



OPPLE Lighting BLE2 SIG Mesh Smart App User Guide

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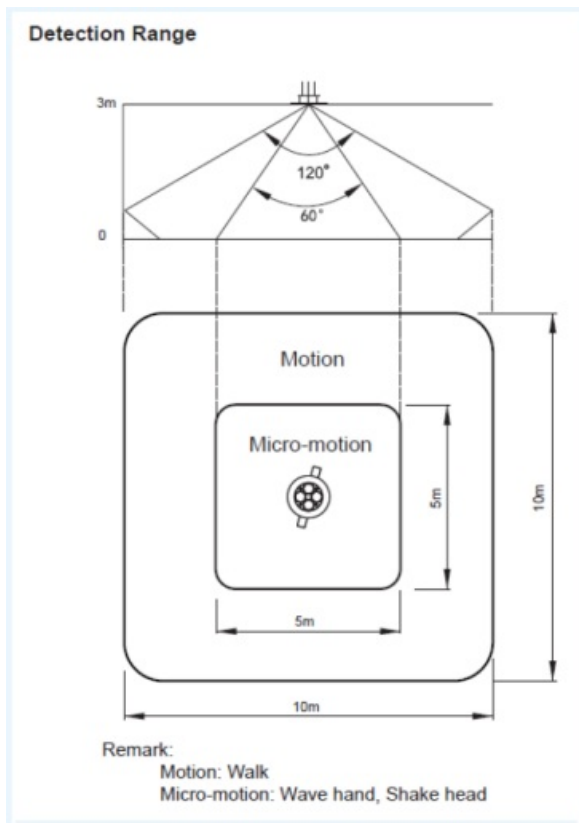


To save time, step 2 can be done before arriving at the project location.

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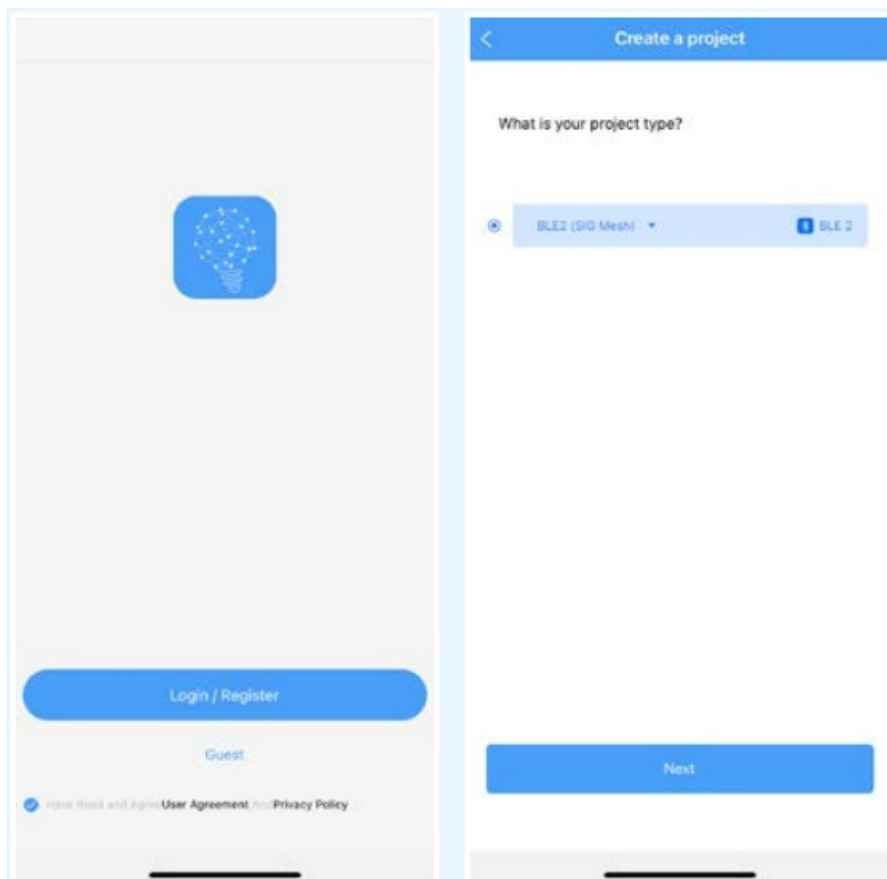
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Install your devices



1. Start by installing all the Smart Lighting luminaries in the first room and connect to power (230V).
2. Install the smart sensor(s) as well and connect to power (230V). See picture on the right for the detection range.

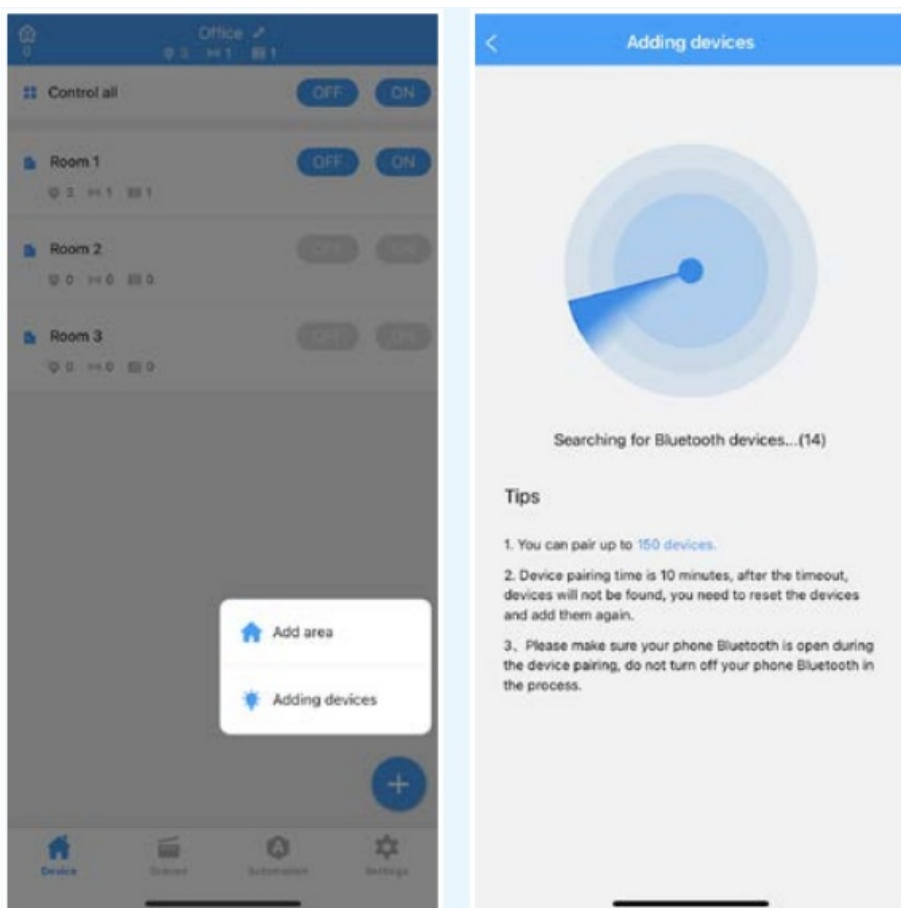
Set up your Smart project in the app



1. Download the OPPLE Smart Lighting App on your smart device from the Apple App Store or the Google Play Store. (To save time, step 2 can be done entirely before arriving at the project location)
2. Launch the OPPLE Smart Lighting App and make sure you have a stable internet connection during the setup.
*please make sure to enable Bluetooth and allow access (permission).
3. **Create an account:** Choose “register”; insert your email address; select “send code”; insert the code you received in your mailbox (can take a minute, also check the spam folder); insert other required information; you can now login and select your country.
4. Create your project by selecting “+”.
5. Select the BLE version (BLE1 or BLE2). Please select BLE2, if BLE1 please refer to the BLE1 manual to continue.
6. Define a name for your project and select the application type.

Tip: All luminaries in a room can easily be controlled by a Smart Sensor/Smart Switch and/or the App. Think about how many rooms you will need and define these in your new project.

Find your Smart devices



1. **Note:** Only power on devices per room to build your project/rooms more efficiently.
2. To ensure a stable system performance, the advised maximum number of Smart devices in one Project is 100, with a maximum single room size of 40x40m.
3. The luminaries and sensors can be discovered within 8 hours after being connected to 230V. If needed, turn their power off and on to reset the discovery time window.
4. After setting up rooms and adding devices please always make sure to have all devices updated (see step 7).
 1. Click on the “+” icon in the rooms overview and create a room. Select a room and add the luminaires,

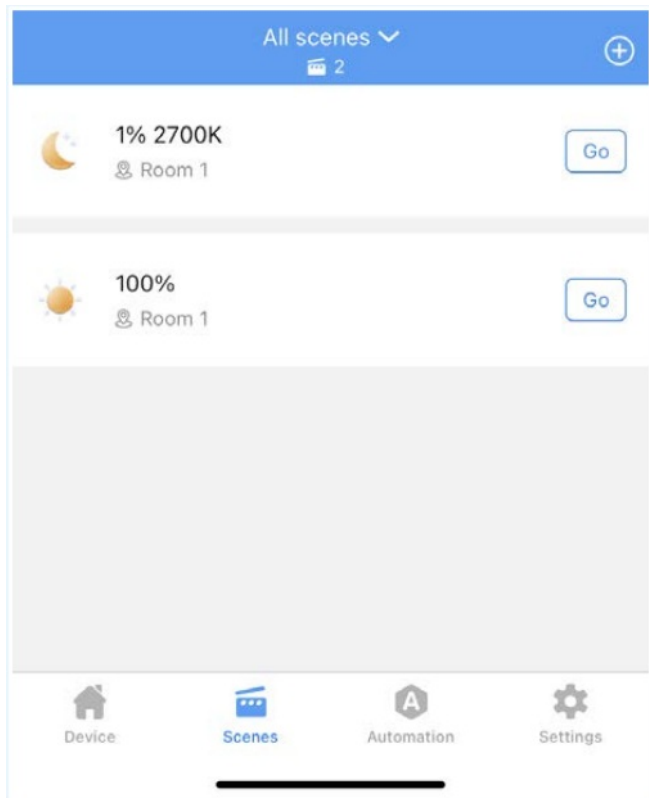
sensor(s) and switch(es) to the defined room by using the same “+” icon or the shortcut icon in the room.

2. Tap on “Identify” to identify each luminaire for that room if devices from more than one room are discovered. If needed, the name of a device can be changed by tapping on the device and opening the settings in the right upper corner.
3. Repeat the previous steps until all devices have been added for your project.

Create your Smart Scenes

1. In the Smart Lighting App, it is possible to set up 2 different types of (static) Lighting Scenes:

- **Smart Switch Scenes:** every Smart Switch can contain 4 (custom) Lighting Scenes, which can be activated by the Smart Switch. These can integrate sensor automation as well.



- **App Scenes:** Lighting Scenes that can be defined and activated via the Smart Lighting App only.

Note: 1. The Scenes mentioned below partially require a Smart Sensor in order to function.

Smart Switch scenes

* After adding a Smart Switch to a room, the below functions (on/off/+/-) are automatically effective without configuration .



2. If desired, you can create scenes for the Smart Switch.

Go to the room of the Smart Switch, then tap on the Smart Switch, tap on 1/2/3/4.

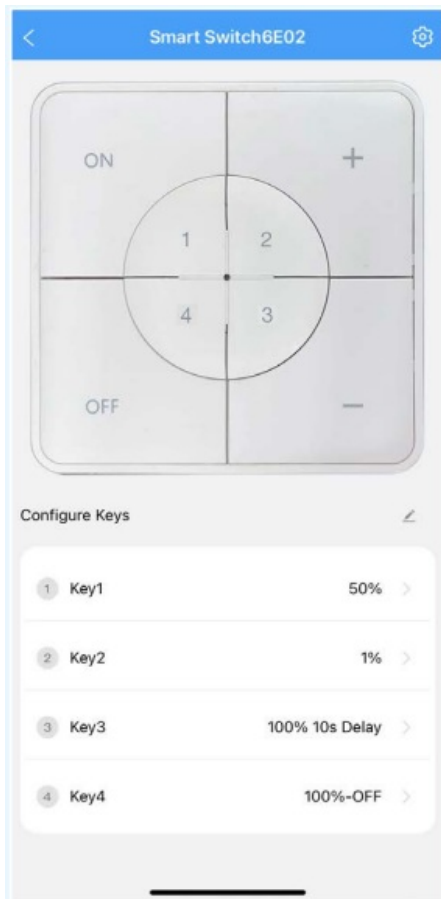
Next, please indicate whether you would like to create a scene that includes or excludes the sensor functionality. A scene that excludes the sensor function will only change the lighting values and will pause any running sensor automation.

A scene that includes the sensor function will effectively be an automation, any running sensor automation **(ON/OFF)** will be indefinitely overruled. Finally, simply choose or edit the desired template and save.

Note: cautiously decide whether you want to integrate the sensor (occupied/ unoccupied) behaviour as this is included in some templates.

3. If a quick sensor automation test is needed: go to the sensor in the room, tap on the sensor, tap on the settings icon, change the delay time to the shortest time, then activate the scene which includes the sensor. Afterwards, change the sensor delay time back to normal.

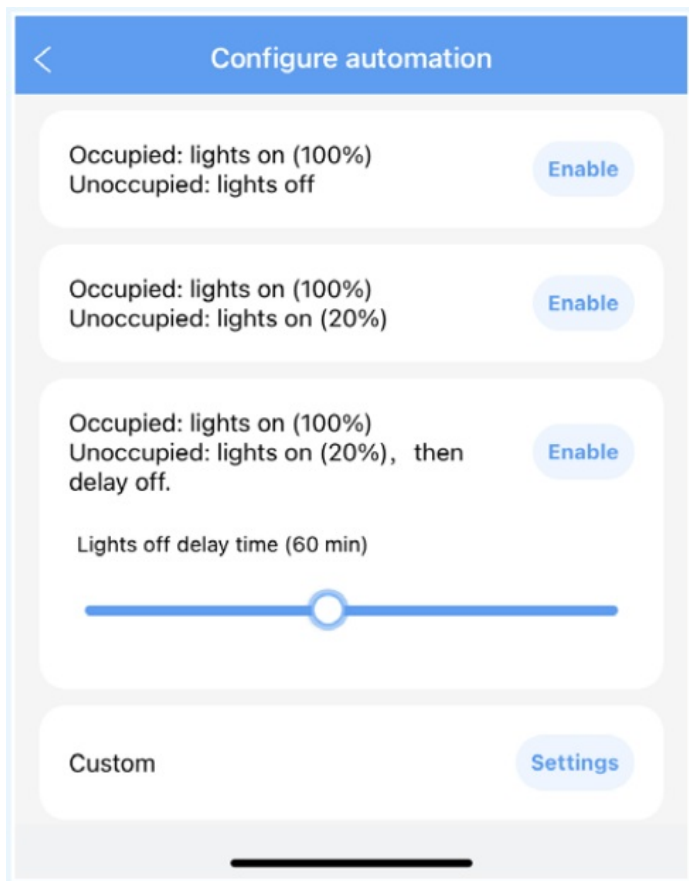
App scenes



4. In the rooms overview screen, tap on Scenes, tap the + icon, indicate for which room the scene is needed, add devices, indicate the lighting behaviour and create the scene. You can now activate the scene in the Scenes tab

Create your (sensor) Automation

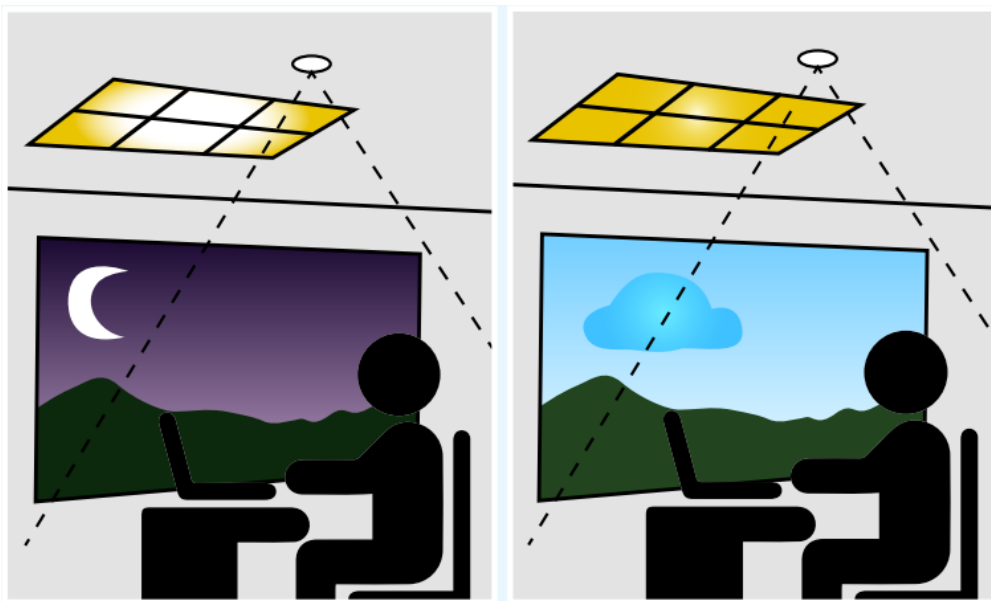
(scenes that work autonomously without manual activation)



1. In the main screen, open the Automation tab, tap on the + icon and create a general automation or a daylight automation. If Daylight is needed please go to step 5.4.
2. For the general automation please indicate the room and select the desired template or create a custom one.
3. In the Custom Automation page, you can choose the trigger condition to dictate the luminaires' behaviour by occupancy (movement) or illuminate (lux level).

You can also specify which luminaires will partake in the automation.

Daylight Automation



4. First of all, please make sure to have a general sensor automation created and activated for the daylight-controlled room. This automation ensures the turning off of the luminaires when there is no presence in the room as daylight will not turn off (nor turn on lights).
5. It is recommended to upgrade the firmware of all luminaires to the latest firmware before engaging in the

daylight automation. This can be done in the main screen's Settings tab > upgrade firmware.

6. To create a daylight automation, open the Automation tab, tap on the + icon and indicate the room and which sensor needs to regulate the luminaires accordingly.

Select which luminaries should be working with the daylight feature.

7. Adjust the lights levels until satisfied. Then, input the lux level shown by the sensor reading on the top.

Note: please make sure to adjust the Daylight automation when the sunlight is not lighting up the room for more than 70%, the room cannot be fully lit by sunlight alone.

Daylight automation logic

Once created it will always be active. Unless interrupted by the below actions:

The screenshot shows the 'Create Daylight' screen in an app. At the top, there's a blue header with a back arrow, the title 'Create Daylight', and a help icon. Below the header, a large white box displays the number '707.0' with the text 'Sensor illuminance value (LUX)' underneath. Below this, there's a white input field for 'Daylight name' which contains the text 'Room 2 Daylight' and a close icon. Below the input field, there's a section titled 'close loop' with a blue bar. Underneath, 'Illuminance' is set to '500' with 'LUX' and a close icon. At the bottom, 'brightness100%' is shown with minus and plus buttons and a slider bar.

- After enabling the daylight control, it always stays active, except:
 - When OFF (smart switch) is pressed, daylight control is disabled for 8hrs.
 - When +/- (smart switch) is pressed, daylight control is disabled for 8hrs.
 - When a lighting scene is selected.
 - Sensor automation (if programmed) will still turn off lights. Daylight control will resume when presence is detected again.

Upload your project data

We strongly suggest to upload the project configuration data to the OPPLÉ cloud after you have finalised the set-up of your Smart project. This is a fail-safe way to ensure that the latest settings are uploaded to the cloud bound to your account. Upload your project configuration data by going to “settings” and then “upload data”. Uploading data happens automatically, but to be extra sure you can always manually upload your data once after you have finished all your work.

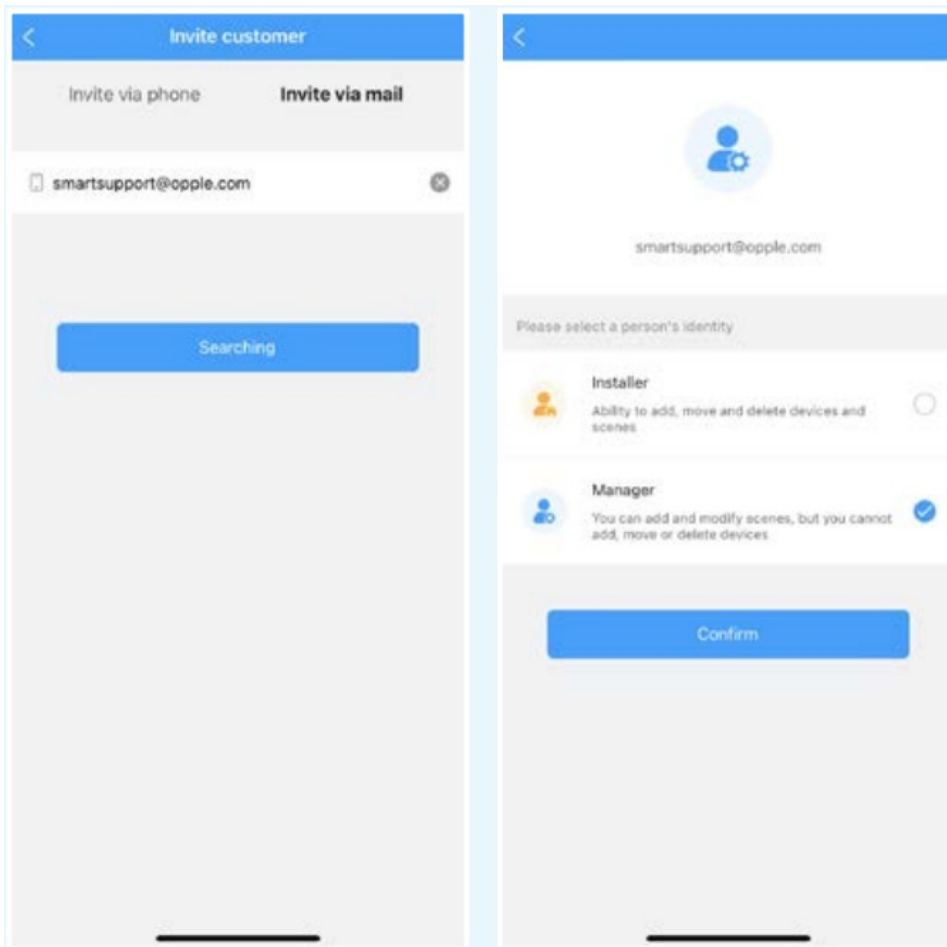
Updating your products

After installing and uploading your project you want to make sure all the devices are up-to-date, strongly recommended.

1. Go to the main project screen.
2. Go to Settings.
3. Click on Firmware upgrade.
4. Select devices to upgrade, either all at once or one by one.

Note: Updating can take up to about 20min depending of the amount of devices.

Defining a manager (Optional)



After finalisation the installation and setup of the system, a manager can be created, who has the rights to create and manage lighting scenes/automation, but cannot add/remove devices.

1. Go to the main screen with the room list and go to settings.
2. Select Manage User, choose “invite via mail” and enter the email address of the invitee.

Note: this cannot be the installer email address

3. The “manager” has to download the Smart Lighting App and choose “login via code”. Invitee can also register an account and login with password.

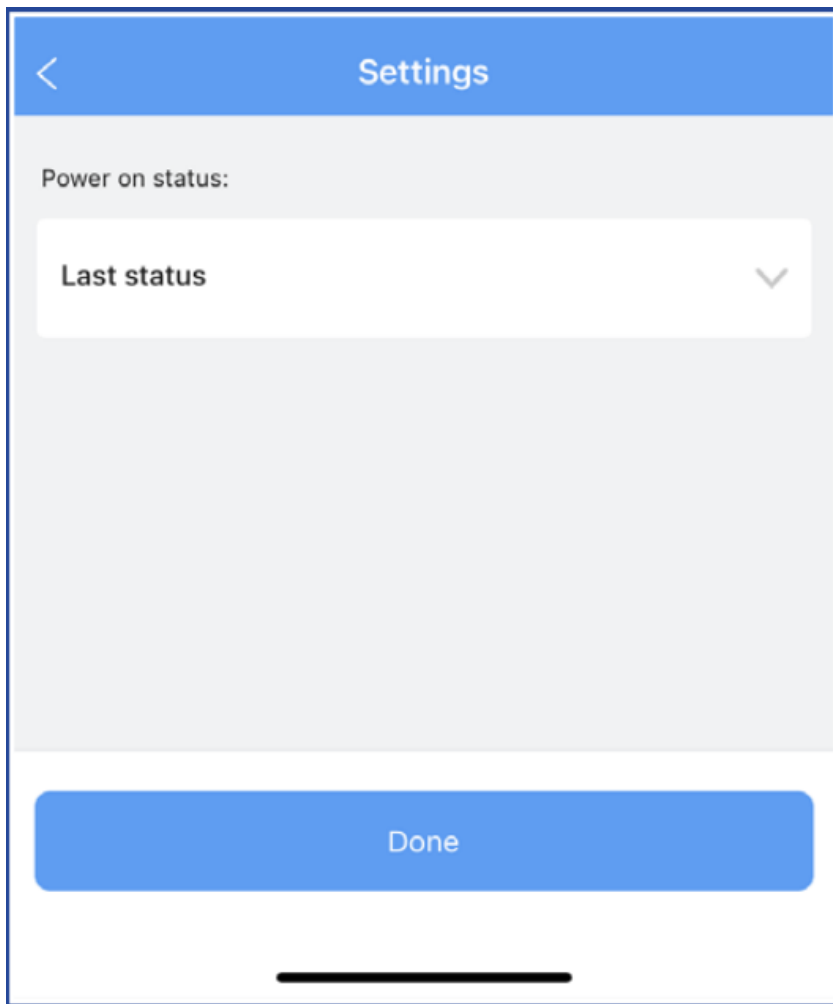
Create QR codes with lighting controls (Optional)



The installer and manager can generate QR codes for users (defined as Guest by the system) to control the lighting and activate the created lighting scenes with their smartphone or tablet. The users cannot make any changes in the system, they can only control what is already created.

1. Go to the main screen with the room list and go to settings.
2. Select “share area” to generate QR codes.
3. Choose the room(s) to include in the QR code and save.
4. “Share area” will now show the created QR code(s). The QR can be saved to the phone and shared by email (or even printed).
5. The users need to download the app and login as “Guest” in order to scan the QR code and make use of the controls.

Defining alternative Power-on level (Optional)



1. By default, when the Smart devices are powered with 230VAC They will always turn on to their last dim level.
2. You can however define a specific power on level per Smart device.
3. In the room, use the shortcut icon, select “Power on Status” and select the device(s). Or, tap on the desired smart luminaire in the device list, tap on the settings icon on the top, select “configuration”, and select “Power on Status”.
4. You can choose “last status ” or “Fixed status” to set a specific power-on value and then press save.

How to remove devices from a project?

In case the Smart Devices have to be added to another project or room, they first need to be deleted from the Smart Project they are currently in. For security reasons, Smart Devices cannot be part of two Smart Projects. There are 2 options:

1. When the installer is physically present at the Smart Project and the Smart Devices are all powered:



- Tap the Smart Device in the device list and select settings to delete. This will remove the Smart Device from the project and make it discoverable again for another project. You can also use the shortcut icon in the room and select delete.

2. When Smart Devices are not powered, also a complete Smart Lighting Project can be deleted by:



- Go to the settings tab at the bottom of the main screen showing all rooms.
- Select "Project Switch" and tap "Archive" to archive a project. Then go to the archive list to delete the project.

Note: this method requires the Smart Devices to be manually reset.

A manual reset for the luminaires can be performed by switching the 230V power 5x quickly off-on or by pressing the small reset button for more than 5-8 sec. on the latest generation BLE LED driver with a paperclip.

- After a successful reset, the Smart Luminaire will blink.

For resetting the Smart Sensor, Smart Relay or Smart Switch, the reset button should be pressed for more than 5-8 sec., after which the LED indicator will blink to indicate a successful manual reset.

After a Smart Device has been manual reset, the Smart Device is discoverable again for a new Smart Lighting Project.

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Documents / Resources



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LEDDownlightHG-P2 Rd125-8W-BLE2-930, LEDDownlightHG-P2 Rd125-8W-BLE2-940, BLE2 Multi Switch Module, BLE2, SIG Mesh Smart App, App

References

- [OPple Lighting Global](#)
- [User Manual](#)

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