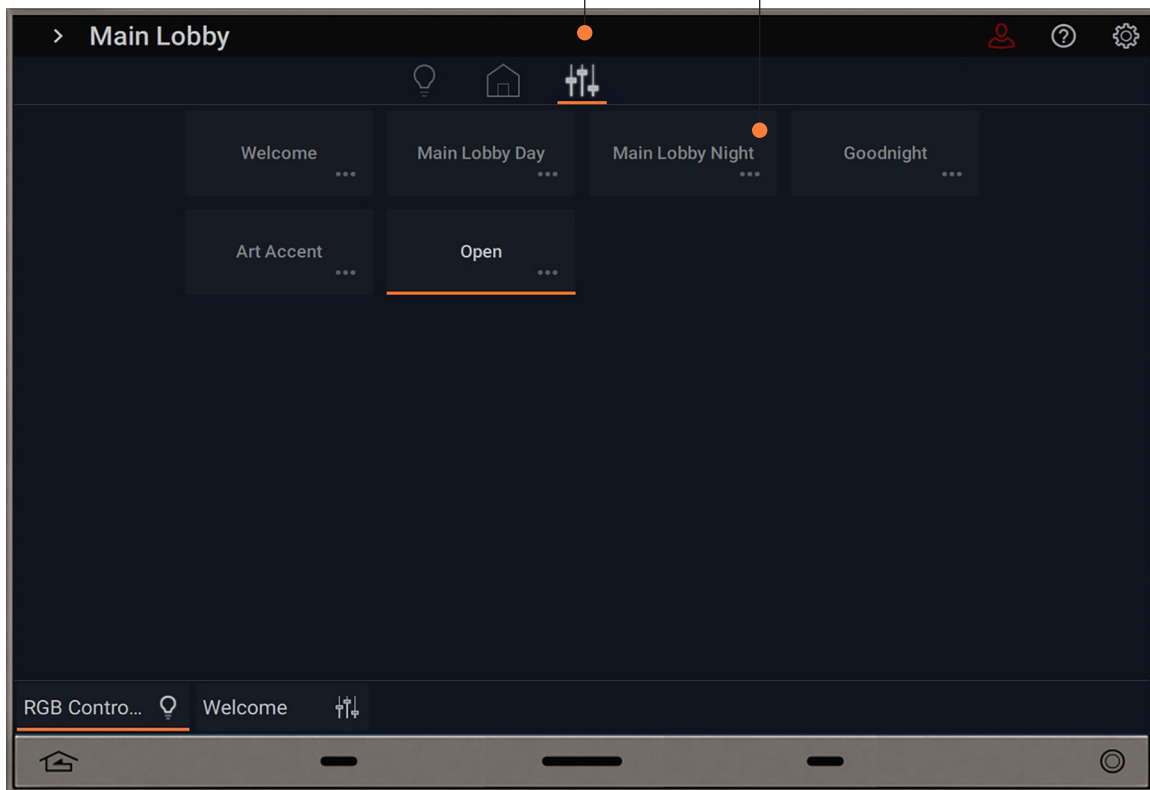
A scene is a series of actions that can be activated from either the scenes section of the interface, or as a favorite. Scenes are activated from the scene widget or when they have been set as a favorite. Editing levels allow scenes to be defined by name, action, room management, user access, and project category.

Scenes can be created with combinations of certain actions that are available to your system. Scenes must be assigned to rooms in order to be used. This can be done from the scene itself or from a specific area using the **Areas & Rooms** menu. Once a scene has been assigned to a room, it can also be marked as a favorite for that room. You can save scenes as favorites for quick recall from the **Favorites Bar**.

SCENE BUTTON

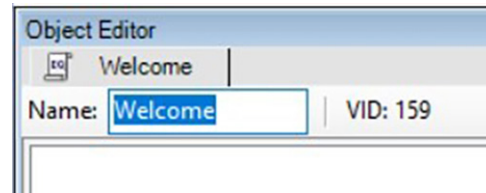
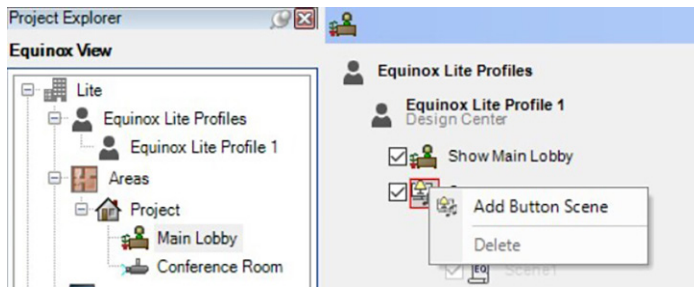
Displays the name of the scene. Tap the ellipses to access more options

SCENE WIDGET ICON



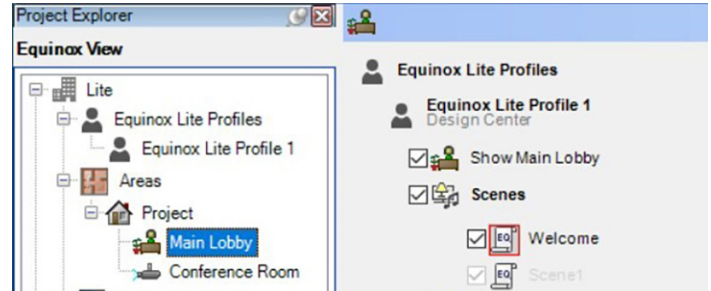
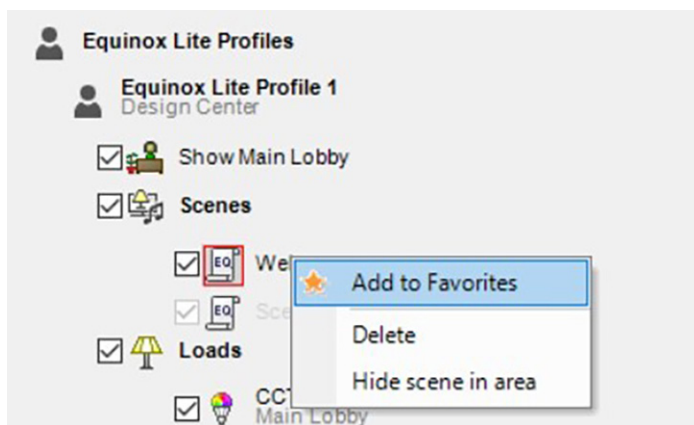
DESIGN CENTER: ADDING A BUTTON SCENE

To add a scene within the Equinox interface, scenes must be first set as a button scene within Design Center.



1. From within **Equinox View**, select the room which you would like the scene to take place in. Right-click the **Scenes** icon and select **Add Button Scene**.

2. In the **Object Editor**, choose a scene from available buttons in the chosen room. Rename the scene if desired in the **Name** field.

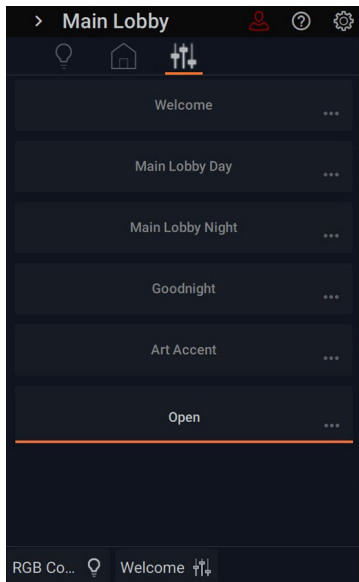


3. Right-click on the scene to **Add to Favorites**, **Delete**, or **Hide scene in area**. **Program** (F5) the controller.

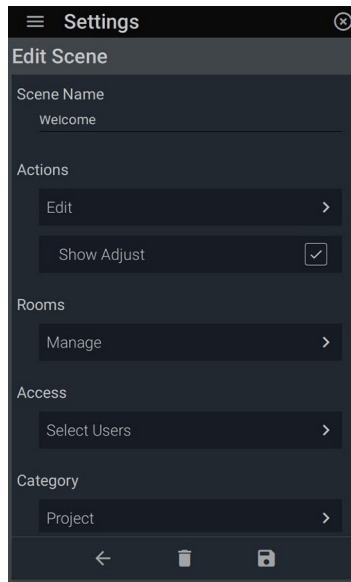
4. To enable or disable specific user access, use the check box next to the desired scene. (select room, in **Equinox View**, check boxes under profiles)

EQUINOX: INDIVIDUAL SCENES BUTTON FUNCTION

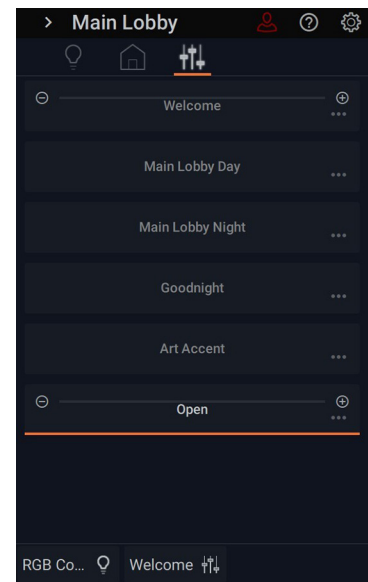
On the scenes widget page, each scene button has further control and exhibits connected information and status.



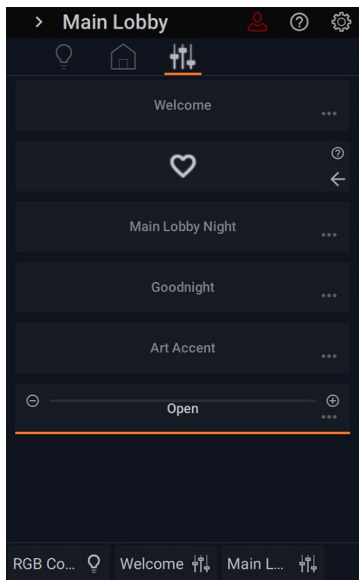
1. Status Bar (without +/-) shows scene is active to set parameters. Tap the dots ●●● to access favorites and information.



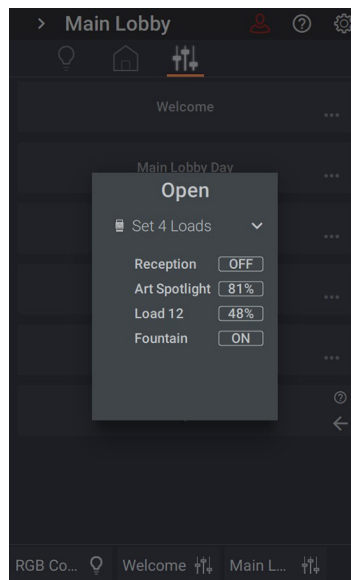
2. “Show Adjust” displays +/- buttons that can be turned on or off by checking the box in **Settings: Scenes: Edit Scene: Actions: Show Adjust**. NOTE: For more detail, see **EQUINOX: Scene Action Types: Emulate Button** (page 41)



3. “Show Adjust” displays +/- buttons that allow for all associated loads within the scene to be adjusted. To ramp the loads up/down, click the ⊖ icon or conversely ⊕. Tap the dots to access favorites. ●●●



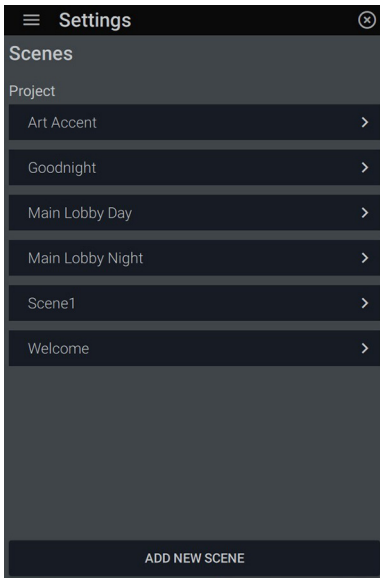
4. To set the scene as a favorite, tap the heart icon ♥. The scene will now appear in the favorites bar across all widgets. To remove a favorite from the favorites bar, return to the heart button and tap the heart icon to deselect it as a favorite. To return to the main scenes widget screen, tap the arrow icon.



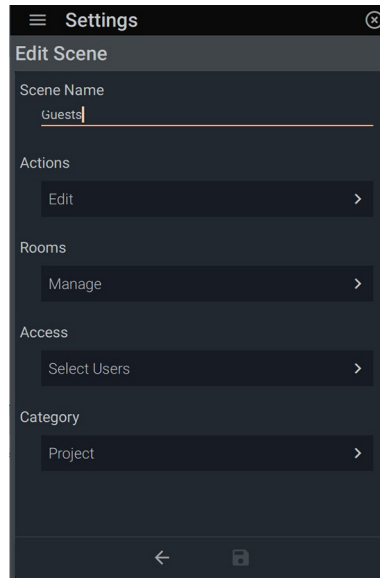
5. Access detailed scene information by tapping the ? icon. Discover status/level of loads within the scene by tapping the arrow, revealing loads and respective levels.

EQUINOX: CREATING AND EDITING SCENES IN SETTINGS

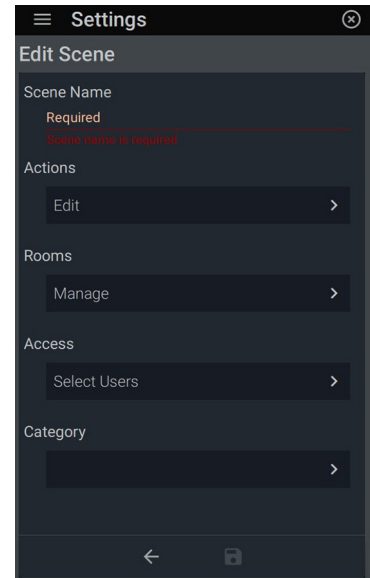
To be able to see scenes within the widget, they must be first set up in **Settings: Scenes**. Here you determine the type of action that will be linked to the scene, define its name, manage rooms where the scene will appear, and select users who have access to the scene.



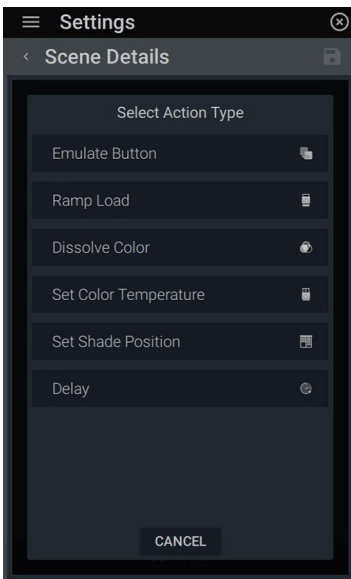
1. Go to **Scenes** under **Settings**. To start a new scene, tap **Add New Scene** to access the **Edit Scene** menu.



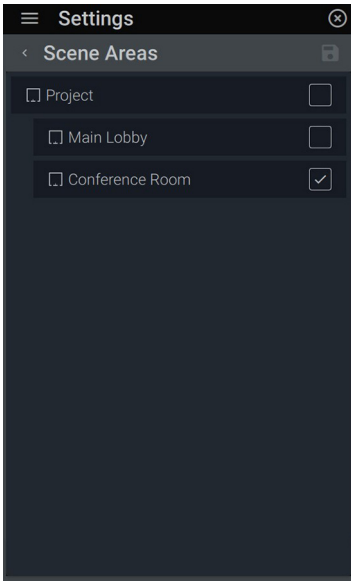
2. The **Edit Scene** menu consists of the following options: Scene name, actions, rooms, access, and category.



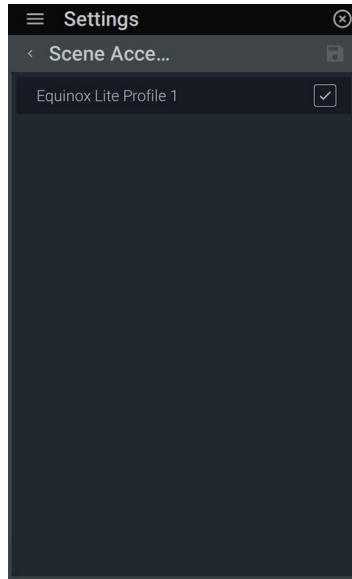
3. **SCENE NAME:** From the **Edit Scene** menu under **Scene Name**, tap **Required** to bring up the keyboard. Name the scene and click ✓ to save.



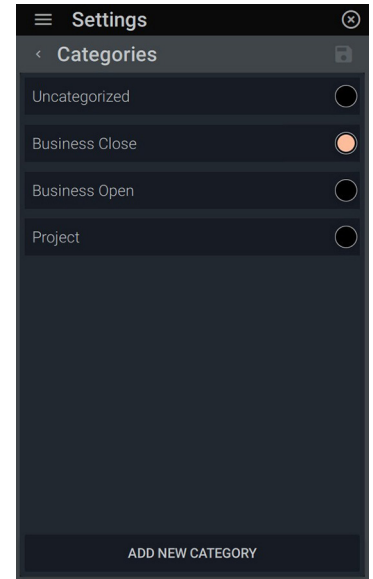
4. **ACTIONS:** Scenes are a series of actions. To assign an action to a scene, tap the **Edit** button under **Actions** in the menu. Select **Add Action**. A scene can be created with combinations of actions including Emulate Button, Ramp Load, Dissolve Color, Set Color Temperature, Set Shade Position, and Delay. **NOTE:** Refer to the next section, **Equinox: Scene Action Types** (pg. 41) for full detail on how to set up the different action types.



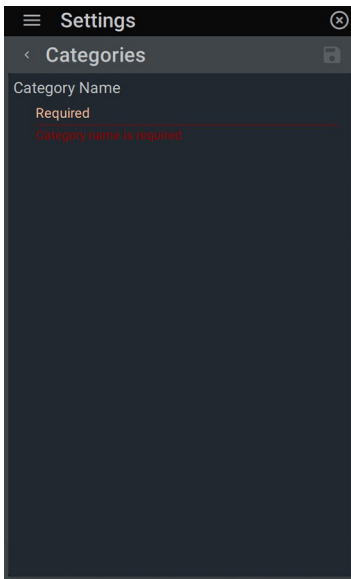
5. ROOMS: Press **Manage** and select the rooms where the scene will be accessible/visible.




6. ACCESS: Determine who has access to the scene. Tap **Select Users** and select from available profiles.



7. CATEGORY: The **Category** option allows the user to save a scene to a group.



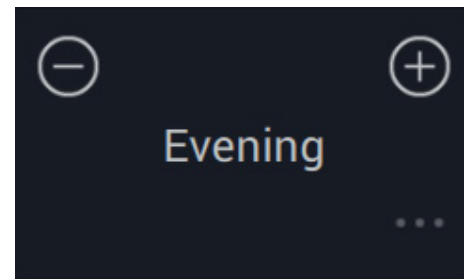
8. Project is the default folder. To add a custom category, select **Add New Category** and under **Category Name**, tap **Required** and enter in the name. Press ✓ to save or ✕ to return without saving changes. To save final changes, click .

EQUINOX: SCENE ACTION TYPES: EMULATE BUTTON

Emulate Button



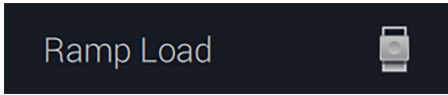
EMULATE BUTTON: A scene can be configured to specifically control a keypad button. A scene of this type cannot be combined with any other actions.



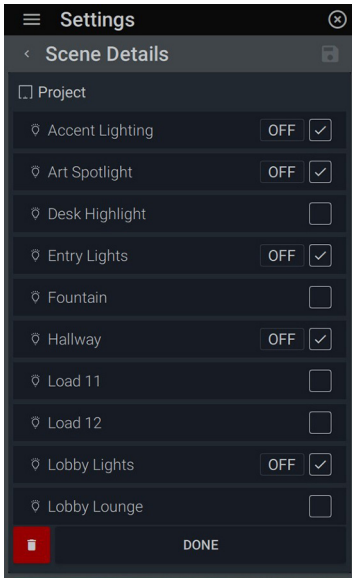
1. After selecting **Emulate Button**, choose a scene from button scenes previously created in Design Center. Press **Done** to add the scene or click the red trash icon and **Confirm Delete** to remove.

2. Once a scene is added, you'll notice a new option, **Show Adjust**, appears under the **Actions** category. When checked, **Show Adjust** adds +/- buttons to the scene button in the widget. These allow the user to adjust levels on loads (excluding color loads).

EQUINOX: SCENE ACTION TYPES: RAMP LOAD

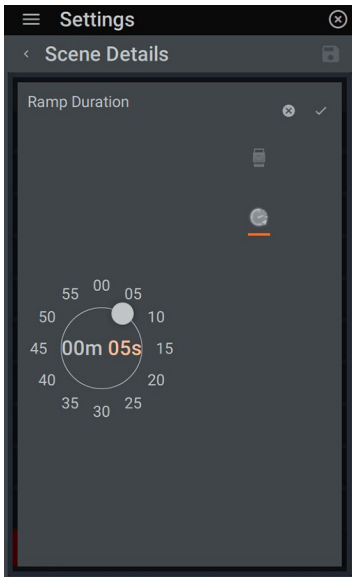


RAMP LOAD: Sets the level and ramp duration of one or more loads



1. After selecting **Ramp Load**, choose the loads that will be in the scene. The load value will default to **OFF**. To change the levels, tap the **OFF** box next to each load to access its control slider. After selecting the desired level, press the check box to set.

2. Select the desired level. Tap the ✓ icon to set the level. To set the **Ramp Duration**, tap 🔄.



3. **Ramp Duration** specifies how much time it takes for the ramp action to complete. Tap on the minutes (m) or seconds (s) field and drag the white ball to the desired time of delay. To set, tap ✓ or ✕ to exit out without saving changes and return to the load menu. Click **Done** when finished.

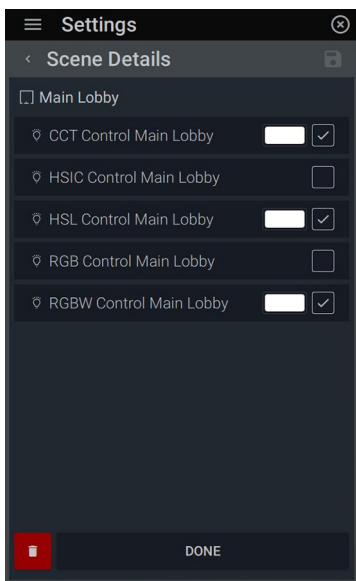
EQUINOX: SCENE ACTION TYPES: DISSOLVE COLOR

Dissolve Color

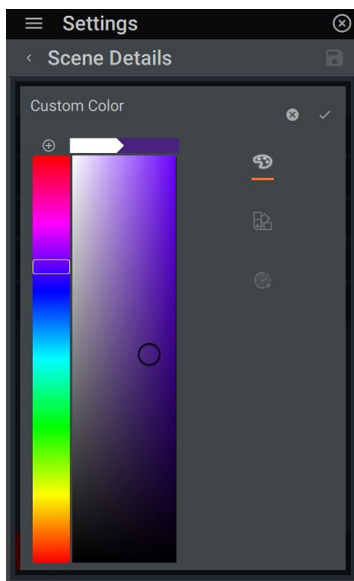


DISSOLVE COLOR

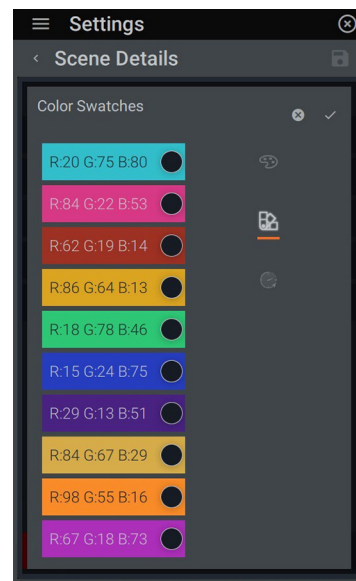
Set a new color and transition time for a color controllable load



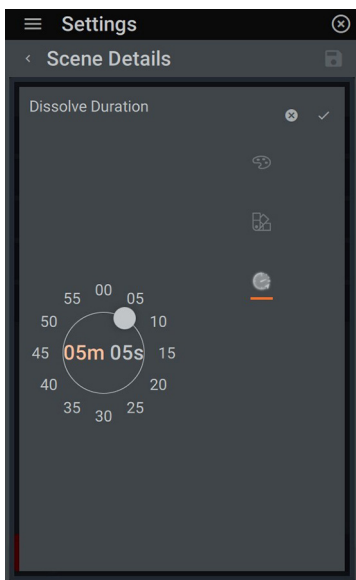
1. After selecting **Dissolve Color**, choose from available loads to control. To save as is, tap **Done**. To delete the action, tap the trash icon and **Confirm Delete**. To change the color, tap the box next to the check mark to access the color picker.



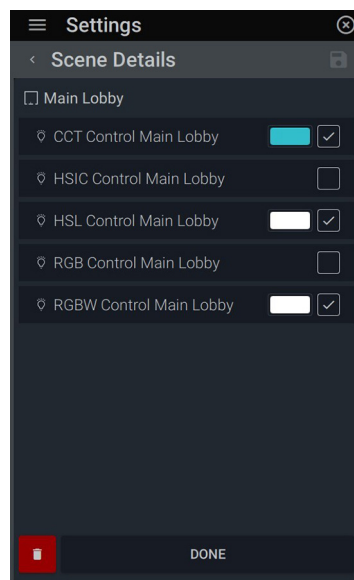
2. Drag the slider bar to adjust the hue and the circle within the plane to further adjust intensity and saturation of the chosen hue. The top bar will exhibit the current color and new color you are selecting. Click ✓ to save color or ⊕ to save to swatches.



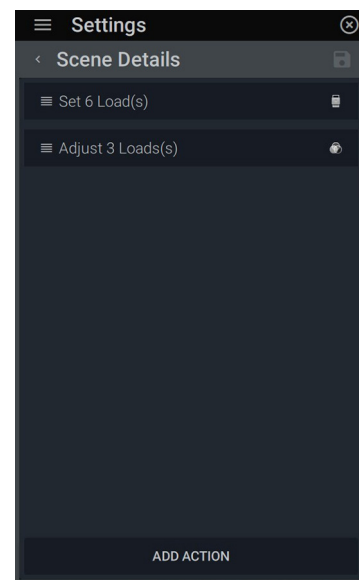
-OR- 3. Tap the trash icon to access saved swatches. Select the desired color. Click ✓ to utilize the swatch.



4. Tap the clock icon to set **Dissolve Duration**. This sets the time it takes to dissolve between colors. Tap the seconds (s) or minutes (m) in the middle to select setting. Drag the white ball around to set the time frame. Click ✓ to set the **Dissolve Duration**.



5. Continue to set the remaining loads as done previously. Tap the box next to the load to access the color picker.



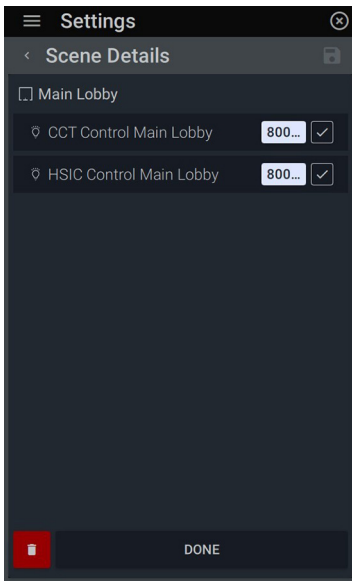
6. Once the action is set, your saved action will appear under **Scene Details**. From here you can add another action or click trash icon to save actions. To delete an action, select it under **Scene Details**, then click the trash icon and **Confirm Delete**.

EQUINOX: SCENE ACTION TYPES: SET COLOR TEMPERATURE

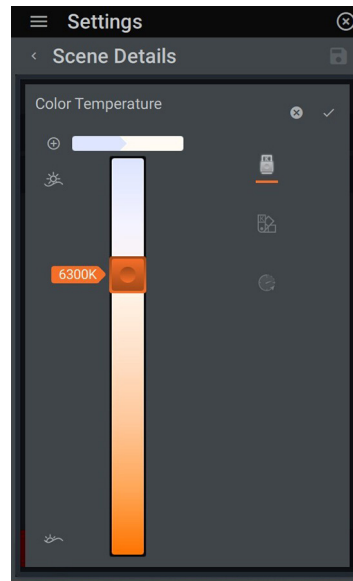
Set Color Temperat...



SET COLOR TEMPERATURE: Set a new a color temperature and transition time for a color temperature controllable load




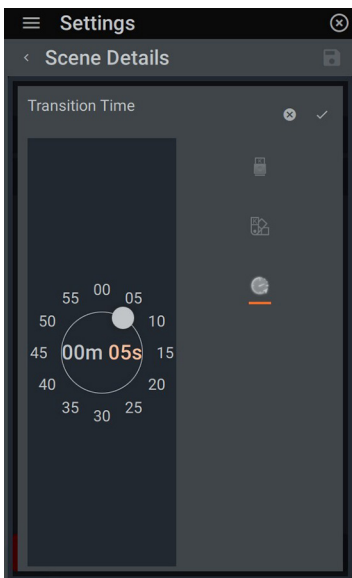
1. Select the loads you want to include in the scene. Click on the temperature box next to the check mark to individually adjust the temperature.




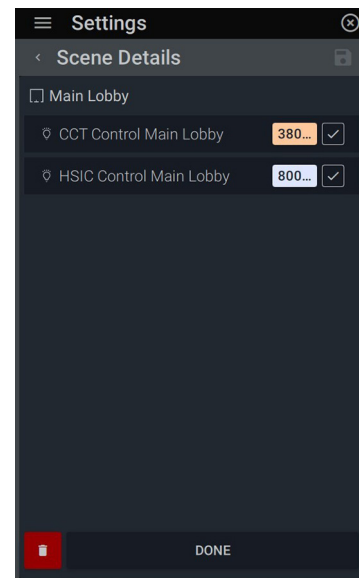
2. Use the slider to achieve the desired temperature or tap the sunrise/sunset icons to select the ends of the spectrum. To add the temperature to swatches, tap the \oplus icon. A confirmation **Added new Swatch** button will flash below. Press \checkmark to save the temperature.




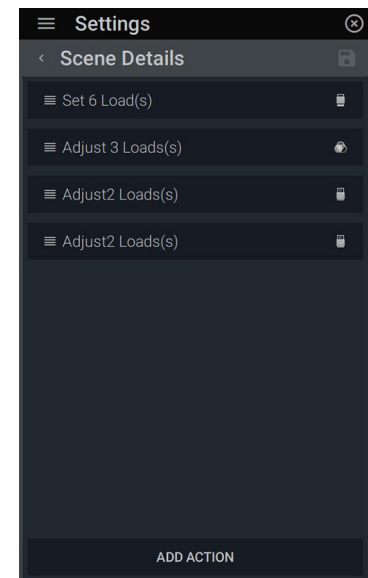
3. Tap the  icon to access saved swatches for consistency throughout the project. Select the desired color. Press \checkmark to set the temperature.



4. Tap the  clock icon to set **Transition Time**. Select the minutes (*m*) or seconds (*s*) field to change, then drag the white ball to desired time setting. This sets the time it takes to transition between color temperatures. Press \checkmark to confirm and return to the **Scene Details**.



5. Repeat steps 1-4 to set other loads. Tap **Done** to set the temperature settings or  to delete the settings.



6. The scene is now set. To edit, simply click the load to enter the **Scene Details** edit screen.

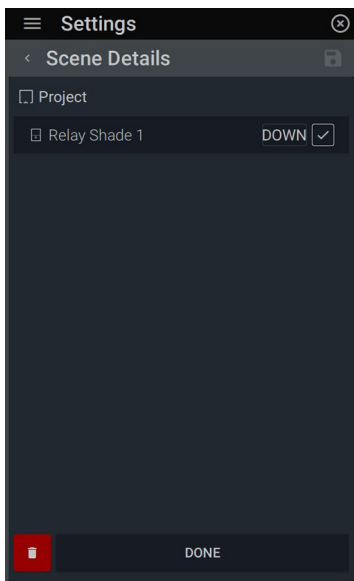
EQUINOX: SCENE ACTION TYPES: SET SHADE POSITION

Set Shade Position

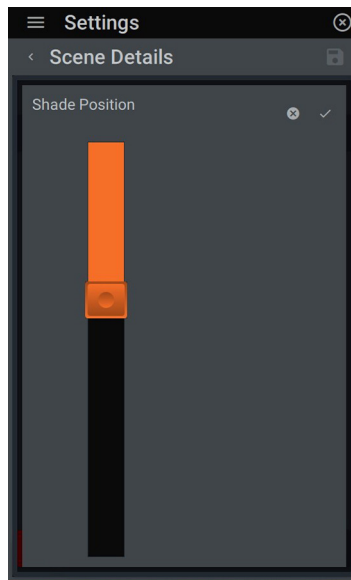


SET SHADE POSITION

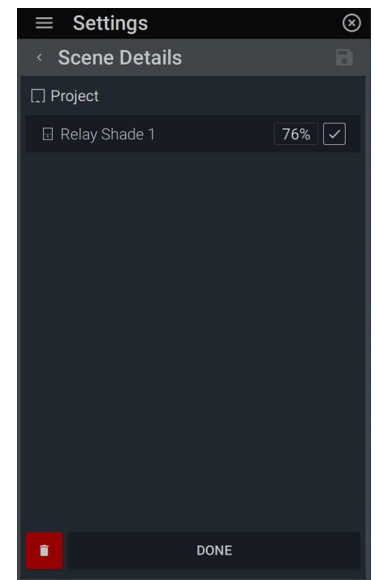
Set a specific position for one or more shades by established shades or shade groups.



1. After selecting **Set Shade Position**, choose the shades you want to set by clicking their name. A check box will appear after you select the shade with the default **Down** position. To change the position, tap on the **Down** box.



2. A shade position slider dialog box will give you the ability to set the shade at any increment. To save, press ✓ or ✕ to return to the previous menu. Repeat setting levels for each shade needed.



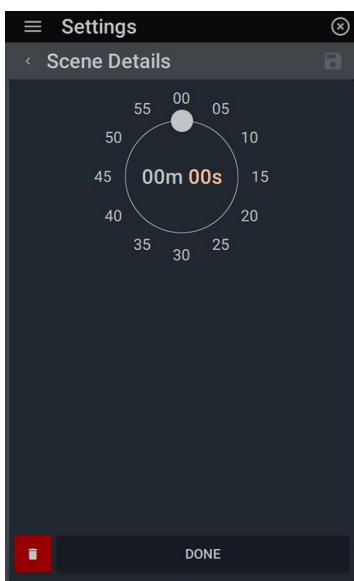
3. Upon completion, press **Done** or the trash icon and **Confirm Delete** to delete changes.


EQUINOX: SCENE ACTION TYPES: DELAY

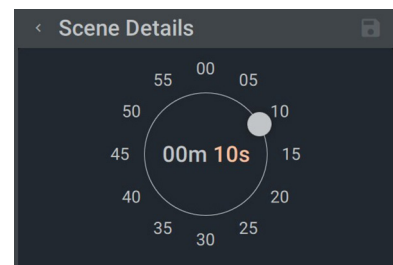
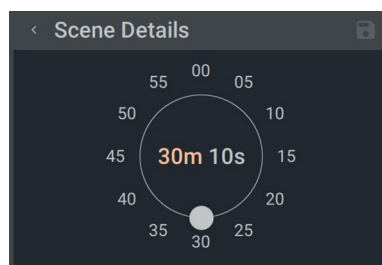
Delay



DELAY: Places a determined time delay in between set actions.



1. After selecting **Delay**, tap on the minutes (**m**) or seconds (**s**) field and drag the white ball to the desired time of delay. Press **Done** to save or , then **Confirm Delete** to void changes and return to the action summary screen.



OVERVIEW: SHADES WIDGET



Shades

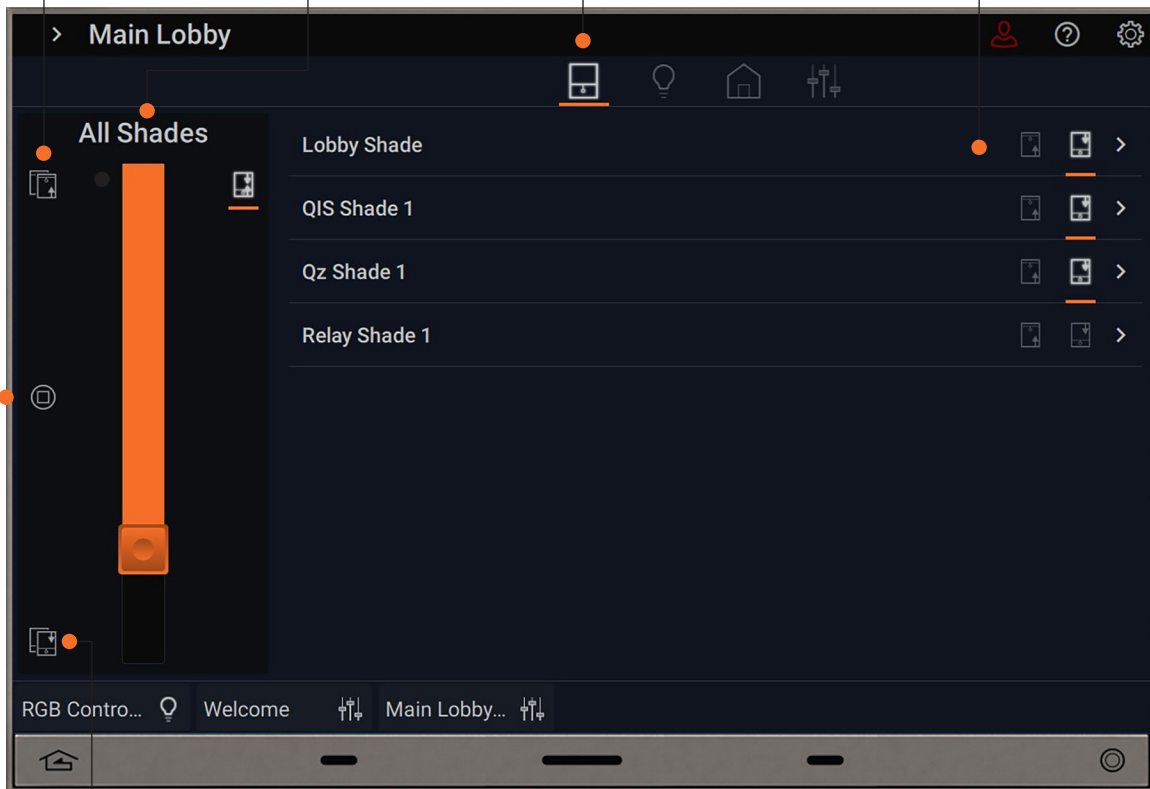
The shades widget provides user control and is dependent on what type of shade that is integrated. Access quick control of shades and integrate shades into schedules. Depending on the systems capabilities, different operations can be performed on the shades in this space.

RAISE UP
Tap to raise all shades completely up

SHADE SLIDER
Engage the slider to raise/lower all shades to a specific level

SHADE WIDGET ICON

INDIVIDUAL SHADES
Engage the slider to raise/lower the single shade to a specific level

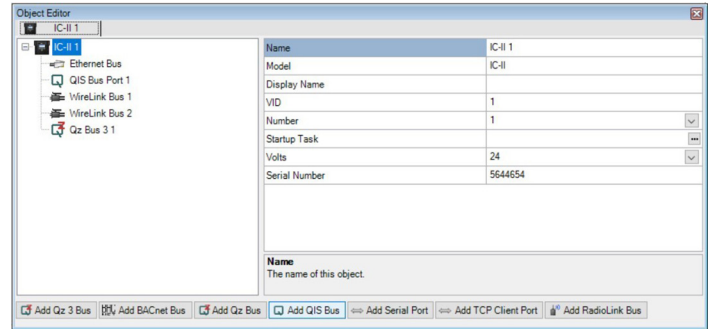
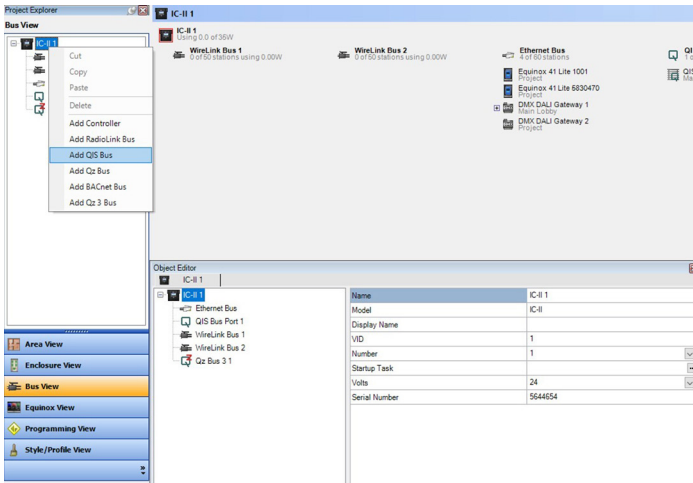


STOP
Tap to stop

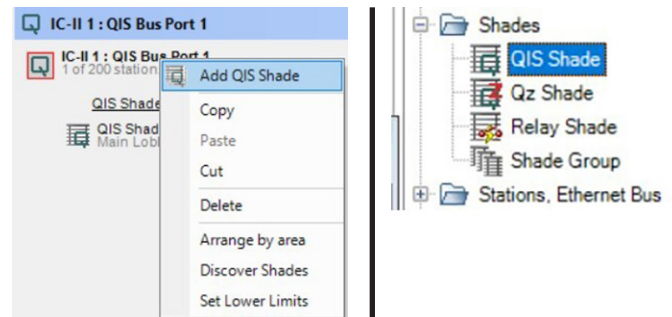
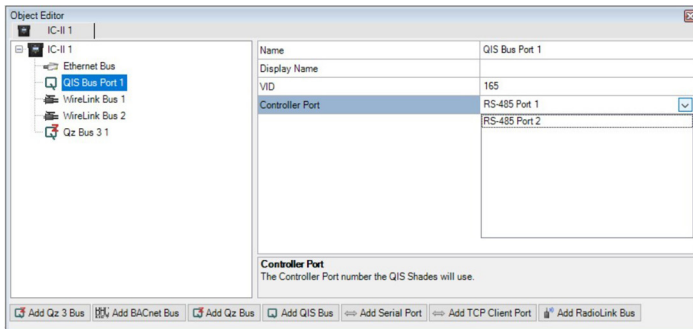
LOWER
Tap to lower all shades completely down

DESIGN CENTER: ADDING QIS SHADES MANUALLY

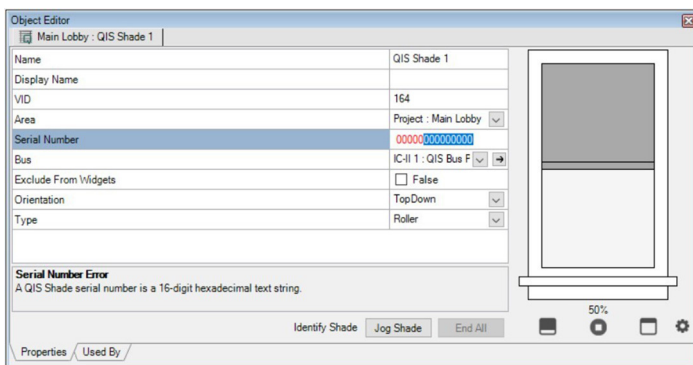
As one of the primary suggested shade sources, QIS shades can be added manually or automatically. Follow the next steps for adding them manually.



1. Add the QIS Bus through the **Bus View**. This can be done by right-clicking on the controller and selecting **Add QIS Bus**.
- OR- 2. If the shades are already wired together, go to **Bus View** and click the **Add QIS Bus**  from the bottom buttons.

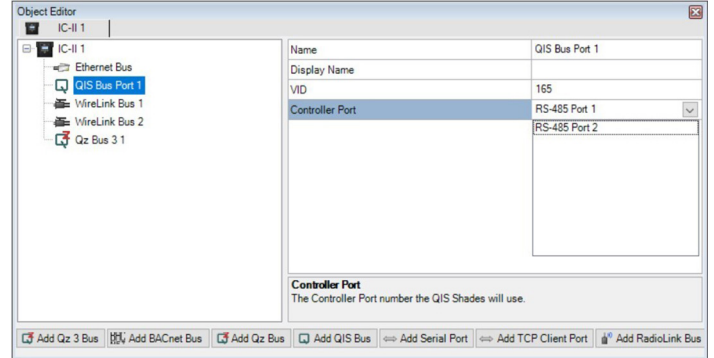
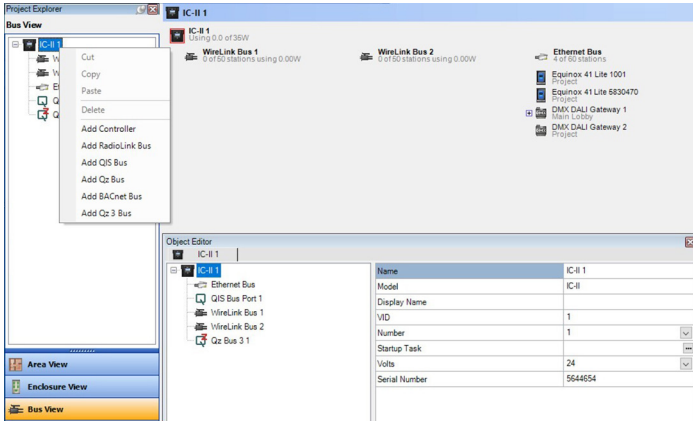



3. In the **Object Editor**, choose the controller port number the QIS shades will use.
4. To add shades, either right-click on the **QIS Bus Port** in the **Project Explorer** and select **Add QIS Shade** -OR- double-click **QIS Shade** in the **Vantage Objects: Shades** folder to add a shade to the project.



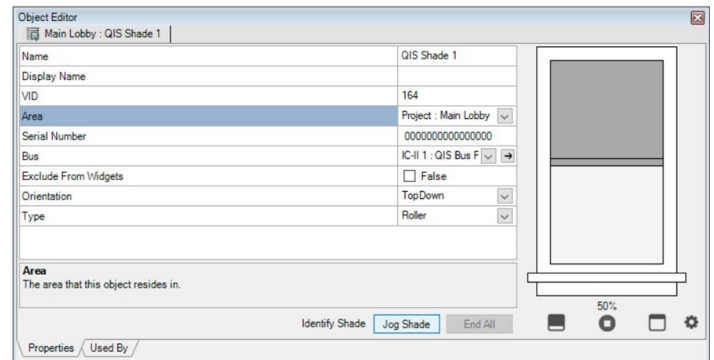
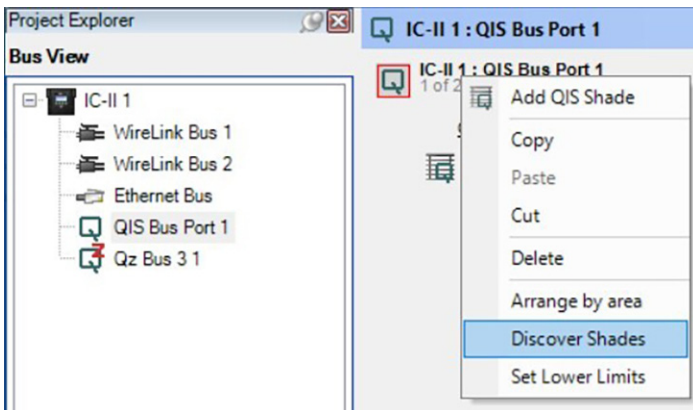
5. Configure each shade by manually entering each serial number for each shade -OR- program the controller (F5) at this point and put the system into configuration mode. Then manually tug each shade to auto populate its serial number. Identify and name the shade in the **Object Editor**.

DESIGN CENTER: ADDING QIS SHADES AUTOMATICALLY




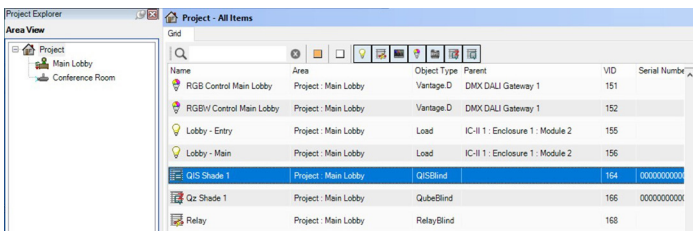
1. Add the QIS Bus through the **Bus View**. This can be done by right-clicking on the controller and selecting **Add QIS Bus -OR-** go to the **Bus View** and select the **Add QIS Bus**  from the bottom buttons.

2. In the **Object Editor**, choose the controller port number the QIS shades will use. **Program** (F5) the controller.



3. While still in **Bus View**, right-click on the QIS Bus Port icon and choose **Discover Shades**. This will bring in all shades and respective serial numbers that are properly connected to the controller.

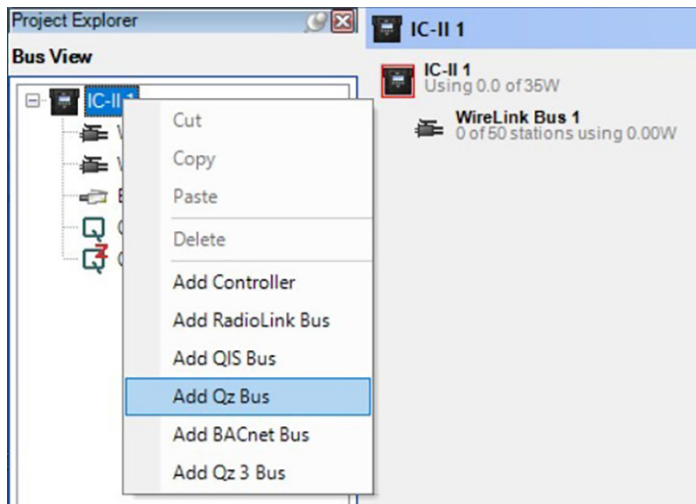
4. Assign shades to locations. To determine where the shades are located, highlight each shade one at a time and select **Jog Shade** in the **Object Editor**. This will cause the selected shade to jog up and down physically for identification of its location. 

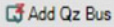


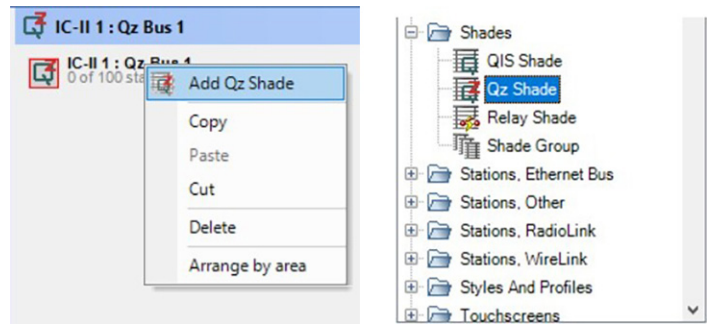
5. In the **Area View**, click and drag each shade into their respective rooms.

DESIGN CENTER: ADDING QZ SHADES MANUALLY

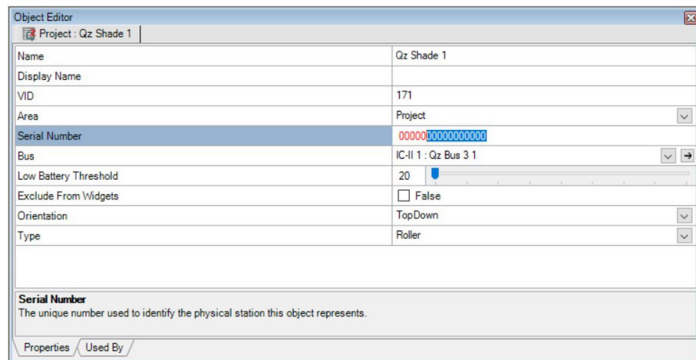
Follow these instructions for adding Qz shades to the system manually.



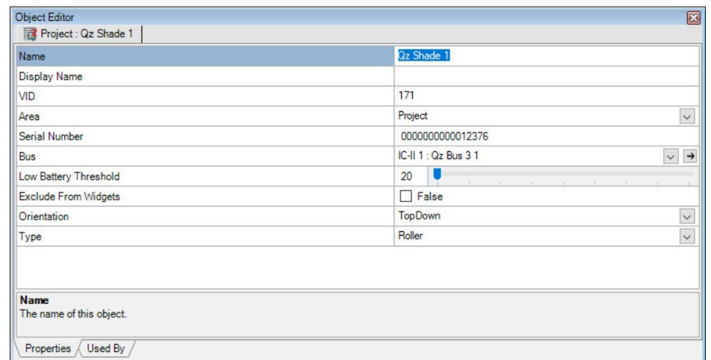
1. Add the Qz Bus through the **Bus View**. This can be done by right-clicking on the controller and selecting **Add Qz Bus** -OR- select the **Add Qz Bus**  from the bottom buttons in the **Object Editor**.



2. To add shades, either right-click on the **Qz Bus** in the **Project Explorer** and select **Add Qz Shade** -OR- double-click **Qz Shade** in the **Vantage Objects: Shades** folder to add a shade to the project.

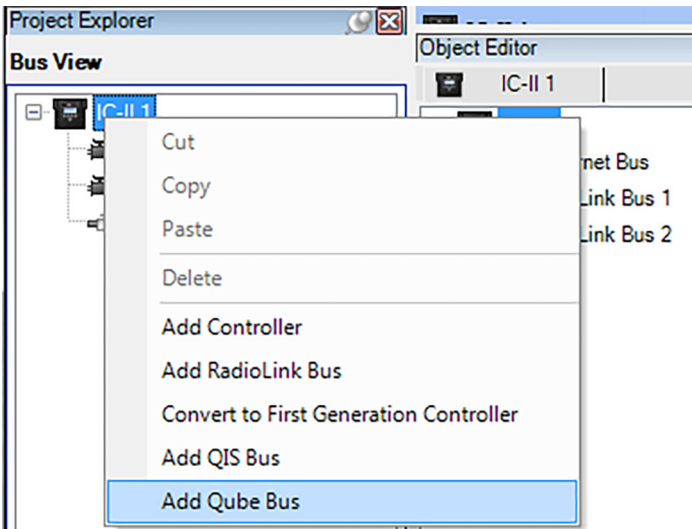


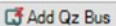
3. Configure each shade by manually entering each serial number for each shade -OR- program the controller (F5) at this point and put the system into configuration mode. Then manually tug each shade to auto populate its serial number.

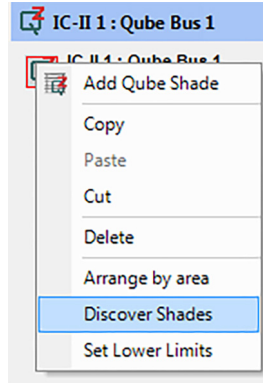


4. Identify and name the shade in the **Object Editor**. Add additional shades individually through **Vantage Objects**. Name and add serial number to each shade. Click and drag into their respective rooms.

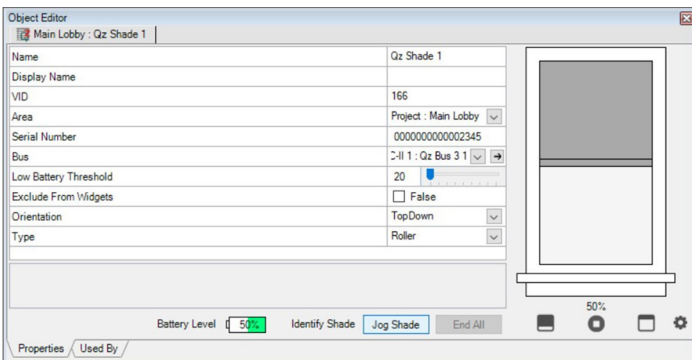
DESIGN CENTER: ADDING QZ SHADES AUTOMATICALLY




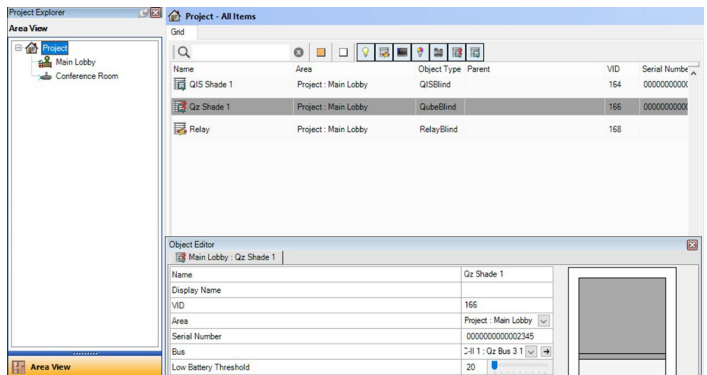
1. Add the **Qz Bus** through the **Bus View**. This can be done by right-clicking on the controller and selecting **Add Qz Bus -OR-** clicking  from the bottom buttons.



2. While still in **Bus View**, right-click on the **Qz Bus Port** icon and choose **Discover Shades**. This will bring in all shades and respective serial numbers that are connected to the Qz Bus. **Program (F5)** to update.



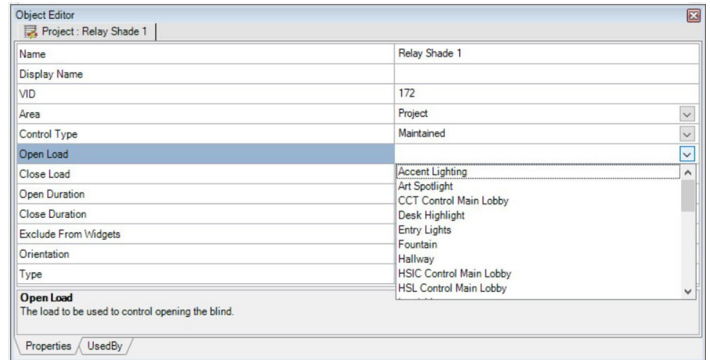
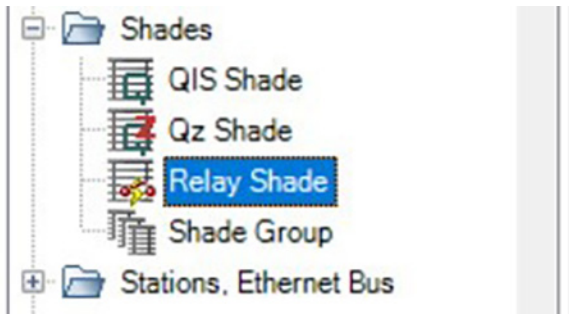
3. Assign shades to locations. To determine where the shades are located, highlight each shade one at a time and select **Jog Shade**  in the **Object Editor**. This will cause the selected shade to jog up and down physically for identification of its location.



5. In the **Area View**, click and drag each shade into their respective rooms.

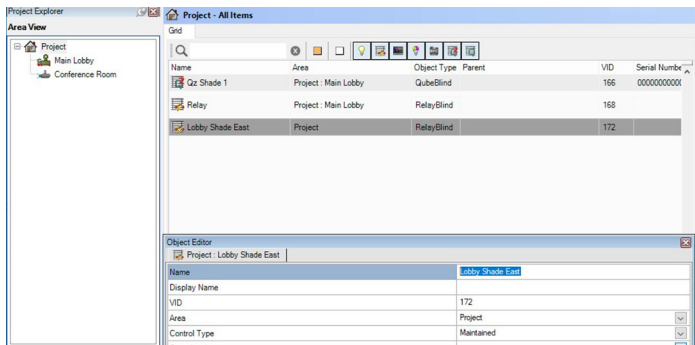
DESIGN CENTER: ADDING RELAY SHADES

Relay shades are used for low-voltage and line based motor controlled shades.

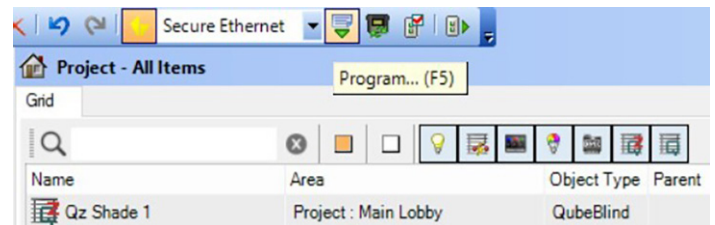


1. Verify that relay loads have been added to the Design Center file for each shade. Add relay shades through **Vantage Objects**.

2. Assign **Open Load** and **Close Load** in the **Object Editor**.



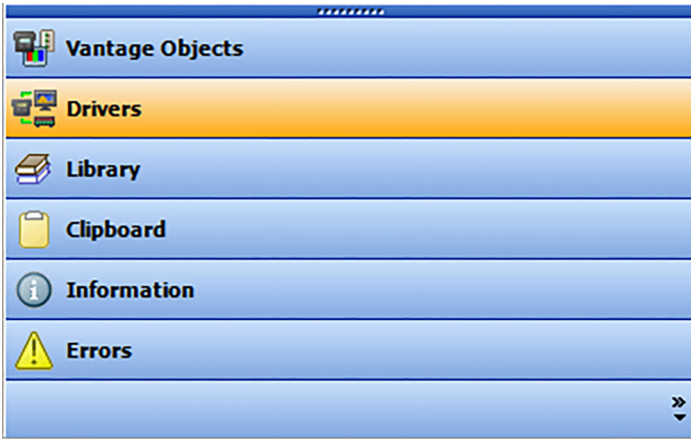
3. Add each individual shade through **Vantage Objects**. Name and click and drag each shade into their respective rooms.



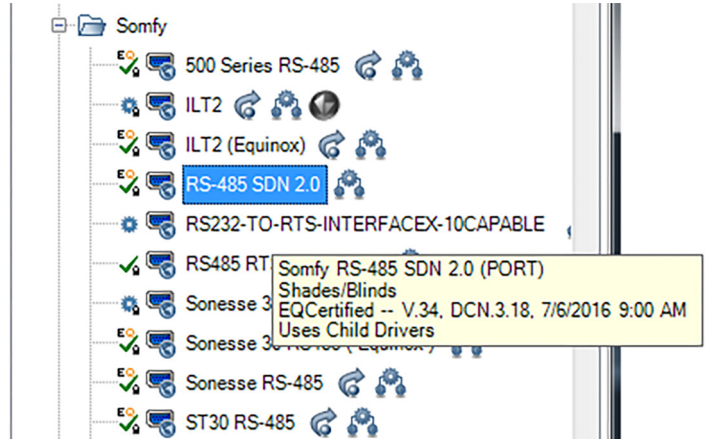
4. **Program** the controller (F5).

DESIGN CENTER: ADDING THIRD PARTY SHADES

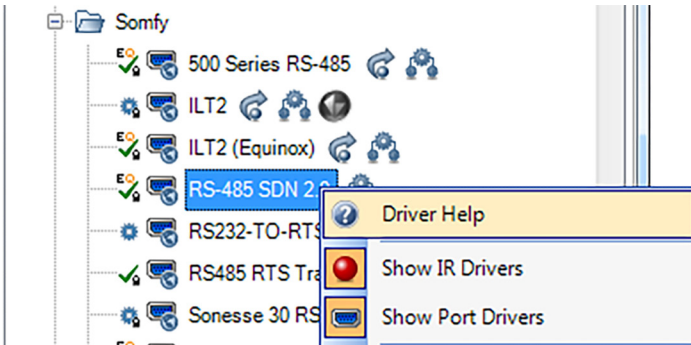
Third Party shades can be added to the system. In addition to the manufacturer's instructions for the shades, follow these instructions to obtain more specific installation guides.



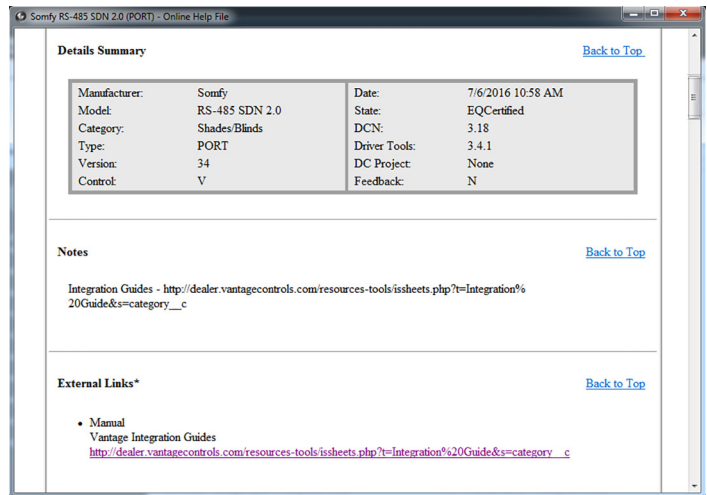
1. Find the driver for the shades in the driver library or click on to search online drivers.



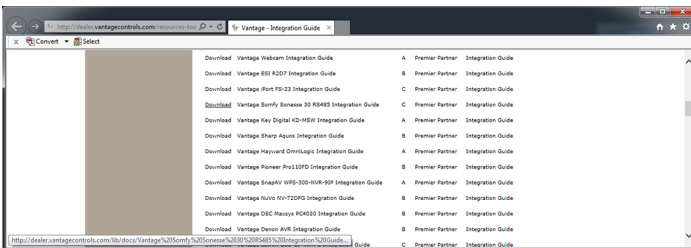
2. For this example we will add the Somfy driver, **RS-485 SDN 2.0**. Double-click to download the driver.



3. Right-click on the driver and select **Driver Help**. A corresponding document will appear in a new window.



4. Within the driver help window, look for the corresponding Integration Guide for step by step instructions on how to set up the driver and installation tips.



5. Links will direct you to documents or downloads for further resources and instruction.

Manufacturer:	Somfy	Widget:	Shade
Model Number/s:	Sonesse 30 RS485 (Equinox)	Aliases:	ILT2 (Equinox)
Driver Version:	v. 12 or higher	Widget Category:	Shades/Blinds
DC Version:	v. 3.3 or higher	Connection Type:	Serial (RS-485)*

I. Overview

As part of its Premier Partner Program, Vantage Equinox products support the Somfy Sonesse 30 RS485 for control of the shades in your Infusion Project. After setting up the Somfy in Design Center, the Equinox Shade Widget user interface for control of the Somfy Shades automatically appears in the EQ41 and EQ73 in-wall touch screens and on mobile devices installed with the Equinox App (available for iPhones, iPads, iPods, and Android products).

*see Notes section for information about Vantage RS-485 stations.

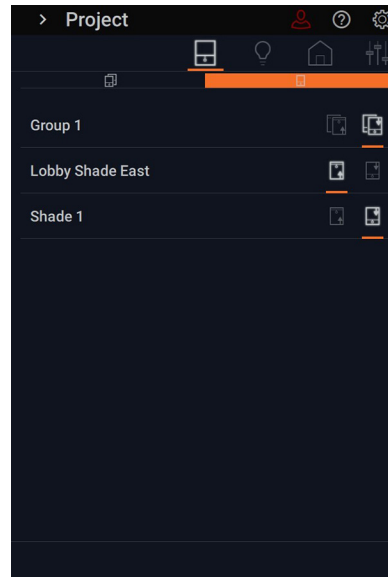
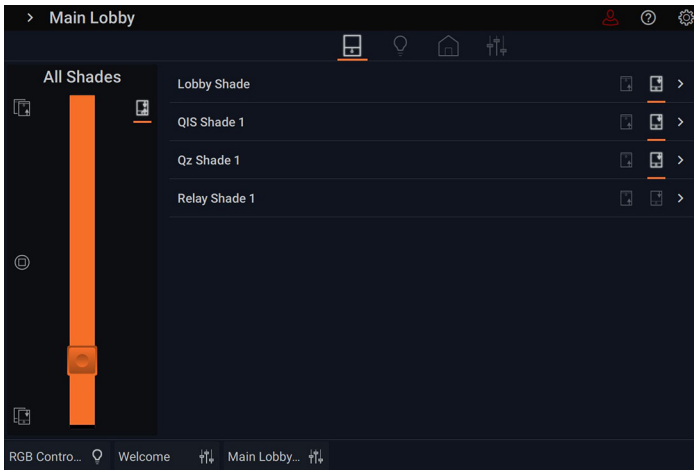
II. Features Supported / Not Supported




Feature	EQ40	EQ41, EQ73 & EQApp
Open/ Close / Stop		
Full control over open, close, and stop for all shades		
Position Control		
Set the shades to specific positions		
Visual Feedback		

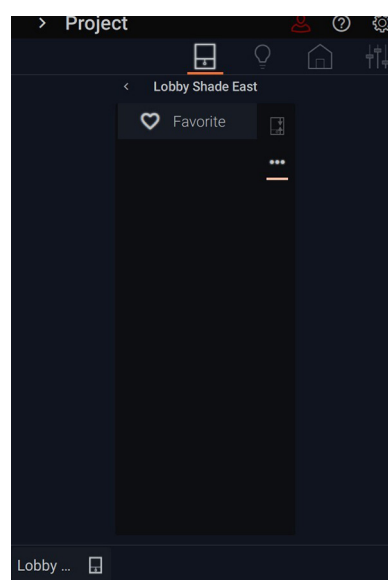
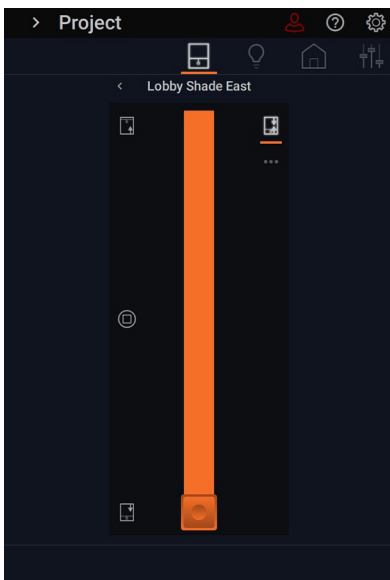
6. Download your supporting document to access desired details.


EQUINOX: CONTROLLING SHADES


With a familiar navigation to the lighting widget, the shade widget within Equinox provides all shade and individual shade control. Set favorites and add shades to schedules.





1. The slider provides control for all the shades in the room. To raise all the shades, tap the  icon or to lower the shades, tap the  icon. To stop at any interval, simply tap the  stop icon. Tap a shade name to access individual control.




2. Individual shades will display by name with their individual control. Tap the  icons to raise and lower the specific shade. Tap the arrow to access further individualized control.

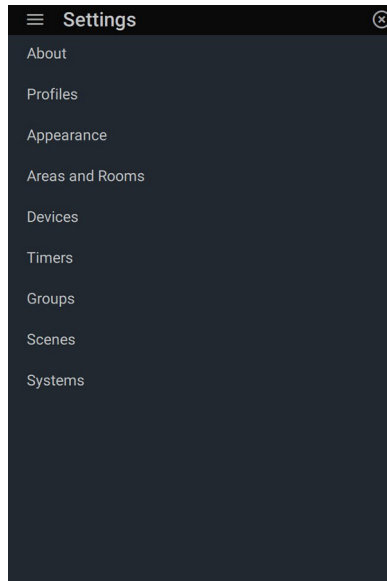
3. Tap the heart icon to add the shade to the favorites bar, the clock to add to existing schedules, and the  icon to return to the slider control.

Exactly like the main shades widget, the slider allows for the raising and lowering of the shade with the ability to stop at any point utilizing the circle stop icon .

Tap the dots  to access the ability to add the shade to favorites.

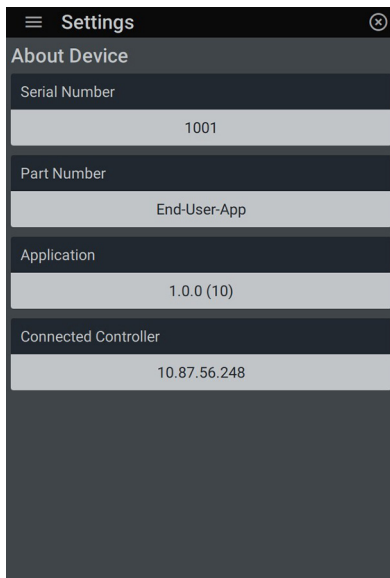
DEVICE SETTINGS

Settings give further control to the user through screen management of preferences and editing capabilities. Access settings on the touchscreens through the gear icon  on the top right of the screen. Scroll through the options on the Equinox 73 or tap the three lines for the drop down menu on Equinox 41 and mobile devices. Schedules and divide and combine widgets (except on landscape formats) are limited to Equinox 73.



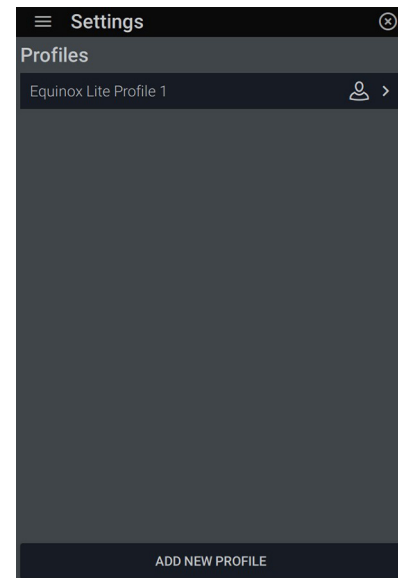
DEVICE SETTINGS: ABOUT

Discover information about the Equinox touchscreens including serial number, part number, application, and connected controller IP address.

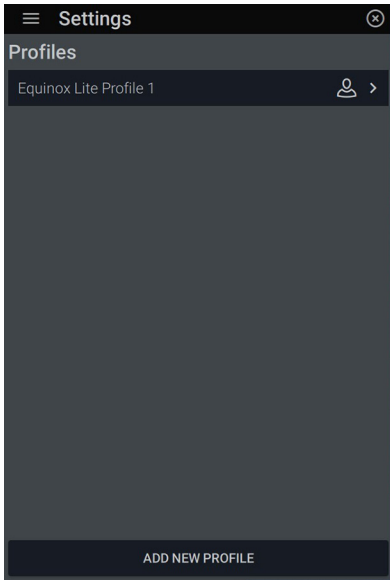


DEVICE SETTINGS: PROFILES

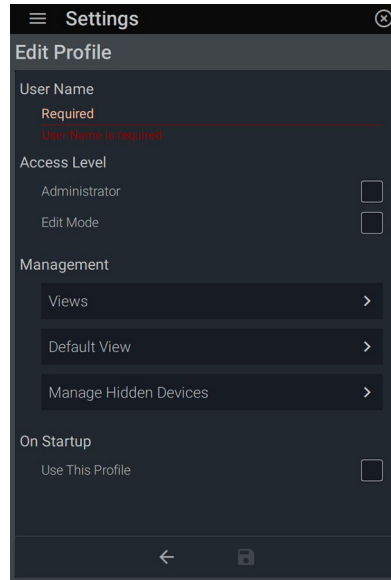
By defining which profile Equinox will operate under, simply select one of the established Equinox Lite Profiles previously set up. See ***Creating Equinox Lite Profiles in Equinox*** (page 8).



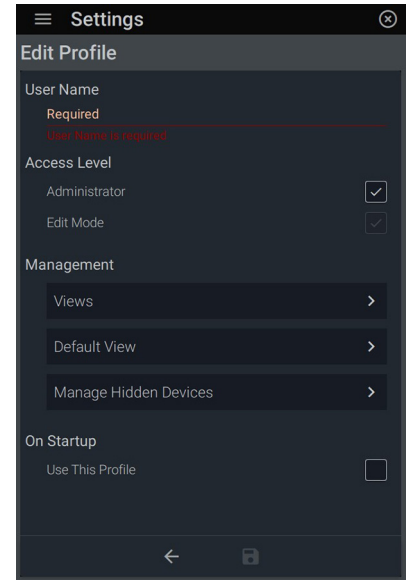
DEVICE SETTINGS: PROFILES: ADDING A NEW PROFILE



1. To set up a user profile within the UI, go to the settings menu, indicated by the gear icon in the top right. Select **Profiles** and click **Add New Profile**. Previously established profiles will be listed and available for editing.

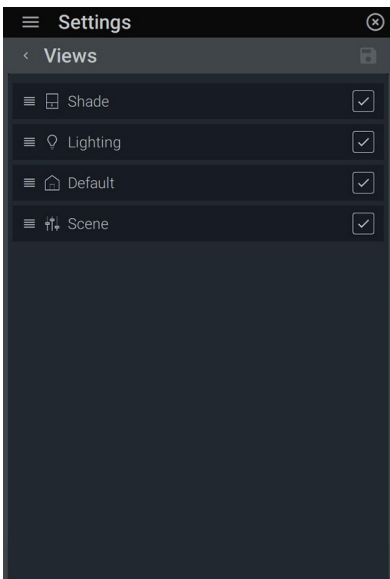


2. In the **Edit Profile** dialog box, add a **User Name** and select the access level (*Administrator, Edit Mode*).

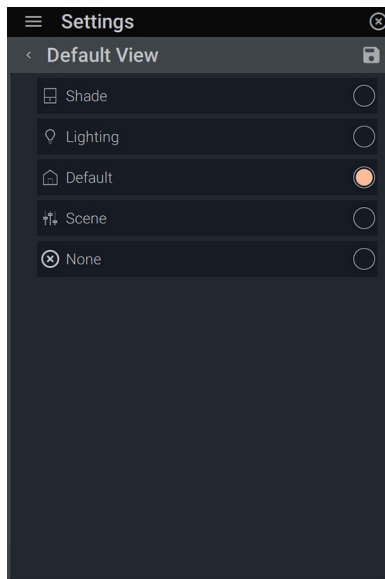



3. Under **Access Level**, if you have chosen **Edit Mode**, you will only have the option to have favorites visible.

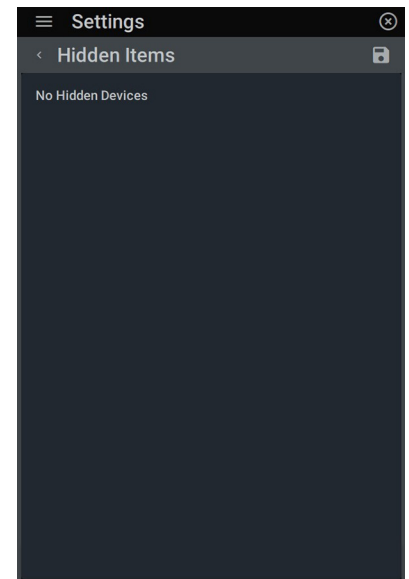
NOTE: Under **On Startup**, check **Use this Profile** to allow the current profile to be the default on the Equinox interface.




4. Within **Management: Views**, choose which views the profile has access to; shade, lighting, scene, or default. Click  to save changes.

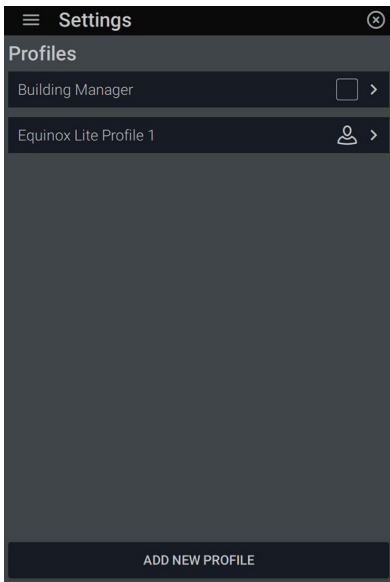



5. Under **Management: Default View** Select which **Default View** page the user sees first. When the screen times out, it will default to the view you have chosen. Click  to save changes.

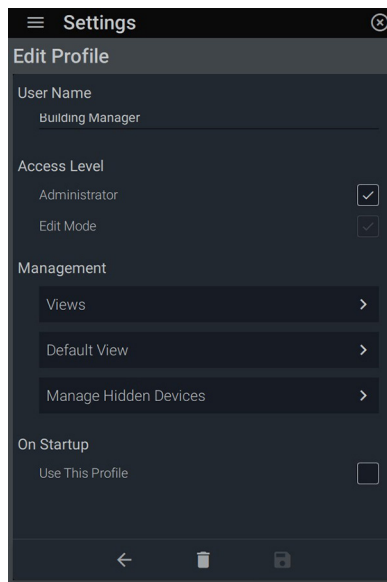



6. Under **Management: Hidden Devices** manage devices to be hidden or seen within the app. Click  to save changes.

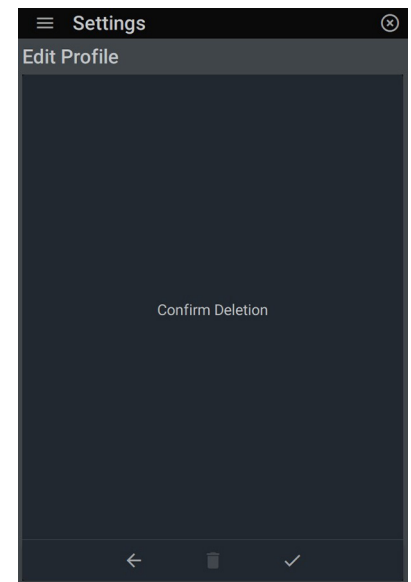
DEVICE SETTINGS: PROFILES: DELETING A PROFILE





1. Under **Settings**  select **Profiles**. Click the arrow to the right of the profile box delete. If there is a head icon, click on it to release the profile.



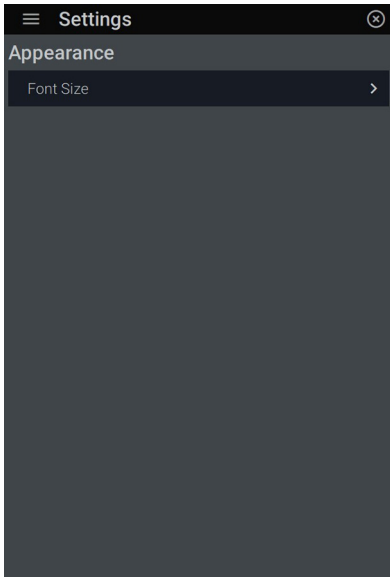
2. Click  at the bottom to delete the user.



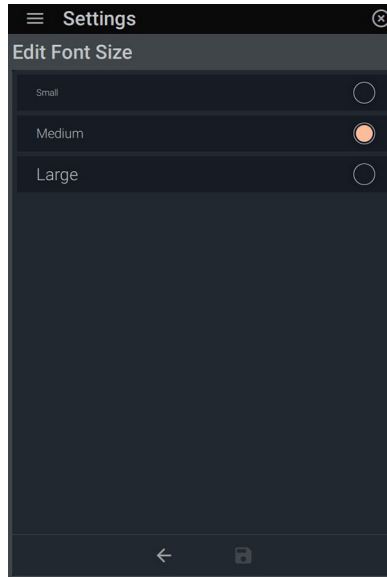
3. Confirm deletion by clicking the check mark  or the  arrow to void and return to the previous edit screen.


DEVICE SETTINGS: APPEARANCE

Choose from three levels of font sizes to create optimal viewing.

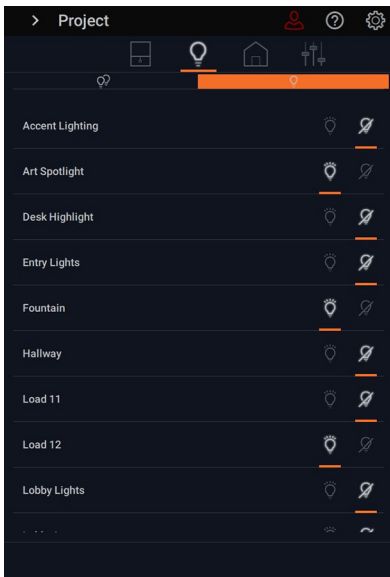


1. Under **Settings** and the three lines, select **Appearance**.

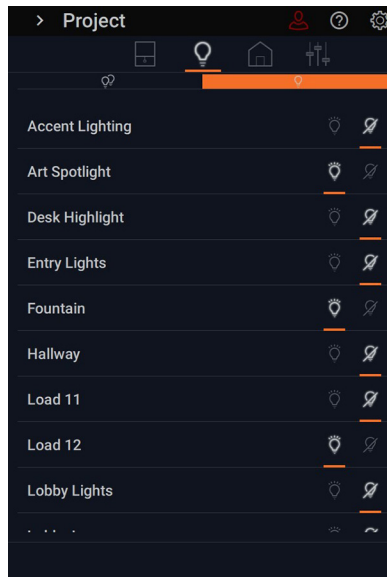


2. Click the desired font size. **Medium** is set as the default. Click  to save changes and activate the selected font size. See font size previews below.

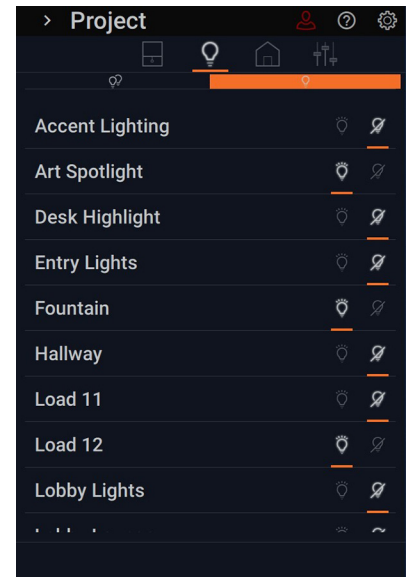
FONT SIZE PREVIEWS



Small



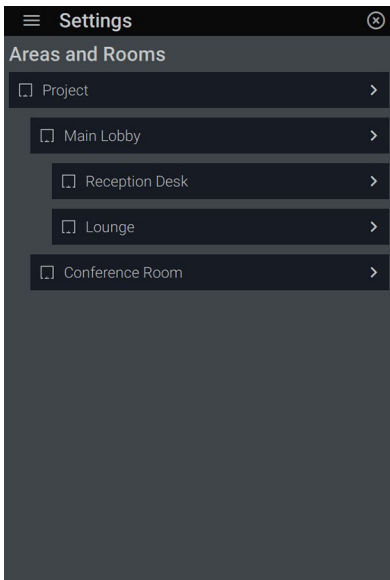
Medium



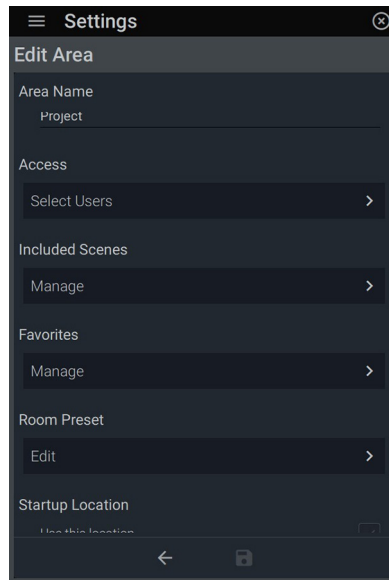
Large

DEVICE SETTINGS: AREAS AND ROOMS

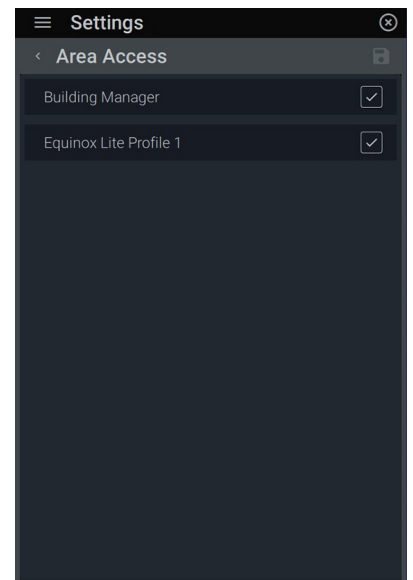
Manage areas by selecting an area's name and adjust which scenes are included, favorites, room presets, and in which area the screen starts up.




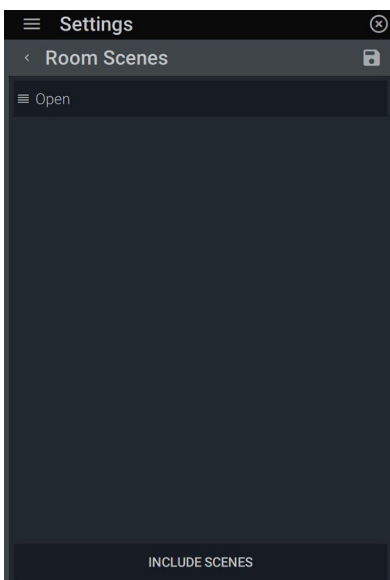
1. Upon selecting **Areas and Rooms**, Equinox will display all areas and rooms designated within the Design Center file.



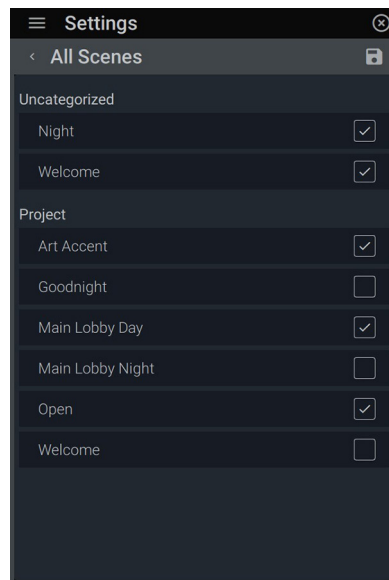
2. The **Edit Area** gives access to Area Name, Access, Included Scenes, Favorites, Room Preset, and Startup Location preferences.




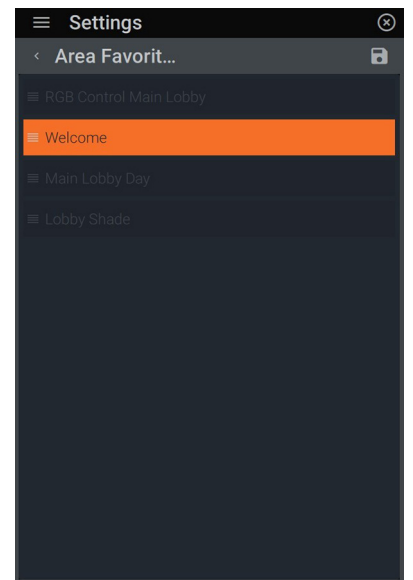
3. Determine in **Area Access** which profiles will have access in the designated area by checking the profile. Press  to save changes.



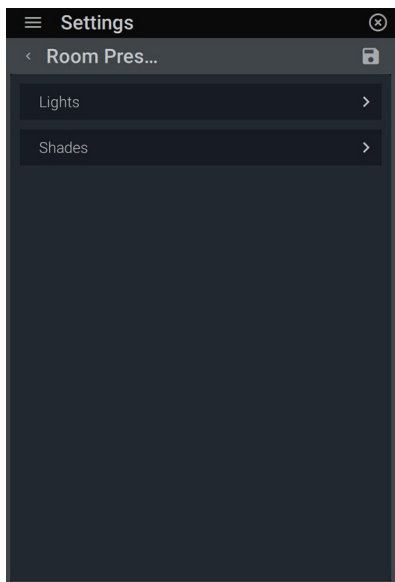
4. By selecting **Manage** under **Included Scenes**, view the scenes that are included within the area.



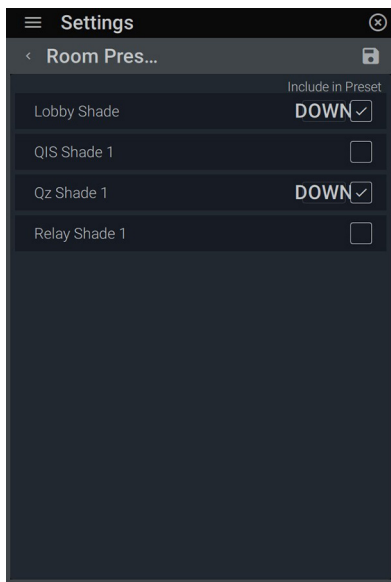
5. To add other scenes not visible, tap **Include Scenes** and select the desired scenes to add to the room. Press  to save changes.



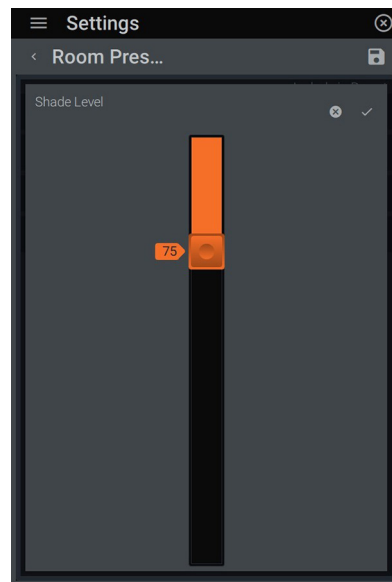
6. In the **Edit Area** menu, press **Manage** under **Favorites** to view and arrange favorites in the area. Click and drag favorites into desired order. Press  to save changes.



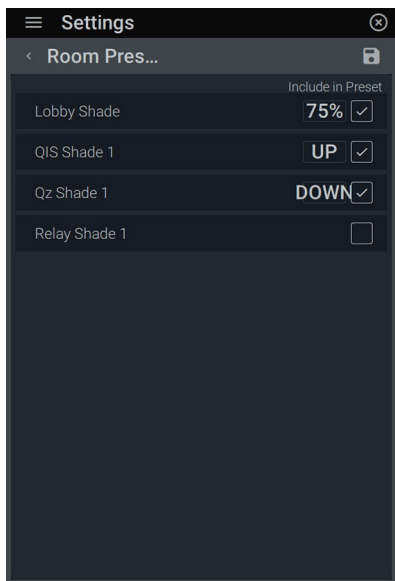
7. By selecting **Edit** under **Room Preset**, you now have access to edit **Lights** and **Shades** loads within the room.




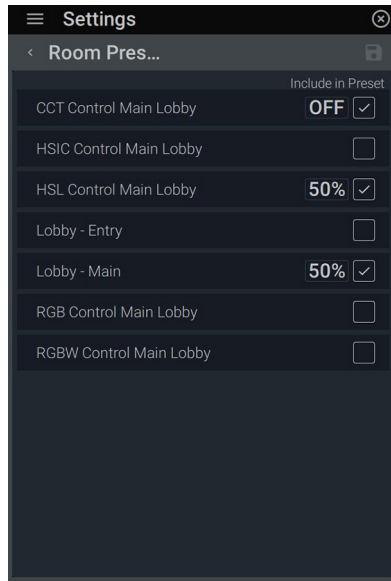
8. After selecting the arrow next to **Shades**, view all shades available to include in preset. Change shade positions by tapping **Down** next to the check mark.




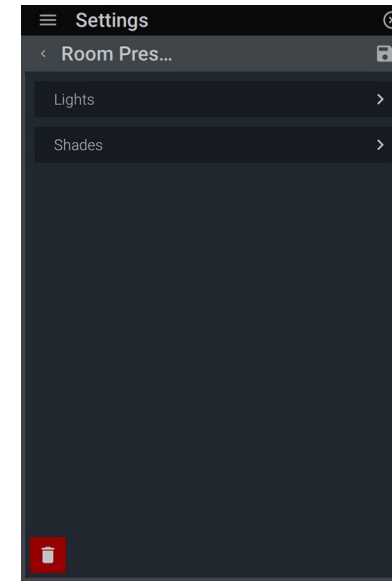
9. Manage each shade by sliding the button to the desired level. Click ✓ to save and return to the next shade.



10. The shade will now display the level you have chosen. Tap  to save changes.



11. Repeat steps 8-11 for the **Lights** presets. Choose and set load levels. Tap  to save changes.



12. Delete **Room Preset** preset by returning to the **Room Preset: Edit** screen and clicking the trash icon and confirming delete.

DEVICE SETTINGS: BACKLIGHT

Adjust the screen timeout, and active/inactive brightness of the Equinox touchscreens through basic and advanced settings. Basic settings include enabling auto mode which allows control for inactive brightness and screen timeout. When disabled, active brightness becomes controllable. Advanced settings enables the touchscreen to go off when dark and allows the ability to set low trim and adjust levels.

Backlight Options

- Basic Settings >
- Advanced Settings >

Basic Settings

- Auto Mode: Enabled
- Active Brightness: [Slider]
- Inactive Brightness: [Slider]
- Screen Timeout: 60 secs (with - and + buttons)

Advanced Settings

- Off When Dark: Enabled
- Low Trim: 1% (with - and + buttons)
- Adjust: 0 (with - and + buttons)

1. The **Backlight** setting is only available on the physical Equinox. There are two options: **Basic** and **Advanced**. Adjust the settings accordingly and click to save or to return to the settings menu.

2. When **Auto Mode** is enabled, the Equinox will automatically adjust brightness based on the light sensor.

3. Adjust the **Active Brightness** for when Equinox is in interactive use.

4. Set the **Inactive Brightness** for when Equinox is asleep or not in use.

5. Use the and buttons to adjust the time for when the screen goes inactive if not in use to conserve energy.

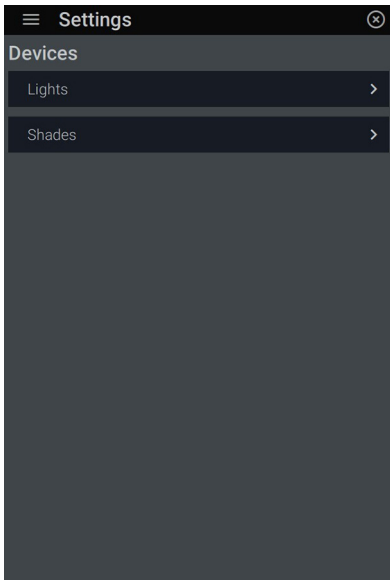
6. When **Off When Dark** is enabled, the Equinox backlight will turn off when low light levels are detected.

7. **Low Trim** determines the backlight level for the **Auto Backlight/Off When Dark** setting. This will be inactive if **Auto Mode** (in Basic Settings) is enabled.

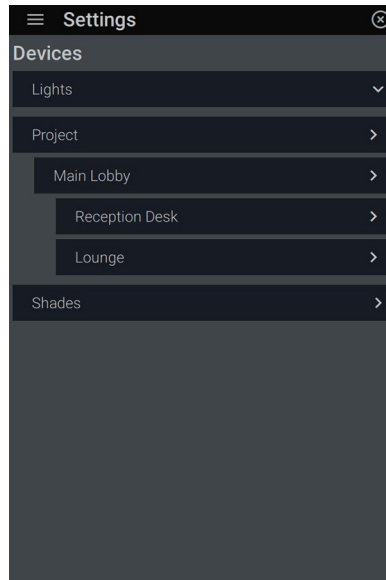
8. **Adjust** allows you to adjust the brightness level that is currently being used by the light sensor to accommodate personal preferences.

DEVICE SETTINGS: DEVICES: LIGHTS

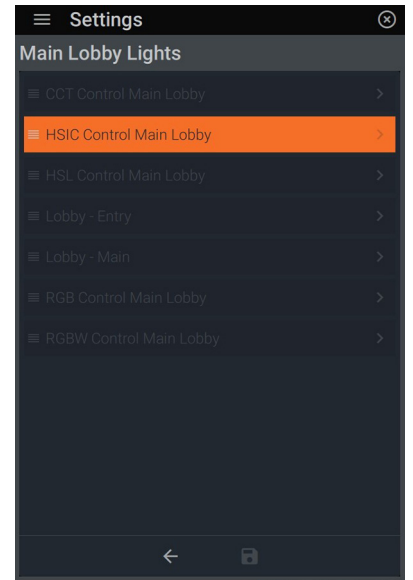
Manage devices such as lights and shades with established loads in each room. Additional levels of editing allow for load naming, user access, and schedule editing.



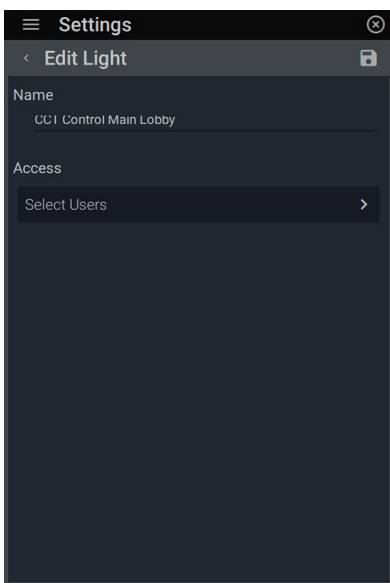
1. Go to **Settings: Devices**. Tap on **Lights** to change properties and settings.



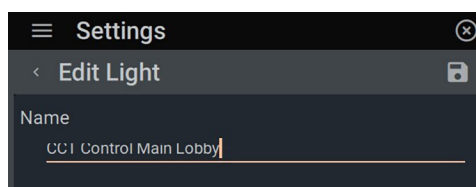
2. The **Lights** controls will list all areas that contain light loads. Tap the space you want to control.



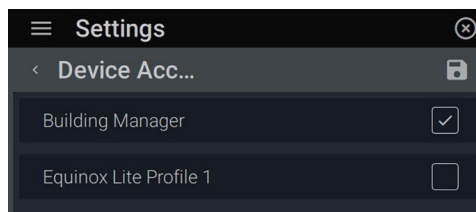
3. Reorder the load view for the lighting widget by dragging and dropping in the desired order. Continue by pressing the desired load to access the **Edit Light** menu.




4. The **Edit Light** menu allows for tighter control of the name, access, and schedules of lights.

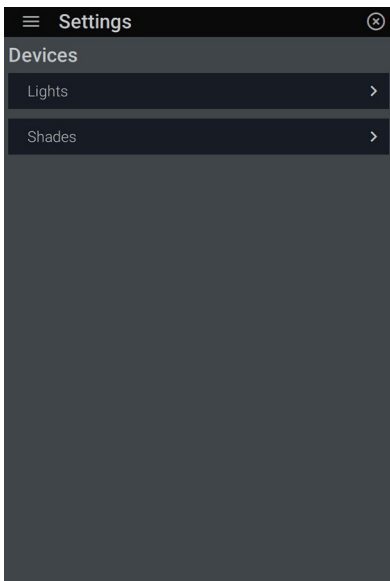


5. Change the **Name** of the light. Click the name field for keyboard access. Edit and save.

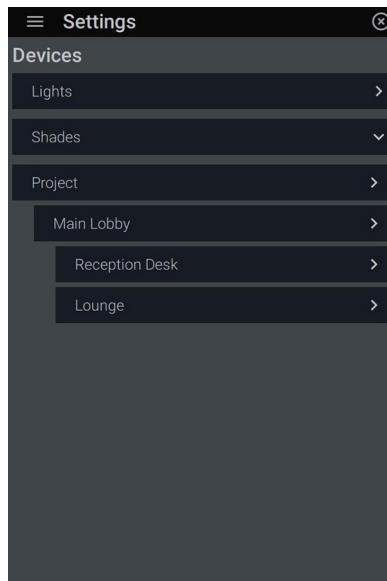


6. Choose which profiles have access within the **Device Access** menu. Click  to save changes.

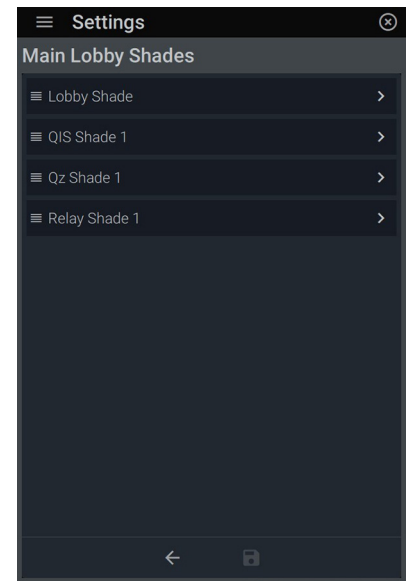
DEVICE SETTINGS: DEVICES - SHADES



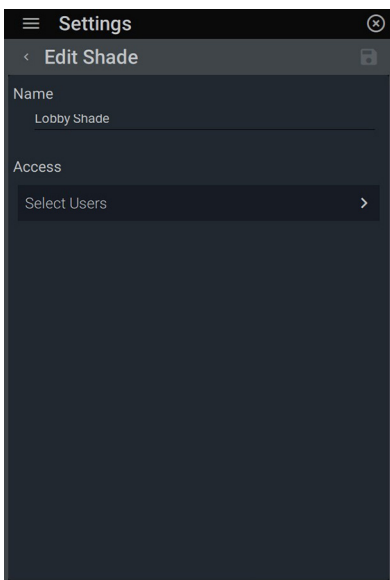
1. Tap on **Shades** to change properties and settings.



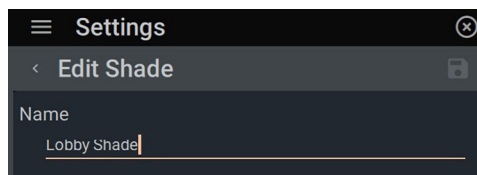
2. The **Shades** controls will display all areas that contain shades. Tap the area you want to control.



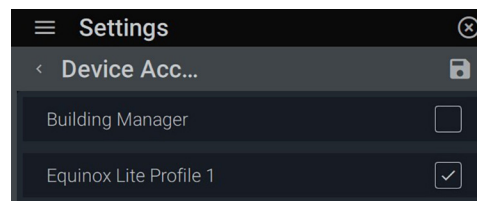
3. View the controllable shades within the area/room. Reorder the shades by dragging and dropping each shade in the desired order. Continue by pressing the individual shade to access the **Edit Shade** menu.




4. The **Edit Shade** menu allows for tighter control of the name, access, and schedules of shades.



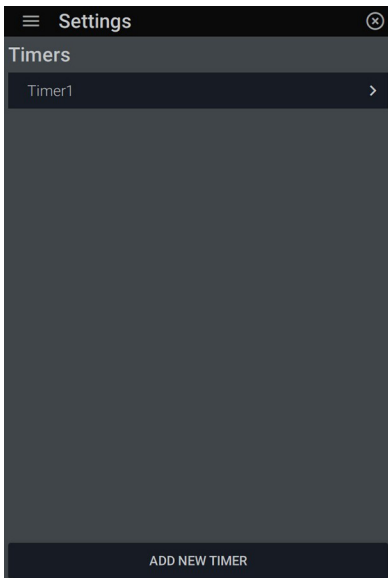
5. Change the **Name** of the shade. Click for keyboard access. Edit and tap the check mark to save. Click the disk icon to save changes.



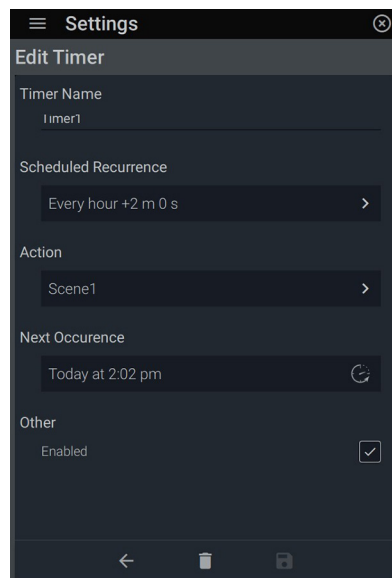
6. Manage rights for the device in the **Device Access** menu. By checking a profile, the user will be able to view the specific shade. Click  to save changes.

DEVICE SETTINGS: TIMERS

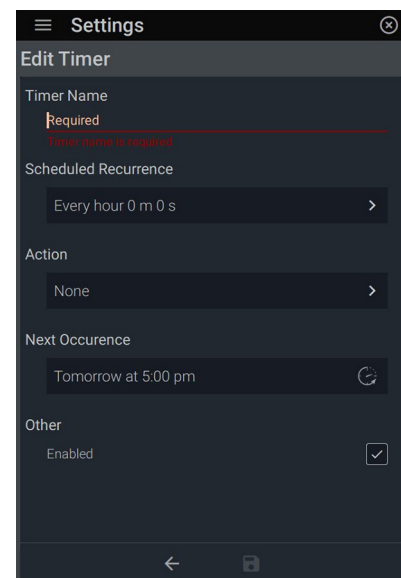
With an occurrence and an action, a **Timer** starts a scene at a specific time and/or date interval: hourly, daily, weekly, monthly, or yearly. Establish new events with name, scheduled recurrence, actions, next occurrence and enable other events. Screen levels provide further editing by type, intervals, and range restriction enabling.



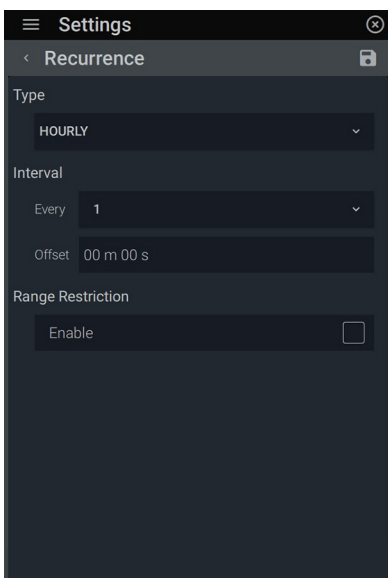
1. Go to **Settings: Timers**. Start by tapping **Add New Timer**.



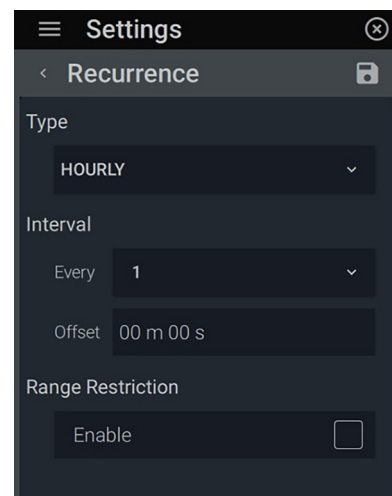
2. The **Edit Timer** screen gives you the ability to name an event, schedule recurrence, add an action, view next occurrence, and enable/disable the event.



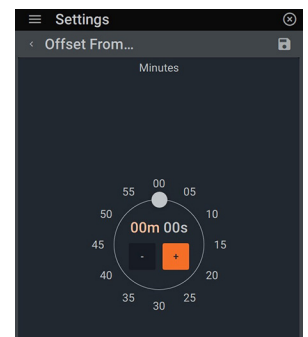
3. Tap the **Event Name** to name the event. Press ✓ to confirm.



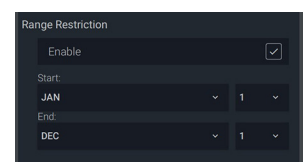
4. **Scheduled Recurrence** allows you to set the event to reoccur by type and in set intervals much like a timer. Drop down **Type** to choose from hourly, daily, weekly, monthly, or yearly. Each **Type** presents different variables to choose from.

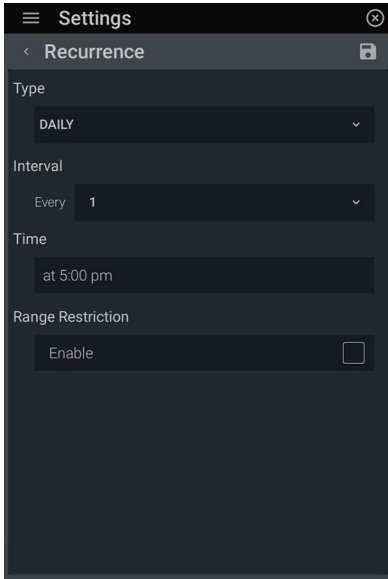


5. **Hourly** allows for interval selection based on 24 hours.

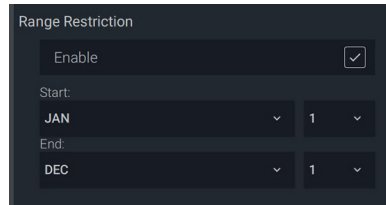


Offset From Hour in minutes and seconds. Tap the minutes (**m**) or seconds (**s**) field and drag the ball or use the +/- buttons to achieve the desired time. Save changes.

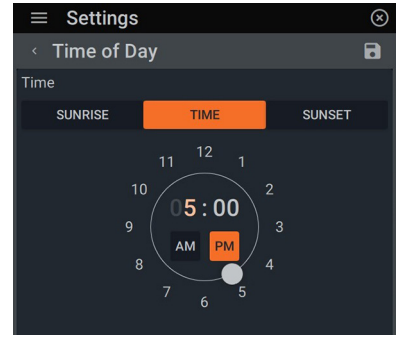





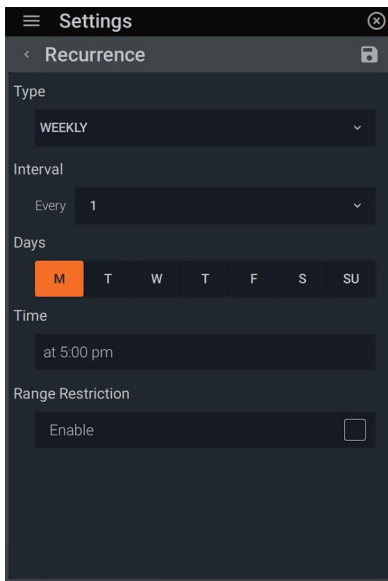
- Event to engage on a **Daily** basis
- Schedule **Interval** for every 1-7 days
- Set the **Time** of day for the event to start
- When checked, **Range Restriction** allows you to set a time frame for the event to occur within.



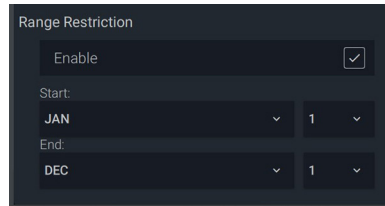
6. **Daily** events are set every 1-7 days at a specific time.



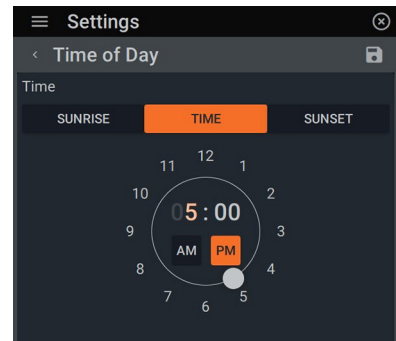
Set the **Time** by clicking on AM or PM. Click on the hour box (turns blue when highlighted) and drag the white ball until the desired time. Repeat for the minutes. **Sunrise and Sunset** are based on the local times that were established in Design Center. Click  when completed to set.



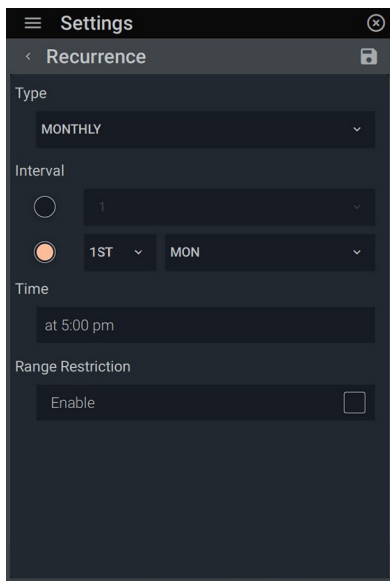
- Event to engage on a **Weekly** basis
- Schedule **Interval** every 1-5 weeks
- Select the **Days** of the week for event to occur
- Set the **Time** of day for the event to start
- When checked, **Range Restriction** allows you to set a time frame for the event to occur within.



7. **Weekly** events are set every 1-5 weeks on a range of days.

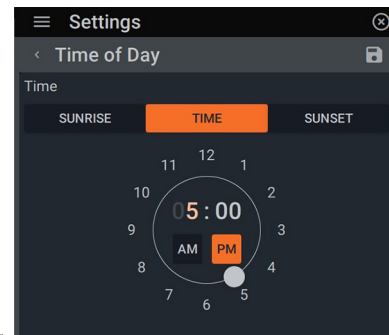
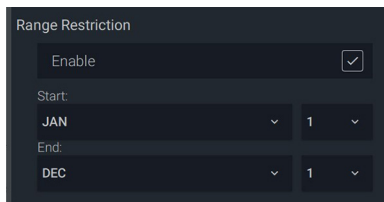


Set the **Time** for event to launch in AM/PM or use the **Sunrise** or **Sunset** value set locally in Design Center.

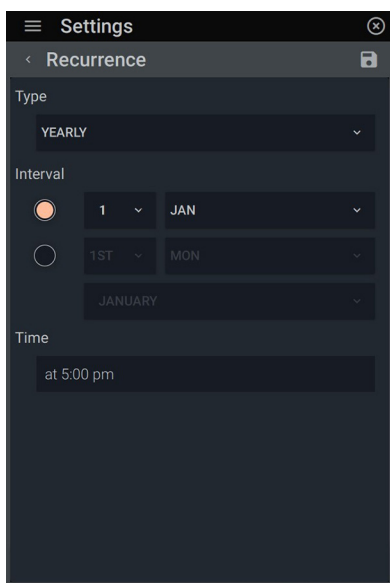


8. **Monthly** events are set every 1-7 days at a specific time.

- Event to engage on a **Monthly** basis
- Schedule **Interval** for 1-31 days of the month
- 1st-4th (week), last, Monday-Sunday
- Set the **Time** of day for the event to start
- When checked, **Range Restriction** allows you to set a time frame for the event to occur within.

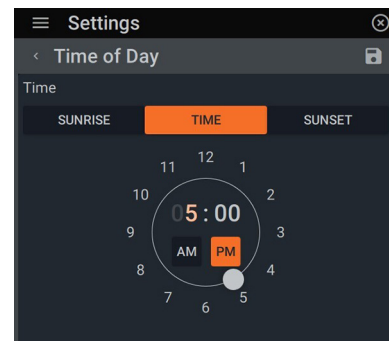


Set the **Time** for event to launch in AM/PM or use the **Sunrise** or **Sunset** value set locally in Design Center.



9. **Yearly** events are set every 1-7 days at a specific time.

- Event to engage on a **Yearly** basis
- Schedule **Interval** for 1-31 days of a given month
- 1st-4th, last, Monday-Sunday of a given month
- Set the **Time** of day for the event to start



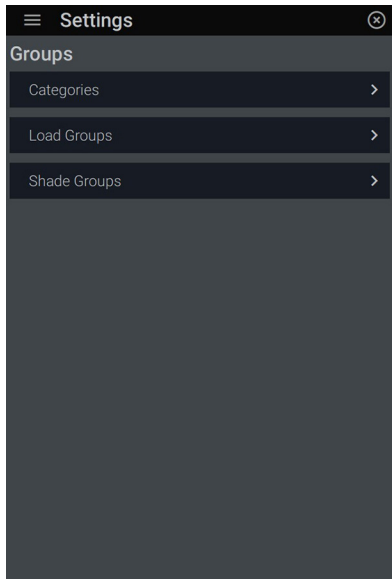
Set the **Time** for event to launch in AM/PM or use the **Sunrise** or **Sunset** value set locally in Design Center.

DEVICE SETTINGS: GROUPS

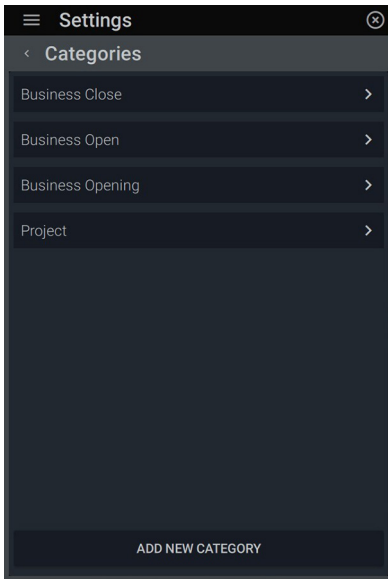
Create groups through categories, loads, and shades. Further editing allows naming and designation of loads and shades. Gain access to multiple loads or shades from a single object and control them all simultaneously. A group must be assigned to an area first with a minimum of one item.

DEVICE SETTINGS: GROUPS: CATEGORIES

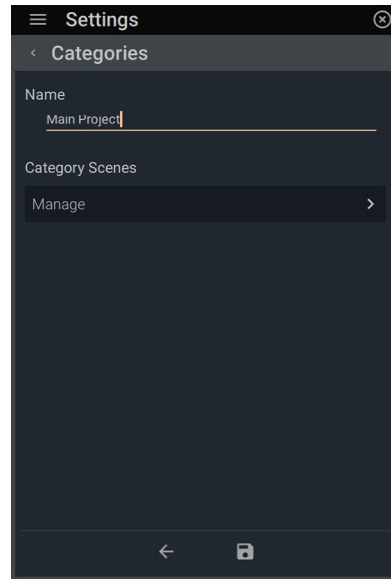
Manage scenes into categories.



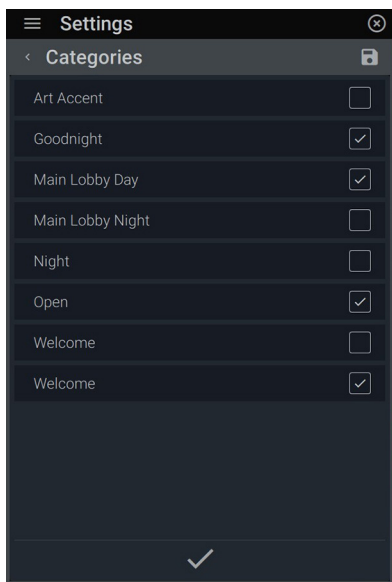
1. Under **Groups**, select **Categories**.



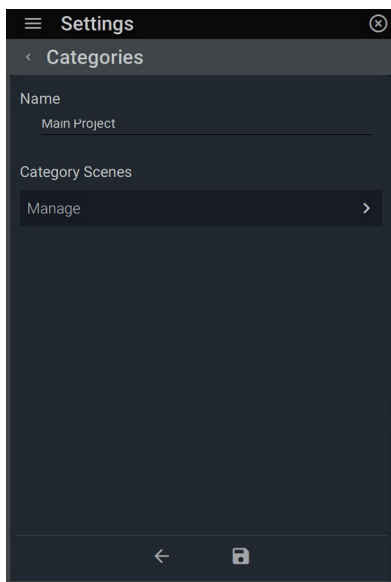
2. Select **Project**. This allows you to edit the default category.





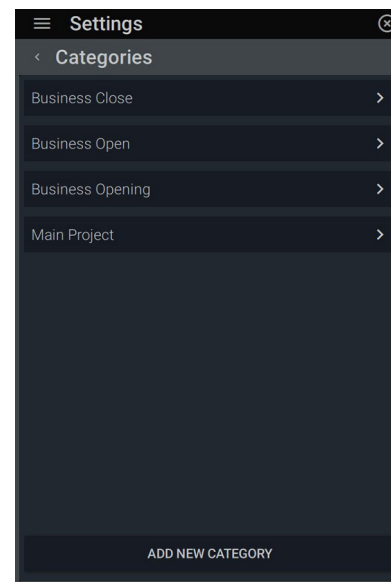
3. Name the category and confirm by clicking ✓ in the keyboard field. Click **Manage** under **Category Scenes** to select scenes.



4. Select the desired scenes and press ✓ to confirm.

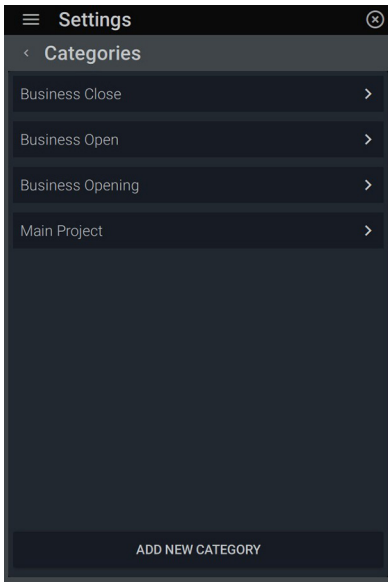


5. Save the category by clicking  or  to return to the main group menu.

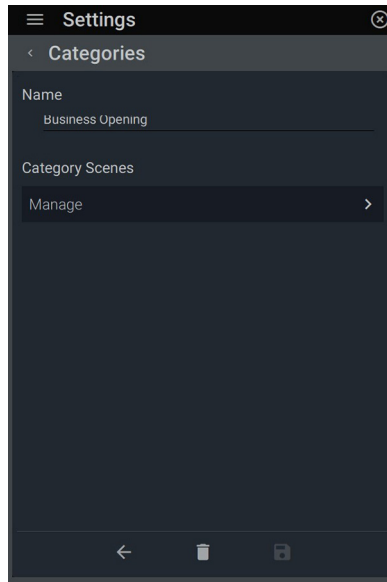


6. To add a new category, return to the main Category menu and select **Add New Category**. Repeat steps 3-5 to create a new scene group category.

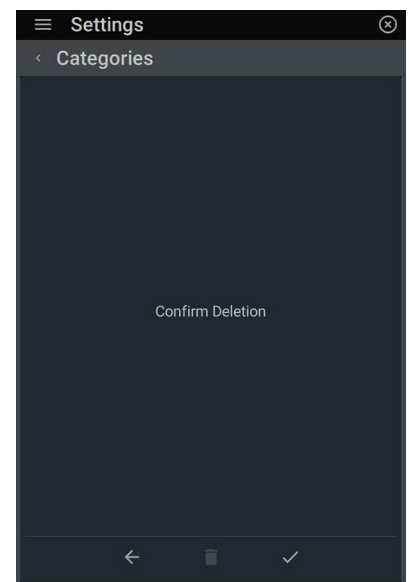
DEVICE SETTINGS: GROUPS: CATEGORIES: DELETING A CATEGORY



1. To delete a category, select the category you would like to delete.



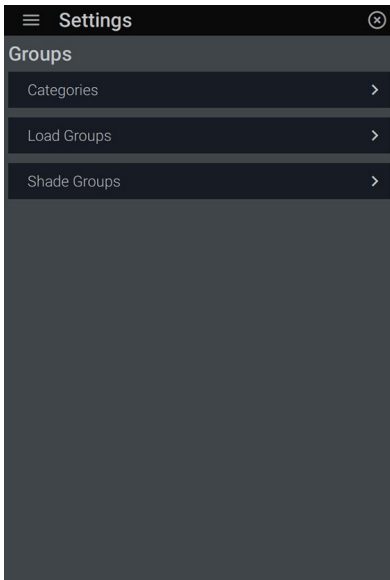
2. Click  to delete.



3. Press  to **Confirm Deletion** or  to return to the previous screen.

DEVICE SETTINGS: GROUPS: LOAD GROUPS

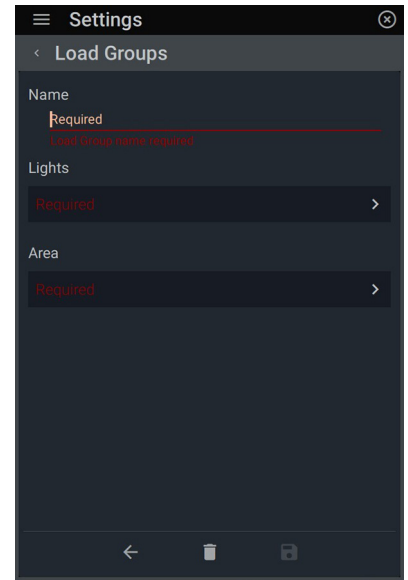
Manage lighting loads into groups.



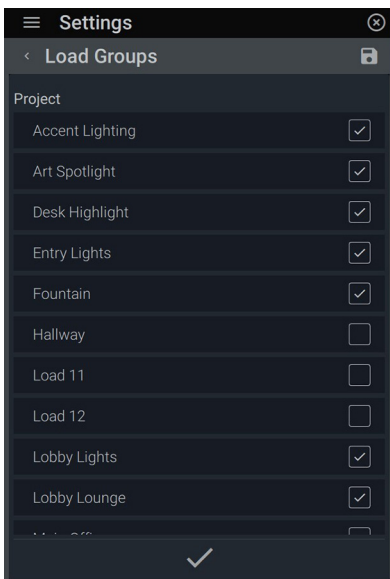
1. Return to the main **Group** menu and select **Load Groups**.



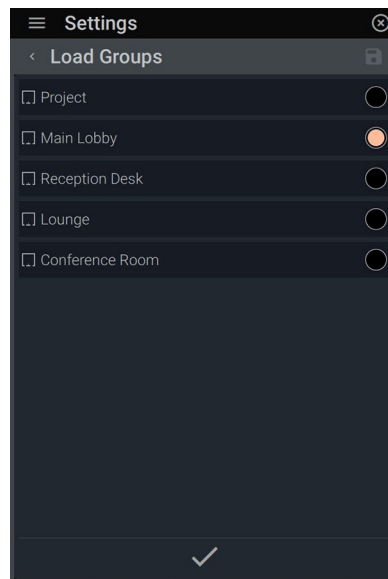
2. Start the creation of a load group by clicking **Add New Load Group**.



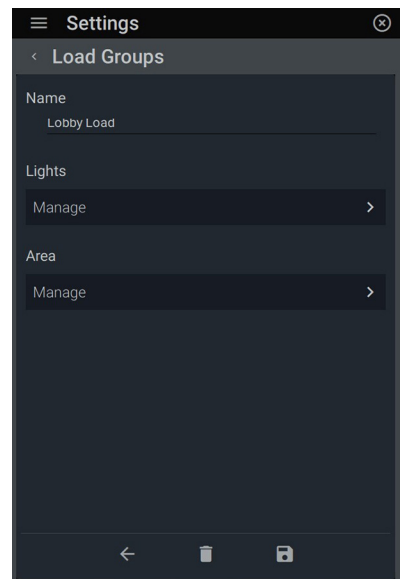
3. Designate a **Name** by clicking **Required**. Type in the name and press ✓ to confirm. Click **Required** under **Lights** to select loads for the group.



4. Select desired **Loads**. Press the check mark to confirm. Upon return to the Group edit screen, click **Required** under **Area** to determine where the group will appear under as a load.



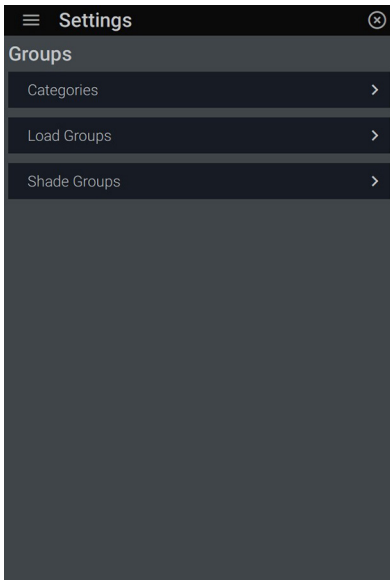
5. Select the area. Press ✓ to confirm.



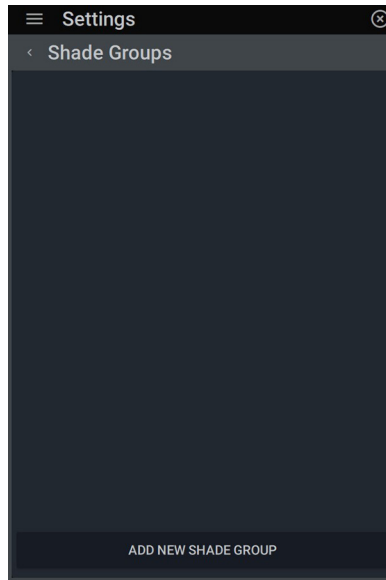
6. Once all selections are made, click **Save** to save changes. To delete, click **Delete** and **Confirm Deletion** check mark on the next screen.

GROUPS: SHADE GROUPS

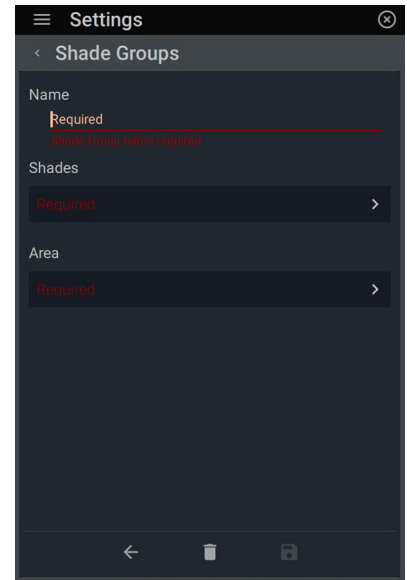
Create shade groups to control multiple shades all at once.



1. Return to the main **Group** menu and select **Shade Groups**.



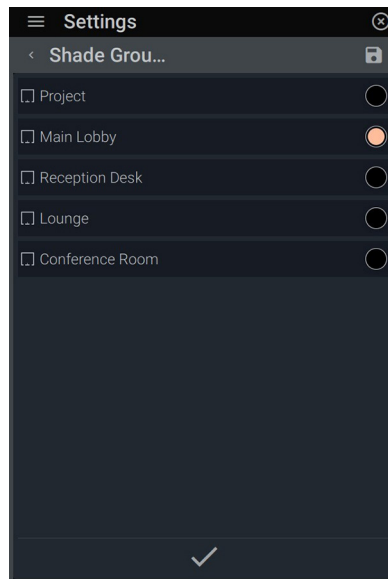
2. Click on **Add New Shade Group** to start a new group.



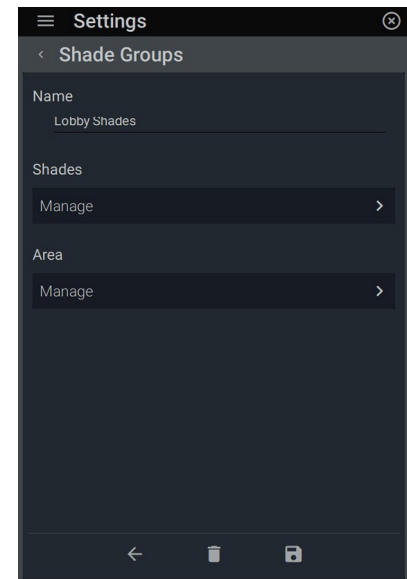
3. Name the group. Click **Required** under **Shades** to choose shades to be contained in the group.



4. Check desired shades and confirm by clicking ✓.



5. Upon return to the edit screen, click **Required** under **Area** to choose the area the shade group will appear under for access.



6. When completed, click the disk icon to save changes and add the shade group to the menu. To delete the shade group, select the group name then click the trash icon. Press ✓ on the **Confirm Deletion** page.

DEVICE SETTINGS: NETWORK

Discover the connection state of the device through the current network settings of Mode, IP Address, Netmask, Gateway, and DNS Server. Configure the network through DHCP or select **Static** settings to manually enter addresses. In order to function, this application must be connected to a network.

Network Settings

Mode
DHCP

IP Address
192.168.5.118

Netmask
255.255.255.0

Gateway
192.168.5.1

DNS Server
10.87.94.142

Configure Network

1. Review **Network Settings**. Click **Configure Network** to manually set the network.

Edit Network

DHCP Static


IP Address
192.168.5.117

Netmask
255.255.255.0

Gateway
192.168.5.1

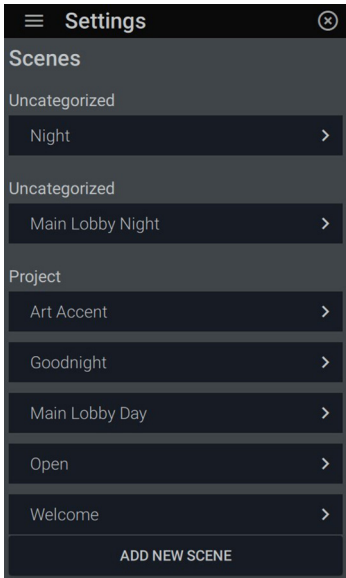
DNS Server
8.8.8.8

↩ 📁

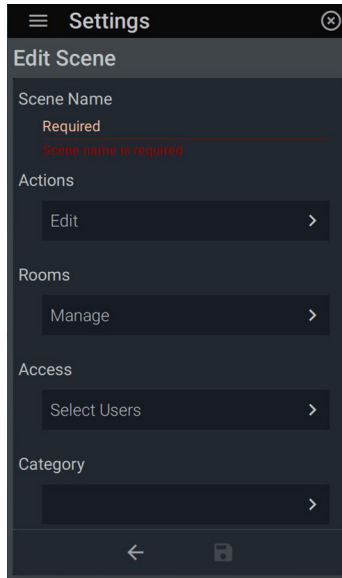
2. Click **DHCP** or **Static** and set the desired address information for each field. Click  to save changes.

DEVICE SETTINGS: SCENES

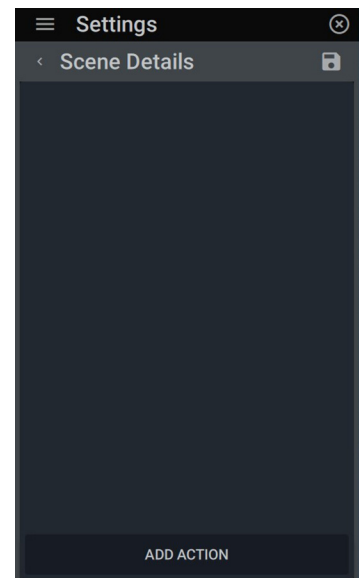
Edit scenes here that have been activated from the scene widget, when they have been set as a favorite, or when they have been added to an event. Editing levels allow scenes to be defined by name, action, room management, user access, and project category. They can also be created with combinations of certain actions that are available to your system.



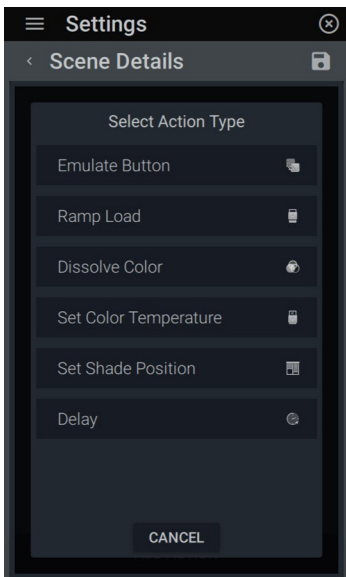
1. Scenes that have been previously created display within categories or uncategorized according to the project. To edit a scene, click on the scene name to further edit. To create a new scene, click **Add New Scene**.



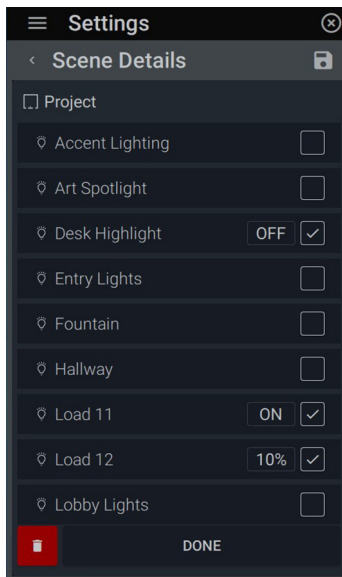
2. Add the scene name and press the check mark when completed.




3. Designate an action to the scene through **Action: Edit**. Click **Add Action**.

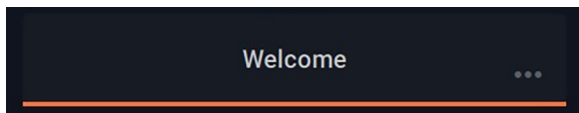


4. Select the desired action for the scene.

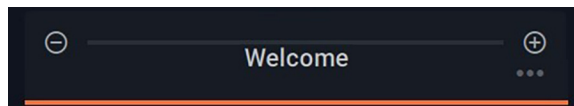


5. Set Action parameters according to the Action type. See pages 37-41 for more information on Action types and setting parameters. Click **Done** and the  icon to save the scene.

SCENES: SCENE BUTTON FUNCTION (Recap)

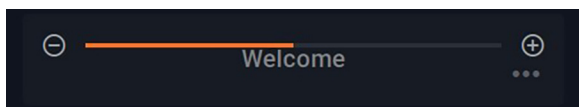


1. Status Bar (without +/-) shows scene is active to set parameters. Tap the dots ●●● to access favorites and information.

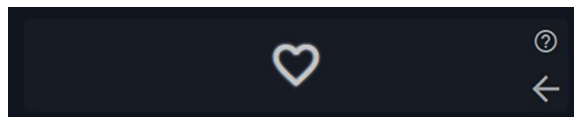


2. “Show Adjust” displays +/- buttons that can be turned on or off by checking the box in **Settings: Scenes: Edit Scene: Actions: Show Adjust**.

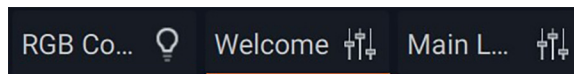
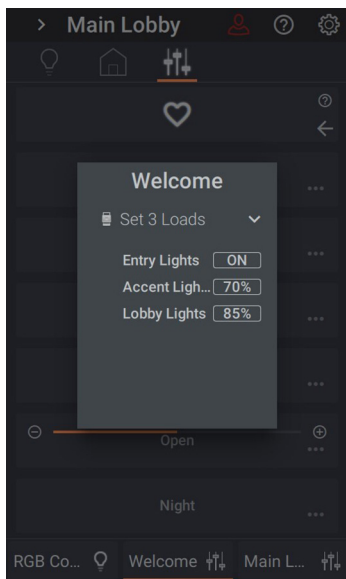
NOTE: For more detail, see **EQUINOX: Scene Action Types: Emulate Button** (page 37)



3. “Show Adjust” displays +/- buttons that allow for all associated loads within the scene to be adjusted. To ramp the loads up/down, click the ⊕ icon or conversely. ⊖ Tap the dots ●●● to access favorites.



4. To set the scene as a favorite, tap the heart icon ♥. The scene will now appear in the favorites bar across all widgets.

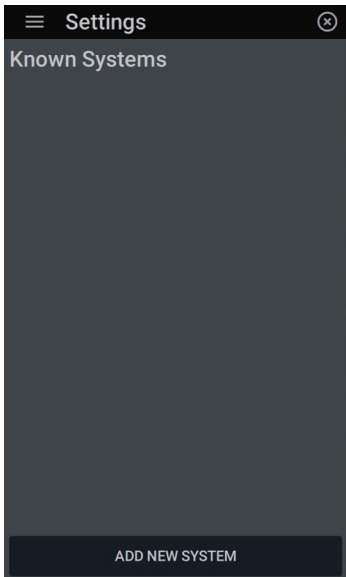


To remove a favorite from the favorites bar, return to the heart button and tap the heart icon to deselect it as a favorite. To return to the main scenes widget screen, tap the ← icon.

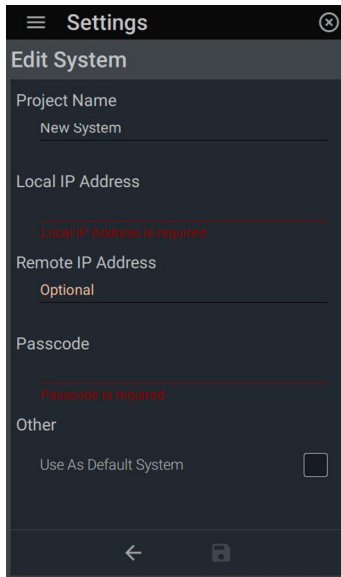
5. Access detailed scene information by tapping the (?) icon. Discover status/level of loads within the scene by tapping the arrow, revealing loads and respective levels.

DEVICE SETTINGS: SYSTEMS

For mobile devices, **Systems** is where connection data is input for both remotely and locally connecting to a Vantage InFusion system.



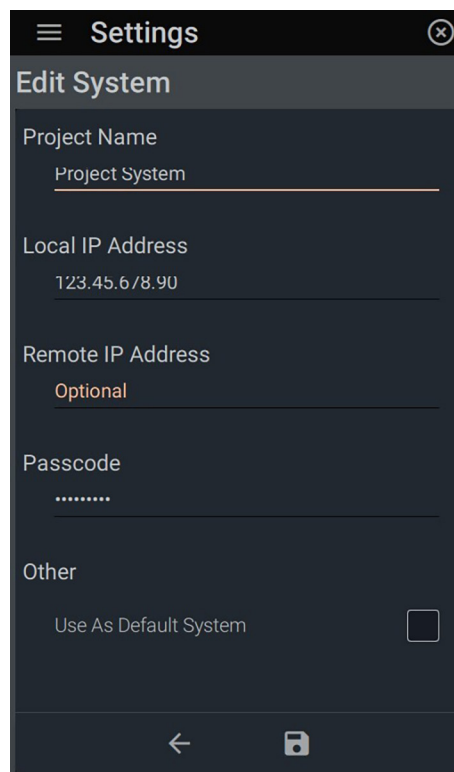
1. Go to **Settings: Systems**. To create a new system, click **Add New System**.



2. Add the system name and press the check mark when completed.

Local IP Address —●
Enter the local IP address for the InFusion Controller

Passcode —●
Enter the Equinox Mobile Passcode that was setup in Design Center



●— **Remote IP Address**
Enter the remote IP address to enable remote access. This is optional

●— **Other**
Check **Use As Default System** to be used as the main system

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