# SMILE VDS Dominium Monitor

### V4.1

## USER MANUAL

# Index

# 1 GENERAL DESCRIPTION

The SMILE VDS Dominium Monitor is a video entry unit as a result of FERMAX's joint venture with ingenium. This monitor has a 3.5" colour touch screen that allows you to monitor and control the home automation BUSing® system quickly and intuitively via allusive icons in each of the installation's rooms.

It has configurable Wi-Fi connection, allowing you to connect to the network for different functions such as updating software versions immediately or showing weather information in the previously configured locations.

It incorporates with the option of editing scenes, allowing for the addition of new events in the installation (besides those included with SIDE) taking advantage of the nodes' status associated to the icons included in the different installation plans from SIDE.

It also allows for the control of technical alarms for flooding, gas, fires, etc., and the management of intrusion alarms within the area via a 4 digit numeric code, simulating real presence, programming annual schedules, graphic notebooks, etc.



## 1.1 ABOUT USING THE BUSING SYSTEM

BUSing is a decentralized, flexible and scalable home automation system. The BUSing elements are communicated via a 4 wire bus and in home automation BUSing installations this may reach up to 255 connected devices.

The home automation features that may be obtained with a BUSing device are:

- Lighting control: on/off and regulation.
- Control of blinds, curtains, etc.
- Air conditioning controls.
- Energy efficiency.
- Electric load management.
- Technical and Security Alarms.

Each BUSing device requires address and parameters programming to be able to integrate into an installation. This programming must be performed by a specialised technician via the SIDE Fermax programming software.

## 2 TECHNICAL DESCRIPTION

- 7" TFT screen
- Resolution: 800x480.
- Flush Mounted Box Size: 186 x 198 x 46 mm (ref. 6551)
- System Power supply: 18 Vdc
- Consumption:
    - in standby: 150 mA
    - video: 550mA
    - audio+video: 800mA

# 3    OPERATING IN HOME AUTOMATION MODE

The graphic interface is divided into three main areas:

- A central area with the installation's maps over which the control icons are distributed over the different equipment.
- An upper bar which becomes visible upon dragging the map main screen down. In this bar we can activate different scenarios programmed in SIDE, besides being able to create new scenarios. After the creation of scenarios you can delete and edit those already created by using the screen itself. You can not delete or edit scenes programmed and included via SIDE.
- A lower bar which becomes visible upon dragging the map main screen up. This bar gives you access to notepad function, technical alarms, annual schedules, intruder alarm, presence simulation, screen parameter configuration and weather forecasts.

Below we explain in detail each of the areas to control in the graphic interface.

## 3.1    MAIN SCREEN

This screen is made up of maps of the project, besides a series of icons that correspond to each of the devices or outputs making up the home automation system. These icons allow for the supervision and control of each of the associated devices.

Besides the maps and icons, the upper right corner of the screen permanently shows the wireless coverage to the connected network.

(From maximum to minimal coverage)
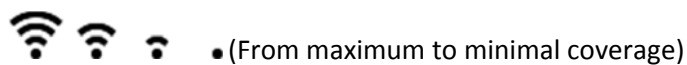
## 3.1.1 BROWSING BETWEEN PAGES

Slide your finger over the screen to the right or left to browse between pages



## 3.1.2 COMMON PAGE ICONS

### 3.1.2.1 LIGHT BULBS

To light up or turn off any of the light switches just click over the light bulb drawn on the page. When the light bulb is yellow, the light is lit, otherwise when it is blue it is off.

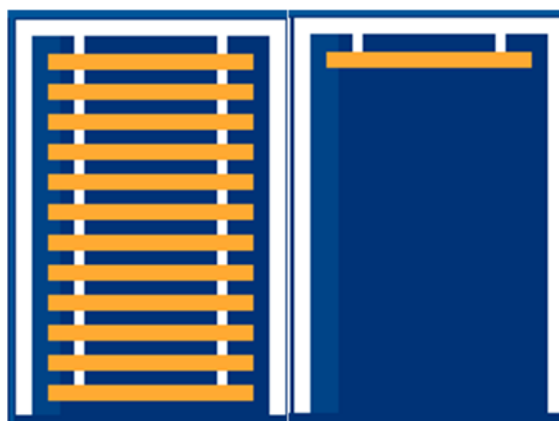Once you have clicked it, the system sends the order and the components´ status will change.



### 3.1.2.2 SHUTTERS

The shutter icons on the page indicate an orientative level of the shutter's status both graphically and numerically.



Once you press the selected shutter icon, it will move with the shutter's status and the value as a %.
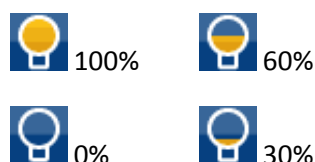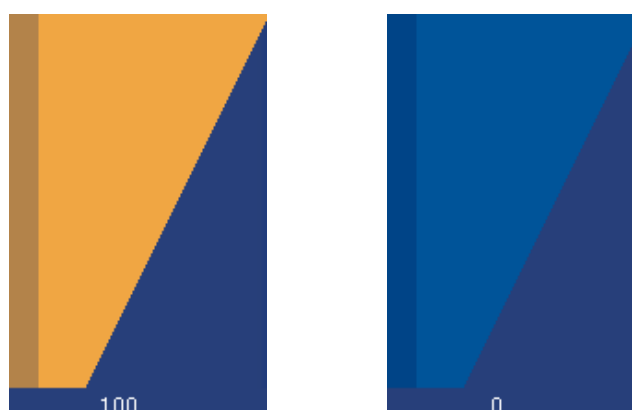
In the new drop down window, drag your finger over the shutter to adjust the opening level, dragging your finger up or down on the touch surface. When the user lifts his/her finger the open level is set, the shutter level window will close and the actuator will activate the corresponding output.

### 3.1.2.3  REGULATING LIGHT

The light regulation icons on the page indicate an approximate level of the shutter's status both graphically and numerically.



Upon clicking on any of the light bulb icons associated to the regulation, a box with the regulated circuit's status is displayed on the page.



In the new drop down box, drag your finger over the image to adjust the circuit's intensity level, dragging your finger up or down on the touch surface. When the user lifts his/her finger the intensity level is set, the intensity level window will close and the regulator will display the changes made.

### 3.1.2.4  THERMOSTAT (KT)

By clicking on a thermostat icon, a box appears to be able to turn the thermostat on or on, adjust the temperature, establish the operating mode, check data history and configure up to 10 different scenarios with the schedule.
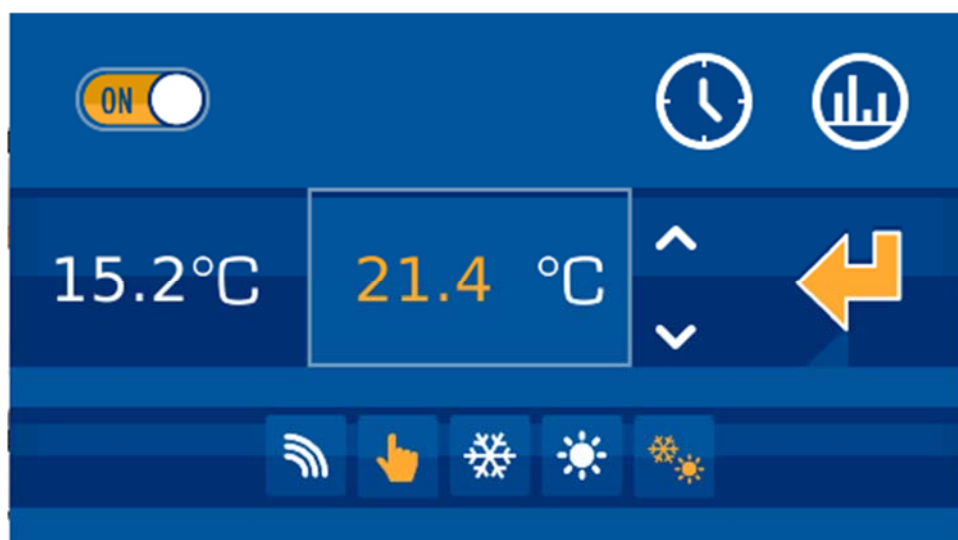


The drop down box displays two values in the middle row, on the left, the current measured temperature, and on the right, the set value, which can be changed by pressing the up and down arrows.

On the upper row, the left side allows you to turn the thermostat on or off, which is controlled with the following slide bar:

On:    Off: 

If the thermostat is off, all of the thermostat's configurable options remain deactivated (icons in white). You also won't be able to change the set temperature. For the parameters to be editable again (icons in yellow), just turn the thermostat on again by sliding the bar to ON .

An example of the thermostat off:
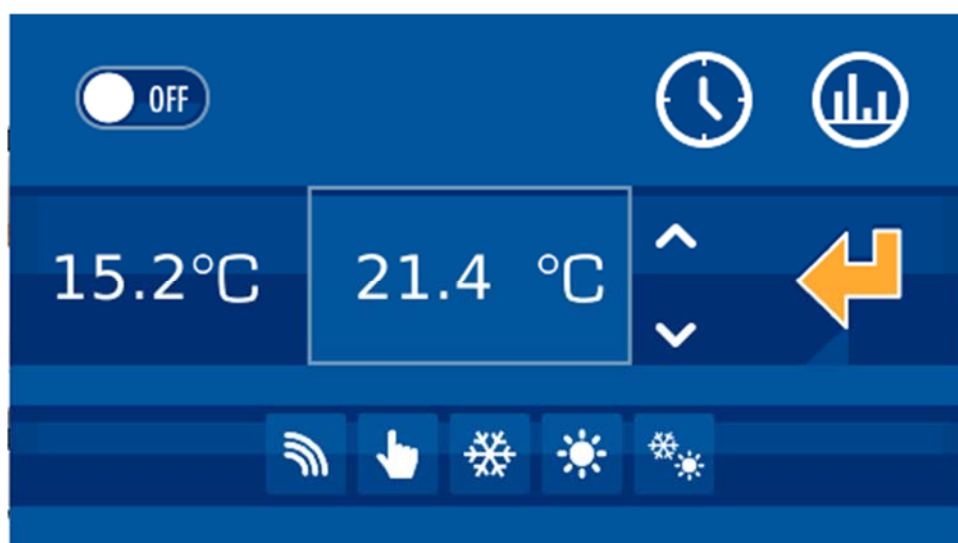


In the lower row, we can configure if the control of the thermostat is in:

- Local mode

- Remote mode ⧉ ⧉ and operating mode:
- Summer (demand for cooling) ❄ ❄
- Winter (demand for heat) ☀ ☀
- Mixed ❄ ❄

When the icons are in white the selection is deactivated. When they are in yellow, the selection is activated and it is the mode currently in operation.

## THERMOSTAT TIMERS



By accessing the Thermostat Timer option, a new window appears to configure up to 10 weekly scenarios related with the thermostat's functions. To access each of these, just press on the representative numbers on the upper bar ①. The selected number, representing the scenario currently edited, is bigger than the rest. To identify which timers are active or not ②, they are white when deactivated, and yellow when activated. To enable or disable, just tick or untick the specified box in the upper left hand corner.
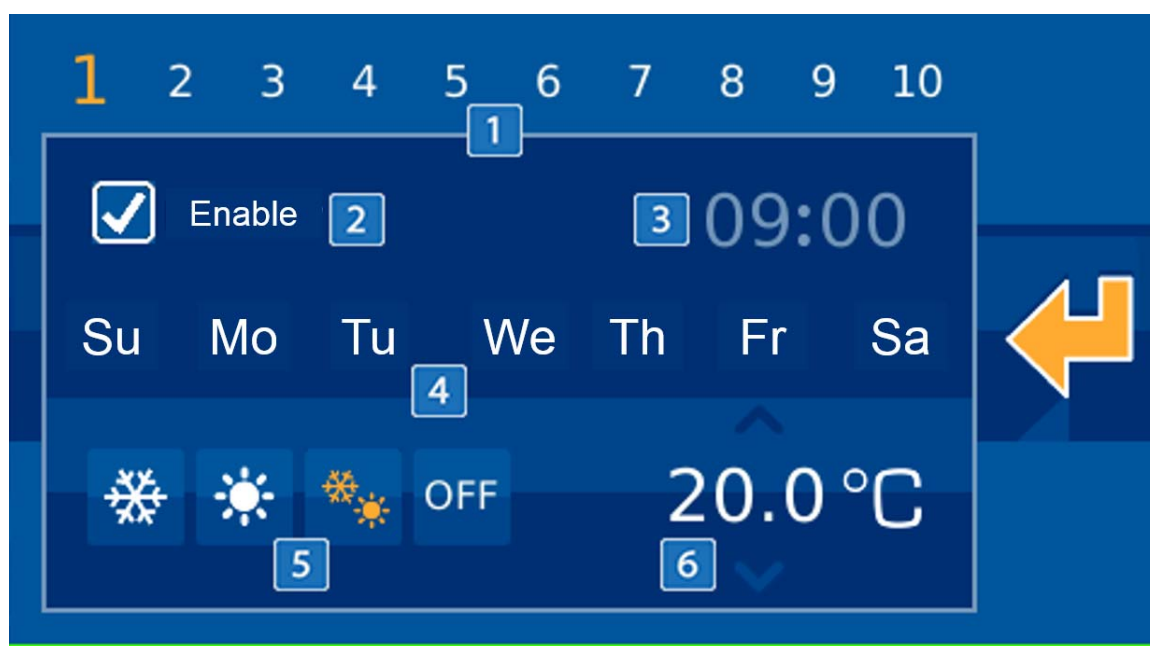


For each of the scenarios you can indicate the time when you will activate the thermostat's timer ③ and what days of the week they will be executed in ④ (Monday through Sunday, from left to right), represented by their initials. To add or delete timer days, just press on the day of the week you want. If the start for the day is displayed, it is activated, while if a dash is displayed, the timer is deactivated and will not perform on that specific day.

Another configurable element is the operating mode selected for the thermostat, ⑤, which can be set to cool ❄ , heat ☀ , mixed ❄ or off OFF.

❄

Finally, you can set the temperature for the timer ⑥, and it will be defined in the thermostat when the scenario turns on. This temperature can be edited by pressing the number and sliding your finger up without releasing it to increase, down to reduce it.
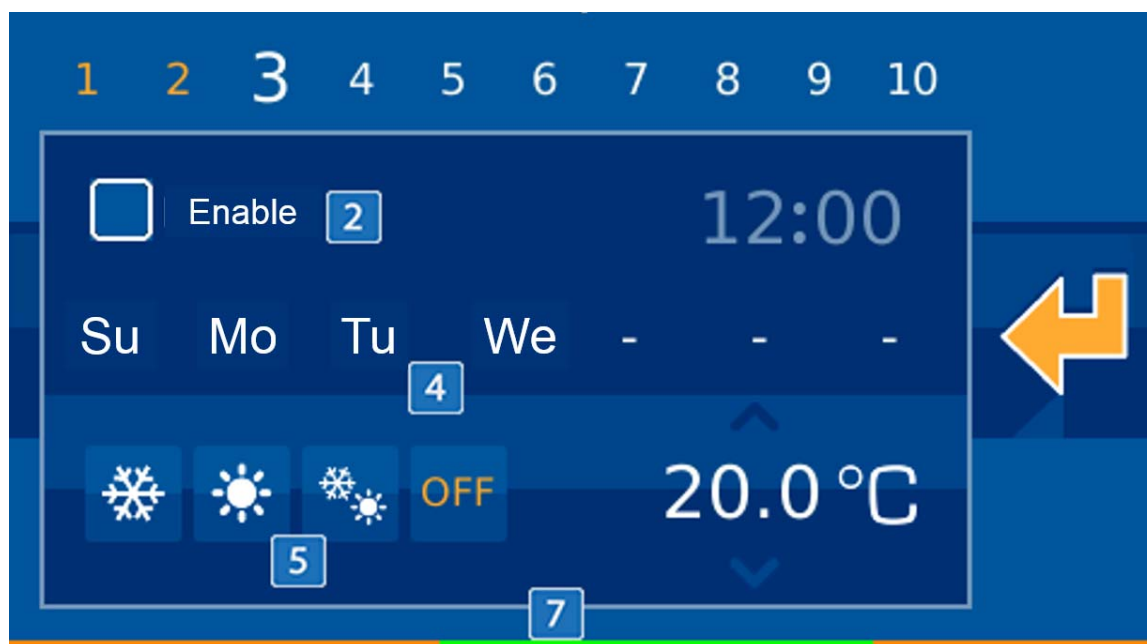
Once all of the thermostats parameters are defined, check on the coloured horizontal bar on the lower part to see what is established for the next 24 hours (with 00:00h at the far left, and 23:59 at the far right) with regards to programmed settings 7 . The higher the setting value, the closer to red, while green represents low setting values. Yellow tones are intermediate, and grey are periods of time where the thermostat is off without any defined programming.

HISTORY



On the upper right, the icon gives us a history of the thermostat's measured temperature, presented in a graph in a new drop down window. In this new interface, we can view the daily, weekly or monthly information by simply selecting the mode in the lower part of the image.

### 3.1.2.5 FLOODING

The operating procedure for the flood sensor is as follows:

When there is a water leak in the home, this indicates it by lighting the icon (yellow). In standby the icon is off (blue).

 **Sensor in standby**

 **Detector activated**

You can not act locally on the icon by pressing on it, since the icon will not change status. It´s status changes depending on the detection of water by the sensor.

### 3.1.2.6 DETECTORS

**Detector in standby**

**Detector activated**

This icon is used to show the installation's presence detector's status.

**Detector on switch** : This icon is to manually turn the detector on, that is, by pressing on this icon the SRBUS detects movement and operations normally.

**Detector off switch** : This icon is to manually turn the detector off, that is, by pressing on this icon the SRBUS does not detect movement and does not operate.

### 3.1.2.7 GAS, FIRE OR SMOKE

The operating procedure for the gas or fire/smoke probe is as follows:

When there is a gas leak in the home or a smoke detector goes off, this indicates it by lighting the extinguisher icon (yellow). In standby the extinguisher icon is off (blue).

**Sensor in standby**

Sensor activated

### 3.1.2.8 CONSUMPTION METER (METERBUS)

By clicking on the displayed icon we access a drop down panel with the instant consumption information in each of the channels connected to the METERBUS. In the left column it displays instantaneous consumption of each channel, while the right column displays the consumption limits for each channel.
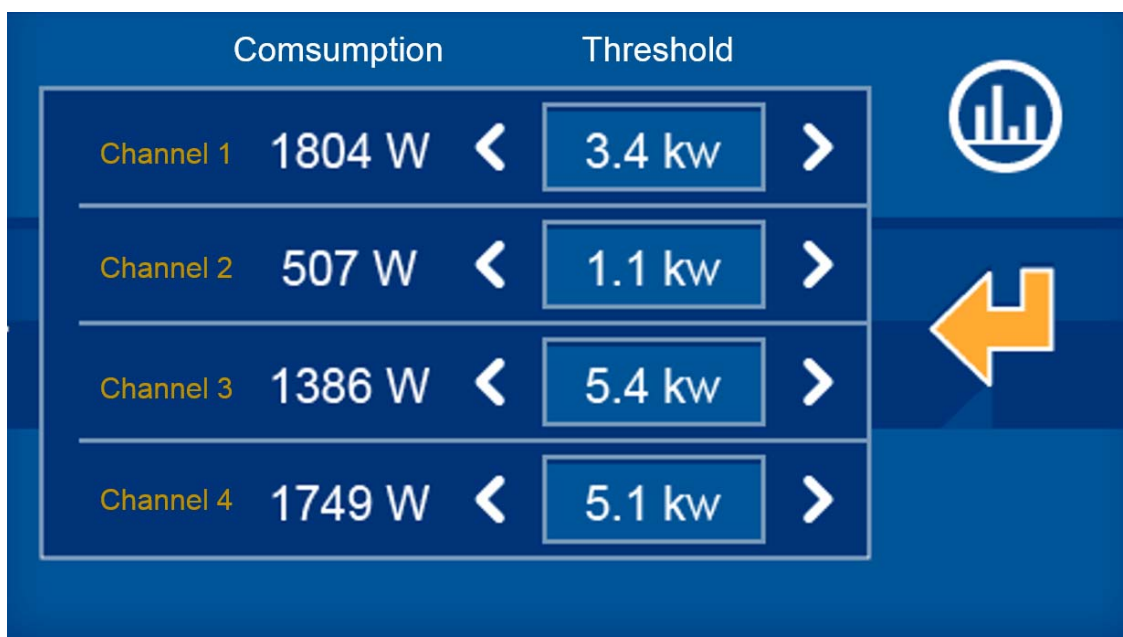
Each channel can have its maximum limit set, which the consumption measurements should remain under. If it surpasses this range, the installation would perform a series of actions to correct the excess in demand according to the configured parameters. The limits per channel are set by pressing on the side arrows on both sides of the set value. To the left, to reduce the limit, and the right to increase it.

By pressing the  button, you access a graph that shows the history of the collected data in the last 7 days of each of the channels.
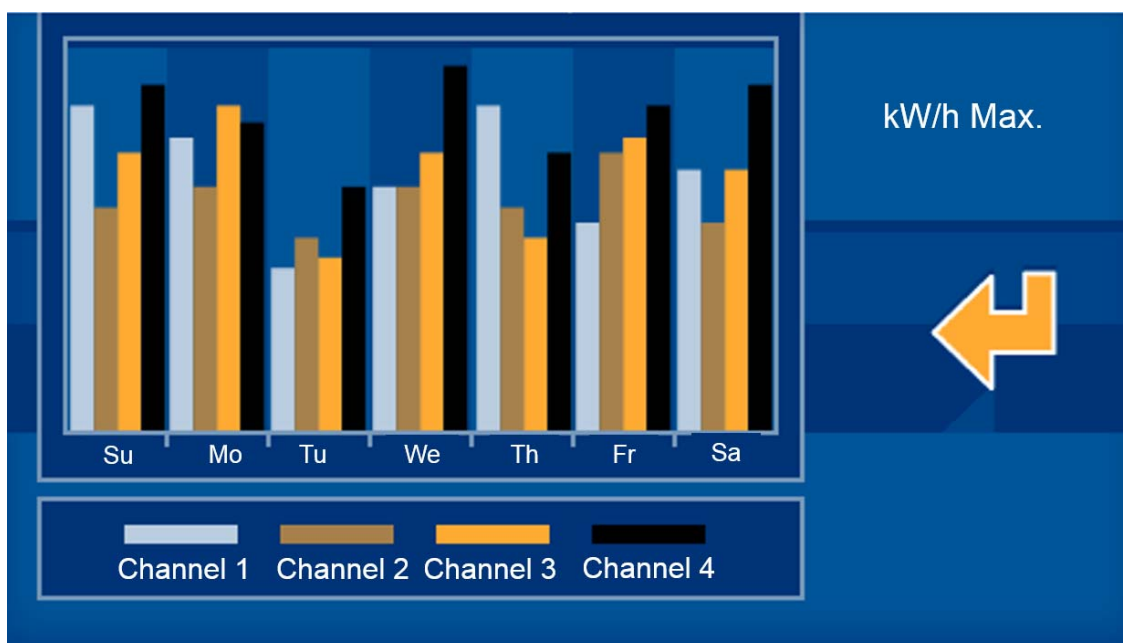
### 3.2 UPPER SCENARIO ROW.
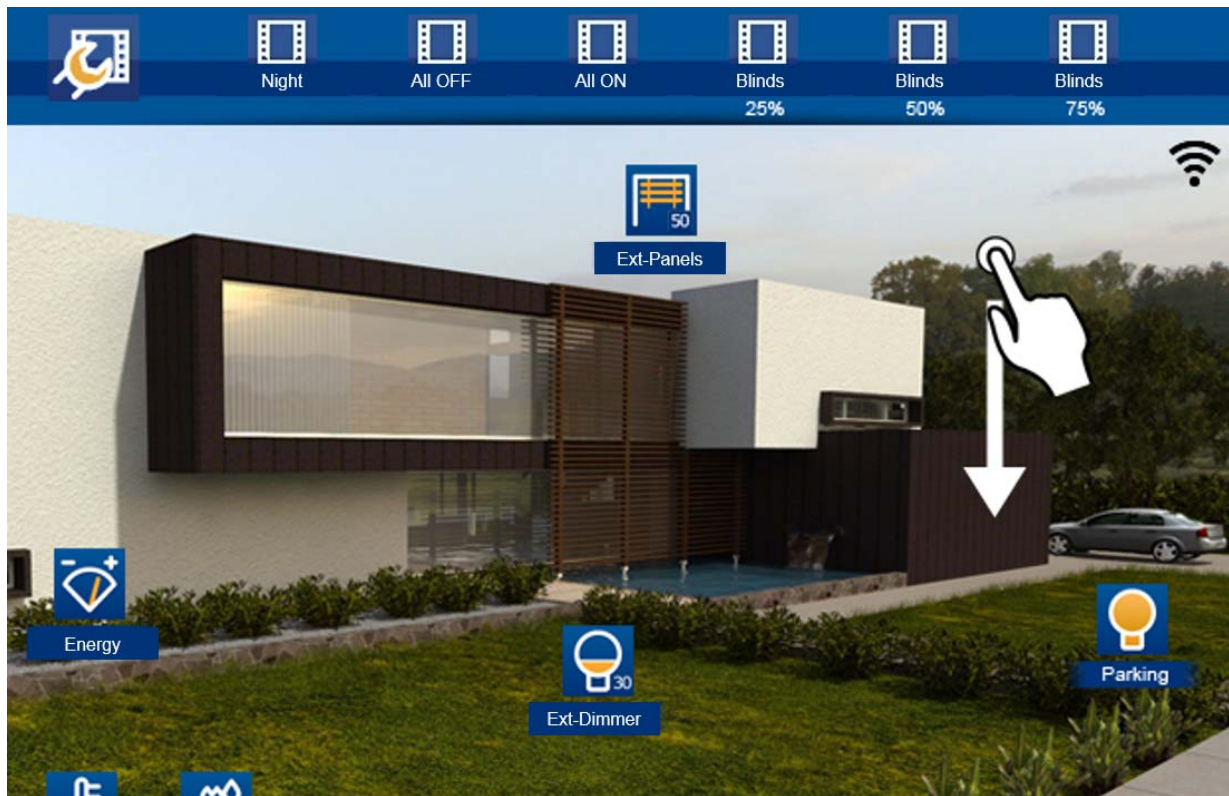


The upper bar, which appears after swiping the main screen down, displays all of the configured scenarios in the project since the SIDE, and also includes an icon on the left (always visible) that allows you to create new scenarios, along with editing or deleting those that have been created on the screen itself. Scenarios imported from SIDE may not be edited from the monitor.

### 3.2.1 EXECUTE A SCENARIO

To execute a scenario from SIDE, just drag to it from the upper bar, and press on the scenario's icon.

To execute a scenario edited on the screen, just swipe the scenario bar horizontally until the last positions (furthest to the right), which his where the user programmed scenarios are. Once you find the scenario, just press on the selected icon.

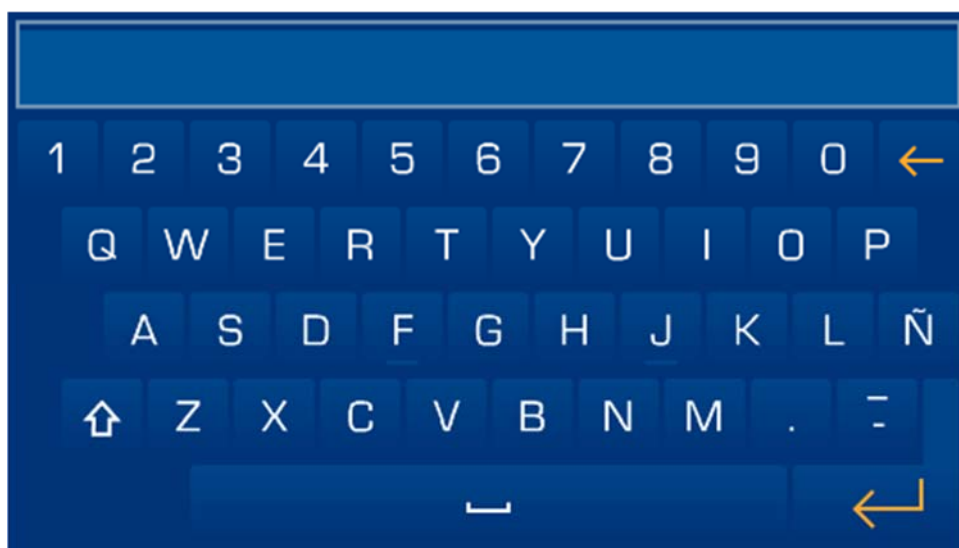### 3.2.2 CONFIGURATION OF SCENARIOS.

When editing a new scenario, press on the icon on the left upper bar , and it will open a new window dedicated to scenario configuration. This window is divided into three parts:

A first zone (1) on the left part with a list of already created scenarios. Another zone (2) on the right part of the icons associated to this scenario and its status and last zone (3 - lower horizontal bar) with the icons that can be incorporated to the scenario we are editing.
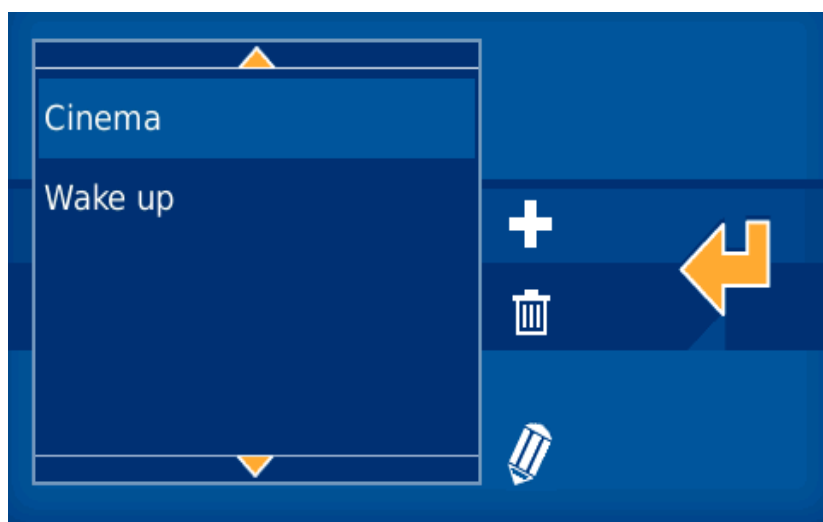
### 3.2.2.1 ADD A SCENARIO

By clicking on the add a new scenario icon , an on-screen keypad appears with which you can name a new event to later be associated to the desired status icons.



### 3.2.2.2 REMOVE A SCENARIO

Press the remove a scenario icon , to delete the selected event (of those previously configured on the screen).

### 3.2.2.3 EDIT A SCENARIO

By accessing the monitor scenario configuration , we can modify the scenarios previously created from the graphic interface. For this, just press on the scenario on the vertical list of the left zone of the screen. Once within the scenario, you can add or remove references of all the available icons in the lower horizontal bar.
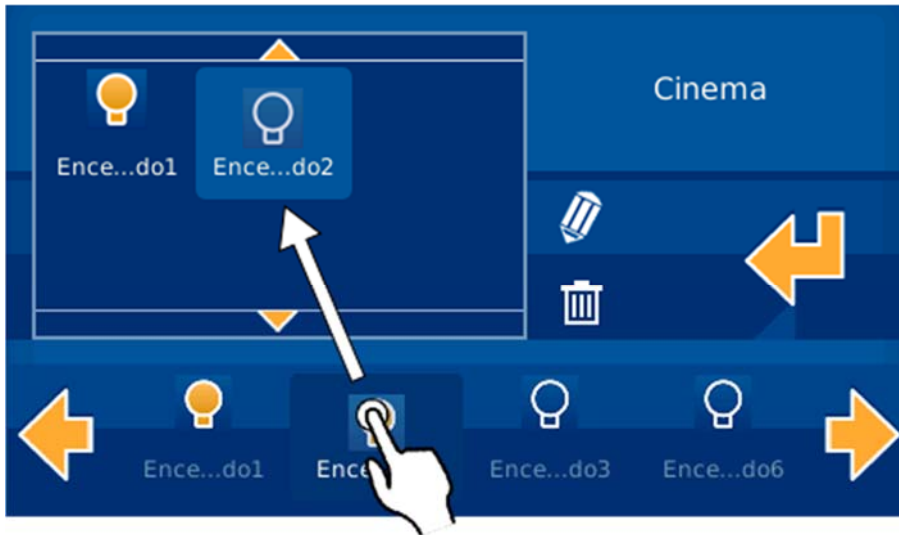
To add events to a scenario, just drag the corresponding icons from the lower horizontal bar to the icon box on the upper right. If you want to delete an event, just mark the corresponding icon by pressing it, and press the remove button on the right of the screen: 🗑.

If adding icons, the status of the output associated to this icon remains linked to the scenario, so that when the scenario is executed, it will establish the statuses associated upon editing the scenario.

While editing scenarios, the monitor will only allow you to add icons that are represented in the levels discussed in section 3.1 of this manual. You can edit the status to obtain in the scenario, for this you need to select each icon in question and press the option ✏. That is, if upon editing a scenario the icon in question is off, we can define that within the scenario, this icon's status is lit.
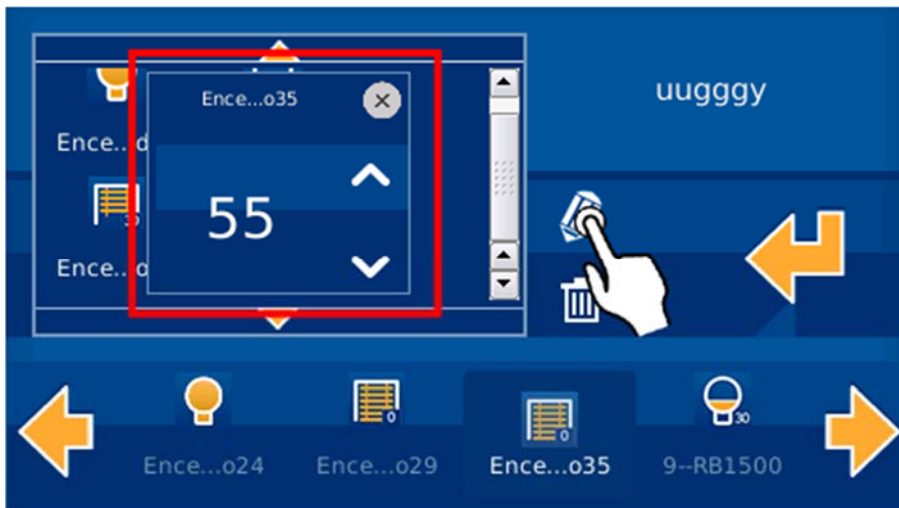


Just select the status you want for each icon and it is defined and included in the corresponding scenario.

## 3.3   LOWER CONTROL BAR

The lower bar remains visible by pressing and dragging the main screen up. This way we can access all functions described in this section.
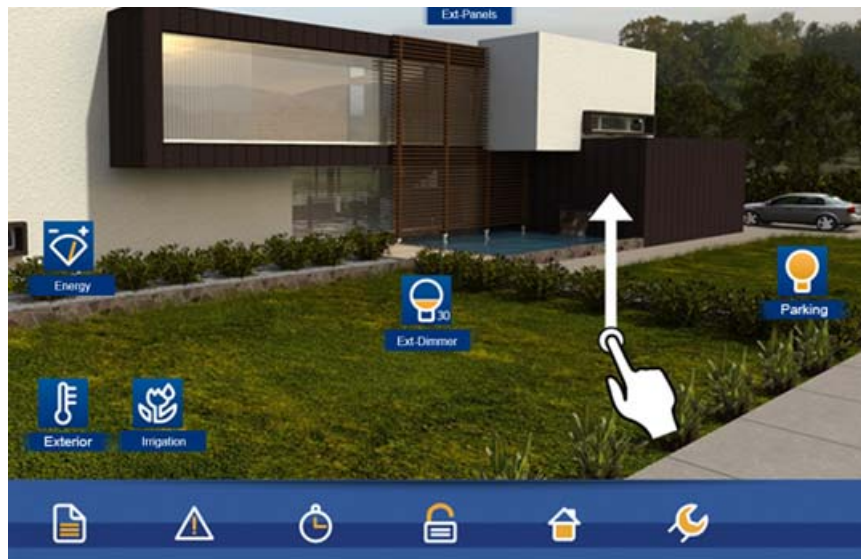
By pressing on the different available icons in the lower bar, new windows appear with the functions of each section. In order to close the drop downs, just confirm the actions within the drop-down panel, or by re-pressing the corresponding icon via which we open a new window.

In order to distinguish which option of the lower menu we are working in, all icons in the lower bar are in black and white, while the selected option remains coloured. Below is an example where the sixth option of the menu is lit (SMILE Configuration):



### 3.3.1 NOTEPAD

The SMILE has a touch notepad that allows you to draw or jot down notes, leaving a notice on the user's general screen.

To access the notepad you must press on the corresponding icon located on the lower bar.

To draw or jot down a note simply slide your finger over the screen. If you want to delete something you can select the eraser icon  available in the left area. To delete the notepad press on the trash bin icon  located under the eraser icon.

To confirm the note and return to the main screen press on the confirmation icon  located in the lower left corner of the screen.

Whenever there is a note left on the notepad it is displayed with a notification on the main screen.

The graphic notepad allows you, on the upper left corner, to select the thickness and colour of the line drawn, allowing for a more graphic or attractive result.
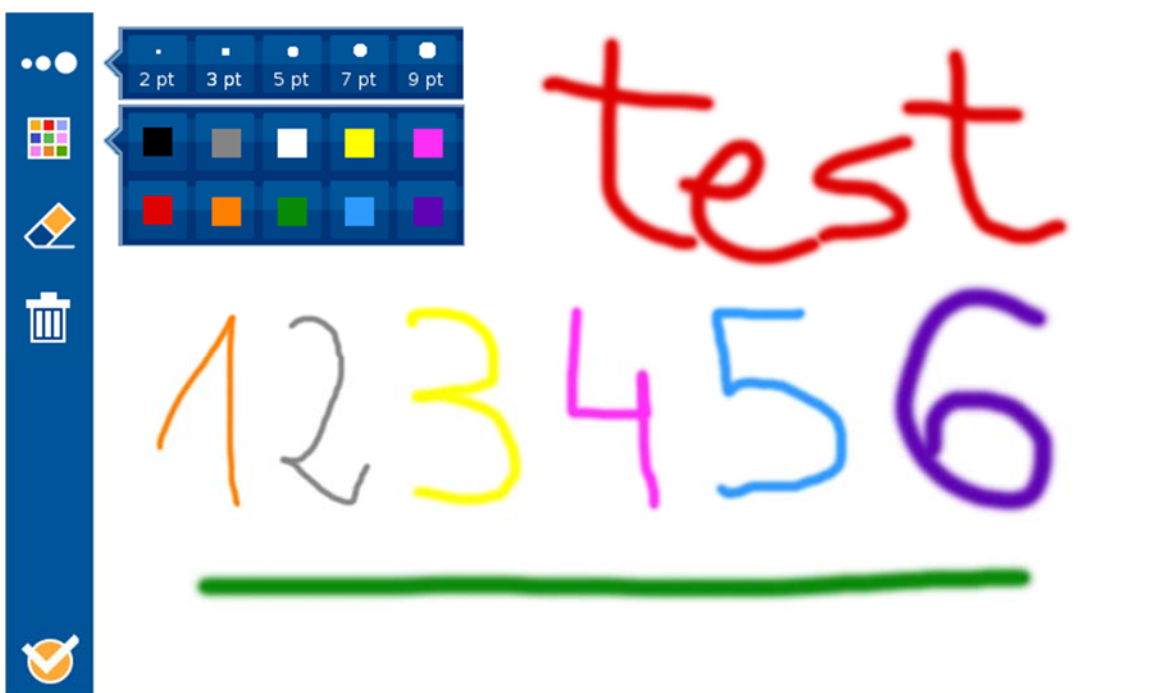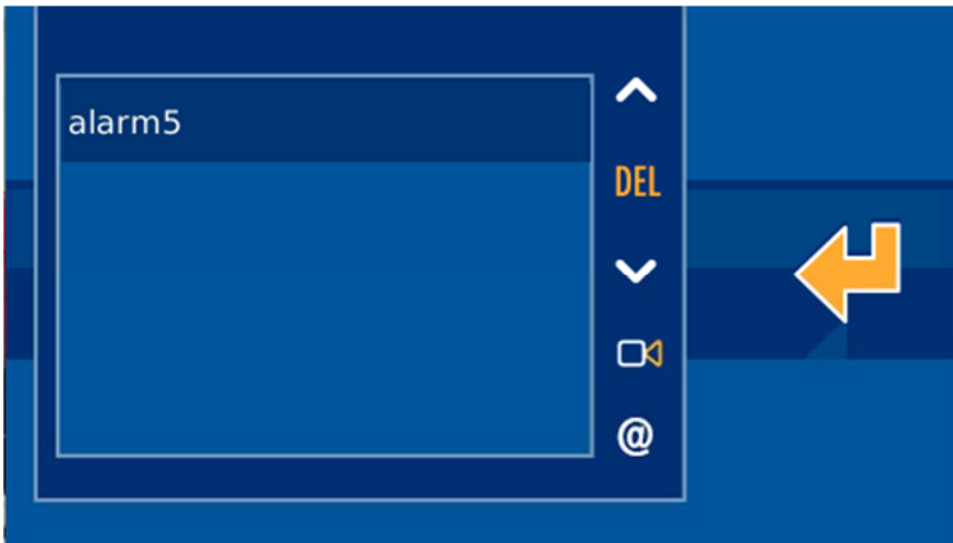
## 3.3.2 TECHNICAL ALARMS NOTIFICATIONS

The SMILE video entry unit allows for up to 5 different technical alarms to be displayed when produced in the installation, whether flooding, gas, fire, etc.



Whenever a technical alarm has been generated, the screen warns the user via an icon in the upper right corner next to the WiFi signal icon , and blinking the technical alarms icon in the lower bar's menu options. If you want to see which alarm has sounded you can press on the alarm icon in the screen's lower bar.



To turn the technical alarm notification into a received alarm, stopping the icon from blinking, just press on the delete button in the middle , between the registered alarms vertical bar arrows. If you do not want to delete the warning, you can press the validation icon on the right part .

### 3.3.2.1 NOTIFICATIONS VIA EMAIL

From the technical alarms home menu you can also configure a list of up to 10 emails to send the generated alarm notifications. For this just press on the  icon and select the  icon to add a new email to the list via the screen keyboard. To delete an email from the list, press the  icon with the selected mail.

For each technical alarm on the installation, you can link the IP cameras to send images of the incident together with the alarm notification email when it goes off. The technical alarms menu option is  which will give us access to assigning these cameras for the notification of each alarm. Just activate or deactivate the cameras of interest for each alarm, selecting or deselecting the corresponding IP.
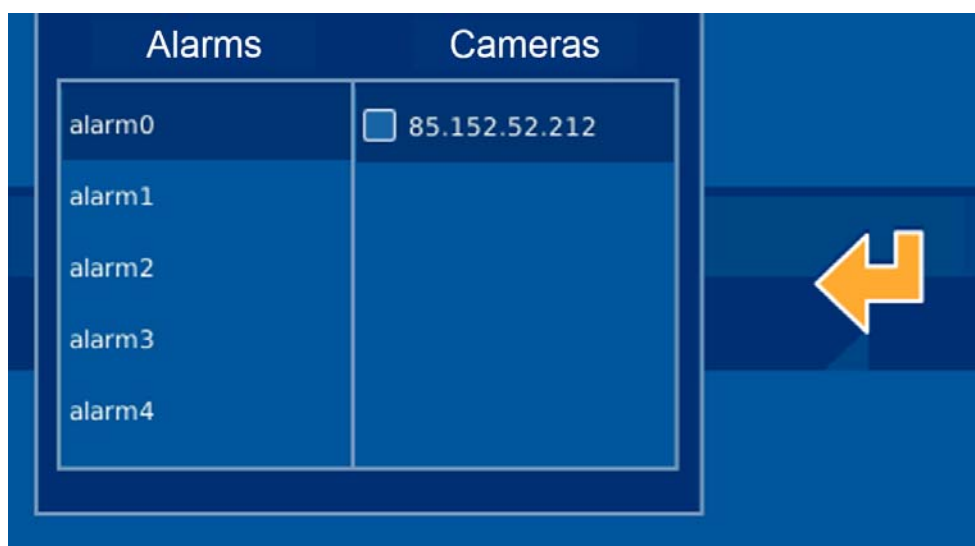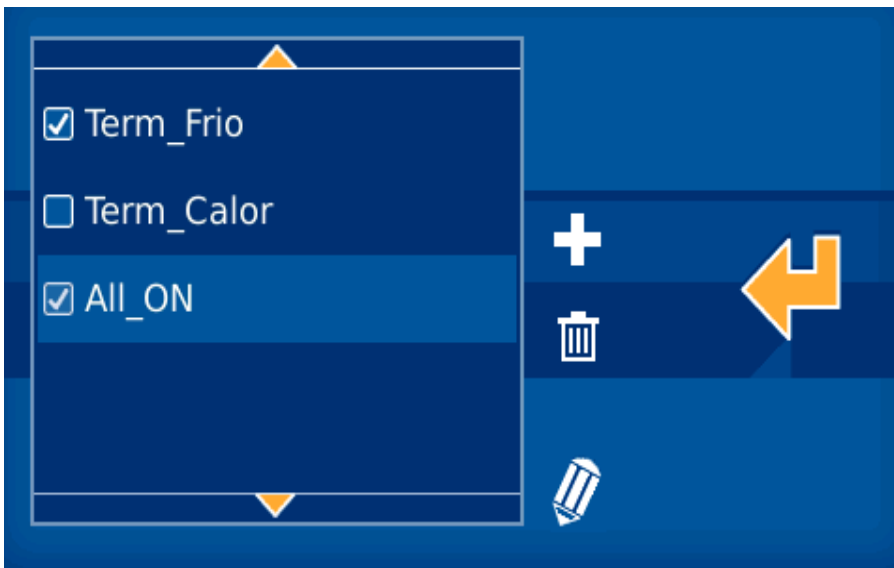


### 3.3.3 SCHEDULE

The schedule allows you to program what day and when you want the monitor screen to execute one of the scenarios in the memory, which can be programmed annually. To access the timer menu, press on the corresponding menu on the lower right bar of the screen.



The start screen for the schedule is divided into two zones, the left, where a list of all the scenarios that have been scheduled appear, and the right shows a calendar of the days it is programmed for.

### 3.3.3.1  ADD SCHEDULE

On the vertical list on the left side, you find the set of schedules programmed on the monitor. To add a schedule just press on the [+] icon and a new window appears to select the scenario, with two columns, one on the left with the already created schedules, and another on the right with the available periods to schedule. It is in this second block where we select the scenario that interests us and then press the confirmation button. [✓]
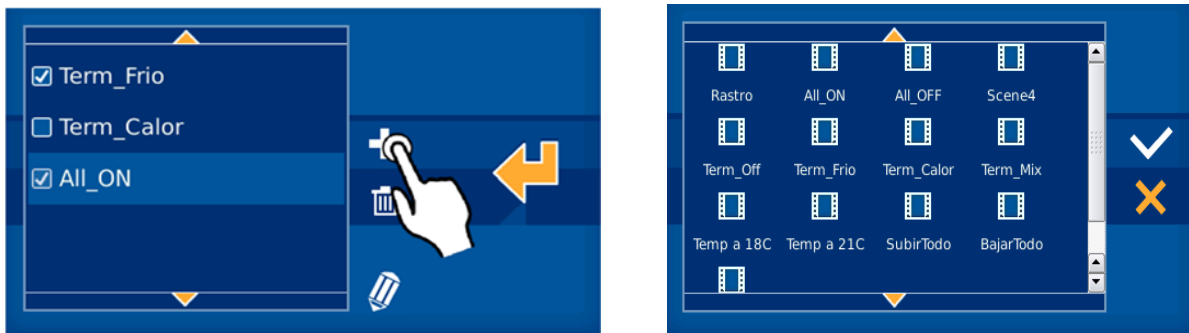


After selecting the scenario, go on to the next window that remains in two columns. The left one allows you to select the level of repetition that a scenario occurs, and the calendar on the right places us on the date in which to link the properties of the left hand column. A couple of fields to the right allow us to enter the hour on which the timed event occurs on the selected date.



By levels of repetition:

- **Add year**: Add all the days of the year for the same schedule.
- **Add the whole month**: Add the schedule for every day of the month in which the calendar on the right is. For example, if we have 21 May selected, the monitor will configure the schedule for everyday of 1 to 31 May.
- **Add day of the week**: Add the schedule for every day of the month in which the calendar on the right is on. For example, if we have a Wednesday in May selected, the monitor will configure the schedule for every Wednesday of the year.
- **Add specific day**: Add the schedule exclusively to the day in which we are on. For example, if we have 21 May selected, the monitor will configure the schedule solely for 21 May.
- **Delete year**: Delete the schedule for everyday of the year.
- **Delete month**: Delete the schedule for every day of the month in which the calendar on the right is. For example, if we have 21 May selected, the monitor will delete the schedule for everyday of 1 to 31 May.
- **Delete a day of the week**: Delete the schedule for every day of the week in which the calendar on the right is on. For example, if we have a Wednesday in May selected, the monitor will configure the schedule for every Wednesday of the year.
- **Delete day**: Delete the schedule exclusively for the day in which we are on. For example, if we have 21 May selected, the monitor will delete the schedule solely for 21 May.

On the right side of the window, a text field with time schedule ⬚11⬚ ⬚25⬚, allows you to establish the hour in which we want to run the scenario. This is the value associated to the selected dates, as explained in the previous paragraphs. To enter these values, just press on the corresponding boxes, and a numerical keypad will appear to edit them

Once we reached the desired configuration, just press the confirmation icon ✓ for the timers to be stored. To delete the whole configuration, just press the ✗ icon.

### 3.3.3.2 DELETE A SCHEDULE

To delete a previously made schedule on the monitor, you must select it on the vertical list on the left side of the screen Once selected, press the 🗑 icon, a confirmation message appears to accept the deletion ✓ or to cancel it ✗ .

### 3.3.3.3 EDIT A SCHEDULE

To edit a previously made schedule on the monitor, you must select it on the vertical list on the left side of the screen.
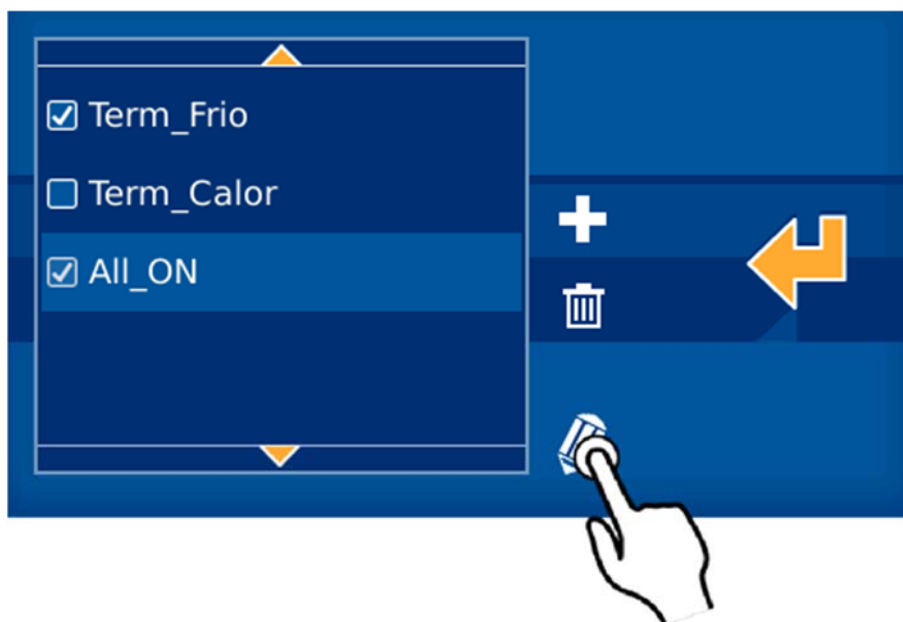


Once selected, pressing the ✏ icon, the previously described screen drops down to add a schedule. On this screen we can add or delete schedules for the previously selected scenario, taking advantage of the repetition levels as discussed in point 3.3.3.1 Add schedule. To accept the changes press ✔ or ✖ to delete them.

### 3.3.3.4 ACTIVATE /DEACTIVATE A SCHEDULE

The monitor allows you to activate/deactivate a timer without needing to delete it. This option is interesting when you want a schedule to temporarily stop running, but we want to maintain the configuration to recuperate it later on, and avoid having to edit all of it again.

To do this, just mark or unmark the icon on the left of the schedule in the vertical list of the configured schedules. To change the icon's status, just press on it. The steps are as follows:

- Schedule activated ☑
- Schedule deactivated ☐
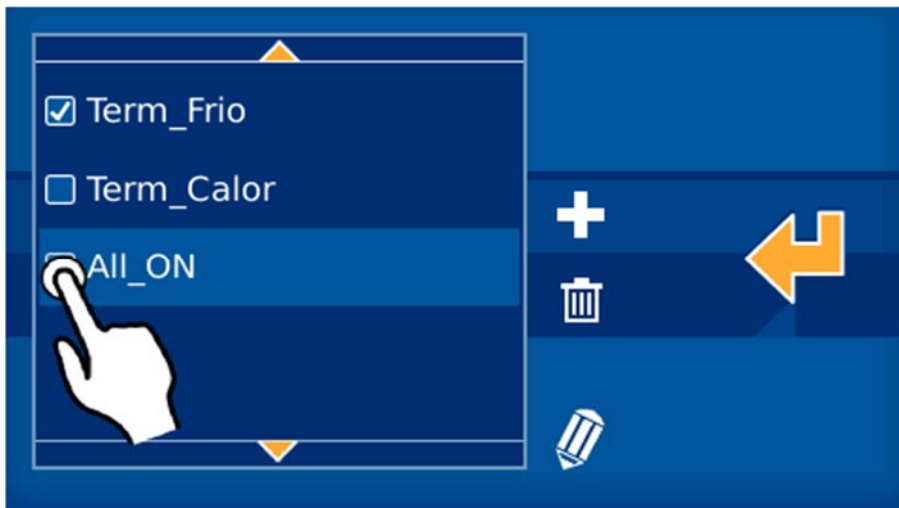
If in the previous example we click on the icon, the schedule remains deactivated and does not execute until reactivated by clicking on the icon.
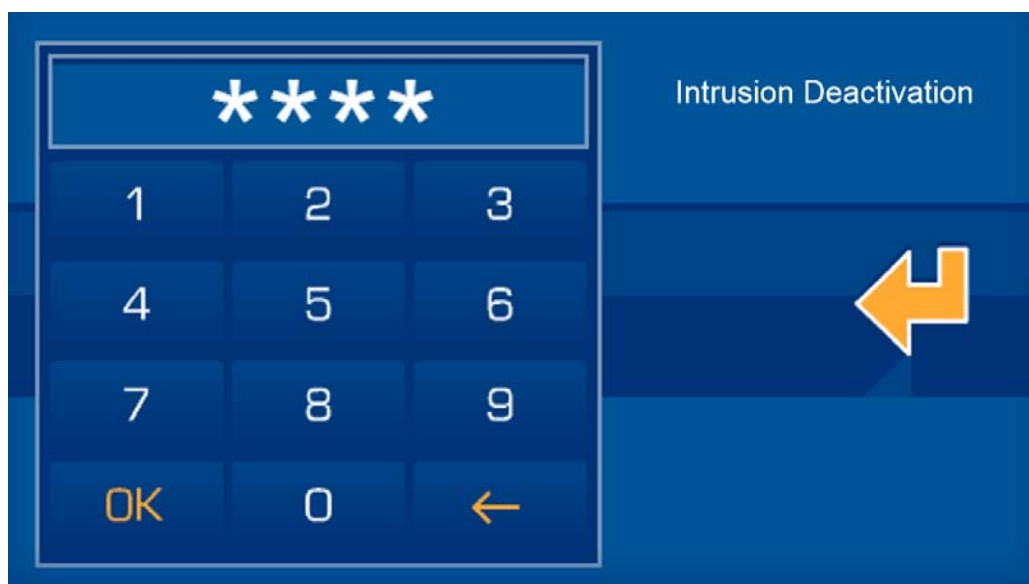
### 3.3.4 INTRUDER ALARM

The intruder alarm icon, identified below, allows you to activate/deactivate the intruder alarm.



After pressing the indicated icon, a numeric keypad appears on the screen to enter the user code: 1234 (By default).
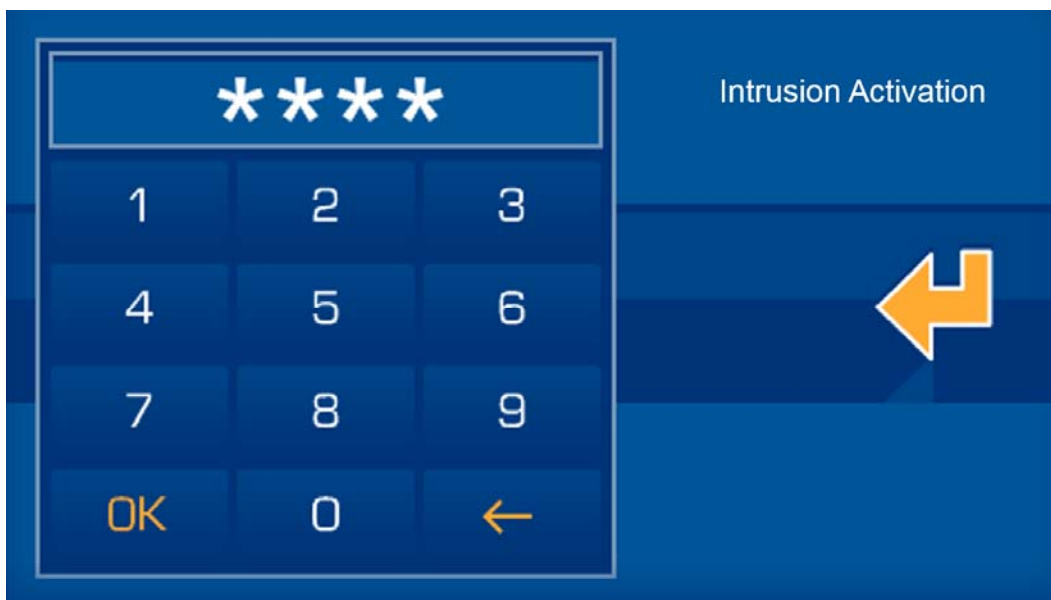


Once the 4 digits are entered, just press OK to confirm and activate/deactivate the intruder alarm. The system will change its status: If deactivated, it will be activated, and if activated, it will be deactivated.

When the intruder alarm is deactivated, the  icon is fixed in the lower horizontal bar. Once the intruder alarm system is activated, the  icon blinks continuously.

### 3.3.5 PRESENCE SIMULATION

The icon indicated in the following image allows us to activate/deactivate the presence simulation in the home.



By pressing it, a dialogue box will appear in which you have to confirm or cancel the presence simulation system's activation/deactivation: Then the following is displayed:

**To activate:**



**To deactivate:**



To accept press  otherwise press  to cancel the activation/deactivation.

When the presence simulation is deactivated, the ⌂ icon is fixed in the lower horizontal bar. Once the presence simulation is activated, the ⌂ icon blinks continually.

## 3.4  CONFIGURATION MENU

In this section we can edit the different configurable parameters, which have 9 options that are described below:



Once the configuration icon is pressed, a window with the menu options opens
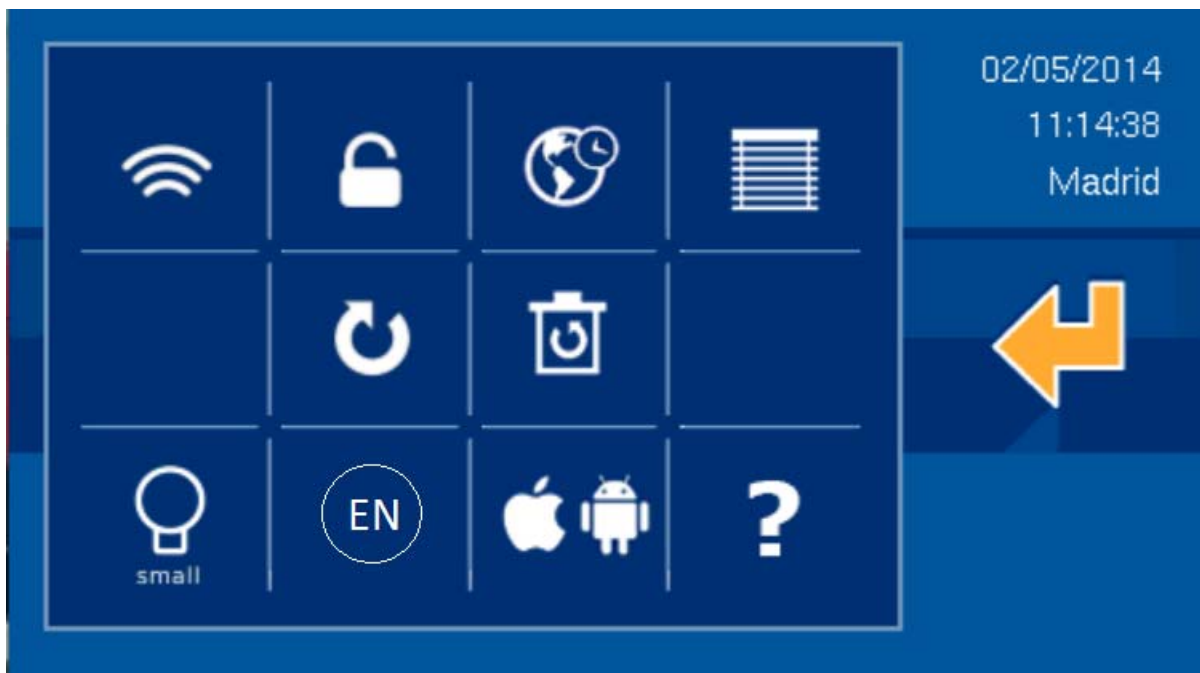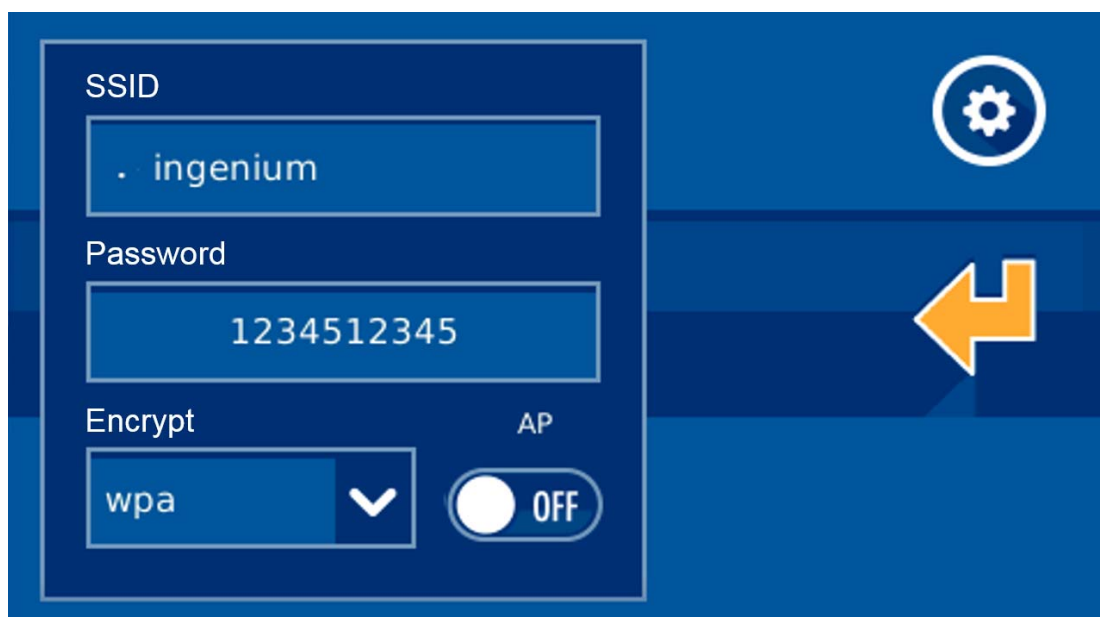


### 3.4.1  WIFI CONFIGURATION

The WiFi configuration option allows you to edit the wireless network's name to which the screen is connected to, and its access password. As a complement, you can establish the screen's IP address, subnet mask and local network's gateway.

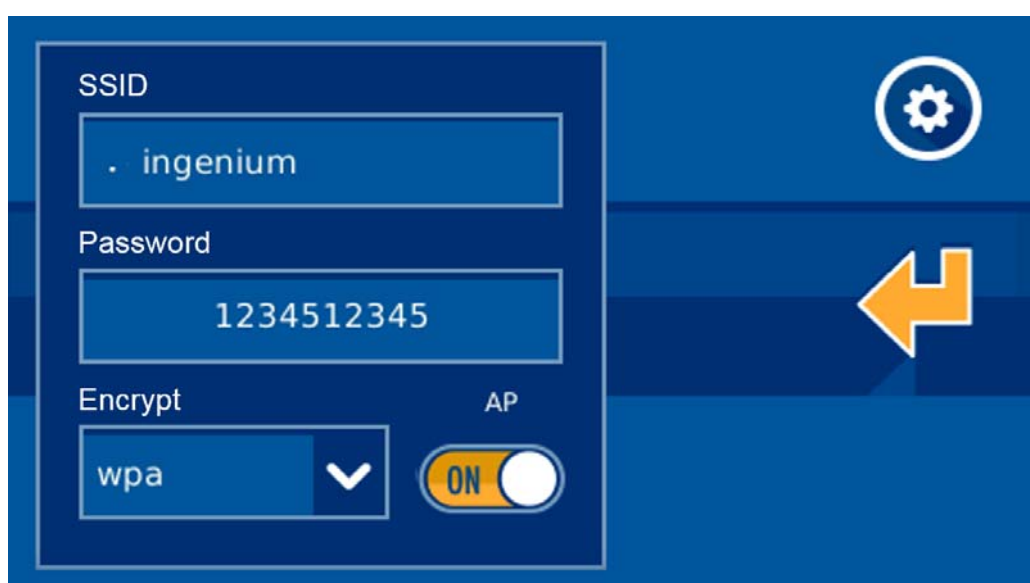Click on the following menu option to access:



In the first WiFi screen the text fields for configuration of the local network are displayed (network name, password and encryption type). It also allows you to mark a field *ad hoc* to create the screen's own wireless network to then connect other equipment directly, like PCs, tablets or Smartphones without needing to depend on an access point.

To edit the fields just press on them and use the on-screen keypad that drops down.

Within the editable parameters:

- **SSID**: Public name of the wireless network to which video entry unit connects to. When the editable fields are selected, a list with all of the available WiFi networks drops down, displaying each of their coverage. If activating the AP field (*Access Point*), it is the wireless network's name that the screen generates and to which the equipment will be connected to if wanting to communicate with it. When configuring an AP in the drop down list, you must choose the "Other…" option, and edit the name with the on-screen keypad.

- **Steps**: Wireless network password. Leave it as "none" if you do not want a password. If activating the AP field (*Access Point*) and WEP or WPA, it is the wireless network's password that the screen generates and that must be entered if wanting to establish communication.

- **Type of encryption**: This allows you to select the encryption characteristics to connect to the local network via WiFi: WEP and WPA.



Selecting the **AP option (*Access Point*)**, the video entry unit allows you to create its own wireless network (without requiring an access point) to which the different equipment from which you want to control the installation may connect to (PCs, tablets, smartphones, etc). The wireless network will have the visible

name as indicated in the SSID field (Option "Other…" from the editing drop-down menu) and the password from the password field. For the password, the type of encryption is that which we mark in the selectable field WEP, WPA, or no encryption if we select none.
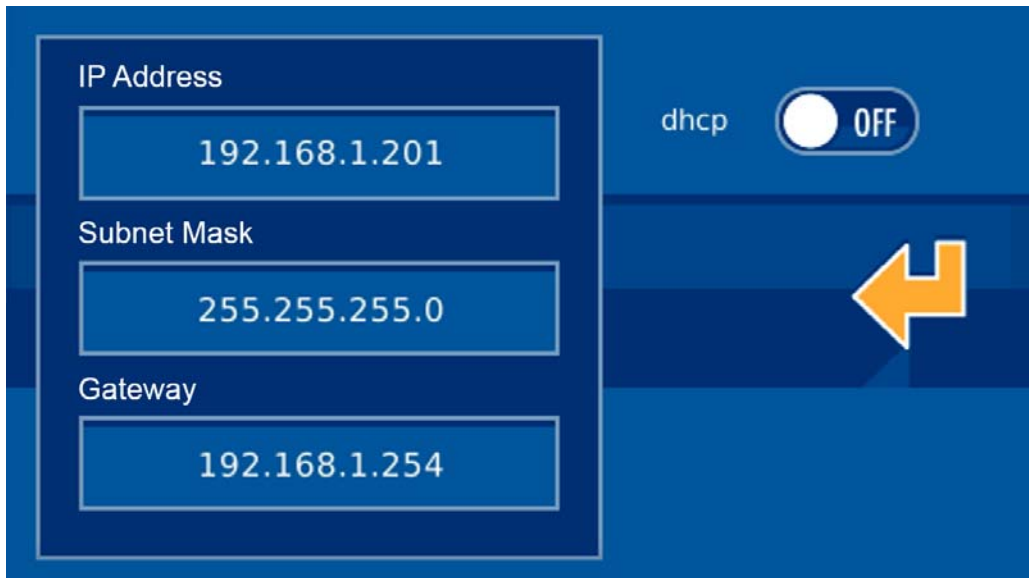


When AP mode is activated, the WIFI coverage icon in the upper right corner changes to this other one AP , to inform what type of configuration the video entry unit has. Once the AP mode is configured, the screen's WiFi module takes a few minutes to restart, so you must wait until the wireless network is available for connection.

By pressing on the icon from the upper right of the screen, you access the configuration of parameters within the local network.
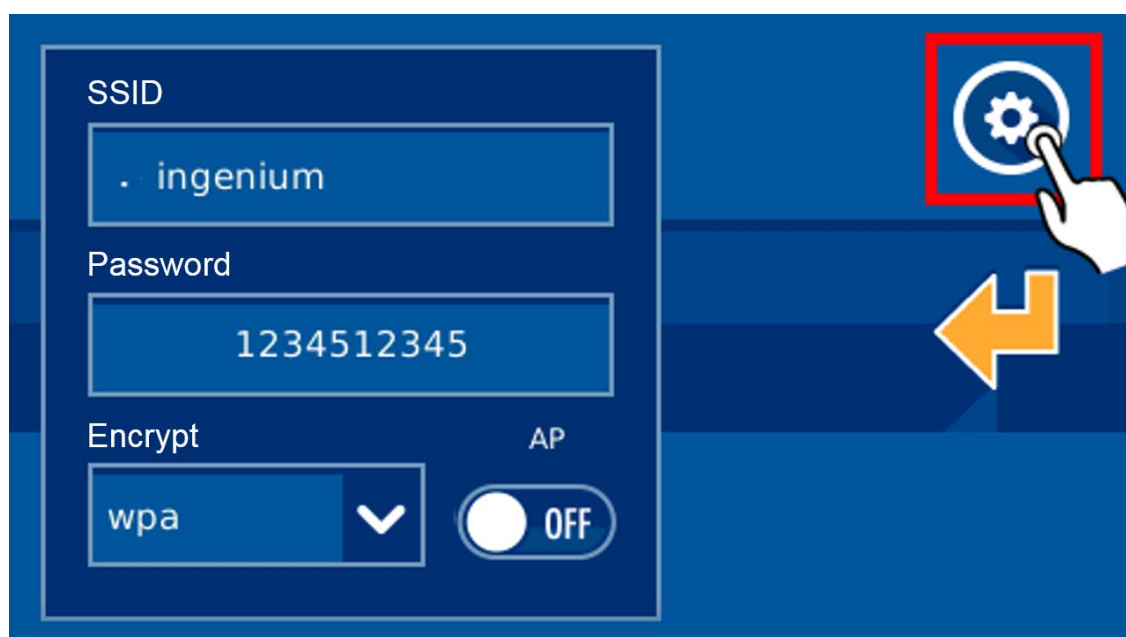
This option allows you to establish the screen's IP address, subnet mask and local network's gateway to connect to.
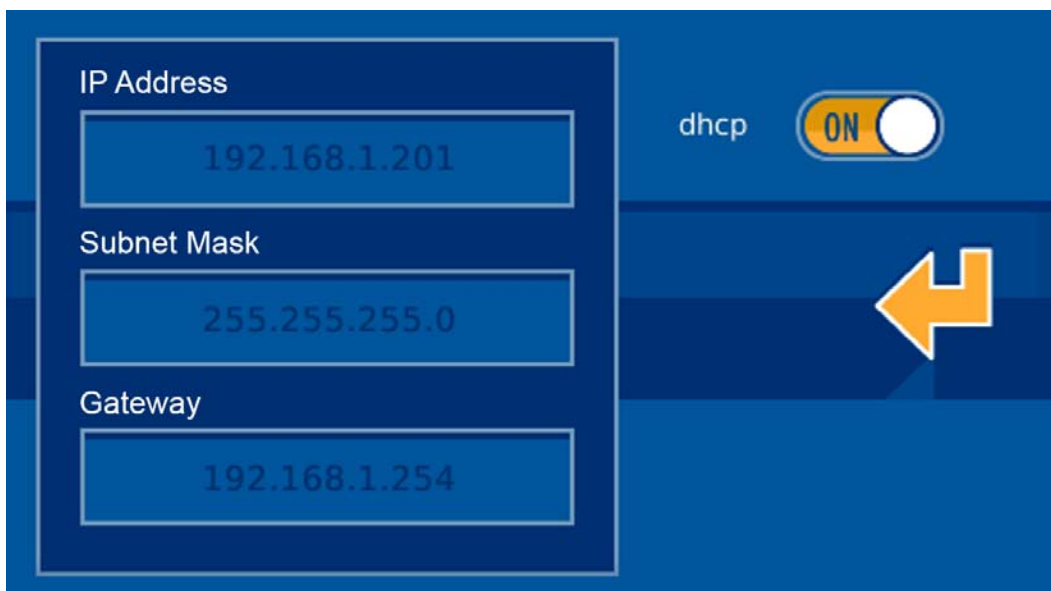


The following are the configurable parameters:

- **IP Address**: The screen's IP address within the local network.

- **Subnet mask:** the local network where the video entry unit is installed.

- **Gateway**: The gateway through which the screen has to the exterior, generally the router's address.

You can configure the network parameters for it to be the router (or the screen itself, if AP mode is activated) who assigns the IP address, the subnet mask and the Gateway automatically on the equipment. For this you need to activate the DHCP option.



To validate the data and return to the previous screen (not to save them yet), press ⏎.

Once you have completed editing, upon pressing ⏎ on the screen where you edit ssid, the video entry unit displays the following message:

To confirm saving these changes. To save the changes press [✓], to cancel them press [✗].

## 3.4.2 SECURITY

In this menu option the user can activate monitor usage protection via a 4 digit password, or modify this administrator screen password, which is necessary to carry out actions like activating/deactivating the intruder alarm. To manage this video entry unit administrator password, you must access the menu option indicated below.



The interface is divided into two options, a left area for activation/deactivation of the number code block, and the right area to change the password.
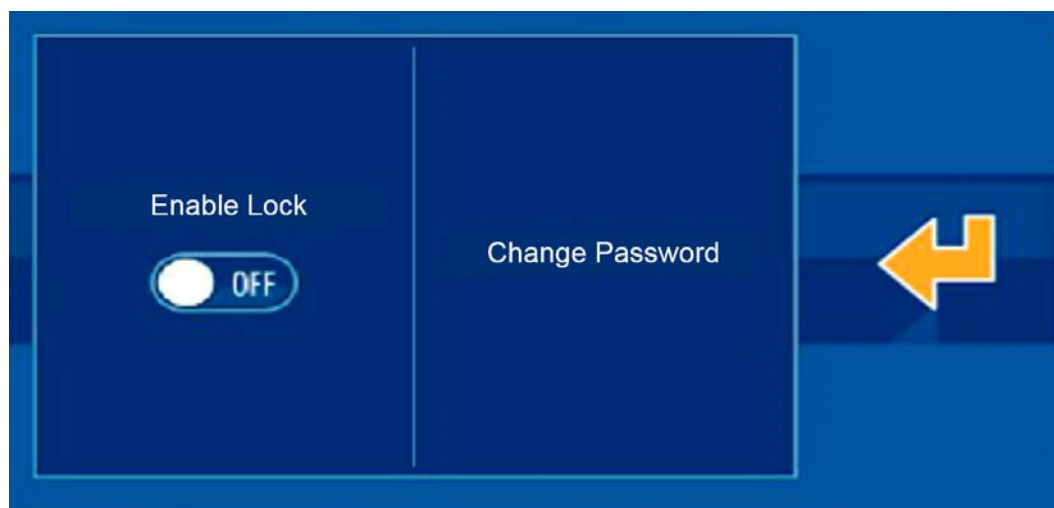


Using the bar on the left side, you can activate or deactivate the screen block, for which it requests an administrator password. Once activated, the yellow icon is displayed, indicating that the block is activated. When the video entry unit is in stand-by (screen off or dimmed after a few seconds of inactivity), and the user touches the screen, this password is requested to be able to access the home automation application.
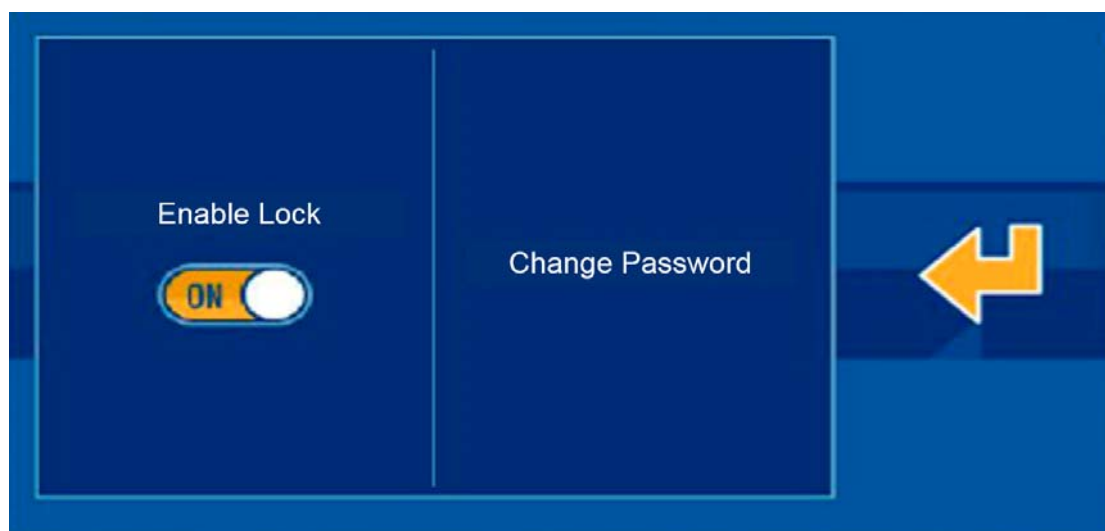
On the right side, the application lets you modify the video entry unit's administrator password, using various menu options. Once the change is accessed, the screen asks for the current password, necessary to be able to continue with the process.
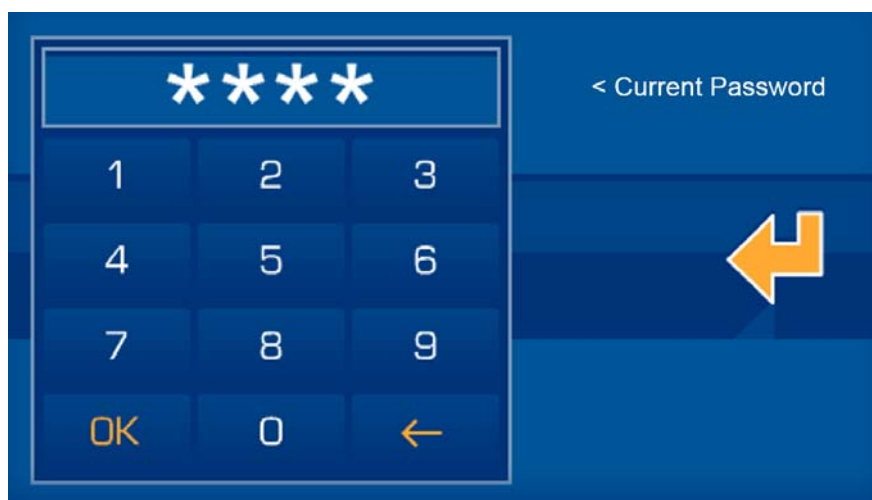


Once entered press [OK]. Then, if the current password is entered correctly, the screen will ask for the new 4 character long password.
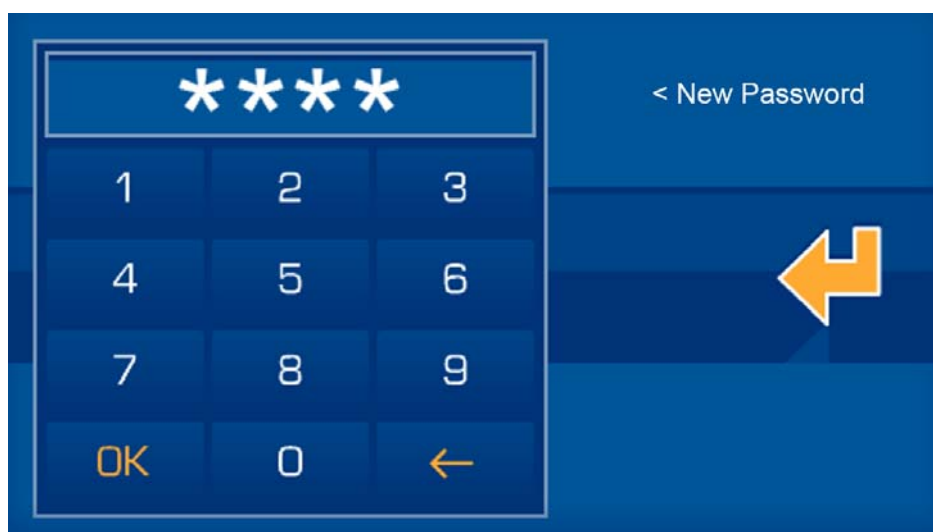
In order to guarantee proper insertion with the touch screen, and to avoid errors when entering the password, it is asked for a second time to compare it with the first one.



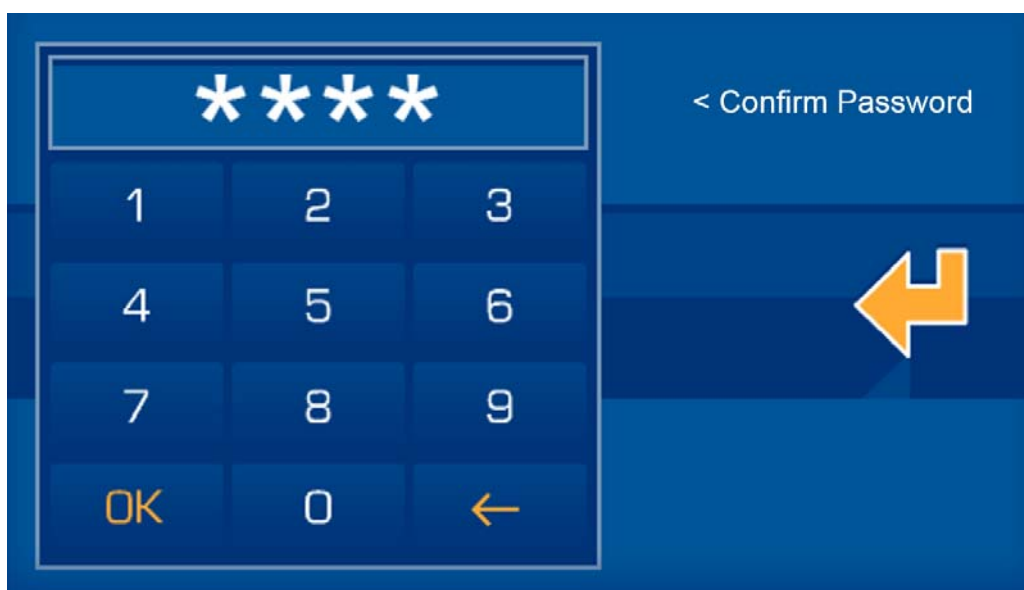If the new password is entered erroneously, or the two consecutive attempts do not coincide, the screen will display the corresponding error message. If the new password is entered correctly, the screen will display an OK and the new password becomes the current one for activating/deactivating the intruder alarm.

### 3.4.3   TIME ZONE



This option helps select the time zone in which you find yourself, so as to set the screen's clock to the corresponding zone, guaranteeing proper execution of the timed scenarios.

If the screen has internet connection, the time is set automatically from the network, so it is only necessary to set the time zone for where it installed to adapt to the international time.

The tool has a search engine so you do not have to go through the whole list, selecting the point directly.
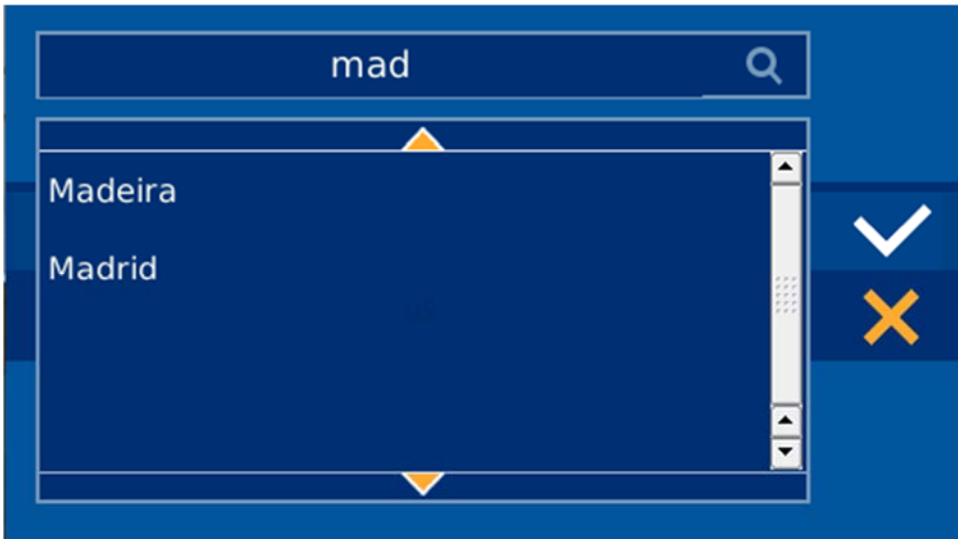
You can just select the city and confirm it by pressing .

### 3.4.4 FIRMWARE UPDATE



This option downloads the latest available software version for the video entry unit (only if there is a new version and the video door entry device is connected to the Internet), installing the update immediately and restarting it automatically. When this option is selected from the menu, the screen displays the following message on the screen:



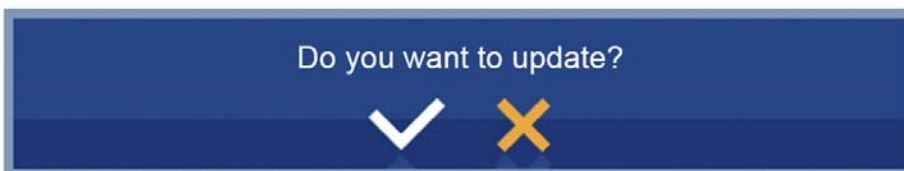To accept, press , to exit without updating press . If you accept, the yellow progress bar under the menu icon appears on-screen indicating the download status of the software update, and when finished, the process is complete.

If there is a new software version on the server, the screen completes the process and restarts automatically. If upon completing the update process the screen does not restart, the latest software version is already installed.

In a short period of time, the screen will be updated to the latest software version and maintain the same BUSing project installed prior to the process.
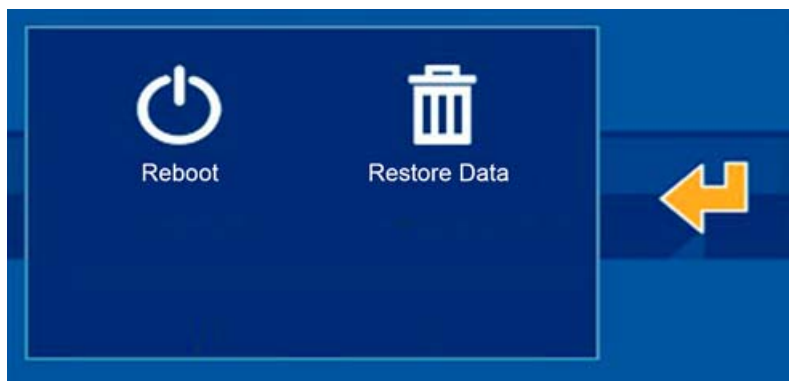
### 3.4.5 SYSTEM RESTART

The "System Restart" option in the options menu, with the icon indicated below, allows for various options associated to the video entry unit's maintenance and operating mode.

Accessing this menu option (after requesting for the administrator password) you get 4 alternatives, described below:



- **Reboot:** Restart the system to resolve any inconsistent situation that could have been produced. The video entry unit restarts again after a few seconds.
- **Restore Data:** The application restores the internal database, and restarts it as a clean system, maintaining the project but without historical registries, schedules, new edited scenarios, etc. The video entry unit restarts a few seconds after the process.

Having chosen some of the previous options, the system asks for confirmation to guarantee the voluntary selection, and if the user confirms the selection, the system restarts with the desired changes.

### 3.4.6 LANGUAGE

On the video entry unit configurations panel, you can select the screen language, so that the texts displayed in the different menus are translated to the language selected by the user. To select the one that interests us, just press on the icon indicated to select from a list of supported languages, until having found the desired language (ES - Spanish, FR - French or EN - English).



Once you have selected the screen language, just press  to confirm it and load the texts.

### 3.4.7 REGISTER INSTALLATION

This menu option is indispensable for registering the project on the ingenium server and for making it available for remote control via the ingenium applications for iOS and Android.

Accessing this tool you must press on "new user" and then enter the username and password that the client wants to have to access their installation's controls remotely.

Once all user password fields are filled, just press "Register device" to confirm it and start the server upload process, after a few on-screen validation questions.

Upon completing the process, the screen restarts, and the project remains accessible remotely via the ingenium APPS, with the defined username and password.

If you want to unregister and delete a project from the server, repeat the operation, but this time the available operation is "*remove user*" (this option can only be accessible if the project was previously registered). If you decide to delete the server's project, the screen will request confirmation from the user prior to starting the process.

After confirming, the project is deleted from the server, and may not be controlled remotely. If you want to upload the project up to the server again, the user can do so by registering their device again and defining the username and password.

If a change is made on an already started project, you must restore data (delete the project from the server) and re-register the device (upload the server's project) so that the project is in the server in its latest version. This way we can guarantee that the project accessible remotely for controlling the installation via the APPs is the latest version.

## 4 INSTALLATION

# NOTES