# Manual on Installing and Setting i3 lite App

Installation and registration

To create and set a project [download](#) and install the client app available for the following platforms: iPad/iPhone/iPod touch with iOS 7 and later; Android 4.4 and later; [Windows 7/8/10](#) (from [itunes](#), [google play](#) or [our company's web-site](#))

Turn on server

First authorize or sign up on the [web-site](#) or in the app. To create and set projects a registration as as installer is required with all fields filled in.

To use the product,
please, register

Sam

example@mail.ru

••••••

☑ By clicking the «Registration» button I
accept the «Terms of Use» and allow to
process my personal data on conditions and
for purposes defined by the «Privacy policy»

SIGN UP NOW

How do you plan to use
our products?

DIY

You are making Smart home for yourself

INSTALLER

You give professional services on creating and
setting Smart homes

Invitation code is an identification code given by iRidium Authorized partner. If you enter an invitation code, when registering, you get:
- individual tech support from the indicated Authorized partner
- silver dealer status instead of bronze. It gives better conditions of purchasing and working with iRidium products.

Create an account as installer

Russia ⌄

-- ⌄

Iridium

+65861461482

http://www.iridiummobile.net

Invite (optional)

SEND REQUEST

Back

Select equipment you plan to work with.

Select the equipment and automation systems you use

|	
☐ AMX	☑ HDL wireless
☐ BACnet	☐ Helvar
☐ Beckhoff ADS	☑ KNX
☐ Clipsal	☐ Kramer
☐ Crestron	☐ Lutron
☐ Domintell	☐ Modbus
☐ EPSNET	☐ MyHome
☐ Global Cache`	☐ ZigBee
☑ HDL buspro	☐ Z-Wave
☐ Duotecno	☐ Other

Other

REGISTRATION

Back

A letter is sent to your e-mail with a request to verify your account. Check, whether the email is in the junk folder of your email account, since confirmation mails with backlinks are sometimes classified as spam.

Dear Sam

Your email address was used on new user registration at My Account section www.iridiummobile.net.

To confirm your account, go to the following link:

Verify

Follow the link and you get into an account for iRidium lite.

Your account is successfully created!

Step 1 of 5

You can already start using iRidium products.
Links to download iRidium components, training materials and instructions for fast start are already sent to your e-mail.

Note:
You will get access to special prices and additional options for testing iRidium after your request is processed by our manager within 24 hours.*

GO TO STEP 2

Fill in additional information about your company.

You can also register in the app. Select "Sign up", when you launch the app for the first time.

Fill in the following fields: "User name", "e-mail", "password". Press "Sign up".

Installer account is required.

Fill in data about yourself: country, company's web-site, phone number.

Invitation code is entered if you have it. Then press "Continue".


Select equipment you plan to work with.

A confirmation code is sent to your e-mail, check your e-mail, enter the code and press "Confirm". If you can't find a letter with a confirmation code in your e-mail, check the spam folder. If some time later, still no letter comes, select "No confirmation letter?", and a code will be sent to your e-mail one more time.
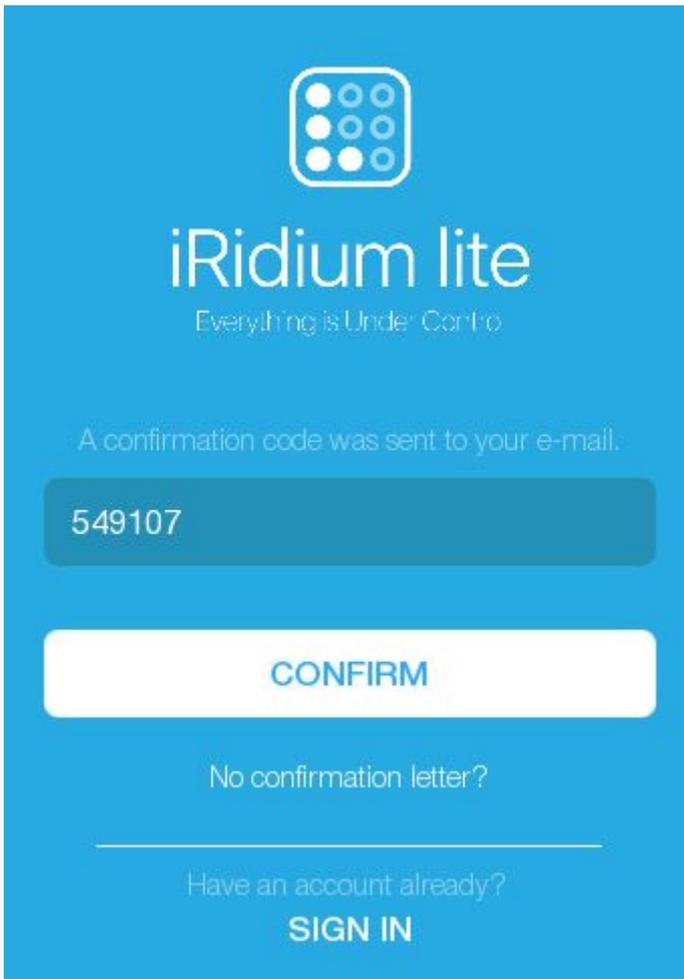
A message appears on the screen that your account is successfully

created.

Information pages can be looked through or skipped.

Space

Organize the space easily -
create floors and rooms in your project

| SKIP | NEXT |
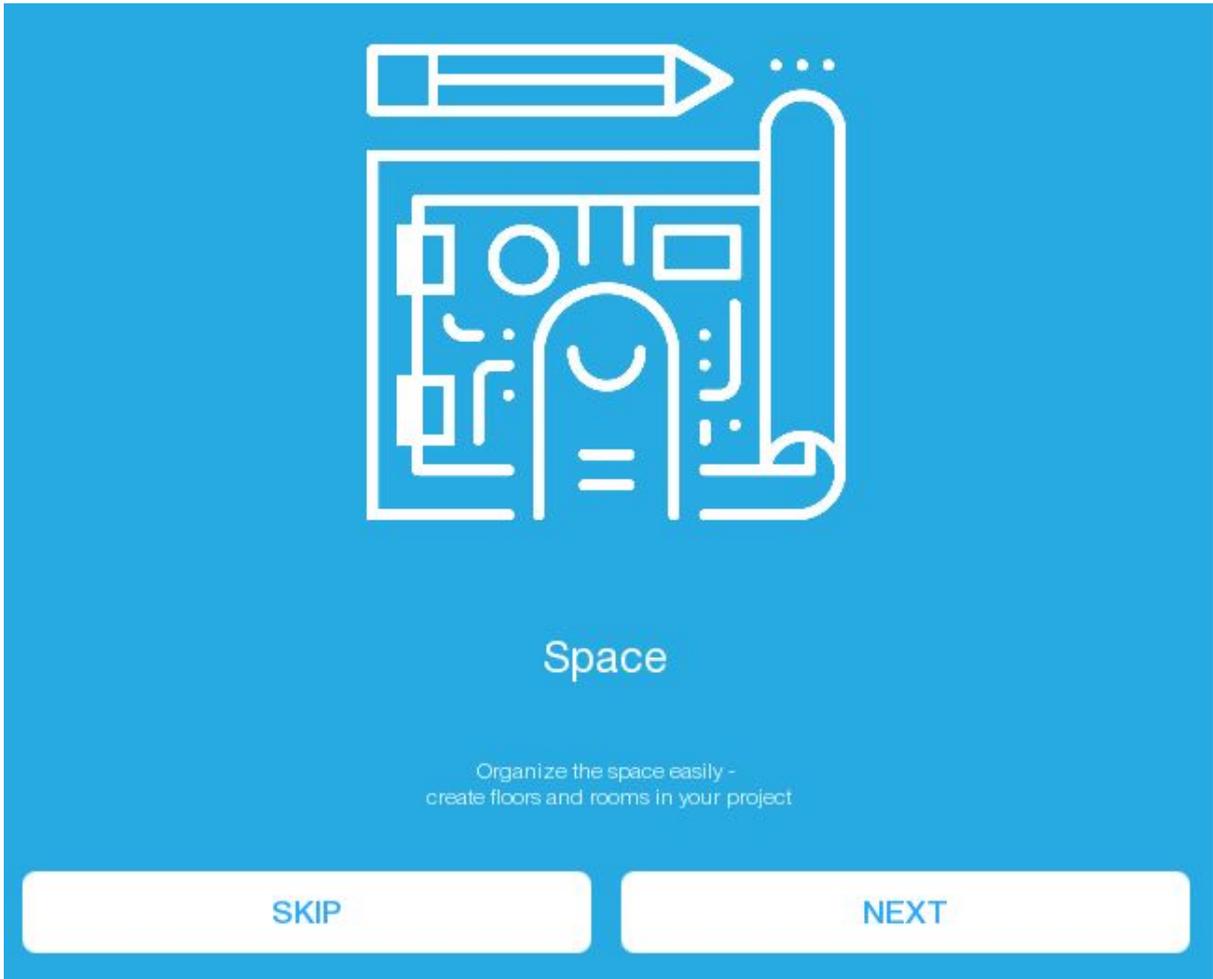
But to use all features of an integrator's account, please wait for approval of your account from iRidium mobile team and only after it you can start using the app.

Entering the App

If you registered in the app, you get at once to the authorization page. If you got registered on the web-site, launch the i3 lite app. On the Welcome page enter your e-mail and password that you used at registration. Press "Sign in" .
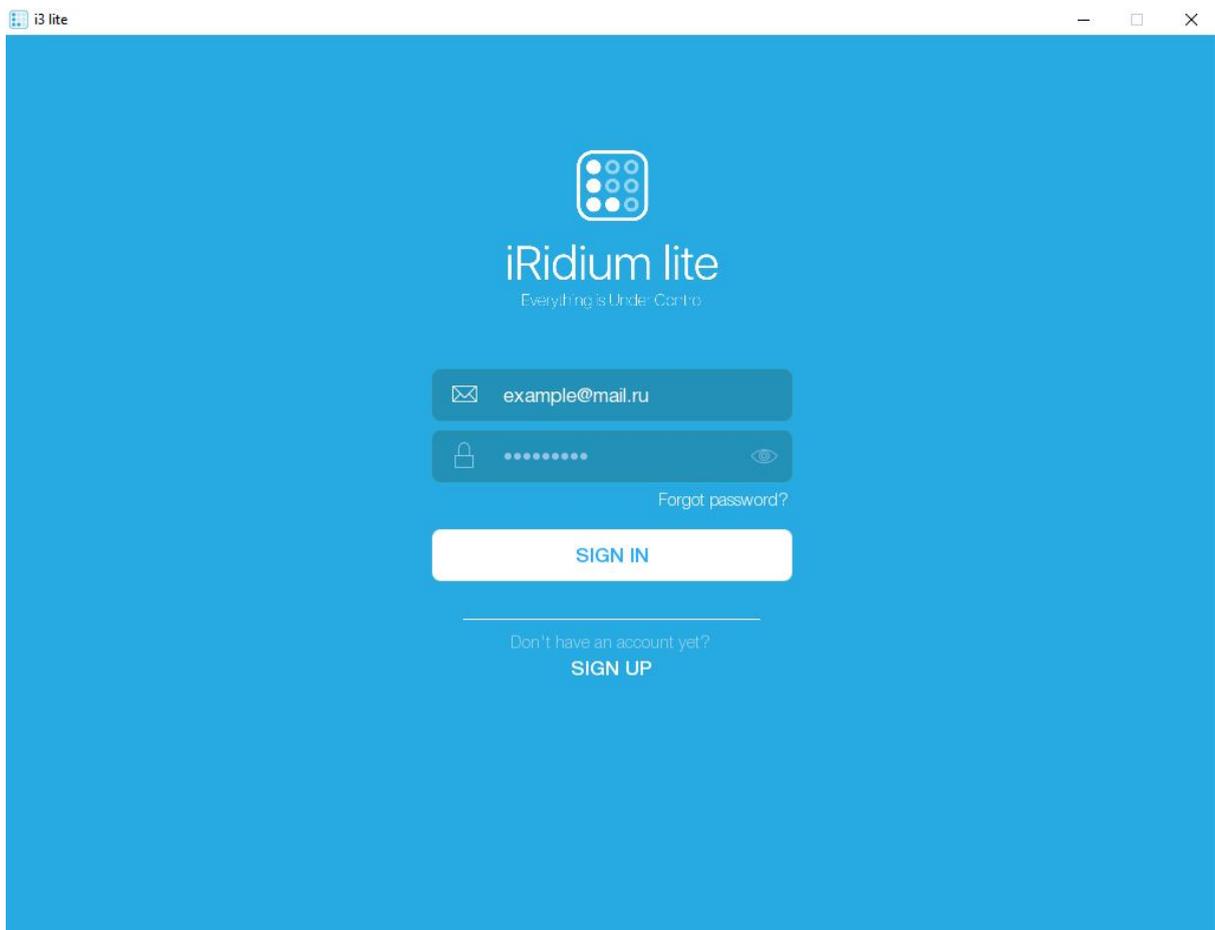
The next window shows created projects.
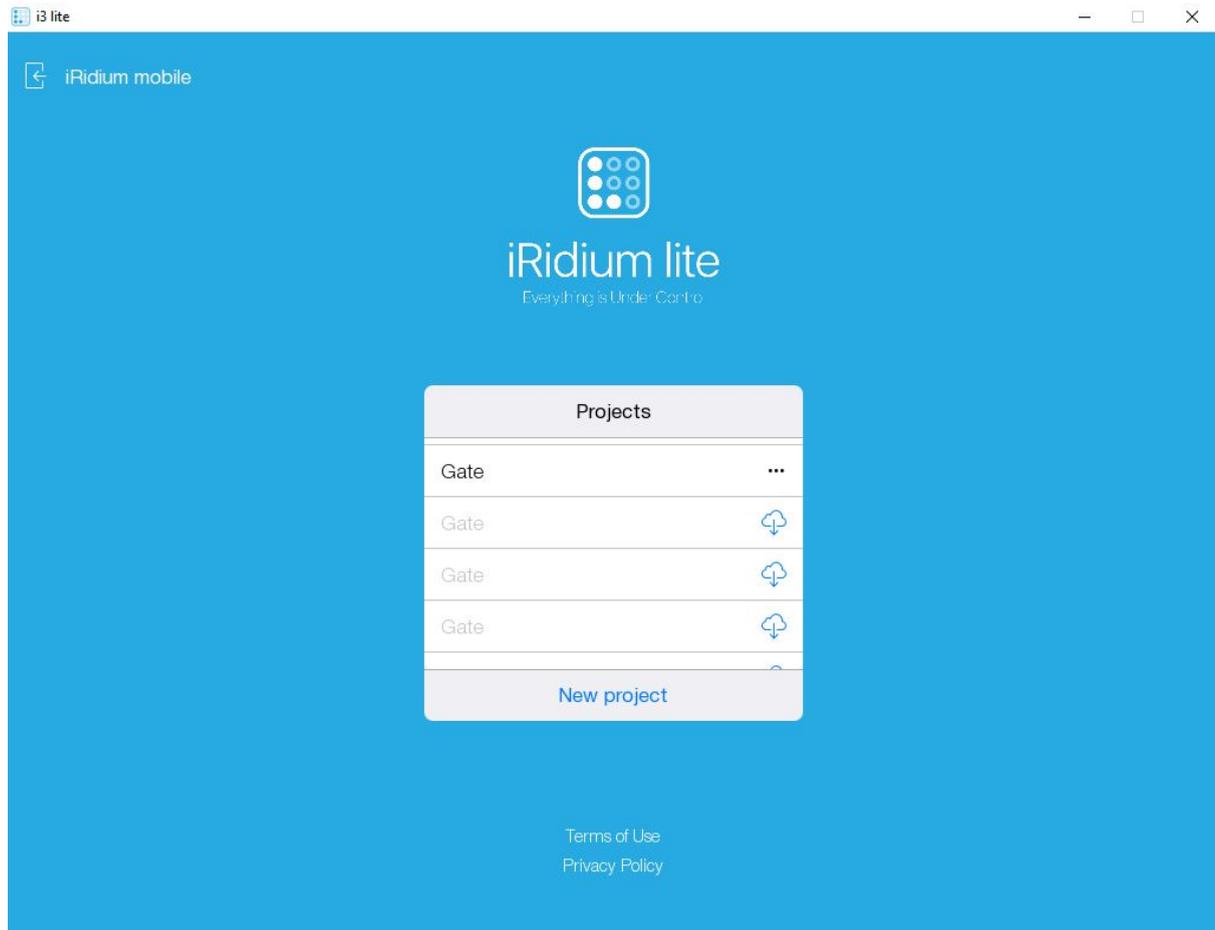
You can change user settings by pressing the user name in the top left corner.

Press "New project" and enter project name.
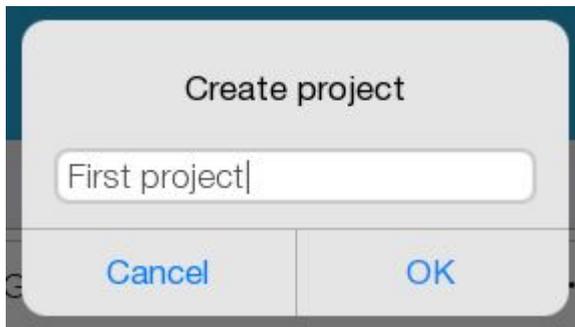

Select "Project without server"

Config

The window where an installer gets first of all is called"Config".
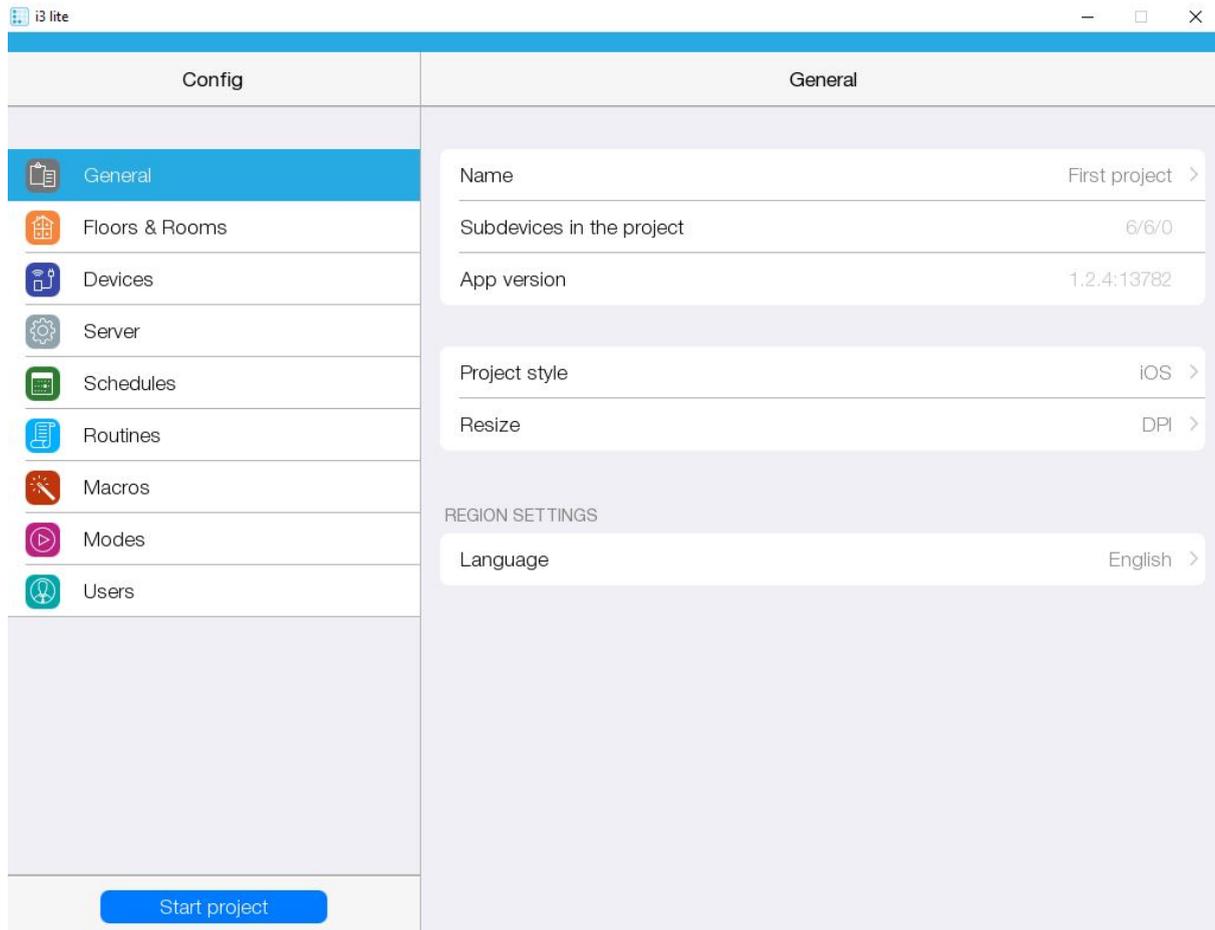
The "General" tab contains information about the project, the app version and allows to change language, style and project display.
Renaming a project:
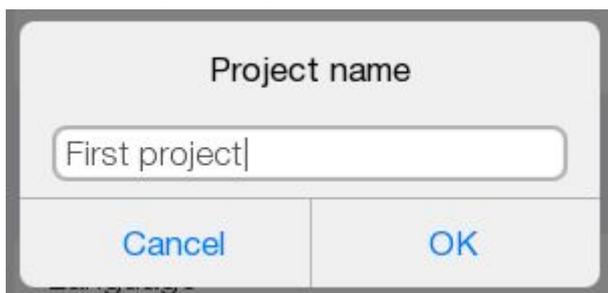
Changing the style
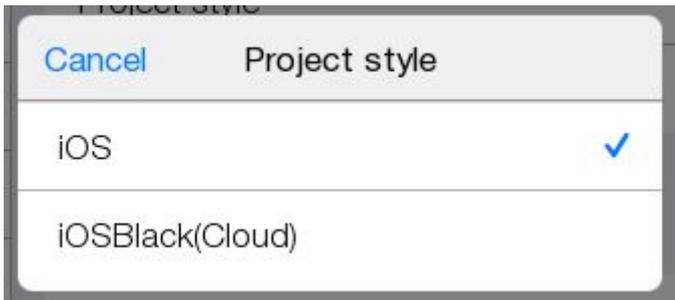
Selecting project display (allows to adapt the interface for different panels)

Changing the language.

Creating rooms

To begin with we create a floor and add 2 rooms to it. It is done with the help of "Add floors and rooms" or with the help of the plus button in the top right corner
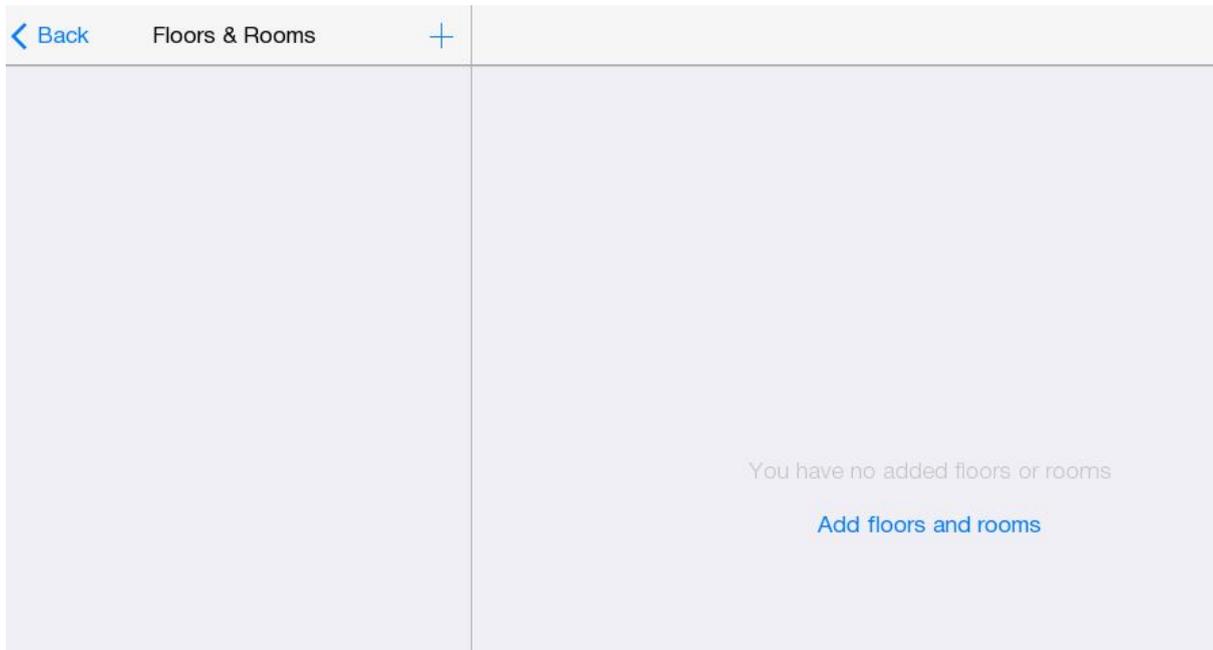
Press

Select "First floor".
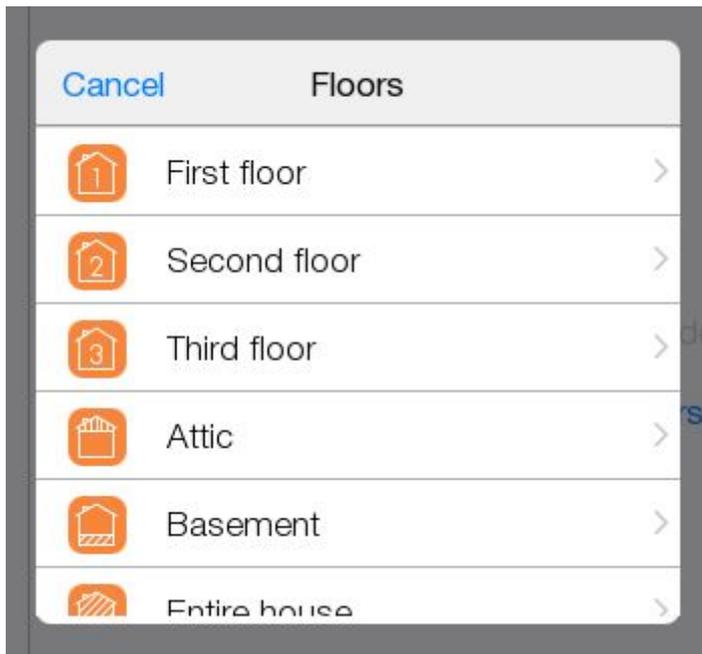
To add a room, select it from the list or enter its name in the line.

Now we have one floor with one room. You can create more floors and rooms later on.


Add another room. Go back and start the project.
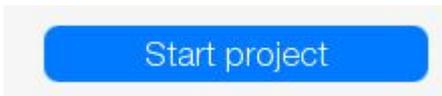
Template

This window is called "Template", an end-user uses this window. It shows a list of rooms, macros and modes.
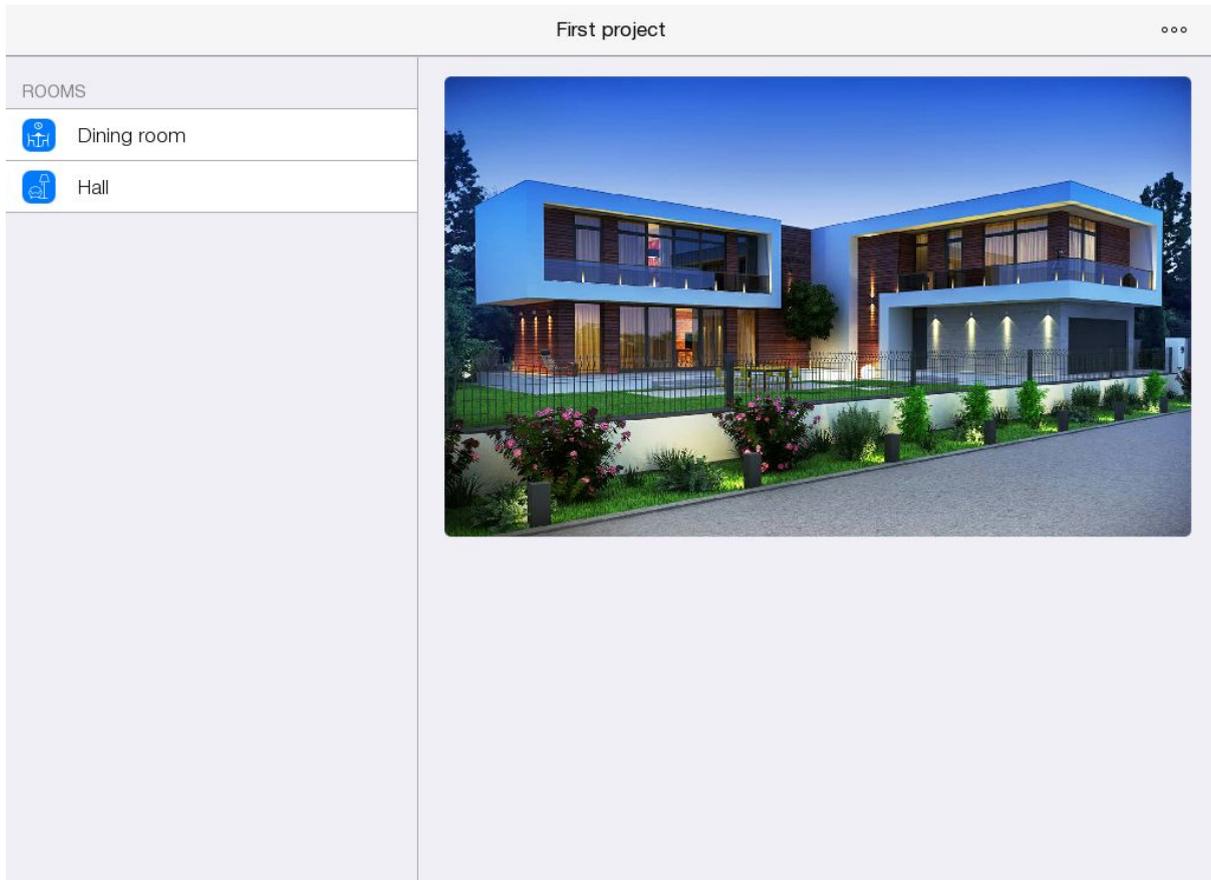
 Device widgets, macros, modes, photos, headings are displayed in a room.

No widgets in the room

⊕ Add Widget
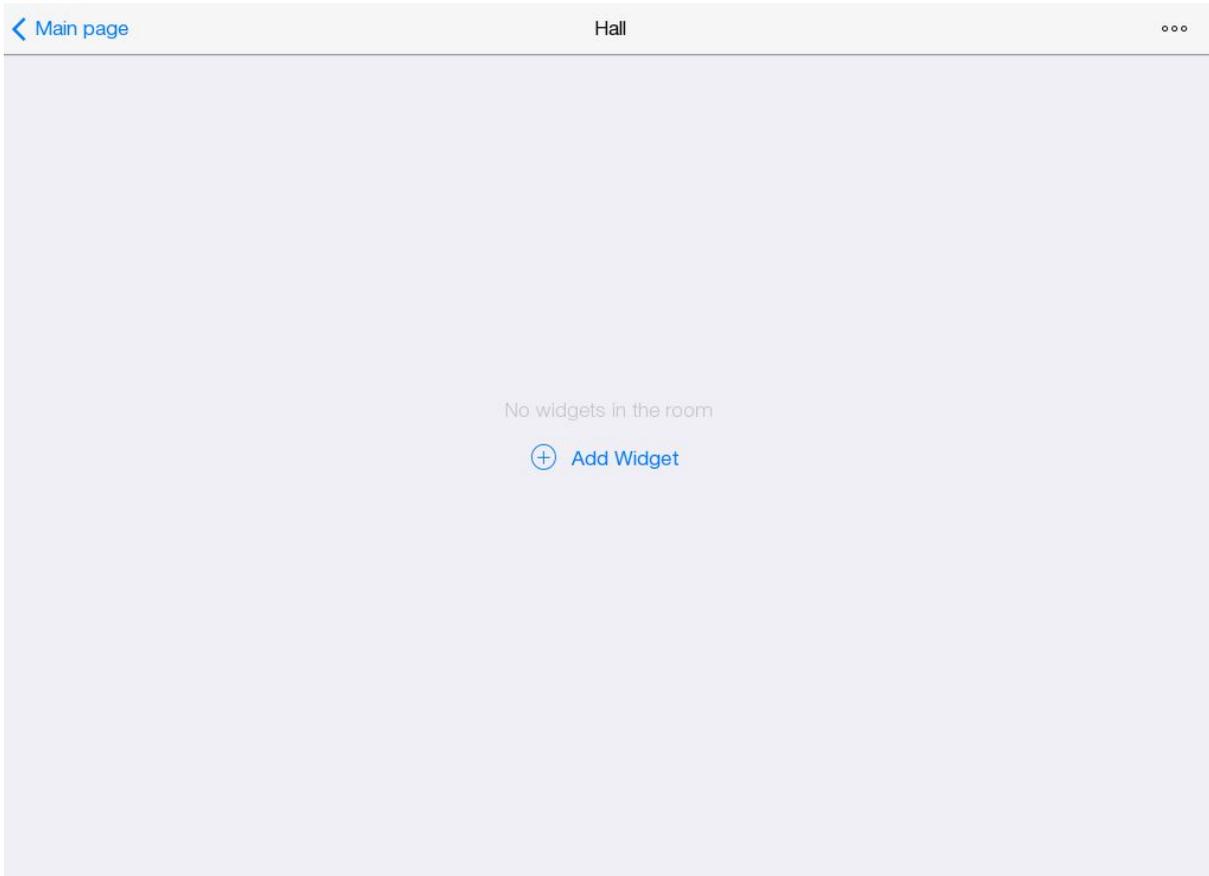
They can be edited by pressing ○○○ in the top right corner. Control buttomns are located there.
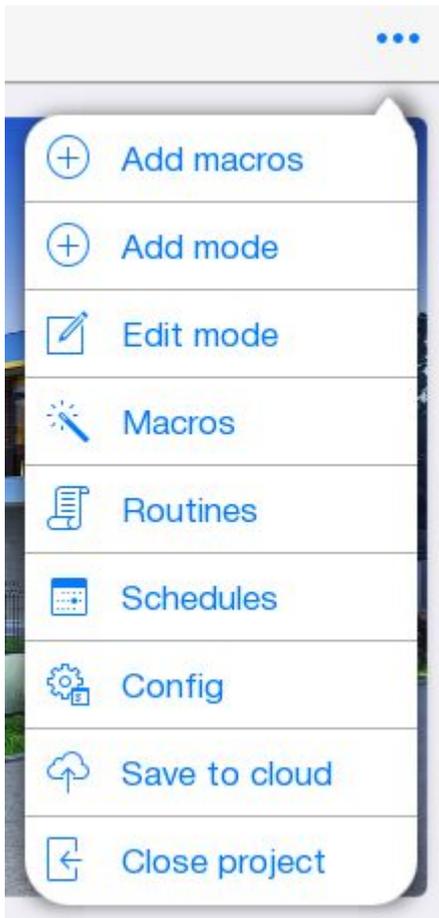
For the main page:

⊕ - "Add macros" and "Add mode" add created macros and modes to the main page.

☑ - "Edit mode" edits (moves and deletes) macros and modes of the main page.

✺ - "Macros", 🗊 - "Routines", ▦ - "Schedule" go to the config and create new macros, modes, schedules.

⚙ - "Config" goes to "Config".

☁ - "Save to cloud" saves a project.

↩ - "Close project" asks about saving a project to the cloud, closes the project and goes to "Welcome" page.
Save the project in the cloud not to lose it.
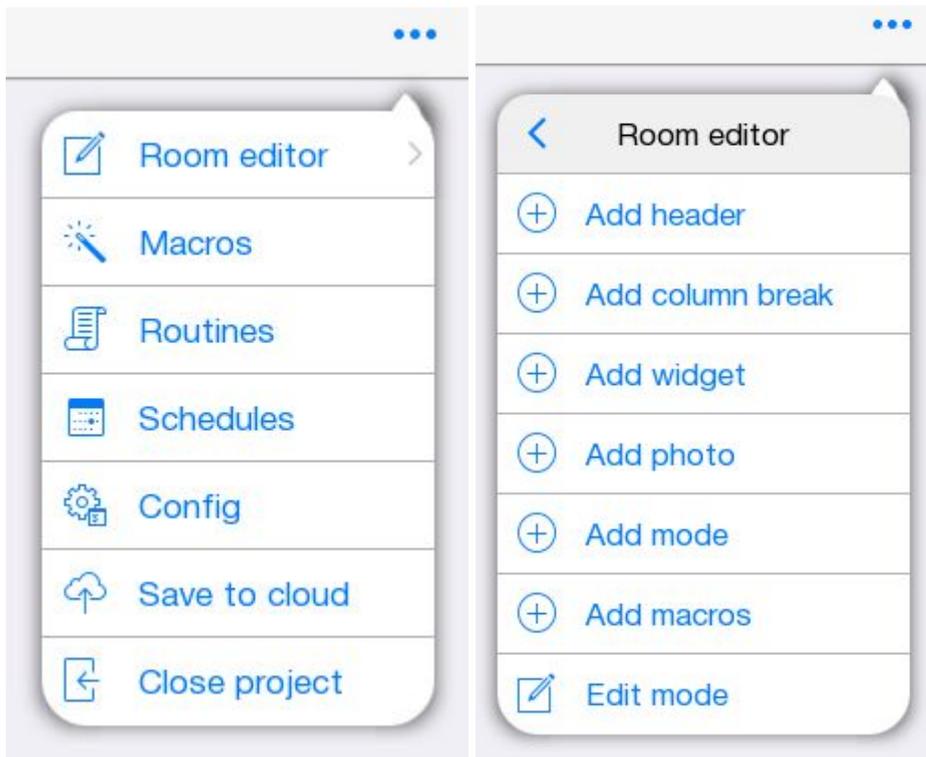
"Macros", "Routines", "Schedule", "Config", "Save to cloud", "Close project" in the room do the same.

⬜ - "Room editor" goes to the room settings.

⊕ - "Add header" adds a heading.

⊕ - "Add column break" adds column break.

⊕ - "Add widget" allows to add all device widgets existing in a project.

⊕ - "Add photo" adds an image to a room.

⊕ - "Add macros" and "Add mode" add macros and modes that already exist to a room.

⬜ -"Edit mode" allows to edit (move, delete) all items added to a room.

Adding Devices

Come back to the "Config" and go to "Devices" tab.
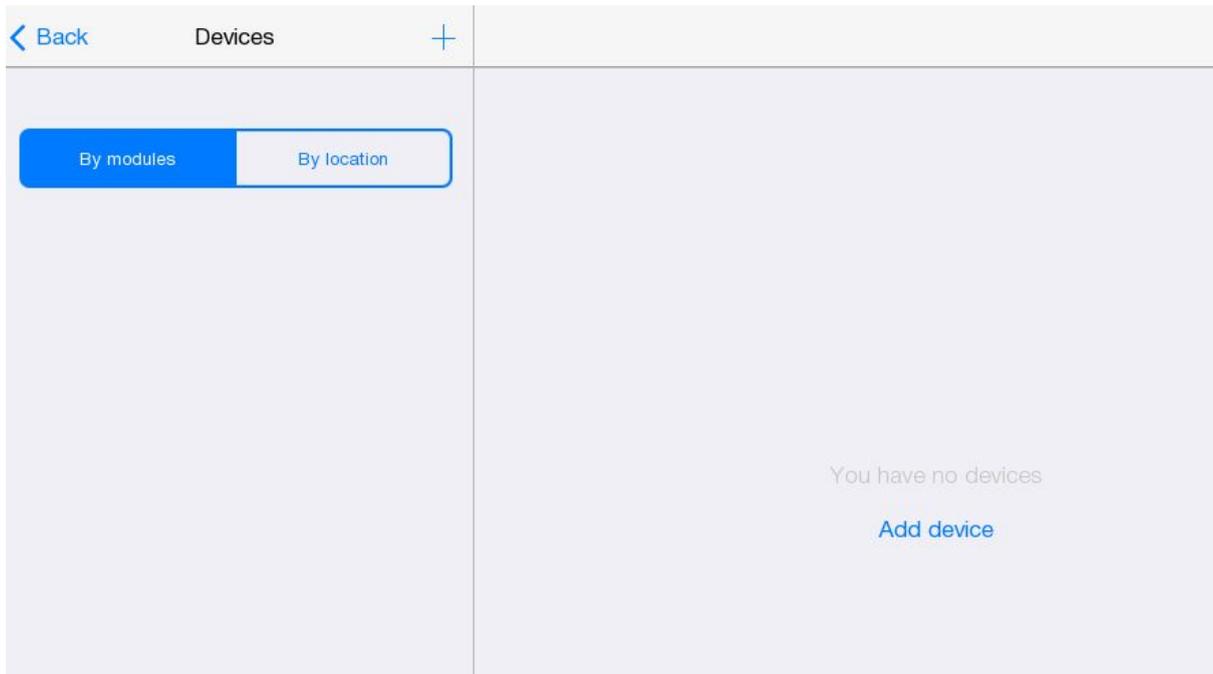
A device can be added with the help of "Add device" or in the top of the screen.

Select "Use scanner" or "Manually from store".
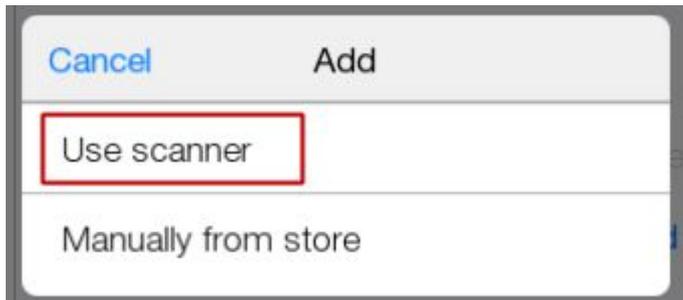
In both cases you get to "iRidium store".

It's easier and faster to use a scanner. It allows to add all devices simultaneously. No need to enter network settings (host, port, id, etc.).

Select "Use scanner", "Add scanner" and you get to "iRidium store".

You need "HDL Scanner".

	2N Scanner Type: Intercom Developer: iRidium mobile Brand: 2N		Domintell Scanner Type: Scanner Developer: iRidium mobile Brand: Domintell		Duotecno Scanner Type: Scanner Developer: iRidium mobile Brand: Duotecno
FREE ☆☆☆☆☆	ADD	FREE ★★★★★	ADD	FREE ★★★★☆	ADD
	Global Caché Scanner... Type: Converters & Scalers Developer: iRidium mobile Brand: Global Caché		HDL Hotel Scanner Type: Scanner Developer: iRidium mobile Brand: HDL Hotel		HDL Scanner Type: Scanner Developer: iRidium mobile Brand: HDL
FREE ☆☆☆☆☆	ADD	FREE ☆☆☆☆☆	ADD	FREE ★★★★★	ADD

Press on "HDL Scanner" and get information about it. Add the scanner to the project.

‹ Back

HDL Scanner   FREE
Type: Scanner
Developer: iRidium mobile
Brand: HDL
★★★★★   ADD

Description	Feedback (2)

Cancel   HDL Scanner   Clear all

○ Sensor Motion, 8-in-1 | 2/4
✓ HDL-MS12.2C
    Sensor 12-in-1 | 2/11
✓ HDL-MS04
    Sensor input 4Z | 2/5
○ HDL-MSM
    Security Module | 2/9
○ HDL-ML01
    Logic (universal) | 2/6

Current version - 1.33.0

The scanner finds HDL devices with any DeviceID and SubnetID in your network.
You can select the devices you need and add modules for them just with a click
of the button. You can see available HDL modules in iRidium Store.
The scanner works by the HDL Buspro protocol.

Now "HDL Scanner" is in the list of devices .
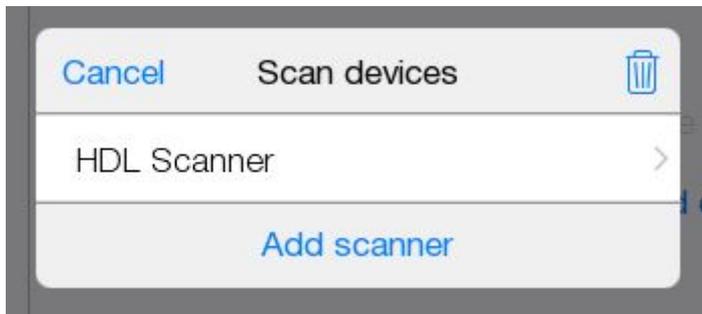
Launch it.

All available devices will be displayed in the window.

Select a dimmer and add it to a project.
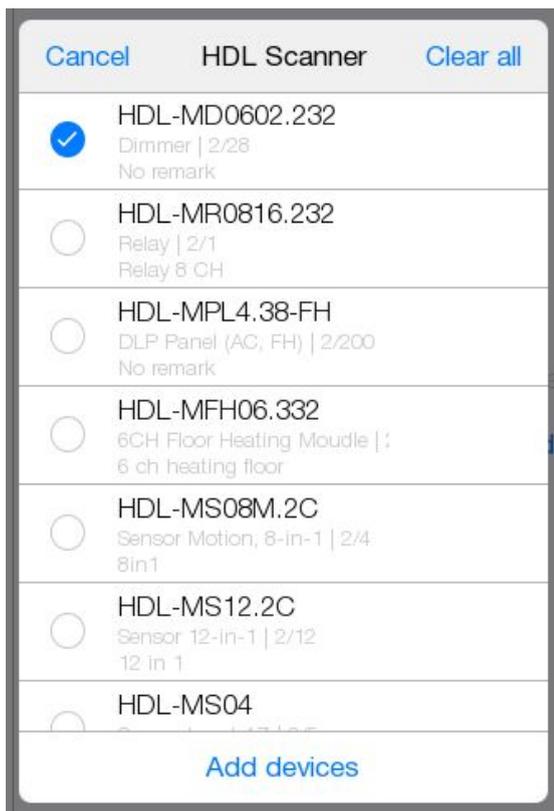
The window shows a device and all subdevices that make it up.

Subdevice is a functional object of iRidium lite.

For example, 1 subdevice is a lamp or 1 channel of KNX relay or 1 channel of HDL dimmer.

Sensors are not subdevices and they are controlled for free.

For more convenient calculation when choosing a license, subdevices are united into packes by 20 subdevices.
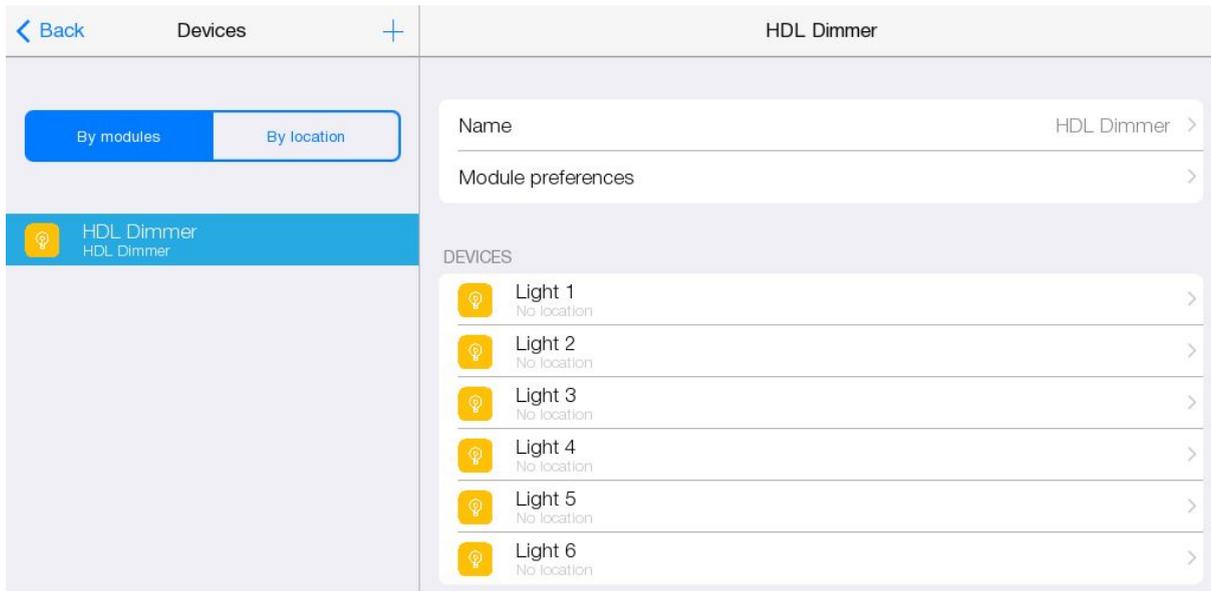
In "Module preferences" you can delete a module and go to "Support" page.
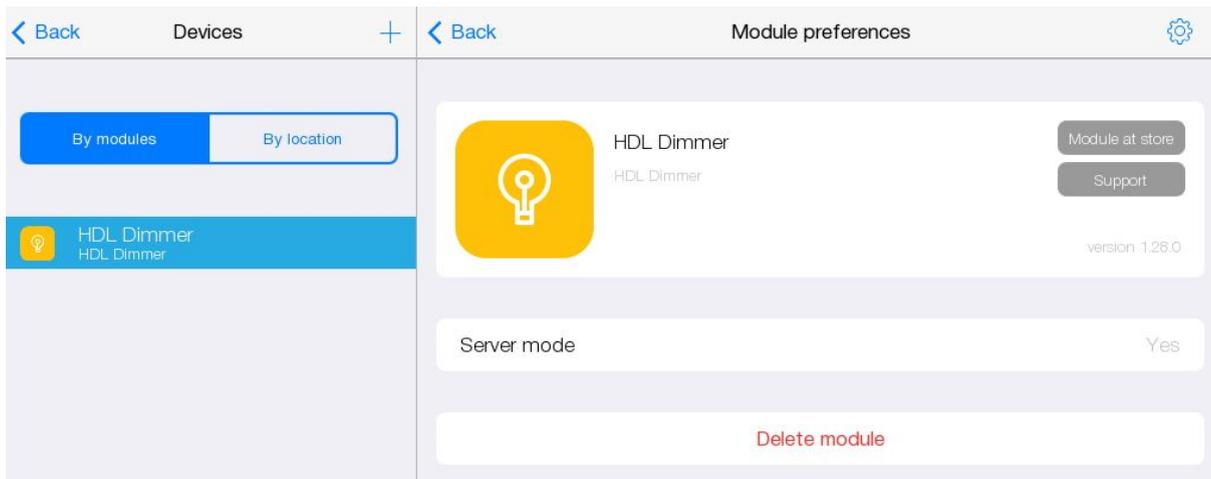
By pressing on ⚙ you can go to "Setup".
Parameters of access to a device are set here.

By pressing on subdevice, go to settings.

Available: subdevice activation/deactivation; changing subdevice name; changing the type; selecting location; adding a description; widget; changing widget name.

The location of a device is set in "Location", if you add a device via

Location, it turns out to be the real location of a device in a room если добавлять. If you want to place only a widget to control a device from the "Template", do it with a simple widget to control a device.

All devices are located in rooms.
To add physical location of devices use "Location".
When you select location of a device, its widgets are automatically placed in a room.
Later on you can delete or add device widgets from another room, but the location of a device won't change.
Place a device in the created room.
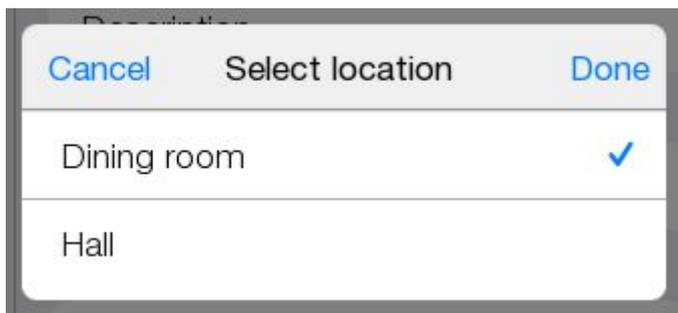
Add location to dimmers 2 and 3.
Start the project.
Go to the room.
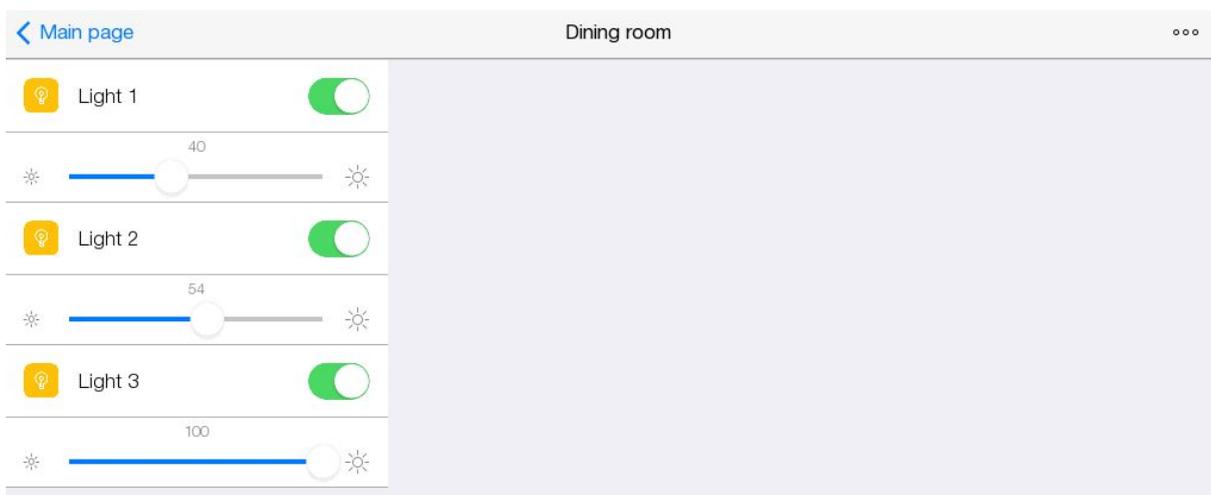
Macros

Macro is a sequence of control commands that is activated by pressing a button. It contains Action and Condition.

For example, "Turn off all light in the house" macro sends a "Turn off" command all devices responsible for lighting.

Let's make a macro to turn on several dimmers at the same time. Go to "Config".

Go to "Macros".
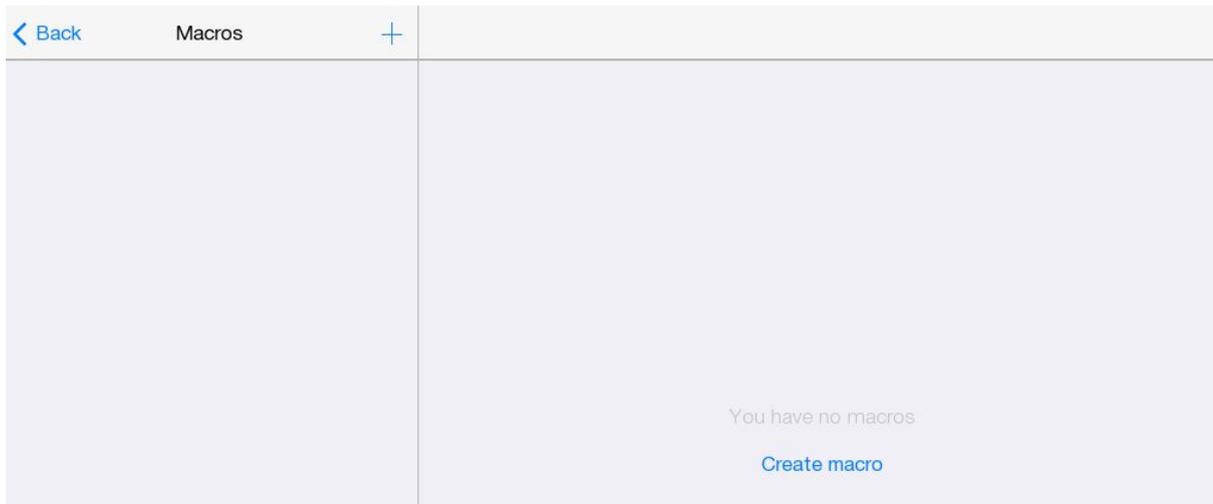
You can create a macros with the help of ➕ or "Create macro".

Enter macro name.

Save it.
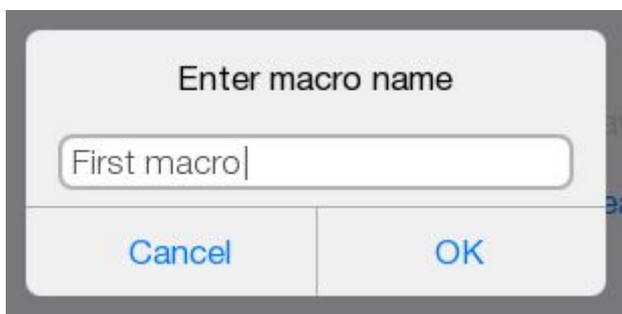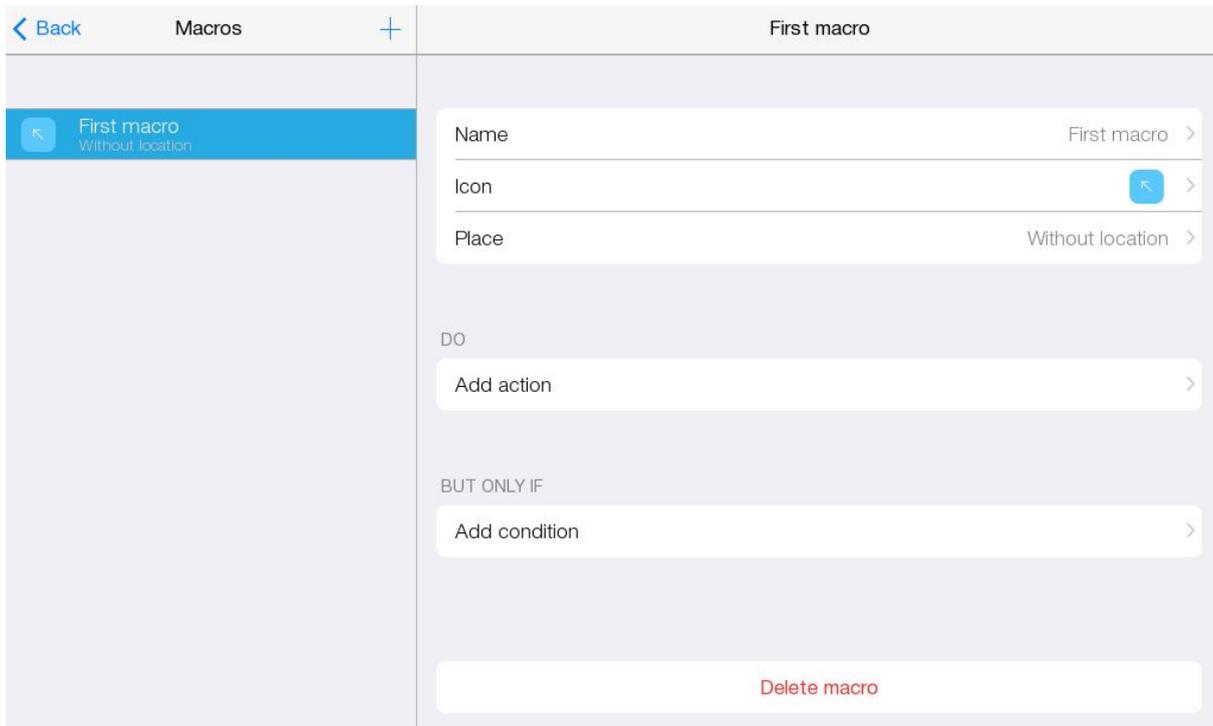
A macro can be set and renamed.

A macro icon can be changed.
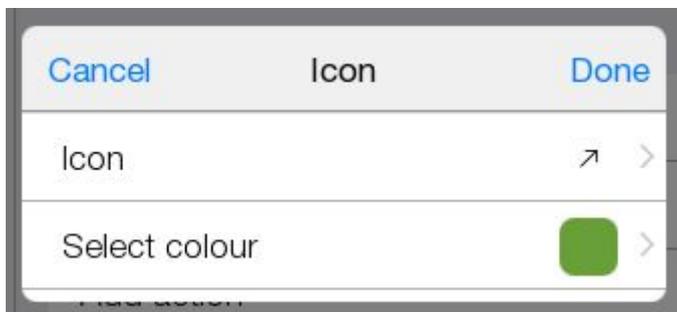
Macro location can be set.
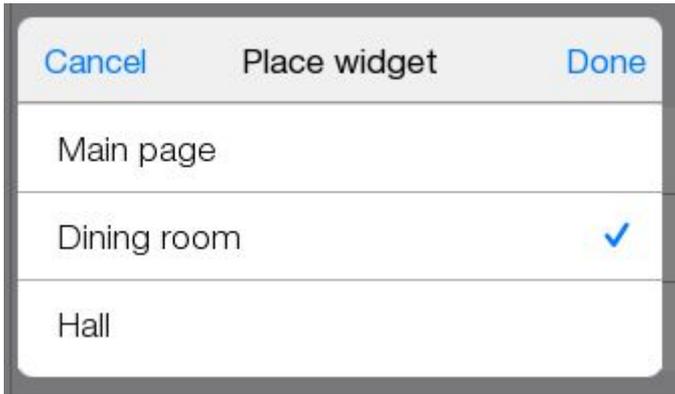
Macro structure can be edited Edit .
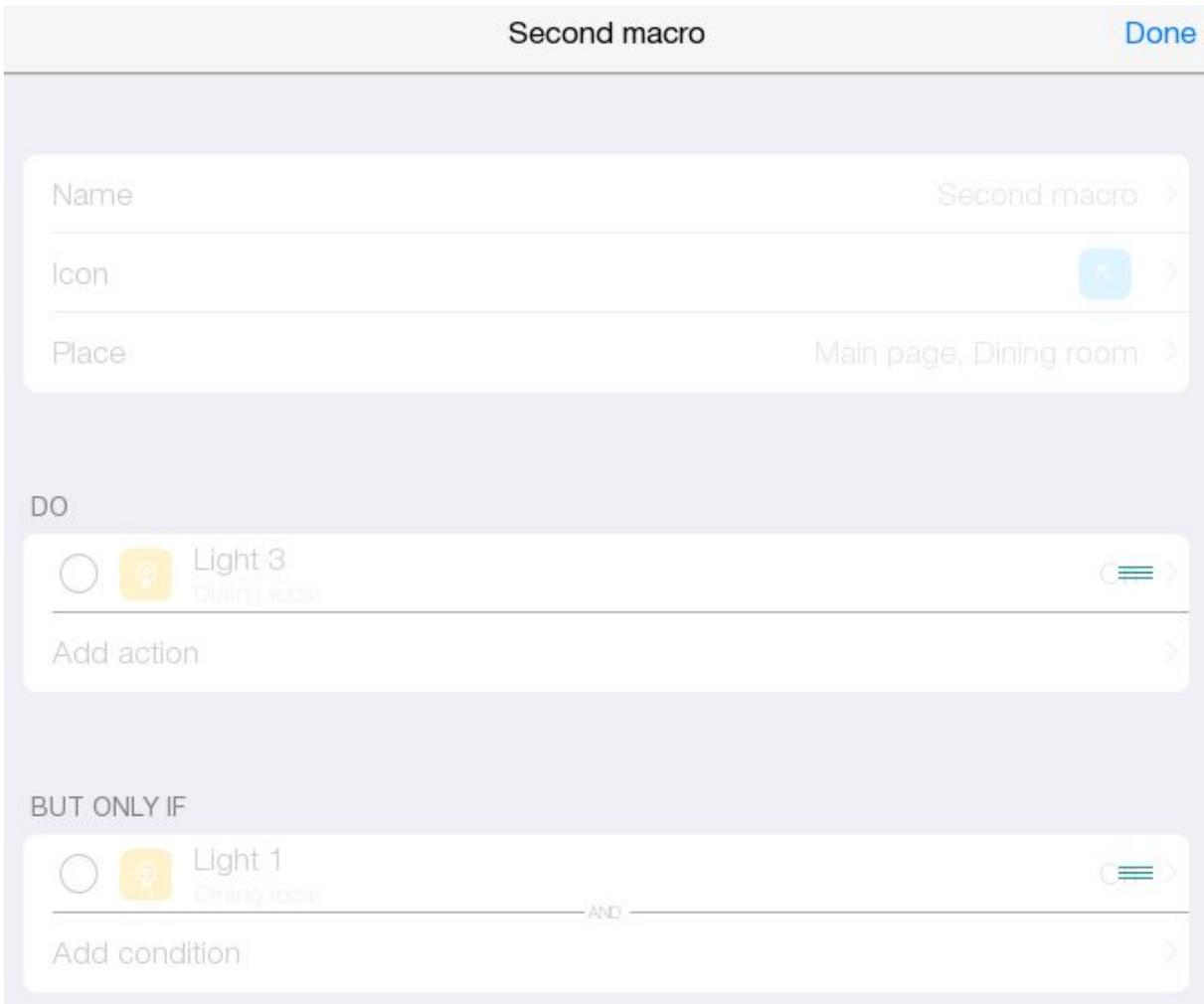
A macro can be deleted.

Delete macro

Let's create two macros. Select location for the two macros in the room, where dimmers are located.

Macro 1.

In "Add action" select "Device".
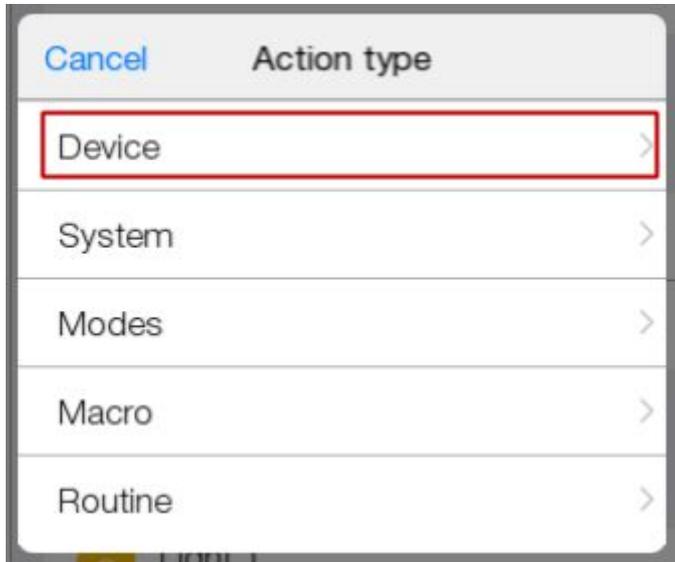
Select Light 1.
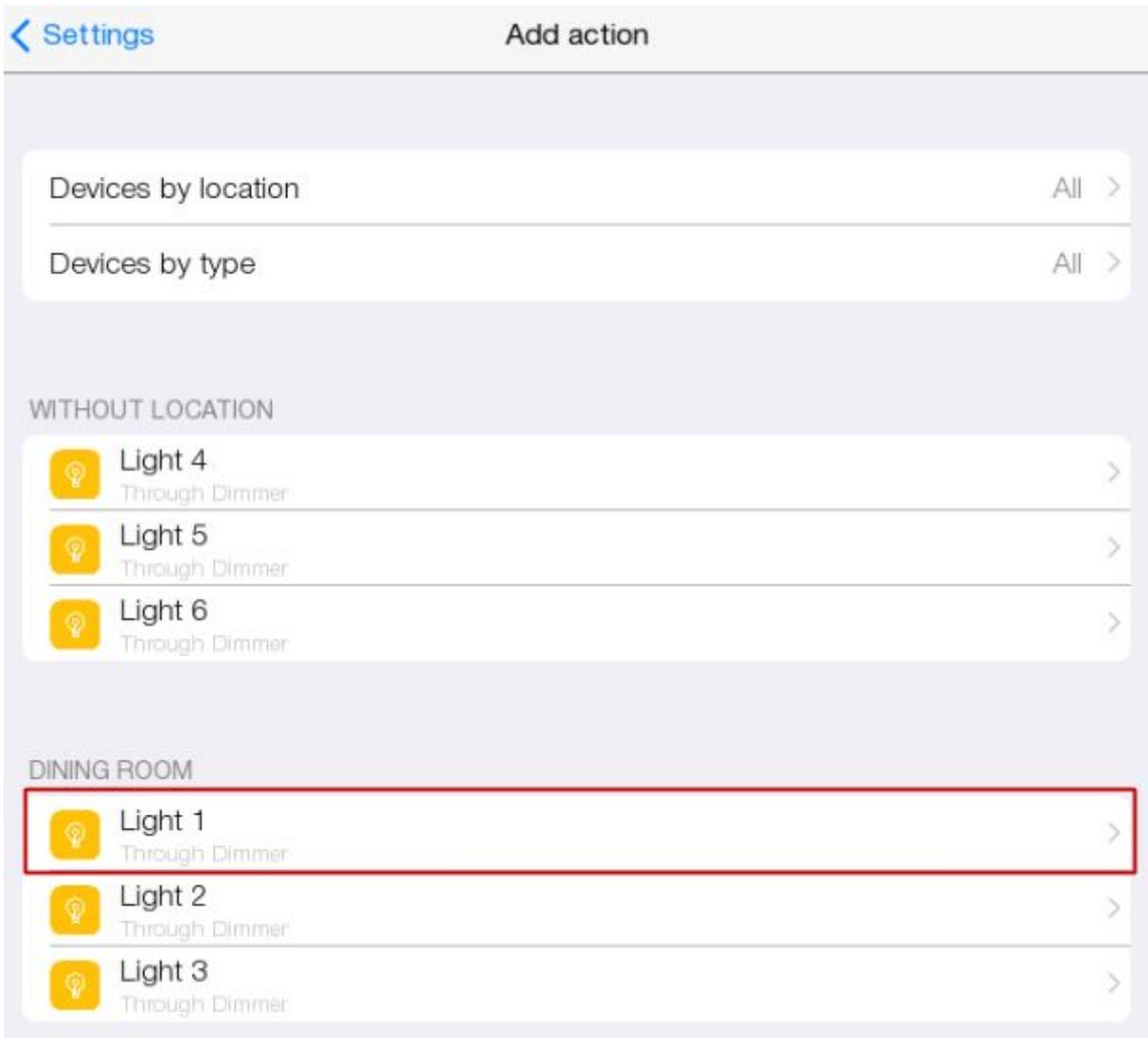
Press "On".
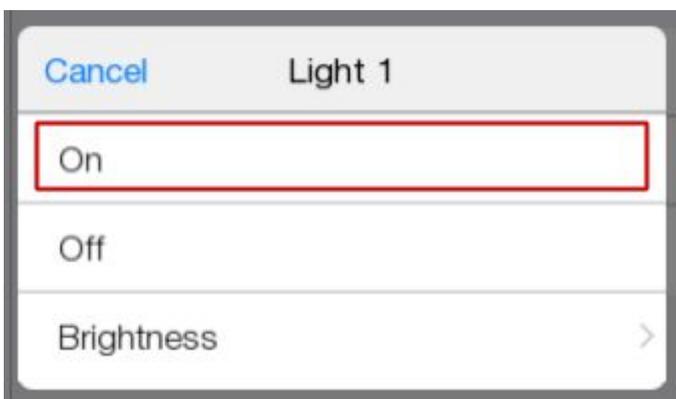
Add Light 2.
Select "Brightness".

Set "Value" at 50.
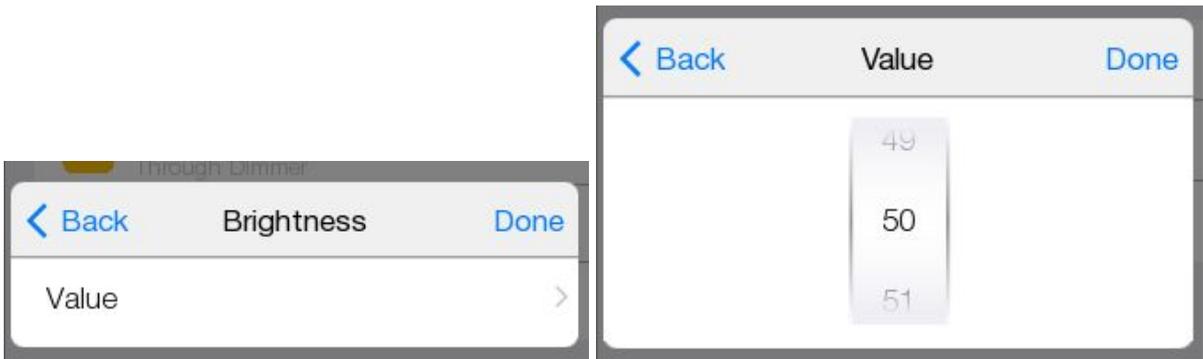
When the macro is pressed it turns on dimmers.

Name	First macro >
Icon	↖ >
Place	Dining room >

DO

💡	Light 1 Dining room	On >
💡	Light 2 Dining room	Brightness (50) >
	Add action	>

BUT ONLY IF

Add condition	>

Delete macro
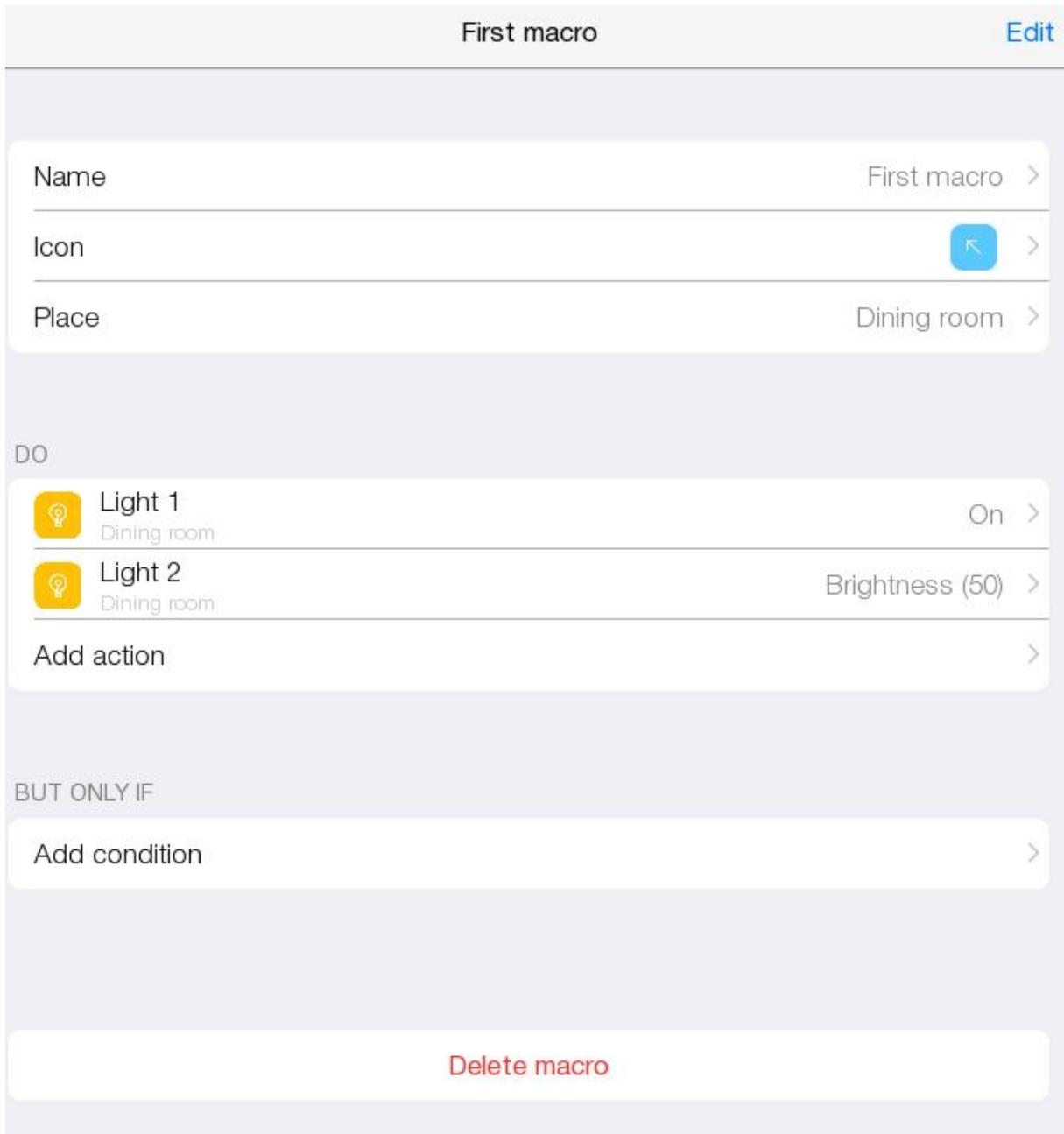
Macro 2.

Create Second macro.

In "Add action" select Light 3.

Press "On".

Set a condition for this macro by pressing "Add condition".
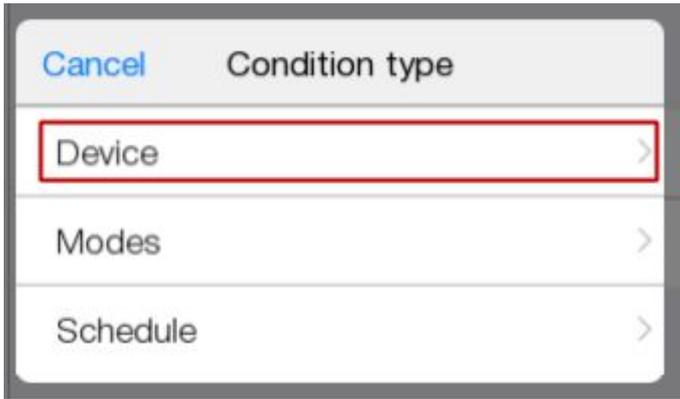
Select "Device" and Light 1, with "On" value.

Dimmer 3 turns on only if dimmer 1 is turned on.
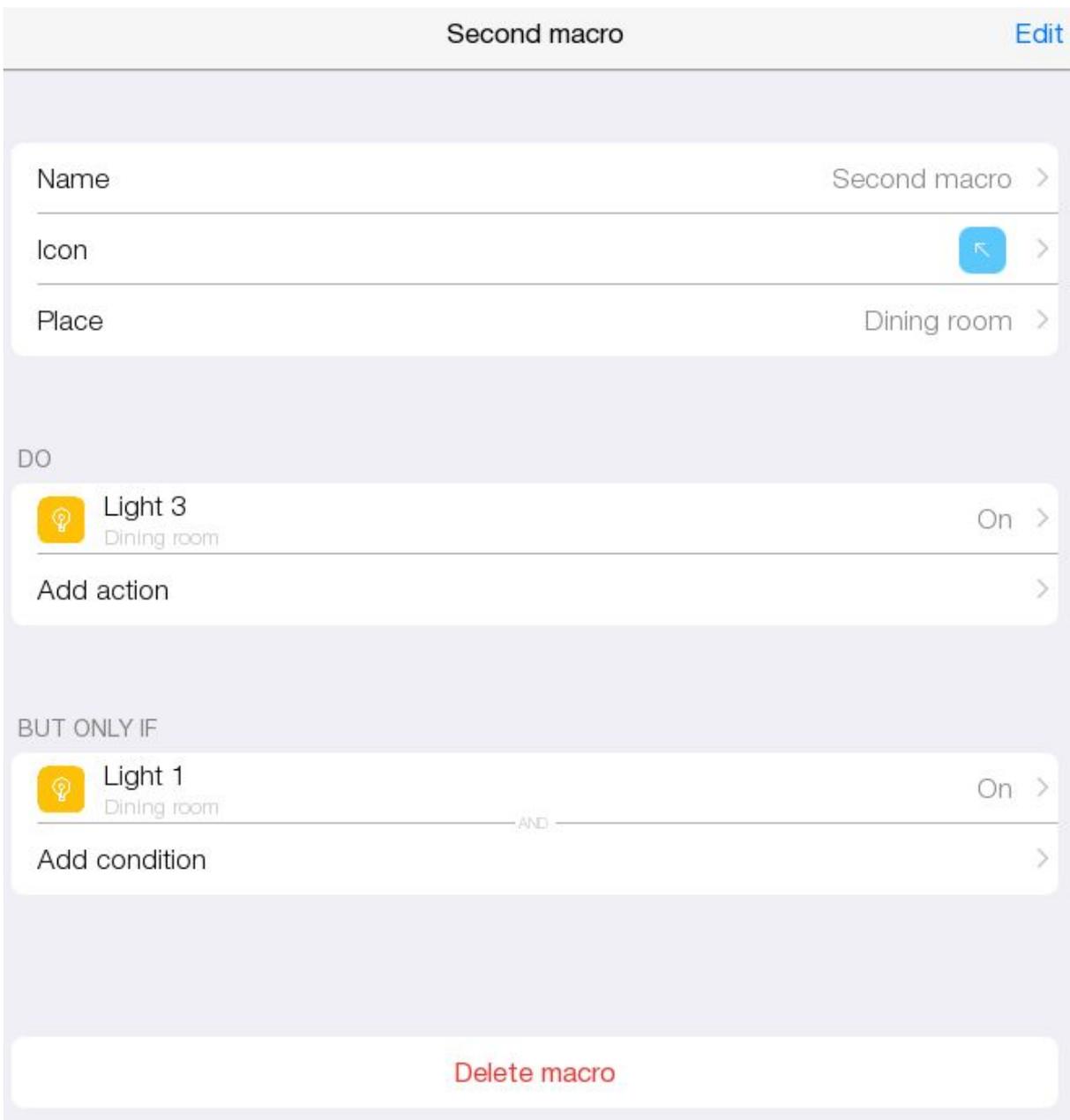
Start the project.

To check macros work, turn off dimmers.
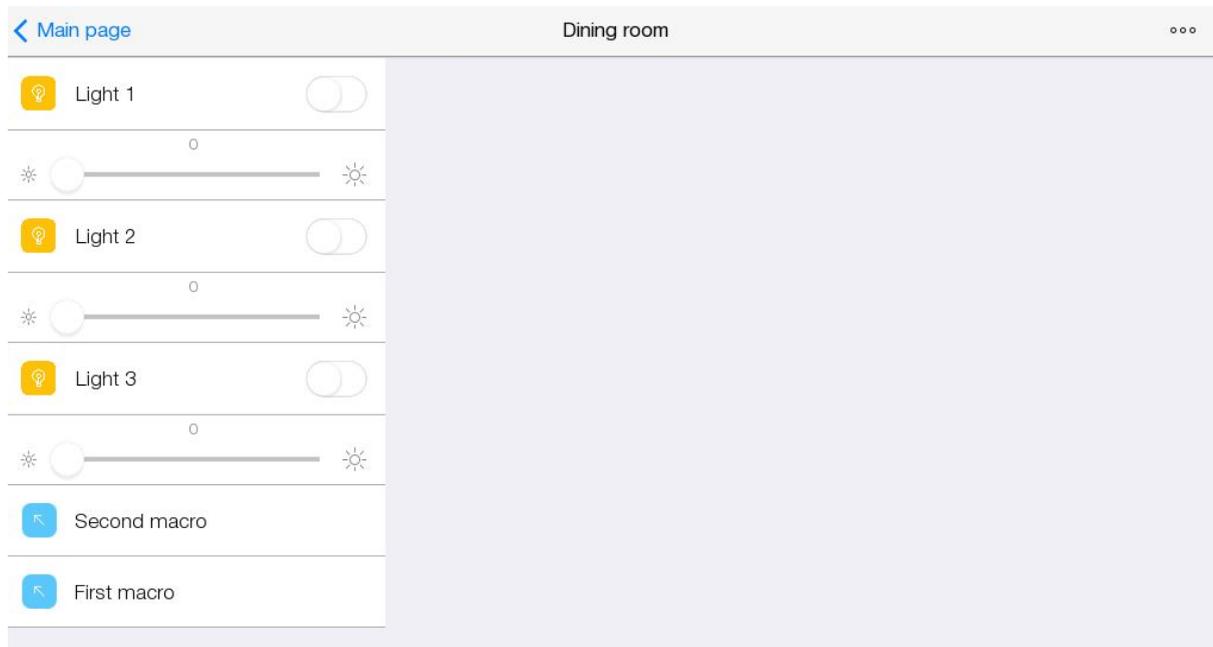
When "First macro" is pressed, dimmers 1 and 2 are turned on. And dimmer 2 has a value that was set.

When "Second macro" is pressed, dimmer 3 is turned on, as dimmer 1 is turned on too. If you turn off dimmers 1 and 3, and press "Second macro" again, dimmer 3 won't be turned on.

Schedule

If you want lamps to turn on and off at a definite time, create a schedule and a routine.

Schedules are created with the help of ✛ or "Add schedule".
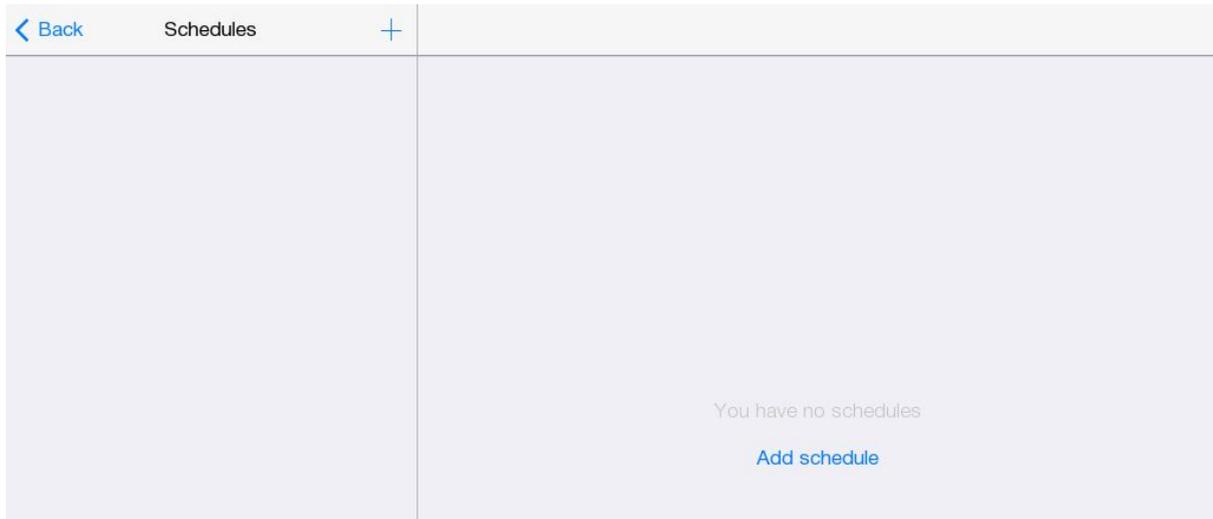
Enter schedule name.
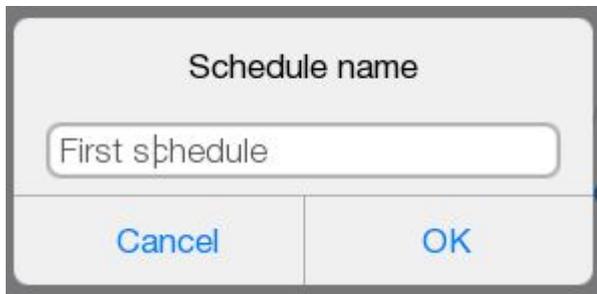
A window with a created schedule appears.

Here you can rename a schedule, add an event, delete a schedule.
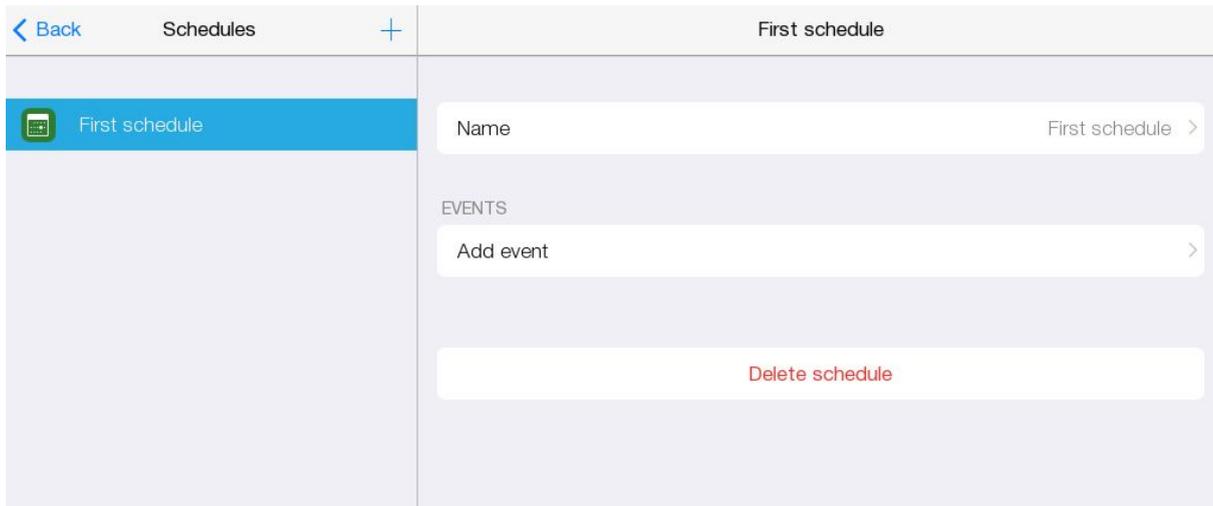
Create an event.

Press "Add event"
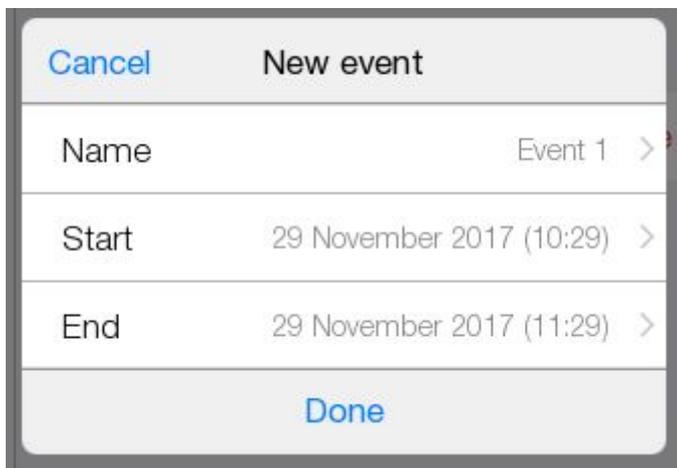
Enter a name, the beginning and the end of the event
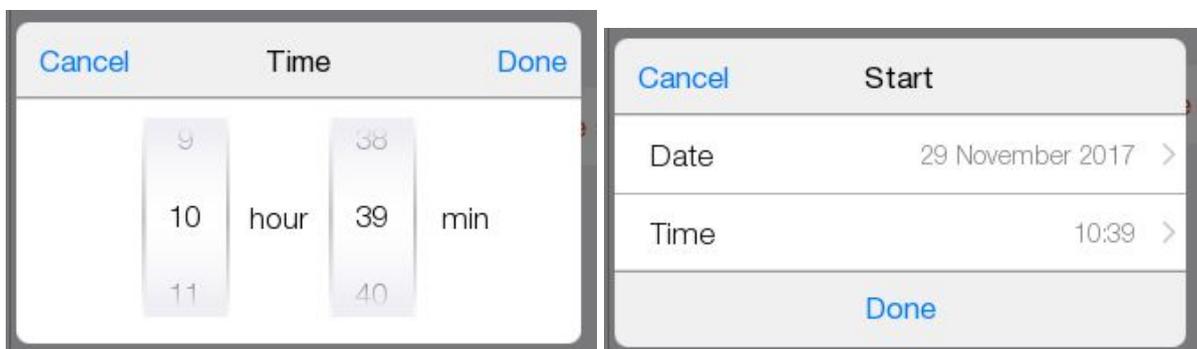
The end of the event is not used. Leave as it is.
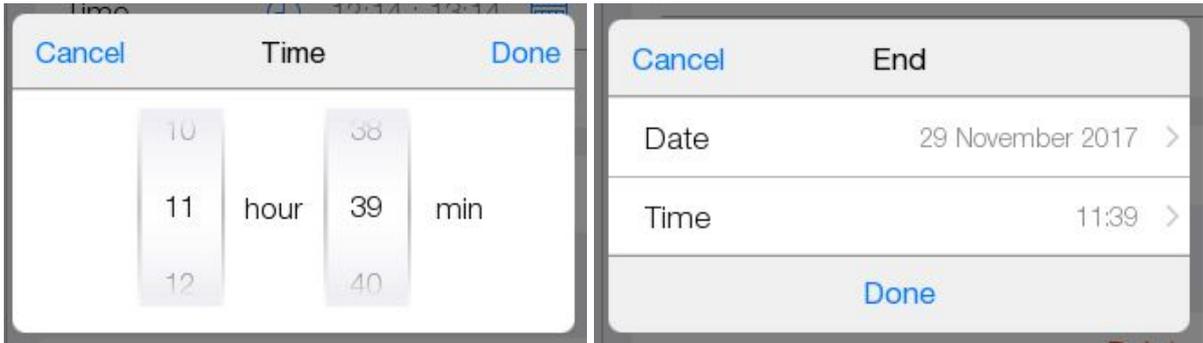
Here is the created event
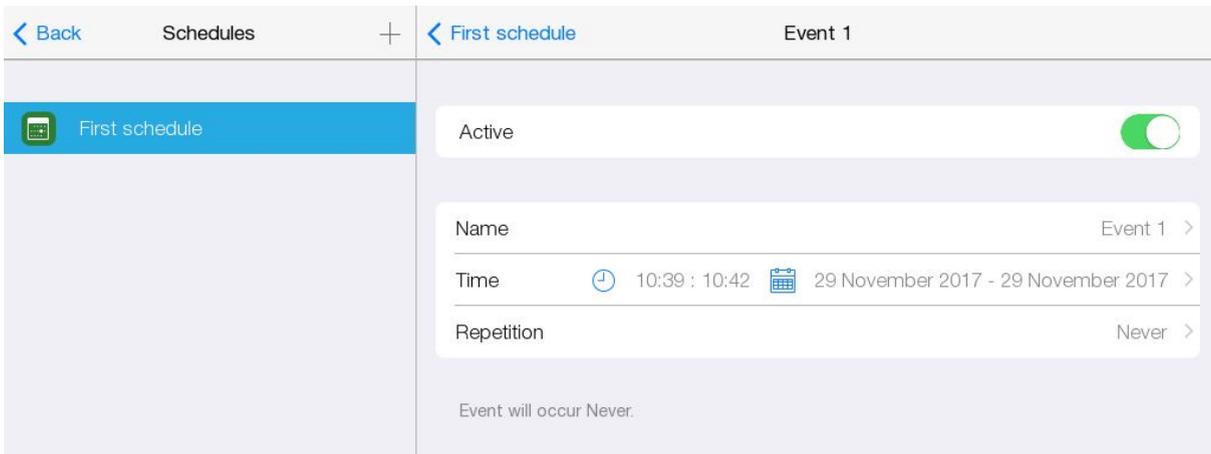
The event can be activated/deactivated) ;

It can be renamed;
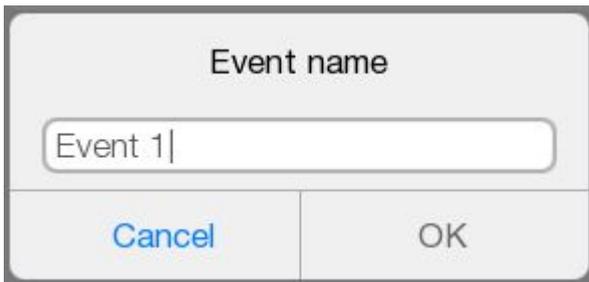
Date and time can be changed;
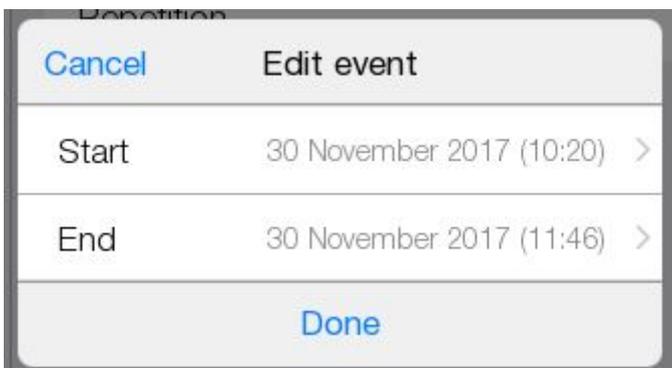
Set repetition.
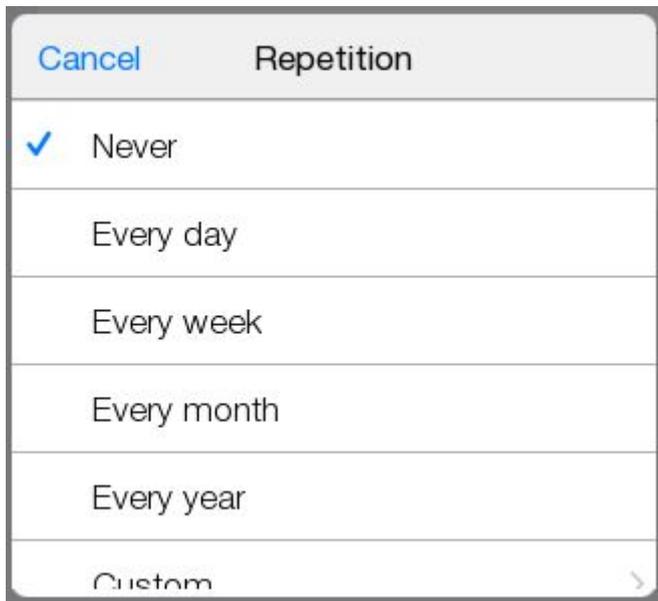
Routines

Routines are a logical component of project that keeps track of changes in equipment states and reacts to the change as set in the logics. A routine can be server and panel. A panel routine works on panels as long as iRidium lite app is launched. A server routine works on the server, even if the app is off.

Let's create 2 panel routines.

Go to "Routines" and create a new routine.

Press .
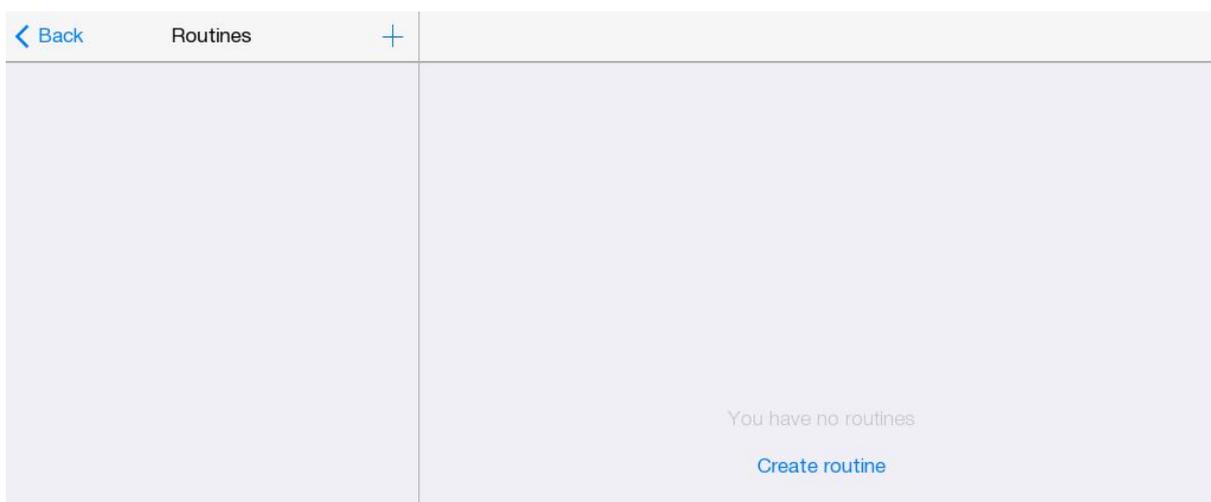
Select "Local", as the server is not used in the project yet.
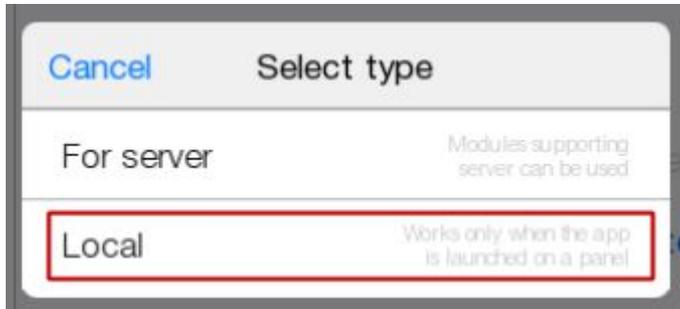
Enter a name
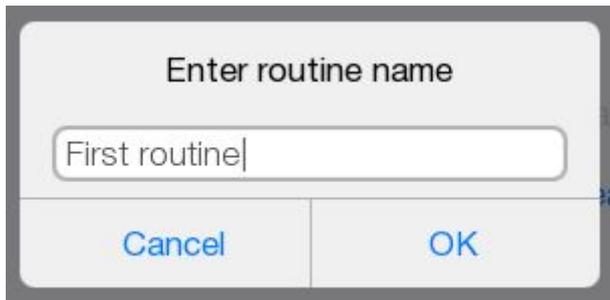
Here is a window with a created routine.
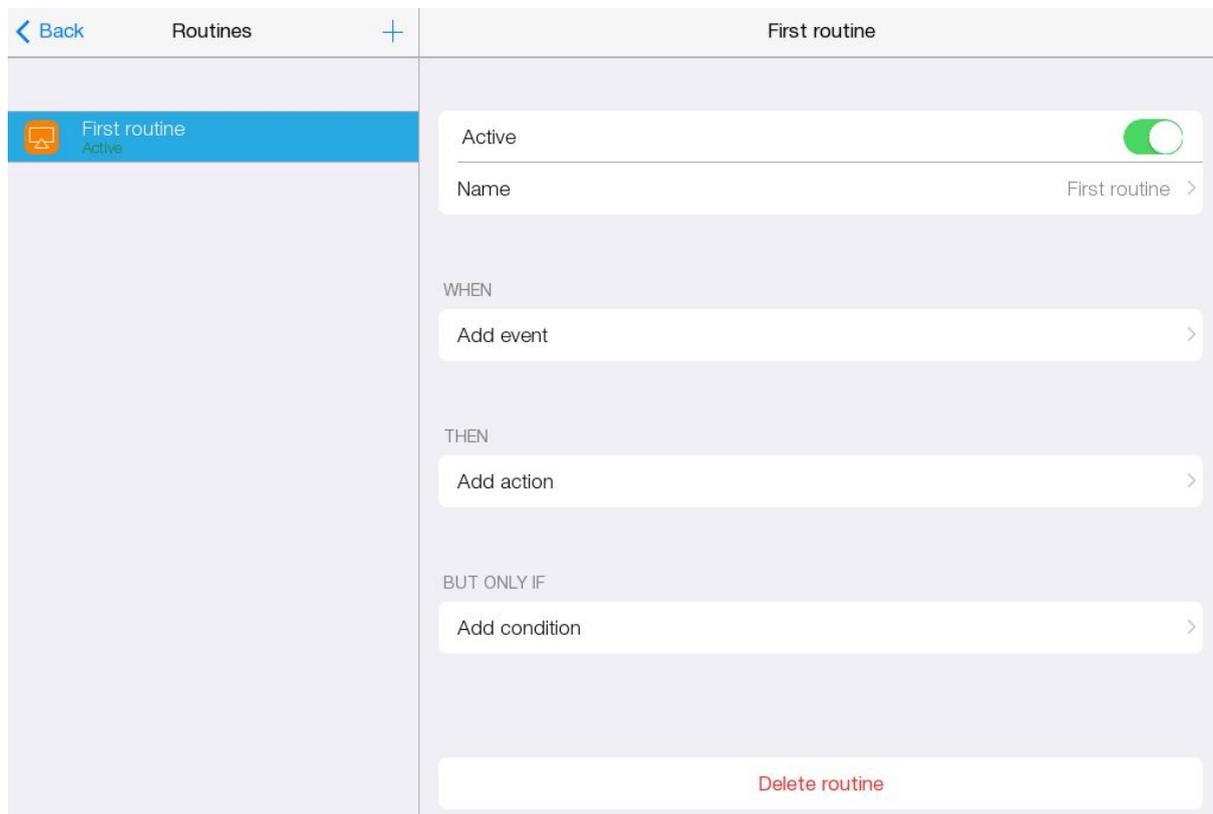
Let's set the created routine.

Rule 1.

In "Add event" add "Schedule" event.
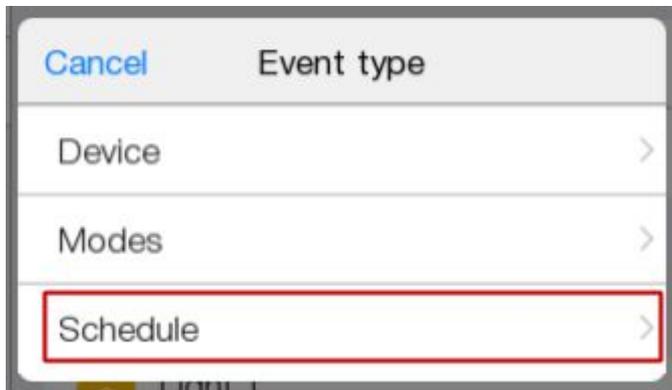
Select the required one in the list.
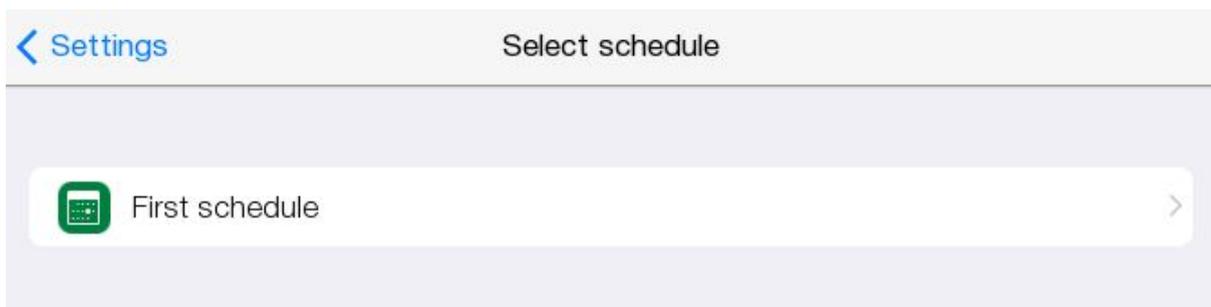
Press"Start".
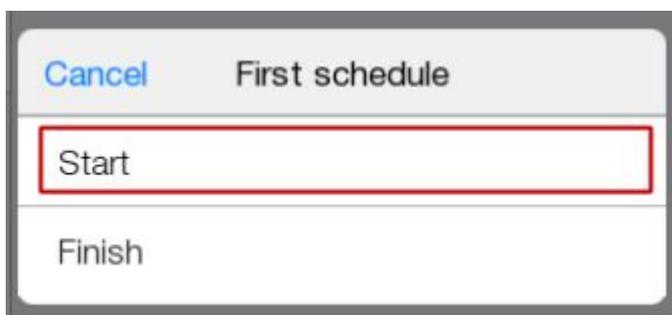
In "Add action" select" Device".
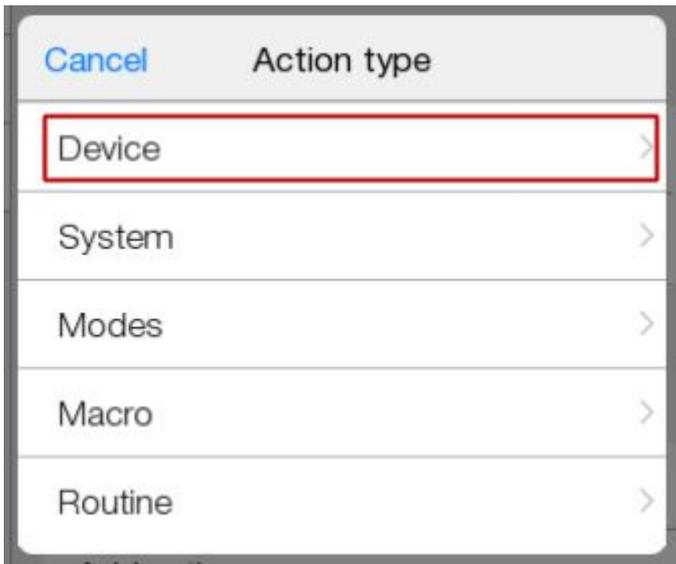
Select dimmer 1.
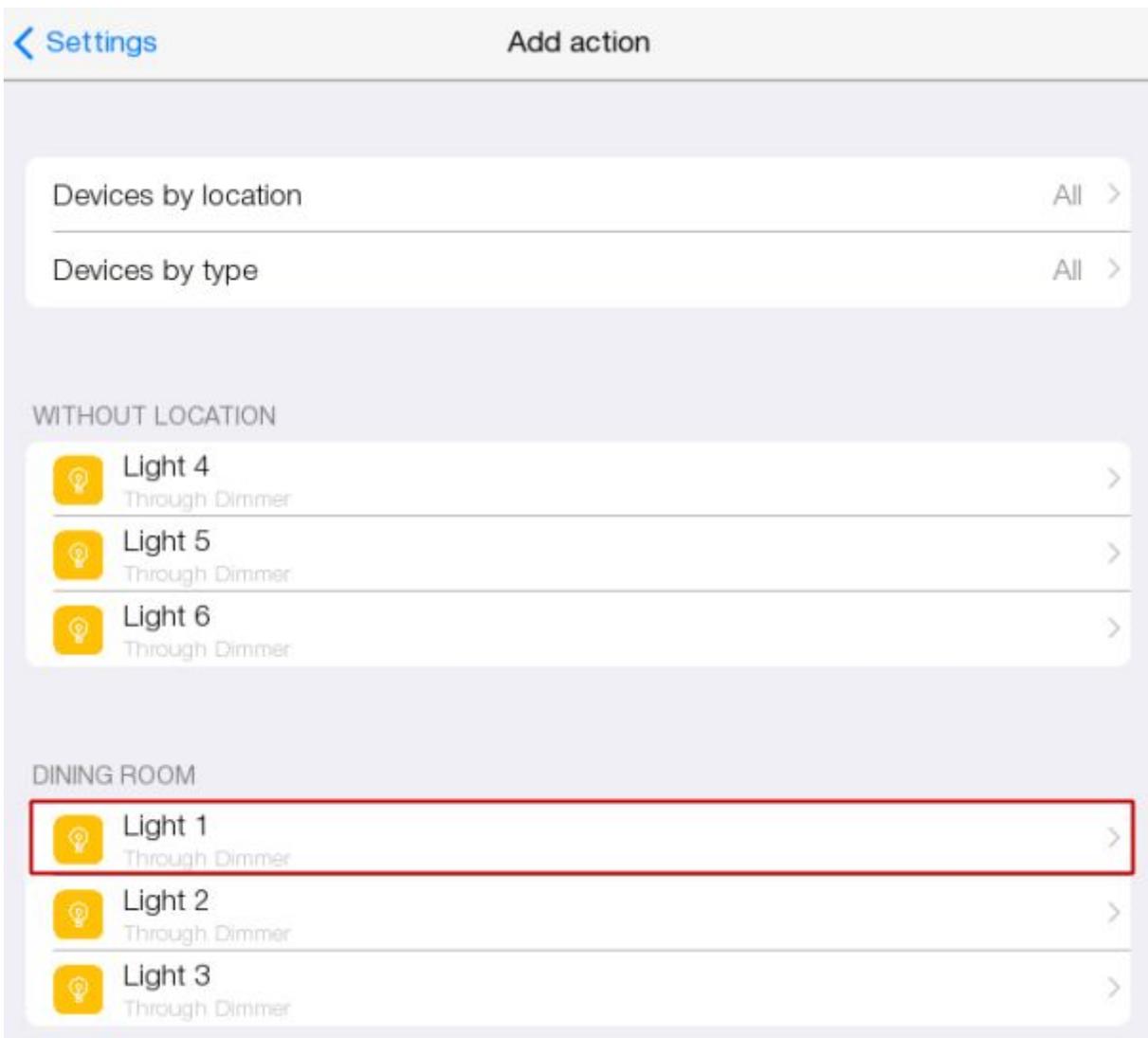
Press "On".

Ready schedule.
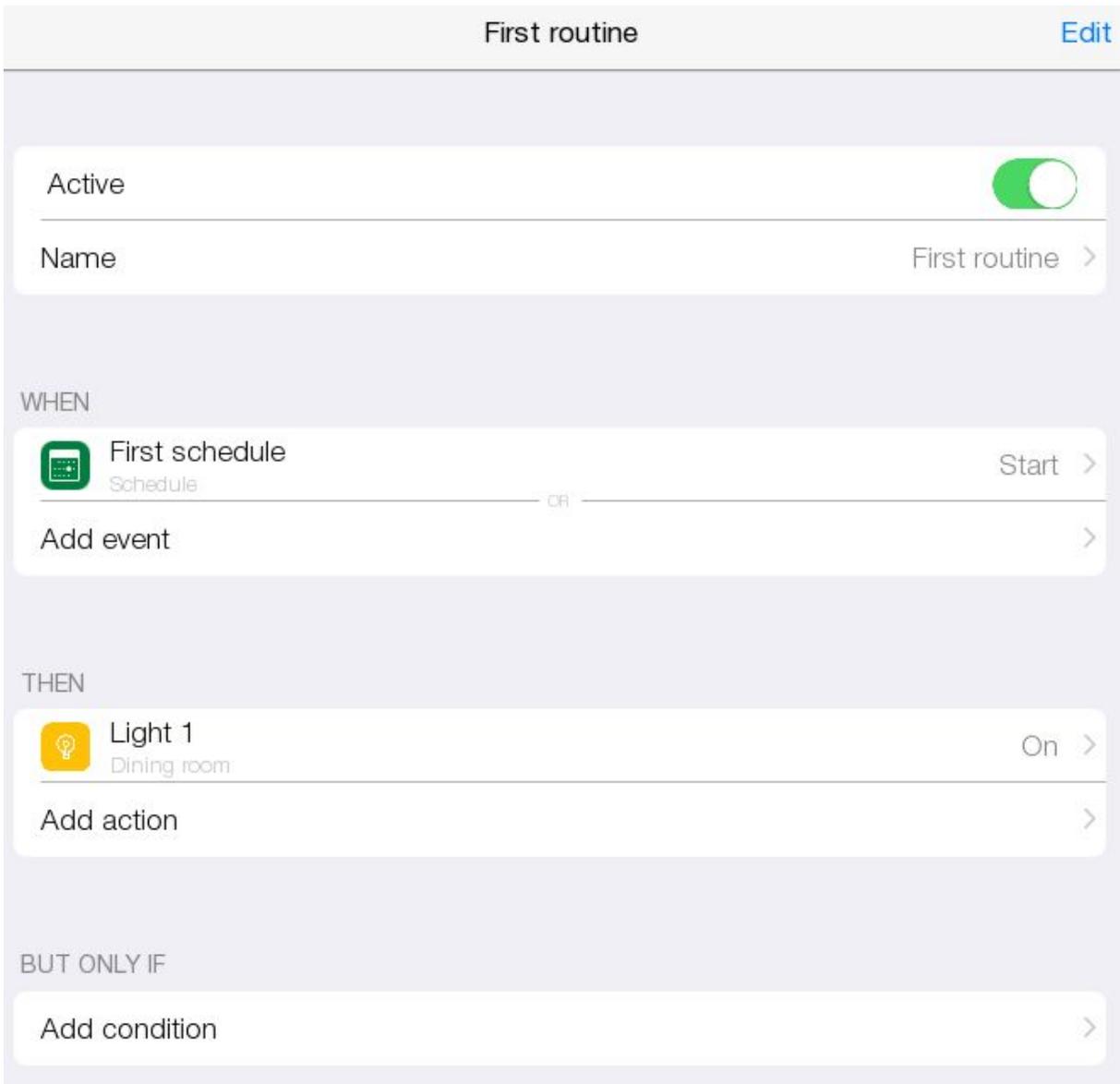
When an event starts, lamp 1 is turned on.

Routine 2.

Press ![plus] .

In "Add event" add a condition that dimmer 1 is turned on.

| Devices by location | All > |
| Devices by type | All > |

WITHOUT LOCATION

💡	Light 4 Through Dimmer	>
💡	Light 5 Through Dimmer	>
💡	Light 6 Through Dimmer	>

DINING ROOM

💡	Light 1 Through Dimmer	>
💡	Light 2 Through Dimmer	>
💡	Light 3 Through Dimmer	>

Press "On".
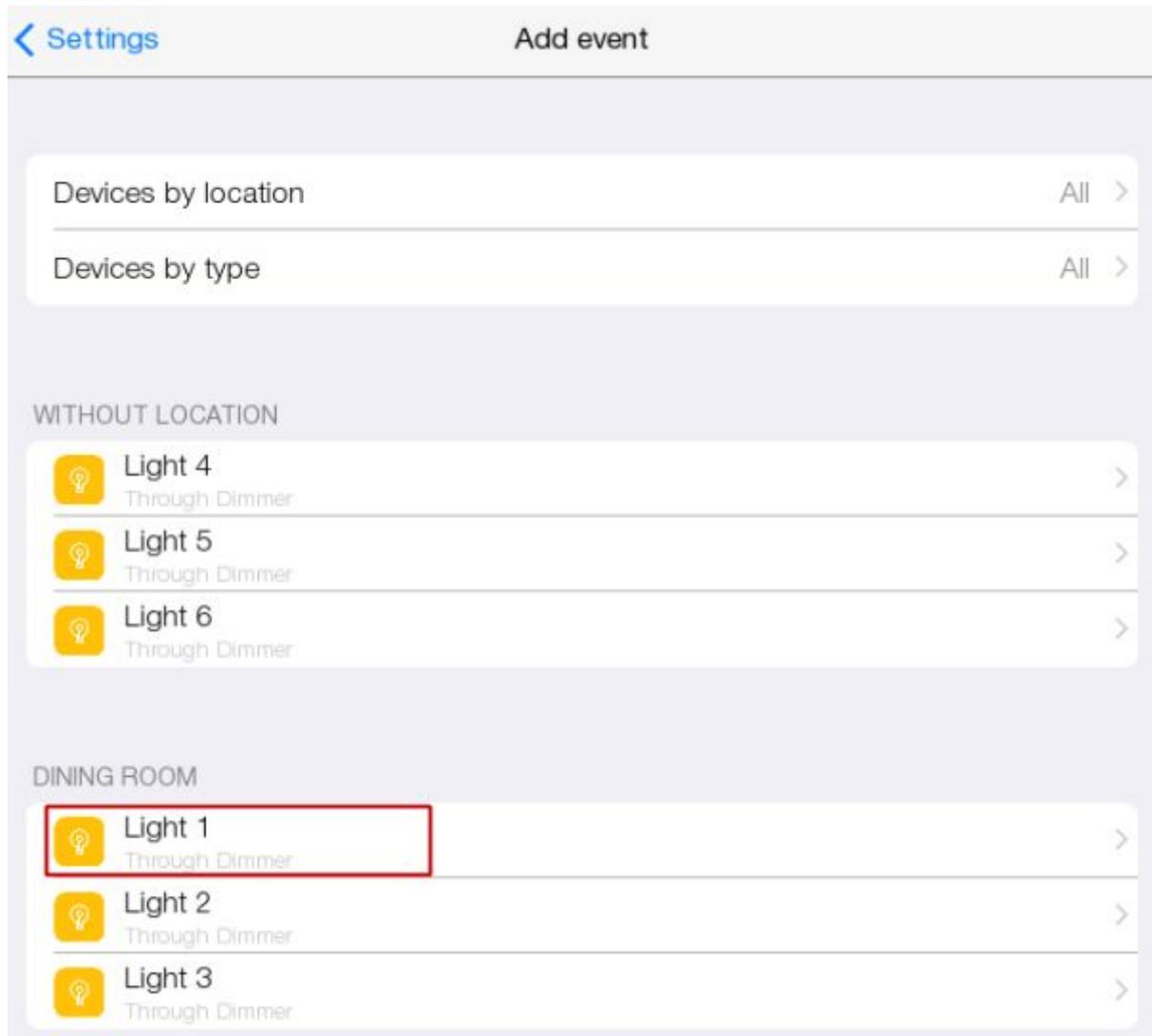
Cancel	Light 1
On	
Off	
Brighter than	>
Darker than	>

Press "Add action", select "System".
Select "Delay" with 1 minute value.
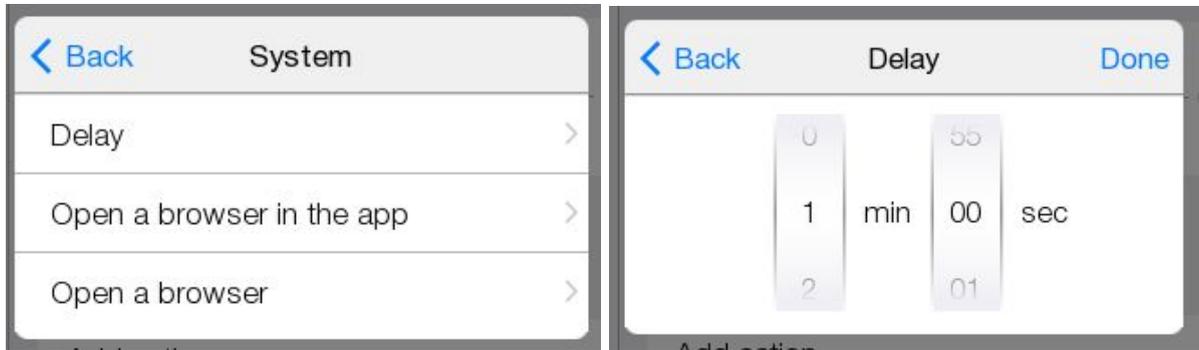
Add dimmer 2 to "On".
Now add a condition in"Add condition"
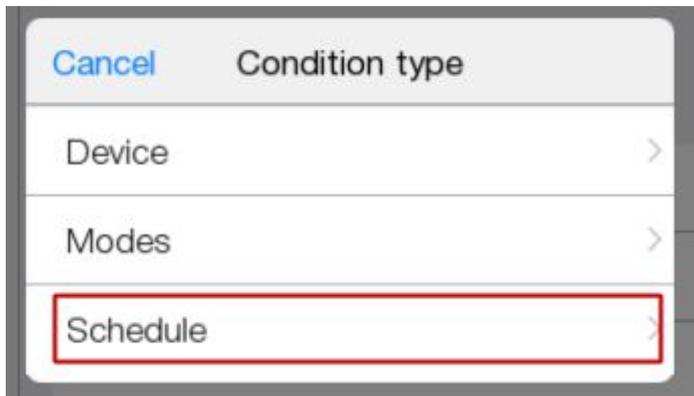
Select "Schedule". Press "Active"

The schedule is ready.

Second routine   Edit

| Active | ⬤ |
| Name | Second routine > |

WHEN

💡 Light 1 Dining room	On >
— OR —	
Add event	>

THEN

▦ Delay System	(1 min, 00 sec) >
💡 Light 2 Dining room	On >
Add action	>

BUT ONLY IF

▦ First schedule Schedule	Active >
— AND —	
Add condition	>
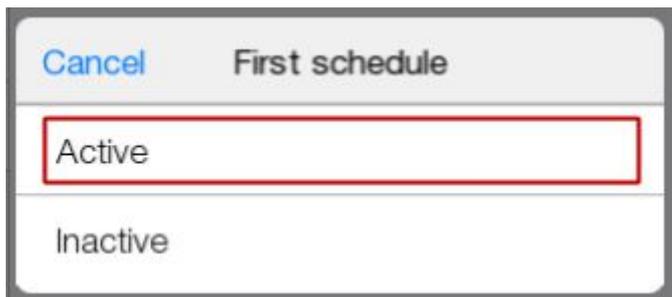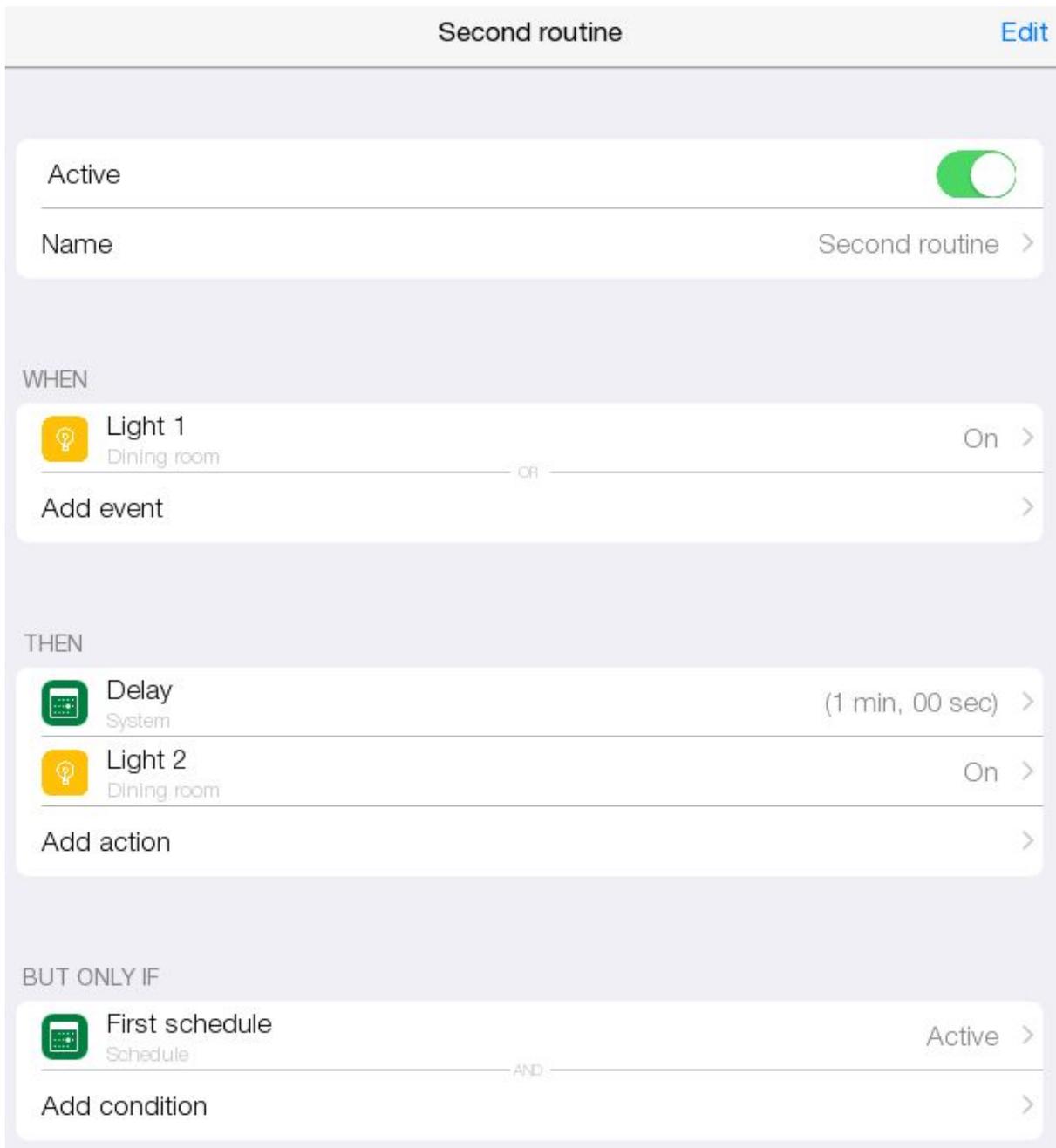
If lamp 1 is turned on and the event is active, dimmer 2 is turned on with a delay of 1 minute.
Go to "Template" and enter the room to check the routine work.

Modes

Routines can be launched with the help of modes - a sort of triggers.
Go to the Modes tab.

No added modes
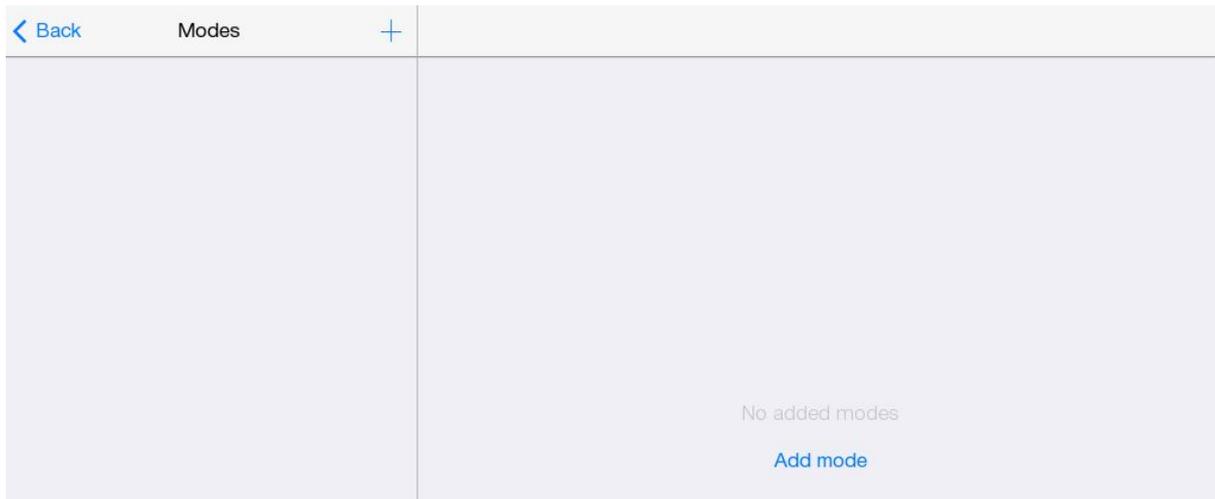
Add mode

Create a mode with the help of ➕ or "Add mode".

Modes can be single and group.

Let's create both types of modes.

Cancel   Select type

Single mode   ›

Group of modes   ›

Single mode

Enter mode name

Single mode|

Cancel   OK
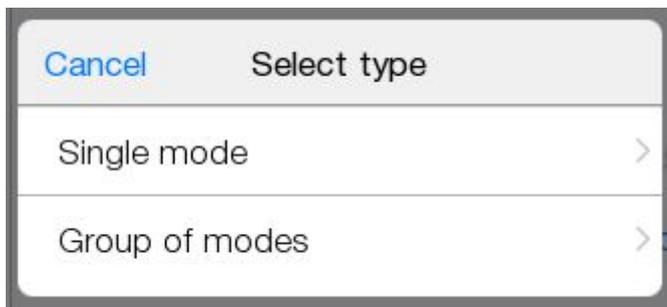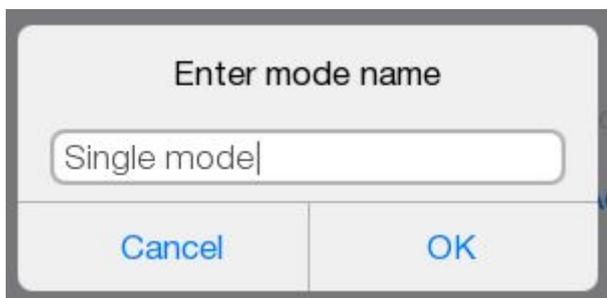
Here is a window of a single mode.
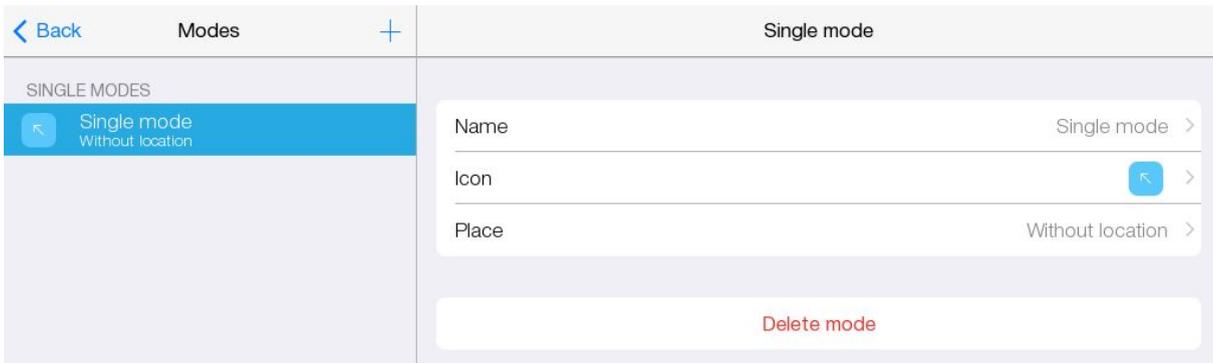
The name of a mode can be changed.
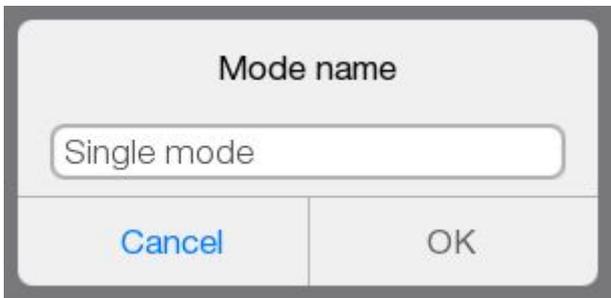
An icon can be changed.
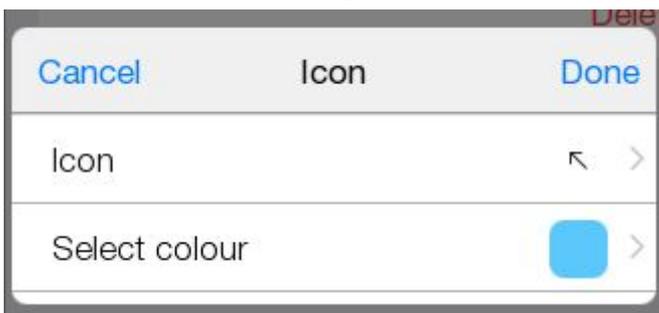
Location can be changed.

Locate the mode in the required room.
Press "Place".

Group of modes.

Press ✛ .
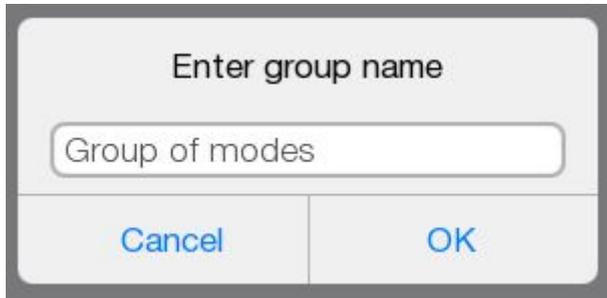
Here is a window of a group of modes.

The following can be set:

Name;
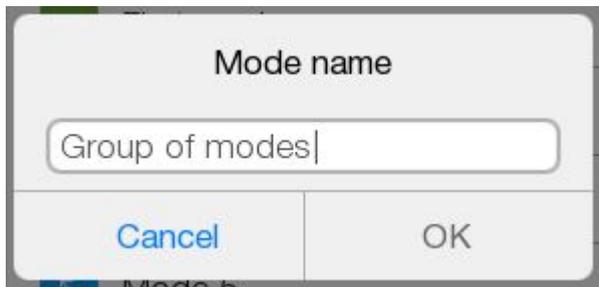
Icon;

Location;

Let's place the mode in the room with dimmers.
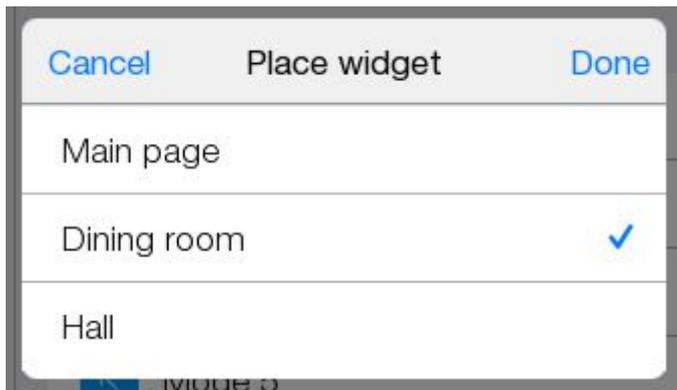
Add two more modes to the group.

Press "Add mode".
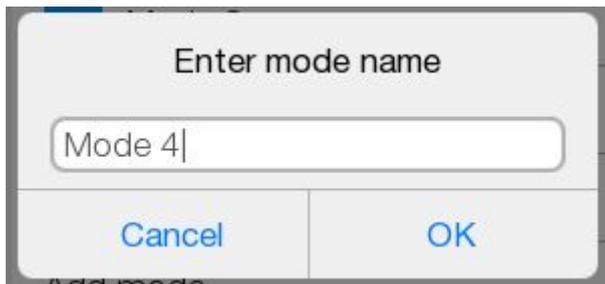
By pressing in each mode you can:

delete it ("Delete mode");

| Name | Mode 3 > |
| Icon | [icon] > |

| Delete mode |

change the name;

Mode name

First mode|

Cancel   OK

change the icon;

Cancel   Icon   Done

| Icon | ↗ > |
| Select colour | [green] > |

The changed mode.
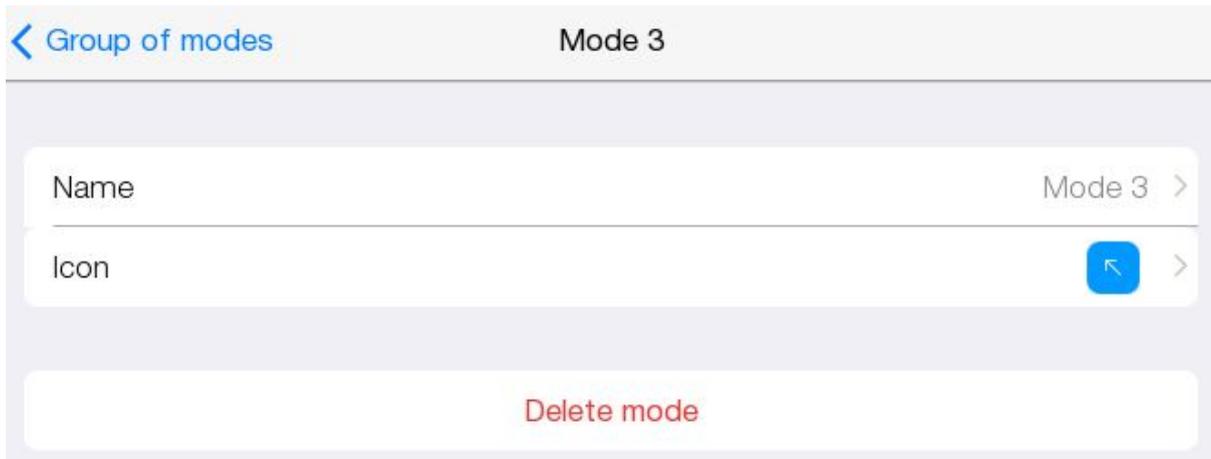
MODES
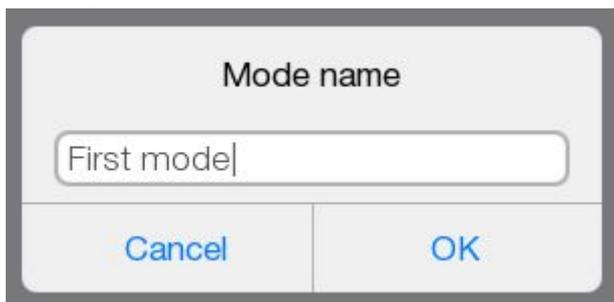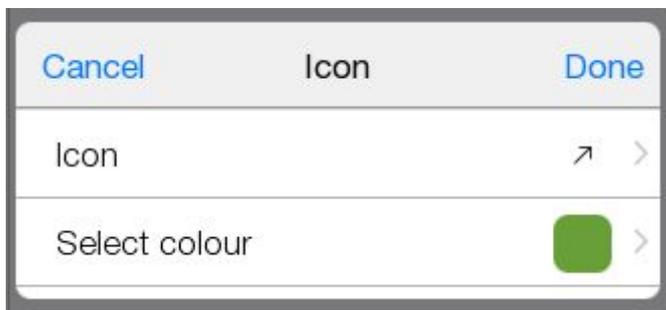
↗	First mode	>
[icon]	Mode 2	>
[icon]	Mode 4	>
[icon]	Mode 5	>
	Add mode	>
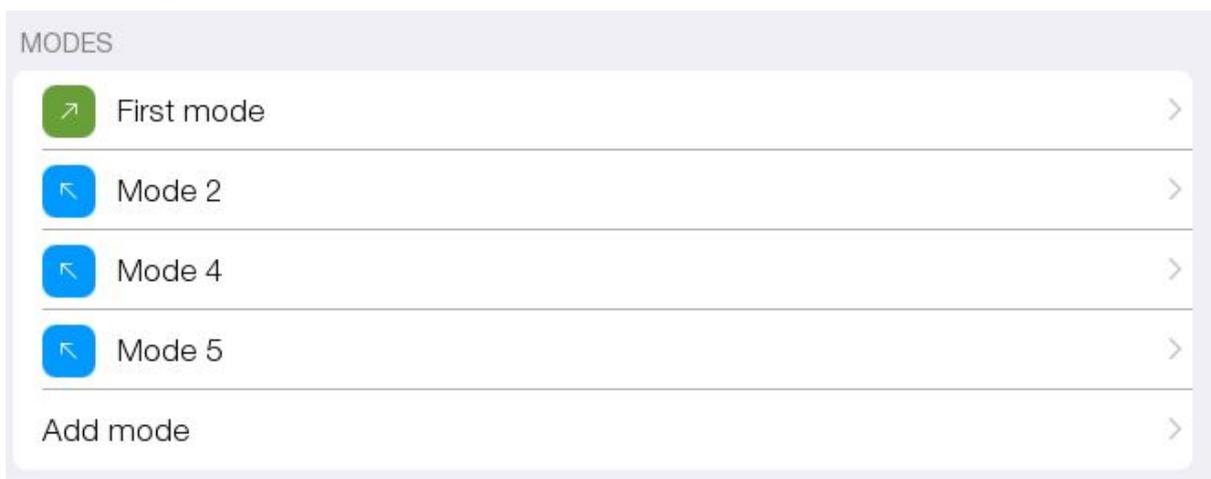
The type of a group of modes can be changed.

Select "Type 2".

TYPE OF WIDGET

Type 1   Type 2   Type 3

Here is what modes look like in the Template.

Group of modes
Not selected   "Type 1"

Group of modes

| Mode 3 | Mode 2 | Mode 4 | Mode 5 |

"Type 2"

Group of modes

"Type 3"
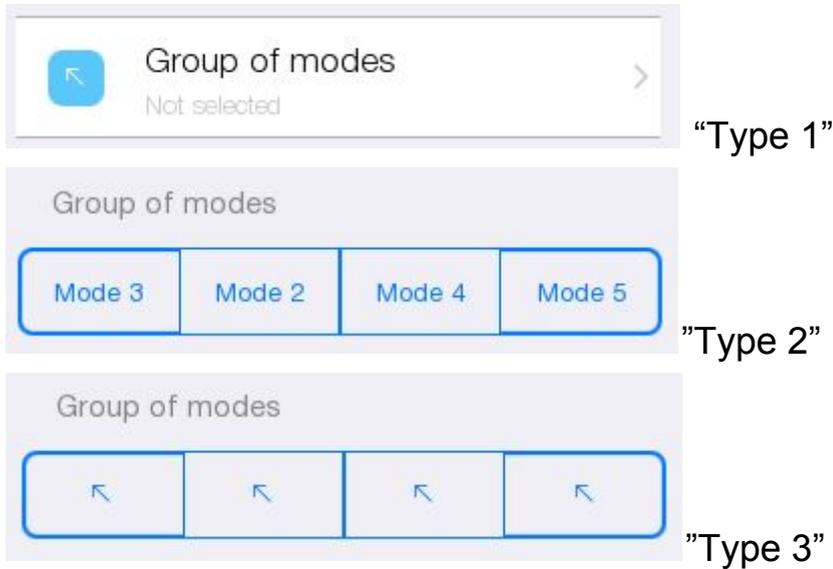
Editing Rooms

Start a project.
Go to a room.
Let's try to move items.

Press   .
Select "Room editor".
Press "Add column break".
Column break is added to the room.

| | Light 1 | 🟢 |

100

☀ ▬▬▬▬▬▬▬▬ ⬤ ☀

| | Light 2 | ◯ |

0

☀ ◯▬▬▬▬▬▬▬▬ ☀

| | Light 3 | ◯ |

0

☀ ◯▬▬▬▬▬▬▬▬ ☀

| ↖ | Second macro |

| ↖ | First macro |

| ↖ | Single mode | ◯ |

Group of modes

| First mode | Mode 2 | Mode 4 | Mode 5 |
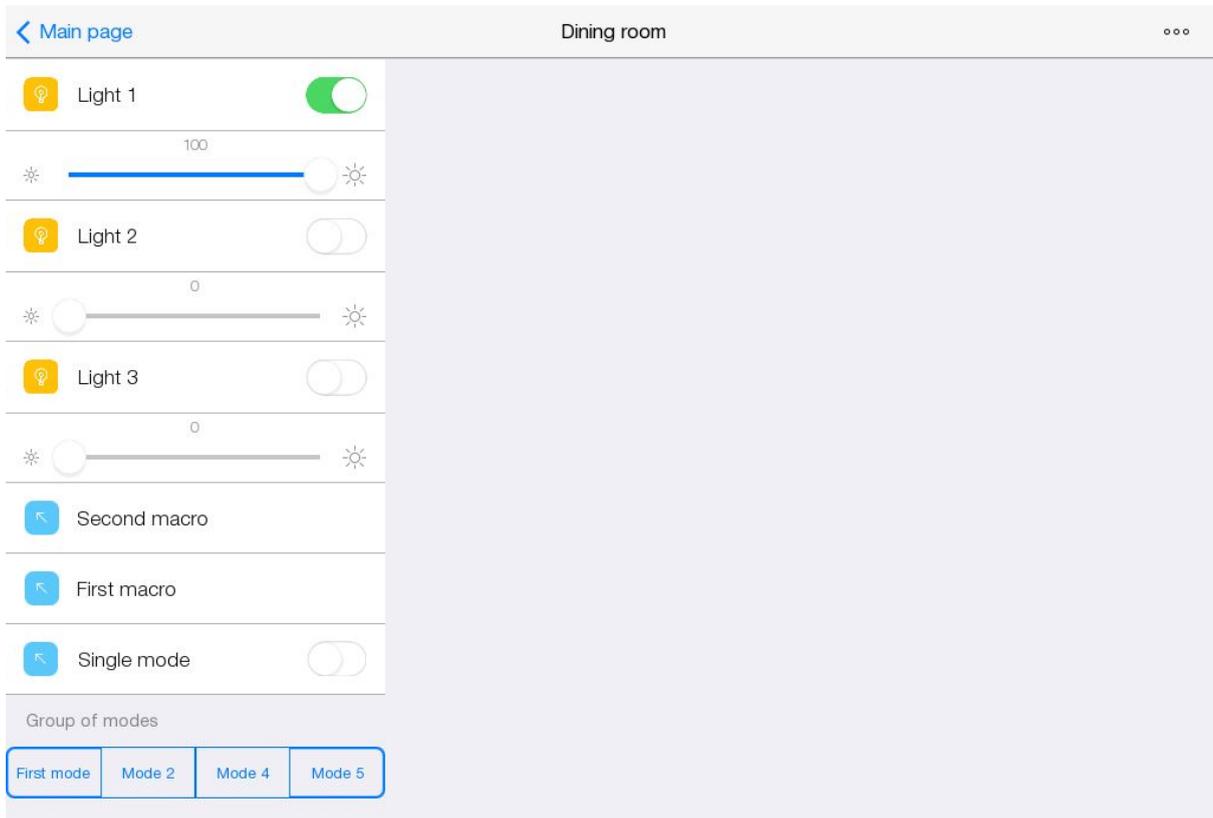
Press   .

Select "Room editor".

Press "Edit mode".
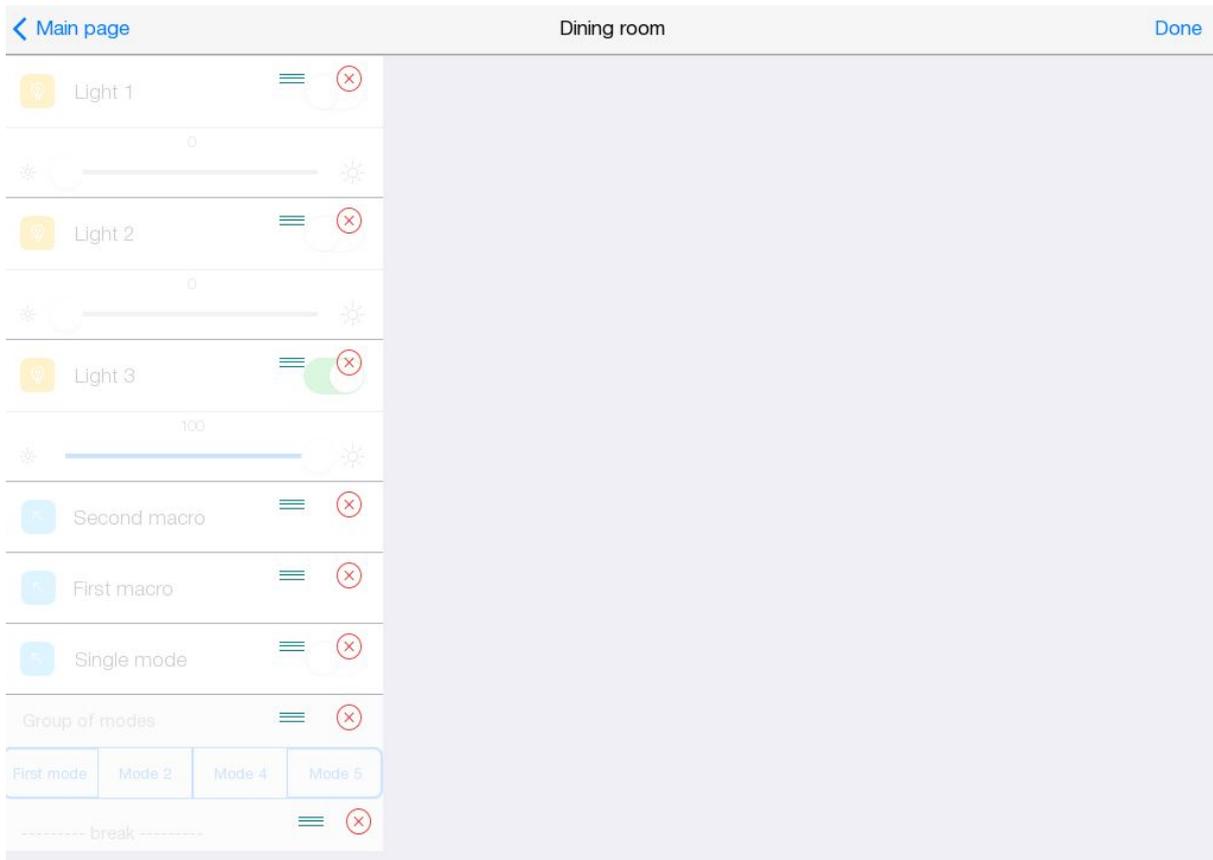
Let's create two columns.

One column will have widgets. The other column will have macros and modes.

Holding ≡ move macros and items below

Change places of "First macro" and "Second macro".

Press "Done".

Here is what a room looks like.
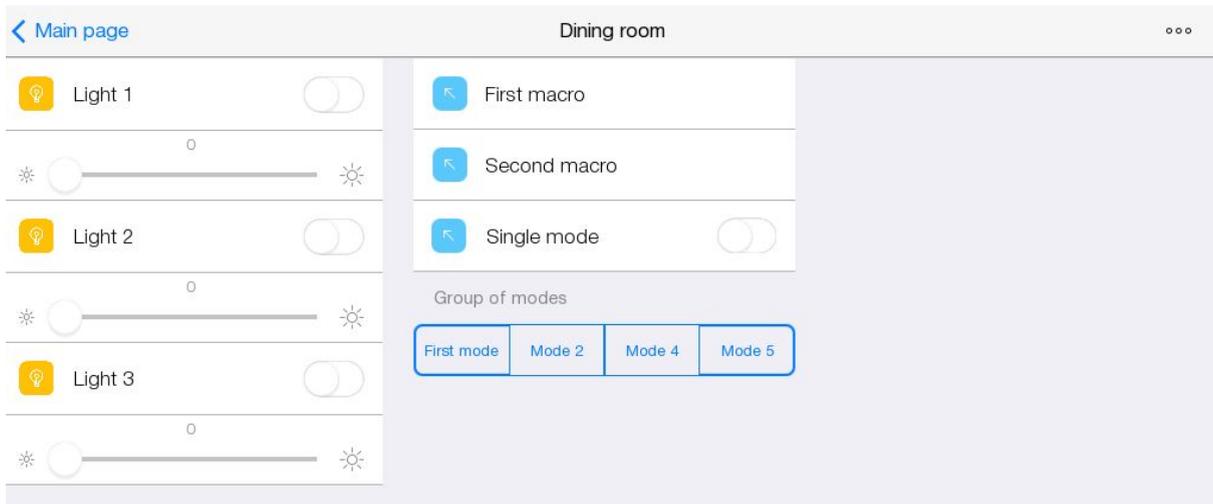
Go to "Config".
Let's create 3 new routines with modes.
Go to "Routines".

Routine 3 to check deactivation.
Create a routine "Third routine".
In "Add event" select "Modes"
Select single mode.
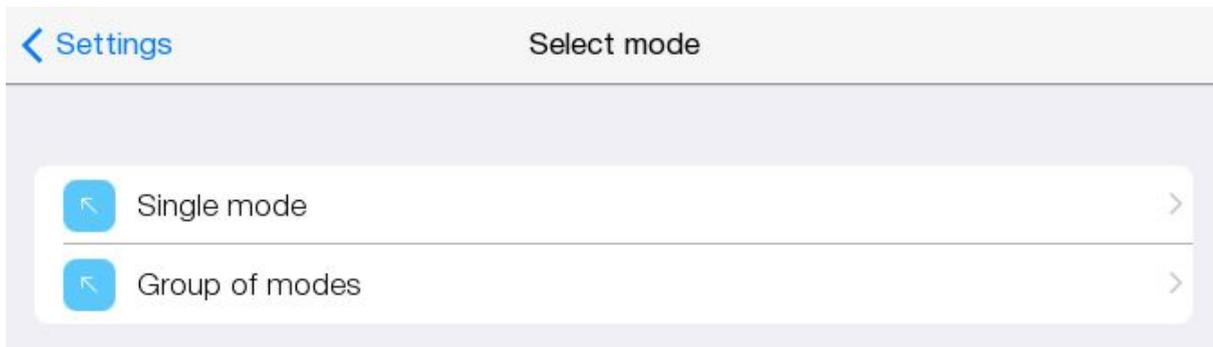
In "On" status

In "Add action" turn on dimmer 1 and deactivate routine.

Active

Name   Third routine >

WHEN

Single mode   ON >
Mode
——— OR ———
Add event   >

THEN

Light 1   On >
Dining room
Add action   >

BUT ONLY IF

Add condition   >
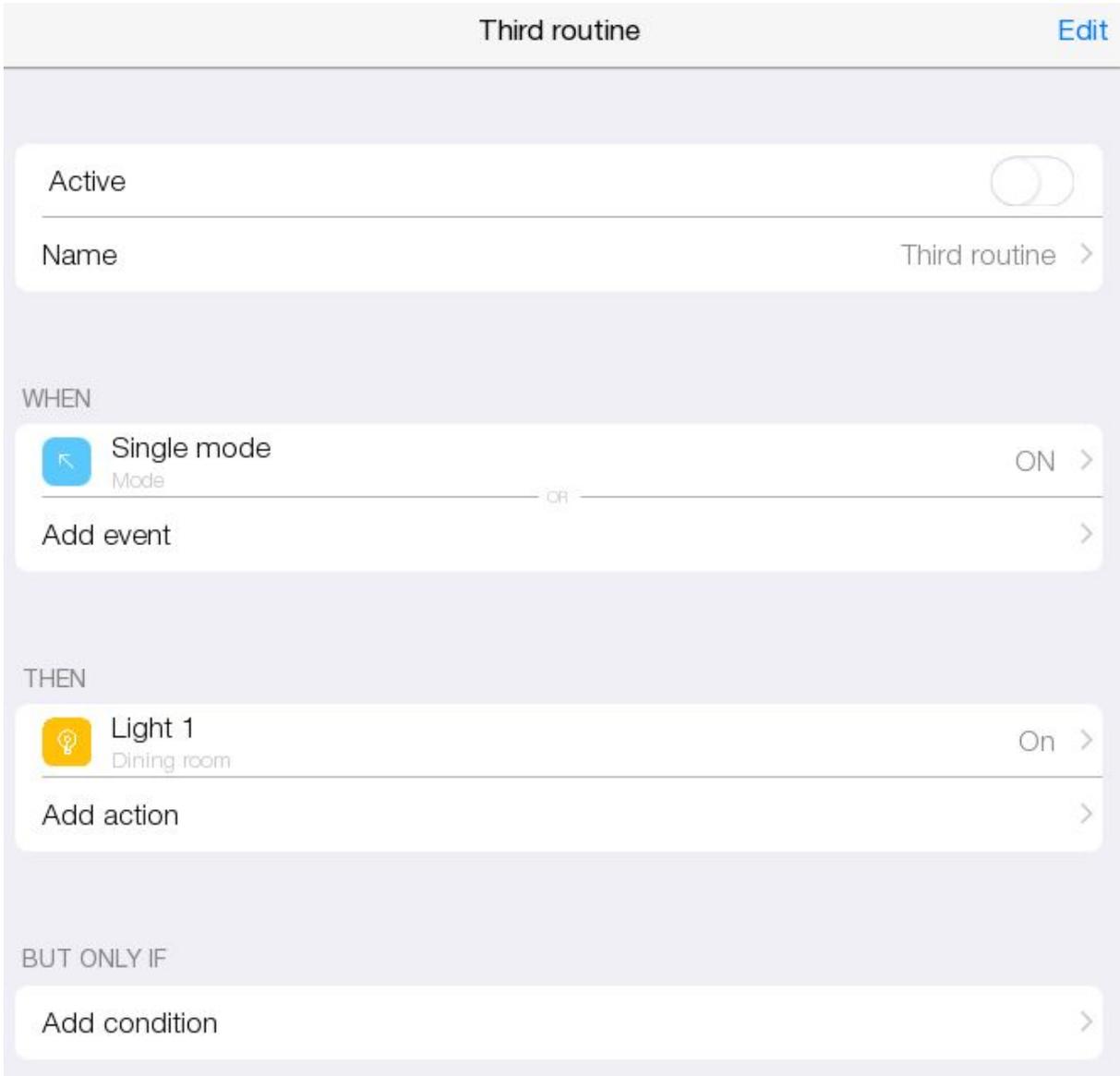
The routine becomes the last one in the left column.

< Back   Routines   +

Second routine
Active

First routine
Active

Third routine
Inactive

When a mode is pressed the lamp is not turned on.

Routine 4

Enter routine name

Fourth routine|

Cancel   OK
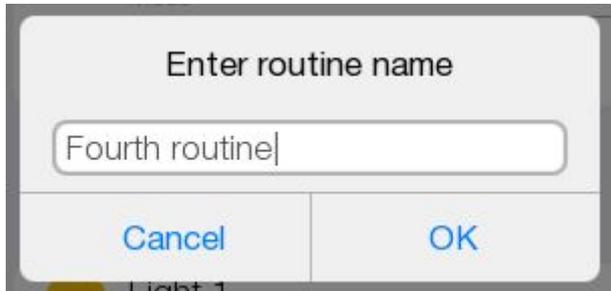
Routine 4 will turn on dimmer 1.
Press "Event".
Select "Modes".
Press "Group of modes". Press one of the created modes.

Cancel   Group of modes

First mode

Mode 2

Mode 4

Mode 5
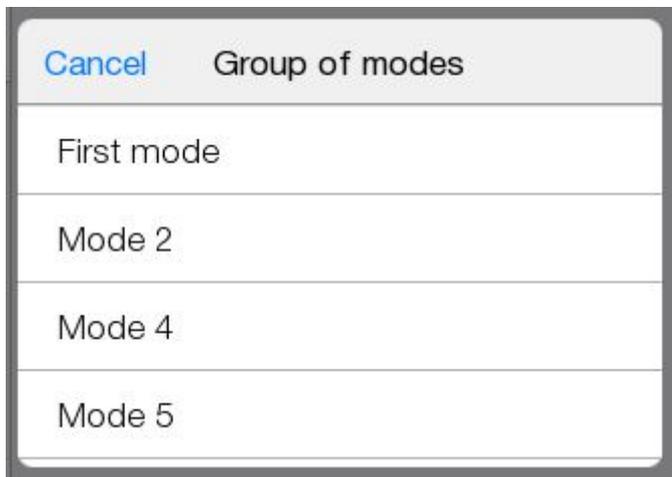
In "add action" set simple dimmer turning on.
Device -> dimmer 1
Press "On".
Here is what the routine looks like.
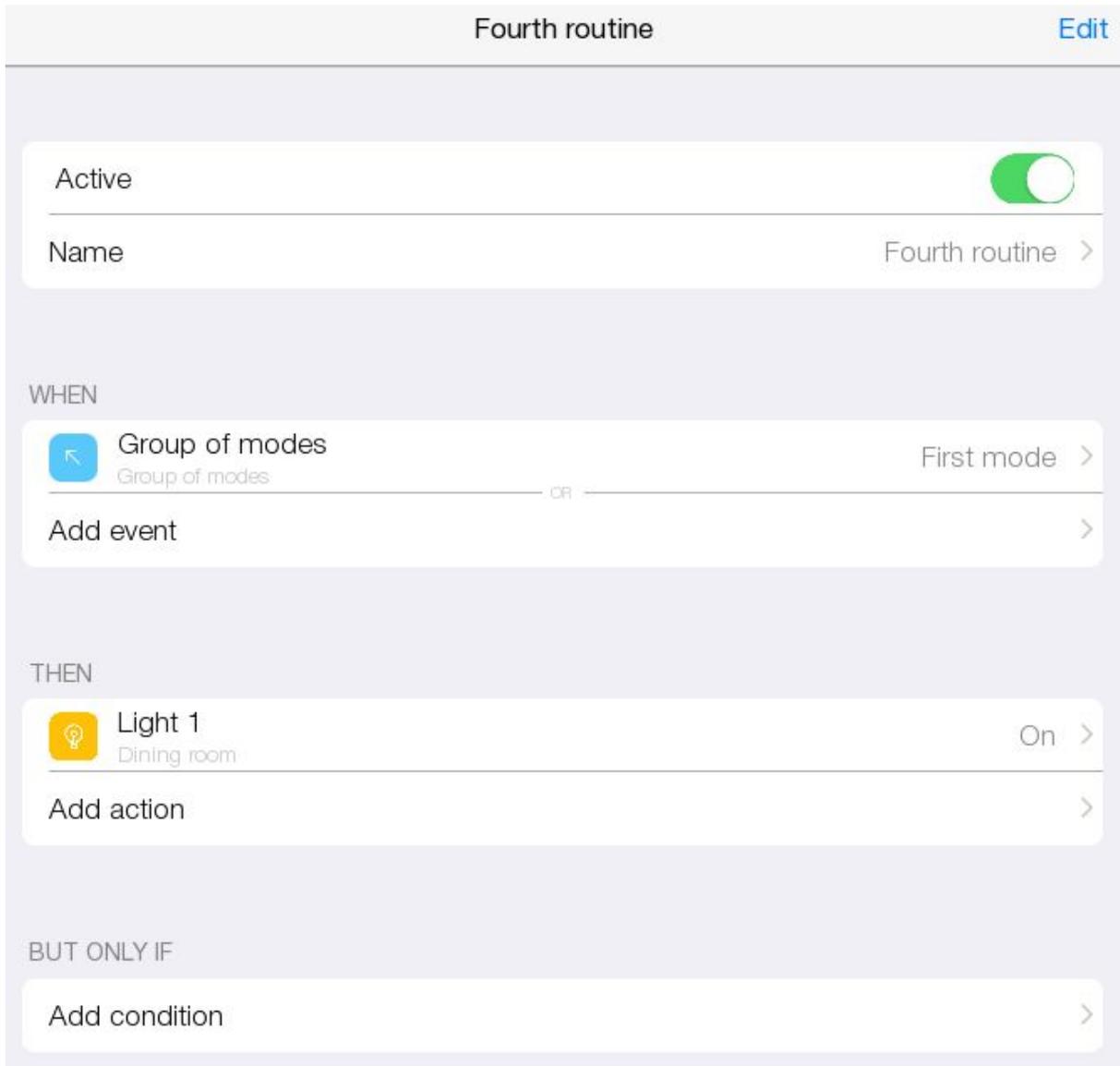
Let's create routine 5 to turn off a dimmer.

Press "Event".

Select "Group of modes".

Press any mode rather than mode 1 ("Mode 2").

In "Add action", set dimmer turning off.

Active

Name   Fifth routine >

WHEN

Group of modes   Mode 2 >
Group of modes

OR

Add event >

THEN

Light 1   Off >
Dining room

Add action >

BUT ONLY IF

Add condition >

Start a project.
Go to a room.
Turn off all dimmers via widgets.
Press all modes.
Check routine work.

Light 1

100

Light 2

0

Light 3

0

First macro

Second macro

Single mode

Group of modes

| First mode | Mode 2 | Mode 4 | Mode 5 |

Light 1

0

Light 2

0

Light 3

0

First macro

Second macro

Single mode

Group of modes

| First mode | Mode 2 | Mode 4 | Mode 5 |

Licensing

To add an end-user, a project must be licensed.

It can be done on the web-site.

Sign in using your login and password.
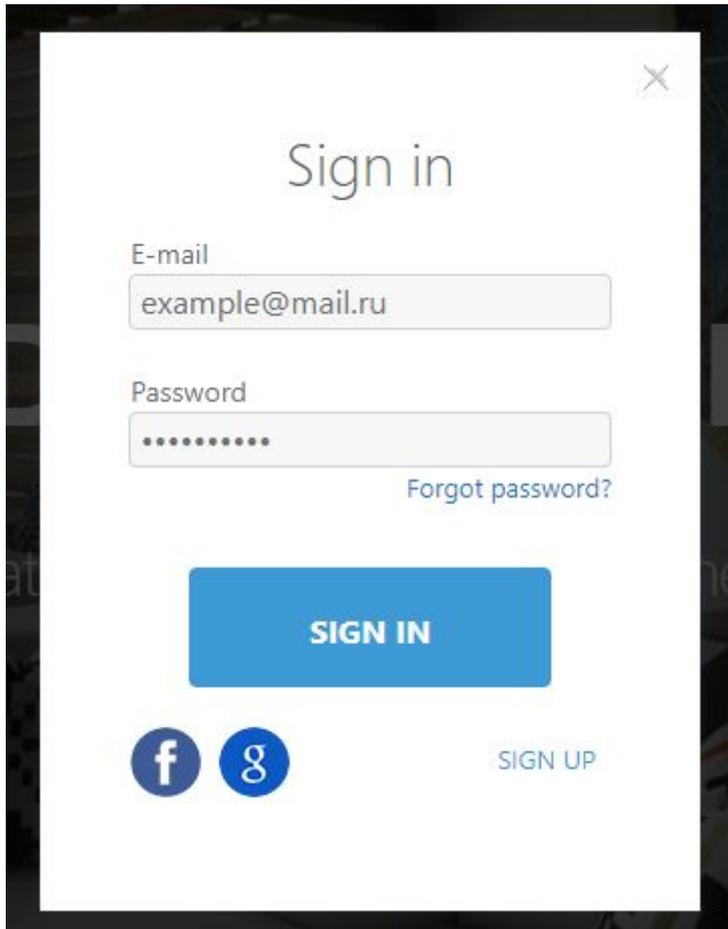
Go to the page with lite projects.
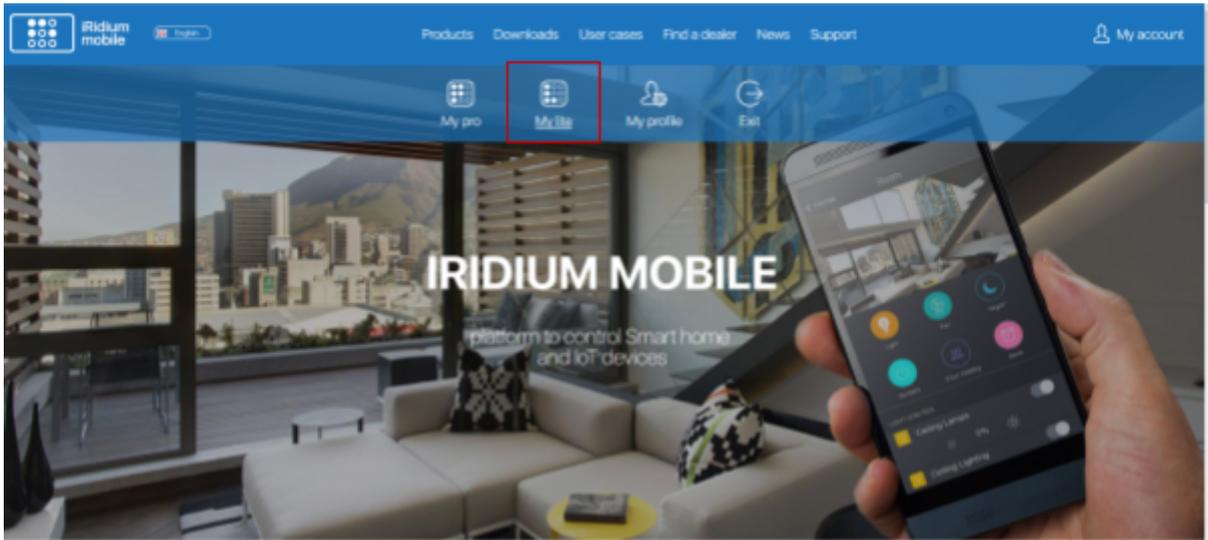
Created projects are displayed here.
By clicking "System" a full list of projects can be seen.
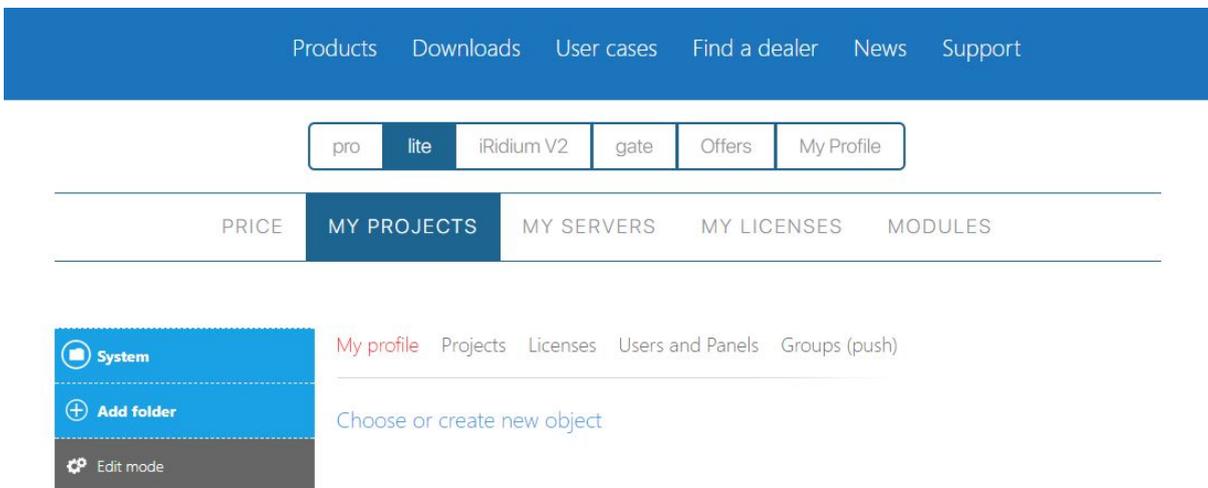
Select "First project".

Go to "Licenses".
Select "Create license".

Add "iRidium server".
Click "Create license".

My profile   Projects   Licenses   Users and Panels   Groups (push)

Current project:

- iRidium lite license
- 40 subdevices (2 packs of 20 subdevices)
- Unlimited panels number
- All drivers is included

Start pack (2 packs of 20 subdevices) - $144

The number of additional subdevices in the project	0	+ $0
		0 additional packs

iRidium Server

Used iRidium Server	+ $120

Total: $264   **CREATE LICENSE**

A license for 40 subdevices is added, now it has to be bought.

My profile   Projects   Licenses   Users and Panels   Groups (push)

- iRidium lite license
- Unlimited panels number
- All drivers is included
- Number of subdevices: 40
- Included modules: none
- Included addons: iRidium Server

Status: Waiting for payment

Go to payment →

Cancel created license

Click "Go to payment". A payment page is opened.

Fill in information. Click "Continue"

You get a confirmation.
Go back to the web-site by the link.

About 20 minutes later you will get a letter in the e-mail with the key.
A message about a project license appears in My account on the
web-site.
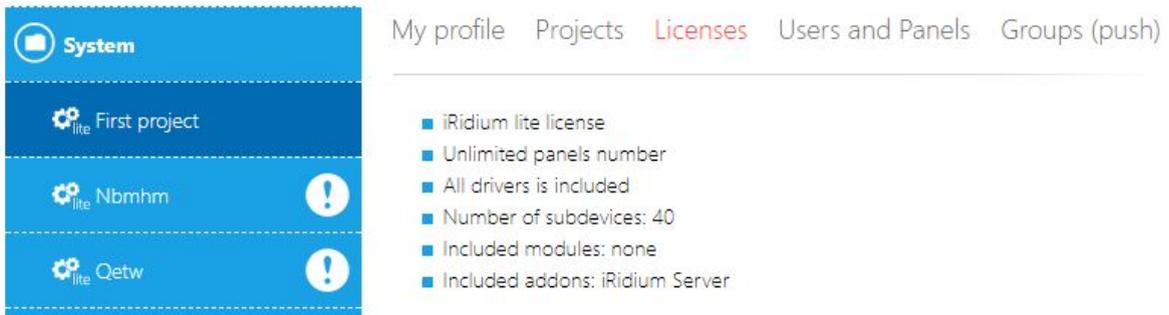
Adding a User

After a project is licensed a user can be added.

It can be done from the web-site or in the app.

On the web-site.

Go to "Users and Panels" tab. Click "Share".
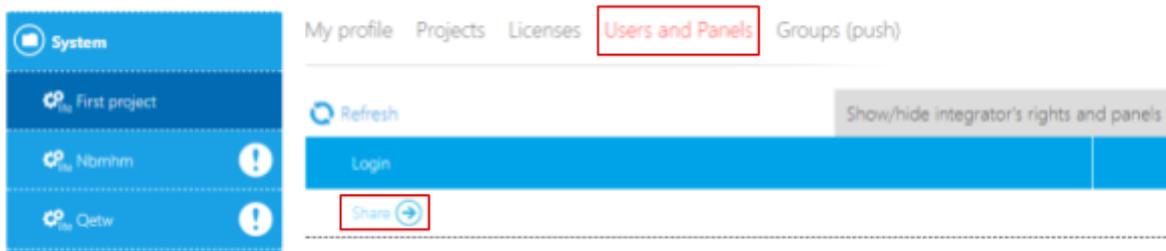
Select "End user".

Enter a user's e-mail in the field.

Set access project macros, schedules and routines (no access, viewing, full access).

Select "Send".

Invite User

Login(email):

user_example@p33.org

Project:

First project

Macros:	Routines:	Schedules:
Not editable	Not editable	Not editable

"General" tab:	Modes:
Not editable	Not editable

SEND   CANCEL

Go to "Users" tab in the app.

Press ✛ or "Add a user".

< Back   Users   ✛

No added users

Add a user
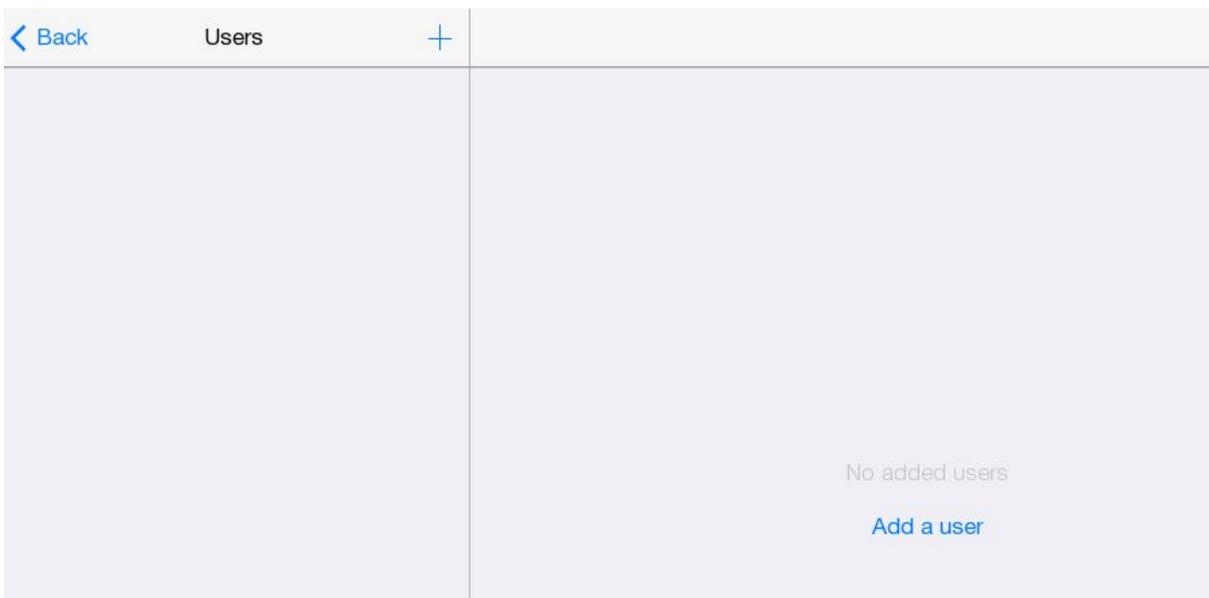
Enter a user's e-mail in the window that appears.

Enter user e-mail

user_example@p33.org|

Cancel   OK

If a user exists, he will get a message that he has access to a new project.

iRidium mobile

Dear user!

You got this letter, because **Sam** invites you to use **First project** visualization project.

If you are already using i3 lite, open the Project menu and select "Close project", which would withdraw from the project and be on welcome page. There you will see an updated list of projects.

To use the visualization project:

1. Install i3 lite app on a smart phone or tablet:

- i3 lite for iOS in AppStore

- i3 lite for Adndroid in GooglePlay

2. Authorize in i3 lite

- login: user_example@p33.org

3. Press "DOWNLOAD PROJECT" and download the visualization project.

ˣ All of your projects are available in i3 lite (after the login page with the list of projects will be launched in the app)

xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

ˣ If you open the letter on a smart phone or tablet based on iOS or Android, the project is available at this link: project First project

If you have questions, please, get in touh with:

Sam
they_all_die@mail.ru
+65861461482

If it is new user.
1) An end-user can be invited on the web-site. And he/she'll get a letter inviting him to register.
2) You can create an account for your customer. If it is done in the app, the customer gets an invitation e-mail.

Fill in all fields.

If you create an account for an end-user, fill in all fields. After it a user gets a notification about registration.

Register and invite User

Login(email):

bfdk@p33.org

First Name::

James

Last Name::

Barnes

Password::

••••••••••

Password confirmation::

••••••••••

Project:

First project

CREATE AN ACCOUNT   CANCEL

When you select "Invite by email" or in the app, a user gets a letter confirming registration and he does not have to register himself or herself.

Dear user!

You got this letter, because **Sam** invites you to use visualization project in **i3 lite (iRidium mobile)**.

Confirm registration to download projects:

Confirm registration in i3 lite

(the link is active for 7 days)

After confirmation you'll get instructions how to install i3 lite and launch visualization.

If you know nothing about Sam , you must have got this letter by mistake. Please, ignore it.

Ему также необходимо заполнить данные о себе.

To continue, enter your personal info:

First Name:

James

Last Name:

Barnes

Password:

••••••

must be more than 6 characters

Password confirmation:

••••••

Continue →

(!) Congratulations on Successful Registration!

Use your login (e-mail) and password to sign in i3 lite app

You'll get a manual on using i3 lite app and a copy of your personal data in the confirmation letter.

In the app you can set access to project macros, schedules, routines (no access, viewing, full access).

Let's set access for an end-user.

Create macros with no access, routines with viewing and schedules with editing.
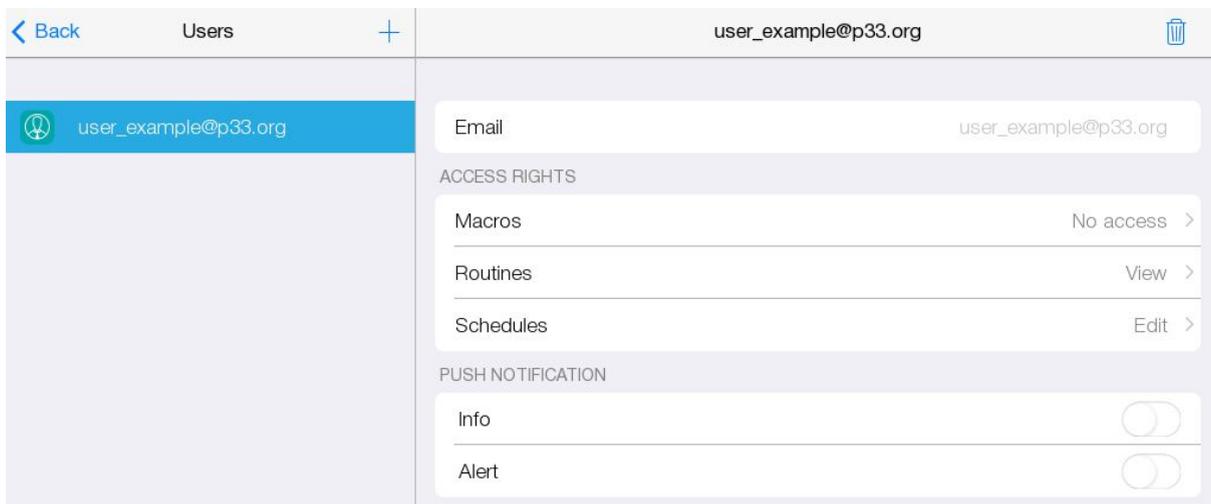
If any server routine is logged, log viewing can be set.

If Push is on, a user will get Push-notifications. Otherwise messages are displayed only in the app.

For example, let's turn on push for "Alert".

Log out of the app.

Enter as an end-user.

Check the created project.

An end-user sees a project created by you. It must be downloaded from

the loud by pressing ☁ .
Open the project.

Here is what a project looks like for an end-user.
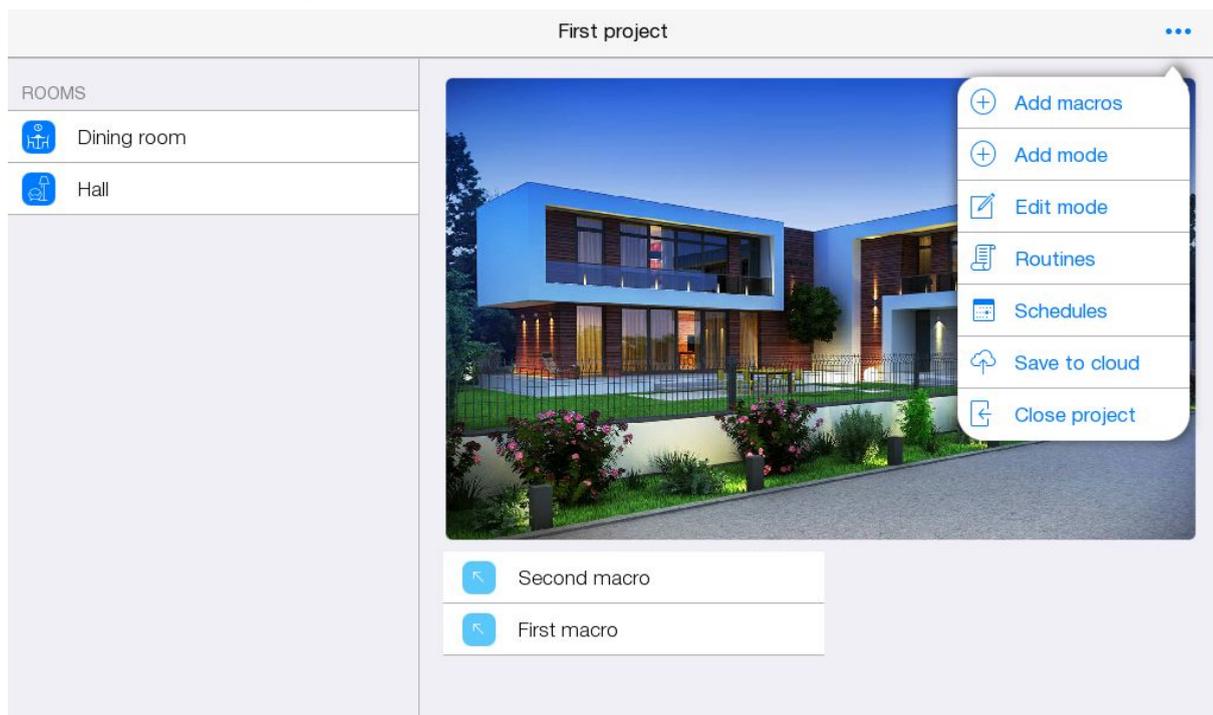
Access to "Macros" is limited, they are not displayed in the list.
If a user goes to "Routines", he sees a list of routines and its conditions, but he can't add anything new.
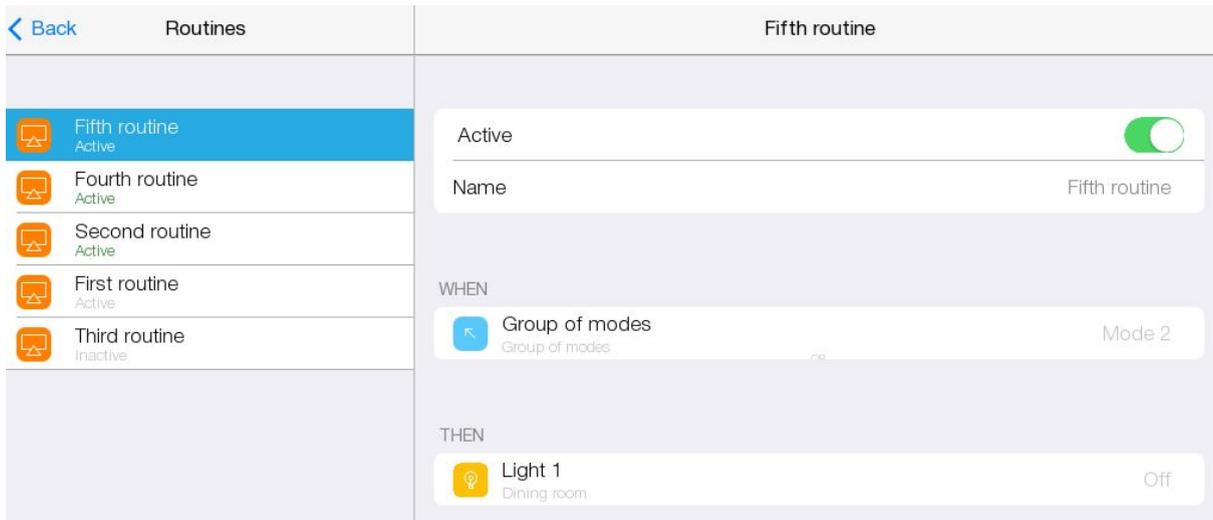
When a user goes to "Schedules", he can edit them and delete.
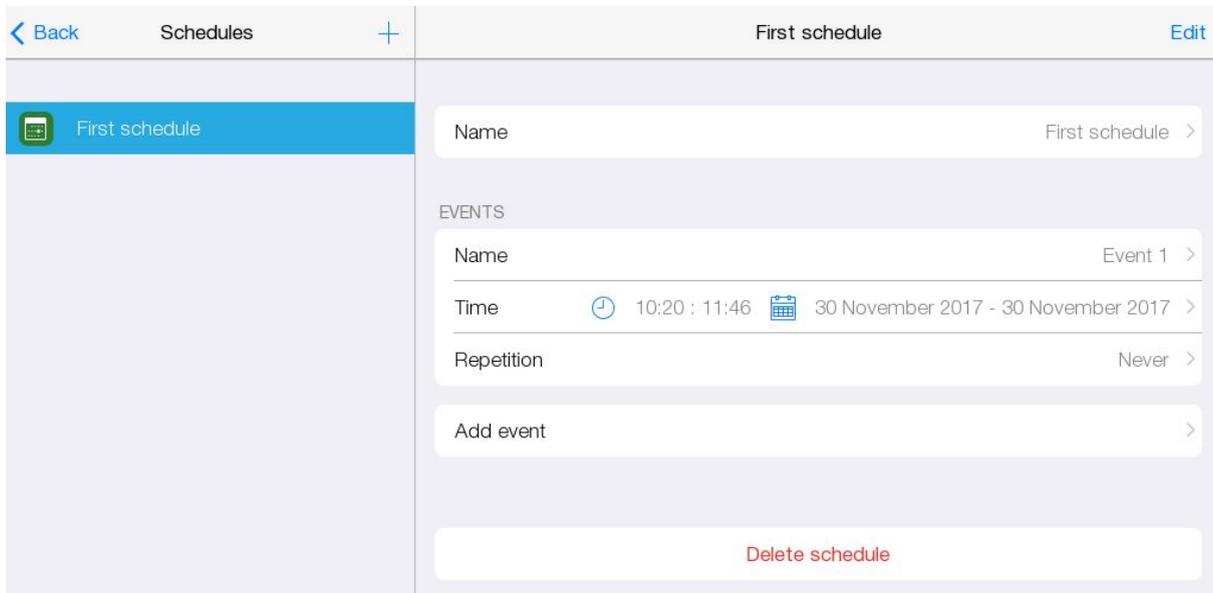
Log out from a user's account.

Log in to your account.

For an end-user not to be able to use this project, a user must be deleted.

Press on the basket icon in the top 🗑 .
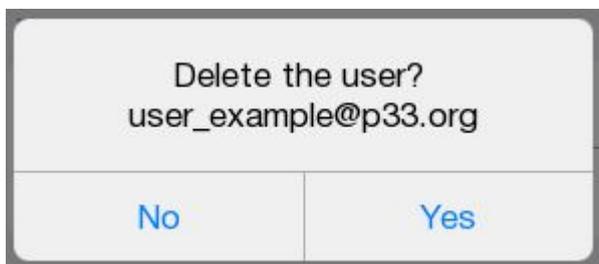
Let's connect a server.
Go to "Server" tab.

Config	Server
General	
Floors & Rooms	
Devices	
Server	
Schedules	No server
Routines	Select server
Macros	
Modes	
Users	
Start project	
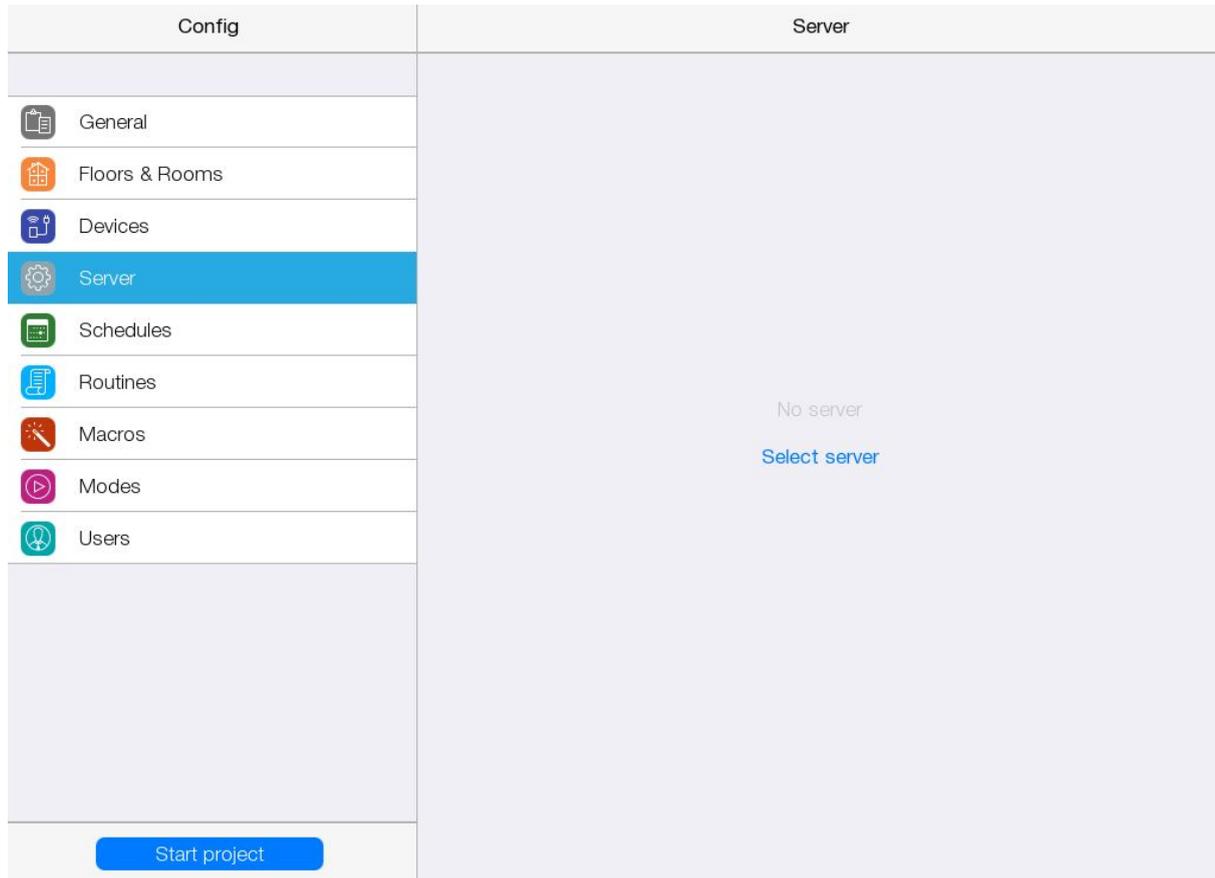
Press "Select server". Select an available one.

Cancel	Servers	Refresh
192.168.0.133		
wirenboard-ADV24GRX(Server) 192.168.0.140		Activated
DESKTOP-EEMR7IS(Server) 192.168.0.102		Activated
UMCTestServer(Server) 192.168.0.25		Activated
UMC-C2(Server) 192.168.1.93		Activated
LINFUONG(Server) 192.168.0.32		

Here is what a page to control project server looks like.

Config	Server

General	Name	LINFUONG(Server)
Floors & Rooms	Internal Host	192.168.0.32
Devices	Port	30464
Server	Version	1.2.3:13624
Schedules	Check server update	Checking
Routines	PROJECT CONTROL	
Macros	Work mode	Auto switch >
Modes	Local WiFi	>
Users	External Host	>
	External API Port (8443)	>
	External Protocol Port (30464)	>
	Project synchronization	Synchronize
Start project	Activate	

Activate a server by pressing "Activate".
Restart the project.

Restart project for server mode

Continue
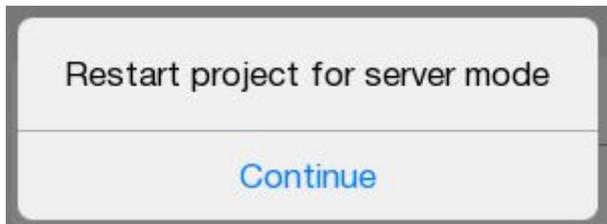
After activation the project turns out to be in the server mode.
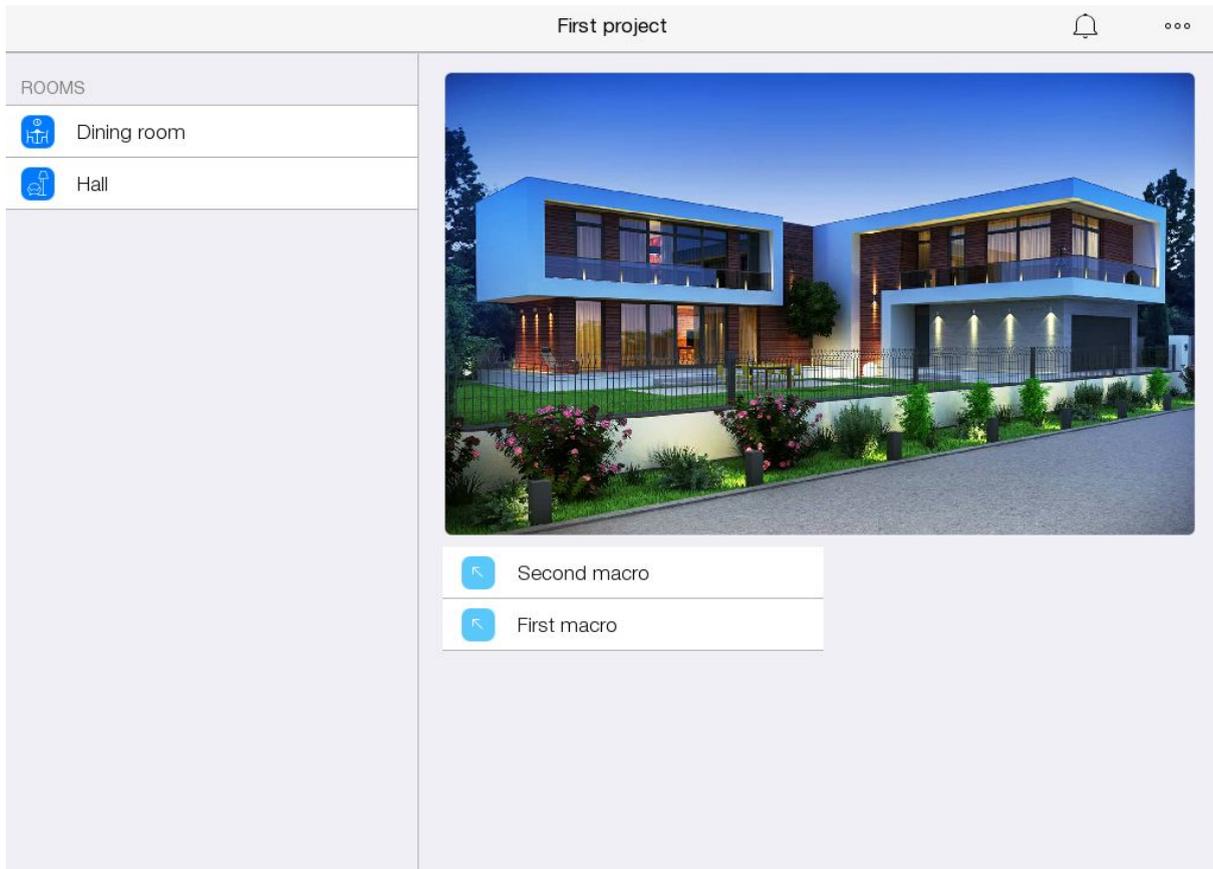
The new symbol that appeared 🔔 shows notifications in the project.

To check the server work, create a simple routine. Go back to routines in the Config and create a server routine.
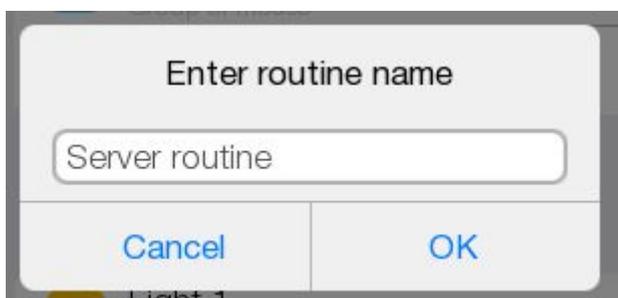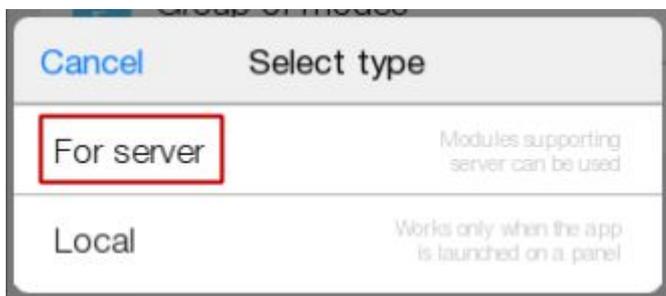
In "Add event" select turning on dimmer 1.
Press "Add action" select "Log event" .

Cancel	Action type	
Device		>
System		>
Modes		>
Routine		>
Log event		>
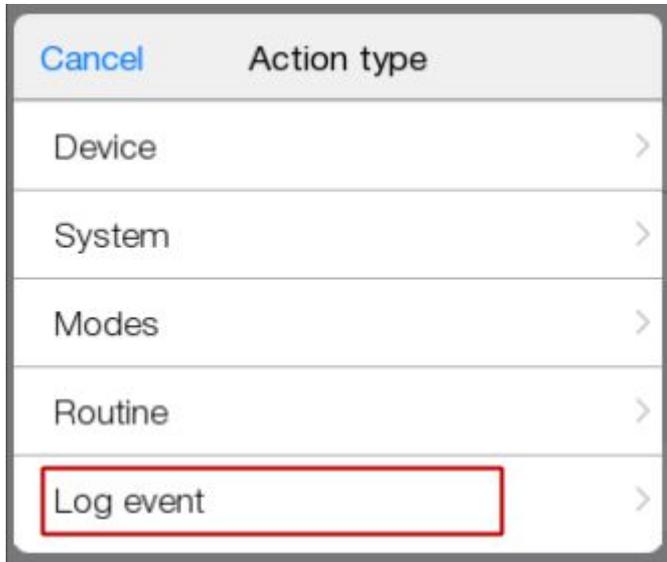
"Text" field enter "Dimmer is on".
Select "Info" in type of notification.

‹ Back	Message	Done
Text	Dimmer is on|	
Type of notification		>

| ‹ Back	Type of noti...	
Info		✓
Alert		
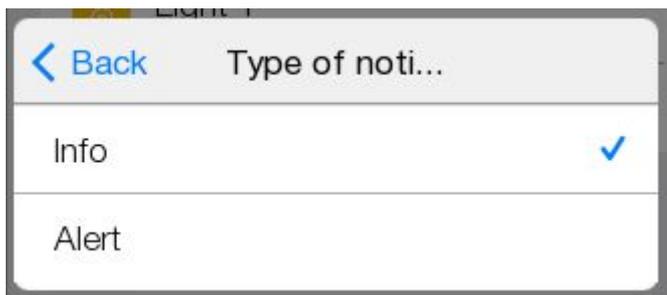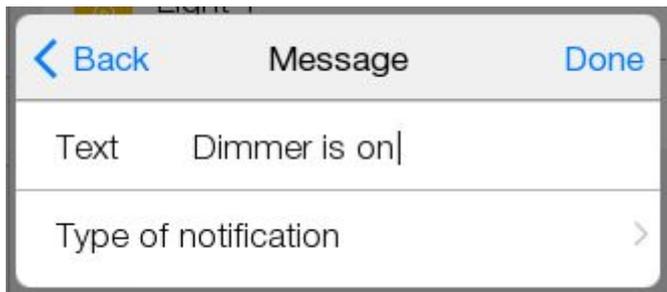
This routine will display a notification if a dimmer is on.
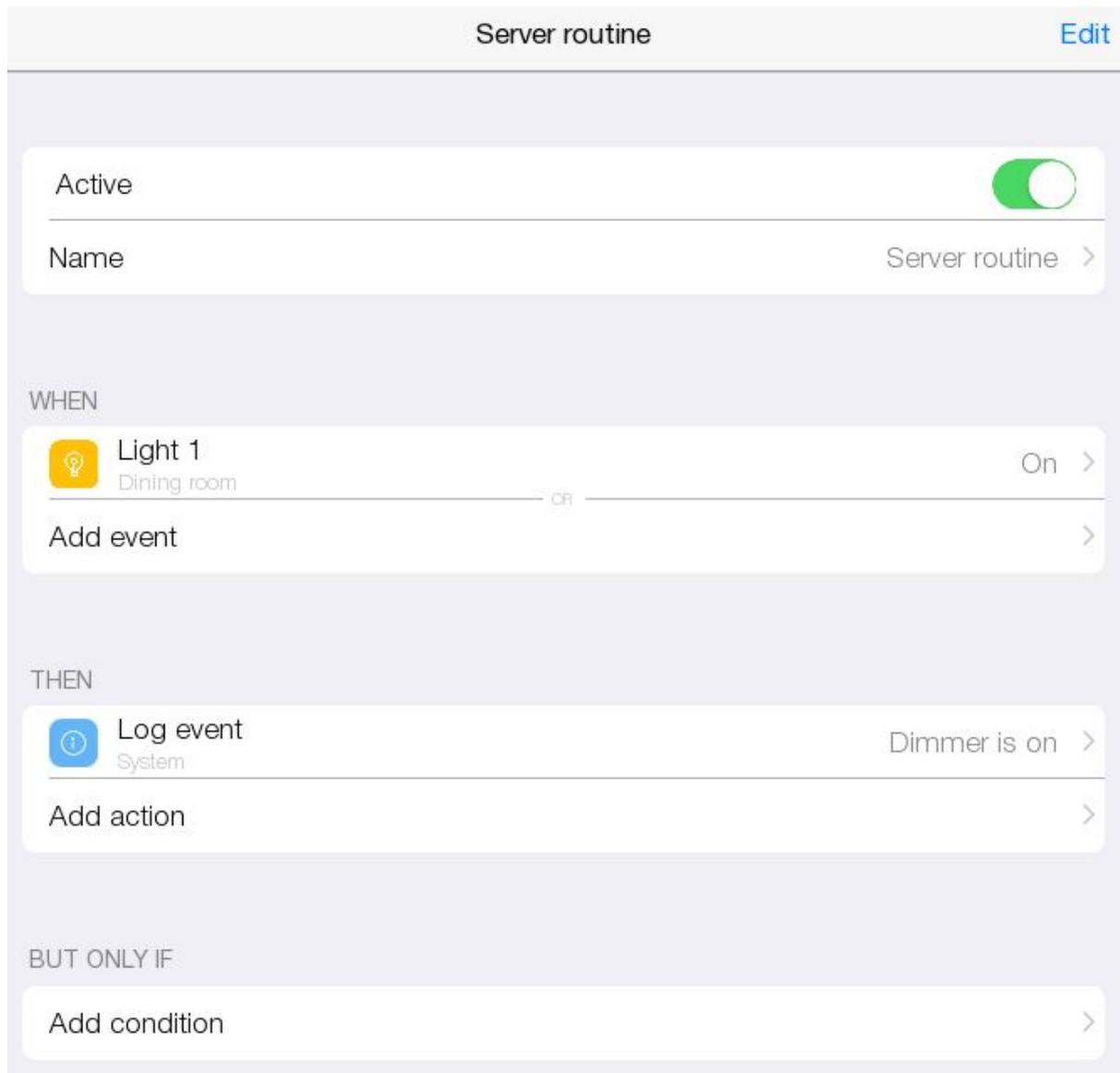
Start a project.

A new button appeared in the Template and in the rooms-
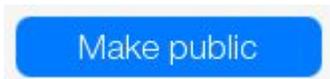
Make public , it sends the project to the server and to the cloud.

To check it, let's turn off dimmer 1.
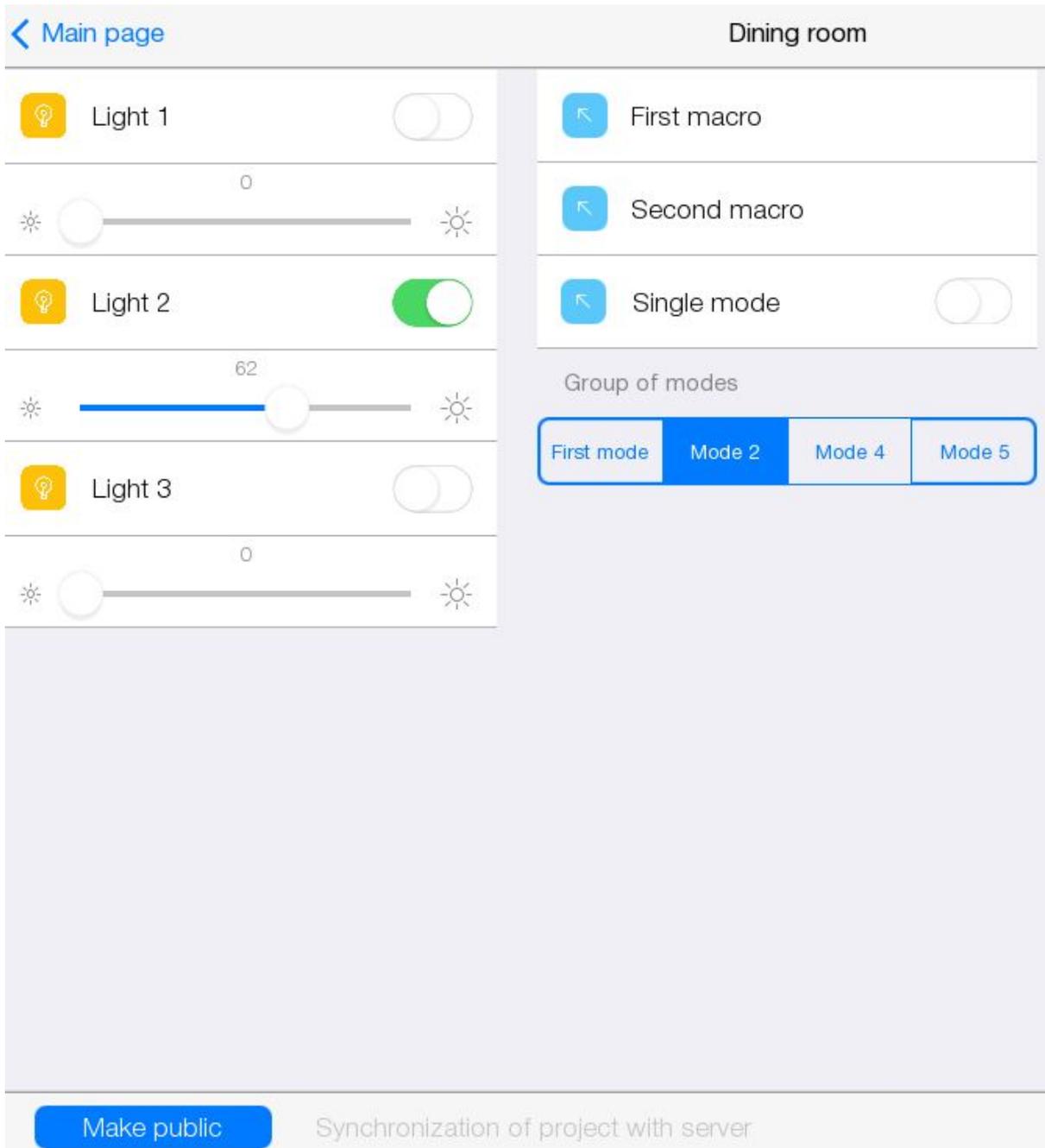
Press "Make public".

After publication, go to the room and turn on dimmer 1, the notification icon gets changed.

When it is pressed, a text message appears and it can be read. Earlier messages will be displayed below in pailer color.

All	Info	Alert

Today

ⓘ Dimmer is on   13 : 08

ⓘ Dimmer is on   13 : 07

ⓘ Dimmer is on   13 : 07

ⓘ Dimmer is on   13 : 03